#### Formal Methods for Interactive Systems

Part 7 — Task Failure and Behavioural Patterns

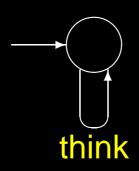
#### Antonio Cerone

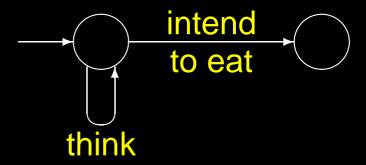
United Nations University
International Institute for Software Technology
Macau SAR China

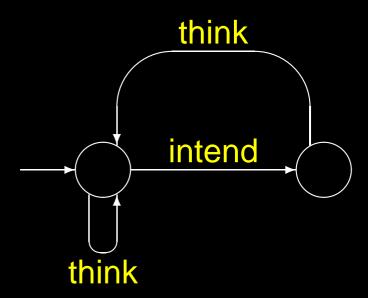
email: antonio@iist.unu.edu

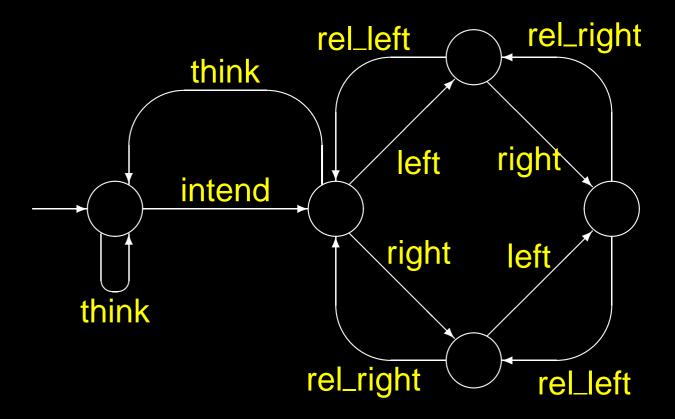
web: www.iist.unu.edu

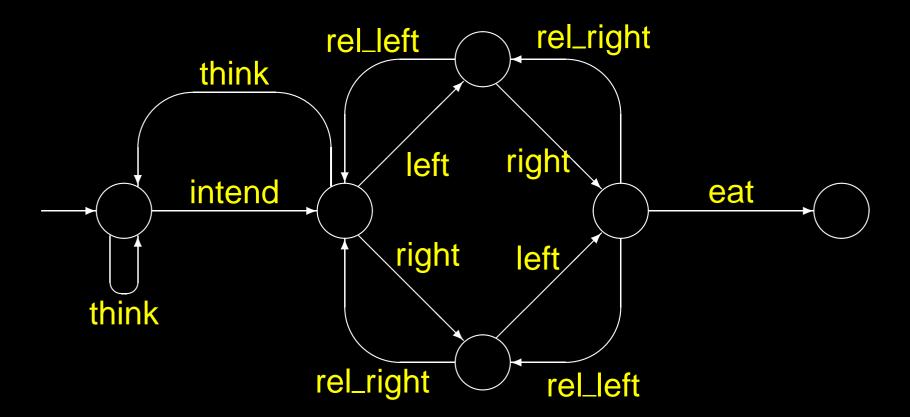
# Dining Philosopher chopstick version

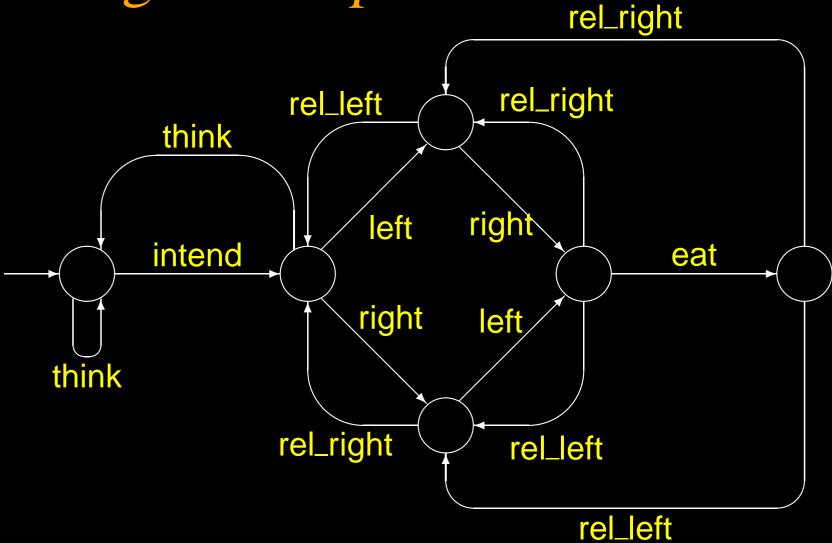




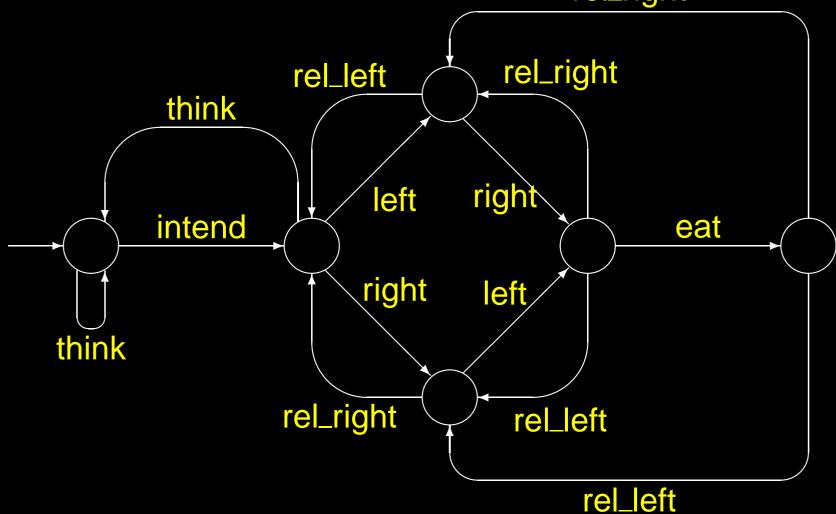




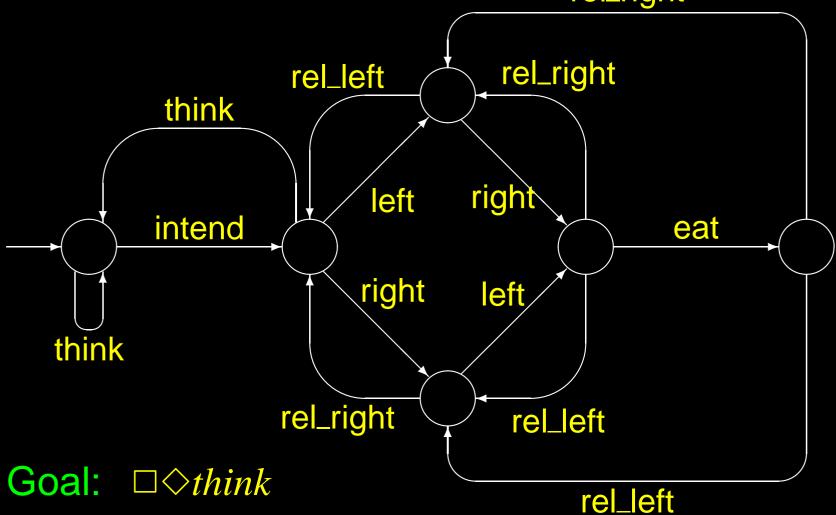




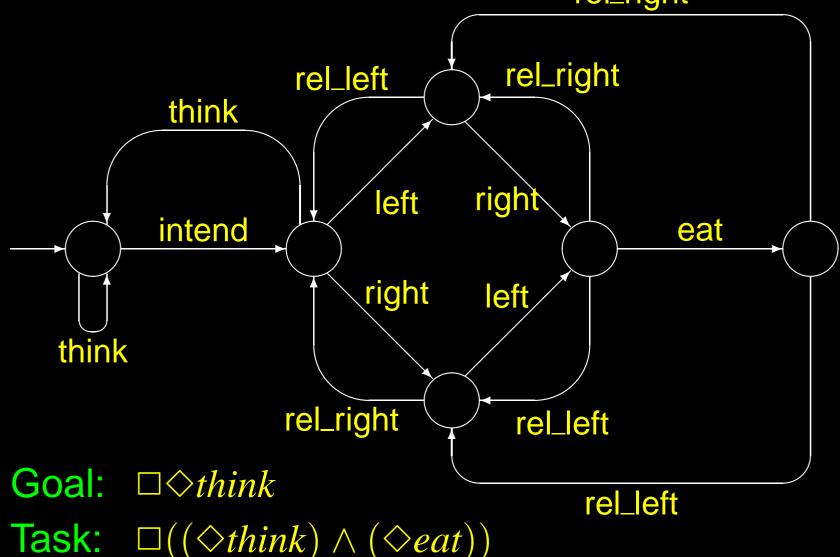
### Philosopher's Goal and Task rel\_right



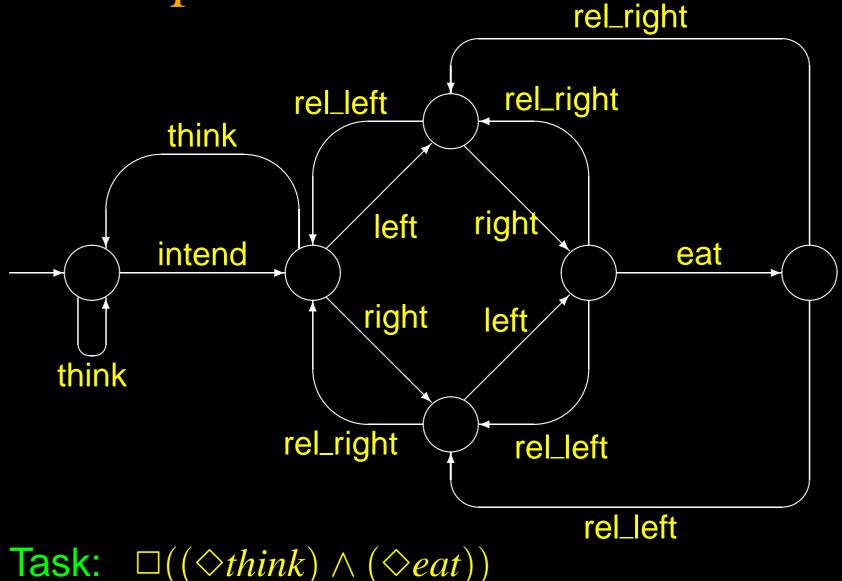
## Philosopher's Goal and Task rel\_right



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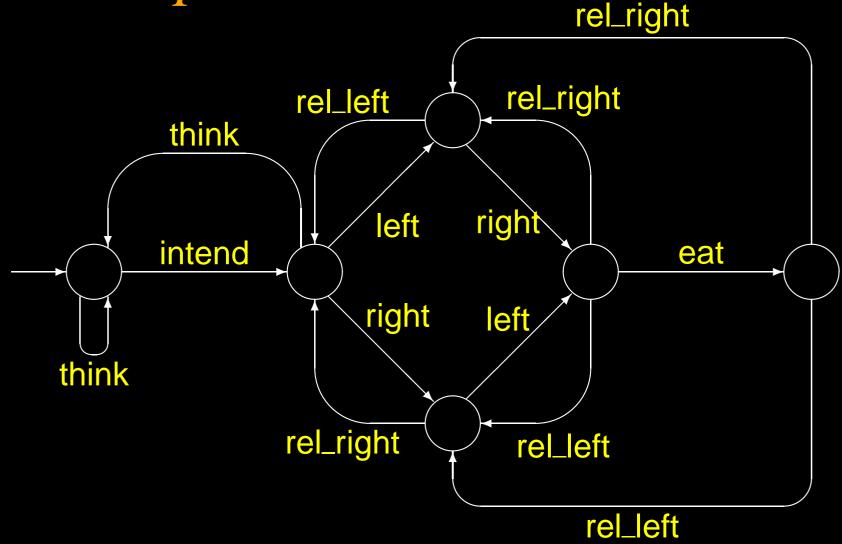


#### Philosopher's Task Failure



A. Cerone, UNU-IIST – p.4/??

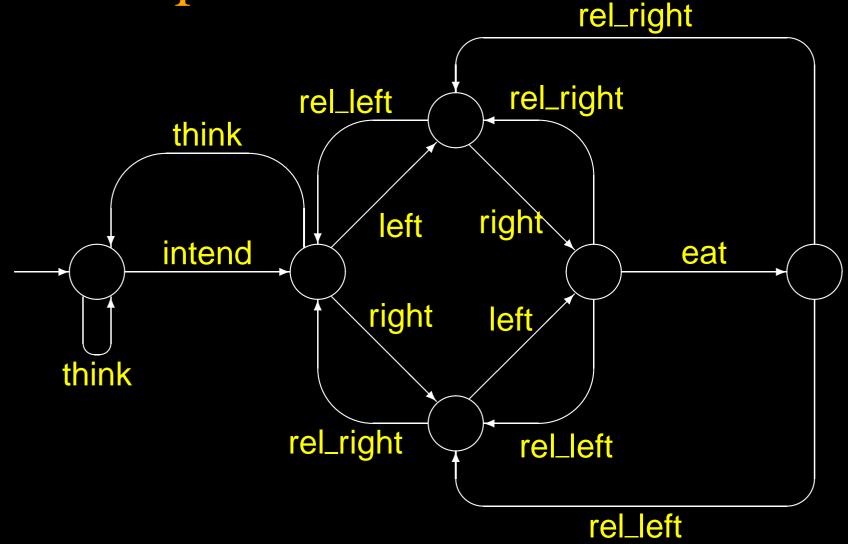
#### Philosopher's Task Failure



**Task**:  $\Box((\Diamond think) \land (\Diamond eat))$ 

Task Failure:  $\neg \Box((\diamondsuit think) \land (\diamondsuit eat))$ 

#### Philosopher's Task Failure



**Task**:  $\Box((\diamondsuit think) \land (\diamondsuit eat))$ 

Task Failure:  $\diamondsuit((\Box \neg think) \land (\Box \neg eat))$ 

leading to task failure  $(\Box \neg think) \land (\Box \neg eat)$ 

 $(\Box \neg think) \land (\Diamond eat)$ 

$$(\Box \neg think) \land (\Diamond eat)$$
$$(\Diamond think) \land (\Box \neg eat)$$

```
(\Box \neg think) \land (\Diamond eat) not a philosopher (\Diamond think) \land (\Box \neg eat) further decomposed
```

```
(\Box \neg think) \land (\Diamond eat) not a philosopher (\Diamond think) \land (\Box \neg eat) further decomposed (\Diamond intend) \land \Box (\neg left \land \neg right)
```

```
\begin{array}{c} (\Box\neg\ think) \land (\Diamond\ eat) & \text{not a philosopher} \\ (\Diamond\ think) \land (\Box\neg\ eat) & \text{further decomposed} \\ (\Diamond\ intend) \land \Box(\neg\ left \land \neg\ right) \\ & \text{distracted by thoughts} \end{array}
```

```
(\Box \neg think) \land (\Diamond eat) \quad \text{not a philosopher} (\Diamond think) \land (\Box \neg eat) \quad \text{further decomposed} (\Diamond intend) \land \Box (\neg left \land \neg right) \quad \text{distracted by thoughts} (\Diamond ((left \land \bigcirc right) \lor (right \land \bigcirc left))) \land \Box \neg eat
```

```
(\Box\neg think) \land (\diamondsuit eat) not a philosopher (\diamondsuit think) \land (\Box\neg eat) further decomposed (\diamondsuit intend) \land \Box (\neg left \land \neg right) distracted by thoughts (\diamondsuit ((left \land \bigcirc right) \lor (right \land \bigcirc left))) \land \Box \neg eat cannot use chopstics
```

```
(\Box \neg think) \land (\Diamond eat) not a philosopher
(\diamondsuit think) \land (\Box \neg eat) further decomposed
     (\diamondsuit intend) \land \Box (\neg left \land \neg right)
                                  distracted by thoughts
     (\lozenge((left \land \bigcirc right) \lor (right \land \bigcirc left))) \land \Box \neg eat
                                  cannot use chopstics
     ((\lozenge left) \lor (\lozenge right)) \land \Box (\neg left \lor \neg right)
                                  unable to get two chopstics
                                  further decomposed
```

 $((\diamondsuit left) \lor (\diamondsuit right)) \land \Box(\neg left \lor \neg right)$  unable to get two chopstics further decomposed

```
((\diamondsuit left) \lor (\diamondsuit right)) \land \Box (\neg left \lor \neg right) unable to get two chopstics further decomposed (\diamondsuit left) \land \Box \neg right
```

```
((\diamondsuit left) \lor (\diamondsuit right)) \land \Box (\neg left \lor \neg right) unable to get two chopstics further decomposed (\diamondsuit left) \land \Box \neg right physical problem
```

```
((\diamondsuit left) \lor (\diamondsuit right)) \land \Box (\neg left \lor \neg right) unable to get two chopstics further decomposed (\diamondsuit left) \land \Box \neg right physical problem (\diamondsuit right) \land \Box \neg left physical problem
```

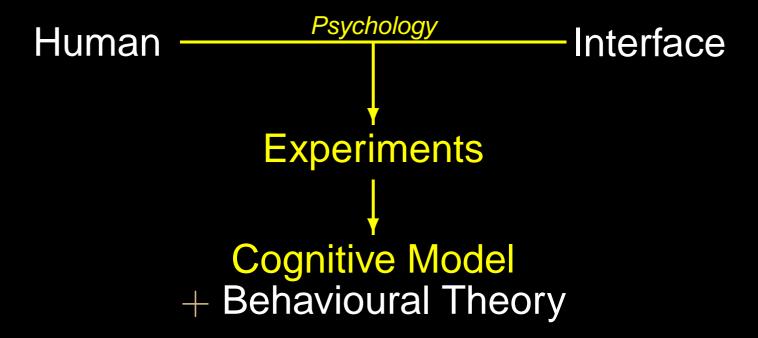
```
((\diamondsuit left) \lor (\diamondsuit right)) \land \Box (\neg left \lor \neg right) unable to get two chopstics further decomposed (\diamondsuit left) \land \Box \neg right physical problem (\diamondsuit right) \land \Box \neg left physical problem (\diamondsuit left) \land (\diamondsuit right) \land \Box (\neg left \lor \neg right)
```

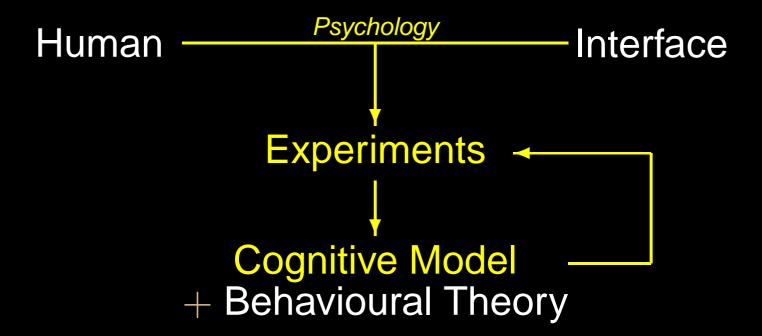
```
((\lozenge left) \lor (\lozenge right)) \land \Box (\neg left \lor \neg right)
                             unable to get two chopstics
                             further decomposed
     (\lozenge left) \land \Box \neg right
                             physical problem
     (\lozenge right) \land \Box \neg left
                             physical problem
     (\lozenge left) \land (\lozenge right) \land \Box (\neg left \lor \neg right)
                             does not understand
```

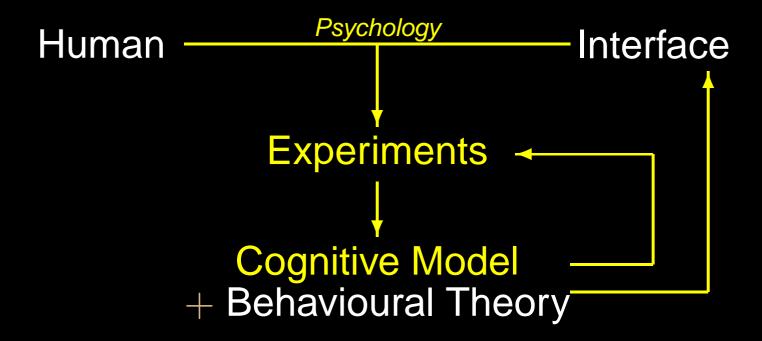
Human

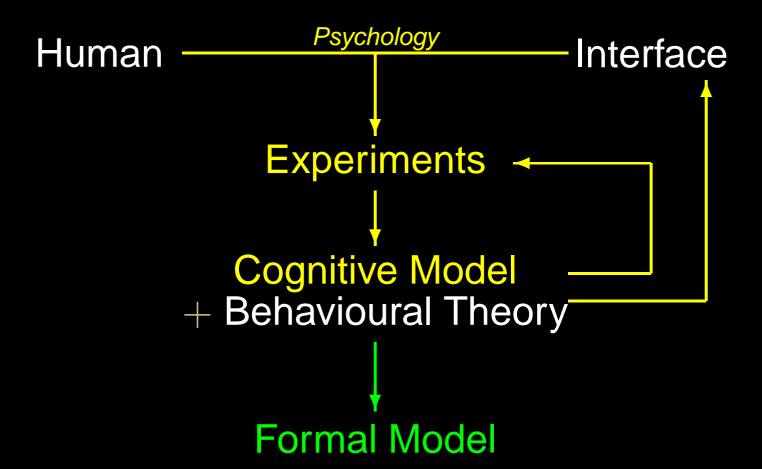
Interface

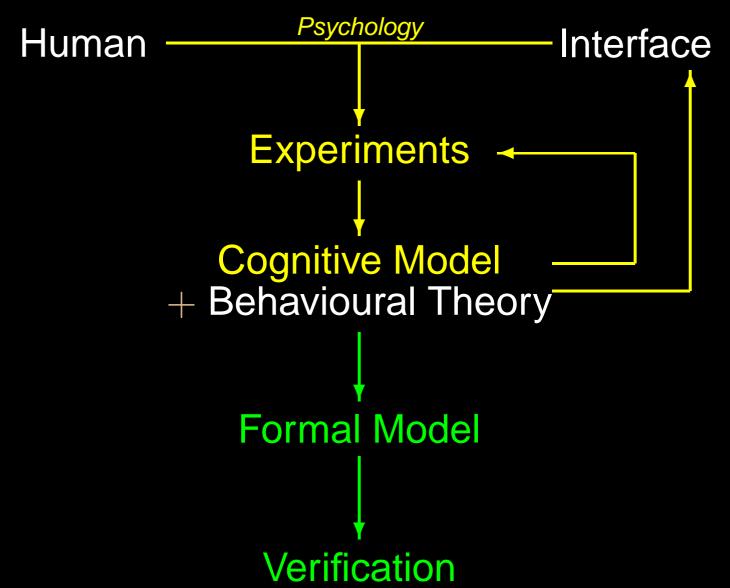


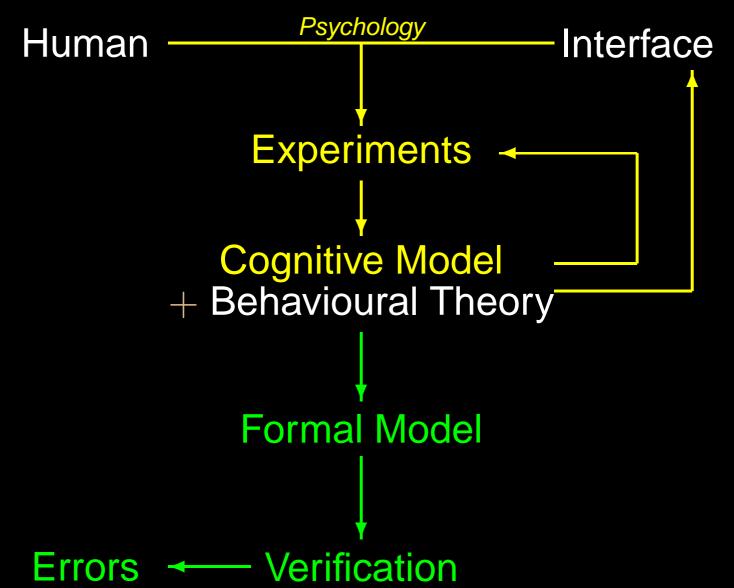


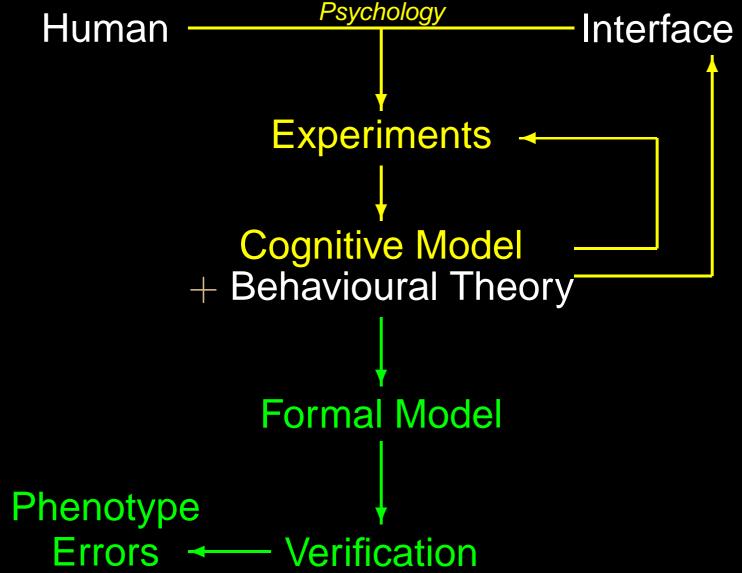


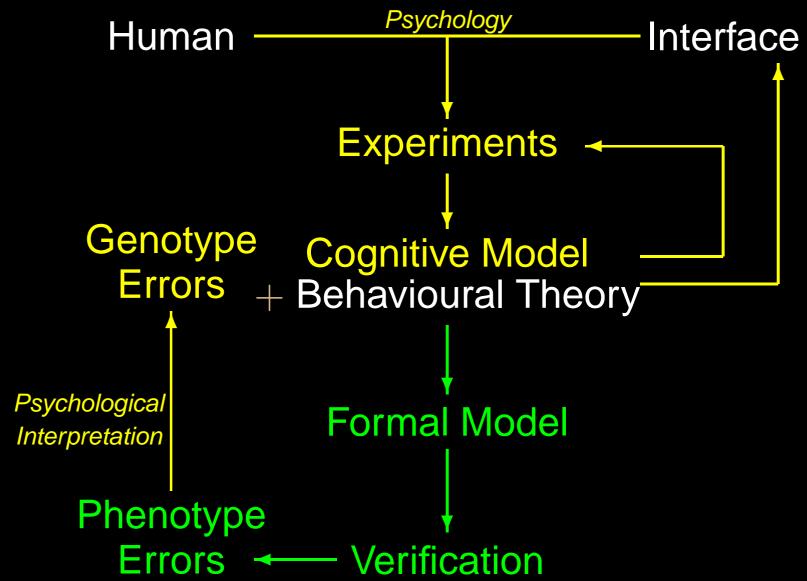


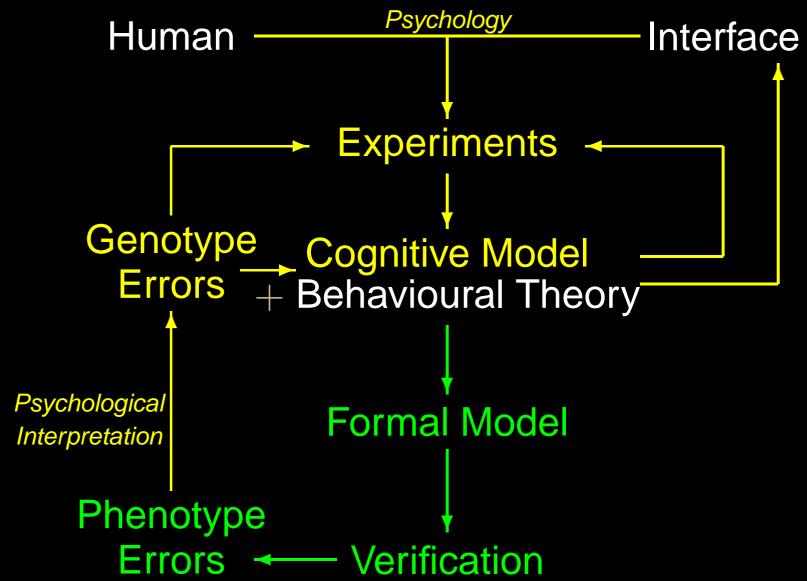












- 1980s: Model-checking
  - [Emerson and Clarke]

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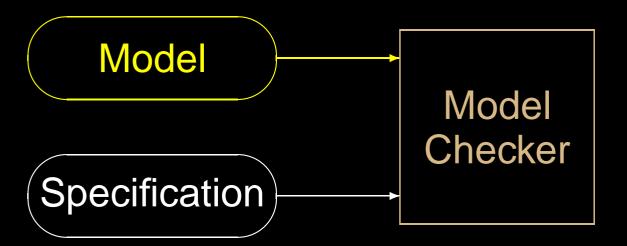
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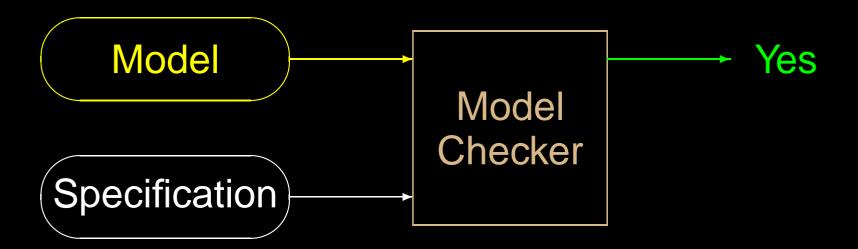
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  - Software Verification

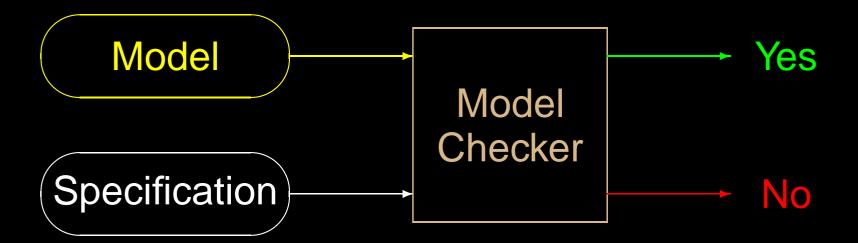
Model

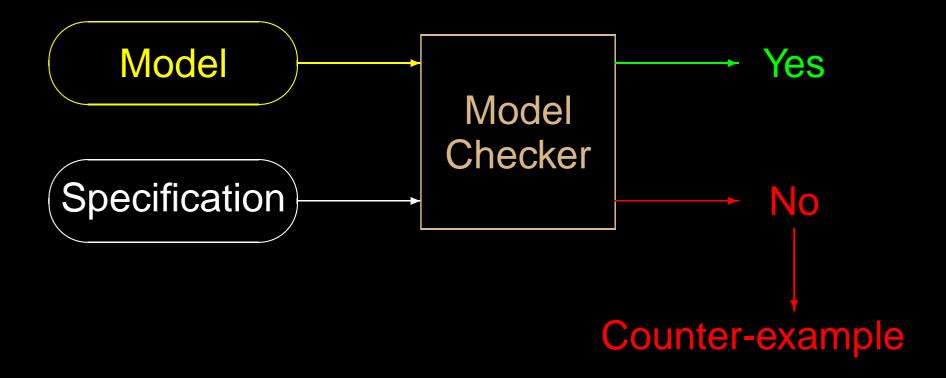
Model

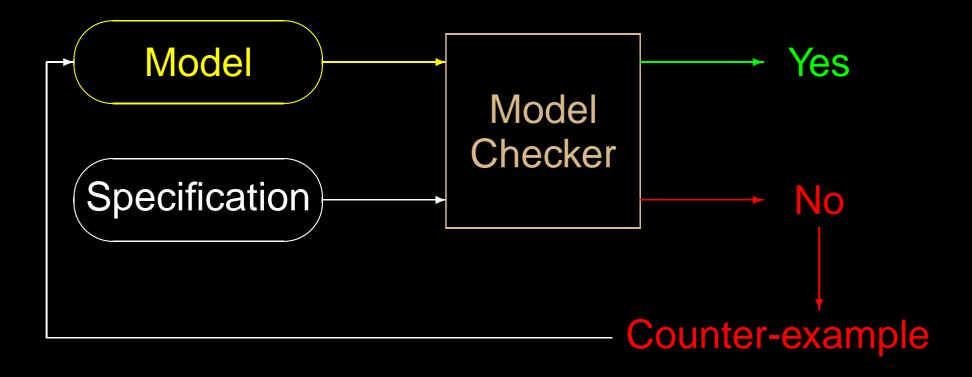
Specification

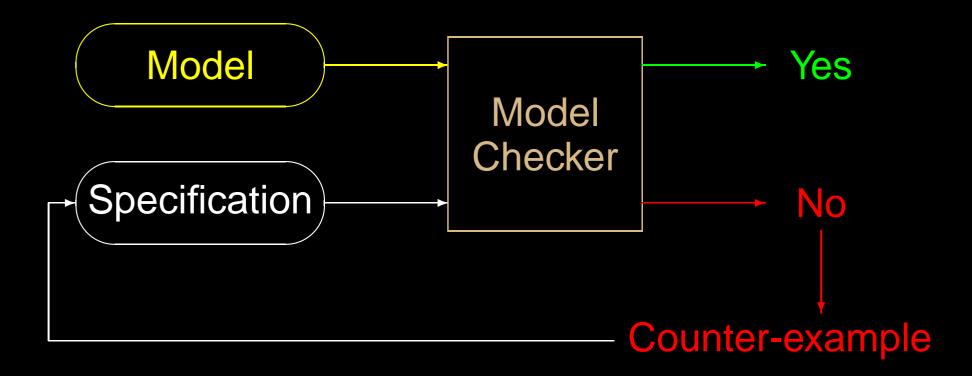


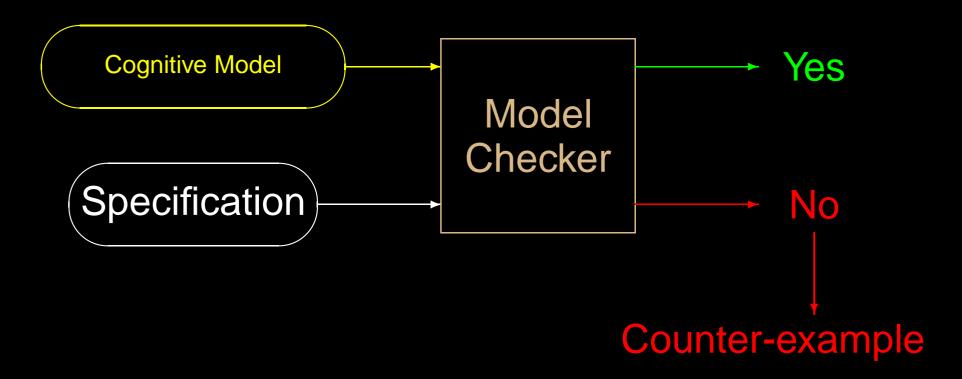


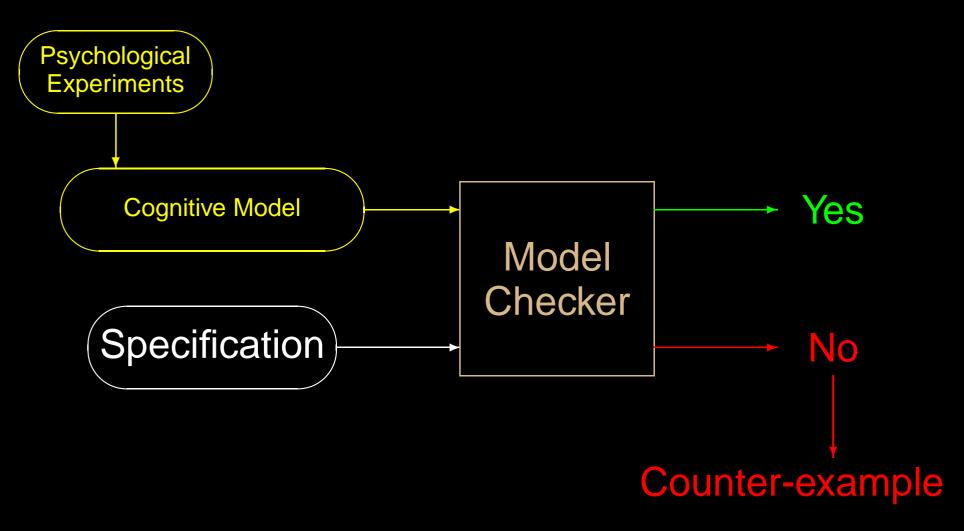


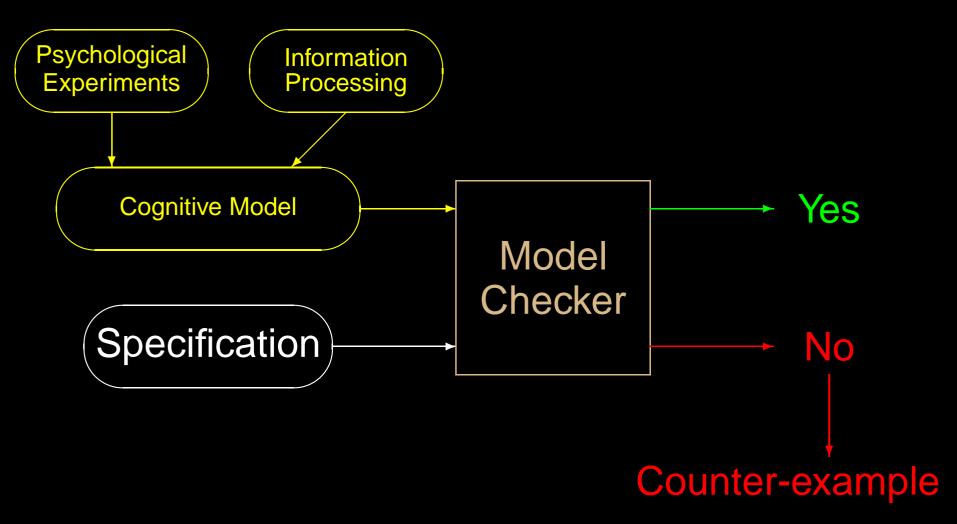


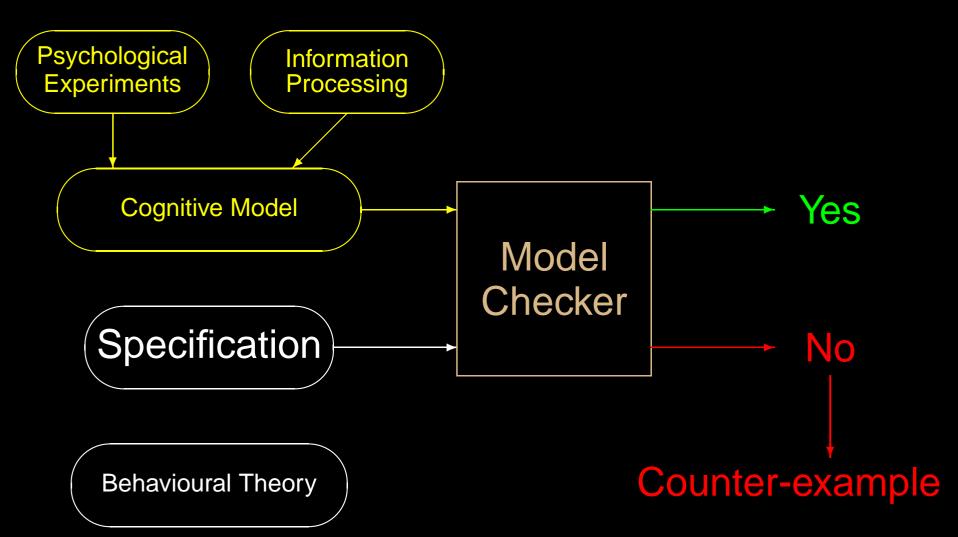


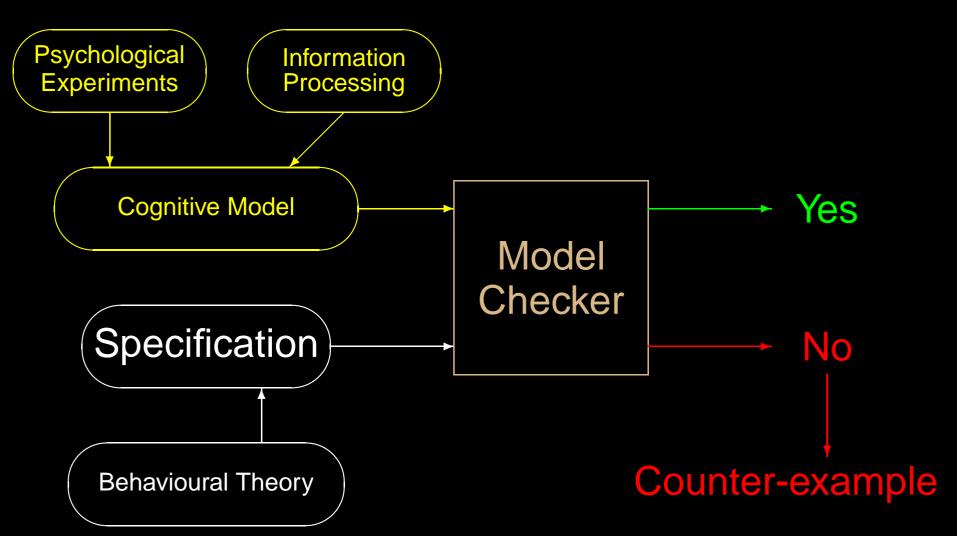


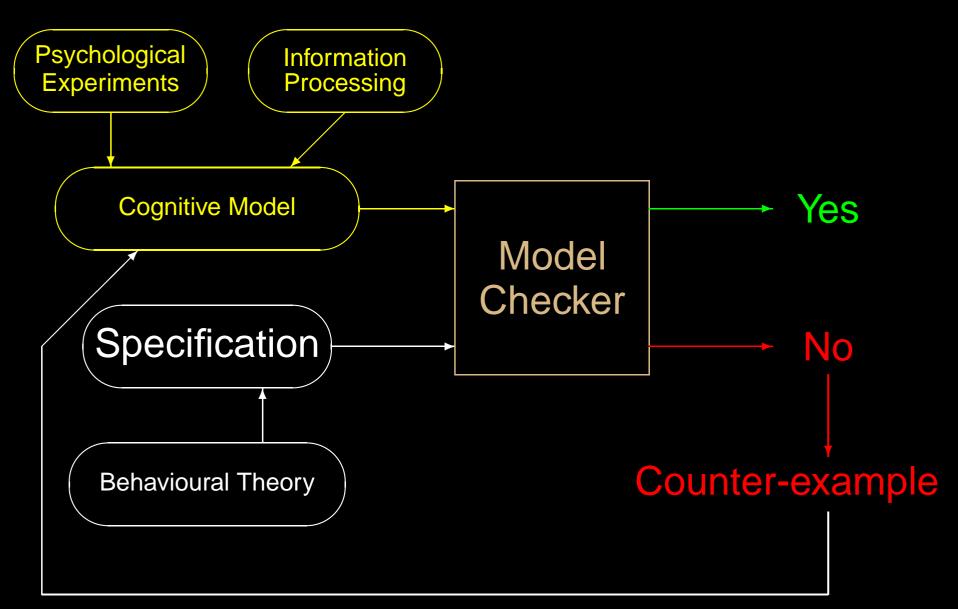


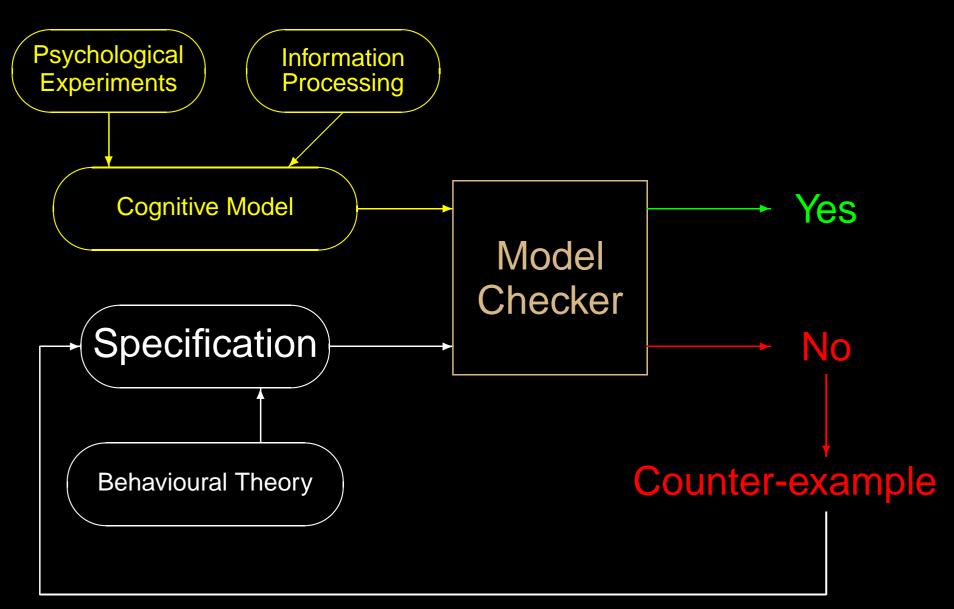


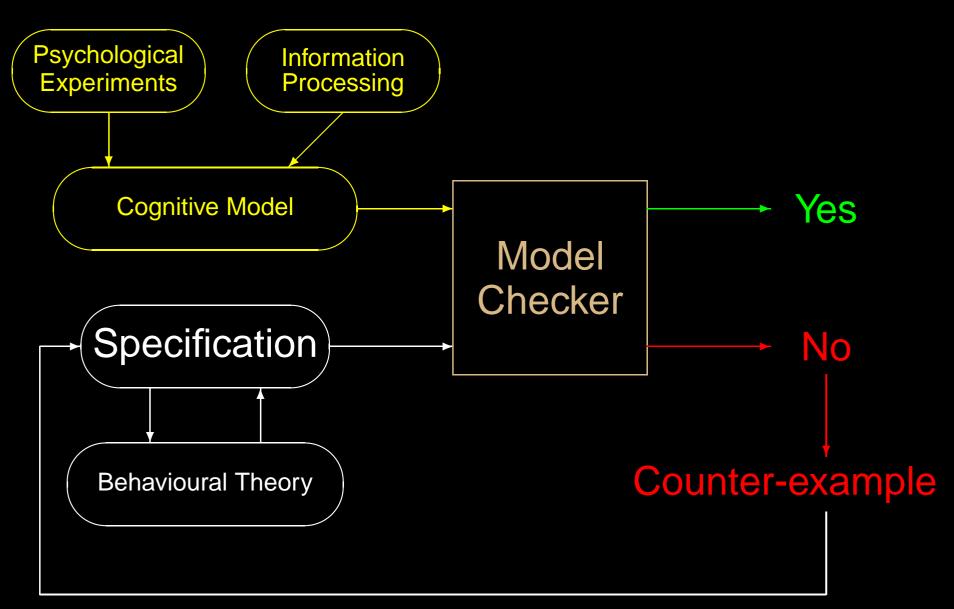


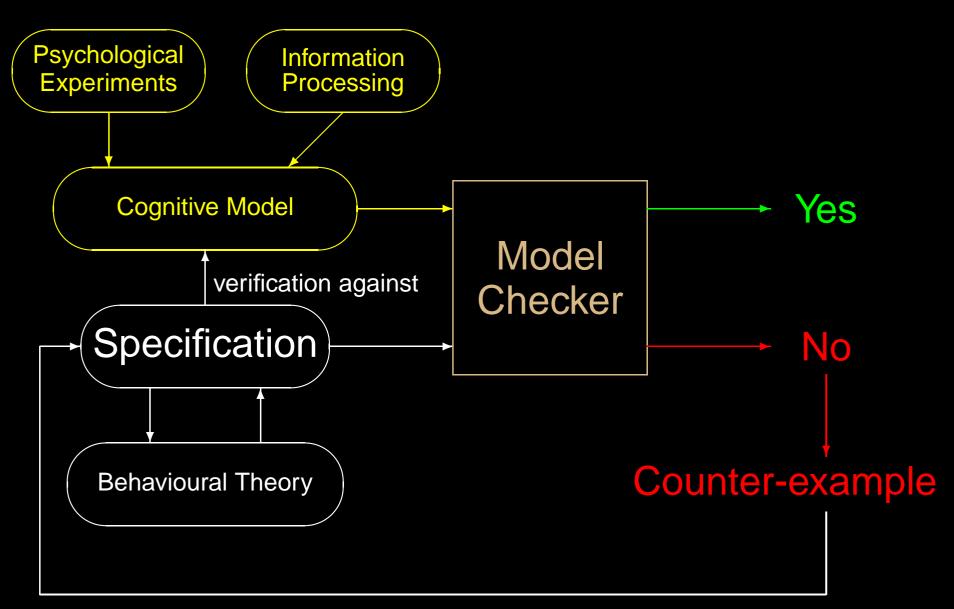












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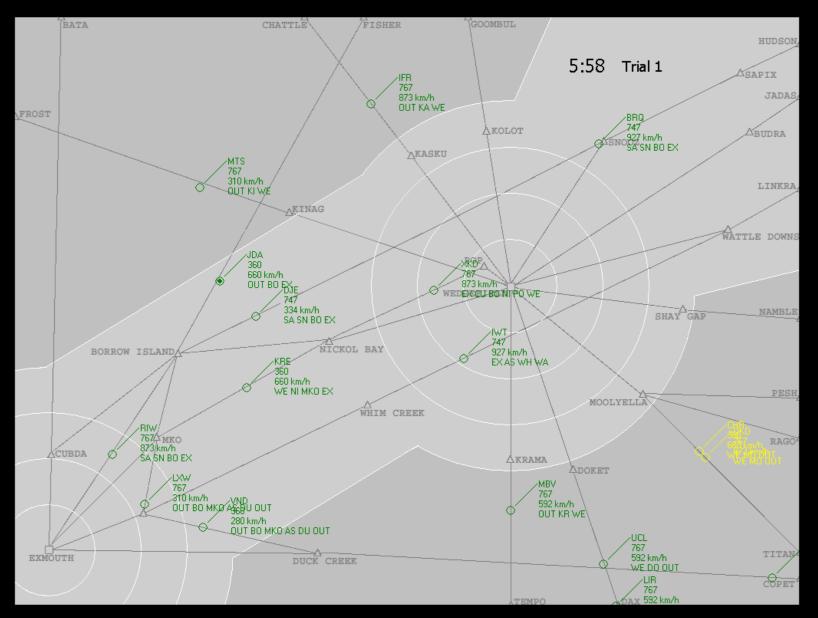
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- A pair of aircraft is in conflict when their pathways are such that the two aircraft will eventually violate separation.

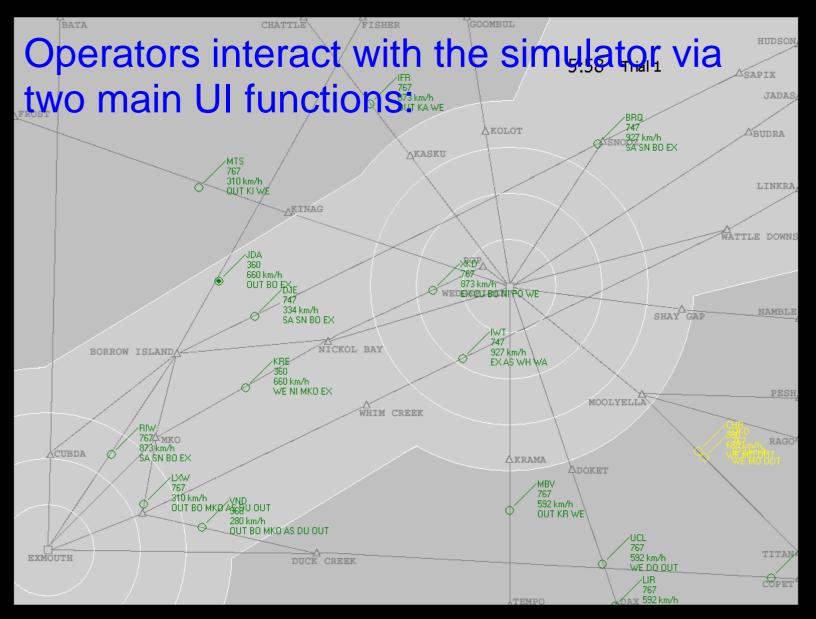
 The ATC operator's task involves monitoring the movement of aircraft on a screen, looking for pair of aircraft that may violate separation.

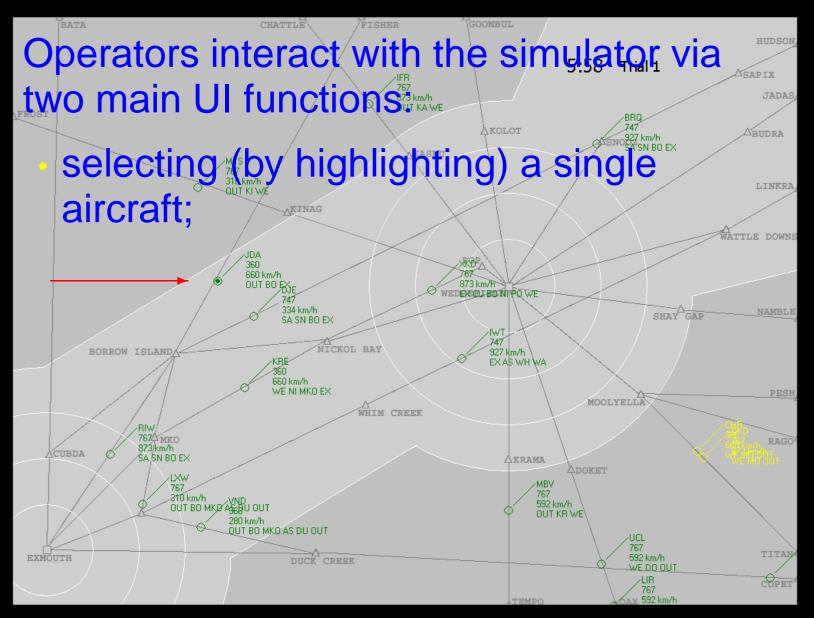
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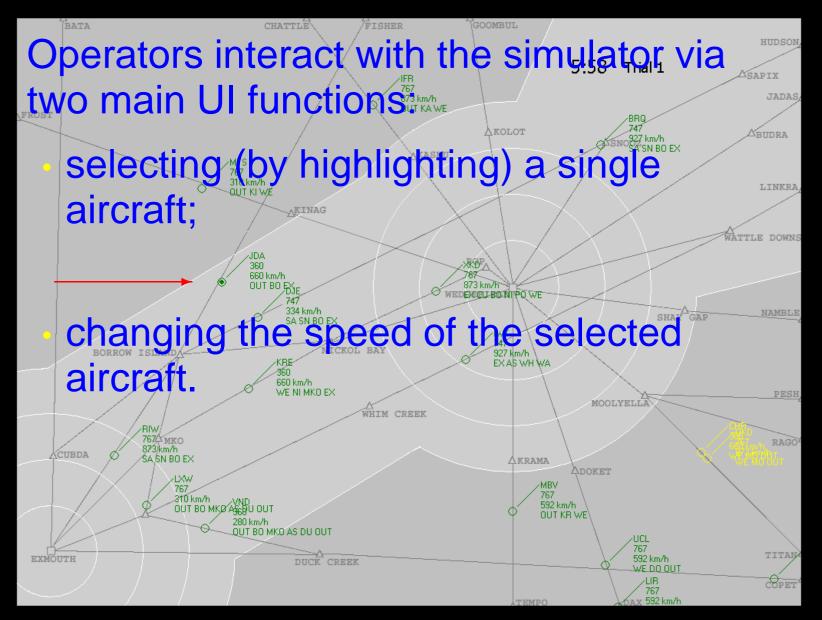
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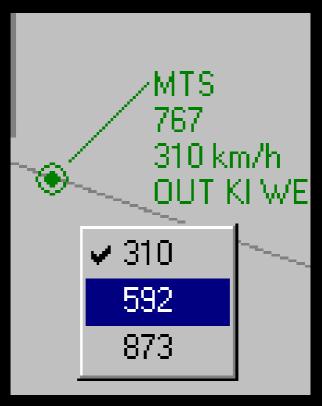
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- The goal of the task is to resolve all conflicts before they violate separation, while not introducing any new conflict.
- We have a task failure when separation is violated.

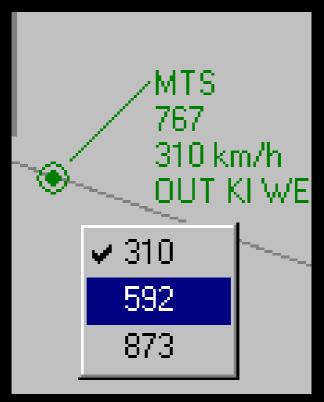










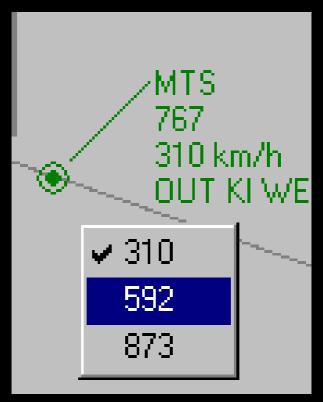


Open the menu by clicking the right button.



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The menu appears at the position of the cursor.



Open the menu by clicking the right button. The menu appears at the position of the cursor. Selected the speed by left clicking on the desired menu entry.

 slip: inadvertedly select a wrong or the current speed

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The operator can recover from these errors without causing separation violation (task failure)

#### OCM for Air Traffic Control

Scanning: The operator scans among each pair of aircraft searching for a pair that may violate separation.

Identification: The operator identifies a pair of aircraft.

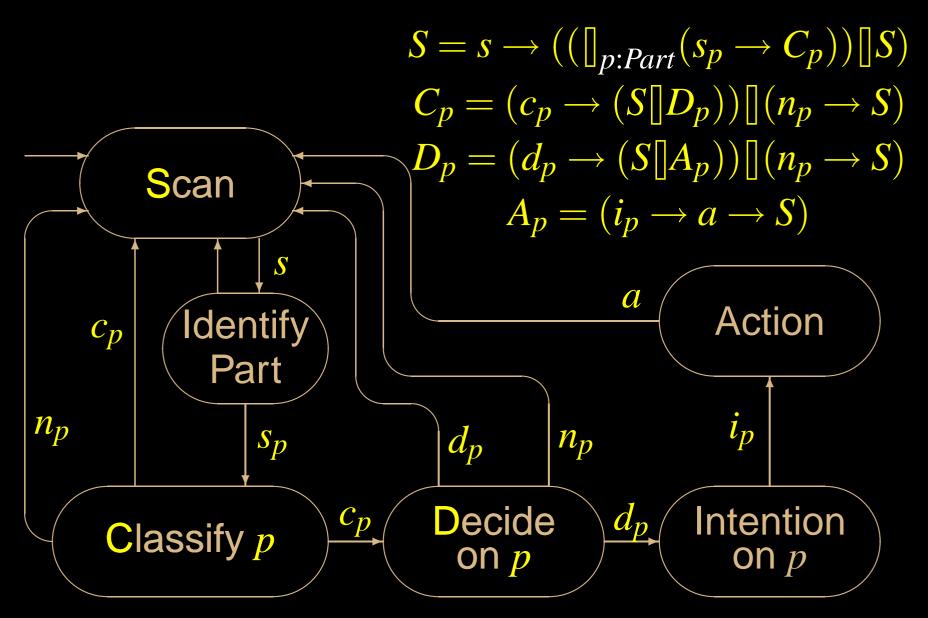
Classification: The operator

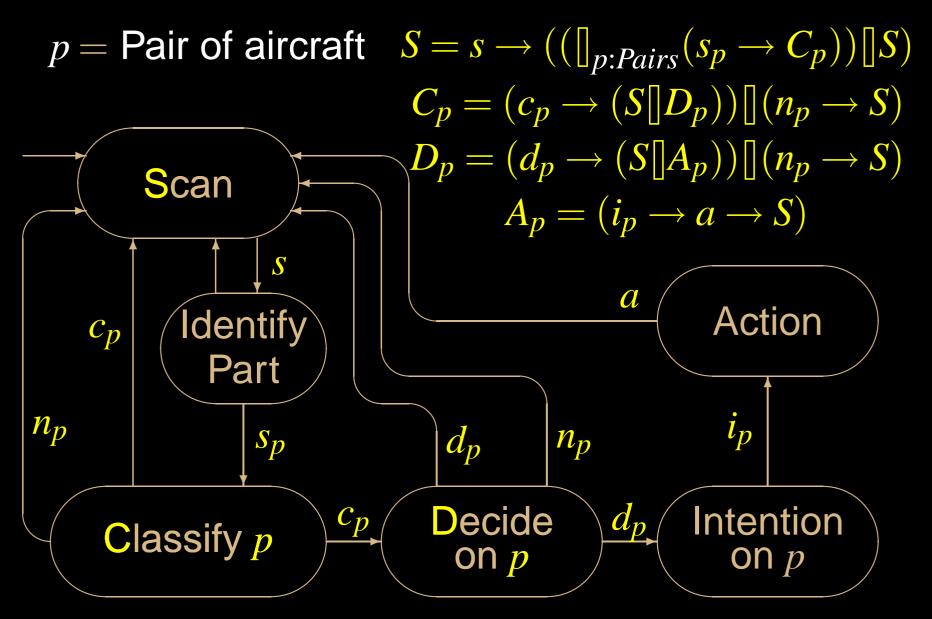
- assesses whether the identified pair of aircraft will eventually violate separation (in conflict) or not (not in conflict);
- if so, gives a priority to the conflict according to its urgency to be resolved.

Decision on how to resolve the conflict.

Action to be performed as a series of interaction with the interface.

A. Cerone, UNU-IIST – p.16/??

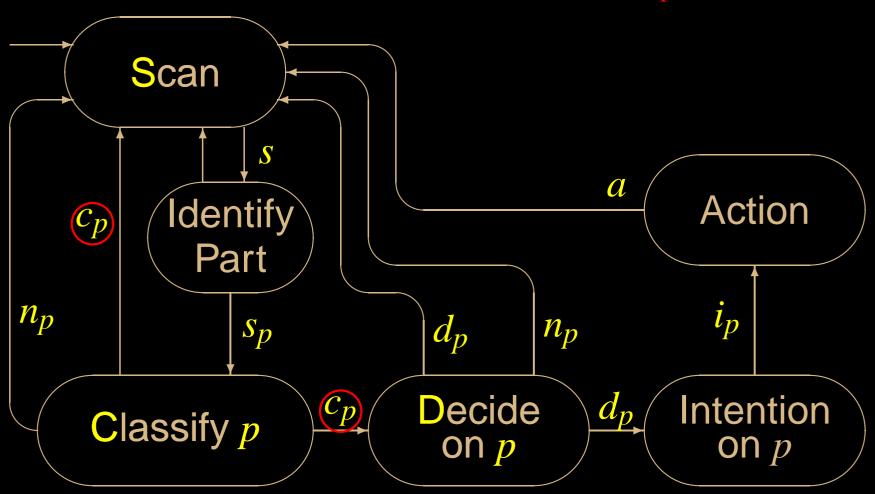


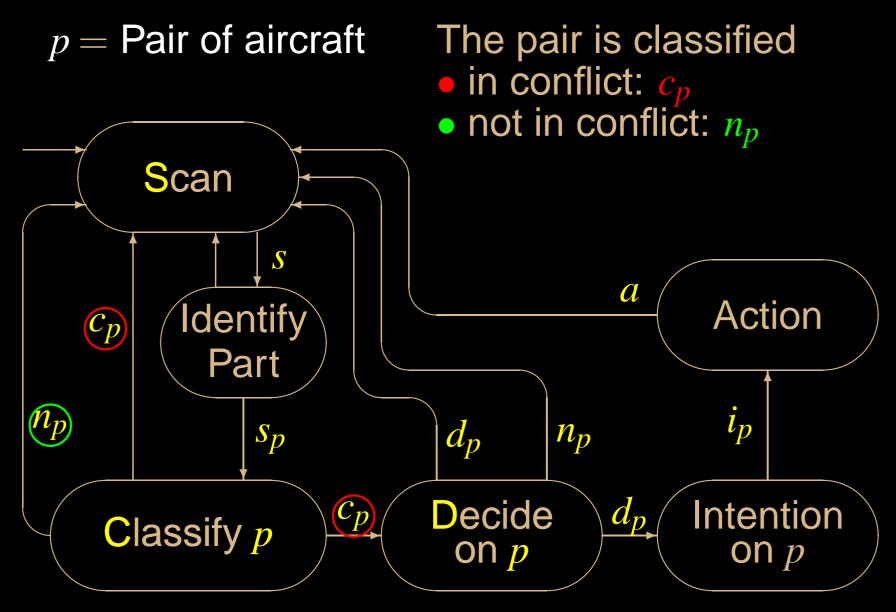


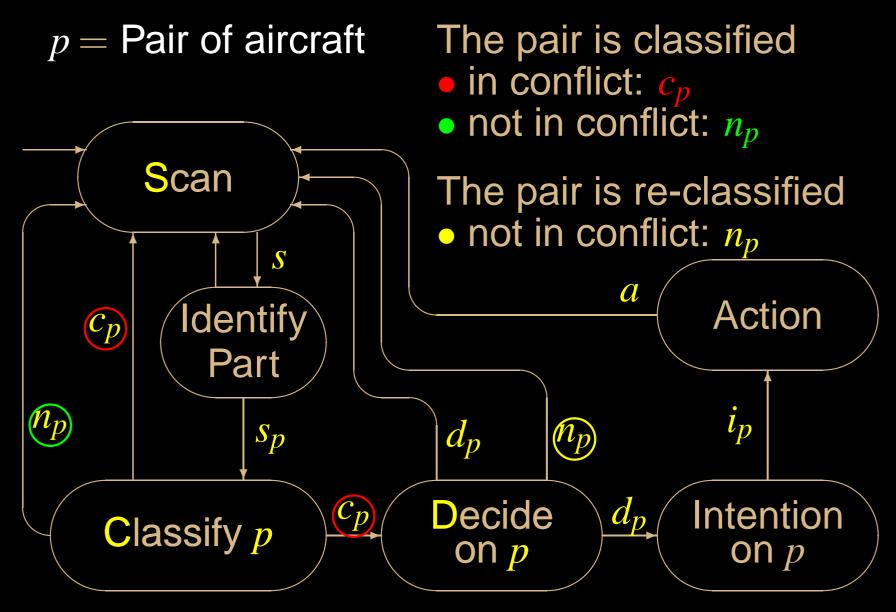
p = Pair of aircraft

The pair is classified

• in conflict:  $c_p$ 







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Classification: The operator

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Decision on how to resolve the conflict.

Action to be performed as a series of interaction with the interface.

A. Cerone, UNU-IIST – p.18/??

$$S = s \rightarrow (([]_{p:Pairs}(s_p \rightarrow C_p))[]S)$$
 $C_p = (c_p \rightarrow (S[]D_p))[](n_p \rightarrow S)$ 
 $D_p = (d_p \rightarrow (S[]A_p))[](n_p \rightarrow S)$ 
 $A_p = (i_p \rightarrow a \rightarrow S)$ 

$$S = s \rightarrow ((||_{p:Pairs}(s_p \rightarrow C_p))||S)$$
 $C_p = (c_p \rightarrow (S||D_p))||(n_p \rightarrow S)$ 
 $D_p = (d_p \rightarrow (S||A_p))||(n_p \rightarrow S)$ 
 $A_p = (i_p \rightarrow a \rightarrow S)$ 
 $I_p = s \rightarrow a \rightarrow ((unresolved_p \rightarrow I_p))||(n_p \rightarrow I_p)||$ 
 $(resolved_p \rightarrow N_p)||(n_p \rightarrow I_p)||$ 

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 $I_p = s \rightarrow a \rightarrow ((unresolved_p \rightarrow I_p)[]$ 
 $(resolved_p \rightarrow N_p)[]$ 
 $(noeffect_p \rightarrow I_p))$ 
 $N_p = s \rightarrow a \rightarrow ((unnecessary_p \rightarrow N_p)[]$ 
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 $(noeffect_p \rightarrow N_p))$ 
 $OCM = S \parallel (\parallel p:Init_I I_p) \parallel (\parallel p:Init_N N_p)$ 

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Three levels of decomposition of task failures.

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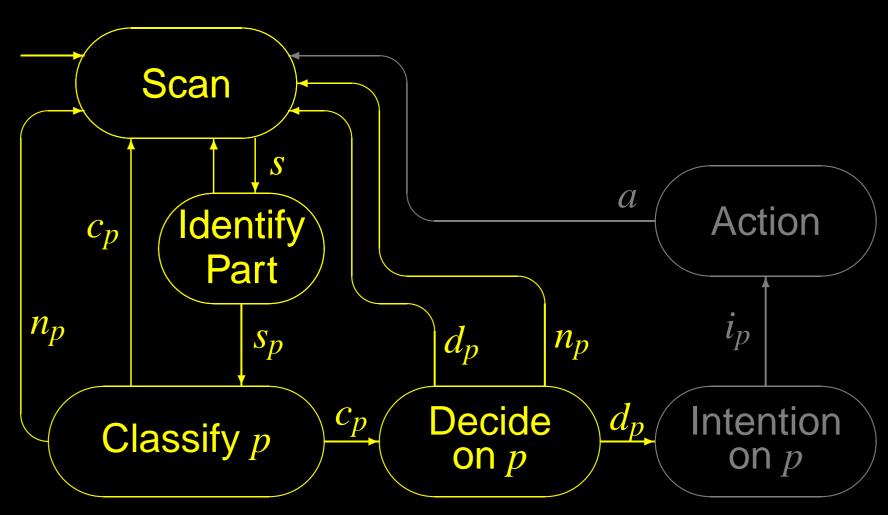
• the intention of the operator to resolve a conflict  $(i_p)$ ;

and on the result, benign or adverse, of the operator's action:

- the fact that the initial conflict  $I_p$  is effectively resolved ( $resolved_p$ );
- the fact that in absence of initial conflict  $(N_p)$  a new conflict is created  $(adverse_p)$ .

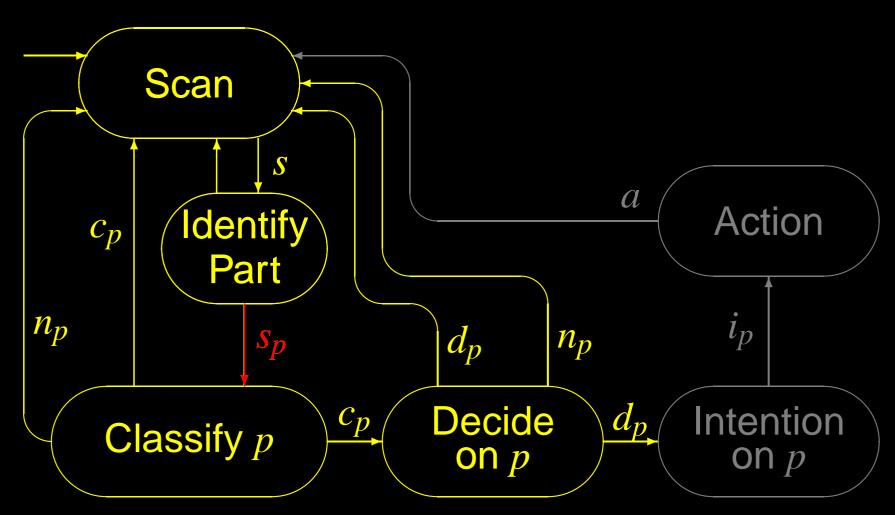
# Failure of Scanning

#### $no\_intended\_response_p$ :

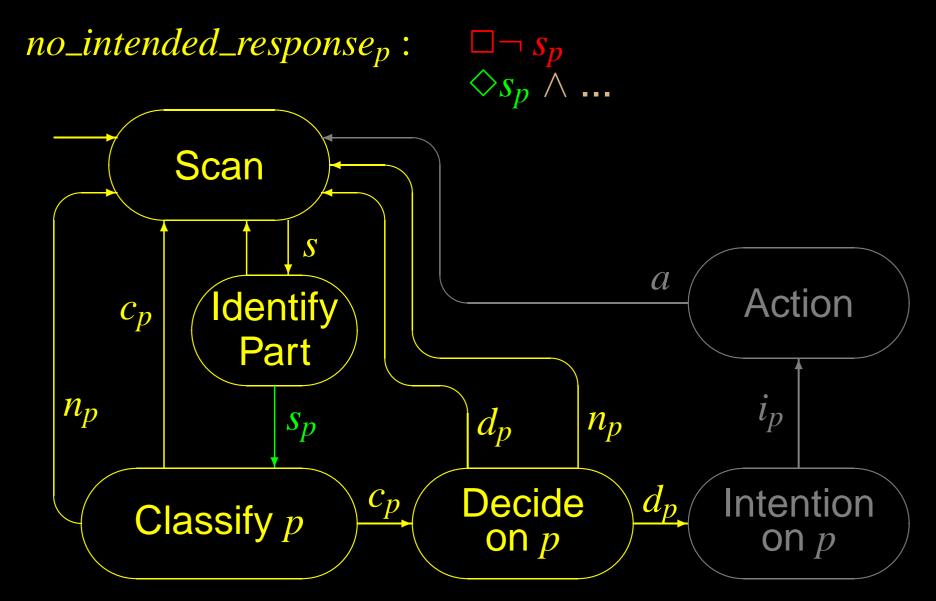


# Failure of Scanning

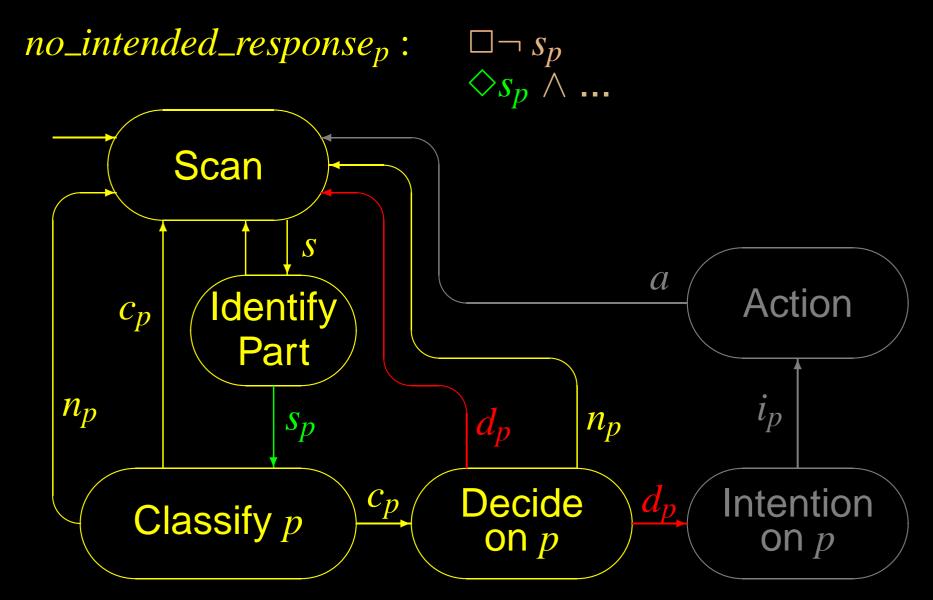
 $no\_intended\_response_p: \Box \neg s_p$ 



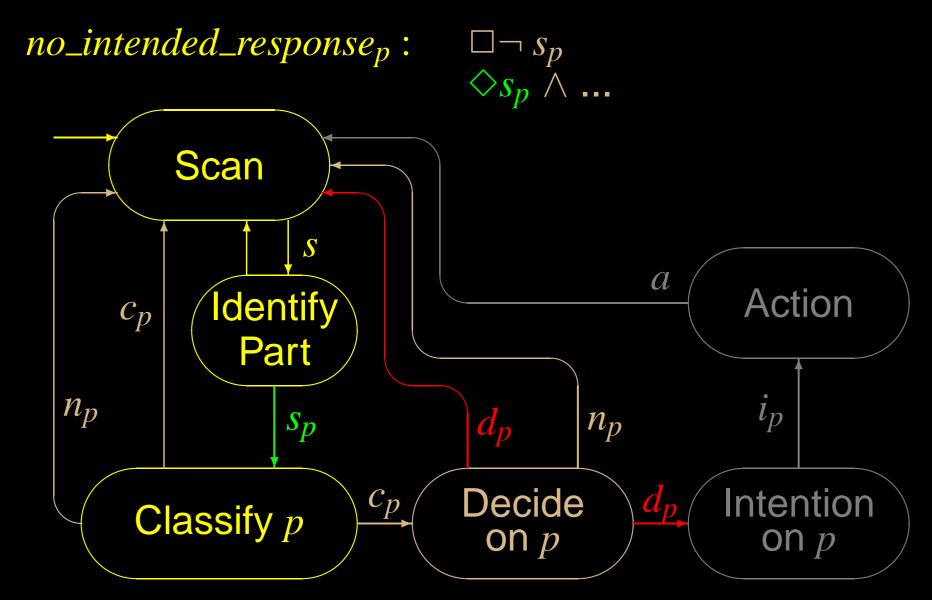
## Failure of Making Decision



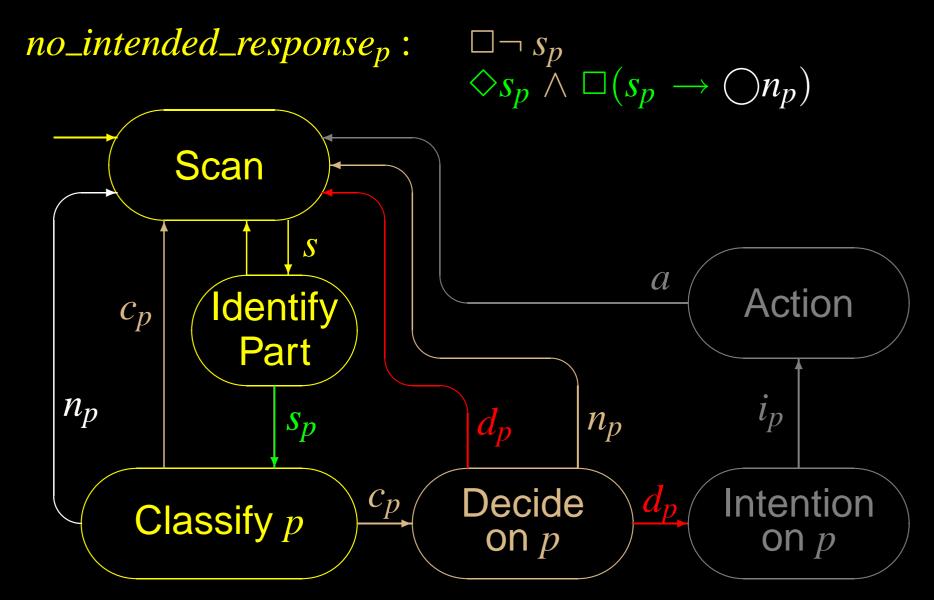
## Failure of Making Decision



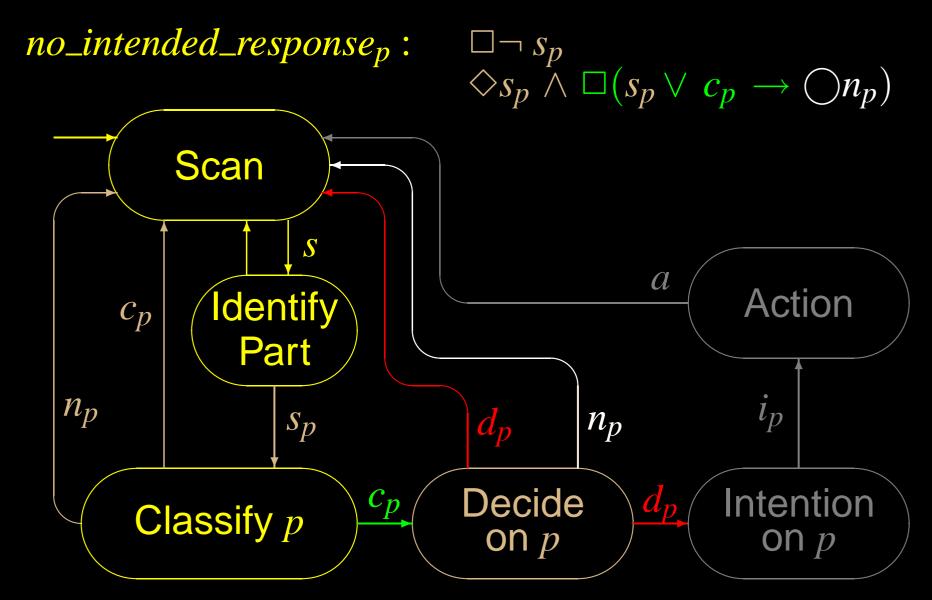
#### Persistent Mis-classification



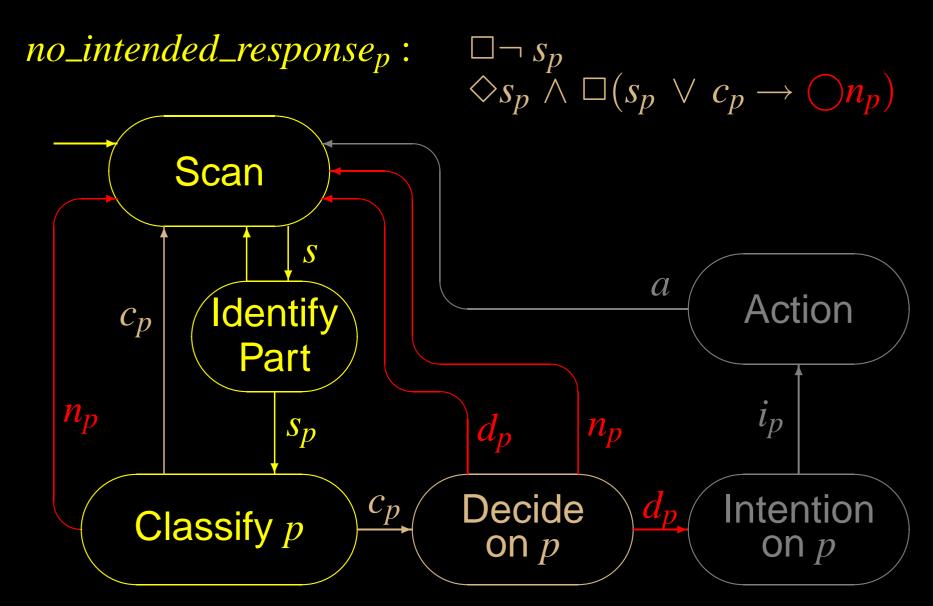
#### Persistent Mis-classification



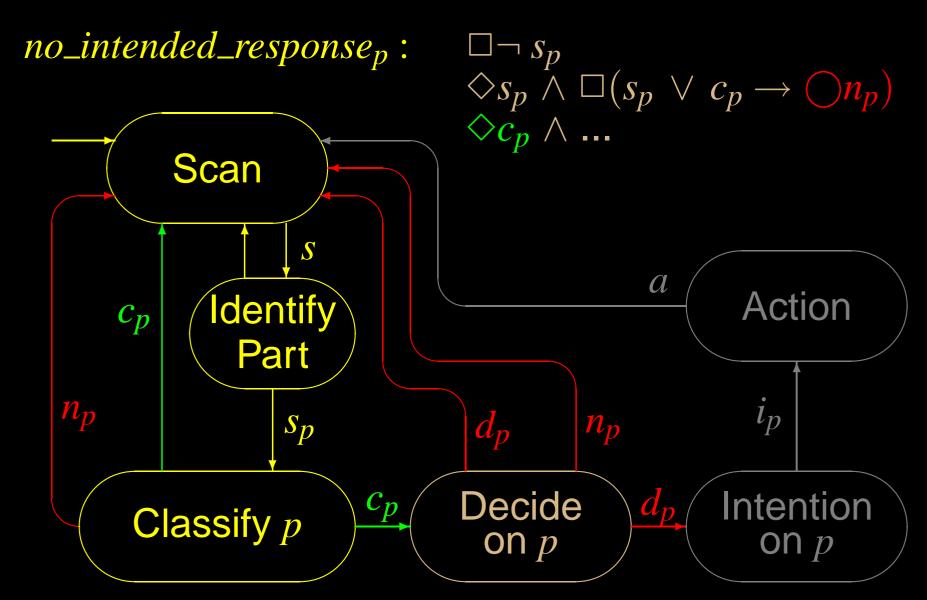
#### Persistent Mis-classification



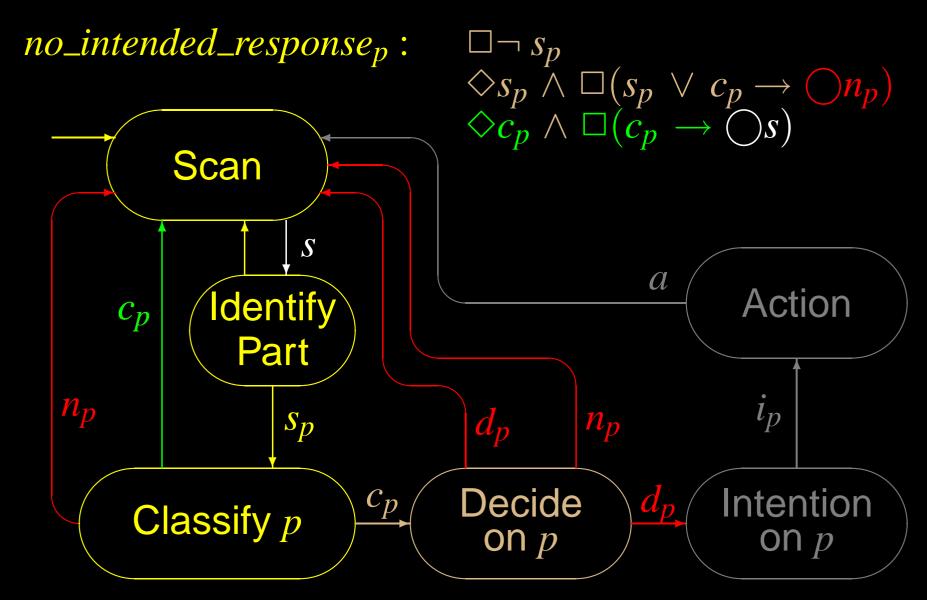
# Persistent Mis-prioritisation



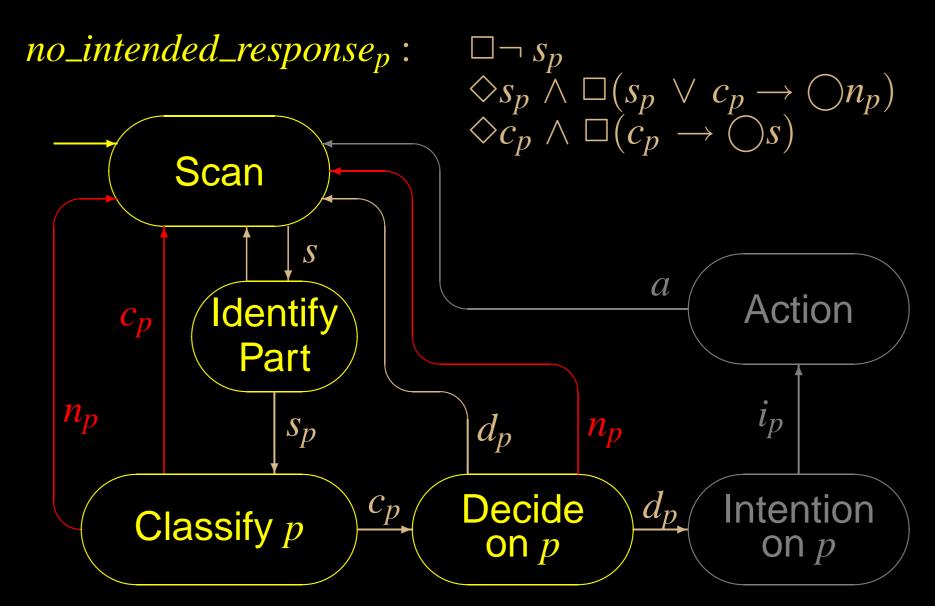
# Persistent Mis-prioritisation



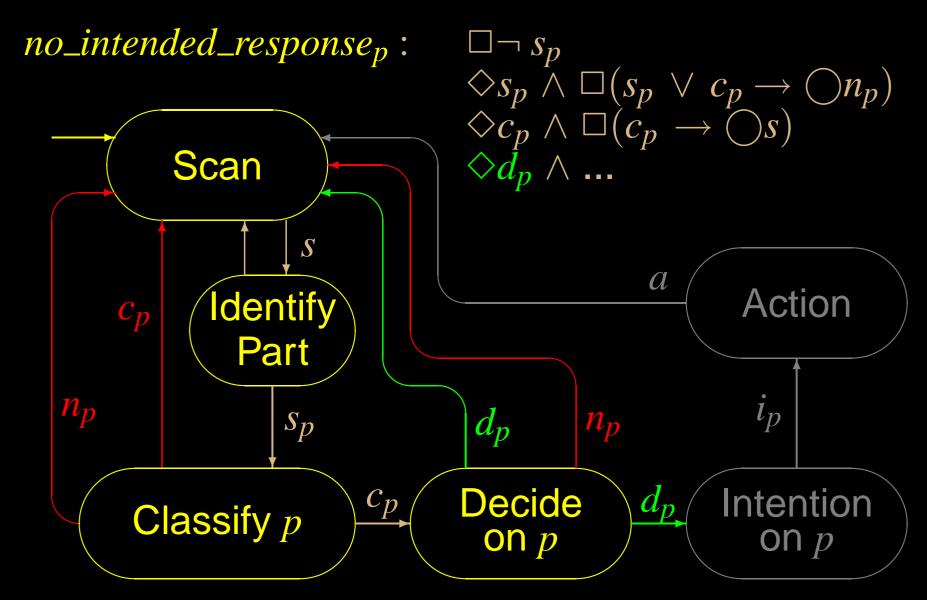
# Persistent Mis-prioritisation



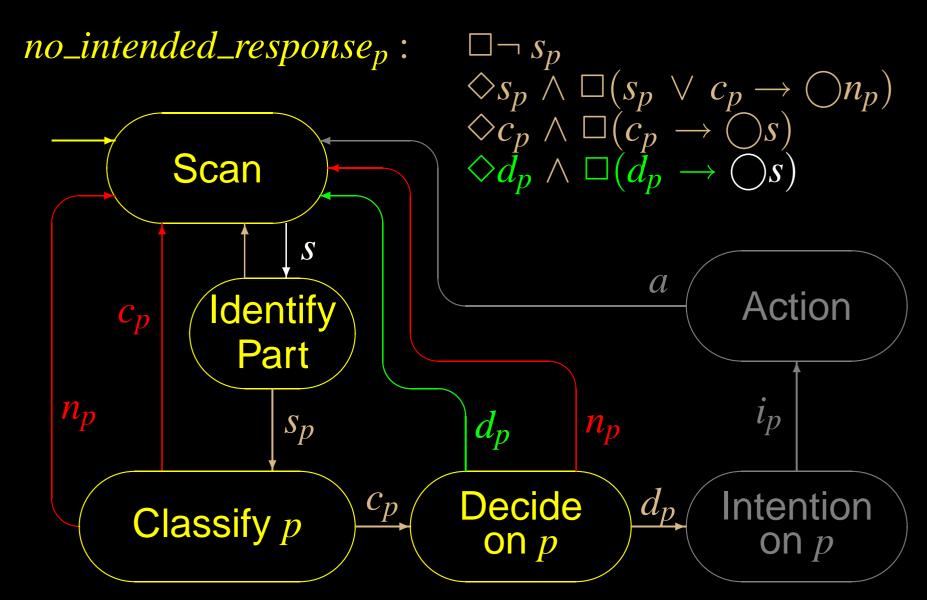
## Defer Action for Too Long



## Defer Action for Too Long



## Defer Action for Too Long



## Final Decomposition

$$\mathcal{D} (no\_intended\_response_p) = \{ \Box \neg s_p ,\\ \diamondsuit s_p \land \Box (s_p \lor c_p \rightarrow \bigcirc n_p) ,\\ \diamondsuit c_p \land \Box (c_p \rightarrow \bigcirc s) ,\\ \diamondsuit d_p \land \Box (d_p \rightarrow \bigcirc s) \}$$

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```
 \mathcal{D} \ (non\_response_p) \\ = \{f \land non\_resolved_p \mid f \in \mathcal{D} \ (no\_intended\_response_p)\} \\ = \{\Box \neg s_p \land non\_resolved_p, \\ \diamond s_p \land \Box (s_p \lor c_p \rightarrow \bigcirc n_p) \land non\_resolved_p, \\ \diamond c_p \land \Box (c_p \rightarrow \bigcirc s) \land non\_resolved_p, \\ \diamond d_p \land \Box (d_p \rightarrow \bigcirc s) \land non\_resolved_p\}
```

#### **Proofs**

- Existence of the Task Failures.
- Disjunction of the Task Failures.
- Soundness of the Decomposition.
- Completeness of the Decomposition.

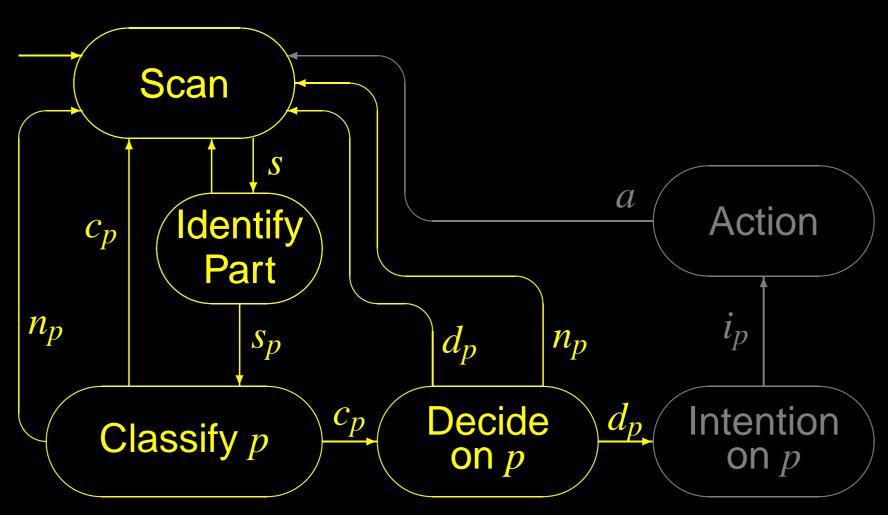
$$OCM \models (\Box \neg i_p) \rightarrow \bigvee_{f \in \mathcal{F}} f,$$

#### where

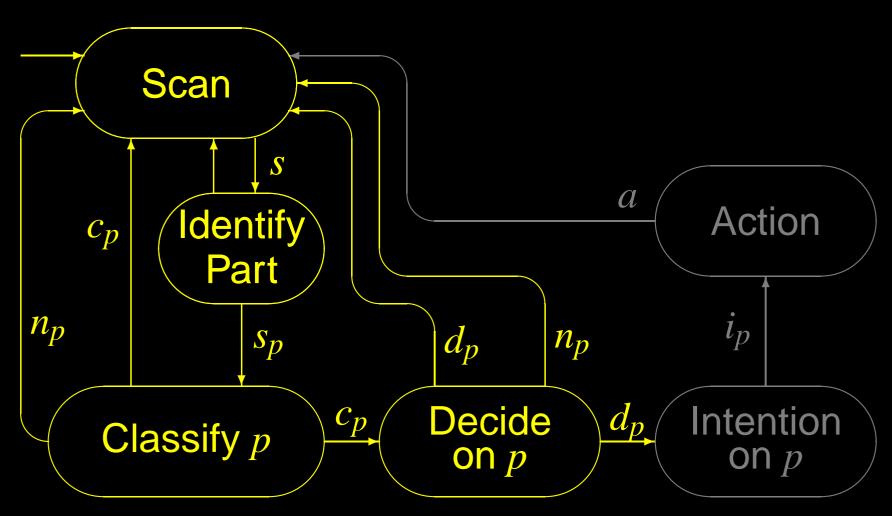
$$\mathcal{F} = \{fail\_scan_p, pers\_mis\_clas_p, pers\_mis\_prio_p \\ cont\_dec\_proc_p, def\_too\_long_p\}$$

#### Soundness

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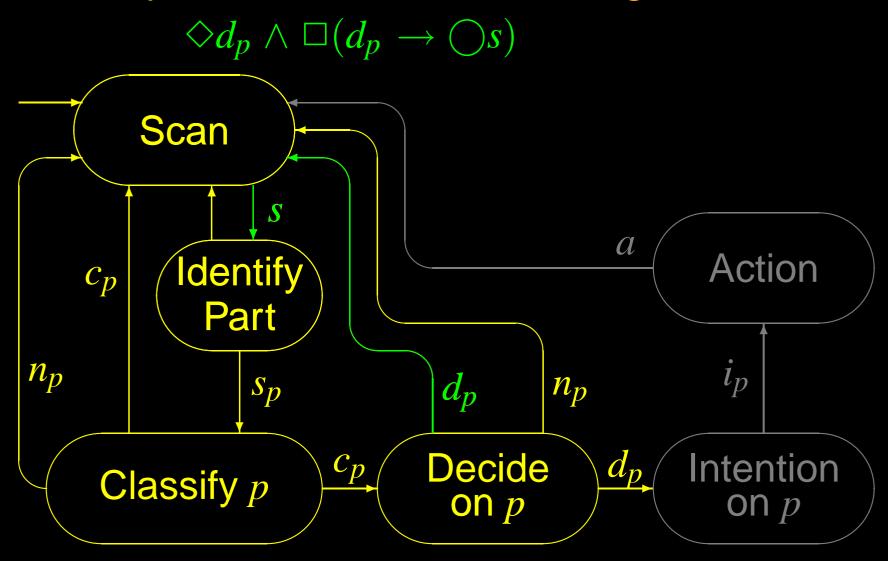


# Soundness Example: Defer action for too long



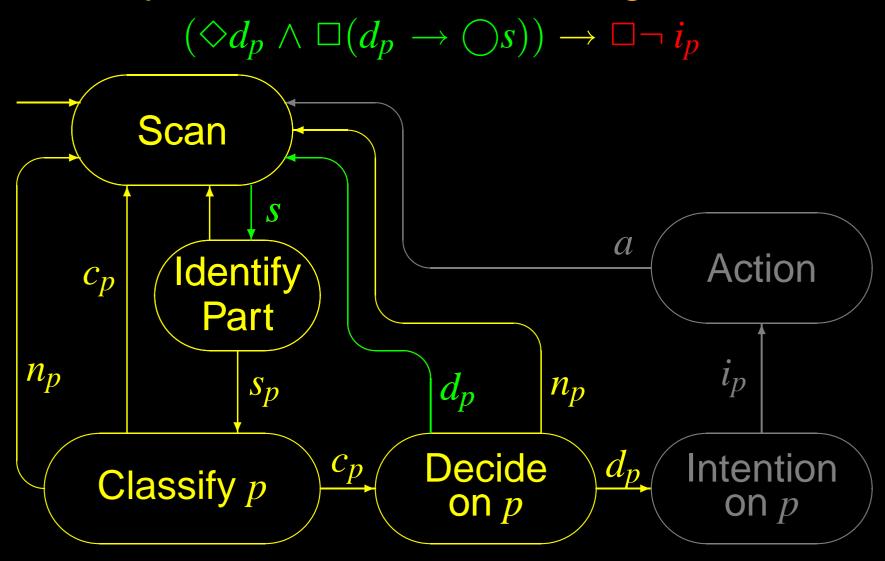
#### Soundness

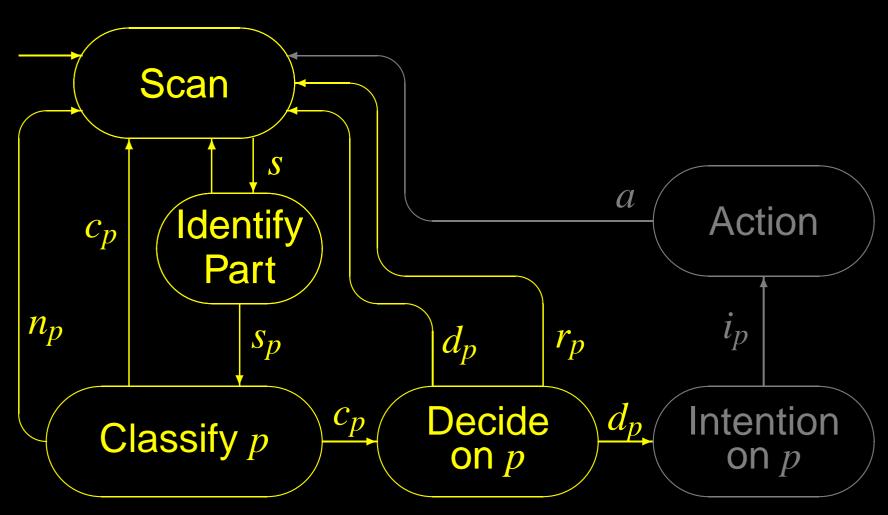
Example: Defer action for too long

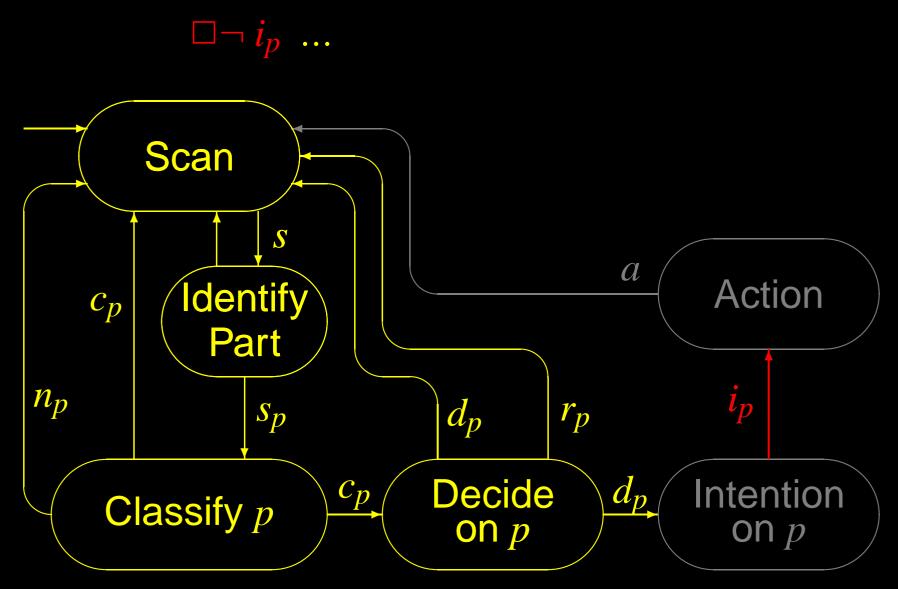


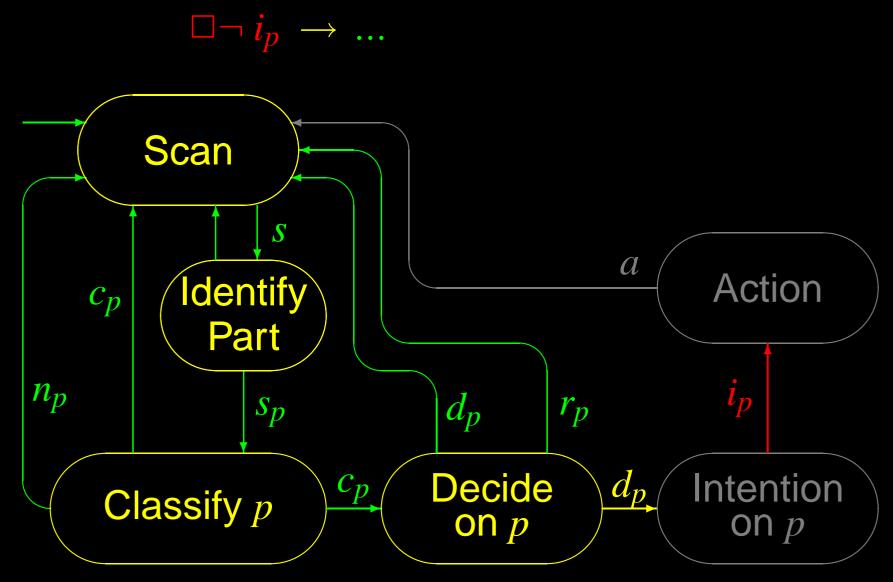
#### Soundness

#### Example: Defer action for too long









$$\Box \neg i_p \rightarrow \bigvee_{f \in \mathcal{F}} f$$

#### where

$$\mathcal{F} = \mathcal{D} \left( \Box \neg i_p \right) = \mathcal{D} \left( no\_intended\_response_p \right) =$$

$$\begin{array}{c} \Box \neg \ \emph{i}_p \ \rightarrow \ \bigvee_{f \in \mathcal{F}} \ f \\ \text{where} \\ \mathcal{F} \ = \mathcal{D} \ (\Box \neg \ \emph{i}_p) = \mathcal{D} \ (\textit{no\_intended\_response}_p) = \\ \{ \ \Box \neg \ \emph{s}_p \ , \\ & \diamondsuit \emph{s}_p \ \land \ \Box (\emph{s}_p \lor \emph{c}_p \rightarrow \bigcirc \emph{n}_p) \ , \\ & \diamondsuit \emph{c}_p \ \land \ \Box (\emph{c}_p \rightarrow \bigcirc \emph{s}) \ , \\ & \diamondsuit \emph{d}_p \ \land \ \Box (\emph{d}_p \rightarrow \bigcirc \emph{s}) \ \} \\ \end{array}$$

using The Concurrency Workbench of the New Century

http://www.cs.sunysb.edu/~cwb/

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Soundness ⇒ YES

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- Soundness → YES
- Completeness ⇒ NO

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- Soundness → YES
- Completeness → NO
  - ⇒ counterexample

 Which error did I (deliberately) make while explaining the decomposition?

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- What caused such an error?

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- What caused such an error?
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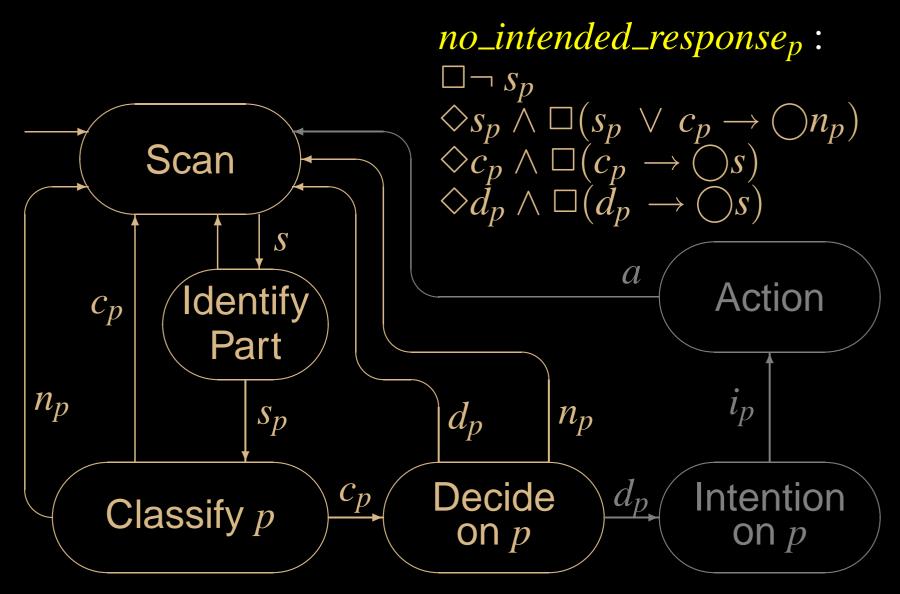
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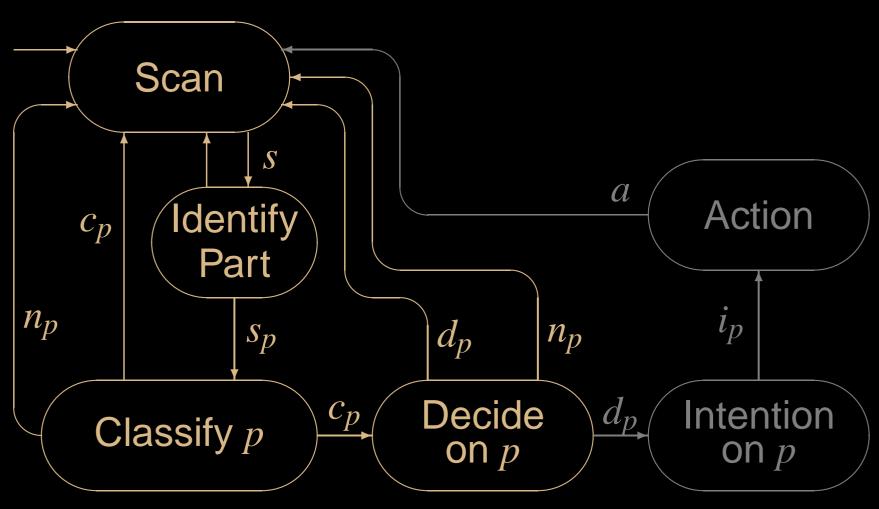
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- Modify model and/or decomposition to achieve completeness

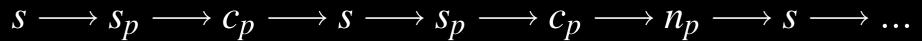
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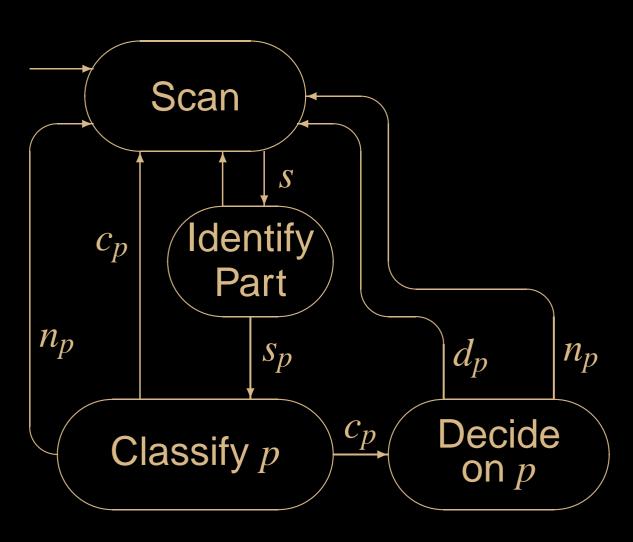
## Any Solution?



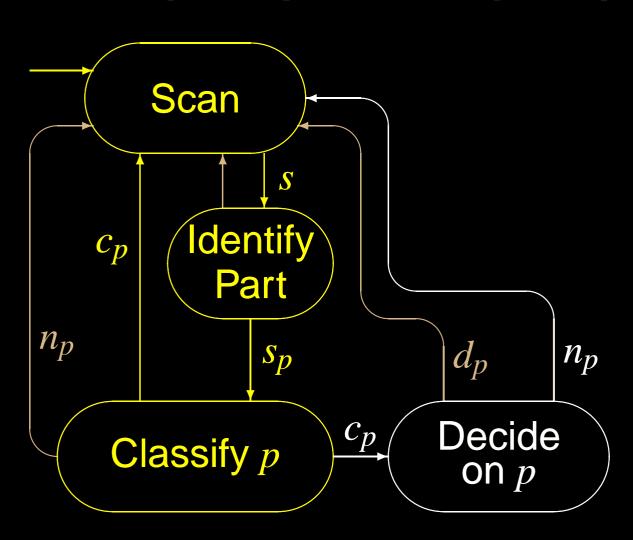
# Solution: Counterexample Find and analyse the counterexample which falsifies completeness

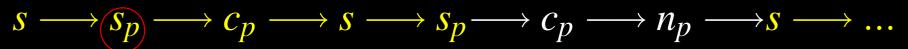


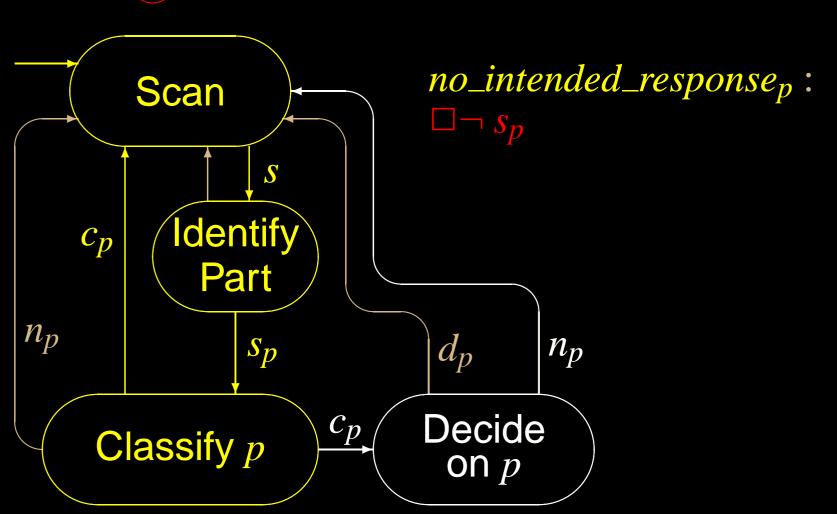


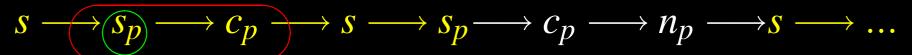


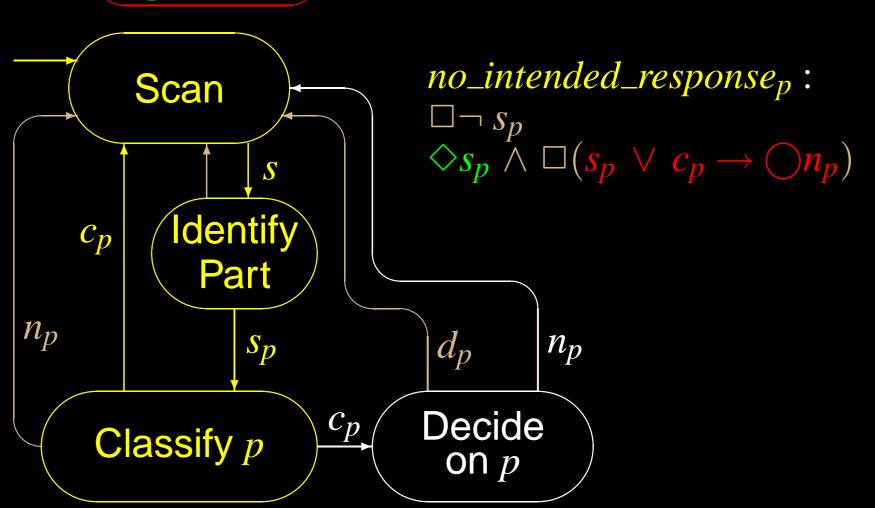
$$s \longrightarrow s_p \longrightarrow c_p \longrightarrow s \longrightarrow s_p \longrightarrow c_p \longrightarrow n_p \longrightarrow s \longrightarrow \dots$$

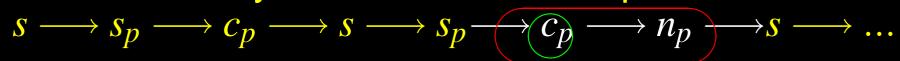


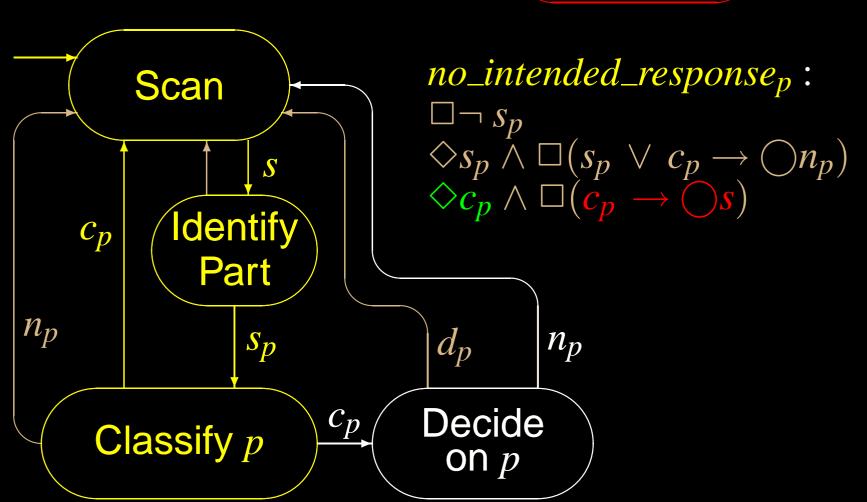




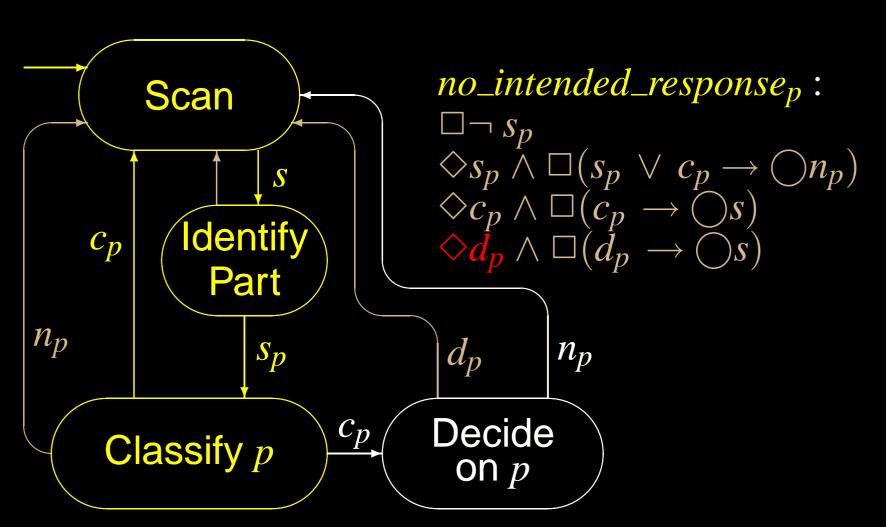




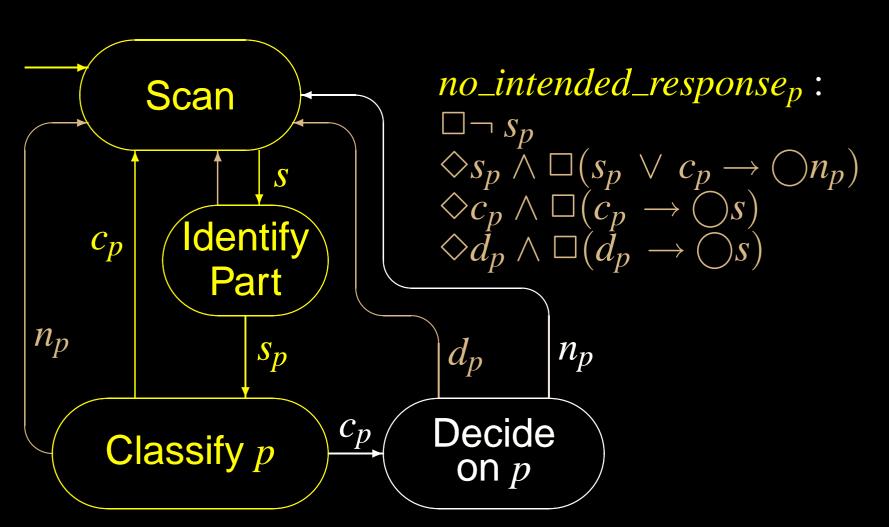




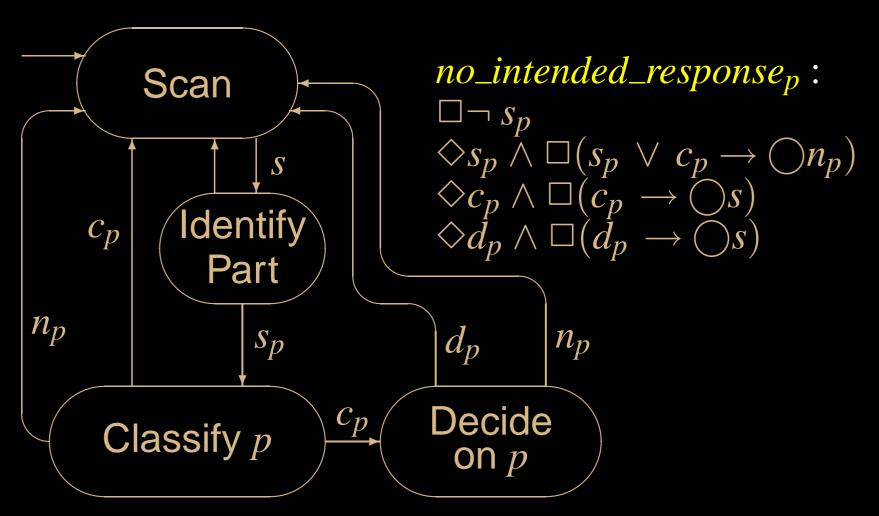
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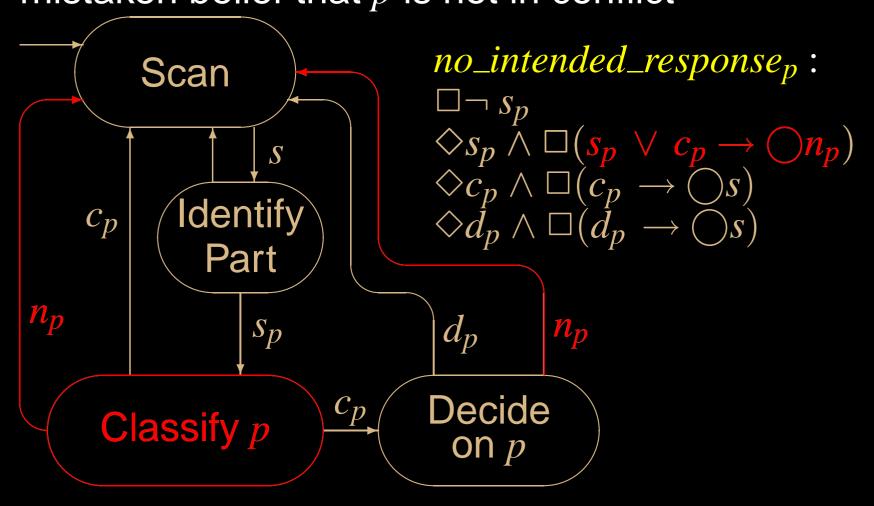
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# Solution: Error Which error did I (deliberately) make while explaining the decomposition?

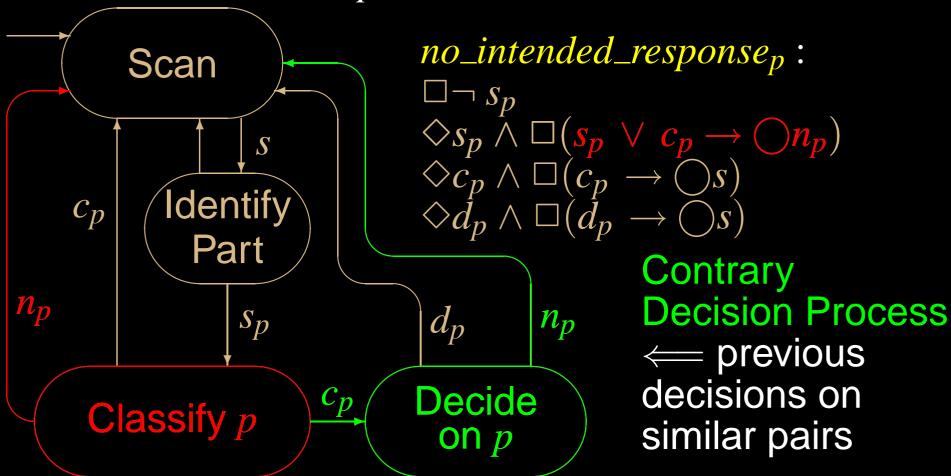


# Solution: Error Persisten Mis-classification $\Leftarrow$ repeated classification as a non conflict causes a perception distorted by the mistaken belief that p is not in conflict



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- use of the same action name n to denote the results of two cognitive processes
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  - ⇒ focus on syntactical look of formulae rather than on their interpretation on the model

### Solution: Model?

Does the model need to be modified?

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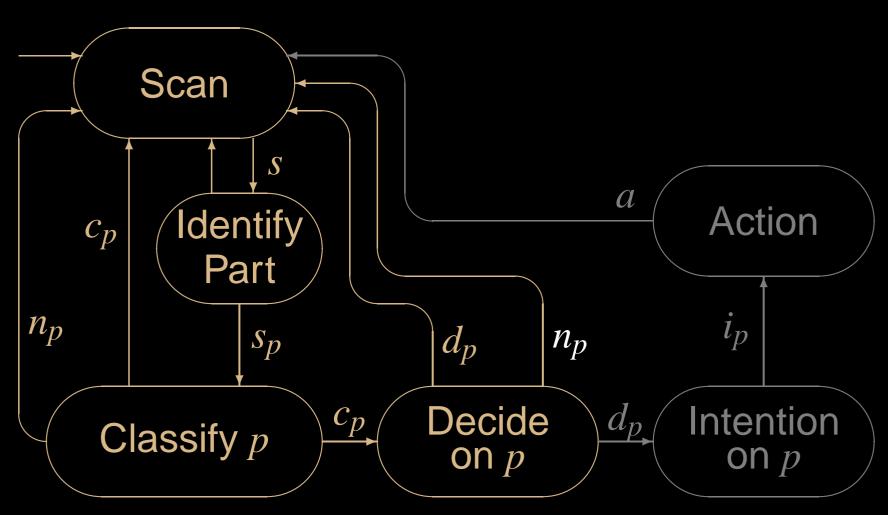
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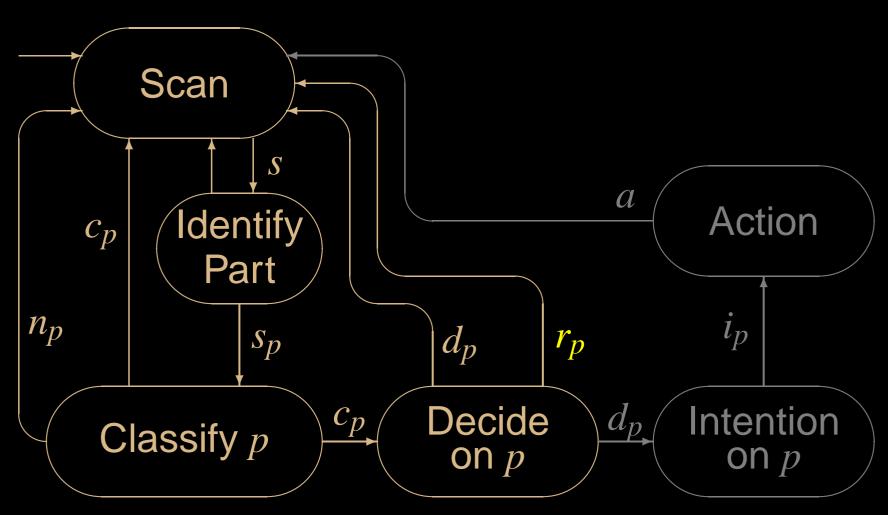
#### Does the model need to be modified?

- Error Cause: use of the same action name *n* to denote the results of two cognitive processes
- Change to the model: use action  $r_p$  to replace some of the  $n_p$  actions.

#### Solution: New Model



#### Solution: New Model



## Solution: Decomposition?

Does the decomposition need to be modified?

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Does the decomposition need to be modified?

YES!

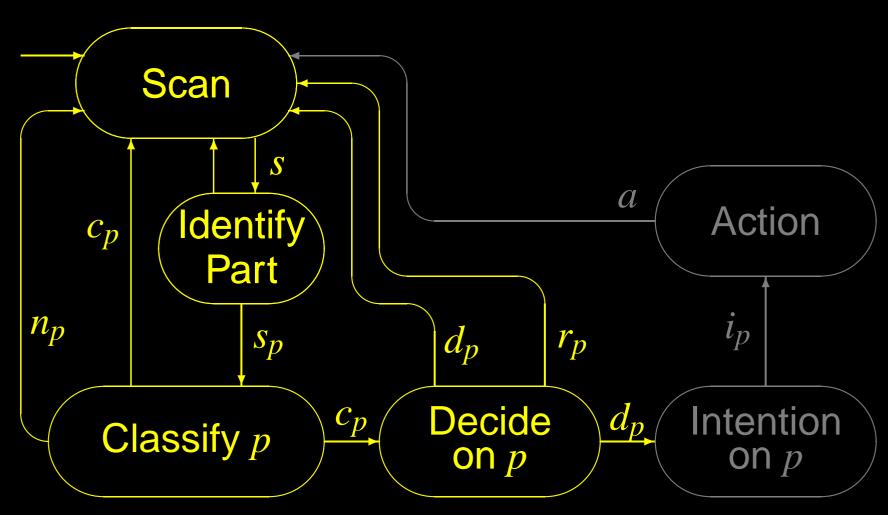
The decomposition need to cover the counterexample

## Solution: Completeness

Modify model and/or decomposition to achieve completeness

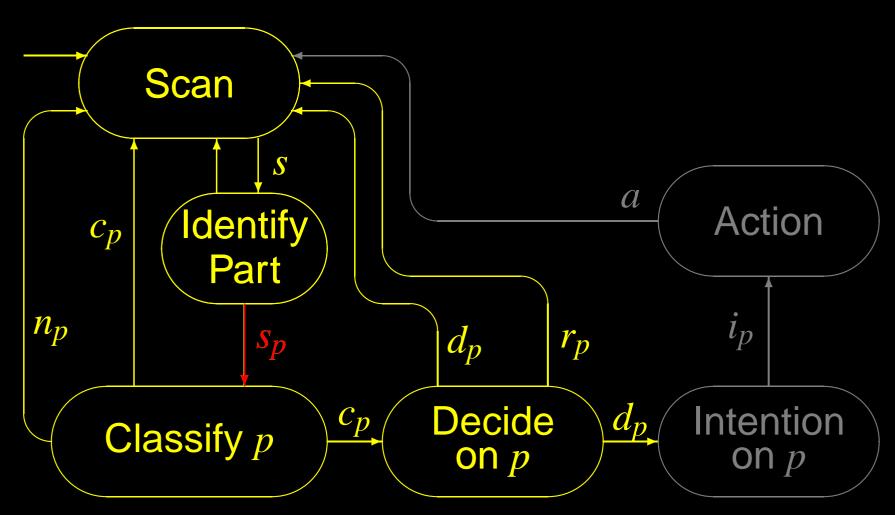
## Failure of Scanning

#### $no\_intended\_response_p$ :

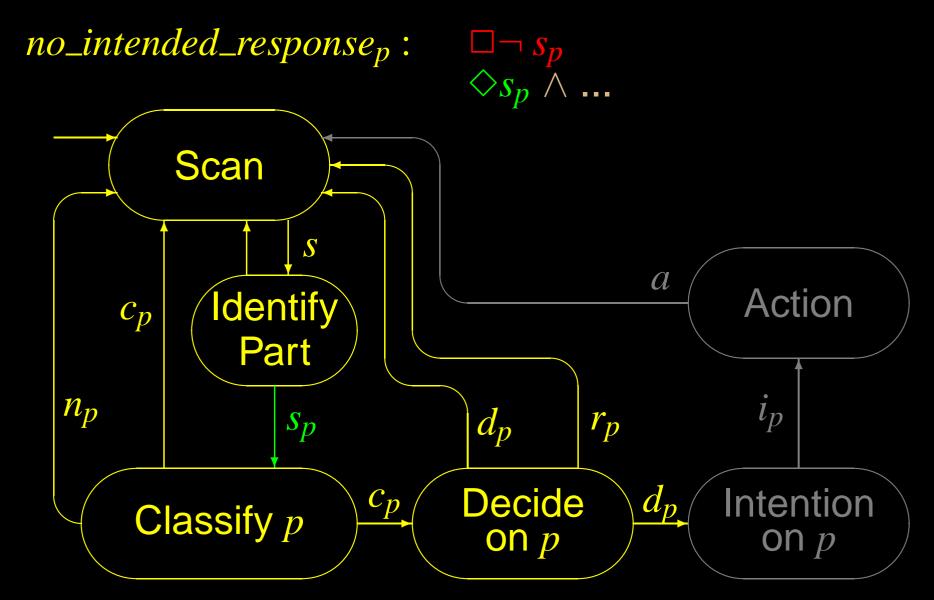


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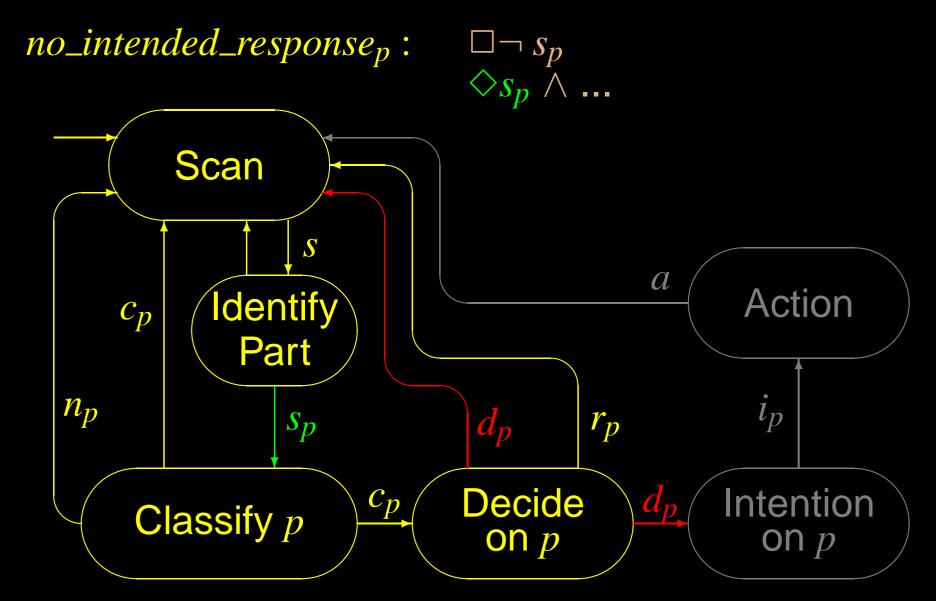
 $no\_intended\_response_p: \Box \neg s_p$ 



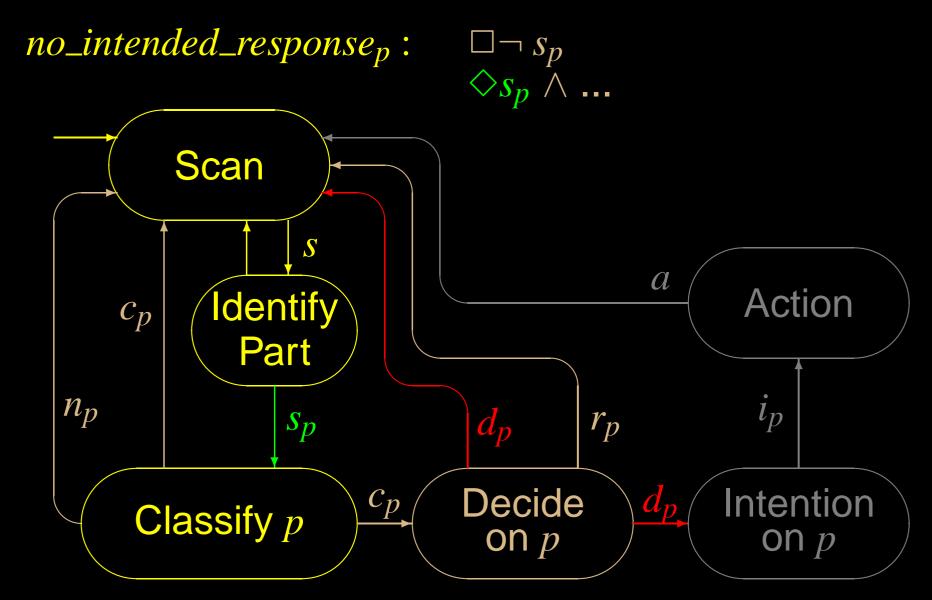
## Failure of Making Decision



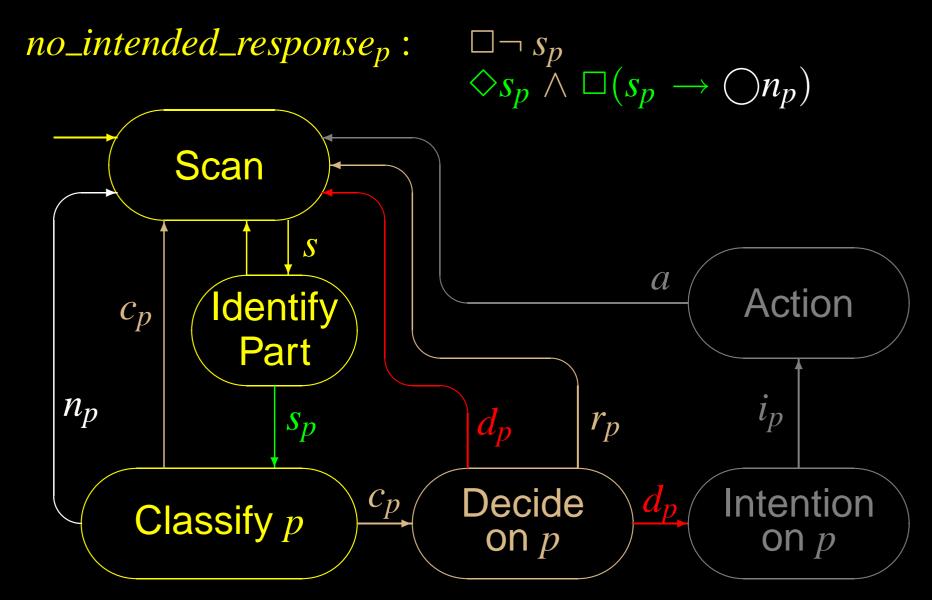
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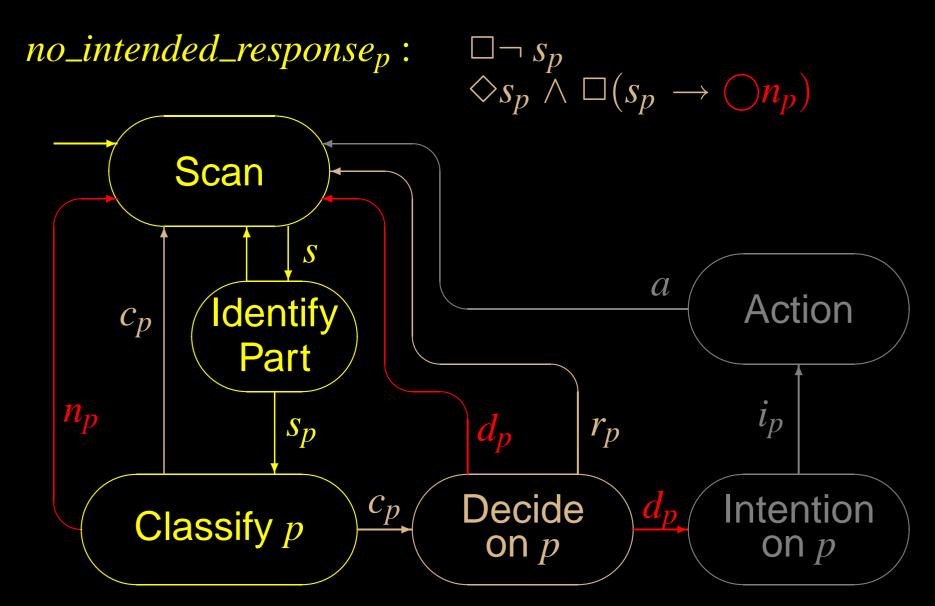
#### Persistent Mis-classification



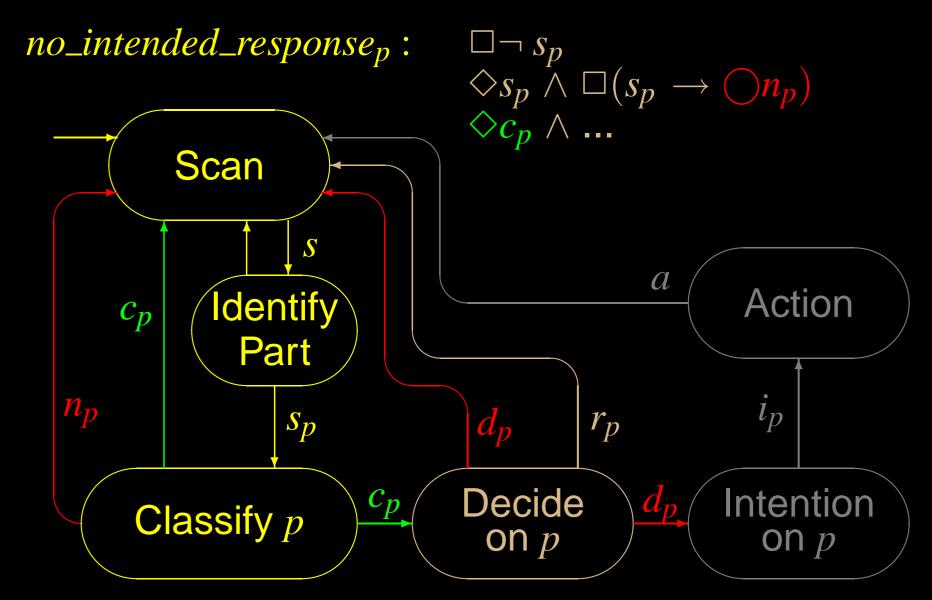
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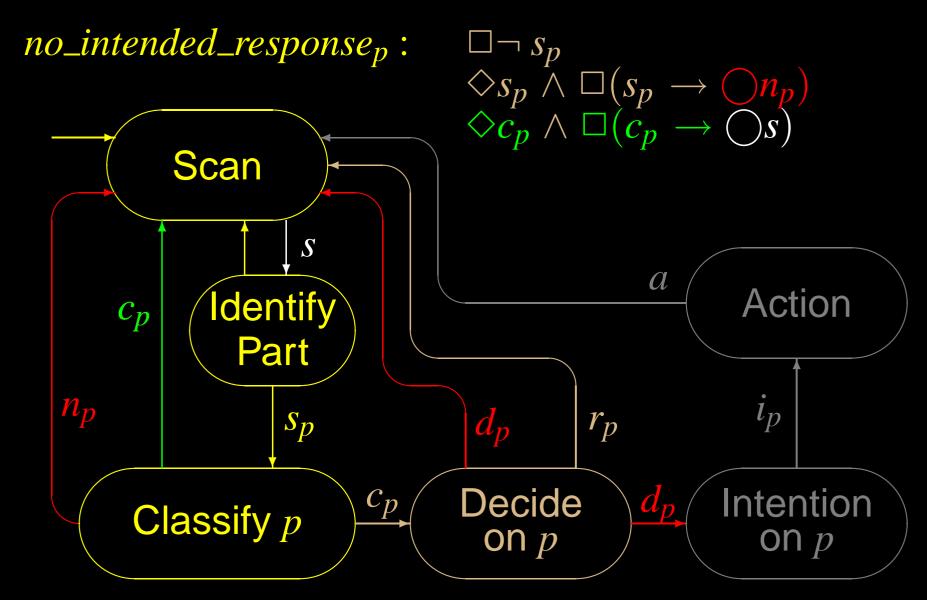
## Persistent Mis-prioritisation



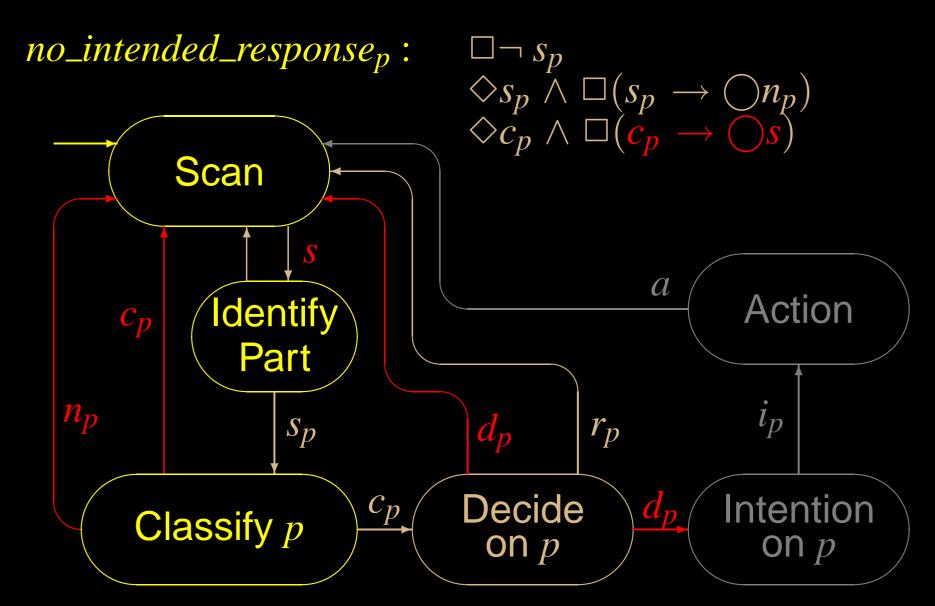
# Persistent Mis-prioritisation



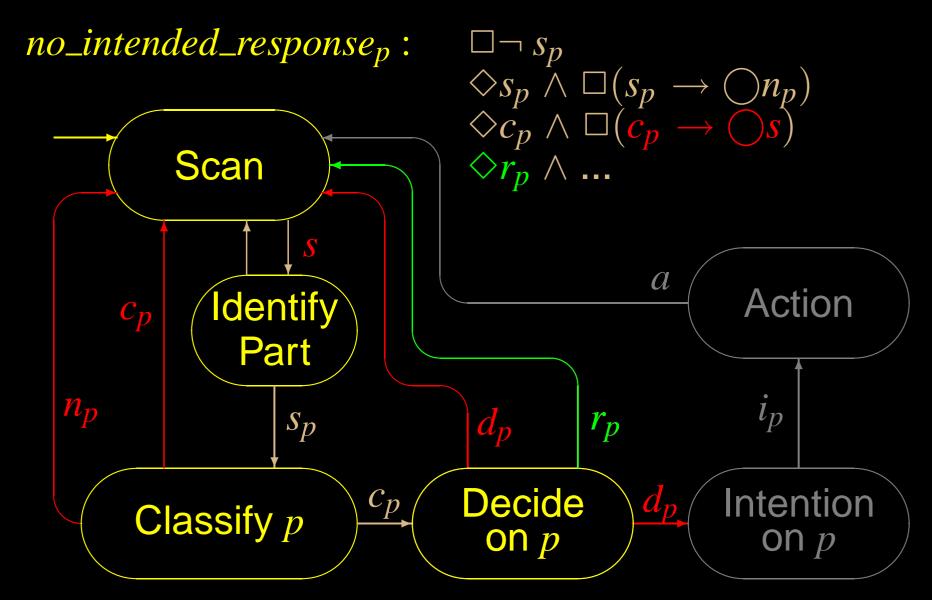
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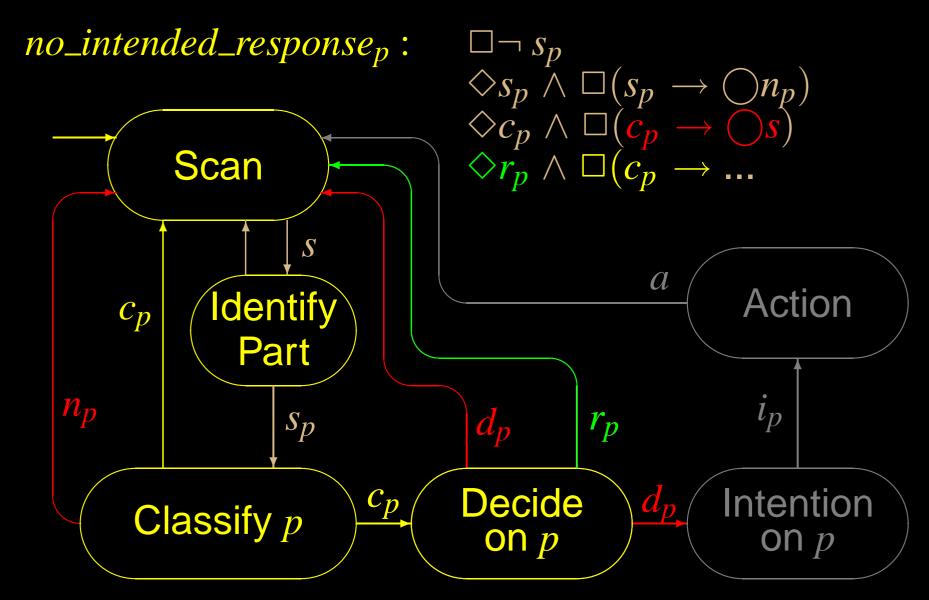
### Contrary Decision Process



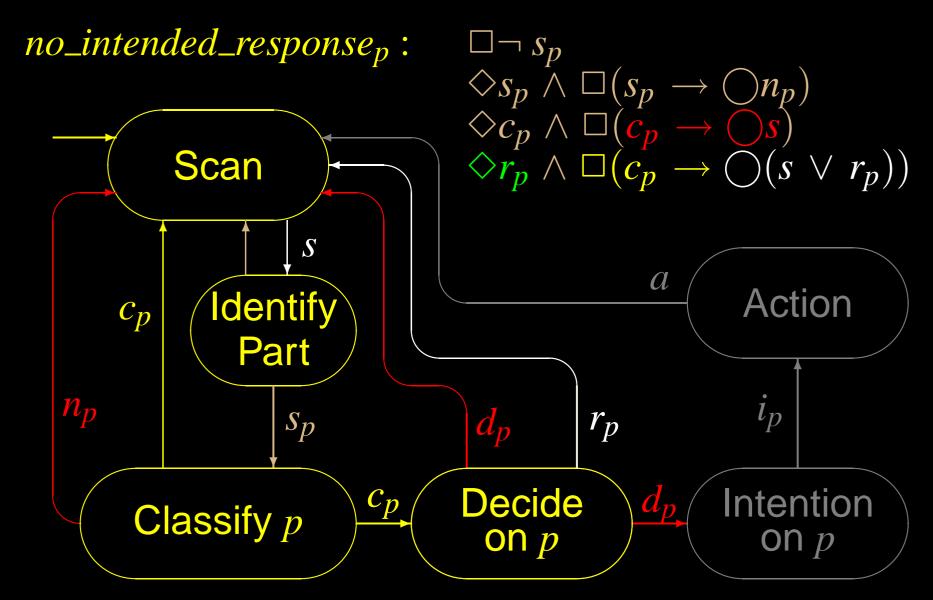
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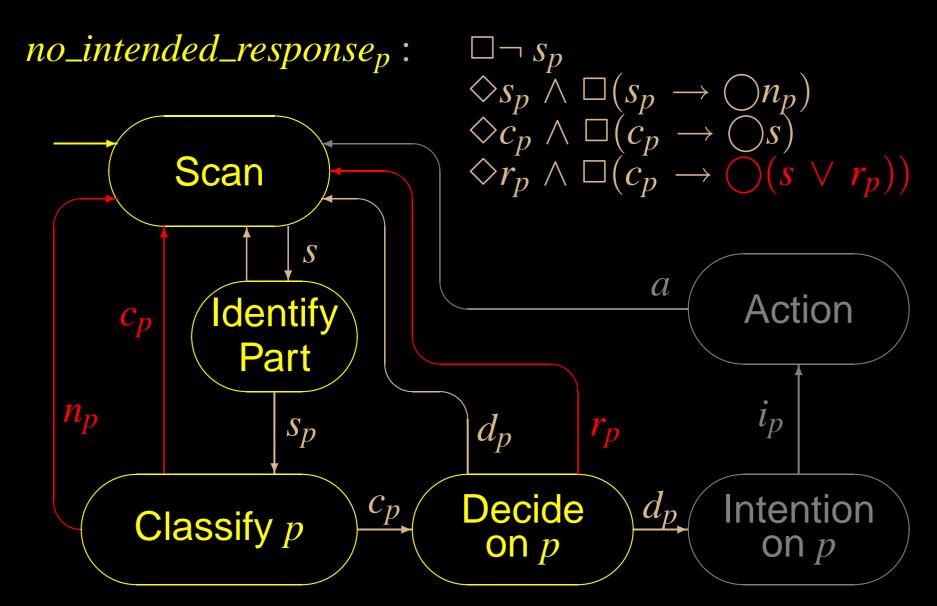
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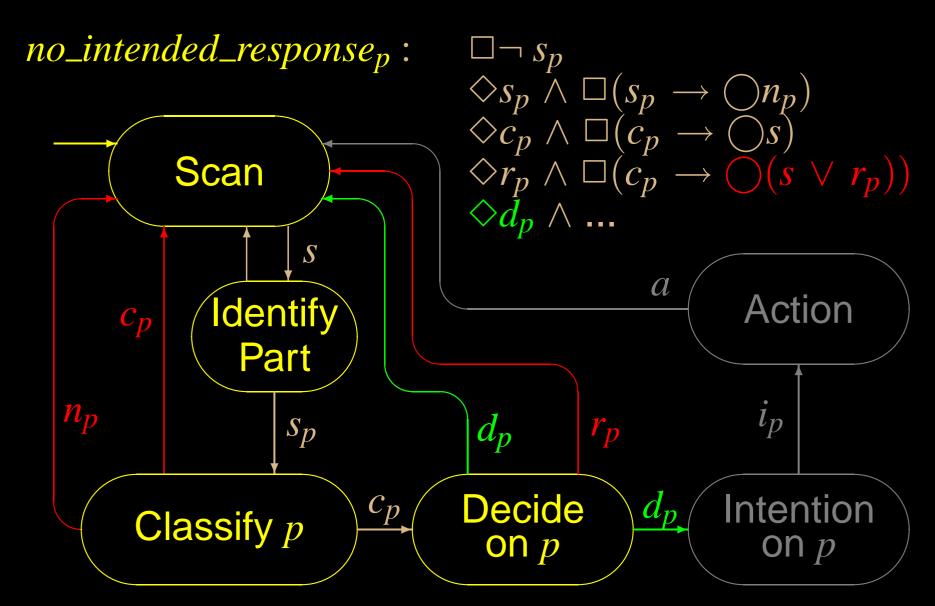
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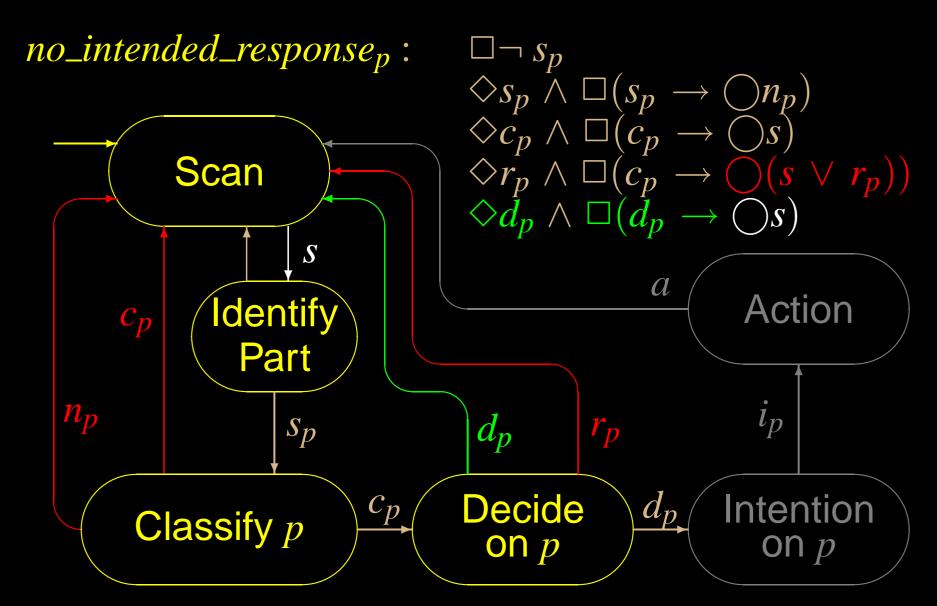
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Give a psychological interpretation to the task failure in the correct decomposition

## Give a psychological interpretation to the task failure in the correct decomposition

- Failure of Scanning
- Failure of Making Decision
  - Persistent Mis-classification
  - Persisten Mis-prioritisation
  - Contrary Decision Process
- Defer Action for Too Long

phenotype error: Failure of Scanning

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#### Possible genotype errors are

- tunnel vision: operator looks only at a small portion of the display at a time
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## Possible design errors: low resolution or ambiguous display

# Solution: PMC Interpretation • phenotype error: Single Mis-classification

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  - memory may be strengthened => perception distorted

due to distraction, similarity with observed non-conflicts, high workload

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- phenotype error: Persistent Mis-prioritisation Possible genotype errors
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(through new calculation at a next scan)

- phenotype error: Contrary Decision Process
   Possible genotype errors
  - memory of previous decisions on similar pairs resulting in unnecessary actions

phenotype error: Single Mis-deferring Action

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- phenotype error: Defer Action for Too Long Possible genotype errors
  - persistent mis-retrival of intention and closure of the decision process

due to very high workload

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- Psychological interpretation of the new task failure.

#### Examination — ATC

#### Operator Choice Model and Mode Confusion

- Seminars
  - Full OCM model for the ATC
  - Formal analysis of mode confusion
- Reports
  - Formal model of the full OCM for ATC
    - Formal analysis of Cooperative Task Models

#### **Examinations**

#### Seminar 1 — Full OCM for ATC

#### **Topic:** Operator Choice Model for ATC

#### Full OCM model for the ATC

- D. Leadbetter, P. Lindsay, A. Hussey, A. Neal and M. Humphreys Towards Towards Model Based Prediction of Human Error Rates in Interactive Systems, 2000
- A. Hussey, D. Leadbetter, P. Lindsay, A. Neal and M. Humphreys Modelling and Hazard Identification in an Air-Traffic Control User-Interface, 2000
- S. Connelly, P. Lindsay, A. Neal and M. Humphreys
   A formal model of cognitive processes for an Air Traffic Control Task, 2001

#### Seminar 2 — Mode Confusion

#### **Topic:** Mode Confusion

#### Formal analysis of mode confusion

- S. P. Miller and J. N. Potts
   Detecting Mode confusion Through formal Modelling and Analysis,
   1999
- N. Leveson, L. D. Pinnel, S. D. Sandys, S. Koga and J. D. Reese Analysing Software Specification for Mode Confusion Potential, 1998
- R. W. Butler, S. P. Miller, J. N. Potts and V. A. Carreno A Formal Methods Approach to the Analysis of Mode Confusion, 1998

#### Report 1 — FM of Full ATC

#### **Topic:** Operator Choice Model

#### Formal model of the full OCM for ATC

using CSP or other formalism, possibly running simulation using a tool

- D. Leadbetter, P. Lindsay, A. Hussey, A. Neal and M. Humphreys Towards Model Based Prediction of Human Error Rates in Interactive Systems, 2000
- S. Connelly, P. Lindsay, A. Neal and M. Humphreys
   A formal model of cognitive processes for an Air Traffic Control Task, 2001
- Antonio Cerone, Simon Connelly and Peter Lindsay.
   Formal Analysis of Operator Behavioural Patterns in Interactive Systems, submitted

### Report 2 — Cooperative TM

Topic: Task Models

#### Formal Analysis of Cooperative Task Models

Discussion of the papers' differences and limitations and propose possible extensions

- F. Paternò, C. Santoro and S. Thamassebi
   Formal models for Cooperative Tasks: Concepts and an Application for En-route Air Traffic Control
- V. M. R. Penichlet, F. Paternò, J. A. Gallud and M. D. Lozano Collaborative Social Structures and Task Modelling Integration
- D. Pinelle and C. Gutwin
   Task Analysis for Groupware Usability Evaluation: Modeling
   Shared Workplace Tasks with Mechanics of cCllaboration

#### Demo

#### References