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Né le 21/09/1985
Nationalité française

Expériences professionnelles

sept. 2015 — **Maître de Conférences à Aix-Marseille Université (AMU), dans l'équipe Modélisation et Vérification (MOVE) du Laboratoire d'Informatique et Systèmes (LIS) (ex Laboratoire d'Informatique Fondamentale de Marseille (LIF))**

2013-2015 — **Post doctorant dans le groupe Méthodes Formelles et Vérification, à l'Université libre de Bruxelles (ULB).**

Formation

2010-2013 — **Doctorat en Informatique** *mention Très Honorable*, Laboratoire Spécification et Vérification (LSV), École Normale Supérieure de Cachan (ENS de Cachan) sous la direction de Benedikt Bollig et Paul Gastin, *Spécification et vérification de propriétés quantitatives : expressions, logiques et automates*

> Thèse soutenue le 24 octobre 2013, à Cachan. Composition du jury :
> Benedikt Bollig (Co-directeur), Olivier Carton (Examinateur), Manfred Droste (Rapporteur), Paul Gastin (Co-directeur), Sylvain Lombardy (Rapporteur), Jean-Marc Talbot (Examinateur), Jacques Sakarovitch (Président)

2006-2010 — **Étudiant normalien à l'ENS de Cachan**

- 2009-2010 **Master 2 Informatique** *mention Très Bien,* Master Parisien de Recherche en Informatique (MPRI)
- 2008-2009 **Agrégation de mathématiques, option informatique** *classé 45 (sur 252)*
- 2007-2008 **Master 1 Informatique** *mention Très Bien,* MPRI
- 2007-2008 **Master 1 Mathématiques** *mention Très Bien,* Université Paris VII
- 2006-2007 **Licence 3 Informatique** *mention Très Bien*
- 2006-2007 **Licence 3 Mathématiques** *mention Bien*

Enseignement

2017-2018 — **Département Informatique et Interactions, Aix-Marseille Université**
Cours (20h), TD (20h) et TP (20h) Réseaux et communication, Licence 3
Cours (15h) et TD (15h) Connaissance de la recherche en informatique, Licence 2
TD (30h) et TP (20h) Automates et circuits, Licence 1
Préparation au CAPES, ESPE

2016-2017 — **Département Informatique et Interactions, Aix-Marseille Université**
Cours (20h), TD (20h) et TP (20h) Réseaux et communication, Licence 3
Cours (15h) et TD (15h) Connaissance de la recherche en informatique, Licence 2
TP (20h) Introduction à l'informatique et à la programmation, Licence 1

2015-2016 — **Département Informatique et Interactions, Aix-Marseille Université**
Cours (20h), TD (20h) et TP (20h) Réseaux et communication, Licence 3
Cours (15h) et TD (15h) Connaissance de la recherche en informatique, Licence 2
TD (30h) Automates et circuits, Licence 1

2012-2013 — **Département informatique, ENS de Cachan**
TD (18h) Aspects probabilistes de l'informatique, Master 1 (MPRI)
TD/TP (48h) Apprentissage, Licence 3

2011-2012 — **Département informatique, ENS de Cachan**
TD/TP (60h) Apprentissage, Licence 3

2010-2011 — **Département informatique, ENS de Cachan**
Cours (16h) et TD (16h) Préparation à l'agrégation de mathématiques, option informatique
TP de programmation en C, Licence 3 EEA (20h)

Encadrement

2017	**Co-encadrement de Théodore Lopez** , stage de Master 2, LIF
2016-2019	**Co-encadrement de Damien Busatto-Gaston** , stage de Master 2 et doctorat, LIF
2016	**Encadrement de Madhur Gupta** , stage de Bachelor, LIF
2015	**Co-encadrement de Gabriel Shako Ekanga** , mémoire de Master 1, ULB
2014-2015	**Co-encadrement de Samuel Dehouck et Ondřej Svoboda** , mémoire de Master, ULB
2013	**Co-encadrement de Peter Gjøl Jensen et Jakob Haahr Taankvist** , stagiaires Erasmus Master 1 (octobre à décembre 2013), ULB

Projets

2017	Membre du projet PEPS INS2I JCJC SensAS: ***Sens**itivity **A**nalysis of Timed **S**ystems*, avec Ocan Sankur (IRISA, Rennes)
2016-2020	Membre du projet ANR DeLTA: ***Dé**fis pour la **L**ogique, les **T**ransducteurs et les **A**utomates*. Consortium: LaBRI (Bordeaux), IRIF (Paris), LIF, CRIStAL (Lille)
2016	Membre du projet PEPS INS2I SoSI: ***S**ecurity **o**f Timed **S**ystems with Partial **I**nformation: Vulnerability and Robustness*. Consortium: LIF, LSIS (Marseille), IRISA (Rennes)
2016	Membre du projet PHC Tournesol VAST: ***V**erification **A**nd **S**ynthesis of **T**ransformations*. Consortium: LIF, ULB (Belgique)
2013-2015	Membre du projet européen Cassting: *Synthèse de systèmes adaptatifs collectifs à l'aide de jeux à somme non nulle*. Consortium: LSV (ENS Cachan, CNRS), ULB (Belgique), UMONS (Belgique), Aalborg University (Danemark), RWTH Aachen University (Allemagne), Seluxit (Danemark, partenaire industriel), Energi Nord (Danemark, partenaire industriel)
2012-2013	Membre du projet PHC Procope LeMon: ***Le**arning **Mon**itors for Refactoring Legacy Systems*. Consortium: LIAFA (Paris, CNRS), Lübeck University (Allemagne), LSV (ENS Cachan, CNRS)

Tâches collectives

Co-organisation de la conférence CSL à AMU en août 2016
Comité de programme de l'école d'été MOVEP 2016 (Gênes)
Comité de programme du workshop CASSTING 2016 (ETAPS, Eindhoven)
Co-organisation des journées annuelles du GT-ALGA au LIF en avril 2016
Organisation du Séminaire MOVE au LIF depuis octobre 2015
Co-organisation de la conférence jointe Petri Nets 2015 et ACSD 2015 à l'ULB en juin 2015
Aide à l'organisation de la troisième réunion Cassting à l'ULB en mai 2014
Organisation du Groupe de travail Tempo/Mexico en 2012 et 2013
Organisation du Séminaire des doctorants du LSV de 2010 à 2013
Participation au groupe *Outils Informatiques internes du LSV* : développement d'une base de données et d'interface web associée pour les ressources bibliographiques du laboratoire
Représentant des doctorants du LSV première année en 2010/2011.

Relecture pour Conférences et Journaux

DLT 2011, LATA 2011, CONCUR 2012, LATA 2012, ICALP 2012, CIAA 2012, RV 2012, FSTTCS 2012, STACS 2014, LATA 2014, CAV 2014, ICALP 2014, MFCS 2014, CSR 2014, FSTTCS 2014, FORMATS 2015, LICS 2015, SETTA 2015, FSTTCS 2015, FoSSaCS 2016, LATA 2016, STACS 2016, ICALP 2016, CSL 2016, MFCS 2016, DLT 2016, FSTTCS 2016, DLT 2017, FCT 2017, GandALF 2017, FORMATS 2017, CONCUR 2017, ICALP 2017, LICS 2017, FoSSaCS 2018, HSCC 2018, STACS 2018

Journal of Logic and Algebraic Programming, Formal Methods in System Design, ACM Transactions on Computational Logic, Theoretical Computer Science, Soft Computing, Information and Processing Letters, Journal of Systems and Software, Discrete Mathematics and Theoretical Computer Science

Relecteur pour Mathematical Reviews/MathSciNet de l'American Mathematical Society

Publications

Articles de revues d'audience internationale avec comité de rédaction

[1] Thomas Brihaye, Gilles Geeraerts, Axel Haddad, and Benjamin Monmege. Pseudopolynomial Iterative Algorithm to Solve Total-Payoff Games and Min-Cost Reachability Games. *Acta Informatica*, 54(1):85–125, February 2017. DOI: 10.1007/s00236-016-0276-z.

[2] Serge Haddad and Benjamin Monmege. Interval Iteration Algorithm for MDPs and IMDPs. *Theoretical Computer Science*, January 2017. DOI: 10.1016/j.tcs.2016.12.003.

[3] Paul Gastin and Benjamin Monmege. A Unifying Survey on Weighted Logics and Weighted Automata. *Soft Computing*:1–79, December 2015. DOI: 10.1007/s00500-015-1952-6.

[4] Benedikt Bollig, Peter Habermehl, Martin Leucker, and Benjamin Monmege. A Robust Class of Data Languages and an Application to Learning. *Logical Methods in Computer Science*, 10(4:19), December 2014. DOI: 10.2168/LMCS-10(4:19)2014.

[5] Paul Gastin and Benjamin Monmege. Adding Pebbles to Weighted Automata: Easy Specification and Efficient Evaluation. *Theoretical Computer Science*, 534:24–44, May 2014. DOI: 10.1016/j.tcs.2014.02.034.

[6] Benedikt Bollig, Paul Gastin, Benjamin Monmege, and Marc Zeitoun. Pebble Weighted Automata and Weighted Logics. *ACM Transactions on Computational Logic*, 15(2:15), April 2014. DOI: 10.1145/2579819.

[7] Pierre Ganty, Rupak Majumdar, and Benjamin Monmege. Bounded Underapproximations. *Formal Methods in System Design*, 40(2):206–231, April 2012. DOI: 10.1007/s10703-011-0136-y.

Conférences d'audience internationale avec comité de sélection

[8] Thomas Brihaye, Gilles Geeraerts, Hsi-Ming Ho, and Benjamin Monmege. Timed-Automata-Based Verification of MITL over Signals. In *Proceedings of the 24th International Symposium on Temporal Representation and Reasoning (TIME'17)*. Sven Schewe, Thomas Schneider, and Jef Wijsen, editors. Volume 90. In LIPIcs. Schloss Dagstuhl–Leibniz-Zentrum für Informatik, Dagstuhl, Germany, October 2017, 7:1–7:19.

[9] Thomas Brihaye, Gilles Geeraerts, Hsi-Ming Ho, and Benjamin Monmege. MightyL: A Compositional Translation from MITL to Timed Automata. In *Proceedings of the 29th International Conference on Computer Aided Verification, Part I (CAV'17)*. Rupak Majumdar and Viktor Kunčak, editors. Volume 10426. In Lecture Notes in Computer Science. Springer, Heidelberg, Germany, July 2017, pages 421–440. DOI: 10.1007/978-3-319-63387-9_21.

[10] Damien Busatto-Gaston, Benjamin Monmege, and Pierre-Alain Reynier. Optimal Reachability in Divergent Weighted Timed Games. In *Proceedings of the 20th International Conference on Foundations of Software Science and Computation Structures (FoSSaCS'17)*. Javier Esparza and Andrzej S. Murawski, editors. Volume 10203. In Lecture Notes in Computer Science. Springer, Uppsala, Sweden, April 2017, pages 162–178. DOI: 10.1007/978-3-662-54458-7_10.

[11] Thomas Brihaye, Morgane Estiévenart, Gilles Geeraerts, Hsi-Ming Ho, Benjamin Monmege, and Nathalie Sznajder. Real-Time Synthesis is Hard! In *Proceedings of the 14th International Conference on Formal Modeling and Analysis of Timed Systems (FORMATS'16)*. Martin Fränzle and Nicolas Markey, editors. Volume 9884. In Lecture Notes in Computer Science. Springer, Quebec city, Canada, August 2016, pages 105–120. DOI: 10.1007/978-3-319-44878-7_7.

[12] Thomas Brihaye, Amit Kumar Dhar, Gilles Geeraerts, Axel Haddad, and Benjamin Monmege. Efficient Energy Distribution in a Smart Grid Using Multi-Player Games. In *Proceedings of the Cassting Workshop on Games for the Synthesis of Complex Systems (Cassting'16) and the 3rd International Workshop on Synthesis of Complex Parameters (SynCoP'16)*. Thomas Brihaye, Benoît Delahaye, Nicolas Markey, and Jiří Srba, editors. Volume 220. EPTCS, Eindhoven, Netherlands, April 2016, pages 1–12. DOI: 10.4204/EPTCS.220.1.

[13] Thomas Brihaye, Gilles Geeraerts, Axel Haddad, Benjamin Monmege, Guillermo A. Pérez, and Gabriel Renault. Quantitative Games under Failures. In *Proceedings of the 35th IARCS Annual Conference on Foundations of Software Technology and Theoretical Computer Science (FSTTCS'15)*. Prahladh Harsha and G. Ramalingam, editors. Volume 45. In Leibniz International Proceedings in Informatics (LIPIcs). Schloss Dagstuhl–Leibniz-Zentrum für Informatik, Bangalore, India, December 2015, pages 293–306. DOI: 10.4230/LIPIcs.FSTTCS.2015.293.

[14] Thomas Brihaye, Gilles Geeraerts, Axel Haddad, Engel Lefaucheux, and Benjamin Monmege. Simple Priced Timed Games Are Not That Simple. In *Proceedings of the 35th IARCS Annual Conference on Foundations of Software Technology and Theoretical Computer Science (FSTTCS'15)*. Prahladh Harsha and G. Ramalingam, editors. Volume 45. In Leibniz International Proceedings in Informatics (LIPIcs). Schloss Dagstuhl–Leibniz-Zentrum für Informatik, Bangalore, India, December 2015, pages 278–292. DOI: 10.4230/LIPIcs.FSTTCS.2015.278.

[15] Thomas Brihaye, Gilles Geeraerts, Axel Haddad, and Benjamin Monmege. To Reach or not to Reach? Efficient Algorithms for Total-Payoff Games. In *Proceedings of the 26th International Conference on Concurrency Theory (CONCUR'15)*. Luca Aceto and David de Frutos Escrig, editors. Volume 42. In LIPIcs. Schloss Dagstuhl–Leibniz-Zentrum für Informatik, Madrid, Spain, September 2015, pages 297–310. DOI: 10.4230/LIPIcs.CONCUR.2015.297.

[16] Thomas Brihaye, Gilles Geeraerts, Shankara Narayanan Krishna, Lakshmi Manasa, Benjamin Monmege, and Ashutosh Trivedi. Adding Negative Prices to Priced Timed Games. In *Proceedings of the 25th International Conference on Concurrency Theory (CONCUR'14)*. Paolo Baldan and Daniele Gorla, editors. Volume 8704. In Lecture Notes in Computer Science. Springer, Roma, Italy, September 2014, pages 560–575. DOI: 10.1007/978-3-662-44584-6_38.

[17] Serge Haddad and Benjamin Monmege. Reachability in MDPs: Refining Convergence of Value Iteration. In *Proceedings of the 8th International Workshop on Reachability Problems (RP'14)*. Joël Ouaknine, Igor Potapov, and James Worrell, editors. Volume 8762. In Lecture Notes in Computer Science. Springer, Oxford, United Kingdom, September 2014, pages 125–137. DOI: 10.1007/978-3-319-11439-2_10.

[18] Benedikt Bollig, Paul Gastin, Benjamin Monmege, and Marc Zeitoun. Logical Characterization of Weighted Pebble Walking Automata. In *Proceedings of the joint meeting of the 23rd EACSL Annual Conference on Computer Science Logic (CSL) and the 29th Annual ACM/IEEE Symposium on Logic in Computer Science (LICS)*. Thomas A. Henzinger and Dale Miller, editors. ACM, Vienna, Austria, July 2014. DOI: 10.1145/2603088.2603118.

[19] Benedikt Bollig, Peter Habermehl, Martin Leucker, and Benjamin Monmege. A Fresh Approach to Learning Register Automata. In *Proceedings of the 17th International Conference on Developments in Language Theory (DLT'13)*. Marie-Pierre Béal and Olivier Carton, editors. Volume 7907. In Lecture Notes in Computer Science. Springer, Marne-la-Vallée, France, June 2013, pages 118–130. DOI: 10.1007/978-3-642-38771-5_12.

[20] Benedikt Bollig, Paul Gastin, and Benjamin Monmege. Weighted Specifications over Nested Words. In *Proceedings of the 16th International Conference on Foundations of Software Science and Computation Structures (FoSSaCS'13)*. Frank Pfenning, editor. Volume 7794. In Lecture Notes in Computer Science. Springer, Roma, Italy, March 2013, pages 385–400. DOI: 10.1007/978-3-642-37075-5_25.

[21] Benedikt Bollig, Paul Gastin, Benjamin Monmege, and Marc Zeitoun. A Probabilistic Kleene Theorem. In *Proceedings of the 10th International Symposium on Automated Technology for Verification and Analysis (ATVA'12)*. Madhavan Mukund and Supratik Chakraborty, editors. Volume 7561. In Lecture Notes in Computer Science. Springer, Thiruvananthapuram, India, October 2012, pages 400–415. DOI: 10.1007/978-3-642-33386-6_31.

[22] Paul Gastin and Benjamin Monmege. Adding Pebbles to Weighted Automata. In *Proceedings of the 17th International Conference on Implementation and Application of Automata (CIAA'12)*. Nelma Moreira and Rogério Reis, editors. Volume 7381. In Lecture Notes in Computer Science. Springer, Porto, Portugal, July 2012, pages 28–51. DOI: 10.1007/978-3-642-31606-7_4.

[23] Benedikt Bollig, Paul Gastin, Benjamin Monmege, and Marc Zeitoun. Pebble Weighted Automata and Transitive Closure Logics. In *Proceedings of the 37th International Colloquium on Automata, Languages and Programming (ICALP'10) – Part II*. Samson Abramsky, Friedhelm Meyer auf der Heide, and Paul Spirakis, editors. Volume 6199. In Lecture Notes in Computer Science. Springer, Bordeaux, France, July 2010, pages 587–598. DOI: 10.1007/978-3-642-14162-1_49.

[24] Pierre Ganty, Rupak Majumdar, and Benjamin Monmege. Bounded Underapproximations. In *Proceedings of the 22nd International Conference on Computer Aided Verification (CAV'10)*. Byron Cook, Paul Jackson, and Tayssir Touili, editors. Volume 6174. In Lecture Notes in Computer Science. Springer, Edinburgh, Scotland, UK, July 2010, pages 600–614. DOI: 10.1007/978-3-642-14295-6_52.

Thèse et rapports de stage

[25] Benjamin Monmege. Specification and Verification of Quantitative Properties: Expressions, Logics, and Automata. Thèse de doctorat. Laboratoire Spécification et Vérification, ENS Cachan, France, October 2013. URL: http://www.lsv.ens-cachan.fr/~monmege/download/thesis.pdf.

[26] Benjamin Monmege. Propriétés quantitatives des mots et des arbres – Applications aux langages XML. Rapport de Master. Master Parisien de Recherche en Informatique, Paris, France, September 2010.

[27] Benjamin Monmege. Parikh-equivalent bounded languages for software verification. Master 1 Internship Report at UCLA (USA). ENS de Cachan, 2008.

[28] Benjamin Monmege. Validation d'algorithmes de recalage non rigide appliqués aux images médicales. Licence 3 Internship Report in Rainbow Team, Polytech'Nice Sophia Antipolis (France). ENS de Cachan, 2007.

Rapports techniques

[29] Damien Busatto-Gaston, Benjamin Monmege, and Pierre-Alain Reynier. Optimal Reachability in Divergent Weighted Timed Games. Research Report (1701.03716). arXiv, January 2017. URL: https://arxiv.org/abs/1701.03716.

[30] Thomas Brihaye, Gilles Geeraerts, Axel Haddad, Engel Lefaucheux, and Benjamin Monmege. Simple Priced Timed Games Are Not That Simple. Research Report (1507.03786). arXiv, July 2015. URL: http://arxiv.org/abs/1507.03786.

[31] Thomas Brihaye, Gilles Geeraerts, Axel Haddad, Benjamin Monmege, Guillermo A. Pérez, and Gabriel Renault. Quantitative Games under Failures. Research Report (1504.06744). arXiv, April 2015. URL: http://arxiv.org/abs/1504.06744.

[32] Thomas Brihaye, Gilles Geeraerts, Axel Haddad, and Benjamin Monmege. To Reach or not to Reach? Efficient Algorithms for Total-Payoff Games. Research Report (1407.5030). arXiv, July 2014. URL: http://arxiv.org/abs/1407.5030.

[33] Serge Haddad and Benjamin Monmege. Reachability in MDPs: Refining Convergence of Value Iteration. Research Report (LSV-14-07). Laboratoire Spécification et Vérification, ENS Cachan, France, June 2014. URL: http://www.lsv.ens-cachan.fr/Publis/RAPPORTS_LSV/PDF/rr-lsv-2014-07.pdf.

[34] Thomas Brihaye, Gilles Geeraerts, Shankara Narayanan Krishna, Lakshmi Manasa, Benjamin Monmege, and Ashutosh Trivedi. Adding Negative Prices to Priced Timed Games. Research Report (1404.5894). arXiv, April 2014. URL: http://arxiv.org/abs/1404.5894.

[35] Benedikt Bollig, Peter Habermehl, Martin Leucker, and Benjamin Monmege. A Fresh Approach to Learning Register Automata. Research Report (hal-00743240). 18 pages. HAL, October 2012. URL: http://hal.archives-ouvertes.fr/hal-00743240.

[36] Benedikt Bollig, Paul Gastin, Benjamin Monmege, and Marc Zeitoun. Weighted Expressions and DFS Tree Automata. Research Report (LSV-11-08). 32 pages. Laboratoire Spécification et Vérification, ENS Cachan, France, April 2011. URL: http://www.lsv.ens-cachan.fr/Publis/RAPPORTS_LSV/PDF/rr-lsv-2011-08.pdf.

[37] Benedikt Bollig, Paul Gastin, Benjamin Monmege, and Marc Zeitoun. Pebble Weighted Automata and Transitive Closure Logics. Research Report (LSV-10-06). Laboratoire Spécification et Vérification, ENS Cachan, France, March 2010. URL: http://www.lsv.ens-cachan.fr/Publis/RAPPORTS_LSV/PDF/rr-lsv-2010-06.pdf.

[38] Pierre Ganty, Rupak Majumdar, and Benjamin Monmege. Bounded Underapproximations. Research Report (0809.1236v4). arXiv, January 2010. URL: http://arxiv.org/abs/0809.1236.

Sélection d'exposés récemment donnés

[39] GT SDA^2 (Marseille). Quantitative Evaluation of Systems via Weighted Logics and Weighted Automata. July 2017.

[40] Séminaire du Centre Fédéré en Vérification (Bruxelles). Optimal Reachability in Divergent Weighted Timed Games. May 2017.

[41] Conférence Highlights (Bruxelles). Real-Time Synthesis is Hard! September 2016.

[42] Séminaire LACL (Créteil). To Reach or not to Reach? Efficient Algorithms for Total-Payoff Games. May 2016.

[43] 35th IARCS Annual Conference on Foundations of Software Technology and Theoretical Computer Science (Bangalore). Simple Priced Timed Games Are Not That Simple. December 2015.

[44] Workshop AVeRTS (Bangalore). Efficient Reactive Synthesis of MITL Properties. December 2015.

[45] Workshop Infinity (Bangalore). Logics for Weighted Automata and Transducers. December 2015.

[46] 26th International Conference on Concurrency Theory CONCUR (Madrid). To Reach or not to Reach? Efficient Algorithms for Total-Payoff Games. September 2015.

[47] Workshop Non-Zero-Sum Games and Control (Dagstuhl). Why Negatively-Priced Timed Games are Hard? February 2015.

[48] 8th International Workshop on Reachability Problems RP (Oxford). Reachability in MDPs: Refining Convergence of Value Iteration. September 2014.

[49] Conférence Highlights (Paris). Adding Negative Prices to Priced Timed Games. September 2014.

[50] Joint meeting of the 23rd EACSL Annual Conference on Computer Science Logic CSL and the 29th Annual ACM/IEEE Symposium on Logic in Computer Science LICS (Vienna). Logical Characterization of Weighted Pebble Automata Navigating over Graphs. July 2014.

[51] 7th International Workshop on Weighted Automata, Theory and Applications WATA (Leipzig). Logical Characterization of Weighted Pebble Automata Navigating over Graphs. May 2014.

[52] 1st Cassting Workshop ETAPS 2014. Weighted Timed Games: Positive Results with Negative Costs. April 2014.

[53] Journées Nationales du Groupe de Recherche Informatique et Mathématiques (Paris). Spécification et vérification de propriétés quantitatives. January 2014.

[54] 17th International Conference on Developments in Language Theory DLT (Marne la Vallée). A Fresh Approach to Learning Register Automata. June 2013.

[55] 16th International Conference on Foundations of Software Science and Computation Structures FoSSaCS (Rome). Weighted Specifications over Nested Words. March 2013.

[56] 10th International Symposium on Automated Technology for Verification and Analysis ATVA (Trivendrum, Inde). A Probabilistic Kleene Theorem. October 2012.

[57] 37th International Colloquium on Automata, Languages and Programming ICALP (Bordeaux). Pebble weighted automata and transitive closure. July 2010.