Conference Paper

Component-based simulation for spatial complex systems in VLE environment

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Jan 2001 · SIMULATION: Transactions of The Society for Modeling and Simulation International

DEVStone: a benchmarking technique for studying performance of DEVS modeling and simulation environments

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Variable Structure in DEVS Component-Based Modeling and Simulation

Article

Feb 2005 · SIMULATION: Transactions of The Society for Modeling and Simulation International

Xiaolin Hu

Variable structure refers to the ability of a system to dynamically change its structure according to different situations. It provides component-based modeling and simulation environments with powerful modeling capability and the flexibility to design and analyze complex systems. In this article, the autho…

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Oct 1967 · Mathematics of Computation

Jacob T. Schwartz · John von Neumann · Arthur W. Burks

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Dynamic structure discrete event system specification

Article

Mar 1996

Fernando Barros

Traditional simulation methodologies do not support changes in model structure during a simulation run. Current methodologies support only changes in model descriptive variables. Changes in structure are thus forced to be represented at the simple behavioral level. Many models are better represented at bo…

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Article Full-text available

Apr 2009 · Simulation Modelling Practice and Theory

Gauthier Quesnel · Raphaël Duboz · Eric Ramat

The cross-disciplinary activity of modelling and simulation is the core of the scientific activities addressing the complexity of nature. In this context, we need reliable computational environments to integrate heterogeneous representations coming from different scientific fields. Therefore, such…

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Component based simulation modeling with Simkit

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Jan 2002

Arnold H. Buss

This paper demonstrates how to use Simkit to create discrete event simulation models using a component framework. The component framework is based on a listener design pattern especially useful for simulation models. The objects created are called Listener Event Graph Objects, so the…

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Jan 2000

software entities that interact with other components in one of only three ways. Although seemingly…

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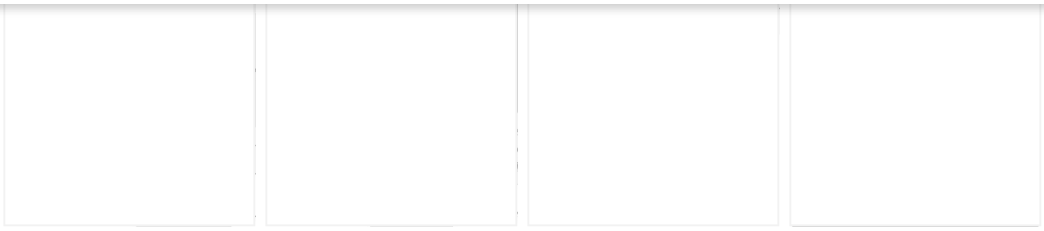

Extending DEVS to support multiple occurrence in component-based simulation

Conference Paper Full-text available

Dec 2008

Olivier Dalle · Bernard Phillip Zeigler · G. A. Wainer

This paper presents a new extension of the DEVS formal- ism that allows multiple occurrences of a given instance of a DEVS component. This paper is a follow-up to a previous short paper in which the issue of supporting a new construction called a shared component was raised, in the case of a DEVS model. In…

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Abstract Simulators for the DSDE Formalism.

Conference Paper

Jan 1998 · Proceedings - Winter Simulation Conference

Fernando Barros

We present the DSDE (Dynamic Structure of Discrete Events) formalism, a methodology for representing discrete event systems that change structure dynamically. We prove that the DSDE formalism is closed under coupling and that it can be used to construct hierarchical and modular models. The abstract…

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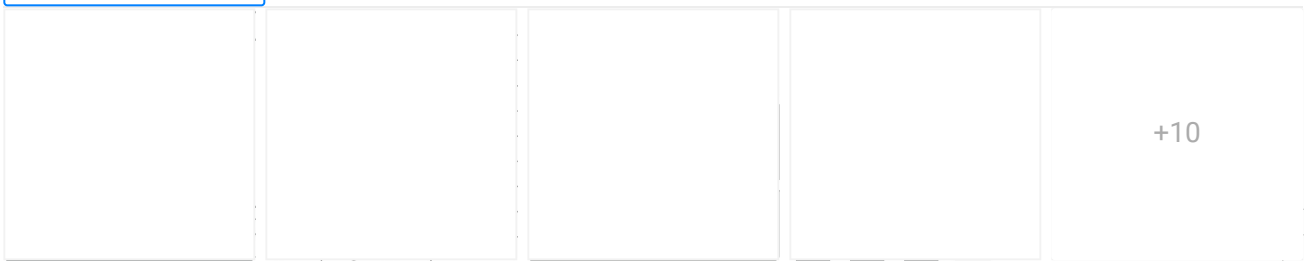

Application of the Cell-DEVS Paradigm for Cell Spaces Modelling and Simulation

Article Full-text available

Jan 2001 · SIMULATION: Transactions of The Society for Modeling and Simulation International

G. A. Wainer · Norbert Giambiasi

We present the results obtained when using the Cell-DEVS paradigm for cell spaces modelling and simulation. This formalism allows one to model and simulate cell spaces, including delay functions, to specify their timing behavior. Cell spaces can be defined in an automated fashion, simplifying the

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