

Discrete Event System Simulation Jerry Banks Solutions

Create Your Family History Book with Family Tree Maker, Version 8
Multiphysics Modeling Using COMSOL
Engineering Principles of Combat Modeling and Distributed Simulation
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Create Your Family History Book with Family Tree Maker, Version 8

Master modeling and simulation using Modelica, the new powerful, highly versatile object-based modeling language Modelica, the new object-based software/hardware modeling language that is quickly gaining popularity around the world, offers an almost universal approach to high-level computational modeling and simulation. It handles a broad range of application domains, for example mechanics, electrical systems, control, and thermodynamics, and facilitates general notation as well as powerful abstractions and efficient implementations. Using the versatile Modelica language and its associated technology, this text presents an object-oriented, component-based approach that makes it possible for readers to quickly master the basics of computer-supported equation-based object-oriented (EEO) mathematical modeling and simulation. Throughout the text, Modelica is used to illustrate the various aspects of modeling and simulation. At the same time, a number of key concepts underlying the Modelica language are explained with the use of modeling and simulation examples. This book: Examines basic concepts such as systems, models, and simulations Guides readers through the Modelica language with the aid of several step-by-step examples Introduces the Modelica class concept and its use in graphical and textual modeling Explores modeling methodology for continuous, discrete, and hybrid systems Presents an overview of the Modelica Standard Library and key Modelica model libraries Readers will find plenty of examples of models that simulated distinct application domains as well as examples that combine several domains. All the examples and exercises in the text are available via DrModelica. This electronic self-teaching program, freely available

on the text's companion website, guides readers from simple, introductory examples and exercises to more advanced ones. Written by the Director of the Open Source Modelica Consortium, Introduction to Modeling and Simulation of Technical and Physical Systems with Modelica is recommended for engineers and students interested in computer-aided design, modeling, simulation, and analysis of technical and natural systems. By building on basic concepts, the text is ideal for students who want to learn modeling, simulation, and object orientation.

Multiphysics Modeling Using COMSOL?

Engineering Principles of Combat Modeling and Distributed Simulation

Family Tree Maker is a program that allows users to input their family information and produce a variety of charts, reports, and customizable family history books. Entered data can be used to create web pages and saved in a format that can be shared with anyone who has a GEDCOM compliant genealogy program. Family Tree Maker has the largest Internet genealogy community in the world and provides access to over 1 billion names. Plus, the unique FamilyFinder Index actually helps guide you where to look for them.

Modeling and Simulation of Discrete Event Systems

Forecasting and Management of Technology discusses the planning, operation, analysis and control of complex technological systems and new technology. The book covers the fundamentals for long term planning, development and production of new products and shows how technologies are developed and complex products produced which require a co-ordinated effort involving engineering, organization and project management. It describes how the resources of a firm are to be utilized and focused to the greatest advantage of the company through product development.

Modeling the Environment

Since the publication of the first edition in 1982, the goal of Simulation Modeling and Analysis has always been to provide a comprehensive, state-of-the-art, and technically correct treatment of all important aspects of a simulation study. The book strives to make this material understandable by the use of intuition and numerous figures, examples, and problems. It is equally well suited for use in university courses, simulation practice, and self study. The book is widely regarded as the "bible" of simulation and now has more than 100,000 copies in print. The book can serve as the primary text for a variety of courses; for example: *A first course in simulation at the junior, senior, or beginning-graduate-student level in engineering, manufacturing, business, or computer science (Chaps. 1 through 4, and parts of Chaps. 5 through 9). At the end of such a course, the students will be prepared to carry out complete and effective simulation studies, and to take advanced simulation courses. *A second course in simulation for graduate students in any of the above disciplines (most of Chaps. 5 through 12). After completing this

course, the student should be familiar with the more advanced methodological issues involved in a simulation study, and should be prepared to understand and conduct simulation research. *An introduction to simulation as part of a general course in operations research or management science (part of Chaps. 1, 3, 5, 6, and 9).

Discrete Event System Simulation

This best-selling book provides an accessible introduction to discrete mathematics through an algorithmic approach that focuses on problem-solving techniques. This edition has the techniques of proofs woven into the text as a running theme and each chapter has the problem-solving corner. The text provides complete coverage of: Logic and Proofs; Algorithms; Counting Methods and the Pigeonhole Principle; Recurrence Relations; Graph Theory; Trees; Network Models; Boolean Algebra and Combinatorial Circuits; Automata, Grammars, and Languages; Computational Geometry. For individuals interested in mastering introductory discrete mathematics.

Modelling and Simulation

This textbook presents a practical introduction to the fundamental aspects of modelling and simulation. It provides the necessary foundations both for those wishing to learn about this methodology and also for those who have a need to apply it in their work. Illustrative examples are drawn from projects formulated within the domains of both DEDS and CTDS. Features: presents a project-oriented perspective; describes an activity-based conceptual modelling framework (ABCmod) for DEDS; includes a new chapter that presents a novel world view, the Activity-Object world view, which eases the translation of a conceptual model specification in the ABCmod framework into a simulation program; contains numerous illustrative examples, useful algorithms, exercises and projects; includes a primer on probability, a concise guide to the GPSS programming environment and an overview of relevant MATLAB features in the appendices; provides supplementary software and teaching support material at an associated website.

Discrete-event Simulation

Discrete Mathematics

Introduces readers to the field of cyber modeling and simulation and examines current developments in the US and internationally This book provides an overview of cyber modeling and simulation (M&S) developments. Using scenarios, courses of action (COAs), and current M&S and simulation environments, the author presents the overall information assurance process, incorporating the people, policies, processes, and technologies currently available in the field. The author ties up the various threads that currently compose cyber M&S into a coherent view of what is measurable, simulative, and usable in order to evaluate systems for assured operation. An Introduction to Cyber Modeling and Simulation provides the reader with examples of tools and technologies currently available for performing cyber

modeling and simulation. It examines how decision-making processes may benefit from M&S in cyber defense. It also examines example emulators, simulators and their potential combination. The book also takes a look at corresponding verification and validation (V&V) processes, which provide the operational community with confidence in knowing that cyber models represent the real world. This book: Explores the role of cyber M&S in decision making Provides a method for contextualizing and understanding cyber risk Shows how concepts such the Risk Management Framework (RMF) leverage multiple processes and policies into a coherent whole Evaluates standards for pure IT operations, "cyber for cyber," and operational/mission cyber evaluations—"cyber for others" Develops a method for estimating both the vulnerability of the system (i.e., time to exploit) and provides an approach for mitigating risk via policy, training, and technology alternatives Uses a model-based approach An Introduction to Cyber Modeling and Simulation is a must read for all technical professionals and students wishing to expand their knowledge of cyber M&S for future professional work.

A Book on C

Machine Learning Proceedings 1992

Models and Modeling

Collecting the work of the foremost scientists in the field, *Discrete-Event Modeling and Simulation: Theory and Applications* presents the state of the art in modeling discrete-event systems using the discrete-event system specification (DEVS) approach. It introduces the latest advances, recent extensions of formal techniques, and real-world examples of various applications. The book covers many topics that pertain to several layers of the modeling and simulation architecture. It discusses DEVS model development support and the interaction of DEVS with other methodologies. It describes different forms of simulation supported by DEVS, the use of real-time DEVS simulation, the relationship between DEVS and graph transformation, the influence of DEVS variants on simulation performance, and interoperability and composability with emphasis on DEVS standardization. The text also examines extensions to DEVS, new formalisms, and abstractions of DEVS models as well as the theory and analysis behind real-world system identification and control. To support the generation and search of optimal models of a system, a framework is developed based on the system entity structure and its transformation to DEVS simulation models. In addition, the book explores numerous interesting examples that illustrate the use of DEVS to build successful applications, including optical network-on-chip, construction/building design, process control, workflow systems, and environmental models. A one-stop resource on advances in DEVS theory, applications, and methodology, this volume offers a sampling of the best research in the area, a broad picture of the DEVS landscape, and trend-setting applications enabled by the DEVS approach. It provides the basis for future research discoveries and encourages the development of new applications.

Modeling and Tools for Network Simulation

A treatment of fundamental concepts of discrete event simulation. This book features many examples, figures and tables and is suitable as Jr/Sr level introductory simulation text in Engineering, Management, Computer Science; a second course in simulation and an introduction to stochastic models.

Discrete Mathematics

Multiphysics Modeling Using COMSOL® rapidly introduces the senior level undergraduate, graduate or professional scientist or engineer to the art and science of computerized modeling for physical systems and devices. It offers a step-by-step modeling methodology through examples that are linked to the Fundamental Laws of Physics through a First Principles Analysis approach. The text explores a breadth of multiphysics models in coordinate systems that range from 1D to 3D and introduces the readers to the numerical analysis modeling techniques employed in the COMSOL® Multiphysics® software. After readers have built and run the examples, they will have a much firmer understanding of the concepts, skills, and benefits acquired from the use of computerized modeling techniques to solve their current technological problems and to explore new areas of application for their particular technological areas of interest.

Discrete-Event Simulation

An Introduction to Models and Modeling in the Earth and Environmental Sciences offers students and professionals the opportunity to learn about groundwater modeling, starting from the basics. Using clear, physically-intuitive examples, the author systematically takes us on a tour that begins with the simplest representations of fluid flow and builds through the most important equations of groundwater hydrology. Along the way, we learn how to develop a conceptual understanding of a system, how to choose boundary and initial conditions, and how to exploit model symmetry. Other important topics covered include non-dimensionalization, sensitivity, and finite differences. Written in an eclectic and readable style that will win over even math-phobic students, this text lays the foundation for a successful career in modeling and is accessible to anyone that has completed two semesters of Calculus. Although the popular image of a geologist or environmental scientist may be the rugged adventurer, heading off into the wilderness with a compass and a hand level, the disciplines of geology, hydrogeology, and environmental sciences have become increasingly quantitative. Today's earth science professionals routinely work with mathematical and computer models, and career success often demands a broad range of analytical and computational skills. An Introduction to Models and Modeling in the Earth and Environmental Sciences is written for students and professionals who want to learn the craft of modeling, and do more than just run "black box" computer simulations.

Discrete-event System Simulation

This book presents the outcomes of the International Conference on Intelligent Manufacturing and Automation (ICIMA 2018) organized by the Departments of Mechanical Engineering and Production Engineering at Dwarkadas J. Sanghvi College of Engineering, Mumbai, and the Indian Society of Manufacturing

Engineers. It includes original research and the latest advances in the field, focusing on automation, mechatronics and robotics; CAD/CAM/CAE/CIM/FMS in manufacturing; product design and development; DFM/DFA/FMEA; MEMS and Nanotechnology; rapid prototyping; computational techniques; industrial engineering; manufacturing process management; modelling and optimization techniques; CRM, MRP and ERP; green, lean, agile and sustainable manufacturing; logistics and supply chain management; quality assurance and environment protection; advanced material processing and characterization; and composite and smart materials.

Theory of Modeling and Simulation

SIMAN is a simulation language used throughout the world, much like GPSS and SLAM. In industrial engineering, SIMAN and SLAM are the dominant simulation languages.

Simulacra and Simulation

Modeling techniques that allow managers and researchers to see in advance the consequences of actions and policies are becoming increasingly important to environmental management. Modeling the Environment is a basic introduction to one of the most widely known and used modeling techniques, system dynamics. Modeling the Environment requires little or no mathematical background and is appropriate for undergraduate environmental students as well as professionals new to modeling.

Machine Learning Proceedings 1992

Chapters 1-15 written by Andreas Tolk; chapters 16-32 written by various authors.

Discrete-Event Modeling and Simulation

An insightful presentation of the key concepts, paradigms, and applications of modeling and simulation Modeling and simulation has become an integral part of research and development across many fields of study, having evolved from a tool to a discipline in less than two decades. Modeling and Simulation Fundamentals offers a comprehensive and authoritative treatment of the topic and includes definitions, paradigms, and applications to equip readers with the skills needed to work successfully as developers and users of modeling and simulation. Featuring contributions written by leading experts in the field, the book's fluid presentation builds from topic to topic and provides the foundation and theoretical underpinnings of modeling and simulation. First, an introduction to the topic is presented, including related terminology, examples of model development, and various domains of modeling and simulation. Subsequent chapters develop the necessary mathematical background needed to understand modeling and simulation topics, model types, and the importance of visualization. In addition, Monte Carlo simulation, continuous simulation, and discrete event simulation are thoroughly discussed, all of which are significant to a complete understanding of modeling and simulation. The book also features chapters that outline

sophisticated methodologies, verification and validation, and the importance of interoperability. A related FTP site features color representations of the book's numerous figures. Modeling and Simulation Fundamentals encompasses a comprehensive study of the discipline and is an excellent book for modeling and simulation courses at the upper-undergraduate and graduate levels. It is also a valuable reference for researchers and practitioners in the fields of computational statistics, engineering, and computer science who use statistical modeling techniques.

Principles of Quality Control

In this book, Feldman and Valdez-Flores present applied probability and stochastic processes in an elementary but mathematically precise manner, with numerous examples and exercises to illustrate the range of engineering and science applications for the concepts. The book is designed to give the reader an intuitive understanding of probabilistic reasoning, in addition to an understanding of mathematical concepts and principles. Unique features of the book include a self-contained chapter on simulation (Chapter 3) and early introduction of Markov chains.

Modeling and Simulation Fundamentals

Applied Probability and Stochastic Processes

The authors provide clear examples and thorough explanations of every feature in the C language. They teach C vis-a-vis the UNIX operating system. A reference and tutorial to the C programming language. Annotation copyrighted by Book News, Inc., Portland, OR

Discrete-event System Simulation

Chartrand and Zhangs Discrete Mathematics presents a clearly written, student-friendly introduction to discrete mathematics. The authors draw from their background as researchers and educators to offer lucid discussions and descriptions fundamental to the subject of discrete mathematics. Unique among discrete mathematics textbooks for its treatment of proof techniques and graph theory, topics discussed also include logic, relations and functions (especially equivalence relations and bijective functions), algorithms and analysis of algorithms, introduction to number theory, combinatorics (counting, the Pascal triangle, and the binomial theorem), discrete probability, partially ordered sets, lattices and Boolean algebras, cryptography, and finite-state machines. This highly versatile text provides mathematical background used in a wide variety of disciplines, including mathematics and mathematics education, computer science, biology, chemistry, engineering, communications, and business. Some of the major features and strengths of this textbook Numerous, carefully explained examples and applications facilitate learning. More than 1,600 exercises, ranging from elementary to challenging, are included with hints/answers to all odd-numbered exercises. Descriptions of proof techniques are accessible and lively. Students

benefit from the historical discussions throughout the textbook.

An Introduction to Cyber Modeling and Simulation

Today's architecting must handle systems of types unknown until very recently. New domains, including personal computers, intersatellite networks, health services, and joint service command and control are calling for new architectures- and for architects specializing in those domains. Since the original publication, of this bestselling text, these

Introduction to Modeling and Simulation of Technical and Physical Systems with Modelica

The increased computational power and software tools available to engineers have increased the use and dependence on modeling and computer simulation throughout the design process. These tools have given engineers the capability of designing highly complex systems and computer architectures that were previously unthinkable. Every complex design project, from integrated circuits, to aerospace vehicles, to industrial manufacturing processes requires these new methods. This book fulfills the essential need of system and control engineers at all levels in understanding modeling and simulation. This book, written as a true text/reference has become a standard sr./graduate level course in all EE departments worldwide and all professionals in this area are required to update their skills. The book provides a rigorous mathematical foundation for modeling and computer simulation. It provides a comprehensive framework for modeling and simulation integrating the various simulation approaches. It covers model formulation, simulation model execution, and the model building process with its key activities model abstraction and model simplification, as well as the organization of model libraries. Emphasis of the book is in particular in integrating discrete event and continuous modeling approaches as well as a new approach for discrete event simulation of continuous processes. The book also discusses simulation execution on parallel and distributed machines and concepts for simulation model realization based on the High Level Architecture (HLA) standard of the Department of Defense. Presents a working foundation necessary for compliance with High Level Architecture (HLA) standards Provides a comprehensive framework for continuous and discrete event modeling and simulation Explores the mathematical foundation of simulation modeling Discusses system morphisms for model abstraction and simplification Presents a new approach to discrete event simulation of continuous processes Includes parallel and distributed simulation of discrete event models Presents a concept to achieve simulator interoperability in the form of the DEVS-Bus

Discrete Mathematics

For junior- and senior-level simulation courses in engineering, business, or computer science. While most books on simulation focus on particular software tools, Discrete Event System Simulation examines the principles of modeling and analysis that translate to all such tools. This language-independent text explains the basic aspects of the technology, including the proper collection and analysis of

data, the use of analytic techniques, verification and validation of models, and designing simulation experiments. It offers an up-to-date treatment of simulation of manufacturing and material handling systems, computer systems, and computer networks. Students and instructors will find a variety of resources at the associated website, www.bcnn.net/, including simulation source code for download, additional exercises and solutions, web links and errata.

Simio and Simulation

Object-Oriented Computer Simulation of Discrete-Event Systems offers a comprehensive presentation of a wide repertoire of computer simulation techniques available to the modelers of dynamic systems. Unlike other books on simulation, this book includes a complete and balanced description of all essential issues relevant to computer simulation of discrete event systems, and it teaches simulation users how to design, program and exploit their own computer simulation models. In addition, it uses the object-oriented methodology throughout the book as its main programming platform. The reader is expected to have some background in the theory of probability and statistics and only a little programming experience in C++, as the book is not tied down to any particular simulation language. The book also provides 50 complete simulation problems to assist with writing such simulation programs. Object-Oriented Computer Simulation of Discrete-Event Systems demonstrates the basic and generic concepts used in computer simulation of discrete-event systems in a comprehensive, uniform and self-contained manner.

Discrete-event System Simulation

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Stein/Drysdale/Bogart's Discrete Mathematics for Computer Scientists is ideal for computer science students taking the discrete math course. Written specifically for computer science students, this unique textbook directly addresses their needs by providing a foundation in discrete math while using motivating, relevant CS applications. This text takes an active-learning approach where activities are presented as exercises and the material is then fleshed out through explanations and extensions of the exercises.

System Simulation

This volume introduces computational and mathematical techniques for modeling, simulating, and analyzing the performance of various systems. Helps readers gain a better understanding of how systems operate and respond to change by: 1) helping them begin to model, simulate, and analyze simple-but-representative systems as soon as possible; and 2) whenever possible, encouraging the experimental exploration and self-discovery of theoretical results before their formal presentation. Features an approachable writing style that emphasizes concepts and insight without sacrificing rigor. Provides C software as source code for running simulations developed in the book, eliminating the need for readers to do all their programming from scratch. Emphasizes an algorithmic approach

throughout. A useful reference for industrial engineers.

Handbook of Simulation

Revised for extra clarity, the distinguishing characteristic of Ross and Wright is a sound mathematical treatment that increases smoothly in sophistication. The text presents utility-grade discrete math tools so students can understand them, use them, and move on to more advanced mathematical topics.

Forecasting and Management of Technology

An introduction to the quality function in modern manufacturing and service organizations. Provides background statistical information, and each new topic is illustrated by one or more examples. Discusses the means of achieving and managing quality control--statistical tools, specifications and tolerances, sampling, and computer applications. Also includes a chapter on the history of quality control. Contains figures, tables, and end-of-chapter problems.

Theory of Modeling and Simulation

Enjoy learning a key technology. Undergraduates and beginning graduates in both first and second simulation courses have responded positively to the approach taken in this text, which illustrates simulation principles using the popular Simio product. The full color interior graphics provides a superior learning experience. Content: This textbook explains how to use simulation to make better business decisions in application domains from healthcare to mining, heavy manufacturing to supply chains, and everything in between. It is written to help both technical and non-technical users better understand the concepts and usefulness of simulation. It can be used in a classroom environment or in support of independent study. Modern software makes simulation more useful and accessible than ever and this book illustrates simulation concepts with Simio, a leader in simulation software. Author Statement: This book can serve as the primary text in first and second courses in simulation at both the undergraduate and beginning-graduate levels. It is written in an accessible tutorial-style writing approach centered on specific examples rather than general concepts, and covers a variety of applications including an international flavor. Our experience has shown that these characteristics make the text easier to read and absorb, as well as appealing to students from many different cultural and applications backgrounds. A first simulation course would probably cover Chapter 1 through 8 thoroughly, and likely Chapters 9 and 10, particularly for upper class or graduate level students. For a second simulation course, it might work to skip or quickly review Chapters 1-3 and 6, thoroughly cover all other chapters up to Chapter 10, and use Chapter 11 as reinforcing assignments. The text or components of it could also support a simulation module of a few weeks within a larger survey course in programs without a stand-alone simulation course (e.g., MBA). For a simulation module that's part of a larger survey course, we recommend concentrating on Chapters 1, 4, and 5, and then perhaps lightly touch on Chapters 7 and 8. The extensibility introduced in Chapter 10 could provide some interesting project work for a graduate student with some programming background, as it could be easily linked to other research

topics. Likewise Appendix A could be used as the lead-in to some advanced study or research in the latest techniques in simulation-based planning and scheduling. Supplemental course material is also available on-line. Third Edition Changes: The new third edition adds sections on Randomness in Simulation, Model Debugging, and Monte Carlo simulation. In addition, the coverage of animation, input analysis and output analysis has been significantly expanded. There is a new appendix on simulation-based scheduling, end-of-chapter problems have been improved and expanded, and we have incorporated many reader suggestions. We have reorganized the material for improved flow, and have updates throughout the book for many of the new Simio features recently added. A new format better supports our e-book users, and a new publisher supports significant cost reduction for our readers.

Simulation with Arena

The first full-length translation in English of an essential work of postmodernist thought

Simulation

Theory of Modeling and Simulation: Discrete Event & Iterative System Computational Foundations, Third Edition, continues the legacy of this authoritative and complete theoretical work. It is ideal for graduate and PhD students and working engineers interested in posing and solving problems using the tools of logico-mathematical modeling and computer simulation. Continuing its emphasis on the integration of discrete event and continuous modeling approaches, the work focuses light on DEVS and its potential to support the co-existence and interoperation of multiple formalisms in model components. New sections in this updated edition include discussions on important new extensions to theory, including chapter-length coverage of iterative system specification and DEVS and their fundamental importance, closure under coupling for iteratively specified systems, existence, uniqueness, non-deterministic conditions, and temporal progressiveness (legitimacy). Presents a 40% revised and expanded new edition of this classic book with many important post-2000 extensions to core theory Provides a streamlined introduction to Discrete Event System Specification (DEVS) formalism for modeling and simulation Packages all the "need-to-know" information on DEVS formalism in one place Expanded to include an online ancillary package, including numerous examples of theory and implementation in DEVS-based software, student solutions and instructors manual

The Art of Systems Architecting

The only complete guide to all aspects and uses of simulation-from the international leaders in the field There has never been a single definitive source of key information on all facets of discrete-event simulation and its applications to major industries. The Handbook of Simulation brings together the contributions of leading academics, practitioners, and software developers to offer authoritative coverage of the principles, techniques, and uses of discrete-event simulation. Comprehensive in scope and thorough in approach, the Handbook is the one

reference on discrete-event simulation that every industrial engineer, management scientist, computer scientist, operations manager, or operations researcher involved in problem-solving should own, with an in-depth examination of: * Simulation methodology, from experimental design to data analysis and more * Recent advances, such as object-oriented simulation, on-line simulation, and parallel and distributed simulation * Applications across a full range of manufacturing and service industries * Guidelines for successful simulations and sound simulation project management * Simulation software and simulation industry vendors

Introduction to SIMAN V and CINEMA V

Offers comprehensive coverage of discrete-event simulation, emphasizing and describing the procedures used in operations research - methodology, generation and testing of random numbers, collection and analysis of input data, verification of simulation models and analysis of output data.

Object-Oriented Computer Simulation of Discrete-Event Systems

This is one of the first volumes in a new series of textbooks in operational research. The key objectives of the series are to provide concise introductions to the core topics in operational research focusing on the practical relevance of those topics to today's students and taking a non-mathematical orientation in favour of software applications.

Discrete Mathematics for Computer Scientists

"This is an excellent and well-written text on discrete event simulation with a focus on applications in Operations Research. There is substantial attention to programming, output analysis, pseudo-random number generation and modelling and these sections are quite thorough. Methods are provided for generating pseudo-random numbers (including combining such streams) and for generating random numbers from most standard statistical distributions." --ISI Short Book Reviews, 22:2, August 2002

Simulation Modeling and Analysis

Computer modeling and simulation (M&S) allows engineers to study and analyze complex systems. Discrete-event system (DES)-M&S is used in modern management, industrial engineering, computer science, and the military. As computer speeds and memory capacity increase, so DES-M&S tools become more powerful and more widely used in solving real-life problems. Based on over 20 years of evolution within a classroom environment, as well as on decades-long experience in developing simulation-based solutions for high-tech industries, Modeling and Simulation of Discrete-Event Systems is the only book on DES-M&S in which all the major DES modeling formalisms - activity-based, process-oriented, state-based, and event-based - are covered in a unified manner: A well-defined procedure for building a formal model in the form of event graph, ACD, or state

graph Diverse types of modeling templates and examples that can be used as building blocks for a complex, real-life model A systematic, easy-to-follow procedure combined with sample C# codes for developing simulators in various modeling formalisms Simple tutorials as well as sample model files for using popular off-the-shelf simulators such as SIGMA®, ACE®, and Arena® Up-to-date research results as well as research issues and directions in DES-M&S Modeling and Simulation of Discrete-Event Systems is an ideal textbook for undergraduate and graduate students of simulation/industrial engineering and computer science, as well as for simulation practitioners and researchers.

Proceedings of International Conference on Intelligent Manufacturing and Automation

A crucial step during the design and engineering of communication systems is the estimation of their performance and behavior; especially for mathematically complex or highly dynamic systems network simulation is particularly useful. This book focuses on tools, modeling principles and state-of-the art models for discrete-event based network simulations, the standard method applied today in academia and industry for performance evaluation of new network designs and architectures. The focus of the tools part is on two distinct simulations engines: OmNet++ and ns-3, while it also deals with issues like parallelization, software integration and hardware simulations. The parts dealing with modeling and models for network simulations are split into a wireless section and a section dealing with higher layers. The wireless section covers all essential modeling principles for dealing with physical layer, link layer and wireless channel behavior. In addition, detailed models for prominent wireless systems like IEEE 802.11 and IEEE 802.16 are presented. In the part on higher layers, classical modeling approaches for the network layer, the transport layer and the application layer are presented in addition to modeling approaches for peer-to-peer networks and topologies of networks. The modeling parts are accompanied with catalogues of model implementations for a large set of different simulation engines. The book is aimed at master students and PhD students of computer science and electrical engineering as well as at researchers and practitioners from academia and industry that are dealing with network simulation at any layer of the protocol stack.

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