

Discrete Event System Simulation Solution

Bringing together an international group of researchers involved in military, business, and health modeling and simulation, Conceptual Modeling for Discrete-Event Simulation presents a comprehensive view of the current state of the art in the field. The book addresses a host of issues, including: What is a conceptual model? How is conceptual modeling performed in general and in specific modeling domains? What is the role of established approaches in conceptual modeling? Each of the book's six parts focuses on a different aspect of conceptual modeling for simulation. The first section discusses the purpose and requirements of a conceptual model. The next set of chapters provides frameworks and tools for conceptual modeling. The book then describes the use of soft systems methodology for model structuring as well as the application of software engineering methods and tools for model specification. After illustrating how conceptual modeling is adopted in the military and semiconductor manufacturing, the book concludes with a discussion on future research directions. This volume offers a broad, multifaceted account of the field by presenting diverse perspectives on what conceptual modeling entails. It also provides a basis upon which these perspectives can be compared.

CONTENTS: Models - Random-number generation - Discrete random variables - Continuous random variables - Output analysis - Input modeling - Projects
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. 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 Modeling and Simulation
Modeling and Control of Discrete-event Dynamic Systems

Discrete Event Modeling and Simulation Technologies
Object-Oriented Discrete-Event Simulation with Java

Pearson New International Edition
Technologies and Applications

This book is a definitive introduction to models of computation for the design of complex, heterogeneous systems. It has a particular focus on cyber-physical systems, which integrate computing, networking, and physical dynamics. The book captures more than twenty years of experience in the Ptolemy Project at UC Berkeley, which pioneered many design, modeling, and simulation techniques that are now in widespread use. All of the methods covered in the book are realized in the open source Ptolemy II modeling framework and are available for experimentation through links provided in the book. The book is suitable for engineers, scientists, researchers, and managers who wish to understand the rich possibilities offered by modern modeling techniques. The goal of the book is to equip the reader with a breadth of experience that will help in understanding the role that such techniques can play in design.

JR is an extension of the Java programming language with additional concurrency mechanisms based on those in the SR (Synchronizing Resources) programming language. The JR implementation executes on UNIX-based systems (Linux, Mac OS X, and Solaris) and Windows-based systems. It is available free from the JR webpage. This book describes the JR programming language and illustrates how it can be used to write concurrent programs for a variety of applications. This text presents numerous small and large example programs. The source code for all programming examples and the given parts of all programming exercises are available on the JR webpage. Dr. Ronald A. Olsson and Dr. Aaron W. Keen, the authors of this text, are the designers and implementors of JR.
 INDICE: Introduction to simulation. Simulation examples. General principles. Simulation software. Statistical models in simulation. Queueing models. Random-number generation. Random-variate generation. Input modeling. Verification and validation of simulation models. Output analysis for a single model. Comparison and evaluation of alternative system designs. Simulation of manufacturing and material handling systems. Simulation of computer systems. As the Web grows and expands into ever more remote parts of the world, the availability of resources over the Internet increases exponentially. Making use of this widely prevalent tool, organizations and individuals can share and store knowledge like never before. Cloud Technology: Concepts, Methodologies, Tools, and Applications investigates the latest research in the ubiquitous Web, exploring the use of applications and software that make use of the Internet's anytime, anywhere availability. By bringing together research and ideas from across the globe, this publication will be of use to computer engineers, software developers, and end users in business, education, medicine, and more.

Discrete Event System Simulation
 Modeling and Simulation in Scilab/Scicos with Scicoslab 4.4
 Path Planning and Control of Cooperative Mobile Robots Using Discrete Event Models
 Out-of-order Parallel Discrete Event Simulation for Electronic System-Level Design
 Handbook of Research on Discrete Event Simulation Environments: Technologies and Applications
 A First Course

The book provides sound knowledge about the fundamental aspects of the important technique of system simulation which is used in the analysis of complex systems.

Researchers and developers of simulation models state that the Java programing language presents a unique and significant opportunity for important changes in the way we develop simulation models today. The most important characteristics of the Java language that are advantageous for simulation are its multi-threading capabilities, its facilities for executing programs across the Web, and its graphics facilities. It is feasible to develop compatible and reusable simulation components that will facilitate the construction of newer and more complex models. This is possible with Java development environments. Another important trend that begun very recently is web-based simulation, i.e., and the execution of simulation models using Internet browser software. This book introduces the application of the Java programming language in discrete-event simulation. In addition, the fundamental concepts and practical simulation techniques for modeling different types of systems to study their general behavior and their performance are introduced. The approaches applied are the process interaction approach to discrete-event simulation and object-oriented modeling. Java is used as the implementation language and UML as the modeling language. The first offers several advantages compared to C++, the most important being: thread handling, graphical user interfaces (GUI) and Web computing. The second language, UML (Unified Modeling Language) is the standard notation used today for modeling systems as a collection of classes, class relationships, objects, and object behavior.

Public transport is important to society as it provides spatial accessibility and reduces congestion and pollution in comparison to other motorized modes. To assure a high-quality service, all parts of the system need to be well-functioning and properly planned. One important aspect for the system's bus terminals is their capacity. This needs to be high enough to avoid congestion and queues and the delays these may lead to. During planning processes, various suggested designs and solutions for a terminal need to be evaluated. Estimating capacity and how well the suggestions will function is a challenging problem, however. It requires analysis of complex interactions and behaviour of the vehicles. This sort of analyses can preferably be carried out using microsimulation. Furthermore, a discrete event simulation approach can make use of the fact that the path of a vehicle through a terminal can readily be described by a sequence of events (such as arriving, starting to drive to a stop etc.). The overall aim of this thesis is to investigate how discrete event simulation can be used to evaluate bus terminal design and traffic control policies. The main contribution is the development of a method for bus terminal simulation. As a first step, a discrete event simulation model of a combined bus and tram stop is formulated. The model is tested on a real system where the current design is compared to an alternative one. The test shows that a model developed with a discrete event approach can be used to evaluate the situation at a stop and compare design alternatives. In the next step, a general discrete event simulation model of bus terminals is formulated. A modular approach is introduced, where a terminal can be constructed from a set of module building blocks. Another important contribution of the model is its spatial resolution that allows for queues and blockages to occur throughout the terminal. By applying the simulation model in a case study, it is shown that the model can be used to evaluate and compare various scenarios related to the layout, number of passengers and the outside traffic situation. Lastly, the bus terminal simulation model is used in a second case study in order to compare model output with empirical data. This study identified a number of factors that may have had an influence on differences between observations and simulation results and that is of interest to look further into. This includes the actual adherence to terminal rules and the effects of model parameters.

These proceedings of the 2012 International Conference on Mechatronic Systems and Automation Systems (MSAS 2012), held on July 21st 2012 in Wuhan (China), comprise 102 peer-reviewed papers grouped into 6 chapters: Mechatronic Devices and Systems; Signal Processing and Measurement; Control and Automation Systems; Sensors; Material Science and Processing Technology in Manufacturing; Mechanical Engineering and Electrical Power

System Simulation Techniques with MATLAB and Simulink
 Concepts, Methodologies, Tools, and Applications

A Tapestry of Systems and AI-Based Theories and Methodologies
 Principles, Methodology, Advances, Applications, and Practice

Discrete Event Hybrid Systems in Robotics and Automation
 A Practical Introduction

"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 modeling 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

Over the last decades Discrete Event Simulation has conquered many different application areas. This trend is, on the one hand, driven by an ever wider use of this technology in different fields of science and on the other hand by an incredibly creative use of available software programs through dedicated experts. This book contains articles from scientists and experts from 10 countries. They illuminate the width of application of this technology and the quality of problems solved using Discrete Event Simulation. Practical applications of simulation dominate in the present book. The book is aimed to researchers and students who deal in their work with Discrete Event Simulation and which want to inform them about current applications. By focusing on discrete event simulation, this book can also serve as an inspiration source for practitioners for solving specific problems during their work. Decision makers who deal with the question of the introduction of discrete event simulation for planning support and optimization this book provides a contribution to the orientation, what specific problems could be solved with the help of Discrete Event Simulation within the organization.

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. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you'll gain instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed.

In recent years, there has been a growing debate, particularly in the UK and Europe, over the merits of using discrete-event simulation (DES) and system dynamics (SD); there are now instances where both methodologies were employed on the same problem. This book details each method, comparing each in terms of both theory and their application to various problem situations. It also provides a seamless treatment of various topics--theory, philosophy, detailed mechanics, practical implementation--providing a systematic treatment of the methodologies of DES and SD, which previously have been treated separately.

Strategic Solutions for Increased Efficiency in Industrial System Development

Simulation Modeling and Analysis with ARENA

Discrete-Event Simulation and System Dynamics for Management Decision Making

Modeling and Simulation of Discrete Event Systems

Cloud Technology: Concepts, Methodologies, Tools, and Applications

Handbook of Simulation

This book aims to clarify exactly how simulation studies can be carried out in the system theory paradigm, while providing a realistically complete coverage of (discrete event) simulation in its more traditional aspects. It focuses on the subclass of predictive, generative and dynamic system models.

The underlying mathematical representation of complex robotic and manufacturing computer-controlled systems is still insufficient to create a set of models which accurately captures the dynamics of the system over the entire range of system operation. Remain in a situation where we must trade off the accuracy of our models with the manageability of the models. Closed-form solutions of mathematical models are almost exclusively limited to linear system models. Computer simulation of non-linear hybrid and discrete-event models provide a means for online design of robotic control systems. Guarantees of system performance are limited to those regions where the robustness conditions apply. These conditions may not apply during start-up and shutdown or during periods of anomalous operation. Attempts have been made to model low and high-level system changes in automated and robotic systems as discrete event dynamic systems, DEES, and hybrid systems. Several attempts to improve modelling capabilities are focused on mapping the continuous world into a discrete one. However, repeated results are available which indicate that large interactive systems evolve into states where minor events can lead to a catastrophe. Discrete event and hybrid systems have been used in the manufacturing and automation domains to model system state changes within a process. Timed and untimed Petri nets and state automata in addition to Markovian-stochastic perturbation and other models have been used extensively to model and control automated manufacturing systems. High level DEES controllers have also been to guide the behaviour of robots based on sensory outputs. This book presents a collection of problems, modelling strategies, analysis tools, and theoretical frameworks for discrete events and hybrid systems within the robotics and automation domain.

Discrete-event System Simulation/Prentice Hall

Discrete event simulation and queue based modeling are increasingly recognized as critical for diagnosing and solving process issues in complex systems. Introduction to Discrete Event Simulation and Agent-based Modeling covers the techniques needed for success in all phases of simulation projects. These include: • Definition – The reader will learn how to plan a project and communicate using a charter. • Input analysis – The reader will discover how to determine defensible sample sizes for all needed data collections. They will also learn how to fit distributions to that data. • Simulation – The reader will understand how simulation controllers work, the Monte Carlo (MC) theory behind them, modern verification and validation, and ways to speed up simulation using recognition reduction techniques and other methods. • Output analysis – The reader will be able to establish simultaneous intervals on key responses and apply selection and ranking, design of experiments (DOE), and black box optimization to develop defensible improvement recommendations. • Decision support – Methods to inspire creative alternatives are presented, including lean production. Also, over one hundred solved problems are provided and two full case studies, including one on voting machines that received international attention. Introduction to Discrete Event Simulation and Agent-based Modeling demonstrates how simulation can facilitate improvements on the job and in local communities. It allows readers to competently apply technology considered key in many industries and branches of government. It is suitable for undergraduate and graduate students, as well as researchers and other professionals.

The JR Programming Language

Dynamic Models and Discrete Event Simulation

Voting Systems, Health Care, Military, and Manufacturing

Forecasting and Management of Technology

Review of Modern Engineering Solutions for the Industry

Concurrent Programming in an Extended Java

"This book provides a comprehensive overview of theory and practice in simulation systems focusing on major breakthroughs within the technological arena, with particular concentration on the accelerating principles, concepts and applications"--Provided by publisher.

Discrete-event dynamic systems (DEDS) permeate our world. They are of great importance in modern manufacturing processes, transportation and various forms of computer and communications networking. This book begins with the mathematical basics required for the study of DEDs and moves on to present various tools used in their modeling and control. Industrial examples illustrate the concepts and methods discussed, making this book an invaluable aid for students embarking on further courses in control, manufacturing engineering or computer studies.

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

Emphasizes a hands-on approach to learning statistical analysis and model building through the use of comprehensive examples, problems sets, and software applications With a unique blend of theory and applications, Simulation Modeling and Arena®, Second Edition integrates coverage of statistical analysis and model building to emphasize the importance of both topics in simulation. Featuring introductory coverage on how simulation works and why it matters, the Second Edition expands coverage on static simulation and the applications of spreadsheets to perform simulation. The new edition also introduces the use of the open source statistical package, R, for both performing statistical testing and fitting distributions. In addition, the models are presented in a clear and precise pseudo-code form, which aids in understanding and model communication. Simulation Modeling and Arena, Second Edition also features: Updated coverage of necessary statistical modeling concepts such as confidence interval construction, hypothesis testing, and parameter estimation Additional examples of the simulation clock within discrete event simulation modeling involving the mechanics of time advancement by hand simulation A guide to the Arena Run Controller, which features a debugging scenario New homework problems that cover a wider range of engineering applications in transportation, logistics, healthcare, and computer science A related website with an Instructor's Solutions Manual, PowerPoint® slides, test bank questions, and data sets for each chapter Simulation Modeling and Arena, Second Edition is an ideal textbook for upper-undergraduate and graduate courses in modeling and simulation within statistics, mathematics, industrial and civil engineering, construction management, business, computer science, and other departments where simulation is practiced. The book is also an excellent reference for professionals interested in mathematical modeling, simulation, and Arena.

Discrete Event & Iterative System Computational Foundations

with Petri Nets and Other Tools

Theory of Modeling and Simulation

Conceptual Modeling for Discrete-Event Simulation

Discrete-Event System Simulation

Principles of Discrete-Event Simulation

Offers an integrated presentation for path planning and motion control of cooperative mobile robots using discrete-event system principles Generating feasible paths or routes between a given starting position and a goal or target position—while avoiding obstacles—is a common issue for all mobile robots. This book formulates the problem of path planning of cooperative mobile robots by using the paradigm of discrete-event systems. It presents everything readers need to know about discrete event system models—mainly Finite State Automata (FSA) and Petri Nets (PN)—and methods for centralized path planning and control of teams of identical mobile robots. Path Planning of Cooperative Mobile Robots Using Discrete Event Models begins with a brief definition of the Path Planning and Motion Control problems and their state of the art. It then presents different types of discrete models such as FSA and PNs. The RMTool MATLAB toolbox is described thereafter, for readers who will need it to provide numerical experiments in the last section. The book also discusses cell decomposition approaches and shows how the divided environment can be translated into an FSA by assigning to each cell a discrete state, while the adjacent relation together with the robot's dynamics implies the discrete transitions. Highlighting the benefits of Boolean Logic, Linear Temporal Logic, cell decomposition, Finite State Automata modeling, and Petri Nets, this book also: Synthesizes automatic strategies based on Discrete Event Systems (DES) for path planning and motion control and offers software implementations for the involved algorithms Provides a tutorial for motion planning introductory courses or related simulation-based projects using a MATLAB package called RMTool (Robot Motion Toolbox) Includes simulations for problems solved by methodologies presented in the book Path Planning of Cooperative Mobile Robots Using Discrete Event Models is an ideal book for undergraduate and graduate students and college and university professors in the areas of robotics, artificial intelligence, systems modeling, and autonomous control.

During the 1990s the computing industry has witnessed many advances in mobile and enterprise computing. Many of these advances have been made possible by developments in the areas such as modeling, simulation, and artificial intelligence. Within the different areas of enterprise computing - such as manufacturing, health organisation, and commerce - the need for a disciplined, multifaceted, and unified approach to modeling and simulation has become essential. This new book provides a forum for scientists, academics, and professionals to present their latest research findings from the various fields: artificial intelligence, collaborative/distributed computing, modeling, and simulation.

This graduate-level text covers modeling, programming and analysis of simulation experiments and provides a rigorous treatment of the foundations of simulation and why it works. It introduces object-oriented programming for simulation, covers both the probabilistic and statistical basis for simulation in a rigorous but accessible manner (providing all necessary background material); and provides a modern treatment of experiment design and analysis that goes beyond classical statistics. The book emphasizes essential foundations throughout, rather than providing a compendium of algorithms and theorems and prepares the reader to use simulation in research as well as practice. The book is a rigorous, but concise treatment, emphasizing lasting principles but also providing specific training in modeling, programming and analysis. In addition to teaching readers how to do simulation, it also prepares them to use simulation in their research; no other book does this. An online solutions manual for end of chapter exercises is also be provided.

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

Simulation Modeling and Analysis

System Design, Modeling, and Simulation Using Ptolemy II

Theory and Applications

Modeling and Performance Analysis

Use Cases of Discrete Event Simulation

Simulation Modeling and Analysis with Arena is a highly readable textbook which treats the essentials of the Monte Carlo discrete-event simulation methodology, and does so in the context of a popular Arena simulation environment. It treats simulation modeling as an in-vitro laboratory that facilitates the understanding of complex systems and experimentation with what-if scenarios in order to estimate their performance metrics. The book contains chapters on the simulation modeling methodology and the underpinnings of discrete-event systems, as well as the relevant underlying probability, statistics, stochastic processes, input analysis, model validation and output analysis. All simulation-related concepts are illustrated in numerous Arena examples, encompassing production lines, manufacturing and inventory systems, transportation systems, and computer information systems in networked settings. - Introduces the concept of discrete event Monte Carlo simulation, the most commonly used methodology for modeling and analysis of complex systems - Covers essential workings of the popular animated simulation language, ARENA, including set-up, design parameters, input data, and output analysis, along with a wide variety of sample model applications from production lines to transportation systems - Reviews elements of statistics, probability, and stochastic processes relevant to simulation modeling - Ample end-of-chapter problems and full Solutions Manual - Includes CD with sample ARENA modeling programs and 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 structure, 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.

This book offers readers a set of new approaches and tools a set of tools and techniques for facing challenges in parallelization with design of embedded systems. It provides an advanced parallel simulation infrastructure for efficient and effective system-level model validation and development so as to build better products in less time. Since parallel discrete event simulation (PDES) has the potential to exploit the underlying parallel computational capability in today ' s multi-core simulation hosts, the author begins by reviewing the parallelization of discrete event simulation, identifying problems and solutions. She then describes out-of-order parallel discrete event simulation (OoPDES), a novel approach for efficient validation of system-level designs by aggressively exploiting the parallel capabilities of today ' s multi-core PCs. This approach enables readers to design simulators that can fully exploit the parallel processing capability of the multi-core system to achieve fast speed simulation, without loss of simulation and timing accuracy. Based on this parallel simulation infrastructure, the author further describes automatic approaches that help the designer quickly to narrow down the debugging traps in faulty ESL models with parallelism.

Scilab and its Scicos block diagram graphical editor, with a special emphasis on modeling and simulation tools. The first part is a detailed Scilab tutorial, and the second is dedicated to modeling and simulation of dynamical systems in Scicos. The concepts are illustrated through numerous examples, and all code used in the book is available to the reader.

Integrating Discrete Event Simulation Into the Engineering Process

Foundations and Methods of Stochastic Simulation

System Simulation

Simulation Modeling and Arena

Discrete-event System Simulation

Discrete-event Simulation

Discrete Event System Simulation is ideal for junior- and senior-level simulation courses in engineering, business, or computer science. It is also a useful reference for professionals in operations research, management science, industrial engineering, and information 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.bcn.net/, including simulation source code for download, additional exercises and solutions, web links and errata.

Consistently practical in its coverage, the book discusses general issues related to forecasting and management; introduces a variety of methods, and shows how to apply these methods to significant issues in managing technological development. With numerous exhibits, case studies and exercises throughout, it requires only basic mathematics and includes a special technology forecasting TOOLKIT for the IBM and compatibles, along with full instructions for installing and running the program.

This unique textbook comprehensively introduces the field of discrete event systems, offering a breadth of coverage that makes the material accessible to readers of varied backgrounds. The book emphasizes a unified modeling framework that transcends specific application areas, linking the following topics in a coherent manner: language and automata theory, supervisory control, Petri net theory, Markov chains and queueing theory, discrete-event simulation, and concurrent estimation techniques. Topics and features: detailed treatment of automata and language theory in the context of discrete event systems, including application to state estimation and diagnosis comprehensive coverage of centralized and decentralized supervisory control of partially-observed systems timed models, including timed automata and hybrid automata stochastic models for discrete event systems and controlled Markov chains discrete event simulation an introduction to stochastic hybrid systems sensitivity analysis and optimization of discrete event and hybrid systems new in the third edition: opacity properties, enhanced coverage of supervisory control, overview of latest software tools This proven textbook is essential to advanced-level students and researchers in a variety of disciplines where the study of discrete event systems is relevant: control, communications, computer engineering, computer science, manufacturing engineering, transportation networks, operations research, and industrial engineering. Christos G. Cassandras is Distinguished Professor of Engineering, Professor of Systems Engineering, and Professor of Electrical and Computer Engineering at Boston University. Stéphane Laforune is Professor of Electrical Engineering and Computer Science at the University of Michigan, Ann Arbor.

System Simulation Techniques with MATLAB and Simulink comprehensively explains how to use MATLAB and Simulink to perform dynamic systems simulation tasks for engineering and non-engineering applications. This book begins with covering the fundamentals of MATLAB programming and applications, and the solutions to different mathematical problems in simulation. The fundamentals of Simulink modelling and simulation are then presented, followed by coverage of intermediate level modelling skills and more advanced techniques in Simulink modelling and applications. Finally the modelling and simulation of engineering and non-engineering systems are presented. The areas covered include electrical, electronic systems, mechanical systems, pharmacokinetics systems, video and image processing systems and discrete event systems. Hardware-in-the-loop simulation and real-time application are also discussed. Key features: Progressive building of simulation skills using Simulink, from basics through to advanced levels, with illustrations and examples Wide coverage of simulation topics of applications from engineering to non-engineering systems Dedicated chapter on hardware-in-the-loop simulation and real-time control End of chapter exercises A companion website hosting a solution manual and powerpoint slides *System Simulation Techniques with MATLAB and Simulink* is a suitable textbook for senior undergraduate/postgraduate courses covering modelling and simulation, and is also an ideal reference for researchers and practitioners in industry.

Discrete Event Simulation of Bus Terminals

Introduction to Discrete Event Simulation and Agent-based Modeling

Discrete Event Systems

Appliance and Research

Introduction to Discrete Event Systems

Modeling, Programming, and Analysis