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MODSIM III - A TUTORIAL John Goble CACI Products Company 3333 North Torrey Pines Court La Jolla, CA 92037, U.S.A. ABSTRACT This tutorial introduces the MODSIM III language, showing how its simulation "world view" together with its object-oriented architecture and built in graphics contribute to successful simulation model building. 1 WHAT IS MODSIM III?

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MODSIM III is an object oriented discrete event simulation language featuring extensive run time libraries, graphical user interface and results presentation tools, database access, and hooks to HLA. The article introduces the MODSIM III language. It shows how MODSIM III's simulation

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The only singular, all-encompassing textbook on state-of-the-art technical performance evaluation Fundamentals of Performance Evaluation of Computer and Telecommunication Systems uniquely presents all techniques of performance evaluation of computers systems, communication networks, and telecommunications in a balanced manner. Written by the renowned Professor Mohammad S. Obaidat and his coauthor Professor Nouredine Boudriga, it is also the only resource to treat computer and telecommunication systems as inseparable issues. The authors explain the basic concepts of performance evaluation, applications, performance evaluation metrics, workload types, benchmarking, and characterization of workload. This is followed by a review of the basics of probability theory, and then, the main techniques for performance evaluation—namely measurement, simulation, and analytic modeling—with case studies and examples. Contains the practical and applicable knowledge necessary for a successful performance evaluation in a balanced approach Reviews measurement tools, benchmark programs, design of experiments, traffic models, basics of queueing theory, and operational and mean value analysis Covers the techniques for validation and verification of simulation as well as random number generation, random variate generation, and testing with examples Features numerous examples and case studies, as well as exercises and problems for use as homework or programming assignments Fundamentals of Performance Evaluation of Computer and Telecommunication Systems is an ideal textbook for graduate students in computer science, electrical engineering, computer engineering, and information sciences, technology, and systems. It is also an excellent reference for practicing engineers and scientists.

This book provides scientific tools for practitioners to resolve some practical problems which are administered empirically at present and may lead to inconsistent results and human errors. The modern decision-making tools introduced in this book include Multi-criteria Decision-making Models, Artificial Neural Network, Genetic Algorithms, Construction Simulation, Rough Set Theory and Advanced Statistical Techniques for construction. Published by City University of Hong Kong Press. 香港城市大學出版社出版。

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This book constitutes the thoroughly refereed post-proceedings of the 4th International Andrei Ershov Memorial Conference, PSI 2001, held in Akademgorodok,

Novosibirsk, Russia, in July 2001. The 50 revised papers presented together with 2 invited memorial papers devoted to the work of Andrei Ershov were carefully selected during 2 rounds of reviewing and improvement. The book offers topical sections on computing and algorithms, logical methods, verification, program transformation and synthesis, semantics and types, processes and concurrency, UML specification, Petri nets, testing, software construction, data and knowledge bases, logic programming, constraint programming, program analysis, and language implementation.

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