Discrete Event Modeling And Simulation Theory And Applications Computational Analysis Synthesis And Design Of Dynamic Systems

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 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

The term Discrete Event Simulation (DES) has been established as an umbrella term subsuming various kinds of computer simulation approaches, all based on the general idea of modeling entities and events. This book provides an introduction to model-driven engineering, to information modeling with UML class diagrams, and to process modeling with BPMN diagrams. For the implementation it uses Java Script.

Discrete event simulation and agent-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 variation 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.

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.

Researches and developers of simulation models state that the Java program ming 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 prac tical 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 (QUI) 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.

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.

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.

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.

This text presents the basic concepts of discrete event simulation using ExtendSim 8. The book can be used as either a desk reference or as a textbook for a course in discrete event simulation. This book is intended to be a blend of theory and application, presenting just enough theory to understand how to build a model, designs a simulation experiment, and analyze the results. Most of the text is devoted to building models with ExtendSim 8, starting with a simple single-server queue and culminating with a transportation depot for package transfer and delivery. I have built all the models contained in this book with ExtendSim 8 LT, which limits the number of modeling blocks, but otherwise has the required ExtendSim 8 capabilities. Each chapter contains practical exercises and problems at the end of the chapters. ExtendSim 8 LT is not included in this book. Students may obtain ExtendSim 8 LT from Imagine That, Inc.

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.

Stochastic discrete-event systems (SDES) capture the randomness in choices due to activity delays and the probabilities of decisions. This book delivers a comprehensive overview on modeling with a quantitative evaluation of SDES. It presents an abstract model class for SDES as a pivotal unifying result and details important model classes. The book also includes nontrivial examples to explain real-world applications of SDES.

This book outlines the benefits and limitations of simulation, what is involved in setting up a simulation capability in an organization, the steps involved in developing a simulation model and how to ensure that model results are implemented. In addition, detailed example applications are provided to show where the tool is useful and what it can offer the decision maker. In Simulating Business Processes for Descriptive, Predictive, and Prescriptive Analytics, Andrew Greasley provides an in-depth discussion of Business process simulation and how it can enable business analytics How business process simulation can provide speed, cost, dependability, quality, and flexibility metrics Industrial case studies including improving service delivery while ensuring an efficient use of staff in public sector organizations such as the police service, testing the capacity of planned production facilities in manufacturing, and ensuring on-time delivery in logistics systems State-of-the-art developments in business process simulation regarding the generation of simulation analytics using process mining and modeling people's behavior Managers and decision makers will learn how simulation provides a faster, cheaper and less risky way of observing the future performance of a real-world system. The book will also benefit personnel already involved in simulation development by providing a business perspective on managing the process of simulation, ensuring simulation results are implemented, and that performance is improved.

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.bcnn.net/, including simulation source code for download, additional exercises and solutions, web links and errata.

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.

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

"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

Complex artificial dynamic systems require advanced modeling techniques that can accommodate their asynchronous, concurrent, and highly non-linear nature. Discrete Event systems Specification (DEVS) provides a formal framework for hierarchical construction of discrete-event models in a modular manner, allowing for model re-use and reduced development time. Discrete Event Modeling and Simulation presents a practical approach focused on the creation of discrete-event applications. The book introduces the CD++ tool, an open-source framework that enables the simulation of discrete-event models. After setting up the basic theory of DEVS and Cell-DEVS, the author focuses on how to use the CD++ tool to define a variety of models in biology, physics, chemistry, and artificial systems. They also demonstrate how to map different modeling techniques, such as Finite State Machines and VHDL, to DEVS. The in-depth coverage elaborates on the creation of simulation software for DEVS models and the 3D visualization environments associated with these tools. A much-needed practical approach to creating discrete-event applications, this book offers world-class instruction on the field's most useful modeling tools.

Discrete Event Simulation is a process-oriented text/reference that utilizes an eleven-step model to represent the simulation process from problem formulation to implementation and documentation. The book presents the necessary level of detail required to fully develop a model that produces meaningful results and considers the tools necessary to interpret those results. Sufficient background information is provided so that the underlying concepts of simulation are understood. Major topics covered in Discrete Event Simulation include probability and distributional theory, statistical estimation and inference, the generation of random variates, verification and validation techniques, time management methods, experimental design, and programming language considerations. The book also examines distributed simulation and issues related to distributing the physical process over a network of tightly coupled processors. Topics covered in this area include deadlock, synchronization, rollback, event management, and communication processes. Fully worked examples and numerous practical exercises have been drawn from the engineering disciplines and computer science, although they have been structured so that they will be useful as well to other disciplines such as economics, business administration, and management science. The presentation of techniques and methods in Discrete Event Simulation make it an ideal text/reference for all practitioners of discrete event simulation.

Introduction to Discrete Event Systems is a comprehensive introduction to 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 queuing theory, discrete-event simulation, and concurrent estimation techniques. This edition includes recent research results pertaining to the diagnosis of discrete event systems, decentralized supervisory control, and interval-based timed automata and hybrid automata models.

Discover How to Apply DES to Problems Encountered in HTA Discrete event simulation (DES) has traditionally been used in the engineering and operations research fields. The use of DES to inform decisions about health technologies is still in its infancy. Written by specialists at the forefront of this area, Discrete Event Simulation for Health Technology Assessment is the first book to make all the central concepts of DES relevant for health technology assessment (HTA). Accessible to beginners, the book requires no prerequisites and describes the concepts with as little jargon as possible. The book first covers the essential concepts and their implementation. It next provides a fully worked out example using both a widely available spreadsheet program (Microsoft Excel) and a popular specialized simulation package (Arena). It then presents approaches to analyze the simulations, including the treatment of uncertainty; tackles the development of the required equations; explains the techniques to verify that the models are as efficient as possible; and explores the indispensable topic of validation. The book also covers a variety of non-essential yet handy topics, such as the animation of a simulation and extensions of DES, and incorporates a real case study involving screening strategies for breast cancer surveillance. This book guides you in leveraging DES in your assessments of health technologies. After reading the chapters in sequence, you will be able to construct a realistic model designed to help in the assessment of a new health technology.

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.

This guide demonstrates how virtual build and test can be supported by the Discrete Event Systems Specification (DEVS) simulation modeling formalism, and the System Entity Structure (SES) simulation model ontology. The book examines a wide variety of Systems of Systems (SoS) problems, ranging from cloud computing systems to biological systems in agricultural food

crops. Features: includes numerous exercises, examples and case studies throughout the text; presents a step-by-step introduction to DEVS concepts, encouraging hands-on practice to building sophisticated SoS models; illustrates virtual build and test for a variety of SoS applications using both commercial and open source DEVS simulation environments; introduces an approach based on activity concepts intrinsic to DEVS-based system design, that integrates both energy and information processing requirements; describes co-design modeling concepts and methods to capture separate and integrated software and hardware systems.

Operational Research (OR) deals with the use of advanced analytical methods to support better decision-making. It is multidisciplinary with strong links to management science, decision science, computer science and many application areas such as engineering, manufacturing, commerce and healthcare. In the study of emergent behaviour in complex adaptive systems, Agent-based Modelling & Simulation (ABMS) is being used in many different domains such as healthcare, energy, evacuation, commerce, manufacturing and defense. This collection of articles presents a convenient introduction to ABMS with papers ranging from contemporary views to representative case studies. The OR Essentials series presents a unique cross-section of high quality research work fundamental to understanding contemporary issues and research across a range of Operational Research (OR) topics. It brings together some of the best research papers from the esteemed Operational Research Society and its associated journals, also published by Palgrave Macmillan.

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.

Computer modeling and simulation (M&S) allows engineers tostudy 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 memorycapacity increase, so DES-M&S tools become more powerful andmore widely used in solving real-life problems. Based on over 20 years of evolution within a classroomenvironment, as well as on decades-long experience in developingsimulation-based solutions for high-tech industries, Modelingand Simulation of Discrete-Event Systems is the only book onDES-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 theform of event graph, ACD, or state graph Diverse types of modeling templates and examples that can beused 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 usingpopular off-the-shelf simulators such as SIGMA®, ACE®,and Arena® Up-to-date research results as well as research issues anddirections in DES-M&S Modeling and Simulation of Discrete-Event Systems is anideal textbook for undergraduate and graduate students ofsimulation/industrial engineering and computer science, as well asfor simulation practitioners and researchers.

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.

Modeling Discrete-Event Systems with GPenSIM describes the design and applications of General Purpose Petri Net Simulator (GPenSIM), which is a software tool for modeling, simulation, and performance analysis of discrete-event systems. The brief explains the principles of modelling discrete-event systems, as well as the design and applications of GPenSIM. It is based on the author's lectures that were given on "modeling, simulation, and performance analysis of discrete event systems". The brief uses GPenSIM to enable the efficient modeling of complex and large-scale discrete-event systems. GPenSIM, which is based on MATLAB®, is designed to allow easy integration of Petri net models with a vast number of toolboxes that are available on the MATLAB®. The book offers an approach for developing models that can interact with the external environment; this will help readers to solve problems in industrial diverse fields. These problems include: airport capacity evaluation for aviation authorities; finding bottlenecks in supply chains; scheduling drilling operations in the oil and gas industry; and optimal scheduling of jobs in grid computing. This brief is of interest to researchers working on the modeling, simulation and performance evaluation of discrete-event systems, as it shows them the design and applications of an efficient modeling package. Since the book also explains the basic principles of modeling discrete-event systems in a step-by-step manner, it is also of interest to final-year undergraduate and postgraduate students.

The first practical textbook on AnyLogic 7 from AnyLogic developers. AnyLogic is the unique simulation software that supports three simulation modeling methods: system dynamics, discrete event, and agent based modeling and allows you to create multi-method models. The book is structured around four examples: a model of a consumer market, an epidemic model, a job shop model and an airport model. We also give some theory on different modeling methods. You can consider this book as your first guide in studying AnyLogic 7.

This open access book coherently gathers well-founded information on the fundamentals of and formalisms for modelling cyber-physical systems (CPS). Highlighting the cross-disciplinary nature of CPS modelling, it also serves as a bridge for anyone entering CPS from related areas of computer science or engineering. Truly complex, engineered systems—known as cyber-physical systems—that integrate physical, software, and network aspects are now on the rise. However, there is no unifying theory nor systematic design methods, techniques or tools for these systems. Individual (mechanical, electrical, network or software) engineering disciplines only offer partial solutions. A technique known as Multi-Paradigm Modelling has recently emerged suggesting to model every part and aspect of a system explicitly, at the most appropriate level(s) of abstraction, using the most appropriate modelling formalism(s), and then weaving the results together to form a representation of the system. If properly applied, it

enables, among other global aspects, performance analysis, exhaustive simulation, and verification. This book is the first systematic attempt to bring together these formalisms for anyone starting in the field of CPS who seeks solid modelling foundations and a comprehensive introduction to the distinct existing techniques that are multi-paradigmatic. Though chiefly intended for master and post-graduate level students in computer science and engineering, it can also be used as a reference text for practitioners.

The PaCT-2009 (Parallel Computing Technologies) conference was a four-day eventheld in Novosibirsk. This was the tenth internationalconference to be held in the PaCT series. The conferences are held in Russia every odd year. The ?rst conference, PaCT 1991, was held in Novosibirsk (Academgorodok), September 7–11, 1991. The next PaCT conferences were held in Obninsk (near Moscow), August 30 to September 4, 1993; in St. Petersburg, September 12–15, 1995; in Yaroslavl, September 9–12, 1997; in Pushkin (near St. Petersburg), September 6–10, 1999; in Academgorodok (Novosibirsk), September 3–7, 2001; in Nizhni Novgorod, September 15–19, 2003; in Krasnoyarsk, September 5–9, 2005; in Pereslavl-Zalessky, September 3–7, 2007. Since 1995 all the PaCT Proceedings have been published by Springer in the LNCS series. PaCT-2009 was jointly organized by the Institute of Computational Mathematics and Mathematical Geophysics of the Russian Academy of Sciences (RAS) and the State University of Novosibirsk. The purpose of the conference was to bring together scientists working on theory, architecture, software, hardware and the solution of lar- scale problems in order to provide integrated discussions on parallel computing technologies. The conference attracted about 100 participants from around the world. Authors from 17 countries submitted 72 papers. Of those submitted, 34 were selected for the conference as regular papers; there were also 2 invited - pers. In addition there were a number of posters presented. All the papers were internationallyreviewedby at leastthree referees. A demo sessionwasorganized for the participants.

"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.