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In multi-agent-based simulation (MABS) the behavior of individual actors is modeled in detail. The analysis and validation of these models is rated as difficult and requires support by innovative techniques and tools. Problems include model complexity, the amount and often qualitative representation of simulation results, and the typical dichotomy between microscopic modeling and macroscopic observation perspectives. In recent years, data mining has been increasingly applied as a support technique in this context. A particularly promising approach is found in the field of process mining. Due to its rooting in business process analysis, process mining shares several process- and organization-oriented analysis perspectives and use cases with agent-based modeling. This thesis proposes a conceptual framework for the systematic application of process mining to the analysis and validation of MABS. As a foundation, agent-oriented analysis perspectives and simulation-specific use cases are identified and complemented with methods, techniques, and results from the literature. A partial formalization of perspectives and use cases is sketched by utilizing concepts from process modeling and software engineering. Beyond the conceptual work, process mining is applied in two case studies related to different modeling and simulation approaches.

The availability of cheaper, faster, and more reliable electronic components has stimulated important advances in computing and communication technologies. Theoretical and algorithmic approaches that address key issues in sensor networks, ad hoc wireless networks, and peer-to-peer networks play a central role in the development of emerging network

Introduction to Programming with Greenfoot: Object-Oriented Programming in Java with games and Simulations is ideal for introductory courses in Java Programming or Introduction to Computer Science. The only textbook to teach Java programming using Greenfoot—this is “ Serious Fun. ” Programming doesn't have to be dry and boring. This book teaches Java programming in an interactive and engaging way that is technically relevant, pedagogically sound, and highly motivational for students. Using the Greenfoot environment, and an extensive collection of compelling example projects, students are given a unique, graphical framework in which to learn programming.

This book constitutes the thoroughly refereed post-conference proceedings of the 15th International Workshop on Multi-Agent-Based Simulation, MABS 2014, held in Paris, France, in May 2014. The workshop was held in conjunction with the 13th International Conference on Autonomous Agents and Multiagent Systems, AAMAS 2014. The 17 revised full papers included in this volume were carefully selected from

numerous submissions. The papers are organized in topical sections on simulation methodologies, simulation of social behaviour, data and multi-agent-based simulation and applications.

The ability of parallel computing to process large data sets and handle time-consuming operations has resulted in unprecedented advances in biological and scientific computing, modeling, and simulations. Exploring these recent developments, the Handbook of Parallel Computing: Models, Algorithms, and Applications provides comprehensive coverage on a

This book constitutes the refereed proceedings of two joint events - the International Workshop on Software Measurement, IWSM 2009 and the International Conference on Software Process and Product Measurement, Mensura 2009, held in Amsterdam, The Netherlands, in November 2009. The 24 revised full papers presented were carefully reviewed and selected from numerous submissions for inclusion in the book. This book considers issues such as the applicability of measures and metrics to software, the efficiency of measurement programs in industry and the theoretical foundations of software engineering.

The human capacity to abstract complex systems and phenomena into simplified models has played a critical role in the rapid evolution of our modern industrial processes and scientific research. As a science and an art, Modelling and Simulation have been one of the core enablers of this remarkable human trace, and have become a topic of great importance for researchers and practitioners. This book was created to compile some of the most recent concepts, advances, challenges and ideas associated with Intelligent Modelling and Simulation frameworks, tools and applications. The first chapter discusses the important aspects of a human interaction and the correct interpretation of results during simulations. The second chapter gets to the heart of the analysis of entrepreneurship by means of agent-based modelling and simulations. The following three chapters bring together the central theme of simulation frameworks, first describing an agent-based simulation framework, then a simulator for electrical machines, and finally an airborne network emulation environment. The two subsequent chapters discuss power distribution networks from different points of view: anticipation and optimization of multi-echelon inventory policy. After that, the book includes also a group of chapters discussing the mathematical modelling supported by verification simulations, and a set of chapters with models synthesised by means of artificial intelligence tools and complex automata framework. Lastly, the book includes a chapter introducing the use of graph-grammar model for generation of three-dimensional computational meshes and a chapter focused on the experimental and computational results regarding simulation of aero engine vortices. Authors believe, that this book is a valuable reference to researchers and practitioners in the field, as well as an inspiration to those interested in the area of Intelligent Modelling and Simulation.

This book constitutes the refereed proceedings of the 5th European Conference on Software Architecture, ECSA 2011, held in Essen, Germany, in September 2011. The 13 revised full papers presented together with 24 emerging research papers, and 7 research challenge poster papers were carefully reviewed and selected from over 100 submissions. The papers are organized in topical sections on requirements and software architectures; software architecture, components, and compositions; quality attributes and software architectures; software product line architectures; architectural models, patterns and styles; short papers; process and management of architectural decisions; software architecture run-time aspects; ADLs and metamodels; and services and software architectures.

" Simulation-based Case Studies in Logistics " presents an intensive learning course on the application of simulation as a decision support tool to tackle complex logistic problems. The book describes and illustrates different approaches to developing simulation models at the right abstraction level to be used efficiently by engineers when dealing with strategic, tactical or operational decisions in logistic systems. 11 simulation-based case studies in logistics and supply chain management are discussed, based on the results of applied research, covering application areas such as production logistics, warehousing, transportation, material flow management, and hospital logistics. " Simulation-based Case Studies in Logistics " is an essential text for postgraduate engineering students and researchers working in the area of logistics modeling and simulation.

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