5th EUROSIM Congress on Modelling and Simulation

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Special session: Modeling and simulation of object based software systems

Contact persons:
Panagiotis Katsaros, Aristotle Un. of Thessaloniki, Greece – katsaros@csd.auth.gr
Constantine Lazos, Aristotle Un. of Thessaloniki, Greece – clazos@csd.auth.gr
Dimosthenis Anagnostopoulos, Harokopio Un. of Athens, Greece – dimosthe@hua.gr
Maria Nikolaidou, University of Athens, Greece – mara@di.uoa.gr

As the strategic value of the theory and practice of object-oriented technologies increases, we look for new techniques to improve quality and reduce cost and time-to-market, in software development. Techniques that will allow us to successfully assess and manage the qualitative and quantitative complexity of systems. Modeling and simulation provide a high-level system view that permits to reason about how the key requirements of the system will be satisfied. As the complexity of systems increases, so does the importance of good modeling techniques. In this session, authors are encouraged to submit novel modeling and simulation techniques regarding any functional or quantitative aspect of object based software systems. Topics of interest include, but are not limited to:

- model checking
- performance modeling
- concurrency control
- security
- fault tolerance
- quality of service design
- workload characterization and generation
- UML based modeling
- design quality metrics
- physical distribution
- object replication
- load balancing
- mobile object based computing
- benchmarking and measurement
- middleware performance
- actor based modeling techniques