# Glossary

**Entities** 

DUMMY Entity: A local state within the model

State

Global State

Notes

Variable Table

Name	Description	Type	Symbol	Domain
Dummy	The dummy entity	Entity Type		
Time	The clock time	DUMMY Integer Type		
Simulation	The	Simulation		
Log	simulation log holding historical data	Log Type		

### **DUMMY State**

### Notes

The state of the local DUMMY entity ### Variable Table | Name | Description | Type | Symbol | Domain | | — | — | — | — | | Words|All words that were created|DUMMY ABCDEF Type||| |Total Length|The total length of words \* multiplier|DUMMY Integer Type|||

# Types

**DUMMY ABCDEF Type**: This type will be a string but is constrained to only taking on the values of [A, B, C, D, E, F]

 $\mathbf{DUMMY\ Integer\ Type} \colon$  A simple integer type

DUMMY Decimal Type: A decimal value

Entity Type:

Simulation Log Type: Will be a list of entries expanding over time

# **Spaces**

Terminating Space: Built-in space for denoting termination of block

Empty Space: Built-in space for denoting returning no data

DUMMY ABCDEF Space: None

DUMMY String Length Space: None

# **Boundary Actions**

**DUMMY Length-1 ABC Boundary Action**: Randomly returns either A, B, C

**DUMMY Length-2 ABC Combo Boundary Action**: Boundary action which returns a string of length 2 which is some combination of A, B, and C.

### **Control Actions**

**DUMMY Length-1 DEF Control Action**: Returns any length 1 string equal to D, E or F

#### **Policies**

**DUMMY Letter Count Policy**: The policy returns the original variable for the passed string as well as all unique letters used and the total number of characters in the string times the multiplier parameter.

### Mechanisms

**DUMMY Update Dummy Entity Mechanism**: A mechanism which appends the word just added and also increments the total length

**DUMMY Increment Time Mechanism:** A mechanism which adds one to the clock time

**DUMMY Log Simulation Data Mechanism**: A mechanism for logging simulation data

### Wiring

**DUMMY State Update Mechanisms**: Mechanisms for updating the state of the system

DUMMY Length-1 Boundary Wiring: Dummy Boundary Block

DUMMY Control Wiring: Dummy Control Block

DUMMY Length-2 Boundary Wiring: Dummy Boundary Block

# **Parameters**

**DUMMY D Probability**: The probability that D is chosen

**DUMMY Length Multiplier**: A multiplier to multiply into length calculations

# **Stateful Metrics**

**DUMMY Stateful Metrics**: A set of dummy stateful metrics

# Metrics

**DUMMY Multiplied Length Metric**: A simple metric which, given a [[DUMMY ABCDEF Space]] and the [[DUMMY Length Multiplier]] returns an integer of multiplied length.