

DISTRIBUTED SYSTEMS PROJECT REPORT

Distributed Simulation

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1 Introduction

Distributed simulation involves the execution of a single simulation program on a collection of loosely coupled processors (e.g., PCs interconnected by a LAN or WAN). Distributed simulation is used for a variety of reasons, including:

- Enabling the execution of time consuming simulations, that could not otherwise be performed (e.g., simulation of the Internet), which helps in reducing the model execution time (proportional to the number of processors) and provides the ability to run larger models (with more memory).
- Enabling the simulation to be used as a forecasting tool in time critical decision making processes (e.g., air traffic control), wherein the simulation can be initialized to the current system state, and faster than real-time execution can be achieved for what-if experimentation, as the simulation results may be needed in seconds.
- Creating distributed virtual environments, possibly including users at distant geographical locations (e.g., training, entertainment), providing real-time execution capability, scalable performance for many users and simulated entities.

2 Objectives

The objective of this project is to develop a distributed simulation framework for simulating problems such as epidemics in a population. We aim at ..

3 Dataset

- abcd

4 Approach

5 Interface Description

6 Results Obtained

References

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7 Feedback