

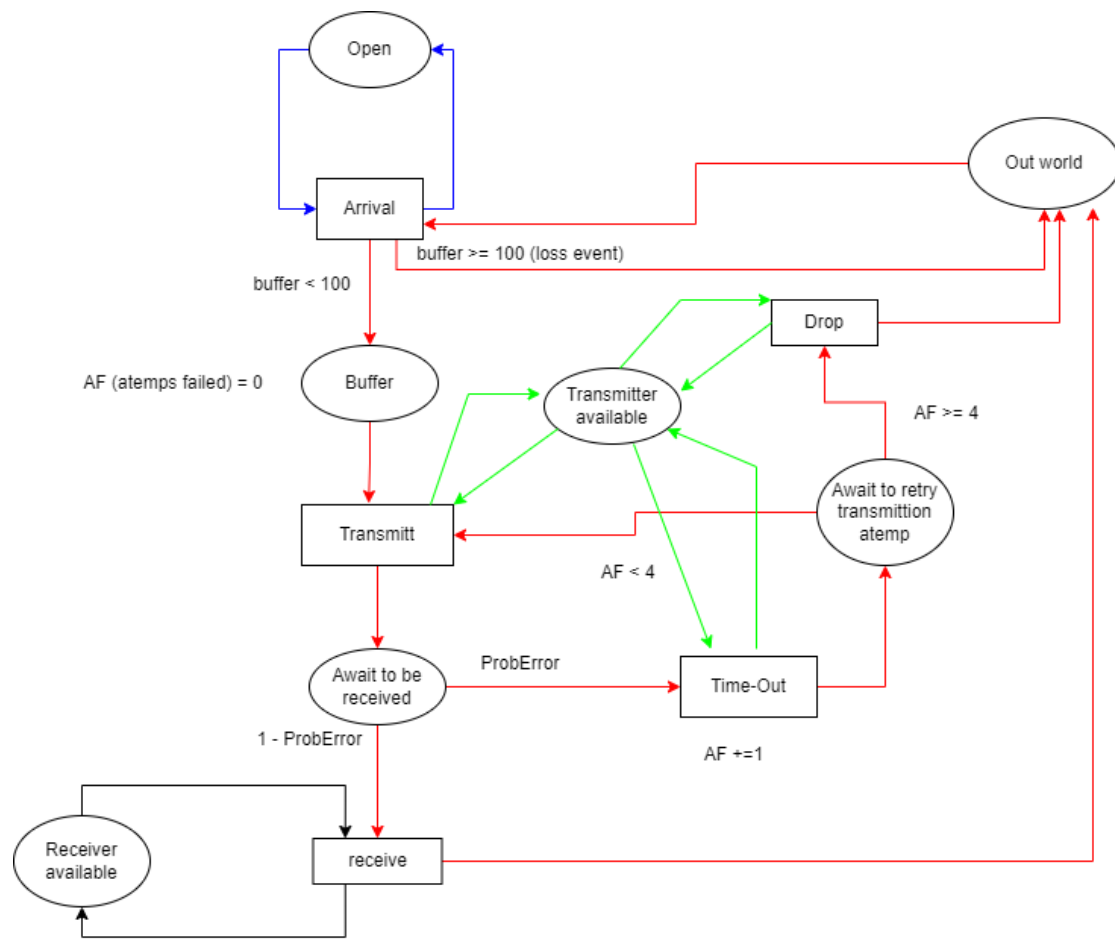
Στοχαστική Μοντελοποίηση και Προσομοίωση





Assignment 2021-2022

1) Πίνακας οντοτήτων – χαρακτηριστικών – δραστηριοτήτων:

Οντότητες	Χαρακτηριστικά	Δραστηριότητα
Door		Arrival Event
Packet	<ul style="list-style-type: none">• Enters if buffer < 100• Successful transmission ($1 - probError$) leading to Receive or unsuccessful transmission ($probError$) leading to a Timeout• Re-transmit attempt if A.f. < 4 (Attempts failed) – else Drops	Arrival Event, Transmit Event, Timeout Event, Receive Event, Drop Event
Transmitter		Transmit Event, Timeout Event, Drop Event
Receiver		Receive Event

2) Event-graph for the system:



Entity	direction symbolism
Door	
Packet	
Receiver	
Transmitter	

3) Flowchart of the event-driven simulation process:

