EOOLT 2016

April 18, Milano, Italy

7th International Workshop on Equation-Based Object-Oriented Modeling Languages and Tools

Politecnico di Milano, Milano, Italy

Deadline for paper submission: January 25, 2016

GENERAL CHAIR

Francesco Casella
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The EOOLT workshop addresses the current state of the art of equation-based object-oriented (EOO) modeling languages and tools.
Integration of and comparison with related approaches and languages, such as actor-oriented, synchronous, and domain specific languages, are of particular interest.

Contributions to this workshop focus on methodological aspects and describe new solutions for the design and use of equation-based languages. In addition to full contributions, shorter work-in-progress paper are welcome, offering an opportunity to discuss current approaches within the community.

Typical themes of the EOOLT workshop range from language design via modeling aspects to simulation code:

- Design aspects of equation-based languages and their formal semantics
- Relation to other languages such as functional reactive programming (FRP) or synchronous languages
- Verification, type systems, and early static checking
- Discrete-event and hybrid system modeling
- Acausality/non-causality and its role in model reusability
- Multi-resolution/multi-scale modeling using EOO languages
- Model-driven development related to EOO languages
- Equation-based modeling in the frame of system engineering
- Reflection and meta-programming
- Environments for modeling, simulation and debugging
- Mathematical formalisms for simulation semantics
- Code generation for real-time systems, embedded system, multi-core platforms, and distributed systems
- Tools for analyzing or optimizing equation-based models

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