

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
Politecnico di Milano (DEIB)

PROGRAM CHAIR

Dirk Zimmer
German Aerospace Center (DLR)

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

www.eoolt.org/2016



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