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Data management - 1969

Operations and Systems Analysis: a Simulation Approach - Gordon Chen 1974

The Application of GPSS V to Discrete System Simulation - Geoffrey Gordon 1975

Modeling and simulation. Discrete simulation programming techniques. GPSS concepts. Creating and moving transactions. Facilities and storages. Priority. Preempting facilities. Gathering statistics. Functions. Parameters and savevalues. Standard

numerical attributes.
Testing system
conditions.

Synchronization of
events. Management of
sets. Model controls.
Modifying the GPSS
program.

**Electrical Computer
Engineering** - University
of Wisconsin--Madison.
Department of Electrical
and Computer Engineering
1980

Automation - 1970

Miscellaneous
Publication - National
Bureau of Standards -
United States. National
Bureau of Standards 1965

**Real-time Business
Systems** - Robert V. Head
1964

**Understanding Decision
Support Systems and
Expert Systems** - Efreem
Mallach 1994

*Ency of Library and
Inform Sci 2e V4 (Print)*

- Miriam A. Drake 2003
A revitalized version of
the popular classic, the
Encyclopedia of Library
and Information Science,
Second Edition targets
new and dynamic
movements in the
distribution,
acquisition, and
development of print and
online media-compiling
articles from more than
450 information
specialists on topics
including program
planning in the digital
era, recruitment,
information management,
advances in digital
technology and encoding,
intellectual property,
and hardware, software,
database selection and
design, competitive
intelligence, electronic
records preservation,
decision support
systems, ethical issues
in information, online
library instruction,
telecommuting, and
digital library
projects.

*Conference on
Applications of
Simulation - 1968*

Data Processing Digest -
1974

*Scientific and Technical
Books and Serials in
Print - 1984*

*Systems Modeling and
Simulation - Koji
Koyamada 2007-07-05*
The Asia Simulation
Conference 2006 (JSST
2006) was aimed at
exploring challenges in
methodologies for
modeling, control and
computation in simu-
lation, and their
applications in social,
economic, and financial
fields as well as
established scientific
and engineering
solutions. The
conference was held in
Tokyo from October 30 to
November 1, 2006, and
included keynote
speeches presented by
technology and industry

leaders, technical
sessions, organized
sessions, poster
sessions, and vendor
exhibits. It was the
seventh annual inter-
national conference on
system simulation and
scientific computing,
which is organized by
the Japan Society for
Simulation Technology
(JSST), the Chi-
nese Association for System
Simulation (CASS), and
the Korea Society for
Simulation (KSS). For
the conference, all
submitted papers were
refereed by the
international technical
program committee, each
paper receiving at least
two independent reviews.
After careful reviews by
the committee, 65 papers
from 143 submis-
sions were selected for oral
presentation. This
volume includes the
keynote speakers' papers
along with the papers
presented at the oral
sessions and the

organized sessions. As a result, we are publishing 87 papers for the conference in this volume. In addition to the scientific tracts presented, the conference featured keynote presentations by five invited speakers. We are grateful to them for accepting our invitation and for their presentations. We also would like to express our gratitude to all contributors, reviewers, technical program committee members, and organizing committee members who made the conference very successful.

Virtual Product Creation in Industry - Rainer Stark 2022-01-01

Today, digital technologies represent an absolute must when it comes to creating new products and factories. However, day-to-day product development and manufacturing

engineering operations have still only unlocked roughly fifty percent of the "digital potential". The question is why? This book provides compelling answers and remedies to that question. Its goal is to identify the main strengths and weaknesses of today's set-up for digital engineering working solutions, and to outline important trends and developments for the future. The book concentrates on explaining the critical basics of the individual technologies, before going into deeper analysis of the virtual solution interdependencies and guidelines on how to best align them for productive deployment in industrial and collaborative networks. Moreover, it addresses the changes needed in both, technical and management skills, in

order to avoid
fundamental breakdowns
in running information
technologies for virtual
product creation in the
future.

The Development of a
Dynamic Simulation Model
Used for Expanding
Discrepancy Information
Generated as a Result of
Vocational Education
Program Operation - Paul
Duane Gunderson 1975

Management Science - K.
Roscoe Davis 1986

**International Symposium
on Systems Engineering
and Analysis, Oct.
23-27, 1972 - 1972**

Instructional Simulation
Systems, an Annotated
Bibliography - Oregon
State System of Higher
Education. Teaching
Research Division.
Simulation Systems
Program 1969

**Computer Literature
Bibliography: 1946-1963**

- W. W. Youden 1965

**Computer Books and
Serials in Print** - 1985

Quantum Robotics -
Prateek Tandon
2017-01-17

Quantum robotics is an
emerging engineering and
scientific research
discipline that explores
the application of
quantum mechanics,
quantum computing,
quantum algorithms, and
related fields to
robotics. This work
broadly surveys advances
in our scientific
understanding and
engineering of quantum
mechanisms and how these
developments are
expected to impact the
technical capability for
robots to sense, plan,
learn, and act in a
dynamic environment. It
also discusses the new
technological potential
that quantum approaches
may unlock for sensing
and control, especially

for exploring and manipulating quantum-scale environments. Finally, the work surveys the state of the art in current implementations, along with their benefits and limitations, and provides a roadmap for the future.

Sustainable energy supply in Asia - Pradeep Chaturvedi 1997

Current Issues in Computer Simulation - Nabil R. Adam 2014-05-09
Current Issues in Computer Simulation is a collection of papers dealing with computer simulation languages, statistical aspects of simulation, linkage with optimization and analytical models, as well as theory and application of simulation methodology. Some papers explain the General Purpose Simulation System (GPSS), a programming

package incorporating a language to simulate discrete systems; and the SIMSCRIPT, a general-purpose simulation language using English commands, for example, FORTRAN. Another simulation language is the General Activity Simulation Program (GASP), providing for an organizational structure to build models to simulate the dynamic performance of systems on a digital computer. Other papers discuss simulation models of real systems, including corporate simulation models, multistage consumer choice process, determination of maximum occupancy for hospital facilities, and the juvenile court system. Many computer simulations are statistical sampling experiments performed on a model of the system under investigation.

Other papers discuss some of the variables involved in the statistical design and analysis of simulation experiments such as variance reduction techniques, generation of random variates, and experimental layout. For example, one application simulates inventory systems when many items are stocked in various locations. The collection is suitable for programmers, computer engineers, businessmen, hospital administrators, schools officials, and depositories of huge volumes of information or data.

NBS Special Publication
- 1965

Computer Decisions -
1970

Logistical Management -
Donald J. Bowersox 1986

System Simulation -

Geoffrey Gordon 1989

Discrete Simulation and Animation for Mining

Engineers - John R. Sturgul 2015-09-10

General Purpose Simulation System (GPSS) is a special computer programming language primarily used to simulate what can be classified as discrete systems. A discrete system is one where, at any given instant in time, a countable number of things can take place. The basic operation of a mine itself can be considered such a system. Discrete Simulation and Animation for Mining Engineers explains how to model mining systems using GPSS/H® and PROOF® by Wolverine Software Corporation. Employing a unique approach that encourages engagement from the start, the text discusses animation first, and then slowly

introduces simulation language. As each new topic is covered, an animation is provided to illustrate the key concepts. Leveraging valuable insight gained from the author's extensive experience modeling mines around the world, the book: Describes how to apply discrete system simulation to mines Shows how to make those simulations come alive with animation Includes real-world examples and exercises that hone practical problem-solving skills Written by a mining engineer for mining engineers and students of mining, *Discrete Simulation and Animation for Mining Engineers* offers a comprehensive yet accessible treatment of mine simulation and animation useful in increasing the efficiency of industrial mining processes.

Computer Literature Bibliography - United States. National Bureau of Standards 1965

Modern Data - 1975

System Modeling and Simulation - V. P. Singh 2009

Social systems and enterprise analysis - Marco Remondino 2011

National Bureau of Standards Miscellaneous Publication - 1965

Catalog of Copyright Entries. Third Series - Library of Congress. Copyright Office 1972

Operations Research - 2010

The Dynamics of the Computer Industry: Modeling the Supply of Workstations and their Components - Walid Rachid Touma 2012-12-06
Computers communicate

globally via satellite or fiber optic links, wide area networks share resources thousands of miles away, and the average home can have the capacity of access information at the push of a button - the digital information age has arrived! Several technologies have made this computer age possible, helped it grow, and affected its dynamics over time. This book addresses the problem of formulating a model that interrelates the factors that drive the supply of these technologies over time to the attributes of the computers that are manufactured from them.

Transactions - American Institute of Mining, Metallurgical, and Petroleum Engineers 1995 Some vols., 1920-1949, contain collections of papers according to subject.

History of Programming

Languages - Richard L. Wexelblat 2014-05-27 History of Programming Languages presents information pertinent to the technical aspects of the language design and creation. This book provides an understanding of the processes of language design as related to the environment in which languages are developed and the knowledge base available to the originators. Organized into 14 sections encompassing 77 chapters, this book begins with an overview of the programming techniques to use to help the system produce efficient programs. This text then discusses how to use parentheses to help the system identify identical subexpressions within an expression and thereby eliminate their duplicate calculation. Other chapters consider FORTRAN programming

techniques needed to produce optimum object programs. This book discusses as well the developments leading to ALGOL 60. The final chapter presents the biography of Adin D. Falkoff. This book is a valuable resource for graduate students, practitioners, historians, statisticians, mathematicians, programmers, as well as computer scientists and specialists.

User Based Performance Evaluation of Simulation Languages - Juzar Motiwalla 1977

An Annotated Timeline of Operations Research - Saul I. Gass 2007-02-15
An Annotated Timeline of Operations Research: An Informal History recounts the evolution of Operations Research (OR) as a new science - the science of decision making. Arising from the

urgent operational issues of World War II, the philosophy and methodology of OR has permeated the resolution of decision problems in business, industry, and government. The Timeline chronicles the history of OR in the form of self-contained, expository entries. Each entry presents a concise explanation of the events and people under discussion, and provides key sources where further relevant information can be obtained. In addition, books and papers that have influenced the development of OR or helped to educate the first generations of OR academics and practitioners are cited throughout the book. Starting in 1564 with seminal ideas that form the precursors of OR, the Timeline traces the key ideas and events of OR through 2004. The

Timeline should interest anyone involved in OR - researchers, practitioners, academics, and, especially, students - who wish to learn how OR came into being. Further, the scope and

expository style of the Timeline should make it of value to the general reader interested in the development of science and technology in the last half of the twentieth century.