
Preface

Systems of systems are at the root of this century's global challenges of economy, climate, and energy. We are accustomed to building such systems directly in the real world, yet it is becoming increasingly too dangerous, costly, unethical, or risky to do so. In such cases, the only workable alternative is to build and test within virtual reality. System of systems virtual build and test can be supported by a discrete-event systems specification (DEVS) simulation modeling formalism and a system entity structure (SES) simulation model ontology.

This book guides the reader in the use of software tools based on DEVS and SES to tackle a wide variety of systems of systems problems ranging from artificial systems based on cloud information technology to living systems such as agricultural food crops. Commercial and open-source DEVS Modeling and Simulation Environments are covered in depth.

This book is the first to provide an approach to integrating both energy and information processing requirements into system design. This approach, based on activity concepts that are intrinsic to DEVS-based system design, allows us to virtually build and test systems that are capable of emulating biological systems in their ability to balance their information processing functionalities against the energy and resource expenditure incurred in their use.

This edition adds a new chapter covering DEVS Support for Markov Modeling and Simulation. The new chapter provides some concepts and applications for the related facility that has been developed in MS4 Me since the first edition. The edition also augments Chapters 8 and 16 with material intended to enhance guide to modeling and simulation of systems of systems. We want to take the opportunity to recognize Raphaël Duboz and Jean-Christophe Soulié as co-authors for their authorship of Chapter 17.

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