

Contents

Foreword VII

Preface XIX

List of Contributors XXIII

Part One Background 1

- 1 Modeling and Simulation: a Comprehensive and Integrative View** 3
Tuncer I. Ören
- 1.1 Introduction 3
- 1.2 Simulation: Several Perspectives 4
- 1.2.1 Purpose of Use 4
- 1.2.2 Problem to Be Solved 8
- 1.2.3 Connectivity of Operations 9
- 1.2.4 M&S as a Type of Knowledge Processing 9
- 1.2.5 M&S from the Perspective of Philosophy of Science 13
- 1.3 Model-Based Activities 13
- 1.3.1 Model Building 15
- 1.3.2 Model-Base Management 15
- 1.3.3 Model Processing 15
- 1.3.4 Behavior Generation 17
- 1.4 Synergies of M&S: Mutual and Higher-Order Contributions 20
- 1.5 Advancement of M&S 20
- 1.6 Preeminence of M&S 24
- 1.6.1 Physical Tools 27
- 1.6.2 Knowledge-Based or Soft Tools 27
- 1.6.3 Knowledge Generation Tools 30
- 1.7 Summary and Conclusions 32
- 2 Autonomic Introspective Simulation Systems** 37
Levent Yilmaz and Bradley Mitchell
- 2.1 Introduction 37
- 2.2 Perspective and Background on Autonomic Systems 39
- 2.3 Decentralized Autonomic Simulation Systems: Prospects and Issues 41

2.3.1	Motivating Scenario: Adaptive Experience Management in Distributed Mission Training	41
2.3.2	An Architectural Framework for Decentralized Autonomic Simulation Systems	42
2.3.3	Challenges and Issues	44
2.4	Symbiotic Adaptive Multisimulation: An Autonomic Simulation System	47
2.4.1	Metamodels for Introspection Layer Design	48
2.4.2	Local Adaptation: First-Order Change via Particle Swarm Optimizer	50
2.4.3	The Learning Layer: Genetic Search of Potential System Configurations	51
2.4.4	SAMS Component Architecture	52
2.5	Case Study: UAV Search and Attack Scenario	55
2.5.1	Input Factors	56
2.5.2	Agent Specifications	57
2.6	Validation and Preliminary Experimentation with SAMS	64
2.6.1	Face Validity of the UAV Model	65
2.6.2	Experiments with the Parallel SAMS Application	67
2.7	Summary	70

Part Two Agents and Modeling and Simulation 73

3	Agents: Agenthood, Agent Architectures, and Agent Taxonomies	75
	<i>Andreas Tolk and Adelinde M. Uhrmacher</i>	
3.1	Introduction	75
3.2	Agenthood	76
3.2.1	Defining Agents	76
3.2.2	Situated Environment and Agent Society	78
3.3	Agent Architectures	79
3.3.1	Realizing Situatedness	79
3.3.2	Realizing Autonomy	81
3.3.3	Realizing Flexibility	82
3.3.4	Architectures and Characteristics	84
3.4	Agenthood Implications for Practical Applications	86
3.4.1	Systems Engineering, Simulation, and Agents	87
3.4.2	Modeling and Simulating Human Behavior for Systems Engineering	88
3.4.3	Simulation-Based Testing in Systems Engineering	91
3.4.4	Simulation as Support for Decision Making in Systems Engineering	93
3.4.5	Implications for Modeling and Simulation Methods	94
3.5	Agent Taxonomies	96
3.5.1	History and Application-Specific Taxonomies	96
3.5.2	Categorizing the Agent Space	99
3.6	Concluding Discussion	101

4	Agent-directed Simulation	111
	<i>Levent Yilmaz and Tuncer I. Ören</i>	
4.1	Introduction	111
4.2	Background	113
4.2.1	Software Agents	113
4.2.2	Complexity	113
4.2.3	Complex Systems of Systems	114
4.2.4	Software Agents within the Spectrum of Computational Paradigms	115
4.3	Categorizing the Use of Agents in Simulation	118
4.3.1	Agent Simulation	118
4.3.2	Agent-Based Simulation	119
4.3.3	Agent-Supported Simulation	119
4.4	Agent Simulation	120
4.4.1	A Metamodel for Agent System Models	120
4.4.2	A Taxonomy for Modeling Agent System Models	122
4.4.3	Using Agents as Model Design Metaphors: Agent-Based Modeling	123
4.4.4	Simulation of Agent Systems	127
4.5	Agent-Based Simulation	129
4.5.1	Autonomic Introspective Simulation	130
4.5.2	Agent-Coordinated Simulator for Exploratory Multisimulation	131
4.6	Agent-Supported Simulation	134
4.6.1	Agent-Mediated Interoperation of Simulations	135
4.6.2	Agent-Supported Simulation for Decision Support	139
4.7	Summary	141
Part Three Systems Engineering and Quality Assurance for Agent-Directed Simulation 145		
5	Systems Engineering: Basic Concepts and Life Cycle	147
	<i>Steven M. Biemer and Andrew P. Sage</i>	
5.1	Introduction	147
5.2	Agent-Based Systems Engineering	148
5.3	Systems Engineering Definition and Attributes	148
5.3.1	Knowledge	149
5.3.2	People and Information Management	150
5.3.3	Processes	151
5.3.4	Methods and Tools	156
5.3.5	The Need for Systems Engineering	157
5.4	The System Life Cycle	157
5.4.1	Conceptual Design (Requirements Analysis)	160
5.4.2	Preliminary Design (Systems Architecting)	161
5.4.3	Detailed Design and Development	161
5.4.4	Production and Construction	163
5.4.5	Operational Use and System Support	164
5.5	Key Concepts of Systems Engineering	164
5.5.1	Integrating Perspectives into the Whole	164

5.5.2	Risk Management	165
5.5.3	Decisions and Trade Studies (the Strength of Alternatives)	166
5.5.4	Modeling and Evaluating the System	168
5.6	Summary	169
6	Quality Assurance of Simulation Studies of Complex Networked Agent Systems	173
	<i>Osman Balci, William F. Ormsby, and Levent Yilmaz</i>	
6.1	Introduction	173
6.2	Characteristics of Open Agent Systems	174
6.3	Issues in the Quality Assurance of Agent Simulations	175
6.4	Large-Scale Open Complex Systems – The Network-Centric System Metaphor	177
6.5	M&S Challenges for Large-Scale Open Complex Systems	179
6.6	Quality Assessment of Simulations of Large-Scale Open Systems	181
6.7	Conclusions	186
7	Failure Avoidance in Agent-directed Simulation: Beyond Conventional v&v and qa	189
	<i>Tuncer I. Ören and Levent Yilmaz</i>	
7.1	Introduction	189
7.1.1	The Need for a Fresh Look	189
7.1.2	Basic Terms	191
7.2	What Can Go Wrong	192
7.2.1	Increasing Importance of M&S	192
7.2.2	Contributions of Simulation to Failure Avoidance	192
7.2.3	Need for Failure Avoidance in Simulation Studies	194
7.2.4	Some Sources of Failure in M&S	196
7.3	Assessment for M&S	198
7.3.1	Types of Assessment	198
7.3.2	Criteria for Assessment	200
7.3.3	Elements of M&S to be Studied	200
7.4	Need for Multiparadigm Approach for Successful M&S Projects	200
7.4.1	V&V Paradigm for Successful M&S Projects	201
7.4.2	QA Paradigm for Successful M&S Projects	203
7.4.3	Failure Avoidance Paradigm for Successful M&S Projects	204
7.4.4	Lessons Learned and Best Practices for Successful M&S Projects	204
7.5	Failure Avoidance for Agent-Based Modeling	206
7.5.1	Failure Avoidance in Rule-Based Systems	207
7.5.2	Failure Avoidance in Autonomous Systems	208
7.5.3	Failure Avoidance in Agents with Personality, Emotions, and Cultural Background	209
7.5.4	Failure Avoidance in Inputs	210
7.6	Failure Avoidance for Systems Engineering	212
7.7	Conclusion	213

8	Toward Systems Engineering for Agent-directed Simulation	219
	<i>Levent Yilmaz</i>	
8.1	Introduction	219
8.2	What Is a System?	220
8.2.1	What Is Systems Engineering?	220
8.2.2	The Functions of Systems Engineering	220
8.3	Modeling and Simulation	221
8.4	The Synergy of M&S and SE	221
8.4.1	The Role of M&S in Systems	221
8.4.2	Why Does M&S Require SE?	222
8.4.3	Why Is SSE Necessary?	222
8.5	Toward Systems Engineering for Agent-Directed Simulation	222
8.5.1	The Essence of Complex Adaptive Open Systems (CAOS)	223
8.5.2	The Merits of ADS	224
8.5.3	Systems Engineering for Agent-Directed Simulation	225
8.6	Sociocognitive Framework for ADS-SE	225
8.6.1	Social-Cognitive View	226
8.6.2	The Dimensions of Representation	227
8.6.3	The Functions for Analysis	228
8.7	Case Study: Human-Centered Work Systems	228
8.7.1	Operational Level – Organizational Subsystem	229
8.7.2	Operational Level – Organizational Subsystem	230
8.7.3	Operational Level – Integration of Organization and Social Subsystems	232
8.7.4	The Technical Level	232
8.8	Conclusions	235
9	Design and Analysis of Organization Adaptation in Agent Systems	237
	<i>Virginia Dignum, Frank Dignum, and Liz Sonenberg</i>	
9.1	Introduction	237
9.2	Organizational Model	239
9.3	Organizational Structure	240
9.3.1	Organizational Structures in Organization Theory	240
9.3.2	Organizational Structures in Multiagent Systems	241
9.4	Organization and Environment	242
9.4.1	Environment Characteristics	242
9.4.2	Congruence	244
9.5	Organization and Autonomy	245
9.6	Reorganization	247
9.6.1	Organizational Utility	247
9.6.2	Organizational Change	248
9.7	Organizational Design	250
9.7.1	Designing Organizational Simulations	252
9.7.2	Application Scenario	253
9.8	Understanding Simulation of Reorganization	256

9.8.1	Reorganization Dimensions	257
9.8.2	Analyzing Simulation Case Studies	257
9.9	Conclusions	263
10	Programming Languages, Environments, and Tools for Agent-directed Simulation	269
	<i>Yu Zhang, Mark Lewis, and Maarten Sierhuis</i>	
10.1	Introduction	269
10.2	Architectural Style for ADS	271
10.3	Agent-Directed Simulation – An Overview	272
10.3.1	Language	273
10.3.2	Environment	275
10.3.3	Service	276
10.3.4	Application	276
10.4	A Survey of Five ADS Platforms	277
10.4.1	Ascape	277
10.4.2	NetLogo	280
10.4.3	Repast	283
10.4.4	Swarm	286
10.4.5	Mason	289
10.5	Brahms – A Multiagent Simulation for Work System Analysis and Design	291
10.5.1	Language	291
10.5.2	Environment	295
10.5.3	Service	298
10.5.4	Application	299
10.6	CASESim – A Multiagent Simulation for Cognitive Agents for Social Environment	300
10.6.1	Language	302
10.6.2	Environment	302
10.6.3	Service	306
10.6.4	Application	310
10.7	Conclusion	312
11	Simulation for Systems Engineering	317
	<i>Joachim Fuchs</i>	
11.1	Introduction	317
11.2	The Systems Engineering Process	317
11.3	Modeling and Simulation Support	318
11.4	Facilities	320
11.5	An Industrial Use Case: Space Systems	321
11.5.1	Simulators for Analysis and Design	323
11.5.2	Facility for Spacecraft Qualification and Acceptance	325
11.5.3	Facility for Ground System Qualification and Testing and Operations	325
11.6	Outlook	325
11.7	Conclusions	327

12	Agent-directed Simulation for Systems Engineering	329
	<i>Philip S. Barry, Matthew T.K. Koehler, and Brian F. Tivnan</i>	
12.1	Introduction	329
12.2	New Approaches Are Needed	331
12.2.1	Employing ADS Through the Framework of Empirical Relevance	332
12.2.2	Simulating Systems of Systems	334
12.3	Agent-Directed Simulation for the Systems Engineering of Human Complex Systems	336
12.3.1	A Call for Agents in the Study of Human Complex Systems	337
12.3.2	Noteworthy Agent-Directed Simulations in the Science of Human Complex Systems	338
12.4	A Model-Centered Science of Human Complex Systems	338
12.5	An Infrastructure for the Engineering of Human Complex Systems	339
12.5.1	Components of the Infrastructure for Complex Systems Engineering	339
12.5.2	Modeling Goodness	341
12.5.3	The Genetic Algorithm Optimization Toolkit	341
12.6	Case Studies	344
12.6.1	Case Study 1: Defending The Stadium	345
12.6.2	Case Study 2: Secondary Effects from Pandemic Influenza	350
12.7	Summary	355
Part Four	Agent-Directed Simulation for Systems Engineering	361
13	Agent-implemented Experimental Frames for Net-centric Systems Test and Evaluation	363
	<i>Bernard P. Zeigler, Dane Hall, and Manuel Salas</i>	
13.1	Introduction	363
13.2	The Need for Verification Requirements	364
13.3	Experimental Frames and System Entity Structures	366
13.4	Decomposition and Design of System Architecture	371
13.5	Employing Agents in M&S-Based Design, Verification and Validation	376
13.6	Experimental Frame Concepts for Agent Implementation	378
13.7	Agent-Implemented Experimental Frames	381
13.8	DEVS/SOA: Net-Centric Execution Using Simulation Service	382
13.8.1	Automation of Agent Attachment to System Components	382
13.8.2	DEVS-Agent Communications/Coordination	384
13.8.3	DEVS-Agent Endomorphic Models	386
13.9	Summary and Conclusions	388
13.A	cAutoDEVS – A Tool for the Bifurcated Methodology	391
14	Agents and Decision Support Systems	399
	<i>Andreas Tolk, Poornima Madhavan, Jeffrey W. Tweedale, and Lakhmi C. Jain</i>	
14.1	Introduction	399
14.1.1	History	399

14.1.2	Motivating Agent-Directed Decision Support Simulation Systems	401
14.1.3	Working Definitions	403
14.2	Cognitive Foundations for Decision Support	405
14.2.1	Decision Support Systems as Social Actors	406
14.2.2	How to Present the System to the User and Improve Trust	407
14.2.3	Relevance for the Engineer	410
14.3	Technical Foundations for Decision Support	411
14.3.1	Machine-Based Understanding for Decision Support	412
14.3.2	Requirements for Systems When Being Used for Decision Support	413
14.3.3	Agent-Directed Multimodel and Multisimulation Support	417
14.3.4	Methods Applicable to Support Agent-Directed Decision Support Simulation Systems	418
14.4	Examples for Intelligent and Agent-Directed Decision Support Simulation Systems	421
14.4.1	Supporting Command and Control	421
14.4.2	Supporting Inventory Control and Integrated Logistics	423
14.5	Conclusion	426
15	Agent Simulation for Software Process Performance Analysis	433
	<i>Levent Yilmaz and Jared Phillips</i>	
15.1	Introduction	433
15.2	Related Work	435
15.2.1	Organization-Theoretic Perspective for Simulation-Based Analysis of Software Processes	435
15.2.2	Simulation Methods for Software Process Performance Analysis	436
15.3	Team-RUP: A Framework for Agent Simulation of Software Development Organizations	437
15.3.1	Organization Structure	437
15.3.2	Team-RUP Task Model	438
15.3.3	Team-RUP Team Archetypes and Cooperation Mechanisms	439
15.3.4	Reward Mechanism in Team-RUP	440
15.4	Design and Implementation of Team-RUP	441
15.4.1	Performance Metrics	443
15.4.2	Validation of the Model	444
15.5	Results and Discussion	445
15.6	Conclusions	447
16	Agent-Directed Simulation for Manufacturing System Engineering	451
	<i>Jeffrey S. Smith, Erdal Sahin, and Levent Yilmaz</i>	
16.1	Introduction	451
16.1.1	Manufacturing Systems	452
16.1.2	Agent-Based Modeling	453
16.2	Simulation Modeling and Analysis for Manufacturing Systems	454
16.2.1	Manufacturing System Design	455
16.2.2	Manufacturing Operation	458
16.3	Agent-Directed Simulation for Manufacturing Systems	463

16.3.1	Emergent Approaches	463
16.3.2	Agent-Based Manufacturing	464
16.3.3	The Holonic Approach: Hierarchic Open Agent Systems	466
16.4	Summary	468
17	Organization and Work Systems Design and Engineering: from Simulation to Implementation of Multiagent Systems	475
	<i>Maarten Sierhuis, William J. Clancey, and Chin H. Seah</i>	
17.1	Introduction	475
17.2	Work Systems Design	475
17.2.1	Existing Work System Design Methods	476
17.2.2	A Brief History of Work Systems Design	477
17.3	Modeling and Simulation of Work Systems	478
17.3.1	Designing Work Systems: What Is the Purpose and What Can Go Wrong?	478
17.3.2	The Difficulty of Convincing Management	479
17.4	Work Practice Modeling and Simulation	480
17.4.1	Practice vs. Process	481
17.4.2	Modeling Work Practice	481
17.5	The Brahms Language	487
17.5.1	Simulation or Execution with Brahms	488
17.5.2	Modeling People and Organizations	489
17.5.3	Modeling Artifacts and Data Objects	490
17.5.4	Modeling Communication	492
17.5.5	Modeling Location and Movement	493
17.5.6	Java Integration	495
17.6	Systems Engineering: From Simulation to Implementation	496
17.6.1	A Cyclic Approach	498
17.6.2	Modeling Current Operations	499
17.6.3	Modeling Future Operations	501
17.6.4	MAS Implementation	502
17.7	A Case Study: The OCA Mirroring System	503
17.7.1	Mission Control as a Socio-Technical Work System	504
17.7.2	The OCA Officer's Work System	505
17.7.3	Simulating the Current OCA Work System	505
17.7.4	Designing the Future OCA Work System	510
17.7.5	Simulating the Future OCA Work System	511
17.7.6	Implementing OCAMS	511
17.8	Conclusion	514
	Index	517

