

Table of contents

European foreword	7
Introduction	8
1 Scope	9
2 Normative references	10
3 Terms, definitions and abbreviated terms	11
3.1 Terms from other standards.....	11
3.2 Terms specific to the present standard	11
3.3 Abbreviated terms.....	16
3.4 Nomenclature	16
4 Principles	17
4.1 Objectives.....	17
4.2 Common Concepts and common types	17
4.3 Architecture	18
4.4 Time handling principle.....	19
4.5 Simulation lifecycle	20
4.6 Simulation method.....	21
4.6.1 Discrete-event simulation (DES)	21
4.6.2 Parallelization and distribution.....	22
4.6.3 Inter component communication	22
4.7 Models, Services and Components	23
4.7.1 Objects.....	23
4.7.2 Components.....	25
4.7.3 Factories	27
4.7.4 Models and Services.....	27
4.8 Publication and Persistence.....	28
4.9 Dynamic invocation.....	29
4.10 Components meta data	31
4.10.1 Catalogue	31
4.10.2 Package.....	31

4.10.3	Configuration.....	32
4.11	Model exchanges considerations.....	32
4.11.1	Overview.....	32
4.11.2	SMP Bundle.....	32
5	Interface requirements.....	33
5.1	Common.....	33
5.1.1	Primitive Types specification.....	33
5.1.2	Time Kinds.....	35
5.1.3	Path string.....	36
5.1.4	Universally Unique Identifiers (UUID).....	37
5.1.5	Exception specification.....	37
5.2	Components and Objects interfaces.....	37
5.2.1	Object Specification (IObject).....	37
5.2.2	Collection Specification (ICollection).....	38
5.2.3	Component Specification.....	39
5.2.4	Aggregation.....	42
5.2.5	Composition.....	45
5.2.6	Events.....	47
5.2.7	Entry points.....	50
5.2.8	Dynamic Invocation.....	50
5.2.9	Persistence (IPersist).....	54
5.2.10	Failures.....	55
5.2.11	Field interfaces.....	56
5.2.12	Requirements on utilization of Simulation Environments interfaces by components.....	62
5.3	Simulation Environment interfaces.....	63
5.3.1	Logger (ILogger interface).....	63
5.3.2	Time Keeper (ITimeKeeper).....	65
5.3.3	Scheduler (IScheduler).....	67
5.3.4	Event Manager (IEventManager).....	75
5.3.5	Resolver (IResolver).....	79
5.3.6	Link Registry (ILinkRegistry).....	80
5.3.7	Simulator (ISimulator).....	82
5.3.8	Persistence.....	94
5.3.9	Publication.....	95
5.3.10	Type Registry.....	102
5.3.11	Component Factory (IFactory).....	107

5.4	Meta data	108
5.4.1	Catalogue	108
5.4.2	Package.....	112
5.4.3	Configuration data.....	112
6	Implementation mapping	113
6.1	Catalogue to C++	113
6.1.1	Mapping templates.....	113
6.1.2	Namespaces and files.....	116
6.1.3	Element and Type Visibility Kind	116
6.1.4	Mapping of elements.....	117
6.1.5	Basic Value Types	126
6.1.6	Compound Value Types.....	128
6.1.7	Reference Types.....	130
6.2	Package to library	133
6.2.1	Mapping templates.....	133
6.2.2	Common to Unix and Windows	133
6.2.3	Unix (Shared object)	134
6.2.4	Addendum for Windows Dynamic Link Library (DLL)	135
6.2.5	SMP Bundle	136
Annex A	(normative) Catalogue file - DRD	137
A.1	Catalogue DRD	137
A.1.1	Requirement identification and source document.....	137
A.1.2	Purpose and objective.....	137
A.2	Expected response.....	137
A.2.1	Scope and content	137
A.2.2	Special remarks	137
Annex B	(normative) Package file - DRD	138
B.1	Package DRD.....	138
B.1.1	Requirement identification and source document.....	138
B.1.2	Purpose and objective.....	138
B.2	Expected response.....	138
B.2.1	Scope and content	138
B.2.2	Special remarks	138
Annex C	(normative) Configuration file - DRD	139
C.1	Configuration DRD.....	139
C.1.1	Requirement identification and source document.....	139

C.1.2	Purpose and objective.....	139
C.2	Expected response	139
C.2.1	Scope and content	139
C.2.2	Special remarks	139
Annex D (normative) Manifest file - DRD.....		140
D.1	Configuration DRD.....	140
D.1.1	Requirement identification and source document.....	140
D.1.2	Purpose and objective.....	140
D.2	Expected response	140
D.2.1	Scope and content	140
D.2.2	Special remarks	142
Bibliography.....		143

Figures

Figure 4-1: Common Concepts and Type System	18
Figure 4-2: SMP Architecture	18
Figure 4-3: SMP State machine.....	20
Figure 4-4: Object mechanisms.....	24
Figure 4-5: Overview of components hierarchy	25
Figure 4-6: Component Mechanisms.....	26
Figure 4-7: Component State machine	26
Figure 4-8: Sequence of calls for dynamic invocation	30

Tables

Table 4-1: Overview of simulation states	21
Table 4-2: ViewKind values	28
Table 5-1: Primitive Types.....	33
Table 5-2: Component states	39
Table 5-3: Semantically equivalent types for connections.....	61
Table 5-4: Default Log Message Kinds.....	64
Table 5-5: Condition for emitting predefined global events	78
Table 6-1: C++ declaration templates.....	114
Table 6-2: C++ definition templates.....	116
Table 6-3: C++ mapping for the Visibility kind attribute.....	116
Table 6-4: C++ mapping of Association depending on ByPointer attribute.....	119
Table 6-5: C++ mapping for the Direction kind attribute.....	120

Table 6-6: C++ mapping for Property depending on ByPointer attribute	121
Table 6-7: C++ mapping for the Operator attribute kinds	124
Table 6-8: C++ declaration templates for packages.....	133
Table D-1 : SMP Manifest Key	141