

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 |