

Short Term Plan

- Today go over expectations and course plan
- Wednesday paper summary discussion
- Tentative movie Thursday
- Next week introduction to discrete event simulation
 - » Different simulation “views”
 - » Event view
 - » Process oriented view

CSCI 4210/6210: *Simulation & Modeling*

[focus on parallel simulation *execution*]

Course Overview



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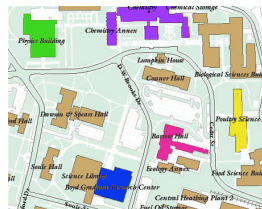
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Administration / Logistics

- Who am I?
 - » Office: Boyd 219C
- Class:
 - » Boyd 208
- maria@cs.uga.edu
- Office Hours: Wednesdays After Class
 - » And by e-mail appointment
- TA: TBD - check class web page for updates... probably none...



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Communication

Web Page (different from image on right)

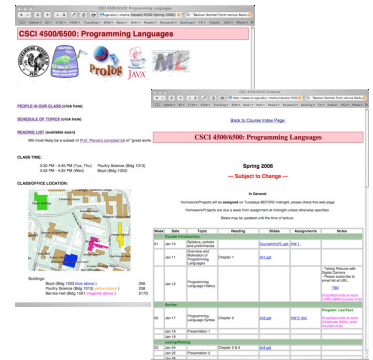
www.cs.uga.edu/~maria/

» [Classes/4210-Fall-2012/](#)

- Your Responsibility
 - » Understand policies, honor code
 - » Work independently on projects & homework
 - » Check page often for updates “refresh” to get latest copy

Email list (tentative name)

- CS-PADS@listserv.uga.edu



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Course Objective

- Learn about simulation and why it is useful
- State of the art simulation techniques
 - » The focus is more on simulation execution rather than modeling, although we will do both.
 - » Agent Based Simulation Systems
- Hands on programming of ideas described in technical paper
- Introduction to research on simulation systems, past and present.
- History:
 - » Parallel & Distributed Simulation is now in the mainstream ← Converting previous advanced simulation course to introductory simulation course.

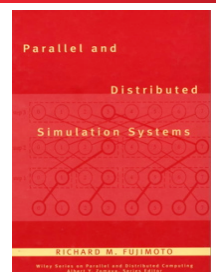


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How we're going to do it

- Read & Listen
 - » Parallel and Distributed Simulation Systems, Richard Fujimoto
- Practice
 - » 2-3 introductory programming assignments
 - » 1 final project – preferably programming project
 - Proposal, Interim reports/presentations
 - Final Report & Presentation
 - » Technical paper summaries & presentations
 - Learn how to read/skim papers
 - present & listen to your peers
 - Learn how to make a nice presentation - friendly environment
- Test
 - » 2 Midterms, 1 Final, Quizzes
- Talk and think in class, and outside!



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How to get an A? B? C?... F?

- Theory 45%
 - » 2 Exams (10% each) + Final 15% + Quizzes 05% = 40%
- Practice 50%
 - » Homework, weekly summaries & presentation & programming assignments
- Participation 5%
 - » 100% attendance will **raise** your final grade by **2%**
 - » **Constructive** participation on class list may raise your grade by **1%**



How to get an A? B? C?... F?

100	A	79	B-
99	A	78	C+
98	A	77	C+
97	A	76	C+
96	A	75	C
95	A	74	C
94	A	73	C
93	A	72	C
92	A	71	C-
91	A-	70	C-
90	A-	69	C-
89	A-	68	D+
88	B+	67	D+
87	B+	66	D+
86	B+	65	D
85	B	64	D
84	B	63	D
83	B	62	D
82	B	61	D-
81	B-	60	D-
80	B-	59	D-
		58	F



Policy on Collaboration

- Assignments/projects/summaries:
 - » Purpose: familiarization of concepts and details of programming languages
 - » Work on project independently:
 - No direct sharing of code
 - No line-by-line assistant
 - No exchange of code
 - » You are encouraged to ask questions of one another, and to respond to other student's questions (and especially on the email list)
- Exams:
 - » Closed-book. No outside assistance is permitted. No additional materials may be used.
 - » **No make-up tests** unless absence is due to **serious** illness. Doctor's diagnostic note is required. The final grade will be scaled accordingly.

Paper Summaries

- 1 page summary of an assigned technical paper -- need to reflect that you understand the paper and its contribution(s) to the area:
 1. What is the problem that the authors are trying to solve?
 2. What is their approach and how is it original?
 3. What are the assumptions/limitations?
 4. What are the results/impact of paper (Why is this paper important)?
 5. What constructive criticism can you give to the presenter (e.g. would should have been included/excluded)?

Paper Presentations

- 1-2 presentations will be expected, needs to be in power point.
- We will assign presentations next week.
 - » Caveat: If someone signs up for a paper and then later drops, we will need to shift the last scheduled person to the empty slot(s) (other volunteers are welcomed and will be solicited in class).
- Format:
 - » A mini-conference
 - » Audience will also be given an evaluation sheet to fill out.
 - » 2 Session-Chairs (with prepared questions part of presentation grades).

Paper Presentations

- Turn in:
 - » Presenter:
 - Turn in .pdf of slides
 - 1 summary
 - » Session Chairs:
 - Turn in questions & answers
 - 1 summary
 - » Rest of class:
 - 1 summary

Project Summaries

1. What is the problem that the authors are trying to solve?
 - » Why is the problem important?
2. What is their approach and how is it original and innovative? (original - compare it against contemporary approaches).
3. How is the approach evaluated?
 - » What are the simplifying assumptions?
 - » What are the strength and weaknesses of their solution?
4. What are the results/impact of paper
 - » Why is this paper important?
 - » Did they solve the problem?
 - » Does it have an impact - is it still relevant? Why is it worth reading.
5. What constructive criticism can you give to the presenter (e.g., would should have been included/excluded, make sure to address 'concepts' covered in the paper and relate how they were covered by the presenter).

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Tentative/past projects for class

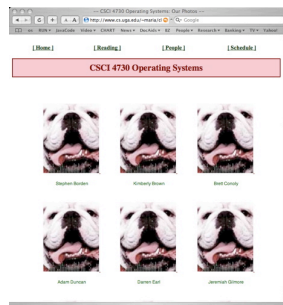
- Soccer Simulation Server
- Ant Simulator (Ant the insect)
- Stock market modeling project
- Simple Discrete Event Simulator (distributed)
 - » Ping/Pong like application
- SASSY Familiarization
 - » Agent Based Simulator
- Term Project

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Homework 1

- See schedule for details...
- Digital Image -- How to get out of the dog pound (and improve your grade).



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Introductions

- Name, major, year?
- What are you hoping to learn from the class?
- What type of projects are you interested in?
- What do you want to do when you graduate?

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