

Distributing a Communications Effects Server (MEng Proposal)

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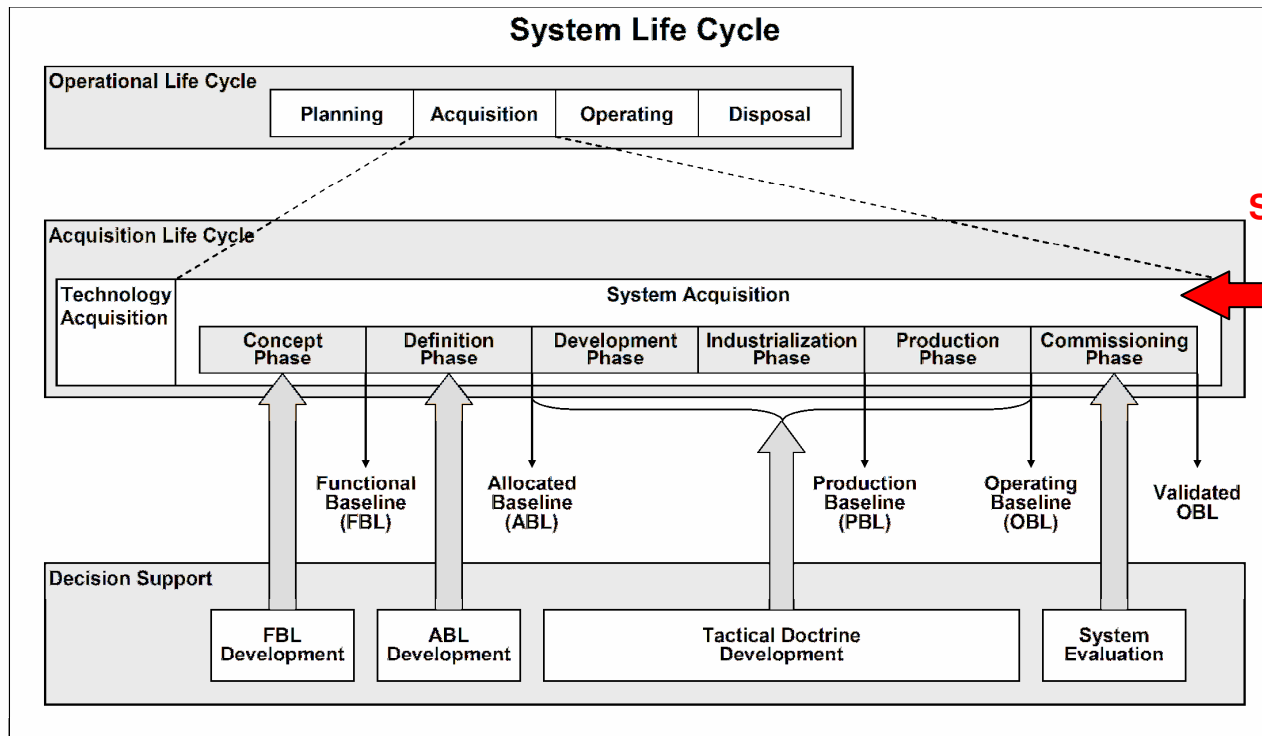
Under leadership of *Prof D Kourie and Prof GP Hancke*

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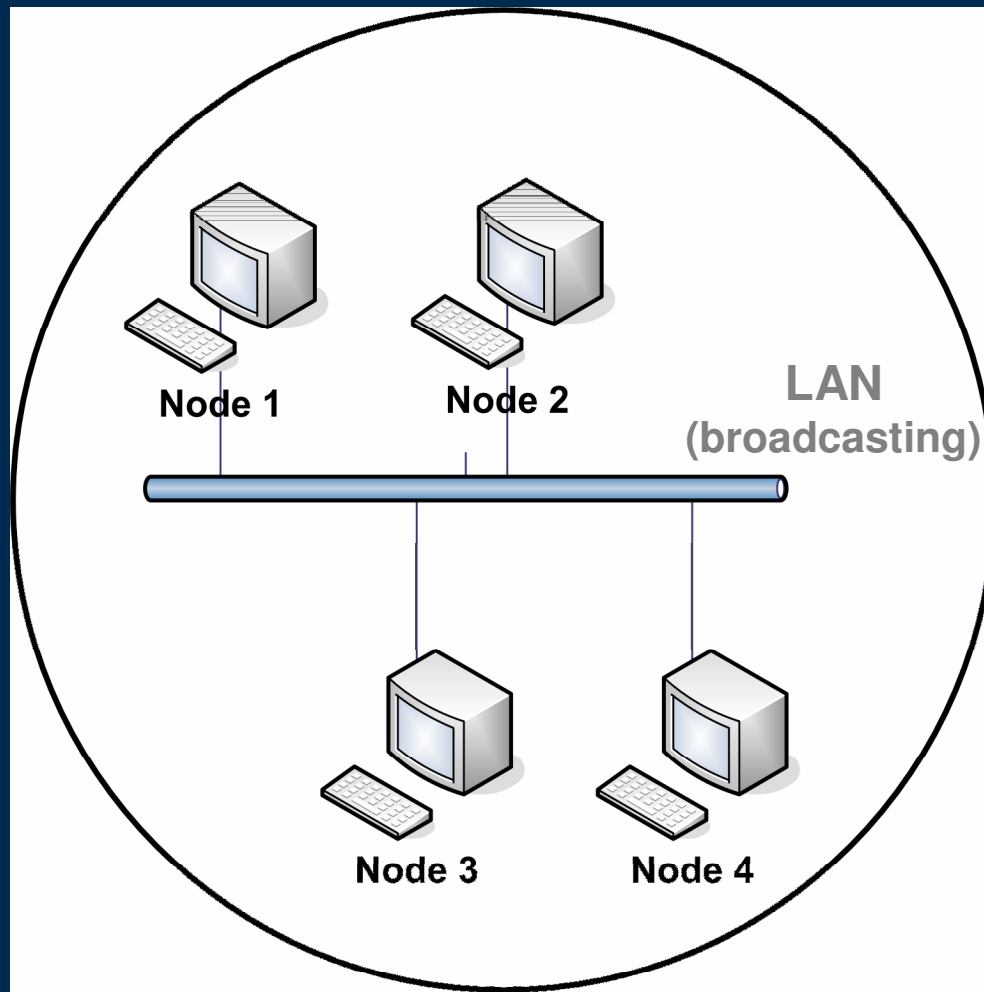
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Background



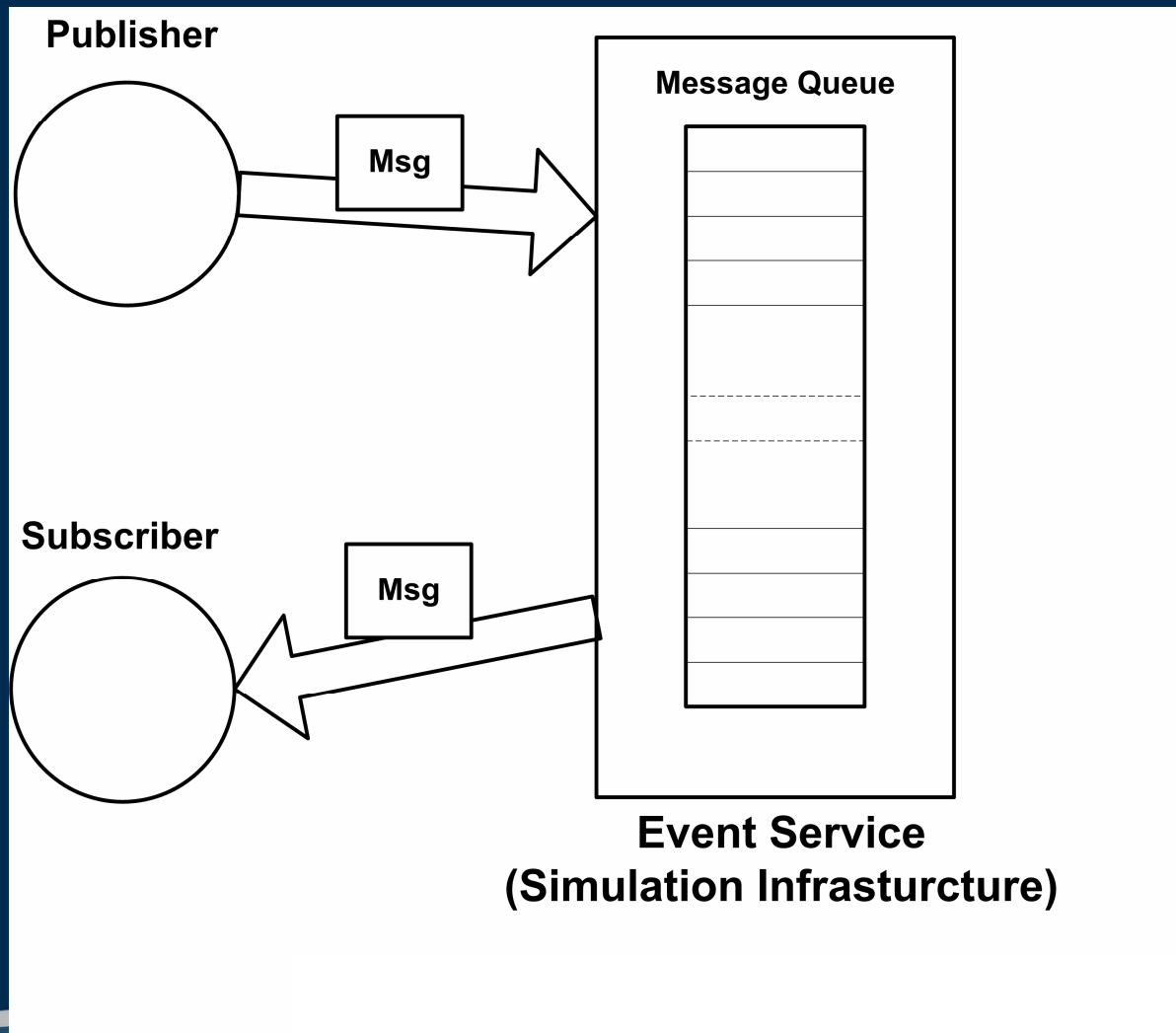
Distributed Simulation



Distributed Simulation

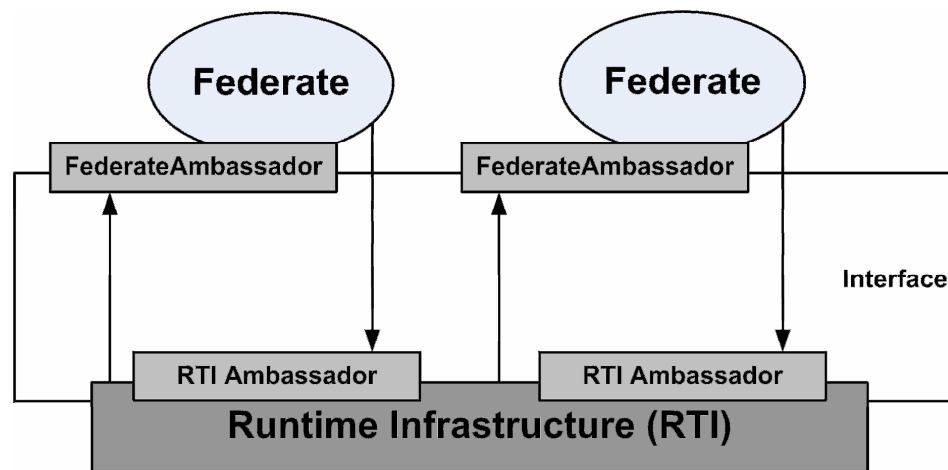
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Event-based Implicit Invocation

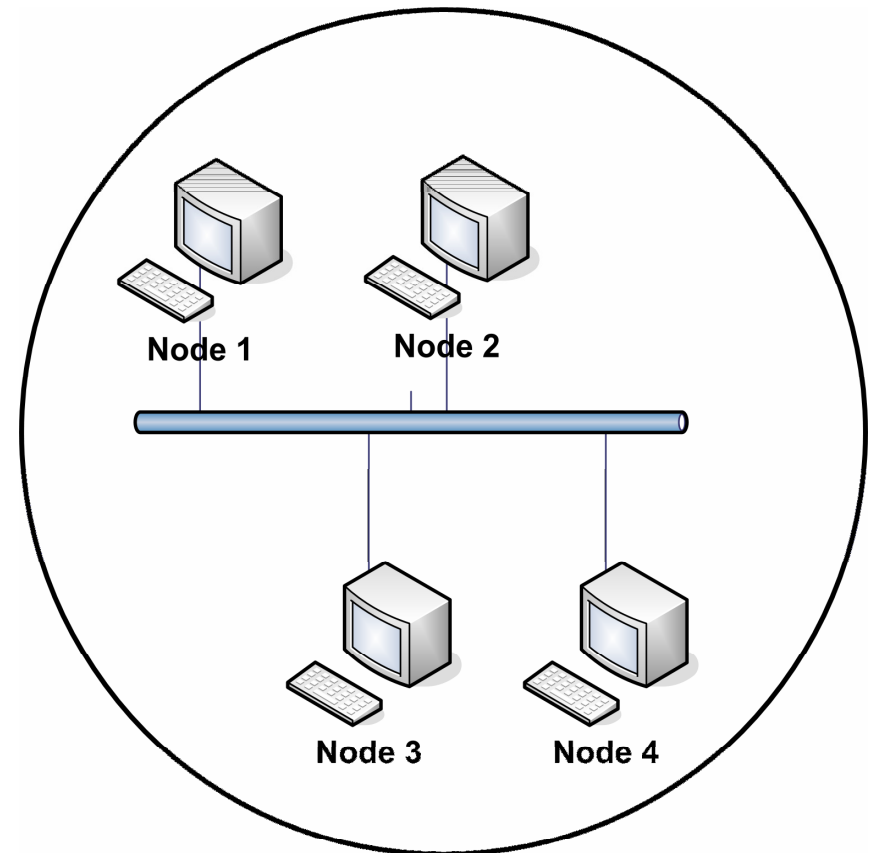


HLA and DIS

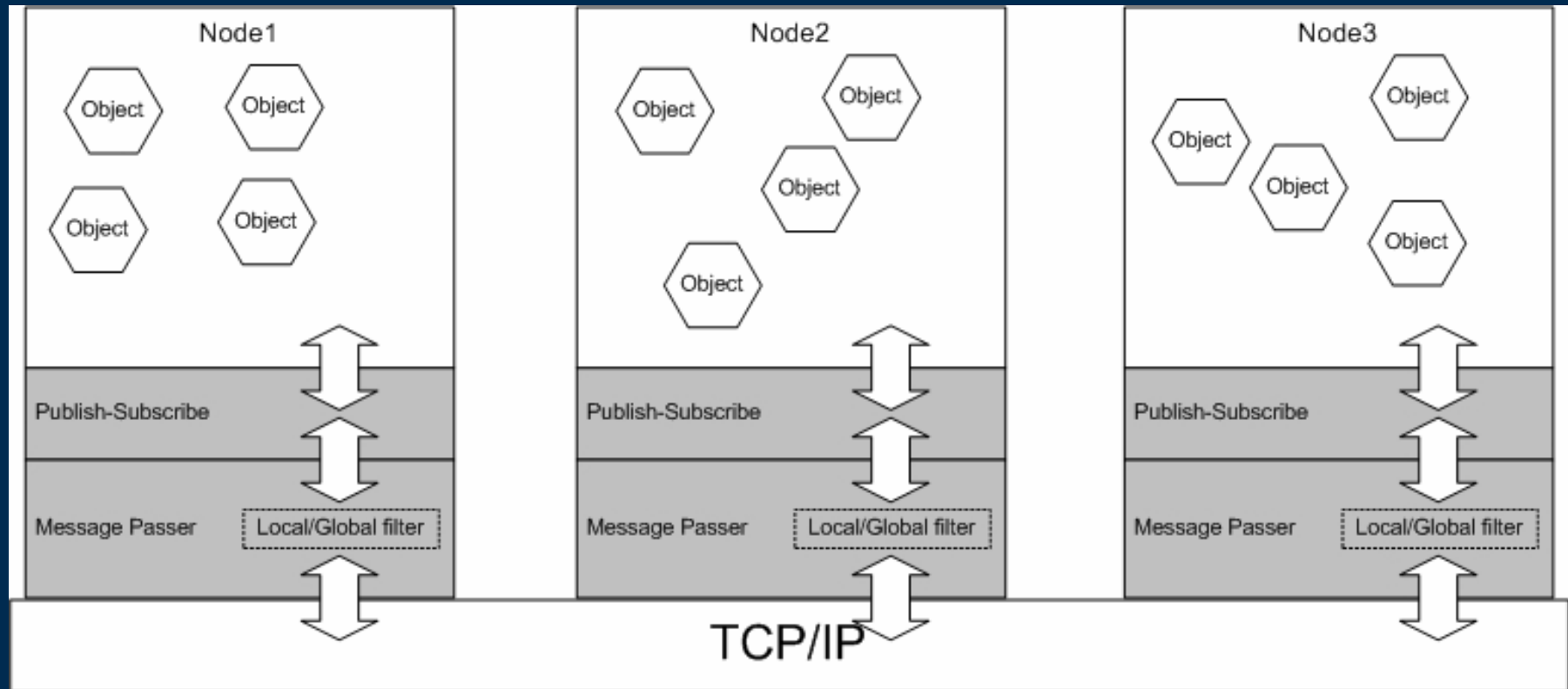
HLA



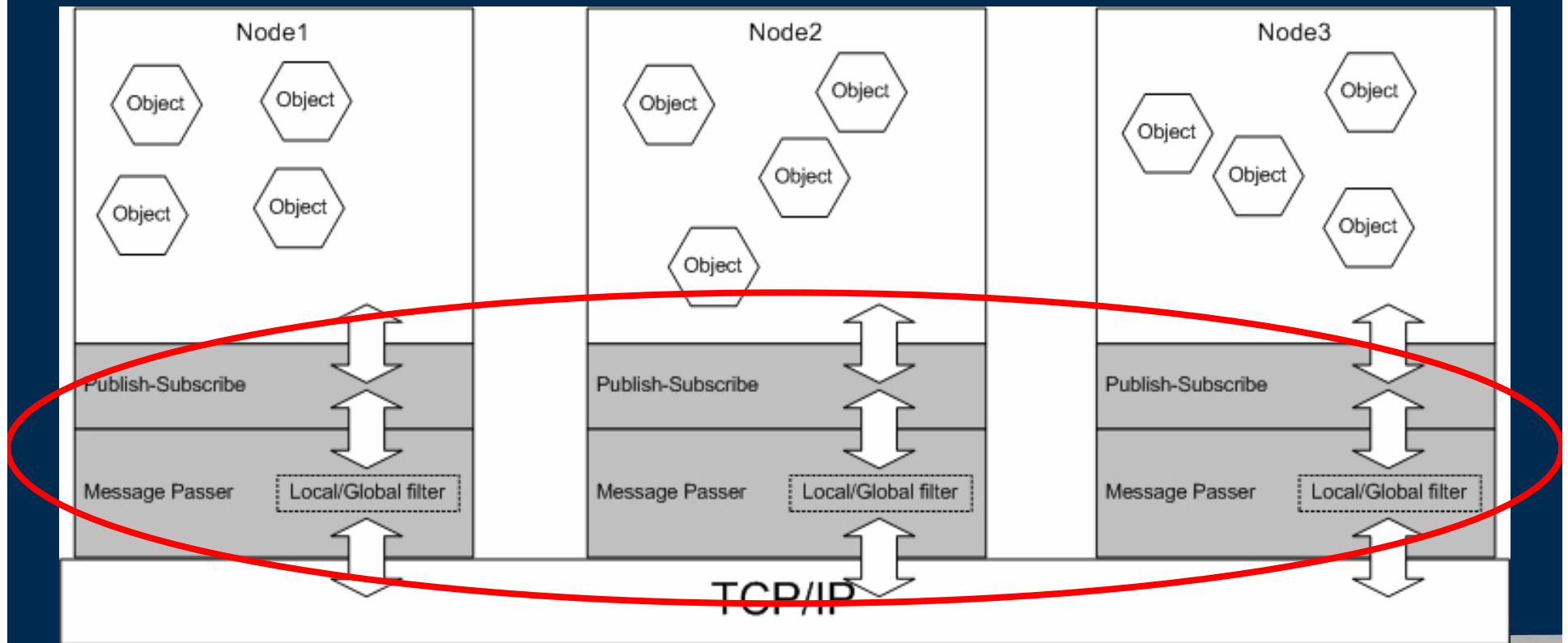
DIS



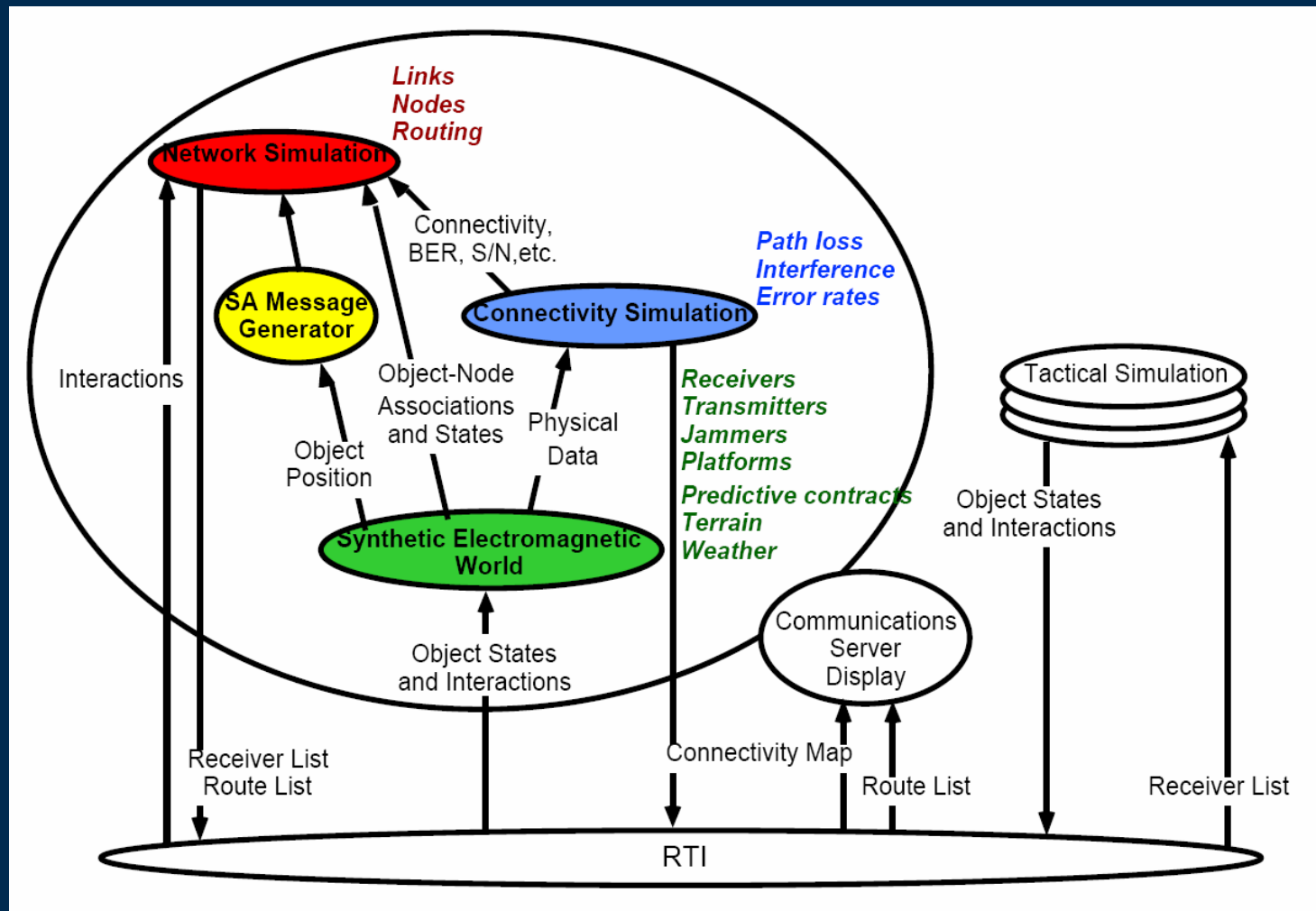
VGD



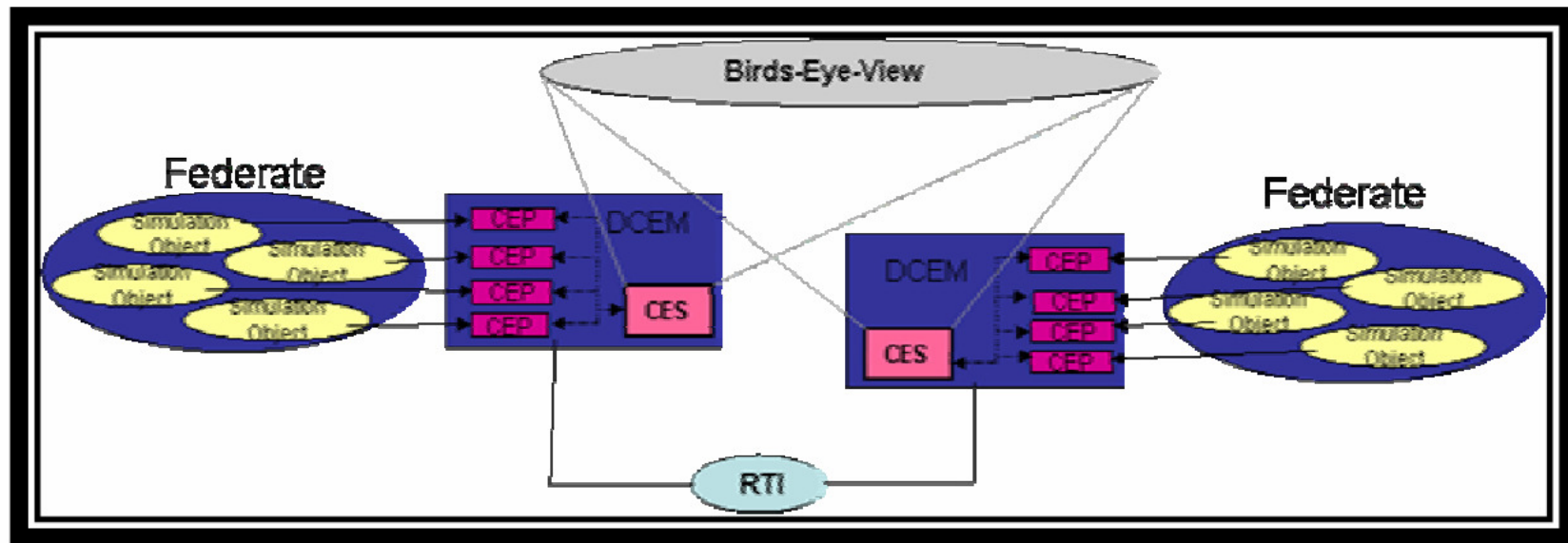
VGD



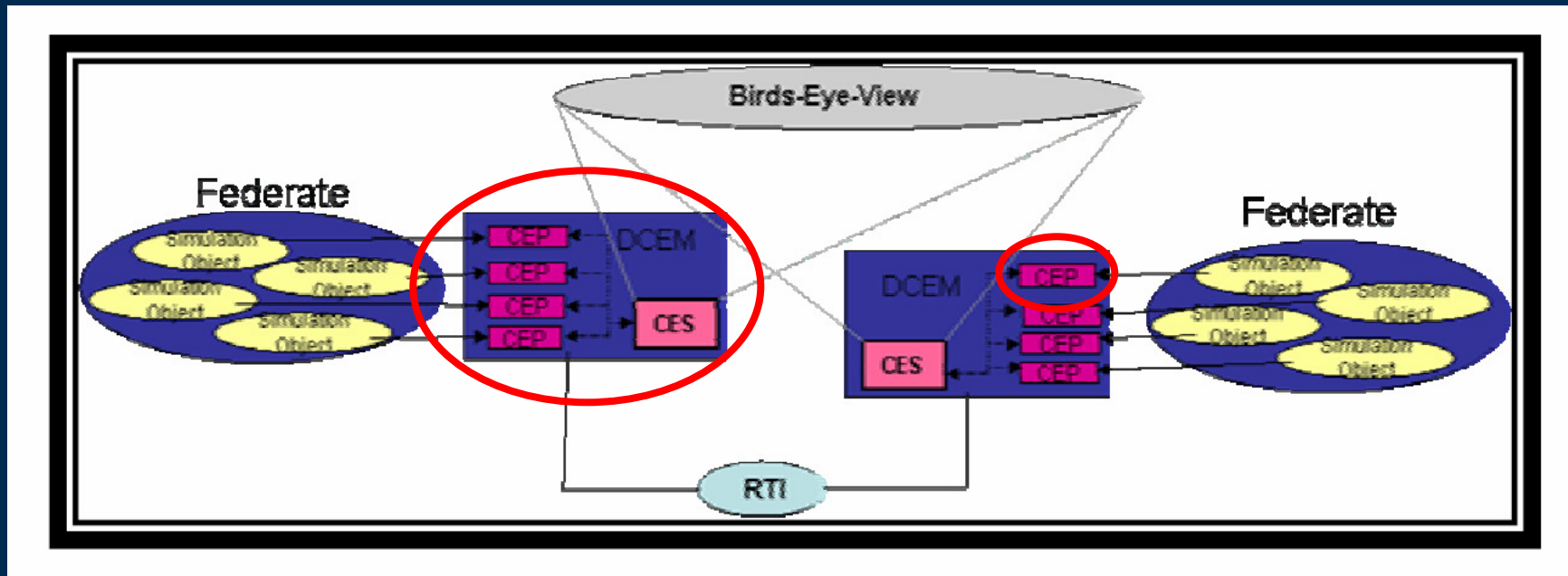
Communications Effects Server



Distributed Server



Distributed Server



Proposed Research (1/2)

The MEng research will involve:

- designing software components, that
- incorporate the functionality of a communications effects server into the relevant simulation infrastructure, to
- distribute the communications simulation capability over multiple machines.

Proposed Research (2/2)

The research will specifically target

- event-based publish/subscribe or service oriented simulation architectures (VGD)
- Distributed Interactive Simulation (DIS)
- High Level Architecture (HLA)

Questions

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