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## Standardizing DEVS Model Representation

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**Abstract:** As discussed in the previous chapter, the idea of Standardizing DEVS model representation is to allow a platform-independent DEVS model representation to be executed by a DEVS-based simulator. In this case, a DEVS model is executed in a single processor or parallel/distributed simulation environment. This allows model reusability without the need for performing long-distance distributed simulation. Typically, models are stored in repositories and retrieved as needed. This type of interoperability is very important to achieve, because often modelers already have or can easily install a DEVS simulator on their machine. However, it is much more difficult for them to retrieve and reuse already existing models that were intended to run on a specific DEVS environment. Therefore, we need some way to provide access and share these numerous models. Having a platform independent DEVS model representation format allows us to go a step further in automatic model transformations and generate entire local copies of distant models.