

package dependent

↳ NEG:

Change model!
tight coupling

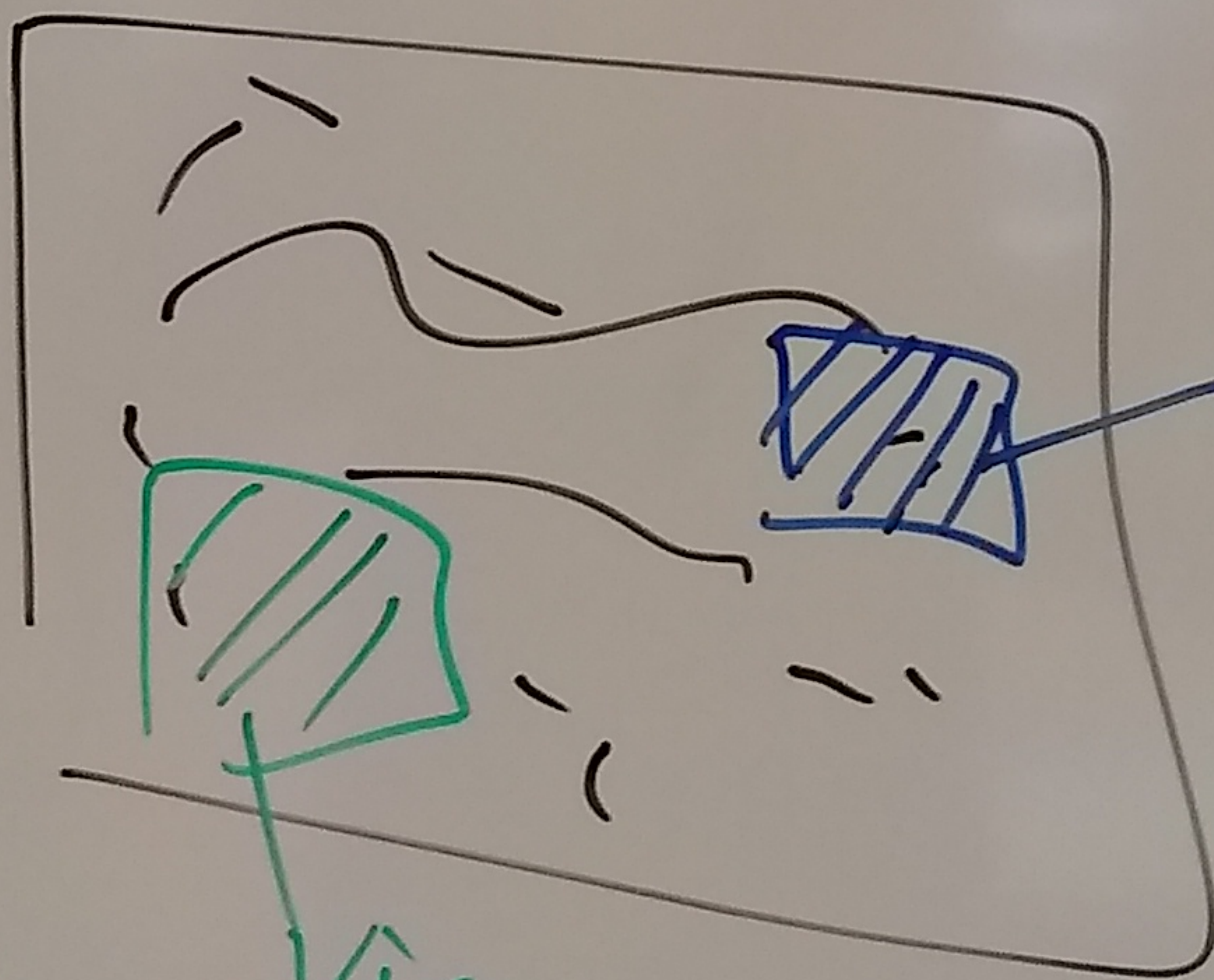
loose coupling

↳ monitor / probe

push

pull

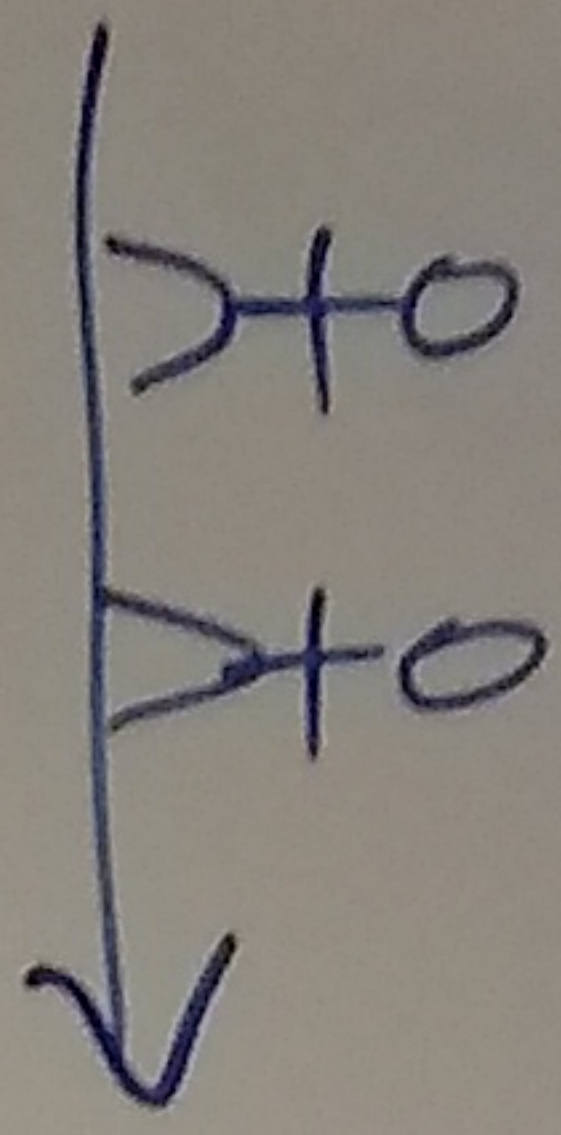
Separate process
30 frames/sec



viewport

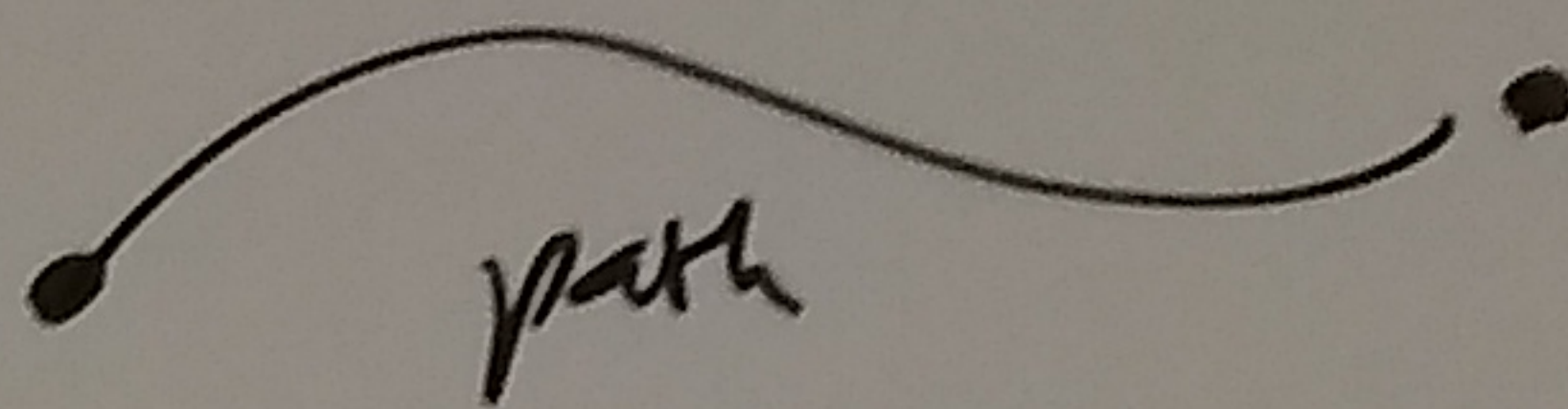
viewport 2

ANIMATION
GRAPHS
INFO

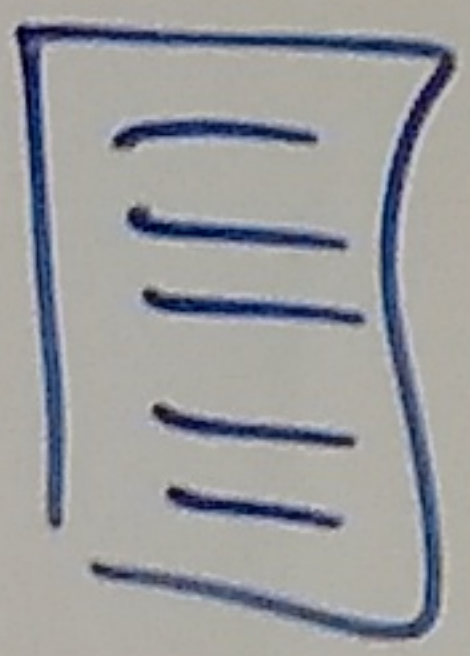


FLIP on
off
ROTATE on
off

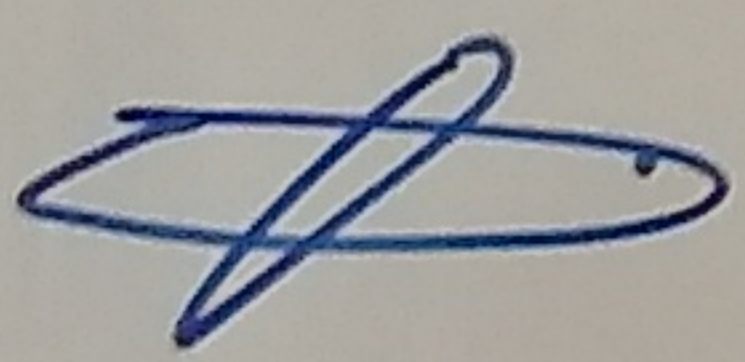
queuing



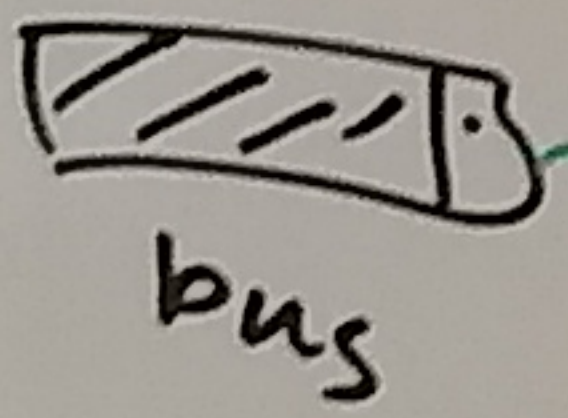
- cannot overtake
- overtake: ~~XXXX~~



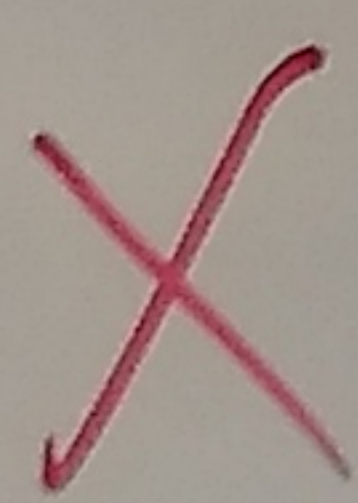
~~flip~~
~~rotate~~



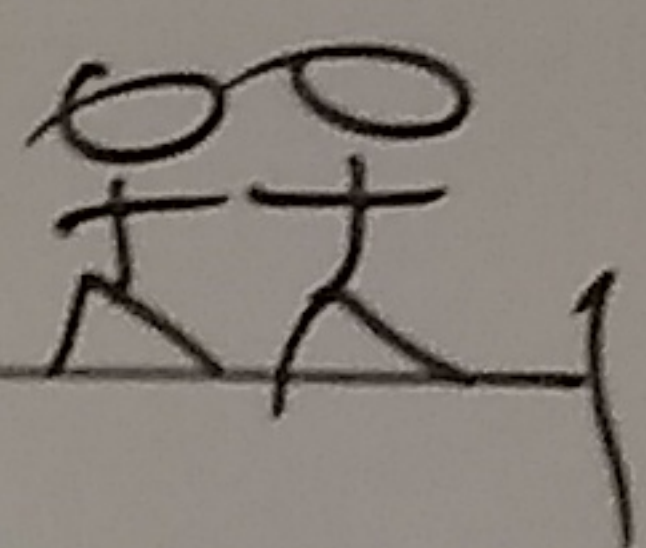
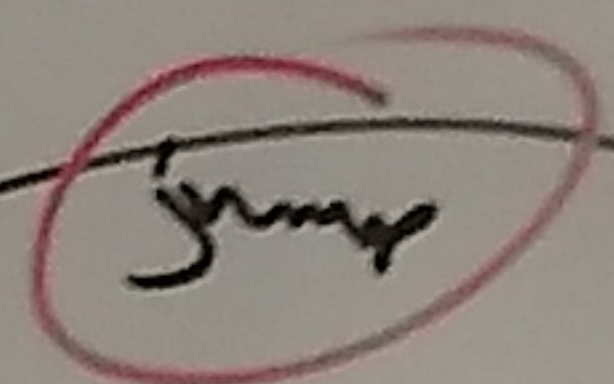
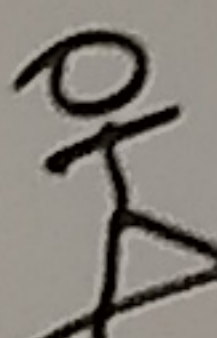
flip
~~rotate~~



flip
rotate

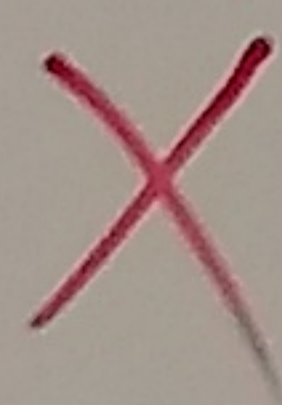


path

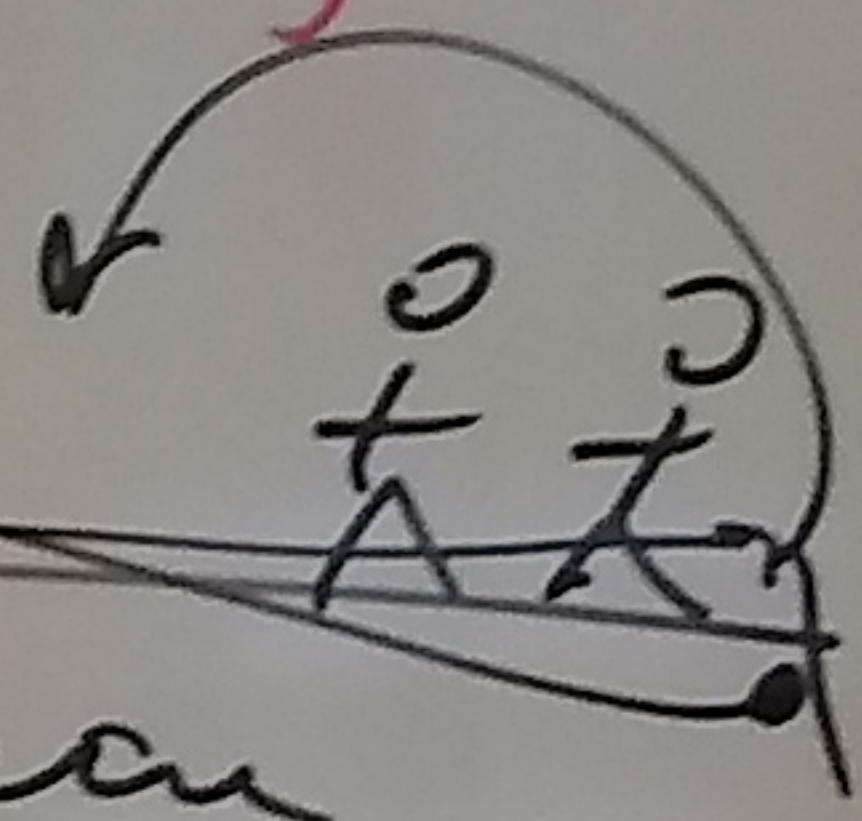


queue

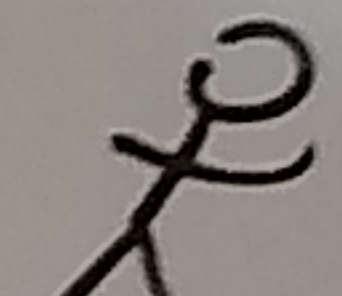
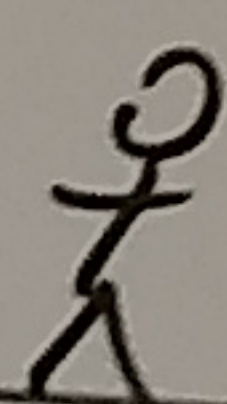
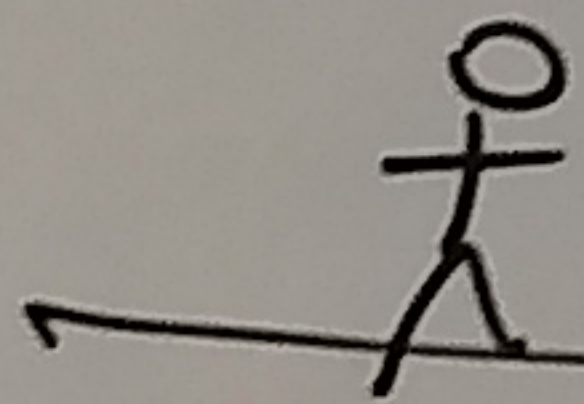
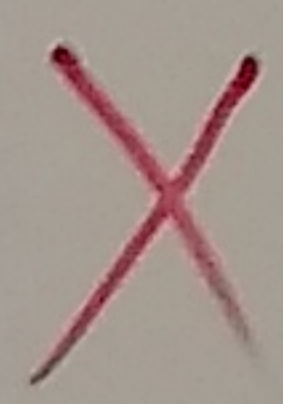
jump



path



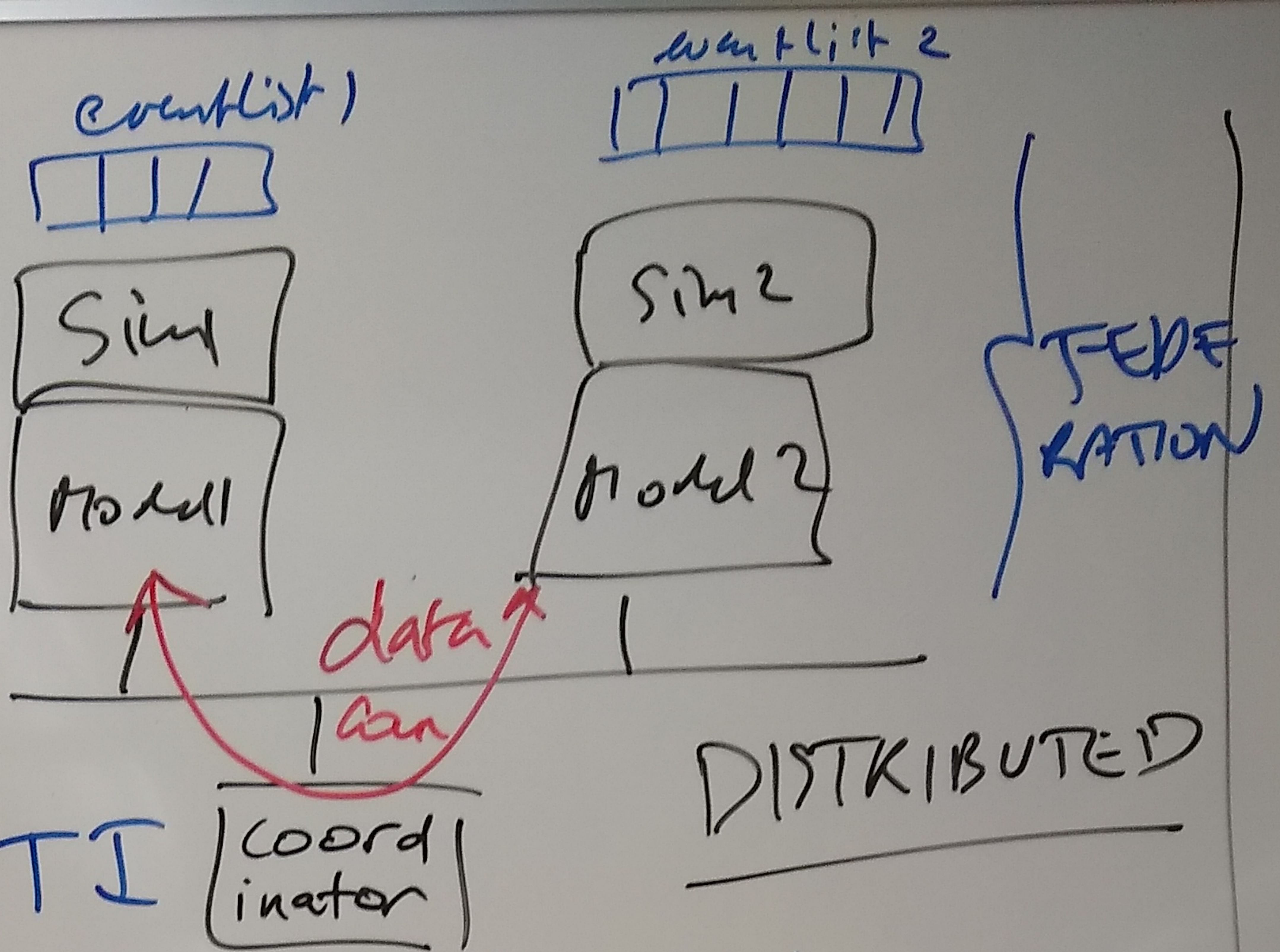
queue



conveyor

no overtaking
no different speeds
not "messy"

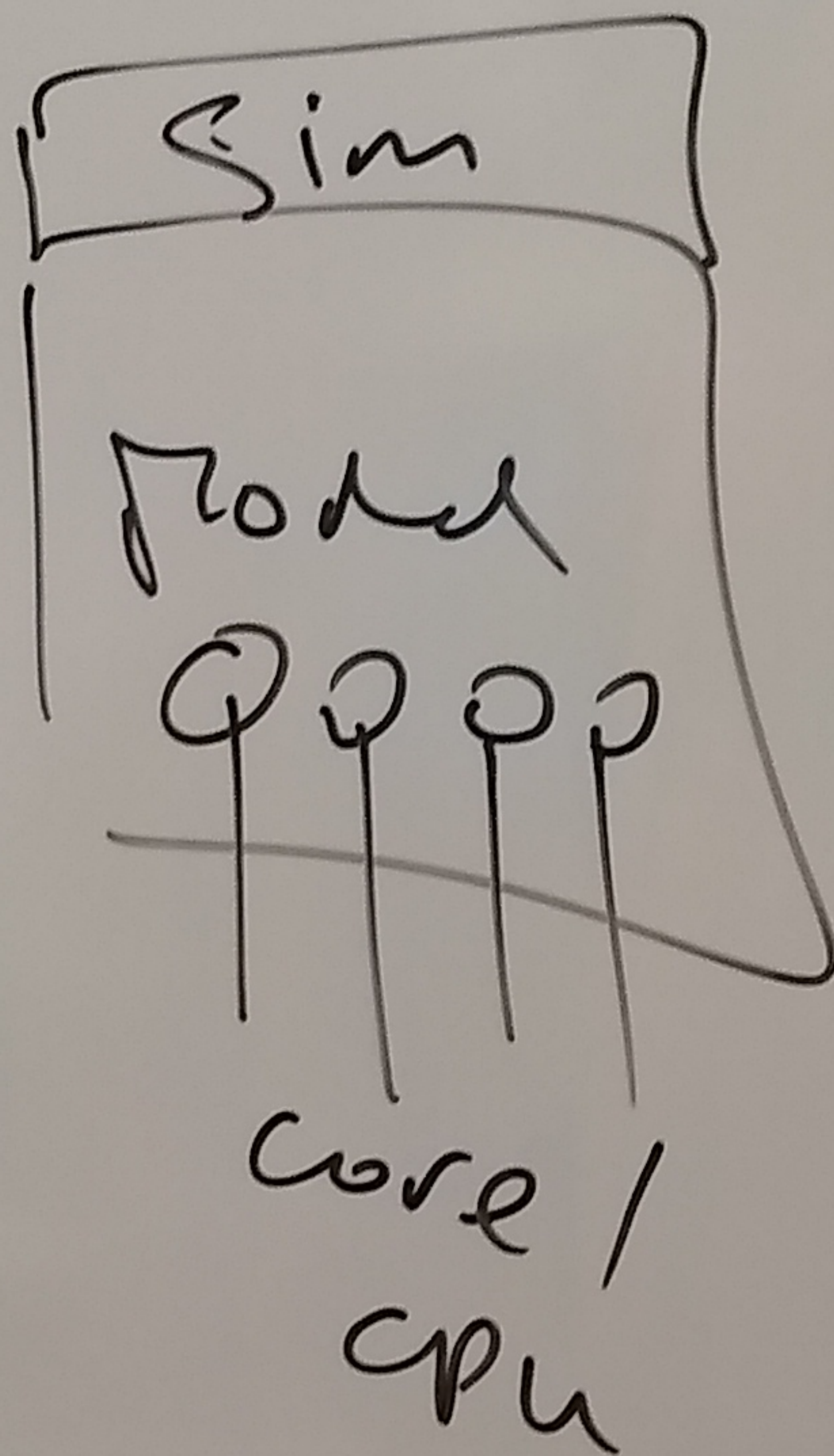
HLA:
FEDERATE



HLA-RTI

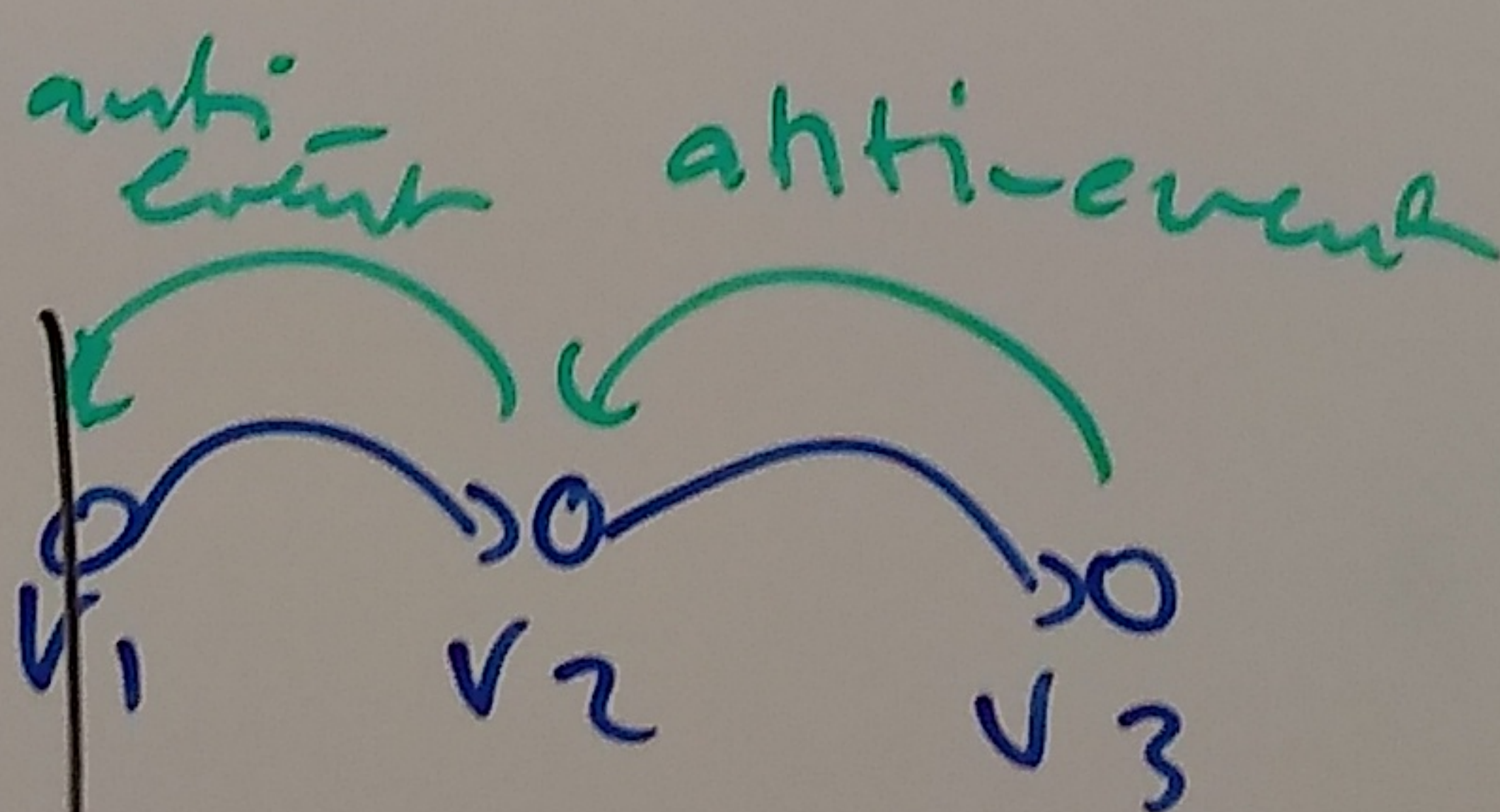
Coordinator

model 1. event 1
model 2. event 1



Parallel
execution

~~Model state~~



OPTIMISTIC

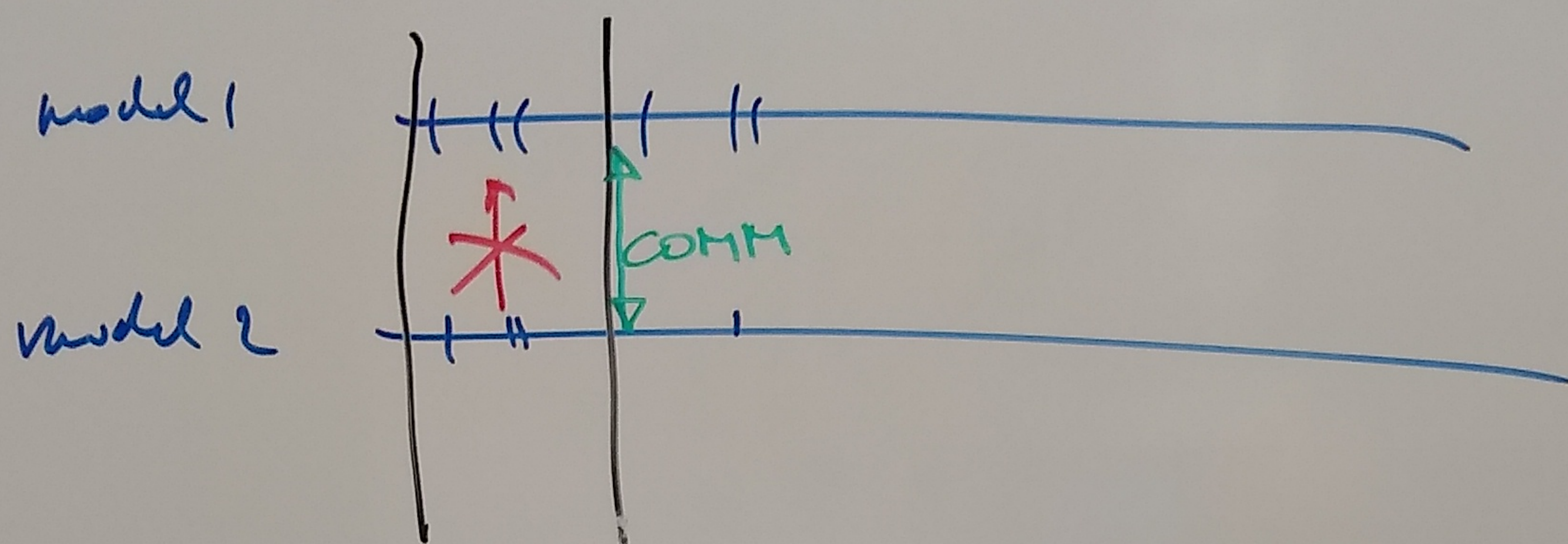
State save
Size forward
return

TSO

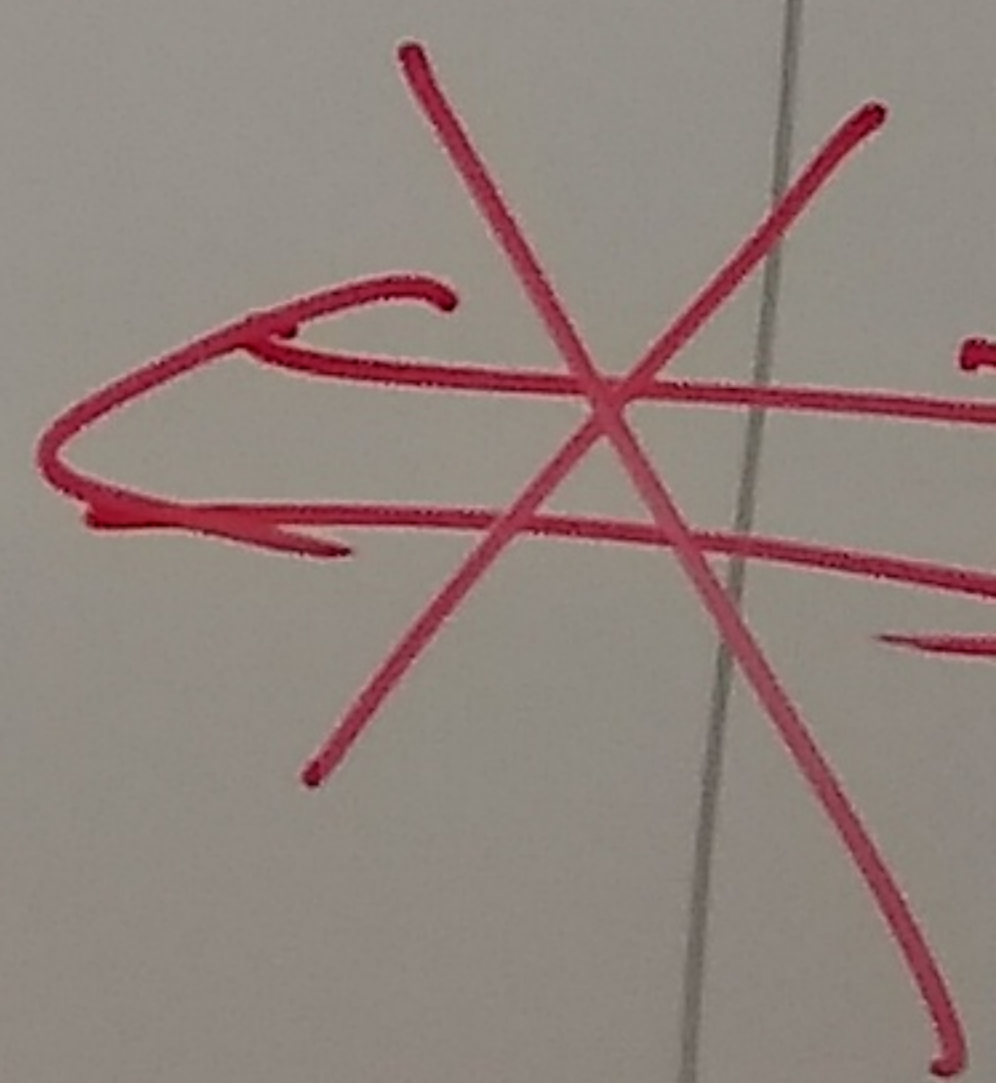
100% REPRODUCIBLE

UE
AUE

ENDIANNESS



Relaxed time synchronization



"Tick"

R_0

100% REPRODUCIBLE
EVERY MODEL PARAMETER