Modeling and Simulation Terms (Concepts)

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A--
absorb (v)
absorbed
absorbing
abstract
abstract (v)
abstracting
abstraction
abstraction, behavior
abstraction, behavioral
abstraction, high-level
abstraction, level of
abstraction, model
abstraction, process
acausal
accept (v)
acceptability
acceptability, criterion for
acceptability, data
acceptability, model
acceptability, parameter
acceptability, program
acceptability, standard for
acceptable
acceptance, user
accepted
accepting
acceptor
access
access, multiple
accessibility
accessibility, data

accessible
accessible, web
accreditate (v)
accreditated
accreditation
accreditation, application-specific
accreditation, general
accreditation, M&S
accreditation, model
accreditation, validation, verification, and
accuracy
accuracy rating
accuracy, approximation
accuracy, content
accuracy, control
accuracy, data
accuracy, global relative
accuracy, integration
accuracy, level of
accuracy, local
accuracy, local relative
accuracy, measurement
accuracy, model
accuracy, range of model
accuracy, simulation
accuracy, time-base
accurate
accurate, fourth-order
acquisition
acquisition, cost analysis for simulation-based
acquisition, data
acquisition, knowledge
acquisition, research development and
acquisition, simulation for
acquisition, simulation-based
acquisition, simulation-based system
acquisition, synthetic environment-based
action
action, event-condition-
activate (v)
activation

activation, model
activation, submodel
active
activity
activity, computational
activity, continuous
activity, external
activity, goal-directed
activity, internal
activity, knowledge generation
activity, knowledge processing
activity, model-based
activity, modeling
activity, post run
activity, post study
activity, pre run
activity, pre study
activity, runtime
activity, scan
activity, scheduled
activity, systemic
activity, time-consuming
actor
actuator
adaptation
adaptation, alloplastic
adaptation, autoplastic
adaptation, continuous
adaptation, dynamic
adaptation, self-
adapted
adapting
adaptive
adaptiveness
adaptivity
adaptivity, model
adaptivity, scenario
adaptor
adequacy
adequacy, model
adequate

adjustment
adjustment, step-size
administration
administration, data
administration, database
administrator
administrator, data
administrator, database
administrator, functional data
admissibility
admissible
admissible space of models
adoptor, interoperation
advance
advance (v)
advance, time
advancement
advancement, coordinated time
advancement, independent time
advancement, time
advergame
affinity
affinity, model
agenda
agenda, game with
agent
agent, accreditation
agent, anticipatory
agent, autonomous
agent, cognitive
agent, deliberative
agent, external
agent, hybrid
agent, intelligent
agent, internal
agent, itinerant
agent, M&S executive
agent, mediating
agent, modeling
agent, reactive
agent, software

agent, task-oriented
agent, validation
agent, verification
agent-to-agent
aggregate (v)
aggregation
aggregation, data
aggregation, level of
aggregation, model
aided
aided, computer-
aimed
aimed, experience-
aimed, experiment-
aircraft
aircraft, virtual
algebraic
algorithm
algorithm, Adams-Moulton
algorithm, analytic
algorithm, back interpolation
algorithm, backward Runge-Kutta
algorithm, biologically-inspired
algorithm, blended
algorithm, check
algorithm, conjugate gradient
algorithm, control
algorithm, cyclic
algorithm, deterministic
algorithm, discontinuity handling
algorithm, distributed
algorithm, evolutionary
algorithm, evolutionary simulation
algorithm, explicit
algorithm, explicit first-order
algorithm, explicit integration
algorithm, faithfully stable integration
algorithm, forward Euler
algorithm, fully-implicit Runge-Kutta
algorithm, fuzzy inference
algorithm, genetic

algorithm, high-order
algorithm, high-order Runge-Kutta
algorithm, implicit integration
algorithm, inlining implicit Runge-Kutta
algorithm, integration
algorithm, learning
algorithm, matchmaking
algorithm, model checking
algorithm, modeling
algorithm, monotonic evolutionary simulation
algorithm, Monte Carlo
algorithm, multi-step integration
algorithm, nature-inspired
algorithm, neuro-fuzzy inference
algorithm, numerical integration
algorithm, Nyström
algorithm, optimistic simulation
algorithm, ordinal optimization
algorithm, Pantelides
algorithm, relaxation
algorithm, Runge-Kutta
algorithm, scaled conjugate gradient
algorithm, semi-analytic
algorithm, semi-implicit
algorithm, sequential
algorithm, simplex
algorithm, simulation
algorithm, single-step
algorithm, spectral
algorithm, stable integration
algorithm, step-size control
algorithm, step-size controlled
algorithm, stiff system integration
algorithm, stiffly-stable
algorithm, stiffly-stable implicit
algorithm, symbolic
algorithm, symbolic index reduction
algorithm, Tarjan
algorithm, tearing
algorithm, time warp
algorithm, variable-step integration

algorithm, verification
aliasing
allocate (v)
allocated
allocation
allocation, component
alternate
alternate (v)
alternative
analog
analogical
analogous
analogy
analysis
analysis, algorithm
analysis, automatic theorem
analysis, back-end
analysis, behavior
analysis, benchmarking
analysis, boundary
analysis, calling structure
analysis, componential
analysis, conceptual
analysis, concurrent process
analysis, constraint
analysis, contextual
analysis, control
analysis, control flow
analysis, correctness
analysis, cross impact
analysis, data
analysis, data dependency
analysis, data flow
analysis, descriptive model
analysis, dimension
analysis, dimensional
analysis, discriminatory
analysis, domain
analysis, dynamic error
analysis, empirical
analysis, error

analysis, error-correcting
analysis, evaluative model
analysis, ex-ante
analysis, failure
analysis, fault
analysis, finite element
analysis, front-end
analysis, functional
analysis, input-data
analysis, input-output
analysis, interface
analysis, model
analysis, model correctness
analysis, model interface
analysis, model-based
analysis, multivariate
analysis, mutation
analysis, numerical
analysis, output
analysis, parameter sensitivity
analysis, partition
analysis, post game
analysis, post run
analysis, post simulation
analysis, post study
analysis, program
analysis, requirement
analysis, semantic
analysis, sensitivity
analysis, simulation
analysis, simulation for system
analysis, spectral
analysis, state transition
analysis, static
analysis, statistical
analysis, stochastic
analysis, structural
analysis, structure
analysis, symbolic
analysis, syntax
analysis, system

analysis, time series
analysis, training
analysis, training task
analysis, unbiased
analysis, user interface
analysis, what if
analyst
analytic
analyzer
analyzer, differential
analyzer, digital differential
ancestor
angle
angle, Euler
animation
animation, data
animation, information
animation, simulation
animator
annealing
annealing, simulated
anticipate (v)
anticipated
anticipation
anticipation, behavioral
anticipation, event
anticipation, multiple
anticipation, strong
anticipation, weak
anticipative
anticipatory
anticipatory, behaviorally
antisymmetric
antithetic
aperiodic
append (v)
appended
applet
applicability
applicability, frame
applicability, frame-model

applicability, model
applicability, range of
applicability, scope of
applicable
application
application, distributed
application, domain
application, domain of intended
application, early
application, event-driven
application, general use M&S
application, legacy
application, M&S
application, simulation
application, simulation gaming
application, web-enabled M&S
approach
approach, activity-scanning
approach, component-based
approach, control-theoretic
approach, declarative
approach, event history
approach, event-scheduling
approach, formal method
approach, mixed symbolic and numerical
approach, model-driven
approach, model-driven development
approach, mutation for model-driven
approach, numerical
approach, optimization
approach, Pareto frontier
approach, Pareto optimal
approach, simulation-based design
approach, simulative design
approach, symbolic
approach, system
approach, system of systems
appropriate
appropriateness
appropriateness, data
appropriateness, model

approximate
approximate (v)
approximation
approximation, central difference
approximation, finite difference
approximation, finite element
approximation, Padé
approximation, polynomial
approximation, quantization-based
approximation, reliable
approximation, remote entity
approximator
approximator, function
approximator, universal function
arc
arc, inhibitory
architecture
architecture, cognitive
architecture, cognitive modeling
architecture, data
architecture, distributed simulation
architecture, dynamic software
architecture, evolvable software
architecture, executable
architecture, federated simulation
architecture, high level
architecture, integrated
architecture, M&S
architecture, model-driven
architecture, optimistic simulation
architecture, reconfigurable software
architecture, reference
architecture, simulation
architecture, simulation grid
architecture, software
architecture, system
architecture, test and training enabling
area
area, functional
area, functional domain
area, subject

argument
artificial
aspect
aspect, creative
aspect, dormant
aspect, latent
aspect, redundant
assert (v)
assertion
assertion, inductive
assess (v)
assessed
assessing
assessment
assessment of decision maker's alternatives
assessment, acceptability
assessment, algorithm
assessment, confidence
assessment, data collection
assessment, descriptive
assessment, error
assessment, ethical
assessment, ethical goal
assessment, input
assessment, knowledge-based
assessment, model
assessment, model complexity
assessment, morphological
assessment, normative
assessment, performance
assessment, pragmatic
assessment, qualitative
assessment, qualitative algorithm
assessment, quantitative
assessment, quantitative algorithm
assessment, risk
assessment, semantic
assessment, simulation error
assessment, simulation model
assessment, simulation software
assessment, structural

assessment, structure
assessment, syntactic
assessment, system
assessment, traceability
assessment, validation
assessment, verification
assessor
asset
asset, reuse of simulation
asset, simulation
assignment
assignment, causal
assimilate (v)
assimilation
assisted, computer-
association
association, data
association, gaming
association, simulation
assumed
assumption
assumption, explicit
assumption, implicit
assumption, justified
assumption, Markov
assumption, modeling
assumption, simplifying
assumption, unaccounted
assumption, unjustified
assurance
assurance, built-in quality
assurance, data quality
assurance, model quality
assurance, quality
assurance, simulation quality
asynchronous
attach (v)
attached
attractor
attractor, strange
attribute

attribute, affected
attribute, class
attribute, composite
attribute, conceptual
attribute, data
attribute, M&S
attribute, model
attribute, object
attribute, owned
attribute, physical
attribute, reflected
attribute, technological
audit
audit (v)
audit policy
audit trail
auditory
augmented
augmented, semantically
auralization
authenticated
authentication
authentication, data
authoritative
authority
authority, accreditation
authority, certification
automata
automation
automation, adaptive
automaton
automaton, bounded time domain
automaton, cellular
automaton, dynamic structure
automaton, finite state
automaton, hybrid
automaton, timed
automaton, timed input/output
autonomous
autonomy
autoplastic

autopoiesis
autopoietic
autosimulation
autosimulative
auxiliary
availability
availability, data
availability, service
awareness
awareness, HLA
awareness, situation
awareness, situational
axiom
axis
axis, federation time
axis, imaginary
axis, logical time
axis, real
axis, time
B--
back up (v)
background
background, cultural
backup
backup, offsite
backup, onsite
backward
band
band, error
bandwidth
bank
bank, model
bar
bar, causality
base
base, behavior data
base, crisp rule
base, experimental frame
base, frame
base, fuzzy rule
base, knowledge

base, model
base, parameter
base, rule
base, time
based
based, activity-
based, agent-
based, algorithm-
based, bio-
based, component-
based, coupling-
based, data-
based, event-
based, experience-
based, experiment-
based, frame-
based, grammar-
based, grid-
based, I/O-
based, knowledge-
based, location-
based, market-
based, menu-
based, methodology-
based, model-
based, mutation-
based, object-
based, ontology-
based, participation-
based, pattern-
based, physics-
based, plugin-
based, port
based, process
based, quantization-
based, region-
based, rule-
based, scenario-
based, script-
based, semantic-
based, simulation-

based, specification-
based, standard-
based, state-
based, synthetic environment-
based, systems theory-
based, theory-
based, time-
based, transaction-
based, web-
baselining
basic
basis
battlefield
battlefield, real
battlefield, synthetic
battlespace
battlespace, joint synthetic
battlespace, synthetic
battlespace, virtual
Bayesian
before
before, causal happens
before, happens
before, temporal happens
behavior
behavior, active
behavior, adaptive
behavior, anticipatory
behavior, autonomous
behavior, basic
behavior, catastrophic
behavior, comparison of
behavior, complex
behavior, constructive emotional
behavior, counter intuitive
behavior, crowd
behavior, cyclic
behavior, derived
behavior, desired
behavior, dynamic
behavior, emergent

behavior, emerging
behavior, emotional
behavior, emulated
behavior, entity
behavior, ergodic
behavior, erroneous
behavior, expected
behavior, fault
behavior, faulty
behavior, future
behavior, generative
behavior, group
behavior, human
behavior, inactive
behavior, individual
behavior, interactive
behavior, involuntary emotional
behavior, knowledgeable
behavior, learned
behavior, model
behavior, model's
behavior, non-ergodic
behavior, normative
behavior, observed
behavior, organizational
behavior, parasitic
behavior, past
behavior, periodic
behavior, point
behavior, predictable
behavior, proactive
behavior, public
behavior, reactive
behavior, repetitive
behavior, simulated
behavior, stable
behavior, static
behavior, steady
behavior, structural
behavior, symbiotic
behavior, system

behavior, system's
behavior, system's observed
behavior, temporal
behavior, trajectory
behavior, transient
behavior, unpredictable
behavior, user
behavioral
benchmark
benchmark (v)
benchmarking
benchmarking, model
bias
bias, experimentation
bias, experimenter
bifurcation
bilinear
bilinearization
bimodal
biosensor
bisimular
bisimulation
bisimulation, strong
BOK (Body of Knowledge)
bond graph
bond graph, causal
bound
bound, error
bound, global error
bound, least upper
bound, lower
bound, upper
boundary
boundary, domain
boundary, module
boundary, system
bounded
bounded above
bounded below
bounded-output, bounded-input
box

box, black
box, glass
box, gray
box, white
branched
branched, simulation
branching
branching, simulation
break (v)
breaking
breaking, tie
broadcast
broker
brokering
brokering, model
brokering, simulation
browsing
bug
building
building, model
built-in
bundling
burst
burst, error
business
business, simulation
C--
calculate (v)
calculated
calculation
calculation, ex-post
calculus
calculus, lambda
calculus, predicate
calibrate (v)
calibrated
calibrating
calibration
calibration, model
calibration, parameter
cancel (v)

cancellation
cancelled
capability
capability, adaptive
capability, interaction
capability, interactive
capability, simulation
capability, simulation management
capability, visualization
capture
capture, error
career
career, M&S practitioner
catalogue
category
category, M&S
causal
causality
causality, backwards time
causality, computational
causality, reverse time
causality, two-directional
causalization
causalization, bond graph
causalized
causalized, partially
cause
cause-effect
cell
cell, non-standard
cellular
center
center, data
centric
centric, net-
centric, web-
certain
certainty
certifiable
certificate
certificate (v)

certificate, compliance
certificate, digital
certificate, qualification
certification
certification, accreditation and
certification, component
certification, data
certification, data producer
certification, data verification, validation and
certification, documentation of VV&T
certification, model
certification, model verification, validation and
certification, professional
certification, program
certification, security
certification, software
certification, verification, validation and
certified
certify (v)
chain
chain, absorbing Markov
chain, Markov
chance
chance, game of
change
change, alloplastic
change, autoplastic
change, conceptual
change, continuous-
change, design for
change, designed for
change, discrete-
change, rate of
change, state
change, step
change, structural
changing
changing, dynamically
changing, state
channel
channel, input

channel, input-output
channel, output
character
character, error
characteristic
characteristic, auditory
characteristic, behavioral
characteristic, data
characteristic, internal
characteristic, response
characteristic, spatial
characteristic, tactile
characteristic, visual
characterization
characterization, model
characterize (v)
chart
chart, Kiviat
check
check (v)
check, algorithm
check, algorithmic
check, applicability
check, completeness
check, computerized applicability
check, computerized completeness
check, computerized consistency
check, consistency
check, dynamic
check, dynamic program
check, program
check, static
check, static program
check, validation
checked
checker
checker, consistency
checking
checking, assertion
checking, consistency
checking, desk

checking, documentation
checking, error
checking, integrity
checking, model
checkpoint
chip
chip, system on a
circle
circle, unit
class
class, agent
class, component
class, event
class, fuzzy rule
class, fuzzy rule base
class, fuzzy set
class, model
class, object
classification
classification, epistemology-based
classification, methodology-based
classification, model
classification, property
classification, system
clock
clock, real-time
clock, simulation
closure
cluster
coarseness
coarseness, model
code
code, classification
code, compilable
code, error
code, error checking
code, error correcting
code, error detecting
code, event
code, experimental
code, industrial classification

code, labor classification
code, linkable
code, object
code, production
code, simulation
code, software
code, source
coefficient
coefficient, error
coercion
coercion, simulation
cognition
cognition, source of
cognitive
coherence
coherence, interaction
cohesion
collaboration
collaboration, distributed
collaboration, mobile
collaboration, virtual
collaborative
collect (v)
collecting
collection
collection, data
collection, Internet-based data
collector
collector, data
communication
communication, bio-inspired
communication, direct
communication, indirect
communication, stigmergic
communicativeness
community
community, virtual
co-modeling
comparison
comparison, behavioral
comparison, behavioral model

comparison, cross model
comparison, formalism
comparison, graphical
comparison, model
comparison, policy
comparison, structural
comparison, structural model
comparison, tolerance on
comparison, trajectory
compatibility
compatibility, context
compatibility, contextual
compatibility, semantic
compatible
compatible, ALSP-
compatible, DIS-
compatible, HLA-
compatible, software
competition
compile (v)
compiler
compiler, model
complete
complete, NP
completeness
completeness, algorithmic check of
completeness, data
complex
complexity
complexity, behavior
complexity, behavioral
complexity, cognitive
complexity, computational
complexity, encapsulated
complexity, high cognitive
complexity, high situational
complexity, local
complexity, low cognitive
complexity, low situational
complexity, problem
complexity, simulation

complexity, situational
complexity, structural
complexity, system
compliance
compliance, HLA
compliancy
compliancy, certificate of
compliant
compliant, ALSP
compliant, DIS
compliant, HLA
component
component, active
component, controllable
component, cosimulation
component, faulty
component, federation
component, goal
component, high level
component, interface
component, large-grained
component, low level
component, meta-level
component, modular
component, passive
component, reusable
component, reusable simulation
component, simulation
component, software
component, synthetic
component, uncontrollable
componential
composability
composability, dynamic
composability, dynamic model
composability, experimental frame
composability, formal
composability, model
composability, plug-and-play
composability, semantic
composability, simulation

composability, syntactic
composable
composable, dynamically
composant
compose (v)
composer
composer, model
composite
composition
composition, dynamic
composition, dynamic simulation
composition, federate
composition, hierarchical model
composition, knowledge-based dynamic simulation
composition, model
composition, program
composition, runtime federate
composition, semantics-based
composition, simulation
composition, software
composition, valid
comprehensibility
comprehensibility, model
comprehensibility, program
compress (v)
compressed
compression
compression, analytical data
compression, data
compression, model
compression, speech
compression, statistical data
computability
computable
computation
computation, evolutionary
computation, post run
computation, post study
computational
computer
computer, analog

computer, digital
computer, federate
computer, high performance
computer, host
computer, host simulation
computer, hybrid
computer, object
computer, simulation on high performance
computer, virtual
computer, virtual analog
computerization
computing
computing, aesthetic
computing, agent-based grid
computing, autonomy-oriented
computing, distributed
computing, distributed and parallel
computing, distributed high performance
computing, grid
computing, grid and cluster
computing, high performance
computing, numerical
computing, optical
computing, parallel
computing, soft
computing, symbolic
concentration
concentration, behavior
concept
concept, advanced
concept, contextual
concept, experiential
concept, experimental
concept, modeling
concept, proof of
concept, relational
concept, simulation
conceptual
concurrent
condition
condition, admissibility

condition, assessment of experimental
condition, boundary
condition, boundary symmetry
condition, boundary value
condition, consistency
condition, consistent initial
condition, continuation
condition, emergent
condition, emerging
condition, equilibrium
condition, error
condition, event
condition, existing
condition, experimental
condition, final
condition, general boundary
condition, heterogeneous
condition, homogeneous
condition, implicit boundary
condition, initial
condition, initialization
condition, non-essential event
condition, optimal
condition, prerequisite
condition, qualifier
condition, required
condition, specification
condition, specification of experimental
condition, stability
condition, starting
condition, temporal boundary
condition, termination
condition, transition
condition, validity
conditional
conditions, assessment of experimental
confederation
confederation, international
confederation, joint training
confederation, simulation
confederation, training

confidence
configuration
configuration, automatic
configuration, model
configuration, simulation
confirmation
confirmation, empirical
confirmation, statistical
confirmation, theoretical
conformance
conformance, syntactic
conformity
confusion
connection
connector
consistency
consistency, algorithmic check of
consistency, data
consistency, model
consistency, parameter
consistency, representation
consistency, spatial
consistency, time
consistent
constant
constant, electrical time
constant, fast time
constant, model
constant, slow time
constant, thermal time
constant, time
constrained
constrained, time
constraint
constraint, assessment
constraint, coupling
constraint, irreflexive
constraint, scalability
constraint, system
constraint, time
constraint, time-dependent

constraint, time-independent
construct (v)
construction
construction, bottom-up
construction, model
construction, theory
construction, top-down
consumer
consumer, data
containment
containment, local
content
content, synthetic environment
context
context, conceptual
context, emerging
context, experiential
context, experimental
context, realization
context, simulational
context, unplanned
contextual
continuous
contractivity
contradiction
control
control, adaptive
control, associative
control, collective
control, computer game
control, error
control, execution
control, federation execution
control, first order
control, formal
control, individual
control, intelligent
control, multiple
control, non-linear
control, object interaction
control, order

control, parametric
control, process
control, quality
control, robust
control, simulation
control, simulation mode
control, simulation run
control, simulation-based
control, simultaneous
control, state
control, step-size
control, stiffly-stable step-size
control, system
controllability
controllable
controlled
controller
controller, bus
controller, discrete-time
controller, haptic
controller, simulation
conversion
conversion, sensory data
conversion, unit
converter
converter, analog-to-digital
converter, data format
converter, digital-to-analog
converter, protocol
cooperation
coopetition
coordinate
coordinate, Cartesian
coordinate, entity
coordinate, polar
coordination
coordination, event
coordination, explicit
coordination, implicit
coordination, simulation
coordinator

coordinator, DEVS
coordinator, root
correct
correct (v)
correct, approximately
correct, functionally
correcting
correcting, error
correction
correction, error
correctness
correctness, approximation
correctness, assessment of program
correctness, data
correctness, model
correctness, program
correctness, proof of
correctness, simulation
corrector
correlation
corrupt
cosimulation
cost
cost, accuracy
cost, data
cost, integration
cost, life-cycle
cost, VV&A data
couple (v)
coupled
coupled, loosely
coupled, tightly
coupler
coupling
coupling, cascade
coupling, closure under
coupling, common
coupling, conjunctive
coupling, consistency of
coupling, content
coupling, control

coupling, data
coupling, data-structured
coupling, DEVS
coupling, disjunctive
coupling, external
coupling, feedback
coupling, hierarchical
coupling, intermodular
coupling, internal
coupling, loose
coupling, loose temporal
coupling, low
coupling, model
coupling, nested
coupling, resultant
coupling, runtime
coupling, stamp
coupling, structural
coupling, subclass
coupling, system
coupling, temporal
coupling, time-invariant
coupling, time-varying
course
course, M&S
course, M&S basic training
covariate
covariate, endogenous
covariate, time-dependent
credibility
credibility, model
credibility, simulation
credible
criteria
criterion
criterion, abstraction
criterion, acceptability
criterion, acceptance
criterion, activation
criterion, consistency
criterion, decision

criterion, design
criterion, dissimilarity
criterion, qualification
criterion, selection
criterion, similarity
criterion, validation
criterion, verification
crossing
crossing, multiple zero-
crossing, single zero-
crossing, zero-
currency
currency, data
current
curriculum
curriculum, game development
curriculum, M&S
curve
curve, response
customer
customer, data
customizability
customization
cybernetics
cycle
cycle, development life
cycle, game
cycle, life
cycle, limit
cycle, M&S life
cycle, simulation development life
cycle, simulation for systems engineering life
cycle, simulation life
cycle, software project life
cycle, stable limit
cycle, system life
cycle, systems engineering for simulation life
cycle, systems engineering life
D--
damping
damping, discrete

data
data, acceptability of
data, acceptability of real-system
data, acceptability of simulated
data, acceptable
data, accessible
data, actual
data, ALSP protocol
data, ambiguous
data, assessment of
data, assessment of real-system
data, assessment of simulated
data, auditable
data, authentication
data, calibrated
data, calibration
data, certification
data, certified
data, coarse
data, complex
data, consistent
data, correct
data, cultural features
data, current
data, digital
data, digital terrain elevation
data, DIS protocol
data, environmental
data, evaluation
data, exchange
data, experimental
data, federation exchange
data, federation execution
data, haptic
data, hard-wired
data, heterogeneous
data, historic
data, HLA protocol
data, input
data, instance
data, intersimulation

data, intrasimulation
data, irrelevant
data, learning
data, legacy
data, model
data, noisy
data, non-stationary
data, notional
data, observational
data, obsolete
data, original
data, output
data, perceived
data, persistent
data, qualitative
data, quantitative
data, real system
data, real world
data, reference
data, relevant
data, retained
data, sensor
data, sensory
data, significant
data, simulated
data, simulation
data, smooth
data, source
data, specific
data, speculative
data, synthetic environment
data, technical
data, testing
data, theoretical
data, time-indexed
data, trace
data, updated
data, validation
database
database, battlespace
database, common

database, model
database, object
deactivation
deactivation, model
deactivation, submodel
debugging
debugging, symbolic
decision
decision maker
decision making
decision making, multicriteria
decision making, simulation for
decision, behaviorally anticipatory
decision, descriptive
decision, effective
decision, fuzzy
decision, hierarchical
decision, ineffective
decision, multicriteria
decision, normative
decision, predictive
decision, proactive
decision, reactive
decision, statistical
decision, value-free
declaration
declaration, explicit
declarative
declare (v)
decomposability
decomposability, partial
decomposable
decompose (v)
decomposition
decomposition tree
decomposition, functional
decomposition, hierarchical
decomposition, model
decomposition, multiple
decoupling
deduct (v)

deduction
deduction, logical
defect
defect, potential
defective
definite
definition
definition, formal
definition, informal
definition, interface
definition, object
definition, product
definition, recursive
definition, semiformal
defuzzificate (v)
defuzzificated
defuzzification
defuzzification, rule
degree
degree, similarity
deictic
delay
delay, firing
delay, time
delivery
delivery, event
delivery, message
delusion
demonstration
demonstration, interactive
density
density, event
density, state
depend (v)
dependability
dependability, empirical
dependable
dependence
dependence, platform-
dependency
dependency, behavioral

dependency, contextual
dependency, conventional
dependency, explicit
dependency, implicit
dependent
dependent, domain
dependent, platform-
dependent, state-
dependent, time-
derivability
derivability, experimental frame
derivability, variable
derivable
derivative
derivative, spatial
DES (Discrete Event Simulation)
describe (v)
described
described, be (v)
description
description, automata-based
description, canonical
description, conceptual
description, informal model
description, model
description, state-based
description, state-based system
description, state-space
description, system
descriptive
descriptor
descriptor, event
design
design, acceptability of
design, assessment of experimental
design, bottom-up
design, computer-aided
design, database
design, distributed system
design, engineering
design, experiment

design, experimental
design, federation
design, game
design, game engine
design, instructional system
design, M&S software
design, model
design, object-oriented
design, participatory
design, simulation
design, simulation for system
design, simulation-based
design, simulative
design, system
design, team-oriented
design, team-oriented multidisciplinary
design, time-domain
design, top-down
design, uncertainty in
design, user interface
detail
detail, amount of
detail, execution
detail, federation required execution
detail, level of
detectable
detecting
detection
detection, automatic error
detection, deadlock
detection, discontinuity
detection, error
detection, fault
detection, state event
detector
determination
determination, compatibility
determination, compliance
determination, correctness
determination, credibility
determination, requirements

determined
determined, goal-
determined, state-
determinism
deterministic
developer
developer, game
developer, M&S
developer, model
developer, simulation
development
development, architecture
development, component-based
development, conceptual model
development, cooperative
development, criteria
development, federation
development, game
development, hardware
development, integrated product and process
development, large scale simulation software
development, model
development, model-based
development, model-driven
development, product
development, scenario
development, simulation
development, simulation software
development, simulation trainer
development, software
development, system
device
device, deictic
device, display
device, haptic
device, off-line storage
device, on-line storage
DEVS (Discrete Event System specification)
DEVS, finite memory
DEVS, multicomponent
DEVS, parallel

diagnosis
diagnosis, modeling for
diagnosis, on-line
diagnosis, simulation-based
diagnostics, system
diagram
diagram, activity
diagram, activity cycle
diagram, block
diagram, class
diagram, collaboration
diagram, component
diagram, data flow
diagram, deployment
diagram, entity relationship
diagram, extended state transition
diagram, object
diagram, package
diagram, response
diagram, sequence
diagram, state
diagram, state chart
diagram, state transition
diagram, use case
dictionary
dictionary, data
dictionary, information resource
dictionary, ontological
dictionary, ontology-based
dictionary, relational
dictionary, systematic
dictionary, thematic
difference
difference, finite
differentiation
differentiation, algebraic
differentiation, symbolic
digital
digraph
digraph, colored structure
digraph, fuzzy

digraph, partially colored structure
digraph, structure
dilemma
dilemma, prisoner's
directed
directed, agent-
directed, data-
directed, experience-
directed, goal-
directory
directory, database
DIS (Distributed Interactive Simulation)
disaggregate
disaggregate (v)
disaggregate (v)
disaggregated
disaggregation
disaggregation
discernible
discipline
discipline, exhaustive
discipline, gated
discipline, limited
discipline, queuing
discipline, service
discontinuity
discontinuity, artificial
discontinuity, derivative
discontinuity, jump
discontinuity, reinitialization
discontinuity, state-variable
discontinuity, state-variable derivative
discontinuity, structural
discontinuous
discovery
discovery, dynamic model
discovery, knowledge
discovery, model
discovery, runtime federate
discovery, semantic
discrepancy

discrepancy, data
discrete
discretization
discretization, space
discretization, spatial
discretization, time
discretize (v)
disjoint
disjointness
display
display, behavior
display, tactile
display, virtual modeling
dissimilar
dissimilarity
dissimilitude
dissimulate (v)
dissimulation
dissimulator
distribute (v)
distributed
distribution
distribution, asymmetrical
distribution, beta
distribution, continuous
distribution, data
distribution, discrete
distribution, empirical
distribution, exponential
distribution, gamma
distribution, Gaussian
distribution, geometric
distribution, hypergeometric
distribution, input
distribution, logistic
distribution, multimodal
distribution, multinomial
distribution, normal
distribution, Poisson
distribution, probability
distribution, sampling

distribution, symmetrical
distribution, triangular
distribution, truncated
distribution, truncated normal
distribution, uniform
document
document (v)
document, design
document, requirements
documentation
documentation, assessment of
documentation, behavior
documentation, computerized
documentation, data
documentation, design
documentation, dynamic
documentation, dynamic model
documentation, frequency of
documentation, hypertext supported
documentation, model
documentation, multimedia
documentation, online model
documentation, problem
documentation, program
documentation, selective
documentation, simulation
documentation, software
documentation, solution
documentation, source
documentation, static model
documentation, user
documentation, VV&A
documenting
documenting, data
documenting, model
domain
domain, abstract
domain, accuracy
domain, behavioral
domain, generic
domain, irregular

domain, problem
domain, public
domain, real-time
domain, semantic
domain, simulation
domain, stability
domain, structural
domain, supporting
domain, time
domain, user
driven
driven, data-
driven, event-
driven, expectation-
driven, metric-
driven, model-
driven, outcome-
driven, simulation-
driven, trace-
driver
driver, grid resource
driver, model
driver, resource
duplication
duplication, output
dynamic
dynamics
dynamics, chaotic
dynamics, covariate
dynamics, direct multi-body system
dynamics, inverse multi-body system
dynamics, model
dynamics, multi-body system
dynamics, system
E--
editor
editor, atomic model
educate (v)
education
education, gaming
education, simulation-based

education, simulation-driven
educational
educative
edutainment
effect
effect, cause and
effect, environmental
effectiveness
effectiveness, measure of
effectiveness, training
efficiency
efficiency, assessment of program
efficiency, detection
efficiency, execution
efficiency, execution-time
efficiency, problem-specification-time
efficiency, program
effort
effort, simulation
eigenvalue
eigenvector
eigenvector, right
elaboration
elaboration, model
element
element, BOK
element, data
element, federation
element, generic
element, model
element, non-standard data
elimination
elimination, Gaussian
elimination, structural singularity
embedded
embedding
embedding, invariant
emergence
emergence, behavior
emergence, computational
emit (v)

emitted
emitter
emitting
emotion
empiric
empirical
empiricism
emulate (v)
emulated
emulation
emulative
emulator
enabled
enabled, web-
enabler
enabling
enabling, transition
encapsulation
encapsulation, complexity
end, back-
end, front-
endian
endogenous
endomodel
endomorph
endomorphic
endomorphism
energy
energy, conservation of
energy, incremental
energy, stored
engine
engine, actor-based simulation
engine, AI
engine, game
engine, gaming
engine, graphics
engine, hierarchical simulation
engine, matchmaking
engine, parallel simulation
engine, physics

engine, physiology
engine, simulation
engine, sound
engineering
engineering, concurrent
engineering, model-driven
engineering, simulation systems
engineering, software
engineering, software systems
engineering, systems
enhance (v)
enhanced
enhanced, simulation-
enhancing
enhancing, communication skill
enhancing, decision making skill
enhancing, motor skill
enhancing, skill
enterprise
enterprise, simulation
enterprise, simulation-based
entertainment
entertainment, gaming in
entertainment, realistic virtual reality
entertainment, simulation in
entity
entity, abstract
entity, active
entity, associative
entity, atomic
entity, attributive
entity, battlespace
entity, constructive
entity, data
entity, environmental
entity, game with intelligent
entity, intelligent
entity, interacting
entity, intersection
entity, live
entity, mission space

entity, protocol
entity, semantic
entity, simulated
entity, simulation
entity, simulation support
entity, structured
entity, symbolic
entity, system
entity, virtual
environment
environment, advanced
environment, advanced simulation
environment, collaborative
environment, composable
environment, composable synthetic
environment, constructive training
environment, cultural
environment, distributed simulation
environment, dynamic
environment, dynamic natural
environment, execution
environment, federated simulation
environment, hardware
environment, high-level modeling
environment, immersive
environment, integrated
environment, intelligent simulation
environment, interoperable simulation
environment, joint battlespace
environment, large scale simulation
environment, live training
environment, logical
environment, low-level modeling
environment, mistake forgiving
environment, model
environment, model development
environment, model processing
environment, model specification
environment, modeling
environment, operational
environment, physical

environment, problem solving
environment, real
environment, reconfigurable synthetic
environment, recurrent
environment, repeatable
environment, runtime
environment, scenario-based virtual
environment, shared
environment, simulation
environment, simulation development
environment, simulation execution
environment, simulation specification
environment, simulation-based problem solving
environment, simulative
environment, simulative design
environment, simulative problem solving
environment, software
environment, specification
environment, synthetic
environment, training
environment, virtual
environment, virtual training
environment, visual
environment, visual programming
epistemological
epistemology
epistemology, model
epistemology, simulation
equation
equation, acausal
equation, causal
equation, constraint
equation, coupled partial differential
equation, delay-differential
equation, difference
equation, differential
equation, differential algebraic
equation, discrete state
equation, fuzzy
equation, homogeneous
equation, hyperbolic partial differential

equation, individual partial differential
equation, inlining partial differential
equation, input
equation, integrator
equation, Lanchester
equation, Laplace
equation, one-dimensional wave
equation, order of differential
equation, ordinary differential
equation, output
equation, overdetermined differential algebraic
equation, partial differential
equation, residual
equation, state
equation, stiff differential
equation, stochastic differential
equation, wave
equations, algebraic system of
equations, mixed partial and ordinary differential
equilibrium
equipment
equivalence
equivalence, algorithm
equivalence, bisimulation
equivalence, uniform bisimulation
equivalence, weak bisimulation
equivalencing
equivalencing, model
equivocation
ergonomic
ergonomics
ergonomics, cognitive
erroneous
erroneously
error
error concealment
error containment
error correction
error correction, automatic
error elimination
error indication

error multiplication
error of omission
error spread
error, absolute
error, absolute measurement-
error, accidental
error, accumulation
error, algorithm
error, algorithmic
error, ambiguity
error, analysis
error, angular
error, approximation
error, ascertainment
error, balance
error, balanced
error, bearing
error, bias
error, biased
error, bit
error, calculation
error, calibration
error, chaotic
error, classification
error, clerical
error, computational
error, computer
error, conceptual
error, consistency
error, constraint
error, copying
error, correlated
error, cultural perception
error, cumulative
error, damping
error, data
error, decision
error, deductive
error, definition
error, design
error, detected

error, diagnostic
error, discretization
error, disk
error, dynamic
error, environment
error, estimation
error, experimental
error, experimentation
error, extrapolation
error, fatal
error, fixed
error, fractional
error, frequency
error, global
error, global integration
error, global relative
error, hardware
error, heuristic
error, human
error, hypothesis
error, inadvertent
error, inherited
error, input quantization
error, inscription
error, instrument
error, instrumentation
error, integration
error, interpolation
error, irrecoverable
error, judgment
error, language
error, linearization
error, loading
error, local
error, local integration
error, logical
error, machine
error, margin of
error, measurement
error, measuring instrument
error, method

error, model
error, modeling
error, non-sampling
error, observation
error, observational
error, overestimation
error, parameter
error, parity
error, perception
error, persistent
error, phenomenological
error, program
error, programming
error, program-sensitive
error, projection
error, propagated
error, proportional
error, quadratic
error, random
error, read
error, reasoning
error, rejection
error, relative
error, representation
error, requirement
error, residual
error, resolution
error, rounding
error, round-off
error, sampling
error, semantic
error, sensor
error, sequence
error, simulation
error, single
error, software
error, software design
error, specification
error, stable
error, standard
error, static

error, substitution
error, syntactic
error, syntactical
error, syntax
error, systematic
error, transcription
error, transmission
error, trial and
error, truncation
error, type I
error, type II
error, type III
error, type of
error, typical
error, unbiased
error, uncorrelated
error, unification
error, user
errorist
estimate (v)
estimated
estimation
estimation, density
estimation, error
estimation, parameter
estimation, quality
estimator
estimator, biased
estimator, unbiased
ethical
ethics
ethics, simulation
evaluate (v)
evaluation
evaluation, behavior
evaluation, comprehensive
evaluation, dependability
evaluation, empirical
evaluation, ethical
evaluation, ex-ante
evaluation, formal

evaluation, formal model
evaluation, heuristic
evaluation, lazy
evaluation, lexical
evaluation, model
evaluation, partial
evaluation, pragmatic
evaluation, product
evaluation, qualitative
evaluation, quantitative
evaluation, reliability
evaluation, semantic
evaluation, symbolic
evaluation, syntactic
evaluation, test and
evaluation, testing and
evaluation, training effectiveness
evaluator
evaluator, partial
event
event, alternative
event, anticipated
event, arrival
event, conditional
event, consumed
event, critical
event, current
event, cyclic
event, detected
event, discrete
event, endogenous
event, exogenous
event, explicit
event, external
event, following
event, forced
event, imminent
event, implicit
event, input
event, internal
event, lazy DEVS

event, next
event, next external
event, next internal
event, optimistic
event, perceived
event, post-
event, probabilistic
event, rare
event, scheduled
event, scheduling an
event, sentinel
event, simultaneous
event, split
event, state
event, state-dependent
event, system
event, time
event, time-dependent
event, time-stamp of an
event, unessential state
event, unimportant state
event, unscheduled
evolution
evolution, lazy DEVS
evolution, model
evolution, scenario
evolution, simulated
evolvability
evolvable
exact
exactness
ex-ante
exchange
exchange (v)
exchange, information
exchange, rule-based information
execute (v)
execution
execution, distributed
execution, federation
execution, model

execution, real-time
execution, simulation
execution, symbolic
execution, tests
executive
executive, runtime
exercise
exercise, combined
exercise, distributed
exercise, simulation
exogenous
expansion
expansion, parallel
expansion, time-base
experience
experience (v)
experience, location-based
experience, real-life-like
experience, role-based
experience, sensory
experience, virtual
experienced
experiencing
experiential
experientialism
experientialist
experientially
experiment
experiment (v)
experiment, a priori
experiment, computational
experiment, computer-aided
experiment, design of
experiment, design of simulation
experiment, deterministic
experiment, digital
experiment, empirical
experiment, in silico
experiment, in vitro
experiment, in vivo
experiment, large scale

experiment, model-based
experiment, non-deterministic
experiment, numerical
experiment, participatory
experiment, physical
experiment, plausible
experiment, simulation
experiment, statistical
experiment, thought
experiment, virtual
experimental
experimental frame to a model, applicability of
experimental frame, acceptability of
experimental frame, applicability of
experimental frame, applicable
experimental frame, derivable
experimental frame, multiple
experimental frame, parameterized
experimental frame, parametric
experimental frame, realization of
experimental frame, separation of model and
experimentalism
experimentalist
experimentalize (v)
experimentally
experimentarian
experimentation
experimentation, capability engineering-based
experimentation, computer-aided
experimentation, designed
experimentation, norms of
experimentation, policy
experimentation, real system
experimentative
experimentator
experimented
experimenter
experimenting
experimentist
experiments
experiments, statistical design of simulation

expert
expert, domain
expert, modeling
expert, simulation
expert, subject matter
explain (v)
explanation
explanatory
explicit
ex-post
exposure
exposure, effects of simulation
exposure, simulation
expression
expression, emotional
expressiveness
extensibility
extensibility, formalism
extensibility, runtime
extensible
extension
extension, formalism
F--
facility
facility, HLA-compliance certification
facility, M&S
facility, reconfiguration
fact
fact, anticipated
fact, perceived
fact, perceived external
fact, perceived internal
factors
factors, human
failure
failure, detectable
fallacious
fallacy
fallacy, deductive logical
fallacy, logical
false

false, completely
false, degree of
false, partially
falsity
family
family, model
fantasy
fault
fault, remaining
faulty
feasibility
feasible
feature
feature, cultural
feature, desirable
feature, emergent
feature, environmental
feature, significant
FEDEP
federate
federate, cloning of a
federate, distributed
federate, external cloning of a
federate, multiresolution
federate, runtime
federate, simulation application
federate, simulation output data analysis
federate, simulation visualization
federated
federation
federation, composable
federation, computational
federation, dynamically composable
federation, extensible
federation, grid
federation, HLA
federation, hyper
federation, interoperable
federation, M&S
federation, model
federation, national

federation, open
federation, simulation
federations, federation of
feedback
feedback, haptic
feedback, state
feedback, tactile
fidelity
fidelity, data
fidelity, functional
fidelity, M&S
fidelity, model
fidelity, physical
fidelity, psychological
fidelity, simulation
field
field, Hamiltonian
field, potential
field-of view
fight
fight, fair
fight, train as you
file
file, event
file, model
file, object
file, output
filter
filter (v)
filter, cultural
filter, dynamic personality
filter, emotional
filter, network
filter, personality
filtering
filtering, data
finite
fire
firing
firing, transition-enabling
firmware

first
first, breadth
first, depth
fit
fit (v)
fitness
fitness, simulation
fitting
fitting, model
fitting, model behavior
flag
flag, error
flag, event
flaw
flow
flow, energy
flow, entity
flow, power
flow, state
flow, time
following
following, event
forces
forces, automated
forces, computer-generated
forces, intelligent
forces, modular semi-automated
forces, semi-automated
forces, synthetic
forces, synthetic-automated
form
form, block-lower-triangular
form, canonical
form, DEVS hierarchical
form, hierarchical
form, lower-triangular
form, modular
form, modular DEVS
form, state-space
formal
formalism

formalism, adequacy of
formalism, cellular automaton
formalism, closure of
formalism, common
formalism, conceptual modeling
formalism, DEVS
formalism, discrete event
formalism, dynamic modeling
formalism, hierarchical structuring
formalism, mixed
formalism, model
formalism, model building
formalism, modeling
formalism, multifacetted modeling
formalism, multimodeling
formalism, multisimulation
formalism, multistage modeling
formalism, next event
formalism, specification
formalism, static modeling
formalism, timed
formalism, tree
formalism, untimed
formalism, world view of a
format
format, big endian data
format, canonical description
format, data
format, descriptive
format, little endian data
formation
formula
formula, central difference
formula, explicit numerical integration
formula, overimplicit numerical differentiation
formula, semi-implicit trapezoidal
formula, single-step
formula, third-order overimplicit Adams
formula, trapezoidal
formulation
formulation, problem

fragment
fragment (v)
fragmentation
fragmentation, industry
frame
frame, base
frame, experimental
frame, observation
framework
framework, agent
framework, application development
framework, common
framework, composable
framework, distributed simulation
framework, extensible
framework, extensible M&S
framework, generic agent
framework, M&S
framework, modeling
framework, multimodel
framework, object model
framework, ontology-based
framework, reusability
framework, simulation
freedom
freedom, degree of
freedom, simulation platform degree of
freedom, six degree of
frequency
frequency, observed
function
function, ancillary
function, asymmetrical
function, common payoff
function, confluent DEVS transition
function, confluent transition
function, cost
function, cumulative distribution
function, deterministic
function, DEVS external transition
function, DEVS global state transition

function, DEVS internal transition
function, DEVS time advance
function, discontinuous
function, distribution
function, dumping error
function, error
function, even
function, external transition
function, global state transition
function, global transition
function, hysteretic quantization
function, internal transition
function, local transition
function, membership
function, modeling
function, multi-valued
function, non-deterministic
function, non-linear
function, numeric
function, objective
function, odd
function, payoff
function, perceived payoff
function, periodic
function, probabilistic
function, probability density
function, probability distribution
function, quantization
function, response
function, simulation response
function, single-valued
function, state transition
function, step
function, subnet membership
function, symmetrical
function, tie-breaking
function, time advance
function, transition
function, translation
function, zero-crossing
functionality

functionality, common federation
functionality, federation
functionally
fusion
fusion, data
fusion, sensor
fuzzificate (v)
fuzzificated
fuzzification
fuzzification, rule
G--
game
game against nature
game, abandonware
game, action
game, activism
game, adventure
game, arcade
game, augmented-reality
game, bargaining
game, board
game, business
game, closed
game, collaboration
game, combat
game, competition
game, competitive
game, competitive simulation
game, compound
game, computer
game, computer war
game, computer-assisted
game, computer-based
game, computerized
game, computerized management
game, console
game, contest
game, continuous
game, continuous kernel
game, conventional
game, cooperative

game, cooperative simulation
game, coopetition
game, coopetitive simulation
game, core competency
game, crisis management
game, critical-event
game, decomposable
game, differential
game, driving
game, dynamic
game, educational
game, electronic
game, emergent
game, entertainment
game, evolutionary
game, finite
game, free
game, free-form
game, fun
game, functional
game, handheld
game, infinite
game, intelligent
game, interoperable
game, interoperable war
game, kernel
game, level of
game, location-based
game, locative
game, logic
game, management
game, mathematical
game, military
game, mobile
game, modified
game, multi-player
game, nested
game, networked
game, news
game, non-cooperative
game, non-strictly-competitive

game, non-zero-sum
game, non-zero-sum simulation
game, n-person
game, one-sided
game, online
game, open
game, open loop
game, operational
game, operations other than war
game, PC
game, peace
game, peace support
game, perfect information
game, personal
game, personalized
game, pervasive
game, political
game, proof of concept
game, public domain
game, puzzle
game, realistic
game, repeated
game, repurposed
game, research
game, rigid
game, role playing
game, sequential
game, serious
game, shooter
game, simple
game, simulation
game, simulation in entertainment
game, simulation supported
game, simulation supported war
game, simulation-based serious
game, single-player
game, social
game, social impact
game, sports
game, static
game, stochastic

game, strategic
game, strategy
game, symmetric
game, third-person shooter
game, training
game, training simulation
game, turn-based
game, two person
game, two person zero-sum
game, two sided
game, video
game, war
game, warez
game, zero-sum
gamer
gamer, casual
gamer, hardcore
gamer, serious
gaming
gaming, academic
gaming, agent-based
gaming, business
gaming, computer
gaming, forward multisimulation
gaming, interoperable
gaming, interoperable war
gaming, military
gaming, military simulation
gaming, multisimulation
gaming, net-centric
gaming, simulation
gaming, total immersion
gaming, video
gaming, war
gamist
gap
gap, semantic
gateway
gedankenexperiment
generated
generated, computer-

generated, simulation-
generation
generation, automatic
generation, automatic program
generation, automatic simulation model
generation, behavior
generation, class
generation, game asset
generation, image
generation, intermittent
generation, model
generation, random variate
generation, scenario
generation, trip
generator
generator, assessment of pseudo-random number
generator, behavior
generator, DEVS
generator, event
generator, grammar-based program
generator, model
generator, program
generator, pseudo-random number
generator, random number
generator, simulation program
generator, time base
generic
geometry
geometry, computational
gesture
global
goal
goal components
goal components, consistency of
goal components, contradiction of
goal components, orthogonality of
goal components, reducibility of
goal, contradiction of components of a
goal, ethical assessment of the
goal, evaluation
goal, external

goal, externally generated
goal, implications of achieving the
goal, imposed
goal, internal
goal, internally generated
goal, modifiable
goal, need-driven
goal, perceived
goal, pragmatic assessment of the
goal, sub-system
goal, system
grant
grant (v)
grant, time advance
granularity
granularity, coarse-grain
granularity, fine-grain
granularity, formalism's
granularity, high
granularity, low
granularity, mixed
granularity, model
granularity, simulation
graph
graph, behavior
graph, bond
graph, complete
graph, directed
graph, directed
graph, event
graph, game
graph, marked
graph, model
graph, simulation-based control
graph, state-space
graphical
graphics
graphics, computer
graphing
graphing, cause-effect
grid

grid, simulation
group
group, gaming
group, intelligency community coordinating
group, M&S
group, M&S working
group, program
group, simulation policy
growth
growth, bounded
growth, error
guideline
guideline, design
guise
H--
Hamiltonian
handler
handler, error
handler, event
handling
handling, discontinuity
handling, error
haptic
haptics
hardware
hardware, computer
hardware, digital
hardware, haptic feedback
hardware, special-purpose simulation
hardware, tactile feedback
hard-wired
help
help, context-sensitive
help, contextual
help, interactive
help, online
help, task-oriented
Hessian
Hessian, inverse
heterogeneous
heuristic

heuristic, learning
heuristic, simulation
heuristics
hierarchy
hierarchy of models
hierarchy, behavioral
hierarchy, class
history
history, event
history, M&S
HLA (High Level Architecture)
holon
holonic
holonization
holonize (v)
holonized
homology
homomorphic
homomorphism
homomorphism, model
homothetic
homothety
host
human
human, virtual
hybrid
hypergame
hypergame, dynamic
hypergame, network-type
hypergame, two-person
hypothesis
hypothesis, ergodic
hypothesis, internally generated
hysteresis
hysteresis, quantization with
hysteretic
I--
I/O
I/O, aural
I/O, multisensory
I/O, tactile

I/O, visual
icon
identifiable
identification
identification, model
identification, parameter
identification, state-variable
identification, structure
identification, system
identified
identify (v)
identity
identity, industry
illusion
image
image, virtual
imagery
imagery, computer-generated
immersion
implement (v)
implementation
implementation, hardware
implementation, model
implementation, object-oriented
implementation, platform
implementation, simulation
implementation, software
implemented
improvement
improvement, functional process
improvement, process
improvement, semantic
impulse
impulse, real-time clock synchronization
in silico
in vivo
inaccurate
inaccurately
inactivity
inactivity, external
inactivity, internal

independence
independence, platform
independent
independent, domain
independent, platform-
index
index, perturbation
indexed
indexed, time-
indicator
individual
individual, cognitive-complexity
individual, high cognitive-complexity
individual, low cognitive-complexity
induction
industry
industry, electronic game
inference
inference, data-directed
inference, logical
inference, structural
informatics
informatics, cognitive
information
information, raw
information, structured
infrastructure
infrastructure, adaptive simulation
infrastructure, extensible simulation
infrastructure, knowledge
infrastructure, M&S
infrastructure, model management
infrastructure, runtime
infrastructure, simulation
infrastructure, technical
inherit (v)
inheritance
initial
initialization
initiative
initiative, serious game

input
input, acceptability of an
input, actively perceived
input, admissible
input, alternative
input, ambiguous
input, analog
input, AND-
input, anticipated
input, asynchronous
input, batch
input, bounded
input, command-driven
input, conventional
input, credible
input, distracting
input, endogenous
input, evaluated
input, evaluated source of
input, evaluation of
input, evaluation of source of
input, exogenous
input, external
input, externally generated
input, gesture
input, global position sensing
input, hand-gesture
input, haptic
input, imposed
input, internal
input, internally generated
input, irrelevant
input, marginal
input, monotonous
input, multimodal
input, multisensory
input, neutral
input, non-linear affine
input, OR-
input, organizational
input, passively accepted

input, perceived
input, perceived external
input, perceived internal
input, perceptual
input, radar
input, real-time
input, relevant
input, sensed
input, sensor
input, sensory
input, simulated
input, single
input, sonar
input, source of
input, speech
input, synchronized
input, tactile
input, unambiguous
input, unconventional
input, uniform
input, user
input, vision
input/output
input/output, model
inspect (v)
inspection
inspired
inspired, bio
inspired, nature-
instability
instability, computational
instability, numerical
instance
instance, composition
instance, model
instance, model composition
instance, problematic composition
instance, system-of-systems model
instantiated
instantiation
instantiation, event

instantiation, federate
instantiation, multiple
instantiation, multiple scenario
instantiation, runtime federate
instantiation, scenario
instruction
instrument
instrument, emulated
instrumentation
instrumentation, data
instrumentation, field
instrumented
integrate (v)
integration
integration, applicability of backward
integration, backward
integration, backward Euler
integration, constructive simulation
integration, cross-functional
integration, Euler
integration, explicit
integration, forward Euler
integration, implicit
integration, inline
integration, mixed-mode
integration, multirate
integration, multistage
integration, numeric
integration, numerical
integration, quantization-based
integration, Runge Kutta
integration, system
integration, third-order Runge Kutta
integrator
integrator, logarithmically quantized
integrator, quantized
integrity
integrity, data
integrity, model
intelligence
intelligence, artificial

intelligence, self-organized
intelligence, swarm
intelligibility
intelligibility, model
intensive
intensive, data-
interaction
interaction, agent
interaction, agent-to-agent
interaction, component
interaction, direct
interaction, drag-and-drop
interaction, dynamic
interaction, environmental
interaction, human-agent
interaction, human-simulation
interaction, indirect
interaction, limited
interaction, limited environmental
interaction, model
interaction, object
interaction, process
interaction, simulation
interaction, stigmergic
interaction, system
interaction, topological
interchange
interchange, data
interconnection
interconnection, port
interdisciplinary
interest
interest, designed system of
interest, existing system of
interest, system of
interface
interface, adaptable
interface, adaptive
interface, adaptive user
interface, affective user
interface, auditory

interface, back-end
interface, brain machine
interface, component object model
interface, direct manipulation
interface, domain-specific
interface, emotional
interface, emotionally intelligent
interface, front-end
interface, graphic user
interface, graphical
interface, human computer
interface, human machine
interface, intelligent
interface, intelligent user
interface, logical
interface, model-driven development of user
interface, model-driven user
interface, modeling
interface, module
interface, multimodal user
interface, personalized user
interface, physical
interface, runtime
interface, sensory
interface, simulation
interface, simulation component
interface, tactile
interface, task specific
interface, touch sensory
interface, user
interface, user/system
interlanguage
intermittent
interoperability
interoperability, computational
interoperability, conceptual
interoperability, dynamic
interoperability, federate
interoperability, logical
interoperability, M&S
interoperability, model

interoperability, pragmatic
interoperability, semantic
interoperability, simulation
interoperability, simulation-C4ISR
interoperability, substantive
interoperability, syntactic
interoperability, technical
interoperable
interoperation
interoperation, runtime federate
interpolation
interpolation, bilinear
interpolation, cubic
interpolation, image
interpolation, inverse Hermite
interpolation, linear
interpolation, output
interpolation, startup
interpret (v)
interpretation
interpreted
interval
interval, calculation
interval, communication
interval, confidence
interval, plot
interval, print
interval, time
interval, tolerance
intralanguage
introspection
invalidity
invariance
invariance, time
invariant
invariant, time
inversion
inversion, matrix
investigate (v)
investigation
investigation, system under

investment
investment, return on
investment, simulation
isomorph
isomorphic
isomorphism
isomorphism, model
issue
issue, ethical
issue, interface
issue, modeling
issue, quality
issue, reliability
issue, simulation interface
issue, simulation user
issue, solvability
issue, VV&A-related
iteration
iteration, fixed-point
iteration, modified Newton
iteration, Newton
J--
JMASS (Joint M&S System)
JSIMS (Joint Simulation System)
JWARS (Joint Warfare System)
K--
keep (v)
keeping
keeping, peace
key
key, alternate
key, candidate
knowledge
knowledge, a posteriori
knowledge, a priori
knowledge, background
knowledge, body of
knowledge, comprehensive core body of
knowledge, core body of
knowledge, domain
knowledge, empirical

knowledge, experience and non-experience-based
knowledge, experience-based
knowledge, general M&S
knowledge, general simulation
knowledge, M&S body of
knowledge, non-experience-based
knowledge, socio-cultural
L--
laboratory
laboratory, virtual
lag
lag (v)
language
language, activity
language, anatomical markup
language, animation markup
language, body animation markup
language, cause and effect
language, cell markup
language, composition
language, conceptual modeling
language, coordination
language, data mining
language, declarative
language, declarative agent
language, declarative agent communication
language, declarative agent coordination
language, descriptive
language, design
language, emotion markup
language, event
language, event-based
language, facial animation markup
language, field markup
language, formal
language, gesture markup
language, high-level
language, interface specification
language, low-level
language, markup
language, math markup

language, mathematical
language, model description
language, model specification
language, model transformation
language, model-driven
language, model-driven development
language, modeling
language, multi-domain modeling
language, multimedia modeling
language, object-oriented
language, ontology
language, programming
language, rule markup
language, scripting
language, semantics of
language, semantics of modeling
language, semiformal
language, simulation
language, simulation programming
language, simulation reference markup
language, simulation specification
language, software modeling
language, specification
language, speech markup
language, standard-based
language, syntax of modeling
language, system modeling
language, systems biology markup
language, trust management
language, unified modeling
language, uniform modeling
language, very high level
language, virtual human markup
language, virtual reality modeling
language, visual modeling
language, web
latency
latency, device
latency, simulation
latent
launch

law
law, energy conservation
law, linear conservation
law, scaling
layer
layer, abstract
layer, content description
layer, error
layer, format description
layer, interoperability
layer, output
layer, resource description
layer, security
layer, semantic
layer, simulation
layout
layout, system
learning
learning, discovery
learning, event
learning, experiential
learning, game-based
learning, interactive-movie-based
learning, live event
learning, machine
learning, simulation-based
legacy
length
length, run
length, simulation run
level
level, abstraction-
level, aggression
level, composability
level, conceptual interoperability
level, dynamic interoperability
level, entity-
level, high
level, higher
level, interoperability
level, mission

level, platform-
level, pragmatic interoperability
level, semantic interoperability
level, syntactical interoperability
level, task
level, technical interoperability
library
library, component
library, robust simulation runtime
library, simulation
library, simulation runtime
life, game of
lighting
lighting, dynamic
limit
limit, confidence
limit, lower
limit, model size
limit, thread
limit, upper
limitation
line
linear
linear, piecewise
linearity
linearity, input
linearization
linearization, Carleman
linearization, feedback
linearization, Jacobi
link
linkage
linkage, simulation
linking, dynamic simulation
linking, runtime simulation
list, discrete event
list, event
list, future events
list, linked
local
localization

localization, discontinuity
localization, state event
location
location, dynamic model
location, model
log
log, error
logger
logger, data
logic
logic, computational
logic, event-driven
logic, fallacies in
logic, types of fallacies in
logistics
look ahead
loop
loop, algebraic
loop, causal
loop, closed
loop, hardware-in-the-
loop, human-in-the-
loop, iteration
loop, man-in-the-
loop, open
loop, software-in-the-
M--
M&S (Modeling and Simulation)
M&S, aesthetic computing for
M&S, collaborative
M&S, collaborative
M&S, common use
M&S, data consumed by
M&S, data produced by
M&S, distributed
M&S, dos & don’ts in
M&S, executive council for
M&S, general use
M&S, historical overview of
M&S, joint
M&S, legacy

M&S, multiresolution
M&S, multiscale
M&S, ordinary differential equation
M&S, partial differential equation
M&S, systems theory based
M&S, use of
M&SBOK (M&S Body of Knowledge)
machine
machine, finite state
machine, state-transition
maintainability
maintainable
maintenance
maintenance, adaptive
maintenance, adaptive model
maintenance, code
maintenance, corrective
maintenance, corrective model
maintenance, data
maintenance, model
maintenance, perfective
maintenance, perfective model
maintenance, preventive
maintenance, preventive model
maintenance, proactive
maintenance, proactive model
maintenance, reactive
maintenance, reactive model
maintenance, specification
maintenance, supplementary
maintenance, supplementary model
malfunction
management
management, architecture
management, configuration
management, conflict
management, conservative time
management, contract
management, data distribution
management, exercise
management, external time

management, fault
management, federate ownership
management, fidelity
management, file
management, game asset
management, game project
management, information
management, interest
management, internal time
management, life cycle
management, M&S life cycle
management, model base
management, network
management, optimistic time
management, program
management, project
management, resolution
management, resolution and validation
management, risk
management, simulation
management, simulation asset
management, simulation program
management, simulation project
management, simulation-based
management, sub-contract
management, test
management, time
management, validation
manager
manager, exercise
manager, experimentation
manager, federation
manager, global time
manager, M&S program
manager, model
manager, model base
manager, network
manager, output module
manager, parameter
manager, parameter base
manager, presentation

manager, program
manager, simulation
managing
managing, self-
manipulation
manipulation, model
mapping
mapping, abstract sequential
mapping, abstraction
mapping, flat sequential
mapping, hierarchical sequential
mapping, homomorphic
mapping, interlanguage
mapping, interlanguage model
mapping, intralanguage
mapping, intralanguage model
mapping, isomorphic
mapping, linear
mapping, model
mapping, non-linear
mapping, schema
mapping, sequential
market
market, M&S
market, simulation
marking
marking, identical
marking, initial
markup
markup, federate
markup, semantic
MAS (Multi-Agent System)
MAS, knowledge-based
MAS, knowledge-intensive
MAS, security in
mass, conservation of
match (v)
matching
matching, model
matrix
matrix, band-structured

matrix, coefficient
matrix, damping
matrix, diagonal
matrix, eigenvalue
matrix, input
matrix, input/output
matrix, Jacobian
matrix, mass
matrix, orthogonal
matrix, output
matrix, payoff
matrix, permutation
matrix, requirements traceability
matrix, right model
matrix, state
matrix, state-transition
matrix, stiffness
matrix, structure incidence
meaningful
meaningfully
measurable
measure
measure (v)
measure, complexity
measure, confidence
measure, hierarchical complexity
measure, interactive complexity
measure, performance
measure, qualitative
measure, quality
measure, quantitative
measure, validity
measured
measurement
measurement, absolute error of
measurement, accurate
measurement, bias error of a
measurement, biased
measurement, human performance
measurement, performance
measurement, quantitative

mechanism
mechanism, agent-based
mechanism, anticipation
mechanism, anticipatory
mechanism, data-filtering
mechanism, discrete time flow
mechanism, dynamic mode update
mechanism, extension
mechanism, implementation
mechanism, protection
mechanism, security
mechanism, synchronization
mechanism, time advance
mechanism, time flow
mechanism, time warp
media
media, digital
mediated
mediated, agent-
mediation
mediation, data
membership
membership, degree of
membership, non-
merge (v)
merit
merit, measure of
message
message, error
message, runtime infrastructure
message, time stamped
metaclass
metadata
metadata, semantic
metadata, semantically augmented
metadata, semantically rich
metagame
metaheuristics
meta-knowledge
metalinguistic
metamodel

metamodel, data
metamodel, evolvable
metamodel, fixed
metamodel, neural network
metamodel, regression
metamodel, simulation
metamodeling
metamodeling, simulation
metamorph
metamorphic
metamorphism
metamorphosis
metaprogramming
meta-simulation
method
method, activity scanning
method, back interpolation
method, basis for modeling
method, bio-inspired
method, certification
method, computation
method, cross-entropy
method, data modeling
method, data smoothing
method, data-driven
method, deductive
method, defuzzification
method, discrete-time
method, environmental
method, Euler integration
method, evolutionary
method, experimental
method, explicit Adams-Bashforth
method, explicit single-step
method, extrapolation
method, finite difference
method, finite element
method, formal
method, fuzzification
method, goal programming
method, golden section

method, gradient search
method, Heun's integration
method, heuristic
method, high-order
method, implicit
method, implicit extrapolation
method, implicit Milne
method, implicit single-step
method, inductive
method, integration
method, linearly implicit
method, low-order explicit
method, modeling
method, modified Euler integration
method, Monte Carlo
method, multi-step
method, multi-step integration
method, non-numerical
method, non-parametric
method, numerical
method, numerical integration
method, Padé approximation
method, predictor-corrector
method, quantization-based
method, quantized state system
method, response surface
method, semi-implicit
method, similarity
method, simulated annealing
method, simulation
method, single-step integration
method, specification
method, stochastic approximation
method, swapping
method, tabu search
method, trial-and-error
method, validation
method, variable step
method-of-lines
methodology
methodology, adaptive multisimulation

methodology, agile
methodology, analysis
methodology, assessment of modeling
methodology, co-modeling
methodology, composability
methodology, computer-assisted
methodology, design
methodology, development
methodology, experimental design
methodology, experimental design
methodology, exploratory multisimulation
methodology, federation design
methodology, integrative modeling
methodology, iterative modeling
methodology, model-based
methodology, model-based DEVS
methodology, model-driven
methodology, model-driven development
methodology, modeling
methodology, multimodeling
methodology, multisimulation
methodology, norms of modeling
methodology, norms of simulation
methodology, objectives driven
methodology, parameter identification
methodology, parameter sensitivity analysis
methodology, simplification
methodology, simulation
methodology, simulation design
methodology, simulation optimization
methodology, software
methodology, statistical
methodology, structure identification
methodology, structured
methodology, suitability of modeling
methodology, translation
methodology, update
metric
metric, credibility
metric, defect density
metric, effectiveness
metric, model-size

metric, outcome
metric, performance
metric, productivity
metric, qualitative
metric, quality
metric, quantitative
metric, quantity
metric, validity
metrics
middleware
middleware, simulation
middleware, simulator
mining
mining, agent-based data
mining, agent-based distributed data
mining, data
mining, simulation-based data
mining, usage
miscalculation
misconception
misinterpretation
misleading
mistake
mistake, arithmetic
misunderstanding
mock-up
mode
mode, asynchronous transfer
mode, autonomous simulation
mode, simulation
model
model (v)
model navigation
model, a priori
model, abstract
model, abstract system
model, acceptability of
model, accurate
model, acquisition
model, activation
model, active entity of a
model, activity

model, activity-based
model, activity-oriented
model, actor
model, actor-programming
model, adaptive
model, adaptive deformable
model, adequate
model, agent
model, agent-based
model, aggregate
model, aggregated
model, AI
model, algorithmic
model, allopoietic
model, alternate
model, alternative simulation
model, analog
model, analogical
model, analytic
model, analytical
model, analytical cognitive
model, ancestor
model, animation
model, anthropometrically correct
model, anticipative
model, anticipatory
model, applicability of an experimental frame to a
model, approximate reasoning
model, assembled
model, assertional
model, assessment of parameters of a model
model, assessment of the
model, assessment of the applicability of an experimental frame to a
model, associative
model, atomic
model, atomic DEVS
model, autoepistemic
model, automata
model, autonomous
model, autopoietic
model, autoregressive
model, backward-reasoning

model, base
model, base DEVS
model, battle
model, Bayesian
model, behavioral
model, behaviorally-anticipatory
model, binary relationship
model, bio inspired
model, black box
model, blackboard
model, Bohm
model, bond graph
model, brokered
model, calibrated
model, calibrated simulation
model, calibration
model, candidate
model, canonical
model, capability maturity
model, causal
model, causal bond graph
model, causally symmetric Bohm
model, cellular
model, cellular DEVS
model, cellular space
model, cellular-automaton
model, certified
model, classification
model, client-server
model, cluster
model, cognitive
model, combat
model, combined
model, combined continuous/discrete
model, commonsense
model, compartmental
model, compatibility
model, competitive
model, competitive learning
model, complexity of a
model, component
model, component object

model, component of a
model, componential
model, composable
model, composite
model, compositional
model, comprehensible
model, computable
model, computational
model, computer processable
model, computer-assisted
model, computerized
model, concept-learning
model, conceptual
model, conceptual data
model, conceptual interoperability
model, conceptual reusable simulation
model, conceptual simulation
model, concrete
model, configurable
model, conjectural
model, connectionist
model, consistent
model, constraint
model, constructive
model, constructive
model, container
model, content aggregation
model, context-free
model, contingency
model, continuous
model, continuous-change
model, continuous-space
model, continuous-space continuous-time
model, continuous-space discrete-time
model, continuous-state
model, continuous-time
model, continuous-time state-space
model, convergence
model, coordination
model, cost
model, coupled
model, coupled DEVS

model, coupled linear
model, coupled linear/non-linear
model, coupled non-linear
model, coupled system
model, credible
model, cross
model, crude
model, current
model, data
model, data-based
model, data-representation
model, decision
model, decision-tree
model, declarative part of a
model, decomposition
model, decompositional
model, deduction
model, deductive
model, deep
model, deformable
model, denotational
model, dependent
model, deployed
model, deployment
model, descendant
model, descriptive
model, designed
model, detailed
model, deterministic
model, development
model, developmental
model, DEVS
model, diagnostic
model, difference equation
model, differential equation
model, digraph
model, disaggregated
model, discontinuous
model, discontinuous-change
model, discrete
model, discrete-change
model, discrete-event

model, discrete-space
model, discrete-space continuous-time
model, discrete-space discrete-time
model, discrete-state
model, discrete-time
model, discrete-time state-space
model, discrimination net
model, disjunctive
model, dissimilar
model, distributed
model, distributed computational
model, distributed-parameter
model, domain
model, domain-specific
model, dormant
model, dormant aspect of
model, dynamic
model, dynamic-structure
model, econometric
model, embedded
model, emotion
model, emotional
model, empirical
model, endomorphic
model, enterprise
model, enterprise simulation
model, entity
model, entity-relationship
model, environment
model, environmental
model, environmental effect
model, epistemic
model, error
model, error detection
model, error of accepting wrong
model, error of rejecting valid
model, error prediction
model, Eulerian
model, evaluative
model, event-oriented
model, evolutionary

model, exact
model, executable
model, executable cognitive
model, execution
model, expected value
model, experiment
model, experimental
model, expert
model, explanatory
model, exploration
model, exploratory
model, extensible
model, external
model, extrinsic
model, father
model, faulty
model, federate
model, federation
model, federation object
model, filtering
model, final
model, finite
model, finite-difference
model, finite-element
model, finite-state automaton
model, first-order
model, formal
model, forward-reasoning
model, functional
model, fuzzy
model, general
model, generalized
model, generative
model, generic
model, ghost
model, glass box
model, global
model, goal-directed system
model, graph
model, graphical
model, graphical object oriented

model, hierarchical
model, higher-index
model, higher-level
model, higher-order
model, high-granularity
model, high-level
model, high-resolution
model, holistic
model, homomorphic
model, hybrid
model, I/O-based
model, I/O-based system
model, iconic
model, identified
model, imperfect
model, implementation-independent
model, improved
model, inaccurate
model, inactive
model, individual-based
model, informal
model, information
model, information processing
model, input/output
model, intelligent
model, interactive
model, intermediate
model, internal
model, interoperability of
model, interoperability of simulation
model, interoperable
model, interpretation
model, interrelated
model, intrinsic
model, introspective
model, introspective simulation
model, isomorphic
model, kinematic
model, kinetic
model, Lagrangian
model, large scale

model, latent
model, latent aspect of
model, layered
model, legacy
model, life cycle
model, life cycle cost
model, linear
model, linear second derivative
model, linear single-input single-output
model, linear state-space
model, local
model, logical
model, logical data
model, loop-breaking DEVS
model, loosely-coupled
model, low-granularity
model, low-resolution
model, lumped
model, lumped DEVS
model, lumped-parameter
model, machine intelligible
model, macro
model, macroscopic
model, maintenance
model, Markov
model, Markov chain
model, mathematical
model, Mealy
model, memory
model, memory state
model, memoryless
model, mental
model, mesoscopic
model, metamorphic
model, micro
model, microscopic
model, military
model, minimal
model, mixed formalism
model, mixed-granularity
model, mixed-resolution

model, mixed-state
model, mixed-time
model, mock-up
model, modular
model, monadic
model, monolithic
model, Moore
model, multi-aspect
model, multifacetted
model, multiformalism
model, multilevel
model, multimodal
model, multiple-input multiple-output
model, multiple-input single-output
model, multiresolution
model, multiscale
model, multistage
model, mutational
model, narrative
model, national
model, natural
model, nested
model, network
model, neural network-based
model, noisy
model, non-anticipatory
model, non-autonomous
model, non-deterministic
model, non-kinetic
model, non-linear
model, non-linear second derivative
model, non-linear state-space
model, non-simulatable
model, normative
model, numerical
model, object
model, object-oriented
model, obsolete
model, parametric
model, partial
model, passive entity of a

model, PDEVS
model, peer-to-peer
model, perceived
model, perfect
model, performance
model, personality
model, Petri net
model, phase
model, phenomenological
model, physical
model, physical data
model, physics-based
model, physiological
model, platform-independent
model, platform-specific
model, plausible
model, plug in
model, polynomial
model, pragmatic
model, predator-prey
model, predictive
model, prescriptive
model, primitive
model, probabilistic
model, procedural
model, process
model, process interaction
model, process maturity
model, process-oriented
model, propositional
model, prototype-based
model, prototypical
model, psychological
model, qualitative
model, qualitative causal
model, qualitative diagraph
model, quantitative
model, quantitative diagraph
model, queueing
model, queueing network
model, rational

model, realistic
model, reasonable
model, reasoning
model, recursive
model, reduced
model, related
model, relational
model, reliability
model, reliable
model, reliable simulation
model, representational
model, research
model, resource
model, resultant
model, risk
model, robust
model, rule
model, rule-based
model, scale
model, scenario
model, search
model, second derivative
model, self-driven
model, semantic
model, semantic data
model, semantic memory
model, semantic-pragmatic
model, semi-Markov
model, sensitivity
model, sensory
model, set-theoretic
model, shallow
model, similar
model, simplifiable
model, simplified
model, simulatable
model, simulated
model, simulation
model, simulation object
model, single-aspect
model, situation

model, software
model, spatial
model, speciality
model, specific
model, specified
model, stabilized-variable
model, starting
model, state
model, state-based
model, state-based system
model, state-space
model, state-transition
model, static
model, static-structure
model, statistical
model, stiff
model, stiff discontinuous
model, stigmergy
model, stochastic
model, stochastic differential equation
model, stochastic simulation
model, structural
model, structurally singular
model, structurally valid
model, successor
model, superficial
model, surface
model, surrogate
model, symbolic
model, synchronous
model, synthesized
model, system
model, system-of-systems
model, table
model, tabular
model, target
model, target control
model, technologically obsolete
model, teleogenic
model, teleological
model, teleonomic

model, temporal
model, test
model, theoretical
model, tightly-coupled
model, time step
model, time-invariant
model, time-varying
model, topography
model, trace-driven
model, tractable
model, transporter
model, tree
model, untimed discrete event system
model, updatable
model, updatable continuous
model, updatable discrete
model, updatable event
model, updatable memoryless
model, updatable process
model, updated
model, up-to-date
model, user's
model, user's conceptual
model, user's mental
model, valid
model, validation of conceptual
model, variable-structure
model, variant
model, verification of conceptual
model, verified
model, visual
model, waiting
model, white box
model, world
modeler
modeler
modeler, assessment of software
modeler, biological
modeler, continuous system
modeler, discrete system
modeler, human

modeler, software
modeling
modeling and simulation
modeling practice
modeling, 3-dimensional
modeling, activity-based
modeling, agent
modeling, agent system
modeling, agent-based
modeling, aggregated combat
modeling, agile
modeling, AI-based
modeling, anticipation-based
modeling, approximation in
modeling, aspect
modeling, aspect-oriented
modeling, autonomy-oriented
modeling, behavioral
modeling, bond graph
modeling, cognitive
modeling, collaborative
modeling, combat
modeling, combined
modeling, complex system
modeling, component-based
modeling, compositional
modeling, computer-aided
modeling, conceptual
modeling, concern-oriented
modeling, consistent
modeling, continuous
modeling, creative aspects of
modeling, data
modeling, data flow
modeling, deductive
modeling, detailed
modeling, detailed system
modeling, digital human
modeling, dimensional data
modeling, discrete event
modeling, domain-specific

modeling, dynamic
modeling, effects-based
modeling, emotional
modeling, environmental
modeling, exploratory
modeling, fast simulation
modeling, fuzzy
modeling, fuzzy system
modeling, Gane-Sarson data flow
modeling, geometric shape
modeling, hierarchical
modeling, high-resolution
modeling, high-resolution combat
modeling, human
modeling, human behavior
modeling, immersive
modeling, impact
modeling, individual-based
modeling, inductive
modeling, information exchange
modeling, information systems
modeling, integrated
modeling, integrative
modeling, interactive
modeling, interdisciplinary
modeling, iterative
modeling, joint multiresolution
modeling, mathematical
modeling, mission level
modeling, modular
modeling, modular system
modeling, multi-aspect
modeling, multi-dimensional
modeling, multi-domain
modeling, multifacetedt
modeling, multiformalism
modeling, multilevel
modeling, multimedia
modeling, multi-perspective
modeling, multiresolution
modeling, multi-resolution multi-perspective

modeling, multistage
modeling, neural level
modeling, object
modeling, object-oriented
modeling, participative
modeling, PDE
modeling, perception-based
modeling, physical
modeling, physics-based
modeling, platform-independent
modeling, platform-specific
modeling, polygon-oriented
modeling, port-based
modeling, predictive
modeling, primitive
modeling, process
modeling, process improvement
modeling, qualitative
modeling, quantitative
modeling, reactive
modeling, real-time
modeling, real-time object-oriented
modeling, repetitive aspects of
modeling, semantic
modeling, shape
modeling, simulation
modeling, software
modeling, spatial data
modeling, statistical
modeling, stochastic
modeling, structure
modeling, structured
modeling, suitability of a language for semantic
modeling, suitability of a paradigm for semantic
modeling, supply chain
modeling, surface
modeling, synchronized
modeling, synthetic environment
modeling, system
modeling, system dynamics
modeling, topological

modeling, topological shape
modeling, tree-based
modeling, uncertainty
modeling, uncertainty in
modeling, uniform
modeling, user
modeling, visual
modeling, visual interactive
model-test-model
modifiability
modifiability, model
modifiable
modifier
modify (v)
modular
modularity
modularity, model
modularity, program
modularity, scenario
modularization
modularize (v)
module
module, interface
momentum, conservation of
monitor
monitor, model-based simulation
monitoring
monitoring, auditory
monitoring, cognitive
monitoring, simulation
monitoring, simulation run
monitoring, simulation runtime
monitoring, simulation study
monitoring, visual
Monte Carlo
Monte Carlo, quasi
morphic
morphism
morphism, approximate
morphism, approximate DEVS
morphism, behavior

morphism, DEVS parameter
morphism, DEVS system
morphism, equivalence
morphism, model
morphism, parameter
morphism, system
morphology
MS&V (Modeling Simulation and Visualization)
MSMP (Modeling and Simulation Master Plan)
multi
multi dimensional
multi-aspect
multicast
multicomponent
multi-domain
multi-event
multifacet
multifacetted
multiformalism
multiformalism, coupled
multi-layer
multilevel
multimodal
multimodel
multimodel, active
multimodel, acyclic
multimodel, acyclic metamorphic
multimodel, adaptive
multimodel, constraint-driven
multimodel, continuous
multimodel, cyclic
multimodel, cyclic metamorphic
multimodel, discrete
multimodel, dynamic-structure
multimodel, evolutionary
multimodel, exploratory
multimodel, extensible
multimodel, externally-activated
multimodel, goal-directed
multimodel, hierarchical
multimodel, internally activated

multimodel, loosely-packed
multimodel, memoryless
multimodel, metamorphic
multimodel, multi-aspect
multimodel, multiresolution
multimodel, multistage
multimodel, mutational
multimodel, non-mutational
multimodel, passive
multimodel, pattern-directed
multimodel, sequential
multimodel, single aspect
multimodel, static-structure
multimodel, strongly-packed
multimodel, variable structure
multimodeling
multimodeling, integrative
multinomial
multiparadigm
multi-platform
multi-player
multi-player, massively
multiple
multiple-input multiple-output
multiple-input single-output
multiplicity
multiplicity, arc
multi-process
multisim
multisimulation
multisimulation, agent-supported
multisimulation, exploratory
multisimulation, forward
multisimulation, multi-resolution
mutation
mutation, effectiveness of
mutation, tool for
N--
needs
negotiation
negotiation, autonomous

net
net, discrete
network
network, artificial neural
network, automata
network, communication
network, computer
network, heterogeneous
network, homogeneous
network, local area
network, long-haul
network, neural
network, two-dimensional
node
node, event
node, network
node, processing
nodeset
nodeset, complete
nodeset, reduced
noise
noise, moderate
noise, moderate modeling
noise, stochastic
nonlinear
nonlinearity
non-numeric
non-stationary
normative
notice
notice, event
notion
notion, extension
notion, original
NP-complete
NP-hard
number
number, pseudorandom
number, random
number, uniform random
numerical

O--
object
object, fuzzy rule
object, graphical
object, known
object, multi-state
object, reflected
objective
objective, federation
objectivity
observability
observable
observation
observation, experimental
observe (v)
observed
Occam's razor
occlusion
occurrence, event
octet
ODE (Ordinary Differential Equation)
ODE, coupled
offline
omission
online
ontology
ontology, descriptive
ontology, dynamic
ontology, formal
ontology, M&S
ontology, model
ontology, model behavior
ontology, modeling
ontology, simulation
ontology, upper
ontology, upper merged
ontology, web-accessible
operate
operate, train as you
operation
operation, instantiated

operation, instantiation
operation, NATO non-article V operation
operation, receive
operation, received
operation, send
operations, peace
operator
operator, differentiation
operator, forward difference
operator, high-order forward difference
operator, model
operator, shift
operator, simulation
operator, validation
operator, verification
opportunity
opportunity, real-life experience
optimal
optimal, near-
optimality
optimality, validity of
optimization
optimization, adaptive
optimization, continuous global
optimization, linear
optimization, non-linear
optimization, ordinal
optimization, simulation
optimization, simulation embedded within
optimization, simulation within
optimization, simulation-based
optimization, simulation-driven
optimization, stochastic simulation
optimum
option
option, customization
option, implementation
order
order, approximation
order, causal
order, time stamp

ordered
ordering
ordering, lexicographic
ordering, partial
organization
organization, accreditation
organization, behavioral self
organization, data
organization, gaming
organization, M&S
organization, self
organization, simulation
organized
organized, self-
oriented
oriented, activity-
oriented, agent-
oriented, aspect-
oriented, autonomy-
oriented, behavior-
oriented, block-
oriented, concern-
oriented, event-
oriented, interval-
oriented, model-
oriented, object-
oriented, polygon-
oriented, process-
oriented, task-
oriented, team-
orthogonal
outcome
outcome, measure of
output
output, correct
output, duplicate
output, incorrect
output, post run
output, post study
output, realistic
output, real-time

output, representative
output, runtime
output, selected
output, simple
output, visualization of
overloading
overloading, attribute
oversimplification
oversimplified
ownership
ownership, attribute
ownership, object
P--
package, simulation
pair
pair, input-output
panel
panel, joint M&S executive
paradigm
paradigm, development
paradigm, gaming
paradigm, M&S
paradigm, modeling
paradigm, multi-
paradigm, nature-inspired
paradigm, port-based modeling
paradigm, problem solving
paradigm, programming
paradigm, single
paralogism
parameter
parameter, acceptability
parameter, accurate
parameter, auxiliary
parameter, behavior generator
parameter, game
parameter, goal
parameter, HLA
parameter, identified
parameter, interaction
parameter, internal

parameter, model
parameter, simulator
parameter, smoothing
parameter, visualization
parameterization
parameterize (v)
parameterized
parameters, adequacy of model
parametric
part
part, imaginary-
part, real-
participant
participant, simulation
participative
pass (v)
passing
passing, argument
passing, message
pattern
payoff
payoff, maximum
PDE (Partial Differential Equation)
PDE, coupled
PDE, discontinuous hyperbolic
PDE, elliptic
PDE, hyperbolic
PDE, parabolic
PDE, quasi-linear
pedigree
pedigree, model
pedigree, model
perceivable
perceive (v)
perceived
perception
perception, aspect of
perception, auditory
perception, depth of
perception, haptic
perception, human

perception, level of
perception, multiple
perception, sensory
perception, visual
performance
performance, measure of
performance, service
period
period, refractory
period, startup
period, steady-state
period, time
period, validity
period, warm up
perspective
perspective, connectivity of operations
perspective, entity
perspective, epistemological
perspective, experience
perspective, experimentation
perspective, imitation
perspective, infrastructure
perspective, modeling
perspective, ontological
perspective, pragmatic
perspective, purpose
perspective, types of knowledge processing
pervasive
Petri net
Petri net, associative
Petri net, bounded
Petri net, colored
Petri net, controlled
Petri net, dan
Petri net, extended stochastic
Petri net, generalized stochastic
Petri net, hierarchical colored
Petri net, normal
Petri net, normal priority
Petri net, priority
Petri net, stochastic

Petri net, timed
Petri net, transaction-based
phase
phase, coding
phase, debugging
phase, design
phase, end firing
phase, execution
phase, firing
phase, implementation
phase, initialization
phase, introductory
phase, operation
phase, post-simulation
phase, preliminary
phase, pre-simulation
phase, requirement analysis
phase, requirement specification
phase, run
phase, simulation
phase, specification
phase, start firing
phase, testing
phase, working
phenomenon
phenomenon, isomorphic
pixel
place
place, market
place, model market
place, start
plan
plan, accreditation
plan, adaptive
plan, joint M&S investment
plan, M&S master
plan, master
plan, test and evaluation master
plan, validation
plan, verification
plan, verification and validation

planner
planner, path
planner, task
planner, trajectory
planning
planning, continual
planning, M&S
planning, project
planning, reactive
plant
plant, controllable
plant, fully controllable
plant, fully observable
plant, observable
platform
platform, implementation
platform, simulation
platform, training
plausibility
plausibility, model
plot
plot, contour
plot, damping
plot, frequency
point
point, data
point, discretization
point, interaction
point, restart
point, singular
pole
pole, dominant
pole, double
pole, quadruple
pole, single
pole, triple
polygon
polymorphism
polynomial
polynomial, inverse cubic
polynomial, Newton-Gregory

polynomial, Newton-Gregory backward
polynomial, Newton-Gregory forward
port
port, input
port, output
portability
portability, model
portable
postulate
postulate, model
power
power, expressive
power, formalism's expressive
practice
practice, best
practice, code of best
practice, community of
practice, simulation business
practitioner
practitioner, m7s
pragmatic
pragmatism
pragmatism, model component
precision
predicate
predict (v)
predictability
predictability, long-term
predictability, medium-term
predictability, short-term
prediction
prediction, model-based
prediction, simulation-based
predictive
predictor
predictor-corrector
preprocessing
preprocessing, symbolic
prescribe (v)
prescription
presence

presence, virtual
prevention
prevention, error
primitive
primitive, abstract
primitive, concrete
primitive, formalism
primitive, modeling
principle
principle, causality
principle, conservation
principle, fundamental
principle, incompatibility
principle, M&S
probabilistic
probability
probability, acceptance
probability, error
probable
problem
problem solving
problem solving, simulation-based
problem, benchmark
problem, boundary value
problem, continuous
problem, error of solving wrong
problem, global optimization
problem, higher-index
problem, model generation
problem, model generation
problem, multi-objective optimization
problem, non-deterministic
problem, NP-complete
problem, NP-hard
problem, optimization
problem, simulation
problem, simulation optimization
problem, strongly NP-hard
problem, thermal field
procedure
procedure, experimental

procedure, heuristic
procedure, simplification
process
process, accreditation
process, arrival
process, biological
process, certification
process, development
process, discrete Markov
process, formal review
process, functional
process, gaming
process, M&S
process, Markov
process, model-directed
process, model-driven
process, modeling
process, multi-phase
process, parallel
process, self-similar
process, semi-Markov
process, simulation
process, simulation annealing
process, simulation gaming
process, simulation, test, and evaluation
process, software engineering
process, stochastic
process, stochastic input
process, stochastic output
process, system design
process, system development
process, validation, verification, and accreditation
processable
processable, computer
processed
processing
processing, basis for model
processing, behavior
processing, concurrent
processing, error
processing, massive parallel

processing, model
processing, non-numeric
processing, parallel
processing, sequential
processing, symbolic
processing, symbolic model
processor
processor, distributed
processor, event
processor, parallel
processor, simulation
processor, simulation language
processor, symbolic
produce (v)
producer
producer, data
product
product, reliable
professional
professional, M&S
profile
profile, player
profiling
profiling, execution
program
program (v)
program, coupled
program, digital simulation
program, emulation
program, event-based
program, event-driven
program, game
program, modular simulation
program, monitoring
program, object simulation
program, simulating
program, simulation
program, simulation development
program, simulation maintenance
program, simulation-control
program, simulator

program, source simulation
program, utility
programming
programming, declarative
programming, event-based
programming, event-directed
programming, event-driven
programming, extreme
programming, game
programming, goal
programming, linear
programming, mathematical
programming, object-oriented
programming, real-time
programming, simulation
programming, simulation embedded within linear
project
project, simulation
project, simulation gaming
proof
proof, correctness
proof-of-concept
proof-of-concept, simulation-based
property
property, cardinality of
property, emergent
property, formal
property, global
property, incompatible
property, invariance
property, local
property, Markovian
property, modifiable
property, safety
property, stability
property, universal
property, unmodifiable
proponent
proponent, accreditation
proponent, data
proponent, joint M&S

proponent, M&S
proponent, verification and validation
protocol
protocol, agent-interaction
protocol, aggregate level simulation
protocol, conservative synchronization
protocol, DEVS simulation
protocol, distributed simulation
protocol, optimistic synchronization
protocol, simulation
protocol, synchronization
prototype
prototype, simulation-based
prototype, virtual
prototyping
prototyping, simulation-based
prototyping, virtual
provider
provider, model
proxy
proxy, simulation
pruning
pruning, model
pseudocode
pseudo-derivative
publication
publish (v)
purpose
purpose, fitness to
Q--
qualification
qualification, federate
qualification, model
qualification, runtime model
qualification, test
qualitative
quality
quality, data
quality, model
quality, service
quantitative

quantity
quantity, measured
quantization
quantization, hysteric
quantization, memoryless
quantization, state variable
quantizer
quantizer, first-order
question
question, internally generated
questionnaire
questionnaire, programming by
queue
queue, generalized
queues, multiple
R--
random
range
range, acceptable validity
range, validity
rate
rate, frame
ratio
ratio, error
ratio, frequency
ratio, stiffness
rationality
rationality, agent
realism
realism, model
reality
reality, absolute
reality, anticipated
reality, artificial
reality, augmented
reality, enhanced
reality, intended
reality, material
reality, mixed
reality, perceived
reality, realistic virtual

reality, simulation-augmented
reality, simulation-based augmented
reality, synthetic
reality, virtual
reality, virtualized
realization
realization, DEVS experimental frame
realization, digital
realization, experimental frame
realization, physical
real-time
real-time, simulated
reasonable
reasoning
reasoning about models
reasoning, bottom-up
reasoning, causal
reasoning, common sense
reasoning, data-driven
reasoning, deductive
reasoning, expectation-driven
reasoning, forward
reasoning, inductive
reasoning, mechanized
reasoning, model-based
reasoning, model-driven
reasoning, moral
reasoning, qualitative
recipe
recipe, coupling
reckoning
reckoning, dead
recognition
recommendation
recommendation, accreditation
recommendation, implementability of simulation
recommendation, runtime
recommendation, runtime model
recommended
recommender
recommender, model

recommender, online model
reconfigurable
reconfiguration
reconfiguration, runtime simulation
reconfiguration, simulation
recorder, event
recovery
recovery, error
recursion
recursive
reduction
reduction, clutter
reduction, error
reduction, model
reduction, order
reduction, variance
reductionism
reductionist
re-evaluate
referability
referability, model
reference
reference, real-time platform
referent
refinement
refinement, abstraction
refinement, model
reflective
regime
region
region, confidence
region, normalized stability
region, numerically stable
region, numerically unstable
region, stability
region, stable
region, update
regula falsi
rehearsal
rehearsal, mission
re-instantiation

related
related, model-
related, simulation-
related, VV&A-
relation
relation, behavioral
relation, binary
relation, equivalence
relation, fuzzy
relation, homomorphic
relation, isomorphic
relation, many-to-many
relation, many-to-one
relation, model
relation, modeling
relation, one-to-many
relation, one-to-one
relation, resemblance
relation, similarity
relation, simulation
relation, subsumption
relation, successor
relation, temporal
relation, yoked
relationship
relationship, anticipatory
relationship, class-subclass
relationship, competitive
relationship, cooperative
relationship, coopetitive
relationship, dynamic
relationship, irreflexive
relationship, model
relationship, modeling
relationship, part-whole
relationship, reactive
relationship, static
relaxation
relevance
relevance, data
relevance, model

reliability
reliability, access
reliability, assessment of program
reliability, game
reliability, model
reliability, program
reliability, service
reliability, simulation
reliable
repeatability
repeatable
replacement
replacement, model
replacement, runtime model
replica
replica, exact scale
replica, scaled-down
replica, scaled-up
replication
replication, number of
report
report, post simulation
repository
repository, component model
repository, data
repository, document
repository, M&S
repository, model
repository, resource
repository, simulation
repository, simulation specification
repository, specification
representation
representation, abstract
representation, behavior
representation, conceptual
representation, data
representation, environment
representation, environmental
representation, human behavior
representation, model

representation, system
representation, threat
representation, uniqueness of
representation, uniqueness of DEVS
representation, universality of
representation, universality of DEVS
representation, universality of DEVS
request
request, restart
request, time advance
require (v)
required
requirements
requirements, business
requirements, conceptual
requirements, data
requirements, data integrity
requirements, development
requirements, domain
requirements, M&S
requirements, model
requirements, model integrity
requirements, numerical integration
requirements, platform
requirements, problem domain
requirements, product
requirements, product specification
requirements, representational
requirements, server
requirements, service
requirements, service specification
requirements, simulation domain
requirements, technical
requirements, usability
requirements, user domain
research
research, operations
research, simulation-based
resolution
resolution, data
resolution, fidelity and

resolution, level of
resolution, M&S
resolution, model
resolution, simulation
resolution, spatial
resolution, time
resource
resource, computer
resource, data
resource, model
resource, simulation
resource, software
response
response, cognitive
response, simulation
response, simulation-model
response, system
restart (v)
restore (v)
restriction
restriction, fuzzy
result
result, analysis of simulation
result, computational
result, correct
result, counter-intuitive
result, documentation of
result, experimental
result, incorrect
result, marginally stable
result, presentation of
result, simulation
result, stable
result, unstable
resultant
retraction
retraction, event
retrieval
retrieval, model
retrocausal
retrocausality

retrocausality, simulated
retrocausation
retrodiction
retrodocumentation
reusability
reusability, federation
reusability, model
reusability, simulation
reusable
reusable, federation
reusable, model
reuse
reuse (v)
reuse, federation
reuse, model
reuse, simulation
revalidation
reverification
review
review (v)
review, formal
risk
risk, development
risk, management
risk, operational
risk, technical
robust
robustness
robustness, assessment of program
robustness, model
robustness, parameterized
robustness, preservation of
robustness, program
robustness, simulation
robustness, validity of
room
room, game control
room, play
room, player
root-coordinator, DEVS
router

router, grid
routine
routine, restart
routing
rule
rule, activity
rule, antecedent part of a
rule, Bayesian
rule, behavior
rule, conclusion part of a
rule, crisp
rule, enabled
rule, enabling
rule, event-condition-action
rule, explicit midpoint
rule, fair fight
rule, fired
rule, fuzzy
rule, HLA
rule, immediate transition priority
rule, implicit midpoint
rule, model composition
rule, modus pollens
rule, modus tollens
rule, qualitative
rule, quantitative
rule, tie breaking
rule, transition selection
run
run (v)
run control, simulation
run length
run, antithetic
run, antithetic simulation
run, continuous
run, debugging
run, length of the simulation
run, post
run, simulation
runs, number of
runs, number of simulation

runtime
S--
sample
sample and hold
sample, biased
sample, random
sample, unbiased
sampling
sampling, importance
sampling, multirate
sampling, random
sampling, statistical
sampling, stratified
scalability
scalability, M&S
scalable
scale
scale, large
scale, time
scaled
scaling
scaling, data
scaling, model
scan
scan (v)
scan, activity
scanning
scanning, activity
scenario
scenario, composable
scenario, synthesizable
schedule (v)
scheduler
scheduling
scheduling, event
schema
schema, cognitive
schema, conceptual
schema, external
schema, logical
schema, physical

scheme
scheme, accurate discretization
scheme, central difference
scheme, consistent discretization
scheme, coupling
scheme, discretization
scheme, external
scheme, internal
scheme, iteration
scheme, nth order
scheme, nth order central difference
scheme, overimplicit numerical integration
scheme, semantic
scheme, stable discretization
scope
scope, industry
seamless
section
section, derivative
section, event description
section, initial
section, initialization
section, terminal
sectioning
sectioning, cluster
security
security, data
security, game
security, model
security, multilevel
security, network
seed
seed, initialization of random number
seed, random number
segment
segment, admissible
segment, continuous
segment, control
segment, input
segment, output
segment, piecewise continuous

selection
selection, event
selection, model
selector
self
self, model of
self-organization
self-organizing
self-similar
semantics
semantics, model
semantics, model component
semantics, modeling
semiformal
sensation
sensation, auditory
sensation, chemical
sensation, haptic
sensation, visual
sensitive
sensitive, context
sensitivity
sensitivity, input
sensitivity, model
sensitivity, parameter
sensor
sensor, data
sensory
sensory, touch
sequence
sequence, event
sequence, firing
sequence, simulation
sequenced
sequencing
sequencing, event
sequential
series
series, Taylor
series, time
server

server, simulation
server, simulator
service
service, auxiliary
service, composition
service, dynamic simulation
service, federated simulation
service, interoperability
service, M&S
service, management
service, message delivery
service, network communication
service, real-time
service, reliable
service, simulation
service, simulation web
service, system integration
service, web
session
set
set, data
set, evaluation data
set, fuzzy
set, input value
set, learning data
set, multi-dimensional data
set, multi-dimensional data
set, ordered
set, output value
set, parameter
set, partially ordered
set, range
set, solution
set, state value
set, structured
set, testing data
set, time
set, totally ordered
set-up
shareware
shareware, M&S

sharing
sharing, dynamic ontology
shell
shell, expert system
shell, game
sight
sight, line of
sign
sign, damping error
signal
signal, input
signal, tactile
signal, time-based
similar
similarity
similitude
simplicity
simplicity, principle of
simplification
simplification, invalid
simplification, model
simplification, valid
simplify (v)
simulacra
simulacre
simulacre, computer-driven
simulacrum
simuland
simulant
simulatable
simulate (v)
simulated
simulation
simulation, abstract
simulation, abstracting in
simulation, academic
simulation, accurate
simulation, activity-based
simulation, adaptive
simulation, advanced
simulation, advanced distributed

simulation, advanced numerical
simulation, agent
simulation, agent-based
simulation, agent-based participatory
simulation, agent-directed
simulation, agent-supported
simulation, aggregate level
simulation, AI-directed
simulation, all software
simulation, all-digital
simulation, all-digital analog
simulation, analog
simulation, analytic
simulation, analytic
simulation, approximate
simulation, as-fast-as-possible
simulation, asymmetric
simulation, asynchronous
simulation, audio
simulation, augmented live
simulation, augmented reality
simulation, base case
simulation, benefit of
simulation, bond-graph
simulation, built-in
simulation, case-based
simulation, cellular automaton
simulation, closed-form
simulation, co-
simulation, cognitive
simulation, cohersing
simulation, collaborative
simulation, collaborative virtual
simulation, combined
simulation, combined continuous-discrete
simulation, combined system
simulation, competition
simulation, component-based distributed
simulation, composable
simulation, composite
simulation, compressed-time

simulation, computer
simulation, computer network
simulation, computer-aided
simulation, computer-based
simulation, computerized
simulation, concurrent
simulation, condensed-time
simulation, conjoint
simulation, conservative
simulation, constrained
simulation, constructive
simulation, constructive training
simulation, continuous
simulation, continuous-change
simulation, continuous-system
simulation, continuous-time
simulation, conventional
simulation, cooperative
simulation, coopetition
simulation, cost of
simulation, coupled
simulation, credible
simulation, critical event
simulation, customizable
simulation, customized
simulation, data-driven
simulation, data-intensive
simulation, descriptive
simulation, deterministic
simulation, digital
simulation, digital analog
simulation, digital computer
simulation, direct
simulation, disconnected
simulation, discrete
simulation, discrete event
simulation, discrete-change
simulation, discrete-system
simulation, discrete-time
simulation, distributed
simulation, distributed DEVS

simulation, distributed interactive
simulation, distributed real-time
simulation, distributed web-based
simulation, distributed-parameter system
simulation, dynamic system
simulation, dynamically composable
simulation, economic impact of
simulation, economics of
simulation, embedded
simulation, endomorphic
simulation, entity-level
simulation, environmental
simulation, error-controlled
simulation, evaluative
simulation, event-based
simulation, event-based discrete
simulation, event-driven
simulation, event-following
simulation, event-oriented
simulation, event-scheduling
simulation, ex-ante
simulation, expanded-time
simulation, experience-aimed
simulation, experiment-aimed
simulation, expert system embedded within
simulation, explanatory
simulation, exploratory
simulation, ex-post
simulation, extensible
simulation, fast
simulation, fault
simulation, faulty
simulation, federated
simulation, fully coupled
simulation, functional
simulation, fuzzy
simulation, fuzzy system
simulation, game
simulation, game-like
simulation, game-theoretic
simulation, gaming

simulation, general purpose distributed
simulation, generalized
simulation, generalized-model
simulation, genetic algorithm
simulation, grid-based
simulation, hands-on
simulation, hardware-in-the-loop
simulation, heterogeneous
simulation, hierarchical
simulation, high-resolution
simulation, holonic
simulation, holonic system
simulation, human-centered
simulation, human-in-the-loop
simulation, human-machine
simulation, hybrid
simulation, hybrid gaming
simulation, identity
simulation, immersive
simulation, impact of
simulation, in-basket
simulation, incremental
simulation, individual-based
simulation, instructional
simulation, integrated
simulation, intelligent
simulation, intelligent system
simulation, interactive
simulation, interoperable
simulation, interpre(ta)tive
simulation, interpretational
simulation, interval-oriented
simulation, introspective
simulation, joint
simulation, knowledge-based
simulation, laboratory
simulation, large-scale
simulation, lazy
simulation, lean
simulation, legacy
simulation, library-driven

simulation, life-cycle of
simulation, linear programming embedded within
simulation, linear system
simulation, line-of-sight
simulation, linkage to live
simulation, live
simulation, live training
simulation, live-system enriching
simulation, live-system supporting
simulation, logic
simulation, logical
simulation, machine
simulation, machine-centered
simulation, man-centered
simulation, man-in-the-loop
simulation, man-machine
simulation, man-machine system
simulation, manual
simulation, Markov
simulation, massively multi-player
simulation, mathematical
simulation, mental
simulation, micro
simulation, microanalytic
simulation, mission rehearsal
simulation, mixed
simulation, mixed-signal
simulation, modular
simulation, Monte Carlo
simulation, multi-agent
simulation, mult-iagent participatory
simulation, multilevel
simulation, multimedia
simulation, multimedia-enriched
simulation, multi-paradigm
simulation, multi-player
simulation, multi-processor
simulation, multirate
simulation, multiresolution
simulation, multistage
simulation, nested

simulation, net-centric
simulation, networked
simulation, non-linear system
simulation, non-line-of-sight
simulation, non-numerical
simulation, normative
simulation, numerical
simulation, object-oriented
simulation, online
simulation, optimistic
simulation, optimization embedded within
simulation, optimization within
simulation, optimizing
simulation, outcome-driven
simulation, outcome-oriented
simulation, parallel
simulation, parallel discrete-event
simulation, participative
simulation, participatory
simulation, peace
simulation, Petri net
simulation, physical
simulation, physical system
simulation, plan
simulation, portable
simulation, predictive
simulation, prescriptive
simulation, process
simulation, process-based discrete event
simulation, process-oriented
simulation, proxy
simulation, pseudo
simulation, public domain
simulation, pure software
simulation, purpose of
simulation, qualitative
simulation, quantitative
simulation, quasi-analytic
simulation, quasi-Monte Carlo
simulation, rare-event
simulation, real-system enriching

simulation, real-system support
simulation, real-time
simulation, real-time continuous
simulation, reasonable
simulation, reasoning
simulation, regenerative
simulation, related
simulation, reliable
simulation, retrospective
simulation, risk
simulation, role playing
simulation, rule-based system embedded within
simulation, scaled real-time
simulation, self-organizing
simulation, self-organizing system
simulation, sequential
simulation, serial
simulation, serious
simulation, shape
simulation, simultaneous
simulation, single processor
simulation, smoothness
simulation, stand-alone
simulation, static
simulation, steady-state
simulation, stochastic
simulation, structural
simulation, structure
simulation, symbiotic
simulation, symbolic
simulation, symmetric
simulation, system-of-systems
simulation, systems theory based
simulation, technical
simulation, terminating
simulation, texture
simulation, throttled time-warp
simulation, time-slicing
simulation, time-stepping
simulation, time-varying system
simulation, time-warp

simulation, trace-driven
simulation, tractable
simulation, training
simulation, trajectory
simulation, transfer function
simulation, trends in
simulation, unconstrained
simulation, uncoupled
simulation, value of
simulation, variable fidelity
simulation, variable resolution
simulation, virtual
simulation, virtual training
simulation, visual
simulation, visual interactive
simulation, war
simulation, warfare
simulation, wearable computer-based
simulation, web-based
simulation, web-centric
simulation, web-enabled
simulation, yoked
simulation, zero sum
simulationist
simulationist, assessment of a
simulations
simulations, dissimilar
simulations, hierarchy of
simulations, linkage of live, virtual, and constructive
simulations, loosely coupled federated
simulative
simulator
simulator, abstract
simulator, abstract DEVS
simulator, abstract sequential
simulator, abstract threaded
simulator, behavioral
simulator, built-in
simulator, cognitive
simulator, colored Petri net
simulator, concurrent

simulator, design
simulator, DEVS
simulator, distributed
simulator, driving
simulator, engineering
simulator, flat sequential
simulator, hardware
simulator, heterogeneous
simulator, hierarchical DEVS
simulator, hierarchical sequential
simulator, human-in-the-loop
simulator, knowledge-based
simulator, logic
simulator, man-in-the-loop
simulator, multi
simulator, multiple
simulator, parallel
simulator, pseudo
simulator, quantized
simulator, quantized DEVS
simulator, reconfigurable
simulator, sequential
simulator, server
simulator, software
simulator, training
simulator, Trojan
simulator, virtual
simulator, visual
simulators
simulators, spectrum of
simultaneous
singularity
singularity, structural
situation
situation, anticipated
situation, computed
situation, forbidden
situation, perceived
situational awareness
size
size, integration step

size, largest step
size, macro-step
size, micro-step
size, model
size, nominal step
size, step
skill
skill, communication
skill, decision
skill, interpersonal
skill, motor
skill, motor control
SL (Simulation Language)
SL, activity
SL, algebraic expression-oriented
SL, assessment of
SL, block-oriented
SL, block-structured
SL, catastrophic
SL, cellular
SL, combined
SL, combined discrete event continuous-change
SL, continuous
SL, continuous/discrete
SL, continuous-time
SL, continuous-time system
SL, declarative
SL, digital
SL, digital analog
SL, digital continuous-system
SL, digital discrete-system
SL, digital online
SL, digital-source
SL, discrete
SL, distributed-system
SL, expression-oriented
SL, general purpose
SL, graphic-oriented
SL, hybrid
SL, hybrid continuous-system
SL, hybrid source

SL, interactive
SL, intermittent
SL, interpretive
SL, mixed formalism
SL, object
SL, online
SL, prototype
SL, sequential
SL, source
SL, special purpose
SL, structural
SL, system-of-systems
SL, target
slicing
slicing, time
slot
slot, time
smooth
smooth (v)
smoothed
smoothing
smoothing, parameter
society
society, simulation
software
software, all digital simulation
software, analog simulation
software, computer
software, COTS (Commercial Off-The-Shelf)
software, coupled simulation
software, digital simulation
software, executive
software, game
software, GOTS (Government Off-the-Shelf)
software, hybrid simulation
software, model-based
software, modeling
software, monitor
software, simulation
software, simulation gaming
software, support

software, visualization
solution
solution, accurate
solution, alternative
solution, analytical
solution, analytically stable
solution, closed-form
solution, good enough
solution, method-of-lines
solution, numerical
solution, optimal
solution, Pareto optimal
solution, real-time
solution, stable
solution, unstable
solvability
solver
solver, differential algebraic equation
solver, differential equation
solver, numerical differential equation
solver, overdetermined linear system
solver, symbolic differential equation
solving
solving, distributed problem
solving, problem
sophism
sound
source
source, authoritative data
source, data
source, empirical
source, information
source, M&S information
source, open
sourcing
sourcing, data
space
space, admissible
space, behavior
space, conceptual model of the mission
space, continuous

space, data
space, decision variable
space, discrete
space, event
space, input
space, limited solution
space, mission
space, output
space, problem
space, response
space, routing
space, scenario
space, search
space, solution
space, state
span
spatial
specific
specific, application-
specific, domain-
specific, platform-
specific, simulation-
specification
specification, atomic model
specification, behavior
specification, body of knowledge
specification, compatible
specification, design
specification, discrete event system
specification, distributed-systems architecture
specification, experimentation
specification, federate interface
specification, graphical
specification, HLA interface
specification, input/output
specification, input/output port
specification, interface
specification, language
specification, level of model
specification, level of system
specification, model

specification, ontology-based model
specification, partial
specification, product
specification, requirements
specification, scenario
specification, service
specification, simulation
specification, software
specification, system
specification, system architecture
specification, systematic
specification, system-level
specification, textual
specification, verbal
specification, visual
specification, visual model
spectrum
speed
speed, computer processing
speed, simulation execution
split (v)
split (v), power
sponsor
sponsor, accreditation
sponsor, federation execution
sponsor, M&S
sponsor, M&S application
stability
stability, absolute
stability, analytical
stability, asymptotic
stability, computational
stability, domain of analytical
stability, Liapunov
stability, marginal
stability, model
stability, non-linear
stability, numerical
stability, Poisson
stability, simulation
stability, state-based

stability, structural
stability, system
stability, trajectory
stable
stable, A-
stable, F-
stable, faithfully
stable, marginally
stable, stiffly
staff
staff, training
stage
stage, modeling
staging
staging, model
stakeholder
stakeholder, simulation
stamp
stamp, lower bound on the time
stamp, time
stamp, upper bound on the time
standard
standard, compatibility
standard, component integration
standard, data
standard, data exchange
standard, data interchange
standard, documentation
standard, interoperability
standard, metadata
standard, model acceptability
standard, model interoperability
standard, modeling
standard, product specification
standard, protocol data unit
standard, simulation
standard, simulation interoperability
standardization
standardization, data
standardization, data element
standards, compliance with

state
state, absorbing
state, control
state, deadlock
state, emotional
state, explicit
state, feasible
state, final
state, implicit
state, initial
state, intermediate
state, metastable
state, multi-
state, non-absorbing
state, overdetermination of
state, passive
state, quiescent
state, sequential
state, stable
state, steady
state, system
state, total
state, transient
state, transitory
state, unfeasible
state, unstable
statement
statement, declarative
static
station
station, central
station, control
stationary
statistic
statistic, model error
statistic, observation error
statistic, time persistent
statistical
statistics
status
status, simulation

steady
step
step, development
step, fixed time
step, time
step, variable time
step-by-step
stepping
stepping, time
steward
steward, data
stiff
stiff, marginally
stiffness
stiffness, infinite
stigmergic
stigmergy
stigmergy, active
stigmergy, passive
stigmeric
stimulate (v)
stimulation
stimulator
stimulus
stimulus, high-level
stimulus, low-level
stochastic
storage
storage, mass
strategy
strategy, cognitive
strategy, cognitive modeling
strategy, game-playing
strategy, goal softening
strategy, hyperactive step-size adjustment
strategy, multisimulation gaming
strategy, simulation
stream
stream, data
strength
strength, formalism's

structure
structure, adequacy of dynamic model
structure, adequacy of model
structure, adequacy of static model
structure, comparison of
structure, data
structure, DEVS system entity
structure, dynamic
structure, dynamic model
structure, entity
structure, goal
structure, goal with fixed
structure, goal with variable
structure, hierarchical
structure, hierarchical model
structure, identified
structure, interaction
structure, internal
structure, model
structure, modeling
structure, modeling system
structure, parameter
structure, priority queue data
structure, semantic
structure, simulation
structure, static
structure, static model
structure, system entity
structure, variable
structured
structured, band-
study
study, acceptability of simulation
study, analog simulation
study, antithetic
study, antithetic simulation
study, assessment of the goal of the
study, digital simulation
study, empirical
study, ethical assessment of the
study, ethical assessment of the goal of the

study, feasibility
study, goal of the
study, HLA-compliant simulation
study, hybrid simulation
study, life-cycle of a simulation
study, multiple-run simulation
study, post
study, pragmatic assessment of the goal of the
study, sensitivity
study, simulation
study, single run simulation
study, theoretical
style
style, similarity
subcomponent
sub-coupling
subevent
subframe
subgoal
submodel
submodel, candidate
submodularity
submodule
subnet
subnet, multiple-transition
subnet, single-transition
substitutability
substitutability, behavioral
substitutable
substitutable, behaviorally
substructure
successor
suite
suite, protocol
supercomputer
support
support, decision
support, life-cycle
support, model
support, multi-player
support, on-line decision

support, peace
support, simulation
support, simulation for decision
support, simulation-based operational
support, tool
support, user
supportability
supportability, model
supported
supported, agent
supremum
surface
surface, response
surface, simulation response
swap (v)
swapping
switching
switching, mode
switching, model
switching, runtime model
synchronization
synchronization, clock
synchronization, data
synchronization, event
synchronization, input
synchronization, model
synchronization, optimistic
synchronous
syntax
syntax, model component
synthesis
synthesis, model
synthetic
system
system, active
system, active stigmergic
system, adaptation
system, adaptive
system, agent
system, alloplastic
system, allopoietic

system, allotelic
system, ALPS-compliant simulation
system, altricial
system, anticipative
system, anticipatory
system, argumentation
system, artificial
system, artificial-immune
system, asymptotically stable
system, authoring
system, automated information
system, autonomous
system, autonomous time-invariant linear
system, behaviorally anticipatory
system, bilinear
system, bio-inspired
system, bounded-input bounded-output
system, causal
system, causalization of an equation
system, causalized equation
system, closed
system, closed loop
system, cognitive
system, collaborative simulation
system, combined
system, complex
system, complex adaptive
system, component
system, comprehensive
system, comprehensive simulation
system, conservative
system, considered
system, constraint
system, constructive training
system, context-sensitive
system, continuous
system, continuous-space
system, continuous-time
system, continuous-time linear
system, control
system, controllable
system, controlled

system, coordination
system, coupled
system, customizable
system, data dictionary
system, database
system, database management
system, data-intensive
system, deliberative
system, dependable
system, deterministic
system, deterministic context-free L-
system, diagnostic
system, dialectical
system, DIS-compliant simulation
system, discontinuous
system, discrete
system, discrete-event
system, discrete-state
system, discrete-time
system, discrete-time linear
system, distributed
system, distributed event-based
system, distributed parameter
system, dynamic
system, embedded
system, embedded training
system, emerging
system, emerging simulation
system, endomorphic
system, equivalent
system, error detecting
system, ethical assessment of value
system, evolvable
system, expert
system, external
system, faster than real-time
system, federated simulation
system, finite-state
system, formal
system, formal semantic
system, fully controllable
system, fully distinguishable

system, fully observable
system, fuzzy
system, fuzzy expert
system, global property of a
system, hard real-time
system, high integrity
system, high interactive
system, high-order
system, high-order non-linear
system, HLA-compliant simulation
system, holonic
system, homogeneous
system, host simulation
system, hybrid
system, identifiable
system, identified
system, indecomposable
system, infinite-state
system, information
system, information resource dictionary
system, inhomogeneous
system, instructional
system, instrumentation
system, intelligent
system, intelligent complex adaptive
system, interactive
system, introspective
system, joint M&S
system, joint simulation
system, joint warfare
system, knowledge-based
system, knowledge-intensive
system, L-
system, labeled state transition
system, labeled transition
system, launch of the
system, learning
system, legacy
system, legacy simulation
system, Lindenmayer
system, linear

system, linear constant coefficient
system, linear time-invariant continuous-time
system, live training
system, local property of a
system, low interactive
system, marginally stable
system, marginally stiff
system, mechanical
system, mechatronic
system, mesoscale
system, microelectromechanical
system, mixed
system, mixed discrete and continuous
system, model-based
system, model-directed
system, model-driven
system, modeling
system, modified Koch L-
system, modular
system, multi-agent
system, multi-aspect
system, multi-body
system, multidisciplinary
system, multi-layer
system, multi-paradigm simulation
system, nanoscale
system, natural
system, networked
system, non-anticipatory
system, non-linear
system, non-linear affine input
system, observable
system, open
system, open-loop control
system, overdetermined linear
system, partially causalized algebraic equation
system, partially causalized equation
system, passive
system, passive stigmergic
system, personalization
system, physical

system, portable simulation
system, proactive
system, qualitative simulation
system, quantized
system, quantized state
system, queueing
system, reactive
system, real
system, real-time
system, relationally equivalent
system, rule-based
system, safety-critical
system, sampled-data
system, sampled-data control
system, secure
system, secure component
system, security-critical
system, self-managing
system, self-organizing
system, sensor
system, sensor-based
system, simulation
system, simulation embedded within expert
system, simulation embedded within rule-based
system, simulation interface
system, simulation-based
system, simulation-based learning
system, simulation-based training
system, single-aspect
system, single-input
system, single-paradigm simulation
system, slower than real-time
system, smart
system, software-intensive
system, source
system, specific
system, stable
system, state transition
system, stiff
system, stiff dynamic
system, stigmergic

system, stigmergy
system, stochastic
system, strongly-anticipatory
system, structurally singular
system, structured
system, teleogenetic
system, time-invariant
system, time-invariant continuous
system, time-variant
system, training
system, value
system, variable parameter
system, verification
system, virtual training
system, visual
system, weakly-anticipatory
systems
systems, behavioral equivalence of
systems, equivalence of
systems, system-of-
T--
table
table look up
tableau
tableau, Butcher
tabular
tactile
tailor (v)
tailoring
tailoring, methodology
task, event-based
taxonomy
teaching
team
team, assessment of simulation
team, simulation
technique
technique, abstraction
technique, adaptive
technique, adaptive optimization
technique, analytic simulation

technique, assessment of behavior generation
technique, assessment of programming
technique, automata-based
technique, autoregressive modeling
technique, back interpolation
technique, behavior generation
technique, collaborative
technique, composition
technique, conceptual modeling
technique, confidence interval
technique, coupling-based
technique, data transformation
technique, Delphi
technique, description
technique, dynamic
technique, dynamic VV&T
technique, education
technique, explicit Nyström
technique, extrapolation
technique, formal
technique, formal VV&T
technique, formalization
technique, game-based education
technique, gaming
technique, hardware socket interface
technique, informal
technique, informal VV&T
technique, interface
technique, logical
technique, metamodeling
technique, method-of-lines
technique, model abstracting
technique, model based
technique, model checking
technique, model-driven
technique, model-driven development
technique, modeling
technique, multi-player gaming
technique, optimization
technique, predictive
technique, programming

technique, quasi-analytic simulation
technique, reactive
technique, refinement
technique, regression metamodeling
technique, review
technique, self-healing
technique, sensitivity analysis
technique, simulation
technique, simulation-based education
technique, simulative solution
technique, simultaneous interval
technique, single-player gaming
technique, software socket interface
technique, solution
technique, spectral analysis
technique, static
technique, static VV&T
technique, statistical
technique, statistical validation
technique, structural
technique, symbolic
technique, test qualification
technique, testing
technique, validation
technique, variance reduction
technique, verification
technique, visual modeling
technique, visualization
technique, VV&T
technique, web-enabled
technology
technology, adaptation
technology, animation
technology, composability
technology, declarative
technology, declarative agent
technology, distractive
technology, distributed simulation
technology, dual use
technology, enabling
technology, game

technology, haptic
technology, information
technology, interconnection
technology, interface
technology, object-oriented
technology, open-source game
technology, personalization
technology, pervasive
technology, replacement
technology, representation
technology, simulation
technology, terahertz
technology, training
technology, virtual reality
technology, visualization
teleimmersion
template
template, data
template, Dublin core metadata
template, federation object model
template, generic model component
template, metadata
template, model component
template, object model
template, process
TENA (Test and Training Enabling Architecture)
term
term, modeling
term, qualitative
term, quantitative
term, significance
term, simulation
terminology
terminology, simulation
test
test, alpha
test, beta
test, degeneracy
test, event validity
test, historical
test, HLA compliance

test, model
test, Monte Carlo
test, statistical
test, Turing
testbed
testing
testing, acceptance
testing, alpha
testing, authorization
testing, beta
testing, black box
testing, bottom-up
testing, boundary value
testing, branch
testing, comparison
testing, compliance
testing, component-based
testing, condition
testing, data flow
testing, data interface
testing, equivalence partitioning
testing, execution
testing, exploratory
testing, extreme input
testing, failure insertion
testing, fault insertion
testing, field
testing, functional
testing, glass box
testing, gray box
testing, hypothesis
testing, interface
testing, invalid input
testing, loop
testing, model interface
testing, model-based
testing, module
testing, object-flow
testing, partition
testing, path
testing, performance

testing, product
testing, real-time input
testing, regression
testing, scenario
testing, scripted
testing, security
testing, self-driven input
testing, special input
testing, standards
testing, statement
testing, stress
testing, structural
testing, submodel
testing, top-down
testing, trace-driven input
testing, user interface
testing, white box
theorem
theorem, central limit
theoretical
theory
theory, chaos
theory, combinatorial game
theory, complexity
theory, composability
theory, comprehensive similarity
theory, discrete-time systems
theory, game
theory, learning
theory, linear stability
theory, M&S
theory, metamodeling
theory, model
theory, modeling
theory, network
theory, optimization
theory, ordinal optimization
theory, queueing
theory, set
theory, similarity
theory, system design

theory, system simulation
theory, systems
theory, understanding
thinking
time
time, communication
time, compressed
time, computation
time, continuous
time, coordinated universal
time, current
time, discrete
time, elapsed
time, event
time, expanded
time, fast
time, federate
time, federation
time, global
time, Greenwich mean
time, impact
time, local
time, logical
time, mean solar
time, output
time, physical
time, real-
time, real-world
time, scaled wallclock
time, sidereal
time, simulated
time, simulation
time, simulation update
time, slow
time, slower than real-time
time, true global
time, universal
time, virtual
time, wallclock
token
tolerance

tolerance, acceptable
tolerance, error
tolerance, fault
tolerance, local error
tool
tool, adjunct
tool, automated test
tool, bio-inspired
tool, data preparation
tool, game-based
tool, knowledge compendium
tool, legacy
tool, M&S
tool, M&S adjunct
tool, M&S development
tool, methodology-based software
tool, model checking
tool, model management
tool, model transformation
tool, model-based
tool, model-driven architecture
tool, modeling
tool, resolution and validation management
tool, semantic-based
tool, simulation
tool, simulation gaming
tool, simulation support
tool, simulation-based
tool, support
tool, test
topic
topic, core
topic, interdisciplinary
topological
topology
topology, bi-dimensional
topology, coupling
topology, grid
topology, linear
topology, pipeline
trace

trace (v)
tracing
tracing, event
tracing, execution
tractability
tractable
trainer
trainer, link
trainers
trainers, spectrum of
training
training, computer-aided
training, computer-based
training, constructive
training, distributed
training, distributed mission
training, driver
training, embedded
training, engagement
training, flight
training, game-based
training, gaming for
training, hands-on
training, joint warfare
training, least
training, live
training, maintenance
training, medical
training, negative
training, on-the-job
training, real-time
training, reconfigurable
training, simulation for
training, simulation-based
training, simulation-based distributed
training, simulation-driven
training, tactics
training, use of simulator in
training, virtual
training, warfare
training, web-based

trajectory
trajectory, analytic
trajectory, continuous
trajectory, discrete
trajectory, input
trajectory, output
trajectory, plausible
trajectory, state
trajectory, time
transducer
transducer, DEVS
transducer, energy
transducer, knowledge
transfer
transfer (v)
transfer, data
transfer, high-speed data
transferability
transferability, model
transform
transform, Z-
transformation
transformation, aspect-oriented
transformation, coordinate
transformation, data
transformation, Laplace
transformation, legacy
transformation, model
transformation, pattern-based
transformation, predicate
transformation, primitive
transformation, semantic web for legacy
transformation, semantic web for model
transformation, similarity
transformation, state
transformation, variable
transient
transition
transition, delayed
transition, deterministic
transition, deterministic timed

transition, external
transition, firing of
transition, immediate
transition, internal
transition, labeled
transition, model
transition, multiple
transition, single
transition, state
transition, stochastic
transition, stochastic timed
transition, timed
transitivity
translate (v)
translator
transmission
transmission, asynchronous
transmit (v)
transparency
transparency, time management
transpose
tree
tree, coverability
tree, game
tree, model
tree, reachability
tree, taxonomy
trend
trend, emerging
trend, future
trend, past
trend, web-enabled emerging
trigger
trigger, emotional
trigger, hot emotional
true
true, completely
true, degree of
true, partially
truncation
truth

truth, ground
truth, perceived
truth, semantic theory of
truth, theory of
type
type, component
type, error
type, event
type, object
type, simulation utility
type, system
type, variable
U--
unbundling
uncertain
uncertainty
uncertainty, reasoning under
uncoupled
understand (v)
understandability
understandability, model
understanding, simulation-based
unicast
unit
unit, data
unit, graphic processing
unit, measurement
unit, protocol data
unsimulatable
untimed
update
update (v)
update, automatic
update, data
update, dynamic
update, dynamic model
update, dynamic simulation
update, game
update, model
update, online simulation
update, runtime

update, runtime model
update, runtime simulation
update, simulation
updating
updating, dynamic
updating, dynamic model
updating, dynamic simulation
updating, model
updating, runtime
updating, simulation
usability
usability
usability, cope of
usability, model
usability, model
use
use, common
use, computer-assisted
use, model
use, practicality of
use, simulation
used
used, metamodel
usefulness
usefulness, model
user
user, casual
user, data
user, frequent
user, M&S
user, model
user, model of
user, simulation
utility
utility, model
utility, simulation
V--
V&V (Validation and Verification)
V&V, data
V&V, independent
vague

vagueness
valid
valid, replicatively
validatability
validatability, level of M&S
validate (v)
validation
validation, backward
validation, concept
validation, conceptual-model
validation, contextual
validation, data
validation, data verification and
validation, design
validation, evolutionary
validation, face
validation, historical-data
validation, independent verification and
validation, input-driven
validation, metamodel
validation, model
validation, model-based
validation, multistage
validation, objective
validation, output
validation, output-driven
validation, predictive
validation, real-time
validation, replicative
validation, requirements
validation, result
validation, simulation
validation, statistical
validation, structural
validation, subjective
validation, syntactic
validation, transformation for
validation, verification and
validity
validity, absolute
validity, conceptual

validity, convergent
validity, cross
validity, cross model
validity, data
validity, degree of model
validity, dynamic
validity, empirical
validity, event
validity, experimental
validity, external
validity, face
validity, full
validity, gradual
validity, historical
validity, historical-data
validity, hypothesis
validity, internal
validity, level of
validity, logical
validity, model
validity, multistage
validity, operational
validity, parameter
validity, partial
validity, predictive
validity, predictive model
validity, replicative
validity, replicative model
validity, scope of
validity, statistical
validity, strict
validity, structural
validity, structural model
validity, submodel
validity, technical
validity, theoretical
validity, time-series
validity, variable
valley
valley, uncanny
value

value, absolute
value, accumulated
value, activation
value, active
value, added
value, approximate
value, approximated
value, argument
value, associated
value, assumed
value, attribute
value, back
value, belief
value, binary
value, Boolean
value, boundary
value, calculated
value, candidate
value, certainty
value, concrete
value, confidence
value, constant
value, crisp
value, critical
value, data
value, decimal
value, default
value, defined allowable
value, defuzzificated
value, expected
value, explicit
value, feasible
value, filtered
value, final
value, fixed
value, function
value, fuzzificated
value, fuzzy
value, fuzzy truth
value, heuristic
value, implicit

value, initial
value, initialization
value, input
value, intermediate
value, key
value, legal
value, linguistic
value, logical
value, measured
value, metadiscursive
value, missing
value, modal
value, negative
value, noisy
value, nominal
value, non-fuzzy
value, null
value, numerical
value, observed
value, output
value, parameter
value, partial
value, plausible
value, precise
value, probability
value, qualitative
value, quantized
value, realized
value, reference
value, referential
value, resemblance
value, semantic
value, state
value, static
value, tagged
value, token
value, true
value, truth
value, weighted
variability
variability, parameter

variability, stochastic
variability, syntactic
variable
variable, across
variable, action
variable, activation
variable, algebraic
variable, allocated
variable, antithetic
variable, arbitrary
variable, argument
variable, artificial
variable, attached
variable, auxiliary
variable, base
variable, behavior
variable, binary
variable, Boolean
variable, bounded
variable, class
variable, clock
variable, coenetic
variable, constrained
variable, context
variable, continuous
variable, continuous-change
variable, continuous-time
variable, control
variable, controllable
variable, controllable input
variable, controlled
variable, coordination
variable, correlated
variable, cut
variable, decision
variable, declaration of a
variable, declared
variable, declared random
variable, dependent
variable, derivability of a
variable, descriptive

variable, deterministic
variable, discontinuous
variable, discontinuous state
variable, discontinuous-change
variable, discrete
variable, discrete state
variable, discrete-change
variable, discrete-control
variable, discrete-time
variable, discretized
variable, discriminant
variable, displacement
variable, dual
variable, dummy
variable, effort
variable, endogenous
variable, essential
variable, exogenous
variable, experimental
variable, experimentation
variable, external
variable, flow
variable, formal
variable, free
variable, fuzzy
variable, Gaussian
variable, generalized
variable, global
variable, goal
variable, holistic
variable, identified state-
variable, impulse
variable, independent
variable, independent state
variable, initialization of state
variable, initialized
variable, input
variable, instance
variable, instantiated
variable, instrumentable
variable, instrumental

variable, instrumented
variable, integer
variable, integration
variable, internal
variable, interpolated
variable, irrelevant
variable, key
variable, known
variable, lag
variable, lagged
variable, latent
variable, lead
variable, level
variable, linguistic
variable, local
variable, logical
variable, meaning of a
variable, measured
variable, monitored
variable, non-numerical
variable, non-observable
variable, numerical
variable, observable
variable, observational
variable, observed
variable, output
variable, physical
variable, preferred state
variable, probabilistic
variable, qualified
variable, qualitative
variable, quantified
variable, quantitative
variable, quantization of state
variable, random
variable, range of a
variable, range set of a
variable, rate
variable, real
variable, relevant
variable, rotational

variable, run control
variable, sensed
variable, simple
variable, single space
variable, slack
variable, spatial
variable, stabilized
variable, state
variable, statistical
variable, stochastic
variable, subscripted
variable, supplementary
variable, surplus
variable, system
variable, tearing
variable, temporal
variable, temporary
variable, through
variable, time
variable, trajectory of a
variable, transition
variable, translational
variable, typed
variable, uncontrollable
variable, uninitialized
variable, unknown
variable, unqualified
variable, yoked
variance
variance, analysis of
variate
variate, antithetic
variate, random
variation
vector
vector, criteria
vector, input
vector, state
vector, state history
veracity
veracity, model

verifiability
verifiable
verification
verification, black box
verification, code
verification, computer-aided model-
verification, computerized model-
verification, correctness
verification, data
verification, design
verification, formal
verification, functional
verification, logical
verification, model
verification, model-based
verification, program
verified
verifier
verify (v)
verisimilitude
verisimilitude, model
verity
version
version, reference
view
view, battlefield
view, operational
view, point of
view, reductionist point of
view, simulated
view, system
view, technical
view, world
viewer
viewer, stealth
virtual
virtuality
virtuality, augmented
visualization
visualization, battlefield
visualization, data

visualization, execution
visualization, immersive
visualization, information
visualization, interactive
visualization, knowledge-based
visualization, modeling, simulation and
visualization, multi-dimensional data
visualization, parallel
visualization, real-time
visualize (v)
visualized
vocabulary
volatility
volatility, feature
volatility, implementation
VV&A (Validation, Verification and Accreditation)
VV&A, computer-aided
VV&C, data
VV&T (Verification, Validation and Testing)
W--
walkthrough
war
war, synthetic theater of
war, theater of
warez
warfare
warfare, information
warfare, simulated
wargame
wargame, asymmetrical
wargame, symmetrical
wargaming
wargaming, net-centric
warm up
warm up (v)
warp
warp, time
web
web, semantic
width
width, grid

width, hysteresis
width, quantum
word
word, class
word, prime
world
world, real
world, simulated
world, virtual
wrap
wrap (v)
wrapping
wrapping, model
wrong
Y--
yoked