

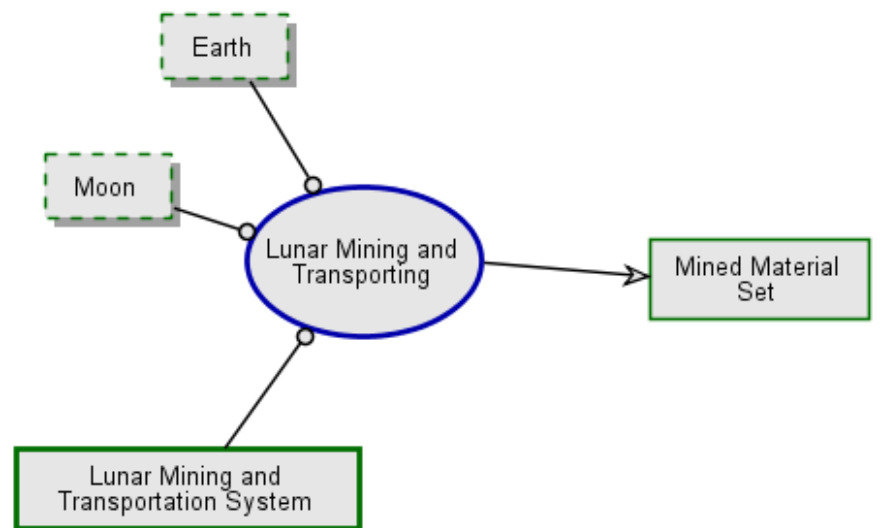
Visualizing Smackdown Scenario with OPM and HLA

SISO Smackdown 2012 <http://sisosmackdown.com/about/welcome/>

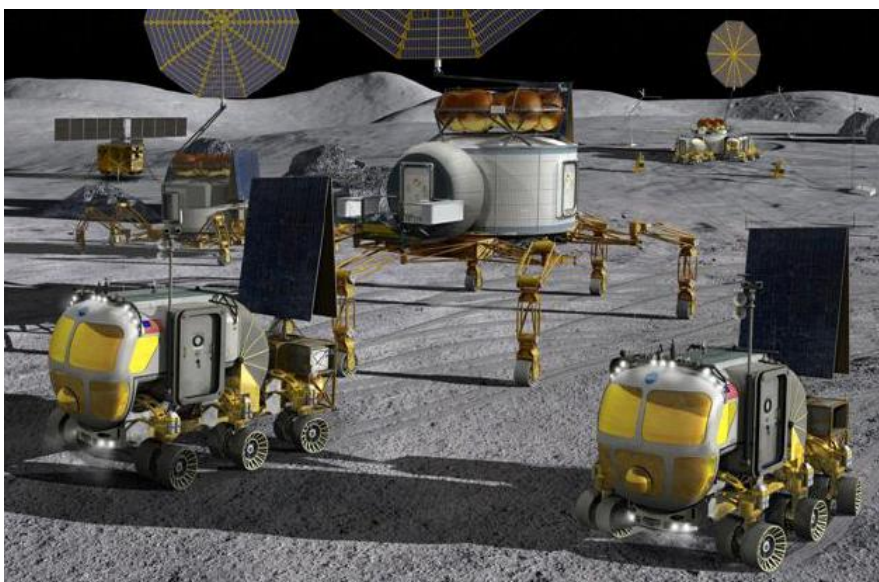
The project focuses on two variations of object models:

- **Object Process Methodology (OPM)**
- **Base Object Model (BOM)**

Goal: *Develop and implement a correct mapping mechanism between OPM and BOM for High-Level Architecture utilizing to enable using a combination of OPM and HLA for Smackdown future simulation.*



NASA Smackdown Project



OPM-Procedural Enabling Links

Name	Symbol	OPL	Semantics
Agent Link		A handles B.	Denotes that object A is a human operator who triggers process B.
Instrument Link		B requires A.	"Wait until" semantics: Process B cannot happen if object A does not exist.
State-Specified Instrument Link		B requires s1 A.	"Wait until" semantics: Process B cannot happen if object A is not at state s1.

We focus on mapping four tables related to Conceptual Model Definition:

- **Pattern of Interplay** - provides a mechanism for identifying sequences of *pattern actions*.
- **State Machine** - provides a mechanism for identifying the behavior *states expected* to be exhibited by one or more *conceptual entities*.
- **Entity Type** - provides a mechanism for describing the types of conceptual entities used to represent senders and receivers.
- **Event Type** - provides a mechanism for describing the types of *conceptual events*.

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