

# Index

## A

Adaptive nonlinear models, 20, 21  
Adaptive timing, 12  
Agent-based model, 185  
Analytic programming (AP), 92–94, 97, 100, 102  
Attention, 14, 15  
Automated engineering design, 120, 121

## B

Business, 47

## C

Concept maps, 31, 32, 37, 38  
Control law, 92, 93, 98, 100, 101, 103, 105, 106, 108, 111  
Costa concordia, 57, 61, 63, 66, 68

## D

Differential evolution (DE), 91, 92, 98, 108

## E

ECMS-conferences, 1–3, 5  
European Council of Modelling and Simulation (ECMS), 1, 4  
European simulation conferences, 1, 3

## F

Feature extraction, 21  
Fuzzy models, 74, 82, 84–86

## G

Granular computing, 74, 75, 88  
Granular fuzzy model, 74, 85, 87, 88

Grid cells, 7, 8, 11, 12, 14, 15  
Grid maps, 8

## H

History, 2

## I

Information granules, 74–77, 79–82, 84, 88

## M

Management, 47, 48  
Marked Markovian arrival process, 159, 160, 162  
Methodology, 47  
Modeling, 47, 48, 50, 51, 53  
Movement synergies, 19, 20

## N

Neural adaptive filters, 20, 21

## O

Ontology, 31, 34  
Optimization, 115, 119–124, 127, 129–132, 134, 137

## P

Packet flow, 143, 145, 150, 151  
Packet loss ratio, 141, 142, 154  
Parameter-tuning, 115, 125  
Performance modeling, 188  
Place cells, 7, 11, 12, 14, 15  
Pressure vessel problem, 125, 127, 134, 137  
Pseudo neural network, 92, 93, 100, 108, 111

**Q**

Queueing system, 141–146, 152, 153

**R**

Research, 47, 48, 50, 51, 53–55

Riemannian geometry, 21

Robust solution, 128, 137

**S**

Self-adaptive stepsize search, 115, 121, 125, 127, 134, 135

Self-organizing map, 11, 12, 14, 15

Ship manoeuvre, 58

Simulation, 47–50, 52–54

Simulation model, 58

Social networks, 24, 29, 31, 33, 35, 37, 39, 41

Social sciences, 47

Spatially distributed systems, 186

Spatial navigation, 7, 12, 13, 15

Squared distance, 159, 160, 166, 167, 169, 170, 174–176, 181

System modelling, 74

**T**

Theory, 47–50, 52, 54

Timed influence net (TIN), 31, 33, 36, 39, 40

Traffic modeling, 169, 178

**W**

Workflow, 28, 29, 33–35, 37, 39, 43