

Publication Subscription

Messages Order

Time management

Logical Time

Time Advance





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Messages H.L.A.:

Updates

Send and receives new attributes
 values for each time step ending

(Send: Update Attribute Values)

(Receives: Reflect attribute Values)





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Messages H.L.A.:

Updates

Interaction

 Send and receives parameters describing events when happens

(Send: Send Iteraction)

(Receives: Receive Intraction)





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Mechanisms:

Subscription and publication

Publication/Subscription

- ·Publish Object Class
- ·Subscribe Object Class

Objects

Object registration

- ·Register Object Instance
- ·Discover Object Instance

Interaction

Publication/Subscription

- Publish Interaction Class
- ·Subscribe Interaction Class





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Messages Order:

Two message order types

T.S.O.

Time Stamped Order

- Message delivered to federate in the indicated order
- ·RTI guarantees no messages in the past

R.O.

Receive Order

 Message delivered to federate in the sent order





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Time-constrating and Time-Regulating

- To receive a TSO message in the established time to federate has to declare its <u>Time Constrained</u>
- To send a message TSO a federate have to declare to be <u>Time Regulating</u>
- Default, federates aren't neither TC neither TR
- To became TC, it's used RTI "Enable Time Constrained"
- To became TR, it's used RTI service "Enable Time Regulation"

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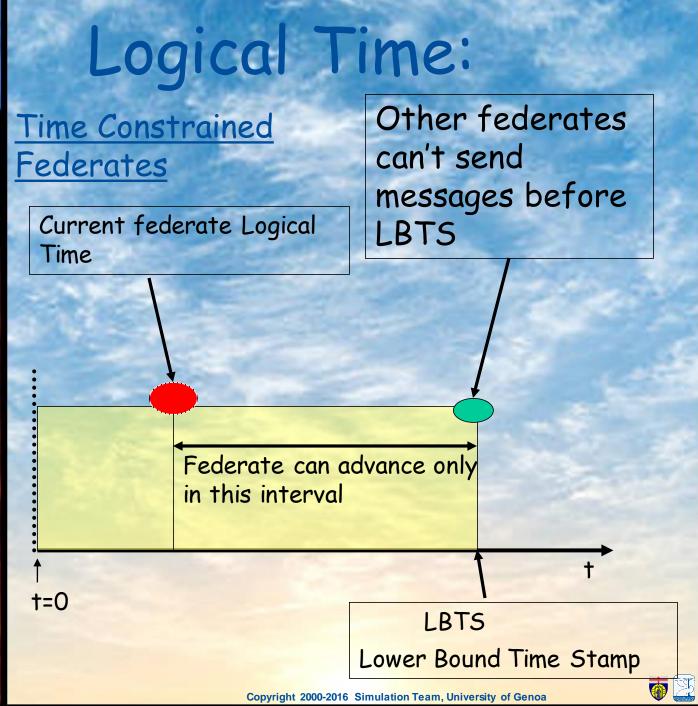
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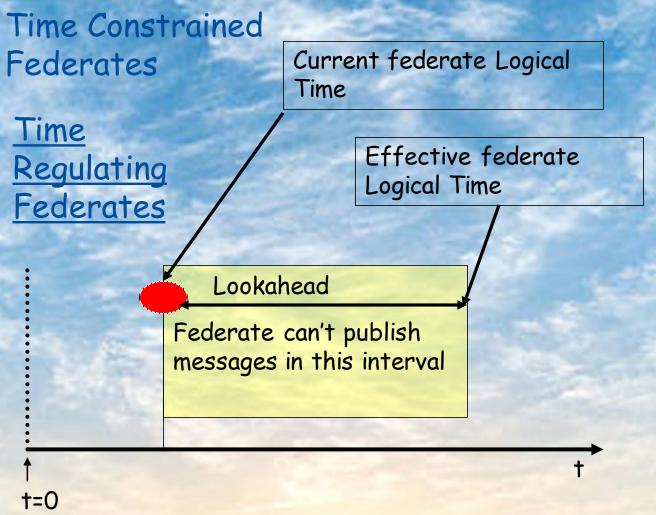
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Logical Time:







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Time advance Request

Continuous Simulators

- In order to request a time advance, it is used the RTI Service "Request Time Advance"
- *RTI will notify when it becomes possible to advance in time based on a call to "Time advance Grant"





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Time advance Request

Discrete Event Simulators

- RTI service "Next Event Request" request as time advance the following time.
- RTI will notify when it'll be possible to advance in the time by a "Next Event Grant" call and it'll specify the advance time guaranteed





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Request Federates TR and TC

Federates send and receive TSO data, must be TR and TC

TC: RTI don't allow to this federate to advance in time until he don't receive all the messages sent to him from other federates





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Request Federates TR and TC

Federates send and receive TSO data, must be TR and TC

TR: RTI prevents other federates from advancing in time until this federate don't send all data





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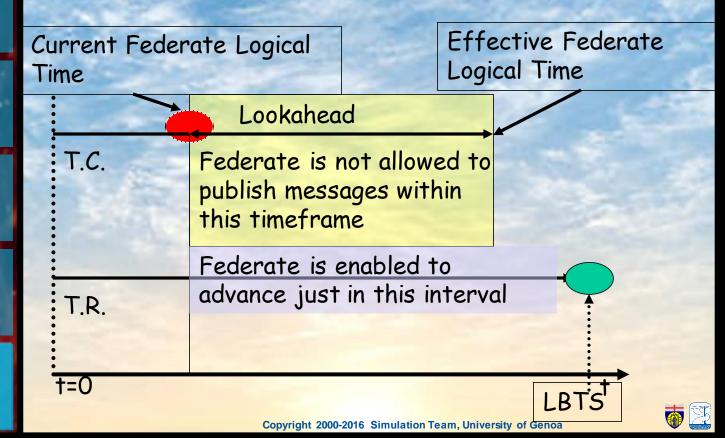
Time Advance

Time Advance

Time advance

Request

Federates are both TR and TC





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Time advance

Request Federates are both TR and TC

When we receive other messages?

The messages can be received when we are in state Time-Advancing

A Federate evolve in state Time Advancing through:

Time Advancing Request

Next Event Request





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Time advance

Request

Federates are both TR and TC

When we receive other messages?

The messages can be received when we are in state Time-Advancing

In order to receive RO messages in other messages it is possible to use:

Enable Asynchronous Delivery

