

Modeling communication networks and protocols: implementation via the SMURPH system

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Abstrak

This book provides an introduction to the software system SMURPH, comprising a programming language, its compiler, and an execution environment, for specifying communication networks and protocols and executing those specifications in virtual worlds mimicking the behavior of real-life implementations. It particularly focuses on SMURPH's wireless modeling capabilities. Written in a manual-like fashion, it includes a comprehensive description of SMURPH functionality, as well as illustrations and case studies to aid understanding.