Block Diagram Models Block Diagram Manipulation Rules

CD-ROM contains: the program "BondSim Pack."
Our life is strongly influenced by the reliability of the things we use, as well as of processes and services. Failures cause losses in the industry and society. Methods for reliability assessment and optimization are thus very important. This book explains the fundamental concepts and tools. It is divided into two parts. Chapters 1 to 10 explain the basic terms and methods for the determination of reliability characteristics, which create the base for any reliability evaluation. In the second part (Chapters 11 to 23) advanced methods are explained, such as Failure Modes and Effects Analysis and Fault Tree Analysis, Load-Resistance interference method, the Monte Carlo simulation technique, cost-based reliability optimization, reliability testing, and methods based on Bayesian approach or fuzzy logic for processing of vague information. The book is written in a readable way and practical examples help to understand the topics. It is complemented with references and a list of standards, software and sources of information on reliability.
Outlines the correct procedures for doing FMEAs and how to successfully apply them in design, development, manufacturing, and service applications There are a myriad of quality and reliability tools available to corporations worldwide, but the one that shows up consistently in company after company is Failure Mode and Effects Analysis (FMEA). Effective FMEAs takes the best practices from hundreds of companies and thousands of FMEA applications and presents streamlined procedures for veteran FMEA practitioners, novices, and everyone in between. Written from an applications viewpoint—with many examples, detailed case studies, study problems, and tips included—the book covers the most common types of FMEAs, including System FMEAs, Design FMEAs, Process FMEAs, Maintenance FMEAs, Software FMEAs, and others. It also presents chapters on Fault Tree Analysis, Design Review Based on Failure Mode (DRBFM), Reliability-Centered Maintenance (RCM), Hazard Analysis, and FMECA (which adds criticality analysis to FMEA). With extensive study problems and a companion Solutions Manual, this book is an ideal resource for academic curricula, as well as for applications in industry. In addition, Effective FMEAs covers: The basics of FMEAs and risk assessment How to apply key factors for effective FMEAs and prevent the most common errors What is needed to provide excellent FMEA facilitation Implementing a "best practice" FMEA process Everyone wants to support the accomplishment of safe and trouble-free products and processes while generating happy and loyal customers. This book will show readers how to use FMEA to anticipate and prevent problems, reduce costs, shorten product development times, and achieve safe and highly reliable products and processes.
Simulink is a block diagram environment for multidomain simulation and Model-Based Design. It supports system-level design, simulation, automatic code generation, and continuous test and verification of embedded systems. Simulink provides a graphical editor, customizable block libraries, and solvers for modeling and simulating dynamic systems. It is integrated with MATLAB, enabling you to incorporate MATLAB algorithms into models and export simulation results to MATLAB for further analysis. Simulink is a graphical modeling and simulation environment for dynamic systems. You can create block diagrams, where blocks represent parts of a system. A block can represent a physical component, a small system, or a function; an input/output relationship fully characterizes the block. You can use Simulink to model a system and then simulate the dynamic behavior of that system. The basic techniques you use to create a simple model in this tutorial are the same as those you use for more complex models. Before you start a simulation, you can specify options like simulation start time, stop time,

and the solver for solving the model. You specify these options in the Configuration Parameters dialog box. After you set your model configuration parameters, you can start the simulation. You can pause, resume, and stop simulation using toolbar controls. You can also simulate more than one model at a time, so you can start another simulation while one is running.During simulation, you cannot make changes to the structure of the model, such as adding or deleting lines or blocks. However, you can make these changes while a simulation is running. You can also examine the model visually as it simulates. Simulink scopes provide several methods for displaying simulation data and capturing the data for later analysis. Symbols on your block diagram represent the various data display and data capture methods. Scope blocks and Floating Scope blocks both display simulation results, but they differ in how you attach signals and save data. Simulation behavior for a Floating Scope and a Scope Viewer is identical, but you manage them differently in your model. There are different types of triggering techniques available in with a Scope block. You can choose one over the other depending on your application.

Discusses the application of mathematical and engineering tools for modeling, simulation and control oriented for energy systems, power electronics and renewable energy This book builds on the background knowledge of electrical circuits, control of dc/dc converters and inverters, energy conversion and power electronics. The book shows readers how to apply computational methods for multi-domain simulation of energy systems and power electronics engineering problems. Each chapter has a brief introduction on the theoretical background, a description of the problems to be solved, and objectives to be achieved. Block diagrams, electrical circuits, mathematical analysis or computer code are covered. Each chapter concludes with discussions on what should be learned, suggestions for further studies and even some experimental work. Discusses the mathematical formulation of system equations for energy systems and power electronics aiming state-space and circuit oriented simulations Studies the interactions between MATLAB and Simulink models and functions with real-world implementation using microprocessors and microcontrollers Presents numerical integration techniques, transfer-function modeling, harmonic analysis and power quality performance assessment Examines existing software such as, MATLAB/Simulink, Power Systems Toolbox and PSIM to simulate power electronic circuits including the use of renewable energy sources such as wind and solar sources The simulation files are available for readers who register with the Google Group: power-electronics-interfacing-energy-conversion-systems@googlegroups.com. After your registration you will receive information in how to access the simulation files, the Google Group can also be used to communicate with other registered readers of this book.

Feedback Control of Computing SystemsJohn Wiley & Sons

Many embedded engineers and programmers who need to implement basic process or motion control as part of a product design do not have formal training or experience in control system theory. Although some projects require advanced and very sophisticated control systems expertise, the majority of embedded control problems can be solved without resorting to heavy math and complicated control theory. However, existing texts on the subject are highly mathematical and theoretical and do not offer practical examples for embedded designers. This book is different;it presents mathematical background with sufficient rigor for an engineering text, but it concentrates on providing practical application examples that can be used to design working systems, without needing to fully understand the math and high-level theory operating behind the scenes. The author, an engineer with many years of experience in the application of control system theory to embedded designs, offers a concise presentation of the basics of control theory as it pertains to an embedded environment. Practical, down-to-earth guide teaches engineers to apply practical control theorems without needing to employ rigorous math Covers the latest concepts in control systems with embedded digital controllers

This book covers the results of the creation of methods for ophthalmologists support in OCT images automated analysis. These methods, like the application developed on their basis, are used during routine examinations carried out in hospital. The monograph comprises proposals of new and also of known algorithms, modified by authors, for image analysis and processing, presented on the basis of example of Matlab environment with Image Processing tools. The results are not only obtained fully automatically, but also repeatable, providing doctors with quantitative information on the degree of pathology occurring in the patient. In this case the anterior and posterior eye segment is analysed, e.g. the measurement of the filtration angle or individual layers thickness. To introduce the Readers to subtleties related to the implementation of selected fragments of algorithms, the notation of some of them in the Matlab environment has been given. The presented source code is shown only in the form of example of implementable selected algorithm. In no way we impose here the method of resolution on the Reader and we only provide the confirmation of a possibility of its practical implementation.

The Systems Modeling Language (SysML) extends UML with powerful systems engineering capabilities for modeling a wider spectrum of systems and capturing all aspects of a system's design. SysML Distilled is the first clear, concise guide for everyone who wants to start creating effective SysML models. (Drawing on his pioneering experience at Lockheed Martin and NASA, Lenny Delligatti illuminates SysML's core components and provides practical advice to help you create good models and good designs. Delligatti begins with an easy-to-understand overview of Model-Based Systems Engineering (MBSE) and an explanation of how SysML enables effective system specification, analysis, design, optimization, verification, and validation. Next, he shows how to use all nine types of SysML diagrams, even if you have no previous experience with modeling languages. A case study running through the text demonstrates the use of SysML in modeling a complex, real-world sociotechnical system. Modeled after Martin Fowler's classic UML Distilled, Delligatti's indispensable guide quickly teaches you what you need to know to get started and helps you deepen your knowledge incrementally as the need arises. Like SysML itself, the book is method independent and is designed to support whatever processes, procedures, and tools you already use. Coverage Includes Why SysML was created and the business case for using it Quickly putting SysML to practical use What to know before you start a SysML modeling project Essential concepts that apply to all SysML diagrams SysML diagram elements and relationships Diagramming block definitions, internal structures, use cases, activities, interactions, state machines, constraints, requirements, and packages Using allocations to define mappings among elements across a model SysML notation tables, version changes, and sources for more information

System Dynamics includes the strongest treatment of computational software and system simulation of any available text, with its early introduction of MATLAB and Simulink. The text's extensive coverage also includes discussion of the root locus and frequency response plots, among other methods for assessing system behavior in the time and frequency domains as well as topics such as function discovery, parameter estimation, and system identification techniques, motor performance evaluation, and system dynamics in everyday life.

Advanced System Modelling and Simulation with Block Diagram Languages explores and describes the use of block languages in

dynamic modelling and simulation. The application of block diagrams to dynamic modelling is reviewed, not only in terms of known components and systems, but also in terms of the development of new systems. Methods by which block diagrams clarify the dynamic essence of systems and their components are emphasized throughout the book, and sufficient introductory material is included to elucidate the book's advanced material. Widely used continuous dynamic system simulation (CDSS) languages are analyzed, and their technical features are discussed. This self-contained resource includes a review section on block diagram algebra and applied transfer functions, both of which are important mathematical subjects, relevant to the understanding of continuous dynamic system simulation.
The book serves to be both a textbook and a reference for the theory and laboratory courses offered to undergraduate and graduate engineering students, and for practicing engineers.

Presents modeling approaches that can be performed in SysML and other modeling languages This book combines the emerging discipline of systems architecting with model-based approaches using SysML. The early chapters of the book provide the fundamentals of systems architecting; discussing what systems architecting entails and how it benefits systems engineering. Model-based systems engineering is then defined, and its capabilities to develop complex systems on time and in a feasible quality are discussed. The remainder of the book covers important topics such as: architecture descriptions; architecture patterns; perspectives, viewpoints, views and their relation to system architecture; the roles of a system architect, their team, and stakeholders; systems architecting processes; agile approaches to systems architecting; variant modeling techniques; architecture frameworks; and architecture assessment. The book's organization allows experts to read the chapters out of sequence. Novices can read the chapters sequentially to gain a systematic introduction to system architecting. Model-Based System Architecture:

Provides comprehensive coverage of the Functional Architecture for Systems (FAS) method created by the authors and based on common MBSE practices Covers architecture frameworks, including the System of Systems, Zachman Frameworks, TOGAF®, and more Includes a consistent example system, the “Virtual Museum Tour” system, that allows the authors to demonstrate the systems architecting concepts covered in the book Model-Based System Architecture is a comprehensive reference for system architects and systems engineers in technology companies. This book will also serve as a reference to students and researchers interested in functional architectures. Tim Weilkiens is the CEO at the German consultancy oose Innovative Informatik and co-author of the SysML specification. He has introduced model-based systems engineering to a variety of industry sectors. He is author of several books about modeling and the MBSE methodology SYSMOD. Jesko G. Lamm is a Senior Systems Engineer at Bernafon, a Swiss manufacturer for hearing instruments. With Tim Weilkiens, Jesko G. Lamm founded the Functional Architectures working group of the German chapter of INCOSE. Stephan Roth is a coach, consultant, and trainer for systems and software engineering at the German consultancy oose Innovative Informatik. He is a state-certified technical assistant for computer science from Physikalisch-Technische Lehranstalt (PTL) Wedel and a certified systems engineer (GfSE)®- Level C. Markus Walker works at Schindler Elevator in the research and development division as elevator system architect. He is an INCOSE Certified Systems Engineering Professional (CSEP) and is engaged in the committee of the Swiss chapter of INCOSE.
Simulink is a block diagram environment for multidomain simulation and Model-Based Design. It supports system-level design, simulation, automatic code generation, and continuous test and verification of embedded systems. Simulink provides a graphical editor, customizable block libraries, and solvers for modeling and simulating dynamic systems. It is integrated with MATLAB(R), enabling you to incorporate MATLAB algorithms into models and export simulation results to MATLAB for further analysis.Simulink is a graphical modeling and simulation environment for dynamic systems. You can create block diagrams, where blocks represent parts of a system. A block can represent a physical component, a small system, or a function; an input/output relationship fully characterizes the block. The definition of a block is only complete with its inputs and outputs and this task relates to the goal of the model. For example, the cart velocity may be a natural choice as an output if the modeling goal does not involve its location. Simulink provides block libraries that are collections of blocks grouped by functionality. For example, to model a megaphone that simply multiplies its input by a constant, you would use a Gain block from the Math Operations library.In simulation, time progresses differently from a real clock. Each time step takes as much time as it takes to finish the computations for that time step, whether that time step represents a fraction of a second or a few years. Often, the effect of a component's input on its output is not instantaneous. For example, turning on a heater does not result in an instant change in temperature. Rather, this action provides input to a differential equation, and the history of the temperature (a state) is also a factor. When simulation requires solving a differential or difference equation, Simulink employs memory and numerical solvers to compute the state values for the time step.At each time step, Simulink computes new values for signals and states. By contrast, you specify parameters when you build the model and can occasionally change them while simulation is running.You can use Simulink to model a system and then

simulate the dynamic behavior of that system. The basic techniques you use to create a simple model in this tutorial are the same as those you use for more complex models. Modeling is a way to create a virtual representation of a real-world system. You can simulate this virtual representation under a wide range of conditions to see how it behaves. Modeling and simulation are especially valuable for testing conditions that are difficult to reproduce with hardware prototypes alone. This is especially true in the early phase of the design process when hardware is not yet available. Iterating between modeling and simulation can improve the quality of the system design early, by reducing the number of errors found later in the design process.
Everything is getting more complex. It is easy to be overwhelmed by the amount of information we encounter each day. Whether at work, at school, or in our personal endeavors, there's a deepening (and inescapable) need for people to work with and understand information.Information architecture is the way that we arrange the parts of something to make it understandable as a whole. When we make things for others to use, the architecture of information that we choose greatly affects our ability to deliver our intended message to our users.We all face messes made of information and people. I define the word “mess” the same way that most dictionaries do: “A situation where the interactions between people and information are confusing or full of difficulties.” — Who doesn't bump up against messes made of information and people every day?This book provides a seven step process for making sense of any mess. Each chapter contains a set of lessons as well as workbook exercises architected to help you to work through your own mess.
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Simulink is a graphical modeling and simulation environment for dynamic systems. You can create block diagrams, where blocks represent parts of a system. A block can represent a physical component, a small system, or a function; an input/output relationship fully characterizes the block. Before you start a simulation, you can specify options like simulation start time, stop time, and the solver for solving the model. You specify these options in the Configuration Parameters dialog box. After you set your model configuration parameters, you can start the simulation. You can pause, resume, and stop simulation using toolbar controls. You can also simulate more than one model at a time, so you can start another simulation while one is running.During simulation, you cannot make changes to the structure of the model, such as adding or deleting lines or blocks. However, you can make these changes while a simulation is running. You can also examine the model visually as it simulates. During the modeling process, you run simulations to learn about the behavior of your model. To observe that behavior, view and plot signal values during and after a simulation. Some common modeling tasks that include simulations are: -Prototype - Quickly model a design and compare design alternatives.-Validate - Compare simulated data with functional requirements to validate that you built your model correctly.-Optimize - Compare simulated data between simulations to check if changes to your model remain within a specified

design tolerance.-Verify - Compare simulated data from a model with measured data from the modeled system to verify that your model gives the correct answer.In Simulink you can view simulation data using several approaches. Some approaches display signal data during a simulation. Other approaches save signal data to the MATLAB workspace where you can post process the data. Learn about each of these approaches soyou can choose one suitable for your application.The design of a model and choice of configuration parameters can affect simulation performance and accuracy. Solvers handle most model simulations accurately and efficientl with default parameter values. However, some models yield better results when you adjust solver parameters. Information about the behavior of a model can help you improve simulation performance, particularly when you provide this information to the solver. Use optimization techniques to better understand the behavior of your model and modify the model settings to improve performance and accuracy. To optimize your model and achieve faster simulation automatically using Performance Advisor

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A Practical Guide to SysML: The Systems Modeling Language is a comprehensive guide to SysML for systems and software engineers. It provides an advanced and practical resource for modeling systems with SysML. The source describes the modeling language and offers information about employing SysML in transitioning an organization or project to model-based systems engineering. The book also presents various examples to help readers understand the OMG Systems Modeling Professional

(OCSMP) Certification Program. The text is organized into four parts. The first part provides an overview of systems engineering. It explains the model-based approach by comparing it with the document-based approach and providing the modeling principles. The overview of SYsML is also discussed. The second part of the book covers a comprehensive description of the language. It discusses the main concepts of model organization, parametrics, blocks, use cases, interactions, requirements, allocations, and profiles. The third part presents examples that illustrate how SysML supports different model-based procedures. The last part discusses how to transition and deploy SysML into an organization or project. It explains the integration of SysML into a systems development environment. Furthermore, it describes the category of data that are exchanged between a SysML tool and other types of tools, and the types of exchange mechanisms that can be used. It also covers the criteria that must be considered when selecting a SysML. Software and systems engineers, programmers, IT practitioners, experts, and non-experts will find this book useful. *The authoritative guide for understanding and applying SysML *Authored by the foremost experts on the language *Language description, examples, and quick reference guide included

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Agile Systems Engineering presents a vision of systems engineering where precise specification of requirements, structure, and behavior meet larger concerns as such as safety, security, reliability, and performance in an agile engineering context. World-renown author and speaker Dr. Bruce Powel Douglass incorporates agile methods and model-based systems engineering (MBSE) to define the properties of entire systems while avoiding errors that can occur when using traditional textual specifications. Dr. Douglass covers the lifecycle of systems development, including requirements, analysis, design, and the handoff to specific engineering disciplines. Throughout, Dr. Douglass couples agile methods with SysML and MBSE to arm system engineers with the conceptual and methodological tools they need to avoid specification defects and improve system quality while simultaneously reducing the effort and cost of systems engineering. Identifies how the concepts and techniques of agile methods can be effectively applied in systems engineering context Shows how to perform model-based functional analysis and tie these analyses back to system requirements and stakeholder needs, and forward to system architecture and interface definition Provides a means by which the quality and correctness of systems engineering data can be assured (before the entire system is built!) Explains agile system architectural specification and allocation of functionality to system components Details how to transition engineering specification data to downstream engineers with no loss of fidelity Includes detailed examples from across industries taken through their stages, including the "Waldo" industrial exoskeleton as a complex system

This open access book coherently gathers well-founded information on the fundamentals of and formalisms for modelling cyber-physical systems (CPS). Highlighting the cross-disciplinary nature of CPS modelling, it also serves as a bridge for anyone entering CPS from related areas of computer science or engineering. Truly complex, engineered systems—known as cyber-physical systems—that integrate physical, software, and network aspects are now on the rise. However, there is no unifying theory nor systematic design methods, techniques or tools for these systems. Individual (mechanical, electrical, network or software) engineering disciplines only offer partial solutions. A technique known as Multi-Paradigm Modelling has recently emerged suggesting to model every part and aspect of a system explicitly, at the most appropriate level(s) of abstraction, using the most appropriate modelling formalism(s), and then weaving the results together to form a representation of the system. If properly applied, it enables, among other global aspects, performance analysis, exhaustive simulation, and verification. This book is the first systematic attempt to bring together these formalisms for anyone starting in the field of CPS who seeks solid modelling foundations and a comprehensive introduction to the distinct existing techniques that are multi-paradigmatic. Though chiefly intended for master and post-graduate level students in computer science and engineering, it can also be used as a reference text for practitioners.

The primary objective of the book is to provide advanced undergraduate or frrst-year graduate engineering students with a self-contained presentation of the principles fundamental to the analysis, design and implementation of computer controlled systems. The material is also suitable for self-study by practicing engineers and is intended to follow a first course in either linear systems analysis or control systerns. A secondary objective of the book is to provide engineering and/or computer science audiences with the material for a junior/senior-level course in modern systems analysis. Chapters 2, 3, 4, and 5 have been designed with this purposein rnind. The emphasis in such a course is to develop the rnathernatical tools and methods suitable for the analysis and design of real-time systems such as digital filters. Thus, engineers and/or computer scientists who know how to program computers can understand the mathematics relevant to the issue of what it is they are programrning. This is especially important for those who may work in engineering and scientific environments where, for instance, programrning difference equations for real-time applications is becorning increasingly common. A background in linear algebra should be an adequate prerequisite for the systems analysis course. Chapter 1 of the book presents a brief introduction to computer controlled systems. It describes the general issues and terminology relevant to the analysis, design, and implementation of such systems.

Tough Test Questions? Missed Lectures? Not Enough Time? Fortunately for you, there’s Schaum's. This all-in-one-package includes more than 700 fully solved problems, examples, and practice exercises to sharpen your problem-solving skills. Plus, you will have access to 20 detailed videos featuring instructors who explain the most commonly tested problems--it's just like having your own virtual tutor! You'll find everything you need to build confidence, skills, and knowledge for the highest score possible. More than 40 million students have trusted Schaum's to help them succeed in the classroom and on exams. Schaum's is the key to faster learning and higher grades in every subject. Each Outline presents all the essential course information in an easy-to-follow, topic-by-topic format. You also get hundreds of examples, solved problems, and practice exercises to test your skills. This Schaum's Outline gives you 700 fully solved problems Extra practice on topics such as differential equations and linear systems, transfer functions, block diagram algebra, and more Support for all major textbooks for feedback and control systems courses Fully compatible with your classroom text, Schaum's highlights all the important facts you need to know. Use Schaum’s to shorten your study time--and get your best test scores! Schaum's Outlines--Problem Solved.

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This text is intended for a first course in dynamic systems and is designed for use by sophomore and junior majors in all fields of engineering, but principally mechanical and electrical engineers. All engineers must understand how dynamic systems work and what responses can be expected from various physical systems.

This booklet is intended for everyone who wants to set the control parameters of a quadcopter or who works on his own projects with quadcopters. For anyone who wants to understand why a quadrocopter flies at all, or how it realizes the self-balancing, and how to choose controller parameters so that it reaches a predetermined angle of attack in nick or roll, the reading is recommended. For this purpose, the flight mechanics is first derived in the chapter 'Physical Model'. This leads to the simple model of an axis with two motors. So that a quadcopter can move in one direction, a regulation must be provided which brings it into an angle of attack. This is dealt with in the 'Axis Control' chapter. The drift itself is then either controlled visually by the quadcopter pilot himself or with a superimposed controller that uses GPS as a sensor. This regulation is dealt with in the chapter 'GPS Control'. There are many controller structures for quadcopters in the literature. The one discussed here was deliberately chosen so that it can be implemented with as many flight controllers as possible. In particular, the separation into a subordinate axis control and a superimposed GPS control corresponds to the state of the art in quadcopter controls.

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blocks.Rotating moves block ports from the sides to top and bottom or the reverse, depending on the placement of the ports. The resulting positions of the block ports depend on the block port rotation type. Rotating can reposition the ports on some blocks to maintain left-to-right or top-to-bottom port numbering order. A block whose ports are reordered after a rotation have the default port rotation type. This policy helps to maintain the left-right and top-down block diagram orientation convention used in control system modeling applications. Blocks by default use this rotation policy.For many blocks whose signals carry data, Simulink can display signal values (block output) as port value labels (similar to tool tips) on the block diagram during and after a simulation. Port value labels display block output values when Simulink runs block output methods.During the updating phase of simulation, Simulink determines the order in which to invoke the block methods during simulation. This block invocation ordering is the sorted order. You cannot set this order, but you can assign priorities to nonvirtual blocks to indicate to Simulink their execution order relative to other blocks. Simulink tries to honor block priority settings, unless there is a conflict with data dependencies. To confirm the results of priorities that you have set, or to debug your model, display and review the sorted order of your nonvirtual blocks and subsystems.
This is the first practical treatment of the design and application of feedback control of computing systems. MATLAB files for the solution of problems and case studies accompany the text throughout. The book discusses information technology examples, such as maximizing the efficiency of Lotus Notes. This book results from the authors' research into the use of control theory to model and control computing systems. This has important implications to the way engineers and researchers approach different resource management problems. This guide is well suited for professionals and researchers in information technology and computer science.

This book provides, as simply as possible, sound foundations for an in-depth understanding of reliability engineering with regard to qualitative analysis, modelling, and probabilistic calculations of safety and production systems. Drawing on the authors extensive experience within the field of reliability engineering, it addresses and discusses a variety of topics, including: Background and overview of safety and dependability studies; Explanation and critical analysis of definitions related to core concepts; Risk identification through qualitative approaches (preliminary hazard analysis, HAZOP, FMECA, etc.); Modelling of industrial systems through static (fault tree, reliability block diagram), sequential (cause-consequence diagrams, event trees, LOPA, bowtie), and dynamic (Markov graphs, Petri nets) approaches; Probabilistic calculations through state-of-the-art analytical or Monte Carlo simulation techniques; Analysis, modelling, and calculations of common cause failure and uncertainties; Linkages and combinations between the various modelling and calculation approaches; Reliability data collection and standardization. The book features illustrations, explanations, examples, and exercises to help readers gain a detailed understanding of the topic and implement it into their own work. Further, it analyses the production availability of production systems and the functional safety of safety systems (SIL calculations), showcasing specific applications of the general theory discussed. Given its scope, this book is a

valuable resource for engineers, software designers, standard developers, professors, and students.
Computer-Assisted Simulation of Dynamic Systems with Block Diagram Languages explores the diverse applications of these indispensable simulation tools. The first book of its kind, it bridges the gap between block diagram languages and traditional simulation practice by linking the art of analog/hybrid computation with modern pc-based technology. Direct analogies are explored as a means of promoting interdisciplinary problem solving. The reader progresses step-by-step through the creative modeling and simulation of dynamic systems from disciplines as diverse from each other as biology, electronics, physics, and mathematics. The book guides the reader to the dynamic simulation of chaos, conformal mapping, VTOL aircraft, and other highly specialized topics. Alternate methods of simulating a single device to emphasize the dynamic rather than schematic features of a system are provided. Nearly-forgotten computational techniques like that of integrating with respect to a variable other than time are revived and applied to simulation and signal processing. Actual working models are found throughout this eminently readable book, along with a complete international bibliography for individuals researching subjects in dynamic systems. This is an excellent primary text for undergraduate and graduate courses in computer simulation or an adjunct text for a dynamic systems course. It is also recommended as a professional reference book.