



## References Relating to Semantic Modeling

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### 1. Structured Modeling

Structured modeling, developed by A.M. Geoffrion at UCLA, offers some solid directors for The Data Project. Information about structured modeling can be obtained from:

<http://www.anderson.ucla.edu/faculty/art.geoffrion/home/biblio/text.htm>

<http://www.comp.nus.edu.sg/~yeogk/MM/SM/>

The following web site that provides an overview of Structured Modeling:

<http://www.anderson.ucla.edu/faculty/art.geoffrion/home/csts/index.htm>

"The theoretical foundation of structured modeling is formalized in Geoffrion [1989a], which presents a rigorous semantic framework that deliberately avoids committing to a representational formalism. The framework is "semantic" because it casts every model as a system of definitions styled to capture semantic content. Ordinary mathematics, in contrast, typically leaves more of the meaning implicit. 28 definitions and 8 propositions establish the notion of model structure at three levels of detail (so-called *elemental*, *generic*, and *modular* structure), the essential distinction between model *class* and model *instance*, certain related concepts and constructs, and basic theoretical properties. This framework has points in common with certain ideas found in the computer science literature on knowledge representation, programming language design, and semantic data modeling, but is designed specifically for modeling as practiced in MS/OR and related fields (Sec. 4 of Geoffrion [1987]).

An executable model definition language called SML (Structured Modeling Language) fully supports structured modeling's semantic framework (Geoffrion [1992a]). Other languages for structured modeling also exist, as noted later. SML can be viewed in terms of four upwardly compatible levels of increasing expressive power. The first level encompasses simple definitional systems and directed graph models. The second level covers more complex extensions of these, spreadsheet models, numeric formulas, and propositional calculus models. The third level encompasses mathematical programming and predicate calculus models with simple indexing over sets and Cartesian products.

Finally, the fourth level covers sparse versions of the above plus relational and semantic database models."

## *2. Data and Model Visualization*

Modeling large sets of data requires some sort of visualization. I posted two papers we completed on the subject. The reference list is important in the development of The MIT Data Project.

[http://www.ed-w.info/\\_private/International%20APICS%201999.pdf](http://www.ed-w.info/_private/International%20APICS%201999.pdf)

[http://www.ed-w.info/\\_private/International%20APICE%201998.pdf](http://www.ed-w.info/_private/International%20APICE%201998.pdf)

## *3. MetaModeling*

Historically, this work has involved databases and organization of data. However, there are some implications for Semantic Modeling. Some Sites on MetaModeling

<http://www.metamodel.com/>

[http://www.iturls.com/English/SoftwareEngineering/SE\\_mod8.asp](http://www.iturls.com/English/SoftwareEngineering/SE_mod8.asp)

<http://www.kbs.uni-hannover.de/Arbeiten/Publikationen/1998/krims98/node2.html>

[http://www.dis.anl.gov/msv/msv\\_meta\\_modeling.html](http://www.dis.anl.gov/msv/msv_meta_modeling.html)

<http://www.ii.uib.no/~rolfwr/thesisdoc/main1.html>

[http://www.madronesystems.com/products\\_metamodels\\_repository.html](http://www.madronesystems.com/products_metamodels_repository.html)

<http://www.dmreview.com/master.cfm?NavID=55&EdID=881>

<http://www.wkap.nl/prod/b/0-7923-9687-1>

<http://www.cogsci.princeton.edu/~wn/>

#### *4. The Entertainment Industry*

Another interesting possibility for prototyping Semantic Modeling involves the video game and motion picture industry. There appears to be able opportunity to increase productivity through a library of models for this industry. In addition, there is a large potential to integrate video games into business decision making. As a new generation enters management, many will think terms of video games. The flowing players give an overall sense of the video and motion picture industries:

#### **Video Game Makers**

\*Electronic Arts,

<http://www.ea.com/home/home.jsp>

\*UBISoft,

<http://www.ubi.com/NR/exeres/00014ed4sdazkiepsaizjig/Home+Page+Navigati+on.asp?NRMODE=Published&NRORIGINALURL=%2fUS&NRNODEGUID=%7b43C55A7A-E55D-4B89-BD20-EECC8108F3BB%7d&NRQUERYTERMINATOR=1&cookie%5Ftest=1>

\*Sony

<http://www.sony.com/>

#### **Hardware Makers**

\*xBox

<http://www.xbox.com/en-US/default.htm?culture=0>

\*PS2

<http://www.playstation.com/>

\*Game Cube

<http://www.nintendo.com/home>

\*Sega

<http://www.sega.com/index.jhtml>

\*Sony, IBM, Toshiba – The Cell (PS3)

<http://www.eetimes.com/story/OEG20010313S0113>

## **Motion Pictures**

Physics Based Modeling, Behavior, Animators, Rendering

\*Pixar

<http://www.pixar.com/index.html>

\*Maya

<http://www.alias.com/eng/index.shtml>

\*3DS

<http://www.discreet.com/3dsmax/>

\*SoftImage

<http://www.softimage.com/home/>

\*Mental Ray

<http://www.mentalimages.com/>

\*Splutter Fish

<http://www.splutterfish.com/sf/>

\*Industrial Light & Magic

<http://www.ilm.com/>

\*Stanford Research Group

## **Film Production Companies**

\*Lucas Films

<http://www.lucasfilm.com/>

\*DreamWorks

<http://www.dreamworks.com/>

## *5. Mapping and Data Visualization*

\*ESRI

<http://www.esri.com/>

\*USGS

[http://www.governmentguide.com/officials\\_and\\_agencies/agencies/u.s./govsite.adp?bread=Main\\*officials\\_and\\_agencies.adp?id=16101798\\*Officials%20and%20](http://www.governmentguide.com/officials_and_agencies/agencies/u.s./govsite.adp?bread=Main*officials_and_agencies.adp?id=16101798*Officials%20and%20)

[Agencies\\*agencies.adp?id=16101799\\*Agencies\\*u.s..adp?id=16101800\\*U.S.\\*&url=http%3A//www.usgs.gov/&CID=16101830](#)

\*NIMA

[http://164.214.2.59/](#)

\*IDL

[http://www.rsinc.com/](#)

\*SPSS

[http://www.spss.com/](#)

\*Imagine That, Inc.

[http://www.imaginethatinc.com/](#)

## 6. Other Related Topics

\*The Semantic Web

[http://www.w3.org/2001/sw/](#)

\*Tapestry

[http://jakarta.apache.org/tapestry/](#)

\*UML

[http://www.rational.com/uml/index.jsp](#)

[http://www.omg.org/uml/](#)

[http://www.uml.org/](#)

\*HLA

[http://webster.cs.ucr.edu/](#)

\*SimULink

[http://www.mathworks.com/products/simulink/](#)

\*Blue Gene

[http://www.infoworld.com/article/03/11/14/HNbluegene\\_1.html](#)

\*General Systems and Cybernetics

[http://bioeng.binghamton.edu/faculty/klir.html#resfoc](#)

[http://www.issn.org/admin/bulletin2003.pdf](#)

[http://pespmc1.vub.ac.be/CSTHINK.html#Klir.](#)

[http://www.ai.mit.edu/people/jimmylin/external-Linbrary.html](#)

[http://cscs.umich.edu/~crshalizi/notebooks/systems-theory.html](#)

\*RDF  
<http://haystack.lcs.mit.edu/papers/sww02.pdf>

## 7. *Software Agents for Distributed Modeling and Simulation*

“Distributed modeling and simulation imply a geographically distributed set of models and their components, as well as concurrent execution of model-derived code. In distributing model components, we must design model and component repositories, which should be accessible from a convenient source such as the World Wide Web. It should be possible to search these repositories for reusable objects. Although mechanisms do not yet exist for distributed model repositories, certain technologies such as object oriented databases and XML (Extensible Markup Language) will help in creating appropriate vehicles for model and component representations.

The execution of a model can be realized by a community of distributed, concurrently interacting, and moving entities. Their interaction, composition, and location structure adapts itself to improve the efficiency of the simulation run. Different parts of the model can be executed by different agents specialized in different formalism, e.g. continuous and discrete models. To balance the workload processes must migrate from one site to another during simulation. The flexibility of these approaches promise scalability properties that are necessary to deal with heterogeneous, large-scale applications.

Inspired by the agent metaphor, modeling and simulation environments can be thought of as a community of heterogeneous knowledge-based agents. These approaches can be traced back to research of the late 1980's where there were attempts to employ expert systems and other knowledge based techniques to facilitate many aspects of modeling and simulation. While some success was achieved in the past, the new multi-agent designs may prove more adequate to the challenge with their emphasis on modularity, flexibility, concurrency, and collaboration. Particularly, access to data and models available from a multitude of sources on the World Wide Web would significantly increase the available knowledge base for any one application. In many such applications, we may also be able to exploit the mobility of agents to reduce the time it takes to get the needed knowledge and information back to the requesting application.

To facilitate such exchange of models and data between different applications, agent-oriented techniques would seem to be needed. For example, we may need to apply knowledge interchange languages and protocols for interaction and negotiating that have been developed by agent-system researchers.”

Source: <http://www.informatik.uni-rostock.de/~lin/AnnounceIEEE/node2.html>

*8. Keyword search: “Philosophy of Modeling” INFORMS Database. Interesting articles in bold.*

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**Auth:** Bell, Peter C.

**Yr :** 1991

**Titl:** Visual interactive modelling: The past, the present, and the prospects

**Jrnl:** European Journal of Operational Research

**PlPu:** The Netherlands

**Vol.:** 54

**Issu:** 3

**Pges:** 274-286

**Keyw:** 531 Philosophy of modeling

**Abst:** 53132

**IAOR:** IAOR:4030-Philosophy

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Auth: Bharadwaj, Anandhi, Choobineh, Joobin, Lo, Amber and Shetty, Bala

**Yr :** 1992

**Titl:** Model management systems: A survey

**Jrnl:** Annals of Operations Research

**PlPu:** Switzerland

**Vol.:** 38

**Issu:** 1/4

**Pges:** 17-67

**Keyw:** 531 Philosophy of modeling

**Abst:** 52632

**IAOR:** IAOR:3320-Programming: Mathematical

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Auth: Lee, Jae Sik, Guignard, Monique and Jones, Christopher V.

**Yr :** 1992

**Titl:** Variations in model formulations

**Jrnl:** Annals of Operations Research

**PlPu:** Switzerland

**Vol.:** 38

**Issu:** 1/4

**Pges:** 325-357

**Keyw:** 531 Philosophy of modeling

**Abst:** 52634

**IAOR:** IAOR:3320-Programming: Mathematical

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**Auth:** Volkema, Roger J.  
**Yr :** 1983  
**Titl:** Problem formulation in planning and design  
**Jrnl:** Management Science  
**PlPu:** U.S.  
**Vol.:** 29  
**Issu:** 6  
**Pges:** 639-652  
**Keyw:** 570 Philosophy of modeling

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Auth: Maturana, Sergio V.  
Yr : 1994  
Titl: Issues in the design of modelling languages for mathematical programming  
Jrnl: European Journal of Operational Research  
PlPu: The Netherlands  
Vol.: 72  
Issu: 2  
Pges: 243-261  
Keyw: 531 Philosophy of modeling  
Abst: 63364  
IAOR: IAOR:3320-Programming: Mathematical

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Auth: Kang, Myong, Wright, Gordon P., Chandrasekharan, Radha, Mookerjee, Radha, and Worobetz, N. Dan  
Yr : 1997  
Titl: The design and implementation of OR/SM: A prototype integrated modeling environment.  
Jrnl: Annals of Operations Research  
PlPu: The Netherlands  
Vol.: 72  
Issu: 1  
Pges: 211-240  
Keyw: 531 Philosophy of modeling  
Abst: 64393  
IAOR: IAOR:1046-Computers: Data-structure

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Auth: McKay, Kenneth N., Kletter, David B., and Graves, Stephen C.  
Yr : 1997  
Titl: OMAC: An environment for modeling and analysis.  
Jrnl: Annals of Operations Research  
PlPu: The Netherlands  
Vol.: 72  
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Pges: 241-264  
Keyw: 531 Philosophy of modeling  
Abst: 64394  
IAOR: IAOR:1046-Computers: Data-structure

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Auth: Norese, Maria Franca  
Yr : 1995  
Titl: Macrame: A problem formulation and model structuring assistant in multiactorial contexts.  
Jrnl: European Journal of Operational Research  
PlPu: The Netherlands  
Vol.: 84  
Issu: 1  
Pges: 25-34  
Keyw: 531 Philosophy of modeling  
Abst: 65879  
IAOR: IAOR:4030-Philosophy

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Yr : 1994  
Titl: A new methodology for formulating ill-structured problems  
Jrnl: OMEGA  
PlPu: U.K.  
Vol.: 22  
Issu: 6  
Pges: 627-645  
Keyw: 531 Philosophy of modeling  
Abst: 57949  
IAOR: IAOR:4040-Practice

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**Auth:** Spera, Cosimo, and Gagliardi, Marco  
**Yr :** 1995

**Titl:** Toward a formal theory of model integration

**Jrnl:** Annals of Operations Research

**PlPu:** Switzerland

**Vol.:** 58

**Issu:** 1

**Pges:** 405-440

**Keyw:** 531 Philosophy of modeling

**Abst:** 59170

**IAOR:** IAOR:4030-Philosophy

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**Auth:** Reisman, Arnold, and Kirschnick, Frank  
**Yr :** 1995

**Titl:** Research strategies used by OR/MS workers as shown by an analysis of papers in flagship journals.

**Jrnl:** Operations Research

**PlPu:** US

**Vol.:** 43

**Issu:** 5

**Pges:** 731-740

**Keyw:** 610 Professional, ORMS philosophy 531 Philosophy of modeling

**Abst:** 66405

**IAOR:** IAOR:4040-Practice

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**Auth:** Bell, P.C.

**Yr :** 1989

**Titl:** Stochastic visual interactive simulation models

**Jrnl:** Journal of the Operational Research Society

**PlPu:** U.K.

**Vol.:** 40

**Issu:** 7

**Pges:** 615-624

**Keyw:** 570 Philosophy of modeling/890 Simulation

**Abst:** 44114

**IAOR:** IAOR:3410-Simulation

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**Auth:** Smith, Gerald F.  
**Yr :** 1988  
**Titl:** Towards a heuristic theory of problem structuring  
**Jrnl:** Management Science  
**PlPu:** U.S.  
**Vol.:** 34  
**Issu:** 12  
**Pges:** 1489-1506  
**Keyw:** 681 Professional : OR-MS philosophy/570 Philosophy of modeling  
**Abst:** 42622  
**IAOR:** IAOR:3130-Heuristics/IAOR:4030-Philosophy

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Auth: Aggarwal, Ajay K., Clayton, Edward R., Rakes, Terry R. and Baker, Joanna R.  
Yr : 1992  
Titl: A problem identification taxonomy for classification and automated formulation of multiple objective linear programming models  
Jrnl: Annals of Operations Research  
PlPu: Switzerland  
Vol.: 38  
Issu: 1/4  
Pges: 1-16  
Keyw: 651 Programming, Multiple criteria/531 Philosophy of modeling  
Abst: 52492  
IAOR: IAOR:3024-Artificial Intelligence: Decision Support/IAOR:1076-Decision: Rules/IAOR:4030-Philosophy/IAOR:3074-Decision Theory: Multiple Criteria/IAOR:3325-Programming: Multiple Criteria

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**Pges:** 214-242  
**Keyw:** 021 Artificial intelligence 531 Philosophy of modeling  
**Abst:** 63228  
**IAOR:** IAOR:3024-Artificial Intelligence: Decision Support

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Auth: Bhargava, Hemant K., Krishnan, Ramayya and Mukherjee, Sumitra  
Yr : 1992  
Titl: On the integration of data and mathematical modeling languages  
Jrnl: Annals of Operations Research  
PlPu: Switzerland  
Vol.: 38  
Issu: 1/4  
Pges: 69-95  
Keyw: 063 Computers, Data bases/531 Philosophy of modeling  
Abst: 52308  
IAOR: IAOR:1046-Computers: Data-structure/IAOR:3024-Artificial Intelligence:  
Decision Support

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Auth: Bisschop, J.J. and Kuip, C.A.C.  
Yr : 1993  
Titl: Compound sets in mathematical programming modeling languages  
Jrnl: Management Science  
PlPu: U.S.  
Vol.: 39  
Issu: 6  
Pges: 746-756  
Keyw: 438 Mathematics, Sets/531 Philosophy of modeling/621 Programming  
Abst: 54930  
IAOR: IAOR:3400-Sets/IAOR:3320-Programming: Mathematical

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Auth: Dolk, Daniel R. and Kottemann, Jeffrey E.  
Yr : 1993  
Titl: Model integration and a theory of models  
Jrnl: Decision Support Systems  
PlPu: The Netherlands  
Vol.: 9  
Issu: 1  
Pges: 51-63  
Keyw: 323 Information systems, Management/531 Philosophy of modeling  
Abst: 53888  
IAOR: IAOR:3024-Artificial Intelligence: Decision Support

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Auth: Jones, C. and Carmona, J.  
Yr : 1987  
Titl: A new species of modelling system  
Jrnl: IMAMIM  
PlPu: U.K.  
Vol.: 1  
Issu: 3  
Pges: 225-236  
Keyw: 456 Mathematics : Systems solution/576 Philosophy of modeling  
Abst: 40304  
IAOR: 4040-Practice/3320-Programming: Mathematical

Auth: Muhanna, Waleed A.  
Yr : 1992  
Titl: On the organization of large shared model bases  
Jrnl: Annals of Operations Research  
PlPu: Switzerland  
Vol.: 38  
Issu: 1/4  
Pges: 359-396  
Keyw: 531 Philosophy of modeling/099 Decision analysis, Systems  
Abst: 52715  
IAOR: IAOR:4030-Philosophy/IAOR:3024-Artificial Intelligence: Decision Support

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Titl: Scenario formulation in an algebraic modelling language  
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PlPu: Switzerland  
Vol.: 59  
Issu: 1  
Pges: 45-75  
Keyw: 531 Philosophy of modeling 647 Programming, Linear, Applications  
Abst: 59117  
IAOR: IAOR:3300-Programming: Linear

**Auth:** Willemain, Thomas R.  
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**Jrnl:** Operations Research  
**PlPu:** US  
**Vol.:** 43  
**Issu:** 6  
**Pges:** 916-932  
**Keyw:** 531 Philosophy of modeling 608 Professional, ORMS education  
**Abst:** 66400  
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**Yr :** 1999  
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**Jrnl:** Interfaces  
**PlPu:** US  
**Vol.:** 29  
**Issu:** 2  
**Pges:** 118-132  
**Keyw:** 608 Professional, ORMS education 531 Philosophy of modeling  
**Abst:** 71517  
**IAOR:** IAOR:4010-Education in OR IAOR:4030-Philosophy

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**Yr :** 1993  
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**Vol.:** 21  
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**Pges:** 123-133  
**Keyw:** 021 Artificial intelligence/610 Professional, ORMS philosophy/531 Philosophy of modeling  
**Abst:** 53884  
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**PlPu:** U.S.  
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**Pges:** 869-876  
**Keyw:** 091 Decision analysis/531 Philosophy of modeling/610 Professional, ORMS philosophy  
**Abst:** 52716  
**IAOR:** IAOR:4040-Practice/IAOR:1074-Decision: Applications/IAOR:4030-Philosophy

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**Auth:** Powell, Stephen G.  
**Yr :** 1998  
**Titl:** The studio approach to teaching the craft of modeling.  
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**PlPu:** The Netherlands  
**Vol.:** 82  
**Issu:** 1  
**Pges:** 29-47  
**Keyw:** 608 Professional, ORMS education 610 Professional, ORMS philosophy  
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**IAOR:** IAOR:4010-Education in OR IAOR:4030-Philosophy

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**Yr :** 1993  
**Titl:** Model type selection in an integrated DSS environment  
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**PlPu:** The Netherlands  
**Vol.:** 9  
**Issu:** 1  
**Pges:** 75-89  
**Keyw:** 503 Organizational studies, Decision making/531 Philosophy of modeling  
**Abst:** 53675  
**IAOR:** IAOR:1078-Decision: Studies

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Auth: Bhargava, Hemant K. and Krishnan, Ramayya  
Yr : 1993  
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Jrnl: Decision Support Systems  
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Vol.: 9  
Issu: 1  
Pges: 91-111  
Keyw: 503 Organizational studies, Decision making/531 Philosophy of modeling  
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PlPu: U.K.  
Vol.: 41  
Issu: 3  
Pges: 191-200  
Keyw: 570 Philosophy of modeling/624 Probability : Stochastic model applications  
Abst: 45358  
IAOR: IAOR:1040-Computers

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Auth: Lenard, Melanie L.  
Yr : 1993  
Titl: An object-oriented approach to Model Management  
Jrnl: Decision Support Systems  
PlPu: The Netherlands  
Vol.: 9  
Issu: 1  
Pges: 67-73  
Keyw: 503 Organizational studies, Decision making/531 Philosophy of modeling  
Abst: 53674  
IAOR: IAOR:1078-Decision: Studies

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**Issu:** 1  
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**Issu:** 2  
**Pges:** 55-59  
**Keyw:** 531 Philosophy of modeling 608 Professional, ORMS education  
**Abst:** 58365  
**IAOR:** IAOR:4030-Philosophy IAOR:4010-Education in OR

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Auth: Piramuthu, Selwyn, Raman, Narayan, Shaw, Michael J. and Park, Sang Chan  
Yr : 1993  
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Jrnl: Decision Support Systems  
PlPu: The Netherlands  
Vol.: 9  
Issu: 1  
Pges: 127-142  
Keyw: 761 Simulation/531 Philosophy of modeling/503 Organizational studies, Decision making  
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PlPu: U.K.  
Vol.: 12  
Issu: 2  
Pges: 87-120  
Keyw: 768 Simulation, Systems dynamics 531 Philosophy of modeling 514 Organizational studies, Training 610 Professional, ORMS philosophy  
Abst: 62015  
IAOR: IAOR:4020-History IAOR:4030-Philosophy IAOR:3410-Simulation

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**Abst: 55907**  
**IAOR: IAOR:1300-Organization IAOR:4040-Practice**

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Vol.: 13  
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Pges: 107-129  
Keyw: 768 Simulation, Systems dynamics 231 Games-Group Decisions 531  
Philosophy of modeling  
Abst: 65372  
IAOR: IAOR:3412-Simulation: Analysis IAOR:1440-Systems

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Pges: 187-201  
Keyw: 768 Simulation, Systems dynamics 231 Games-Group Decisions 531  
Philosophy of modeling  
Abst: 65373  
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PlPu: Korea  
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Issu: 3  
Pges: 15-40  
Keyw: 095 Decision analysis, Inference 099 Decision analysis, Systems 531 Philosophy  
of modeling  
Abst: 58204  
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