

SDAWG

Spring Simulation Developer's Working Group

2012 Spring Simulation Developer's Working Group Meeting (pronounced "S Dog) sponsored by Infocitex Corporation at South Point Hotel & Casino, Las Vegas, Nevada.

April 24&25, 2012

You are invited to participate in the Simulation Developer's Working Group (S-DWG) meeting on April 24 and 25, 2012 at the South Point Hotel & Casino, Las Vegas, NV. The purpose of the S-DWG is to provide a forum to discuss issues and exchange information pertaining to the use of Personal Computers for both real-time and non-real-time simulation applications. In particular, because simulation can be applied to a wide spectrum of activities, this Working Group will focus on the simulation of Aerospace Vehicles and their related subsystems. In addition, because of the wide versatility of PCs, this Working Group will not be limited to one particular operating system, but rather include all PC-Based operating systems.



Get Body velocities from changes in inertial

```
@param toFill  
@param dxdydz
```

```
Vec to fill with the body velocities  
Vec of changes in x, y and z
```

```
public void getUW( Vec toFill, Vector3 dxdydz)  
double a11 = cos(a1) * a1;  
double a21 = sin(a1) * a1 - cos(a1) * sin(a1) * a1;  
+ sin(a1) * a1
```

```
//  
// Sys
```

```
dxdydz.get
```

```
dxdydz.get
```

```
dxdydz.get
```

```
dxdydz.get
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```
dxdydz.get
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```
dxdydz.get
```

```
dxdydz.get
```

```
dxdydz.get2() a23 *
```

```
dxdydz.get2() a33 *
```

```
dxdydz.get2() a33 *
```

```
dxdydz.get2() a33 *
```

```
dxdydz.get2() a33 *
```

```
dxdydz.get2() a33 *
```

DETAILS

There are two focus areas for the meeting:

- 1.) Discuss hardware and software issues related to simulation architectures, modeling tools, and analysis tools for virtual and constructive simulations, and
- 2.) Obtain the latest information on commercial and home grown visualization languages and tools.

We are soliciting abstracts for the following topics:

- High-performance computing technologies, models and algorithms, taking advantage of multi-core CPUs via multi-threading and parallel processing applications (i.e. CUDA)
- Open Source applications and experiences (including software.forge.mil), framework development experiences and innovative application approaches
- Gaming technology use and experiences
- Terrain/Sensor visualization technologies
- Live, Virtual and Constructive (LVC) integration. M&S applications for Analysis, Training, Acquisition, R&D, etc.
- Immersion and Telepresence technologies

If you plan on attending and can provide information on one of these topics, RESPOND BY 1 FEB with no more than a one page abstract with picture if appropriate. Absolutely NO sales pitches or repeat performances!

Where: South Point Hotel & Casino
9777 Las Vegas Blvd.,
Las Vegas, Nevada, 89183

Phone number: 1-866-791-7626 (please be sure to mention that you are with the Simulation Developer's Working Group Meeting)

When: 24 April 2012 (0830 – 1700) – Tuesday
25 April 2012 (0830 – 1700) – Wednesday

Cost: \$200 Early registration (by 31 Jan 12)
\$215 from 1 Feb - 13 April 12
\$240 after 13 April 12

Register at www.infoscitex.com/sdawg-2012.

Contact Ann Hoelscher at ann.hoelscher@wpafb.af.mil for additional information on the early registration.

Registration Deadline: It is requested that any one wishing to attend the meeting reply to Bret Givens by 1 February 2012. The following information is requested from each person that will be attending: Organization Name, Mailing Address, Phone Number, Fax Number, E-mail Address, and whether or not you will be making a presentation. Since the meeting will be unclassified, Security Clearance information is not required. However, due to the nature of the discussions, attendance is, as always, limited to DoD, DoD contractors and NASA civilians and we will ask for the DD 2345 Form from contractors who can't be verified.

Membership:

Because of the broad range of simulation experience and applications within the U.S., it is important that this Working Group obtain attendance from Government, Industry and academia. In addition, attendance should include both users and developers of PC-Based Simulation Applications. Because of the sensitivity of the information being discussed within this Working Group, membership will be restricted to U.S. Citizens Only.

Restrictions:

This Working Group is to be used as a mechanism for meeting and sharing ideas with others working in common areas of interest and expertise concerning PC-Based Simulation activities. This group is not:

- A mechanism for justifying funding, advocating research ideas or sales pitches.
- A mechanism for critiquing or approving research areas.
- Focused on specific PC-Based research areas or architectures.
- A mechanism for standardizing architectures, software, or techniques related to PC-Based simulations.

Meeting Format:

The purpose of these Working Group Meetings is to exchange information. The best way to accomplish this is through informal, unclassified presentations that are 15-60 minutes in duration. Written papers are not required. However, the presenter should provide documentation if it is deemed necessary for duplicating or implementing the results or techniques illustrated in the presentations. It is also desired that these presentations not involve Proprietary Information. The intent of the meetings, as previously mentioned, is to exchange information, and this will be best accomplished if distribution limitations are removed. This applies to both presented material and software modules.

Information Exchange:

To expedite the data exchange process within the Working Group, a password protected web site (EBS) has been created that includes all presentation materials related to this Working Group. It will be the responsibility of the presenter to get clearance approval of their presentation materials from their respective organization if required. Information on the Web Site is restricted to AFRL and Wright-Patt participants only and should not be considered public domain information. In addition to the presentation materials, Working Group Members are encouraged to submit other information such as technical papers, technical reports or software for inclusion on the web site.

Points of Contact:

Questions concerning the meeting or its content can be directed to the following:

Jim Zeh (james.zeh@wpafb.af.mil) 937.904.6556
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