Abstract

In this paper a grid computing simulation platform, is implemented based on the OSCI TLM-2.0 standard. TLM-2.0 standard, offered as a layer on top of the System library, is becoming a key solution in system level design. The concurrency facility of TLM-2.0 on one side, and its ease of use on the other side, makes it an ideal choice for modeling and simulation of distributed systems. These days, one of the most important subjects in distributed system researches, is the corresponding scheduling algorithms. The simulation platform, implemented in this work can be configured easily for any scheduling algorithm and provides an opportunity for wide exploration in related design space.

Reference

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**Index Terms**

Computer Science 
Distributed Computing
Key words

Grid computing
Simulation
Transaction level modeling
SystemC
System level design
Modeling