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  
Modeling  
Simulation  
Transaction level modeling  
SystemC  
System level design