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Nota di contenuto	Performance Antipatterns: State-of-Art and Future Perspectives -- Online Game Performance Engineering -- Stochastic Bounds and Histograms for Network Performance Analysis.- Analytic Performance Modeling and Optimization of Live VM Migration -- Towards Supervisory Control of Generally-Distributed Discrete-Event Systems. - Tackling Truncation Errors in CSL Model Checking through Bounding Semantics.- Automatic Performance Model Generation for Java Enterprise Edition (EE) Applications.- Canonical Representation of Discrete Order 2 MAP and RAP.- Encoding Timed Models as Uniform Labeled Transition Systems.- A Fast EM Algorithm for Fitting Marked Markovian Arrival Processes with a New Special Structure.- PMIF+:

Extensions to Broaden the Scope of Supported Models.- Performance Regression Unit Testing: A Case Study.- Phase-Type Fitting Using HyperStar.- Towards the Quantitative Evaluation of Phased Maintenance Procedures Using Non-Markovian Regenerative Analysis.- Performance Enhancement by Means of Task Replication.- Improving and Assessing the Efficiency of the MC4CSLTA Model Checker.- End-to-End Performance of Multi-core Systems in Cloud Environments -- Performance Analysis and Formal Verification of Cognitive Wireless Networks.- Sliding Hidden Markov Model for Evaluating Discrete Data. - Using Queuing Models for Large System Migration Scenarios – An Industrial Case Study with IBM System z.- Performance Evaluation for Collision Prevention Based on a Domain Specific Language.- An Approximate Mean Value Analysis Approach for System Management and Overload Control.- Modeling and Timing Simulation of Agilla Agents for WSN Applications in Executable UML.- Applying Model Differences to Automate Performance-Driven Refactoring of Software Models.- Reduction of Subtask Dispersion in Fork-Join Systems.- SAT-Based Bounded Model Checking for RTECTL and Simply-Timed Systems.

Sommario/riassunto

This book constitutes the refereed post-proceedings of the 10th European Performance Engineering Workshop, EPEW 2013, held in Venice, Italy, in September 2013. The 16 regular papers presented together with 8 short papers and 2 invited talks were carefully reviewed and selected from 33 submissions. The Workshop aims to gather academic and industrial researchers working on all aspects of performance engineering. Original papers related to theoretical and methodological issues as well as case studies and automated tool support are solicited in the following areas: performance modeling and evaluation, system and network performance engineering, and software performance engineering.
