Aggregates, global feedback dynamics, ...

Individual objects, exact sizes, distances, velocities, timings, ...

High Abstraction
Less Details
Macro Level
Strategic Level

Middle Abstraction
Average Details
Meso Level
Tactical Level

Low Abstraction
More Details
Micro Level
Operational Level

Agent Based (AB)
- Active objects
- Individual behavior rules
- (In)direct interaction
- Environnement models

Discrete Event (DE)
- entities (passive objects)
- flowcharts
- network ressources

System Dynamics (SD)
- Levels (aggregates)
- Stocks & flow diagrams
- Feedback loops

Mostly Discrete ◀
Mostly Continuous ▶