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TO: Time Warp Folks

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**Pucks 2.0**

Pucks underwent a transformation. By using the new extended virtual time, Pucks is able to correctly handle multiple collisions at the same simulation time and it no longer sends messages for now (i.e. send time equals receive time). This transformation also removed the last of the "twang" macro's (no more "^Ajunkjunkjunkjunkjunkj ..." in the config files, no more "IVAR" or "MARG") and all other macro's. Also a number of logic preserving transformations was done to Pucks. The new Pucks has about a third less code and sequentially executes about a third faster than the old Pucks. Hence the average time per event has also dropped by a third. Pucks uses all the fields of the new extended virtual time. Because of the new virtual time the statistics are slightly different. (New Pucks: 414581 committed event messages, 370158 committed events; old Pucks: 412915 committed event messages, 366144 committed events.)

**When Collisions Happen**

The way in which the new Pucks handles multiple collisions at the same simulation time (a double in the new extended virtual time) is to have the collisions happen at different sequence times (sequence1 and sequence2 are unsigned longs in the new extended virtual time). Each kind of collision has its unique sequence2 time. Different collisions are at least 10 sequence2 units away so that the effects of one collision are known before the next collision is started.

Multiple collisions can happen at the same simulation time, but in order to do correct physics, Pucks serializes these collisions. For example, suppose puck A is going to hit both puck B and puck C at simulation time 10.0. Both B and C schedule a collision event with puck A at time 10.0, but they will have different sequence2 times for the collisions. Lets say puck B has time 10.0, 0, 1000 and puck C has time 10.0, 0, 1010. At time 10.0, 0, 1000 pucks A and B collide. By 10.0, 0, 1001, the sectors which A and B are in know about the new velocities which A and B have after the

collision. The sectors send this new information to everyone nearby at time 10.0, 0, 1002. Hence puck C receives this information well before his planned collision at time 10.0, 0, 1010 which he cancels. If with the new velocity, puck A (or puck B) will collide with C at 10.0, then C will schedule that collision at time 10.0, 1, 1010 (or with a different sequence2 time for puck B), increasing the sequence1 time.

The sequence2 time for a collision is unique to each pair of pucks. Sometimes (but not often) both pucks will schedule the same collision at the same time. In this case the sequence2 time for the two collisions are different. If puckWXYZ schedules a collision with puckABCD, then its sequence2 time will be  $WXYZ * 100000 + ABCD * 10 + 10000$ . On the other hand, if puckABCD schedules the collision it will happen at sequence2 time  $ABCD * 100000 + WXYZ * 10 + 10000$ . Note that the new Pucks requires pucks to be named "puckXXXX" where the X's must be decimal numbers, this is a new restriction for Pucks 2.0. Like old Pucks, cushions must be named "cushion\_X\_XX" and sectors must be named "sector\_XX\_XX". Collision times with cushion\_X\_YZ happen at sequence2 time  $XYZ * 10 + 10$ . Sector crossing times are either at sequence2 time 0 or the next sequence2 time.

### Multiple Collision Example

Figure 1 shows the result of an eleven ball collision in the new Pucks. Figure 1A shows the starting position with the nine stationary pucks arranged in a touching square, and two touching pucks incoming at three o'clock, their arrows showing their initial velocity. Figure 1B shows the 11 pucks at time 0.178038 just before the collision. Figures C - N show the collision pairs as the new Pucks does them, all at simulation time 0.178038. Figures O, P and Q show the net collision and how the pucks spread after the total collision.

Sequence1 = 0: At A all the pucks schedule collisions with either puck 9 or puck 10 or both. Pucks 6, 7 and 8 schedule this collision at time 0.178038. Because of the ordering, puck 6 collides first with puck 9 (C). Next in line was puck 7's collision with puck 9 which gets cancelled. So puck 7 instead collides with puck 10 at 0.178038 (D). Thus both pucks 9 and 10 have new velocities so all other collisions are cancelled.

Sequence1 = 1: At D we start a new round of collisions with sequence1 incremented. The ordering of collisions has puck 3 colliding with puck 6 (E). Then puck 4 collides with puck 7 (F). Puck 9 scheduled a collision with puck 7, but it gets cancelled because 4 is lower than 9.

However, puck 8 does collide with puck 10 (G). We are still at simulation time 0.178038, and all the moving pucks but 9 have new velocities.

Sequence1 = 2. At G we again increment the sequence1 time to obtain the next collection of collisions. The ordering of collisions has puck 0 colliding with puck 3 (H). Followed by puck 1 colliding with puck 4 (I). Next puck 5 collides with puck 8 (J). And finally pucks 7 and 9 collide (J). We are still at simulation time 0.178038.

Sequence1 = 3. The last round of collisions are puck 2 with puck 5 (M) and puck 4 with puck 7 (N). Both N and O show the final velocities for all the pucks.

Since the start up is symmetric, one might expect the result to be also symmetric. However, as Pucks is currently done, at Figure 1B, pucks 6 and 8 (or even pucks 9 and 10) do not know that they are part of a multiple collision together. The other strange illusion is of very rigid pucks, for example that the collision between pucks 4 and 7 happen before the collision between pucks 7 and 9. However "real" pucks could never be packed so tight nor could their radii all be exactly the same. However, new Pucks does conserve momentum.

## **Other Transformations**

The main loops of the sector, cushion and puck types were cut up into functions. The twang "TELL" macro, message selector field and standard\_arguments stuff were replaced by the equivalent user interface stuff for TWOS 2.0. We expect that much of the increase in speed is due to not doing the additional clears and strcpys in the old TELL macro. Several instances of repeated code were replaced by single functions. The number of different message structures were reduced as were the size of the messages and the state. (The state size actually grew (see below) due to virtual time going from 4 to 16 bytes.) Some dead code was identified and deleted. A number of identifier names were shorten, for examples, "array\_of\_cancelled\_indices" became "cannedMsgs" and the constant "EXAMINE\_NEW\_TRAJECTORY" became "NEW\_TRAJECTORY". All the old style dot-h files for each object were deleted and the other include files were combined into one "pucktypes.h". (See file changes below.)

Pucks 2.0 uses a new config file format and there is a new "cfgen" (/usr/local/src/applications\_2.1/pucks/cfgen2.1/cg) program for making these files. However the new Pucks can still read old Pucks config files.

By switching simulation time from an integer to a double, the new Pucks no longer scales virtual time. Thus simulations of much longer periods can be run. For example, the old Pucks benchmark ran to time 400,000,000 because it scaled by a million, while the new Pucks ran to time 400.0. Using floats for time and having multiple collisions at the same requires events which happened in the near past be considered as happening at now. (This is round-off error.) Currently an event must happen by at least `TIME_FUDGE * now` to be considered to be happening at now. `TIME_FUDGE` is 0.999999999. (And “eight 9’s” isn’t close enough to one for at least one config file.)

## Performance Data

The new Pucks runs faster than the old pucks. Unfortunately the sequential run time dropped by a third while the Time Warp runs didn’t improve by that much. The best speedup dropped by about a fifth from about 16 to about 13. This is consistent with much of the speed gain being from removing the old TELL macro’s (the granularity went down). The benchmark runs were done with `rcvq (maxnegacks) = 1, 10 and 30`. The default was `rcvq=10` with TW 2.1, but it had been `rcvq=1` for the old Pucks TW 2.1 benchmark. However there wasn’t much difference in the run times for these different `rcvq`’s. (For large number of nodes `rcvq=30` is faster. And `rcvq=1` had troubles with both 6 and 8 nodes.) We have included the graphs for the `rcvq=10` case, the stats files for all three cases and a comparison table for the different speedups.

Changing `maxacks` would likely have a larger effect on the run time. We didn’t test this conjecture as `maxacks` works different in TW 2.1 than in either the published runs based on `Test_2.1` nor as in TW 2.2 (the latter two work the same way). The memo’s SFB: 363-89-005 and SFB:363-89-004 tested a version of Pucks different from both the old Pucks and the new Pucks, but it was closer to the old Pucks. However, the new Pucks seems to be “lazy” like the old Pucks (see graph below which was done using “`test_2.1`” not TW 2.1).

The striking difference between the old Pucks TW 2.1 benchmark and the new Pucks TW 2.1 benchmark is at the small number of nodes. The new Pucks is a third slower at 3 nodes and sends three times the reverse messages. The new Pucks sends hundreds of reverse messages up to 28 nodes while the old Pucks stopped sending any reverse messages at 12 nodes. This all may be due to the new VTime, a large number of fields in the state are VTime’s in the new pucks and were doubles or integers in the old Pucks. A larger state makes memory more dear. (State sizes in

bytes on a Sun3: puck 3700 old, 4576 new; sector 5852 old, 6916 new; cushion 3272 old, 4136 new. Pucks could take advantage of TWOS's dynamic memory to greatly reduce the size of its states.)

### File Changes:

#### Old Pucks

Lines	Words	Bytes	
2	0	2	oldpucks/p_debug.h
8	17	140	oldpucks/puck.h
8	17	160	oldpucks/sector.h
8	17	168	oldpucks/cushion.h
13	39	347	oldpucks/puck.b
19	35	396	oldpucks/formats.h
37	204	1373	oldpucks/pucktab.c
55	123	933	oldpucks/critsim.c
147	511	4030	oldpucks/twc.h
159	431	3113	oldpucks/pucktypes.h
347	614	5724	oldpucks/p_debug_beh.c
522	1303	11647	oldpucks/cushion_beh.c
1633	4848	43218	oldpucks/sector_beh.c
1813	5276	48423	oldpucks/puck_beh.c
4771	13435	119674	total

#### New Pucks

Lines	Words	Bytes	
35	204	1372	newpucks/pucktab.c
53	123	936	newpucks/critsim.c
134	365	2754	newpucks/pucktypes.h
242	604	4612	newpucks/p_debug.c
366	1117	8364	newpucks/cushion.c
1196	3603	29117	newpucks/puck.c
1238	3980	30217	newpucks/sector.c
3264	9996	77372	total

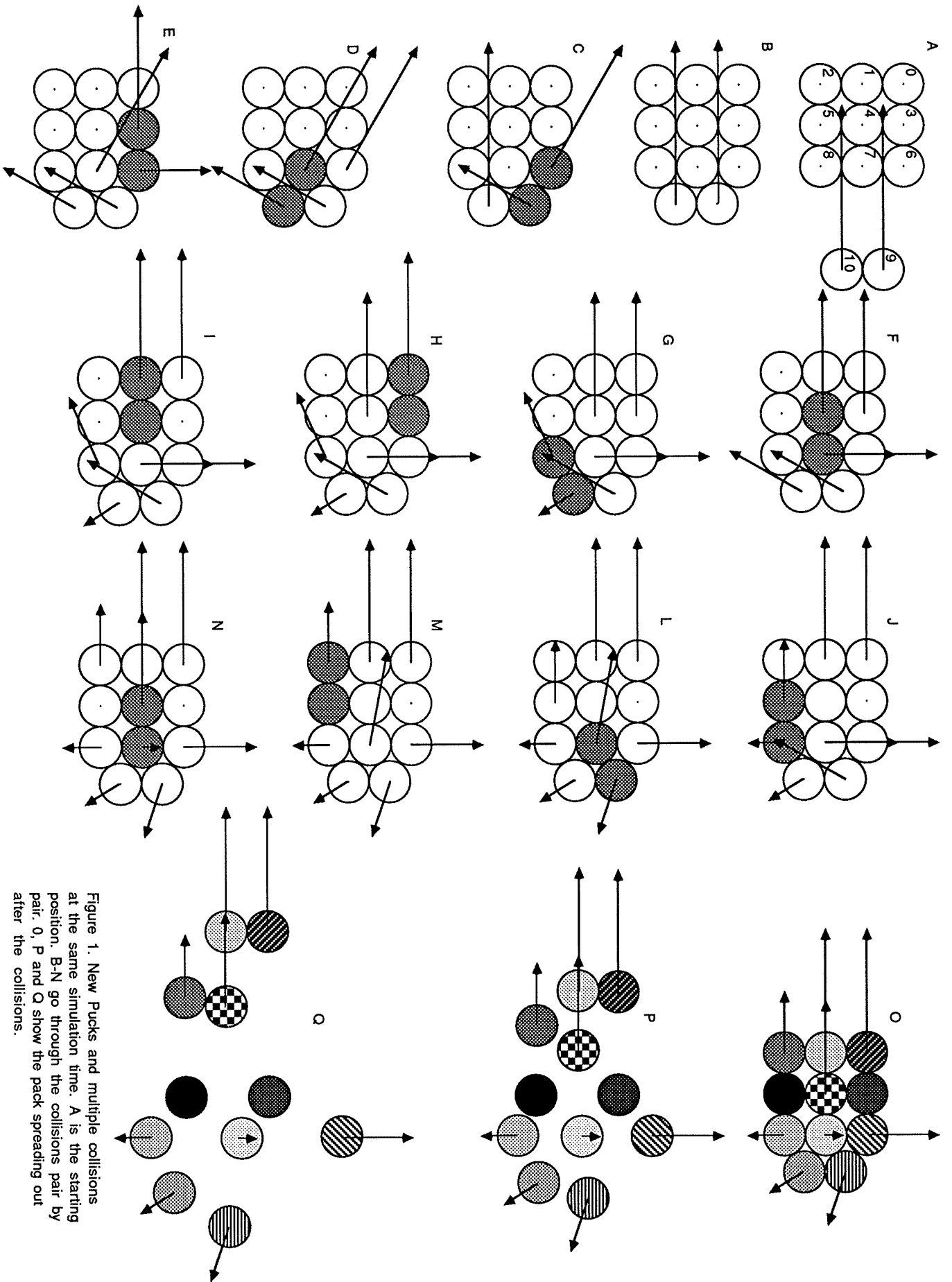
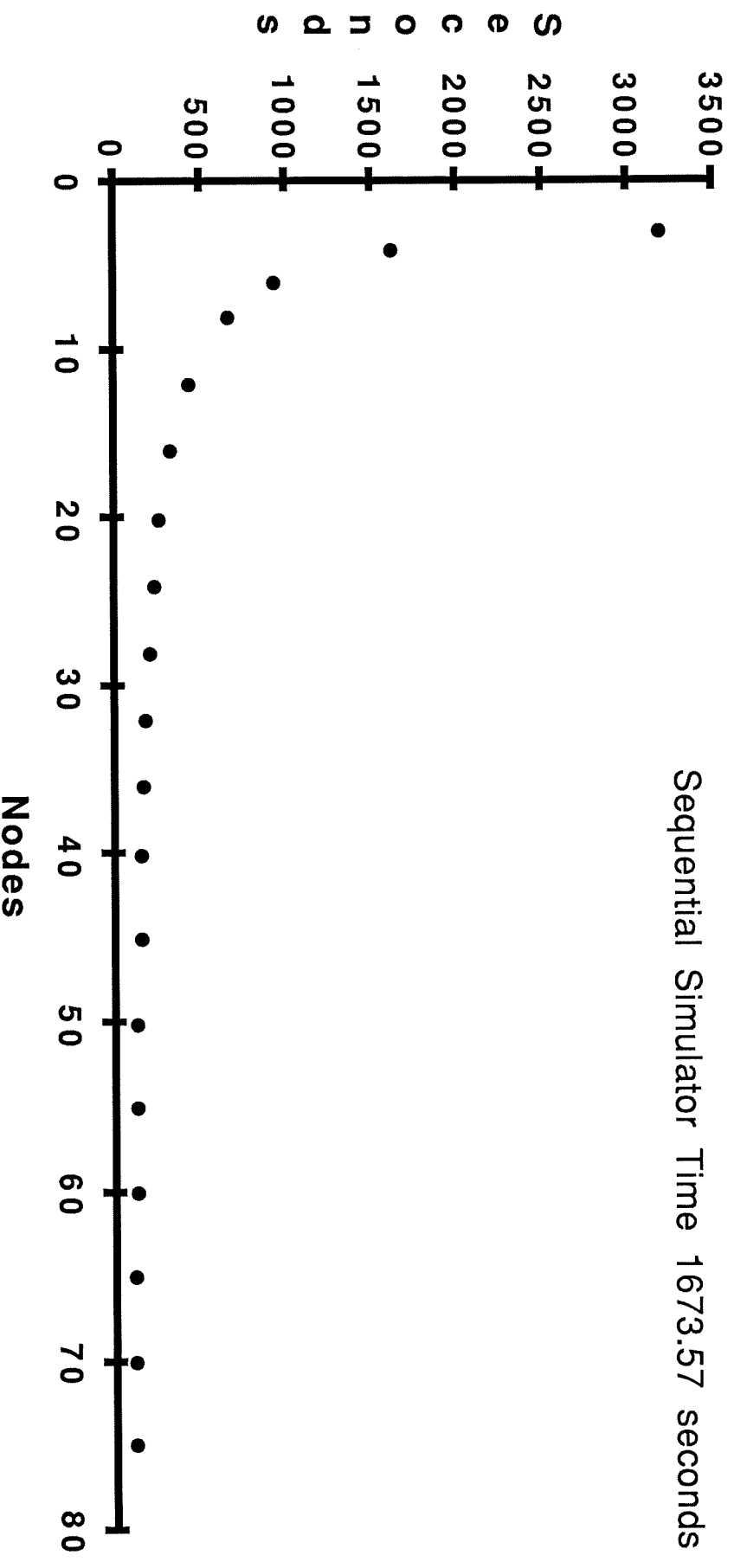


Figure 1. New Pucks and multiple collisions at the same simulation time. A is the starting position. B-N go through the collisions pair by pair. O, P and Q show the pack spreading out after the collisions.

TW2.1 Pucks 2.0 Speedup as a function of rcvq			
Nodes	rcvq=1	rcvq=10	rcvq=30
3	0.55	0.52	0.54
4	1.01	1.02	1.04
6	1.76	1.75	1.76
8	2.42	2.43	2.43
12	3.68	3.71	3.69
16	4.84	4.86	4.86
20	5.83	5.85	5.85
24	6.71	6.76	6.74
28	7.41	7.49	7.44
32	8.15	8.16	8.16
36	9.02	9.02	9.02
40	9.58	9.54	9.58
45	10.07	10.08	10.07
50	10.92	11.10	11.16
55	11.59	11.73	11.73
60	12.15	12.16	12.14
65	12.41	12.66	12.66
70	12.17	12.32	12.84
75	12.31	12.70	12.94

## Pucks Timing Curve

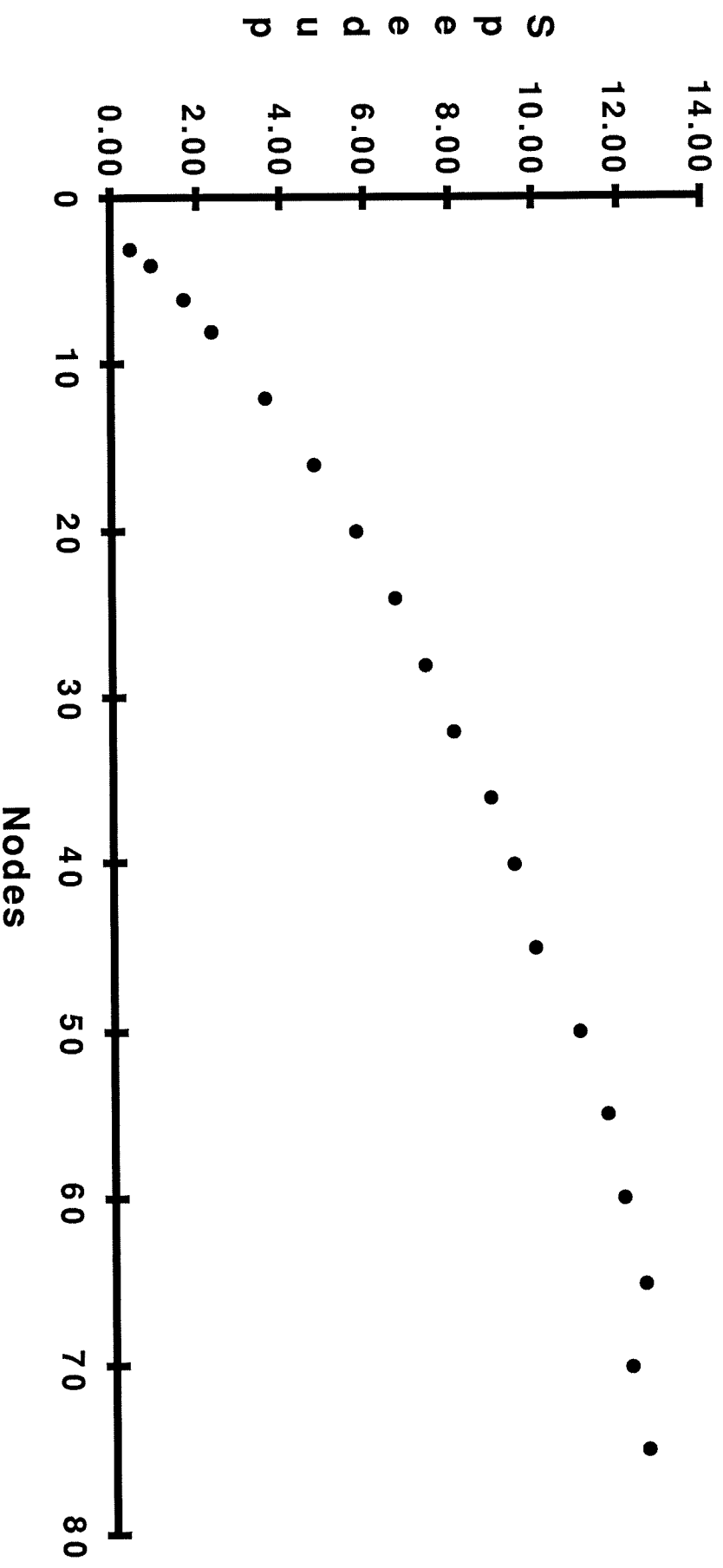
Sequential Simulator Time 1673.57 seconds



TW 2.1/Pucks 2.0 (rcvq=10)/4 runs per point/Butterfly (Chrysalis)/sfb 16 August 1989

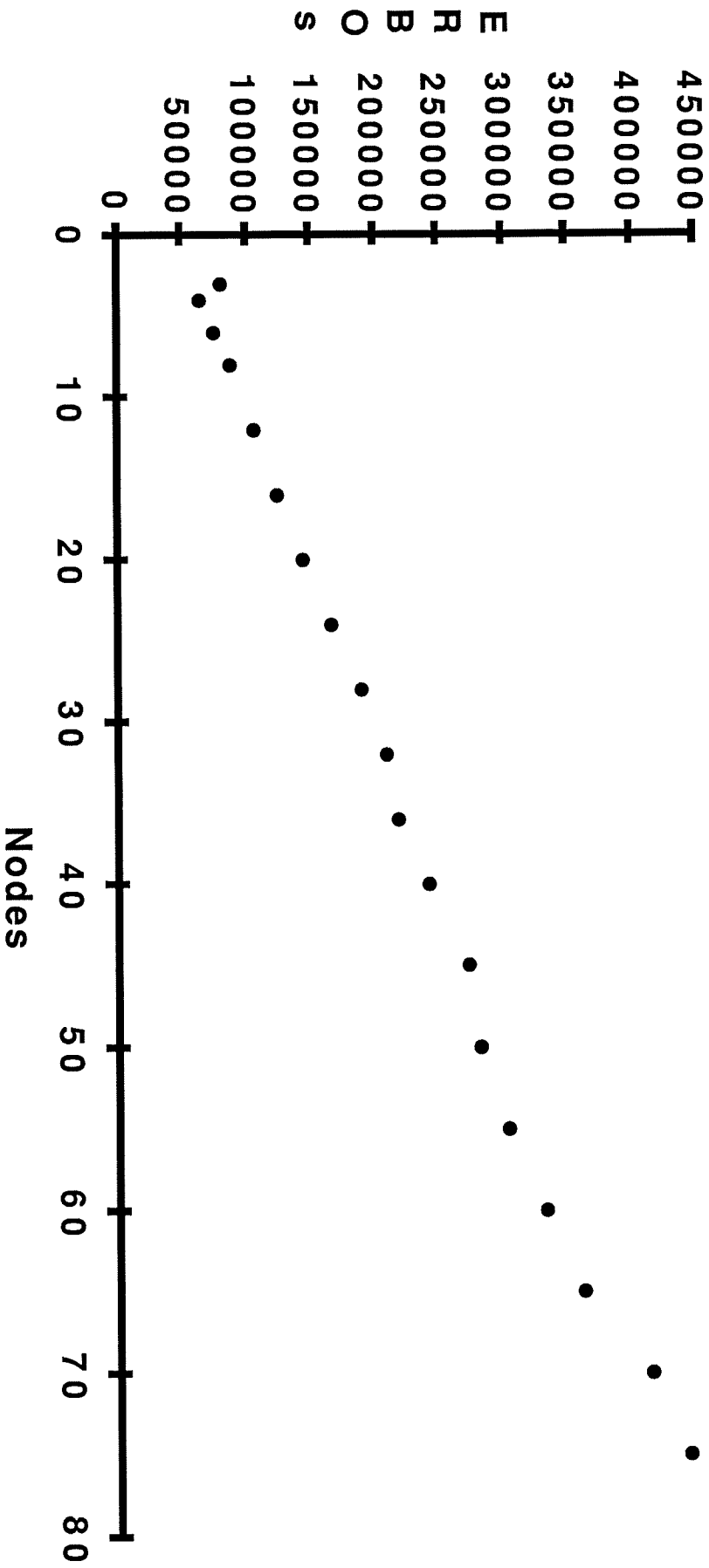


# Pucks Speedup Curve



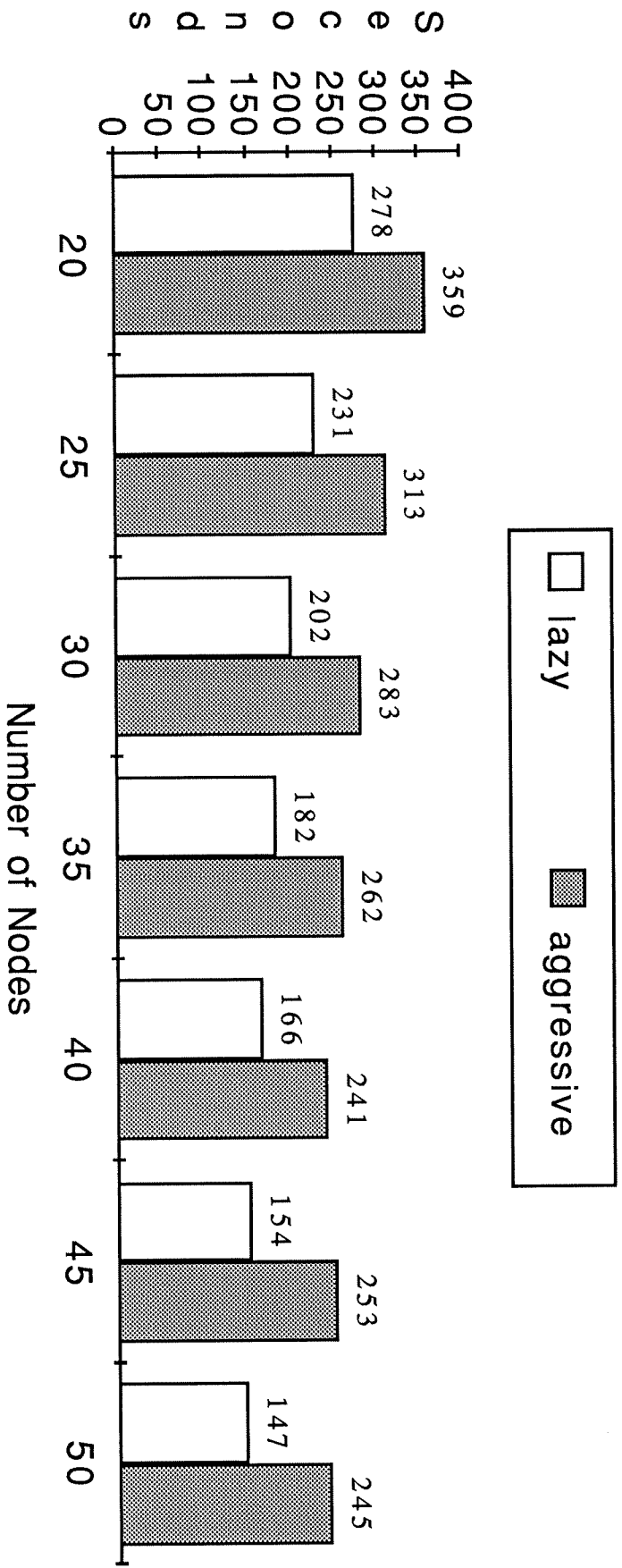
TW 2.1/Pucks 2.0 (rcvq=10)/4 runs per point/Butterfly (Chrysalis)/sfb 16 August 1989

# Pucks ERBOS Curve



TW 2.1/Pucks 2.0 (rcvq=10)/4 runs per point/Butterfly (Chrysalis)/sfb 16 August 1989

Pucks 2.0 execution times in seconds  
lazy vs aggressive cancellation  
aggressive tuned ma=1 rcvq=100



New Pucks













