Tutorial
Parallel & Distributed Simulation Systems and the High Level Architecture

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PADS-HLA Tutorial Goals

1. Understand Fundamental PADS Concepts
2. Understand Usage of Basic HLA TM Services
3. Appreciate TM Implementation Approaches
4. Appreciate Usage of Advanced TM Services

PADS = Parallel and Distributed Simulation
HLA = High Level Architecture
TM = Time Management
**1. HLA Overview**

HLA – Architecture

- Based on a composable “system of systems” approach
  - No single simulation can satisfy all user needs
  - Support interoperability and reuse among DoD simulations
- Federations of simulations
  - Pure software simulations
  - Human-in-the-loop simulations (virtual simulators)
  - Live components (e.g., instrumented weapon systems)

The HLA consists of:

- **Rules** that simulations (federates) must follow to achieve proper interaction during a federation execution
- **Object Model Template (OMT)** defines the format for specifying the set of common objects used by a federation (federation object model), their attributes, and relationships among them
- **Interface Specification (IFSpec)** provides interface to the Run-Time Infrastructure (RTI), that ties together federates during model execution

**Typical Usage** - Federate Execution

- Initialize federation
- Create Federation Execution (Federation Mgt)
- Join Federation Execution (Federation Mgt)
- Declare objects of common interest among federates
  - Publish Object Class (Declaration Mgt)
  - Subscribe Object Class Attribute (Declaration Mgt)
- Exchange information
  - Update/Reflect Attribute Values (Object Mgt)
  - Send/Receive Interaction (Object Mgt)
  - Time Advance Request, Time Advance Grant (Time Mgt)
  - Request Attribute Ownership Assumption (Ownership Mgt)
  - Modify Region (Data Distribution Mgt)
- Terminate execution
  - Resign Federation Execution (Federation Mgt)
  - Destroy Federation Execution (Federation Mgt)

**Time Management in HLA**

Rest of the tutorial will focus on Time Management Services in the HLA

- Parallel and Distributed Simulation (PADS) research previously explored issues in time synchronized simulations
- HLA TM built on insights from PADS research
- Fundamental concepts in HLA TM are common with those in PADS
2. PADS Fundamental Concepts

Notions of Time

- Physical system: the actual or imagined system being modeled
- Simulation: a system that emulates the behavior of a physical system

Physical time: time in the physical system (e.g., 0000 to 1700 hours, December 7, 1941)
Simulation time: representation of physical time within the simulation
  - federation time axis (FTA): a totally ordered sequence of values representing physical time (floating point values in interval [0.0, 17.0])
  - federate time: a specific federate’s current point on FTA (e.g., 4.0)
Wallclock time: time during the execution of the simulation, usually output from a hardware clock (e.g., 1230 to 1400 hours on December 1, 2003)

Pacing – Simulation Clock vs. Wall Clock

There may or may not be a specific relationship between simulation time and wallclock time.

Modes of execution
- As-fast-as-possible execution (unpaced): no fixed relationship necessarily exists between advances in simulation time and advances in wallclock time
- Real-time execution (paced): each advance in simulation time is paced to occur in synchrony with an equivalent advance in wallclock time
- Scaled real-time execution (paced): each advance in simulation time is paced to occur in synchrony with $S$ * an equivalent advance in wallclock time (e.g., 2x wallclock time)

Event Orderings

The HLA provides two types of message ordering:
- Receive order (unordered): messages passed to federate in an arbitrary order
- Time stamp order (TSO): sender assigns a time stamp to message; successive messages passed to each federate have non-decreasing time stamps

The observer could “see” the target is destroyed before the tank fired upon it!

Temporal anomalies such as this may or may not be acceptable, depending on the federation’s goals

Accurate Modeling via Timestamp-ordered Events

- “Things” happen in the real world in a certain order (e.g., cause & effect).
- It should appear that events in the simulated world happen in the same order as the real-world actions that they represent.

The observer should “see” the target destroyed before the tank fired upon it!

Timestamp-Ordered Processing Services

The HLA time management services address two fundamental issues in distributed simulation systems:

- Receive order minimizes latency, does not prevent temporal anomalies
- TSO prevents temporal anomalies, but has somewhat higher latency
Consider interconnecting two sequential, event driven simulations.

Logical time advances by each simulator must be managed to ensure no simulator receives messages in its past.

HLA Time Management (TM) services define a protocol for federates to advance their logical time; RTI will ensure TSO messages are not delivered in a federate’s past.

Goal: Provide services to support interoperability among federates with different local time management schemes in a single federation execution.

Federates must declare their intent to utilize time management services by setting their time regulating and/or time constrained flags:
- Time regulating federates can send TSO messages
  - Can prevent other federates from advancing their logical time
  - Enable Time Regulation ... Time Regulation Enabled
  - Disable Time Regulation
- Time constrained federates can receive TSO messages
  - Time advances are constrained by other federates
  - Enable Time Constrained ... Time Constrained Enabled
  - Disable Time Constrained

Each federate in a federation execution can be:
- Time regulating only (e.g., message source)
- Time constrained only (e.g., Stealth)
- Both time constrained and regulating (common case for analytic simulations)
- Neither time constrained nor regulating (e.g., training simulations)

† indicates callback to federate.
**Time Advance Request (TAR)**

- Typically used by time stepped federates.
- Federate invokes `Time Advance Request (T)` to request its logical time (LT) be advanced to T.
- RTI delivers all TSO messages with time stamp ≤ T.
- RTI advances federate’s time to T, invokes `Time Advance Grant (T)` when it can guarantee all TSO messages with time stamp ≤ T have been delivered.
- Grant time always matches the requested time.

**Typical execution sequence**

<table>
<thead>
<tr>
<th>Federate</th>
<th>Wall clock time</th>
</tr>
</thead>
<tbody>
<tr>
<td>LT=10</td>
<td>TAR(20)</td>
</tr>
<tr>
<td></td>
<td>RAV(14), RAV(18)</td>
</tr>
<tr>
<td></td>
<td>TAG(20)</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>RTI</td>
</tr>
<tr>
<td></td>
<td>TAR: Time Advance Request</td>
</tr>
<tr>
<td></td>
<td>RAV: Reflect Attribute Values</td>
</tr>
<tr>
<td></td>
<td>TAG: Time Advance Grant</td>
</tr>
</tbody>
</table>

**TAR Example - Time Stepped Federate**

**Sequential simulator**

- T = current simulation time
- While (simulation not complete) update local simulation state
- End-While

**Federated simulator**

- T = time of next event in PES
- PendingNER = TRUE; NextEventRequest(T)
- If T is less than T + LA, process next event in PES
- Else: RTI issues `Time Advance Grant (T)`

**Next Event Request (NER)**

- Typically used by event stepped federates.
- Federate invokes `Next Event Request (T)` to request its logical time be advanced to time stamp of next TSO message, or T, which ever is smaller.
- If next TSO message has time stamp T' ≤ T, RTI delivers next TSO message, and all others with time stamp T' ≤ T.
- Else, RTI advances federate’s time to T, invokes `Time Advance Grant (T)`.

**NER Example - Event-Driven Federate**

**Federated simulator**

- While (simulation not complete) update local simulation state
- If next TSO message has time stamp T' ≤ T, update attribute values
- Else: RTI issues `Time Advance Grant (T)`

**Lookahead**

- Fed A declares a lookahead value L<sub>A</sub>; the time stamp of any event generated by the Fed A must be ≥ T<sub>A</sub> + L<sub>A</sub>.
  - Used in virtually all conservative synchronization protocols.
  - Relies on model properties (e.g., minimum interaction delay).

- Lookahead is necessary to allow concurrent processing of events with different time stamps (unless optimistic event processing is used).
Lookahead

Each federate must declare a non-negative lookahead value.

Any TSO sent by a federate must have time stamp at least the federate's current time plus its lookahead.

Lookahead can change during the execution (Modify Lookahead):
- increases take effect immediately
- decreases do not take effect until the federate advances its logical time.

Logical time:
1. Current time is $T$, lookahead $L$
2. Request lookahead decrease by $\Delta L$ to $L'$
3. Advance $\Delta T$, lookahead decreases $\Delta L$
4. After advancing $\Delta L$, lookahead is $L'$

4. Implementing TM - Inside the RTI

Centralized/Distributed

Computing LBTS

Consistent Cuts

4. Implementing TM

TM Implementation Requirements

- Deliver messages to federate in time stamp order
- Ensure federate does not receive an event in its past

Federate

TSD queue

RTI

LBTS

network

LBTS: Lower bound on Time Stamp of TSO messages that could later be placed into the TSO queue for federate i

TSO messages w/ TS ≤ LBTS eligible for delivery

RTI ensures logical time of federate i never exceeds min(LBTS, TSO min-i) where

TSO min-i = minimum time stamp of messages in local TSO queue

Centralized vs. Distributed

TM services can be implemented in two ways:
- Centralized approach
- Fully distributed approach

Centralized Approach:
- A single computer acts as RTI’s “time management gateway”
- All time-synchronized operations are routed through this gateway
  - Time-advance requests, grants, etc. are coordinated by gateway
  - Advantages: Simplicity of design; easier to debug and test
  - Disadvantages: Single point of failure; potentially high runtime overhead

Distributed Approach:
- All federates’ nodes directly undertake synchronization roles
  - Local time-synchronized
  - Advantages: Faster execution; more uniform synchronization load
  - Disadvantages: Greater implementation complexity

Here, we will focus on the distributed approach

Computing LBTS

Given a snapshot of the computation, LBTS is minimum among:
- Time stamp of any transient messages (sent, but not yet received)
- Unblocked LPs: Current simulation time + lookahead
- Blocked LPs:
  - TAR: Time of parameter in TAR call + lookahead
  - NER: Time of parameter in NER call + lookahead

Consistent Cuts

Cut point: an instant dividing computation into past and future
Cut: set of cut points, one per processor
Consistent cut: a cut where all messages crossing the cut were sent in the past and received in the future [Mattern]

LBTS = minimum time value along a consistent cut:
- a local minimum of each processor at its cut point
- time stamp of transient messages (cross cut past to future)
- LBTS algorithm: (1) global minimum (2) transient messages

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Computing Global Minimum – Distributed Reduction

Step i, processor k executes \( \log N \) steps for \( N \) processors:
- Pairwise minimum with processor \( j \), \( j = (k \text{ w/ bit position } i \text{ inverted}) \)
- After \( \log N \) steps each processor has a copy of the global minimum
- Can generalize to any number of processors, configurable fan-out

Transient Messages

- Basic idea: check there are no transient messages (all messages sent prior to the cut have been received)
- Color messages
  - federate colored red before cut point, green after cut point
  - message color is the color of the federate when it sent the message
- Detect receipt of all transient message
  - \( S_i \) = number of red messages sent by federate \( i \)
  - \( R_i \) = number of red messages received by federate \( i \)
  - when \( \sum S_i = \sum R_i \), all red messages have been received (no transients)

One implementation
- Maintains one counter \( (S_i - R_i) \) for each federate \( i \)
- Piggyback summation of counters with global reduction computation
- If counters sum to zero, done; else, retry

Refractions

Previously sent events can be "unsent" via the Retract service
- Update Attribute Values and Send Interaction return a "handle" to the scheduled event
- Handle can be used to Retract (unschedule) the event
- Can only retract event if its time stamp > current time + lookahead
- Retracted event never delivered to destination (unless Flush Queue used)

Sample execution sequence:
1. Vehicle schedules position update at time 100, ready to advance to time 100
2. receives interaction (break down event) invalidating position update at time 100
3. Vehicle retracts update scheduled for time 100

TM Services for Optimistic Federates

Time Management algorithms are often categorized as conservative or optimistic
- Conservative
  - Avoid synchronization errors (message in federate's past)
  - Use blocking to avoid errors
- Optimistic
  - Do not block; process messages without worrying about messages that might arrive later
  - Detect synchronization errors during the execution
  - Recover using a rollback mechanism
- Optimistic processing offers better concurrency, less reliance on lookahead

Time Warp

- Federates process events in time stamp order, like a sequential simulator, except: (1) do NOT discard processed events and (2) add a rollback mechanism

- Adding rollback:
  - a message arriving in the federate’s past initiates rollback
  - to roll back an event computation we must undo:
    - changes to state variables performed by the event
    - solution: checkpoint state or use incremental state saving (state queue)
    - message sends
      - solution: anti-messages and message annihilation (output queue)
**Anti-Messages in Optimistic Federates**

- **positive message**
- **anti-message**

Used to cancel a previously sent message.

Each positive message sent by a federate has a corresponding anti-message.

- Anti-message is identical to positive message, except for a sign bit.
- When an anti-message and its matching positive message meet in the same queue, they annihilate each other (analogous to matter and anti-matter).
- To undo the effects of a previously sent (positive) message, the federate need only send the corresponding anti-message in a data structure in the sending federate called the output queue.

**HLA Support for Optimistic TM**

- **HLA Federations**
  - federations may include conservative and/or optimistic federates.
  - federates not aware of local time management mechanism of other federates (optimistic or conservative).
  - optimistic events (that may be later canceled) will not be delivered to conservative federates that cannot roll back.
  - optimistic events may be delivered to other optimistic federates.

**HLA Policy**

- **Optimistic event processing**
  - Deliver (and process) events without time stamp order delivery guarantee.
  - HLA: Flush Queue Request

- **Rollback**
  - HLA: (local) rollback mechanism must be implemented within the federate.
  - Anti-messages & secondary rollbacks
    - Anti-message: message sent to cancel (undo) a previously sent message.
    - HLA: Retract service; deliver retract request if cancelled message already delivered.
  - Federate time used to compute lower bound on time stamp of future rollbacks (Global Virtual Time).

**Flush Queue Request**

- **Flush Queue Request:** similar to NER except
  - (1) deliver all messages in RTI's local message queues, 
  - (2) need not wait for other federates before issuing a Time Advance Grant.

**Simultaneity of Events and Zero Lookahead**

- **Simultaneous Events:** Events containing the same timestamps.
  - Ordering of simultaneous events often important.
  - RTI does not have sufficient information to intelligently order simultaneous events.

**Zero Lookahead**

- **Zero Lookahead:** A federate at time T can send TSO events with timestamp T.
- With zero lookahead, a Time Advance Grant to time T cannot guarantee delivery of all events with time stamp equal to T.

**NERA and TARA**

- **Next Event Request Available (NERA)**
  - Federate can send zero lookahead messages after receiving grant.
  - Grant to time T does not guarantee delivery of all messages with time stamp T have been delivered, only those available at the time of the call.
  - Order that TSO messages are delivered to the federate is arbitrary.

- **Time Advance Request Available (TARA)**
  - TARA is the zero-lookahead counterpart for TAR.
  - Analogous to NERA for NER.
Example – NERA and Zero Lookahead

Two federate types: vehicle, commander
Vehicle federate
   - When sensors indicate position of another vehicle has changed, notify commander via a zero lookahead interaction

Vehicle federate
1. Vehicle 1 ready to advance to logical time 100 to process next local event
2. Detects vehicle 2 has moved
3. Sends zero lookahead interaction to commander federate
4. Ready again to advance to 100; additional reflects at time 90 still possible

Commander
1. NERA (100)
2. RAV (90)
3. Send Interaction (90)
4. NERA (100)

Sample execution sequence:

Wallclock time
Vehicle 2
Vehicle 1
Commander
1. NERA (100)
2. RAV (90)
3. Send Interaction (90)

1. Vehicle 1 ready to advance to logical time 100 to process next local event
2. Detects vehicle 2 has moved
3. Sends zero lookahead interaction to commander federate
4. Ready again to advance to 100; additional reflects at time 90 still possible

Summary

HLA Time Management Functionality:
- Allows federates with different local time management mechanisms to be combined within a single federation execution
  - Event-driven or Time-stepped simulations, Optimistic parallel simulations, …

HLA Time Management services:
- Event order
  - Receive order delivery (less runtime overhead)
  - Timestamp order delivery (better modeling accuracy)
- Logical time advance mechanisms
  - Time Advance Request: time stepped federates
  - Next Event Request: event driven federates
  - Flush Queue Request: optimistic federates
- Variants for zero lookahead processing
  - Lookahead to increase concurrency

Implementation of HLA Time Management services:
- Compute LBTS on future messages a federate might later receive
- Several algorithms exist, e.g., distributed snapshots

Acknowledgements

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