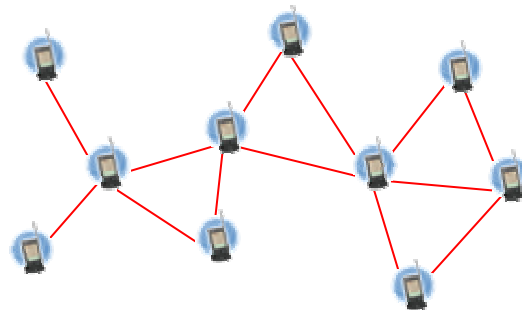
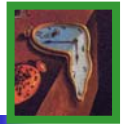


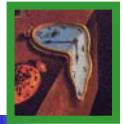
- ***Transparent* Parallel and *Optimistic* Execution of Discrete Event *Simulations* of MANETs**
- **discrete event simulations are useful and needed**
- **but, most published ad hoc network simulations**
  - lack *scalability*      ~250 nodes; or
  - compromise *detail*      packet level; or
  - are of short *duration*      few minutes



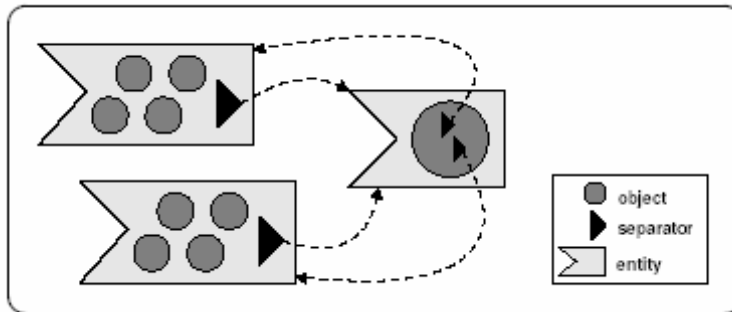
# JiST: existing alternatives



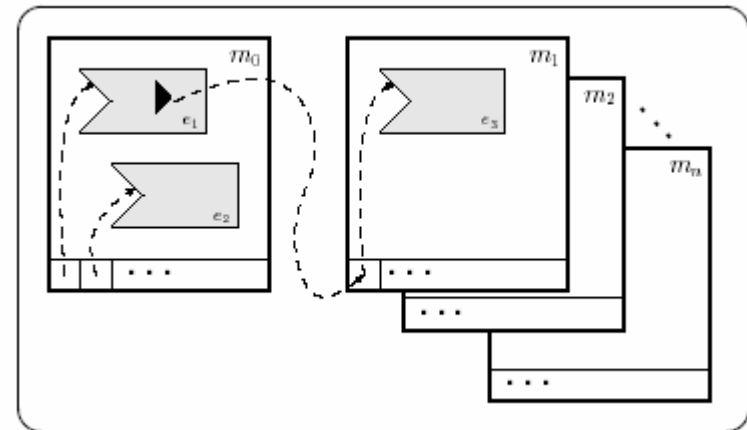
- **ns2** is the *gold standard*
  - Tcl-based, with C++ bindings
  - used extensively within research community
  - initially developed for detailed TCP simulations
  - modified to support ad hoc networks
  - processor and memory intensive, sequential
  - max.  $\sim 250$  nodes,  $O(n^3)$
- **PDNS** – parallel distributed ns2
  - perform event loop over Georgia Tech. RTI-KIT
  - requires fast inter-connect
  - helps with memory limits
- **OPNet**
- **Glomosim**
  - written in Parsec, a custom C-like language
  - entities map to processes, messages to IPCs
  - “node aggregation” requirement imposes conservative parallelism
  - max.  $\sim 10,000$  nodes, but on NUMA: Sun SPARCserver 1000, est. \$300,000
- **custom-made** simulators
  - fast, specialized computation
  - lack sophisticated execution, parallelism, *credibility*



- achieve **scalability** through
  - **parallelism, optimism**: maximize execution concurrency
  - **state partitioning**: split simulation into fine-grained entities
  - **transparency**: automatic binary rewrite of serial programs
  - **genericity**: use general-purpose systems language
  - **COTS hardware**: inexpensive PC clusters



Automatic simulation partitioning



Optimistic parallel execution



- the “hello world” of event simulations

```
class MySim implements JistAPI.Entity
{
    private int data = 0;
    public void myEvent()
    {
        JistAPI.sleep(1);
        myEvent();
        System.out.println("myEvent, \
            sim-time="+JistAPI.getTime()+
            " data="+ (data++) );
    }
}
```

# events	JiST	GlomoSim	Ratio
10 <sup>5</sup>	0.22s	0.48s	45%
10 <sup>6</sup>	1.44s	3.18s	45%
10 <sup>7</sup>	13.55s	30.46s	44%
10 <sup>8</sup>	130.6s	292.5s	45%
<b>serial throughput increase of 2.2x</b>			

- currently building **SWANS** atop JiST
  - **S**calable **W**ireless **A**d hoc **N**etwork **S**imulator
  - Java application running in *simulation time*