

Jakob Lüttgau

9luettga@informatik.uni-hamburg.de



Drop7 + Problembeschreibung

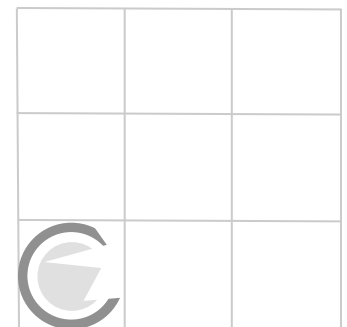
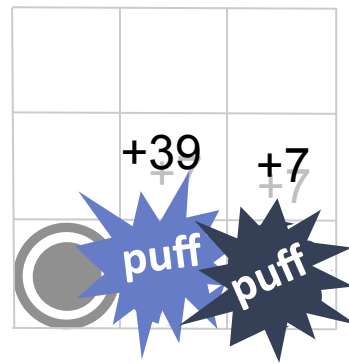
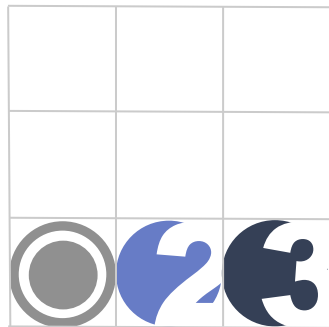
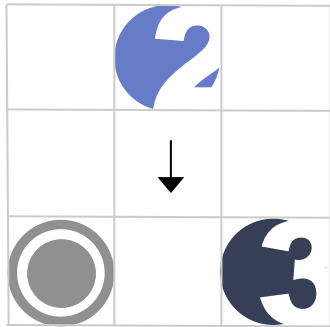
Punkt 1: drop7.c

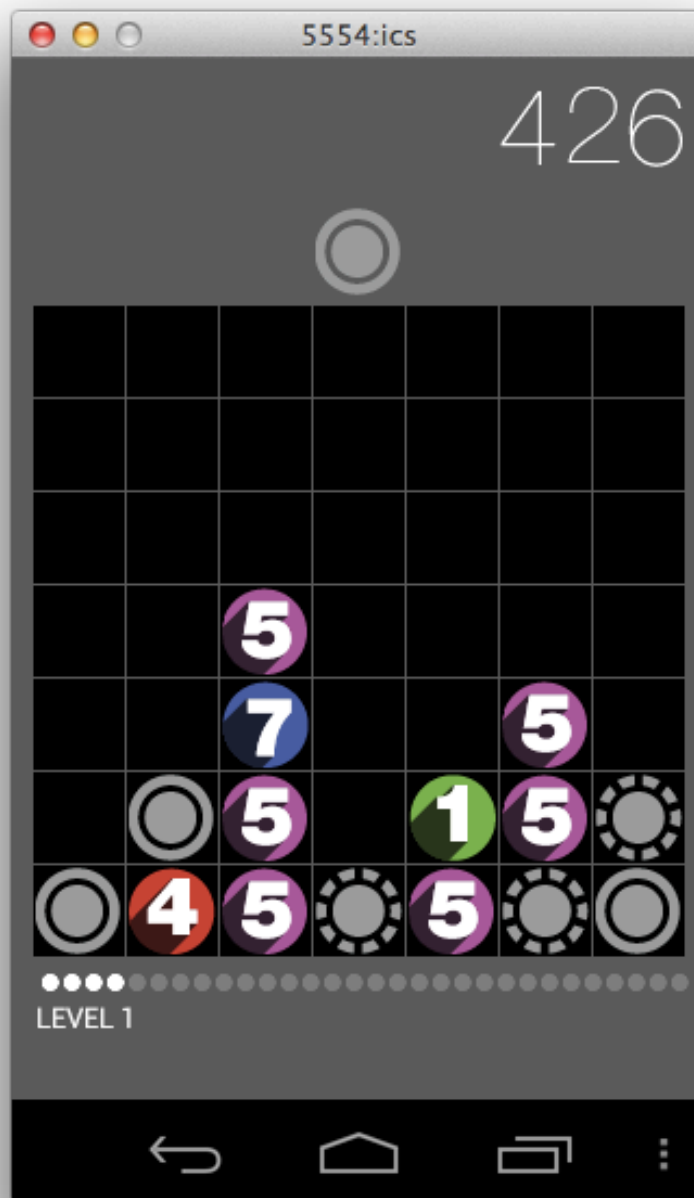
Punkt 2: mpi_queue.c

Punkt 3: sed 's/item/d7/g' queue_mpi.c

Leistungsanalyse

Optimierungsmöglichkeiten





Titanium Backup, zum Sichern von Apps => com.areacode.drop7.apk

<https://play.google.com/store/apps/details?id=com.keramidas.TitaniumBackup&hl=de>

APK Tool, zum Extrahieren der Ressourcen und Assets einer App => Sequence.dat

<http://code.google.com/p/android-apktool/downloads/list>

Dex2Jar, Decompile App to *.jar, zwar nicht direkt lauffähig aber wir wollen ja nur Lesen

<http://code.google.com/p/dex2jar/>

JD-Gui kann *.jar Dateien decompilieren und lässt einen die Quelldateien lesen

<http://java.decompiler.free.fr/?q=jdeclipse>

JD-GUI File Edit Navigate Search Window Help

android-reverse

Java Decompiler - Board.class

com.areacode.drop7.rev1-610d71487900f486dfd4c683684cc77b-dex2jar.jar

Settings.class Level.class GridCell.class **Board.class** DiscFactory.class Disc.class

```
this.nextDisc = localDisc2;
continue;
}
}
finally
{
    monitorexit;
}
boolean bool = false;
}
}

private int popPoints(int paramInt)
{
    int i;
    if (paramInt == -1)
        i = 1;
    while (true)
    {
        return i;
        if (paramInt == 0)
        {
            i = 7;
            continue;
        }
        i = (int)(7.00 * Math.pow(paramInt + 1, 2.50));
    }
}

private void prepopulate()
{
    int i = 0;
```

com.areacode.drop7

- db
 - DBAdapter
- rev1
 - gameplay
 - disc
 - Disc
 - DiscFactory
 - DiscFalling
 - DiscFallingCollection
 - DiscWaiting
 - particles
 - BaseParticle
 - CrackedParticle
 - GrayBallParticleBurst
 - GrayBallParticleCollection
 - ParticleTextureFactory
 - ScoreParticle
 - ScoreParticleCollection
- io
 - Board
 - GameDimen
 - GameSession
 - GridCell
 - Level
- lib
- util
 - BoardView
 - GameMenuActivity
 - GameOverActivity
 - GameOverEntryActivity

4. pq@pqs-macbook-air: ~/Dropbox

version: reader-1.11, translator-0.9.10,
pq:dex2jar-0.9.10/ \$./d2j-dex2jar.sh 486dfd4c683684cc77b.apk
dex2jar ./com.areacode.drop7.rev1-610d71487900f486dfd4c683684cc77b-dex2jar.jar
pq:dex2jar-0.9.10/ \$

Macintosh HD ▶ Benutz Find: 2.5 Next Previous Case sensitive

7 Objekte, 114,66 GB verfügbar

FAVORITEN

- Auf meinen W...
- 2063 54
- Last.fm - th...
- Prezi.com B...
- COOPERATE (S...
- Agile Blog
- The NewsBl...
- IFTTT Blog
- Trello Blog
- It's about ti...
- DATA
- FlowingDat...
- Chart Porn
- Datavisualiz...

raw

- apktool
- com.areac...drop7.rev1
- com.areac...3684cc77b
- com.areac...4cc77b.apk
- com.areac...p7.rev1.zip
- AndroidManifest.xml
- apktool.yml
- classes.dex
- res
- drawable
- drawable-hdpi
- drawable-ldpi
- layout
- layout-hdpi
- layout-hdpi-854x480
- layout-ldpi
- raw
- values
- values-hdpi
- values-ldpi

- board_clea...xtrude.png
- button_menu.png
- chain0.ogg
- chain1.ogg
- chain2.ogg
- chain3.ogg
- chain4.ogg
- chain5.ogg
- chain6.ogg
- chain7.ogg
- chain8.ogg
- chain9.ogg
- chain10.ogg
- desktop.ini
- disc_atlas_image.png
- fx4_short_14.ogg
- fx4_short.ogg
- fx4.ogg
- gameover_asset.png
- gameover.ogg
- helvetica_t...ing_00.png
- helvetica_t...oothing.fnt
- landed3.ogg
- level_bonu...xtrude.png
- level_bonu...xtrude.png
- level_dot.png
- levelup.ogg
- moodhappy.ogg
- release.ogg
- sequence.dat
- snap7.mp3
- start.ogg

4. pq@pqs-macbook-air: ~/Dropbox/Uni/_6 Sose 12/PAPO/android-reverse (zsh)

```

pq:android-reverse/ $ ll
insgesamt 8740
drwxr-xr-x  5 pq staff   170 25. Okt 06:57 apktool
drwxr-xr-x  6 pq staff   204 25. Okt 06:54 com.areacode.drop7.rev1
-rwxr-xr-x  1 pq staff 4558262 25. Okt 06:54 com.areacode.drop7.rev1-610d71487900f486dfd4c683684cc77b.apk
-rw-r--r--  1 pq staff 4390491 25. Okt 06:53 com.areacode.drop7.rev1.zip
pq:android-reverse/ $ ./apktool/apktool decode -s com.areacode.drop7.rev1-610d71487900f486dfd4c683684cc77b.apk
I: Copying raw classes.dex file...
I: Loading resource table...
I: Loaded.
I: Loading resource table from file: /Users/pq/apktool/framework/1.apk
I: Loaded.
I: Decoding file-resources...
I: Decoding values*/*.XMLs...
I: Done.
I: Copying assets and libs...
pq:android-reverse/ $
    
```

Name	sequence.dat
Art	MacVim.app-Dok...
Größe	8 KB
Erstellt	Heute 07:07
Geändert	Heute 07:07
Zul. geöffnet	Heute 07:07

:/

sequence.dat (~/.Dropbox/Uni/_6 Sose 12/PAPO/SequenceReader) - VIM

```
+content.tex sequence.dat
1 2645751311d45cc86157536396b2571958a9458a6a344598d93239a62776a9d47454361d15d47a3be463c74352d272147b4273c558e72271715e2e2a2392dcbd5e26ecc42a723993715b11a41a816857c255d3c
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644557d115e131742973a5a1ab311ae8e6a1be952d3be3cbe7b1658b7114424127d456273e9556615635e643b9c7626c379dc523726453a77288825d1a75d7244612671c36a617e6166e682595b75851d2b33d2a
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3e1713a7771963117453a47453aa751d446656352ca21ba1e
```

N /Users/pq/Dropbox/Uni/_6 Sose 12/PAPO/SequenceReader/sequence.dat

unix | utf-8 | no ft | 100% LN | 1:1668

```

1 #ifndef SEQUENCE_H
2 #define SEQUENCE_H
3
4 /* sequence.c holds the sequence data */
5 /* vim: set nowrap : */
6
7 int sequence[] = {
8     // BEGINN SEQUENCE
9     2, 1, 1, 26, 4, 5, 25, 25, 21, 6, 1, 5, 7, 5, 3, 6, 3, 22, 6, 24, 2, 5, 7, 1, 22, 5, 21, 23, 22, 4, 5, 5, 22, 21, 26, 22, 3, 2, 3, 22, 23, 6, 2, 7, 7, 6, 23, 22, 26, 4, 7, 4, 5, 4, 3, 6
10    26, 5, 27, 2, 6, 27, 27, 25, 4, 2, 23, 7, 2, 3, 22, 1, 23, 4, 1, 23, 21, 1, 6, 21, 5, 7, 25, 2, 5, 5, 26, 3, 25, 24, 5, 7, 4, 1, 23, 5, 1, 6, 4, 27, 3, 7, 3, 7, 27, 4, 24, 1, 5, 21, 5,
11    26, 7, 4, 6, 5, 1, 26, 3, 4, 27, 7, 5, 2, 6, 1, 3, 27, 6, 4, 7, 3, 7, 26, 5, 25, 6, 2, 4, 3, 3, 25, 7, 24, 7, 21, 25, 4, 23, 6, 5, 21, 27, 7, 1, 5, 6, 1, 7, 24, 6, 3, 6, 1, 1, 21, 5, 6,
12    3, 2, 4, 22, 6, 7, 1, 3, 4, 6, 22, 24, 23, 22, 2, 7, 25, 5, 6, 27, 21, 21, 4, 23, 4, 23, 1, 6, 25, 2, 22, 25, 3, 21, 7, 2, 2, 1, 1, 7, 7, 27, 1, 4, 4, 1, 21, 24, 4, 4, 4, 4, 1, 4, 5, 27
13    1, 3, 6, 24, 21, 21, 6, 7, 7, 23, 5, 3, 3, 4, 6, 3, 4, 22, 1, 21, 4, 25, 23, 6, 6, 25, 6, 2, 4, 1, 7, 7, 1, 5, 22, 2, 27, 5, 3, 2, 23, 2, 1, 2, 21, 25, 26, 3, 5, 26, 2, 27, 6, 1, 25, 24
14    27, 24, 26, 2, 25, 23, 3, 25, 5, 21, 6, 27, 7, 7, 3, 7, 4, 25, 2, 2, 24, 7, 4, 4, 4, 4, 25, 6, 21, 3, 4, 26, 21, 1, 21, 27, 2, 27, 7, 4, 23, 24, 2, 22, 6, 2, 26, 5, 6, 4, 26, 3, 4, 27,
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16    5, 5, 6, 27, 2, 2, 27, 21, 24, 3, 3, 23, 5, 1, 3, 4, 5, 5, 22, 5, 1, 5, 5, 2, 2, 7, 1, 1, 22, 1, 21, 24, 3, 3, 26, 7, 25, 6, 5, 22, 24, 26, 21, 26, 6, 2, 22, 1, 7, 3, 5, 1, 26, 3, 3, 6
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19    5, 24, 5, 2, 1, 7, 2, 1, 7, 23, 2, 24, 25, 7, 5, 2, 7, 2, 27, 22, 26, 23, 25, 2, 5, 3, 7, 2, 3, 1, 23, 3, 1, 1, 1, 27, 25, 1, 5, 6, 2, 1, 4, 1, 25, 7, 2, 4, 5, 24, 26, 2, 22, 6, 6, 4, 7
20    3, 2, 2, 2, 26, 23, 4, 3, 5, 27, 3, 26, 4, 7, 3, 7, 1, 2, 2, 26, 25, 26, 2, 2, 7, 6, 25, 7, 6, 7, 5, 23, 7, 25, 27, 7, 6, 7, 4, 3, 1, 4, 2, 3, 1, 23, 27, 4, 6, 1, 3, 6, 23, 5, 2, 24, 3,
21    4, 23, 6, 26, 23, 7, 6, 6, 7, 5, 22, 7, 3, 7, 25, 1, 1, 3, 2, 4, 1, 5, 2, 23, 5, 22, 2, 26, 5, 1, 3, 3, 24, 1, 2, 6, 4, 7, 25, 23, 25, 5, 4, 24, 5, 2, 7, 24, 27, 6, 6, 24, 2, 6, 5, 6, 7
22    6, 2, 21, 2, 2, 23, 5, 2, 3, 5, 4, 6, 6, 4, 7, 26, 25, 2, 23, 24, 21, 1, 1, 7, 6, 7, 22, 6, 7, 1, 4, 3, 3, 27, 6, 7, 22, 6, 2, 6, 3, 6, 6, 7, 7, 7, 6, 22, 3, 3, 6, 4, 1, 3, 26, 1, 2
23    6, 21, 22, 4, 5, 3, 6, 7, 3, 25, 1, 23, 4, 1, 27, 4, 7, 22, 1, 5, 3, 2, 21, 5, 7, 1, 5, 26, 7, 25, 2, 21, 3, 7, 2, 22, 2, 4, 5, 4, 6, 2, 2, 5, 1, 4, 26, 25, 26, 22, 27, 6, 26, 3, 6, 7,
24    1, 1, 5, 3, 2, 3, 3, 4, 4, 1, 1, 3, 3, 25, 7, 4, 4, 3, 7, 22, 6, 26, 3, 5, 7, 3, 22, 4, 4, 6, 27, 2, 5, 4, 1, 4, 5, 6, 26, 7, 2, 27, 7, 5, 4, 2, 4, 25, 1, 24, 4, 24, 23, 5, 22, 1, 2, 22
25    7, 22, 7, 3, 7, 1, 6, 6, 7, 7, 6, 1, 3, 2, 27, 7, 6, 2, 24, 6, 27, 2, 6, 25, 5, 4, 22, 6, 2, 4, 6, 2, 4, 23, 2, 24, 4, 24, 1, 6, 7, 6, 2, 5, 6, 5, 7, 27, 2, 6, 27, 21, 27, 24, 1,
26    4, 2, 2, 5, 1, 3, 25, 22, 26, 25, 4, 7, 2, 25, 22, 6, 27, 5, 25, 26, 4, 1, 3, 23, 22, 5, 1, 6, 21, 25, 26, 3, 3, 5, 2, 2, 22, 1, 6, 2, 7, 5, 6, 6, 1, 2, 4, 24, 2, 1, 3, 3,
27    25, 24, 4, 1, 6, 2, 2, 5, 3, 1, 3, 3, 2, 2, 27, 21, 1, 22, 22, 3, 26, 5, 1, 6, 3, 26, 25, 7, 7, 21, 3, 3, 25, 5, 27, 5, 6, 2, 27, 6, 4, 5, 1, 7, 6, 2, 4, 24, 5, 4, 22, 21, 23, 25, 24, 23,
28    23, 7, 5, 3, 25, 25, 6, 6, 7, 2, 1, 2, 4, 21, 6, 1, 7, 5, 7, 21, 26, 21, 27, 2, 27, 6, 7, 23, 26, 7, 3, 1, 5, 1, 6, 7, 21, 26, 25, 5, 3, 6, 2, 2, 3, 3, 3, 1, 6, 3, 22, 7, 2, 25, 6, 24,
29    1, 3, 5, 3, 25, 2, 3, 5, 6, 27, 3, 26, 26, 3, 2, 3, 7, 2, 24, 4, 5, 3, 23, 22, 3, 1, 7, 26, 1, 26, 26, 21, 4, 2, 25, 6, 26, 26, 2, 23, 25, 7, 3, 24, 2, 26, 4, 23, 5, 22, 5, 7, 25, 24, 5
30    25, 5, 22, 3, 23, 1, 1, 23, 4, 27, 4, 1, 7, 25, 3, 2, 2, 7, 26, 27, 2, 26, 2, 5, 5, 7, 2, 24, 1, 3, 21, 5, 3, 7, 5, 25, 2, 4, 7, 2, 25, 25, 24, 5, 4, 2, 23, 7, 3, 6, 2, 25, 5, 4, 1, 1,
31    7, 22, 21, 7, 24, 22, 3, 22, 1, 2, 3, 6, 7, 1, 4, 4, 2, 5, 24, 6, 26, 6, 4, 24, 2, 23, 3, 21, 21, 4, 2, 26, 26, 6, 3, 24, 23, 21, 7, 5, 2, 3, 1, 3, 5, 3, 4, 6, 6, 6, 6, 23, 3, 1, 24, 1,
32    26, 6, 2, 1, 7, 7, 21, 5, 7, 6, 2, 2, 3, 1, 7, 25, 3, 5, 6, 26, 22, 27, 27, 21, 5, 2, 4, 3, 1, 27, 2, 21, 23, 25, 1, 4, 4, 1, 4, 1, 3, 7, 1, 27, 23, 7, 3, 7, 5, 5, 7, 3, 7, 6, 2, 3,
33    23, 21, 24, 2, 4, 6, 6, 23, 27, 5, 5, 7, 5, 1, 5, 22, 6, 5, 1, 23, 7, 7, 1, 7, 26, 26, 26, 2, 5, 24, 5, 2, 24, 5, 3, 4, 7, 2, 1, 26, 1, 22, 25, 22, 22, 27, 1, 7, 3, 26, 2, 26, 24, 7, 3,
34    7, 6, 23, 6, 22, 7, 25, 22, 2, 22, 1, 2, 21, 2, 7, 6, 23, 22, 27, 2, 5, 1, 7, 5, 1, 5, 5, 21, 6, 4, 2, 7, 4, 4, 4, 2, 4, 3, 4, 2, 2, 6, 5, 6, 6, 7, 5, 7, 27, 6, 24, 5, 7, 7, 5, 3, 3, 2,
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36    6, 5, 27, 4, 3, 6, 1, 3, 1, 5, 5, 6, 2, 6, 3, 24, 25, 1, 4, 27, 1, 23, 6, 24, 7, 5, 22, 3, 27, 21, 3, 26, 5, 6, 23, 3, 3, 7, 7, 2, 21, 2, 5, 1, 2, 7, 25, 25, 5, 5, 5, 2, 4, 24, 2, 27, 6
37    6, 22, 1, 5, 7, 26, 25, 1, 24, 26, 1, 26, 7, 7, 27, 5, 25, 2, 4, 4, 22, 1, 7, 5, 2, 27, 3, 1, 7, 27, 5, 26, 5, 1, 7, 3, 1, 7, 1, 4, 27, 1, 7, 4, 4, 5, 3, 3, 21, 1, 24, 5, 22, 22, 7, 7,
38    4, 2, 1, 7, 23, 1, 4, 6, 3, 4, 3, 1, 3, 7, 3, 21, 1, 23, 2, 21, 3, 26, 21, 6, 3, 7, 3, 1, 6, 7, 24, 3, 5, 25, 1, 6, 1, 25, 2, 6, 4, 25, 23, 22, 4, 23, 1, 3, 1, 7, 25, 7, 3, 26, 1, 1, 5,
39    2, 23, 7, 2, 21, 21, 21, 26, 2, 7, 2, 4, 4, 3, 6, 23, 6, 1, 7, 21, 2, 5, 22, 5, 24, 24, 3, 26, 2, 23, 2, 26, 25, 1, 1, 5, 26, 2, 27, 4, 5, 5, 2, 24, 4, 22, 25, 26, 6, 4, 6, 5, 25, 21
40    7, 1, 22, 21, 1, 6, 4, 6, 6, 23, 6, 2, 3, 2, 22, 2, 7, 3, 7, 22, 3, 27, 1, 7, 23, 5, 22, 27, 4, 3, 4, 1, 1, 5, 24, 21, 7, 1, 27, 4, 5, 2, 3, 7, 5, 4, 1, 22, 26, 26, 5, 7, 4, 21, 3, 3, 2
41    5, 26, 6, 5, 4, 27, 2, 25, 1, 26, 2, 22, 23, 6, 1, 4, 2, 1, 2, 6, 6, 5, 2, 4, 6, 2, 1, 24, 4, 3, 2, 25, 4, 2, 26, 3, 2, 7, 22, 1, 26, 2, 2, 26, 1, 4, 3, 6, 3, 1, 5, 3, 26, 21, 21, 5, 7,
42    24, 5, 4, 4, 2, 3, 23, 3, 24, 25, 1, 5, 3, 7, 26, 21, 24, 1, 1, 2, 7, 4, 4, 7, 3, 1, 2, 26, 2, 7, 6, 23, 4, 4, 3, 6, 25, 6, 7, 2, 4, 1, 3, 2, 7, 6, 5, 25, 5, 5, 24, 7, 24, 7, 23, 1,
43    4, 4, 22, 7, 23, 24, 22, 24, 3, 4, 3, 4, 23, 4, 7, 2, 24, 5, 4, 3, 6, 5, 3, 7, 24, 7, 4, 6, 1, 6, 7, 2, 4, 3, 7, 21, 5, 4, 7, 23, 3, 6, 3, 4, 22, 1, 25, 27, 5, 1, 7, 1, 3, 1, 22,
44    4, 26, 4, 3, 26, 6, 5, 4, 3, 3, 4, 21, 7, 26, 1, 2, 6, 3, 25, 5, 25, 4, 25, 27, 1, 21, 2, 6, 5, 24, 26, 7, 21, 2, 1, 3, 3, 2, 2, 26, 22, 6, 23, 6, 7, 21, 4, 5, 7, 7, 2, 6, 23, 24, 2, 2
45    1, 1, 4, 5, 5, 27, 1, 1, 4, 21, 24, 25, 4, 6, 21, 5, 7, 2, 4, 21, 3, 23, 3, 5, 1, 25, 3, 26, 6, 1, 7, 3, 7, 1, 3, 7, 5, 5, 6, 26, 1, 6, 5, 24, 1, 26, 6, 4, 25, 2, 4, 7, 23, 22, 1, 1, 2,
46    3, 2, 1, 5, 1, 27, 6, 3, 23, 21, 4, 2, 23, 2, 6, 7, 6, 24, 3, 4, 5, 3, 3, 22, 25, 7, 7, 7, 1, 3, 23, 7, 7, 7, 4, 5, 3, 23, 4, 5, 1, 25, 4, 4, 6, 23, 2, 1, 24, 23, 1
47     // END SEQUENCE
48 };
49
50 int rows[17] = {
51     // BEGINN ROWS
52     {6, 4, 5, 7, 5, 1, 3}, {21, 23, 6, 23, 3, 4, 4}, {26, 4, 5, 7, 23, 3, 24}, {2, 2, 7, 1, 7, 1, 5}, {22, 3, 7, 1, 5, 24, 1}, {5, 2, 3, 26, 22, 7, 1}, {3, 6, 7, 1, 3, 27, 3}, {21, 5, 4, 21
53     {6, 4, 22, 5, 7, 27, 5}, {7, 7, 4, 22, 5, 1, 1}, {5, 1, 3, 3, 5, 3, 5}, {4, 27, 4, 5, 7, 6, 27}, {1, 4, 23, 23, 5, 22, 3}, {1, 25, 1, 23, 6, 4, 23}, {1, 25, 27, 24, 1, 27, 26}, {7, 23,
N BR: master | /Users/pq/Dropbox/Uni/_6 Sose 12/PAP0/drop7cmp1/sequence.h unix | utf-8 | cpp 15% LN 16:1

```

3750



Punkt 1: drop7.c

Punkt 2: mpi_queue.c

Punkt 3:

```
find ./ -type f | xargs sed -i 's/item/d7/g'
```



drop.c

```
#define D7_STATUS_CALCULATE 0
#define D7_STATUS_REQUIRE_DISC 1
#define D7_STATUS_GAME_OVER 2
```

```
typedef struct d7 {
    int m[7][7];          // Spielfeld
    int sequence[3750];   // Spielfolge
    int score;
    int level;
    int nextleveldiscs;
    int turn;
    int discs;
    int status;
    int depth;
} d7;
```

```
d7 dropdisc(d7, int col, int disc);
d7 calcturn(d7);

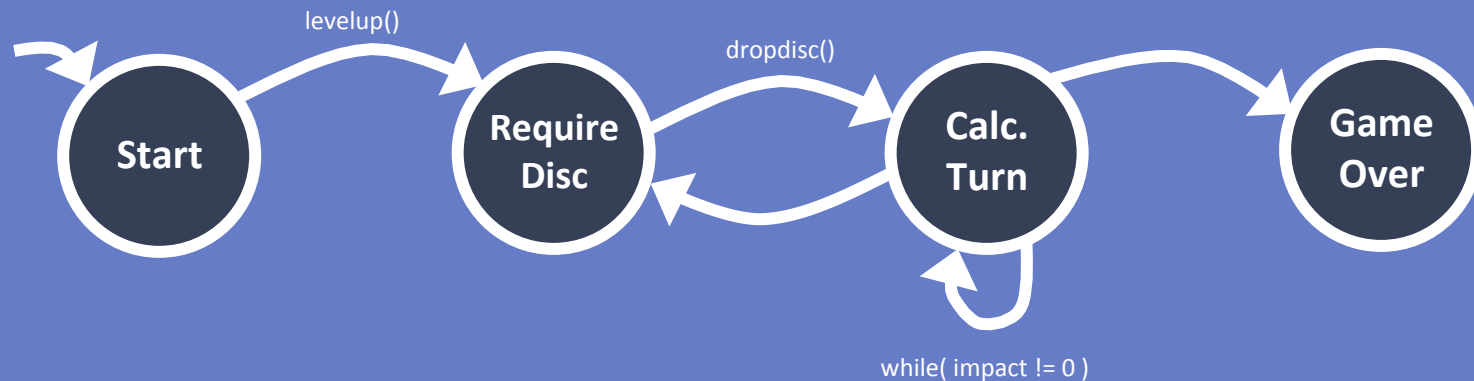
d7_impact poppers_col(d7);
d7_impact poppers_row(d7);

d7_impact merge_impact(d7_impact, d7_impact);

d7 apply_impact(d7, d7_impact, int depth);

d7 gravity(d7);

d7 levelup(d7, int* row);
```



```
#include <stddef.h>
#include <mpi.h>
#include "d7.h"
```

```
MPI_Datatype mpi_d7;
MPI_Datatype types[] = { MPI_INT, MPI_INT, MPI_INT };
int blocklengths[] = { 7*7, 3750, 1 };
MPI_Aint displacements[] = { offsetof(d7, m),
                             offsetof(d7, sequence),
                             offsetof(d7, score) };
```

```
MPI_Init( &argc, &argv );
```

```
MPI_Type_create_struct( 3,
    blocklengths, displacements, types, &mpi_d7 );
```

```
MPI_Send( &buf, 1, mpi_d7, rank, tag, MPI_COMM_WORLD );
```

```
struct item * queue;
```

```
int queue_len = 3;
```

```
int queue_count = 0;
```

```
void grow();
```

```
int push(item);
```

```
item pop();
```

```
queue = malloc((item*)3*sizeof(item));  
push(a);  
push(d);
```



```
push(e);
```



```
push(f);  
grow();
```



```
push(u);  
push(l);  
push(t);
```

```
grow();
```

```
dumpPartOfQueue();
```



```
void grow()
```

```
{
```

```
    item * tmp = (item*)realloc(queue, queue_len * sizeof(item) + 3);
```

```
    if (tmp == NULL)
```

```
        // Out of memory.
```

```
        dumpPartOfQueueToFile();
```

```
    else
```

```
        queue = tmp;
```

```
}
```



```

#include "tpl.h"
void dumpQueue() {
    tpl_node *tn;

    tn = tpl_map("A(S(i##i#iiiiiii))", &queue, 7, 7, 3750);

    for (int t = 0; t < queue_count; ++t) tpl_pack(tn,1);

    tpl_dump(tn, TPL_FILE, "dump.tpl");
    tpl_free(tn);
}

```

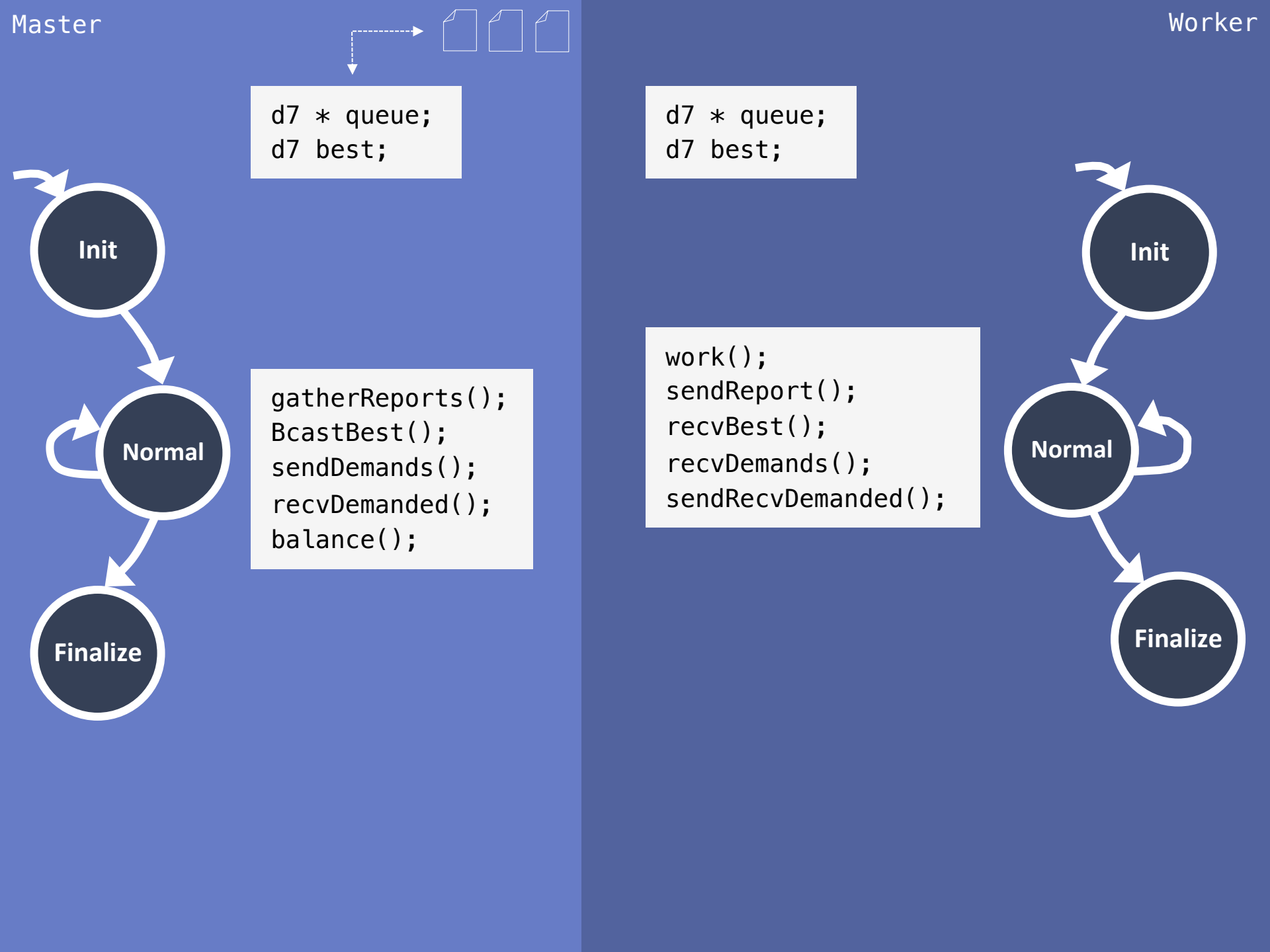
Serialisierung mit TPL: <http://tpl.sourceforge.net/>

```

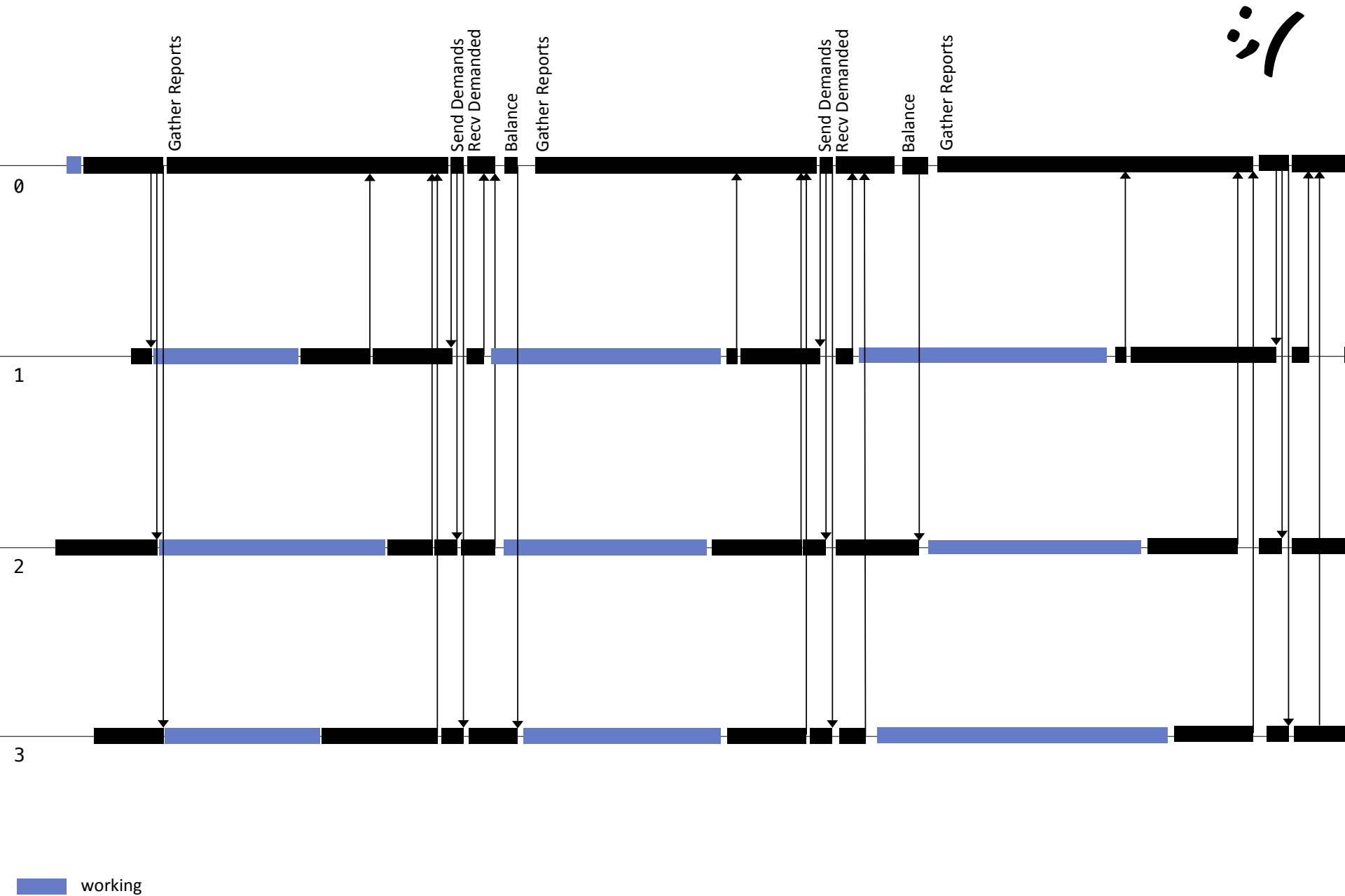
void loadQueueFromFile(struct dirent entry) {
    tpl_node *tn;
    d7 agame;

    tn = tpl_map("A(S(i##i#iiiiiii))", &agame, 7, 7, 3750);
    tpl_load(tn, TPL_FILE, "dump.tpl");
    while (tpl_unpack(tn,1) > 0)
        push(agame);
    tpl_free(tn);
}

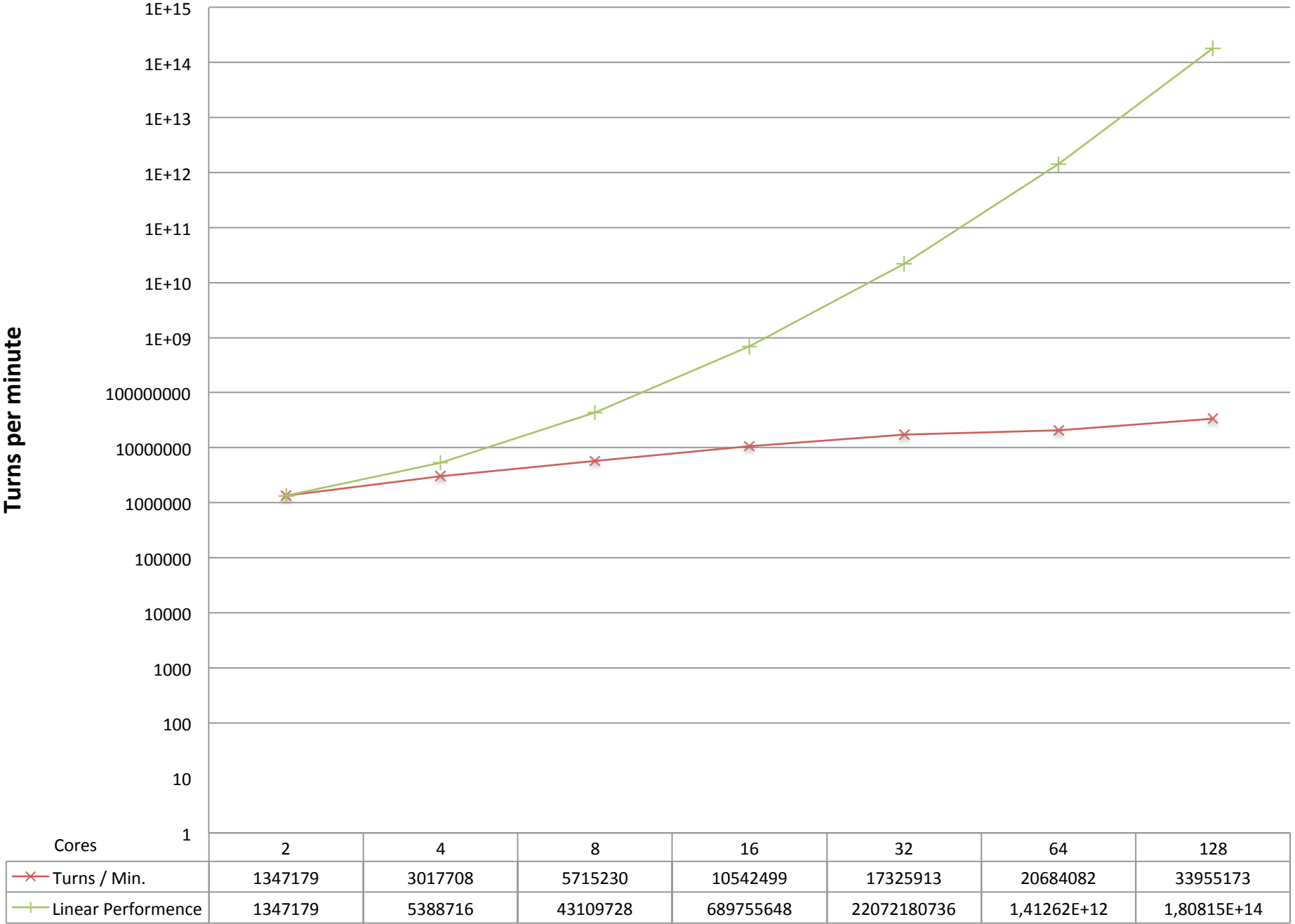
```



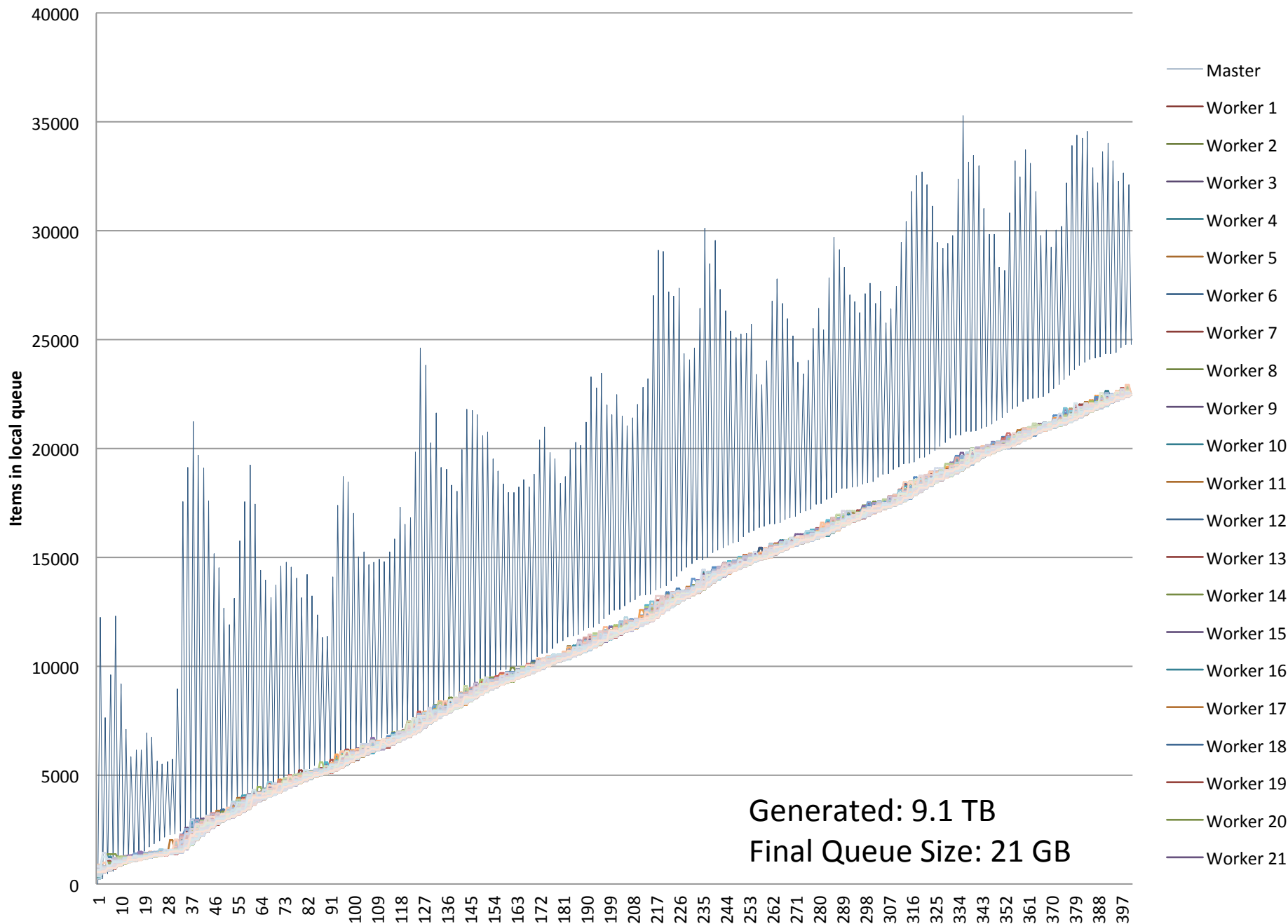
```
luettgau@cluster:~/drop7c$ module load hdtrace/1.0-complete
ModuleCmd_Load.c(204):ERROR:105: Unable to locate a modulefile for 'hdtrace/1.0-complete'
```



Leistungsanalyse



Queue Counts at Iteration (x/2), 240 Cores (100000 Turns per Iteration)



Ideen Berechnung

- Lernfähige Arbeitsperiodenlänge
 - z.B. Rank 200 macht 2000 Zyklen mehr als Rank
- pthreads beim Warten auf Lastausgleich
- Spiel-Heuristik
- etwas breitere Suche

Ideen Kommunikation

- Worker-Worker Kommunikation
 - Hypercube/Ringe
- Quasi-Null-Kommunikation
- Komprimierung

Ideen I/O

- Effizientere Checkpoints
 - minimale Schnitte im Baum, aber das liefert die Queue sogar schon.
- Komprimierung
 - Daten haben relativ geringe Entropie?, Unterstützt werden sollte auch das durch die Tiefensuche (666123, 666213, 666163 ...)
- Worker speichern Daten bei sich selbst.

Sonstiges

- Eingeschränkte Suchräume, beste Ergebnisse eines eingeschränkten Suchraums werden dann weiter benutzt.
- Betrachte nicht nur beendete Spiele, sondern auch Spiele die schon einen hohen Score haben.



7 7 4 7 7 7 7 7 7 7 7 7 7 7
7 7 7 7 7 7 7 7 7 7 7 7 6 6
6 7 6 7 6 6 6 6 6 5 5 5 7 7
7 7 7 7 7 6 6 6 6 7 6 6 5 5

6 6 6 5 5

5 5 5 5 5

5 7 7 7 7

7 7 7 7 7

6 7 7 7 5

3 3 4 6 6

6 6 6 6 6

6 6 6 6 6

6 6 6 5 5

5 5 5 7 3

5 3 5 2 4