

UNITY AS A PLATFORM

HIERARCHY, MEMORY, ECS

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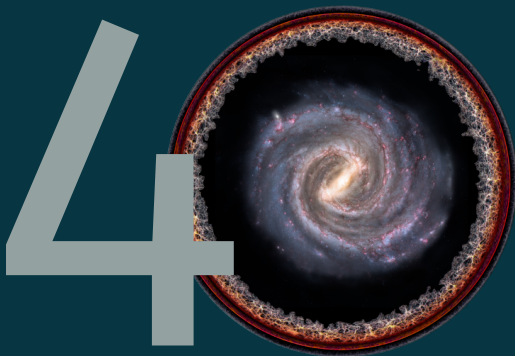
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GAME MEDIA STUDIO



THE HIERARCHY

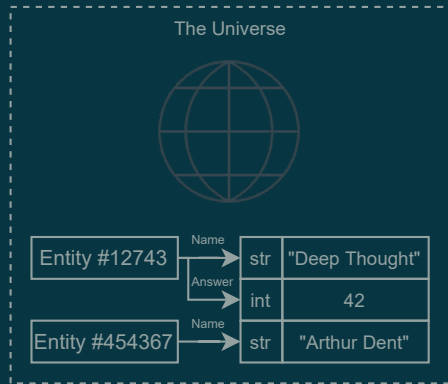
GAME WORLD

■ Virtual Universe = Entities + Data + Structure

- ▶ Entity → Unique Existence
- ▶ Data → Information without Meaning
- ▶ Structure → Meaning and Logic

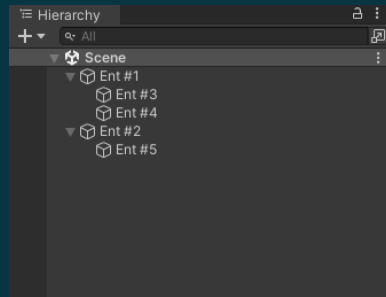
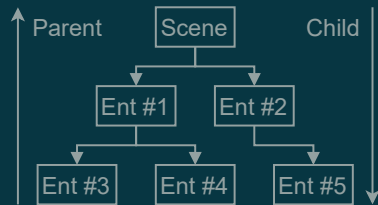
■ Attributes, Properties

■ Relations & Interactions



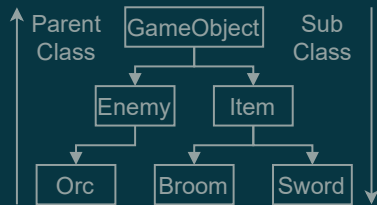
THE HIERARCHY

- Scene Hierarchy
- Graph → Tree Structure
- Nodes = Entities
- Links = Hierarchy
- Parent-Child Relationship



THE OTHER HIERARCHY

- Hierarchy of Objects
- Non-Cyclic Graph
- Nodes = (Proto) Types
- Links = “Is a” Relationship



```
class GameObject
class Enemy : GameObject
{ /* ... */ }
class Item : GameObject
{ int mCost; }
class Orc : Enemy
{ Orc() { mHealth = 12; } }
class Sword : Item
{ Sword() { mCost = 17; } }
class Broom : Item
{ Broom() { mCost = 12; } }
```

THE GAMEOBJECT

- GameObject = Base for All Game Objects [1, 2, 3, 5]
- Hierarchy → **Behavior** and **Data**
- **Inheritance** × **Composition**



HIERARCHY THROUGH INHERITANCE

■ Class Hierarchy → **OOP**

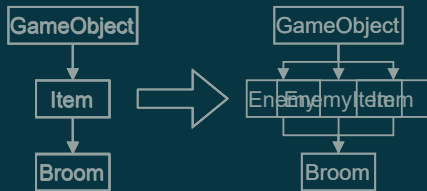
■ Behavior & Data

■ Positives:

- ▶ Simple to Reason About
- ▶ General Experience
- ▶ Single Package
- ▶ Supported by Default
- ▶ Object Identity

■ Negatives:

- ▶ Multiple Inheritance
- ▶ Size of Hierarchy
- ▶ Hierarchy Depth
- ▶ Growing Complexity
- ▶ Monolith Anti-Pattern
- ▶ Data Duplication
- ▶ Parallelism & Serialization
- ▶ Memory Layout

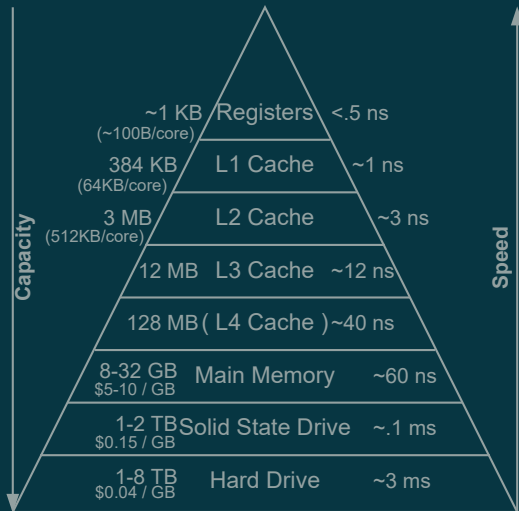
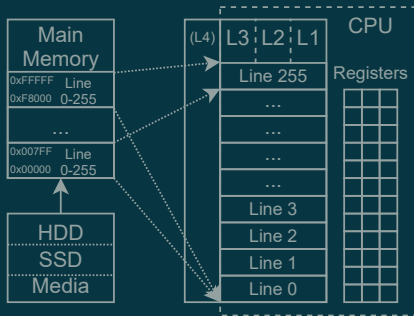


```
class Broom : Item
{ Broom() { mCost = 12; } }

class Broom : EnemyItem
{ Broom() { mHealth = 3; mCost = 12; } }
```

CONSIDER MEMORY

- Hierarchy of Memory
- Why? → Memory Architecture [2]
- Caching & Locality
- Memory Gap



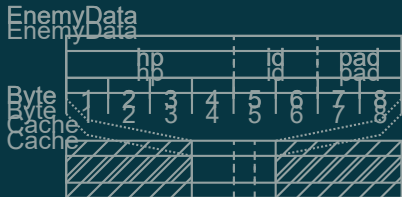
Source: CS 131: Fundamentals of Computer Systems

DATA ORIENTED DESIGN

- **“Getting the Data is the Problem”**
- DOD = Focus on the Data
- Data Locality & Caching
- AoS vs SoA
- Data Use Pattern
- Parallel Processing

```
struct EnemyData  
{ float hp; short id; byte pad[2]; }
```

```
struct EnemyDataAoS  
{ EnemyData[] d; }  
struct EnemyDataSoA  
{ float[] hps; float[] ids; }
```



Cache Line



Array of Structures

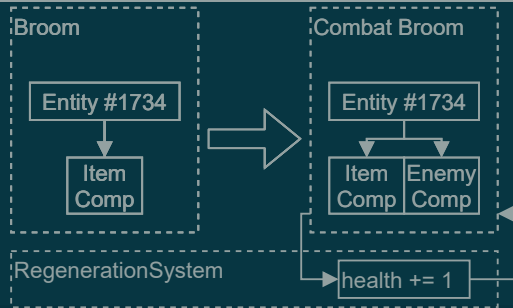


Structure of Arrays



HIERARCHY THROUGH COMPOSITION

- Entity-Component-System
- **Entities** = “Instances”
- **Components** = Just Data
- **Systems** = Behavior & Logic
- **Blueprints** vs Classes
- Positives:
 - ▶ Implicit Decoupling
 - ▶ Parallelism & Serialization
 - ▶ Flat Hierarchy
 - ▶ Prevents Bloat
 - ▶ Cache Friendly
- Negatives:
 - ▶ Unusual Paradigm
 - ▶ New Anti-Patterns
 - ▶ Requires Implementation
 - ▶ Potential Overhead

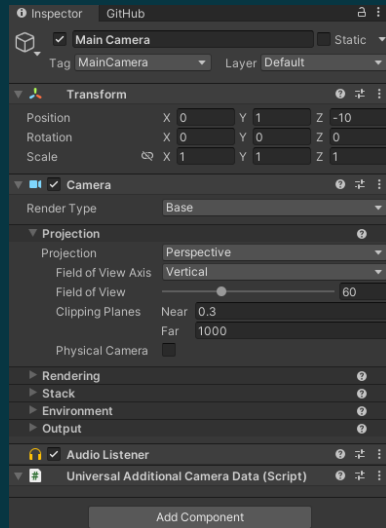
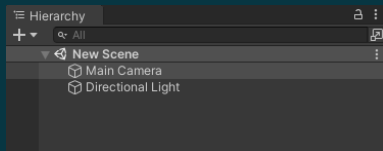


```
struct Entity
{ int id; }
struct ItemComponent struct EnemyComponent
{ int cost; }         { int health; }
class RegenerationSystem
{ (Entity e) =>
    { e<EnemyComponent>().health += 1; }
}
```

HIERARCHY IN UNITY

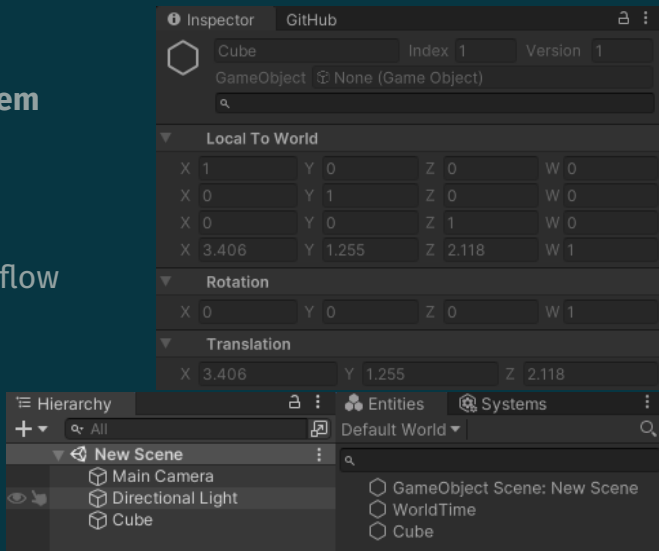
GAMEOBJECT HIERARCHY

- “The Default”
- Hybrid **OOP** with **Components**
 - ▶ **GameObject** = Empty Container
 - ▶ **Component** as Base
 - ▶ **Behavior** can be Enabled
 - ▶ **MonoBehavior** adds Functionality
 - ▶ Not so Empty → **Transform**
- Editor Integration



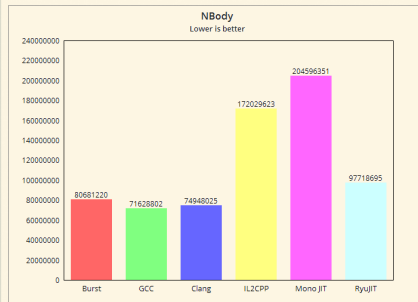
ENTITIES HIERARCHY

- “Experimental”
- Pure **Entity-Component-System**
 - ▶ **Entity** = Identifier
 - ▶ **Component** = Pure Data
 - ▶ **System** = Logic & Behavior
 - ▶ **World** = Entity Groups
- **Creation vs Conversion** Workflow
- Limited Editor Support
- → **DOTS**



DATA-ORIENTED TECHNOLOGY STACK

- Target → Performance
- Multi-Core & Acceleration
- Suit of Tools:
 - ▶ Entities
 - ▶ Collections
 - ▶ Mathematics
 - ▶ Jobs
 - ▶ Burst
 - ▶ And Others

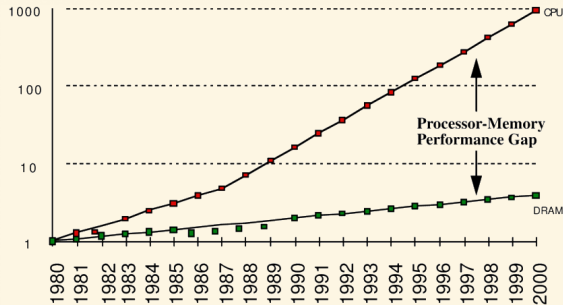


Source: BurstBenchmarks GitHub



ADDITIONAL RESOURCES

- [Article] Robert Nystrom: Data Locality
- [Article] Robert Nystrom: Component
- [Book] Richard Fabian: Data-Oriented Design
- [YouTube] Luna Meier: Options for Entity Interaction



Source: A case for intelligent RAM



Thanks For
Your Attention!

Vampire: The Masquerade

REFERENCES I

Logo: Adapted from work by Pablo Carlos Budassi and NASA

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