Parallel Discrete Event Simulation (PDES) at ORNL

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PDES application areas

Many applications in ORNL/DOE mission space and of interest to many other agencies

- High-performance computing system design
 - Application instrumentation, performance tuning, debugging
- Cyber infrastructure simulations
 - Internet protocols, peer-to-peer designs
- Epidemiological simulations
 - Disease spread models, mitigation strategies
- Social dynamics simulations
 - Pre- and post-operations campaigns, foreign policy

- Sensor network simulations
 - Wide area monitoring, situational awareness
- Organizational simulations
 - Command and control, business processes
- Logistics simulations
 - Supply chain processes, contingency analyses







Implications of discrete event execution on high performance computing

Discrete event execution style is vastly different from most traditional supercomputingbased simulations

Translates to

- Different optimizations
- Different communication patterns
- Different latency needs
- Different bandwidth needs
- Different buffering requirements
- Different scheduling needs
- Different synchronization requirements
- Different flow control schemes

Overall, needs a different runtime

• Qualitatively different runtime infrastructure, designed, built, optimized, and tuned for discrete event applications



Achieved PDES performance at ORNL: A few recent results

Parameterized analysis of PDES dynamics

 Unique experimental analysis approach and empirical study of discrete event dynamics, on massively parallel platforms

New PDES-based virtualized MPI simulator

- μπ System: Unique, purely PDES-based MPI simulator
- First-ever achievement of multimillion (virtual) rank MPI execution with synthetic benchmarks, on up to 216K real cores

New PDES-based models of epidemic outbreaks

- Epi-RC: Unique PDES-based model and simulator
- Significantly surpassed previous best reported scalability of individual-level behaviors in populations of hundreds of millions



High-performance PDES kernel requirements: Implemented in µsik

- Global time synchronization
 - Total time-stamped ordering of events
 - Paramount for accuracy
- Fast synchronization
 - Scalable, application-independent, time-advance mechanisms
 - Critical for real-time and as-fast-aspossible execution
- Support for fine-grained events
 - Minimal overhead relative to event processing times
 - Application computation is typically low
 - About 2 µs to 50 µs per event

- Conservative, optimistic, and mixed modes
 - Need support for the principal synchronization approaches
 - Useful to choose mode on per-entity basis at initialization
 - Desirable to vary mode dynamically during simulation
- General-purpose API
 - Reusable across multiple applications
 - Accommodates multiple techniques
 - Lookahead, state saving, reverse computation, multicast, etc.



µsik—unique PDES "micro-kernel"

- Unique mixed-mode kernel
- The only scalable mixed-mode kernel in the world
- Supports conservative, optimistic, and mixed modes in a single kernel
- LP = Logical Process with its own timeline
- Application model entities mapped to LPs exchanging time-stamped events



Used in a variety of applications

- DES-based epidemiological models
- DES-based vehicular traffic models
- DES-based plasma physics models
- DES-based neurological models
- Largest Internet simulations



µsik micro-kernel internals



µsik micro-kernel capabilities

- µsik is currently able to support:
 - Lookahead-based conservative and/or optimistic execution
 - Reverse computation–based optimistic execution
 - Checkpointing-based optimistic execution
 - Resilient optimistic execution (zero rollbacks)
 - Constrained, out-of-order execution
 - Preemptive event processing
 - Any combinations of the above
 - Automated, network-throttled flow control
 - User-level event retraction
 - Process-specific limits to optimism
 - Dynamic process addition/deletion
 - Shared and/or distributed memory execution
 - Process-oriented views
- It accommodates the addition of:
 - Synchronized multicast
 - Optimistic dynamic memory allocation
 - Automated load balancing



Analysis of PDES dynamics

- Experimentation with PDES workload spectrum generator for large-scale scenario executions
- Exploration of important parameter space
 - (Optimistic, Conservative) ×
 - (Lookahead 0.1–1.0) ×
 - (Allreduce,P2P-Reductions) ×
 - (Inter-rank comm. patterns) ×
 - (8–216K cores)
- Discovered important insights into dynamics, e.g.,
 - Allreduce good for low lookahead
 - P2P reductions well-suited for larger lookahead
- Preliminary results to appear in IEEE WSC'10





Analysis of PDES dynamics: Event cost vs. number of cores





μπ: PDES-based virtual MPI execution

Unique application of parallel discrete event simulation

- Sustaining configurable, controllable, repeatable, and instrumentable execution of MPI programs on larger, envisioned platforms
- Excellent PDES workload, while also being a very useful application in its own right

Highlights of results

- Very large scale configurations tested
 - 27,648,000 virtual MPI ranks on 216,000 actual cores
 - Full thread-context per virtual rank
- Optimal multiplex-factor empirically determined
 - 64 virtual ranks per real rank
- Showed feasibility to sustain even the most taxing scenarios
 - Zero or low lookahead, corresponding to fast virtual networks



$\mu\pi$ scalability: Runtime cost per event

- Largest (process-oriented) parallel discrete event execution to date
- Weak scaling execution tested on Cray XT4 (up to 16K cores), XT5 (up to 216K cores); also runs on Blue Gene P
- Scalability has been achieved; speed and efficiency are being improved



μπ optimal multiplexing gain: Virtual vs. real ranks

- Uncovered fundamental trade-off between the number of (simulated) virtual ranks desired and the number of actual ranks (cores) that give the best performance to simulate the desired virtual ranks
- Preliminary results documented in ICST SimuTools'10





μπ qualitative summary

- The only available simulator for highly scaled MPI runs
 - Suitable for source-available, trace-driven, or modeled applications
- Configurable hardware timing
 - User-specified latencies, bandwidths, arbitrary inter-network models
- Executions repeatable and deterministic
 - Global time-stamped ordering
 - Deterministic timing model
 - Purely discrete event simulation
- Most suitable for applications whose MPI communication may be either trapped, instrumented, or modeled
 - Trapped: on-line, live actual execution
 - Instrumented: off-line trace generation, trace-driven on-line execution
 - Modeled: model-driven computation and MPI communication patterns
- Nearly zero perturbation with unlimited instrumentation



Large-scale high-resolution epidemic outbreak models



Epi-RC sample runs on Cray XT4

Tag	Туре	Set a	Set b
R1	Reaction (Intra)	Level I	Level II
R2	Reaction (Inter)	Infectivity is greater than susceptibility	Susceptibility is greater than infectivity
D	Diffusion (Mobility)	High	Low





Epi-RC large runs for scalability testing

Speedup of over 10,000 using 65,536 cores

Nearly 1 billion persons exercised in the scenario

Results reported in PADS'10: double-blind reviewed, best paper finalist



Illustration of Epi-RC rollback dynamics





ORNL's scalable PDES models and µsik highlights

- Largest PDES executions to date
- 216,000-core PDES-based execution of multimillion virtual MPI rank scenarios
- 65,536-core execution of new, PDES-based models of highresolution epidemic outbreaks



Selected articles and presentations

- Perumalla, "µπ: A Scalable and Transparent System for Simulating MPI Programs," ICST SimuTools, 2010
- Perumalla and Seal, "Reversible Parallel Discrete Event Execution of Large-Scale Epidemic Outbreak Models," IEEE/ACM/SCS PADS, 2010
- Aaby, Perumalla, and Seal, "Efficient Simulation of Agent-Based Models on Multi-GPU and Multi-Core Clusters," ICST SimuTools, 2010
- Carothers and Perumalla, "On Deciding between Conservative and Optimistic Approaches on Massively Parallel Platforms," IEEE WSC, 2010 (to appear)
- Perumalla and Seal, "Discrete Event-Based Relaxation for Enabling Concurrency in Naming Game and Other Social Behavioral Models," (manuscript)
- Perumalla, "High-Performance Simulations for Capturing Feedback and Fidelity in Complex Networked Systems," SIAM PP10, 2010
- Perumalla and Carothers, "Compiler-Based Automation Approaches to Reverse Computation," Reverse Computation Workshop (in conjunction with IEEE/ACM/SCS PADS'10), 2010



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