| Problem | Time Paralle          | Catch me                               | psi3                    | Synthesis |  |  |
|---------|-----------------------|--|-------------------------|-----------|--|--|
|         |                       |  |                         |           |  |  |
|         |                       |  |                         |           |  |  |
|         |                       |  |                         |           |  |  |
|         |                       | Catab Ma K Van Ca                      |                         |           |  |  |
|         | Catch we if You Can ? |  |                         |           |  |  |
|         |                       | Martine Time Dan list Oam              |                         |           |  |  |
|         |                       | Markov Time Parallel Samp              | bling                   |           |  |  |
|         |                       |  |                         |           |  |  |
|         | {Marion Dalle         | Florence Perronnin Jean-Mar            | c.Vincent}@imag.fr      |           |  |  |
|         | (                     |  | er er nie er nige magni |           |  |  |
|         |                       | Laboratoire d'Informatique de Grenoble |                         |           |  |  |
|         |                       | Inria team MESCAL                      | ,                       |           |  |  |
|         |                       | Sinversity Grenoble-Alpes, France      |                         |           |  |  |





Marmote Workshop, October 8-9



| Problem | Time Parallel | Catch me | psi3 | Synthesis |  |
|---------|---------------|----------|------|-----------|--|
| Outline |               |          |      |           |  |
|         |               |          |      |           |  |



2 Time parallel simulation

Catch Me If You Can

#### 4 psi3





Catch me

#### **Motivations**

#### **Applications**

- Finite queuing networks (dynamic routing)
- Call centers
- Grid/cluster scheduling
- Rare event estimation
- Statistical verification of program

#### Models

- Discrete vector state-space X
- Event based models

$$X_{n+1} = \Phi(X_n, e_{n+1}), e_n \in \mathcal{E}$$

Stochastic recurrence equation

Independent events (iid)

#### Provide long trajectories of stationary states.

#### PSI2 : a Perfect Sampler

- Library of events (monotone, bounded,...)
- Simulation kernel
- Efficient simulator : polynomial in the model dimension

#### $\Longrightarrow$ Extension time parallel sampling



#### **Motivations**

#### **Applications**

- Finite queuing networks (dynamic routing)
- Call centers
- Grid/cluster scheduling
- Rare event estimation
- Statistical verification of program

#### Models

- Discrete vector state-space X
- Event based models

$$X_{n+1} = \Phi(X_n, e_{n+1}), e_n \in \mathcal{E}$$

Stochastic recurrence equation

Independent events (iid)

#### Provide long trajectories of stationary states.

#### PSI2 : a Perfect Sampler

- Library of events (monotone, bounded,...)
- Simulation kernel
- Efficient simulator : polynomial in the model dimension

#### ⇒ Extension time parallel sampling



#### **Motivations**

#### **Applications**

- Finite queuing networks (dynamic routing)
- Call centers
- Grid/cluster scheduling
- Rare event estimation
- Statistical verification of program

#### Models

- Discrete vector state-space X
- Event based models

$$X_{n+1} = \Phi(X_n, e_{n+1}), e_n \in \mathcal{E}$$

Stochastic recurrence equation

Independent events (iid)

#### Provide long trajectories of stationary states.

#### **PSI2 : a Perfect Sampler**

- Library of events (monotone, bounded,...)
- Simulation kernel
- Efficient simulator : polynomial in the model dimension

#### ⇒ Extension time parallel sampling





Catch me

Synthesis

### **Generation of Long Trajectories**



G



Catch me

# **Events and Poisson Systems**







 $\Rightarrow$  discrete time sampling



I G





 $\Rightarrow$  discrete time sampling





Catch me

### **Events and Poisson Systems**





Catch me

### **Events and Poisson Systems**







### **Ergodic Sampling**

```
Transition function X_n = \phi(X_{n-1}, e_n)
```

#### Generate\_Trajectory()

**Data**: A transition function  $\Phi$  and an initial state  $x_0$ **Output**: A coherent trajectory of the Markov chain

return trajectory

#### Remarks:

Completely sequential process Strong dependence on the initial state



| Problem | Time Parallel | Catch me | psi3 | Synthesis |  |
|---------|---------------|----------|------|-----------|--|
| Outline |               |          |      |           |  |













### **Parallelization**

Parallelization of the transition function

- Computational cost of Φ
- Example : optimal routing policy, computation of indexes,...
- Parallelization of the trajectories
  - Provide "independent" samples of trajectories
  - Statistically efficient
  - Control of the simulation

#### • Time parallel simulations

- Provide a single long trajectory
- Use the all capability of the machine
- Hard to code



| Problem | Time Parallel | Catch me | psi3 | Synthesis |  |  |
|---------|---------------|----------|------|-----------|--|--|
|         | Time parallel |          |      |           |  |  |







Time parallel trajectories







| Problem       | Time Parallel | Catch me | psi3 | Synthesis |  |  |
|---------------|---------------|----------|------|-----------|--|--|
| Time parallel |               |          |      |           |  |  |
|               |               |          |      |           |  |  |



Time parallel trajectories



#### Time parallel

#### Key points:

- Task model of parallelism
- Fixed size tasks (slots)
- Master/slave scheme
- Parallel access to vectors of states

#### **Tuning problems:**

- Granularity of tasks : related to resource infrastructure
- Size of slots
  - constant
  - time-dependent
- Un-balanced load
- Synchronization problems
- Coupling tests
  - end of slots
  - during processing

#### **Proposition:**

Stopping rule depending on the coupling condition

- Asynchronous scheme
- Redundant computation but local



















Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







Synthesis

# Catch me if you can







#### **Parallelization framework**

#### **OpenMP** with tasks

- Automatic thread kernel management
- Task model, (easy to implement)
- previous versions in psi3

#### **Data structures**

- Array of linked lists
  - State
  - Task id
- Linked lists of trajectories
  - Initial task id
  - Coupling task id
  - trajectory reference id
- List of events
- Coherent trajectory



# **Coupling times**



Simulation of a 40 servers Call center, trajectory length = 10000





Synthesis

## **Shared memory calls**



Numéro de transition dans une étape

#### Shared memory access scheme



#### Simulation time of a M/M/1

#### Temps d'execution en fonction du nombre de threads



IDFreeze (48 cores) same event list



### Simulation time of a call center

#### Temps d'execution en fonction du nombre de threads









- 2 Time parallel simulation
- Catch Me If You Can







Catch me



# Le logiciel Psi



Psi3 organization



psi3 architecture



#### Catch Me If You Can ?, 20 / 23

Catch me



# Le logiciel Psi



Psi3 organization



psi3 architecture



| Problem | Time Parallel | Catch me | psi3 | Synthesis |  |  |
|---------|---------------|----------|------|-----------|--|--|
| Outline |               |          |      |           |  |  |
|         |               |          |      |           |  |  |



- 2 Time parallel simulation
- Catch Me If You Can





#### Software prototype

- Implementation of Nicol's algorithm
  - still not efficient
  - tuning procedures ???
- Implementation of Catch me if you can
  - still not efficient
  - better cores utilization
  - better execution time

#### Further work

- Optimization mechanisms : threads scheduling, memory decomposition,...
- Scheduling strategies
- Synchronization schemes
- I/O parallelization



Catch me

# **Open questions**



1.1

On p resources

$$T_p(n) \leq T_1(\frac{n}{p}) + \max_{1 \leq k \leq p-1} \tau_p$$

Hitting times :  $\tau_{x,y}$ 

