



# GVT-Guided Demand-Driven Scheduling in Parallel Discrete Event Simulation

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## A New Thread Scheduling Approach: GVT-Guided PDES

- 1. Up to 50% performance improvements.
- 2. Over-subscription scenarios.





#### **Presentation Outline**

- 1. Background
- 2. Motivation
- 3. GVT-Guided PDES
- 4. Experimental Results





## 1) Background: PDES

#### Parallel Discrete Event Simulation (PDES):

- A Simulation Methodology
- High-Performance & High-Fidelity

R. M. Fujimoto et al. 2017. Parallel Discrete Event Simulation: The Making of a Field. Winter Simulation Conference (WSC).



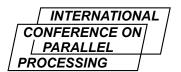


## 2) Background: GVT

#### Global Virtual Time (GVT) Algorithms:

- Snapshot of a Parallel System
- Synchronous/Asynchronous

Alessandro Pellegrini and Francesco Quaglia. Wait-Free Global Virtual Time Computation in Shared Memory Time Warp Systems. In Proceedings of the 2014 IEEE 26th International Symposium on Computer Architecture and High Performance Computing (SBAC-PAD '14).





## 3) Background: DD-PDES

#### Demand-Driven (DD) Scheduling:

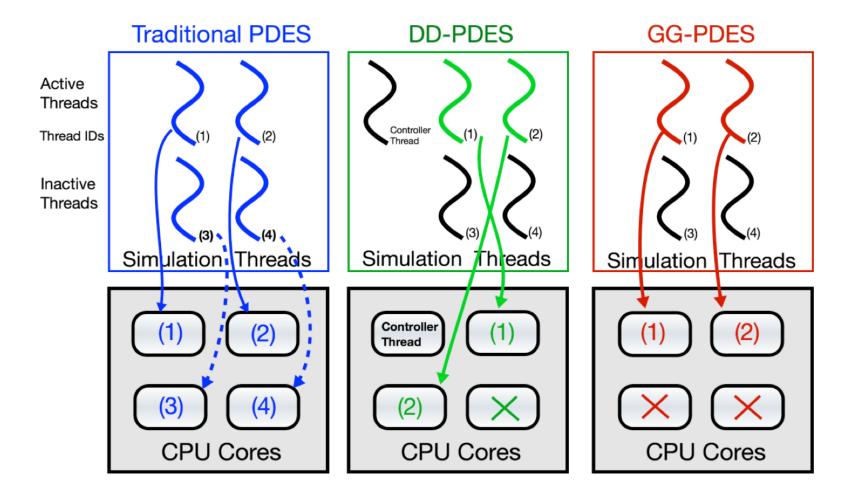
- Identify Threads as Active/Inactive
- Schedule Out Inactive Threads

Ali Eker et al. Demand-Driven PDES: Exploiting Locality in Simulation Models. In Proceedings of the 2020 ACM SIGSIM Conference on Principles of Advanced Discrete Simulation (SIGSIM-PADS '20).





#### Motivation







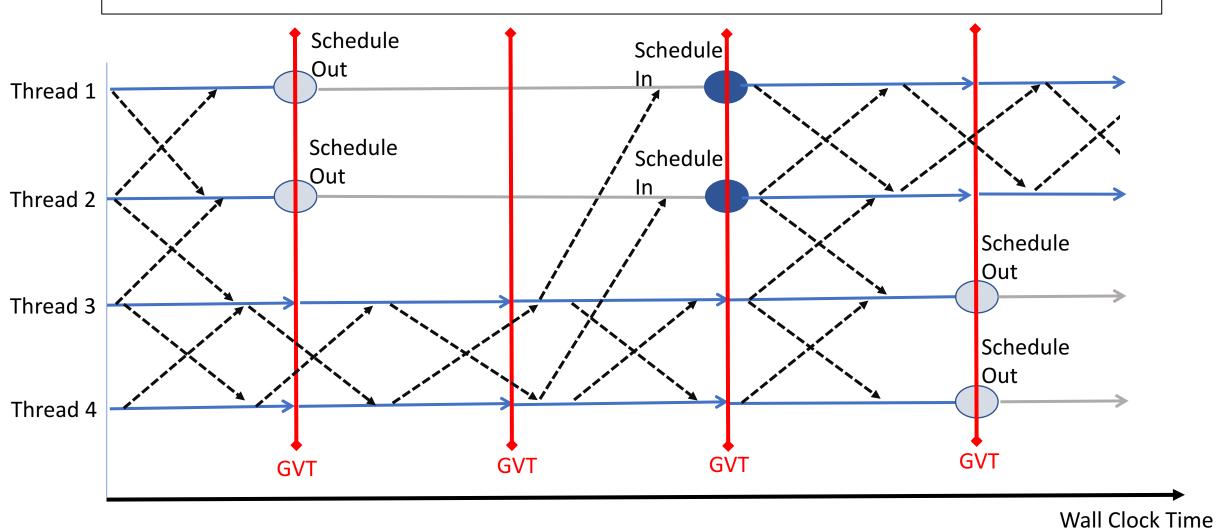
#### **GVT-Guided PDES**

- 1. GVT-Guided Scheduling
- 2. Dynamic CPU Affinity





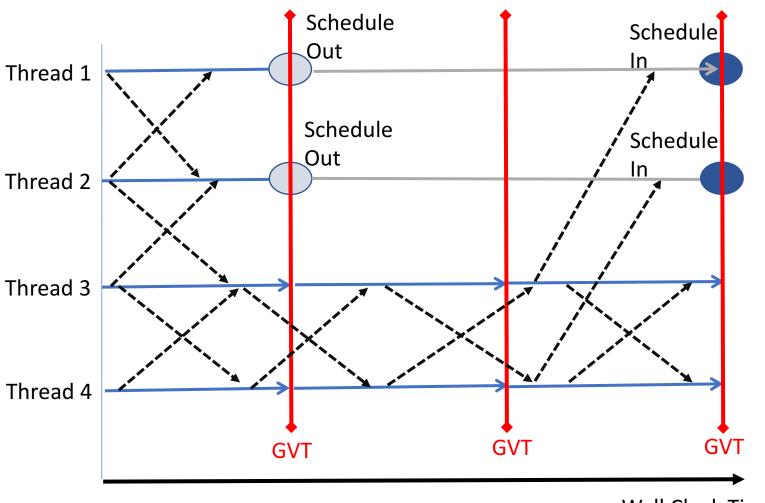
## 1) GVT-Guided PDES: Scheduling

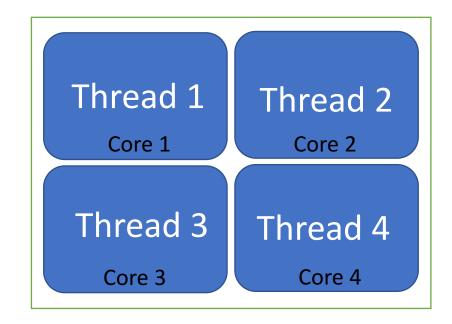


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CONFERENCE ON
PARALLEL
PROCESSING



## 2) GVT-Guided PDES: CPU Affinity





**CPU Cores** 

Wall Clock Time





### **Experimental Setup**

- ROSS PDES Engine
- Intel's Knights Landing (KNL) Processor
- CentOS 7.2 with CFS Algorithm

C. D. Carothers et al. 2002. ROSS: A High-Performance, Low-Memory, Modular Time Warp System. Journal of Parallel and Distributed Computing, Volume 62, Issue 11, Pages 1648-1669.





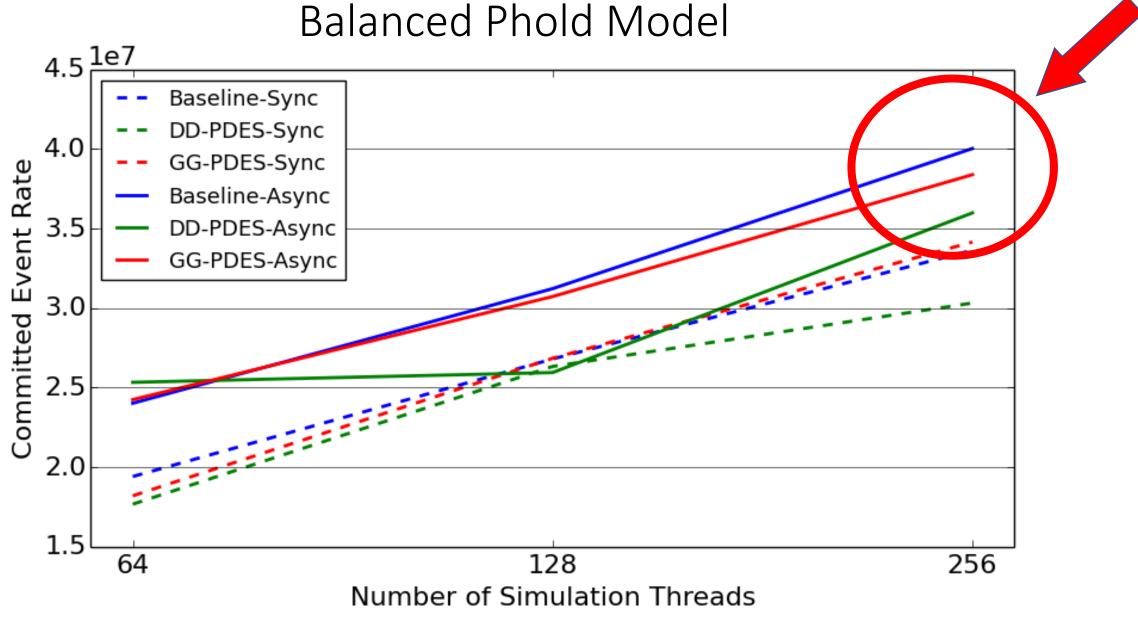
## **Experimental Results**

#### Simulation Models

- Phold
- Epidemics
- Traffic

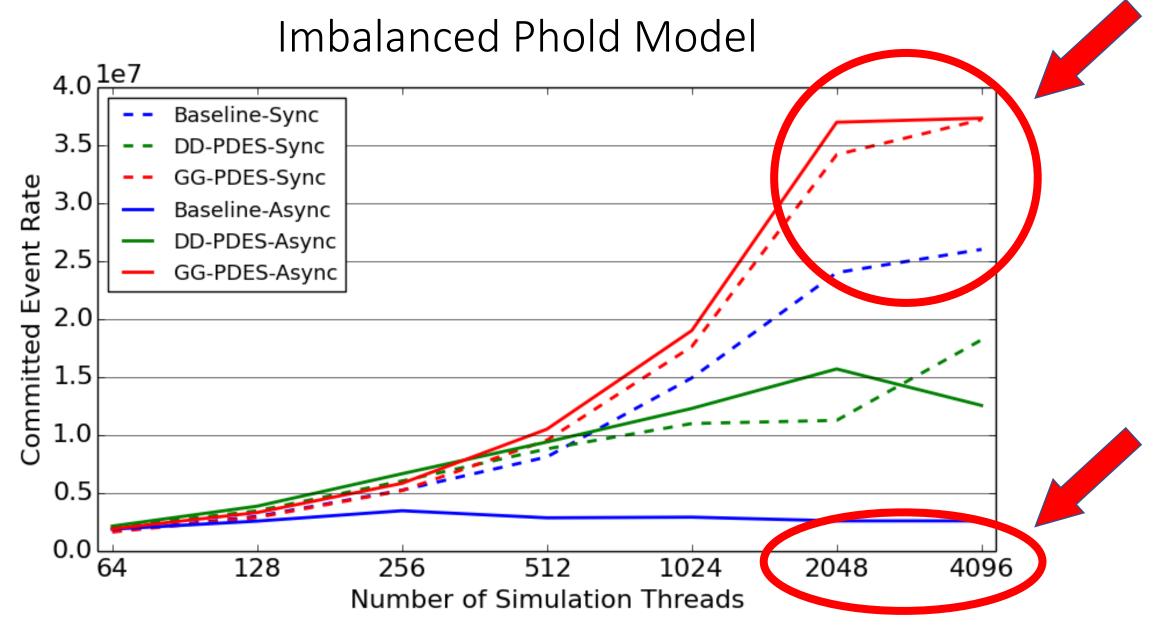






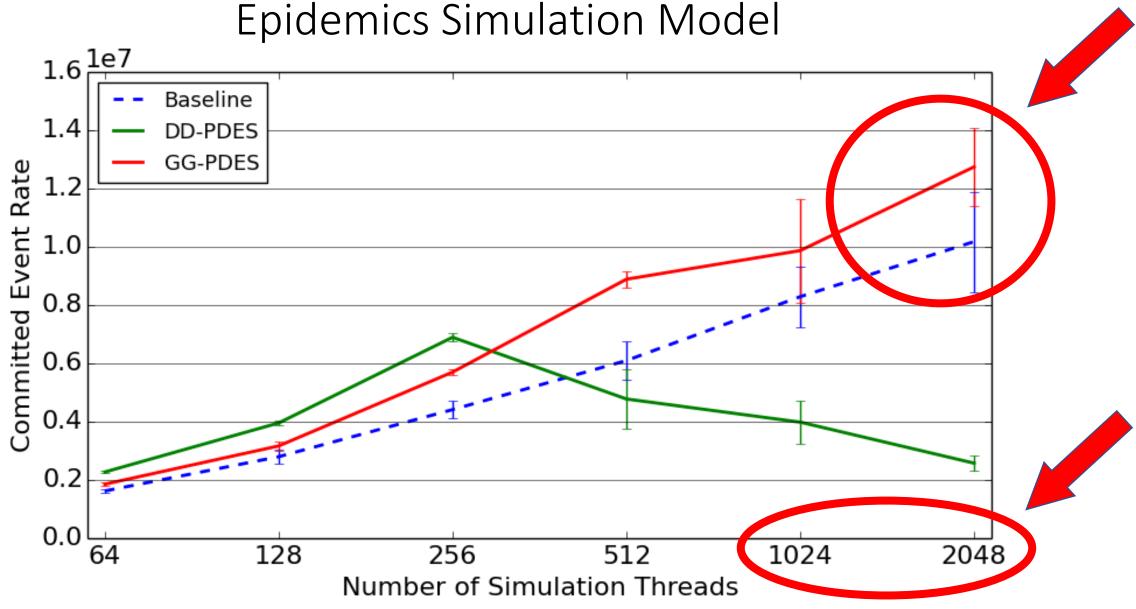








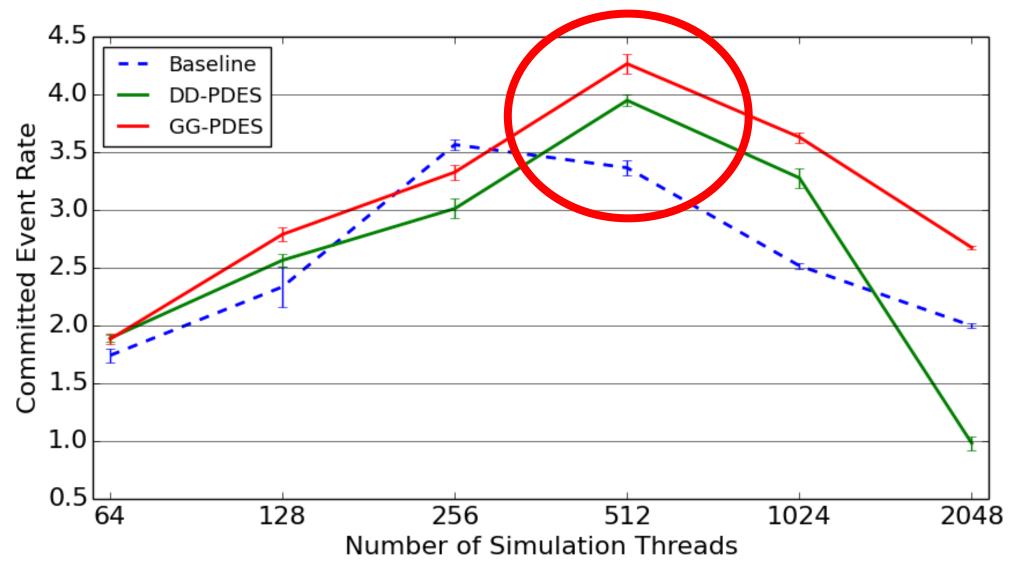






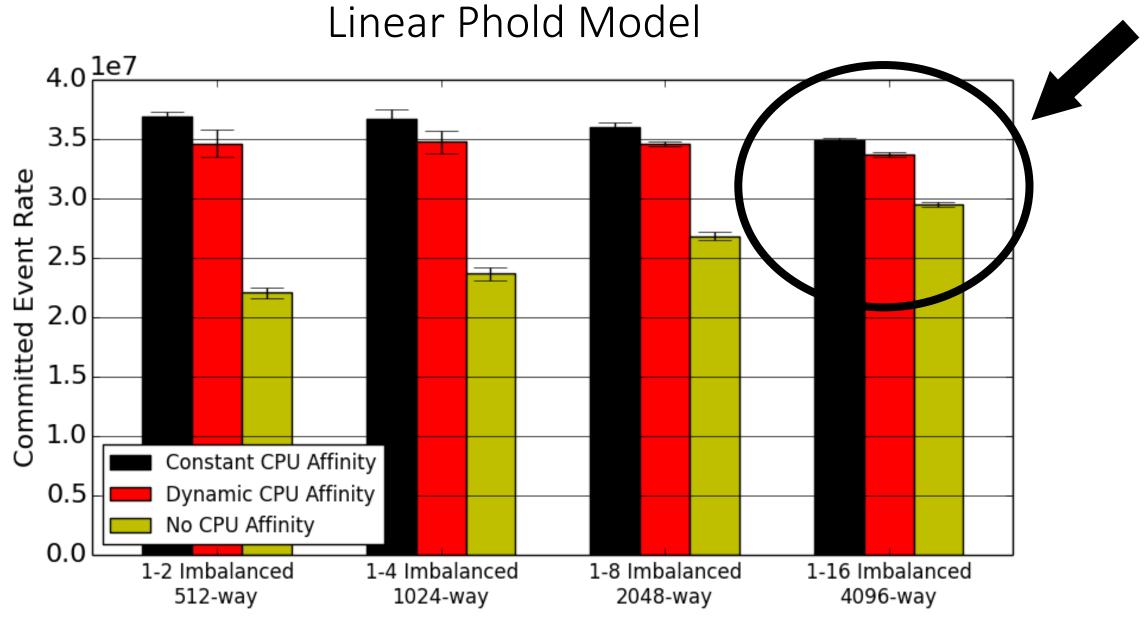


#### Traffic Simulation Model



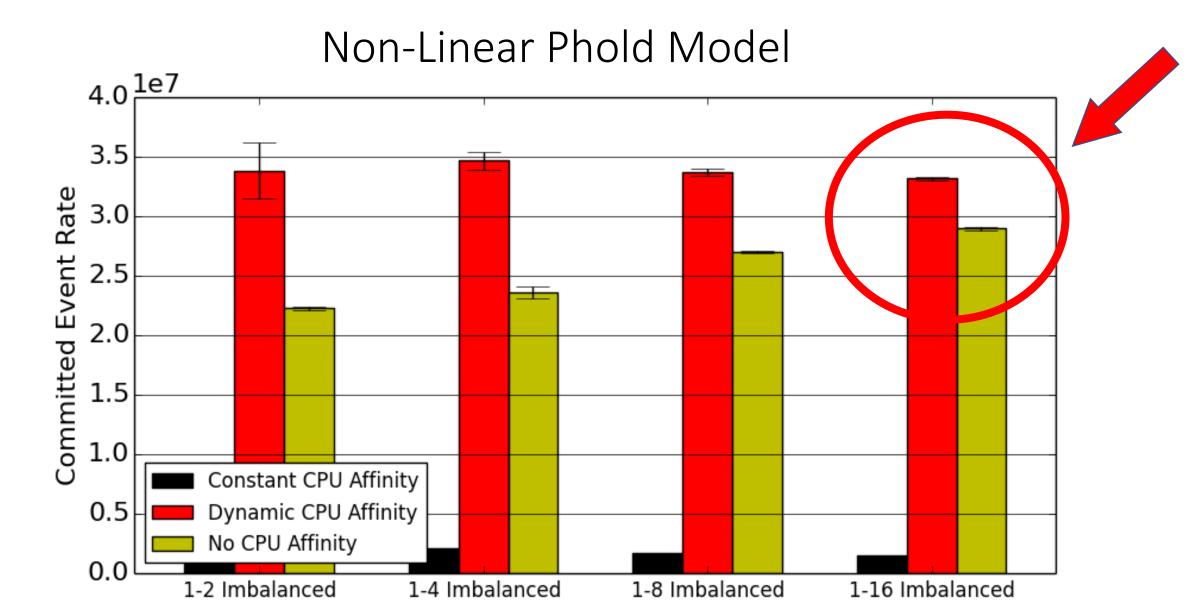














512-way



4096-way

2048-way

1024-way

### Thank You!

## Any Question?



