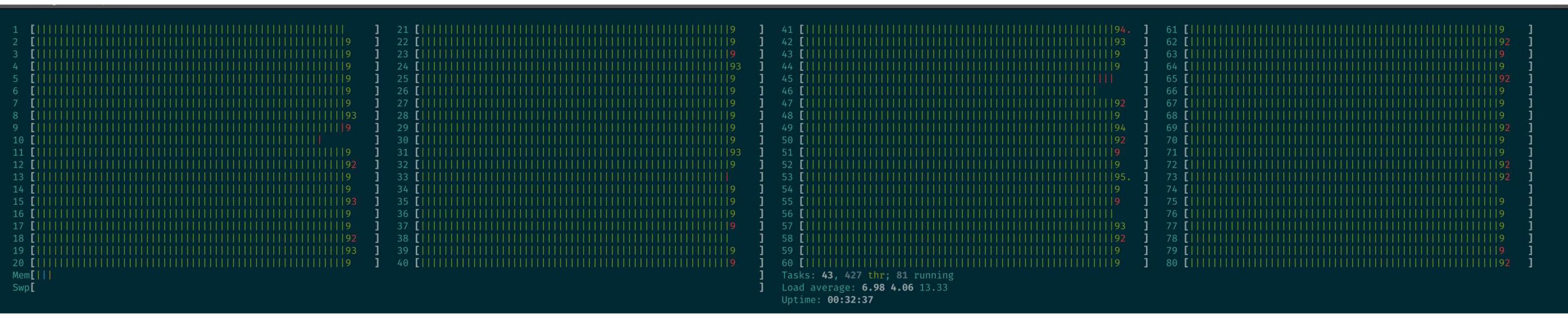
## What do I do... with a 1000 cores





#### andrzej grzesik



twitter://ags313

andrzej.grzesik@gmail.com

andrzejgrzesik.info

#### about:me

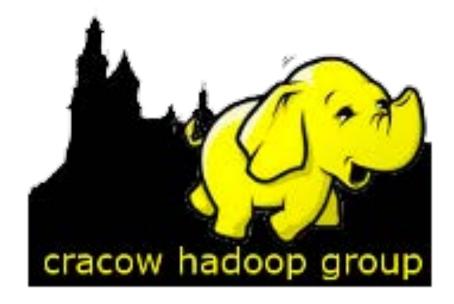








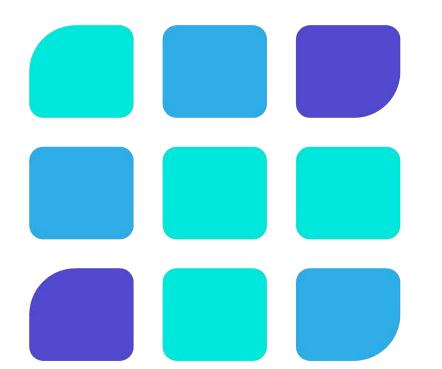






#### 100s of machines

since 2010

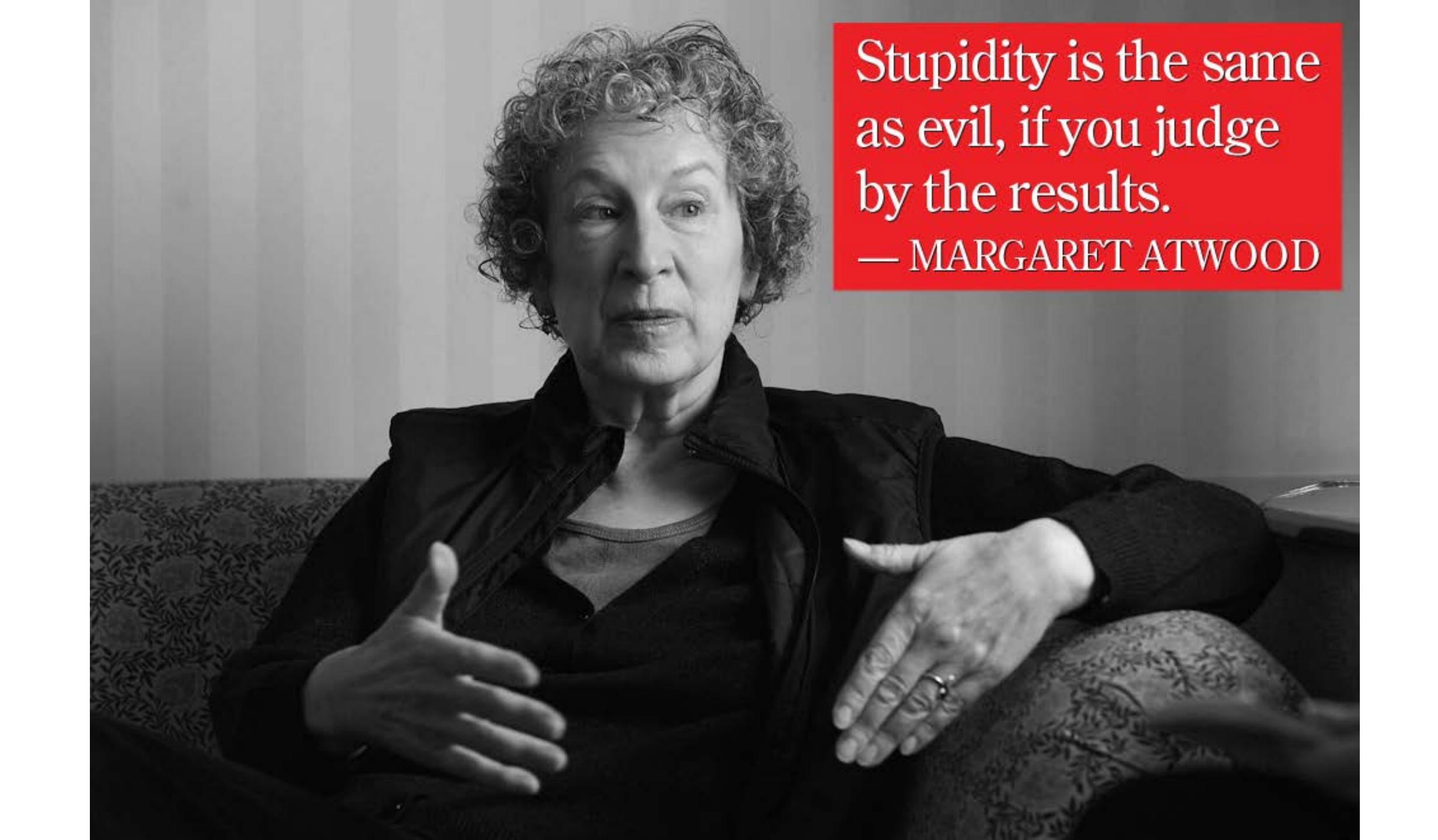


# SIMUDYNE

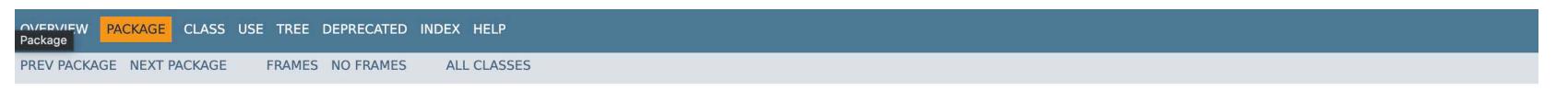
### my opinions are my own

### questions?

just ask!



### Nothing to do with Java Agents



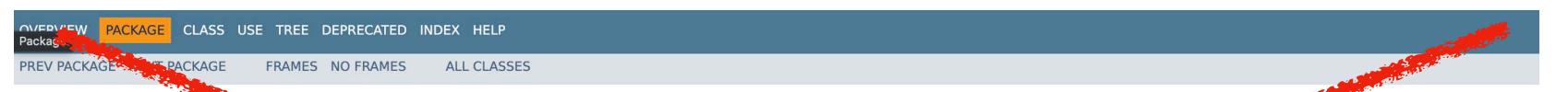
#### Package java.lang.instrument

Provides services that allow Java programming language agents to instrument programs running on the JVM.

See: Description

Interface Summary	
Interface	Description
ClassFileTransformer	An agent provides an implementation of this interface in order to transform class files.
Instrumentation	This class provides services needed to instrument Java programming language code.
Class Summary	
Class	Description
DE-WAY	2000. p.101.
ClassDefinition	This class serves as a parameter block to the Instrumentation.redefineClasses method.
ClassDefinition	

### Nothing to do with Java Agents



#### Package java.lang: instrument

Provides services that allow Java programming language agents to instrument programs running on the JVM.

See: Description

Interface Summary	
Interface	Description
ClassFileTransformer	An agent provides an implementation of this interface in order to transform class files.
Instrumentation	This class pure see's services needed to me towent Java programming language code.
Class Summary	
Class	Description
ClassDefinition	This class serves as a parameter block to the Instrumentation.redefineClasses thod.
Exception Surgary	
Exception	Description
IllegalClassFormatException	Thrown by an implementation of ClassFileTransformer.transform when its input parameters are invalid.

### For Java Agents, talk to:



#### May you live in interesting times

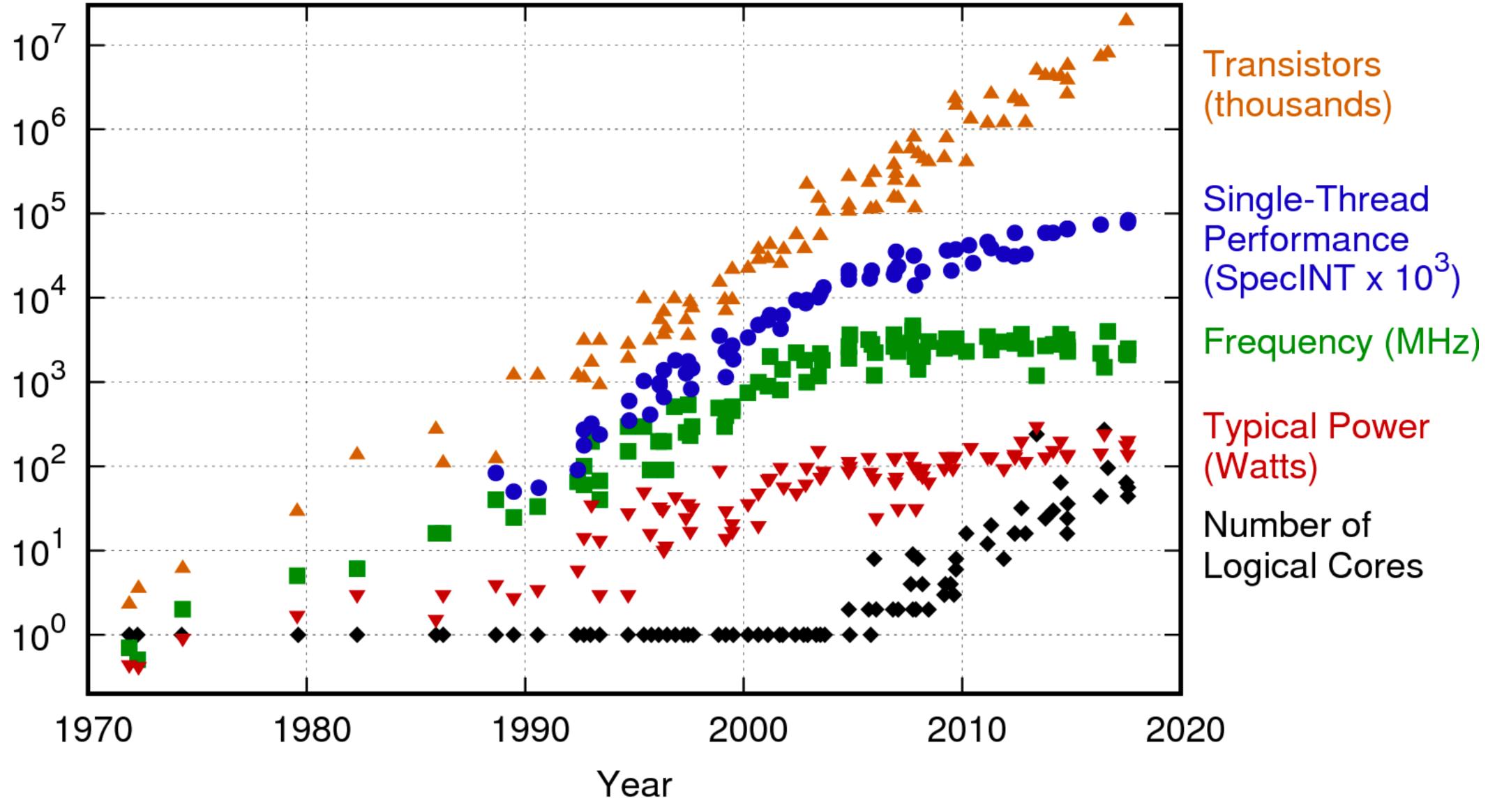
#### May you live in interesting times

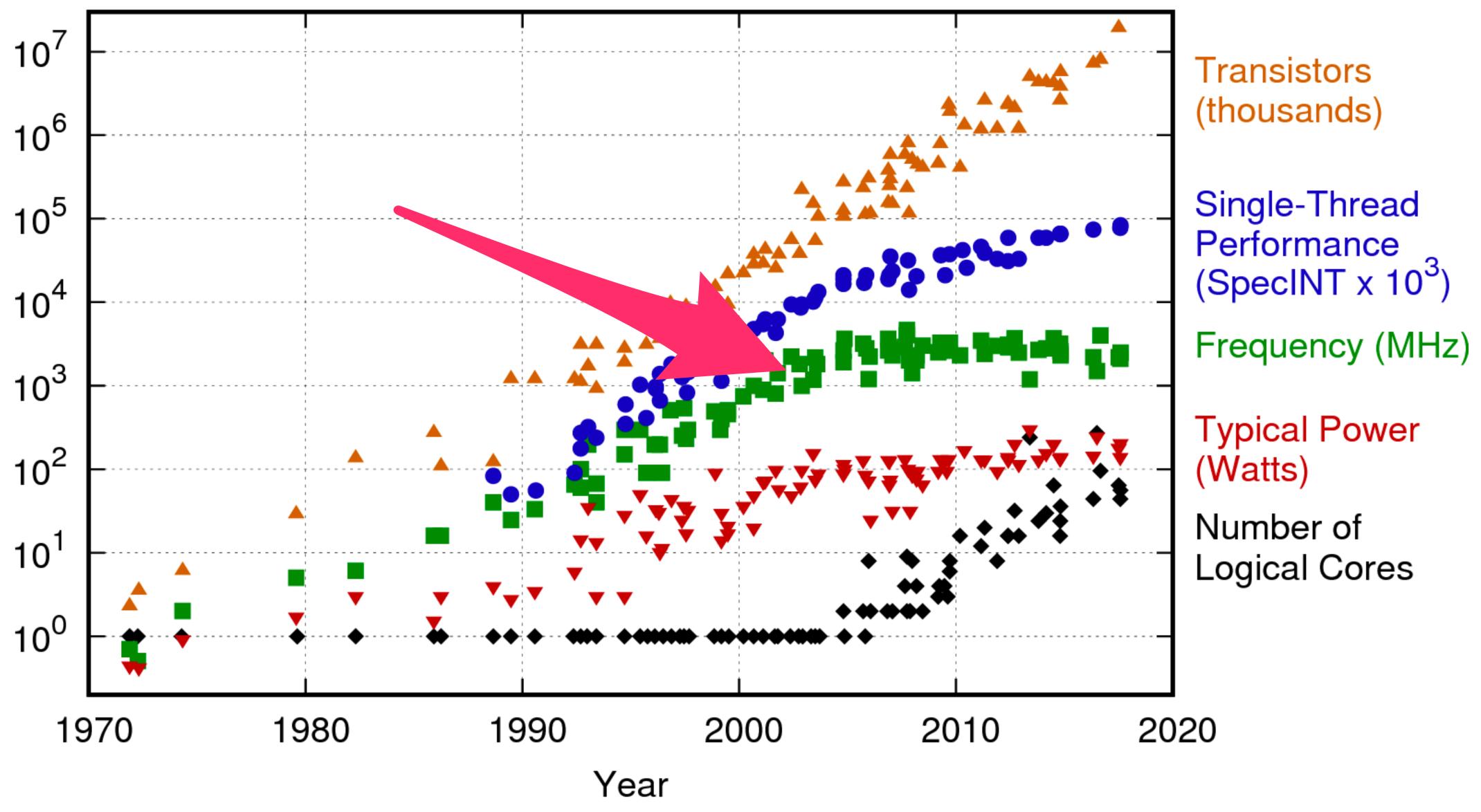
ancient Chinese curse, at least according to Terry Pratchett

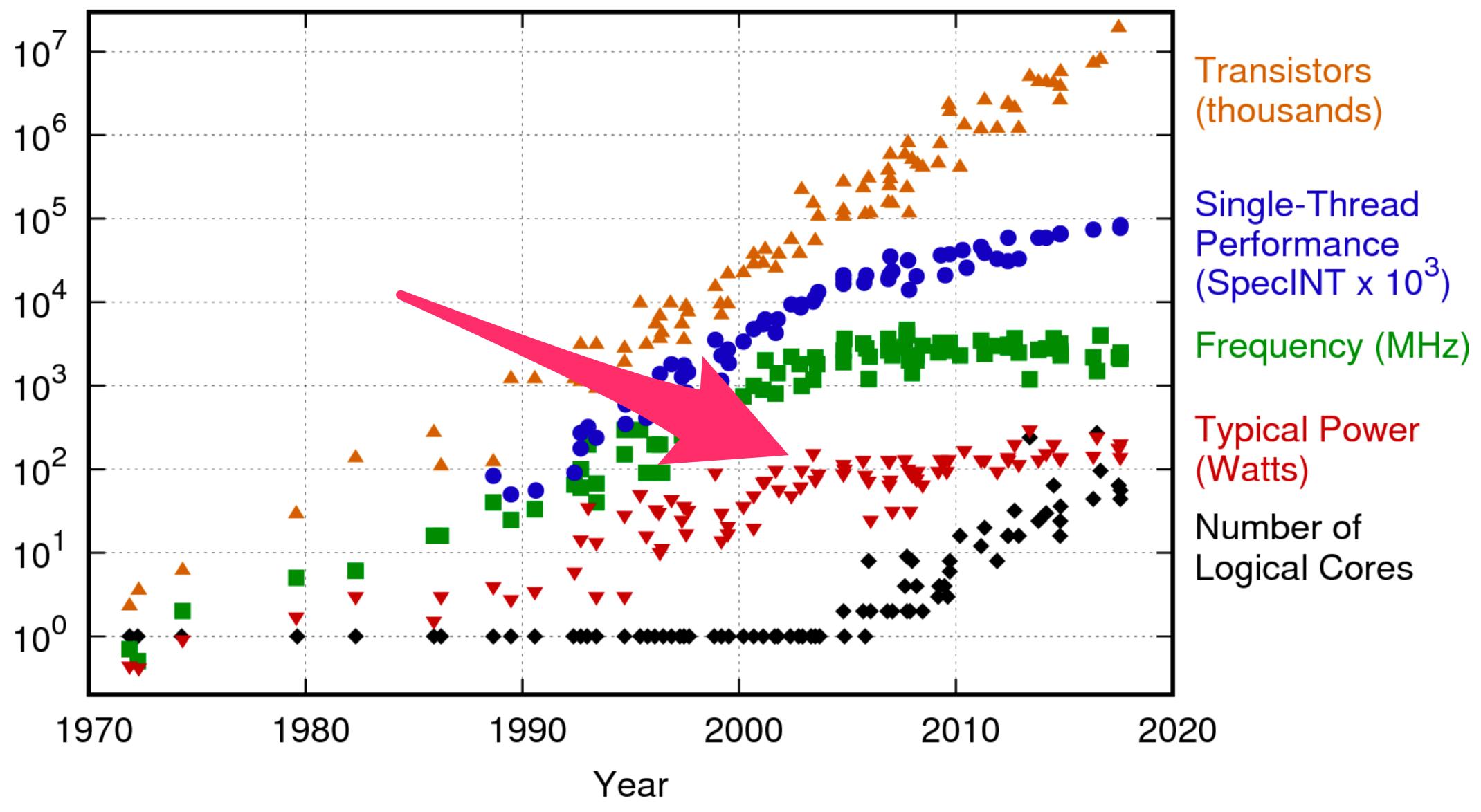
### Your 1st computer?

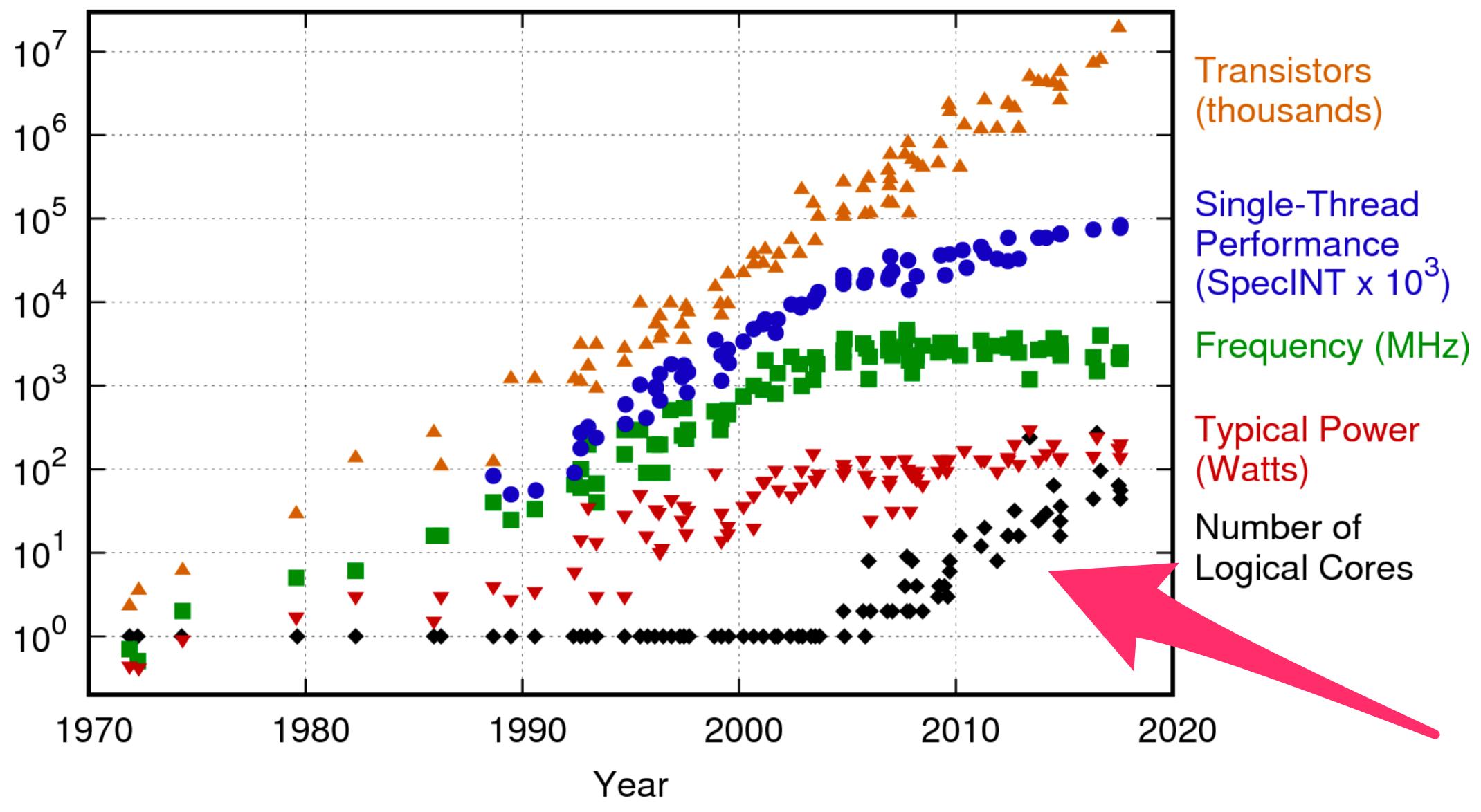
### Your 1st computer?











#### Disclaimer

Treat as "work report", not "recommendations"





#### top500, June 2010, position 37

Japan Agency for Marine–Earth
Science and Technology
Japan

Earth Simulator - SX-9/E/1280M160 NEC 1,280

122.4

131.1



#### Amazon

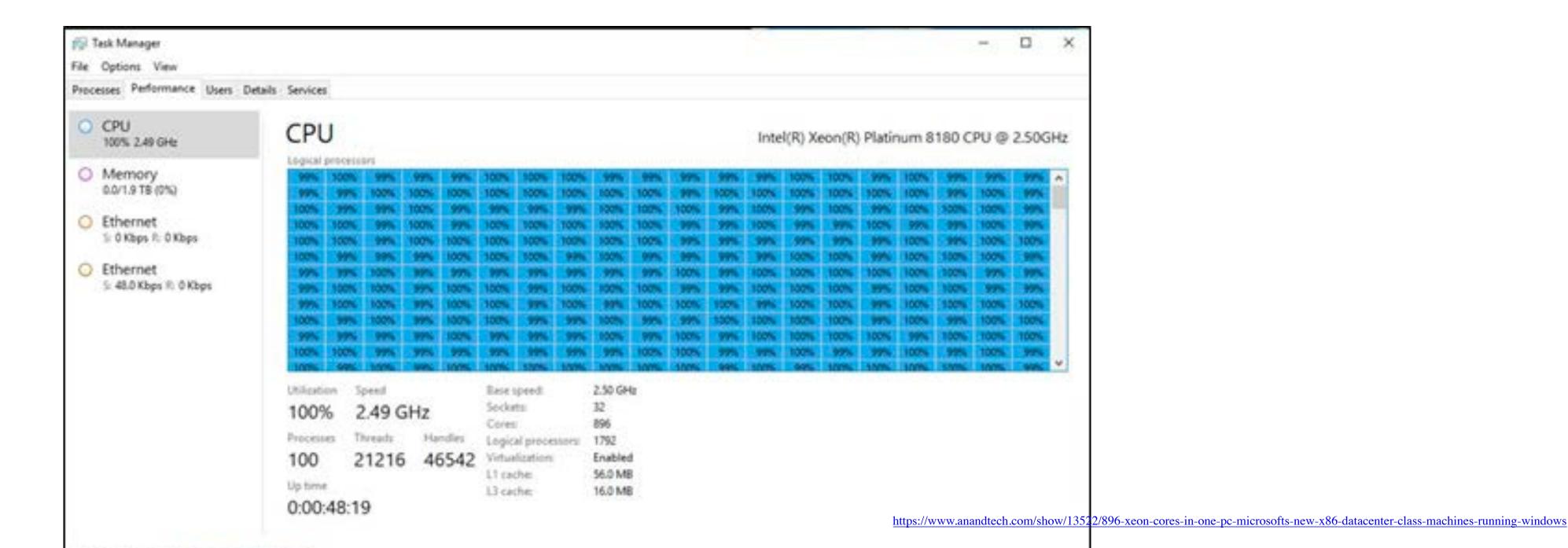
Model	Logical Proc*	Mem (TiB)	Network Perf. (Gbps)	Dedicated EBS Bandwidth (Gbps)
u-6tb1.metal	448	6	25	14
u-9tb1.metal	448	9	25	14
u-12tb1.metal	448	12	25	14

### Today

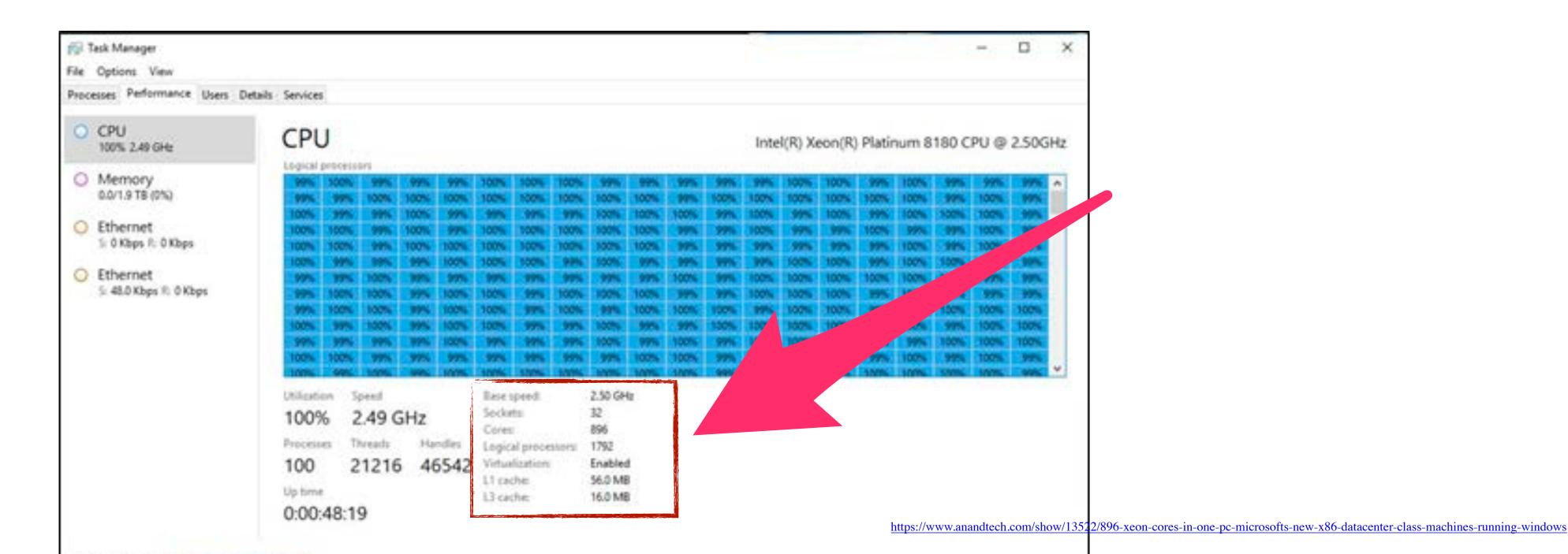
#### Azure

INSTANCE	CORE	RAM	NFS
S96	96	768 GiB	3,072 GiB
S192	192	2,048 GiB	8,192 GiB
S192m	192	4,096 GiB	16,384 GiB
S192xm	192	6,144 GiB	16,384 GiB
S384	384	4,096 GiB	16,384 GiB
S384m	384	6,144 GiB	18,432 GiB
S384xm	384	8,192 GiB	22,528 GiB
S384xxm	384	12,000 GiB	28,250 GiB
S576m	576	12,000 GiB	28,250 GiB

### Then Microsoft blogged



### Then Microsoft blogged



#### TOP 10 Sites for November 2018

For more information about the sites and systems in the list, click on the links or view the complete list.

1-100	101-200	201-300	301-400	401-500
-------	---------	---------	---------	---------

Rank	System	Cores	Rmax (TFlop/s)	Rpeak (TFlop/s)	Power (kW)
1	Summit - IBM Power System AC922, IBM POWER9 22C 3.07GHz, NVIDIA Volta GV100, Dual-rail Mellanox EDR Infiniband , IBM DOE/SC/Oak Ridge National Laboratory United States	2,397,824	143,500.0	200,794.9	9,783
2	Sierra - IBM Power System S922LC, IBM POWER9 22C 3.1GHz, NVIDIA Volta GV100, Dual-rail Mellanox EDR Infiniband , IBM / NVIDIA / Mellanox DOE/NNSA/LLNL United States	1,572,480	94,640.0	125,712.0	7,438
3	Sunway TaihuLight - Sunway MPP, Sunway SW26010 260C 1.45GHz, Sunway , NRCPC National Supercomputing Center in Wuxi China	10,649,600	93,014.6	125,435.9	15,371

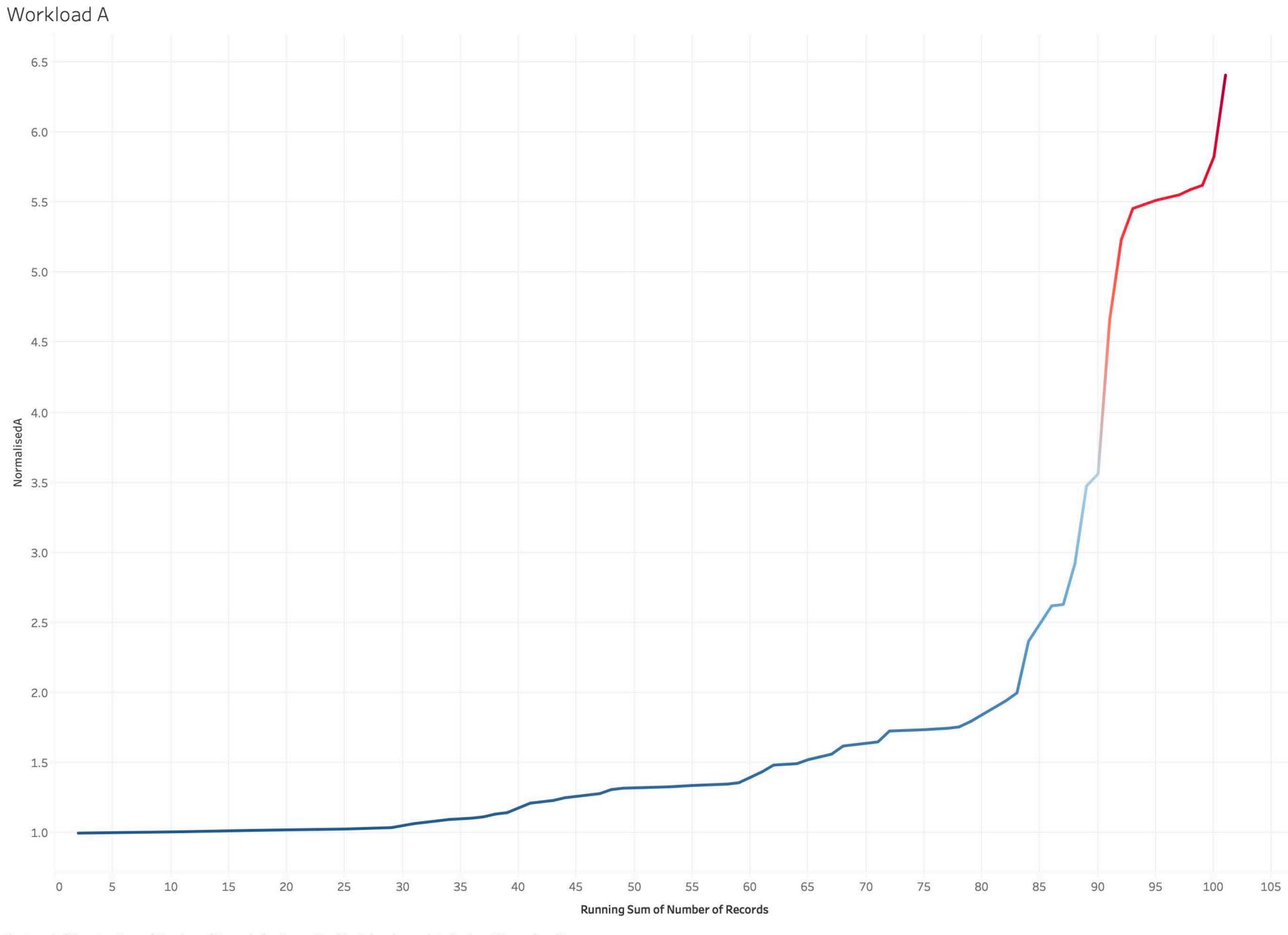
#### What makes \$ sense?

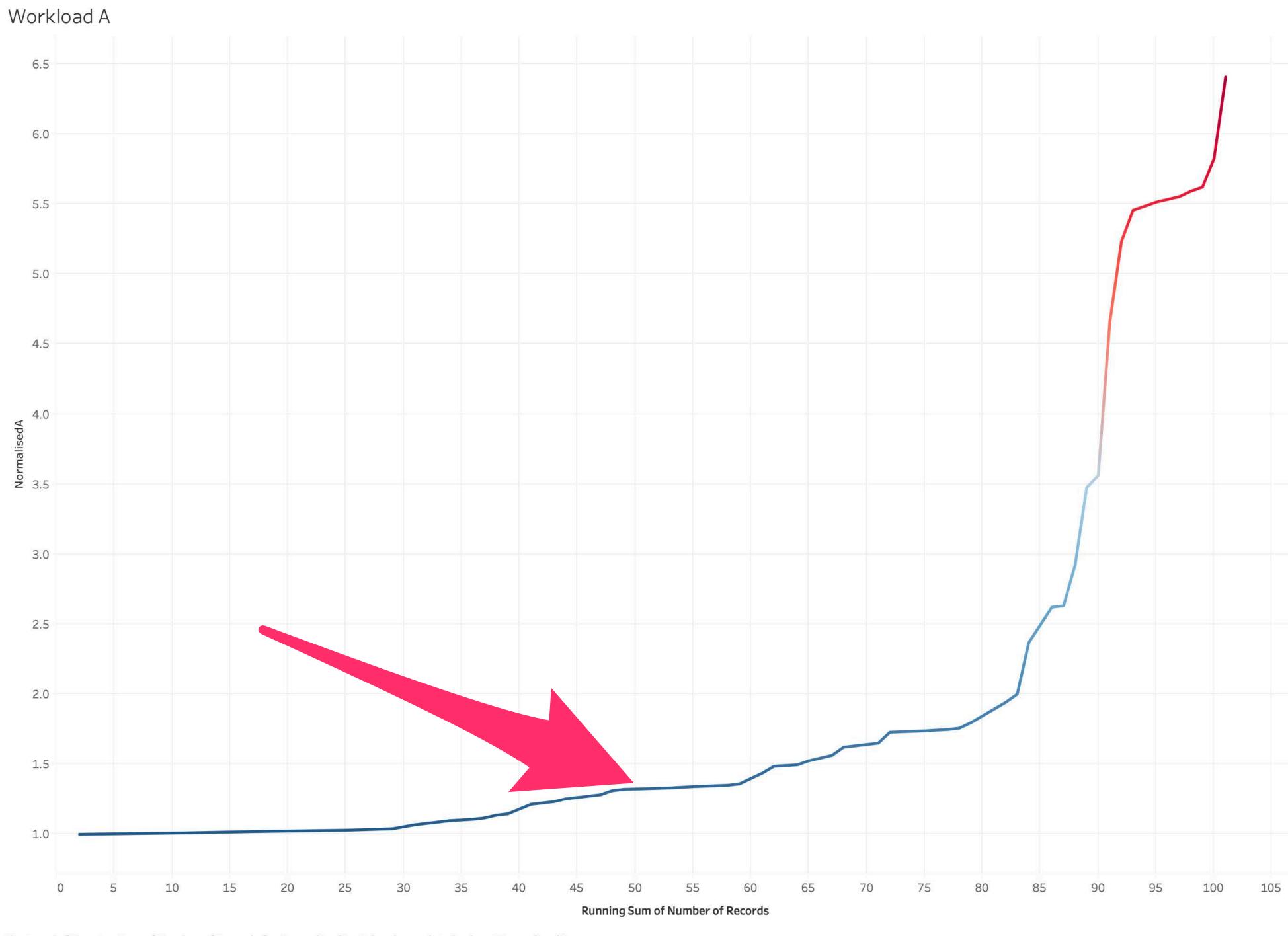
(which one should I buy?)

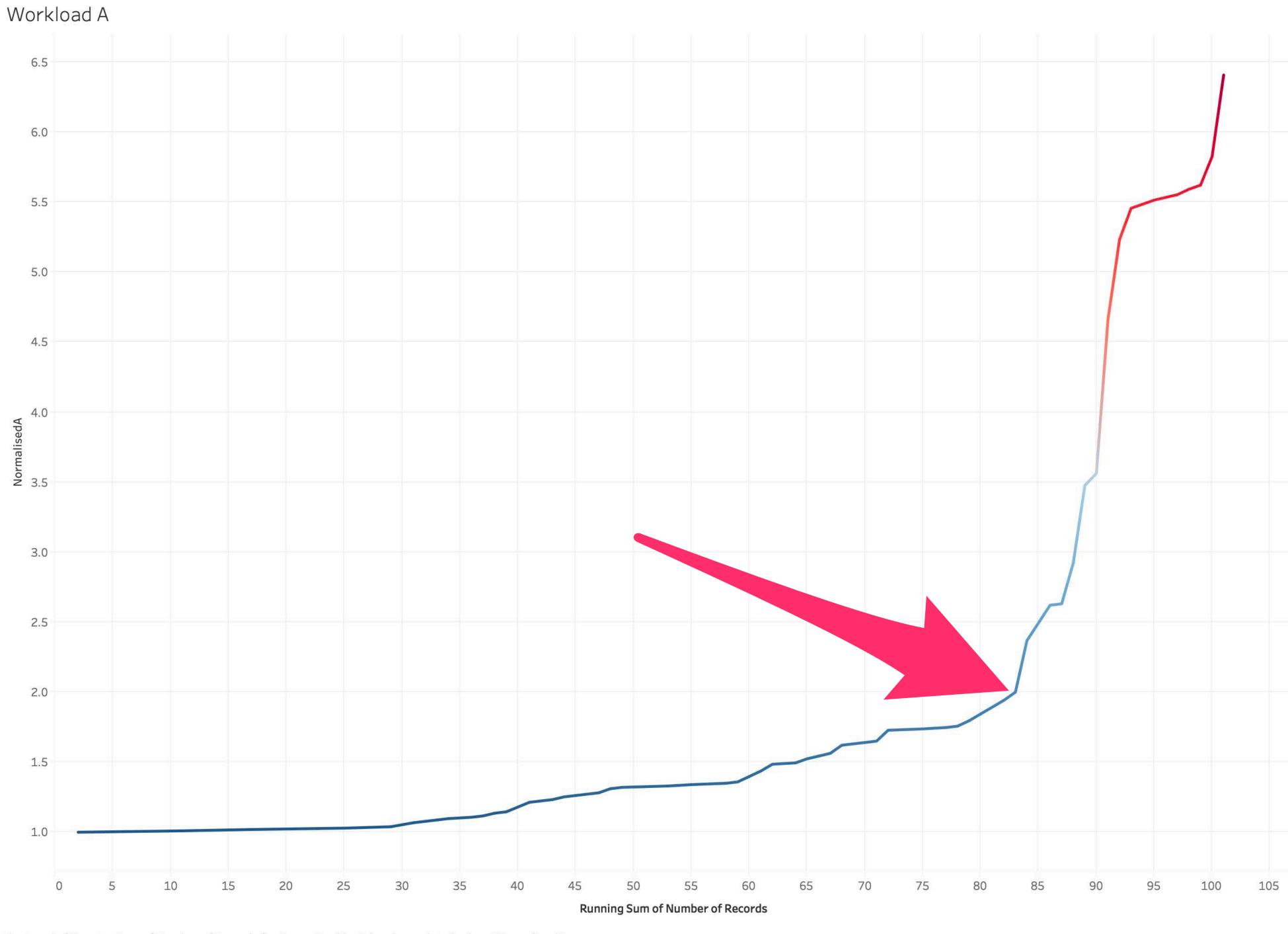
it depends;-)

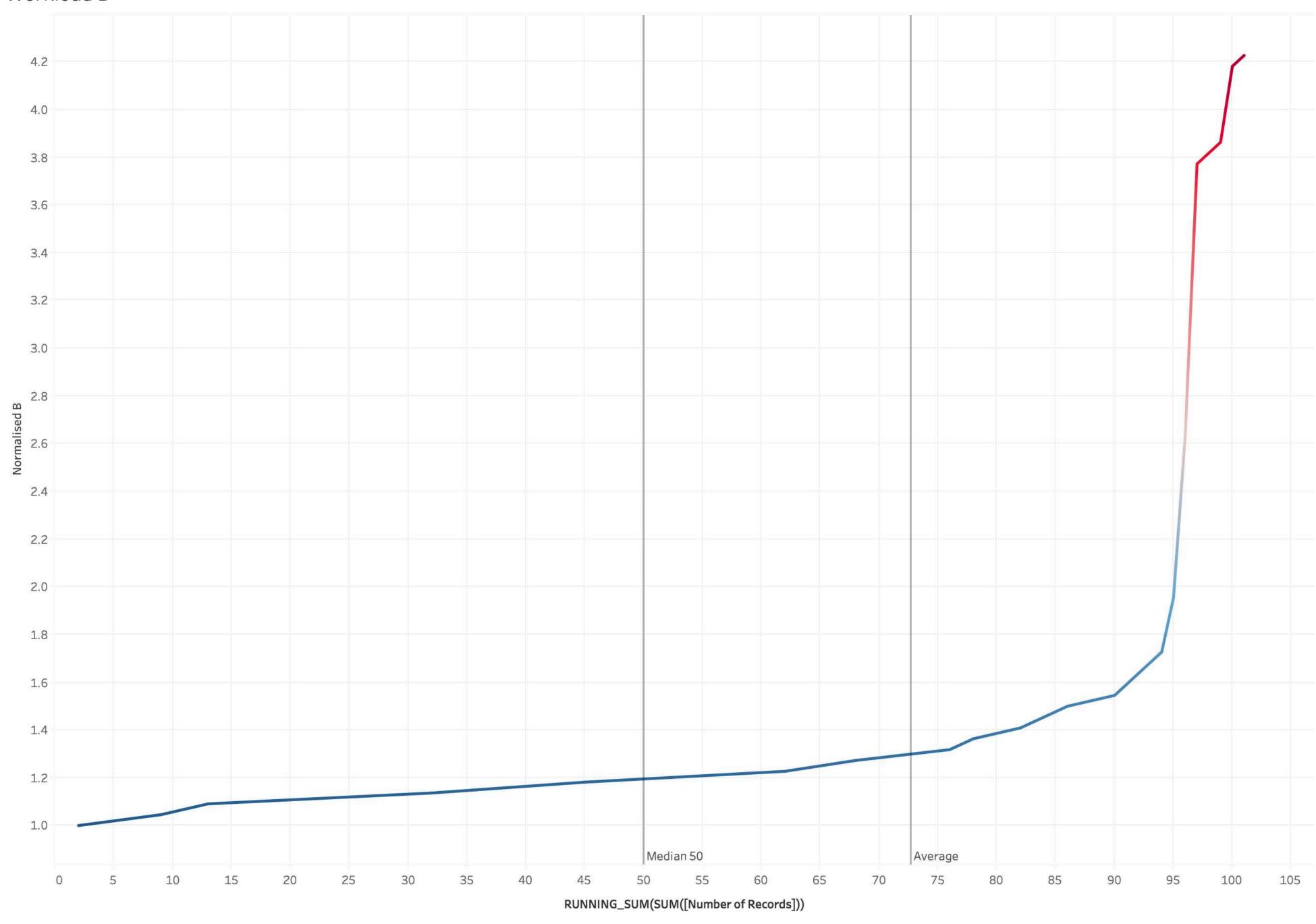


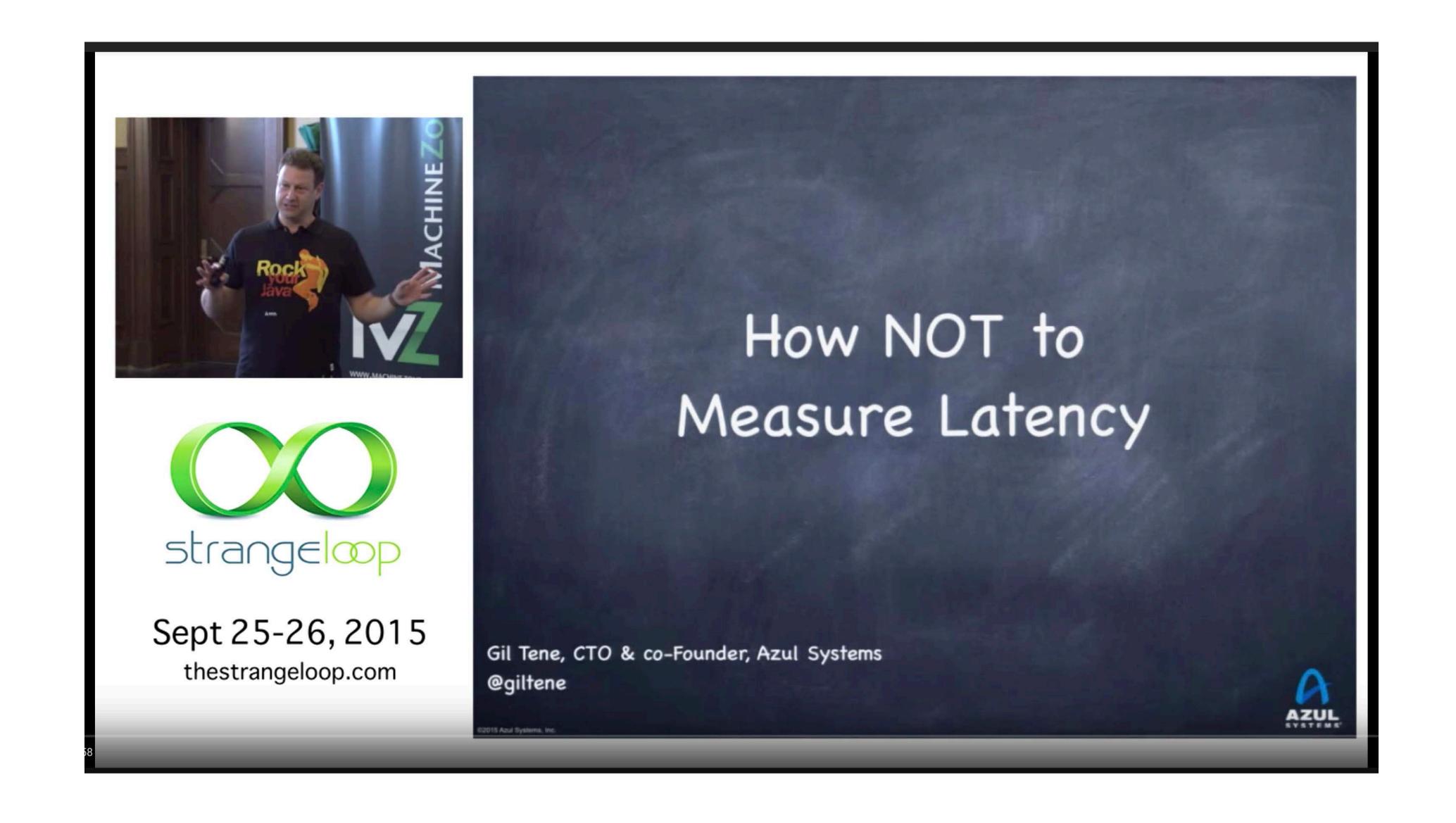
CLOUD	INSTANCE TYPE	NUM	os	COST/ HR	CPUS	MEM (GB)	NVME
OCI	VM.Standard2.16	3	Oracle Linux	3.06	96	720	0
OCI	VM.Standard2.16	3	Ubuntu	3.06	96	720	0
GCP	custom-36-73728-discounted	3	Ubuntu	3.18	108	216	0
OCI	BM.Standard2.52	1	Oracle Linux	3.32	104	768	0
OCI	BM.Standard2.52	1	Ubuntu	3.32	104	768	0
Azure	Standard_F32s_v2	3	Ubuntu	4.05	96	192	0
GCP	custom-36-73728	3	Ubuntu	4.54	108	216	0
AWS	c5.9xlarge	3	Ubuntu	4.59	108	216	0
AWS	c5.9xlarge	3	Amazon Linux	4.59	108	216	0
Azure	Standard_F16	6	Ubuntu	4.80	96	192	0
OCI	BM.HPC2.36	2	Oracle Linux	5.40	144	768	2
OCI	BM.HPC2.36	2	Ubuntu	5.40	144	768	2
OCI	VM.DenselO2.16	3	Ubuntu	6.12	96	720	6
AWS	r5d.12xlarge	2	Ubuntu	6.91	96	768	4
AWS	r5d.12xlarge	2	Amazon Linux	6.91	96	768	4
Azure	Standard_E64s_v3	2	Ubuntu	7.26	128	864	0











https://www.youtube.com/watch?v=IJ8ydIuPFeU

## Agent Based modelling



## Agent Based Modelling

An **agent-based model** (**ABM**) is a class of computational models for simulating the actions and interactions of autonomous agents (both individual or collective entities such as organizations or groups) with a view to assessing their effects on the system as a whole

## agents, interacting with agents and environment

## Game of Life



```
public class Cell extends Agent<GameOfLife.Globals> {
          public static Action<Cell> action(SerializableConsumer<Cell> action) { return Action.create(Cell.class, action); }
10 @
         @Variable public boolean alive;
          public void onStart() { getLinks(Links.Neighbour.class).send(Messages.Alive.class, alive); }
16
19
20
          public void onNeighbourMessages() {
            long liveNeightbours = 0;
            List<Messages.Alive> messages = getMessagesOfType(Messages.Alive.class);
            liveNeightbours = // sum
           if (alive & (liveNeightbours < 2 | liveNeightbours > 3)) {
26
              getLongAccumulator( s: "died").add(1);
              alive = false;
28
            } else if (!alive & liveNeightbours = 3) {
29
              getLongAccumulator( s: "born").add(1);
30
              alive = true;
32
34
35
```

## Communications

 from: 1
 from: 1
 from: 1
 from: 2
 from: 2
 from: 2

 to: 2
 to: 3
 to: 4
 to: 1
 to: 3
 to: 4

from: 3 from: 3 from: 3 to: 1 to: 2 to: 4



Published on 16 December 2016

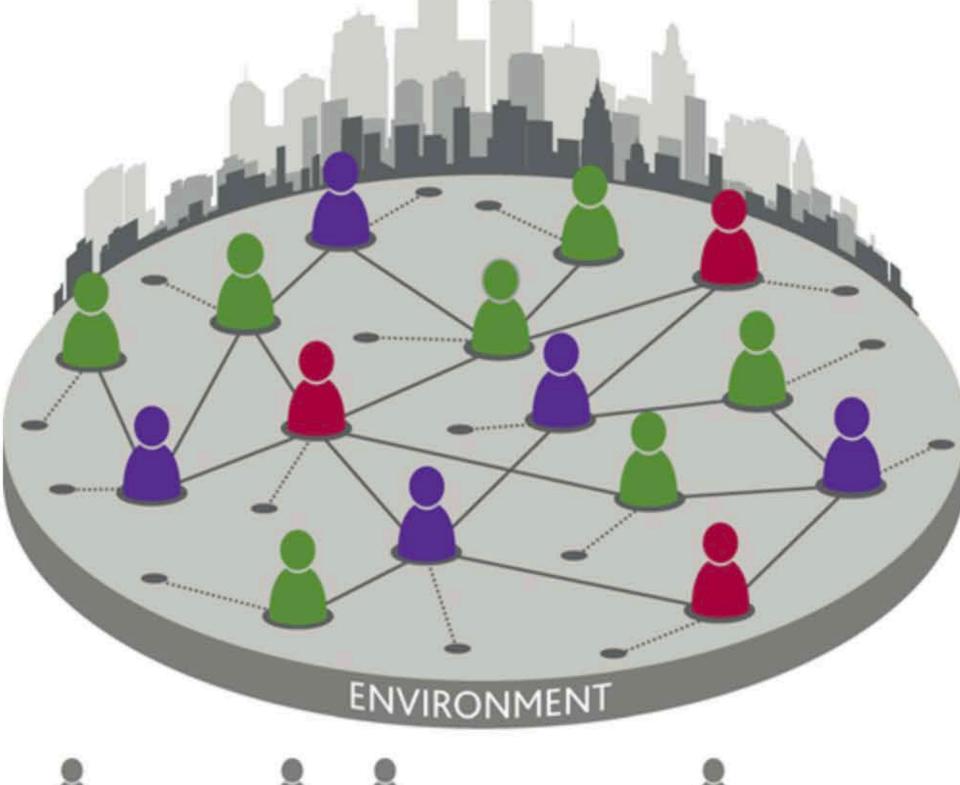
#### By Arthur Turrell

This article considers the strengths of agent-based modelling, which explains the behaviour of a system by simulating the behaviour of each individual 'agent' in it, and the ways that it can be used to help central banks understand the economy.



Convert this page to PDF

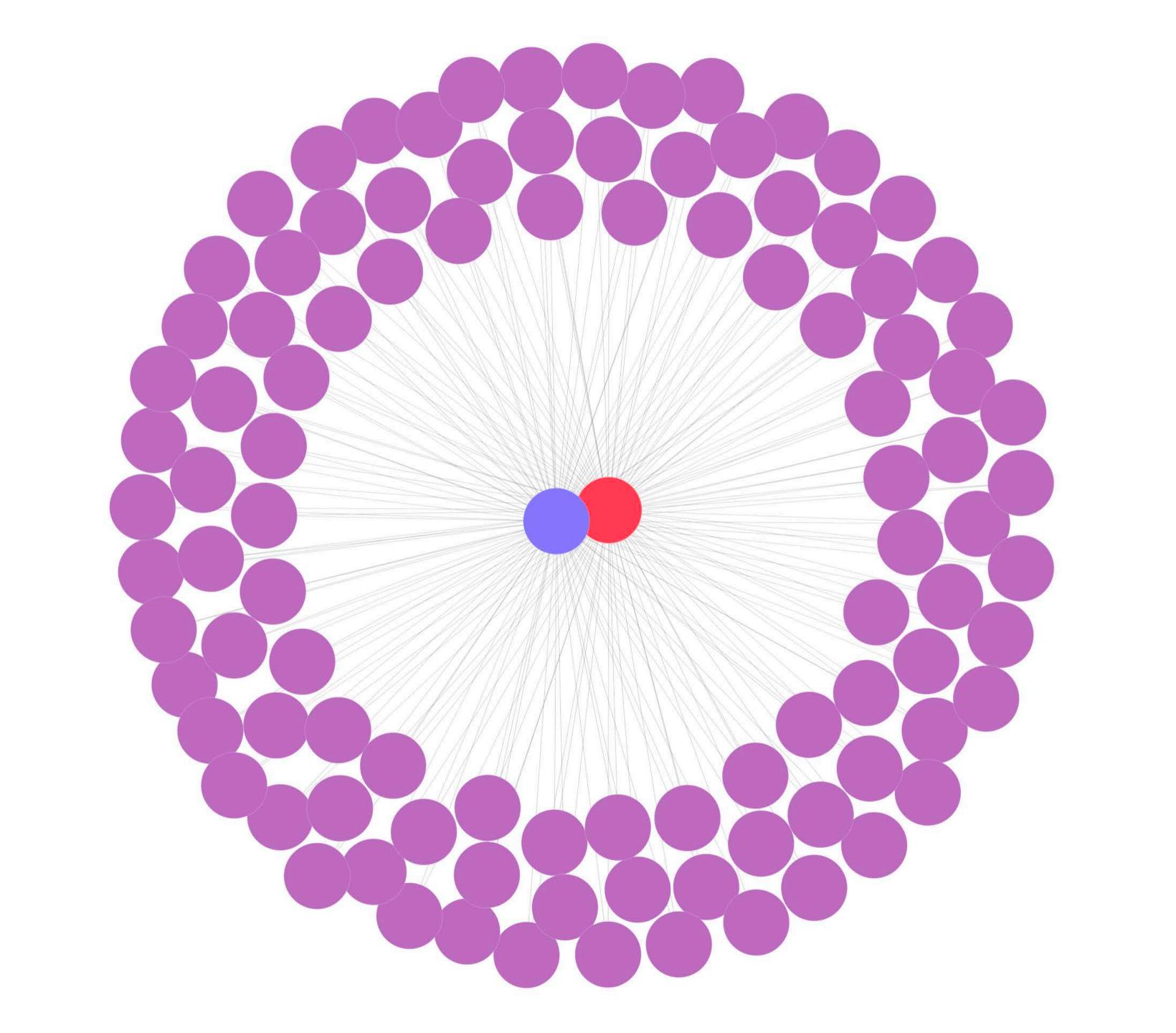












## Implementations?

some implementations:

https://en.wikipedia.org/wiki/Comparison\_of\_agent-based\_modeling\_software

## Who uses ABMs?

## Why Java?

# Loved, tested, popular, compatible, stable...

## Great time to build ABMs

because hardware!

## This probably does not apply to a typical \* app

insert Spring/Hibernate/... as required



I like working with distributed systems. Each of my personalities has something to do.

10:44 AM - 18 Dec 2018

## Requirements

optimising for wall clock time

## Challenges

# These numbers (might) represent something, do \*not\* draw any conclusions.

### concurrent counter?

synchronised { ... }

### concurrent counter?

synchronised { ... }

java.util.concurrent.atomic.AtomicLong

### concurrent counter?

synchronised { ... }

java.util.concurrent.atomic.AtomicLong

java.util.concurrent.atomic.LongAdder

#### AtomicCounter

Machine	Cpu										
Machine M	Intel(R) Core(TM) i7-7820HQ CPU @ 2.90GHz				0						*
Machine Z	Intel(R) Xeon(R) Gold 6132 CPU @ 2.60GHz	*				0					
		2M	4M	6M	8M	10M	12M	14M	16M	18M	20M
		Score									

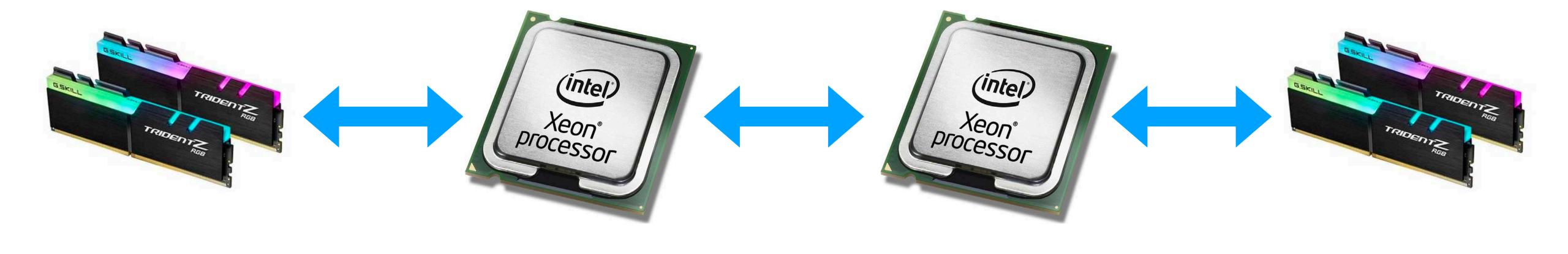
Score for each Cpu broken down by Machine. Color shows details about Benchmark. Shape shows details about Benchmark. Details are shown for Machine. The data is filtered on Threads, which keeps 8. The view is filtered on Benchmark and Machine. The Benchmark filter keeps AtomicDoubleAddBench.viaAtoLo and doubleAccumulator.DoubleAccumulatorBench.withSynchronized. The Machine filter keeps Machine M and Machine Z.

#### Benchmark

- O AtomicDoubleAddBench.viaAtoLo
- \* doubleAccumulator.DoubleAccumulatorBench.withSynchronized

#### Benchmark

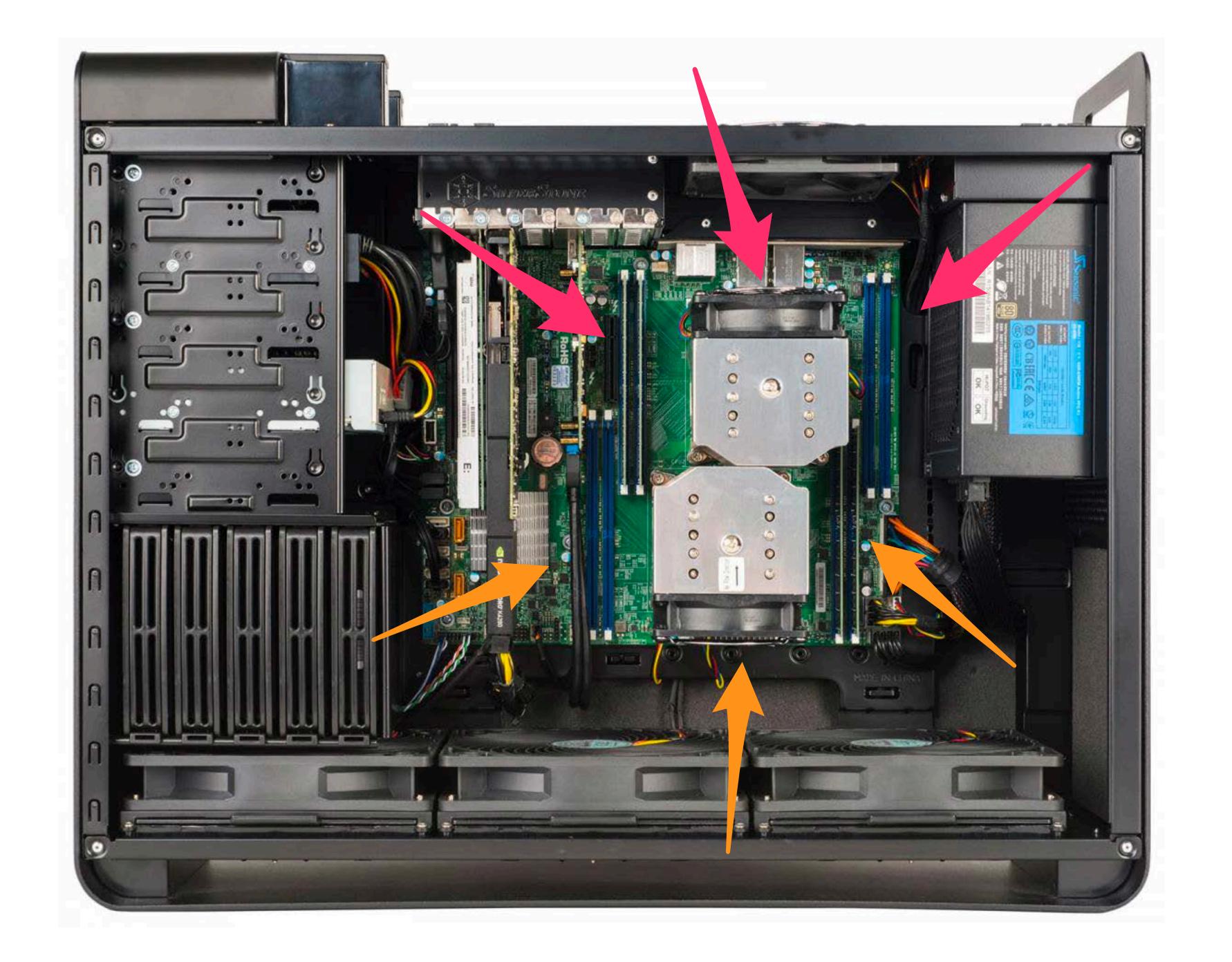
- AtomicDoubleAddBench.viaAtoLo
- doubleAccumulator.DoubleAccumulatorBench.withSynchronized



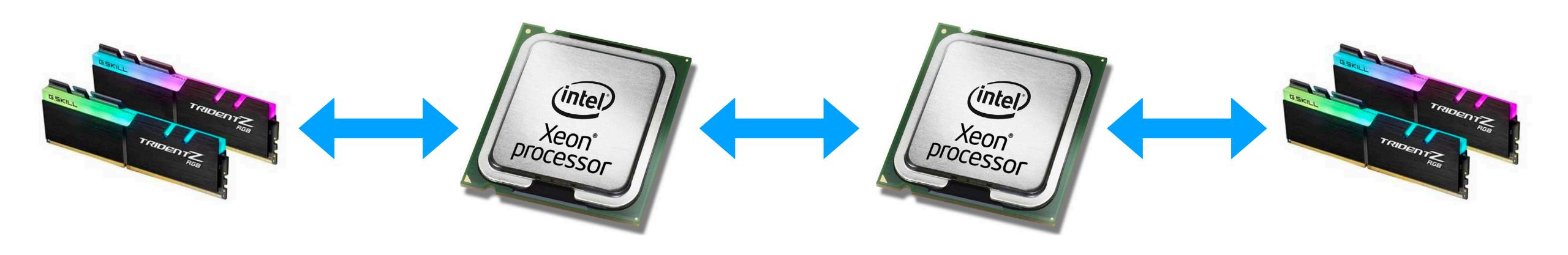
cpu0

cpu1





ags@ags-z6 ~ numactl --hardware
available: 2 nodes (0-1)
node 0 cpus: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 28 29 30 31 32 33 34 35 36 37 38 39 40 41
node 0 size: 64124 MB
node 0 free: 53317 MB
node 1 cpus: 14 15 16 17 18 19 20 21 22 23 24 25 26 27 42 43 44 45 46 47 48 49 50 51 52 53 54 55
node 1 size: 64505 MB
node 1 free: 48525 MB
node distances:
node 0 1
0: 10 21
1: 21 10



## Option 1: NUMA-friendly code Option 2: avoid NUMA :-)

#### AtomicCounter

Machine	Cpu											
Machine A	AMD Ryzen Threadripper 2990WX 32-Core Processor								Δ	+	X	00
Machine B	AMD EPYC 7551 32-Core Processor	Δ+	0	0	×							
		5500K	(	5000K	6500K	7000K	7500K	8000K	851	00К	900	ОК
		Score										

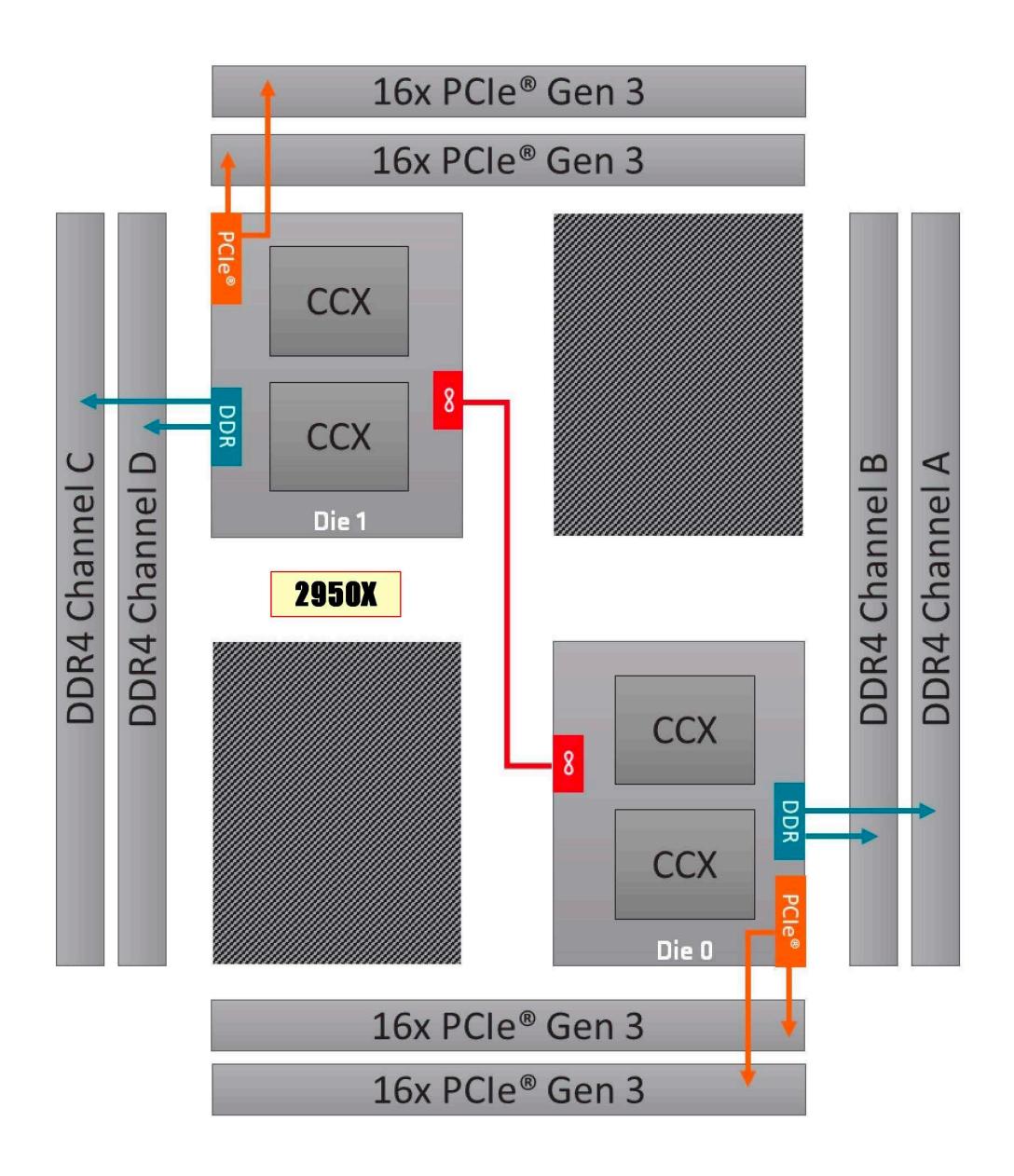
Score for each Cpu broken down by Machine. Color shows details about Benchmark. Shape shows details about Benchmark. Details are shown for Machine. The data is filtered on Threads, which keeps 56, 64 and 80. The view is filtered on Benchmark, Machine and Exclusions (Benchmark, Cpu, Machine, Score). The Benchmark filter keeps AtomicDoubleAddBench.viaGuava, doubleAccumulator.DoubleAccumula

#### Benchmark

- O AtomicDoubleAddBench.viaAtoLo
- ▲ AtomicDoubleAddBench.viaGuava
- + doubleAccumulator.DoubleAccumulatorBench.guava
- X doubleAccumulator.DoubleAccumulatorBench.jucAtomicFieldUpdater
- O doubleAccumulator.DoubleAccumulatorBench.jucAtomicLongAsDouble

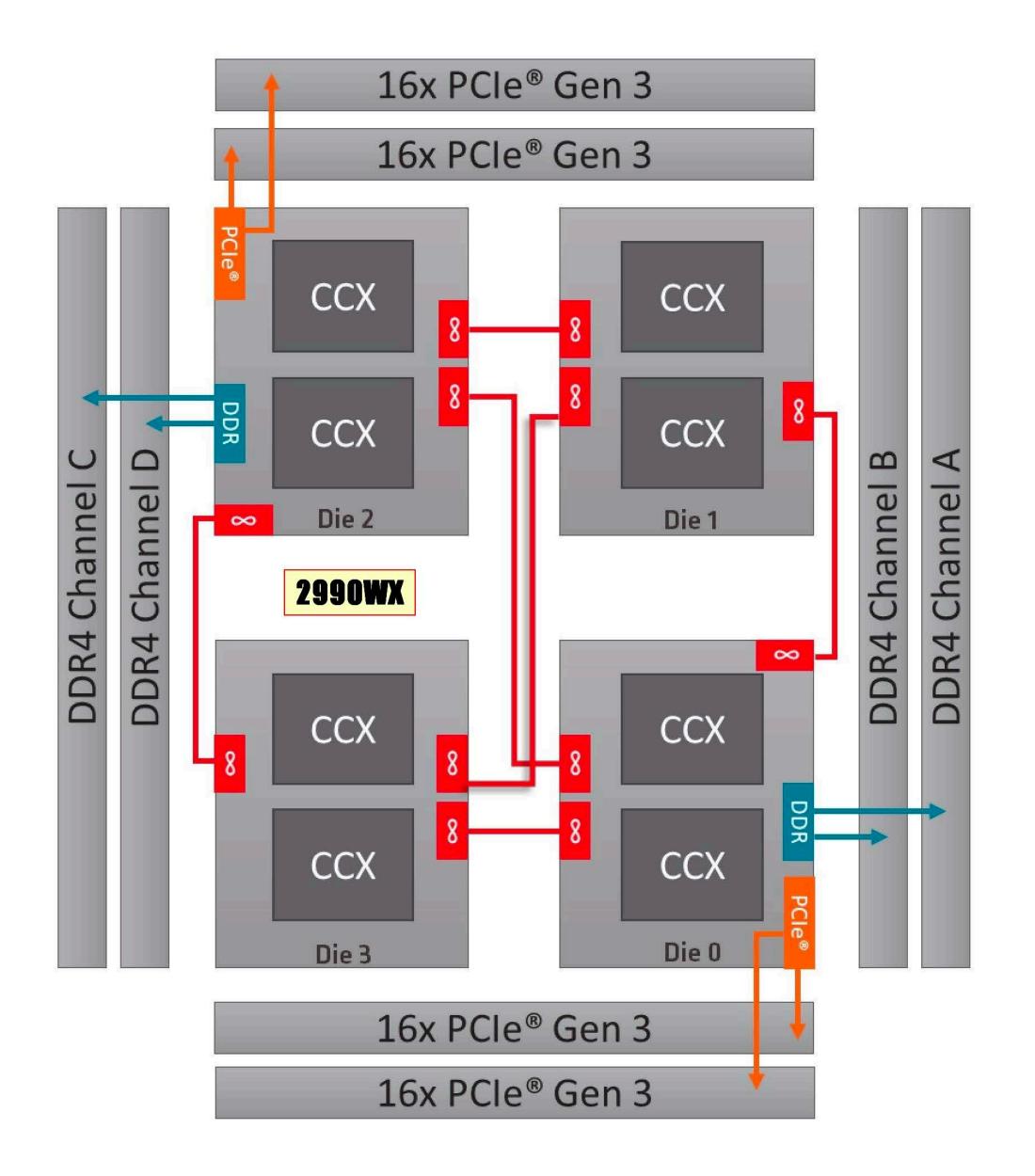
#### Benchmark

- AtomicDoubleAddBench.viaAtoLo
- AtomicDoubleAddBench.viaGuava
- doubleAccumulator.DoubleAccumulatorBench.guava
- doubleAccumulator.DoubleAccumulatorBench.jucAtomicFieldUpdater
- doubleAccumulator.DoubleAccumulatorBench.jucAtomicLongAsDouble

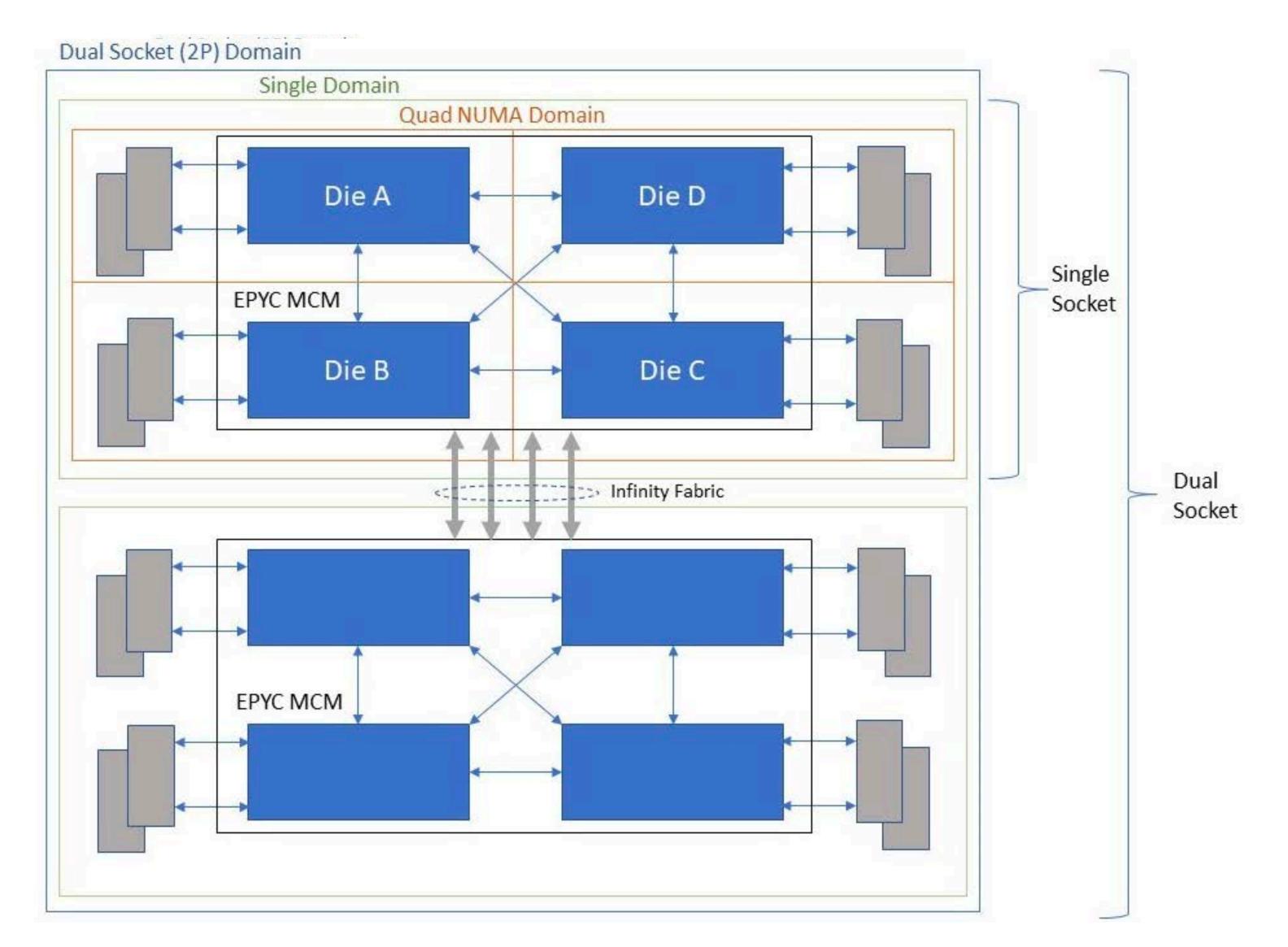


## 2950x

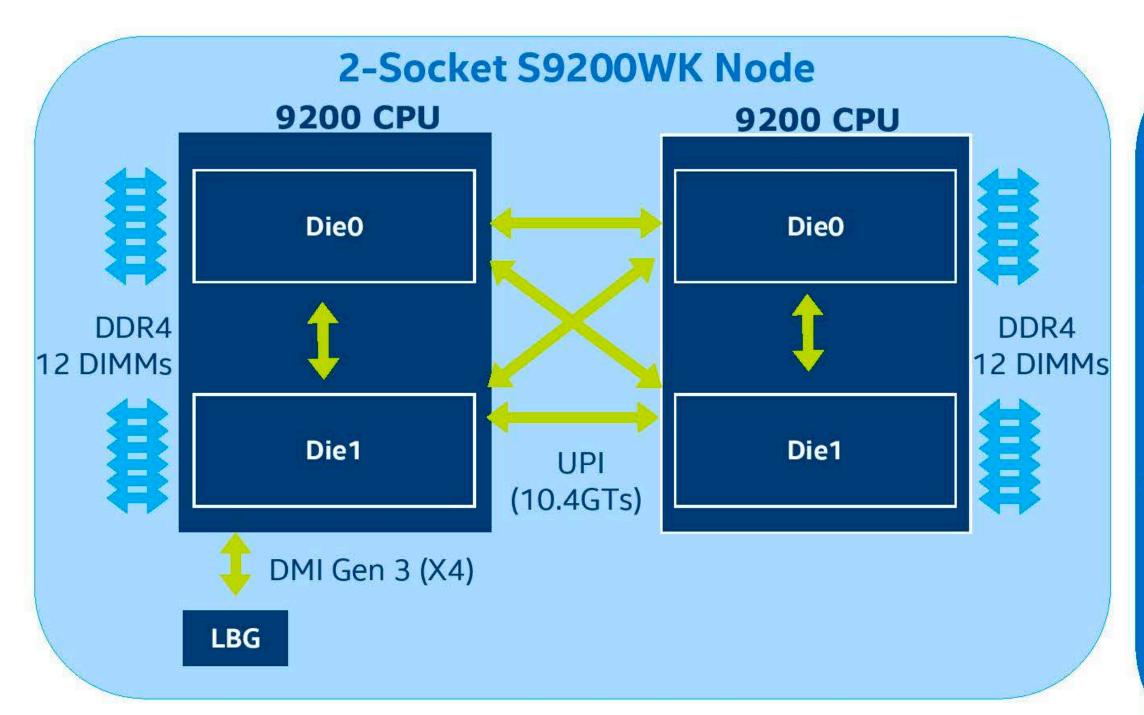
## 2990wx



## Dual socket EPYC



#### Intel® Xeon® Platinum 9200 Processor Overview



- Intel<sup>®</sup> Xeon<sup>®</sup> Platinum 9200 Processors consist of two die in a BGA package
- Multi-chip processor with single hop latency for any of the CPU die to memory in a 2S node
- Key IO/mem features include:

  12 ch DDR4 2933 MT/s per CPU
  4 UPI x20 wide at 10.4GTs per CPU
  x80 PCIe G3 lanes per 2S Node in Intel® Server Systems
  S9200WK\*



<sup>\*</sup> Intel® Server Systems S9200WK supports 2 x16 Gen3 slots (per 1U node); 4 x16 Gen3 slots (per 2U node)

#### AtomicCounter

Machine	Cpu									
Machine A	AMD Ryzen Threadripper 2990WX 32-Core Processor	* * * * * * * * * * * * * * * * * * *	*							0
Machine M	Intel(R) Core(TM) i7-7820HQ CPU @ 2.90GHz	* * * * * * * * * * * * * * * * * * *	0	*						
Machine Z	Intel(R) Xeon(R) Gold 6132 CPU @ 2.60GHz	*	0							
		OM	10M	20M	30M	40M	50M	60M	70M	80M
						Score				

Score for each Cpu broken down by Machine. Color shows details about Benchmark. Shape shows details about Benchmark. Details are shown for Machine. The data is filtered on Threads, which keeps 8. The view is filtered on Benchmark and Machine. The Benchmark filter keeps AtomicDoubleAddBench.viaAtoLo and doubleAccumulator.DoubleAccumulatorBench.withSynchronized. The Machine filter keeps Machine A, Machine B, Machine M and Machine Z.

#### Benchmark

- O AtomicDoubleAddBench.viaAtoLo
- \* doubleAccumulator.DoubleAccumulatorBench.withSynchronized

#### Benchmark

- AtomicDoubleAddBench.viaAtoLo
- doubleAccumulator.DoubleAccumulatorBench.withSynchronized

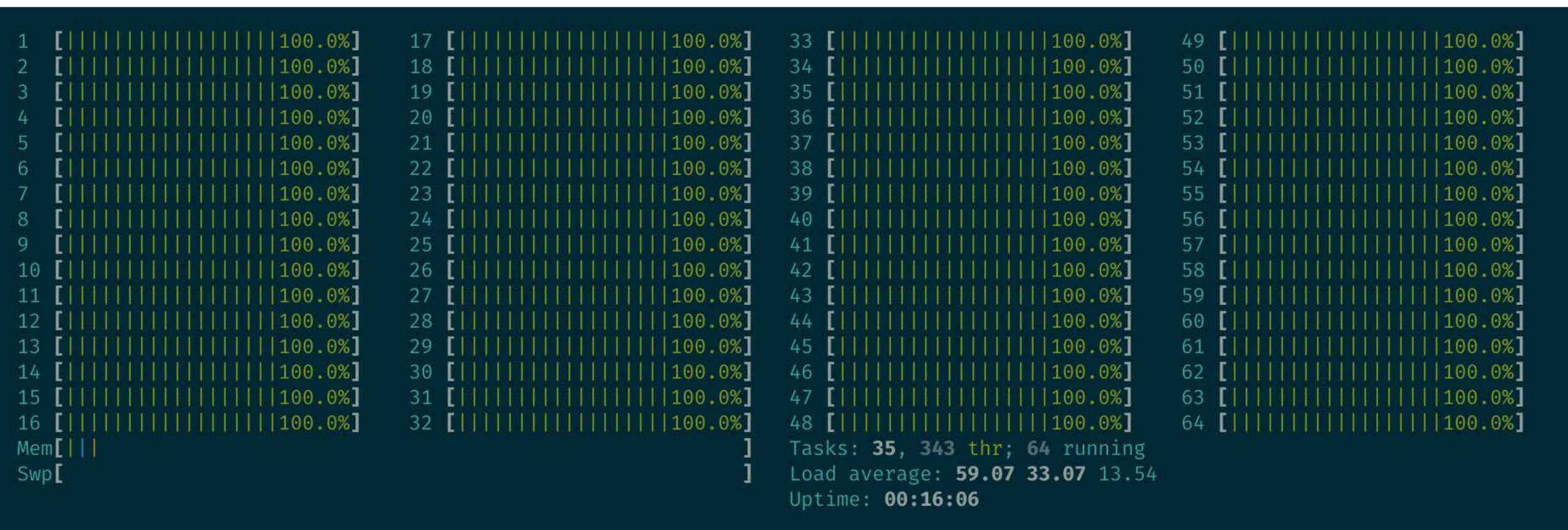
#### AtomicCounter

Machine	Cpu											
Machine A	AMD Ryzen Threadripper 2990WX 32-Core Processor		4	家				$\Diamond \Delta$				* 7
Machine B	AMD EPYC 7551 32-Core Processor	<u> </u>					$\Diamond \Delta$			>	k 🗸	
Machine M	Intel(R) Core(TM) i7-7820HQ CPU @ 2.90GHz	1	△ *▼									
Machine Z	Intel(R) Xeon(R) Gold 6132 CPU @ 2.60GHz		AT					*				
		ОВ		1B	2B	3B	4B	3	5B	6B	7B	8B
							Scor	re				

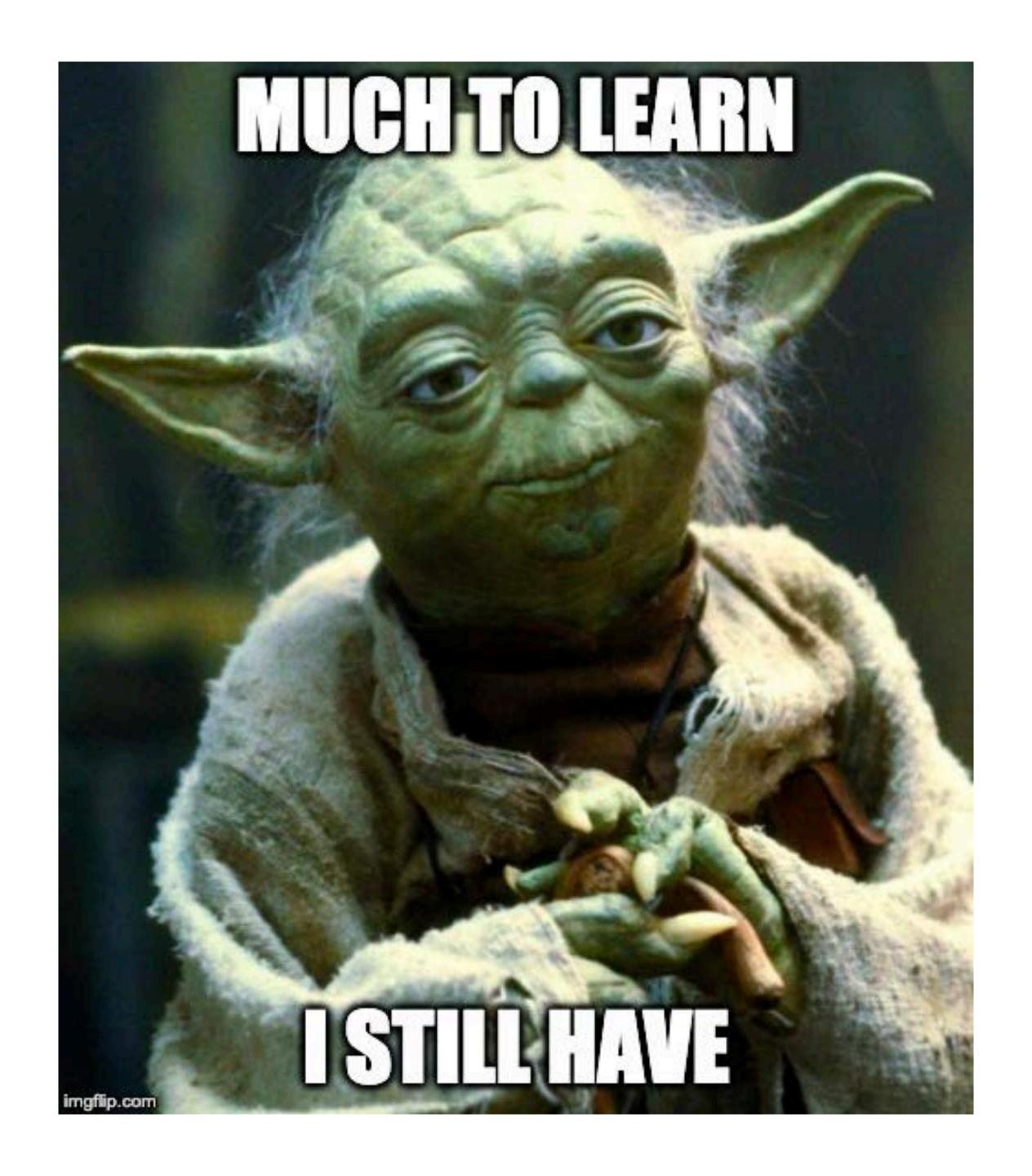
Score for each Cpu broken down by Machine. Color shows details about Benchmark. Shape shows details about Benchmark. Details are shown for Machine. The data is filtered on Threads, which keeps 8, 56, 64 and 80. The view is filtered on Benchmark and Machine. The Benchmark filter excludes AtomicDoubleAddBench.viaAtomicFieldUpdater\_CAS and AtomicDoubleAddBench.viaAtomicFieldUpdater\_weakCAS. The Machine filter keeps Machine A, Machine B, Machine M and Machine Z.

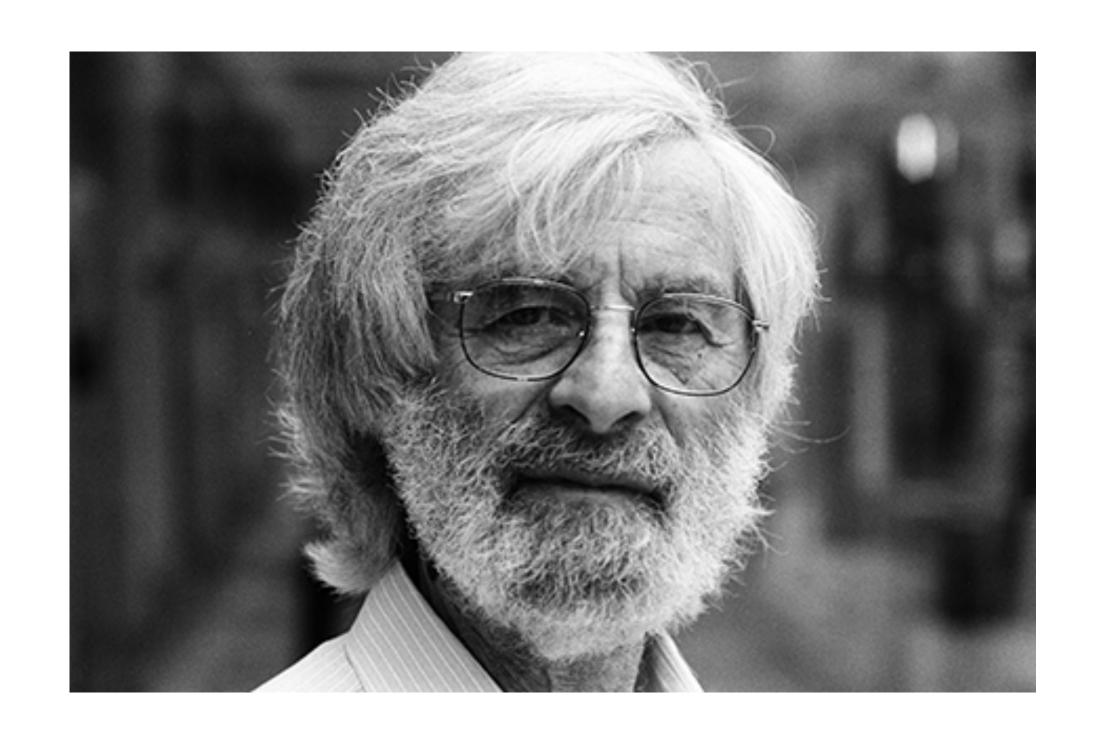
#### Benchmark

- O AtomicDoubleAddBench.viaAtoLo
- X AtomicDoubleAddBench.viaAtoRef
- \* AtomicDoubleAddBench.viaDoubleAcc
- **▼** AtomicDoubleAddBench.viaDoubleAdder
- ▲ AtomicDoubleAddBench.viaGuava
- AtomicDoubleAddBench.viaWeakAtoRef
- + doubleAccumulator.DoubleAccumulatorBench.guava
- ✗ doubleAccumulator.DoubleAccumulatorBench.jucAtomicFieldUpdater
- O doubleAccumulator.DoubleAccumulatorBench.jucAtomicLongAsDouble
- ☐ doubleAccumulator.DoubleAccumulatorBench.jucAtomicReference
- doubleAccumulator.DoubleAccumulatorBench.jucDoubleAccumulator
- ▲ doubleAccumulator.DoubleAccumulatorBench.jucDoubleAdder
- \* doubleAccumulator.DoubleAccumulatorBench.withSynchronized



#### The times are interesting





#### A distributed system is one in which the failure of a computer you didn't even know existed can render your own computer unusable.

Leslie Lamport

#### Taking a step back

#### Cluster Network IO select total\_bytes\_receive\_rate\_across\_network\_interfaces, total\_bytes\_transmit\_rate\_across\_network\_interfaces where category = CLUSTER Query Distribution Details Data Granularity Auto ✓ ■ Total Bytes Received Across Network Interfaces ✓ ■ Total Bytes Transmitted Across Network Interfaces 105M/s 95.4M/s 85,8M/s 76.3M/s 66.8M/s S 57.2M/s g 47.7M/s <sup>会</sup>38.1M/s 28.6M/s 19.1M/s 9.5M/s 11 AM 11:45 12 PM 12:15 03:15 10:30 10:45 12:45 01 PM 04 PM

#### Cluster Network IO select total\_bytes\_receive\_rate\_across\_network\_interfaces, total\_bytes\_transmit\_rate\_across\_network\_interfaces where category = CLUSTER Query Distribution Details Data Granularity Auto ✓ ■ Total Bytes Received Across Network Interfaces ~100 MB/s ~ ✓ ■ Total Bytes Transmitted Across Network Interfaces 105M/s 95.4M/s 85,8M/s 76.3M/s 66.8M/s S 57.2M/s g 47.7M/s <sup>合</sup>38.1M/s 28.6M/s 19.1M/s 9.5M/s

04 PM

11 AM

10:30

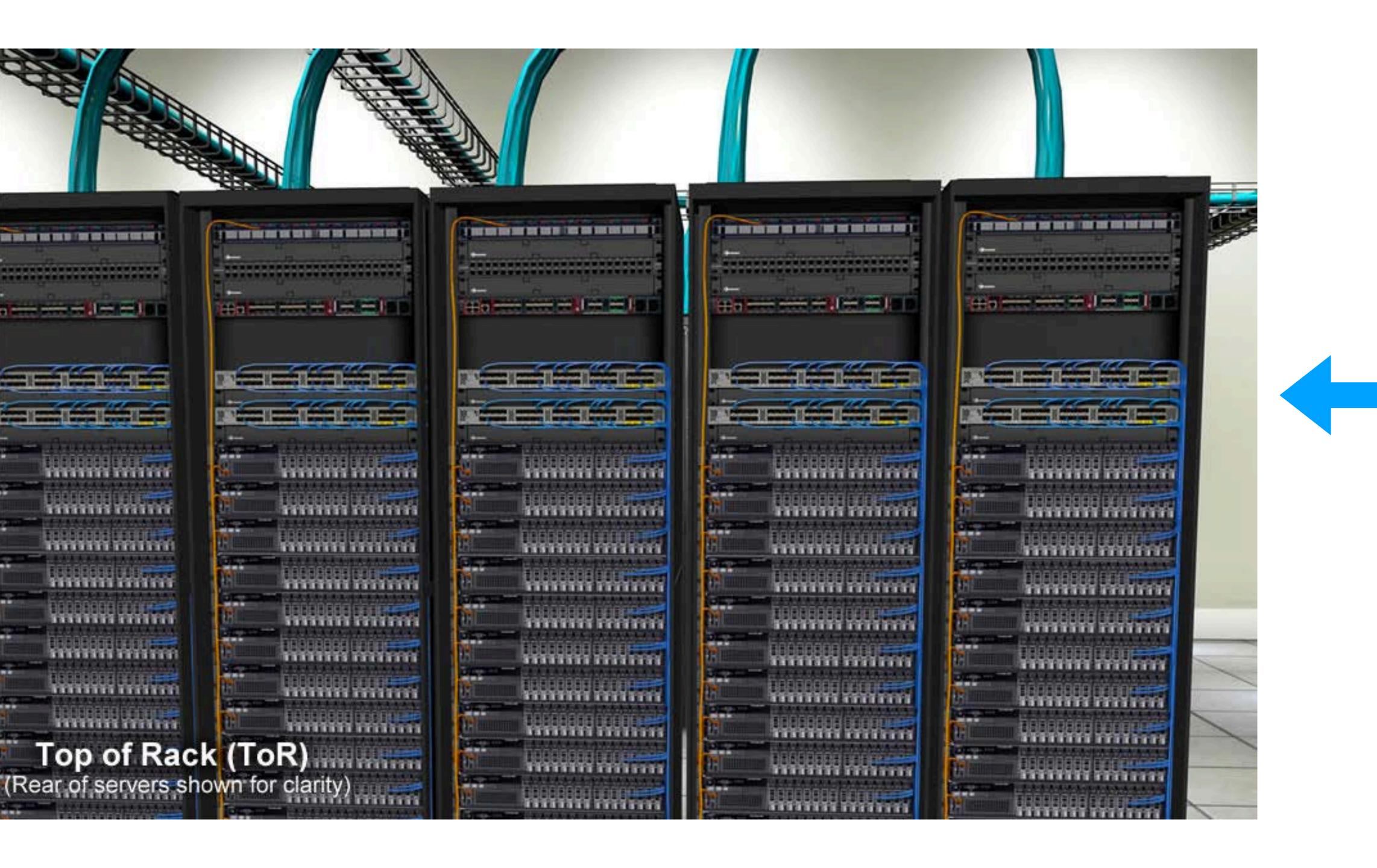
11:45

12 PM

12:15

12:45

01 PM



#### TCP incast



#### Serialisation

# Let's consider a Game of Life with population of the UK

#### What works for me:

numactl bound processes, talking over localhost

#### What works?

#### Serial

(or sequential, or vectorised)

#### Event Sourcing

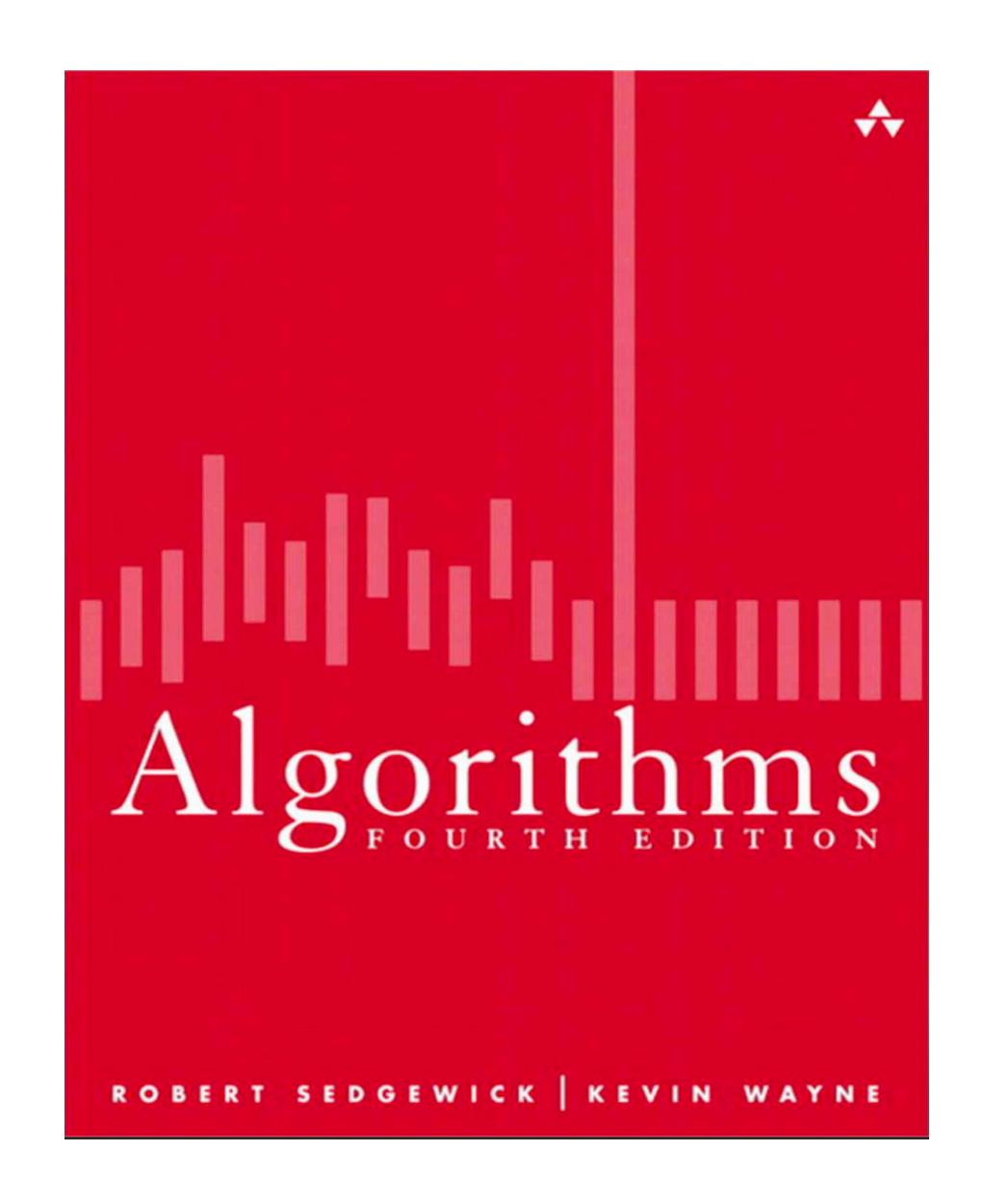
#### Events

#### Conclusions:

#### Get basics right

#### Keep it simple

### The Morning Paper



#### Cut, divide, simplify

#### The best way of locking

is not to lock

#### buy you a 2cpu, even if ebay

#### Define \*your\* criteria

## Analyse the problem as a whole

# Make hypothesis, verify, distrust results

[info] REMEMBER: The numbers below are just data. To gain reusable insights, you need to follow up on [info] why the numbers are the way they are. Use profilers (see -prof, -lprof), design factorial [info] experiments, perform baseline and negative tests that provide experimental control, make sure [info] the benchmarking environment is safe on JVM/OS/HW level, ask for reviews from the domain experts. [info] Do not assume the numbers tell you what you want them to tell.

## Ceterum autem censeo Carthaginem esse delendam