

# Effective (Ab)se of HPC with Non-parallelized Software

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unintentional.**





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unintentional.**

**I promise.**



# Overview

- ▶ PhD in Computer Science from OU
- ▶ Interested in:
  - ▶ Autonomous agents
  - ▶ Multi-agent systems
  - ▶ Machine learning
  - ▶ Evolutionary computation
- ▶ Exclusively simulation
- ▶ First in research group to use Sooner
- ▶ HPC made my research **possible**



# Scientific Problem



# Motivations for Initial Research

- ▶ Develop controllers for autonomous agents
- ▶ Authentic agent problems
- Complex tasks
- ▶ Authentic solutions
- Combination of techniques to solve

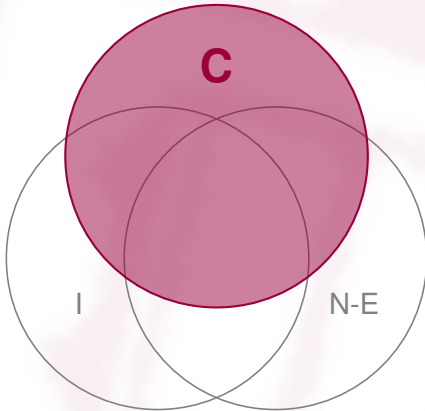


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# Complex CINE Tasks



## CINE

- ▶ Concurrent
- ▶ Interfering
- ▶ Non-Episodic

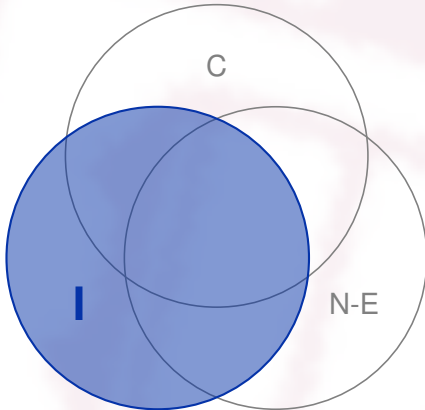
## Details

Multiple tasks actively being addressed





# Complex CINE Tasks



## CINE

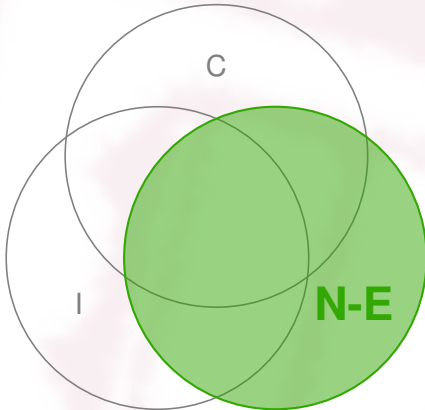
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## Details

Tasks have competing goals and share the same action space



# Complex CINE Tasks



## CINE

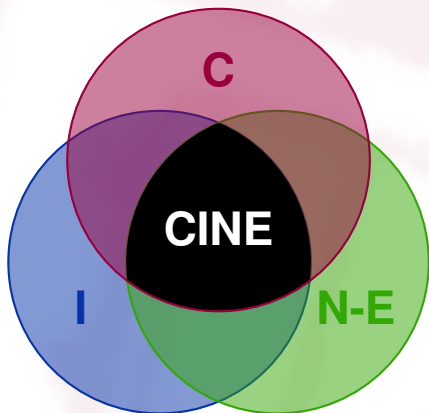
- ▶ Concurrent
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## Details

Tasks do not terminate and are always active



# Complex CINE Tasks



## CINE

- ▶ Concurrent
- ▶ Interfering
- ▶ Non-Episodic

## Details

Tasks in the intersection are the most difficult



# Complex CINE Tasks: Examples

## Active Tasks

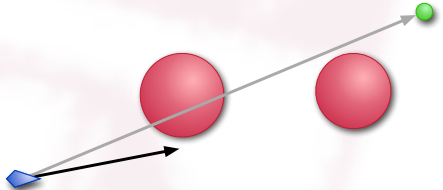
- ▶ **GOALSEEK**
- ▶ COLLISIONAVOIDANCE
- ▶ RUNAWAY
- ▶ FLOCKING
  - ▶ ALIGNMENT
  - ▶ COHESION
  - ▶ SEPARATION



# Complex CINE Tasks: Examples

## Active Tasks

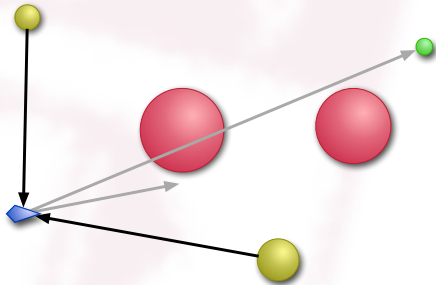
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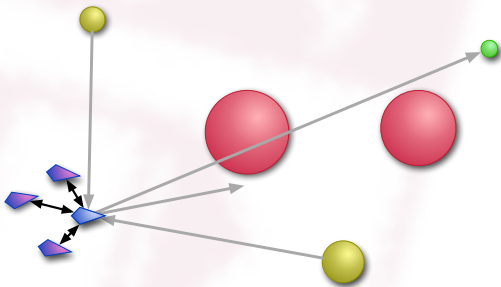
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# Complex CINE Tasks: Examples

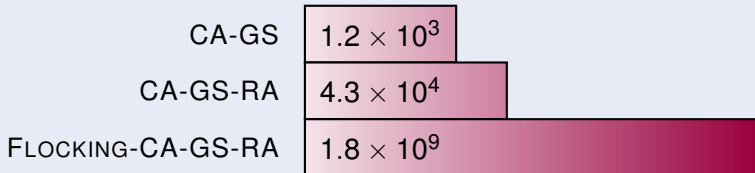
## Active Tasks

- ▶ GOALSEEK
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  - ▶ COHESION
  - ▶ SEPARATION



# Research Motivations

## Log comparison of state space sizes



- ▶ Developing controllers for these tasks is difficult
- ▶ Need to make development of controllers practical
- ▶ State and action abstraction can help, but
- ▶ What are the benefits/costs of abstraction?





# Experiments

- ▶ Developed controllers using different levels of abstraction
- ▶ Controllers were learned using:
  - ▶ Reinforcement learning (RL)
  - ▶ Evolutionary computation (EC)
- ▶ A total of **72** different experiments
- ▶ Each experiment required **40** runs



# Recent Research

- ▶ Parameter choice in EC is a **black art**
- ▶ Are these parameters good?
- ▶ Triple Parameter Hypothesis tries to predict, but
- ▶ Does it work for a variety of problems?
- ▶ A total of **23** experiments
- ▶ Each experiment required **4,400** runs



# Using HPC to Accomplish the Science



# Software Limitations

- ▶ Programming Java for 10 years
- ▶ ECJ project in Java
  - ▶ Multi-threaded
  - ▶ Not really useful for Sooner's architecture
- ▶ Custom simulator in Java
- ▶ Sooner has an old version of Java installed
- ▶ Java and MPI didn't mix



# Options

- 1 Spend time parallelizing existing project
- 2 Rewrite in C++ and use MPI
- 3 Abandon hope



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# Options

- 1 Spend time parallelizing existing project
- 2 Rewrite in C++ and use MPI
- 3 Abandon hope

**Parallelizing the software is only one option...**



# The Ace Up My Sleeve

- ▶ Remember the total number of runs?

**Simulation**       $72 \times 40 =$       **2,880**

**Parameters**     $23 \times 4,400 =$     **101,200**

- ▶ Why not parallelize the runs?
- ▶ More bookkeeping, but
- ▶ Won't change working code





# Scripting to the Rescue

- ▶ Need to deal with:
  - ▶ Submitting jobs
  - ▶ Identifying failed jobs
  - ▶ Organizing results
  - ▶ Analyzing results
- ▶ Scripts can do all these things
- ▶ A full program is too much
- ▶ Used Perl and Bash scripts
  - ▶ Bash for scripting command line
  - ▶ Perl for parsing and analysis



# So, How Did I Abuse Sooner?

- ▶ It wasn't my fault
- ▶ It was their scheduler
- ▶ Other jobs required  $N$  nodes at once
- ▶ Mine took single nodes when available
- ▶ Kept recycling jobs on same nodes
- ▶ Other jobs were starved



Questions?

