

Scaling Parallel Epidemic Simulations using Charm++



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Approach: individual-based simulation

- Agent-based modeling to simulate epidemic diffusion
- Models agents (people) and interactions between them
- People interact when they visit the same location at the same time
- These “interactions” between pairs of people are represented as “visits” to locations
- A bi-partite graph of people and locations is used

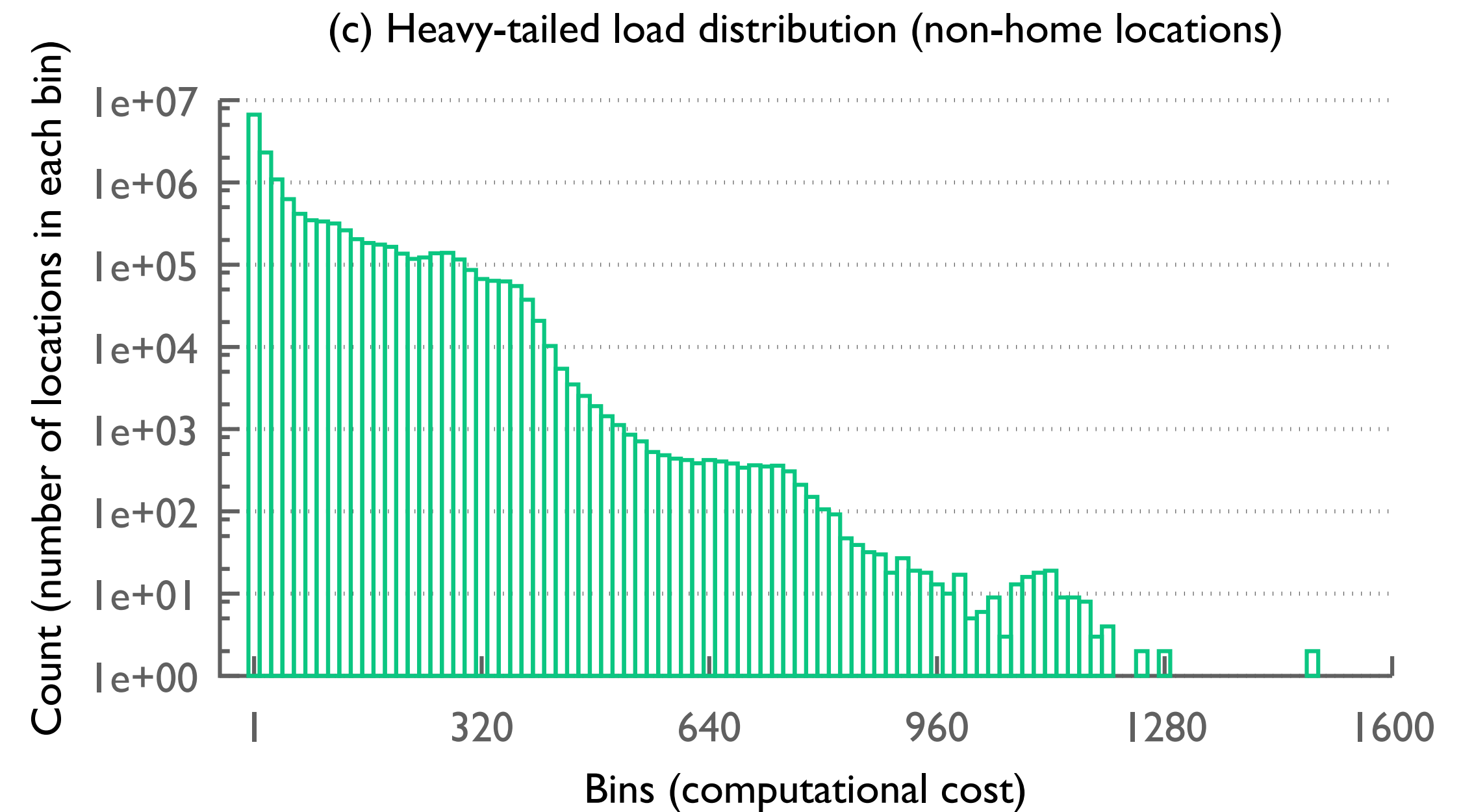
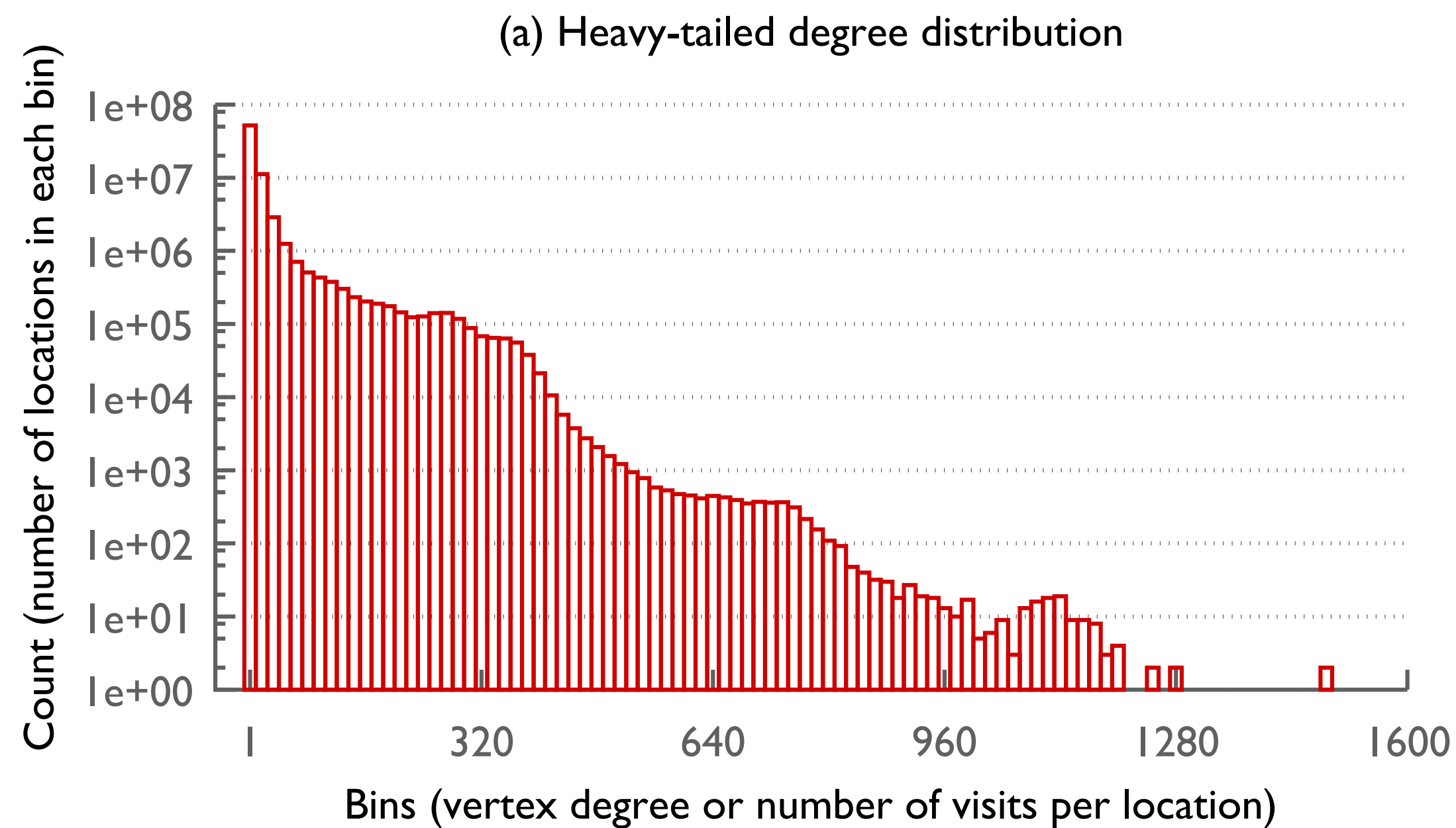


EpiSimdemics: Parallel implementation

- All the people and locations are distributed among all processes
- Computation can be done locally in parallel
- Communication when sending visit and infection messages
- Uses Charm++, a message-driven model

```
1 while  $d \leq d_{max}$  do
2   for  $p \in P$  do
3     Evaluate scenario trigger conditions;
4     Update health state  $h_p$ , if necessary, and reevaluate triggers;
5     foreach  $v \in V_p$  ( visit schedule of  $p$ ) do
6       | Send visit message  $m$  to location  $l$ ;
7     end
8   end
9   for  $l \in L$  do
10    foreach  $m$  destined for  $l$  do
11      | Determine the sublocation  $l_s$  to visit;
12      | Create an arrival and departure event for each visit;
13      | Put the events into the event queue  $q_e$  of  $l$ ;
14    end
15    Reorder  $q_e$  by the time of event in ascending order;
16    foreach  $e \in q_e$  do
17      | if  $e$  is arrival then
18      |   Put  $p$  into sublocation  $l_s$ ;
19      | else
20      |   Remove  $p$  from sublocation  $l_s$ ;
21      |   foreach  $p'$  currently in  $l_s$  do
22      |     | Compute disease transmission probability  $q$ 
23      |     |   between  $p'$  and  $p$ ;
24      |     | if  $q > threshold$  then
25      |     |   | Send infection message to the infected
26      |     |   |   person ( $p$  or  $p'$ );
27      |     |   end
28      |     end
29      |   end
30    end
31  end
32   $d++$ ;
33 end
```

Performance optimizations made challenging by heavy-tailed distributions

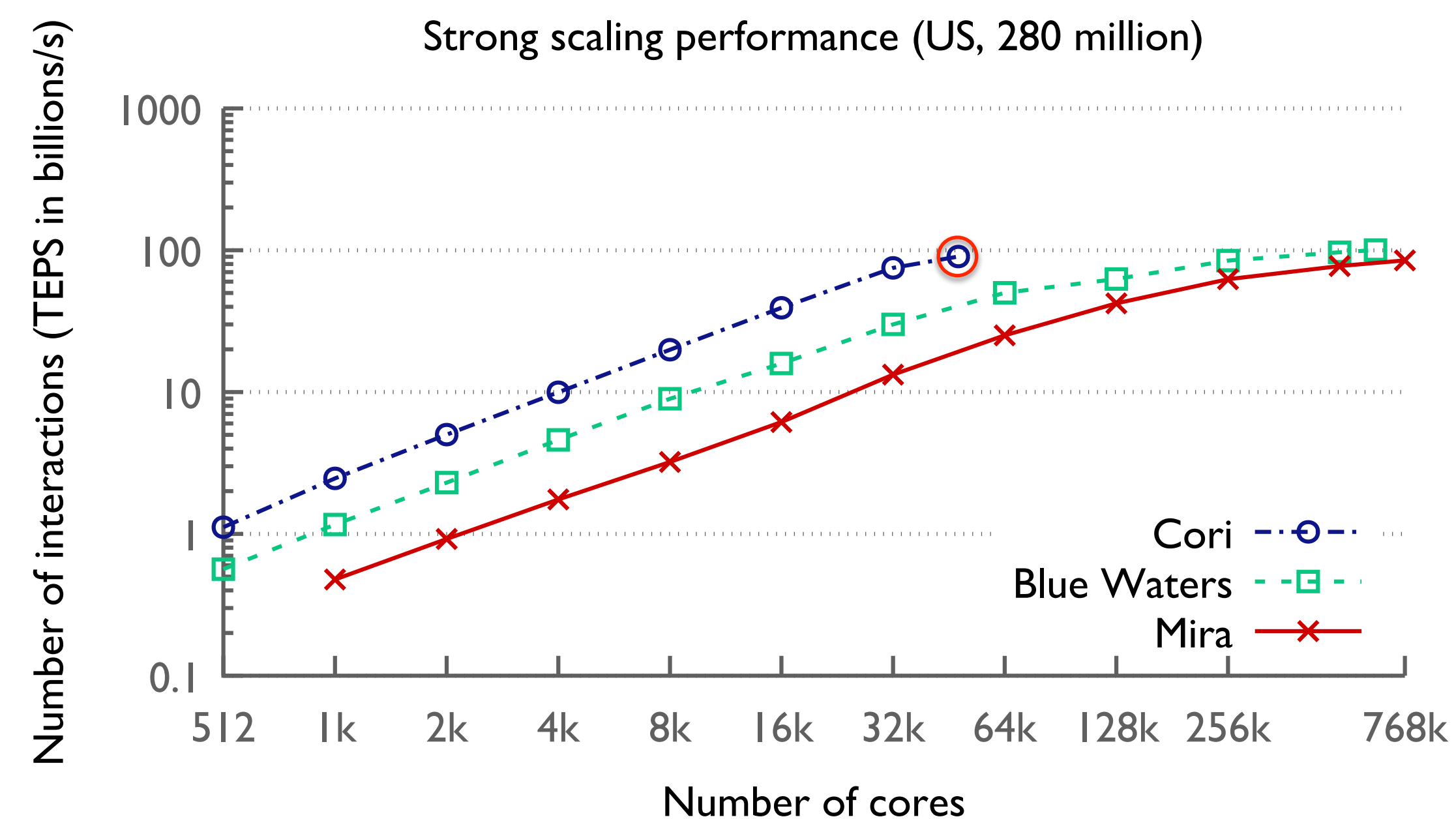
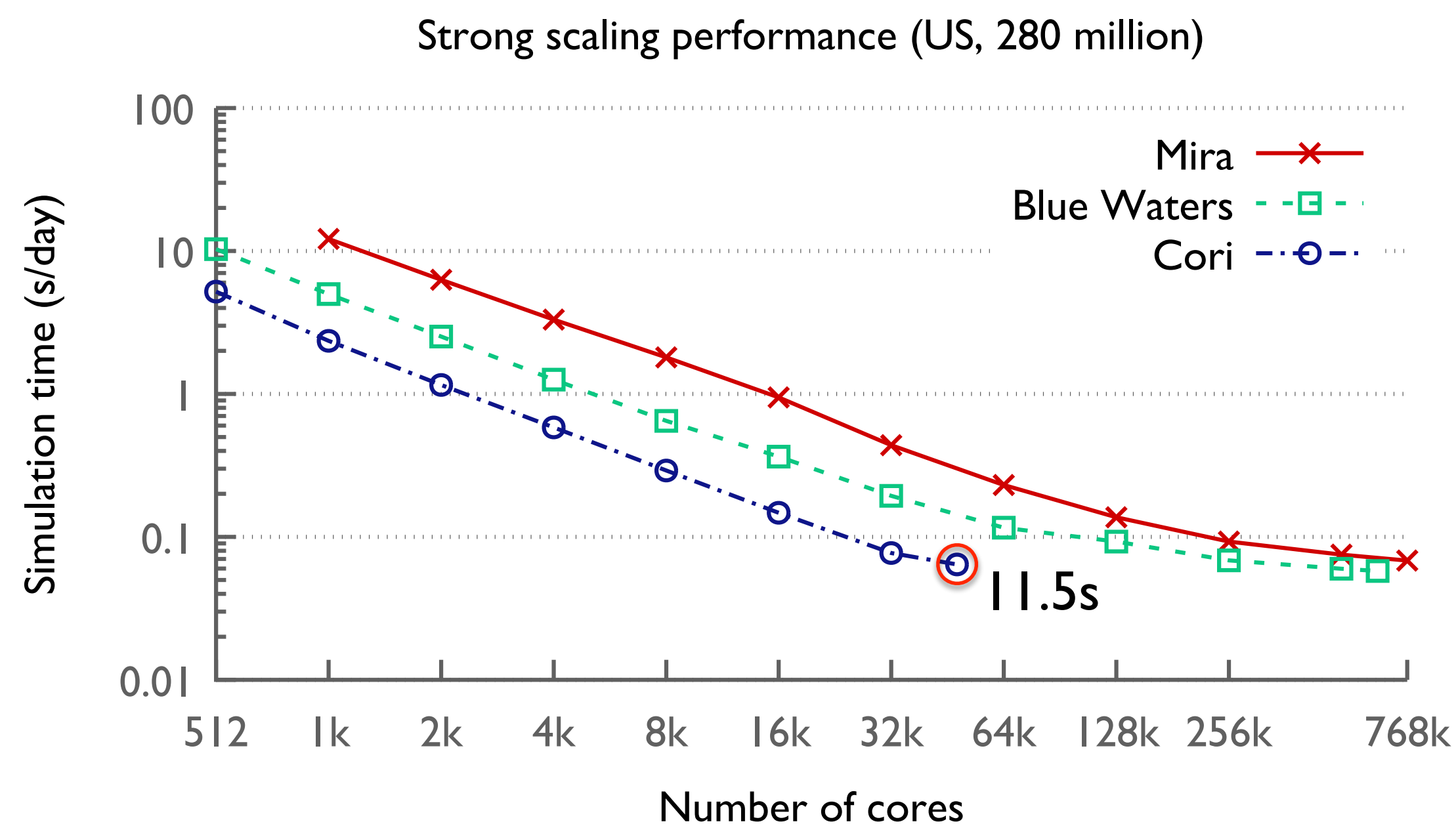


Optimizing communication

- The first phase of the simulation sends many small “visit” messages
- Use Charm++’s TRAM library for message aggregation
- Also alternate the creation and sending of batches of visit messages



Strong scaling performance: US dataset



Impact of the solution

- During an epidemic outbreak, planning and government response require simulation turn around times of <24 hours
- The efficiency and extreme scaling of Episimdemics makes this possible

