## JavaGAT and Ibis Demo



**SP 3.1** 

high-performance distributed computing

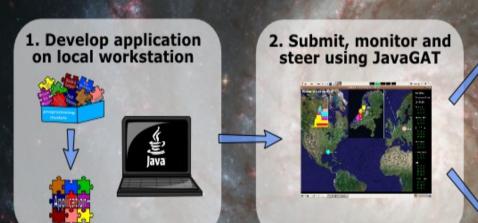
Mid-term progress report page 24



Henri Bal Niels Drost Ceriel Jacobs Jason Maassen Rob van Nieuwpoort

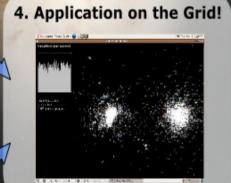


#### A Java-based approach



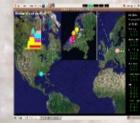




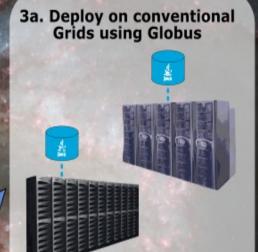




2. Submit, monitor and steer using JavaGAT



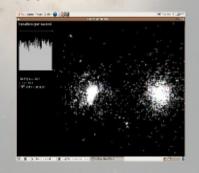
Ibis programming models (Satin)



3b. Peer-to-Peer deployment using Zorilla



4. Application on the Grid!

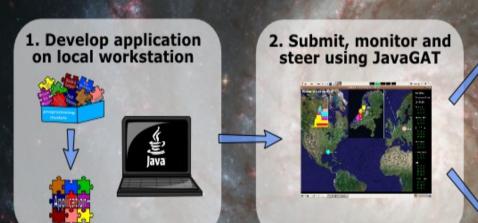


- One of the high-level programming models for the Ibis communication library
- Provide a powerful programming model
  - master/worker, divide-and-conquer, shared objects
- Extremely easy to use
- Satin allows applications to transparently deal with grid issues
  - load balancing, malleability, migration, fault-tolerance, adaptivity, firewalls, heterogeneity



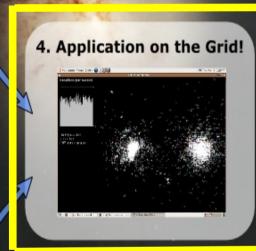




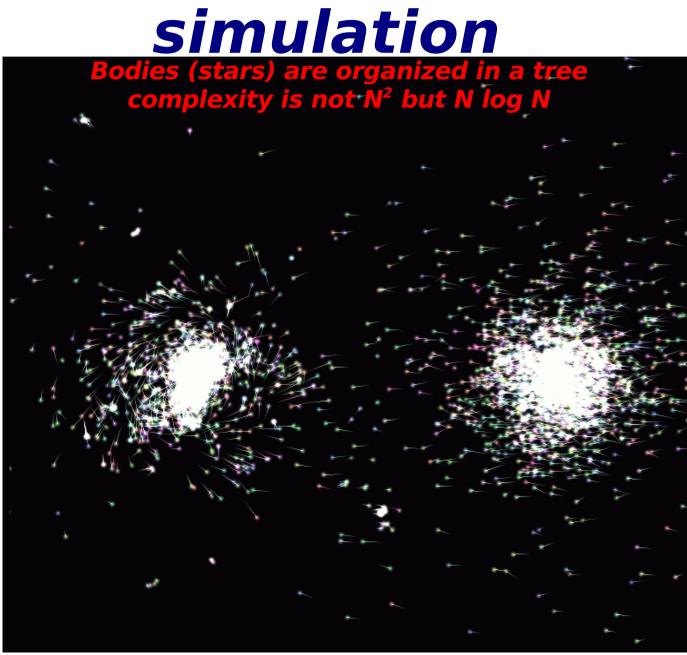








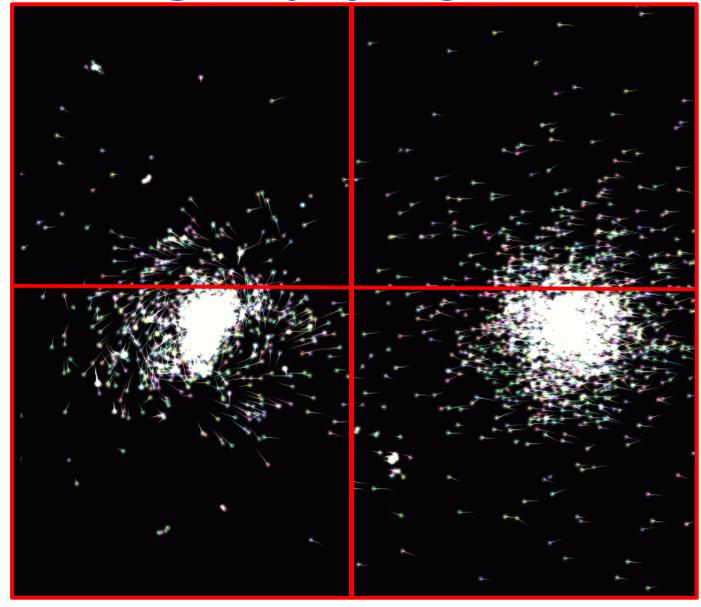
Barnes-Hut Nbody simulation







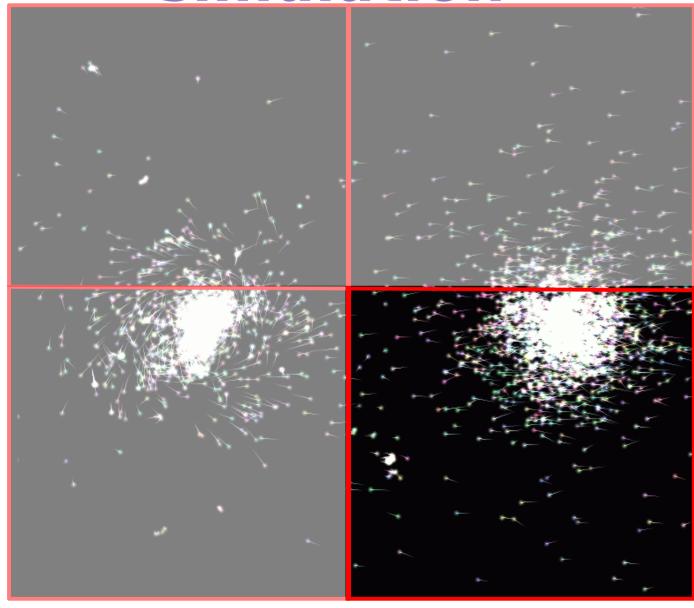








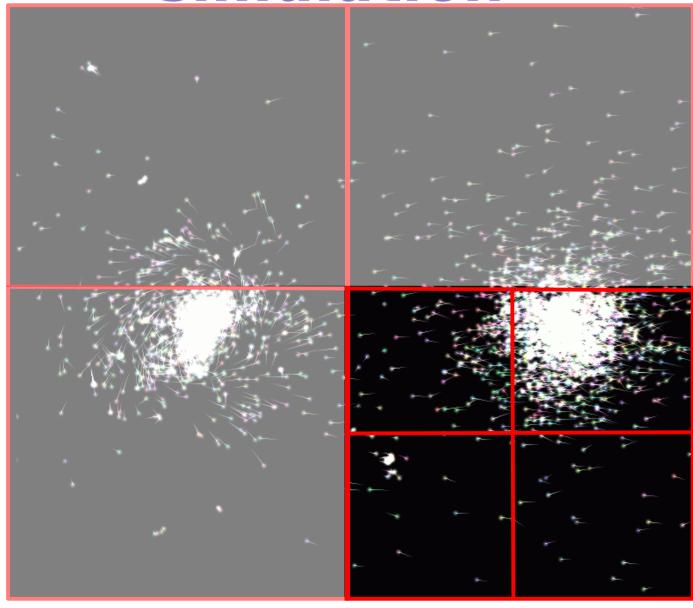








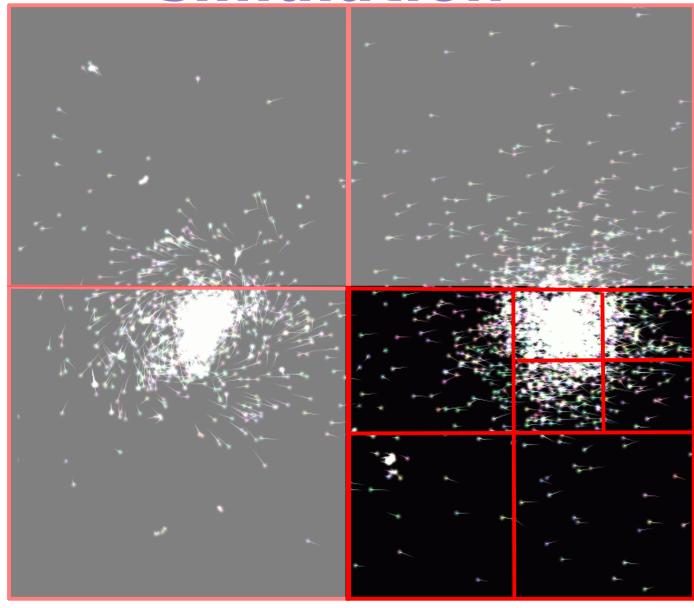


















### Satin Applications

- VI-e
  - Grammar induction, SP 2.2
    - Pieter Adriaans, Ceriel Jacobs
  - N-body simulations (DEMO)
- Grammar-based text analysis
- VLSI routing
- Satisfiability solver
- Gene sequencing
- Game-tree search
- Raytracing
- Numerical functions







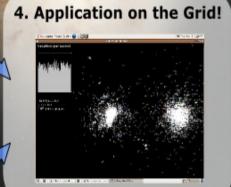




Java Grid Application Toolkit (JavaGAT)



3b. Peer-to-Peer deployment using Zorilla



## The Java Grid Application Toolkit

- API for developing and running portable grid applications independently of the underlying grid infrastructure and available services
- Simple API
- GAT Adaptors ("plugins") connect GAT to grid services (Globus, Unicore, SSH, ProActive, ...)







#### Java GAT users

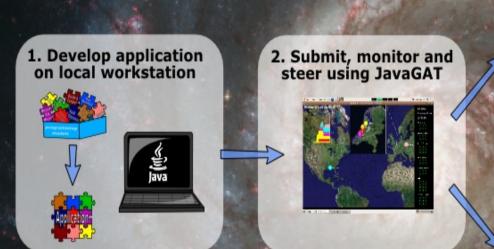
- The Virtual Labs for E-science project (VI-e)
  - AMOLF, Institute for Atomic and Molecular Physics, SP 1.6
  - Vrije Universiteit Amsterdam, SP 3.1
  - VU Medical Center Amsterdam, SP 1.3
  - Vbrowser, SP 2.5 / SP 1.3
- The Multimedian project
- Max Planck Institute for Astrophysics in Garching
- D-Grid, Astrogrid
- Louisiane State University
- University of Texas
- The workflow system Triana (University of Cardiff)
- Georgia State University
- Zuse Institute Berlin, Germany
- Download is anonymous, so we don't know





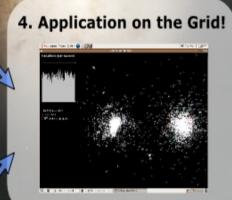


### rapid prototyping environment: DAS-3 (also works on proof of concept environment)











#### Demo ...

# Distributed supercomputing

 Parallel processing on geographically distributed computing systems (grids)



- Don't use individual supercomputers / clusters, but combine multiple systems
- Provide high-level programming support







### Optimizing for the grid

- Grids usually are hierarchical
  - Collections of clusters, supercomputers
  - Fast local links, slow wide-area links
- Optimize algorithms to exploit hierarchy
  - Message combining + latency hiding on wide-area links
  - Collective operations for wide-area systems
  - Successful for many applications







## Satin master-worker

- Master-worker parallelism
  - Divide work into parts
  - Spawn job for each part
  - Solve parts in parallel
  - Combine results







# Satin divide-and-conquer

- Parallel Divide-and-conquer
  - Divide work into parts
  - Spawn job for each part
  - Solve parts in parallel
  - Combine results
  - But now recursively!
  - sub-problems split the work up further and spawn their own sub-jobs











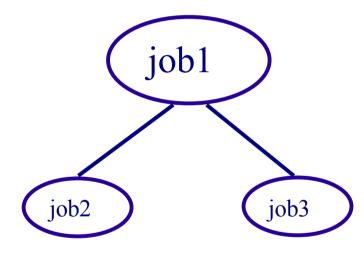






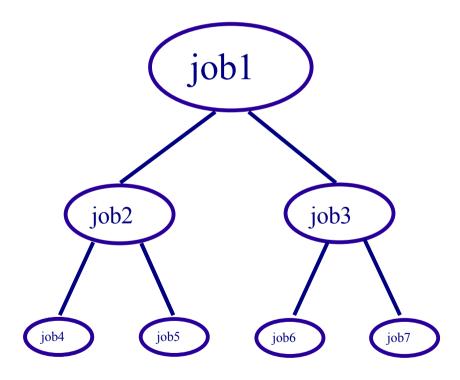








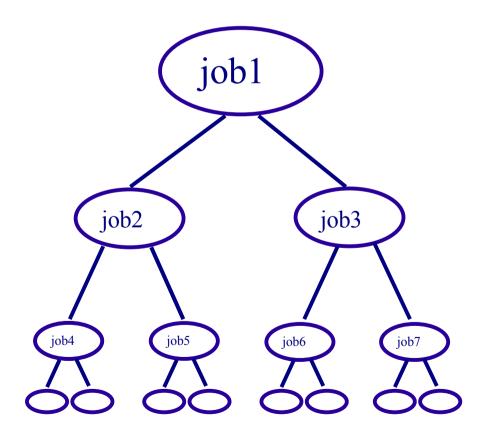




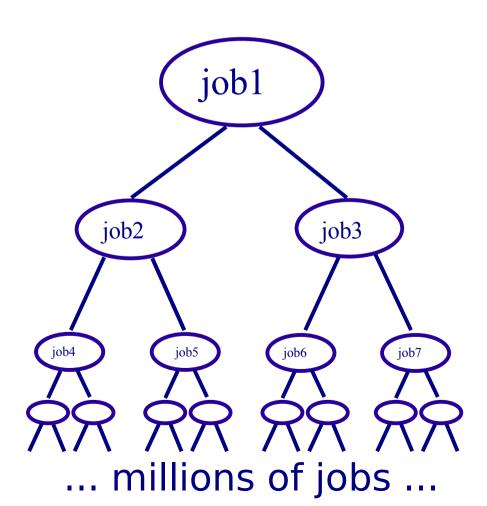
Divide-and-conquer



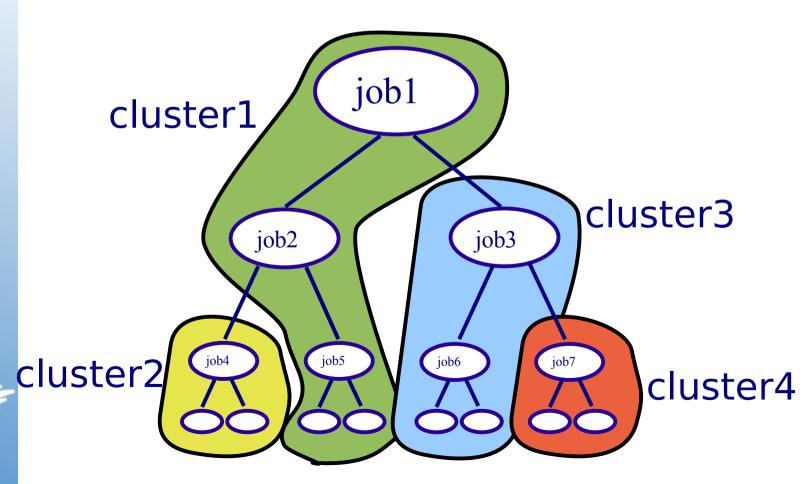
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Fits hierarchical structure of Grids







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#### The Grid

- Satin explicitely targets the grid
- Different architectures
- Firewalls
- Slow networks (latency)
- Distributed memory
- Machines come and go
- Machines crash
- Machines have different speeds











#### // Marker interface that defines updateBodies as a global method. interface BodiesInterface extends satin.GlobalMethods { void updateBodies(BodyUpdates b, int iter); // A shared object containing the tree of bodies. class Bodies extends satin.SharedObject implements BodiesInterface { BodyTreeNode root: void updateBodies(BodyUpdates b, int iter) { // Global method. root.applyUpdates(b, iter); // Update bodies in our tree. BodyTreeNode getRoot() { // Local method. return root; } // Mark the computeForces method as a spawn operation. interface BHSpawns extends satin.Spawnable { BodyUpdates computeForces(Subtree s, int iter, Bodies bodies); class BarnesHut extends satin.SatinObject implements BHSpawns { boolean guard computeForces(Subtree s, int iter, Bodies bodies) { return bodies.iter + 1 == iter; } // Spawnable method. The "bodies" parameter is a shared object. BodyUpdates computeForces(Subtree s, int iter, Bodies bodies) { if(s.hasNoChildren) { computeSequentially(s, iter, bodies.getRoot()); } else { // Divide the work and spawn tasks (recursion step). for(int i=0; i<s.nrChildren; i++) {</pre> res[i] = computeForces(s.child[i], iter, bodies); // Spawn. sync(); // Wait for the spawn operation to finish. return mergeSubresults(res); // Merge results and return. } public static void main(String[] args) { BarnesHut bh = new BarnesHut(); Bodies bodies = new Bodies(); // Create shared object. for (int iter = 0; iter < N; iter++) {</pre> results = bh.computeForces(root, iter, bodies); // Spawn. sync(); // Wait for the spawn operation to finish. bodies.update(results, iter); // Shared method invocation. }

## Barnes-Hut Nbody code

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```
// Marker interface that defines updateBodies as a global method.
interface BodiesInterface extends satin.GlobalMethods {
   void updateBodies(BodyUpdates b, int iter);
// A shared object containing the tree of bodies.
class Bodies extends satin.SharedObject implements BodiesInterface {
    BodyTreeNode root;
    void updateBodies(BodyUpdates b, int iter) {
      root.applyUpdates(b, iter);
    BodyTreeNode getRoot() {
        return root;
```

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interface BodiesInterface extends satin.GlobalMethods {
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// A shared object containing the tree of bodies.
class Bodies extends satin.SharedObject implements BodiesInterface {
  BodyTreeNode root;

  void updateBodies(BodyUpdates b, int iter) { // Global method.
    root.applyUpdates(b, iter); // Update bodies in our tree.
  }

  BodyTreeNode getRoot() { // Local method.
   return root;
  }
}
```

class BarnesHut extends satin.SatinObject implements BHSpawns {

```
Barnes-Hut
Nbody code
```



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#### ibis

```
vrije Universiteit
```

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// Mark the computeForces method as a spawn operation.
interface BHSpawns extends satin.Spawnable {
   BodyUpdates computeForces(Subtree s, int iter, Bodies bodies);
```

```
return mergeSubresults(res); // Merge results and return.
}

public static void main(String[] args) {
   BarnesHut bh = new BarnesHut();
   Bodies bodies = new Bodies(); // Create shared object.
   for (int iter = 0; iter < N; iter++) {
    results = bh.computeForces(root, iter, bodies); // Spawn.
    sync(); // Wait for the spawn operation to finish.
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        sync();
        bodies.updateBodies(results, iter);
    }
}</pre>
```





```
}
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## Barnes-Hut Nbody code

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BodyUpdates computeForces(Subtree s, int iter, Bodies bodies) {
   if(s.hasNoChildren) {
      computeSequentially(s, iter, bodies.getRoot());
   } else {
      for(int i=0; i<s.nrChildren; i++) {
        res[i] = computeForces(s.child[i], iter, bodies);
    }
      sync();
    return mergeSubresults(res);
}</pre>
```





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   BarnesHut bh = new BarnesHut();
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     bodies.update(results, iter); // Shared method invocation.
   }
}</pre>
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```
Barnes-Hut
Nbody code
```

void updateBodies(BodyUpdates b, int iter) { // Global method.

```
boolean guard_computeForces(Subtree s, int iter, Bodies bodies) {
  return iter == bodies.iter + 1;
}
```



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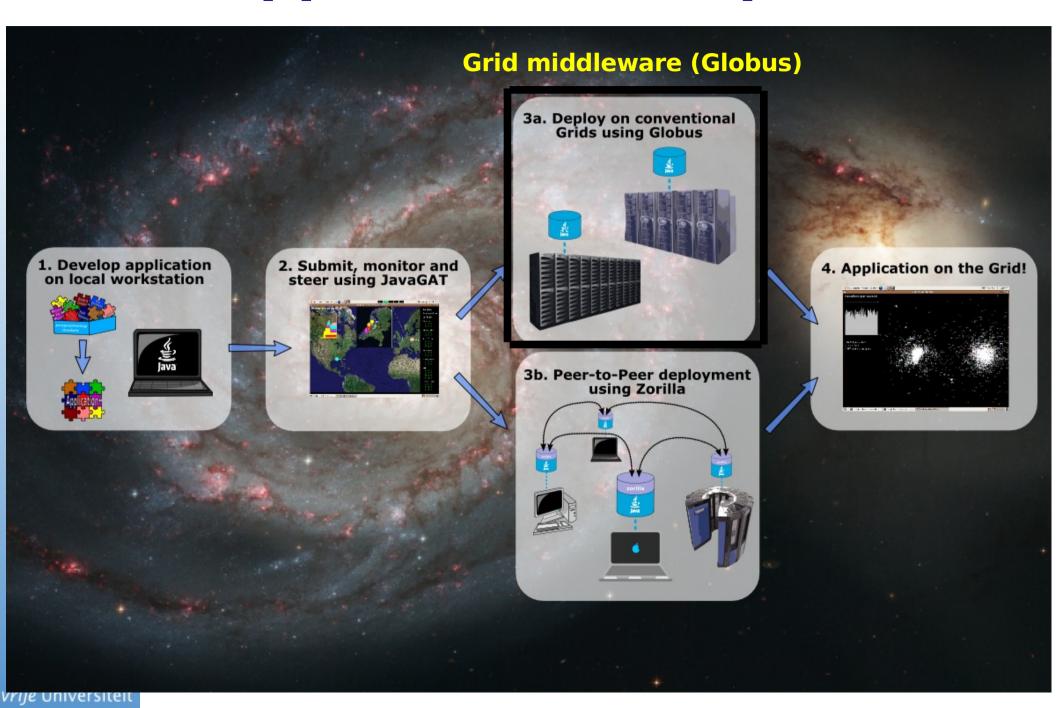


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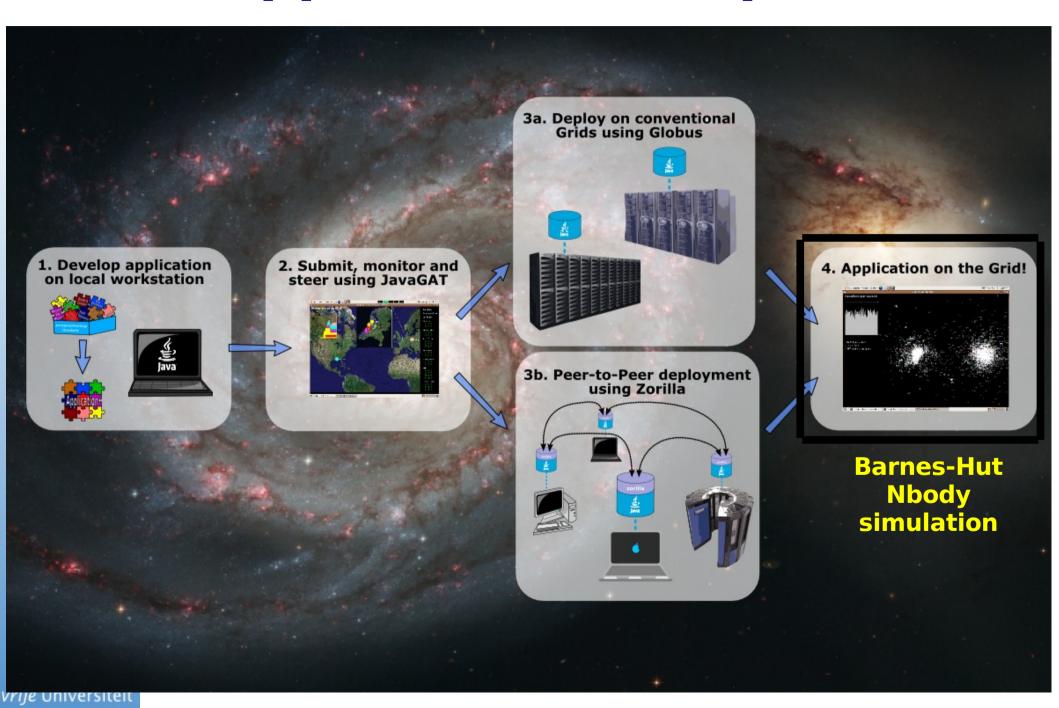
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return bodies.iter + 1 == iter;
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   bodies.update(results, iter); // Shared method invocation.
```

### Application Example



### Application Example



### Sequential Fibonacci



```
ibis
```

```
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```

```
public long fib(int n) {
    if (n < 2) return n;

    long x = fib(n - 1);
    long y = fib(n - 2);

    return x + y;</pre>
```

#### Parallel Fibonacci

```
interface FibInterface extends ibis.satin.Spawnable {
    public long fib(int n);
}
public long fib(int n) {
        if (n < 2) return n;
        long x = fib(n - 1);
        long y = fib(n - 2);
        sync();
        return x + y;
```







#### Parallel Fibonacci

interface FibInterface extends ibis.satin.Spawnable {

```
public long fib(int n);

public long fib(int n) {
    if (n < 2) return n;

long x = fib(n - 1);</pre>
```

sync();

return x + y;

long y = fib(n - 2);

Mark methods as Spawnable.

They can run in parallel.

```
ibis
```



#### Parallel Fibonacci

```
interface FibInterface extends ibis.satin.Spawnable {
    public long fib(int n);
}
public long fib(int n) {
        if (n < 2) return n;
        long x = fib(n - 1);
        long y = fib(n - 2);
```

sync(); <</pre>

return x + y;

Mark methods as Spawnable.

They can run in parallel.

Wait until spawned methods are done.





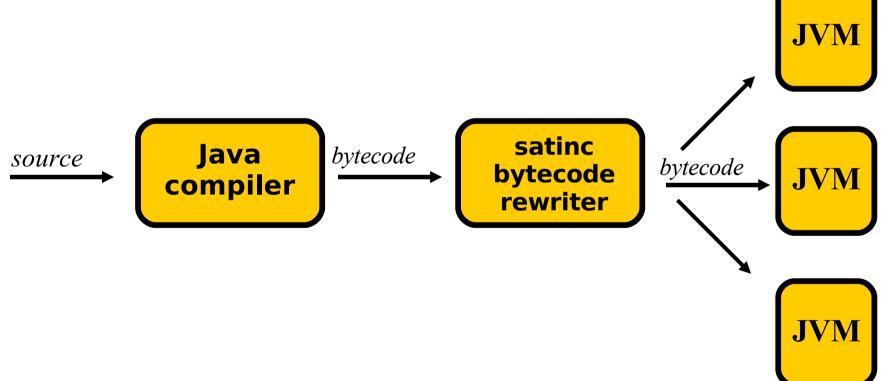


# Compiling Satin Programs









### Java GAT API features

- Security (deal with passwords, credentials, etc)
- Grid I/O
  - File operations, remote file access, file replication
  - Inter-process communication
- Resource Management
  - Resource brokering
  - Forking grid applications, job management
- Application Information Management
  - Global repository for application specific information
  - Query this information repository
- Monitoring
  - Grid monitoring
  - Application monitoring and steering







### Java GAT File example

```
public class RemoteCopy {
    public static void main(String[] args) {
        GATContext context = new GATContext();
        URI src = new URI(args[0]);
        URI dest = new URI(args[1]);
        File file = GAT.createFile(context, src);
        file.copy(dest);
        GAT.end();
```





