

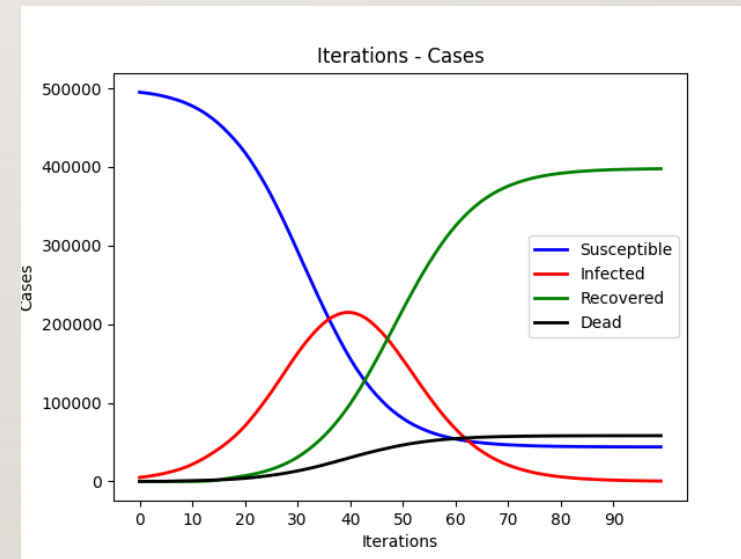
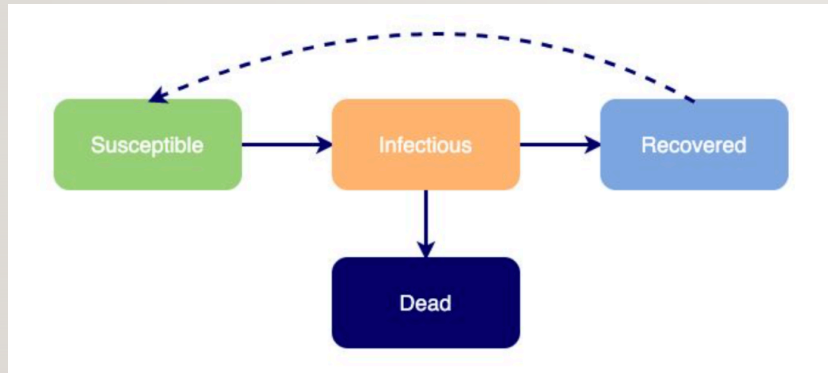
Parallelize Massively Transmission Simulations of COVID-19 Diseases

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Preface & Motivation

SIR Model (susceptible, Infectious, Recovered)

- Epidemiological Model
- Compute # of the infected in a closed population



Challenges & Limitation

```
For iterations:
  For node1 in allNodes:
    CheckWhetherInfectious(node1)
    For node2 in allNodes:
      CheckWhetherSusceptible(node2)
      // Euclidean Distance
      distance = CalculateDistance(node1, node2)
      if (distance < infectious_radius) {
        prob = CalculateInfectiousRate(node1, node2)
      }
      UpdateInfectedNode()

  For node in allNodes:
    move(node)
```

$$F(x) = a * \exp(-b * x) \quad (0 \leq x \leq r)$$

$a, b : infectious_param \quad r : infectious_radius$

Computation-Intensive Workload

Computation overhead drastically increases when # of node increase

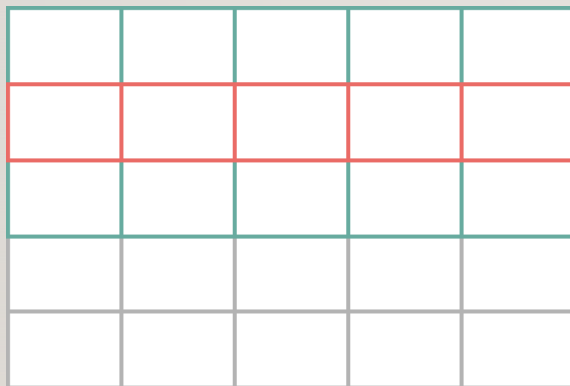
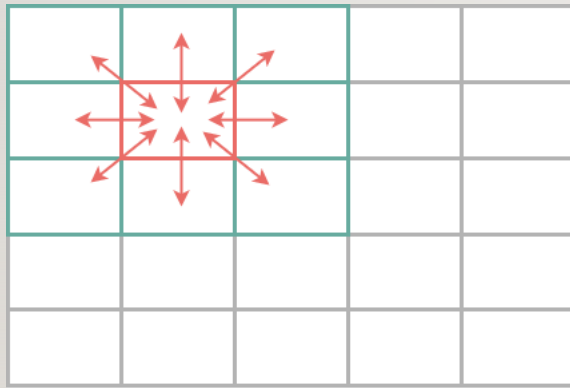
Iteration Dependency

Hard to parallelize between phases and load balancing

Randomly Distribution of Nodes

No common data split method to parallelize

Blocked-Version Parallelism with OpenMP



Blocked Version

- Split map into blocks
- Make width/height of block = infectious radius
=> Only need to consider nearby 9 blocks for each block
- Only parallelize within iteration
- One thread maps to one blocks
- Lock Awareness? Synchronization?

Row-Regioned Version

- Split map into rows
- One thread maps to one rows

Optimization

Blocked-Version Parallelism with OpenMP

Data Computation Parallelism

Use **OpenMP** Thread library

Collapse **2 layers** for-loop in blocked version

Prevent synchronization with “**nowait**”

Both Spatial & Temporal Locality

Reduce the mem-copy time

Increase the cache hit

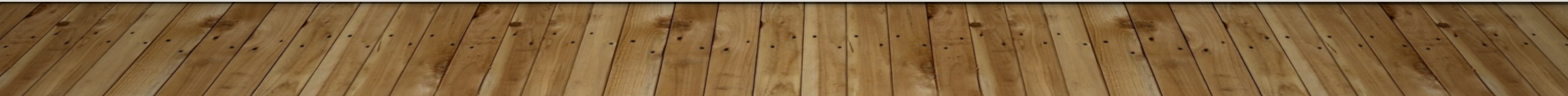
Lock-Free with

Backward State Assignment

Reduce the lock contention & fully parallelize

Utilize row-based split method

Reduce # of times that thread context switches



CUDA VERSION IMPLEMENTATION

Distance & Infection Rate Calculation

Pair-Wise Calculation of Distance & Infection Rate

Memory Concern

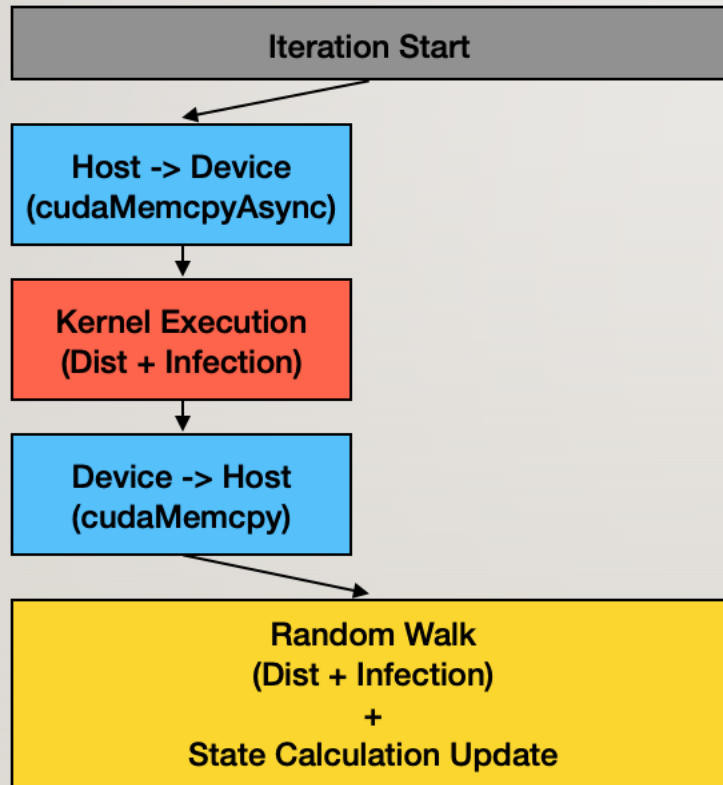
Tradeoff Between Memory and Speed

GPU Related Optimization

Specific Technique about Cuda Implementation

Implementation – Version 1.0

Blocked-Version on GPU



Pro:

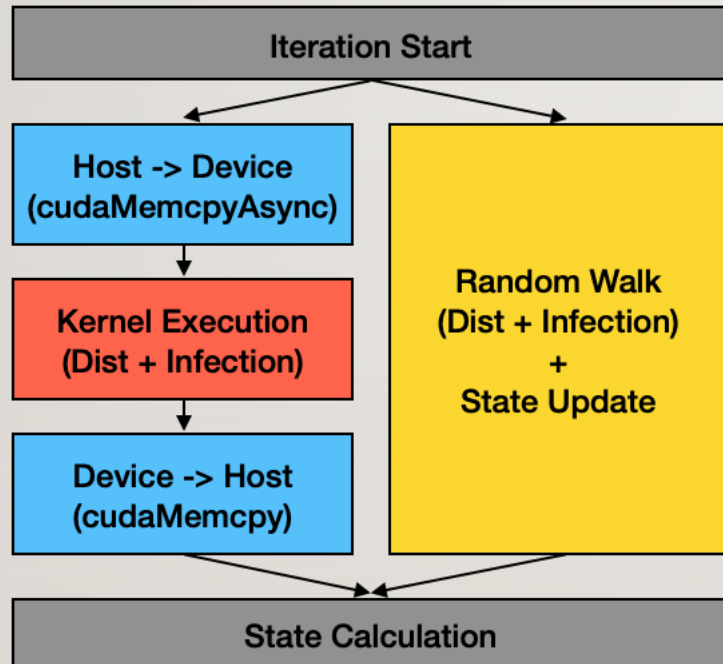
- Row Region Version – **Reduced Caculation Workload**
- Minimize **Memory Space** Utilization

Con:

- Complex Data Structure
- **Moving** Logic Add More Burden On CPU Calculation
- Map Data Structure Should be **Locked** to Avoid Race Condition
- Can't Overlap Computation Between CPU & GPU

Implementation – Version 2.0

Adjacency Matrix on GPU



Pro:

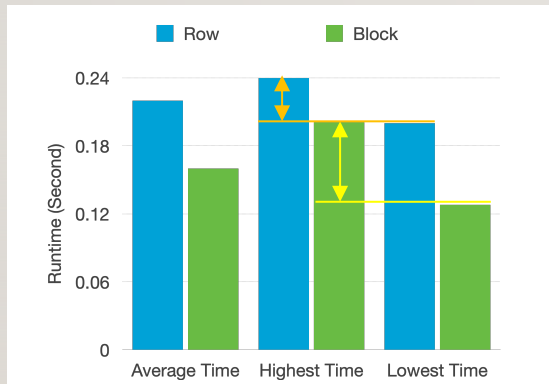
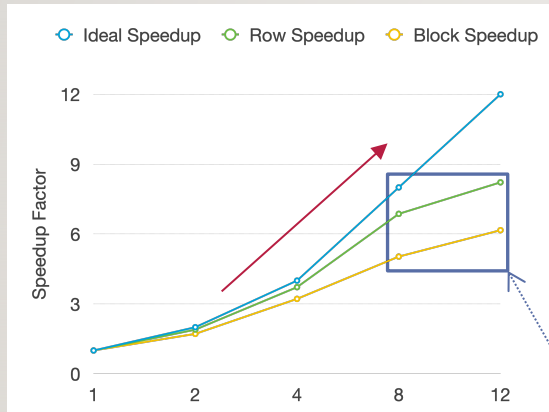
- Calculation Overlapping Between CPU & GPU
- OpenMP Integration in CPU Part
- Less Branch Diverge on Kernel Execution
- Coalesced Memory Access Pattern

Con:

- Memory-Consuming – Can Only Simulate Roughly 35000 People on GTX1660 Super (6G)
- Unnecessary Calculation – Each Pair of Node Will be Calculate Twice

Experiment

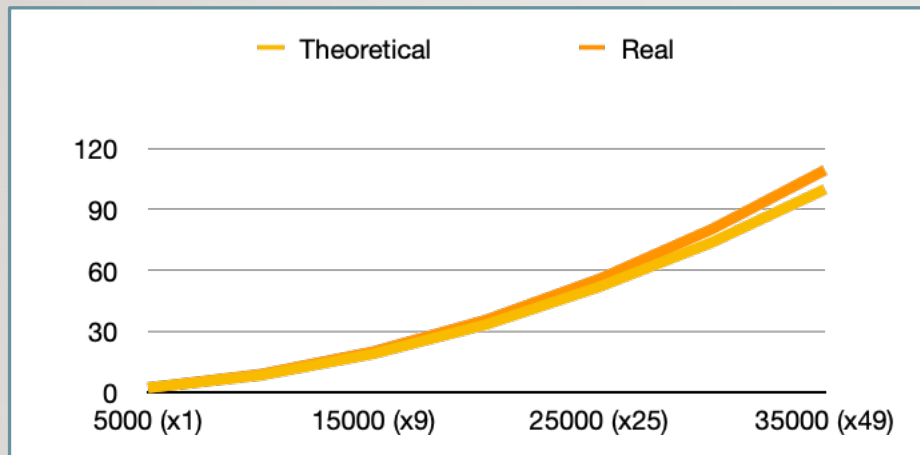
OpenMP Parallelism for SIR Model



- Larger data block > smaller data block when data randomly distributes
 - Greater load balancing when data block is bigger
 - But when data is too intensive, the straggler thread would emerge
 - Needs to find balancing way to get optimal load balancing result
- Gradually converge when # threads > 8

Experiment

CUDA Profiling & Scalability



Time Complexity:

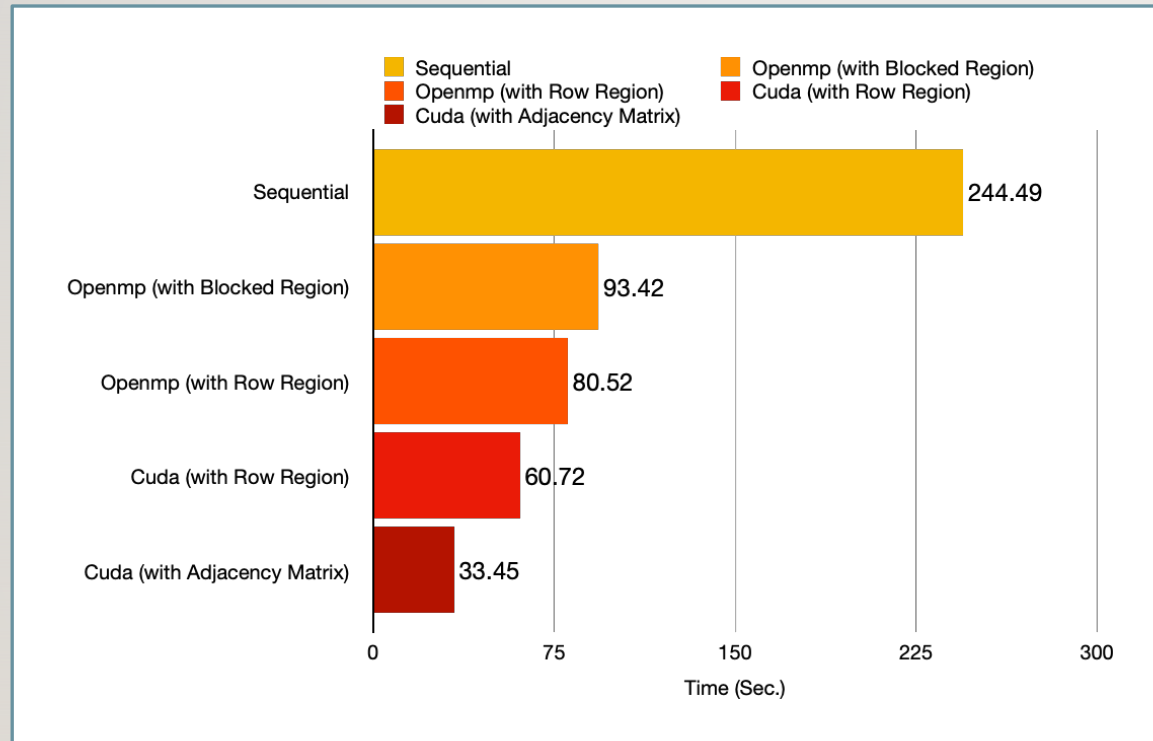
- $O(V^2)$
- Some Overhead:
 - **Memory Copy** – Between Device & Host
 - Data Structure Implementation
 - Code Structure

Profiling Result

- Global Load Throughput: 107.63GB/s
- Achieved Occupancy: 0.775715
- SM Efficiency: 99.98%
- Global Store Throughput: 344.41GB/s

Experiment

Cuda + OpenMP Performance



Overall Performance:

- Node Count: 25000
- GTX 1660 SUPER (1408 cuda cores)
- AMD Ryzen 7 3700X 8-Core Processor (16 Thread)
- clock_gettime with MONOTONIC

Reference

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