

# Parallel Traffic Simulation

## Recursive Orthogonal Bisection

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## Graph Partitioning

How do we distribute  
 $N$  vertices  $(v_1 \dots v_N)$   
of a graph  $G = (V, E)$   
onto  $P$  CPN while

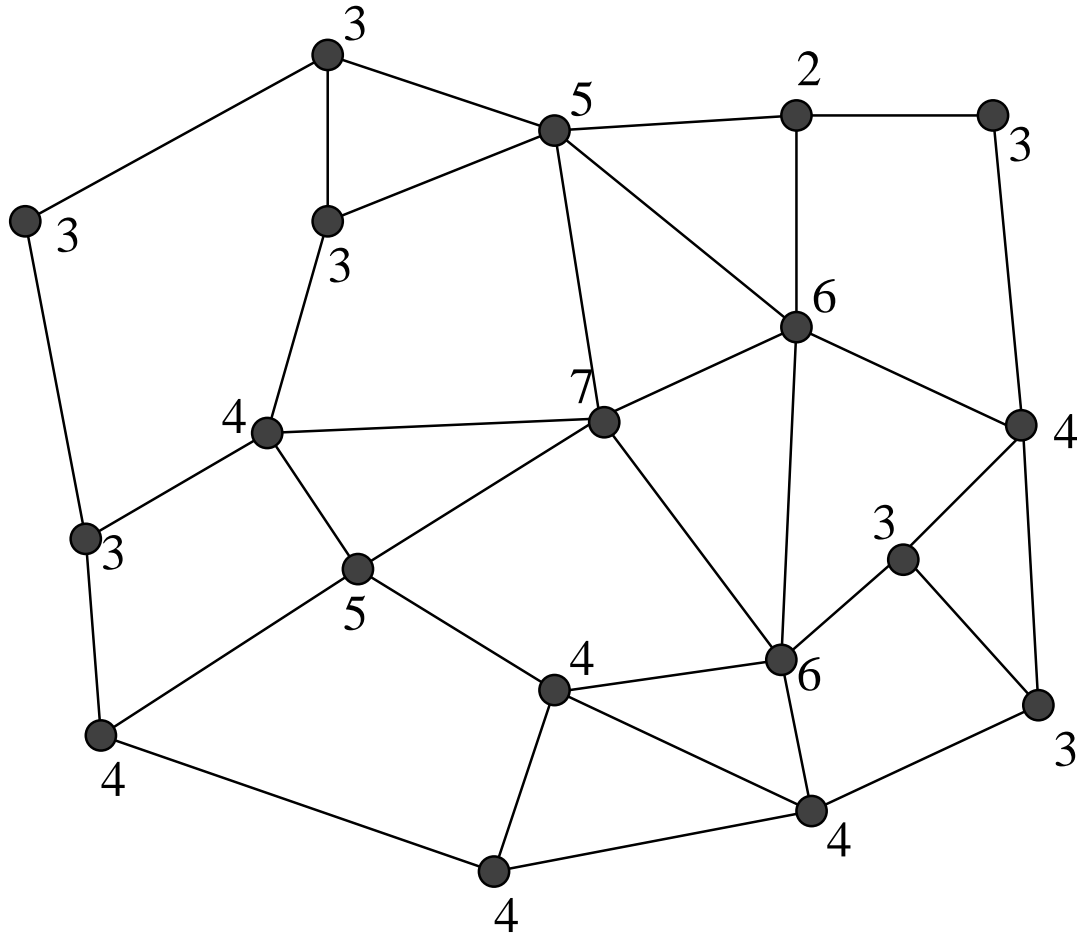
- keeping **communication** costs as low as possible, and
- keeping **load imbalance** as small as possible.

The distribution is described by:

$$p : \begin{array}{l} V \rightarrow P \\ v_i \mapsto CPU_{p(i)} \end{array}$$

# Parallel Traffic Simulation

## Geometry



Graph  $G(V, E)$

$l_i$  vertex  $i$  and its load

## Overall Communication Costs

### Costs per edge $(i, j)$

$$c_{ij} = \begin{cases} c & \text{if } (i, j) \in E \wedge p(i) \neq p(j) \\ 0 & \text{otherwise} \end{cases}$$

### Sum costs

$$C_{comm}(p) = \sum_{i,j} c_{ij}(p)$$

Assumption: costs to communicate between CPN are independent of their distance in CPN network

# Parallel Traffic Simulation

## Local communication costs

## Communication costs per CPN

$$C_k = \sum_{p(i)=k \vee p(j)=k} C_{ij}$$

## Worst-case local communication

$$C_{max} = \max_{j \in P} C_j$$

# Parallel Traffic Simulation

## Load Imbalance Costs

### Load on CPN $j$

$$L(j) = \sum_{p(i)=j} l(i)$$

### Minimum and maximum load

$$L_{min} = \min_{j \in P} L(j)$$

$$L_{max} = \max_{j \in P} L(j)$$

### Load imbalance:

$$C_{load} = L_{max} - L_{min}$$

# Parallel Traffic Simulation

## Overall costs

### Bus communication network

$$C_{comm}^{eff} \simeq C_{comm}$$

### 2 dimensional communication network

$$C_{comm}^{eff} \simeq C_{max}$$

Use  $t_L$  and  $t_C$  to convert to time.

Minimize:

$$C = t_L C_{load} + t_C C_{comm}^{eff}$$

## Recursive Orthogonal Bisection

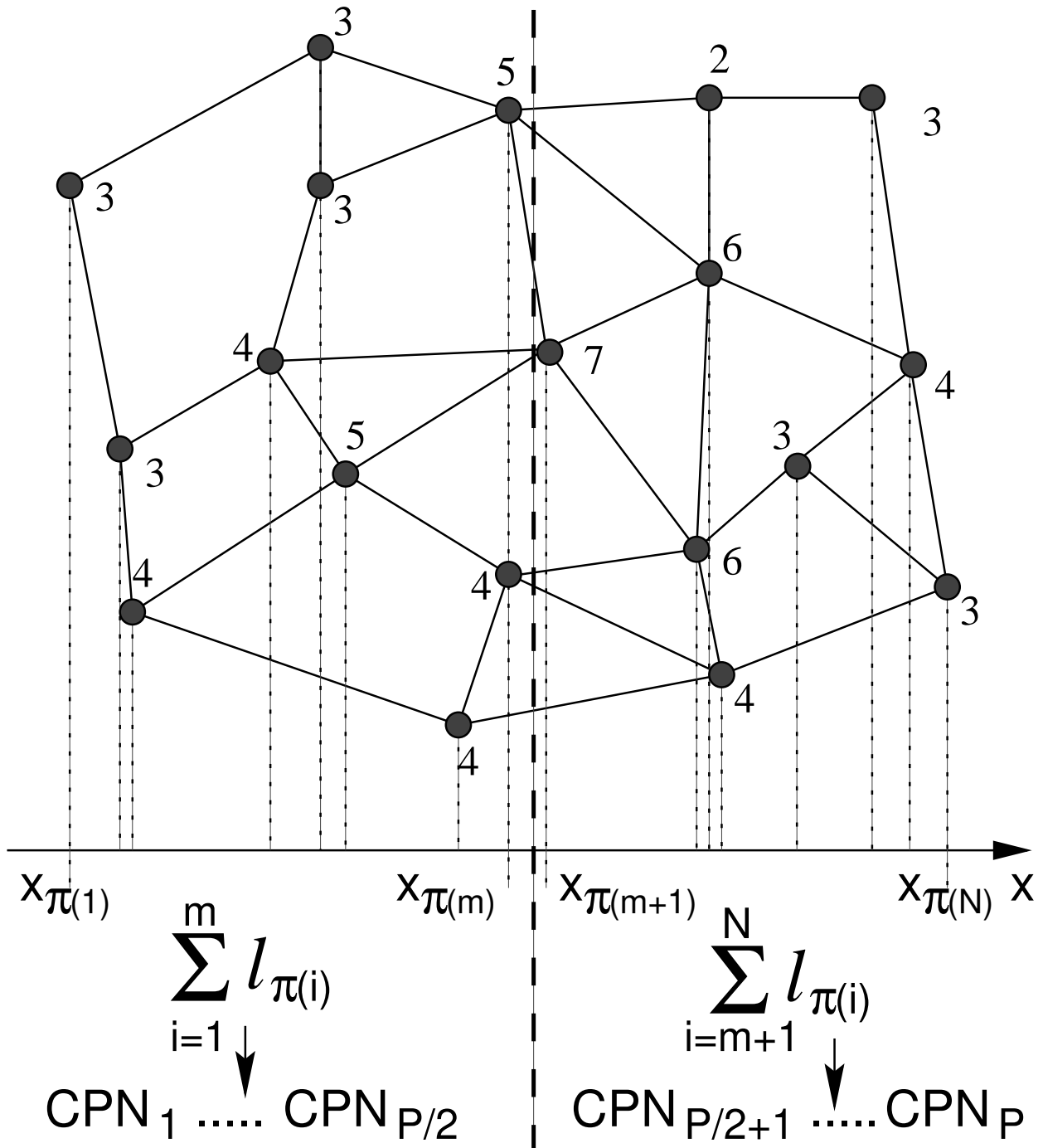
In a **planar and homogenous** graph:  
recursive split graph along vertical and  
horizontal lines, while minimizing  
load-imbalance:

1. Sort vertices in set  $A$  by  $X$  ( $Y$ )
2. Split vertices vertically (horizontally)  
so that load imbalance between sub-  
sets  $A_1$  and  $A_2$  is minimal
3. Change orientation and recursively  
call routine for  $A_1$  and  $A_2$



# Parallel Traffic Simulation

## Vertical Bisection



# Parallel Traffic Simulation

## Horizontal Bisection

