

# MOAIS

## *Multi-Programming and Scheduling Design for Applications of Interactive Simulation*



Louvre, Musée de l'Homme  
Sculpture (Tête)  
Artist : Anonyme  
Origin: Rapa Nui [Easter Island]  
Date : between the XIst and the XVth century  
Dimensions : 1,70 m high

<http://moais.imag.fr>

**Comité d'évaluation du LIG - 23/01/2006****M O A I S**

- 1. Présentation générale [Jean-Louis Roch]**
- 2. Hardware&software platforms for interactive applications [Bruno Raffin]**
- 3. Adaptive parallel and distributed applications with guaranteed performances [Thierry Gautier]**

# Who are the Moais today ?

- **Permanent staff (7) :** INRIA (2) + INPG (3) + UJF (2)

Vincent Danjean [Mdc UJF] Bruno Raffin [CR INRIA]  
 Thierry Gautier [CR INRIA] Jean-Louis Roch [Mdc INPG]  
 Guillaume Huard [Mdc UJF] Denis Trystram [Prof INPG]  
 Grégory Mounié [Mdc INPG]



- **Visiting professor (1) + PostDoc (1)**

Axel Krings [CNRS/RAGTIME , Univ Idaho - 1/09/2004->31/08/05}  
 Luciano Suares [PostDoc INRIA, 2006]

- **ITA : Administration (1.25) + Engineer (1)**

Admin. : Barbara Amouroux [INRIA, 50%] Annie-Claude Vial-Dallais [INPG, 50%] Evelyne Feres[UJF, 50%]  
 Engineer : Joelle Prévost [INPG, 50%] , IE [CNRS, 50%]

- **PhD students (14) :** 6 contracts + 2 joined (co-tutelle)

Julien Bernard (BDI ST)	Jonathan Pecero-Sanchez(Egide Mexique)
Florent Blanchot (Cifre ST)	Laurent Pigeon (Cifre IFP)
Guillaume Dunoyer (DCN, MOAIS/POPART/E-MOTION)	Krzysztof Rządca (U Warsaw, Poland)
Lionel Eyraud (MESR)	Daouda Traore (Egide/Mali)
Feryal-Kamila Moulai (Bull)	Sébastien Varrette (U Luxembourg)
Samir Jafar (ATER)	Thomas Arcila (Cifre Bull)
Clément Menier (MESR, MOAIS/MOVI)	Eric Saule (MESR)

**+4** *Jérémie Allard (MESR, 12/2005)*  
*Luiz-Angelo Estefanel (Egide/Brasil 11/2005)*

*Hamid-Reza Hamidi (Egide/Iran 10/2005)*  
*Jaroslaw Zola (U Czestochowa, Poland 12/2005)*

# Objective

- **Programming on virtual networks** (clusters and lightweight grids) *with provable performances*
  - Applications where performance is multi-criteria and related to the number of resources
  - **Adaptability :**
    - **Static** to the platform : the environment evolves gradually
    - **Dynamic** to the execution context : data and resources usage
  
- **Target applications : interactive and distributed simulations**
  - Virtual reality, compute intensive applications  
(process engineering, optimization, bio-computing)



# MOAIS approach

## ■ Algorithm + Scheduling + Programming

- To couple local preemptive (system) and non-preemptive (application) scheduling to obtain global provable performances

- *dataflow, distributed, recursive/multithreaded*

## ■ Research thema

- **Scheduling**

- off-line, on-line, multi-criteria

- **Adaptive (poly-)algorithms**

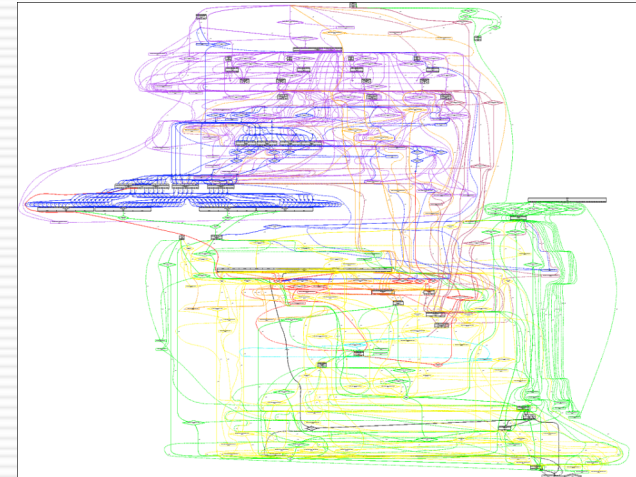
- Various level of malleability : parallelism, precision, refresh rate, ...

- **Coupling** : efficient description of synchronizations

- ▶ **KAAPI** software : fine grain dynamic scheduling

- **Interactivity**

- ▶ **FlowVR** software : coarse grain scheduling





# Perspectives

- **Scheduling and adaptive algorithms**
  - To meet algorithm adaptation and multicriteria objective
  - Goal : interactivity + continuity + coherency + precision
    - Latency / refresh rate / synchronization / level of details
    - Workshop « Adaptive algorithms in scientific computing » SIAM-PP'2006 21--25/02/2006 San Francisco [http://meetings.siam.org/program.cfm?CONF\\_CODE=PP06](http://meetings.siam.org/program.cfm?CONF_CODE=PP06)
  
- **Software : Kaapi+FlowVR**
  - coupling coarse-grain and fine grain scheduling
  
- **Fine grain / Embedded systems**
  - Transfer our SMP technology to multicore and MPSoC [ST]
  
- **Security on cyber infrastructures**
  - fault-tolerance, detection of intrusion [Grid5000, ARA SafeScale]

# MOAIS within the LIG

- **Moais'graal**: unified approach for adaptability with provable performances
  
- **Within the LIG : other concerns about adaptability :**
  - Targets application
    - resource management (**MESCAL**, SARDES)
    - virtual reality (**I3D**) (and also in LJK MOVI, ARTIS, EVASION)
    - realtime scheduling (**POPART**, **Emotion**),
    - Ambient interactive applications [PRIMA, IHM, MAGMA],
    - Virtual network security (Vasco)
  - To express and analyze adaptivity :
    - To express adaptivity [Fractal / SARDES]
    - Algorithmic complexity [CAPP]
  
- **LIG Platform : towards a multisite interactive platform**
  - MOAIS : « Grimage », clusters, SMPs, multicores



# Questions ?



**Jan. 2001 -> dec. 2005**

- **Publications (110)**
  - ▶▶ 20 journal papers (18 int)      ▶▶ 58 reviewed conferences (51 int)
  
- **Main softwares**
  - ▶▶ Kaapi      ▶▶ FlowVR [Render]      ▶▶ OAR [Mescal / scheduling policies]
  
- **Platforms**
  - ▶▶ Grimage      ▶▶ Ciment, Grid 5000 [OAR, authentication]
  
- **Contracts (29)**
  - ▶▶ International : CoreGrid + 8 exchange agrrements
  - ▶▶ National [ANR] : 9 + 4 new
  - ▶▶ Industrial : 5 + 2 [*Microsoft, Pixelis*, ST, IFP, Bull] + [DCN] ST/MinaLogic Sceptre]

## Comité d'évaluation du LIG - 23/01/2006

# MOAIS

- 1. Présentation générale [Jean-Louis Roch]**
- 2. Hardware&software platforms for interactive applications [Bruno Raffin]**
- 3. Adaptive parallel and distributed applications with guaranteed performances [Thierry Gautier]**