

# Social simulation with supercomputers

**Nobuyasu Ito**

Department of Applied Physics, The University of Tokyo  
and

Discrete-Event Simulation Research Team, Riken Center for Computational Science

- 1. Cooperation strategy**
- 2. Traffic simulations**
- 3. Disaster simulations**
- 4. Remarks**

## Collaboration with

Yuta Asano, Tetsuro Imai, Hajime Inaoka, Yohsuke Murase, Takeshi Uchitane, Shih-Chieh Wang, and Naoki Yoshioka  
(RIKEN AICS)

Takashi Shimada, Naoki Yoshioka, Koji Oishi, Takayuki Hiraoka, Masaru Nagumo (U. Tokyo)  
and CREST CASSIA and PostK-MultiSESIM teams:

Itsuki Noda(AIST), Kiyoshi Izumi and Hideki Fujii(UT), Mitsuhiro Hattori(Ritsumeikan U. ),  
Sawako Yoshihama and Hideyuki Mizuta(IBM)  
Tomio Kamada(Kobe U).

## Financial Support

CREST, JST “Post-Peta-scale Project” (2012 – 2017)

MEXT, Japan “Post K Computer Project” (2016 – 2019)

# RIKEN AICS and K Computer



**since 2011 till 2019**

**computer area: 10500m<sup>2</sup>**

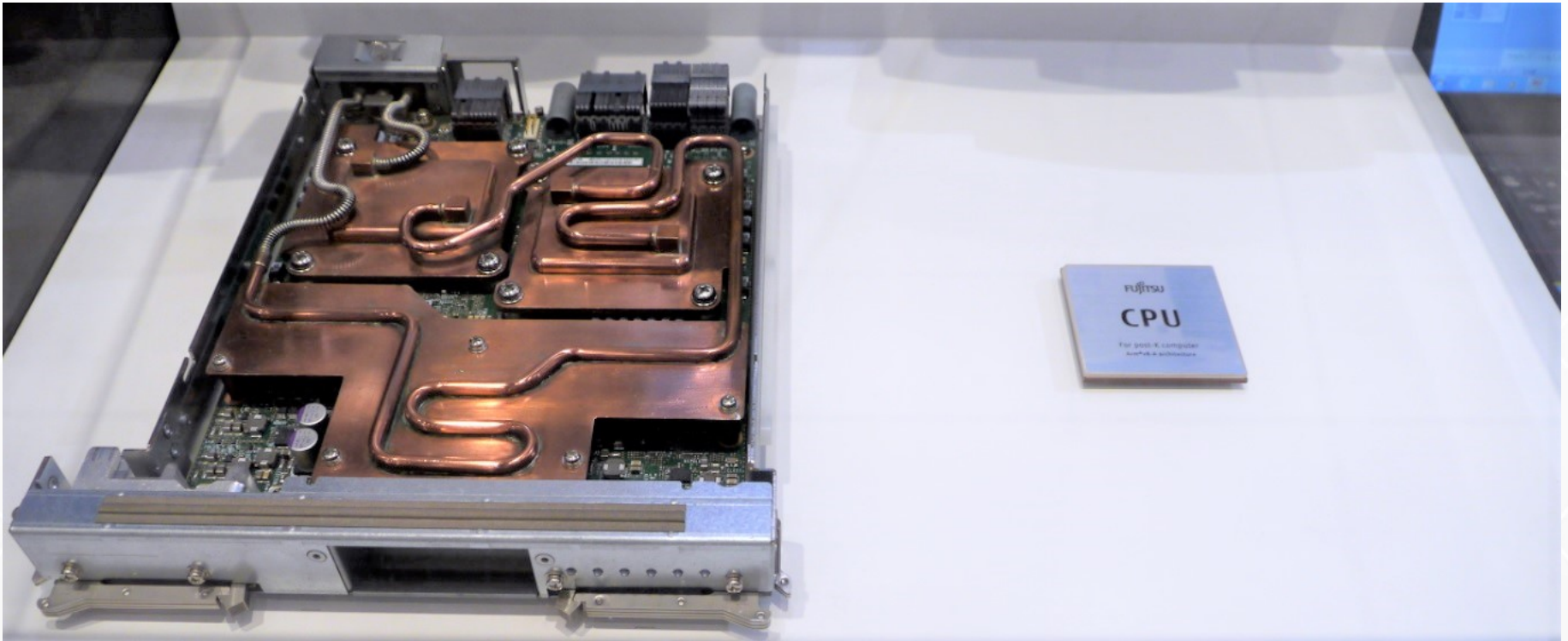
**human area: 9000m<sup>2</sup>**

**cooling machine area: 1900m<sup>2</sup>**

**432 cabinets = 864 racks =  
82,944 computation nodes + 5,184 I/O  
nodes 216 disk racks  
10.75PFLOPS, main memory 1.27PB,  
disk 11PB**







Post-K Computer Prototype  
CPU Memory Unit

ポスト「京」コンピュータ試作機  
CPU メモリユニット



Post-K Computer Prototype  
CPU Package

ポスト「京」コンピュータ試作機  
CPU パッケージ

# A64FX Chip Overview

## Architecture Features

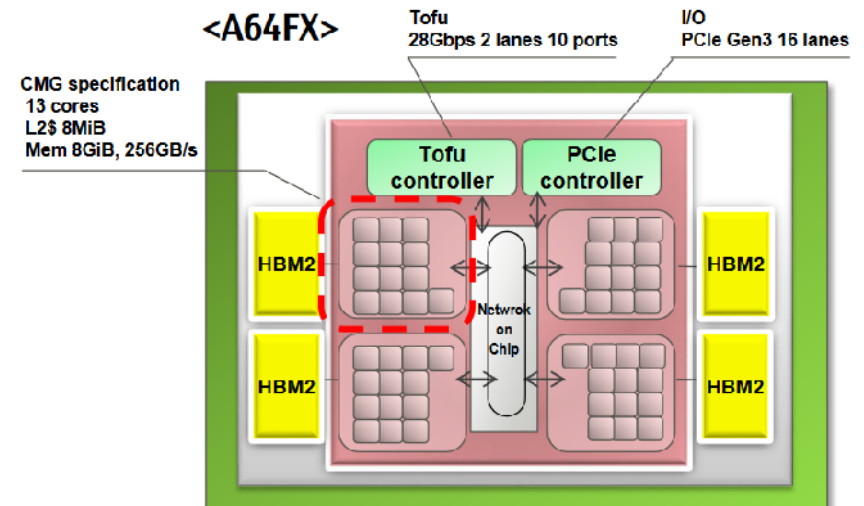
- Armv8.2-A (AArch64 only)
- SVE 512-bit wide SIMD
- 48 computing cores + 4 assistant cores\*  
\*All the cores are identical
- HBM2 32GiB
- Tofu 6D Mesh/Torus  
28Gbps x 2 lanes x 10 ports
- PCIe Gen3 16 lanes

## 7nm FinFET

- 8,786M transistors
- 594 package signal pins

## Peak Performance (Efficiency)

- >2.7TFLOPS (>90%@DGEMM)
- Memory B/W 1024GB/s (>80%@Stream Triad)



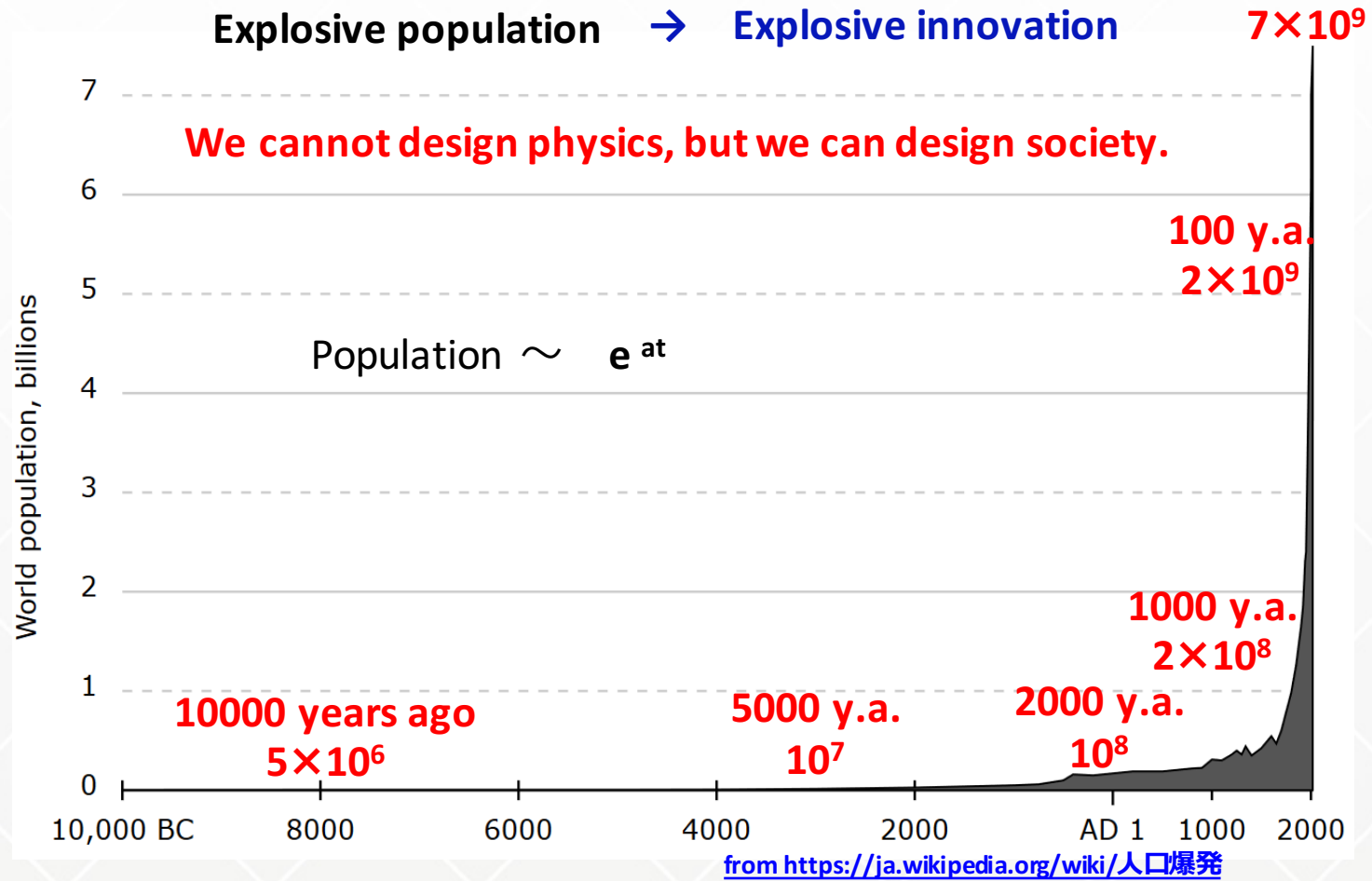
	A64FX (Post-K)	SPARC64 XIfx (PRIMEHPC FX100)
ISA (Base)	Armv8.2-A	SPARC-V9
ISA (Extension)	SVE	HPC-ACE2
Process Node	7nm	20nm
Peak Performance	>2.7TFLOPS	1.1TFLOPS
SIMD	512-bit	256-bit
# of Cores	48+4	32+2
Memory	HBM2	HMC
Memory Peak B/W	1024GB/s	240GB/s x2 (in/out)







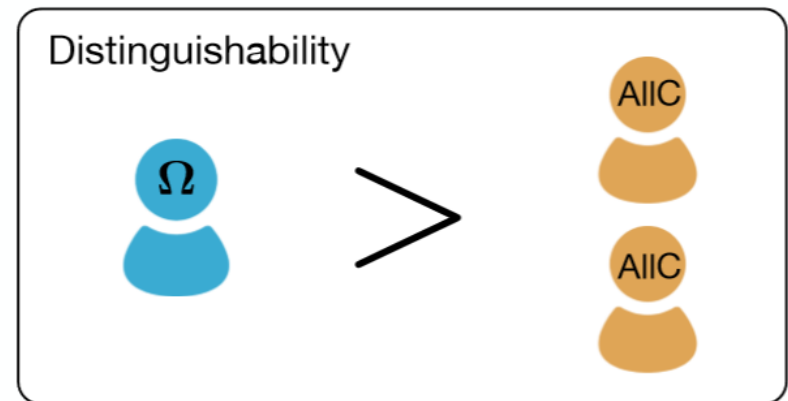
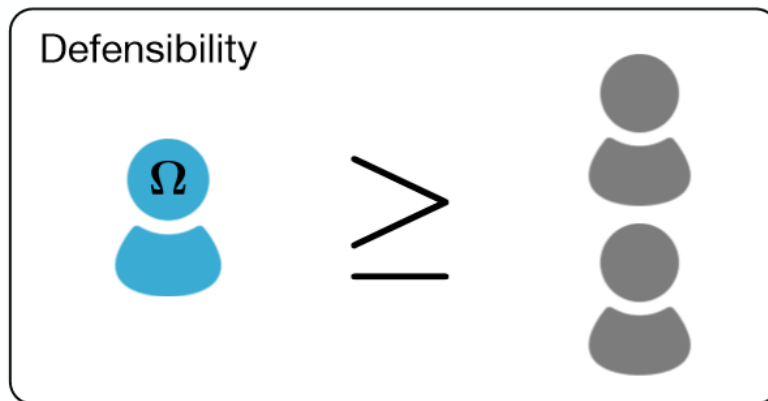
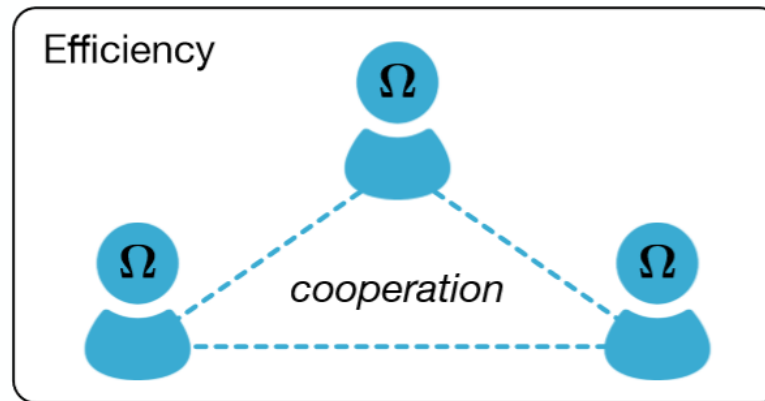
# HPC and ITC, Holy Grail? **No, global human ties will be one.**



# Way to global cooperative society

The K computer found  
an efficient, defensible and distinguishable strategy  
for repeated prisoner's dilemma game  
in three agents with three step memory

Y. Murase and S. K. Baek, *J. Theor. Biol.* 449 p.94 (2018).



cccccc	c	c	d	c	c	c	d	c
cccccd/ccdccc	d	c	c	c	d	c	c	c
ccccdc/cdcccc	c	d	c	d	c	d	c	d
ccccdd/cddccc	d	d	d	d	d	d	d	d
cccdec/dccccc	c	c	d	c	c	c	d	c
cccdcd/dcdccc	d	c	c	c	d	c	c	c
ccddcd/ddcccc	c	d	c	d	c	d	c	d
ccddd/dddccc	d	d	d	d	d	d	d	d
ccdccd	d	c	c	c	d	c	c	d
ccdcdc/cdcccc	c	c	c	c	d	c	d	c
ccdcd/cddccc	d	d	d	d	d	d	d	d
ccdcdc/dccccc	d	c	c	c	d	c	c	c
ccddcd/dcdccc	d	c	c	d	d	c	c	d
ccdddc/ddcccc	d	c	d	c	d	c	d	c
ccdddd/dddccc	d	d	d	d	d	d	d	d
cdccdc	c	d	c	d	c	c	c	d
cdccdd/cddcdc	d	d	c	d	d	d	c	d
cdcdcc/dcccdc	c	d	c	c	c	d	c	d
cdcdcd/dcdcdc	d	c	d	c	d	c	d	c
cdcdcc/ddccdc	c	d	c	d	c	d	c	d
cdcdcd/dddcdc	d	d	c	d	d	d	c	d
cdcdcd	d	d	c	d	d	d	c	d
cdcdcc/dcccdd	d	d	d	d	d	d	d	d
cdcdcd/dcdccc	d	d	d	d	d	d	d	d
cdcdcc/ddccdd	d	d	c	c	d	d	c	d
cdcdcd/dddccc	d	d	c	d	d	d	c	d
dccdcc	c	c	d	c	c	c	d	c
dcccd/dcdccc	d	c	c	c	d	c	c	c
dccddc/ddcdcc	c	d	c	d	c	d	c	d
dccddd/dddccc	d	d	d	d	d	d	d	d
dcddcd	d	c	c	d	d	c	c	d
dcdddc/ddcdcd	d	c	d	c	d	c	d	c
dcddcd/dddccc	d	d	d	d	d	d	d	d
ddcdcc	c	d	c	d	c	d	c	d
ddcdcd/dddccc	d	d	c	d	d	d	c	d
dddddd	d	d	c	d	d	d	c	d

Three agent with memory three:  
totally  $2^{288} \approx 5 \times 10^{86}$  strategies

Murase and Baek started from  
memory two:

totally 1,099,511,627,776

⇒ defensible 3,483,008

⇒ partially efficient 544

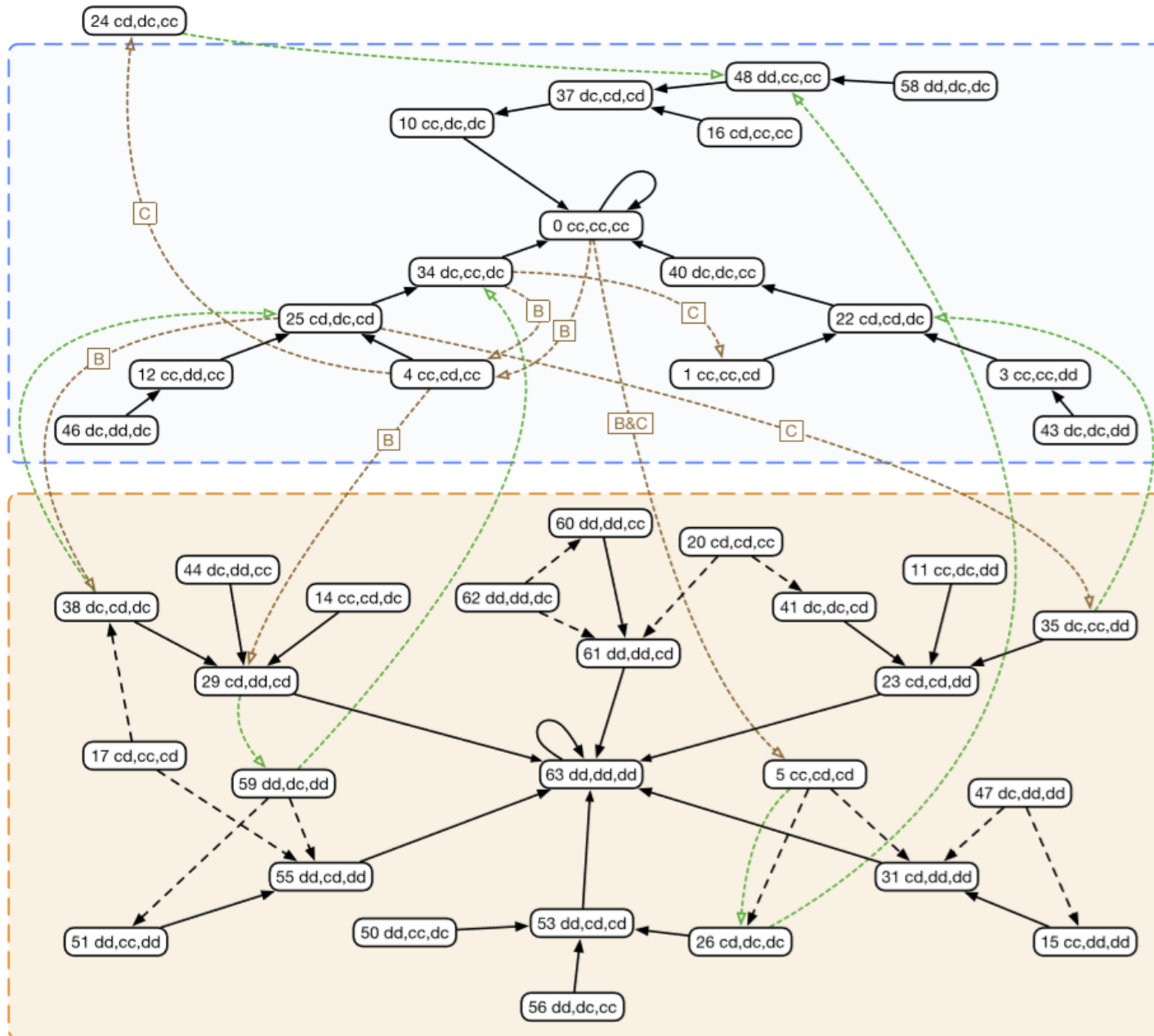
⇒ distinguishable 256

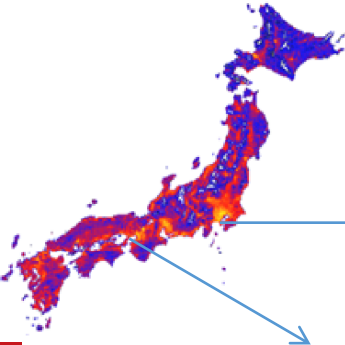
partially successful strategies

Y. Murase and S. K. Baek,  
J. Theor. Biol. 449 p.94 (2018)

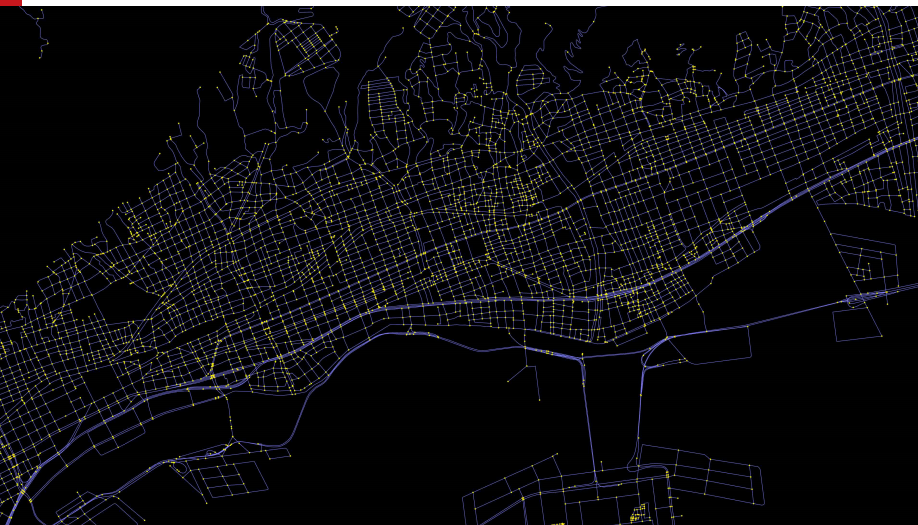
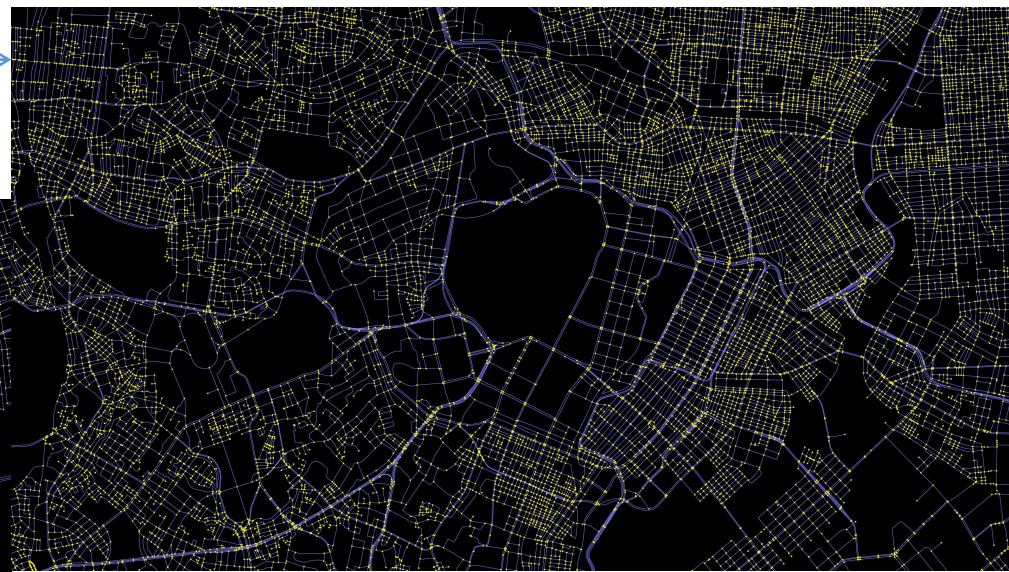


# Path to cooperative Nash equilibrium with one and two-bit error Highly nontrivial!

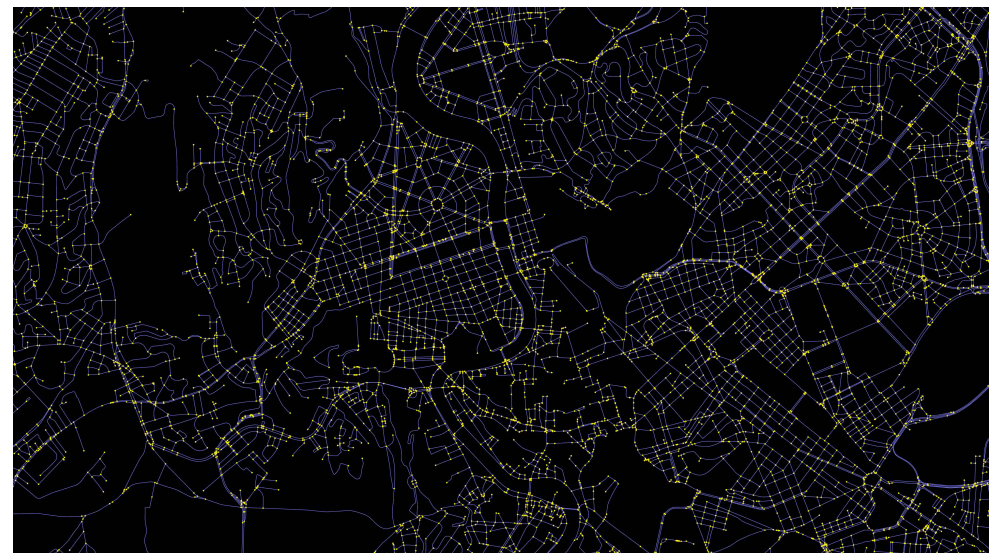




Tokyo



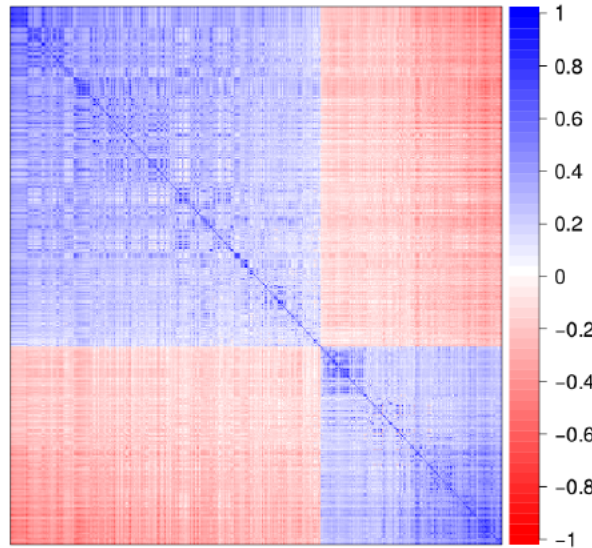
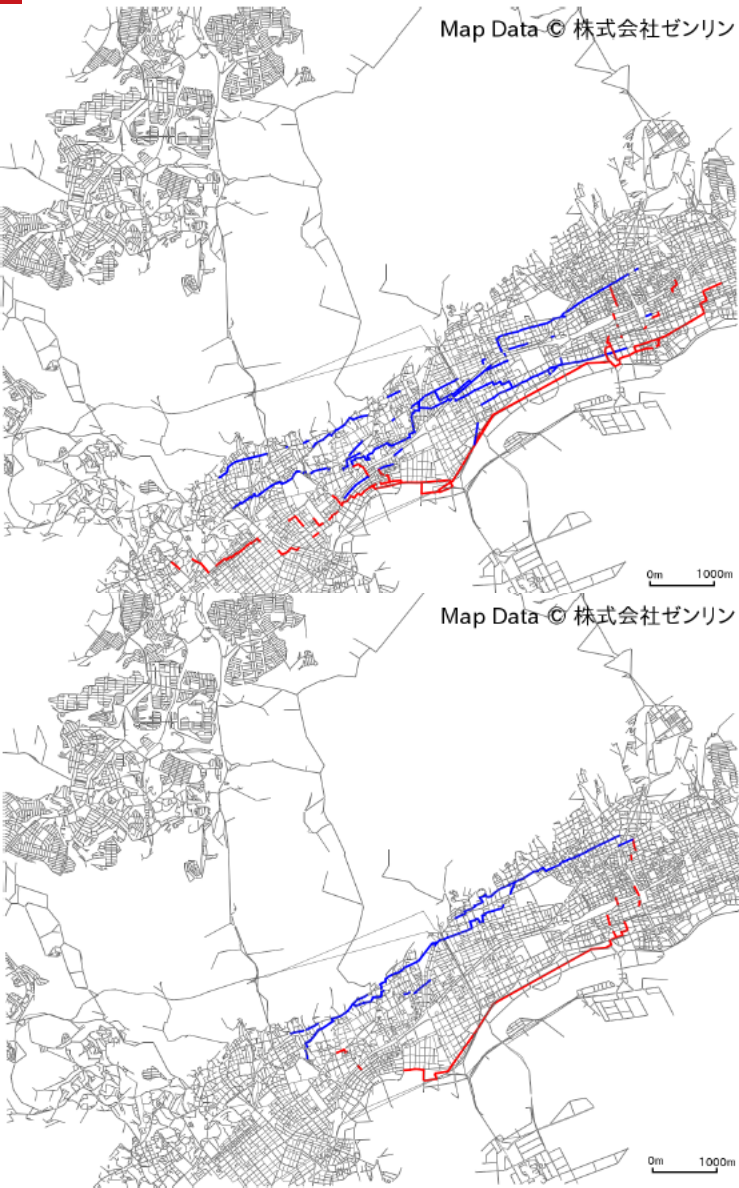
Kobe



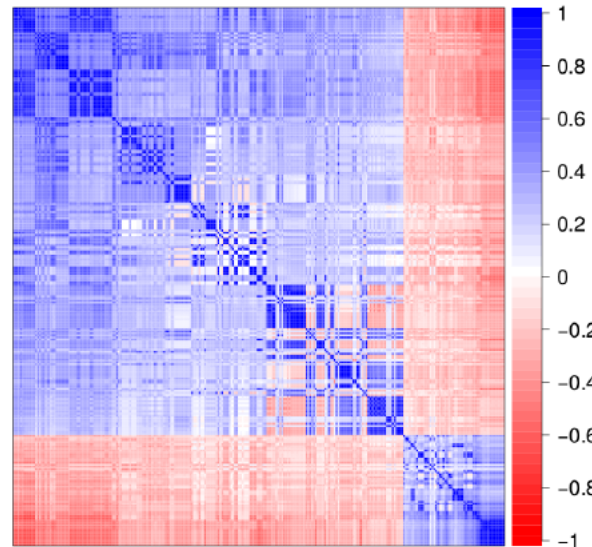
Rome



# Two tops



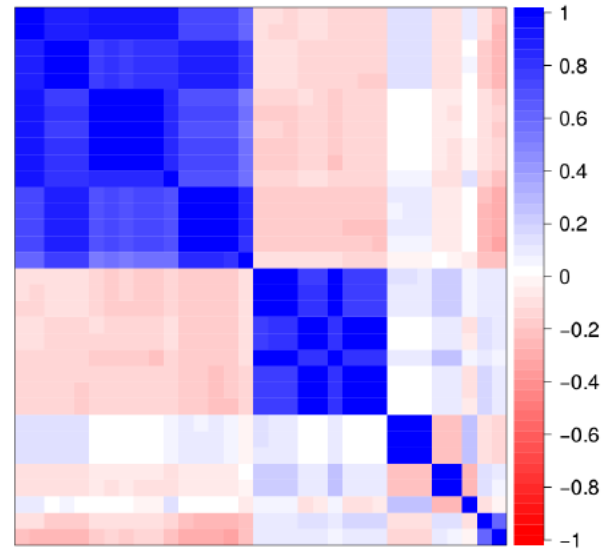
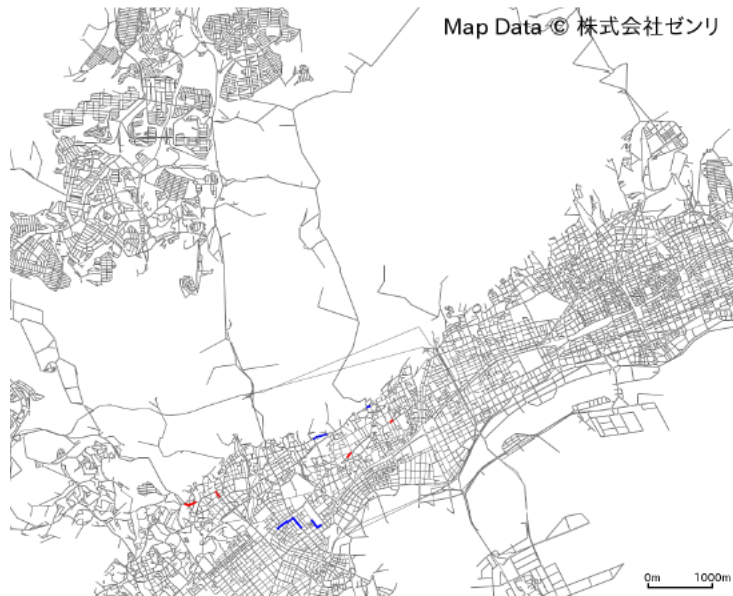
Factor No.1: 10.3%



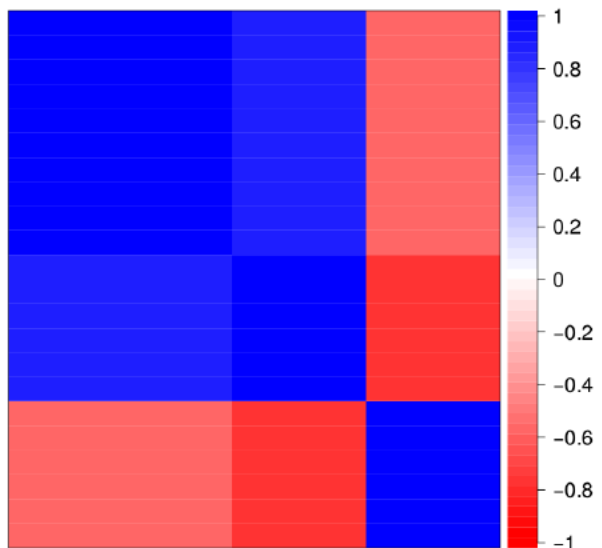
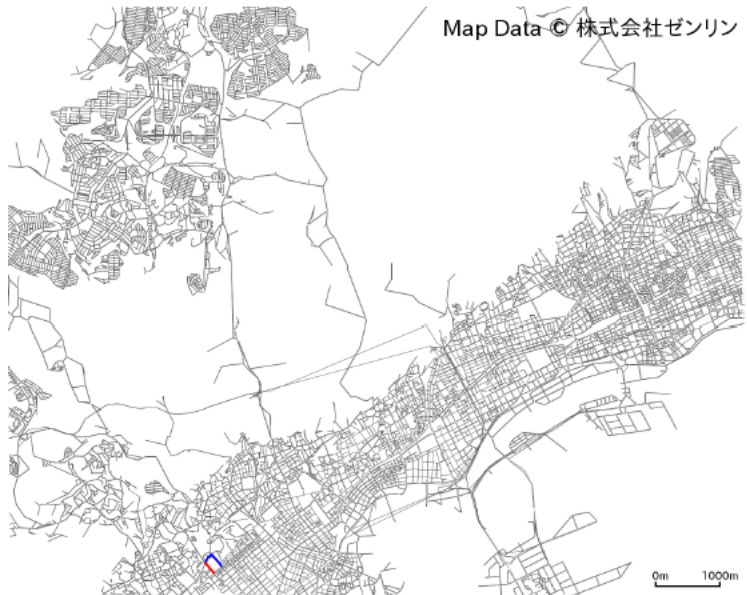
Factor No.2: 4.8%



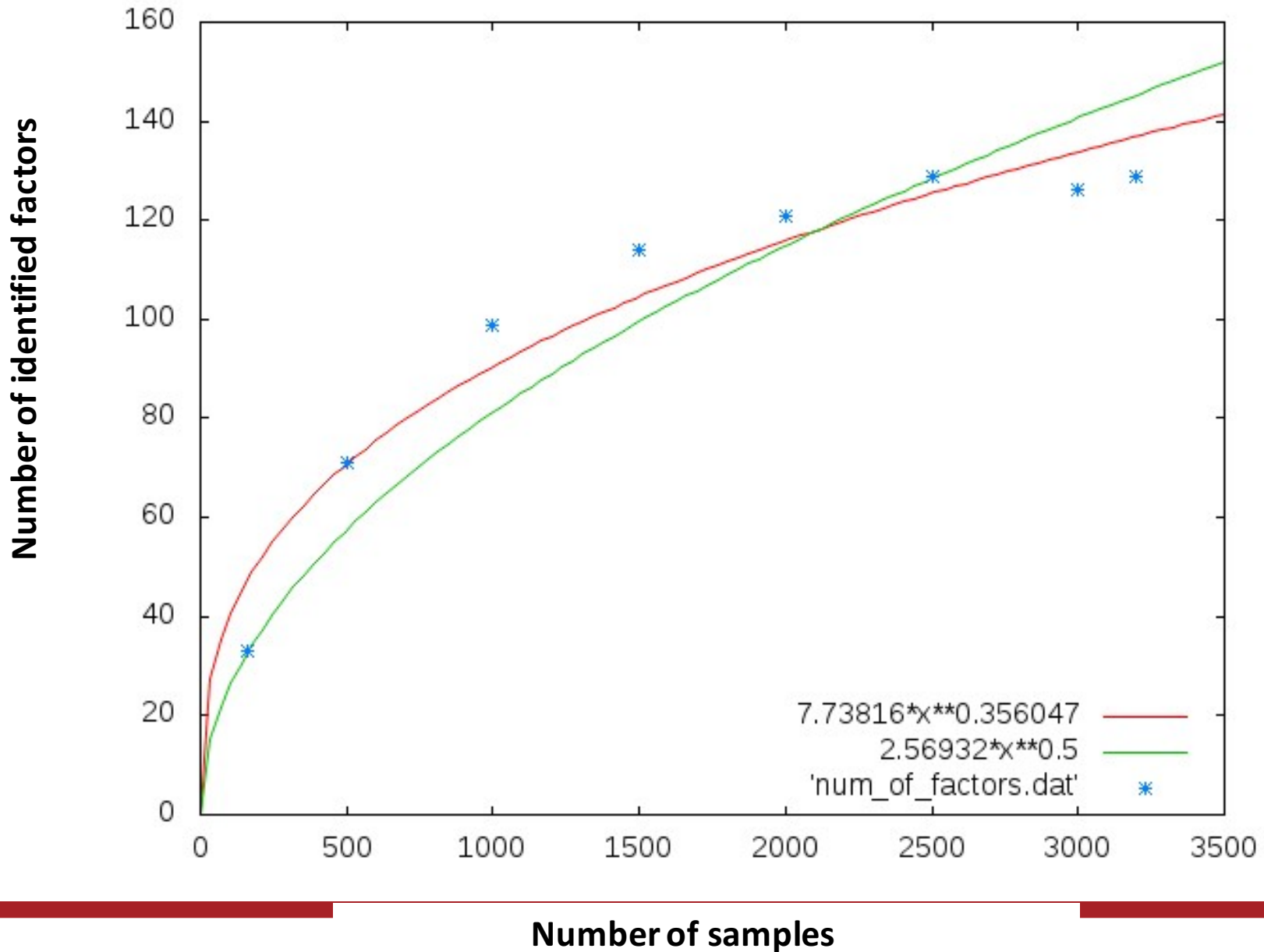
# Two from minors

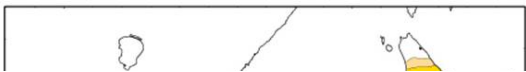


Factor No.19: 1.2%



Factor No.13: 1.3%

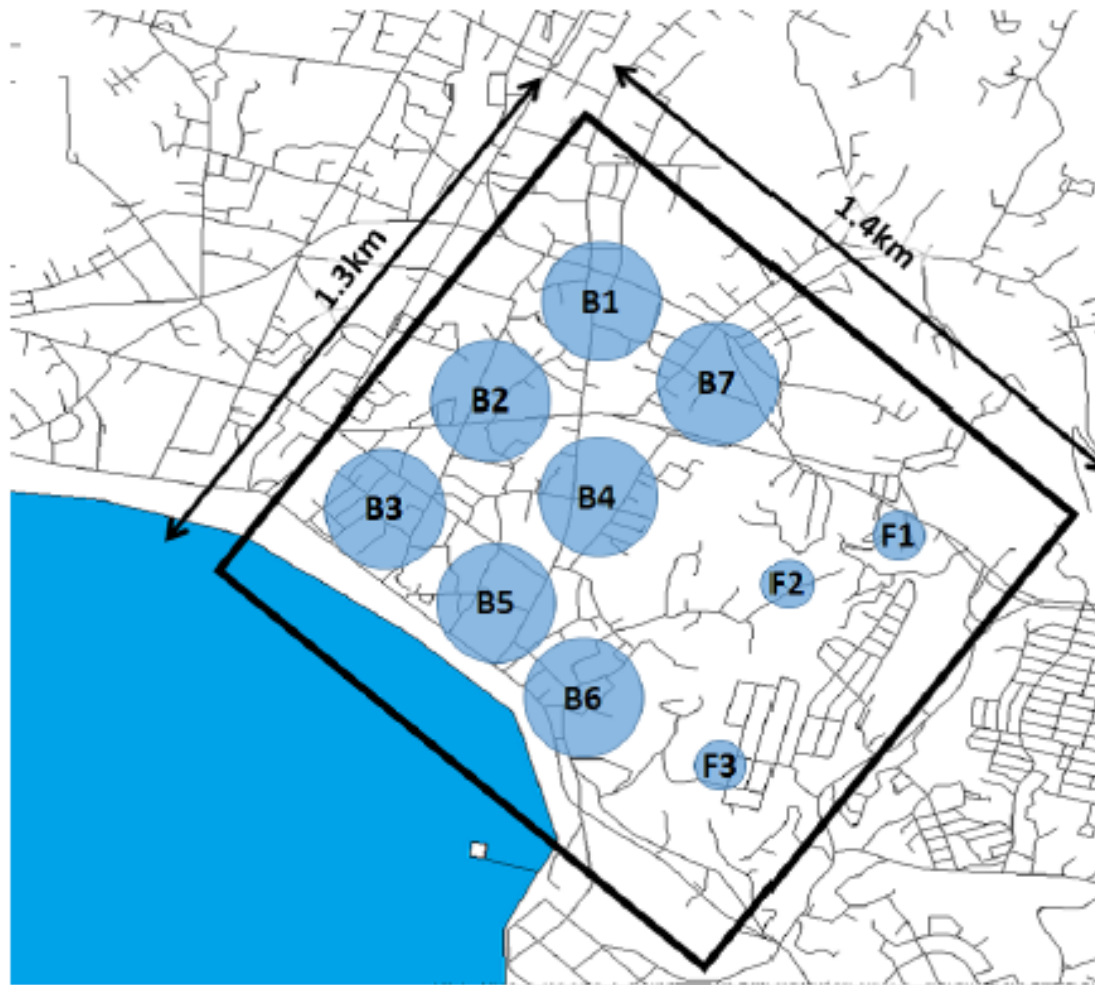






# Evacuation Simulation from Tsunami attack in Kamakura city in Japan

How long does the evacuation take?



$3^7=2187$   
possibilities

Initial distribution:  
random



図 4: 避難シミュレーションに適用する道路ネットワーク

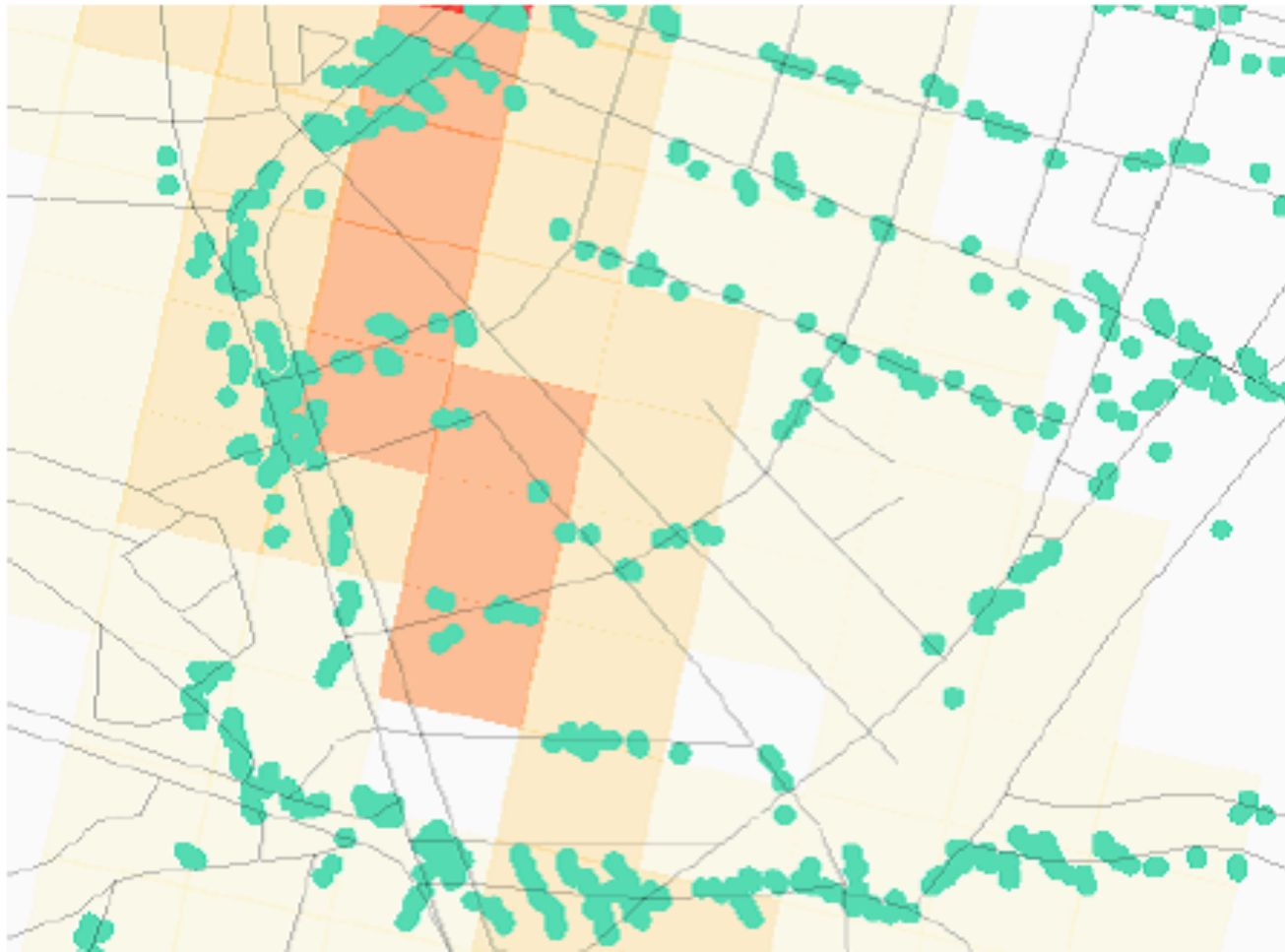
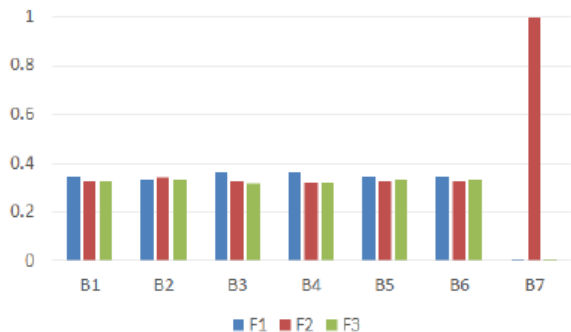
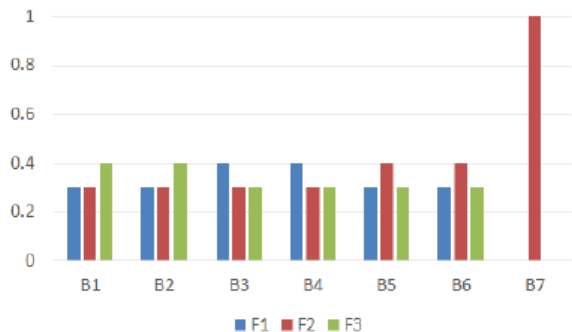


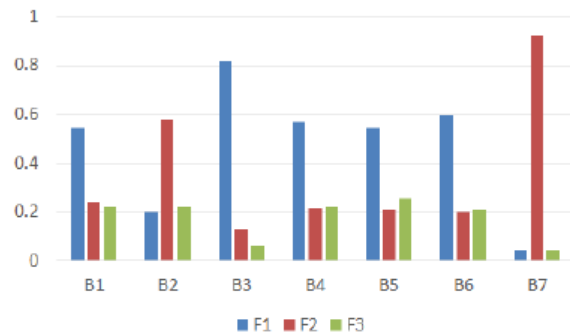
図 3: CrowdWalk によるシミュレーションの例



(a) Case1: ワースト 1,500 サンプル

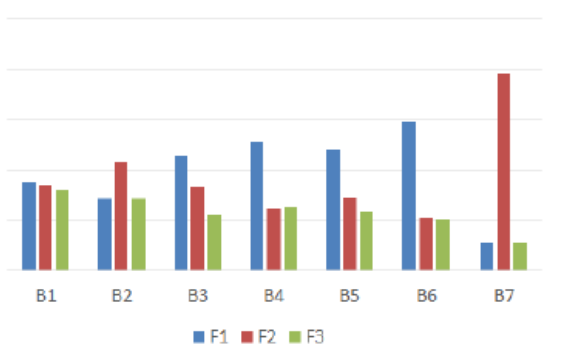


(b) Case2: ワースト 10 サンプル

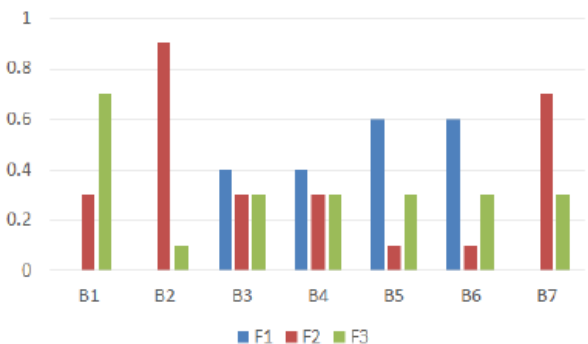


(c) Case1: ワースト 150 サンプル

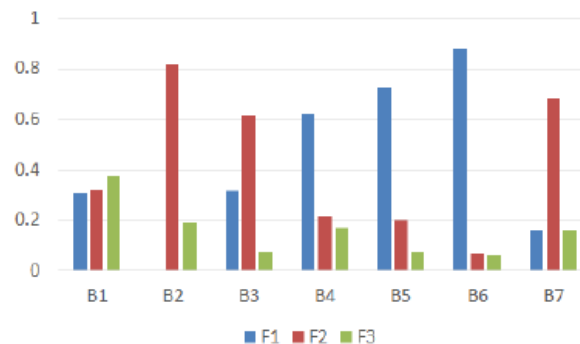
図 9:  $pop = 2000$  における最も避難完了時間が長い入力パラメータの頻度



(a) Case1: ワースト 1,500 サンプル

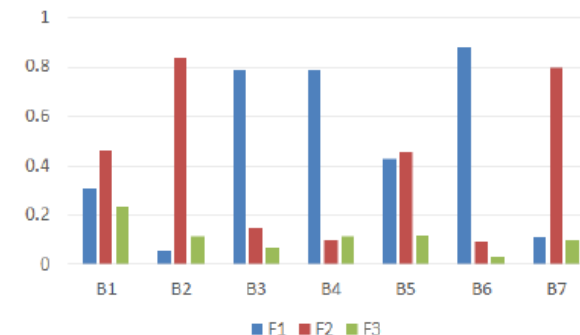
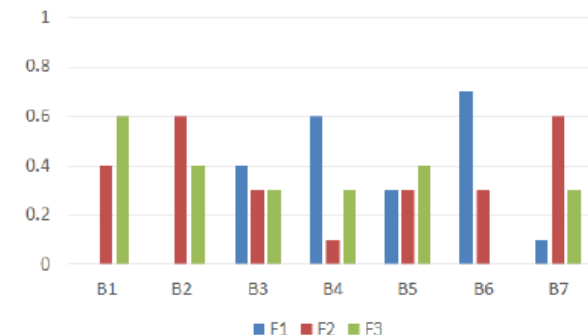
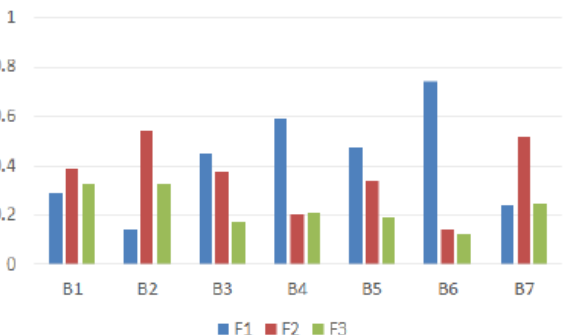


(b) Case2: ワースト 10 サンプル



(c) Case1: ワースト 150 サンプル

図 10:  $pop = 3000$  における最も避難完了時間が長い入力パラメータの頻度



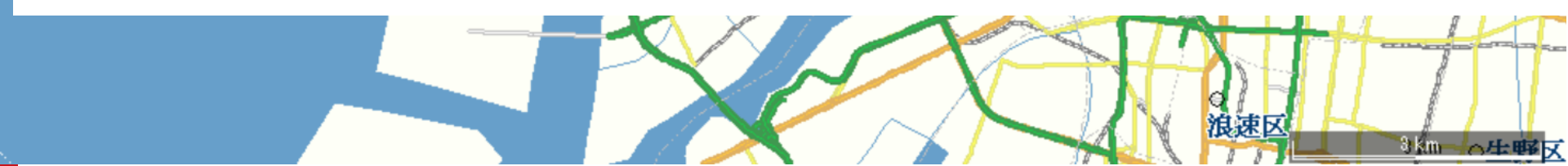


Scale  
City map: 2933 nodes, 8924 links  
Evacuees: 49276

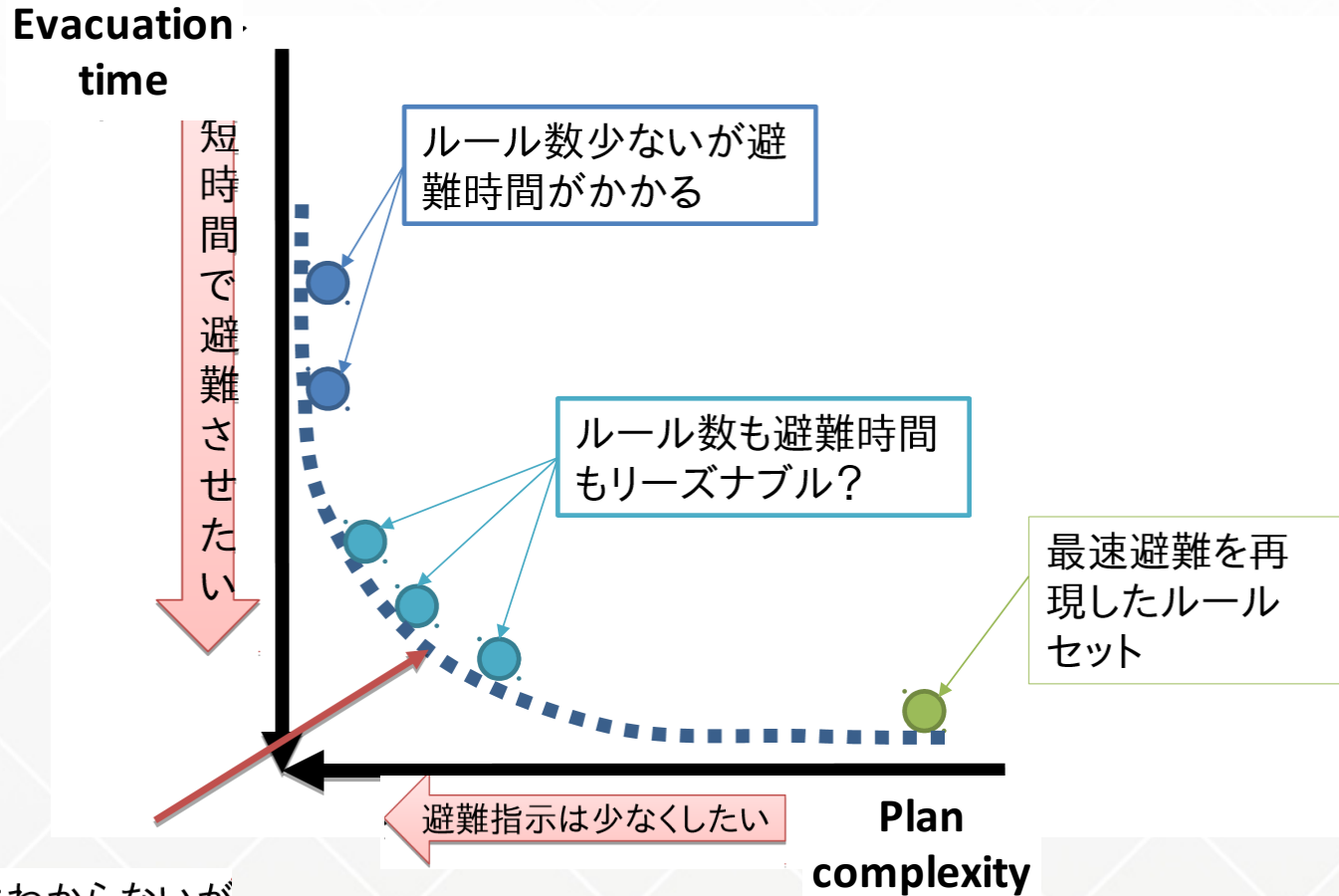
Evacuation plan  
from 73 area  
in each area,  $i$ , evacuees are divided into two groups with population ratio  $x_i : 1-x_i$   
via one of 533 check-points  
to one of 86 safe places

⇒ search optimal plan in possible  
 $533^{146} \cdot 86^{146} \cdot \prod(\text{number of } x_i \text{ options}) \approx 3.5 \times 10^{680} \cdot \prod(\text{number of } x_i \text{ options})$  plans

Evaluation with evacuation time vs complexity of evacuation plan  
complexity:  $S = - \sum x_i \ln x_i$



## ● Pareto optimal Trade-off line

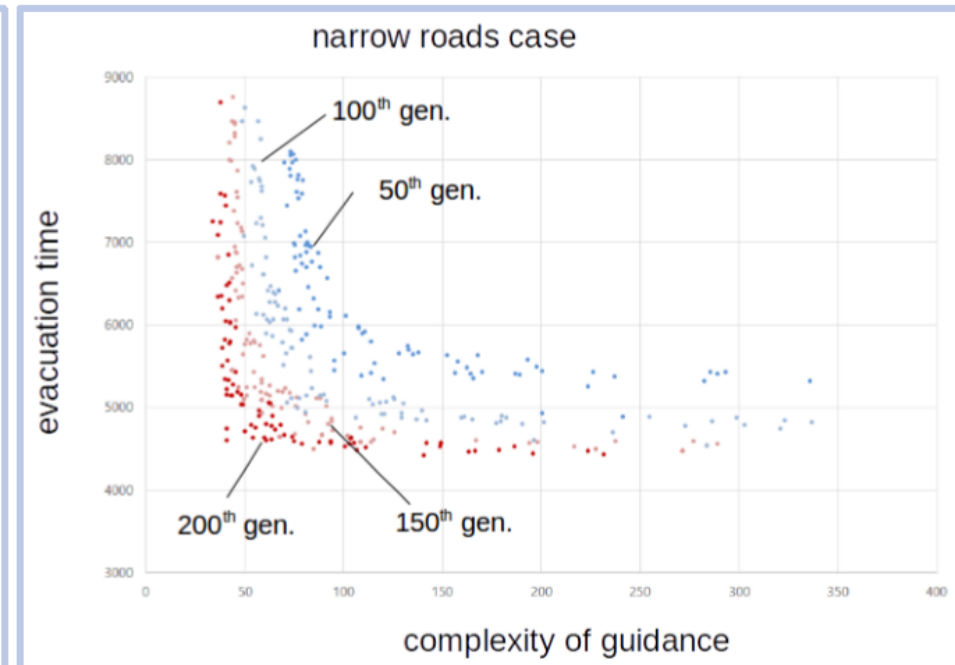
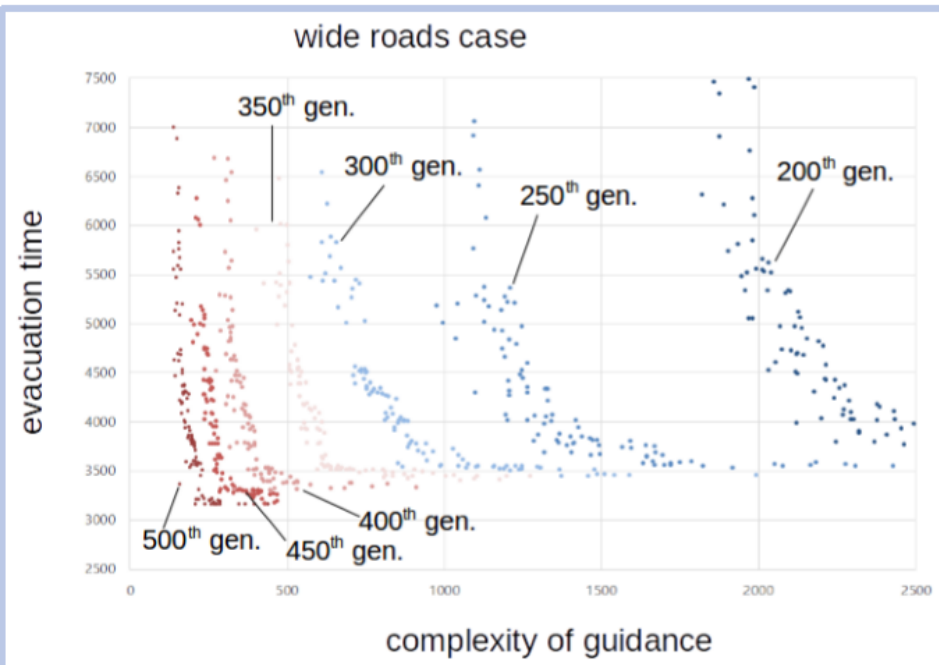


パレート面の形はわからないが最適化手法の適用で把握したい



# Result

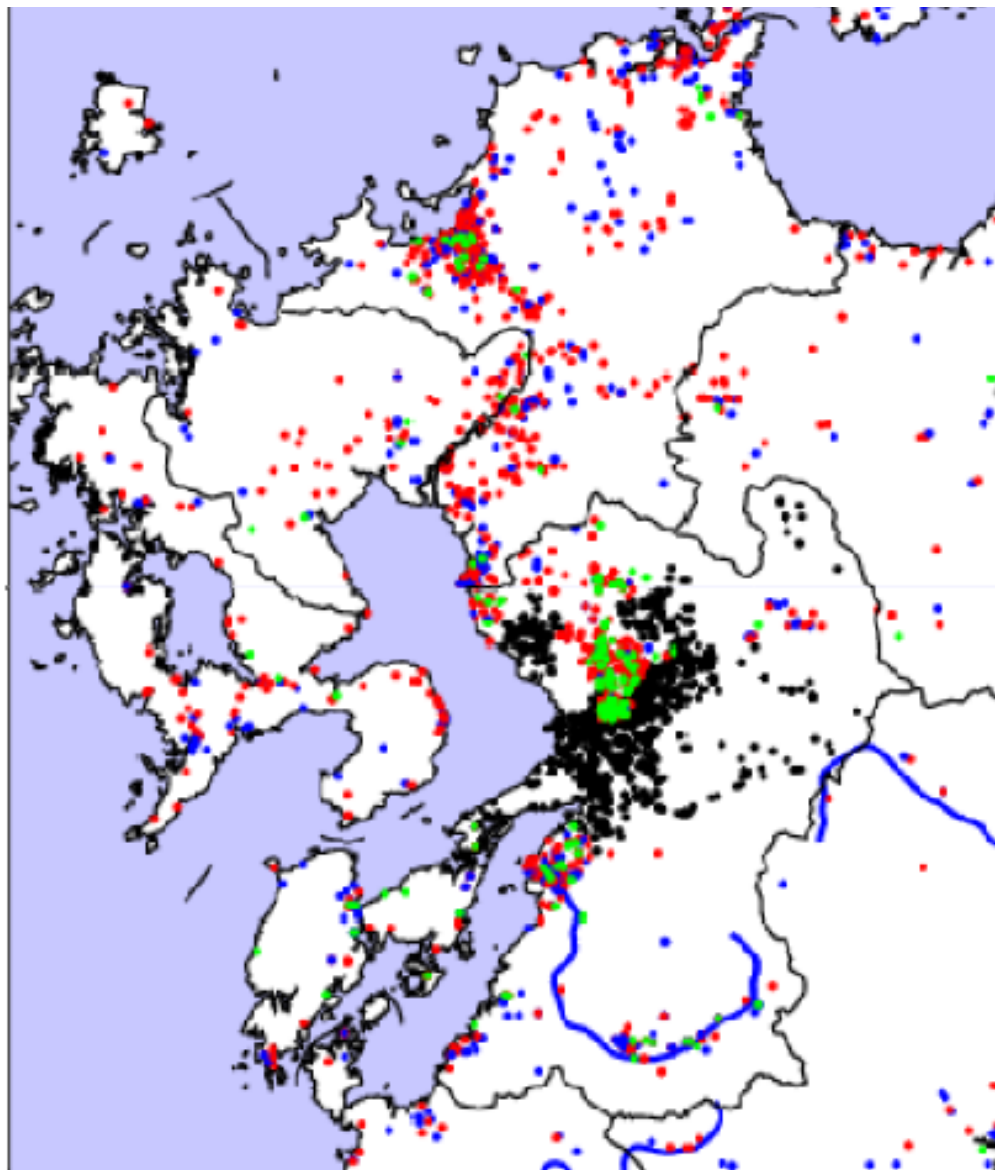
- Nishiyodogawa ward in Osaka city
  - Wide roads case : use both pedestrian and car zone
  - Narrow roads case : use pedestrian zone only



# GDP damage from an earthquake in Kumamoto on Apr. 16<sup>th</sup>, 2018

Estimated to be 0.7 trillion JPY/month (8.1 / year)

by Misako Takayasu(Tokyo Inst. Tech., 2016 April 18)



## 震度6以上

益城町宮園  
玉名市天水町  
西原村小森  
宇城市松橋町  
宇城市不知火町  
宇城市小川町  
宇城市豊野町  
熊本東区佐土原  
熊本西区春日  
熊本南区城南町  
熊本南区富合町  
宇城市豊野町  
氷川町島地

-0.42兆円/月

## 避難勧告

宇土市  
阿蘇郡南阿蘇村  
菊池市  
上益城郡  
下益城郡  
菊池郡

-0.23兆円/月

黒:直接被災  
緑:孤立  
青:5%以上売上増  
赤:5%以下売上減

**約0.7兆円/月の被災額**

e.g 利根川氾濫: 1.6兆円/月  
東北津波 : 0.5兆円/月

# GDP damage dynamics estimation after an earthquake in East Japan on Mar. 11<sup>th</sup>, 2011 by H. Inoue and Y. Fujiwara (Hyoto Pref. Univ.)

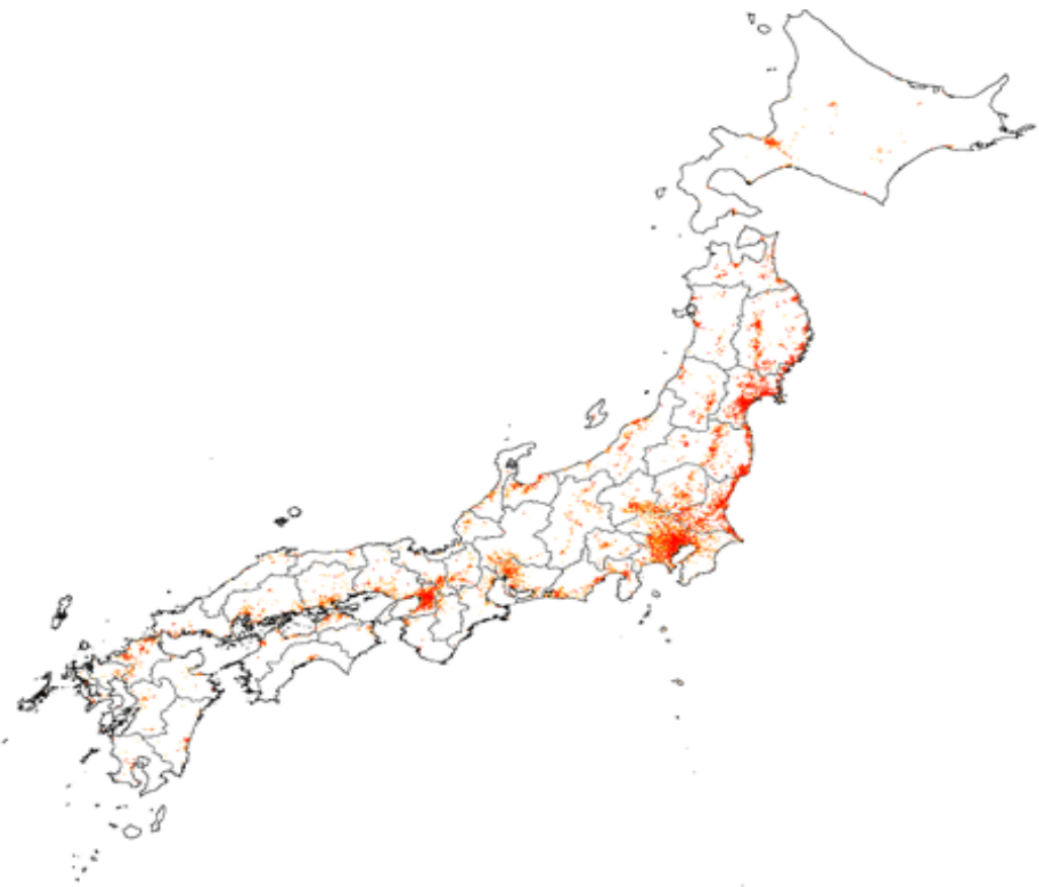
Damage (Ratio)

- 1.0-0.8
- 0.8-0.6
- 0.6-0.4
- 0.4-0.2
- 0.2-0.0

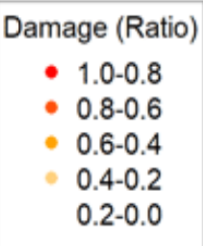
day 0



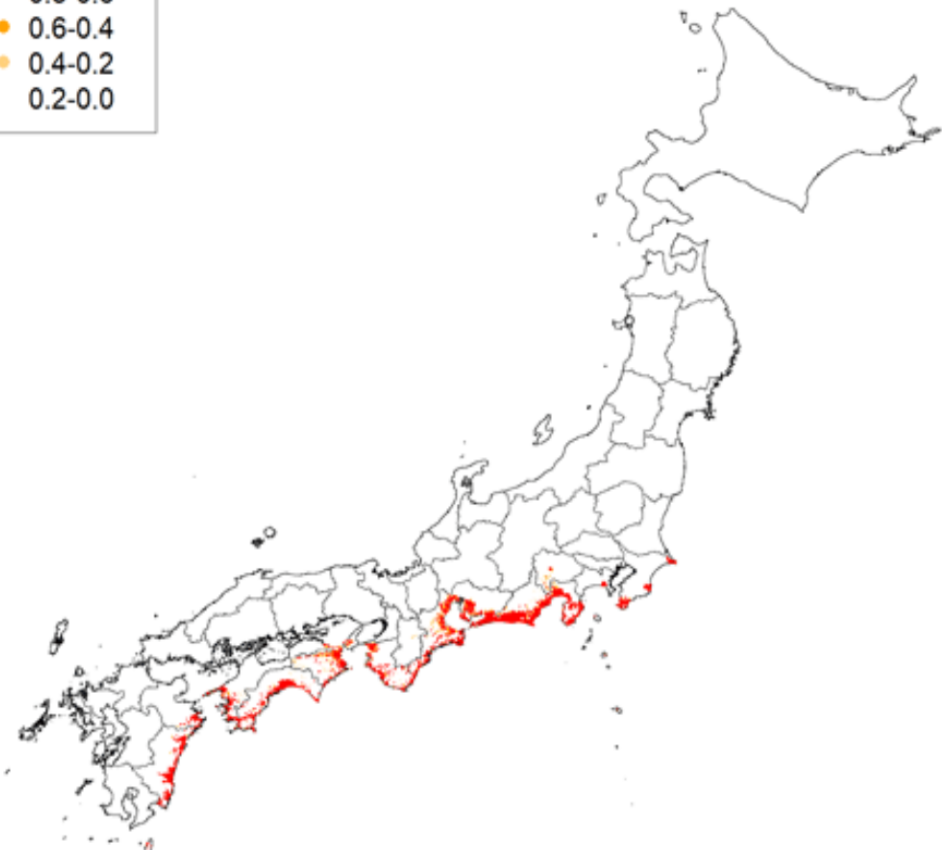
day 15



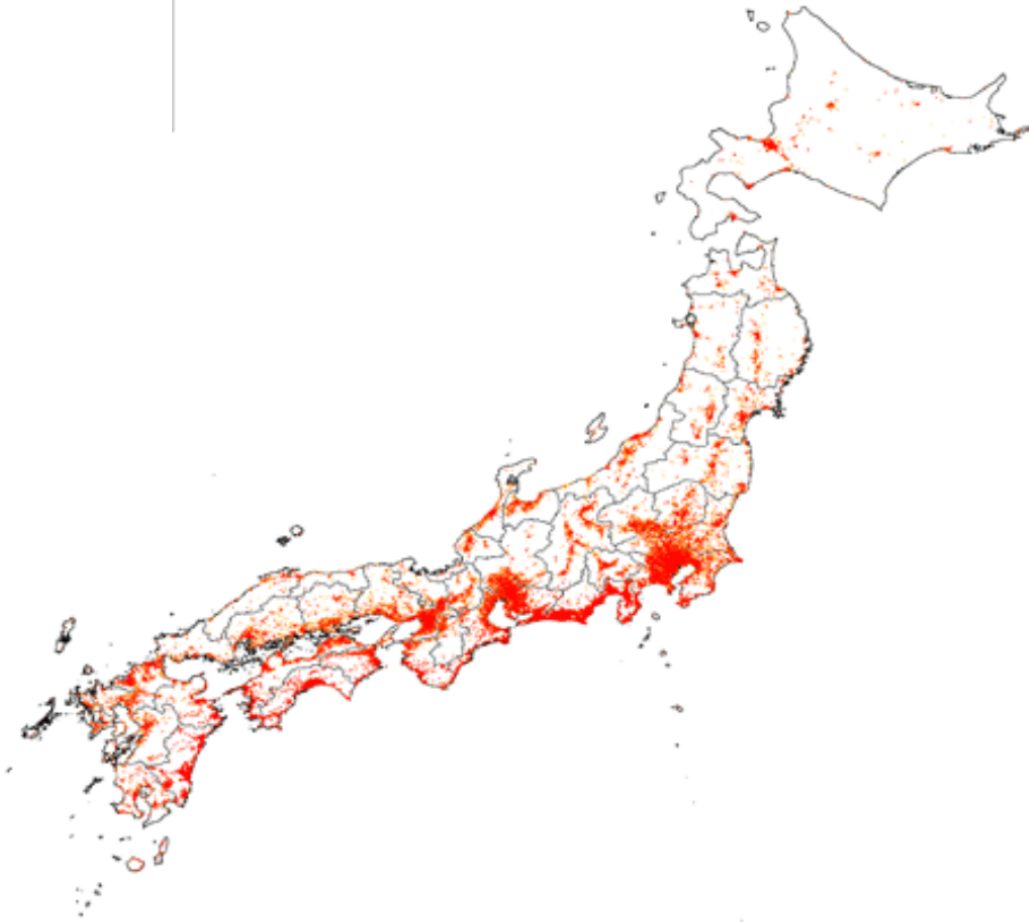
# GDP damage dynamics estimation after a foreseen earthquake in South Japan by H. Inoue and Y. Fujiwara (Hyoto Pref. Univ.)



day 0



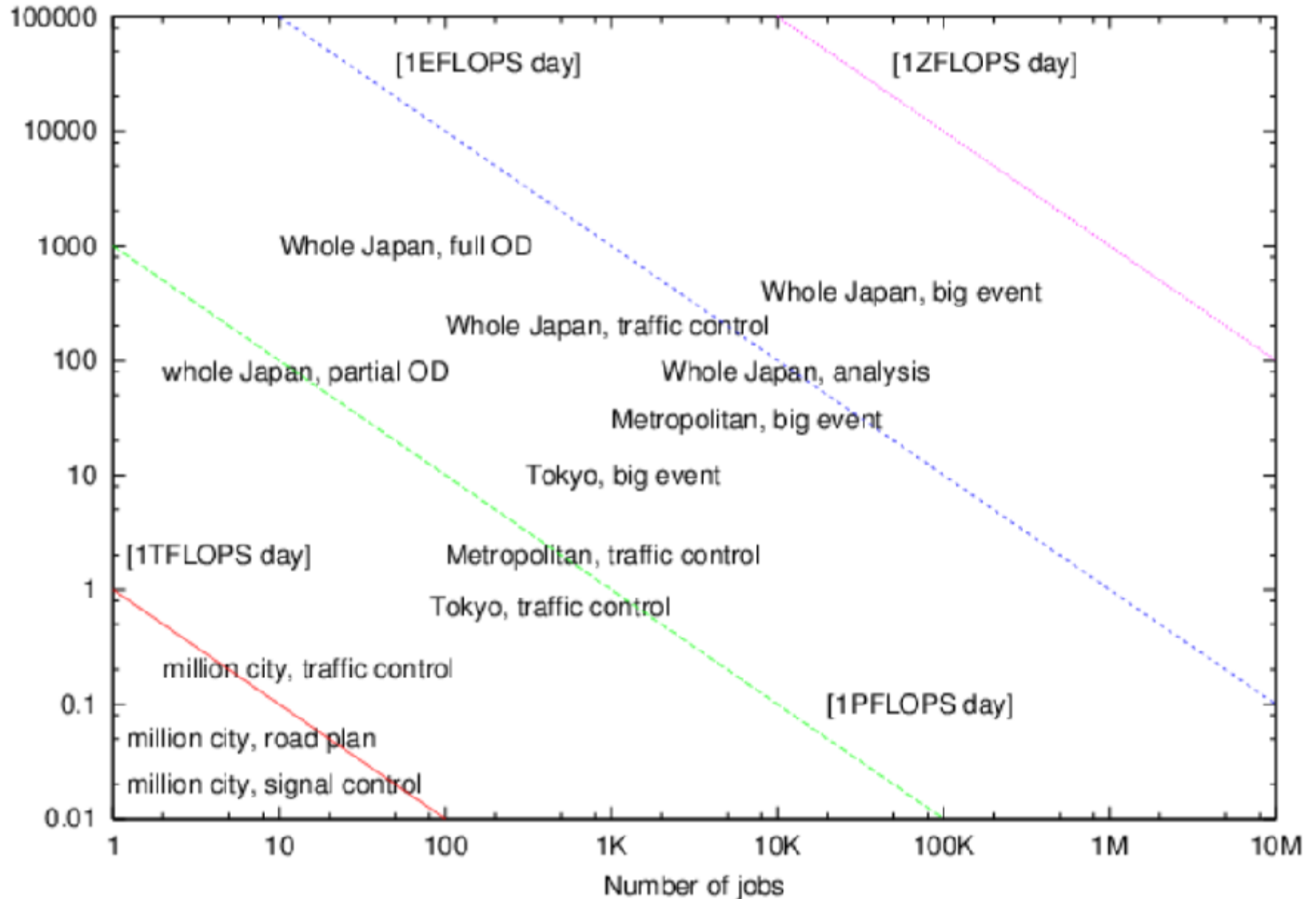
day 15





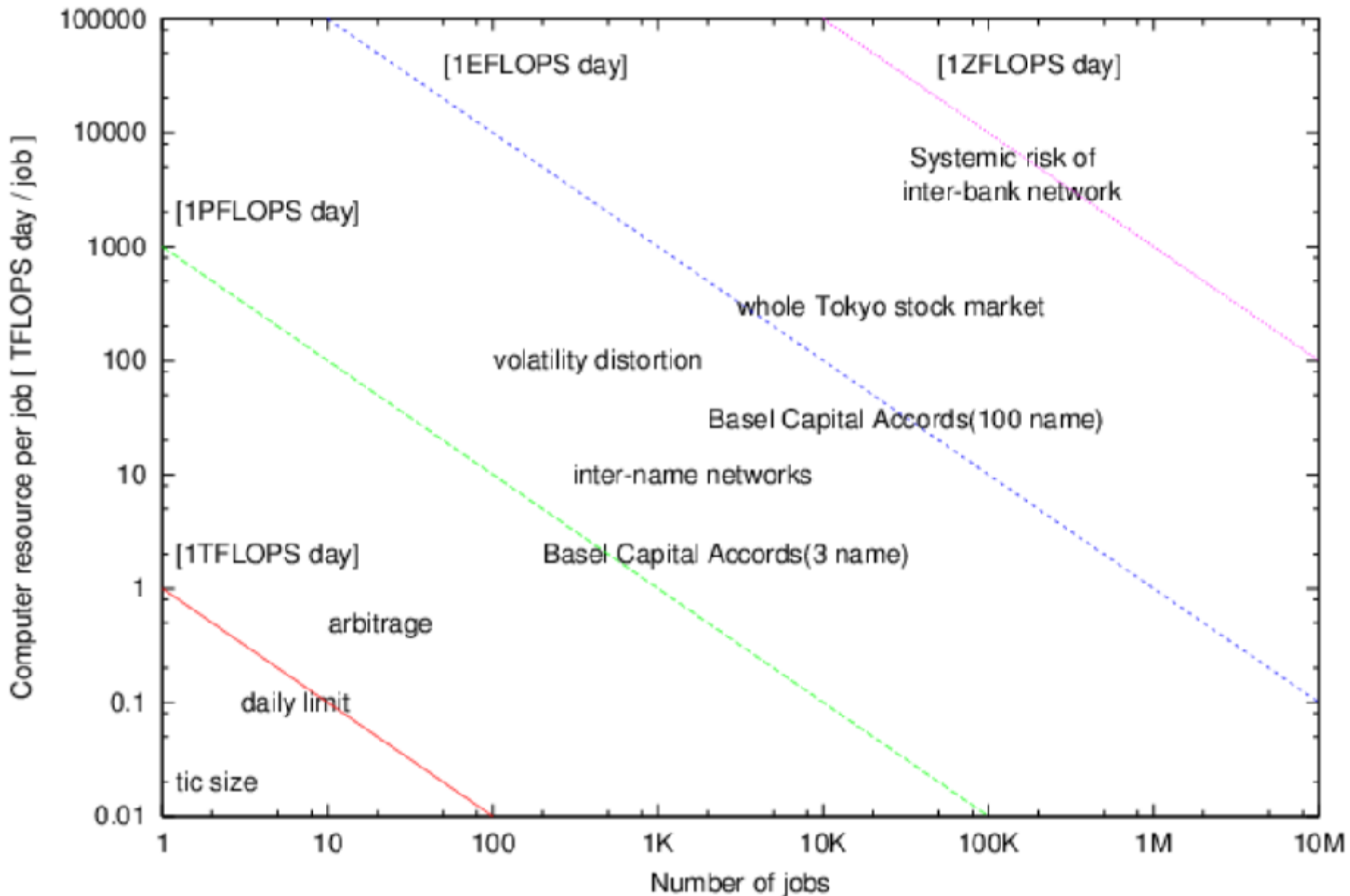
# Perspectives of social simulations with HPC

Roadmap of traffic simulation

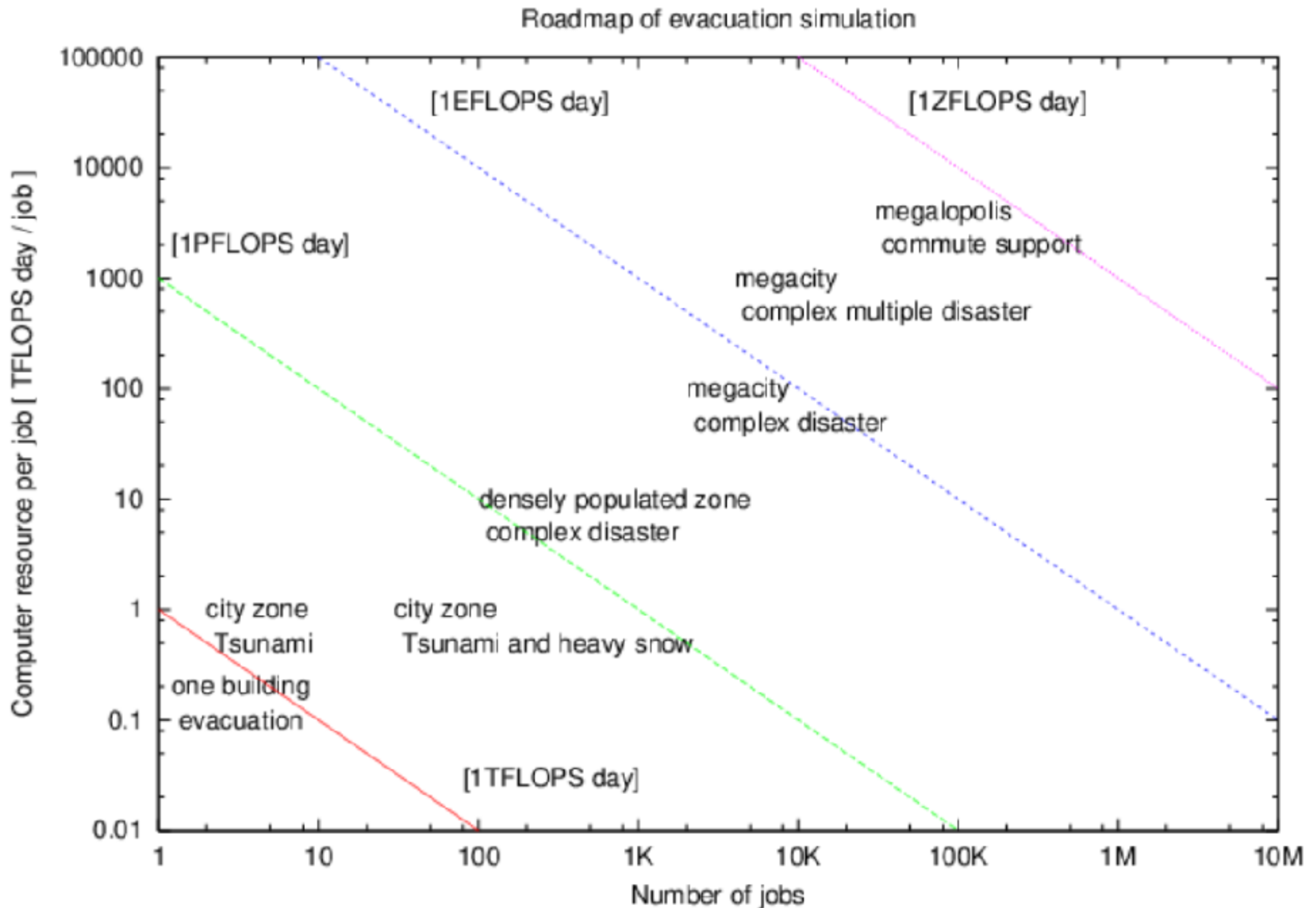


# Perspectives of social simulations with HPC

Roadmap of market simulation



# Perspectives of social simulations with HPC

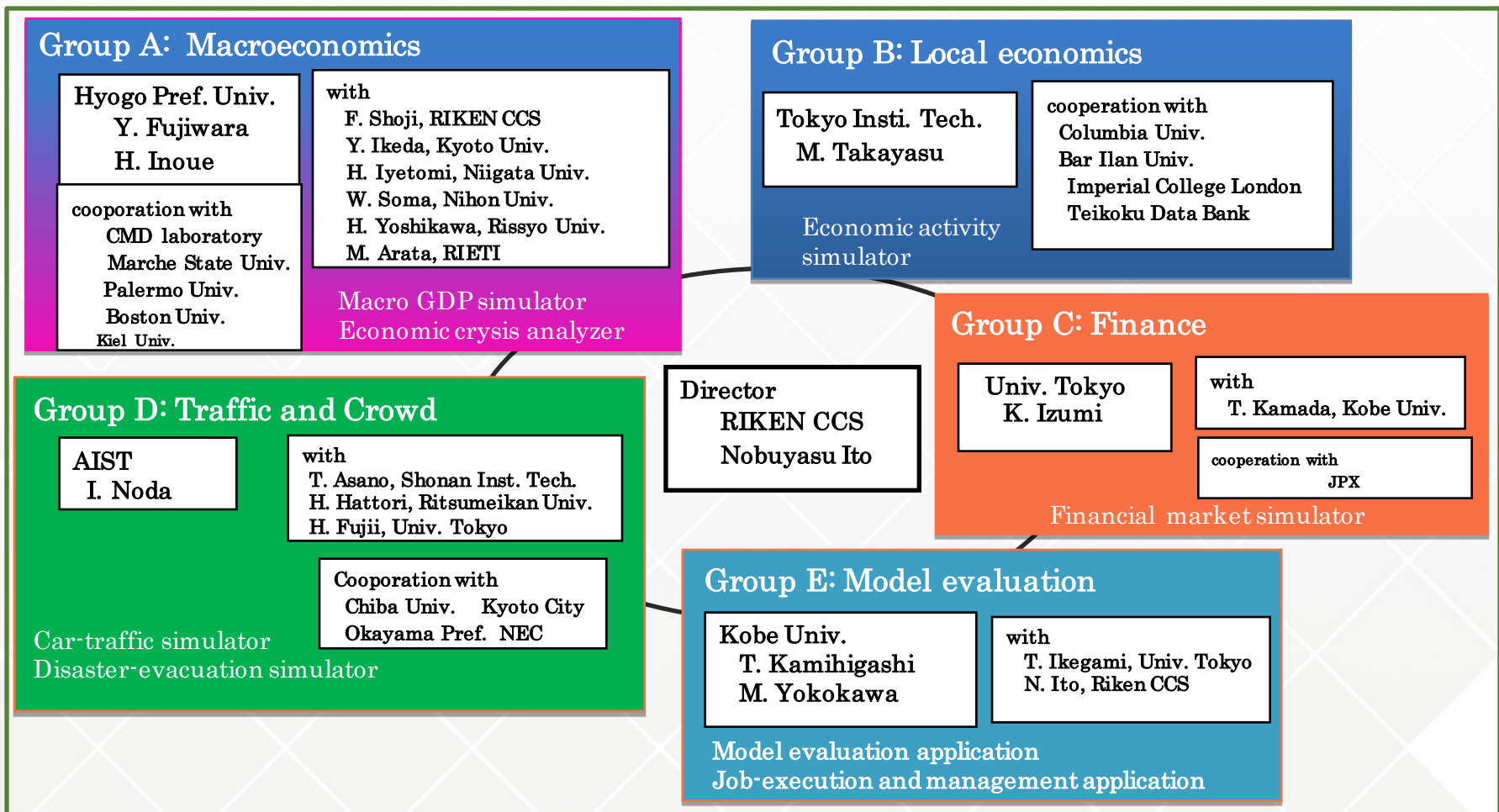




JST CREST Project “CASSIA” 2012 October ~2017 March

and

Multiscale Social and Economics SIMlation Project for the Post K computer and beyond (PostK-MultiSESIM)  
2016 August~2020 March MEXT Japan



macro GDP

