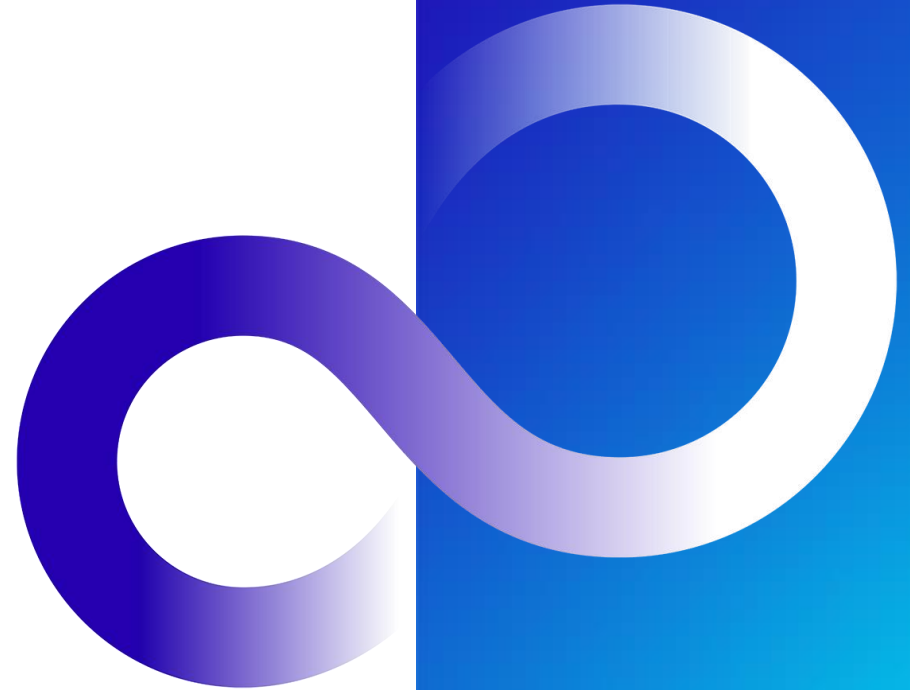


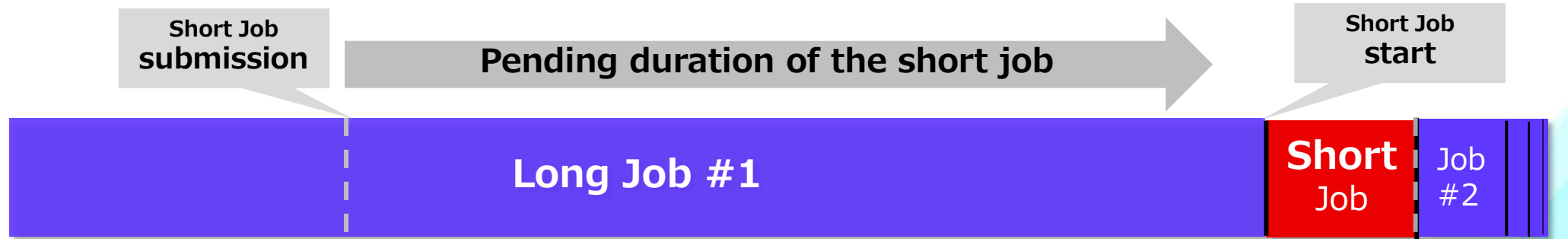
Interactive HPC

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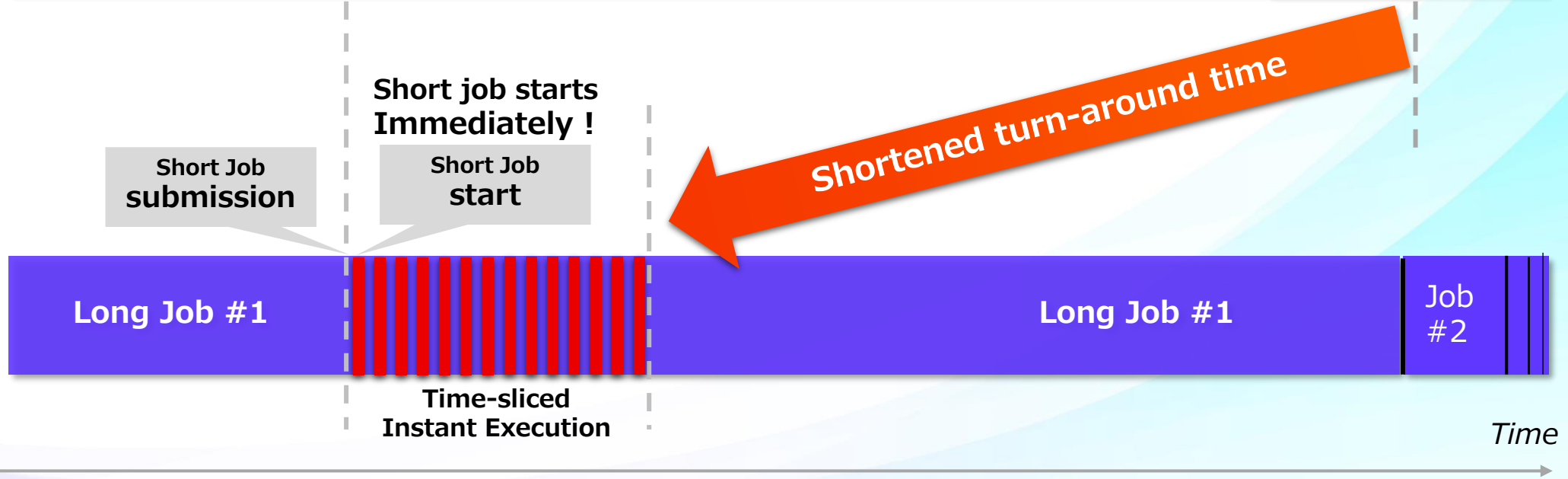


Gang Scheduling Enables Interactivity

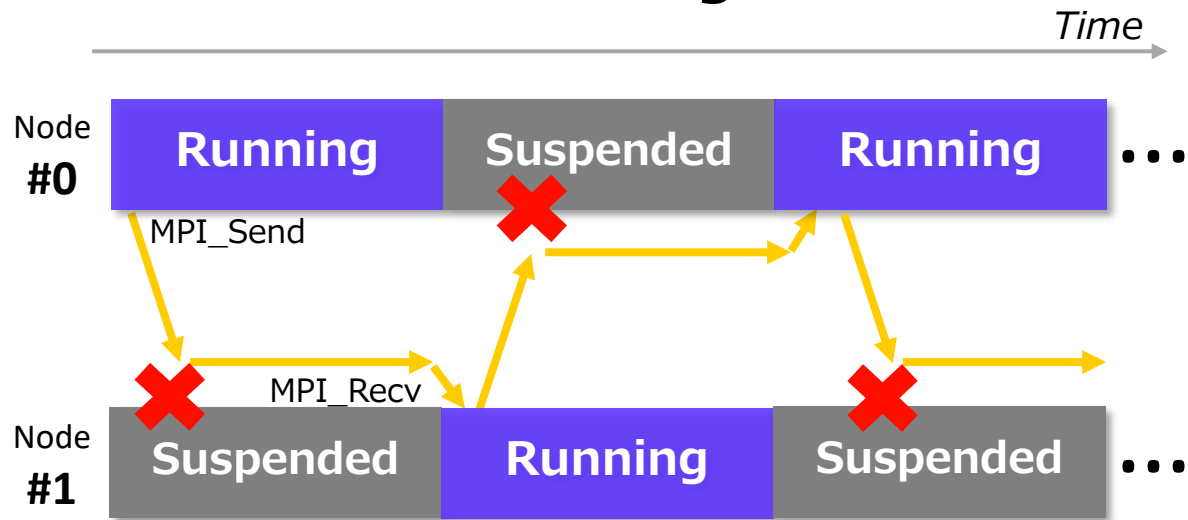
Batch Scheduling



Gang Scheduling



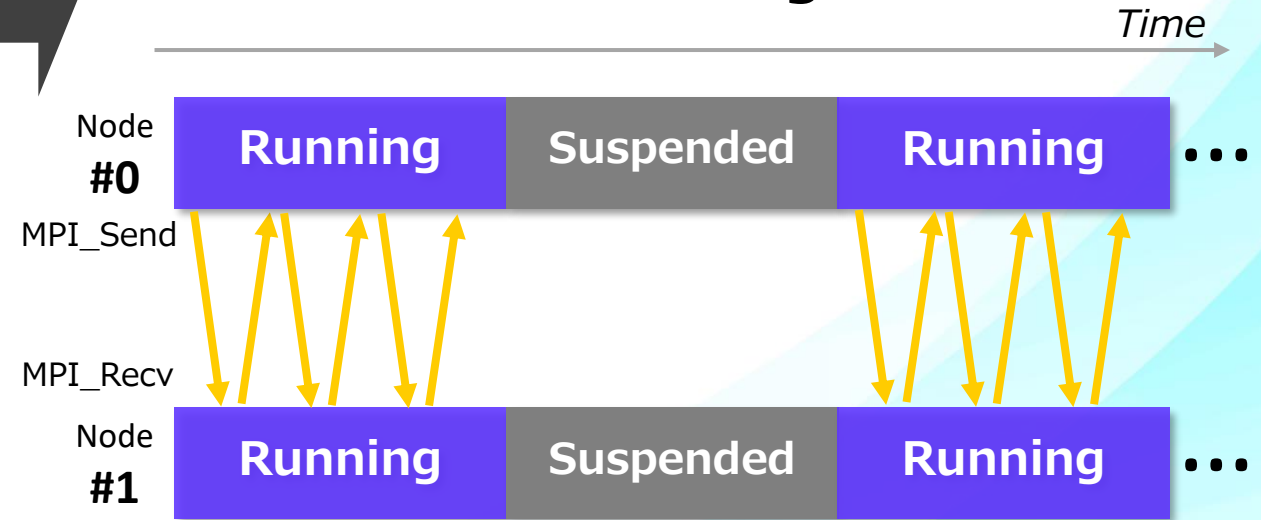
Unsynchronized Scheduling



Performance degradation

Only one message can be sent per time-slice (the worst case)

Synchronized Scheduling



The Same Performance as Batch

Multiple messages can be sent in a single time-slice

- **Gang scheduling** enables:
 - Interactivity on HPC systems
 - Providing interactive parallel programming environment
 - Running Large-scale real-time applications immediately

Thank you

For more details:

<https://www.fujitsu.com/global/about/resources/news/press-releases/2023/1109-01.html>

