

Spalloc!

Slicing Up SpiNNaker Machines Jonathan Heathcote



Demo time!



































Selecting algorithms

The simplest thing that could possibly work.



















































































Give me *N* boards! (where $N \ge 2$)

- 1. Calc. number of triads, N'
- 2. Calc. squarest machine
- 3. Squash if not square enough
- 4. Squash into smallest gap
- 5. Try next-smallest gap if not square enough

$$N' = \left\lceil \frac{N}{3} \right\rceil$$

$$\stackrel{\uparrow}{\overset{\downarrow}{\overset{\downarrow}{\overset{}}}} N' = w \cdot h$$





Thank You Any Questions?

https://github.com/project-rig/spalloc https://github.com/project-rig/spalloc_server



How about something bigger?



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How about a million cores?

