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We develop scalable sparse direct linear solvers and effective preconditioners for the most challenging linear systems on manycore parallel machines. Our focal efforts are the developments of two types of solvers: The first is a pure direct solver, encapsulated in SuperLU software. The second is the nearly-optimal preconditioners using the HSS low-rank approximate factorization of the dense submatrices, encapsulated in STRUMPACK software.

Direct Solver SuperLU: Multicore / GPU-aware

Challenges

- Strong task/data dependencies given by DAG
- Irregular data access, scatter/gather

• Low Arithmetic Intensity in the beginning, higher AI later

Strategies on CPU + GPU

- CPU multithreading Scatter/Gather, GPU does data-parallel BLAS only.
- Overlap CPU & GPU activities to hide PCI transfer.
- Results: 100 nodes GPU clusters, 2.7x faster, 2-5x memory saving
- Programming: MPI + OpenMP + CUDA



Strategies on Intel Xeon Phi (MIC): offload mode

- Offload both GEMM and Gather/Scatter on MIC, take advantage of more powerful cores than GPU, higher memory BW on MIC.
- HALO algorithm Highly Asynchronous Lazy Offload
 - Two partial sums of Schur-complement are maintained on CPU, MIC.
 - Reduce the to-be-factorized panel on CPU, absorbing MIC's panel.





References

- P. Sao, R. Vuduc, and X.S. Li, "A distributed CPU-GPU sparse direct solver", Proc. of Euro-Par 2014 Parallel Processing, August 25-29, Porto, Portugal.
- P. Sao, X. Liu, R. Vuduc, and X.S. Li, "A Sparse Direct Solver for Distributed Memory Xeon Phiaccelerated Systems", IPDPS 2015, May 25-29, 2015, Hyderabad, India.





Sparse Direct Solvers and Preconditioners on Manycore Systems

SuperLU_DIST Performance on Intel Phi

- 1-node Sandy Bridge-EP: 2 sockets / 16 cores / 32 threads, 2 MICs
 - CPU only: OMP(p), MPI(p)+OMP(q)
- Added MIC: OMP(p)+MIC (1), MPI(p)+OMP(q)+MIC(2)
- Results:
 - 2nd MIC gives additional 1.8x speedup.
 - 2.5x faster than CPU-only with OpenMP.
- Bottleneck: panel factorization.



RBT to Avoid Numerical Pivoting

Algorithms

- Use Randomized Butterfly Transformation as preprocessing to avoid expensive pivoting in sparse LU or LDLT.
- RBT is easily scalable, as opposed to numerical pivoting.
- RBT: $A1 = U^{T}AV$, where U and V are recursive butterfly matrices. A1 is guaranteed to be factorizable without pivoting.

Butterfly matrix of size $n \times n$: $B^{<n>} = \frac{1}{\sqrt{2}} \begin{bmatrix} R_0 & R_1 \\ R_0 & -R_1 \end{bmatrix}$, R_0 and R_1 random diagonal $\frac{n}{2} \times \frac{n}{2}$ matrices,

Recursive Butterfly matrix is a product of butterfly matrices, $n = 2^d$:



Results:

- The increase of A1's factor size is modest for many matrices.
 - Tested 90 sparse matrices, compared to SuperLU (GE with partial pivoting): 37 have smaller factor size, 30 have increase <= 2x, 23 have increase > 2x. 69 have <= 2 digits loss of solution accuracy.
- Parallel transformation (d = 1),
 - nlpkkt120: a matrix of dimension 3.5 M, 95 M nonzeros
 - 1 second @ 4 cores, 0.4 seconds @ 32 cores
- In the process of scalability study in SuperLU_DIST.

References

• M. Baboulin, X.S. Li and F.-H. Rouet, "Using Random Butterfly Transformations to avoid pivoting in sparse direct methods", VECPAR 2014 Conference, June 30 – July 3, 2014.









