



Leveraging One-Sided Communication for **Sparse Triangular Solvers**

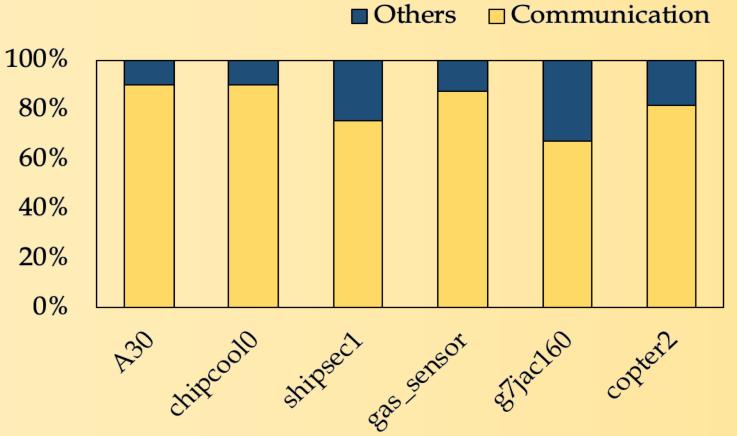
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We implement and evaluate one-sided communication-based, distributedmemory Sparse Triangular Solvers (SpTRSV) and construct a critical path *performance model* in order to assess our observed performance relative to machine capabilities.

Motivation

SpTRSV is used in conjunction with Sparse LU to affect preconditioning in linear solvers

- Communication dominates the SpTRSV time...
 - 16 KNL nodes using production SuperLU code
 - Six representative matrices:
 - 1 from FES code m3d-c1
 - 5 from SuiteSparse Matrix Collection

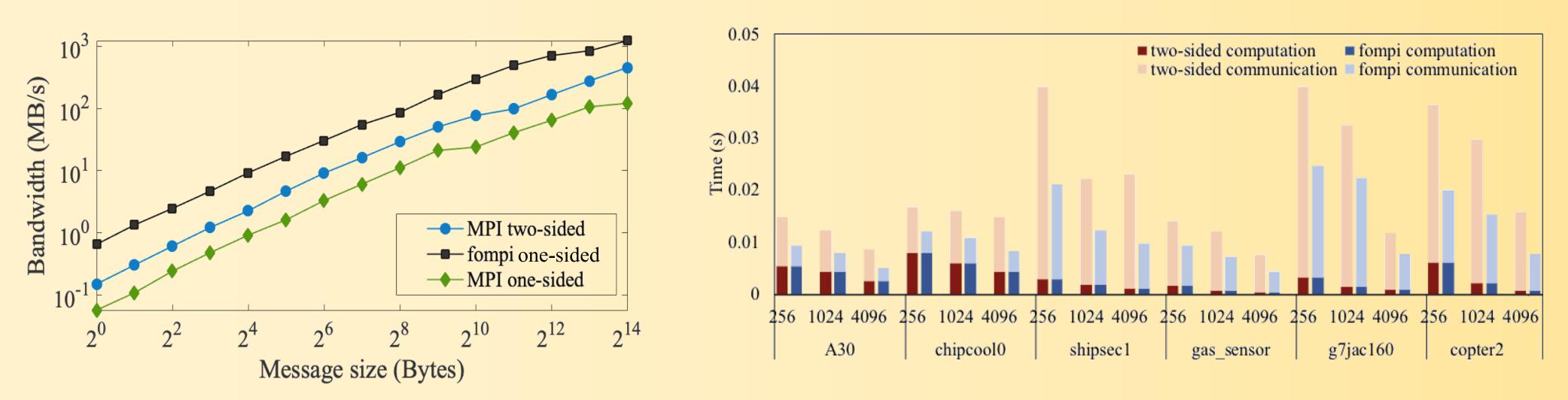


One-sided Communication-based Distributed-memory SpTRSV

- Created a round-trip ping-pong benchmark and ran on 16 KNL nodes
- foMPI one-sided outperforms Cray twosided (highly optimized) MPI and Cray one-sided MPI by 3x and 8x respectively.



 Attain up to a 2.2x speedup on 256 to 4,096 processes on Cori KNL (NERSC) over the existing two-sided version in SuperLU_DIST

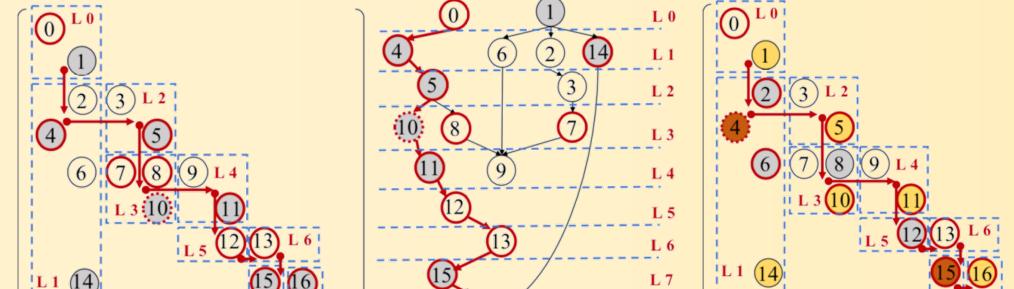


foMPI (ETH) is a fast, MPI-3.0 RDMA library interface on Cray systems. It uses distributed-memory application (DMAPP) and XPMEM for fast 80 inter-node and intra-node one-sided communication.

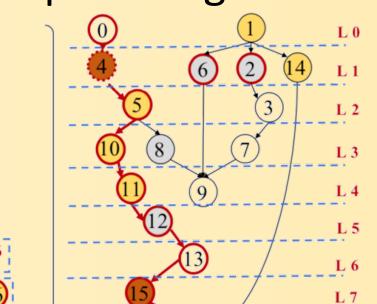
Critical path performance model for SpTRSV

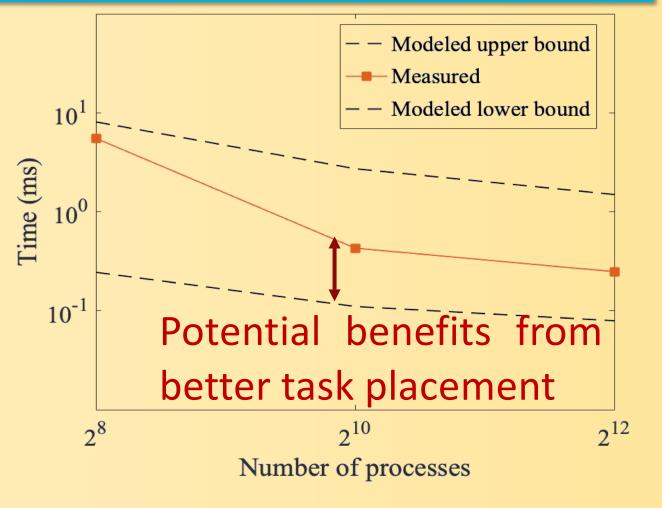
- Circles represent
 - matrix-vectors in SpTRSV (data movement, memory bandwidth)
- Edges represent
 - data dependencies (diagonal block: in-degree/out-degree, network) bandwidth/latency)
- Critical path could become longer due to limited resources



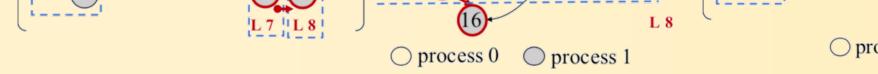


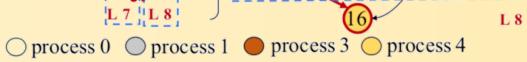
4 processes path length: 10





- Assess observed performance relative to machine capabilities
- Drive future code optimization
- Predict performance on future





machines/architectures

Future Plans

- Evaluation on Cray Slingshot/NERSC9
- Port to NVIDIA GPUs (single GPU, then multiple GPUs on a node)
- **One-sided communication on GPU-accelerated Perlmutter** •
- Extend the critical path model to other DAG-like computations •

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