Recursive Pizza



Tiled Pizza



Inner-blocking Pizza





Azzam Haidar ICL Friday talk, August 24, 2012

Click to add title



ICL Friday talk, August 24, 2012

General Overview: the linear algebra algorithms

Two categories:

- 1. One sided algorithms
 - · Cholesky, QR decomposition, LU factorisation.

2. Two sided algorithms

Eigenvalue and Singular value problems.

Eigenvalues, eigenvectors and eigenspaces are the properties of a matrix.

- Eigendecomposition have their origin in physics
- Stress and strain problems
- Differential equations and quantum mechanics
- Weather forecast
- Electronics simulation
- Image processing
- Material chemistry
- Data storage
- Web analysis
- etc...



- \triangleright Symmetric EVP $Ax = \lambda x$
 - Tri-Diagonalization Reduction + solve + back transformation.
- \triangleright Generalized EVP $Ax = \lambda Bx$ or $ABx = \lambda x$
 - Cholesky + Tri-Diagonalization Reduction + solve + back transformation.
- \triangleright Singular Value Decomposition $A = U\Sigma V^T$
 - Bi-Diagonalization Reduction + solve + back transformation.

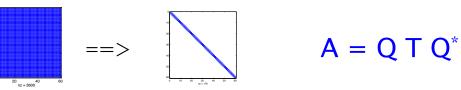


> Symmetric EVP $Ax = \lambda x$ meaning compute $A = Z \lambda Z^*$ where λ are the Eigenvalues and Z are the eigenvectors.

1. Tri-Diagonalization Reduction: transform A to nice form $\ensuremath{\mathfrak{C}}$







$$A = Q T Q$$

- 2. Solve: compute the Eigenvalue and Eigenvectors of the tridiagonal $T = E \lambda E^*$
- 3. Back transformation: update the computed Eigenvectors.

$$Z = Q * E$$

- 90% if only eigenvalues
- 50% if eigenvalues and eigenvectors

- \triangleright Symmetric EVP $Ax = \lambda x$
 - Tri-Diagonalization Reduction + solve + back transformation.
- \triangleright Generalized EVP $Ax = \lambda Bx$ or $ABx = \lambda x$
 - Cholesky + Tri-Diagonalization Reduction + solve + back transformation.
- \triangleright Singular Value Decomposition $A = U\Sigma V^T$
 - Bi-Diagonalization Reduction + solve + back transformation.

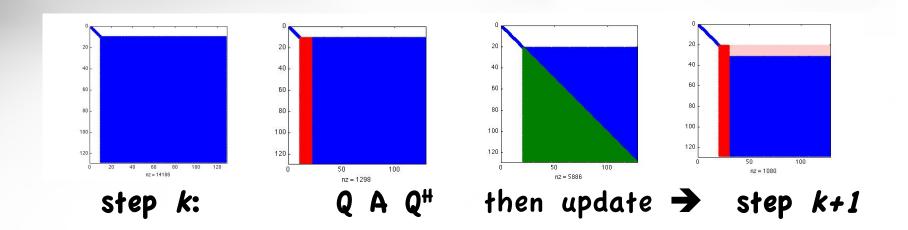


There are two paths to tridiagonal form

- 1. The standard LAPACK algorithm.
- 2. A new technique based on multi-stage algorithm. Christian Bischof, Bruno Lang, Xiaobai Sun (94) proposed multiple-stage implementation called Successive Band Reductions to reduce a matrix to tridiagonal.



The standard Tridiagonal reduction xSYTRD

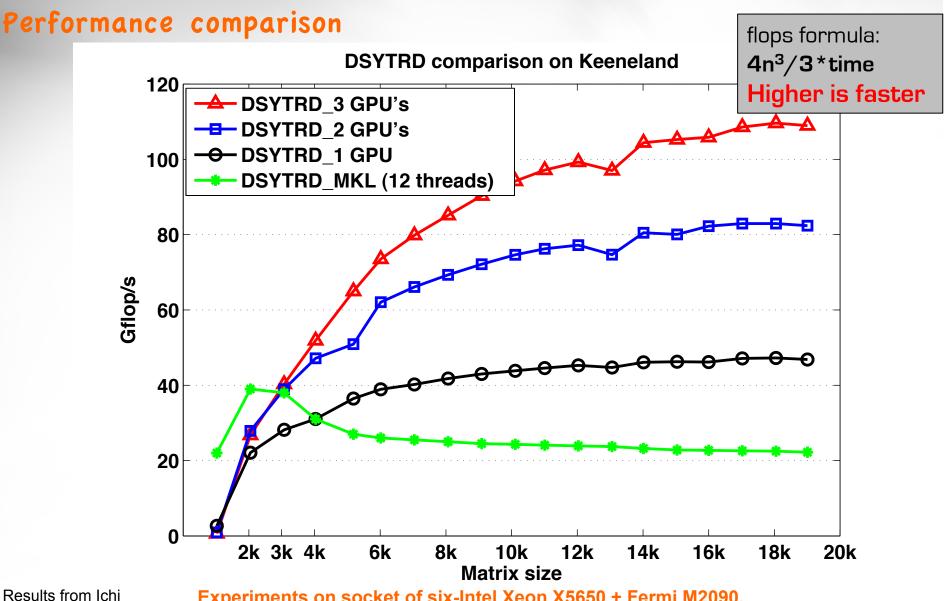


*Characteristics

- Too many Blas-2 op,
- · Relies on panel factorization,
- Total cost 4n³/3,
- → Bulk sync phases,
- → Memory bound algorithm.



The MAGMA full reduction to tridiagonal





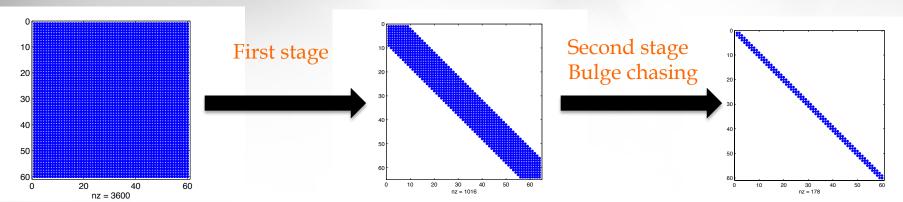
The PLASMA reduction: 2 stage algorithm

Idea:

- The idea is to cast expensive memory operations, occurring during the panel factorization into fast compute intensive ones.
- Redesign the algorithm in a new fashion which increase the cache reuse.
- Design new cache friendly kernels to overcomes the memory bound limitation.
- Extract parallelism and schedule task in an asynchronous order.



The PLASMA reduction: 2 stage algorithm



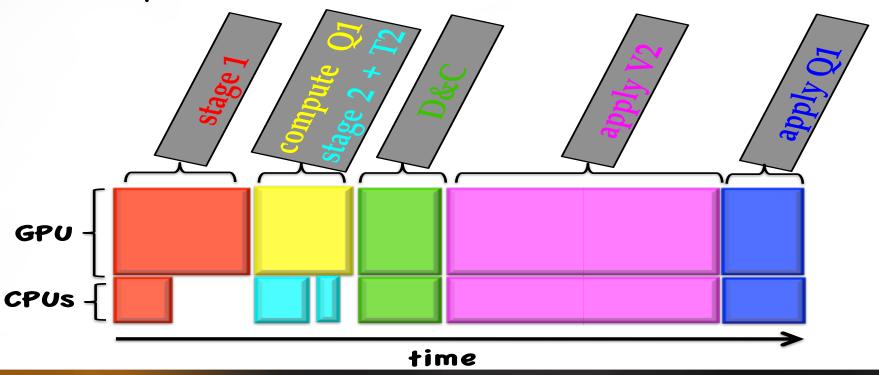
* Characteristics

- Stage 1:
 - BLAS-3,
 - one shot reduction,
 - asynchronous execution,
- Stage2:
 - BLAS-1.5,
 - element-wise/column-wise,
 - asynchronous execution,
 - · new cache friendly kernel.



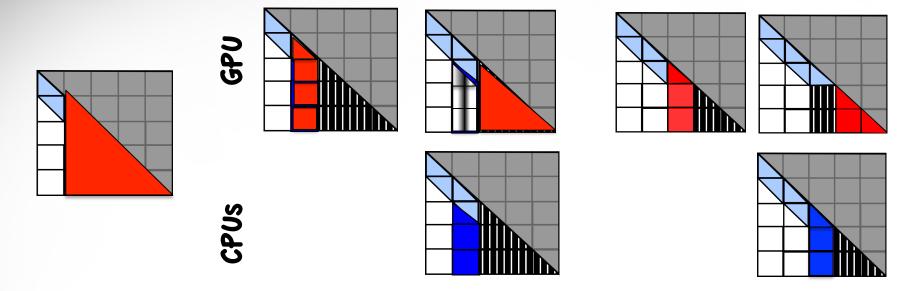
Idea:

- Develop similar approach for hybrid architectures (CPU+GPU)
- The idea is to dump expensive operations into GPU and try to overlap with the CPU.

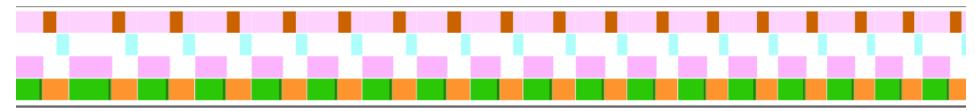




The reduction:



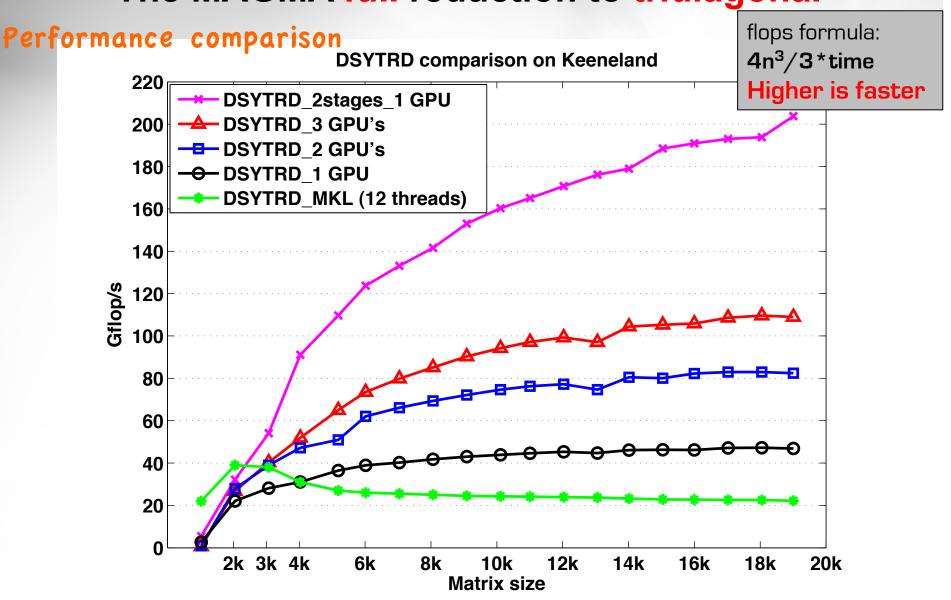
The reduction:



courtesy from Mark Gates



The MAGMA full reduction to tridiagonal





- 1. Symmetric EVP $Ax = \lambda x$
 - Tri-Diagonalization Reduction + solve + back transformation.
- 2. Generalized EVP $Ax = \lambda Bx$ or $ABx = \lambda x$
 - Cholesky + Tri-Diagonalization Reduction + solve + back transformation.
- 3. Singular Value Decomposition $A = U\Sigma V^T$
 - Bi-Diagonalization Reduction + solve + back transformation.



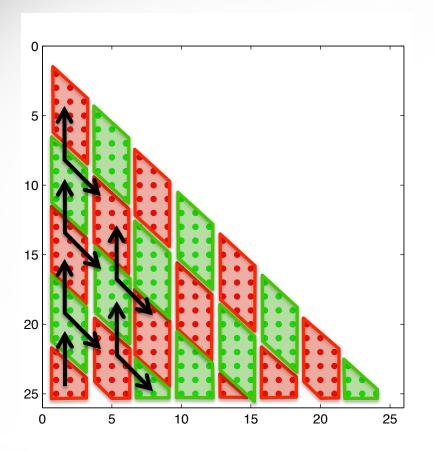
* Characteristics

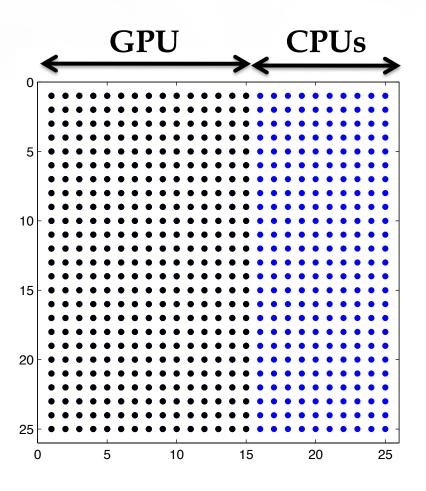
- Algorithm is more challenging, we will have 2 back transformations to apply,
- · Allow independent parallelism,
- Deal with different layout of storage,
- Requires new kernels to improve cache reuse,
- is 2n³ more expensive.



Back transformation:

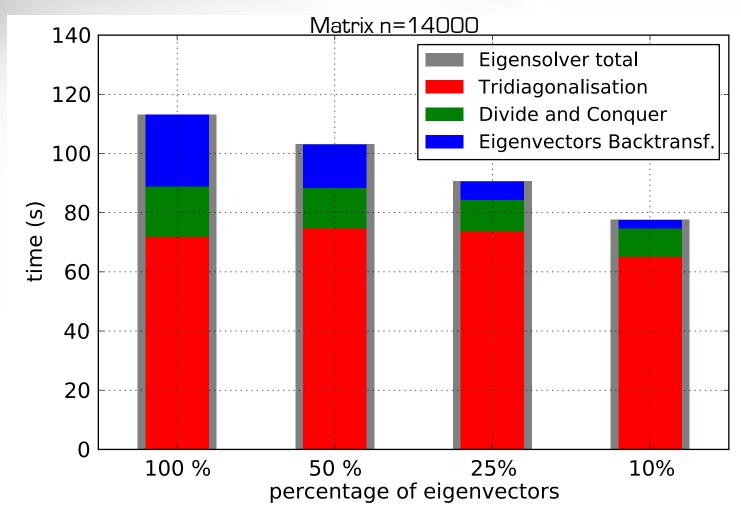
Allow CPUs to contribute





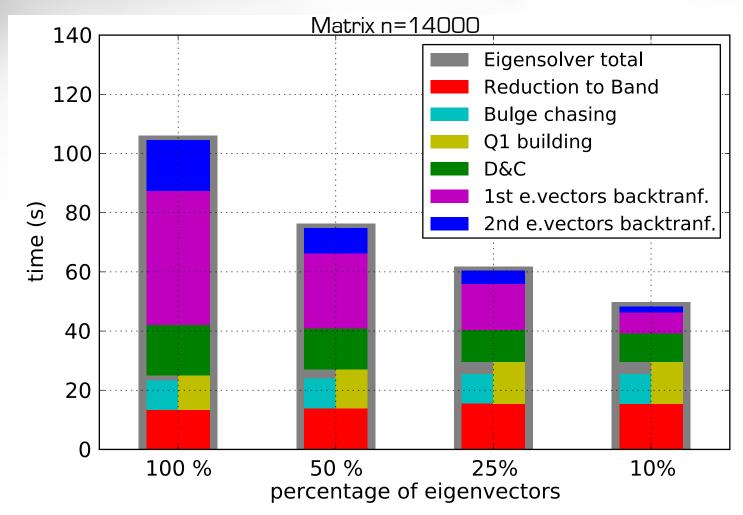


Performance comparison





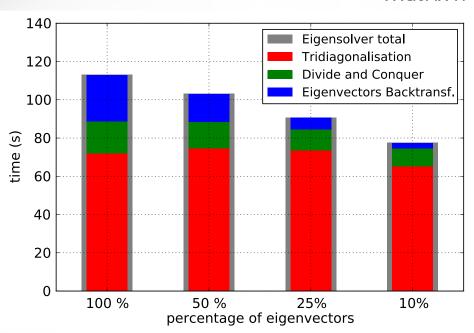
Performance comparison

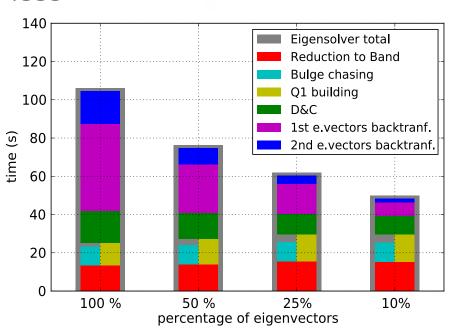




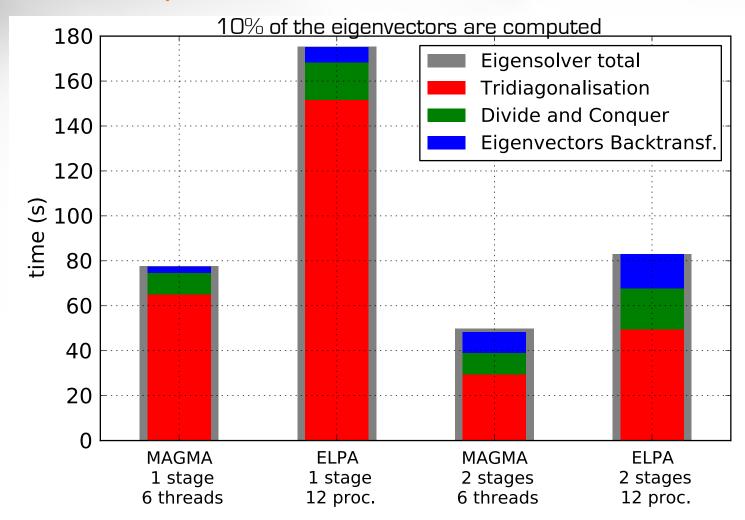
Performance comparison

Matrix n=14000





Performance comparison





Future work

- * Road map and open questions:
 - Develop similar approach for SVD (ongoing integration).
 - Effort might be made on the eigensolvers.
 - Hessenberg, (Piotr, Hatem)
 - Bulge chasing
 - Gaussian reduction
 - Sign functions

Future work

- * Road map and open questions:
 - Developing a multi-GPU/multicore/ditributed version of the algorithm (ongoing).
 - Develop the tridiagonal reduction in the context of distributed memory architecture.
 - Evaluate a band divide and conquer for the band matrices.

Thank you for your attention

