

# Getting Modern Algorithms into the Hands of Working Scientists on Modern Hardware

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Victoria, Australia    October 15, 2012



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**computational mathematics** is in

design/analysis of algorithms  
for simulation & data analysis

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# Outline

## 1 Computational Science

- Linear Algebra
- FEM Integration

## 2 Mathematics

# Big Idea

The best way to create robust,  
efficient and scalable,  
maintainable scientific codes,  
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- Hides Hardware Details
  - **MPI** does for this for machines and networks
- Hide Implementation Complexity
  - **PETSc** does for this Matrices and Krylov Solvers
- Accumulates Best Practices
  - **PETSc** defaults to classical Gram-Schmidt orthogonalization with selective reorthogonalization

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- Improvement without code changes
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- Extensibility
  - Q: Why is it not just good enough to make a fantastic working code?
  - A: Extensibility
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# Early Numerical Libraries

- 71 **Handbook for Automatic Computation: Linear Algebra**,  
J. H. Wilkinson and C. Reinch
- 73 **EISPACK**, Brian Smith et.al.
- 79 **BLAS**, Lawson, Hanson, Kincaid and Krogh
- 90 **LAPACK**, many contributors
- 91 **PETSc**, Gropp and Smith

All of these packages had their genesis at  
**Argonne National Laboratory/MCS**

# Why GPUs?

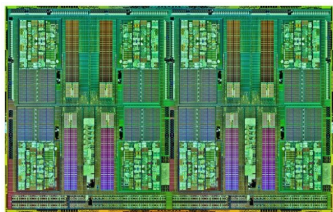
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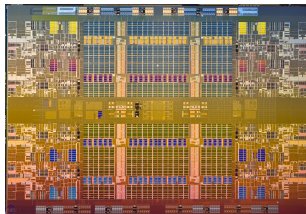
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AMD Interlagos



Intel Nehalem Beckton

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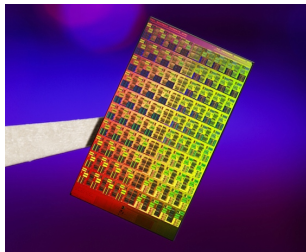


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NVidia C2070



Intel MIC

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# VECCUDA

## Strategy: Define a new **Vec** implementation

- Uses **Thrust** for data storage and operations on GPU
- Supports full PETSc **Vec** interface
- Inherits PETSc scalar type
- Can be activated at runtime, `-vec_type cuda`
- PETSc provides memory coherence mechanism

# MATAIJCUDA

## Also define new **Mat** implementations

- Uses **Cusp** for data storage and operations on GPU
- Supports full PETSc **Mat** interface, some ops on CPU
- Can be activated at runtime, `-mat_type aijcuda`
- Notice that parallel matvec necessitates off-GPU data transfer

# Solvers

## Solvers come for **Free**

Preliminary Implementation of PETSc Using GPU,  
Minden, Smith, Knepley, 2010

- All linear algebra types work with solvers
- Entire solve can take place on the GPU
  - Only communicate scalars back to CPU
- GPU communication cost could be amortized over several solves
- Preconditioners are a problem
  - Cusp has a promising AMG

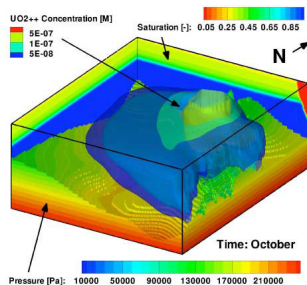
# Example

## PFLOTRAN

### Flow Solver

$32 \times 32 \times 32$  grid

Routine	Time (s)	MFlops	MFlops/s
<b>CPU</b>			
KSPSolve	8.3167	4370	526
MatMult	1.5031	769	512
<b>GPU</b>			
KSPSolve	1.6382	4500	2745
MatMult	0.3554	830	2337



P. Lichtner, G. Hammond,  
 R. Mills, B. Phillip

# Example

## Driven Cavity Velocity-Vorticity with Multigrid

```
ex50 -da_vec_type seqcusp
      -da_mat_type aijcusp -mat_no_inode # Setup types
      -da_grid_x 100 -da_grid_y 100     # Set grid size
      -pc_type none -pc_mg_levels 1     # Setup solver
      -preload off -cuda_synchronize   # Setup run
      -log_summary
```

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# Interface Maturity

## Some parts of PDE computation are less mature

### Linear Algebra

- One universal interface
  - BLAS, PETSc, Trilinos, FLAME, Elemental
- Entire problem can be phrased in the interface
  - $Ax = b$
- Standalone component

### Finite Elements

- Many Interfaces
  - FEniCS, FreeFEM++, DUNE, dealII, Fluent
- Problem definition requires general code
  - Physics, boundary conditions
- Crucial interaction with other simulation components
  - Discretization, mesh/geometry

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# FEM Integration Model

Proposed by Jed Brown

We consider weak forms dependent only on fields and gradients,

$$\int_{\Omega} \phi \cdot \mathbf{f}_0(u, \nabla u) + \nabla \phi : \vec{\mathbf{f}}_1(u, \nabla u) = 0. \quad (1)$$

Discretizing we have

$$\sum_e \mathcal{E}_e^T \left[ B^T W^q \mathbf{f}_0(u^q, \nabla u^q) + \sum_k D_k^T W^q \vec{\mathbf{f}}_1^k(u^q, \nabla u^q) \right] = 0 \quad (2)$$

- $f_n$  pointwise physics functions
- $u^q$  field at a quad point
- $W^q$  diagonal matrix of quad weights
- $B, D$  basis function matrices which reduce over quad points
- $\mathcal{E}$  assembly operator

# PETSc Integration

## PETSc FEM Organization

GPU evaluation is **transparent** to the user:

User Input		Automation		Solver Input
domain	==	Triangle/TetGen	==>	Mesh
element	==	FIAT	==>	Tabulation
$f_n$	==	Generic Evaluation	==>	Residual

- User provides point-wise physics functions
- Loops are done in batches, remainder cells handled by GPU
- One batch integration method with compile-time sizes
  - CPU, multicore CPU, MIC, GPU, etc.
- PETSc *ex52* is a single-field example

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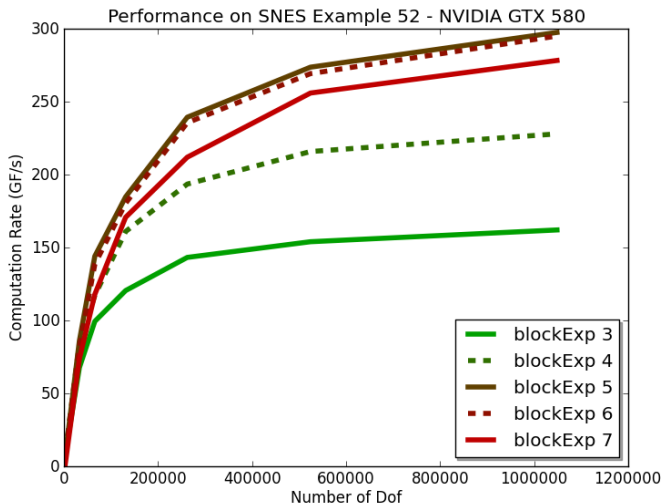
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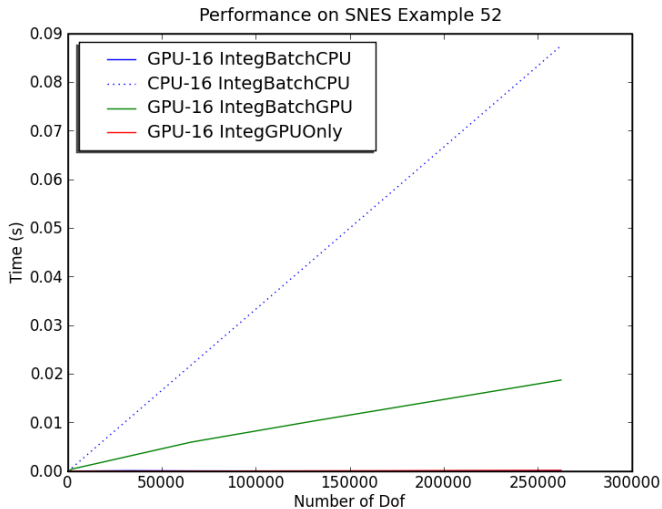
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# 2D $P_1$ Laplacian Performance



Reaches **100 GF/s** by 100K elements

# 2D $P_1$ Laplacian Performance



Linear scaling for both GPU and CPU integration



# 2D $P_1$ Laplacian Performance

## Configuring PETSc

`$PETSC_DIR/configure`

`-download-triangle -download-chaco`

`-download-scientificpython -download-fiat -download-generator`

`-with-cuda`

`-with-cudac='nvcc -m64' -with-cuda-arch=sm_10`

`-with-cusp-dir=/PETSc3/multicore/cusp`

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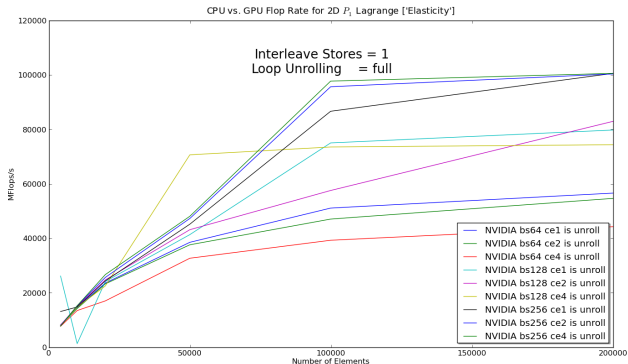
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# 2D $P_1$ Laplacian Performance

Running the example

```
$PETSC_DIR/src/benchmarks/benchmarkExample.py  
--daemon --num 52 DMComplex  
--events IntegBatchCPU IntegBatchGPU IntegGPUOnly  
--refine 0.0625 0.00625 0.000625 0.0000625 0.00003125  
0.000015625 0.0000078125 0.00000390625  
--order=1 --blockExp 4  
CPU='dm_view show_residual=0 compute_function batch'  
GPU='dm_view show_residual=0 compute_function batch gpu  
gpu_batches=8'
```

# 2D $P_1$ Rate-of-Strain Performance



Reaches **100** GF/s by 100K elements

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--refine 0.0625 0.00625 0.000625 0.0000625 0.00003125
0.000015625 0.0000078125 0.00000390625
--operator=elasticity --order=1 --blockExp 4
CPU='dm_view op_type=elasticity show_residual=0
compute_function batch'
GPU='dm_view op_type=elasticity show_residual=0
compute_function batch gpu gpu_batches=8'
```

# General Strategy

- Vectorize
- Overdecompose
- Cover memory latency with computation
  - Multiple cycles of writes in the kernel
- User must **relinquish control of the layout**

**Finite Element Integration on GPUs**, ACM TOMS,  
Andy Terrel and Matthew Knepley.

**Finite Element Integration with Quadrature on the GPU**, to SISC,  
Robert Kirby, Matthew Knepley, Andreas Klöckner, and Andy Terrel.

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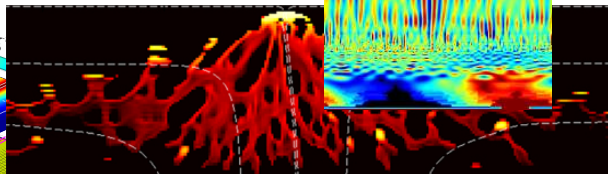
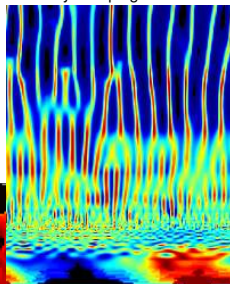
# Composable System for Scalable Preconditioners

Stokes and KKT

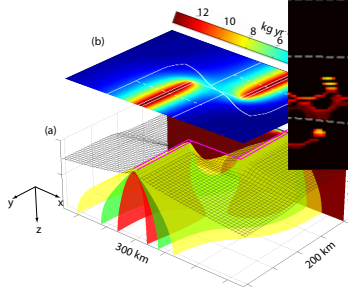
The saddle-point matrix is a canonical form for handling constraints:

- Incompressibility
- Contact
- Multi-constituent phase-field models
- Optimal control
- PDE constrained optimization

Courtesy M. Spiegelman



Courtesy R. F. Katz



# Composable System for Scalable Preconditioners

Stokes and KKT

There are *many* approaches for saddle-point problems:

- Block preconditioners
  - Schur complement methods
  - Multigrid with special smoothers
- $$\begin{pmatrix} F & B & M \\ B^T & 0 & 0 \\ N & 0 & K \end{pmatrix} \begin{pmatrix} \mathbf{u} \\ p \\ T \end{pmatrix} = \begin{pmatrix} \mathbf{f} \\ 0 \\ q \end{pmatrix}$$

However, today it is hard to **compare** & **combine** them and combine in a **hierarchical** manner. For instance we might want,

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a Gauss-Siedel iteration between blocks of  $(\mathbf{u}, p)$  and  $T$ ,  
and a full Schur complement factorization for  $\mathbf{u}$  and  $p$ .

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an upper triangular Schur complement factorization for  $\mathbf{u}$  and  $p$ ,  
and geometric multigrid for the  $\mathbf{u}$  block.

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However, today it is hard to **compare** & **combine** them and combine in a **hierarchical** manner. For instance we might want,

algebraic multigrid for the full  $(\mathbf{u}, p)$  system,  
 using a block triangular Gauss-Siedel smoother on each level,  
 and use identity for the  $(p, p)$  block.

# Approach for efficient, robust, scalable linear solvers

## Need solvers to be:

- **Composable**: separately developed solvers may be easily combined, by non-experts, to form a more powerful solver
- **Nested**: outer solvers call inner solvers
- **Hierarchical**: outer solvers may iterate over all variables for a global problem, while nested inner solvers handle smaller subsets of physics, smaller physical subdomains, or coarser meshes
- **Extensible**: users can easily customize/extend

Composable Linear Solvers for Multiphysics, IPDPS, 2012,  
J. Brown, M. G. Knepley, D. A. May, L. C. McInnes and B. F. Smith.

# Stokes example

The common block preconditioners for Stokes require only options:

# The Stokes System

$$\begin{pmatrix} A & B \\ B^T & 0 \end{pmatrix}$$



# Stokes example

The common block preconditioners for Stokes require only options:

```
-pc_type fieldsplit
-pc_field_split_type additive
-fieldsplit_0_pc_type ml
-fieldsplit_0_ksp_type preonly
-fieldsplit_1_pc_type jacobi
-fieldsplit_1_ksp_type preonly
```

$$\text{PC} \begin{pmatrix} \hat{A} & 0 \\ 0 & I \end{pmatrix}$$

Cohouet & Chabard, Some fast 3D finite element solvers for the generalized Stokes problem, 1988.

# Stokes example

The common block preconditioners for Stokes require only options:

```
-pc_type fieldsplit
-pc_field_split_type multiplic
-fieldsplit_0_pc_type hypre
-fieldsplit_0_ksp_type preonly
-fieldsplit_1_pc_type jacobi
-fieldsplit_1_ksp_type preonly
```

$$PC \begin{pmatrix} \hat{A} & B \\ 0 & I \end{pmatrix}$$

Elman, Multigrid and Krylov subspace methods for the discrete Stokes equations, 1994.

# Stokes example

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```
-pc_type fieldsplit
-pc_field_split_type schur
-fieldsplit_0_pc_type gamg
-fieldsplit_0_ksp_type preonly
-fieldsplit_1_pc_type none
-fieldsplit_1_ksp_type minres

-pc_fieldsplit_schur_factorization_type diag
```

$$\text{PC} \begin{pmatrix} \hat{A} & 0 \\ 0 & -\hat{S} \end{pmatrix}$$

May and Moresi, Preconditioned iterative methods for Stokes flow problems arising in computational geodynamics, 2008.

Olshanskii, Peters, and Reusken, Uniform preconditioners for a parameter dependent saddle point problem with application to generalized Stokes interface equations, 2006.

# Stokes example

The common block preconditioners for Stokes require only options:

```
-pc_type fieldsplit
-pc_field_split_type schur
-fieldsplit_0_pc_type gamg
-fieldsplit_0_ksp_type preonly
-fieldsplit_1_pc_type none
-fieldsplit_1_ksp_type minres

-pc_fieldsplit_schur_factorization_type lower
```

$$\text{PC} \begin{pmatrix} \hat{A} & 0 \\ B^T & \hat{S} \end{pmatrix}$$

May and Moresi, Preconditioned iterative methods for Stokes flow problems arising in computational geodynamics, 2008.

# Stokes example

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```
-pc_type fieldsplit
-pc_field_split_type schur
-fieldsplit_0_pc_type gamg
-fieldsplit_0_ksp_type preonly
-fieldsplit_1_pc_type lsc
-fieldsplit_1_ksp_type minres

-pc_fieldsplit_schur_factorization_type upper
```

$$\text{PC} \begin{pmatrix} \hat{A} & B \\ 0 & \hat{S}_{\text{LSC}} \end{pmatrix}$$

May and Moresi, Preconditioned iterative methods for Stokes flow problems arising in computational geodynamics, 2008.

Kay, Loghin and Wathen, A Preconditioner for the Steady-State N-S Equations, 2002.

Elman, Howle, Shadid, Shuttleworth, and Tuminaro, Block preconditioners based on approximate commutators, 2006.

# Stokes example

The common block preconditioners for Stokes require only options:

```
-pc_type fieldsplit
-pc_field_split_type schur
-pc_fieldsplit_schur_factorization_type full
```

PC

$$\begin{pmatrix} I & 0 \\ B^T A^{-1} & I \end{pmatrix} \begin{pmatrix} \hat{A} & 0 \\ 0 & \hat{S} \end{pmatrix} \begin{pmatrix} I & A^{-1} B \\ 0 & I \end{pmatrix}$$

# Programming with Options

## ex55: Allen-Cahn problem in 2D

- constant mobility
- triangular elements

## Geometric multigrid method for saddle point variational inequalities:

```
./ex55 -ksp_type fgmres -pc_type mg -mg_levels_ksp_type fgmres
-mg_levels_pc_type fieldsplit -mg_levels_pc_fieldsplit_detect_saddle_point
-mg_levels_pc_fieldsplit_type schur -da_grid_x 65 -da_grid_y 65
-mg_levels_pc_fieldsplit_factorization_type full
-mg_levels_pc_fieldsplit_schur_precondition user
-mg_levels_fieldsplit_1_ksp_type gmres -mg_coarse_ksp_type preonly
-mg_levels_fieldsplit_1_pc_type none -mg_coarse_pc_type svd
-mg_levels_fieldsplit_0_ksp_type preonly
-mg_levels_fieldsplit_0_pc_type sor -pc_mg_levels 5
-mg_levels_fieldsplit_0_pc_sor_forward -pc_mg_galerkin
-snes_vi_monitor -ksp_monitor_true_residual -snes_atol 1.e-11
-mg_levels_ksp_monitor -mg_levels_fieldsplit_ksp_monitor
-mg_levels_ksp_max_it 2 -mg_levels_fieldsplit_ksp_max_it 5
```



# Programming with Options

## ex55: Allen-Cahn problem in 2D

Run flexible GMRES with 5 levels of multigrid as the preconditioner

```
./ex55 -ksp_type fgmres -pc_type mg -pc_mg_levels 5  
-da_grid_x 65 -da_grid_y 65
```

Use the Galerkin process to compute the coarse grid operators

```
-pc_mg_galerkin
```

Use SVD as the coarse grid saddle point solver

```
-mg_coarse_ksp_type preonly -mg_coarse_pc_type svd
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# Programming with Options

## ex55: Allen-Cahn problem in 2D

Smoother: Flexible GMRES (2 iterates) with a Schur complement PC

```
-mg_levels_ksp_type fgmres -mg_levels_pc_fieldsplit_detect_saddle_point  
-mg_levels_ksp_max_it 2 -mg_levels_pc_type fieldsplit  
-mg_levels_pc_fieldsplit_type schur  
-mg_levels_pc_fieldsplit_factorization_type full  
-mg_levels_pc_fieldsplit_schur_precondition diag
```

Schur complement solver: GMRES (5 iterates) with no preconditioner

```
-mg_levels_fieldsplit_1_ksp_type gmres  
-mg_levels_fieldsplit_1_pc_type none -mg_levels_fieldsplit_ksp_max_it 5
```

Schur complement action: Use only the lower diagonal part of A00

```
-mg_levels_fieldsplit_0_ksp_type preonly  
-mg_levels_fieldsplit_0_pc_type sor  
-mg_levels_fieldsplit_0_pc_sor_forward
```

# Programming with Options

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# Composability

**Composable** interfaces allow the nested, hierarchical interaction of different components,

- **analysis** (discretization)
- **topology** (mesh)
- **algebra** (solver)

so that **non-experts** can produce powerful simulations with modern algorithms.

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  - Users will give up more Control
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Change alone is unchanging  
— Heraclitus, 544–483 BC