

Exploiting structure in numerical libraries (PETSc)

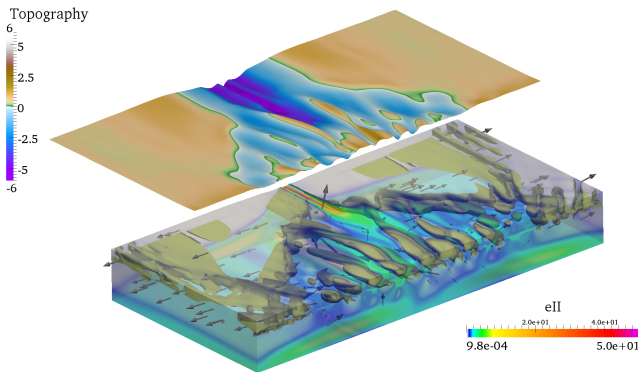
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From natural structure to efficient algorithms

- ▶ Fluids, structures, plasma, chemistry, mesoscale materials, ...
- ▶ Conservation of mass, energy, ...
- ▶ Approximately balanced dynamics: weather systems, resonance
- ▶ Design accurate numerical methods that preserve compatibility
- ▶ Design efficient, scalable algorithms for solving associated algebraic problems



Structure is also needed for analysis of models

- ▶ Optimization
 - ▶ Smoothness
 - ▶ Convexity
 - ▶ Computability of gradients
- ▶ Data assimilation and experimental design
 - ▶ High-dimensional probability distributions
 - ▶ Sparsity of observations
- ▶ Stability analysis (bifurcations)

PETSc's Goal

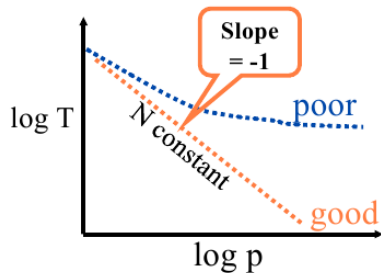
Make the best possible structure-exploiting methods:

- ▶ reusable
- ▶ easy to use
- ▶ extensible
- ▶ composable

Scalability definitions

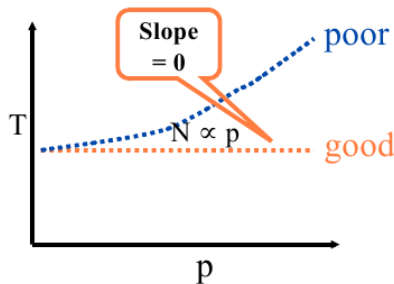
Strong scalability

- ▶ Fixed problem size
- ▶ execution time T inversely proportional to number of processors p

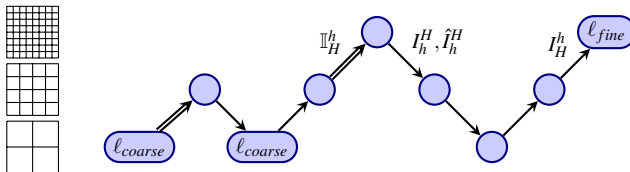


Weak scalability

- ▶ Fixed problem size per processor
- ▶ execution time constant as problem size increases

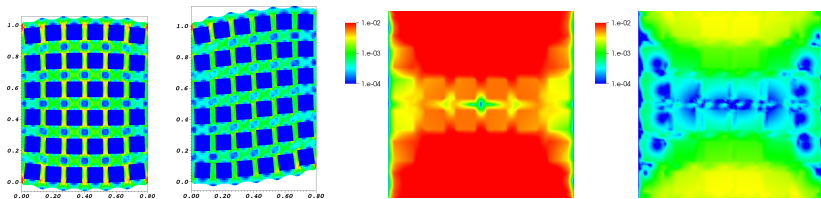


Full Multigrid(FMG)



- ▶ start with coarse grid
- ▶ x is prolonged using \mathbb{I}_H^h on first visit to each finer level
- ▶ truncation error within one cycle
- ▶ about five work units for many problems
- ▶ highly efficient solution method

τ corrections

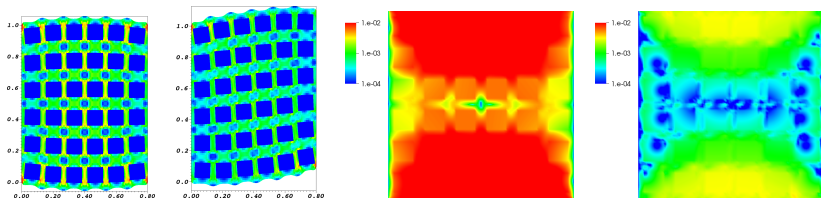


- ▶ Plane strain elasticity, $E = 1000$, $\nu = 0.4$ inclusions in $E = 1$, $\nu = 0.2$ material, coarsen by 3^2 .
- ▶ Solve initial problem everywhere and compute $\tau_h^H = A^H \hat{I}_h^H u^h - I_h^H A^h u^h$
- ▶ Change boundary conditions and solve FAS coarse problem

$$N^H \hat{u}^H = \underbrace{I_h^H \hat{f}^h}_{\hat{f}^H} + \underbrace{N^H \hat{I}_h^H \tilde{u}^h - I_h^H N^h \tilde{u}^h}_{\tau_h^H}$$

- ▶ Prolong, post-smooth, compute error $e^h = \hat{u}^h - (N^h)^{-1} \hat{f}^h$
- ▶ Coarse grid *with τ* is nearly $10\times$ better accuracy

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The Great Solver Schism: Monolithic or Split?

Monolithic

- ▶ Direct solvers
- ▶ Coupled Schwarz
- ▶ Coupled Neumann-Neumann
(need unassembled matrices)
- ▶ Coupled multigrid
- X Need to understand local spectral and compatibility properties of the coupled system

Split

- ▶ Physics-split Schwarz
(based on relaxation)
- ▶ Physics-split Schur
(based on factorization)
 - ▶ approximate commutators
SIMPLE, PCD, LSC
 - ▶ segregated smoothers
 - ▶ Augmented Lagrangian
 - ▶ “parabolization” for stiff waves
- X Need to understand global coupling strengths

- ▶ Preferred data structures depend on which method is used.
- ▶ Interplay with geometric multigrid.

Why is exploiting structure hard?

- ▶ Black box interfaces tend to exploit only one or two types of structure at a time
- ▶ Cutting-edge science often needs to exploit **all** available structure
- ▶ Generic data structures not well matched to evolving hardware
 - ▶ More concurrency, less memory per thread
 - ▶ Deeper memory hierarchy, heterogeneous execution
- ▶ Nonlinearity and coupling with other physical models can change the available structure
- ▶ Assumptions break down between model problems and production
- ▶ Assumptions fall through the cracks
 - ▶ E.g., model nonlinearity breaks assumption of Gaussian probability distribution
 - ▶ Switching to more “robust” method makes problem intractable
- ▶ Applications seek to satisfy disparate user groups, make assumptions invalid in other contexts