Algorithm XXX: A Fast Scalable Solver for the Dense Linear (Sum) Assignment Problem

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This document contains the instructions for building and testing the software bundle as well as instructions on how to use the software in your own project.

 ${\tt CCS\ Concepts: \bullet Mathematics\ of\ computing \to Combinatorial\ algorithms; Combinatorial\ optimization:}$

Additional Key Words and Phrases: Successive Shortest Path Algorithm, Parallel Processing, Epsilon Scaling

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1 LINUX

This section contains the instructions for building and running under Linux. For Windows, refer to Section 2.

1.1 Requirements

The following software is required to build the source code that comes with this publication:

- CMake 3.5
- GCC
- CUDA 10 (or later, optional for the GPU build)

1.2 Build Instructions

To build the test package that was used to generate all the performance measurements in the main publication, run the following commands inside the lap_solver directory:

- mkdir build
- cd build
- cmake ../gcc
- make

Since the makefile is set up to compile the same code with multiple sets of defines, it is not possible to use the parallel build, e.g. make -j4, as this will cause the build to fail.

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^{*}Work done while at TU Darmstadt.

2 WINDOWS

2.1 Requirements

The following software is required to build the source code that comes with this publication:

- Visual Studio (at least Community Edition) 2014, 2017 or 2019
- CUDA 10.2 (other versions require build files to be patched manually)

2.2 Build Instructions

To build the test package that was used to generate all the performance measurements in the main publication, the following steps are required:

- load solution from vc14, vc17 or vc19
- press Ctrl+Shift+B

3 RUNNING TESTS

The following commands will re-produce the data found in the figures and tables of the paper (Figure 1, 2 & 3 require special debug builds) using Linux. For Windows, the relative path is different (../../../images/, when executing in the build directory).

```
• Table 1 & Figure 4:
```

```
./test_cpu_evaluated -table_min 1000 -table_max 32000 -sanity -random -geometric -geometric_disjoint -random_low_rank -rank_min 1 -rank_max 8 -double -single -runs 5 -omp
```

./test_cpu_evaluated -table_min 1000 -table_max 128000 -sanity -random -geometric -geometric_disjoint -random_low_rank -rank_min 1 -rank_max 8 -double -epsilon -runs 5 -omp

• Figure 5:

```
./test_cpu -table_min 1000 -table_max 32000 -sanity -geometric_disjoint -random_low_rank -rank_min 1 -rank_max 8 -double -single -runs 5 ./test_cpu -table_min 1000 -table_max 128000 -random -geometric -double -single -runs 5 ./test_cpu -table_min 1000 -table_max 128000 -sanity -random -geometric -geometric_disjoint -random_low_rank -rank_min 1 -rank_max 8 -double -epsilon -runs 5
```

• Figure 6:

```
./test_cpu -memory 257698037760 -cached_min 1000 -cached_max 1024000
-geometric_cached -geometric_disjoint_cached -sanity_cached -random_low_rank_cached
-rank_min 1 -rank_max 8 -double -epsilon -runs 5 -omp
```

• Figure 7:

```
./test_gpu -memory 3221225472 -table_min 1000 -table_max 128000 -random -double -epsilon -runs 5 \,
```

./test_gpu -memory 3221225472 -cached_min 1000 -cached_max 1024000

-geometric_cached -geometric_disjoint_cached -sanity_cached -random_low_rank_cached -rank_min 1 -rank_max 8 -double -epsilon -runs 5

• Figure 8:

```
./test_gpu -memory 15032385536 -table_min 1000 -table_max 128000 -random -double -epsilon -runs 5 ./test_gpu -memory 15032385536 -cached_min 1000 -cached_max 1024000 -geometric_cached -geometric_disjoint_cached -sanity_cached -random_low_rank_cached
```

• Figure 9:

-rank_min 1 -rank_max 8 -double -epsilon -runs 5

```
./test_cpu -memory 128849018880 -img ../../images/img1s.ppm -img
../../images/img2s.ppm -img ../../images/img3s.ppm -img ../../images/img4s.ppm
-img ../../images/img5s.ppm -img ../../images/img6s.ppm -img ../../images/img7s.ppm
-img ../../images/img8s.ppm -img ../../images/img9s.ppm -img
../../images/img10s.ppm -float -single
./test_cpu -memory 128849018880 -img ../../images/img1m.ppm -img
../../images/img2m.ppm -img ../../images/img3m.ppm -img ../../images/img4m.ppm
-img ../../images/img5m.ppm -img ../../images/img6m.ppm -img ../../images/img7m.ppm
-img ../../images/img8m.ppm -img ../../images/img9m.ppm -img
../../images/img10m.ppm -float -single
./test_cpu -memory 128849018880 -img ../../images/img1s.ppm -img
../../images/img2s.ppm -img ../../images/img3s.ppm -img ../../images/img4s.ppm
-img ../../images/img5s.ppm -img ../../images/img6s.ppm -img ../../images/img7s.ppm
-img ../../images/img8s.ppm -img ../../images/img9s.ppm -img
../../images/img10s.ppm -float -epsilon -omp
./test_cpu -memory 128849018880 -img ../../images/img1m.ppm -img
../../images/img2m.ppm -img ../../images/img3m.ppm -img ../../images/img4m.ppm
-img ../../images/img5m.ppm -img ../../images/img6m.ppm -img ../../images/img7m.ppm
-img ../../images/img8m.ppm -img ../../images/img9m.ppm -img
../../images/img10m.ppm -float -epsilon -omp
./test_cpu -memory 257698037760 -img ../../images/img11.ppm -img
../../images/img2l.ppm -img ../../images/img3l.ppm -img ../../images/img4l.ppm
-img ../../images/img51.ppm -img ../../images/img61.ppm -img ../../images/img71.ppm
-img ../../images/img8l.ppm -img ../../images/img9l.ppm -img
../../images/img10l.ppm -float -epsilon -omp
/test_gpu -memory 3221225472 -img ../../images/img1s.ppm -img
../../images/img2s.ppm -img ../../images/img3s.ppm -img ../../images/img4s.ppm
-img ../../images/img5s.ppm -img ../../images/img6s.ppm -img ../../images/img7s.ppm
-img ../../images/img8s.ppm -img ../../images/img9s.ppm -img
../../images/img10s.ppm -float -epsilon
/test_gpu -memory 3221225472 -img ../../images/img1m.ppm -img
../../images/img2m.ppm -img ../../images/img3m.ppm -img ../../images/img4m.ppm
-img ../../images/img5m.ppm -img ../../images/img6m.ppm -img ../../images/img7m.ppm
-img ../../images/img8m.ppm -img ../../images/img9m.ppm -img
../../images/img10m.ppm -float -epsilon
/test_gpu -memory 3221225472 -img ../../images/img11.ppm -img
../../images/img2l.ppm -img ../../images/img3l.ppm -img ../../images/img4l.ppm
-img ../../images/img51.ppm -img ../../images/img61.ppm -img ../../images/img71.ppm
-img ../../images/img8l.ppm -img ../../images/img9l.ppm -img
../../images/img10l.ppm -float -epsilon
/test_gpu -memory 15032385536 -img ../../images/img1s.ppm -img
../../images/img2s.ppm -img ../../images/img3s.ppm -img ../../images/img4s.ppm
-img ../../images/img5s.ppm -img ../../images/img6s.ppm -img ../../images/img7s.ppm
-img ../../images/img8s.ppm -img ../../images/img9s.ppm -img
../../images/img10s.ppm -float -epsilon
/test_gpu -memory 15032385536 -img ../../images/img1m.ppm -img
../../images/img2m.ppm -img ../../images/img3m.ppm -img ../../images/img4m.ppm
-img ../../images/img5m.ppm -img ../../images/img6m.ppm -img ../../images/img7m.ppm
-img ../../images/img8m.ppm -img ../../images/img9m.ppm -img
../../images/img10m.ppm -float -epsilon
/test_gpu -memory 15032385536 -img ../../images/img11.ppm -img
../../images/img2l.ppm -img ../../images/img3l.ppm -img ../../images/img4l.ppm
```

```
-img ../../images/img51.ppm -img ../../images/img61.ppm -img ../../images/img71.ppm
-img ../../images/img81.ppm -img ../../images/img91.ppm -img
../../images/img101.ppm -float -epsilon
```

- Table 2: Requires Auction solver which is not included in this package.
- Table 3: Data found in other tables except for limiting the number of threads to 8

4 OWN PROJECT

In order to use the software package in your own project, you need to include the lap.h file after setting the desired defines in your project. To get the same behaviour as the test_cpu program, use the following:

```
// enable OpenMP support
#ifdef OPENMP
   define LAP OPENMP
#endif
// quiet mode
#define LAP_QUIET
// increase numerical stability for non-integer costs
#define LAP_MINIMIZE_V
In case you would like to use GPU support, use the following as a starting point:
// enable CUDA support
#define LAP_CUDA
// OpenMP required for multiple devices
#define LAP_CUDA_OPENMP
// quiet mode
#define LAP_QUIET
// increase numerical stability for non-integer costs
#define LAP_MINIMIZE_V
```

4.1 High-Level Interface

The high-level interface can be found in the test_cpu.cpp and test_gpu.cu files. The CPU functions are:

and

Where:

- SC is the type used within the solver.
- TC is the type for storing the cost values.
- TP &start_time is starting time of the test returned by std::chrono::high_resolution_clock::now();
- int N1 and int N2 specify the size of the problem
- CF &get_cost is the cost function lambda that takes two parameters int x, int y $(0 \le x < N1 \text{ and } 0 \le y < N2)$ and returns the cost of type TC

- int *rowsol points to the row solution being returned
- bool epsilon enables out ϵ -Pricing and should always be enabled.

The corresponding GPU functions are:

```
template <class SC, class TC, class CF, class STATE, class TP>
void solveCUDA(TP& start_time, int N1, int N2, CF& get_cost_gpu, STATE* state,
               lap::cuda::Worksharing& ws, long long max_memory, int* rowsol,
               bool epsilon, bool silent)
and
template <class SC, class TC, class CF, class TP>
void solveTableCUDA(TP& start_time, int N1, int N2, CF& get_cost_cpu,
                    lap::cuda::Worksharing& ws, long long max_memory,
                    int* rowsol, bool epsilon, bool sequential, bool pinned,
                    bool silent)
```

The difference between these functions is that the first one uses a device lambda CF &get_cost_gpu with parameters (int x, int y, STATE &state) while the second function uses a regular cpu lambda as in the cpu code above. Additional parameters are:

- A work sharing struct ws, constructed using lap::cuda::Worksharing ws(int N1, int multiple, std::vector<int> &devices, int max_devices, bool silent); with multiple usually set to 256 for better memory and thread alignment
- STATE *state is a used defined per GPU state passed to the get_cost_gpu function, including pointer to memory locations used inside the device lambda
- long long max_memory defines how much memory should be allocated on a single GPU for holding the cost values (either cache or table)
- bool sequential specifies if the get_cost_cpu lambda can only be called from a single thread
- bool pinned if true, the entire CPU cost table will be stored in pinned memory

4.2 Low-Level Interface

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The low-level interface can be found in the lap.h include files. The single threaded CPU code consists of the following functions for solving the linear assignment and calculating the final costs:

```
namespace lap
  template <class SC, class CF, class I> void solve(
    int dim, CF &costfunc, I &iterator, int *rowsol, bool use_epsilon);
  template <class SC, class CF, class I> void solve(
    int dim, int dim2, CF &costfunc, I &iterator, int *rowsol,
    bool use_epsilon);
  template <class SC, class CF> SC cost(
    int dim, CF &costfunc, int *rowsol);
  template <class SC, class CF> SC cost(
    int dim, int dim2, CF &costfunc, int *rowsol);
}
The multi threaded CPU code uses the following interface:
namespace lap
  namespace omp
```

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```
template <class SC, class CF, class I> void solve(
      int dim, CF &costfunc, I &iterator, int *rowsol, bool use_epsilon);
    template <class SC, class CF, class I> void solve(
      int dim, int dim2, CF &costfunc, I &iterator, int *rowsol,
      bool use_epsilon);
    template <class SC, class CF> SC cost(
      int dim, CF &costfunc, int *rowsol);
    template <class SC, class CF> SC cost(
      int dim, int dim2, CF &costfunc, int *rowsol);
  }
}
The GPU version of the interface is as follows:
namespace lap
  namespace cuda
    template <class SC, class TC, class CF, class I> void solve(
      int dim, CF &costfunc, I &iterator, int *rowsol, bool use_epsilon);
    template <class SC, class TC, class CF, class I> void solve(
      int dim, int dim2, CF &costfunc, I &iterator, int *rowsol,
      bool use_epsilon);
    template <class SC, class TC, class CF> SC cost(
      int dim, CF &costfunc, int *rowsol, cudaStream_t stream);
    template <class SC, class TC, class CF> SC cost(
      int dim, int dim2, CF &costfunc, int *rowsol, cudaStream_t stream);
  }
}
```

Please refer to the same for additional helper classes that can be used for the low-level interface.

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