oneMKL Technical Advisory Board

Session 11

February 24, 2021

Agenda

- Welcoming remarks 5 minutes
- Updates from last meeting 5 minutes
- Overview of oneMKL Sparse BLAS domain Spencer Patty (30 minutes)
- Wrap-up and next steps 5 minutes

Updates from last meeting

- oneAPI Math Kernel Library (oneMKL) Interfaces Project
 - LBNL has a pull request for supporting the NVIDIA cuRAND backend for random number generators domain on NVIDIA GPUs
- Will transition from Webex to Microsoft Teams after this meeting
 - Will cancel current meeting series and set up a new series

Overview of oneMKL Sparse BLAS domain

Sparse Matrix Formats in Sparse BLAS Libraries

- Compressed Sparse Row (CSR) format
 - 3-array variant (oneMKL IE SpBLAS C/Fortran)(oneMKL DPC++ SpBLAS*)(cuSPARSE)(MAGMA)(rocSPARSE)(Ginkgo)(ViennaCL)
 - 4-array variant (oneMKL IE SpBLAS C/Fortran)(plan for oneMKL DPC++ SpBLAS*)
- Compressed Sparse Column (CSC) format
 - 3-array variant (oneMKL IE SpBLAS C/Fortran)(plan for oneMKL DPC++ SpBLAS*)(cuSPARSE)
 - 4-array variant (oneMKL IE SpBLAS C/Fortran)(plan for oneMKL DPC++ SpBLAS*)
- Coordinate (COO) Format
 - (COO) Structure of arrays (SoA) format (oneMKL IE SpBLAS C/Fortran)(cuSPARSE)(rocSPARSE)(Ginkgo)(ViennaCL)
 - (COO_AOS) Array of structures (AoS) format (cuSPARSE)(rocSPARSE)
- Block Compressed Sparse Row (BSR) format
 - 3-array variant (oneMKL IE SpBLAS C/Fortran)(plan for oneMKL DPC++ SpBLAS*)(cuSPARSE)(rocSPARSE)
 - 4-array variant (oneMKL IE SpBLAS C/Fortran)(plan for oneMKL DPC++ SpBLAS*)(cuSPARSE)
- ELLPACK format
 - ELL (MAGMA)(rocSPARSE)(Ginkgo)(ViennaCL)
 - Sliced-ELL or SELL-P (MAGMA)(Ginkgo)(ViennaCL)
 - Blocked ELL (cuSPARSE)
- Hybrid (ELL + COO) (rocSPARSE)(Ginkgo)(ViennaCL)
- Dense format (plan for oneMKL DPC++ SpBLAS*)(cuSPARSE)(MAGMA)(Ginkgo)(ViennaCL)
- Diagonal format

Sparse CSR 3-array matrix format

- A in compressed sparse row matrix format:
 - num rows (intType) number of rows in A
 - num_cols (intType) number of columns in A
 - nnz (intType) number of non-zeros in A (= row_ptr[num_rows])
 - index (intType) 0 (C/C++ style) or 1 (Fortran style) based indices in row_ptr, col_ind arrays
 - row_ptr (intType[num_rows+1]) array of offsets for each row k in col_ind /val arrays. I.e. row_ptr[k] is the start of row k in col_ind and val arrays.
 - col ind (intType[nnz]) array of column indices
 - val (fpType[nnz]) array of values

intType : {std::int32_t, std::int64_t}
fpType : {float, double, std::complex<float>,

std::complex<double> }

a_0			a_1	a_2	
	a_3	a_4			
		a_5		a_6	a_7
				a_8	
				a_9	a_10

	num_rows=5, num_cols=6, nnz=11, index=0											
A in CCD former	row_ptr:	0	3	5	8	9	11					
A in CSR format	val:	a_0	a_1	a_2	a_3	a_4	a_5	a_6	a_7	a_8	a_9	a_10
	col_ind:	0	3	4	1	2	2	4	5	4	4	5

A:

- Memory footprint of A is
 - sizeof(A) = [sizeof(intType) + sizeof(fpType)]*nnz + sizeof(intType)*(num_rows+1)

Sparse BLAS Analysis-Execution Strategy

Motivation:

- Sparse BLAS operations are often used in algorithms where the same operation is applied multiple times until some stopping criteria. Example: iterative solvers like conjugate gradient, preconditioners, power method for eigen-solvers, etc..
- Changing the internal format of data and/or analyzing the sparsity structure helps to exploit better optimized kernels and, in some cases like TRSV, extract more parallelism/enable a greater level of parallelism.

Analysis-Execution Strategy:

- Initialization Stage create the opaque matrix handle and provide it user data
- Analysis Stage (Preprocessing step) prepare internal structures, data for given matrices and operations. Only called once per operation to be optimized. Can be skipped at cost of possibly worse performance in execution stage.
- Execution Stage performs the operation, can be called once or many times
- Release Stage clean up matrix handle and release internally allocated data

Sparse BLAS Naming Strategy

Namespace:

```
oneapi::mkl::sparse
```

- API naming strategy:
 - Mirror BLAS names where it makes sense (GEMV, SYMV, GEMM, TRSV, etc.)
 - Prefer overloading APIs to templating for intType, fpType, and USM/buffer
 - intType: std::int32_t, std::int64_t
 - fpType: float, double, std::complex<float>, std::complex<double>
 - Return void type for sycl::buffer APIs
 - Return cl::sycl::event and last argument is a sycl::vector_class<cl::sycl::event> &dependencies for USM APIs.
 - Use lower camel case with action verbs when appropriate
 - make_transpose
 - set csr data
 - release_matrix_handle, etc.

Sparse BLAS Auxiliary (Init/Release) DPC++ APIs

```
enum class property : char {
    symmetric = 0,
                                                                    store matrix data and any
    sorted
};
                                                                    internal optimized data
struct matrix handle;
                                                                          Lightweight initialization
typedef struct matrix handle *matrix handle t;
                                                                          of handle structure and
void init matrix handle (matrix handle t *handle);
                                                                          pointers
void release matrix handle (matrix handle t *handle,
                           const cl::sycl::vector class<cl::sycl::event> &dependencies = {});
void set matrix property (matrix handle t handle, property property value);
void set_csr_data(matrix_handle t handle,
                  const std::int32 t num rows,
                  const std::int32 t num cols,
                  index base index,
                  cl::sycl::buffer<std::int32 t, 1> &row ptr,
                  cl::sycl::buffer<std::int32 t, 1> &col ind,
                  cl::sycl::buffer<float, 1> &val);
void set csr data (matrix handle t handle,
                  const std::int32 t num rows,
                  const std::int32 t num cols,
                  index base index,
                  std::int32 t *row ptr,
                  std::int32 t *col ind,
                  float *val);
```

Use opaque handle to

Not yet defined in oneMKL Spec, but will be added, useful for communicating properties of matrix like, sorted, symmetric, etc.

Use overloading for all variants of intType:

```
std::int64 t}
and fpTvpe:
{float,
double,
std::complex<float>,
```

std::complex<double>}

{std::int32 t,

$$op(A) = \begin{cases} A \\ A^T \\ A^H \end{cases}$$

Sparse BLAS Level 2 and Level 3 DPC++ APIs

Execution Stage

sparse::gemv

sparse::trmv

sparse::symv

sparse::gemvdot

sparse::trsv

sparse::gemm

MV: A is a sparse matrix, x, y are dense vectors, α , β , d are scalars:

$$y = \alpha \cdot \operatorname{op}(A) \cdot x + \beta \cdot y$$
$$d = \operatorname{dot}(y, x)$$

Analysis stage

sparse::optimize_gemv

sparse::optimize_trmv

sparse::optimize_trsv

TRSV: A is a sparse triangular matrix, x, y are dense vectors:

Solve for y:

$$op(A) \cdot y = x$$

GEMM: A is a sparse matrix, X, Y are dense matrices, α , β are scalars:

$$Y = \alpha \cdot \operatorname{op}(A) \cdot X + \beta \cdot Y$$

Sparse BLAS GEMV DPC++ API

GEMV: A a general sparse matrix, x, y dense vectors, α , β scalars:

$$y = \alpha \cdot op(A) \cdot x + \beta \cdot y$$

```
void optimize gemv(cl::sycl::queue &queue, transpose transpose flag, matrix handle t handle);
void gemv(cl::sycl::queue &queue,
          transpose transpose flag,
          const float alpha,
                                                                                                                         sycl::buffer APIs
          matrix handle t handle,
          cl::sycl::buffer<float, 1> &x,
          const float beta,
          cl::sycl::buffer<float, 1> &y);
                                                                                                                       USM APIs
cl::sycl::event optimize gemv(cl::sycl::queue &queue,
                              transpose transpose flag,
                              matrix handle t handle,
                              const cl::sycl::vector_class<cl::sycl::event> &dependencies);
cl::sycl::event gemv(cl::sycl::queue &queue,
                     transpose transpose flag,
                     const float alpha,
                     matrix handle t handle,
                     float *x,
                     const float beta,
                     float *y,
                     const cl::sycl::vector class<cl::sycl::event> &dependencies = {});
```

$op(A) = \begin{cases} A \\ A^T \\ A^H \end{cases}$

Operations current supported in oneMKL IE SpBLAS C/Fortran APIs

Possible Sparse * Sparse Operation

Sparse Matrix Output

- SpGEMM: (A, B, C sparse)
 - $C = opA(A) \cdot opB(B)$
 - $C = \text{opC}(\text{opA}(A) \cdot \text{opB}(B))$
 - $C = \alpha \cdot \text{opC}(\text{opA}(A) \cdot \text{opB}(B)) + \beta \cdot C$

Dense Matrix Output

- SpGEMM (A, B sparse, C dense)
 - $C = \operatorname{opA}(A) * \operatorname{opB}(B)$
 - $C = \text{opC}(\text{opA}(A) \cdot \text{opB}(B))$

Open Question: Do you see value in supporting extra opC() in SpGEMM operations?

- Ex: computing B^T * A^T requires transposing two sparse matrices vs computing (A*B)^T requires transposing only one.
- Can adds a lot more complexity to implementations, would people use it?

$op(A) = \begin{cases} A \\ A^T \\ A^H \end{cases}$

Operations current supported in oneMKL IE SpBLAS C/Fortran APIs

Sparse BLAS Other Possible DPC++ APIs

APIs with Sparse Output

- SYRK (A,C sparse)
 - $C = \operatorname{op}(A) \cdot \operatorname{op}(A)^H$
- SYPR (A,B,C sparse, B Hermitian) (symmetric triple product)
 - $C = op(A) \cdot B \cdot op(A)^H$
- Matrix_Add (A, B, C sparse)
 - $C = \alpha \cdot op(A) + B$
 - $C = \alpha \cdot \text{opA}(A) + \beta \cdot \text{opB}(B)$
- Matrix_Copy (A, C sparse)
 - C = A
 - $C = \alpha \cdot op(A)$
- Sampled dense-dense matrix product (SDDMM) (A,B sparse, C,D dense)
 - $A = B \cdot * (CD)$ or using index notation $(A_{ij} = B_{ij} \cdot C_{ik} \cdot D_{kj})$

APIs with Dense Matrix or Vector Output

- TRSM (A sparse triangular, X, Y dense)
 - $Y = \alpha \cdot \operatorname{op}(A)^{-1} \cdot X$
- SYRK (A sparse, Y dense)
 - $Y = op(A) \cdot op(A)^H$
- SYPR (A,B sparse, B Hermitian, Y dense)
 - $Y = op(A) \cdot B \cdot op(A)^H$
- GEMVShift (A sparse, x, y dense vectors, α , β , λ scalars)
 - $y = \alpha \cdot op(A \lambda I) \cdot x + \beta \cdot y$
- ILU0 preconditioner step
- SYMGS preconditioner step

Next Steps

- Focuses for next meeting(s):
 - Discrete Fourier transforms
 - Any topics from oneMKL TAB members?
- If anyone has content that they would like posted on oneAPI.com, please let us know

Resources

- oneAPI Main Page: https://www.oneapi.com/
- Latest release of oneMKL Spec (currently v. 1.0): https://spec.oneapi.com/versions/latest/elements/oneMKL/source/index.html
- GitHub for oneAPI Spec: https://github.com/oneapi-src/oneAPI-spec
- GitHub for oneAPI TAB: https://github.com/oneapi-src/oneAPI-tab
- GitHub for open source oneMKL interfaces (currently BLAS and RNG domains): https://github.com/oneapi-src/oneMKL