Dantzig's Simplex Algorithm How to Write Fast Numerical Code

by Rico Häuselmann Donjan Rodic

Swiss Federal Institute of Technology (ETH Zurich)

27.05.2013



Linear Programming

Optimising a Linear Program in standard form:

$$\begin{array}{lll} \text{Maximize} \\ 2x \, - \, 3y \, + \, z \end{array}$$

Subject To
$$x + y + z \le 10$$

 $4x - 3y + z \le 3$
 $2x + y - z \le 6$



Restrictions

- all coefficients positive (simplicity)
- all coefficients $\leq 10^6$ (stability)



Steps

• Tableau form

$$\begin{bmatrix} 1 & 1 & 1 & 1 & 0 & 0 & 0 & 10 \\ 4 & -3 & 1 & 0 & 1 & 0 & 0 & 3 \\ 2 & 1 & -1 & 0 & 0 & 1 & 0 & 6 \\ 2 & -3 & 1 & 0 & 0 & 0 & 1 & 0 \end{bmatrix}$$

- Pivoting, reduced cost (objective function)
- Termination, worst runtime $O(e^m)$, but often O(m)



Steps

Tableau form

$$\begin{bmatrix} 1 & 1 & 1 & 1 & 0 & 0 & 0 & 10 \\ 4 & -3 & 1 & 0 & 1 & 0 & 0 & 3 \\ 2 & 1 & -1 & 0 & 0 & 1 & 0 & 6 \\ 2 & -3 & 1 & 0 & 0 & 0 & 1 & 0 \end{bmatrix}$$

- Pivoting, reduced cost (objective function)
- Termination, worst runtime $O(e^m)$, but often O(m)



Steps

Tableau form

$$\begin{bmatrix} 1 & 1 & 1 & 1 & 0 & 0 & 0 & 10 \\ 4 & -3 & 1 & 0 & 1 & 0 & 0 & 3 \\ 2 & 1 & -1 & 0 & 0 & 1 & 0 & 6 \\ 2 & -3 & 1 & 0 & 0 & 0 & 1 & 0 \end{bmatrix}$$

- Pivoting, reduced cost (objective function)
- Termination, worst runtime $O(e^m)$, but often O(m)



- GLPK (GNU Linear Programming Kit), solid standard solver
- CPPLEX, mathematical OO-implementation
- Gurobi (CPLEX), fastest (multithreaded) solver available
- SoPlex, fastest FOSS solver available



- GLPK (GNU Linear Programming Kit), solid standard solver
- CPPLEX, mathematical OO-implementation
- Gurobi (CPLEX), fastest (multithreaded) solver available
- SoPlex, fastest FOSS solver available





- GLPK (GNU Linear Programming Kit), solid standard solver
- CPPLEX, mathematical OO-implementation
- Gurobi (CPLEX), fastest (multithreaded) solver available
- SoPlex, fastest FOSS solver available



Comparison

- GLPK (GNU Linear Programming Kit), solid standard solver
- CPPLEX, mathematical OO-implementation
- Gurobi (CPLEX), fastest (multithreaded) solver available
- SoPlex. fastest FOSS solver available





Properties

• Tableau: $(m+1) \times (m+n+2)$ (requires full access each iteration) Memory reads: m(m+n) + 2m + n(all capacity misses for bigger problems) Flops: 2 * m(m+n) + m

• Computational intensity $I=rac{2m^2+2mn+4m+2n}{8(m^2+mn)}\sim rac{1}{2}$



Properties

- Tableau: $(m+1) \times (m+n+2)$ (requires full access each iteration) Memory reads: m(m+n) + 2m + n(all capacity misses for bigger problems) Flops: 2 * m(m+n) + m
- Computational intensity $I = \frac{2m^2 + 2mn + 4m + 2n}{8(m^2 + mn)} \sim \frac{1}{4}$



baseline

- nta: cache control (inhibit polluting tableau data, prefetch next row)
- ssa: static scalar assignment
- block: reuse pivot row
- block_swap: swap pivot row at the end of tableau



- baseline
- nta: cache control (inhibit polluting tableau data, prefetch next row)
- ssa: static scalar assignment
- block: reuse pivot row
- block_swap: swap pivot row at the end of tableau



- baseline
- nta: cache control (inhibit polluting tableau data, prefetch next row)
- ssa: static scalar assignment
- block: reuse pivot row
- block_swap: swap pivot row at the end of tableau



- baseline
- nta: cache control (inhibit polluting tableau data, prefetch next row)
- ssa: static scalar assignment
- block: reuse pivot row
- block_swap: swap pivot row at the end of tableau



baseline

- nta: cache control (inhibit polluting tableau data, prefetch next row)
- ssa: static scalar assignment
- block: reuse pivot row
- block_swap: swap pivot row at the end of tableau



Performance

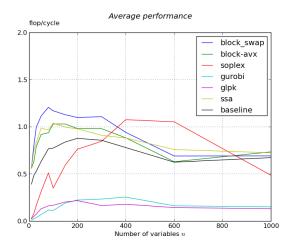
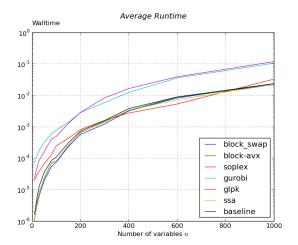




Figure: performance comparison



Wall Time

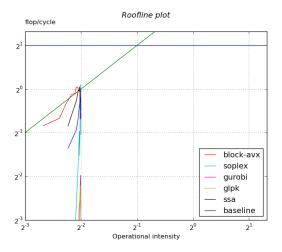








Roofline









Profiling (gprof)

Memory load lines use most time

```
7.69
         0.02
                 block_swap.hpp:122
                                         T la1 = tabp[i*width+j];
                                         T la2 = tabp[i*width+j+1];
3.85
         0.01
                 block_swap.hpp:123
3.85
         0.01
                 block_swap.hpp:124
                                         T la3 = tabp[i*width+j+2];
3.85
         0.01
                 block_swap.hpp:125
                                         T la4 = tabp[i*width+i+3];
[... x16 ... ]
```

