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Parallel Implementation of Monte Carlo-Markov Chain Algorithm

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Table of contents

- Background
- 2 Monte Carlo Methods
- 3 Parallel Algorithm
- 4 Experiments
- 5 Conclusions

Background

Solving systems of linear algebraic equations (SLAE) Ax = b or inverting a real matrix A are well-known and important problems.

Iterative solvers (IS) are used widely to compute SLAE solutions due to their predictability and reliability. Nevertheless they are prohibitive for large-scale problems

Monte Carlo Methods (MCM) are probabilistic methods, that use random numbers to simulate stochastic behaviour to estimate the solution of a problem.

MCM requires O(NL) steps to find a single element of the solution. N is the number of Markov chains and L is an estimate of the chain length in the stochastic process

Monte Carlo Methods

Consider the system Ax = b, after splitting A = M - N the system could be transformed in $x_{k+1} = Tx_k + f$, k = 0, 1, 2, ... where $T = M^{-1}N$ and $f = M^{-1}b$, assuming ||T|| < 1 the iteration converges for any initial vector X_0

The Markov chain given by $\gamma: r_0 \to r_1 \to \cdots \to r_k \to \ldots$ using random walks on the elements of T in order to sample the solution of initial system.

Random walks are based on transition probabilities $P \in \mathbb{R}^{n \times n}$ and $p \in \mathbb{R}^n$.

For the stochastic trajectory γ a unbiased estimator is $X(\gamma) = \sum_{m=0}^{\infty} W_m f_{r_m}$ where transition weight is defined as:

$$W_m = W_{m-1} W_{r_{m-1} r_m}, W_{r_{m-1} r_m} = \frac{t_{r_{m-1} r_m}}{p_{r_{m-1} r_m}}$$

Monte Carlo Algorithm

In practice is common to apply the partial sum $X(\gamma) = \sum_{m=0}^{k} W_m f_{r_m}$ on infinite Markov chain whose mathematical expectation tends to x_i by choosing k large enough.

To simulate N independent sample paths of the Markov chain $\gamma: r_0^s \to r_1^s \to \cdots \to r_k^s \to \cdots$ for s=1,2,...,Nand considere the sample mean of $X_i(\gamma_k^s)$ to estimate the real mean $E[X_i(\gamma_k)]$.

Therefore,
$$\hat{X}_i(\gamma_k^s) = \frac{1}{N} \sum_{s=1}^N X_i(\gamma_k^s) \approx X_i$$

Monte Carlo Algorithm

In this way we encounter the statistical error, which is theoretically expressed as $\left|\overline{X}_{i}(\gamma_{k}) - E\left[X_{i}(\gamma_{k})\right]\right| < \delta$, where δ is the given parameter.

From the practical point of view, probable error is employed to estimate the statistical error. By applying the Central Limit Theorem (CLT) for the random variable $\overline{X}_i(\gamma_k)$, we can obtain the probable error

$$r_N = 0.6745\sqrt{\frac{var(X_i(\gamma))}{N}}$$
.

Applying the precision $r_N \leq \delta$ and employing the upper bound for $var(X_i(\gamma))$, we obtain:

$$N \ge \frac{(0.6745)^2}{\delta^2} \frac{\|f\|^2}{(1 - \|f\|)^2}$$

Parallel Algorithm

Recently parallel MCM was designed and developed with the following main generic properties:

Efficient distribution of the compute data

Minimum communication during the computation

Increased precision achieved by adding extra refinement computation

Parallel Algorithm

```
Algorithm 1: MCMC Algoritm for solving SLAE
  Data: T, f, \epsilon, \delta
   Result: X_i(\gamma_k)
1 Compute N = \left[ \frac{(0.6745)^2}{\delta^2} \frac{\|f\|^2}{(1-\|T\|)^2} \right] + 1
                                                                                 Parallel section
2 Compute P based on the type of probability transition matrix
3 for i = 1 to n do
       for s = 1 to N do
            Set W_0 = 1, k = 0, point = i, X_i^{(s)} = W_0 f_i
            while |W_k| \ge \epsilon do
                Generate an r.v. nextpoint, distributed on i - th
                  row of matrix P as:
                Set nextpoint = 1, u = rand
 8
                while u > P_{ponint, next point} do
                    nextpoint = nexpoint + 1
10
                Set k = k + 1
                if t_{point,nextpoint} \neq 0 then
                     Compute
                    W_k = W_{k-1} \frac{t_{point, next point}}{P_{point, next point}},
14
                   X_i^{(s)} = X_i^{(s)} + W_k f_{nextpoint}
15
                Set point = next point
16
       Compute X_i(\gamma_k) = \frac{1}{N} \sum_{i=1}^{N} X_i^{(s)}
```

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12

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Experiments

In order to studying the Marko Chain-Monte Carlo method for solving systems of linear algebraic equations it is relevant not only to take abstract matrices but matrices which represent a concrete problem to solve

Mathematically, the system Ax = b is defined by the following partial equation

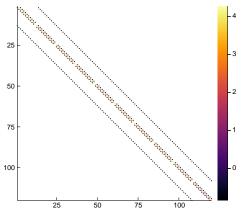
$$\frac{\partial(\rho C_{V}T)}{\partial t} = \nabla \cdot (\kappa \nabla T)$$

where ρ , t, C_v , T and κ represent density, time, specific heat, temperature and thermal conductivity respectively.

It's worth to mention that test matrix was obtained with finite volume method; dimensions of test matrix A are of 120×120 and vector b is a column vector of size 120.

Experiments

Matrix A is used as input to the Monte Carlo - Markov Chain Algorithm to compute the accuracy of the approximate solution results of MCMC process variying the ϵ and δ parameters. Figure shows the sparsity pattern of the test matrix.



Experiments

Table hows the compute times and the 2-norms of $\|b-A\hat{x}\|_2$ for different values of parameters. Number of Markov Chains N, $\|b-A\hat{x}\|_2$ and execution time (sequential and parallel) for different values of ϵ and δ

ϵ	δ	N	$\ \cdot\ _2$	sectime(s)	partime(s)
0.1	0.1	4	6.729	0.188	0.044
0.1	0.05	14	5.174	0.553	0.130
0.1	0.01	330	1.05	12.07	2.68
0.1	0.005	1319	0.56	47.62	10.58
0.1	0.001	32961	0.22	1203.2	261.52
0.05	0.1	4	6.69	0.263	0.0438
0.05	0.05	14	5.67	0.662	0.118
0.05	0.01	330	0.94	14.168	2.28
0.05	0.005	1319	0.50	56.96	17.24
0.05	0.001	32961	0.154	1435.9	224.21
0.01	0.1	4	6.65	0.292	0.047
0.01	0.05	14	3.60	0.839	0.144
0.01	0.01	330	1.06	19.12	3.78
0.01	0.005	1319	0.55	76.25	11.91
0.01	0.001	32961	0.154	2142.0	310.88
0.005	0.1	4	6.92	0.323	0.052
0.005	0.05	14	3.21	0.948	0.148
0.005	0.01	330	1.05	20.79	3.19
0.005	0.005	1319	0.69	84.62	12.48
0.005	0.001	32961	0.11	2149.7	338.53

Conclusions

MCM is a good option as solver and preconditioner in parallel, taking advantage of inaccurate approximations as result.

Analyse and design parallel algorithms are not easy tasks, however **Julia 1.4.0** help us to wrap several GPU'S functionalities through **CUDA.il**.

Random Numbers

Some problems about computation of random numbers into the kernel become in loss of accuracy.

Thanks...

To Tim Besard and all generous (and very clever) people who work hard to translate CUDA into Julia.

To all Julia Language Team and friends for creating this cute, attractive and powerful programming language and save JuliaCon 2020.

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