# TASK-BASED SPARSE CHOLESKY SOLVER ON TOP OF RUNTIME SYSTEM

lain S. Duff, Jonathan D. Hogg and **Florent Lopez** PMAA'16, 2016

Rutherford Appleton Laboratory NLAFET Project

#### **OBJECTIVE**

Solve Ax = b, where A is large and sparse, on modern architectures.

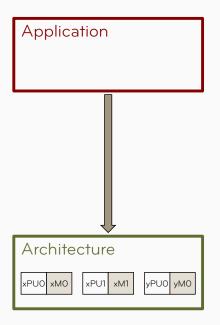
Using Direct Method: Sparse Cholesky factorization  $A = LL^T$ 

- ▲ Numerically robust and general purpose
- ▼ High memory usage and computational cost

Exploiting modern platforms is challenging:

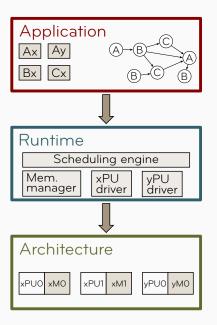
- Multicore processors and deep memory hierarchy.
- Heterogeneous e.g. CPU & GPU or Xeon Phi.
- Distributed-memory systems.

#### RUNTIME SYSTEMS



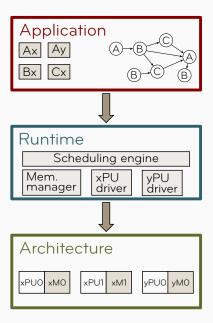
- The classical approach is based on a mixture of technologies (e.g., MPI+OpenMP+CUDA) which.
  - programming costs.
  - o is difficult to maintain and update.
  - is prone to (performance) portability issues.

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#### RUNTIME SYSTEMS



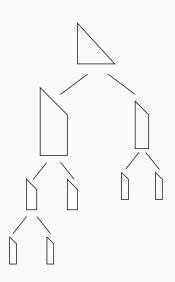
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  - o is difficult to maintain and update.
  - is prone to (performance) portability issues.
- runtimes provide an abstraction layer that hides the architecture details.
- the workload is expressed as a DAG of tasks.

#### Sparse Cholesky factorization

In numerical factorization of *A* the *elimination tree* expresses data dependencies in the factor *L*. Each node, referred to as *supernode*, is a dense lower trapezoidal submatrix of *L*.

The tree is traversed in a topological order, and each node is factorized using dense Cholesky algorithm.

Updates between node are handled using a supernodal scheme i.e. updates are applied directly to the target supernodes.

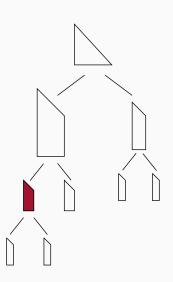


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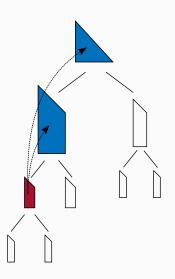


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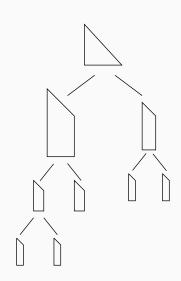
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#### Sparse Cholesky factorization: parallelism

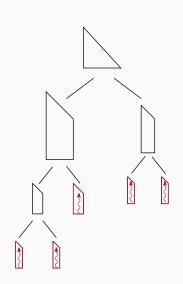
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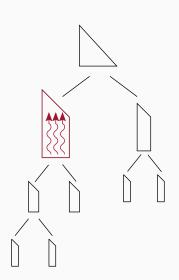
 Tree parallelism: Supernode in independent branches can be processed concurrently.

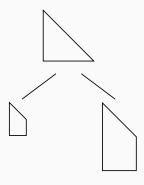


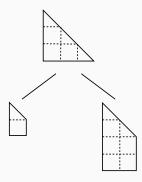
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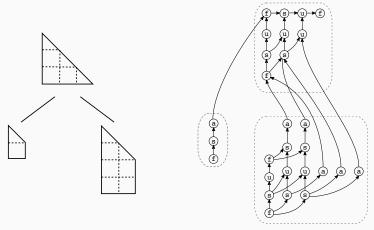
- Tree parallelism: Supernode in independent branches can be processed concurrently.
- Node parallelism: When a supernode is large enough, it may be processed in parallel.



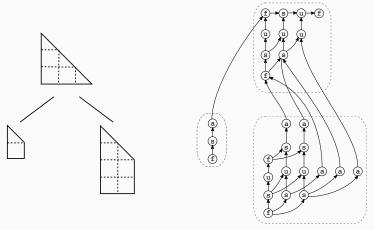




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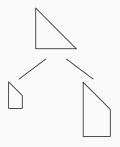
Implemented in the HSL package MA87.

```
forall nodes snode in post-order
    call alloc(snode) ! allocate data structures

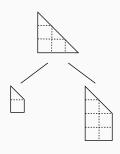
    call init(snode) ! initianlize node structure
end do

forall nodes snode in post-order
    ! factorize node
    call factorize(snode)

    ! update ancestor nodes
    forall ancestors(snode) anode
    call update_btw(snode, anode)
    end do
end do
end do
```



```
forall nodes snode in post-order
  call alloc(snode) ! allocate data structures
  call init(snode) ! initianlize node structure
end do
forall nodes snode in post-order
  I factorize node
 do k=1..n in snode
    call factorize(blk(k,k)) ! factorize block
    I solve block
    do i=k+1..m in snode
        call solve(blk(k,k), blk(i,k))
    end do
    ! update block
    do j=k+1..n in snode
      do i=k+1..m in snode
        call update(blk(j,k), blk(i,k), blk(i,j))
      end do
    end do
    ! update ancestor nodes
    forall ancestors(snode) anode
      do j=k+1..p(anode) in snode
        do i=k+1..m in snode
           call update_btw(blk(j,k), blk(i,k),
                           a_blk(rmap(i), cmap(j)))
        end do
      end do
    end do
  end do
end do
```



#### THE SEQUENTIAL TASK FLOW MODEL

## Sequential Task Flow (STF) programming model:

- In the parallel code, tasks are submitted to the runtime system following the sequential algorithm.
- The runtime analyses the manipulated data and infers task dependencies in order to ensure the sequential consistency of the parallel code.
- Superscalar analysis in processors: dependency detection between instructions in order to issue them in parallel.
- The DAG is executed via a dynamic scheduling of the (ready) tasks on the architecture.
- The runtime may be capable of automatically handling the data transfers on the architecture (e.g. CPU/GPU memory nodes).