

Linear Solvers

For jcer matrices

Goal: Solve $Ax=b$ as quickly as possible

Input 4 sets of matrices (called
seq), with 3 A matrices
each and the
corresponding b vectors

Libraries used

AMGCL: <https://github.com/ddemidov/amgcl> MIT license

Eigen(iterative_solver_branch):

https://gitlab.com/jenswehner/eigen/-/tree/linear_solvers

Click to add text

Benchmark Code: https://github.com/NLESC-JCER/sparse_solver

Machines used: CPU benchmark Intel(R) Core(TM) i7-7700HQ CPU @ 2.80GHz 4 hardware threads

GCC 7.5 -O3 -DNDEBUG -march=native -mtune=native

GPU benchmark CUDA Version: 10.2 GeForce GTX 980 Intel(R) Xeon(R) CPU E5-1630 v4 @ 3.70GHz

Setup

Tolerance for solution is $1e-14$

Initial guess was the zero vector. All libraries allow the specification of an initial guess, which typically lowers the iterations count by 10% for a tolerance of $1e-14$

All solvers converged for all problems within the limit of 1000 iterations. Each seq was profiled independently. Timings were averaged over the 3 matrices in set.

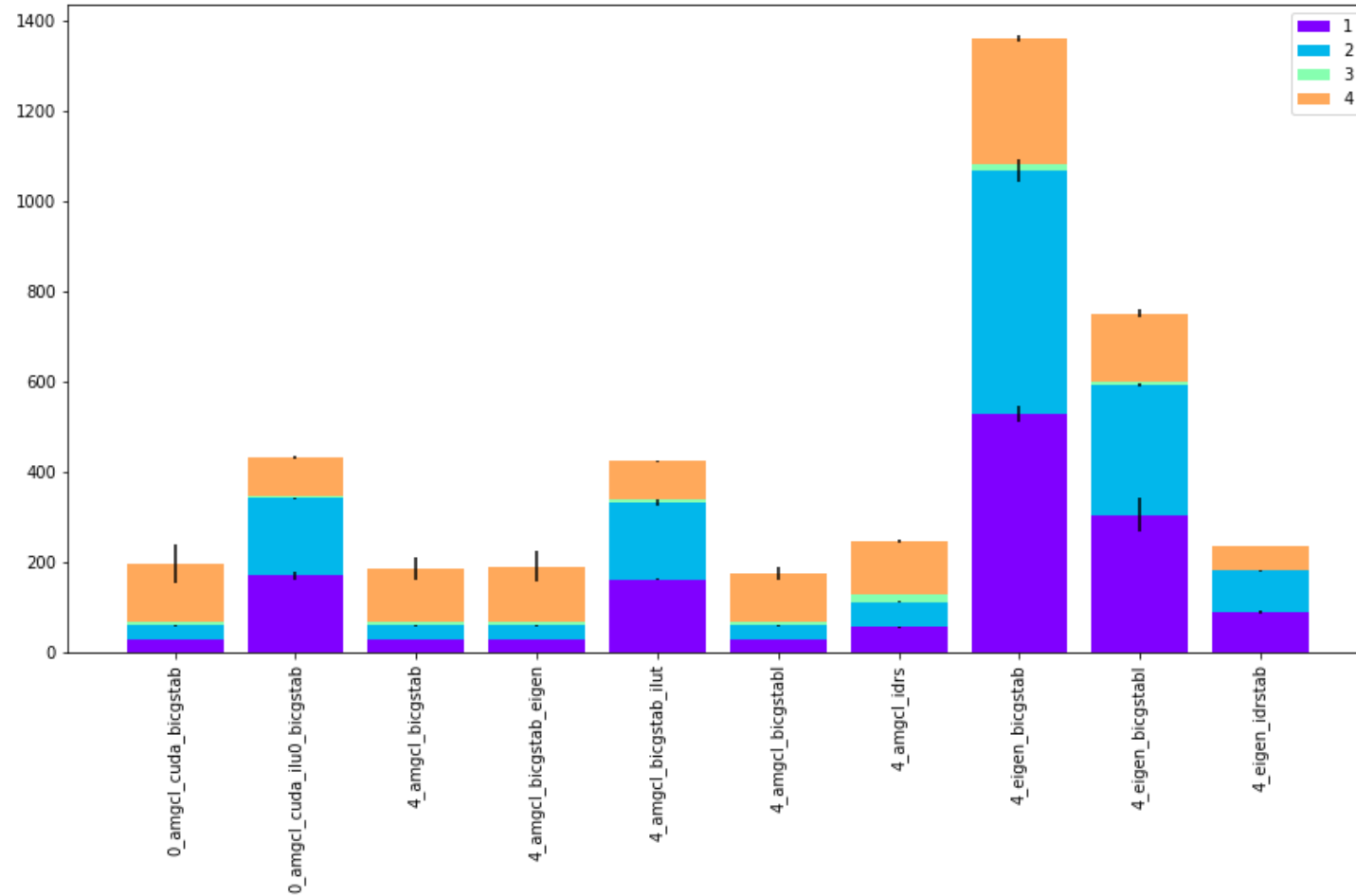
Solvers used: Eigen: BICGSTAB, BICGSTABL, IDRSTAB with diagonal preconditioner (the Eigen::IncompleteLUT took longer to setup than the whole benchmark ran)

AMGCL: BICGSTAB, BICGSTABL, IDRS with AMG preconditioner and with ilu0/ilut preconditioner

AMGCL can use different backends for the mat-vec product: The CUDA, Eigen and the internal backend where used.

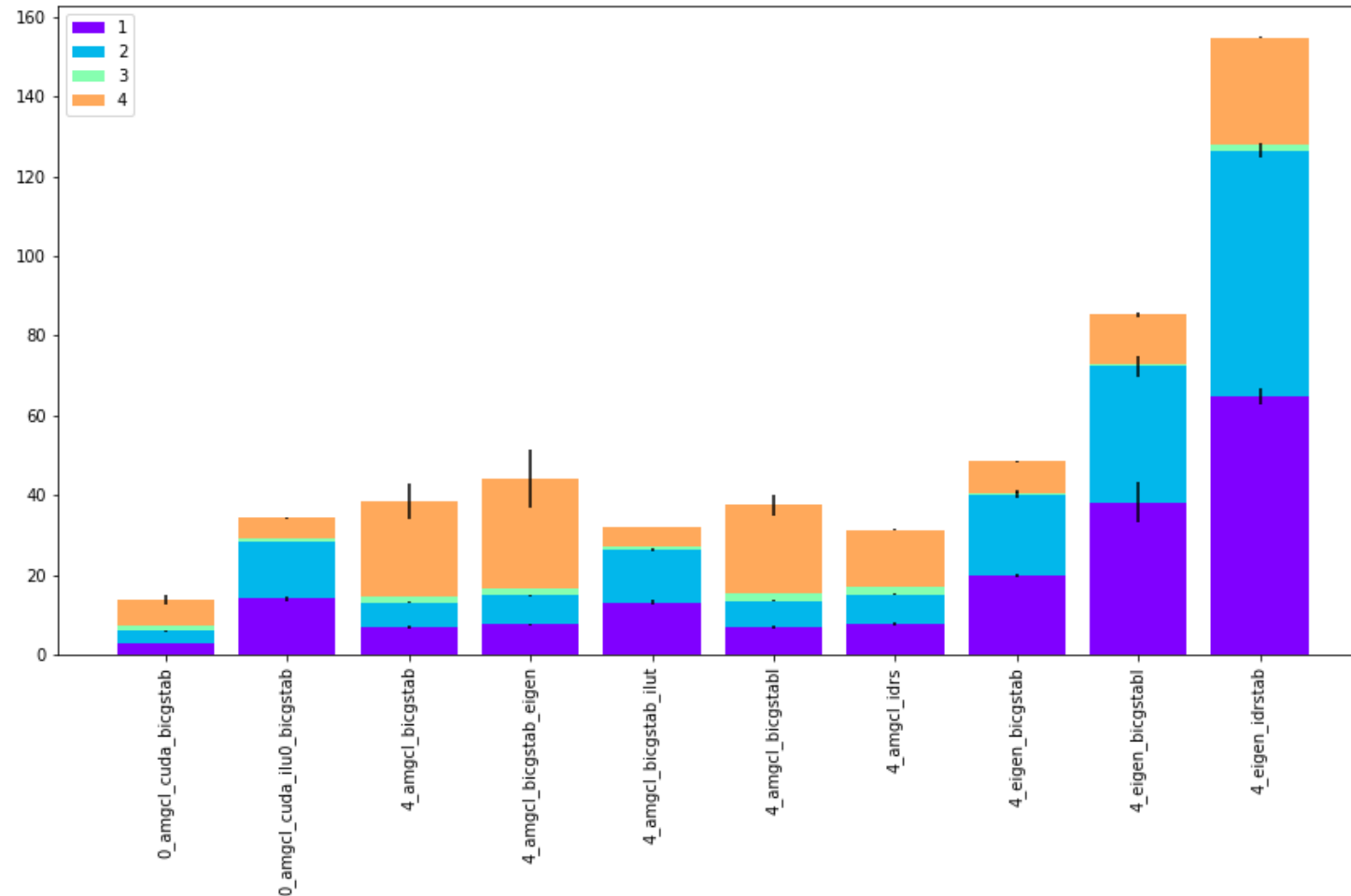
CPU benchmarks, where run with 1,2,4 threads. CUDA benchmarks are given with 0 threads

Iteration count



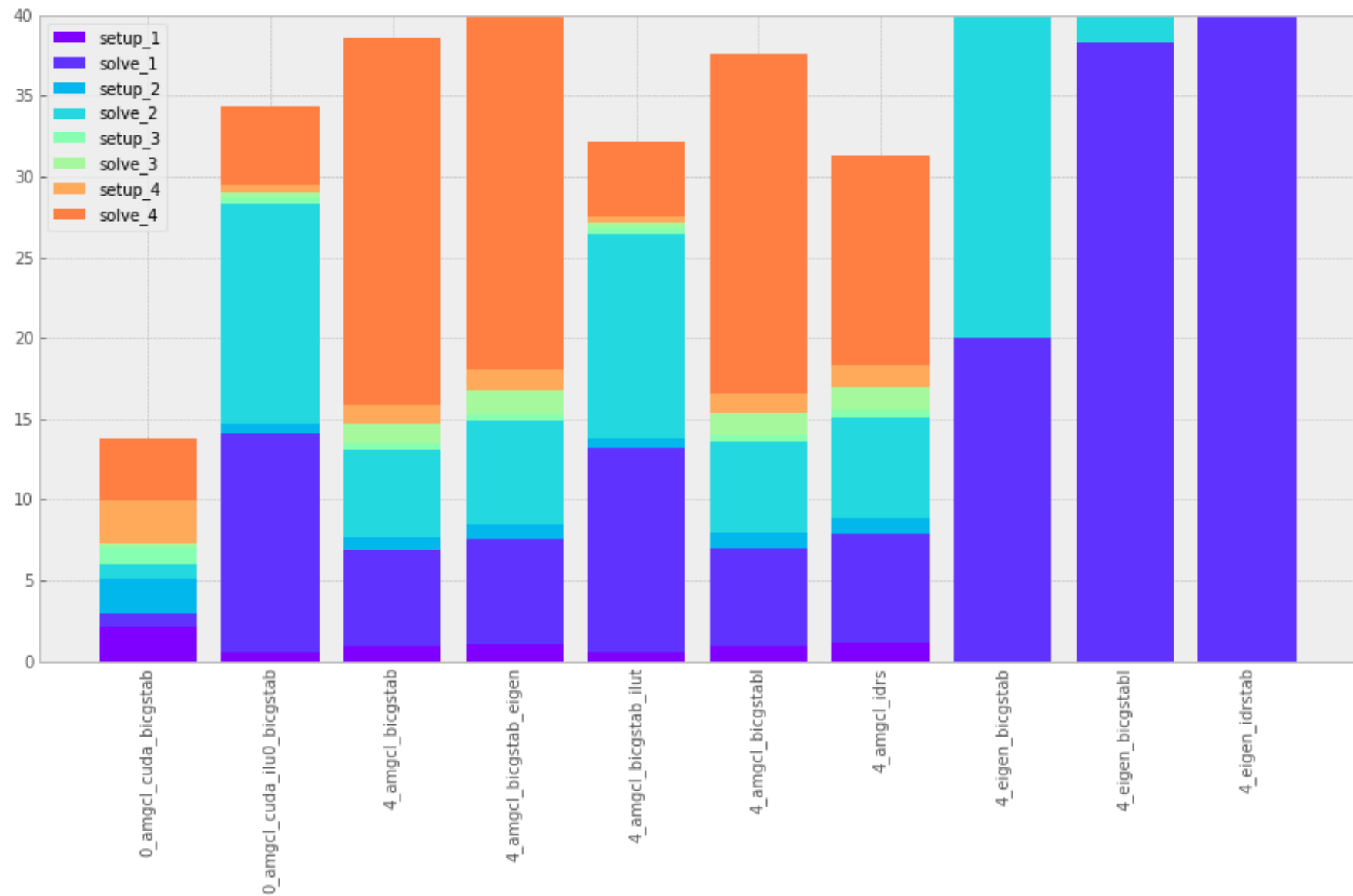
AMG preconditioner needs a lot less iterations than other preconditioners for seq1 and seq2. Backend does not change iteration count, which is good. For seq3 and seq4 ilu0/ilut preconditioner seems better.

Timings



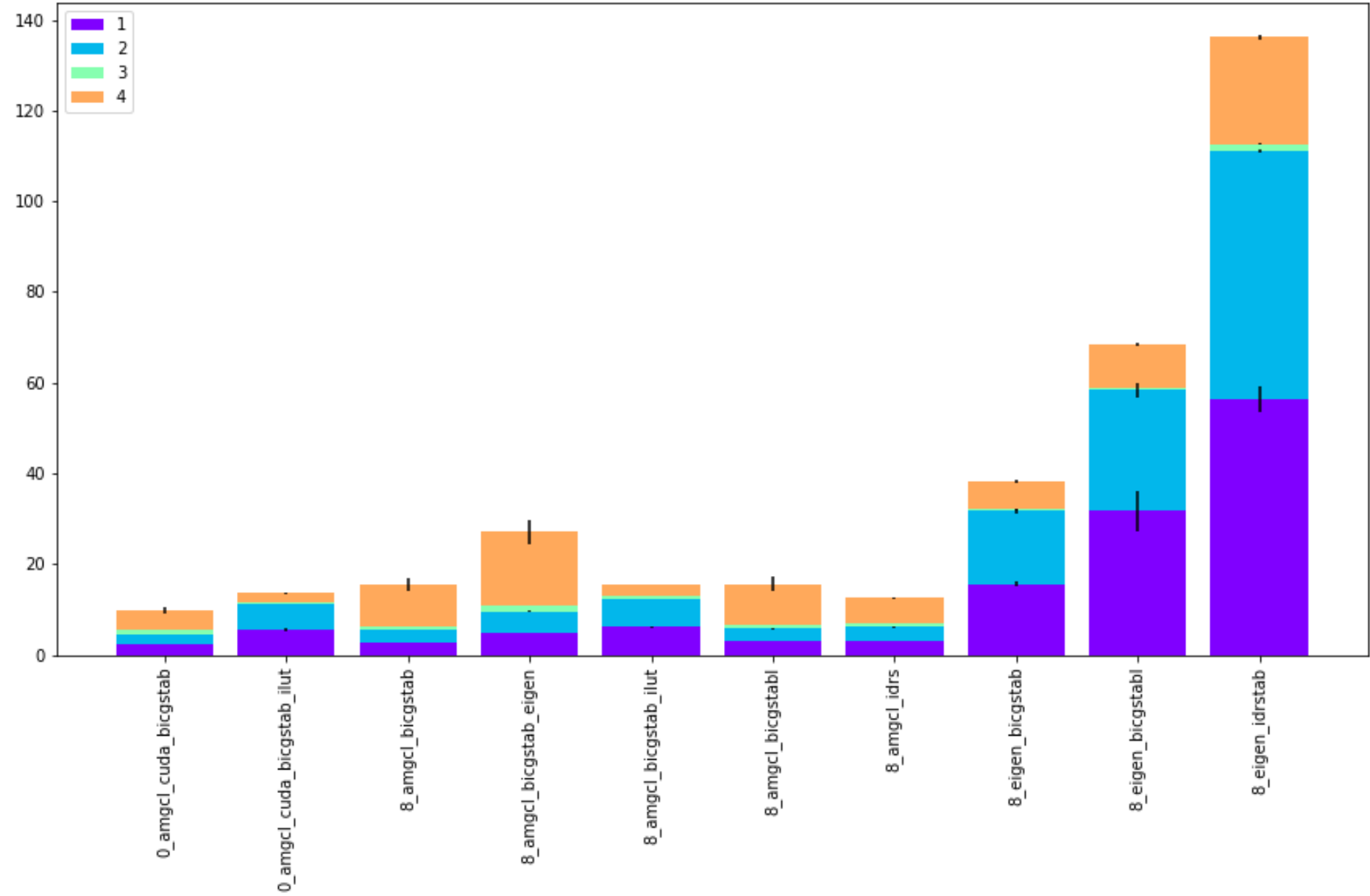
CUDA backend is fastest, AMG preconditioner is good for seq1 and seq2. Ilu0 might be better for seq3 and seq4

Setup vs solve

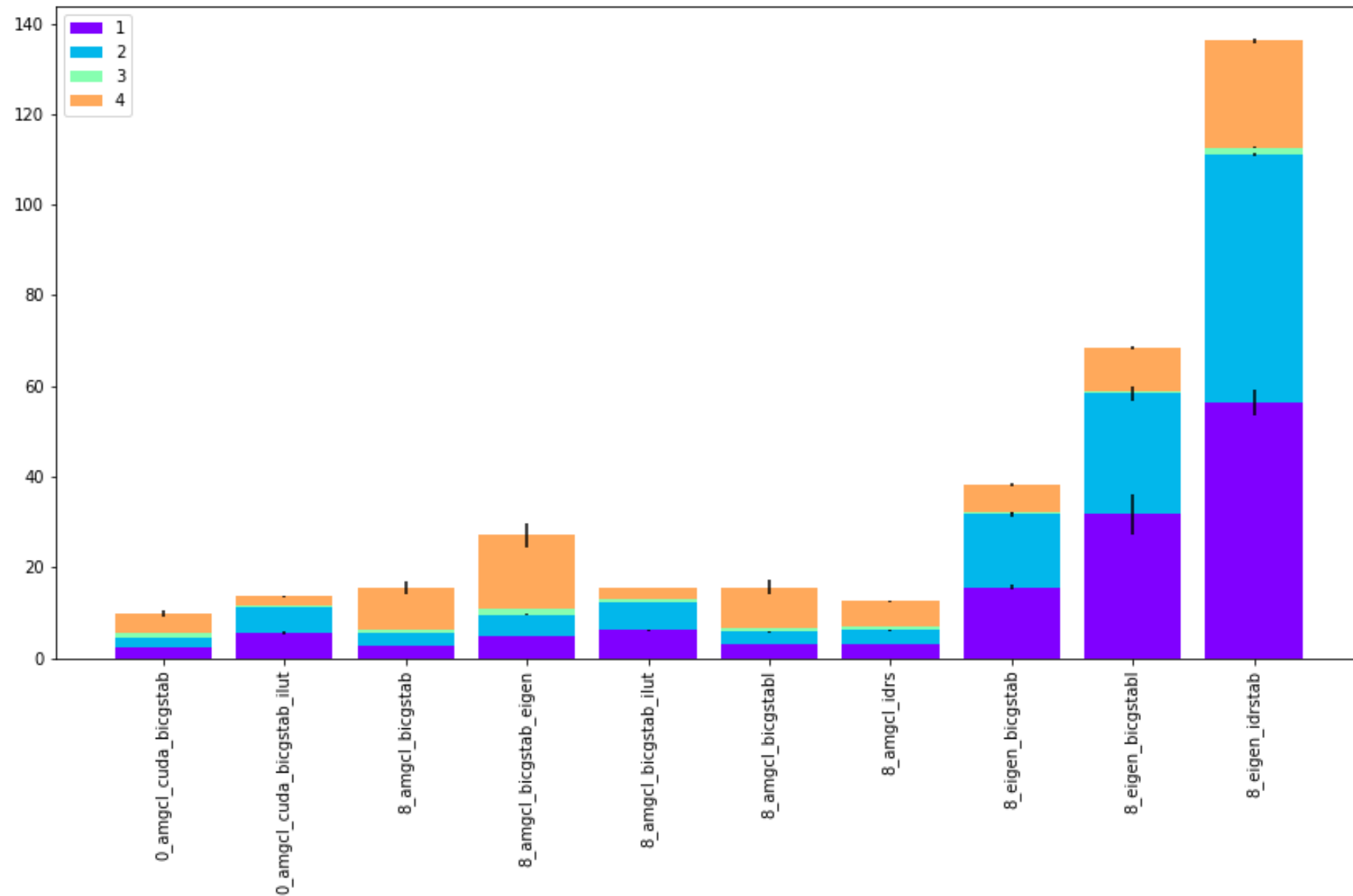


TU/e gum

iterations

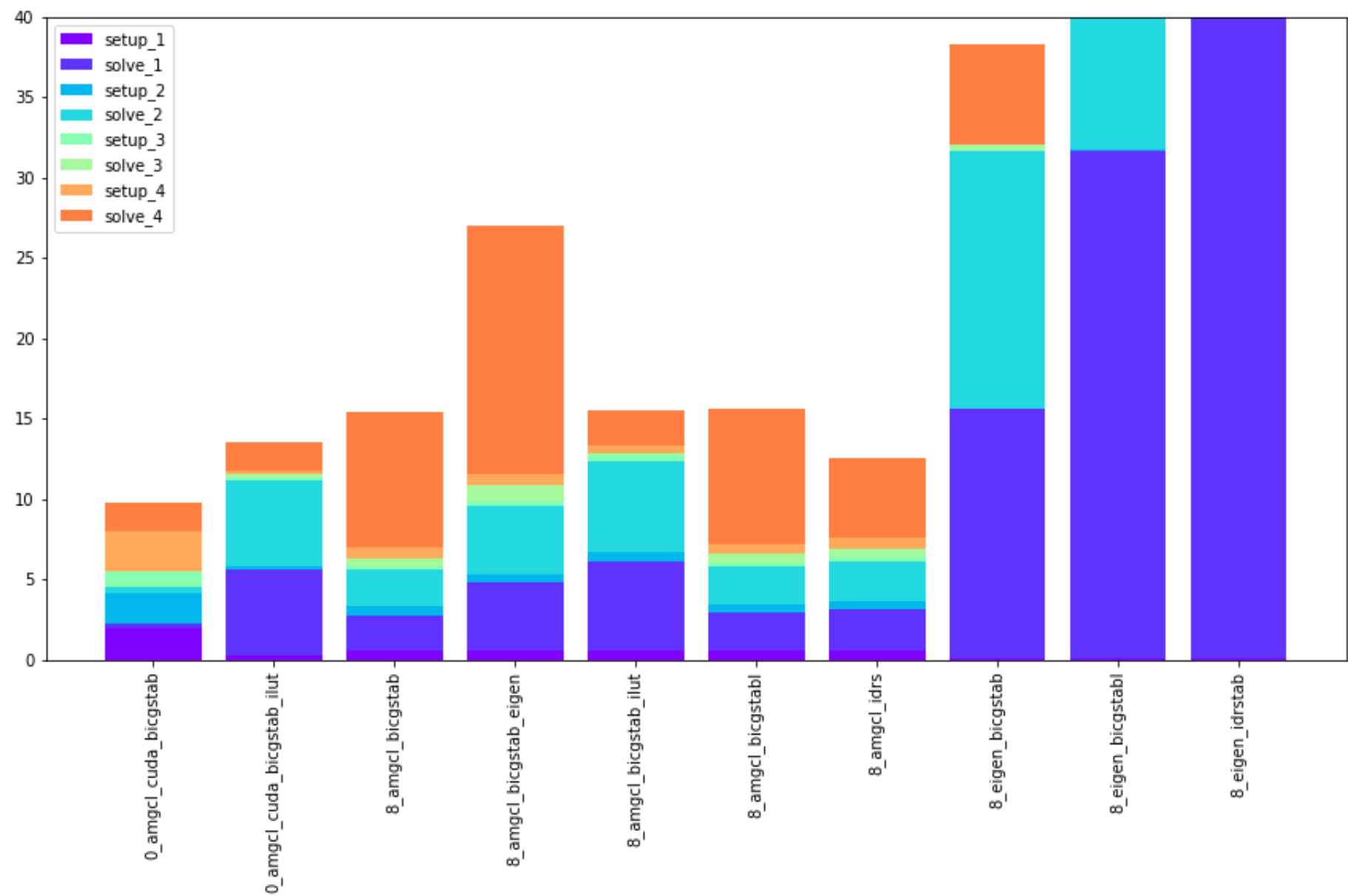


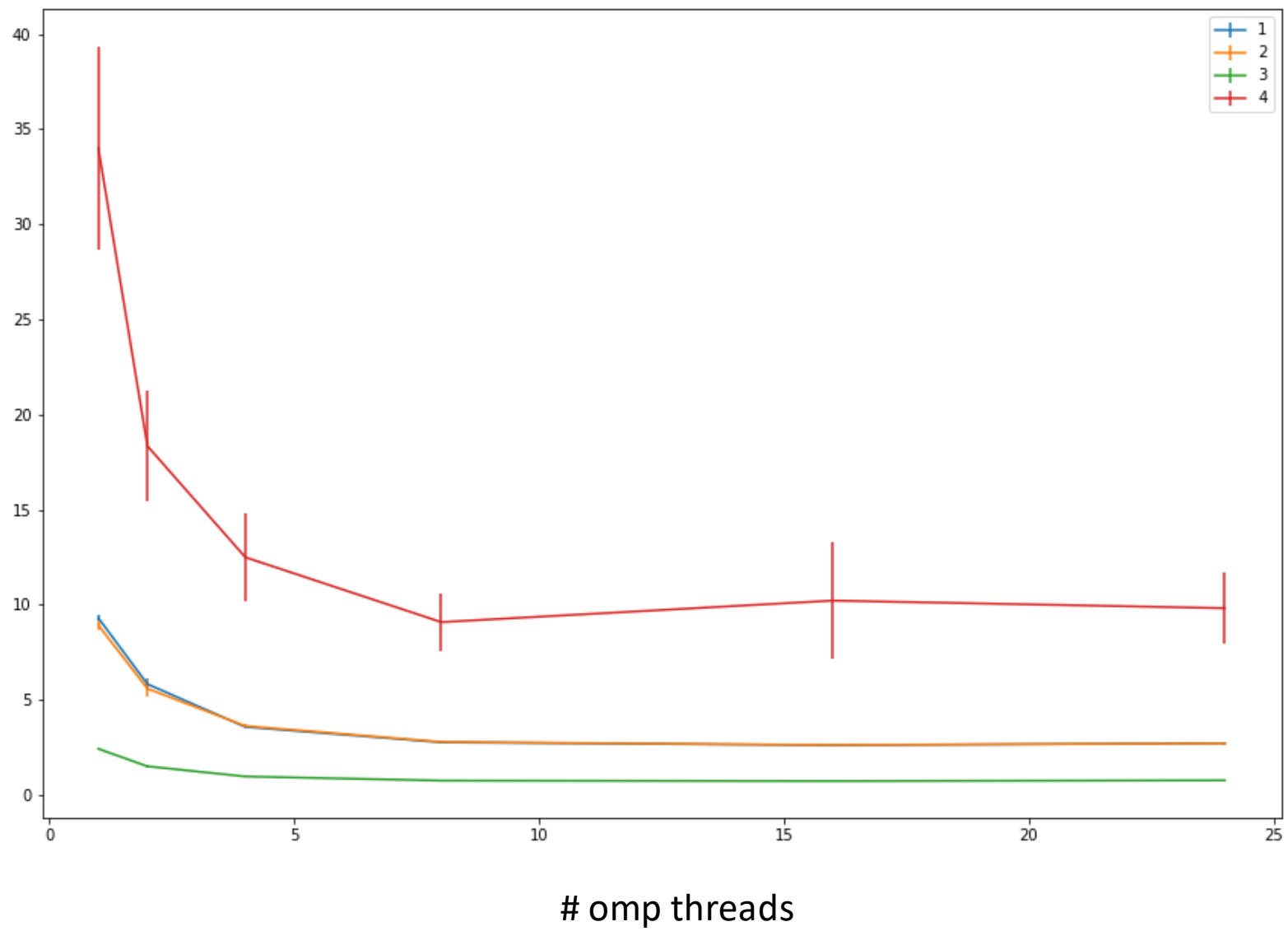
timings



For seq4 ilut is better than amgcl as a preconditioner

Timings setup vs solve





No benefits after roughly 8 threads