

Parallel and High Performance Computing

Dr. Pablo Antolín

Series 05 - Assignment 1

March 27 2025

Conjugate gradient

1 General information

This Series will be graded and it amounts for 25% of the total grade of the course. You have to submit your results to Moodle before April 9 at 23h59 CEST.

During the exercise session on March 27 you will have the opportunity to ask questions about the exercise, however during the exercise session on April 3 no questions will be answered about this Series.

2 Problem description

The Conjugate Gradient (CG) method is an iterative algorithm designed to solve linear systems of equations of the form Ax = b. For the method to be applicable, the matrix A must be real, symmetric, and positive definite, meaning that it belongs to $\mathbb{R}^{n \times n}$ with n > 0, satisfies $A^{\top} = A$, and ensures $x \cdot Ax > 0$ for all $x \in \mathbb{R}^n$ different from zero.

At each iteration k, the algorithm generates an approximate solution x_k , which is updated as

$$x_{k+1} = x_k + \alpha_k p_k.$$

Here, p_k represents the conjugate vector, also known as the search direction, and α_k is the step length for that iteration. The residual, defined as

$$r_k = b - Ax_k$$

plays a crucial role in adjusting the search direction.

A key property of CG is that the search directions p_k are A-conjugate with all previous directions $\{p_i\}_{i=0}^{k-1}$, meaning they satisfy the condition:

$$p_k \cdot Ap_j = 0, \quad j = 0, \dots, k - 1.$$

A practical way to enforce this conjugacy is through the formula:

$$p_k = r_k - \sum_{i=0}^{k-1} \frac{p_i \cdot Ar_k}{p_i \cdot Ap_i} p_i.$$

The iterative process is typically terminated when the Euclidean norm of the residual falls below a prescribed tolerance ϵ , that is, when

$$||r_k||_2 < \epsilon$$
.

At this point, the approximation is considered sufficiently accurate, and the algorithm concludes.

3 Basic sequential algorithm

```
Data: A, b, x_0, \epsilon

Result: x such that Ax \approx b

initialization:

r_0 := b - Ax_0

p_0 := r_0

k := 0

while ||r_k||_2 > \epsilon do

\alpha_k := \frac{r_k \cdot r_k}{p_k \cdot Ap_k}

x_{k+1} := x_k + \alpha_k p_k

x_{k+1} := r_k - \alpha_k Ap_k

\beta_k := \frac{r_{k+1} \cdot r_{k+1}}{r_k r_k}

p_{k+1} := r_{k+1} + \beta_k p_k

k := k+1

end

x := x_k
```

4 The project

The goal of this project is to develop a parallel implementation of the CG algorithm for sparse matrices using MPI. The following tasks must be completed:

- a) Profiling of the sequential code to determine the parts, which have to be parallelized
- b) Estimate the sequential fraction of the code and predict the speedup and efficiency based on Amdahl's and Gustafson's laws, respectively.
- c) Parallelize the code using MPI and measure the speedup and efficiency by performing strong and weak scaling experiments, respectively.
- d) Compare your measurements to your prediction and explain your results.

5 The code

A sequential code is available in the repository of the exercises in the sub-folder project/cg. Matrices are read in matrix market format. An example of matrix is given in lap2D_5pt_n100.mtx. It corresponds to the matrix from a Poisson problem on a grid of 100×100 . More examples can be found on https://sparse.tamu.edu/.

Before compiling or running the code, load

```
$> module load gcc openmpi openblas
```

Then, compile the code using the provided Makefile.

The provided code contains a serial implementation of a sparse solver CGSolverSparse. The sparse solver uses a sparse matrix storage called COO (for coordinates), sometimes also referred to as aij. It consists of 3 arrays: one for the Is (irn), one for Js (jcn), and one for the values (a). For a sparse matrix A we then have:

Where nnz is the number of non-zero entries in the matrix, and is_sym is true if the matrix is symmetric.

6 Submitting the project

You must submit a report and your code. The report should be no longer than two pages. Make sure you provide answers to all questions above. The code must be submitted as a tarball archive containing all the necessary files to compile and run the code. Find some instructions on how to create a tarball archive below.

6.1 Creating a tarball on Mac/Linux

- a) Open a terminal and navigate to your project directory.
- b) Rename the project directory to <first_name>_<last_name>_<SCIPER>.
- c) Run the following command:

```
$> tar -czvf <first_name>_<last_name>_<SCIPER>.tar.gz

     <first_name>_<last_name>_<SCIPER>
```

6.2 Creating a tarball on Windows

- a) Go to your project folder and rename it to <first_name>_<last_name>_<SCIPER>.
- b) Right-click your project folder and select 7-Zip > Add to archive.
- c) Choose tar as the archive format.
- d) Click OK, then repeat the process, selecting gzip as the compression format.
- e) Rename the final file to <first_name>_<last_name>_<SCIPER>.tar.gz.