

Scientific Computing and Machine Learning on Multi- and Manycore Architectures

Exercise 2

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• Analysis

The different between GFLOPS/s performance of *LU* decomposition without and with pivoting are shown below. First, both roofline are significant when the size of matrix over 300.

Second, the enhanced *LU* decomposition is based on the column pivoting. Besides, instead of swapping columns for pivoting, I use an column index array to record the order of column swaping. That is, I record the permutation matrix P in *PLU* decomposition in a compact form.

With the reason above, the calculation of matrix updating relies on the substitution of index array. This causes the performance of LU decomposition with pivoting has a constant decay compared with the one without pivoting. In this case, the performance with pivoting is around 0.7 of the one without pivoting.

Note that in this exercise, the matrix A generated by the program is Poisson-type matrix. That is, A is of the form

$$A = \begin{bmatrix} -2 & 1 & 0 & 0 & \cdots & 0 \\ 1 & -2 & 1 & 0 & \cdots & 0 \\ 0 & 1 & -2 & 1 & \cdots & 0 \\ \vdots & & & & & \vdots \\ 0 & \cdots & & 1 & & -2 \end{bmatrix}$$

For step i in *LU* decomposition, pivot column is always in column $i + 1$. Hence, the index array at the end is of the form:

$$[1 \ 2 \ 3 \ \cdots \ N-1 \ 0]$$

Run the code

For each program in this exercise, please use

gcc ex2_x.c -o ex2_x -lm

to compile, where $x = 1, 3$ indicates the *LU* decomposition without and with pivoting.

To see computational time, please type

./ex2_x N

where N is the size of matrix/vector used for computation. The result would looks like:

Time : 0.003655 sec

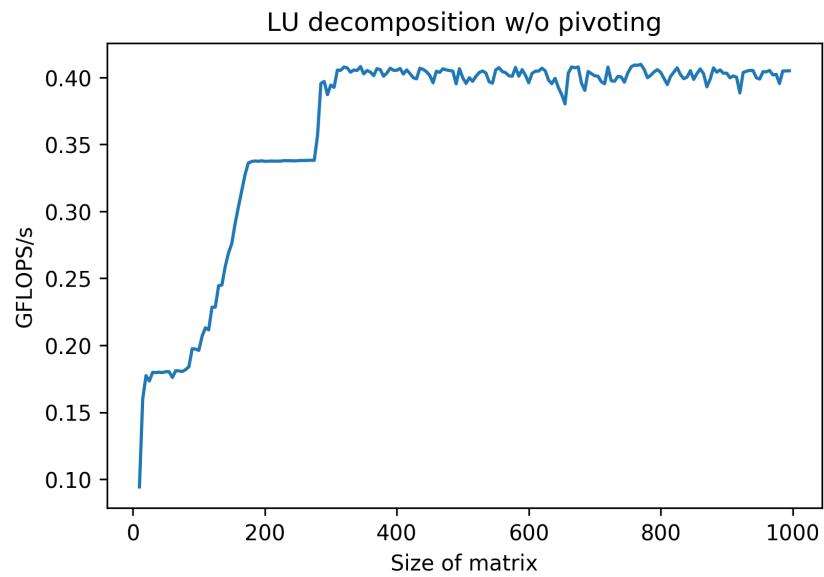


Figure 1: Performance of LU decomposition without pivoting.

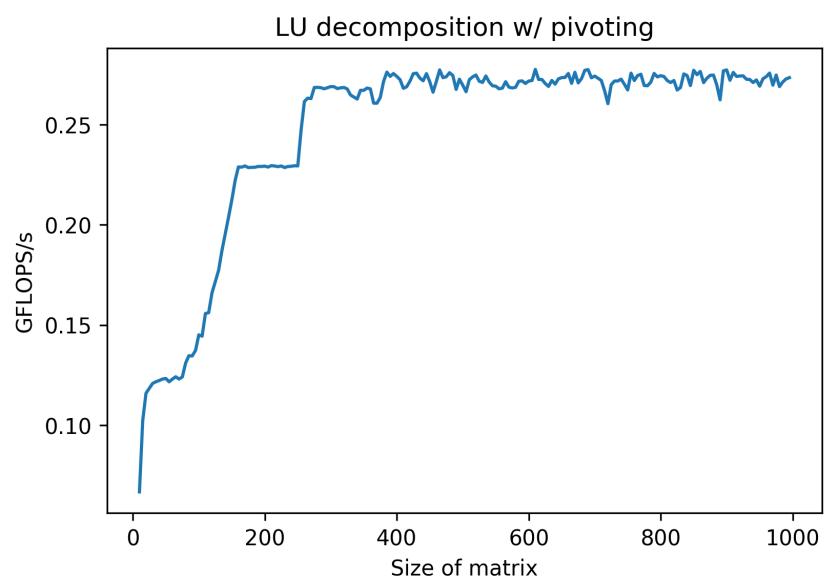


Figure 2: Performance of LU decomposition with pivoting.