

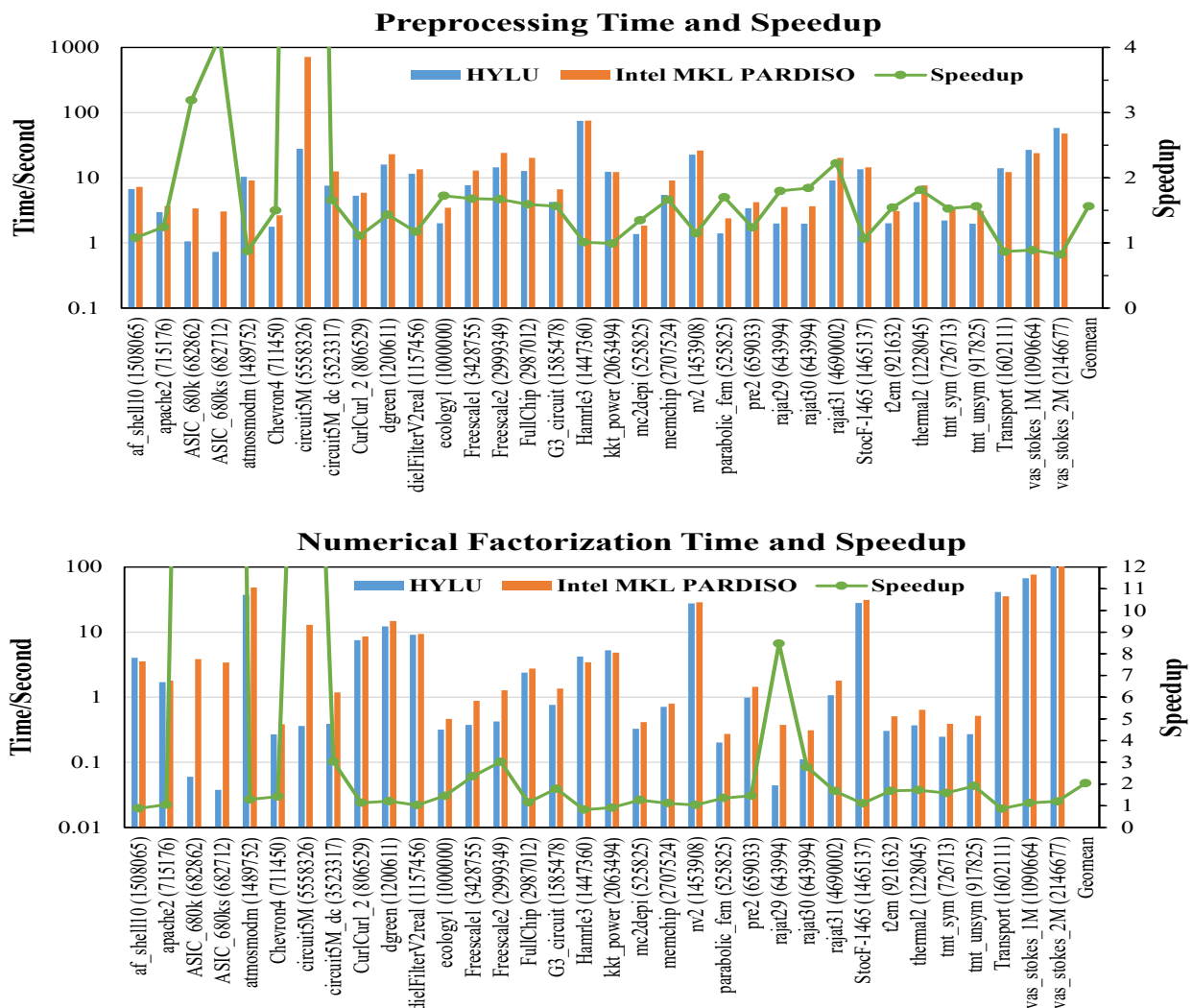
# Test Results of HYLU and Performance Comparisons with Intel MKL PARDISO

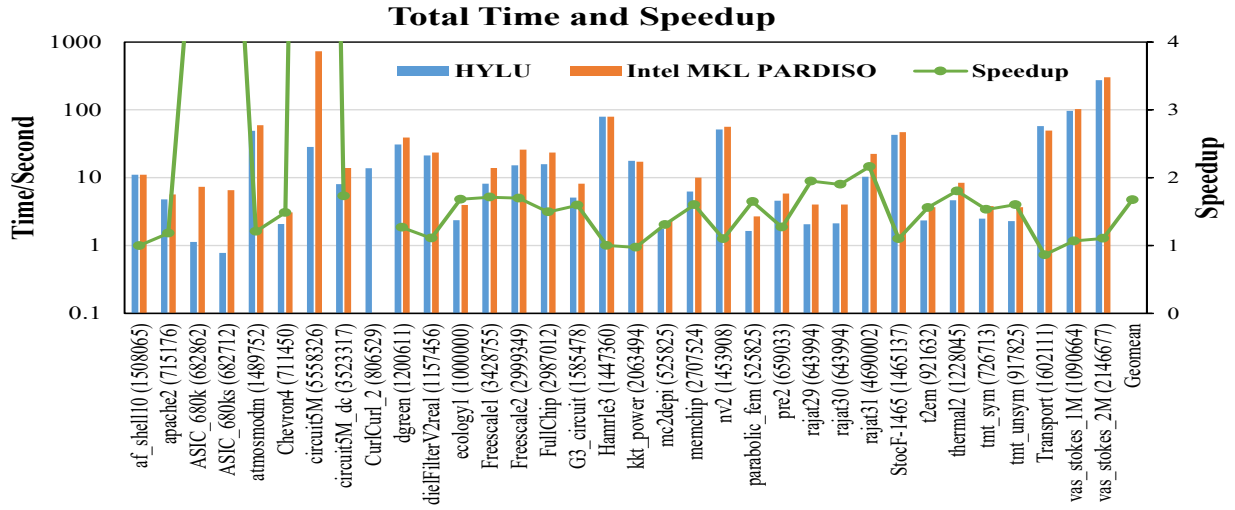
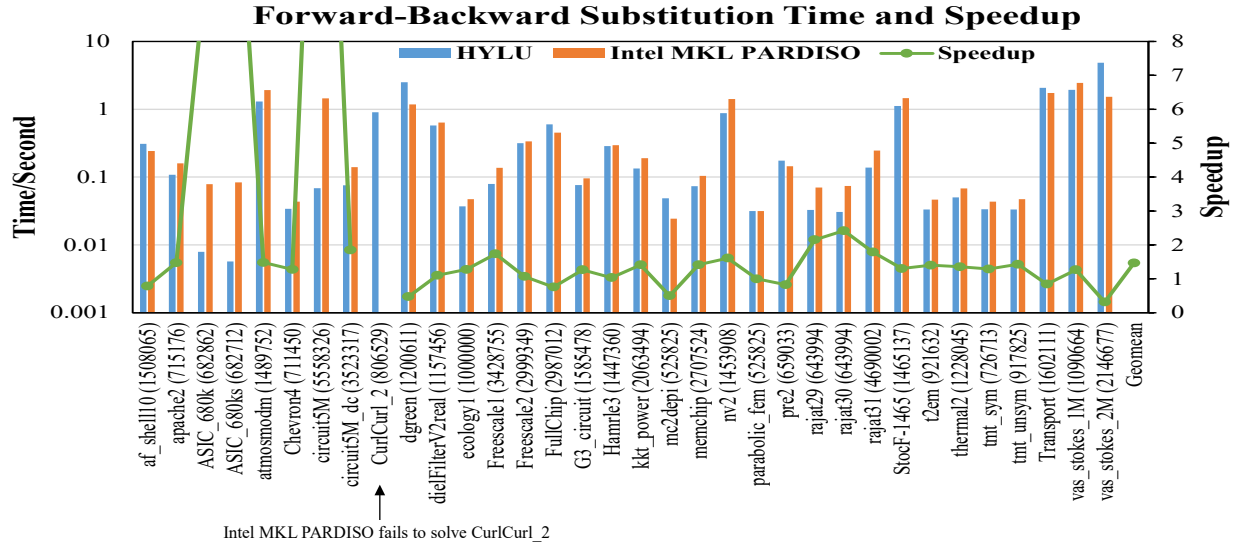
The experiments were carried out on a Linux server. The main hardware and software configurations are listed in the following table. All results presented in this document are wall-time measurements from **16-thread parallel execution**.

CPU	Intel Xeon Gold 6130 @ 2.1GHz
Memory	256GB
Operating system	Ubuntu 24.04 LTS for tests/CentOS 7.9 for compiling HYLU library
Compiler	gcc 13.3.0 for compiling test code/gcc 4.8.5 for compiling HYLU library
MKL version	2025.2.0.629
HYLU version	20251222
Benchmarks	34 matrices from SuiteSparse Matrix Collection, dimensions from 525,825 to 5,558,326

## 1. One-Time Solve

On geometric mean, HYLU achieves a **2.04X speedup in numerical factorization** compared with Intel MKL PARDISO, while the preprocessing and forward-backward substitution phases are also faster (**1.56X** and **1.46X** speedups, respectively). For the total one-time solve time (preprocessing + numerical factorization + forward-backward substitution), HYLU is **1.67X faster** than Intel MKL PARDISO on geometric mean.





Another advantage of HYL U is its stable performance for various sparsities. Intel MKL PARDISO generates a huge quantity of fill-ins for some benchmarks (ASIC\_680k, ASIC\_680ks, and circuit5M), and the performance of these matrices is poor.

## 2. Repeated Solve

HYL U offers an optimization option for repeated solve of linear systems with an identical sparse pattern in the coefficient matrix. In this case, HYL U achieves a **2.58X geometric mean speedup in numerical factorization** over Intel MKL PARDISO, while the forward-backward substitution phase is slightly faster (**1.35X** speedup). When comparing the total time of numerical factorization and forward-backward substitution, HYL U is **2.46X** faster than Intel MKL PARDISO on geometric mean. In this scenario, the preprocessing phase is on geometric mean 1.76X slower than that of the one-time solve scenario. However, in the repeated solve scenario, the pre-processing time is less important, as it is executed only once.

