## Parallel Computer Architecture Gaussian Elimination

Prof. Naga Kandasamy ECE Department, Drexel University

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This problem, worth 10 points, is due April 21, 2019, by 11:59 pm via BBLearn. You may work on this problem in a team of up to two people. One submission per group will suffice. Please submit original work. Solutions copied from other students or from online sources will result in a grade of zero for the assignment. You may discuss high-level approaches to solve the problem with Shihao Song or me, but we will not help you with the code itself.

Consider the problem of solving a system of linear equations of the form

In matrix notation, the above system is written as Ax = b where A is a dense  $n \times n$  matrix of coefficients such that  $A[i,j] = a_{i,j}$ , b is an  $n \times 1$  vector  $[b_0,b_1,\ldots,b_{n-1}]^T$ , and x is the desired solution vector  $[x_0,x_1,\ldots,x_{n-1}]^T$ . From here on, we will denote the matrix elements  $a_{i,j}$  and  $x_i$  by A[i,j] and x[i], respectively. A system of equations Ax = b is usually solved in two stages. First, through a set of algebraic manipulations, the original system of equations is reduced to an upper triangular system of the form

We write the above system as Ux = y, where U is an upper-triangular matrix, that is, one where the subdiagonal entries are zero and all principal diagonal entries are equal to one. More formally,

U[i,j] = 0 if i > j, otherwise  $U[i,j] = u_{i,j}$ , and furthermore, U[i,i] = 1 for  $0 \le i < n$ . In the second stage of solving a system of linear equations, the upper-triangular system is solved for the variables in reverse order, from x[n-1] to x[0] using a procedure called back-substitution.

A serial implementation of a simple Gaussian elimination algorithm is shown below. The algorithm converts the system of linear equations Ax=b into a unit upper-triangular system Ux=y. We assume that the matrix U shares storage with A and overwrites the upper-triangular portion of A. So, the element A[k,j] computed in line 5 of the code is actually U[k,j]. Similarly, the element A[k,k] that is equated to 1 in line 8 is U[k,k]. Also, we assume that  $A[k,k] \neq 0$  when it is used as a divisor in lines 5 and 7. So, our implementation is numerically unstable, though it should not be a concern for this assignment. For k ranging from 0 to n-1, the Gaussian elimination procedure systematically eliminates the variable x[k] from equations k+1 to k-1 so that the matrix of coefficients becomes upper-triangular. In the kth iteration of the outer loop (line 3), an appropriate multiple of the kth equation is subtracted from each of the equations k+1 to k1.

```
1: procedure GAUSS_ELIMINATE(A, b, y)
2: \text{ int } i, j, k;
3: for k := 0 to n - 1 do
      for i := k + 1 to n - 1 do
         A[k, j] := A[k, j]/A[k, k];
                                           /* Division step. */
5:
      end for
6:
7:
      y[k] := b[k]/A[k, k];
      A[k, k] := 1;
8:
      for i := k + 1 to n - 1 do
9:
         for j := k + 1 to n - 1 do
10:
           A[i, j] := A[i, j] - A[i, k] \times A[k, j];
                                                   /* Elimination step. */
11:
         end for
12:
         b[i] := b[i] - A[i, k] \times y[k];
13:
14:
         A[i, k] := 0;
      end for
15:
16: end for
```

Develop a parallel formulation of GAUSS\_ELIMINATE using pthreads. You may develop additional code as needed. The program given to you accepts no arguments. The upper-diagonal matrix generated by the multi-threaded code is compared against the reference single-threaded result and if the solutions match within a certain tolerance, the application will print out "TEST PASSED" to the screen before exiting.

For maximum points, parallelize both the division and elimination steps with the most appropriate synchronization mechanism between these steps. Upload all of the source files needed to run your code as a single zip file on BBLearn. Also, provide a short report describing the parallelization process, using code or pseudocode to help the discussion, and the amount of speedup obtained over the serial version for matrix sizes of  $512 \times 512$ ,  $1024 \times 1024$ , and  $2048 \times 2048$ , for 4, 8, 16, and 32 threads. The report can include the names of the team members on the cover page.