

Full Title of the Talk

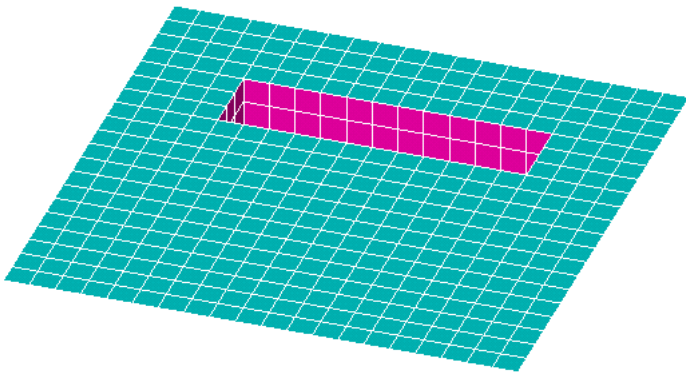
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- The Boundary Elements Method (BEM)
- Aplicação: Simulação de propagação de ondas no solo.



O Problema

- Implementação fornecida era sequencial.
- Para 4000 elementos de malha, o tempo total era de 167s.
- Objetivo: Encontrar as rotinas mais custosas e otimizá-las.

O Problema

- Subrotina mais custosa: `Ghmatecd`.
- Constrói as matrizes H & G do problema dinâmico
- Cada fatia 3×3 das matrizes podem ser computadas em paralelo.

Algorithm 1 Creates $H, G \in \mathbb{C}^{(3m) \times (3n)}$

```
1: procedure Ghmatedc
2:   for  $j := 1, n$  do
3:     for  $i := 1, m$  do
4:        $ii := 3(i - 1) + 1$ 
5:        $jj := 3(j - 1) + 1$ 
6:       if  $i == j$  then
7:          $Gelement, Helement \leftarrow \text{Sing\_de}(i)$ 
8:       else
9:          $Gelement, Helement \leftarrow \text{Nonsingd}(i, j)$ 
10:       $G[ii : ii + 2][jj : jj + 2] \leftarrow Gelement$ 
11:       $H[ii : ii + 2][jj : jj + 2] \leftarrow Helement$ 
```

Como paralelizar com OpenMP?

Algorithm 2 Creates $H, G \in \mathbb{C}^{(3m) \times (3n)}$

```
1: procedure Ghmatecd
2:   #pragma omp parallel for collapse(2)
3:   for  $j := 1, n$  do
4:     for  $i := 1, m$  do
5:        $ii := 3(i - 1) + 1$ 
6:        $jj := 3(j - 1) + 1$ 
7:       if  $i == j$  then
8:          $Gelement, Helement \leftarrow \text{Sing\_de}(i)$ 
9:       else
10:         $Gelement, Helement \leftarrow \text{Nonsingd}(i, j)$ 
11:         $G[ii : ii + 2][jj : jj + 2] \leftarrow Gelement$ 
12:         $H[ii : ii + 2][jj : jj + 2] \leftarrow Helement$ 
```

E na GPU?

- Nonsingd e Sing_de computam uma integral numericamente.

$$\int_a^b f(x)dx \approx \sum_{i=1}^g w_i f(x_i)$$

- Em nosso caso, avaliar $f(x)$ em um ponto x_i é custoso
- Uma forma de paralelizar estas rotinas e fazer uma redução.

Expandindo a rotina Nonsingd, temos:

```
1: procedure Ghmatedcd_nonsingd
2:   for  $j := 1, n$  do
3:     for  $i := 1, m$  do
4:        $ii := 3(i - 1) + 1; jj := 3(j - 1) + 1$ 
5:       Allocate Hbuffer & Gbuffer, buffer of matrices  $3 \times 3$  of size  $g^2$ 
6:       if  $i \neq j$  then
7:         for  $y := 1, g$  do
8:           for  $x := 1, g$  do
9:              $Hbuffer(x, y) \leftarrow \text{GenerateMatrixH}(i, j, x, y)$ 
10:             $Gbuffer(x, y) \leftarrow \text{GenerateMatrixG}(i, j, x, y)$ 
11:             $Gelement \leftarrow \text{SumAllMatricesInBuffer}(Gbuffer)$ 
12:             $Helement \leftarrow \text{SumAllMatricesInBuffer}(Hbuffer)$ 
13:             $G[ii : ii + 2][jj : jj + 2] \leftarrow Gelement$ 
14:             $H[ii : ii + 2][jj : jj + 2] \leftarrow Helement$ 
15: procedure Ghmatedcd_Sing_de
16:   for  $i := 1, m$  do
17:      $ii := 3(i - 1) + 1$ 
18:      $Gelement, Helement \leftarrow \text{Sing\_de}(i)$ 
19:      $G[ii : ii + 2][ii : ii + 2] \leftarrow Gelement$ 
20:      $H[ii : ii + 2][ii : ii + 2] \leftarrow Helement$ 
21: procedure Ghmatedcd
22:   Ghmatedcd_Nonsingd()
23:   Ghmatedcd_Sing_de()
```

O Problema

$$\begin{bmatrix} \begin{bmatrix} \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \end{bmatrix} & \begin{bmatrix} \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \end{bmatrix} & \begin{bmatrix} \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \end{bmatrix} & \begin{bmatrix} \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \end{bmatrix} \\ \begin{bmatrix} \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \end{bmatrix} & \begin{bmatrix} \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \end{bmatrix} & \begin{bmatrix} \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \end{bmatrix} & \begin{bmatrix} \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \end{bmatrix} \\ \begin{bmatrix} \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \end{bmatrix} & \begin{bmatrix} \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \end{bmatrix} & \begin{bmatrix} \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \end{bmatrix} & \begin{bmatrix} \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \end{bmatrix} \end{bmatrix}$$

Blocks of Highlighted Text

Block 1

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Block 2

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Block 3

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Heading

- ① Statement
- ② Explanation
- ③ Example

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Table

Treatments	Response 1	Response 2
Treatment 1	0.0003262	0.562
Treatment 2	0.0015681	0.910
Treatment 3	0.0009271	0.296

Tabela: Table caption

Theorem

Theorem (Mass–energy equivalence)

$$E = mc^2$$

Example (Theorem Slide Code)

```
\begin{frame}  
\frametitle{Theorem}  
\begin{theorem}[Mass--energy equivalence]  
$E = mc^2$  
\end{theorem}  
\end{frame}
```

Figure

Uncomment the code on this slide to include your own image from the same directory as the template .TeX file.

An example of the `\cite` command to cite within the presentation:

This statement requires citation [Smith, 2012].



John Smith (2012)

Title of the publication

Journal Name 12(3), 45 – 678.

The End