

CSC / NAG Autumn School on
**Core Algorithms in High-Performance
Scientific Computing**

Libraries II

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LAPACK and Fast Fourier Transforms

Libraries II

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Plan

LAPACK functionality and usage

LAPACK interface in C and Fortran

Fast Fourier Transforms (FFTs)

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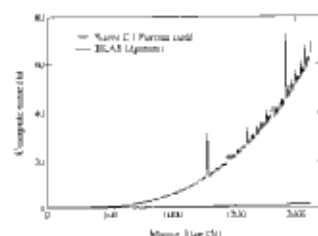
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But first.....

In yesterday's practical we measured the performance of BLAS vs naive code for matrix multiplication on our IBM cluster



BLAS brings speedups measured in orders of magnitude for large matrices

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LAPACK

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Introduction

Linear Algebra **PA**Ckage – written in Fortran.

Developed from LINPACK and EISPACK.

Uses the BLAS extensively for speed and efficiency.

LAPACK is usually included within vendor-provided maths libraries (MKL, ESSL, ACM), – i.e. wherever you find BLAS

– all the information you'll ever need

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Functionality

- Solve systems of linear equations
- Solve linear least squares problems
- Eigenvalue and singular value problems

Dense and banded matrices are catered for in real and complex flavours

General sparse matrices are the domain of other libraries, see lectures lectures IV and V

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LAPACKe

- Since LAPACK 3.3 (October 2010) the LAPACK web pages have included LAPACKe as a separate download.
- This is a free C interface to (most) LAPACK routines, based on that used in the Intel Math Kernel Library (MKL) version 10.3 onwards.
- Yet to be widely adopted in other packages that include LAPACK, e.g. ACML/NAG, and probably won't be anytime soon.
- Unlike CBLAS (included in GSL), LAPACKe hasn't yet filtered its way into the popular Linux distros.
- MKL is currently the only source of (limited) documentation.

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Calling LAPACK from C

```
void myvec (double *uplo, int n, double *work, double *lwork, double *info)
```

- Who compiled your LAPACK library? Did their compiler append underscores to subroutine/function names? Use `nm` to find out.
- Again, we assume that Fortran is passing by reference behind the scenes (A, w, work and lwork are assumed to be pointers).
- We must supply A in column-major order.
- work and lwork must be allocated arrays of length lwork and ilwork respectively.

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LAPACKe example

```
lapack_example_double *types_A = lapack_example_double *10;  
info = LAPACK_dsyevd(LAPACK_COL_MAJOR, job, uplo, N, (double *)A, lwork)
```

- First argument specifies array storage, either LAPACK_COL_MAJOR or LAPACK_ROW_MAJOR.
- job, uplo, is now passed by value.
- A and w are pointers to allocated storage.
- Note that we don't need work arrays!
- Complex variables must be cast into a format which LAPACKe understands, which is configurable at build time.

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MPACK

```
void myvec (double *uplo, int n, double *work, double *lwork, double *info)
```

- MPACK is a package for performing linear algebra to arbitrary numerical precision. Usability, it contains header files `blas.h` and `lapack.h` which define prototypes for calling Fortran.
- Everything is passed by reference, and Fortran routine names have `_f77` appended.
- This is the approach used in Tuesday's practical.
- **WARNING** – these headers assume certain compiler-dependent behaviour for complex function return values (works only with gcc).

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Worked Example

Let's look at what we just saw in the maths lecture.

Let's solve $Ax = b$ for the following.

```
// Matrix A in column-major format  
double A[] = { 0.0, 0.5, 0.5, 1.5, 1.0, // 1st column  
               0.0, 0.5, 0.5, 1.5, 1.0, // 2nd column  
               0.0, 0.5, 0.5, 1.5, 0.0, // 3rd column  
               0.5, 0.5, 0.5, 0.5, 0.0, // 4th column  
               0.5, 0.5, 0.5, 0.5, 0.0 }; // 5th column
```

We'll treat this as a double precision ("d") general ("ge") matrix.
First we should think about storage.

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Storage in C

As discussed yesterday, we must be very careful how we store matrices in C, i.e. row versus column-major ordering and contiguity of storage.

For the purposes of this example we will work with 1D arrays explicitly as on the previous slide, stored in column-major order.

There are various ways we can ease converting from row and column indices to 1D indices, for example:

```
int col1d = row + col * N; // 1D index  
int row1d = col * N + row; // 1D index
```

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Storage in C

```
Usage: ./a.out [n] [m]
// Loop over columns
for (j=0; j<n; j++) {
    // Loop over rows
    for (i=0; i<m; i++) {
        printf("%10.2f", A[i][j]); // print A[i,j]
    }
    printf("\n"); // new row
}
```

Produces:

2.00	0.00	0.00	1.00	0.00
0.00	2.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00	0.00

Next we compute the partially pivoted LU factorisation ("bf")

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Worked Example

2.00	0.00	0.00	1.00	0.00
0.00	2.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00	0.00

Original A

```
// Partially pivoted LU factorisation
// A = P * L * U
// P = [1, 0, 0, 0, 0]
// L = [1, 0, 0, 0, 0]
// U = [2.00, 0.00, 0.00, 1.00, 0.00]
```

$P = I$, $L = I$, $U = A$

2.00	0.00	0.00	1.00	0.00
0.00	2.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00	0.00

A on exit contains L and U
(unit diagonals of L not stored)

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Worked Example

Check - split L & U and multiply together.

2.00	0.00	0.00	0.00	2.00
0.00	2.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00	0.00

 \times

2.00	0.00	0.00	0.00	2.00
0.00	2.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00	0.00

 $=$

2.00	0.00	0.00	0.00	2.00
0.00	2.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00	0.00
0.00	0.00	0.00	0.00	0.00

 $= P^{-1} A \neq A$

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Worked Example

LU contains information required to form P.

```
// Row 1 was interchanged with row 2
// Row 2 was interchanged with row 3
// Row 3 was interchanged with row 4
// Row 4 was interchanged with row 5
// Row 5 was interchanged with row 6
```

Now we have $A = PLU$ we can solve for any number of vectors b .
For example,

```
double b[] = { 1, 4, 2, 0, 0, 1, 1, 4, 3, 2, 3, 1 }
```

Next task is to perform the substitution and get the solution ("px").

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Worked Example

```
// Get the solution
double (*px)(n), (*pxb), (*pxu), (*pxl), (*pxp), (*pxr);
```

px can be 'n', 'l' or 'r' as before
 n is the number of b vectors to compute solution for.
 px is a matrix to store the n b vectors (as columns)

A and px are those output from `dgstrz`, passing the original A will produce nonsense

On exit from `dgstrz`, px contains the solution x :

-1.50
-1.50
-0.25
2.50
2.50

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So are we done?

- No way! We may have a code which gives numbers, and we may trust the authors of the library, but can we be sure we've used it properly?
- VALIDATE your usage of the library, e.g. restore original A and compute Ax and check against original value of b

```
// Check the solution
double (*px)(n), (*pxb), (*pxu), (*pxl), (*pxp), (*pxr);
// ... (code to compute solution) ...
// Check the solution
double (*px)(n), (*pxb), (*pxu), (*pxl), (*pxp), (*pxr);
// ... (code to compute solution) ...
```

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Good enough?

- Maybe - we might not be happy with the quality of our solution
- We could apply iterative refinement (pgs 174) - last lecture, requires passing the original A plus the LU factorisation (storage implications)
- We might want to estimate the condition number of A (see later) and equilibrate if poorly scaled
- There are also routines to compute forward and backward error bounds (See Sven Hammarling's lecture tomorrow)

Driver routines

- We used two computational routines to get our solution
- We could have used a single driver routine to do the same thing

```
dspev_1(a, ainfo, b, ainfo, spiv, b, ainfo, ainfo)
```

This is the "simple" version of the relevant linear systems driver routine

The "expert" version also invokes the condition / error analysis computational facilities

The computational routines are instructive, but production codes would normally use the driver routines unless there was a reason not to

Other systems / matrix types

- We've focussed on the mechanics of using LAPACK here by looking at a familiar example
- We've only touched on the functionality available
- As ever, the user manual and Google will help

Fast Fourier Transforms

A reminder

- The one-dimensional Fourier transform

$$F(k) = \frac{1}{(2\pi)^{1/2}} \int_{-\infty}^{\infty} f(x) e^{-ikx} dx \quad \text{Forward transform}$$

$$f(x) = \frac{1}{(2\pi)^{1/2}} \int_{-\infty}^{\infty} F(k) e^{ikx} dk \quad \text{Backward transform}$$

- Fourier transforms are everywhere: signal processing, image analysis, solid state physics and just about anywhere else!
- Here we are interested in the mechanics of performing the FT
- We will look at a specific example in molecular simulation tomorrow

Discrete Fourier Transform

- We need to work on a discrete grid of N points in a computer.
- Domain of length L in real space: grid spacing is $\delta = L/(N-1)$

$$x_0 \quad x_1 \quad x_2 \quad x_3 \quad x_4 \quad x_5 \quad x_{N-2} \quad x_{N-1} \quad x_N$$

$$x_n = n \delta \quad f_n = f(x_n)$$

- Grid in reciprocal space of length $2\pi/L$, spacing $2\pi/L(N-1) = 2\pi\delta/L$

$$k_n = n 2\pi\delta/L^2 \quad F_n = F(k_n)$$

- Applying the DFT implies this domain is one period sampled from a periodic function (this is true in the workshop tomorrow). Otherwise may need to think about windowing functions and associated artefacts

Discrete Fourier Transform

- For discrete data, the integral becomes sums over grid points

- Adopting a few conventions

k is now an integer running over the reciprocal space grid points

n runs over the real space grid

f_n and F_k are the values of the function and its transform at the grid points

N.B. This makes f_0 the value of the function at $x = 0$, this is important to remember when interpolating transforms of symmetric functions. Most implementations drop normalising prefactor.

$$F_k = \frac{1}{\sqrt{N}} \sum_{n=0}^{N-1} f_n e^{-2\pi i k n / N}$$

$$f_n = \frac{1}{\sqrt{N}} \sum_{k=0}^{N-1} F_k e^{2\pi i k n / N}$$

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The Fast Fourier Transform

- Computing the DFT requires computing N complex exponentials for each of N data points. It should therefore require $O(N^2)$ work.

- FFTs are a class of algorithm which reduce this to $O(N \log N)$

- The simplest example is the original Cooley-Tukey (1965) algorithm

The DFT at each point k can be expressed as sums over two interleaved sub-grids of odd / even grid points of length $M=N/2$:

$$F_k = \sum_{n=0}^{M-1} f_{2n} e^{-2\pi i k (2n) / N} + \sum_{n=0}^{M-1} f_{2n+1} e^{-2\pi i k (2n+1) / N}$$

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The Fast Fourier Transform

We recognise that as a sum of length $M=N/2$, plus the product of a second sum of length M and a "twiddle factor"

$$F_k = \sum_{n=0}^{M-1} f_{2n} e^{-2\pi i k (2n) / N} + e^{-2\pi i k / N} \sum_{n=0}^{M-1} f_{2n+1} e^{-2\pi i k (2n) / N}$$

$$F_k = E_k + e^{-2\pi i k / N} O_k$$

E_k and O_k are sums over terms which are periodic in k , but with a period of M rather than N - so we only need calculate them for $k < M$ to compute F_k at all N grid points

Need to evaluate $(N+1)$ complex exponentials $N/2$ times i.e. $(N^2+N)/2$

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Lather, Rinse, Repeat

For each $k < M$ we have effectively performed two DFTs of length $N/2$, plus one DFT of length 2

This is too good a trick to use only once, so lets further subdivide the each DFT of length M into DFTs of length $M/2 = N/4$

This becomes four DFTs of length $N/4$ plus one DFT of length 4 for each $k < N/4$. We now need evaluate only $(N^2+1)N/4$ complex exponentials

We can keep recursively applying this trick until we run out of points to divide up. The eventual cost is $O(N \log N)$

The choice of two as the radix restricts us to using $N=2^p$ grid points where p is integer

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Generalisations and Libraries

- Generalisations to use various small prime factors as the radix exist, and allow for less restrictive choice of grid size

- Further efficiency gains can be made if the input data is known to be real, with some slight complications in usage

- Hardware tuned implementations of FFT algorithms exist in most vendor-supplied maths libraries, e.g. MKL, ACML, ESSL etc

- Popular (non vendor specific) FFT libraries include FFTW (Fastest Fourier Transform in the West) and the Temperton GPT-A (Generalised Prime Factor Algorithm)

- We will cover the interface to these libraries in tomorrow's workshop.

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