# Lecture 12 – Object Oriented Design Example: SpMV

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NERS/ENGR 570 - Methods and Practice of Scientific Computing (F20)

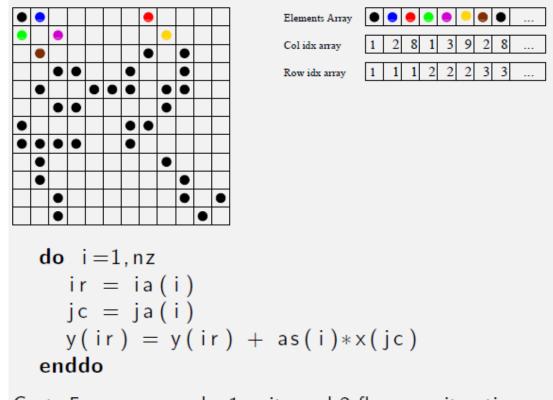


#### Outline

- Overview of HW 2 (to be assigned after lecture)
- Review of Lab 06
- Class Hierarchy Development
- Matrix State Machine

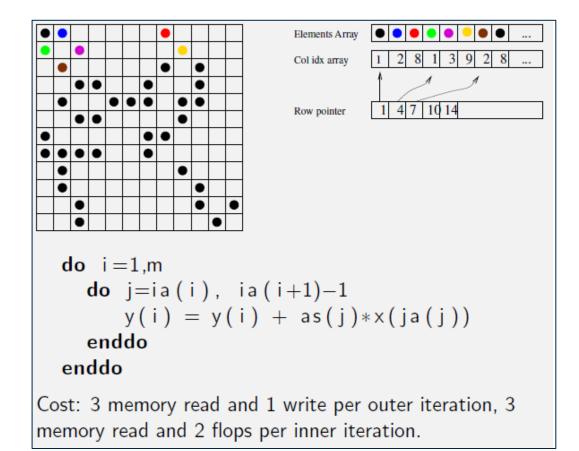
Mediator Design Pattern

## Sparse Matrix Storage Formats: COOrdinate Storage



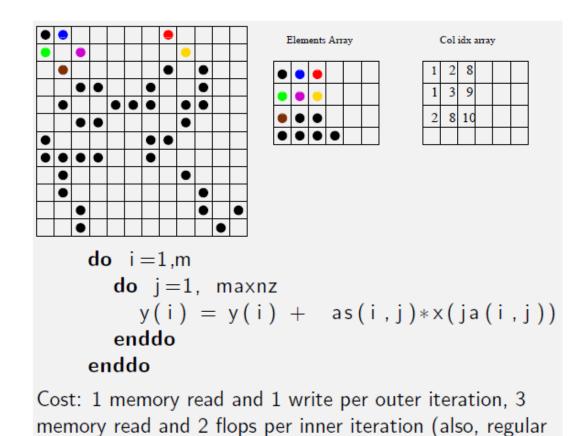
Cost: 5 memory reads, 1 write and 2 flops per iteration.

#### Sparse Matrix Storage Formats: Compressed Sparse Row (CSR) Storage



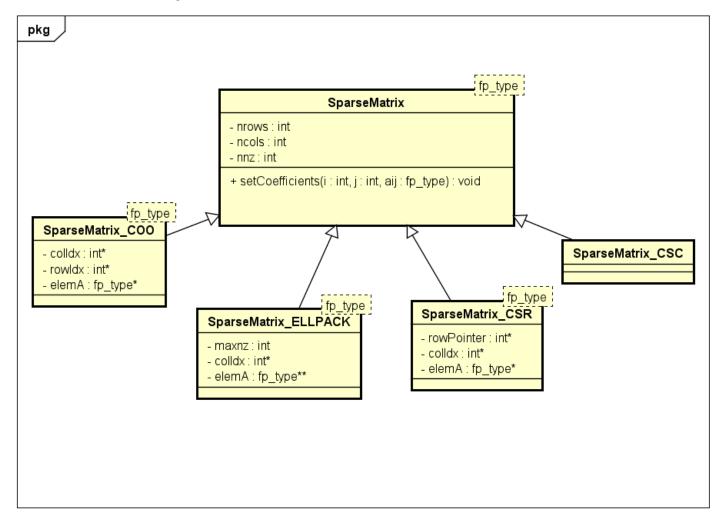
### Sparse Matrix Storage Formats: ELLPACK Storage

access pattern).



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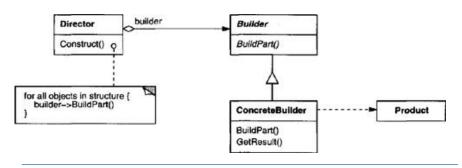
### Class Hierarchy

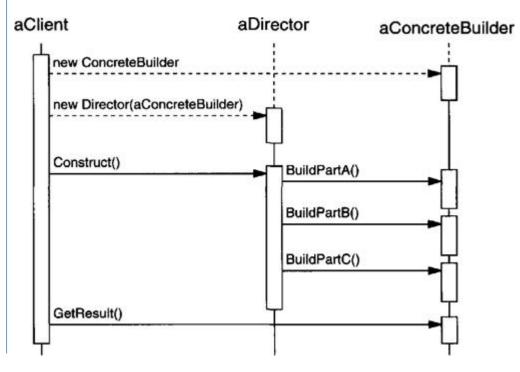


#### Creational Pattern (Builder)

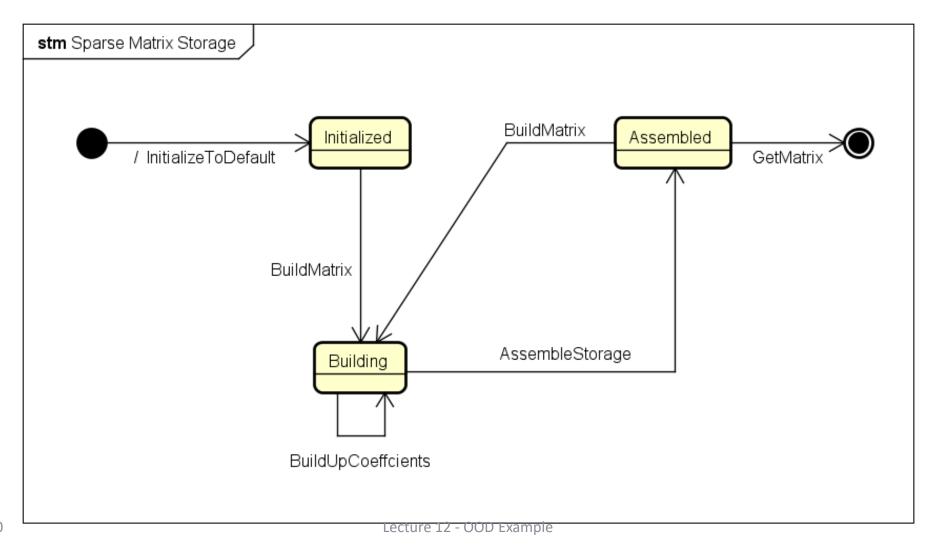
- InitializeToDefault(n)
  - Create some internal storage and default values
  - e.g. could initialize to identity
- BuildMatrix() Changes state
  - allows values to be set
- BuildUpCoefficients (*i*, *j*, *a*<sub>*ij*</sub>)
  - Assign coefficients to matrix
  - Perhaps overload to allow other formats
    - e.g. COO ia(:), ja(:), aa(:)
  - Store all internally as COO format
- AssembleStorage() Changes state
  - Converts internal representation of data to format suitable for solvers
- GetMatrix() would return the matrix object

#### **Builder Design Pattern**





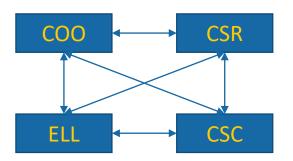
### Behavorial Pattern (State)

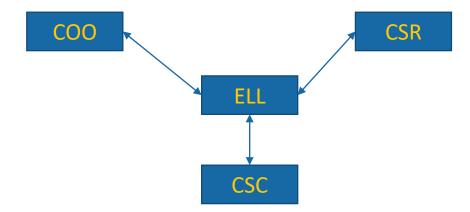


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### Behavioral Pattern (Mediator)

- Support N matrix formats
  - That is  $N^2$  different types of conversions
  - Don't implement them all!





- Use Mediator!
  - Move from fully connected graph to "star" graph

#### Notes on Mediator

