# **Tutorial 6**

ECSE 420 - Tutorial 6

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TR 4110 October 27, 2014

GE kernel

```
for (k = 0; k < N - 1; k++)
   for (i = k+1; i < N; i++)
      I = A[i][k] / A[k][k];
      for (j = k + 1; j < N; j++)
         A[i][i] = A[i][i] - I*A[k][i];
```

N = 4

```
for (k = 0; k < N - 1; k++)
for (i = k+1; i < N; i++) {
    I = A[i][k] / A[k][k];
    for (j = k + 1; j < N; j++)
        A[i][j] = A[i][j] -l*A[k][j];
}
```

	) – O	, –	, –	, ,
i = 0				
i = 1				
i = 2				
i = 3				

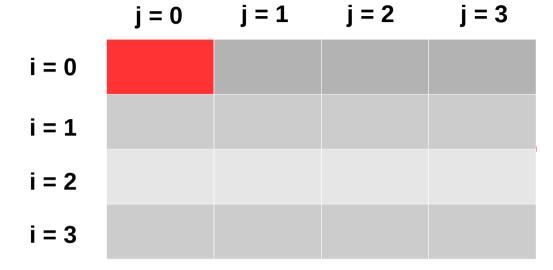
i = 1

i = 0

i = 2

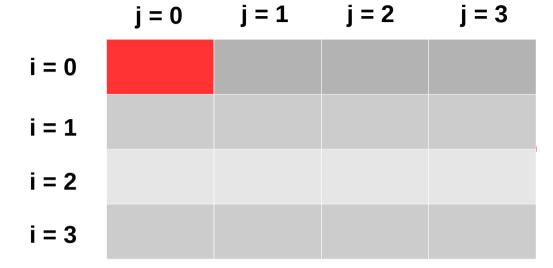
i = 3

```
for (k = 0; k < N - 1; k++)
for (i = k+1; i < N; i++) {
    I = A[i][k] / A[k][k];
    for (j = k + 1; j < N; j++)
        A[i][j] = A[i][j] -l*A[k][j];
}
```



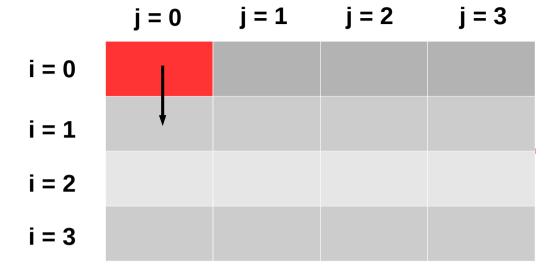
k = 0

```
for (k = 0; k < N - 1; k++)
for (i = k+1; i < N; i++) {
    I = A[i][k] / A[k][k];
    for (j = k + 1; j < N; j++)
        A[i][j] = A[i][j] -l*A[k][j];
}
```



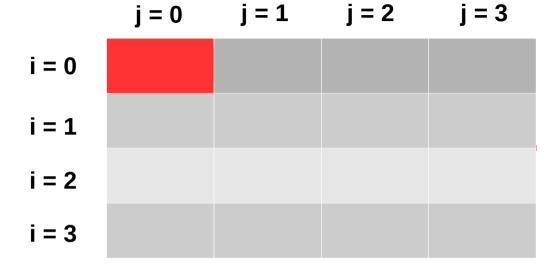
$$k = 0$$
$$i = 1$$

```
for (k = 0; k < N - 1; k++)
for (i = k+1; i < N; i++) {
    I = A[i][k] / A[k][k];
    for (j = k + 1; j < N; j++)
        A[i][j] = A[i][j] -I*A[k][j];
}
```



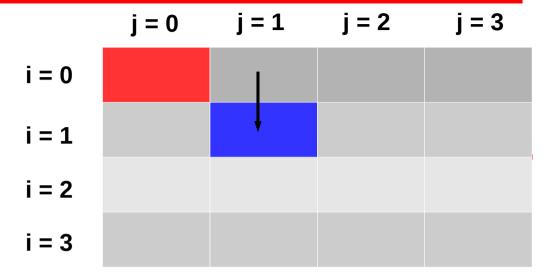
```
k = 0
i = 1
I = A[1][0] / A[0][0];
```

```
for (k = 0; k < N - 1; k++)
for (i = k+1; i < N; i++) {
    I = A[i][k] / A[k][k];
    for (j = k + 1; j < N; j++)
        A[i][j] = A[i][j] -l*A[k][j];
}
```



```
k = 0
i = 1
I = A[1][0] / A[0][0];
j = 1
```

```
for (k = 0; k < N - 1; k++)
for (i = k+1; i < N; i++) {
    I = A[i][k] / A[k][k];
    for (j = k + 1; j < N; j++)
        A[i][j] = A[i][j] -l*A[k][j];
}
```

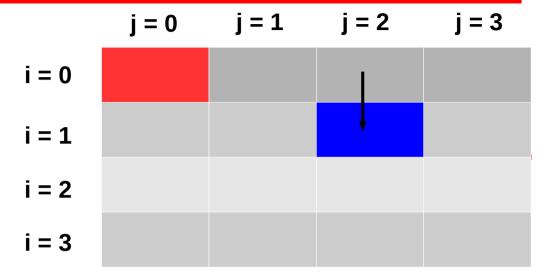


```
k = 0

i = 1

I = A[1][0] / A[0][0];

j = 1 A[1][1] = A[1][1] -I*A[0][1];
```



```
k = 0

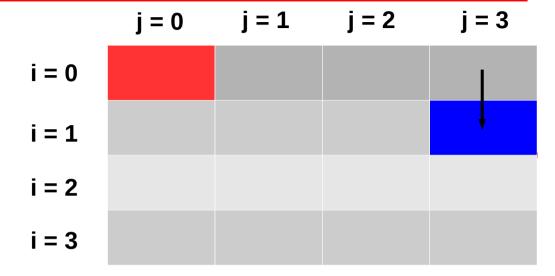
i = 1

I = A[1][0] / A[0][0];

j = 1 A[1][1] = A[1][1] -I*A[0][1];

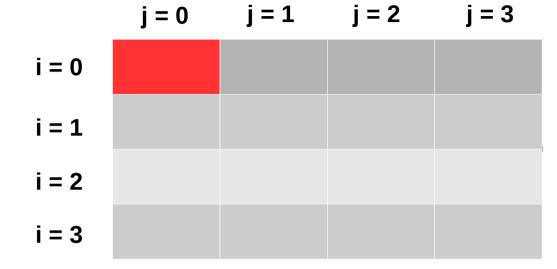
j = 2 A[1][2] = A[1][2] -I*A[0][2];
```

```
for (k = 0; k < N - 1; k++)
for (i = k+1; i < N; i++) {
    I = A[i][k] / A[k][k];
    for (j = k + 1; j < N; j++)
        A[i][j] = A[i][j] -l*A[k][j];
}
```



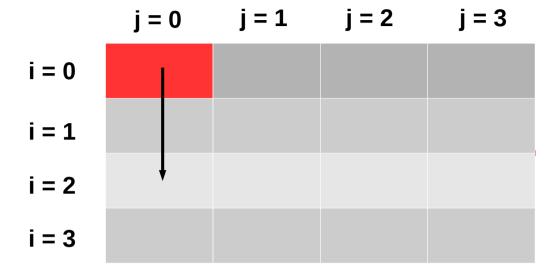
```
k = 0
i = 1
I = A[1][0] / A[0][0];
j = 1
A[1][1] = A[1][1] - I*A[0][1];
j = 2
A[1][2] = A[1][2] - I*A[0][2];
j = 3
A[1][3] = A[1][3] - I*A[0][3];
```

```
for (k = 0; k < N - 1; k++)
for (i = k+1; i < N; i++) {
    I = A[i][k] / A[k][k];
    for (j = k + 1; j < N; j++)
        A[i][j] = A[i][j] -l*A[k][j];
}
```



```
k = 0i = 2
```

```
for (k = 0; k < N - 1; k++)
for (i = k+1; i < N; i++) {
    I = A[i][k] / A[k][k];
    for (j = k + 1; j < N; j++)
        A[i][j] = A[i][j] -l*A[k][j];
}
```

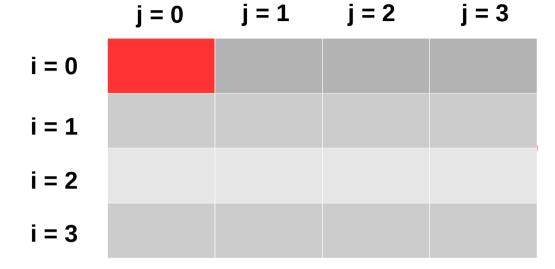


```
k = 0

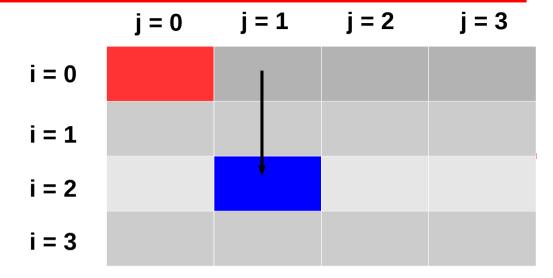
i = 2

I = A[2][0] / A[0][0];
```

```
for (k = 0; k < N - 1; k++)
for (i = k+1; i < N; i++) {
    I = A[i][k] / A[k][k];
    for (j = k + 1; j < N; j++)
        A[i][j] = A[i][j] -I*A[k][j];
}
```



```
k = 0
i = 2
I = A[2][0] / A[0][0];
j = 1
```



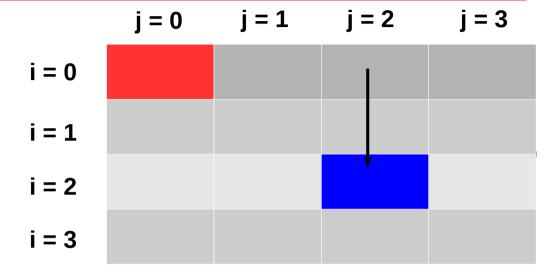
```
k = 0

i = 2

I = A[2][0] / A[0][0];

j = 1 \quad A[2][1] = A[2][1] - I*A[0][1];
```

```
for (k = 0; k < N - 1; k++)
for (i = k+1; i < N; i++) {
    I = A[i][k] / A[k][k];
    for (j = k + 1; j < N; j++)
        A[i][j] = A[i][j] -l*A[k][j];
}
```



```
k = 0

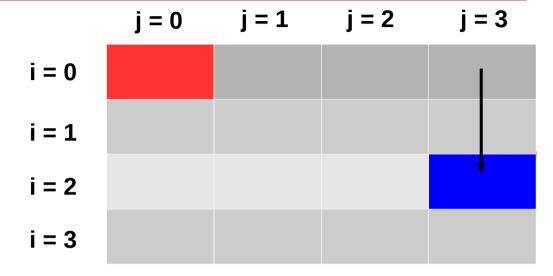
i = 1

I = A[1][0] / A[0][0];

j = 1 A[1][1] = A[1][1] -I*A[0][1];

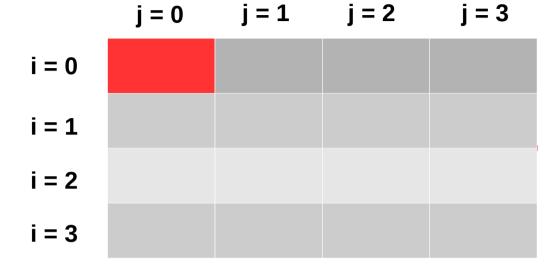
j = 2 A[1][2] = A[1][2] -I*A[0][2];
```

```
for (k = 0; k < N - 1; k++)
for (i = k+1; i < N; i++) {
    I = A[i][k] / A[k][k];
    for (j = k + 1; j < N; j++)
        A[i][j] = A[i][j] -l*A[k][j];
}
```



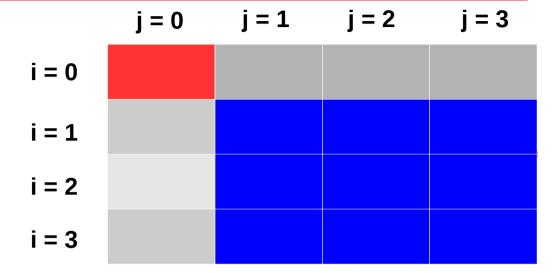
```
 \begin{aligned} &k = 0 \\ &i = 1 \\ &I = A[1][0] \ / \ A[0][0]; \\ &j = 1 \quad A[1][1] = A[1][1] \ -I*A[0][1]; \\ &j = 2 \quad A[1][2] = A[1][2] \ -I*A[0][2]; \\ &j = 3 \quad A[1][3] = A[1][3] \ -I*A[0][3]; \end{aligned}
```

```
for (k = 0; k < N - 1; k++)
for (i = k+1; i < N; i++) {
    I = A[i][k] / A[k][k];
    for (j = k + 1; j < N; j++)
        A[i][j] = A[i][j] -l*A[k][j];
}
```

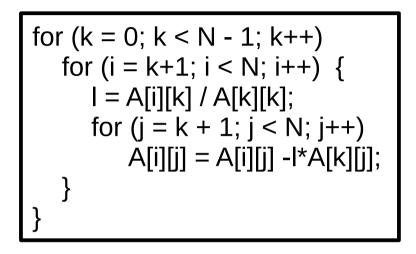


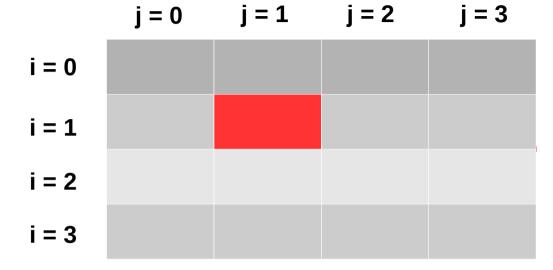
```
k = 0
i = 3
... and so on ...
```

```
for (k = 0; k < N - 1; k++)
for (i = k+1; i < N; i++) {
    I = A[i][k] / A[k][k];
    for (j = k + 1; j < N; j++)
        A[i][j] = A[i][j] -l*A[k][j];
}
```



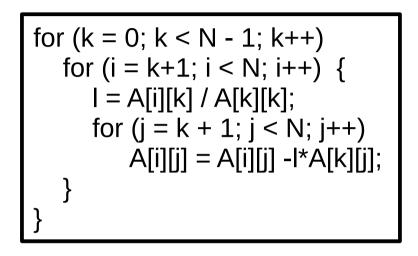
```
k = 0
i = 3
... and so on ...
```

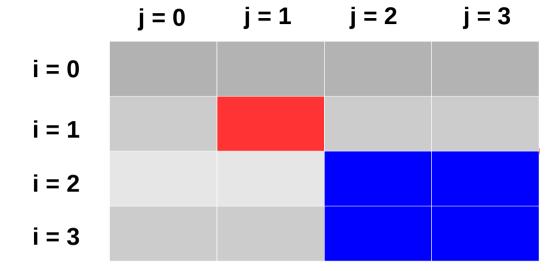




k = 1

Accordingly, for the second pivot element

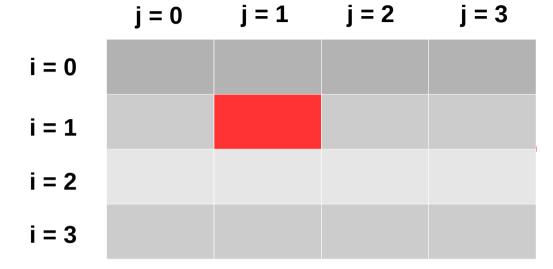




k = 1

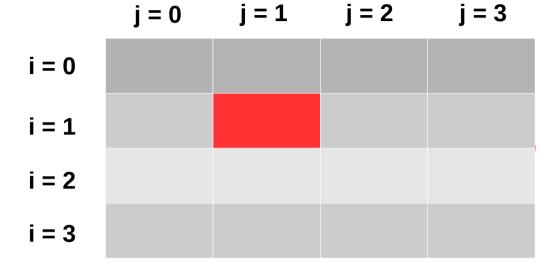
Accordingly, for the second pivot element

```
for (k = 0; k < N - 1; k++)
for (i = k+1; i < N; i++) {
    I = A[i][k] / A[k][k];
    for (j = k + 1; j < N; j++)
        A[i][j] = A[i][j] -l*A[k][j];
}
```



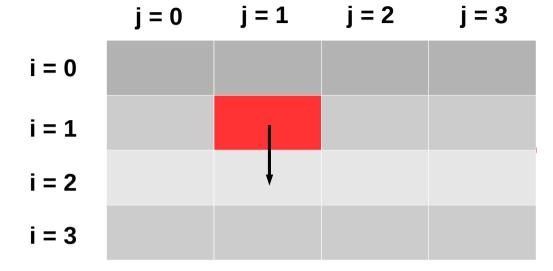
k = 1

```
for (k = 0; k < N - 1; k++)
for (i = k+1; i < N; i++) {
    I = A[i][k] / A[k][k];
    for (j = k + 1; j < N; j++)
        A[i][j] = A[i][j] -l*A[k][j];
}
```



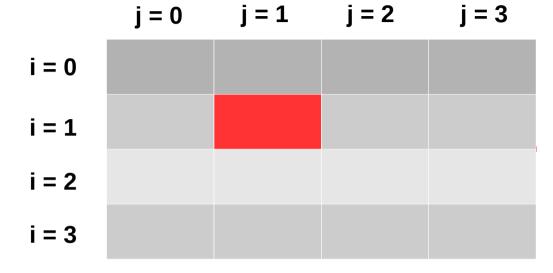
```
k = 1
i = 2
```

```
for (k = 0; k < N - 1; k++)
for (i = k+1; i < N; i++) {
    I = A[i][k] / A[k][k];
    for (j = k + 1; j < N; j++)
        A[i][j] = A[i][j] -I*A[k][j];
}
```



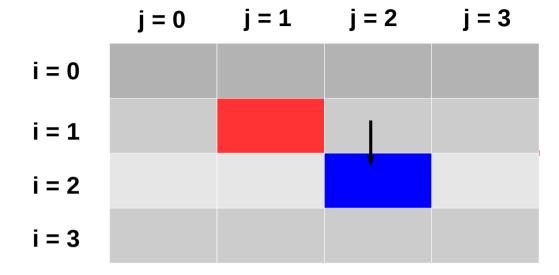
```
k = 1
i = 2
I = A[2][1] / A[1][1];
```

```
for (k = 0; k < N - 1; k++)
for (i = k+1; i < N; i++) {
    I = A[i][k] / A[k][k];
    for (j = k + 1; j < N; j++)
        A[i][j] = A[i][j] -l*A[k][j];
}
```



```
k = 1
i = 2
I = A[2][1] / A[1][1];
j = 2
```

```
for (k = 0; k < N - 1; k++)
for (i = k+1; i < N; i++) {
    I = A[i][k] / A[k][k];
    for (j = k + 1; j < N; j++)
        A[i][j] = A[i][j] -l*A[k][j];
}
```



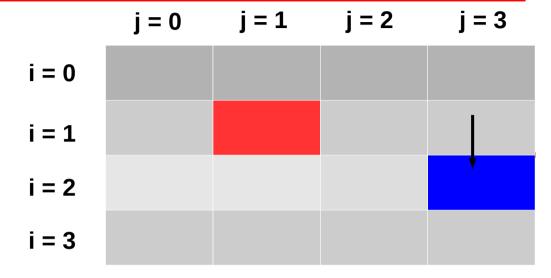
```
k = 1

i = 2

I = A[2][1] / A[1][1];

j = 2 A[2][2] = A[2][2] -I*A[1][2];
```

```
for (k = 0; k < N - 1; k++)
for (i = k+1; i < N; i++) {
    I = A[i][k] / A[k][k];
    for (j = k + 1; j < N; j++)
        A[i][j] = A[i][j] -l*A[k][j];
}
```



```
k = 1

i = 2

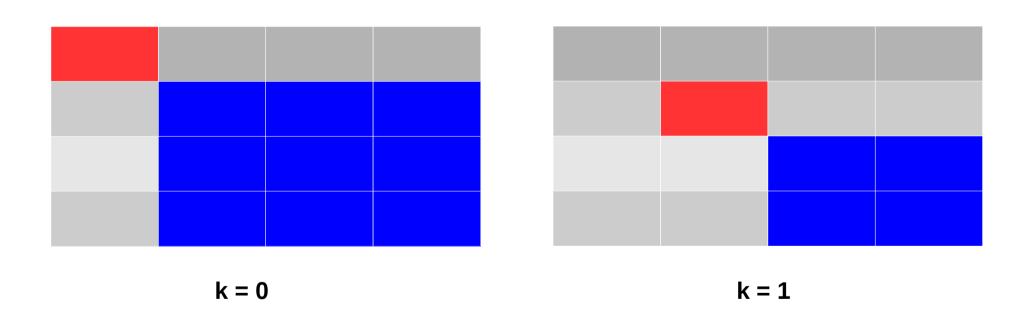
I = A[2][1] / A[1][1];

j = 2 A[2][2] = A[2][2] -I*A[1][2];

j = 3 A[2][3] = A[2][3] -I*A[1][3];
```

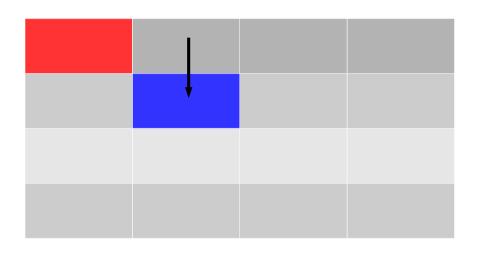
What can be executed in parallel??

• Are the k-iterations independent?

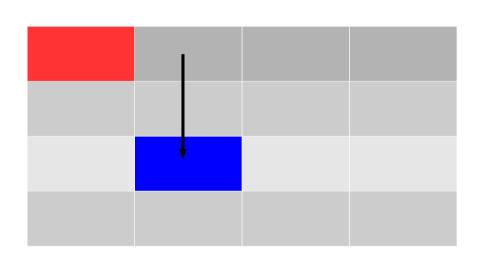


What can be executed in parallel??

Are the i- and j-iterations independent?

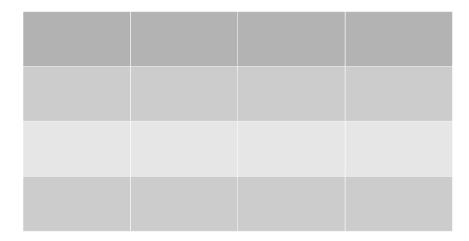




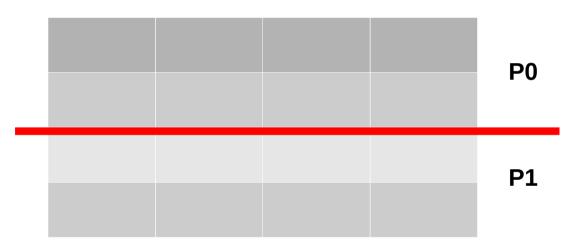


$$k = 0, i = 2$$

Thus, we can apply decomposition into rows.



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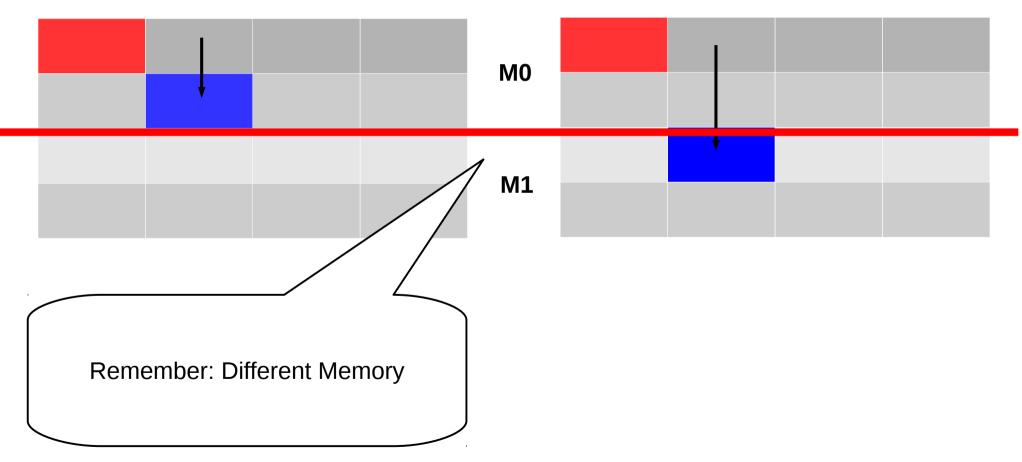


But, which data should be now communicated?

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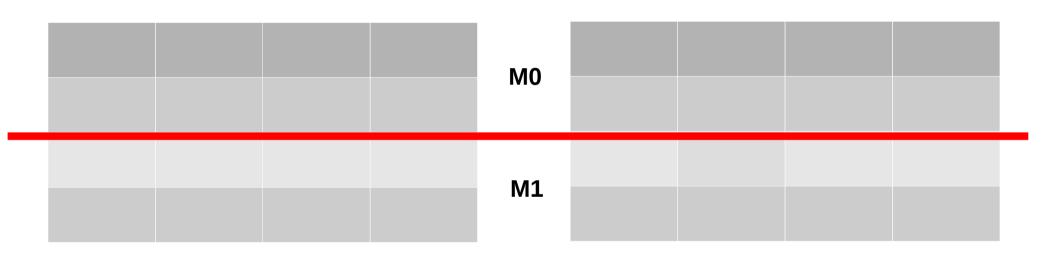
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But, which data should be now communicated?

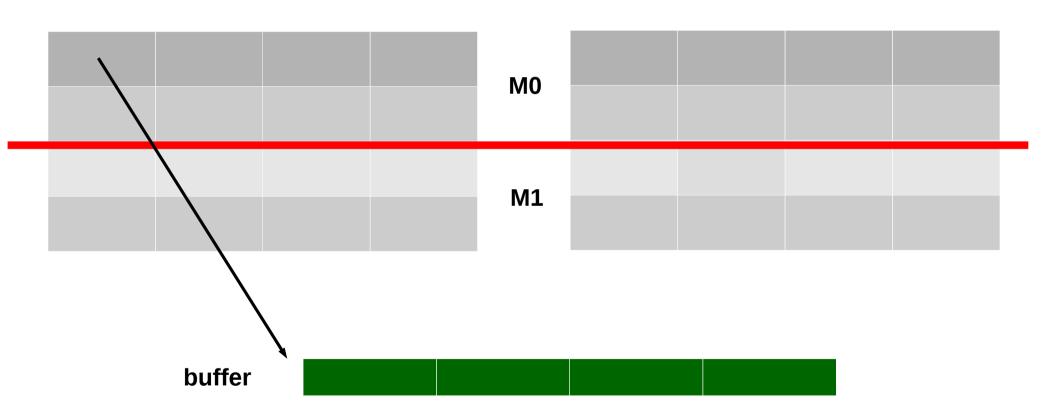


P1 doesn't have the A[0][1] element

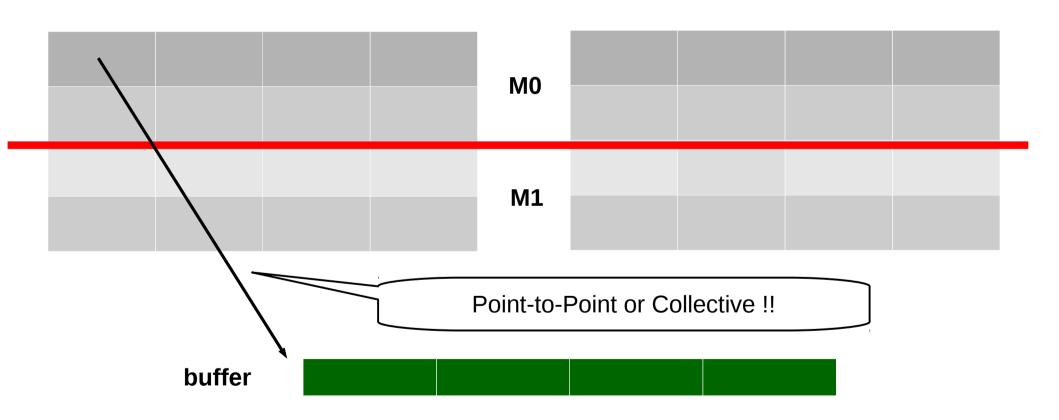
Thus, per k-iteration I should send the "pivot" row!!



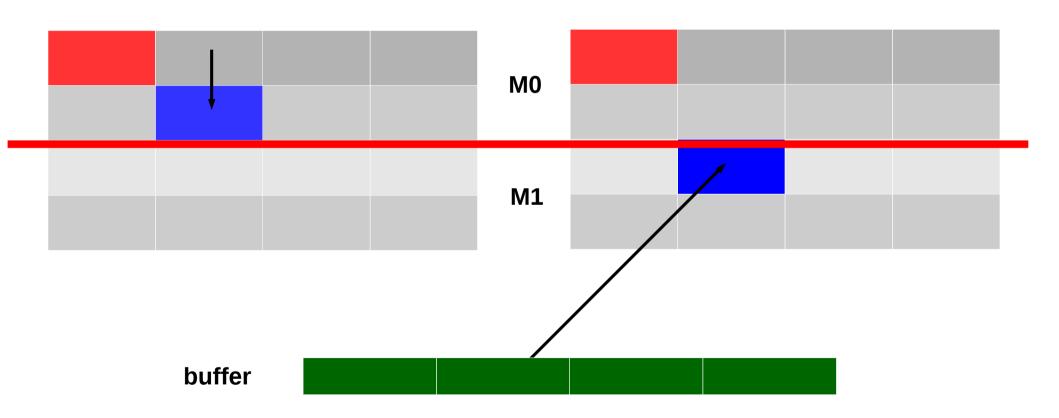
The "owner" of the row should place it in a buffer.



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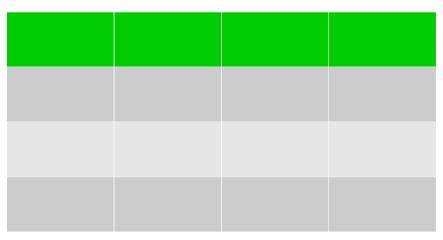


So now, I can repeat the example.



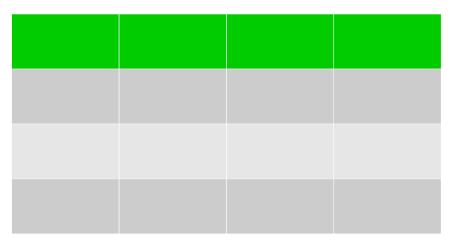
# Thus, per k-iteration:



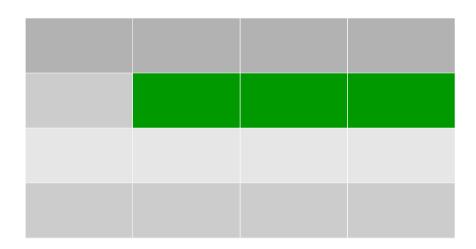


# Thus, per k-iteration:

k=0



k=1



Parallel version

```
if (rank == 0) {
   allocate full matrix (A);
   initialize(A);
allocate local matrix(lA);
distribute matrix (0, A, lA);
for (k = 0; k < N - 1; k++) {
   if (owner_of_critical_line(k)) {
       pack data(lA, send buffer);
       send data to all (send buffer, ...);
   else {
       receive data from owner (receive buffer, ...);
       unpack data (receive buffer, 1A);
   compute(k, lA);
collect results (0, A, lA);
```

# Lab 2 – Any questions??



