LU Decompositions over DAGuE

Friday Lunch Talk

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Summary

LU Decomposition Algorithms

DAGuE Runtime System

Static Pivoting

A generic update engine for dynamic pivoting

Partial Pivoting

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Introduction

LU decomposition algorithm:

- ▶ Used to solve linear equation
- Used in Linpack Benchmark and HPL
- ▶ Implemented in most of mathematic library

Why implementing a new LU decomposition?

- ▶ Trend to use Runtime
- ▶ Three layer architecture: Algorithm, Runtime and Hardware
- ightarrow performant and portable code

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- Trend to use Runtime
- ► Three layer architecture: Algorithm, Runtime and Hardware
- → performant and portable code

The Challenge

DAGuE provide static DAG

The LU algorithm may be static:

- Without pivoting
- Criteria substitution
- Incremental pivoting

Or dynamic:

► Partial pivoting

How to programm dynamic application with static task flow?

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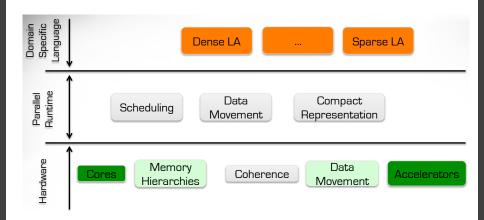
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DAGuE

Quick presentation



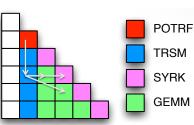
DAGUE

Quick presentation

DAGuE is a Direct Acyclic Graph scheduler Engine based on task flow model where:

- nodes are tasks
- edges are dependancies

```
TRSM(k, n)
// Execution space
k = 0..STZE-1
n = k+1..STZE-1
: A(n, k) // Parallel Partitionning
READ T <- T POTRF(k)
      C < -(k == 0) ? A(n, k)
RW
                     : C GEMM(k-1, n, k)
        -> A SYRK(k, n)
        -> A GEMM(k, n+1..SIZE-1, n)
        \rightarrow B GEMM(k, n, k+1..n-1)
        -> A(n, k)
```



BODY*

Compared with the serial code this code lost all control flow

DAGuE

Advantages:

- ▶ Independence between performances and computers
- Provide multicore parallelism
- Good reactivity for load imbalance
- Natural look ahead

Problems

▶ DAG is a static representation of a task flow

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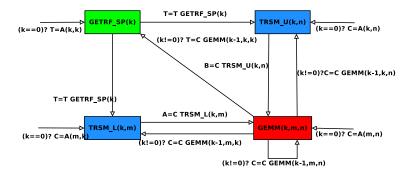
Static Pivoting

Motivation

- Static pivoting matches the the task flow programming model
- Good efficiency
- Stable for several problems
- Preprocess can improve stability
- Good upper bound for the partial pivoting

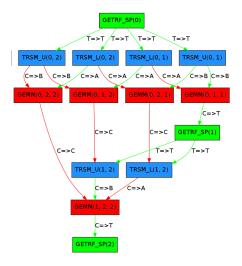
Static Pivoting

Algebraic Representation



Static Pivoting

DAG for a matrix 3*3



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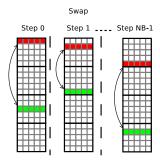
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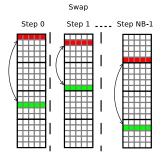
A generic update engine for dynamic pivoting **Update Issue**



The tile U exchange swap rows with other concerned tile.

- A dynamic decision for a

A generic update engine for dynamic pivoting Update Issue



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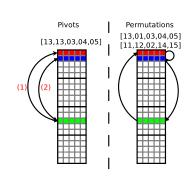
Problem

- A dynamic decision for a static DAG
 - → Prepare tasks for all possible communications?

Solutions

Ideas:

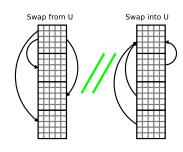
- Avoiding useless swap to increase parallelism
 - \rightarrow Use of permutations instead of pivots indexes
- Updating the main tile is more urgent
 - \rightarrow Parallelize the swap \boldsymbol{from} and the swap \boldsymbol{into} the tile U
- Limiting the number of communication (not the volume)
 - → Gather communications of all rows over two buffers



Solutions

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→ Five kinds of tasks : COPY, COLLECT, RECEIVE, SEND and PASTE.

Solutions

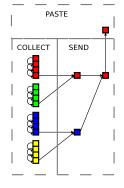
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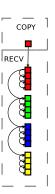
A generic update engine for dynamic pivoting Swap into U

- COLLECT: Collecting the rows needed by the tile U into a buffer.
- SEND: Gather the buffers collected by COLLECT of each node.
- PASTE: Overwrite the tile U with the buffer.
- COPY
- RECEIVE



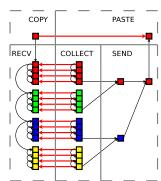
A generic update engine for dynamic pivoting Swap from U

- ► COLLECT
- ► SEND
- ▶ PASTE
- COPY: Copy tile U into a buffer.
- RECEIVE: Receive the buffer U and make the swap from it.



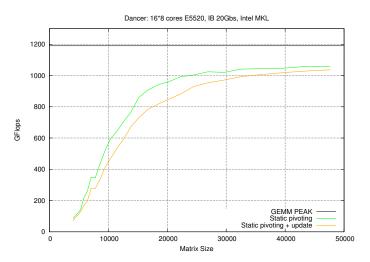
Update Tasks Synchronisation

- ▶ COLLECT
- ▶ SEND
- ► PASTE
- ▶ COPY
- ► RECEIVE



The red arrows prevent the **READ AFTER WRITE**.

A generic update engine for dynamic pivoting Update Impact



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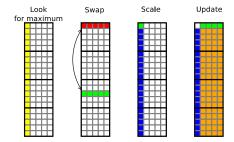
Partial Pivoting

Heuristic Factorization

Several heuristic to factorize the panel:

- Partial pivoting
- ► Threshold pivoting
- Tournament pivoting
 - Internal partial pivoting
 - Panel rank revealing

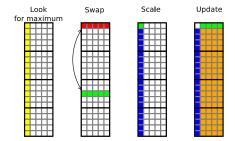
Operations of Panel LU Decomposition



Problem for implementing with task flow model is based on

- Swap line is dynamically decided but the DAG is static
- Minimize latency for the panel

Operations of Panel LU Decomposition



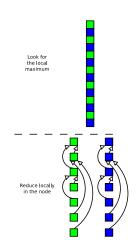
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Solutions

Solutions:

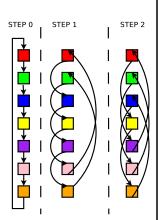
- Start looking for the maximum locally then reduce locally the result
- Share the global result by using Bruck's algorithm
- Use internal blocking



Implemented version

Solutions:

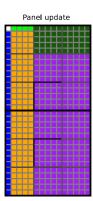
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Implemented version

Optimizations:

- Start looking for the maximum locally then reduce locally the result
- Share the global result by using Bruck's algorithm
- ► Use internal blocking



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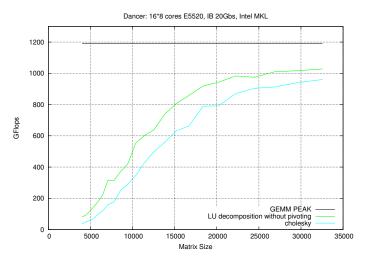
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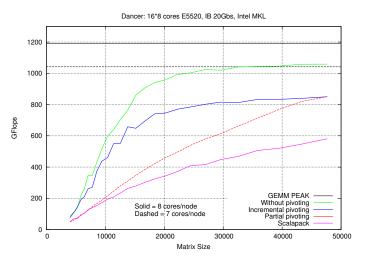
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Conclusion and future work

Conclusion:

- ▶ Small impact with the update engine
- Hopeful result with partial pivoting

Future work:

- Improve the performance of the partial pivoting
- Implement other panel factorization

Conclusion

Thank you!