#### Team 6: LU Factorization

Optimizations targeting towards multicore processors

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### Linear Algebra

 The quintessential problem in linear algebra is solving a linear system of equations

$$\begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}$$

- We want to find values of  $x_1, x_2$ , and  $x_3$  such that



#### **Impact**

- Linear algebra comes up in a lot of professions:
  - Physics
  - Partial differential equations
  - Graph theory
  - Statistics / Curve Fitting
  - Sports Ranking



## Solving Linear Systems

- If A is an  $n \times n$  matrix, solving a system of the form Ax = b takes  $O(n^3)$  time.
- If A is a triangular matrix, then solving the system takes  $O(n^2)$  time



## LU Factorization Background

• LU Factorization works by decomposing a square matrix A into a lower triangular matrix, L, and an upper triangular matrix, U:

$$A = LU$$

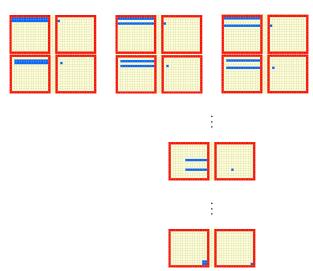
$$\begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{bmatrix} = \begin{bmatrix} l_{11} & 0 & 0 \\ l_{21} & l_{22} & 0 \\ l_{31} & l_{32} & l_{33} \end{bmatrix} \begin{bmatrix} u_{11} & u_{12} & u_{13} \\ 0 & u_{22} & u_{23} \\ 0 & 0 & u_{33} \end{bmatrix}$$

• With L and U, we can solve Ax = LUx = b in  $O(n^2)$ .



# Algorithm Description / Access Pattern

LU factorization is an  $O(n^3)$  algorithm:





### Implementation

```
void lu(double **A, double **L, double **U, int n) {
zero (L, n);
copy (U, A, n);
init (L, n);
for (int j=0; j < n; j++) {
    for(int i=i+1; i < n; i++) {
        double m = U[i][j] / U[j][j];
        L[i][j] = m;
        for (int k=i; k < n; k++)
            U[i][k] = m*U[j][k];
```

### Approach

- **1** Generate random matrices up to  $6400 \times 6400$ .
- Run and time 4 trials of the factorization algorithm for each matrix size.
- Repeat for every optimization configuration.



## **Optimizations**

- -O1, -O2, -O3
- loop unrolling
- vectorization
- native (architecture specific) optimizations
- openMP

