

D1.6

Tutorials based on external libraries

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Abstract	This report contains the tutorial on the external library PSCToolkit, delivered to the dealii-X project during the winter school event at SISSA on Dec. 11th and 12th, 2025.
Keywords	Linear algebra solvers. Libraries. Data structures.

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Distribution List

- Project Coordinators (PCs)
- Work Package Leaders (WPLs)
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1 Introduction

Work Package 1 is dedicated to the numerical software backbone of dealii-X, enabling the transition to exascale computing. One key aspect of the WP is the interfacing with external libraries, especially PSCToolkit <https://psctoolkit.github.io> and MUMPS. This interface is mostly transparent to the application end-user; however, the developers need to acquire a working knowledge of the features available and of the performance that can be attained.

1.1 Purpose of the Document

The purpose of this document is to make available in deliverable format the tutorial presentations given at the dealii-X winter school.

1.2 Structure of the Document

- Section 2: [Section Title]
- Section 3: [Section Title]
- Section 4: [Section Title]
- Section 5: [Section Title]
- Section 6: [Section Title]

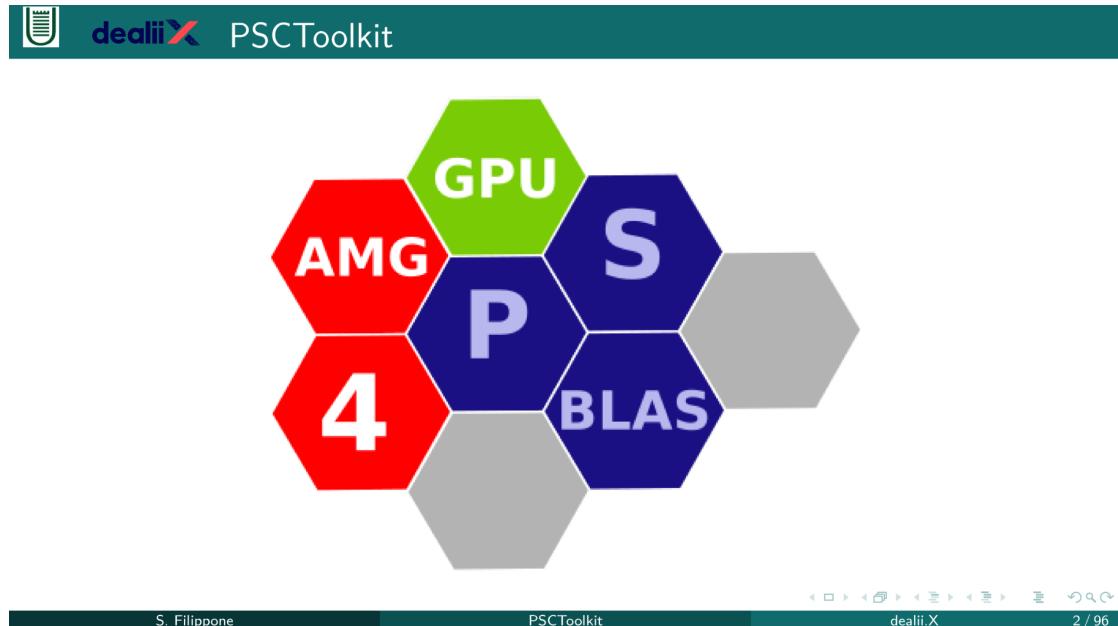
2 PSCToolkit: PSBLAS 3.9 & AMG4PSBLAS 1.2 Tutorial

PSCToolkit
PSBLAS 3.9 & AMG4PSBLAS 1.2
Sparse Computation & Iterative Solvers for HPC

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Exascale Framework for Digital Twins of the Human Body



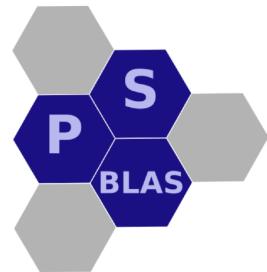


dealiiX

PSCToolkit: PSBLAS Parallel Sparse BLAS

Main features:

- Designed for **iterative solvers**; but, support for **mesh handling**;
- Main application: **differential problems**;
- Data allocation through **graph partitioning**;
- Support for **overlap**;



Lots of previous work in standards for sparse and dense linear algebra (see Duff et al. [1997], Blackford and et al. [2002]); described in Filippone and Colajanni [2000], Filippone and Buttari [2012]; version 3.9.0 to be released by year's end.

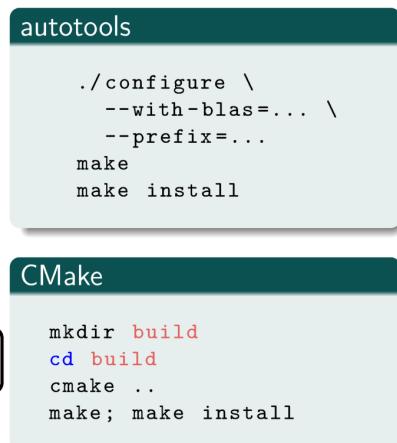
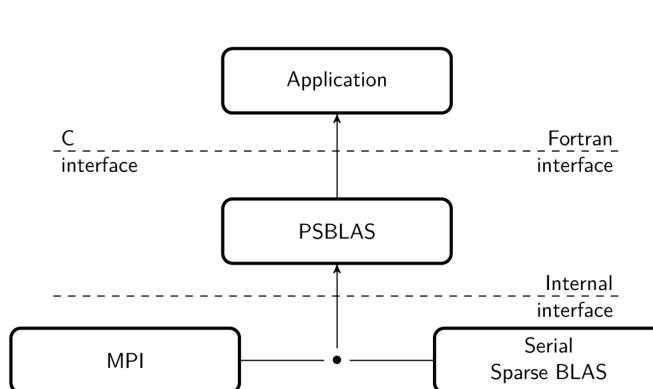
Available from <https://psctoolkit.github.io/products/psblas>

RPMs available for Fedora and CentOS; SPACK builds under development, will be available with the next formal release.



dealiiX

Library Structure



 dealiiX Why PSBLAS?

Sparse Matrices and Krylov methods

A matrix is sparse when there are so many zeros (nonzeros are typically $\mathcal{O}(n)$) that it pays off to take advantage of them in the computer representation.

James Wilkinson



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 dealiiX Why PSBLAS?

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James Wilkinson

Methods of choice: Search for a solution by projection

$$\begin{aligned} \mathbf{x}_m &\in \mathcal{K}_m(A, \mathbf{r}_0) \\ \mathbf{r}_m = \mathbf{b} - A\mathbf{x}_m &\perp \mathcal{K}_m(A, \mathbf{r}_0) \\ \mathcal{K}_m(A, \mathbf{r}_0) &= \text{Span}\{\mathbf{r}_0, A\mathbf{r}_0, A^2\mathbf{r}_0, \dots, A^{m-1}\mathbf{r}_0\} \end{aligned}$$

Krylov subspace (growing with iteration until \mathbf{x}_m is good enough)



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Sparse Matrices and Krylov methods

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Krylov subspace (growing with iteration until \mathbf{x}_m is good enough)

Conjugate Gradient (CG) for s.p.d. matrices (1952). CG Convergence

$$\frac{\|\mathbf{e}_k\|_A}{\|\mathbf{e}_0\|_A} \leq 2 \left(\frac{a-1}{a+1} \right), \quad a = \sqrt{\mu(A)} = \lambda_{\max}/\lambda_{\min}$$

$\mathbf{e}_k = \mathbf{x} - \mathbf{x}_k$ error at iteration k , λ eigenvalue of A



```

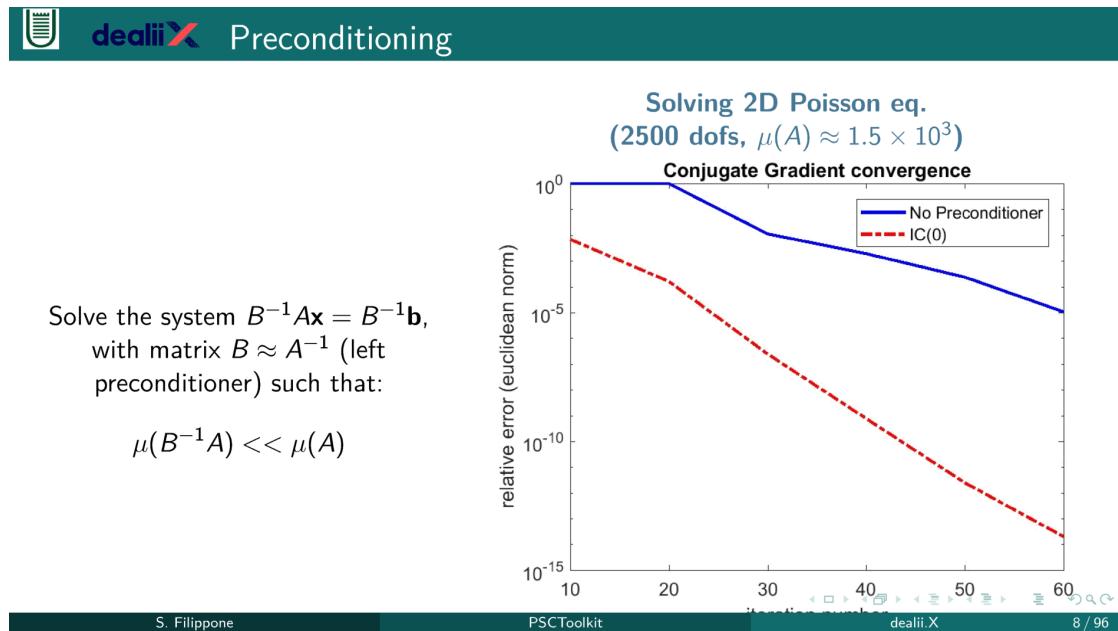
Compute  $r^{(0)} = b - Ax^{(0)}$ 
for  $i = 1, 2, \dots$ 
  solve  $Mz^{(i-1)} = r^{(i-1)}$ 
   $\rho_{i-1} = r^{(i-1)^T} z^{(i-1)}$ 
  if  $i = 1$ 
     $p^{(1)} = z^{(0)}$ 
  else
     $\beta_{i-1} = \rho_{i-1}/\rho_{i-2}$ 
     $p^{(i)} = z^{(i-1)} + \beta_{i-1}p^{(i-1)}$ 
  endif
   $q^{(i)} = Ap^{(i)}$ 
   $\alpha_i = \rho_{i-1}/p^{(i)^T} q^{(i)}$ 
   $x^{(i)} = x^{(i-1)} + \alpha_i p^{(i)}$ 
   $r^{(i)} = r^{(i-1)} - \alpha_i q^{(i)}$ 
  Check convergence:  $\|r^{(i)}\|_2 \leq \epsilon \|b\|_2$ 
end

```

```

call psb_geaxpby(one,b,zero,r,desc_a,info)
rho = zero
iterate: do it = 1, itmax
  call psb_spsm(one,L,r,zero,w,desc_a,info)
  call psb_spsm(one,U,w,zero,z,desc_a,info)
  rho_old = rho; rho = psb_gedot(r,z,desc_a,info)
  if (it == 1) then
    call psb_geaxpby(one,z,zero,p,desc_a,info)
  else
    beta = rho/rho_old
    call psb_geaxpby(one,z,beta,p,desc_a,info)
  endif
  call psb_spmm(one,A,p,zero,q,desc_a,info)
  sigma = psb_gedot(p,q,desc_a,info); alpha = rho/sigma
  call psb_geaxpby(alpha,p,one,x,desc_a,info)
  call psb_geaxpby(-alpha,q,one,r,desc_a,info)
  rn2 = psb_genrm2(r,desc_a,info)
  bn2 = psb_genrm2(b,desc_a,info)
  err = rn2/bn2
  if (err.lt.eps) exit iterate
enddo iterate

```



PSBLAS Contents

- Parallel Environment handling;
- Computational kernels:
 - Sparse matrix by dense vector product;
 - Sparse triangular systems solution;
 - Vector and matrix norm;
 - Dense vector sums;
 - Dot products;
- Data exchange and update;
- Data Management;
- Preconditioner setup;
- Iterative solvers



The slide shows a table of contents for a presentation. The main title is "dealii X Table of Contents". The contents are organized into four main sections: 1) PSBLAS, 2) AMG4PSBLAS, 3) User's Interface, and 4) Experiments on linear systems. Each section has a corresponding sub-section or two. The footer of the slide includes navigation icons and text: "S. Filippone", "PSCToolkit", "dealii.X", and "10 / 96".

- 1 PSBLAS
 - The Conjugate Gradient Method
- Parallel Environment
 - Computational kernels
 - The Conjugate Gradient Method
 - Data Distribution
 - Sparse matrices
 - Data Management
 - Preconditioned iterations
- 2 AMG4PSBLAS
 - AMG Setup
- 3 User's Interface
 - Example of use
 - Use in dealii.X
- 4 Experiments on linear systems
 - Weak scalability on Leonardo
 - Bibliography

The slide header is "dealii X Parallel Environment".

We defined our parallel environment:

- Implemented in pure MPI;
- Subset of MPI communication modes;
- MPI directly available when/if needed;
- Fortran generic interfaces available (no type mismatch!)

Basic operations:

- Initialize/close a process grid (parallel machine environment handling)
- Point-to-point send/receive
- Collective operations: Broadcasts, Reductions, Scan-sum;

The footer of the slide includes navigation icons and text: "S. Filippone", "PSCToolkit", "dealii.X", and "11 / 96".



Each context (MPI communicator) identifies a virtual parallel machine:

```
call psb_init(ctxt [, np, basectxt, ids])
call psb_info(ctxt,iam,np)
call psb_exit(ctxt [, close=.true.])
```

Rules:

- `psb_init` must be called before anything else;
- Creates a new communicator: the library communication is cleanly separated from the application;
- It is legal to specify a (permuted) subset of the available processes;

MPI interoperability

```
mpicomm = psb_get_mpi_comm(ctxt)
mpirank = psb_get_mpi_rank(ctxt, id)
```



```
program hello_world
  use psb_base_mod
  implicit none
  type(psb_ctxt_type) :: ctxt
  integer(psb_ipk_) :: iam, np
  character(len=20) :: name
  call psb_init(ctxt)
  call psb_info(ctxt,iam,np)
  name='helloworld'
Writing
helloworld.f90: if (iam == psb_root_) then
  write(*,*)"Welcome to PSBLAS version: ",psb_version_string_
  write(*,*)"This is the ',trim(name),' sample program"
  write(*,*)"I am process ",iam,' of ',np
else
  write(*,*)"I am process ",iam,' of ',np
end if
call psb_exit(ctxt)
stop
end program hello_world
```



The PSBLAS library comes with a C interface.

The general rule for switching between the Fortran and C variants of the same PSBLAS routine is

```
call psb_<something>(...) ↪ psb_c_[PRECISION]<something>(...);
```

The routines defining the parallel environment are now:

```
psb_i_t psb_c_init();
void psb_c_info(psb_i_t ctxt, \
^^Ipsb_i_t *iam, psb_i_t *np);
void psb_c_exit(psb_i_t ctxt);
```

The headers for these routines are in the `psb_base_cbind.h` file.



```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <math.h>
#include "psb_base_cbind.h"
int main(int argc, char *argv[])
{
    int ctxt, iam, np;
    char name[]="c_helloworld";

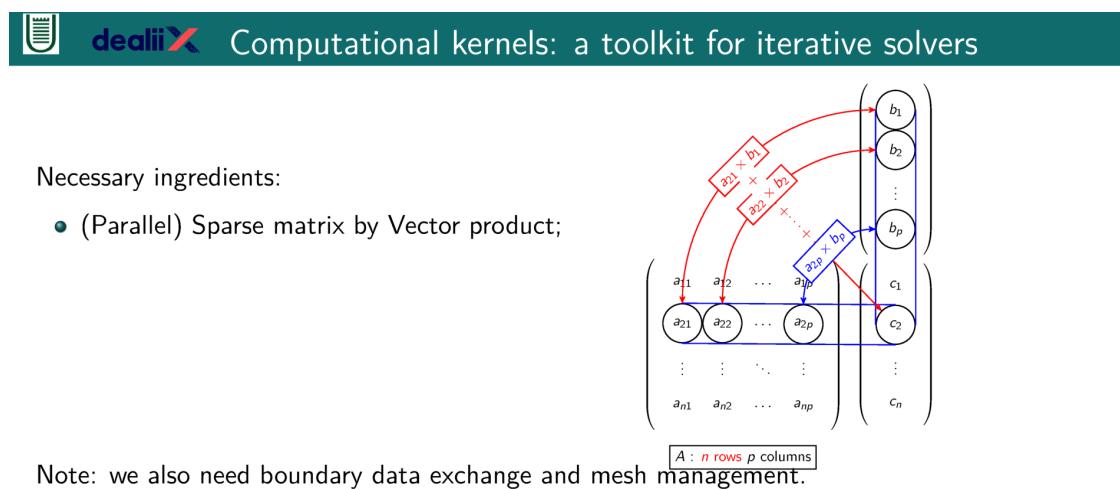
    ctxt = psb_c_init();
    psb_c_info(ctxt,&iam,&np);

    if (iam == 0) {
        printf("This is the %s sample program\n",name);
        printf("I am process %d of %d\n",iam,np);
    } else {
        printf("I am process %d of %d\n",iam,np);
    }

    psb_c_exit(ctxt);
}
```

dealii Table of Contents

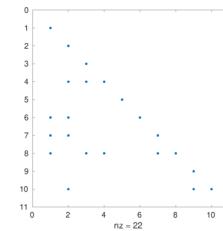
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Necessary ingredients:

- (Parallel) Sparse matrix by Vector product;
- Sparse triangular system solution;



Note: we also need boundary data exchange and mesh management.



Necessary ingredients:

- (Parallel) Sparse matrix by Vector product;
- Sparse triangular system solution;
- Dot products;

$$\langle \mathbf{x}, \mathbf{y} \rangle = \sum_{i=1}^n x_i y_i$$

Note: we also need boundary data exchange and mesh management.



Necessary ingredients:

- (Parallel) Sparse matrix by Vector product;
- Sparse triangular system solution;
- Dot products;
- Vector norms;

$$\|\mathbf{x}\|_1 = \sum_i |x_i|$$

$$\|\mathbf{x}\|_2 = \left(\sum_i |x_i|^2 \right)^{\frac{1}{2}}$$

$$\|\mathbf{x}\|_\infty = \max_i |x_i|$$

Note: we also need boundary data exchange and mesh management.



Necessary ingredients:

- (Parallel) Sparse matrix by Vector product;
- Sparse triangular system solution;
- Dot products;
- Vector norms;
- Matrix norms;

$$\|A\|_1 = \max_j \sum_i |a_{i,j}|$$

$$\|A\|_\infty = \max_i \sum_j |a_{i,j}|$$

Note: we also need boundary data exchange and mesh management.


dealiiX Computational kernels: a toolkit for iterative solvers

Necessary ingredients:

- (Parallel) Sparse matrix by Vector product;
- Sparse triangular system solution;
- Dot products;
- Vector norms;
- Matrix norms;
- Scaled sums (AXPY-like);

Note: we also need boundary data exchange and mesh management.


dealiiX Computational kernels

```

 $x^T y$  ( $x^H y$ ): dot = psb_gedot(x,y,desc_a,info)
 $y \leftarrow \alpha x + \beta y$ : call psb_geaxpby(alpha,x,beta,y,desc_a,info)
 $\max_i |x_i|$ : amax = psb_geamax(x,desc_a,info)
 $\sum_i |x_i|$ : asum = psb_geasum(x,desc_a,info)
 $\|x\|_2$ : nrm2 = psb_genrm2(x,desc_a,info)
 $\|A\|_\infty$ : nrm1 = psb_spnrm1(A,desc_a,info)
 $y \leftarrow \alpha Ax + \beta y$ : call psb_spmm(alpha,A,x,beta,y,desc_a,info[,trans])
 $y \leftarrow \alpha DT^{-1}x + \beta y$ : call psb_spsm(alpha,T,x,beta,y,desc_a,info[,trans,unitd])

```

Note: T is a triangular **AND** block diagonal matrix (i.e.: Block-Jacobi or Hybrid GS type preconditioners)

 dealiiX Computational kernels

```

 $x^T y$  ( $x^H y$ ): dot = psb_gedot(x,y,desc_a,info)
 $y \leftarrow \alpha x + \beta y$ : call psb_geaxpby(alpha,x,beta,y,desc_a,info)
 $\max_i |x_i|$ : amax = psb_geamax(x,desc_a,info)
 $\sum_i |x_i|$ : asum = psb_geasum(x,desc_a,info)
 $\|x\|_2$ : nrm2 = psb_genrm2(x,desc_a,info)
 $\|A\|_\infty$  nrmrmi = psb_spnrmrmi(A,desc_a,info)
 $y \leftarrow \alpha A^T x + \beta y$ : call psb_spmm(alpha,A,x,beta,y,desc_a,info,trans='T')
 $y \leftarrow \alpha D T^T x + \beta y$ : call psb_spsm(alpha,T,x,beta,y,desc_a,info,trans='T'[,unitd])

```

Note: T is a triangular AND block diagonal matrix (i.e.: Block-Jacobi or Hybrid GS type preconditioners)

 dealiiX Computational kernels - C Interfaces

The routines are defined for each data type, e.g., in the `double` case

```

 $x^T y$ : psb_d_t psb_c_dgedot(psb_c_dvector *x, psb_c_dvector *y, psb_c_descriptor *desc_a);
 $y \leftarrow \alpha x + \beta y$ : psb_i_t psb_c_dgeaxpby(psb_d_t alpha, psb_c_dvector *x,
psb_d_t beta, psb_c_dvector *y, psb_c_descriptor *desc_a);

 $\max_i |x_i|$ : psb_d_t psb_c_dgeamax(psb_c_dvector *x, psb_c_descriptor *desc_a);
 $\sum_i |x_i|$ : psb_d_t psb_c_dgeasum(psb_c_dvector *x, psb_c_descriptor *desc_a);
 $\|x\|_2$ : psb_d_t psb_c_dgenrm2(psb_c_dvector *x, psb_c_descriptor *desc_a);
 $\|A\|_\infty$  psb_d_t psb_c_dspnrmrmi(psb_c_dspmat *A, psb_c_descriptor *desc_a);

 $y \leftarrow \alpha Ax + \beta y$ : psb_i_t psb_c_dspmm(psb_d_t alpha, psb_c_dspmat *A,
psb_c_dvector *x, psb_d_t beta, psb_c_dvector *y, psb_c_descriptor *desc_a);

```

Note: The headers for these functions are in the file `psb_c_dbase.h`, `psb_c_cbase.h`, `psb_c_sbase.h`, `psb_c_zbase.h`, they can be included all together by including `psb_base_cbind.h`.


Computational kernels - C Interfaces

The routines are defined for each data type, e.g., in the `double` case

```
 $x^T y$ : psb_d_t psb_c_dgedot(psb_c_dvector **x, psb_c_dvector *y, psb_c_descriptor *desc_a);

 $y \leftarrow \alpha x + \beta y$ : psb_i_t psb_c_dgeaxpby(psb_d_t alpha, psb_c_dvector **x,
psb_d_t beta, psb_c_dvector *y, psb_c_descriptor *desc_a);

maxi |xi|: psb_d_t psb_c_dgeamax(psb_c_dvector **x, psb_c_descriptor *desc_a);

 $\sum_i |x_i|$ : psb_d_t psb_c_dgeasum(psb_c_dvector **x, psb_c_descriptor *desc_a);

||x||2: psb_d_t psb_c_dgenrm2(psb_c_dvector **x, psb_c_descriptor *desc_a);

||A||∞ psb_d_t psb_c_dspnrm(psb_c_dpmat *A, psb_c_descriptor *desc_a);

 $y \leftarrow \alpha A^T x + \beta y$ : psb_i_t psb_c_dspmm_opt(psb_d_t alpha,
psb_c_dpmat *A, psb_c_dvector **x, psb_d_t beta, psb_c_dvector *y,
psb_c_descriptor *desc_a, char *trans, bool doswap);
```

Note: The headers for these functions are in the file `psb_c_dbase.h`, `psb_c_cbase.h`, `psb_c_sbase.h`, `psb_c_zbase.h`, they can be included all together by including `psb_base_cbind.h`.


Computational kernels - C Interfaces

The routines are defined for each data type, e.g., in the `double` case

```
 $x^T y$ : psb_d_t psb_c_dgedot(psb_c_dvector **x, psb_c_dvector *y, psb_c_descriptor *desc_a);

 $y \leftarrow \alpha x + \beta y$ : psb_i_t psb_c_dgeaxpby(psb_d_t alpha, psb_c_dvector **x,
psb_d_t beta, psb_c_dvector *y, psb_c_descriptor *desc_a);

maxi |xi|: psb_d_t psb_c_dgeamax(psb_c_dvector **x, psb_c_descriptor *desc_a);

 $\sum_i |x_i|$ : psb_d_t psb_c_dgeasum(psb_c_dvector **x, psb_c_descriptor *desc_a);

||x||2: psb_d_t psb_c_dgenrm2(psb_c_dvector **x, psb_c_descriptor *desc_a);

||A||∞ psb_d_t psb_c_dspnrm(psb_c_dpmat *A, psb_c_descriptor *desc_a);

 $y \leftarrow \alpha D T^{-1} x + \beta y$ : psb_c_dpsm(psb_d_t alpha, psb_c_dpmat *T,
psb_c_dvector **x, psb_d_t beta, psb_c_dvector *y, psb_c_descriptor *desc_a);
```

Note: The headers for these functions are in the file `psb_c_dbase.h`, `psb_c_cbase.h`, `psb_c_sbase.h`, `psb_c_zbase.h`, they can be included all together by including `psb_base_cbind.h`.


An example Conjugate Gradient method

Template CG	PSBLAS Implementation
Compute $r^{(0)} = b - Ax^{(0)}$	<code>call psb_geaxpby(one,b,zero,r,desc_a,info)</code>
for $i = 1, 2, \dots$	<code>rho = zero</code>
solve $Mz^{(i-1)} = r^{(i-1)}$	<code>iterate: do it = 1, itmax</code>
$\rho_{i-1} = r^{(i-1)T} z^{(i-1)}$	<code>call psb_spmm(one,L,r,zero,w,desc_a,info)</code>
if $i = 1$	<code>call psb_spmm(one,U,w,zero,z,desc_a,info)</code>
$\rho^{(1)} = z^{(0)}$	<code>rho_old = rho</code>
else	<code>rho = psb_gedot(r,z,desc_a,info)</code>
$\beta_{i-1} = \rho_{i-1}/\rho_{i-2}$	<code>if (it == 1) then</code>
$\rho^{(i)} = z^{(i-1)} + \beta_{i-1}\rho^{(i-1)}$	<code>call psb_geaxpby(one,z,zero,p,desc_a,info)</code>
endif	<code>else</code>
$q^{(i)} = Ap^{(i)}$	<code>beta = rho/rho_old</code>
$\alpha_i = \rho_{i-1}/\rho^{(i)}$	<code>call psb_geaxpby(one,z,beta,p,desc_a,info)</code>
$x^{(i)} = x^{(i-1)} + \alpha_i p^{(i)}$	<code>endif</code>
$r^{(i)} = r^{(i-1)} - \alpha_i q^{(i)}$	<code>call psb_spmm(one,A,p,zero,q,desc_a,info)</code>
Check convergence:	<code>sigma = psb_gedot(p,q,desc_a,info)</code>
$\ r^{(i)}\ _2 \leq \epsilon \ b\ _2$	<code>alpha = rho/sigma</code>
end	<code>call psb_geaxpby(alpha,p,one,x,desc_a,info)</code>
	<code>call psb_geaxpby(-alpha,q,one,r,desc_a,info)</code>
	<code>rn2 = psb_genrm2(r,desc_a,info)</code>
	<code>bn2 = psb_genrm2(b,desc_a,info)</code>
	<code>err = rn2/bn2</code>
	<code>if (err.lt.eps) exit iterate</code>
	<code>enddo iterate</code>

Exercise: write the corresponding C version for `double` vectors and matrices

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PSCToolkit

dealii.X

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S. Filippone

PSCToolkit

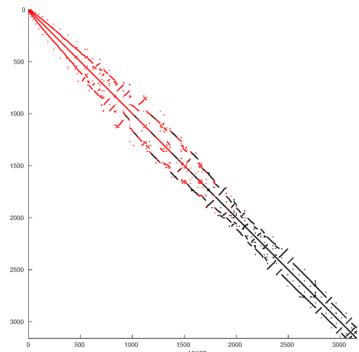
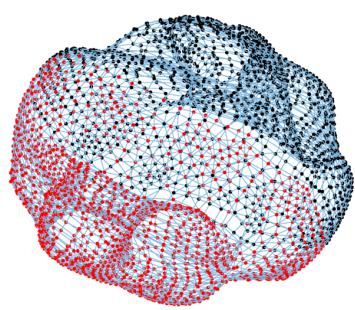
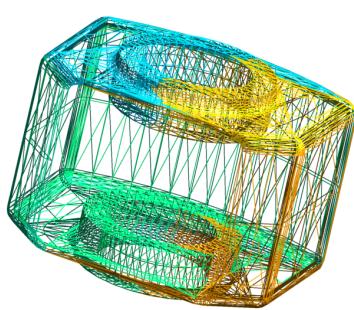
dealii.X

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dealii X Data Distribution

Guiding principle: “Owner computes” paradigm. Given an index space $1 \dots N$ (and vectors defined on this index space):

- ① The index space is partitioned among processes;
- ② Each index has a “home” process;
- ③ The “home” process holds the authoritative value of the corresponding vector entry;
- ④ The “home” process performs the arithmetic operations needed to set the value of a vector entry;
- ⑤ On each process, the set of “resident” indices will have a local numbering;
- ⑥ There is a map between global and local indices; the map is (usually) one-to-one when restricted to “home” processes;
- ⑦ There is a certain amount of redundancy due to “halo” indices (see below)


dealii X Data Distribution


Mesh partition \Leftrightarrow Graph partition \Leftrightarrow Matrix row partition

Finding the **optimal decomposition** is equivalent to a **graph partition** problem (\mathcal{NP} -complete).



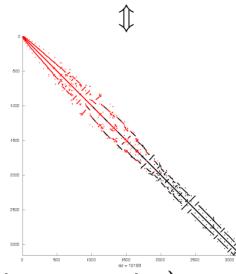
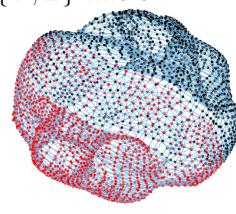
Isomorphism between sparse matrix (pattern) and a graph: $G = \{V, E\}$ where

$$\begin{aligned} V &= \{v_1, \dots, v_n\} \\ E &\subseteq V \times V \end{aligned}$$

From a sparse matrix to a graph:

- To each row i there corresponds a vertex v_i ;
- To each coefficient a_{ij} there corresponds an edge (v_i, v_j) ;

From a graph to a sparse matrix (pattern): same as above.



Note: numbering of vertices induces a different pattern (symmetric permutation)



What is a communication descriptor?

An opaque object that:

- Keeps track of the parallel machine (ctxt);
- Is associated with a discretization topology (mesh graph plus discretization stencil);
- Stores the mapping of the index space onto the parallel machine;
- Contains all the data necessary to implement a neighbour-to-neighbour data exchange (or: halo data exchange; or: ghost cell update; or: persistent neighborhood all-to-all on a virtual distributed graph topology)

```
^^Icall psb_halo(x,desc)
^^I
```



What is a communication descriptor?

An opaque object that:

- Keeps track of the parallel machine (ctxt);
- Is associated with a discretization topology (mesh graph plus discretization stencil);
- Stores the mapping of the index space onto the parallel machine;
- Contains all the data necessary to implement a neighbour-to-neighbour data exchange (or: halo data exchange; or: ghost cell update; or: persistent neighborhood all-to-all on a virtual distributed graph topology)

```
psb_i_t ^^Ipsb_c_dhalo(psb_c_dvector *x,
                           ^^Ipsb_c_descriptor *desc_a);
                           ^^I
```



1 PSBLAS

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 dealiiX Storage schemes

Coordinate storage:

M Rows;

N Columns;

NZ Non zeroes;

IA(1:NZ) Row indices;

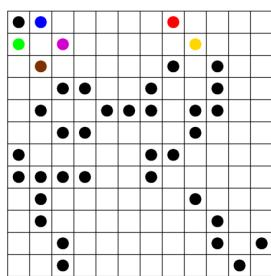
JA(1:NZ) Column indices;

AS(1:NZ) Coefficients;

Note: by definition of number of rows we have $1 \leq IA(i) \leq M$, likewise for the columns.

 dealiiX Storage schemes

COO



Elements Array	[● ● ● ● ● ● ● ● ● ● ...]
Col idx array	[1 2 8 1 3 9 2 8 ...]
Row idx array	[1 1 1 2 2 2 3 3 ...]

```
do i=1,nz
  ir = ia(i)
  jc = ja(i)
  y(ir) = y(ir) + as(i)*x(jc)
enddo
```

 dealiiX Storage schemes


dealii Storage schemes

Compressed Storage by Rows:

M Rows;

N Columns;

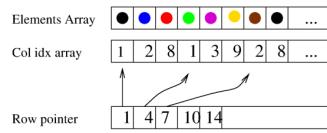
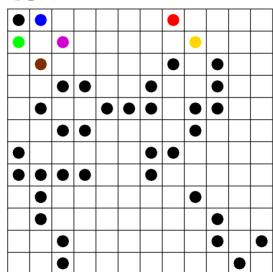
IA(1:M+1) Pointers to row start;

JA(1:NZ) Column indices;

AS(1:NZ) Coefficients;


dealii Storage schemes

CSR



```
do i=1,m
  do j=ia(i), ia(i+1)-1
    y(i) = y(i) + as(j)*x(ja(j))
  enddo
enddo
```



Well, so are we (see also Filippone et al. [2017])





Well, so are we (see also Filippone et al. [2017])

Facts:

- Different computer architectures are best exploited by different formats;
- Different formats are suited to different operations (and we need them all);



Well, so are we (see also Filippone et al. [2017])

Facts:

- Different computer architectures are best exploited by different formats;
- Different formats are suited to different operations (and we need them all);

Requirements (put your library developer's hat on):

- We want to be able to change in response to machine changes (might be done at compile time);
- We want to be able to change in response to use patterns (need to change at run time)
- We want to switch among formats, some of them unknown at compile time;

Essentially, we want objects to switch between different types at runtime





We want maximum freedom, flexibility, maintainability and performance
we like to have our cake and eat it too

⇒ Need to use **Design Patterns**

- STATE;
- BUILDER;
- MEDIATOR;
- PROTOTYPE.

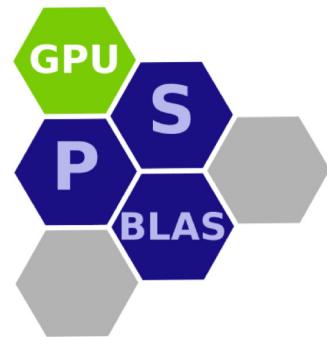
For details see:

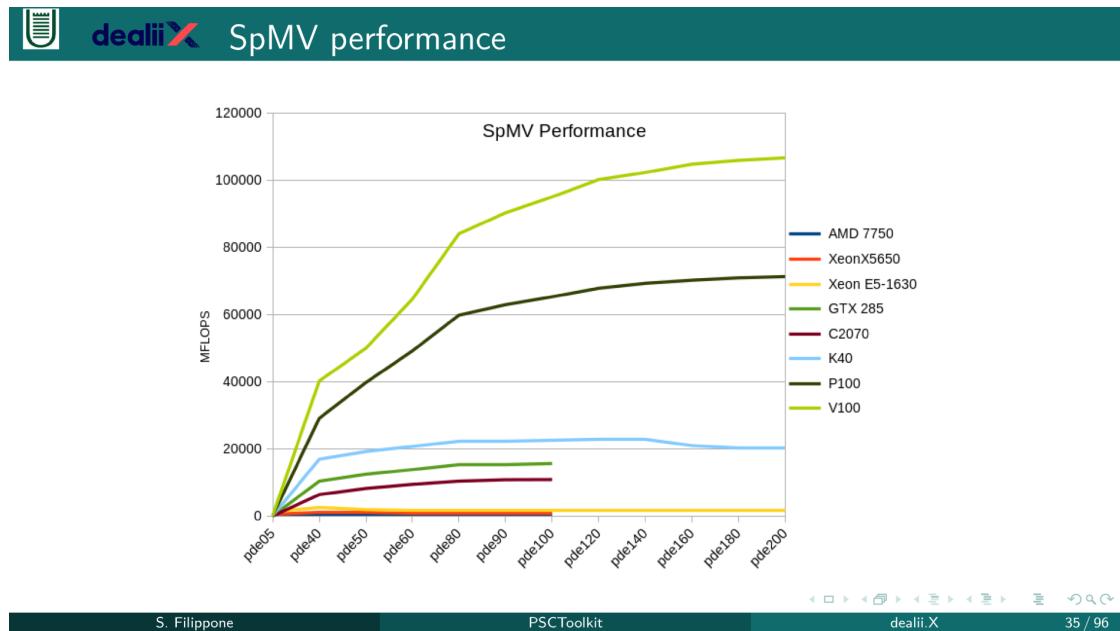
- A. Buttari, S. Filippone, ACM TOMS, 2012
- V. Cardellini, S. Filippone and D. Rouson, Scientific Programming, 2014

*All problems in computer science can be solved by another level of indirection —
Butler Lampson*



Our design allows us to manage data on GPUs in a transparent way Cardellini et al. [2014], Filippone et al. [2017]





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How do we set up a descriptor/sparse matrix?



How do we set up a descriptor/sparse matrix?

First step, we have to decide a distribution of the index space of our problem, and how we are going to specify it:

- ① Assign a process to each index;
- ② Assign a list of indices to each process;
- ③ Assign a bunch of consecutive indices to each process;
- ④ Other;

This is done with the initialization routine `psb_cdall`





dealii Data Management

How do we set up a descriptor/sparse matrix?

First step, we have to decide a distribution of the index space of our problem, and how we are going to specify it:

- ① Assign a process to each index;
- ② Assign a list of indices to each process;
- ③ Assign a bunch of consecutive indices to each process;
- ④ Other;

For the C interface, we have different allocation routines for the different styles:

```
psb_i_t    psb_c_cdall_vg(psb_l_t ng, psb_i_t *vg,
                           psb_c_ctxt ctxt, psb_c_descriptor *desc_a);
psb_i_t    psb_c_cdall_vl(psb_i_t nl, psb_l_t *vl,
                           psb_c_ctxt ctxt, psb_c_descriptor *desc_a);
psb_i_t    psb_c_cdall_nl(psb_i_t nl,
                           psb_c_ctxt ctxt, psb_c_descriptor *desc_a);
```



dealii Descriptor Allocation

```
! Assign a process to each index, e.g. via
!(serial) Metis
if (iam == 0) then
  call bld_mtpart(. . . . .)
  call getv_mtpart(v)
endif
call psb_bcast(ctxt,v,root=0)
call psb_cdall(ctxt,desc,info,vg=v)

Global size: m = size(v)
```

Metis

Information on how to obtain and use Metis and its parallel version can be found at
<http://glaros.dtc.umn.edu/gkhome/metis/metis/overview>



```
! Assign a process to each index, e.g. via
!(serial) Metis
if (iam == 0) then
  call bld_mtpart(. . . . .)
  call getv_mtpart(v)
endif
call psb_bcast(ctxt,v,root=0)
call psb_cdall(ctxt,desc,info,vg=v)
```

Global size: $m = \text{size}(v)$

The corresponding C style allocation is obtained using

```
psb_i_t psb_c_cdall_vg(psb_l_t ng, psb_i_t *vg,
~^lpsb_c_ctxt ctxt,
~^lpsb_c_descriptor *desc_a);
```



```
! Assign a bunch of contiguous indices to each process
call psb_cdall(ctxt,desc,info,nl=nl)
```

There is **NO** requirement that the NLs be evenly distributed;

Global size: $m = \text{psb_sum}(\text{ctxt}, nl)$



```
! Assign a bunch of contiguous indices to each process
call psb_cdall(ctxt,desc,info,nl=nl)
```

There is **NO** requirement that the NLs be evenly distributed;

Global size: $m = \text{psb_sum}(\text{ctxt}, nl)$

The corresponding C style allocation is obtained using

```
psb_i_t psb_c_cdall_nl(psb_i_t nl,
                         psb_c_ctxt ctxt, psb_c_descriptor *desc_a);
```



```
! Build a list of locally owned indices
do i=1,nl
  vl(i) = get_ith_index(....)
end do
call psb_cdall(ctxt,desc,info,vl=vl)
```

There is **NO** requirement for the indices to be contiguous, or even ordered.

Global size: $m = \text{psb_sum}(\text{ctxt}, \text{size}(vl))$



Descriptor Allocation

```

! Build a list of locally owned indices
do i=1,nl
  vl(i) = get_ith_index(....)
end do
call psb_cdall(ctxt,desc,info,vl=vl)

```

There is **NO** requirement for the indices to be contiguous, or even ordered.

Global size: $m = \text{psb_sum}(\text{ctxt}, \text{size}(vl))$

The corresponding C style allocation is obtained using

```

psb_i_t psb_c_cdall_vl(psb_i_t nl, psb_l_t *vl,
^~|psb_c_ctxt ctxt, psb_c_descriptor *desc_a);

```



Descriptor Allocation

```

! Build an arbitrary strategy
interface
  subroutine parts(glob_index,nrow,np,pv,nv)
    integer, intent (in) :: glob_index,np,nrow
    integer, intent (out) :: nv, pv(*)
  end subroutine parts
end interface

```

```
call psb_cdall(ctxt,desc,info,m=mg,parts=parts)
```

Here we may even assign an index to multiple processes (aka *overlap*)!

Global size: $m = mg$



At the end of the call to `psb_cdall` the descriptor enters into the **BUILD** state.

Note: we have just specified (implicitly) a mapping between the GLOBAL numbering into a LOCAL numbering (for the local subdomain)

$$I \mapsto (P, J)$$

where

- I is a global index $1 \leq I \leq M$
- P is a process index $0 \leq P < NP$
- J is a local index $1 \leq J \leq NL$

The mapping is complete (On each process P we can now answer whether I belongs here, and we can retrieve the global I corresponding to local J)

BUT

there is no description (yet) of the connections/interactions among subdomains.



Second step, we have to describe the mesh topology. This may be done in two ways:

- ① Explicitly, with a list of edges;
- ② Implicitly, while building a sparse matrix (whose pattern is isomorphic to the graph).

This works as long as the descriptor stays in the **BUILD** state.



Data Management - C Interface

The procedure with the C interface:

```
for( int i = 0; i < n; i++){
    if ( 'this index belongs to me' ){
        nz = 'number of neighbours of i';
        ia = 'vector of size nz with all values i';
        ja = 'list of the nz neighbours of i';
        info = psb_c_cdins(nz, ia, ja, desc_a);
    }
}
```



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Data Management

End of build stage:

```
call psb_cdasb(desc,info)
```

or, in the C interface,

```
info = psb_c_cdasb(desc);
```

The descriptor has now entered the **ASSEMBLED** state, and may be used for actual data exchanges.

What happened:

- The mapping now identifies local and HALO indices;
- We have built the lists encoding the data exchange patterns.



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In the same way, we allocate a sparse matrix object through:

```
call psb_spall(a,desc_a [, nnz, dupl, bldmode])
```

or, in the C interface,

```
info = psb_c_dspall(a, desc_a);
```

Note:

- The matrix A enters the **BUILD** state;
- If an estimate nnz of the final number of nonzeros (on the current process P) is available, it speeds up the build phase.



In the same way, we allocate a sparse matrix object through:

```
call psb_spall(a,desc_a [, nnz, dupl, bldmode])
```

or, in the C interface,

```
info = psb_c_dspall(a, desc_a);
```

Note:

- Since version 3.8.0 you can specify `bldmode=psb_matbld_remote_`, i.e. you can track contributions generated on one process, but whose destination is another process;
- The `dupl` argument handles duplicates; since 3.7 the default is `psb_dupl_add_`, consistent with common finite-element practice;



In the same way, we allocate a sparse matrix object through:

```
call psb_spall(a,desc_a [, nnz, dupl, bldmode])

do i=1, n
  if ( 'this index belongs to me' ) then
    nz = 'number of entries in equation i'
    ia(1:nz) = i
    ja(1:nz) = 'list of neighbours of i'
    val(1:nz) = 'coefficients Aij'
    call psb_spins(nz,ia,ja,val,a,desc_a,info)
  endif
enddo
```

Note that remote contributions generate an overhead, hence if you are able to generate locally you'll go faster



In the same way, we allocate a sparse matrix object through:

```
info = psb_c_dspall(a, desc_a);

for(int i = 0; i < n; i++){
  if( 'this index belongs to me' ){
    nz = 'number of entries in equation i'
    ia = 'vector of nz value i'
    ja = 'list of nz neighbours of i'
    val = 'coefficients Aij'
    info = psb_c_dspins(nz,ia,ja,val,a,desc_a);
  }
}
```

The procedures for the other data types are completely analogous.


dealii Data Management

Note: the values contained in IA , JA are (usually) written in terms of the GLOBAL numbering. As we go through $k = 1 : NZ$ on process P :

- ① If $IA(k) \notin P$ then $IA(k)$, $JA(k)$ and $VAL(k)$ are ignored (if `psb_matbld_noremote_`) or stashed (if `psb_matbld_remote_`);
- ② If $IA(k) \in P$ and $JA(k) \notin P$ then we have a communication requirement that has to be coherent with $DESC$;
- ③ There actually is no need to process (entire) row by (entire) row; the order may be arbitrary (e.g.: all the coefficients associated with an element, coefficient by coefficient, etc).
- ④ It is convenient for performance to group a certain amount of data into a single function call;


dealii Data Management

End of build stage:

```
call psb_spasb(a,desc_a,info [, afmt, upd, &
^^I^^I^^I& mold])
```

or, in the C interface,

```
psb_i_t psb_c_dspasb(psb_c_dspmat *a,
^^Ipsb_c_descriptor *desc_a);
```

After this call the sparse matrix enters the **ASSEMBLED** state.

Notes:

- With either *AFMT* or *MOLD* we may specify the desired internal storage format;



Same overall code structure with dense vectors

```
call psb_geall(x,desc,info)
do i=1, n
  if ( 'this index belongs to me' ) then
    val = 'i-th term of X '
    call psb_geins(1,(/i/),(/val/),x,desc,info)
  endif
enddo
call psb_geasb(x,desc,info)
```

The equivalent C interface code makes use of

```
psb_i_t psb_c_dgeall(psb_c_dvector **x, psb_c_descriptor *desc);
psb_i_t psb_c_dgeins(psb_i_t nz, const psb_l_t *irw,
^~lconst psb_d_t *val, psb_c_dvector **x,
^~lpsb_c_descriptor *desc);
psb_i_t psb_c_dgeasb(psb_c_dvector **x, psb_c_descriptor *desc);
```



Rules of precedence:

- A call to `psb_cdall` must precede any calls to either `psb_spall` or `psb_geall` using the same descriptor
- A call to `psb_cdasb` must precede any calls to either `psb_spasb` or `psb_geasb` using the same descriptor

Note: Most routines in PSBLAS must be called synchronously by all processes participating in a context; these include all the computational, allocation, and assembly routines.

The insertion routines `psb_XXins` are the main exception, as are called independently; a subsequent call to `psb_XXasb` is required for synchronization.

 dealiiX I/O from File

For *debug* and *testing* purposes it is possible to read and write matrices/vectors to file

[Harwell-Boeing](#) the same file can (optionally) contains also the rhs

```
call hb_read(a, iret, iunit, filename, rhs, mtitle),
call hb_write(a, iret, iunit, filename, key , rhs , mtitle)
```

[Matrix Market](#) different functions for matrices and vectors

```
call mm_mat_read(a, iret, iunit, filename)
call mm_array_read(rhs, iret, iunit, filename)
call mm_mat_write(a, mtitle, iret, iunit, filename)
call mm_array_write(rhs, iret, iunit, filename)
```

where *iret* is always an integer error code, and *iunit* the Fortran file unit number.

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dealii Preconditioned iterations

```
call psb_krylov(methd,a,prec,b,x,&
& eps,desc_a,info &
& [ itmax, iter, err, itrace, &
& istop, irst] )
```

Mandatory arguments:

- methd** “BiCGSTAB” (default), “BICG”, “CGS”, “RGMRES”, “BiCGSTABL”, “CG”, “FCG”;
- a** The sparse matrix (local part);
- prec** The preconditioner object;
- b** The RHS;
- x** The initial guess/final result;
- eps** The stopping tolerance;
- desc_a** The communication descriptor;
- info** Error code.



dealii Preconditioned iterations

Optional arguments:

- itmax** Maximum number of iterations (default: 1000);
- iter** Actual number of iterations on output;
- err** Error estimate on output;
- istop** Stopping criterion:
 - 1 Normwise backward error in the infinity norm (default): $\frac{\|r\|}{\|A\|\|x\|+\|b\|} < \epsilon$
 - 2 2-Norm relative residual $\frac{\|r\|}{\|b\|} < \epsilon$
- itrace** Print the current value of the error estimator every $itrace > 0$ iterations; default -1 (i.e. no message).
- irst** Restart parameter for RGMRES (default: 10) and BiCGSTAB(L) (default: 1).



The interfaces to the same routines are contained in the `psb_krylov_cbind.h` header, and are available for the complex/real single and double precision types

```
int psb_c_skrylov(const char *method, psb_c_spmat *ah,
~~lpsb_c_sprec *ph, psb_c_svector *bh, psb_c_svector *xh,
~~lpsb_c_descriptor *cdh, psb_c_SolverOptions *opt);
int psb_c_dkrylov(const char *method, psb_c_dpmat *ah,
~~lpsb_c_dprec *ph, psb_c_dvector *bh, psb_c_dvector *xh,
~~lpsb_c_descriptor *cdh, psb_c_SolverOptions *opt);
int psb_c_ckrylov(const char *method, psb_c_cpmat *ah,
~~lpsb_c_cprec *ph, psb_c_cvector *bh, psb_c_cvector *xh,
~~lpsb_c_descriptor *cdh, psb_c_SolverOptions *opt);
int psb_c_zkrylov(const char *method, psb_c_zpmat *ah,
~~lpsb_c_zprec *ph, psb_c_zvector *bh, psb_c_zvector *xh,
~~lpsb_c_descriptor *cdh, psb_c_SolverOptions *opt);
```



The solver options are contained into a structure

```
typedef struct psb_c_solveroptions {
    int iter;          /* On exit how many iterations were performed */
    int itmax;         /* On entry maximum number of iterations */
    int itrace;        /* On entry print an info message every itrace
                           iterations */
    int irst;          /* Restart depth for RGMRES or BICGSTAB(L) */
    int istop;         /* Stopping criterion: 1:backward error
                           2: ||r||_2/||b||_2 */
    double eps;         /* Stopping tolerance */
    double err;         /* Convergence indicator on exit */
} psb_c_SolverOptions;
```

that can be initialized to the default values with the routine

```
int psb_c_DefaultSolverOptions(psb_c_SolverOptions *opt);
```



Simple preconditioners:

```
type(psb_dprec_type) :: prec
call psb_precinit(prec, precname, info)
call psb_precbld(a, desc_a, prec, info)
```

NOPREC No preconditioning;

DIAG Scaling by a diagonal $d(i) = 1/a_{ii}$

BJAC Block Jacobi with factorization $ILU(0)$.

They are available, in the relevant types, as C interfaces in

```
psb_c_dprec* psb_c_new_dprec();
psb_i_t psb_c_dprecinit(psb_c_ctxt ctxt, psb_c_dprec *ph,
~^Iconst char *ptype);
psb_i_t psb_c_dprecbld(psb_c_dspmat *ah,
~^I psb_c_descriptor *cdh, psb_c_dprec *ph);
```

all the prototypes can be included from `psb_prec_cbind.h`.



A package of preconditioners for PSBLAS in PSCToolkit:

- Domain decomposition methods: block-Jacobi, Additive Schwarz;
- Incomplete Factorizations and Approximate Inverses local solvers;
- Algebraic Multigrid, with multiple variants, and various options for the coarse level solvers.

AMG4PSBLAS

Algebraic Multigrid Preconditioners For PSBLAS

Available from <https://psctoolkit.github.io/products/amg4psblas>

version 1.2 to be released by year's end

 dealii Scalable (optimal) preconditioners

- $\mu(B^{-1}A) \approx 1$, being independent of n (**algorithmic scalability**)
- the action of B^{-1} costs as little as possible, the best being $\mathcal{O}(n)$ flops (**linear complexity**)
- in a massively parallel computer, B^{-1} should be composed of easily applied local actions, (**implementation scalability**, i.e., parallel execution time increases linearly with n)

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- in a massively parallel computer, B^{-1} should be composed of easily applied local actions, (**implementation scalability**, i.e., parallel execution time increases linearly with n)

MultiGrid (MG) Preconditioners

show optimal behaviour for many s.p.d. matrices,
e.g., matrices coming from scalar elliptic PDEs

(but optimal preconditioner is not necessarily the fastest preconditioner)



AMG (Brandt, McCormick and Ruge, 1984)

Algebraic MultiGrid methods do not explicitly use the problem geometry but rely only on matrix entries to generate coarse-grids by using characterizations of *algebraic smoothness*



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Key issue in effective AMG for general matrices

error not reduced by the (chosen) smoother are called
algebraic smoothness:

$$(Aw)_i = r_i \approx 0 \implies w_{i+1} \approx w_i$$



dealii

Algebraic MultiGrid (AMG) Methods

AMG (Brandt, McCormick and Ruge, 1984)

Algebraic MultiGrid methods do not explicitly use the problem geometry but rely only on matrix entries to generate coarse-grids by using characterizations of *algebraic smoothness*

Key issue in effective AMG for general matrices

error not reduced by the (chosen) smoother are called
algebraic smoothness:

$$(Aw)_i = r_i \approx 0 \implies w_{i+1} \approx w_i$$

effective AMG requires that algebraic smoothness is
well represented on the coarse grid and
well interpolated back $\mathbf{w} = (w_i) \in \text{Range}(P)$



dealii

Algebraic Multigrid Algorithms

Given Matrix $A \in \mathbb{R}^{n \times n}$ SPDWanted Iterative method B to precondition
the CG method:

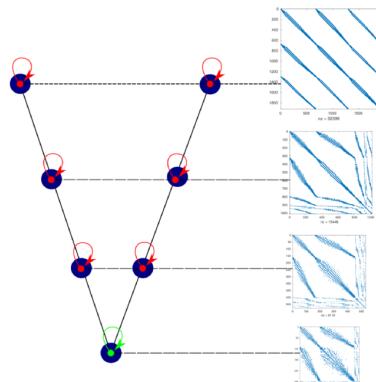
- Hierarchy of systems

$$A_I \mathbf{x} = \mathbf{b}_I, I = 0, \dots, \text{nlev}$$

- Transfer operators:

$$P_{I+1}^I : \mathbb{R}^{n_{I+1}} \rightarrow \mathbb{R}^{n_I}$$

Missing Structural/geometric infos



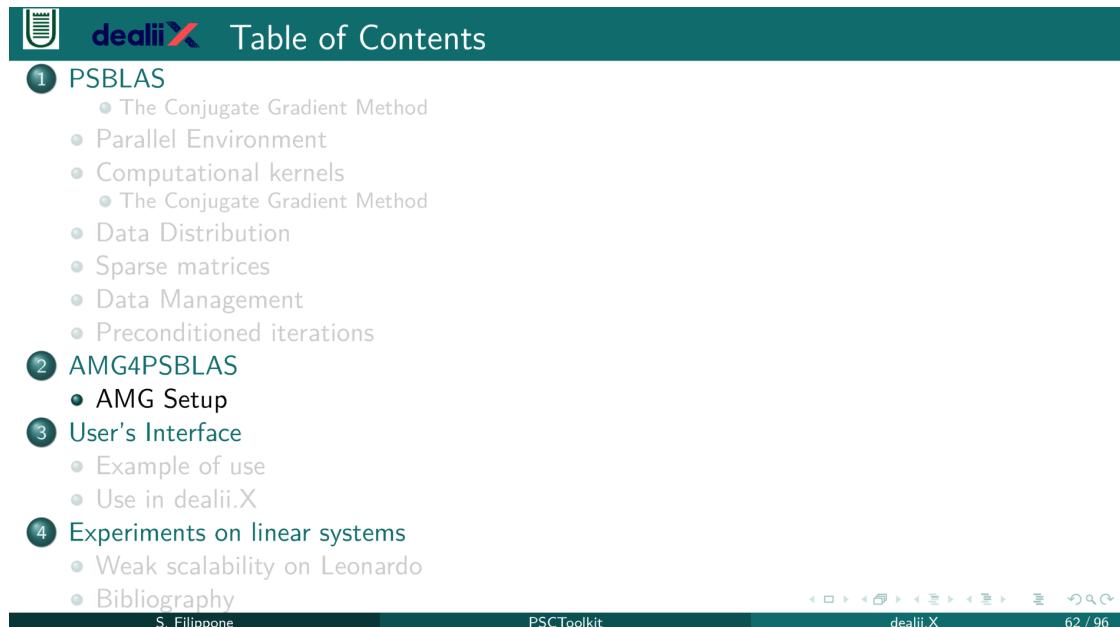
Smoother

 $M_I : \mathbb{R}^{n_I} \rightarrow \mathbb{R}^{n_I}$: "High frequencies"

Prolongator

 $P_{I+1}^I : \mathbb{R}^{n_I} \rightarrow \mathbb{R}^{n_{I+1}}$: "Low frequencies"

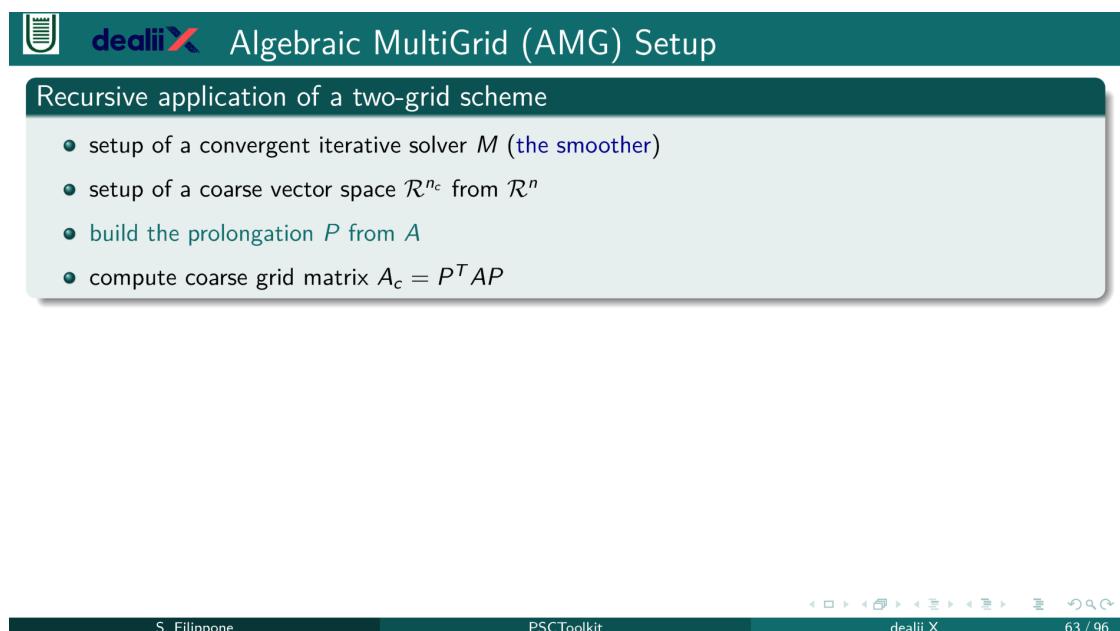
Complementarity of Smoother and Prolongator



The slide shows the Table of Contents for dealii-X. It includes a navigation bar at the bottom with icons for back, forward, search, and other presentation controls.

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The slide is titled "Algebraic MultiGrid (AMG) Setup". It contains a section titled "Recursive application of a two-grid scheme" which lists the steps for setting up an AMG solver:

- setup of a convergent iterative solver M ([the smoother](#))
- setup of a coarse vector space \mathcal{R}^{n_c} from \mathcal{R}^n
- build the prolongation P from A
- compute coarse grid matrix $A_c = P^T A P$

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dealiiX Algebraic MultiGrid (AMG) Setup

Recursive application of a two-grid scheme

- setup of a convergent iterative solver M (the smoother)
- setup of a coarse vector space \mathcal{R}^{n_c} from \mathcal{R}^n
- build the prolongation P from A
- compute coarse grid matrix $A_c = P^T A P$

AMG based on Aggregation of dofs

Group the dofs into disjoint sets of aggregates G_j ; each aggregate G_j corresponds to 1 coarse dof
Associated prolongation:

$$P := P_{ij} = \begin{cases} w_i & \text{if } i \in G_j \\ 0 & \text{otherwise} \end{cases}$$

$$i = 1, \dots, n, j = 1, \dots, n_c,$$

or smoothed version of P (Vaněk 1996)

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dealiiX Parallel AMG Setup: decoupled aggregation

Given a user-defined threshold ε

Repeat

- Pick a new root point not adjacent to any existing aggregate
- Add neighbours which are strongly connected ($|a_{ij}^k| \geq \varepsilon \sqrt{|a_{ii}^k| |a_{jj}^k|}$)
- Mark all points adjacent to the aggregate

Until all points are marked

For all leftover points

- Add to an aggregated neighbour over threshold; if multiple ones, choose $j : |a_{ij}^k| \geq |a_{ij}^k| \forall i$
- If no neighbour is above threshold, start a new aggregate

Endfor

- embarrassingly parallel but it may produce non-uniform aggregates
- generally it yields good results in practice on scalar elliptic problems (Tuminaro and Tong, 2000)

P. Vaněk, J. Mandel and M. Brezina, Algebraic multigrid by smoothed aggregation for second and fourth order elliptic problems, Computing 56 (1996)

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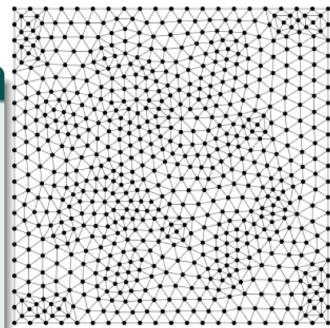


AMG based on weighted graph matching

Given a graph $G = (\mathcal{V}, \mathcal{E})$ (with adjacency matrix A), and a weight vector \mathbf{w} we consider the weighted version of G obtained by considering the weight matrix \hat{A} :

$$(\hat{A})_{i,j} = \hat{a}_{i,j} = 1 - \frac{2a_{i,j}w_i w_j}{a_{i,i}w_i^2 + a_{j,j}w_j^2},$$

- a *matching* \mathcal{M} is a set of pairwise non-adjacent edges, containing no loops;
- a **maximum product matching** if it maximizes the product of the weights of the edges $e_{i \rightarrow j}$ in it.



P. D'Ambra, S. Filippone and P. S. Vassilevski, BootCMatch: a software package for bootstrap AMG based on graph weighted matching, ACM Trans. Math. Software **44** (2018), no. 4, Art. 39, 25 pp.

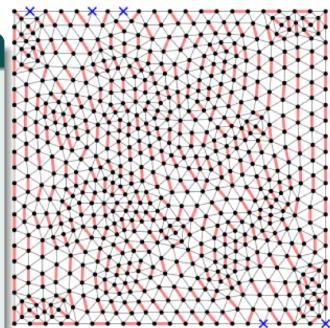


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We divide the index set into **matched vertexes** $\mathcal{I} = \bigcup_{i=1}^{n_p} \mathcal{G}_i$, with $\mathcal{G}_i \cap \mathcal{G}_j = \emptyset$ if $i \neq j$, and **unmatched vertexes**, i.e., n_s singletons \mathcal{G}_i .

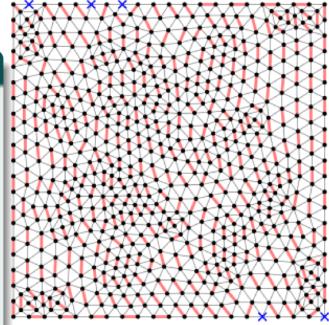


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To increase dimension reduction we can perform **more than one sweep of matching** per step.

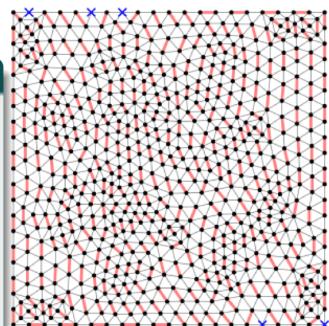


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To increase regularity of P_I we can consider a **smoothed prolongator** by applying a Jacobi step.

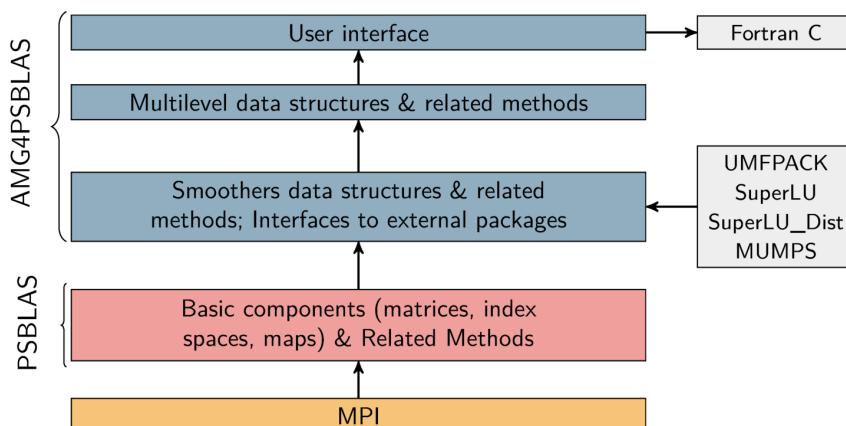


VBM Decoupled aggregation

- ✓ Embarrassingly parallel,
- ✓ Good results with discretized scalar PDEs on a limited number of cores,
- ✗ May produce non-uniform aggregates,
- ✗ Needs user inputted parameters for strength of connection,
- ✗ Issues with anisotropic problems.

Matching-based aggregation

- ✓ Independent of any heuristics or a priori information on the *near kernel* of A ,
- ✓ Builds coarse matrices which are well-balanced among parallel processes,
- ✓ No need for special treatment of process-boundary dofs,
- ✓ Works with discretized system of PDEs with arbitrary ordering,
- ✗ May have problems with *highly anisotropic* problems.



 dealiiX Current version of AMG4PSBLAS preconditioners

setup phase: GPU implementation is work in progress (as far as possible)

- decoupled smoothed aggregation
- parallel coupled matching-based aggregation
- distributed or replicated coarsest matrix

solve phase: GPU application implemented

- cycles: V, W, K
- smoothers: \mathcal{I}_1 -Jacobi, hybrid (F/B) Gauss-Seidel, Chebychev polynomials, block-Jacobi / additive Schwarz with LU, ILU factorizations or sparse approximate inverses for the blocks
- coarsest-matrix solvers: sparse LU, \mathcal{I}_1 -Jacobi, hybrid (F/B) Gauss-Seidel, block-Jacobi with LU, ILU factorizations or sparse approximate inverses of the blocks, iterative PCG
- LU factorizations for smoothers & coarsest-level solvers: UMFPACK, MUMPS, SuperLU, SuperLU_Dist

 dealiiX User's interface for preconditioner setup

- `p%init(contx,ptype,info)`: allocates and initializes the preconditioner p, according to the preconditioner type chosen by the user
- `p%set(what,val,info [,ilev, ilmax, pos, idx])`: sets the parameters defining the preconditioner p, i.e., the value contained in val is assigned to the parameter identified by what
- `p%hierarchy_build(a,desc_a,info)`: builds the hierarchy of matrices and restriction/prolongation operators for the multilevel preconditioner p
- `p%smoothers_build(a,desc_a,p,info[,am,vm,im])`: builds the smoothers and the coarsest-level solvers for the multilevel preconditioner p
- `p%build(a,desc_a,info[,am,vm,im])`: builds the preconditioner p (it is internally implemented by invoking the two previous methods)

dealii User's interface for preconditioner apply

- `p%apply(x,y,desc_a,info [,trans,work])`: computes $y = op(B^{-1})x$, where B is a previously built preconditioner, stored into `p`, and `op` denotes the preconditioner itself or its transpose, according to the value of `trans`.
`p%apply` is called within the PSBLAS method `psb_krylov` and hence it is completely transparent to the user.
- `call p%free(p,info)`: deallocates the preconditioner data structure `p`
- `call p%descr(info, [iout])`: prints a description of the preconditioner `p`

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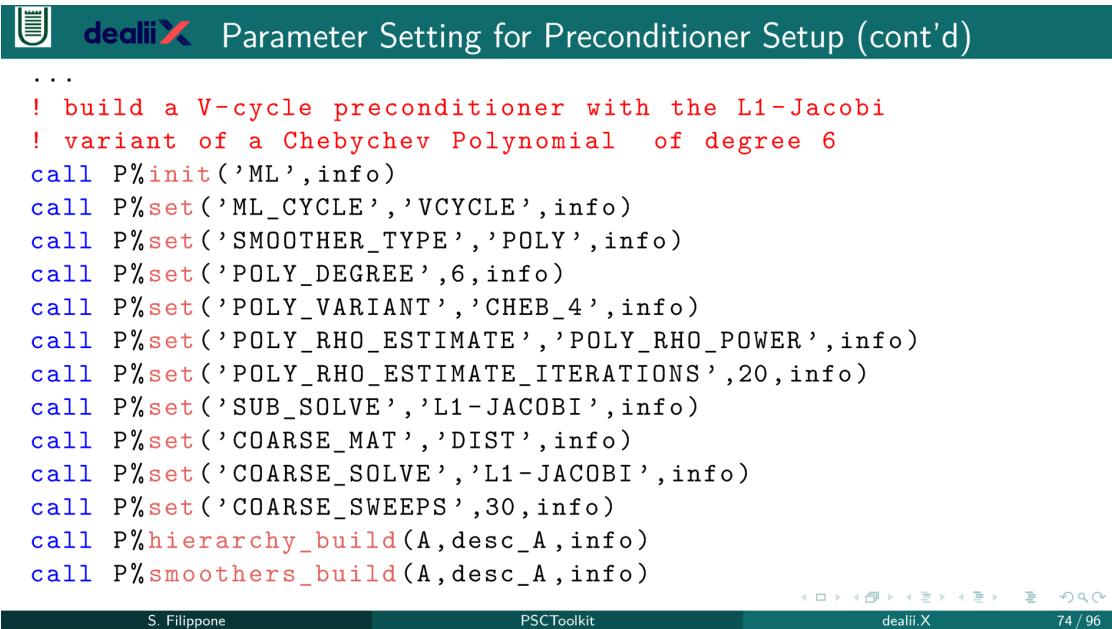
 dealiiX Parameter Setting for Preconditioner Setup

```
...
! build a V-cycle preconditioner with 1
! block-Jacobi sweep (with ILU(0) on the
! blocks) as pre- and post-smoother, and
! 8 block-Jacobi sweeps (with ILU(0)
! on the blocks) as coarsest solver
call P%init('ML',info)
call P%set('SMOOTHER_TYPE','BJAC',info)
call P%set('COARSE_SOLVE','BJAC',info)
call P%set('COARSE_SWEEPS',8,info)
call P%hierarchy_build(A,desc_A,info)
call P%smoothers_build(A,desc_A,info)
...
```


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```
...
! build a W-cycle preconditioner with 2
! hybrid Gauss-Seidel sweeps as pre- and
! post-smoother, a distributed coarsest
! matrix, and MUMPS as coarsest-level solver
call P%init('ML',info)
call P%set('ML_CYCLE','WCYCLE',info)
call P%set('SMOOTHER_TYPE','FBGS',info)
call P%set('SMOOTHER_SWEEPS',2,info)
call P%set('COARSE_SOLVE','MUMPS',info)
call P%set('COARSE_MAT','DIST',info)
call P%hierarchy_build(A,desc_A,info)
call P%smoothers_build(A,desc_A,info)
...
```


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```
...
! build a V-cycle preconditioner with the L1-Jacobi
! variant of a Chebychev Polynomial of degree 6
call P%init('ML',info)
call P%set('ML_CYCLE','VCYCLE',info)
call P%set('SMOOTHER_TYPE','POLY',info)
call P%set('POLY_DEGREE',6,info)
call P%set('POLY_VARIANT','CHEB_4',info)
call P%set('POLY_RHO_ESTIMATE','POLY_RHO_POWER',info)
call P%set('POLY_RHO_ESTIMATE_ITERATIONS',20,info)
call P%set('SUB_SOLVE','L1-JACOBI',info)
call P%set('COARSE_MAT','DIST',info)
call P%set('COARSE_SOLVE','L1-JACOBI',info)
call P%set('COARSE_SWEEPS',30,info)
call P%hierarchy_build(A,desc_A,info)
call P%smoothers_build(A,desc_A,info)
```



- If you want to test some of the library capabilities on your problem without jumping in and implementing everything from scratch, then you can use in the test directory the examples in the fileread folder to try it,



 dealiiX How to play around

- If you want to [test some of the library capabilities](#) on [your problem](#) without jumping in and implementing everything from scratch, then you can use in the `test` directory the examples in the `fileread` folder to try it,
- The test in `pargen` folder shows how the various part discussed here can be used to solve for a second order equation in 3D with Dirichlet boundary conditions

$$\begin{cases} -\frac{a_1 \partial^2 u}{\partial x^2} - \frac{a_2 \partial^2 u}{\partial y^2} - \frac{a_3 \partial^2 u}{\partial z^2} + b_1 \frac{\partial u}{\partial x} + b_2 \frac{\partial u}{\partial y} + b_3 \frac{\partial u}{\partial z} + cu = f, \\ \text{for } (x, y, z) \in [0, 1]^3, \\ u = g, \\ \text{for } (x, y, z) \in \partial[0, 1]^3. \end{cases}$$

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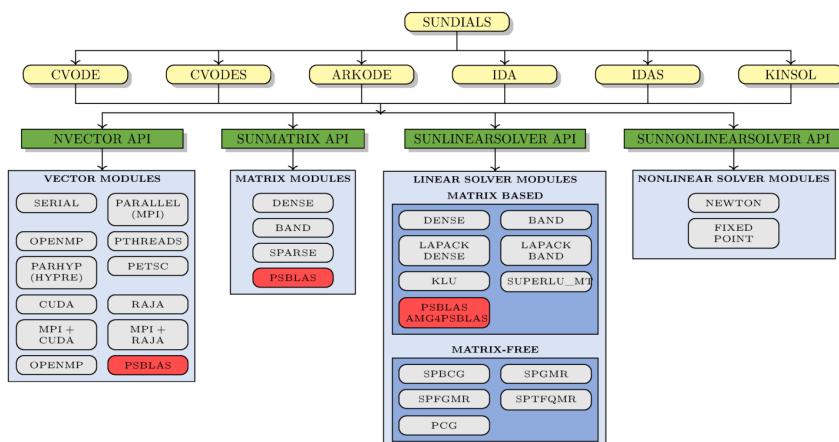
dealii Interfacing in dealii

The interface in dealii is to a large extent transparent to the user:

- Interfacing from dealii classes (just like PETSc);
 - Interfacing through SUNDIALS/Kinsol;
 - PSCToolkit can also be interfaced at a “lower” level:
 - Basic operators;
 - Preconditioner application (after setup);
- ⇒ Therefore usable with the dealii native solvers.

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dealii The SUNDIALS/KINSOL Software Framework



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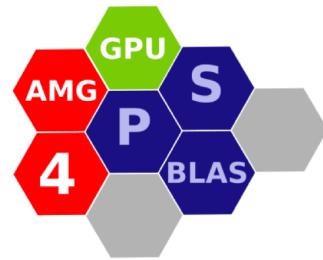


dealii Weak Scaling on Leonardo


Algorithms

- </> Aggregation:** VBM, **Cycle:** V, **Smoother:** ℓ_1 -Jacobi,
Coarse Solver: PCG + ℓ_1 -Jacobi,
- </> Aggregation:** Smoothed Matching, **Cycle:** V, **Smoother:**
 ℓ_1 -Jacobi, **Coarse Solver:** PCG + ℓ_1 -Jacobi,
- </> Aggregation:** Matching, **Cycle:** Variable V, **Smoother:**
 ℓ_1 -Jacobi, **Coarse Solver:** PCG + ℓ_1 -Jacobi,

- </> Coarsening:** Classical Algebraic Multigrid, **Cycle:** V,
Smoother: ℓ_1 -Jacobi, **Coarse Solver:** ℓ_1 -Jacobi, 40 sweeps
- </> Aggregation:** (Iterative) Parallel Graph Matching, **Cycle:** V,
Smoother: ℓ_1 -Jacobi, **Coarse Solver:** ℓ_1 -Jacobi, 40 sweeps



NVIDIA/AMGX

Distributed multigrid linear solver library on GPU

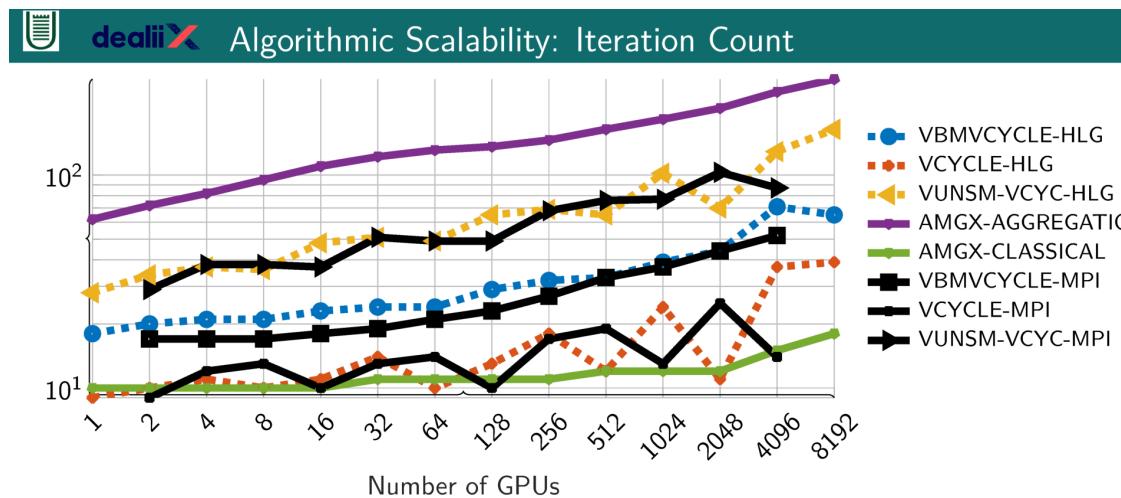


Operator Complexity

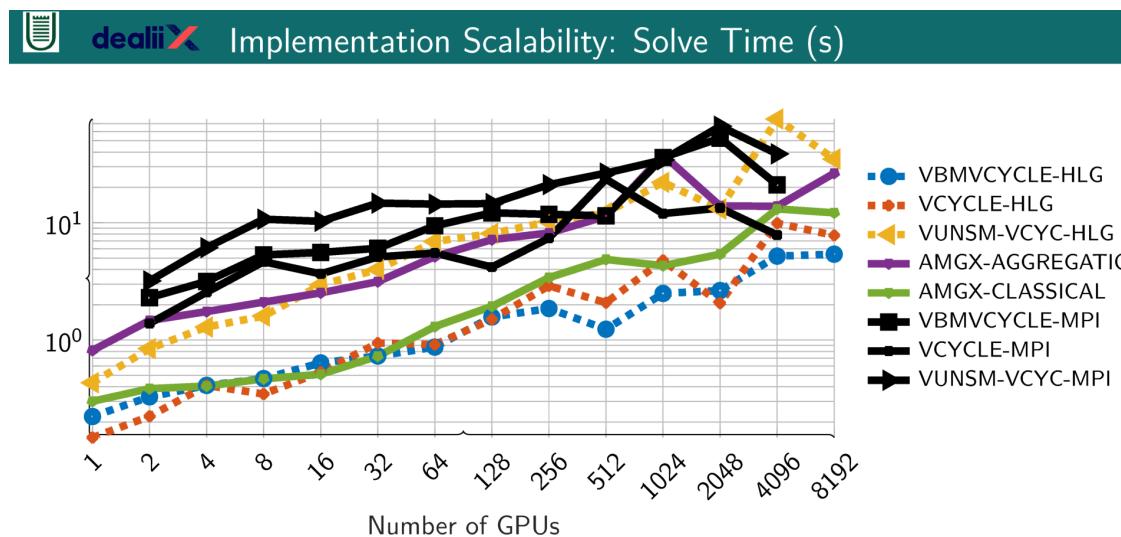
- ☞ A first measure of the **theoretical computational cost** and of the **memory footprint** of the different algorithms is given by the **operator complexity**:

$$\text{opc} = \frac{\sum_{l=0}^{n_{\text{lev}}} \text{nnz}(A_l)}{\text{nnz}(A)} = \begin{array}{l} \text{"the total number of nonzeros in} \\ \text{the linear operators on all grids di-} \\ \text{vided by the number of nonzeros} \\ \text{in the fine grid operator"} \end{array}$$

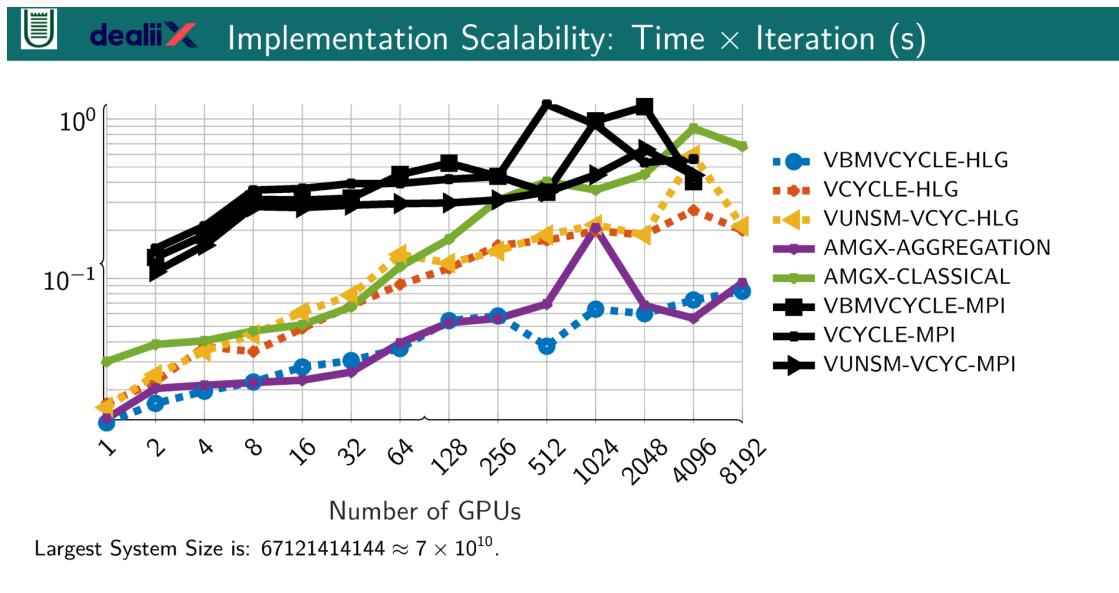
Computing Units	VBM	Matching Smoothed	Matching Unsmoothed	AMGX	
	Classical	Matching			
32	1,584	1,93	1,143	4,49595	1,31887
64	1,587	1,93	1,143	4,50135	1,31914
128	1,588	1,936	1,143	4,49925	1,31421
256	1,587	1,905	1,144	4,49252	1,31314
512	1,589	1,937	1,143	4,4952	1,31329
1024	1,588	1,942	1,144	4,49503	1,31091



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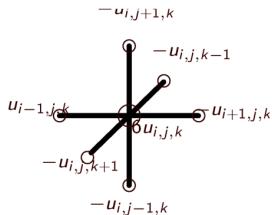
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dealii 3D Poisson Problem

Finite Differences discretization of

$$\begin{cases} -\nabla^2 u = 1, & \mathbf{x} \in [0, 1]^3 \\ u(\mathbf{x}) = 0, & \mathbf{x} \in \partial[0, 1]^3. \end{cases}$$



Data distribution:

- For PSCToolkit we use a block 3D Distribution,
- For AMGX we use the `amgx_mpi_poisson7` tester.

Solver is Flexible Conjugate Gradient and CG for PSCToolkit and AMGX respectively, tolerance 10^{-6} .

 dealii Weak Scaling on Leonardo

 In **weak scaling**, both the **number of computing units** and the **problem size** are **increased**: *constant workload per computing unit.*

 We use 8×10^6 unknowns per GPU, i.e., 3.2×10^7 unknowns per node.

We use the following resources:

-  Number of GPUs from 1 to 8192,
-  GPUs x Node 4 (1 MPI Task x GPU, 8 CPUs per Task)
-  Pure MPI: 32 MPI Tasks per Node

Within the software framework:

-  Compilers: gcc/11.3.0
-  MPI: openmpi/4.1.4
-  CUDA compilation tools, release 11.8, V11.8.89

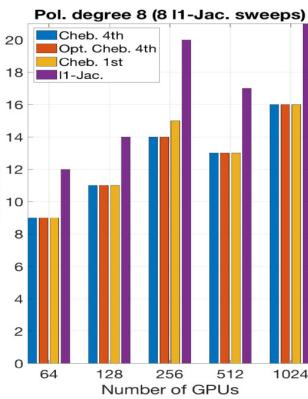
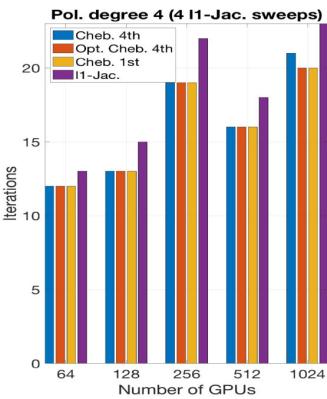
 dealii Test case: Poisson equation

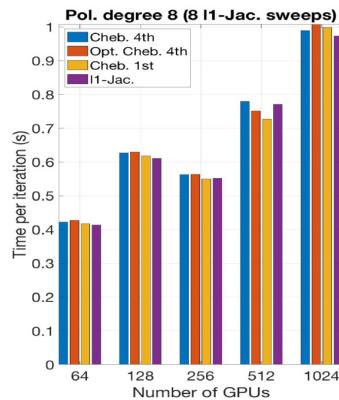
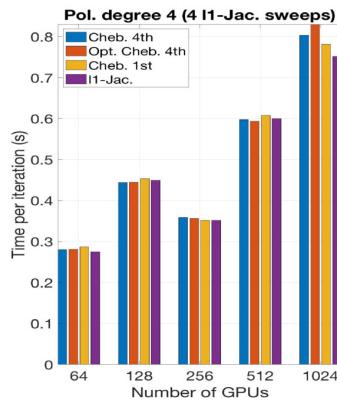
$$-\Delta u = 1 \text{ on unit cube, with DBC}$$

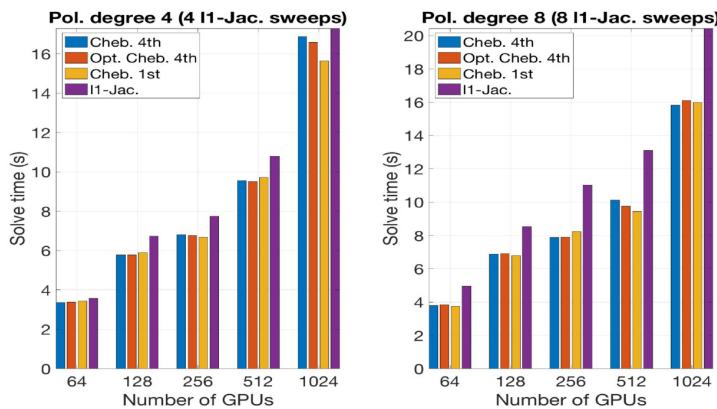
Solver/preconditioner settings

- **AMG as preconditioner of CG**, stopped when $\|\mathbf{r}^k\|_2/\|\mathbf{b}\|_2 \leq 10^{-7}$, or $itmax = 500$
- **VSMATCH V-cycle** for matching-based coarsening with aggregates of max size 8, smoothed prolongators
- coarsest matrix size $n_c \leq 200np$, with np number of tasks (GPUs)
- ℓ_1 -Jacobi iterations, quasi-opt. 4th-kind Cheb., approximate opt. 4th-kind Chebyshev and quasi opt. 1st-kind Cheb. accelerations; 30 iterations of ℓ_1 -Jacobi at the coarsest level.

Platform: Leonardo booster, ranked 6th in the last Top500 list (BullSequana XH2000, Xeon Platinum 8358 32C 2.6GHz, NVIDIA A100 SXM4 64 GB, Quad-rail NVIDIA HDR100 Infiniband)


dealiiX Results: Iterations for Solve


dealiiX Results: Time per Iteration



dealiiX Results: Solve Time


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2.1 [Subsection Title]

2.2 [Subsection Title]

3 [Section Title]

3.1 [Subsection Title]

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3.2 [Subsection Title]

4 [Section Title]

Table 1: [Table Caption]

Column 1	Column 2	Column 3	Column 4
Item 1	Description	Category	Value
Item 2	Description	Category	Value
Item 3	Description	Category	Value

5 [Section Title]

5.1 [Subsection Title]

5.2 [Subsection Title]

- [Item Title]:
- [Item Title]:
- [Item Title]:

6 [Section Title]

Column 1	Column 2	Column 3
Item 1	Description	Value
Item 2	Description	Value
Item 3	Description	Value

7 Conclusion