# Parallel Tridiagonal Solvers 

Fabian Prada, Eric Biagioli

IMPA

## Tridiagonal Systems. Motivation

## Serial Solution to Tridiagonal Systems

## Parallel solution to linear recurrences

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- $x_{1}$ is given.
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| Memory per Thread: | 1 | 2 | 4 | 6 |

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1 & & & & & \\
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& & & \ddots & \ddots & \\
& & & m_{n-1} & 1 & \\
& & & & m_{n} & 1
\end{array}\right)\left(\begin{array}{cccccc}
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- $u_{i}=b_{i}-\frac{a_{i} c_{i-1}}{u_{i-1}}$ for $i=2 \ldots n$

Trick!!: Express $u_{i}=\frac{q_{i}}{q_{i-1}}$.

$$
\Rightarrow q_{i}=b_{i} q_{i-1}-a_{i} c_{i-1} q_{i-2}
$$

3) Solve the recurrence:

- $q_{0}=1, q_{1}=u_{1}$
- $q_{i}=b_{i} q_{i-1}-a_{i} c_{i-1} q_{i-2}$ for $i=2 \ldots n$


## Second Order No Constant Term!!

4) Compute $u$ 's and $m$ 's from $q$ 's

- $u_{i}=\frac{q_{i}}{q_{i-1}}$ for $i=1 \ldots n$
- $m_{i}=\frac{a_{i}}{u_{i-1}}$ for $i=2 \ldots n$


## Recursive Doubling (LU Form by Stone(1973))

The solution to the original system, $A x=L U x=d$, is calculated in two sequential steps:

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- $y_{1}=d_{1}$


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- $y_{1}=d_{1}$
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6) Find $x$ such that $U x=y$

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- $x_{i}=\left(-\frac{c_{i}}{u_{i}}\right) x_{i-1}+y_{i}$ for $i=n-1 \ldots 1$


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3. Solve First Order With Constant Term ( $\mathrm{U} x=\mathrm{y}$ ) Total Steps: $\log _{2} n$. Floaps/Thread/Step: 3

## Recursive Doubling (Scan Form by Egecioglu(1989))

1)Express the system as Second Order Linear Recurrence With Constant Term:

$$
\left(\begin{array}{cccccc}
b_{1} & c_{1} & & & & \\
a_{2} & b_{2} & c_{2} & & & \\
& a_{3} & b_{3} & c_{3} & & \\
& & \ddots & \ddots & \ddots & \\
& & & a_{n-1} & b_{n-1} & c_{n-1} \\
& & & & a_{n} & b_{n}
\end{array}\right)\left(\begin{array}{c}
x_{1} \\
x_{2} \\
x_{3} \\
\vdots \\
x_{n-1} \\
x_{n}
\end{array}\right)=\left(\begin{array}{c}
d_{1} \\
d_{2} \\
d_{3} \\
\vdots \\
d_{n-1} \\
d_{n}
\end{array}\right)
$$

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& a_{3} & b_{3} & c_{3} & & \\
& & \ddots & \ddots & \ddots & \\
& & & a_{n-1} & b_{n-1} & c_{n-1} \\
& & a_{n} & b_{n}
\end{array}\right)\left(\begin{array}{c}
x_{1} \\
x_{2} \\
x_{3} \\
\vdots \\
x_{n-1} \\
x_{n}
\end{array}\right)=\left(\begin{array}{c}
d_{1} \\
d_{2} \\
d_{3} \\
\vdots \\
d_{n-1} \\
d_{n}
\end{array}\right) \\
x_{i+1}=-\frac{b_{i}}{c_{i}} x_{i}-\frac{a_{i}}{c_{i}} x_{i-1}+\frac{d_{i}}{c_{i}} \text { for } i=2 \ldots n-1
\end{gathered}
$$

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& & \ddots & \ddots & \ddots & \\
& & & a_{n-1} & b_{n-1} & c_{n-1} \\
& & a_{n} & b_{n}
\end{array}\right)\left(\begin{array}{c}
x_{1} \\
x_{2} \\
x_{3} \\
\vdots \\
x_{n-1} \\
x_{n}
\end{array}\right)=\left(\begin{array}{c}
d_{1} \\
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\end{gathered}
$$

The initial conditions, $x_{1}$ and $x_{2}$, are missing!!

## Recursive Doubling (Scan Form by Egecioglu(1989))

2) Transform to an equivalent system with boundary conditions

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$$
\left(\begin{array}{cccccccc}
1 & b_{1} & c_{1} & & & & & \\
& a_{2} & b_{2} & c_{2} & & & & \\
& & a_{3} & b_{3} & c_{3} & & & \\
& & & \ddots & \ddots & \ddots & & \\
& & & & a_{n-1} & b_{n-1} & c_{n-1} & \\
& & & & & a_{n} & b_{n} & 1
\end{array}\right)
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\left(\begin{array}{cccccccc}
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& a_{2} & b_{2} & c_{2} & & & & \\
& & a_{3} & b_{3} & c_{3} & & & \\
& & & \ddots & \ddots & \ddots & & \\
& & & & a_{n-1} & b_{n-1} & c_{n-1} & \\
& & & & & a_{n} & b_{n} & 1
\end{array}\right)
$$

$$
\left.1 \begin{array}{l}
1
\end{array}\right)\left(\begin{array}{c}
x_{0} \\
x_{1} \\
x_{2} \\
x_{3} \\
\vdots \\
x_{n-1} \\
x_{n} \\
x_{n+1}
\end{array}\right)=\left(\begin{array}{c}
d_{1} \\
d_{2} \\
d_{3} \\
\vdots \\
d_{n-1} \\
d_{n}
\end{array}\right)
$$

s.a. $x_{0}=x_{n+1}=0$

$$
x_{i+1}=-\frac{b_{i}}{c_{i}} x_{i}-\frac{a_{i}}{c_{i}} x_{i-1}+\frac{d_{i}}{c_{i}} \text { for } i=1 \ldots n
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Instead of initial conditions we have boundary conditions!!

## Recursive Doubling (Scan Form by Egecioglu(1989))

3)Express the recurrence in multiplicative form:

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$$
\left(\begin{array}{c}
x_{i+1} \\
x_{i} \\
1
\end{array}\right)=\left(\begin{array}{ccc}
-\frac{b_{i}}{c_{i}} & -\frac{a_{i}}{c_{i}} & -\frac{d_{i}}{c_{i}} \\
1 & 0 & 0 \\
0 & 0 & 1
\end{array}\right)\left(\begin{array}{c}
x_{i} \\
x_{i-1} \\
1
\end{array}\right)
$$

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\end{array}\right)\left(\begin{array}{c}
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Define $C_{i}=A_{i} A_{i-1} \ldots A_{1}$, then

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x_{i} \\
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1
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Define $C_{i}=A_{i} A_{i-1} \ldots A_{1}$, then

$$
\left(\begin{array}{c}
x_{i+1} \\
x_{i} \\
1
\end{array}\right)=A_{i} A_{i-1} \ldots A_{1}\left(\begin{array}{c}
x_{1} \\
x_{0} \\
1
\end{array}\right)=C_{i}\left(\begin{array}{c}
x_{1} \\
x_{0} \\
1
\end{array}\right)
$$

4) Compute $C_{i}=A_{i} A_{i-1} \ldots A_{1}$ for $i=1 \ldots n$ using Scan!!.

## Recursive Doubling (Scan Form by Egecioglu(1989))

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$$
\left(\begin{array}{c}
x_{n+1} \\
x_{n} \\
1
\end{array}\right)=\underbrace{\left(\begin{array}{ccc}
c_{11} & c_{12} & c_{13} \\
c_{21} & c_{22} & c_{23} \\
0 & 0 & 1
\end{array}\right)}_{c_{n}}\left(\begin{array}{c}
x_{1} \\
x_{0} \\
1
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\end{array}\right)
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$$
\left(\begin{array}{c}
x_{i+1} \\
x_{i} \\
1
\end{array}\right)=C_{i}\left(\begin{array}{c}
x_{1} \\
x_{0} \\
1
\end{array}\right)
$$

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Summary:

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1. Solve Second Order With Constant Term

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Total Steps: $\log _{2} n$. Floaps/Thread/Step: 20

Recursive Doubling (Scan Form by Egecioglu(1989))


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- If we assign two threads to compute the respective matrix multiplication at each step, then Floaps/Thread/Step ratio would reduce from 20 to $10!!$.
- This could improve PCR which takes 12 Floaps/Thread/Step, where 2 of such flops are divisions.


## Hybrid Algorithms

Building Blocks:

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Hybrid Algorithm Structure:


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- For CR and RD active threads were contiguous threads to reduce divergence.


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- The complete system is transferred to shared memory. This imposed a limit on the size of evaluated systems (up to 512×512).
- For CR and RD active threads were contiguous threads to reduce divergence.
- Transformations are done in-place to save shared memory. This produces bank conflicts in CR at the last steps of forward reduction and first steps of backward substitution.


## Performance Results:Parallel Algorithms in GPU

Time (milliseconds)


Hardware Specifications:

- GPU: GTX 280, 30 SM's, 8 cores per SM, 16kb shared memory. CUDA 2.0.


## GPU vs CPU (Ignoring Transfer Time)



- GPU: GTX 280, 30 SM's, 8 cores per SM, 16 kb shared memory. CUDA 2.0.
- CPU: 2.5 GHZ Intel Core 2 Q9300 quadcore.


## GPU vs CPU (Regarding Transfer Time)



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## Performance Analysis

- "We use a differental method to measure the time for each part of the algorithm. We first comment out the whole code and uncomment it incrementally in program order and measure excecution time."
- "To estimate shared memory access time, we replaced shared memory accesses with register accesses, and calculate the shared memory access time as the difference between this program and the original program."


## Hybrid Algorithms Performance



Why hybrid algorithms outperform the others?

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- In a system with 512 variables 8 warps execute the instruction.
- In system with 256 variables 4 warps execute the instruction.
- Since warp execution is serial in each SM, a system with 256 variables would take half of time per step!!.


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- Conclusion: Using CR for the first iterations reduce the per step time required by PCR or RD to solve the intermediate system.


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- Since warp execution is serial in each SM, a system with 256 variables would take half of time per step!!.
- Conclusion: Using CR for the first iterations reduce the per step time required by PCR or RD to solve the intermediate system.
PCR and RD are preferred to solve the intermediate system since they require less steps and are free of bank conflicts.


## Accuracy Experiments

$||A x-b||$ error in Tridiagonal Systems

■ Diagonally dominant $\quad$ Close values in a row


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