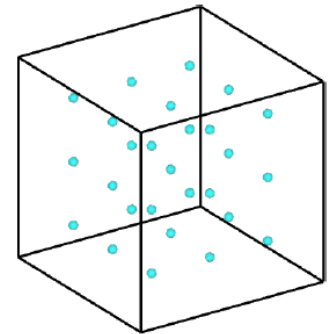
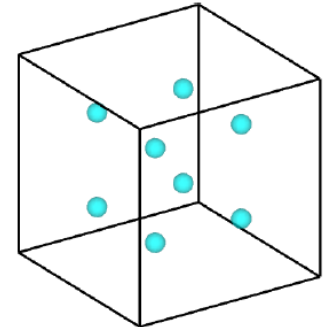
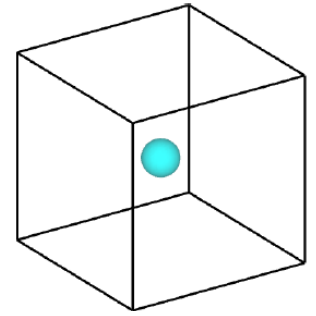
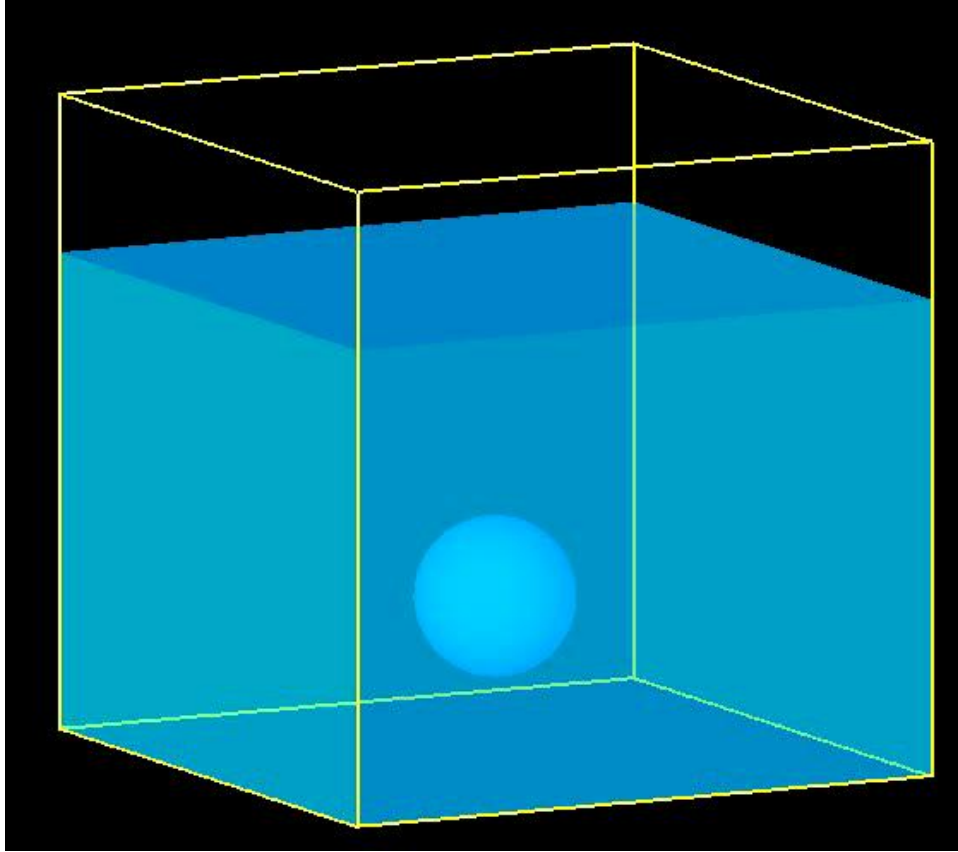


Implementation of Deflated Preconditioned Conjugate Gradient on the GPU

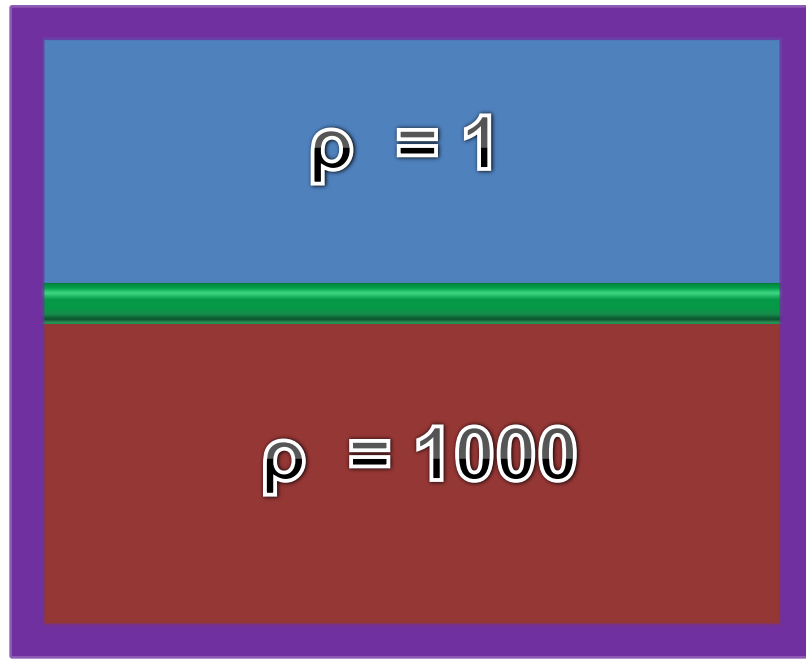
Rohit Gupta

*Study Conducted under supervision of :
Prof. Dr. Ir. Kees Vuik and Ir. C.W.J. Lemmens
Delft Institute of Applied Mathematics*

Two-Phase Fluid Flow

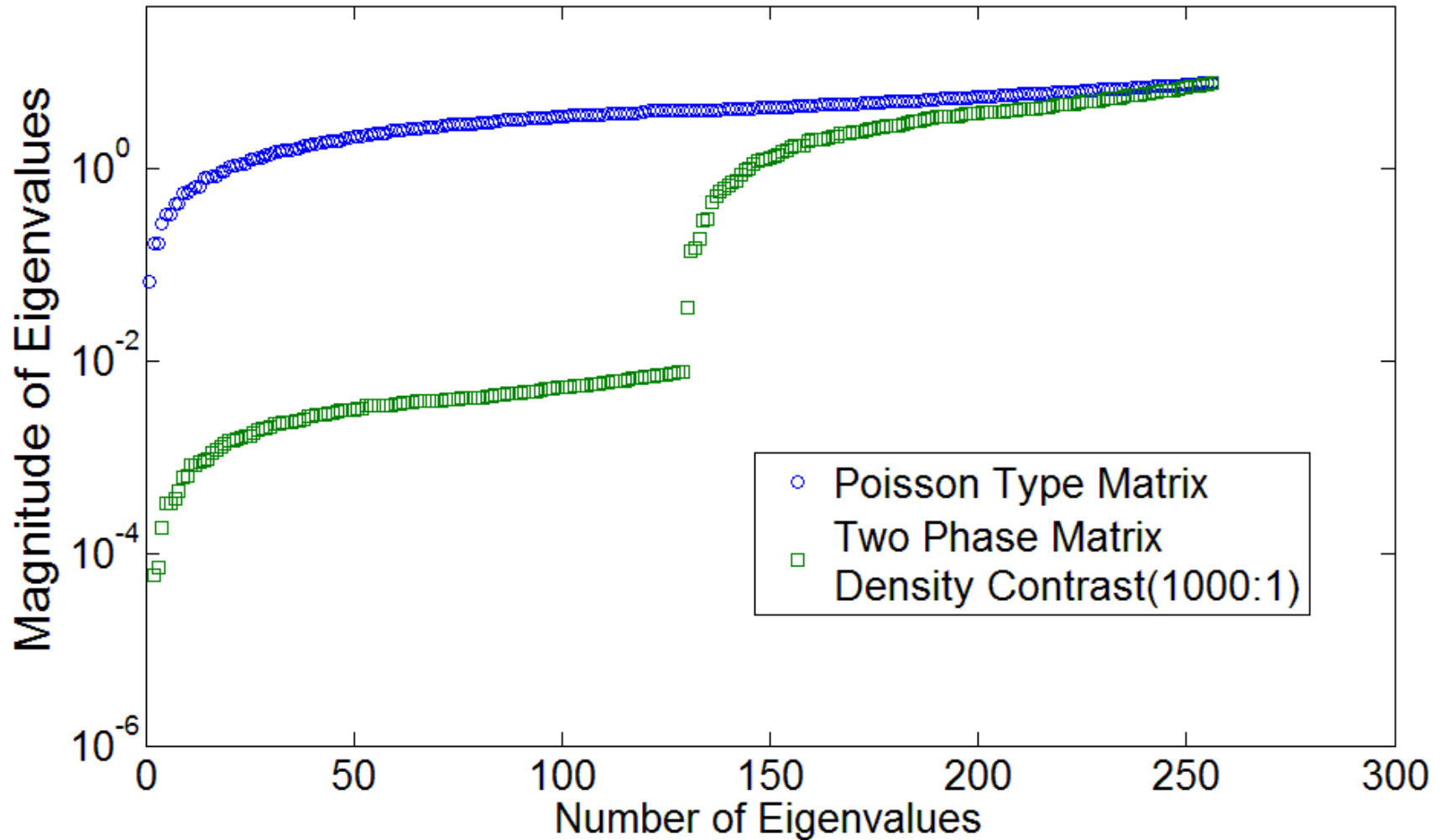


Model for Two Phase Computation



↑
Boundary
Conditions

$$\begin{aligned} -\nabla \cdot \left(\frac{1}{\rho(\mathbf{x})} \nabla p(\mathbf{x}) \right) &= f(\mathbf{x}), & \mathbf{x} \in \Omega, \\ \frac{\partial}{\partial \mathbf{n}} p(\mathbf{x}) &= g(\mathbf{x}), & \mathbf{x} \in \partial\Omega, \end{aligned} \quad \longrightarrow \quad Ax = b$$



Preconditioning and Deflation

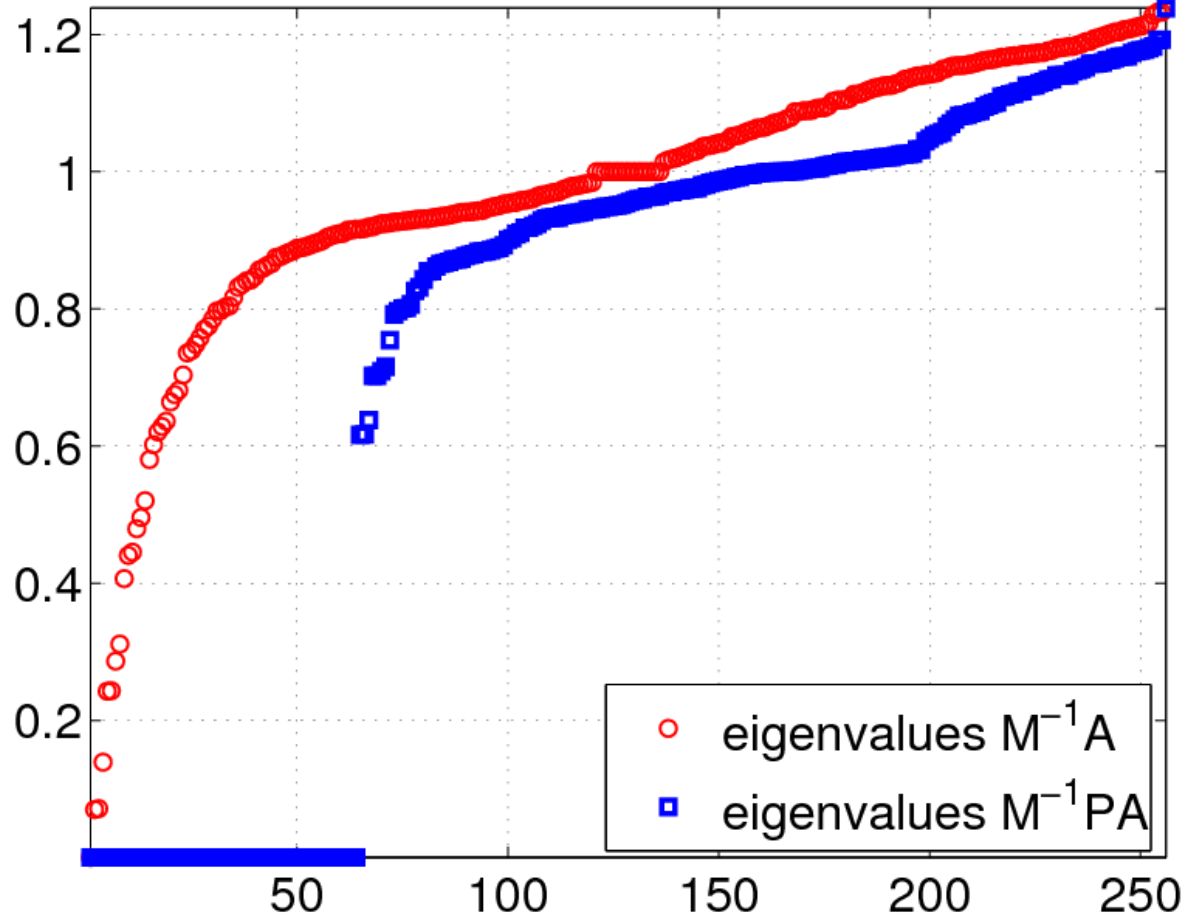
$$M^{-1}Ax = M^{-1}b$$

$$M^{-1}PAx = M^{-1}Pb$$

M – Preconditioning Matrix, *P* – Deflation Matrix

$$P = I - AQ; \quad Q = ZE^{-1}Z^T; \quad E = Z^T AZ.$$

Preconditioning and Deflation

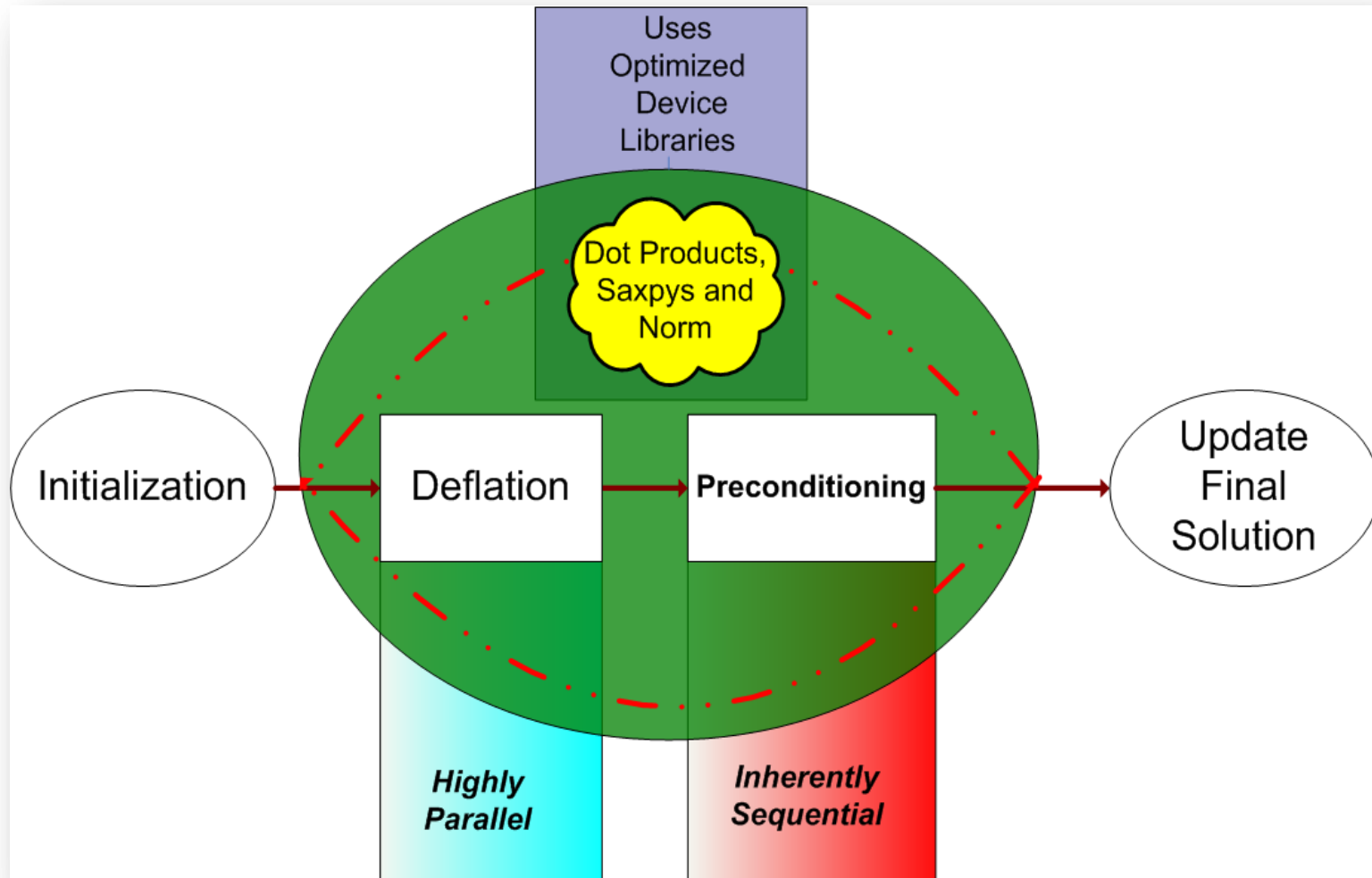


Stopping Criterion and Condition Number

$$\frac{\|b - Ax_k\|_2}{\|r_0\|_2} < 10^{-5}$$

$$\kappa(A) := \frac{\lambda_n}{\lambda_1} \text{ where } \lambda_n \geq \lambda_{n-1} \geq \lambda_{n-2} \geq \dots \geq \lambda_1 \geq 0$$

Control Flow in the Algorithm



Related Work

- **SpMV**
- **Conjugate Gradient & Preconditioning**
- **Precision Approaches**

Defining Speed Up

- **Many Definitions Possible**
- **Compiler Switches on CPU**
- **Gcc, Meschach, Single Core**

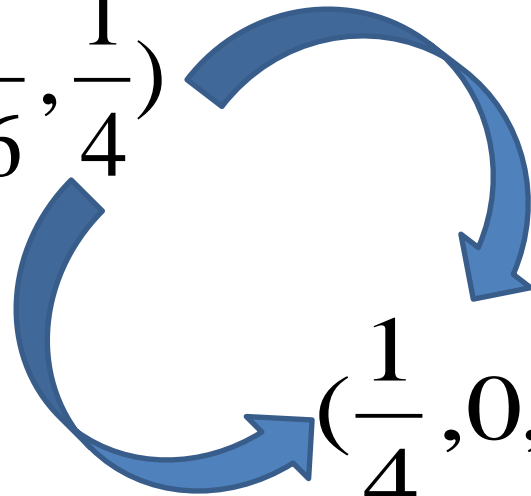
Key Optimizations



IP Preconditioning

$$M^{-1} = KK^T \quad \text{where} \quad K = I - LD^{-1}$$

$$\left(\frac{1}{4}, \frac{1}{16}, \frac{1}{4}, \frac{9}{8}, \frac{1}{4}, \frac{1}{16}, \frac{1}{4}\right)$$



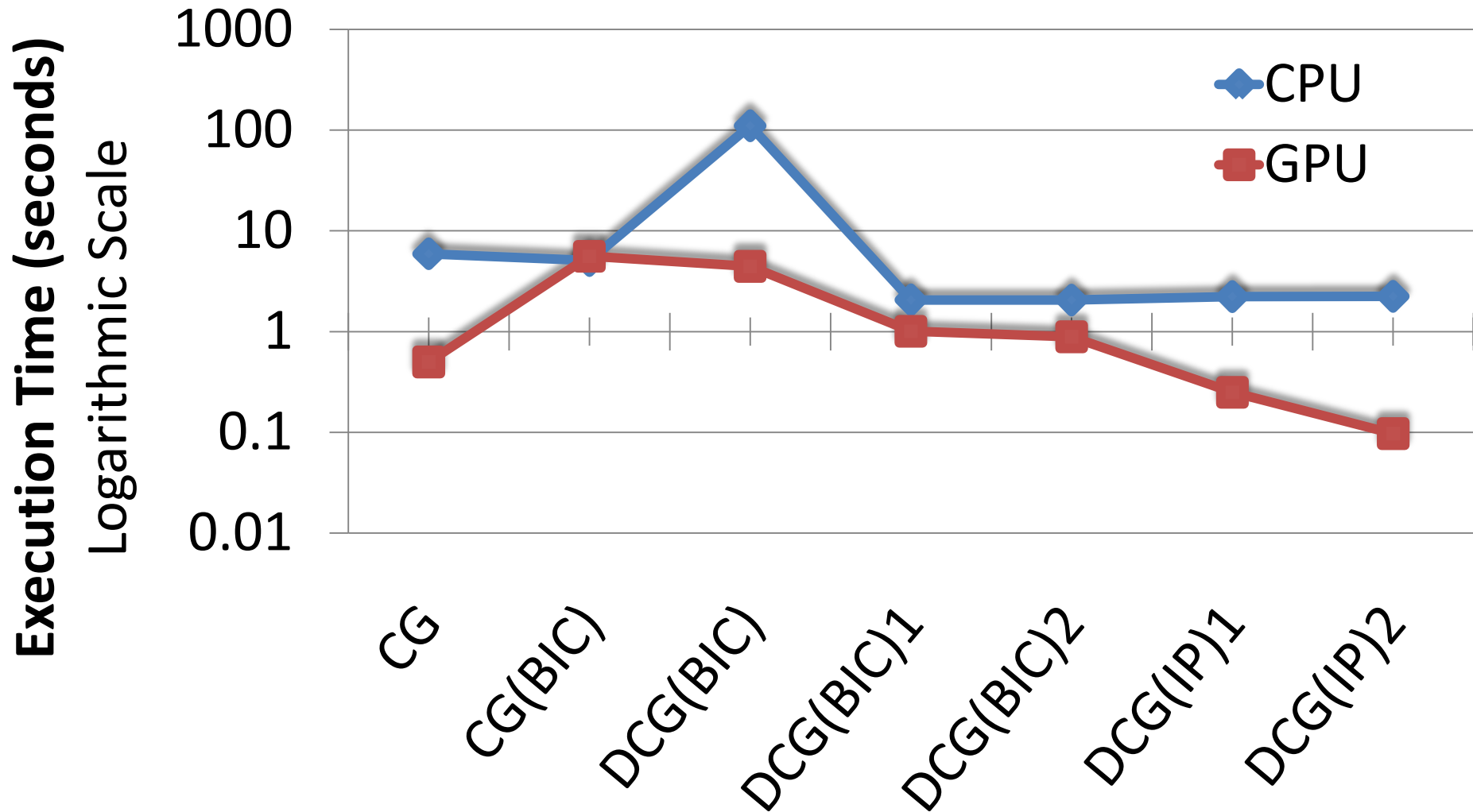
$$\left(\frac{1}{4}, 0, \frac{1}{4}, \frac{9}{8}, \frac{1}{4}, 0, \frac{1}{4}\right)$$

Code Versions

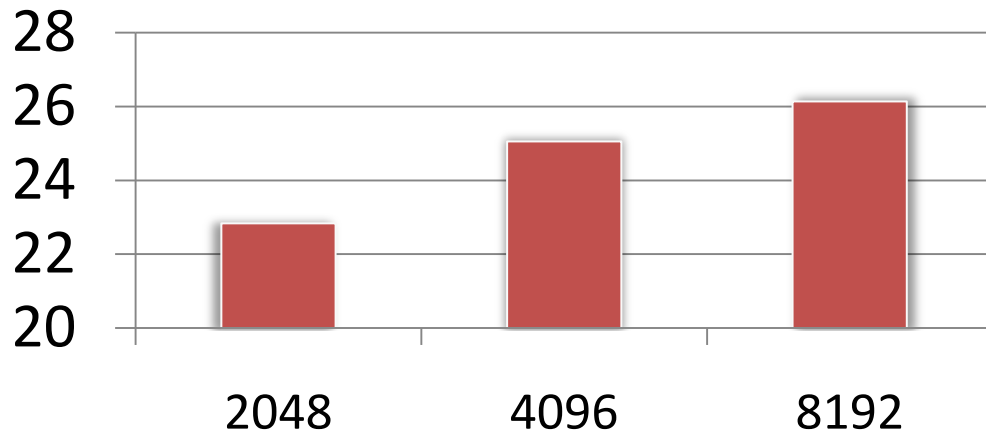


1. Optimized Storage of AZ matrix for deflation
2. Optimized BLAS using MAGMA and combined some kernels in the iteration

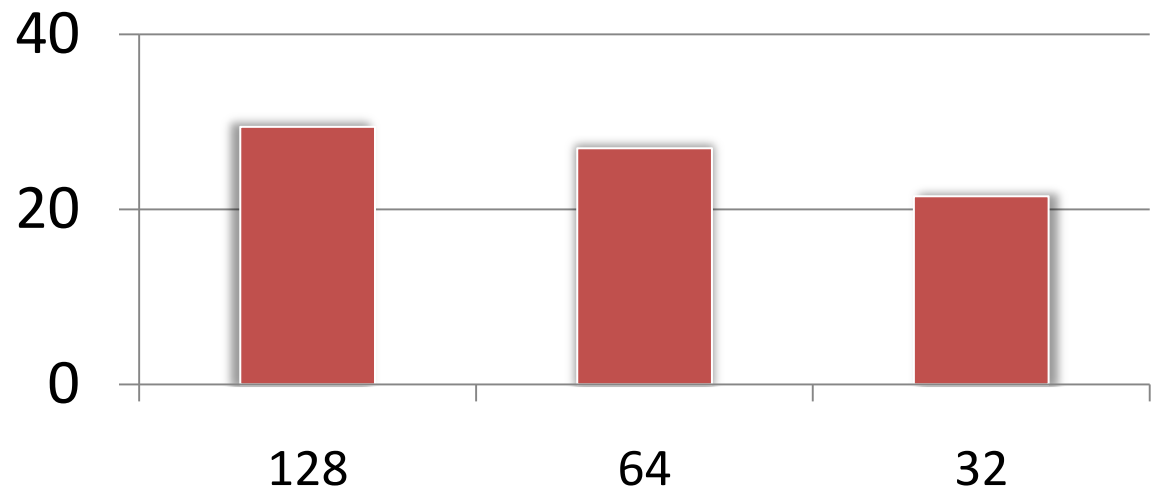
Execution Times across Code Versions



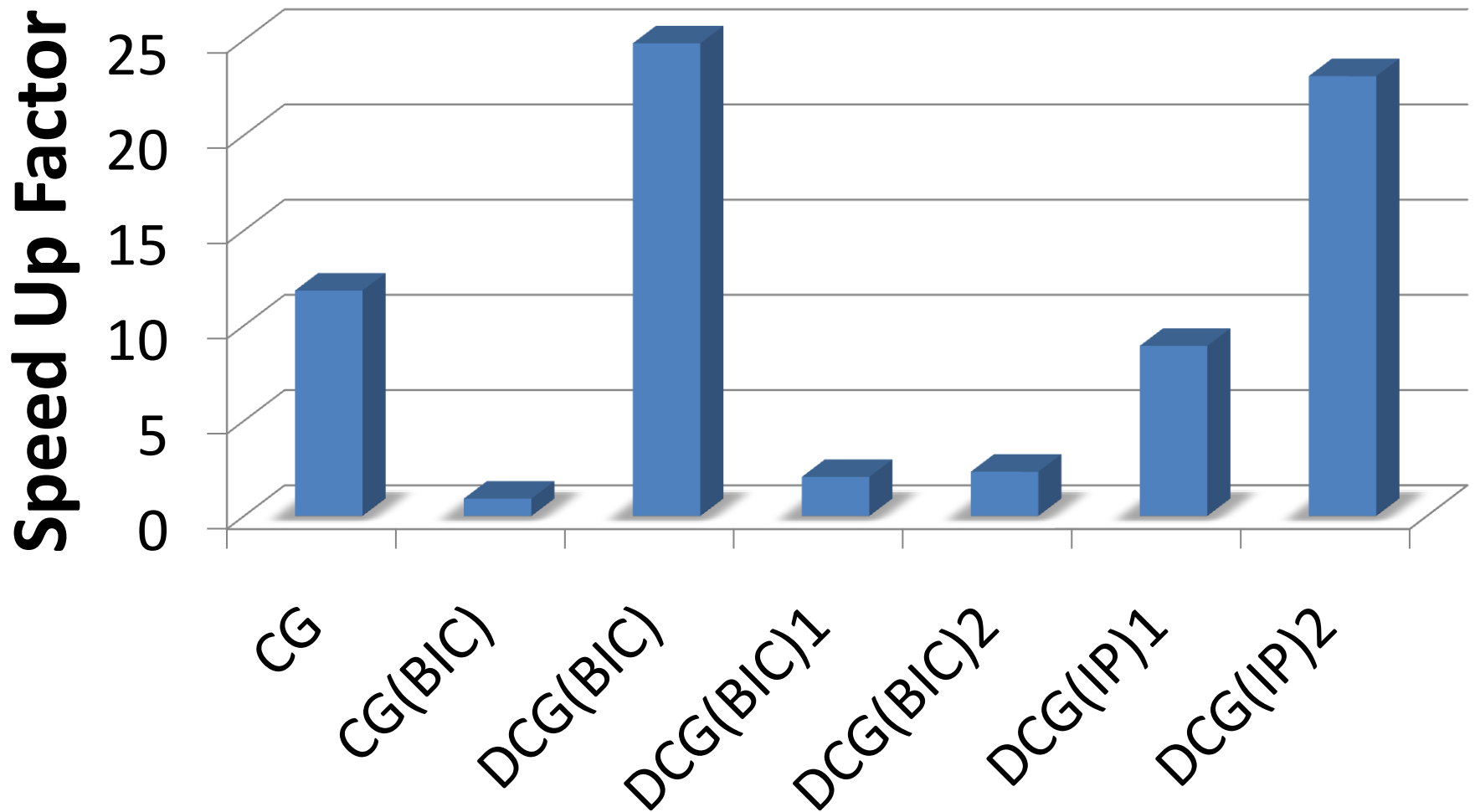
Speed Up vs. No. of Deflation Vectors



Speed Up vs. Number of Preconditioning Blocks



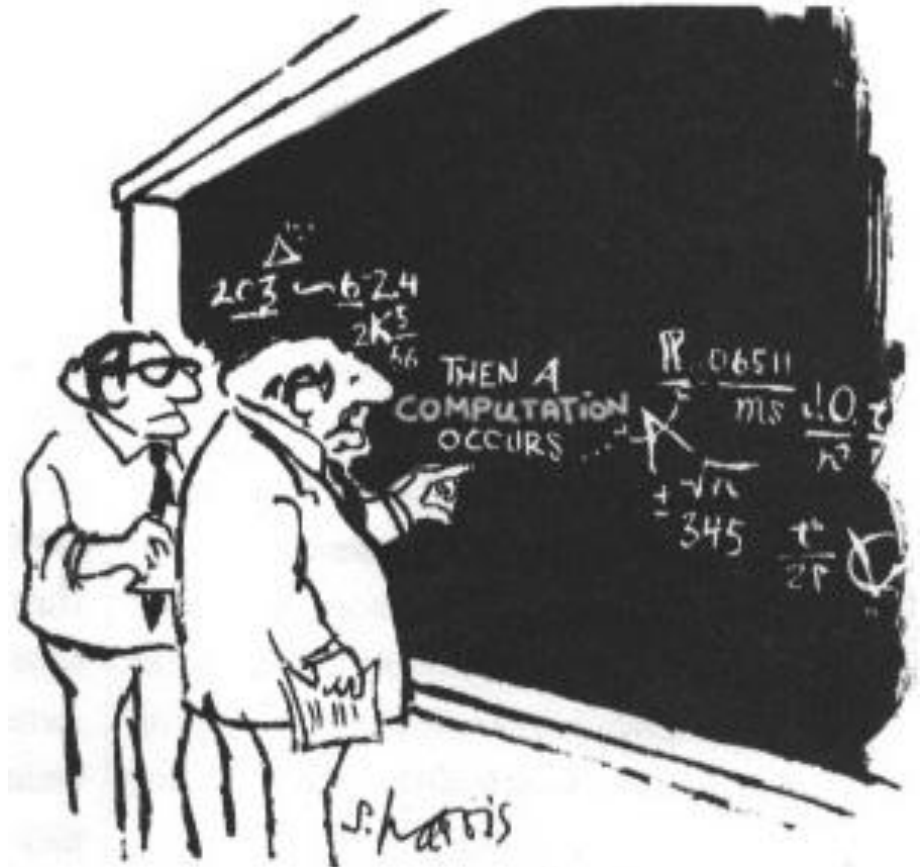
Speed Up Across Code Versions



Analysis

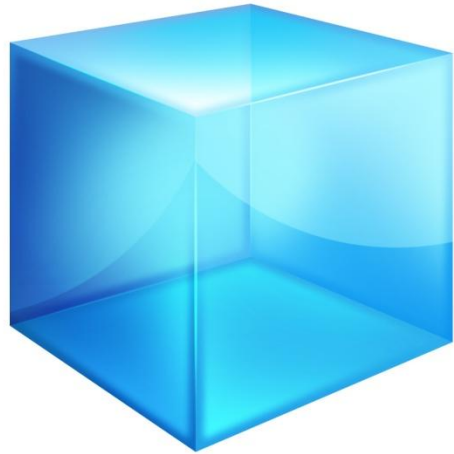
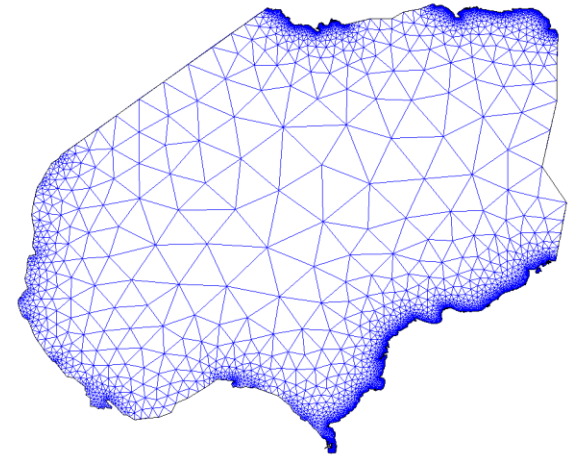
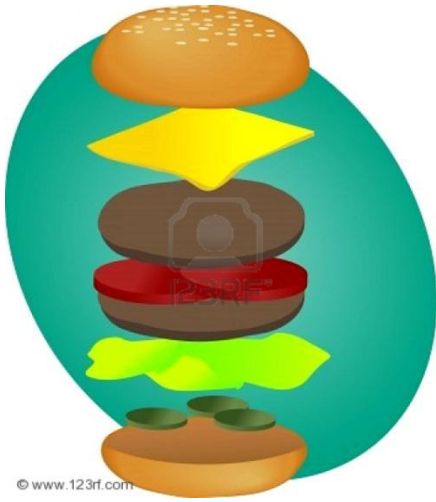
- **Very close to possible peak performance**
- **Bandwidth bound Kernels**
- **Platform Utilization**

Scalability



“ good call using a computer here in step two.”

Future Work

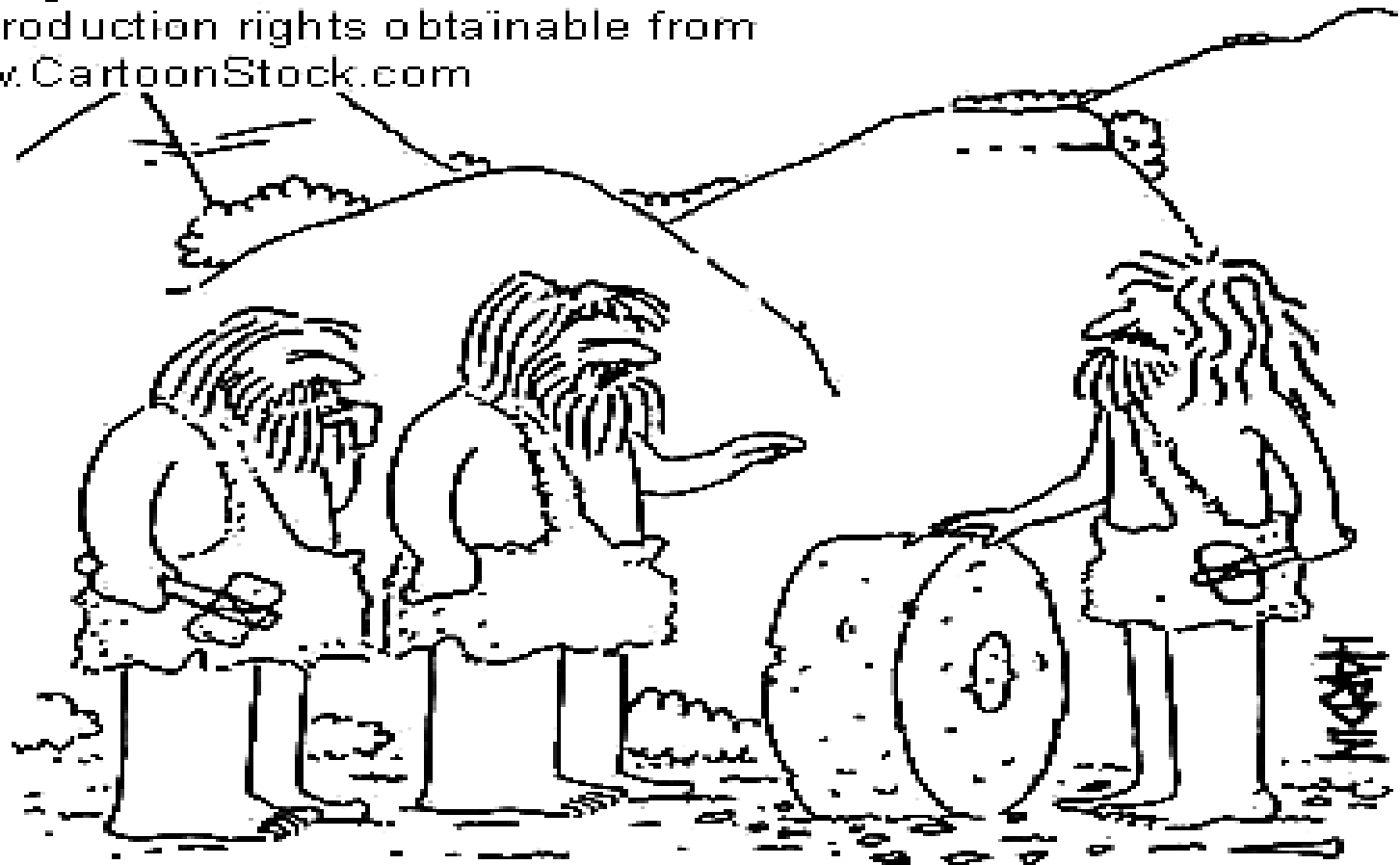


Conclusions

Deflation with Preconditioning



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"This 'Wheel' thing of yours—Does it have to be round or will any shape do?"