

A Distributed Memory Tri-diagonal Solver Optimised for CPU and GPU Architectures

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Overview

- Various discretisations for solving PDE's result in tridiagonal systems.
- This study focuses on Compact Finite Difference Schemes.
 - ▶ Space-implicit coupling in compact schemes results in tridiagonal systems.
- In Xcompact3D solver, you can have around 50 batches of tridiagonal systems where each batch may contain around $\sim 10^{6/7}$ individual systems of size $\sim 10^{3/4}$ with a total DOF up to around $\sim 10^{12}$.
- Challenge on supercomputers.

Thomas Algorithm with 1D/2D Decomposition

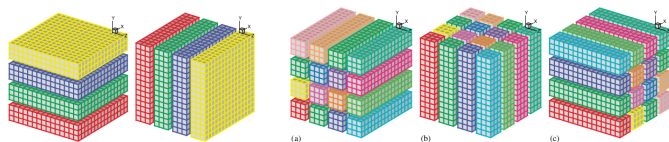


Figure: 1D/2D (Slab/Pencil) Domain Decomposition

- Currently, Xcompact3D does not use distributed solvers.
- Thus, Xcompact3D require 12 pairs of data transfers per iteration.
- These large scale data transfers can be costly.
- The best case behaviour can be modelled theoretically.

512 ³ Domain					
# GPUs	Comp. BW	Comm. BW	Comp. Time	Comm. Time	Total Time
1	332 GiB	0 GiB	0.300 s	0 s	0.300 s
2	166 GiB	3 GiB	0.150 s	0.015 s	0.165 s
4	83 GiB	2.25 GiB	0.075 s	0.004 s	0.079 s
8	42 GiB	1.31 GiB	0.038 s	0.060 s	0.098 s

Parallelisation Strategy - Distributed Tridiagonal Solvers

- Examples algorithms are PDD (Sun 1995) and SPIKE (Polizzi and Sameh 2007)
- Our strategy combines Hybrid Thomas-PCR (Laszlo 2016) and PDD (Sun 1995) algorithms
- 1/2/3 D domain decomposition, no all-to-all communication between sub-domains.
- A distributed solver is implemented along the direction that is split between ranks

Parallelisation Strategy - Distributed Tridiagonal Solvers

$$\left[\begin{array}{cccc|cccc}
 1 & & & & c_0^* & & & & a_0^* \\
 a_1^* & 1 & & & c_1^* & & & & \\
 a_2^* & & 1 & & c_2^* & & & & \\
 \vdots & & & \ddots & \vdots & & & & \\
 a_{m-1}^* & & & & 1 & c_{m-1}^* & & & \\
 a_m^* & & & & 1 & c_m^* & & & \\
 \hline
 & & & & a_0^* & 1 & & & c_0^* \\
 & & & & & a_1^* & 1 & & c_1^* \\
 & & & & & a_2^* & & 1 & c_2^* \\
 & & & & & \vdots & & \ddots & \vdots \\
 & & & & & a_{m-1}^* & & & 1 & c_{m-1}^* \\
 & & & & & a_m^* & & & & 1 \\
 c_m^* & & & & & & & & &
 \end{array} \right] \quad (3)$$

Parallelisation Strategy - Distributed Tridiagonal Solvers

$$\left[\begin{array}{cccc|cccc}
 1 & & & & \cancel{c_0^*} & & & & a_0^* \\
 a_1^* & 1 & & & c_1^* & & & & \\
 a_2^* & & 1 & & c_2^* & & & & \\
 \vdots & & & \ddots & \vdots & & & & \\
 a_{m-1}^* & & & & 1 & c_{m-1}^* & & & \\
 \cancel{a_m^*} & & & & 1 & c_m^* & & & \\
 \hline
 & & & & a_0^* & 1 & & & \cancel{c_0^*} \\
 & & & & & a_1^* & 1 & & c_1^* \\
 & & & & & a_2^* & & 1 & c_2^* \\
 & & & & & \vdots & & \ddots & \vdots \\
 & & & & & a_{m-1}^* & & & 1 & c_{m-1}^* \\
 & & & & & \cancel{a_m^*} & & & & 1
 \end{array} \right] \quad (3)$$

Parallelisation Strategy - Distributed Tridiagonal Solvers

$$\left[\begin{array}{cccc|cccc}
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 a_1^* & 1 & & & c_1^* & & & & \\
 a_2^* & & 1 & & c_2^* & & & & \\
 \vdots & & & \ddots & \vdots & & & & \\
 a_{m-1}^* & & & & 1 & c_{m-1}^* & & & \\
 \cancel{a_m^*} & & & & 1 & c_m^* & & & \\
 \hline
 & & & & a_0^* & 1 & & & \cancel{c_0^*} \\
 & & & & a_1^* & & 1 & & c_1^* \\
 & & & & a_2^* & & & 1 & c_2^* \\
 & & & & \vdots & & & \ddots & \vdots \\
 & & & & a_{m-1}^* & & & & 1 & c_{m-1}^* \\
 c_m^* & & & & \cancel{a_m^*} & & & & & 1
 \end{array} \right] \quad (3)$$

Parallelisation Strategy - Distributed Tridiagonal Solvers

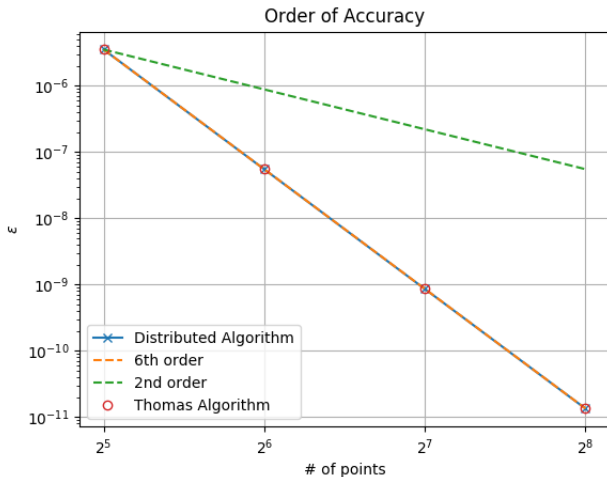


Figure: Order of Accuracy comparison.

Strong Scaling - Distributed Tridiagonal Solvers

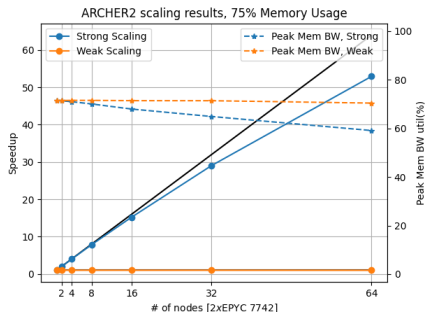
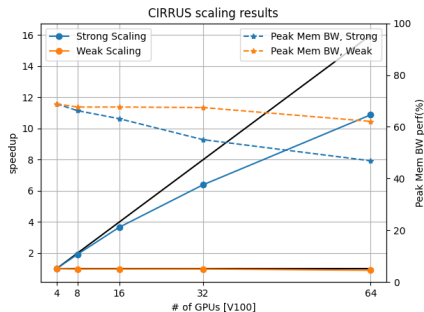


Figure: Strong Scaling on a GPU and CPU cluster.

Conclusion

- Number of points per rank is important for accuracy
- Global communications are eliminated for the tridiagonal solvers.
 - ▶ Few layers halo-data communication between previous and next ranks
- Constant communication overhead regardless of the number of ranks

Thank you!