
Research Directions in Scalable Algorithms

Robert D. Falgout

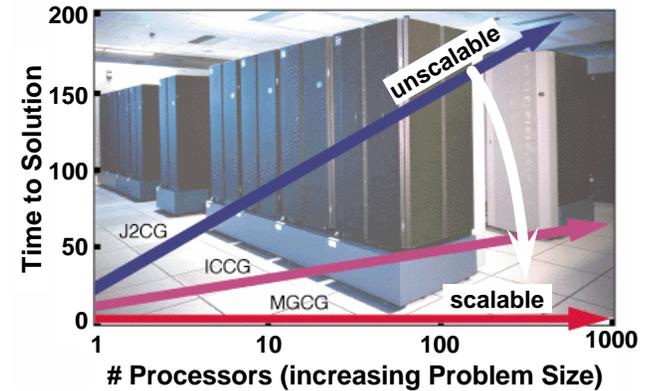
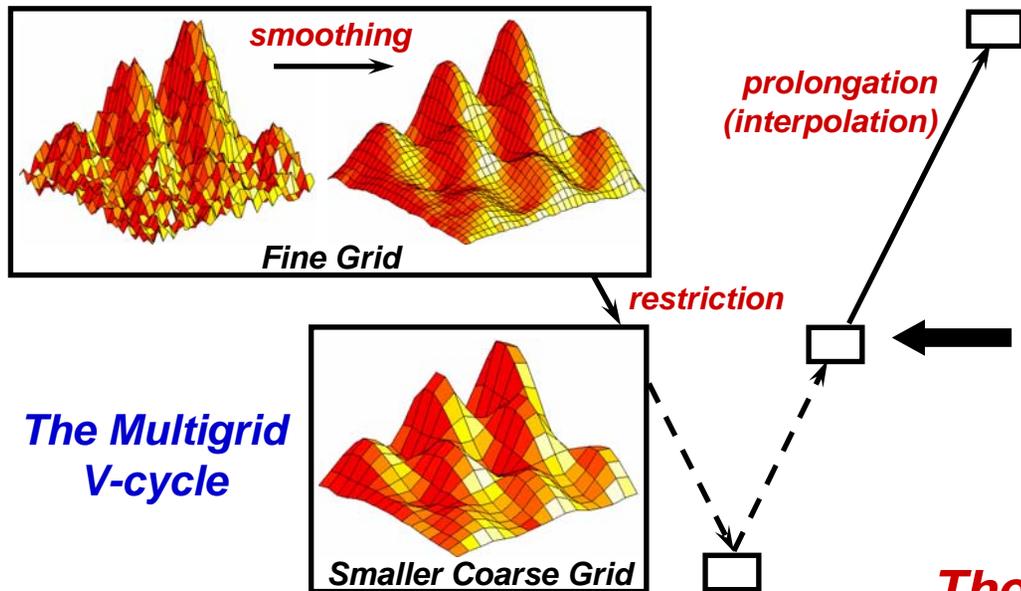
*Center for Applied Scientific Computing
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The scalable solution of linear systems is crucial in large-scale simulations

- **Multigrid** linear solvers are optimal ($O(N)$ operations), and hence have good scaling potential



MG uses a sequence of coarse-grid problems to accelerate the solution of the original problem

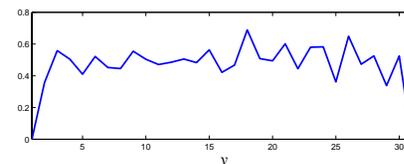
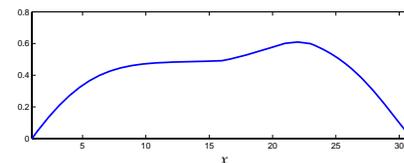
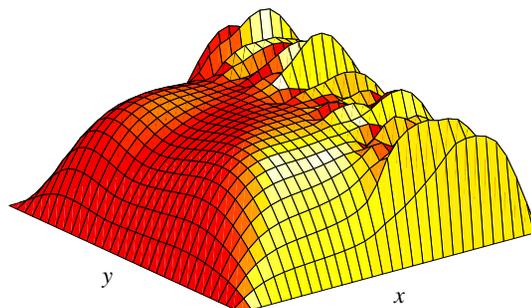
The near null space (kernel) is important!

Error left by relaxation can be geometrically oscillatory

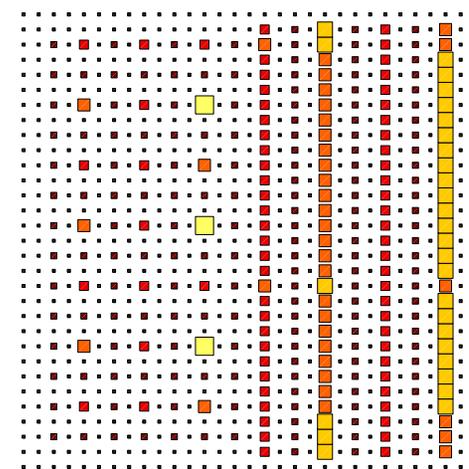
- 7 GS sweeps on

$$-au_{xx} - bu_{yy} = f$$

$a = b$	$a \gg b$
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- AMG automatically coarsens grids — can “follow physics”
- This example still targets **geometric smoothness** and **pointwise smoothers**
- Not sufficient for some problems!**



AMG coarse grids

Electromagnetic problems have huge near null spaces that are geometrically oscillatory

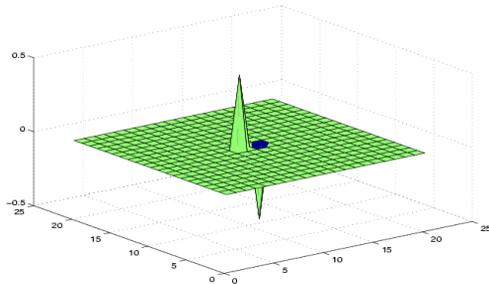
- **Three classes of PDEs:**

$$\nabla \times \alpha \nabla \times \mathbf{E} + \beta \mathbf{E} = f \quad - \text{Definite Maxwell } (\alpha, \beta > 0)$$

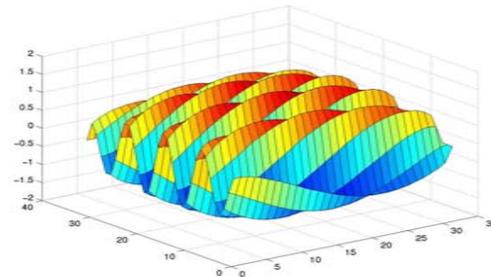
$$\nabla \times \alpha \nabla \times \mathbf{E} - k^2 \mathbf{E} = f \quad - \text{Indefinite Maxwell } (\alpha > 0)$$

$$-\nabla^2 u - k^2 u = f \quad - \text{Helmholtz}$$

- **Requires specialized smoothers and coarse grids**



Local: specialized relaxation
(Definite Maxwell, Indefinite Maxwell)



Global: specialized coarse grids
(Helmholtz, Indefinite Maxwell)

- **Good recent progress for Definite Maxwell!**

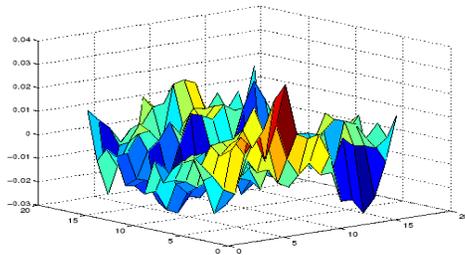
Adaptive AMG employs the idea of: *using the method to improve the method*

- **Requires no a-priori knowledge of near null-space**
- **Idea:** uncover slowly-converging error components by applying the “current method” to the system $Ax = 0$, then use these to adapt (improve) the method
- **PCG can be viewed as an adaptive method**
 - Not optimal because it uses a global view
 - The key is to view slow-to-converge components as “representatives” of locally smooth error
- **Two methods:** α AMG and α SA (SISC pubs)
- **Prolongation in α SA formed by**
 - “chopping up” the representatives, then
 - smoothing to lower the overall energy

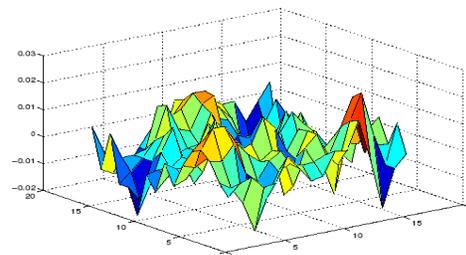
We are applying our adaptive *AMG* methods to QCD

- Quantum Chromodynamics (QCD) is the theory of strong forces in Standard Model of particle physics
- Challenges:
 - The system is **complex** and **indefinite**
 - The system can be **extremely ill-conditioned**
 - **Near null space is unknown and oscillatory!**

Real part



Imaginary part

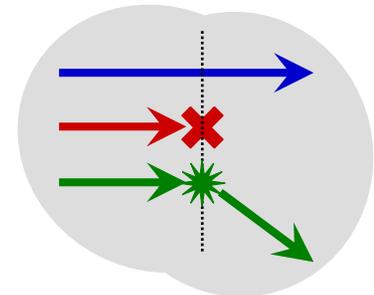


- Uniform convergence of αSA in 2D (first such result)
- Extending to 4D

Scalable, robust simulation of transport is a major issue in many codes

- Transport plays a crucial role in many applications
 - Stockpile stewardship, astrophysics, ICF
- High dimensionality makes it a challenging problem
 - 6D phase space (space, angle, energy) + time
- **Mono-energetic Boltzmann equation** is a key kernel in radiative transfer and neutron transport

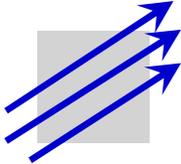
$$\frac{1}{v} \frac{\partial \psi}{\partial t} + \underbrace{\Omega \cdot \nabla \psi}_{\text{Streaming}} + \underbrace{\sigma(r) \psi}_{\text{Absorption}} = \underbrace{\sigma_s(r) \int_{S^2} \psi(r, \Omega', t) d\Omega'}_{\text{(In)Scattering}} + q$$



Underlying nature of transport equation changes in different parameter regimes

- Discretization in *angle* (S_N discrete ordinates) and *space* (Petrov-Galerkin, corner balance) leads to

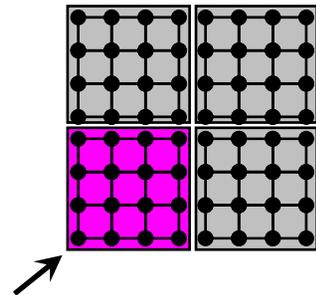
$$\left(\begin{array}{c|c} \begin{array}{ccc} H_1 & & \\ & \ddots & \\ & & H_n \end{array} & \begin{array}{c} -\Sigma_1 \\ \vdots \\ -\Sigma_n \end{array} \\ \hline \begin{array}{ccc} -S_1 & \cdots & -S_n \end{array} & I \end{array} \right) \begin{pmatrix} \Psi_1 \\ \vdots \\ \Psi_n \\ \Phi \end{pmatrix} = \begin{pmatrix} Q_1 \\ \vdots \\ Q_n \\ 0 \end{pmatrix}$$

- Traditional **source iteration (SI)** = block Gauss-Seidel
- **Thin limit (little scattering)**: nearly block lower triangular and SI converges rapidly 
- **Thick limit (high scattering)**: the system for the scalar flux Φ behaves like diffusion
 - SI converges slowly
 - DSA / TSA used to accelerate convergence 

Very little work has been done on MG for the Boltzmann transport equations

- MG developed mainly for 2nd order elliptic problems
- **Challenges:** not elliptic, not symmetric, involves 1st order terms & integral terms
- Many methods require so-called **sweeps** to invert the triangular streaming operators H_i

$$H_i = \begin{bmatrix} \text{yellow triangle} \end{bmatrix}$$



- **Current parallelization techniques may be sufficient even for BG/L $\rightarrow O(dP^{1/d} + M)$**
 - Sweeping many directions M delays effect of P term
- **Parallel MG alternative to sweeps an open problem**

True scalability will require parallel multilevel methods in time

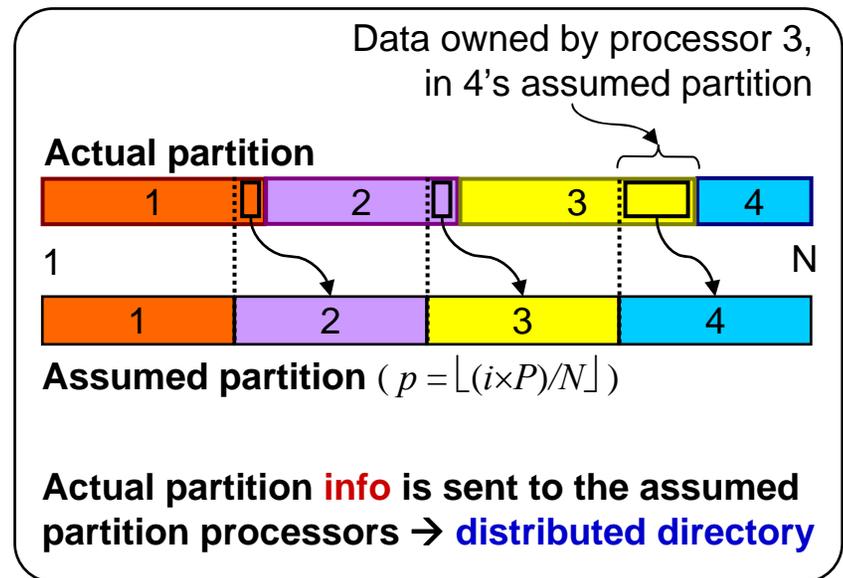
- As we refine the mesh, we also refine the time step
- To date, have relied on increases in processor speed
- **This “solution” probably won’t work indefinitely**

- Doing concurrent work in time is not a natural concept (we live our lives sequentially in time)
- It is **possible**, however, though **not trivial**

- Related to the sweep problem in transport
- Some work has been done on this already (e.g., Stefan Vandewalle at Leuven, Belgium)
- **Still a very open (and interesting) problem!**

New assumed partition (AP) algorithm enables scaling to 100K+ processors

- Answering global data distribution queries previously required $O(P)$ storage and computations
- **On BG/L, storing $O(P)$ data is not always practical or possible**
 - e.g., no `MPI_AllGather()`
- New algorithm employs an **assumed partition** to answer queries through a kind of rendezvous algorithm
- **Reduces storage to $O(I)$ and computations to $O(\log P)$!**
- Now available in *hypre*
- **AP idea has general applicability beyond *hypre***

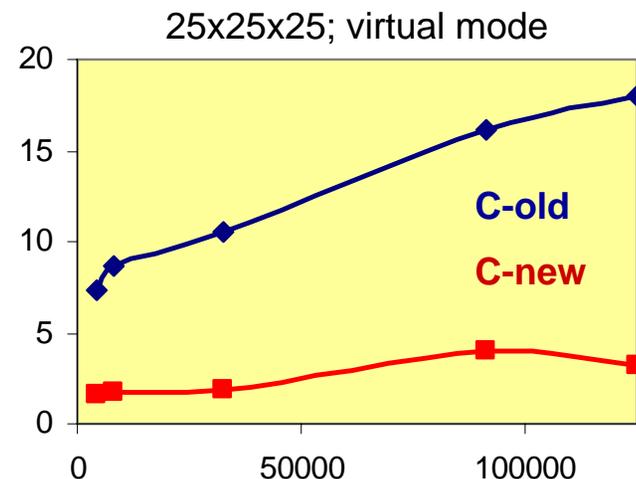


AMG is 16x faster and uses less memory with new AP and coarsening algorithms on BG/L

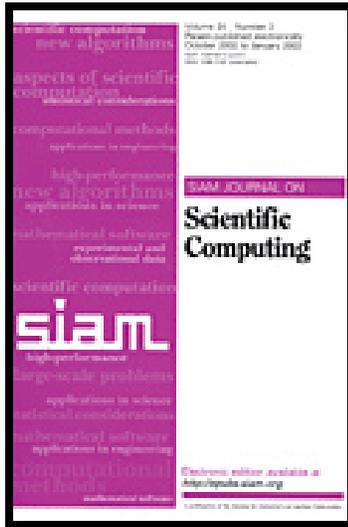
# of procs	global partition (old)		assumed partition (new)	
	C-old	C-new	C-old	C-new
4,096	12.42	3.06	12.32	2.86
64,000	67.19	10.45	19.85	4.23

7pt 3D Laplacian; 30x30x30 unknowns per processor; co-processor mode;
BoomerAMG-CG; total times in seconds; coarsening algorithms C-old & C-new

- **15x overall speedup on 64K procs!**
- **2 billions unknowns on 125K procs!**



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Call for papers:

- ☛ Modeling techniques
- ☛ Simulation techniques
- ☛ Analysis techniques
- ☛ Tools for realistic problems

Deadline for submissions:

April 30, 2007





Thank You!

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