Distributed Memory Task-Based Block Low Rank Direct Solver

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Abstract

Dense LU factorization takes $O(N^3)$ time. The Block Low Rank matrix format reduces the computation time to $O(N^2)$ and storage cost to $O(N^{1.5})$. This work compares a task-based distributed Block Low Rank LU factorization against various distributed dense matrix LU factorization implementations.

Block Low Rank (BLR) matrix

The Block Low Rank (BLR) matrix allows expressing a large dense matrix as a collection of low rank and dense blocks. Fig. 1 shows a BLR matrix with diagonal dense blocks and off-diagonal low rank blocks.



Increasing number of nodes shows good scaling as a result of more time spent in computation than in communication and waiting (Figures 8 to 11).





Figure 1: Large block dense matrix as a BLR matrix.

LU Factorization

The LU factorization splits a dense matrix into lower and upper triangular matrices.



Figure 2: Dense matrix LU factorization.

Distributed low rank LU problems

Lack of computational intensity combined with irregular size of tasks makes it hard to correctly to optimize distributed low rank LU factorization. This leads to several problems, as shown in Fig. 5.



Figure 5: Trade-offs for low rank distributed LU factorization.

Single-Node Strong Scaling

Strong scaling for N=131k continues positively until 25 threads as can be seen in Figure 13. The scaling is worse than dense factorization due to lack of compute intensity.



Blockwise LU factorization



Fig. 3 shows that an **LU factorization** can calculated by **dividing a large matrix into blocks** and performing **operations per block** (also called

The problem of **load balance** can be solved with the use of **run time systems**.

Multi-Node Strong Scaling

Comparison of various dense LU factorization implementations against task-based BLR LU factorization. Executed using **single thread** on a **varying number of nodes**. N=32k and NLEAF=1024.



2⁰ 2¹ 2² 2³ 2⁴ 2⁵ THREADS Figure 12: Speedup.

Single-Node Bandwidth Utilization

Bad scaling post 25 threads can be attributed to lack of computational intensity for a BLR matrix, leading to **lesser bandwidth utilization**.



'kernels').

- Factor $A_{00} = L_{00}U_{00}$.
- Compute $A_{10} = A_{10}U_{00}^{-1}$ and $A_{01} = L_{00}^{-1}A_{01}$.
- Reduce $A_{11} = A_{11} A_{10}A_{01}$.
- Factor $A_{11} = L_{11}U_{11}$.

Runtime-Based Systems: starPU

A runtime system such as starPU expresses a computation as a flow of tasks and overlaps computation and communication. Each kernel of the blockwise LU can be expressed as a task. StarPU executes this graph, inserts asynchronous communication between tasks and runs independent tasks in parallel.



Conclusion

Almost ideal speedup and better time to solution of BLR factorization is acheived on single threaded, multi node execution due to better scheduling by the run time system. However, the speedup of BLR factorization is worse than dense for single node, multi-threaded execution due to lack of compute intensity. This is proven by poor utilization of available bandwidth.

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