

PTfS-CAM

Project: Modelling 2D steady-state heat equation

Part 1



Overview

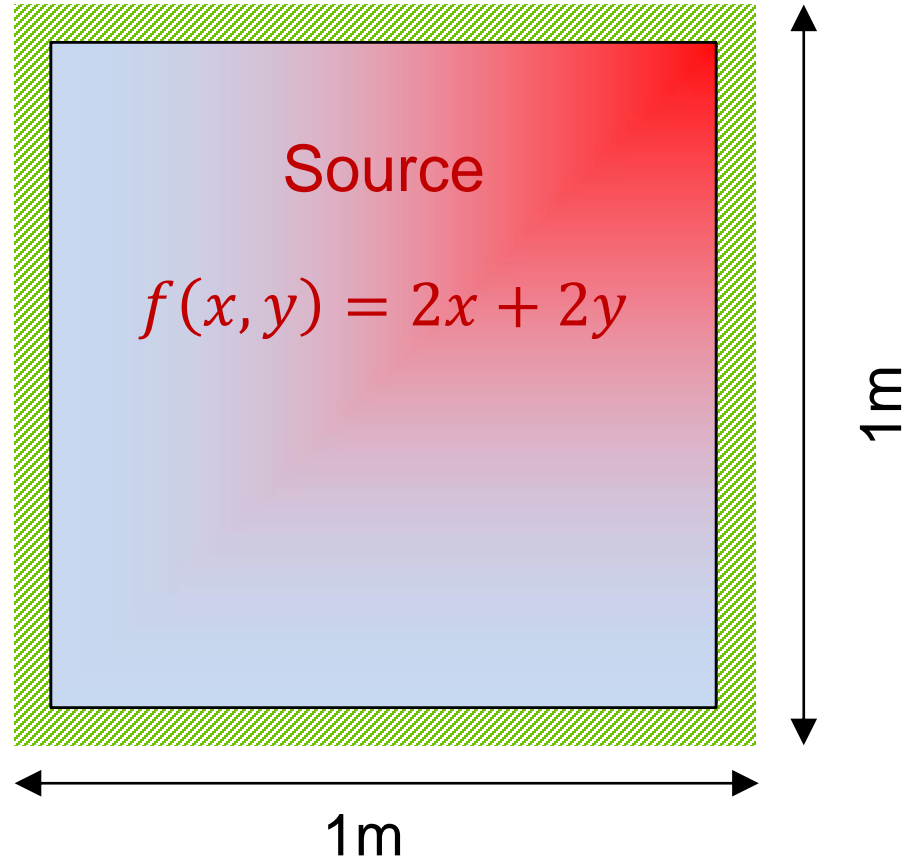
- Background
- What are your tasks
- Questions

Scenario: Heat dissipation on a rectangular plate

Find steady state
temperature distribution
inside the plate!

Boundary

$$T(\varphi) = 0$$




Steady-state heat equation

$$-k\Delta u = f \quad \forall (x, y) \in \Omega$$

$$u(x, y) = 0 \quad \forall (x, y) \in \partial\Omega$$

where $\Delta u = \frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2}$

Assume (w.l.o.g.) $k = 1$ (“diffusivity” or “conductivity”)


$$\Rightarrow -\Delta u = -\left(\frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2}\right) = f$$

But this is in the continuous world... how to solve for u with a computer?



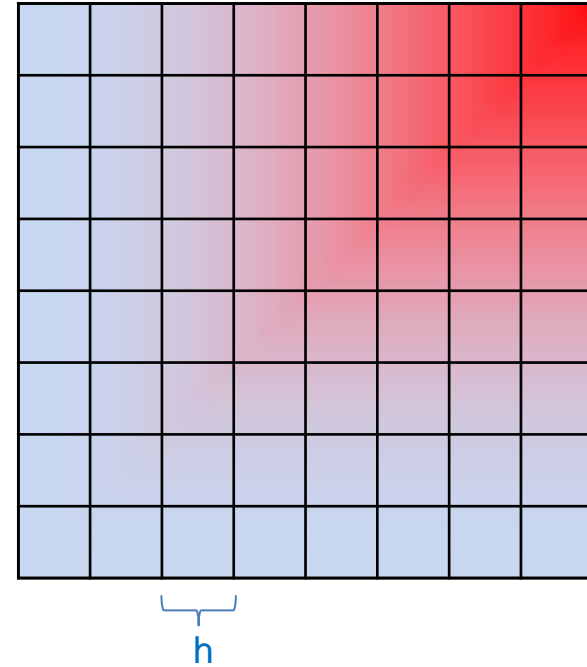
Discretization

$$-\Delta u = -\left(\frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2}\right) = f$$

Use Finite Difference Method (FDM) for discretization

$$\Rightarrow -\Delta u = -\left(\frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2}\right)(x, y) \approx$$

$$\frac{1}{h^2} (4u(x, y) - u(x - h, y) - u(x + h, y) - u(x, y - h) - u(x, y + h))$$

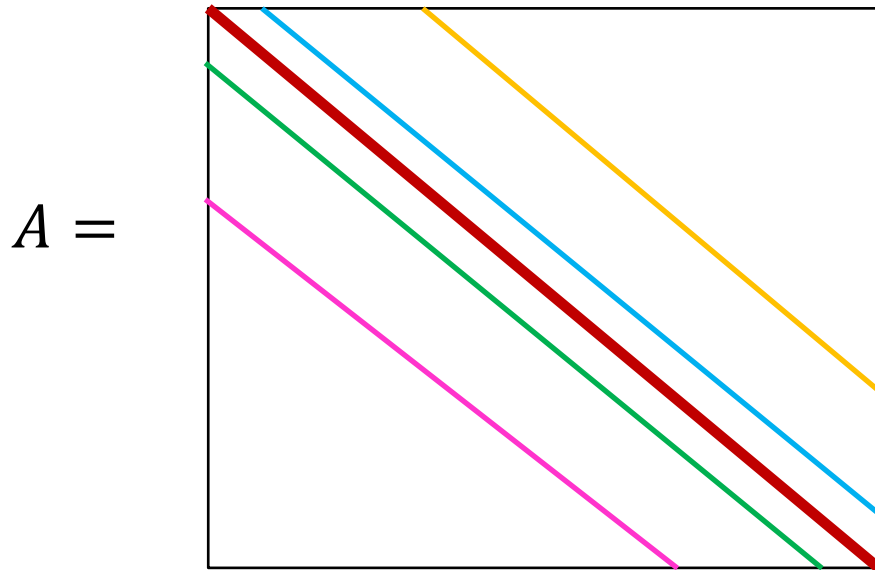


Linear system of equations

Instead of a general point (x, y) , we have one equation for every particular choice of x and y

$$\Rightarrow -\Delta u \approx \frac{1}{h^2} (4 u(x, y) - 1 u(x - h, y) - 1 u(x + h, y) - 1 u(x, y - h) - 1 u(x, y + h)) = f$$

$$\Rightarrow A u = f$$



$$u =$$

$u(0,0)$
$u(0,h)$
$u(0,2h)$
\vdots
$u(h,0)$
$u(h,h)$
$u(h,2h)$
\vdots
\vdots
\vdots

$$f =$$

$f(0,0)$
$f(0,h)$
$f(0,2h)$
\vdots
\vdots
\vdots
$f(h,0)$
$f(h,h)$
$f(h,2h)$
\vdots
\vdots
\vdots

Solving the linear system

Solve for u : $A u = f$

1. Use Conjugate Gradient (CG)
2. Use Preconditioned Conjugate Gradient (PCG) with symmetric Gauss-Seidel preconditioning

Implementations of these algorithms are already given, and is not the focus of this project.

Solving the linear system

PCG example

“Iterative method”
i.e. starting with
some $u = u_0$

Matrix-free implementation,
i.e., stencil updates

initialization {
 $r = f - \mathbf{A} u$
 $\text{res_norm} = \langle r, r \rangle$
 $z = \mathbf{P} r_0$
 $\alpha_0 = \langle r, z \rangle$
 $p = z$

iteration {
while((iter < niter) && (res_norm > tol*tol))
 $v = \mathbf{A} p$
 $\lambda = \frac{\alpha_0}{\langle v, p \rangle}$
 $u = u + \lambda p$
 $r = r - \lambda v$
 ...

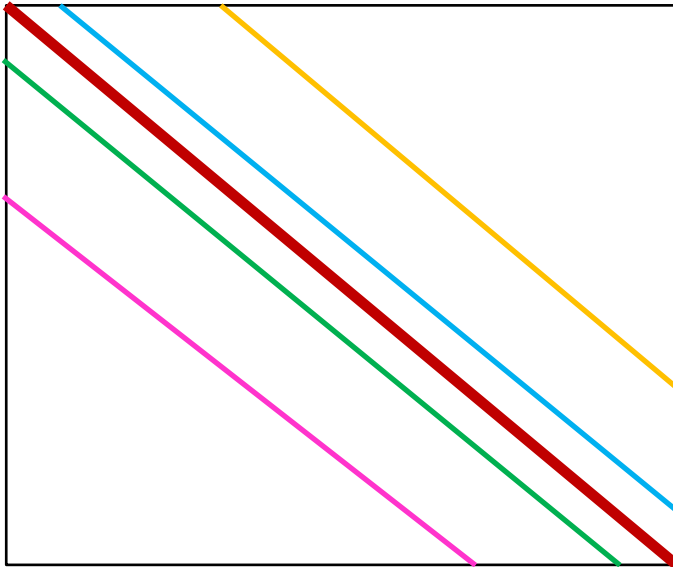
Linear system of equations

$$\Rightarrow -\Delta u \approx \frac{1}{h^2} (4 u(x, y) - 1 u(x - h, y) - 1 u(x + h, y) - 1 u(x, y - h) - 1 u(x, y + h)) = f$$

$$\Rightarrow A u = f$$

2d-5pt stencil

$A =$



$u =$

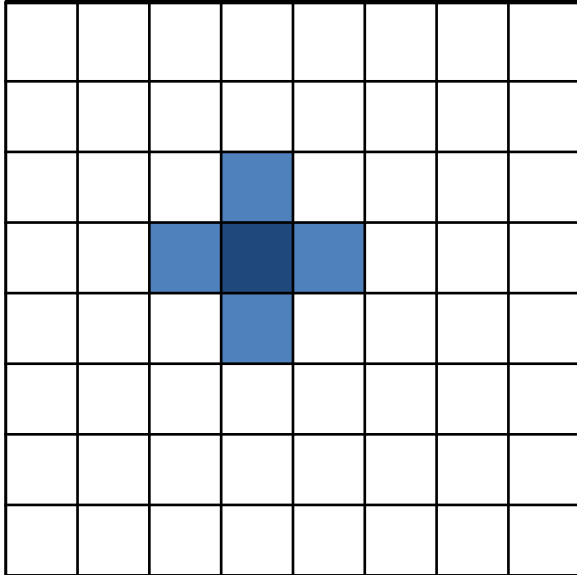
$u(0,0)$
$u(0,h)$
$u(0,2h)$
\vdots
$u(h,0)$
$u(h,h)$
$u(h,2h)$
\vdots

$f =$

$f(0,0)$
$f(0,h)$
$f(0,2h)$
\vdots
$f(h,0)$
$f(h,h)$
$f(h,2h)$
\vdots

2d-5pt stencil

Computing Au efficiently:
How to take advantage of knowing the pattern of A ahead of time?



```
for j=1,jmax
  for k=1,kmax
    Au[j,k] = (1/h2) * ( 4*u[j,k] - u[j-1,k]
                        -u[j+1,k] -u[j,k-1] -u[j,k+1] )
  enddo
enddo
```

Solving the linear system

PCG example

“Iterative method”
i.e. starting with
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i.e., stencil updates

initialization {
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 $\alpha_0 = \langle r, z \rangle$
 $p = z$

$$P = (D + U)^{-1} D (D + L)^{-1}$$

Think of solving this efficiently, since also not explicitly
stored! See `PDE::GS_precon` defined in `PDE.cpp`

iteration {
 $v = \mathbf{A} p$
 $\lambda = \frac{\alpha_0}{\langle v, p \rangle}$
 $u = u + \lambda p$
 $r = r - \lambda v$
...

Your tasks

1. Clone the code from Github:
`git clone https://github.com/RRZE-HPC/PTfS-CAM-Project.git`
2. Build the code using the given Makefile, i.e., just type `CXX=icpx make`
3. To switch on LIKWID measurement (for part 2) set the LIKWID flag to 'on', i.e.,
`LIKWID=on CXX=icpx make`
4. Check for code correctness using the **test** executable: `./test`
5. To run the actual code use the **perf** executable:
`./perf num_grids_y num_grids_x`
6. If all tests pass, **parallelize building blocks using OpenMP**. Always observe correctness!
7. Are there any possible performance optimizations that you could do in the CG and PCG solver implemented in `SolverClass::(P)CG` (Solver.cpp)? If so, implement them!

Do these now!
Don't wait to get
familiar with
code.

Walkthrough

1. No need for separate, manual compilation and linking
 - Everything can be done with a simple **make**
2. Important files
 - Grid.cpp (.h)
 - PDE.cpp (.h)
 - Solver.cpp (.h)
3. “./test” executable for correctness checking, “./perf” executable for... performance
 - After making optimizations, tests should always pass!
 - ./perf gives us performance w/ and w/out preconditioning
 - Also, routine specific timers (part 2). See Grid.cpp

Things to take care

- Think to use **loop fusion** wherever necessary.
- For debugging please compile code as: `CXX=icpx make EXTRA_FLAGS=-DDEBUG`
- Sometimes it's useful for debugging to visualize your arrays. Use the function `writeGnuplotFile` and plot using `splot` in gnuplot if needed.
- Take particular care with parallelizing the Gauss-Seidel preconditioner.
- Use Fritz (Ice Lake) for getting your performance results.
- Fix clock frequency to 2.2 GHz
- Check if the measurements are reproducible. (Think of **pinning**, **scheduling**, and **clock frequency**).
- Request a dedicated node for measuring performance.

Reminders

- Clone from git and build code sooner rather than later!
- Office hours
 - Fridays 13:00 – 14:00
 - Blaues Hochhaus, Room 04.139
 - Starting from June 6

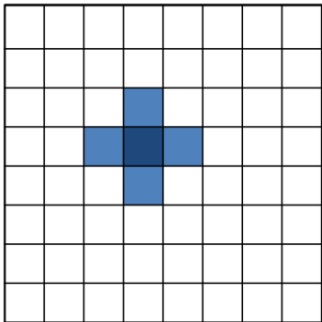
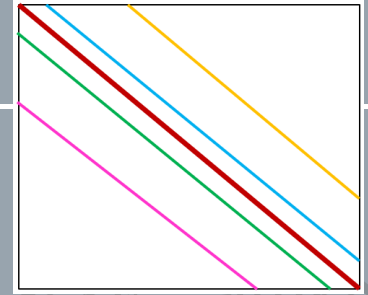
Scoreboard (optional)

- Submit your best run on Moodle (see “PTfS-CAM Project Leaderboard”) to see who’s the fastest!
- See instructions on the submission page
- Final submission: End of semester (Sept 30)
- The best coding project(s) win(s) a prize!

Questions?

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