

The Portable Extensible Toolkit for Scientific computing

This talk:

<http://59A2.org/files/20120427-NRELPETSc.pdf>

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Outline

- 1 Introduction
- 2 Installation
- 3 Programming model
 - Collective semantics
 - Options Database
- 4 Core PETSc Components and Algorithms Primer
 - Linear Algebra background/theory
 - Nonlinear solvers: SNES
 - Structured grid distribution: DMDA
 - Preconditioning
 - Matrix Redux
 - Debugging

Requests

- Tell me if you do not understand
- Tell me if an example does not work
- Suggest better wording, figures, organization
- Follow up:
 - Configuration issues, private: `petsc-maint@mcs.anl.gov`
 - Public questions: `petsc-users@mcs.anl.gov`
 - Me: `jed@59A2.org`

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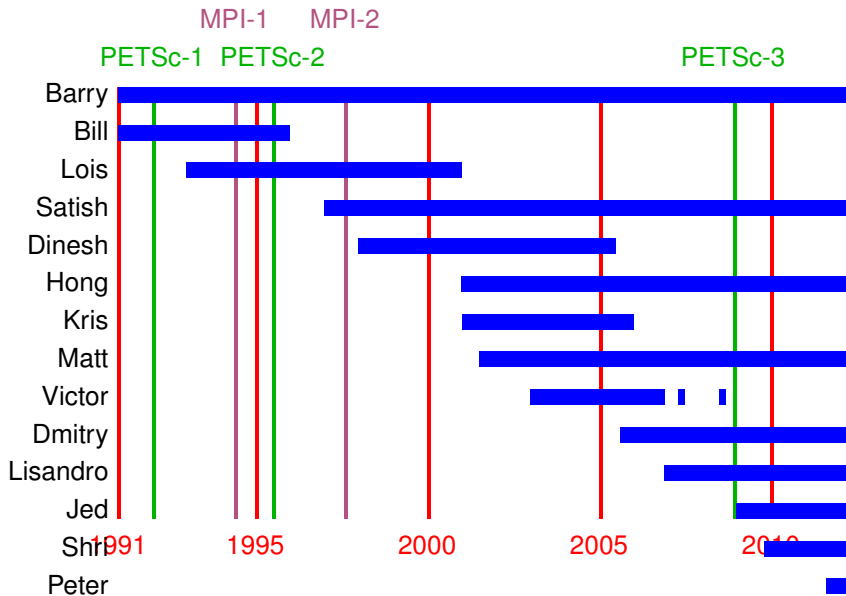
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Portable Extensible Toolkit for Scientific computing

- Architecture
 - tightly coupled (e.g. XT5, BG/P, Earth Simulator)
 - loosely coupled such as network of workstations
 - GPU clusters (many vector and sparse matrix kernels)
- Operating systems (Linux, Mac, Windows, BSD, proprietary Unix)
- Any compiler
- Real/complex, single/double/quad precision, 32/64-bit int
- Usable from C, C++, Fortran 77/90, Python, and MATLAB
- Free to everyone (BSD-style license), open development
- 500B unknowns, 75% weak scalability on Jaguar (225k cores) and Jugene (295k cores)
- Same code runs performantly on a laptop
- ~~No~~ iPhone support

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Portable **Extensible** Toolkit for Scientific computing

Philosophy: Everything has a plugin architecture

- Vectors, Matrices, Coloring/ordering/partitioning algorithms
- Preconditioners, Krylov accelerators
- Nonlinear solvers, Time integrators
- Spatial discretizations/topology*

Example

Vendor supplies matrix format and associated preconditioner, distributes compiled shared library. Application user loads plugin at runtime, no source code in sight.

Portable Extensible **Toolkit** for Scientific computing

Algorithms, (parallel) debugging aids, low-overhead profiling

Composability

Try new algorithms by choosing from product space and composing existing algorithms (multilevel, domain decomposition, splitting).

Experimentation

- It is not possible to pick the solver a priori.
What will deliver best/competitive performance for a given physics, discretization, architecture, and problem size?
- PETSc's response: expose an algebra of composition so new solvers can be created at runtime.
- Important to keep solvers decoupled from physics and discretization because we also experiment with those.

Portable Extensible Toolkit for **Scientific computing**

- Computational Scientists
 - PyLith (CIG), Underworld (Monash), Magma Dynamics (LDEO, Columbia), PFLOTRAN (DOE), SHARP/UNIC (DOE)
- Algorithm Developers (iterative methods and preconditioning)
- Package Developers
 - SLEPc, TAO, Deal.II, Libmesh, FEniCS, PETSc-FEM, MagPar, OOFEM, FreeCFD, OpenFVM
- Funding
 - Department of Energy
 - SciDAC, ASCR ISICLES, MICS Program, INL Reactor Program
 - National Science Foundation
 - CIG, CISE, Multidisciplinary Challenge Program
- Hundreds of tutorial-style examples
- Hyperlinked manual, examples, and manual pages for all routines
- Support from `petsc-maint@mcs.anl.gov`

The Role of PETSc

Developing parallel, nontrivial PDE solvers that deliver high performance is still difficult and requires months (or even years) of concentrated effort.

*PETSc is a toolkit that can ease these difficulties and reduce the development time, but it is not a black-box PDE solver, nor a **silver bullet**.*

— Barry Smith

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Downloading

- <http://mcs.anl.gov/petsc>, download tarball
- We will use Mercurial in this tutorial:
 - <http://mercurial.selenic.com>
 - Debian/Ubuntu: `$ aptitude install mercurial`
 - Fedora: `$ yum install mercurial`
- Get the PETSc release
 - `$ hg clone`
`http://petsc.cs.iit.edu/petsc/releases/petsc-3.2`
 - `$ cd petsc-3.2`
 - `$ hg clone`
`http://petsc.cs.iit.edu/petsc/releases/BuildSystem-3.2`
`config/BuildSystem`
 - Get the latest bug fixes with `$ hg pull --update`

Configuration

Basic configuration

- `$ export PETSC_DIR=$PWD PETSC_ARCH=mpich-gcc-dbg`
- `$./configure --with-shared-libraries`
`--with-blas-lapack-dir=/usr`
`--download-{mpich,ml,hypre}`
- `$ make all test`

- **Other common options**
 - `--with-mpi-dir=/path/to/mpi`
 - `--with-scalar-type=<real or complex>`
 - `--with-precision=<single,double,__float128>`
 - `--with-64-bit-indices`
 - `--download-{umfpack,mumps,scalapack,blacs,parmetis}`

- **reconfigure at any time with**
`$ mpich-gcc-dbg/conf/reconfigure-mpich-gcc-dbg.py`
`--new-options`

Automatic Downloads

- Most packages can be automatically
 - Downloaded
 - Configured and Built (in `$PETSC_DIR/externalpackages`)
 - Installed with PETSc
- Currently works for
 - petsc4py
 - PETSc documentation utilities (Sowing, lgrind, c2html)
 - BLAS, LAPACK, BLACS, ScaLAPACK, PLAPACK
 - MPICH, MPE, Open MPI
 - ParMetis, Chaco, Jostle, Party, Scotch, Zoltan
 - MUMPS, Spooles, SuperLU, SuperLU_Dist, UMFPack, pARMS
 - PaStiX, BLOPEX, FFTW, SPRNG
 - Prometheus, HYPRE, ML, SPAI
 - Sundials
 - Triangle, TetGen, FIAT, FFC, Generator
 - HDF5, Boost

Can also use `--with-xxx=/path/to/your/install`

An optimized build

- `$ mpich-gcc-dbg/conf/reconfigure-mpich-gcc-dbg.py`
`PETSC_ARCH=mpich-gcc-opt`
`--with-debugging=0 && make PETSC_ARCH=mpich-gcc-opt`
- **What does `--with-debugging=1` (default) do?**
 - Keeps debugging symbols (of course)
 - Maintains a stack so that errors produce a full stack trace (even SEGV)
 - Does lots of integrity checking of user input
 - Places sentinels around allocated memory to detect memory errors
 - Allocates related memory chunks separately (to help find memory bugs)
 - Keeps track of and reports unused options
 - Keeps track of and reports allocated memory that is not freed
`-malloc_dump`

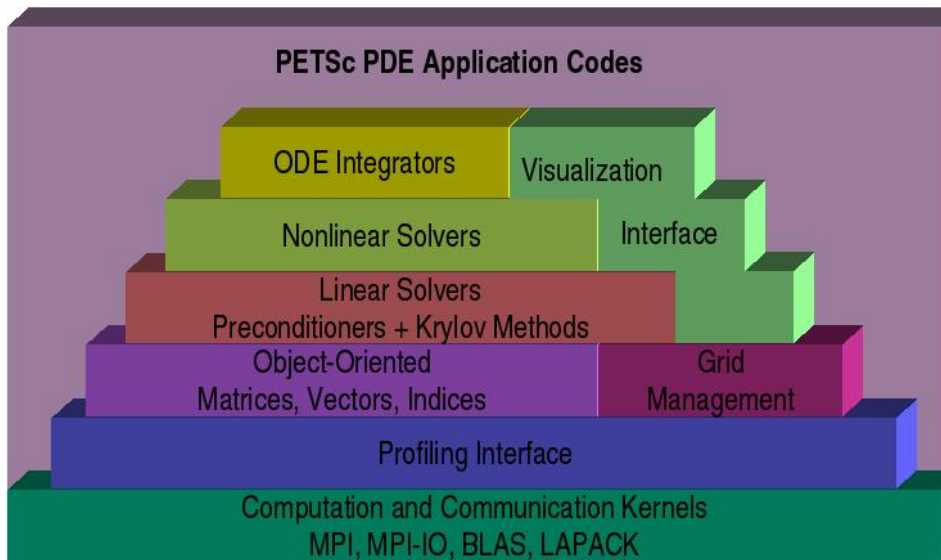
Compiling an example

- `$ hg clone`
`http://petsc.cs.iit.edu/petsc/tutorials/TACC12`
- `$ cd TACC12`
- `$ hg update 0`
- `$ make`
- `$./pbratu -help | less`

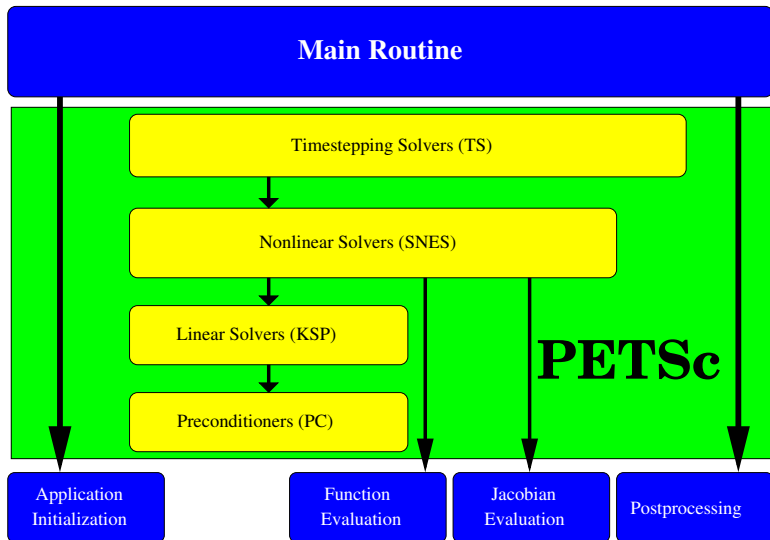
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PETSc Structure



Flow Control for a PETSc Application



MPI

- Message Passing Interface
- Defines an interface, many implementations
- Can write and run multiprocess jobs without a multicore processor
- Highly optimized
 - Often bypasses kernel, IP stack
 - Network hardware can send/receive directly from user memory (no-copy)
 - Many nonblocking primitives, one-sided operations
 - Can use shared memory within a node
 - Sometimes faster to have network hardware do the copy
- Designed for library interoperability (e.g. attribute caching)
- Not very fault tolerant
 - Usually can't recover if one process disappears, deadlock possible
 - CAP Theorem
- `$ mpiexec -n 4 ./app -program -options`
- Highly configurable runtime options (Open MPI, MPICH2)
- Rarely have to call MPI directly when using PETSc

MPI communicators

- Opaque object, defines process group and synchronization channel
- PETSc objects need an `MPI_Comm` in their constructor
 - `PETSC_COMM_SELF` for serial objects
 - `PETSC_COMM_WORLD` common, but not required
- Can split communicators, spawn processes on new communicators, etc
- Operations are one of
 - Not Collective: `VecGetLocalSize()`, `MatSetValues()`
 - Logically Collective: `KSPSetType()`, `PCMGSetCycleType()`
 - checked when running in debug mode
 - Neighbor-wise Collective: `VecScatterBegin()`, `MatMult()`
 - Point-to-point communication between two processes
 - Neighbor collectives in upcoming MPI-3
 - Collective: `VecNorm()`, `MatAssemblyBegin()`, `KSPCreate()`
 - Global communication, synchronous
 - Non-blocking collectives in upcoming MPI-3
- Deadlock if some process doesn't participate (e.g. wrong order)

Advice from Bill Gropp

You want to think about how you decompose your data structures, how you think about them globally. [...] If you were building a house, you'd start with a set of blueprints that give you a picture of what the whole house looks like. You wouldn't start with a bunch of tiles and say, "Well I'll put this tile down on the ground, and then I'll find a tile to go next to it." But all too many people try to build their parallel programs by creating the smallest possible tiles and then trying to have the structure of their code emerge from the chaos of all these little pieces. You have to have an organizing principle if you're going to survive making your code parallel.

(<http://www.rce-cast.com/Podcast/rce-28-mpich2.html>)

Objects

```

Mat A;
PetscInt m,n,M,N;
MatCreate(comm, &A);
MatSetSizes(A,m,n,M,N);          /* or PETSC_DECIDE */
MatSetOptionsPrefix(A, "foo_");
MatSetFromOptions(A);
/* Use A */
MatView(A,PETSC_VIEWER_DRAW_WORLD);
MatDestroy(A);

```

- Mat is an opaque object (pointer to incomplete type)
 - Assignment, comparison, etc, are cheap
- What's up with this "Options" stuff?
 - Allows the type to be determined at runtime: `-foo_mat_type sbaij`
 - Inversion of Control similar to "service locator", related to "dependency injection"
 - Other options (performance and semantics) can be changed at runtime under `-foo_mat_`

Basic PetscObject Usage

Every object in PETSc supports a basic interface

Function	Operation
<code>Create()</code>	create the object
<code>Get/SetName()</code>	name the object
<code>Get/SetType()</code>	set the implementation type
<code>Get/SetOptionsPrefix()</code>	set the prefix for all options
<code>SetFromOptions()</code>	customize object from the command line
<code>SetUp()</code>	perform other initialization
<code>View()</code>	view the object
<code>Destroy()</code>	cleanup object allocation

Also, all objects support the `-help` option.

Ways to set options

- Command line
- Filename in the third argument of `PetscInitialize()`
- `~/petsrc`
- `$PWD/.petsrc`
- `$PWD/petsrc`
- `PetscOptionsInsertFile()`
- `PetscOptionsInsertString()`
- `PETSC_OPTIONS` environment variable
- command line option `-options_file [file]`

Try it out

```
$ cd $PETSC_DIR/src/snes/examples/tutorials && make ex5
```

- `$./ex5 -da_grid_x 10 -da_grid_y 10 -par 6.7 -snes_monitor -{ksp,snes}_converged_reason -snes_view`
- `$./ex5 -da_grid_x 10 -da_grid_y 10 -par 6.7 -snes_monitor -{ksp,snes}_converged_reason -snes_view -mat_view_draw -draw_pause 0.5`
- `$./ex5 -da_grid_x 10 -da_grid_y 10 -par 6.7 -snes_monitor -{ksp,snes}_converged_reason -snes_view -mat_view_draw -draw_pause 0.5 -pc_type lu -pc_factor_mat_ordering_type natural`
- **Use `-help` to find other ordering types**

Sample output

```
0 SNES Function norm 1.139460779565e+00
Linear solve converged due to CONVERGED_RTOL iterations 1
1 SNES Function norm 4.144493702305e-02
Linear solve converged due to CONVERGED_RTOL iterations 1
2 SNES Function norm 6.309075568032e-03
Linear solve converged due to CONVERGED_RTOL iterations 1
3 SNES Function norm 3.359792279909e-04
Linear solve converged due to CONVERGED_RTOL iterations 1
4 SNES Function norm 1.198827244256e-06
Linear solve converged due to CONVERGED_RTOL iterations 1
```



Sample output (SNES and KSP)

SNES Object: 1 MPI processes

type: ls

line search variant: CUBIC

alpha=1.000000000000e-04, maxstep=1.000000000000e+08, minlambda

damping factor=1.000000000000e+00

maximum iterations=50, maximum function evaluations=10000

tolerances: relative=1e-08, absolute=1e-50, solution=1e-08

total number of linear solver iterations=5

total number of function evaluations=6

KSP Object: 1 MPI processes

type: gmres

GMRES: restart=30, using Classical (unmodified) Gram-Schmidt

GMRES: happy breakdown tolerance 1e-30

maximum iterations=10000, initial guess is zero

tolerances: relative=1e-05, absolute=1e-50, divergence=10000

left preconditioning

using PRECONDITIONED norm type for convergence test

Sample output (PC and Mat)

```
PC Object:    1 MPI processes
```

```
type: lu
```

```
LU: out-of-place factorization
```

```
tolerance for zero pivot 2.22045e-14
```

```
matrix ordering: nd
```

```
factor fill ratio given 5, needed 2.95217
```

```
Factored matrix follows:
```

```
Matrix Object:          1 MPI processes
```

```
type: seqaij
```

```
rows=100, cols=100
```

```
package used to perform factorization: petsc
```

```
total: nonzeros=1358, allocated nonzeros=1358
```

```
total number of mallocs used during MatSetValues calls
```

```
not using I-node routines
```

```
linear system matrix = precondition matrix:
```

```
Matrix Object:    1 MPI processes
```

```
type: seqaij
```

```
rows=100, cols=100
```

```
total: nonzeros=460, allocated nonzeros=460
```

```
total number of mallocs used during MatSetValues calls =0
```

```
not using I-node routines
```



In parallel

- ```
$ mpiexec -n 4
./ex5 -da_grid_x 10 -da_grid_y 10 -par 6.7
-snes_monitor -{ksp,snes}_converged_reason
-snes_view -sub_pc_type lu
```
- How does the performance change as you
  - vary the number of processes (up to 32 or 64)?
  - increase the problem size?
  - use an inexact subdomain solve?
  - try an overlapping method: `-pc_type asm -pc_asm_overlap 2`
  - simulate a big machine: `-pc_asm_blocks 512`
  - change the Krylov method: `-ksp_type ibcgs`
  - use algebraic multigrid: `-pc_type hypre`
  - use smoothed aggregation multigrid: `-pc_type ml`

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## Newton iteration: workhorse of SNES

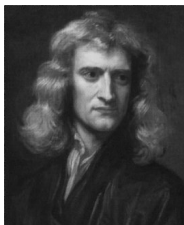
- Standard form of a nonlinear system

$$F(u) = 0$$

- Iteration

$$\text{Solve: } J(u)w = -F(u)$$

$$\text{Update: } u^+ \leftarrow u + w$$



- Quadratically convergent near a root:  $|u^{n+1} - u^*| \in \mathcal{O}(|u^n - u^*|^2)$
- Picard is the same operation with a different  $J(u)$

### Example (Nonlinear Poisson)

$$F(u) = 0 \quad \sim \quad -\nabla \cdot [(1 + u^2)\nabla u] - f = 0$$

$$J(u)w \quad \sim \quad -\nabla \cdot [(1 + u^2)\nabla w + 2uw\nabla u]$$

# Matrices

## Definition (Matrix)

A **matrix** is a linear transformation between finite dimensional vector spaces.

## Definition (Forming a matrix)

**Forming** or **assembling** a matrix means defining its action in terms of entries (usually stored in a sparse format).

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A **matrix** is a linear transformation between finite dimensional vector spaces.

## Definition (Forming a matrix)

**Forming** or **assembling** a matrix means defining its action in terms of entries (usually stored in a sparse format).

# Important matrices

- 1 Sparse (e.g. discretization of a PDE operator)
- 2 Inverse of anything interesting  $B = A^{-1}$
- 3 Jacobian of a nonlinear function  $Jy = \lim_{\epsilon \rightarrow 0} \frac{F(x+\epsilon y) - F(x)}{\epsilon}$
- 4 Fourier transform  $\mathcal{F}, \mathcal{F}^{-1}$
- 5 Other fast transforms, e.g. Fast Multipole Method
- 6 Low rank correction  $B = A + uv^T$
- 7 Schur complement  $S = D - CA^{-1}B$
- 8 Tensor product  $A = \sum_e A_x^e \otimes A_y^e \otimes A_z^e$
- 9 Linearization of a few steps of an explicit integrator

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- These matrices are **dense**. Never form them.

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- These are **not very sparse**. Don't form them.

# Important matrices

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  - 9 Linearization of a few steps of an explicit integrator
- None of these matrices “have entries”

# What can we do with a matrix that doesn't have entries?

## Krylov solvers for $Ax = b$

- Krylov subspace:  $\{b, Ab, A^2b, A^3b, \dots\}$
- Convergence rate depends on the spectral properties of the matrix
  - Existence of small polynomials  $p_n(A) < \varepsilon$  where  $p_n(0) = 1$ .
  - condition number  $\kappa(A) = \|A\| \|A^{-1}\| = \sigma_{\max}/\sigma_{\min}$
  - distribution of singular values, spectrum  $\Lambda$ , pseudospectrum  $\Lambda_\varepsilon$
- For any popular Krylov method  $\mathcal{K}$ , there is a matrix of size  $m$ , such that  $\mathcal{K}$  outperforms all other methods by a factor at least  $\mathcal{O}(\sqrt{m})$  [Nachtigal et. al., 1992]

## Typically...

- The action  $y \leftarrow Ax$  can be computed in  $\mathcal{O}(m)$
- Aside from matrix multiply, the  $n^{\text{th}}$  iteration requires at most  $\mathcal{O}(mn)$



# GMRES

Brute force minimization of residual in  $\{b, Ab, A^2b, \dots\}$

- 1 Use Arnoldi to orthogonalize the  $n$ th subspace, producing

$$AQ_n = Q_{n+1}H_n$$

- 2 Minimize residual in this space by solving the overdetermined system

$$H_n y_n = e_1^{(n+1)}$$

using  $QR$ -decomposition, updated cheaply at each iteration.

## Properties

- Converges in  $n$  steps for all right hand sides if there exists a polynomial of degree  $n$  such that  $\|p_n(A)\| < tol$  and  $p_n(0) = 1$ .
- Residual is monotonically decreasing, robust in practice
- Restarted variants are used to bound memory requirements

## The p-Bratu equation

- 2-dimensional model problem

$$-\nabla \cdot (|\nabla u|^{p-2} \nabla u) - \lambda e^u - f = 0, \quad 1 \leq p \leq \infty, \quad \lambda < \lambda_{\text{crit}}(p)$$

Singular or degenerate when  $\nabla u = 0$ , turning point at  $\lambda_{\text{crit}}$ .

- Regularized variant

$$-\nabla \cdot (\eta \nabla u) - \lambda e^u - f = 0$$

$$\eta(\gamma) = (\varepsilon^2 + \gamma)^{\frac{p-2}{2}} \quad \gamma(u) = \frac{1}{2} |\nabla u|^2$$

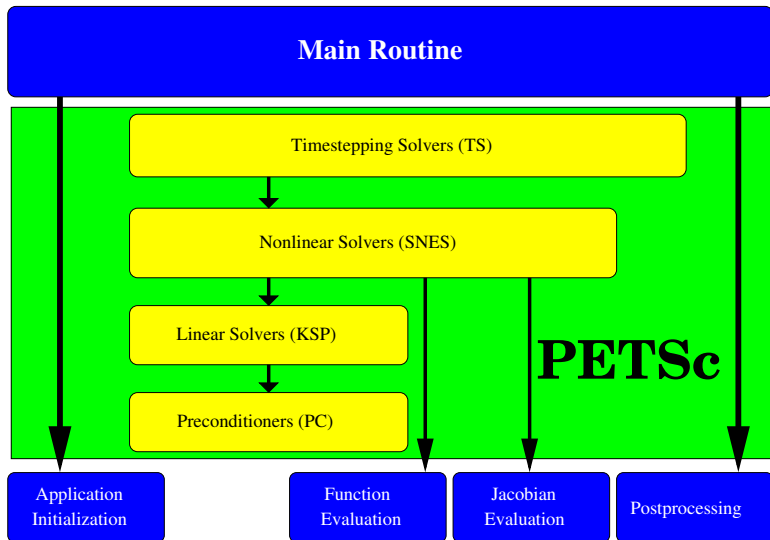
- Jacobian

$$J(u)w \sim -\nabla \cdot [(\eta \mathbf{1} + \eta' \nabla u \otimes \nabla u) \nabla w] - \lambda e^u w$$

$$\eta' = \frac{p-2}{2} \eta / (\varepsilon^2 + \gamma)$$

Physical interpretation: conductivity tensor flattened in direction  $\nabla u$

# Flow Control for a PETSc Application



# SNES Paradigm

The SNES interface is based upon callback functions

- `FormFunction()`, **set by** `SNESSetFunction()`
- `FormJacobian()`, **set by** `SNESSetJacobian()`

When PETSc needs to evaluate the nonlinear residual  $F(x)$ ,

- Solver calls the **user's** function
- User function gets application state through the `ctx` variable
  - PETSc never sees application data

# SNES Function

The user provided function which calculates the nonlinear residual has signature

```
PetscErrorCode (*func) (SNES snes, Vec x, Vec r, void *ctx)
```

`x`: The current solution

`r`: The residual

`ctx`: The user context passed to `SNESSetFunction()`

- Use this to pass application information, e.g. physical constants

## SNES Jacobian

The user provided function which calculates the Jacobian has signature

```
PetscErrorCode (*func) (SNES snes, Vec x, Mat *J, Mat *M,
 MatStructure *flag, void *ctx)
```

`x`: The current solution

`J`: The Jacobian

`M`: The Jacobian preconditioning matrix (possibly `J` itself)

`ctx`: The user context passed to `SNESSetFunction()`

- Use this to pass application information, e.g. physical constants
- Possible `MatStructure` values are:
  - `SAME_NONZERO_PATTERN`
  - `DIFFERENT_NONZERO_PATTERN`

Alternatively, you can use

- a builtin sparse finite difference approximation (“coloring”)
- automatic differentiation (ADIC/ADIFOR)

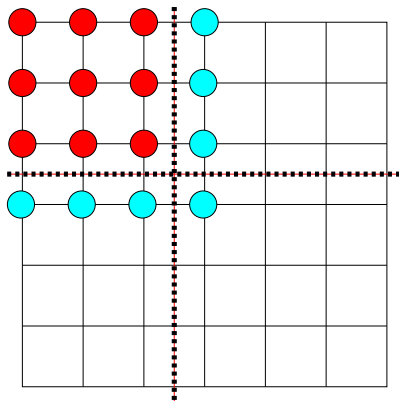
# Distributed Array

- Interface for topologically structured grids
- Defines (topological part of) a finite-dimensional function space
  - Get an element from this space: `DMCreateGlobalVector()`
- Provides parallel layout
- Refinement and coarsening
  - `DMRefineHierarchy()`
- Ghost value coherence
  - `DMGlobalToLocalBegin()`
- Matrix preallocation:
  - `DMCreateMatrix()` (formerly `DMGetMatrix()`)

## Ghost Values

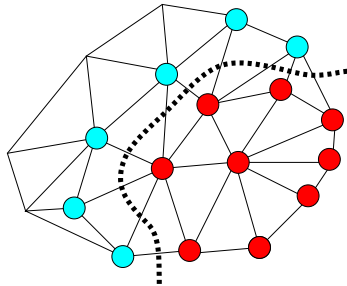
To evaluate a local function  $f(x)$ , each process requires

- its local portion of the vector  $x$
- its **ghost values**, bordering portions of  $x$  owned by neighboring processes



● Local Node

● Ghost Node





# DMDA Global Numberings

| Proc 2 |    |    | Proc 3 |    |
|--------|----|----|--------|----|
| 25     | 26 | 27 | 28     | 29 |
| 20     | 21 | 22 | 23     | 24 |
| 15     | 16 | 17 | 18     | 19 |
| 10     | 11 | 12 | 13     | 14 |
| 5      | 6  | 7  | 8      | 9  |
| 0      | 1  | 2  | 3      | 4  |
| Proc 0 |    |    | Proc 1 |    |

Natural numbering

| Proc 2 |    |    | Proc 3 |    |
|--------|----|----|--------|----|
| 21     | 22 | 23 | 28     | 29 |
| 18     | 19 | 20 | 26     | 27 |
| 15     | 16 | 17 | 24     | 25 |
| 6      | 7  | 8  | 13     | 14 |
| 3      | 4  | 5  | 11     | 12 |
| 0      | 1  | 2  | 9      | 10 |
| Proc 0 |    |    | Proc 1 |    |

PETSc numbering

## DMDA Global vs. Local Numbering

- **Global:** Each vertex has a unique id belongs on a unique process
- **Local:** Numbering includes vertices from neighboring processes
  - These are called **ghost** vertices

| Proc 2 |    |    | Proc 3 |   |
|--------|----|----|--------|---|
| X      | X  | X  | X      | X |
| X      | X  | X  | X      | X |
| 12     | 13 | 14 | 15     | X |
| 8      | 9  | 10 | 11     | X |
| 4      | 5  | 6  | 7      | X |
| 0      | 1  | 2  | 3      | X |
| Proc 0 |    |    | Proc 1 |   |

Local numbering

| Proc 2 |    |    | Proc 3 |    |
|--------|----|----|--------|----|
| 21     | 22 | 23 | 28     | 29 |
| 18     | 19 | 20 | 26     | 27 |
| 15     | 16 | 17 | 24     | 25 |
| 6      | 7  | 8  | 13     | 14 |
| 3      | 4  | 5  | 11     | 12 |
| 0      | 1  | 2  | 9      | 10 |
| Proc 0 |    |    | Proc 1 |    |

Global numbering

## DM Vectors

- The DM object contains only layout (topology) information
  - All field data is contained in PETSc `Vecs`
- Global vectors are parallel
  - Each process stores a unique local portion
  - `DMCreateGlobalVector(DM dm, Vec *gvec)`
- Local vectors are sequential (and usually temporary)
  - Each process stores its local portion plus ghost values
  - `DMCreateLocalVector(DM dm, Vec *lvec)`
  - includes ghost values!
- Coordinate vectors store the mesh geometry
  - `DMDAGetCoordinates(DM dm, Vec *coords)`
  - Can be manipulated with their own DMDA
    - `DMDAGetCoordinateDA(DM dm, DM *cda)`

## Updating Ghosts

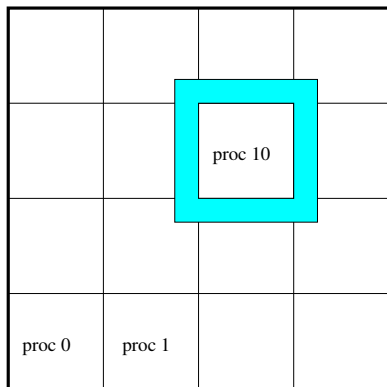
Two-step process enables overlapping computation and communication

- `DMGlobalToLocalBegin(dm, gvec, mode, lvec)`
  - `gvec` provides the data
  - `mode` is either `INSERT_VALUES` or `ADD_VALUES`
  - `lvec` holds the local and ghost values
- `DMGlobalToLocalEnd(dm, gvec, mode, lvec)`
  - Finishes the communication

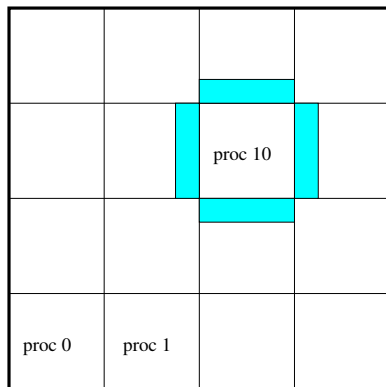
The process can be reversed with `DMLocalToGlobalBegin()` and `DMLocalToGlobalEnd()`.

## DMDA Stencils

Both the **box** stencil and **star** stencil are available.



Box Stencil



Star Stencil

## Creating a DMDA

```
DMDACreate2d(comm, xbdy, ybdy, type, M, N, m, n,
 dof, s, lm[], ln[], DA *da)
```

`xbdy, ybdy`: Specifies periodicity or ghost cells

- `DMDA_BOUNDARY_NONE`, `DMDA_BOUNDARY_GHOSTED`,  
`DMDA_BOUNDARY_MIRROR`,  
`DMDA_BOUNDARY_PERIODIC`

`type`: Specifies stencil

- `DMDA_STENCIL_BOX` or `DMDA_STENCIL_STAR`

`M, N`: Number of grid points in x/y-direction

`m, n`: Number of processes in x/y-direction

`dof`: Degrees of freedom per node

`s`: The stencil width

`lm, ln`: Alternative array of local sizes

- Use `PETSC_NULL` for the default

## Working with the local form

Wouldn't it be nice if we could just write our code for the natural numbering?

- Yes, that's what `DMDAVecGetArray()` is for.
- Also, DMDA offers local callback functions
  - `FormFunctionLocal()`, set by `DMDASetLocalFunction()`
  - `FormJacobianLocal()`, set by `DMDASetLocalJacobian()`
- When PETSc needs to evaluate the nonlinear residual  $F(x)$ ,
  - Each process evaluates the local residual
  - PETSc assembles the global residual automatically
    - Uses `DMLocalToGlobal()` method

## DA Local Function

The user provided function which calculates the nonlinear residual in 2D has signature

```
PetscErrorCode (*lfunc) (DMDALocalInfo *info,
 Field **x, Field **r, void *ctx)
```

`info`: All layout and numbering information

`x`: The current solution

- Notice that it is a multidimensional array

`r`: The residual

`ctx`: The user context passed to

`DMSetApplicationContext()` or to SNES

The local DMDA function is activated by calling

```
SNESSetDM(snes, dm) SNESSetFunction(snes, r,
 SNESDAFormFunction, ctx)
```



## Bratu Residual Evaluation

$$-\Delta u - \lambda e^u = 0$$

```

BratuResidualLocal(DMDALocalInfo *info, Field **x, Field **f,
 UserCtx *user)
{
 /* Not Shown: Handle boundaries */
 /* Compute over the interior points */
 for(j = info->ys; j < info->ys+info->ym; j++) {
 for(i = info->xs; i < info->xs+info->xm; i++) {
 u = x[j][i];
 u_xx = (2.0*u - x[j][i-1] - x[j][i+1])*hydhx;
 u_yy = (2.0*u - x[j-1][i] - x[j+1][i])*hxdhy;
 f[j][i] = u_xx + u_yy - hx*hy*lambda*exp(u);
 }
 }
}

```

\$PETSC\_DIR/src/snes/examples/tutorials/ex5.c

- Start with 2-Laplacian, define only residuals
- Matrix-free Jacobians, no preconditioning `-snes_mf`
- `$ hg update -r1`
- `$ ./pbratu -da_refine 1 -snes_mf -snes_monitor -ksp_converged_reason`
- `$ ./pbratu -da_refine 2 -snes_mf -snes_monitor -ksp_converged_reason`
- `$ ./pbratu -da_refine 3 -snes_mf -snes_monitor -ksp_converged_reason`
- `$ ./pbratu -da_refine 4 -snes_mf -snes_monitor -ksp_converged_reason`
- The number of iterations is growing with grid refinement.

- Start with 2-Laplacian, define only residuals
- Matrix-free Jacobians, no preconditioning `-snes_mf`
- `$ hg update -r1`
- `$ ./pbratu -da_refine 1 -snes_mf -snes_monitor -ksp_converged_reason`  

```
0 SNES Function norm 1.752912528326e+00
Linear solve converged due to CONVERGED_RTOL iterations 5
1 SNES Function norm 8.186334097904e-09

CONVERGED_FNORM_RELATIVE Number of Newton iterations = 1
```
- `$ ./pbratu -da_refine 2 -snes_mf -snes_monitor -ksp_converged_reason`
- `$ ./pbratu -da_refine 3 -snes_mf -snes_monitor -ksp_converged_reason`
- `$ ./pbratu -da_refine 4 -snes_mf -snes_monitor -ksp_converged_reason`
- The number of iterations is growing with grid refinement.

- Start with 2-Laplacian, define only residuals
- Matrix-free Jacobians, no preconditioning `-snes_mf`
- `$ hg update -r1`
- `$ ./pbratu -da_refine 1 -snes_mf -snes_monitor -ksp_converged_reason`
- `$ ./pbratu -da_refine 2 -snes_mf -snes_monitor -ksp_converged_reason`  

```
0 SNES Function norm 9.078219847428e-01
Linear solve converged due to CONVERGED_RTOL iterations 15
1 SNES Function norm 2.345486877865e-06
Linear solve converged due to CONVERGED_RTOL iterations 21
2 SNES Function norm 2.120611747328e-11

CONVERGED_FNORM_RELATIVE Number of Newton iterations = 2
```
- `$ ./pbratu -da_refine 3 -snes_mf -snes_monitor -ksp_converged_reason`
- `$ ./pbratu -da_refine 4 -snes_mf -snes_monitor -ksp_converged_reason`
- The number of iterations is growing with grid refinement.

- Start with 2-Laplacian, define only residuals
- Matrix-free Jacobians, no preconditioning `-snes_mf`
- `$ hg update -r1`
- `$ ./pbratu -da_refine 1 -snes_mf -snes_monitor -ksp_converged_reason`
- `$ ./pbratu -da_refine 2 -snes_mf -snes_monitor -ksp_converged_reason`
- `$ ./pbratu -da_refine 3 -snes_mf -snes_monitor -ksp_converged_reason`  

```
0 SNES Function norm 4.604375080629e-01
Linear solve converged due to CONVERGED_RTOL iterations 29
1 SNES Function norm 4.110014777182e-06
Linear solve converged due to CONVERGED_RTOL iterations 45
2 SNES Function norm 3.864064684640e-11

CONVERGED_FNORM_RELATIVE Number of Newton iterations = 2
```
- `$ ./pbratu -da_refine 4 -snes_mf -snes_monitor -ksp_converged_reason`
- The number of iterations is growing with grid refinement.

- Start with 2-Laplacian, define only residuals
- Matrix-free Jacobians, no preconditioning `-snes_mf`
- `$ hg update -r1`
- `$ ./pbratu -da_refine 1 -snes_mf -snes_monitor -ksp_converged_reason`
- `$ ./pbratu -da_refine 2 -snes_mf -snes_monitor -ksp_converged_reason`
- `$ ./pbratu -da_refine 3 -snes_mf -snes_monitor -ksp_converged_reason`
- `$ ./pbratu -da_refine 4 -snes_mf -snes_monitor -ksp_converged_reason`

```
0 SNES Function norm 2.316943448149e-01
Linear solve converged due to CONVERGED_RTOL iterations 134
1 SNES Function norm 2.220182991371e-06
Linear solve converged due to CONVERGED_RTOL iterations 218
2 SNES Function norm 2.203863493979e-11
```

```
CONVERGED_FNORM_RELATIVE Number of Newton iterations = 2
```

- The number of iterations is growing with grid refinement.

- Start with 2-Laplacian, define only residuals
- Matrix-free Jacobians, no preconditioning `-snes_mf`
- `$ hg update -r1`
- `$ ./pbratu -da_refine 1 -snes_mf -snes_monitor -ksp_converged_reason`
- `$ ./pbratu -da_refine 2 -snes_mf -snes_monitor -ksp_converged_reason`
- `$ ./pbratu -da_refine 3 -snes_mf -snes_monitor -ksp_converged_reason`
- `$ ./pbratu -da_refine 4 -snes_mf -snes_monitor -ksp_converged_reason`

```
0 SNES Function norm 2.316943448149e-01
Linear solve converged due to CONVERGED_RTOL iterations 134
1 SNES Function norm 2.220182991371e-06
Linear solve converged due to CONVERGED_RTOL iterations 218
2 SNES Function norm 2.203863493979e-11
```

```
CONVERGED_FNORM_RELATIVE Number of Newton iterations = 2
```

- The number of iterations is growing with grid refinement.

- Add Bratu nonlinearity
- `$ hg update -r2`
- `$ ./pbratu -da_refine 4 -snes_monitor  
-ksp_converged_reason -snes_mf -lambda 6.8`
- `$ ./pbratu -da_refine 4 -snes_monitor  
-ksp_converged_reason -snes_mf -lambda 6.8  
-ksp_gmres_restart 300`
- `$ ./pbratu -da_refine 4 -snes_monitor  
-ksp_converged_reason -snes_mf -lambda 6.8  
-ksp_type minres`
- Restarts were costing a lot of iterations
- This problem is SPD, can use methods that do not need restarts



- Add Bratu nonlinearity

- `$ hg update -r2`
- `$ ./pbratu -da_refine 4 -snes_monitor  
-ksp_converged_reason -snes_mf -lambda 6.8`

```
0 SNES Function norm 2.523928952419e-02
Linear solve converged due to CONVERGED_RTOL iterations 371
1 SNES Function norm 2.378016101715e-03
Linear solve converged due to CONVERGED_RTOL iterations 209
2 SNES Function norm 4.979483775461e-04
Linear solve converged due to CONVERGED_RTOL iterations 1185
3 SNES Function norm 7.198447805127e-05
Linear solve converged due to CONVERGED_RTOL iterations 1299
4 SNES Function norm 3.019524899772e-06
Linear solve converged due to CONVERGED_RTOL iterations 1234
5 SNES Function norm 6.360412159907e-09
Linear solve converged due to CONVERGED_RTOL iterations 2544
6 SNES Function norm 1.974175133857e-13
```

CONVERGED\_FNORM\_RELATIVE Number of Newton iterations = 6

- `$ ./pbratu -da_refine 4 -snes_monitor  
-ksp_converged_reason -snes_mf -lambda 6.8  
-ksp_gmres_restart 300`
- `$ ./pbratu -da_refine 4 -snes_monitor  
-ksp_converged_reason -snes_mf -lambda 6.8  
-ksp_type minres`
- Restarts were costing a lot of iterations

- Add Bratu nonlinearity
- `$ hg update -r2`
- `$ ./pbratu -da_refine 4 -snes_monitor`  
`-ksp_converged_reason -snes_mf -lambda 6.8`
- `$ ./pbratu -da_refine 4 -snes_monitor`  
`-ksp_converged_reason -snes_mf -lambda 6.8`  
`-ksp_gmres_restart 300`  

```

0 SNES Function norm 2.523928952419e-02
Linear solve converged due to CONVERGED_RTOL iterations 75
1 SNES Function norm 2.377891871718e-03
Linear solve converged due to CONVERGED_RTOL iterations 60
2 SNES Function norm 4.979176174277e-04
Linear solve converged due to CONVERGED_RTOL iterations 63
3 SNES Function norm 7.197415857110e-05
Linear solve converged due to CONVERGED_RTOL iterations 77
4 SNES Function norm 3.018119513163e-06
Linear solve converged due to CONVERGED_RTOL iterations 85
5 SNES Function norm 6.330165324363e-09
Linear solve converged due to CONVERGED_RTOL iterations 104
6 SNES Function norm 1.907493716656e-13

CONVERGED_FNORM_RELATIVE Number of Newton iterations = 6

```
- `$ ./pbratu -da_refine 4 -snes_monitor`  
`-ksp_converged_reason -snes_mf -lambda 6.8`  
`-ksp_type minres`

- Restarts were costing a lot of iterations

- Add Bratu nonlinearity
- \$ hg update -r2
- \$ ./pbratu -da\_refine 4 -snes\_monitor  
-ksp\_converged\_reason -snes\_mf -lambda 6.8
- \$ ./pbratu -da\_refine 4 -snes\_monitor  
-ksp\_converged\_reason -snes\_mf -lambda 6.8  
-ksp\_gmres\_restart 300
- \$ ./pbratu -da\_refine 4 -snes\_monitor  
-ksp\_converged\_reason -snes\_mf -lambda 6.8  
-ksp\_type minres  
0 SNES Function norm 2.523928952419e-02  
Linear solve converged due to CONVERGED\_RTOL iterations 75  
1 SNES Function norm 2.377891809517e-03  
Linear solve converged due to CONVERGED\_RTOL iterations 60  
2 SNES Function norm 4.979175037852e-04  
Linear solve converged due to CONVERGED\_RTOL iterations 63  
3 SNES Function norm 7.197415110757e-05  
Linear solve converged due to CONVERGED\_RTOL iterations 77  
4 SNES Function norm 3.018110523948e-06  
Linear solve converged due to CONVERGED\_RTOL iterations 86  
5 SNES Function norm 6.331007767896e-09  
Linear solve converged due to CONVERGED\_RTOL iterations 104  
6 SNES Function norm 1.913567537762e-13  
  
CONVERGED\_FNORM\_RELATIVE Number of Newton iterations = 6

- Restarts were costing a lot of iterations

- Add Bratu nonlinearity
- `$ hg update -r2`
- `$ ./pbratu -da_refine 4 -snes_monitor  
-ksp_converged_reason -snes_mf -lambda 6.8`
- `$ ./pbratu -da_refine 4 -snes_monitor  
-ksp_converged_reason -snes_mf -lambda 6.8  
-ksp_gmres_restart 300`
- `$ ./pbratu -da_refine 4 -snes_monitor  
-ksp_converged_reason -snes_mf -lambda 6.8  
-ksp_type minres`
- Restarts were costing a lot of iterations
- This problem is SPD, can use methods that do not need restarts

## Add $p$ nonlinearity

- Matrix-free Jacobians, no preconditioning `-snes_mf`
- `$ hg update -r3`
- `$ ./pbratu -da_refine 2 -snes_monitor  
-ksp_converged_reason -ksp_type cg -snes_mf  
-lambda 1`
- `$ ./pbratu -da_refine 2 -snes_monitor  
-ksp_converged_reason -ksp_type cg -snes_mf  
-lambda 1 -p 1.3`

## Add $p$ nonlinearity

- Matrix-free Jacobians, no preconditioning `-snes_mf`
- `$ hg update -r3`
- `$ ./pbratu -da_refine 2 -snes_monitor  
-ksp_converged_reason -ksp_type cg -snes_mf  
-lambda 1`

```
0 SNES Function norm 7.707838205703e-01
Linear solve converged due to CONVERGED_RTOL iterations 14
1 SNES Function norm 2.786071950913e-02
Linear solve converged due to CONVERGED_RTOL iterations 14
2 SNES Function norm 2.053436183700e-05
Linear solve converged due to CONVERGED_RTOL iterations 16
3 SNES Function norm 4.623664928688e-11

CONVERGED_FNORM_RELATIVE Number of Newton iterations = 3
```
- `$ ./pbratu -da_refine 2 -snes_monitor  
-ksp_converged_reason -ksp_type cg -snes_mf  
-lambda 1 -p 1.3`

## Add $p$ nonlinearity

- Matrix-free Jacobians, no preconditioning `-snes_mf`
- `$ hg update -r3`
- `$ ./pbratu -da_refine 2 -snes_monitor  
-ksp_converged_reason -ksp_type cg -snes_mf  
-lambda 1`
- `$ ./pbratu -da_refine 2 -snes_monitor  
-ksp_converged_reason -ksp_type cg -snes_mf  
-lambda 1 -p 1.3`

```

0 SNES Function norm 5.372922175703e-01
Linear solve converged due to CONVERGED_RTOL iterations 93
1 SNES Function norm 4.960941807840e-01
Linear solve converged due to CONVERGED_RTOL iterations 146
...
19 SNES Function norm 1.114114799631e-02
Linear solve converged due to CONVERGED_RTOL iterations 218
20 SNES Function norm 2.614411991992e-03
Linear solve converged due to CONVERGED_RTOL iterations 206
21 SNES Function norm 7.290631967536e-04
Linear solve converged due to CONVERGED_RTOL iterations 192
22 SNES Function norm 7.720137073784e-05
Linear solve converged due to CONVERGED_RTOL iterations 127
23 SNES Function norm 3.294214912940e-06
Linear solve converged due to CONVERGED_RTOL iterations 95
24 SNES Function norm 1.215476814277e-07
Linear solve converged due to CONVERGED_RTOL iterations 95
25 SNES Function norm 4.427077405228e-09

```

# Preconditioning

Idea: improve the conditioning of the Krylov operator

- Left preconditioning

$$(P^{-1}A)x = P^{-1}b$$

$$\{P^{-1}b, (P^{-1}A)P^{-1}b, (P^{-1}A)^2P^{-1}b, \dots\}$$

- Right preconditioning

$$(AP^{-1})Px = b$$

$$\{b, (P^{-1}A)b, (P^{-1}A)^2b, \dots\}$$

- The product  $P^{-1}A$  or  $AP^{-1}$  is not formed.

## Definition (Preconditioner)

A preconditioner  $\mathcal{P}$  is a method for constructing a matrix (just a linear function, not assembled!)  $P^{-1} = \mathcal{P}(A, A_p)$  using a matrix  $A$  and extra information  $A_p$ , such that the spectrum of  $P^{-1}A$  (or  $AP^{-1}$ ) is well-behaved.



# Preconditioning

## Definition (Preconditioner)

A preconditioner  $\mathcal{P}$  is a method for constructing a matrix  $P^{-1} = \mathcal{P}(A, A_p)$  using a matrix  $A$  and extra information  $A_p$ , such that the spectrum of  $P^{-1}A$  (or  $AP^{-1}$ ) is well-behaved.

- $P^{-1}$  is dense,  $P$  is often not available and is not needed
- $A$  is rarely used by  $\mathcal{P}$ , but  $A_p = A$  is common
- $A_p$  is often a sparse matrix, the “preconditioning matrix”
- Matrix-based: Jacobi, Gauss-Seidel, SOR, ILU(k), LU
- Parallel: Block-Jacobi, Schwarz, Multigrid, FETI-DP, BDDC
- Indefinite: Schur-complement, Domain Decomposition, Multigrid

# Questions to ask when you see a matrix

- 1 What do you want to do with it?
  - Multiply with a vector
  - Solve linear systems or eigen-problems
- 2 How is the conditioning/spectrum?
  - distinct/clustered eigen/singular values?
  - symmetric positive definite ( $\sigma(A) \subset \mathbb{R}^+$ )?
  - nonsymmetric definite ( $\sigma(A) \subset \{z \in \mathbb{C} : \Re[z] > 0\}$ )?
  - indefinite?
- 3 How dense is it?
  - block/banded diagonal?
  - sparse unstructured?
  - denser than we'd like?
- 4 Is there a better way to compute  $Ax$ ?
- 5 Is there a different matrix with similar spectrum, but nicer properties?
- 6 How can we precondition  $A$ ?

# Questions to ask when you see a matrix

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- 4 Is there a better way to compute  $Ax$ ?
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## Relaxation

Split into lower, diagonal, upper parts:  $A = L + D + U$

### Jacobi

Cheapest preconditioner:  $P^{-1} = D^{-1}$

### Successive over-relaxation (SOR)

$$\left(L + \frac{1}{\omega}D\right)x_{n+1} = \left[\left(\frac{1}{\omega} - 1\right)D - U\right]x_n + \omega b$$

$P^{-1} = k$  iterations starting with  $x_0 = 0$

- Implemented as a sweep
- $\omega = 1$  corresponds to Gauss-Seidel
- Very effective at removing high-frequency components of residual

# Factorization

Two phases

- symbolic factorization: find where fill occurs, only uses sparsity pattern
- numeric factorization: compute factors

## LU decomposition

- Ultimate preconditioner
- Expensive, for  $m \times m$  sparse matrix with bandwidth  $b$ , traditionally requires  $\mathcal{O}(mb^2)$  time and  $\mathcal{O}(mb)$  space.
  - Bandwidth scales as  $m^{\frac{d-1}{d}}$  in  $d$ -dimensions
  - Optimal in 2D:  $\mathcal{O}(m \cdot \log m)$  space,  $\mathcal{O}(m^{3/2})$  time
  - Optimal in 3D:  $\mathcal{O}(m^{4/3})$  space,  $\mathcal{O}(m^2)$  time
- Symbolic factorization is problematic in parallel

## Incomplete LU

- Allow a limited number of levels of fill: ILU( $k$ )
- Only allow fill for entries that exceed threshold: ILUT
- Usually poor scaling in parallel
- No guarantees

# 1-level Domain decomposition

Domain size  $L$ , subdomain size  $H$ , element size  $h$

## Overlapping/Schwarz

- Solve Dirichlet problems on overlapping subdomains
- No overlap:  $its \in \mathcal{O}\left(\frac{L}{\sqrt{Hh}}\right)$
- Overlap  $\delta$ :  $its \in \left(\frac{L}{\sqrt{H\delta}}\right)$

## Neumann-Neumann

- Solve Neumann problems on non-overlapping subdomains
- $its \in \mathcal{O}\left(\frac{L}{H}\left(1 + \log \frac{H}{h}\right)\right)$
- Tricky null space issues (floating subdomains)
- Need subdomain matrices, net globally assembled matrix.
- Multilevel variants knock off the leading  $\frac{L}{H}$
- Both overlapping and nonoverlapping with this bound

# Multigrid

## Hierarchy: Interpolation and restriction operators

$$\mathcal{I}^\uparrow : X_{\text{coarse}} \rightarrow X_{\text{fine}} \quad \mathcal{I}^\downarrow : X_{\text{fine}} \rightarrow X_{\text{coarse}}$$

- Geometric: define problem on multiple levels, use grid to compute hierarchy
- Algebraic: define problem only on finest level, use matrix structure to build hierarchy

## Galerkin approximation

Assemble this matrix:  $A_{\text{coarse}} = \mathcal{I}^\downarrow A_{\text{fine}} \mathcal{I}^\uparrow$

## Application of multigrid preconditioner (V-cycle)

- Apply pre-smoother on fine level (any preconditioner)
- Restrict residual to coarse level with  $\mathcal{I}^\downarrow$
- Solve on coarse level  $A_{\text{coarse}} x = r$
- Interpolate result back to fine level with  $\mathcal{I}^\uparrow$
- Apply post-smoother on fine level (any preconditioner)

# Multigrid convergence properties

- Textbook:  $P^{-1}A$  is spectrally equivalent to identity
  - Constant number of iterations to converge up to discretization error
- Most theory applies to SPD systems
  - variable coefficients (e.g. discontinuous): low energy interpolants
  - mesh- and/or physics-induced anisotropy: semi-coarsening/line smoothers
  - complex geometry: difficult to have meaningful coarse levels
- Deeper algorithmic difficulties
  - nonsymmetric (e.g. advection, shallow water, Euler)
  - indefinite (e.g. incompressible flow, Helmholtz)
- Performance considerations
  - Aggressive coarsening is critical in parallel
  - Most theory uses SOR smoothers, ILU often more robust
  - Coarsest level usually solved semi-redundantly with direct solver
- Multilevel Schwarz is essentially the same with different language
  - assume strong smoothers, emphasize aggressive coarsening



# Finite Difference Jacobians

PETSc can compute and explicitly store a Jacobian via 1st-order FD

- Dense
  - Activated by `-snes_fd`
  - Computed by `SNESDefaultComputeJacobian()`
- Sparse via colorings
  - Coloring is created by `MatFDColoringCreate()`
  - Computed by `SNESDefaultComputeJacobianColor()`

Can also use Matrix-free Newton-Krylov via 1st-order FD

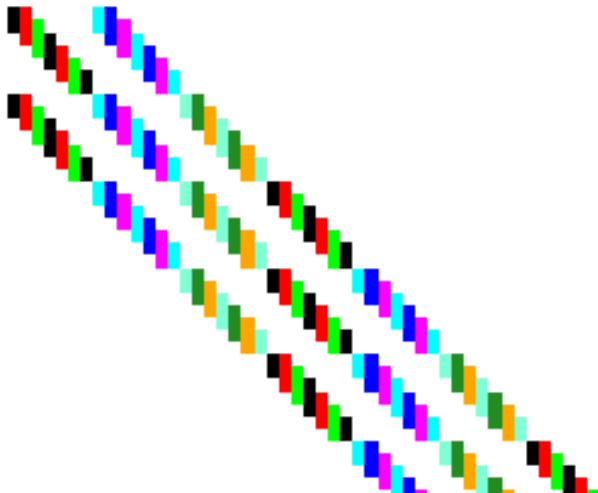
- Activated by `-snes_mf` without preconditioning
- Activated by `-snes_mf_operator` with user-defined preconditioning
  - Uses preconditioning matrix from `SNESSetJacobian()`

## Finite difference Jacobian by coloring

- No new code (`$ hg update -r3`)
- `$ ./pbratu -da_refine 1 -mat_fd_coloring_view_draw -draw_pause -1`
- Examples that do not use DM can use `-snes_fd` (finite difference a dense Jacobian)
- `$ ./pbratu -da_refine 2 -snes_monitor -ksp_converged_reason -ksp_type cg -lambda 1 -p 5`
- `$ ./pbratu -da_refine 2 -snes_monitor -ksp_converged_reason -ksp_type cg -lambda 1 -p 1.3`
- Add `-snes_mf_operator` (use matrix-free differencing to apply)
- Add `-mat_fd_type ds` (other choice of differencing parameter)
- Try some different preconditioners (`jacobi, sor, asm, gang, hypre, ml`)
- Try changing the physical parameters

## Finite difference Jacobian by coloring

- No new code (`$ hg update -r3`)
- `$ ./pbratu -da_refine 1`  
`-mat_fd_coloring_view_draw -draw_pause -1`



## Finite difference Jacobian by coloring

- No new code (`$ hg update -r3`)
- `$ ./pbratu -da_refine 1`  
`-mat_fd_coloring_view_draw -draw_pause -1`
- Examples that do not use DM can use `-snes_fd` (finite difference a dense Jacobian)
- `$ ./pbratu -da_refine 2 -snes_monitor`  
`-ksp_converged_reason -ksp_type cg -lambda 1 -p`  
`5`

```

0 SNES Function norm 1.337999256479e+01
Linear solve converged due to CONVERGED_RTOL iterations 5
1 SNES Function norm 4.221581115790e+00
Linear solve converged due to CONVERGED_RTOL iterations 5
2 SNES Function norm 1.318747744230e+00
Linear solve converged due to CONVERGED_RTOL iterations 5
3 SNES Function norm 4.004180902376e-01
Linear solve converged due to CONVERGED_RTOL iterations 5
4 SNES Function norm 1.101910723937e-01
Linear solve converged due to CONVERGED_RTOL iterations 5
5 SNES Function norm 2.144935275365e-02
Linear solve converged due to CONVERGED_RTOL iterations 6
6 SNES Function norm 1.384267556574e-03
Linear solve converged due to CONVERGED_RTOL iterations 6
7 SNES Function norm 5.596157953103e-06
Linear solve converged due to CONVERGED_RTOL iterations 6
8 SNES Function norm 7.299558689109e-11

```

CONVERGED FNORM RELATIVE Number of Newton iterations = 8

# Matrices, redux

## What are PETSc matrices?

- Linear operators on finite dimensional vector spaces. (snarky)
- Fundamental objects for storing stiffness matrices and Jacobians
- Each process locally owns a contiguous set of rows
- Supports many data types
  - AIJ, Block AIJ, Symmetric AIJ, Block Diagonal, etc.
- Supports structures for many packages
  - MUMPS, Spooles, SuperLU, UMFPack, Hypre

# Matrices, redux

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  - AIJ, Block AIJ, Symmetric AIJ, Block Diagonal, etc.
- Supports structures for many packages
  - MUMPS, Spooles, SuperLU, UMFPack, Hypra

## How do I create matrices?

- `MatCreate(MPI_Comm, Mat *)`
- `MatSetSizes(Mat, int m, int n, int M, int N)`
- `MatSetType(Mat, MatType typeName)`
- `MatSetFromOptions(Mat)`
  - Can set the type at runtime
- `MatMPIBAIJSetPreallocation(Mat, ...)`
  - important for assembly performance, more tomorrow
- `MatSetBlockSize(Mat, int bs)`
  - for vector problems
- `MatSetValues(Mat, ...)`
  - **MUST** be used, but does automatic communication
  - `MatSetValuesLocal()`, `MatSetValuesStencil()`
  - `MatSetValuesBlocked()`

# Matrix Polymorphism

The PETSc `Mat` has a single user interface,

- Matrix assembly
  - `MatSetValues()`
- Matrix-vector multiplication
  - `MatMult()`
- Matrix viewing
  - `MatView()`

but multiple underlying implementations.

- AIJ, Block AIJ, Symmetric Block AIJ,
- Dense
- Matrix-Free
- etc.

A matrix is defined by its **interface**, not by its **data structure**.



# Matrix Assembly

- A three step process
  - Each process sets or adds values
  - Begin communication to send values to the correct process
  - Complete the communication
- `MatSetValues(Mat A, m, rows[], n, cols[], values[], mode)`
  - mode is either `INSERT_VALUES` or `ADD_VALUES`
  - Logically dense block of values
- Two phase assembly allows overlap of communication and computation
  - `MatAssemblyBegin(Mat m, type)`
  - `MatAssemblyEnd(Mat m, type)`
  - type is either `MAT_FLUSH_ASSEMBLY` or `MAT_FINAL_ASSEMBLY`
- For vector problems  
`MatSetValuesBlocked(Mat A, m, rows[], n, cols[], values[], mode)`
- The same assembly code can build matrices of different format
  - choose format at run-time.

# Matrix Assembly

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  - Each process sets or adds values
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`MatSetValuesBlocked(Mat A, m, rows[], n, cols[], values[], mode)`
- The same assembly code can build matrices of different format
  - choose format at run-time.

# One Way to Set the Elements of a Matrix

## Simple 3-point stencil for 1D Laplacian

```
v[0] = -1.0; v[1] = 2.0; v[2] = -1.0;
if (rank == 0) {
 for(row = 0; row < N; row++) {
 cols[0] = row-1; cols[1] = row; cols[2] = row+1;
 if (row == 0) {
 MatSetValues(A, 1, &row, 2, &cols[1], &v[1], INSERT_VALUES)
 } else if (row == N-1) {
 MatSetValues(A, 1, &row, 2, cols, v, INSERT_VALUES);
 } else {
 MatSetValues(A, 1, &row, 3, cols, v, INSERT_VALUES);
 }
 }
}
MatAssemblyBegin(A, MAT_FINAL_ASSEMBLY);
MatAssemblyEnd(A, MAT_FINAL_ASSEMBLY);
```

# A Better Way to Set the Elements of a Matrix

Simple 3-point stencil for 1D Laplacian

```
v[0] = -1.0; v[1] = 2.0; v[2] = -1.0;
for(row = start; row < end; row++) {
 cols[0] = row-1; cols[1] = row; cols[2] = row+1;
 if (row == 0) {
 MatSetValues(A, 1, &row, 2, &cols[1], &v[1], INSERT_VALUES);
 } else if (row == N-1) {
 MatSetValues(A, 1, &row, 2, cols, v, INSERT_VALUES);
 } else {
 MatSetValues(A, 1, &row, 3, cols, v, INSERT_VALUES);
 }
}
MatAssemblyBegin(A, MAT_FINAL_ASSEMBLY);
MatAssemblyEnd(A, MAT_FINAL_ASSEMBLY);
```

# Why Are PETSc Matrices That Way?

- No one data structure is appropriate for all problems
  - Blocked and diagonal formats provide significant performance benefits
  - PETSc has many formats and makes it easy to add new data structures
- Assembly is difficult enough without worrying about partitioning
  - PETSc provides parallel assembly routines
  - Achieving high performance still requires making most operations local
  - However, programs can be incrementally developed.
  - `MatPartitioning` and `MatOrdering` can help
- Matrix decomposition in contiguous chunks is simple
  - Makes interoperation with other codes easier
  - For other ordering, PETSc provides “Application Orderings” (AO)

## p-Bratu assembly

- Use `DAGetMatrix()` (can skip matrix preallocation details)
- Start by just assembling Bratu nonlinearity
- `$ hg update -r4`
- Watch `-snes_converged_reason`, what happens for  $p \neq 2$ ?
- Solve exactly with the preconditioner `-pc_type lu`
- Try `-snes_mf_operator`

## p-Bratu assembly

- We need to assemble the  $p$  part

$$J(u)w \sim -\nabla \cdot [(\eta \mathbf{1} + \eta' \nabla u \otimes \nabla u) \nabla w]$$

- Second part is scary, but what about just using  $-\nabla \cdot (\eta \nabla w)$ ?
- \$ hg update -r5
- Solve exactly with the preconditioner `-pc_type lu`
- Try `-snes_mf_operator`
- Refine the grid, change  $p$
- Try algebraic multigrid if available: `-pc_type [ml, hypre]`

## Does the preconditioner need Newton linearization?

- The anisotropic part looks messy.

Is it worth writing the code to assemble that part?

- Easy profiling: `-log_summary`
- Observation: the Picard linearization uses a “star” (5-point) stencil while Newton linearization needs a “box” (9-point) stencil.
- Add support for reduced preallocation with a command-line option
- `$ hg update -r6`
- Compare performance (time, memory, iteration count) of
  - 5-point Picard-linearization assembled by hand
  - 5-point Newton-linearized Jacobian computed by coloring
  - 9-point Newton-linearized Jacobian computed by coloring



## Maybe it's not worth it, but let's assemble it anyway

- `$ hg update -r7`
- Crash!
- You were using the the debug PETSC\_ARCH, right?
- Launch the debugger
  - `-start_in_debugger [gdb,dbx,noxterm]`
  - `-on_error_attach_debugger [gdb,dbx,noxterm]`
- Attach the debugger only to some parallel processes
  - `-debugger_nodes 0,1`
- Set the display (often necessary on a cluster)
  - `-display :0`

# Debugging Tips

- Put a breakpoint in `PetscError()` to catch errors as they occur
- PETSc tracks memory overwrites at both ends of arrays
  - The `CHKMEMQ` macro causes a check of all allocated memory
  - Track memory overwrites by bracketing them with `CHKMEMQ`
- PETSc checks for leaked memory
  - Use `PetscMalloc()` and `PetscFree()` for all allocation
  - Print unfreed memory on `PetscFinalize()` with `-malloc_dump`
- Simply the best tool today is **Valgrind**
  - It checks memory access, cache performance, memory usage, etc.
  - <http://www.valgrind.org>
  - Pass `-malloc 0` to PETSc when running under Valgrind
  - Might need `--trace-children=yes` when running under MPI
  - `--track-origins=yes` handy for uninitialized memory

# Memory error is gone now

- `$ hg update -r8`
- Run with `-snes_mf_operator -pc_type lu`
- Do you see quadratic convergence?
- Hmm, there must be a bug in that mess, where is it?

## Memory error is gone now

- `$ hg update -r8`
- Run with `-snes_mf_operator -pc_type lu`
- Do you see quadratic convergence?
- Hmm, there must be a bug in that mess, where is it?

# SNES Test

- PETSc can compute a finite difference Jacobian and compare it to yours
- `-snes_type test`
  - Is the difference significant?
- `-snes_type test -snes_test_display`
  - Are the entries in the star stencil correct?
- Find which line has the typo
- `$ hg update -r9`
- Check with `-snes_type test`
- and `-snes_mf_operator -pc_type lu`

# Outline

## 5 Application Integration

## 6 Performance and Scalability

Memory hierarchy

Profiling

# Application Integration

- Be willing to experiment with algorithms
  - No optimality without interplay between physics and algorithmics
- Adopt flexible, extensible programming
  - Algorithms and data structures not hardwired
- Be willing to play with the real code
  - Toy models have limited usefulness
  - But make test cases that run quickly
- If possible, profile before integration
  - Automatic in PETSc

# Incorporating PETSc into existing codes

- PETSc does not seize `main()`, does not control output
- Propagates errors from underlying packages, flexible error handling
- Nothing special about `MPI_COMM_WORLD`
- Can wrap existing data structures/algorithms
  - `MatShell`, `PCShell`, full implementations
  - `VecCreateMPIWithArray()`
  - `MatCreateSeqAIJWithArrays()`
  - Use an existing semi-implicit solver as a preconditioner
  - Usually worthwhile to use native PETSc data structures unless you have a good reason not to
- Uniform interfaces across languages
  - C, C++, Fortran 77/90, Python, MATLAB
- Do not have to use high level interfaces (e.g. SNES, TS, DM)
  - but PETSc can offer more if you do, like MFFD and SNES Test



# Integration Stages

- **Version Control**
  - It is impossible to overemphasize
- Initialization
  - Linking to PETSc
- Profiling
  - Profile **before** changing
  - Also incorporate command line processing
- Linear Algebra
  - First PETSc data structures
- Solvers
  - Very easy after linear algebra is integrated

# Initialization

- Call `PetscInitialize()`
  - Setup static data and services
  - Setup MPI if it is not already
  - Can set `PETSC_COMM_WORLD` to use your communicator (can always use subcommunicators for each object)
- Call `PetscFinalize()`
  - Calculates logging summary
  - Can check for leaks/unused options
  - Shutdown and release resources
- Can only initialize PETSc once

# Matrix Memory Preallocation

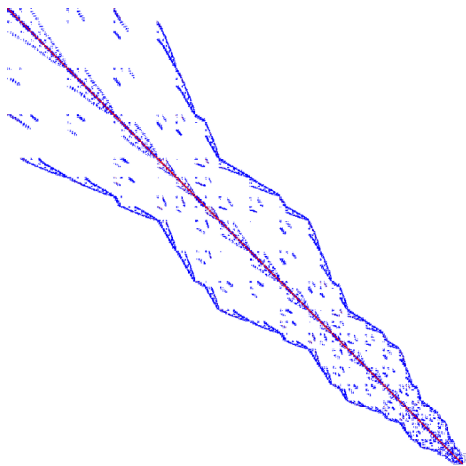
- PETSc sparse matrices are dynamic data structures
  - can add additional nonzeros freely
- Dynamically adding many nonzeros
  - requires additional memory allocations
  - requires copies
  - can kill performance
- Memory preallocation provides
  - the freedom of dynamic data structures
  - good performance
- Easiest solution is to replicate the assembly code
  - Remove computation, but preserve the indexing code
  - Store set of columns for each row
- Call preallocation routines for all datatypes
  - `MatSeqAIJSetPreallocation()`
  - `MatMPIBAIJSetPreallocation()`
  - Only the relevant data will be used

# Sequential Sparse Matrices

```
MatSeqAIJSetPreallocation(Mat A, int nz, int nnz[])
```

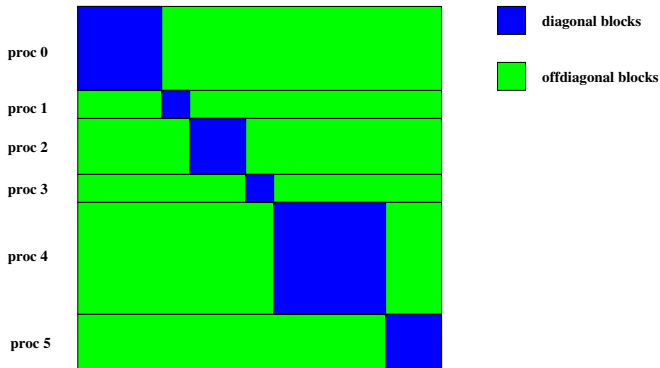
`nz`: expected number of nonzeros in any row

`nnz(i)`: expected number of nonzeros in row  $i$



## Parallel Sparse Matrix

- Each process locally owns a submatrix of contiguous global rows
- Each submatrix consists of diagonal and off-diagonal parts



- `MatGetOwnershipRange(Mat A, int *start, int *end)`  
`start`: first locally owned row of global matrix  
`end-1`: last locally owned row of global matrix

# Parallel Sparse Matrices

```
MatMPIAIJSetPreallocation(Mat A, int dnz, int
dnnz[],
int onz, int onnz[])
```

**dnz**: expected number of nonzeros in any row in the diagonal block

**dnnz(i)**: expected number of nonzeros in row *i* in the diagonal block

**onz**: expected number of nonzeros in any row in the offdiagonal portion

**onnz(i)**: expected number of nonzeros in row *i* in the offdiagonal portion

## Verifying Preallocation

- Use runtime options

```
-mat_new_nonzero_location_err
-mat_new_nonzero_allocation_err
```

- Use runtime option `-info`

- Output:

```
[proc #] Matrix size: %d X %d; storage space:
%d unneeded, %d used
[proc #] Number of mallocs during MatSetValues()
is %d
```

```
[merlin] mpirun ex2 -log_info
[0]MatAssemblyEnd_SeqAIJ:Matrix size: 56 X 56; storage space:
[0] 310 unneeded, 250 used
[0]MatAssemblyEnd_SeqAIJ:Number of mallocs during MatSetValues() is 0
[0]MatAssemblyEnd_SeqAIJ:Most nonzeros in any row is 5
[0]Mat_AIJ_CheckInode: Found 56 nodes out of 56 rows. Not using Inode routine
[0]Mat_AIJ_CheckInode: Found 56 nodes out of 56 rows. Not using Inode routine
Norm of error 0.000156044 iterations 6
[0]PetscFinalize:PETSc successfully ended!
```

## Block and symmetric formats

- BAIJ
  - Like AIJ, but uses static block size
  - Preallocation is like AIJ, but just one index per block
- SBAIJ
  - Only stores upper triangular part
  - Preallocation needs number of nonzeros in upper triangular parts of on- and off-diagonal blocks
- `MatSetValuesBlocked()`
  - Better performance with blocked formats
  - Also works with scalar formats, if `MatSetBlockSize()` was called
  - Variants `MatSetValuesBlockedLocal()`,  
`MatSetValuesBlockedStencil()`
  - Change matrix format at runtime, don't need to touch assembly code



# Linear Solvers

## Krylov Methods

- Using PETSc linear algebra, just add:
  - `KSPSetOperators(KSP ksp, Mat A, Mat M, MatStructure flag)`
  - `KSPSolve(KSP ksp, Vec b, Vec x)`
- Can access subobjects
  - `KSPGetPC(KSP ksp, PC *pc)`
- Preconditioners must obey PETSc interface
  - Basically just the KSP interface
- Can change solver dynamically from the command line, `-ksp_type`

# Nonlinear Solvers

## Newton and Picard Methods

- Using PETSc linear algebra, just add:
  - `SNESSetFunction(SNES snes, Vec r, residualFunc, void *ctx)`
  - `SNESSetJacobian(SNES snes, Mat A, Mat M, jacFunc, void *ctx)`
  - `SNESSolve(SNES snes, Vec b, Vec x)`
- Can access subobjects
  - `SNESGetKSP(SNES snes, KSP *ksp)`
- Can customize subobjects from the cmd line
  - Set the subdomain preconditioner to ILU with `-sub_pc_type ilu`

# Outline

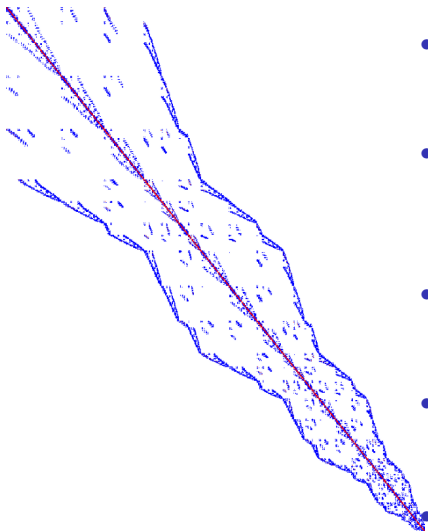
## 5 Application Integration

## 6 Performance and Scalability

Memory hierarchy

Profiling

# Bottlenecks of (Jacobian-free) Newton-Krylov

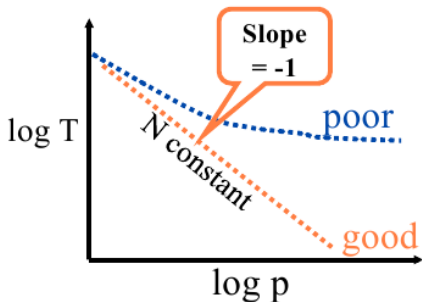


- Matrix assembly
  - integration/fluxes: FPU
  - insertion: memory/branching
- Preconditioner setup
  - coarse level operators
  - overlapping subdomains
  - (incomplete) factorization
- Preconditioner application
  - triangular solves/relaxation: memory
  - coarse levels: network latency
- Matrix multiplication
  - Sparse storage: memory
  - Matrix-free: FPU
- Globalization

## Scalability definitions

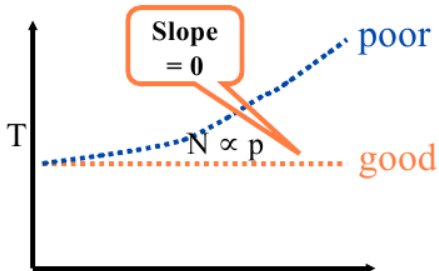
### Strong scalability

- Fixed problem size
- execution time  $T$  inversely proportional to number of processors  $p$



### Weak scalability

- Fixed problem size per processor
- execution time constant as problem size increases

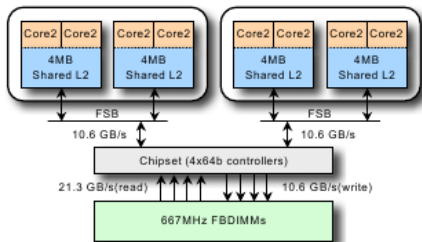


## Scalability Warning

*The easiest way to make software scalable  
is to make it sequentially inefficient.  
(Gropp 1999)*

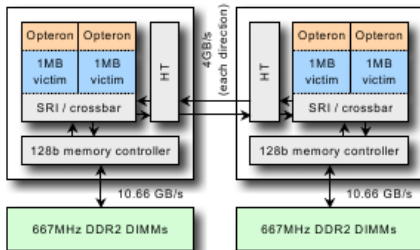
- We really want **efficient** software
- Need a performance model
  - memory bandwidth and latency
  - algorithmically critical operations (e.g. dot products, scatters)
  - floating point unit
- Scalability shows marginal benefit of adding more cores, nothing more
- Constants hidden in the choice of algorithm
- Constants hidden in implementation

## Intel Clowertown



- 75 Gflop/s
- 21 GB/s bandwidth
- thread + instruction level parallelism
- vector instructions (SSE)

## AMD Opteron



- 17 Gflop/s
- 21 GB/s bandwidth
- thread + instruction level parallelism
- vector instructions (SSE)

# Hardware capabilities

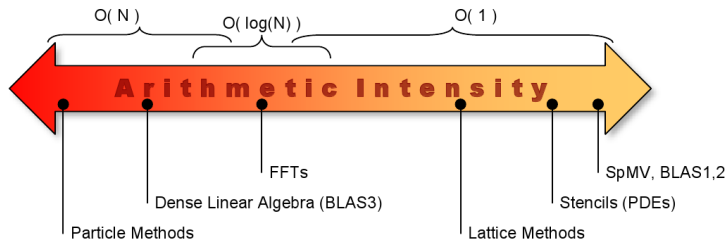
## Floating point unit

Recent Intel: each core can issue

- 1 packed add (latency 3)
- 1 packed mult (latency 5)
- One can include an aligned read
- Out of Order execution
- Peak: 10 Gflop/s (double)

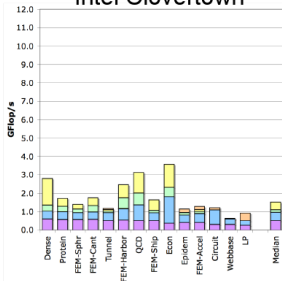
## Memory

- $\sim 250$  cycle latency
- 5.3 GB/s bandwidth
- 1 double load / 3.7 cycles
- Pay by the cache line (32/64 B)
- L2 cache:  $\sim 10$  cycle latency

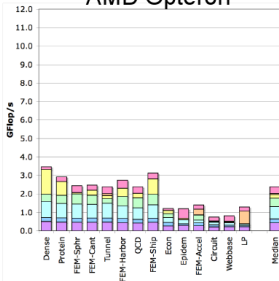




## Intel Clovertown

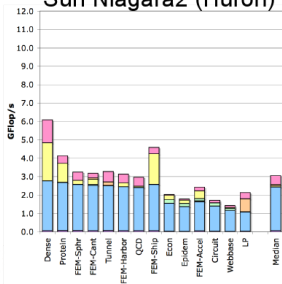


## AMD Opteron

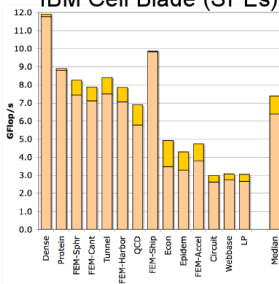


- ❖ Model faster cores by commenting out the inner kernel calls, but still performing all DMAs
- ❖ Enabled 1x1 BCOO
- ❖ ~16% improvement

## Sun Niagara2 (Huron)



## IBM Cell Blade (SPEs)



- +better Cell implementation
- +More DIMMs(operton),
- +FW fix, array padding(N2), etc...
- +Cache/TLB Blocking
- +Compression
- +SW Prefetching
- +NUMA/Affinity
- Naive Pthreads
- Naive

(Oliker et al. Multi-core Optimization of Sparse Matrix Vector Multiplication, 2008)

# Sparse Mat-Vec performance model

## Compressed Sparse Row format (AIJ)

For  $m \times n$  matrix with  $N$  nonzeros

**ai** row starts, length  $m + 1$

**aj** column indices, length  $N$ , range  $[0, n - 1)$

**aa** nonzero entries, length  $N$ , scalar values

```

 for (i=0; i<m; i++)
y ← y + Ax for (j=ai[i]; j<ai[i+1]; j++)
 y[i] += aa[j] * x[aj[j]];

```

- One add and one multiply per inner loop
- Scalar  $aa[j]$  and integer  $aj[j]$  only used once
- Must load  $aj[j]$  to read from  $x$ , may not reuse cache well

# Memory Bandwidth

- Stream Triad benchmark (GB/s):  $w \leftarrow \alpha x + y$

| Threads per Node | Cray XT5 |          | BlueGene/P |          |
|------------------|----------|----------|------------|----------|
|                  | Total    | Per Core | Total      | Per Core |
| 1                | 8448     | 8448     | 2266       | 2266     |
| 2                | 10112    | 5056     | 4529       | 2264     |
| 4                | 10715    | 2679     | 8903       | 2226     |
| 6                | 10482    | 1747     | -          | -        |

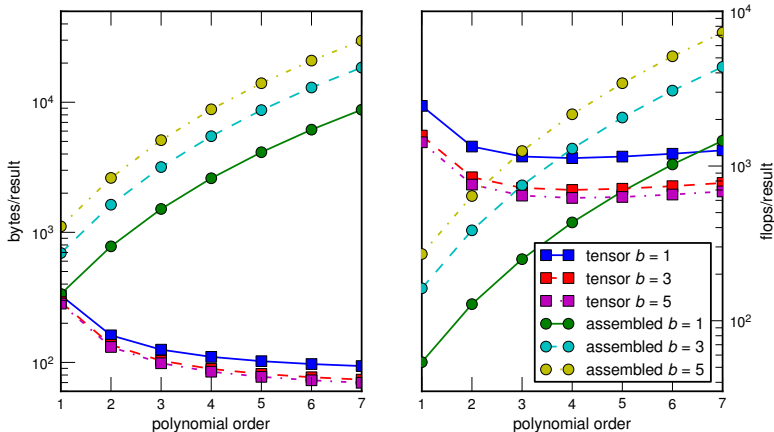
- Sparse matrix-vector product: 6 bytes per flop

| Machine     | Peak MFlop/s per core | Bandwidth (GB/s) |          | Ideal MFlop/s |
|-------------|-----------------------|------------------|----------|---------------|
|             |                       | Required         | Measured |               |
| Blue Gene/P | 3,400                 | 20.4             | 2.2      | 367           |
| XT5         | 10,400                | 62.4             | 1.7      | 292           |

## Optimizing Sparse Mat-Vec

- Order unknowns so that vector reuses cache (Reverse Cuthill-McKee)
  - Optimal:  $\frac{(2 \text{ flops})(\text{bandwidth})}{\text{sizeof}(\text{Scalar}) + \text{sizeof}(\text{Int})}$
  - Usually improves strength of ILU and SOR
- Coalesce indices for adjacent rows with same nonzero pattern (Inodes)
  - Optimal:  $\frac{(2 \text{ flops})(\text{bandwidth})}{\text{sizeof}(\text{Scalar}) + \text{sizeof}(\text{Int})/i}$
  - Can do block SOR (much stronger than scalar SOR)
  - Default in PETSc, turn off with `-mat_no_inode`
  - Requires ordering unknowns so that fields are interlaced, this is (much) better for memory use anyway
- Use explicit blocking, hold one index per block (BAIJ format)
  - Optimal:  $\frac{(2 \text{ flops})(\text{bandwidth})}{\text{sizeof}(\text{Scalar}) + \text{sizeof}(\text{Int})/b^2}$
  - Block SOR and factorization
  - Symbolic factorization works with blocks (much cheaper)
  - Very regular memory access, unrolled dense kernels
  - Faster insertion: `MatSetValuesBlocked()`

# Performance of assembled versus unassembled



- Arithmetic intensity for  $Q_p$  elements
  - $\leq \frac{1}{4}$  (assembled),  $\approx 10$  (unassembled),  $\approx 4$  (hardware)
- store Jacobian information at Quass quadrature points, can use AD

# Optimizing unassembled Mat-Vec

- High order spatial discretizations do more work per node
  - Dense tensor product kernel (like small BLAS3)
  - Cubic ( $Q_3$ ) elements in 3D can achieve  $> 70\%$  of peak FPU (compare to  $< 5\%$  for assembled operators on multicore)
  - Can store Jacobian information at quadrature points (usually pays off for  $Q_2$  and higher in 3D)
  - Spectral, WENO, DG, FD
  - Often still need an assembled operator for preconditioning
- Boundary element methods
  - Dense kernels
  - Fast Multipole Method (FMM)
- Preconditioning requires more effort
  - Useful have code to assemble matrices: try out new methods quickly

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# Hardware Arithmetic Intensity

| Operation                         | Arithmetic Intensity (flops/B) |
|-----------------------------------|--------------------------------|
| Sparse matrix-vector product      | 1/6                            |
| Dense matrix-vector product       | 1/4                            |
| Unassembled matrix-vector product | $\approx 8$                    |
| High-order residual evaluation    | $> 5$                          |

| Processor           | BW (GB/s) | Peak (GF/s) | Balanced AI (F/B) |
|---------------------|-----------|-------------|-------------------|
| Sandy Bridge 6-core | 21*       | 150         | 7.2               |
| Magny Cours 16-core | 42*       | 281         | 6.7               |
| Blue Gene/Q node    | 43        | 205         | 4.8               |
| Tesla M2050         | 144       | 515         | 3.6               |



# Profiling

- Use `-log_summary` for a performance profile
  - Event timing
  - Event flops
  - Memory usage
  - MPI messages
- Call `PetscLogStagePush()` and `PetscLogStagePop()`
  - User can add new stages
- Call `PetscLogEventBegin()` and `PetscLogEventEnd()`
  - User can add new events
- Call `PetscLogFlops()` to include your flops

## Reading `-log_summary`

- |                      | Max       | Max/Min | Avg       | Total     |
|----------------------|-----------|---------|-----------|-----------|
| Time (sec):          | 1.548e+02 | 1.00122 | 1.547e+02 |           |
| Objects:             | 1.028e+03 | 1.00000 | 1.028e+03 |           |
| Flops:               | 1.519e+10 | 1.01953 | 1.505e+10 | 1.204e+11 |
| Flops/sec:           | 9.814e+07 | 1.01829 | 9.727e+07 | 7.782e+08 |
| MPI Messages:        | 8.854e+03 | 1.00556 | 8.819e+03 | 7.055e+04 |
| MPI Message Lengths: | 1.936e+08 | 1.00950 | 2.185e+04 | 1.541e+09 |
| MPI Reductions:      | 2.799e+03 | 1.00000 |           |           |

- Also a summary per stage
- Memory usage per stage (based on when it was allocated)
- Time, messages, reductions, balance, flops per event per stage
- Always send `-log_summary` when asking performance questions on mailing list

## Reading -log\_summary

| Event                         | Count |       | Time (sec) |       | Flops    |       | Mess    | Avg len | Reduct  | --- Global --- |    |    |    |    |   |  |  |  |  |  |  |  |  |  |  |  |
|-------------------------------|-------|-------|------------|-------|----------|-------|---------|---------|---------|----------------|----|----|----|----|---|--|--|--|--|--|--|--|--|--|--|--|
|                               | Max   | Ratio | Max        | Ratio | Max      | Ratio |         |         |         | %T             | %F | %M | %L | %R | % |  |  |  |  |  |  |  |  |  |  |  |
| --- Event Stage 1: Full solve |       |       |            |       |          |       |         |         |         |                |    |    |    |    |   |  |  |  |  |  |  |  |  |  |  |  |
| VecDot                        | 43    | 1.0   | 4.8879e-02 | 8.3   | 1.77e+06 | 1.0   | 0.0e+00 | 0.0e+00 | 4.3e+01 | 0              | 0  | 0  | 0  | 0  | 0 |  |  |  |  |  |  |  |  |  |  |  |
| VecMDot                       | 1747  | 1.0   | 1.3021e+00 | 4.6   | 8.16e+07 | 1.0   | 0.0e+00 | 0.0e+00 | 1.7e+03 | 0              | 1  | 0  | 0  | 14 |   |  |  |  |  |  |  |  |  |  |  |  |
| VecNorm                       | 3972  | 1.0   | 1.5460e+00 | 2.5   | 8.48e+07 | 1.0   | 0.0e+00 | 0.0e+00 | 4.0e+03 | 0              | 1  | 0  | 0  | 31 |   |  |  |  |  |  |  |  |  |  |  |  |
| VecScale                      | 3261  | 1.0   | 1.6703e-01 | 1.0   | 3.38e+07 | 1.0   | 0.0e+00 | 0.0e+00 | 0.0e+00 | 0              | 0  | 0  | 0  | 0  |   |  |  |  |  |  |  |  |  |  |  |  |
| VecScatterBegin               | 4503  | 1.0   | 4.0440e-01 | 1.0   | 0.00e+00 | 0.0   | 6.1e+07 | 2.0e+03 | 0.0e+00 | 0              | 0  | 50 | 26 | 0  |   |  |  |  |  |  |  |  |  |  |  |  |
| VecScatterEnd                 | 4503  | 1.0   | 2.8207e+00 | 6.4   | 0.00e+00 | 0.0   | 0.0e+00 | 0.0e+00 | 0.0e+00 | 0              | 0  | 0  | 0  | 0  |   |  |  |  |  |  |  |  |  |  |  |  |
| MatMult                       | 3001  | 1.0   | 3.2634e+01 | 1.1   | 3.68e+09 | 1.1   | 4.9e+07 | 2.3e+03 | 0.0e+00 | 11             | 22 | 40 | 24 | 0  | 2 |  |  |  |  |  |  |  |  |  |  |  |
| MatMultAdd                    | 604   | 1.0   | 6.0195e-01 | 1.0   | 5.66e+07 | 1.0   | 3.7e+06 | 1.3e+02 | 0.0e+00 | 0              | 0  | 3  | 0  | 0  |   |  |  |  |  |  |  |  |  |  |  |  |
| MatMultTranspose              | 676   | 1.0   | 1.3220e+00 | 1.6   | 6.50e+07 | 1.0   | 4.2e+06 | 1.4e+02 | 0.0e+00 | 0              | 0  | 3  | 0  | 0  |   |  |  |  |  |  |  |  |  |  |  |  |
| MatSolve                      | 3020  | 1.0   | 2.5957e+01 | 1.0   | 3.25e+09 | 1.0   | 0.0e+00 | 0.0e+00 | 0.0e+00 | 9              | 21 | 0  | 0  | 0  | 1 |  |  |  |  |  |  |  |  |  |  |  |
| MatCholFctrSym                | 3     | 1.0   | 2.8324e-04 | 1.0   | 0.00e+00 | 0.0   | 0.0e+00 | 0.0e+00 | 0.0e+00 | 0              | 0  | 0  | 0  | 0  |   |  |  |  |  |  |  |  |  |  |  |  |
| MatCholFctrNum                | 69    | 1.0   | 5.7241e+00 | 1.0   | 6.75e+08 | 1.0   | 0.0e+00 | 0.0e+00 | 0.0e+00 | 2              | 4  | 0  | 0  | 0  |   |  |  |  |  |  |  |  |  |  |  |  |
| MatAssemblyBegin              | 119   | 1.0   | 2.8250e+00 | 1.5   | 0.00e+00 | 0.0   | 2.1e+06 | 5.4e+04 | 3.1e+02 | 1              | 0  | 2  | 24 | 2  |   |  |  |  |  |  |  |  |  |  |  |  |
| MatAssemblyEnd                | 119   | 1.0   | 1.9689e+00 | 1.4   | 0.00e+00 | 0.0   | 2.8e+05 | 1.3e+03 | 6.8e+01 | 1              | 0  | 0  | 0  | 1  |   |  |  |  |  |  |  |  |  |  |  |  |
| SNESolve                      | 4     | 1.0   | 1.4302e+02 | 1.0   | 8.11e+09 | 1.0   | 6.3e+07 | 3.8e+03 | 6.3e+03 | 51             | 50 | 52 | 50 | 50 | 9 |  |  |  |  |  |  |  |  |  |  |  |
| SNESLineSearch                | 43    | 1.0   | 1.5116e+01 | 1.0   | 1.05e+08 | 1.1   | 2.4e+06 | 3.6e+03 | 1.8e+02 | 5              | 1  | 2  | 2  | 1  | 1 |  |  |  |  |  |  |  |  |  |  |  |
| SNESFunctionEval              | 55    | 1.0   | 1.4930e+01 | 1.0   | 0.00e+00 | 0.0   | 1.8e+06 | 3.3e+03 | 8.0e+00 | 5              | 0  | 1  | 1  | 0  | 1 |  |  |  |  |  |  |  |  |  |  |  |
| SNESJacobianEval              | 43    | 1.0   | 3.7077e+01 | 1.0   | 7.77e+06 | 1.0   | 4.3e+06 | 2.6e+04 | 3.0e+02 | 13             | 0  | 4  | 24 | 2  | 2 |  |  |  |  |  |  |  |  |  |  |  |
| KSPGMRESOrthog                | 1747  | 1.0   | 1.5737e+00 | 2.9   | 1.63e+08 | 1.0   | 0.0e+00 | 0.0e+00 | 1.7e+03 | 1              | 1  | 0  | 0  | 14 |   |  |  |  |  |  |  |  |  |  |  |  |
| KSPSetup                      | 224   | 1.0   | 2.1040e-02 | 1.0   | 0.00e+00 | 0.0   | 0.0e+00 | 0.0e+00 | 3.0e+01 | 0              | 0  | 0  | 0  | 0  |   |  |  |  |  |  |  |  |  |  |  |  |
| KSPSolve                      | 43    | 1.0   | 8.9988e+01 | 1.0   | 7.99e+09 | 1.0   | 5.6e+07 | 2.0e+03 | 5.8e+03 | 32             | 49 | 46 | 24 | 46 | 6 |  |  |  |  |  |  |  |  |  |  |  |
| PCSetup                       | 112   | 1.0   | 1.7354e+01 | 1.0   | 6.75e+08 | 1.0   | 0.0e+00 | 0.0e+00 | 8.7e+01 | 6              | 4  | 0  | 0  | 1  | 1 |  |  |  |  |  |  |  |  |  |  |  |
| PCSetupOnBlocks               | 1208  | 1.0   | 5.8182e+00 | 1.0   | 6.75e+08 | 1.0   | 0.0e+00 | 0.0e+00 | 8.7e+01 | 2              | 4  | 0  | 0  | 1  |   |  |  |  |  |  |  |  |  |  |  |  |
| PCApply                       | 276   | 1.0   | 7.1497e+01 | 1.0   | 7.14e+09 | 1.0   | 5.2e+07 | 1.8e+03 | 5.1e+03 | 25             | 44 | 42 | 20 | 41 | 4 |  |  |  |  |  |  |  |  |  |  |  |

# Communication Costs

- Reductions: usually part of Krylov method, latency limited
  - VecDot
  - VecMDot
  - VecNorm
  - MatAssemblyBegin
  - Change algorithm (e.g. IBCGS)
- Point-to-point (nearest neighbor), latency or bandwidth
  - VecScatter
  - MatMult
  - PCApply
  - MatAssembly
  - SNESFunctionEval
  - SNESJacobianEval
  - Compute subdomain boundary fluxes redundantly
  - Ghost exchange for all fields at once
  - Better partition

# Outline

## 7 Representative examples and algorithms

Hydrostatic Ice

Driven cavity

## 8 Hard problems

## 9 Recent developments in PETSc

Improved multiphysics support

Time integration

Variational inequalities

## Hydrostatic equations for ice sheet flow

- Valid when  $w_x \ll u_z$ , independent of basal friction (Schoof&Hindmarsh 2010)
- Eliminate  $p$  and  $w$  from Stokes by incompressibility:

3D elliptic system for  $u = (u, v)$

$$-\nabla \cdot \left[ \eta \begin{pmatrix} 4u_x + 2v_y & u_y + v_x & u_z \\ u_y + v_x & 2u_x + 4v_y & v_z \end{pmatrix} \right] + \rho g \bar{\nabla} h = 0$$

$$\eta(\theta, \gamma) = \frac{B(\theta)}{2} (\gamma_0 + \gamma)^{\frac{1-n}{2n}}, \quad n \approx 3$$

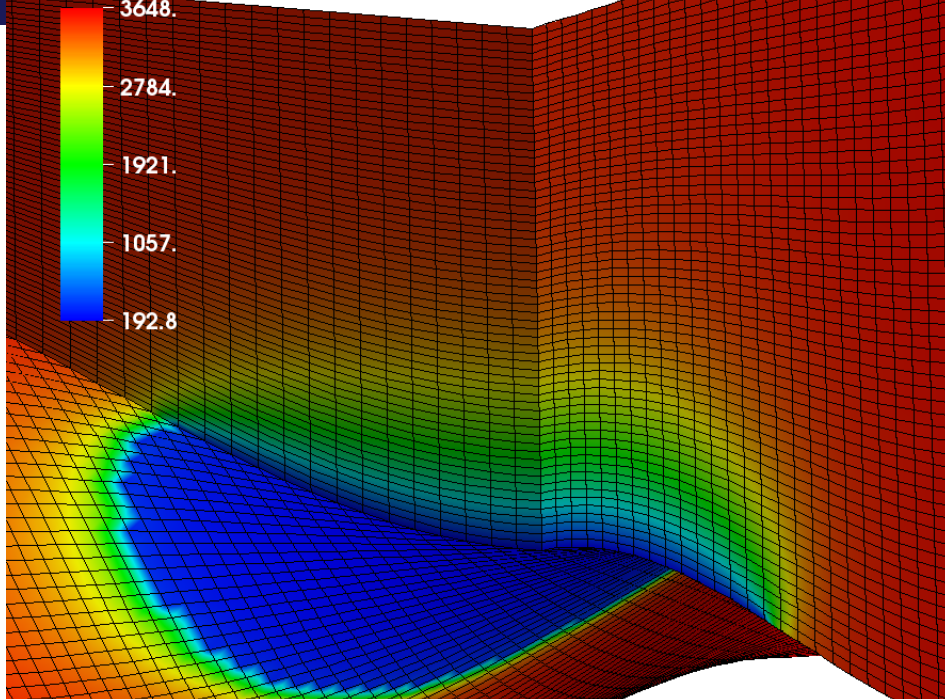
$$\gamma = u_x^2 + v_y^2 + u_x v_y + \frac{1}{4}(u_y + v_x)^2 + \frac{1}{4}u_z^2 + \frac{1}{4}v_z^2$$

and slip boundary  $\sigma \cdot n = \beta^2 u$  where

$$\beta^2(\gamma_b) = \beta_0^2 (\varepsilon_b^2 + \gamma_b)^{\frac{m-1}{2}}, \quad 0 < m \leq 1$$

$$\gamma_b = \frac{1}{2}(u^2 + v^2)$$

- Q<sub>1</sub> FEM with Newton-Krylov-Multigrid solver in PETSc:  
src/snes/examples/tutorials/ex48.c



## Some Multigrid Options

- `-snes_grid_sequence: [0]`  
Solve nonlinear problems on coarse grids to get initial guess
- `-pc_mg_galerkin: [FALSE]`  
Use Galerkin process to compute coarser operators
- `-pc_mg_type: [FULL]`  
(choose one of) MULTIPLICATIVE ADDITIVE FULL KASKADE
- `-mg_coarse_{ksp, pc}_*`  
control the coarse-level solver
- `-mg_levels_{ksp, pc}_*`  
control the smoothers on levels
- `-mg_levels_3_{ksp, pc}_*`  
control the smoother on specific level
- These also work with ML's algebraic multigrid.



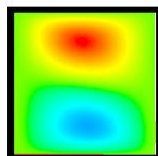
## What is this doing?

- ```
mpiexec -n 4 ./ex48 -M 16 -P 2 -da_refine_hierarchy_x 1,8,8  
-da_refine_hierarchy_y 2,1,1 -da_refine_hierarchy_z 2,1,1  
-dmmg_grid_sequence 1 -dmmg_view -log_summary  
-ksp_converged_reason -ksp_gmres_modifiedgramschmidt  
-ksp_monitor -ksp_rtol 1e-2  
-pc_mg_type multiplicative  
-mg_coarse_pc_type lu -mg_levels_0_pc_type lu  
-mg_coarse_pc_factor_mat_solver_package mumps  
-mg_levels_0_pc_factor_mat_solver_package mumps  
-mg_levels_1_sub_pc_type cholesky  
-snes_converged_reason -snes_monitor -snes_stol 1e-12  
-thi_L 80e3 -thi_alpha 0.05 -thi_friction_m 0.3  
-thi_hom x -thi_nlevels 4
```
- What happens if you remove `-dmmg_grid_sequence`?
- What about solving with block Jacobi, ASM, or algebraic multigrid?

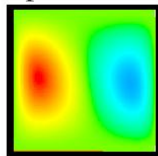
SNES Example

Driven Cavity

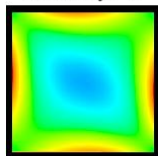
Solution Components



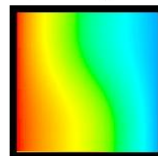
velocity: u



velocity: v



vorticity:



temperature: T

- Velocity-vorticity formulation
- Flow driven by lid and/or buoyancy
- Logically regular grid
 - Parallelized with DMDA
- Finite difference discretization
- Authored by David Keyes

`src/snes/examples/tutorials/ex50.c`

SNES Example

Driven Cavity Application Context

```
/* Collocated at each node */
typedef struct {
    PetscScalar u,v,omega,temp;
} Field;

typedef struct {
    /* physical parameters */
    PetscReal lidvelocity,prandtl,grashof;
    /* color plots of the solution */
    PetscTruth draw_contours;
} AppCtx;
```

SNES Example

```
DrivenCavityFunction(SNES snes, Vec X, Vec F, void *ptr) {
    AppCtx          *user = (AppCtx *) ptr;
    /* local starting and ending grid points */
    PetscInt        istart, iend, jstart, jend;
    PetscScalar     *f;          /* local vector data */
    PetscReal       grashof = user->grashof;
    PetscReal       prandtl = user->prandtl;
    PetscErrorCode  ierr;

    /* Code to communicate nonlocal ghost point data */
    VecGetArray(F, &f);

    /* Loop over local part and assemble into f[idxloc] */
    /* .... */

    VecRestoreArray(F, &f);
    return 0;
}
```

SNES Example with local evaluation

```

PetscErrorCode DrivenCavityFuncLocal (DMDALocalInfo *info,
                                     Field **x, Field **f, void *ctx) {
    /* Handle boundaries ... */
    /* Compute over the interior points */
    for(j = info->ys; j < info->ys+info->ym; j++) {
        for(i = info->xs; i < info->xs+info->xm; i++) {
            /* convective coefficients for upwinding ... */
            /* U velocity */
            u          = x[j][i].u;
            uxx        = (2.0*u - x[j][i-1].u - x[j][i+1].u)*hydhx;
            uyy        = (2.0*u - x[j-1][i].u - x[j+1][i].u)*hxdhy;
            f[j][i].u  = uxx + uyy - .5*(x[j+1][i].omega-x[j-1][i].omega);
            /* V velocity, Omega ... */
            /* Temperature */
            u          = x[j][i].temp;
            uxx        = (2.0*u - x[j][i-1].temp - x[j][i+1].temp)*hy;
            uyy        = (2.0*u - x[j-1][i].temp - x[j+1][i].temp)*hx;
            f[j][i].temp = uxx + uyy + prandtl
                * ( (vxp*(u - x[j][i-1].temp) + vxm*(x[j][i+1].temp - u))
                  + (vyp*(u - x[j-1][i].temp) + vym*(x[j+1][i].temp - u))
                );
        }
    }
}

```

Running the driven cavity

- `./ex50 -lidvelocity 100 -grashof 1e2 -da_grid_x 16 -da_grid_y 16 -snes_monitor -snes_view -da_refine 2`
- `./ex50 -lidvelocity 100 -grashof 1e4 -da_grid_x 16 -da_grid_y 16 -snes_monitor -snes_view -da_refine 2`
- `./ex50 -lidvelocity 100 -grashof 1e5 -da_grid_x 16 -da_grid_y 16 -snes_monitor -snes_view -da_refine 2 -pc_type lu`
- Uh oh, we have convergence problems
- Does `-snes_grid_sequence` help?

Running the driven cavity

- `./ex50 -lidvelocity 100 -grashof 1e2 -da_grid_x 16 -da_grid_y 16 -snes_monitor -snes_view -da_refine 2`
lid velocity = 100, prandtl # = 1, grashof # = 1000
0 SNES Function norm 7.682893957872e+02
1 SNES Function norm 6.574700998832e+02
2 SNES Function norm 5.285205210713e+02
3 SNES Function norm 3.770968117421e+02
4 SNES Function norm 3.030010490879e+02
5 SNES Function norm 2.655764576535e+00
6 SNES Function norm 6.208275817215e-03
7 SNES Function norm 1.191107243692e-07
Number of SNES iterations = 7
- `./ex50 -lidvelocity 100 -grashof 1e4 -da_grid_x 16 -da_grid_y 16 -snes_monitor -snes_view -da_refine 2`
- `./ex50 -lidvelocity 100 -grashof 1e5 -da_grid_x 16 -da_grid_y 16 -snes_monitor -snes_view -da_refine 2 -pc_type lu`
- Uh oh, we have convergence problems
- Does `-snes_grid_sequence` help?

Running the driven cavity

- `./ex50 -lidvelocity 100 -grashof 1e2 -da_grid_x 16 -da_grid_y 16 -snes_monitor -snes_view -da_refine 2`
- `./ex50 -lidvelocity 100 -grashof 1e4 -da_grid_x 16 -da_grid_y 16 -snes_monitor -snes_view -da_refine 2`
lid velocity = 100, prandtl # = 1, grashof # = 10000
0 SNES Function norm 7.854040793765e+02
1 SNES Function norm 6.630545177472e+02
2 SNES Function norm 5.195829874590e+02
3 SNES Function norm 3.608696664876e+02
4 SNES Function norm 2.458925075918e+02
5 SNES Function norm 1.811699413098e+00
6 SNES Function norm 4.688284580389e-03
7 SNES Function norm 4.417003604737e-08
Number of SNES iterations = 7
- `./ex50 -lidvelocity 100 -grashof 1e5 -da_grid_x 16 -da_grid_y 16 -snes_monitor -snes_view -da_refine 2 -pc_type lu`
- Uh oh, we have convergence problems
- Does `-snes_grid_sequence` help?

Running the driven cavity

- `./ex50 -lidvelocity 100 -grashof 1e2 -da_grid_x 16 -da_grid_y 16 -snes_monitor -snes_view -da_refine 2`
- `./ex50 -lidvelocity 100 -grashof 1e4 -da_grid_x 16 -da_grid_y 16 -snes_monitor -snes_view -da_refine 2`
- `./ex50 -lidvelocity 100 -grashof 1e5 -da_grid_x 16 -da_grid_y 16 -snes_monitor -snes_view -da_refine 2 -pc_type lu`

```
lid velocity = 100, prandtl # = 1, grashof # = 100000
```

```
0 SNES Function norm 1.809960438828e+03
```

```
1 SNES Function norm 1.678372489097e+03
```

```
2 SNES Function norm 1.643759853387e+03
```

```
3 SNES Function norm 1.559341161485e+03
```

```
4 SNES Function norm 1.557604282019e+03
```

```
5 SNES Function norm 1.510711246849e+03
```

```
6 SNES Function norm 1.500472491343e+03
```

```
7 SNES Function norm 1.498930951680e+03
```

```
8 SNES Function norm 1.498440256659e+03
```

```
...
```

- Uh oh, we have convergence problems
- Does `-snes_grid_sequence` help?

Running the driven cavity

- `./ex50 -lidvelocity 100 -grashof 1e2 -da_grid_x 16 -da_grid_y 16 -snes_monitor -snes_view -da_refine 2`
- `./ex50 -lidvelocity 100 -grashof 1e4 -da_grid_x 16 -da_grid_y 16 -snes_monitor -snes_view -da_refine 2`
- `./ex50 -lidvelocity 100 -grashof 1e5 -da_grid_x 16 -da_grid_y 16 -snes_monitor -snes_view -da_refine 2 -pc_type lu`
- Uh oh, we have convergence problems
- Does `-snes_grid_sequence help?`

Why isn't SNES converging?

- The Jacobian is wrong (maybe only in parallel)
 - Check with `-snes_type test` and `-snes_mf_operator -pc_type lu`
- The linear system is not solved accurately enough
 - Check with `-pc_type lu`
 - Check `-ksp_monitor_true_residual`, try right preconditioning
- The Jacobian is singular with inconsistent right side
 - Use `MatNullSpace` to inform the KSP of a known null space
 - Use a different Krylov method or preconditioner
- The nonlinearity is just really strong
 - Run with `-info` or `-snes_ls_monitor (petsc-dev)` to see line search
 - Try using trust region instead of line search `-snes_type tr`
 - Try grid sequencing if possible
 - Use a continuation

Globalizing the lid-driven cavity

- Pseudotransient continuation continuation (Ψtc)
 - Do linearly implicit backward-Euler steps, driven by steady-state residual
 - Residual-based adaptive controller retains quadratic convergence in terminal phase
- Implemented in `src/ts/examples/tutorials/ex26.c`
- `$./ex26 -ts_type pseudo -lidvelocity 100 -grashof 1e5 -da_grid_x 16 -da_grid_y 16 -ts_monitor`
- Make the method nonlinearly implicit: `-snes_type ls -snes_monitor`
 - Compare required number of linear iterations
- Try error-based adaptivity: `-ts_type rosw`
- Try increasing `-lidvelocity`, `-grashof`, and problem size
- Coffey, Kelley, and Keyes, [Pseudotransient continuation and differential algebraic equations](#), SIAM J. Sci. Comp, 2003.

Globalizing the lid-driven cavity

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- `$./ex26 -ts_type pseudo -lidvelocity 100 -grashof 1e5 -da_grid_x 16 -da_grid_y 16 -ts_monitor`

```
16x16 grid, lid velocity = 100, prandtl # = 1, grashof # = 100000
```

```
0 TS dt 0.03125 time 0
```

```
1 TS dt 0.034375 time 0.034375
```

```
2 TS dt 0.0398544 time 0.0742294
```

```
3 TS dt 0.0446815 time 0.118911
```

```
4 TS dt 0.0501182 time 0.169029
```

```
...
```

```
24 TS dt 3.30306 time 11.2182
```

```
25 TS dt 8.24513 time 19.4634
```

```
26 TS dt 28.1903 time 47.6537
```

```
27 TS dt 371.986 time 419.64
```

```
28 TS dt 379837 time 380257
```

```
29 TS dt 3.01247e+10 time 3.01251e+10
```

```
30 TS dt 6.80049e+14 time 6.80079e+14
```

```
CONVERGED_TIME at time 6.80079e+14 after 30 steps
```

- Make the method nonlinearly implicit: `-snes_type ls -snes_monitor`

- Compare required number of linear iterations

Globalizing the lid-driven cavity

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Nonlinear multigrid (full approximation scheme)

- V-cycle structure, but use nonlinear relaxation and skip the matrices
- `./ex50 -da_refine 4 -snes_monitor -snes_type nrichardson -npc_snes_type fas -npc_fas_snes_type gs -npc_snes_max_it 1 -npc_fas_snes_max_it 6 -lidvelocity 100 -grashof 4e4`
- `./ex50 -da_refine 4 -snes_monitor -snes_type ngmres -npc_snes_type fas -npc_fas_snes_type gs -npc_snes_max_it 1 -npc_fas_snes_max_it 6 -lidvelocity 100 -grashof 4e4`

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```
lid velocity = 100, prandtl # = 1, grashof # = 40000
```

```
0 SNES Function norm 1.065744184802e+03
1 SNES Function norm 5.213040454436e+02
2 SNES Function norm 6.416412722900e+01
3 SNES Function norm 1.052500804577e+01
4 SNES Function norm 2.520004680363e+00
5 SNES Function norm 1.183548447702e+00
6 SNES Function norm 2.074605179017e-01
7 SNES Function norm 6.782387771395e-02
8 SNES Function norm 1.421602038667e-02
9 SNES Function norm 9.849816743803e-03
10 SNES Function norm 4.168854365044e-03
11 SNES Function norm 4.392925390996e-04
12 SNES Function norm 1.433224993633e-04
13 SNES Function norm 1.074357347213e-04
14 SNES Function norm 6.107933844115e-05
15 SNES Function norm 1.509756087413e-05
16 SNES Function norm 3.478180386598e-06
```

```
Number of SNES iterations = 16
```

- `./ex50 -da_refine 4 -snes_monitor -snes_type ngmres -npc_snes_type fas -npc_fas_snes_type gs -npc_snes_max_it 1 -npc_fas_snes_max_it 6 -lidvelocity 100 -grashof 4e4`

Nonlinear multigrid (full approximation scheme)

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- `./ex50 -da_refine 4 -snes_monitor -snes_type nrichardson -npc_snes_type fas -npc_fas_snes_type gs -npc_snes_max_it 1 -npc_fas_snes_max_it 6 -lidvelocity 100 -grashof 4e4`
- `./ex50 -da_refine 4 -snes_monitor -snes_type ngmres -npc_snes_type fas -npc_fas_snes_type gs -npc_snes_max_it 1 -npc_fas_snes_max_it 6 -lidvelocity 100 -grashof 4e4`
 lid velocity = 100, prandtl # = 1, grashof # = 40000
 0 SNES Function norm 1.065744184802e+03
 1 SNES Function norm 9.413049447497e+01
 2 SNES Function norm 2.224880766452e+01
 3 SNES Function norm 9.189326874763e+00
 4 SNES Function norm 1.393259858466e+00
 5 SNES Function norm 8.181096927684e-01
 6 SNES Function norm 1.032746339507e-01
 7 SNES Function norm 2.180399296949e-02
 8 SNES Function norm 3.666037217003e-03
 9 SNES Function norm 6.303345712094e-04
 10 SNES Function norm 1.336313106893e-04
 11 SNES Function norm 2.804102467169e-05
 12 SNES Function norm 1.265512744399e-05
 13 SNES Function norm 3.217267233936e-06

 Number of SNES iterations = 13

Outline

7 Representative examples and algorithms

Hydrostatic Ice

Driven cavity

8 Hard problems

9 Recent developments in PETSc

Improved multiphysics support

Time integration

Variational inequalities

Splitting for Multiphysics

$$\begin{bmatrix} A & B \\ C & D \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} f \\ g \end{bmatrix}$$

- **Relaxation:** `-pc_fieldsplit_type`
`[additive, multiplicative, symmetric_multiplicative]`

$$\begin{bmatrix} A & \\ & D \end{bmatrix}^{-1} \quad \begin{bmatrix} A & \\ C & D \end{bmatrix}^{-1} \quad \begin{bmatrix} A & \\ & 1 \end{bmatrix}^{-1} \left(1 - \begin{bmatrix} A & B \\ & 1 \end{bmatrix} \begin{bmatrix} A & \\ C & D \end{bmatrix}^{-1} \right)$$

- Gauss-Seidel inspired, works when fields are loosely coupled
- **Factorization:** `-pc_fieldsplit_type` `schur`

$$\begin{bmatrix} A & B \\ & S \end{bmatrix}^{-1} \begin{bmatrix} 1 & \\ CA^{-1} & 1 \end{bmatrix}^{-1}, \quad S = D - CA^{-1}B$$

- robust (exact factorization), can often drop lower block
- how to precondition S which is usually dense?
 - interpret as differential operators, use approximate commutators

Coupled approach to multiphysics

- Smooth all components together
 - Block SOR is the most popular
 - Block ILU sometimes more robust (e.g. transport/anisotropy)
 - Vanka field-split smoothers or for saddle-point problems
 - Distributive relaxation
- Scaling between fields is critical
- Indefiniteness
 - Make smoothers and interpolants respect inf-sup condition
 - Difficult to handle anisotropy
 - Exotic interpolants for Helmholtz
- Transport
 - Define smoother in terms of first-order upwind discretization (h -ellipticity)
 - Evaluate residuals using high-order discretization
 - Use Schur field-split: “parabolize” at top level or for smoother on levels
- Multigrid inside field-split or field-split inside multigrid
- Open research area, hard to write modular software

“Physics-based” preconditioners (semi-implicit method)

Shallow water with stiff gravity wave

h is hydrostatic pressure, u is velocity, \sqrt{gh} is fast wave speed

$$h_t - (uh)_x = 0$$

$$(uh)_t + (u^2h + \frac{1}{2}gh^2)_x = 0$$

Semi-implicit method

Suppress spatial discretization, discretize in time, implicitly for the terms contributing to the gravity wave

$$\frac{h^{n+1} - h^n}{\Delta t} + (uh)_x^{n+1} = 0$$

$$\frac{(uh)^{n+1} - (uh)^n}{\Delta t} + (u^2h)_x^n + g(h^n h^{n+1})_x = 0$$

Rearrange, eliminating $(uh)^{n+1}$

$$\frac{h^{n+1} - h^n}{\Delta t} - \Delta t (gh^n h_x^{n+1})_x = -(\text{known})^n$$

Delta form

- Preconditioner should work like the Newton step: $-F(x) \mapsto \delta x$
- Recast semi-implicit method in delta form

$$\frac{\delta h}{\Delta t} + (\delta uh)_x = -F_0, \quad \frac{\delta uh}{\Delta t} + gh^n(\delta h)_x = -F_1, \quad \hat{J} = \begin{pmatrix} \frac{1}{\Delta t} & \nabla \cdot \\ gh^n \nabla & \frac{1}{\Delta t} \end{pmatrix}$$

- Eliminate δuh

$$\frac{\delta h}{\Delta t} - \Delta t (gh^n(\delta h)_x)_x = -F_0 + (\Delta t F_1)_x, \quad S \sim \frac{1}{\Delta t} - g \Delta t \nabla \cdot h^n \nabla$$

- Solve for δh , then evaluate

$$\delta uh = -\Delta t [gh^n(\delta h)_x - F_1]$$

- Fully implicit solver
 - Is nonlinearly consistent (no splitting error)
 - Implementation used same code as semi-implicit method
 - Efficient bifurcation analysis, steady-state analysis, data assimilation
- IMEX methods can also be high order, only need “stiff part” \hat{J}

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Multiphysics problems

Examples

- Saddle-point problems (e.g. incompressibility, contact)
- Stiff waves (e.g. low-Mach combustion)
- Mixed type (e.g. radiation hydrodynamics, ALE free-surface flows)
- Multi-domain problems (e.g. fluid-structure interaction)
- Full space PDE-constrained optimization

Software/algorithmic considerations

- Separate groups develop different “physics” components
- Do not know a priori which methods will have good algorithmic properties
- Achieving high throughput is more complicated
- Multiple time and/or spatial scales
 - Splitting methods are delicate, often not in asymptotic regime
 - Strongest nonlinearities usually non-stiff: prefer explicit for TVD

The Great Solver Schism: Monolithic or Split?

Monolithic

- Direct solvers
- Coupled Schwarz
- Coupled Neumann-Neumann
(need unassembled matrices)
- Coupled multigrid
- X Need to understand local spectral and compatibility properties of the coupled system

- Preferred data structures depend on which method is used.
- Interplay with geometric multigrid.

Split

- Physics-split Schwarz
(based on relaxation)
- Physics-split Schur
(based on factorization)
 - approximate commutators
SIMPLE, PCD, LSC
 - segregated smoothers
 - Augmented Lagrangian
 - “parabolization” for stiff waves
- X Need to understand global coupling strengths

Multi-physics coupling in PETSc



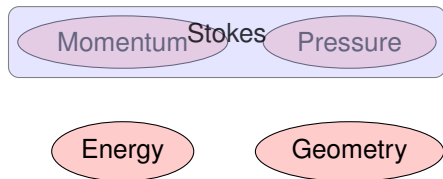
- package each “physics” independently
- solve single-physics and coupled problems
- semi-implicit and fully implicit
- reuse residual and Jacobian evaluation unmodified
- direct solvers, fieldsplit inside multigrid, multigrid inside fieldsplit without recompilation
- use the best possible matrix format for each physics (e.g. symmetric block size 3)
- matrix-free anywhere
- multiple levels of nesting

Multi-physics coupling in PETSc



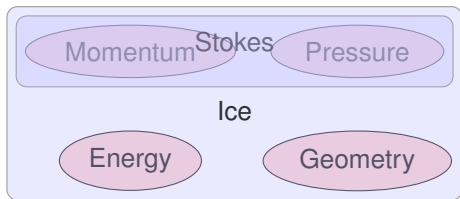
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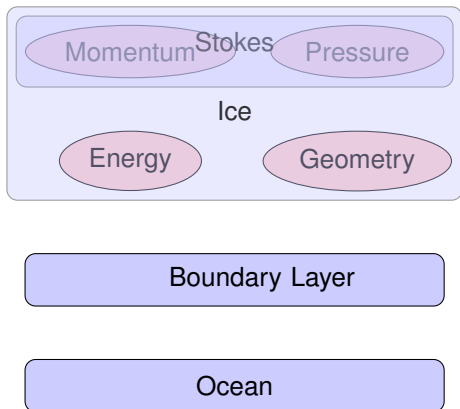
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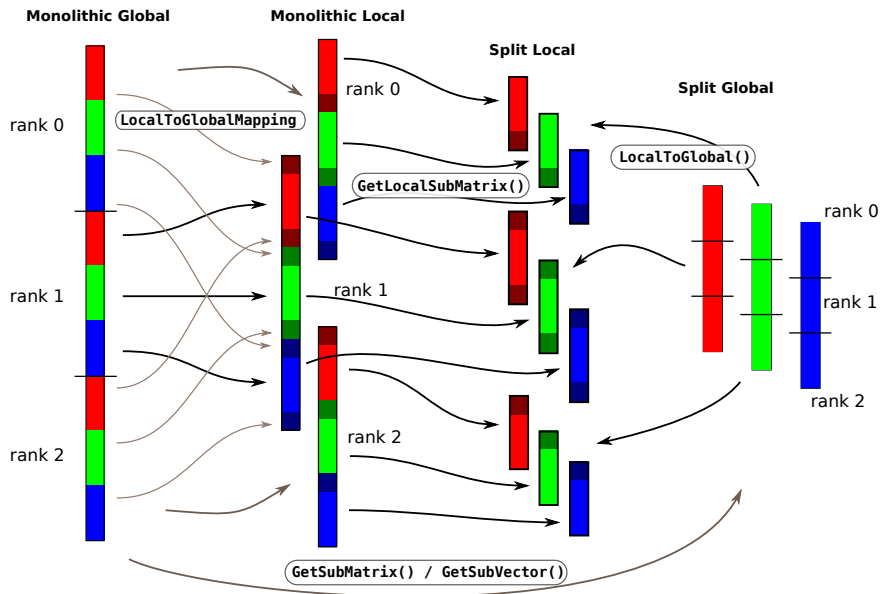


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Work in Split Local space, matrix data structures reside in any space.

Multiphysics Assembly Code: Residuals

```

FormFunction_Coupled(SNES snes, Vec X, Vec F, void *ctx) {
    struct UserCtx *user = ctx;
    // ...
    SNESGetDM(snes, &pack);
    DMCompositeGetEntries(pack, &dau, &dak);
    DMDAGetLocalInfo(dau, &infou);
    DMDAGetLocalInfo(dak, &infok);
    DMCompositeScatter(pack, X, Uloc, Kloc);
    DMDAVecGetArray(dau, Uloc, &u);
    DMDAVecGetArray(dak, Kloc, &k);
    DMCompositeGetAccess(pack, F, &Fu, &Fk);
    DMDAVecGetArray(dau, Fu, &fu);
    DMDAVecGetArray(dak, Fk, &fk);
    FormFunctionLocal_U(user, &infou, u, k, fu); // u residual with k g
    FormFunctionLocal_K(user, &infok, u, k, fk); // k residual with u g
    DMDAVecRestoreArray(dau, Fu, &fu);
    // More restores

```


Multiphysics Assembly Code: Jacobians

```

FormJacobian_Coupled(SNES snes, Vec X, Mat J, Mat B, ...) {
    // Access components as for residuals
    MatGetLocalSubMatrix(B, is[0], is[0], &Buu);
    MatGetLocalSubMatrix(B, is[0], is[1], &Buk);
    MatGetLocalSubMatrix(B, is[1], is[0], &Bku);
    MatGetLocalSubMatrix(B, is[1], is[1], &Bkk);
    FormJacobianLocal_U(user, &infou, u, k, Buu);           // single physics
    FormJacobianLocal_UK(user, &infou, &infok, u, k, Buk); // coupling
    FormJacobianLocal_KU(user, &infou, &infok, u, k, Bku); // coupling
    FormJacobianLocal_K(user, &infok, u, k, Bkk);          // single physics
    MatRestoreLocalSubMatrix(B, is[0], is[0], &Buu);
    // More restores

```

- Assembly code is independent of matrix format
- Single-physics code is used unmodified for coupled problem
- No-copy fieldsplit:
 - pack_dm_mat_type nest -pc_type fieldsplit
- Coupled direct solve:

```
-pack_dm_mat_type aij -pc_type lu -pc_factor_mat_solver_package mumps
```

```
MatGetLocalSubMatrix(Mat A, IS rows, IS cols, Mat *B);
```

- Primarily for assembly
 - B is not guaranteed to implement `MatMult`
 - The communicator for B is not specified, only safe to use non-collective ops (unless you check)
- IS represents an index set, includes a block size and communicator
- `MatSetValuesBlockedLocal()` is implemented
- `MatNest` returns nested submatrix, no-copy
- No-copy for Neumann-Neumann formats (unassembled across procs, e.g. BDDC, FETI-DP)
- Most other matrices return a lightweight proxy `Mat`
 - `COMM_SELF`
 - Values not copied, does not implement `MatMult`
 - Translates indices to the language of the parent matrix
 - Multiple levels of nesting are flattened

IMEX time integration in PETSc

- Additive Runge-Kutta IMEX methods

$$G(t, x, \dot{x}) = F(t, x)$$

$$J_{\alpha} = \alpha G_{\dot{x}} + G_x$$

- User provides:
 - `FormRHSFunction(ts, t, x, F, void *ctx);`
 - `FormIFunction(ts, t, x, \dot{x}, G, void *ctx);`
 - `FormIJacobian(ts, t, x, \dot{x}, \alpha, J, Jp, mstr, void *ctx);`
- L-stable DIRK for stiff part G
- Choice of explicit method, e.g. SSP
- Orders 2 through 5, embedded error estimates
- Dense output, hot starts for Newton
- More accurate methods if G is linear, also Rosenbrock-W
- Can use preconditioner from classical “semi-implicit” methods
- Extensible adaptive controllers, can change order within a family
- Easy to register new methods: `TSARKIMEXRegister()`
- Eliminate many interface quirks
- Single step interface so user can have own time loop

Some TS methods

TSSSPRK104 10-stage, fourth order, low-storage, optimal explicit SSP Runge-Kutta $c_{\text{eff}} = 0.6$ (Ketcheson 2008)

TSARKIMEX2E second order, one explicit and two implicit stages, L -stable, optimal (Constantinescu)

TSARKIMEX3 (and 4 and 5), L -stable (Kennedy and Carpenter, 2003)

TSROSWRA3PW three stage, third order, for index-1 PDAE, A -stable, $R(\infty) = 0.73$, second order strongly A -stable embedded method (Rang and Angermann, 2005)

TSROSWRA34PW2 four stage, third order, L -stable, for index 1 PDAE, second order strongly A -stable embedded method (Rang and Angermann, 2005)

TSROSWLLSSP3P4S2C four stage, third order, L -stable implicit, SSP explicit, L -stable embedded method (Constantinescu)

TS Examples

- **1D nonlinear hyperbolic conservation laws**
 - `src/ts/examples/tutorials/ex9.c`
 - `./ex9 -da_grid_x 100 -initial 1 -physics shallow -limit minmod -ts_ssp_type rks2 -ts_ssp_nstages 8 -ts_monitor_solution`
- **Stiff linear advection-reaction test problem**
 - `src/ts/examples/tutorials/ex22.c`
 - `./ex22 -da_grid_x 200 -ts_monitor_solution -ts_type ros_w -ts_ros_w_type ra34pw2 -ts_adapt_monitor`
- **1D Brusselator (reaction-diffusion)**
 - `src/ts/examples/tutorials/ex25.c`
 - `./ex25 -da_grid_x 40 -ts_monitor_solution -ts_type ros_w -ts_ros_w_type 2p -ts_adapt_monitor`

Variational Inequalities

- Supports inequality and box constraints on solution variables.
- Solution methods
 - Semismooth Newton
 - reformulate problem as a non-smooth system, Newton on subdifferential
 - Newton step solves diagonally perturbed systems
 - Active set
 - similar linear algebra to solving PDE
 - solve in reduced space by eliminating constrained variables
 - or enforce constraints by Lagrange multipliers
 - sometimes slower convergence or “bouncing”
- composes with multigrid and field-split
- demonstrated optimality for phase-field problems with millions of degrees of freedom

New methods in SNES

LS, TR Newton-type with line search and trust region

NRichardson Nonlinear Richardson, usually preconditioned

VIRS, VIRSAUG, and VISS reduced space and semi-smooth methods for variational inequalities

QN Quasi-Newton methods like BFGS

NGMRES Nonlinear GMRES

NCG Nonlinear Conjugate Gradients

SORQN SOR quasi-Newton

GS Nonlinear Gauss-Seidel sweeps

FAS Full approximation scheme (nonlinear multigrid)

MS Multi-stage smoothers, often used with FAS for hyperbolic problems

Shell Your method, often used as a (nonlinear) preconditioner

Conclusions

PETSc can help you

- solve algebraic and DAE problems in your application area
- rapidly develop efficient parallel code, can start from examples
- develop new solution methods and data structures
- debug and analyze performance
- advice on software design, solution algorithms, and performance
 - `petsc-{users,dev,maint}@mcs.anl.gov`

You can help PETSc

- report bugs and inconsistencies, or if you think there is a better way
- tell us if the documentation is inconsistent or unclear
- consider developing new algebraic methods as plugins, contribute if your idea works

References

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