

# Algorithm for Sparse Approximate Inverse Preconditioners Refinement in Conjugate Gradient Method

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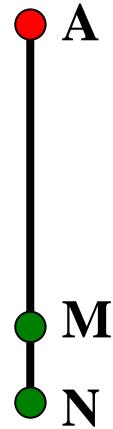
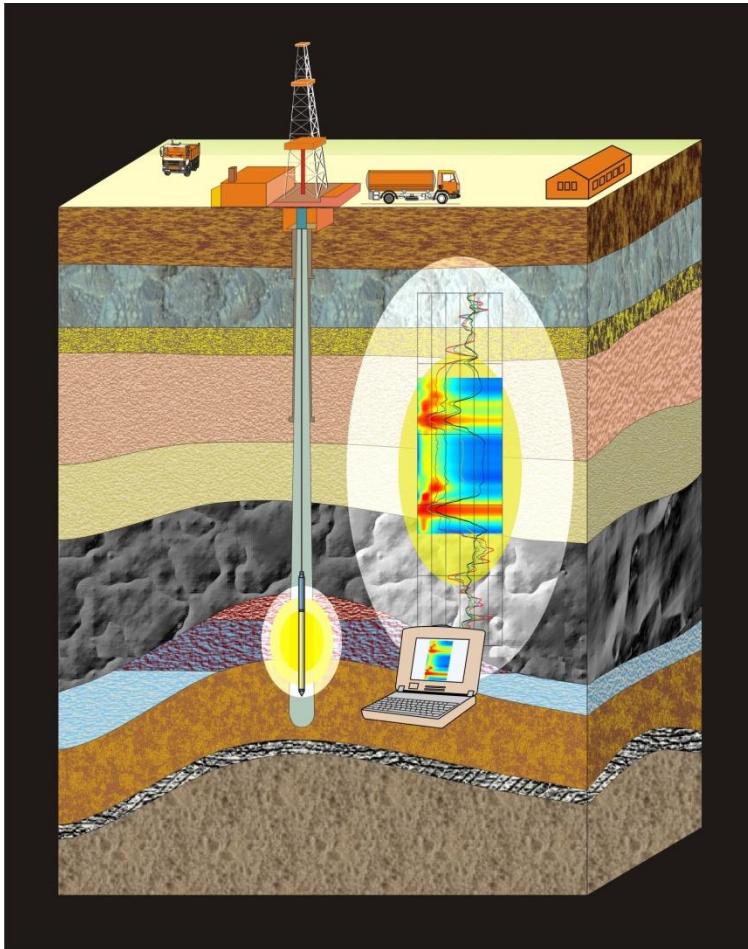
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# Agenda

- Motivation
- Parallel preconditioners
- Numerical experiments

# Well resistivity logging



GZ1 – A0,4M0,1N

GZ2 – A1M0,1N

GZ3 – A2M0,5N

GZK – N0,5M2A

GZ4 – A4M0,5N



# Potential field problem

$$\frac{1}{r} \frac{\partial}{\partial r} (\sigma_r r \frac{\partial U^a}{\partial r}) + \frac{\partial}{\partial z} (\sigma_z \frac{\partial U^a}{\partial z}) = \frac{1}{r} \frac{\partial}{\partial r} ((\sigma_0 - \sigma_r) r \frac{\partial U^0}{\partial r}) + \frac{\partial}{\partial z} ((\sigma_0 - \sigma_z) \frac{\partial U^0}{\partial z})$$

$$h_i^{(r)} = (h_i^{(r)} + h_{i+1}^{(r)})/2 \quad h_i^{(r)} = r_i - r_{i-1} \quad i = 1, \dots, N_r \quad (V)_{r,ij} = (V_{ij} - V_{i-1,j})/h_i^{(r)}$$

$$a_{ij} = \sigma(r_i - \frac{h_i^{(r)}}{2}, z_j + \frac{h_j^{(z)}}{2}) \quad b_{ij} = \sigma(r_i + \frac{h_i^{(r)}}{2}, z_j - \frac{h_j^{(z)}}{2})$$

$$Ax = F$$

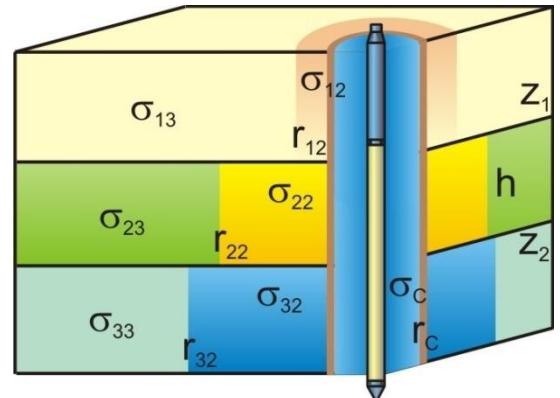
$$AV = -\frac{1}{r} \left( \bar{r} a V_{\bar{r}} \right)_r - \left( b V_{\bar{z}} \right)_z$$

$$F = \frac{1}{r} \left( \bar{r} (a - \sigma_0) U_r^0 \right)_r + \left( (b - \sigma_0) U_z^0 \right)_z - \frac{(a - \sigma_0)}{r^2} U^0$$

$r_{jl}$  - Radial bounds

$z_j$  - Vertical bounds

$\sigma_{jl}$  - Conductivity

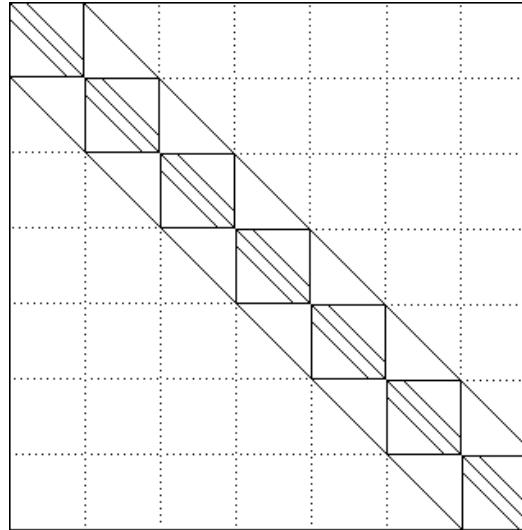
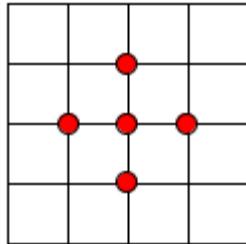


# Finite difference approximation

$$\frac{1}{r} \frac{\partial}{\partial r} (\sigma r \frac{\partial U^a}{\partial r}) + \frac{\partial}{\partial z} (\sigma \frac{\partial U^a}{\partial z}) = \frac{1}{r} \frac{\partial}{\partial r} ((\sigma_0 - \sigma) r \frac{\partial U^0}{\partial r}) + \frac{\partial}{\partial z} ((\sigma_0 - \sigma) \frac{\partial U^0}{\partial z})$$



$$AV = -\frac{1}{r} \left( \begin{matrix} \bar{r} a V_{\bar{r}} \\ b V_{\bar{z}} \end{matrix} \right)_r - \left( \begin{matrix} \bar{r} a V_{\bar{r}} \\ b V_{\bar{z}} \end{matrix} \right)_z$$



$$k(A) = \lambda_{max}/\lambda_{min}$$

- Sparse
- Symmetric
- Positive definite
- Not strictly diagonally dominant matrix

# Conjugate gradient method

$k = 0$ : Initialization:  $x_0, p_0 = r_0 = b - Ax_0$

$k \geq 0$ : While  $\frac{\|r_k\|}{\|r_0\|} > \varepsilon$

$$1. q_k = Ap_k, \alpha_k = \frac{\|r_k\|^2}{p_k^T q_k}$$

$$2. x_{k+1} = x_k + \alpha_k p_k, r_{k+1} = r_k - \alpha_k q_k$$

$$3. \beta_k = \frac{\|r_{k+1}\|^2}{\|r_k\|^2}, p_{k+1} = r_{k+1} + \beta_k p_k$$

- Scalar product
- Norm
- Vector updates
- Matrix vector product

# Preconditioned conjugate gradient method

$$M^{-1}Ax = M^{-1}b$$

$$AM^{-1}y = b, x = M^{-1}y$$

$k = 0$ : Initialization:  $x_0, r_0 = b - Ax_0, Mz_0 = r_0, p_0 = z_0$

$k \geq 0$ : While  $\frac{\|r_k\|}{\|r_0\|} > \varepsilon$

1.  $q_k = Ap_k, \alpha_k = \frac{z_k^T r_k}{p_k^T q_k}$
2.  $x_{k+1} = x_k + \alpha_k p_k, r_{k+1} = r_k - \alpha_k q_k$
3.  $Mz_{k+1} = r_{k+1}$
4.  $\beta_k = \frac{z_{k+1}^T r_{k+1}}{z_k^T z_k}, p_{k+1} = r_{k+1} + \beta_k p_k$

- Need to solve additional linear system at each step
- Additional costs should not outweigh reduction of iterations
- Classical preconditioners (SOR, Incomplete Factorizations) are based on triangular decompositions – sequential task
- Simple preconditioners like Jacobi has limited impact on the efficiency
- Sparse Approximate Inverse – sequential setup phase
- Incomplete Poisson Preconditioner (**M.Ament, G.Knittel, A Parallel Preconditioned Conjugate Gradient Solver for the Poisson Problem on a Multi-GPU Platform**)

# Schulz-Hotelling algorithm

$D_0$  – initial approximation of  $A^{-1}$

With  $\|R_0\| \leq q \leq 1$ , where  $R_0 = I - AD_0$ , we can build iterative process

$$D_1 = D_0(I + R_0), R_1 = I - AD_1$$

$$D_2 = D_1(I + R_1), R_2 = I - AD_2$$

.....

.....

$$D_m = D_{m-1}(I + R_{m-1}), R_m = I - AD_m$$

$$\|D_m - A^{-1}\| \leq \|D_0\| \frac{q^{2^m}}{1-q}$$

If  $A = A^T$  and  $D_0 = {D_0}^T$ , then  $D_m = {D_m}^T$

G. Schulz, Iterative Berechnung der reziproken Matrix, Z. Angew. Math. Mech. 13 (1933)

H. Hotelling, Analysis of a complex of statistical variables into principal components, J. Educ. Psych., (1933)

# Schulz-Hotelling algorithm

$$D_1 = D_0(I + R_0)$$

$$D_2 = D_0(I + R_0 + R_0^2 + R_0^3)$$

$$D_3 = D_0(I + R_0 + R_0^2 + R_0^4 + R_0^5 + R_0^6 + R_0^7)$$

$$D_m = D_0(I + R_0 + R_0^2 + \dots + R_0^{2^m-1})$$

# Parallel preconditioners (Jacobi)

Initial inverse approximation:

$$D_0 = \text{diag}\{a_{11}^{-1}, a_{22}^{-1}, \dots, a_{nn}^{-1}\}$$

$$D_1 = D_0 + D_0(I - AD_0) - \text{symmetric, 5-diagonal}$$

$$D_2 = D_1 + D_1(I - AD_1) - \text{symmetric, 25-diagonal}$$

$$D_2 = 2D_1 + D_1AD_1$$

$$D_2 = D_1(I + R_0^2), \quad R_0 = I - AD_0$$

$$I + R_0^2 - \text{9-diagonal}$$

$$D_3 = D_2 + D_2(I - AD_2) = 2(2D_1 - D_1AD_1) - (2D_1 - D_1AD_1)A(2D_1 - D_1AD_1)$$

$$D_3 = 2D_1(I + R_0^2) - D_1(I + R_0^2)AD_1(I + R_0^2) - \text{symmetric, 113-diagonal}$$

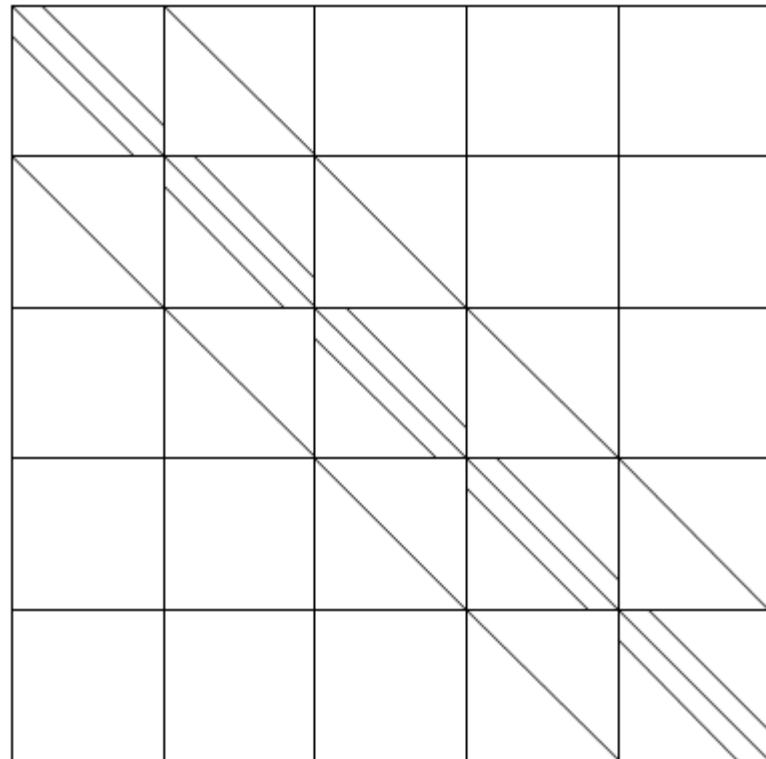
# Parallel preconditioners ( $D_1$ )

$$D_1 = D_0 + D_0(I - AD_0)$$

$$D_1 3(i) = 1 / A3(i)$$

$$D_1 4(i) = -A4(i) / (A3(i+1) * A3(i))$$

$$D_1 5(i) = -A5(i) / (A3(i+1) * A3(i))$$

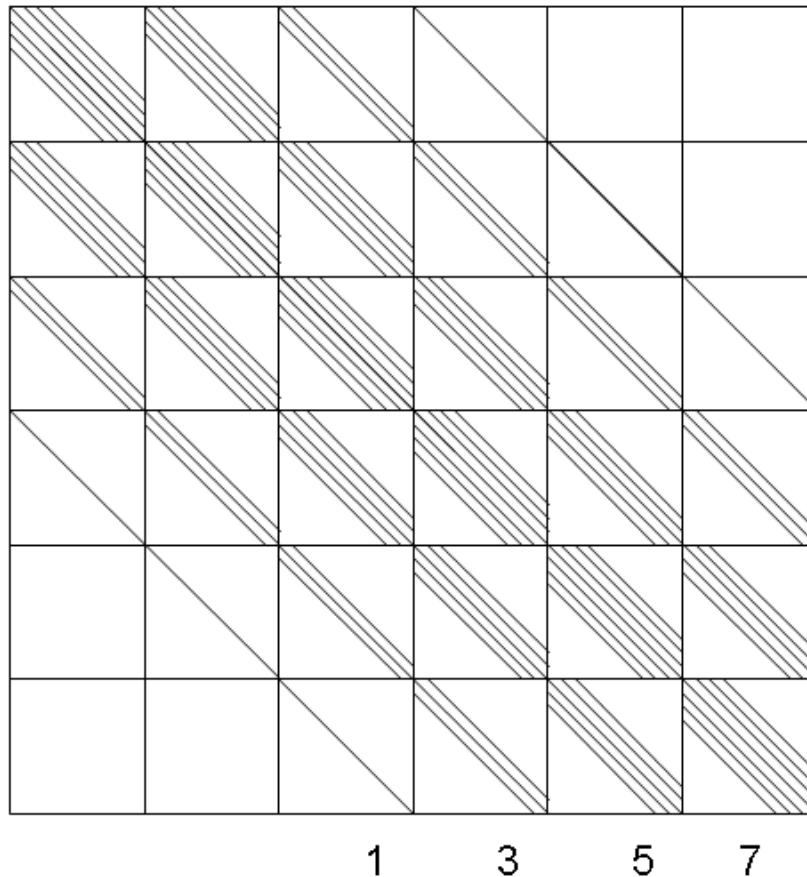


# Parallel preconditioners ( $D_2$ )

$D_2 = D_1 + D_1(I - AD_1)$  – symmetric, 25-diagonal

$$D_2 = 2D_1 + D_1AD_1$$

$$D_2 = D_1(I + R_0^2), \quad R_0 = I - AD_0, \quad I + R_0^2 - 9\text{-diagonal}$$



# Parallel preconditioners ( $D_3$ )

$$D_3 = D_2 + D_2(I - AD_2) = 2(2D_1 - D_1AD_1) - (2D_1 - D_1AD_1)A(2D_1 - D_1AD_1)$$

$$D_3 = 2D_1(I + R_0^2) - D_1(I + R_0^2)AD_1(I + R_0^2)\text{-symmetric, 113-diagonal}$$

|    |    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|----|
| 15 | 13 | 11 | 9  | 7  | 5  | 3  | 1  |    |    |
| 13 | 15 | 13 | 11 | 9  | 7  | 5  | 3  | 1  |    |
| 11 | 13 | 15 | 13 | 11 | 9  | 7  | 5  | 3  | 1  |
| 9  | 11 | 13 | 15 | 13 | 11 | 9  | 7  | 5  | 3  |
| 7  | 9  | 11 | 13 | 15 | 13 | 11 | 9  | 7  | 5  |
| 5  | 7  | 9  | 11 | 13 | 15 | 13 | 11 | 9  | 7  |
| 3  | 5  | 7  | 9  | 11 | 13 | 15 | 13 | 11 | 9  |
| 1  | 3  | 5  | 7  | 9  | 11 | 13 | 15 | 13 | 11 |
|    | 1  | 3  | 5  | 7  | 9  | 11 | 13 | 15 | 13 |
|    |    | 1  | 3  | 5  | 7  | 9  | 11 | 13 | 15 |

# Parallel preconditioners (SSOR)

$A = L + D + L^T$ ,  $D$  – diagonal,  $L$  – lower triangular

$M = KK^t$ , where  $K = \frac{(\bar{D}+L)\bar{D}^{-1/2}}{\sqrt{2-\omega}}$ ,  $0 < \omega < 2$ ,  $\bar{D} = \left(\frac{1}{\omega}\right)D$

$K^{-1} = \sqrt{2-\omega}\bar{D}(I + \bar{D}^{-1}L)^{-1}\bar{D}^{-1}$

$K^{-1} \approx \sqrt{2-\omega}\bar{D}^{\frac{1}{2}}[I - \bar{D}^{-1}L + (\bar{D}^{-1}L)^2 - (\bar{D}^{-1}L)^3 + \dots]\bar{D}^{-1}$

$\bar{K} = \sqrt{2-\omega}\bar{D}^{\frac{1}{2}}(I - \bar{D}^{-1}L)\bar{D}^{-1} = \sqrt{2-\omega}\bar{D}^{-\frac{1}{2}}(I - L\bar{D}^{-1})$

SSOR-AI preconditioner is defined as  $\bar{M} = \bar{K}^T\bar{K}$

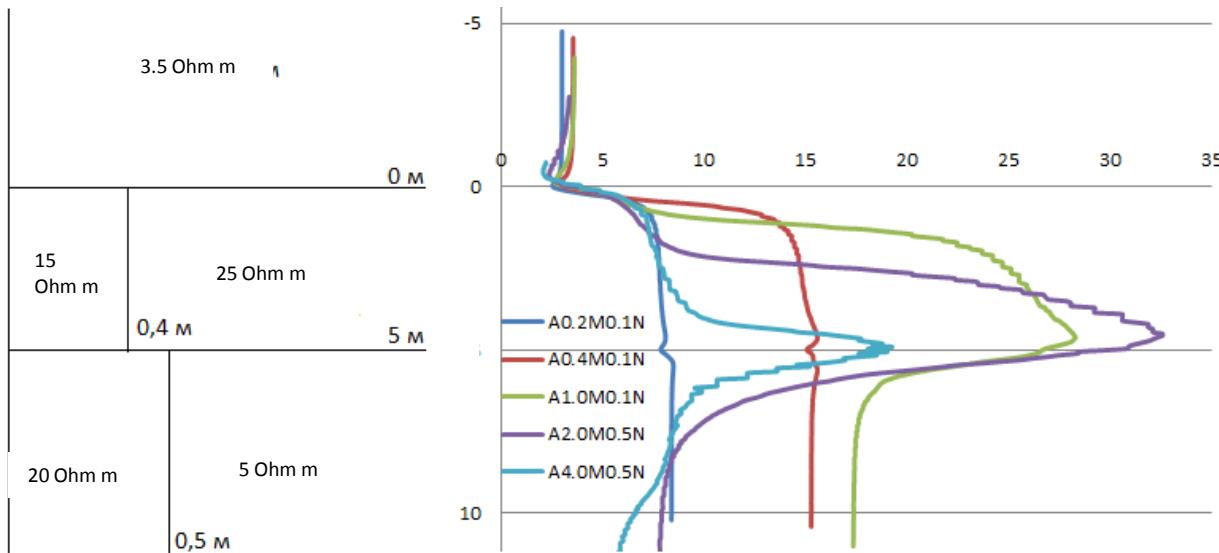
Let's take as  $D_0$  in Schulz-Hotelling series

*\*-Rudi Helfenstein, Jonas Koko, Parallel preconditioned conjugate gradient algorithm on GPU*

# Numeric experiments

Probes: 5

Tool positions: 100



Grid: 88x200, matrix 17600x17600

GPU: NVIDIA® GeForce® GTX 480

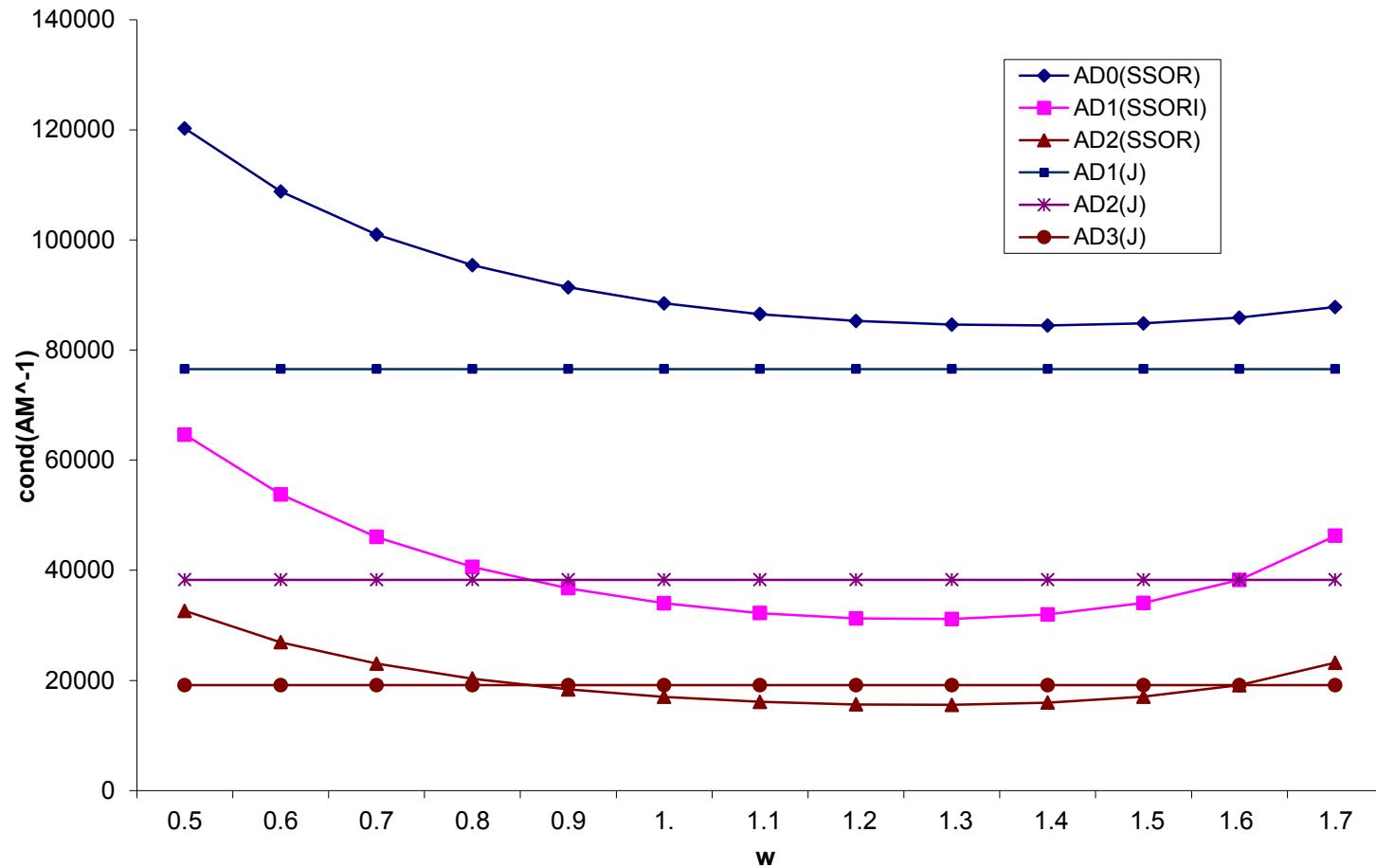
# Condition number of $AM^{-1}$

| Matrix       | Condition number |
|--------------|------------------|
| $A$          | $4.5377 * 10^7$  |
| $AJ$         | $3.0542 * 10^5$  |
| $AD_1(J)$    | $7.6542 * 10^4$  |
| $AD_2(J)$    | $3.8271 * 10^4$  |
| $AD_3(J)$    | $1.9135 * 10^4$  |
| $AD_0(SSOR)$ | $8.4605 * 10^4$  |
| $AD_1(SSOR)$ | $3.1132 * 10^4$  |
| $AD_2(SSOR)$ | $1.5556 * 10^4$  |

Grid: 88x200, matrix 17600x17600

GPU: NVIDIA® GeForce® GTX 480

# Condition number of $AM^{-1}$



Grid: 88x200, matrix 17600x17600

GPU: NVIDIA® GeForce® GTX 480

# Performance

| Method     | Iterations | Time, sec | Method       | Iterations | Time, sec |
|------------|------------|-----------|--------------|------------|-----------|
| $CG$       | 219322     | 62,7      |              |            |           |
| $D_0 = J$  | 2428       | 0.477     |              |            |           |
| $D_1(J)$   | 1209       | 0.188     | $D_0 = SSOR$ | 1309       | 0.228     |
| $D_2(D_1)$ | 859        | 0.178     | $D_1(SSOR)$  | 784        | 0.177     |
| $D_2(R^2)$ | 859        | 0.174     |              |            |           |
| $D_3(D_1)$ | 608        | 0.172     | $D_2(SSOR)$  | 554        | 0.179     |

|           | $D_3(D_1)$ | $D_1(SSOR)$ | $D_2(SSOR)$ |
|-----------|------------|-------------|-------------|
| Time, sec | 14         | 17          | 15          |

Grid: 88x200, matrix 17600x17600

GPU: NVIDIA® GeForce® GTX 480

# Conclusion

- A parallel preconditioner is presented
- A sparse approximate inverse is computed explicitly
- Computation of the preconditioner is inherently parallel (well suitable for GPU)

# Thank you