

Boundary element quadrature schemes for multi- and many-core architectures

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IT4Innovations
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1 BEM4I

- Boundary element method
- OpenMP threading
- OpenMP vectorization
- Adaptive cross approximation

2 Numerical experiments

- Full assembly
- ACA assembly

3 Conclusion

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BEM4I

- BEM is an alternative to FEM for the solution of PDEs,
- BEM4I - 3D boundary element library for
 - Laplace equation (heat transfer),
 - Helmholtz equation (wave scattering),
 - Lamé equation (linear elasticity),
 - time-dependent wave equation.
- Specifications
 - C++, interface to MKL or other BLAS, LAPACK,
 - ACA for matrix sparsification.
- Strategies
 - SIMD vectorization for surface integrals (**OpenMP**, Vc library),
 - OpenMP for local element contributions / individual ACA blocks,
 - MPI for distributed matrices,
 - BETI with the ESPRESO library,
 - Intel MIC offload/**native**.

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Boundary value problem for the Laplace equation

$$\begin{cases} -\Delta u = 0 & \text{in } \Omega, \\ u = f & \text{on } \Gamma_D, \\ \frac{\partial u}{\partial n} = g & \text{on } \Gamma_N. \end{cases}$$

Representation formula for $\mathbf{x} \in \Omega$

$$u(\mathbf{x}) = \frac{1}{4\pi} \int_{\partial\Omega} \frac{1}{\|\mathbf{x} - \mathbf{y}\|} \frac{\partial u}{\partial \mathbf{n}}(\mathbf{y}) d\mathbf{s}_{\mathbf{y}} - \frac{1}{4\pi} \int_{\partial\Omega} \frac{\langle \mathbf{x} - \mathbf{y}, \mathbf{n}(\mathbf{y}) \rangle}{\|\mathbf{x} - \mathbf{y}\|^3} u(\mathbf{y}) d\mathbf{s}_{\mathbf{y}}.$$

Boundary integral equations for $\mathbf{x} \in \partial\Omega$

$$\frac{1}{4\pi} \int_{\partial\Omega} \frac{1}{\|\mathbf{x} - \mathbf{y}\|} \frac{\partial u}{\partial \mathbf{n}}(\mathbf{y}) d\mathbf{s}_{\mathbf{y}} = \frac{1}{2} u(\mathbf{x}) + \frac{1}{4\pi} \int_{\partial\Omega} \frac{\langle \mathbf{x} - \mathbf{y}, \mathbf{n}(\mathbf{y}) \rangle}{\|\mathbf{x} - \mathbf{y}\|^3} u(\mathbf{y}) d\mathbf{s}_{\mathbf{y}},$$

$$-\frac{\partial}{\partial \mathbf{n}_{\mathbf{x}}} \frac{1}{4\pi} \int_{\partial\Omega} \frac{\langle \mathbf{x} - \mathbf{y}, \mathbf{n}(\mathbf{y}) \rangle}{\|\mathbf{x} - \mathbf{y}\|^3} u(\mathbf{y}) d\mathbf{s}_{\mathbf{y}} = \frac{1}{2} \frac{\partial u}{\partial \mathbf{n}}(\mathbf{x}) - \frac{1}{4\pi} \int_{\partial\Omega} \frac{\langle \mathbf{y} - \mathbf{x}, \mathbf{n}(\mathbf{x}) \rangle}{\|\mathbf{x} - \mathbf{y}\|^3} \frac{\partial u}{\partial \mathbf{n}}(\mathbf{y}) d\mathbf{s}_{\mathbf{y}}.$$

Discretization leads to the systems

$$\mathbf{V}_h \mathbf{g} = \left(\frac{1}{2} \mathbf{M}_h + \mathbf{K}_h \right) \mathbf{f}, \quad \mathbf{D}_h \mathbf{f} = \left(\frac{1}{2} \mathbf{M}_h - \mathbf{K}_h \right)^{\top} \mathbf{g}$$

with the matrices

$$\mathbf{V}_h[\ell, k] := \frac{1}{4\pi} \int_{\tau_\ell} \int_{\tau_k} \frac{1}{\|\mathbf{x} - \mathbf{y}\|} \, d\mathbf{s}_y \, d\mathbf{s}_x$$

$$\mathbf{K}_h[\ell, i] := \frac{1}{4\pi} \int_{\tau_\ell} \int_{\partial\Omega} \varphi_i(\mathbf{y}) \frac{\langle \mathbf{x} - \mathbf{y}, \mathbf{n}(\mathbf{y}) \rangle}{\|\mathbf{x} - \mathbf{y}\|^3} \, d\mathbf{s}_y \, d\mathbf{s}_x$$

$$\mathbf{D}_h[j, i] := \frac{1}{4\pi} \int_{\partial\Omega} \int_{\partial\Omega} \frac{\langle \mathbf{curl} \varphi_i(\mathbf{y}), \mathbf{curl} \varphi_j(\mathbf{x}) \rangle}{\|\mathbf{x} - \mathbf{y}\|} \, d\mathbf{s}_y \, d\mathbf{s}_x = \mathbf{T}_h^{\top} \operatorname{diag}(\mathbf{V}_h, \mathbf{V}_h, \mathbf{V}_h) \mathbf{T}_h,$$

$$\mathbf{M}_h[\ell, i] := \int_{\tau_\ell} \varphi_i(\mathbf{x}) \, d\mathbf{s}_x.$$

- OpenMP threading for V_h

```
1 #pragma omp parallel for
2 for( int tau_k = 0; tau_k < E; ++tau_k ){ // columns
3     for( int tau_l = 0; tau_l < E; ++tau_l ){ // rows
4         SLIntegrator.getLocalMatrix( *tau_l, *tau_k, Vloc );
5         V.set( *tau_l, *tau_k, Vloc.get( 0, 0 ) );
6     } }
```

- OpenMP threading for K_h

■ OpenMP threading for V_h

```

1 #pragma omp parallel for
2 for( int tau_k = 0; tau_k < E; ++tau_k ){ // columns
3   for( int tau_l = 0; tau_l < E; ++tau_l ){ // rows
4     SLIntegrator.getLocalMatrix( *tau_l, *tau_k, Vloc );
5     V.set( *tau_l, *tau_k, Vloc.get( 0, 0 ) );
6   } }
```

■ OpenMP threading for K_h

```

1 #pragma omp parallel for
2 for( int tau_k = 0; tau_k < E; ++tau_k ){ // columns
3   for( int tau_l = 0; tau_l < E; ++tau_l ){ // rows
4     DLIntegrator.getLocalMatrix( *tau_l, *tau_k, Kloc );
5   #pragma omp atomic // (inside of add_atomic)
6     K.add_atomic( *tau_l, tau_k->node[ 0 ], Kloc.get( 0, 0 ) );
7   #pragma omp atomic // (inside of add_atomic)
8     K.add_atomic( *tau_l, tau_k->node[ 1 ], Kloc.get( 0, 1 ) );
9   #pragma omp atomic // (inside of add_atomic)
10    K.add_atomic( *tau_l, tau_k->node[ 2 ], Kloc.get( 0, 2 ) );
11 } }
```

■ OpenMP threading for V_h

```

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2 for( int tau_k = 0; tau_k < E; ++tau_k ){ // columns
3   for( int tau_l = 0; tau_l < E; ++tau_l ){ // rows
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■ OpenMP threading for K_h

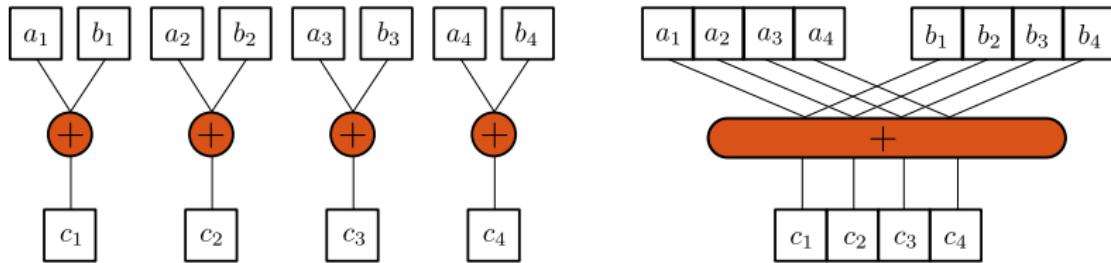
```

1 #pragma omp parallel for
2 for( int tau_l = 0; tau_l < E; ++tau_l ){ // rows
3   for( int tau_k = 0; tau_k < E; ++tau_k ){ // columns
4     DLIntegrator.getLocalMatrix( *tau_l, *tau_k, Kloc );
5
6     K.add( *tau_l, tau_k->node[ 0 ], Kloc.get( 0, 0 ) );
7
8     K.add( *tau_l, tau_k->node[ 1 ], Kloc.get( 0, 1 ) );
9
10    K.add( *tau_l, tau_k->node[ 2 ], Kloc.get( 0, 2 ) );
11  } }
```

■ Avoid `#pragma omp critical`, use `#pragma omp atomic` if applicable.

■ Single Instruction Multiple Data (SIMD)

- processing vector with a single operation,
- provides data level parallelism,
- elements are of the same type.



■ Vector length

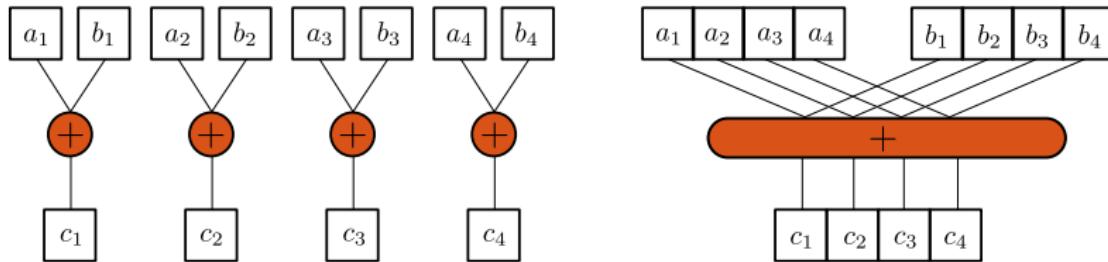
- 256 bits for AVX-2 (Haswell), 4 DP operands,
- 512 bits for IMCI (KNC), AVX512 (KNL), 8 DP operands.

■ Vectorization achieved by

- compiler auto-vectorization (code refactoring can help),
- OpenMP 4.0 pragmas (`#pragma omp simd`),
- intrinsic functions,
- wrapper library (Vc),
- assembly.

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- intrinsic functions,
- wrapper library (Vc),
- assembly.

- Tuned vectorized integration over a square

```
1 double * w = new double[ S ];
2 w[ 0 ] = ... // init. weights
3 // x^1_1, x^1_2, ..., x^S_1, x^S_2
4 double x [ ] = { ... };
5
6
7
8
9
10
11 for( int l = 0; l < S; ++l ){
12     result += w[ l ] * f( x[ 2 * l ], x[ 2 * l + 1 ] );
13 }
14
15 delete w;
```

- Loop peeling & strided access to memory

- Tuned vectorized integration over a square

```
1 double * w = new double[ S ];
2 w[ 0 ] = ... // init. weights
3 // x^1_1, x^1_2, ..., x^S_1, x^S_2
4 double x [ ] = { ... };
5
6
7
8
9
10 #pragma omp simd reduction( + : result )
11 for( int l = 0; l < S; ++l ){
12     result += w[ l ] * f( x[ 2 * l ], x[ 2 * l + 1 ] );
13 }
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15 delete w;
```

- Loop peeling & strided access to memory

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```

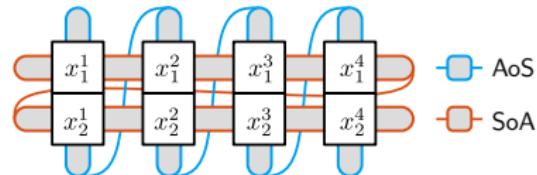
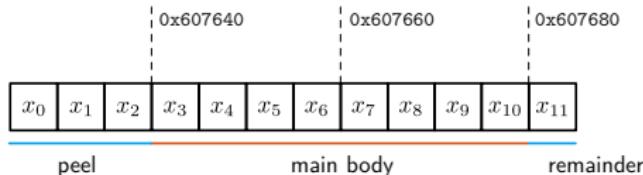
1 double * w = new double[ S ];
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5
6
7
8
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10 #pragma omp simd reduction( + : result )
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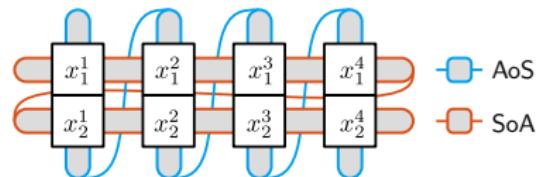
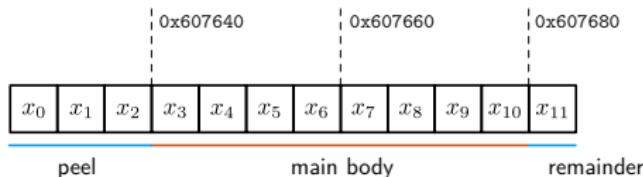
- Tuned vectorized integration over a square

```

1 double * w = (double *) _mm_malloc( S * sizeof(double), 64 );
2 w[ 0 ] = ... // init. weights
3 // x^1_1, ..., x^S_1
4 double x1 [ ] __attribute__( ( aligned( 64 ) ) ) = { ... };
5 // x^1_2, ..., x^S_2
6 double x2 [ ] __attribute__( ( aligned( 64 ) ) ) = { ... };
7
8 __assume_aligned( w, 64 ); // tell compiler about alignment
9
10 #pragma omp simd reduction( + : result )
11 for( int l = 0; l < S; ++l ){
12     result += w[ l ] * f( x1[ l ], x2[ l ] );
13 }
14
15 _mm_free( w );

```

- Loop peeling & strided access to memory

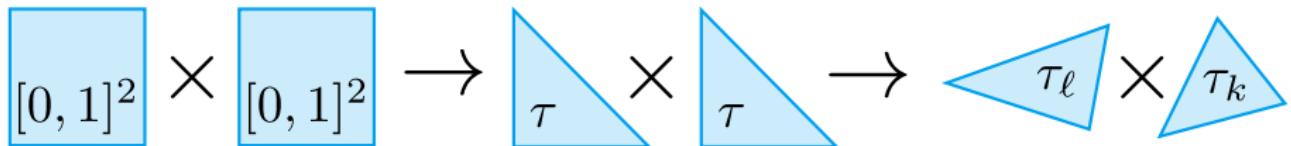


Duffy substitution for $\tau_\ell \times \tau_k$,

$$\nabla_h[\ell, k] = \sum_s \int_0^1 \int_0^1 \int_0^1 \int_0^1 k(\mathbf{F}^s(\eta_1, \eta_2, \eta_3, \xi)) \mathbf{S}^s(\eta_1, \eta_2, \eta_3, \xi) d\eta_1 d\eta_2 d\eta_3 d\xi$$

with $\mathbf{F}^s : [0, 1]^4 \rightarrow S \subset \tau_\ell \times \tau_k$,

$$\mathbf{F}^s(\eta_1, \eta_2, \eta_3, \xi) = (\mathbf{x}, \mathbf{y}), \quad \mathbf{S}^s(\eta_1, \eta_2, \eta_3, \xi) d\eta_1 d\eta_2 d\eta_3 d\xi = d\mathbf{s}_x d\mathbf{s}_y.$$



Approximated by tensor Gauss quadrature

$$\nabla_h[\ell, k] \approx \sum_s \sum_m w_m \sum_n w_n \sum_o w_o \sum_p w_p k(\mathbf{F}^s(x_m, x_n, x_o, x_p)) \mathbf{S}^s(x_m, x_n, x_o, x_p).$$

- Collapsed integration loop in `getLocalMatrix`.

```
1 __assume_aligned( x1ss, 64 ); // all data aligned
2 ...
3
4 switch( type ){
5     case( identicalElements ):
6         for( int simplex = 0; simplex < 6; ++simplex ){
7
8             refToTri( simplex, x1, ..., y3, x1ref, ..., y2ref, x1ss,
9                     ..., y3ss );
10
11 #pragma omp simd reduction( + : entry )
12         for ( c = 0; c < S1*S2*S3*S4; ++c ) { // collapsed
13             kernel = weights_jacV[ c ]
14             * evalSingleLayerKernel( x1ss[ c ], x2ss[ c ],
15                 x3ss[ c ], y1ss[ c ], y2ss[ c ], y3ss[ c ] );
16             entry += kernel;
17         }
18         break;
19     ... // quadrature over other pairs of elements
}
```

- SIMD evaluation of quadrature points in `refToTri`.

```

1 __assume_aligned( x1ss, 64 ); // all data aligned
2 ...
3
4 #pragma omp simd
5 for( int c = 0; c < S1*S2*S3*S4; ++c ){
6     x1ss[ c ] = x1[ 0 ]
7     + ( x2[ 0 ] - x1[ 0 ] ) * x1ref[ simplex ][ c ]
8     + ( x3[ 0 ] - x1[ 0 ] ) * x2ref[ simplex ][ c ];
9     ... // compute x2ss, x3ss, y1ss, y2ss, y3ss
10 }
```

- SIMD evaluation of the kernel in `evalSingleLayerKernel`.

```

1 #pragma omp declare simd
2 double evalSingleLayerKernel(
3     double x1, double x2, double x3,
4     double y1, double y2, double y3
5 ) const {
6
7     double d1 = x1 - y1, d2 = x2 - y2, d3 = x3 - y3;
8     double norm = sqrt( d1 * d1 + d2 * d2 + d3 * d3 );
9
10    return ( 1 / ( norm * 4.0 * M_PI ) );
11 }
```

- SIMD evaluation of quadrature points in `refToTri`.

```

1 __assume_aligned( x1ss, 64 ); // all data aligned
2 ...
3
4 #pragma omp simd
5 for( int c = 0; c < S1*S2*S3*S4; ++c ){
6     x1ss[ c ] = x1[ 0 ]
7     + ( x2[ 0 ] - x1[ 0 ] ) * x1ref[ simplex ][ c ]
8     + ( x3[ 0 ] - x1[ 0 ] ) * x2ref[ simplex ][ c ];
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8     double norm = sqrt( d1 * d1 + d2 * d2 + d3 * d3 );
9
10    return ( 1 / ( norm * 4.0 * M_PI ) );
11 }
```

Intel Advisor

File View Help

Elapsed time: 96,74s Vectorized Not Vectorized FILTER: All Modules All Sources Loops All Threads OFF Smart Mode INTEL ADVISOR 2017

Welcome e000

Vectorization Workflow

1. Survey Target

Collect

1.1 Find Trip Counts and...

Collect

Mark Loops for Deeper Analysis

Select loops in the Survey Report for Dependencies and/or Memory Access Patterns analysis.

There are no marked loops.

2.1 Check Dependencies

Collect

Nothing to analyze

2.2 Check Memory Access...

Collect

Nothing to analyze

Summary Survey Report Refinement Reports

Function Call Sites and Loops Vector Issues Self Time Total Time Type Why No Vectorization? Vectorized Loops Vect... Efficiency Gain ... VL (V...) Traits

Loop in bem4i::BEIntegrator<int, double, b... 42,548s 48,415s Vectorized (Body) 1 pragma supersedes AVX -10% 5,51x 4 Divisions; 38,379s 45,862s Vectorized (Body) 1 pragma supersedes AVX -10% 4,67x 4 Divisions; 17,229s 17,229s Vectorized Version 1 pragma supersedes AVX -10% 7,20x 4 14,836s 14,836s Vectorized Version 1 pragma supersedes AVX -10% 7,20x 4 0,676s 0,676s Scalar loop with multiple entries 0,567s 62,500s Scalar compile time constraints 0,522s 67,685s Scalar compile time constraints 0,501s 0,501s Scalar loop with multiple entries 0,240s 0,916s Scalar loop control flow is temporary 0,153s 0,153s Scalar loop control flow is temporary 0,150s 0,651s Scalar loop control flow is temporary

Source Top Down Code Analytics Assembly Recommendations Why No Vectorization?

File: BEIntegratorScalar.cpp:304 bem4i::BEIntegrator<int, double, bem4i::BEIntegratorLaplace<int, double>::computeElemMatrix1LayerSauterSchwabP0P0

Line	Source	Total Time	%	Loop Time	%	Traits
298						
299	#if !defined(__INTEL_COMPILER) __INTEL_COMPILER >= 1600					
300	#pragma omp simd linear(i : 1) reduction(+ : entry)					
301	#elif defined(__INTEL_COMPILER) && __INTEL_COMPILER >= 1500					
302	#pragma SIMD linear(i : 1) reduction(+ : entry)					
303	#endif					
304	for (i = 0; i < totalSize; ++i) {	7,001s	48,414s			
305	entry += thisIntegrator->evalSingleLayerKernel(xlss[i], x2ss[i],					
306	x3ss[i], ylss[i], y2ss[i], y3ss[i]) * w0[i] * wl[i] *	6,006s	1			Division...
307	w2[i] * w3[i] * jacobian[i];	23,467s	1			
308	}	12,146s	1			
309	}					
310						
311	SCVT innerArea =					
312	this->getSpace()->getRightMesh()->getElemArea(innerElem);	0,053s	1			
313	SCVT outerArea =					
		Selected (Total Time):	23,467s			

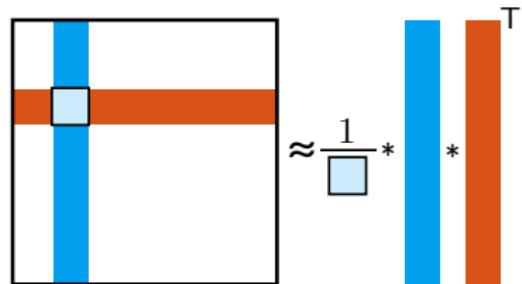
Intel compiler reports

- -qopt-report=5 -qopt-report-phase=vec

```
1 LOOP BEGIN at BEIntegratorScalar.cpp(304,5)
2     remark 15340: pragma supersedes previous setting [
3         BEIntegratorScalar.cpp(300,1) ]
4     remark 15388: vectorization support: reference x1ss[i] has
5         aligned access [ BEIntegratorScalar.cpp(305,55) ]
6     ... // all data reported as aligned
7     remark 15305: vectorization support: vector length 4
8     remark 15309: vectorization support: normalized
9         vectorization overhead 0.443
10    remark 15301: OpenMP SIMD LOOP WAS VECTORIZED
11    remark 15448: unmasked aligned unit stride loads: 16
12    remark 15475: --- begin vector cost summary ---
13    remark 15476: scalar cost: 97
14    remark 15477: vector cost: 17.500
15    remark 15478: estimated potential speedup: 5.510
16    remark 15488: --- end vector cost summary ---
17 LOOP END
```

Adaptive cross approximation

- Complexity $\mathcal{O}(n^2) \rightarrow \mathcal{O}(n \log n)$,
- mesh divided into clusters,
- non-admissible* clusters assembled in full,
- admissible* clusters approximated as $C \approx UV^\top$,
- assembly of clusters distributed by OpenMP.

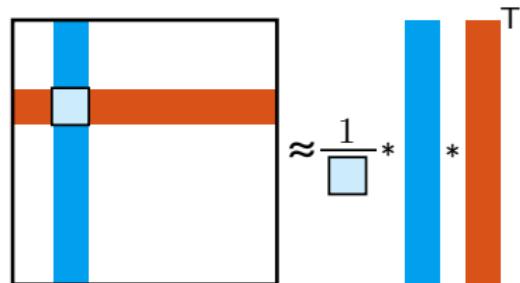


```

1 #pragma omp parallel for
2 for( int i = 0; i < n_nonadmissible_blocks; ++i ){
3     getNonadmissibleBlock( i, localBlock );
4     ACAMatrix.addNonadmissibleBlock( i, localBlock );
5 }
6
7 #pragma omp parallel for
8 for( int i = 0; i < n_admissible_blocks; ++i ){
9     getAdmissibleBlock( i, localBlock );
10    ACAMatrix.addAdmissibleBlock( i, localBlock );
11 }
```

Adaptive cross approximation

- Complexity $\mathcal{O}(n^2) \rightarrow \mathcal{O}(n \log n)$,
- mesh divided into clusters,
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4     ACAMatrix.addNonadmissibleBlock( i, localBlock );
5 }
6
7 #pragma omp parallel for
8 for( int i = 0; i < n_admissible_blocks; ++i ){
9     getAdmissibleBlock( i, localBlock );
10    ACAMatrix.addAdmissibleBlock( i, localBlock );
11 }
```

1 BEM4I

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- OpenMP threading
- OpenMP vectorization
- Adaptive cross approximation

2 Numerical experiments

- Full assembly
- ACA assembly

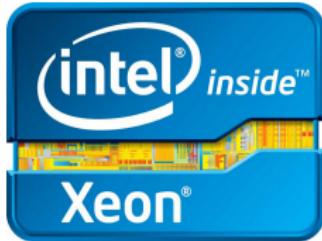
3 Conclusion

Experiment setting

- Full (ACA) assembly tested on a mesh with 20.480 (81.920) surface elements.
- 4 quadrature points in each dimension (256 per simplex) to utilize SIMD registers.
- ACA settings
 - maximal number of elements in clusters: 500,
 - preallocation: 10 %.
- Assembly performed on single nodes
 - Salomon - 2 x Xeon 2680v3, AVX2, 2x12 cores, 2.5 GHz, 128 GB RAM,
 - Salomon - Xeon Phi 7120P, IMCI, 61 cores, 1.238 GHz, 16 GB RAM,
 - Endeavor - Xeon Phi 7210, AVX-512, 64 cores, 1.3 GHz, 16 + 96 GB RAM.

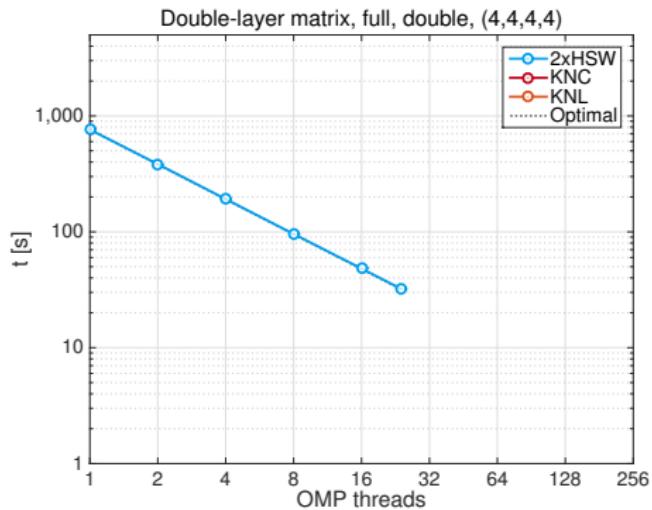
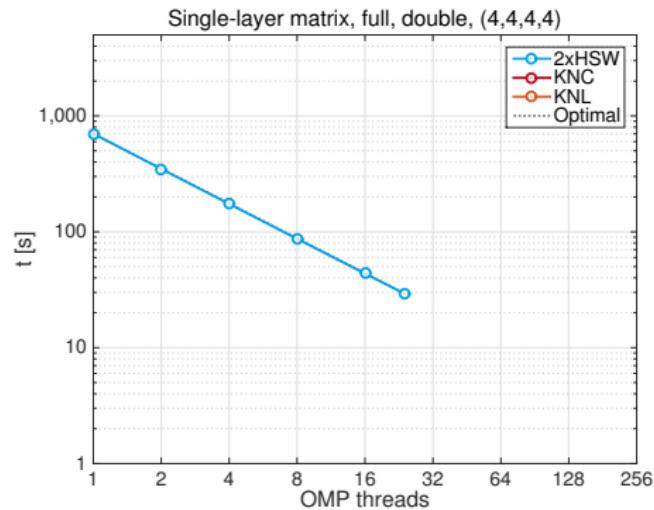
Experiment setting

- Full (ACA) assembly tested on a mesh with 20.480 (81.920) surface elements.
- 4 quadrature points in each dimension (256 per simplex) to utilize SIMD registers.
- ACA settings
 - maximal number of elements in clusters: 500,
 - preallocation: 10 %.



- Assembly performed on single nodes
 - Salomon - 2 x **Xeon 2680v3**, AVX2, 2x12 cores, 2.5 GHz, 128 GB RAM,
 - Salomon - **Xeon Phi 7120P**, IMCI, 61 cores, 1.238 GHz, 16 GB RAM,
 - Endeavor - **Xeon Phi 7210**, AVX-512, 64 cores, 1.3 GHz, 16 + 96 GB RAM.

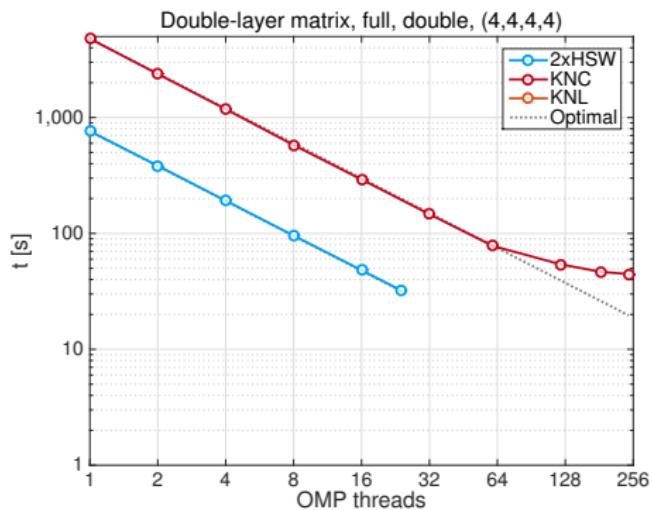
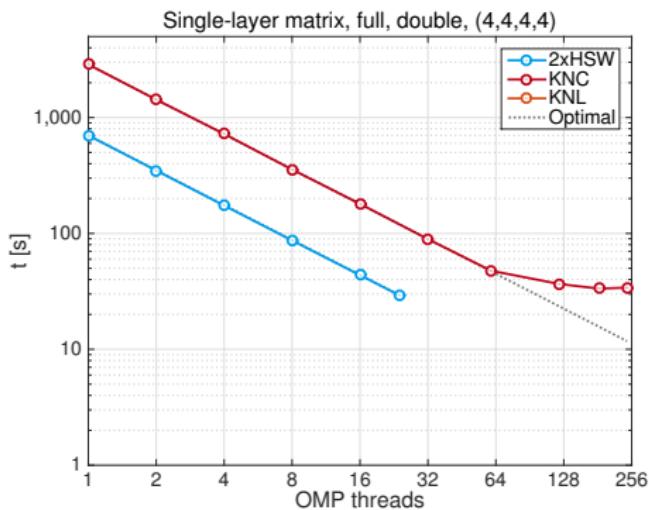
OMP scalability, full assembly, 256 points per simplex



Xeon 2680v3

matrix	2	4	8	16	24
V_h	2.01	4.04	8.07	16.09	24.07
K_h	1.99	3.98	7.97	15.83	23.68

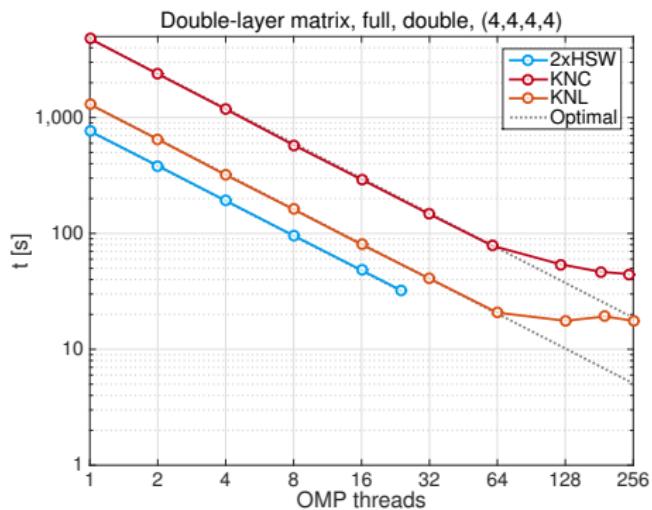
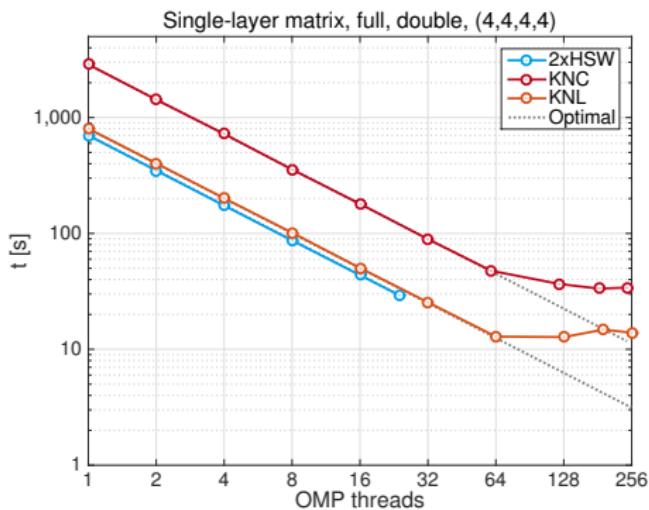
OMP scalability, full assembly, 256 points per simplex



Xeon Phi 7120P

matrix	2	4	8	16	32	61	122	183	244
V_h	2.01	3.98	8.06	15.96	32.14	60.23	78.33	85.90	84.29
K_h	2.02	4.06	8.28	16.42	32.72	61.38	88.54	102.71	107.53

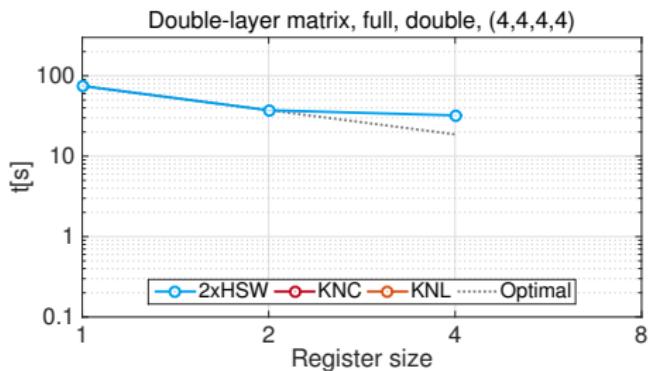
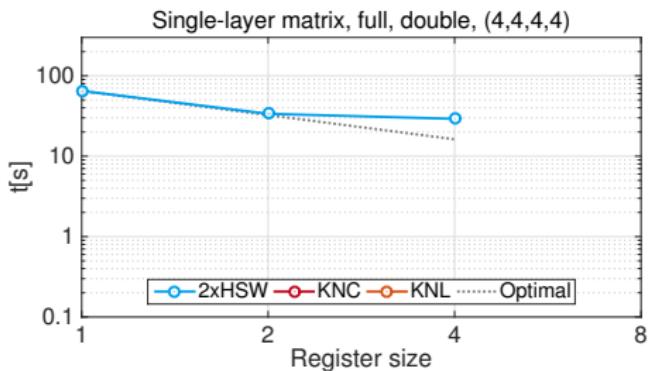
OMP scalability, full assembly, 256 points per simplex



Xeon Phi 7210

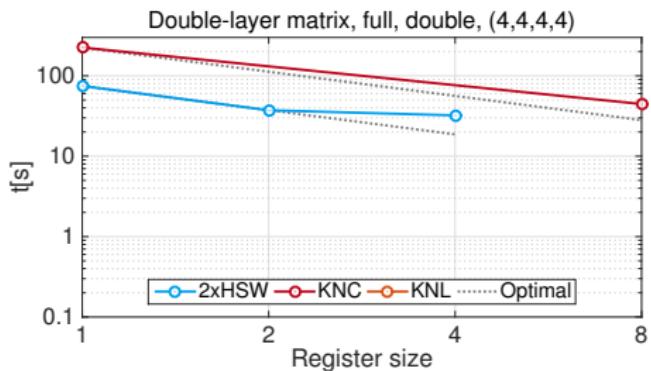
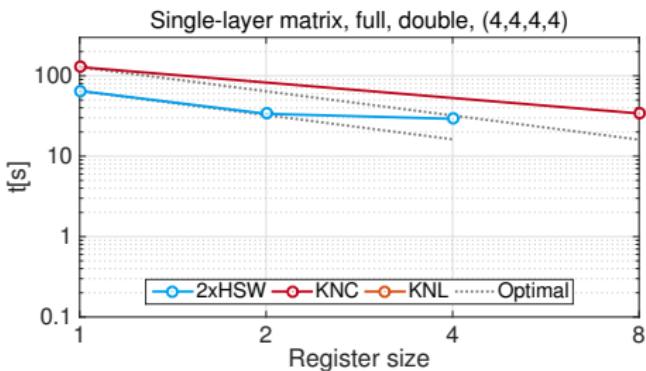
matrix	2	4	8	16	32	64	128	192	256
V_h	1.99	3.99	7.90	15.93	31.48	62.26	62.89	54.22	57.65
K_h	2.00	4.07	8.07	16.20	31.89	62.76	73.64	67.76	73.64

SIMD scalability, full assembly, 256 points per simplex



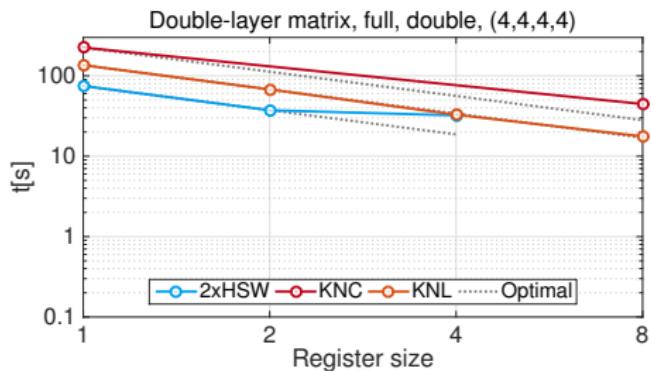
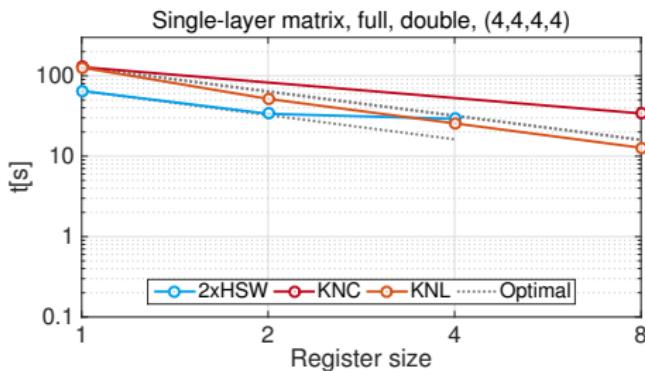
architecture	threads	matrix	SSE4.2	AVX2	IMCI	AVX-512
Xeon E2680v3	24	V_h	1.92	2.23	—	—
		K_h	2.01	2.32	—	—
Xeon Phi 7120P	244	V_h	—	—	3.77	—
		K_h	—	—	5.05	—
Xeon Phi 7210	128	V_h	2.45	4.95	—	9.94
		K_h	2.01	4.14	—	7.69

SIMD scalability, full assembly, 256 points per simplex



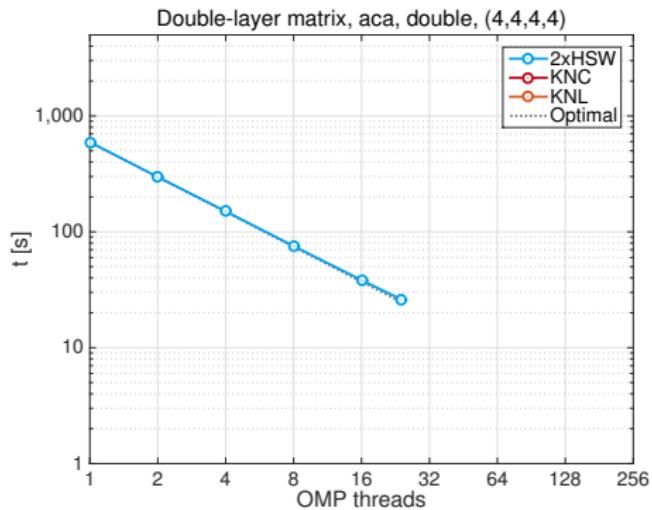
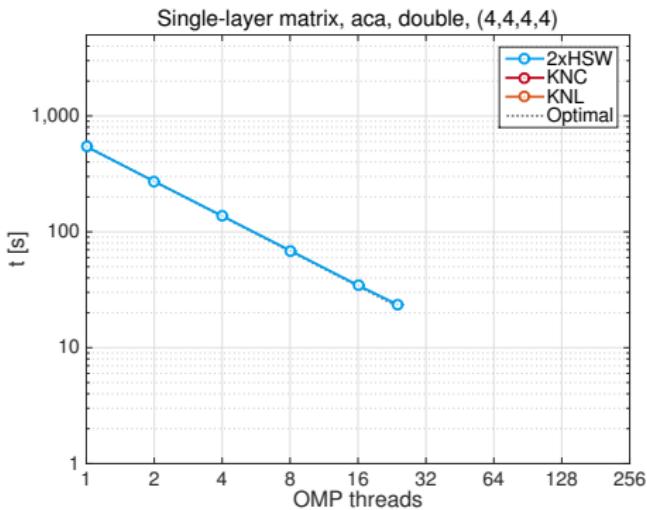
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		K_h	2.01	2.32	—	—
Xeon Phi 7120P	244	V_h	—	—	3.77	—
		K_h	—	—	5.05	—
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SIMD scalability, full assembly, 256 points per simplex



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		K_h	—	—	5.05	—
Xeon Phi 7210	128	V_h	2.45	4.95	—	9.94
		K_h	2.01	4.14	—	7.69

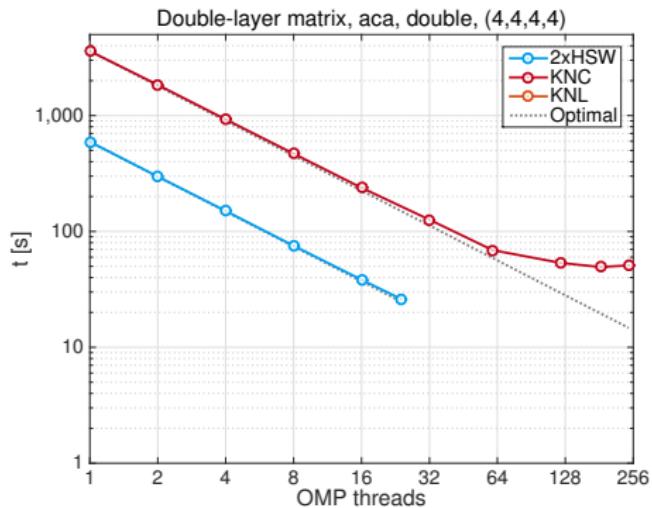
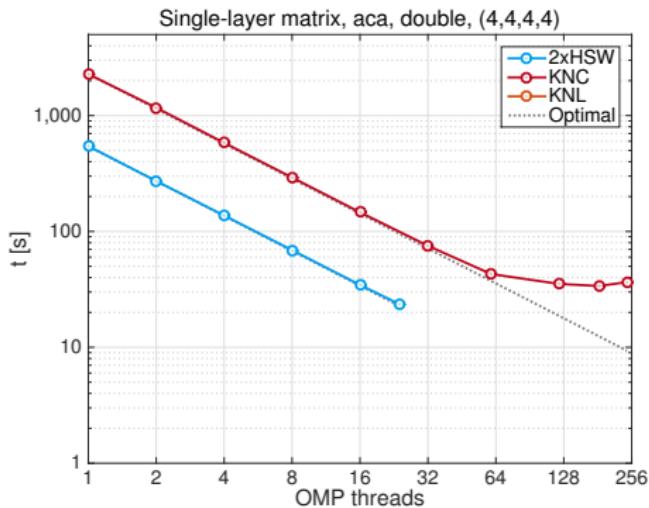
OMP scalability, ACA assembly, 256 points per simplex



Xeon 2680v3

matrix	2	4	8	16	24
V_h	2.00	3.97	7.89	15.74	23.13
K_h	1.99	3.95	7.89	15.49	22.75

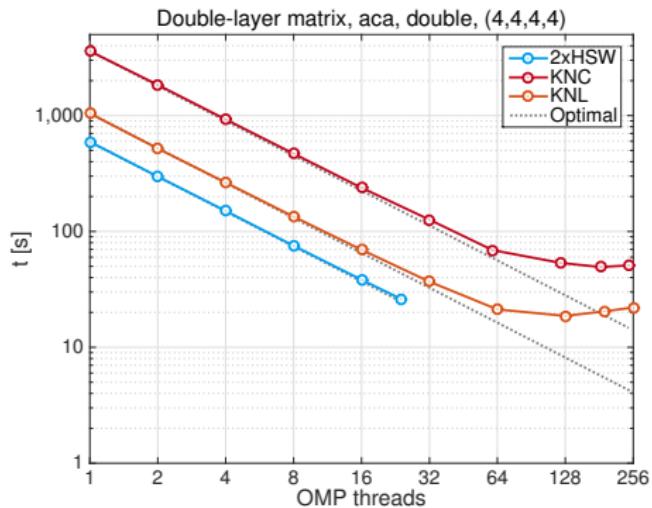
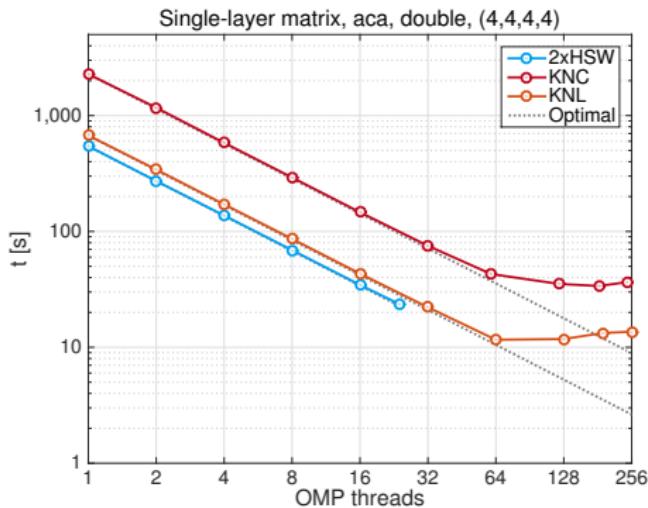
OMP scalability, ACA assembly, 256 points per simplex



Xeon Phi 7120P

matrix	2	4	8	16	32	61	122	183	244
V_h	1.95	3.92	7.80	15.57	30.32	53.16	64.69	67.44	62.39
K_h	1.95	3.88	7.67	15.10	28.49	52.17	67.20	72.94	70.66

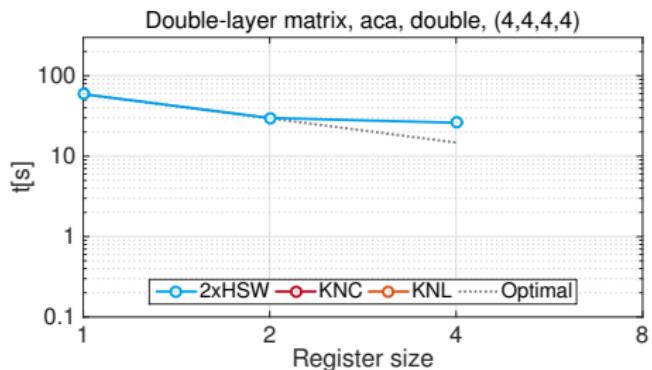
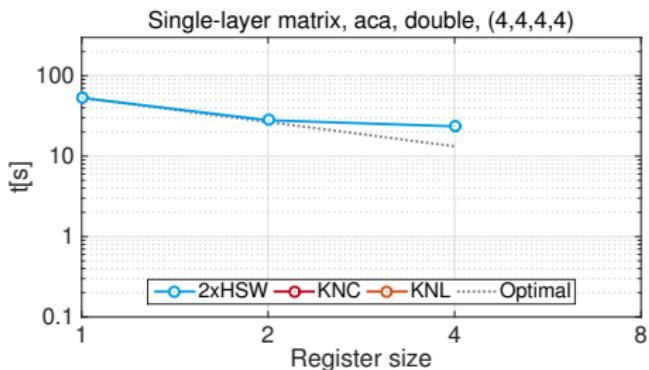
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Xeon Phi 7210

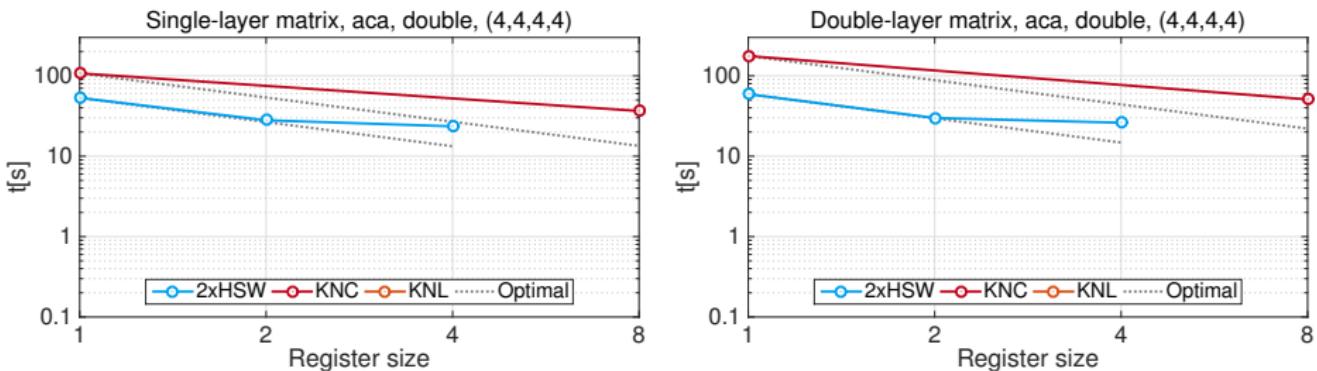
matrix	2	4	8	16	32	64	128	192	256
V_h	1.97	3.93	7.80	15.57	30.36	57.92	57.08	50.57	49.34
K_h	2.01	3.95	7.78	15.03	28.34	49.17	55.92	51.02	47.30

SIMD scalability, ACA assembly, 256 points per simplex



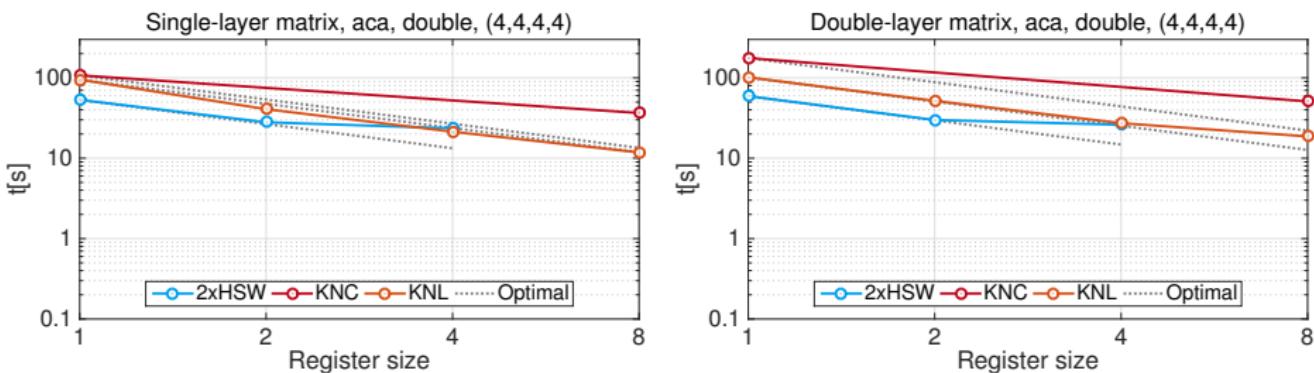
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		K_h	—	—	3.47	—
Xeon Phi 7210	128	V_h	2.33	4.45	—	8.06
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1 BEM4I

- Boundary element method
- OpenMP threading
- OpenMP vectorization
- Adaptive cross approximation

2 Numerical experiments

- Full assembly
- ACA assembly

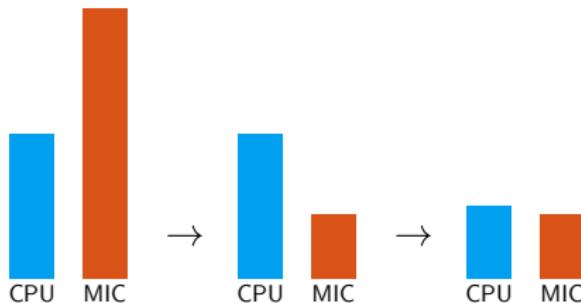
3 Conclusion

Conclusion

- KNL vs. HSW speedup
 - Full – V_h 2.29, K_h 1.82,
 - ACA – V_h 2.64, K_h 1.40.
- What we learned
 - SIMD processing becoming more efficient with KNL,
 - multi-core code benefits from many-core optimizations.
- Work in progress
 - object-oriented offload to Xeon Phi (full, ACA),
 - load balancing for offload mode (full, ACA),
 - massively parallel BETI with ESPRESSO library (MPI, OpenMP, SIMD, offload).

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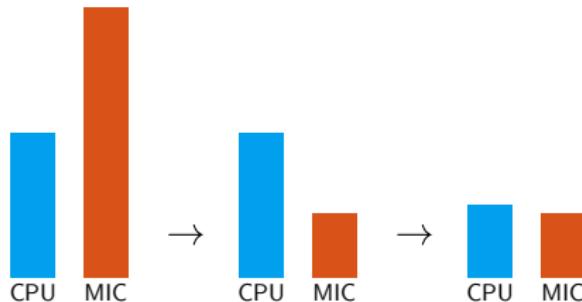
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References



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