

Exploiting Multiprecision Hardware in Solving Linear Systems and Least Squares Problems

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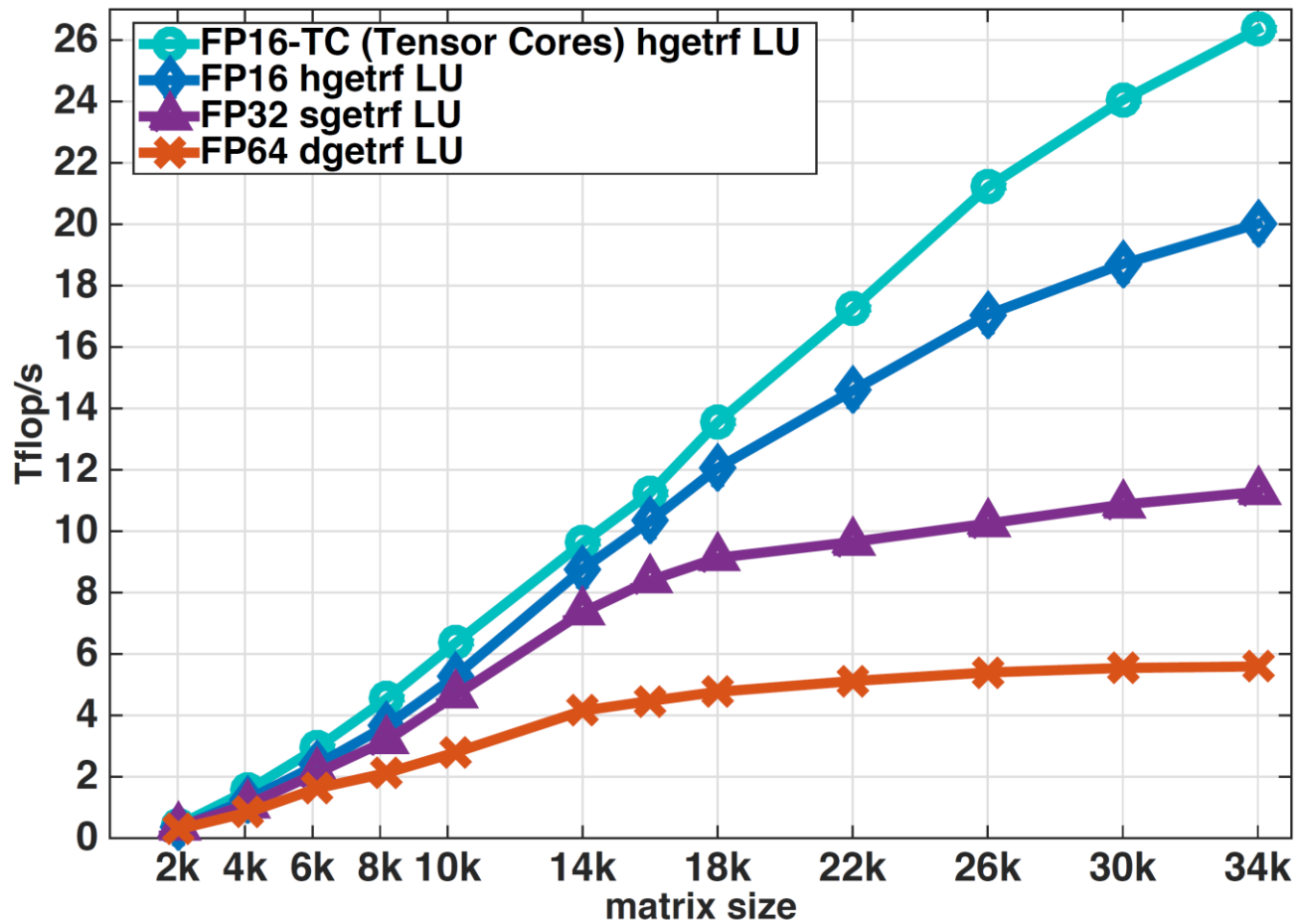
Current Problems in Numerical Analysis Seminar
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Hardware Support for Multiprecision Computation

Use of low precision in machine learning has driven emergence of low-precision capabilities in hardware:

- Half precision (FP16) defined as storage format in 2008 IEEE standard
- [ARM NEON](#): SIMD architecture, instructions for 8x16-bit, 4x32-bit, 2x64-bit
- [AMD Radeon Instinct MI25 GPU](#), 2017:
 - single: 12.3 TFLOPS, half: 24.6 TFLOPS
- [NVIDIA Tesla P100](#), 2016: native ISA support for 16-bit FP arithmetic
- [NVIDIA Tesla V100](#), 2017: tensor cores for half precision;
 - 4x4 matrix multiply in one clock cycle
 - double: 7 TFLOPS, half+tensor: 112 TFLOPS (16x!)
- [Google's Tensor processing unit \(TPU\)](#): quantizes 32-bit FP computations into 8-bit integer arithmetic
- [Future exascale supercomputers](#): (~2021) Expected extensive support for reduced-precision arithmetic (32/16/8-bit)

Performance of LU factorization on an NVIDIA V100 GPU



Iterative Refinement for $Ax = b$

Iterative refinement: well-established method for improving an approximate solution to $Ax = b$

A is $n \times n$ and nonsingular; u is unit roundoff

Solve $Ax_0 = b$ by LU factorization

for $i = 0: \maxit$

$$r_i = b - Ax_i$$

$$\text{Solve } Ad_i = r_i \quad \text{via } d_i = U^{-1}(L^{-1}r_i)$$

$$x_{i+1} = x_i + d_i$$

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Solve $Ax_0 = b$ by LU factorization (in precision u)

for $i = 0$: maxit

$r_i = b - Ax_i$ (in precision u^2)

Solve $Ad_i = r_i$ via $d_i = U^{-1}(L^{-1}r_i)$ (in precision u)

$x_{i+1} = x_i + d_i$ (in precision u)

"Traditional" (high-precision residual computation)

[Wilkinson, 1948] (fixed point), [Moler, 1967] (floating point)

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As long as $\kappa_\infty(A) \leq u^{-1}$,

- relative forward error is $O(u)$
- relative normwise and componentwise backward errors are $O(u)$

$$\kappa_\infty(A) = \|A^{-1}\|_\infty \|A\|_\infty$$

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[Langou et al., 2006], [Arioli and Duff, 2009], [Hogg and Scott, 2010], [Abdelfattah et al., 2016]

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- New analysis **generalizes** existing types of IR:

[C. and Higham, SIAM SISC 40(2), 2018]

Traditional	$u_f = u, u_r = u^2$
Fixed precision	$u_f = u = u_r$
Lower precision factorization	$u_f^2 = u = u_r$

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(and **improves** upon existing analyses in some cases)

- Enables **new** types of IR: (half, single, double), (half, single, quad), (half, double, quad), etc.

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Typical bounds used in analysis: $\|A(x - \hat{x}_i)\|_\infty \leq \|A\|_\infty \|x - \hat{x}_i\|_\infty$

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For a stable refinement scheme, in early stages we expect

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But close to convergence,

$$\|r_i\| \approx \|A\| \|x - \hat{x}_i\| \longrightarrow \mu_i \approx 1$$

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$$\|r_i\|_2 = \mu_i^{(2)} \|A\|_2 \|x - \hat{x}_i\|_2$$

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- Wilkinson (1977), comment in unpublished manuscript: $\mu_i^{(2)}$ increases with i

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$E_i, c_1, c_2,$ and G_i depend on $A, \hat{r}_i, n,$ and u_s

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Forward Error for IR3

- Three precisions:
 - u_f : factorization precision
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 - u_r : residual computation precision

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Theorem [C. and Higham, SISC 40(2), 2018]

For IR in precisions $u_f \geq u \geq u_r$ and effective solve precision u_s , if

$$\phi_i \equiv 2u_s \min(\text{cond}(A), \kappa_\infty(A)\mu_i) + u_s \|E_i\|_\infty$$

is sufficiently less than 1, then the forward error is reduced on the i th iteration by a factor $\approx \phi_i$ until an iterate \hat{x}_i is produced for which

$$\frac{\|x - \hat{x}_i\|_\infty}{\|x\|_\infty} \lesssim 4N u_r \text{cond}(A, x) + u,$$

where N is the maximum number of nonzeros per row in A .

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→ Analogous traditional bounds: $\phi_i \equiv 3n u_f \kappa_\infty(A)$

Normwise Backward Error for IR3

Theorem [C. and Higham, SISC 40(2), 2018]

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$$\phi_i \equiv (c_1 \kappa_\infty(A) + c_2) u_s$$

is sufficiently less than 1, then the residual is reduced on the i th iteration by a factor $\approx \phi_i$ until an iterate \hat{x}_i is produced for which

$$\|b - A\hat{x}_i\|_\infty \lesssim Nu(\|b\|_\infty + \|A\|_\infty \|\hat{x}_i\|_\infty),$$

where N is the maximum number of nonzeros per row in A .

IR3: Summary

Standard (LU-based) IR in three precisions ($u_s = u_f$)

Half $\approx 10^{-4}$, Single $\approx 10^{-8}$, Double $\approx 10^{-16}$, Quad $\approx 10^{-34}$

u_f	u	u_r	$\max \kappa_\infty(A)$	Backward error		Forward error
				norm	comp	
H	S	S	10^4	10^{-8}	10^{-8}	$\text{cond}(A, x) \cdot 10^{-8}$
H	S	D	10^4	10^{-8}	10^{-8}	10^{-8}
H	D	D	10^4	10^{-16}	10^{-16}	$\text{cond}(A, x) \cdot 10^{-16}$
H	D	Q	10^4	10^{-16}	10^{-16}	10^{-16}
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IR3: Summary

Standard (LU-based) IR in three precisions ($u_s = u_f$)

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Fixed	S	S	S	10^8	10^{-8}	10^{-8}	$\text{cond}(A, x) \cdot 10^{-8}$
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\Rightarrow Benefit of IR3 vs. "LP fact.": no $\text{cond}(A, x)$ term in forward error

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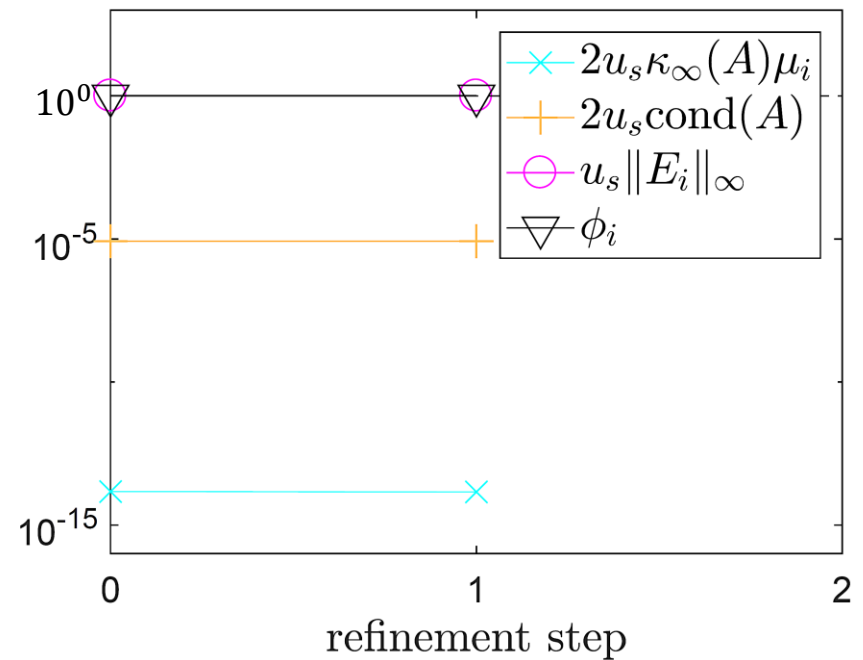
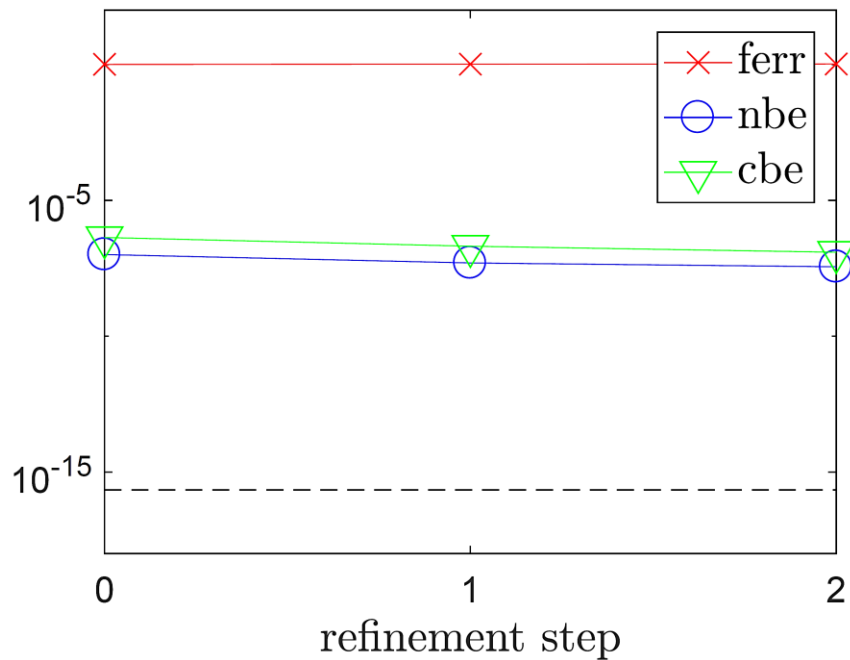
\Rightarrow Benefit of IR3 vs. traditional IR: As long as $\kappa_\infty(A) \leq 10^4$, can use lower precision factorization w/no loss of accuracy!

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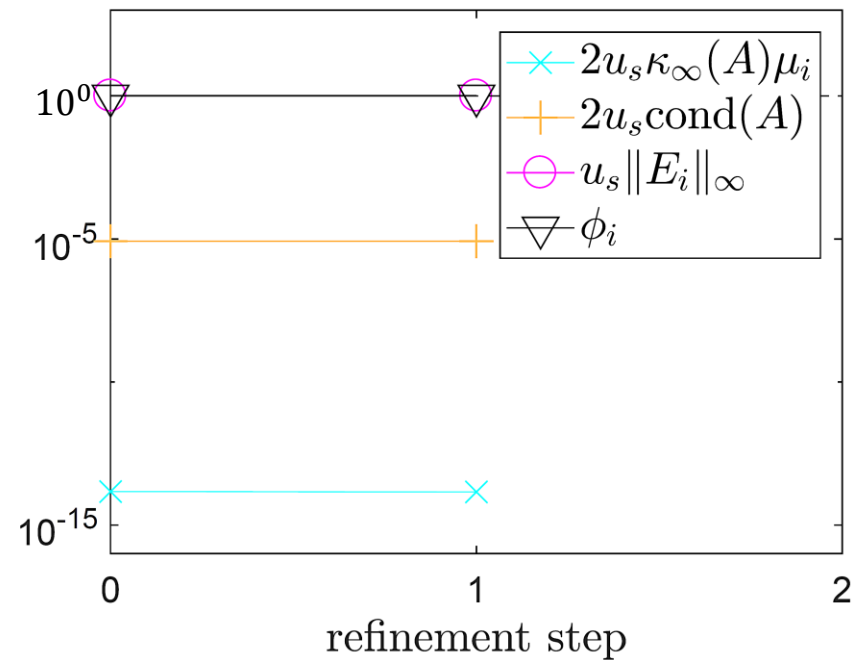
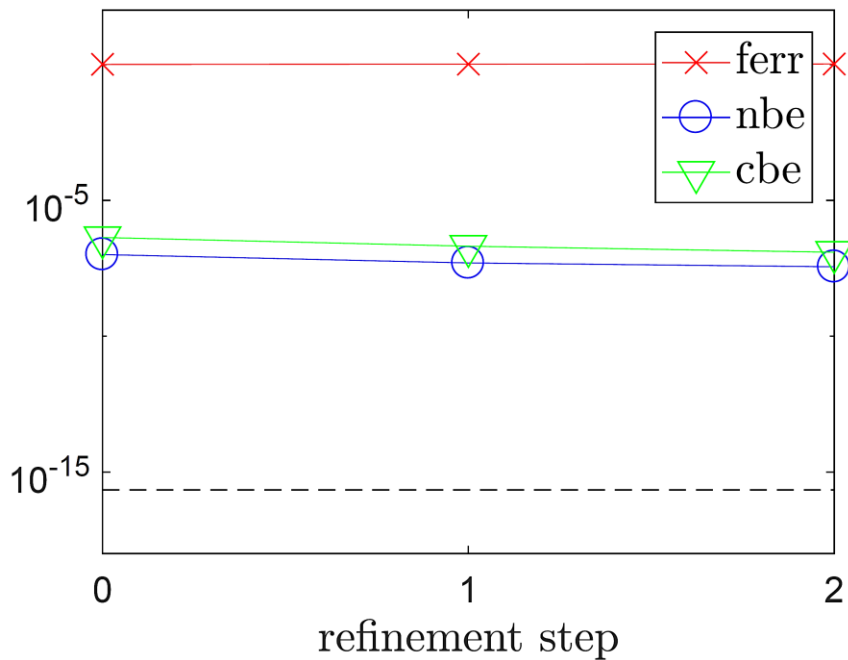


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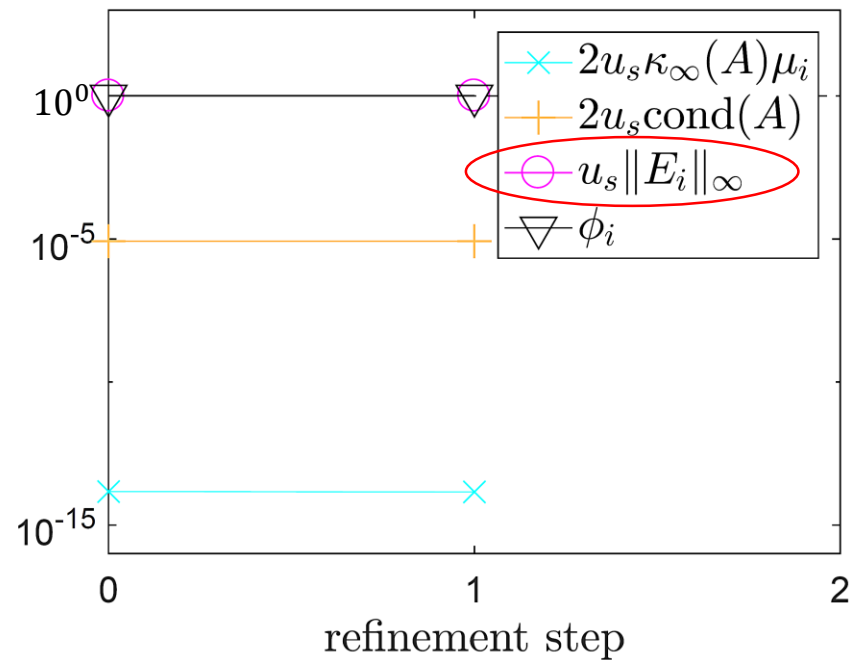
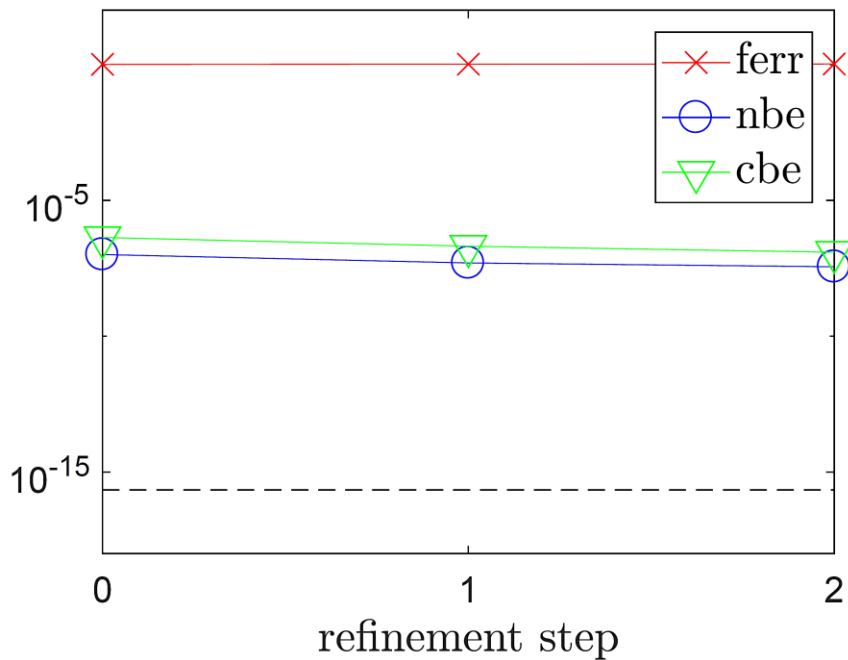
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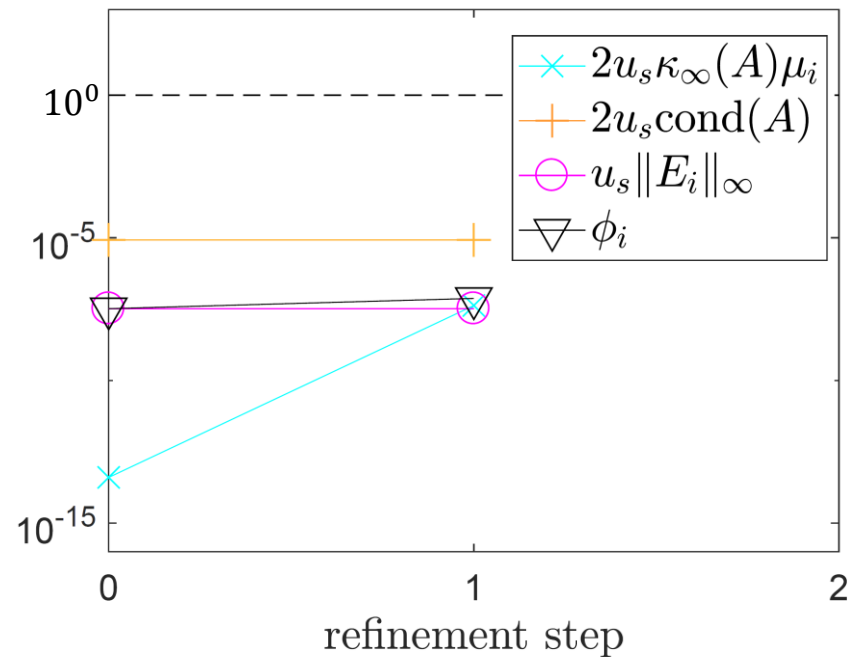
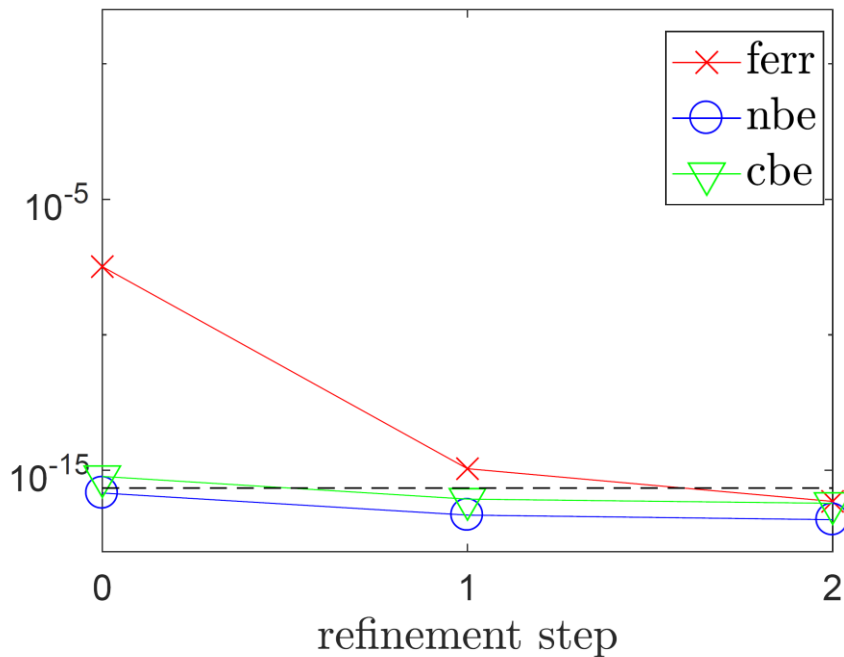


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GMRES-Based Iterative Refinement

- Observation [Rump, 1990]: if \hat{L} and \hat{U} are computed LU factors of A in precision u_f , then

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for $i = 0$: maxit

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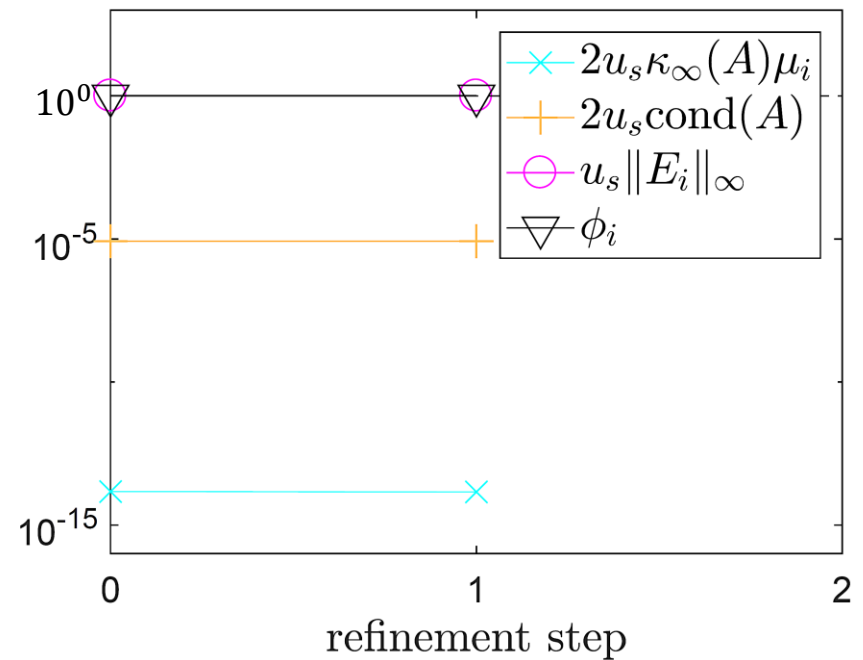
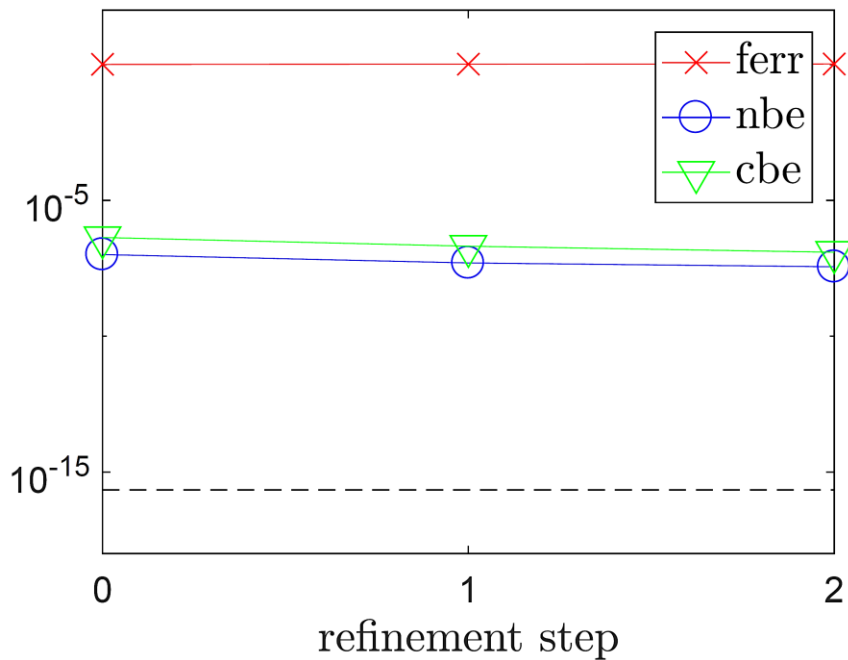

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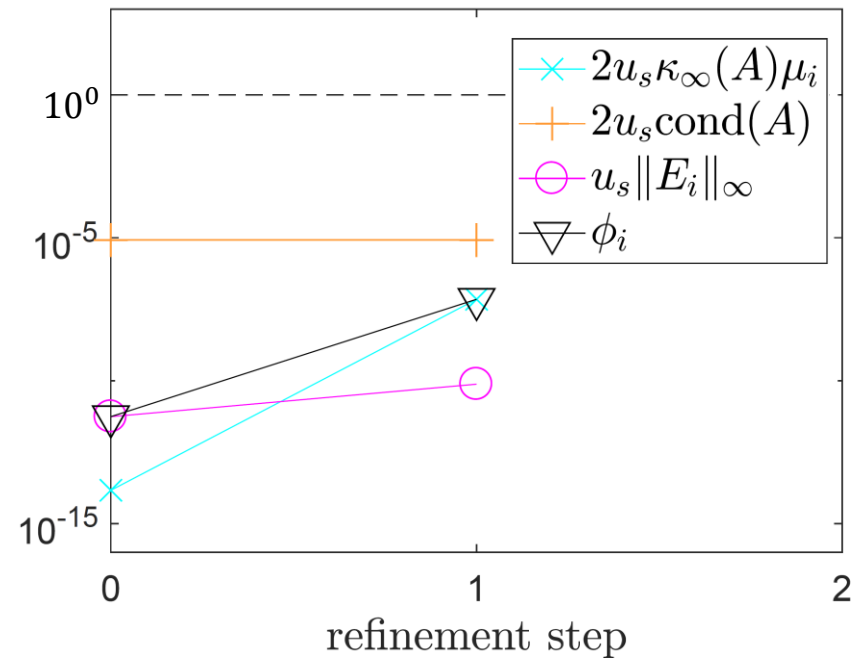
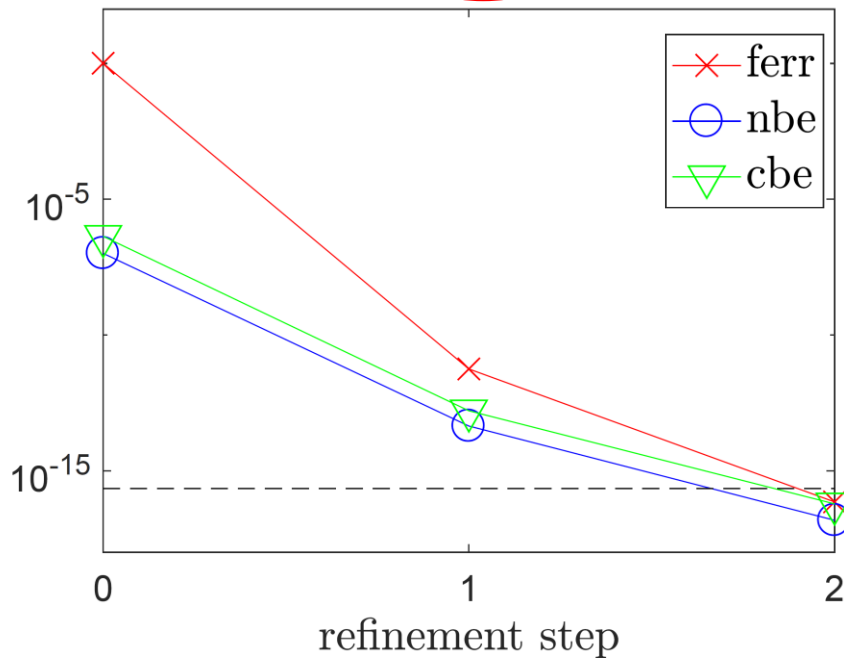
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GMRES-IR: Summary

Benefits of GMRES-IR:

	u_f	u	u_r	$\max \kappa_\infty(A)$	Backward error		Forward error
					norm	comp	
LU-IR	H	S	D	10^4	10^{-8}	10^{-8}	10^{-8}
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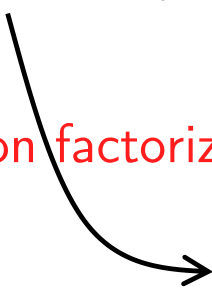
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$$\kappa_\infty(A) \leq u^{-1/2} u_f^{-1}$$

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Try IR3! MATLAB codes available at: <https://github.com/eccarson/ir3>

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- Why GMRES?
 - Theoretical purposes: existing analysis and proof of backward stability [Paige, Rozložník, Strakoš, 2006]
 - In practice, use any solver you want!

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- As in linear system case, for ill-conditioned problems, iterative refinement often needed to improve accuracy and stability

Least Squares Iterative Refinement

- For inconsistent systems, must simultaneously refine both solution and residual
- (Björck,1967): Least squares problem can be written as a linear system with square matrix of size $(m + n)$:

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- Refinement proceeds as follows:

1. Compute "residuals"

$$\begin{bmatrix} f_i \\ g_i \end{bmatrix} = \begin{bmatrix} b \\ 0 \end{bmatrix} - \begin{bmatrix} I & A \\ A^T & 0 \end{bmatrix} \begin{bmatrix} r_i \\ x_i \end{bmatrix} = \begin{bmatrix} b - r_i - Ax_i \\ -A^T r_i \end{bmatrix}$$

2. Solve for corrections

$$\begin{bmatrix} I & A \\ A^T & 0 \end{bmatrix} \begin{bmatrix} \Delta r_i \\ \Delta x_i \end{bmatrix} = \begin{bmatrix} f_i \\ g_i \end{bmatrix}$$

3. Update "solution":

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Least Squares Iterative Refinement

- For inconsistent systems, must simultaneously refine both solution and residual
- (Björck,1967): Least squares problem can be written as a linear system with square matrix of size $(m + n)$:

$$\begin{bmatrix} I & A \\ A^T & 0 \end{bmatrix} \begin{bmatrix} r \\ x \end{bmatrix} = \begin{bmatrix} b \\ 0 \end{bmatrix} \quad \tilde{A}\tilde{x} = \tilde{b}$$

- Refinement proceeds as follows:

1. Compute "residuals"

$$\begin{bmatrix} f_i \\ g_i \end{bmatrix} = \begin{bmatrix} b \\ 0 \end{bmatrix} - \begin{bmatrix} I & A \\ A^T & 0 \end{bmatrix} \begin{bmatrix} r_i \\ x_i \end{bmatrix} = \begin{bmatrix} b - r_i - Ax_i \\ -A^T r_i \end{bmatrix}$$

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Results for 3-precision
IR for linear systems
**also applies to least
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Least Squares Iterative Refinement

- To apply the existing analysis, we must consider:
 1. How is the condition number of \tilde{A} related to the condition number of A ?
 2. What are bounds on the forward and backward error in solving the correction equation $\tilde{A}d_i = \tilde{r}_i$?
 - We now have a QR factorization rather than an LU factorization, and the augmented system has structure which can be exploited

Augmented System Condition Number

- Result of Björck (1967):

The matrix

$$\tilde{A}_\alpha = \begin{bmatrix} \alpha I & A \\ A^T & 0 \end{bmatrix}$$

has condition number bounded by

$$\sqrt{2}\kappa_2(A) \leq \min_{\alpha} \kappa_2(\tilde{A}_\alpha) \leq 2\kappa_2(A), \quad \max_{\alpha} \kappa_2(\tilde{A}_\alpha) > \kappa_2(A)^2$$

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- Scaling does not change the solution to least squares problem; further, if α is a power of the machine base, it doesn't affect rounding errors
⇒ Safe to assume that $\kappa_2(\tilde{A})$ is the same order of magnitude as $\kappa_2(A)$

LS-IR in 3 precisions

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Update $x_{i+1} = x_i + \Delta x_i, r_{i+1} = r_i + \Delta r_i$ \longrightarrow precision u

Returning to IR3 Analysis...

The backward error for the correction solve:

$$(\tilde{A} + \Delta\tilde{A}) \hat{d}_i = \tilde{r}_i, \quad \|\Delta\tilde{A}\|_\infty \leq c_{m,n} \mathbf{u}_f \|\tilde{A}\|_\infty$$

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$$\max(c_1, c_2) \mathbf{u}_s = O(\mathbf{u}_f)$$

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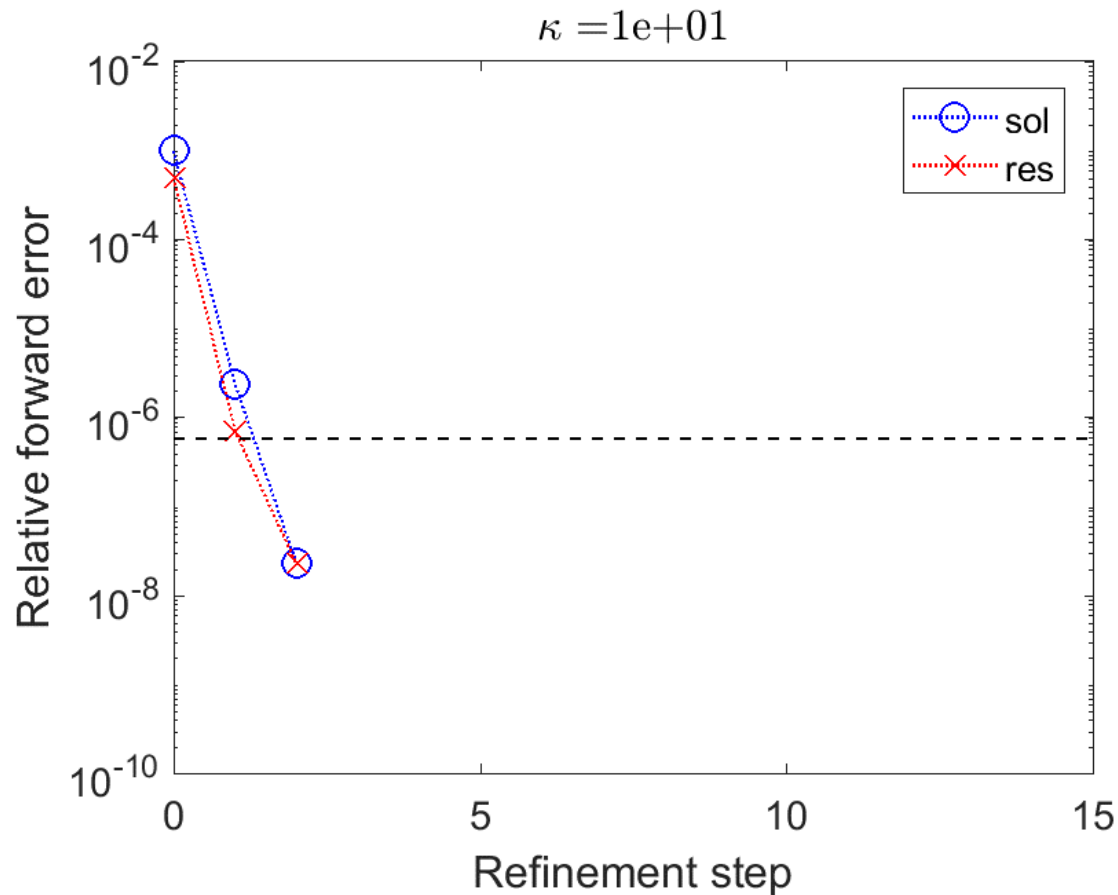
As long as $\kappa_\infty(\tilde{A}) \lesssim \mathbf{u}_f^{-1}$, expect normwise and componentwise backward errors to be $O(\mathbf{u})$


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m n

Standard (QR-based) least squares IR with

u_f : half, u : single, u_r : double

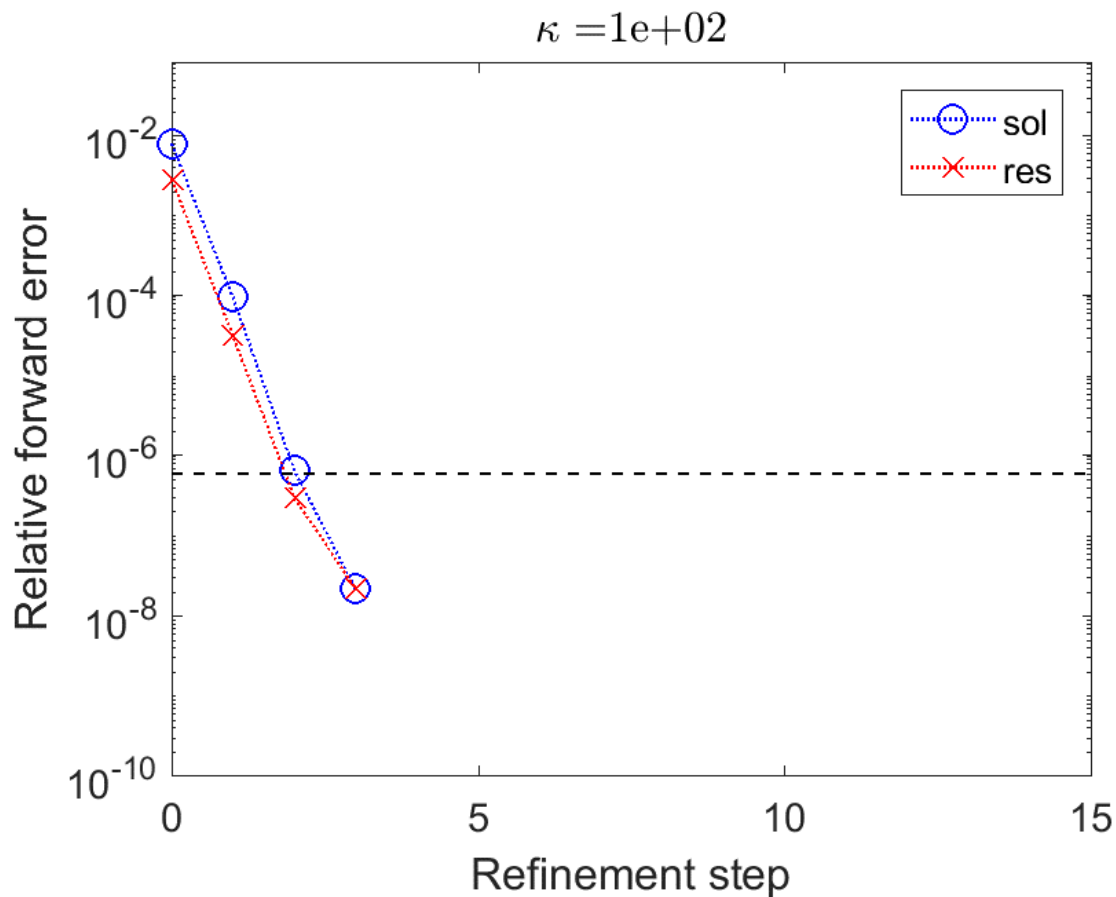


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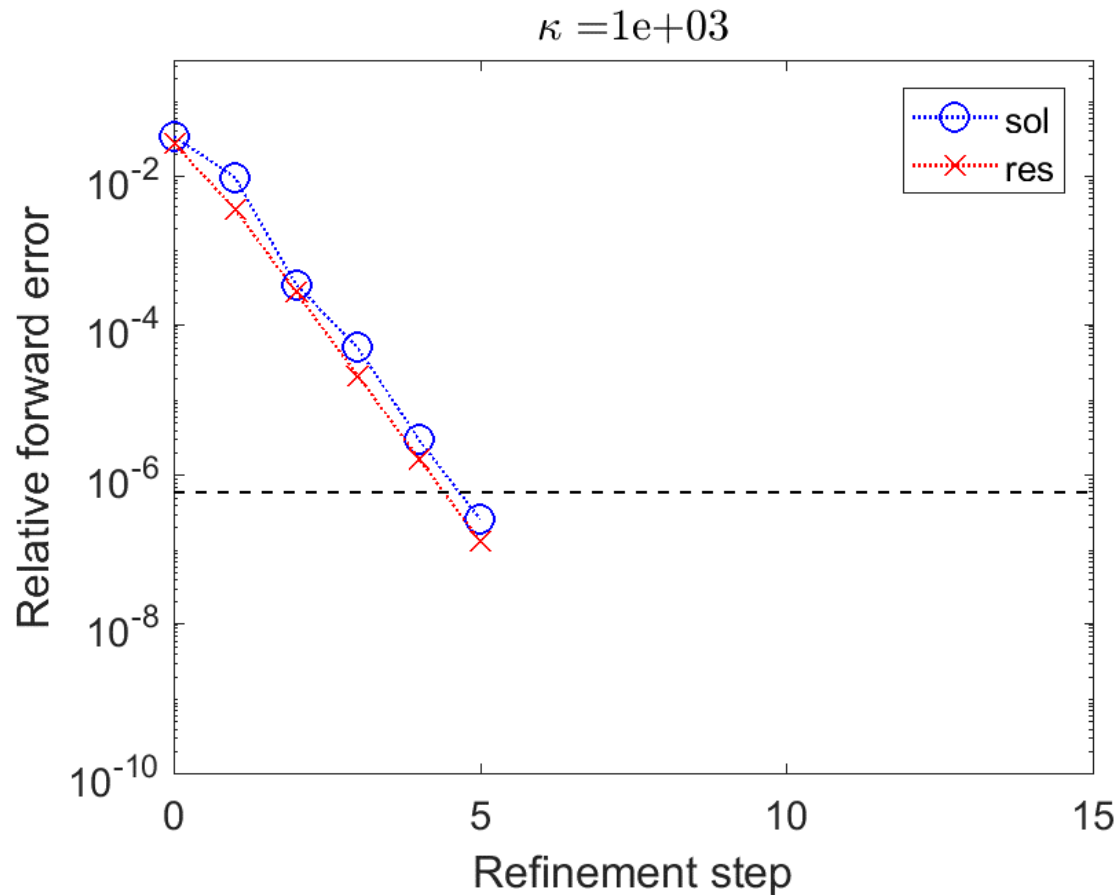


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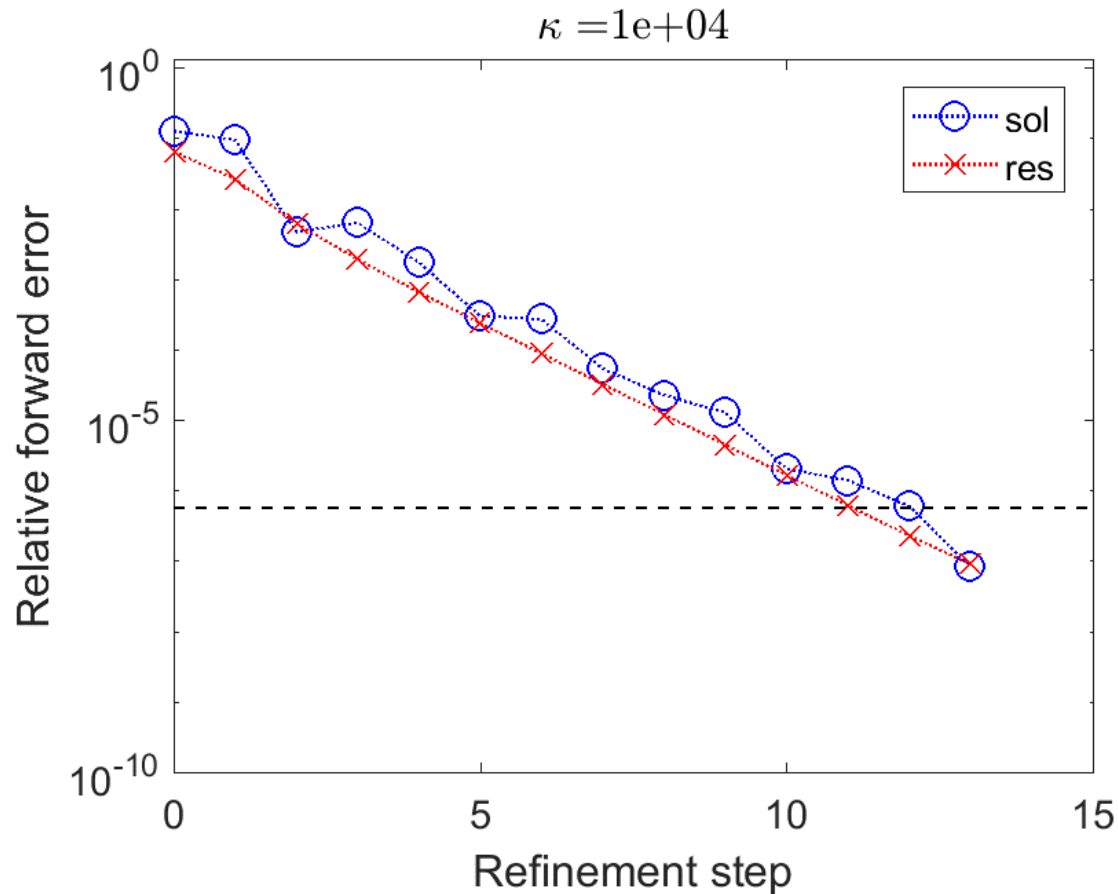
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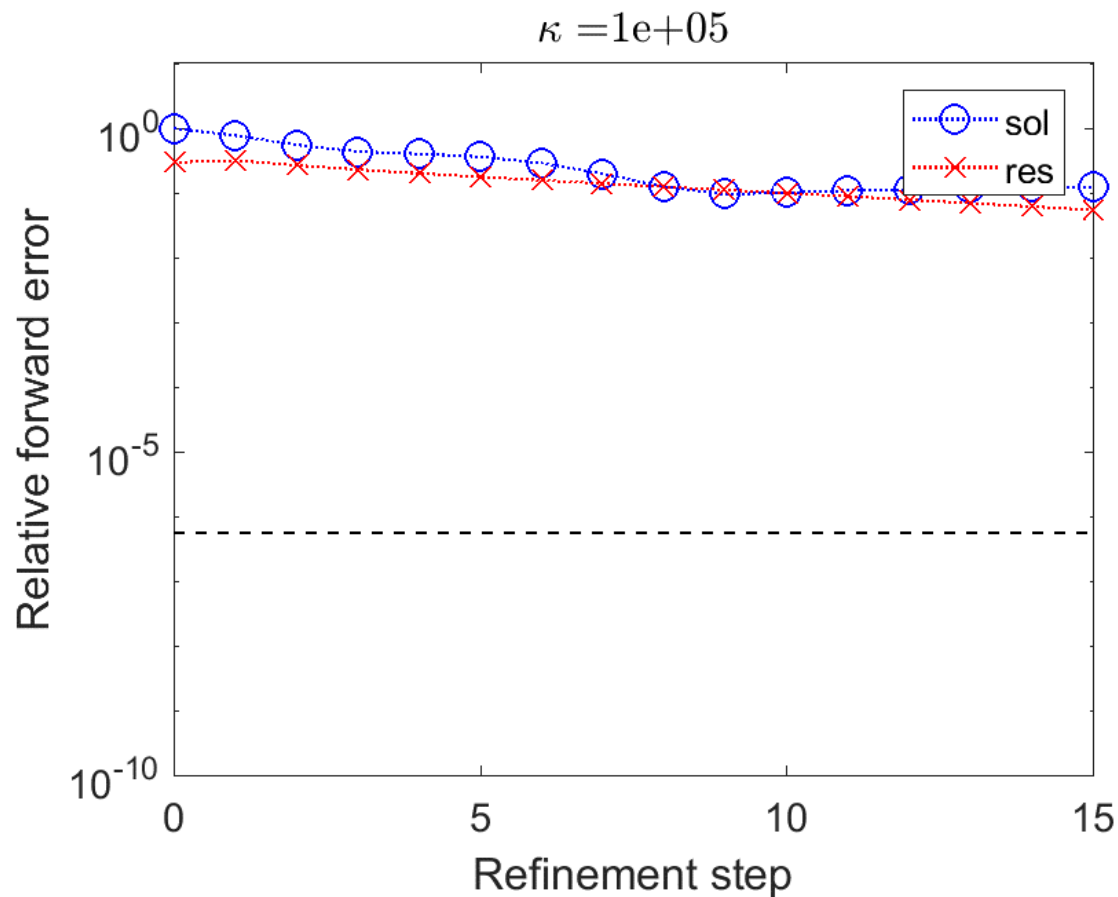


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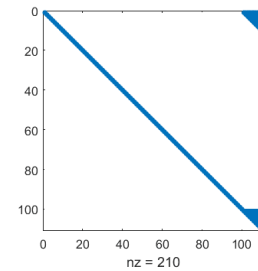
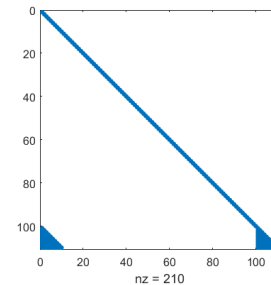
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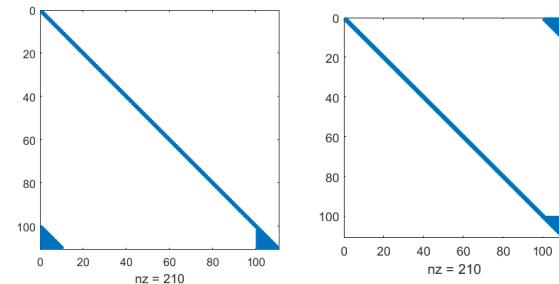
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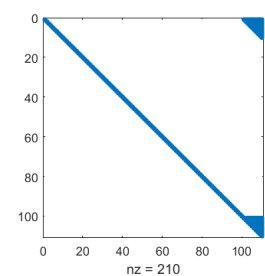
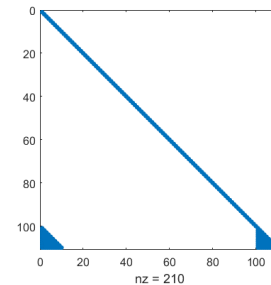
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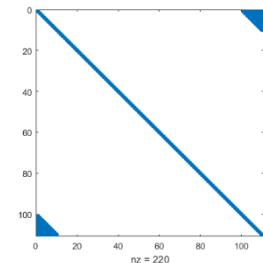
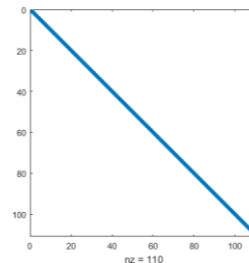
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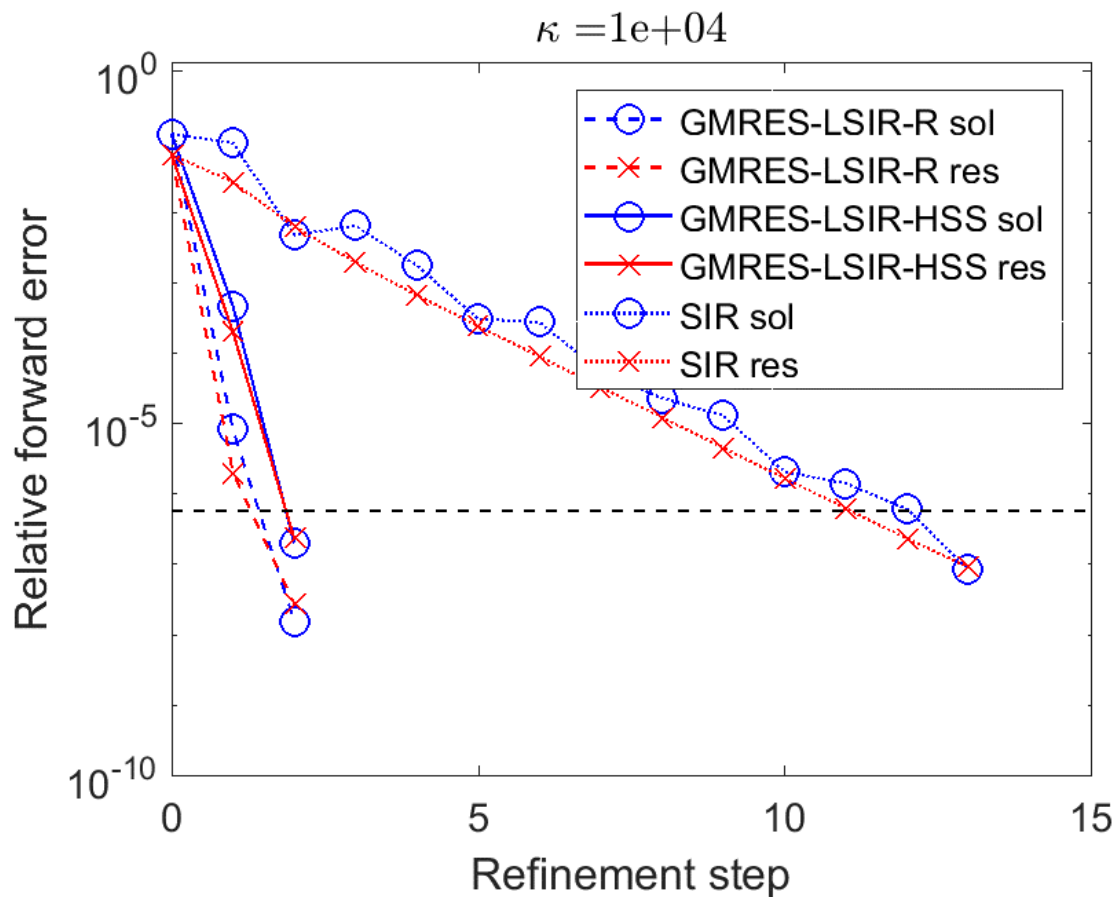
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GMRES-LSIR and "Standard" LSIR with

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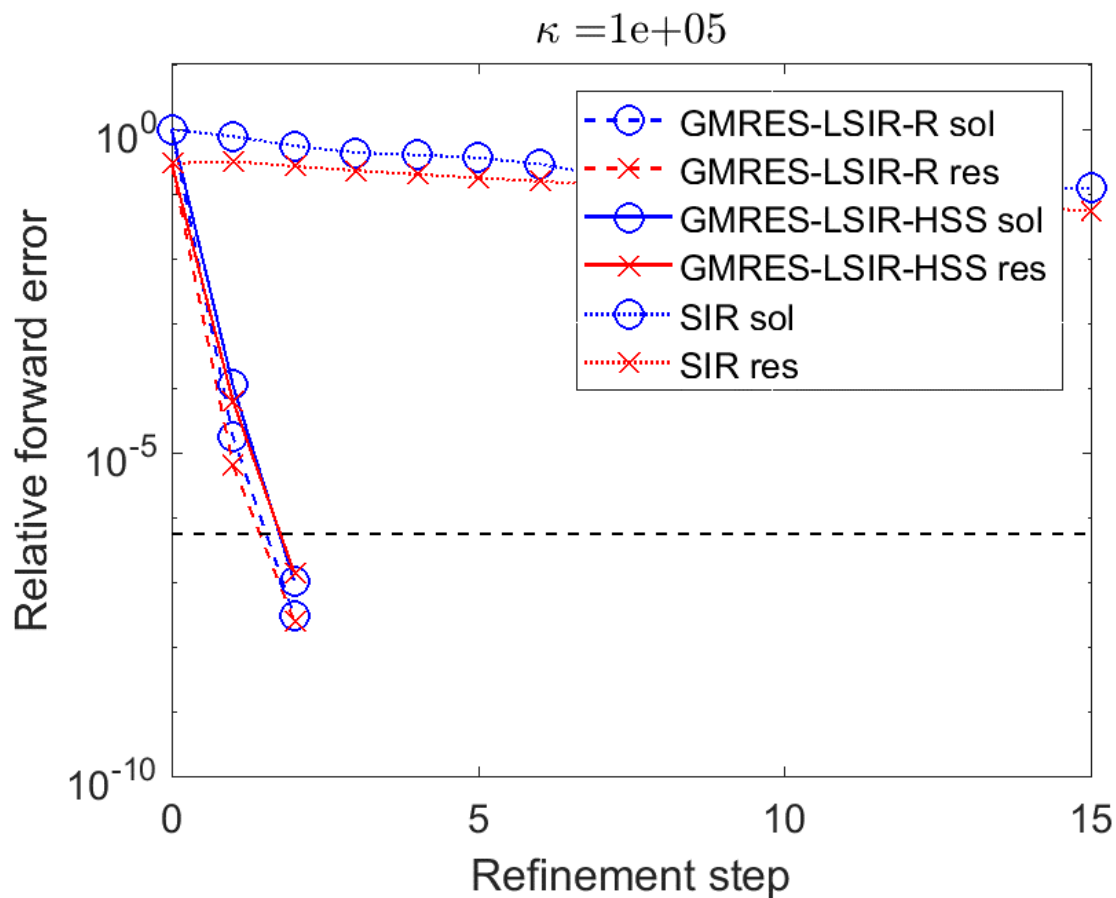


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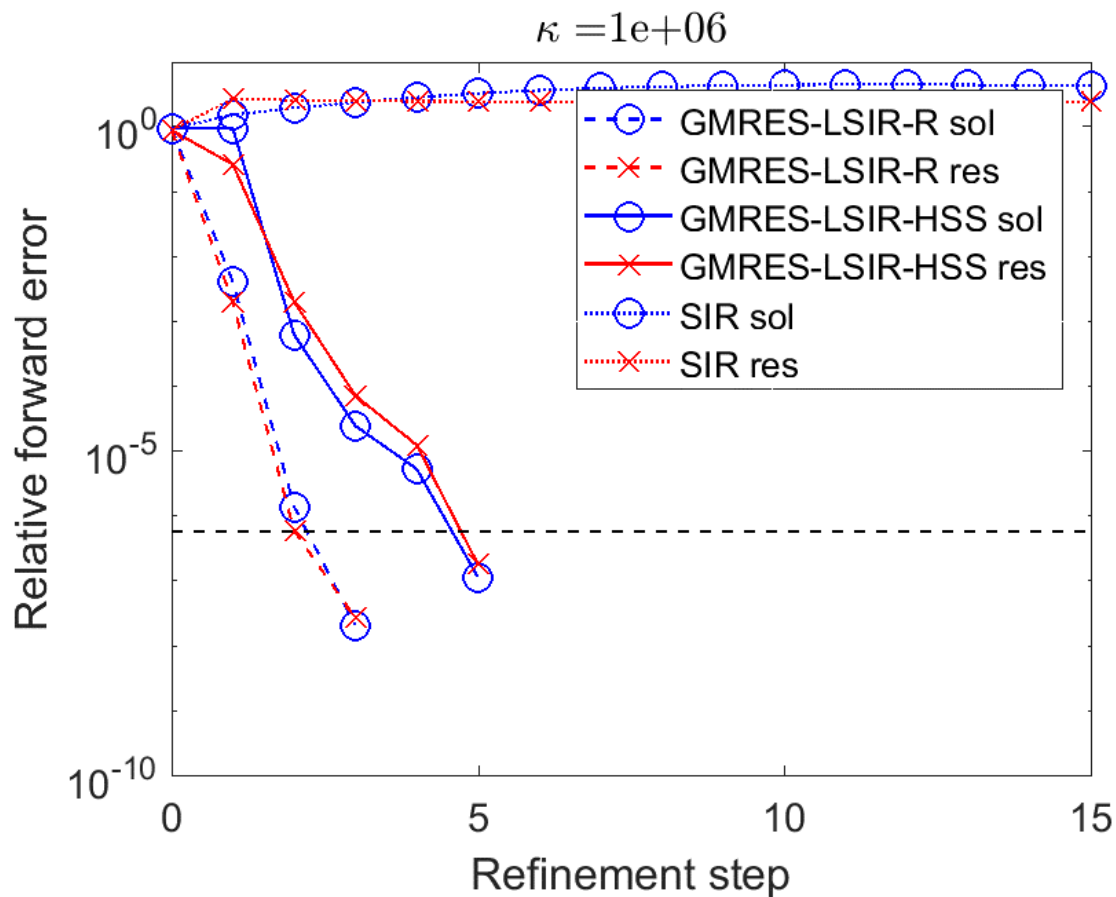


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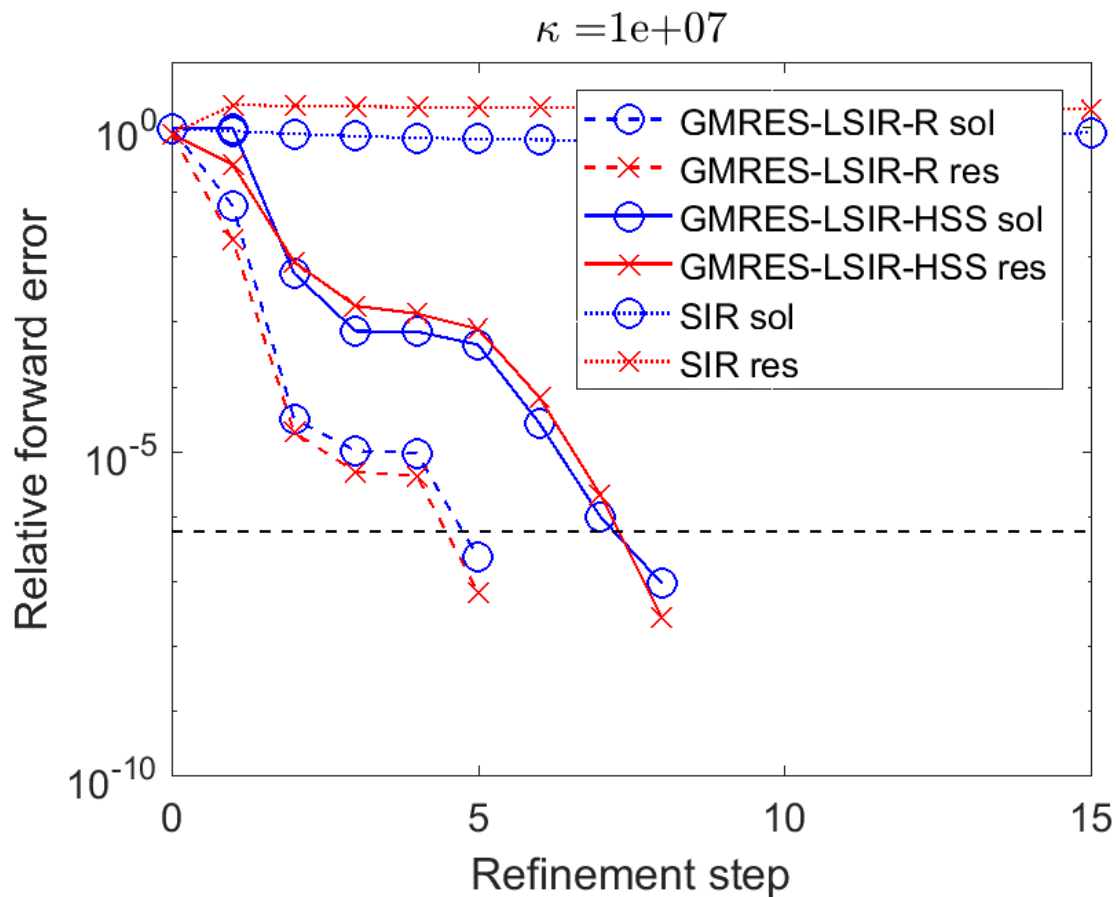


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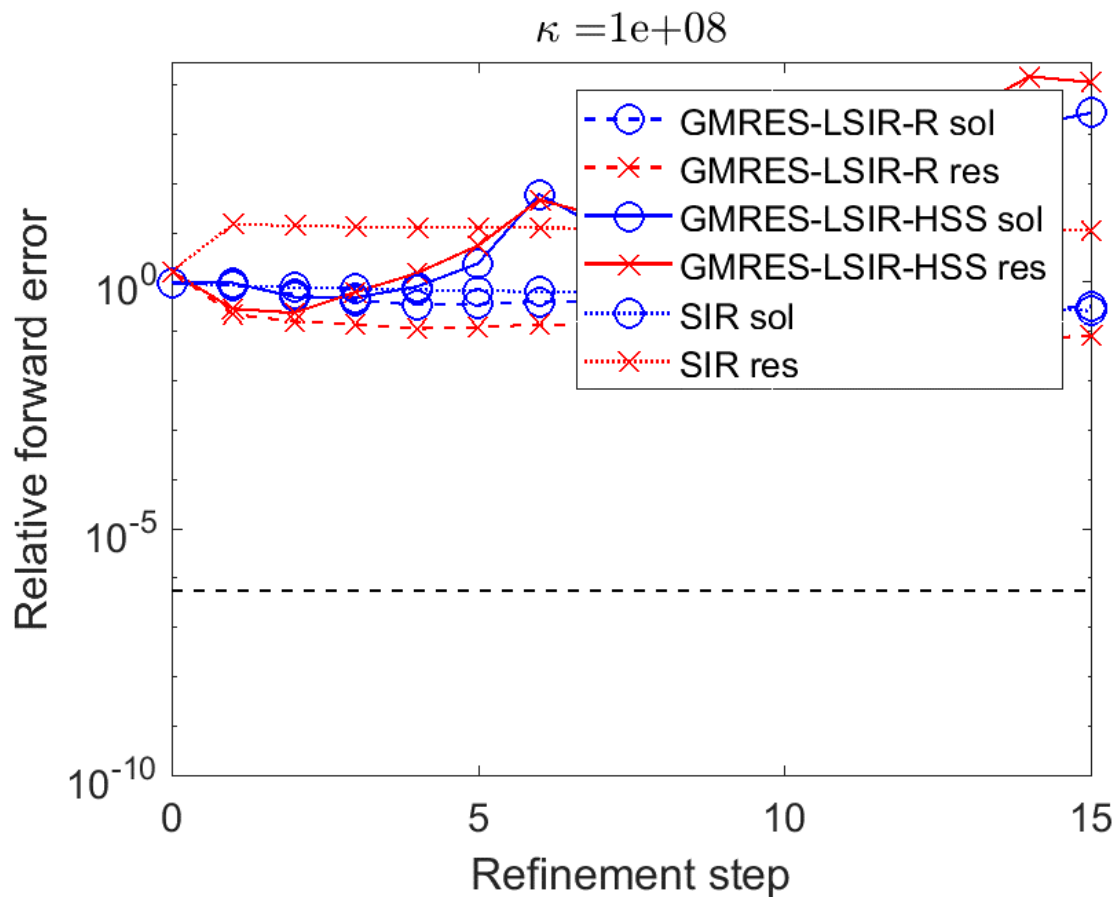


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- Future machines will support a range of precisions: quarter, half, single, double, quad
- New, non-IEEE compliant floating point formats will appear in commercially-available hardware
 - e.g., bfloat16 (truncated 16-bit version of single precision) in upcoming Intel AI processors, Google Cloud TPUs, etc.

The rise of multiprecision hardware

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- Lower-precision arithmetic is faster and more energy efficient, but the potential for its use depends heavily on the particular problem and algorithm
- As numerical analysts, we must determine when and where we can exploit lower-precision arithmetic to improve performance

Thank You!

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