

# **The Implementation of Parallel Matrix Compression and Calderon Preconditioning in the Method of Moments code EIGER**

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# Overview

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- **EIGER description**
- **Compression algorithm description**
- **Compression implementation**
- **Calderon preconditioner**
- **Conclusions/ Future Work**



# EIGER Description

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- **Method of moments code**
  - RWG basis functions
- **Object oriented design**
  - Written in F90
- **Sub-cell slot and wire models**
- **Configured for massively parallel platforms**



# Compression Algorithm

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- **Adaptive Cross Approximation (ACA)**
  - Bebendorf (2000), Zhao (2005)
- **Basic Idea – some matrix blocks are approximated by a lower rank matrix (without forming the full matrix)**

$$\mathbf{Z}^{m \times n} \approx \tilde{\mathbf{Z}}^{m \times n} = \mathbf{U}^{m \times r} \mathbf{V}^{r \times n} = \sum_{j=1}^r \mathbf{u}_j^{m \times 1} \mathbf{v}_j^{1 \times n}$$



# Compression Algorithm

## Block Decomposition

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- Meshed model is enclosed in an oct-tree, equivalent to 1 level FMM
- The matrix is described as:

$$Z = \sum_{j=1}^{MOM\_blocks} Z_j^{mom} + \sum_{i=1}^{COM\_blocks} Z_i^{com}$$

# Matrix Compression in EIGER

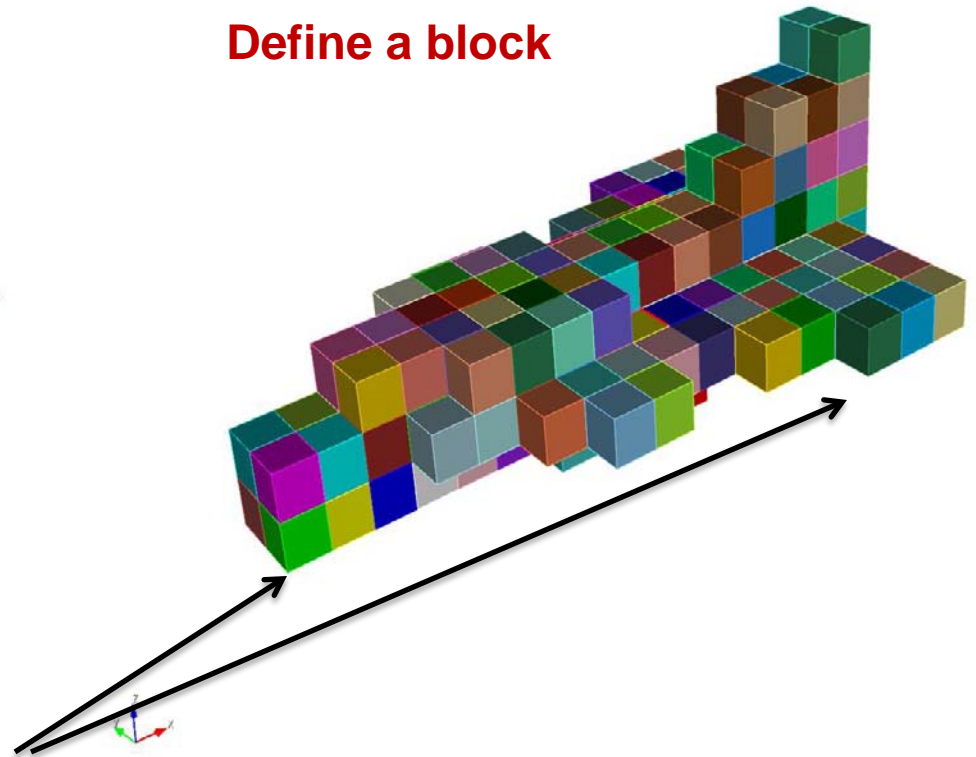
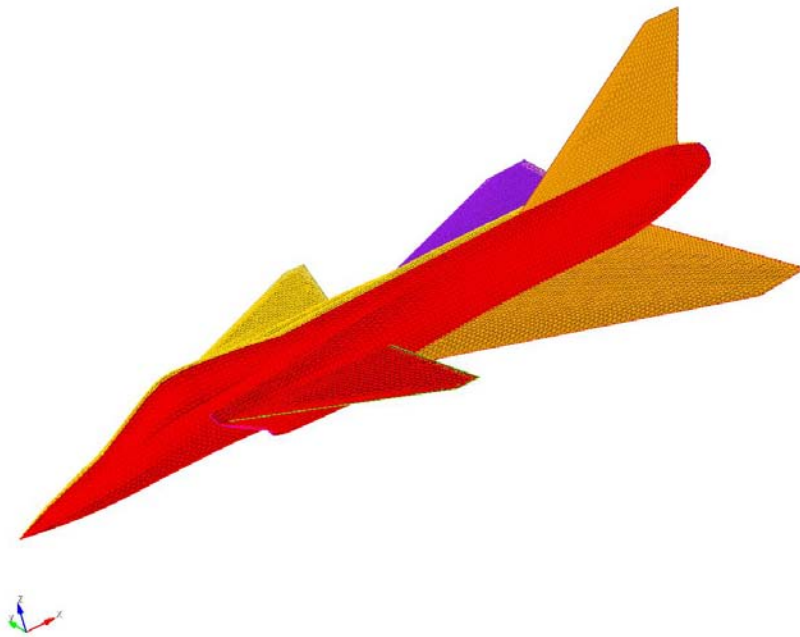
## Block Decomposition

Meshed Object

VFY 218

Interaction Boxes

Define a block



Unknowns that are in these interaction boxes can be compressed.



# Compression Algorithm

## Block Computation

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- Once first row is obtained, maximum of row is found, that determines the next column, process continues until:

$$\left\| \begin{bmatrix} \mathbf{u}_p \\ \mathbf{v}_p \end{bmatrix} \right\| \leq \varepsilon \left\| \tilde{\mathbf{Z}}^{(p)} \right\|$$

- **Error control**
  - Choice of blocks for compression
    - proximity
  - Error parameter



# Solution Methods

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- **Direct – demonstrated by John Schaeffer(2007)**
  - Modified LU solver
- **Iterative (matrix vector product)**
  - GMRES
  - TFQMR
  - Preconditioning





# Parallelization

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- **Blocks are split among the processors.**
- **For either MOM or COM blocks:**

$$\textit{Number\_of\_blocks}_{\textit{processor}(i)} = \frac{\textit{Total\_blocks}}{\textit{Number\_of\_processors}}$$

- **Note actual algorithm enforces:**
  - **No processor can have more or less than one block than any other processor.**
  - **Processors have both MOM and COM blocks.**

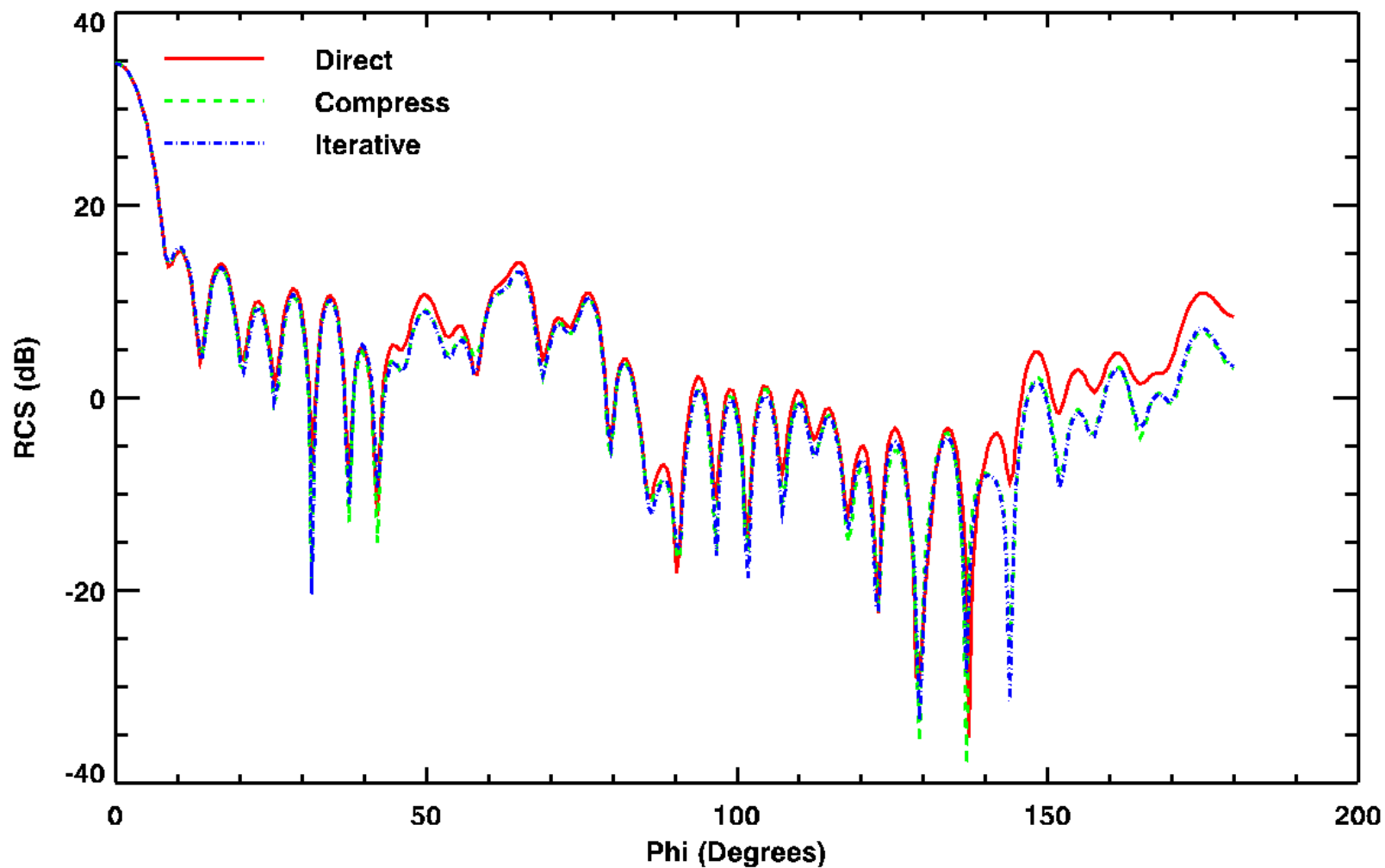


# Example Problem

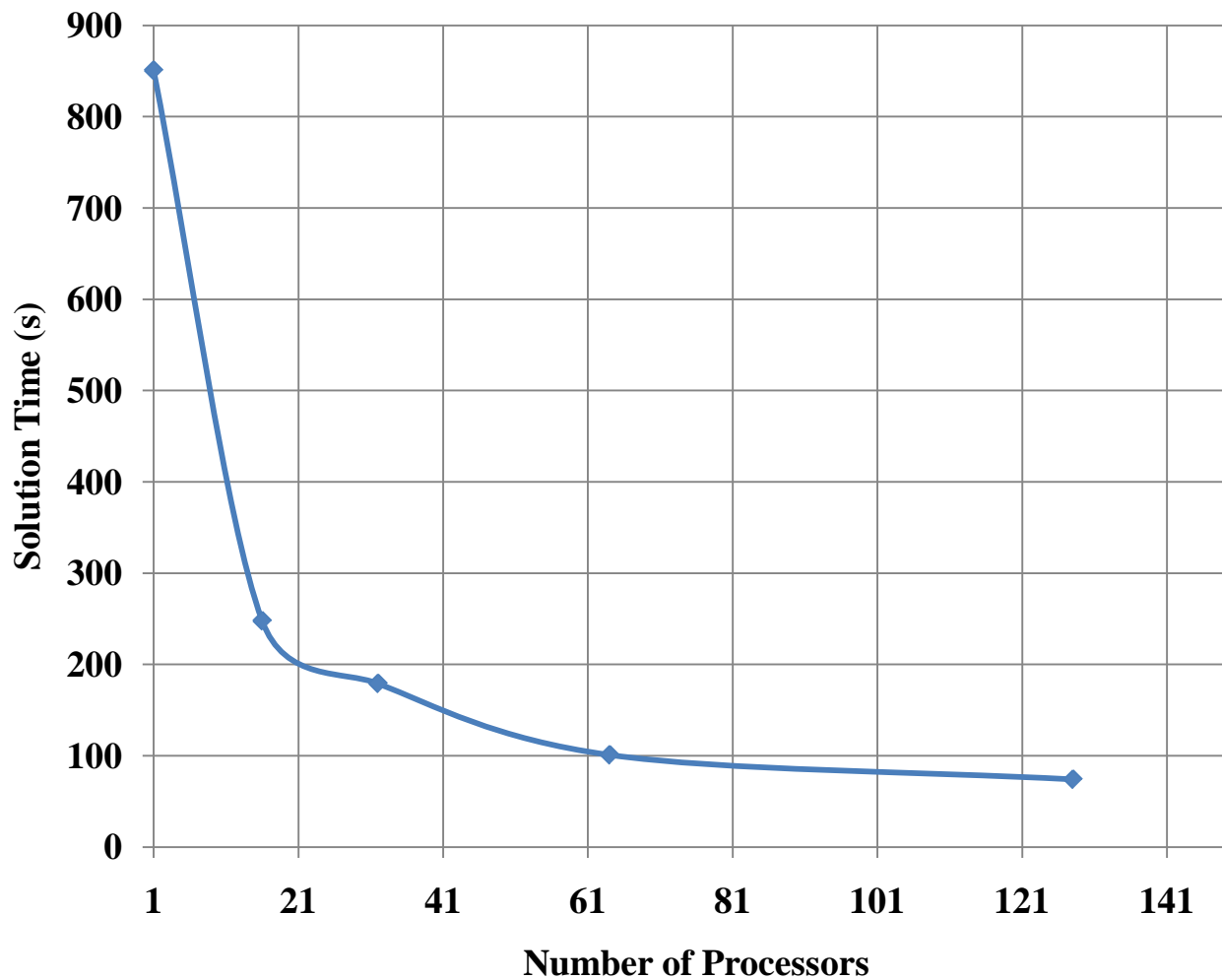
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- **VFY 218**
  - **58383 unknowns**
- **CFIE formulation**
  - **No preconditioner**
- **Compression tolerance 1.e-03**
- **Solution method**
  - **TFQMR**      **Solver tolerance 1.e-04**

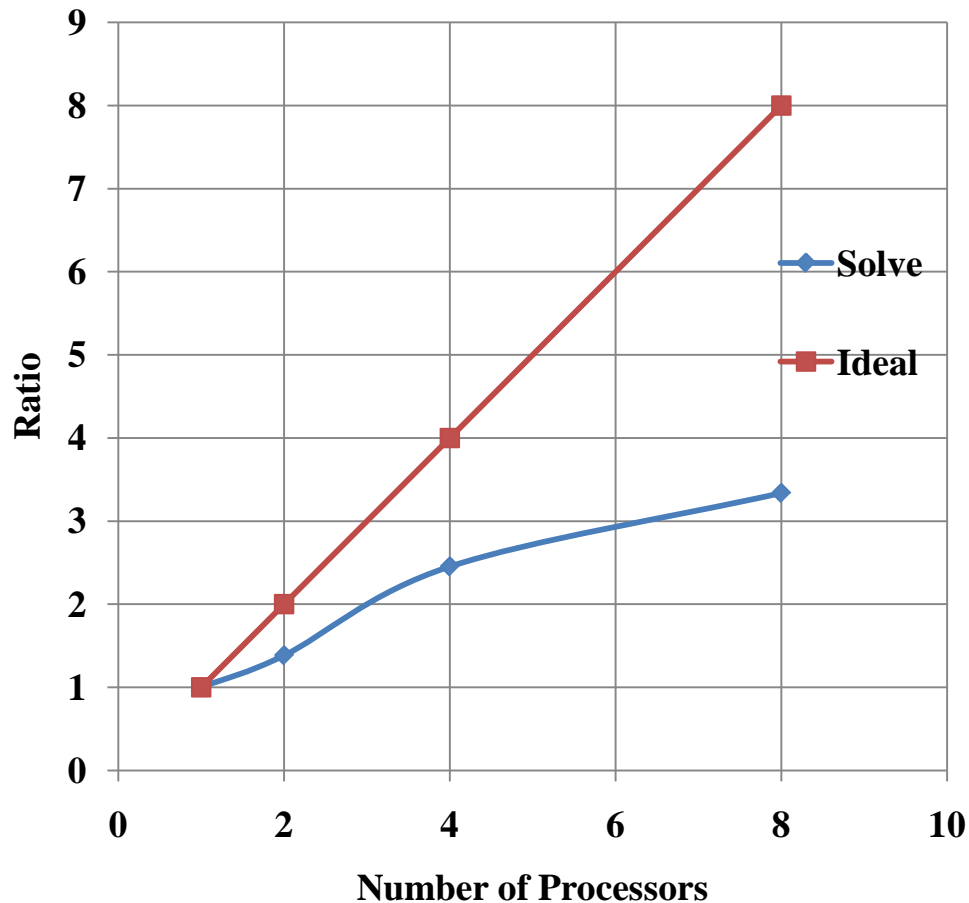
# Results



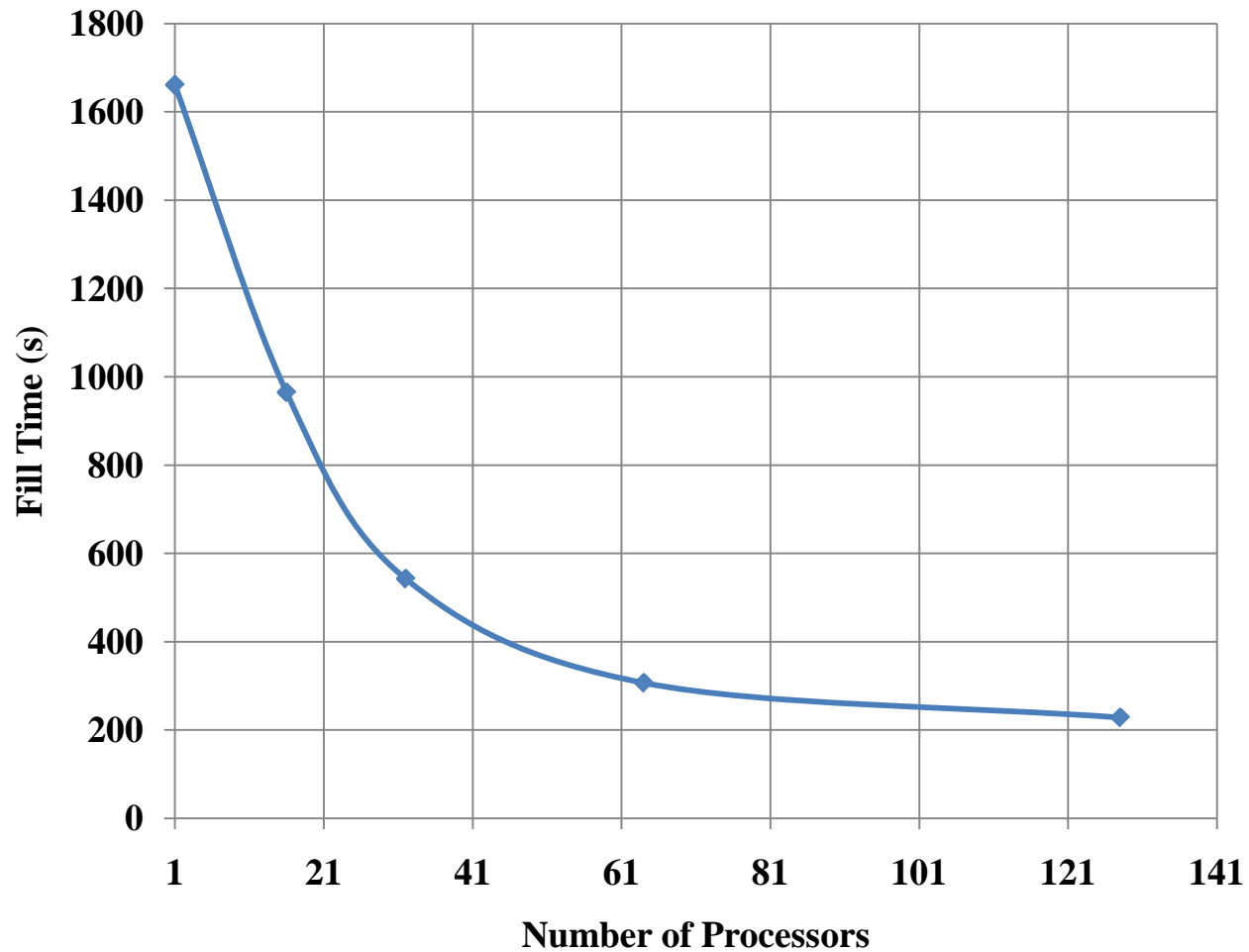
# Parallel Timing



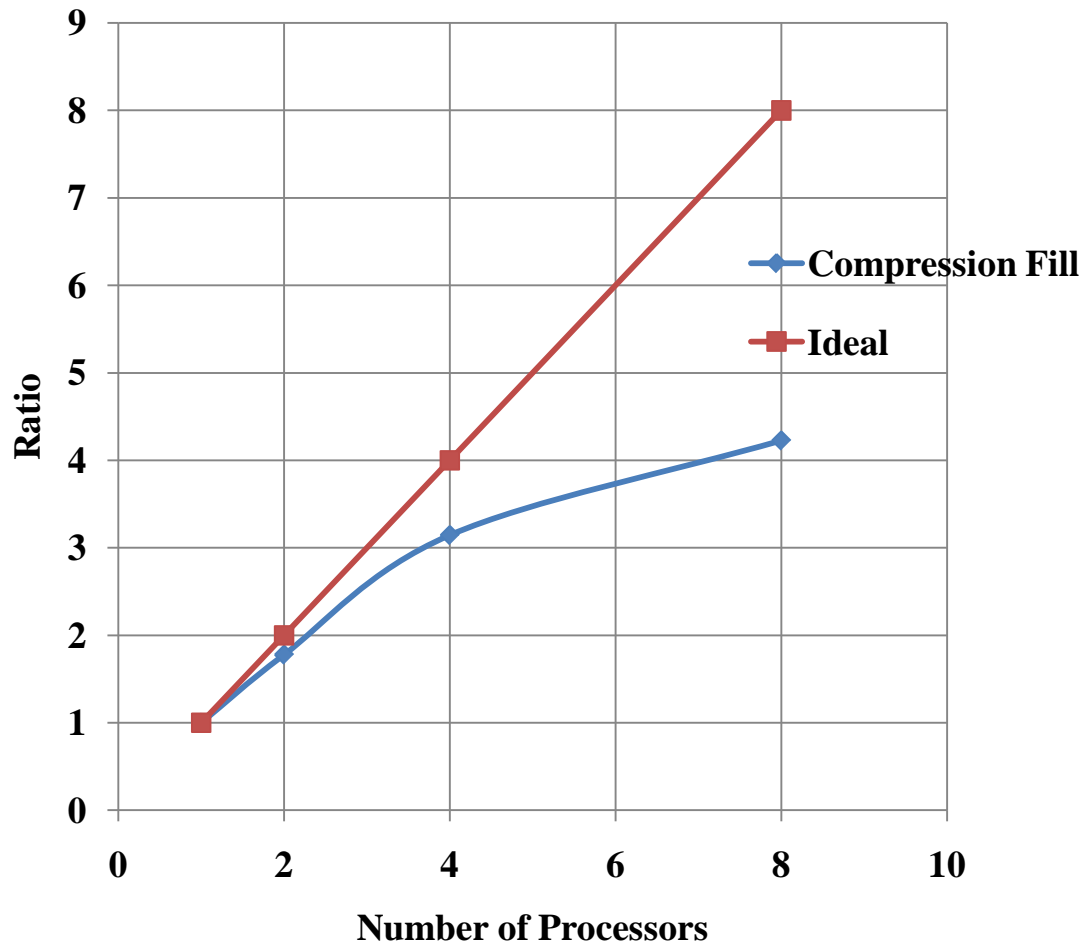
# Parallel Timing



# Parallel Timing



# Parallel Timing





# Memory Used

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- **Original , full matrix**
  - **3.4 Gbytes**
- **Compression**
  - **MOM            52.5 Mbytes**
  - **COM            22.6 Mbytes**





# Calderon Preconditioning

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- **Preconditioning with the operator (EFIE)**

$$\mathcal{T}^2(\mathbf{J}) = -\frac{\mathbf{J}}{4} + \mathcal{K}^2(\mathbf{J})$$

- **Spectrum is bounded**



# Multiplicative Calderon Preconditioning

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- **Based on the Buffa-Christiansen(BC) basis functions.**
- **Implemented by Francesco P. Andriulli, Kristof Cools, Femke Olyslager, Eric Michielssen**
- **The BC basis functions are div-conforming, quasi-curl-conforming basis functions**
  - **RWG basis functions defined on the barycentric mesh**



# Matrix Equation

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$$\begin{pmatrix} \bar{\bar{\mathbf{P}}}^T & \bar{\bar{\mathbf{Z}}}^B & \bar{\bar{\mathbf{Q}}} & \bar{\bar{\mathbf{Z}}}^B & \bar{\bar{\mathbf{R}}} \end{pmatrix} \bar{\mathbf{I}} = \begin{pmatrix} \bar{\bar{\mathbf{P}}}^T & \bar{\bar{\mathbf{Z}}}^B & \bar{\bar{\mathbf{Q}}} \end{pmatrix} \bar{\mathbf{V}}^B$$

 $\bar{\bar{\mathbf{Z}}}^B$ 

Matrix on barycentric mesh

 $\bar{\mathbf{V}}^B$ 

RHS on barycentric mesh

 $\bar{\mathbf{I}}$ 

Unknowns on original mesh



# Matrix Equation

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$$\begin{pmatrix} \bar{\bar{\mathbf{P}}}^T & \bar{\bar{\mathbf{Z}}}^B & \bar{\bar{\mathbf{Q}}} & \bar{\bar{\mathbf{Z}}}^B & \bar{\bar{\mathbf{R}}} \end{pmatrix} \bar{\mathbf{I}} = \begin{pmatrix} \bar{\bar{\mathbf{P}}}^T & \bar{\bar{\mathbf{Z}}}^B & \bar{\bar{\mathbf{Q}}} \end{pmatrix} \bar{\mathbf{V}}^B$$

$\bar{\bar{\mathbf{R}}}$

Maps RWG space to the barycentric RWG

$\bar{\bar{\mathbf{Q}}}$

Maps curl-conforming RWG space to the div-conforming barycentric RWG

$\bar{\bar{\mathbf{P}}}^T$

Maps div-conforming RWG barycentric and div and quasi –curl-conforming BC functions



# Calderon Preconditioner Implementation

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- **Construct barycentric mesh**
- **Construct matrices needed for the solution**
  - **Compression for matrix  $Z^B$**
- **Iterative solution**



# **Calderon Preconditioner Implementation - Status**

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- **Barycentric mesh generator in place**
  - Basis function information
- **Other projectors integrated into the code.**
- **Testing continues**



# Conclusions/ Future Work

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- **Finish integration of the two techniques described.**
- **Continue testing with focus on appropriate parameters for compression.**
- **Implement an enhanced parallelization strategy.**
  - **Reordering of unknowns**
  - **Block algorithm**
    - **multilevel**