

Solving Linear Systems (on parallel Processors)

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What are Linear Systems?

$$Ax = b$$

What are Linear Systems?

$$\begin{bmatrix} a_{11} & a_{12} & a_{13} & a_{14} \\ a_{21} & a_{22} & a_{23} & a_{24} \\ a_{31} & a_{32} & a_{33} & a_{34} \\ a_{41} & a_{42} & a_{43} & a_{44} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \\ b_4 \end{bmatrix}$$

Why Do We Care?

Inverse Problems:

$$\mathbf{f}(\mathbf{x}) = \mathbf{y} \quad \leftarrow \text{solve}$$

$$\mathbf{f}(\mathbf{x}) \approx \mathbf{f}(\mathbf{x}_0) + \nabla \mathbf{f}(\mathbf{x}_0) (\mathbf{x} - \mathbf{x}_0)$$

$$\mathbf{y} \approx (\nabla \mathbf{f}(\mathbf{x}_0))^{-1} (\mathbf{y} - \mathbf{f}(\mathbf{x}_0))$$

Optimization Problems:

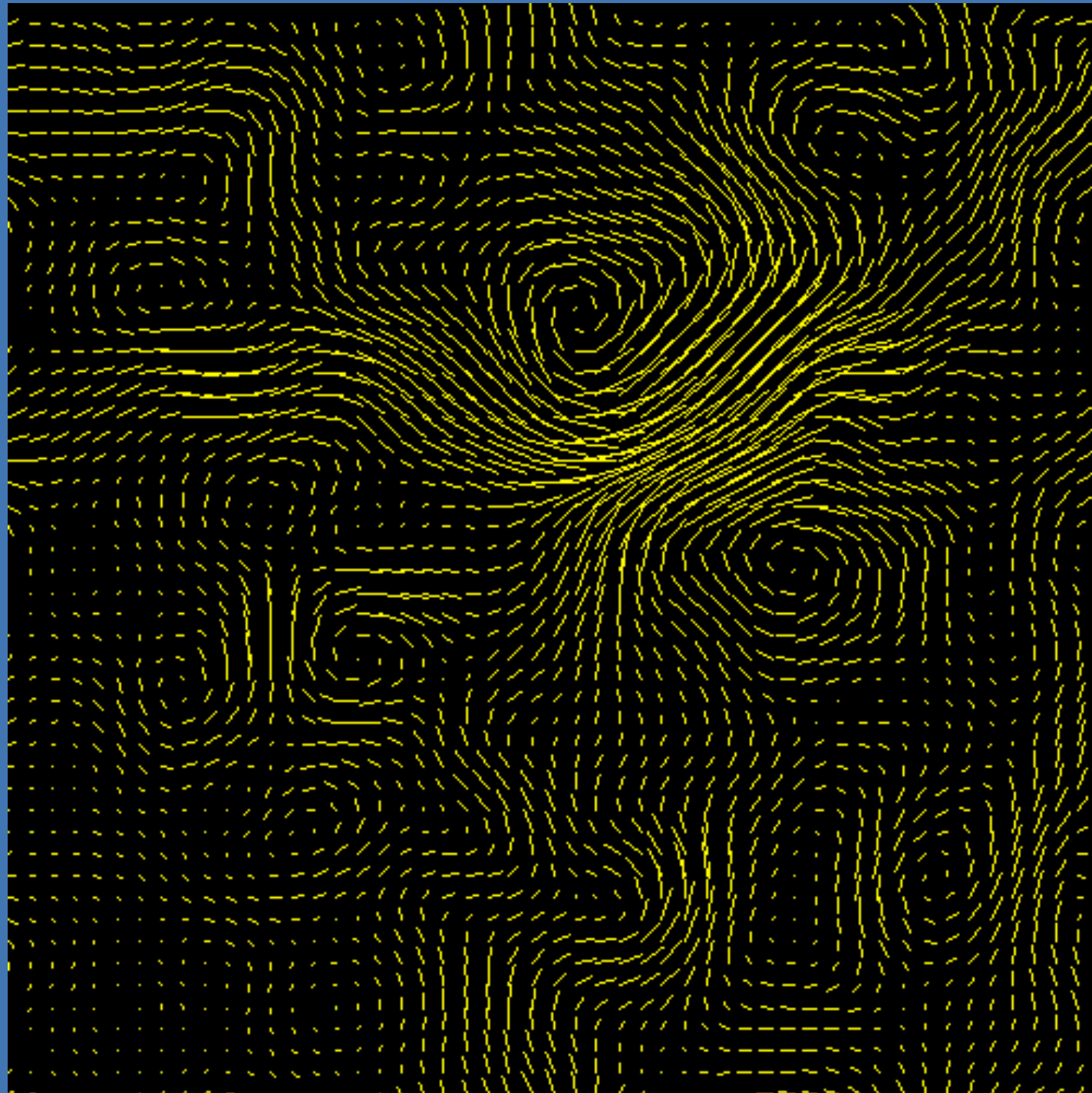
$$\mathbf{f}(\mathbf{x}) \quad \leftarrow \text{minimize}$$

$$\nabla \mathbf{f}(\mathbf{x}) = \mathbf{0}$$

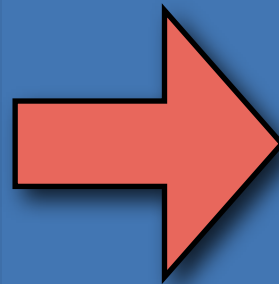
$$\mathbf{M}\mathbf{x} = \mathbf{b} \quad (\text{if } f \text{ is quadratic})$$

Fluid Dynamics

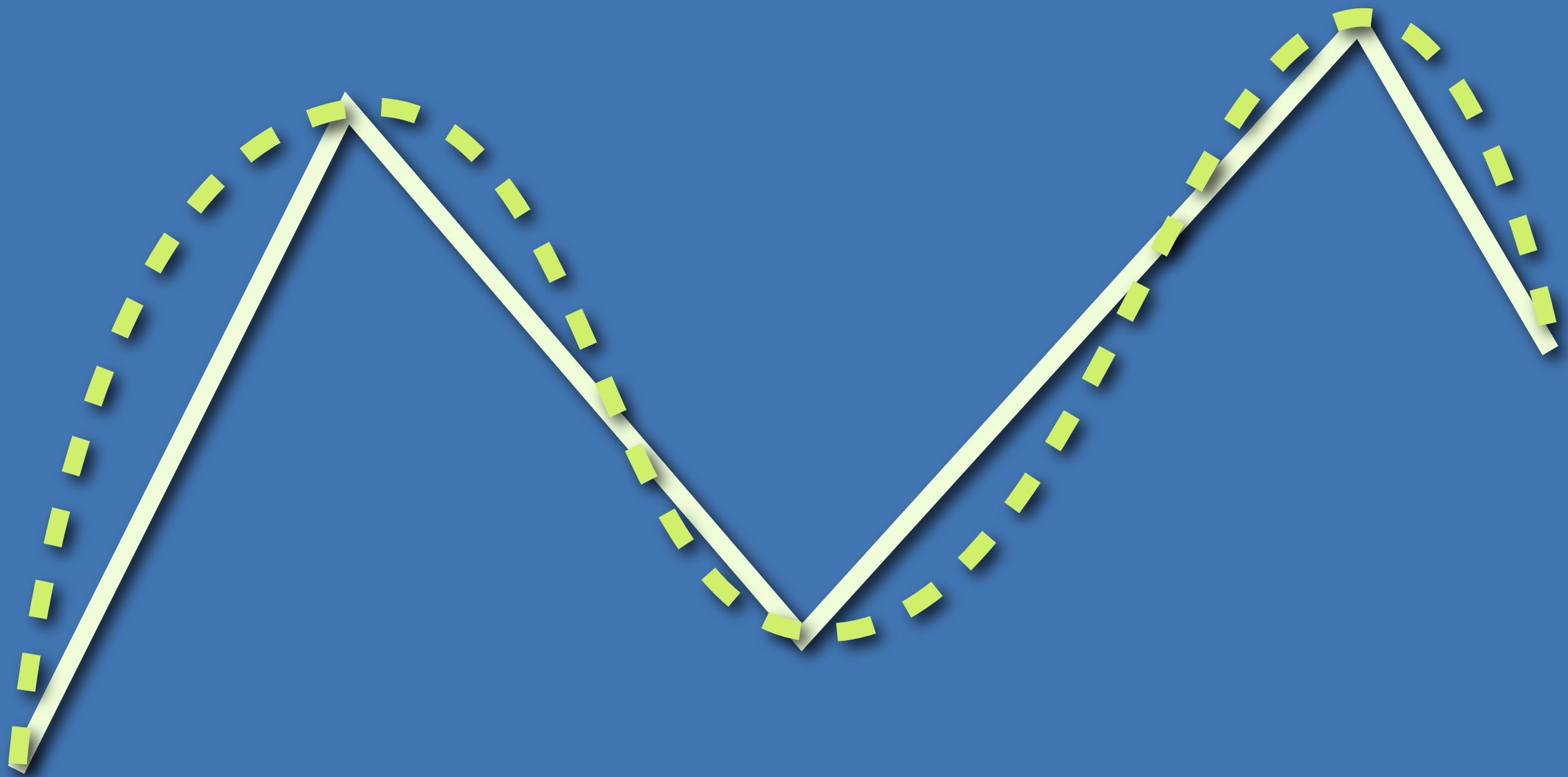
P



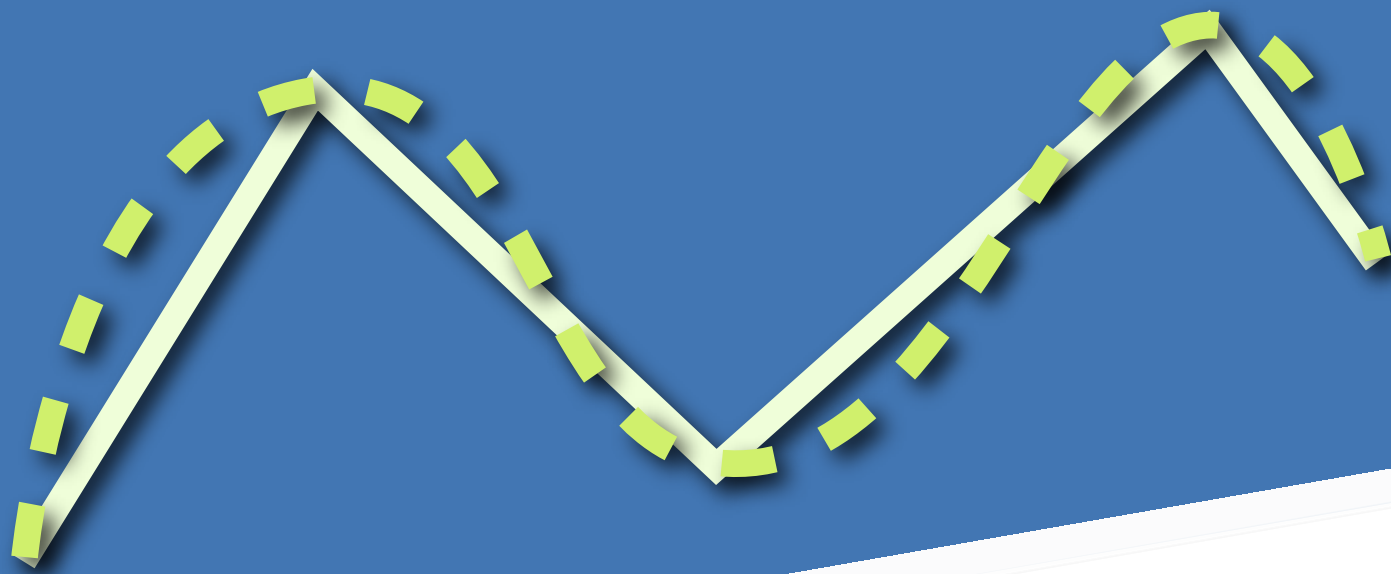
Poisson Blending



Rasterizing Curves



QUESTION!!!



$$Ax = b$$

How could we solve such systems? (Efficiently on the GPU?)

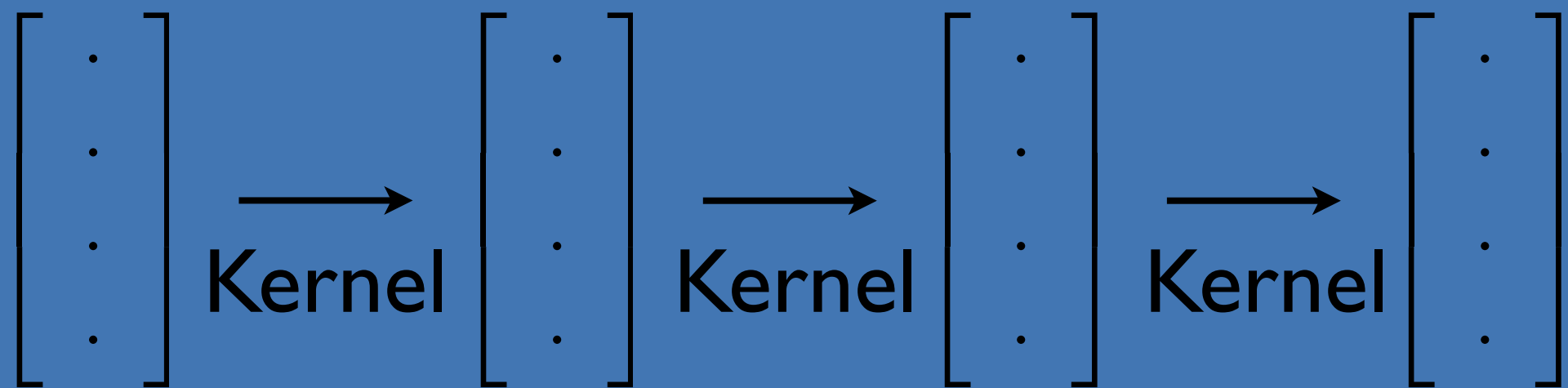
Gauss-Seidel

Board

Jacobi

Board

On the GPU...



On the GPU...



→
Kernel



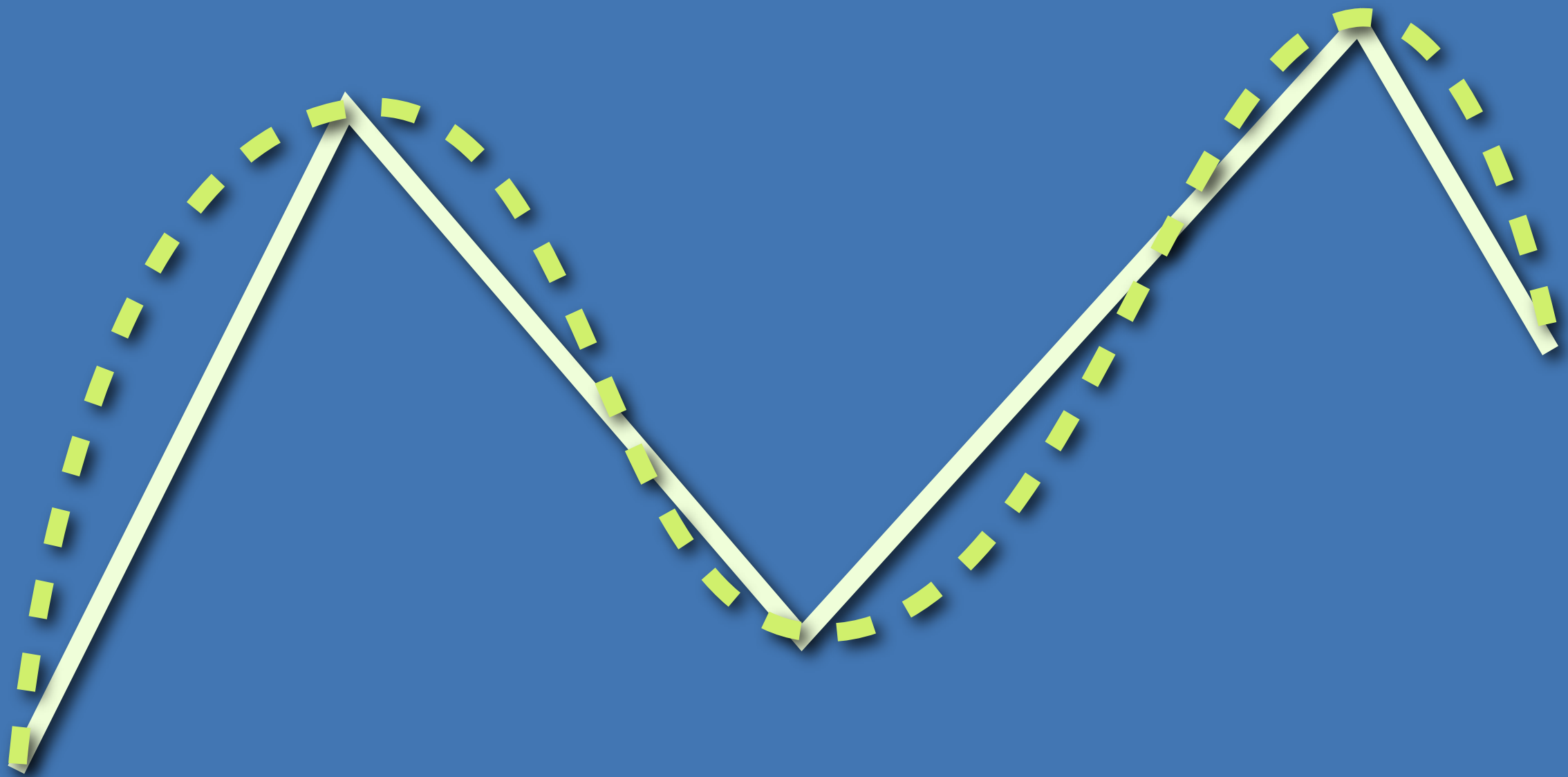
→
Kernel



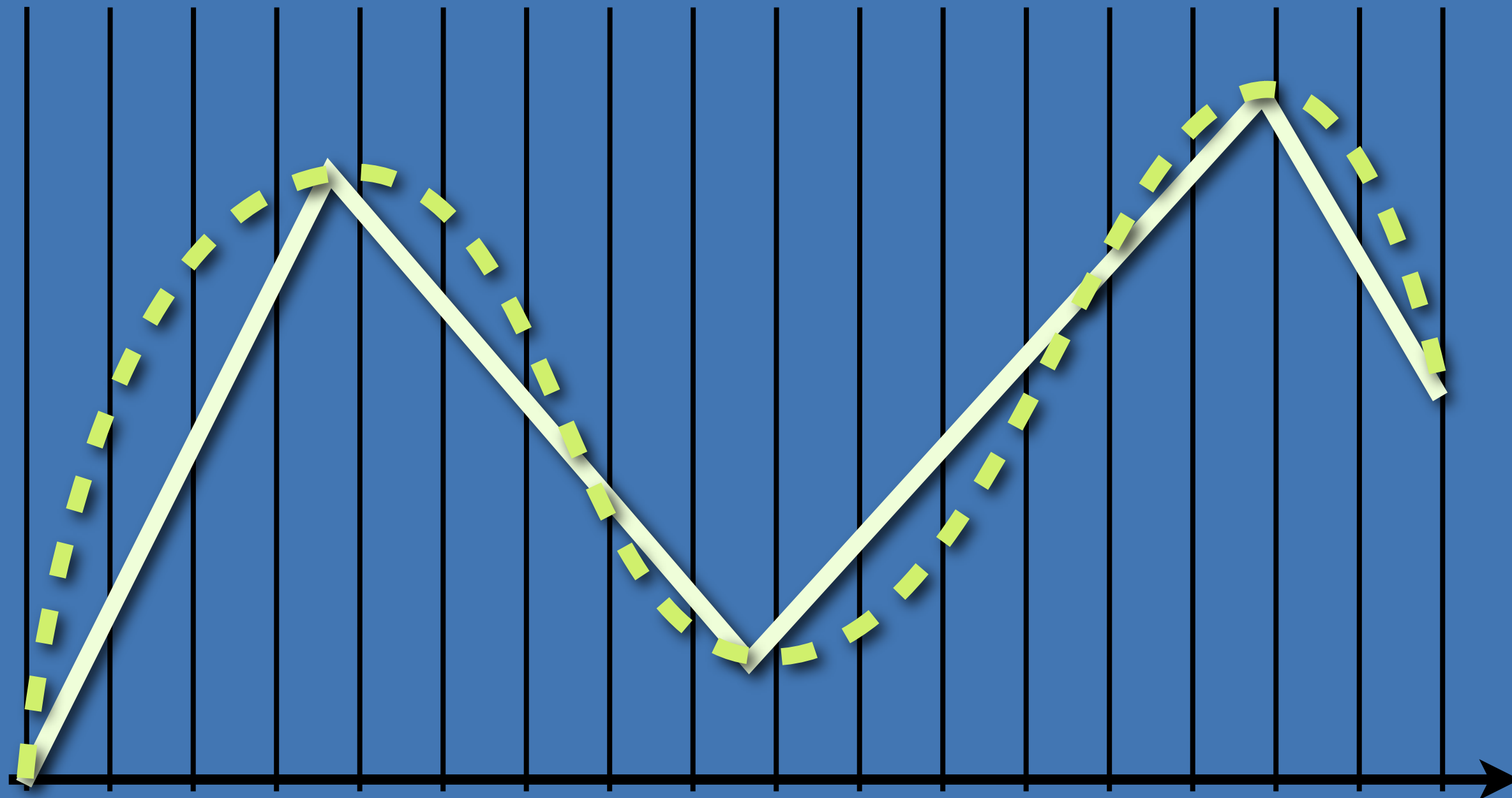
→
Kernel



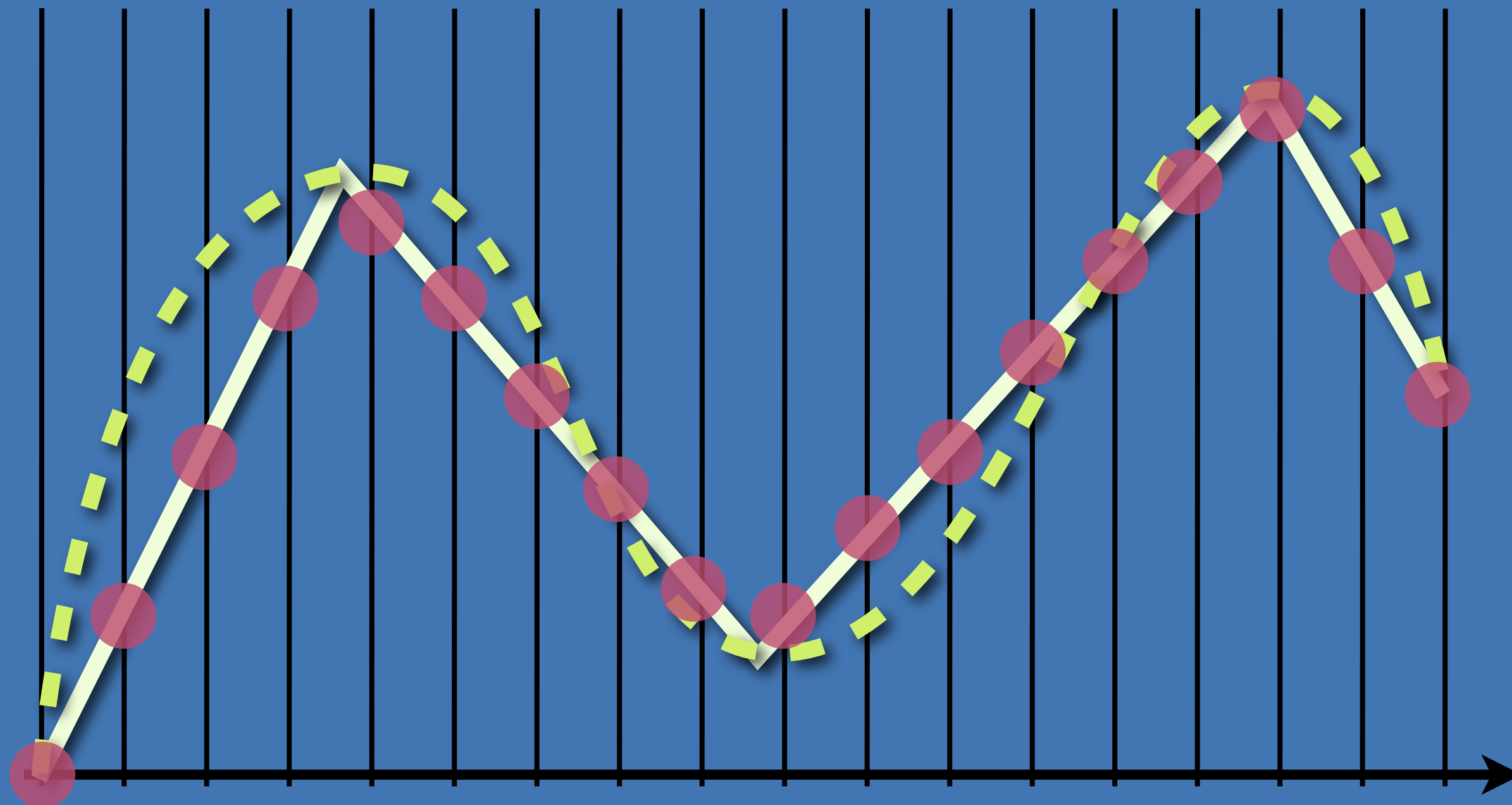
Rasterizing Curves



Example

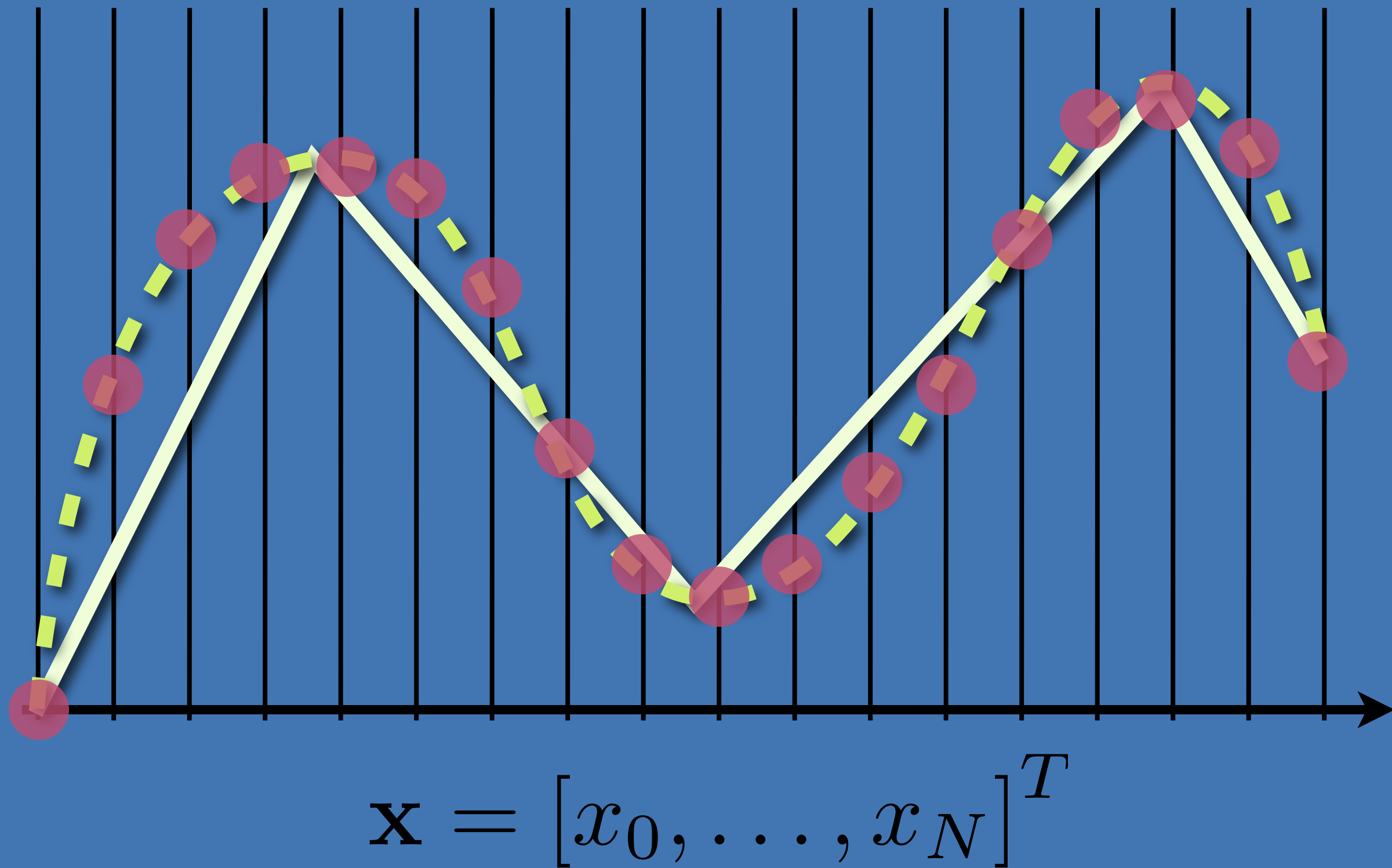


Example

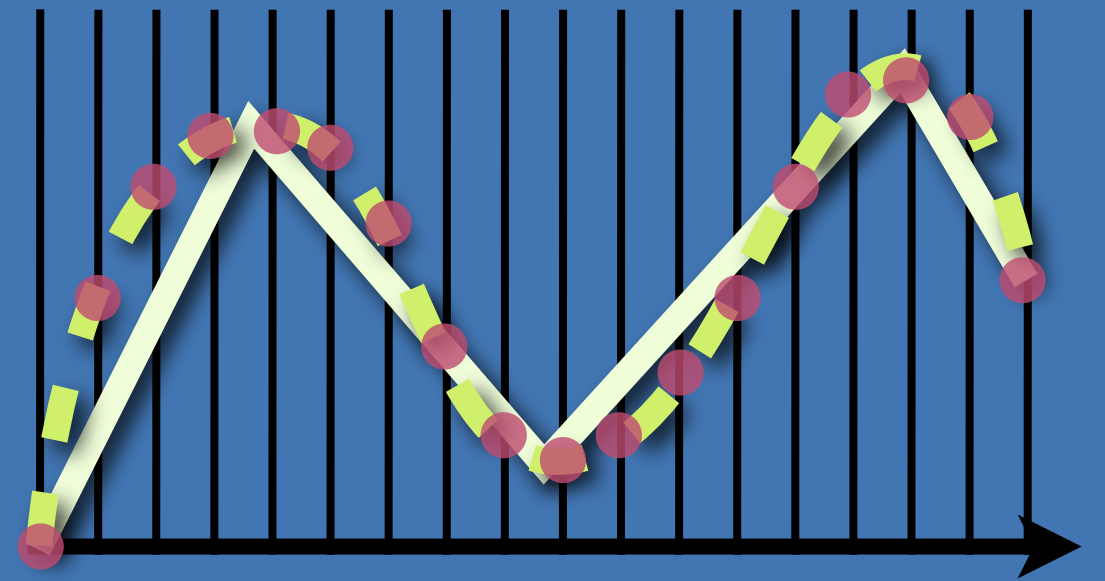


$$\mathbf{d} = [d_0, \dots, d_N]^T$$

Example

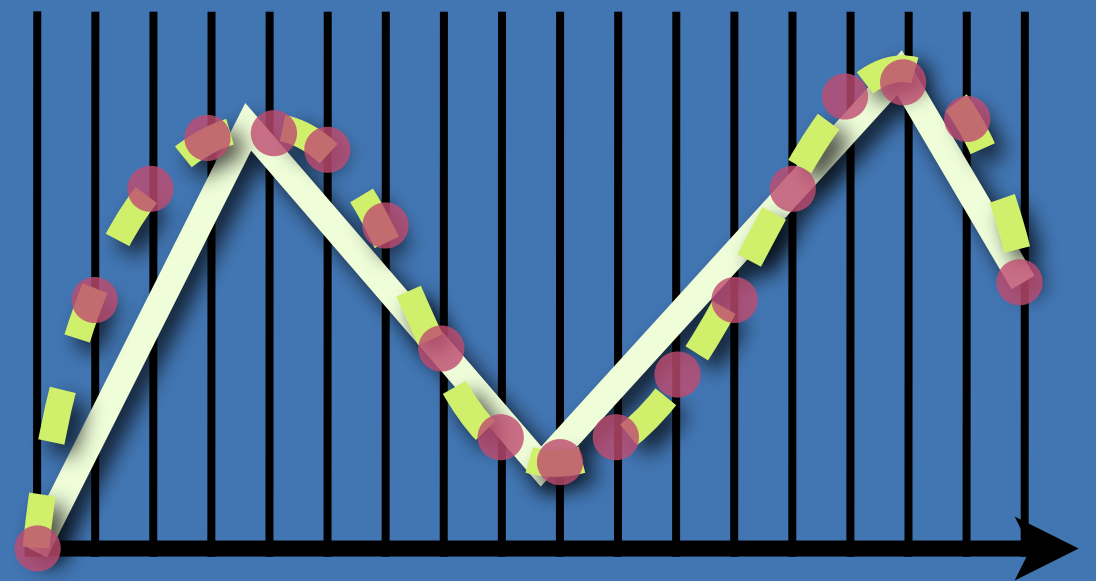


Example



$$\phi(x) = \alpha \times \text{data}(\mathbf{x}) + \text{smooth}(\mathbf{x})$$

Example

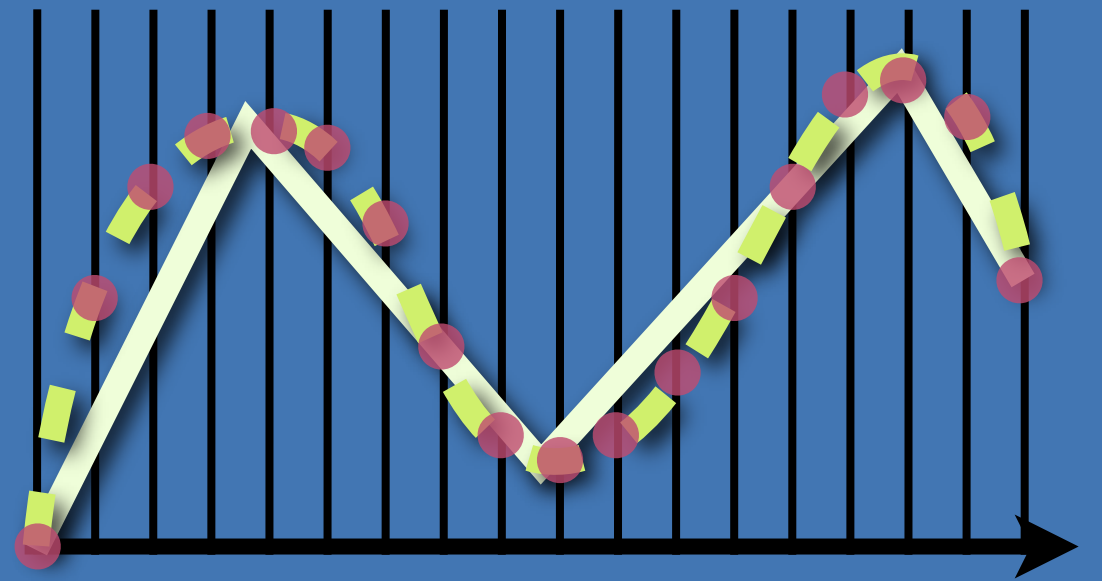


$$\phi(x) = \alpha \times \text{data}(\mathbf{x}) + \text{smooth}(\mathbf{x})$$

$$\text{data}(\mathbf{x}) = \sum_{i=1}^N (x_i - d_i)^2$$

$$\text{smooth}(\mathbf{x}) = \sum_{i=1}^{N-1} (x_i - x_{i+1})^2$$

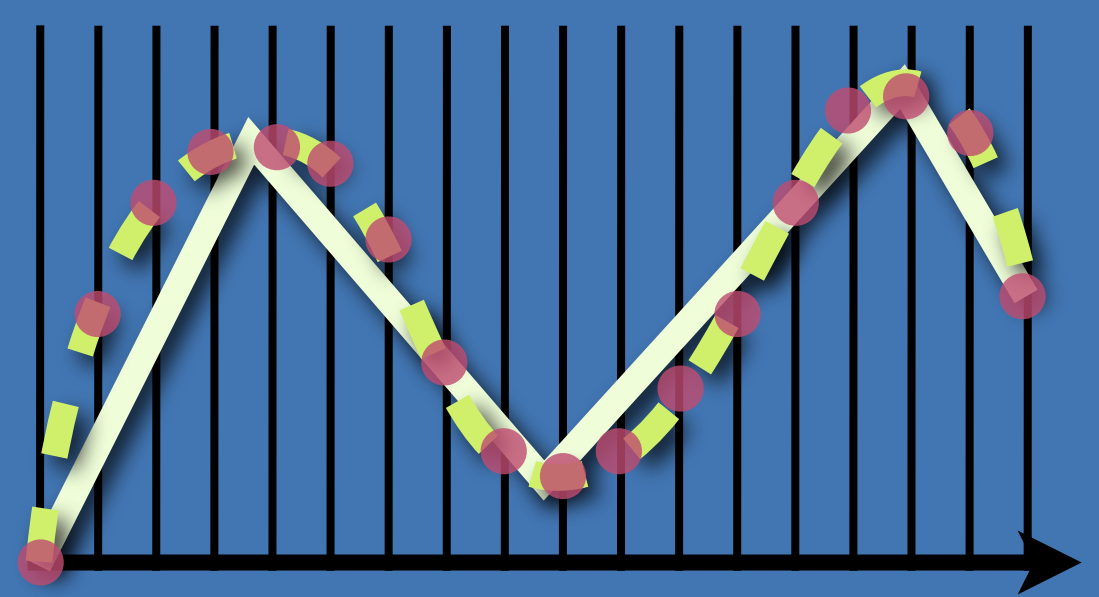
Example



$$\phi(x) = \alpha \times \text{data}(\mathbf{x}) + \text{smooth}(\mathbf{x})$$

$$\frac{d\phi}{d\mathbf{x}} = \mathbf{0}$$

Example



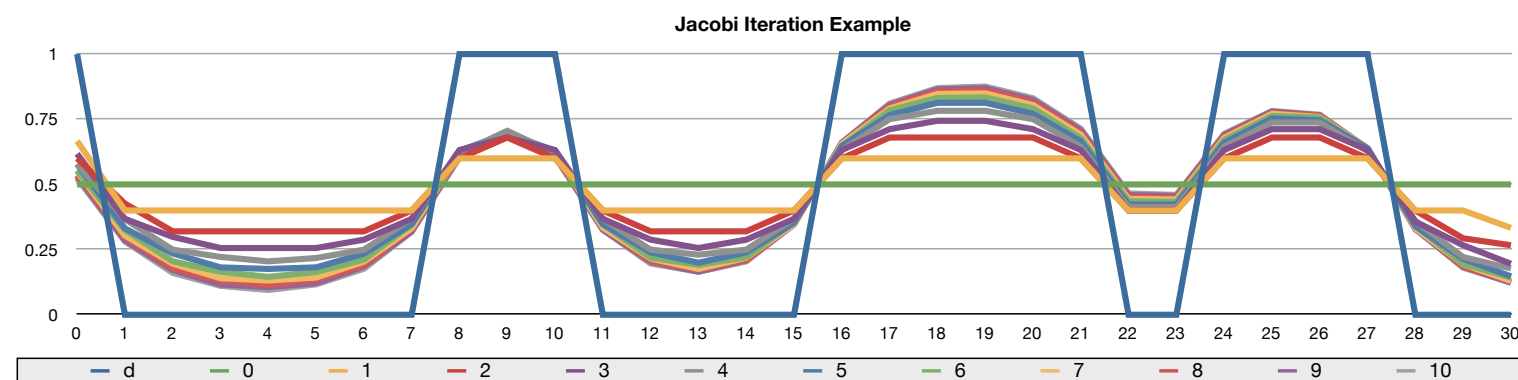
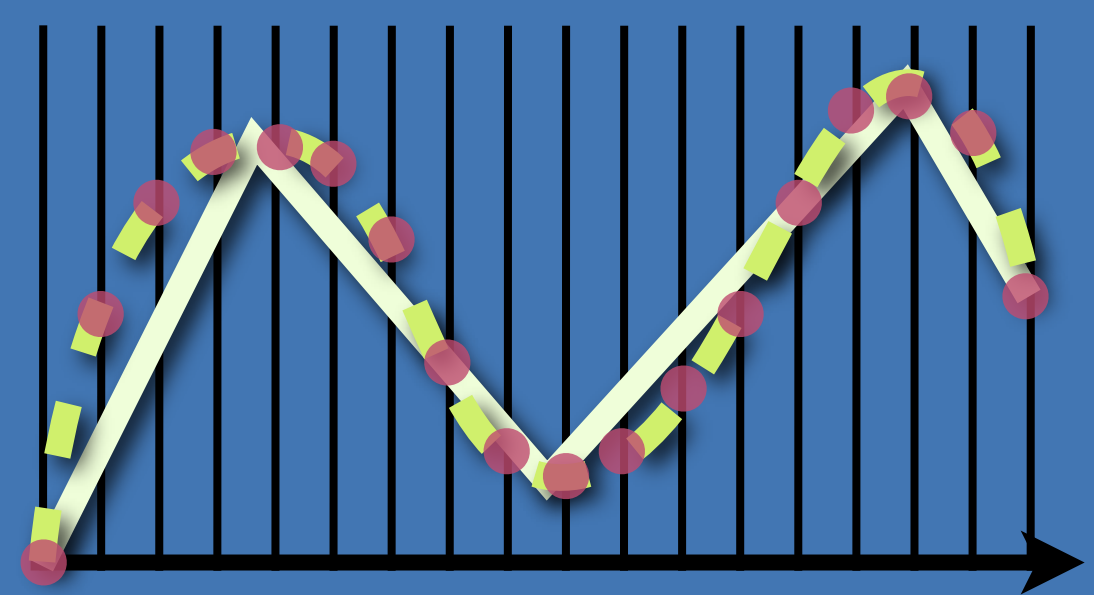
$$\frac{d\phi}{dx_i} = \underbrace{\alpha(x_i - d_i)}_{\text{data}} + \underbrace{-\left(x_{i-1} - x_i\right) + \left(x_i - x_{i+1}\right)}_{\text{smooth}}$$

$$\begin{aligned} \frac{d\phi}{dx_i} &= \alpha(x_i - d_i) + 2x_i - x_{i-1} - x_{i+1} = 0 \\ \Rightarrow (2+\alpha)x_i - x_{i-1} - x_{i+1} &= \alpha d_i \end{aligned}$$

$$\hookrightarrow \begin{bmatrix} \ddots & \ddots & \ddots & \ddots & \ddots \\ 0 & 0 & 0 & 0 & -1 \\ \vdots & \vdots & \vdots & \vdots & \vdots \end{bmatrix} \begin{bmatrix} x_{i-1} \\ x_i \\ x_{i+1} \end{bmatrix} = \alpha d_i$$

$$\begin{aligned} \text{NORMAL CASE: } x_i &\leftarrow \frac{\alpha d_i + x_{i-1} + x_{i+1}}{2 + \alpha} \\ \text{LEFT SIDE: } x_1 &\leftarrow \frac{\alpha d_1 + x_2}{1 + \alpha} \end{aligned}$$

Example



	Alpha	Target	Iterations→										
← Data Points	0.5	d	0	1	2	3	4	5	6	7	8	9	10
	0	1	0.5	0.666666667	0.6	0.617777778	0.578666667	0.5777185185	0.5542044444	0.5501590123	0.5358482963	0.5322775282	0.5235890189
	1	0	0.5	0.4	0.426666667	0.368	0.366577778	0.331306667	0.3252385185	0.3037724444	0.2984162923	0.2853835283	0.281603045
	2	0	0.5	0.4	0.32	0.298666667	0.2496	0.235377778	0.205226667	0.1958817185	0.1776105244	0.1717300843	0.1606896147
	3	0	0.5	0.4	0.32	0.256	0.221866667	0.18176	0.1644657778	0.1402538667	0.1309089185	0.1163405084	0.1110892139
	4	0	0.5	0.4	0.32	0.256	0.2048	0.175786667	0.145408	0.1313905778	0.1132407467	0.1059929505	0.0950159132
	5	0	0.5	0.4	0.32	0.256	0.2176	0.18176	0.164010667	0.142848	0.1340734578	0.1211992747	0.1165467041
	6	0	0.5	0.4	0.32	0.288	0.2496	0.23424	0.211712	0.2037930667	0.18975744	0.1853738098	0.1764580011
	7	0	0.5	0.4	0.4	0.368	0.368	0.34752	0.345472	0.3315456	0.3293610667	0.319945728	0.3182097522
	8	1	0.5	0.6	0.6	0.632	0.6192	0.62944	0.617152	0.6196096	0.61010688	0.6101505707	0.6033959936
	9	1	0.5	0.6	0.68	0.68	0.7056	0.69536	0.703552	0.6937216	0.69601536	0.688544256	0.6889287339
	10	1	0.5	0.6	0.6	0.632	0.6192	0.62944	0.617152	0.6204288	0.61125376	0.612171264	0.605879808
	11	0	0.5	0.4	0.4	0.368	0.368	0.34752	0.34752	0.3344128	0.3344128	0.326155264	0.326155264
	12	0	0.5	0.4	0.32	0.288	0.2496	0.23936	0.21888	0.2156032	0.2041344	0.203216896	0.1966108672
	13	0	0.5	0.4	0.32	0.256	0.2304	0.19968	0.191488	0.1759232	0.17362944	0.165371904	0.1650049024
	14	0	0.5	0.4	0.32	0.288	0.2496	0.23936	0.220928	0.2184704	0.20929536	0.20929536	0.2045243392
	15	0	0.5	0.4	0.4	0.368	0.368	0.35264	0.354688	0.3473152	0.34960896	0.345938944	0.3478263808
	16	1	0.5	0.6	0.6	0.632	0.632	0.64736	0.64736	0.655552	0.655552	0.660270592	0.660270592
	17	1	0.5	0.6	0.68	0.712	0.7504	0.76576	0.784192	0.7915648	0.80106752	0.804737536	0.809980416
	18	1	0.5	0.6	0.68	0.744	0.7824	0.81312	0.831552	0.8471168	0.85629184	0.864680448	0.8694514688
	19	1	0.5	0.6	0.68	0.744	0.7824	0.81312	0.8336	0.8491648	0.8606336	0.868891136	0.8754971648
	20	1	0.5	0.6	0.68	0.712	0.7504	0.77088	0.79136	0.8044672	0.815936	0.824062464	0.830616064
	21	1	0.5	0.6	0.6	0.632	0.6448	0.66528	0.677568	0.6906752	0.69952256	0.707649024	0.7133987157
	22	0	0.5	0.4	0.4	0.4	0.4128	0.42304	0.435328	0.4443392	0.45318656	0.4594343253	0.4652102315
	23	0	0.5	0.4	0.4	0.4	0.4128	0.42304	0.43328	0.4422912	0.4490632533	0.4553765547	0.4595941604
	24	1	0.5	0.6	0.6	0.632	0.6448	0.66016	0.6704	0.6783189333	0.6852548267	0.6895510756	0.6940395634
	25	1	0.5	0.6	0.68	0.712	0.7376	0.75296	0.7625173333	0.7708458667	0.7748144356	0.7797223538	0.7815728962
	26	1	0.5	0.6	0.68	0.712	0.7376	0.7461333333	0.7567146667	0.7587171556	0.7640510578	0.764381165	0.7674608716
	27	1	0.5	0.6	0.6	0.632	0.6277333333	0.6388266667	0.6342755556	0.6392817778	0.636138477	0.6389298252	0.637070221
	28	0	0.5	0.4	0.4	0.3573333333	0.3594666667	0.3595555556	0.3414897778	0.331629037	0.3332735052	0.3282943874	0.3295785693
	29	0	0.5	0.4	0.2933333333	0.2666666667	0.2211555556	0.2148977778	0.194797037	0.1939019852	0.1845974914	0.1850165981	0.1805437526
	30	0	0.5	0.3333333333	0.2666666667	0.1955555556	0.1777777778	0.147437037	0.1432651852	0.1298646914	0.1292679901	0.1230649942	0.1233443987