

Introduction to Parallel Programming for Multicore/Manycore Clusters

Part III: Reordering

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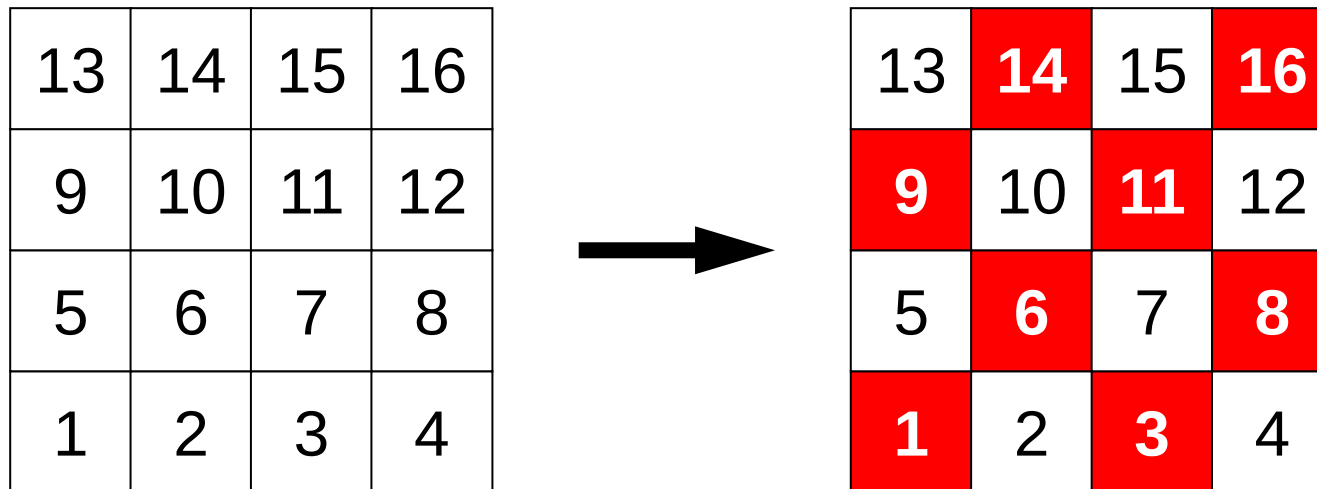
- Remedy for Data Dependency
- Ordering/Reordering
 - Red-Black, Multicoloring (MC)
 - Cuthill-McKee (CM), Reverse-CM (RCM)
 - Reordering and Convergence
- Implementation
- ICCG with Reordering

Parallelize ICCG Method

- Dot Product: OK
- DAXPY: OK
- Matrix-Vector Multiply: OK
- Preconditioning: **Something special needed !**
 - Just inserting OpenMP directive is not enough

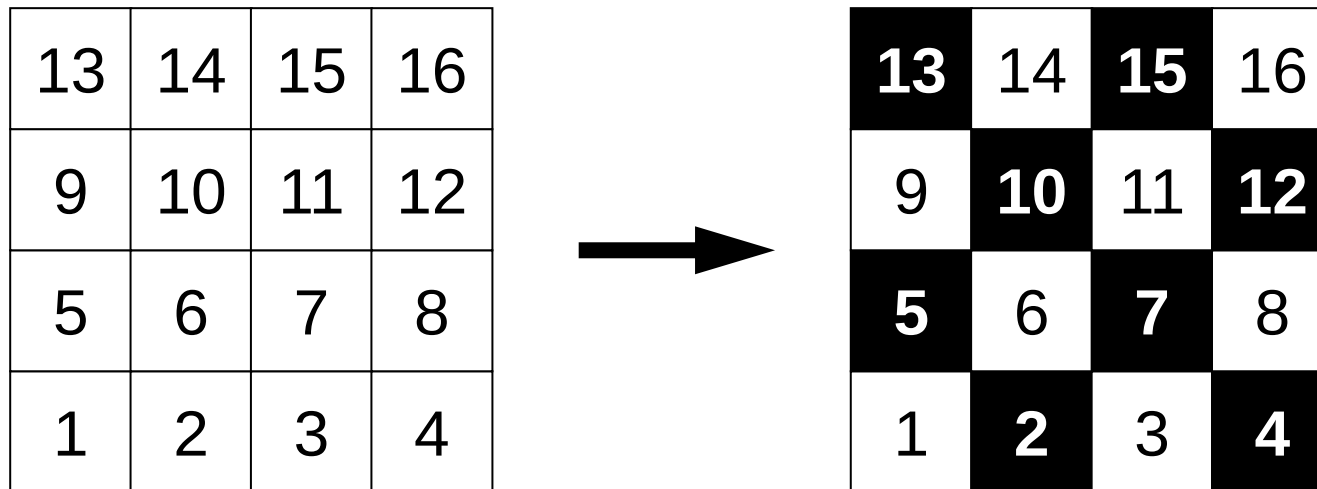
One Remedy for Data Dependency = Coloring

- Parallel (concurrent) processing is possible for independent meshes without dependency



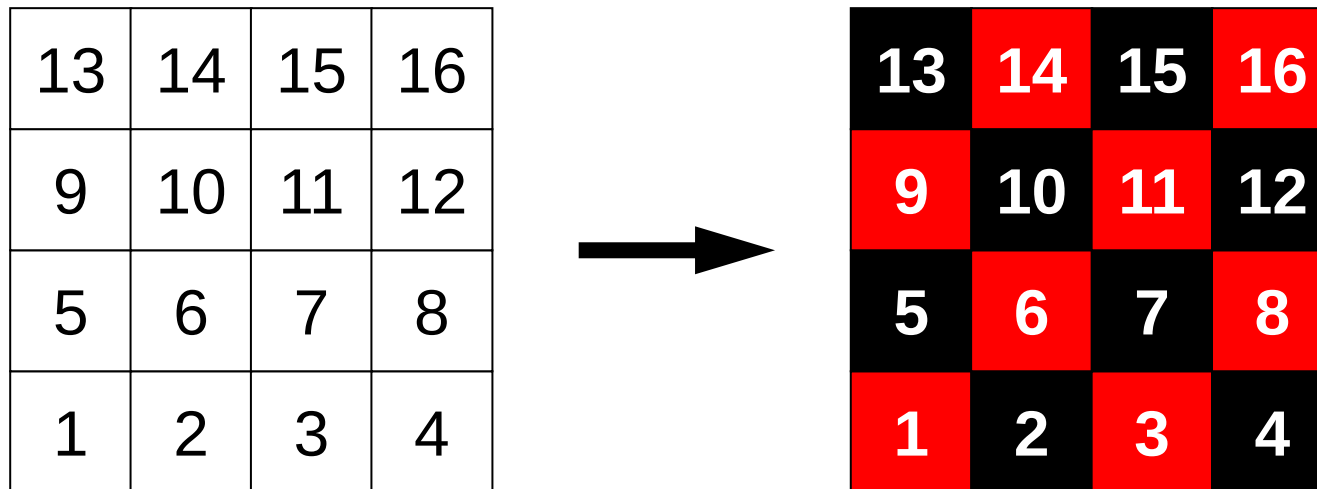
One Remedy for Data Dependency = Coloring

- Parallel (concurrent) processing is possible for independent meshes without dependency



One Remedy for Data Dependency = Coloring

- Applying same “color” to independent meshes without dependency: Coloring
- Most simple case: Red-Black with 2 Colors



Numbering starts at 0 in the program, but I would like to use this one starting at 1. Please do not confuse !!

Red-Black (1/3)

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

```

#pragma omp parallel for private (ip,i,k,VAL)
for(ip=0; ip<4; ip++){
  for(i=INDEX[ip]; i<INDEX[ip+1]; i++){
    if (COLOR[i]== "RED" ){
      WVAL = W[Z][i];
      for(j=indexL[i]; j<indexL[i+1]; j++) {
        WVAL -= AL[j] * W[Z][itemL[j]-1];
      }
      W[Z][i] = WVAL * W[DD][i];
    }
  }
}

#pragma omp parallel for private (ip,i,k,VAL)
for(ip=0; ip<4; ip++){
  for(i=INDEX[ip]; i<INDEX[ip+1]; i++){
    if (COLOR[i]== "BLACK" ){
      WVAL = W[Z][i];
      for(j=indexL[i]; j<indexL[i+1]; j++) {
        WVAL -= AL[j] * W[Z][itemL[j]-1];
      }
      W[Z][i] = WVAL * W[DD][i];
    }
  }
}

```

Red-Black (2/3)

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

```
#pragma omp parallel for private (ip, i, k, VAL)
for(ip=0; ip<4; ip++){
  for(i=INDEX[ip]; i<INDEX[ip+1]; i++){
    if (COLOR[i]== "RED" ){
      WVAL = W[Z][i];
      for(j=indexL[i]; j<indexL[i+1]; j++) {
        WVAL -= AL[j] * W[Z][itemL[j]-1];
      }
      W[Z][i] = WVAL * W[DD][i];
    }
  }
}
```

- During operations on “red” meshes, only “black” meshes appear in RHS.
 - “red”: writing, “black”: reading
- During operations on “red” meshes, values on “black” meshes do not change.
- Data dependency is avoided.

Red-Black (3/3)

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

- During operations on “black” meshes, only “red” meshes appear in RHS.
– “black”: writing, “red”: reading
- During operations on “black” meshes, values on “red” meshes do not change.
- Data dependency is avoided.

```
#pragma omp parallel for private (ip, i, k, VAL)
for(ip=0; ip<4; ip++){
  for(i=INDEX[ip]; i<INDEX[ip+1]; i++){
    if (COLOR[i]== "BLACK" ){
      WVAL = W[Z][i];
      for(j=indexL[i]; j<indexL[i+1]; j++){
        WVAL -= AL[j] * W[Z][itemL[j]-1];
      }
      W[Z][i] = WVAL * W[DD][i];
    }
  }
}
```

Red-Black Ordering/Reordering

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4



15	7	16	8
5	13	6	14
11	3	12	4
1	9	2	10

```

for(icol=0; icol<2; icol++){
#pragma omp parallel for private (ip,i,j,VAL)
  for(ip=0; ip<4; ip++){
    for(i=INDEX[ip][icol]; i<INDEX[ip+1][icol]; i++){
      WVAL = W[Z][i];
      for(j=indexL[i]; j<indexL[i+1]; j++){
        WVAL -= AL[j] * W[Z][itemL[j]-1];
      }
      W[Z][i] = WVAL * W[DD][i];
    }
  }
}

```

INDEX[0][0]= 0
 INDEX[1][0]= 2
 INDEX[2][0]= 4
 INDEX[3][0]= 6
 INDEX[4][0]= 8

INDEX[0][1]= 8
 INDEX[1][1]= 10
 INDEX[2][1]= 12
 INDEX[3][1]= 14
 INDEX[4][1]= 16

14	6	15	7
4	12	5	13
10	2	11	3
0	8	1	9

- Renumbering/reordering meshes from “red” to “black”
- Simpler, more efficient

- Remedy for Data Dependency
- **Ordering/Reordering**
 - **Red-Black, Multicoloring (MC)**
 - **Cuthill-McKee (CM), Reverse-CM (RCM)**
 - Reordering and Convergence
- Implementation
- ICCG with Reordering

Effect of Reordering

- **Extracting parallelism, removing dependency**
- Reducing
 - fill-in's, “bandwidth of matrix”, “profile”
- Blocking
- Related to “four color problem”, “travelling salesman problem” etc.
 - applied to numerical analysis

Ordering/Reordering Method for Parallel Computing

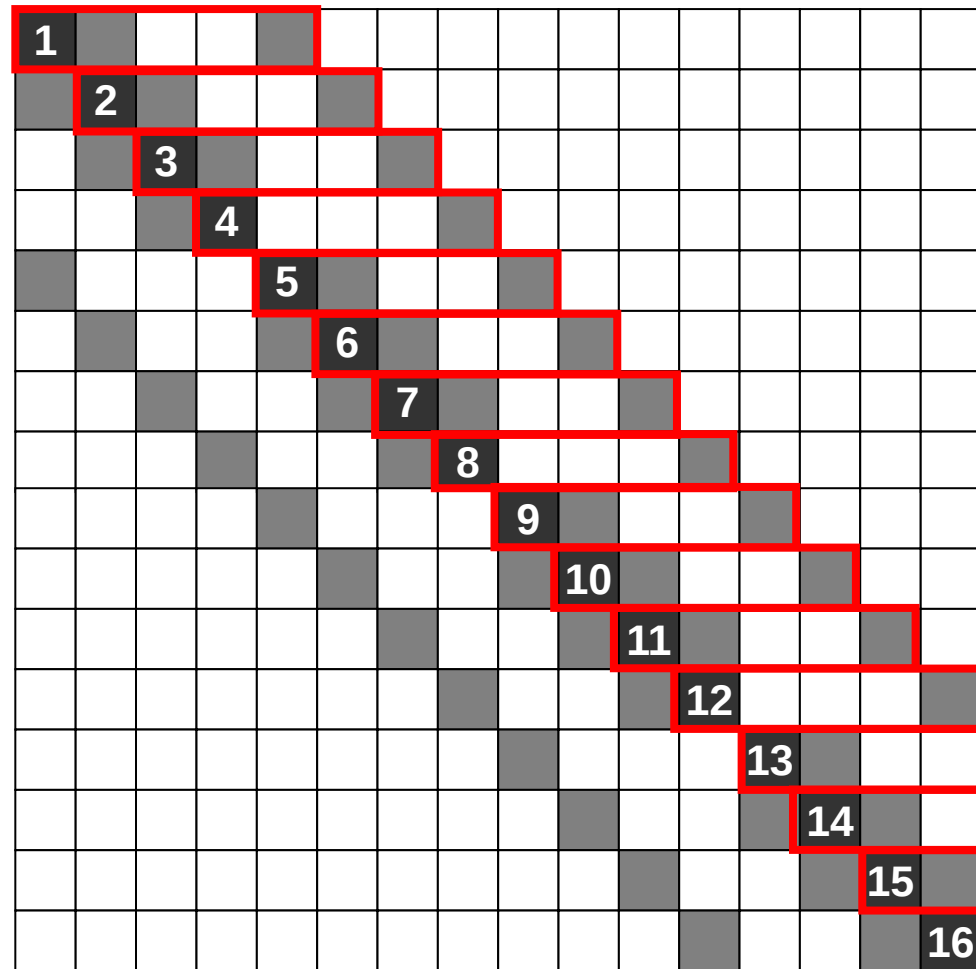
- Multicoloring (MC)
 - Parallelism
 - Red-Black with 2 colors
- CM (Cuthill-McKee), RCM (Reverse Cuthill-McKee)
 - Reducing fill-in's, matrix bandwidth, profiles
 - Parallelism

Technical Terms for Matrix

- β_i : $\beta_i = k - i$ where maximum ID number of non-zero column is k at i -th row of the target matrix
- Bandwidth: Maximum value of β_i
- Profile: Total sum of β_i
- Bandwidth, Profile, Fill-in
 - smaller is better
 - Both of “Bandwidth” and “Profile” of matrices affect convergence of preconditioned iterative solvers.

$$\beta_i$$

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4



■ Non-zero off-diagonals

Multicoloring (MC), Multicolor Ordering

15	11	16	12
9	13	10	14
7	3	8	4
1	5	2	6

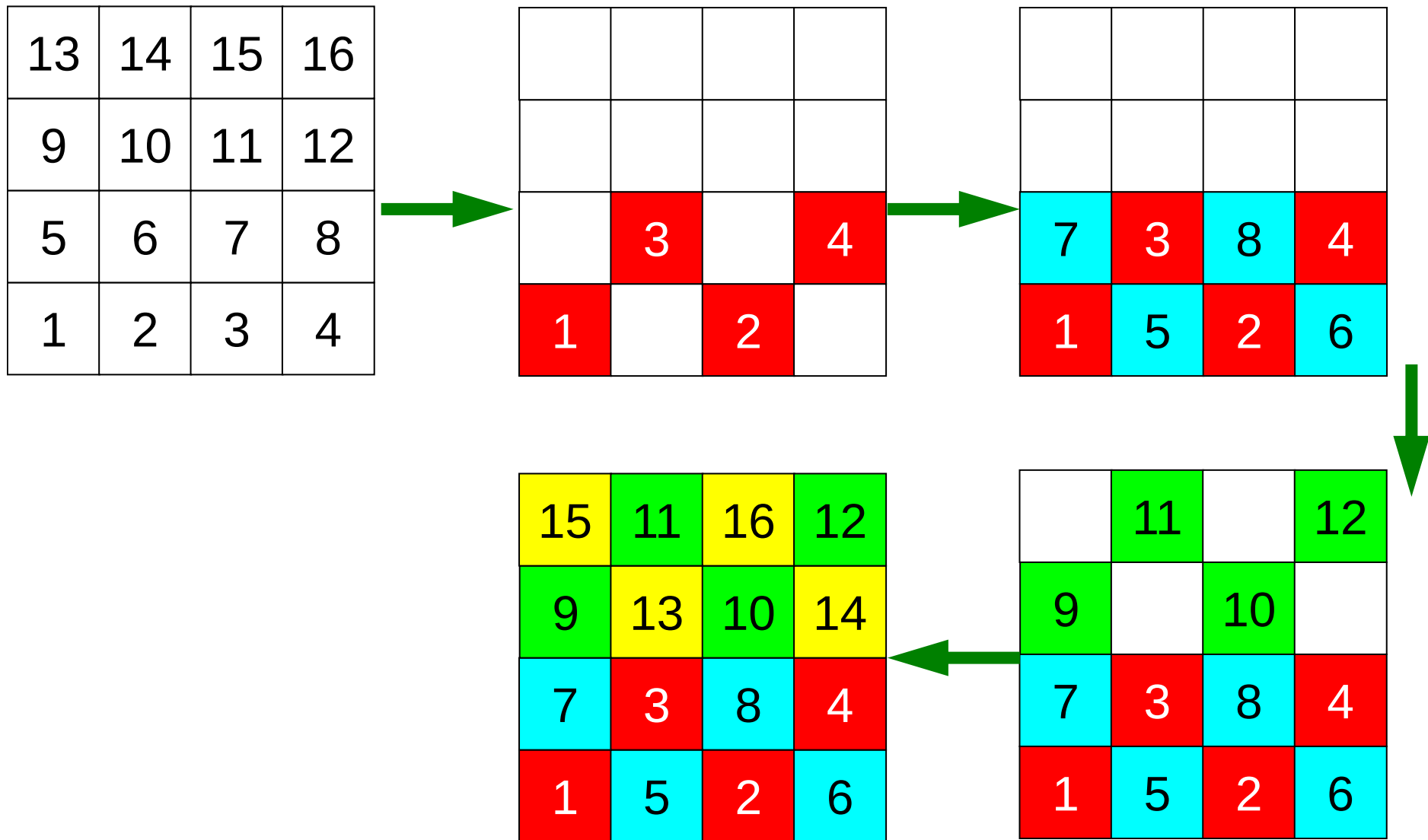
15	7	16	8
5	13	6	14
11	3	12	4
1	9	2	10

- Meshes in same color are independent, and renumbered according to the color ID.
 - Red-Black: MC with 2 colors
 - More colors needed for complicated geometries
- Parallel operations are possible for meshes in same color.
- A mesh and its neighboring meshes belong to different colors.

Fundamental Algorithm of MC Method

- ① $m = \text{mesh\#} / \text{color\#}$
- ② Color “m” independent meshes in ascending orders according to initial mesh ID, then proceed to the next “color”
- ③ Repeat ②, until every mesh is colored
- ④ Renumber meshes in ascending orders according to color ID. In each color, numbering is in ascending orders according to initial mesh ID.

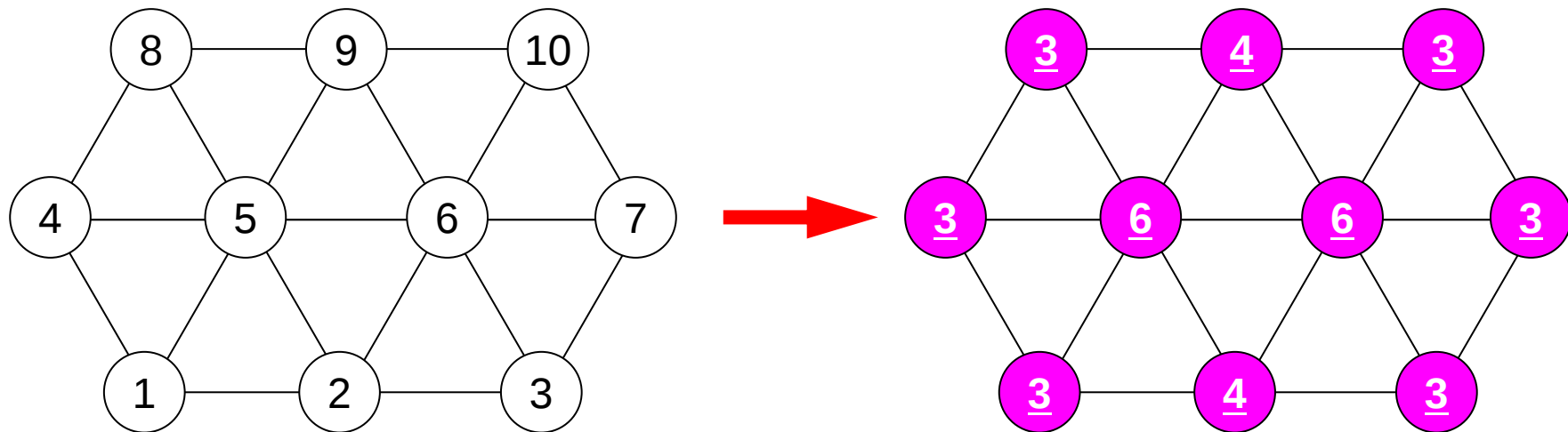
MC with 4 Colors



Modified MC Method

- ① The mesh with minimum value of “degree” is set to “NEW mesh ID= 1”, “Color ID= 1”, and “counter for color number” is 1.
- ② Define “ $ITEMcou = ICELTOT/NCOLORtot$ ”, where $ITEMcou$ is maximum number of meshes in each color.
- ③ Color $ITEMcou$ independent meshes in ascending order according to initial mesh ID.
- ④ If $ITEMcou$ meshes are colored, or no more independent meshes do not exist, add “1” to the “counter for color number”, and proceed to the next color.
- ⑤ Repeat ③ and ④, until all meshes have been colored.
- ⑥ “Final counter for color” is $NCOLORtotF$. Renumber meshes in ascending orders according to color ID. In each color, numbering is in ascending orders according to initial mesh ID. In each color, new numbering of meshes is continuous.

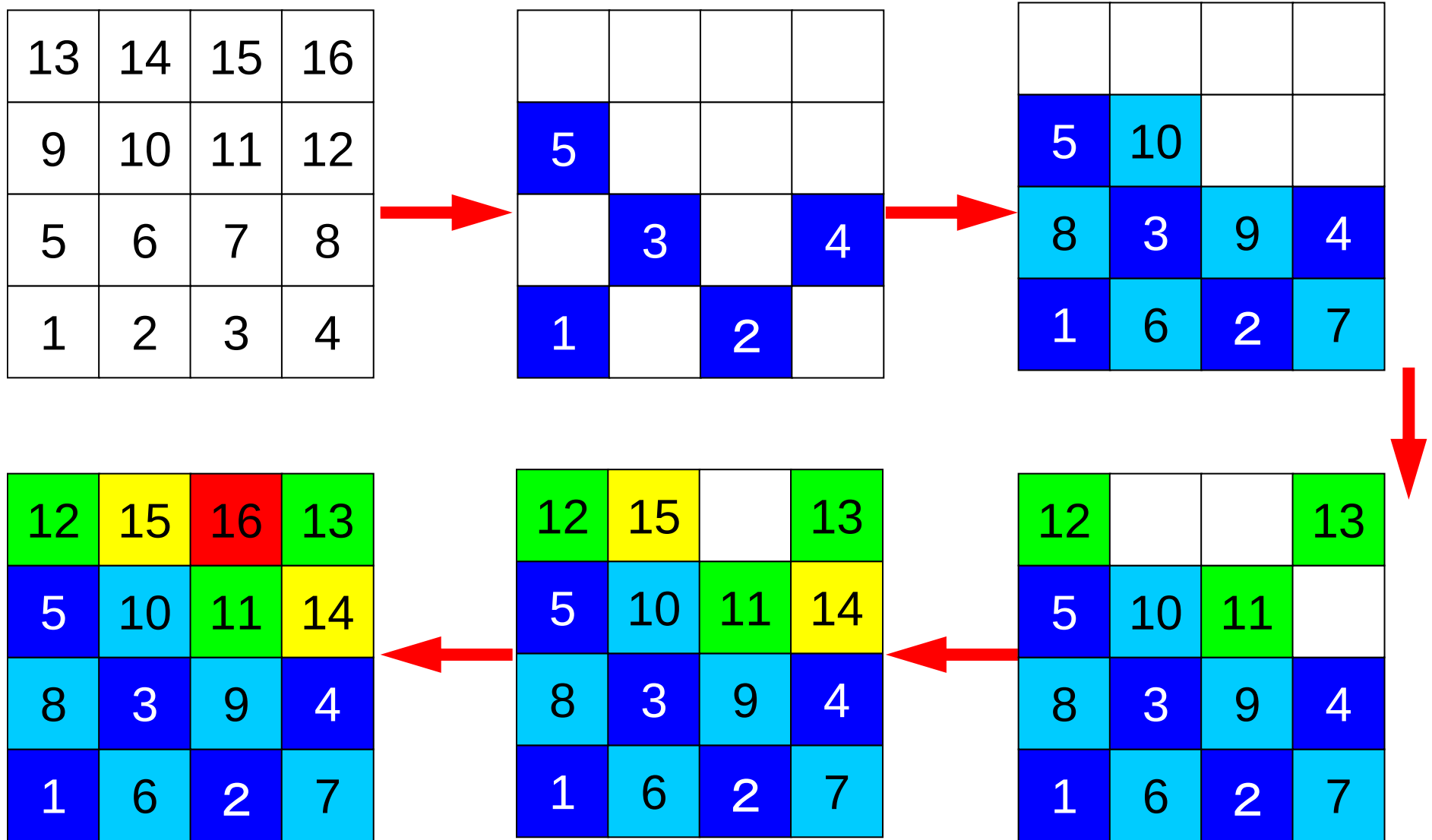
“Degree”: Number of vertices adjacent to each vertex



Modified MC Method

- ① The mesh with minimum value of “degree” is set to “NEW mesh ID= 1”, “Color ID= 1”, and “counter for color number” is 1.
- ② Define “ $ITEMcou = ICELTOT / NCOLORTot$ ”, where $ITEMcou$ is maximum number of meshes in each color.
- ③ Color $ITEMcou$ independent meshes in ascending order according to initial mesh ID.
- ④ If $ITEMcou$ meshes are colored, or no more independent meshes do exist, add “1” to the “counter for color number”, and proceed to the next color.
- ⑤ Repeat ③ and ④, until all meshes have been colored.
- ⑥ “Final counter for color” is $NCOLORTotF$. Renumber meshes in ascending orders according to color ID. In each color, numbering is in ascending orders according to initial mesh ID.
In each color, new numbering of meshes is continuous.

MC with 3 colors, finally 5 colors



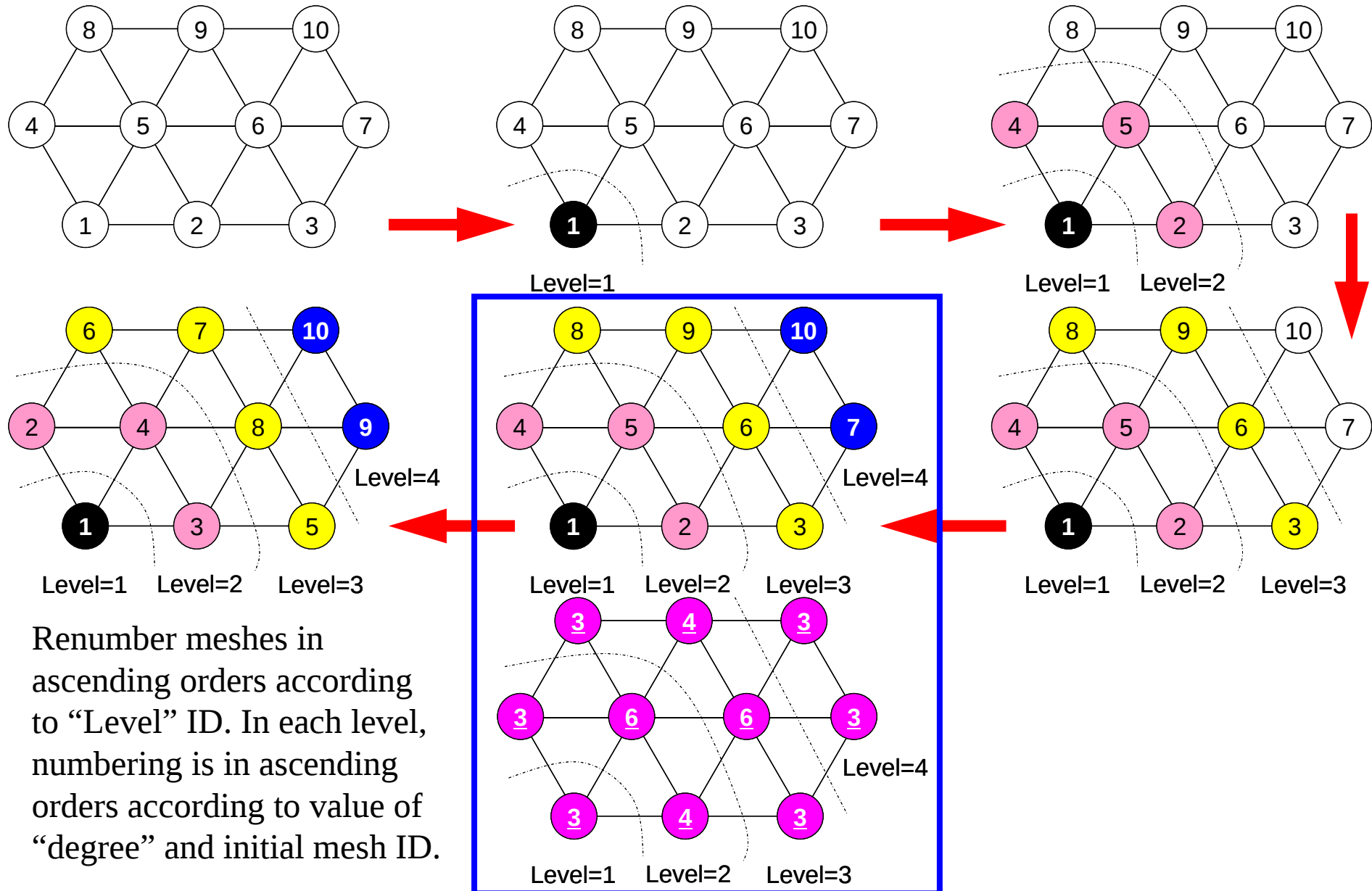
Ordering/Reordering Method for Parallel Computing

- Multicoloring (MC)
 - Parallelism
 - Red-Black with 2 colors
- CM (Cuthill-McKee), RCM (Reverse Cuthill-McKee)
 - Reducing fill-in's, matrix bandwidth, profiles
 - Parallelism

Fundamental Algorithm for CM Method (Cuthill-McKee)

- ① The mesh with minimum value of “degree” is set to “Level=1”.
- ② Meshes adjacent to “Level=k-1” meshes are set to “Level=k”.
- ③ Repeat ②, until all meshes are flagged to “levels”
- ④ Renumber meshes in ascending orders according to “Level” ID. In each level, numbering is in ascending orders according to value of “degree” and initial mesh ID. In each level, new numbering of meshes is continuous.

Example of CM Method



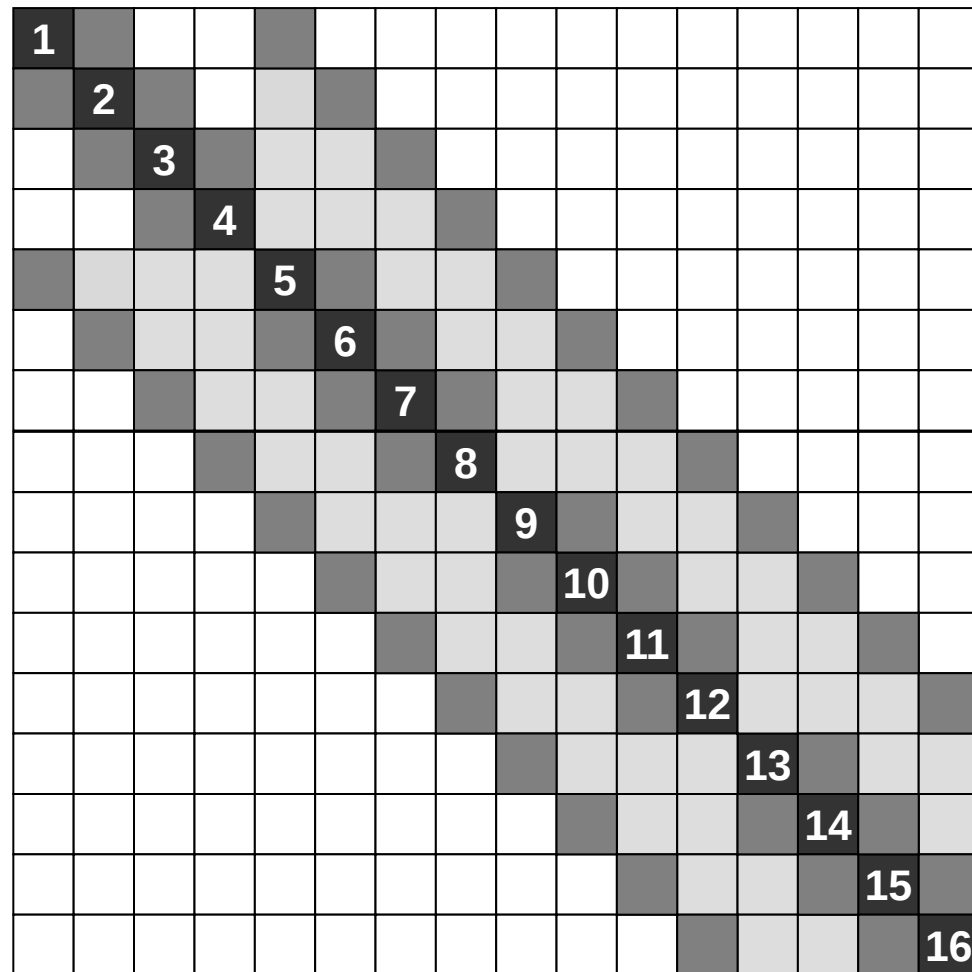
RCM: Reverse Cuthill-McKee

- Do operations for “CM” method
 - Calculate “degree” at each mesh
 - Flag “level k (1,2,...)” to meshes
 - Repeat processes, final renumbering
- Renumbering Again
 - Renumber meshes reordered by CM method in reverse order.
 - Fill-in's (for full LU factorization) are fewer than CM

Initial Matrix

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

Bandwidth 4
Profile 51
Fill-in 54

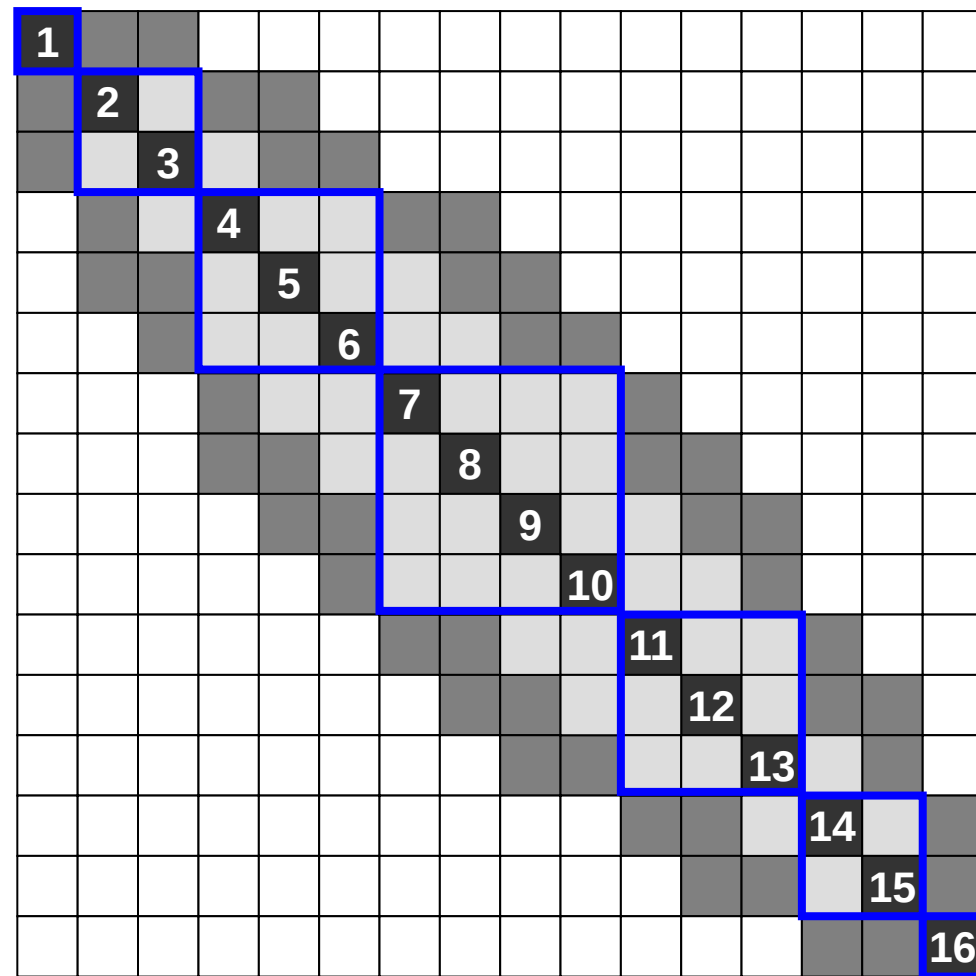


■ Non-zero, ■ Fill-in

CM

10	13	15	16
6	9	12	14
3	5	8	11
1	2	4	7

Bandwidth 4
Profile 46
Fill-in 44

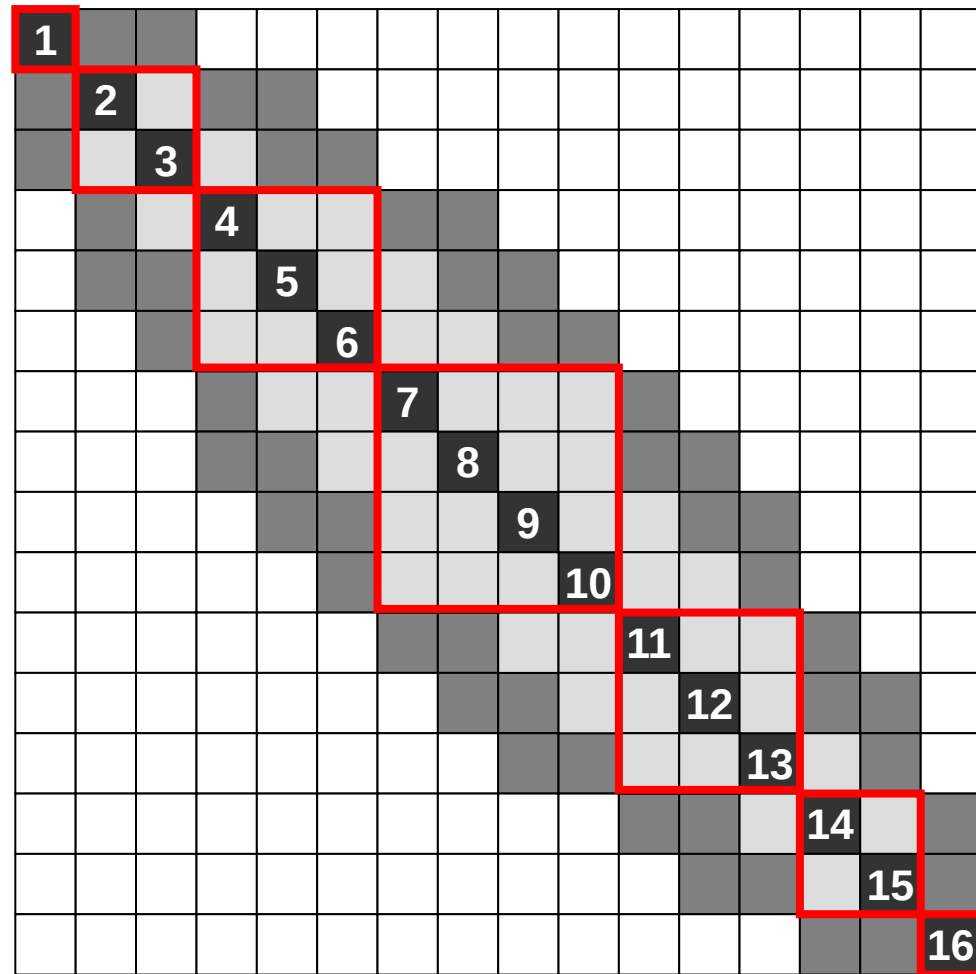


■ Non-zero, ■ Fill-in

RCM

7	4	2	1
11	8	5	3
14	12	9	6
16	15	13	10

Bandwidth 4
Profile 46
Fill-in 44



■ Non-zero, ■ Fill-in

CM, RCM: Hyperline ($i+j=\text{const.}$)

3D: Hyperplane ($i+j+k=\text{cons.}$)

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4



10	13	15	16
6	9	12	14
3	5	8	11
1	2	4	7

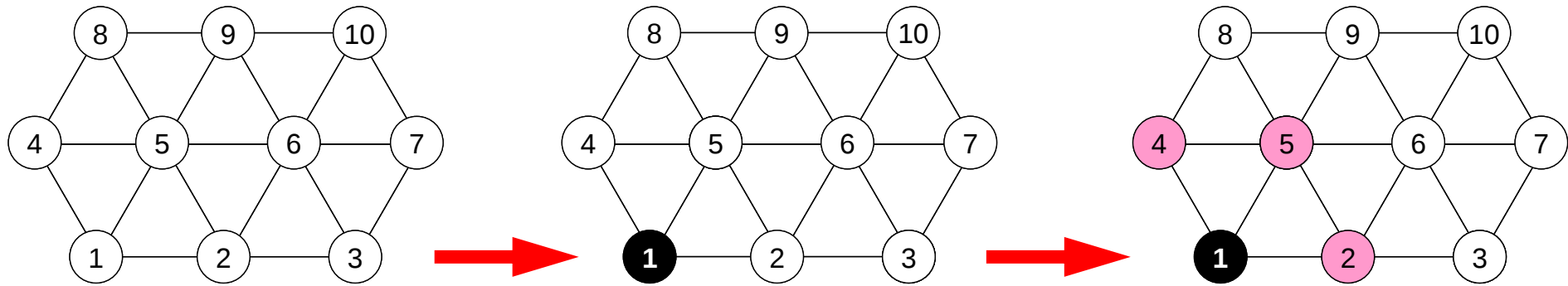
1,4	2,4	3,4	4,4
1,3	2,3	3,3	4,3
1,2	2,2	3,2	4,2
1,1	2,1	3,1	4,1

$i+j=5$

Modified CM Method for Parallel Computing

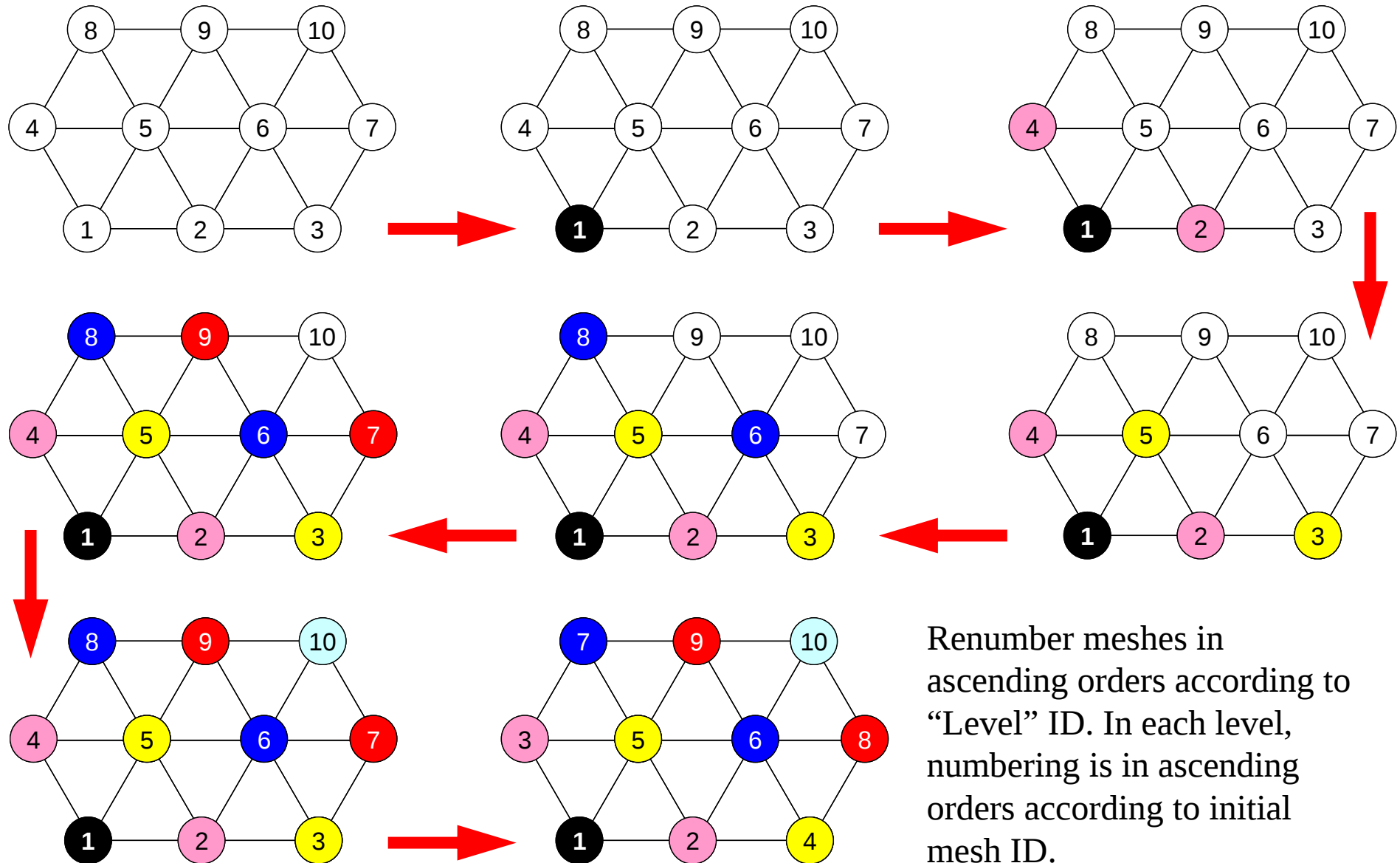
- ① The mesh with minimum value of “degree” is set to “Level=1”.
- ② Meshes adjacent to “Level=k-1” meshes are set to “Level=k”. In each level, meshes must be independent (not directly connected). If a dependent pair is found in same color, one mesh is removed (In current implementation, a mesh found later is removed).
- ③ Repeat ②, until all meshes are flagged to “levels”
- ④ Renumber meshes in ascending orders according to “Level” ID. In each level, numbering is in ascending orders according to initial mesh ID. In each level, new numbering of meshes is continuous.

Modified CM Method

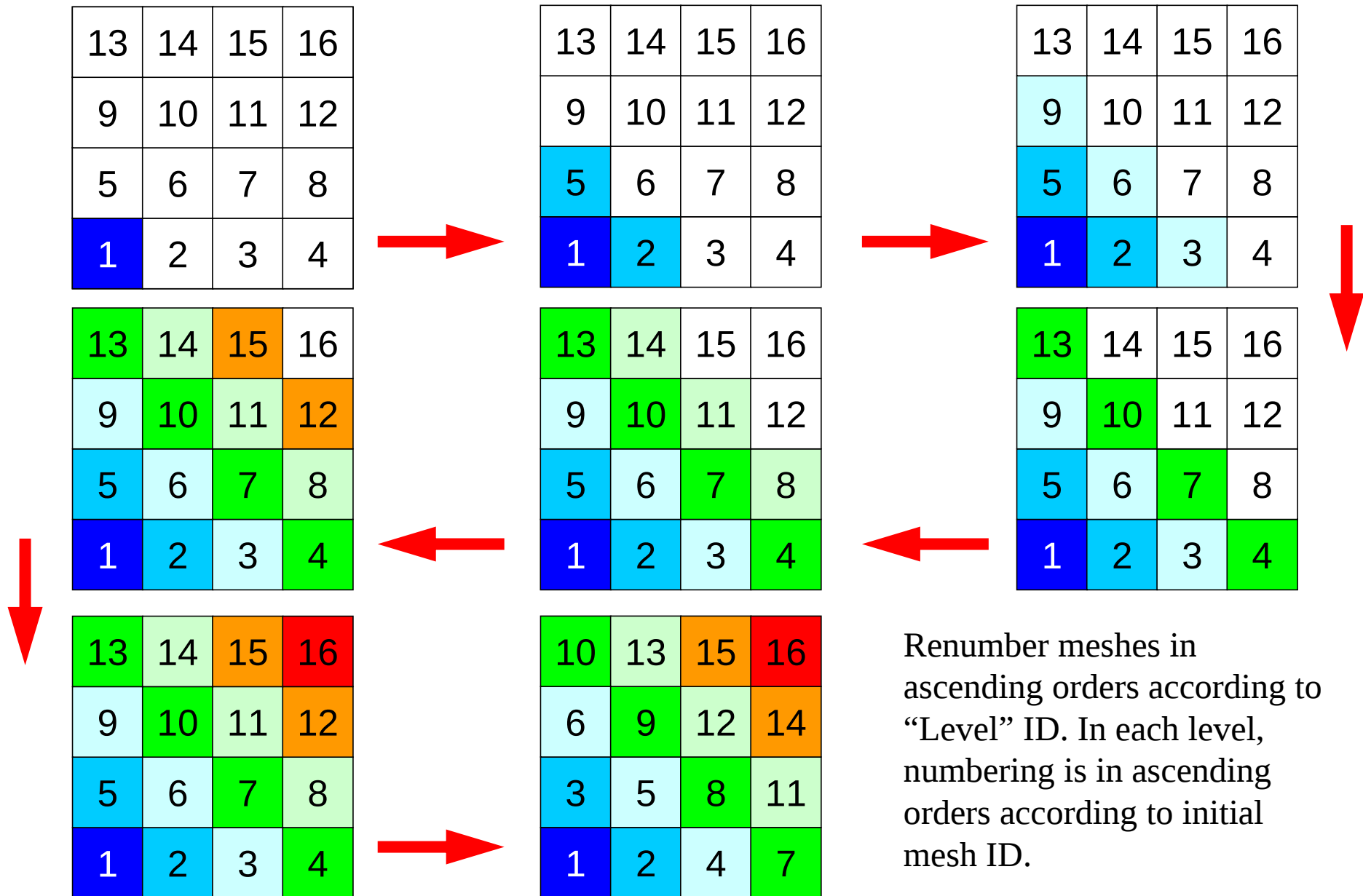


In each level, meshes are independent

Modified CM Method



Modified CM Method



MC and CM/RCM

- In CM/RCM, sequence of computations, and dependency between levels (color) are also considered.

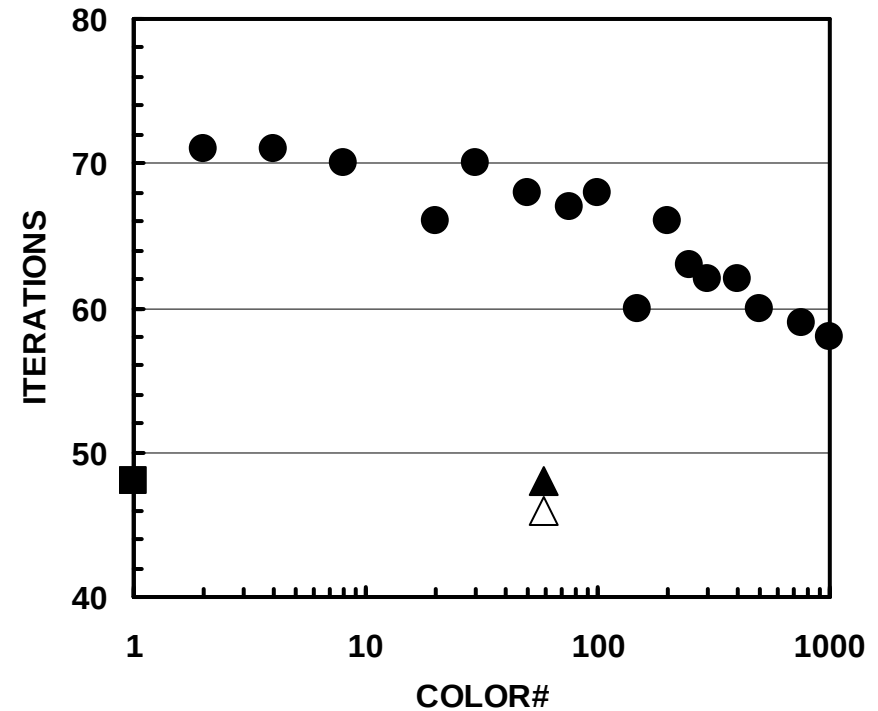
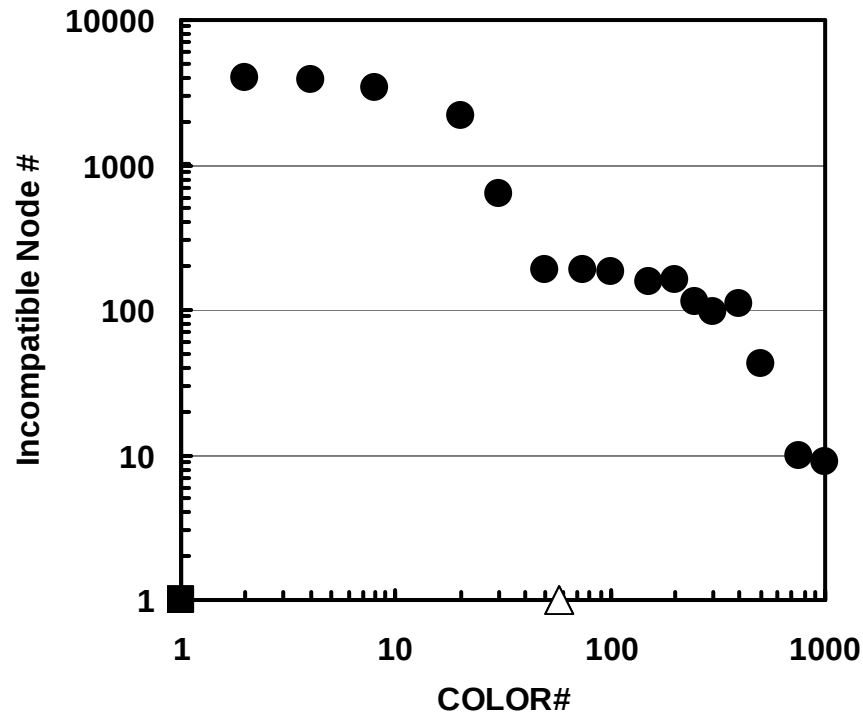
15	7	16	8
5	13	6	14
11	3	12	4
1	9	2	10

15	11	16	12
9	13	10	14
7	3	8	4
1	5	2	6

10	13	15	16
6	9	12	14
3	5	8	11
1	2	4	7

- Remedy for Data Dependency
- **Ordering/Reordering**
 - Red-Black, Multicoloring (MC)
 - Cuthill-McKee (CM), Reverse-CM (RCM)
 - **Reordering and Convergence**
- Implementation
- ICCG with Reordering

Effect of Color Number on Convergence of ICCG



($20^3=8,000$ meshe, $\text{EPSICCG}=10^{-8}$)

(■ : ICCG(L1), ● : ICCG-MC, ▲ : ICCG-CM, △ : ICCG-RCM)

Effect of Color Number on Convergence of ICCG

- Number of Elements: 20^3
- Red-Black ~ 4-Colors < Initial Numbering ~ CM, RCM

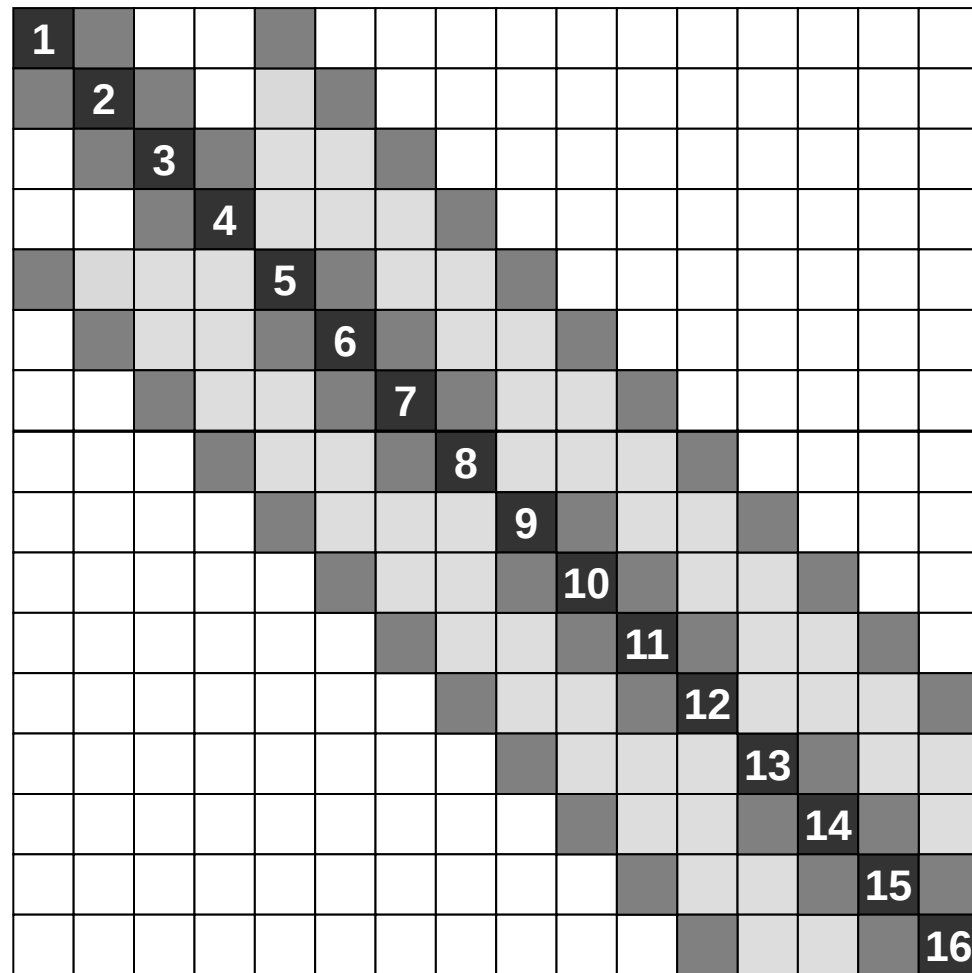
<u>Initial Numbering</u>		<u>Red-Black</u>	
Bandwidth	4	Bandwidth	10
Profile	51	Profile	77
Fill-in	54	Fill-in	44

<u>4-Colors</u>		<u>CM, RCM</u>	
Bandwidth	10	Bandwidth	4
Profile	57	Profile	46
Fill-in	46	Fill-in	44

Initial Matrix

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

Bandwidth 4
Profile 51
Fill-in 54

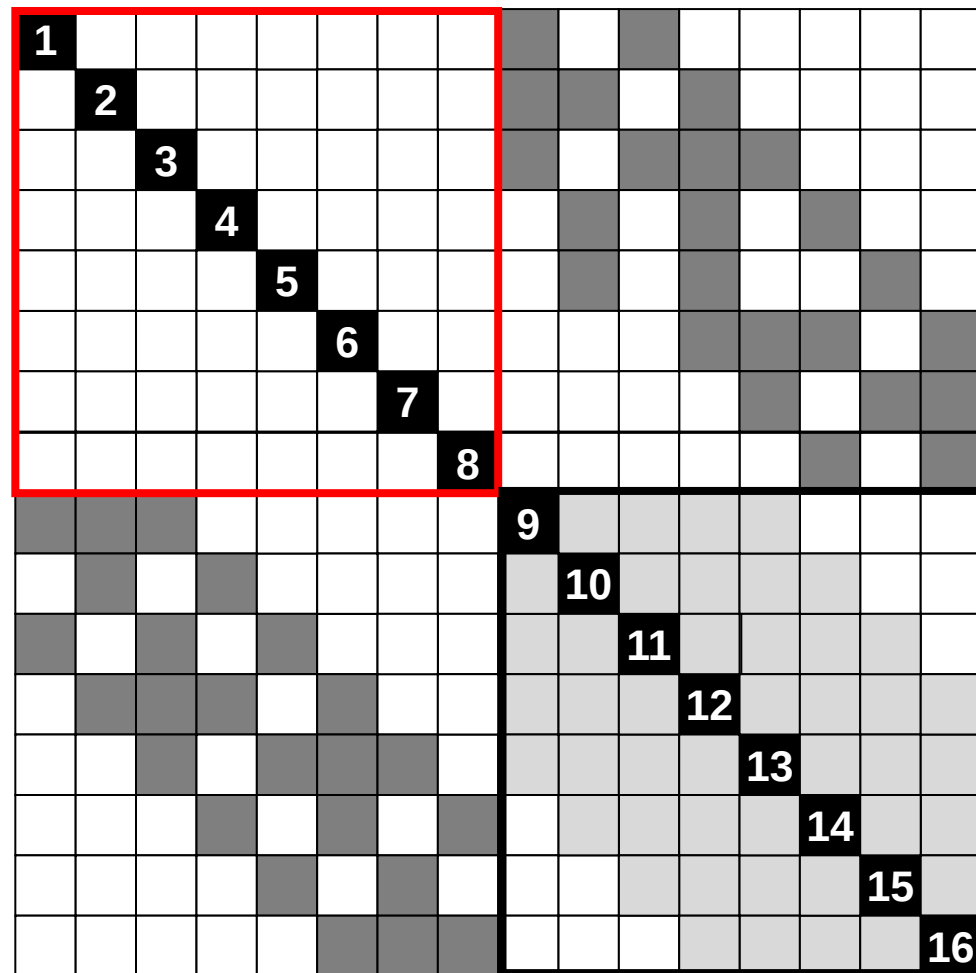


■ Non-zero, ■ Fill-in

Red-Black (2-Colors)

15	7	16	8
5	13	6	14
11	3	12	4
1	9	2	10

Bandwidth 10
 Profile 77
 Fill-in 44

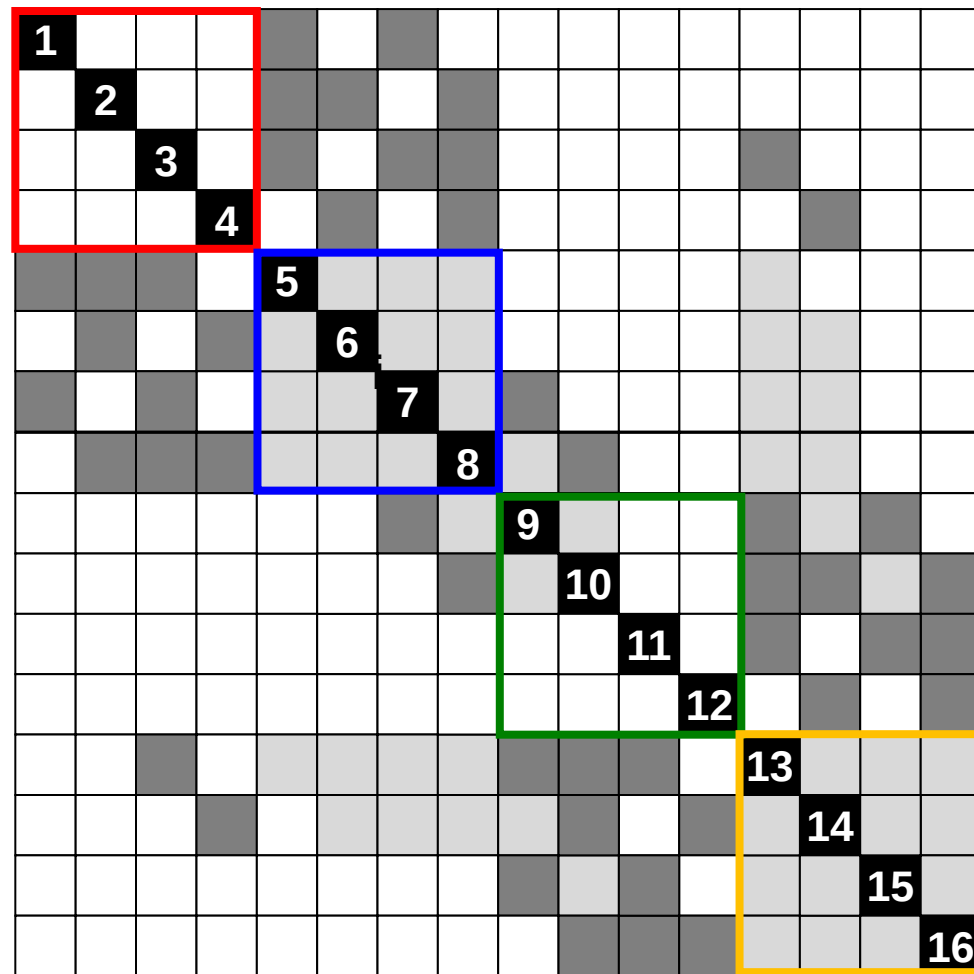


■ Non-zero, ■ Fill-in

MC (4-Colors)

15	11	16	12
9	13	10	14
7	3	8	4
1	5	2	6

Bandwidth 10
 Profile 57
 Fill-in 46

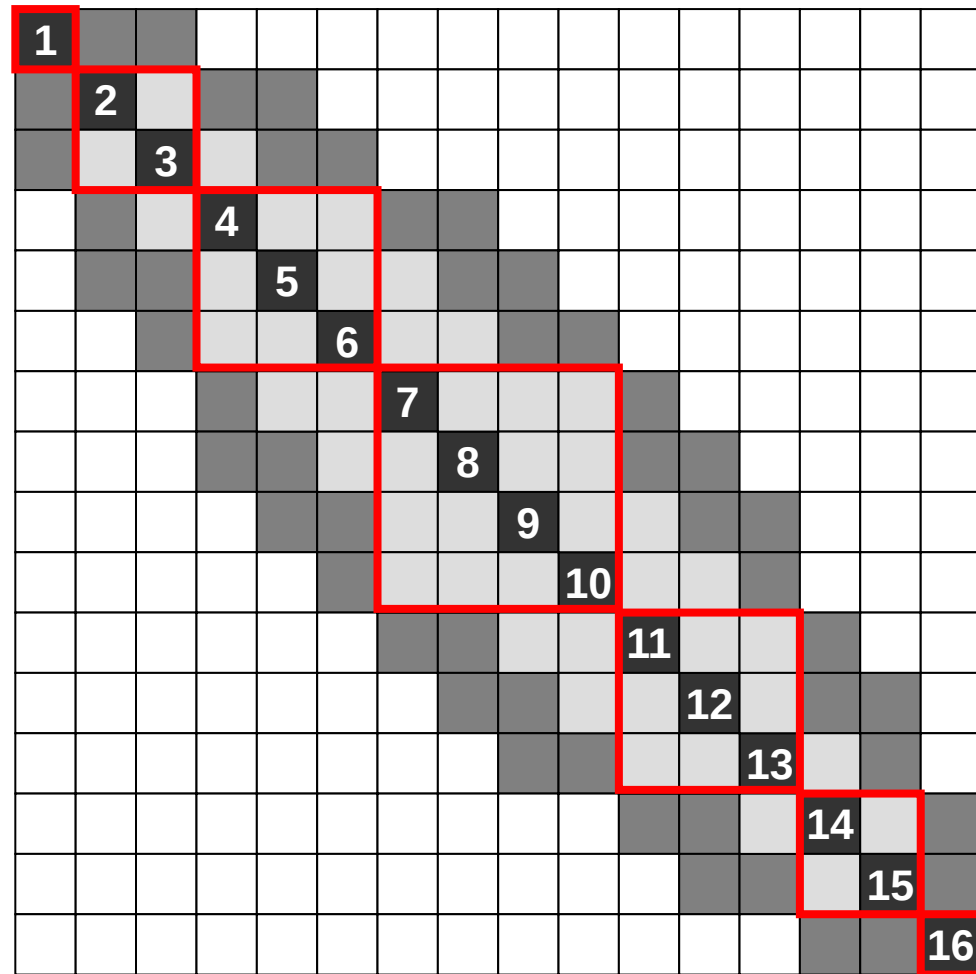


■ Non-zero, ■ Fill-in

RCM

7	4	2	1
11	8	5	3
14	12	9	6
16	15	13	10

Bandwidth 4
Profile 46
Fill-in 44



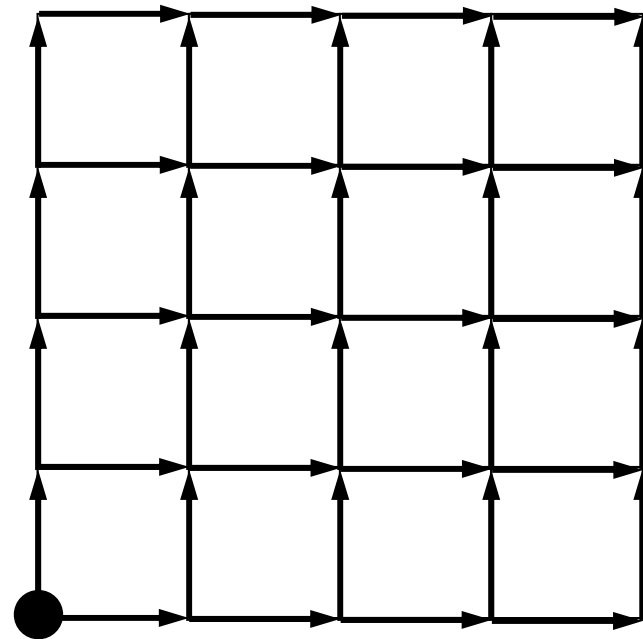
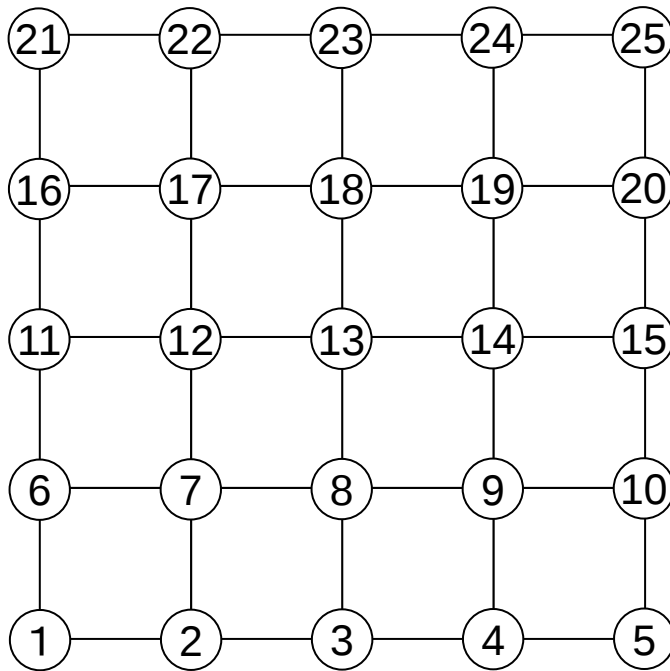
■ Non-zero, ■ Fill-in

Color Number and Convergence

Incompatible Nodes

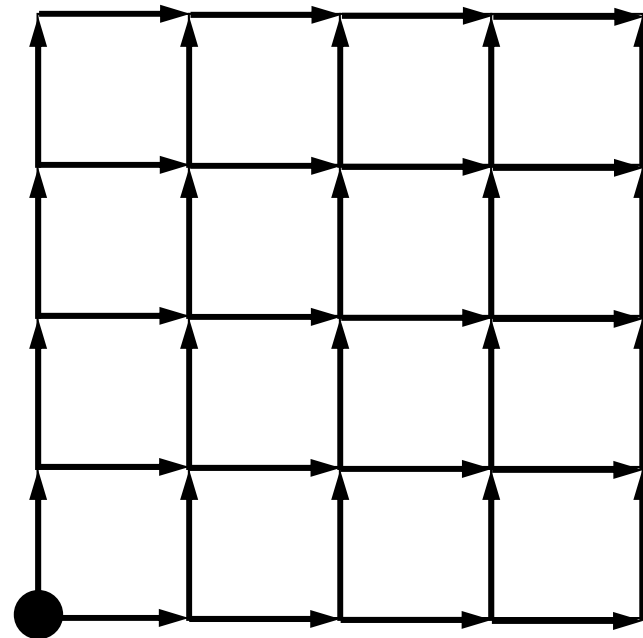
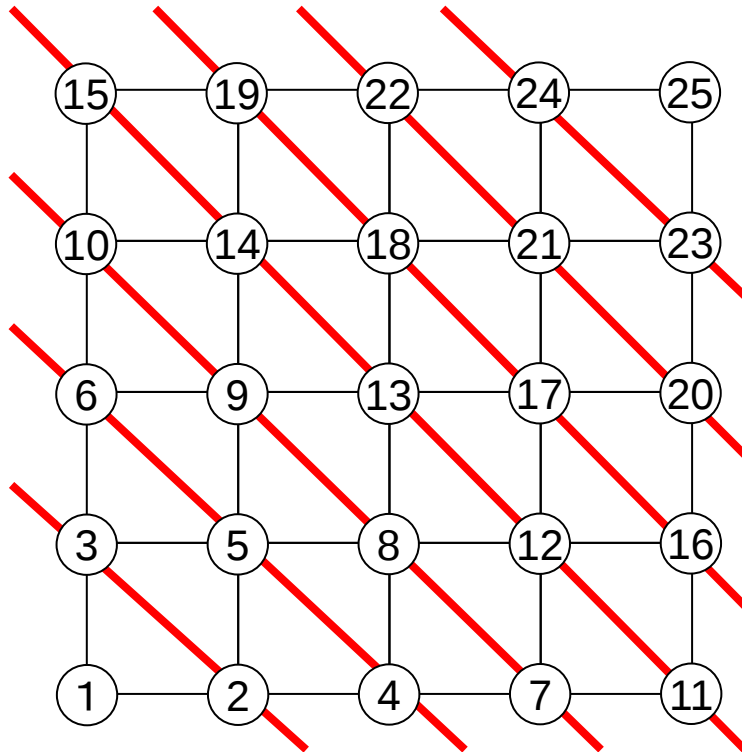
Doi, S. (NEC) et al.

Propagation of effects
in Forward Substitution



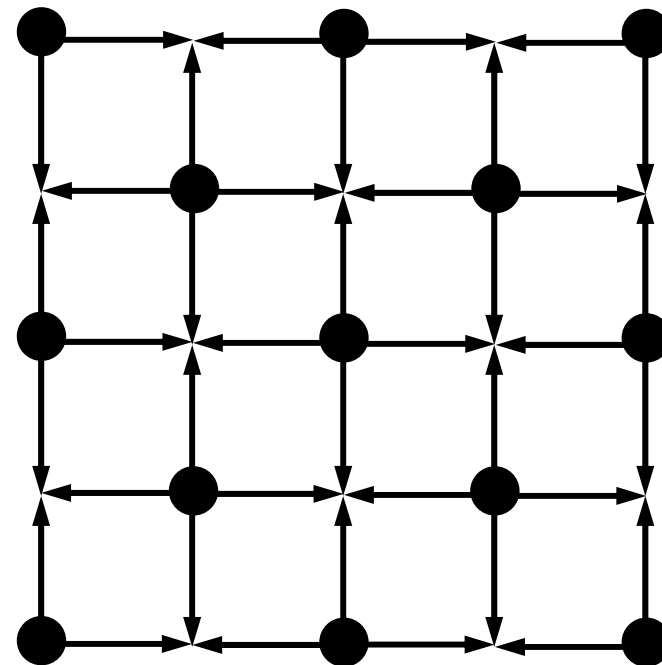
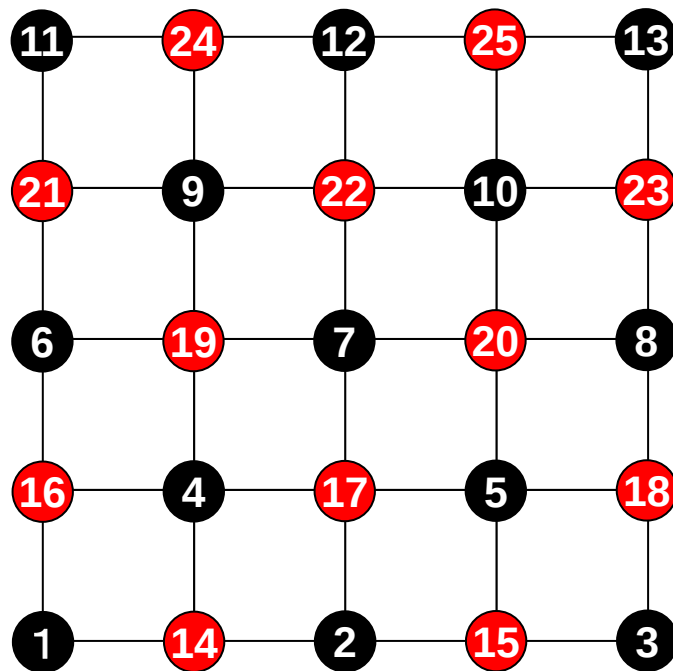
“Incompatible Nodes” not affected by other nodes.
ID of such node is smaller than those of adjacent
nodes. If we have smaller number of
“incompatible nodes”, convergence is faster.

CM (Cuthill-McKee)



Red-Black

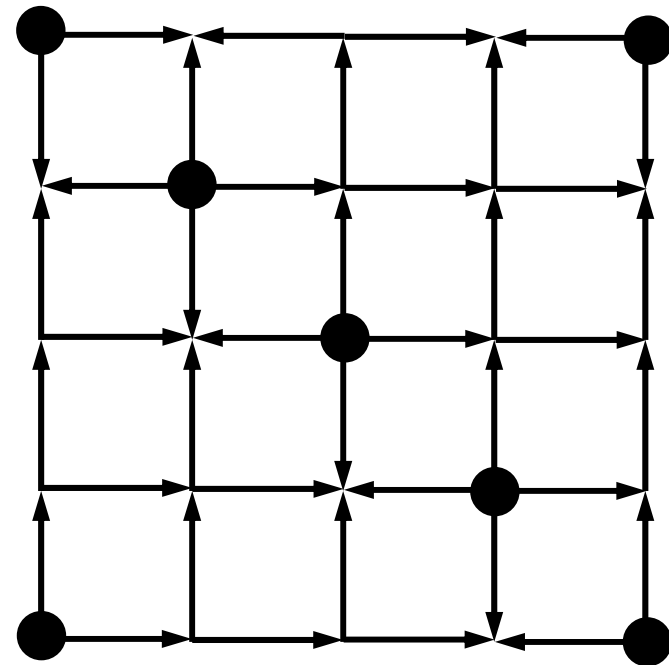
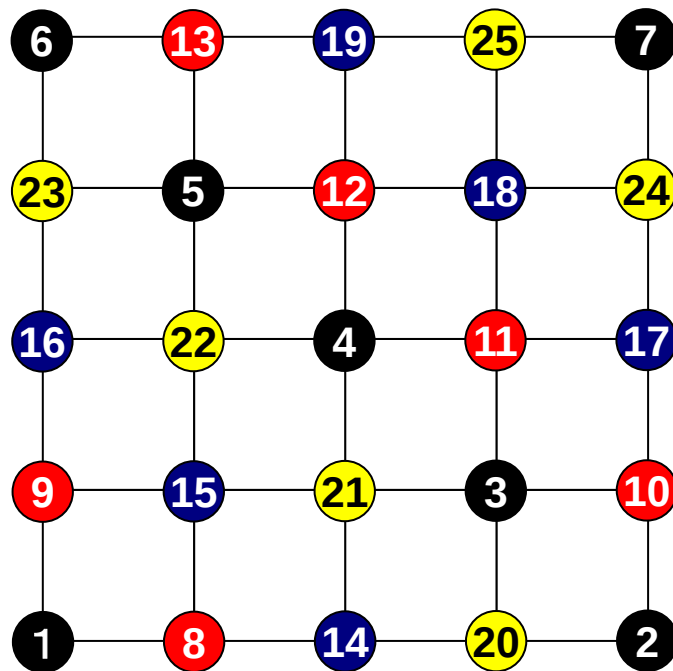
Higher parallelism, but many “incompatible nodes”
Slower convergence in ICCG, Gauss-Seidel etc.



4-Colors

Still many “incompatible nodes”

Slower convergence in ICCG, Gauss-Seidel etc.



**Generally speaking,
convergence of ICCG is better
for configurations with ...**

- **More Colors**
- Smaller Bandwidth
- Smaller Profile
- Fewer Fill-in's
- Fewer Incompatible Nodes

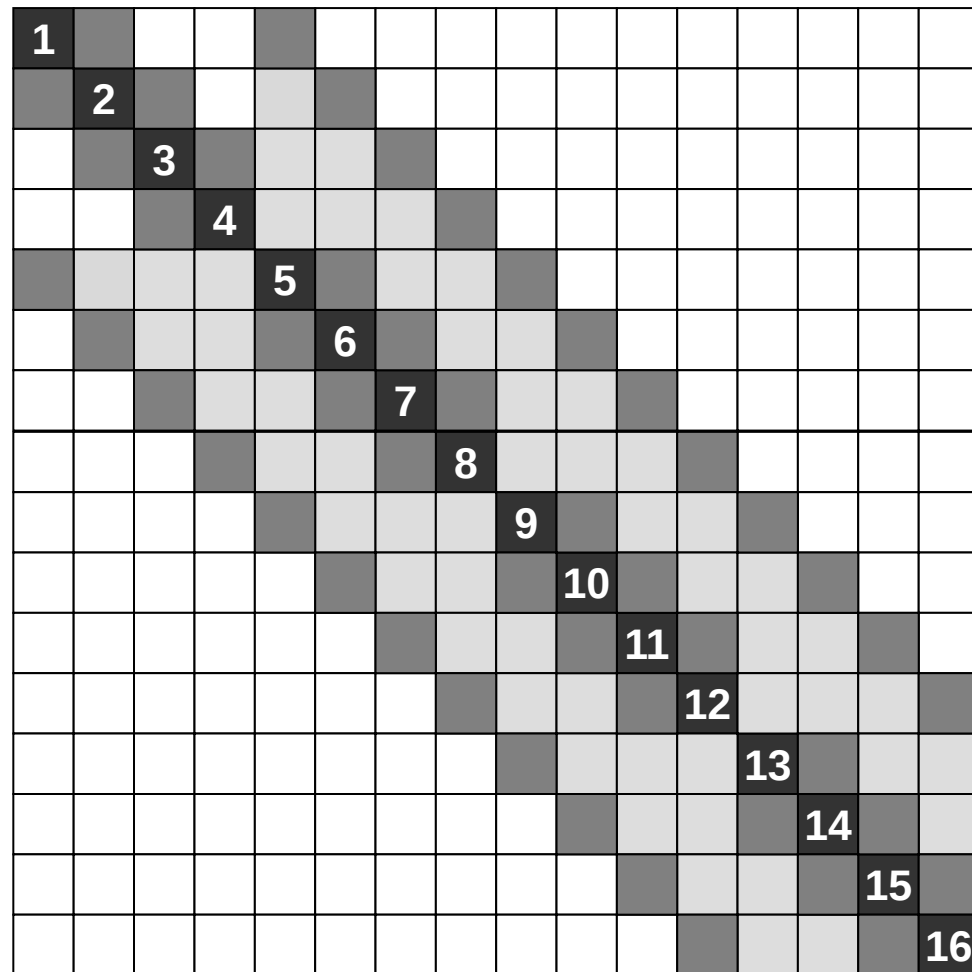
Generally speaking, convergence of ICCG is better for configurations with fewer fill-in's

- ICCG (IC(0)-CG) ignores fill-in's
- **More fill-in's are ignored for configurations (e.g. coloring) with more fill-in's**
 - IC(0) for configurations with more fill-in's may be weaker than that with fewer fill-in's
- **Distribution of fill-in's may affect the convergence**
 - Initial Matrix
 - Red-Black (MC with 2-Colors)

Initial Matrix

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

Bandwidth 4
Profile 51
Fill-in 54

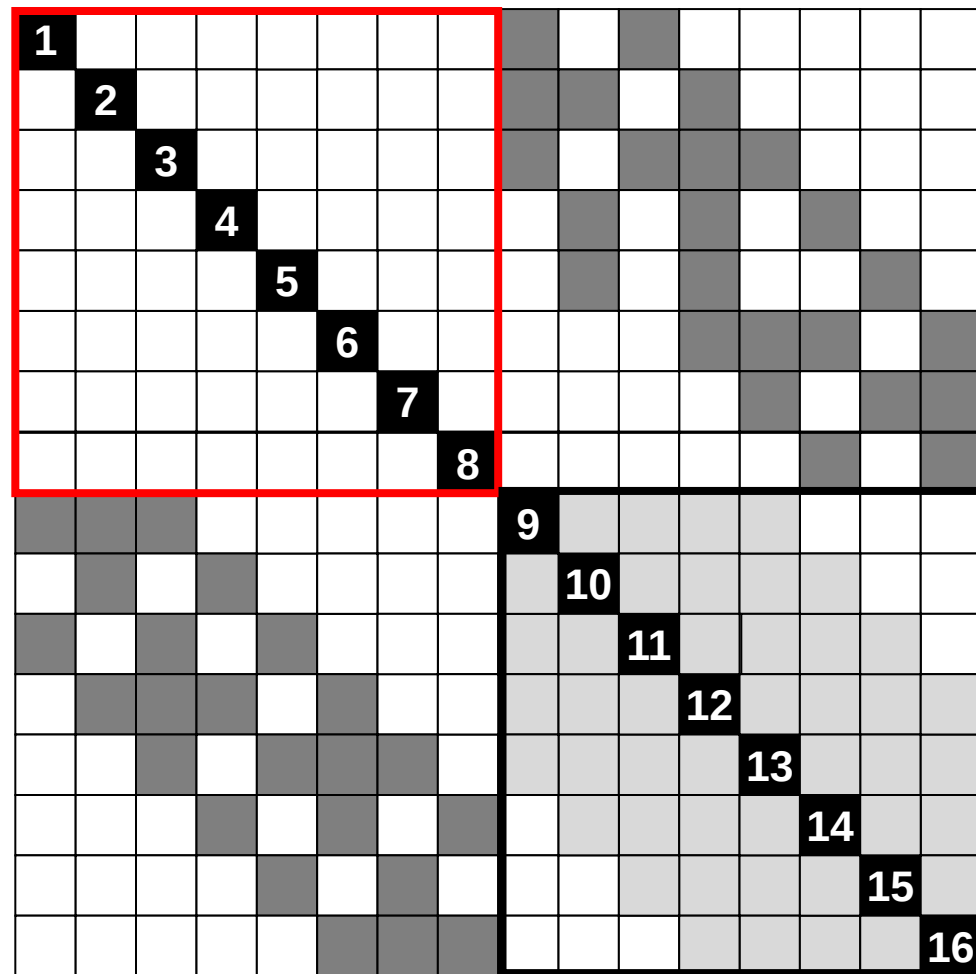


■ Non-zero, ■ Fill-in

Red-Black (2-Colors)

15	7	16	8
5	13	6	14
11	3	12	4
1	9	2	10

Bandwidth 10
 Profile 77
 Fill-in 44



■ Non-zero, ■ Fill-in

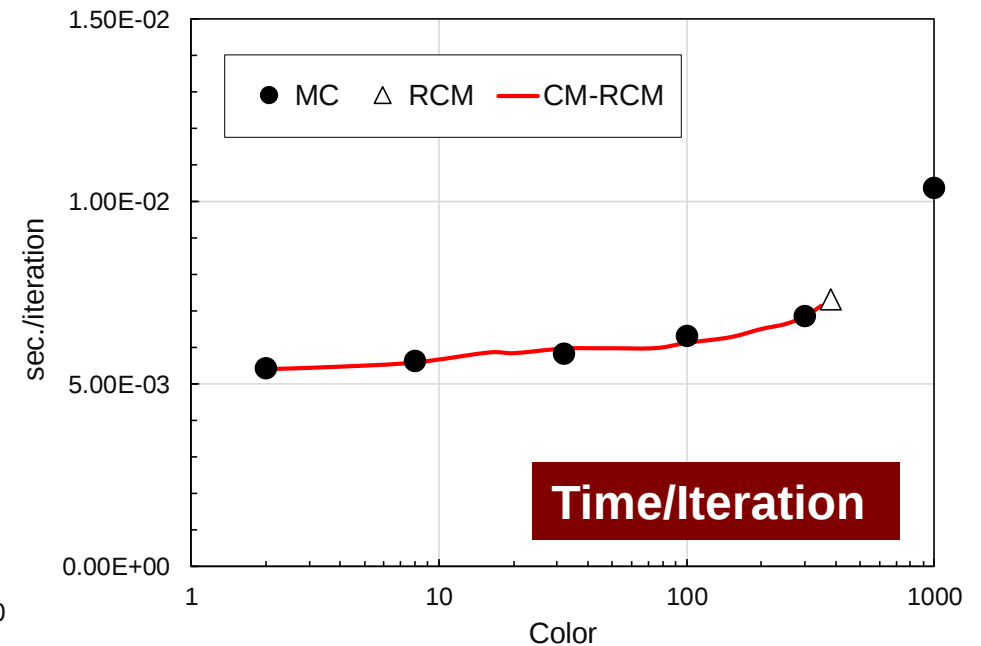
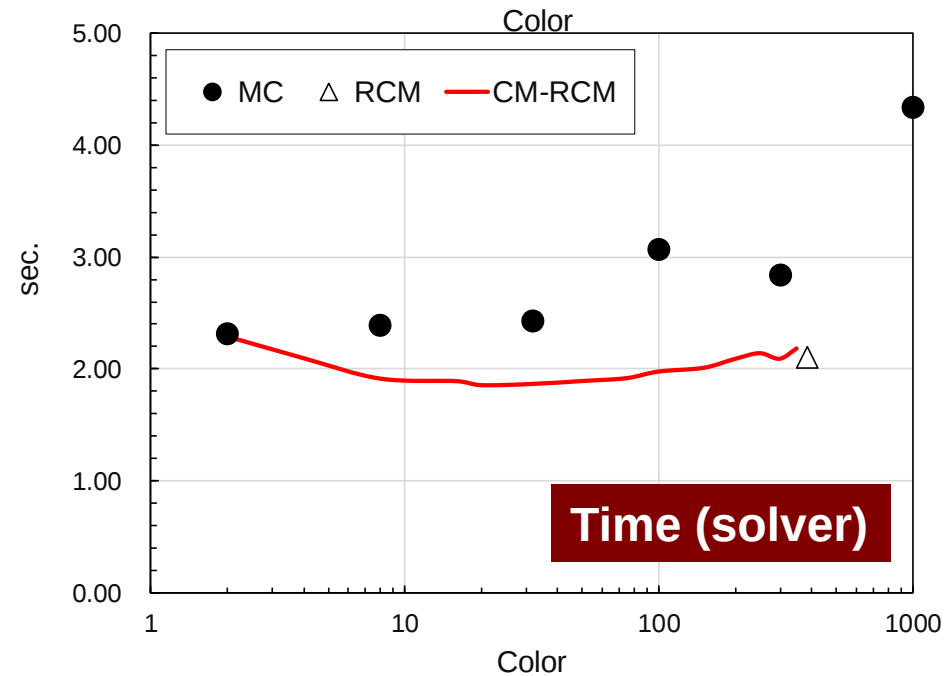
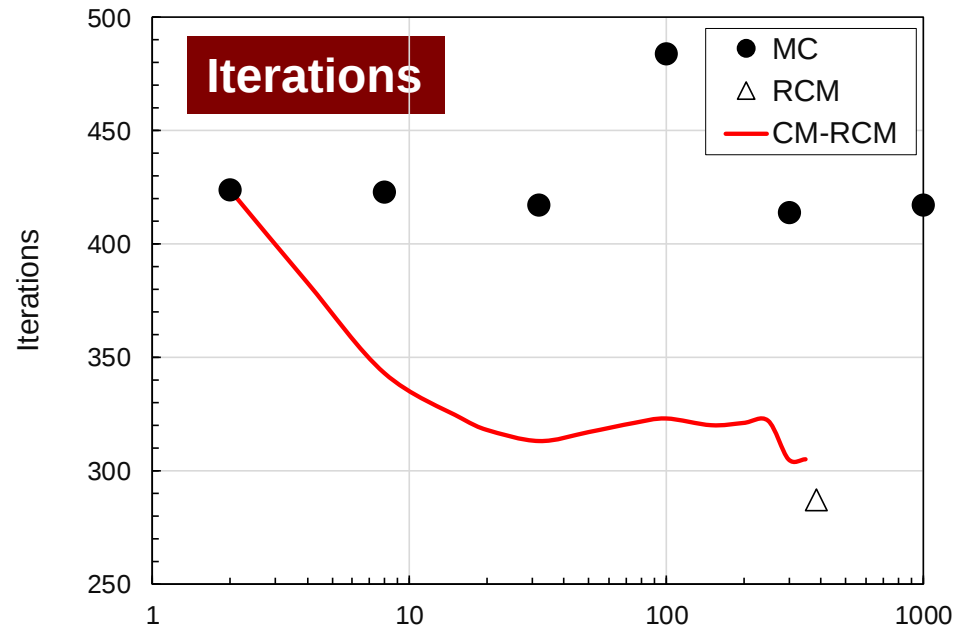
Effect of Reordering/Color # on Convergence

- Other effects (e.g. B.C.) should be considered.
- It is difficult to provide very general remarks.
- e.g. RCM provides slightly faster convergence than CM, although parameters (Bandwidth, profile, fill-in's) are same.

Effect of Reordering

- Reordering changes sequence of matrix operations, and sometimes improves convergence.
 - Parallelism, Faster Convergence
- We need some kind of reordering for parallel ICCG on such simple meshes described in examples.
- Notice
 - Reordering may change results.
 - We need deep insight and understanding on background physics and mathematics.

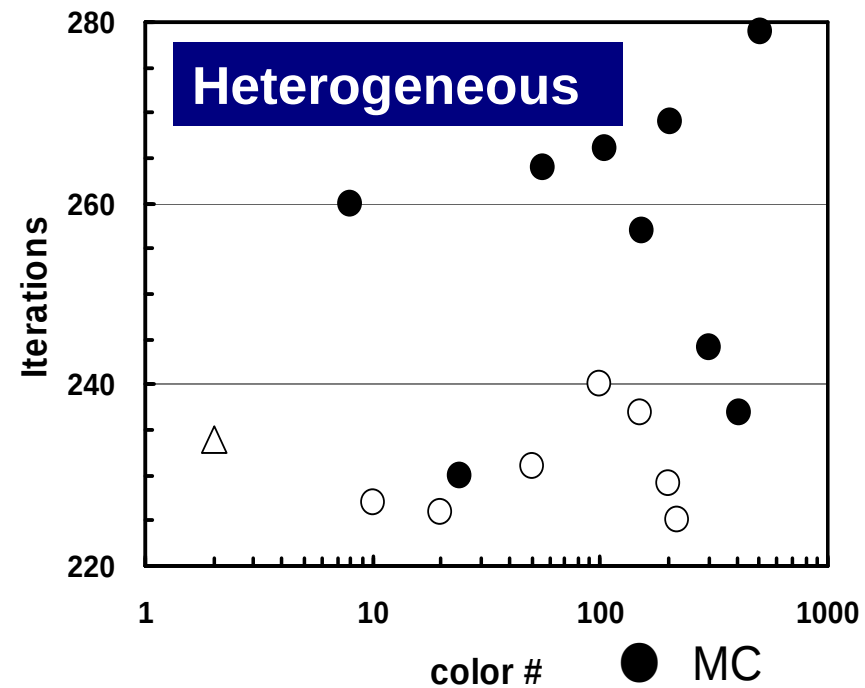
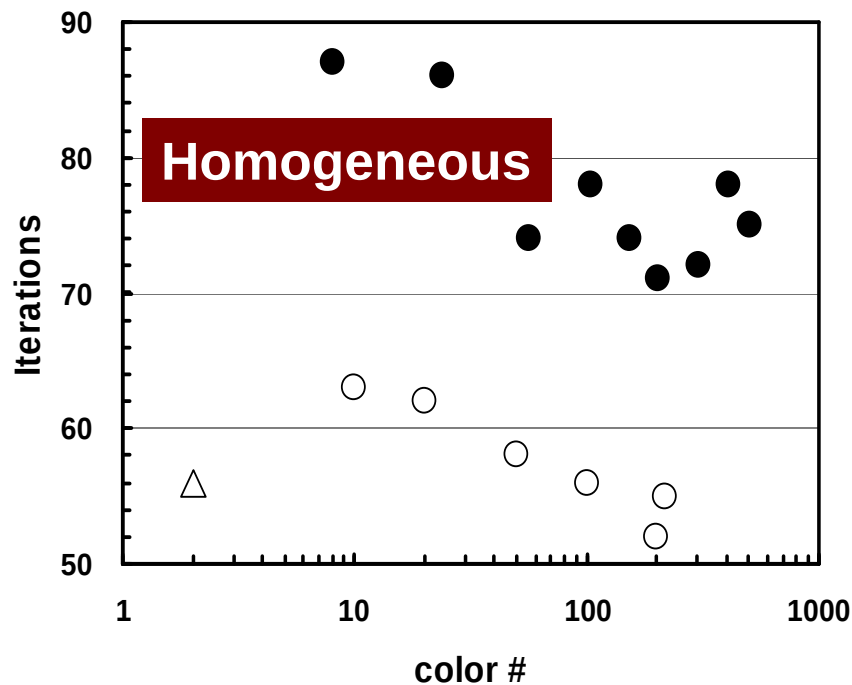
OBCX,
1-socket/24-cores,
 128^3
(●: MC, △: RCM, -: CM-RCM)



Comparison of Reordering Methods

3D Linear Elastic Problems

- MC: Slow convergence, unstable for heterogeneous cases (ill-conditioned problems).
- Cyclic-Multicoloring + RCM (CM-RCM) is effective



3D Linear-Elastic Problems with 32,768 DOF

- MC
- CM-RCM
- △ No reordering

- Remedy for Data Dependency
- Ordering/Reordering
 - Red-Black, Multicoloring (MC)
 - Cuthill-McKee (CM), Reverse-CM (RCM)
 - Reordering and Convergence
- **Implementation**
- ICCG with Reordering

Implementation: L2-color (1/2)

- Program for Coloring
 - MC, CM, RCM, and CM-RCM

```
$ cd multicore-c/L2/coloring/src
$ make
$ cd ../run
$ ./L2-color
  NX/NY/NZ ?
```

4 4 1 2D geometry with 16 meshes

You have 16 elements.

How many colors do you need ?

#COLOR must be more than 2 and

#COLOR must not be more than 16

CM if #COLOR .eq. 0

RCM if #COLOR .eq.-1

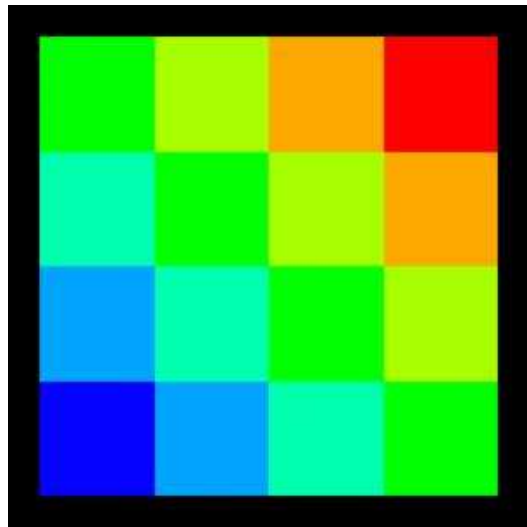
CMRCM if #COLOR .le.-2

=>

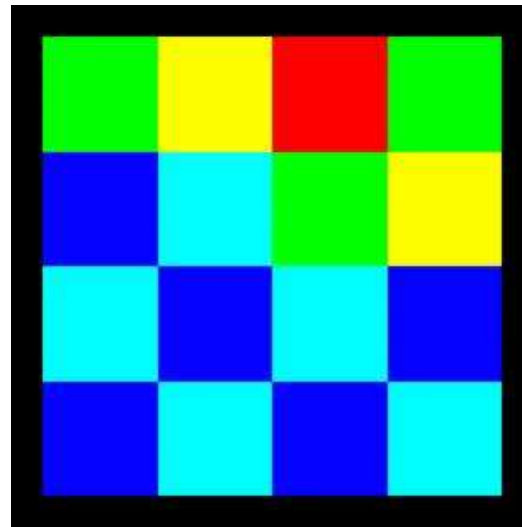
13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

Results: L2-color

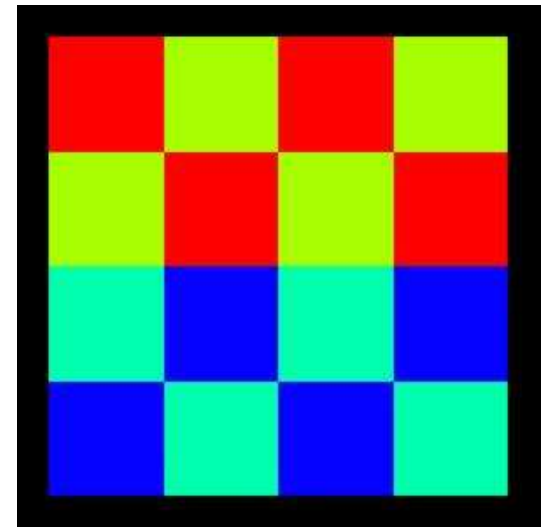
- 2 files are created
 - color.log Table of OLD-to-NEW mesh ID
Information of the matrix
 - color.inp Colors/levels of meshes (ParaView)



INPUT: 0
(CM, 7 levels)



INPUT: 3
(MC, 5 colors)



INPUT: 4
(MC, 4 colors)

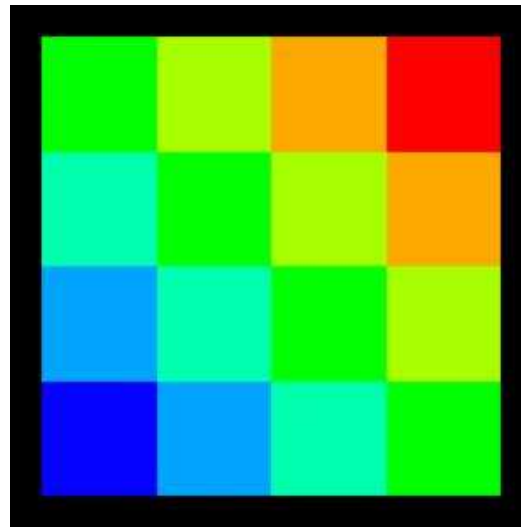
INPUT=0: CM, 7-Levels

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4



10	13	15	16
6	9	12	14
3	5	8	11
1	2	4	7

#new	1	#old	1	color	1
#new	2	#old	2	color	2
#new	3	#old	5	color	2
#new	4	#old	3	color	3
#new	5	#old	6	color	3
#new	6	#old	9	color	3
#new	7	#old	4	color	4
#new	8	#old	7	color	4
#new	9	#old	10	color	4
#new	10	#old	13	color	4
#new	11	#old	8	color	5
#new	12	#old	11	color	5
#new	13	#old	14	color	5
#new	14	#old	12	color	6
#new	15	#old	15	color	6
#new	16	#old	16	color	7



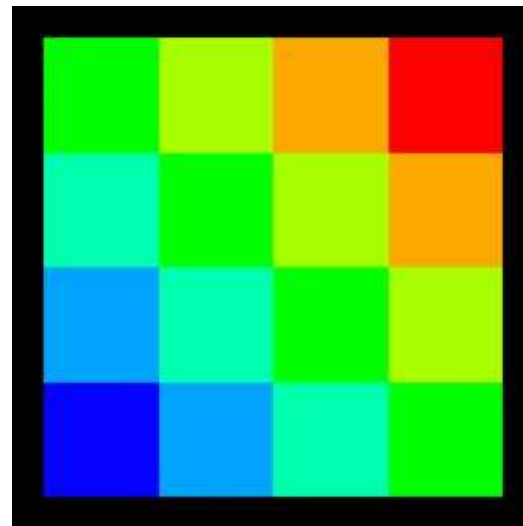
INPUT=0: CM, 7-Levels

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4



10	13	15	16
6	9	12	14
3	5	8	11
1	2	4	7

#new	1	#old	1	color	1
#new	2	#old	2	color	2
#new	3	#old	5	color	2
#new	4	#old	3	color	3
#new	5	#old	6	color	3
#new	6	#old	9	color	3
#new	7	#old	4	color	4
#new	8	#old	7	color	4
#new	9	#old	10	color	4
#new	10	#old	13	color	4
#new	11	#old	8	color	5
#new	12	#old	11	color	5
#new	13	#old	14	color	5
#new	14	#old	12	color	6
#new	15	#old	15	color	6
#new	16	#old	16	color	7



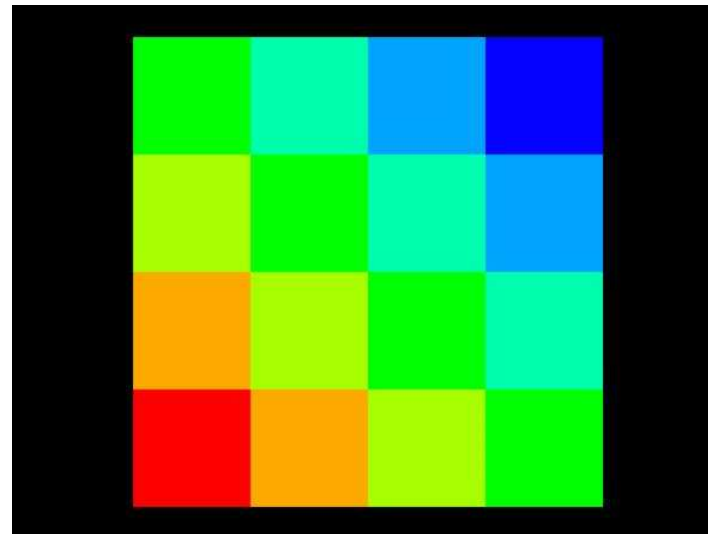
INPUT=-1: RCM, 7-Levels

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4



7	4	2	1
11	8	5	3
14	12	9	6
16	15	13	10

#new	1	#old	16	color	1
#new	2	#old	15	color	2
#new	3	#old	12	color	2
#new	4	#old	14	color	3
#new	5	#old	11	color	3
#new	6	#old	8	color	3
#new	7	#old	13	color	4
#new	8	#old	10	color	4
#new	9	#old	7	color	4
#new	10	#old	4	color	4
#new	11	#old	9	color	5
#new	12	#old	6	color	5
#new	13	#old	3	color	5
#new	14	#old	5	color	6
#new	15	#old	2	color	6
#new	16	#old	1	color	7



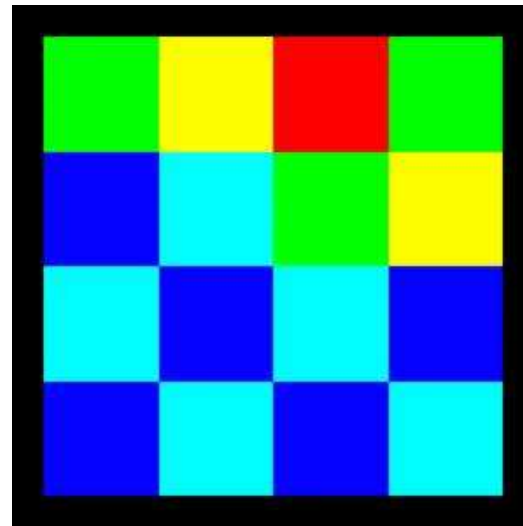
INPUT=3: MC, 5-Colors

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4



12	15	16	13
5	10	11	14
8	3	9	4
1	6	2	7

#new	1	#old	1	color	1
#new	2	#old	3	color	1
#new	3	#old	6	color	1
#new	4	#old	8	color	1
#new	5	#old	9	color	1
#new	6	#old	2	color	2
#new	7	#old	4	color	2
#new	8	#old	5	color	2
#new	9	#old	7	color	2
#new	10	#old	10	color	2
#new	11	#old	11	color	3
#new	12	#old	13	color	3
#new	13	#old	16	color	3
#new	14	#old	12	color	4
#new	15	#old	14	color	4
#new	16	#old	15	color	5



INPUT=3: MC, 5-Colors

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4



5			
	3		4
1		2	

#new	1	#old	1	color	1
#new	2	#old	3	color	1
#new	3	#old	6	color	1
#new	4	#old	8	color	1
#new	5	#old	9	color	1
#new	6	#old	2	color	2
#new	7	#old	4	color	2
#new	8	#old	5	color	2
#new	9	#old	7	color	2
#new	10	#old	10	color	2
#new	11	#old	11	color	3
#new	12	#old	13	color	3
#new	13	#old	16	color	3
#new	14	#old	12	color	4
#new	15	#old	14	color	4
#new	16	#old	15	color	5

$$16/3=5= \underline{\text{ITEMcou}}$$

5 independent meshes

INPUT=3: MC, 5-Colors

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4



5	10		
8	3	9	4
1	6	2	7

#new	1	#old	1	color	1
#new	2	#old	3	color	1
#new	3	#old	6	color	1
#new	4	#old	8	color	1
#new	5	#old	9	color	1
#new	6	#old	2	color	2
#new	7	#old	4	color	2
#new	8	#old	5	color	2
#new	9	#old	7	color	2
#new	10	#old	10	color	2
#new	11	#old	11	color	3
#new	12	#old	13	color	3
#new	13	#old	16	color	3
#new	14	#old	12	color	4
#new	15	#old	14	color	4
#new	16	#old	15	color	5

$$16/3=5= \underline{\text{ITEMcou}}$$

5 independent meshes

INPUT=3: MC, 5-Colors

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4



12			13
5	10	11	
8	3	9	4
1	6	2	7

#new	1	#old	1	color	1
#new	2	#old	3	color	1
#new	3	#old	6	color	1
#new	4	#old	8	color	1
#new	5	#old	9	color	1
#new	6	#old	2	color	2
#new	7	#old	4	color	2
#new	8	#old	5	color	2
#new	9	#old	7	color	2
#new	10	#old	10	color	2
#new	11	#old	11	color	3
#new	12	#old	13	color	3
#new	13	#old	16	color	3
#new	14	#old	12	color	4
#new	15	#old	14	color	4
#new	16	#old	15	color	5

$$16/3=5= \underline{\text{ITEMcou}}$$

Proceed to the next color, if no more independent meshes.

INPUT=3: MC, 5-Colors

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4



12	15		13
5	10	11	14
8	3	9	4
1	6	2	7

#new	1	#old	1	color	1
#new	2	#old	3	color	1
#new	3	#old	6	color	1
#new	4	#old	8	color	1
#new	5	#old	9	color	1
#new	6	#old	2	color	2
#new	7	#old	4	color	2
#new	8	#old	5	color	2
#new	9	#old	7	color	2
#new	10	#old	10	color	2
#new	11	#old	11	color	3
#new	12	#old	13	color	3
#new	13	#old	16	color	3
#new	14	#old	12	color	4
#new	15	#old	14	color	4
#new	16	#old	15	color	5

$$16/3=5= \underline{\text{ITEMcou}}$$

Proceed to the next color, if no more independent meshes.

INPUT=3: MC, 5-Colors

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4



12	15	16	13
5	10	11	14
8	3	9	4
1	6	2	7

#new	1	#old	1	color	1
#new	2	#old	3	color	1
#new	3	#old	6	color	1
#new	4	#old	8	color	1
#new	5	#old	9	color	1
#new	6	#old	2	color	2
#new	7	#old	4	color	2
#new	8	#old	5	color	2
#new	9	#old	7	color	2
#new	10	#old	10	color	2
#new	11	#old	11	color	3
#new	12	#old	13	color	3
#new	13	#old	16	color	3
#new	14	#old	12	color	4
#new	15	#old	14	color	4
#new	16	#old	15	color	5

$$16/3=5= \underline{\text{ITEMcou}}$$

Finally, 5 colors are needed.

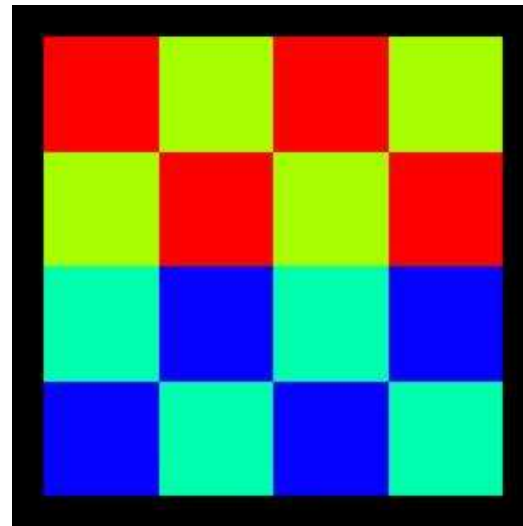
INPUT=4: MC, 4-Colors

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4



15	11	16	12
9	13	10	14
7	3	8	4
1	5	2	6

#new	1	#old	1	color	1
#new	2	#old	3	color	1
#new	3	#old	6	color	1
#new	4	#old	8	color	1
#new	5	#old	2	color	2
#new	6	#old	4	color	2
#new	7	#old	5	color	2
#new	8	#old	7	color	2
#new	9	#old	9	color	3
#new	10	#old	11	color	3
#new	11	#old	14	color	3
#new	12	#old	16	color	3
#new	13	#old	10	color	4
#new	14	#old	12	color	4
#new	15	#old	13	color	4
#new	16	#old	15	color	4



INPUT=3: MC, 5-Colors

color.log: matrix info.

13	14	15	16
9	10	11	12
5	<u>6</u>	<u>7</u>	8
1	2	3	4



12	15	16	13
5	10	11	14
8	3	9	4
1	6	2	7

```

### INITIAL connectivity
I= 1 INL(i)= 0 INU(i)= 2
IAL: 1
IAU: 2
I= 2 INL(i)= 1 INU(i)= 2
IAL: 1
IAU: 3
I= 3 INL(i)= 1 INU(i)= 2
IAL: 2
IAU: 4
I= 4 INL(i)= 1 INU(i)= 1
IAL: 3
IAU: 8
I= 5 INL(i)= 1 INU(i)= 2
IAL: 1
IAU: 6
I= 6 INL(i)= 2 INU(i)= 2
IAL: 2
IAU: 7
I= 7 INL(i)= 2 INU(i)= 2
IAL: 3
IAU: 8
I= 8 INL(i)= 2 INU(i)= 1
IAL: 4
IAU: 12
I= 9 INL(i)= 1 INU(i)= 2
IAL: 5
IAU: 10
I= 10 INL(i)= 2 INU(i)= 2
IAL: 6
IAU: 11
I= 11 INL(i)= 2 INU(i)= 2
IAL: 7
IAU: 12
I= 12 INL(i)= 2 INU(i)= 1
IAL: 8
IAU: 16
I= 13 INL(i)= 1 INU(i)= 1
IAL: 9
IAU: 14

```

```

I= 14 INL(i)= 2 INU(i)= 1
IAL: 10
IAU: 15
I= 15 INL(i)= 2 INU(i)= 1
IAL: 11
IAU: 16
I= 16 INL(i)= 2 INU(i)= 0
IAL: 12
IAU: 15

COLOR number 5

#new 1 #old 1 color 1
#new 2 #old 3 color 1
#new 3 #old 6 color 1
#new 4 #old 8 color 1
#new 5 #old 9 color 1
#new 6 #old 2 color 2
#new 7 #old 4 color 2
#new 8 #old 5 color 2
#new 9 #old 7 color 2
#new 10 #old 10 color 2
#new 11 #old 11 color 3
#new 12 #old 13 color 3
#new 13 #old 16 color 3
#new 14 #old 12 color 4
#new 15 #old 14 color 4
#new 16 #old 15 color 5

```

INPUT=3: MC, 5-Colors

color.log: matrix info.

13	14	15	16
9	10	11	12
5	<u>6</u>	<u>7</u>	8
1	2	3	4



12	15	16	13
5	10	11	14
8	3	9	4
1	6	2	7

```

### FINAL connectivity
I= 1 INL(i)= 0 INU(i)= 2
IAL:
IAU: 6 8
I= 2 INL(i)= 0 INU(i)= 3
IAL:
IAU: 6 7 9
I= 3 INL(i)= 0 INU(i)= 4
IAL:
IAU: 6 8 9 10
I= 4 INL(i)= 0 INU(i)= 3
IAL:
IAU: 7 9 14
I= 5 INL(i)= 0 INU(i)= 3
IAL:
IAU: 8 10 12
I= 6 INL(i)= 3 INU(i)= 0
IAL:
IAU: 1 2 3
I= 7 INL(i)= 2 INU(i)= 0
IAL:
IAU: 2 4
I= 8 INL(i)= 3 INU(i)= 0
IAL:
IAU: 1 3 5
I= 9 INL(i)= 3 INU(i)= 1
IAL:
IAU: 2 3 4
I= 10 INL(i)= 2 INU(i)= 2
IAL:
IAU: 3 5
I= 11 INL(i)= 2 INU(i)= 2
IAL:
IAU: 9 10
I= 12 INL(i)= 1 INU(i)= 1
IAL:
IAU: 14 16
I= 13 INL(i)= 0 INU(i)= 2
IAL:
IAU: 14 16

```

```

I= 14 INL(i)= 3 INU(i)= 0
IAL: 4 11 13
IAU:
I= 15 INL(i)= 2 INU(i)= 1
IAL: 10 12
IAU: 16
I= 16 INL(i)= 3 INU(i)= 0
IAL: 11 15 13
IAU:

```

Source Files: L2-color

```
$ cd multicore-c/L2/coloring/src  
$ ls
```

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

Target geometry to be colored

Main Program

```

#include <stdio.h> ...

int
main(int argc, char **argv)
{
    FILE *fp21;
    int i, ic, k;

    if(POINTER_INIT()) goto error;
    if((fp21 = fopen("color.log", "w")) == NULL) {
        fprintf(stderr, "Error: %s\n", strerror(errno));
        return -1;
    }
    if(POI_GEN(fp21)) goto error;
    if(OUTUCD()) goto error;

    fprintf(fp21, "%n\nCOLOR number%8d\n\n", NCOLORTot);
    for(ic=1; ic<=NCOLORTot; ic++) {
        for(i=COLORindex[ic-1]+1; i<=COLORindex[ic]; i++) {
            fprintf(fp21, "    #new%8d    #old%8d    color%8d\n", i, NEWtoOLD[i-1]+1, ic);
        }
    }

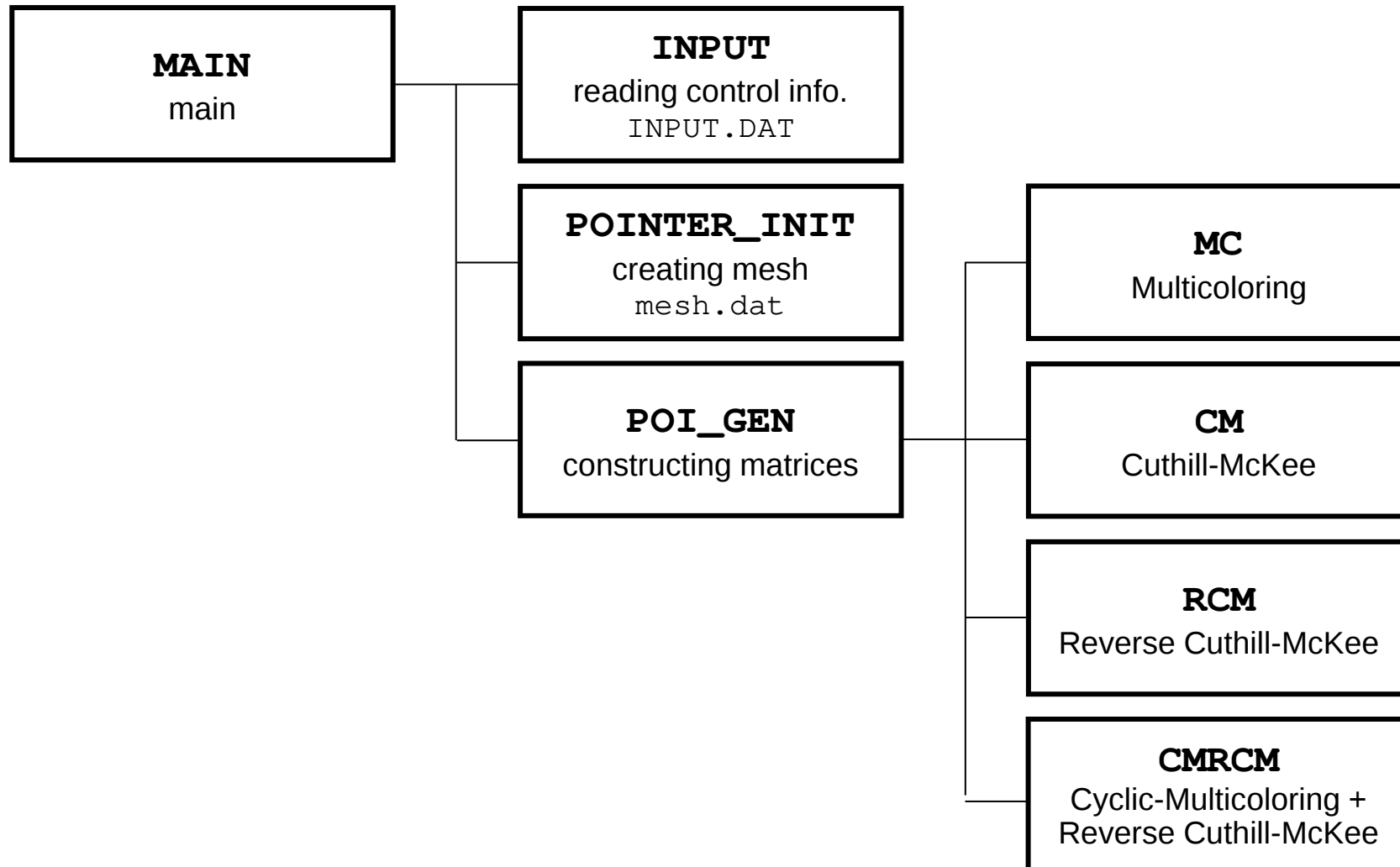
    (...)

    fclose(fp21);
    return 0;

error:
    return -1;
}

```

Structure of L2-color



Main Program

```
#include <stdio.h> ...

int
main(int argc, char **argv)
{
    FILE *fp21;
    int i, ic, k;

    if(POINTER_INIT()) goto error;
    if((fp21 = fopen("color.log", "w")) == NULL) {
        fprintf(stderr, "Error: %s\n", strerror(errno));
        return -1;
    }
    if(POI_GEN(fp21)) goto error;
    if(OUTUCD()) goto error;

    fprintf(fp21, "%n\nCOLOR number%8d\n\n", NCOLORTot);
    for(ic=1; ic<=NCOLORTot; ic++) {
        for(i=COLORindex[ic-1]+1; i<=COLORindex[ic]; i++) {
            fprintf(fp21, "    #new%8d    #old%8d    color%8d\n", i, NEWtoOLD[i-1]+1, ic);
        }
    }

    (...)

    fclose(fp21);
    return 0;

error:
    return -1;
}
```

struct.h

```

#ifndef __H_STRUCT
#define __H_STRUCT

#include <omp.h>

int ICELTOT, ICELTOTp, N;
int NX, NY, NZ, NXP1, NYP1, NZP1, IBNODTOT;
int NXc, NYc, NZc;

double DX, DY, DZ, XAREA, YAREA, ZAREA;
double RDX, RDY, RDZ, RDX2, RDY2, RDZ2, R2DX, R2DY, R2DZ;
double *VOLCEL, *VOLNOD, *RVC, *RVN;

int **XYZ, **NEIBcell;

int ZmaxCEltot;
int *BC_INDEX, *BC_NOD;
int *ZmaxCEL;

int **IWKX;
double **FCV;

int my_rank, PETOT, PEsmptOT;

#endif /* __H_STRUCT */

```

ICELTOT:

Number of meshes ($NX \times NY \times NZ$)

N:

Number of modes

NX, NY, NZ:

Number of meshes in x/y/z directions

NXP1, NYP1, NZP1:

Number of nodes in x/y/z directions

IBNODTOT:

= $NXP1 \times NYP1$

XYZ [ICELTOT] [3]:

Location of meshes

NEIBcell [ICELTOT] [6]:

Neighboring meshes

pcg.h

```

#ifndef __H_PCG
#define __H_PCG
    static int N2 = 256;
    int NUmax, NLmax, NCOLORTot, NCOLORk, NU,
    NL;

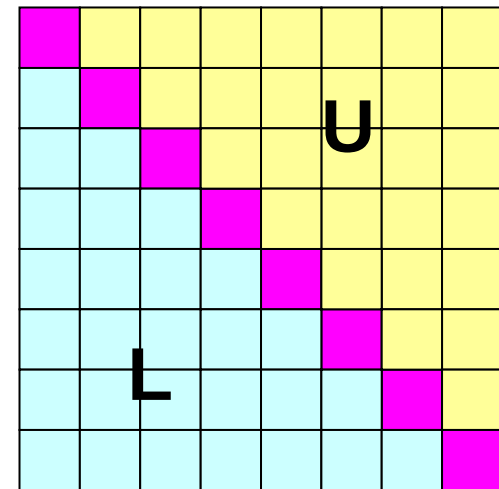
    int METHOD, ORDER_METHOD;
    double EPSICCG;

    double *D, *PHI, *BFORCE;
    double *AL, *AU;

    int *INL, *INU, *COLORindex;
    int *indexL, *indexU;
    int *OLDtoNEW, *NEWtoOLD;
    int **IAL, **IAU;
    int *itemL, *itemU;
    int NPL, NPU;
#endif /* __H_PCG */

```

- Sparse Matrix
- Only non-zero off-diagonal components (CRS)
- Diagonal/Lower/Upper components are stored separately



```

#ifndef __H_PCG
#define __H_PCG
    static int N2 = 256;
    int NUmax, NLmax, NCOLORTot, NCOLORK, NU, NL;
    int METHOD, ORDER_METHOD;
    double EPSICCG;

    double *D, *PHI, *BFORCE;
    double *AL, *AU;

    int *INL, *INU, *COLORindex;
    int *indexL, *indexU;
    int *OLDtoNEW, *NEWtoOLD;
    int **IAL, **IAU;
    int *itemL, *itemU;
    int NPL, NPU;
#endif /* __H_PCG */

```

```

INL[ICELTOT]
IAL[ICELTOT][NL]
INU[ICELTOT]
IAU[ICELTOT][NU]
NU, NL

```

```

indexL[ICELTOT+1]
indexU[ICELTOT+1]
NPL, NPU
itemL[NPL], itemU[NPU]

```

Non-zero off-diag. components (lower)
Col. ID: non-zero off-diag. comp. (lower)
 # Non-zero off-diag. components (upper)
Col. ID: non-zero off-diag. comp. (upper)
 Max # of L/U non-zero off-diag. comp.s (=6)

Non-zero off-diag. comp. (lower, CRS)
 # Non-zero off-diag. comp. (upper, CRS)
 Total # of L/U non-zero off-diag. comp.
 Col. ID: non-zero off-diag. comp. (L/U, CRS)

pcg.h

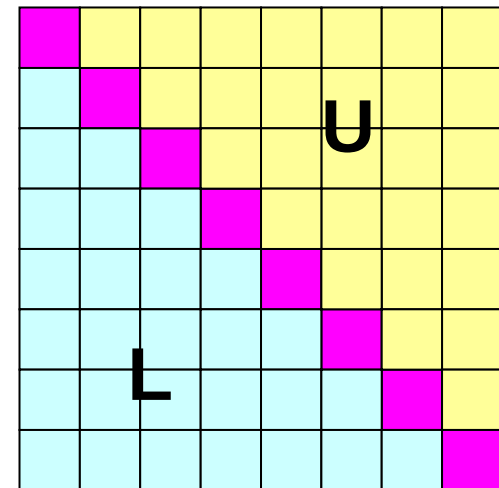
Auxiliary Arrays

Lower Part (Column ID)

IAL[i][icou] < i

Upper Part (Column ID)

IAU[i][icou] > i



```

#ifndef __H_PCG
#define __H_PCG
    static int N2 = 256;
    int NUmax, NLmax, NCOLORTot, NCOLORK, NU, NL;
    int METHOD, ORDER_METHOD;
    double EPSICCG;

    double *D, *PHI, *BFORCE;
    double *AL, *AU;

    int *INL, *INU, *COLORindex;
    int *indexL, *indexU;
    int *OLDtoNEW, *NEWtoOLD;
    int **IAL, **IAU;
    int *itemL, *itemU;
    int NPL, NPU;
#endif /* __H_PCG */

```

INL[ICELTOT]

IAL[ICELTOT][NL]

INU[ICELTOT]

IAU[ICELTOT][NU]

NU, NL

indexL[ICELTOT+1]

indexU[ICELTOT+1]

NPL, NPU

itemL[NPL], itemU[NPU]

Non-zero off-diag. components (lower)

Col. ID: non-zero off-diag. comp. (lower)

Non-zero off-diag. components (upper)

Col. ID: non-zero off-diag. comp. (upper)

Max # of L/U non-zero off-diag. comp.s (=6)

Non-zero off-diag. comp. (lower, CRS)

Non-zero off-diag. comp. (upper, CRS)

Total # of L/U non-zero off-diag. comp.

Col. ID: non-zero off-diag. comp. (L/U, CRS)

pcg.h

Auxiliary Arrays

Lower Part (Column ID)

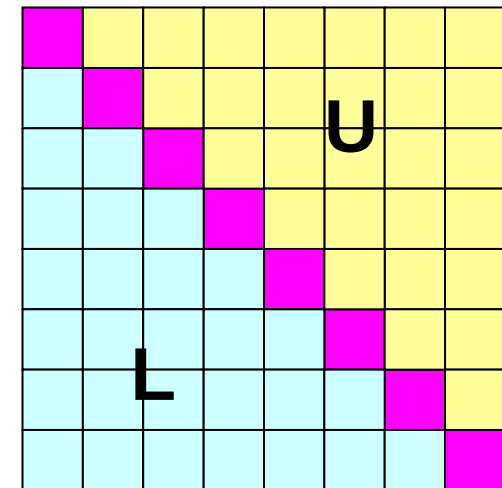
IAL[i][icou] < i

INL[i] : Number@each row

Upper Part (Column ID)

IAU[i][icou] > i

INU[i] : Number@each row



INPUT=3: MC, 5-Colors

color.log: matrix info.

13	14	15	16
9	10	11	12
5	<u>6</u>	<u>7</u>	8
1	2	3	4



12	15	16	13
5	10	11	14
8	3	9	4
1	6	2	7

```

### INITIAL connectivity
I= 1 INL(i)= 0 INU(i)= 2
IAL: 1
IAU: 2
I= 2 INL(i)= 1 INU(i)= 2
IAL: 1
IAU: 3
I= 3 INL(i)= 1 INU(i)= 2
IAL: 2
IAU: 4
I= 4 INL(i)= 1 INU(i)= 1
IAL: 3
IAU: 8
I= 5 INL(i)= 1 INU(i)= 2
IAL: 1
IAU: 6
I= 6 INL(i)= 2 INU(i)= 2
IAL: 2
IAU: 7
I= 7 INL(i)= 2 INU(i)= 2
IAL: 3
IAU: 8
I= 8 INL(i)= 2 INU(i)= 1
IAL: 4
IAU: 12
I= 9 INL(i)= 1 INU(i)= 2
IAL: 5
IAU: 10
I= 10 INL(i)= 2 INU(i)= 2
IAL: 6
IAU: 11
I= 11 INL(i)= 2 INU(i)= 2
IAL: 7
IAU: 12
I= 12 INL(i)= 2 INU(i)= 1
IAL: 8
IAU: 16
I= 13 INL(i)= 1 INU(i)= 1
IAL: 9
IAU: 14

```

```

I= 14 INL(i)= 2 INU(i)= 1
IAL: 10
IAU: 15
I= 15 INL(i)= 2 INU(i)= 1
IAL: 11
IAU: 16
I= 16 INL(i)= 2 INU(i)= 0
IAL: 12
IAU: 15

COLOR number 5

#new 1 #old 1 color 1
#new 2 #old 3 color 1
#new 3 #old 6 color 1
#new 4 #old 8 color 1
#new 5 #old 9 color 1
#new 6 #old 2 color 2
#new 7 #old 4 color 2
#new 8 #old 5 color 2
#new 9 #old 7 color 2
#new 10 #old 10 color 2
#new 11 #old 11 color 3
#new 12 #old 13 color 3
#new 13 #old 16 color 3
#new 14 #old 12 color 4
#new 15 #old 14 color 4
#new 16 #old 15 color 5

```

INPUT=3: MC, 5-Colors

color.log: matrix info.

13	14	15	16
9	10	11	12
5	<u>6</u>	<u>7</u>	8
1	2	3	4



12	15	16	13
5	10	11	14
8	3	9	4
1	6	2	7

```

### FINAL connectivity
I= 1      INL(i)= 0      INU(i)= 2
IAL:
IAU:
I= 2      INL(i)= 0      INU(i)= 3
IAL:
IAU:
I= 3      INL(i)= 0      INU(i)= 4
IAL:
IAU:
I= 4      INL(i)= 0      INU(i)= 3
IAL:
IAU:
I= 5      INL(i)= 0      INU(i)= 3
IAL:
IAU:
I= 6      INL(i)= 3      INU(i)= 0
IAL:
IAU:
I= 7      INL(i)= 2      INU(i)= 0
IAL:
IAU:
I= 8      INL(i)= 3      INU(i)= 0
IAL:
IAU:
I= 9      INL(i)= 3      INU(i)= 1
IAL:
IAU:
I= 10     INL(i)= 2      INU(i)= 2
IAL:
IAU:
I= 11     INL(i)= 2      INU(i)= 2
IAL:
IAU:
I= 12     INL(i)= 1      INU(i)= 1
IAL:
IAU:
I= 13     INL(i)= 0      INU(i)= 2
IAL:
IAU:

```

```

I= 14     INL(i)= 3      INU(i)= 0
IAL:
IAU:
I= 15     INL(i)= 2      INU(i)= 1
IAL:
IAU:
I= 16     INL(i)= 3      INU(i)= 0
IAL:
IAU:

```

Main Program

```

#include <stdio.h> ...

int
main(int argc, char **argv)
{
    FILE *fp21;
    int i, ic, k;

    if(POINTER_INIT()) goto error;
    if((fp21 = fopen("color.log", "w")) == NULL) {
        fprintf(stderr, "Error: %s\n", strerror(errno));
        return -1;
    }
    if(POI_GEN(fp21)) goto error;
    if(OUTUCD()) goto error;

    fprintf(fp21, "%n\nCOLOR number%8d\n\n", NCOLORTot);
    for(ic=1; ic<=NCOLORTot; ic++) {
        for(i=COLORindex[ic-1]+1; i<=COLORindex[ic]; i++) {
            fprintf(fp21, "    #new%8d    #old%8d    color%8d\n", i, NEWtoOLD[i-1]+1, ic);
        }
    }

    (...)

    fclose(fp21);
    return 0;

error:
    return -1;
}

```

pointer_init (1/3)

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <errno.h>
```

```
#include "struct_ext.h"
#include "pcg_ext.h"
#include "pointer_init.h"
#include "allocate.h"
```

```
extern int
POINTER_INIT(void)
{
```

```
    int icel, ipe, i, j, k;
```

```
    fprintf(stderr, "input NX NY NZ=>%n");
    fscanf(stdin, "%d%d%d", &NX, &NY, &NZ);
    fprintf(stderr, "NX=%d NY=%d NZ=%d\n", NX, NY, NZ);
```

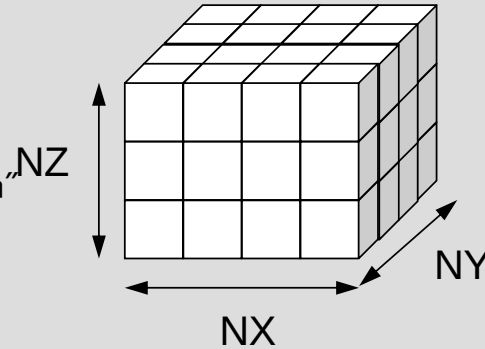
```
/*
 * INIT.
 */
```

```
    ICELTOT = NX * NY * NZ;
```

```
    NXP1 = NX + 1;
    NYP1 = NY + 1;
    NZP1 = NZ + 1;
```

```
    NEIBcell =
        (int **)allocate_matrix(sizeof(int), ICELTOT, 6);
```

```
    XYZ =
        (int **)allocate_matrix(sizeof(int), ICELTOT, 3);
```



NX, NY, NZ :

Number of meshes in x/y/z directions

NXP1, NYP1, NZP1 :

Number of nodes in x/y/z directions
(for visualization)

ICELTOT :

Number of meshes (NX x NY x NZ)

XYZ [ICELTOT] [3] :

Location of meshes

NEIBcell [ICELTOT] [6] :

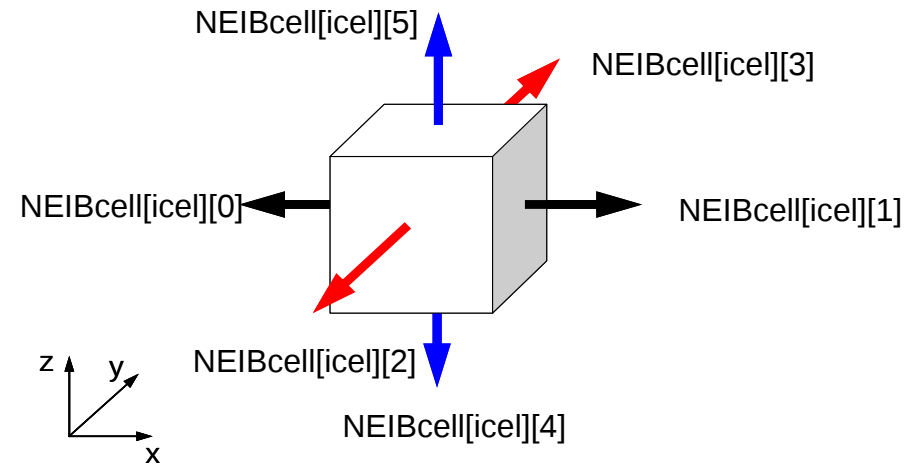
Neighboring meshesc

pointer_init (2/3)

```

for (k=0; k<NZ; k++) {
  for (j=0; j<NY; j++) {
    for (i=0; i<NX; i++) {
      icel = k * NX * NY + j * NX + i;
      NEIBcell[icel][0] = icel - 1 + 1;
      NEIBcell[icel][1] = icel + 1 + 1;
      NEIBcell[icel][2] = icel - NX + 1;
      NEIBcell[icel][3] = icel + NX + 1;
      NEIBcell[icel][4] = icel - NX * NY + 1;
      NEIBcell[icel][5] = icel + NX * NY + 1;
      if (i == 0) NEIBcell[icel][0] = 0;
      if (i == NX-1) NEIBcell[icel][1] = 0;
      if (j == 0) NEIBcell[icel][2] = 0;
      if (j == NY-1) NEIBcell[icel][3] = 0;
      if (k == 0) NEIBcell[icel][4] = 0;
      if (k == NZ-1) NEIBcell[icel][5] = 0;
      XYZ[icel][0] = i + 1;
      XYZ[icel][1] = j + 1;
      XYZ[icel][2] = k + 1;
    }
  }
}

```



$i = \text{XYZ}[\text{icel}][0]$
 $j = \text{XYZ}[\text{icel}][1], k = \text{XYZ}[\text{icel}][2]$
 $\text{icel} = k * \text{NX} * \text{NY} + j * \text{NX} + i$

“icel” starts at 0

12	13	14	15
8	9	10	11
4	5	6	7
0	1	2	3

“NEIBcell” starts at 1

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

$\text{NEIBcell}[\text{icel}][0] = \text{icel} - 1 + 1$
 $\text{NEIBcell}[\text{icel}][1] = \text{icel} + 1 + 1$
 $\text{NEIBcell}[\text{icel}][2] = \text{icel} - \text{NX} + 1$
 $\text{NEIBcell}[\text{icel}][3] = \text{icel} + \text{NX} + 1$
 $\text{NEIBcell}[\text{icel}][4] = \text{icel} - \text{NX} * \text{NY} + 1$
 $\text{NEIBcell}[\text{icel}][5] = \text{icel} + \text{NX} * \text{NY} + 1$

pointer_init (3/3)

```
if (DX <= 0.0) {  
    DX = 1.0 / (double)NX;  
    DY = 1.0 / (double)NY;  
    DZ = 1.0 / (double)NZ;  
}
```

```
NXP1 = NX + 1;
```

```
NYP1 = NY + 1;
```

```
NZP1 = NZ + 1;
```

```
IBNODTOT = NXP1 * NYP1;
```

```
N      = NXP1 * NYP1 * NZP1;
```

```
return 0;
```

```
}
```

Main Program

```

#include <stdio.h> ...

int
main(int argc, char **argv)
{
    FILE *fp21;
    int i, ic, k;

    if(POINTER_INIT()) goto error;
    if((fp21 = fopen("color.log", "w")) == NULL) {
        fprintf(stderr, "Error: %s\n", strerror(errno));
        return -1;
    }
    if(POI_GEN(fp21)) goto error;
    if(OUTUCD()) goto error;

    fprintf(fp21, "%n\nCOLOR number%8d\n\n", NCOLORTot);
    for(ic=1; ic<=NCOLORTot; ic++) {
        for(i=COLORindex[ic-1]+1; i<=COLORindex[ic]; i++) {
            fprintf(fp21, "    #new%8d    #old%8d    color%8d\n", i, NEWtoOLD[i-1]+1, ic);
        }
    }

    (...)

    fclose(fp21);
    return 0;

error:
    return -1;
}

```

poi_gen (1/4)

```
#include "allocate.h"
extern int
POI_GEN(void)
{
    int nn;
    int ic0, icN1, icN2, icN3, icN4, icN5, icN6;
    int i, j, k, ib, ic, ip, icel, icou, icol, icouG;
    int ii, jj, kk, nn1, num, nr, j0, j1;
    double coef, VOL0, S1t, E1t;
    int isL, ieL, isU, ieU;
    NL=6; NU= 6;

    IAL = (int **)allocate_matrix(sizeof(int), ICELTOT, NL);
    IAU = (int **)allocate_matrix(sizeof(int), ICELTOT, NU);
    INL = (int *)allocate_vector(sizeof(int), ICELTOT);
    INU = (int *)allocate_vector(sizeof(int), ICELTOT);

    for (i = 0; i < ICELTOT ; i++) {
        BFORCE[i]=0.0;
        D[i] =0.0; PHI[i]=0.0;
        INL[i] = 0; INU[i] = 0;
        for (j=0; j<6; j++) {
            IAL[i][j]=0; IAU[i][j]=0;
        }
    }
    for (i = 0; i <= ICELTOT ; i++) {
        indexL[i] = 0; indexU[i] = 0;
    }
}
```

```
/******
allocate matrix
******/
void** allocate_matrix(int size, int m, int n)
{
    void **aa;
    int i;
    if ( ( aa=(void **)malloc( m * sizeof(void*) ) ) == NULL ) {
        fprintf(stdout, "Error:Memory does not enough! aa in matrix %n");
        exit(1);
    }
    if ( ( aa[0]=(void *)malloc( m * n * size ) ) == NULL ) {
        fprintf(stdout, "Error:Memory does not enough! in matrix %n");
        exit(1);
    }
    for (i=1; i<m; i++) aa[i]=(char*)aa[i-1]+size*n;
    return aa;
}
```

allocate.c

```
for(icel=0; icel<ICELTOT; icel++) {
```

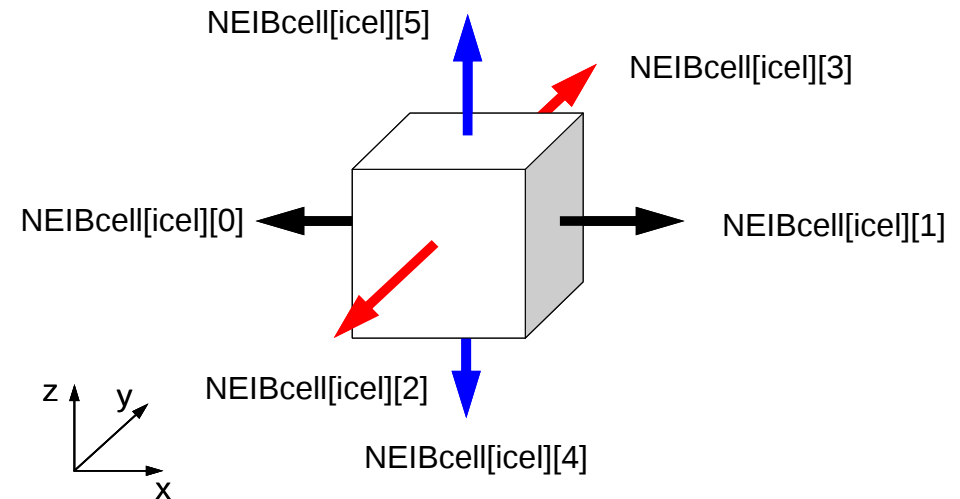
```
    icN1 = NEIBcell[icel][0];
    icN2 = NEIBcell[icel][1];
    icN3 = NEIBcell[icel][2];
    icN4 = NEIBcell[icel][3];
    icN5 = NEIBcell[icel][4];
    icN6 = NEIBcell[icel][5];
```

```
    if(icN5 != 0) {
        icou = INL[icel] + 1;
        IAL[icel][icou-1] = icN5;
        INL[icel] = icou;
    }
```

```
    if(icN3 != 0) {
        icou = INL[icel] + 1;
        IAL[icel][icou-1] = icN3;
        INL[icel] = icou;
    }
```

```
    if(icN1 != 0) {
        icou = INL[icel] + 1;
        IAL[icel][icou-1] = icN1;
        INL[icel] = icou;
    }
```

poi_gen (2/4)



Lower Triangular Part

```
NEIBcell[icel][4] = icel - NX*NY + 1
NEIBcell[icel][2] = icel - NX      + 1
NEIBcell[icel][0] = icel - 1      + 1
```

“icel” starts at 0

12	13	14	15
8	9	10	11
4	5	6	7
0	1	2	3

“IAL” starts at 1

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

```
for(icel=0; icel<ICELTOT; icel++) {
```

```
    icN1 = NEIBcell[icel][0];
    icN2 = NEIBcell[icel][1];
    icN3 = NEIBcell[icel][2];
    icN4 = NEIBcell[icel][3];
    icN5 = NEIBcell[icel][4];
    icN6 = NEIBcell[icel][5];
```

```
    ....
```

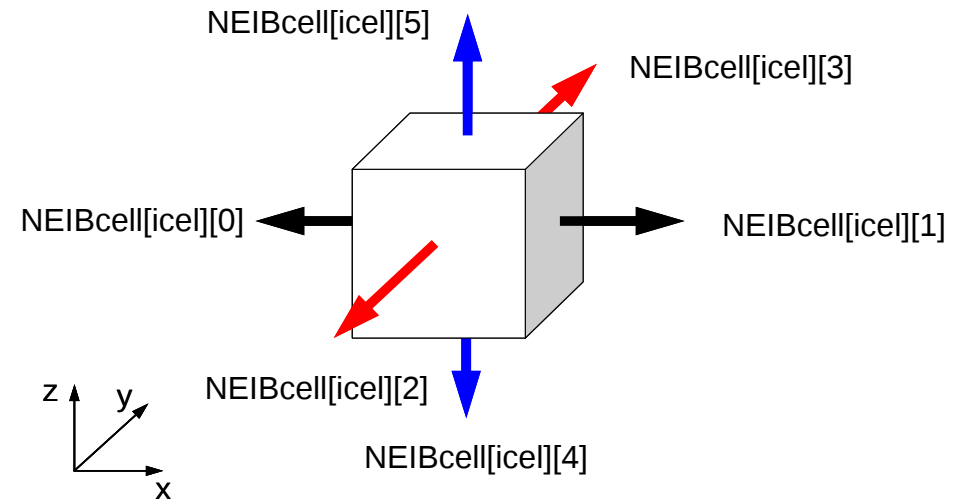
```
    if(icN2 != 0) {
        icou = INU[icel] + 1;
        IAU[icel][icou-1] = icN2;
        INU[icel]          = icou;
    }
```

```
    if(icN4 != 0) {
        icou = INU[icel] + 1;
        IAU[icel][icou-1] = icN4;
        INU[icel]          = icou;
    }
```

```
    if(icN6 != 0) {
        icou = INU[icel] + 1;
        IAU[icel][icou-1] = icN6;
        INU[icel]          = icou;
    }
```

```
}
```

poi_gen (3/4)



Upper Triangular Part

```
NEIBcell[icel][1] = icel + 1      + 1
NEIBcell[icel][3] = icel + NX    + 1
NEIBcell[icel][5] = icel + NX*NY + 1
```

“icel” starts at 0

12	13	14	15
8	9	10	11
4	5	6	7
0	1	2	3

“IAU” starts at 1

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

poi_gen (4/4)

Reading “initial” color
number

```

N111:
fprintf(stderr, "%n\nYou have%8d elements\n", ICELTOT);
fprintf(stderr, "How many colors do you need ?\n");
fprintf(stderr, "  #COLOR must be more than 2 and\n");
fprintf(stderr, "  #COLOR must not be more than%8d\n", ICELTOT);
fprintf(stderr, "  if #COLOR= 0 then CM ordering\n");
fprintf(stderr, "  if #COLOR=-1 then RCM ordering\n");
fprintf(stderr, "  if #COLOR<-1 then CMRCM ordering\n");
fprintf(stderr, "=>\n");
fscanf(stdin, "%d", &NCOLORtot);
if(NCOLORtot == 1 && NCOLORtot > ICELTOT) goto N111;

OLDtoNEW = (int *)calloc(ICELTOT, sizeof(int));
if(OLDtoNEW == NULL) {
    fprintf(stderr, "Error: %s\n", strerror(errno));
    return -1;
}
NEWtoOLD = (int *)calloc(ICELTOT, sizeof(int));
if(NEWtoOLD == NULL) {
    fprintf(stderr, "Error: %s\n", strerror(errno));
    return -1;
}
COLORindex = (int *)calloc(ICELTOT+1, sizeof(int));
if(COLORindex == NULL) {
    fprintf(stderr, "Error: %s\n", strerror(errno));
    return -1;
}

if(NCOLORtot > 0) {
    MC(ICELTOT, NL, NU, INL, IAL, INU, IAU,
        &NCOLORtot, COLORindex, NEWtoOLD, OLDtoNEW);
} else if(NCOLORtot == 0) {
    CM(ICELTOT, NL, NU, INL, IAL, INU, IAU,
        &NCOLORtot, COLORindex, NEWtoOLD, OLDtoNEW);
} else if(NCOLORtot == -1) {
    RCM(ICELTOT, NL, NU, INL, IAL, INU, IAU,
        &NCOLORtot, COLORindex, NEWtoOLD, OLDtoNEW);
} else if(NCOLORtot < -1) {
    CMRCM(ICELTOT, NL, NU, INL, IAL, INU, IAU,
        &NCOLORtot, COLORindex, NEWtoOLD, OLDtoNEW);
}

fprintf(stderr, "%n# TOTAL COLOR number%8d\n", NCOLORtot);
return 0;
}

```

poi_gen (4/4)

Allocate matrices

```

N111:
fprintf(stderr, "%n\nYou have%8d elements\n", ICELTOT);
fprintf(stderr, "How many colors do you need ?\n");
fprintf(stderr, "  #COLOR must be more than 2 and\n");
fprintf(stderr, "  #COLOR must not be more than%8d\n", ICELTOT);
fprintf(stderr, "  if #COLOR= 0 then CM ordering\n");
fprintf(stderr, "  if #COLOR=-1 then RCM ordering\n");
fprintf(stderr, "  if #COLOR<-1 then CMRCM ordering\n");
fprintf(stderr, "=>\n");
fscanf(stdin, "%d", &NCOLORtot);
if(NCOLORtot == 1 && NCOLORtot > ICELTOT) goto N111;

OLDtoNEW = (int *)calloc(ICELTOT, sizeof(int));
if(OLDtoNEW == NULL) {
    fprintf(stderr, "Error: %s\n", strerror(errno));
    return -1;
}
NEWtoOLD = (int *)calloc(ICELTOT, sizeof(int));
if(NEWtoOLD == NULL) {
    fprintf(stderr, "Error: %s\n", strerror(errno));
    return -1;
}
COLORindex = (int *)calloc(ICELTOT+1, sizeof(int));
if(COLORindex == NULL) {
    fprintf(stderr, "Error: %s\n", strerror(errno));
    return -1;
}

if(NCOLORtot > 0) {
    MC(ICELTOT, NL, NU, INL, IAL, INU, IAU,
        &NCOLORtot, COLORindex, NEWtoOLD, OLDtoNEW);
} else if(NCOLORtot == 0) {
    CM(ICELTOT, NL, NU, INL, IAL, INU, IAU,
        &NCOLORtot, COLORindex, NEWtoOLD, OLDtoNEW);
} else if(NCOLORtot == -1) {
    RCM(ICELTOT, NL, NU, INL, IAL, INU, IAU,
        &NCOLORtot, COLORindex, NEWtoOLD, OLDtoNEW);
} else if(NCOLORtot < -1) {
    CMRCM(ICELTOT, NL, NU, INL, IAL, INU, IAU,
        &NCOLORtot, COLORindex, NEWtoOLD, OLDtoNEW);
}

fprintf(stderr, "%n# TOTAL COLOR number%8d\n", NCOLORtot);
return 0;
}

```

```

if(NCOLORTot > 0) {
    MC(ICELTOT, NL, NU, INL, IAL, INU, IAU,
        &NCOLORTot, COLORindex, NEWtoOLD, OLDtoNEW);
} else if(NCOLORTot == 0) {
    CM(ICELTOT, NL, NU, INL, IAL, INU, IAU,
        &NCOLORTot, COLORindex, NEWtoOLD, OLDtoNEW);
} else if(NCOLORTot == -1) {
    RCM(ICELTOT, NL, NU, INL, IAL, INU, IAU,
        &NCOLORTot, COLORindex, NEWtoOLD, OLDtoNEW);
} else if(NCOLORTot < -1) {
    CMRCM(ICELTOT, NL, NU, INL, IAL, INU, IAU,
        &NCOLORTot, COLORindex, NEWtoOLD, OLDtoNEW);
}

fprintf(stderr, "%n# TOTAL COLOR number%8d%n", NCOLORTot);
return 0;

```

poi_gen (4/4)

INL, INU, IAL, IAU

OLDtoNEW, NEWtoOLD

NCOLORTot

COLORindex[NCOLORTot+1]

Info. after renumbering

Reference table before/after renumbring

Final number of colors (g.e. initial number)

Meshes from `COLORindex[ic]` to `COLORindex[ic+1]-1` are in (ic+1)-th color.

Meshes in same color are independent:

Parallel processing can be applied.

(ic)-th color: if color ID starts at 0

(ic+1)-th color: if color ID starts at 1

In the program, color ID starts at 1 !!

COLORindex[NCOLORTot+1] Meshes from **COLORindex[ic]** to **COLORindex[ic+1]-1** are in (ic+1)-th color.
 Meshes in same color are independent:
 Parallel processing can be applied.

(ic)-th color: if color ID starts at 0

(ic+1)-th color: if color ID starts at 1

In the program, color ID starts at 1 !!

```
for (ic=1; ic<=NCOLORtot; ic++) {
    for (i=COLORindex[ic-1]+1; i<=COLORindex[ic]; i++) {
        fprintf(fp21, "#new%8d #old%8d  color%8d¥n",
                i, NEWtoOLD[i-1]+1, ic);
    }
}
```

COLOR	number	5			
#new	1	#old	1	color	1
#new	2	#old	3	color	1
#new	3	#old	6	color	1
#new	4	#old	8	color	1
#new	5	#old	9	color	1
#new	6	#old	2	color	2
#new	7	#old	4	color	2
#new	8	#old	5	color	2
#new	9	#old	7	color	2
#new	10	#old	10	color	2
#new	11	#old	11	color	3
#new	12	#old	13	color	3
#new	13	#old	16	color	3
#new	14	#old	12	color	4
#new	15	#old	14	color	4
#new	16	#old	15	color	5

COLORindex

Modified MC Method

- ① The mesh with minimum value of “degree” is set to “NEW mesh ID= 1”, “Color ID= 1”, and “counter for color number” is 1.
- ② Define “ $ITEMcou = ICELTOT / NCOLORTot$ ”, where $ITEMcou$ is maximum number of meshes in each color.
- ③ Color $ITEMcou$ independent meshes in ascending order according to initial mesh ID.
- ④ If $ITEMcou$ meshes are colored, or no more independent meshes do not exist, add “1” to the “counter for color number”, and proceed to the next color.
- ⑤ Repeat ③ and ④, until all meshes have been colored.
- ⑥ “Final counter for color” is $NCOLORTotF$. Renumber meshes in ascending orders according to color ID. In each color, numbering is in ascending orders according to initial mesh ID.
In each color, new numbering of meshes is continuous.

mc (1/8)

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <errno.h>

#include "mc.h"

int
MC(int N, int NL, int NU, int *INL, int **IAL, int *INU, int **IAU,
   int *NCOLORtot, int *COLORindex, int *NEWtoOLD, int *OLDtoNEW)
{
    int NCOLORk;
    int *IW, *INLw, *INUw;
    int **IALw, **IAUw;
    int INmin, NODmin, ITEMcou;
    int i, j, k, icon, icou, icouK, icoug, icol, ic, ik, jL, jU;
```

mc (2/8)

```

IW = (int *)calloc(N, sizeof(int));
if(IW == NULL) {
    fprintf(stderr, "Error: %s\n",
            strerror(errno));
    return -1;
}

NCOLORk = *NCOLORtot;

for(i=0; i<N; i++) {
    NEWtoOLD[i] = i;
    OLDtoNEW[i] = i;
}

INmin = N;
NODmin = -1;

for(i=0; i<N; i++) {
    icon = INL[i] + INU[i];
    if (icon < INmin) {
        INmin = icon;
        NODmin = i;
    }
}

OLDtoNEW[NODmin] = 1;
NEWtoOLD[0] = NODmin+1;

memset(IW, 0, sizeof(int)*N);
IW[NODmin] = 1;

ITEMcou = N / NCOLORk;

```

IW:

Work array

“Color ID” of each mesh

IW=0 at initial stage

NODmin:

ID of the mesh with minimum
value of “degree”

```

IW = (int *)calloc(N, sizeof(int));
if(IW == NULL) {
    fprintf(stderr, "Error: %s\n",
            strerror(errno));
    return -1;
}

NCOLORk = *NCOLORtot;

for(i=0; i<N; i++) {
    NEWtoOLD[i] = i;
    OLDtoNEW[i] = i;
}

INmin = N;
NODmin = -1;

for(i=0; i<N; i++) {
    icon = INL[i] + INU[i];
    if (icon < INmin) {
        INmin = icon;
        NODmin = i;
    }
}

OLDtoNEW[NODmin] = 1;
NEWtoOLD[      ] = NODmin+1;

memset(IW, 0, sizeof(int)*N);
IW[NODmin] = 1;

ITEMcou = N / NCOLORk;

```

mc (2/8)

New mesh ID of **NODmin** is set to 0
 Color ID of **NODmin** is set to 1

OLDtoNEW[NODmin] = 1
NEWtoOLD[0] = NODmin+1

IW[NODmin]=1: Color ID

mc (2/8)

```

IW = (int *)calloc(N, sizeof(int));
if(IW == NULL) {
    fprintf(stderr, "Error: %s\n",
            strerror(errno));
    return -1;
}

NCOLORk = *NCOLORtot;

for(i=0; i<N; i++) {
    NEWtoOLD[i] = i;
    OLDtoNEW[i] = i;
}

INmin = N;
NODmin = -1;

for(i=0; i<N; i++) {
    icon = INL[i] + INU[i];
    if (icon < INmin) {
        INmin = icon;
        NODmin = i;
    }
}

OLDtoNEW[NODmin] = 1;
NEWtoOLD[0] = NODmin+1;

memset(IW, 0, sizeof(int)*N);
IW[NODmin] = 1;

ITEMcou = N / NCOLORk;

```

ITEMcou = N/NCOLORk :

(Maximum) number of meshes in
each color

INPUT=3: MC, 5-Colors

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4



12	15	16	13
5	10	11	14
8	3	9	4
1	6	2	7

#new	1	#old	1	color	1
#new	2	#old	3	color	1
#new	3	#old	6	color	1
#new	4	#old	8	color	1
#new	5	#old	9	color	1
#new	6	#old	2	color	2
#new	7	#old	4	color	2
#new	8	#old	5	color	2
#new	9	#old	7	color	2
#new	10	#old	10	color	2
#new	11	#old	11	color	3
#new	12	#old	13	color	3
#new	13	#old	16	color	3
#new	14	#old	12	color	4
#new	15	#old	14	color	4
#new	16	#old	15	color	5

$$16/3=5= \underline{\text{ITEMcou}}$$

Finally, 5 colors are needed.
Affected by
reevaluation/devaluation

mc (3/8)

Initialization of Counters

icou : Global Counter

icouK: Intra-Color Counter

```

icou = 1;
icouK = 1;
for(icol=0; icol<N; icol++) {
    NCOLORk = icol + 1;
    for(i=0; i<N; i++) {
        if(IW[i] <= 0) IW[i] = 0;
        for(i=0; i<N; i++) {
/* already COLORED*/
            if(IW[i] == icol+1) {
                for(k=0; k<INL[i]; k++) {
                    ik = IAL[i][k];
                    if(IW[ik-1] <= 0) IW[ik-1] = -1;
                }
                for(k=0; k<INU[i]; k++) {
                    ik = IAU[i][k];
                    if(IW[ik-1] <= 0) IW[ik-1] = -1;
                }
            }
        }

/* not COLORED */
        if(IW[i] == 0) {
            icou++; icouK++;
            IW[i] = icol + 1;
            for(k=0; k<INL[i]; k++) {
                ik = IAL[i][k];
                if(IW[ik-1] <= 0) IW[ik-1] = -1;
            }
            for(k=0; k<INU[i]; k++) {
                ik = IAU[i][k];
                if(IW[ik-1] <= 0) IW[ik-1] = -1;
            }
        }
        if(icou == N) goto N200;
        if(icouK == ITEMcou) goto N100;
    }
N100:
    icouK = 0;
}
N200:

```

mc (3/8)

```

icou = 1;
icouK = 1;
for (icol=0; icol<N; icol++) { Loop on Colors
    NCOLORk = icol + 1;
    for (i=0; i<N; i++) {
        if (IW[i] <= 0) IW[i] = 0;
        for (i=0; i<N; i++) {
/* already COLORED */
            if (IW[i] == icol+1) {
                for (k=0; k<INL[i]; k++) {
                    ik = IAL[i][k];
                    if (IW[ik-1] <= 0) IW[ik-1] = -1;
                }
                for (k=0; k<INU[i]; k++) {
                    ik = IAU[i][k];
                    if (IW[ik-1] <= 0) IW[ik-1] = -1;
                }
            }
        }

/* not COLORED */
        if (IW[i] == 0) {
            icou++; icouK++;
            IW[i] = icol + 1;
            for (k=0; k<INL[i]; k++) {
                ik = IAL[i][k];
                if (IW[ik-1] <= 0) IW[ik-1] = -1;
            }
            for (k=0; k<INU[i]; k++) {
                ik = IAU[i][k];
                if (IW[ik-1] <= 0) IW[ik-1] = -1;
            }
        }
        if (icou == N) goto N200;
        if (icouK == ITEMcou) goto N100;
    }
N100:
    icouK = 0;
}
N200:

```

mc (3/8)

```

icou = 1;
icouK = 1;
for (icol=0; icol<N; icol++) {
    NCOLORk = icol + 1;
    for (i=0; i<N; i++) {
        if (IW[i] <= 0) IW[i] = 0;
        for (i=0; i<N; i++) {
/* already COLORED */
            if (IW[i] == icol+1) {
                for (k=0; k<INL[i]; k++) {
                    ik = IAL[i][k];
                    if (IW[ik-1] <= 0) IW[ik-1] = -1;
                }
                for (k=0; k<INU[i]; k++) {
                    ik = IAU[i][k];
                    if (IW[ik-1] <= 0) IW[ik-1] = -1;
                }
            }
        }

/* not COLORED */
        if (IW[i] == 0) {
            icou++; icouK++;
            IW[i] = icol + 1;
            for (k=0; k<INL[i]; k++) {
                ik = IAL[i][k];
                if (IW[ik-1] <= 0) IW[ik-1] = -1;
            }
            for (k=0; k<INU[i]; k++) {
                ik = IAU[i][k];
                if (IW[ik-1] <= 0) IW[ik-1] = -1;
            }
        }
        if (icou == N) goto N200;
        if (icouK == ITEMcou) goto N100;
    }
}

N100:
    icouK = 0;
}

N200:

```

NCOLORk :

Current number of colors

IW[i]=0 :

If i-th mesh (original numbering)
is not colored.

mc (3/8)

```

icou = 1;
icouK = 1;
for (icol=0; icol<N; icol++) {
    NCOLORk = icol + 1;
    for (i=0; i<N; i++) {
        if (IW[i] <= 0) IW[i] = 0;
        for (i=0; i<N; i++) {
/* already COLORED */
            if (IW[i] == icol+1) {
                for (k=0; k<INL[i]; k++) {
                    ik = IAL[i][k];
                    if (IW[ik-1] <= 0) IW[ik-1] = -1;
                }
                for (k=0; k<INU[i]; k++) {
                    ik = IAU[i][k];
                    if (IW[ik-1] <= 0) IW[ik-1] = -1;
                }
            }
        }

/* not COLORED */
        if (IW[i] == 0) {
            icou++; icouK++;
            IW[i] = icol + 1;
            for (k=0; k<INL[i]; k++) {
                ik = IAL[i][k];
                if (IW[ik-1] <= 0) IW[ik-1] = -1;
            }
            for (k=0; k<INU[i]; k++) {
                ik = IAU[i][k];
                if (IW[ik-1] <= 0) IW[ik-1] = -1;
            }
        }
        if (icou == N) goto N200;
        if (icouK == ITEMcou) goto N100;
    }
}

N100:
    icouK = 0;

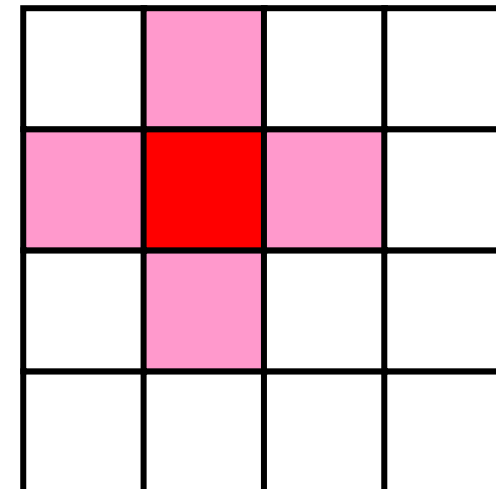
N200:

```

Loop on Colors

If mesh is already assigned to the “current color”, components of **IW** array for adjacent meshes are set to “-1”.

Remove meshes connected to meshes assigned to the “current color”, because they cannot be into the “current color”.



mc (3/8)

```

icou = 1;
icouK = 1;
for(icol=0; icol<N; icol++) {
    NCOLORk = icol + 1;
    for(i=0; i<N; i++) {
        if(IW[i] <= 0) IW[i] = 0;
        for(i=0; i<N; i++) {
/* already COLORED*/
            if(IW[i] == icol+1) {
                for(k=0; k<INL[i]; k++) {
                    ik = IAL[i][k];
                    if(IW[ik-1] <= 0) IW[ik-1] = -1;
                }
                for(k=0; k<INU[i]; k++) {
                    ik = IAU[i][k];
                    if(IW[ik-1] <= 0) IW[ik-1] = -1;
                }
            }
        }

/* not COLORED */
        if(IW[i] == 0) {
            icou++; icouK++;
            IW[i] = icol + 1;
            for(k=0; k<INL[i]; k++) {
                ik = IAL[i][k];
                if(IW[ik-1] <= 0) IW[ik-1] = -1;
            }
            for(k=0; k<INU[i]; k++) {
                ik = IAU[i][k];
                if(IW[ik-1] <= 0) IW[ik-1] = -1;
            }
        }
        if(icou == N) goto N200;
        if(icouK == ITEMcou) goto N100;
    }
}

N100:
    icouK = 0;

N200:

```

if IW[i]=0:

- **icou = icou+1**
- **icouK=icouK+1**
- **IW[i]=icol+1**: Color ID

- **IW[ik]=-1** where *ik-th* mesh is adjacent to *i-th* mesh

mc (3/8)

```

icou = 1;
icouK = 1;
for (icol=0; icol<N; icol++) {
    NCOLORk = icol + 1;
    for (i=0; i<N; i++) {
        if (IW[i] <= 0) IW[i] = 0;
        for (j=0; j<N; j++) {
            /* already COLORED */
            if (IW[i] == icol+1) {
                for (k=0; k<INL[i]; k++) {
                    ik = IAL[i][k];
                    if (IW[ik-1] <= 0) IW[ik-1] = -1;
                }
                for (k=0; k<INU[i]; k++) {
                    ik = IAU[i][k];
                    if (IW[ik-1] <= 0) IW[ik-1] = -1;
                }
            }
            /* not COLORED */
            if (IW[i] == 0) {
                icou++; icouK++;
                IW[i] = icol + 1;
                for (k=0; k<INL[i]; k++) {
                    ik = IAL[i][k];
                    if (IW[ik-1] <= 0) IW[ik-1] = -1;
                }
                for (k=0; k<INU[i]; k++) {
                    ik = IAU[i][k];
                    if (IW[ik-1] <= 0) IW[ik-1] = -1;
                }
            }
            if (icou == N) goto N200;
            if (icouK == ITEMcou) goto N100;
        }
    }
}
N100:
    icouK = 0;
}
N200:

```

icou : Global Counter
icouK: Intra-Color Counter

if **icou=N (ICELTOT)**:

- All meshes are colored (completed).

if **icouK=ITEMcou**:

- **icouK=0**
- Proceed to the next color.

if **icouK<ITEMcou.and.i=N**:

- No more independent meshes.
- Proceed to the next color.

INPUT=3: MC, 5-Colors

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4



5			
	3		4
1		2	

#new	1	#old	1	color	1
#new	2	#old	3	color	1
#new	3	#old	6	color	1
#new	4	#old	8	color	1
#new	5	#old	9	color	1
#new	6	#old	2	color	2
#new	7	#old	4	color	2
#new	8	#old	5	color	2
#new	9	#old	7	color	2
#new	10	#old	10	color	2
#new	11	#old	11	color	3
#new	12	#old	13	color	3
#new	13	#old	16	color	3
#new	14	#old	12	color	4
#new	15	#old	14	color	4
#new	16	#old	15	color	5

$$16/3=5= \underline{\text{ITEMcou}}$$

5 independent meshes

INPUT=3: MC, 5-Colors

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4



5	10		
8	3	9	4
1	6	2	7

#new	1	#old	1	color	1
#new	2	#old	3	color	1
#new	3	#old	6	color	1
#new	4	#old	8	color	1
#new	5	#old	9	color	1
#new	6	#old	2	color	2
#new	7	#old	4	color	2
#new	8	#old	5	color	2
#new	9	#old	7	color	2
#new	10	#old	10	color	2
#new	11	#old	11	color	3
#new	12	#old	13	color	3
#new	13	#old	16	color	3
#new	14	#old	12	color	4
#new	15	#old	14	color	4
#new	16	#old	15	color	5

$$16/3=5= \underline{\text{ITEMcou}}$$

5 independent meshes

INPUT=3: MC, 5-Colors

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4



12			13
5	10	11	
8	3	9	4
1	6	2	7

#new	1	#old	1	color	1
#new	2	#old	3	color	1
#new	3	#old	6	color	1
#new	4	#old	8	color	1
#new	5	#old	9	color	1
#new	6	#old	2	color	2
#new	7	#old	4	color	2
#new	8	#old	5	color	2
#new	9	#old	7	color	2
#new	10	#old	10	color	2
#new	11	#old	11	color	3
#new	12	#old	13	color	3
#new	13	#old	16	color	3
#new	14	#old	12	color	4
#new	15	#old	14	color	4
#new	16	#old	15	color	5

$$16/3=5= \underline{\text{ITEMcou}}$$

Proceed to the next color, if no more independent meshes.

INPUT=3: MC, 5-Colors

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4



12	15		13
5	10	11	14
8	3	9	4
1	6	2	7

#new	1	#old	1	color	1
#new	2	#old	3	color	1
#new	3	#old	6	color	1
#new	4	#old	8	color	1
#new	5	#old	9	color	1
#new	6	#old	2	color	2
#new	7	#old	4	color	2
#new	8	#old	5	color	2
#new	9	#old	7	color	2
#new	10	#old	10	color	2
#new	11	#old	11	color	3
#new	12	#old	13	color	3
#new	13	#old	16	color	3
#new	14	#old	12	color	4
#new	15	#old	14	color	4
#new	16	#old	15	color	5

$$16/3=5= \underline{\text{ITEMcou}}$$

Proceed to the next color, if no more independent meshes.

mc (5/8)

```

/*****
 * Final Coloring *
 *****/

*NCOLORtot = NCOLORk;
memset(COLORindex, 0, sizeof(int)*(N+1));

icoug = 0;
for(ic=1; ic<=(*NCOLORtot); ic++) {
    icou = 0;
    for(i=0; i<N; i++) {
        if(IW[i] == ic) {
            NEWtoOLD[icoug] = i+1;
            OLDtoNEW[i] = icoug+1;
            icou++;
            icoug++;
        }
    }
    COLORindex[ic] = icou;
}

for(ic=1; ic<=(*NCOLORtot); ic++) {
    COLORindex[ic] += COLORindex[ic-1];
}

```

NCOLORtot = NCOLORk:

Final number of colors.

NCOLORtot g.e. (Initial number of colors provided by user)

mc (5/8)

```

/*****
 * Final Coloring *
 *****/

*NCOLORtot = NCOLORk;
memset(COLORindex, 0, sizeof(int)*(N+1));

icoug = 0;
for(ic=1; ic<=(*NCOLORtot); ic++) {
    icou = 0;
    for(i=0; i<N; i++) {
        if(IW[i] == ic) {
            NEWtoOLD[icoug] = i+1;
            OLDtoNEW[i] = icoug+1;
            icou++;
            icoug++;
        }
    }
    COLORindex[ic] = icou;
}

for(ic=1; ic<=(*NCOLORtot); ic++) {
    COLORindex[ic] += COLORindex[ic-1];
}

```

Renumber meshes in ascending orders according to color ID.

OLDtoNEW[OldID] = NewID+1

NEWtoOLD[NewID] = OldID+1

starting@"1"

COLODindex[ic]:

At this stage, number of meshes in each color (ic+1) is stored.

mc (6/8)

```

/*****
 * Final Coloring *
 *****/

*NCOLORtot = NCOLORk;
memset(COLORindex, 0, sizeof(int)*(N+1));

icoug = 0;
for(ic=1; ic<=(*NCOLORtot); ic++) {
    icou = 0;
    for(i=0; i<N; i++) {
        if(IW[i] == ic) {
            NEWtoOLD[icoug] = i+1;
            OLDtoNEW[i] = icoug+1;
            icou++;
            icoug++;
        }
    }
    COLORindex[ic] = icou;
}

for(ic=1; ic<=(*NCOLORtot); ic++) {
    COLORindex[ic] += COLORindex[ic-1];
}

```

COLODindex[ic]:

Now it is 1D index.

```
INLw = (int *)calloc(N, sizeof(int));
if(INLw == NULL) {
    fprintf(stderr, "Error: %s\n", strerror(errno));
    return -1;
}...
```

```
for(j=0; j<NL; j++) {
    for(i=0; i<N; i++) {
        IW[i] = IAL[NEWtoOLD[i]-1][j];
    }
    for(i=0; i<N; i++) {
        IAL[i][j] = IW[i];
    }
}
```

```
for(j=0; j<NU; j++) {
    for(i=0; i<N; i++) {
        IW[i] = IAU[NEWtoOLD[i]-1][j];
    }
    for(i=0; i<N; i++) {
        IAU[i][j] = IW[i];
    }
}
```

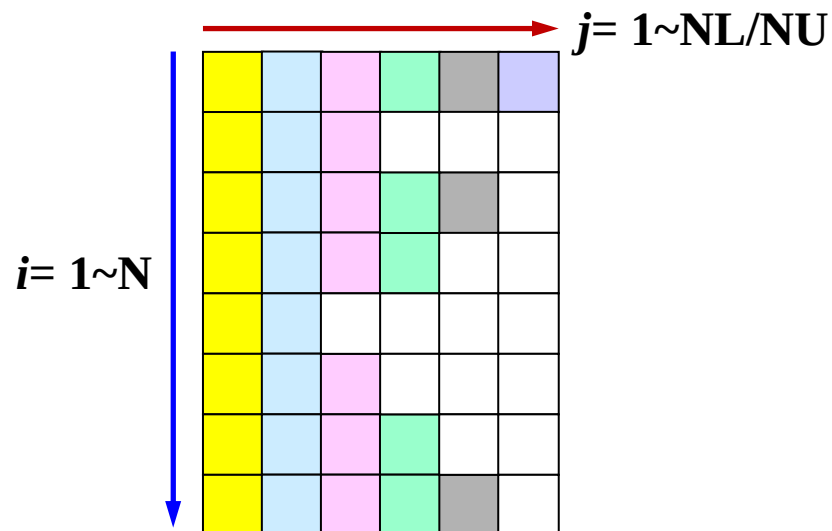
mc (6/8)

Arrays for Work

- INLw (N)
- INUw (N)
- IALw (NL, N)
- IAUw (NU, N)

Lower/upper components
(column ID) are reordered
according to new numbering.

ID's of column ID are by old
numbering.



mc (7/8)

```

for(i=0; i<N; i++) {
    IW[i] = INL[NEWtoOLD[i]-1];
}
for(i=0; i<N; i++) {
    INLw[i] = IW[i];
}
for(i=0; i<N; i++) {
    IW[i] = INU[NEWtoOLD[i]-1];
}
for(i=0; i<N; i++) {
    INUw[i] = IW[i];
}

for(j=0; j<NL; j++) {
    for(i=0; i<N; i++) {
        if(IAL[i][j] == 0) {
            IALw[i][j] = 0;
        } else {
            IALw[i][j] = OLDtoNEW[IAL[i][j]-1];
        }
    }
}

for(j=0; j<NU; j++) {
    for(i=0; i<N; i++) {
        if(IAU[i][j] == 0) {
            IAUw[i][j] = 0;
        } else {
            IAUw[i][j] = OLDtoNEW[IAU[i][j]-1];
        }
    }
}

```

Information for number of lower/upper components based on new numbering is stored into:

- INL -> INLw
- INU -> INUw

mc (7/8)

```

for(i=0; i<N; i++) {
    IW[i] = INL[NEWtoOLD[i]-1];
}
for(i=0; i<N; i++) {
    INLw[i] = IW[i];
}
for(i=0; i<N; i++) {
    IW[i] = INU[NEWtoOLD[i]-1];
}
for(i=0; i<N; i++) {
    INUw[i] = IW[i];
}

for(j=0; j<NL; j++) {
    for(i=0; i<N; i++) {
        if(IAL[i][j] == 0) {
            IALw[i][j] = 0;
        } else {
            IALw[i][j] = OLDtoNEW[IAL[i][j]-1];
        }
    }
}

for(j=0; j<NU; j++) {
    for(i=0; i<N; i++) {
        if(IAU[i][j] == 0) {
            IAUw[i][j] = 0;
        } else {
            IAUw[i][j] = OLDtoNEW[IAU[i][j]-1];
        }
    }
}

```

“Renumbered” lower/upper components (column ID) are stored into:

- IAL -> IALw
- IAU -> IAUw

```

memset(INL, 0, sizeof(int)*N);
memset(INU, 0, sizeof(int)*N);
for(i=0; i<N; i++) {
    memset(IAL[i], 0, sizeof(int)*NL);
    for(i=0; i<N; i++) {
        memset(IAU[i], 0, sizeof(int)*NU);
    }
    for(i=0; i<N; i++) {
        jL = 0;
        jU = 0;
        for(j=0; j<INLw[i]; j++) {
            if(IALw[i][j] > i+1) {
                IAU[i][jU] = IALw[i][j];
                jU++;
            } else {
                IAL[i][jL] = IALw[i][j];
                jL++;
            }
        }
        for(j=0; j<INUw[i]; j++) {
            if(IAUw[i][j] > i+1) {
                IAU[i][jU] = IAUw[i][j];
                jU++;
            } else {
                IAL[i][jL] = IAUw[i][j];
                jL++;
            }
        }
        INL[i] = jL;
        INU[i] = jU;
    }
    free(IW);
    free(INLw);
    free(IALw);
    free(INUw);
    free(IAUw);
    return 0;
}

```

mc (8/8)

Operation for lower triangular components (column ID) in the original matrix. “Renumbered” components (column ID) are stored into:

• IALw → IAL, IAU

```

for(i=0; i<N; i++) {
    jL = 0;
    jU = 0;
    for(j=0; j<INLw[i]; j++) {
        if(IALw[i][j] > i+1) {
            IAU[i][jU] = IALw[i][j];
            jU++;
        } else {
            IAL[i][jL] = IALw[i][j];
            jL++;
        }
    }
}

```

Because IALw[i][j] could be larger than i according to new numbering.

Why do we need these operations ?

Original

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

$INL[7-1] = 2$
 $IAL[6][0] = 3, IAL[6][1] = 6$

$INU[7-1] = 2$
 $IAU[6][0] = 8, IAU[6][1] = 11$

5 Color

12	15	16	13
5	10	11	14
8	3	9	4
1	6	2	7

$INL[9-1] = 3$
 $IAL[8][0] = 2, IAL[8][1] = 3$
 $IAL[8][2] = 4$

$INU[9-1] = 1$
 $IAU[8][0] = 11$

Magnitude correlation with adjacent meshes could change after renumbering.

mc (8/8)

```

memset(INL, 0, sizeof(int)*N);
memset(INU, 0, sizeof(int)*N);
for(i=0; i<N; i++) {
    memset(IAL[i], 0, sizeof(int)*NL);
    for(i=0; i<N; i++) {
        memset(IAU[i], 0, sizeof(int)*NU);
    }

    for(i=0; i<N; i++) {
        jL = 0;
        jU = 0;
        for(j=0; j<INLw[i]; j++) {
            if(IALw[i][j] > i+1) {
                IAU[i][jU] = IALw[i][j];
                jU++;
            } else {
                IAL[i][jL] = IALw[i][j];
                jL++;
            }
        }

        for(j=0; j<INUw[i]; j++) {
            if(IAUw[i][j] > i+1) {
                IAU[i][jU] = IAUw[i][j];
                jU++;
            } else {
                IAL[i][jL] = IAUw[i][j];
                jL++;
            }
        }

        INL[i] = jL;
        INU[i] = jU;
    }

    free(IW);
    free(INLw);      free(INUw);
    free(IALw);      free(IAUw);

    return 0;
}

```

Operation for upper triangular components (column ID) in the original matrix. “Renumbered” components (column ID) are stored into:

• IAUw -> IAL, IAU

mc (8/8)

```

memset(INL, 0, sizeof(int)*N);
memset(INU, 0, sizeof(int)*N);
for(i=0; i<N; i++) {
    memset(IAL[i], 0, sizeof(int)*NL);
    for(i=0; i<N; i++) {
        memset(IAU[i], 0, sizeof(int)*NU);
    }
}

for(i=0; i<N; i++) {
    jL = 0;
    jU = 0;
    for(j=0; j<INLw[i]; j++) {
        if(IALw[i][j] > i+1) {
            IAU[i][jU] = IALw[i][j];
            jU++;
        } else {
            IAL[i][jL] = IALw[i][j];
            jL++;
        }
    }

    for(j=0; j<INUw[i]; j++) {
        if(IAUw[i][j] > i+1) {
            IAU[i][jU] = IAUw[i][j];
            jU++;
        } else {
            IAL[i][jL] = IAUw[i][j];
            jL++;
        }
    }
    INL[i] = jL;
    INU[i] = jU;
}

free(IW);
free(INLw);      free(INUw);
free(IALw);      free(IAUw);

return 0;
}

```

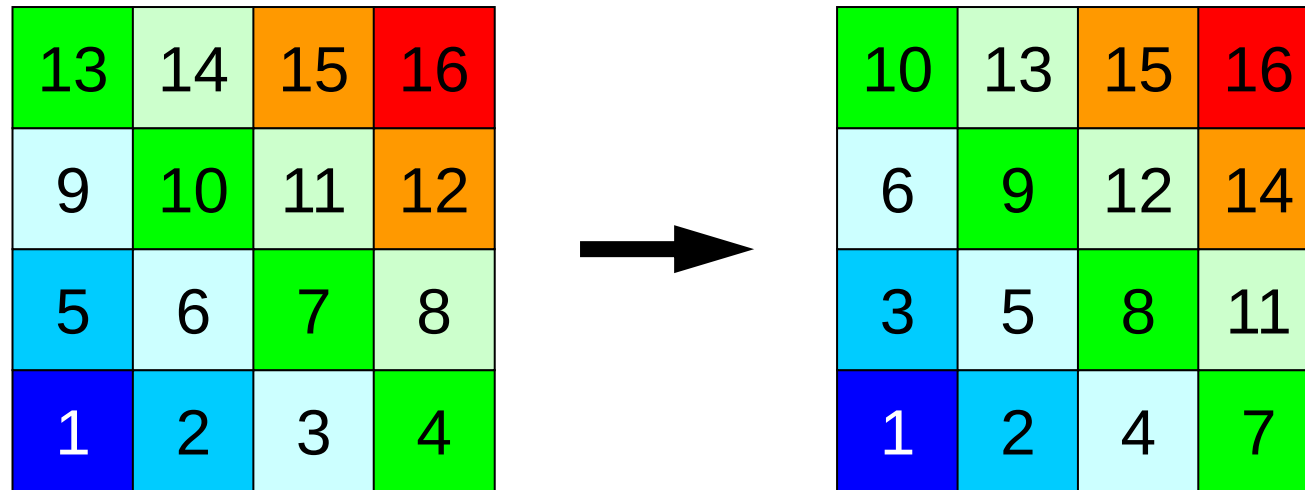
“Final” number of upper/lower components (column ID) in the renumbered new matrix.

- INL
- INU

Modified CM Method for Parallel Computing

- ① The mesh with minimum value of “degree” is set to “Level=1”.
- ② Meshes adjacent to “Level=k-1” meshes are set to “Level=k”. In each level, meshes must be independent (not directly connected). If a dependent pair is found in same color, one mesh is removed (In current implementation, a mesh found later is removed).
- ③ Repeat ②, until all meshes are flagged to “levels”
- ④ Renumber meshes in ascending orders according to “Level” ID. In each level, numbering is in ascending orders according to initial mesh ID. In each level, new numbering of meshes is continuous.

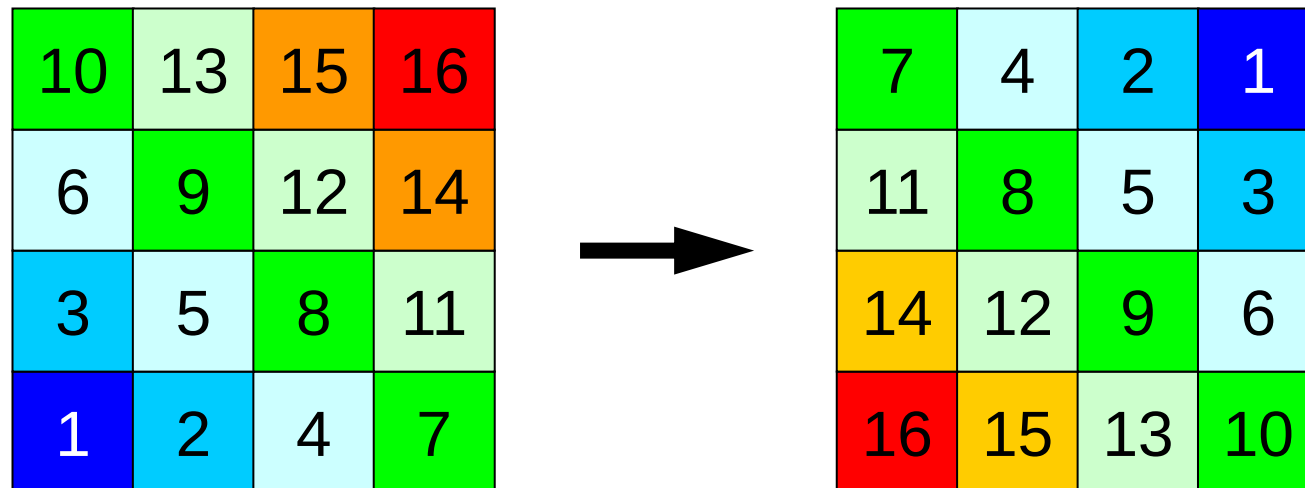
Procedure of CM Method



- Meshes adjacent to “Level=k-1” meshes are set to “Level=k” (Repeat until all meshes are flagged into “levels”)
 - In each level, meshes must be independent (not directly connected). If a dependent pair is found in same color, one mesh is removed (In current implementation, a mesh found later is removed).
- Renumber meshes in ascending orders according to “Level” ID.

RCM: Reverse Cuthill-McKee

- Do operations for “CM” method
 - Calculate “degree” at each mesh
 - Flag “level k (1,2,...)” to meshes
 - Repeat processes, final renumbering
- Renumbering Again
 - Renumber meshes reordered by CM method in reverse order.
 - Fill-in’s are fewer than CM



cm (1/5)

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <errno.h>

#include "rcm.h"

extern int
CM(int N, int NL, int NU, int *INL, int **IAL, int *INU, int **IAU,
   int *NCOLORtot, int *COLORindex, int *NEWtoOLD, int *OLDtoNEW)
{
    int **IW;
    int *INLw, *INUw;
    int **IALw, **IAUw;
    int KC, KCT, KCTO, KMIN, KMAX;
    int JC, JN;
    int II;
    int i, j, k, ic, jL, jU;
    int INmin, NODmin;
    int icon, icol, icouG, icou, icou0, in, inC;
```

cm (2/5)

```

IW = (int **)calloc(2, sizeof(int *));
if(IW == NULL) {
    fprintf(stderr, "Error: %s\n", strerror(errno));
    return -1;
}

for(i=0; i<2; i++) {
    IW[i] = (int *)calloc(N, sizeof(int));
}

INmin = N;
NODmin = -1;

for(i=0; i<N; i++) {
    icon = 0;
    for(k=0; k<INL[i]; k++) {
        icon++;
    }
    for(k=0; k<INU[i]; k++) {
        icon++;
    }

    if(icon < INmin) {
        INmin = icon;
        NODmin = i;
    }
}

if(NODmin == -1) NODmin = 0;

IW[1][NODmin] = 1;

NEWtoOLD[0] = NODmin+1;
OLDtoNEW[NODmin] = 1;

icol = 0;

```

IW[0][i]:

Work array

IW[1][i]:

“Level ID” of each mesh
starting at “1”

cm (2/5)

```

IW = (int **)calloc(2, sizeof(int *));
if(IW == NULL) {
    fprintf(stderr, "Error: %s\n", strerror(errno));
    return -1;
}

for(i=0; i<2; i++) {
    IW[i] = (int *)calloc(N, sizeof(int));
}

INmin = N;
NODmin = -1;

for(i=0; i<N; i++) {
    icon = 0;
    for(k=0; k<INL[i]; k++) {
        icon++;
    }
    for(k=0; k<INU[i]; k++) {
        icon++;
    }

    if(icon < INmin) {
        INmin = icon;
        NODmin = i;
    }
}

if(NODmin == -1) NODmin = 0;

IW[1][NODmin] = 1;

NEWtoOLD[0] = NODmin+1;
OLDtoNEW[NODmin] = 1;

icol = 0;

```

NODmin:

ID of the mesh with minimum value of "degree"

cm (2/5)

```

IW = (int **)calloc(2, sizeof(int *));
if(IW == NULL) {
    fprintf(stderr, "Error: %s\n", strerror(errno));
    return -1;
}

for(i=0; i<2; i++) {
    IW[i] = (int *)calloc(N, sizeof(int));
}

INmin = N;
NODmin = -1;

for(i=0; i<N; i++) {
    icon = 0;
    for(k=0; k<INL[i]; k++) {
        icon++;
    }
    for(k=0; k<INU[i]; k++) {
        icon++;
    }

    if(icon < INmin) {
        INmin = icon;
        NODmin = i;
    }
}

if(NODmin == -1) NODmin = 0;

IW[1][NODmin] = 1;

NEWtoOLD[0] = NODmin+1;
OLDtoNEW[NODmin] = 1;

icol = 0;

```

New mesh ID of **NODmin**
is set to 0.
Level ID of **NODmin** is set to 1

OLDtoNEW[NODmin] = 1
NEWtoOLD[0] = NODmin+1

IW[1][NODmin]=1: Level ID

cm (3/5)

```

icouG = 1;
for(icol=1; icol<N; icol++) {
    icou = 0;
    icou0 = 0;
    for(i=0; i<N; i++) {
        if(IW[1][i] == icol) {
            for(k=0; k<INL[i]; k++) {
                in = IAL[i][k];
                if(IW[1][in-1] == 0) {
                    IW[1][in-1] = -(icol + 1);
                    icou++;
                    IW[0][icou-1] = in;
                }
            }
            for(k=0; k<INU[i]; k++) {
                in = IAU[i][k];
                if(IW[1][in-1] == 0) {
                    IW[1][in-1] = -(icol + 1);
                    icou++;
                    IW[0][icou-1] = in;
                }
            }
        }
    }
}

if(icou == 0) {
    for(i=0; i<N; i++) {
        if(IW[1][i] == 0) {
            icou++;
            IW[1][i] = -(icol + 1);
            IW[0][icou-1] = i + 1;
            break;
        }
    }
}

```

icouG: Global Counter

icou : Intra-Level Counter

Loop on Levels

```

icouG = 1;
for(icol=1; icol<N; icol++) {
    icou = 0;
    icou0 = 0;
    for(i=0; i<N; i++) {
        if(IW[1][i] == icol) {
            for(k=0; k<INL[i]; k++) {
                in = IAL[i][k];
                if(IW[1][in-1] == 0) {
                    IW[1][in-1] = -(icol + 1);
                    icou++;
                    IW[0][icou-1] = in;
                }
            }
            for(k=0; k<INU[i]; k++) {
                in = IAU[i][k];
                if(IW[1][in-1] == 0) {
                    IW[1][in-1] = -(icol + 1);
                    icou++;
                    IW[0][icou-1] = in;
                }
            }
        }
    }
}

if(icou == 0) {
    for(i=0; i<N; i++) {
        if(IW[1][i] == 0) {
            icou++;
            IW[1][i] = -(icol + 1);
            IW[0][icou-1] = i + 1;
            break;
        }
    }
}
}

```

cm (3/5)

icouG: Global Counter

icou : Intra-Level Counter

Loops for Each Element

If (in-1)th mesh is adjacent to ith mesh where **IW[1][i]=icol**, and level of (in-1)th mesh is not finalized, (in-1)th mesh could be a candidate for meshes in (icol+1)th level.

- **IW[1][in-1] = -(icol+1)**
- **icou = icou + 1**
- **IW[0][icou-1] = in**: This array indicates “when” this mesh was found, and nominated as a candidate.

mesh, color: starting from 0

IAL[:, :]: starting from 1

What does it mean ?

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

$icol+1=4$

$IW[1][i] = icol=3: i=3, 6, 9$

icouG: Global Counter

icou : Intra-Level Counter

Loops for Each Element

If $(in-1)^{th}$ mesh is adjacent to i^{th} mesh where $IW[1][i]=icol$, and level of $(in-1)^{th}$ mesh is not finalized, $(in-1)^{th}$ mesh could be a candidate for meshes in $(icol+1)^{th}$ level.

- $IW[1][in-1] = -(icol+1)$
- $icou = icou + 1$
- $IW[0][icou-1] = in$: This array indicates “when” this mesh was found, and nominated as a candidate.

mesh, color: starting from 0

$IAL[:, :]$: starting from 1

What does it mean ?

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

$icol+1=4$

$IW[1][i] = icol=3: i=3, 6, 9$

```

IW[1][ 3 (= 4-1)] = -4
IW[1][ 6 (= 7-1)] = -4
IW[1][ 9 (=10-1)] = -4
IW[1][12 (=13-1)] = -4

```

```

IW[0][0] = 4
IW[0][1] = 7
IW[0][2] = 10
IW[0][3] = 13

```

icouG: Global Counter

icou : Intra-Level Counter

Loops for Each Element

If $(in-1)^{th}$ mesh is adjacent to i^{th} mesh where $IW[1][i]=icol$, and level of $(in-1)^{th}$ mesh is not finalized, $(in-1)^{th}$ mesh could be a candidate for meshes in $(icol+1)^{th}$ level.

- $IW[1][in-1] = -(icol+1)$
- $icou = icou + 1$
- $IW[0][icou-1] = in$: This array indicates “when” this mesh was found, and nominated as a candidate.

mesh, color: starting from 0

$IAL[:, :]$: starting from 1

cm (3/5)

```

icouG = 1;
for(icol=1; icol<N; icol++) {
    icou = 0;
    icou0 = 0;
    for(i=0; i<N; i++) {
        if(IW[1][i] == icol) {
            for(k=0; k<INL[i]; k++) {
                in = IAL[i][k];
                if(IW[1][in-1] == 0) {
                    IW[1][in-1] = -(icol + 1);
                    icou++;
                    IW[0][icou-1] = in;
                }
            }
            for(k=0; k<INU[i]; k++) {
                in = IAU[i][k];
                if(IW[1][in-1] == 0) {
                    IW[1][in-1] = -(icol + 1);
                    icou++;
                    IW[0][icou-1] = in;
                }
            }
        }
    }
}

if(icou == 0) {
    for(i=0; i<N; i++) {
        if(IW[1][i] == 0) {
            icou++;
            IW[1][i] = -(icol + 1);
            IW[0][icou-1] = i + 1;
            break;
        }
    }
}

```

icouG: Global Counter

icou : Intra-Level Counter

Loops for Each Element

If **icou=0**, a mesh, which satisfies the following conditions, is the candidate (usually, this does not happen):

- Level of this mesh is not finalized.
- Mesh ID according to the initial numbering is the smallest.

```

for(icol=1; icol<N; icol++) {
....
for(ic=0; ic<icou; ic++) {
    inC = IW[0][ic];
    if(IW[1][inC-1] != 0) {
        for(k=0; k<INL[inC-1]; k++) {
            in = IAL[inC-1][k];
            if(IW[1][in-1] <= 0) {
                IW[1][in-1] = 0;
            }
        }
        for(k=0; k<INU[inC-1]; k++) {
            in = IAU[inC-1][k];
            if(IW[1][in-1] <= 0) {
                IW[1][in-1] = 0;
            }
        }
    }
}

for(ic=0; ic<icou; ic++) {
    inC = IW[0][ic];
    if(IW[1][inC-1] != 0) {
        icouG++;
        IW[1][inC-1] = icol + 1;
    }
}

if(icouG == N) break;
}

```

cm (4/5)

Candidates for icolth level are stored in:

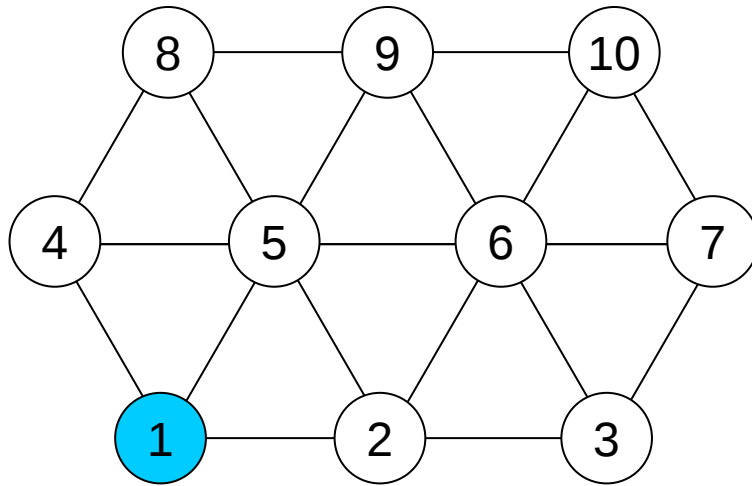
- **IW[0][ic], ic= 0~icou**

Remove such meshes that are adjacent to other candidates, **because neighboring meshes cannot belong to same level.**

If we have such removed mesh in-1, apply the following operations:

- **IW[1][in-1]= 0**

What does it mean ?



e.g.
Mesh (1) belongs to (**ico1**)th
level

Candidates for (**ico1+1**)th level are stored in:

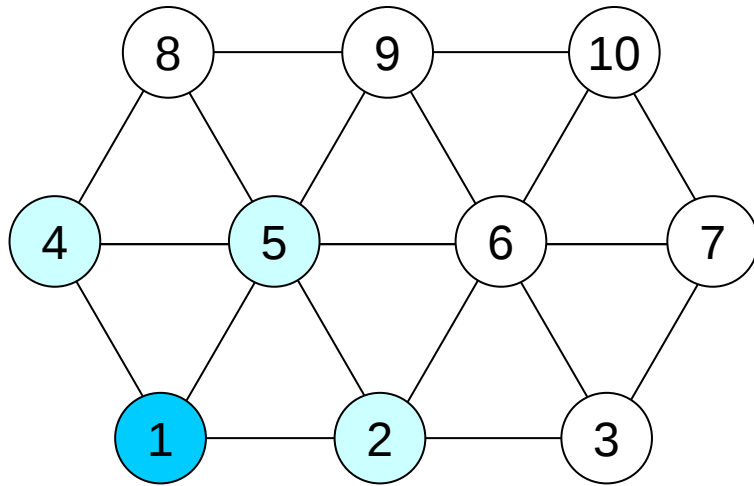
- **IW[0][ic], ic= 0~icou**

Remove such meshes that are adjacent to other candidates, **because neighboring meshes cannot belong to same level.**

If we have such removed mesh **in-1**, apply the following operations:

- **IW[1][in-1]= 0**

What does it mean ?



(2), (4) and (5) are candidates for (icol+1)th level

$IW[1][2-1] = -(icol+1)$

$IW[1][4-1] = -(icol+1)$

$IW[1][5-1] = -(icol+1)$

$IW[1][0] = 2$

$IW[1][1] = 4$

$IW[1][2] = 5$

Candidates for (icol+1)th level are stored in:

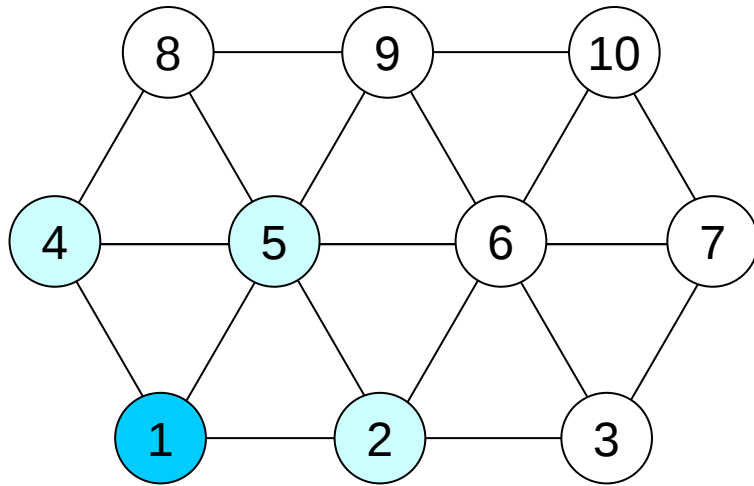
- $IW[0][ic], ic = 0 \sim icou$

Remove such meshes that are adjacent to other candidates, **because neighboring meshes cannot belong to same level.**

If we have such removed mesh in-1, apply the following operations:

- $IW[1][in-1] = 0$

What does it mean ?



Considering dependency:

$$IW[1][2-1] = -(\text{icol}+1)$$

$$IW[1][4-1] = -(\text{icol};1)$$

$$IW[1][5-1] = 0$$

$$IW[1][0] = 2$$

$$IW[1][1] = 4$$

$$IW[1][2] = 5$$

Candidates for $(\text{icol}+1)^{\text{th}}$ level are stored in:

- $IW[0][ic], ic = 0 \sim icou$

Remove such meshes that are adjacent to other candidates, **because neighboring meshes cannot belong to same level.**

If we have such removed mesh $in-1$, apply the following operations:

- $IW[1][in-1] = 0$

```

for(icol=1; icol<N; icol++) {
....
for(ic=0; ic<icou; ic++) {
    inC = IW[0][ic];
    if(IW[1][inC-1] != 0) {
        for(k=0; k<INL[inC-1]; k++) {
            in = IAL[inC-1][k];
            if(IW[1][in-1] <= 0) {
                IW[1][in-1] = 0;
            }
        }
        for(k=0; k<INU[inC-1]; k++) {
            in = IAU[inC-1][k];
            if(IW[1][in-1] <= 0) {
                IW[1][in-1] = 0;
            }
        }
    }
}

for(ic=0; ic<icou; ic++) {
    inC = IW[0][ic];
    if(IW[1][inC-1] != 0) {
        icouG++;
        IW[1][inC-1] = icol + 1;
    }
}

if(icouG == N) break;
}

```

cm (4/5)

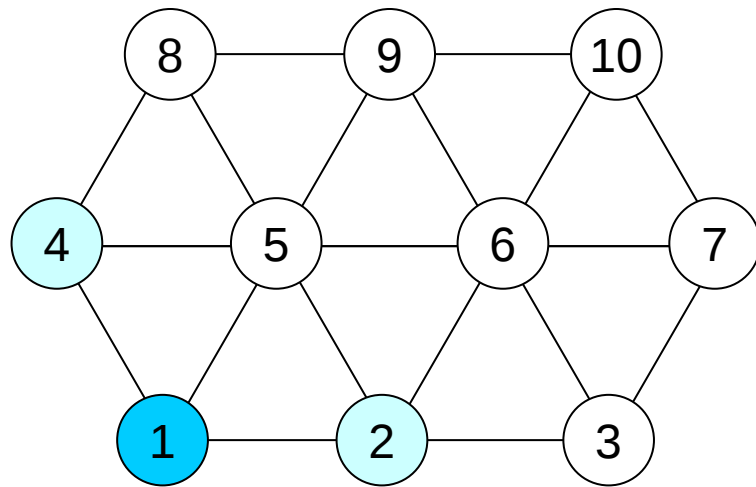
icouG: Global Counter

icou : Intra-Level Counter

Finally, meshes which satisfies
 $IW[1][inC-1] = -(icol+1)$,
 belong to $(\underline{icol+1})^{th}$ level.

For such meshes, apply
 $\underline{IW[1][inC-1] = icol + 1.}$

Finally, $\underline{icouG = icouG + 1}$



What does it mean ?

Finally, meshes which satisfies
 $IW[1][inC-1] = -(icol+1)$,
 belong to $(icol+1)^{th}$ level.

For such meshes, apply
 $IW[1][inC-1] = icol + 1$.

Finally, $icouG = icouG + 1$

Considering dependency:

$$IW[1][2-1] = -(icol+1)$$

$$IW[1][4-1] = -(icol+1)$$

$$IW[1][5-1] = 0$$

$$IW[1][0] = 2$$

$$IW[1][1] = 4$$

$$IW[1][2] = 5$$

Finally:

$$IW[1][2-1] = icol+1$$

$$IW[1][4-1] = icol+1$$

cm (4/5)

```

for(icol=1; icol<N; icol++) {
....
for(ic=0; ic<icou; ic++) {
    inC = IW[0][ic];
    if(IW[1][inC-1] != 0) {
        for(k=0; k<INL[inC-1]; k++) {
            in = IAL[inC-1][k];
            if(IW[1][in-1] <= 0) {
                IW[1][in-1] = 0;
            }
        }
        for(k=0; k<INU[inC-1]; k++) {
            in = IAU[inC-1][k];
            if(IW[1][in-1] <= 0) {
                IW[1][in-1] = 0;
            }
        }
    }
}

for(ic=0; ic<icou; ic++) {
    inC = IW[0][ic];
    if(IW[1][inC-1] != 0) {
        icouG++;
        IW[1][inC-1] = icol + 1;
    }
}

if(icouG == N) break;
}

```

icouG: Global Counter

icou : Intra-Level Counter

if icouG=N (ICELTOT):

- All meshes are colored (completed).

Otherwise, proceed to the next level.

```

/*****
/* FINAL COLORING */
*****/

*NCOLORtot = icol + 1;
icouG = 0;

for(ic=1; ic<=(*NCOLORtot); ic++) {
    icou = 0;
    for(i=0; i<N; i++) {
        if(IW[1][i] == ic) {
            NEWtoOLD[icouG] = i+1;
            OLDtoNEW[i] = icouG+1;
            icou++;
            icouG++;
        }
    }
    COLORindex[ic] = icou;
}

COLORindex[0] = 0;

for(ic=1; ic<=(*NCOLORtot); ic++) {
    COLORindex[ic] = COLORindex[ic-1] +
                    COLORindex[ic];
}

/*****
* MATRIX transfer *
*****/

```

cm (5/5)

NCOLORtot = NCOLORk:

Final number of colors.

NCOLORtot g.e. (Initial number of colors provided by user)

Renumber meshes in ascending orders according to level ID.

OLDtoNEW[OldID] = NewID+1

NEWtoOLD[NewID] = OldID+1

COLODindex[ic]:

At this stage, number of meshes in each level (ic+1) is stored.

cm (5/5)

```

/*****
/* FINAL COLORING */
*****/

*NCOLORtot = icol + 1;
icouG = 0;

for(ic=1; ic<=(*NCOLORtot); ic++) {
    icou = 0;
    for(i=0; i<N; i++) {
        if(IW[1][i] == ic) {
            NEWtoOLD[icouG] = i+1;
            OLDtoNEW[i] = icouG+1;
            icou++;
            icouG++;
        }
    }
    COLORindex[ic] = icou;
}

COLORindex[0] = 0;

for(ic=1; ic<=(*NCOLORtot); ic++) {
    COLORindex[ic] = COLORindex[ic-1] +
                    COLORindex[ic];
}

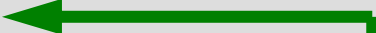
/*****
* MATRIX transfer *
*****/

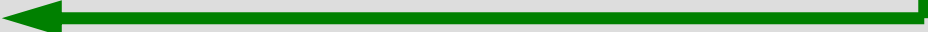
```

COLORindex[ic]:

Now it is 1D index.

More Colors: Synch. Overhead

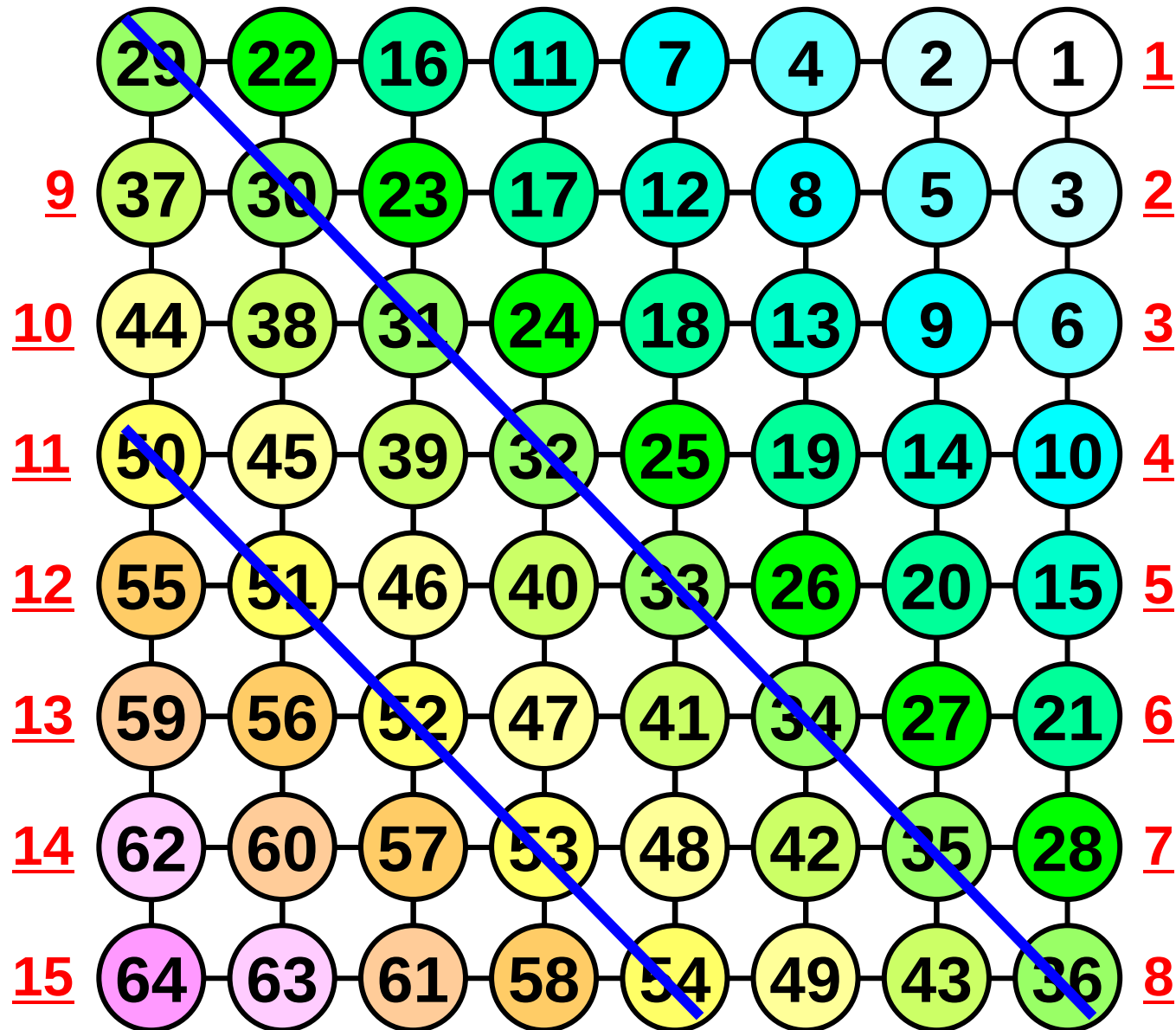
```
for(ic=0; ic<NCOLORtot; ic++) {  
#pragma omp parallel for private (i,WVAL)   
    for(i=COLORindex[ic]; i<COLORindex[ic+1]; i++) {  
        WVAL = W[Z][i];  
        for(j=indexL[i]; j<indexL[i+1]; j++) {  
            WVAL -= AL[j] * W[Z][itemL[j]-1];  
        }  
        W[Z][i] = WVAL * W[DD][i];  
    }  
}  
}
```



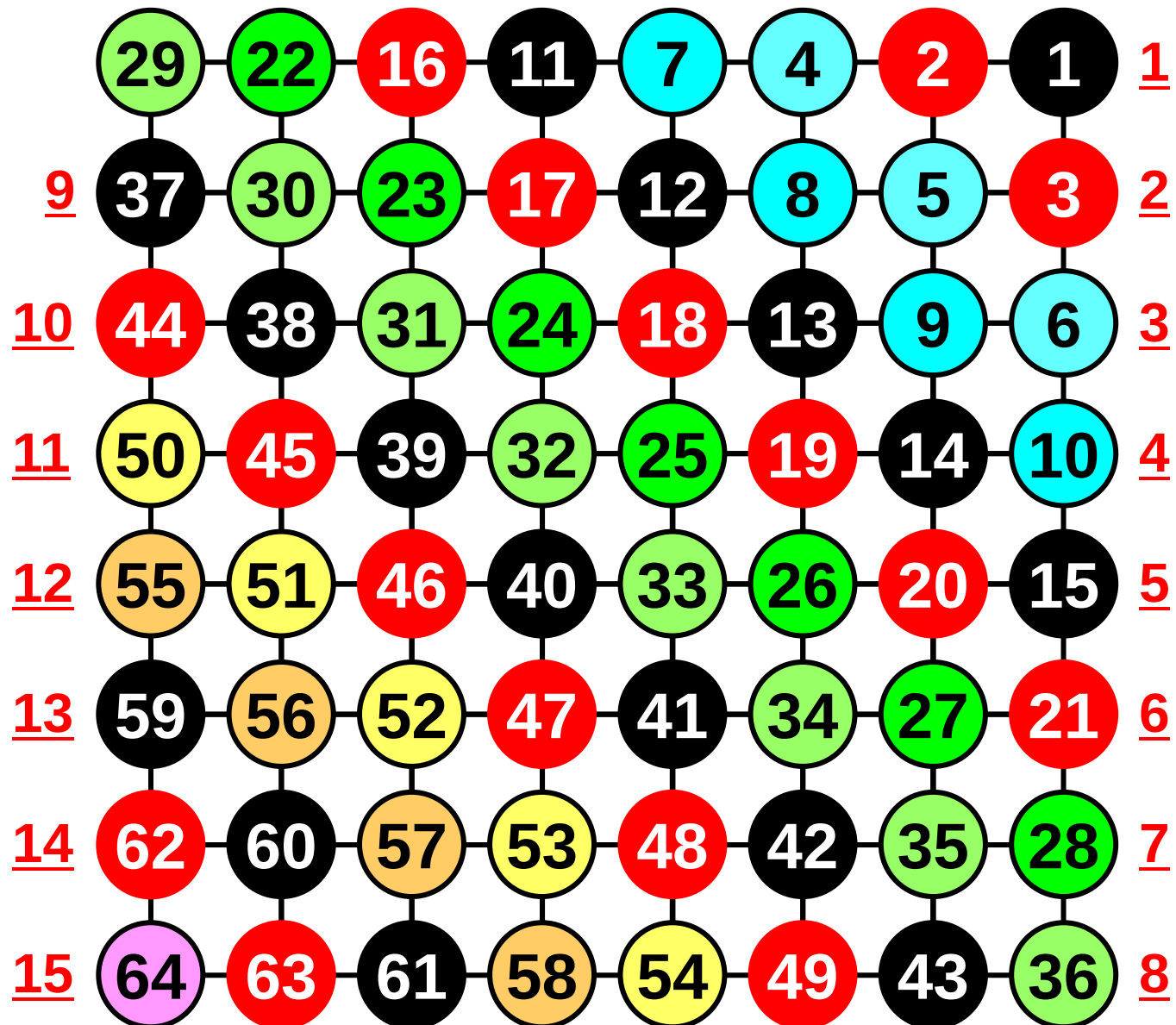
Remedy: CM-RCM

- RCM + Cyclic Multicoloring [Doi, Osoda, Washio]
- Procedures
 - Apply RCM
 - Define “Nc” (Color number of Cyclic Multicoloring (CM))
 - 1st-Color in CM-RCM: 1st, (Nc+1)th, (2Nc+1)th ... levels in RCM
 - 2nd-Color in CM-RCM: 2nd, (Nc+2)th, (2Nc+2)th ... levels in RCM
 - kth-Color in CM-RCM: kth, (Nc+k)th, (2Nc+k)th ... levels in RCM
 - Each level of RCM is colored in cyclic manner (cycle=Nc).
 - If “k” reaches “Nc”, and all levels of RCM are colored, it's completed.
 - Renumber meshes in ascending orders according to “Color” ID.
 - If dependency between levels in same color, start from the beginning of the cyclic multicoloring with $Nc=Nc+1$.

RCM: 1st/Last Level: Only 1 Mesh/Level



$N_c=4$, $k=2$, Level: 2,6,10,14



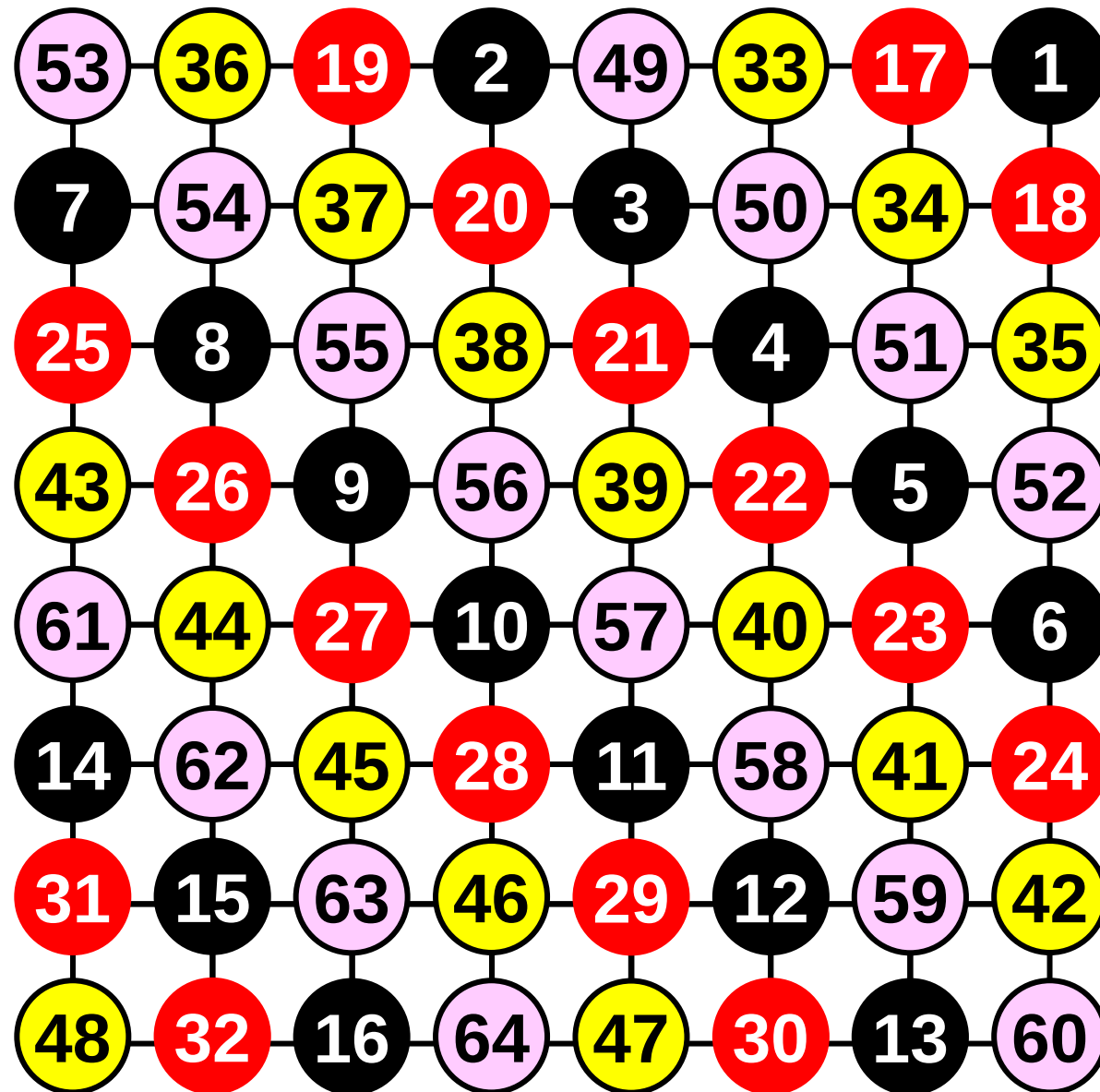
CM-RCM($N_c=4$): Renumbering

k=1: 16

k=2: 16

k=3: 16

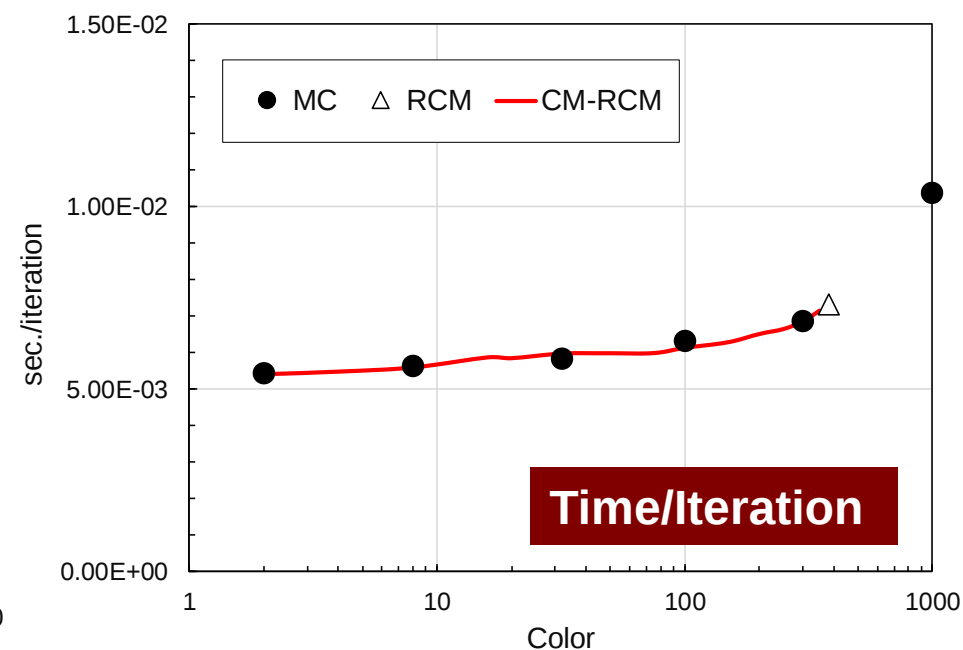
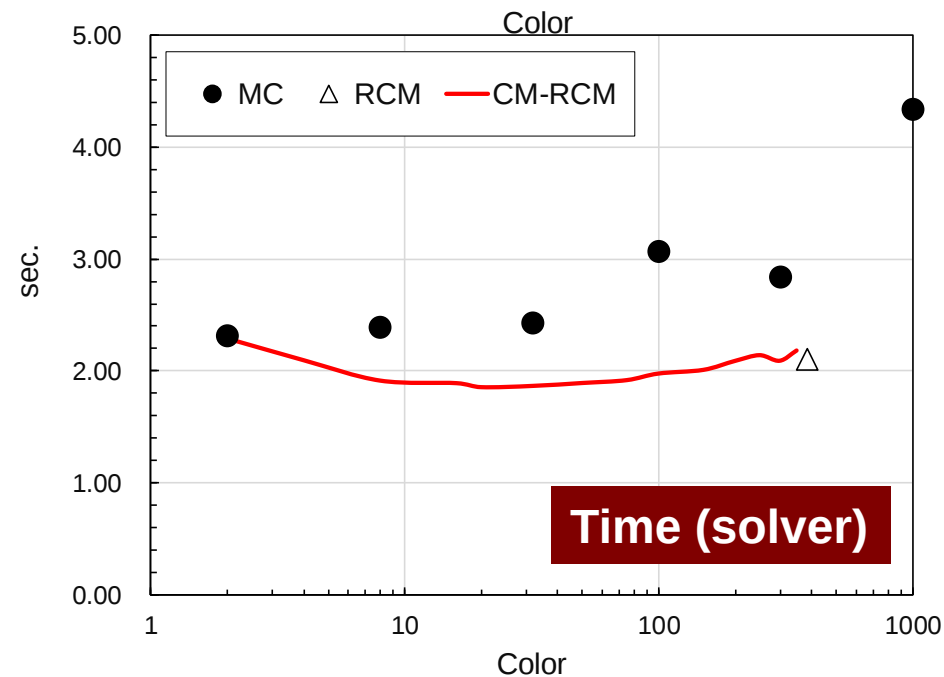
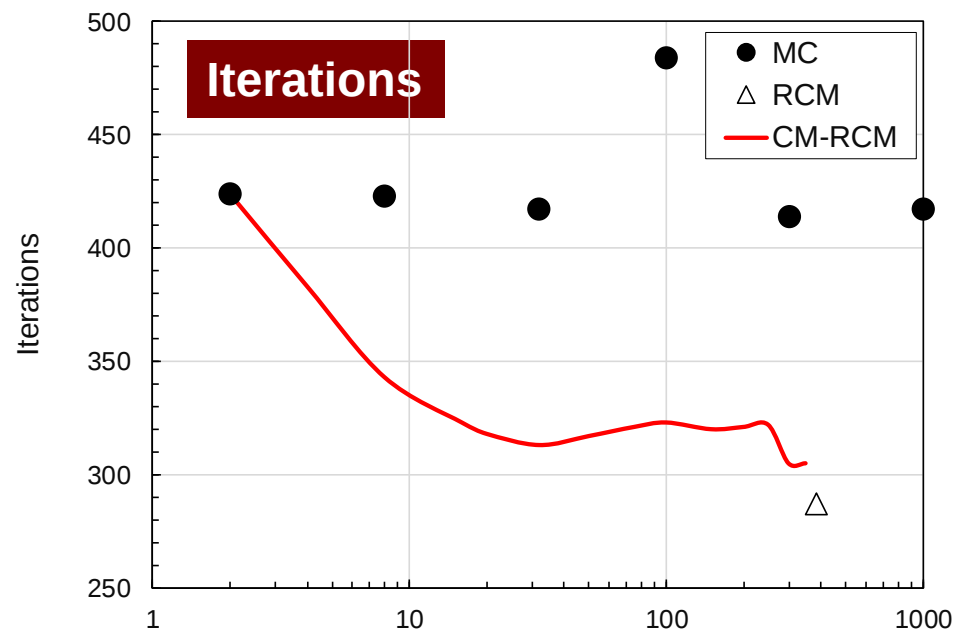
k=4: 16



CM-RCM

- How to run
 - "**NCOLOR_{tot} = -N_c**" in INPUT.DAT
 - Already implemented in L2
- cmrcm.f, cmrcm.c

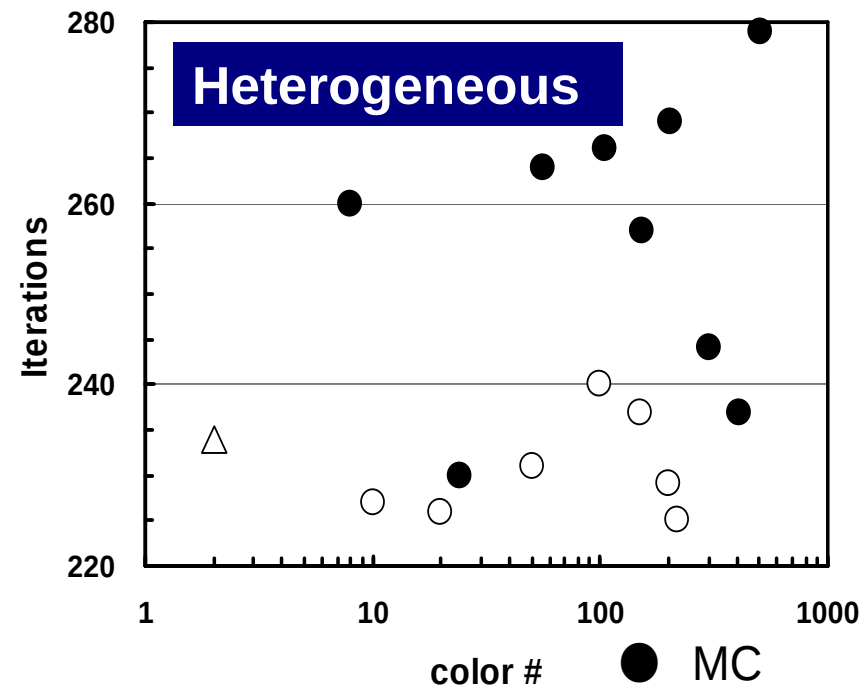
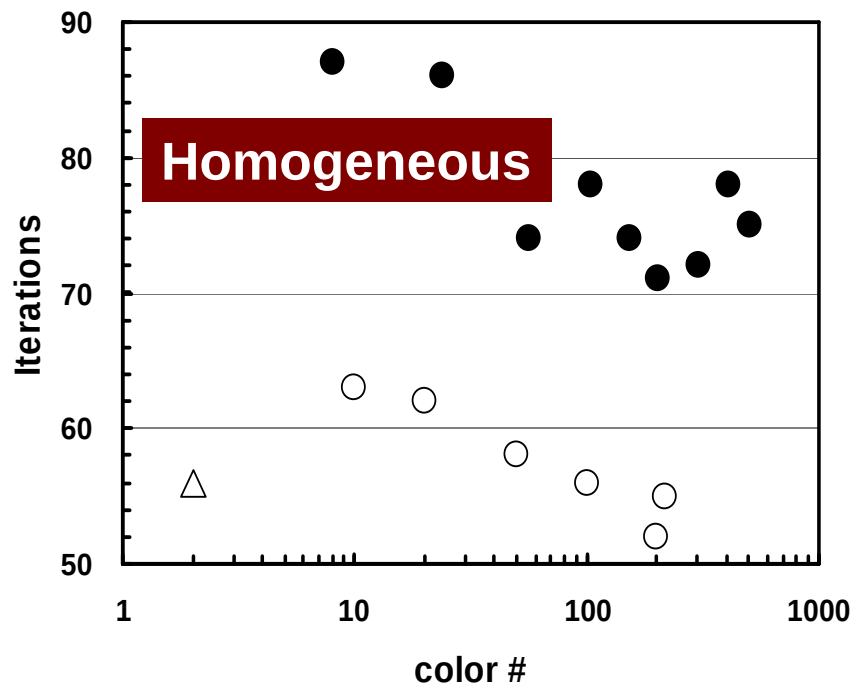
OBCX,
1-socket/24-cores,
 128^3
(●: MC, △: RCM, -: CM-RCM)



Comparison of Reordering Methods

3D Linear Elastic Problems

- MC: Slow convergence, unstable for heterogeneous cases (ill-conditioned problems).
- Cyclic-Multicoloring + RCM (CM-RCM) is effective



3D Linear-Elastic Problems with 32,768 DOF

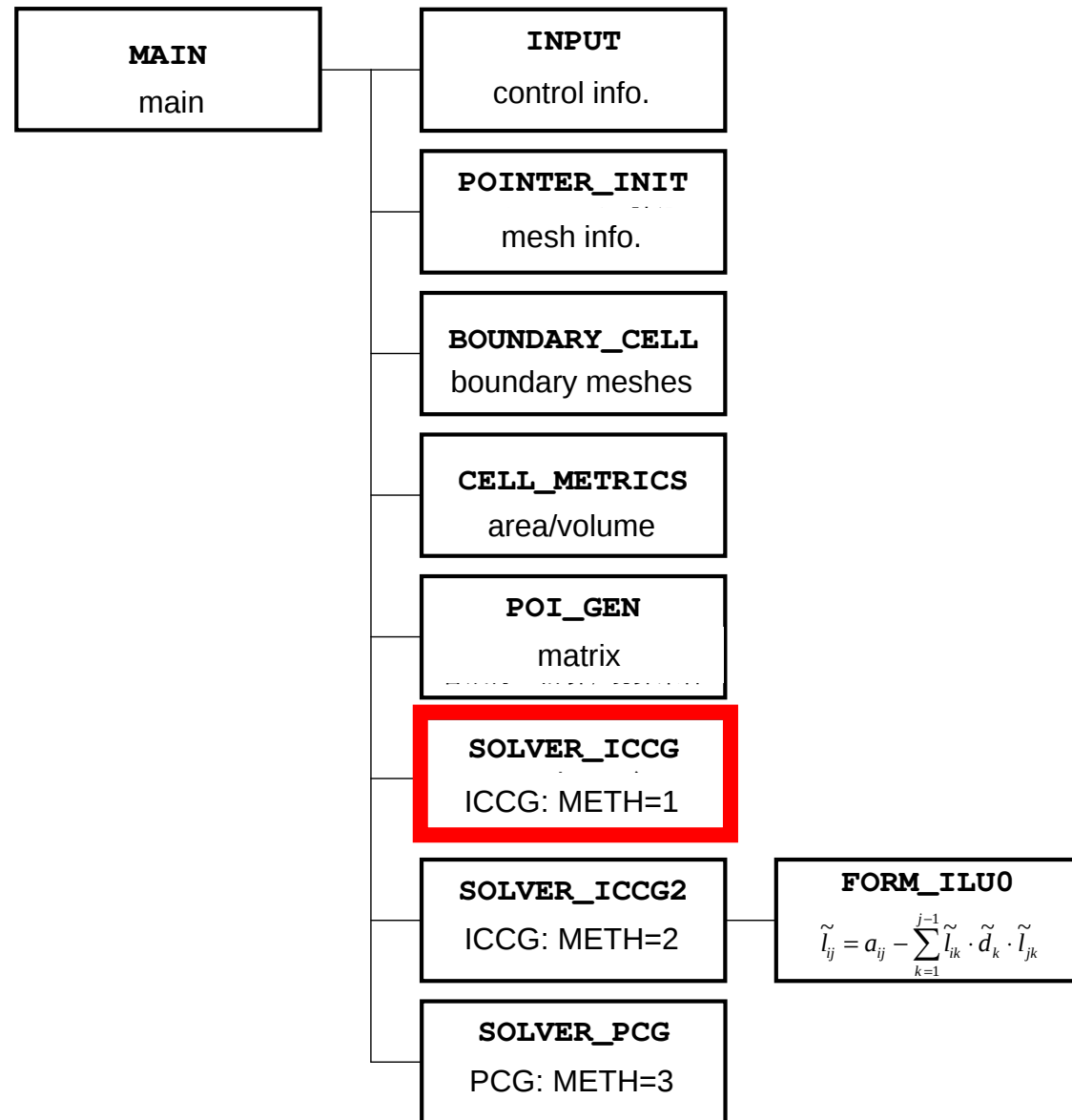
- MC
- CM-RCM
- △ No reordering

- Remedy for Data Dependency
- Ordering/Reordering
 - Red-Black, Multicoloring (MC)
 - Cuthill-McKee (CM), Reverse-CM (RCM)
 - Reordering and Convergence
- Implementation
- **ICCG with Reordering**

Implementation of Reordering to ICCG

- Apply “L2-color” to “L1-sol”
- Calling “mc”, “cm”, “rcm” and “cmrcm” after computation of “INU, INL, IAL, IAU” in “poi_gen”.
- Computing “D,AL,AU” by new numbering.
- B.C., and RHS are applied by new numbering.
- Calling “ICCG”
- Renumbering components of “PHI (results)” into initial numbering.
- OUTPUT_UCD (UCD file)

L1-sol



Minv{r}={z} (1/2)

Forward Substitution

$$(L)\{z\}=\{r\}$$

$$(M)\{z\}=(LDL^T)\{z\}=\{r\}$$

```
for(i=0; i<N; i++) {
    WVAL = W[Z][i];
    for(j=indexL[i]; j<indexL[i+1]; j++) {
        WVAL -= AL[j] * W[Z][itemL[j]-1];
    }
    W[Z][i] = WVAL * W[DD][i];
}
```

Backward Substitution

$$(DL^T)\{z\}=\{z\}$$

```
for(i=N-1; i>=0; i--) {
    SW = 0.0;
    for(j=indexU[i]; j<indexU[i+1]; j++) {
        SW += AU[j] * W[Z][itemU[j]-1];
    }
    W[Z][i] = W[Z][i] - W[DD][i] * SW;
}
```

Data Dependency
Z appears in both
of LHS and RHS.

Reordering may
eliminate this data
dependency.

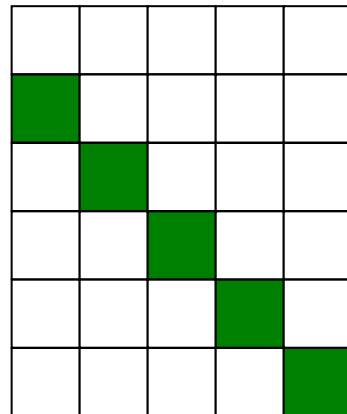
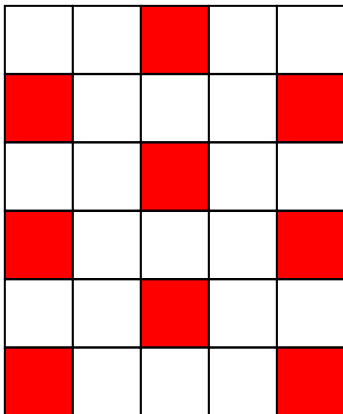
Minv{r}={z} (2/2)

Forward Substitution

$$(L)\{z\}=\{r\}$$

$$(M)\{z\}=(LDL^T)\{z\}=\{r\}$$

```
for(icol=0; icol<NCOLORtot; icol++){
    for(i=COLORindex[icol]; i<COLORindex[icol+1]; i++) {
        WVAL = W[Z][i];
        for(j=indexL[i]; j<indexL[i+1]; j++) {
            WVAL -= AL[j] * W[Z][itemL[j]-1];
        }
        W[Z][i] = WVAL * W[DD][i];
    }
}
```



“Z” components in RHS do not belong to “icol-th” color.

Meshes in same color are independent.
(No Data Dependency)

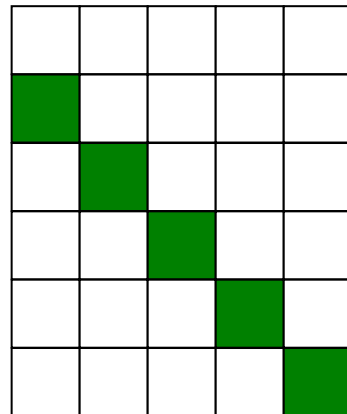
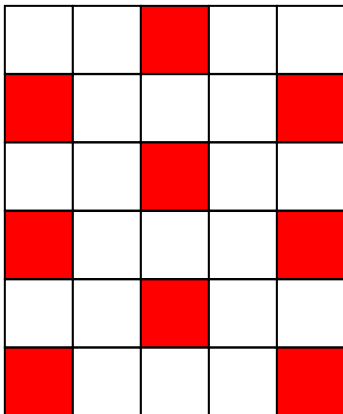
Minv{r}={z} (2/2)

Forward Substitution

$$(L)\{z\}=\{r\}$$

$$(M)\{z\}=(LDL^T)\{z\}=\{r\}$$

```
for(icol=0; icol<NCOLORtot; icol++){
    for(i=COLORindex[icol]; i<COLORindex[icol+1]; i++) {
        WVAL = W[Z][i];
        for(j=indexL[i]; j<indexL[i+1]; j++) {
            WVAL -= AL[j] * W[Z][itemL[j]-1];
        }
        W[Z][i] = WVAL * W[DD][i];
    }
}
```



Parallel processing can be applied to these loops.

Files

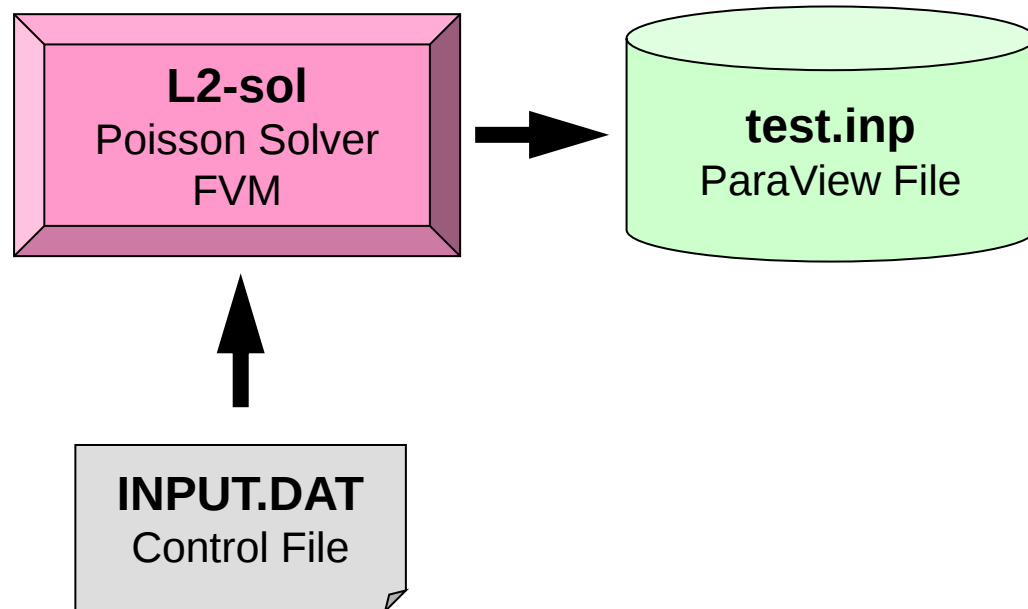
```
$> cd multicore-c/L2/solver/src
```

```
$> make
```

```
$> ls ../run/L2-sol  
L2-sol
```

Running the Program

<\$P-L2>/solver/run

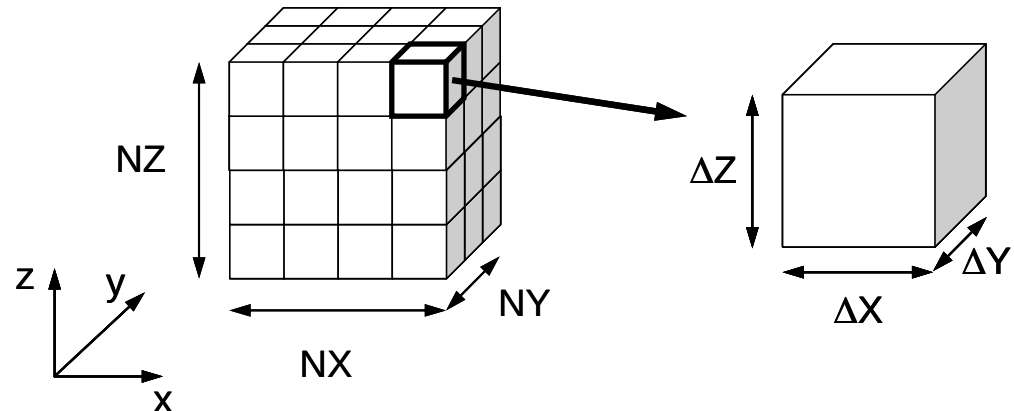


Running the Program

Control Data: <\$P-L2>/solver/run/INPUT.DAT

32	32	32	NX/NY/NZ
1.00e-00	1.00e-00	1.00e-00	DX/DY/DZ
1.0e-08			EPSICCG

- NX, NY, NZ
 - Number of meshes in X/Y/Z dir.
- DX, DY, DZ
 - Size of meshes
- EPSICCG
 - Convergence Criteria for ICCG



Running the Program

<\$P-L2>/solver/run/

```
$ cd <$P-L2>/solver/run
```

```
$ ./L2-sol
```

You have 8000 elements.

How many colors do you need ?

#COLOR must be more than 2 and

#COLOR must not be more than 8000

CM if #COLOR .eq. 0

RCM if #COLOR .eq.-1

CMRCM if #COLOR .le.-2

=> **xxx**

```
$ ls test.inp
```

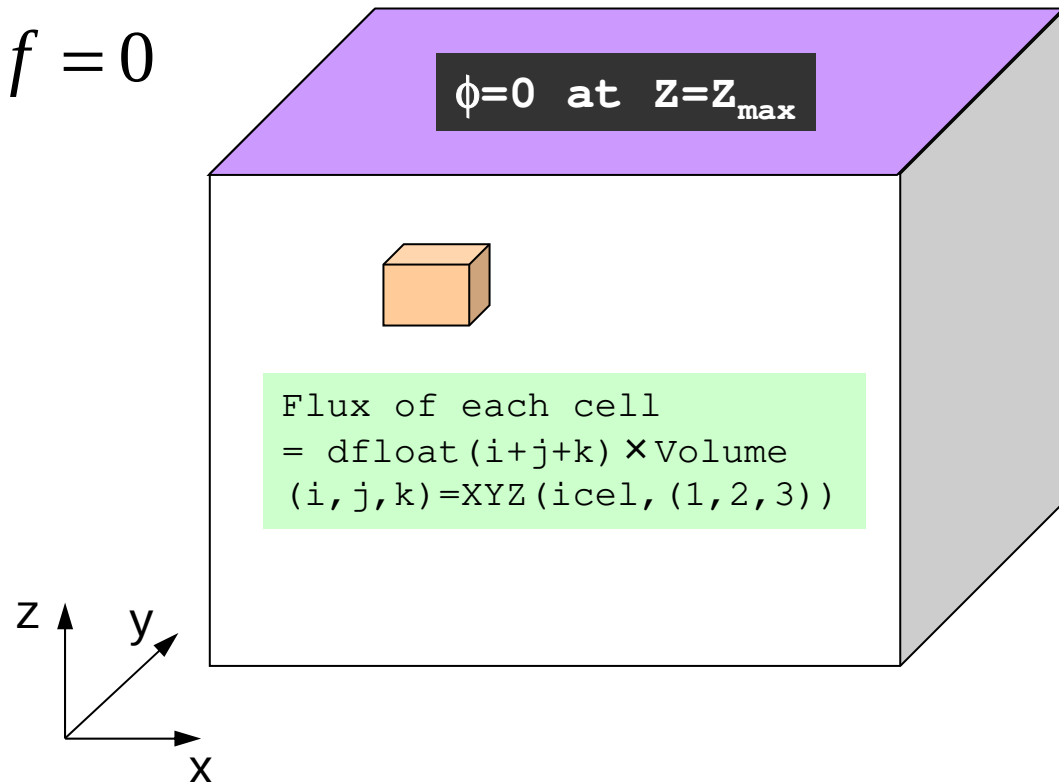
Target Problem: Variables are defined at cell-center'

Poisson Equation

$$\frac{\partial^2 \phi}{\partial x^2} + \frac{\partial^2 \phi}{\partial y^2} + \frac{\partial^2 \phi}{\partial z^2} + f = 0$$

Boundary Conditions (B.C.) etc.

- Volume Flux
- $\phi = 0 @ Z = Z_{\max}$



Main Program

```

#include <stdio.h> ...

int
main()
{
    double *WK;
    int NPL, NPU; ISET, ITR, IER; icel, ic0, i;
    double xN, xL, xU; Stime, Etime;

    if(INPUT()) goto error;
    if(POINTER_INIT()) goto error;
    if(BOUNDARY_CELL()) goto error;
    if(CELL_METRICS()) goto error;
    if(POI_GEN()) goto error;

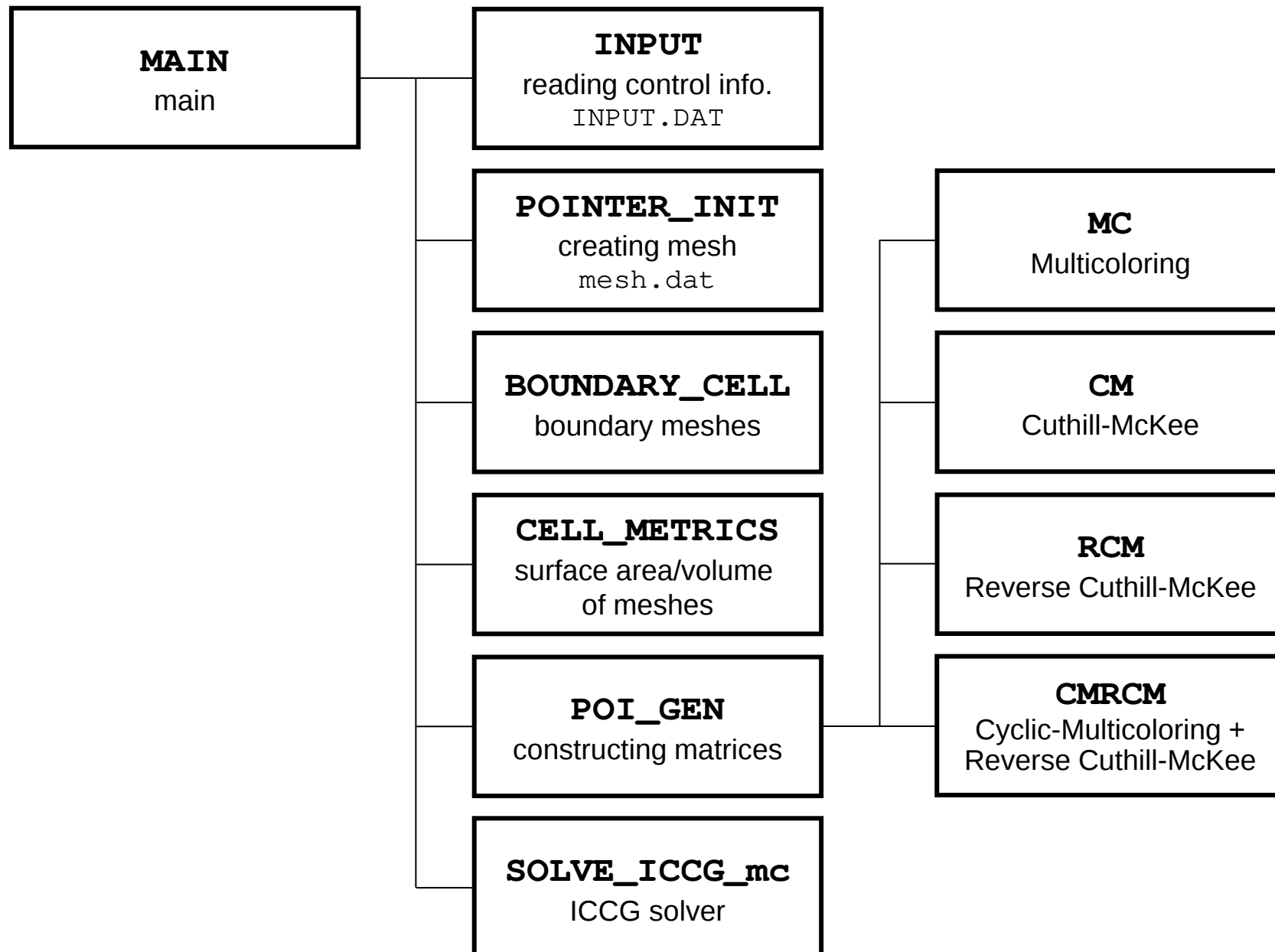
    ISET = 0;
    WK = (double *)malloc(sizeof(double)*ICELTOT);
    if(WK == NULL) {
        fprintf(stderr, "Error: %s\n", strerror(errno));
        goto error;
    }
    if(solve_ICCG_mc(ICELTOT, NL, NU, indexL, itemL, indexU, itemU,
                    D, BFORCE, PHI, AL, AU, NCOLORTot, COLORindex,
                    EPSICCG, &ITR, &IER)) goto error;

    for(ic0=0; ic0<ICELTOT; ic0++) {
        icel = NEWtoOLD[ic0];
        WK[icel-1] = PHI[ic0];
    }
    for(icel=0; icel<ICELTOT; icel++) {
        PHI[icel] = WK[icel];
    }
    if(OUTUCD()) goto error;
    return 0;
error:
    return -1;
}

```

Renumbering of "PHI"
to original numbering

Structure of L2-sol



Variables/Arrays for Matrix (1/2)

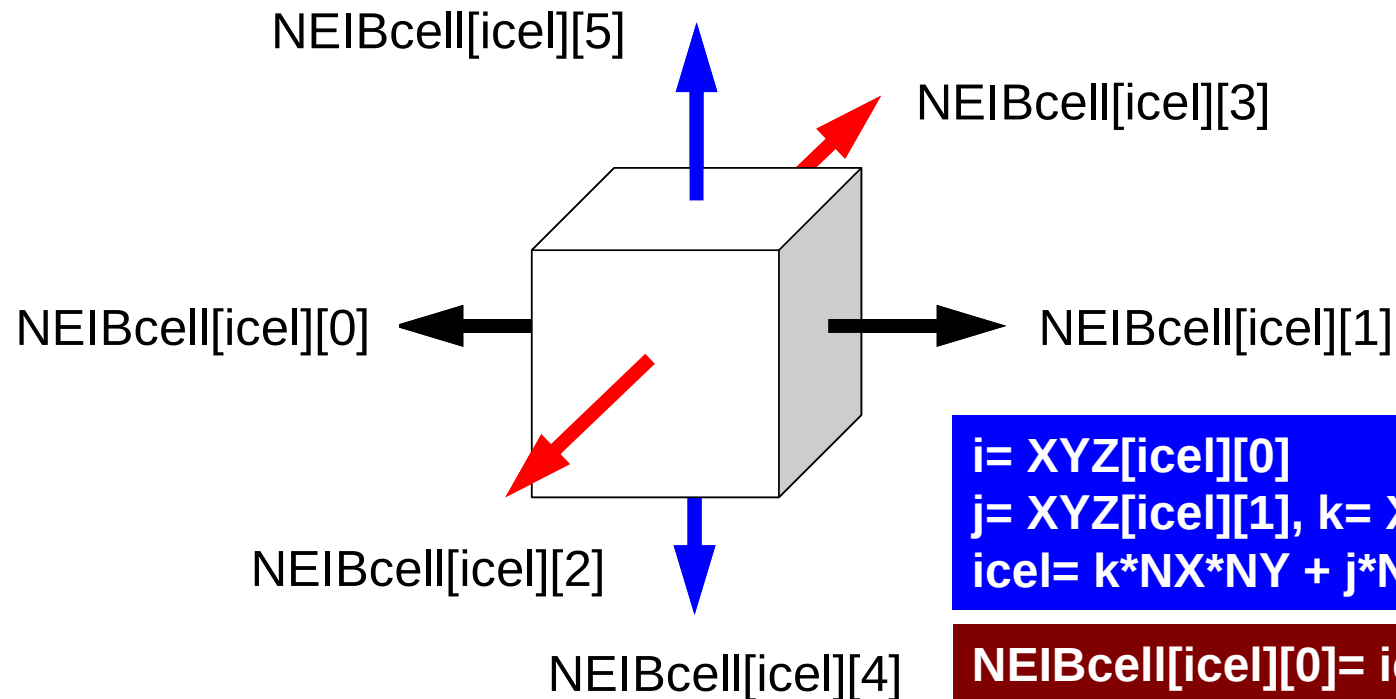
Name	Type	Content
D [N]	R	Diagonal components of the matrix (N= ICELTOT)
BFORCE [N]	R	RHS vector
PHI [N]	R	Unknown vector
indexL [N+1] indexU [N+1]	I	# of L/U non-zero off-diag. comp. (CRS)
NPL, NPU	I	Total # of L/U non-zero off-diag. comp. (CRS)
itemL [NPL] itemU [NPU]	I	Column ID of L/U non-zero off-diag. comp. (CRS)
AL [NPL] AU [NPU]	R	L/U non-zero off-diag. comp. (CRS)

Name	Type	Content
NL, NU	I	MAX. # of L/U non-zero off-diag. comp. for each mesh (=6)
INL [N] INU [N]	I	# of L/U non-zero off-diag. comp.
IAL [N] [NL] IAU [N] [NU]	I	Column ID of L/U non-zero off-diag. comp.

Variables/Arrays for Matrix (2/2)

Name	Type	Content
NCOLORtot	I	<u>Input:</u> reordering method + initial number of colors/levels ≥ 2 : MC, =0: CM, =-1: RCM, $-2 \leq$: CMRCM <u>Output:</u> Final number of colors/levels
COLORindex [NCOLORtot+1]	I	Number of meshes at each color/level 1D compressed array Meshes in icol th color/level are stored in this array from COLORindex[icol] to COLORindex[icol+1]-1
NEWtoOLD[N]	I	Reference array from New to Old numbering
OLDtoNEW[N]	I	Reference array from Old to New numbering

NEIBcell: ID of Neighboring Mesh/Cell =0: for Boundary Surface



$i = \text{XYZ}[\text{icel}][0]$
 $j = \text{XYZ}[\text{icel}][1], k = \text{XYZ}[\text{icel}][2]$
 $\text{icel} = k * \text{NX} * \text{NY} + j * \text{NX} + i$

$\text{NEIBcell}[\text{icel}][0] = \text{icel} - 1 + 1$
 $\text{NEIBcell}[\text{icel}][1] = \text{icel} + 1 + 1$
 $\text{NEIBcell}[\text{icel}][2] = \text{icel} - \text{NX} + 1$
 $\text{NEIBcell}[\text{icel}][3] = \text{icel} + \text{NX} + 1$
 $\text{NEIBcell}[\text{icel}][4] = \text{icel} - \text{NX} * \text{NY} + 1$
 $\text{NEIBcell}[\text{icel}][5] = \text{icel} + \text{NX} * \text{NY} + 1$

Main Program

```
#include <stdio.h> ...

int
main()
{
    double *WK;
    int NPL, NPU; ISET, ITR, IER; icel, ic0, i;
    double xN, xL, xU; Stime, Etime;

    if(INPUT()) goto error;
    if(POINTER_INIT()) goto error;
    if(BOUNDARY_CELL()) goto error;
    if(CELL_METRICS()) goto error;
    if(POI_GEN()) goto error;

    ISET = 0;
    WK = (double *)malloc(sizeof(double)*ICELTOT);
    if(WK == NULL) {
        fprintf(stderr, "Error: %s\n", strerror(errno));
        goto error;
    }
    if(solve_ICCG_mc(ICELTOT, NL, NU, indexL, itemL, indexU, itemU,
                    D, BFORCE, PHI, AL, AU, NCOLORTot, COLORindex,
                    EPSICCG, &ITR, &IER)) goto error;

    for(ic0=0; ic0<ICELTOT; ic0++) {
        icel = NEWtoOLD[ic0];
        WK[icel-1] = PHI[ic0];
    }
    for(icel=0; icel<ICELTOT; icel++) {
        PHI[icel] = WK[icel];
    }
    if(OUTUCD()) goto error;
    return 0;
error:
    return -1;
}
```

poi_gen (1/8)

```
#include "allocate.h"
extern int
POI_GEN(void)
{ int nn;
  int ic0, icN1, icN2, icN3, icN4, icN5, icN6;
  int i, j, k, ib, ic, ip, icel, icou, icol, icouG;
  int ii, jj, kk, nn1, num, nr, j0, j1;
  double coef, VOL0, S1t, E1t;
  int isL, ieL, isU, ieU;
  NL=6; NU= 6;
  IAL = (int **)allocate_matrix(sizeof(int), ICELTOT, NL);
  IAU = (int **)allocate_matrix(sizeof(int), ICELTOT, NU);
  BFORCE = (double *)allocate_vector(sizeof(double), ICELTOT);
  D      = (double *)allocate_vector(sizeof(double), ICELTOT);
  PHI    = (double *)allocate_vector(sizeof(double), ICELTOT);
  INL    = (int *)allocate_vector(sizeof(int), ICELTOT);
  INU    = (int *)allocate_vector(sizeof(int), ICELTOT);

  for (i = 0; i < ICELTOT ; i++) {
    BFORCE[i]=0.0;
    D[i]    =0.0; PHI[i]=0.0;
    INL[i] = 0; INU[i] = 0;
    for (j=0; j<6; j++) {
      IAL[i][j]=0; IAU[i][j]=0;
    }
  }
  for (i = 0; i <= ICELTOT ; i++) {
    indexL[i] = 0; indexU[i] = 0;
  }
}
```

```

/*****
  allocate matrix
*****/
void** allocate_matrix(int size, int m, int n)
{
  void **aa;
  int i;
  if ( ( aa=(void **)malloc( m * sizeof(void*) ) ) == NULL ) {
    fprintf(stdout, "Error:Memory does not enough! aa in matrix %n");
    exit(1);
  }
  if ( ( aa[0]=(void *)malloc( m * n * size ) ) == NULL ) {
    fprintf(stdout, "Error:Memory does not enough! in matrix %n");
    exit(1);
  }
  for (i=1; i<m; i++) aa[i]=(char*)aa[i-1]+size*n;
  return aa;
}

```

allocate.c

```
for(icel=0; icel<ICELTOT; icel++) {
```

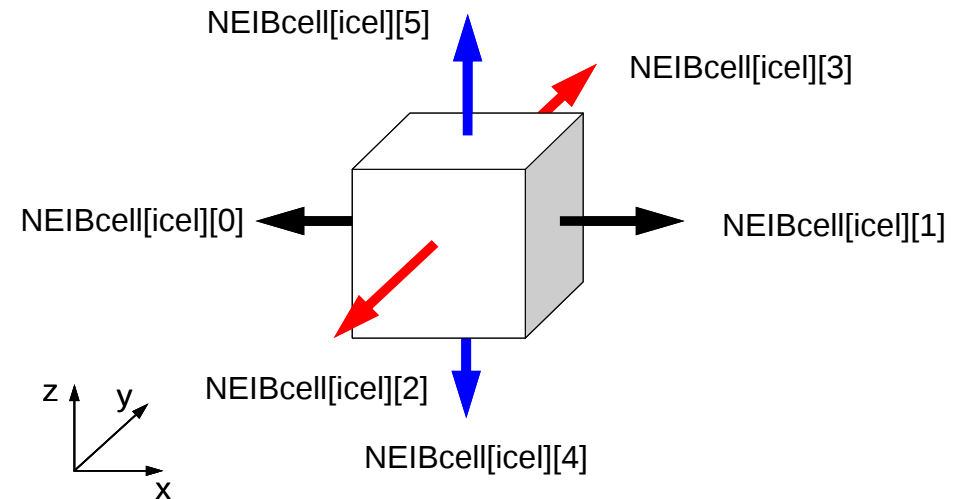
```
    icN1 = NEIBcell[icel][0];
    icN2 = NEIBcell[icel][1];
    icN3 = NEIBcell[icel][2];
    icN4 = NEIBcell[icel][3];
    icN5 = NEIBcell[icel][4];
    icN6 = NEIBcell[icel][5];
```

```
    if(icN5 != 0) {
        icou = INL[icel] + 1;
        IAL[icel][icou-1] = icN5;
        INL[icel] = icou;
    }
```

```
    if(icN3 != 0) {
        icou = INL[icel] + 1;
        IAL[icel][icou-1] = icN3;
        INL[icel] = icou;
    }
```

```
    if(icN1 != 0) {
        icou = INL[icel] + 1;
        IAL[icel][icou-1] = icN1;
        INL[icel] = icou;
    }
```

poi_gen (2/8)



Lower Triangular Part

```
NEIBcell[icel][4] = icel - NX*NY + 1
NEIBcell[icel][2] = icel - NX      + 1
NEIBcell[icel][0] = icel - 1      + 1
```

“icel” starts at 0

12	13	14	15
8	9	10	11
4	5	6	7
0	1	2	3

“IAL” starts at 1

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

```
for(icel=0; icel<ICELTOT; icel++) {
```

```
    icN1 = NEIBcell[icel][0];
    icN2 = NEIBcell[icel][1];
    icN3 = NEIBcell[icel][2];
    icN4 = NEIBcell[icel][3];
    icN5 = NEIBcell[icel][4];
    icN6 = NEIBcell[icel][5];
```

```
    ....
```

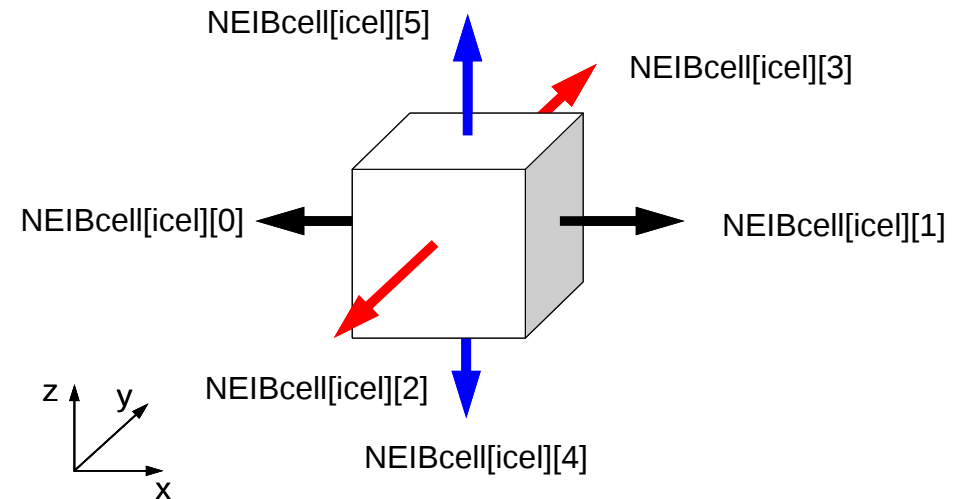
```
    if(icN2 != 0) {
        icou = INU[icel] + 1;
        IAU[icel][icou-1] = icN2;
        INU[icel]          = icou;
    }
```

```
    if(icN4 != 0) {
        icou = INU[icel] + 1;
        IAU[icel][icou-1] = icN4;
        INU[icel]          = icou;
    }
```

```
    if(icN6 != 0) {
        icou = INU[icel] + 1;
        IAU[icel][icou-1] = icN6;
        INU[icel]          = icou;
    }
```

```
}
```

poi_gen (3/8)



Upper Triangular Part

```
NEIBcell[icel][1]= icel + 1      + 1
NEIBcell[icel][3]= icel + NX    + 1
NEIBcell[icel][5]= icel + NX*NY + 1
```

“icel” starts at 0

12	13	14	15
8	9	10	11
4	5	6	7
0	1	2	3

“IAU” starts at 1

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

poi_gen (4/8)

```
N111:
fprintf(stderr, "\n\nYou have%8d elements\n", ICELTOT);
fprintf(stderr, "How many colors do you need ?\n");
fprintf(stderr, "  #COLOR must be more than 2 and\n");
fprintf(stderr, "  #COLOR must not be more than%8d\n", ICELTOT);
fprintf(stderr, "  if #COLOR= 0 then CM ordering\n");
fprintf(stderr, "  if #COLOR=-1 then RCM ordering\n");
fprintf(stderr, "  if #COLOR<-1 then CMRCM ordering\n");
fprintf(stderr, "=>\n");
fscanf(stdin, "%d", &NCOLORtot);
if(NCOLORtot == 1 && NCOLORtot > ICELTOT) goto N111;

OLDtoNEW = (int *)calloc(ICELTOT, sizeof(int));
if(OLDtoNEW == NULL) {
    fprintf(stderr, "Error: %s\n", strerror(errno));
    return -1;
}
NEWtoOLD = (int *)calloc(ICELTOT, sizeof(int));
if(NEWtoOLD == NULL) {
    fprintf(stderr, "Error: %s\n", strerror(errno));
    return -1;
}
COLORindex = (int *)calloc(ICELTOT+1, sizeof(int));
if(COLORindex == NULL) {
    fprintf(stderr, "Error: %s\n", strerror(errno));
    return -1;
}

if(NCOLORtot > 0) {
    MC(ICELTOT, NL, NU, INL, IAL, INU, IAU,
        &NCOLORtot, COLORindex, NEWtoOLD, OLDtoNEW);
} else if(NCOLORtot == 0) {
    CM(ICELTOT, NL, NU, INL, IAL, INU, IAU,
        &NCOLORtot, COLORindex, NEWtoOLD, OLDtoNEW);
} else if(NCOLORtot == -1) {
    RCM(ICELTOT, NL, NU, INL, IAL, INU, IAU,
        &NCOLORtot, COLORindex, NEWtoOLD, OLDtoNEW);
} else if(NCOLORtot < -1) {
    CMRCM(ICELTOT, NL, NU, INL, IAL, INU, IAU,
        &NCOLORtot, COLORindex, NEWtoOLD, OLDtoNEW);
}

fprintf(stderr, "\n# TOTAL COLOR number%8d\n", NCOLORtot);
return 0;
}
```

poi_gen (5/8)

New numbering is applied after this point

```

indexL =
    (int *)allocate_vector(sizeof(int), ICELTOT+1);
indexU =
    (int *)allocate_vector(sizeof(int), ICELTOT+1);

for(i=0; i<ICELTOT; i++){
    indexL[i+1]=indexL[i]+INL[i];
    indexU[i+1]=indexU[i]+INU[i];
}
NPL = indexL[ICELTOT];
NPU = indexU[ICELTOT];

```

```

itemL = (int *)allocate_vector(sizeof(int), NPL);
itemU = (int *)allocate_vector(sizeof(int), NPU);
AL = (double *)allocate_vector(sizeof(double), NPL);
AU = (double *)allocate_vector(sizeof(double), NPU);

```

```

memset(itemL, 0, sizeof(int)*NPL);
memset(itemU, 0, sizeof(int)*NPU);
memset(AL, 0.0, sizeof(double)*NPL);
memset(AU, 0.0, sizeof(double)*NPU);

```

```

for(i=0; i<ICELTOT; i++){
    for(k=0; k<INL[i]; k++){
        kk= k + indexL[i];
        itemL[kk]= IAL[i][k];
    }
    for(k=0; k<INU[i]; k++){
        kk= k + indexU[i];
        itemU[kk]= IAU[i][k];
    }
}

```

```

free(INL); free(INU);
free(IAL); free(IAU);

```

**“itemL” / “itemU”
start at 1**

13	14	15	16
9	10	11	12
5	6	7	8
1	2	3	4

Name	Type	Content
D [N]	R	Diagonal components of the matrix (N= ICELTOT)
BFORCE [N]	R	RHS vector
PHI [N]	R	Unknown vector
indexL [N+1] indexU [N+1]	I	# of L/U non-zero off-diag. comp. (CRS)
NPL, NPU	I	Total # of L/U non-zero off-diag. comp. (CRS)
itemL [NPL] itemU [NPU]	I	Column ID of L/U non-zero off-diag. comp. (CRS)
AL [NPL] AU [NPU]	R	L/U non-zero off-diag. comp. (CRS)

```

for (i=0; i<N; i++) {
    q[i]= D[i] * p[i];
    for (j=indexL[i]; j<indexL[i+1]; j++) {
        q[i] += AL[j] * p[itemL[j]-1];
    }
    for (j=indexU[i]; j<indexU[i+1]; j++) {
        q[i] += AU[j] * p[itemU[j]-1];
    }
}

```

```

for(icel=0; icel<N; icel++) {
    ic0 = NEWtoOLD[icel];
    icN1 = NEIBcell[ic0-1][0];
    icN2 = NEIBcell[ic0-1][1];
    icN3 = NEIBcell[ic0-1][2];
    icN4 = NEIBcell[ic0-1][3];
    icN5 = NEIBcell[ic0-1][4];
    icN6 = NEIBcell[ic0-1][5];
    VOL0 = VOLCEL[ic0];

    isL = indexL[icel];    ieL = indexL[icel+1];
    isU = indexU[icel];    ieU = indexU[icel+1];

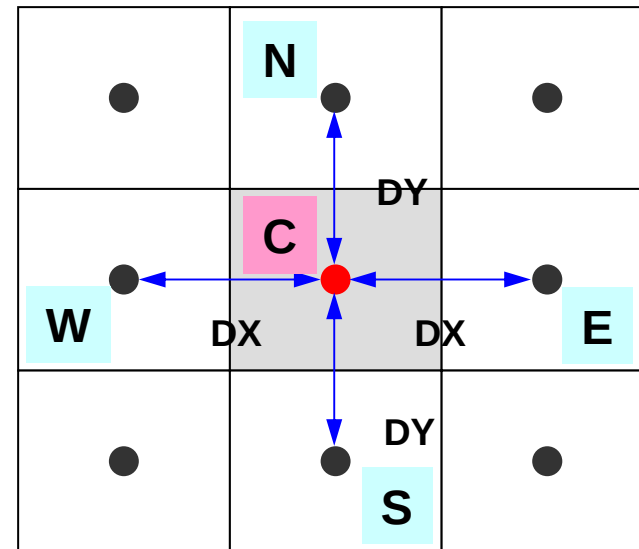
    if(icN5 != 0) {
        icN5 = OLDtoNEW[icN5-1];
        coef = RDZ * ZAREA;
        D[icel] -= coef;

        if(icN5-1 < icel) {
            for(j=isL; j<ieL; j++) {
                if(itemL[j] == icN5) {
                    AL[j] = coef;
                    break;
                }
            }
        } else {
            for(j=isU; j<ieU; j++) {
                if(itemU[j] == icN5) {
                    AU[j] = coef;
                    break;
                }
            }
        }
    }
}
...

```

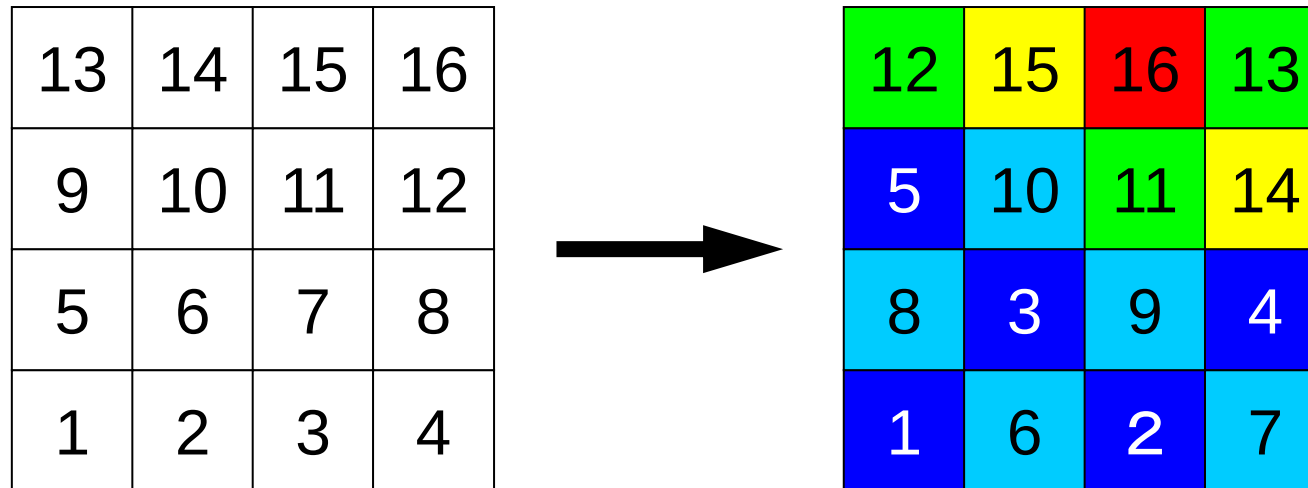
poi_gen (6/8)

Calculation of Coefficients



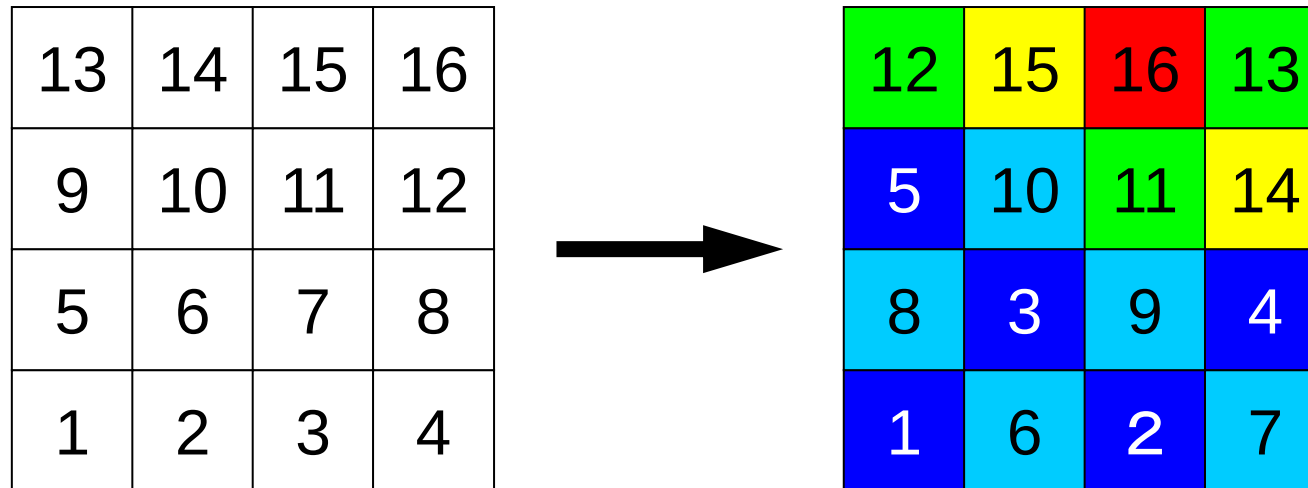
$$\begin{aligned}
 & \frac{\phi_E - \phi_i}{\Delta x} \Delta y + \frac{\phi_W - \phi_i}{\Delta x} \Delta y + \\
 & \frac{\phi_N - \phi_i}{\Delta y} \Delta x + \frac{\phi_S - \phi_i}{\Delta y} \Delta x = f_c \Delta x \Delta y
 \end{aligned}$$

New Numbering



- Coloring by MC/CM/RCM/CM-RCM
- Renumber meshes in ascending orders according to “Level/Color” ID.
 - 1st-Color: 1,2,3,4,5 (Original: 1,3,6,8,9)
 - 2nd-Color: 6,7,8,9,10 (2,4,5,7,10)
 - 3rd-Color: 11,12,13 (11,13,16)
 - 4th-Color: 14,15 (12,14), 5th-Color: 16 (15)

New Numbering (cont.)



`NCOLORtot= 5`

`COLORindex[0]= 0, COLORindex[1]= 5, COLORindex[2]= 10`

`COLORindex[3]= 13, COLORindex[4]= 15, COLORindex[5]= 16`

- NEWtoOLD, OLDtoNEW
 - `OLDtoNEW[6-1]=3, NEWtoOLD[3-1]=6`

```

for(icel=0; icel<N; icel++) {
    ic0 = NEWtoOLD[icel];
    icN1 = NEIBcell[ic0-1][0];
    icN2 = NEIBcell[ic0-1][1];
    icN3 = NEIBcell[ic0-1][2];
    icN4 = NEIBcell[ic0-1][3];
    icN5 = NEIBcell[ic0-1][4];
    icN6 = NEIBcell[ic0-1][5];
    VOL0 = VOLCEL[ic0];

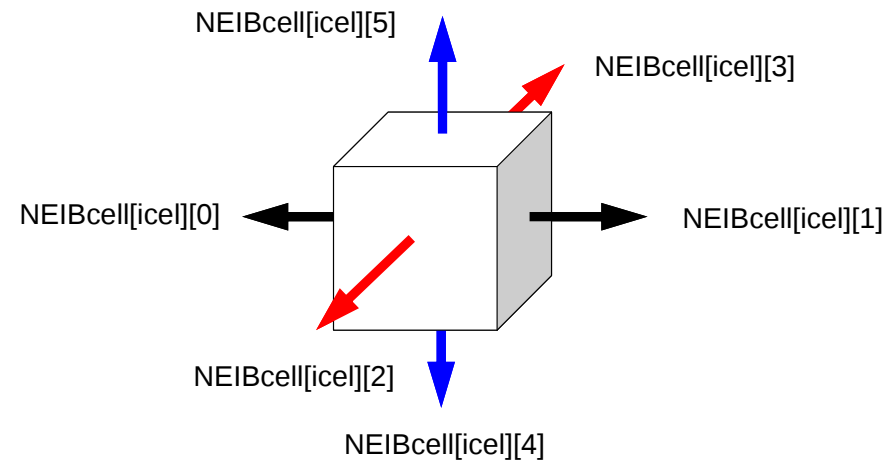
    isL = indexL[icel];    ieL = indexL[icel+1];
    isU = indexU[icel];    ieU = indexU[icel+1];

    if(icN5 != 0) {
        icN5 = OLDtoNEW[icN5-1];
        coef = RDZ * ZAREA;
        D[icel] -= coef;

        if(icN5-1 < icel) {
            for(j=isL; j<ieL; j++) {
                if(itemL[j] == icN5) {
                    AL[j] = coef;
                    break;
                }
            }
        } else {
            for(j=isU; j<ieU; j++) {
                if(itemU[j] == icN5) {
                    AU[j] = coef;
                    break;
                }
            }
        }
    }
}
...

```

poi_gen (6/8)



$$\frac{\phi_{neib[icel][0]} - \phi_{icel}}{\Delta x} \Delta y \Delta z +$$

$$\frac{\phi_{neib[icel][1]} - \phi_{icel}}{\Delta x} \Delta y \Delta z +$$

$$\frac{\phi_{neib[icel][2]} - \phi_{icel}}{\Delta y} \Delta z \Delta x +$$

$$\frac{\phi_{neib[icel][3]} - \phi_{icel}}{\Delta y} \Delta z \Delta x +$$

$$\frac{\phi_{neib[icel][4]} - \phi_{icel}}{\Delta z} \Delta x \Delta y +$$

$$\frac{\phi_{neib[icel][5]} - \phi_{icel}}{\Delta z} \Delta x \Delta y + f_{icel} \Delta x \Delta y \Delta z = 0$$

```

for(icel=0; icel<N; icel++) {
    ic0 = NEWtoOLD[icel];
    icN1 = NEIBcell[ic0-1][0];
    icN2 = NEIBcell[ic0-1][1];
    icN3 = NEIBcell[ic0-1][2];
    icN4 = NEIBcell[ic0-1][3];
    icN5 = NEIBcell[ic0-1][4];
    icN6 = NEIBcell[ic0-1][5];
    VOL0 = VOLCEL[ic0];

    isL = indexL[icel];    ieL = indexL[icel+1];
    isU = indexU[icel];    ieU = indexU[icel+1];

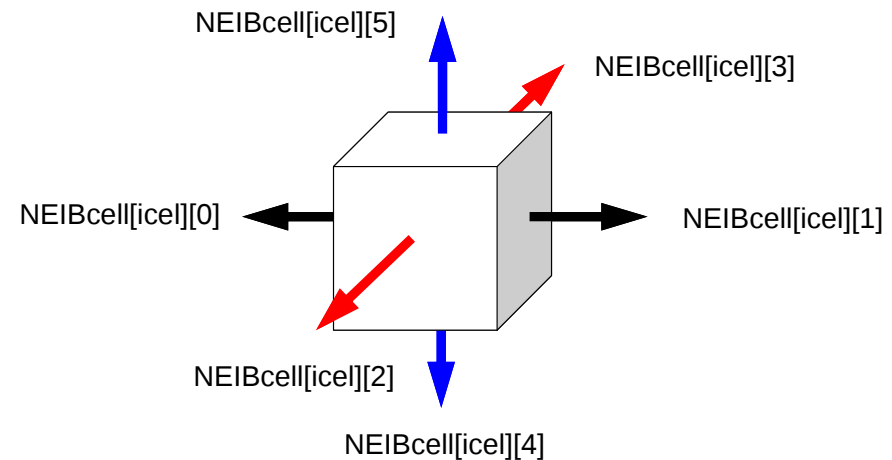
    if(icN5 != 0) {
        icN5 = OLDtoNEW[icN5-1];
        coef = RDZ * ZAREA;
        D[icel] -= coef;

        if(icN5-1 < icel) {
            for(j=isL; j<ieL; j++) {
                if(itemL[j] == icN5) {
                    AL[j] = coef;
                    break;
                }
            }
        } else {
            for(j=isU; j<ieU; j++) {
                if(itemU[j] == icN5) {
                    AU[j] = coef;
                    break;
                }
            }
        }
    }
}
...

```

**icN5 < icel
Lower Part**

poi_gen (6/8)



$$\frac{\phi_{neib[icel][0]} - \phi_{icel}}{\Delta x} \Delta y \Delta z +$$

$$\frac{\phi_{neib[icel][1]} - \phi_{icel}}{\Delta x} \Delta y \Delta z +$$

$$\frac{\phi_{neib[icel][2]} - \phi_{icel}}{\Delta y} \Delta z \Delta x +$$

$$\frac{\phi_{neib[icel][3]} - \phi_{icel}}{\Delta y} \Delta z \Delta x +$$

$$\frac{\phi_{neib[icel][4]} - \phi_{icel}}{\Delta z} \Delta x \Delta y +$$

$$\frac{\phi_{neib[icel][5]} - \phi_{icel}}{\Delta z} \Delta x \Delta y + f_{icel} \Delta x \Delta y \Delta z = 0$$

```

for(icel=0; icel<N; icel++) {
    ic0 = NEWtoOLD[icel];
    icN1 = NEIBcell[ic0-1][0];
    icN2 = NEIBcell[ic0-1][1];
    icN3 = NEIBcell[ic0-1][2];
    icN4 = NEIBcell[ic0-1][3];
    icN5 = NEIBcell[ic0-1][4];
    icN6 = NEIBcell[ic0-1][5];
    VOL0 = VOLCEL[ic0];

    isL = indexL[icel];    ieL = indexL[icel+1];
    isU = indexU[icel];    ieU = indexU[icel+1];

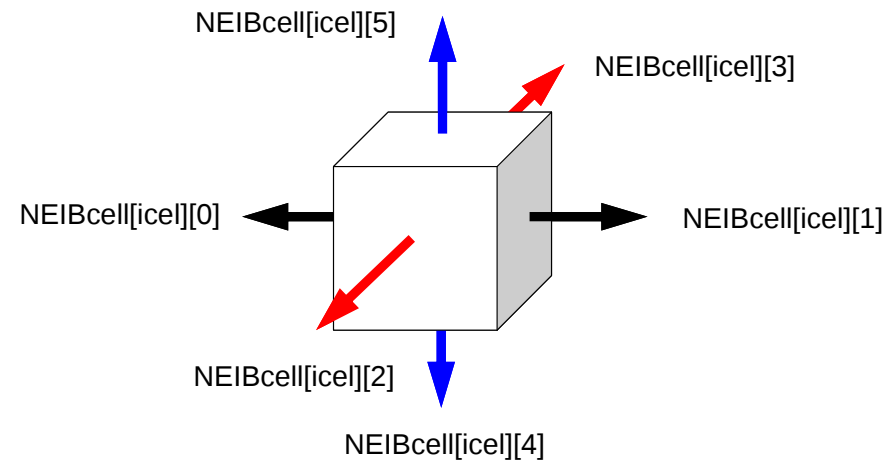
    if(icN5 != 0) {
        icN5 = OLDtoNEW[icN5-1];
        coef = RDZ * ZAREA;
        D[icel] -= coef;

        if(icN5-1 < icel) {
            for(j=isL; j<ieL; j++) {
                if(itemL[j] == icN5) {
                    AL[j] = coef;
                    break;
                }
            }
        } else {
            for(j=isU; j<ieU; j++) {
                if(itemU[j] == icN5) {
                    AU[j] = coef;
                    break;
                }
            }
        }
    }
}

```

**icN5 > icel
Upper Part**

poi_gen (6/8)



$$\frac{\phi_{neib[icel][0]} - \phi_{icel}}{\Delta x} \Delta y \Delta z +$$

$$\frac{\phi_{neib[icel][1]} - \phi_{icel}}{\Delta x} \Delta y \Delta z +$$

$$\frac{\phi_{neib[icel][2]} - \phi_{icel}}{\Delta y} \Delta z \Delta x +$$

$$\frac{\phi_{neib[icel][3]} - \phi_{icel}}{\Delta y} \Delta z \Delta x +$$

$$\frac{\phi_{neib[icel][4]} - \phi_{icel}}{\Delta z} \Delta x \Delta y +$$

$$\frac{\phi_{neib[icel][5]} - \phi_{icel}}{\Delta z} \Delta x \Delta y + f_{icel} \Delta x \Delta y \Delta z = 0$$

```

if(icN6 != 0) {
    icN6 = OLDtoNEW[icN6-1];
    coef = RDZ * ZAREA;
    D[icel] -= coef;

    if(icN6-1 < icel) {
        for(j=isL; j<ieL; j++) {
            if(itemL[j] == icN6) {
                AL[j] = coef;
                break;
            }
        }
    } else {
        for(j=isU; j<ieU; j++) {
            if(itemU[j] == icN6) {
                AU[j] = coef;
                break;
            }
        }
    }
}

```

```

ii = XYZ[ic0-1][0];
jj = XYZ[ic0-1][1];
kk = XYZ[ic0-1][2];

```

BFORCE
using original
mesh ID

```

BFORCE[icel]= -(double)(ii+jj+kk) * VOL0;

```

```

}

```

poi_gen (7/8)

$$\frac{\phi_{neib[icel][0]} - \phi_{icel}}{\Delta x} \Delta y \Delta z +$$

$$\frac{\phi_{neib[icel][1]} - \phi_{icel}}{\Delta x} \Delta y \Delta z +$$

$$\frac{\phi_{neib[icel][2]} - \phi_{icel}}{\Delta y} \Delta z \Delta x +$$

$$\frac{\phi_{neib[icel][3]} - \phi_{icel}}{\Delta y} \Delta z \Delta x +$$

$$\frac{\phi_{neib[icel][4]} - \phi_{icel}}{\Delta z} \Delta x \Delta y +$$

$$\frac{\phi_{neib[icel][5]} - \phi_{icel}}{\Delta z} \Delta x \Delta y + f_{icel} \Delta x \Delta y \Delta z = 0$$

```

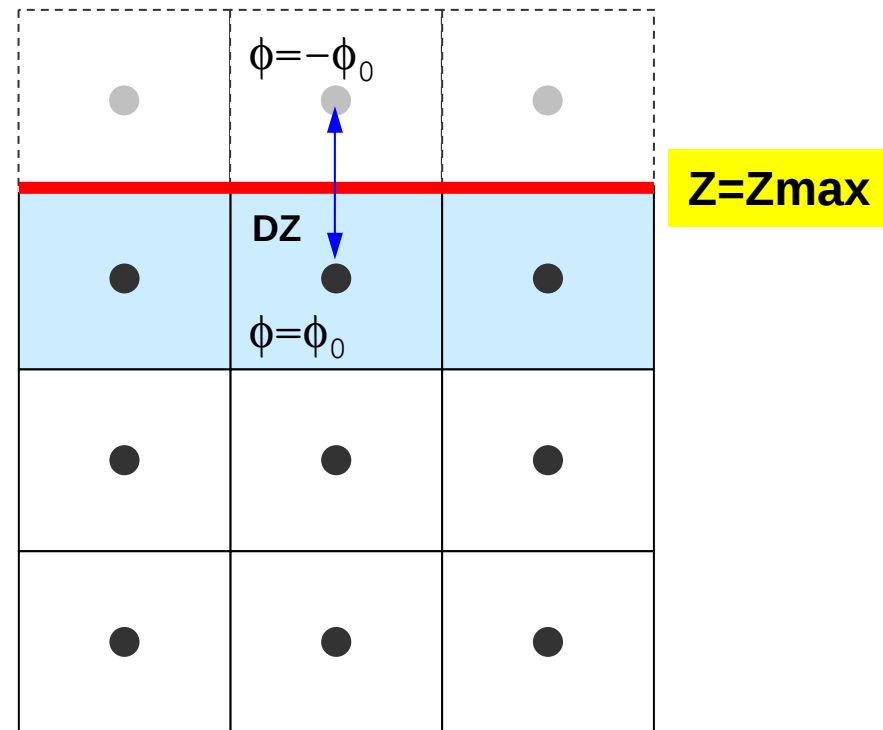
for(ib=0; ib<ZmaxCELtot; ib++) {
    ic0 = ZmaxCEL[ib] - 1;
    coef = 2.0 * RDZ * ZAREA;
    icel = OLDtoNEW[ic0];
    D[icel-1] -= coef;
}

return 0;
}

```

poi_gen (8/8)

Calculation of Coefficients
on Boundary Surface @ $Z=Z_{\max}$



1st Order Approximation:

Mirror Image according to $Z=Z_{\max}$ surface.

$\phi = -\phi_0$ at the center of the (virtual) mesh

$\phi = 0$ @ $Z=Z_{\max}$ surface

Main Program

```
#include <stdio.h> ...

int
main()
{
    double *WK;
    int NPL, NPU; ISET, ITR, IER; icel, ic0, i;
    double xN, xL, xU; Stime, Etime;

    if(INPUT()) goto error;
    if(POINTER_INIT()) goto error;
    if(BOUNDARY_CELL()) goto error;
    if(CELL_METRICS()) goto error;
    if(POI_GEN()) goto error;

    ISET = 0;
    WK = (double *)malloc(sizeof(double)*ICELTOT);
    if(WK == NULL) {
        fprintf(stderr, "Error: %s\n", strerror(errno));
        goto error;
    }
    if(solve_ICCG_mc(ICELTOT, NL, NU, indexL, itemL, indexU, itemU,
                    D, BFORCE, PHI, AL, AU, NCOLORTot, COLORindex,
                    EPSICCG, &ITR, &IER)) goto error;

    for(ic0=0; ic0<ICELTOT; ic0++) {
        icel = NEWtoOLD[ic0];
        WK[icel-1] = PHI[ic0];
    }
    for(icel=0; icel<ICELTOT; icel++) {
        PHI[icel] = WK[icel];
    }
    if(OUTUCD()) goto error;
    return 0;
error:
    return -1;
}
```

**Matrix, RHS are calculated
according to new numbering**

solve_ICCG_mc (1/7)

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <errno.h>
#include <math.h> etc.

#include "solver_ICCG.h"

extern int
solve_ICCG_mc(int N, int NL, int NU, int *indexL, int *itemL, int *indexU,
              int *itemU,
              double *D, double *B, double *X, double *AL, double *AU,
              int NCOLORTot, int *COLORindex, double EPS, int *ITR, int *IER)
{
    double **W;
    double VAL, BNRM2, WVAL, SW, RH0, BETA, RH01, C1, DNRM2, ALPHA, ERR;
    int i, j, ic, ip, L, ip1;
    int R = 0;
    int Z = 1;
    int Q = 1;
    int P = 2;
    int DD = 3;
```

solve_ICCG_mc (2/7)

```

W = (double **)malloc(sizeof(double *)*4);
if(W == NULL) {
    fprintf(stderr, "Error: %s\n", strerror(errno));
    return -1;
}

for(i=0; i<4; i++) {
    W[i] = (double *)malloc(sizeof(double)*N);
    if(W[i] == NULL) {
        fprintf(stderr, "Error: %s\n",
            strerror(errno)); return -1;
    }
}

for(i=0; i<N; i++) {
    X[i] = 0.0;
    W[1][i] = 0.0;
    W[2][i] = 0.0;
    W[3][i] = 0.0;
}

for(ic=0; ic<NCOLORtot; ic++) {
    for(i=COLORindex[ic]; i<COLORindex[ic+1]; i++) {
        VAL = D[i];
        for(j=indexL[i]; j<indexL[i+1]; j++) {
            VAL -= AL[j]*AL[j]*W[DD][itemL[j] - 1];
        }
        W[DD][i] = 1.0 / VAL;
    }
}

```

**Incomplete
"Modified" Cholesky
Factorization**

Compute $\mathbf{r}^{(0)} = \mathbf{b} - [\mathbf{A}]\mathbf{x}^{(0)}$

```

for i = 1, 2, ...
    solve  $[\mathbf{M}]\mathbf{z}^{(i-1)} = \mathbf{r}^{(i-1)}$ 
     $\rho_{i-1} = \mathbf{r}^{(i-1)} \cdot \mathbf{z}^{(i-1)}$ 
    if i=1
         $\mathbf{p}^{(1)} = \mathbf{z}^{(0)}$ 
    else
         $\beta_{i-1} = \rho_{i-1} / \rho_{i-2}$ 
         $\mathbf{p}^{(i)} = \mathbf{z}^{(i-1)} + \beta_{i-1} \mathbf{p}^{(i-1)}$ 
    endif
     $\mathbf{q}^{(i)} = [\mathbf{A}]\mathbf{p}^{(i)}$ 
     $\alpha_i = \rho_{i-1} / \mathbf{p}^{(i)} \cdot \mathbf{q}^{(i)}$ 
     $\mathbf{x}^{(i)} = \mathbf{x}^{(i-1)} + \alpha_i \mathbf{p}^{(i)}$ 
     $\mathbf{r}^{(i)} = \mathbf{r}^{(i-1)} - \alpha_i \mathbf{q}^{(i)}$ 
    check convergence  $|\mathbf{r}|$ 
end

```

solve_ICCG_mc (2/7)

```
W = (double **)malloc(sizeof(double *)*4);
if(W == NULL) {
    fprintf(stderr, "Error: %s\n", strerror(errno));
    return -1;
}

for(i=0; i<4; i++) {
    W[i] = (double *)malloc(sizeof(double)*N);
    if(W[i] == NULL) {
        fprintf(stderr, "Error: %s\n",
            strerror(errno)); return -1;
    }
}
```

```
for(i=0; i<N; i++) {
    X[i] = 0.0;
    W[1][i] = 0.0;
    W[2][i] = 0.0;
    W[3][i] = 0.0;
}
```

**Incomplete
"Modified" Cholesky
Factorization**

```
for(ic=0; ic<NCOLORtot; ic++) {
    for(i=COLORindex[ic]; i<COLORindex[ic+1]; i++) {
        VAL = D[i];
        for(j=indexL[i]; j<indexL[i+1]; j++) {
            VAL -= AL[j]*AL[j]*W[DD][itemL[j] - 1];
        }
        W[DD][i] = 1.0 / VAL;
    }
}
```

$$d_i = \left(a_{ii} - \sum_{k=1}^{i-1} l_{ik}^2 \cdot d_k \right)^{-1} = l_{ii}^{-1}$$



$$d_i = \left(a_{ii} - \sum_{k=1}^{i-1} a_{ik}^2 \cdot d_k \right)^{-1} = l_{ii}^{-1}$$

$W[DD][i]:$	d_i
$D[i]:$	a_{ii}
$itemL[j]:$	k
$AL[j]:$	a_{ik}

Incomplete “Modified” Cholesky Factorization

```
for (i=0; i<N; i++) {
    VAL = D[i];
    for (j=indexL[i]; j<indexL[i+1]; j++) {
        VAL -= AL[j]*AL[j]*W[DD][itemL[j] - 1];
    }
    W[DD][i] = 1.0 / VAL;
}
```



Mesh “i” and “itemL(k)” in RHS belong to different “colors”.

NO data dependency.

```
for (ic=0; ic<NCOLORtot; ic++) {
    for (i=COLORindex[ic]; i<COLORindex[ic+1]; i++) {
        VAL = D[i];
        for (j=indexL[i]; j<indexL[i+1]; j++) {
            VAL -= AL[j]*AL[j]*W[DD][itemL[j] - 1];
        }
        W[DD][i] = 1.0 / VAL;
    }
}
```

solve_ICCG_mc (3/7)

```

for(i=0; i<N; i++) {
    VAL = D[i] * X[i];
    for(j=indexL[i]; j<indexL[i+1]; j++) {
        VAL += AL[j] * X[itemL[j]-1];
    }
    for(j=indexU[i]; j<indexU[i+1]; j++) {
        VAL += AU[j] * X[itemU[j]-1];
    }
    W[R][i] = B[i] - VAL;
}

BNRM2 = 0.0;
for(i=0; i<N; i++) {
    BNRM2 += B[i]*B[i];
}

```

Compute $\mathbf{r}^{(0)} = \mathbf{b} - [\mathbf{A}]\mathbf{x}^{(0)}$

```

for i= 1, 2, ...
    solve [M] z(i-1) = r(i-1)
    ρi-1 = r(i-1) z(i-1)
    if i=1
        p(1) = z(0)
    else
        βi-1 = ρi-1 / ρi-2
        p(i) = z(i-1) + βi-1 p(i-1)
    endif
    q(i) = [A] p(i)
    αi = ρi-1 / p(i) q(i)
    x(i) = x(i-1) + αi p(i)
    r(i) = r(i-1) - αi q(i)
    check convergence |r|
end

```

solve_ICCG_mc (4/7)

```

*ITR = N;
for(L=0; L<(*ITR); L++) {

  for(i=0; i<N; i++) {
    W[Z][i] = W[R][i];
  }

  for(ic=0; ic<NCOLORtot; ic++){
    for(i=COLORindex[ic]; i<COLORindex[ic+1]; i++) {
      WVAL = W[Z][i];
      for(j=indexL[i]; j<indexL[i+1]; j++) {
        WVAL -= AL[j] * W[Z][itemL[j]-1];
      }
      W[Z][i] = WVAL * W[DD][i];
    }
  }

  for (ic=NCOLORtot-1; ic>=0; ic--){
    for(i=COLORindex[ic]; i<COLORindex[ic+1]; i++) {
      SW = 0.0;
      for(j=indexU[i]; j<indexU[i+1]; j++) {
        SW += AU[j] * W[Z][itemU[j]-1];
      }
      W[Z][i] = W[Z][i] - W[DD][i] * SW;
    }
  }
}

```

Compute $r^{(0)} = b - [A]x^{(0)}$

for $i = 1, 2, \dots$

solve $[M]z^{(i-1)} = r^{(i-1)}$

$\rho_{i-1} = r^{(i-1)} z^{(i-1)}$

if $i=1$

$p^{(1)} = z^{(0)}$

else

$\beta_{i-1} = \rho_{i-1} / \rho_{i-2}$

$p^{(i)} = z^{(i-1)} + \beta_{i-1} p^{(i-1)}$

endif

$q^{(i)} = [A]p^{(i)}$

$\alpha_i = \rho_{i-1} / p^{(i)} q^{(i)}$

$x^{(i)} = x^{(i-1)} + \alpha_i p^{(i)}$

$r^{(i)} = r^{(i-1)} - \alpha_i q^{(i)}$

check convergence $|r|$

end

solve_ICCG_mc (4/7)

```

*ITR = N;
for (L=0; L<(*ITR); L++) {

for (i=0; i<N; i++) {
    W[Z][i] = W[R][i];
}

for (ic=0; ic<NCOLORtot; ic++) {
    for (i=COLORindex[ic]; i<COLORindex[ic+1]; i++) {
        WVAL = W[Z][i];
        for (j=indexL[i]; j<indexL[i+1]; j++) {
            WVAL -= AL[j] * W[Z][itemL[j]-1];
        }
        W[Z][i] = WVAL * W[DD][i];
    }
}

for (ic=NCOLORtot-1; ic>=0; ic--) {
    for (i=COLORindex[ic]; i<COLORindex[ic+1]; i++) {
        SW = 0.0;
        for (j=indexU[i]; j<indexU[i+1]; j++) {
            SW += AU[j] * W[Z][itemU[j]-1];
        }
        W[Z][i] = W[Z][i] - W[DD][i] * SW;
    }
}

```

$$(M)\{z\} = (LDL^T)\{z\} = \{r\}$$

$$(L)\{z\} = \{r\}$$

Forward Substitution

				ic=1
<u>3</u>		<u>4</u>		
<u>1</u>		<u>2</u>		

solve_ICCG_mc (4/7)

```

*ITR = N;
for (L=0; L<(*ITR); L++) {

for (i=0; i<N; i++) {
    W[Z][i] = W[R][i];
}

for (ic=0; ic<NCOLORtot; ic++) {
    for (i=COLORindex[ic]; i<COLORindex[ic+1]; i++) {
        WVAL = W[Z][i];
        for (j=indexL[i]; j<indexL[i+1]; j++) {
            WVAL -= AL[j] * W[Z][itemL[j]-1];
        }
        W[Z][i] = WVAL * W[DD][i];
    }
}

for (ic=NCOLORtot-1; ic>=0; ic--) {
    for (i=COLORindex[ic]; i<COLORindex[ic+1]; i++) {
        SW = 0.0;
        for (j=indexU[i]; j<indexU[i+1]; j++) {
            SW += AU[j] * W[Z][itemU[j]-1];
        }
        W[Z][i] = W[Z][i] - W[DD][i] * SW;
    }
}

```

$$(M)\{z\} = (LDL^T)\{z\} = \{r\}$$

$$(L)\{z\} = \{r\}$$

Forward Substitution

				ic=2
3	<u>7</u>	4	<u>8</u>	
1	<u>5</u>	2	<u>6</u>	

solve_ICCG_mc (4/7)

```

*ITR = N;
for (L=0; L<(*ITR); L++) {

for (i=0; i<N; i++) {
    W[Z][i] = W[R][i];
}

for (ic=0; ic<NCOLORtot; ic++) {
    for (i=COLORindex[ic]; i<COLORindex[ic+1]; i++) {
        WVAL = W[Z][i];
        for (j=indexL[i]; j<indexL[i+1]; j++) {
            WVAL -= AL[j] * W[Z][itemL[j]-1];
        }
        W[Z][i] = WVAL * W[DD][i];
    }
}

for (ic=NCOLORtot-1; ic>=0; ic--) {
    for (i=COLORindex[ic]; i<COLORindex[ic+1]; i++) {
        SW = 0.0;
        for (j=indexU[i]; j<indexU[i+1]; j++) {
            SW += AU[j] * W[Z][itemU[j]-1];
        }
        W[Z][i] = W[Z][i] - W[DD][i] * SW;
    }
}

```

$$(M)\{z\} = (LDL^T)\{z\} = \{r\}$$

$$(L)\{z\} = \{r\}$$

Forward Substitution

<u>11</u>		<u>12</u>		ic=3
3	7	4	8	
<u>9</u>		<u>10</u>		
1	5	2	6	

solve_ICCG_mc (4/7)

```

*ITR = N;
for (L=0; L<(*ITR); L++) {

for (i=0; i<N; i++) {
    W[Z][i] = W[R][i];
}

for (ic=0; ic<NCOLORtot; ic++) {
    for (i=COLORindex[ic]; i<COLORindex[ic+1]; i++) {
        WVAL = W[Z][i];
        for (j=indexL[i]; j<indexL[i+1]; j++) {
            WVAL -= AL[j] * W[Z][itemL[j]-1];
        }
        W[Z][i] = WVAL * W[DD][i];
    }
}

for (ic=NCOLORtot-1; ic>=0; ic--) {
    for (i=COLORindex[ic]; i<COLORindex[ic+1]; i++) {
        SW = 0.0;
        for (j=indexU[i]; j<indexU[i+1]; j++) {
            SW += AU[j] * W[Z][itemU[j]-1];
        }
        W[Z][i] = W[Z][i] - W[DD][i] * SW;
    }
}

```

$$(M)\{z\} = (LDL^T)\{z\} = \{r\}$$

$$(L)\{z\} = \{r\}$$

Forward Substitution

11	<u>15</u>	12	<u>16</u>	ic=4
3	7	4	8	
9	<u>13</u>	10	<u>14</u>	
1	5	2	6	

solve_ICCG_mc (4/7)

```

*ITR = N;
for (L=0; L<(*ITR); L++) {

for (i=0; i<N; i++) {
    W[Z][i] = W[R][i];
}

for (ic=0; ic<NCOLORtot; ic++) {
    for (i=COLORindex[ic]; i<COLORindex[ic+1]; i++) {
        WVAL = W[Z][i];
        for (j=indexL[i]; j<indexL[i+1]; j++) {
            WVAL -= AL[j] * W[Z][itemL[j]-1];
        }
        W[Z][i] = WVAL * W[DD][i];
    }
}

for (ic=NCOLORtot-1; ic>=0; ic--) {
    for (i=COLORindex[ic]; i<COLORindex[ic+1]; i++) {
        SW = 0.0;
        for (j=indexU[i]; j<indexU[i+1]; j++) {
            SW += AU[j] * W[Z][itemU[j]-1];
        }
        W[Z][i] = W[Z][i] - W[DD][i] * SW;
    }
}

```

$$(M)\{z\} = (LDL^T)\{z\} = \{r\}$$

$$(L)\{z\} = \{r\}$$

$$(DL^T)\{z\} = \{z\}$$

Forward Substitution

Backward Substitution

solve_ICCG_mc (4/7)

```

*ITR = N;
for (L=0; L<(*ITR); L++) {

for (i=0; i<N; i++) {
    W[Z][i] = W[R][i];
}

for (ic=0; ic<NCOLORtot; ic++) {
    for (i=COLORindex[ic]; i<COLORindex[ic+1]; i++) {
        if order of computations in same
        color is changed: NO effect
        i= COLOR[ic], COLOR(ic+1)
        i= COLOR[ic+1], COLOR[ic], -1
        for (ic=NCOLORtot-1; ic>=0; ic--) {
            for (i=COLORindex[ic]; i<COLORindex[ic+1]; i++) {
                SW = 0.0;
                for (j=indexU[i]; j<indexU[i+1]; j++) {
                    SW += AU[j] * W[Z][itemU[j]-1];
                }
                W[Z][i] = W[Z][i] - W[DD][i] * SW;
            }
        }
    }
}

```

$$(M)\{z\} = (LDL^T)\{z\} = \{r\}$$

$$(L)\{z\} = \{r\}$$

$$(DL^T)\{z\} = \{z\}$$

Forward Substitution

Backward Substitution

11	15	12	16
	<u>7</u>		<u>8</u>
9	13	10	14
	<u>5</u>		<u>6</u>

ic=2

Forward/Backward Substitution

前進後退代入

```

for (i=0; i<N; i++) {
    WVAL = W[Z][i];
    for (j=indexL[i]; j<indexL[i+1]; j++) {
        WVAL -= AL[j] * W[Z][itemL[j]-1];
    }
    W[Z][i] = WVAL * W[DD][i];
}

for (i=N-1; i>=0; i--) {
    SW = 0.0;
    for (j=indexU[i]; j<indexU[i+1]; j++) {
        SW += AU[j] * W[Z][itemU[j]-1];
    }
    W[Z][i] = W[Z][i] - W[DD][i] * SW;
}

```



```

for (ic=0; ic<NCOLORtot; ic++) {
    for (i=COLORindex[ic]; i<COLORindex[ic+1]; i++) {
        WVAL = W[Z][i];
        for (j=indexL[i]; j<indexL[i+1]; j++) {
            WVAL -= AL[j] * W[Z][itemL[j]-1];
        }
        W[Z][i] = WVAL * W[DD][i];
    }
}

for (ic=NCOLORtot-1; ic>=0; ic--) {
    for (i=COLORindex[ic]; i<COLORindex[ic+1]; i++) {
        SW = 0.0;
        for (j=indexU[i]; j<indexU[i+1]; j++) {
            SW += AU[j] * W[Z][itemU[j]-1];
        }
        W[Z][i] = W[Z][i] - W[DD][i] * SW;
    }
}

```

solve_ICCG_mc (5/7)

```

/*****
* RHO = {r} {z} *
*****/

RHO = 0.0;
for(i=0; i<N; i++) {
    RHO += W[R][i] * W[Z][i];
}

/*****
* {p} = {z} if ITER=0 *
* BETA = RHO / RH01 otherwise *
*****/

if(L == 0) {
    for(i=0; i<N; i++) {
        W[P][i] = W[Z][i];
    }
} else {
    BETA = RHO / RH01;
    for(i=0; i<N; i++) {
        W[P][i] = W[Z][i] + BETA * W[P][i];
    }
}

```

Compute $r^{(0)} = b - [A]x^{(0)}$

for $i = 1, 2, \dots$

solve $[M]z^{(i-1)} = r^{(i-1)}$

$\rho_{i-1} = r^{(i-1)} z^{(i-1)}$

if $i=1$

$p^{(1)} = z^{(0)}$

else

$\beta_{i-1} = \rho_{i-1} / \rho_{i-2}$

$p^{(i)} = z^{(i-1)} + \beta_{i-1} p^{(i-1)}$

endif

$q^{(i)} = [A]p^{(i)}$

$\alpha_i = \rho_{i-1} / p^{(i)} q^{(i)}$

$x^{(i)} = x^{(i-1)} + \alpha_i p^{(i)}$

$r^{(i)} = r^{(i-1)} - \alpha_i q^{(i)}$

check convergence $|r|$

end

solve_ICCG_mc (6/7)

```

/*****
* {q} = [A] {p} *
*****/
for(i=0; i<N; i++) {
    VAL = D[i] * W[P][i];
    for(j=indexL[i]; j<indexL[i+1]; j++) {
        VAL += AL[j] * W[P][itemL[j]-1];
    }
    for(j=indexU[i]; j<indexU[i+1]; j++) {
        VAL += AU[j] * W[P][itemU[j]-1];
    }
    W[Q][i] = VAL;
}

```

Compute $r^{(0)} = b - [A]x^{(0)}$

for $i = 1, 2, \dots$

solve $[M]z^{(i-1)} = r^{(i-1)}$

$\rho_{i-1} = r^{(i-1)} z^{(i-1)}$

if $i=1$

$p^{(1)} = z^{(0)}$

else

$\beta_{i-1} = \rho_{i-1} / \rho_{i-2}$

$p^{(i)} = z^{(i-1)} + \beta_{i-1} p^{(i-1)}$

endif

$q^{(i)} = [A]p^{(i)}$

$\alpha_i = \rho_{i-1} / p^{(i)} q^{(i)}$

$x^{(i)} = x^{(i-1)} + \alpha_i p^{(i)}$

$r^{(i)} = r^{(i-1)} - \alpha_i q^{(i)}$

check convergence $|r|$

end

solve_ICCG_mc (7/7)

```

/*****
* ALPHA = RHO / {p} {q} *
*****/
C1 = 0.0;
for(i=0; i<N; i++) {
    C1 += W[P][i] * W[Q][i];
}
ALPHA = RHO / C1;

/*****
* {x} = {x} + ALPHA * {p} *
* {r} = {r} - ALPHA * {q} *
*****/
for(i=0; i<N; i++) {
    X[i] += ALPHA * W[P][i];
    W[R][i] -= ALPHA * W[Q][i];
}

DNRM2 = 0.0;
for(i=0; i<N; i++) {
    DNRM2 += W[R][i]*W[R][i];
}

ERR = sqrt(DNRM2/BNRM2);
if((L+1)%100 ==1) {
    fprintf(stderr, "%5d%16.6e\n", L+1, ERR);
}
if(ERR < EPS) {
    *IER = 0; goto N900;
} else {
    RH01 = RHO;
}
}
*IER = 1;

```

Compute $r^{(0)} = b - [A]x^{(0)}$

for $i = 1, 2, \dots$

 solve $[M]z^{(i-1)} = r^{(i-1)}$

$\rho_{i-1} = r^{(i-1)} z^{(i-1)}$

if $i=1$

$p^{(1)} = z^{(0)}$

else

$\beta_{i-1} = \rho_{i-1} / \rho_{i-2}$

$p^{(i)} = z^{(i-1)} + \beta_{i-1} p^{(i-1)}$

endif

$q^{(i)} = [A]p^{(i)}$

$\alpha_i = \rho_{i-1} / p^{(i)} q^{(i)}$

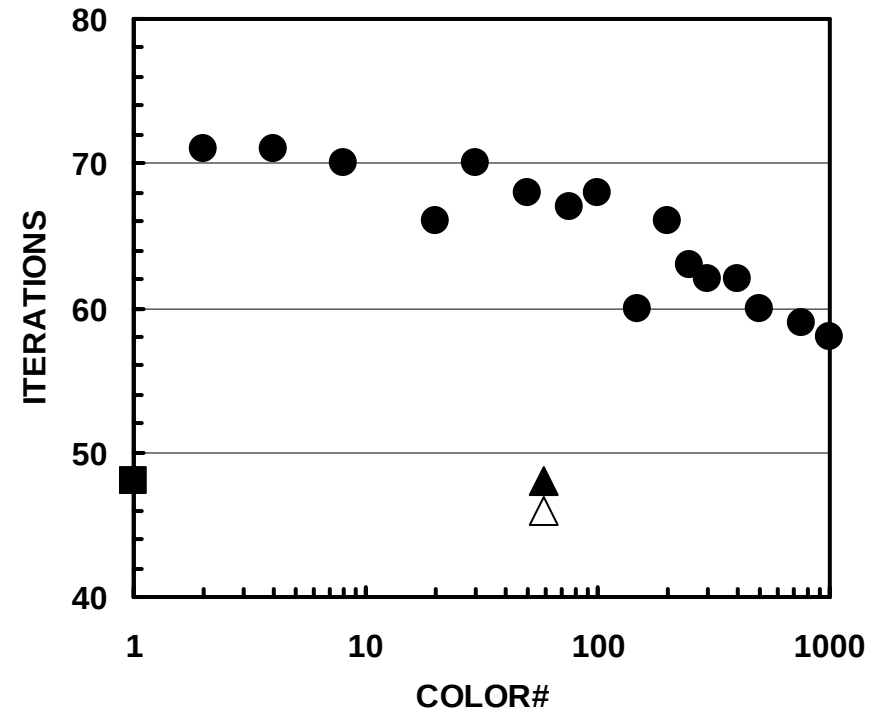
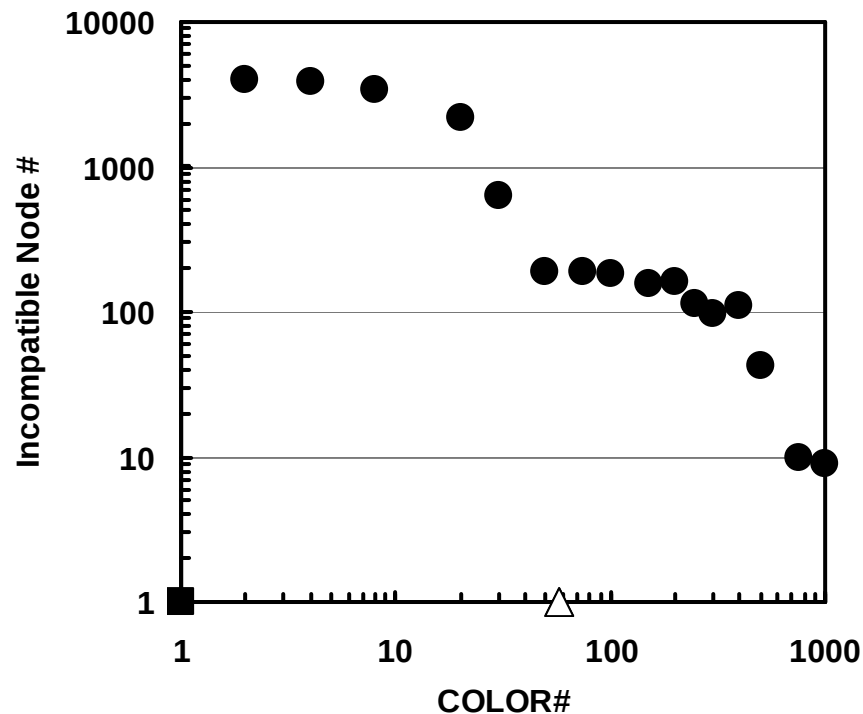
$x^{(i)} = x^{(i-1)} + \alpha_i p^{(i)}$

$r^{(i)} = r^{(i-1)} - \alpha_i q^{(i)}$

check convergence $|r|$

end

Effect of Color Number on Convergence of ICCG



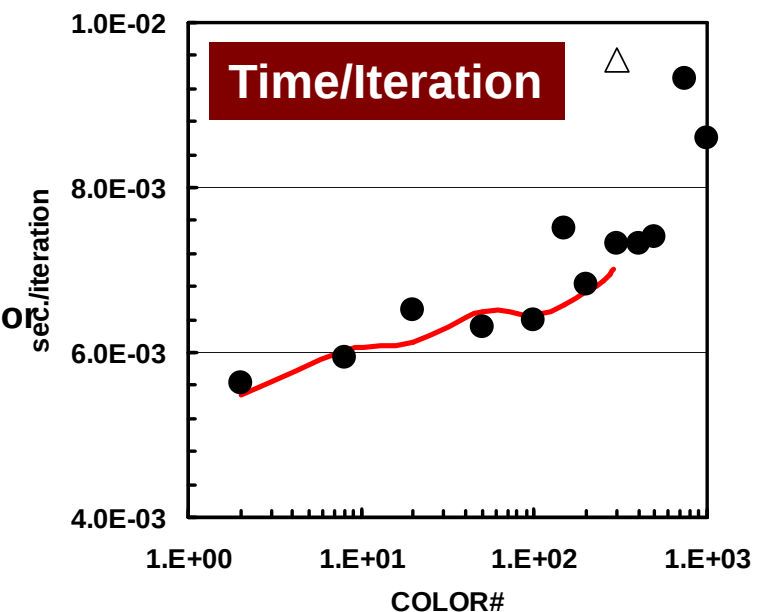
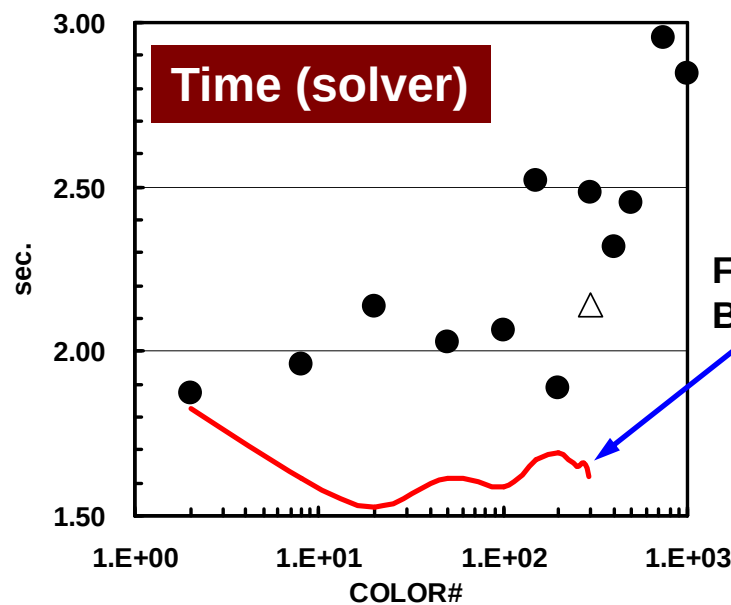
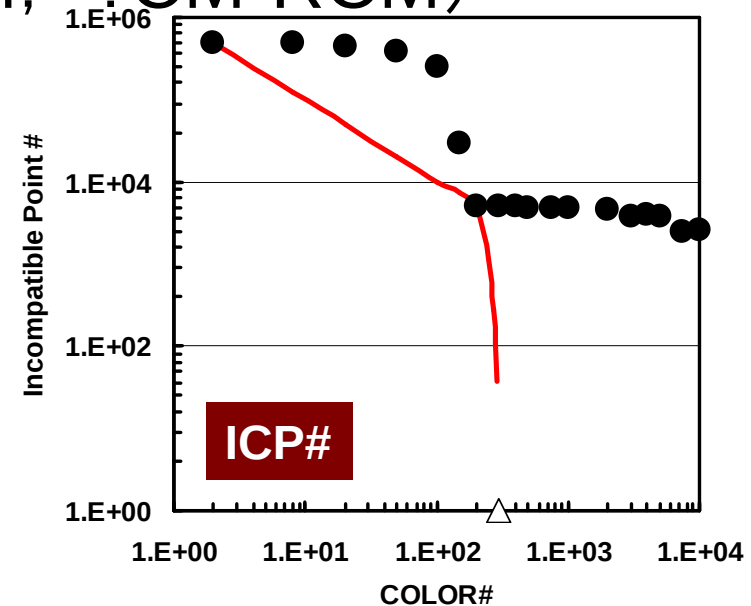
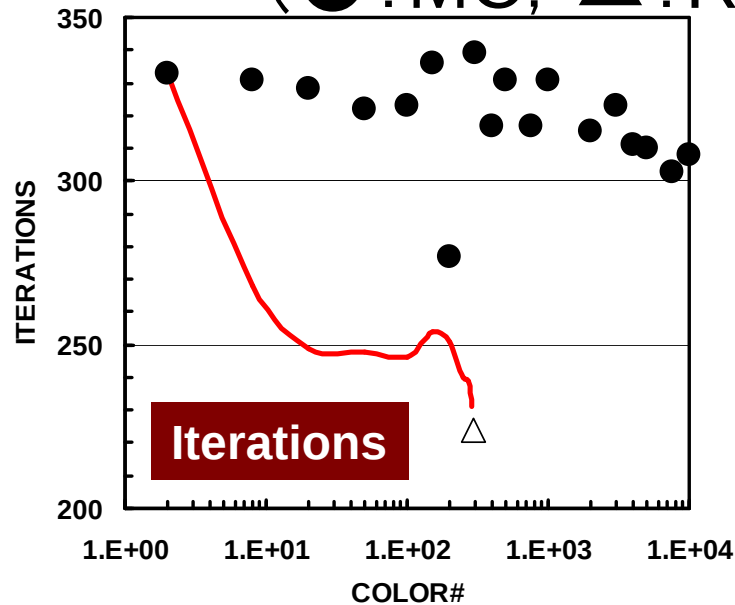
($20^3=8,000$ meshe, $\text{EPSICCG}=10^{-8}$)

(■ : ICCG(L1), ● : ICCG-MC, ▲ : ICCG-CM, △ : ICCG-RCM)

- Remedy for Data Dependency
- Ordering/Reordering
 - Red-Black, Multicoloring (MC)
 - Cuthill-McKee (CM), Reverse-CM (RCM)
 - Reordering and Convergence
- Implementation
- ICCG with Reordering
- **ICCG with Reordering on Multicores**
 - **Just apply OpenMP to L2-sol**

SR11000, 1-node/16-cores, 100^3

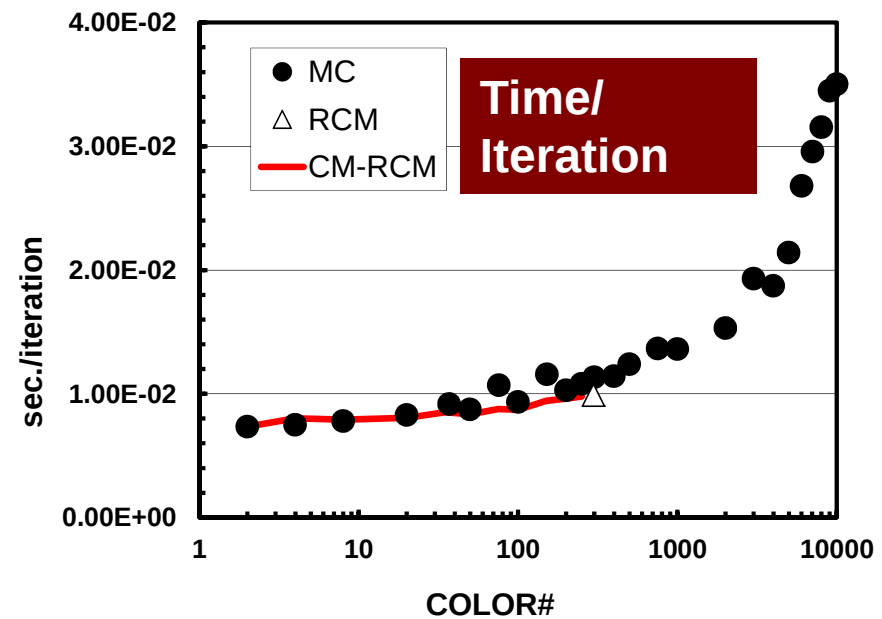
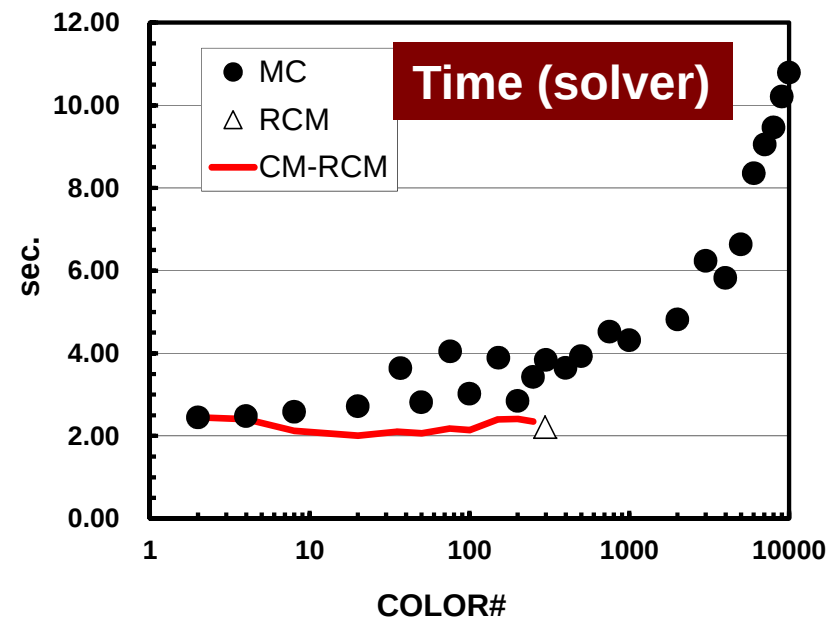
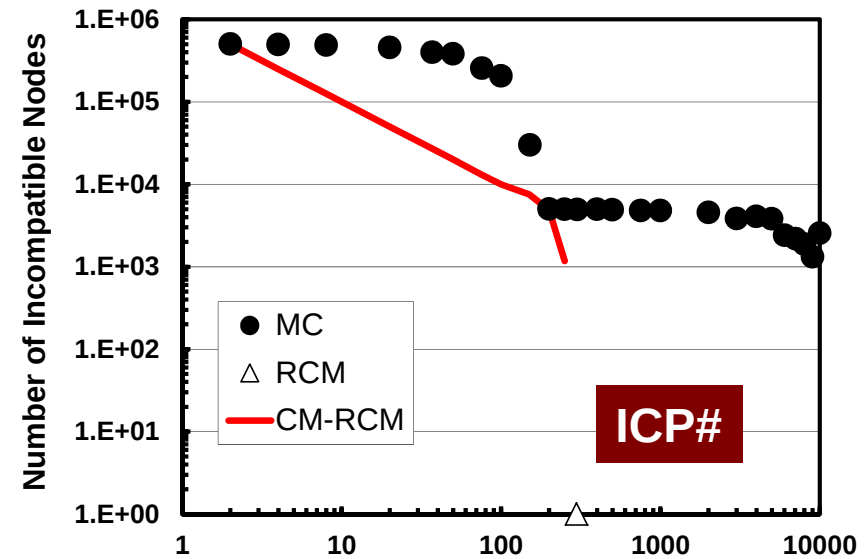
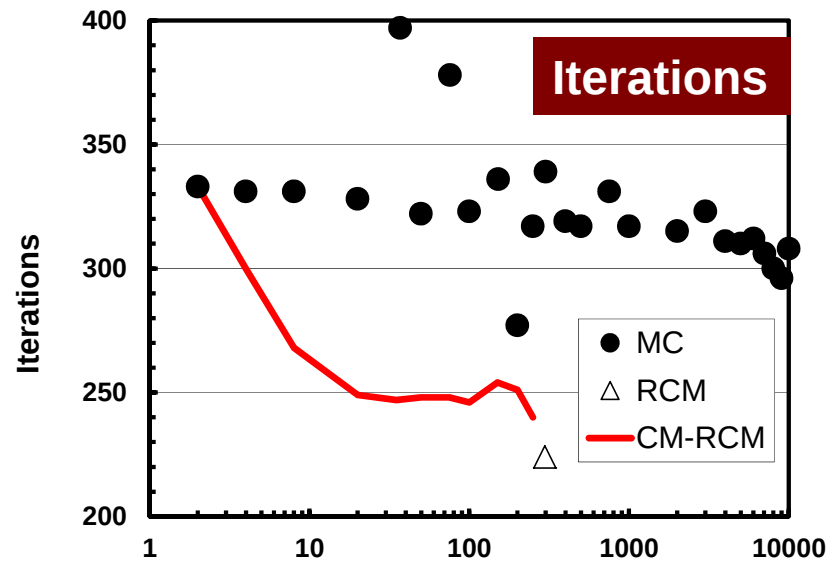
(●:MC, △:RCM, - :CM-RCM)



Funny
Behavior

FX10, 1-node/16-cores, 100^3

(●:MC, △:RCM, -:CM-RCM)



OBCX,
1-socket/24-cores,
 128^3
(●: MC, △: RCM, -: CM-RCM)

