

# **An Evaluation of Double-Double Precision**

# **Operation for Iterative Solver Library using AVX**



Toshiaki Hishinuma<sup>†</sup>, Akihiro Fujii<sup>†</sup>, Teruo Tanaka<sup>†</sup> and Hidehiko Hasegawa<sup>††</sup>

<sup>†</sup>Department of Computer Science, Faculty of Informatics, Kogakuin University, Tokyo, Japan <sup>++</sup>Faculty of Library, Information and Media Science, University of Tsukuba, Tsukuba, Japan

### Introduction

In order to improve accuracy, scientific computing needs more than single/double precisions. We evaluated behavior of high precision operation routines using new Intel architecture AVX.

## **Double-Double precision operation**

Double-Double precision composed of two Double precision data

### **Acceleration using AVX**

SSE2 and AVX supported by Intel

- It has 104bit significant part
- It takes 10-30 times longer than Double precision operation



Double-Double precision

### **Fig.1 Double-Double precision data**

- SSE2 : 2 Double operations (in 2000) ullet
- AVX : 4 Double operations (New, in 2011) lacksquare
- Performance of AVX is twice faster than SSE2 theoretically



#### Fig.2 Architecture of AVX and SSE2

## Vector operations

 Table 1 Double-Double precision vector operations

## Sparse matrix and vector multiplication

Name	ахру	axpyz	храу	scale	dot	nrm2
Operations	y = ax + y	z = ax + y	y = x + ay	$\boldsymbol{x} = a\boldsymbol{x}$	$val = \mathbf{x} \cdot \mathbf{y}$	$val =   \mathbf{x}  _2$

#### CPU : Intel core i 7 2600K 3.4GHz



### Fig.3 Performance of vector operations (4Threads)

- The speedup ratio varied from 1.7 to 2.4
- Some performance of AVX are more than twice of SSE2
  - AVX uses three operand instruction

Three operand instruction (AVX)

Two operand instruction (SSE2)



#### Fig.5 Various structure of non-zero elements of Sparse matrices

• Performance of sparse matrix and vector multiplication depends on number of non-zero element/row, regardless of structure of non-zero elements



w = x * y + z	w = x * y + z		
mul(x , y , temp) //temp = x * y add(temp , z , w) //w = temp + z	$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$		

Fig.4 Difference between three and two operand instruction

(example)

#### —band\_matrix\_SSE2 florida\_matrix\_AVX ▲ florida\_matrix\_SSE2 20 90 10 50 60 Non-zero elements / rows

### Fig.6 Performance of sparse matrix and vector multiplication (1Thread)

- References • Bailey, D, H.: High-Precision Floating-Point Arithmetic in Scientific Computation, computing in Science and Engineering, pp. 54–61 (2005).
- T. Hishinuma, et al.: Acceleration of Double-Double Precision Operation for Iterative Solver Library using AVX, IPSJ, Vol.2012-HPC-135 No.16, pp.1-6, SWoPP (2012.8)(in Japanese)

### Conclusion

- Performance of AVX was more than twice of SSE2, because AVX uses three operand instruction.
- Performance of sparse matrix and vector multiplication strongly depends on nonzero elements/rows.