

# Jacobi Algorithm

Vipin Vasu

May 9, 2019

# Outline

- 1 Introduction
- 2 Algorithm
- 3 Making things go parallel
- 4 Conclusion

# What I'm gonna do right now

- Give an introduction about Jacobi Algorithm
- The algorithm in the basic sense
- Making stuff parallel
- Demo

## Non Parallel version for 2D

---

```
1 double precision, dimension(0:imax+1,0:kmax+1,0:1) :: phi
2 integer :: t0,t1
3 t0 = 0 ; t1 = 1
4 do it = 1,itmax      ! choose suitable number of sweeps
5   do k = 1,kmax
6     do i = 1,imax
7       ! four flops, one store, four loads
8       phi(i,k,t1) = ( phi(i+1,k,t0) + phi(i-1,k,t0)
9         + phi(i,k+1,t0) + phi(i,k-1,t0) ) * 0.25
10      enddo
11    enddo
12    ! swap arrays
13    i = t0 ; t0=t1 ; t1=i
14  enddo
```

---

## Non Parallel version for 3D

---

```
1 double precision, parameter :: osth=1/6.d0
2 do it=1,itmax ! number of iterations (sweeps)
3   ! not parallelizable right away
4   do k=1,kmax
5     do j=1,jmax
6       do i=1,imax
7         phi(i,j,k) = ( phi(i-1,j,k) + phi(i+1,j,k)
8                       + phi(i,j-1,k) + phi(i,j+1,k)
9                       + phi(i,j,k-1) + phi(i,j,k+1) ) * osth
10      enddo
11    enddo
12  enddo
13 enddo
```

---

## Parallel Version of Jacobi

Introduction

Algorithm

Making things  
go parallel

Conclusion

---

```
1 !OMP PARALLEL PRIVATE(k,j,i,jStart,jEnd,threadID)
2   threadID=OMP_GET_THREAD_NUM()
3 !OMP SINGLE
4   numThreads=OMP_GET_NUM_THREADS()
5 !OMP END SINGLE
6   jStart=jmax/numThreads+threadID
7   jEnd=jStart+jmax/numThreads ! jmax is a multiple of numThreads
8   do l=1,kmax+numThreads-1
9     k=l-threadID
10    if((k.ge.1).and.(k.le.kmax)) then
11      do j=jStart,jEnd          ! this is the actual parallel loop
12        do i=1,iMax
13          phi(i,j,k) = ( phi(i-1,j,k) + phi(i+1,j,k)
14                        + phi(i,j-1,k) + phi(i,j+1,k)
15                        + phi(i,j,k-1) + phi(i,j,k+1) ) * osth
16        enddo
17      enddo
18    endif
19 !OMP BARRIER
20   enddo
21 !OMP END PARALLEL
```

---

# Demo

The End