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# Data-Driven Solver Selection for Sparse Linear Matrices at Scale

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## Introduction

• (Sparse) Linear systems are everywhere • Choosing appropriate solvers and preconditioners is very challenging, especially for a novice • Non-optimal choices might not converge

## **Methods and Results**

This work adapts and extends the approach from Yeom [8], following a 3-step process:



Figure 1 The choice of solver-preconditioner pair can yield quick, slow, or no convergence.

• SANS systems [1] attempt to use data instead of expert knowledge to automate the selection process • Classical machine learning has been used for solver selection in, e.g., SALSA [2] and Lighthouse [3] • Other recent approaches use neural networks [4]

### Main Ideas

- Feature selection limits model complexity and reduces computation time
- Regression (wrt. runtime) maintains information on relative performance (vs. classification) • Embedding lessens the impact of having unbalanced classes and limited data • Misclassification error doesn't convey the impact of a wrong choice (slower convergence vs. no convergence!)



- The Absolute Relative Error (ARE) better conveys how costly a wrong prediction is:

 $\mathsf{ARE} = \frac{||t_{\mathsf{pred}} - t_{\mathsf{best}}||}{||t_{\mathsf{pred}} - t_{\mathsf{best}}||}$ 

## **Takeaway Messages**

- The established method is not necessarily guaranteed to be the best
- There is no single-best solution
- It is worthwhile to look under the hood (beyond a black-box optimizer)
- This approach can be generalized and extended to further problems!

(c) Projection of new samples into the PVS and Solver Selection via k-Nearest Neighbors Figure 2 Graphical representation of the individual steps.

Applying the method to matrix property and performance data on 775 square matrices with real values from the SuiteSparse Matrix Collection from [6] yielded the following results:



## Outlook

- Beyond matrix properties, available software and hardware strongly affects performance (cf. [5])

• Behavior at scale differs from single-core performance and needs to be analyzed further (cf. [6])

- Modern systems increasingly allow using GPUs for computation, adding yet another layer to the problem (cf. [7])
- The current approach serves as proof-of-concept and can be adapted to other selection/tuning problems.

#### References

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