

The logo of Nagoya University, featuring the university's name in a stylized, italicized font. The text is split across three rectangular blocks with diagonal lines, creating a modern, geometric design.

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*Fast Spherical Harmonic Transform  
of FLTSS and its evaluation*

Reiji SUDA  
Nagoya University

# FLTSS --- Fast Legendre Transform and its Applications

## *Fast Legendre Transform - Contents*

### ⊕ FLTSS

- ▣ Implementation and its performance

### ⊕ Applications

- ▣ Shallow-water equations
- ▣ Turbulent flow

# FLTSS --- Fast Legendre Transform and its Applications

## *FLTSS*

- ⊕ FLTSS --- Fast Legendre Transform with Stable Sampling
  - ⊠ Fast Legendre transform algorithm based on the FMM (Fast Multipole Method)
    - Approximate transform
    - Complexity  $O(T^2 \log T \log(1/\varepsilon))$
    - Numerically stable
  - ⊠ Error control in weighted 2-norm (damping)

# FLTSS --- Fast Legendre Transform and its Applications

## *The idea of fast transform (1)*

- Legendre functions can be interpolated as polynomials

$$P_n^m(y_j) = P_m^m(y_j) \omega(y_j) \sum_i \frac{1}{y_j - x_i} \frac{P_n^m(x_i)}{P_m^m(x_i) \omega_i(x_i)}$$

$$\omega(y) = \prod (y - x_j)$$
$$\omega_i(y) = \omega(y) / (y - x_i)$$

FMM computes the summation in *linear time approximately*

## **FLTSS --- Fast Legendre Transform and its Applications**

### *The idea of fast transform (2)*

Evaluation of an  $N$ -term transform on  $K$  points

$O(KN)$  by direct computation

## FLTSS --- Fast Legendre Transform and its Applications

### *The idea of fast transform (2)*

$N$ -term evaluation on  $N$  points

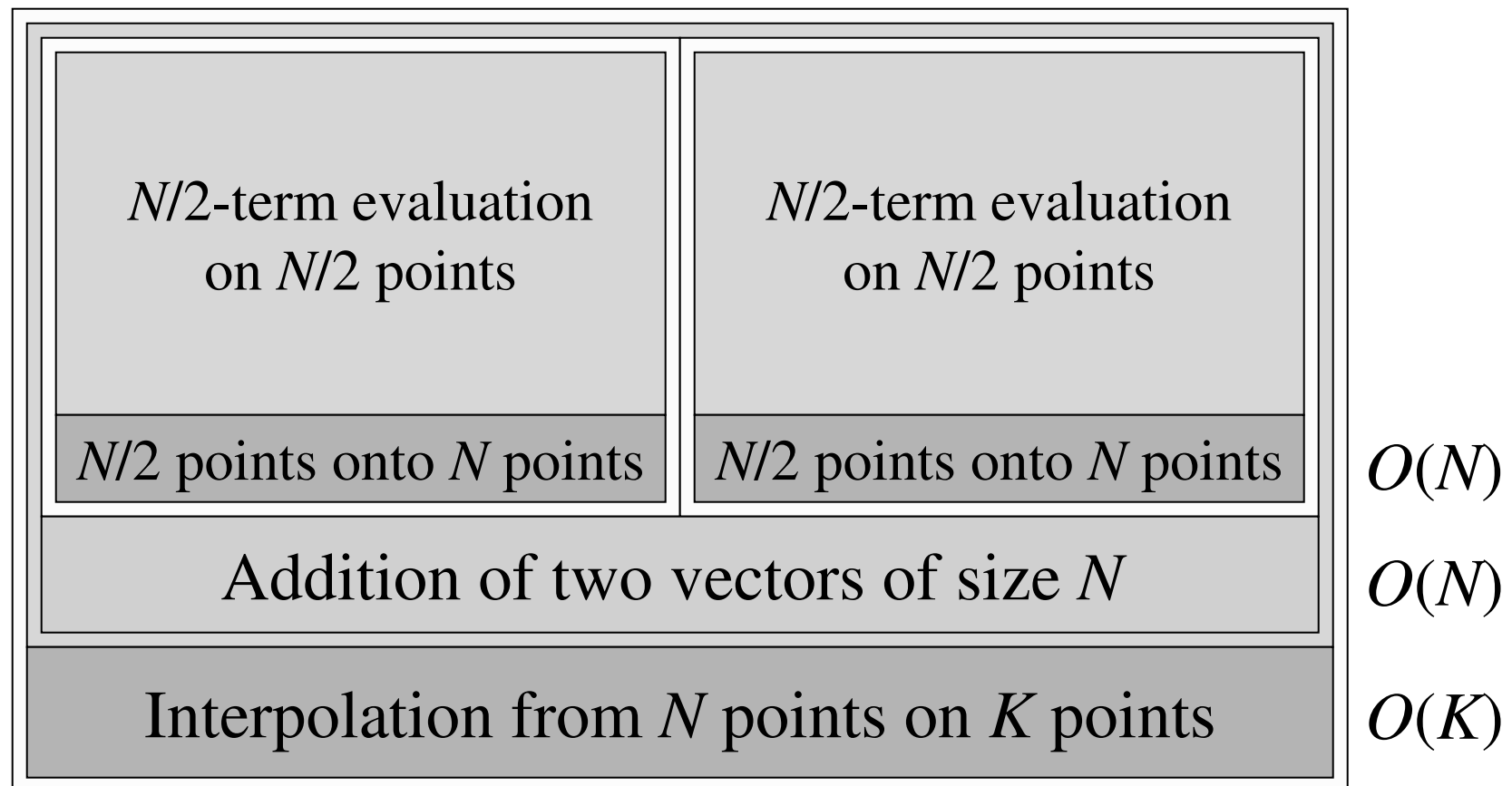
$O(N^2)$  in direct computation

Interpolation from  $N$  points on  $K$  points

$O(K)$

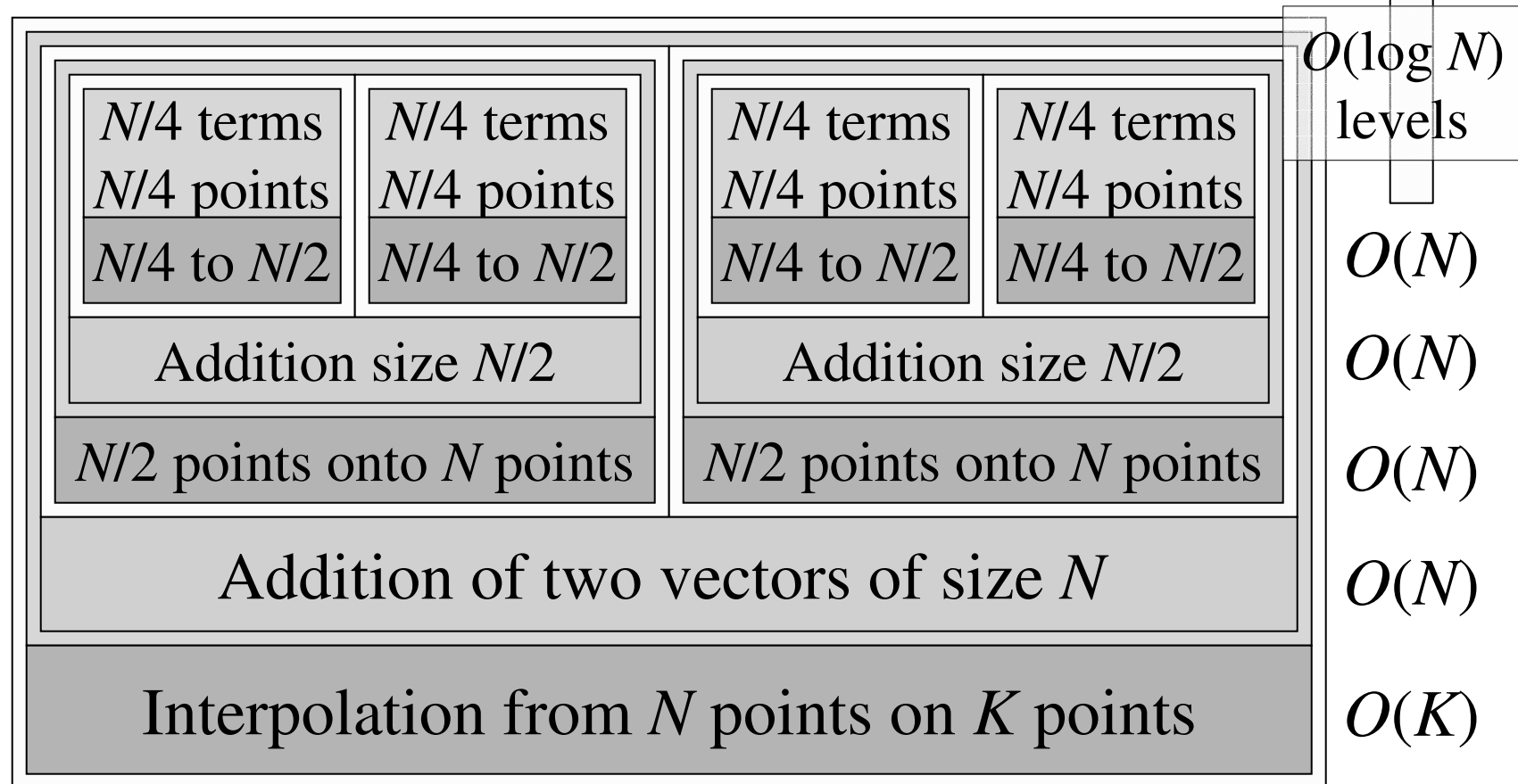
## FLTSS --- Fast Legendre Transform and its Applications

### *The idea of fast transform (2)*



# FLTSS --- Fast Legendre Transform and its Applications

*The idea of fast transform (2)  $O(K + N \log N)$*





## FLTSS --- Fast Legendre Transform and its Applications

*Speedup rates in flop counts*

$T$	$\varepsilon = 10^{-6}$		$\varepsilon = 10^{-10}$	
	error	speedup	error	speedup
127	1.00e-6	1.456	1.05e-10	1.281
170	1.16e-6	1.597	1.13e-10	1.376
255	1.24e-6	1.825	1.32e-10	1.536
511	1.52e-6	2.281	1.37e-10	1.903
1365	2.02e-6	3.983	2.24e-10	2.720
4095	2.62e-6	9.114	2.85e-10	5.415

# FLTSS --- Fast Legendre Transform and its Applications

## *Implementation of FLTSS*

- ⊗ Transform code written in fortran90
  - ▣ Preprocessing code in C
    - Complexity  $O(T^3 \log T)$  or  $O(T^4)$
    - Error control and stability optimization
    - Preprocessed data stored in disk
- ⊗ Evaluation and expansion routines
  - ▣ Legendre functions and differentiated ones
  - ▣ real and complex

## FLTSS --- Fast Legendre Transform and its Applications

### *First implementation (ver0.10)*

- ✚ Straightforward implementation of the evaluation algorithm for real
  - ▣ Using *recursive* feature of fortran90
- ✚ Timing results --- miserable!

T170	original	fast	
		$\varepsilon=10^{-6}$	$\varepsilon=10^{-10}$
time	39.26	63.50	48.26

chammp case-1 12hours: alpha 21264 666MHz

# FLTSS --- Fast Legendre Transform and its Applications

## *Improved implementation (ver0.20)*

### ⊕ Unfold all computations

- ▣ Flat structure of multiply-and-add's ...  
similar to sparse matrix-vector product

### ⊕ Timing results

- ▣ Much better, but yet not satisfactory

T=170	original	fast	
		$e=10^{-6}$	$e=10^{-10}$
time	39.26	31.58	33.37

chammp case-1 12hours: alpha 21264 666MHz

## FLTSS --- Fast Legendre Transform and its Applications

### *Performance improvements?*

- ⊕ On RISC/vector processors
  - ▣ Unrolling the outer loop
  - ▣ Multiple-vector transform
    - High perf in single-vector transform hopeless?
- ⊕ On parallel processors
  - ▣ Trivial parallelism in  $m$ -dimension
    - Load balancing is not trivial
  - ▣ Further parallelization of finer grain?

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## *Application of FLTSS*

## FLTSS --- Fast Legendre Transform and its Applications

### *Applications of FLTSS*

- ⊕ Replacing Legendre transforms in existing codes: T170,  $\varepsilon = 10^{-10}/10^{-6}$
- ⊕ Shallow-water test sets on a sphere
  - ▣ chammp (stswm)
  - ▣ Test cases 1, 3 and 6
- ⊕ Turbulent flow on a sphere
  - ▣ Developed by Yoden and Ishioka

# FLTSS --- Fast Legendre Transform and its Applications

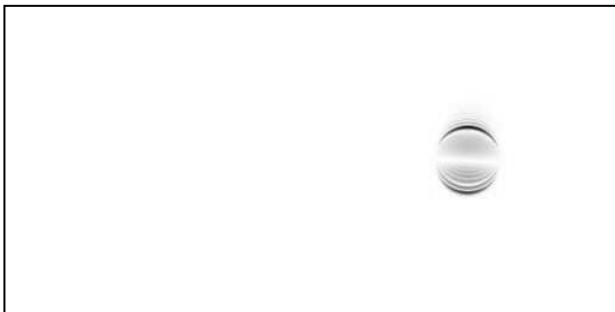
## *Case 1: error and difference*

$$\alpha = \pi / 2$$

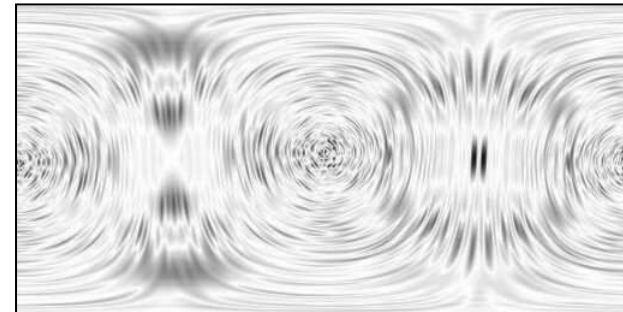
Height 12 days: max 1000m



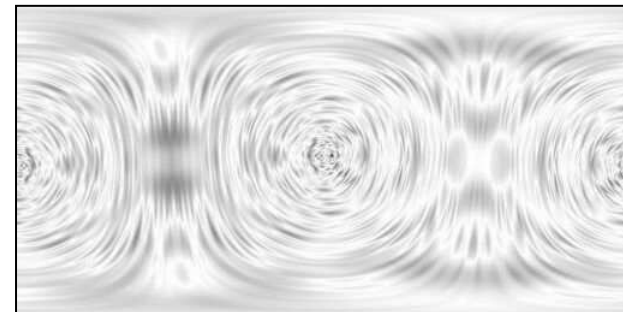
Error: max 5m



Diff  $10^{-10}$ : max  $10^{-6}$  m



Diff  $10^{-6}$ : max  $10^{-2}$  m



Difference from the original code is spread over the sphere

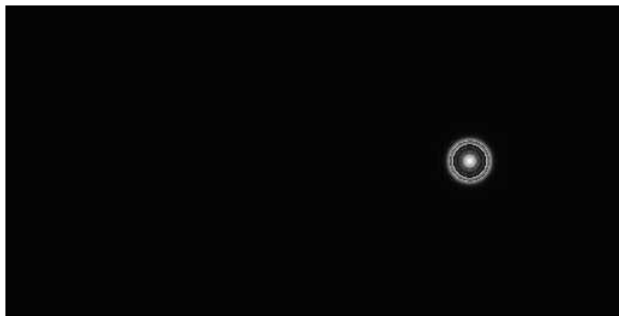


# FLTSS --- Fast Legendre Transform and its Applications

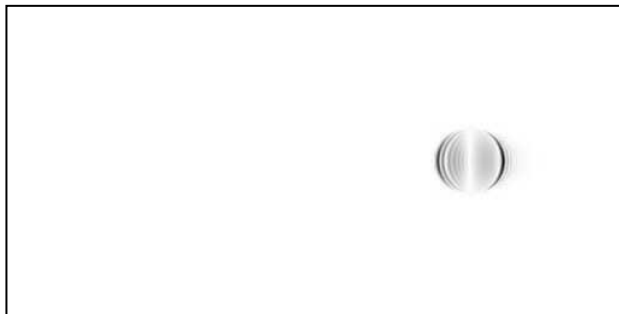
## *Case 1: error and difference*

$$\alpha = 0$$

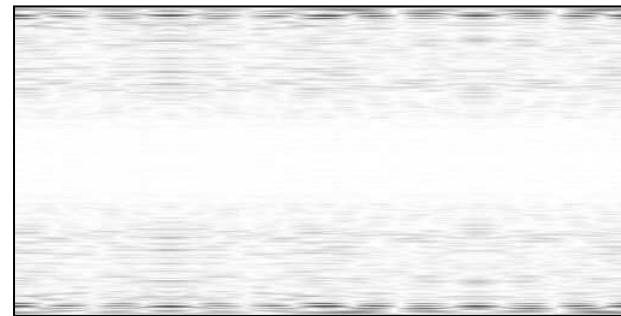
Height: max 1000m



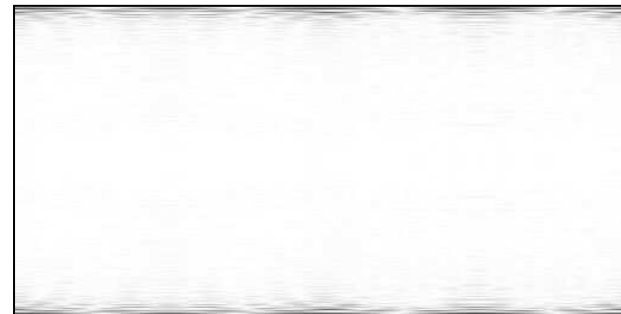
Error: max 5m



Diff  $10^{-10}$ : max  $10^{-5}$  m



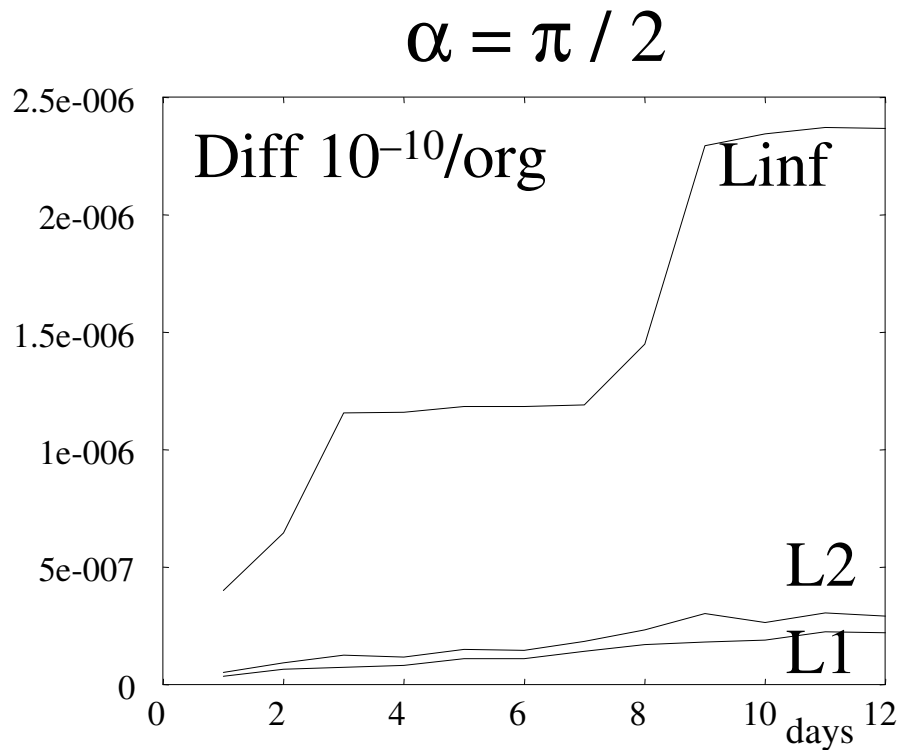
Diff  $10^{-6}$ : max 0.5 m



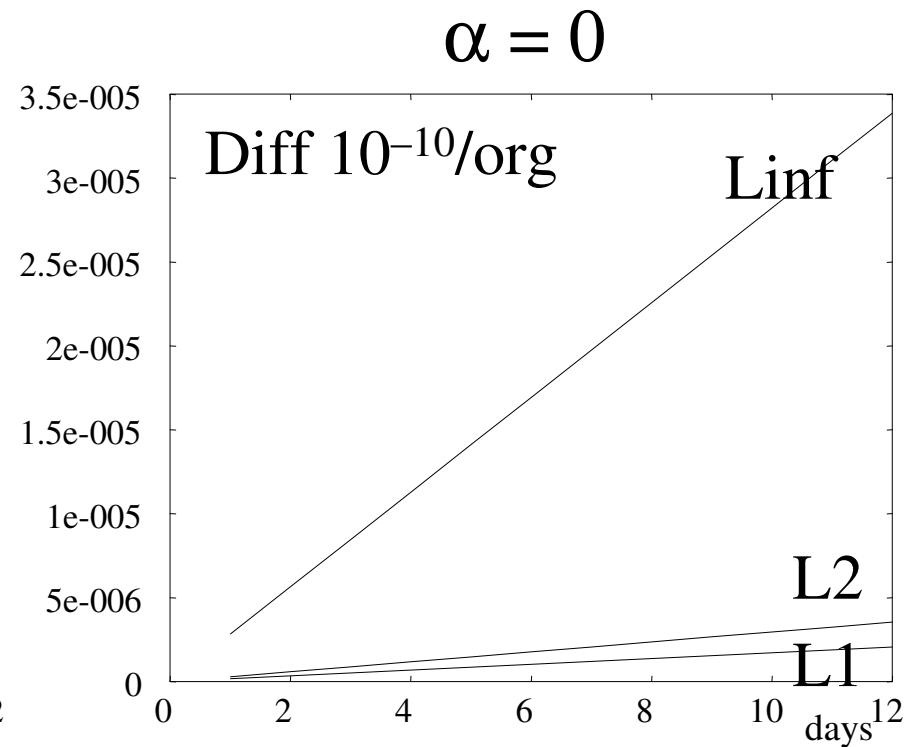
Difference larger and localized about the poles

# FLTSS --- Fast Legendre Transform and its Applications

## *Case 1: devlp of difference*



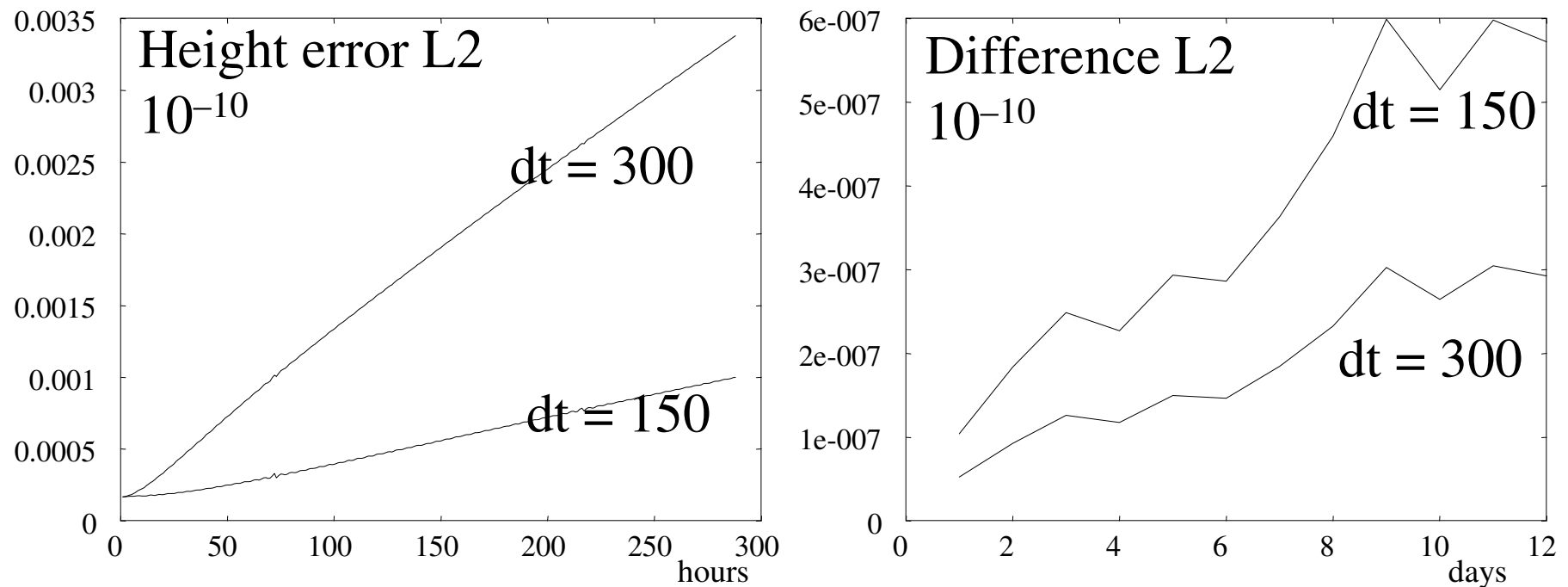
Abrupt increase at days 3 and 9



Linear but 10 times larger

# FLTSS --- Fast Legendre Transform and its Applications

## *Case 1: effects of time step*



Difference is proportional to the *number* of transforms

# FLTSS --- Fast Legendre Transform and its Applications

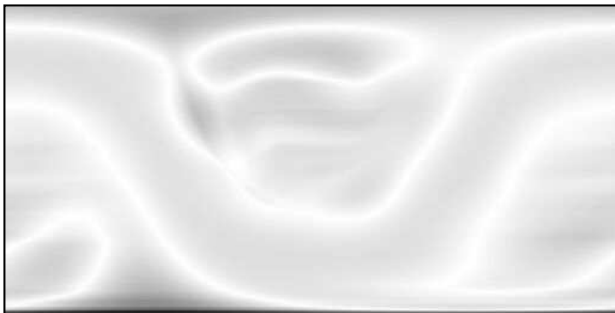
## *Case 3: error and difference*

$$\alpha = \pi / 3$$

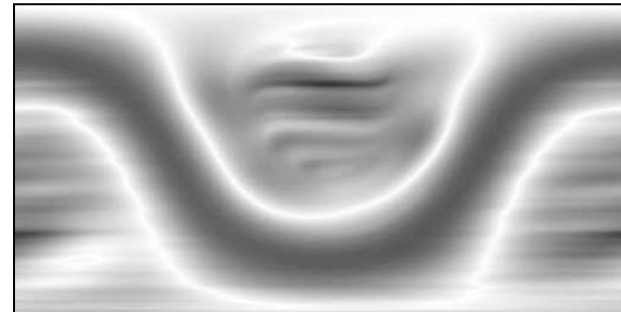
Height: max 3000m



Error org: max  $10^{-7}$  m



Diff  $10^{-10}$ : max  $10^{-5}$  m



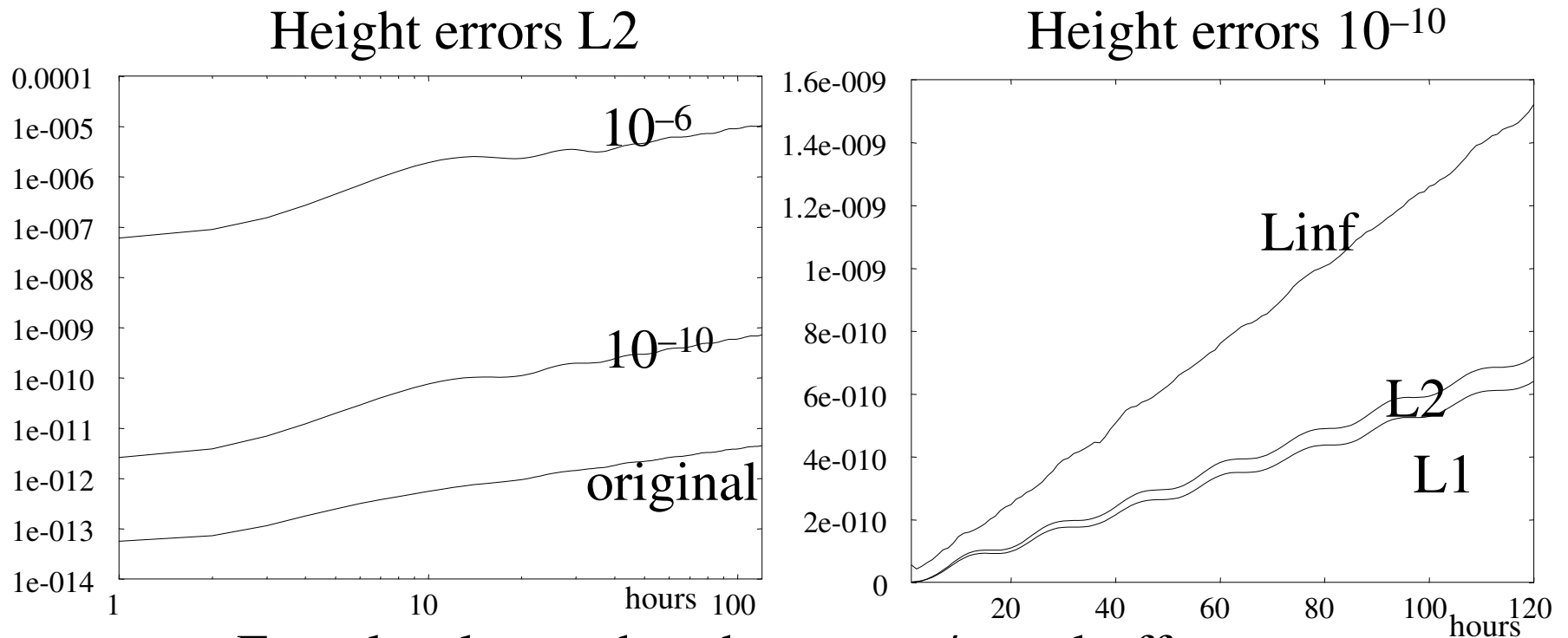
Diff  $10^{-6}$ : max 0.1 m



Difference larger than original error

# FLTSS --- Fast Legendre Transform and its Applications

## *Case 3: height errors $\approx$ differences*



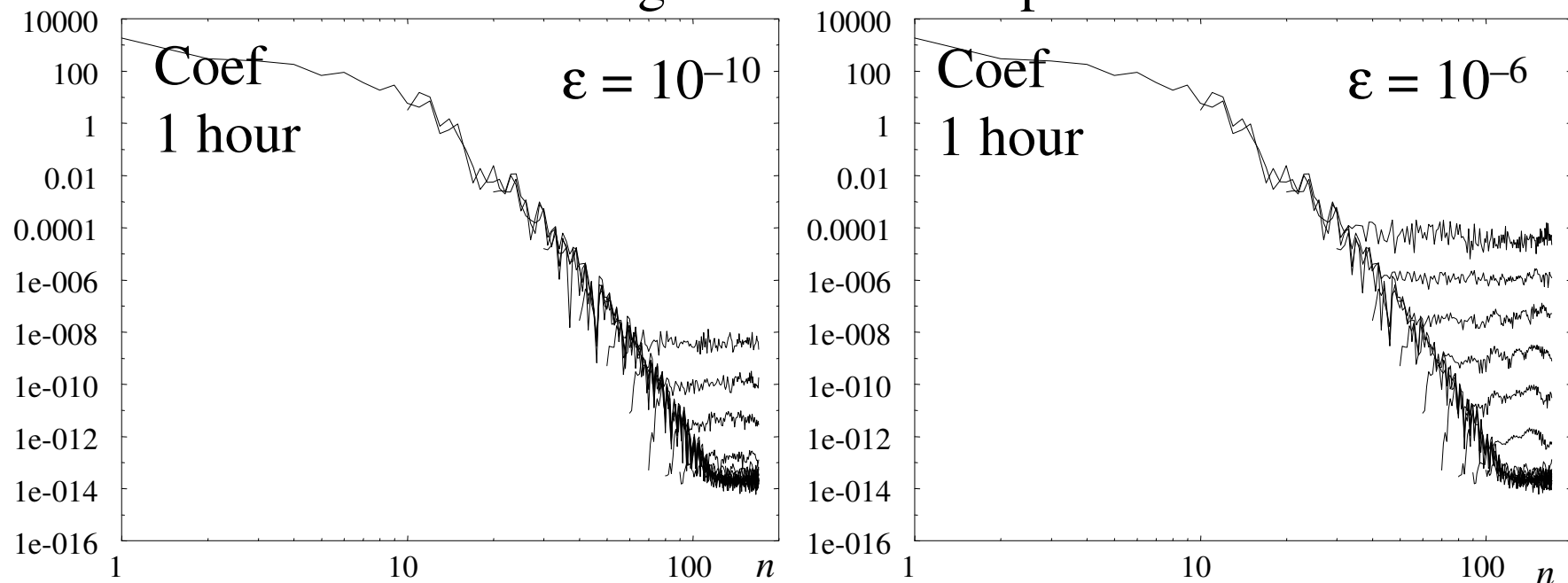
Error levels matches the approx/round-off errors

Nearly linear increase with time

# FLTSS --- Fast Legendre Transform and its Applications

## *Case 3: expansion coefficients*

the maximum magnitude of the expansion coefs



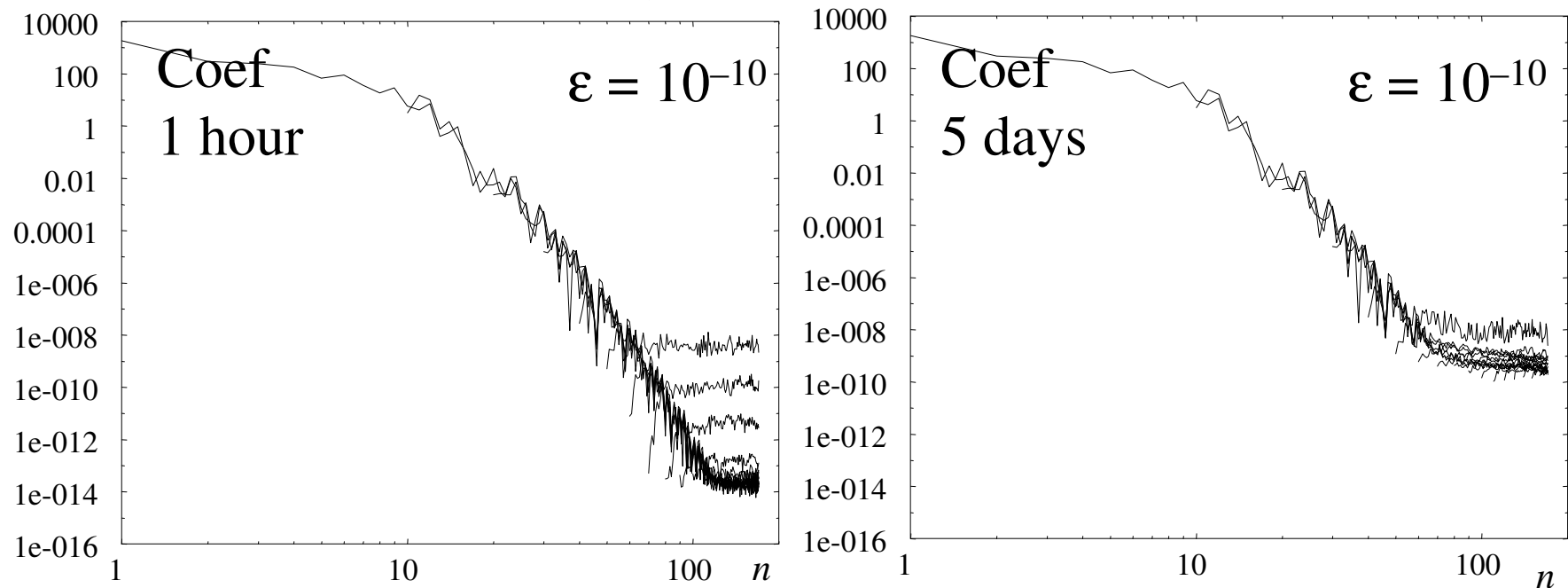
Rapid decrease; the round-off level at  $n = 100$

Filled by errors of approx error level for each  $m$

# FLTSS --- Fast Legendre Transform and its Applications

## *Case 3: expansion coefficients*

the maximum magnitude of the expansion coefs

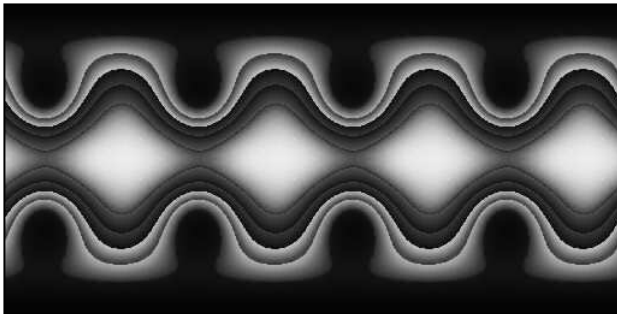


Filled by errors of the same level after long time integration

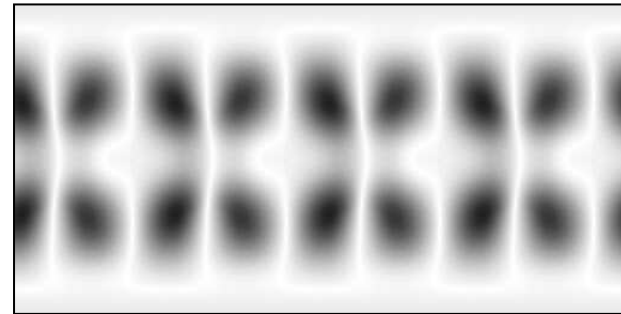
# FLTSS --- Fast Legendre Transform and its Applications

## *Case 6: result and difference*

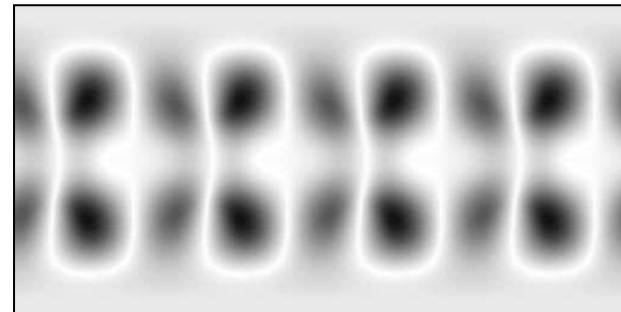
Height 14days: max 6000 m



Diff  $10^{-10}$ : max  $10^{-3}$  m



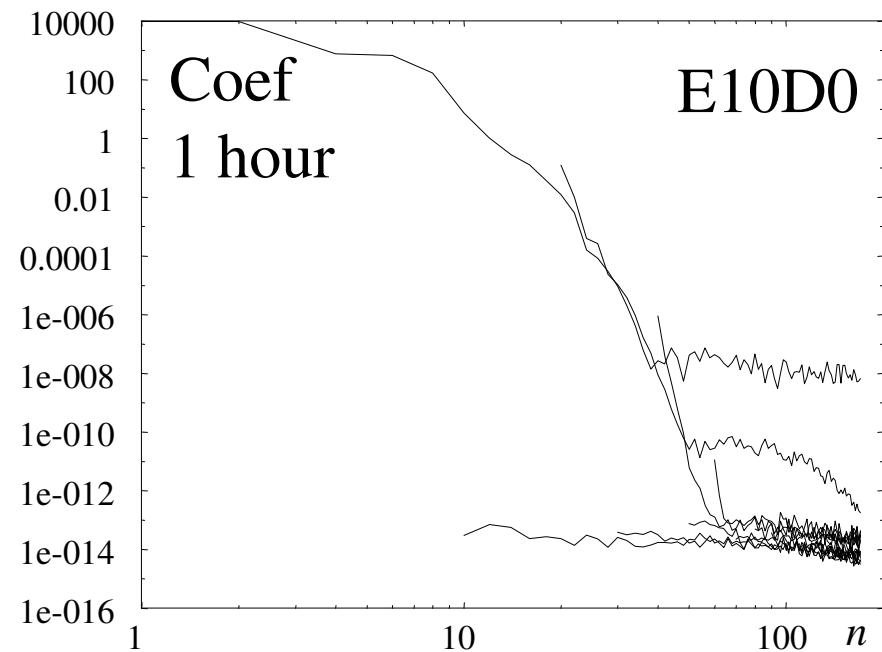
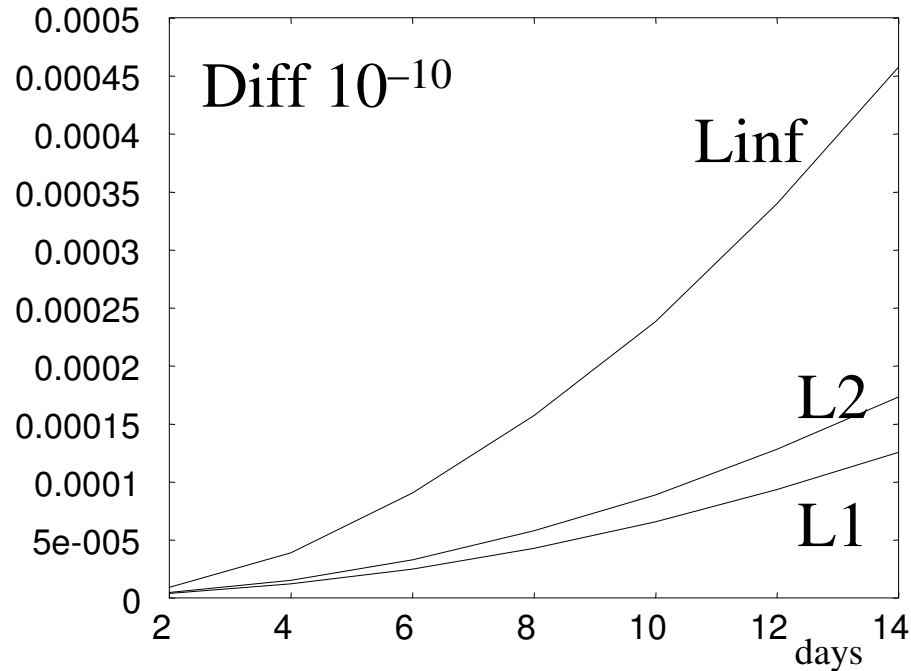
Diff  $10^{-6}$ : max 16 m





# FLTSS --- Fast Legendre Transform and its Applications

## *Case 6: devlp of difference*



## FLTSS --- Fast Legendre Transform and its Applications

### *Case 6: conservation analysis*

t=14days	org	$10^{-10}$	$10^{-6}$
mass	0.0	-1.05e-10	-3.61e-7
energy	-1.19e-4	-1.19e-4	-6.43e-5
enstrophy	5.52e-13	5.52e-13	5.52e-13
divergence	6.03e-20	8.00e-18	-6.65e-13
vorticity	1.03e-22	2.74e-22	1.67e-22
height	1.81e-2	1.81e-2	1.86e-2

## FLTSS --- Fast Legendre Transform and its Applications

### *Turbulent flow: the equations*

- ⊕ Incompressible flow in vorticity eq

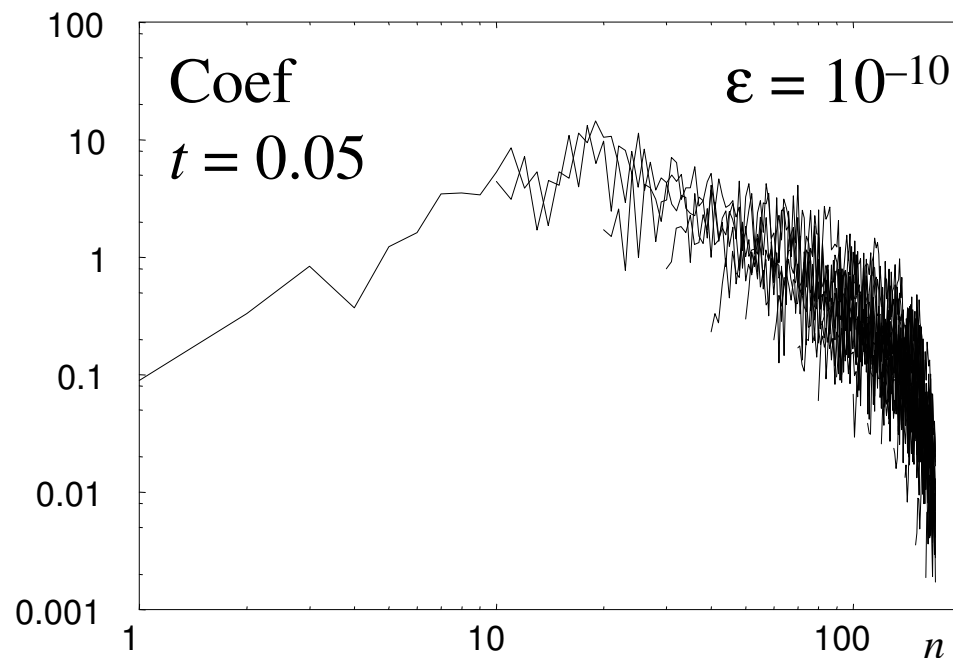
$$\frac{\partial \omega}{\partial t} = -\frac{1}{\sin \theta} \frac{\partial \psi}{\partial \lambda} \frac{\partial \omega}{\partial \theta} + \frac{1}{\sin \theta} \frac{\partial \omega}{\partial \lambda} \frac{\partial \psi}{\partial \theta} - 2\Omega \frac{\partial \psi}{\partial \lambda}$$

$$\omega = \nabla^2 \psi$$

- ⊕ Hyperviscosity  $- \nu \nabla^8 \omega$  with  $\nu = 10^{-38}$
- ⊕ Parameters  $\Omega = 50$  (earth),  $t = 1$  (a week)

# FLTSS --- Fast Legendre Transform and its Applications

## *Turbulent flow: expansion coefs*



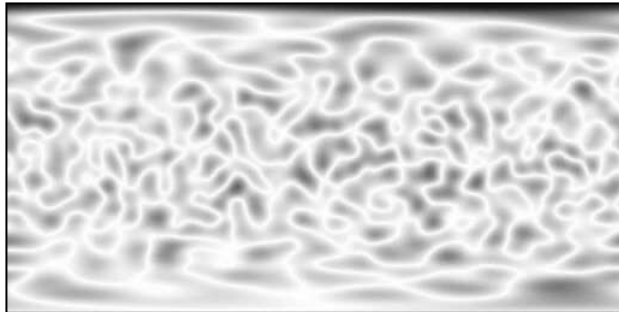
Random field at  $t = 0$

Very slow decrease:  $10^{-2}$  at  $n = 170$

# FLTSS --- Fast Legendre Transform and its Applications

## *Turbulent flow: vorticity field*

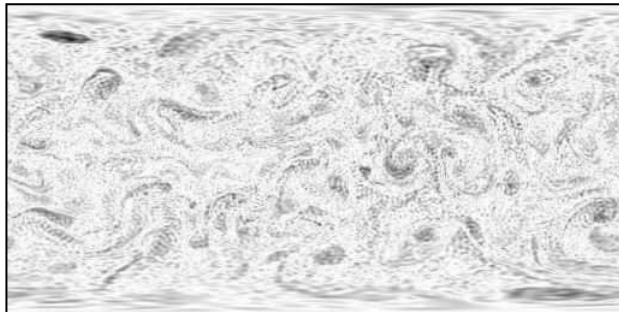
$t = 0$ : max = 90



Diff  $10^{-10}$ : max =  $4e-6$



$t = 0.9$ : max = 105

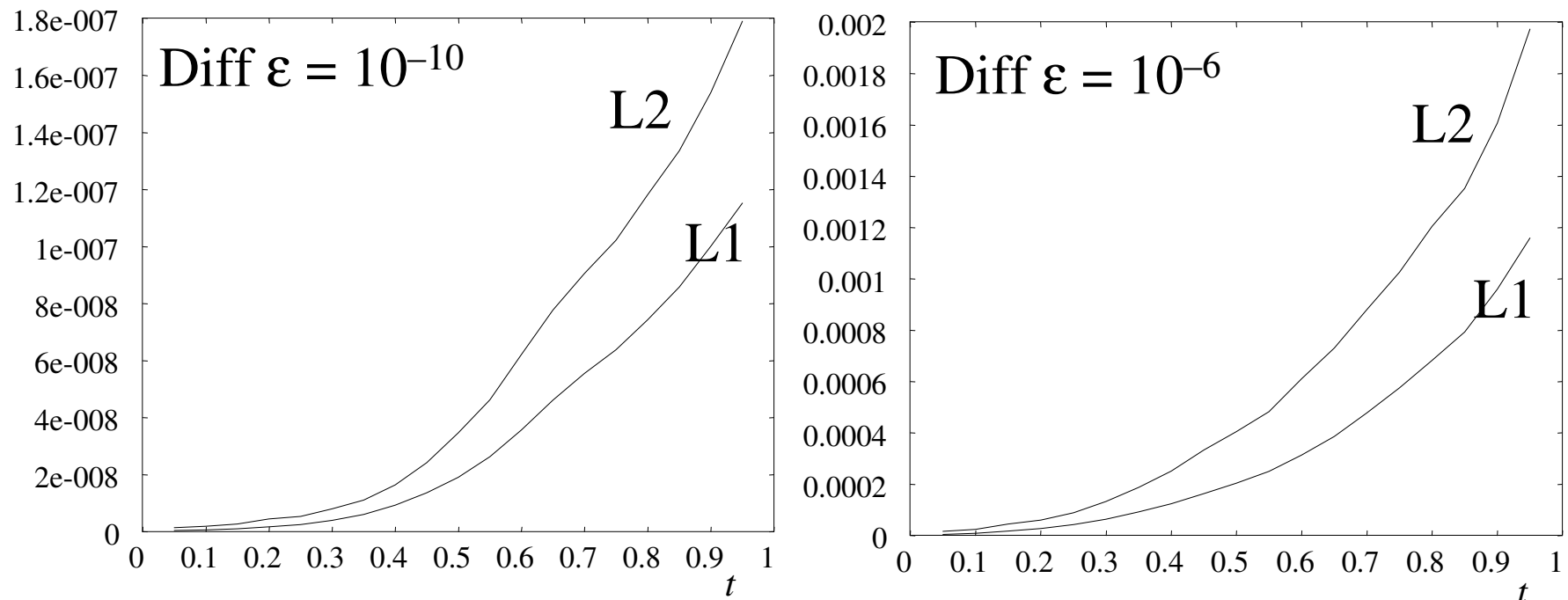


Diff  $10^{-6}$ : max =  $4e-2$



# FLTSS --- Fast Legendre Transform and its Applications

## *Turbulent flow: devlp of difference*



## FLTSS --- Fast Legendre Transform and its Applications

### *Turbulent flow: conservation*

t = 0.95	org	$10^{-10}$	$10^{-6}$
energy	1.46e-6	1.46e-6	1.78e-6
enstrophy	1.98e-4	1.98e-4	1.98e-4

Approximation effects less than the hyperviscosity

## FLTSS --- Fast Legendre Transform and its Applications

### *Summary at this point*

- ⊕ The effects of the approximation error is easy to understand (in most cases)
- ⊕ Easy to user, hard to develop
  - ⊠ Behavior is easy to understand
  - ⊠ Many things to do for higher performance



The logo of Nagoya University, featuring the text "NAGOYA UNIVERSITY" in a stylized, italicized font. The text is white and set against a background of three overlapping parallelograms in shades of gray.

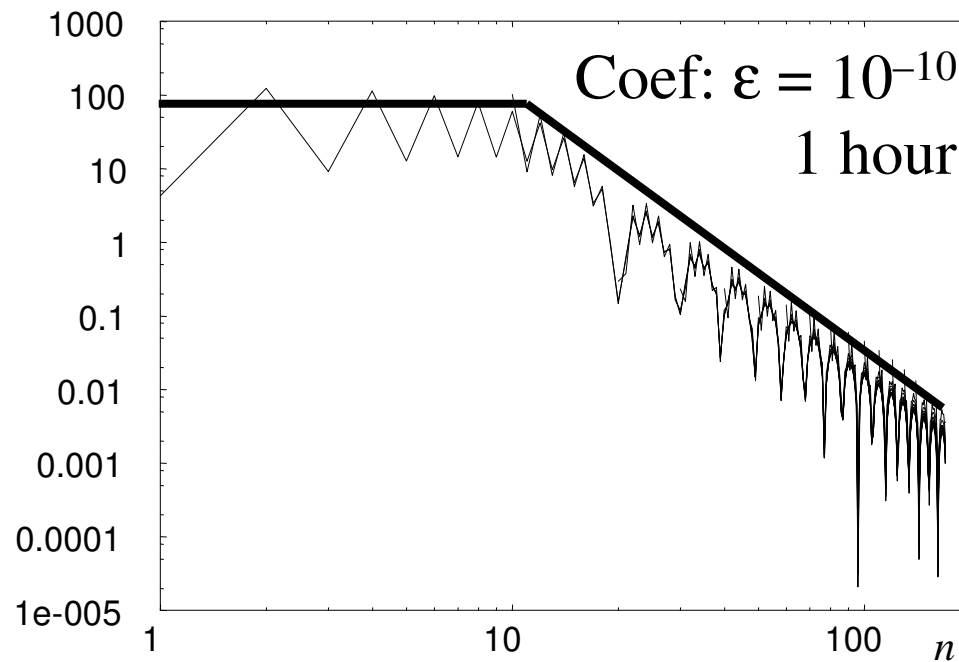
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*damping (weighted error control)*

# FLTSS --- Fast Legendre Transform and its Applications

## *Case 1: expansion coefficients*

the maximum magnitude of the expansion coefs



## FLTSS --- Fast Legendre Transform and its Applications

### *Damping: weighted error control*

⊕ Transform (evaluation)

$$g_m(\mu) = \sum g_n^m P_n^m(\mu)$$

with approximation

$$|\tilde{g}_m(\mu) - g_m(\mu)| \leq \sum \underbrace{|g_n^m|}_{\text{smaller coefficient}} \underbrace{|\tilde{P}_n^m(\mu) - P_n^m(\mu)|}_{\text{larger approximation error}}$$

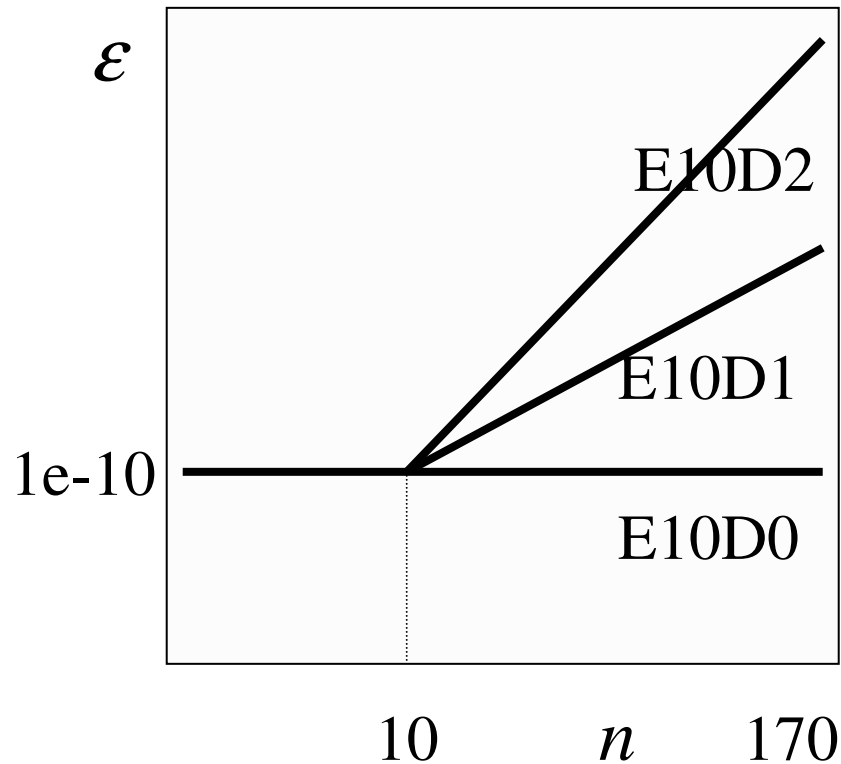
smaller coefficient

larger approximation error

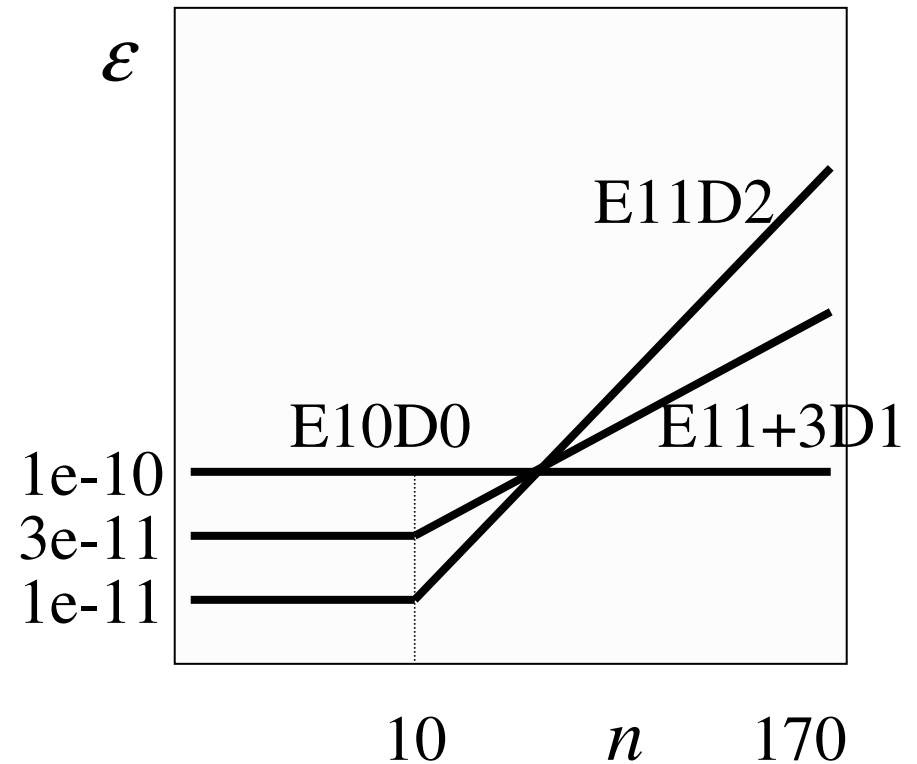
# FLTSS --- Fast Legendre Transform and its Applications

## *Damping and scaling*

Unscaled damping



Scaled damping



## FLTSS --- Fast Legendre Transform and its Applications

### *Speedup of scaled damping*

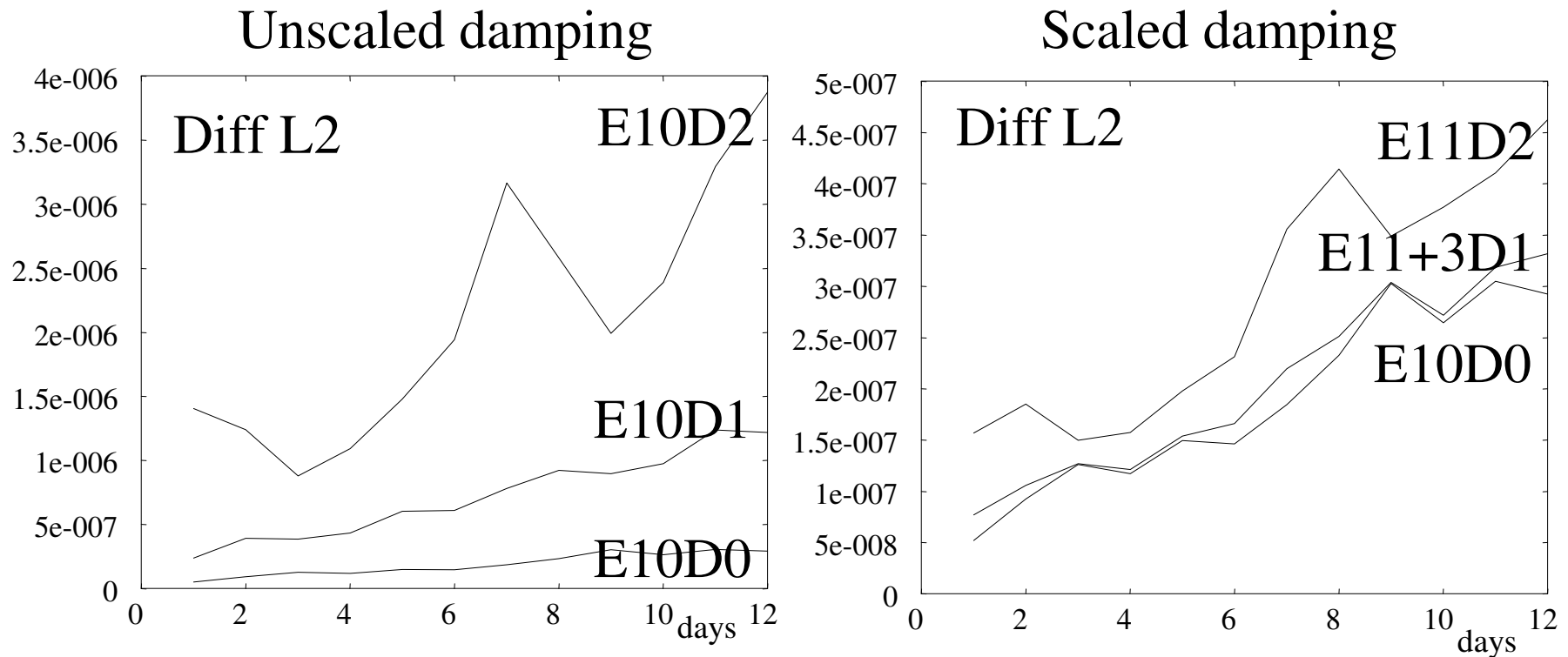
Speedup against direct computation of Legendre transform

	170	341	682	1365
E10D0	1.316	1.565	1.878	2.278
E11+3D1	1.319	1.578	1.904	2.358
E11D2	1.314	1.577	1.907	2.409

Speedup with scaled damping --- only in larger transforms

# FLTSS --- Fast Legendre Transform and its Applications

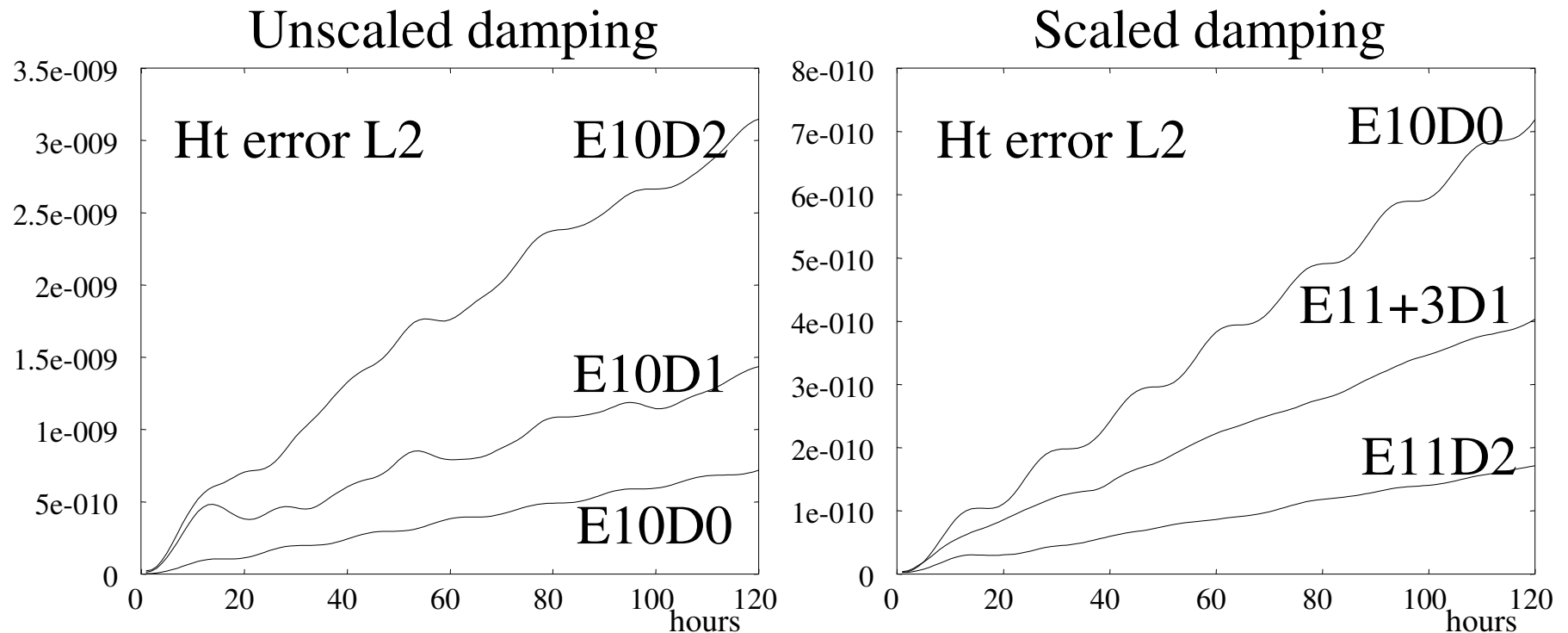
## *Case 1: damping effects on diff*



Scaling cancels the increase of the error of the damping

# FLTSS --- Fast Legendre Transform and its Applications

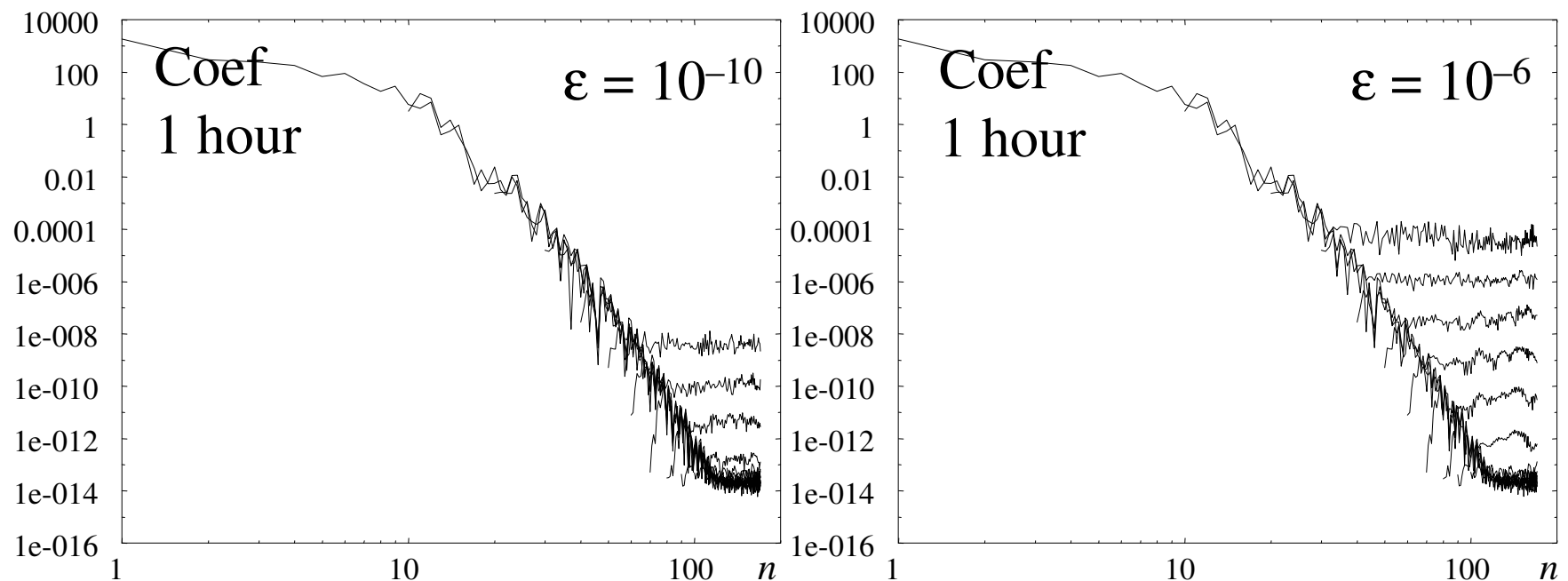
## *Case 3: height errors with damping*



Scaling effects much; because of the rapid decrease of coef?

# FLTSS --- Fast Legendre Transform and its Applications

## *Case 3: expansion coefficients*

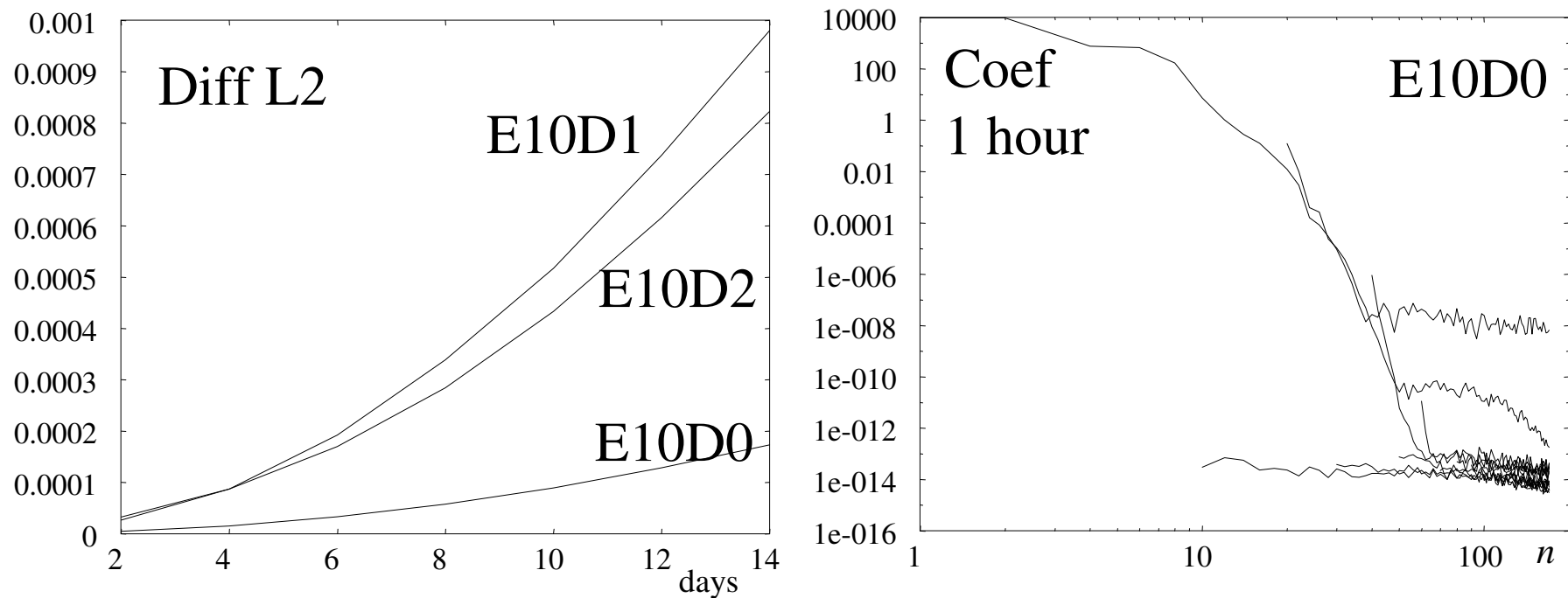


Rapid decrease; the round-off level at  $n = 100$   
Filled by errors of approx error level for each  $m$



# FLTSS --- Fast Legendre Transform and its Applications

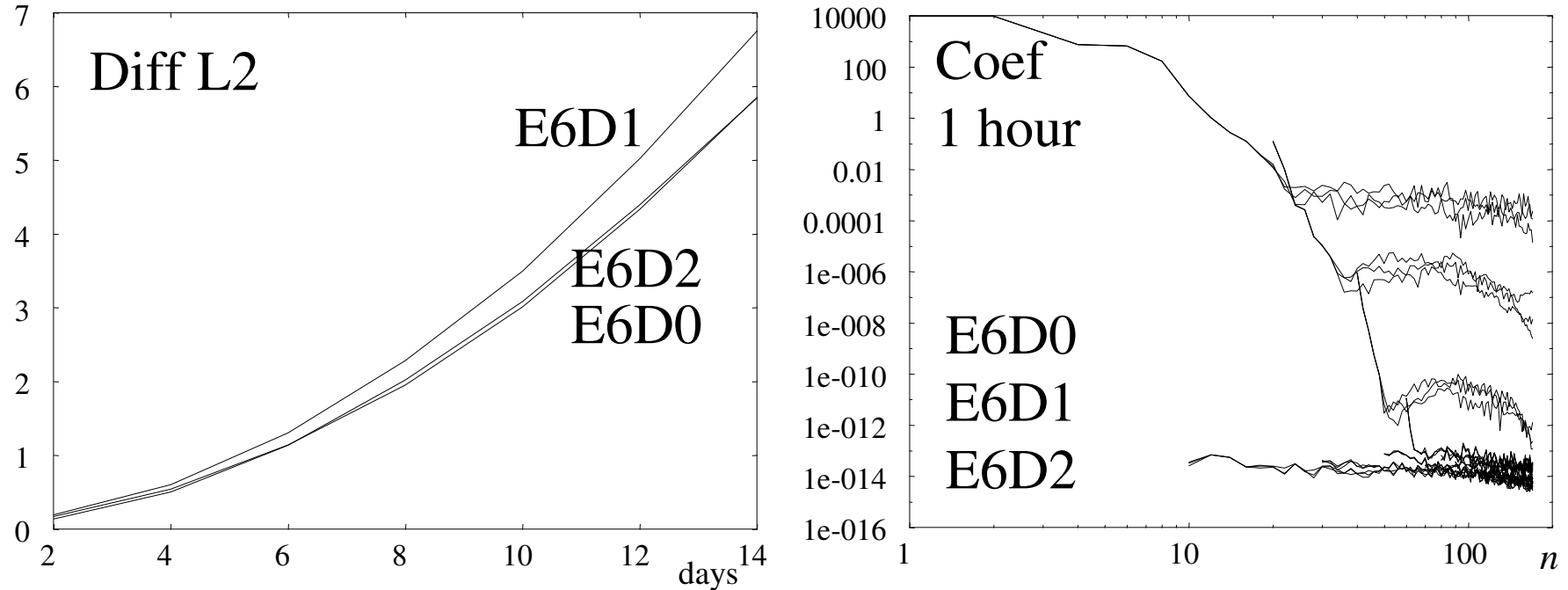
## *Case 6: difference with damping*



damping effects less ... from rapid decrease of coef?

# FLTSS --- Fast Legendre Transform and its Applications

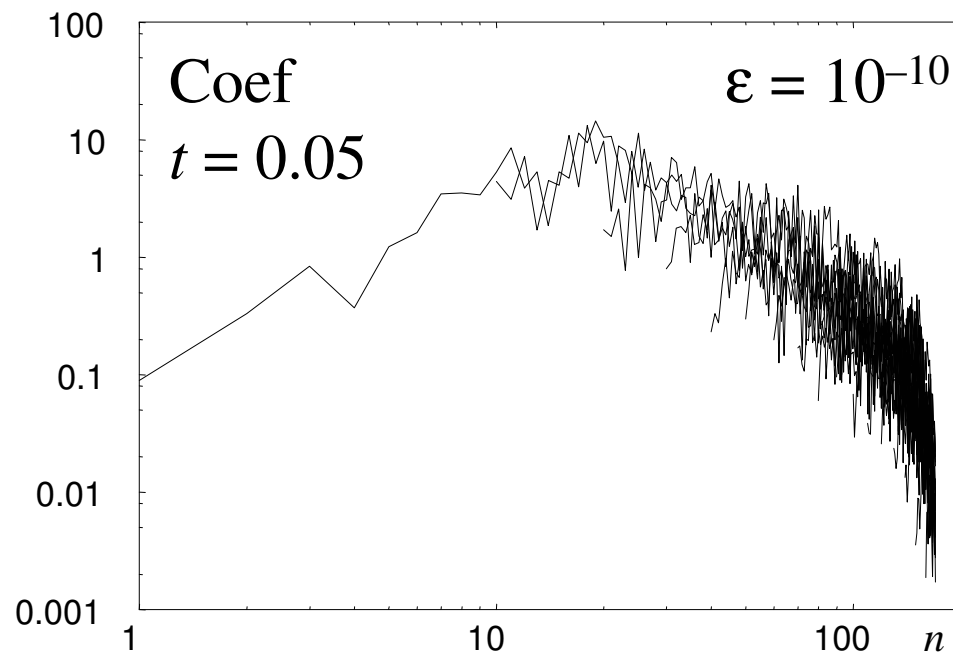
## *Case 6: expansion coefficients*



damping effects less ... from rapid decrease of coef?

# FLTSS --- Fast Legendre Transform and its Applications

## *Turbulent flow: expansion coefs*

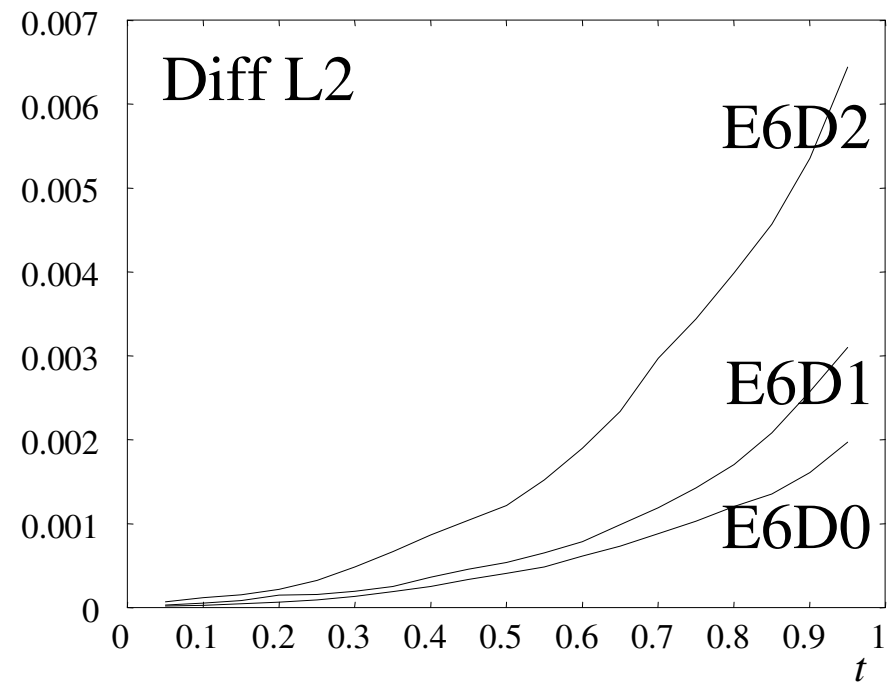
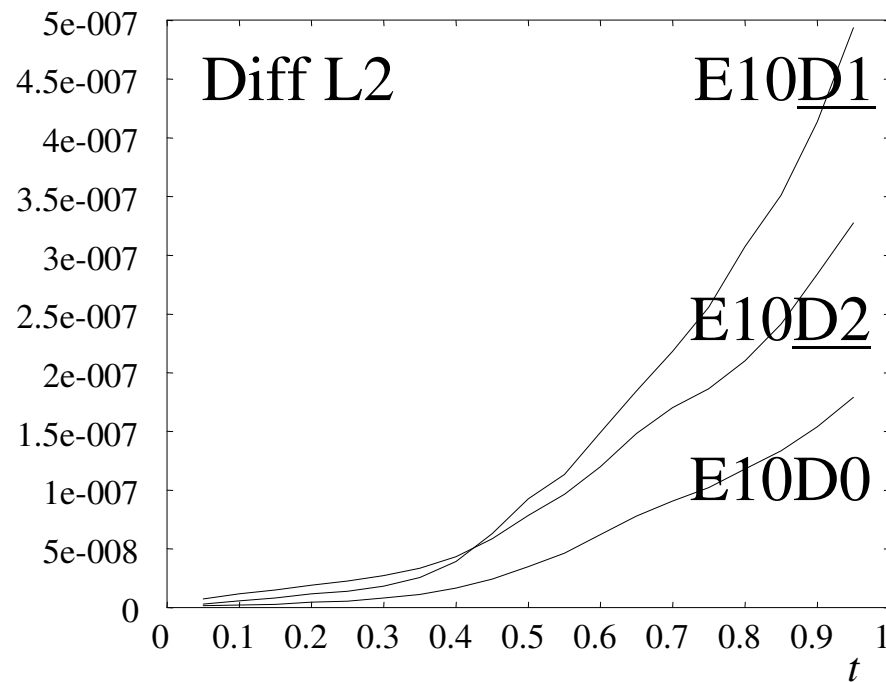


Random field at  $t = 0$

Very slow decrease:  $10^{-2}$  at  $n = 170$

# FLTSS --- Fast Legendre Transform and its Applications

## *Turbulent flow: devlp difference*



Regular increase by damping with exceptional E10D1(?)

# FLTSS --- Fast Legendre Transform and its Applications

## *Summary*

- ⊕ Easy to use, hard to develop
  - ⊠ Behavior is easy to understand
  - ⊠ Many things to do for higher performance
- ⊕ Damping seems to work
  - ⊠ Needs more research to predict the effects