



# Assignment 1

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# Overview

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- Question
- Basic Matrix Multiplication
  - C warm up
- Re-arranged Matrix Multiplication
  - cache effect
- Block-Matrix Multiplication
  - cache effect

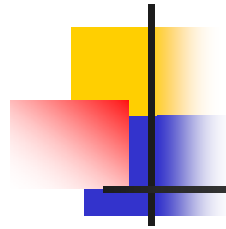


# Matrix Multiplication Example

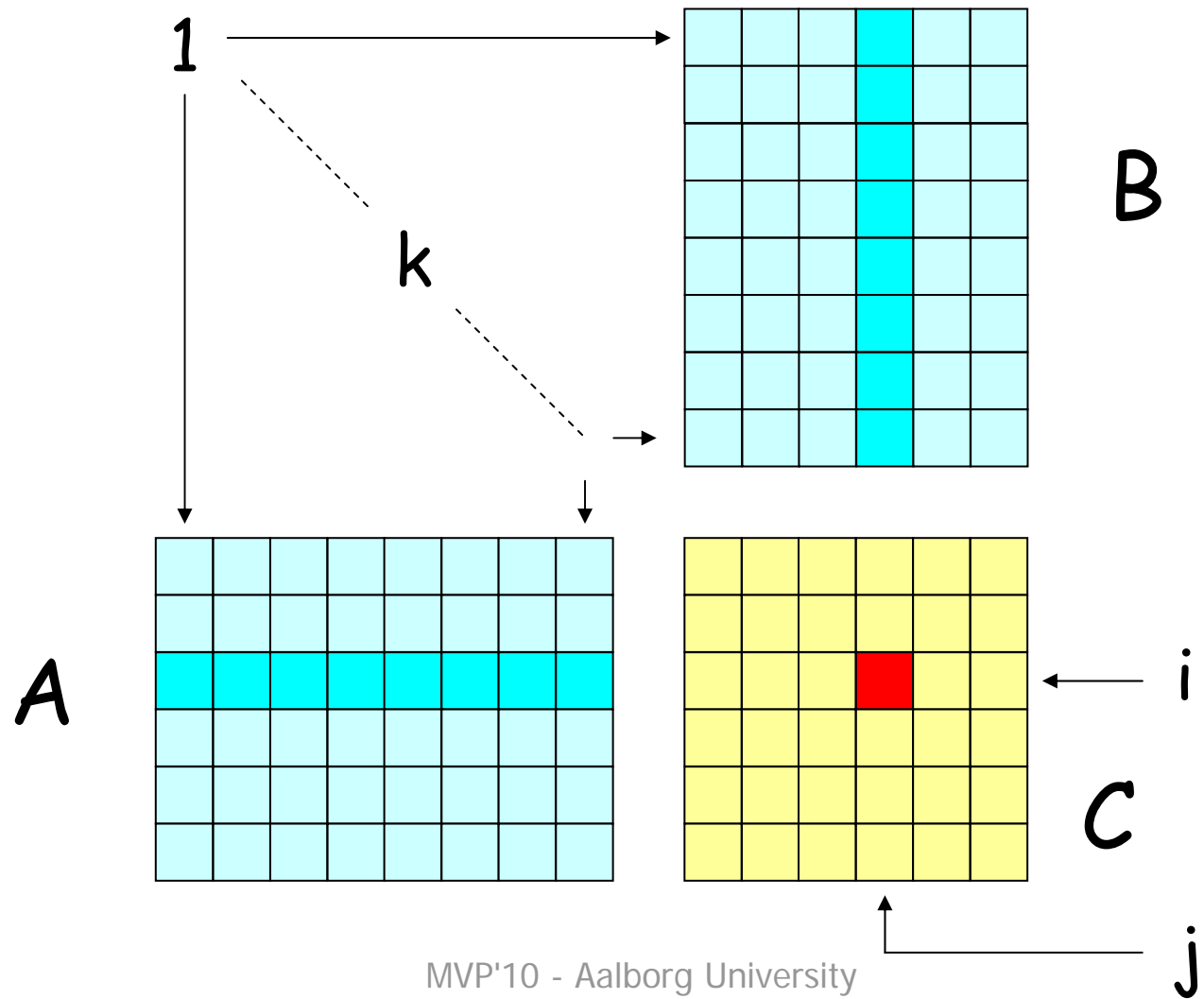
- Common example, will be used many times in the course.
- $C=A*B$ , where  $A$ ,  $B$ , and  $C$  are matrices.

$$c_{ij} = \sum_{k=1}^n a_{ik} b_{kj}$$

 Complexity?



# Matrix Multiplication Example





# Cache Characteristics

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- Hit ratio (behavior): fraction of references satisfied by the cache.
- Cache line (= bus width): granularity.
- Associativity (architecture): “collision list” to reduce *cache eviction*.
- For the matrix:  $2n^2$  fetches from memory to *populate the cache*, and then  $n^3$  direct accesses at full speed.



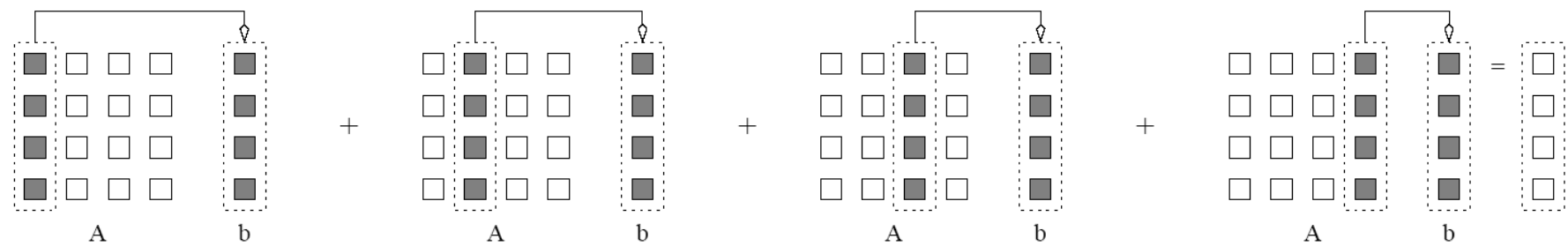
# Impact on Memory Bandwidth (and Latency)

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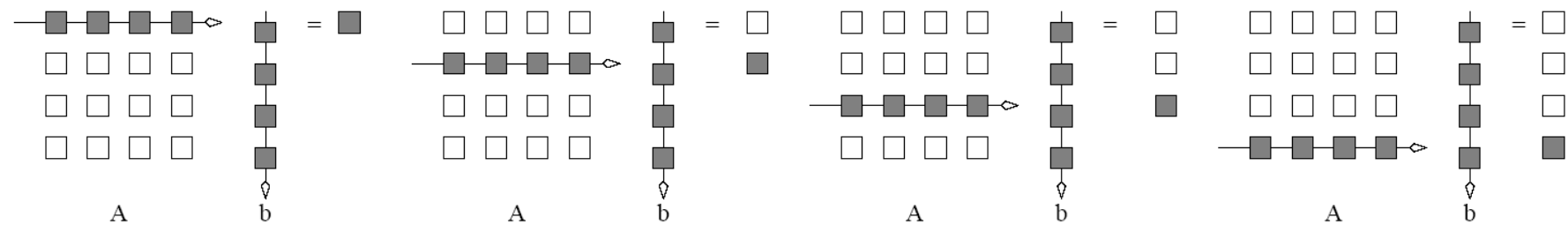
- Access to **successive words** much better than random access.
  - Higher bandwidth (whole cache line at once)
  - Better latency (successive words already in cache)



# Example: Strided Access



(a) Column major data access



(b) Row major data access.

**Figure 2.2** Multiplying a matrix with a vector: (a) multiplying column-by-column, keeping a running sum; (b) computing each element of the result as a dot product of a row of the matrix with the vector.



# Programming

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- Add functions to
  - `matrix_fibo.c`
  - `pmatrix.c`
  
- Read-only the rest.
  - precision issues
  - Gauss elimination with pivoting