# **Report for Project 4**

### 运行

```
gcc .\test.c .\matrix.c -mfma -static -I ./OpenBLAS/include/ -L ./OpenBLAS/lib -
lopenblas -lpthread -lgfortran; .\a.exe
```

### 一、思路

在project3的基础上,对比不同的矩阵乘法实现的计算速度

利用SIMD等方法对矩阵乘法进行加速

### 二、Highlight

- 1. 良好的代码风格
- 2. 加速效果对比

### 三、代码结构

```
typedef struct matrix
{
    size_t col;
    size_t row;
    float *data;
} MATRIX;

MATRIX *createMatrix(int row, int col, float *data);

MATRIX *create_random_Matrix(int row, int col);

MATRIX *matmul_plain(MATRIX *a, MATRIX *b);

MATRIX *matmul_improved(MATRIX *a, MATRIX *b);

MATRIX *matmul_improved(MATRIX *a, MATRIX *b);

MATRIX *matmul_openblas(MATRIX *m1, MATRIX *m2);

void printMatrix(MATRIX *const m);
```

## 四、实验对比(单位:微秒)

N	matmul_plain	matmul_improved	matmul_openblas
16	0	0	0
128	9973	1031	0
256	94775	8004	1961
512	1094105	65371	4955
1024	12543672	521605	30409
2048	261143387	5549194	107677
4096		49706198	721038
8192			6259263

### 实验总结:

- 使用SIMD可以起到非常显著的加速效果
- 实验中openMP并没有显著提升,且有时反而会减缓计算速度
- openblas提速效果非常明显,使用了多线程

# 五、实验结果截图

• 基础矩阵乘法

(base) PS D:\gitRepo\C-project\project

• 使用SIMD进行加速

# (base) PS D:\gitRepo\C-project\project42 Test for Matrix 16 x 16 matmul\_improved time:0us Test for Matrix 128 x 128 matmul\_improved time:1031us Test for Matrix 256 x 256 matmul\_improved time:8004us Test for Matrix 512 x 512 matmul\_improved time:65371us Test for Matrix 1024 x 1024 matmul\_improved time:521605us Test for Matrix 2048 x 2048 matmul\_improved time:5549194us

Test for Matrix 4096 x 4096 matmul improved time:49706198us

### • 使用openblas加速

```
(base) PS D:\gitRepo\C-project\project4>
Test for Matrix 16 x 16
matmul openblas time:0us
Test for Matrix 128 x 128
matmul_openblas time:0us
Test for Matrix 256 x 256
matmul_openblas time:997us
Test for Matrix 512 x 512
matmul_openblas time:3988us
Test for Matrix 1024 x 1024
matmul_openblas time:29943us
Test for Matrix 2048 x 2048
matmul_openblas time:110668us
Test for Matrix 4096 x 4096
matmul openblas time:704119us
Test for Matrix 8192 x 8192
matmul_openblas time:7519860us
```