Task 3:

I chose to use a mulex for both sum array and matrix multiply because neither function needed a barrier or a condition. The start and end of the range for each thread is handled by local variables and I think that is a sufficient condition for memory control. Since that variable is controlling the range of the memory, mulex is only needed to prevent each thread from overlapping in the memory. Matrix multiply has the same logic where local variables are controlling the memory range so no barriers or conditions are needed for that either.

Screenshot showing the sum array function is working:

```
#include <stdio.h>
     #include <unistd.h>
     #define SIZE 1000000
      #define NUM THREADS 4
     long long arr[SIZE];
10 long long totalSum = 0;
     void* sumPart(void* arg) {
        int thread_id = *(int*)arg;
int chunk_size = SIZE / NUM_THREADS;
        int start = thread_id * chunk_size;
          int end = (thread_id + 1) * chunk_size;
        long long temp;
pthread_mutex_lock(&lock); // lock the memory using mutex so this thread only access the needed memory. Prevents overlap.
          for (int i = start; i < end; i++) {</pre>
            temp = totalSum:
            temp += arr[i];
             totalSum = temp;
         pthread_mutex_unlock(&lock);
         pthread_exit(NULL);
      // Initialize the array
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
dlannen@TheRGBoi:/mnt/c/Users/Dakot/OneDrive/Documents/CSC 410/A3 P1 rough$ gcc sumT.c -lpthread
dlannen@TheRGBoi:/mnt/c/Users/Dakot/OneDrive/Documents/CSC 410/A3 P1 rough$ ./a.out
Total Sum: 500000500000
dlannen@TheRGBoi:/mnt/c/Users/Dakot/OneDrive/Documents/CSC 410/A3 P1 rough$ ./a.out
Total Sum: 500000500000
dlannen@TheRGBoi:/mnt/c/Users/Dakot/OneDrive/Documents/CSC 410/A3 P1 rough$
```

Screenshot showing the matrix multiply is working:

```
typedef struct {
           int num_rows;
       } thread_data_t;
       void* matrixMultiplyThread(void* arg) {
            thread_data_t t = *(thread_data_t*)arg;
           int start = t.num_rows;
           int end = (t.thread_id + 1) * t.num_rows;
           pthread_mutex_lock(&lock); // lock the memory using mutex so this thread only access the needed memory. Prevents overlap.
  30
              int tempC, colC = 0; //colC = column number for matrix C
          for (int x = start; x < end; ++x){ //iterate through row x in A and C
               for (int j = 0; j < N; ++j) {
                  tempC += A[j][x] * B[i][j]; // iterate through row x column j of A and column i row j of B.
               C [colC++][x] = tempC; // fill in element in matrix C
               tempC = 0;
           pthread_mutex_unlock(&lock);
           pthread_exit(NULL);
 PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL
dlannen@TheRGBoi:/mnt/c/Users/Dakot/OneDrive/Documents/CSC 410/A3 P1 rough$ gcc matrixT.c -lpthread
• dlannen@TheRGBoi:/mnt/c/Users/Dakot/OneDrive/Documents/CSC 410/A3 P1 rough$ ./a.out
Matrices initialized successfully.
 Matrix multiplication complete!
dlannen@TheRGBoi:/mnt/c/Users/Dakot/OneDrive/Documents/CSC 410/A3 P1 rough$
```