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CS33 HW #5

**Problem 5.19:**

void psum(float a[], float p[], long n)

{

long i;

float last\_val, sum, x, y,z;

last\_val = p[0] = a[0];

for (i = 1; i < n-1; i+=3)

{

x = a[i];

y = x + a[i+1];

z = y + a[i+2];

p[i] = last\_val + x;

p[i+1] = last\_val +y;

sum= last\_val + z;

p[i+2] = sum;

last\_val = sum;

}

}

**Throughput** is how many operations you could execute in a certain amount of time, this can depend on the hardware of your machine such as the cpu, so this could impact the lower limit of the CPE. **Latency** is the time to complete the operation which is also a direct factor of the CPE and is dependent on the hardware of your machine.