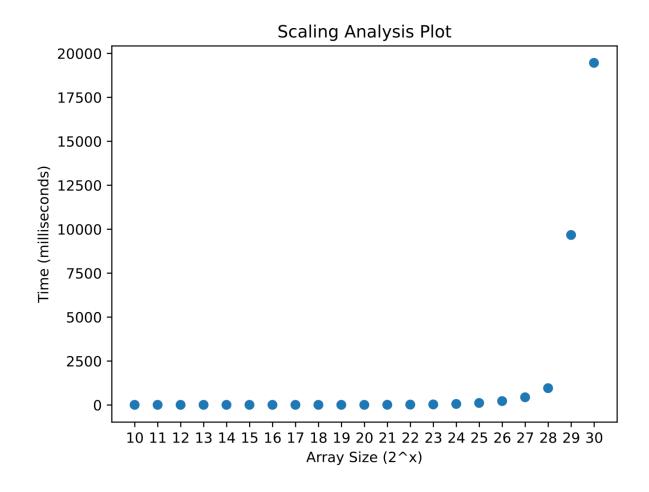
assignment2

GitHub link: https://github.com/LiqunXu/repo759.git

1

Me 50%, ChatGPT 30%, Online resources 20%

c)



2

Me 60%, ChatGPT 40%

3

Me 60%, ChatGPT 20%, Online resources 20%

The output of task3 is:

1024

2836.84

251.024

732.624

251.024

10296

251.024

2848.4

251.024

Among mul1, mul2, mul3, we can tell from the output that mul2 speed is about 4 times and 14 times faster than mul1 and mul3. This is due to the better locality which allows the caches to give a better performance. mul3 performed the worst of the three due to accessing elements in a column-wise manner, leading to cache thrashing and more cache misses.

Regarding the comparison between mull and mull, the primary difference lies in the data structure: mull uses raw arrays while mull uses std::vector<double>.

Depending on how the vector is implemented and optimized by the compiler, mull might exhibit slightly different performance characteristics, although both should have similar computational patterns. In practice, the performance difference is minimal, but vectors can introduce additional overhead in bounds checking and abstraction, which can slightly impact speed compared to raw arrays.

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