## FF451 PHW1

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## P1a.

Running on Windows 2 times, and here are the results.

```
PS C:\USC\24Fall\EE451> cd "c:\USC\24Fall\EE451\PHM1\" ; if (\S?) { g++ p1a.cpp -0 p1a } ; if (\S?) { .\p1a
Number of FLOPs = 0, Execution time = 634.838163 sec,
216.494473 MFLOPs per sec
C[100][100]=879616000.000000
 S C:\USC\24Fall\EE451\PHM1> cd "c:\USC\24Fall\EE451\PHM1\" ; if ($?) { g++ p1a.cpp -0 p1a } ; if ($?) { .
\p1a }
Number of FLOPs = 0, Execution time = 552.012729 sec,
248.977870 MFLOPs per sec
C[100][100]=879616000.000000
 Running #
                                    Execution time
                                    634.838163 sec
 1
                                    552.012729 sec
                                    593.425446 sec
 Average
```

## P1b

Running on Windows.

For block size = 4.

```
PS C:\USC\24Fall\EE451\PHM1> cd "c:\USC\24Fall\EE451\PHM1\" ; if ($?) { g++ p1b.cpp -0 p1b } ; if ($?) { .
\p1b } block size = 4Number of FLOPs = 0, Execution time = 299.799321 sec,
458.436507 MFLOPs per sec
C[100][100]=879616000.000000
For block size = 8,
PS C:\USC\24Fall\EE451\PHM1> cd "c:\USC\24Fall\EE451\PHM1\" ; if ($?) { g++ p1b.cpp -0 p1b } ; if ($?) { .
block size = 8Number of FLOPs = 0, Execution time = 244.408178 sec,
562.333693 MFLOPs per sec
C[100][100]=879616000.000000
For block size = 16,
PS C:\USC\24Fall\EE451\PHM1> cd "c:\USC\24Fall\EE451\PHM1\"; if ($?) { g++ p1b.cpp -o p1b }; if ($?) { ...
\p1b } block size = 16Number of FLOPs = 0, Execution time = 204.753315 sec,
671.241654 MFLOPs per sec
C[100][100]=879616000.000000
 Number of blocks
                              4
                                                         8
                                                                                   16
 Execution time
                              299.799321 sec
                                                         244.408178 sec
                                                                                   204.753315 sec
```

Based on the test results presented above, we can see that with the increase of block size, the code is running faster. Comparing with the naïve matrix multiplication, no matter how many the block size is, the execution time decreases in a significant way. In general, we can say that the block matrix multiplication is more efficient than naïve matrix multiplication.

P2. Running on windows and the output is:

C:\USC\24Fall\EE451\PHM1>gcc -fopenmp -o p2 p2.cpp -lm

C:\USC\24Fall\EE451\PHM1>p2.exe Execution time: 0.0290 seconds

And this is the output image:

