

```

/* Compute i,k of fixed matrix product */
int fix_prod_ele (fix_matrix A, fix_matrix B, long i, long k) {
    long j;
    int result = 0;

    for (j = 0; j < N; j++)
        result += A[i][j] * B[j][k];

    return result;
}

```

a) 原始的C代码

```

1  /* Compute i,k of fixed matrix product */
2  int fix_prod_ele_opt(fix_matrix A, fix_matrix B, long i, long k) {
3      int *Aptr = &A[i][0]; /* Points to elements in row i of A */
4      int *Bptr = &B[0][k]; /* Points to elements in column k of B */
5      int *Bend = &B[N][k]; /* Marks stopping point for Bptr */
6      int result = 0;
7      do {
8          result += *Aptr * *Bptr; /* Add next product to sum */
9          Aptr++; /* Move Aptr to next column */
10         Bptr += N; /* Move Bptr to next row */
11     } while (Bptr != Bend); /* Test for stopping point */
12     return result;
13 }

```

b) 优化过的C代码

图 3-37 原始的和优化过的代码，该代码计算定长数组的矩阵乘积的元素  $i, k$ 。  
编译器会自动完成这些优化

```

int fix_prod_ele_opt(fix_matrix A, fix_matrix B, long i, long k)
A in %rdi, B in %rsi, i in %rdx, k in %rcx

1  fix_prod_ele:
2      salq    $6, %rdx          Compute 64 * i
3      addq    %rdx, %rdi        Compute Aptr = xA + 64i = &A[i][0]
4      leaq    (%rsi,%rcx,4), %rcx Compute Bptr = xB + 4k = &B[0][k]
5      leaq    1024(%rcx), %rsi   Compute Bend = xB + 4k + 1024 = &B[N][k]
6      movl    $0, %eax          Set result = 0
7      .L7:
8      movl    (%rdi), %edx       Read *Aptr
9      imull    (%rcx), %edx      Multiply by *Bptr
10     addl    %edx, %eax         Add to result
11     addq    $4, %rdi           Increment Aptr++
12     addq    $64, %rcx          Increment Bptr += N
13     cmpq    %rsi, %rcx        Compare Bptr:Bend
14     jne     .L7               If !=, goto loop
15     rep; ret                  Return

```



**习题 3.39** 利用等式 3.1 来解释图 3-37b 的 C 代码中 Aptr、Bptr 和 Bend 的初始值计算(第 3~5 行)是如何正确反映 fix\_prod\_ele 的汇编代码中它们的计算(第 3~5 行)的。