

```

multiReturn matrixMultiOMP(matrix matrixA, matrix matrixB, matrix matrixC){
    printf("\nStart parallel multiplication with openMP v1 ... \n");

    double time1=omp_get_wtime();
    #pragma omp parallel //use omp parallelisation
    {

        #pragma omp for private(col,add) // col and add are privat every thread get its own var.
        (row=0;row<matrixA.rows;row++){
            (col=0;col<matrixB.cols;col++){
                int tempSum=0;
                (add=0;add<matrixA.cols;add++){
                    tempSum += matrixA.matrix[row][add] * matrixB.matrix[add][col];
                }
                matrixC.matrix[row][col] = tempSum;
            }
        }
    }
    double time2=omp_get_wtime();
    printf("finished\n\n");

    multiReturn mr = {"OMP",time2-time1}; // datatype for return

    mr;
}

```

// second version for omp multiplication not used in programm is a little slower

```

multiReturn matrixMultiOMP2(matrix matrixA, matrix matrixB, matrix matrixC){
    printf("\nStart parallel multiplication with openMP v2 ... \n");

    double time1=omp_get_wtime();

    (row=0;row<matrixA.rows;row++){
        #pragma omp parallel
        {
            #pragma omp for private(add)
            (col=0;col<matrixB.cols;col++){
                int tempSum=0;
                (add=0;add<matrixA.cols;add++){
                    tempSum += matrixA.matrix[row][add] * matrixB.matrix[add][col];
                }
                matrixC.matrix[row][col] = tempSum;
            }
        }
    }
    double time2=omp_get_wtime();
    printf("finished\n\n");

    multiReturn mr = {"OMP2",time2-time1};

    mr;
}

```

// third version for omp multiplication not used in programm is a much more slower then v1  
 // also much more slower then sequential mulitplication

```

multiReturn matrixMultiOMP3(matrix matrixA, matrix matrixB, matrix matrixC){
    printf("\nStart parallel multiplication with openMP v3 ... \n");

    double time1=omp_get_wtime();

    (row=0;row<matrixA.rows;row++){
        (col=0;col<matrixB.cols;col++){
            int tempSum=0;
            #pragma omp parallel for reduction(+:tempSum) // tempsum = critical area
            (add=0;add<matrixA.cols;add++){
                tempSum += matrixA.matrix[row][add] * matrixB.matrix[add][col];
            }
            matrixC.matrix[row][col] = tempSum;
        }
    }
}

```

```
    }  
}  
double time2=omp_get_wtime();  
printf("finished\n\n");  
  
multiReturn mr = {"OMP3",time2-time1};  
  
    mr;  
}
```