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Solution: 1

a)

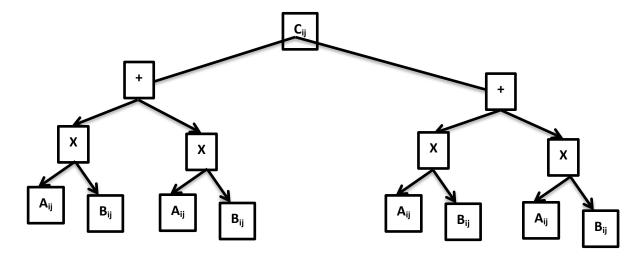
Suppose there are two matrixes A and B Both are 4X4 matrixes. There multiplication is C. I give an example how matrix multiplication work, after then we convert it to binary tree.

give an example how matrix multiplication work, after then we
$$A = \begin{pmatrix} a_{11} & a_{12} & a_{13} & a_{14} \\ a_{21} & a_{22} & a_{23} & a_{24} \\ a_{31} & a_{32} & a_{33} & a_{34} \\ a_{41} & a_{42} & a_{43} & a_{44} \end{pmatrix}, \qquad B = \begin{pmatrix} b_{11} & b_{12} & b_{13} & b_{14} \\ b_{21} & b_{22} & b_{23} & b_{24} \\ b_{31} & b_{32} & b_{33} & b_{34} \\ b_{41} & b_{42} & b_{43} & b_{44} \end{pmatrix}$$

$$C = AxB = \begin{pmatrix} C_{11} & C_{12} & C_{13} & C_{14} \\ C_{21} & C_{22} & C_{23} & C_{24} \\ C_{31} & C_{32} & C_{33} & C_{34} \\ C_{41} & C_{42} & C_{43} & C_{44} \end{pmatrix}$$

Here only,

We can see all calculation is similar so we create one binary tree which represents nxn matrix multiplication. Here i=row number, j= column number.



b)

Suppose we have two matrixes both are 4x4 they are $A = (a_{11} \dots a_{44})$ and $B = (b_{11} \dots b_{44})$, in our pc we take 16 register like $R_{11} \dots R_{44}$. In super-scalar processors in one time only two instructions will work also we can use lots of register.

- 1. Load two values from two matrix a_{11} and b_{11}
- 2. Multiply a_{11} , b_{11} store it in C_1 and load a_{12}
- 3. Load b_{21} and multiply a_{12} , b_{12} and store it in C_2
- 4. Load a_{13} and load b_{31}
- 5. Multiply a_{13} , b_{31} store C_3 and load a_{14}
- 6. Load b₄₁ and multiply a₁₄, b₄₁ store in C₄
- 7. Add C_1 and C_2 store it C_1 and Add C_3 and C_4 and store it C_2
- 8. Add C₁ and C₂ store it R₁₁

For other calculation follow the same instructions only need to change the row column value.

c)

I my pseudocode there are 8 load, 4 multiplications and 3 add. Same instructions for 16 times.

Execution time= 16*(8*1 + 3*1 + 4*8)=688

Solution: 2

a)

Here we <x=x+1> is an atomic operation so it's not visible to other processes until it is finished. For x=x-y; Here y is being referred to process y=0; which is a critical reference and x is being written by the first process.

So it's not hold at most once property. Because x is also being written by both processes at the same time, x in x=x+1 is invisible to other processes writing the value of x in process 1 is sharing the common variable x.

b)

Parallel running three threads at a time, so here 3! =6 Combinations.

Suppose at first x=1 and y=1, then the possible value for x and y given bellow:

1	x = x + 1	y = 0	x = x - y	x=2, y=0
2	x = x + 1	x = x - y	y = 0	x=1, y=0
3	y = 0	x = x + 1	x = x - y	x=2, y=0
4	y = 0	x = x - y	x = x + 1	x=2, y=0
5	x = x - y	y = 0	x = x + 1	x=1, y=0
6	x = x - y	x = x + 1	y = 0;	x=1, y=0

Solution: 3

a)

In repeat rule, X is containing repeat and Y is containing the program after repeat.

$$\frac{(X, s) \rightarrow s'}{(if \ b \ then \ X \ else \ Y, s)} \rightarrow S(X, s')$$

$$if B[[b]] = True$$

$$\frac{(Y,s) \rightarrow s'}{(if \ b \ then \ X \ else \ Y,s \)} \rightarrow S(Y,s')$$

$$if B[[b]] = False$$

$$\{P \land \vdash B\} S \{Q\} \qquad Q \rightarrow (P \land B)$$

$$(S(B) = False; while \vdash B do S else skip, s)$$

$$\rightarrow (if \vdash B then S; (while \vdash B do S, else skip, s'))$$

$$\overline{\{X \land \vdash B\} repeat S \{X \land \vdash B\}}$$

$$S(B) = True (if B then X else Y, s) \rightarrow S(X, s) S[b \mapsto False]$$

 $S(B) = False (if B then X else Y, s) \rightarrow S(Y, s) S[b \mapsto True]$
 $(while B do S else skip, s) \rightarrow (if b then S; (while b do S), esle skip, s')$

b)

For while,

For Repeat,

Defining while(!B) in (iii) from (i) and (ii)

From (ii) and (iii) we came to know that repeat is equivalent to while (!B)