

## Matrix Multiplication

$$\begin{bmatrix} a00 & a01 \end{bmatrix} * \begin{bmatrix} b00 & b01 \\ b10 & b11 \end{bmatrix}$$

$$c00 = a00 * b00 + a10 * b01$$

$$c10 = a10 * b00 + a11 * b10$$

For matrix size L:

$$= a_{m0} * b_{0n} + a_{m1} * a_{1n} + \dots + a_{mL-1} * b_{L-1n}$$

$$\begin{bmatrix} a00 & a01 \\ a10 & a11 \end{bmatrix} * \begin{bmatrix} b00 & b01 \\ b10 & b11 \end{bmatrix}$$

## Matrix Multiplication

- For LxL matrix to multiply using naïve multiplication it would require:
  - L³ multiplications and L²\*(L-1) Additions
  - Many algorithms are used to minimize and reduce the computation needed for matrices.

#### Assignment

- Write UC/Arduino Code that implements Matrix Multiplication
- Tracking your instructions and UC datasheet try to predict how many cycles will the program take
- Make the code modular to allow the ability of increasing matrix size later on
- Optimize your code for least time to compute as possible.
- The winner of best implementation will have a CCs gift card;)

# Strassen Algorithm (One way to accelerate Matrix Multiplication)

```
M1 = (A00 + A11)(B00 + B11)

M2 = (A10 + A11) * B00

M3 = A00 * (B01 - B11)

M4 = A11 * (B10 + B00)

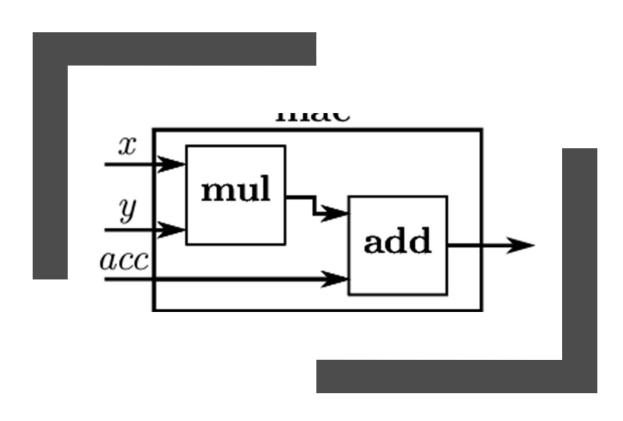
M5 = (A00 + A01) * B11

M6 = (A10 - A00)(B00 + B01)

M7 = (A01 - A11)(B10 + B11)
```

$$C00 = M1 + M4 - M5 + M7$$
 $C01 = M3 + M5$ 
 $C10 = M2 + M4$ 
 $C11 = M1 - M2 + M3 + M6$ 
Speed  $\alpha$  O(L<sup>2.8</sup>)

# Verilog Assignment



- Design Multiply
   Accumulate block whose block diagram looks like the following.
- Each parameter is an 8-bit Block