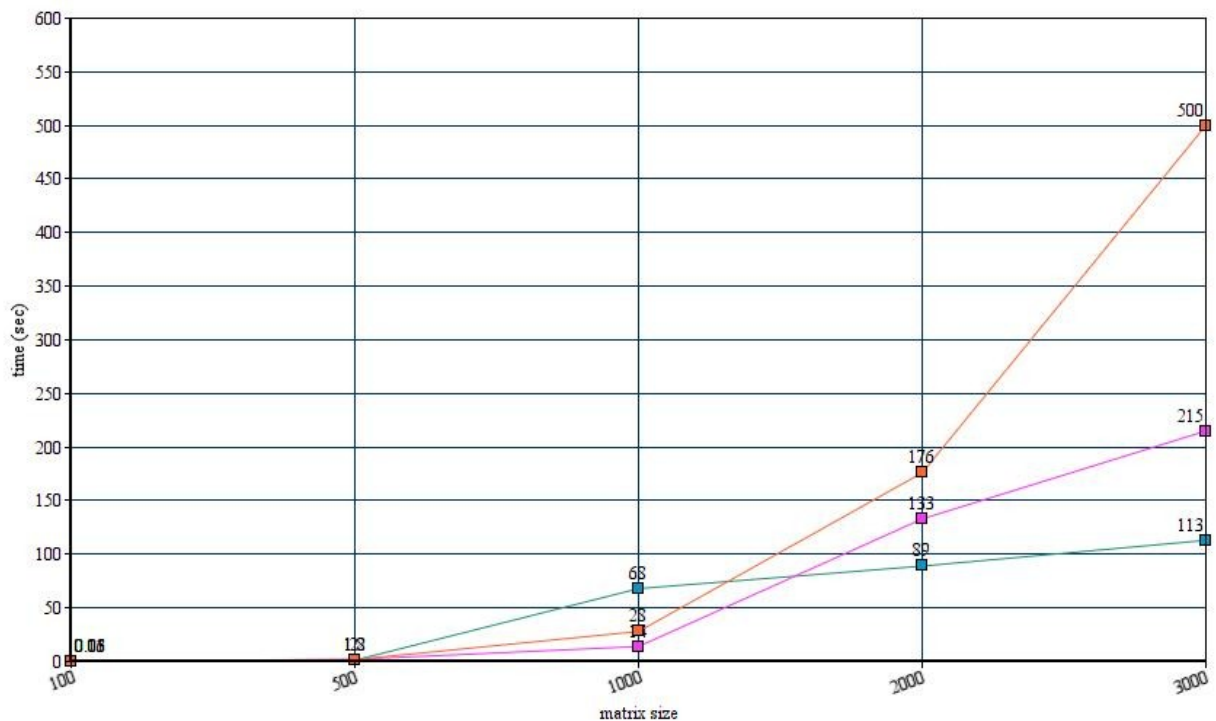


# ***ANALYSIS of Sequential , block , block-thread matrix multiplication***

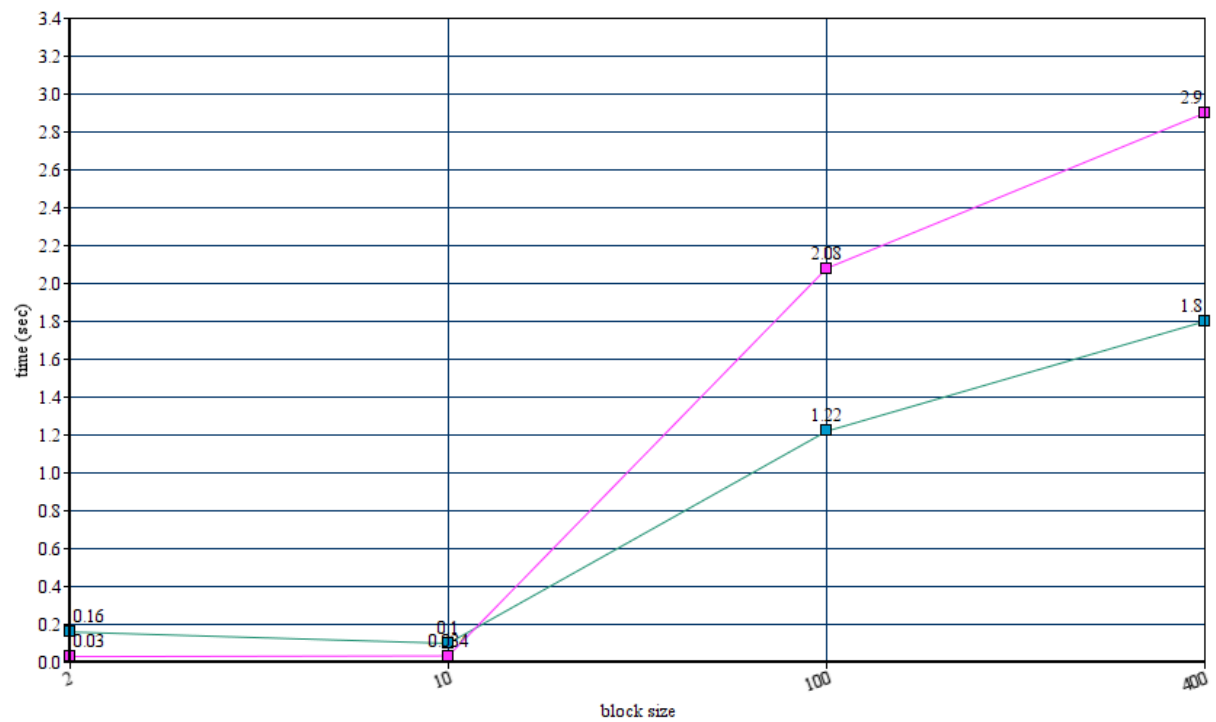
**ADITYA BHARDWAJ**  
**CI17M01**  
**DOT ,PUNE**

**red** -> sequential  
**purple** -> block  
**green** -> block+thread



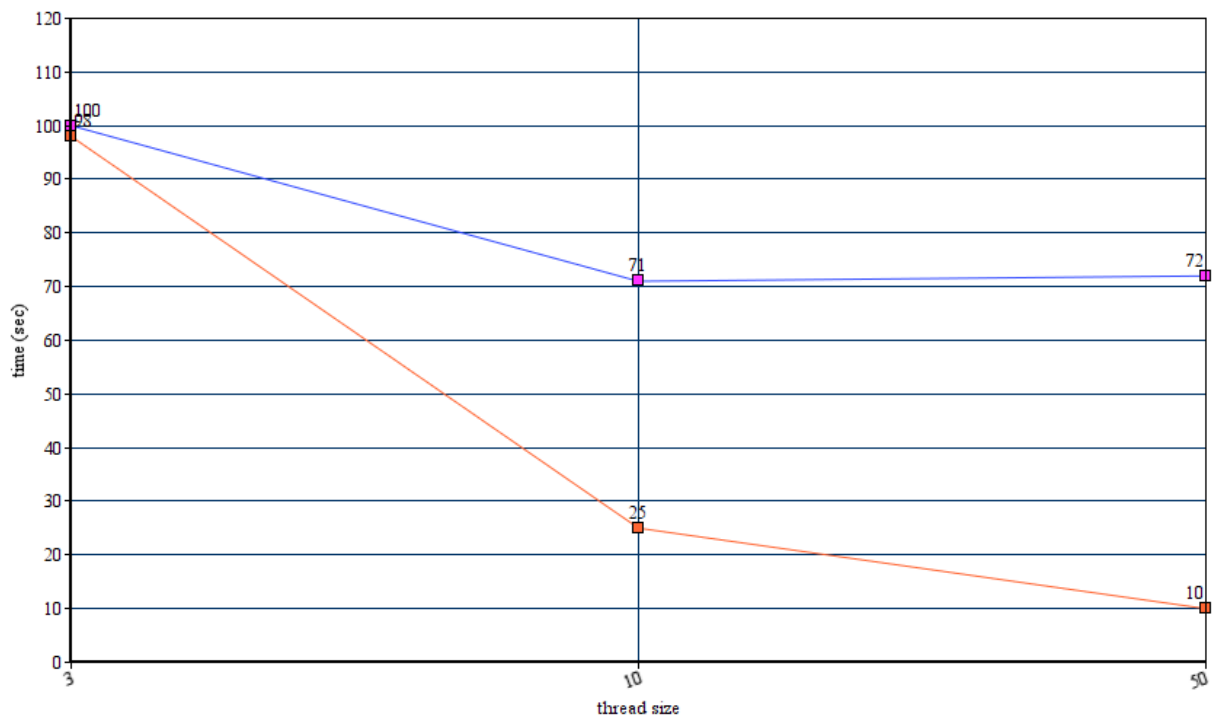
**Note : Block size and thread size was kept constant**

**It can be concluded that block and thread algorithms outperform the sequential algo for large matrices. And hence are scalable and efficient for large matrices and real world problems.**



There is a threshold for the block sizes as it can be inferred that for block size 100 -200 the block and thread algorithm are efficient. Increasing the blocksize doesn't improve time but can also degrade it as there will be redundancy in computations and cache misses.

changing no of threads and DENOM



red-> size 1000

blue -> size 2000

Increasing the no of threads does decrease the computation time massively. But again it too has a threshold value beyond which no performance upgradation is seen. Besides , the DENOM value i.e. computation per thread , if we increase this ratio in the code it also improves the result by a good margin.

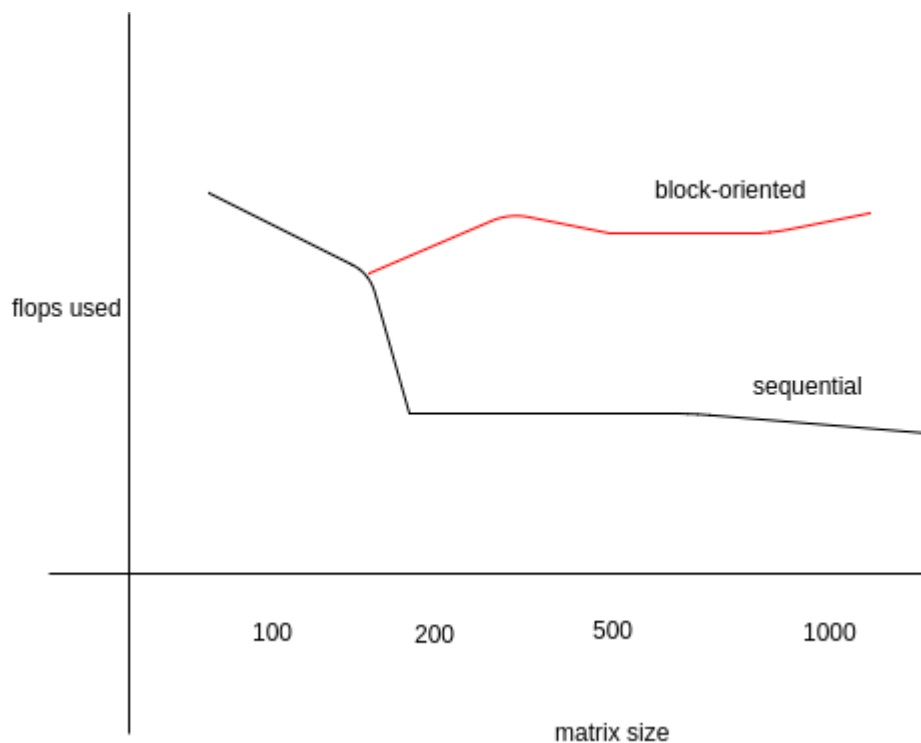
Assuming  $A * B$  and  $C = \text{result matrix}$  (all are  $N*N$ )

**1) The sequential algorithm**

During each iteration , each process multiplies  $(N/p * N/p)$  block of  $A$  by  $(N/p * N)$  portion of  $B$  . It then adds  $(N/p * N)$  matrix to  $C$  . Therefore , computation time for each iteration is  $N^3/p^2$ . Hence ,  $T(n) = O(n^3)$

**2) In block matrix algo ,**

The total computation come around  $n^3$  , but the path/steps taken is  $O(\log^2 n)$  and hence in the overall complexity is appx  $O(n^2)$  . Performs better for large scale matrix.



## USING MPI :

### 1) 1000\* 1000 matrix

**exec time -> 18sec**

### 2) 2k\*2k matrix

**exec time -> 180sec**

### 3) For mpi execution (multi-core) use :

```
mpicc filename.c -o filename -lm  
mpiexec -n 5 filename argv1 argv2
```

## CONCLUSION :

In this we use different matrix multiplication algorithms on different layers to show how performance will be affected in mixed mode programming without a good cache algorithm, even when the work load is perfectly balanced. Since the core of parallel computations are still sequential computations, to improve the overall performance, not only do we need a model to utilize memory on every layer, but also good sequential core algorithms to achieve high performance. If the computations are divided into many stages, and each stage only works on small data size, improving distributed algorithms improve the performance since cache misses do not matter much on computing small data size. On the other hand, if the computation has to work on large chunks of data, it is important to combine a good cache algorithm with an increase in the number of processors. The saturation of the thread space beyond the total number of computing threads equal to the number of available processors provide a modest performance enhancement.