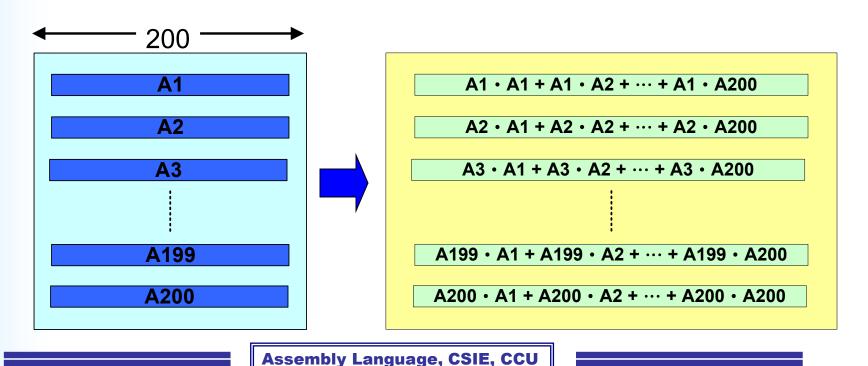
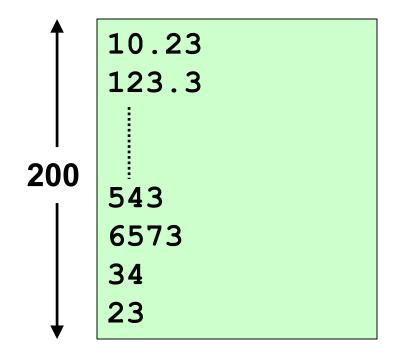
- Write a C program to perform:
 - Read a text file named "data.txt" (200x200 matrix, each element is a float)
 - Do following computation



- Output the result to a file named "output.txt"
- Output file needs to follow the form:



Assembly Language, CSIE, CCU

1	2	3	4	
4	1	3	1	
8	9	2	1	
5	6	7	8	

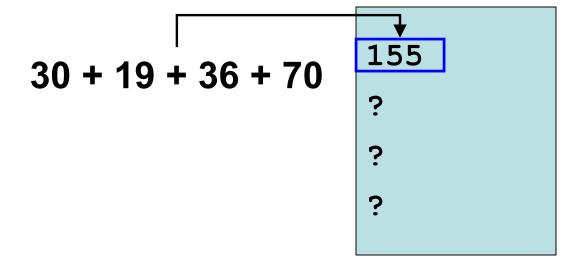
30

1	2	3	4	
4	1	3	1	
8	9	2	1	
5	6	7	8	

1	2	3	4	
4	1	3	1	
8	9	2	1	
5	6	7	8	

1	2	3	4	
4	1	3	1	
8	9	2	1	
5	6	7	8	

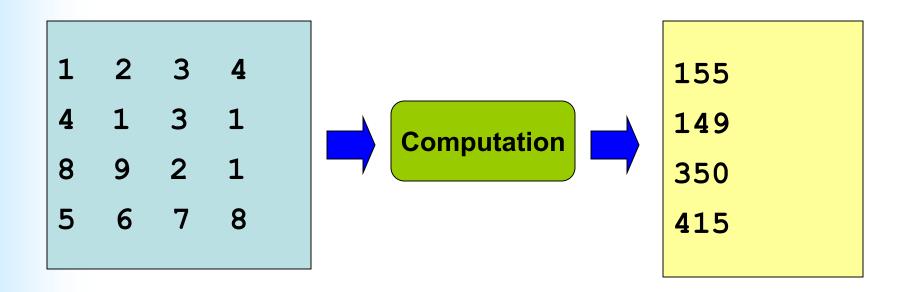
1	2	3	4	
4	1	3	1	
8	9	2	1	
5	6	7	8	



1	2	3	4	
4	1	3	1	
8	9	2	1	
5	6	7	8	

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155 ? ? ?



- 輸入檔檔名 data.txt (自行產生)
 - 包含200 row的資料
 - 每一row有200個floating point數字,數字與數字間用一個空白隔開
- 輸出檔檔名 output.txt (計算結果)
 - 包含200 row的資料

```
Example
#include <mmintrin.h>
#include <xmmintrin.h>
#include <stdio.h>
int main(void)
 float A[4] __attribute__ ((aligned(16)));
                                                                            A[3]
                                            A[0]
                                                       A[1]
                                                                 A[2]
 float B[4] __attribute__ ((aligned(16)));
 float C[4] __attribute__ ((aligned(16)));
   m128 *a, *b, *c;
                                             B[0]
                                                       B[1]
                                                                  B[2]
                                                                            B[3]
 a = (m128*) A;
 b = (\underline{m128*}) B;
 c = (m128*) C;
                                             C[0]
                                                       C[1]
                                                                  C[2]
                                                                            C[3]
 *c = _mm_add_ps(*a, *b);
 printf("%f %f %f %f\n", C[0], C[1], C[2], C[3]);
 return 0;
```

GCC Options

- These switches enable or disable the use of built-in functions that allow direct access to the MMX, SSE, SSE2, SSE3, SSE4, AVX, and 3Dnow extensions of the instruction set
 - mavx
 - --msse
 - --msse2
 - --msse3
 - -- msse4
 - m3dnow

gcc -msse4 test.c

Assembly Language, CSIE, CCU

Intrinsic Functions

- 你可以使用 SSE, SSE2, SSE3, SSE4 相關的 intrinsic functions (請參閱cref_cls.pdf文件裡 page 88, 124, 168裡面的函式說明)
- 或請至下面的網站查詢有哪些intrinsic functions
 - https://software.intel.com/sites/landingpage/IntrinsicsGuide/#

- 使用SIMD intrinsic function來做計算
 - 請使用GCC 3.4以上的版本編譯你的程式
 - 主要評分標準:
 - · 是否使用大量的SIMD intrinsic function?
 - 程式執行速度?
- · 在Linux上進行編譯與測試
 - 請多利用系上工作站
- 程式中應有適當的說明(註解)

- You should turn in to ECOURSE
 - "README.txt" file: 文字檔,描述你程式的內容、如何編譯程式、如何執行你的程式、在哪個型號的CPU上執行成功等等。
 - 一個可以執行成功的input檔案"data.txt"與相對應的結果 檔案"output.txt"
 - A C program without SIMD intrinsic functions: hw9.c
 - A C program with SIMD intrinsic functions: hw9simd.c
 - Any file needed in your work (ex: Makefile)
- Deadline: January 14 (Thursday), 24:00, 2016

這時間之後,將無法補交這次作業