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Task C

1. 128 is the best tile size because it is the smallest possible matrix problem size for the program and it is a power of 2.
2. 50%
3. Because it takes advantage of the caching that most machine architectures use, which caches values located in memory that are spatially close to each other.
4. Cache misses:
 - Non-optimized code: 21,634,292,993 cache-misses
 - Optimized code: 32,644,781 cache-misses

Sources:

- <https://gcc.gnu.org/onlinedocs/gcc/Optimize-Options.html>