$$\begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$2 \times 3 \cdot 3 \times 1 \quad 2 \times 1$

$x \times y \quad y \times z \quad x \times z$

```
void mat_mul(float* A, float* B, float* C, int x, int y, int z) {
    for (int i = 0; i < x; i++) {
        for (int j = 0; j < z; j++) {
            float sum = 0;
            for (int k = 0; k < y; k++) {
                sum += A[i * y + k] * B[k * z + j];
            }
            C[i * z + j] = sum;
        }
    }
}
```

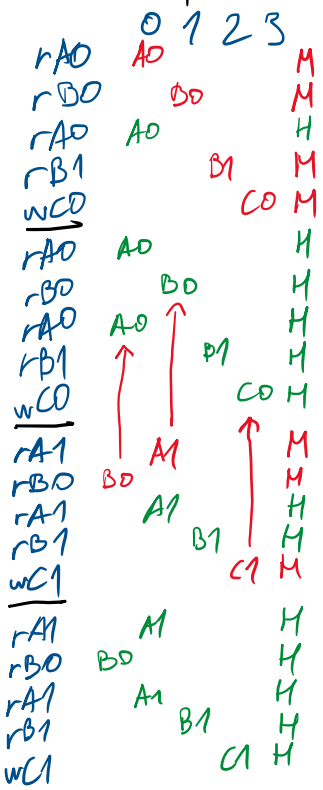
Cache: 32B Linija: 8B potpuno asocijativna

A(2x2), B(2x2), C(2x2) u jednu linija stane točno red matrice!

izbacivati po algoritmu LRU (Least recently used)

red pa stupac

$i < x$ {
$j < z$ {

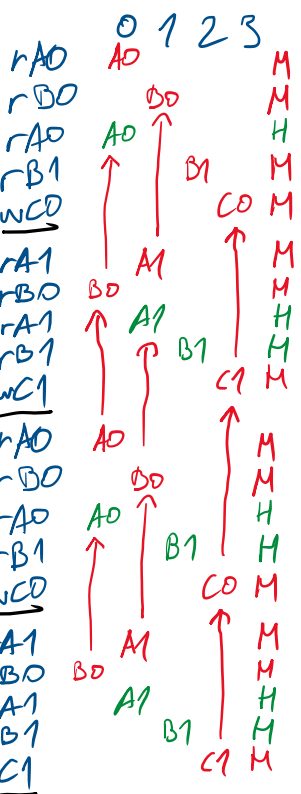


13 M
7 H

bolji algoritam! :)

stupac pa red

$j < z$ {
$i < x$ {



7 H
13 M

:(