Gebze Technical University - Computer Engineering Faculty

CSE-344 Homework-5 Report

Muhammed Bedir ULUCAY - 1901042697

• Task To Do:

Our task is implementing a matrix operation over the two-matrix using multi-thread program and all thread will calculate the matrix\size / (thread_number) number of row or column.

• Design:

Firstly, we are reading data from the two-matrix file and placing them into a matrix struct variable, then calculate the index number for thread calculation border and we determine these borders.

Then create all the threads and run them.

```
for(int i=0; i<m; ++i){{\bar{\textsuperprox}}}

int start = i * (pow(2, n) / m);
int end = (i+1) * (pow(2, n) / m);

thread_args *args = (thread_args*) calloc(sizeof(thread_args), 1);

args->start = start;
args->end = end;
args->id = i;

pthread_create(&threads[i], NULL, (void*) thread_start, args);
}
```

Calculation Of Matrix Multiplication:

```
for(int i=args->start; i<args->end; ++i){
    for(int j=0; j<8; ++j){
        row = get_nth_row(&matrix_A, i);
        col = get_nth_col(&matrix_B, j);

        matrix_C.matrix[i][j] = multiply_row_column(matrix_A.n, row, col);

You, 23 hours ago * done except stdout ...
    free(row);
    free(col);
}</pre>
```

Firstly, all threads must finish their first task to calculate the second task of the calculated matrix.

To make a synchronization barrier after task 1. We are keeping two integer variables, one for the number of threads and the other one for the task1_done counter. Until the last thread arrive this point all thread call the pthread_cond_wait() method until the last thread calls the pthread_cond_broadcast() sending them a signal and all thread will keep running where they are left to run.

And we are waiting for all threads to finish task 1 using two methods

- pthread_cond_wait(&cond_task_1, &mutex_task_1);
- pthread cond broadcast(&cond task 1);

And we are defining this area in mutex to avoid race conditions

```
pthread_mutex_lock(&mutex_task_1);

task_1_done++;
if(task_1_done < m){
    pthread_cond_wait(&cond_task_1, &mutex_task_1);
}
else{
    pthread_cond_broadcast(&cond_task_1);
}
pthread_mutex_unlock(&mutex_task_1);

You, 3 days ago * syncronization barrier done ...</pre>
```

After all the thread runs again. We are continuing to calculate the 2D Discrete Fourier Transform of the calculated matrix.

Using the following formulas.

$$F[k,l] = \sum_{m=0}^{M-1} \sum_{n=0}^{N-1} f[m,n] e^{-j2\pi \left(\frac{k}{M}m + \frac{l}{N}n\right)}$$
 where $k=0,1,...,M-1$ and $l=0,1,...,N-1$

$$e^{i\phi} = \cos\phi + i\sin\phi$$

```
for(int row_index=args->start; row_index<args->end; ++row_index){{
    for(int col_index=0; col_index/matrix_C.n; ++col_index){
        int result = iter_over_matrix(&matrix_C,(double) row_index,(double) col_index);
        result_matrix.matrix[row_index][col_index] = result;
    }
}
```

Then the result matrix printing the output file.

• Speed Analysis:

In multi-thread programs can execute at the same time on a CPU. But according to the input thread number can change the speed size. Lets say we have so big input in this case use all the thread in the CPU's core can make sense but if we have a very small input in this case it is not make sense assigning each row with another

because thread creation can take more time according to the fake context switch. But if we use same input which is very big data. The more threads increase up to a certain point, the faster they get, but after a certain point it will decrease the speed according to the miss rate, page fault or thread creation is take more time.

```
      (Architecture:
      x86_64

      CPU op-mode(s):
      32-bit, 64-bit

      Byte Order:
      Little Endian

      Address sizes:
      39 bits physical, 48 bits virtual

      CPU(s):
      8

      On-line CPU(s) list:
      0-7

      Thread(s) per core:
      2

      Core(s) per socket:
      4

      Socket(s):
      1
```

MY-CPU

```
mbulucayembulucay-GP20-7881-/Desktop/system/ma/5/1900426975 nake run_n5m2

/-Mus-1 datal -j data2 -o output.csv -n 3 -n 2

Thread b will start from 1s to 1s

Thread b will start from 1s to 32

Thread b will start from 1s to 35

Thread b will start from 8 to 1s

Thread b will start from 1s to 1s

Thread will start from 1s to 1s

Thread b will start from 1s to 1s

Thread will start from 1s to 1s

Thre
```