

# Programming Assignment 2

ECE 759, Prof. TW Huang

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GitHub link to programming tasks:

<https://github.com/phantom3012/repo759/tree/main/HW02>

## 1 Question 1

### 1.a

scan.cpp can be found at <https://github.com/phantom3012/repo759/blob/main/HW02/scan.cpp>

### 1.b

task1.cpp can be found at <https://github.com/phantom3012/repo759/blob/main/HW02/task1.cpp>

### 1.c

Scaling analysis reveals an exponential increase in time starting from the point where the size of the array reaches  $2^{24}$  elements. See Figure 1

## 2 Question 2

### 2.a

convolution.cpp can be found at <https://github.com/phantom3012/repo759/blob/main/HW02/convolution.cpp>

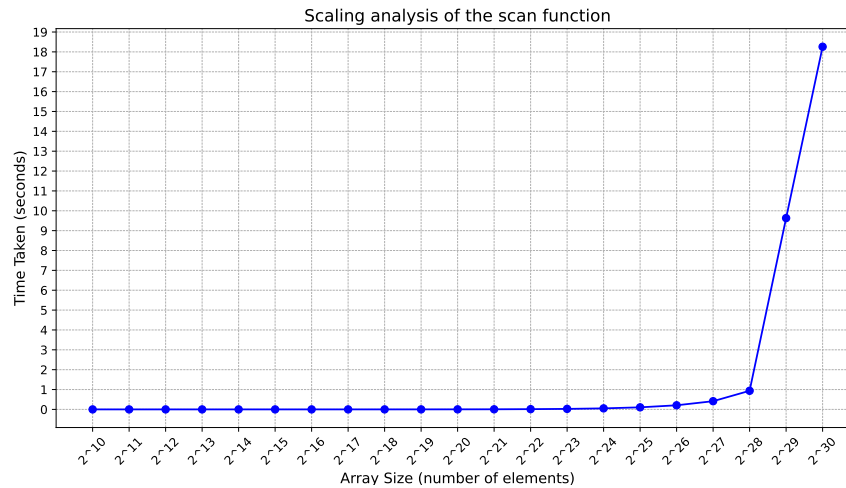


Figure 1: Scaling analysis of scan.cpp

## 2.b

task2.cpp can be found at <https://github.com/phantom3012/repo759/blob/main/HW02/task2.cpp>

## 3 Question 3

### 3.a

Implementation of mmul1 can be found at <https://github.com/phantom3012/repo759/blob/main/HW02/matmul.cpp#L3>

### 3.b

Implementation of mmul2 can be found at <https://github.com/phantom3012/repo759/blob/main/HW02/matmul.cpp#L13>

### 3.c

Implementation of mmul3 can be found at <https://github.com/phantom3012/repo759/blob/main/HW02/matmul.cpp#L23>

### 3.d

Implementation of mmul4 can be found at <https://github.com/phantom3012/repo759/blob/main/HW02/matmul.cpp#L33>

### 3.e

task3.cpp can be found at <https://github.com/phantom3012/repo759/blob/main/HW02/task3.cpp>

### 3.f

In ascending order of time taken, the functions can be arranged as follows:  
 $\text{mmul2} < \text{mmul1} \approx \text{mmul4} < \text{mmul3}$

mmul2 takes the least time because all accesses to all arrays are done in row-major form. In mmul1 and mmul4, the access to one operand is done in the column major form and in mmul3, all accesses are column major. This leads to a lot of cache misses and hence, the time taken is more. When accessed in row major, the time taken is significantly less (by almost a factor of 2)

mmul4 and mmul1 take almost the same time. mmul4 on some instances may take slightly longer depending on the overheads posed by vector implementation.