

# EE 789 : Assignment 2

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For all timing benchmarking, we compute the timing of performing matrix multiplication as

$$\Delta t = t_{mmul\ fin\ ack} - t_{mmul\ start\ req}$$

the two timesteps can be extracted visually from the .ghw waveform. It was noticed that for all implementations discussed  $t_{mmul\ start\ req}$  was constant 46161 ns.

The python lambda  $f = \lambda x : (x - 46161)/1000$  was used to get the timing in  $\mu s$  where  $x$  is  $t_{mmul\ fin\ ack}$  in ns

## 1 Speeding Dot Product for Matrix Multiplication

We use the original implementation of dot product which performs a dot product of a 16 element. For this problem only the contents of `module[dot_product]` is changed and the rest of the code is left unchanged.

Implementation	Time Taken ( $\Delta t$ ) in $\mu s$	Speedup wrt Original
Original	416.494	1
Unrolled by 4	170.734	2.439
Parallelized by 2 and Unrolled by 4	119.534	3.484

### 1.1 Original Implementation - dot\_product

```
$module [dot_product] $in (I J: $uint<8>) $out (result: $uint<32>) $is
{
    $branchblock[loop] {
        $dopipeline $depth 31 $fullrate
        $merge $entry $loopback
        $phi K := $zero<8> $on $entry nK $on $loopback
        $phi SUM := ($bitcast ($uint<32>) 0) $on $entry nSUM $on $loopback
        $endmerge
        $volatile nK := (K + 1)
        $volatile continue_flag := (K < (ORDER-1))

        nSUM := (SUM + (A[I][K] * B[K][J]))
        $while continue_flag
    } (nSUM => result_exported)
    $volatile result := result_exported
}
```

## 1.2 Unrolled by 4 - dot\_product\_unroll

We open and perform **four** computations in each iteration, also reducing the number of iterations by four (we track them in *SUM0*, *SUM1*, *SUM2*, *SUM3*) and finally sum all of these together

```
$module [dot_product] $in (I J: $uint<8>) $out (result: $uint<32>) $is
{
  $branchblock[loop] {
    $dopipeline $depth 31 $fullrate
    $merge $entry $loopback
      $phi K := $zero<8> $on $entry nK $on $loopback
      $phi SUM0 := ($bitcast ($uint<32>) 0) $on $entry nSUM0 $on $loopback
      $phi SUM1 := ($bitcast ($uint<32>) 0) $on $entry nSUM1 $on $loopback
      $phi SUM2 := ($bitcast ($uint<32>) 0) $on $entry nSUM2 $on $loopback
      $phi SUM3 := ($bitcast ($uint<32>) 0) $on $entry nSUM3 $on $loopback
    $endmerge
    $volatile nK := (K + 4)
    $volatile K1 := (K + 1)
    $volatile K2 := (K + 2)
    $volatile K3 := (K + 3)
    $volatile continue_flag := (K < (ORDER-4))

    nSUM0 := (SUM0 + (A[I][K] * B[K][J]))
    nSUM1 := (SUM1 + (A[I][K1] * B[K1][J]))
    nSUM2 := (SUM2 + (A[I][K2] * B[K2][J]))
    nSUM3 := (SUM3 + (A[I][K3] * B[K3][J]))
    $while continue_flag
  } (nSUM0 => R0 nSUM1 => R1 nSUM2 => R2 nSUM3 => R3)
  $volatile result := ((R0 + R1) + (R2 + R3))
}
```

### 1.3 Parallelized by 2 and Unrolled by 4 - dot\_product\_parallel\_unroll

In addition to performing unrolling, we split K into two disjoint parts one operating on first half and another operating on second half in parallel

```
$module [dot_product] $in (I J: $uint<8>) $out (result: $uint<32>) $is
{
  $parallelblock [computation]
  {
    $branchblock[loop0] {
      $dopipeline $depth 31 $fullrate
      $merge $entry $loopback
        $phi K := $zero<8> $on $entry nK $on $loopback
        $phi SUM0 := ($bitcast ($uint<32>) 0) $on $entry nSUM0 $on $loopback
        $phi SUM1 := ($bitcast ($uint<32>) 0) $on $entry nSUM1 $on $loopback
        $phi SUM2 := ($bitcast ($uint<32>) 0) $on $entry nSUM2 $on $loopback
        $phi SUM3 := ($bitcast ($uint<32>) 0) $on $entry nSUM3 $on $loopback
      $endmerge
      $volatile nK := (K + 4)
      $volatile K1 := (K + 1)
      $volatile K2 := (K + 2)
      $volatile K3 := (K + 3)
      $volatile continue_flag := (K < (ORDER_BY_2-4))

      nSUM0 := (SUM0 + (A[I][K] * B[K][J]))
      nSUM1 := (SUM1 + (A[I][K1] * B[K1][J]))
      nSUM2 := (SUM2 + (A[I][K2] * B[K2][J]))
      nSUM3 := (SUM3 + (A[I][K3] * B[K3][J]))
      $while continue_flag
    } (nSUM0 => R0 nSUM1 => R1 nSUM2 => R2 nSUM3 => R3)

    $branchblock[loop1] {
      $dopipeline $depth 31 $fullrate
      $merge $entry $loopback
        $phi K := ($bitcast ($uint<8>) ORDER_BY_2) $on $entry nK $on $loopback
        $phi SUM0 := ($bitcast ($uint<32>) 0) $on $entry nSUM0 $on $loopback
        $phi SUM1 := ($bitcast ($uint<32>) 0) $on $entry nSUM1 $on $loopback
        $phi SUM2 := ($bitcast ($uint<32>) 0) $on $entry nSUM2 $on $loopback
        $phi SUM3 := ($bitcast ($uint<32>) 0) $on $entry nSUM3 $on $loopback
      $endmerge
      $volatile nK := (K + 4)
      $volatile K1 := (K + 1)
      $volatile K2 := (K + 2)
      $volatile K3 := (K + 3)
      $volatile continue_flag := (K < (ORDER-4))

      nSUM0 := (SUM0 + (A[I][K] * B[K][J]))
      nSUM1 := (SUM1 + (A[I][K1] * B[K1][J]))
      nSUM2 := (SUM2 + (A[I][K2] * B[K2][J]))
      nSUM3 := (SUM3 + (A[I][K3] * B[K3][J]))
      $while continue_flag
    } (nSUM0 => R4 nSUM1 => R5 nSUM2 => R6 nSUM3 => R7)
  } (R0 => X0 R1 => X1 R2 => X2 R3 => X3 R4 => X4 R5 => X5 R6 => X6 R7 => X7)

  $volatile result := (((X0 + X1) + (X2 + X3)) + ((X4 + X5) + (X6 + X7)))
}
```

## 2 Parallelize Matrix Multiplication into 4 8X8 blocks

We divide the matrix A and B into four parts of sizes  $8 \times 8$  and then distribute computations of smaller matrix multiplications in parallel. We add x and y offsets to the dot product module and the accordingly the computed sum is stored into C.

$$A_{16 \times 16} = \begin{bmatrix} M_{8 \times 8} & N_{8 \times 8} \\ O_{8 \times 8} & D_{8 \times 8} \end{bmatrix}$$

$$B_{16 \times 16} = \begin{bmatrix} E_{8 \times 8} & F_{8 \times 8} \\ G_{8 \times 8} & H_{8 \times 8} \end{bmatrix}$$

$$C_{16 \times 16} = \begin{bmatrix} M \cdot E + N \cdot G & M \cdot F + N \cdot H \\ O \cdot E + D \cdot G & O \cdot F + D \cdot H \end{bmatrix}$$

Implementation	Time Taken ( $\Delta t$ ) in $\mu s$	Speedup wrt Vanilla
Vanilla	419.964	1
Unrolled by 4	174.204	2.41
Parallelized by 2 and Unrolled by 4	133.244	3.151

### 2.1 Common mmul module

Performs computation of each  $8 \times 8$  submatrix of C in parallelblock of individual branchblocks

```

$module [mmul] $in () $out () $is
{
    $parallelblock [computation]
    {
        $branchblock[meng] {
            $merge $entry I_loopback
            $phi I := $zero<8> $on $entry nI $on I_loopback
            $sendmerge

            $volatile nI := (I + 1)

            $dopipeline $depth 31 $fullrate
            $merge $entry $loopback
            $phi J := $zero<8> $on $entry nJ $on $loopback
            $sendmerge
            $volatile nJ := (J + 1)
            $volatile continue_flag := (J < (ORDER_BY_2 - 1))

            ME := ($call dot_product (I J $zero<8> $zero<8>))
            NG := ($call dot_product (I J offset offset))
            C[I][J] := (ME + NG)

            $while continue_flag

            $if (I < (ORDER_BY_2 - 1)) $then $place [I_loopback] $endif
        }
    }
}

```

```

$branchblock[mfnh] {
    $merge $entry I_loopback
        $phi I := $zero<8> $on $entry nI $on I_loopback
    $endmerge

    $volatile nI := (I + 1)

    $dopipeline $depth 31 $fullrate
        $merge $entry $loopback
            $phi J := $zero<8> $on $entry nJ $on $loopback
        $endmerge
        $volatile nJ := (J + 1)
        $volatile continue_flag := (J < (ORDER_BY_2 - 1))
        $volatile offsetJ := (J + offset)

        MF := ($call dot_product (I offsetJ $zero<8> $zero<8>))
        NH := ($call dot_product (I offsetJ offset offset))
        C[I][offsetJ] := (MF + NH)

    $while continue_flag

    $if (I < (ORDER_BY_2 - 1)) $then $place [I_loopback] $endif
}

$branchblock[oedg] {
    $merge $entry I_loopback
        $phi I := $zero<8> $on $entry nI $on I_loopback
    $endmerge

    $volatile nI := (I + 1)

    $dopipeline $depth 31 $fullrate
        $merge $entry $loopback
            $phi J := $zero<8> $on $entry nJ $on $loopback
        $endmerge
        $volatile nJ := (J + 1)
        $volatile continue_flag := (J < (ORDER_BY_2 - 1))
        $volatile offsetI := (I + offset)

        OE := ($call dot_product (offsetI J $zero<8> $zero<8>))
        DG := ($call dot_product (offsetI J offset offset))
        C[offsetI][J] := (OE + DG)

    $while continue_flag

    $if (I < (ORDER_BY_2 - 1)) $then $place [I_loopback] $endif
}

```

```

$branchblock[ofdh] {
    $merge $entry I_loopback
    $phi I := $zero<8> $on $entry nI $on I_loopback
    $sendmerge

    $volatile nI := (I + 1)

    $dopipeline $depth 31 $fullrate
    $merge $entry $loopback
    $phi J := $zero<8> $on $entry nJ $on $loopback
    $sendmerge
    $volatile nJ := (J + 1)
    $volatile continue_flag := (J < (ORDER_BY_2 - 1))
    $volatile offsetI := (I + offset)
    $volatile offsetJ := (J + offset)

    OF := ($call dot_product (offsetI offsetJ $zero<8> $zero<8>))
    DH := ($call dot_product (offsetI offsetJ offset offset))
    C[offsetI][offsetJ] := (OF + DH)

    $while continue_flag

    $if (I < (ORDER_BY_2 - 1)) $then $place [I_loopback] $endif
}
}
}

```

## 2.2 Vanilla $8 \times 8$ dot product - divide\_into\_four\_impl

Here OF1 and OF2 are the offsets for the x and y values used for positioning while \$call

```

$module [dot_product] $in (I J OF1 OF2: $uint<8>) $out (result: $uint<32>) $is
{
    $branchblock[loop] {

        $dopipeline $depth 31 $fullrate
        $merge $entry $loopback
        $phi K := $zero<8> $on $entry nK $on $loopback
        $phi SUM := ($bitcast ($uint<32>) 0) $on $entry nSUM $on $loopback
        $sendmerge
        $volatile nK := (K + 1)
        $volatile continue_flag := (K < (ORDER_BY_2-1))
        $volatile KX := (K + OF1)
        $volatile KY := (K + OF2)

        nSUM := (SUM + (A[I][KX] * B[KY][J]))
        $while continue_flag
    } (nSUM => result_exported)
    $volatile result := result_exported
}

```

## 2.3 Unrolled by $4 \times 8 \times 8$ dot product - divide\_into\_four\_impl\_unroll

We open and perform **four** computations in each iteration, also reducing the number of iterations by four (we track them in  $SUM0$ ,  $SUM1$ ,  $SUM2$ ,  $SUM3$ ) and finally sum all of these together

```
$module [dot_product] $in (I J OF1 OF2: $uint<8>) $out (result: $uint<32>) $is
{
    $branchblock[loop] {

        $dopipeline $depth 31 $fullrate
        $merge $entry $loopback
            $phi K := $zero<8> $on $entry nK $on $loopback
            $phi SUM0 := ($bitcast ($uint<32>) 0) $on $entry nSUM0 $on $loopback
            $phi SUM1 := ($bitcast ($uint<32>) 0) $on $entry nSUM1 $on $loopback
            $phi SUM2 := ($bitcast ($uint<32>) 0) $on $entry nSUM2 $on $loopback
            $phi SUM3 := ($bitcast ($uint<32>) 0) $on $entry nSUM3 $on $loopback
        $endmerge

        $volatile continue_flag := (K < (ORDER_BY_2-4))

        $volatile nK := (K + 4)
        $volatile K1 := (K + 1)
        $volatile K2 := (K + 2)
        $volatile K3 := (K + 3)

        $volatile KOX := (K + OF1)
        $volatile K1X := (K1 + OF1)
        $volatile K2X := (K2 + OF1)
        $volatile K3X := (K3 + OF1)
        $volatile KOY := (K + OF2)
        $volatile K1Y := (K1 + OF2)
        $volatile K2Y := (K2 + OF2)
        $volatile K3Y := (K3 + OF2)

        nSUM0 := (SUM0 + (A[I][KOX] * B[KOY][J]))
        nSUM1 := (SUM1 + (A[I][K1X] * B[K1Y][J]))
        nSUM2 := (SUM2 + (A[I][K2X] * B[K2Y][J]))
        nSUM3 := (SUM3 + (A[I][K3X] * B[K3Y][J]))

        $while continue_flag
    } (nSUM0 => R0 nSUM1 => R1 nSUM2 => R2 nSUM3 => R3)
    $volatile result := ((R0 + R1) + (R2 + R3))
}
```

## 2.4 Parallelized by 2 and Unrolled by 4

### $8 \times 8$ dot product - divide\_into\_four\_impl\_parallel\_unroll

In addition to performing unrolling, we split K into two disjoint parts one operating on first half and another operating on second half in parallel.

```
$module [dot_product] $in (I J OF1 OF2: $uint<8>) $out (result: $uint<32>) $is
{
  $parallelblock [computation]
  {
    $branchblock[loop0] {
      $dopipeline $depth 31 $fullrate
      $merge $entry $loopback
      $phi K := $zero<8> $on $entry nK $on $loopback
      $phi SUM0 := ($bitcast ($uint<32>) 0) $on $entry nSUM0 $on
      ↪ $loopback
      $phi SUM1 := ($bitcast ($uint<32>) 0) $on $entry nSUM1 $on
      ↪ $loopback
      $phi SUM2 := ($bitcast ($uint<32>) 0) $on $entry nSUM2 $on
      ↪ $loopback
      $phi SUM3 := ($bitcast ($uint<32>) 0) $on $entry nSUM3 $on
      ↪ $loopback
      $sendmerge

      $volatile continue_flag := (K < (ORDER_BY_4-4))

      $volatile nK := (K + 4)
      $volatile K1 := (K + 1)
      $volatile K2 := (K + 2)
      $volatile K3 := (K + 3)

      $volatile KOX := (K + OF1)
      $volatile K1X := (K1 + OF1)
      $volatile K2X := (K2 + OF1)
      $volatile K3X := (K3 + OF1)
      $volatile KOY := (K + OF2)
      $volatile K1Y := (K1 + OF2)
      $volatile K2Y := (K2 + OF2)
      $volatile K3Y := (K3 + OF2)

      nSUM0 := (SUM0 + (A[I][K0X] * B[K0Y][J]))
      nSUM1 := (SUM1 + (A[I][K1X] * B[K1Y][J]))
      nSUM2 := (SUM2 + (A[I][K2X] * B[K2Y][J]))
      nSUM3 := (SUM3 + (A[I][K3X] * B[K3Y][J]))
      $while continue_flag
    } (nSUM0 => R0 nSUM1 => R1 nSUM2 => R2 nSUM3 => R3)
  }
}
```



```

$branchblock[loop1] {
    $dopipeline $depth 31 $fullrate
    $merge $entry $loopback
        $phi K := ($bitcast ($uint<8>) ORDER_BY_4) $on $entry nK $on
        ↪ $loopback
        $phi SUM0 := ($bitcast ($uint<32>) 0) $on $entry nSUM0 $on
        ↪ $loopback
        $phi SUM1 := ($bitcast ($uint<32>) 0) $on $entry nSUM1 $on
        ↪ $loopback
        $phi SUM2 := ($bitcast ($uint<32>) 0) $on $entry nSUM2 $on
        ↪ $loopback
        $phi SUM3 := ($bitcast ($uint<32>) 0) $on $entry nSUM3 $on
        ↪ $loopback
    $endmerge

    $volatile continue_flag := (K < (ORDER_BY_2-4))

    $volatile nK := (K + 4)
    $volatile K1 := (K + 1)
    $volatile K2 := (K + 2)
    $volatile K3 := (K + 3)

    $volatile KOX := (K + OF1)
    $volatile K1X := (K1 + OF1)
    $volatile K2X := (K2 + OF1)
    $volatile K3X := (K3 + OF1)
    $volatile KOY := (K + OF2)
    $volatile K1Y := (K1 + OF2)
    $volatile K2Y := (K2 + OF2)
    $volatile K3Y := (K3 + OF2)

    nSUM0 := (SUM0 + (A[I][K0X] * B[K0Y][J]))
    nSUM1 := (SUM1 + (A[I][K1X] * B[K1Y][J]))
    nSUM2 := (SUM2 + (A[I][K2X] * B[K2Y][J]))
    nSUM3 := (SUM3 + (A[I][K3X] * B[K3Y][J]))
    $while continue_flag
    } (nSUM0 => R4 nSUM1 => R5 nSUM2 => R6 nSUM3 => R7)
}(R0 => X0 R1 => X1 R2 => X2 R3 => X3 R4 => X4 R5 => X5 R6 => X6 R7 => X7)

$volatile result := (((X0 + X1) + (X2 + X3)) + ((X4 + X5) + (X6 + X7)))
}

```

### 3 Matrix Multiplication as sum of rank-1 Matrices

We perform computation of the matrix product by keeping a running sum of the outer products of columns of A and rows of B. This is done using a main outer loop for the row/column number (K). Then inner loops for I, J where  $C[I][J]$  is updated using  $A[I][K] * B[K][J]$

$$A = [c_1 \ c_2 \ c_3 \ \dots], \ B = [r_1 \ r_2 \ r_3 \ \dots], \ c_i \in R^{n \times 1}, \ r_i \in R^{1 \times n}$$

$$C = \sum_{i=1}^{16} c_i * r_i, \ c_i * r_i \in R^{n \times n}$$

Implementation	Time Taken ( $\Delta t$ ) in $\mu s$	Speedup wrt Vanilla
Vanilla	317.944	1
Unrolled by 4	169.454	1.876
Parallelized by 2 and Unrolled by 4	133.424	2.382

#### 3.1 Vanilla Implementation - sum\_of\_outer\_products

```

$module [mmul] $in () $out () $is
{
    $branchblock[loop] {
        $merge $entry K_loopback
            $phi K := $zero<8> $on $entry nK $on K_loopback
        $endmerge

        $merge $entry I_loopback
            $phi I := $zero<8> $on $entry nI $on I_loopback
        $endmerge

        $dopipeline $depth 31 $buffering 4
        $fullrate

        $merge $entry $loopback
            $phi J := $zero<8> $on $entry nJ $on $loopback
        $endmerge
        $volatile nJ := (J + 1)
        $volatile Jcontinue_flag := (J < (ORDER - 1))
        $volatile prev_C := C[I][J]

        C[I][J] := (prev_C + (A[I][K] * B[K][J]))

        $while Jcontinue_flag

        $volatile nI := (I + 1)
        $volatile Icontinue_flag := (I < (ORDER - 1))

        $if Icontinue_flag $then $place [I_loopback] $endif

        $volatile nK := (K + 1)
        $volatile Kcontinue_flag := (K < (ORDER - 1))

        $if Kcontinue_flag $then $place [K_loopback] $endif
    }
}

```

### 3.2 Unrolled by 4 - sum\_of\_outer\_products\_unroll

We open and perform **four** computations in each J iteration reducing iterations by three-fourths.

```
$module [mmul] $in () $out () $is
{
    $branchblock[loop] {
        $merge $entry K_loopback
        $phi K := $zero<8> $on $entry nK $on K_loopback
        $endmerge

        $merge $entry I_loopback
        $phi I := $zero<8> $on $entry nI $on I_loopback
        $endmerge

        $dopipeline $depth 31 $buffering 4
        $fullrate

        $merge $entry $loopback
        $phi J := $zero<8> $on $entry nJ $on $loopback
        $endmerge

        $volatile nJ := (J + 4)

        $volatile J1 := (J + 1)
        $volatile J2 := (J + 2)
        $volatile J3 := (J + 3)

        $volatile Jcontinue_flag := (J < (ORDER - 4))

        prev_C := C[I][J]
        prev_C1 := C[I][J1]
        prev_C2 := C[I][J2]
        prev_C3 := C[I][J3]
        lhs := A[I][K]

        C[I][J] := (prev_C + (lhs * B[K][J]))
        C[I][J1] := (prev_C1 + (lhs * B[K][J1]))
        C[I][J2] := (prev_C2 + (lhs * B[K][J2]))
        C[I][J3] := (prev_C3 + (lhs * B[K][J3]))

        $while Jcontinue_flag

        $volatile nI := (I + 1)
        $volatile Icontinue_flag := (I < (ORDER - 1))

        $if Icontinue_flag $then $place [I_loopback] $endif

        $volatile nK := (K + 1)
        $volatile Kcontinue_flag := (K < (ORDER - 1))

        $if Kcontinue_flag $then $place [K_loopback] $endif
    }
}
```

### 3.3 Parallelized by 2 and Unrolled by 4 - sum\_of\_outer\_products\_parallel\_unroll

In addition to performing unrolling, we split K into **two** disjoint parts one operating on first half and another operating on second half in parallel to further improve speedup.

```
$module [mmul] $in () $out () $is
{
    $parallelblock [computation]
    {
        $branchblock[loop0] {
            $merge $entry K_loopback
            $phi K := $zero<8> $on $entry nK $on K_loopback
            $endmerge

            $merge $entry I_loopback
            $phi I := $zero<8> $on $entry nI $on I_loopback
            $endmerge

            $dopipeline $depth 31 $buffering 4
            $fullrate

            $merge $entry $loopback
            $phi J := $zero<8> $on $entry nJ $on $loopback
            $endmerge

            $volatile nJ := (J + 4)

            $volatile J1 := (J + 1)
            $volatile J2 := (J + 2)
            $volatile J3 := (J + 3)

            $volatile Jcontinue_flag := (J < (ORDER - 4))

            prev_C := C[I][J]
            prev_C1 := C[I][J1]
            prev_C2 := C[I][J2]
            prev_C3 := C[I][J3]
            lhs := A[I][K]

            C[I][J] := (prev_C + (lhs * B[K][J]))
            C[I][J1] := (prev_C1 + (lhs * B[K][J1]))
            C[I][J2] := (prev_C2 + (lhs * B[K][J2]))
            C[I][J3] := (prev_C3 + (lhs * B[K][J3]))

            $while Jcontinue_flag

            $volatile nI := (I + 1)
            $volatile Icontinue_flag := (I < (ORDER - 1))

            $if Icontinue_flag $then $place [I_loopback] $endif

            $volatile nK := (K + 2)
            $volatile Kcontinue_flag := (K < (ORDER - 2))

            $if Kcontinue_flag $then $place [K_loopback] $endif
        }
    }
}
```

```

$branchblock[loop1] {
    $merge $entry K_loopback
        $phi K := ($bitcast ($uint<8>) 1) $on $entry nK $on K_loopback
    $endmerge

    $merge $entry I_loopback
        $phi I := $zero<8> $on $entry nI $on I_loopback
    $endmerge

    $dopipeline $depth 31 $buffering 4
    $fullrate

    $merge $entry $loopback
        $phi J := $zero<8> $on $entry nJ $on $loopback
    $endmerge

    $volatile nJ := (J + 4)

    $volatile J1 := (J + 1)
    $volatile J2 := (J + 2)
    $volatile J3 := (J + 3)

    $volatile Jcontinue_flag := (J < (ORDER - 4))

    prev_C := C[I][J]
    prev_C1 := C[I][J1]
    prev_C2 := C[I][J2]
    prev_C3 := C[I][J3]
    lhs := A[I][K]

    C[I][J] := (prev_C + (lhs * B[K][J]))
    C[I][J1] := (prev_C1 + (lhs * B[K][J1]))
    C[I][J2] := (prev_C2 + (lhs * B[K][J2]))
    C[I][J3] := (prev_C3 + (lhs * B[K][J3]))

    $while Jcontinue_flag

    $volatile nI := (I + 1)
    $volatile Icontinue_flag := (I < (ORDER - 1))

    $if Icontinue_flag $then $place [I_loopback] $endif

    $volatile nK := (K + 2)
    $volatile Kcontinue_flag := (K < (ORDER - 1))

    $if Kcontinue_flag $then $place [K_loopback] $endif
}
}
}

```