

2) Rewrite the matrix ~~transpose~~ multiplication function using dynamically allocated arrays. The header for your function should be
`void mult(int **a, int **b, int **c, int rows)` where each matrix is a $rows \times rows$ matrix.

```
void mult(int **a, int **b, int **c, int rows)
{
    MALLOC(c, rows * sizeof(*c));
    int i, j, k;
    for(i=0; i<rows; i++)
        CALLOC(c[i], rows, sizeof(**c));
    for(i=0; i<rows; i++)
        for(j=0; j<rows; j++)
            for(k=0; k<rows; k++)
                c[i][j] += a[i][k] * b[k][j];
}
```

```
5) void transpose(int a[][MAX_SIZE])
{
    int i, j, temp;
    for(i=0; i<MAX_SIZE-1; i++)
        for(j=i+1; j<MAX_SIZE; j++)
            SWAP(a[i][j], a[j][i], temp);
}
```

Inner Loop Invariant

• Just before the iteration when $j=k$, the matrix element at row i , column x has been interchanged with the element at row x , column i $\forall x \in N$ s.t. $i+1 \leq x \leq k$.

Initialization: $j=i+1$. $\therefore k=i+1$, the range $i+1 \leq x \leq k$ doesn't make sense.
 \therefore The loop invariant trivially holds

Maintenance: $j=k$. Just before this iteration, let the loop invariant hold.
 $\therefore \forall x \in N, i+1 \leq x \leq k$, the element at row x , column i has been interchanged with the element at row i , column x .

• Now, $j=k$. By correctness of SWAP macro, the element at row i , column k has been interchanged with the element at row k , column i .