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definitions.h

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```
#ifndef _DEFINITIONS_H_
#define _DEFINITIONS_H_

#define YELLOW "\033[01;33m"
#define GREEN "\033[32m"
#define CYAN "\033[36m"
#define RESET "\033[0m"
#define OUTOFF 0// 0 to turn off, 1 to turn on

#endif
```

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params.h

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```
#ifndef _PARAMS_H_
#define _PARAMS_H_

#include "timer.h"
#include <cbas.h>
#include <math.h>
#include <stdio.h>
#include <stdlib.h>
#include <sys/resource.h>

#endif
```

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typedefs.h

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```
#ifndef _TYPEDEFS_H_
#define _TYPEDEFS_H_

typedef double REAL;
typedef int INT;

#endif
```

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myFunctions.h

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```
#ifndef _MYFUNCTIONS_H_
#define _MYFUNCTIONS_H_

#include "typedefs.h"

void printMatrix (REAL *c, INT nrow, INT ncol);
void InitializeMatrices(REAL *a, REAL *b, INT m, INT n, INT k);
void matrixMultiply(REAL *a, REAL *b, REAL *c, INT m,INT n, INT k);

void ddot_Matrix_Mult(REAL *a, REAL *b, REAL *c, INT m, INT n, INT k);
void daxpy_Matrix_Mult(REAL *a,REAL *b, REAL *c, INT m,INT n, INT k);
void dgemm_Matrix_Mult(REAL *a, REAL *b, REAL *c, INT m, INT n, INT k);
#endif
```