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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"
// Block Sizes
#define XBLOCK 16
#define YBLOCK 16
// output switch 0 for off 1 for on
#define OUTOFF 0

#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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params.h

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```
#ifndef _PARAMS_H_
#define _PARAMS_H_

#include "timer.h"
#include <stdio.h>
#include <stdlib.h>
#include <sys/resource.h>
#include <cuda_runtime.h>
#include "cublas_v2.h"

#endif
```

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myFunctions.h

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```
#ifndef _MYFUNCTIONS_H_
#define _MYFUNCTIONS_H_

#include "typedefs.h"

void InitializeMatrices(REAL *a, REAL *b, INT m, INT n, INT k);
void printMatrix(REAL *c, INT nrow, INT ncol);
void matrixMultiplyCPU(REAL *a, REAL *b, REAL *c, INT m, INT n, INT k);
__global__ void matrixMultiplyGPU_gl(REAL *a, REAL *b, REAL *c, INT m, INT n,
void matrixMultiply_ddot(REAL *a, REAL *b, REAL *c, INT m, INT n, INT k);
void matrixMultiply_daxpy(REAL *a, REAL *b, REAL *c, INT m, INT n, INT k);

#endif
```