

Extra Credit Assignment

The code for the assignment is run using NYU CIMS's crackle1 server which has the Intel Xeon E5630 CPU.

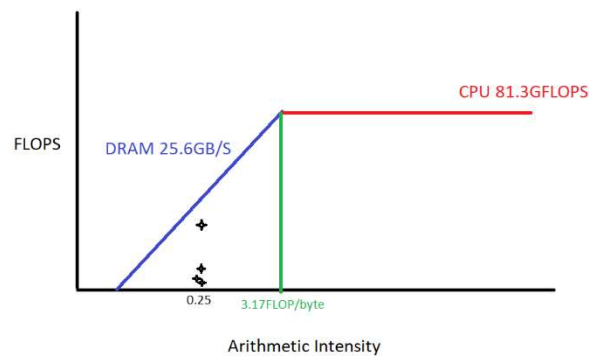


Figure: roofline model for Q1, Q2, Q3

Q1. The result for the unrolled loop dot product is:

time:1.262464secs bandwidth:6.339985GB/s flops:1.584204GFLOP/s
arithmetic_intensity:0.249875FLOP/byte

Q2. The L1 and L2 caches are 128KB and 1024KB, respectively (found from [this link](#)). To get our blocks to fit within the caches we must first find the appropriate size of the blocks. Since we will be using single-point precision floats (4 bytes) and are storing 2 submatrices in “shared” memory (i.e. cache in this case), we have $\sqrt{\frac{128,000\text{byte}}{2*4\text{byte}}} = 126.491 \Rightarrow 100 \times 100$ Block dimension for L1-cache. Similarly, for L2-cache, we get 250x250. The result for the tiling matrix multiplication routine for BlockDim = 100x100 is:

time:2.042972secs bandwidth:3.956981GB/s flops:0.983861GFLOP/s
arithmetic_intensity:0.248639FLOP/byte

For 250x250:

time:1.932407secs bandwidth:4.158543GB/s flops:1.037048GFLOP/s
arithmetic_intensity:0.249378FLOP/byte

Q3. I wasn't able to find the actual implementation of `cblas_sgemm` other than that it performs $O(n^3)$. Therefore, I assume that it uses the standard matrix multiply procedure but with hardware optimizations. The result for the MKL matrix multiply routine is:

**time:0.154507secs bandwidth:51.803576GB/s flops:12.944422GFLOP/s
arithmetic_intensity:0.249875FLOP/byte**

Notes:

It is interesting to note that our problem size is $1000 \times 1000 \times 4 \text{ bytes} = 4 \text{ MB}$, which happens to fit inside the L3 cache of 12MB. So, the roofline model (which I've drawn from the lecture notes since I am using the same CPU) might be inaccurate for our example. L3 cache is faster than DRAM, the scale of which I have not been able to determine from Intel's spec sheet or anywhere else.