

## Task 1

1. Name of my processor: Intel Core i7-7700HQ

2. Cache size of my system:

LEVEL 1 Cache Size = 256 KB,

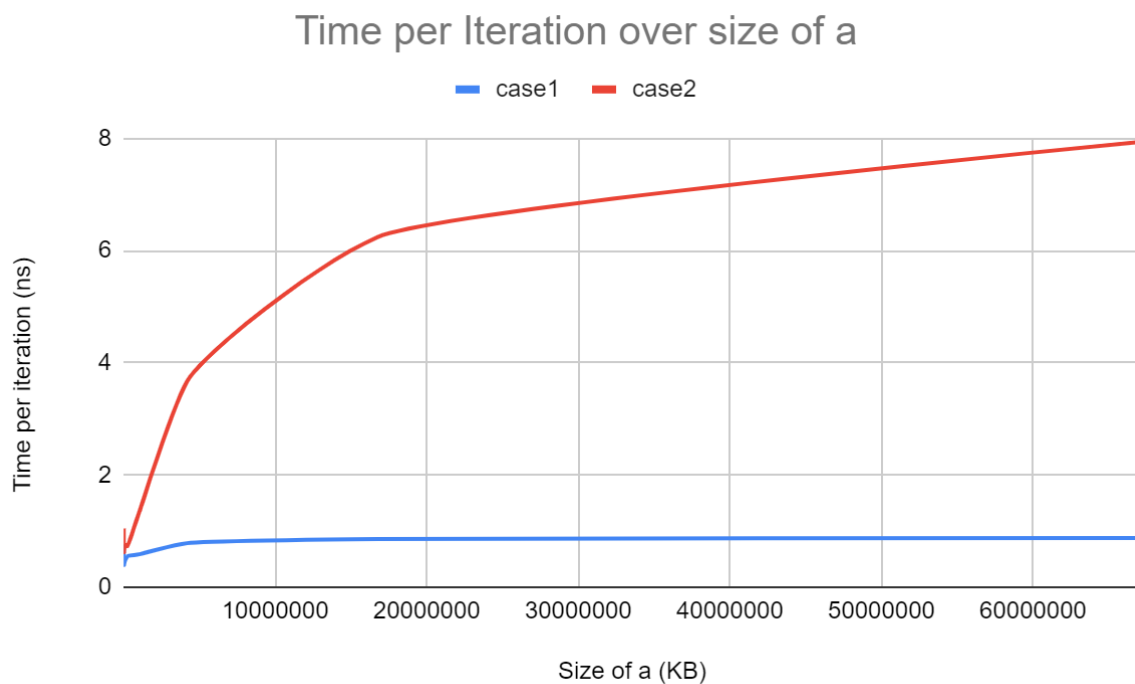
LEVEL 2 Cache Size = 1.0 MB,

LEVEL1 Cache Size = 6.0 MB

3. Table of measured time per iteration for each Case

| N        | Size of a (Bytes) | Case1: Time per iteration (ns) | Case 2: Time per iteration (ns) |
|----------|-------------------|--------------------------------|---------------------------------|
| 1024     | 4096              | 0.7655471563                   | 1.0449439287                    |
| 4096     | 16384             | 0.415253453                    | 0.6330665201                    |
| 16384    | 65536             | 0.4565226845                   | 0.7596390788                    |
| 65536    | 262144            | 0.5514812074                   | 0.7349299267                    |
| 262144   | 1048576           | 0.5871379472                   | 1.3480212147                    |
| 1048576  | 4194304           | 0.784873464                    | 3.6708740936                    |
| 4194304  | 16777216          | 0.8605570656                   | 6.2431570313                    |
| 16777216 | 67108864          | 0.8785178807                   | 7.9369493733                    |

4. Chart of time-per-iteration over size of a:



5. As shown in the graph above, the time per iteration of Case 1 stays in a constant trend for the size of a in the range of 4KB to 64MB. The reason behind this can be caused by the different levels of caches. From 4KB to 16KB, only Level 1 cache changed, as Case 1 goes linearly through the array, the address of the following data will be predictable. Therefore, Case 1 required shorter time to finish every iteration.

In terms of Case 2, the curve shows us a unpredictable trend as when size of a changes from 1MB to 4MB, the time per iteration increased from 0.74 to 1.34ns which is a big increment in the graph. I believe this is because the processor needs to figure out values from lower memory locations without any prediction.

Overall Comparison between Case 1 and Case 2:

- Going linearly through the array in Cases 1 takes shorter time to finish iterations compared to random access method in Case 2.
- Case 2 is much slower than Case 1 mainly due to its unpredictable behaviour, based on the feature of randomly access, higher timing cost will be resulted.

## Task 2

### 1. Straight forward implementation took : 8.13 seconds

My implementation used 4 for loops to evaluate the sum of the given equation. However, when k value increments, array b's row number changes, and the programme gets slowed down significantly.

### 2. Temporary matrix implementation took : 4.70 seconds

A temporary matrix of the same size as the array a, b and c is created in order to sum up the value, volatile variables is therefore not used. As a result, total timing cost reduced by a lot after the creation of temporary matrix.

### 2. Blocking and Temporary matrix implementation took : 3.16 seconds

After checking the specifications of my computer, I decided to have a blocking size of 64. I implemented multiple layers of loops in order to go through the array within an appropriate size. The programme is optimised as a result of increasing hit rate.