

The background features a complex network of blue lines and arrows. Solid lines intersect at various angles, while dashed lines form loops and paths. Small circles, some solid and some hollow, are placed at various points along the lines, suggesting a flow or a specific path through the network.

# PARALLEL MATRIX MULTIPLICATION

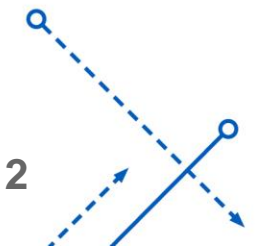
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# Problem Statement

Let  $A = [a_{ij}]$  and  $B = [b_{ij}]$  be  $n \times n$  matrices. Compute  $C = AB$

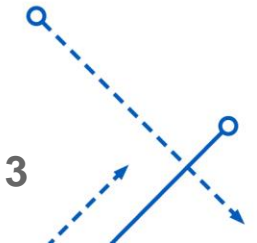


# Sequential approach of matrix multiplication

- $\theta(n^3)$  time complexity
- Drastic change in run time for large size matrices

- Pseudo code:

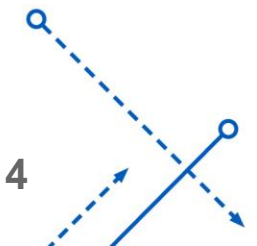
```
procedure seq_matrix_multiplication (A, B, C)
Begin
  for i=0 to n-1 do
    for j=0 to n-1 do
      C[i, j] = 0
      for k=0 to n-1 do
        C[i, j] += A[i, k] X B[k, j];
      end for;
    end for;
  end for;
end seq_matrix_multiplication
```



# Parallel approach of matrix multiplication

## Cannon's Algorithm

- We partition input matrices into  $P$  square blocks ( $P$  is the number of processors available)
- Mesh of  $\sqrt{p} \times \sqrt{p}$  will be created using Cartesian topology where  $P_{ij}$  store  $A_{ij}$  and  $B_{ij}$  which will compute  $C_{ij}$ .
- Each block will be sent to each process determined by its owner
- Wrap-around shifts will be performed
- Total no of steps required will be  $\sqrt{P}$
- Data per processor will be  $(n/\sqrt{p}) \times (n/\sqrt{p})$
- Assume  $P$  to be perfect square and  $n$  as a multiple of  $\sqrt{p}$



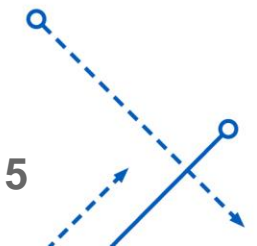
## Initial Alignment:

for  $i, j := 0$  to  $p - 1$  do

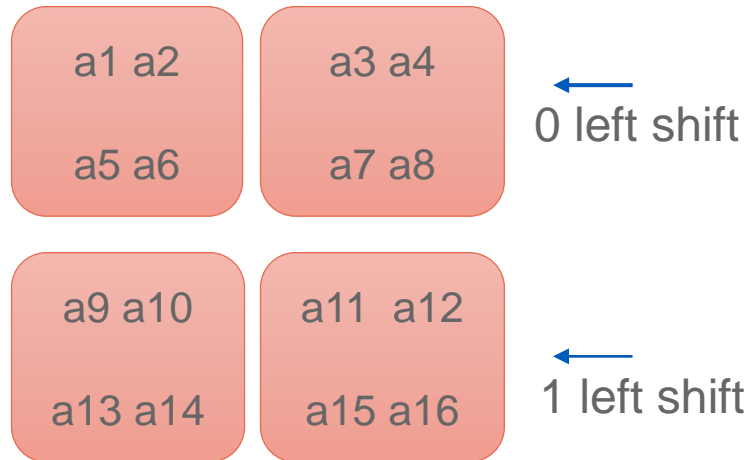
Send block  $A_{i,j}$  to process  $i, j - i + p \bmod p$   
and block  $B_{i,j}$  to process  $i - j + p \bmod p, j$  ;  
endfor;

Process  $P_{i,j}$  multiply received submatrices together and add the result to  $C_{i,j}$  ;

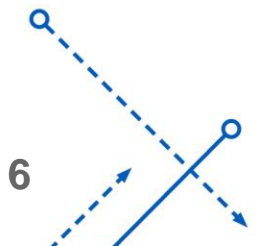
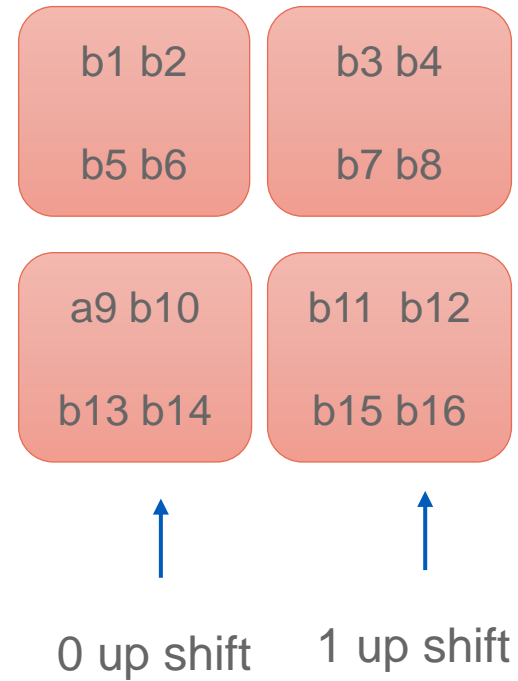
In this step, the send operation is to: shift  $A_{i,j}$  to the left (with wraparound) by  $i$  steps  
and shift  $B_{i,j}$  to the up (with wraparound) by  $j$  steps.

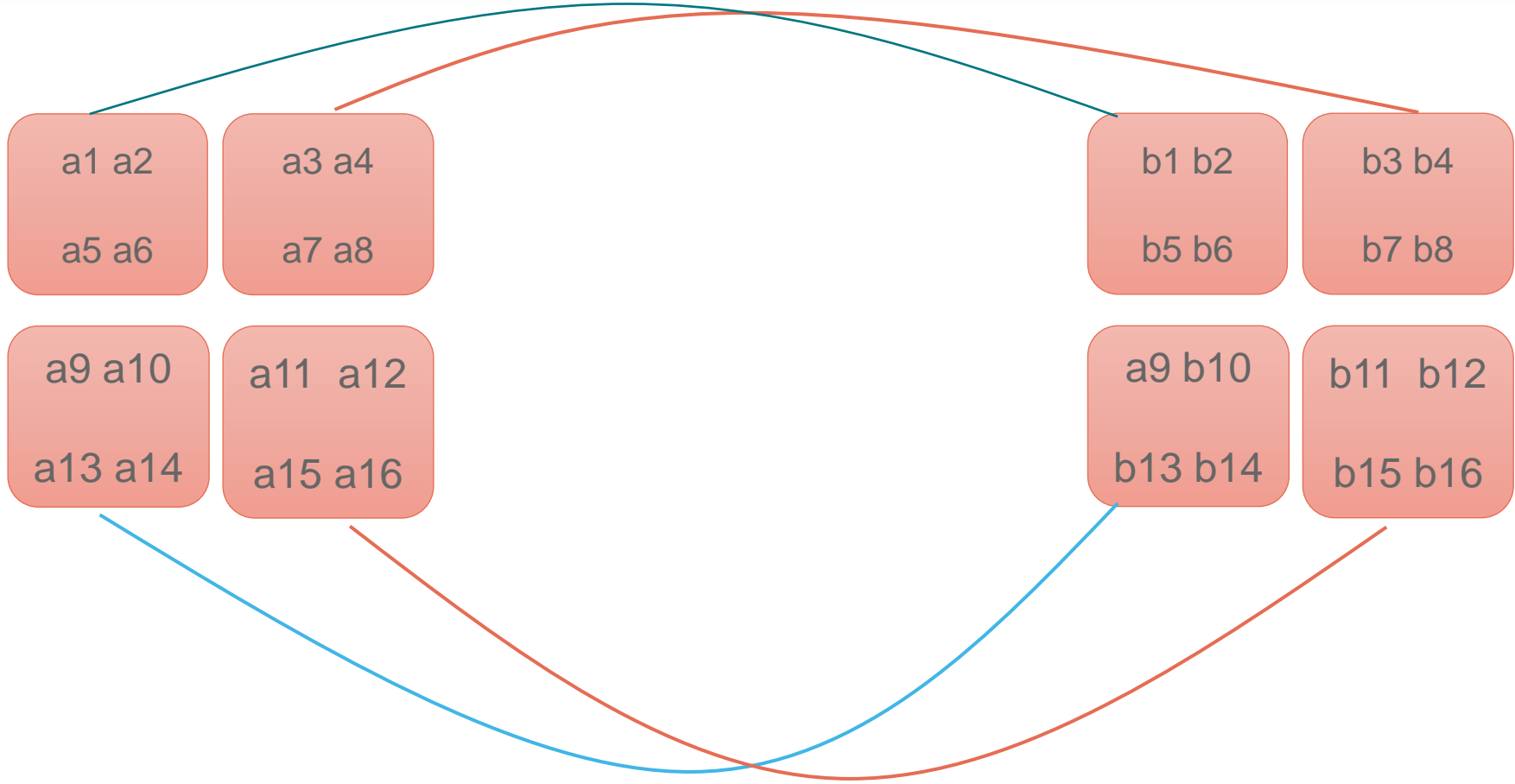


Matrix A

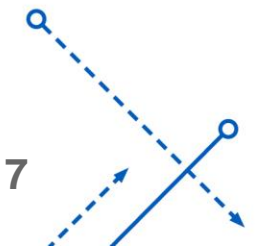


Matrix B





No of processors = 4



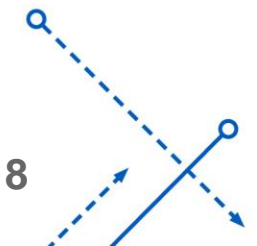
## Shift and Compute:

for step := 1 to  $p - 1$  do

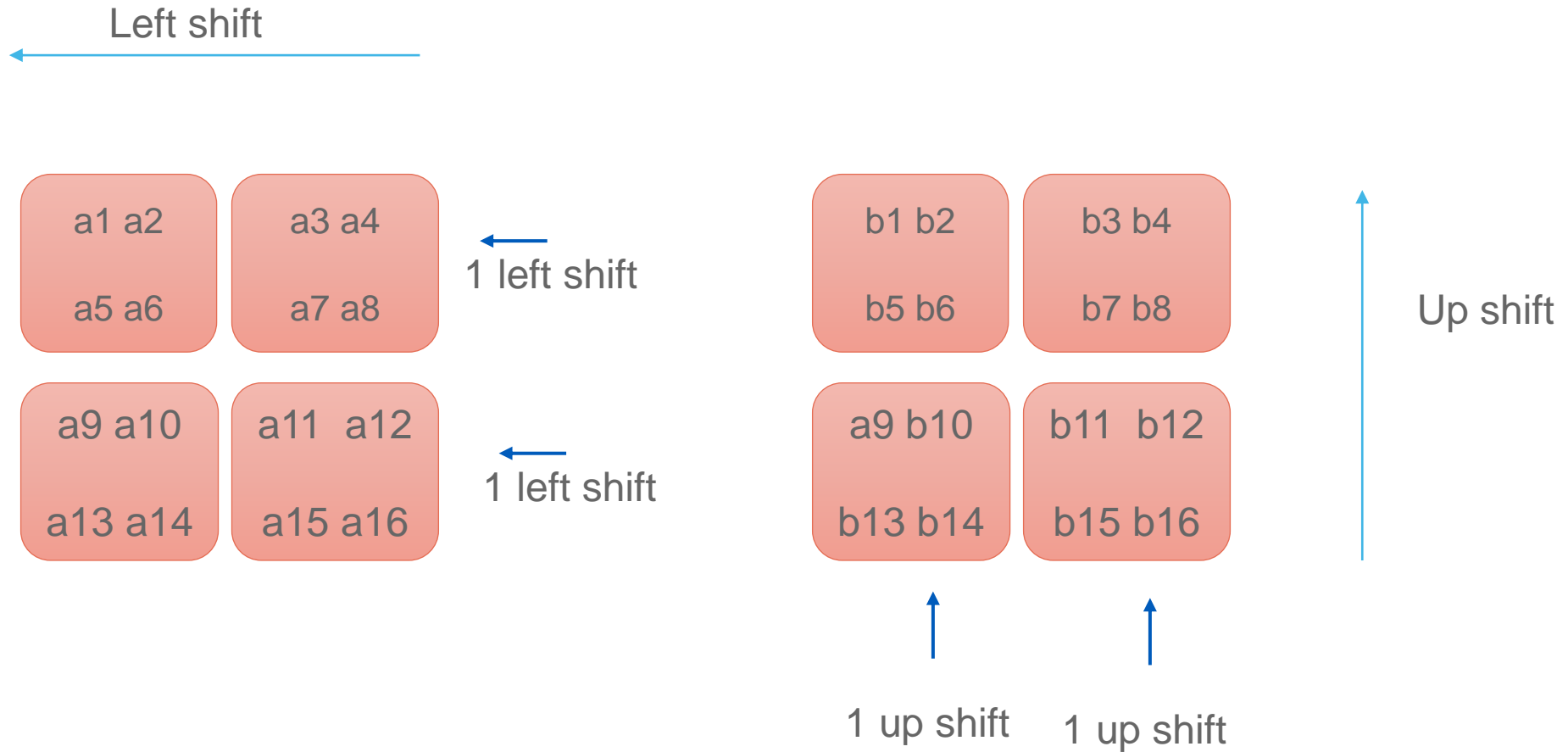
Shift  $A_{i,j}$  one step left (with wraparound) and  $B_{i,j}$  one step up (with wraparound);

Process  $P_{i,j}$  multiply received submatrices together and add the result to  $C_{i,j}$  ;

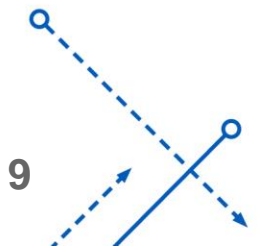
Endfor;



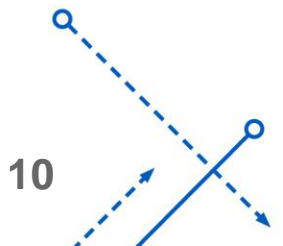
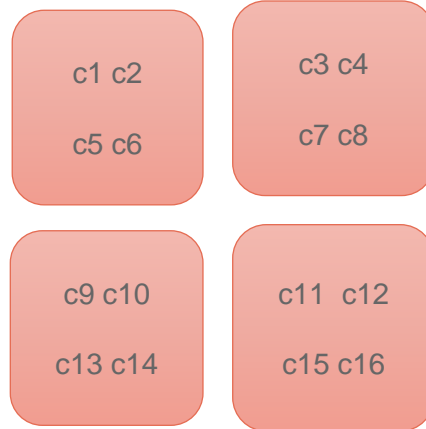




Repeat these steps for  $\sqrt{p}$  times

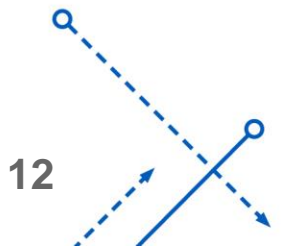
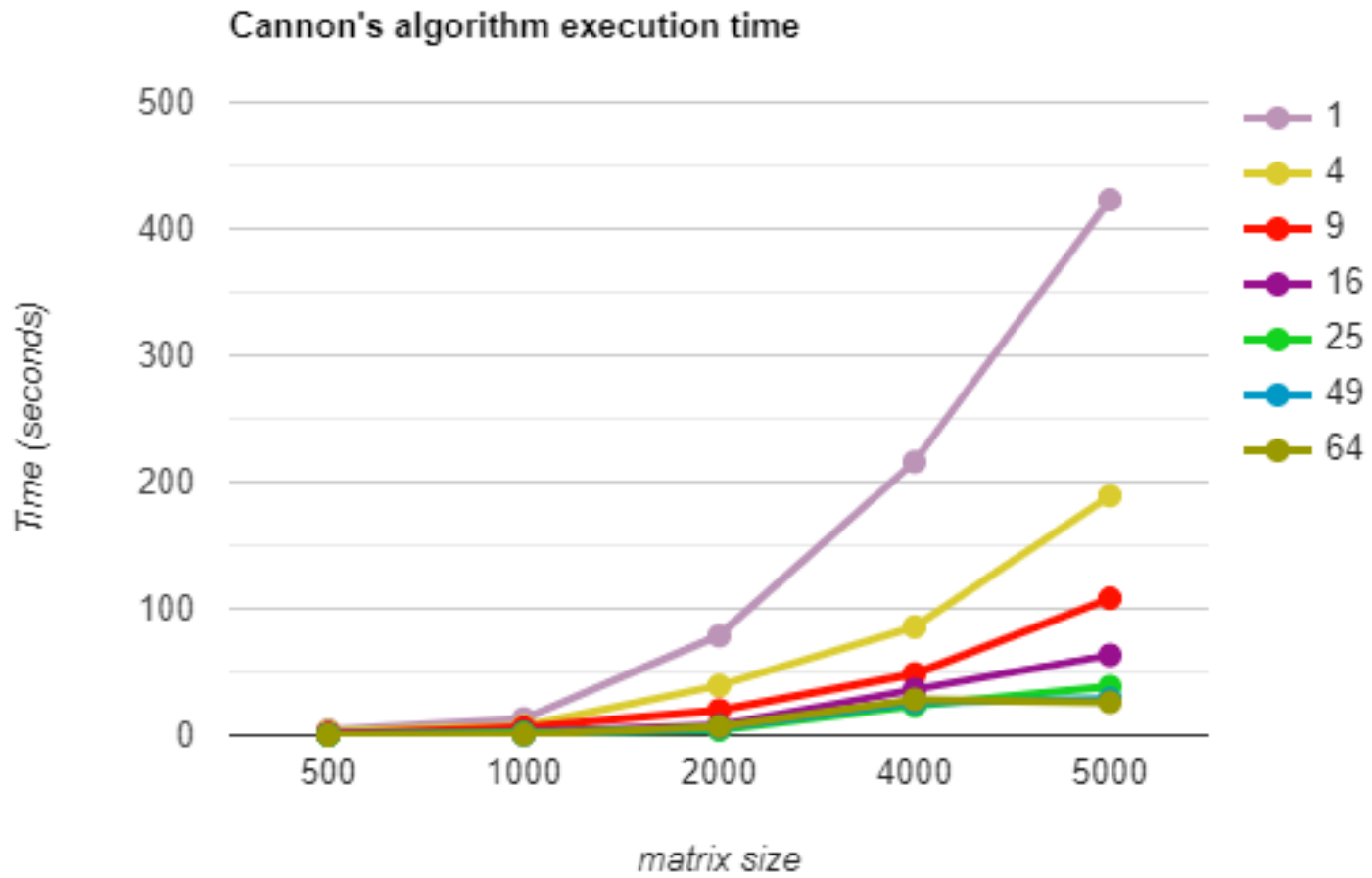


## Resultant Matrix C



## Execution time for Cannon's approach

	500 x 500	1000 x 1000	2000 x 2000	4000 x 4000	5000 x 5000
1	4	13	78.7	216	423
4	3.1	7.3	39.3	85.60	189.20
9	1.2	6.2	19.8	48.46	108.23
16	0.97	2.8	7.7	36.20	63.24
25	0.03	1.9	4.23	24.31	38.45
49	0.02	0.29	4.19	23.92	28.80
64	0.013	0.05	3.95	23.18	26.12



## Observation

- Increasing number of processors did not always yield better results
- Although increasing number of processors yielded better results initially, not a huge difference was seen when with 25, 49 and 64 processors.
- Thus, for this particular problem we can conclude that (considering operational cost), 25 processors may work as well as 49 processors since the difference in run time is not significant.
- Manual experiment required to analyze right number of processors for different problems



## References

<https://cseweb.ucsd.edu/classes/fa12/cse260-b/Lectures/Lec13>

[https://people.eecs.berkeley.edu/~demmel/cs267/lecture11/lecture11.html#link\\_5](https://people.eecs.berkeley.edu/~demmel/cs267/lecture11/lecture11.html#link_5)

Gupta, Anshul; Kumar, Vipin; , "Scalability of Parallel Algorithms for Matrix Multiplication," Parallel Processing, 1993. ICPP 1993. International Conference on , vol.3, no., pp.115-123, 16-20 Aug.

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