For Size -> 10 and number of threads -> 2

(386, 492)

(2362, 27)

(3690, 59)

(4383, 886)

(2763, 3926)

(540, 3426)

Size of polygon = 6

Parallel Time : 0.0000685588

(386, 492)

(2362, 27)

(3690, 59)

(4383, 886)

(2763, 3926)

(540, 3426)

Size of polygon = 6

Serial Time : 0.0000033150

Speed Up = 0.0483532456

----------------------------------

For Size -> 100 and number of threads -> 2

(11, 3042)

(211, 368)

(2362, 27)

(2739, 12)

(4503, 19)

(4932, 60)

(4956, 1873)

(4421, 4919)

(124, 4914)

Size of polygon = 9

Parallel Time : 0.0000864267

(11, 3042)

(211, 368)

(2362, 27)

(2739, 12)

(4503, 19)

(4932, 60)

(4956, 1873)

(4421, 4919)

(124, 4914)

Size of polygon = 9

Serial Time : 0.0000144150

Speed Up = 0.1667887931

----------------------------------

For Size -> 1000 and number of threads -> 2

(0, 3378)

(0, 2325)

(11, 634)

(57, 115)

(236, 15)

(2334, 3)

(3131, 2)

(4535, 14)

(4932, 60)

(4969, 636)

(4985, 2957)

(4949, 4355)

(4883, 4764)

(4653, 4933)

(4100, 4954)

(3270, 4984)

(2726, 4994)

(595, 4999)

(124, 4914)

(17, 4807)

Size of polygon = 20

Parallel Time : 0.0003482038

(0, 3378)

(0, 2325)

(11, 634)

(57, 115)

(236, 15)

(2334, 3)

(3131, 2)

(4535, 14)

(4932, 60)

(4969, 636)

(4985, 2957)

(4949, 4355)

(4883, 4764)

(4653, 4933)

(4100, 4954)

(3270, 4984)

(2726, 4994)

(595, 4999)

(124, 4914)

(17, 4807)

Size of polygon = 20

Serial Time : 0.0002422929

Speed Up = 0.6958363757

----------------------------------

For Size -> 10000 and number of threads -> 2

(0, 3378)

(0, 2325)

(2, 998)

(4, 63)

(18, 31)

(262, 13)

(504, 5)

(1134, 1)

(3854, 1)

(4701, 1)

(4981, 14)

(4997, 168)

(4998, 1327)

(4999, 3784)

(4998, 4581)

(4989, 4782)

(4972, 4889)

(4917, 4969)

(4865, 4982)

(4701, 4990)

(3853, 4999)

(595, 4999)

(20, 4994)

(17, 4908)

(6, 4311)

(1, 3751)

Size of polygon = 26

Parallel Time : 0.0030410220

(0, 3378)

(0, 2325)

(2, 998)

(4, 63)

(18, 31)

(262, 13)

(504, 5)

(1134, 1)

(3854, 1)

(4701, 1)

(4981, 14)

(4997, 168)

(4998, 1327)

(4999, 3784)

(4998, 4581)

(4989, 4782)

(4972, 4889)

(4917, 4969)

(4865, 4982)

(4701, 4990)

(3853, 4999)

(595, 4999)

(20, 4994)

(17, 4908)

(6, 4311)

(1, 3751)

Size of polygon = 26

Serial Time : 0.0029012719

Speed Up = 0.9540450299

----------------------------------

For Size -> 100000 and number of threads -> 2

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(1, 236)

(2, 35)

(21, 3)

(84, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4960, 2)

(4980, 10)

(4986, 17)

(4995, 58)

(4999, 134)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4997, 4997)

(4944, 4998)

(3853, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(14, 4992)

(7, 4976)

(1, 4958)

(0, 4617)

Size of polygon = 32

Parallel Time : 0.0250689518

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(1, 236)

(2, 35)

(21, 3)

(84, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4960, 2)

(4980, 10)

(4986, 17)

(4995, 58)

(4999, 134)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4997, 4997)

(4944, 4998)

(3853, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(14, 4992)

(7, 4976)

(1, 4958)

(0, 4617)

Size of polygon = 32

Serial Time : 0.0324596190

Speed Up = 1.2948135720

----------------------------------

For Size -> 1000000 and number of threads -> 2

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(1, 8)

(12, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4986, 1)

(4995, 3)

(4999, 19)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4998, 4980)

(4997, 4997)

(4978, 4998)

(4939, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(2, 4995)

(0, 4991)

Size of polygon = 35

Parallel Time : 0.1916492898

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(1, 8)

(12, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4986, 1)

(4995, 3)

(4999, 19)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4998, 4980)

(4997, 4997)

(4978, 4998)

(4939, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(2, 4995)

(0, 4991)

Size of polygon = 35

Serial Time : 0.2663777312

Speed Up = 1.3899228716

----------------------------------

For Size -> 10000000 and number of threads -> 2

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(0, 7)

(0, 1)

(5, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4995, 0)

(4999, 1)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4999, 4983)

(4999, 4988)

(4999, 4990)

(4999, 4998)

(4997, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(9, 4999)

(8, 4999)

(1, 4997)

(0, 4993)

Size of polygon = 38

Parallel Time : 1.7467905260

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(0, 7)

(0, 1)

(5, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4995, 0)

(4999, 1)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4999, 4983)

(4999, 4988)

(4999, 4990)

(4999, 4998)

(4997, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(9, 4999)

(8, 4999)

(1, 4997)

(0, 4993)

Size of polygon = 38

Serial Time : 2.9079295960

Speed Up = 1.6647271397

----------------------------------

For Size -> 100000000 and number of threads -> 2

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(0, 7)

(0, 1)

(0, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4995, 0)

(4996, 0)

(4997, 0)

(4998, 0)

(4999, 0)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4999, 4983)

(4999, 4988)

(4999, 4990)

(4999, 4998)

(4999, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(9, 4999)

(8, 4999)

(0, 4999)

Size of polygon = 40

Parallel Time : 18.3611827912

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(0, 7)

(0, 1)

(0, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4995, 0)

(4996, 0)

(4997, 0)

(4998, 0)

(4999, 0)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4999, 4983)

(4999, 4988)

(4999, 4990)

(4999, 4998)

(4999, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(9, 4999)

(8, 4999)

(0, 4999)

Size of polygon = 40

Serial Time : 30.6887987009

Speed Up = 1.6713955223

----------------------------------

For Size -> 10 and number of threads -> 4

(386, 492)

(2362, 27)

(3690, 59)

(4383, 886)

(2763, 3926)

(540, 3426)

Size of polygon = 6

Parallel Time : 0.0001369067

(386, 492)

(2362, 27)

(3690, 59)

(4383, 886)

(2763, 3926)

(540, 3426)

Size of polygon = 6

Serial Time : 0.0000024638

Speed Up = 0.0179962926

----------------------------------

For Size -> 100 and number of threads -> 4

(11, 3042)

(211, 368)

(2362, 27)

(2739, 12)

(4503, 19)

(4932, 60)

(4956, 1873)

(4421, 4919)

(124, 4914)

Size of polygon = 9

Parallel Time : 0.0001073522

(11, 3042)

(211, 368)

(2362, 27)

(2739, 12)

(4503, 19)

(4932, 60)

(4956, 1873)

(4421, 4919)

(124, 4914)

Size of polygon = 9

Serial Time : 0.0000110110

Speed Up = 0.1025692188

----------------------------------

For Size -> 1000 and number of threads -> 4

(0, 3378)

(0, 2325)

(11, 634)

(57, 115)

(236, 15)

(2334, 3)

(3131, 2)

(4535, 14)

(4932, 60)

(4969, 636)

(4985, 2957)

(4949, 4355)

(4883, 4764)

(4653, 4933)

(4100, 4954)

(3270, 4984)

(2726, 4994)

(595, 4999)

(124, 4914)

(17, 4807)

Size of polygon = 20

Parallel Time : 0.0002569677

(0, 3378)

(0, 2325)

(11, 634)

(57, 115)

(236, 15)

(2334, 3)

(3131, 2)

(4535, 14)

(4932, 60)

(4969, 636)

(4985, 2957)

(4949, 4355)

(4883, 4764)

(4653, 4933)

(4100, 4954)

(3270, 4984)

(2726, 4994)

(595, 4999)

(124, 4914)

(17, 4807)

Size of polygon = 20

Serial Time : 0.0001812731

Speed Up = 0.7054313435

----------------------------------

For Size -> 10000 and number of threads -> 4

(0, 3378)

(0, 2325)

(2, 998)

(4, 63)

(18, 31)

(262, 13)

(504, 5)

(1134, 1)

(3854, 1)

(4701, 1)

(4981, 14)

(4997, 168)

(4998, 1327)

(4999, 3784)

(4998, 4581)

(4989, 4782)

(4972, 4889)

(4917, 4969)

(4865, 4982)

(4701, 4990)

(3853, 4999)

(595, 4999)

(20, 4994)

(17, 4908)

(6, 4311)

(1, 3751)

Size of polygon = 26

Parallel Time : 0.0009721667

(0, 3378)

(0, 2325)

(2, 998)

(4, 63)

(18, 31)

(262, 13)

(504, 5)

(1134, 1)

(3854, 1)

(4701, 1)

(4981, 14)

(4997, 168)

(4998, 1327)

(4999, 3784)

(4998, 4581)

(4989, 4782)

(4972, 4889)

(4917, 4969)

(4865, 4982)

(4701, 4990)

(3853, 4999)

(595, 4999)

(20, 4994)

(17, 4908)

(6, 4311)

(1, 3751)

Size of polygon = 26

Serial Time : 0.0023154933

Speed Up = 2.3817863767

----------------------------------

For Size -> 100000 and number of threads -> 4

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(1, 236)

(2, 35)

(21, 3)

(84, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4960, 2)

(4980, 10)

(4986, 17)

(4995, 58)

(4999, 134)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4997, 4997)

(4944, 4998)

(3853, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(14, 4992)

(7, 4976)

(1, 4958)

(0, 4617)

Size of polygon = 32

Parallel Time : 0.0089926901

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(1, 236)

(2, 35)

(21, 3)

(84, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4960, 2)

(4980, 10)

(4986, 17)

(4995, 58)

(4999, 134)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4997, 4997)

(4944, 4998)

(3853, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(14, 4992)

(7, 4976)

(1, 4958)

(0, 4617)

Size of polygon = 32

Serial Time : 0.0251554190

Speed Up = 2.7973185623

----------------------------------

For Size -> 1000000 and number of threads -> 4

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(1, 8)

(12, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4986, 1)

(4995, 3)

(4999, 19)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4998, 4980)

(4997, 4997)

(4978, 4998)

(4939, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(2, 4995)

(0, 4991)

Size of polygon = 35

Parallel Time : 0.4046953111

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(1, 8)

(12, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4986, 1)

(4995, 3)

(4999, 19)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4998, 4980)

(4997, 4997)

(4978, 4998)

(4939, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(2, 4995)

(0, 4991)

Size of polygon = 35

Serial Time : 0.2676860532

Speed Up = 0.6614508393

----------------------------------

For Size -> 10000000 and number of threads -> 4

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(0, 7)

(0, 1)

(5, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4995, 0)

(4999, 1)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4999, 4983)

(4999, 4988)

(4999, 4990)

(4999, 4998)

(4997, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(9, 4999)

(8, 4999)

(1, 4997)

(0, 4993)

Size of polygon = 38

Parallel Time : 1.0125532108

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(0, 7)

(0, 1)

(5, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4995, 0)

(4999, 1)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4999, 4983)

(4999, 4988)

(4999, 4990)

(4999, 4998)

(4997, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(9, 4999)

(8, 4999)

(1, 4997)

(0, 4993)

Size of polygon = 38

Serial Time : 2.9047637559

Speed Up = 2.8687517108

----------------------------------

For Size -> 100000000 and number of threads -> 4

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(0, 7)

(0, 1)

(0, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4995, 0)

(4996, 0)

(4997, 0)

(4998, 0)

(4999, 0)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4999, 4983)

(4999, 4988)

(4999, 4990)

(4999, 4998)

(4999, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(9, 4999)

(8, 4999)

(0, 4999)

Size of polygon = 40

Parallel Time : 10.4118080330

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(0, 7)

(0, 1)

(0, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4995, 0)

(4996, 0)

(4997, 0)

(4998, 0)

(4999, 0)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4999, 4983)

(4999, 4988)

(4999, 4990)

(4999, 4998)

(4999, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(9, 4999)

(8, 4999)

(0, 4999)

Size of polygon = 40

Serial Time : 30.8410082790

Speed Up = 2.9621184122

----------------------------------

For Size -> 10 and number of threads -> 8

(386, 492)

(2362, 27)

(3690, 59)

(4383, 886)

(2763, 3926)

(540, 3426)

Size of polygon = 6

Parallel Time : 0.0001776400

(386, 492)

(2362, 27)

(3690, 59)

(4383, 886)

(2763, 3926)

(540, 3426)

Size of polygon = 6

Serial Time : 0.0000025188

Speed Up = 0.0141790243

----------------------------------

For Size -> 100 and number of threads -> 8

(11, 3042)

(211, 368)

(2362, 27)

(2739, 12)

(4503, 19)

(4932, 60)

(4956, 1873)

(4421, 4919)

(124, 4914)

Size of polygon = 9

Parallel Time : 0.0001582382

(11, 3042)

(211, 368)

(2362, 27)

(2739, 12)

(4503, 19)

(4932, 60)

(4956, 1873)

(4421, 4919)

(124, 4914)

Size of polygon = 9

Serial Time : 0.0000114413

Speed Up = 0.0723042606

----------------------------------

For Size -> 1000 and number of threads -> 8

(0, 3378)

(0, 2325)

(11, 634)

(57, 115)

(236, 15)

(2334, 3)

(3131, 2)

(4535, 14)

(4932, 60)

(4969, 636)

(4985, 2957)

(4949, 4355)

(4883, 4764)

(4653, 4933)

(4100, 4954)

(3270, 4984)

(2726, 4994)

(595, 4999)

(124, 4914)

(17, 4807)

Size of polygon = 20

Parallel Time : 0.0004539993

(0, 3378)

(0, 2325)

(11, 634)

(57, 115)

(236, 15)

(2334, 3)

(3131, 2)

(4535, 14)

(4932, 60)

(4969, 636)

(4985, 2957)

(4949, 4355)

(4883, 4764)

(4653, 4933)

(4100, 4954)

(3270, 4984)

(2726, 4994)

(595, 4999)

(124, 4914)

(17, 4807)

Size of polygon = 20

Serial Time : 0.0001881248

Speed Up = 0.4143725460

----------------------------------

For Size -> 10000 and number of threads -> 8

(0, 3378)

(0, 2325)

(2, 998)

(4, 63)

(18, 31)

(262, 13)

(504, 5)

(1134, 1)

(3854, 1)

(4701, 1)

(4981, 14)

(4997, 168)

(4998, 1327)

(4999, 3784)

(4998, 4581)

(4989, 4782)

(4972, 4889)

(4917, 4969)

(4865, 4982)

(4701, 4990)

(3853, 4999)

(595, 4999)

(20, 4994)

(17, 4908)

(6, 4311)

(1, 3751)

Size of polygon = 26

Parallel Time : 0.0009026439

(0, 3378)

(0, 2325)

(2, 998)

(4, 63)

(18, 31)

(262, 13)

(504, 5)

(1134, 1)

(3854, 1)

(4701, 1)

(4981, 14)

(4997, 168)

(4998, 1327)

(4999, 3784)

(4998, 4581)

(4989, 4782)

(4972, 4889)

(4917, 4969)

(4865, 4982)

(4701, 4990)

(3853, 4999)

(595, 4999)

(20, 4994)

(17, 4908)

(6, 4311)

(1, 3751)

Size of polygon = 26

Serial Time : 0.0023049028

Speed Up = 2.5535017563

----------------------------------

For Size -> 100000 and number of threads -> 8

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(1, 236)

(2, 35)

(21, 3)

(84, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4960, 2)

(4980, 10)

(4986, 17)

(4995, 58)

(4999, 134)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4997, 4997)

(4944, 4998)

(3853, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(14, 4992)

(7, 4976)

(1, 4958)

(0, 4617)

Size of polygon = 32

Parallel Time : 0.0070297401

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(1, 236)

(2, 35)

(21, 3)

(84, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4960, 2)

(4980, 10)

(4986, 17)

(4995, 58)

(4999, 134)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4997, 4997)

(4944, 4998)

(3853, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(14, 4992)

(7, 4976)

(1, 4958)

(0, 4617)

Size of polygon = 32

Serial Time : 0.0247883988

Speed Up = 3.5262183620

----------------------------------

For Size -> 1000000 and number of threads -> 8

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(1, 8)

(12, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4986, 1)

(4995, 3)

(4999, 19)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4998, 4980)

(4997, 4997)

(4978, 4998)

(4939, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(2, 4995)

(0, 4991)

Size of polygon = 35

Parallel Time : 0.3827623511

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(1, 8)

(12, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4986, 1)

(4995, 3)

(4999, 19)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4998, 4980)

(4997, 4997)

(4978, 4998)

(4939, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(2, 4995)

(0, 4991)

Size of polygon = 35

Serial Time : 0.2660991130

Speed Up = 0.6952071234

----------------------------------

For Size -> 10000000 and number of threads -> 8

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(0, 7)

(0, 1)

(5, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4995, 0)

(4999, 1)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4999, 4983)

(4999, 4988)

(4999, 4990)

(4999, 4998)

(4997, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(9, 4999)

(8, 4999)

(1, 4997)

(0, 4993)

Size of polygon = 38

Parallel Time : 0.5380683872

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(0, 7)

(0, 1)

(5, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4995, 0)

(4999, 1)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4999, 4983)

(4999, 4988)

(4999, 4990)

(4999, 4998)

(4997, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(9, 4999)

(8, 4999)

(1, 4997)

(0, 4993)

Size of polygon = 38

Serial Time : 2.9048889992

Speed Up = 5.3987356781

----------------------------------

For Size -> 100000000 and number of threads -> 8

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(0, 7)

(0, 1)

(0, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4995, 0)

(4996, 0)

(4997, 0)

(4998, 0)

(4999, 0)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4999, 4983)

(4999, 4988)

(4999, 4990)

(4999, 4998)

(4999, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(9, 4999)

(8, 4999)

(0, 4999)

Size of polygon = 40

Parallel Time : 5.8689505081

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(0, 7)

(0, 1)

(0, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4995, 0)

(4996, 0)

(4997, 0)

(4998, 0)

(4999, 0)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4999, 4983)

(4999, 4988)

(4999, 4990)

(4999, 4998)

(4999, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(9, 4999)

(8, 4999)

(0, 4999)

Size of polygon = 40

Serial Time : 31.0004332522

Speed Up = 5.2821084808

----------------------------------

For Size -> 10 and number of threads -> 12

(386, 492)

(2362, 27)

(3690, 59)

(4383, 886)

(2763, 3926)

(540, 3426)

Size of polygon = 6

Parallel Time : 0.0202004160

(386, 492)

(2362, 27)

(3690, 59)

(4383, 886)

(2763, 3926)

(540, 3426)

Size of polygon = 6

Serial Time : 0.0000027339

Speed Up = 0.0001353387

----------------------------------

For Size -> 100 and number of threads -> 12

(11, 3042)

(211, 368)

(2362, 27)

(2739, 12)

(4503, 19)

(4932, 60)

(4956, 1873)

(4421, 4919)

(124, 4914)

Size of polygon = 9

Parallel Time : 0.0303135710

(11, 3042)

(211, 368)

(2362, 27)

(2739, 12)

(4503, 19)

(4932, 60)

(4956, 1873)

(4421, 4919)

(124, 4914)

Size of polygon = 9

Serial Time : 0.0000120793

Speed Up = 0.0003984768

----------------------------------

For Size -> 1000 and number of threads -> 12

(0, 3378)

(0, 2325)

(11, 634)

(57, 115)

(236, 15)

(2334, 3)

(3131, 2)

(4535, 14)

(4932, 60)

(4969, 636)

(4985, 2957)

(4949, 4355)

(4883, 4764)

(4653, 4933)

(4100, 4954)

(3270, 4984)

(2726, 4994)

(595, 4999)

(124, 4914)

(17, 4807)

Size of polygon = 20

Parallel Time : 0.0684218667

(0, 3378)

(0, 2325)

(11, 634)

(57, 115)

(236, 15)

(2334, 3)

(3131, 2)

(4535, 14)

(4932, 60)

(4969, 636)

(4985, 2957)

(4949, 4355)

(4883, 4764)

(4653, 4933)

(4100, 4954)

(3270, 4984)

(2726, 4994)

(595, 4999)

(124, 4914)

(17, 4807)

Size of polygon = 20

Serial Time : 0.0001954623

Speed Up = 0.0028567221

----------------------------------

For Size -> 10000 and number of threads -> 12

(0, 3378)

(0, 2325)

(2, 998)

(4, 63)

(18, 31)

(262, 13)

(504, 5)

(1134, 1)

(3854, 1)

(4701, 1)

(4981, 14)

(4997, 168)

(4998, 1327)

(4999, 3784)

(4998, 4581)

(4989, 4782)

(4972, 4889)

(4917, 4969)

(4865, 4982)

(4701, 4990)

(3853, 4999)

(595, 4999)

(20, 4994)

(17, 4908)

(6, 4311)

(1, 3751)

Size of polygon = 26

Parallel Time : 0.0898495391

(0, 3378)

(0, 2325)

(2, 998)

(4, 63)

(18, 31)

(262, 13)

(504, 5)

(1134, 1)

(3854, 1)

(4701, 1)

(4981, 14)

(4997, 168)

(4998, 1327)

(4999, 3784)

(4998, 4581)

(4989, 4782)

(4972, 4889)

(4917, 4969)

(4865, 4982)

(4701, 4990)

(3853, 4999)

(595, 4999)

(20, 4994)

(17, 4908)

(6, 4311)

(1, 3751)

Size of polygon = 26

Serial Time : 0.0024419939

Speed Up = 0.0271787027

----------------------------------

For Size -> 100000 and number of threads -> 12

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(1, 236)

(2, 35)

(21, 3)

(84, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4960, 2)

(4980, 10)

(4986, 17)

(4995, 58)

(4999, 134)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4997, 4997)

(4944, 4998)

(3853, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(14, 4992)

(7, 4976)

(1, 4958)

(0, 4617)

Size of polygon = 32

Parallel Time : 0.1169152488

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(1, 236)

(2, 35)

(21, 3)

(84, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4960, 2)

(4980, 10)

(4986, 17)

(4995, 58)

(4999, 134)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4997, 4997)

(4944, 4998)

(3853, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(14, 4992)

(7, 4976)

(1, 4958)

(0, 4617)

Size of polygon = 32

Serial Time : 0.0289230943

Speed Up = 0.2473851321

----------------------------------

For Size -> 1000000 and number of threads -> 12

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(1, 8)

(12, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4986, 1)

(4995, 3)

(4999, 19)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4998, 4980)

(4997, 4997)

(4978, 4998)

(4939, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(2, 4995)

(0, 4991)

Size of polygon = 35

Parallel Time : 0.1859787079

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(1, 8)

(12, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4986, 1)

(4995, 3)

(4999, 19)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4998, 4980)

(4997, 4997)

(4978, 4998)

(4939, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(2, 4995)

(0, 4991)

Size of polygon = 35

Serial Time : 0.2672356577

Speed Up = 1.4369153369

----------------------------------

For Size -> 10000000 and number of threads -> 12

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(0, 7)

(0, 1)

(5, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4995, 0)

(4999, 1)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4999, 4983)

(4999, 4988)

(4999, 4990)

(4999, 4998)

(4997, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(9, 4999)

(8, 4999)

(1, 4997)

(0, 4993)

Size of polygon = 38

Parallel Time : 0.8235088610

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(0, 7)

(0, 1)

(5, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4995, 0)

(4999, 1)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4999, 4983)

(4999, 4988)

(4999, 4990)

(4999, 4998)

(4997, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(9, 4999)

(8, 4999)

(1, 4997)

(0, 4993)

Size of polygon = 38

Serial Time : 3.1926468341

Speed Up = 3.8768821870

----------------------------------

For Size -> 100000000 and number of threads -> 12

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(0, 7)

(0, 1)

(0, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4995, 0)

(4996, 0)

(4997, 0)

(4998, 0)

(4999, 0)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4999, 4983)

(4999, 4988)

(4999, 4990)

(4999, 4998)

(4999, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(9, 4999)

(8, 4999)

(0, 4999)

Size of polygon = 40

Parallel Time : 5.6115212818

(0, 3378)

(0, 2325)

(0, 1398)

(0, 867)

(0, 767)

(0, 688)

(0, 621)

(0, 157)

(0, 31)

(0, 7)

(0, 1)

(0, 0)

(3291, 0)

(3795, 0)

(4662, 0)

(4686, 0)

(4749, 0)

(4944, 0)

(4995, 0)

(4996, 0)

(4997, 0)

(4998, 0)

(4999, 0)

(4999, 3784)

(4999, 4456)

(4999, 4930)

(4999, 4953)

(4999, 4961)

(4999, 4983)

(4999, 4988)

(4999, 4990)

(4999, 4998)

(4999, 4999)

(595, 4999)

(88, 4999)

(30, 4999)

(25, 4999)

(9, 4999)

(8, 4999)

(0, 4999)

Size of polygon = 40

Serial Time : 30.7646503826

Speed Up = 5.4824082166

----------------------------------