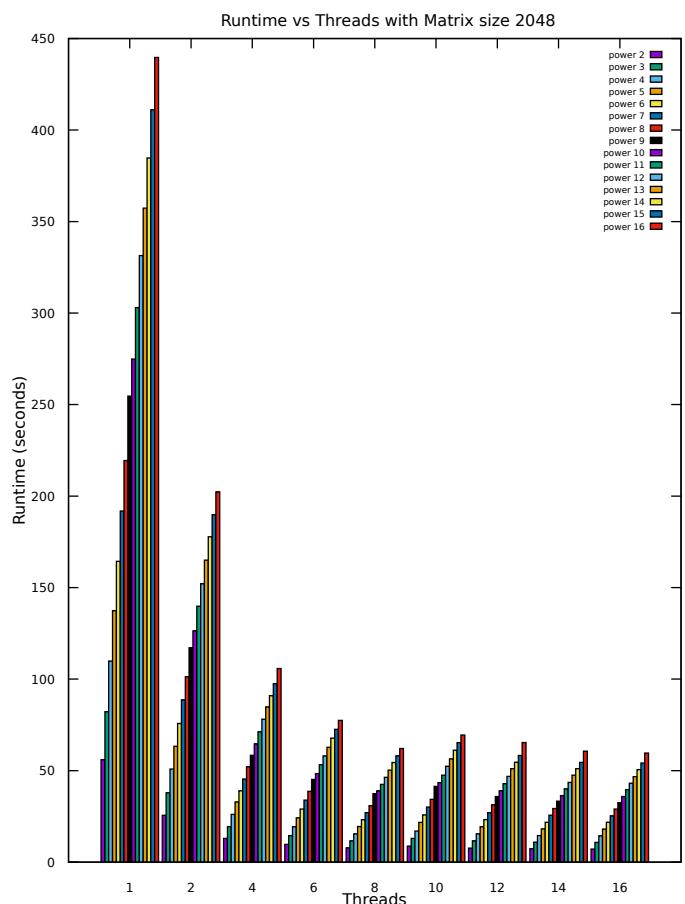
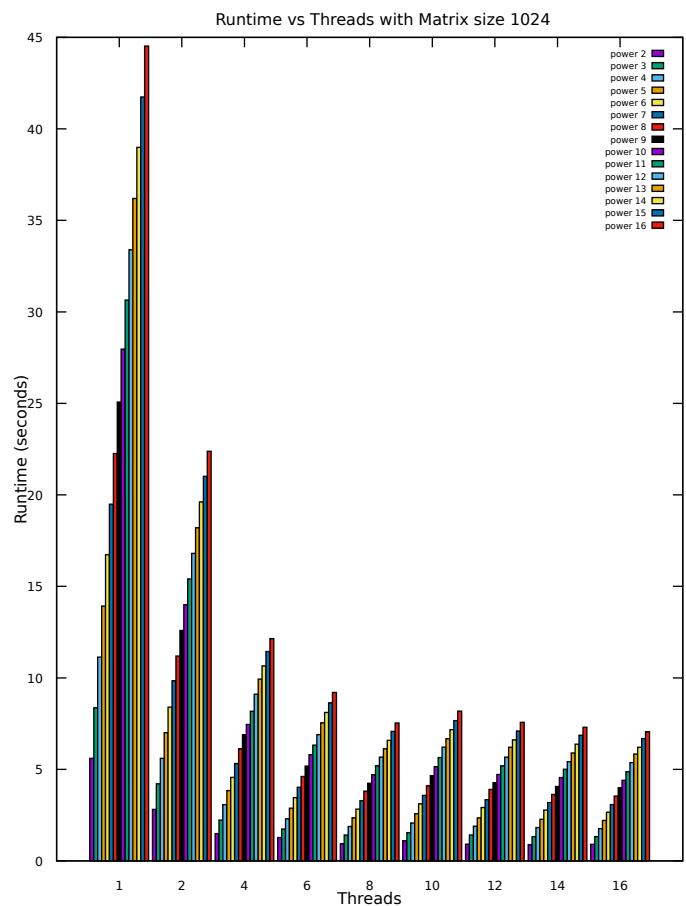
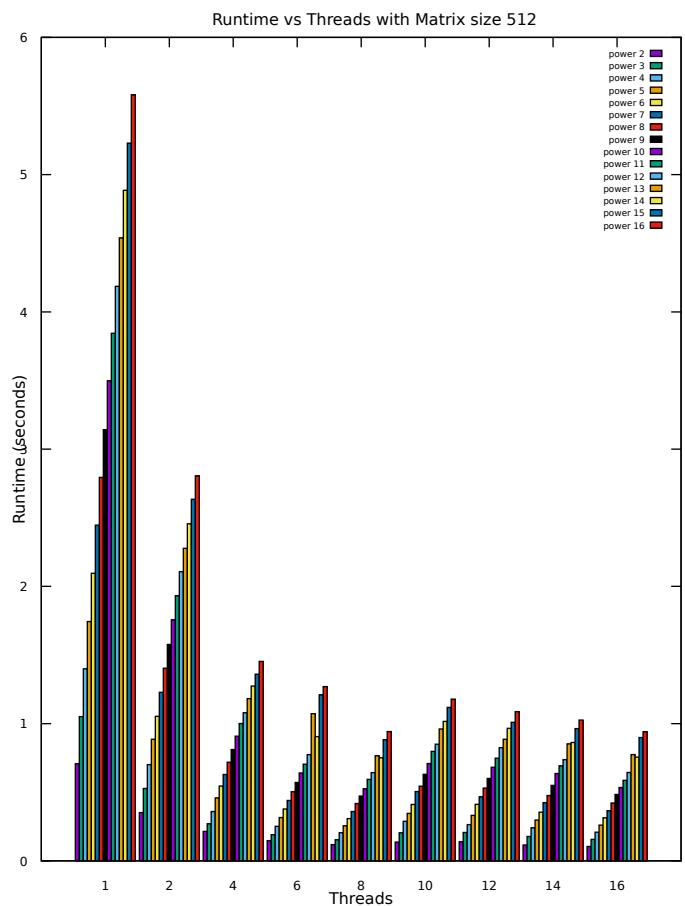
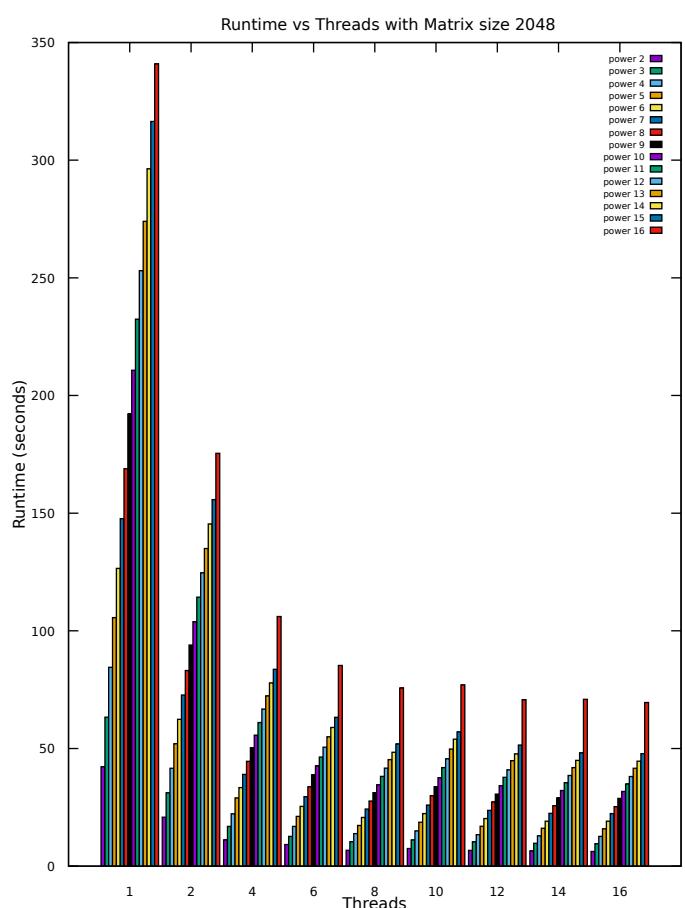
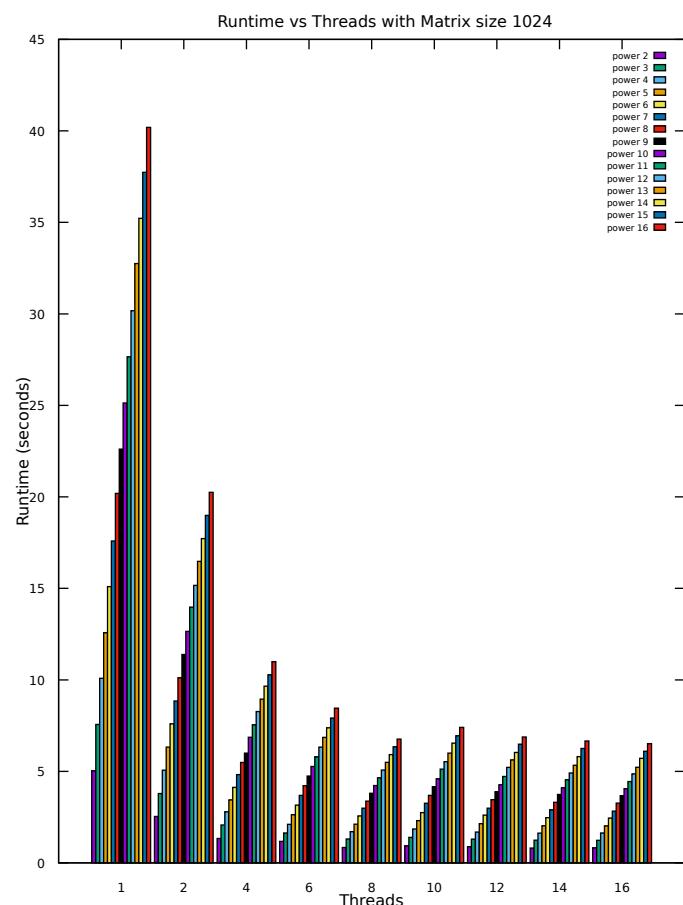
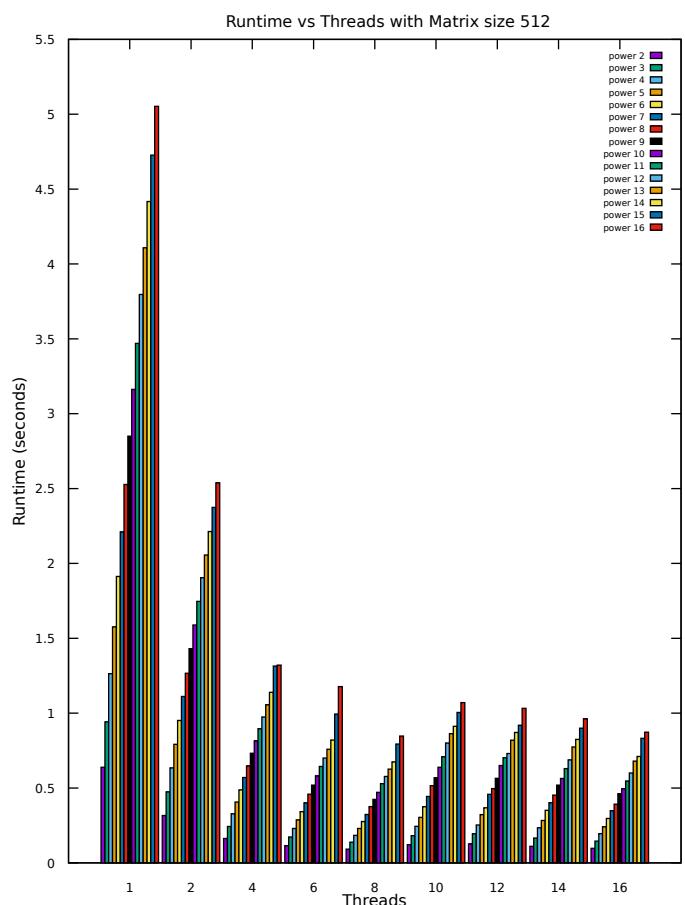


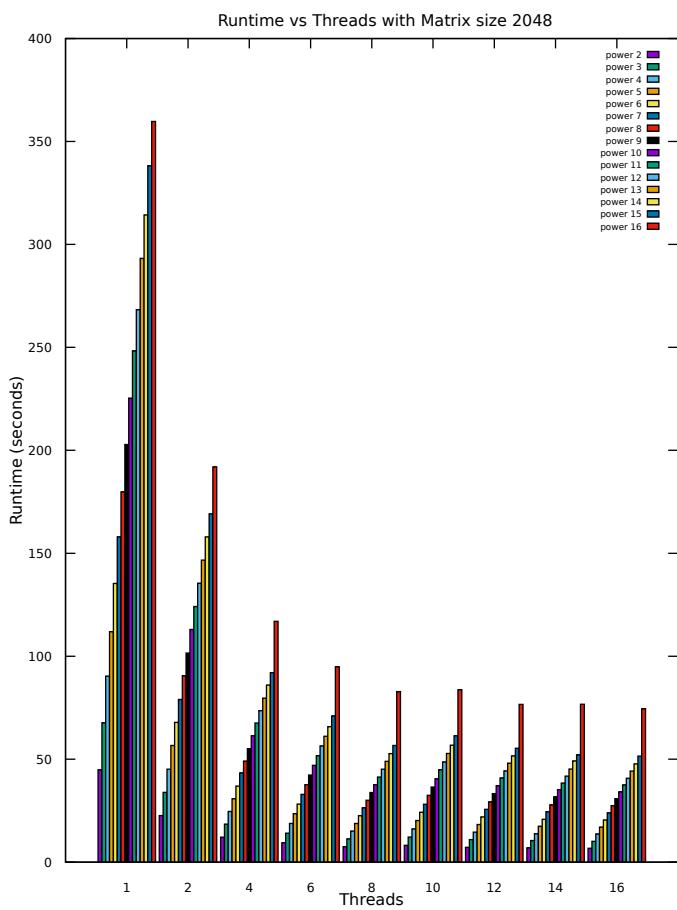
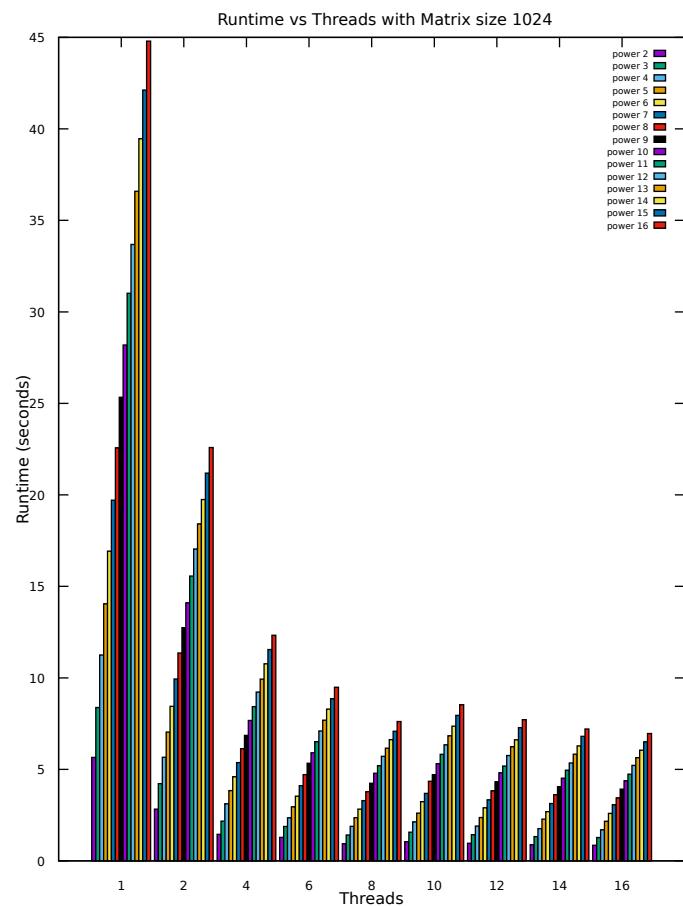
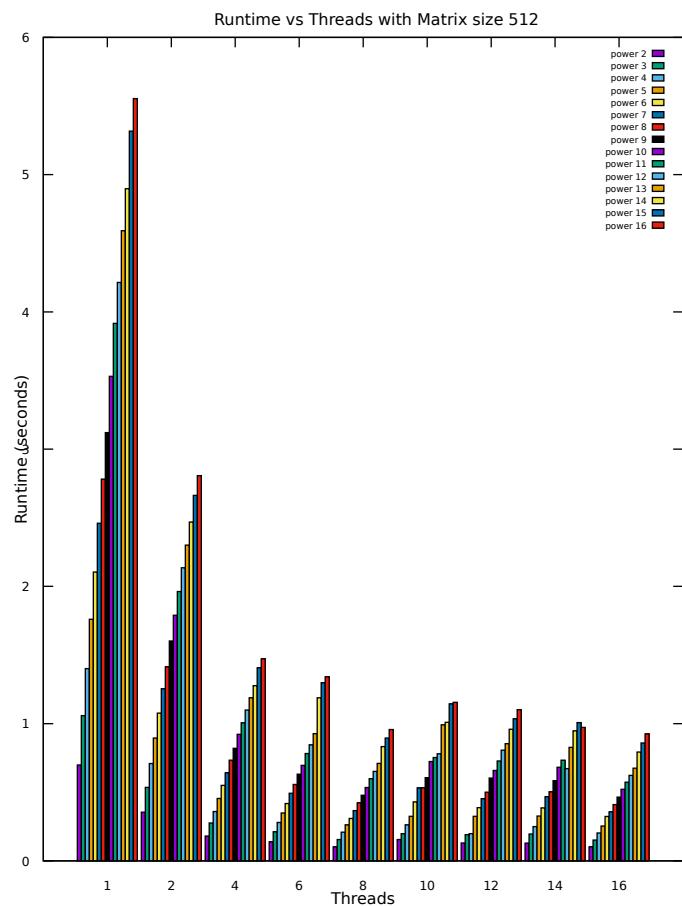
Runtime vs Threads by fixing the Matrix size for block size 4



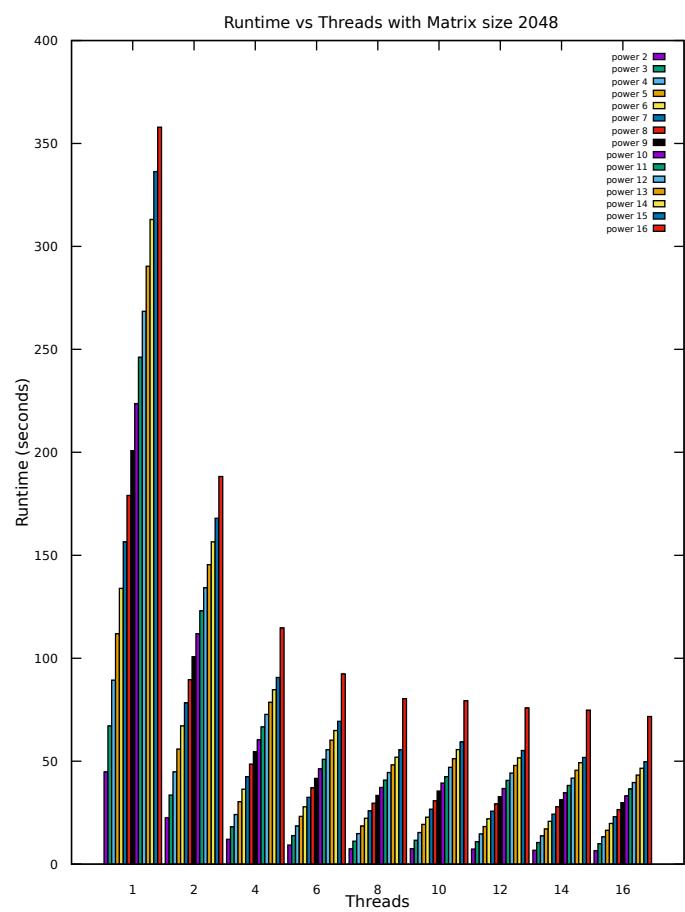
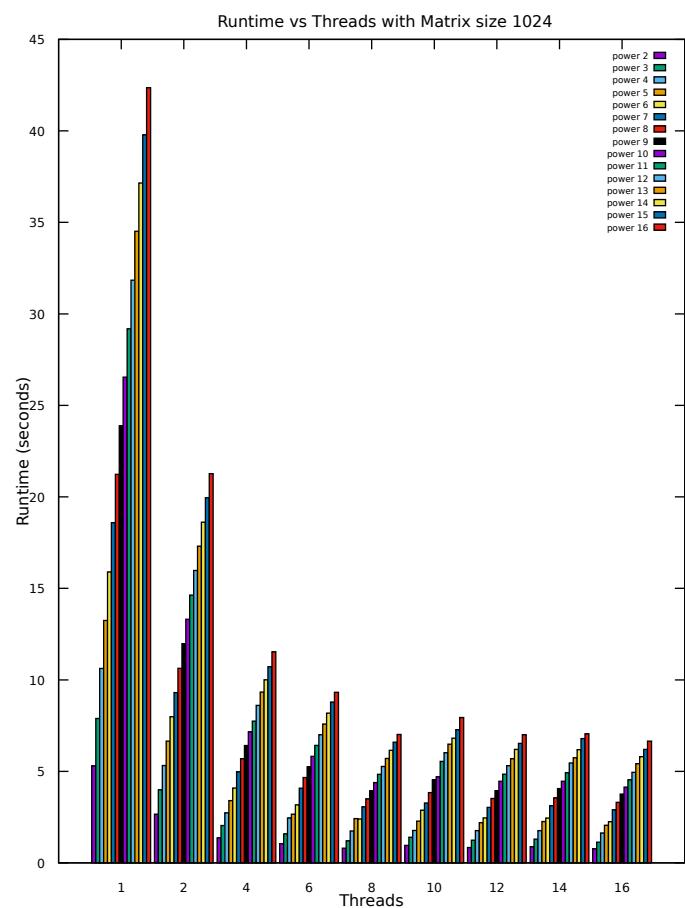
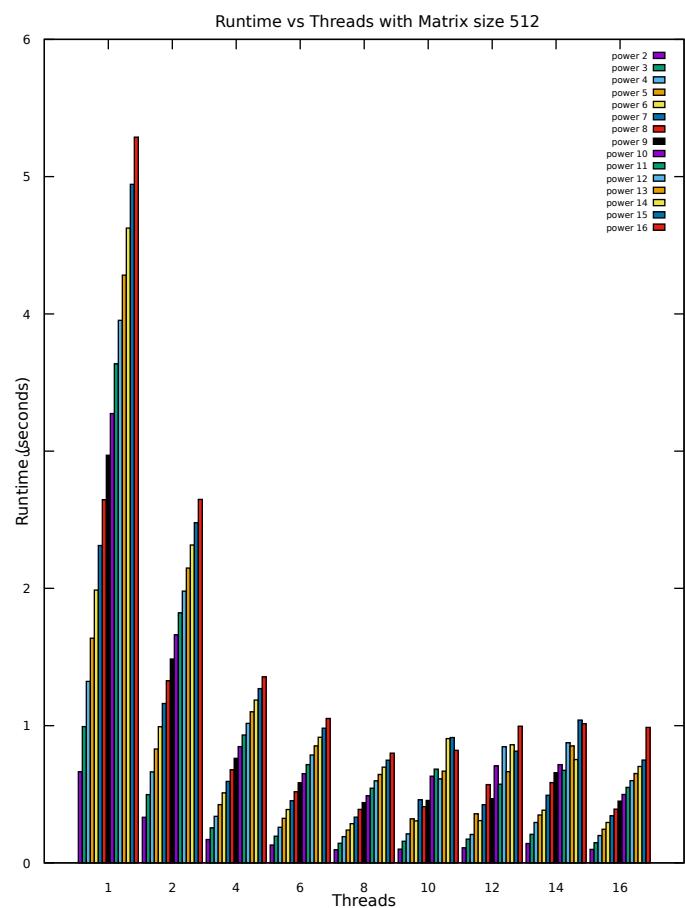
Runtime vs Threads by fixing the Matrix size for block size 8



Runtime vs Threads by fixing the Matrix size for block size 16



Runtime vs Threads by fixing the Matrix size for block size 32



Runtime vs Threads by fixing the Matrix size for block size 64

