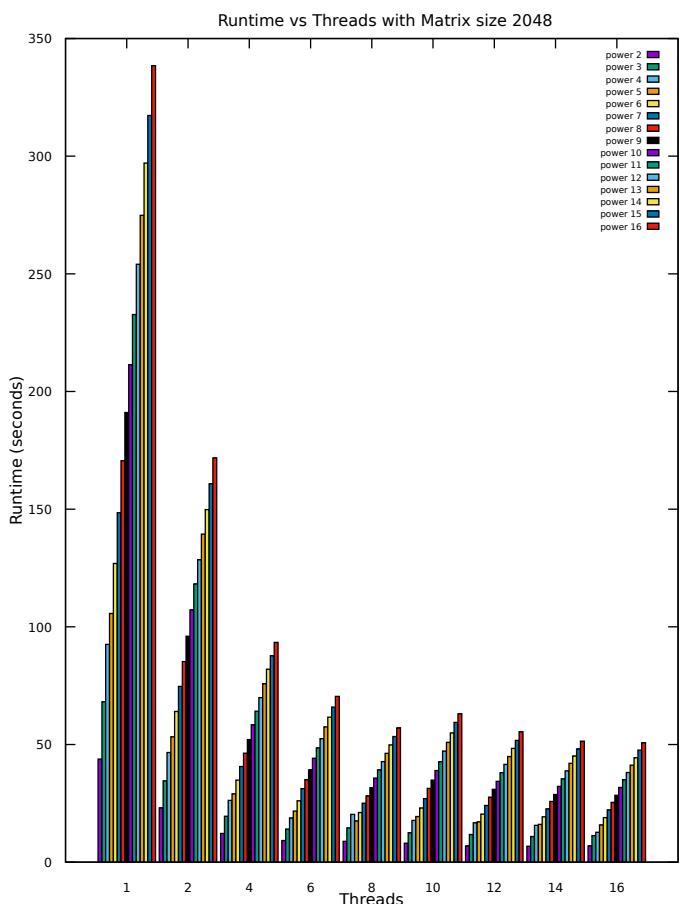
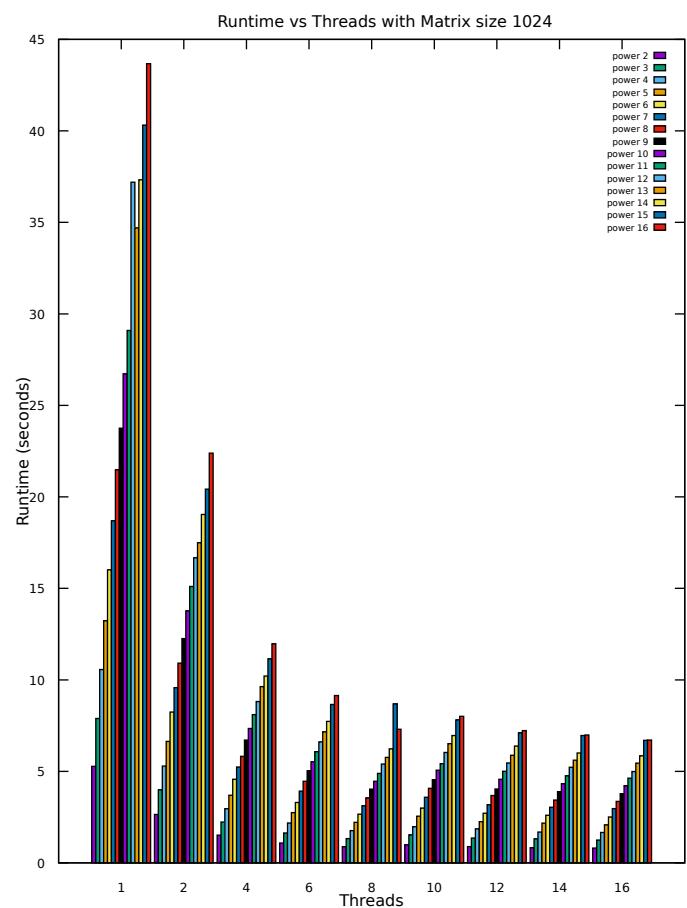
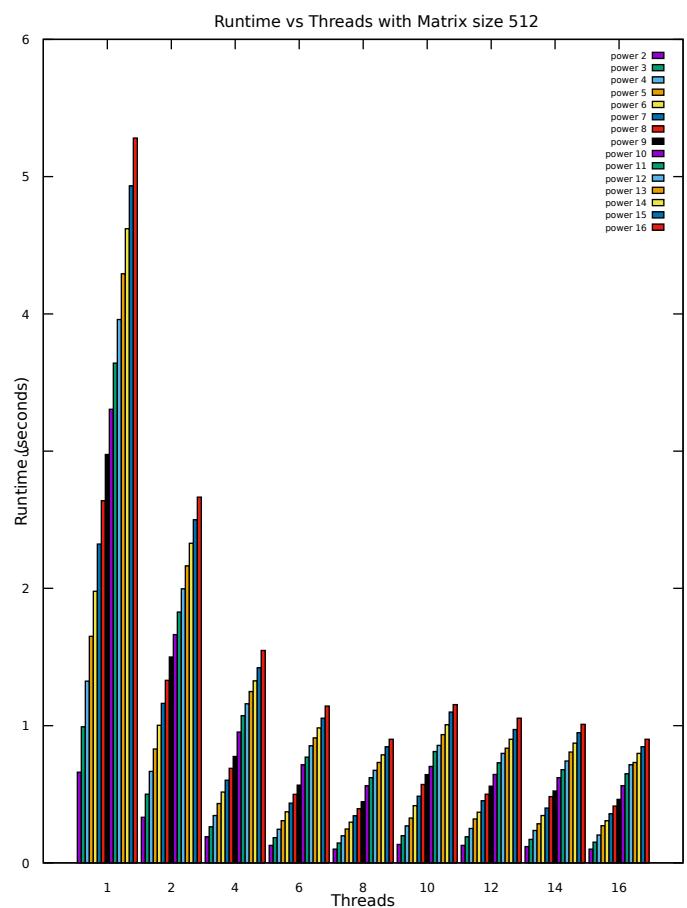
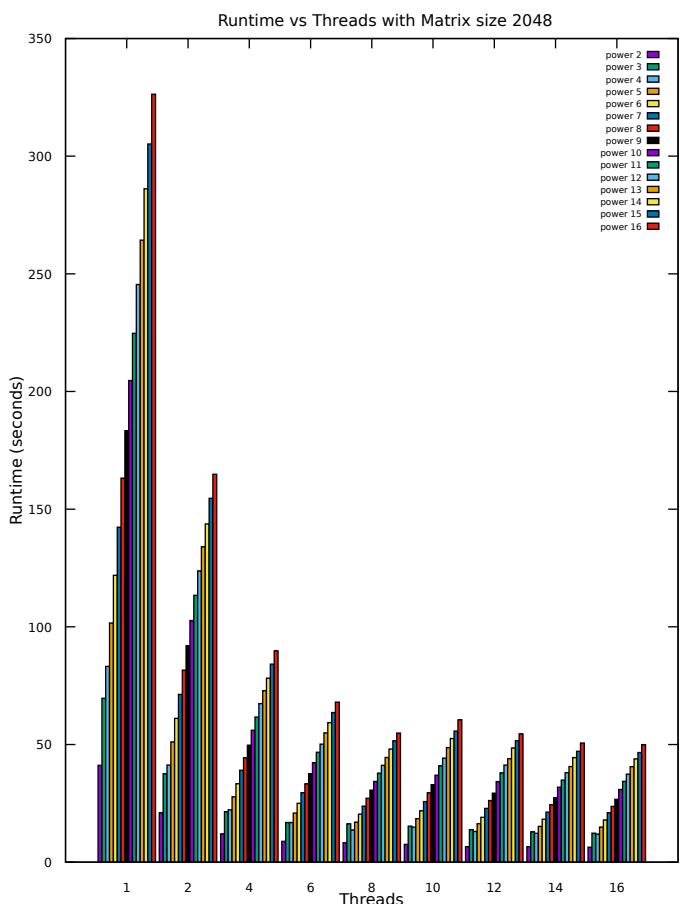
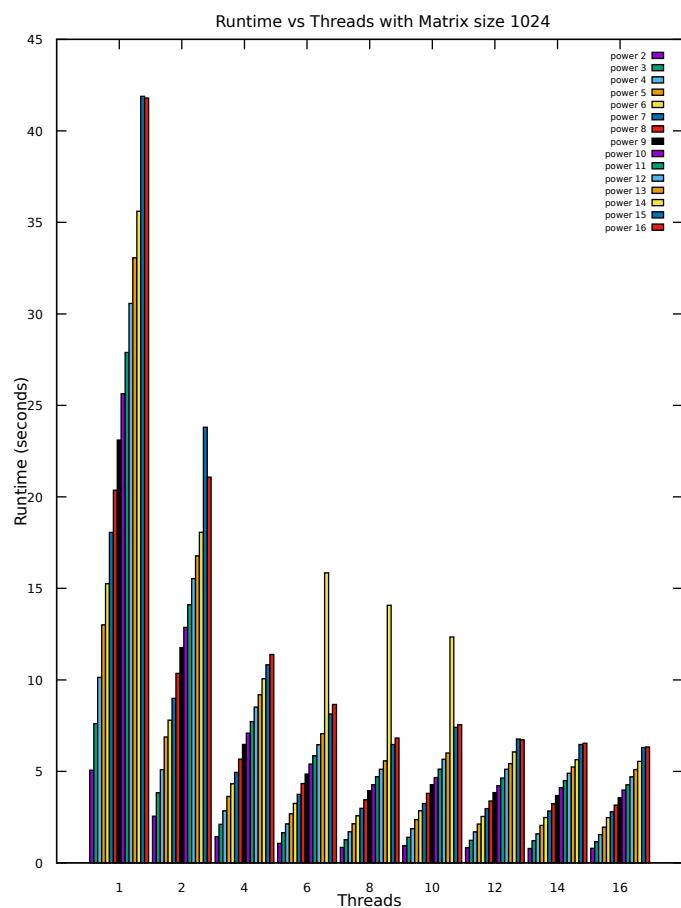
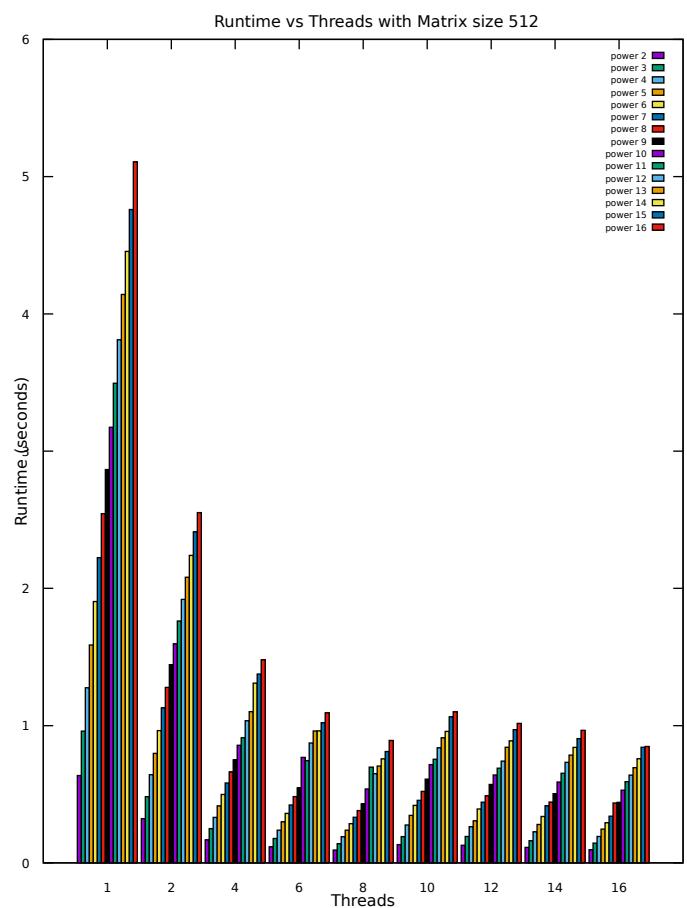


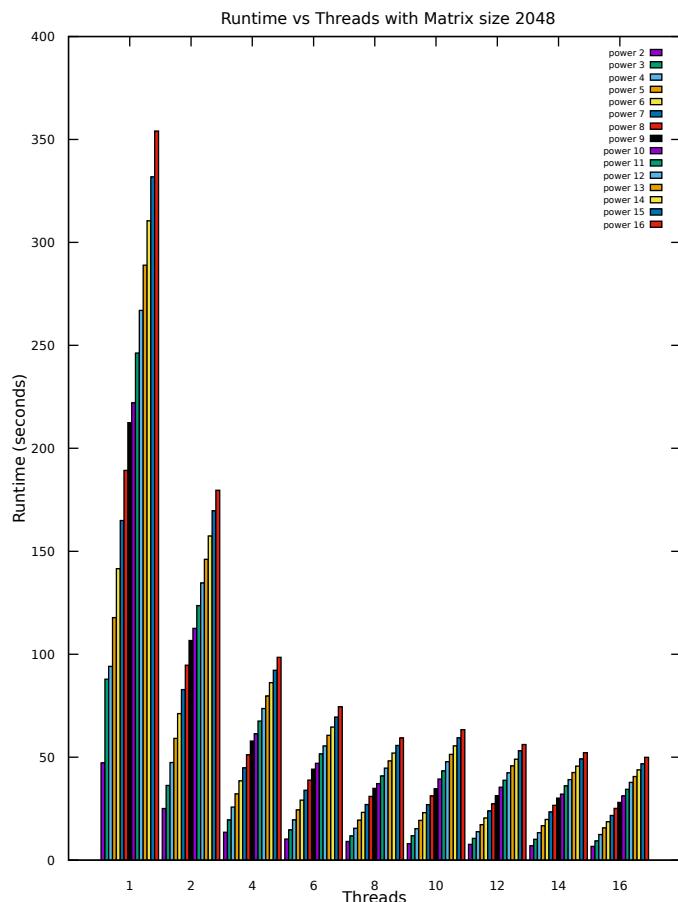
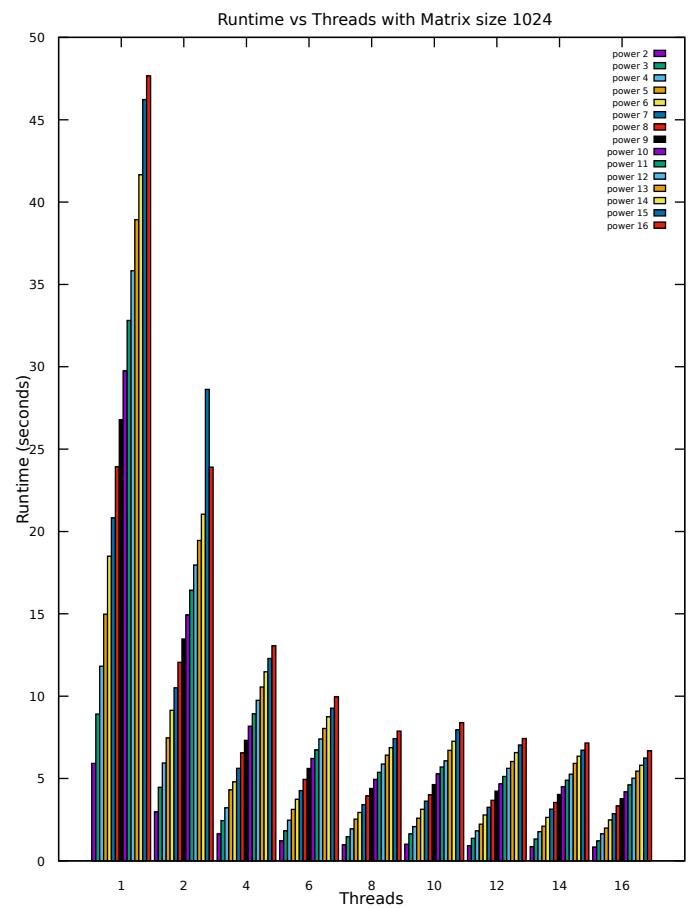
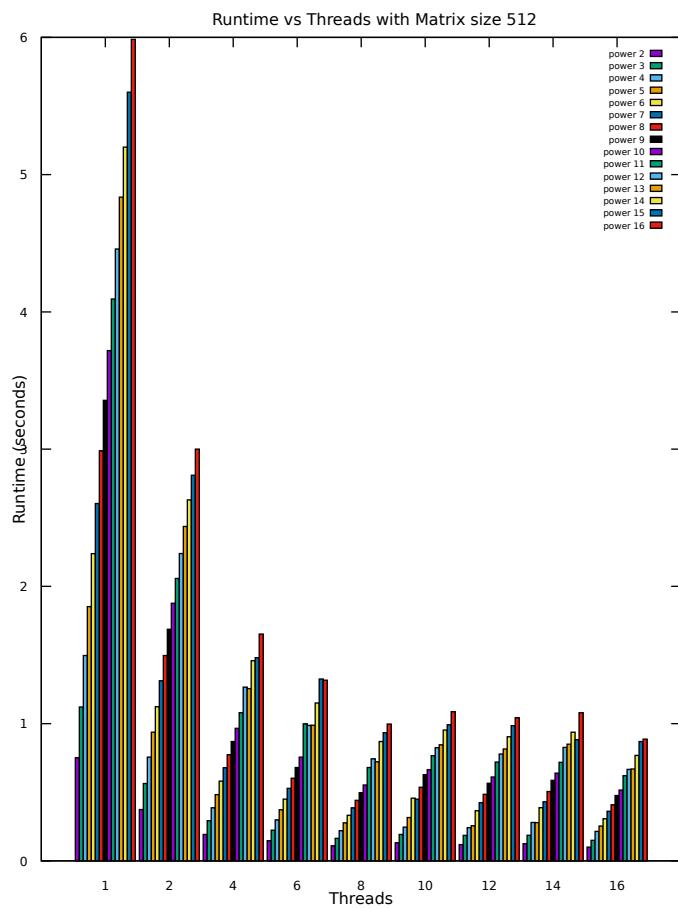
Runtime vs Threads by fixing the Matrix size for block size 4



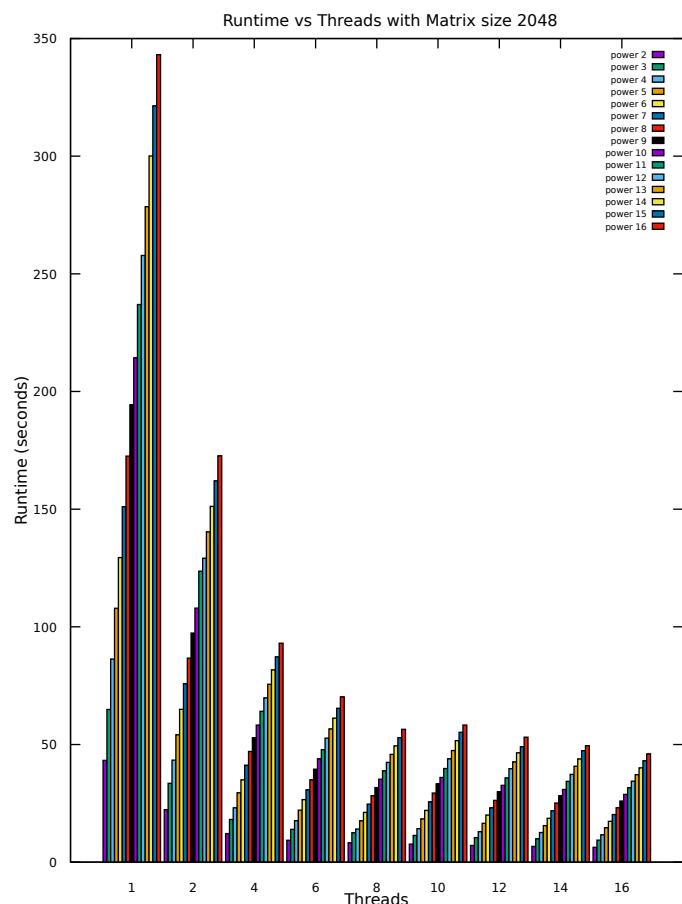
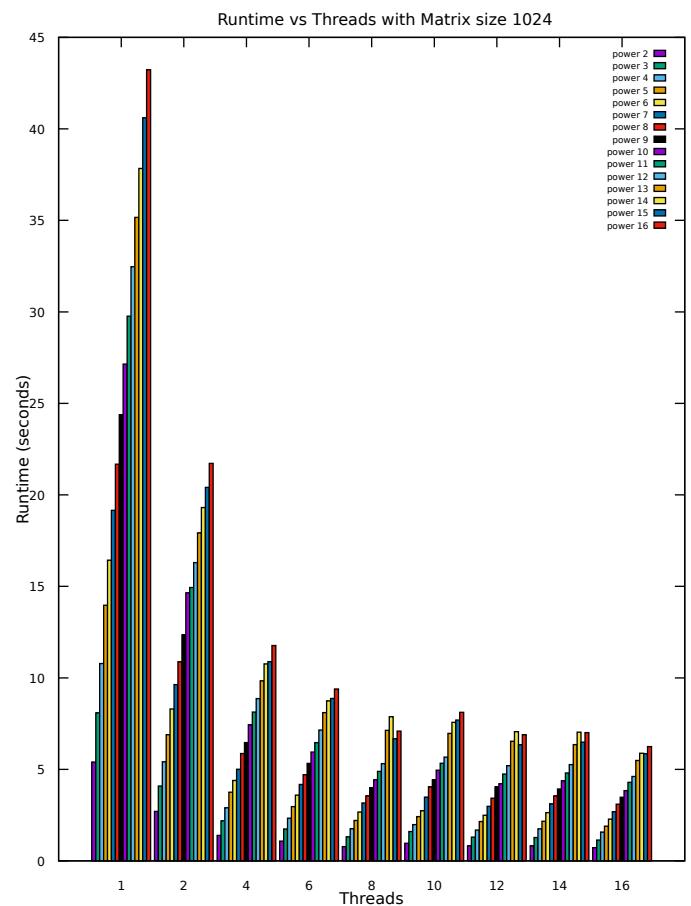
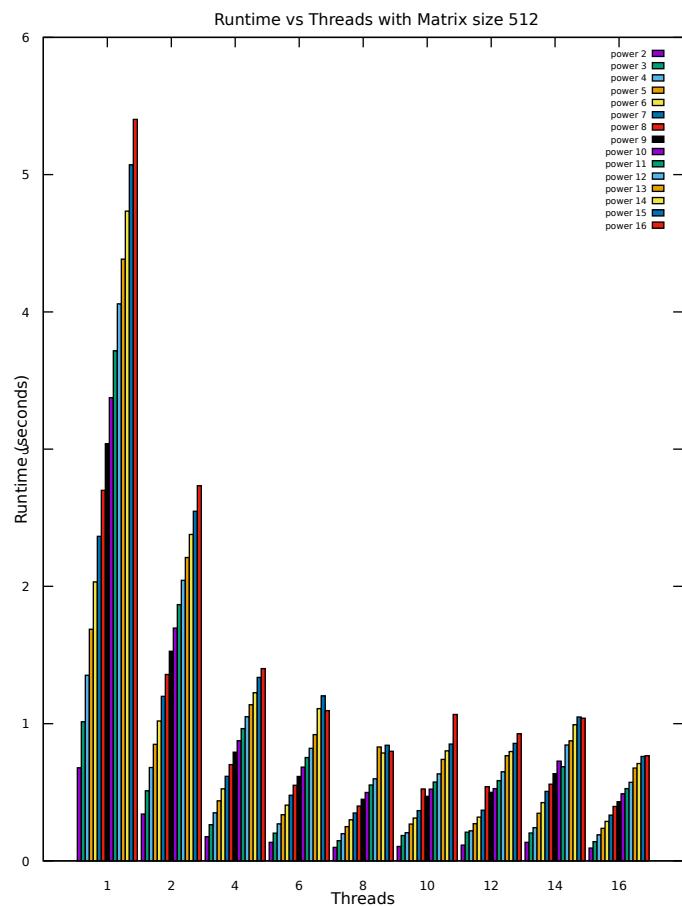
Runtime vs Threads by fixing the Matrix size for block size 8



### 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

