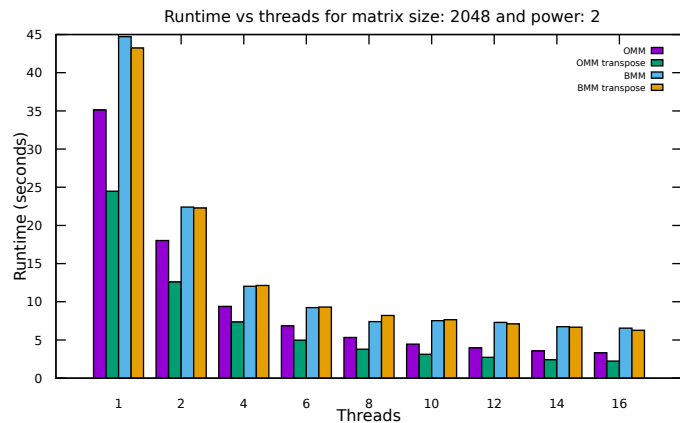
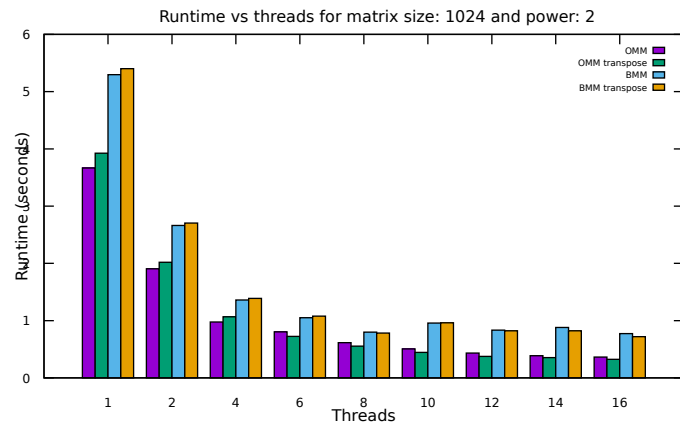
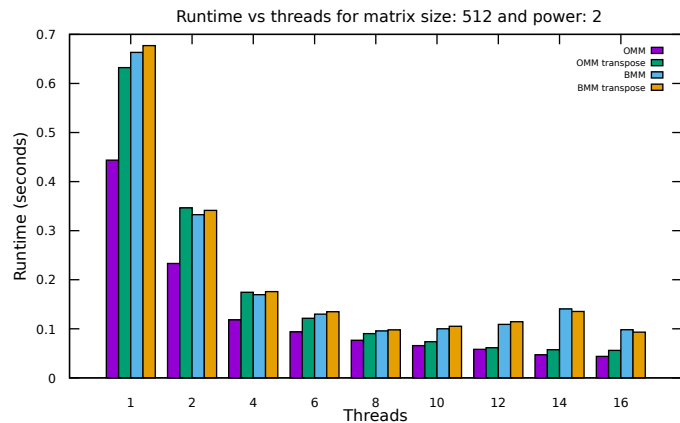
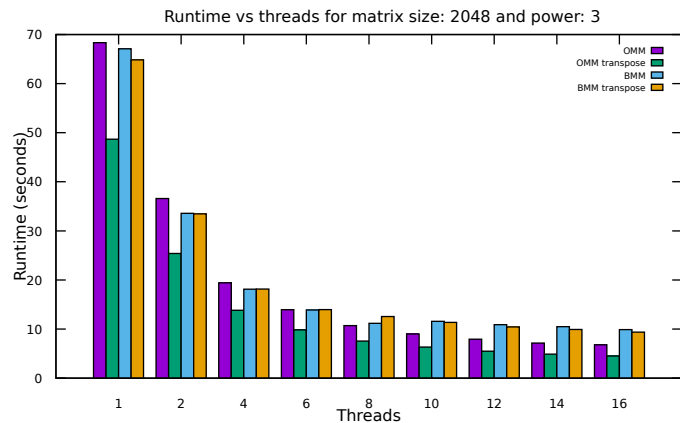
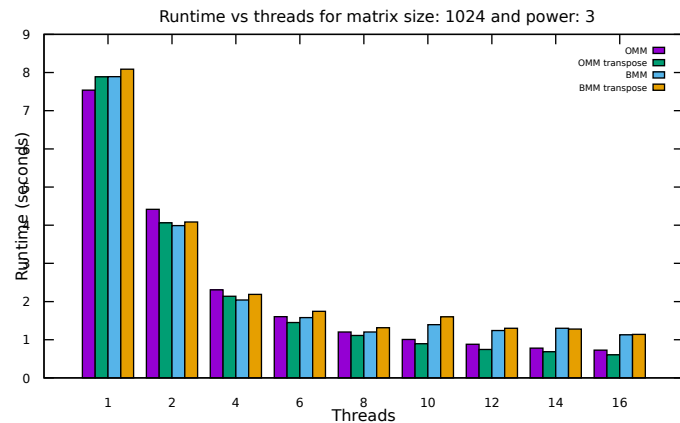
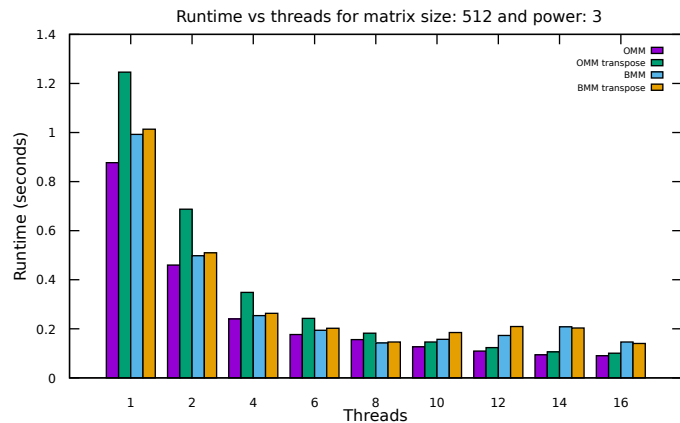


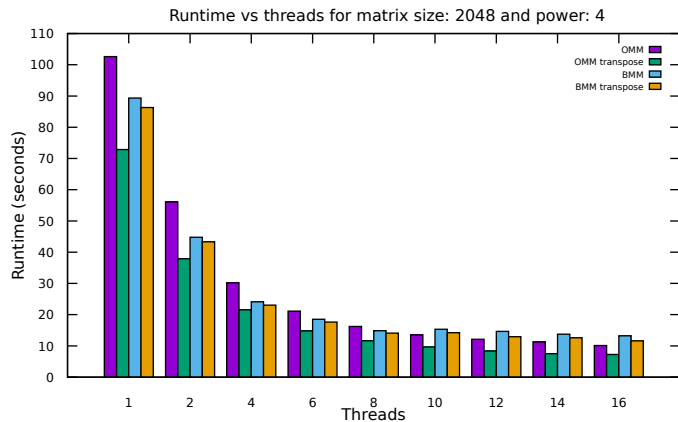
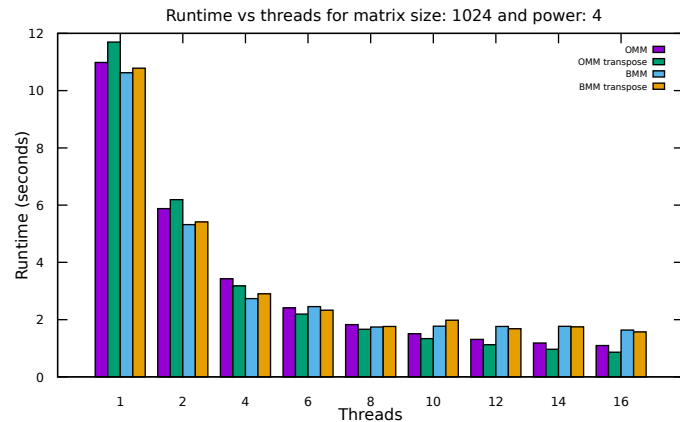
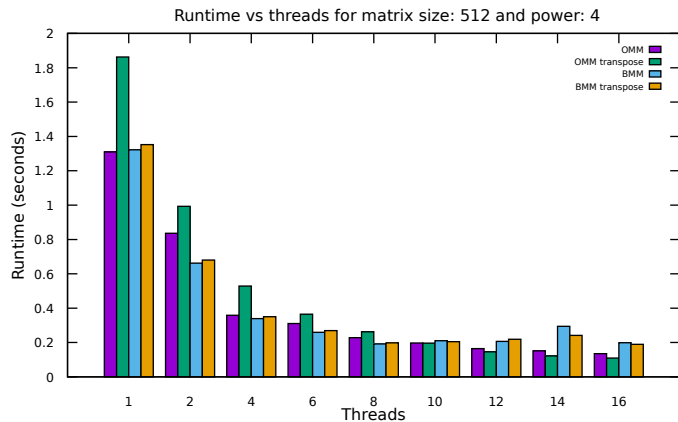
## Comparing the runtime for all the 4 methods implemented



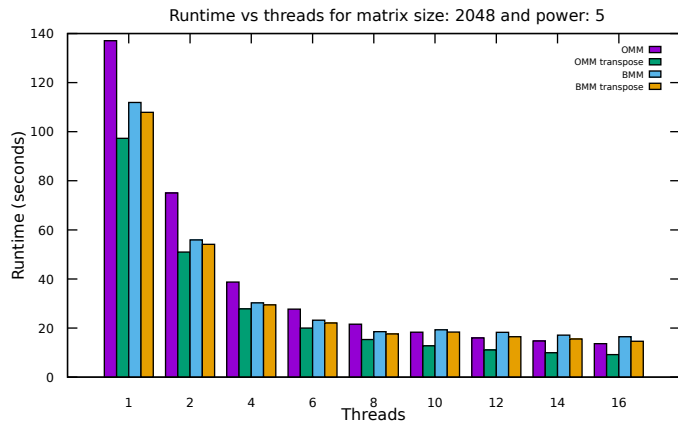
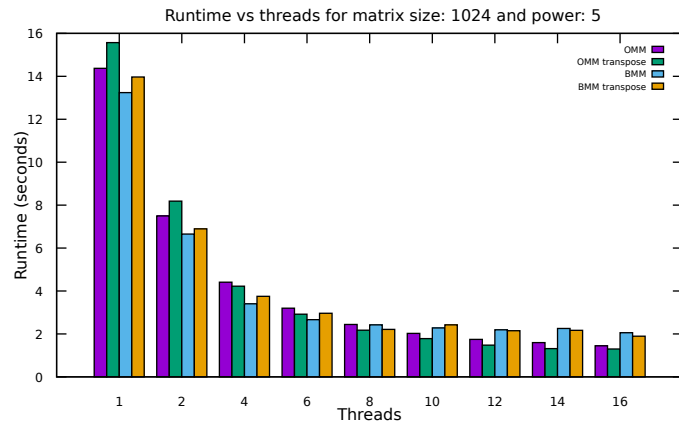
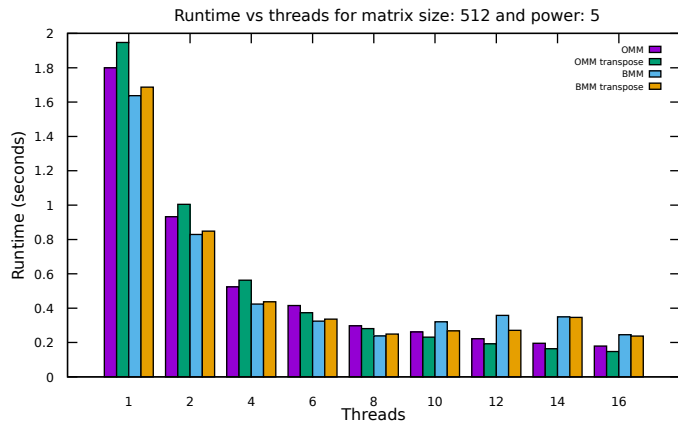
## Comparing the runtime for all the 4 methods implemented



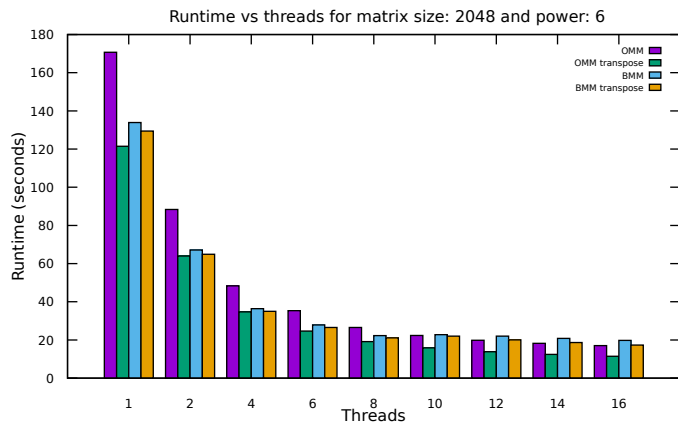
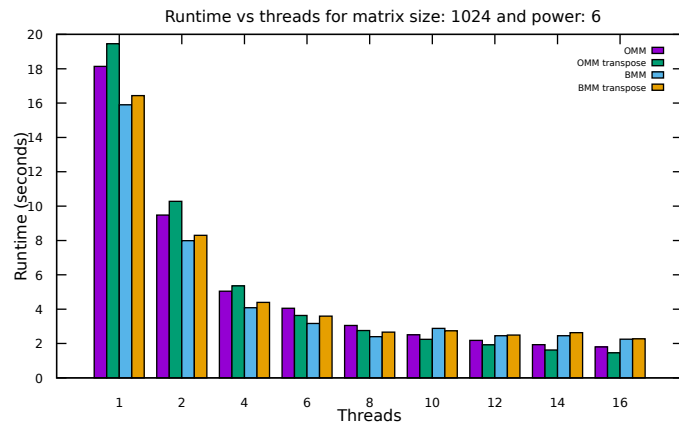
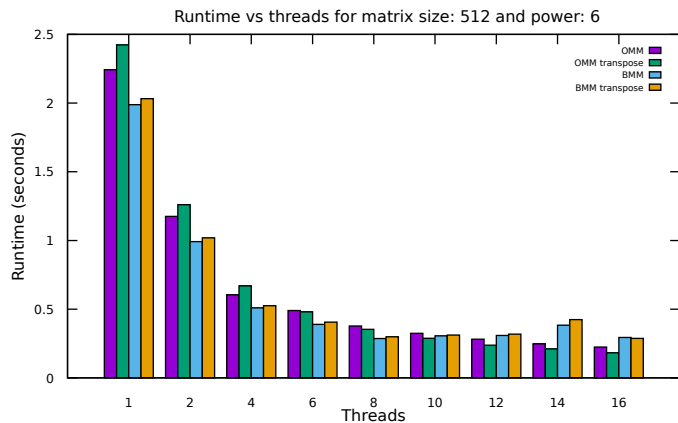
## Comparing the runtime for all the 4 methods implemented



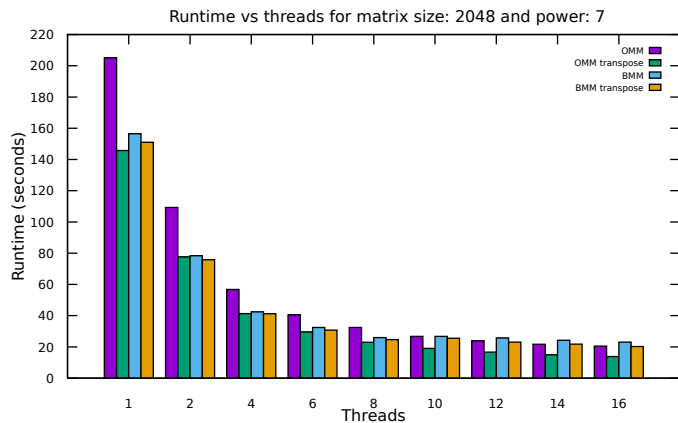
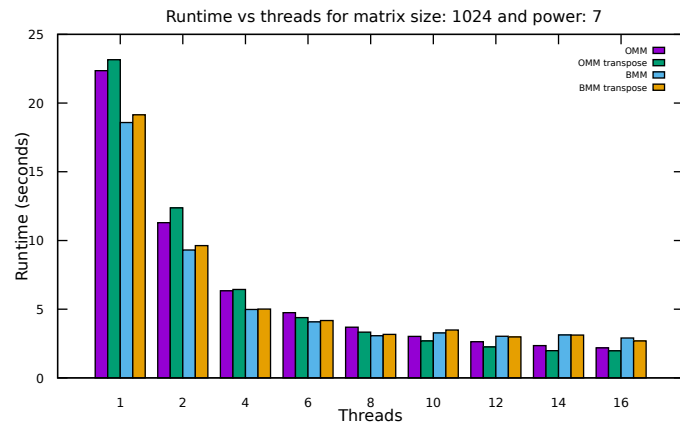
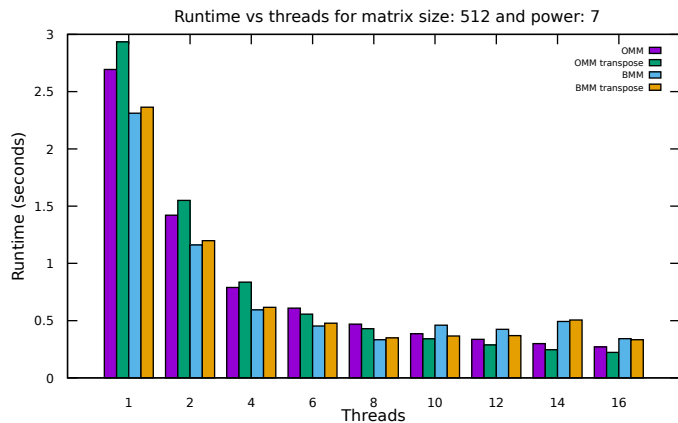
## Comparing the runtime for all the 4 methods implemented



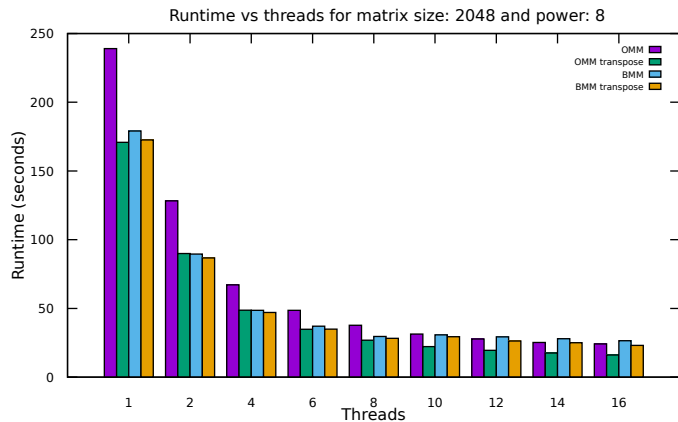
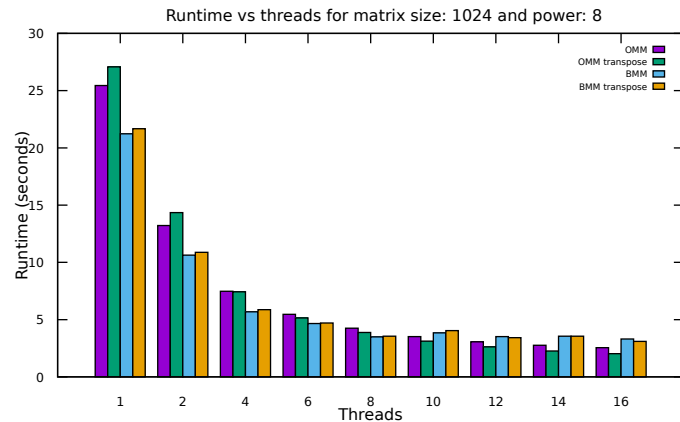
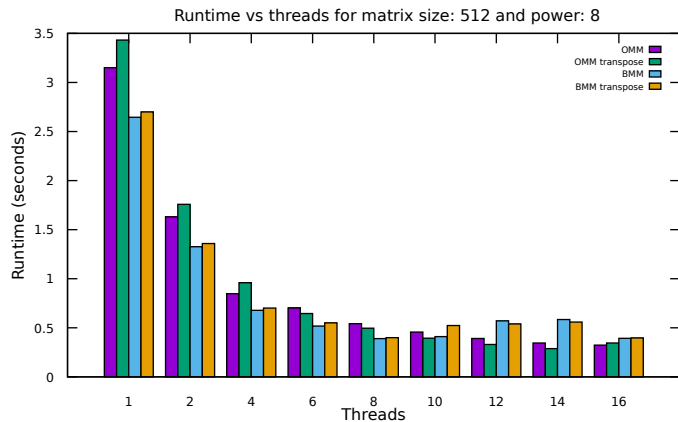
## Comparing the runtime for all the 4 methods implemented



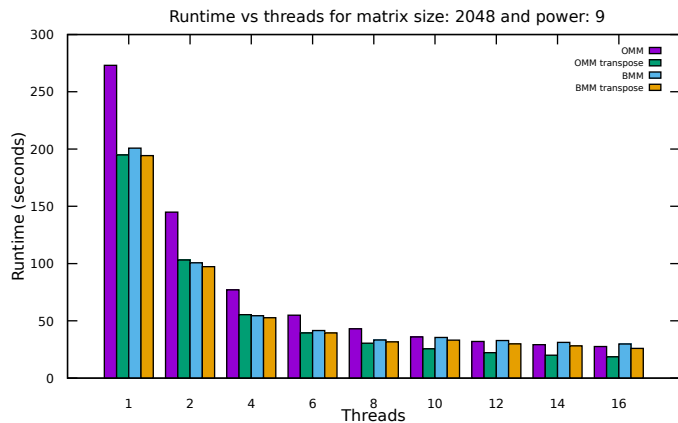
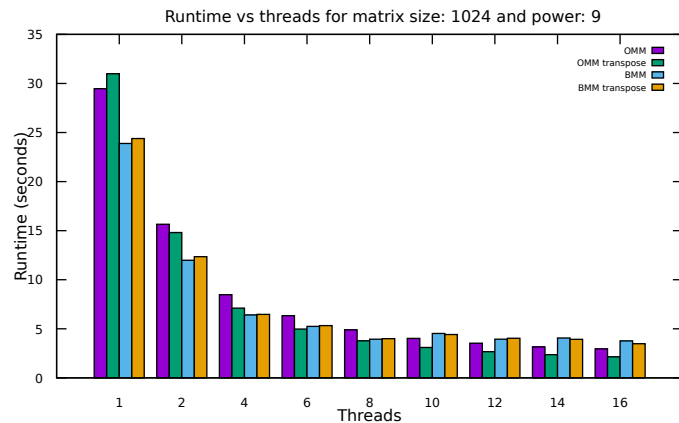
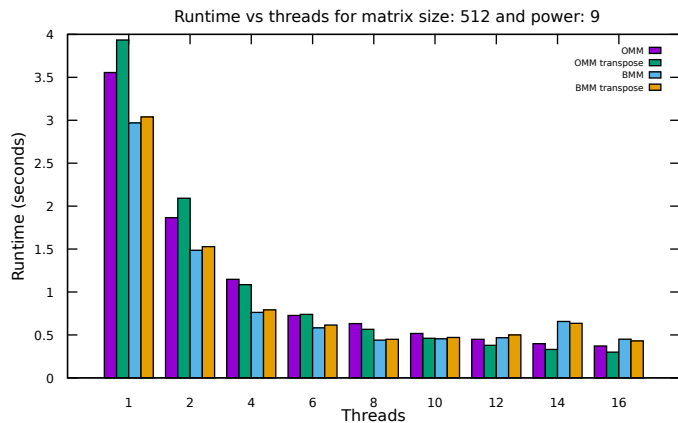
## Comparing the runtime for all the 4 methods implemented



## Comparing the runtime for all the 4 methods implemented



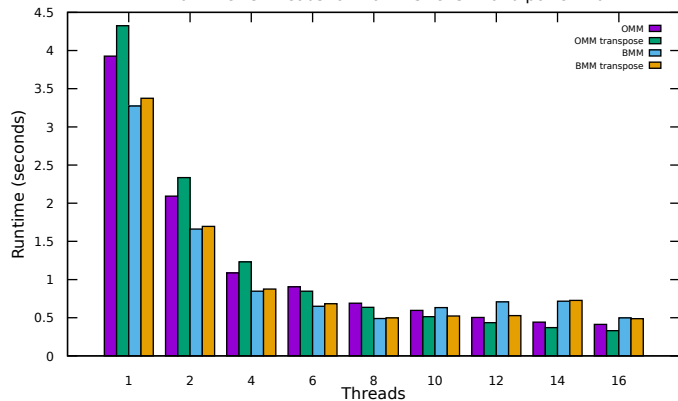
## Comparing the runtime for all the 4 methods implemented



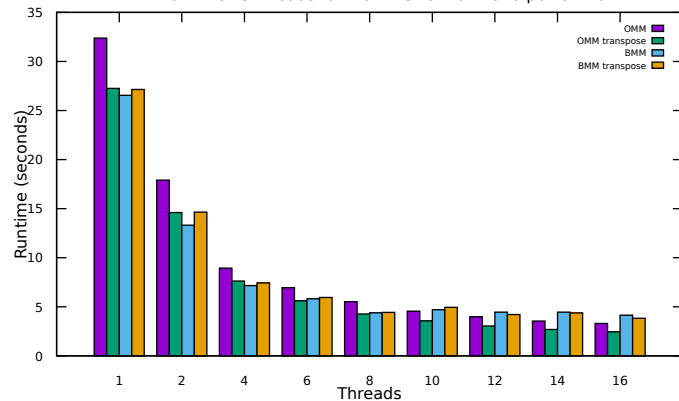


## Comparing the runtime for all the 4 methods implemented

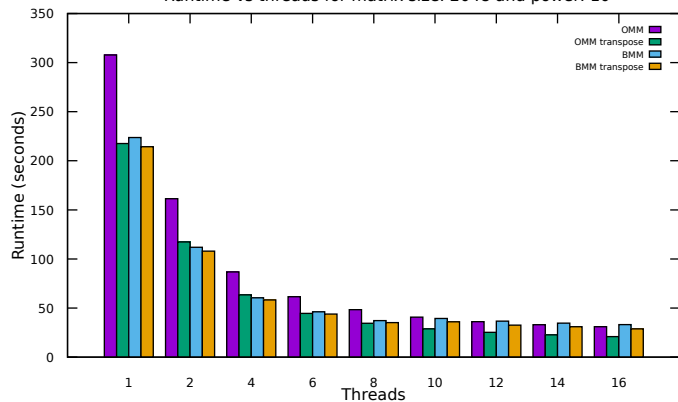
Runtime vs threads for matrix size: 512 and power: 10



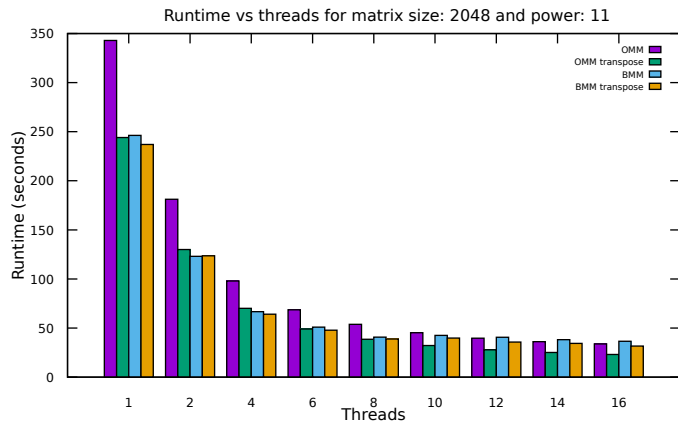
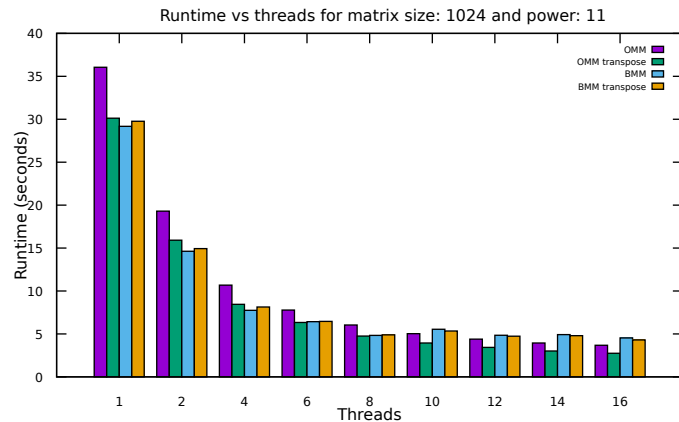
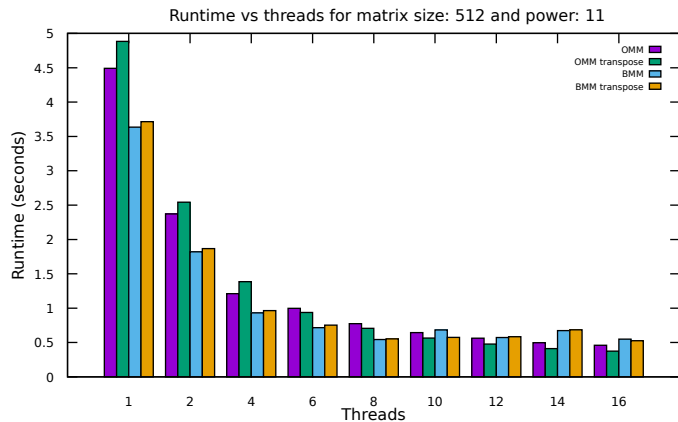
Runtime vs threads for matrix size: 1024 and power: 10



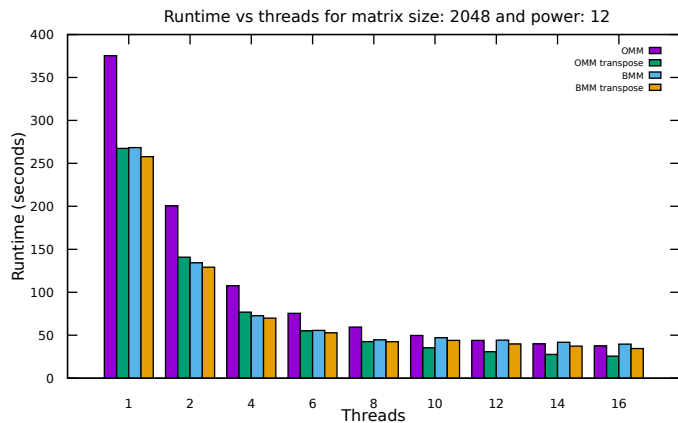
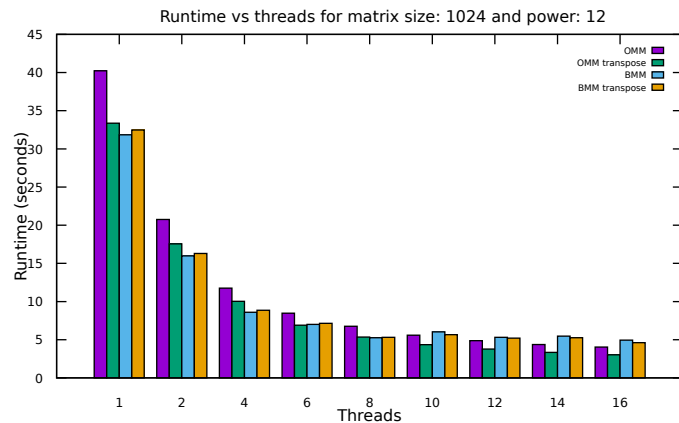
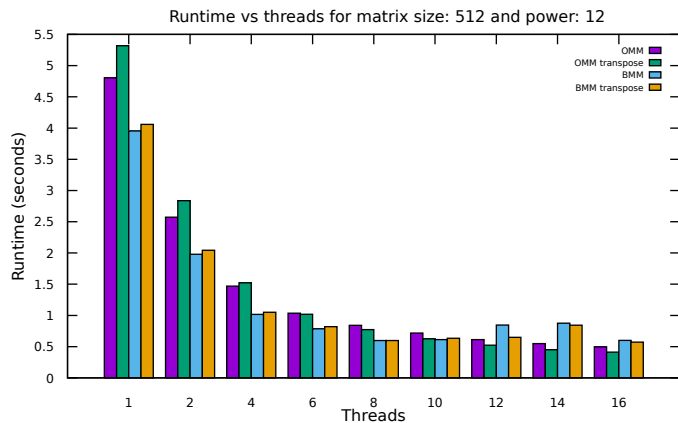
Runtime vs threads for matrix size: 2048 and power: 10



## Comparing the runtime for all the 4 methods implemented

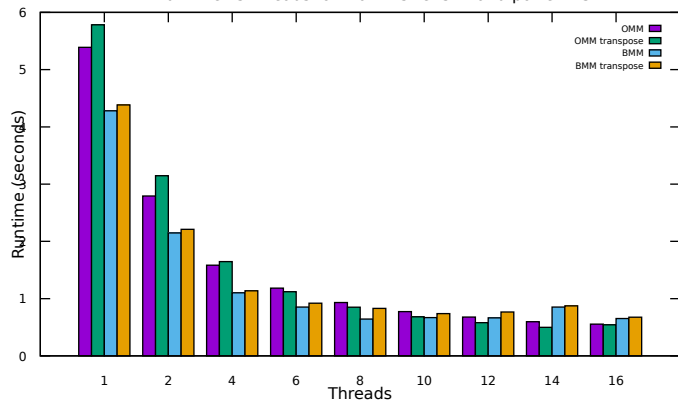


## Comparing the runtime for all the 4 methods implemented

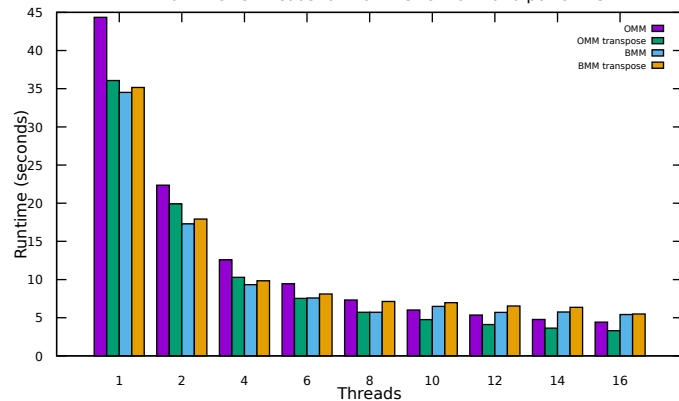


## Comparing the runtime for all the 4 methods implemented

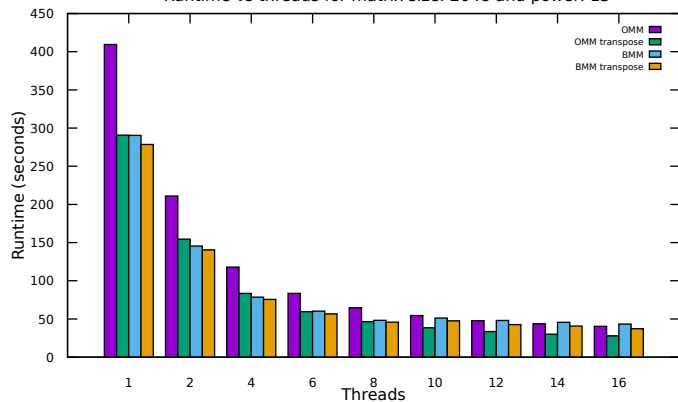
Runtime vs threads for matrix size: 512 and power: 13



Runtime vs threads for matrix size: 1024 and power: 13

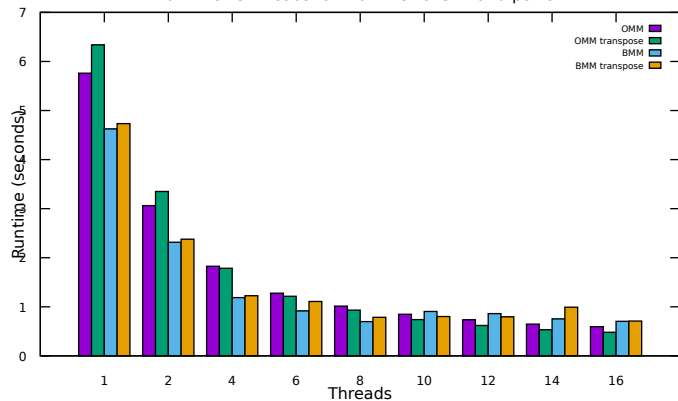


Runtime vs threads for matrix size: 2048 and power: 13

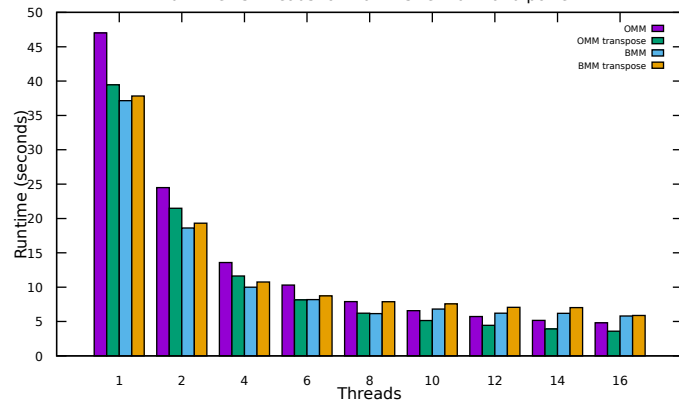


## Comparing the runtime for all the 4 methods implemented

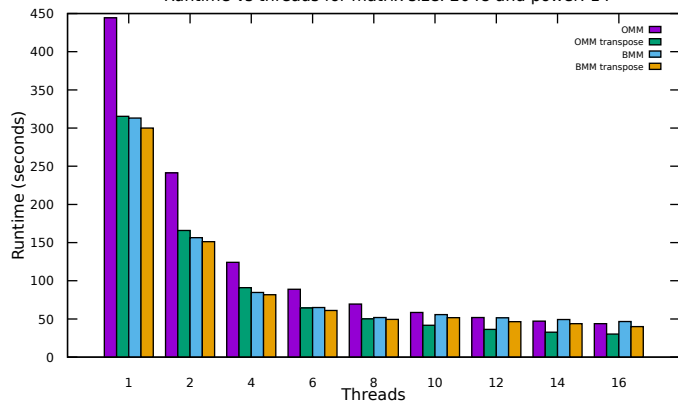
Runtime vs threads for matrix size: 512 and power: 14



Runtime vs threads for matrix size: 1024 and power: 14

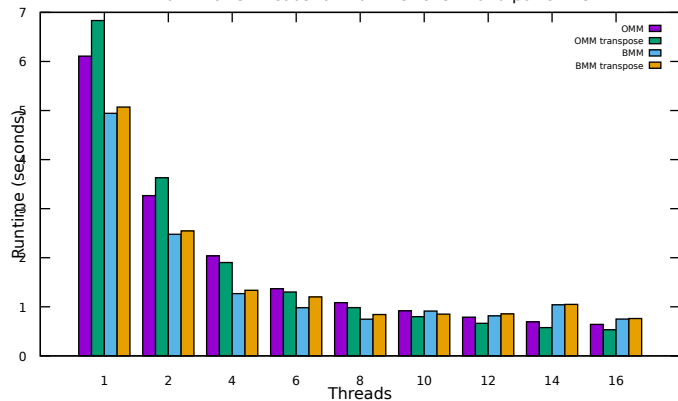


Runtime vs threads for matrix size: 2048 and power: 14

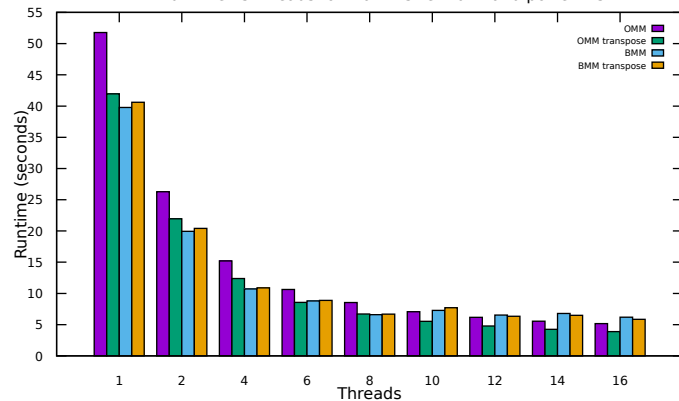


## Comparing the runtime for all the 4 methods implemented

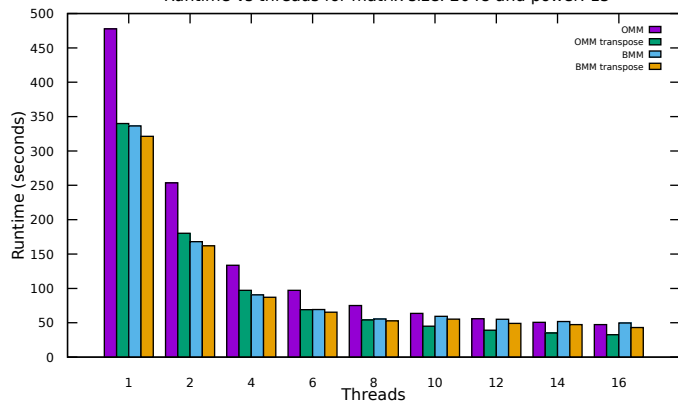
Runtime vs threads for matrix size: 512 and power: 15



Runtime vs threads for matrix size: 1024 and power: 15

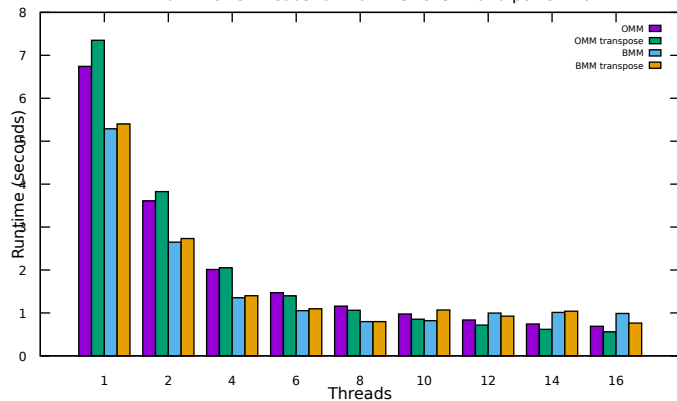


Runtime vs threads for matrix size: 2048 and power: 15

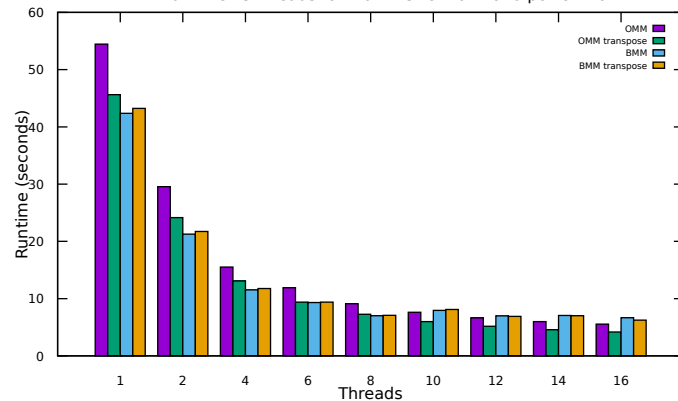


## Comparing the runtime for all the 4 methods implemented

Runtime vs threads for matrix size: 512 and power: 16



Runtime vs threads for matrix size: 1024 and power: 16



Runtime vs threads for matrix size: 2048 and power: 16

