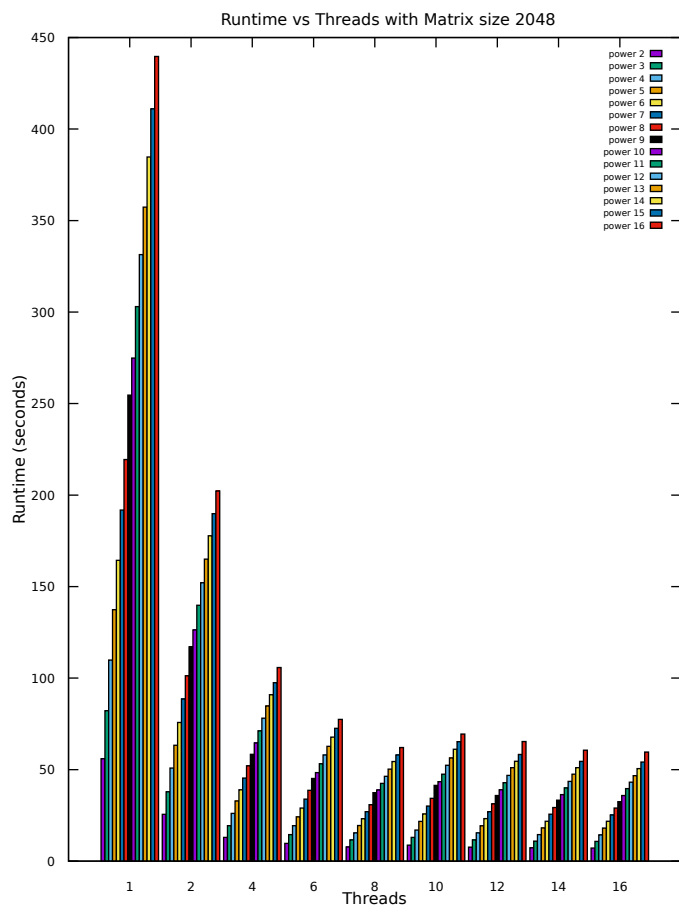
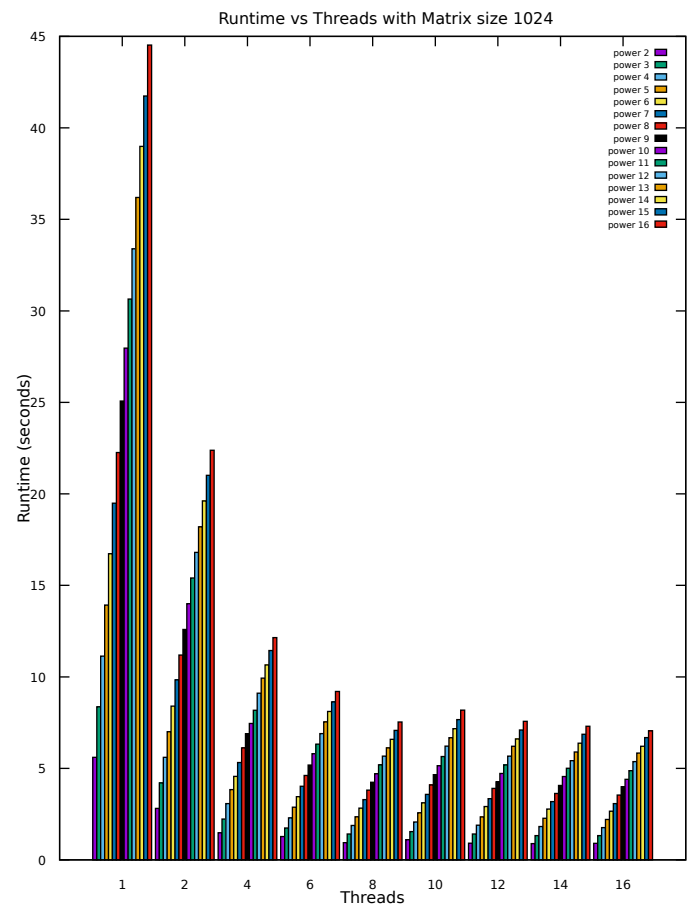
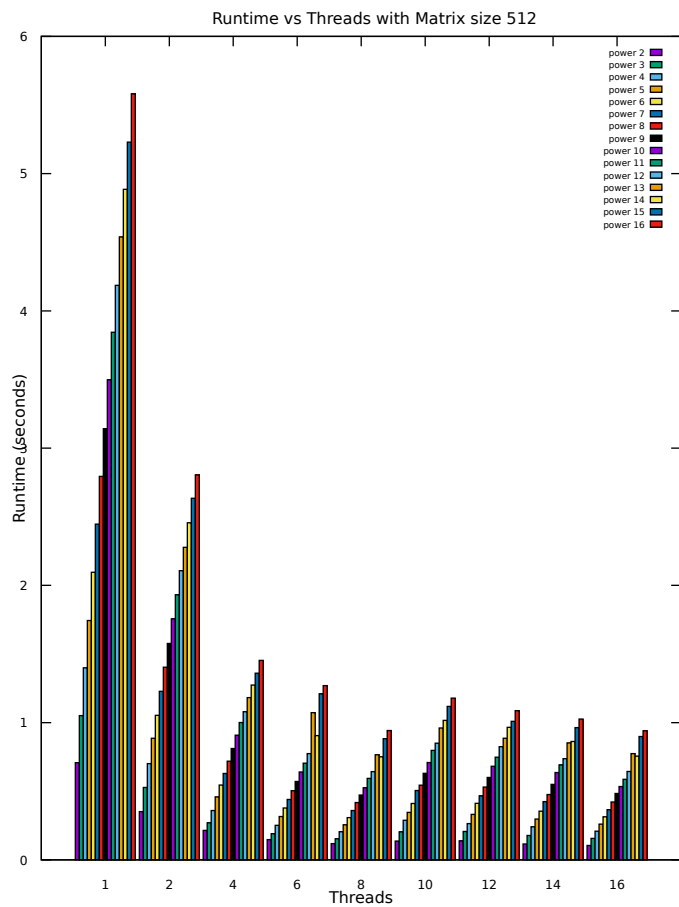
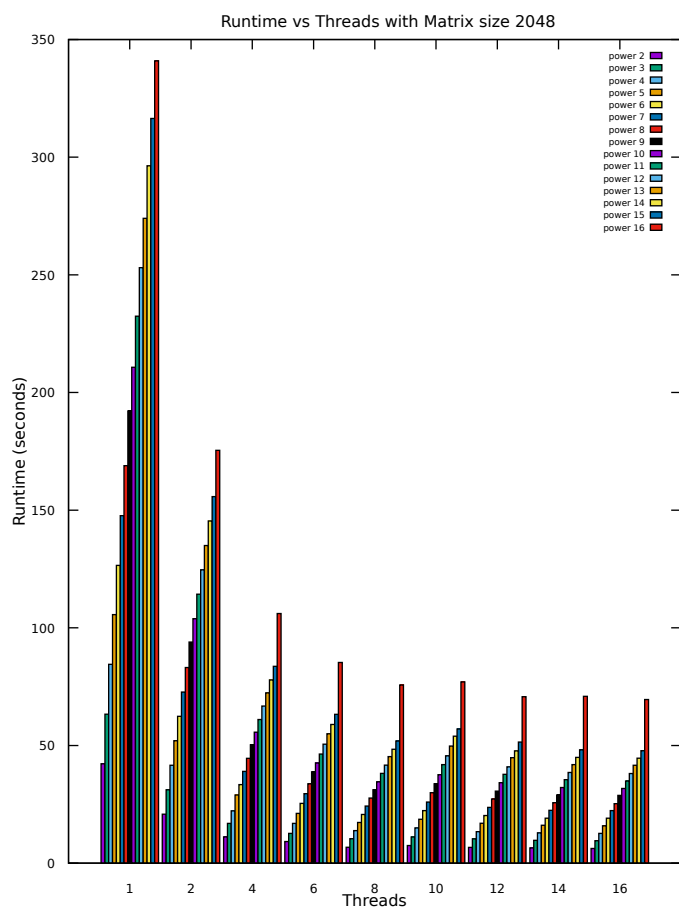
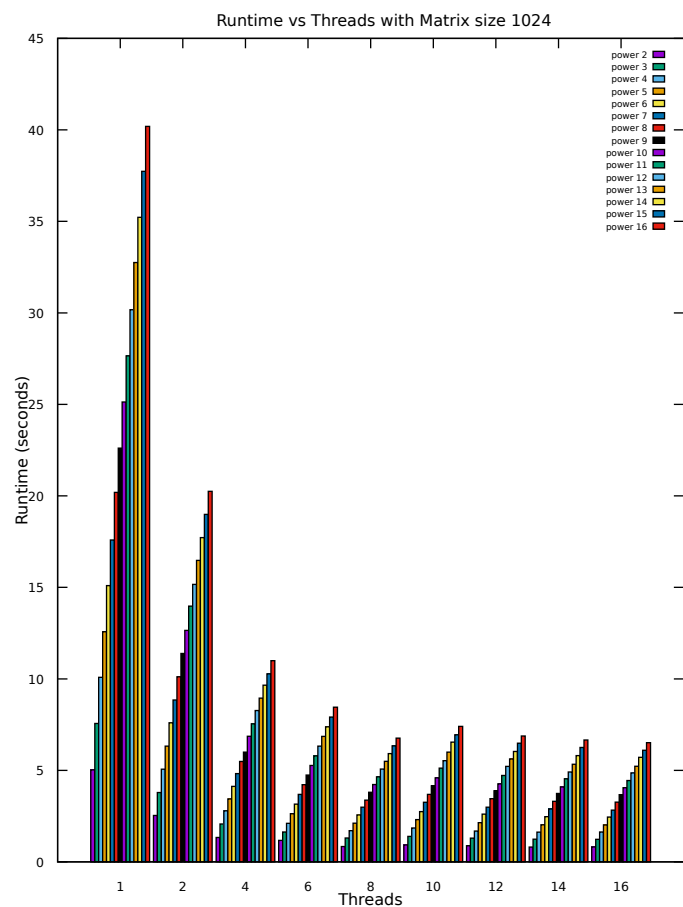
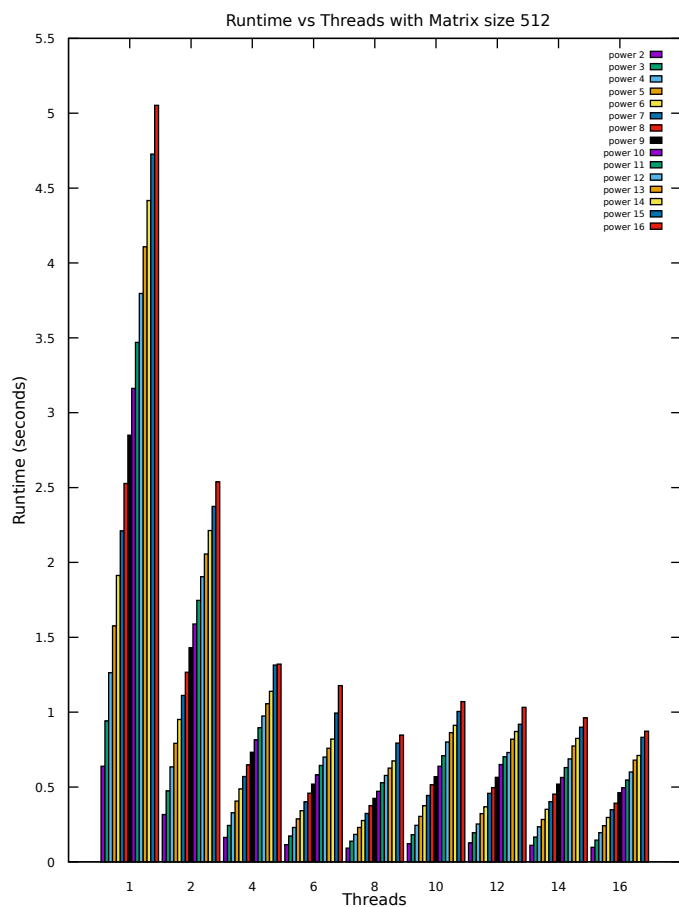


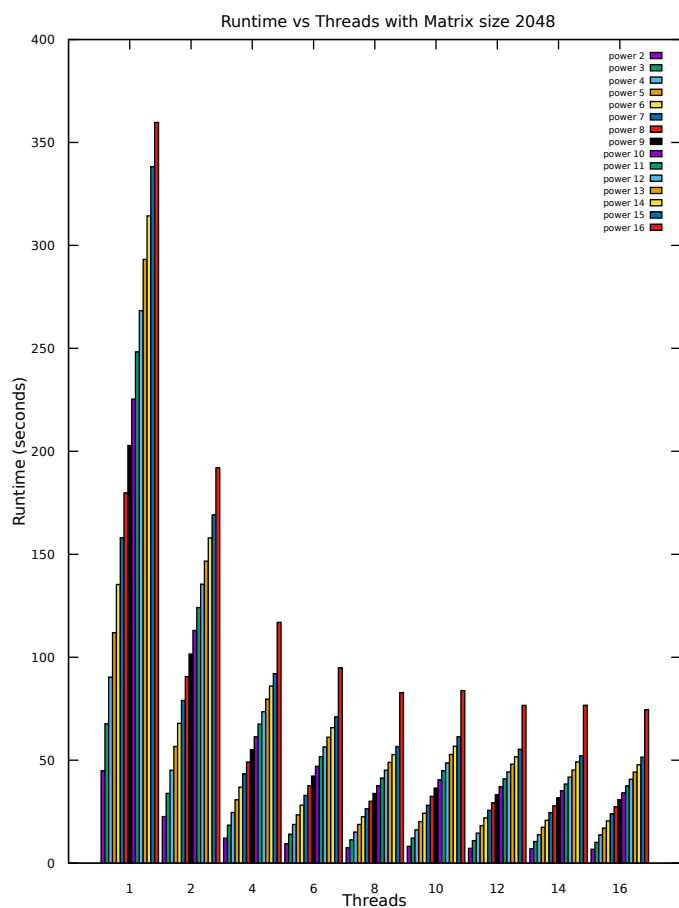
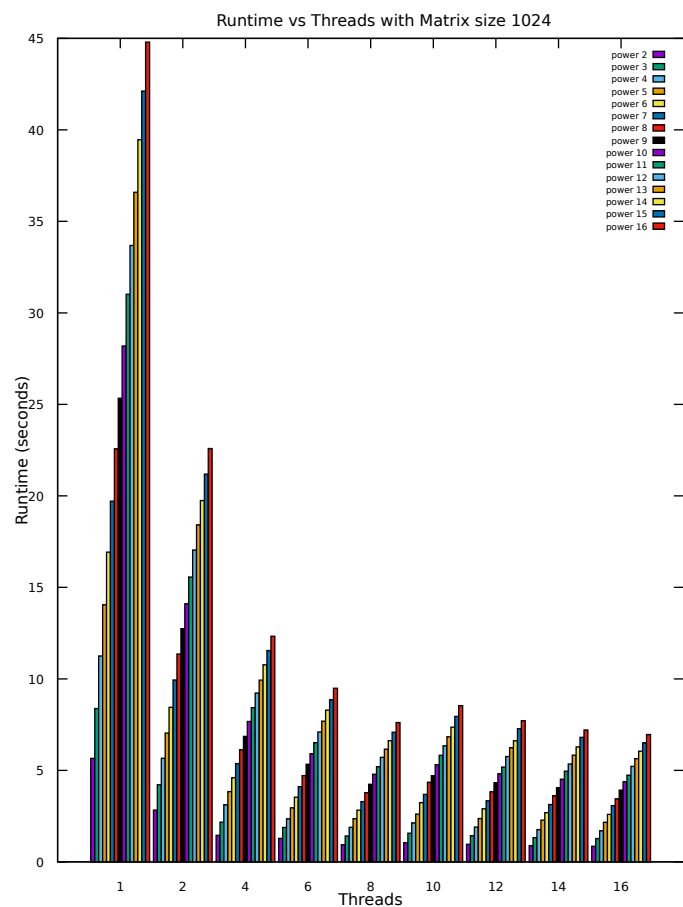
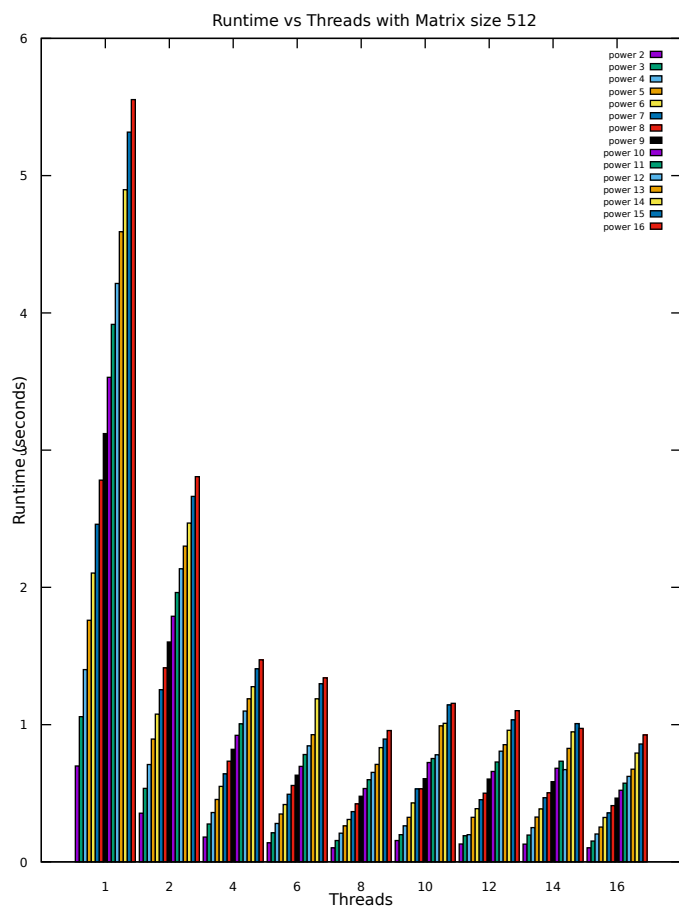
# Runtime vs Threads by fixing the Matrix size for block size 4



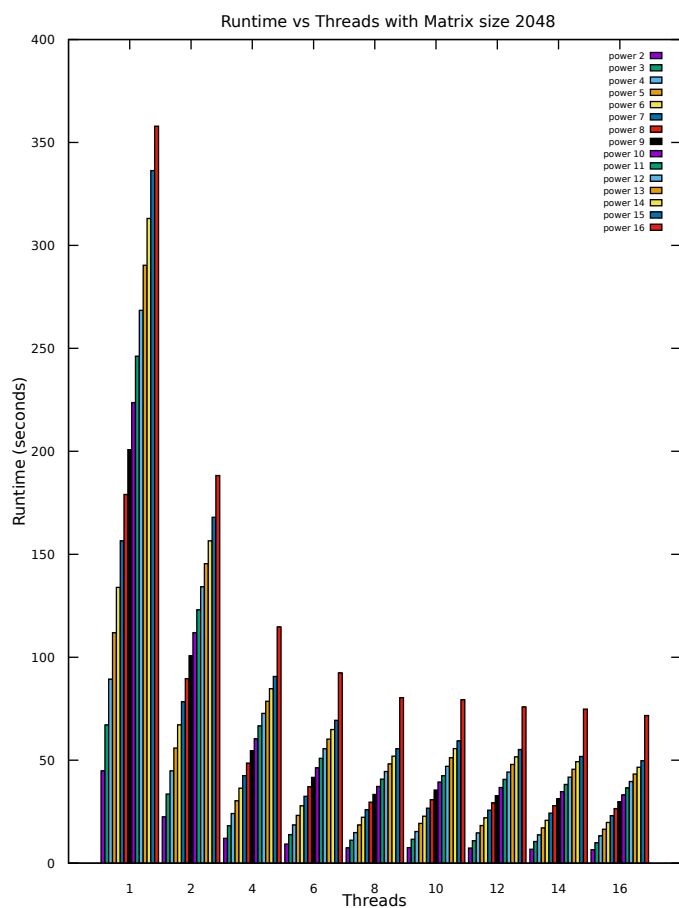
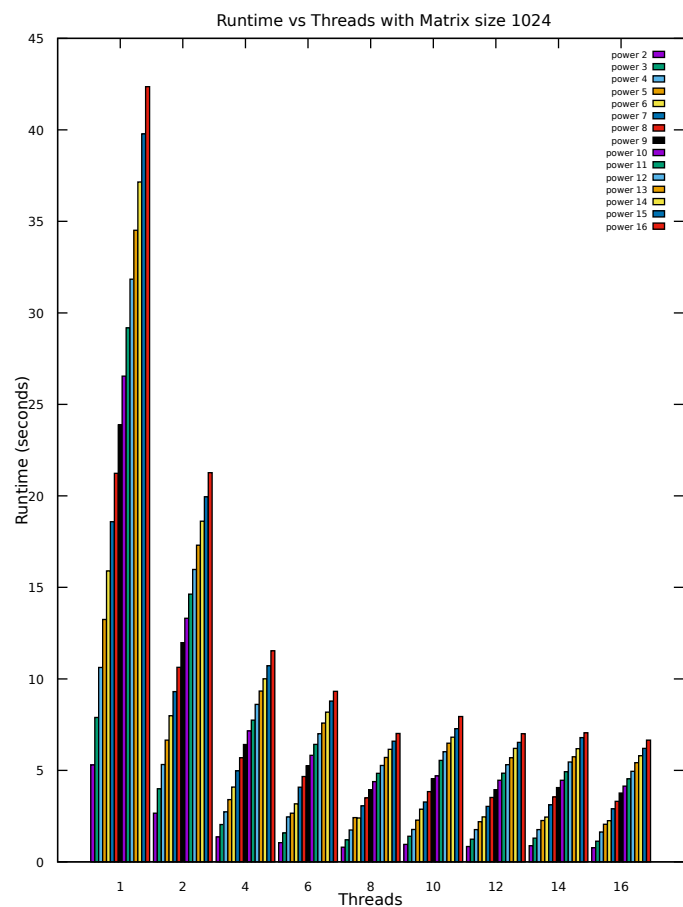
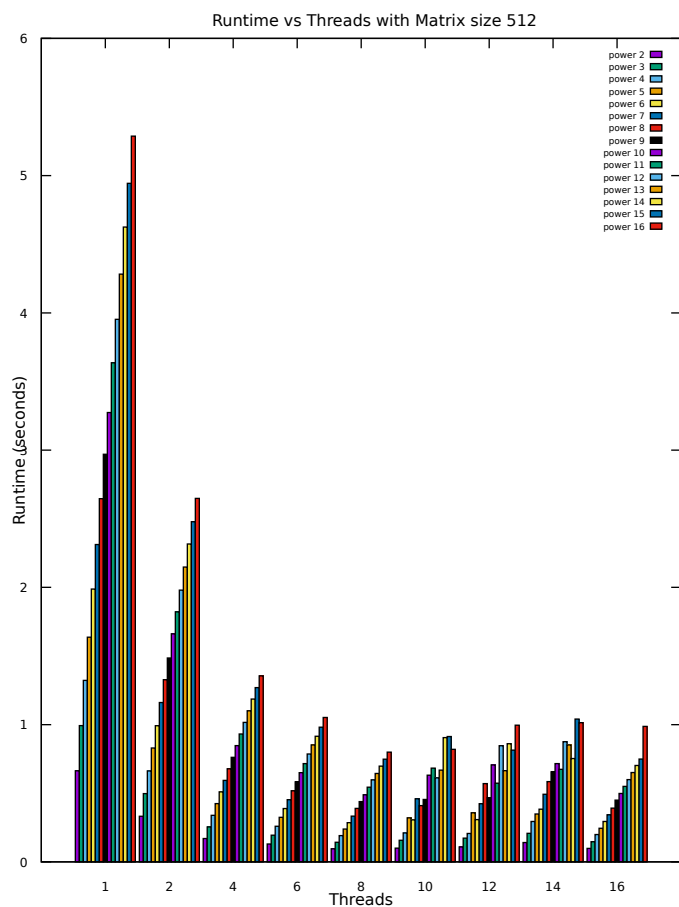
# Runtime vs Threads by fixing the Matrix size for block size 8



# 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

