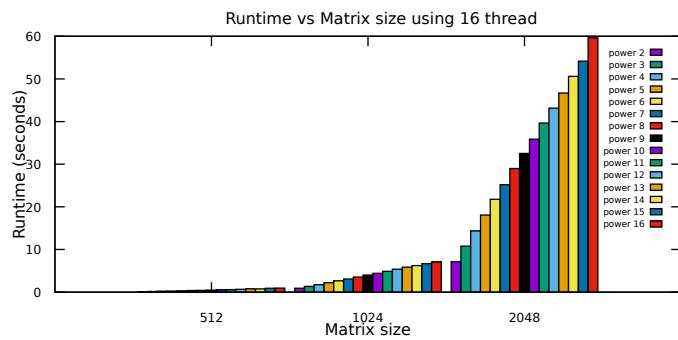
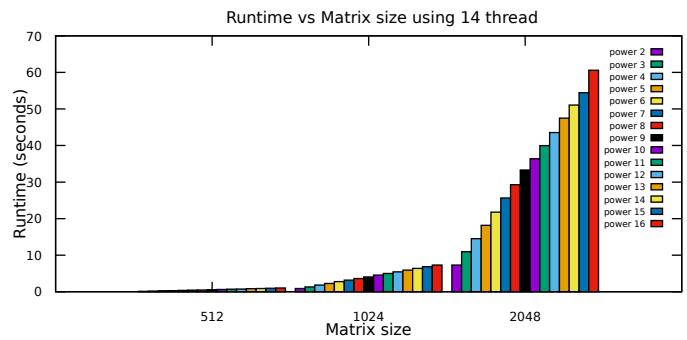
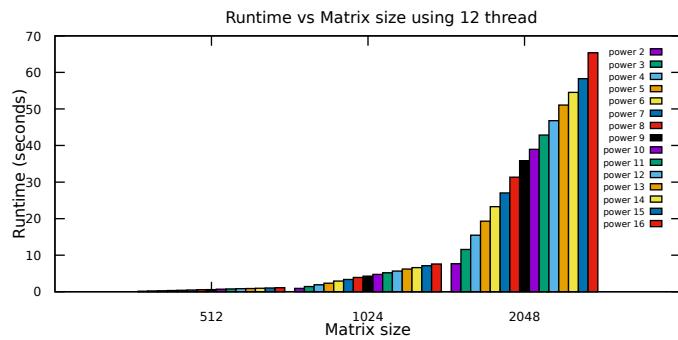
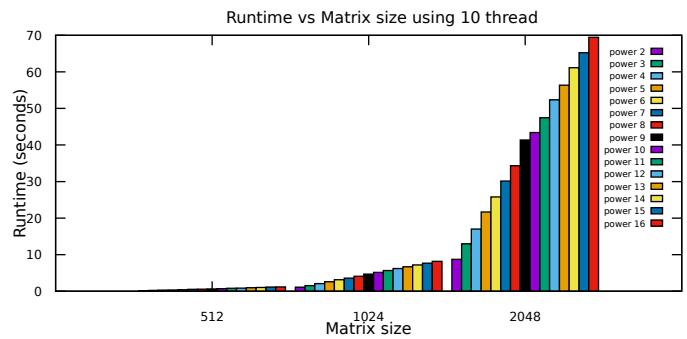
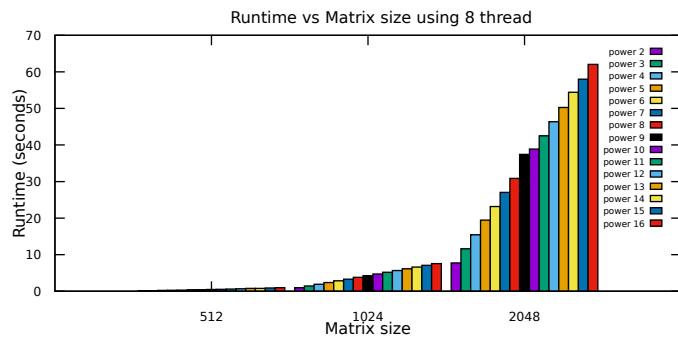
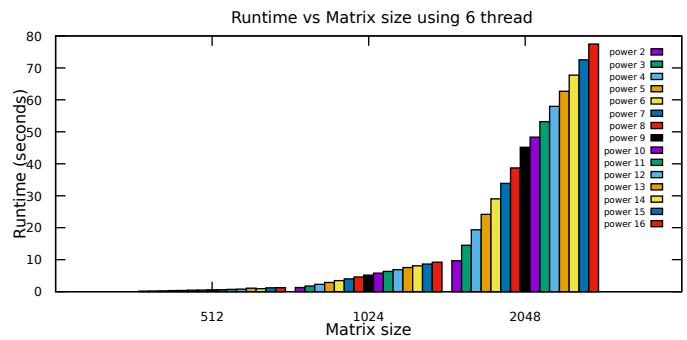
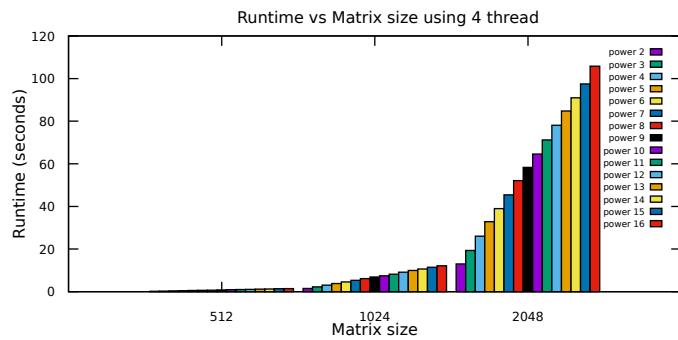
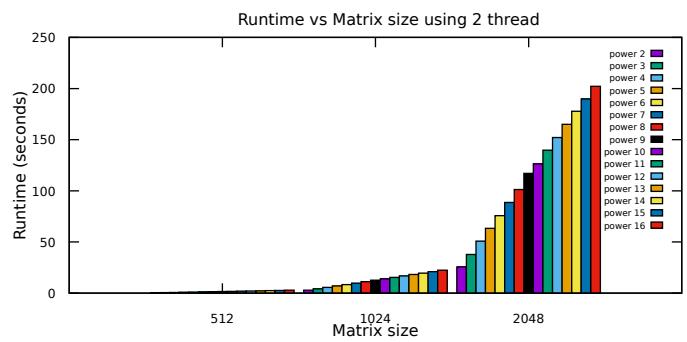
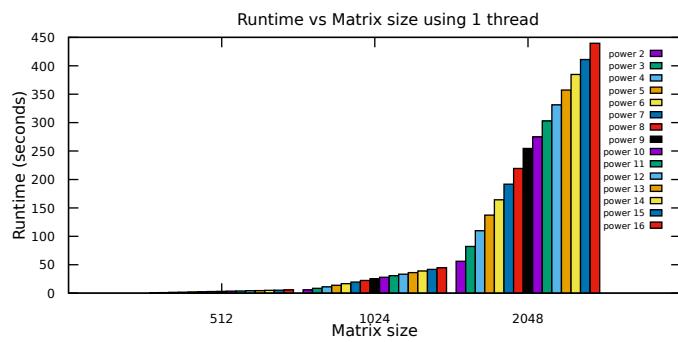
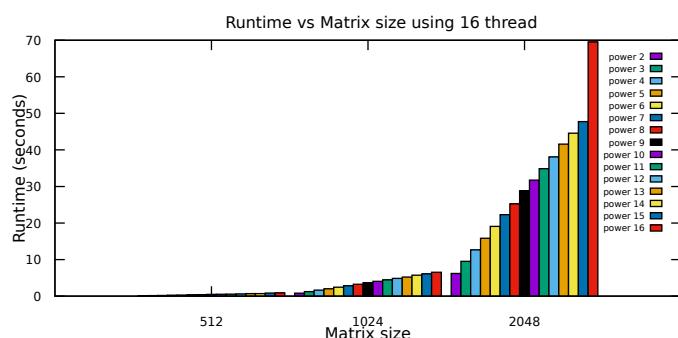
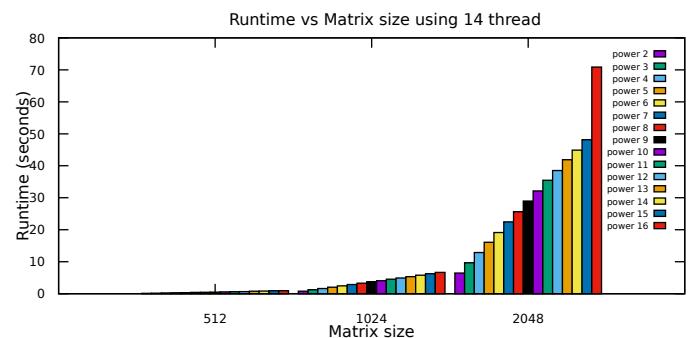
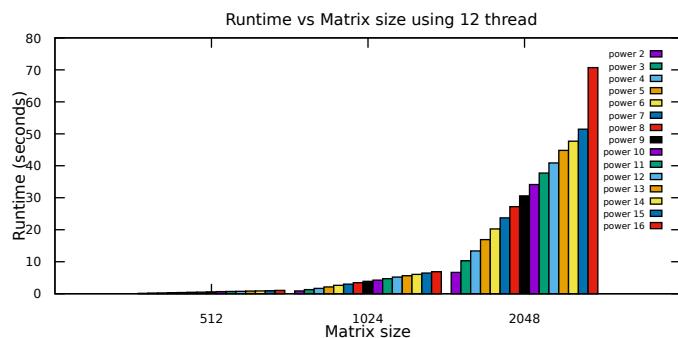
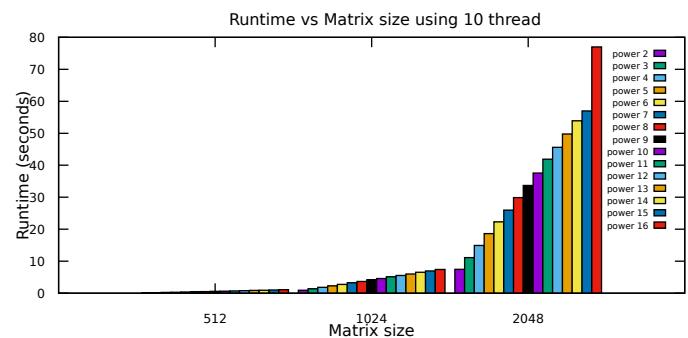
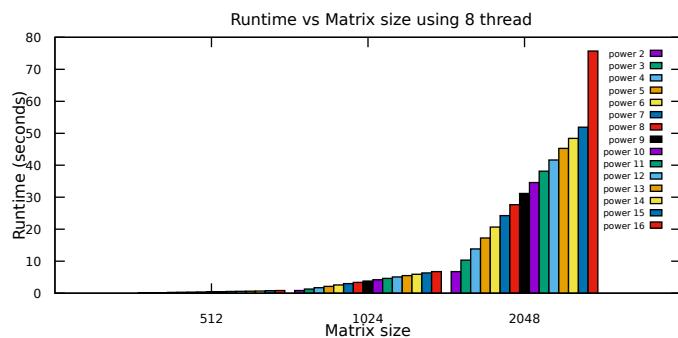
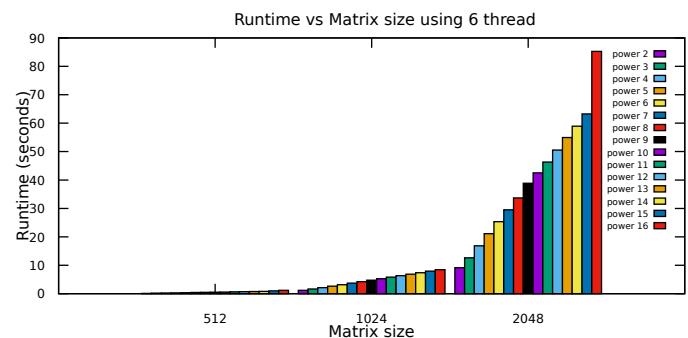
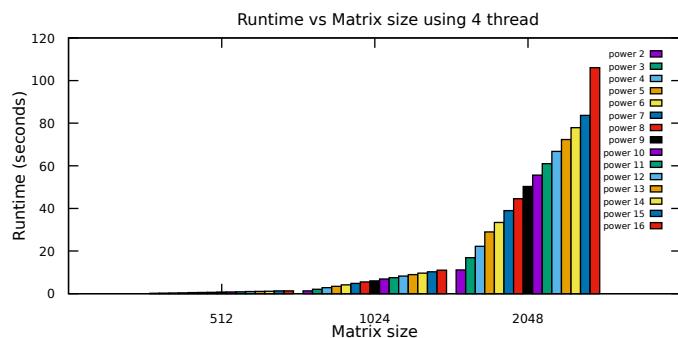
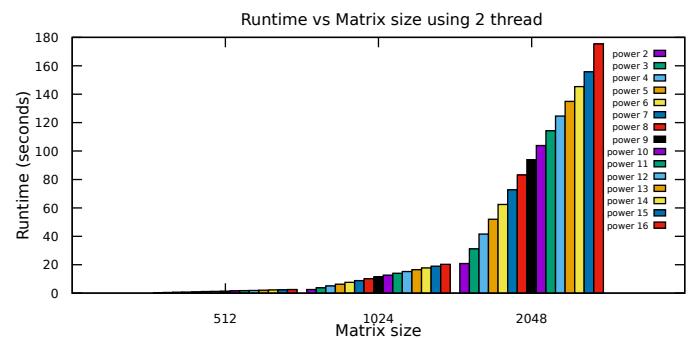
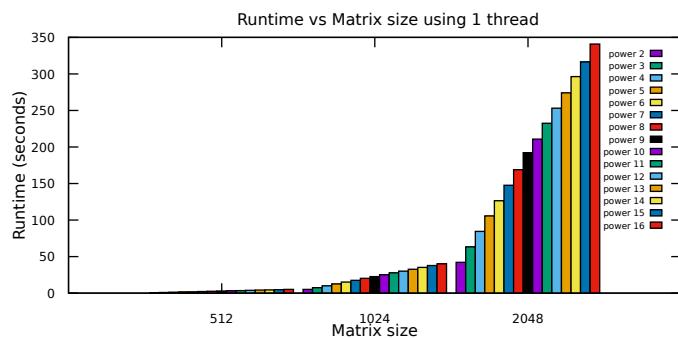


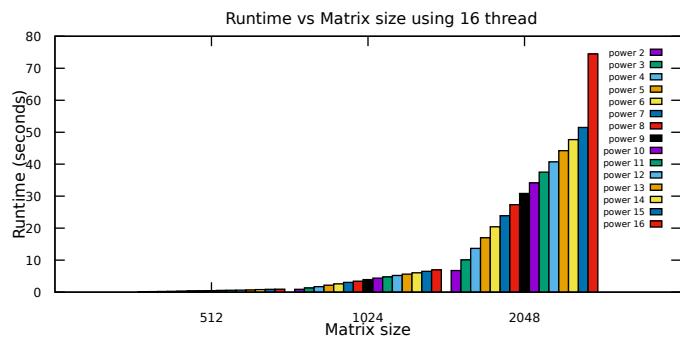
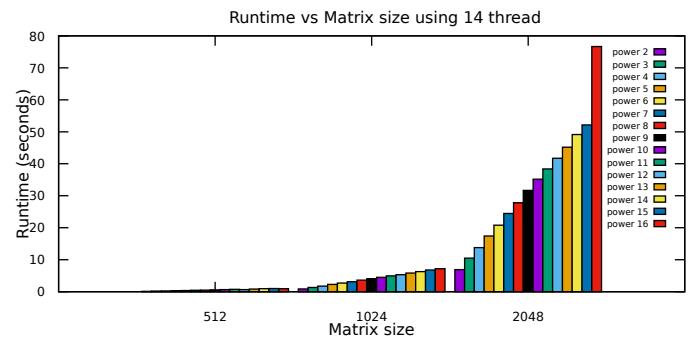
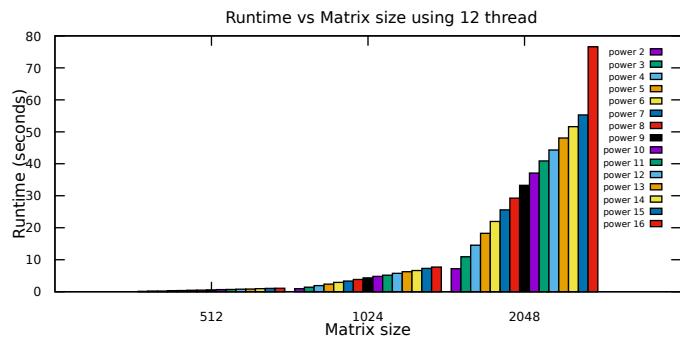
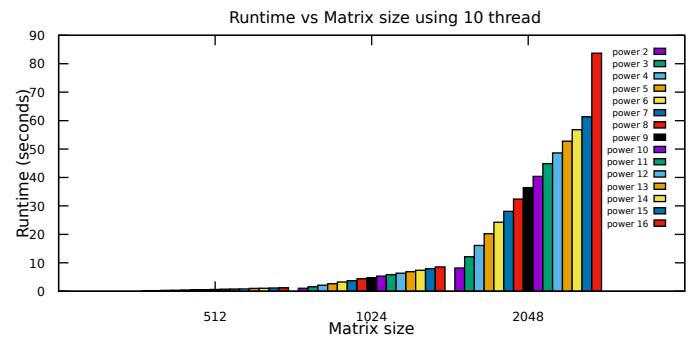
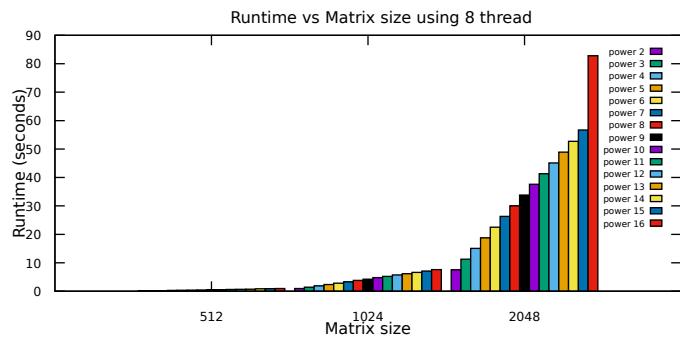
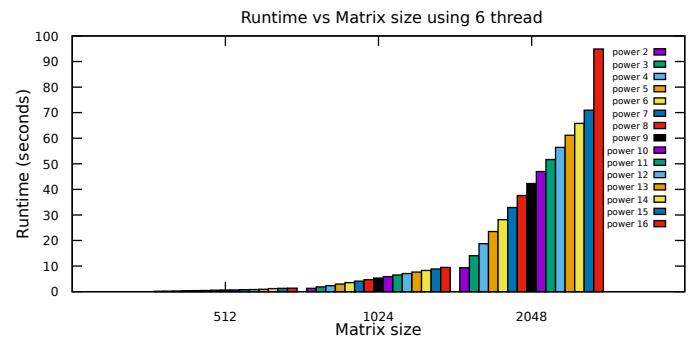
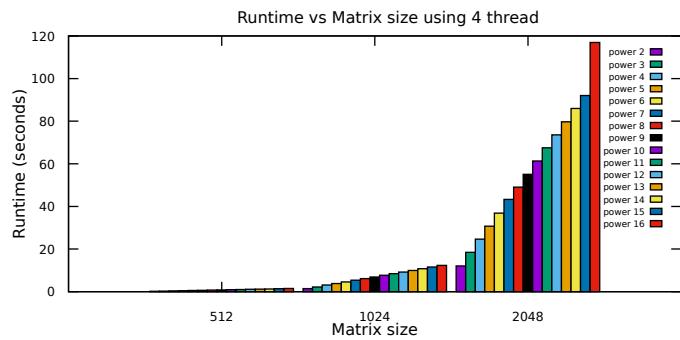
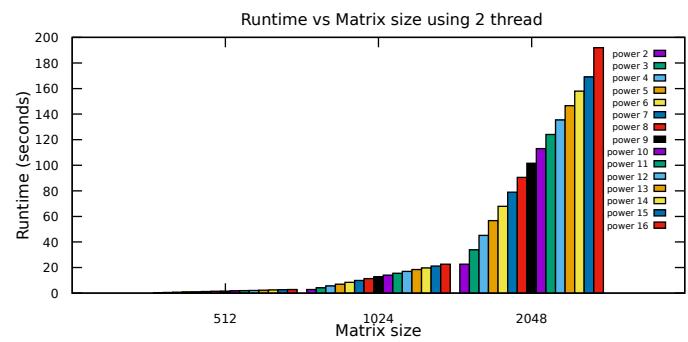
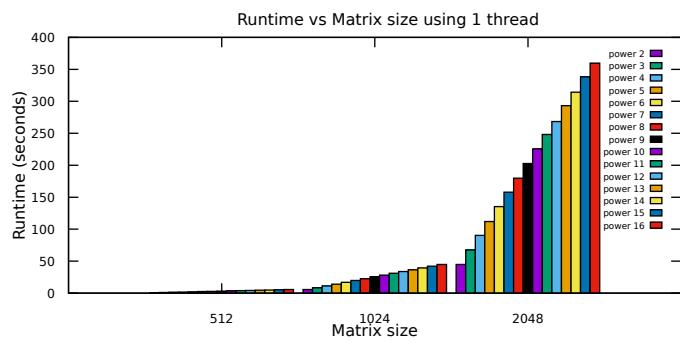
Runtime vs Matrix sizes by fixing number of threads for block size 4



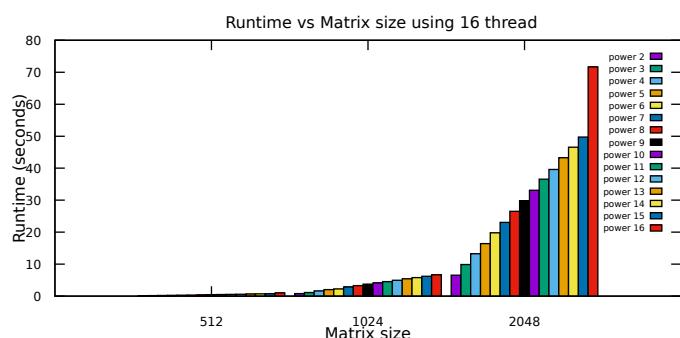
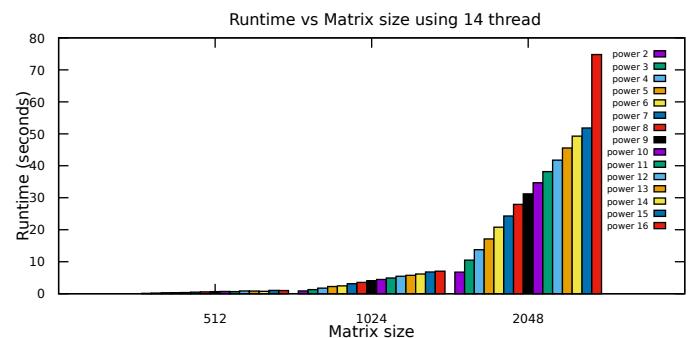
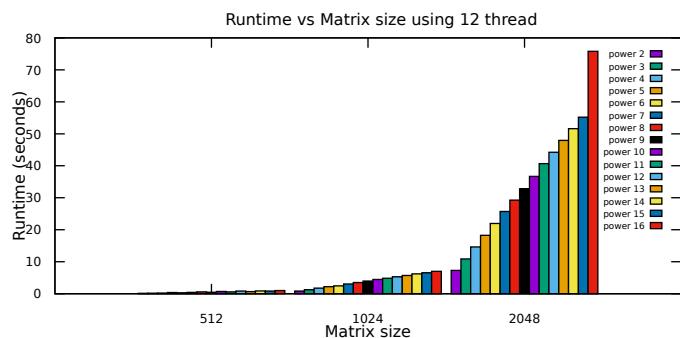
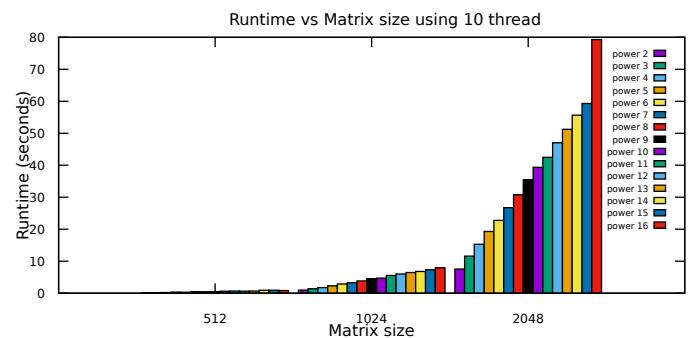
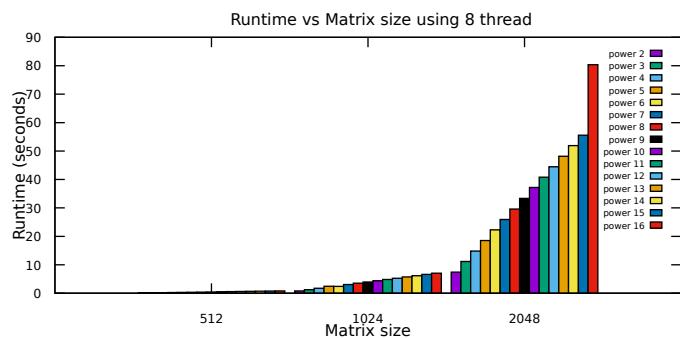
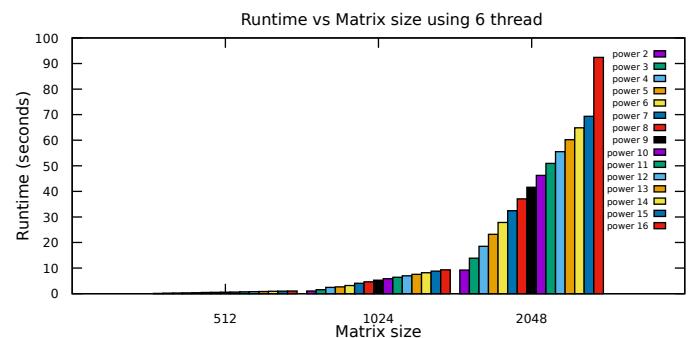
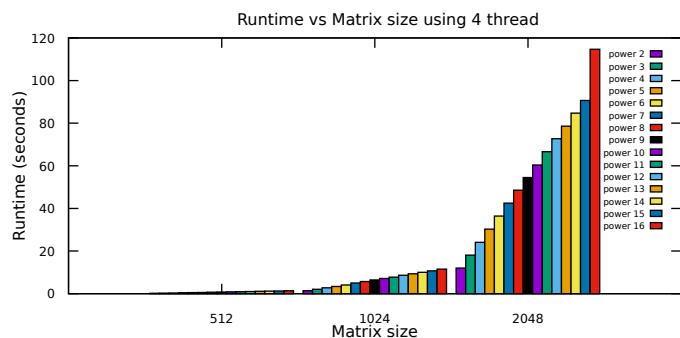
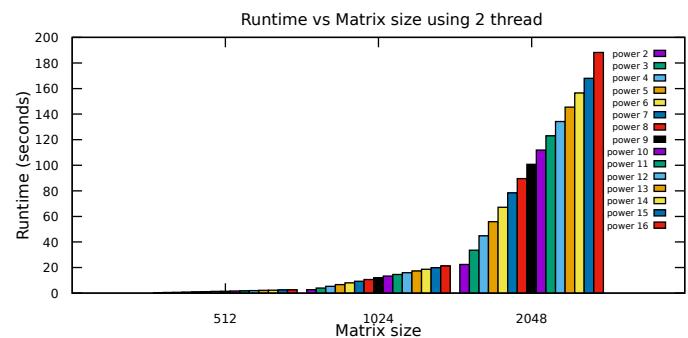
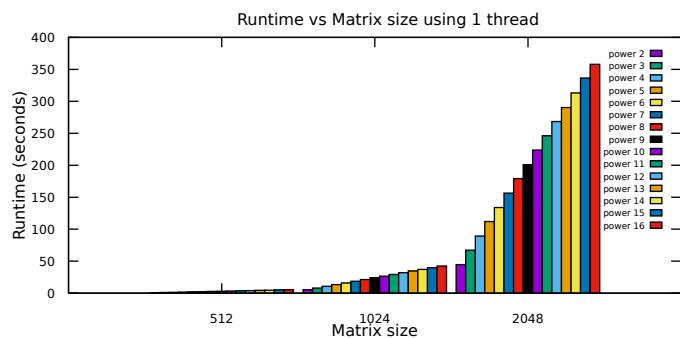
Runtime vs Matrix sizes by fixing number of threads for block size 8



Runtime vs Matrix sizes by fixing number of threads for block size 16



Runtime vs Matrix sizes by fixing number of threads for block size 32



Runtime vs Matrix sizes by fixing number of threads for block size 64

