

The graph illustrates the performance of a tiled matrix multiplication algorithm compared to a naive implementation. The x-axis represents the Matrix Width, ranging from 0 to 2000. The y-axis represents the Speedup Times, ranging from 0 to 8. Two data series are plotted: 'CPU vs. Naive Speedup' (blue line) and 'CPU vs. Tiled Speedup' (red line). The blue line shows a gradual increase in speedup, reaching approximately 2.8 at a matrix width of 2000. The red line shows a much steeper increase, reaching approximately 6.1 at a matrix width of 2000. This indicates that the tiled algorithm is significantly more efficient than the naive algorithm for larger matrix widths.

Matrix Width	CPU vs. Naive Speedup	CPU vs. Tiled Speedup
0	0.0	0.0
250	1.0	1.9
500	1.3	3.6
1000	1.7	4.1
1500	2.2	5.1
2000	2.8	6.1

