>>> Bicubic Interpolation

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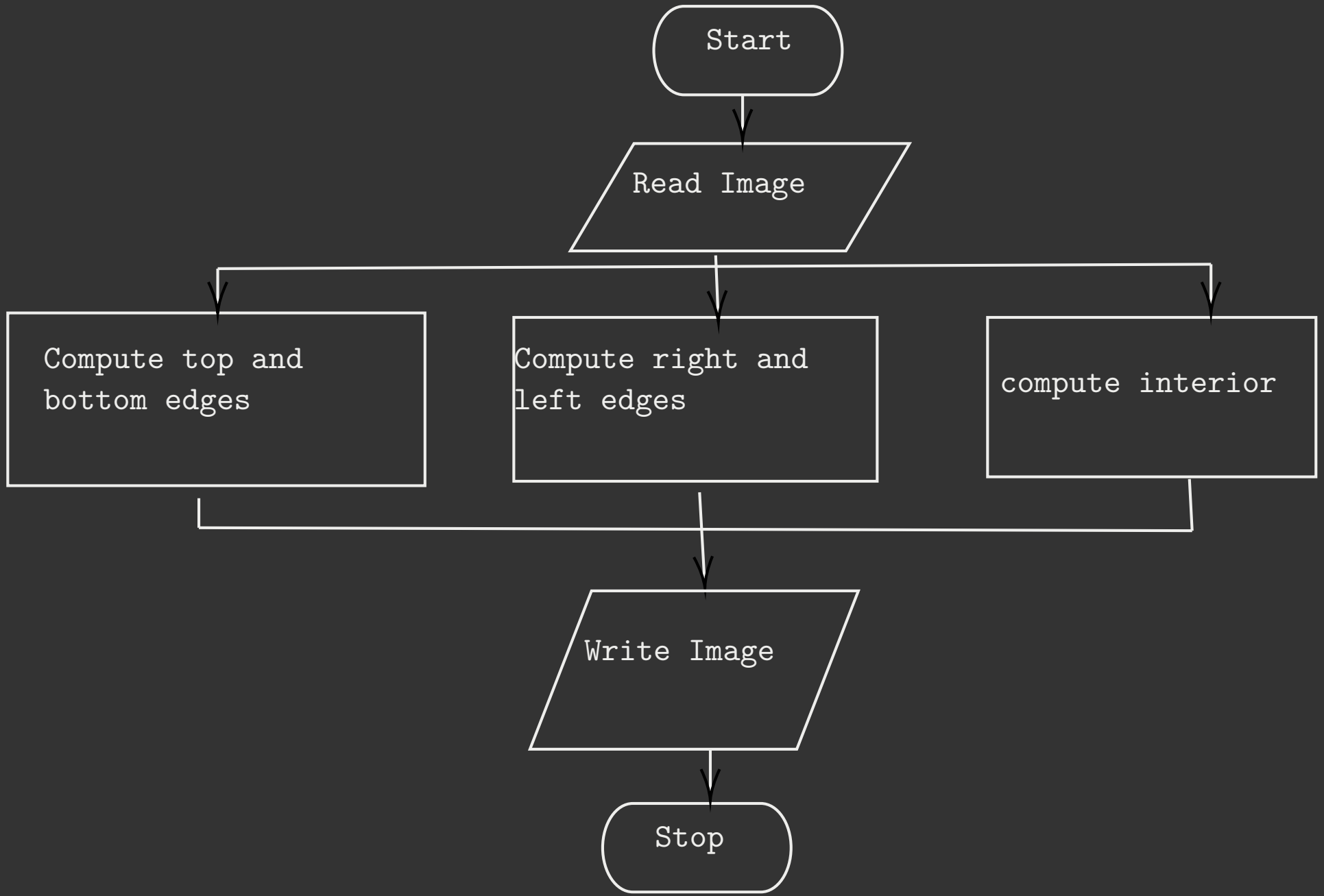
>>> Problem Statement

* Bicubic interpolation is a method used in computer graphics and image processing to estimate values between grid points by considering a 4x4 pixel neighborhood and applying a cubic polynomial for smoother and more accurate results.
* It uses a cubic polynomial for smoother results in tasks like image resizing.
* My favorite emulators use it for upscaling.

>>> Block Diagram



>>> Progress and Plan

* Completed: Sequential and OpenMP implementations
* TODO: CUDA implementation (Soonish?) and optimise other two.

Sequential(CPU)	0.026749s
OpenMP	0.004811s
CUDA	Not done yet

Table: 540p to 1080p on 4600H(12 threads) and GTX 1660Ti

>>> References

[1] Gary Bradski and Adrian Kaehler. *Learning OpenCV: Computer vision with the OpenCV library.* " O'Reilly Media, Inc. ", 2008.

[2] Paul Breeuwsma. *Cubic Interpolation.* Nov. 2016. URL: https://www.paulinternet.nl/?page=bicubic.

[3] Computerphile. *Bicubic Interpolation.* Nov. 2016. URL: https://www.youtube.com/watch?v=poY_nGzEEWM.

[4] OpenMP Consortium. *OpenMP API Specification Version 5.2.* Nov. 2021. URL: https://www.openmp.org/specifications/.