Resolutions	Frames	Serial	Parallel	Speed up
320x200	10	0.443	0.000404	1096.534653
320x200	60	2.3414	0.001957	1196.423097
720x480	10	3.872	0.001817	2130.98514
720x480	60	20.5785	0.009687	2124.341902
1280x720	10	5.7699	0.004252	1356.984948
1280x720	60	33.9224	0.024599	1379.015407
1920x1080	5	6.5842	0.004587	1435.404404
1920x1080	30	38.5004	0.027696	1390.106875
4096x2160	10	50.0744	0.037159	1347.571248
4096x2160	20	109.6454	0.074721	1467.397385
Bonuse point: ch	nanged double to f	loat		
Resolutions	Frames	Serial	Parallel	Speed up
320x200	10	0.443	0.000247	1793.522267
320x200	60	2.3414	0.000908	2578.634361
720x480	10	3.872	0.0000	4704 05400
	10	3.012	0.00082	4/21.95122
720x480	60	20.5785	0.00082	4721.95122 4680.122811
				4680.122811
720x480	60	20.5785	0.004397	4680.122811 2984.94568
720x480 1280x720	60 10	20.5785 5.7699	0.004397 0.001933	4680.122811 2984.94568 3043.732616
720x480 1280x720 1280x720	60 10 60	20.5785 5.7699 33.9224	0.004397 0.001933 0.011145	4680.122811 2984.94568 3043.732616 3127.885986
720x480 1280x720 1280x720 1920x1080	60 10 60 5	20.5785 5.7699 33.9224 6.5842	0.004397 0.001933 0.011145 0.002105	4680.122811 2984.94568 3043.732616 3127.885986 3053.164155
720x480 1280x720 1280x720 1920x1080 1920x1080	60 10 60 5 30	20.5785 5.7699 33.9224 6.5842 38.5004	0.004397 0.001933 0.011145 0.002105 0.01261	4721.95122 4680.122811 2984.94568 3043.732616 3127.885986 3053.164155 2962.631641 3224.580184

Since there is less data to trasfer and store if we use float so the speed up increases it is easier to calculate float with 32 percision than double with 64 percisions