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: changed double to float				
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	0.00082	4721.95122
720x480	60	20.5785	0.004397	4680.122811
1280x720	10	5.7699	0.001933	2984.94568
1280x720	60	33.9224	0.011145	3043.732616
1920x1080	5	6.5842	0.002105	3127.885986
1920x1080	30	38.5004	0.01261	3053.164155
4096x2160	10	50.0744	0.016902	2962.631641
4096x2160	20	109.6454	0.034003	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				