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Figure 1.

The times above represent the averaged runtime over 50 executions. The matrices all multiplied relatively quickly from sizes 10x10 to 1000x1000. At 2000x2000 all programs, except for non-threaded C code, increased execution time exponentially. This could be because I did not implement the algorithms efficiently, or because of limitations in my local machine, or because unthreaded C is very much faster.