

1. vecMax00 80 128 1280000000 . compute_time = 0.361196
vecMax01 80 128 1280000000 compute_time = 0.008035
2. Matmult00 100 time= 0.147182
Matmult00 200 time= 0.171030
Matmult00 300 time= 0.415960

Matmult01 50 time = 0.068141
Matmult01 100 time = 0.163734
Matmult01 150 time = 0.211893

3. For matmult00
For the size of matrices, it doesn't make a difference besides the fact that if the matrix is huge then it will take a long time to compute.
For the block size, changing it will not make a difference to the run time.
For matmult01
For the size of matrices, increasing size will create a order of magnitude exponentially larger.
4. An easy rule of thumb is to make sure that all threads have contiguous memory.