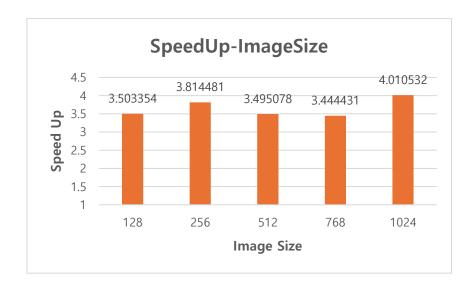
1. Results

128	Your speedup:	3.503354
256	Your speedup:	3.814481
512	Your speedup:	3.495078
768	Your speedup:	3.444431
1024	Your speedup:	4.010532



2. Optimization Strategy

- Merging two functions into one function

The original code separates the convolution computation into a separate function, convolution, which involves repeated calls and dynamic memory allocations. The optimized code merges the convolution logic directly into the filter_optimized function, eliminating function call overhead and dynamic memory operations.

- Block matrix (Tiling)

The optimized code processes the image in tiles (16x16 blocks) to improve cache performance, reducing cache misses.

- Loop-unrolling with pre-calculation

The optimized code unrolls the loops for non-boundary pixels, reducing loop overhead and improving performance.

- Boundary handling

The optimized code handles boundary pixels separately to avoid unnecessary calculations for

non-boundary pixels.

- Removing unnecessary memory allocation/deallocation

The optimized code directly writes the result to the output array without using dynamic memory allocation for each pixel.