## CS-392 HW#4 Problem 2 Nick Parisik

|    |                           | Matrix size  |               |
|----|---------------------------|--------------|---------------|
|    | 2048x2048                 | 4096x4096    | 8192x8192     |
| 1  | 0s, 162863ms              | 1s, 850223ms | 3s, 3434916ms |
| 2  | 0s, 95037ms               | 1s, 353216ms | 1s, 1388915ms |
| 4  | 0s, 5 <mark>1973ms</mark> | 0s, 220163ms | 1s, 944905ms  |
| 8  | 0s, 51011ms               | 0s, 185895ms | 1s, 789916ms  |
| 16 | 0s, 98891ms               | 0s, 392054   | 1s, 1541272ms |
| 32 | 0s, 93478ms               | 0s, 384040   | 2s, 1511620ms |
| 16 | 0s, 98891ms               | 0s, 392054   | 1s, 154127    |

Once again, a block size of 8 was consistently the quickest.