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Blocked version

Write a blocked version of your matrix-matrix multiplication function, matmult blk(), e.g. optimizing for the L1 cache size. Does blocking improve the performance? It is necessary to experiment with the block size for a given set of m, n, and k, in order to and an approximate optimum (this is a drawback of blocking). Can it be faster than the fastest non-blocked version? Do you think you can beat the compiler or a library supplied function?

Bibliography

[1] T. Moeslund, *Image and Video Processing*, Aalborg University, 2 ed., 2010.