**Data**Below is the table containing our findings. All measurements are in seconds, and the data was obtained with a blur radius of 10.

	Image	Dimen			
<b>Processes</b>	1920x1	.080	2560x1600	2880x2560	3840x2160
	1	22.05	37.727	72.766	119.575
	2	15.132	22.117	48.571	82.787
	3	11.386	16.935	25.652	61.476
	4	10.087	14.236	39.178	44.997
	8	8.036	10.115	29.294	25.074
1	L6	6.759	10.359	10.333	15.974
3	32	20.91	33.27	54.467	61.469

Processes	Speedup Image Dim 1920x1080	ensions 2560x1600	2880x2560	3840x2160
	1	1	1	1 1
	2 1.45717684	38 1.70579192	248 1.498136748	33 1.444369285
	3 1.93658879	33 2.22775317	739 2.836659909	96 1.945067994
	4 2.1859819	57 2.65011239	911 1.857317882	25 2.6573993822
	8 2.7439024	39 3.7298072	217 2.483989895	55 4.7688841031
	16 3.26231691	08 3.64195385	565 7.042098132	22 7.4856016026
	32 1 05451936	87 1 13396453	326 1 335964896	32 1 9452894955

	Efficiency			
	Image Dime	nsions		
<b>Processes</b>	1920x1080	2560x1600	2880x2560	3840x2160
	1	1 :	L 1	1
	2 0.728588421	9 0.8528959624	1 0.7490683741	0.7221846425
	3 0.645529597	8 0.7425843913	3 0.9455533032	0.648355998
	4 0.546495489	2 0.6625280978	3 0.4643294706	0.6643498455
	8 0.342987804	9 0.4662259022	L 0.3104987369	0.5961105129
	16 0.203894806	9 0.227622116	6 0.4401311333	3 0.4678501002
	32 0.032953730	3 0.0354363916	0.041748903	3 0.0607902967

## **Discussion**

From the data it can be seen that performance improves as the number of processes increases, although, the speedup effect becomes more diminished as each new processor gets added. Efficiency decreases as the number of processors increases for an image. (This means the program is not strongly scalable).

The data obtained with 32 processors is an outlier in every data set. At the time of testing, the server cluster was returning massively slowed down results for any processor count above 17.

The data points for 16 processors and the 2880x2560 and 3840x2160 resolutions were unusually high.

The program is not weakly scaleable because the efficiency doesn't hold constant when the problem size increases at the same rate as the number of processes. (For example the efficiency between a 1920x1080 image and 2 processors to 2560x1600 and 4 processors.)