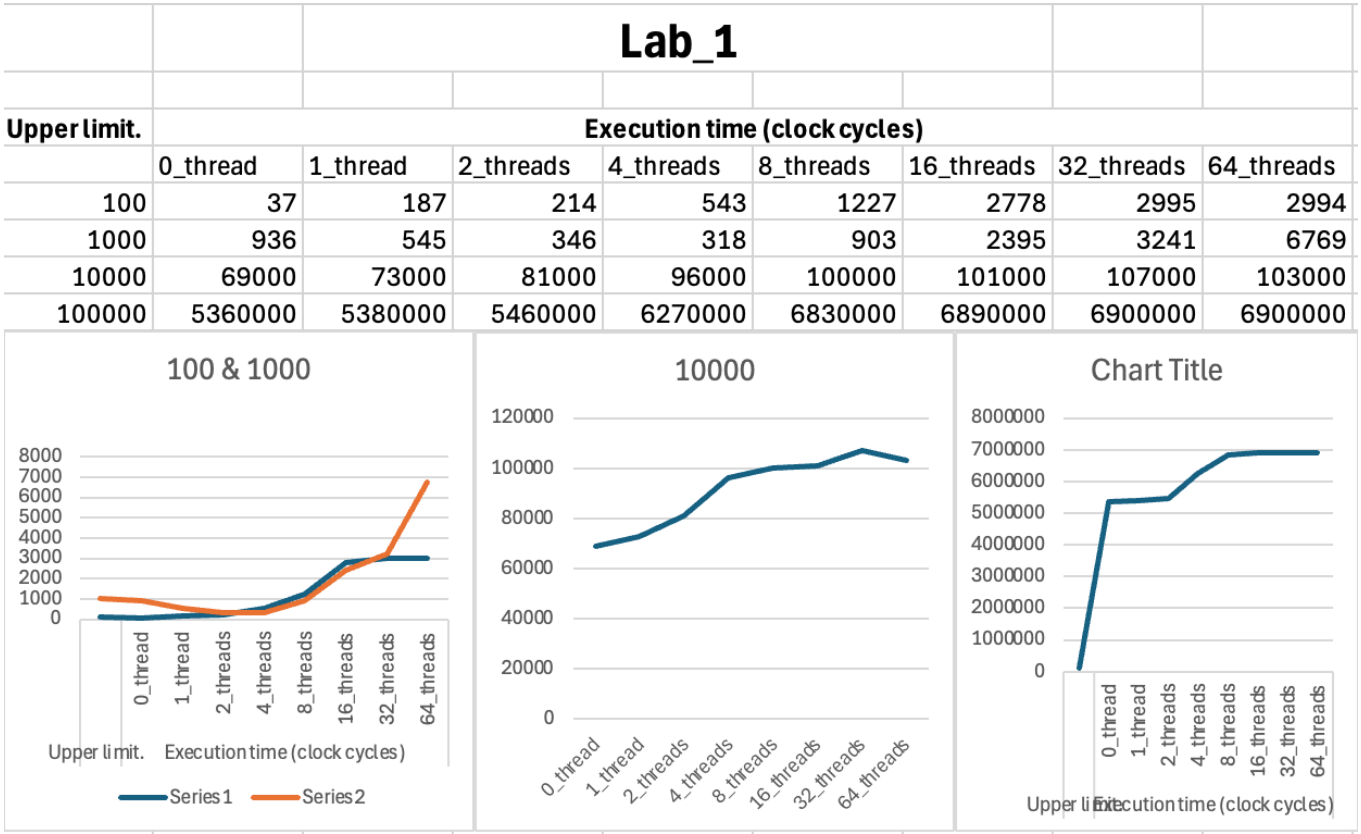


Measuring the performance of computer systems using benchmarks



The chart is not correct I know, anyway, more thread we have less clock cycles we get, the same principle for building a house, if 100 constructors working together, the house will get ready faster than if just 10 constructors working on it, but in threads context, if we execute the program with a lot of threads (more that how much the CPU has) the execution time will increase because a lot of thread will wait for other threads to finish execute then they can start.