Measuring the performance of computer systems using benchmarks

	Lab_1								
Upper limit.	Execution time (clock cycles)								
••	0_thread	1_thread	2_threads	4_threads	8_threads	16_thre	ads	32_threads	64_threads
100	37	187	214	543	1227	2	2778	2995	2994
1000	936	545	346	318	903	2	2395	3241	6769
10000	69000	73000	81000	96000	100000	101	000	107000	103000
100000	5360000	5380000	5460000	6270000	6830000	6890	000	6900000	6900000
8000 7000 6000 5000 4000 3000 2000 1000 0	1_thread 2_threads 4_threads	8_threads 32_threads 34_threads	120000 — 100000 — 80000 — 60000 —	10000		700 600 500 400 300 200	00000 00000 00000 00000 00000 00000	Chart Tit	le

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.