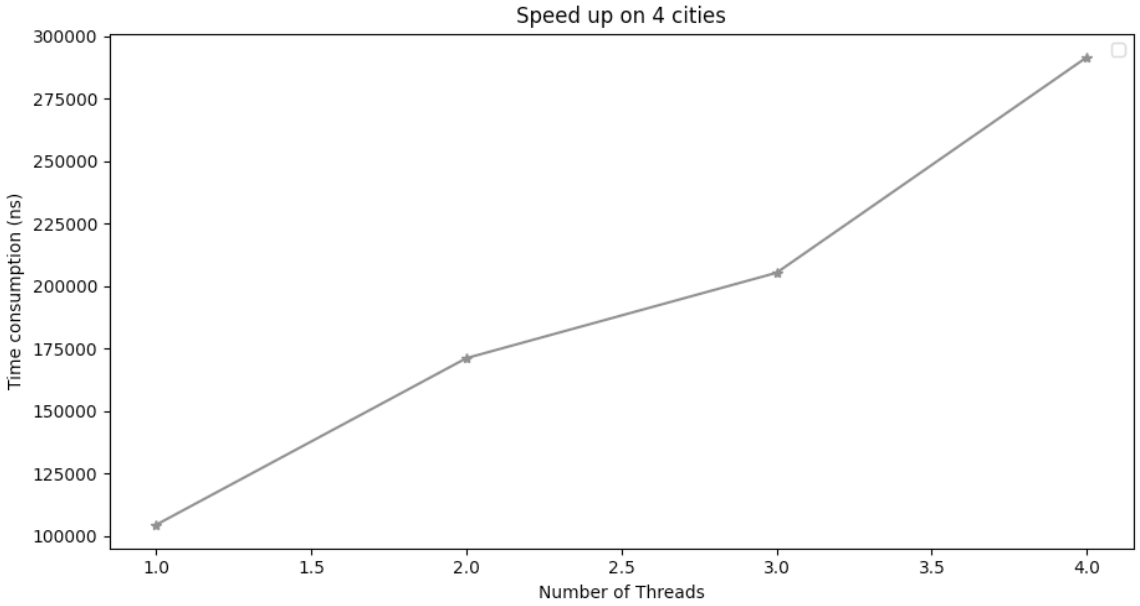
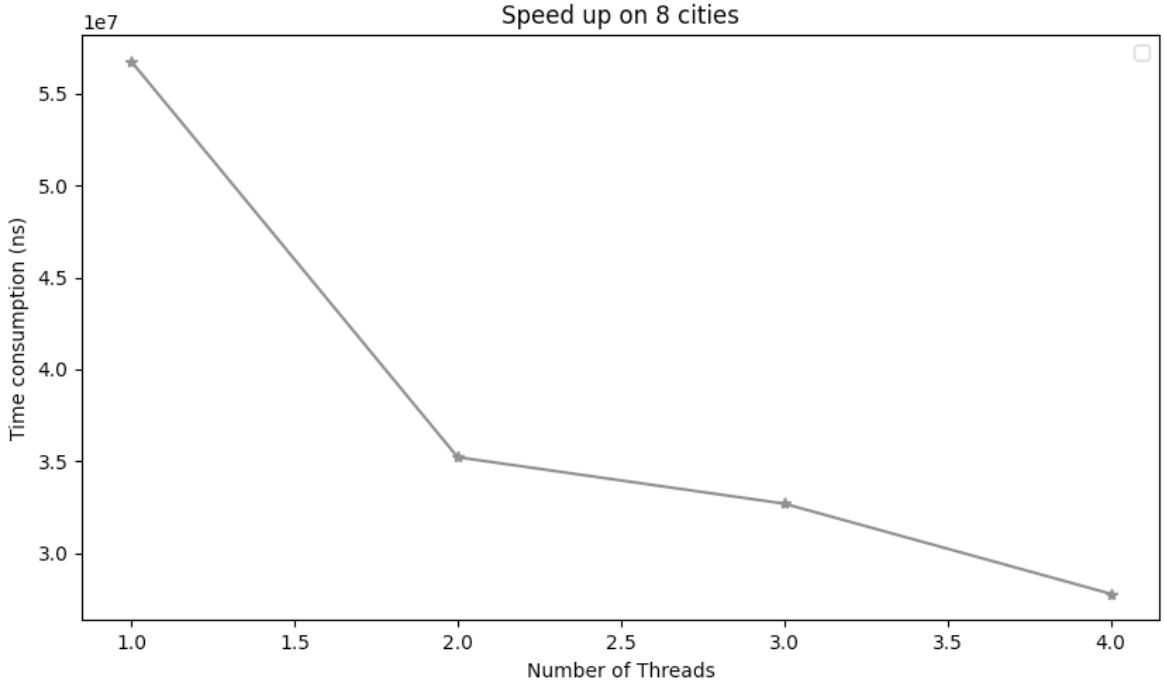
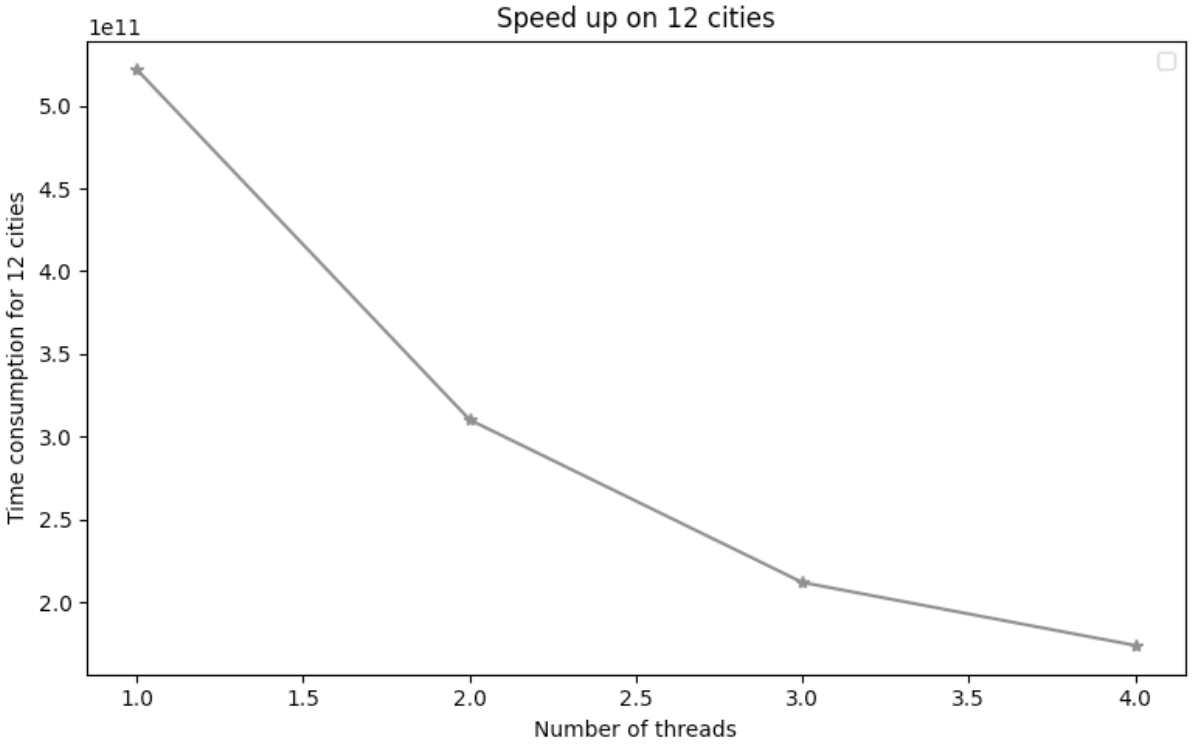
- Experiment 1:
  - A graph that shows speedup over single-thread version for a problem of size 4 cities:



  - another graph of problem of size 8 cities,

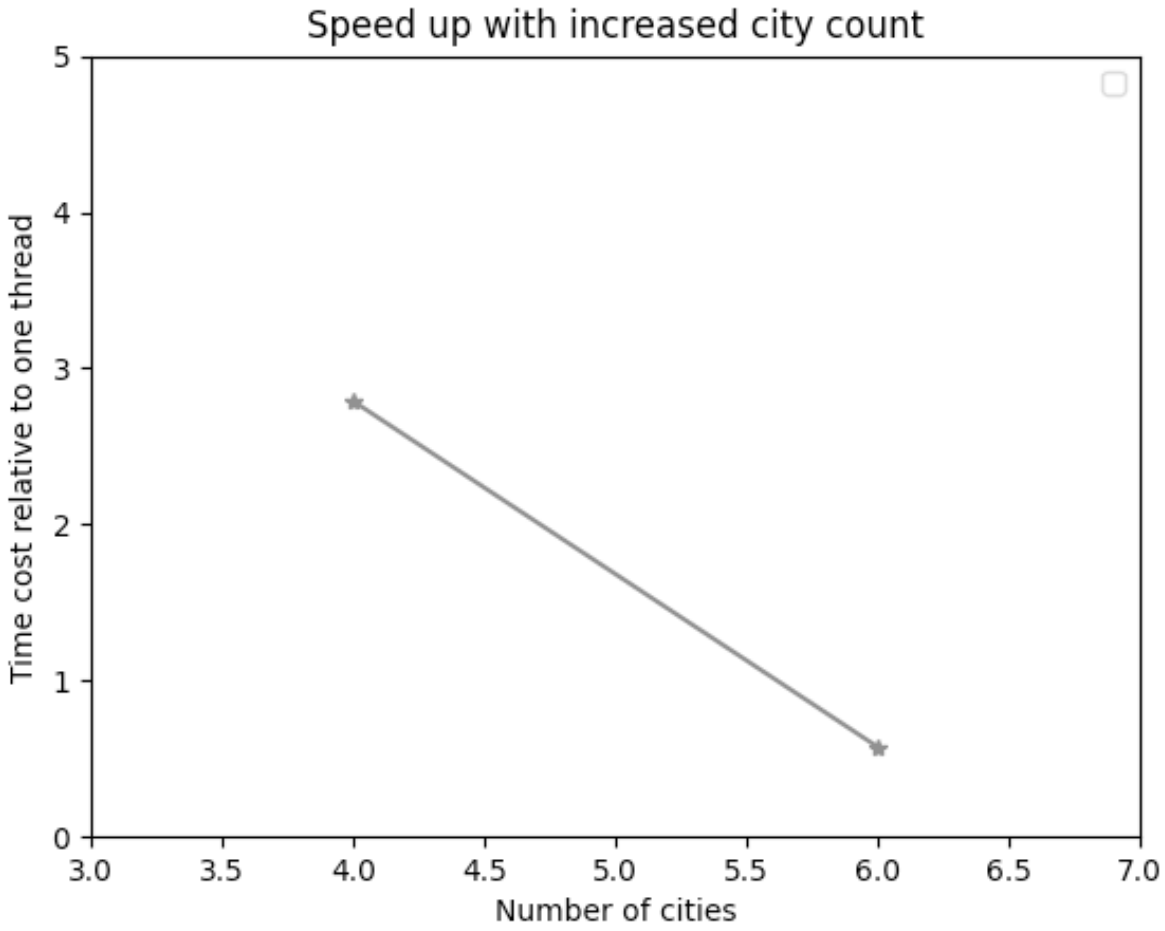


  - and a third graph for 12 cities.



- Experiment 2: Fix the number of threads to four. The y-axis is the speedup relative to one thread. The x-axis is the number of cities. In an increment of 2, starting with 4, show the speedup for 4, 6, 8, 10, ... x. Where x is the smallest number of cities where four threads show a seepdup > 2. If x turns out to be 6 or 8, for example, then stop at that number.

  In my case, x is 6.


Speed up with increased city count
Time cost relative to one thread
Number of cities
0
1
2
3
4
5
3.0
3.5
4.0
4.5
5.0
5.5
6.0
6.5
7.0