THREADS	REAL	USER	SYS
1	23.132	0.01	0.01
2	12.066	0.01	0.01
3	8.049	0.01	0.01
4	6.030	0.01	0.01
5	5.033	0.01	0.01
6	4.024	0.01	0.01
7	4.021	0.01	0.01
8	3.025	0.01	0.01
9	3.022	0.01	0.01
10	3.024	0.01	0.01

The time spent in user mode is user time the time spent in kernel is in system time and real time is how long the program takes to execute. So these times depend on the machine we use and how fast its processor is and also the directory and file size. When we increase thread number the real time decreases since it divides the work and it executes faster. It has diminishing returns after a certain point since it is unnecessary to divide a directory to a number that is too much. For example if we are going to read 10 different files 5 threads would decrease the time more from 2 threads then if we compared the time between 8 threads and 9 threads. We can see the most amount of time change in the difference between 1 thread and 2 threads the time halves since we are dividing the work in 2.