```
50000
                         Serial
All OpenMP
1 Level GPU
3 Level GPU
6 Level GPU
All GPU
                45000
                40000
                35000
                30000
Compute Tim25(0003)
                20000
                15000
                10000
                  5000
                    0 0
                                 256
                                           512
                                                     768
                                                              1024
                                                                        1280
                                                                                  1536
                                                                                            1792
                                                                                                      2048
                                                   Number of Bodies (n)
```