

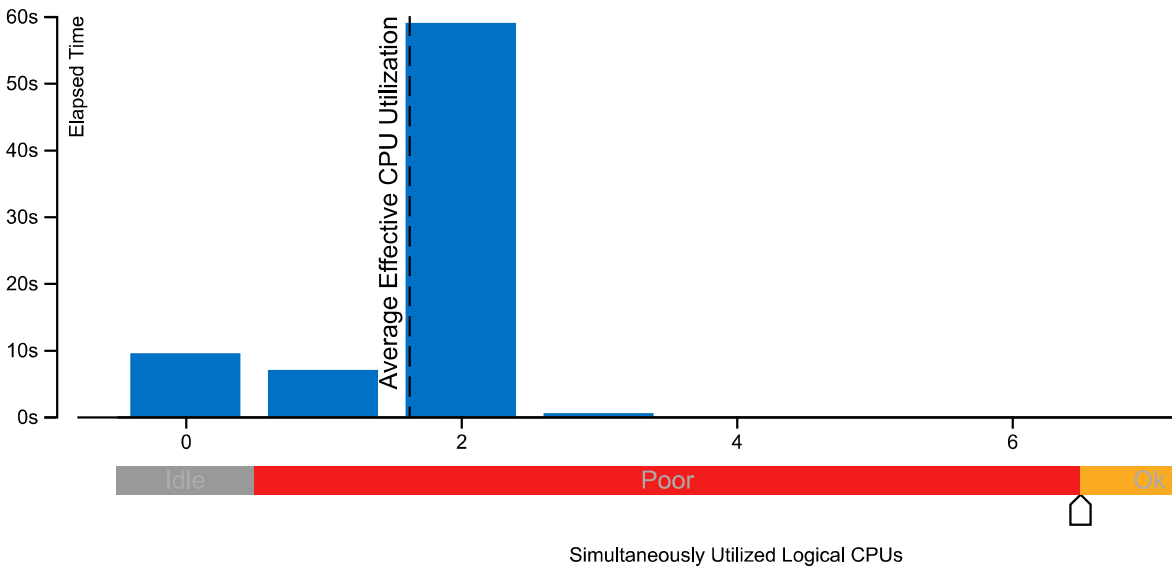
⌵ **Elapsed Time ⓘ: 75.307s**

Paused Time ⓘ: 0s

⌵ **Effective CPU Utilization ⓘ: 20.4% (1.629 out of 8 logical CPUs) 🚩**

⌵ **Effective CPU Utilization Histogram**

This histogram displays a percentage of the wall time the specific number of CPUs were running simultaneously. Spin and Overhead time adds to the Idle CPU utilization value.



⌵ **Total Thread Count: 542**

Thread Oversubscription ⓘ: 0s (0.0% of CPU Time)

⌵ **Wait Time with poor CPU Utilization ⓘ: 70.598s (100.0% of Wait Time)**

⌵ **Top Waiting Objects**

This section lists the objects that spent the most time waiting in your application. Objects can wait on specific calls, such as sleep() or I/O, or on contended synchronizations. A significant amount of Wait time associated with a synchronization object reflects high contention for that object and, thus, reduced parallelism.

Sync Object	Wait Time with poor CPU Utilization ⓘ	(% from Object Wait Time) ⓘ	Wait Count ⓘ
Thread 0x266f6232	63.810s	100.0%	351
Unknown 0x68072e7f	6.409s	100.0%	35
Stream ../dataset/10M.serialized 0x637ab6a8	0.351s	100.0%	529
Multiple Objects	0.022s	100.0%	2
Stream 0x5d61be22	0.006s	100.0%	30

*\*N/A is applied to non-summable metrics.*

➤ **Spin and Overhead Time ⓘ: 2.297s (1.8% of CPU Time)**

⌵ **Collection and Platform Info**