

Normalized Execution Time

-▲- imagick_convert_shear
 -▽- phoenix_string_match
 -▼- aget
 -◇- parsec_bodytrack
 -◆- parsec_dedup
 -◆- parsec_ferret

-○- parsec_fluidanimate
 -◇- parsec_freqmine-openmp
 -+- parsec_vips
 -×- parsec_x264
 -*- splash2x_barnes
 -□- splash2x_cholesky

0

0.5

1

1.5

2

2.5

3

3.5

4

8

16

24

Number of Cores

