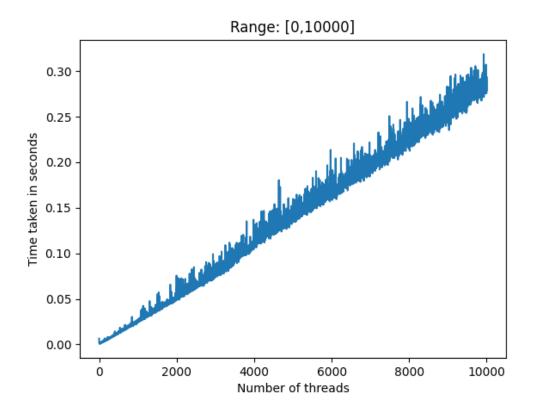
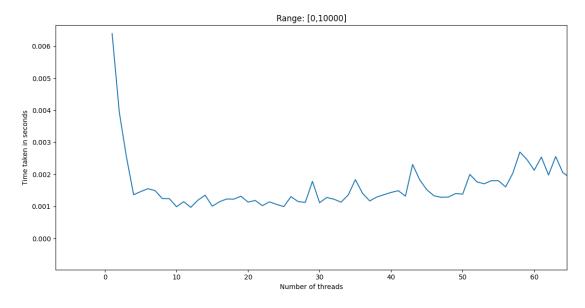
This is the full plot illustrating how the number of threads affects runtime for the range[0,1000].



The range of number of threats for which the perfect numbers were found the quickest is around 10 - 30 threads:



After this point, the increase in the number of threads seems to only negatively affect the speed of the search.