Benchmark.h

Benchmark (int durationCycles, int coolDownTimer);

float performBenchmark(int numOfThreads);

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float runWith(int numOfThreads, int numOfCycles);

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int durationCycles = 1, coolDownTimer = 1500;
int upperLimitSum = 50000, upperLimitMul = 10000;

QueueHandle_t *queue; int queueSize, maxNumOfThreads = 16;