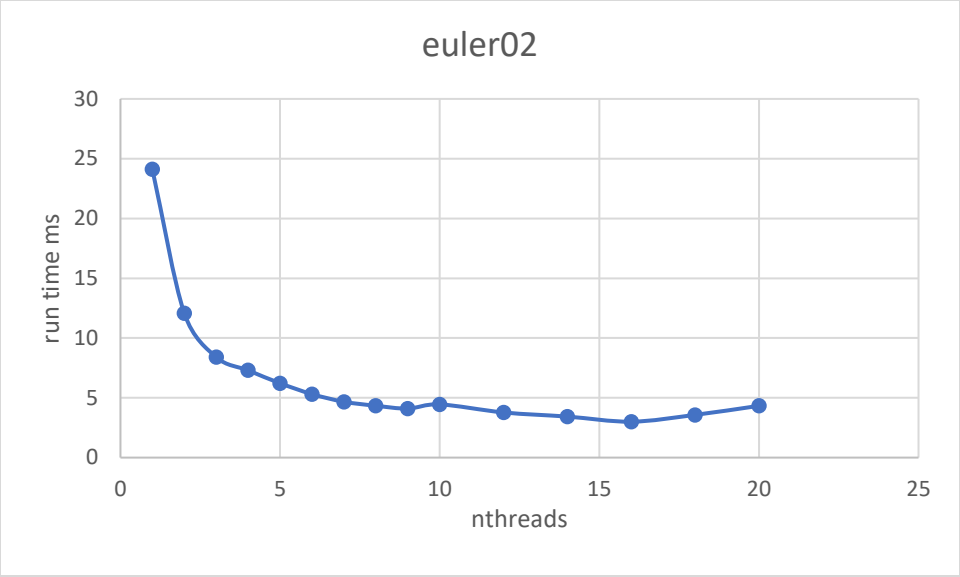

N	time (ms)
1	24.101
2	12.065
3	8.403
4	7.296
5	6.218
6	5.308
7	4.669
8	4.336
9	4.102
10	4.448
12	3.776
14	3.429
16	3.004
18	3.572
20	4.328

Adding the first couple of threads to my solution helped a lot. Going from 1 to 2 threads halved the execution time. Going from 1 to 3 threads cut the exe time into 3. After N=4 the time is no longer cut into quarters and adding additional threads stops benefiting the execution. The best timing I could get was with 12 threads the total time was 3ms compared to 24ms using 1 thread, which is not too bad. I could probably improve my code by utilizing the cache better. I used separate variables to keep track of how many times each number appeared (num0 -num6), which might not have been the most efficient way of doing it, but openMP would not let me use the reduction clause on an array.