## Weak Scaling for RANDOMLIN Graph (1000000nodes, deg32) Speedup vs. Number of Threads 3.0 -◆ → Bitset Opt ◆ Bitset NoOpt Worksteal Opt ◆ → Worksteal NoOpt 2.0 -1.5 -1.0 -0.5 -

10

15

20

25

0.0 -