## Weak Scaling for RANDOMLIN Graph (1000000nodes, deg64) Speedup vs. Number of Threads 3.0 -◆ → Bitset Opt ◆ Bitset NoOpt → Worksteal Opt ◆ → Worksteal NoOpt 2.0 -1.5-1.0 -0.5 -0.0 -10 15 20 25