Sum2D: AVG execution time - #threads, #items = 1,000,000 sequential skeleton 3.5 14 pthreads 3.0 12 12 0 8 6 4 AVG execution time (second)  $T_s/T_p$ 2.5 AVG speedup = 2.0 1.5 1.0 2 0.5 0.0