GaussianBlur2D: AVG execution time - #threads, #items = 2,500 sequential 2.00 0.030 skeleton pthreads 1.75 0.025 1.50 AVG speedup = T_s/T_p 1.25 0.020 1.00 0.015 0.75 0.50 0.010 0.25 0.005

8

16

32

64

0.00