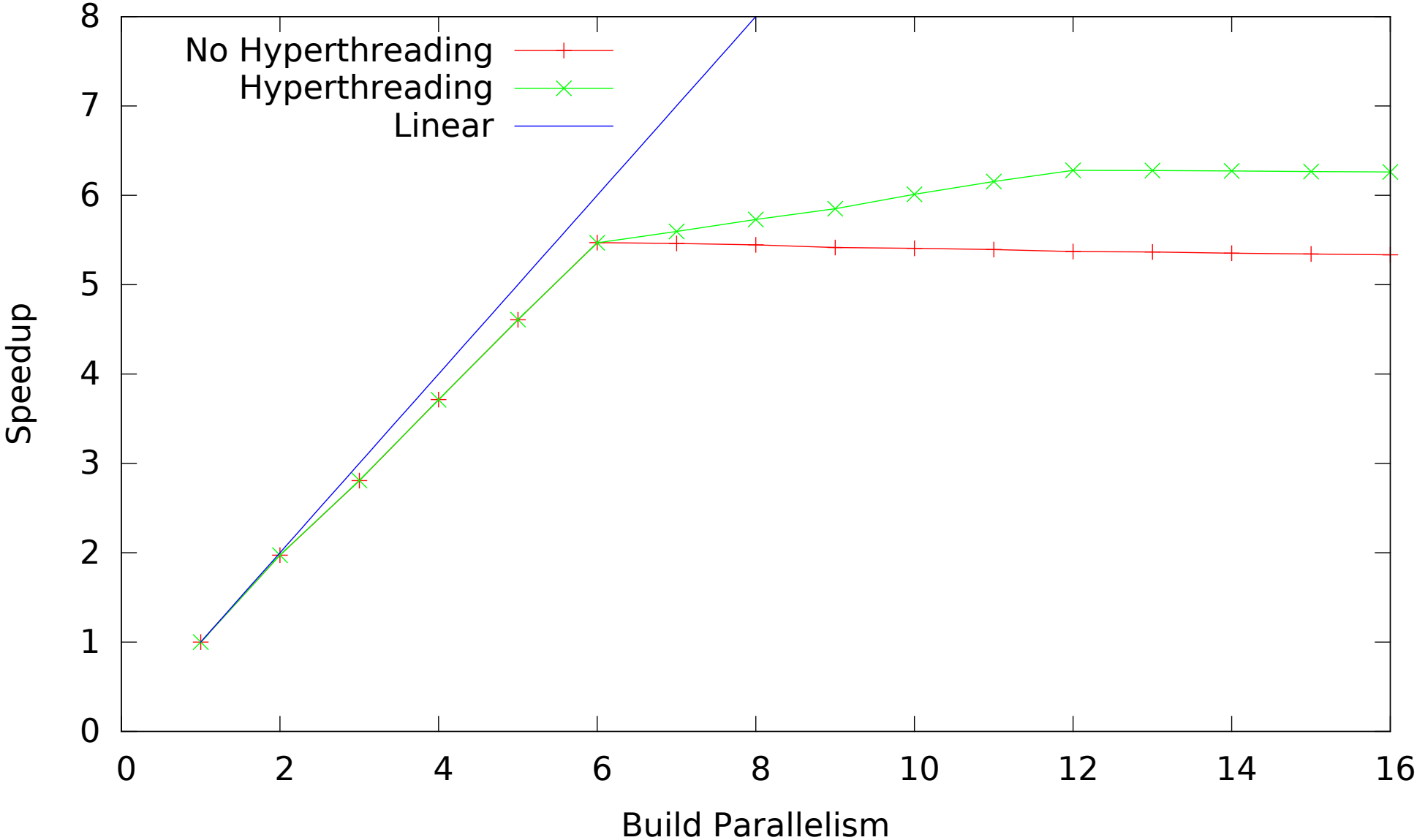
No Hyperthreading
Hyperthreading
Linear
Speedup
Build Parallelism
0
1
2
3
4
5
6
7
8
0
2
4
6
8
10
12
14
16