



RANK = 0

GLOBAL_SIZE = 16

LOCAL_SIZE = 4

GHOST_SIZE = 4

BOUNDARY_SIZE = 4

NUMBER_OF_RECEIVERS = 2

NUMBER_OF_SENDERS = 2

RECEIVERS_RANK = {1, 2}

SENDERS_RANK = {1, 2}

RECEIVERS_INDEX_OFFSET = {0, 2, 4}

SENDERS_INDEX_OFFSET = {0, 2, 4}

BOUNDARY_INDEX = {1, 3, 2, 3}