

neighbor\_list::t\_comm  
\_interface

- + local\_rank
- + neighbor\_rank
- + local\_section
- + neighbor\_section
- + min\_distance
- + i\_edges
- + i\_nodes
- + send\_requests
- + recv\_requests
- + p\_local\_edges
- + p\_neighbor\_edges
- + p\_local\_nodes
- + p\_neighbor\_nodes
- + l\_buffer\_allocated

- + create\_buffer()
- + destroy\_buffer()
- + to\_string()
- + eq()
- + operator()