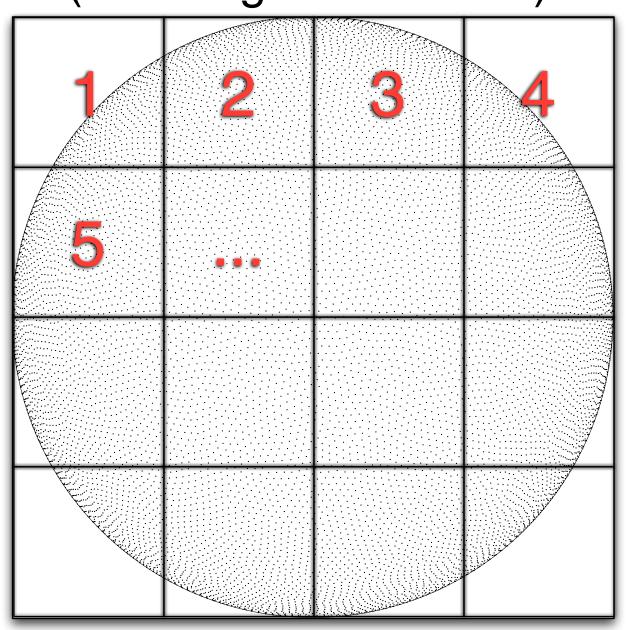
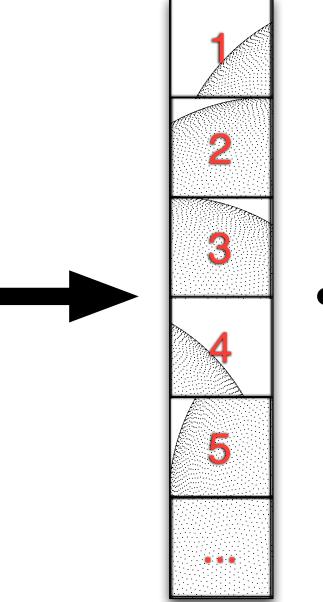
- 1) Overlay coarse grid
- 2) Compute hash ID (coarse grid cell index)



3) Approximately sort nodes by hash ID (replace original node indices)



- 4) Generate stencils:
 - a) Compute stencil center hash ID
 - b) Jump to hash ID block in the approximately sorted node list
 - c) If necessary, expand search to neighboring blocks to complete n-nearest neighbors query