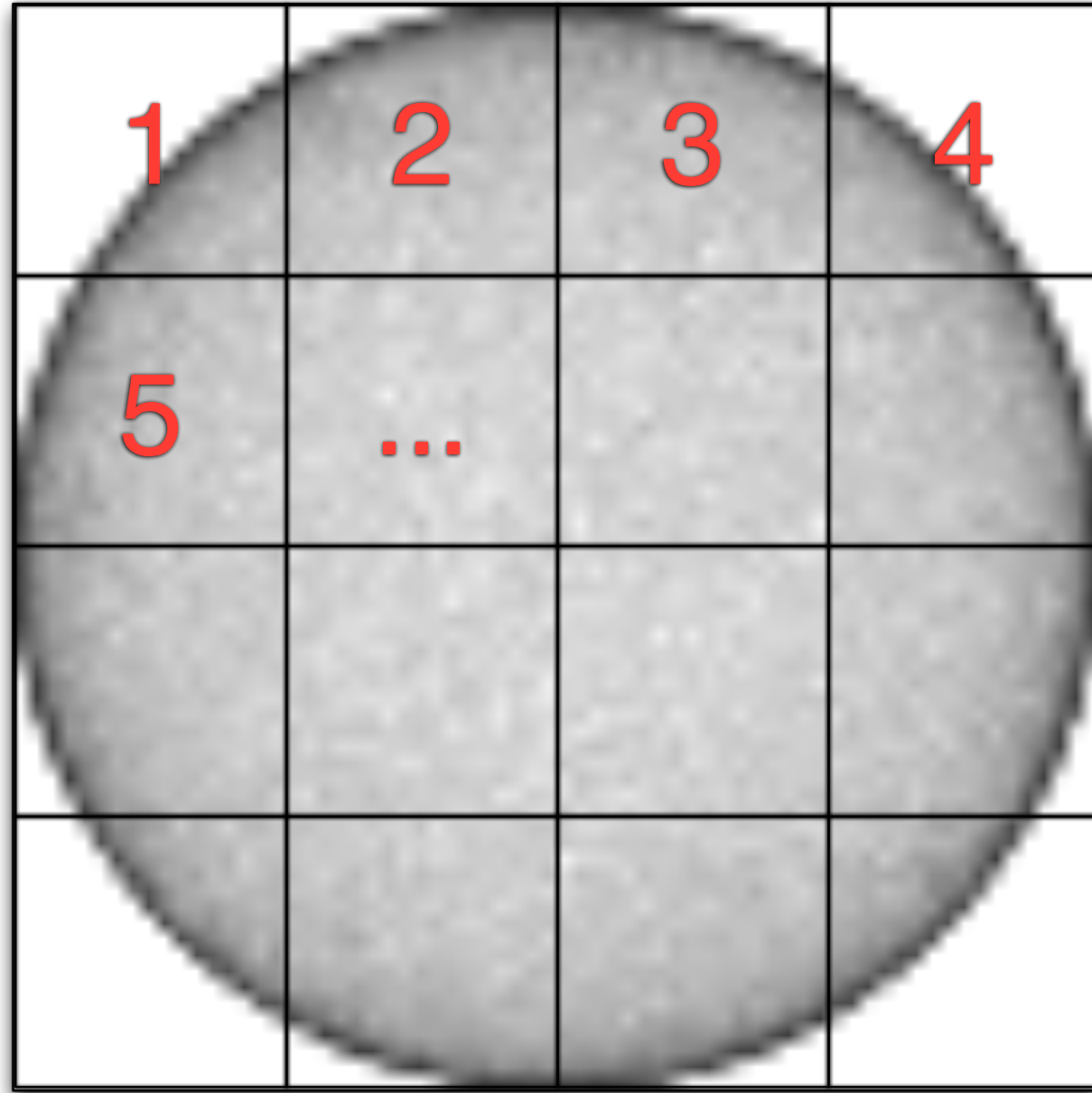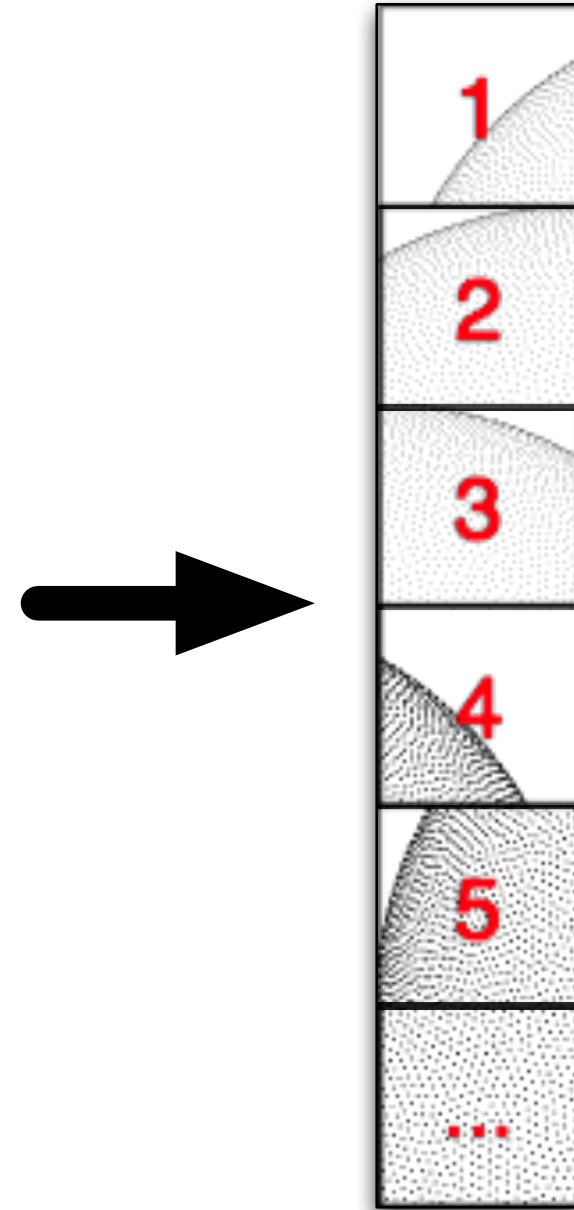1) Overlay coarse grid
2) Compute hash ID
   (coarse grid cell index)

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