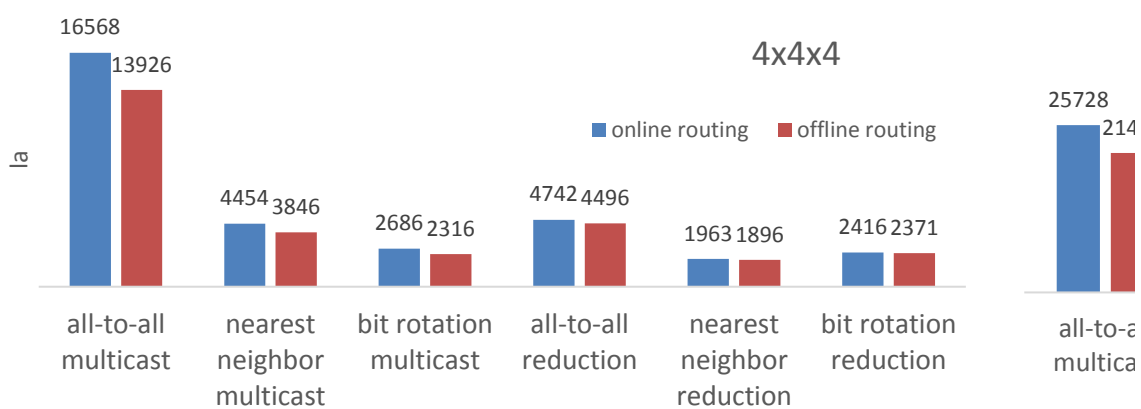


	all-to-all multicast	nearest neighbor multicast	
online routing	16568		4454
offline routing	13926		3846

	all-to-all multicast	nearest neighbor multicast	
online routing	25728		4510
offline routing	21450		3741

bit rotation multicast	all-to-all reduction	nearest neighbor reduction	
	2686	4742	1963
	2316	4496	1896

bit rotation multicast	all-to-all reduction	nearest neighbor reduction	
	6691	36591	2087
	5790	35018	1960



bit rotation reduction
2416 4x4x4
2371

bit rotation reduction
4801 8x8x8
4631

