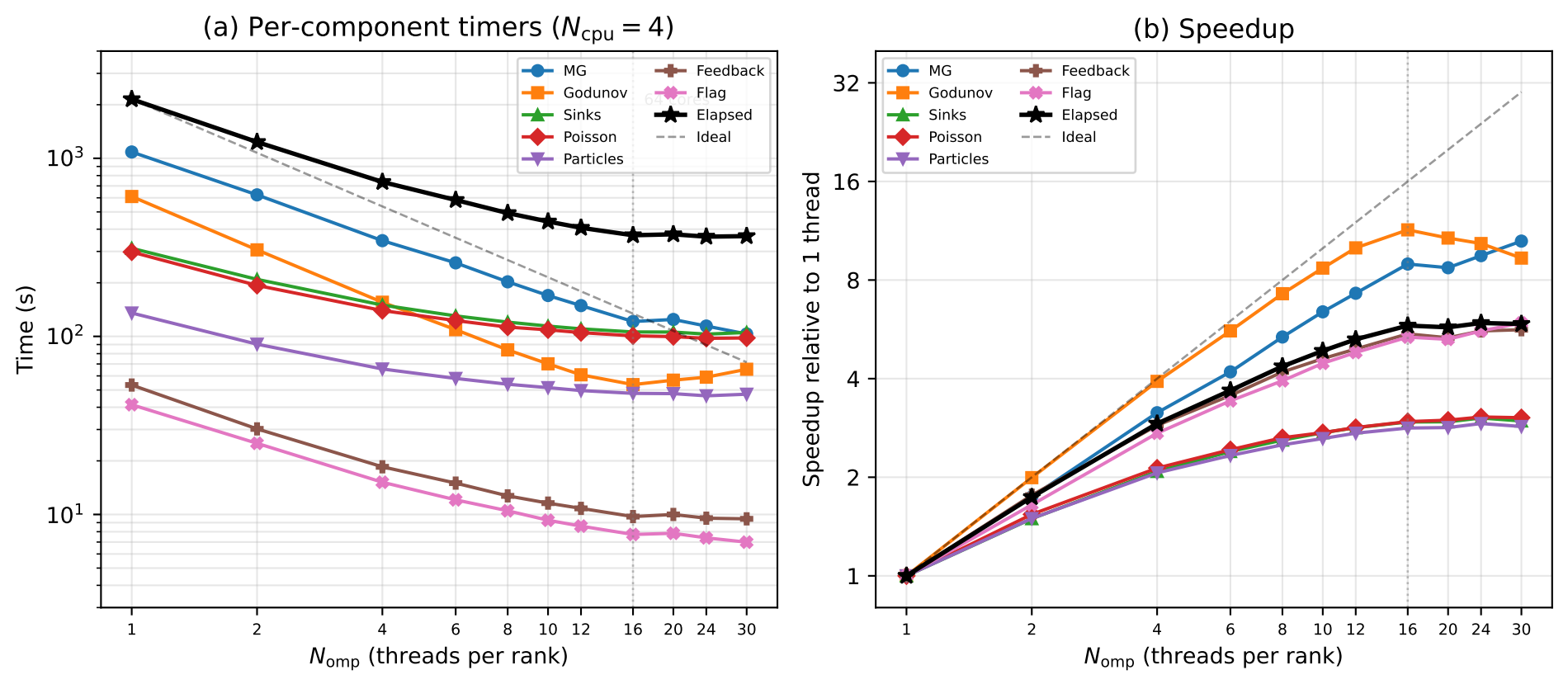
(a) Per-component timers ($N_{cpu} = 4$)
Time (s)
10^3
10^2
10^1
MG
Godunov
Sinks
Poisson
Particles
Feedback
Flag
Elapsed
Ideal
1
2
4
6
8
10
12
16
20
24
30
N_{omp} (threads per rank)
(b) Speedup
Speedup relative to 1 thread
32
16
8
4
2
1
MG
Godunov
Sinks
Poisson
Particles
Feedback
Flag
Elapsed
Ideal
1
2
4
6
8
10
12
16
20
24
30
N_{omp} (threads per rank)