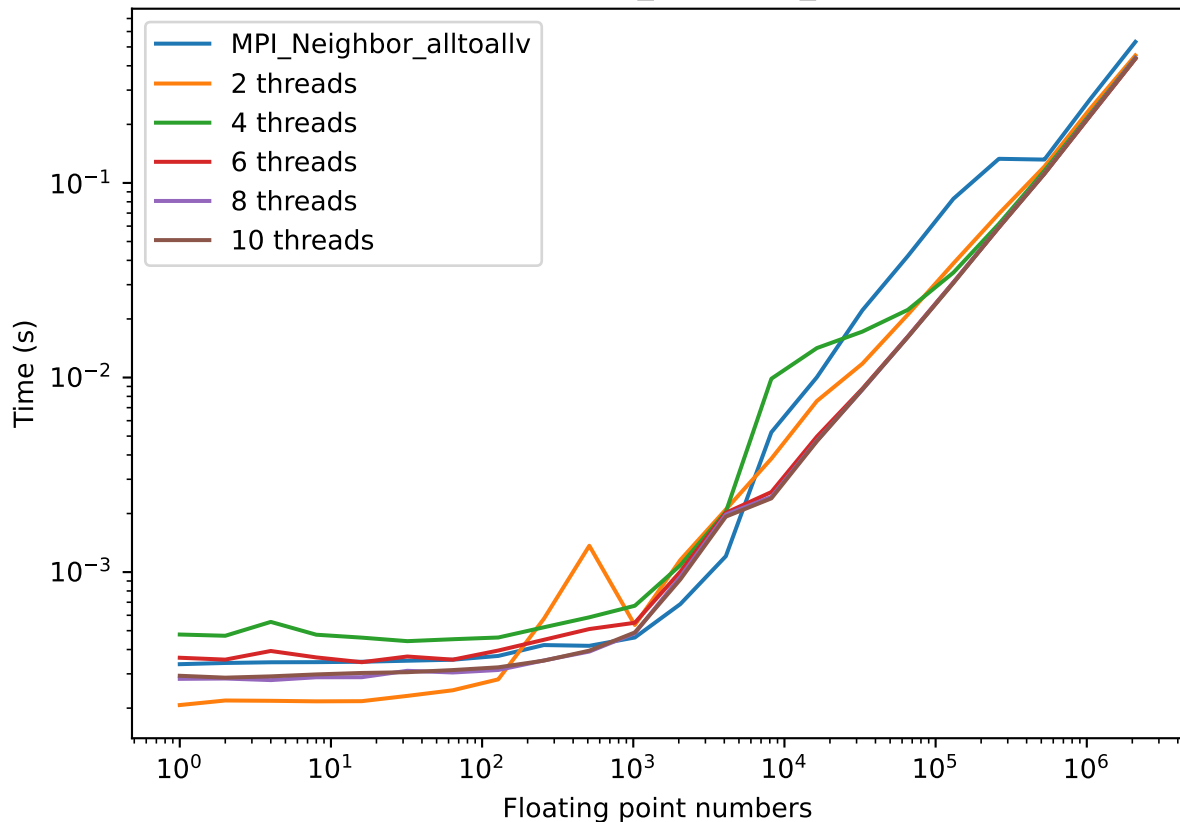
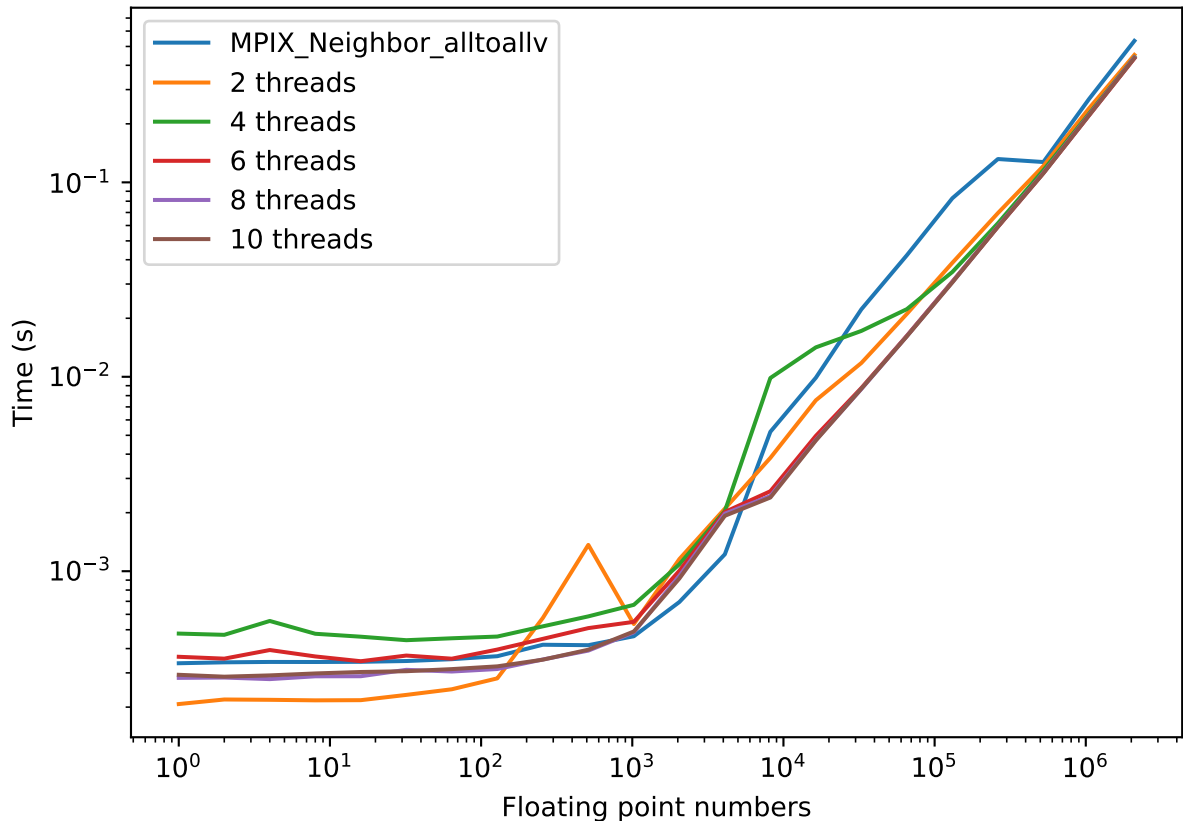


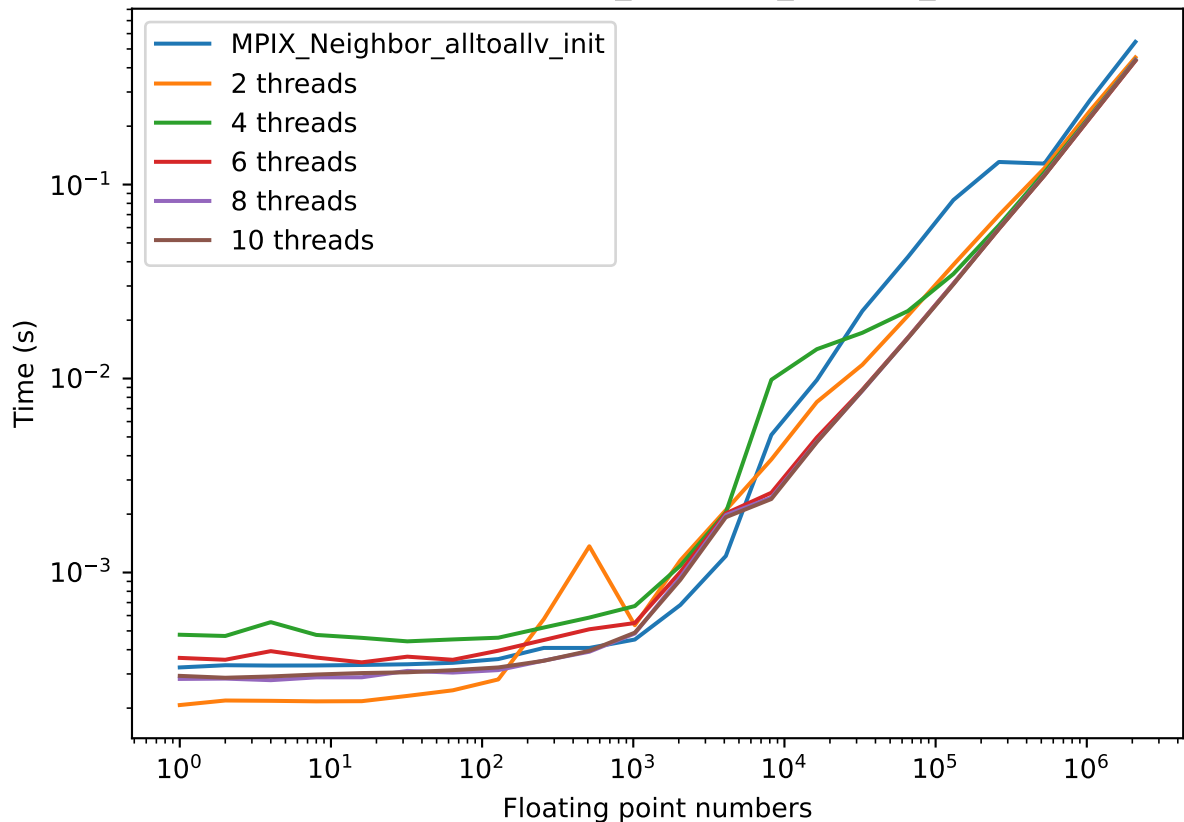
Threaded vs MPI_Neighbor_alltoallv



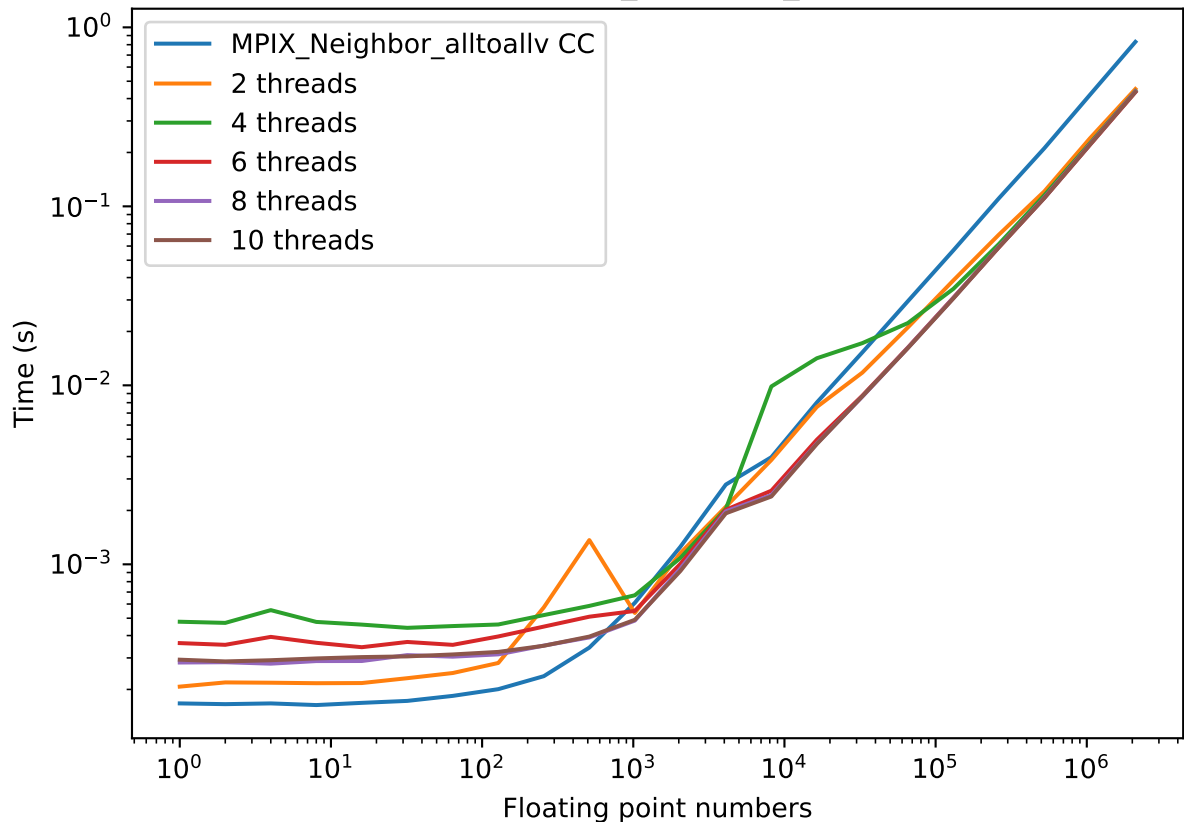
Threaded vs MPIX_Neighbor_alltoallv



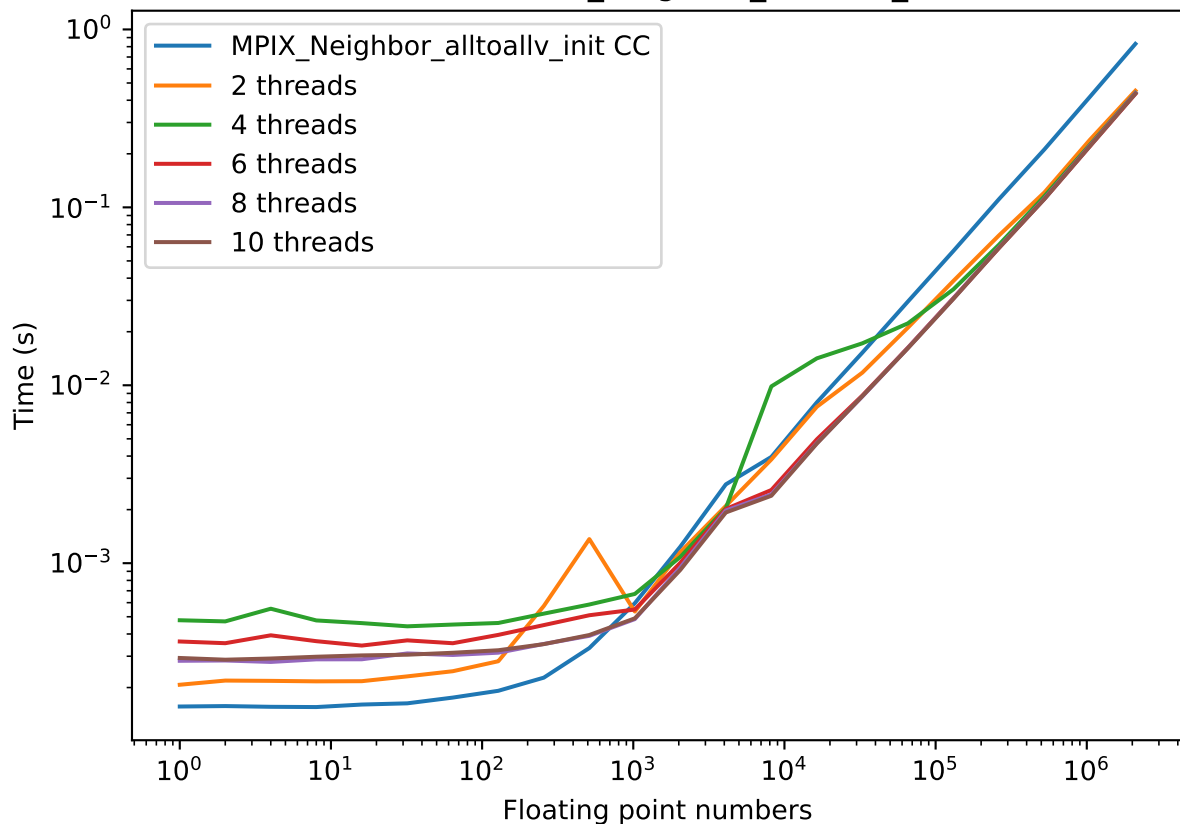
Threaded vs MPIX_Neighbor_alltoallv_init



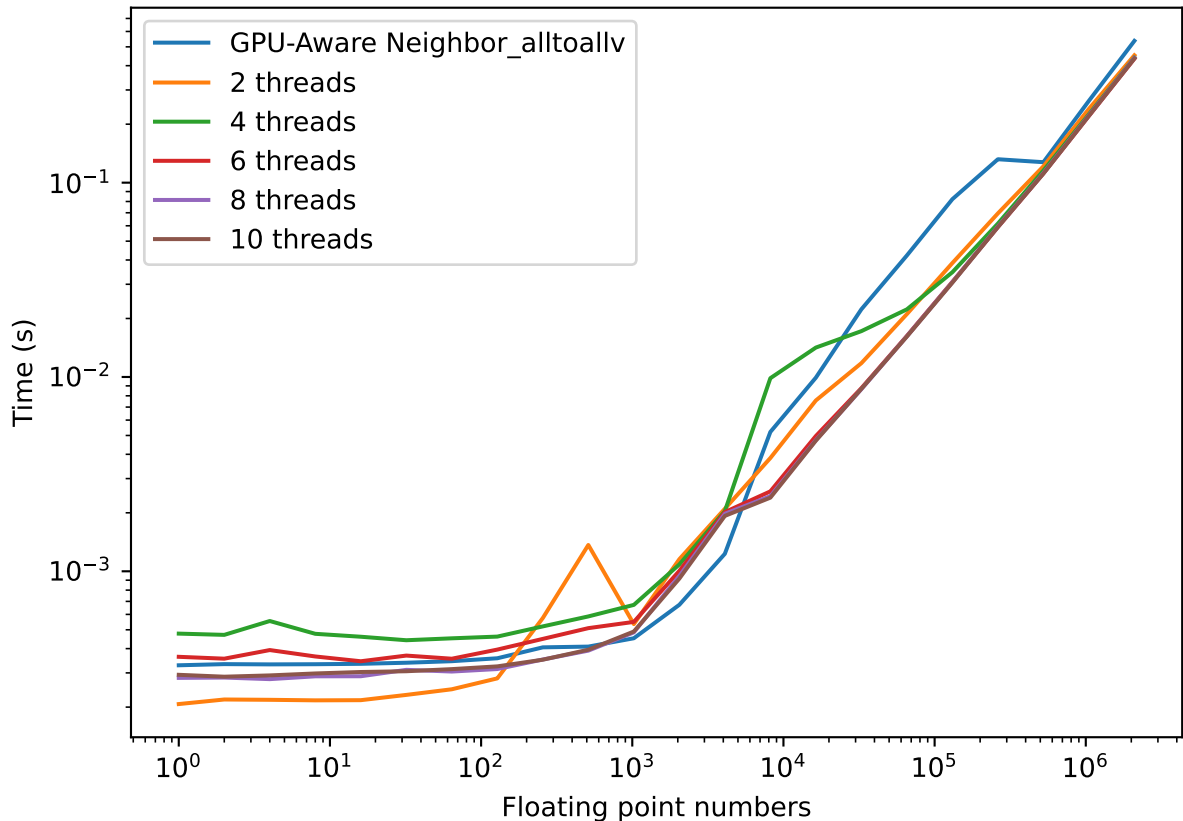
Threaded vs MPIX_Neighbor_alltoallv CC



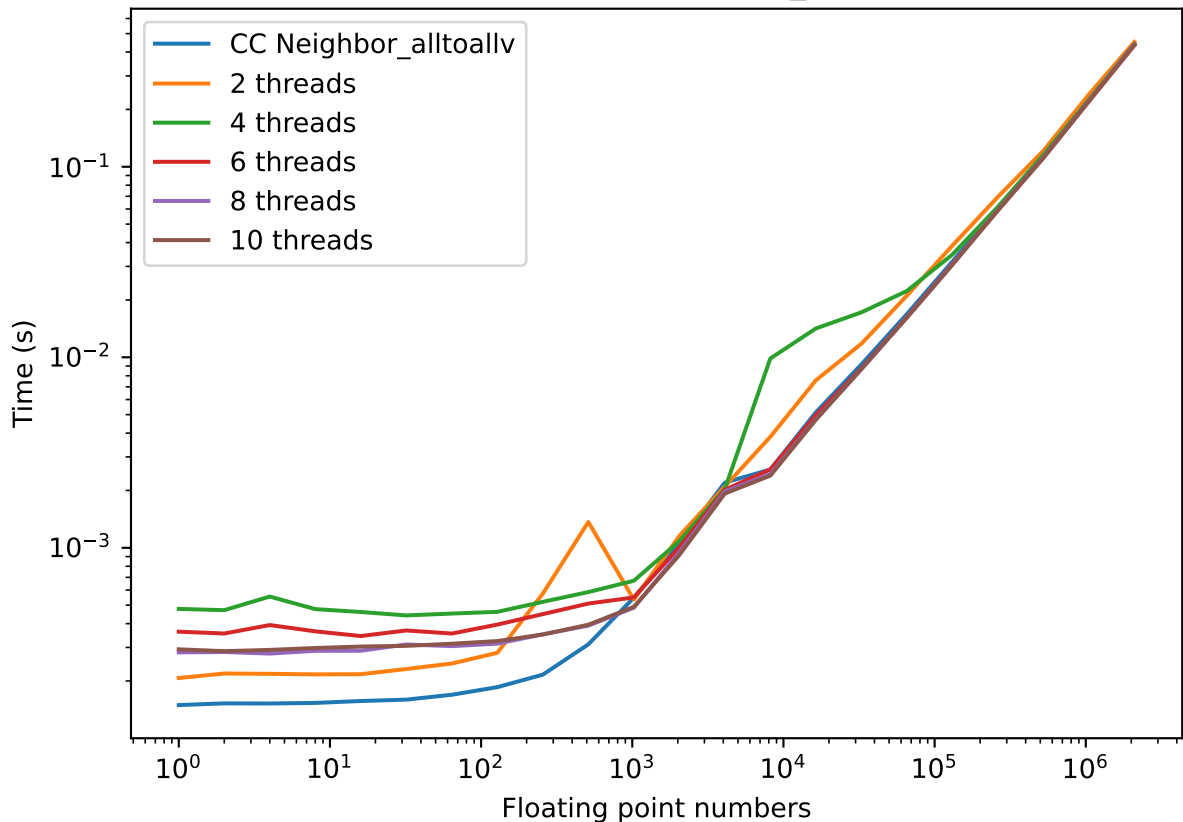
Threaded vs MPIX_Neighbor_alltoallv_init CC



Threaded vs GPU-Aware Neighbor_alltoallv



Threaded vs CC Neighbor_alltoallv



10 threads vs

