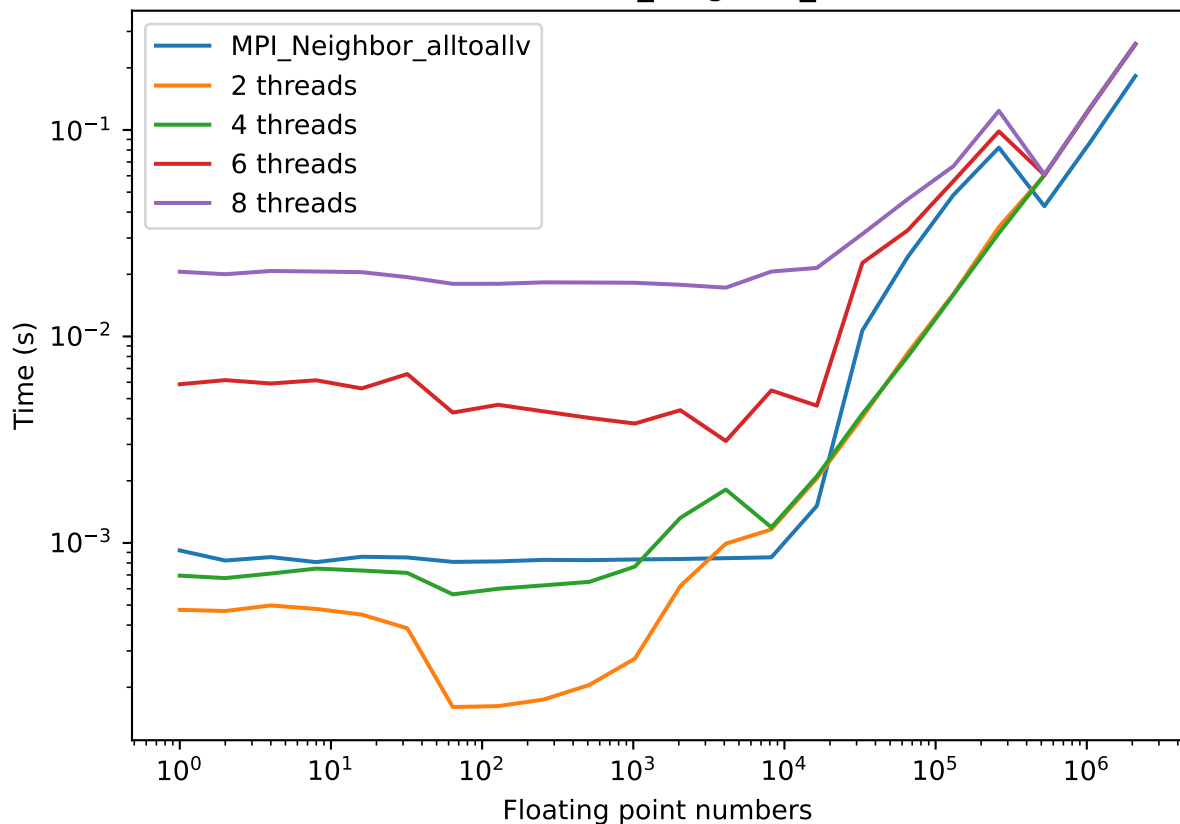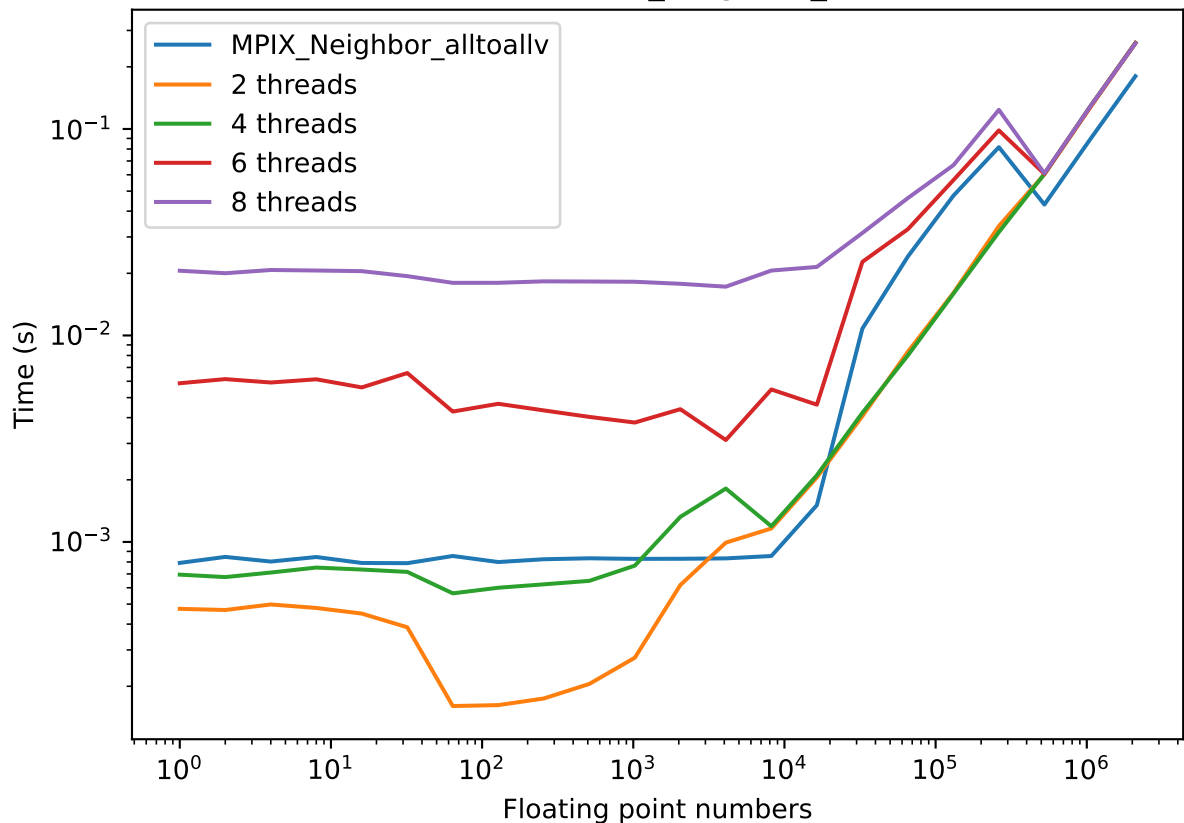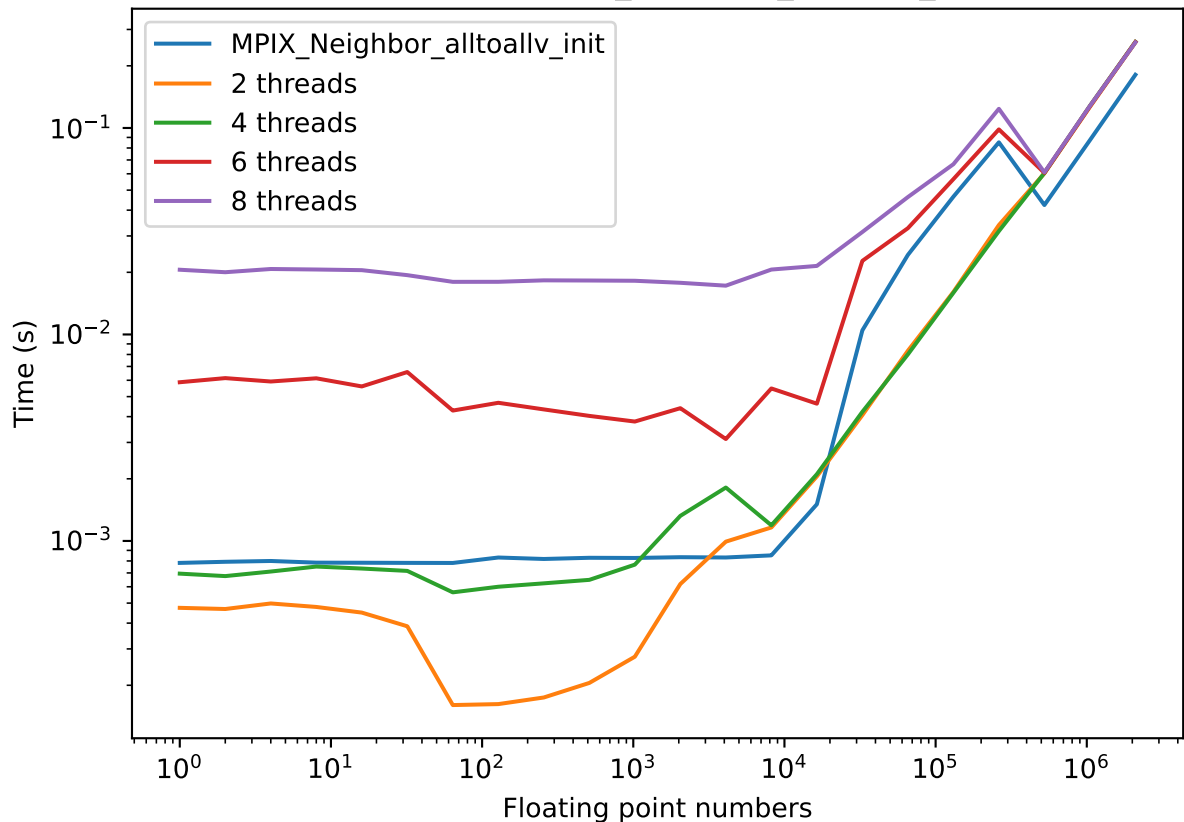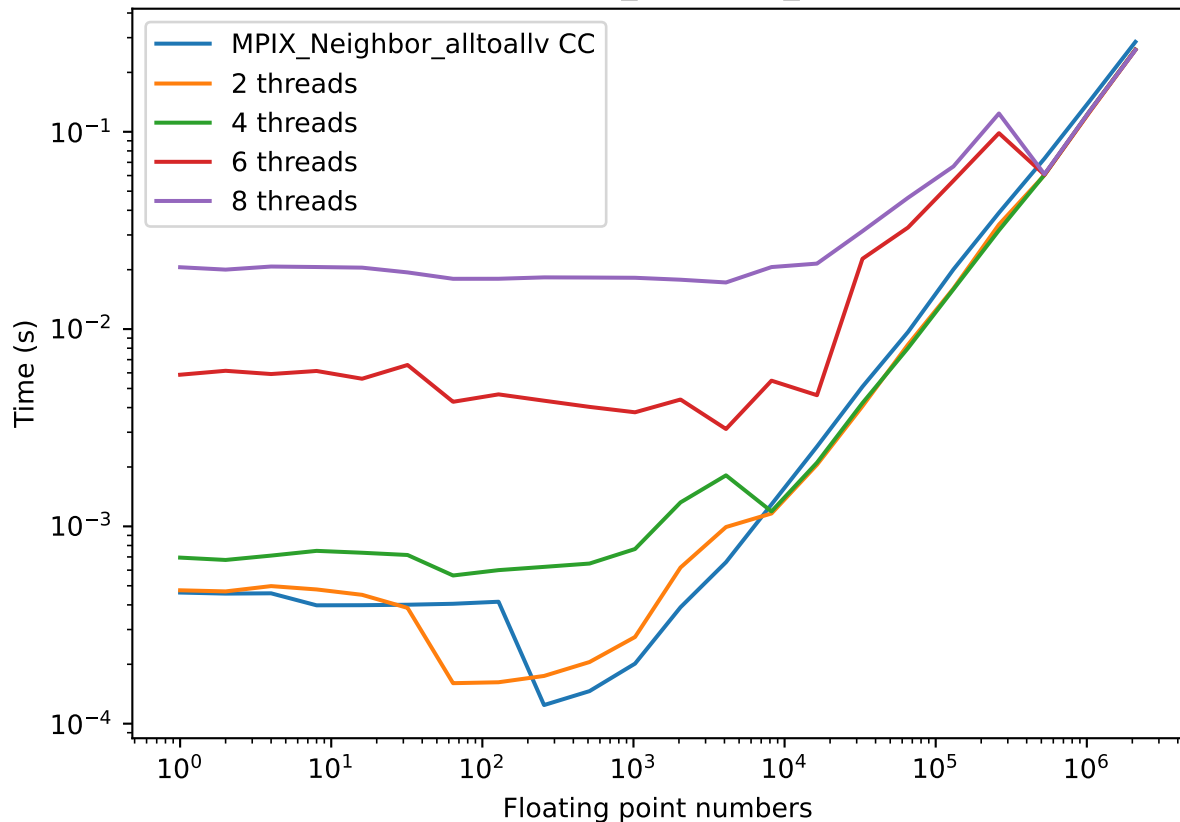Threaded vs MPI_Neighbor_alltoallv
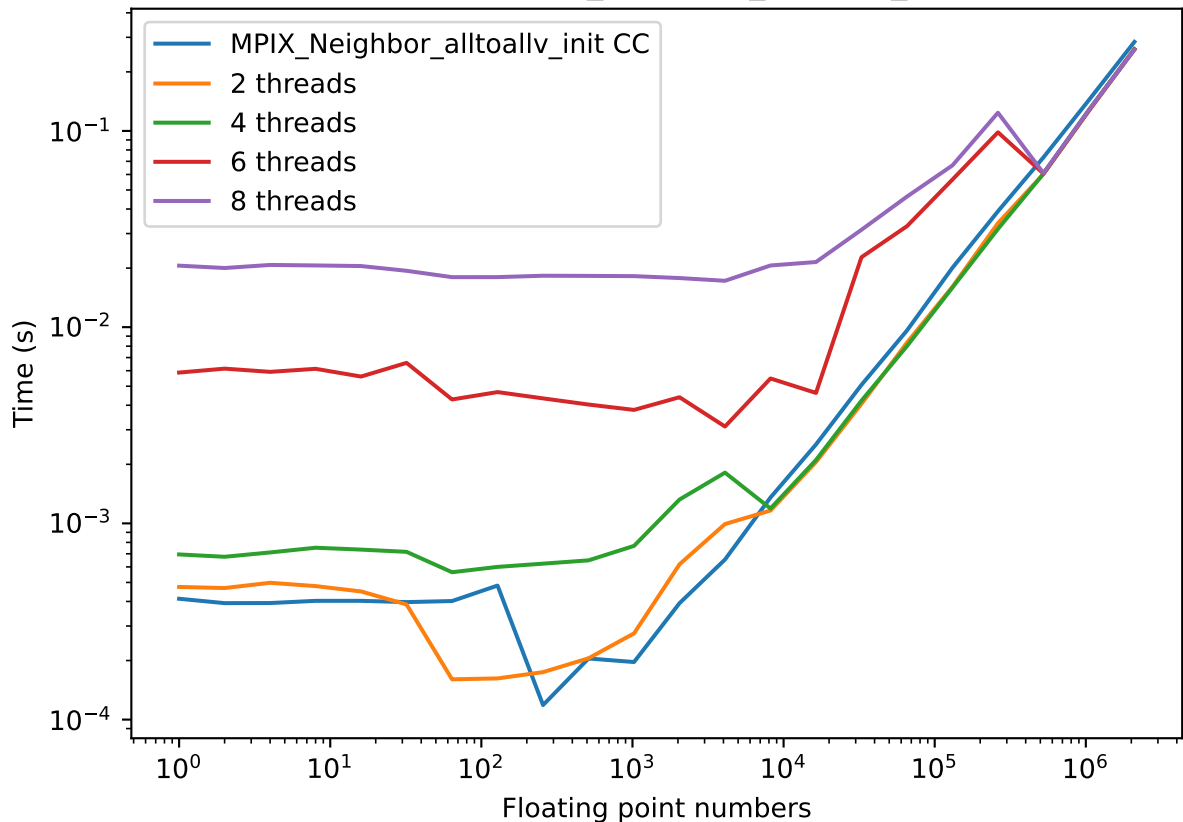
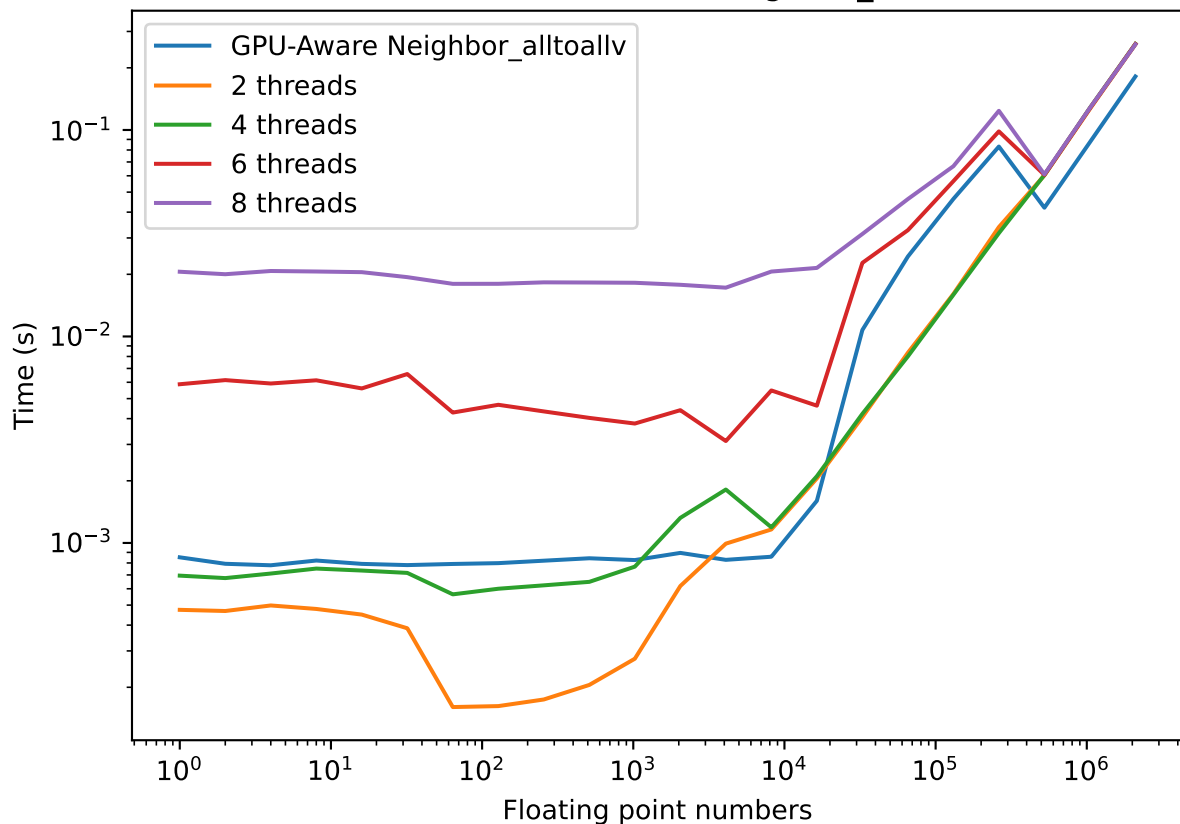Threaded vs MPIX_Neighbor_alltoallv

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

Legend:
- GPU-Aware Neighbor_alltoallv
- 2 threads
- 4 threads
- 6 threads
- 8 threads

X-axis: Floating point numbers
Y-axis: Time (s)

Threaded vs CC Neighbor_alltoallv