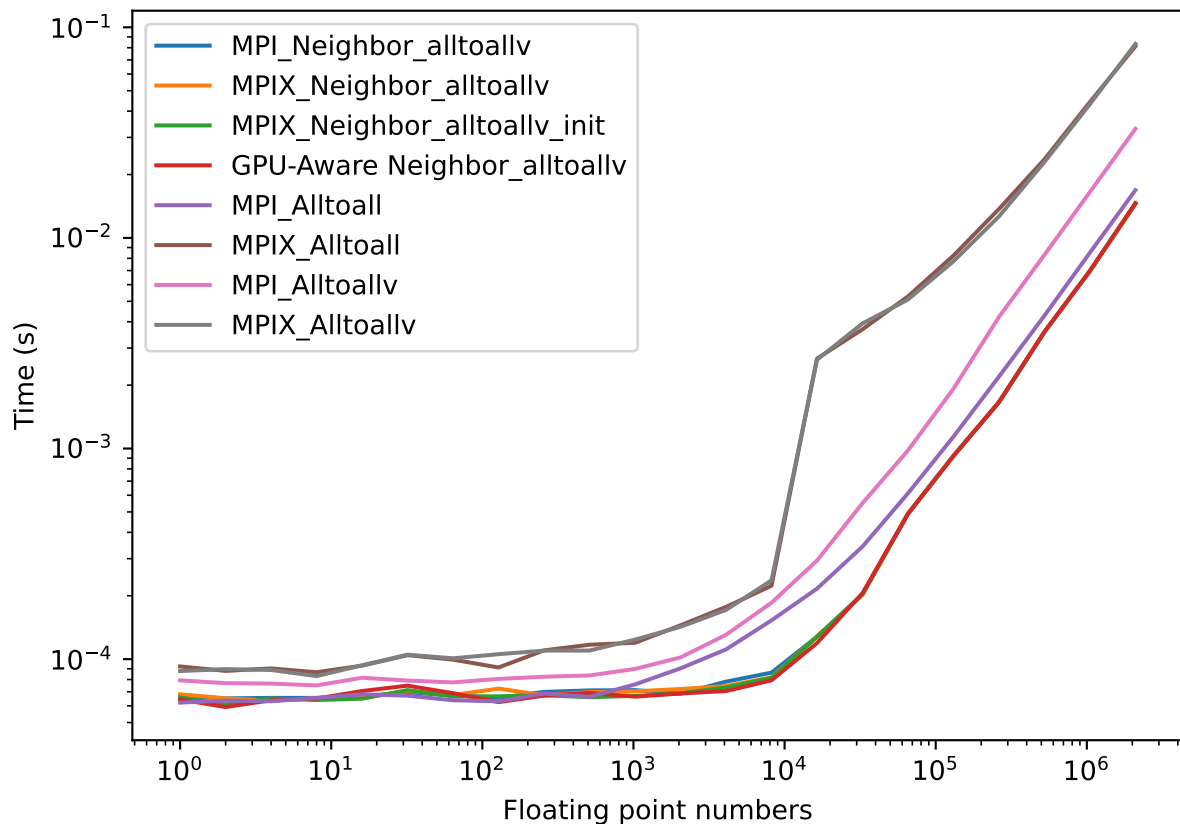
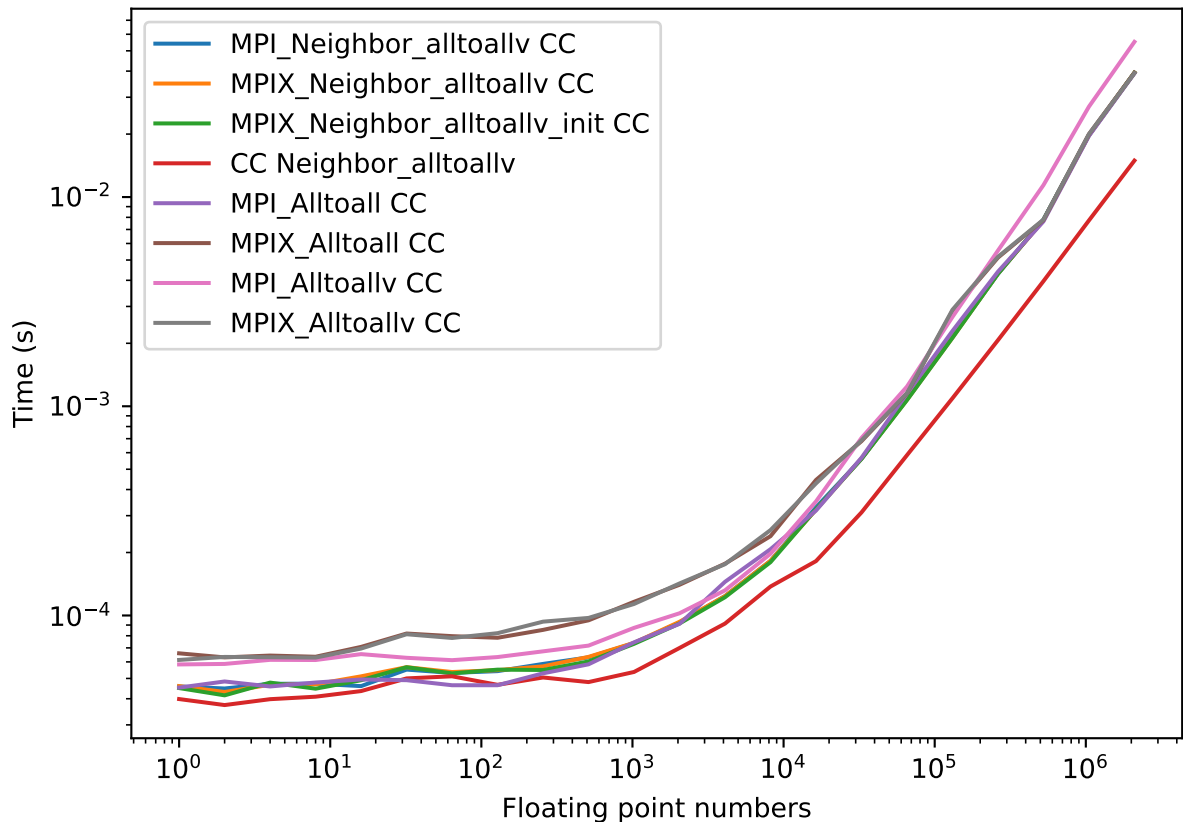


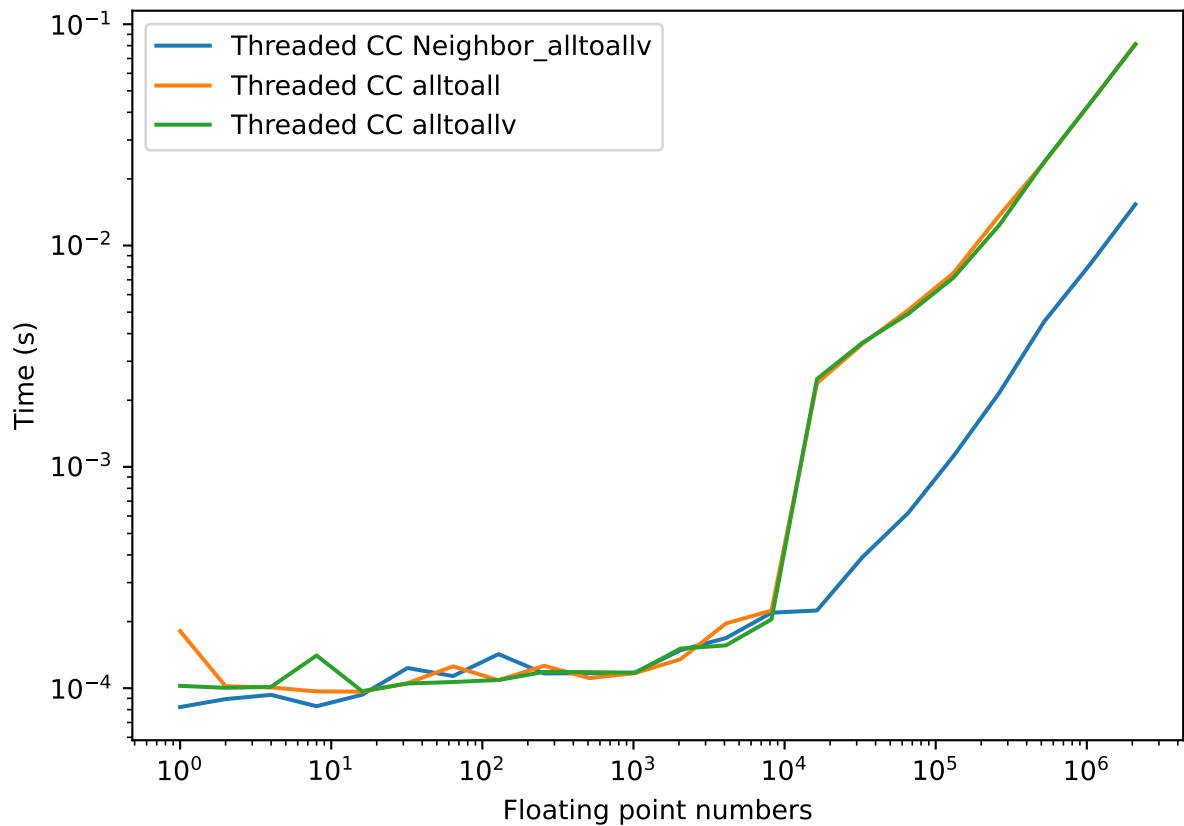
GPU Aware



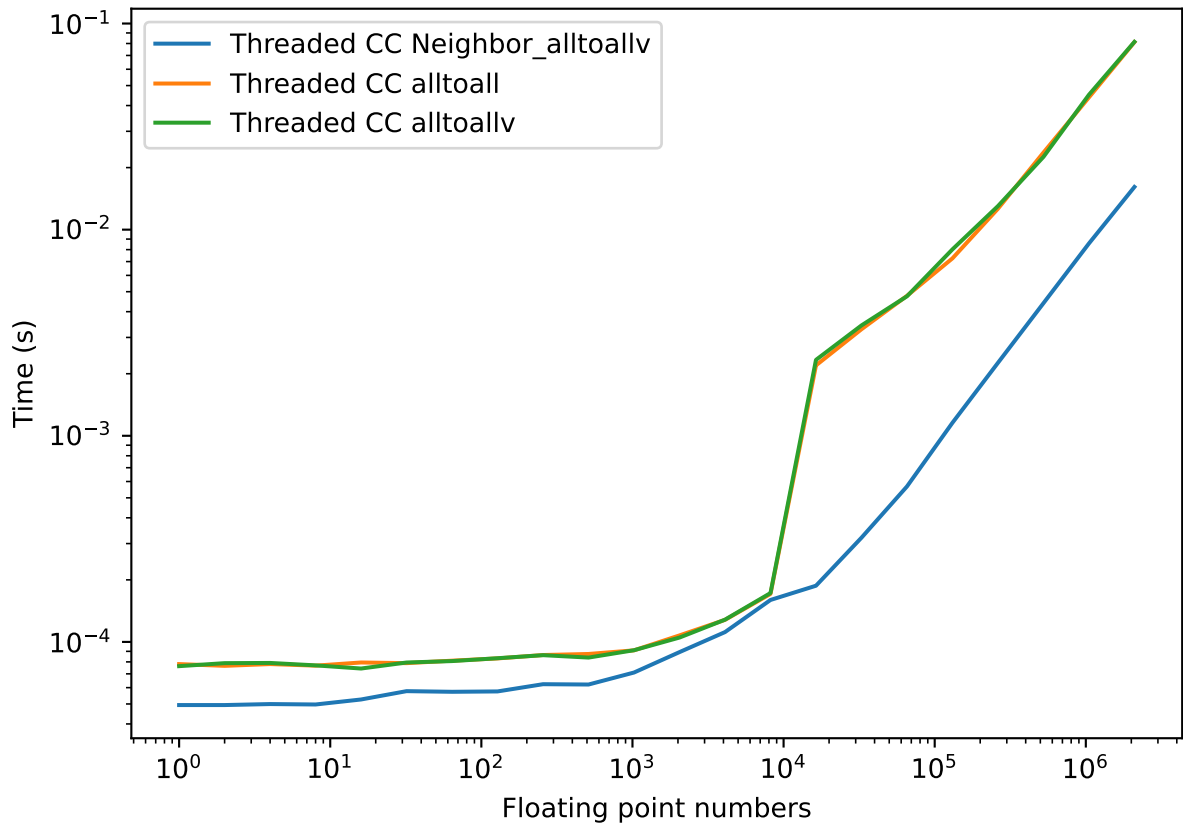
Copy-to-CPU



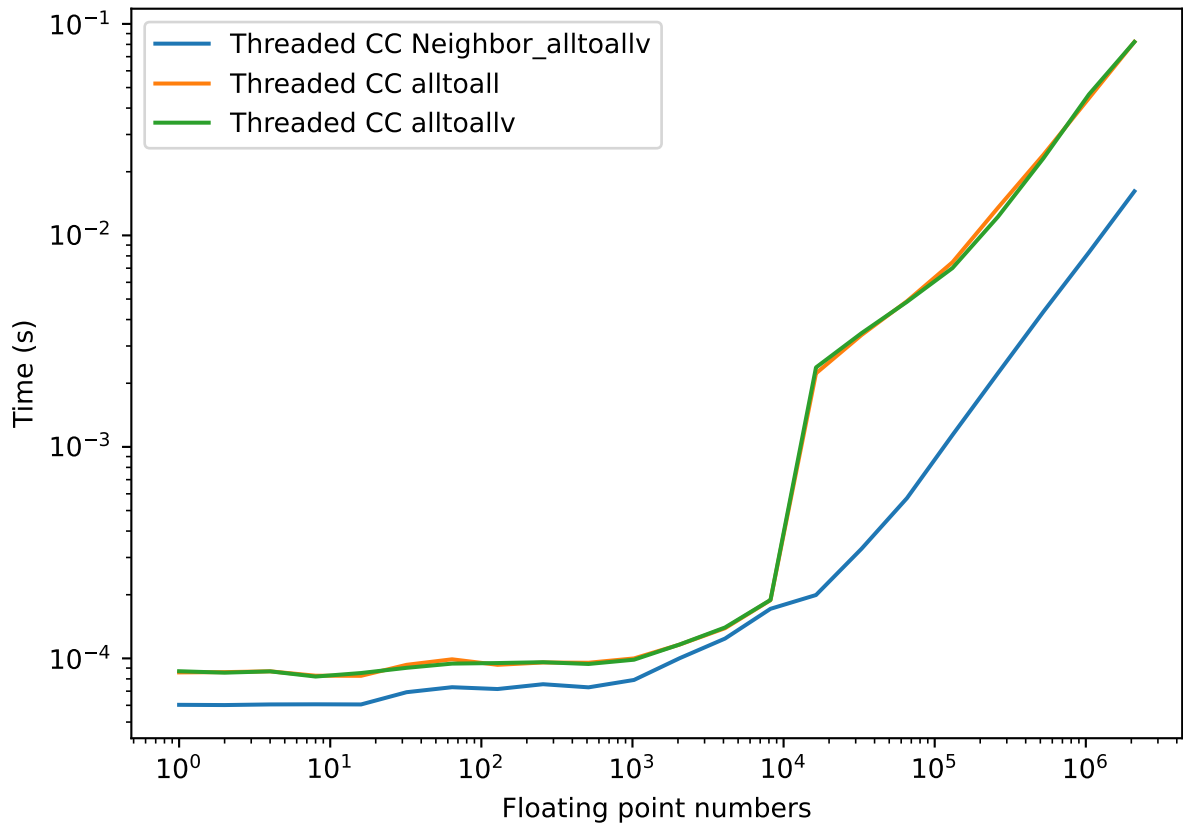
Threaded: 32



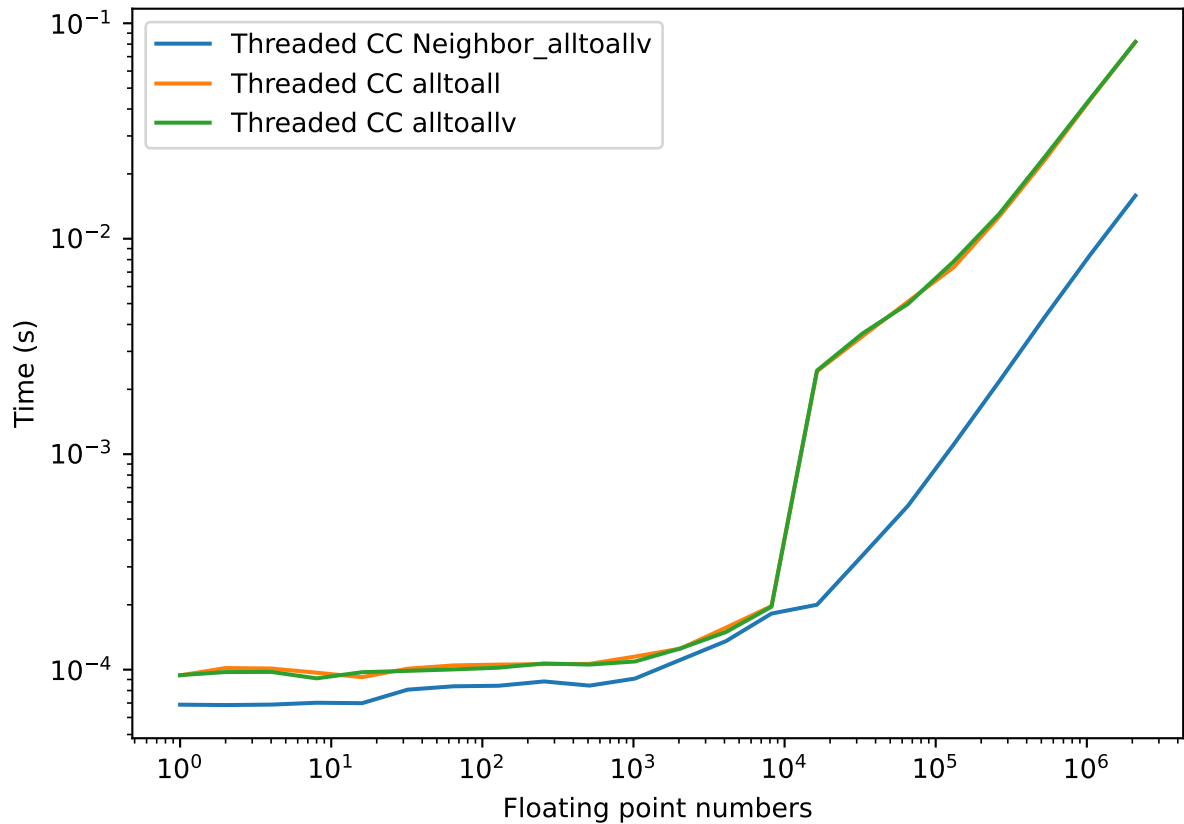
Threaded: 2



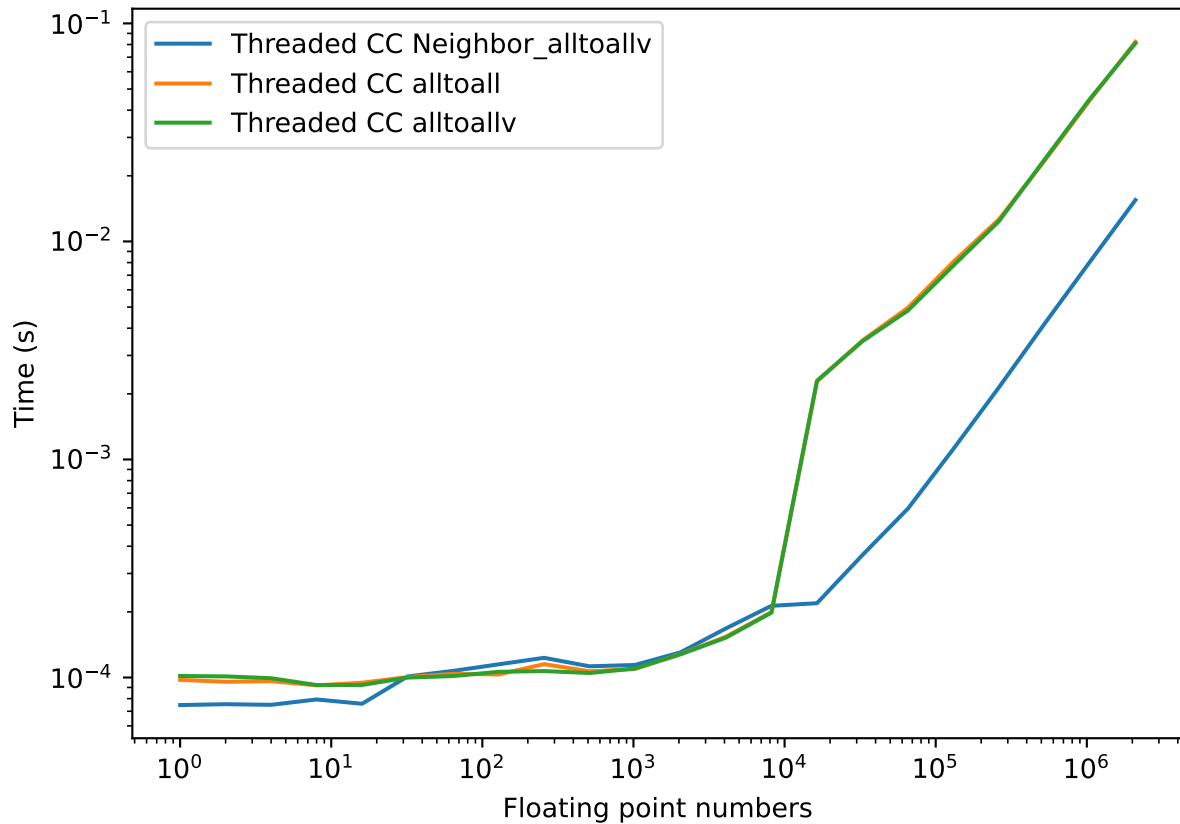
Threaded: 4



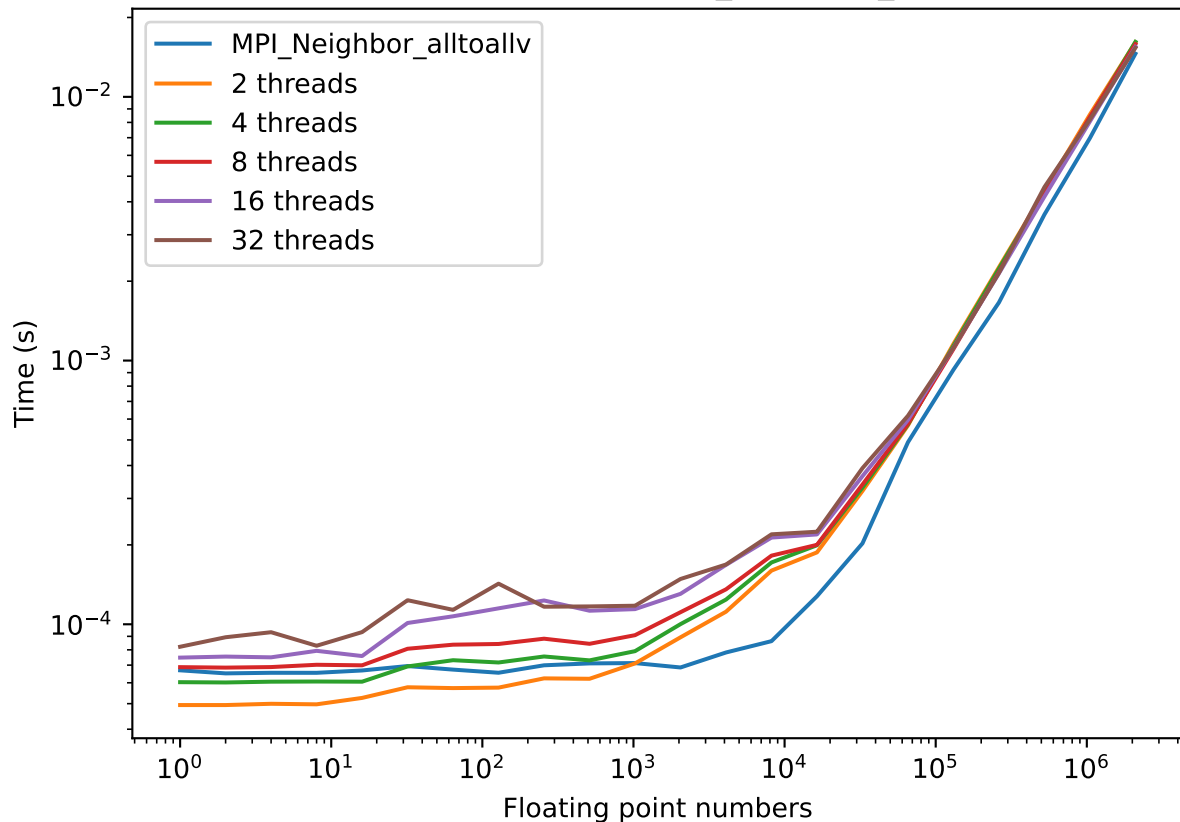
Threaded: 8



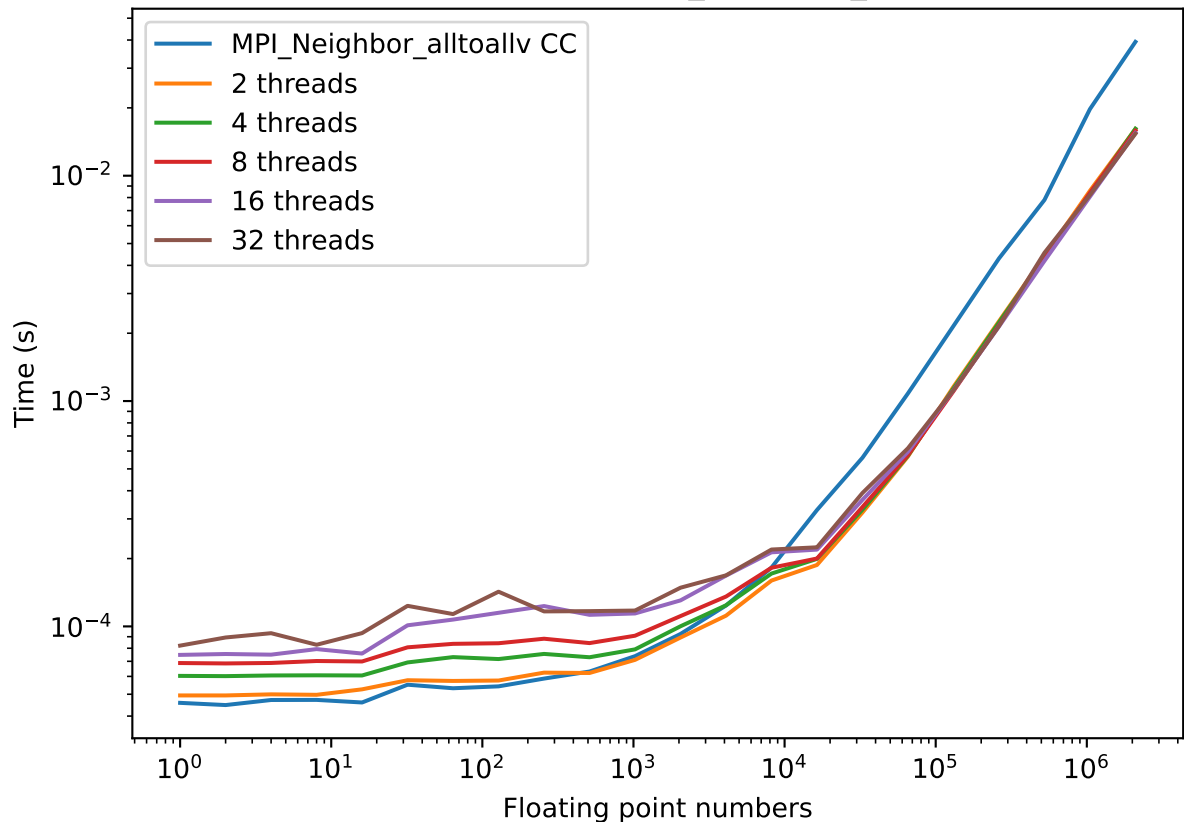
Threaded: 16



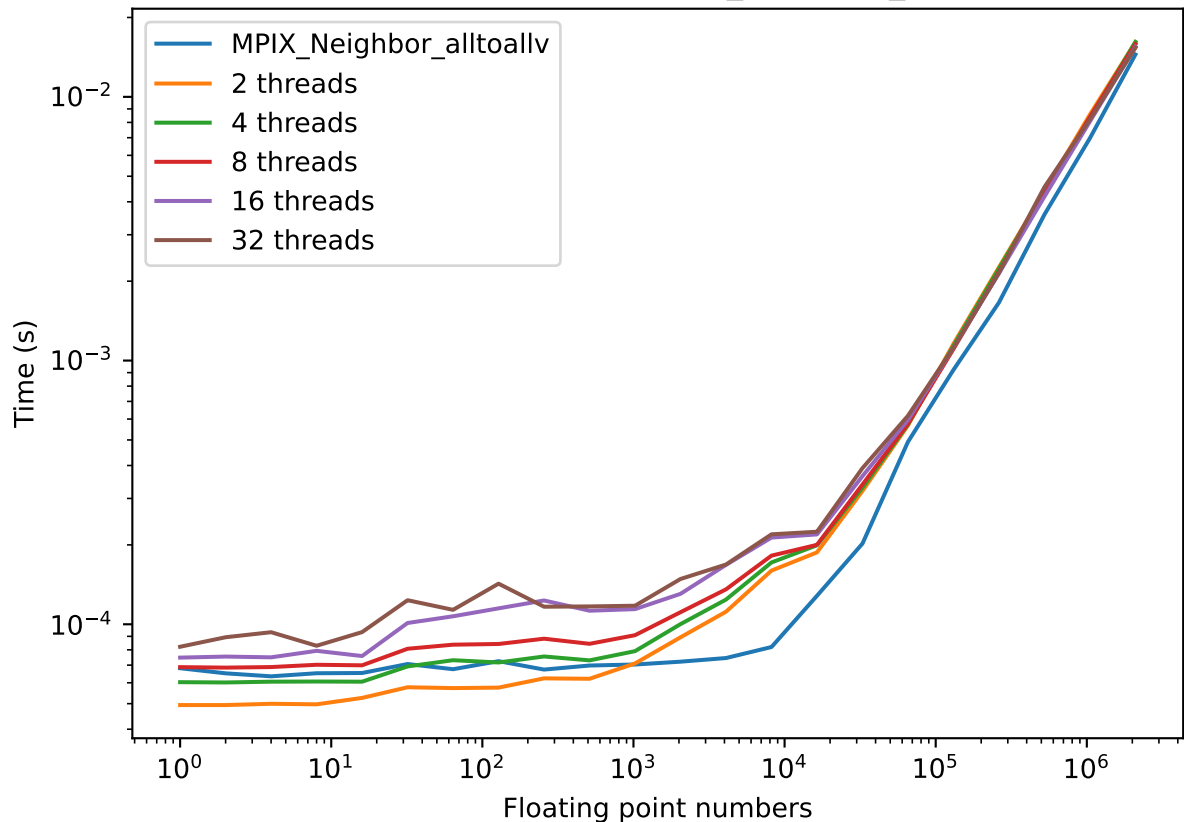
Threaded Neighbor vs MPI_Neighbor_alltoallv



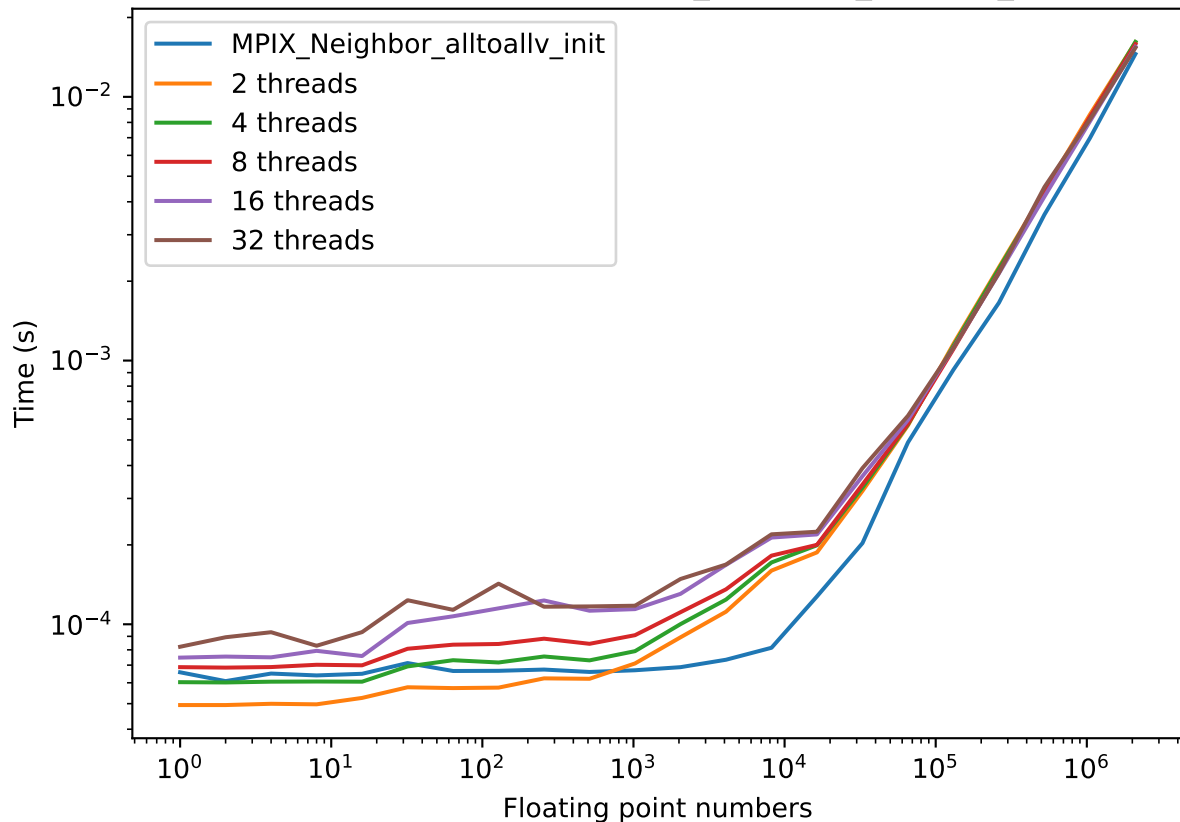
Threaded Neighbor vs MPI_Neighbor_alltoallv CC



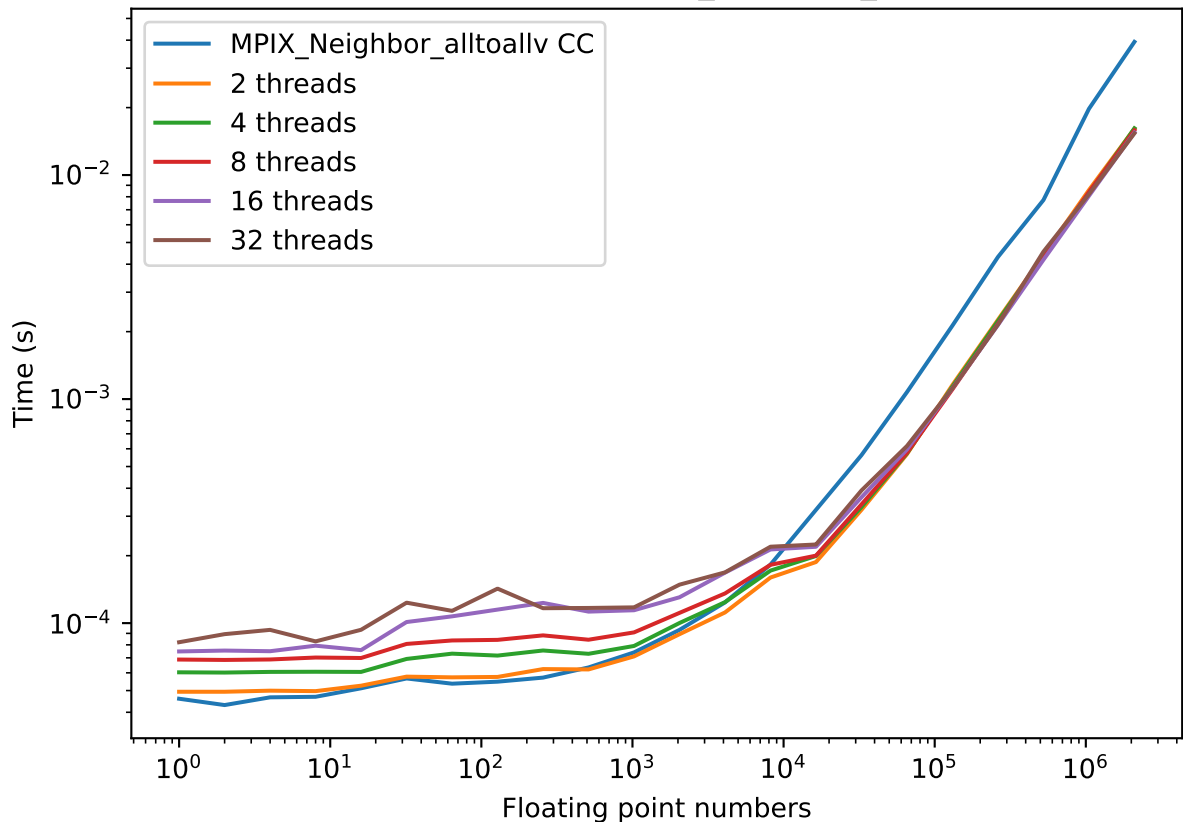
Threaded Neighbor vs MPIX_Neighbor_alltoallv



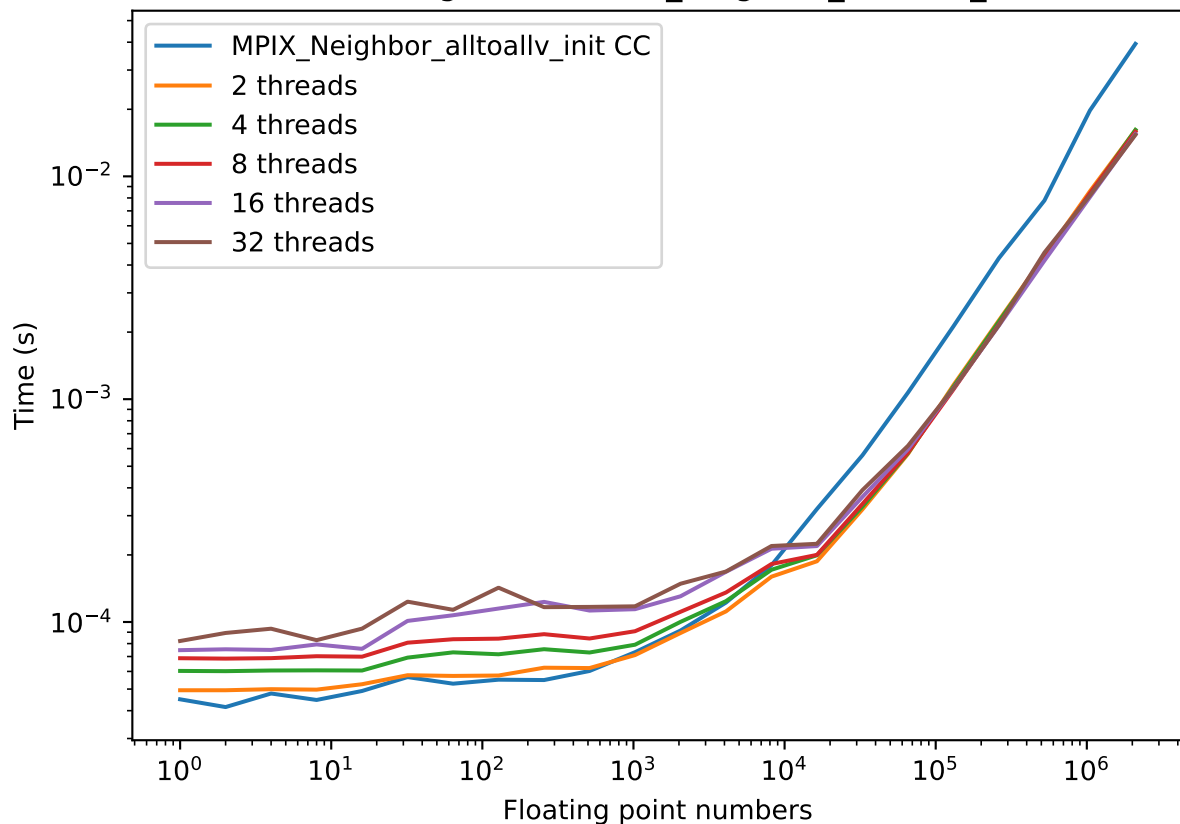
Threaded Neighbor vs MPIX_Neighbor_alltoallv_init



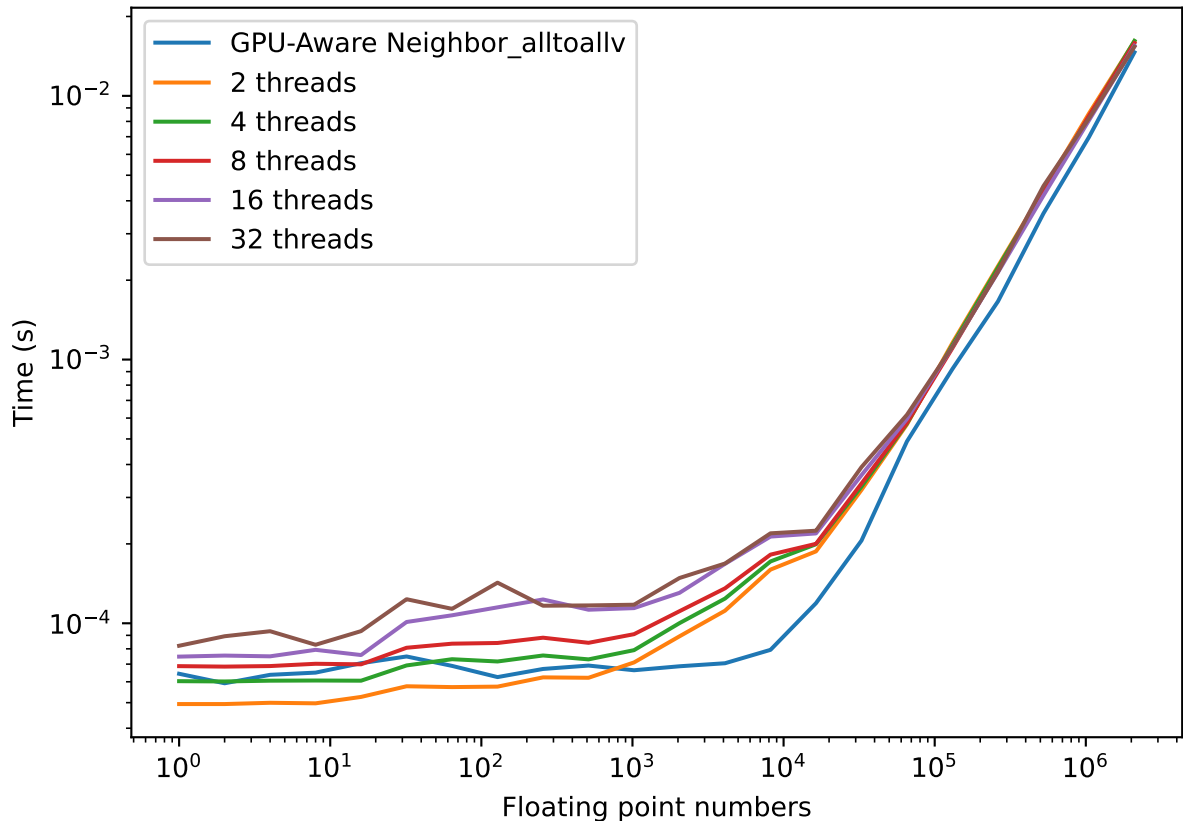
Threaded Neighbor vs MPIX_Neighbor_alltoallv CC



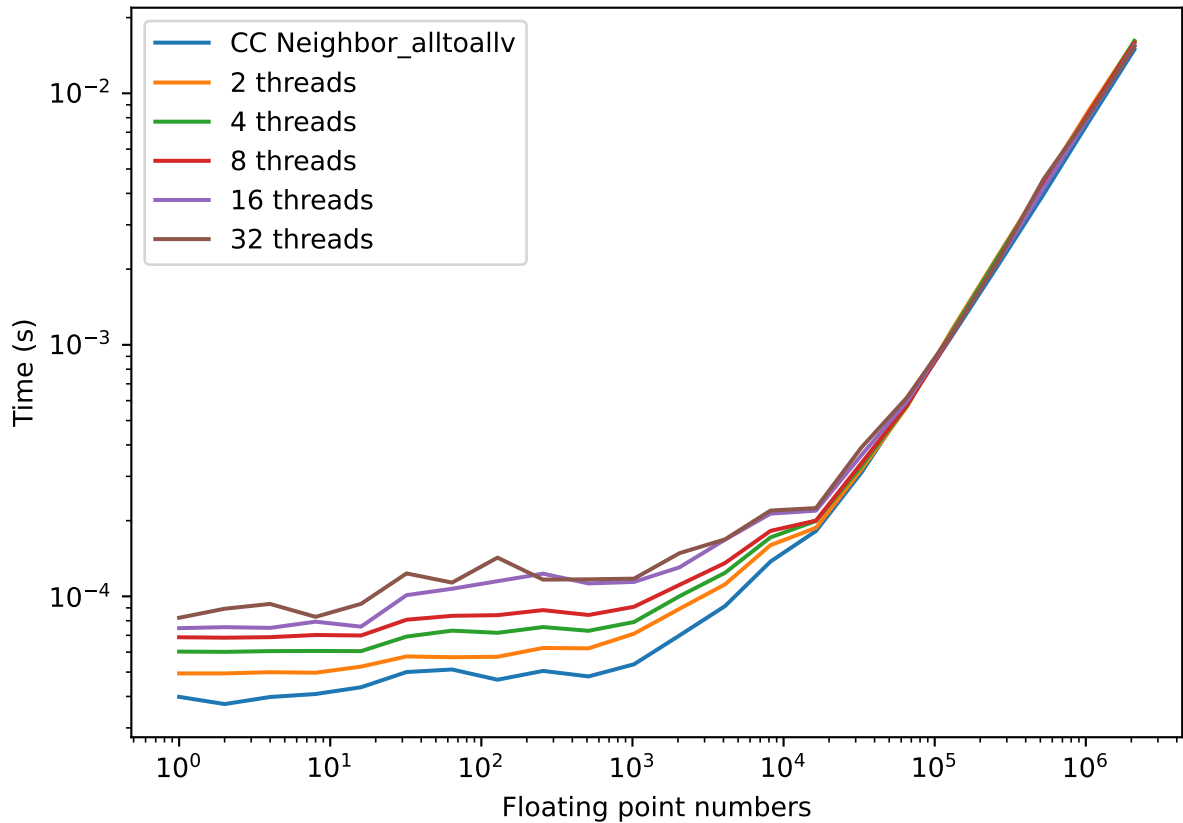
Threaded Neighbor vs MPIX_Neighbor_alltoallv_init CC



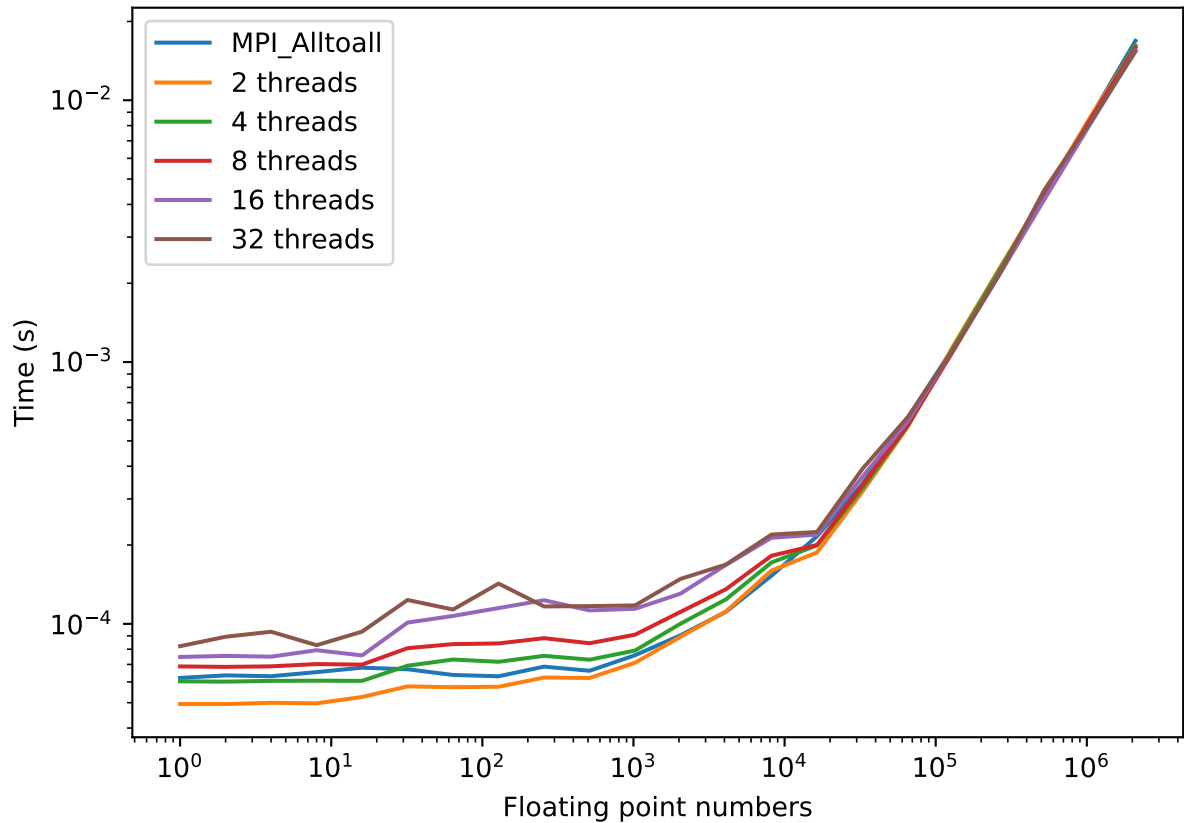
Threaded Neighbor vs GPU-Aware Neighbor_alltoallv

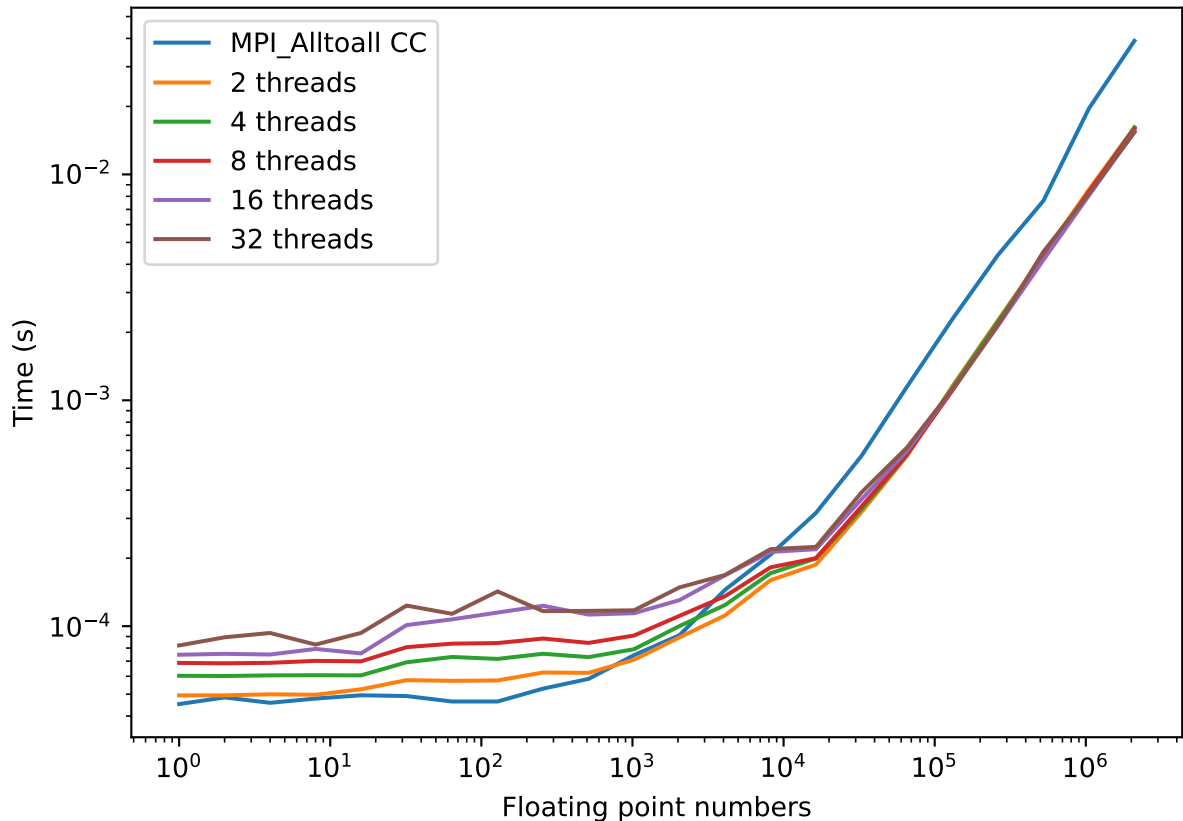


Threaded Neighbor vs CC Neighbor_alltoallv

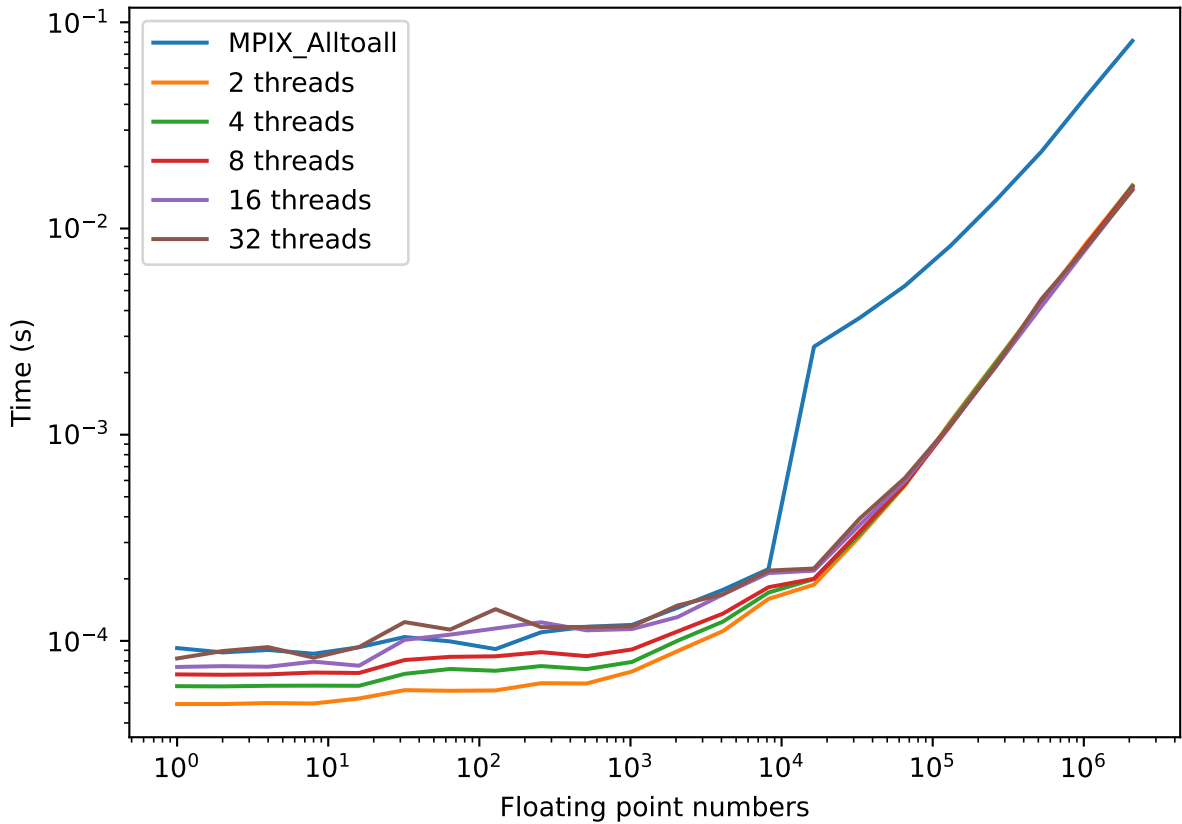


Threaded Neighbor vs MPI_Alltoall

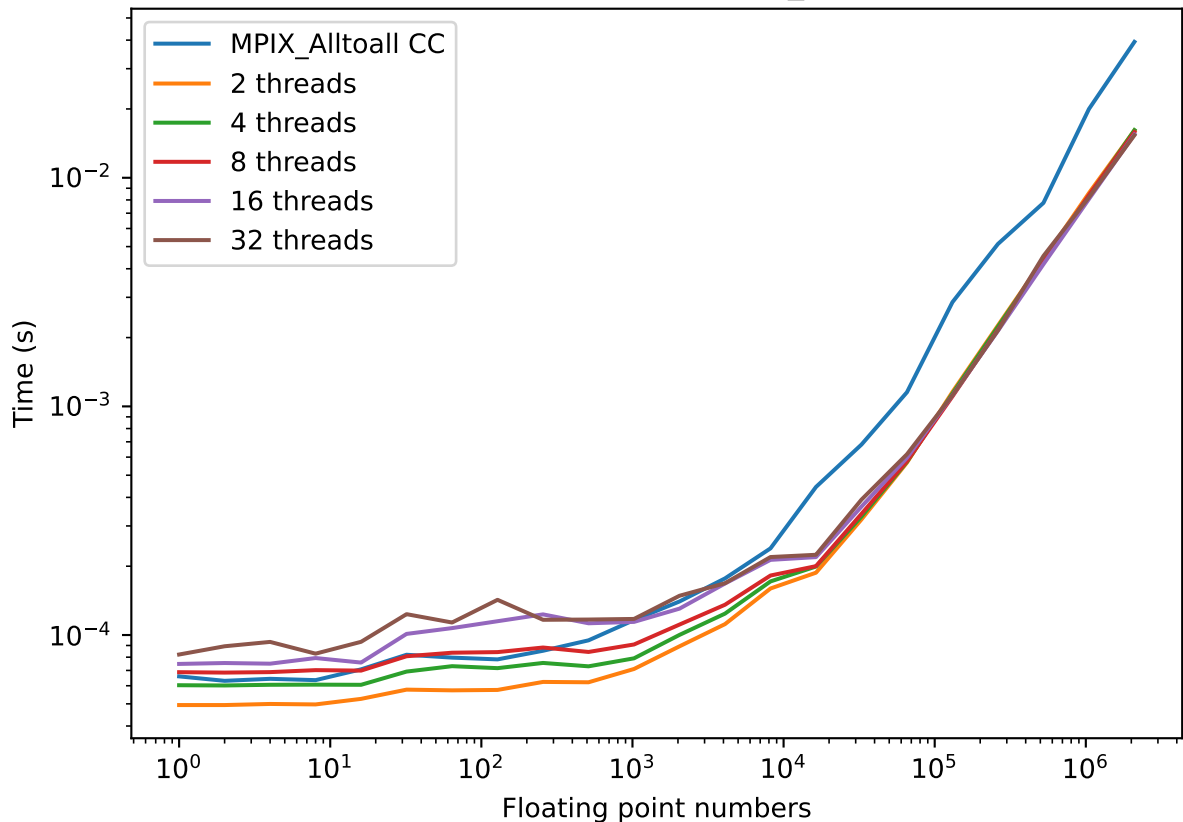




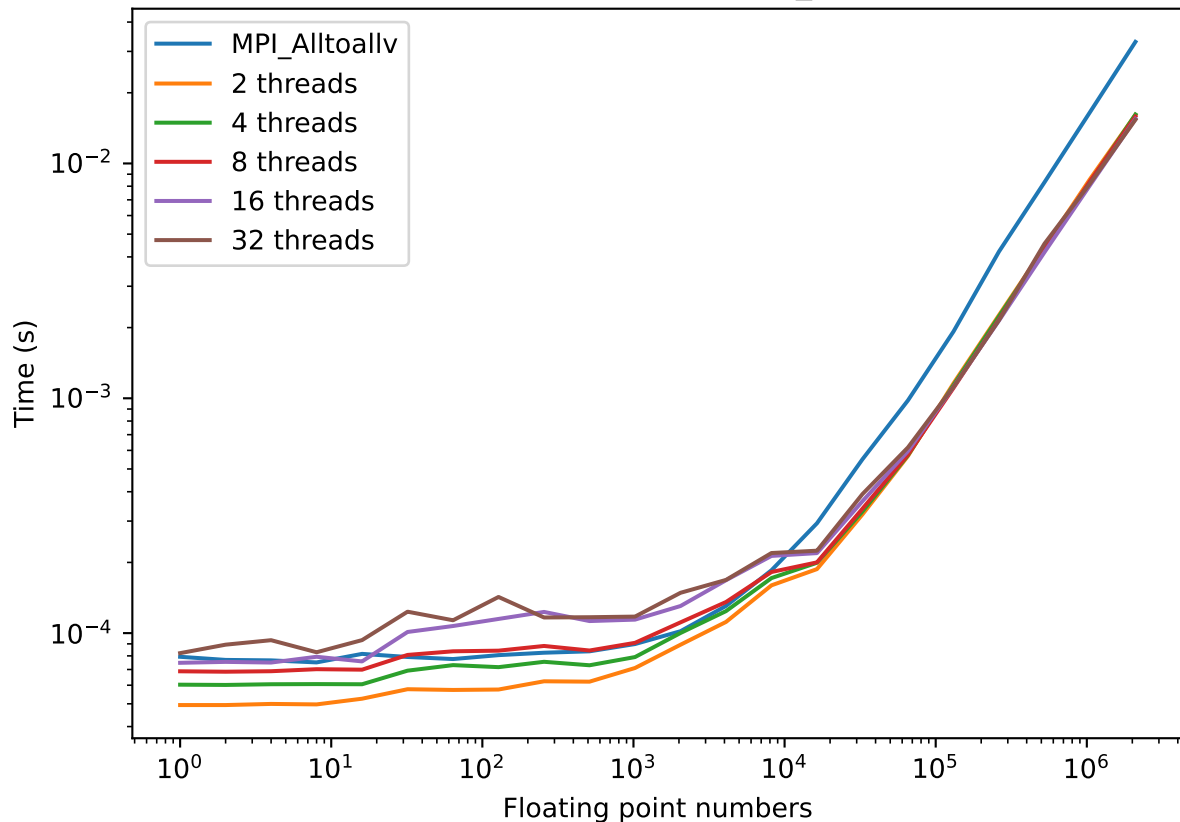
Threaded Neighbor vs MPIX_Alltoall



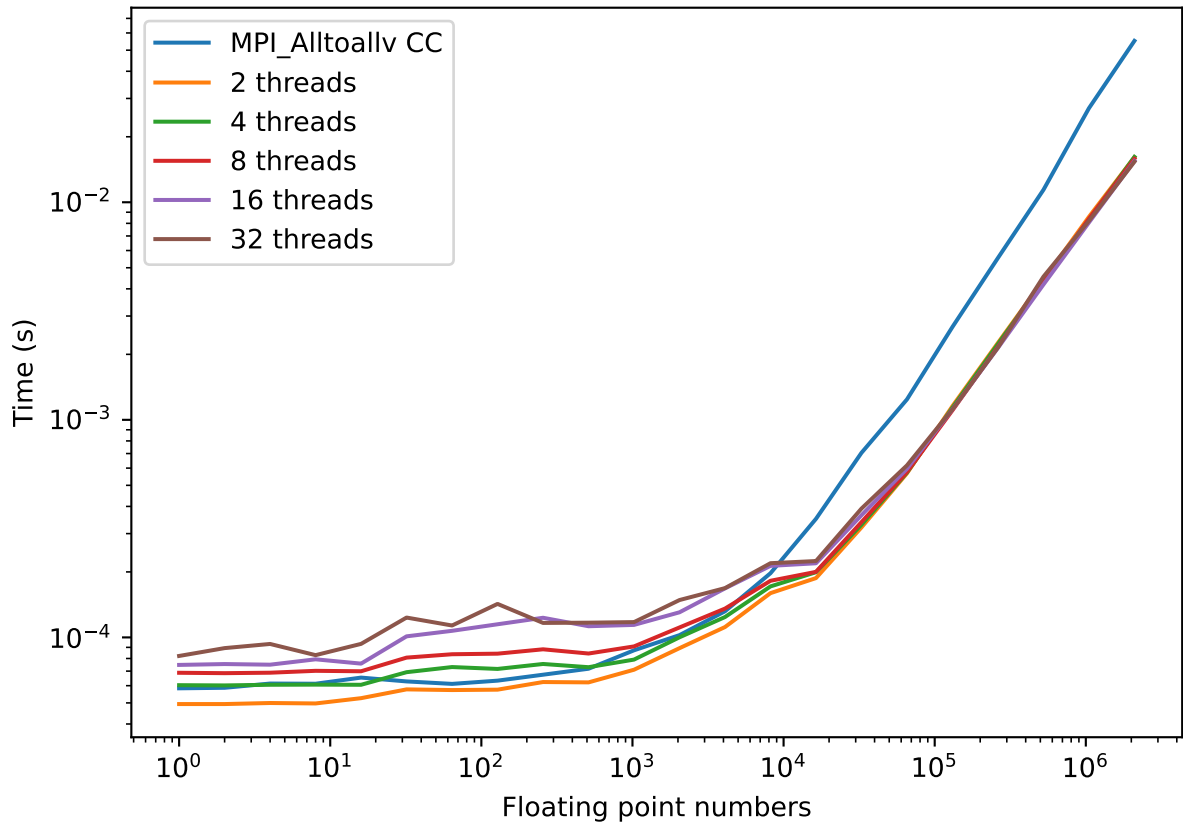
Threaded Neighbor vs MPIX_Alltoall CC



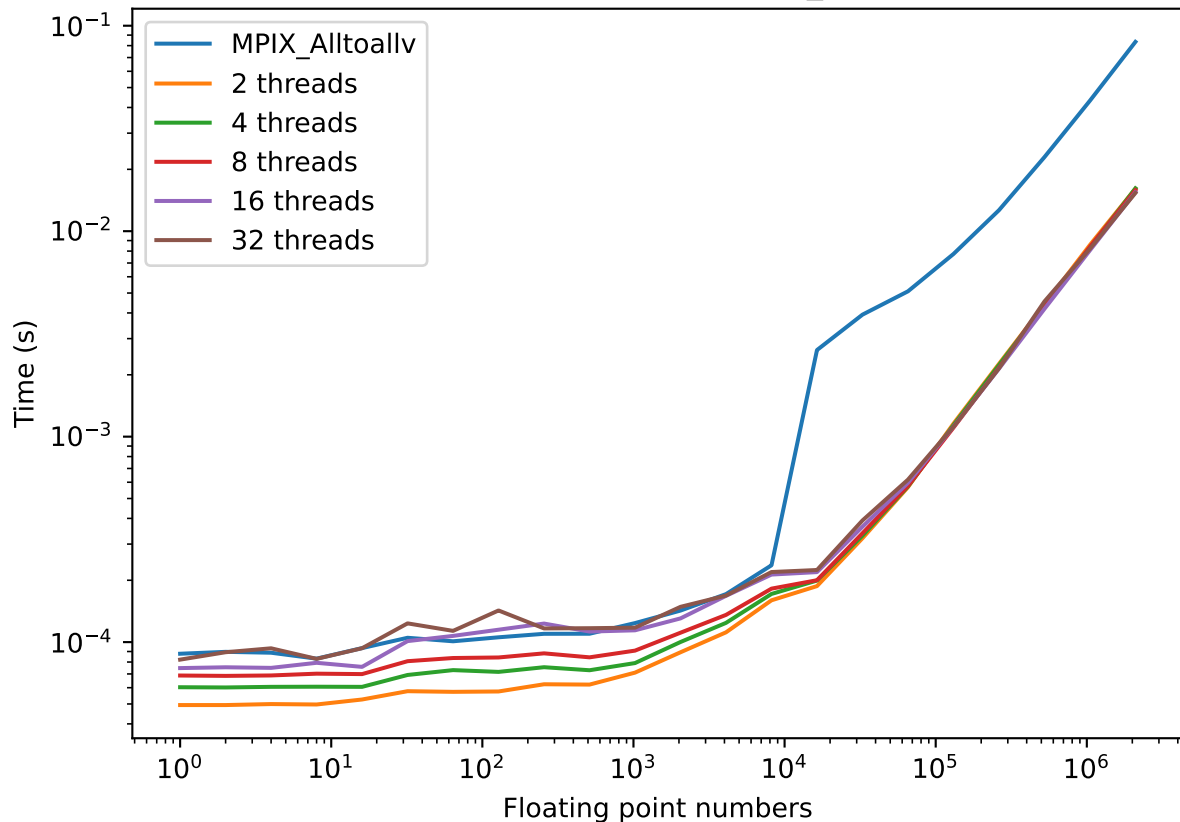
Threaded Neighbor vs MPI_Alltoallv



Threaded Neighbor vs MPI_Alltoallv CC



Threaded Neighbor vs MPIX_Alltoallv



Threaded Neighbor vs MPIX_Alltoallv CC

