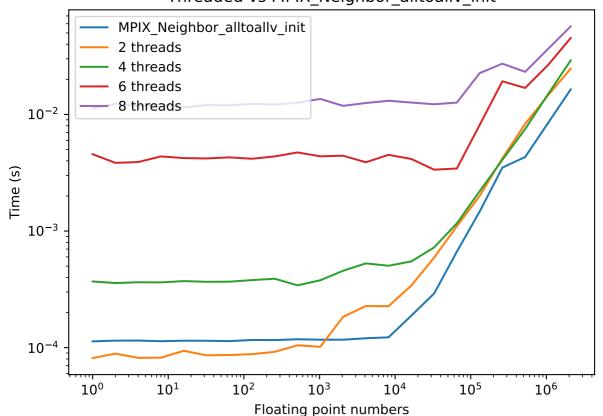
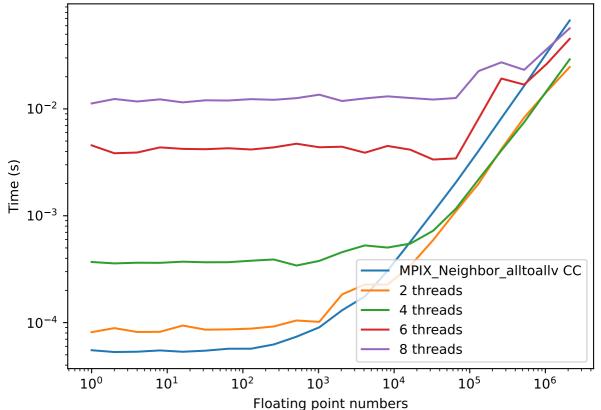
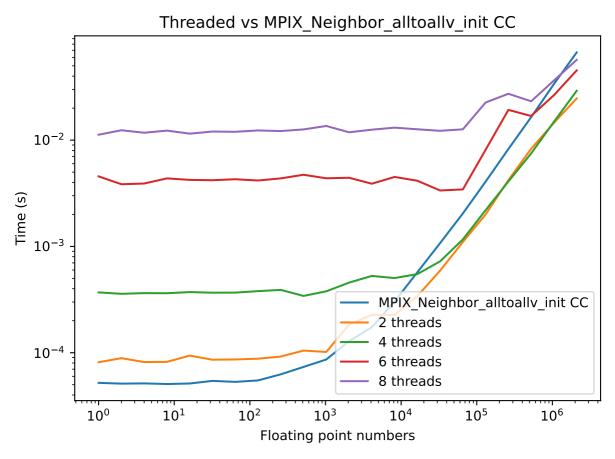


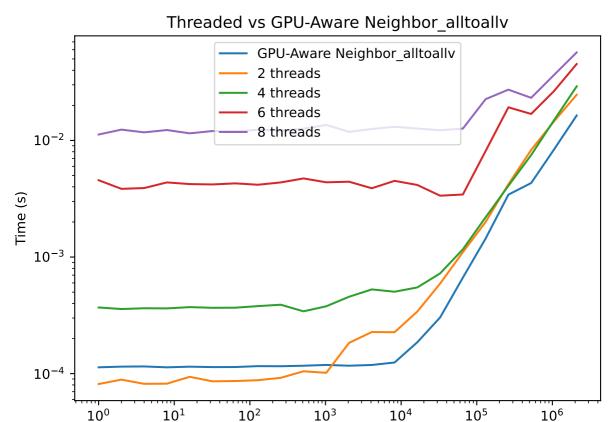
Threaded vs MPIX_Neighbor_alltoallv_init











Floating point numbers



