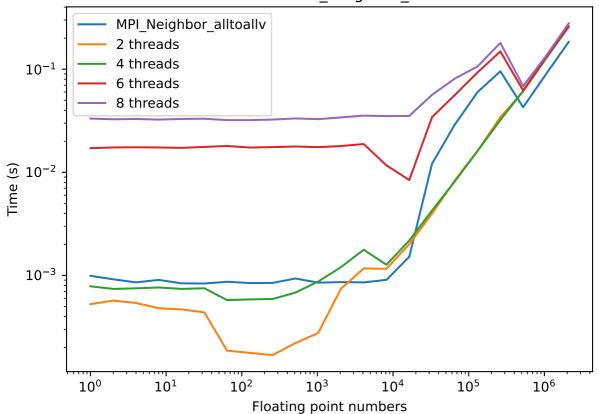
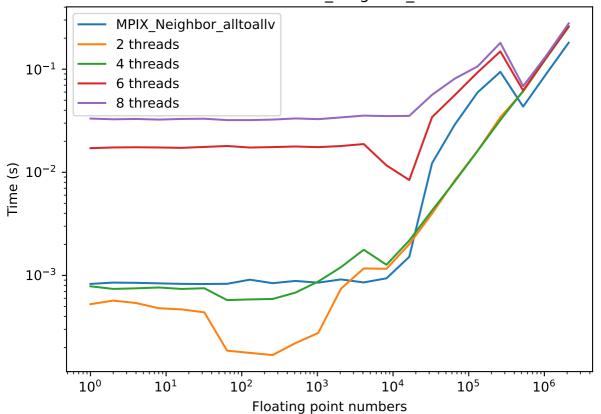
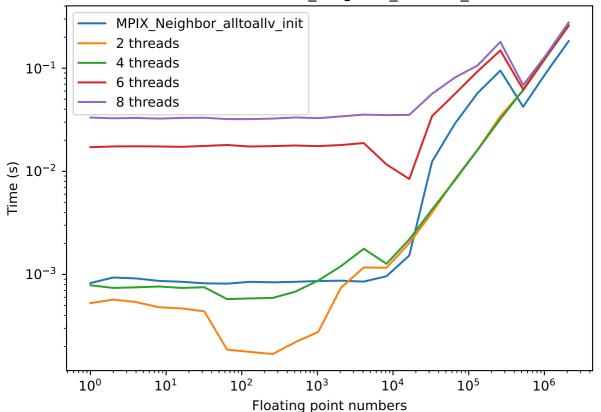
Threaded vs MPI_Neighbor_alltoallv



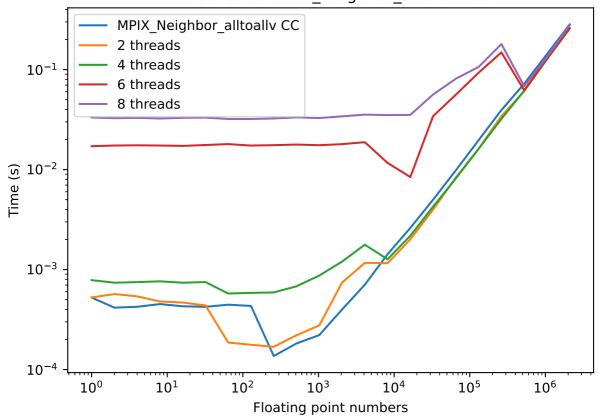
Threaded vs MPIX_Neighbor_alltoallv

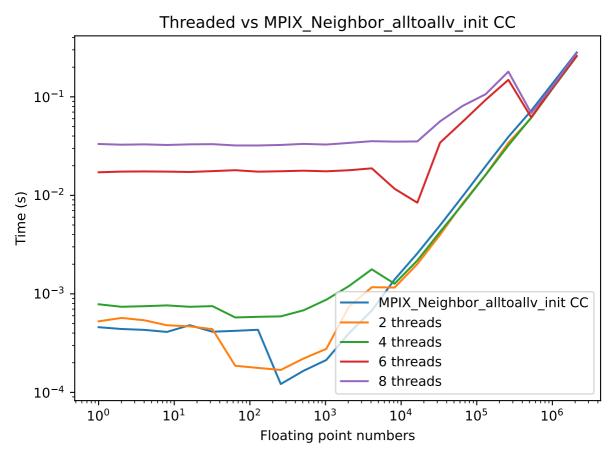


Threaded vs MPIX_Neighbor_alltoallv_init



Threaded vs MPIX_Neighbor_alltoallv CC





Threaded vs GPU-Aware Neighbor_alltoallv

