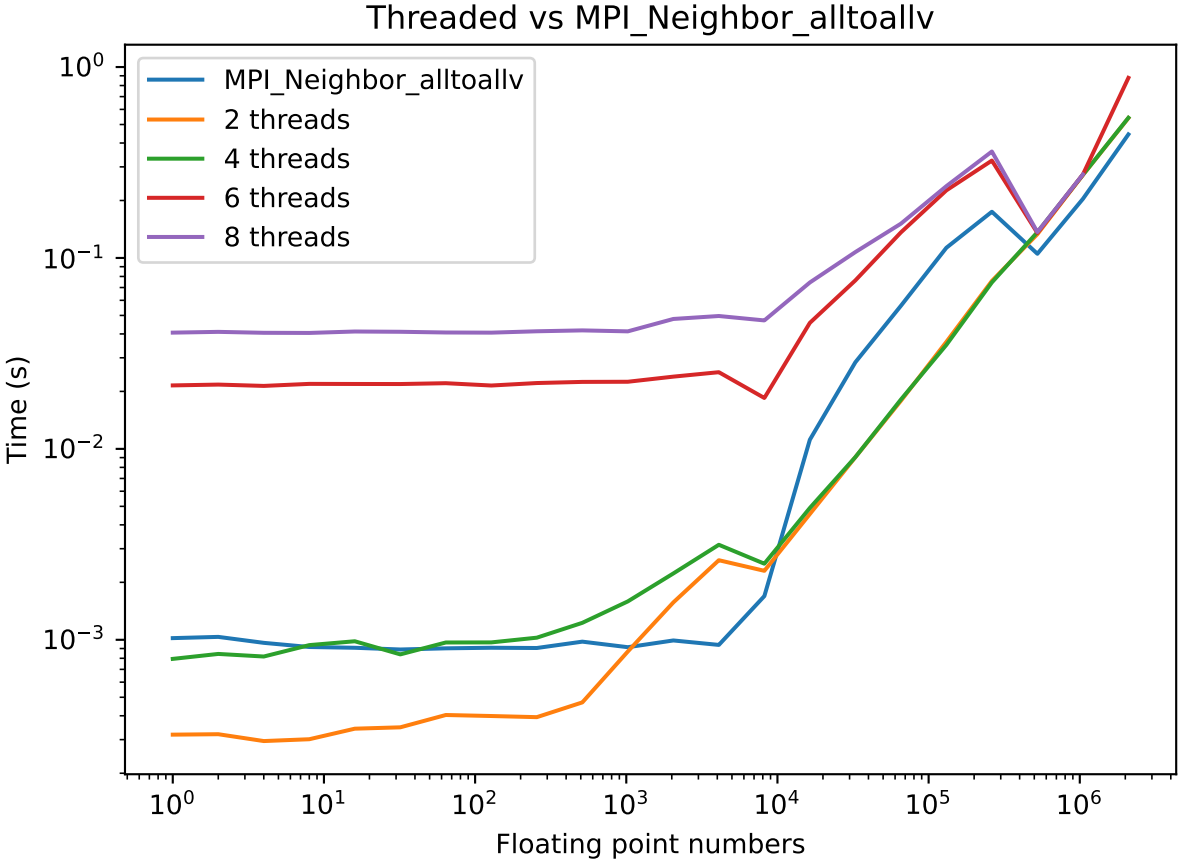
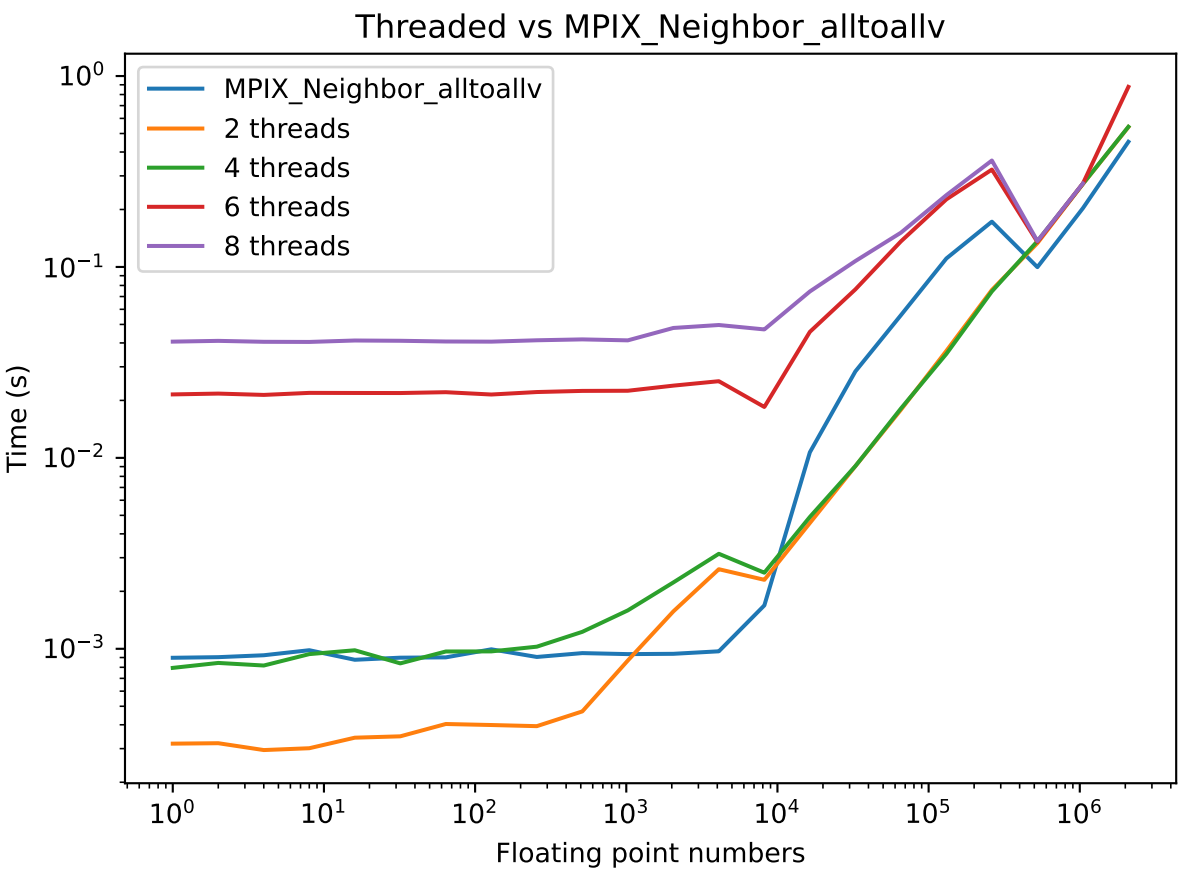
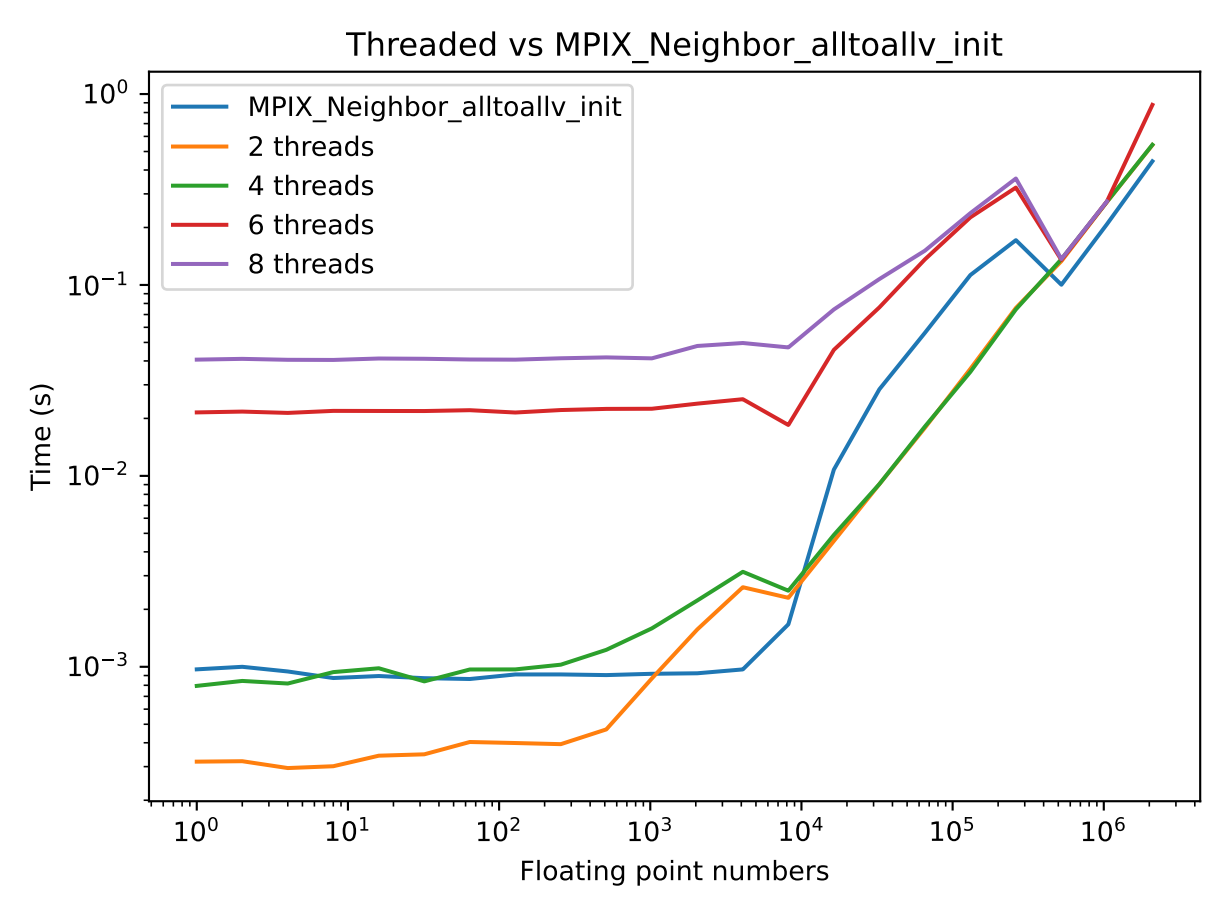
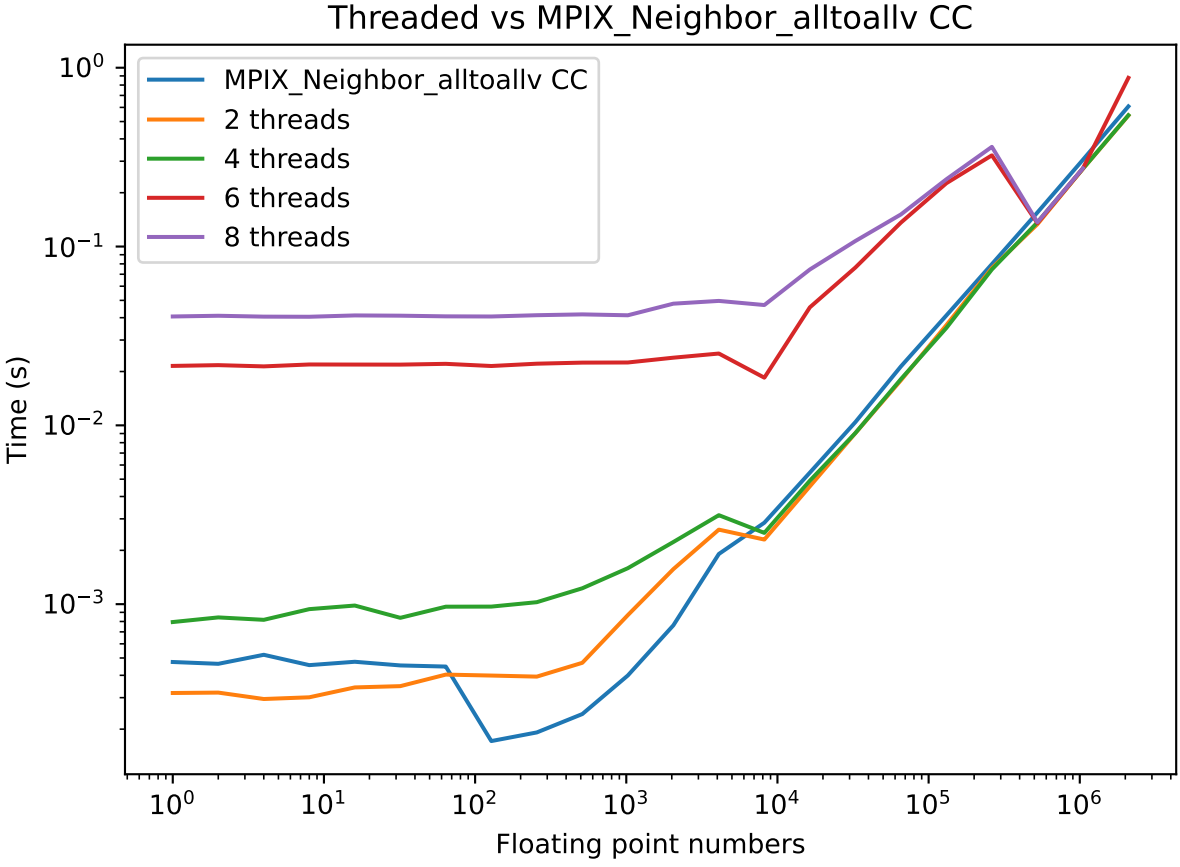
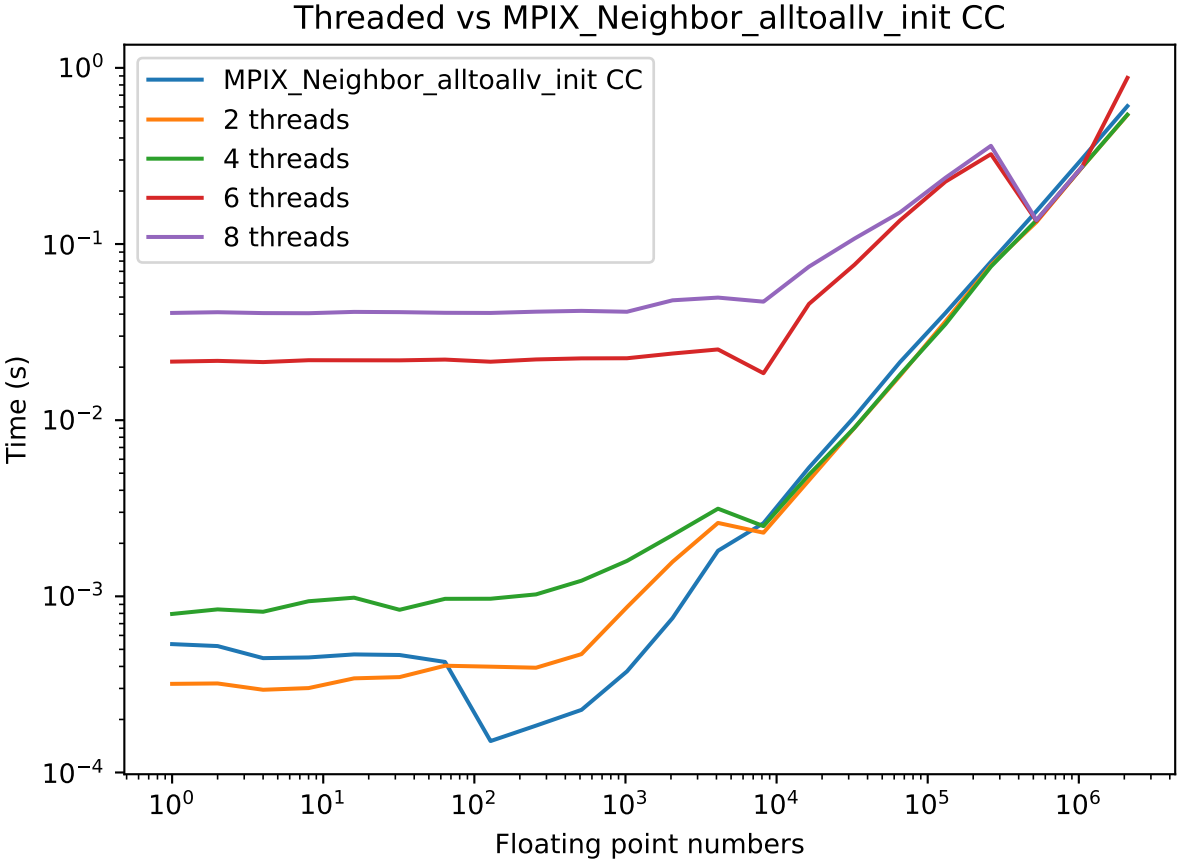
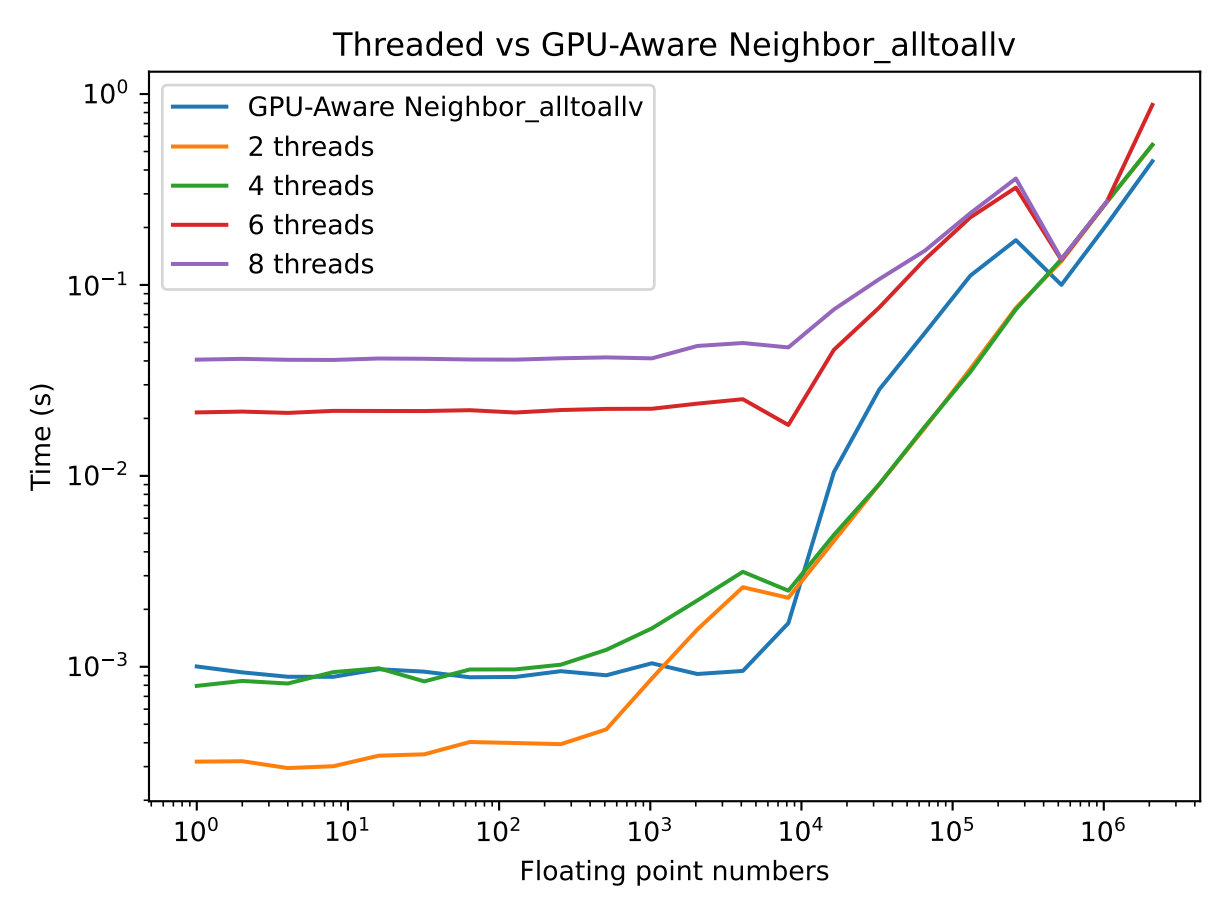

Threaded vs MPI_Neighbor_alltoallv
MPI_Neighbor_alltoallv
2 threads
4 threads
6 threads
8 threads
Time (s)
Floating point numbers
10^0
10^{-1}
10^{-2}
10^{-3}
10^0
10^1
10^2
10^3
10^4
10^5
10^6

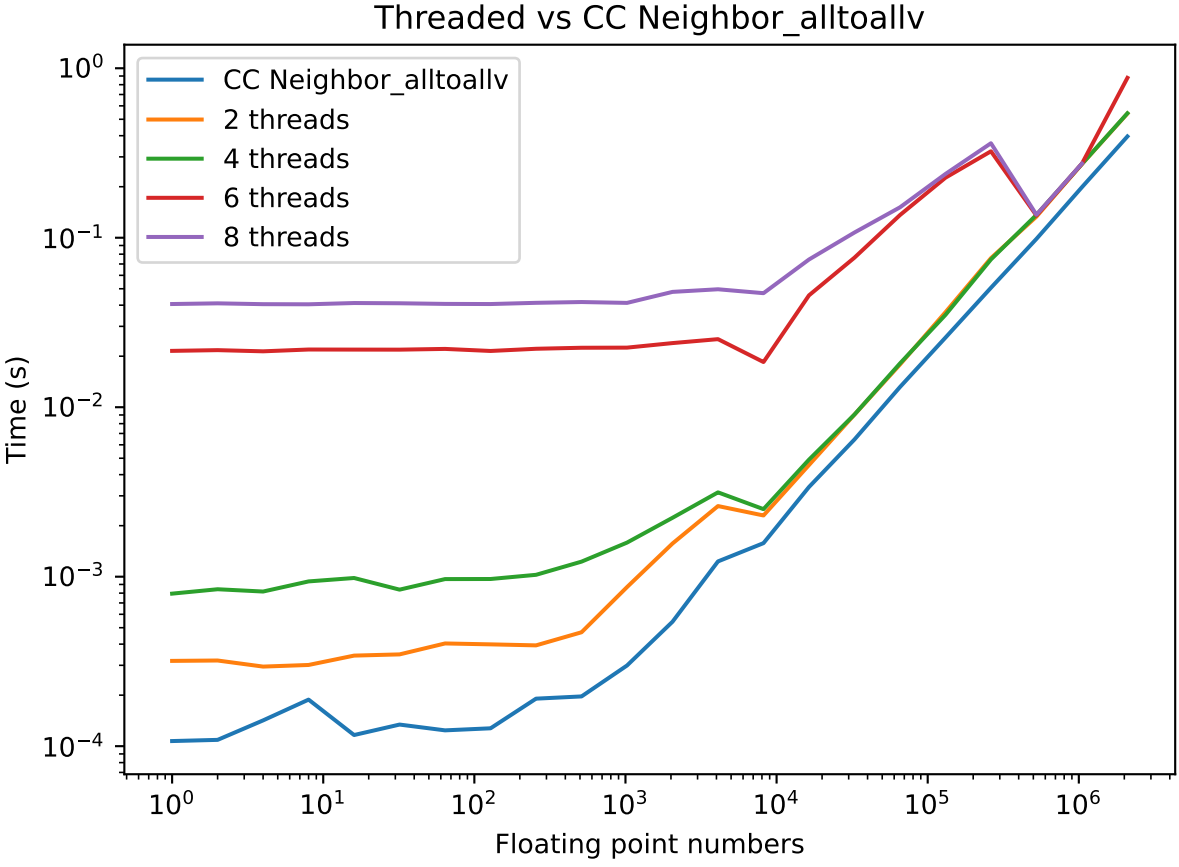

Threaded vs MPIX_Neighbor_alltoallv
MPIX_Neighbor_alltoallv
2 threads
4 threads
6 threads
8 threads
Time (s)
Floating point numbers
10^0
10^{-1}
10^{-2}
10^{-3}
10^0
10^1
10^2
10^3
10^4
10^5
10^6


Threaded vs MPIX_Neighbor_alltoallv_init
MPIX_Neighbor_alltoallv_init
2 threads
4 threads
6 threads
8 threads
Time (s)
Floating point numbers
10^{0}
10^{-1}
10^{-2}
10^{-3}
10^{0}
10^{1}
10^{2}
10^{3}
10^{4}
10^{5}
10^{6}


Threaded vs MPIX_Neighbor_alltoallv CC
MPIX_Neighbor_alltoallv CC
2 threads
4 threads
6 threads
8 threads
Time (s)
Floating point numbers
10^0
10^{-1}
10^{-2}
10^{-3}
10^0
10^1
10^2
10^3
10^4
10^5
10^6


Threaded vs MPIX_Neighbor_alltoallv_init CC
MPIX_Neighbor_alltoallv_init CC
2 threads
4 threads
6 threads
8 threads
Time (s)
Floating point numbers
10^{0}
10^{-1}
10^{-2}
10^{-3}
10^{-4}
10^{0}
10^{1}
10^{2}
10^{3}
10^{4}
10^{5}
10^{6}


Threaded vs GPU-Aware Neighbor_alltoallv
GPU-Aware Neighbor_alltoallv
2 threads
4 threads
6 threads
8 threads
Time (s)
Floating point numbers
10^{0}
10^{-1}
10^{-2}
10^{-3}
10^{0}
10^{1}
10^{2}
10^{3}
10^{4}
10^{5}
10^{6}


Threaded vs CC Neighbor_alltoallv
CC Neighbor_alltoallv
2 threads
4 threads
6 threads
8 threads
Time (s)
Floating point numbers
10^{0}
10^{-1}
10^{-2}
10^{-3}
10^{-4}
10^{0}
10^{1}
10^{2}
10^{3}
10^{4}
10^{5}
10^{6}