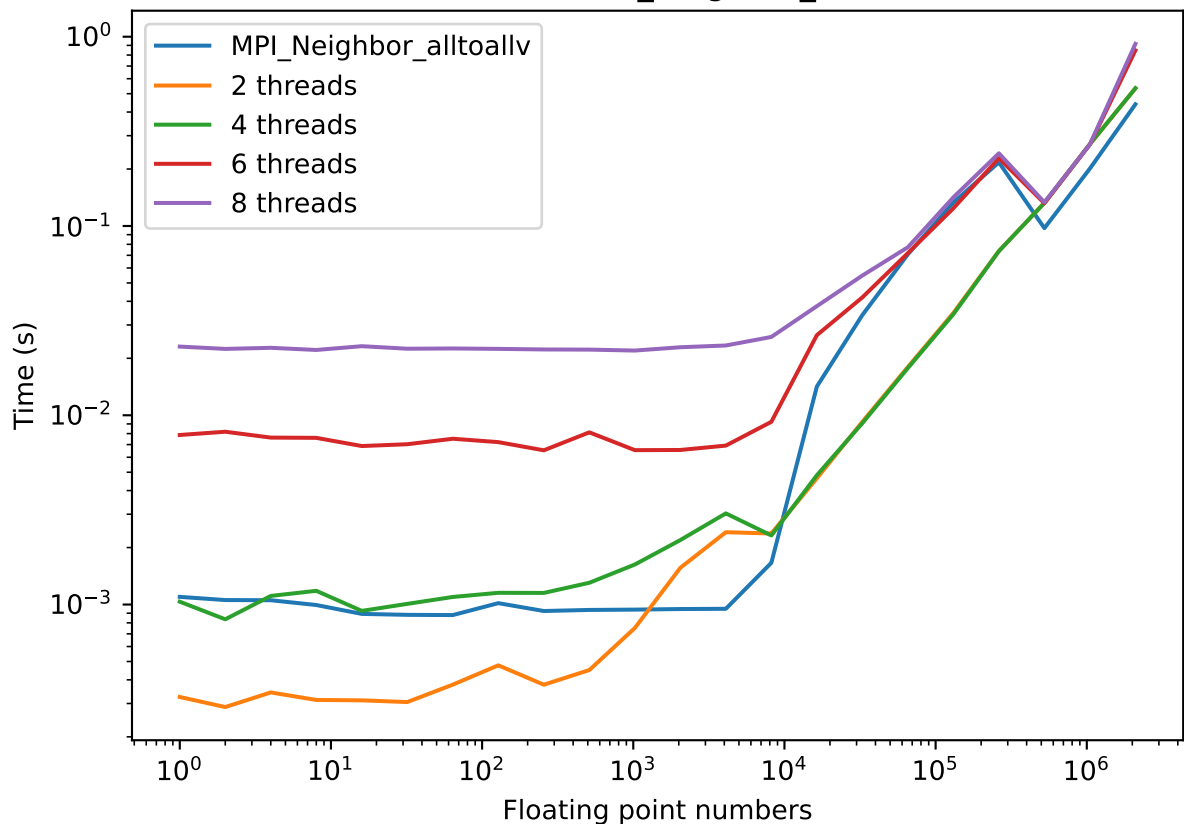
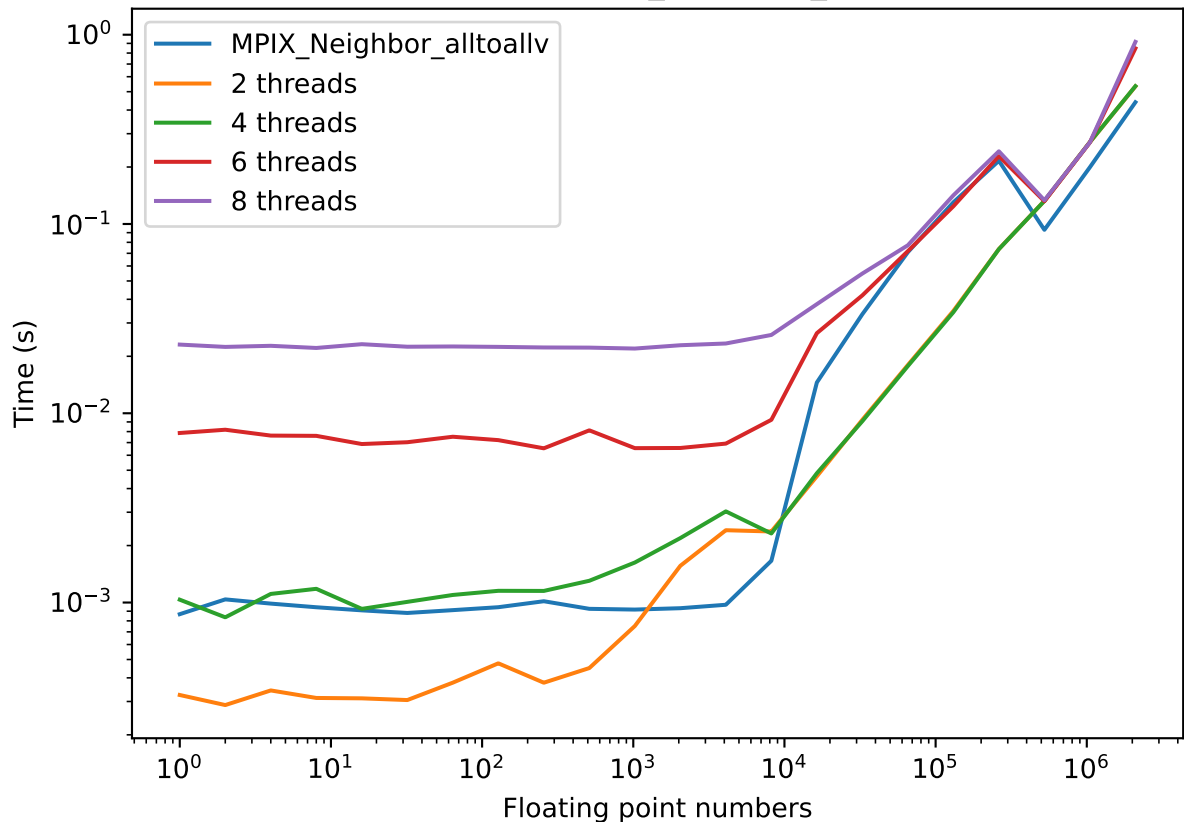


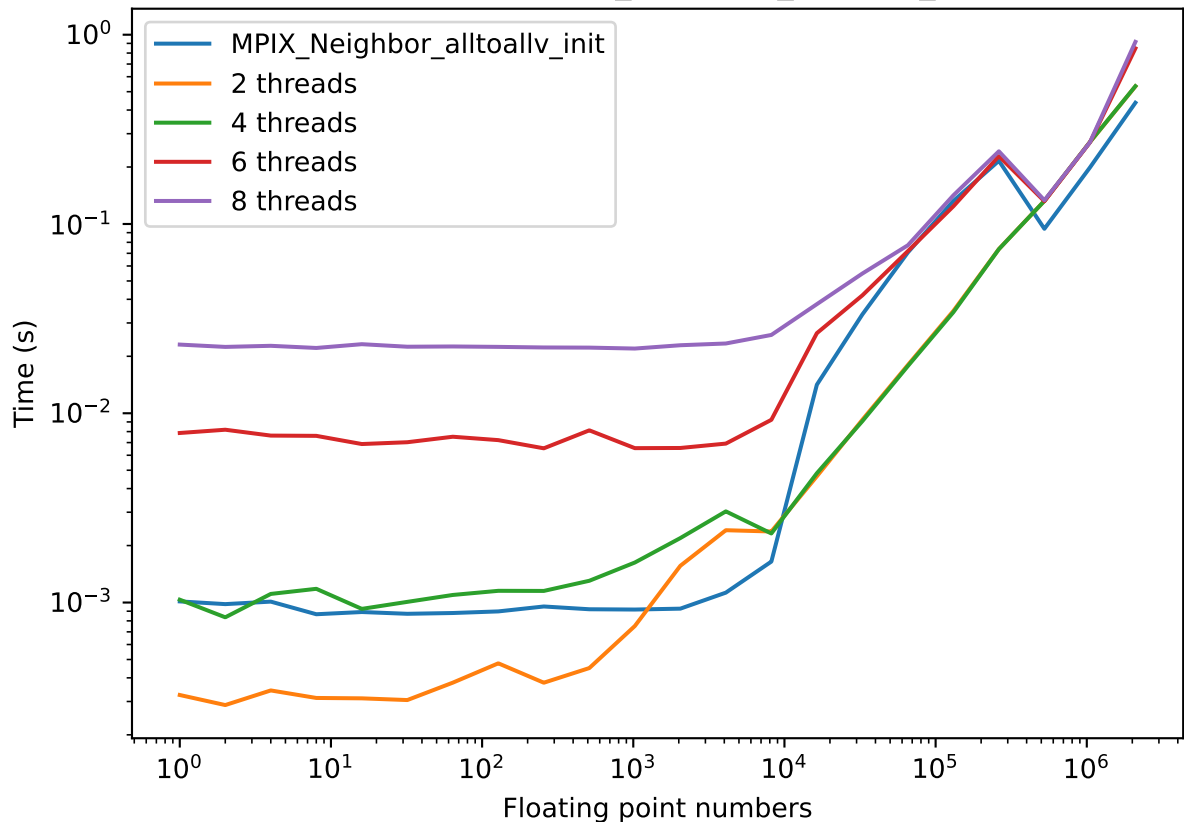
Threaded vs MPI\_Neighbor\_alltoallv



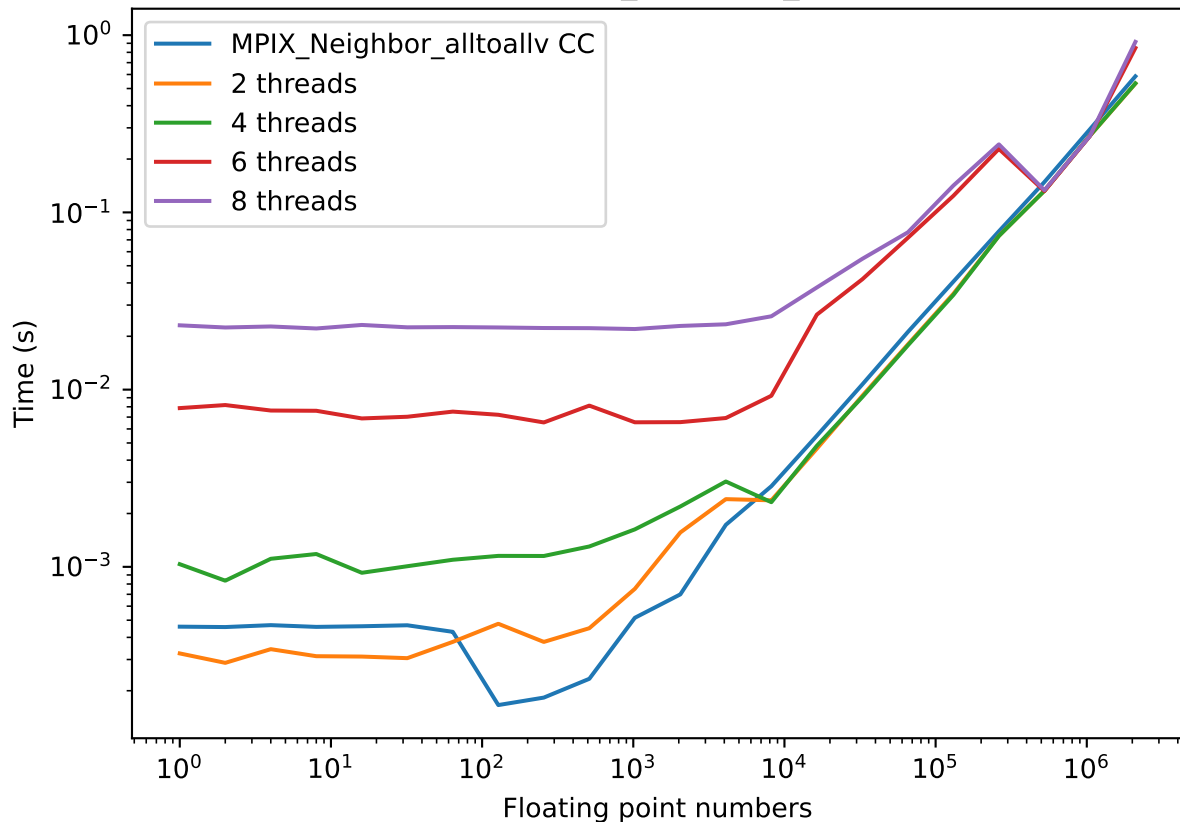
Threaded vs MPIX\_Neighbor\_alltoallv



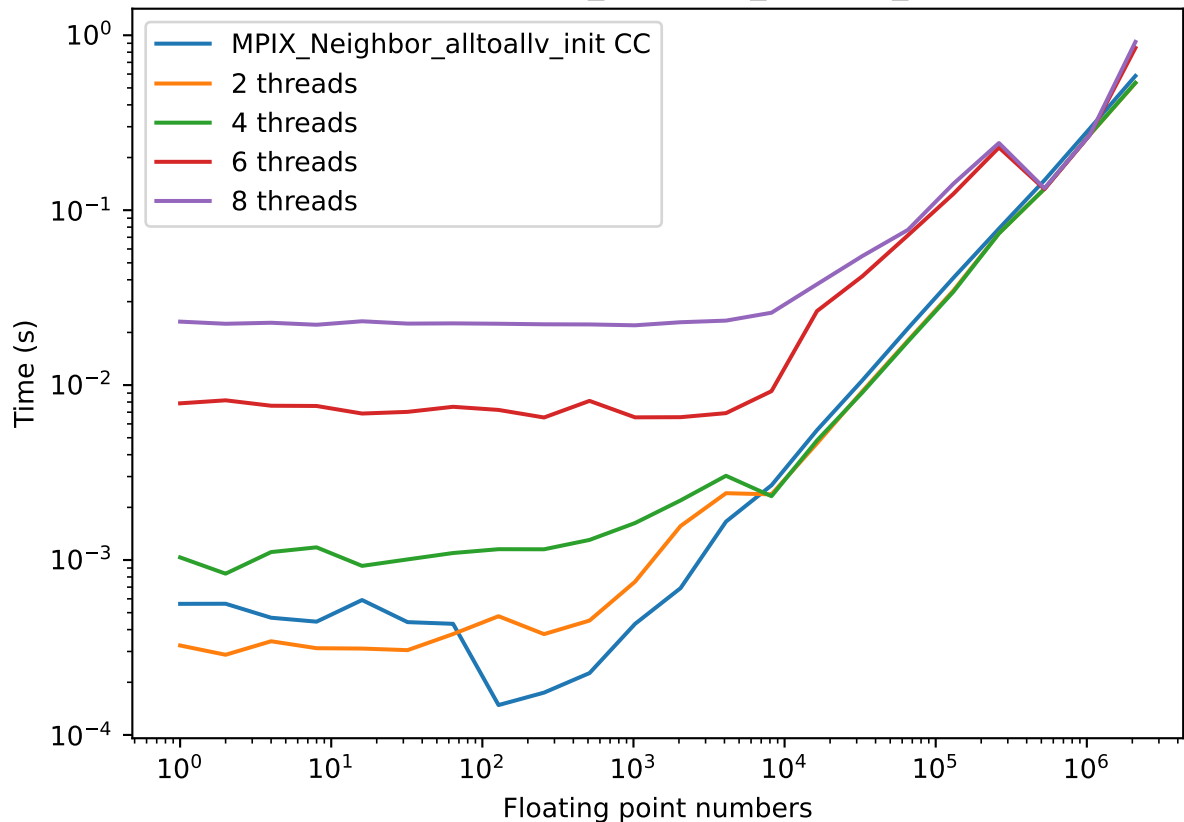
# Threaded vs MPIX\_Neighbor\_alltoallv\_init



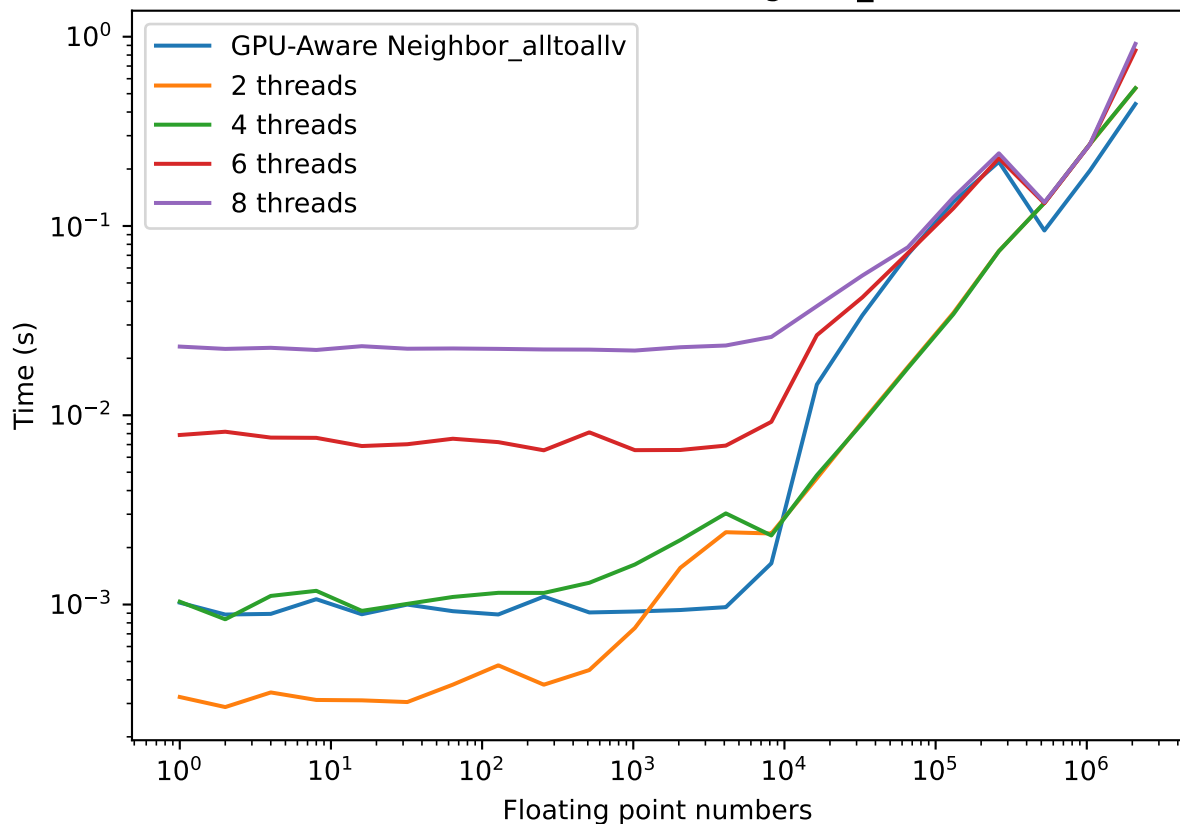
# Threaded vs MPIX\_Neighbor\_alltoallv CC



# Threaded vs MPIX\_Neighbor\_alltoallv\_init CC



Threaded vs GPU-Aware Neighbor\_alltoallv



Threaded vs CC Neighbor\_alltoallv

