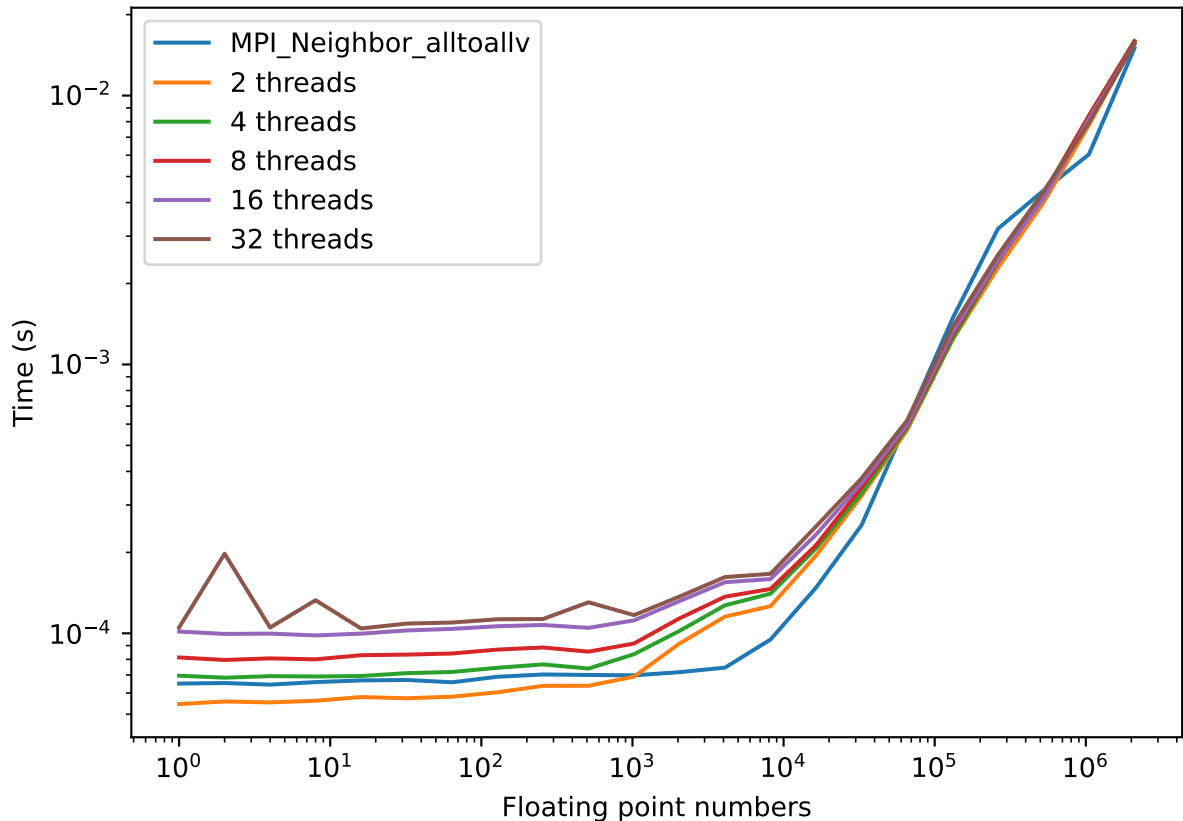
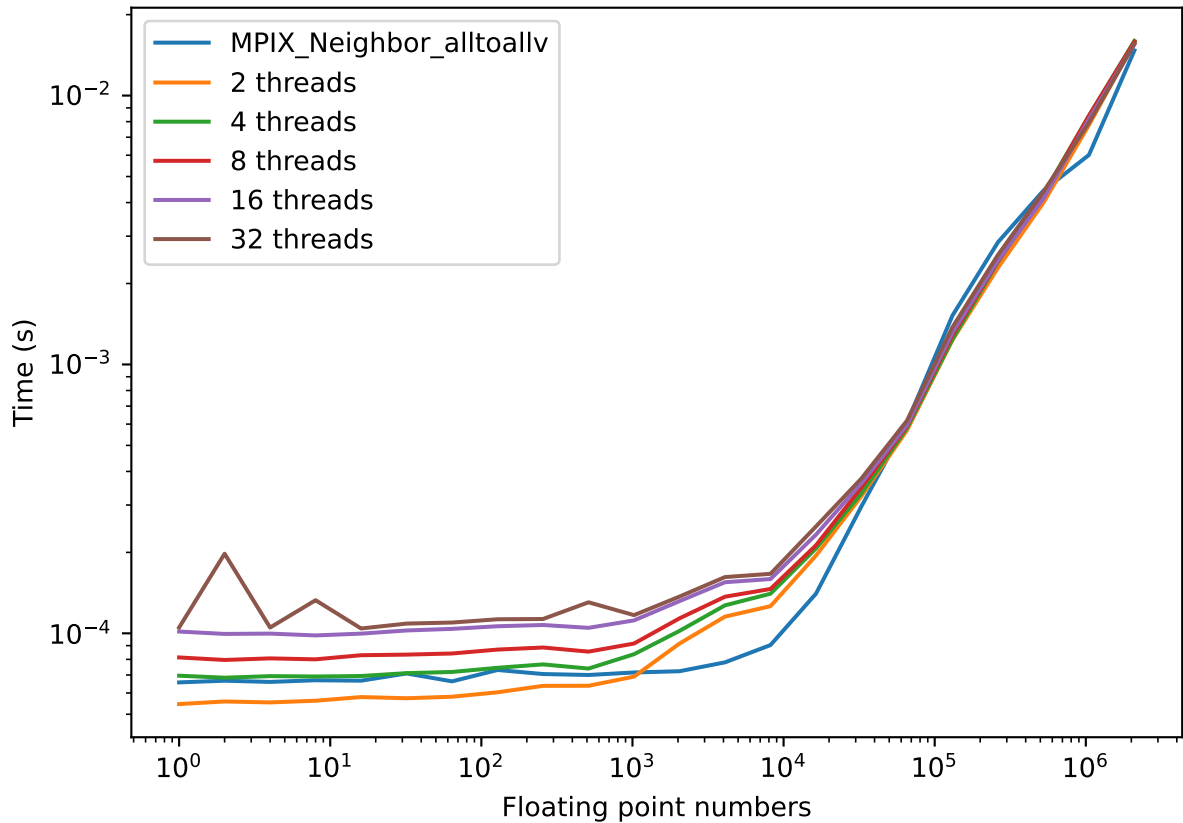


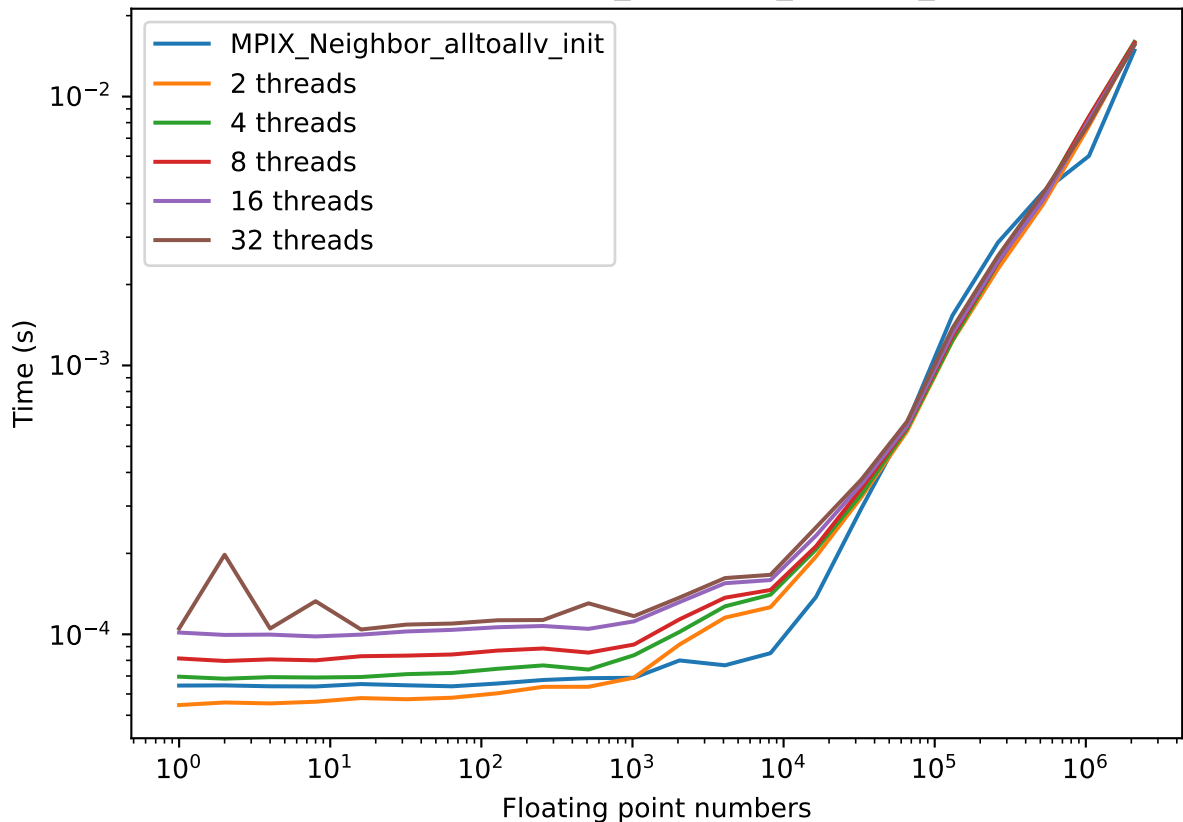
## Threaded vs MPI\_Neighbor\_alltoallv



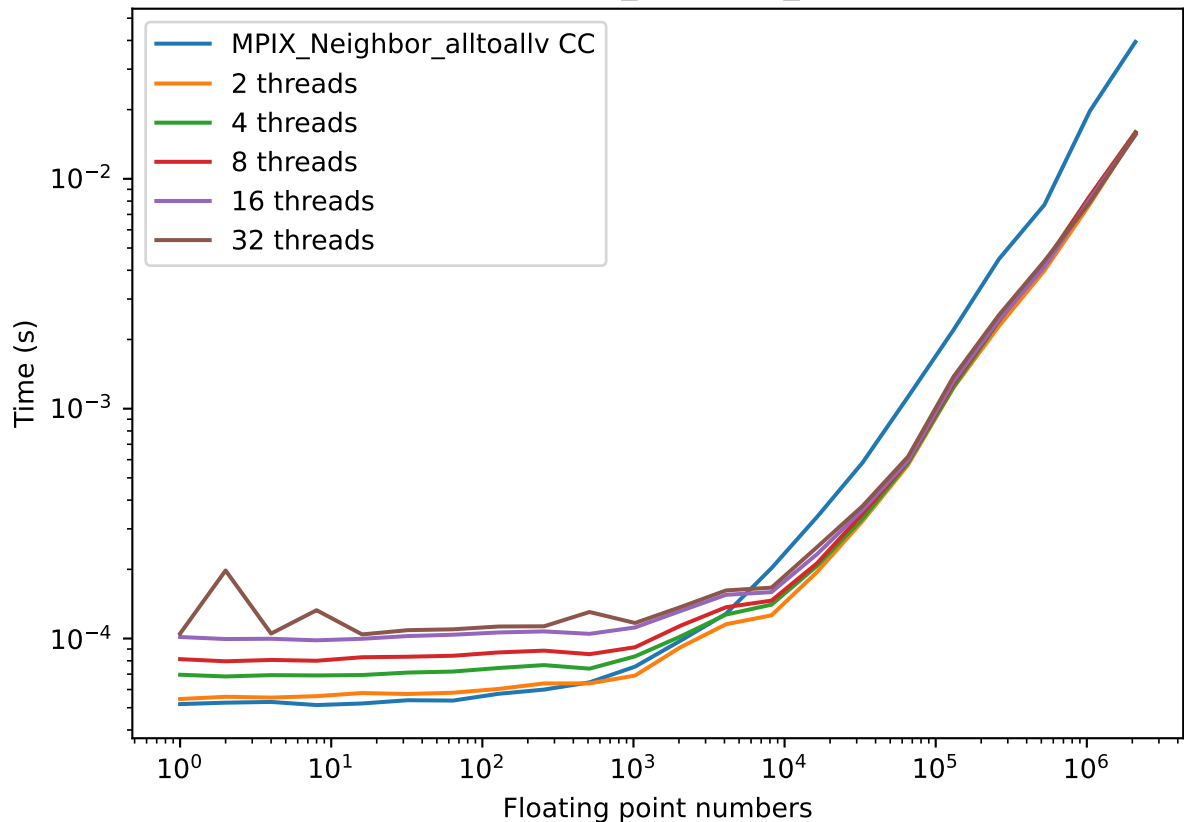
## Threaded vs MPIX\_Neighbor\_alltoallv



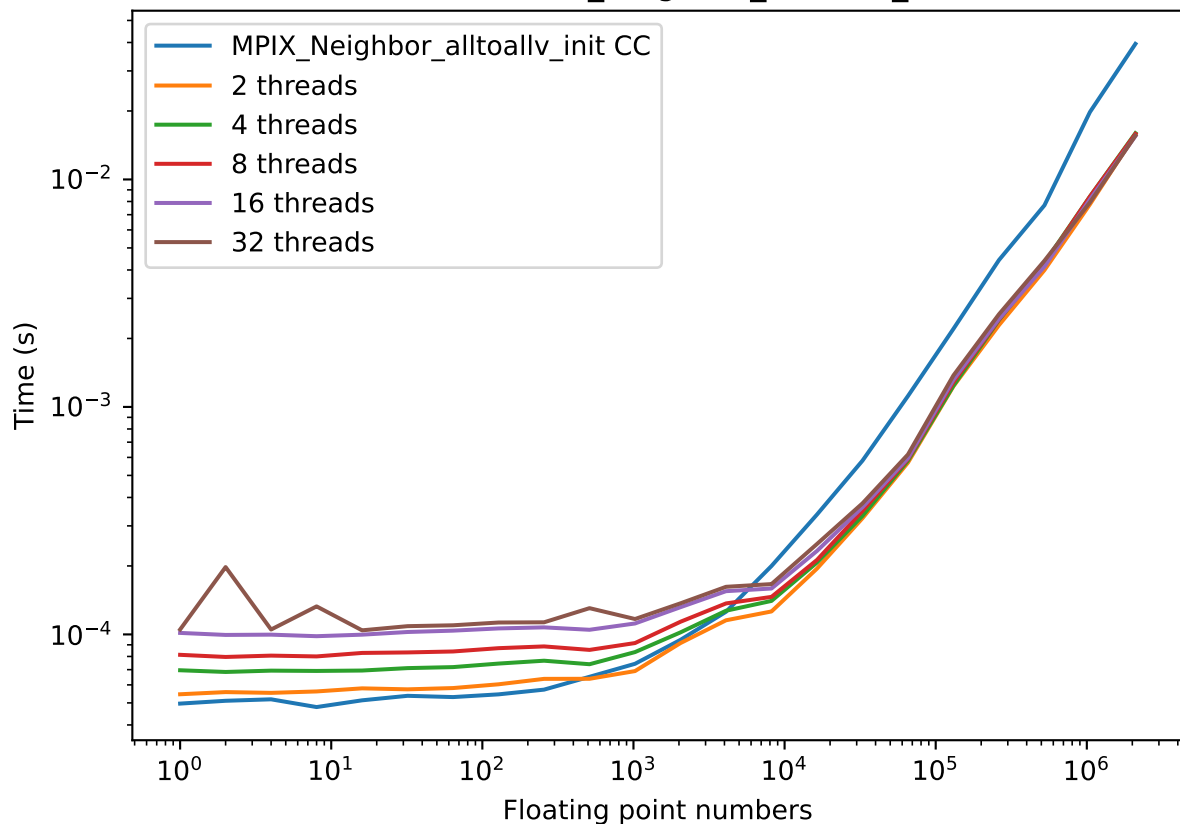
## Threaded vs MPIX\_Neighbor\_alltoallv\_init



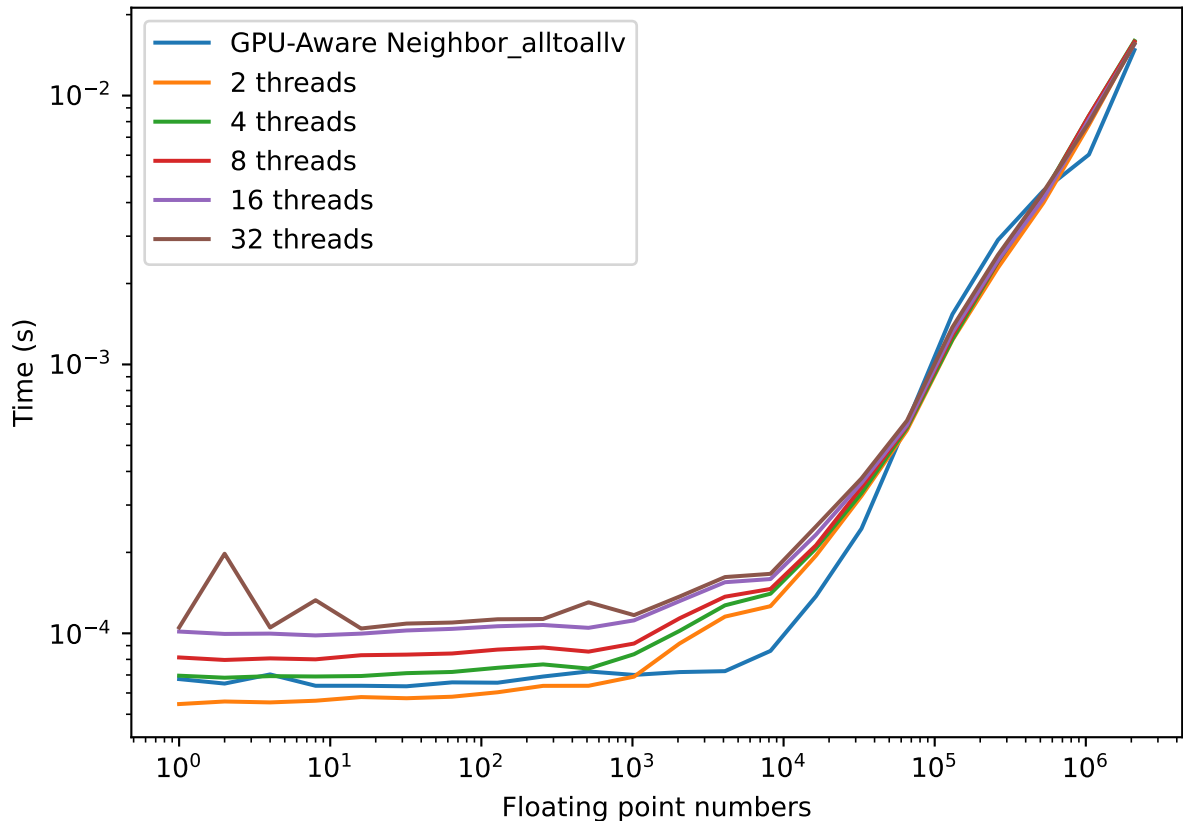
# Threaded vs MPIX\_Neighbor\_alltoallv CC



# Threaded vs MPIX\_Neighbor\_alltoallv\_init CC



## Threaded vs GPU-Aware Neighbor\_alltoallv



## Threaded vs CC Neighbor\_alltoallv

