

# Communication Avoiding (2.5D) Cannon

Seconds

No Overlap  
Overlap

16, 1 32, 2 64, 4 64, 1 128, 2 256, 1 256, 4 512, 2 512, 8 1024, 4

#Tasks, Replication Factor

1.2  
1.0  
0.8  
0.6  
0.4  
0.2  
0

