Plots

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Abstract

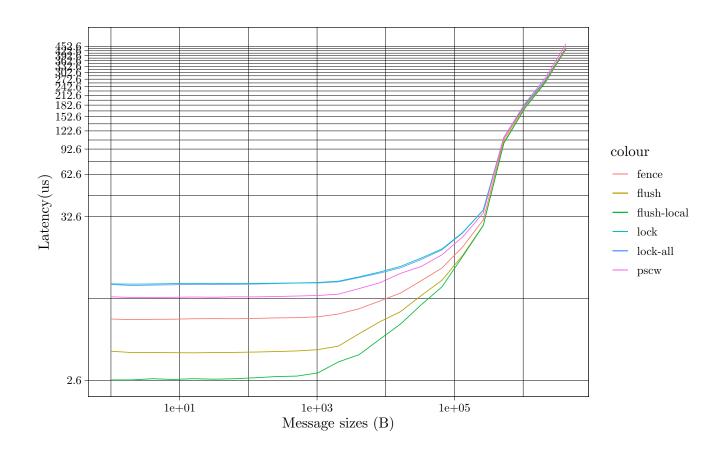


Figure 1: 2 nodes, get latency, gpu-gpu, window create, sync algorithm comparisons

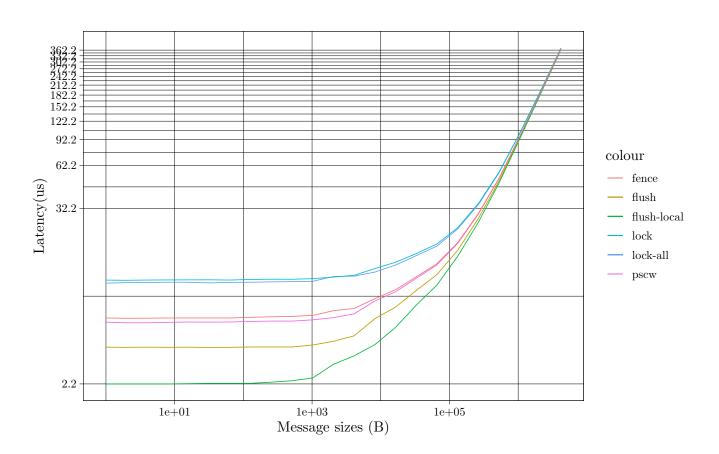
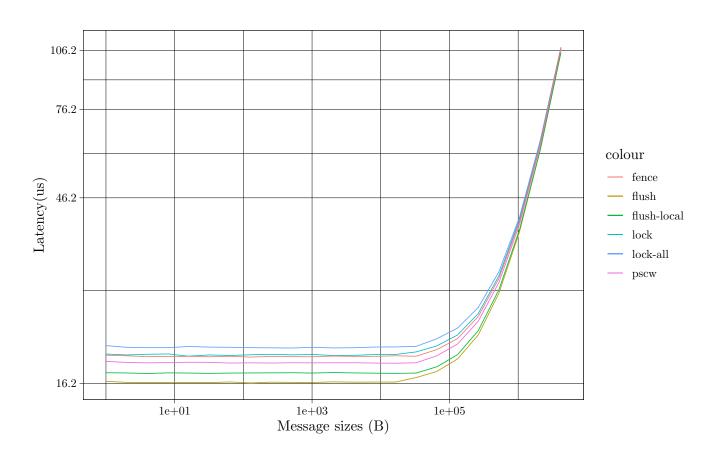
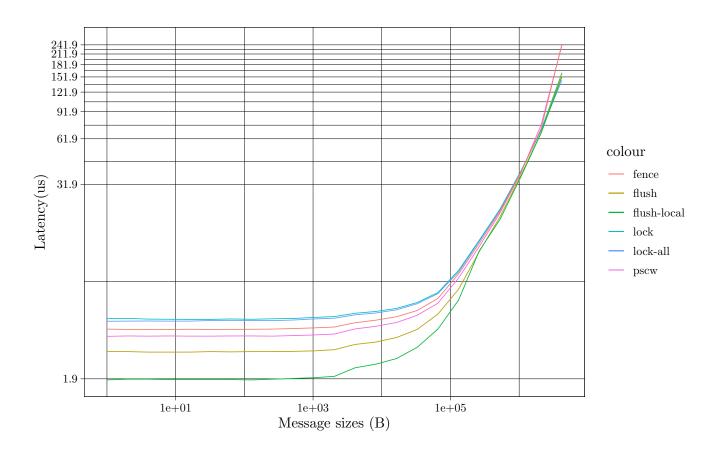


Figure 2: 2 nodes, get latency, cpu-cpu, window create, sync algorithm comparisons



 $Figure \ 3: \ 1 \ node, \ get \ latency, \ gpu-gpu, \ window \ create, \ sync \ algorithm \ comparisons$



 $Figure \ 4: \ 1 \ node, \ get \ latency, \ cpu-cpu, \ window \ create, \ sync \ algorithm \ comparisons$

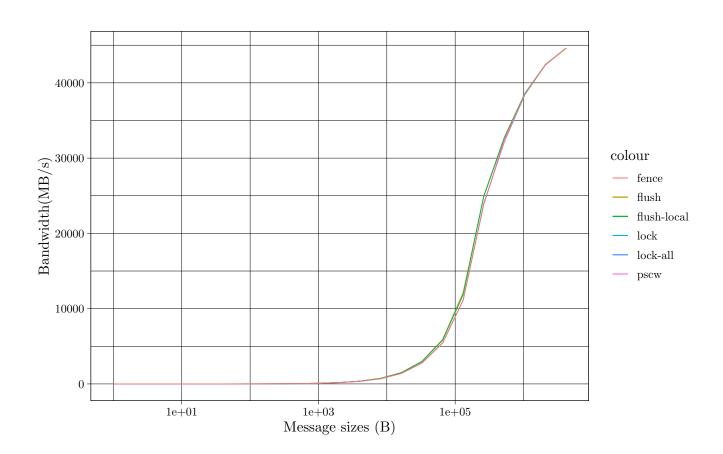


Figure 5: 1 node, get bw, gpu-gpu, window create, sync algorithm comparisons

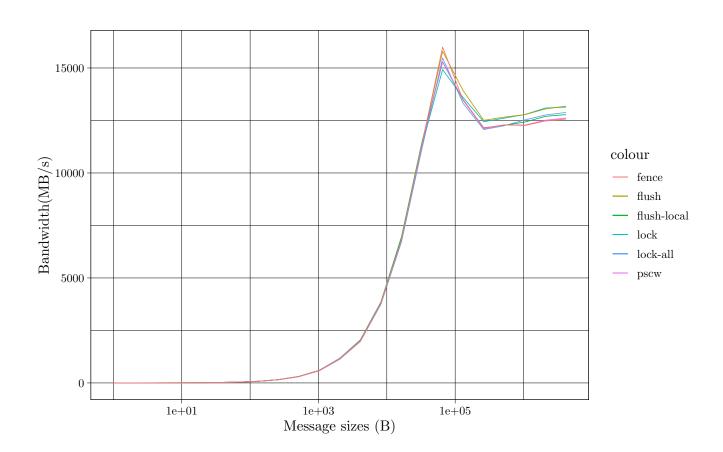
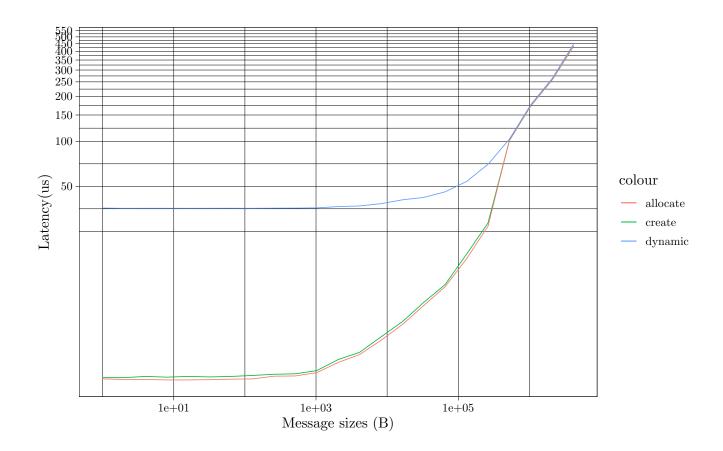


Figure 6: 1 node, get bw, cpu-cpu, window create, sync algorithm comparisons



 $Figure \ 7: \ 2 \ nodes, \ get \ latency, \ gpu-gpu, \ flush-local, \ window \ algorithm \ comparisons$

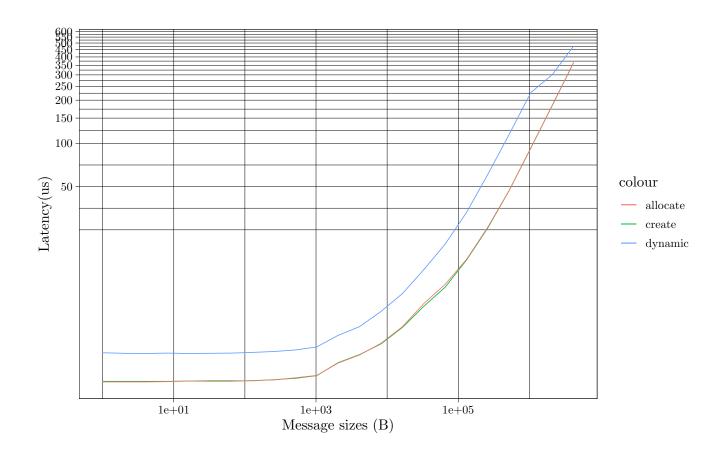


Figure 8: 2 nodes, get latency, cpu-cpu, flush-local, window algorithm comparisons

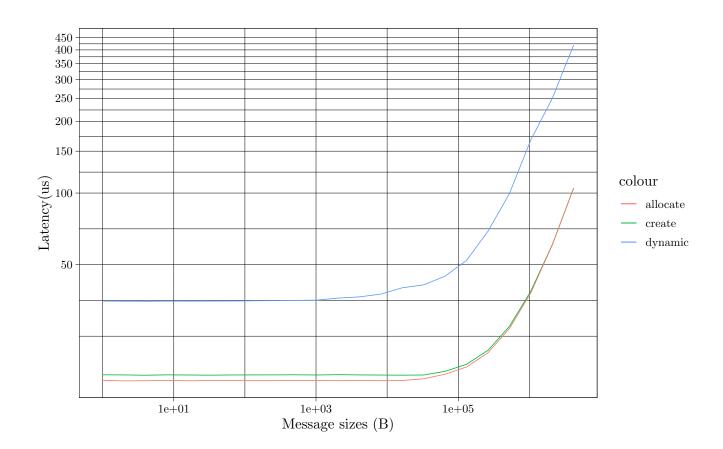


Figure 9: 1 node, get latency, gpu-gpu, flush-local, window algorithm comparisons

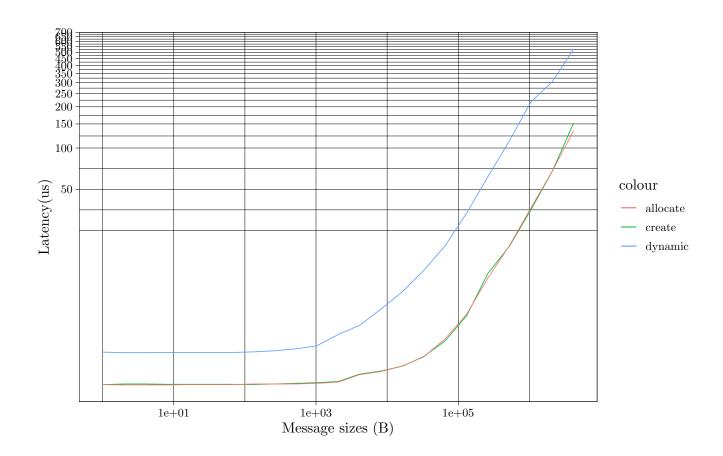


Figure 10: 1 node, get latency, cpu-cpu, flush-local, window algorithm comparisons

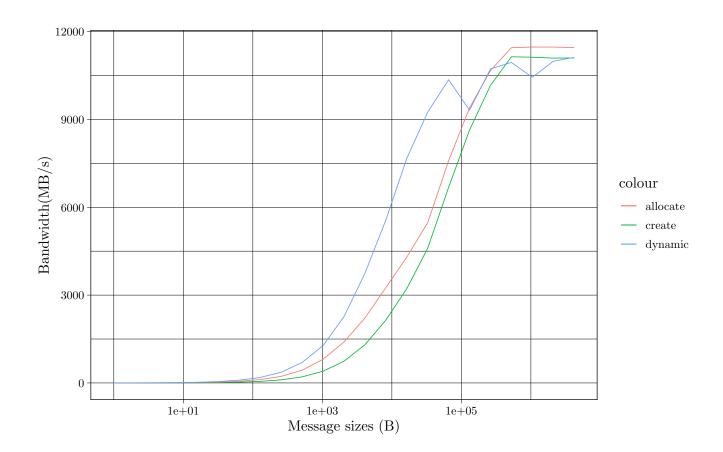


Figure 11: 2 nodes, get bw, cpu-cpu, flush-local, window algorithm comparisons

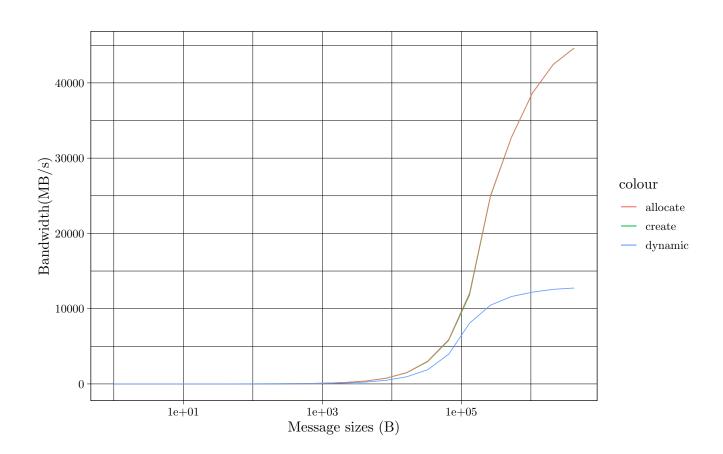


Figure 12: 1 node, get bw, gpu-gpu, flush-local, window algorithm comparisons

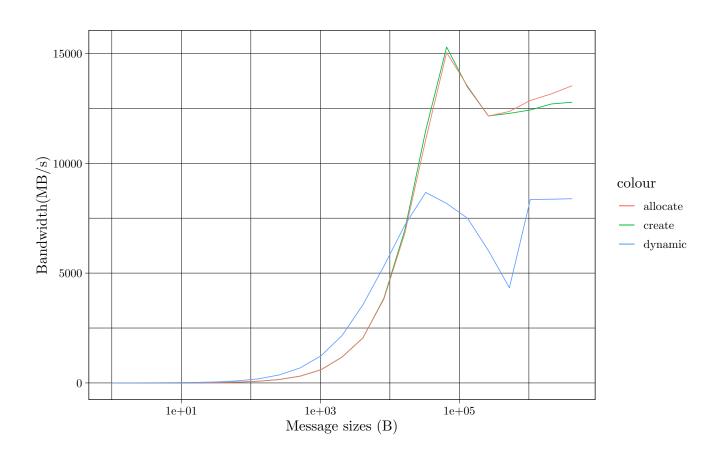


Figure 13: 1 node, get bw, cpu-cpu, flush-local, window algorithm comparisons

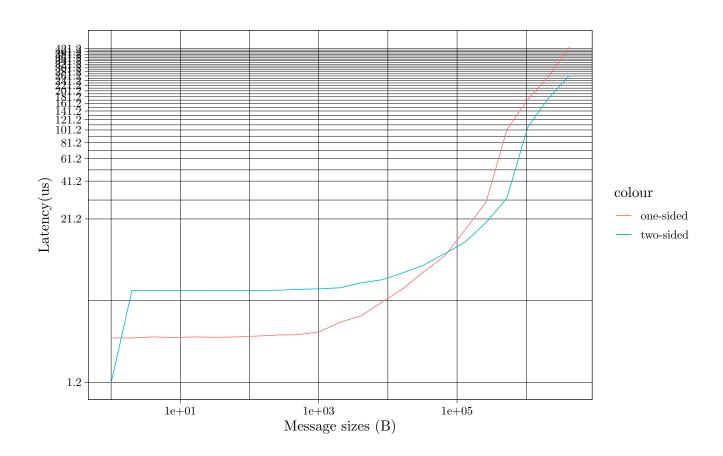


Figure 14: 2 node, latency, gpu-gpu, flush-local, create window, one-sided, two-sided comparisons

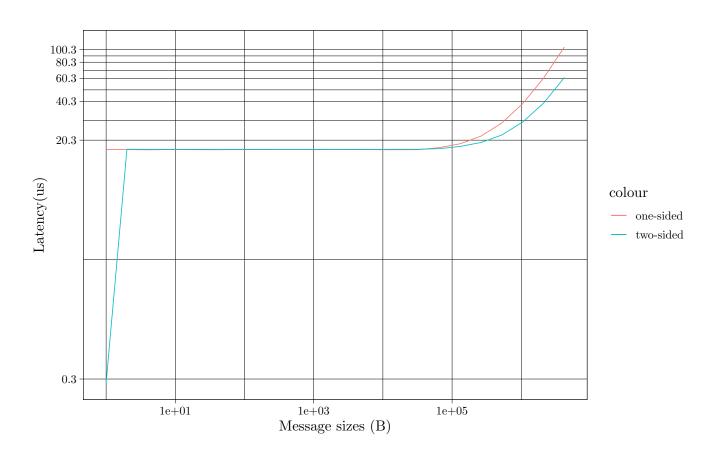
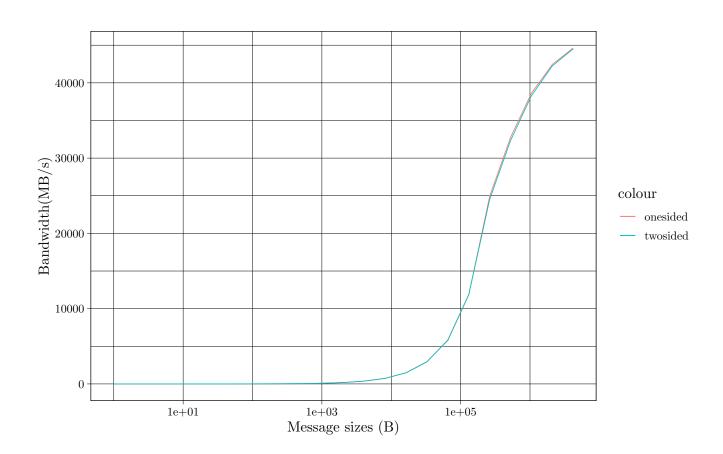
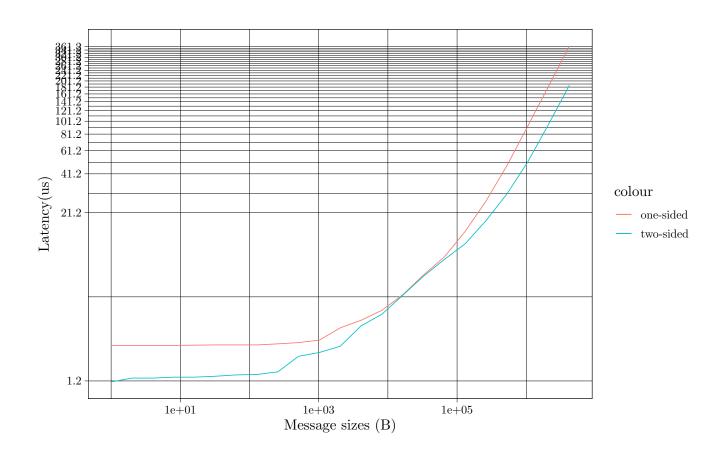


Figure 15: 1 node, latency, gpu-gpu, flush-local, create window, one-sided, two-sided comparisons



 $Figure\ 16:\ 1\ node,\ bw,\ gpu-gpu,\ flush-local,\ create\ window,\ one-sided,\ two-sided\ comparisons$



 $Figure\ 17:\ 2\ node,\ latency,\ cpu-cpu,\ flush-local,\ create\ window,\ one-sided,\ two-sided\ comparisons$

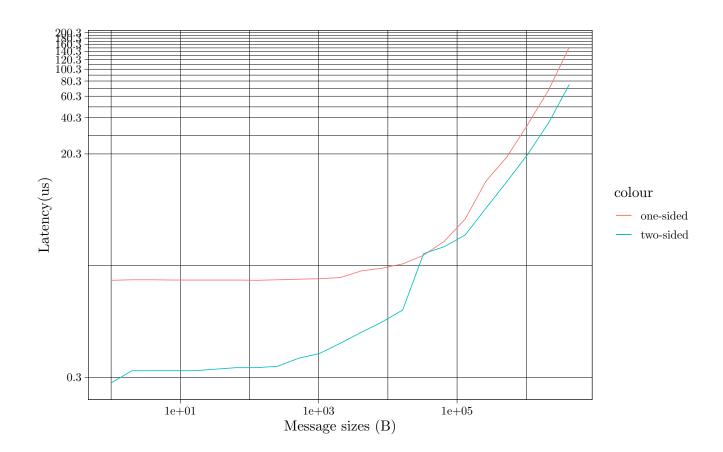


Figure 18: 1 node, latency, cpu-cpu, flush-local, create window, one-sided, two-sided comparisons

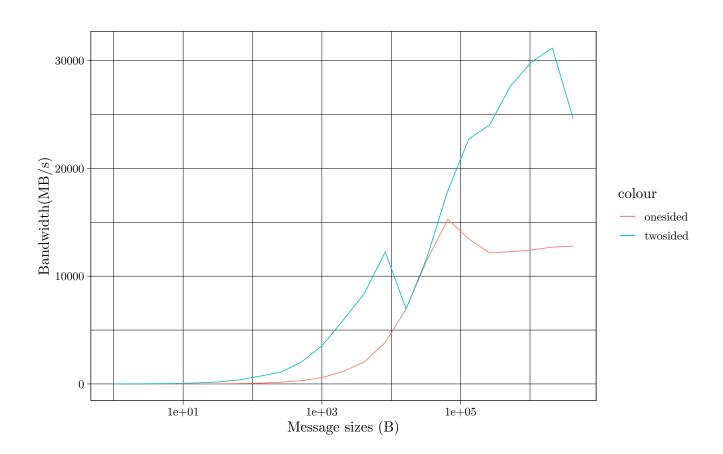


Figure 19: 1 node, bw, cpu-cpu, flush-local, create window, one-sided, two-sided comparisons