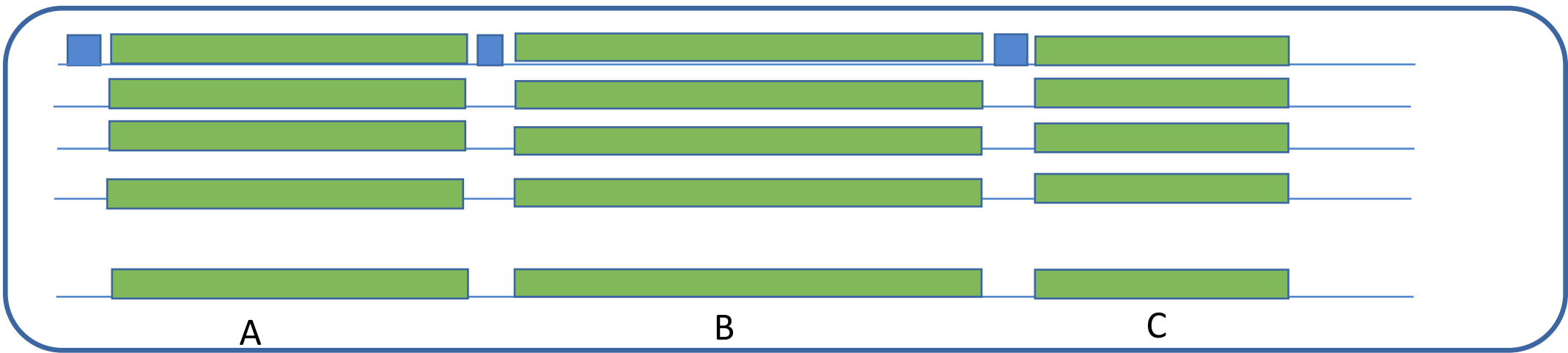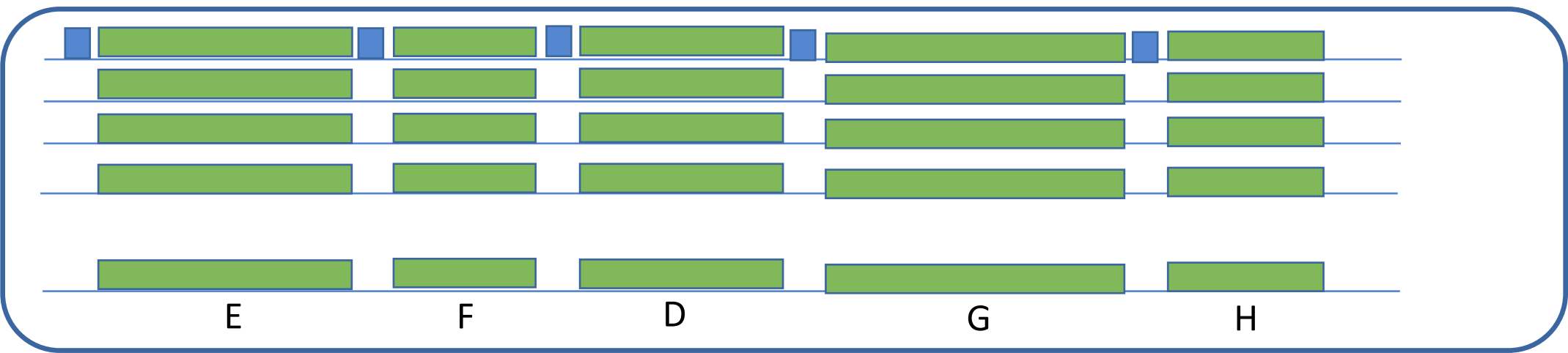After across-node load balancing, with ideal within-node performance with parallel loops (Charm++ RTS has migrated Object D to Node 1).