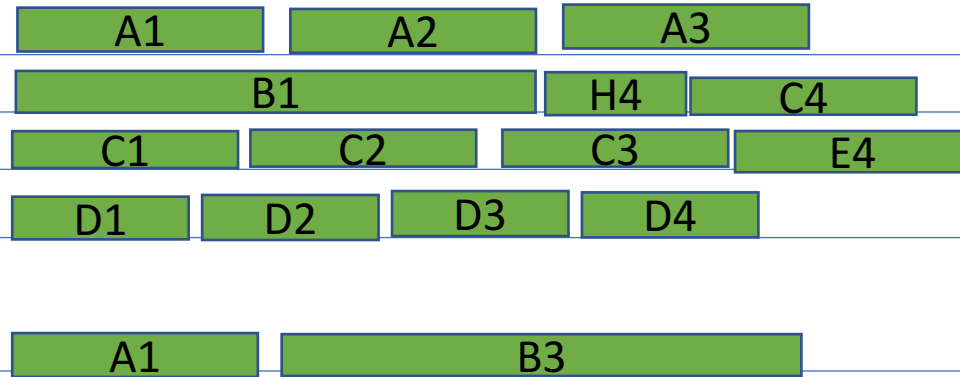


## Charm++-only: Option 1 (default Charm++)

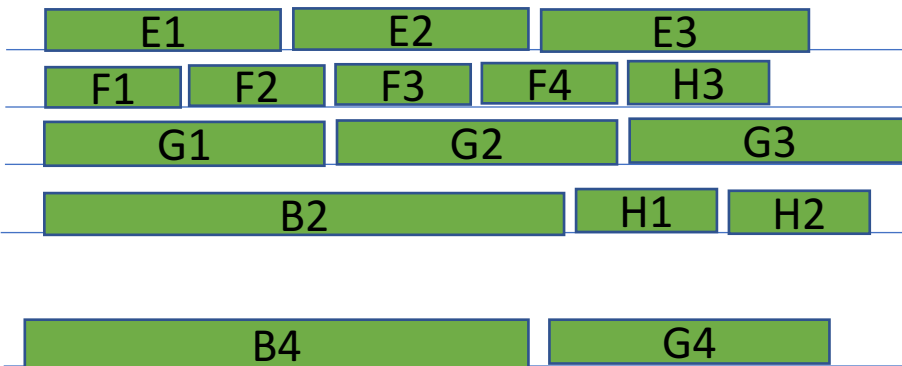
There are many objects, leading to higher overhead (esp. on large multicore nodes) and reduced but still significant imbalance.



### Problems:

- Higher scheduling overhead
- Many small messages
- Large memory in "halo" layers
- For a significant class of applications, based on domain-decomposition solvers, slow convergence; i.e. large number of outer iterations
- Some of these can be mitigated, but with difficulty

Node 0



Node 1