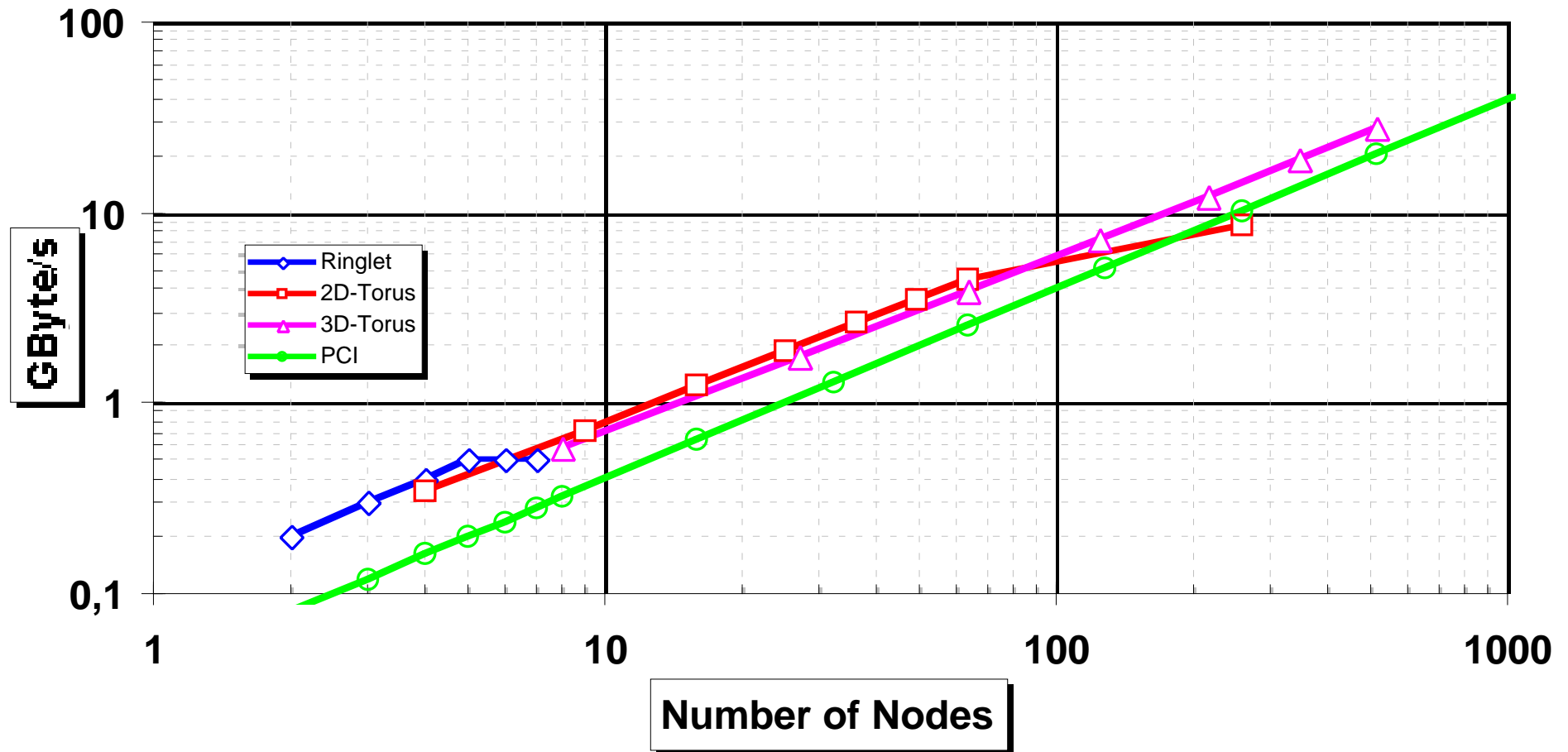
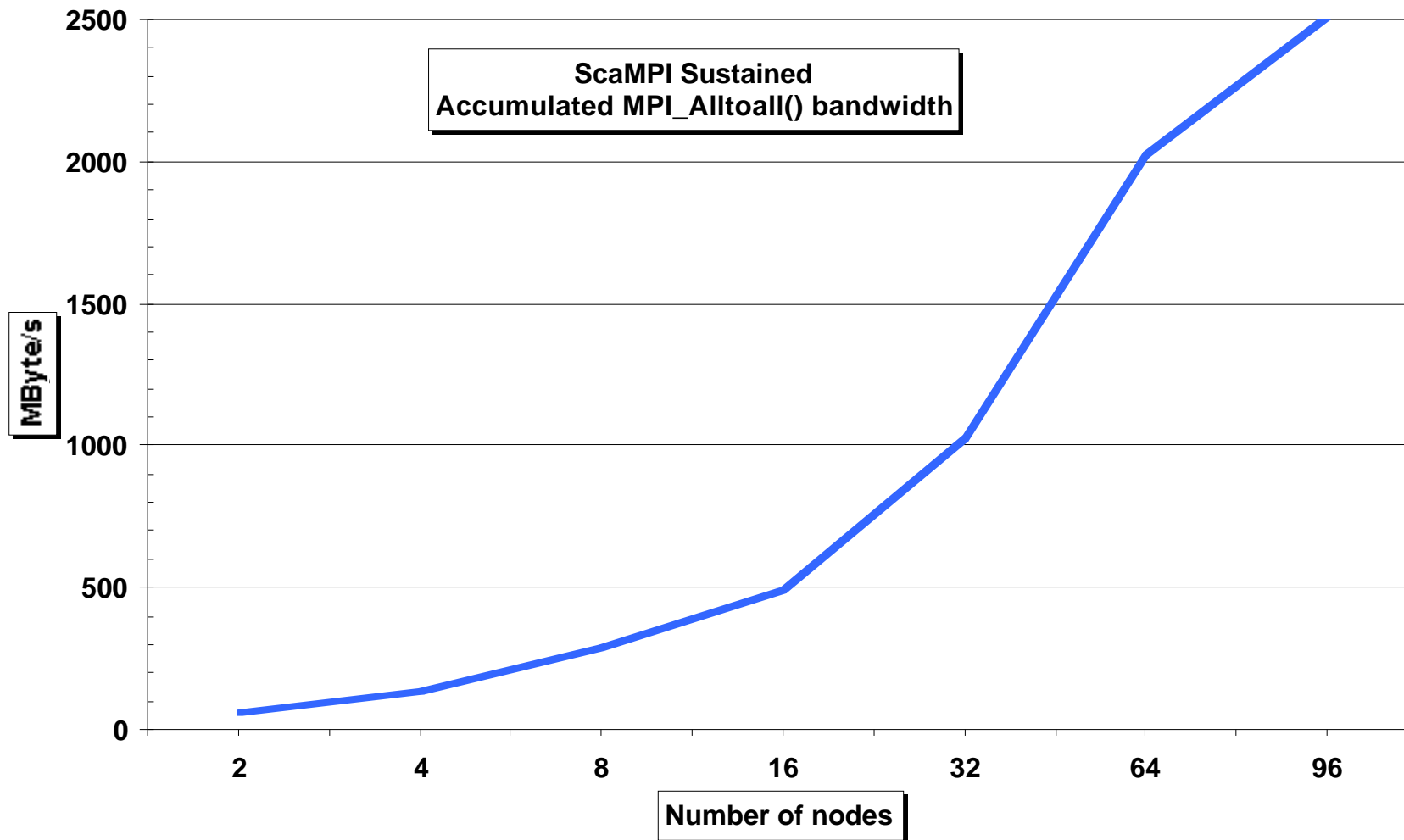


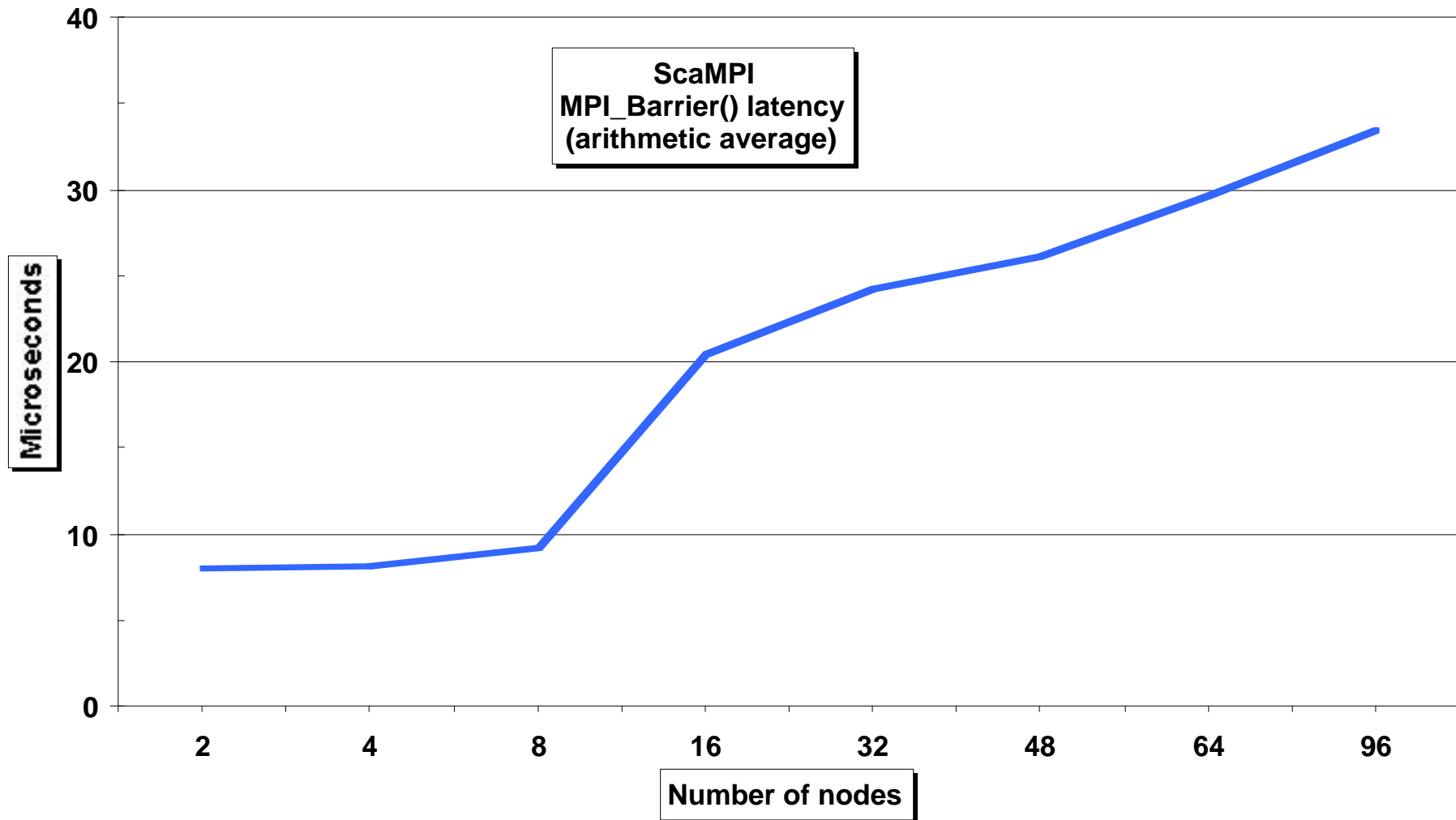
Theoretical Scalability



MPI_Alltoall()



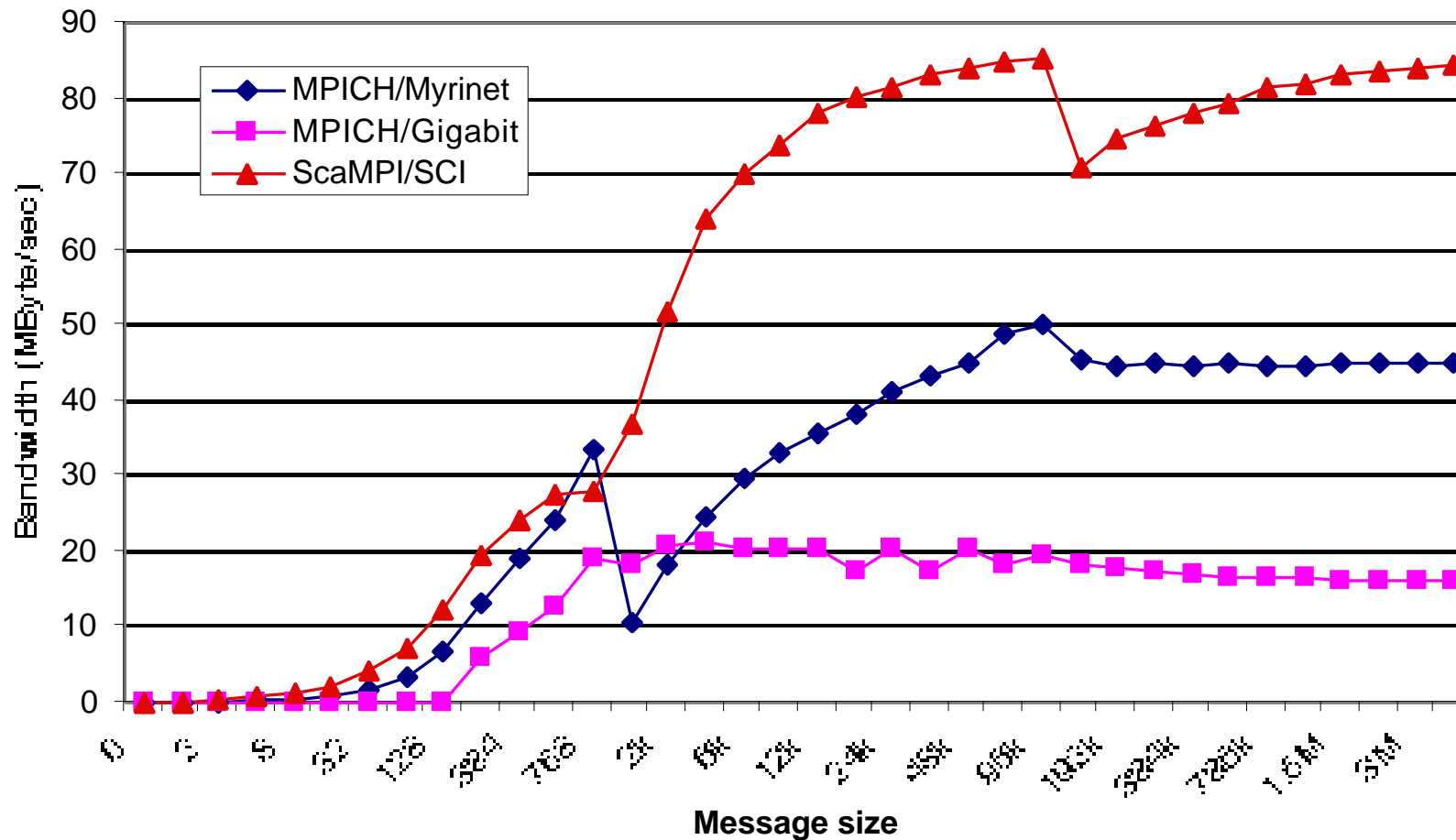
MPI_Barrier()



One-way point-to-point

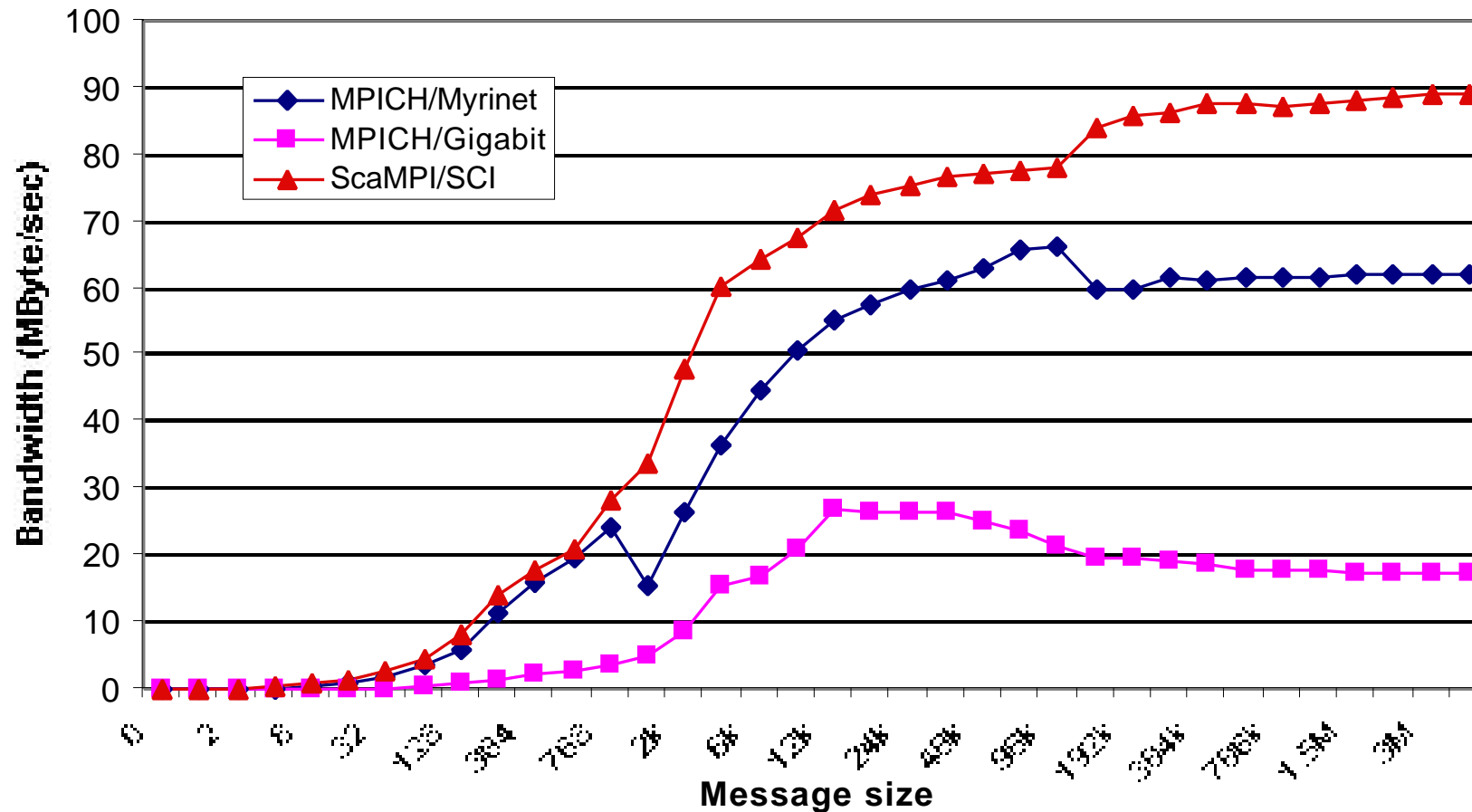


One-way communication



Two-way point-to-point

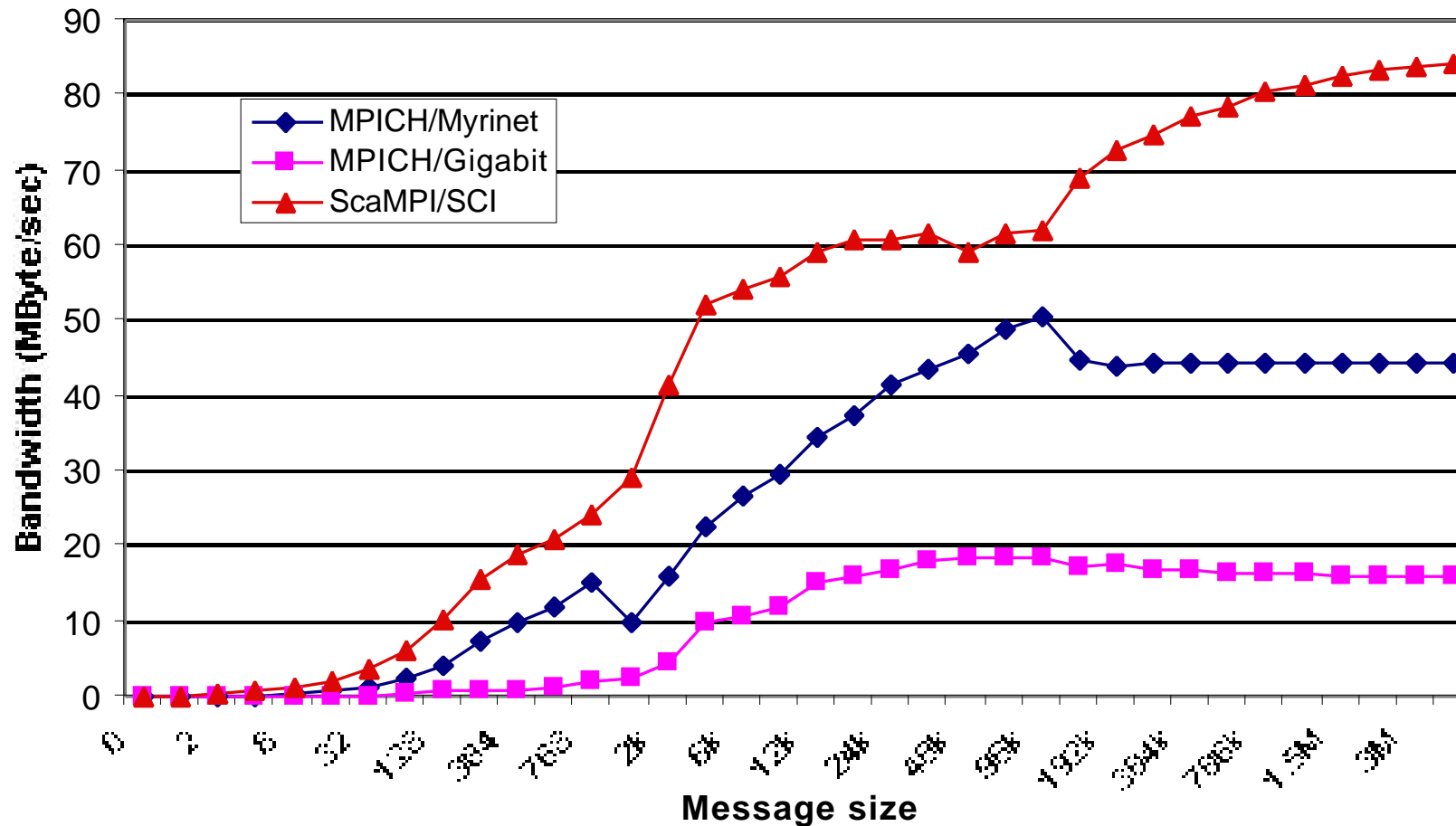
Concurrent two-way communication



Ping-Pong Bandwidth



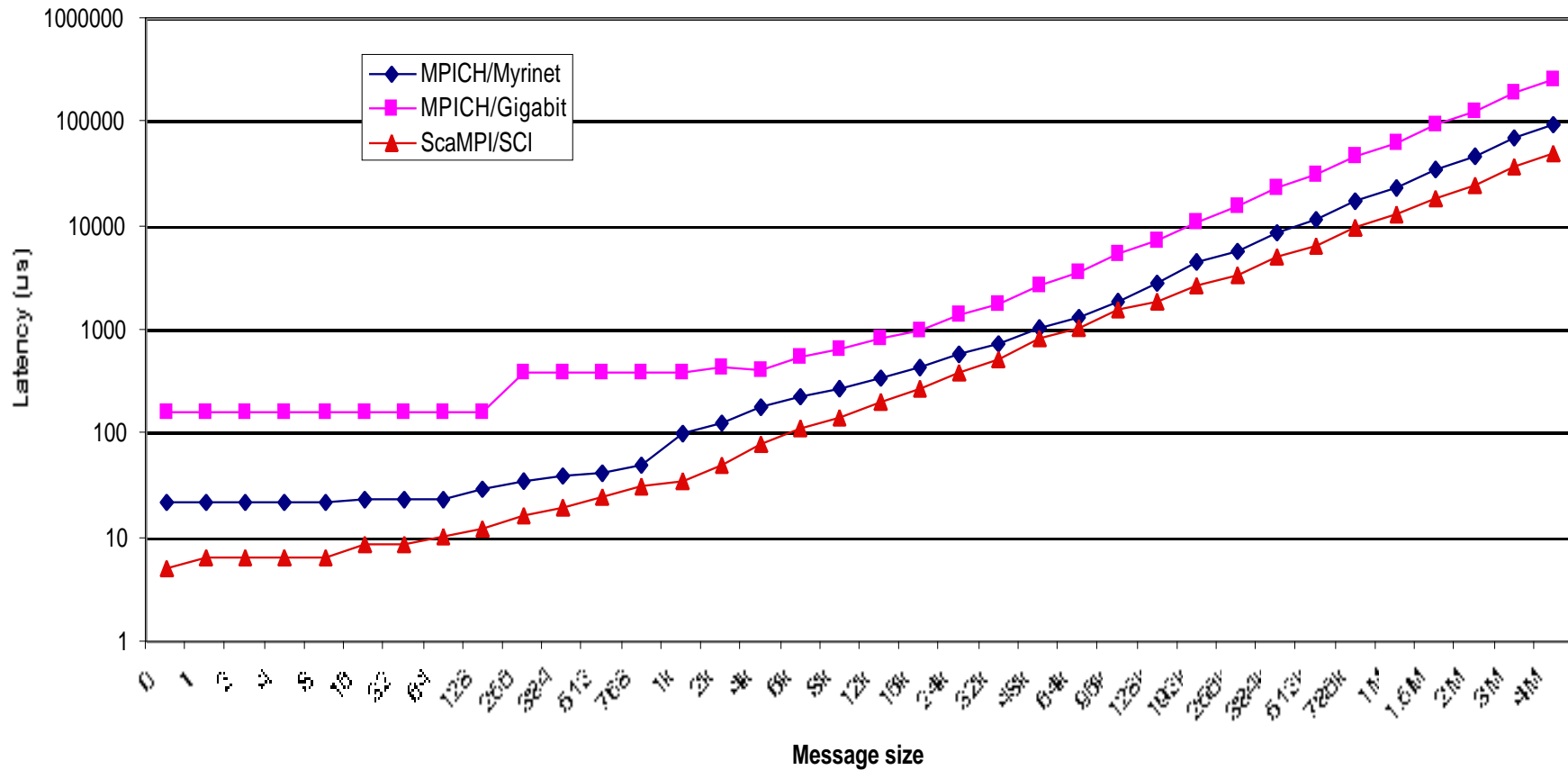
Ping-pong communication



Ping-Pong Latency



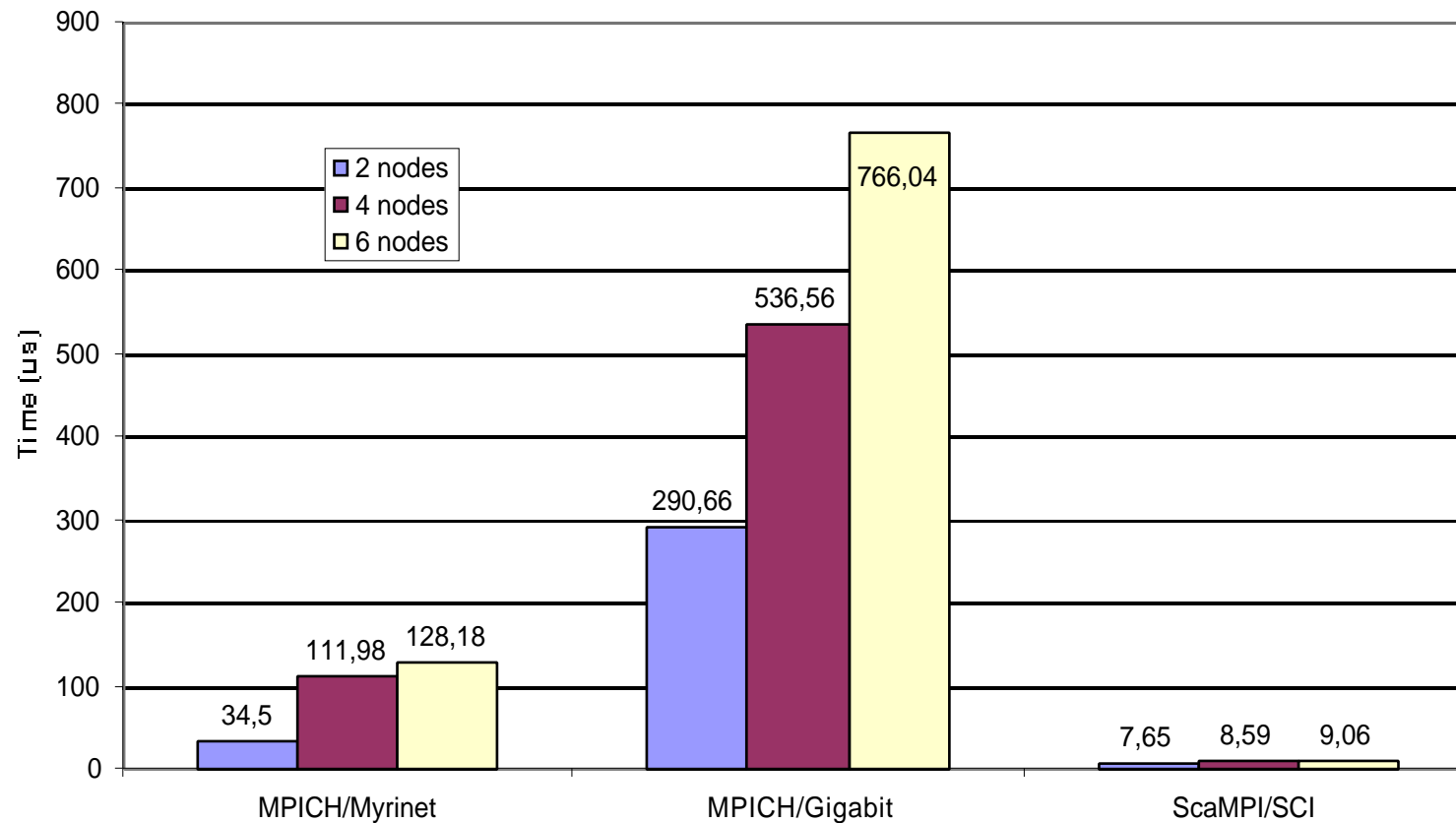
Ping-pong communication



BarrierSynchronization



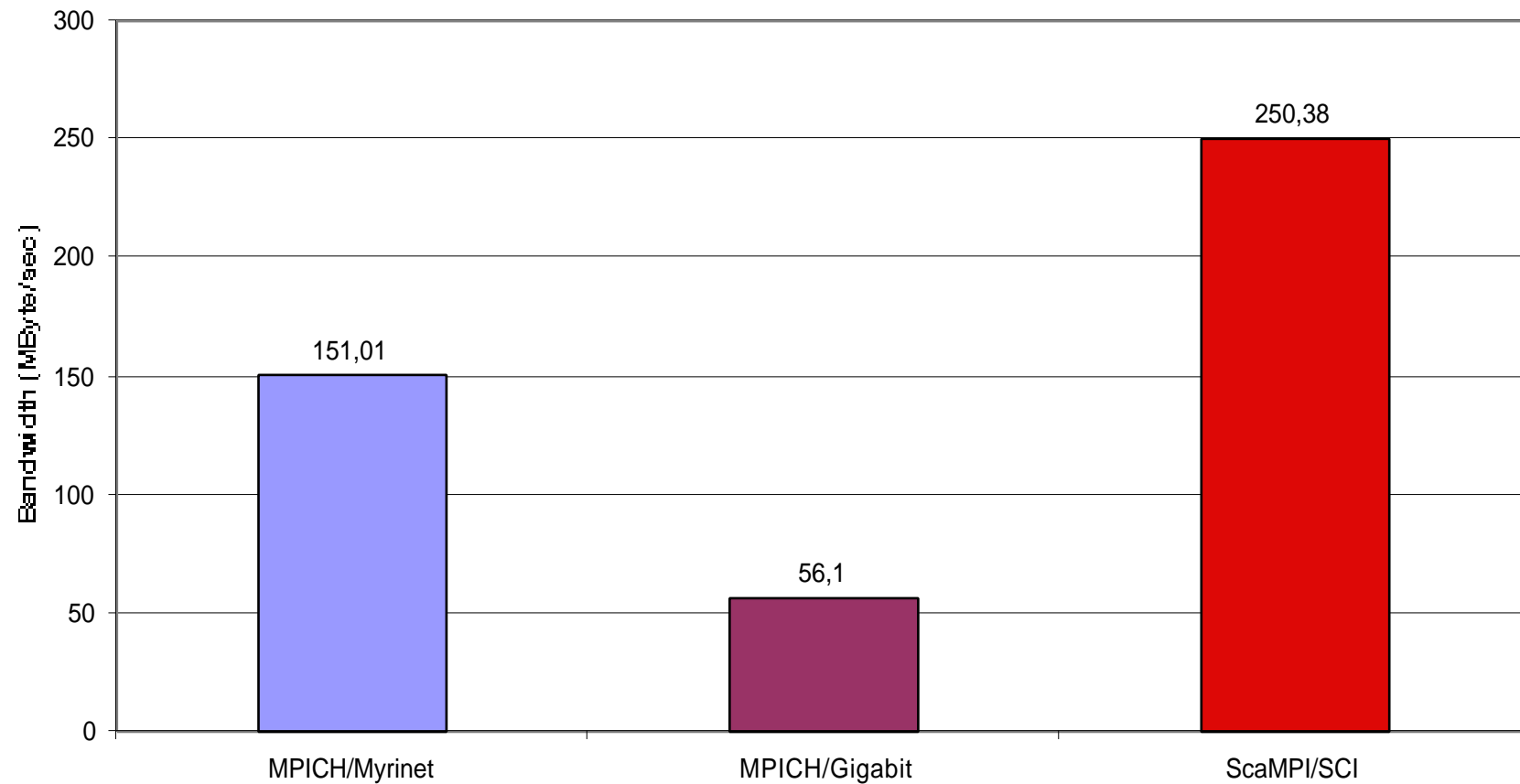
Barrier synchronization



Bisection Bandwidth

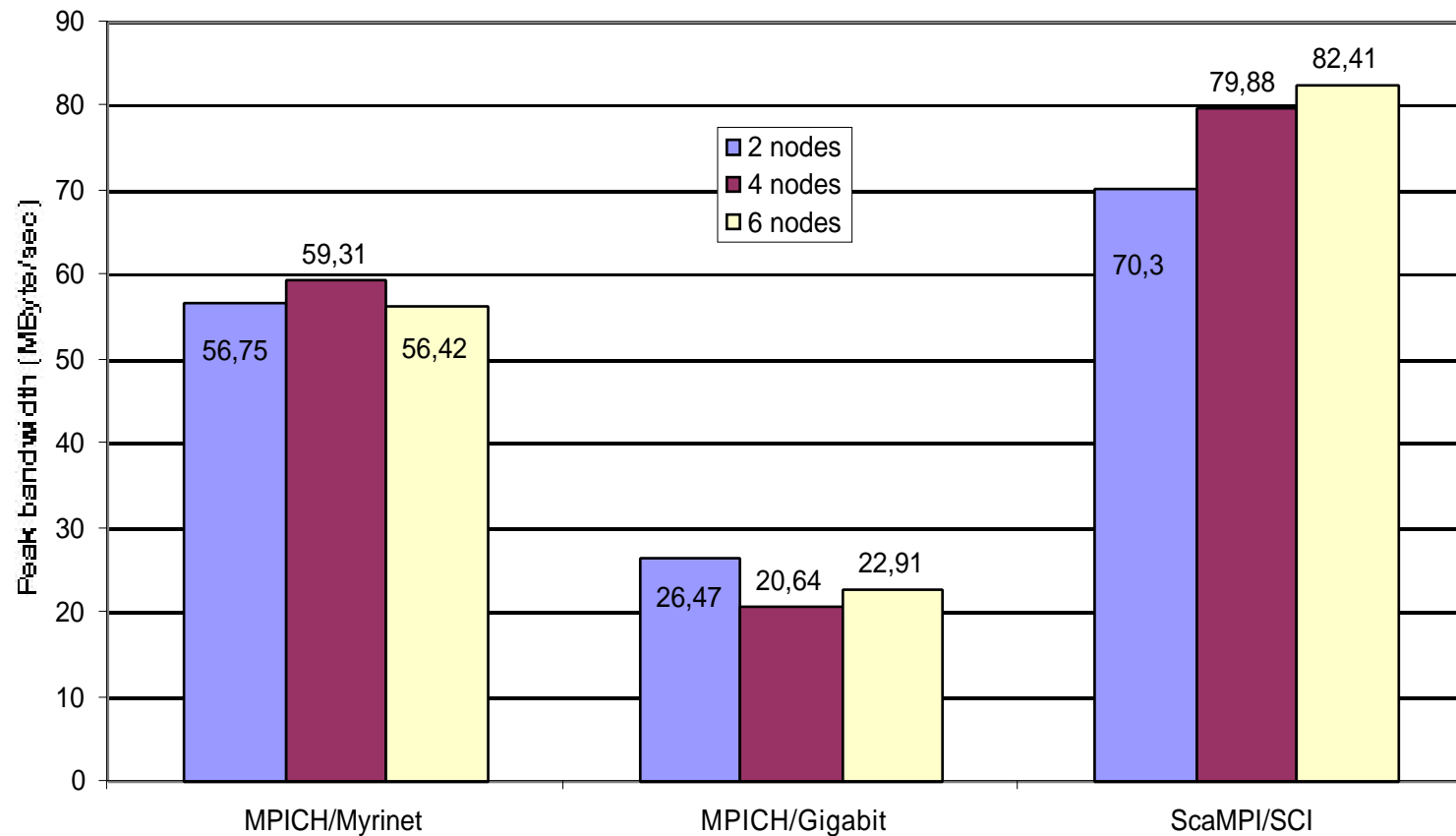


Bisection bandwidth



All-to-All

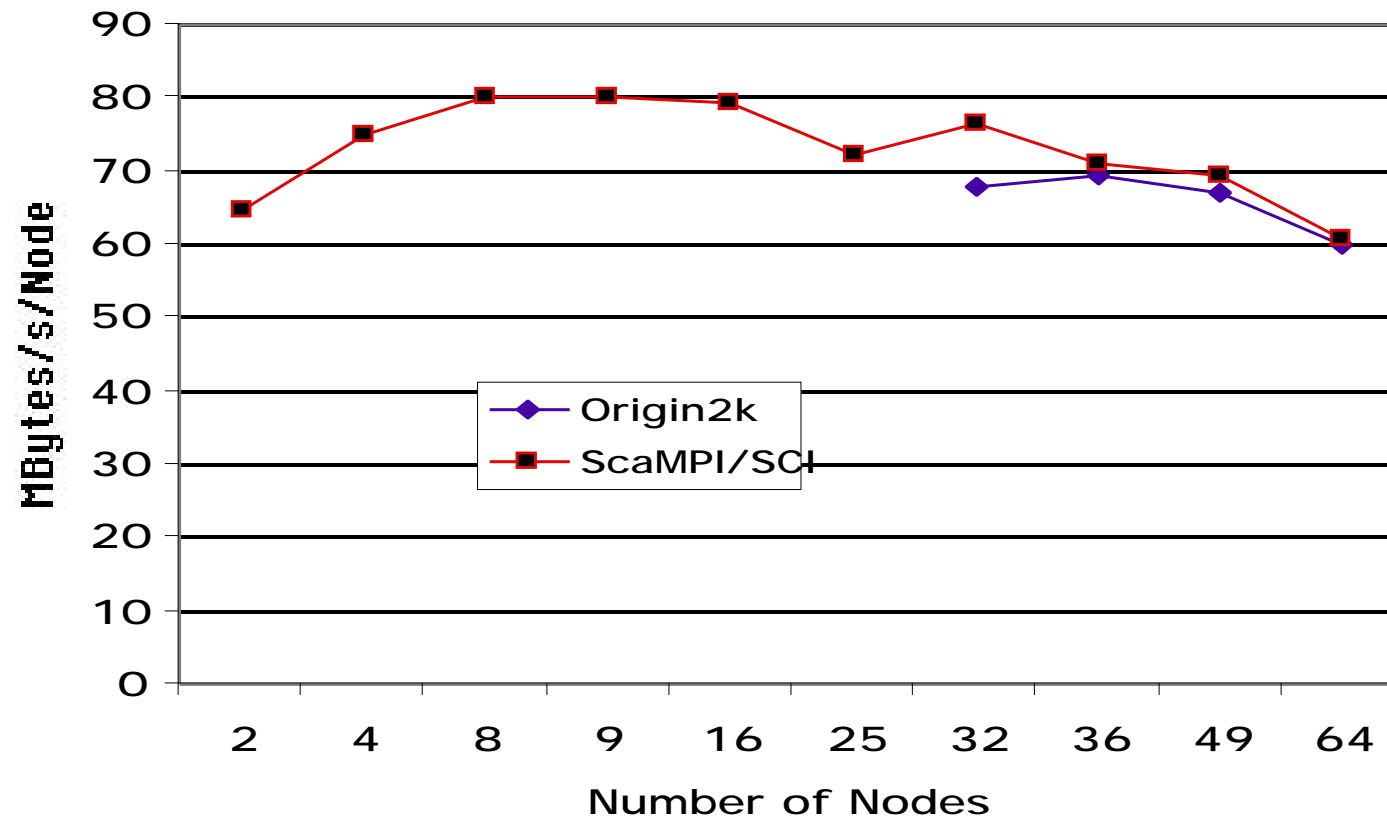
All-to-all communication



Versus Origin 2000 (1)



All-to-All Bandwidth



Versus Origin 2000 (2)



Barrier Synchronization

