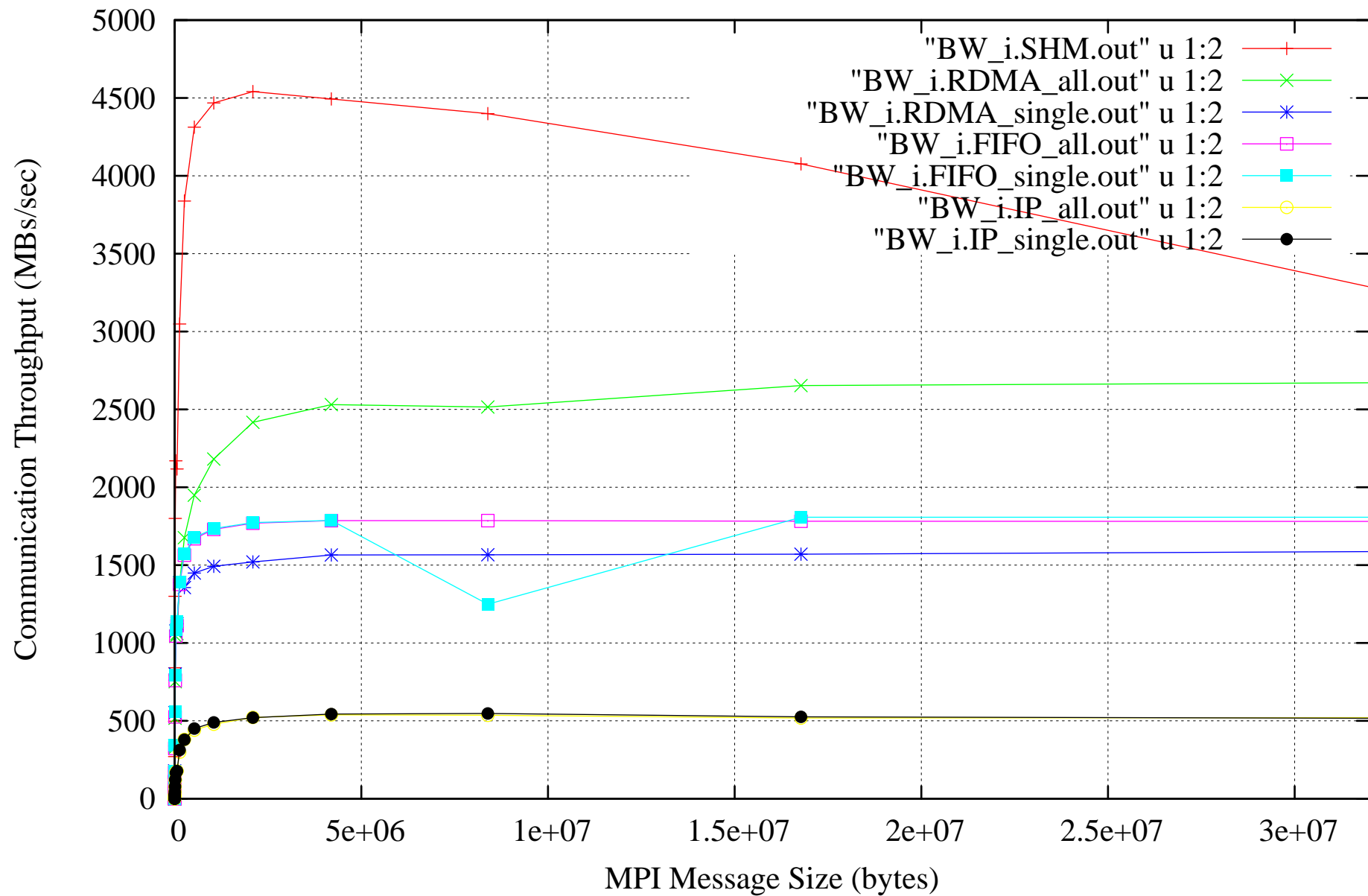
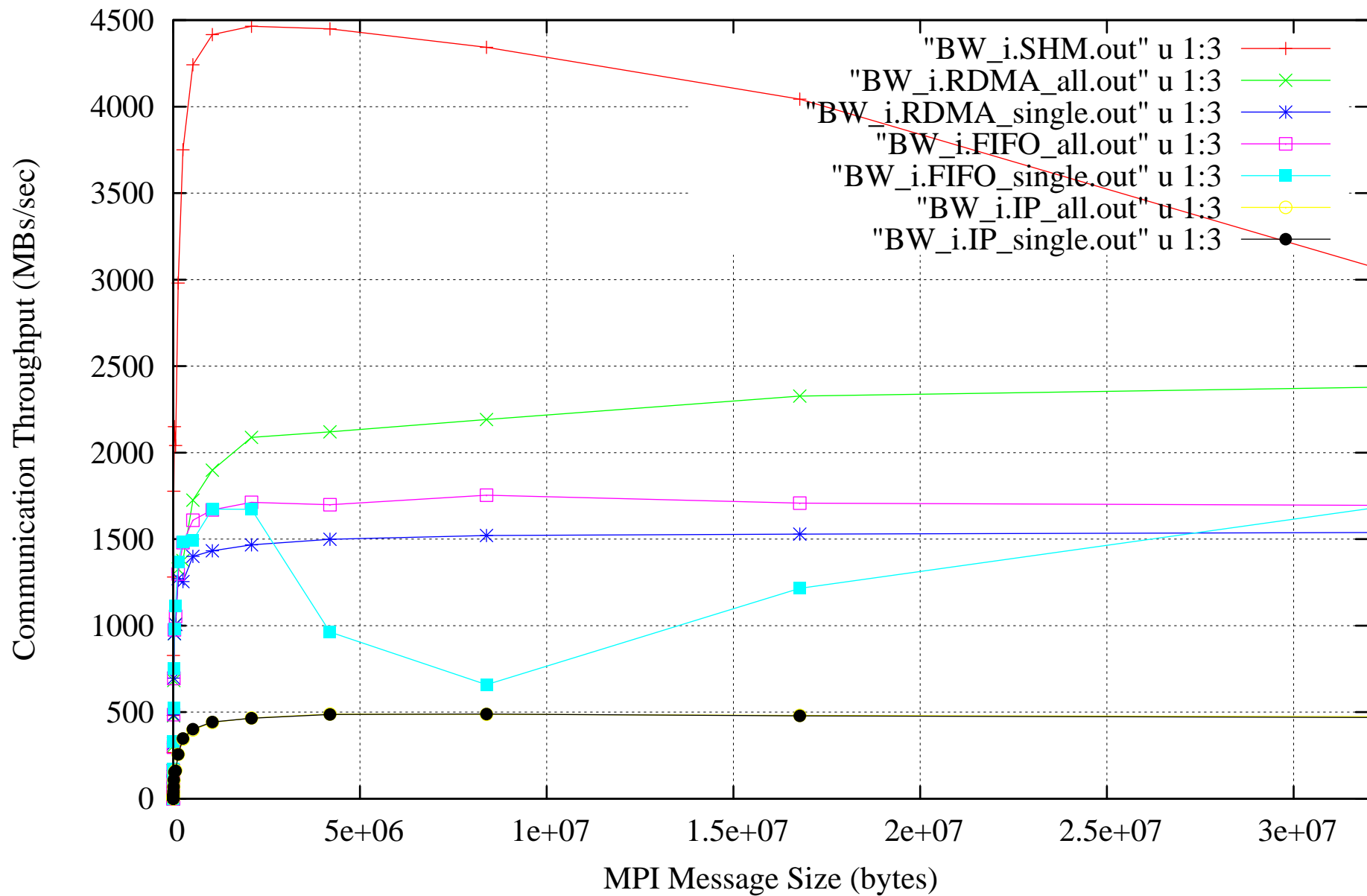


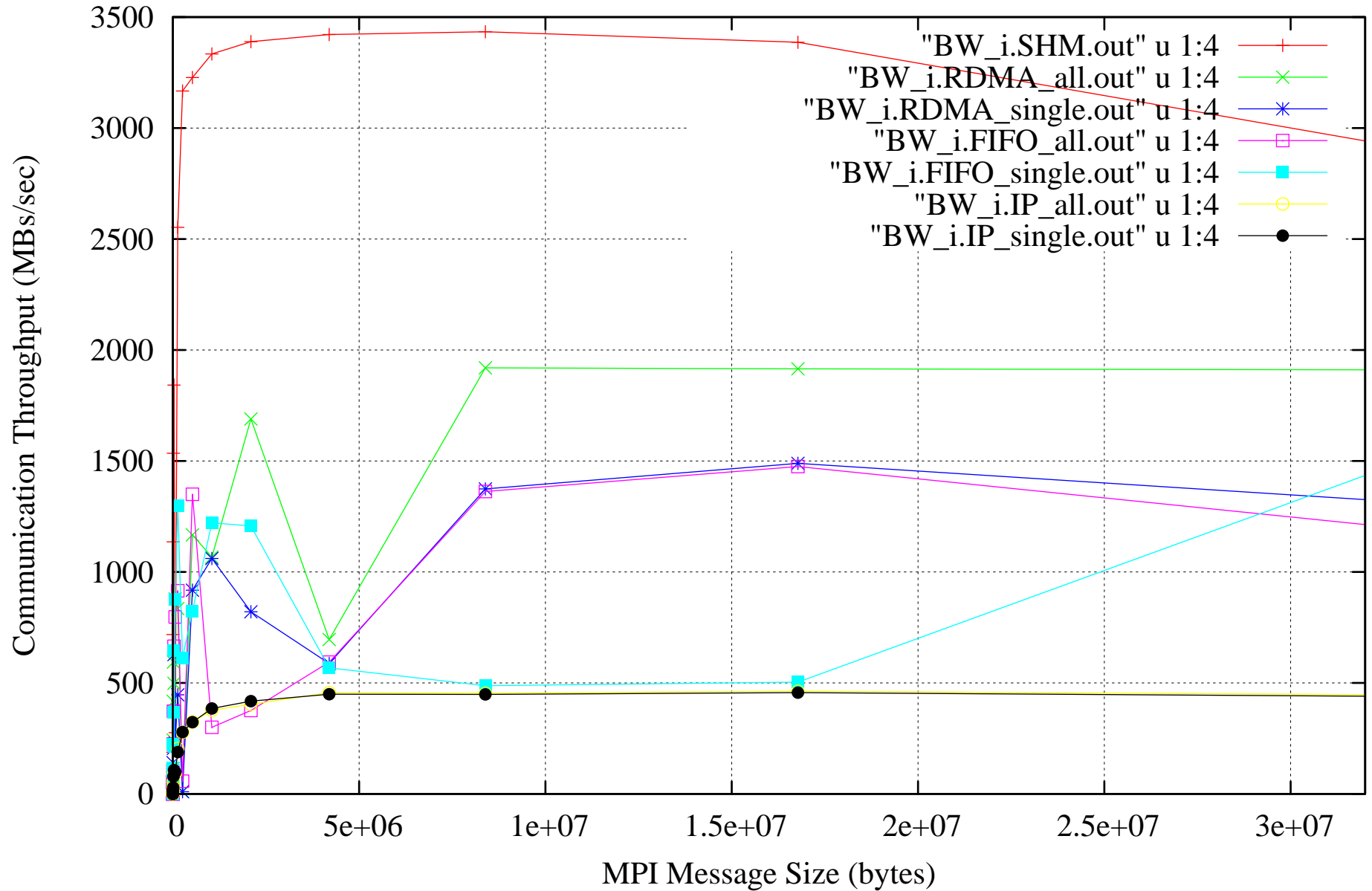
POE/MPI Communication Modes: Best
(shared, blocking, interrupts)



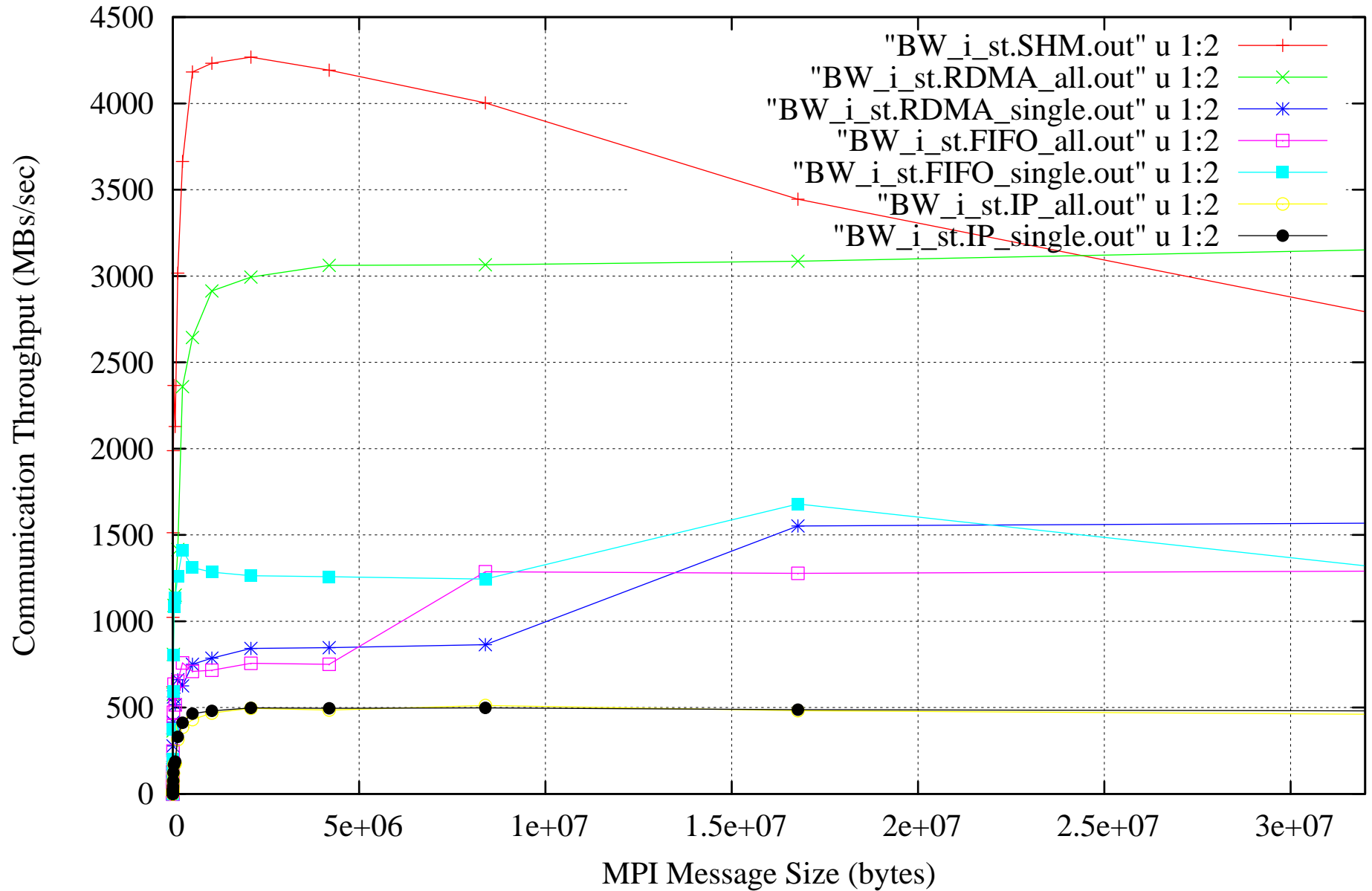
POE/MPI Communication Modes: Average
(shared, blocking, interrupts)



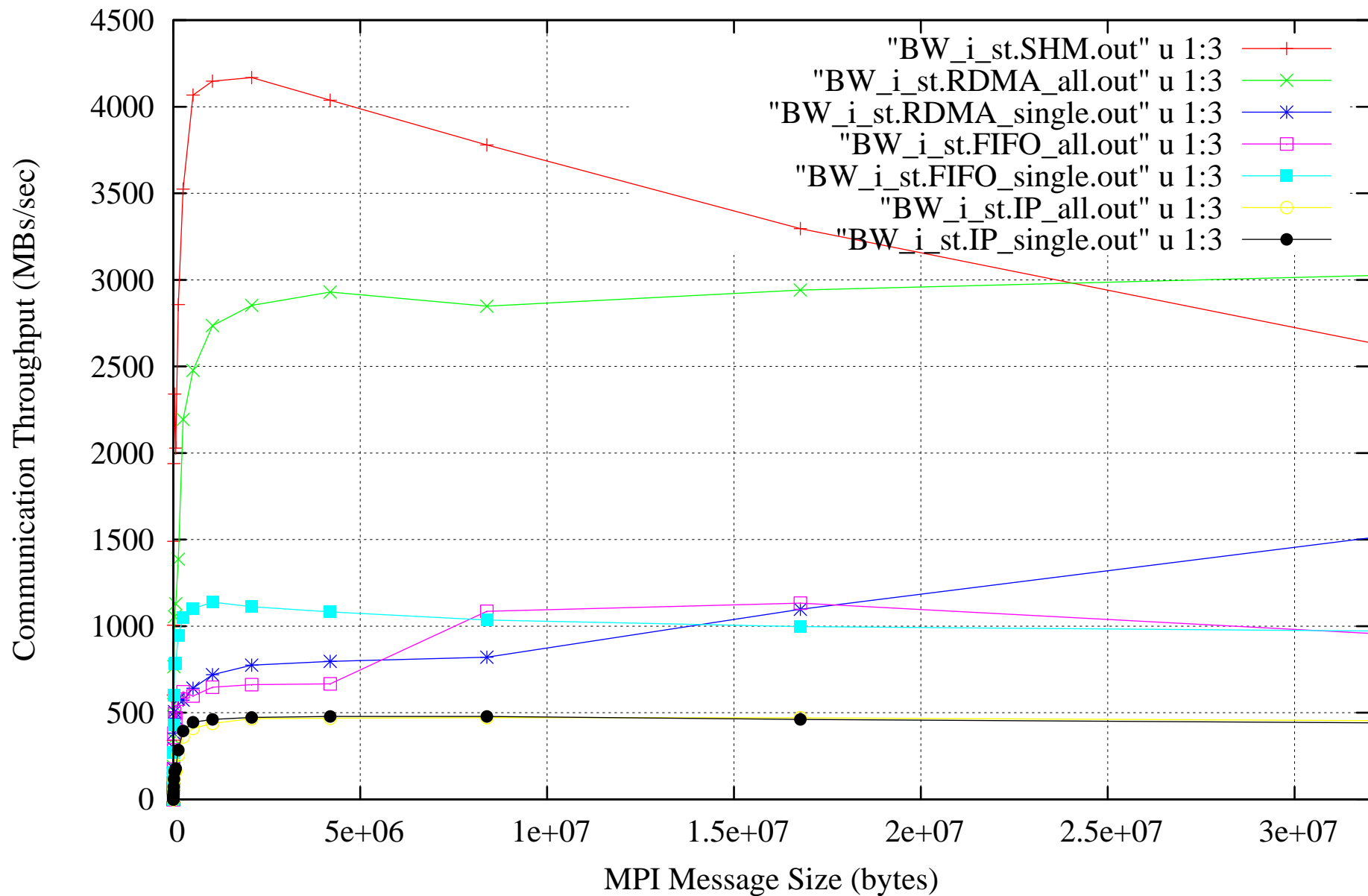
POE/MPI Communication Modes: Worst
(shared, blocking, interrupts)



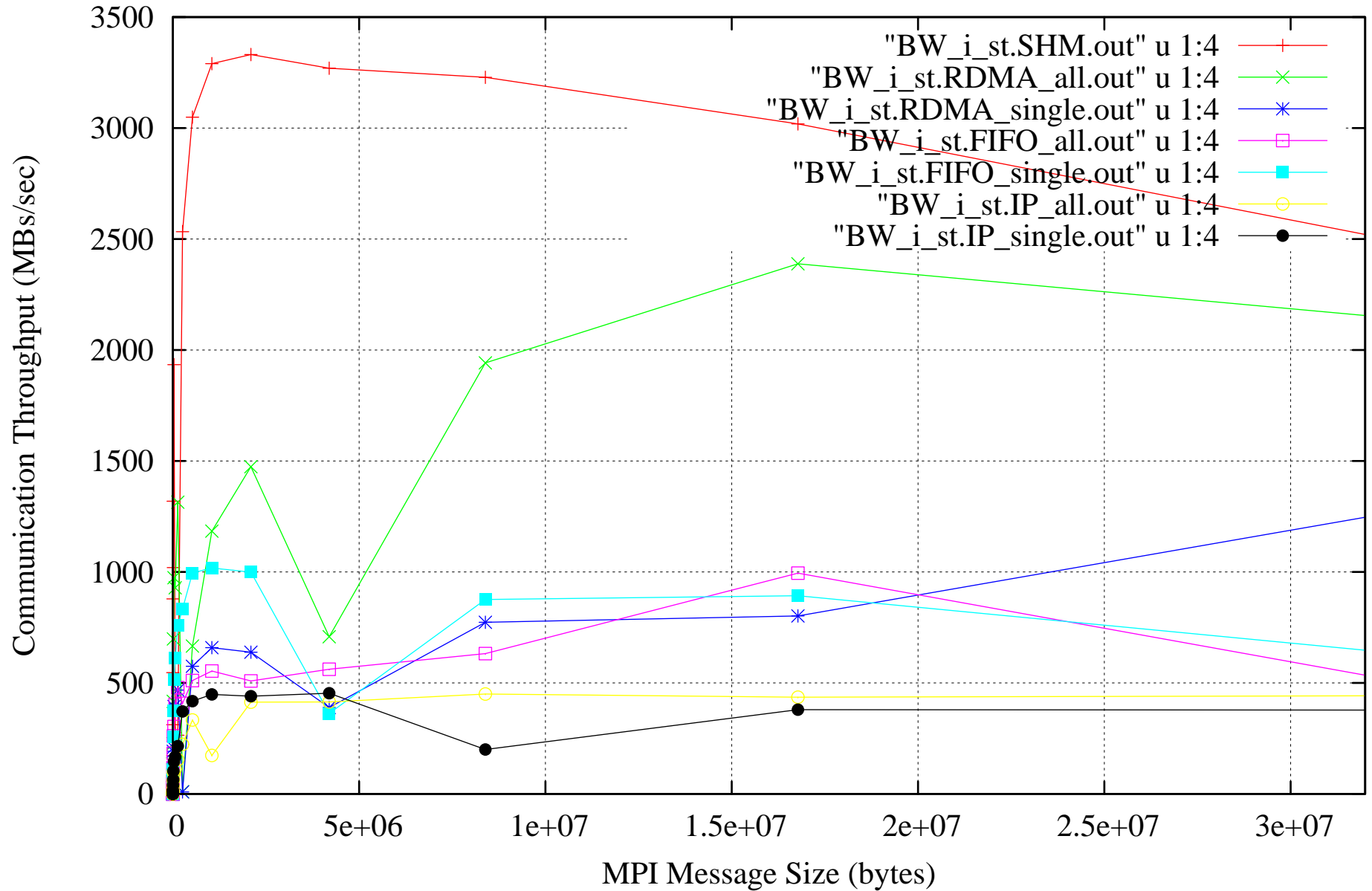
POE/MPI Communication Modes: Best
(shared, blocking, interrupts, single-thread)



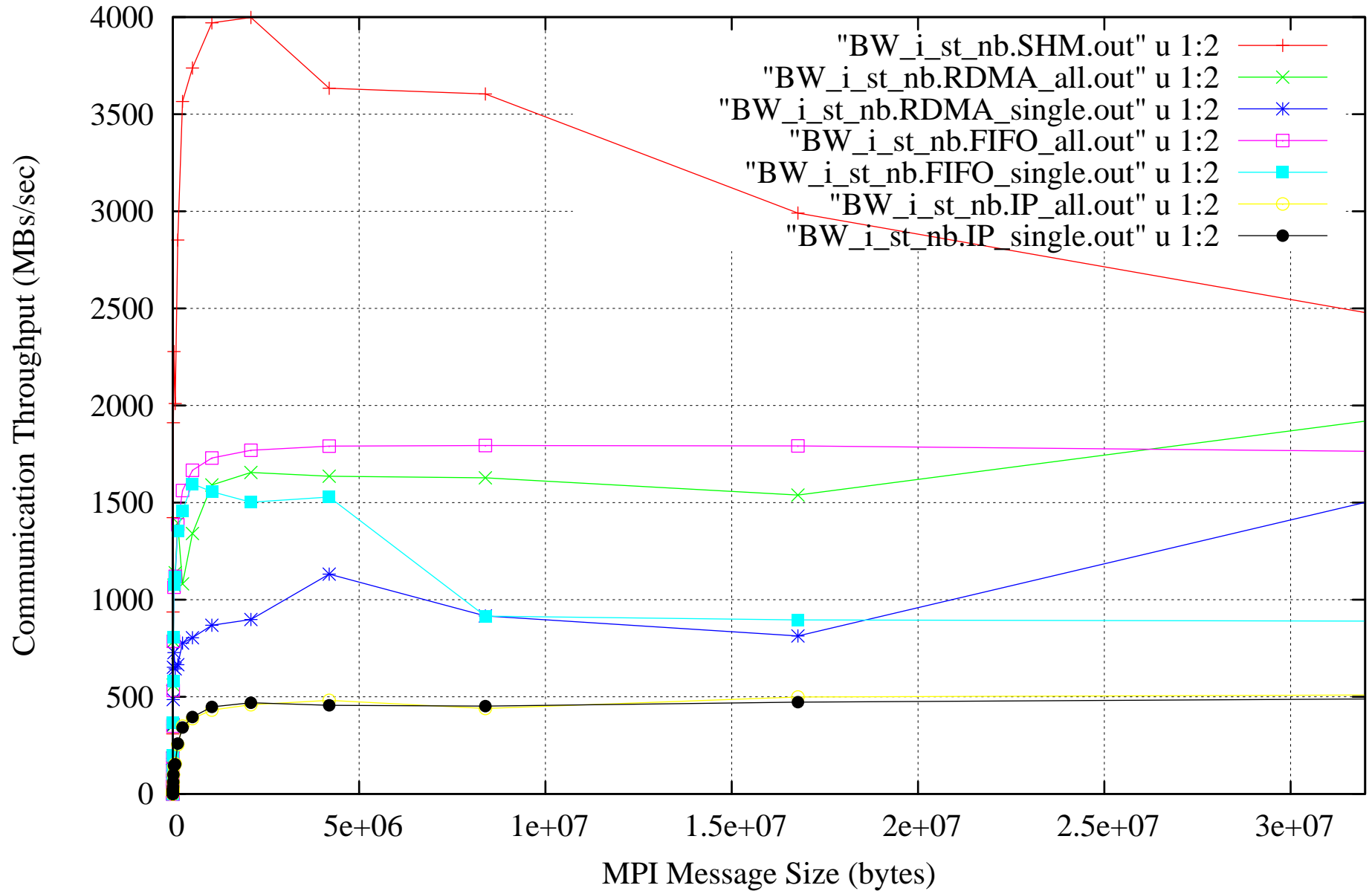
POE/MPI Communication Modes: Average
(shared, blocking, interrupts, single-thread)



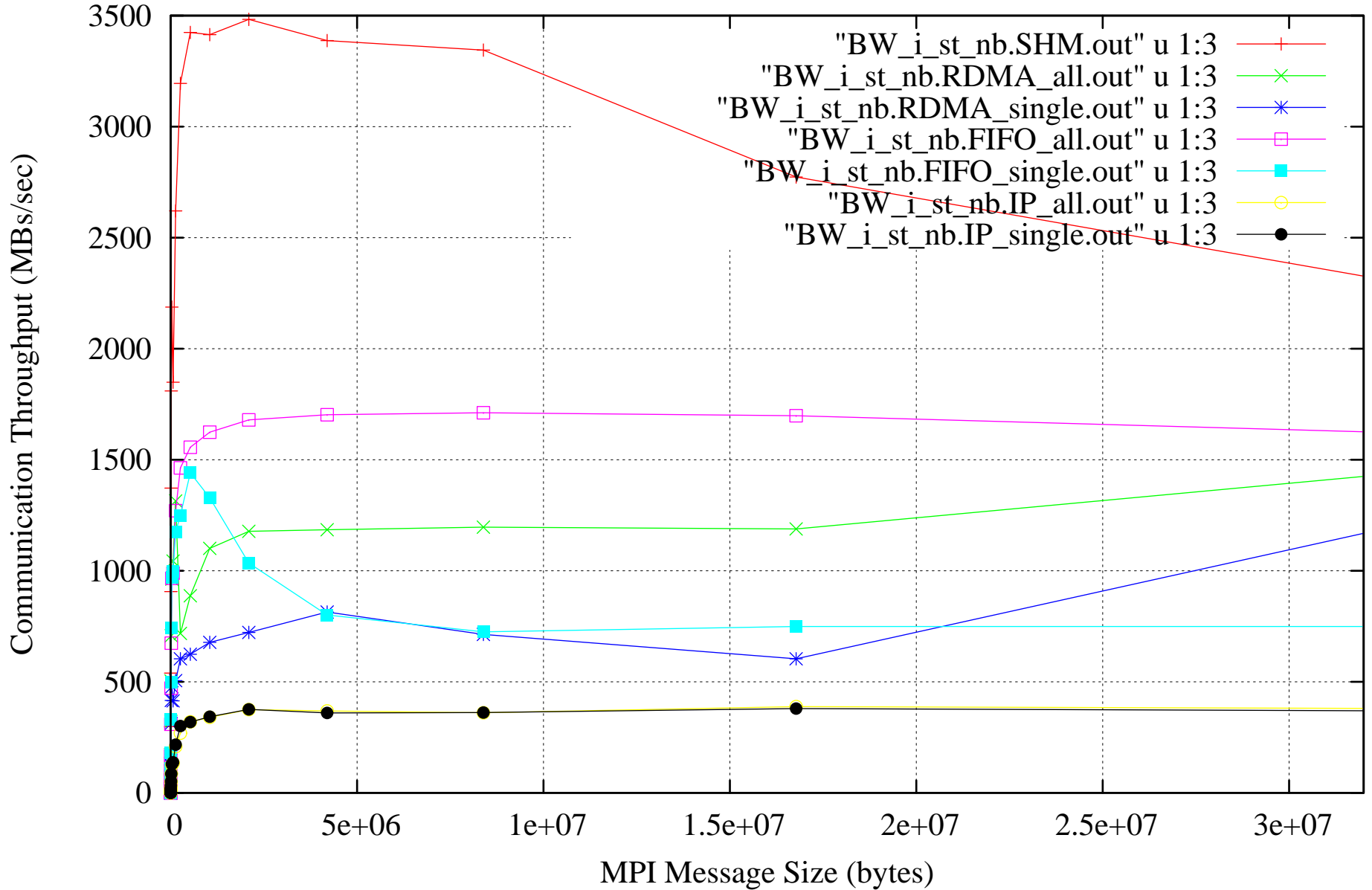
POE/MPI Communication Modes: Worst
(shared, blocking, interrupts, single-thread)



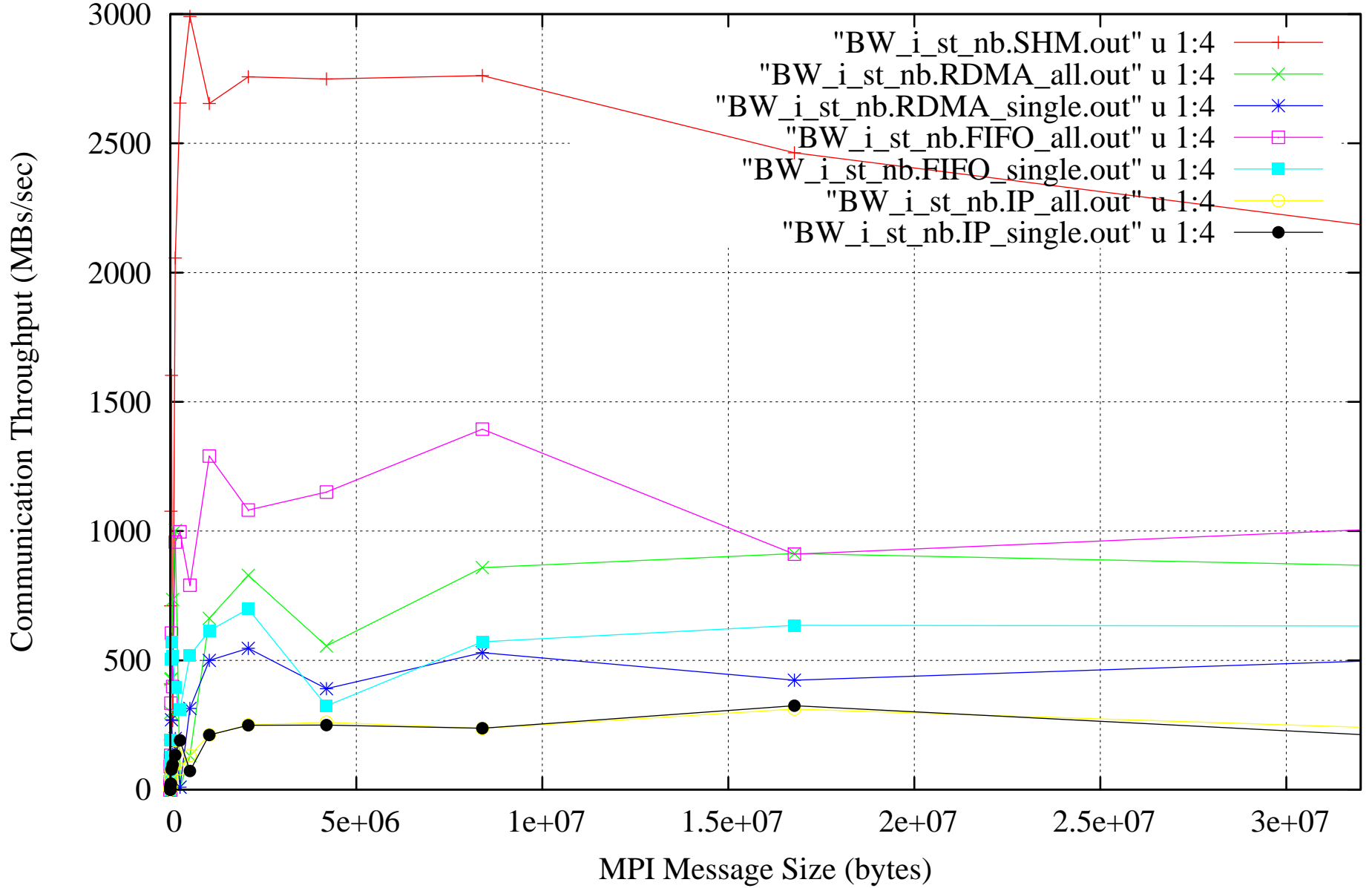
POE/MPI Communication Mode: Best
(shared, non-blocking, interrupts, single-thread)



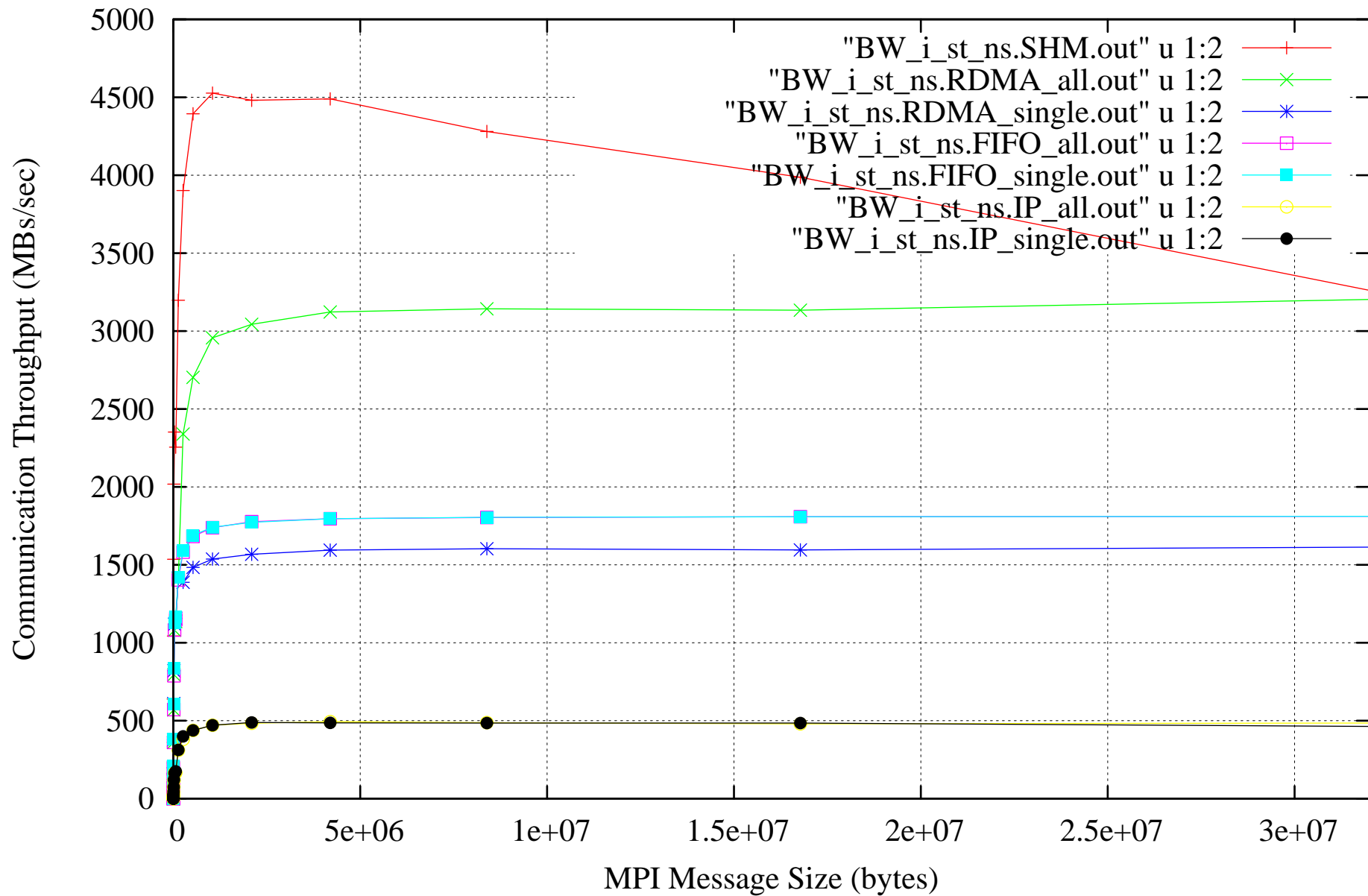
POE/MPI Communication Modes: Average
(shared, non-blocking, interrupts, single-thread)



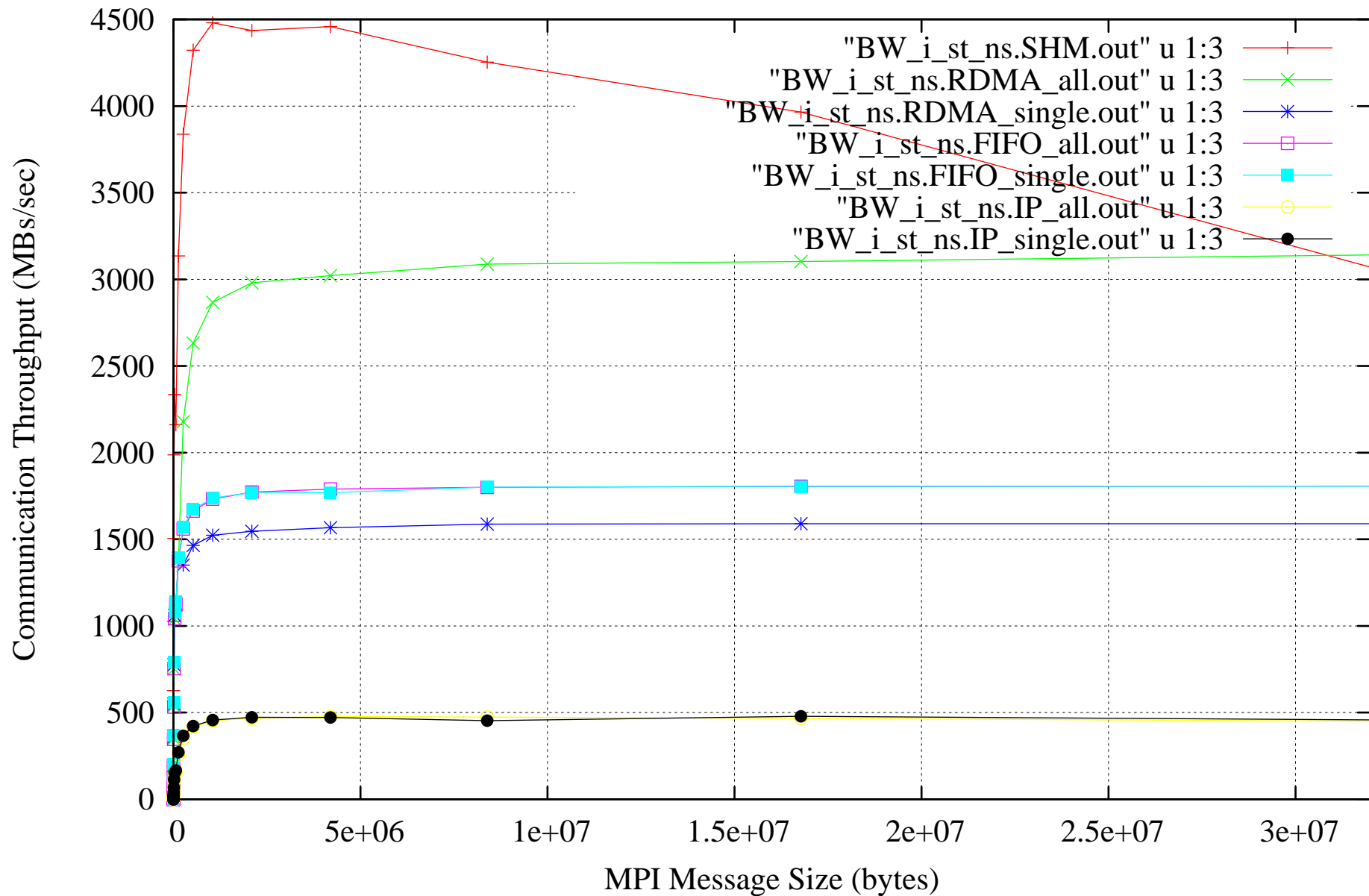
POE/MPI Communication Modes: Worst
(shared, non-blocking, interrupts, single-thread)



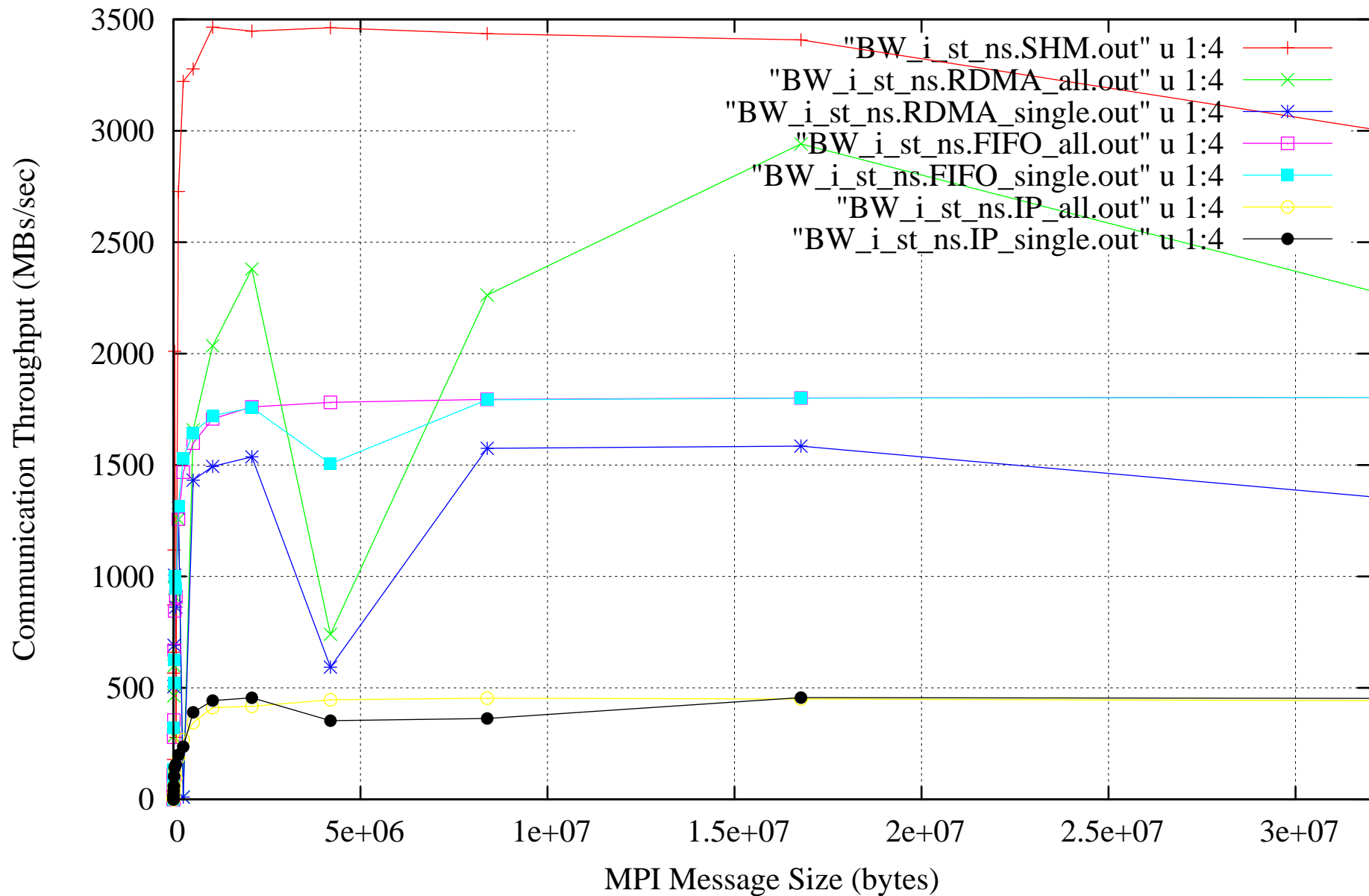
POE/MPI Communication Modes: Best
(not_shared, blocking, interrupts, single-thread)



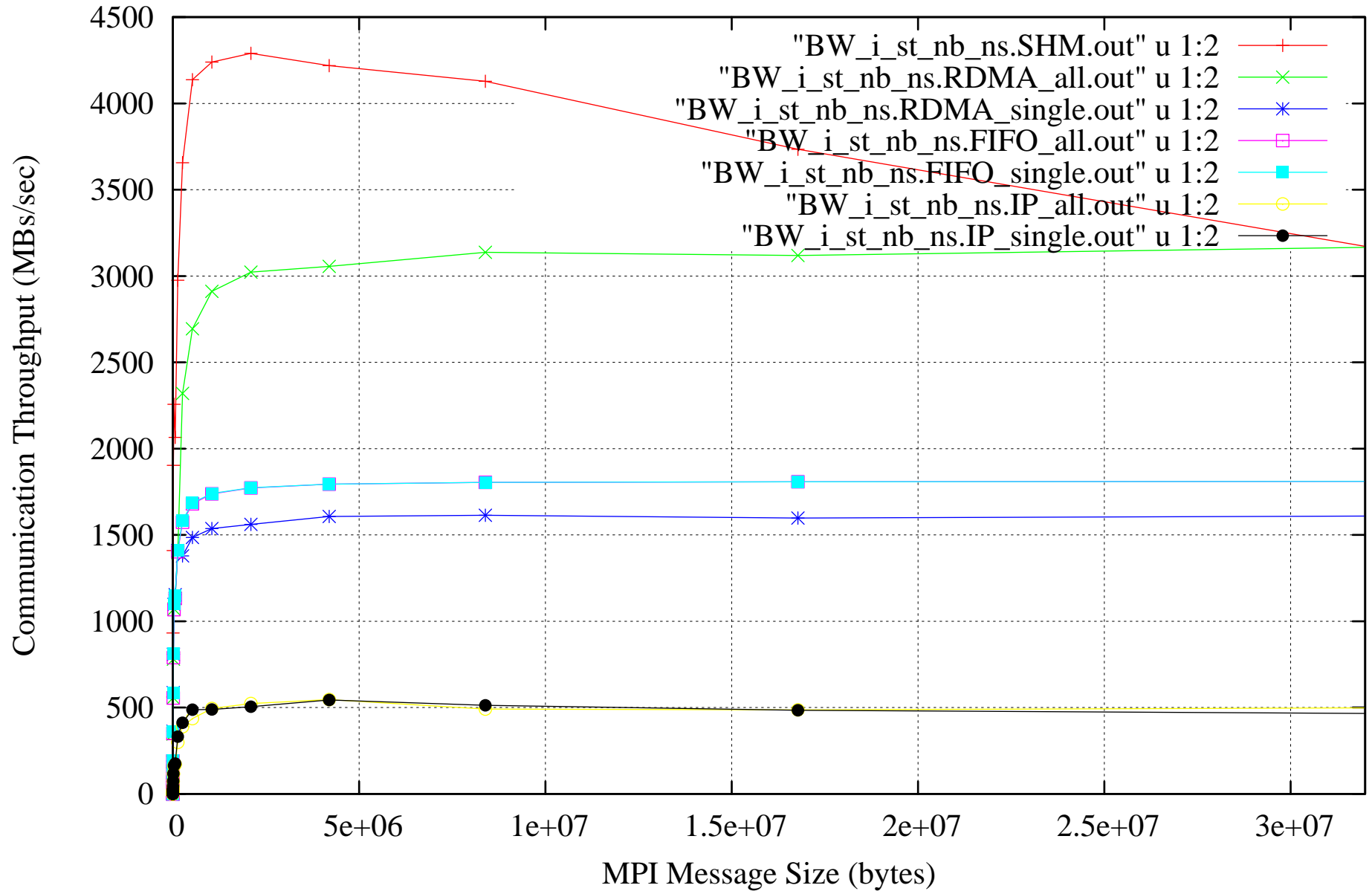
POE/MPI Communication Modes: Average
(not_shared, blocking, interrupts, single-thread)



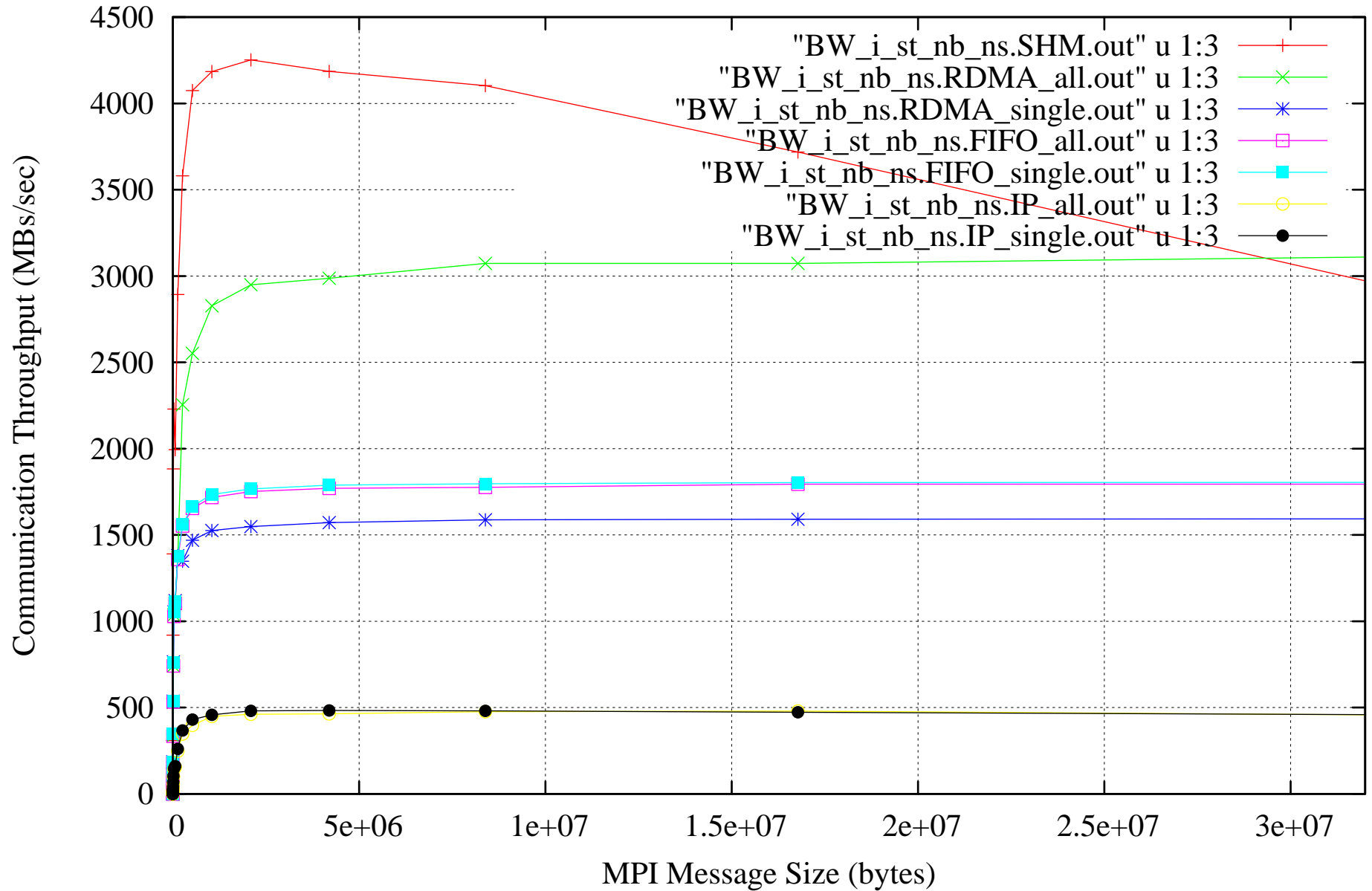
POE/MPI Communication Modes: Worst
(not_shared, blocking, interrupts, single-thread)



POE/MPI Communication Modes: Best
(not_shared, non-blocking, interrupts, single-thread)



POE/MPI Communication Modes: Average
(not_shared, non-blocking, interrupts, single-thread)



POE/MPI Communication Modes: Worst
(not_shared, non-blocking, interrupts, single-thread)

