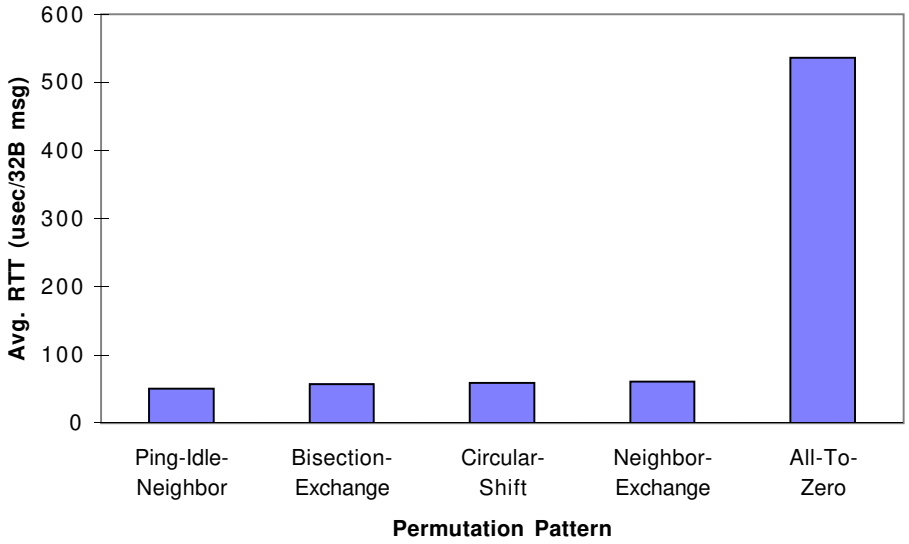
600
500
400
300
200
100
0
Avg. RTT (usec/32B msg)
Ping-Idle-Neighbor
Bisection-Exchange
Circular-Shift
Neighbor-Exchange
All-To-Zero
Permutation Pattern