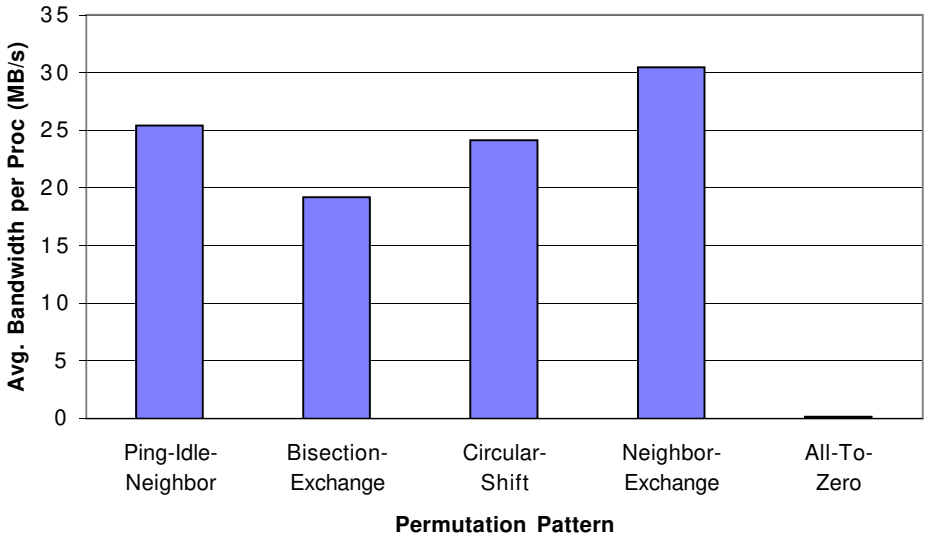
35
30
25
20
15
10
5
0
Avg. Bandwidth per Proc (MB/s)
Ping-Idle-Neighbor
Bisection-Exchange
Circular-Shift
Neighbor-Exchange
All-To-Zero
Permutation Pattern