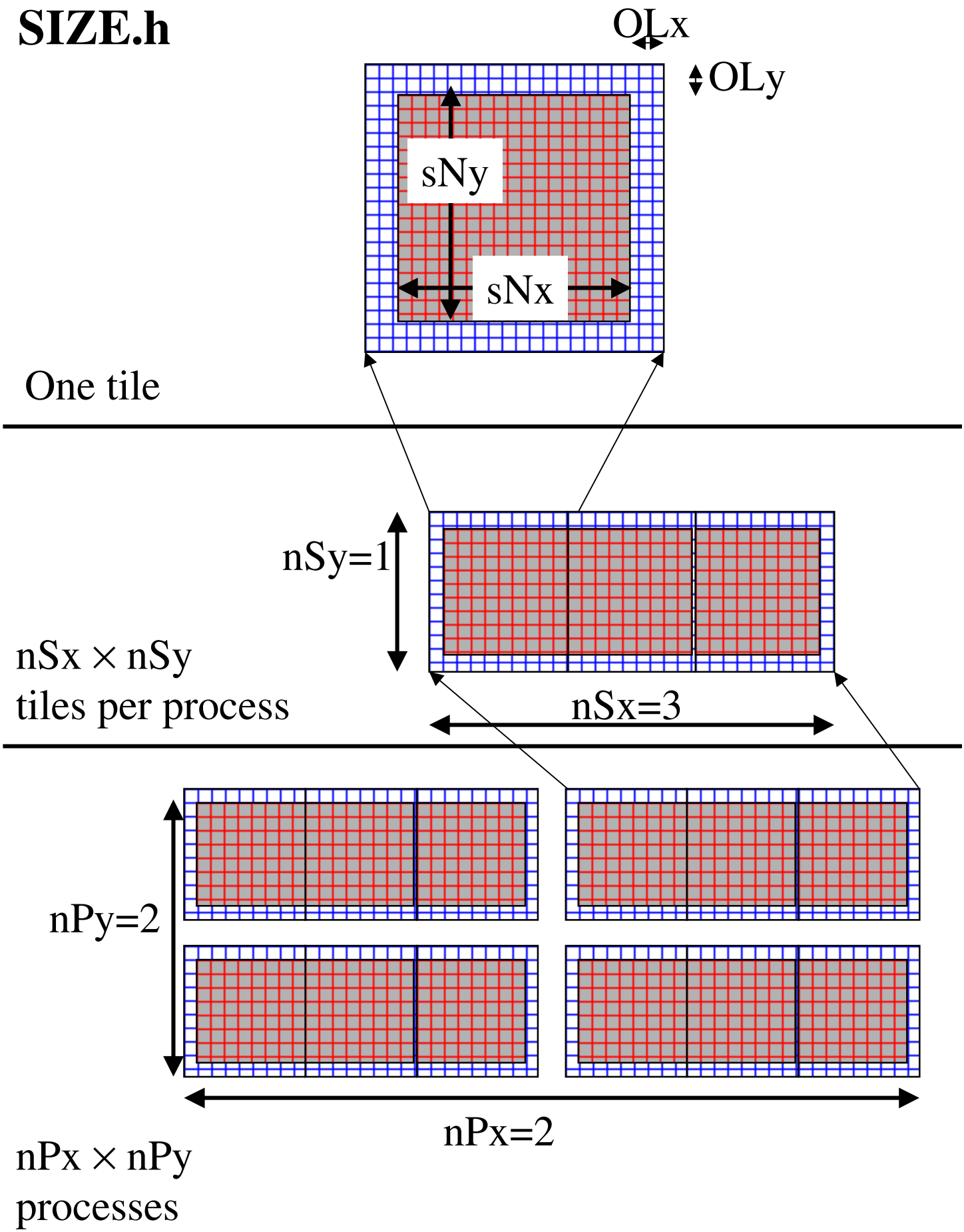
SIZE.h


OLx
OLy
sNy
sNx
One tile
nSy=1
nSx × nSy
tiles per process
nSx=3
nPy=2
nPx=2
nPx × nPy
processes