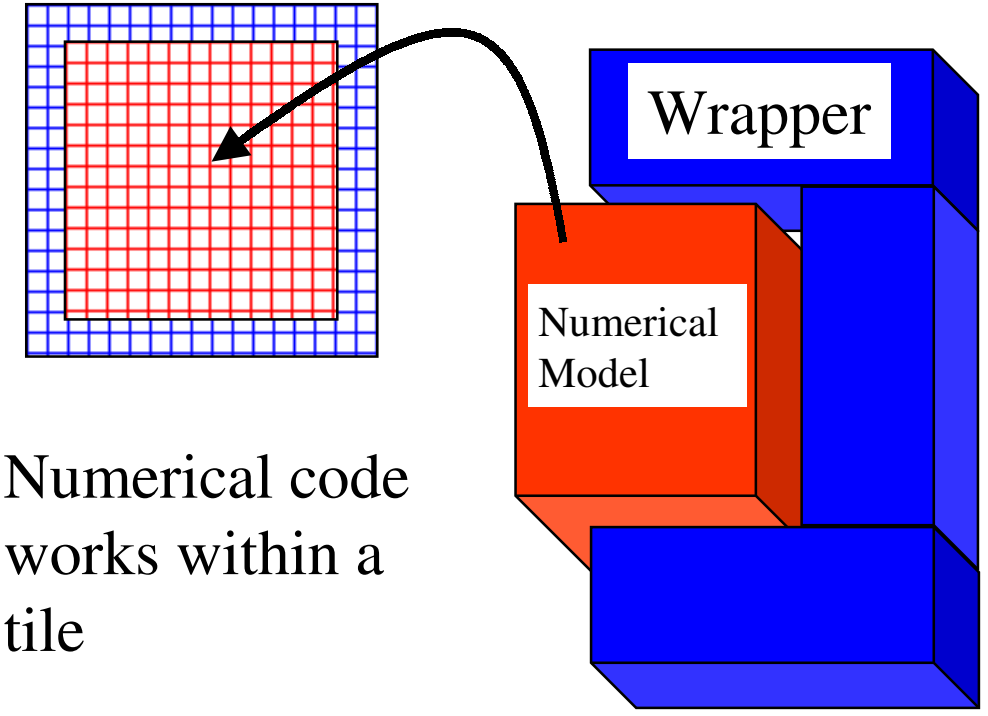
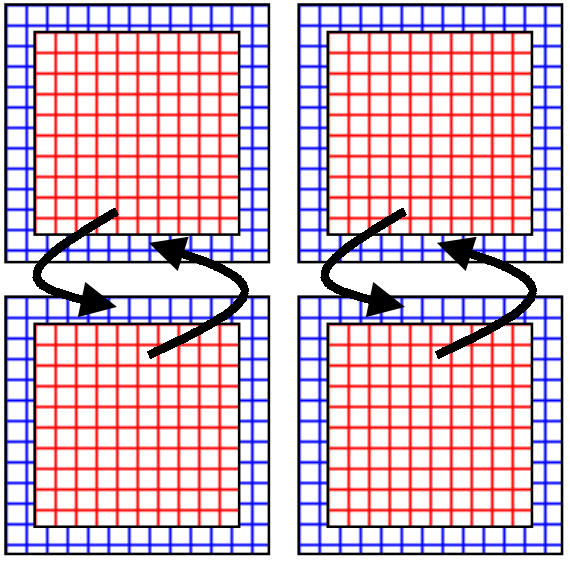
Tiling



Numerical code works within a tile



Wrapper updates overlaps between tiles - EXCHANGE

- Wrapper supports MPI, PVM, Threads, Shared Memory, multi-level parallelism,….