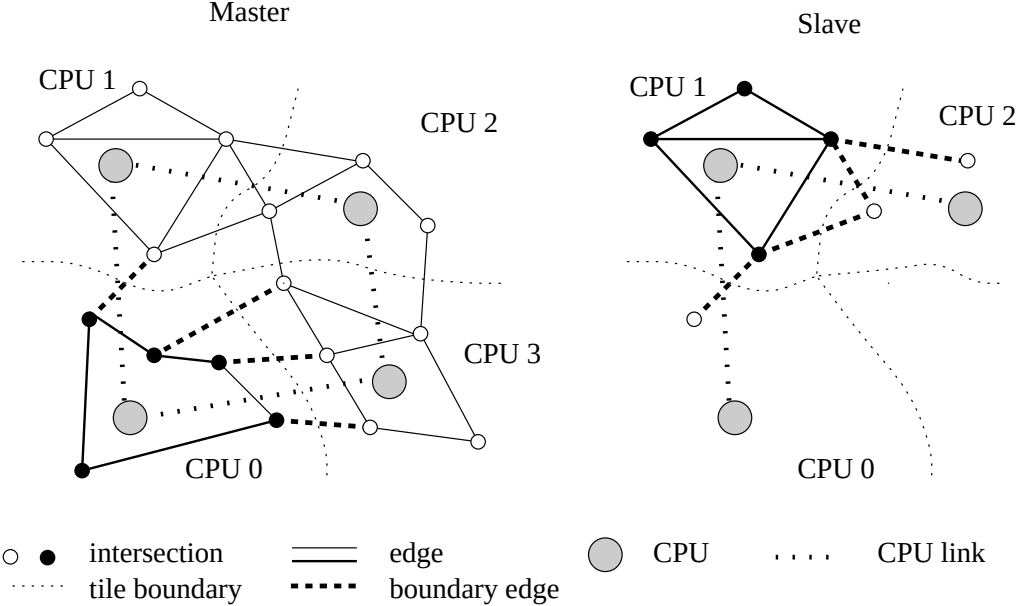
Master
Slave
CPU 1
CPU 2
CPU 3
CPU 0
CPU 1
CPU 2
CPU 0
intersection
tile boundary
edge
boundary edge
CPU
CPU link