Minor points:

- The authors refer to "compile-time mapping". It is unclear in what sense the data mapping could be "compile time". Are languages envisaged which could represent complex grids as compile-time constant expressions?
- Section 2, notation: Why D^h? (What is the superscript for?)
- The notation
$$\{D_i^h\}_{i=1}^P$$
is unfamiliar. Why not use a standard notation like $\{D_i^h \mid 1 \leq i \leq P\}$, or simply $\{D_i^h\}$?
- Section 5.1, para 3: "the total message latency is proportional to the submesh connectivity". Please explain.

I found the conclusion—that the most naive scheme works as well as the more complicated ones—appealing. I think it may be controversial.