Avoid memory pinning overhead for RDMA sends within a process

If an RDMA message is being sent to another object in the same process, we already do a direct memcpy rather than an rget() or equivalent RDMA operation, but we still currently pay the price of memory pinning on the sender in such a case. The cost of pinning has been shown to be high on Verbs and GNI, and it can be completely avoided in the case of RDMA sends within the same process. So have the sender check the receiver's last known location first before pinning and sending the metadata message.