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SEP-Graph: Finding Shortest Execution Paths for Graph Processing under a Hybrid Framework on GPU Hao Wang†, Liang Geng†§, Rubao Lee‡, Kaixi Hou¶, Yanfeng Zhang§, Xiaodong Zhang†*

†Department of Computer Science and Engineering, The Ohio State University, Columbus, OH, USA,

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~~Optimizing Graph Processing on GPUs~~

To democratize GPU accelerated graph processing, Medusa proposes a programming framework to enable users to harnessing the power of GPUs by writing sequential C code. Particularly, Medusa offers a small set of APIs for developers to define their application logics, and embraces a runtime system to automatically execute the user-defined functions in parallel on GPUs.

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To address those challenges, we develop the Medusa system to simplify parallel graph processing on the GPU and to support high-throughput executions of concurrent GPU tasks. This thesis presents the design, implementation and experimental evaluations of Medusa, followed by detailed case studies of Medusa in real-world graph applications.

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Medusa is a GPU-based graph processing framework based on the Pregel programming model which allows to exploit more than one GPU in a box by inserting specific primitives in a simple C/C++ code....

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Scalable SIMD-Efficient Graph Processing on GPUs Farzad Khorasani Rajiv Gupta Laxmi N. Bhuyan Computer Science and Engineering Department University of California Riverside, CA, USA {fkh001, gupta, bhuyan}@cs.ucr.edu

Abstract—The vast computing power of

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GPUs makes them an attractive platform for accelerating large scale data parallel

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Medusa focuses on sparse graph, which is more challenging than the dense graph for GPU processing, due to its more irregular computation and memory access patterns. Medusa offers a small set of user-defined APIs, and embraces a runtime system to automatically execute those APIs in parallel on the GPUs.

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Medusa focuses on sparse graph, which is more challenging than the dense graph for GPU processing, due to its more irregular computation and memory access patterns. Medusa offers a small set of user-defined APIs, and embraces a runtime system to automatically execute those APIs in parallel on the GPUs.

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~~Sparse Graph ...~~

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Medusa provides a more fine-grained programming in-terface than Pregel, exposing fine-grained data parallelism on edges, vertices and messages, which is called EMV model. This model enhances the vertex-centric model to provide support for efficient graph processing on GPUs. Using the APIs offered by Medusa, programmers can define

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Medusa is a parallel graph processing

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system on graphics processors (GPUs). The core design of Medusa is to enable developers to leverage the massive parallelism and other hardware features of GPUs by writing sequential C/C++ code for a small set of APIs. This simplifies the implementation of parallel graph processing on the GPU.

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and the superior performance of Medusa with a series of common graph processing operations. 2. RELATED WORK Parallel graph processing. Parallel algorithms have been a classical way to improve the performance of graph

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processing. On multi-core CPUs, parallel libraries like MTGL [3] have been developed for parallel graph algorithms.

~~Scalable SIMD Efficient Graph Processing on GPUs~~

Graph processing algorithms are often inherently parallel GPUs consist of many processors running in parallel But... writing this code is hard. The Solution... Medusa is a C++ framework for graph processing on (multiple) GPUs ... High programmability (expressive) Related Work MTGL Parallel graph library for multicore CPUs Pregel

~~Parallel Graph Processing on Graphics Processors Made Easy~~

Medusa offers a small set of user-defined APIs and embraces a runtime system to automatically execute those APIs in parallel on the GPU. We develop a series of graph-centric optimizations based on the architecture features of GPUs for efficiency. Additionally, Medusa is extended to execute on multiple GPUs

Read Free Medusa A Parallel Graph Processing System On Graphics within a machine.

~~Medusa—University of Cambridge Scalable Graph Processing Frameworks: A Taxonomy and Open Challenges 60:21 thefirstsuperstep),(2)thenthenodewillbeupdatedbasedontheobtainedvalues,and(3)theforwardspassupdatesitsneighborsthatwillbeavailableforthem in the next iteration. In each iteration, a vertex may choose to vote to halt, in case it does not receive any messages ...~~

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Medusa is a parallel graph processing system on graphics processors (GPUs). The core design of Medusa is to enable developers to leverage the massive parallelism and other hardware features of GPUs by writing sequential C/C++ code for a small set of APIs. This simplifies the implementation of parallel graph processing on the GPU.

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Paths for Graph ...

This paper demonstrates Medusa, a programming framework for parallel graph processing on graphics processors (GPUs). Medusa enables developers to leverage the massive parallelism and other hardware features of GPUs by writing sequential C/C++ code for a small set of APIs. This simplifies the implementation of parallel graph processing on the GPU.

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