Medusa A Parallel Graph Processing System On Graphics

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Medusa A Parallel Graph Processing

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

simplifies the implementation of parallel graph processing on the GPU.

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Medusa : a parallel graph

processing system on graphics ...

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.

Medusa: Building GPU-based Parallel Sparse Graph ...

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work 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 simpli es the implementation of parallel graph processing on the GPU. The runtime system of Medusa automatically

Parallel Graph Processing on Graphics Processors Made Easy

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...

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work named Medusa to simplify programming graph processing

algorithms on the GPU. Inspired by the bulk synchronous parallel (BSP) model, we develop a novel graph programming model called ‘‘Edge-Message-Vertex’’ (EMV) for fine-grained processing on vertices and edges. EMV is specifically tailored for parallel graph processing

Medusa: Simplified Graph

Processing on GPUs

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.

Parallel graph processing on graphics processing units

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 within a machine.

Medusa: Simplified Graph Processing on GPUs - IEEE ...

Gunrock: A High-Performance Graph

Processing Library on the GPU. In Proceedings of the 21st ACM SIGPLAN Symposium on Principles and Practice of Parallel Programming. ACM, 11. Google Scholar Digital Library; Hao Wei, Jeffrey Xu Yu, Can Lu, and Xuemin Lin. 2016. Speedup Graph Processing by Graph Ordering.

Graphphi: efficient parallel graph processing on emerging ...

This paper demonstrates Medusa, a programming frame-work 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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Medusa is a C++ framework for graph processing on (multiple) GPUs Edge-Message-Vertex (EMV) programming

model (BSP-like) Hides complexity of GPUs High programmability (expressive)

Medusa - University of Cambridge

Medusa is a general purpose GPU-based graph processing framework that provides high-level APIs for easy programming and scales to multiple GPUs.

Optimizing Graph Processing on GPUs

PARALLEL GRAPH PROCESSING: A VIEW FROM HOLLAND What to do when your graphs get out of control ? Ana Lucia Varbanescu, University of Amsterdam, The Netherlands ... • Think Giraph, Totem, Medusa, ... Performance

Development Effort In other work of ours ... [2][3] Today ... [1] The landscape of modern graph processing !

(THE LANDSCAPE OF) PARALLEL GRAPH PROCESSING: A VIEW FROM ...

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now part of Blazegraph. Mapgraph is SYSTAP’s disruptive new technology to exploit the main memory bandwidth advantages of GPUs. The early work was co-developed with the University of Utah SCI Institute and has its pedigree in the UINTAH software running on over 750M cores on the TITAN Super Computer.

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For instance, Zhong and He introduced Medusa , a high-level GPU-based system for parallel graph computing using Pregel’s message model . VertexAPI2 [15], MapGraph [16], and CuSha [17 , 18] adopt PowerGraph’s GAS programming model [9].