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System with  $n$  vertices and  $e$  edges |

Graph Theory | gate - part 11

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Optimizing Parallel Graph Connectivity

Computation via Subgraph Sampling

Part-2 | Adjacent Edges Adjacent Vertex

Self loop Parallel Edge Multi Graph

Pseudo Graph Simple Graph PARALLEL

OR MULTIPLE EDGE || GRAPH

THEORY \u0026 TREES ||

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Adjacent Edges , Self loop , Parallel Edge ,

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Graph 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 simpli fi es the

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Medusa: Building GPU-based Parallel  
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The graphics processing unit (GPU) has  
been adopted to accelerate sparse graph  
processing algorithms such... Platform.

The current version of Medusa is  
implemented using the following platform.

...

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

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. The runtime  
system of Medusa automatically

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Parallel Graph Processing on Graphics  
Processors Made Easy

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

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



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System On Graphics extended to execute on multiple GPUs within a machine.

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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

Medusa A Parallel Graph Processing System On Graphics

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.

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2.1 Graph Processing. Parallel algorithms have been a classical way to improve the performance of graph processing. On multi-core CPUs, parallel libraries such as MTGL [7] have been developed for parallel graph algorithms. Similar to Medusa, MTGL offers a set of data struc-

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System and APIs for building graph algorithms. The

Medusa: Simplified 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

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