

## Medusa A Parallel Graph Processing System On Graphics

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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 simplines the implementation of parallel graph processing on the GPU.

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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

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 extended to execute on multiple GPUs within a machine.

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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-tures and APIs for building graph algorithms. The

Medusa: Simplined 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

This book presents a range of cloud computing platforms for data-intensive scientific applications. It covers systems that deliver infrastructure as a service, including: HPC as a service; virtual networks as a service; scalable and reliable storage; algorithms that manage vast cloud resources and applications runtime; and programming models that enable pragmatic programming and implementation toolkits for eScience applications. Many scientific applications in clouds are also introduced, such as bioinformatics, biology, weather forecasting and social networks. Most chapters include case studies. Cloud Computing for Data-Intensive Applications targets advanced-level students and researchers studying computer science and electrical engineering. Professionals working in cloud computing, networks, databases and more will also find this book useful as a reference.

This book constitutes revised selected papers from the workshops of the 4th Asia-Pacific Web and Web-Age Information Management International Joint Conference on Web and Big Data, APWeb-WAIM 2020: The Third International Workshop on Knowledge Graph Management and Applications, KGMA 2020; The Second International Workshop on Semi-structured Big Data Management and Applications, SemiBDMA 2020, and The First International Workshop on Deep Learning in Large-scale Unstructured Data Analytics, DeepLUDA 2020, held in Tianjin, China, in September 2020. Due to the COVID-19 pandemic the conference was held online. The 13 papers were thoroughly reviewed and selected from the numerous submissions and present recent research on the theory, design, and implementation of data management systems.

The book gathers papers addressing state-of-the-art research in all areas of Information and Communication Technologies and their applications in intelligent computing, cloud storage, data mining and software analysis. It presents the outcomes of the third International Conference on Information and Communication Technology for Intelligent Systems, which was held on April 6/7, 2018, in Ahmedabad, India. Divided into two volumes, the book discusses the fundamentals of various data analytics and algorithms, making it a valuable resource for researchers' future studies.

This book brings together two important trends: graph algorithms and high-performance computing. Efficient and scalable execution of graph processing applications in data or network analysis requires innovations at multiple levels: algorithms, associated data structures, their implementation and tuning to a particular hardware. Further, programming languages and the associated compilers play a crucial role when it comes to automating efficient code generation for various architectures. This book discusses the essentials of all these aspects. The book is divided into three parts: programming, languages, and their compilation. The first part examines the manual parallelization of graph algorithms, revealing various parallelization patterns encountered, especially when dealing with graphs. The second part uses these patterns to provide language constructs that allow a graph algorithm to be specified. Programmers can work with these language constructs without worrying about their implementation, which is the focus of the third part. Implementation is handled by a compiler, which can specialize code generation for a backend device. The book also includes suggestive results on different platforms, which illustrate and justify the theory and practice covered. Together, the three parts provide the essential ingredients for creating a high-performance graph application. The book ends with a section on future directions, which offers several pointers to promising topics for future research. This book is intended for new researchers as well as graduate and advanced undergraduate students. Most of the chapters can be read independently by those familiar with the basics of parallel programming and graph algorithms. However, to make the material more accessible, the book includes a brief background on elementary graph algorithms, parallel computing and GPUs. Moreover it presents a case study using Falcon, a domain-specific language for graph algorithms, to illustrate the concepts.

This book constitutes the proceedings of the workshops of the 23rd International Conference on Parallel and Distributed Computing, Euro-Par 2017, held in Santiago de Compostela, Spain in August 2017. The 59 full papers presented were carefully reviewed and selected from 119 submissions. Euro-Par is an annual, international conference in Europe, covering all aspects of parallel and distributed processing. These range from theory to practice, from small to the largest parallel and distributed systems and infrastructures, from fundamental computational problems to full-edged applications, from architecture, compiler, language and interface design and implementation to tools, support infrastructures, and application performance aspects.

This book constitutes the refereed proceedings of the 4th International Conference on Soft Computing in Data Science, SCDS 2018, held in Bangkok, Thailand, in August 2018. The 30 revised full papers presented were carefully reviewed and selected from 75 submissions. The papers are organized in topical sections on machine and deep learning, image processing, financial and fuzzy mathematics, optimization algorithms, data and text analytics, data visualization.

This book constitutes the thoroughly refereed post-conference proceedings of the 29th International Workshop on Languages and Compilers for Parallel Computing, LCPC 2016, held in Rochester, NY, USA, in September 2016. The 20 revised full papers presented together with 4 short papers were carefully reviewed. The papers are organized in topical sections on large scale parallelism, resilience and persistence, compiler analysis and optimization, dynamic computation and languages, GPUs and private memory, and runt-time and performance analysis.

The LNCS journal Transactions on Large-Scale Data- and Knowledge-Centered Systems focuses on data management, knowledge discovery, and knowledge processing, which are core and hot topics in computer science. Since the 1990s, the Internet has become the main driving force behind application development in all domains. An increase in the demand for resource sharing across different sites connected through networks has led to an evolution of data- and knowledge-management systems from centralized systems to decentralized systems enabling large-scale distributed applications providing high scalability. Current decentralized systems still focus on data and knowledge as their main resource. Feasibility of these systems relies basically on P2P (peer-to-peer) techniques and the support of agent systems with scaling and decentralized control. Synergy between grids, P2P systems, and agent technologies is the key to data- and knowledge-centered systems in large-scale environments. This special issue contains extended and revised versions of 4 papers, selected from the 25 papers presented at the satellite events associated with the 17th East-European Conference on Advances in Databases and Information Systems (ADBIS 2013), held on September 1-4, 2013 in Genoa, Italy. The three satellite events were GID 2013, the Second International Workshop on GPUs in Databases; SoBI 2013, the First International Workshop on Social Business Intelligence: Integrating Social Content in Decision Making; and OAIS 2013, the Second International Workshop on Ontologies Meet Advanced Information Systems. The papers cover various topics in large-scale data and knowledge-centered systems, including GPU-accelerated database systems and GPU-based compression for large time series databases, design of parallel data warehouses, and schema matching. The special issue content, which combines both theoretical and application-based contributions, gives a useful overview of some of the current trends in large-scale data and knowledge management and will stimulate new ideas for further research and development within both the scientific and industrial communities.

Advances in GPU Research and Practice focuses on research and practices in GPU based systems. The topics treated cover a range of issues, ranging from hardware and architectural issues, to high level issues, such as application systems, parallel programming, middleware, and power and energy issues. Divided into six parts, this edited volume provides the latest research on GPU computing. Part I: Architectural Solutions focuses on the architectural topics that improve on performance of GPUs, Part II: System Software discusses OS, compilers, libraries, programming environment, languages, and paradigms that are proposed and analyzed to help and support GPU programmers. Part III: Power and Reliability Issues covers different aspects of energy, power, and reliability concerns in GPUs. Part IV: Performance Analysis illustrates mathematical and analytical techniques to predict different performance metrics in GPUs. Part V: Algorithms presents how to design efficient algorithms and analyze their complexity for GPUs. Part VI: Applications and Related Topics provides use cases and examples of how GPUs are used across many sectors. Discusses how to maximize power and obtain peak reliability when designing, building, and using GPUs Covers system software (OS, compilers), programming environments, languages, and paradigms proposed to help and support GPU programmers Explains how to use mathematical and analytical techniques to predict different performance metrics in GPUs Illustrates the design of efficient GPU algorithms in areas such as bioinformatics, complex systems, social networks, and cryptography Provides applications and use case scenarios in several different verticals, including medicine, social sciences, image processing, and telecommunications

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