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Medusa A Parallel Graph Processing

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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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## 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

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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 structures and APIs for building graph algorithms. The

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(multiple) GPUs ... High programmability (expressive)

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