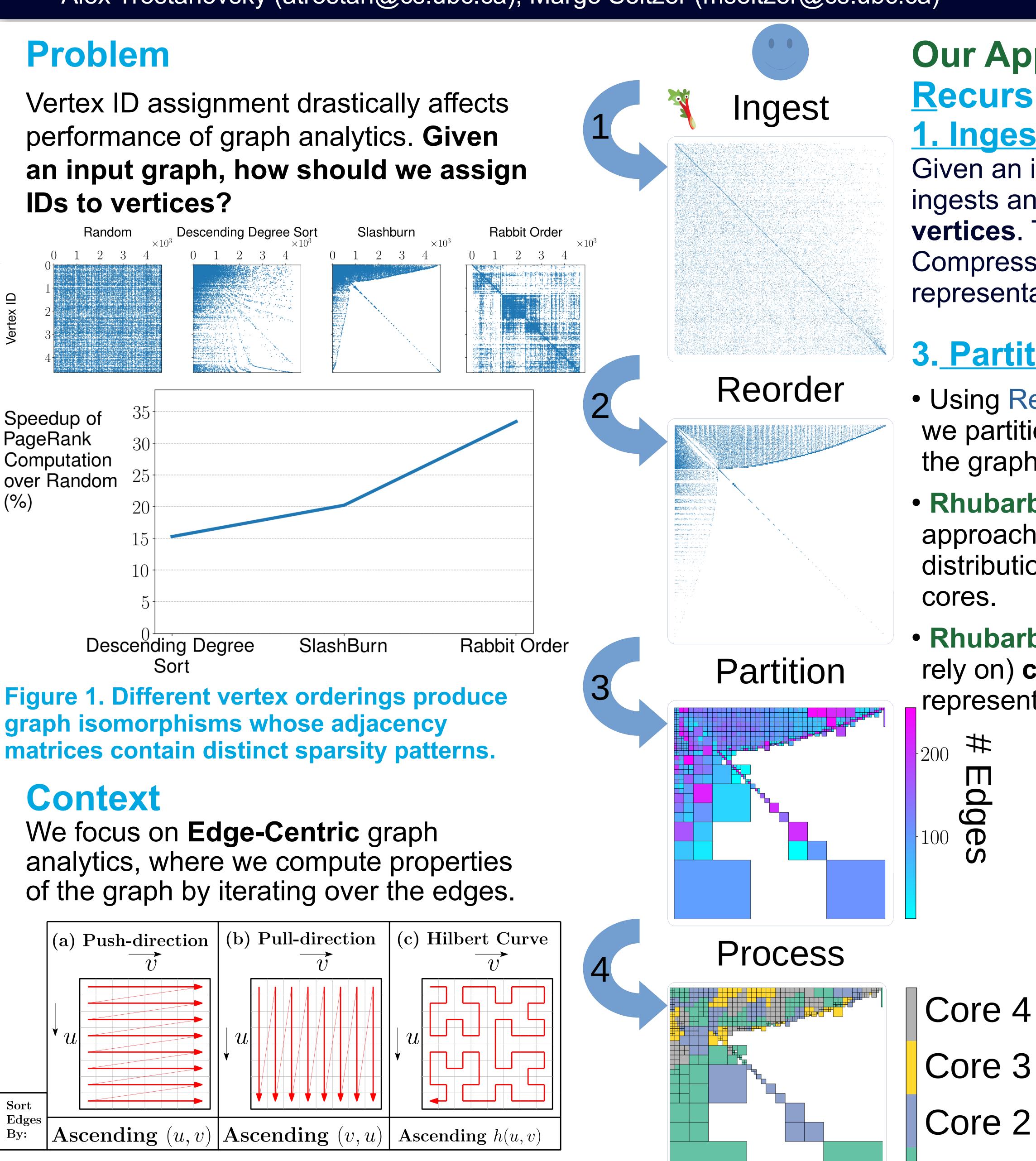
# RHuBarb: Speeding up Edge-Centric Graph Processing Using Recursive Hilbert-Blocking

Alex Trostanovsky (atrostan@cs.ubc.ca), Margo Seltzer (mseltzer@cs.ubc.ca)



Our Approach - RHuBarb: Recursive Hilbert Blocking 1. Ingest and 2. Reorder

Given an input graph, Rhubarb ingests and (optionally) reorders its vertices. The graph is stored using a Compressed Sparse Row representation.

#### 3. Partition

- Using Recursive Hilbert Blocking, we partition and reorder the edges of the graph for concurrent processing.
- Rhubarb's divide-and-conquer approach ensures an even distribution of work among CPU cores.
- Rhubarb benefits from (but does not rely on) compressed graph representations.

Core 1

 Rhubarb leverages the improved locality of the Hilbert Curve at the granularity of blocks and edges.

## 4. Process

 Rhubarb dynamically assigns cores to blocks, enabling the reuse of overlapping vertex data stored in shared caches.

## **Preliminary Results**

Edge-Centric PageRank Computation

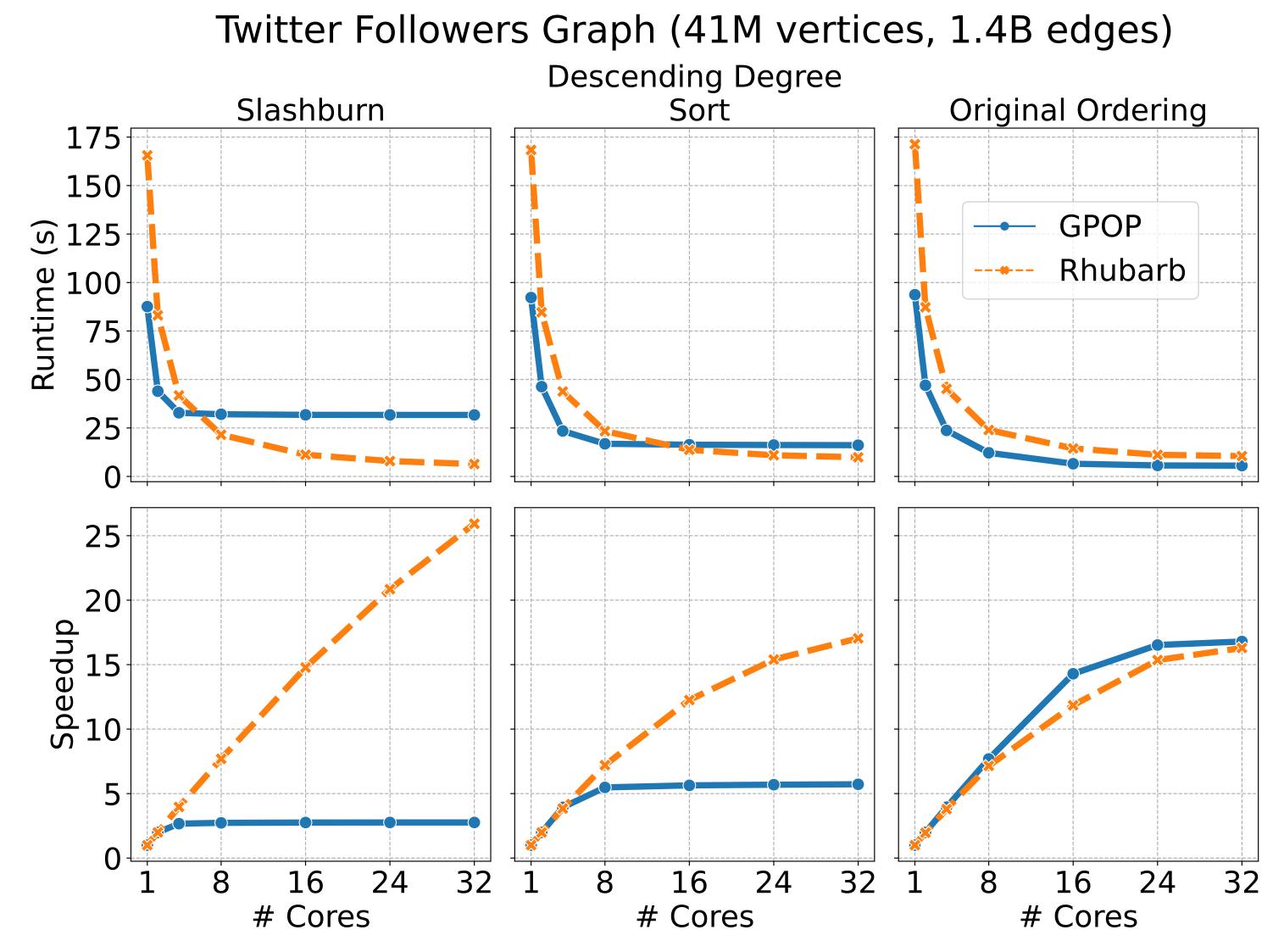


Figure 3. Runtime and Scaling of GPOP, Rhubarb. Predictably, GPOP is unable to scale for vertex orderings with concentrated edge densities, while Rhubarb benefits from such compressed representations, achieving nearlinear scaling.

#### Contributions

- RHuBarb: A Vertex-and-edge preprocessing pipeline that leverages:
  - Graph isomorphisms with concentrated edge densities,
  - Recursive Hilbert Blocking, a novel graph blocking approach, and
  - Concurrent, load-balanced edge-centric computations using a scalable parallelization of the Hilbert Curve.
- We identify a performance bottleneck on GPOP for graphs with concentrated edge densities, and show strong scaling on said graphs.

Figure 2. Common Edge Orderings



**Partners** 

