## Parallel algorithm

Core ideas

- ► **Sequential**: single procedure sweeping all the vertices sequentially.
- Parallel: multiple procedures (local growths) running simultaneously.
  - A local growth is started at every minimum.
  - Each local growth explores the mesh with an ordered BFS.
  - ightharpoonup Each local growth updates its own preimage graph  $G_r$ .
  - Join saddles: wait until all involved local growths have reached the saddle, then join them.
  - ▶ Split saddles: the new open edges in  $\mathcal{R}(f)$  are handled by the same local growth.

## Parallel algorithm

Local growths

## Data structures

Each local growth keeps:

- **a Fibonacci heap**  $\theta$  to store candidates for the ordered BFS.
- ▶ an ST-tree Greato Istorerthe i preimage graph.

```
can be merged in O(1)
```

## Procedure

```
1 procedure LocalGrowth(v<sub>0</sub>, R, Φ)
2 | θ, G<sub>r</sub> ← {v<sub>0</sub>} [Fibonacci heap], Ø [ST-tree];
3 while θ is not empty do
4 | ν ← vertex in θ with minimal f value;
5 | end
6 end
```