GraphBLAS API in Functional Style*

*Note: Sub-titles are not captured in Xplore and should not be used

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***Abstract*—Abstract is very abstract. Abstract is very abstract.**

***Index Terms*—component, formatting, style, styling, insert**

I. Introduction

Graph analysis problems. Not only Graphs. Sparse Linear algebrs. GraphBLAS API

GPU.

High-level programming languages for application develoment ¡–¿ low-level for high-perfprmance programming. Moreover, cpecific langiuages for GPGPU programming: CUDA C, OpenCL C.

Portablility of OpenCL.

Type systems. Optimizations. Futhark [1], kernel fusion, etc.

.NET as a platform. F#

II. Related work

Existing libraries, algorithns, frameworks.

III. Implementation Details

Details on implementation.

Architecture.

IV. Evaluation

Evaluation of the proposed implemenation(s).

V. Conclusion

Conclusion and future work.

Identify applicable funding agency here. If none, delete this.

Acknowledgment

The preferred spelling of the word “acknowledgment” in America is without an “e” after the “g”. Avoid the stilted expression “one of us (R. B. G.) thanks . . .”. Instead, try “R. B. G. thanks. . .”. Put sponsor acknowledgments in the unnumbered footnote on the first page.

References

[1] T. Henriksen, N. G. W. Serup, M. Elsman, F. Henglein, and C. E. Oancea, “Futhark: Purely functional gpu-programming with nested parallelism and in-place array updates,” in *Proceedings of the 38th ACM SIGPLAN Conference on Programming Language Design and Implementation*, ser. PLDI 2017. New York, NY, USA: ACM, 2017, pp. 556–571. [Online]. Available: http://doi.acm.org/10.1145/3062341.3062354