

# A Comparison of Parallel Graph Processing Platforms

Samuel Pollard  
Department of Computer and Information Science  
University of Oregon  
Eugene, OR, USA  
Email: spollard@cs.uoregon.edu

Boyana Norris  
Department of Computer and Information Science  
University of Oregon  
Eugene, OR, USA  
Email: norris@cs.uoregon.edu

**Abstract**—This is a survey of existing graph analytics frameworks.

## I. MACHINE SPECIFICATIONS

Table I shows the specifications of the research computer (named Arya).

CPU Model	Intel Xeon(R) E5-2699 v3 @ 2.30GHz
CPU Sockets	2
CPU Cores	72
CPU Clock	3600MHz
RAM Size	256GB
RAM Freq	1866MHz
Max RAM Freq	2133MHz
GPU Model	GM204 [GeForce GTX 980]

TABLE I

MACHINE SPECIFICATIONS. THE DISPARITY BETWEEN THE CPU'S ADVERTISED CLOCK SPEED AND THE "CPU CLOCK" ROW IS A RESULT OF THE TURBO BOOST TECHNOLOGY WHICH CAN INCREASE THE CLOCK SPEED TO A LIMIT. THE MANUFACTURER'S PUBLISHED MAXIMUM CLOCK SPEEDS CAN BE FOUND AT [HTTP://ARK.INTEL.COM](http://ark.intel.com).

	BFS	SSSP	PR
Graph500			
PBGL			
GAP			
GraphBIG			
Galois			
PowerGraph			

TABLE II

PERFORMANCE. NOTE THAT IMPLEMENTATIONS OF EVERY ALGORITHM ARE NOT AVAILABLE FOR EVERY PLATFORM.

## II. PERFORMANCE

Graphalytics without the use of the Granula plugin produces performance measurement in two forms: runtime in seconds and traversed edges per second.

In Table III, BFS is breadth-first search, SSSP is single-source shortest paths, LCC is local clustering coefficient, PR is PageRank, CDLP is community detection using label propagation, and WCC is weakly connected components. For the algorithms used, see [3].

	openg	powergraph
CDLP	181.667	1226
PR	302.333	974
LCC	321.333	1036.67
WCC	87.6667	697.667
SSSP	4061.33	29022.3

TABLE III

PERFORMANCE RESULTS FOR THE DOTA-LEAGUE DATASET WITH 61,670 VERTICES AND 50,870,313 EDGES.

## III. GRAPH PROCESSING TAXONOMY

This is in the spirit of [1]. Here, “|” means “or” and “+” means “and.” FOSS means Free and Open Source Software. The quotes around “yes” for HPC mean that the product claims to be amenable to high performance computing. Whether these actually achieve their goal is one of the purposes of this project.

## IV. CONCLUSION

We have presented an updated survey of parallel graph processing frameworks supplementary to [1]. From this, we have selected a representative subset of frameworks on which performance is analyzed and have stored these results in a database. To facilitate parallel graph processing, hardware information and performance results are automatically populated (as were all the tables in this paper). These performance results are then used to provide simple recommendations of the optimally-performing framework given a particular algorithm and problem size.

## REFERENCES

- [1] N. Doekemeijer and A. L. Varbanescu. A survey of parallel graph processing frameworks. Technical report, Delft University of Technology, 2014.
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- [3] A. Iosup, T. Hegeman, W. L. Ngai, S. Heldens, A. P. Pălerez, T. Manhardt, H. Chafi, M. Capota, N. Sundaram, M. Anderson, I. G. Tanase, Y. Xia, L. Nai, and P. Boncz. Ldbc graphalytics: A benchmark for large-scale graph analysis on parallel and distributed platforms, a technical report. Technical report, Delft University of Technology, 2016.

Name	Type	HPC	Parallelism	Target	FOSS	Source	Notes
PowerGraph	Framework	“yes”	both	CPU	yes	[2]	<sup>a</sup>
GraphBIG	Benchmark	“yes”	shared	CPU GPU	yes	[4]	<sup>b</sup>

TABLE IV

TOOLS USED FOR GRAPH PROCESSING

<sup>a</sup>The current version is a closed-source product by Turi though PowerGraph v2.2 is on Github.

<sup>b</sup>Only works on Linux.

- [4] L. Nai, Y. Xia, I. G. Tanase, H. Kim, and C.-Y. Lin. GraphBIG: Understanding graph computing in the context of industrial solutions. In *Proceedings of the International Conference for High Performance Computing, Networking, Storage and Analysis, SC '15*, pages 69:1–69:12, New York, NY, USA, 2015. ACM.