Sandbox

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Contents

Chapter 1

Sandbox for playing with pandoc/slate

Normal table

Operation	Self	Peer	Host	All
Regular read	448.59	14.01	444.74	12.17
Regular write	442.98	16.21	16.18	12.17
Regular update	248.80	11.71	0.0028	6.00
Random read	6.78	1.43	2.39	4.04
Random write	6.63	1.14	3.47E-5	3.82
Random update	3.44	0.83	1.92E-5	2.08

Pretty wide table

Parts	Comp. cost	Comm. cost	Comp. to comm. ratio	Scalability	Memory usage
Modularity optimization	10(E + V) /p	20V bytes	E/p : 2V	Okay	88E/p + 12V bytes
Graph contraction	5E / p + E’	8E’ bytes	5E/p + E’ : 8E’	Hard	16E’ bytes
Louvain	10(E + V) / p	20V bytes	E/p : 2V	Okay	88E/p + 12V + 16E’ bytes

Pretty wide table, with math

Parts	Comp. cost	Comm. cost	Comp. to comm. ratio	Scalability	Memory usage
Modularity optimization	$10(E+V)/p$	$20V$ bytes	$E/p : 2V$	Okay	$88E/p + 12V$ bytes
Graph contraction	$5E/p + E'$	$8E'$ bytes	$5E/p + E' : 8E'$	Hard	$16E'$ bytes
Louvain	$10(E+V)/p$	$20V$ bytes	E/p : 2V	Okay	$88E/p + 12V + 16E'$ bytes

JDO hacked version of above

Parts	Comp cost	Comm cost	Comp/comm ratio	Scalability	Memory usage (B)
Modularity optim.	10(E + V) /p	20V bytes	E/p : 2V	Okay	88E/p + 12V
Graph contraction	5E / p + E'	8E' bytes	5E/p + E' : 8E'	Hard	16E'
Louvain	10(E + V) / p	20V bytes	E/p : 2V	Okay	88E/p + 12V + 16E'

and with math!

Parts	Comp cost	Comm cost	Comp/comm ratio	Scalability	Memory usage (B)
Modularity optim.	$10(E+V)/p$	$20V$ bytes	$E/p : 2V$	Okay	$88E/p + 12V$
Graph contraction	$5E/p + E'$	$8E'$ bytes	$5E/p + E' : 8E'$	Hard	$16E'$
Louvain	$10(E+V)/p$	$20V$ bytes	$E/p : 2V$	Okay	$88E/p + 12V + 16E'$

Even wider table

Parts	Comp. cost	Comm. cost	Comp. to comm. ratio	Scalability	Memory usage
Wedge generation	dE/p				

Parts	Comp. cost	Comm. cost	Comp. to comm. ratio	Scalability	Memory usage
Wedge communication	0	aE/p x 12 bytes			
Wedge checking	aE/p x log(d)				
AllReduce	2V	2V x 4 bytes			
Triangle Counting	(d + a x log(d))E/p + 2V	aE/p x 12 + 8V bytes	~(d + a x log(d)) : 12a	Okay	
Scan Statistics (wedge checks)	(d + a x log(d))E/p + 2V + V/p	12aE/p + 8V bytes	~ (d + a x log(d)) : 12a	Okay	
Scan Statistics (intersection)	Vdd + V/p	8V bytes	dd : 8	Perfect	

Even wider table, with math!

Parts	Comp. cost	Comm. cost	Comp. to comm. ratio	Scalability	Memory usage
Wedge generation	dE/p				
Wedge communication	0	$aE/p \times 12$ bytes			
Wedge checking	$aE/px\log(d)$				
AllReduce	$2V$	$2V \times 4$ bytes			
Triangle Counting	$(d + ax\log(d))E/p + 2V$	$aE/px12 + 8V$ bytes	$(d + a \cdot \log(d)) : 12a$	Okay	
Scan Statistics (wedge checks)	$(d + ax\log(d))E/p + 2V + V/p$	$12aE/p + 8V$ bytes	$(d + a \cdot \log(d)) : 12a$	Okay	
Scan Statistics (intersection)	$Vdd + V/p$	$8V$ bytes	$dd : 8$	Perfect	

JDO hacked version of above

Parts	Comp. cost	Comm. cost (B)	Comp/comm ratio	Scalability
Wedge generation	dE/p			
Wedge communication	0	aE/p x 12		
Wedge checking	aE/p x log(d)			
AllReduce	2V	2V x 4		
Triangle Counting	(d + a x log(d))E/p + 2V	aE/p x 12 + 8V	~(d + a x log(d)) : 12a	Okay
Scan Statistics (with wedge checks)	(d + a x log(d))E/p + 2V + V/p	12aE/p + 8V	~(d + a x log(d)) : 12a	Okay
Scan Statistics (with intersection)	Vdd + V/p	8V	dd : 8	Perfect

Table with line breaks

Application	Computation to communication ratio	Scalability	Implementation difficulty
Louvain	E/p : 2V	Okay	Hard
Graph SAGE	~ CF : min(C, 2p)x4	Good	Easy
Random walk	Duplicated graph: infinity Distributed graph: 1 : 24	Perfect Very poor	Trivial Easy
Graph search: Uniform	1 : 24	very poor	Easy
Graph search: Greedy	Straight forward: d : 24 Pre-visit: 1:24	Poor very poor	Easy Easy
Graph search: Stochastic greedy	Straight forward: d : 24 Pre-visit: log(d) : 24	Poor very poor	Easy Easy
Geo location	Explicit movement: 25E/p : 4V UVM or peer access: 25 : 1	Okay Good	Easy Easy

Application	Computation to communication ratio	Scalability	Implementation difficulty
Vertex nomination	E : 8V x min(d, p)	Okay	Easy
Scan statistics	Duplicated graph: infinity Distributed graph: ~ (d + a * log(d)) : 12	Perfect Okay	Trivial Easy
Sparse fused lasso	~ a:8	Less than okay	Hard
Graph projection	Duplicated graph : infinity Distributed graph : dE/p + E' : 6E'	Perfect Okay	Easy Easy
Local graph clustering Seeded graph matching Application classification	(6 + d)/p : 4	Good	Easy

Table with line breaks, laid out as a grid table

Application	Computation to communication ratio	Scalability	Implementation difficulty
Louvain	$E/p : 2V$	Okay	Hard
Graph SAGE	$\sim CF : \min(C, 2p) \cdot 4$	Good	Easy
Random walk	Duplicated graph: infinity Distributed graph: 1 : 24	Perfect Very poor	Trivial Easy
Graph search: Uniform	1 : 24	Very poor	Easy
Graph search: Greedy	Straightforward: d : 24 Pre-visit: 1:24	Poor Very poor	Easy Easy
Graph search: Stochastic greedy	Straightforward: d : 24 Pre-visit: $\log(d) : 24$	Poor Very poor	Easy Easy
Geolocation	Explicit movement: $25E/p : 4V$ UVM or peer access: 25 : 1	Okay Good	Easy Easy
Vertex nomination	$E : 8V \cdot \min(d, p)$	Okay	Easy
Scan statistics	Duplicated graph: infinity Distributed graph: $\sim (d + a \cdot \log(d)) : 12$	Perfect Okay	Trivial Easy

Application	Computation to communication ratio	Scalability	Implementation difficulty
Sparse fused lasso	$\sim a : 8$	Less than okay	Hard
Graph projection	Duplicated graph : infinity	Perfect	Easy
	Distributed graph : $dE/p + E' : 6E'$	Okay	Easy
Local graph clustering	$(6 + d)/p : 4$	Good	Easy
Seeded graph matching			
Application classification			

JDO hacked version of above

Application	Computation to communication ratio	Scalability	Implementation diff.
Louvain	E/p : 2V	Okay	Hard
Graph SAGE	~ CF : min(C, 2p)x4	Good	Easy
Random walk	Duplicated graph: infinity	Perfect	Trivial
Random walk	Distrib. graph: 1 : 24	Very poor	Easy
Graph search: Uniform	1 : 24	Very poor	Easy
Graph search: Greedy	Straightforward: d : 24	Poor	Easy
Graph search: Greedy	Pre-visit: 1:24	Very poor	Easy
G.S.: Stochastic greedy	Straightforward: d : 24	Poor	Easy
G.S.: Stochastic greedy	Pre-visit: log(d) : 24	Very poor	Easy
Geolocation	Explicit movement: 25E/p : 4V	Okay	Easy
Geolocation	UVM or peer access: 25 : 1	Good	Easy
Vertex nomination	E : 8V x min(d, p)	Okay	Easy

Application	Computation to communication ratio	Scalability	Implementation diff.
Scan statistics	Duplicated graph: infinity	Perfect	Trivial
Scan statistics	Distrib. graph: ~ (d + a * log(d)) : 12	Okay	Easy
Sparse fused lasso	~ a:8	Less than okay	Hard
Graph projection	Duplicated graph : infinity	Perfect	Easy
Graph projection	Distrib. graph : dE/p + E' : 6E'	Okay	Easy
Local graph clustering	(6 + d)/p : 4	Good	Easy

Really wide table

Parts	Comp. cost	Comm. cost	Comp. to comm. ratio	Scalability	Memory usage
Feature duplication					
Children selection	BC	8BC bytes	1 : 8	Poor	
Child-centric comp.	BCF x (2 + L + Wf1.y + Wa1.y)	4B x (F + Wf1.y + Wa1.y) x min(C, 2p) bytes	~ CF : min(C, 2p) x 4	Good	
Source-centric comp.	B x (CF + (Wf1.y + Wa1.y) x (C + F + Wf2.y + Wa2.y)	0 bytes	N.A.	N.A.	

Parts	Comp. cost	Comm. cost	Comp. to comm. ratio	Scalability	Memory usage
Graph SAGE	B x (C + 3CF + 3LCF + (Wf1.y + Wa1.y) x (CF + C + F + Wf2.y + Wa2.y))	8BC + 4B x (F + Wf1.y + Wa1.y) x min(C, 2p) bytes	at least ~ CF : min(C, 2p) x 4	Good	
Direct feature access					
Child-centric comp.	BCF x (2 + L + Wf1.y + Wa1.y)	4B x ((F + Wf1.y + Wa1.y) x min(C, 2p) + CLF) bytes	~ (2 + L + Wf1.y + Wa1.y) : 4L	poor	
Graph SAGE	B x (C + 3CF + 3LCF + (Wf1.y + Wa1.y) x (CF + C + F + Wf2.y + Wa2.y))	8BC + 4B x (F + Wf1.y + Wa1.y) x min(C, 2p) + 4BCFL bytes	~ (2 + L + Wf1.y + Wa1.y) : 4L	poor	
Feature in UVM					
Child-centric comp.	BCF x (2 + L + Wf1.y + Wa1.y)	4B x (F + Wf1.y + Wa1.y) x min(C, 2p) bytes over GPU-GPU + 4BCLF bytes over GPU-CPU	~ (2 + L + Wf1.y + Wa1.y) : 4L over GPU-CPU	very poor	

Parts	Comp. cost	Comm. cost	Comp. to comm. ratio	Scalability	Memory usage
Graph SAGE	B x (C + 3CF + 3LCF + (Wf1.y + Wa1.y) x (CF + C + F + Wf2.y + Wa2.y))	8BC + 4B x (F + Wf1.y + Wa1.y) x min(C, 2p) bytes over GPU-GPU + 4BCFL bytes over GPU-CPU	~ (2 + L + Wf1.y + Wa1.y) : 4L over GPU-CPU	very poor	

Really wide table, with math

Parts	Comp. cost	Comm. cost	Comp. to comm. ratio	Scalability	Memory usage
Feature duplication					
Children selection	BC	$8BC$ bytes	$1:8$	Poor	
Child-centric comp.	$BCF \cdot (2+L+Wf1.y+Wa1.y)$	$4B \cdot (F+Wf1.y+Wa1.y) \cdot \min(C,2p)$ bytes	$CF : \min(C,2p) \cdot 4$	Good	
Source-centric comp.	$B \cdot (CF+(Wf1.y+Wa1.y) \cdot (C+F+Wf2.y+Wa2.y)$	0 bytes	N.A.	N.A.	
Graph SAGE	$B \cdot (C+3CF+3LCF+(Wf1.y+Wa1.y) \cdot (CF+C+F+Wf2.y+Wa2.y))$	$8BC+4B \cdot (F+Wf1.y+Wa1.y) \cdot \min(C,2p)$ bytes	at least $CF : \min(C,2p) \cdot 4$	Good	
Direct feature access					

Parts	Comp. cost	Comm. cost	Comp. to comm. ratio	Scalability	Memory usage
Child-centric comp.	$BCF \cdot (2+L+Wf1.y+Wa1.y)$	$4B \cdot ((F+Wf1.y+Wa1.y) \cdot \min(C,2p)+CLF)$ bytes	$(2+L+Wf1.y+Wa1.y):4L$	poor	
Graph SAGE	$B \cdot (C+3CF+3LCF+(Wf1.y+Wa1.y) \cdot (CF+C+F+Wf2.y+Wa2.y))$	$8BC+4B \cdot (F+Wf1.y+Wa1.y) \cdot \min(C,2p)+4BCFL$ bytes	$(2+L+Wf1.y+Wa1.y):4L$	poor	
Feature in UVM					
Child-centric comp.	$BCF \cdot (2+L+Wf1.y+Wa1.y)$	$4B \cdot (F+Wf1.y+Wa1.y) \cdot min(C,2p)$ bytes over GPU-GPU $+ 4BCLF$ bytes over GPU-CPU	$(2+L+Wf1.y+Wa1.y):4L$ over GPU-CPU	very poor	
Graph SAGE	$B \cdot (C+3CF+3LCF+(Wf1.y+Wa1.y) \cdot (CF+C+F+Wf2.y+Wa2.y))$	$8BC+4B \cdot (F+Wf1.y+Wa1.y) \cdot \min(C,2p)$ bytes over GPU-GPU $+ 4BCFL$ bytes over GPU-CPU	$(2+L+Wf1.y+Wa1.y):4L$ over GPU-CPU	very poor	

Really wide table, with math, nicely laid out

Parts	Computation cost	Communication cost (Bytes)	Comp. to comm. ratio	Scalability
Feature duplication				
Children selection	BC	$8BC$	1 : 8	Poor
Child-centric comp.	$BCF \cdot (2 + L + \mathrm{Wf1}.y + \mathrm{Wa1}.y)$	$4B \cdot (F + \mathrm{Wf1}.y + \mathrm{Wa1}.y) \cdot \min(C, 2p)$	$CF : \min(C, 2p) \cdot 4$	Good
Source-centric comp.	$B \cdot (CF + (\mathrm{Wf1}.y + \mathrm{Wa1}.y) \cdot (C + F + \mathrm{Wf2}.y + \mathrm{Wa2}.y)$	0	N.A.	N.A.
Graph SAGE	$B \cdot (C + 3CF + 3LCF + (\mathrm{Wf1}.y + \mathrm{Wa1}.y) \cdot (CF + C + F + \mathrm{Wf2}.y + \mathrm{Wa2}.y))$	$8BC + 4B \cdot (F + \mathrm{Wf1}.y + \mathrm{Wa1}.y) \cdot \min(C, 2p)$	at least $CF : \min(C, 2p) \cdot 4$	Good
Direct feature access				
Child-centric comp.	$BCF \cdot (2 + L + \mathrm{Wf1}.y + \mathrm{Wa1}.y)$	$4B \cdot ((F + \mathrm{Wf1}.y + \mathrm{Wa1}.y) \cdot \min(C, 2p) + CLF)$	$(2 + L + \mathrm{Wf1}.y + \mathrm{Wa1}.y) : 4L$	poor
Graph SAGE	$B \cdot (C + 3CF + 3LCF + (\mathrm{Wf1}.y + \mathrm{Wa1}.y) \cdot (CF + C + F + \mathrm{Wf2}.y + \mathrm{Wa2}.y))$	$8BC + 4B \cdot (F + \mathrm{Wf1}.y + \mathrm{Wa1}.y) \cdot \min(C, 2p) + 4BCFL$	$(2 + L + \mathrm{Wf1}.y + \mathrm{Wa1}.y) : 4L$	poor
Feature in UVM				
Child-centric comp.	$BCF \cdot (2 + L + \mathrm{Wf1}.y + \mathrm{Wa1}.y)$	$4B \cdot (F + \mathrm{Wf1}.y + \mathrm{Wa1}.y) \cdot \min(C, 2p)$ bytes over GPU-GPU + $4BCLF$ bytes over GPU-CPU	$(2 + L + \mathrm{Wf1}.y + \mathrm{Wa1}.y) : 4L$ over GPU-CPU	very poor

Parts	Computation cost	Communication cost (Bytes)	Comp. to comm. ratio	Scalability
Graph SAGE	$B \cdot (C + 3CF + 3LCF + (\mathrm{Wf1}.y + \mathrm{Wa1}.y) \cdot (CF + C + F + \mathrm{Wf2}.y + \mathrm{Wa2}.y))$	$8BC + 4B \cdot (F + \mathrm{Wf1}.y + \mathrm{Wa1}.y) \cdot \min(C, 2p)$ bytes over GPU-GPU + $4BCFL$ bytes over GPU-CPU	$(2 + L + \mathrm{Wf1}.y + \mathrm{Wa1}.y) : 4L$ over GPU-CPU	very poor

JDO hacked version of above

Parts	Comp. cost
Feature duplication	
Children selection	BC
Child-centric comp.	BCF x (2 + L + Wf1.y + Wa1.y)
Source-centric comp.	B x (CF + (Wf1.y + Wa1.y) x (C + F + Wf2.y + Wa2.y)
Graph SAGE	B x (C + 3CF + 3LCF + (Wf1.y + Wa1.y) x (CF + C + F + Wf2.y + Wa2.y))
Direct feature access	
Child-centric comp.	BCF x (2 + L + Wf1.y + Wa1.y)
Graph SAGE	B x (C + 3CF + 3LCF + (Wf1.y + Wa1.y) x (CF + C + F + Wf2.y + Wa2.y))
Feature in UVM	

Parts	Comp. cost
Child-centric comp.	BCF x (2 + L + Wf1.y + Wa1.y)
Graph SAGE	B x (C + 3CF + 3LCF + (Wf1.y + Wa1.y) x (CF + C + F + Wf2.y + Wa2.y))

Parts	Comm. cost
Feature duplication	
Children selection	8BC bytes
Child-centric comp.	4B x (F + Wf1.y + Wa1.y) x min(C, 2p) bytes
Source-centric comp.	0 bytes
Graph SAGE	8BC + 4B x (F + Wf1.y + Wa1.y) x min(C, 2p) bytes
Direct feature access	
Child-centric comp.	4B x ((F + Wf1.y + Wa1.y) x min(C, 2p) + CLF) bytes
Graph SAGE	8BC + 4B x (F + Wf1.y + Wa1.y) x min(C, 2p) + 4BCFL bytes
Feature in UVM	
Child-centric comp.	4B x (F + Wf1.y + Wa1.y) x min(C, 2p) bytes over GPU-GPU + 4BCLF bytes over GPU-CPU
Graph SAGE	8BC + 4B x (F + Wf1.y + Wa1.y) x min(C, 2p) bytes over GPU-GPU

Parts	Comm. cost
	+ 4BCFL bytes over GPU-CPU

Parts	Comp/comm ratio	Scalability
Feature duplication		
Children selection	1 : 8	Poor
Child-centric comp.	~ CF : min(C, 2p) x 4	Good
Source-centric comp.	N.A.	N.A.
Graph SAGE	at least ~ CF : min(C, 2p) x 4	Good
Direct feature access		
Child-centric comp.	~ (2 + L + Wf1.y + Wa1.y) : 4L	poor
Graph SAGE	~ (2 + L + Wf1.y + Wa1.y) : 4L	poor
Feature in UVM		
Child-centric comp.	~ (2 + L + Wf1.y + Wa1.y) : 4L over GPU-CPU	very poor
Graph SAGE	~ (2 + L + Wf1.y + Wa1.y) : 4L over GPU-CPU	very poor

Let's try a grid table with backslashes.

Fruit	Price	Advantages
Bananas	first line next line	first line next line
Bananas	first line next line	first line next line

Multi-row (col) grid table without using backslashes.

Fruit	Price	Advantages
Bananas	first line next line	first line next line
Bananas	first line next line	first line next line

this won't work:

```
+------------------------+------------+----------+----------+
| Header row, column 1   | Header 2   | Header 3 | Header 4 |
| (header rows optional) |            |          |          |
+========================+============+==========+==========+
| body row 1, column 1   | column 2   | column 3 | column 4 |
+------------------------+------------+----------+----------+
| body row 2             | Cells may span columns.          |
+------------------------+------------+---------------------+
| body row 3             | Cells may  | - Table cells       |
+------------------------+ span rows. | - contain           |
| body row 4             |            | - body elements.    |
+------------------------+------------+---------------------+
```

this may:

Header row, column 1 (header rows optional)	Header 2	Header 3	Header 4
body row 1, column 1	column 2	column 3	column 4
body row 2	Cells may s	an columns	.
body row 3	Cells may	• Table ce	lls
body row 4		• body ele	ments.

Some care must be taken with grid tables to avoid undesired interactions with cell text in rare cases. For example, the following table contains a cell in row 2 spanning from column 2 to column 4:

row 1, col 1	column 2	column 3	column 4
row 2			
row 3			

If a vertical bar is used in the text of that cell, it could have unintended effects if accidentally aligned with column boundaries:

row 1, col 1	column 2	column 3	column 4
row 2	Use the co	mmand “ls	more“.
row 3			

Several solutions are possible. All that is needed is to break the continuity of the cell outline rectangle. One possibility is to shift the text by adding an extra space before:

row 1, col 1	column 2	column 3	column 4
row 2	Use the c	ommand “ls	more“.
row 3			