A new optimal algorithm for Level-Synchronous Parallel BFS in the Cilk model

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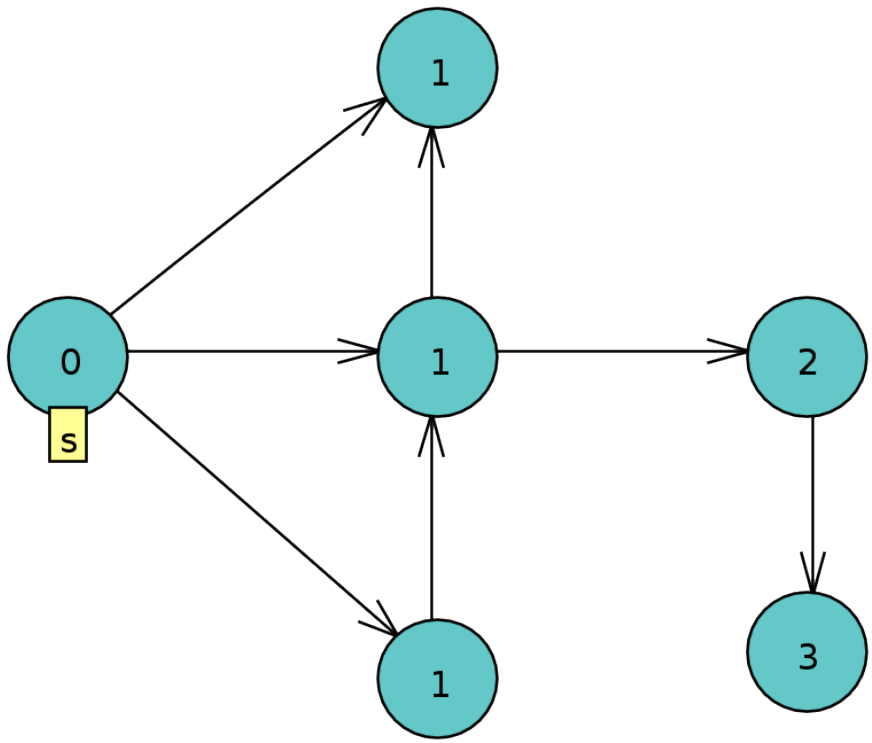
May 17, 2013

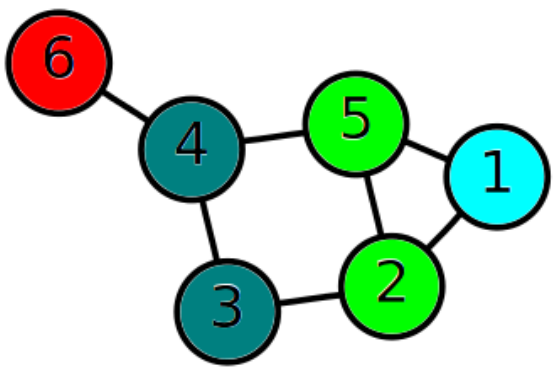
BFS

- Given
  - Graph $G = (\mathbb{V}, \mathbb{E})$ with diameter D and max out-degree Δ
  - Source vertex $s \in \mathbb{V}$
- Calculate
  - $Dist_{u \in \mathbb{V}}$ = length of the shortest path from s to u in G



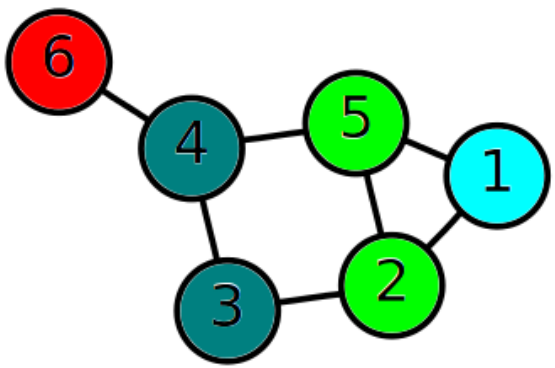
Parallel BFS

- The runtime for serial BFS is $T_s = \Theta(|\mathbb{V}| + |\mathbb{E}|)$
- For large graphs, calculating *Dist* can be slow
- We can speed up BFS by processing edges and/or nodes in parallel
- Our new TBN-BFS achieves near-perfect linear speadup when $p \ll \frac{|V|+|E|}{D \log(|V|+|E|)}$



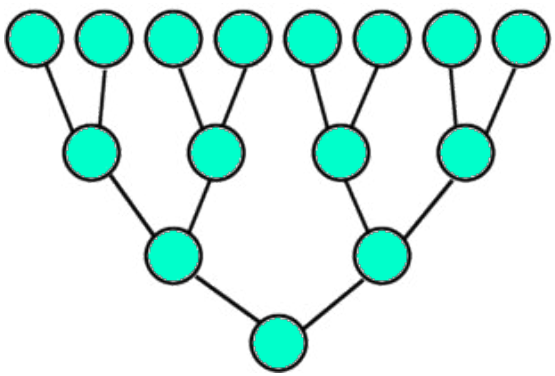
Level-Synchronous BFS

- All nodes at distance d from s are processed before any nodes at distance $d' > d$
- Level-Synchronous BFS has lower bounds of
  - $T_p = \Omega\left(\frac{|\mathbb{V}|+|\mathbb{E}|}{p} + D\right)$
  - $T_1, W_p = \Omega\left(T_s\right) = \Omega\left(|\mathbb{V}| + |\mathbb{E}|\right)$
- Non Level-Synchronous BFS algorithms
  - Distinguished-BFS [Ullman and Yannakakis, 1990]



Cilk Model

- Large shared memory
- Consistent caches between cores
- Synchronizing (or launching) n tasks takes $T_\infty = \Theta(\log n)$ time
- Cilk+ has this model with the addition of randomized work stealing [Frigo et al., 2009]
- A parallel algorithm has the following properties
  - T_p = running time using p cores
  - T_1 = running time using 1 core
  - W_p = work done using p cores



Non Cilk Model

- Level Synchronous BFS algorithms not using the Cilk Model
  - Cray-BFS uses the Cray MTA-2 hardware model [Bader and Madduri, 2006]
  - Block-Queue-BFS uses the Intel Mic hardware model [Saule and Catalyurek, 2012]
  - Blue-BFS uses the BlueGene/L hardware model [Yoo et al., 2005]

Level-Synchronous Parallel BFS in the Cilk Model

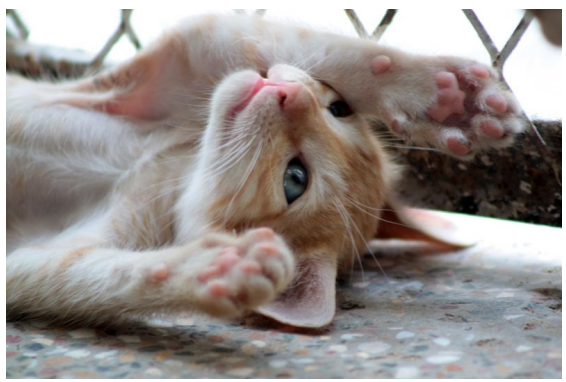
- In the Cilk Model, Level-Synchronous BFS has a lower bound of $T_p = \Omega\left(\frac{|\mathbb{V}|+|\mathbb{E}|}{p} + D \log p\right)$
- MIT-Bag-BFS uses penants, bags, and reducer hyperobjects [Leiserson and Schardl, 2010]
- Our new TBN-BFS algorithm
  - Runs on standard hardware implemented using Cilk+
  - Can do its own scheduling deterministically
  - Achieves the lower bound for T_p, T_1, W_p in the worst case independently of Δ (scale-free)

Serial-BFS

1. for each vertex $u \in \mathbb{V}$
2. $\quad Dist_u \leftarrow \infty$
3. $Dist_s \leftarrow 0$
4. $Q \leftarrow \emptyset$
5. $\textsc{Enqueue}(Q, s)$
6. while $Q \neq \emptyset$ do
7. $\quad u \leftarrow \textsc{Dequeue}(Q)$ {Potential source of
8. $\quad$ for each vertex v in $\Gamma(u)$ do parallelism: lines 7–8}
9. $\quad\quad$ if $Dist_v = \infty$ then {Potential issues for
10. $\quad\quad\quad Dist_v \leftarrow Dist_u + 1$ parallelism: lines 9–11}
11. $\quad\quad\quad \textsc{Enqueue}(Q, v)$

TBN-BFS - Summary

- $T_1 = \mathcal{O}(n + m)$ (optimal)
- $W_p = \mathcal{O}(n + m)$ (optimal)
- $T_p = \mathcal{O}(n/p + m/p + D \log p)$ (optimal)
- Scale-free
- Runs on standard hardware implemented using Cilk+
- Can do its own scheduling deterministically



TBN-BFS - High Level

- To get optimal T_1, T_p the algorithm is
  1. For each level $\ell \in [0 \dots D)$
     - 1.1 Prepare to split work
     - 1.2 Split work and process edges
     - 1.3 Deduplicate vertexes and combine queues
- To get optimal W_p modify the algorithm to
  1. Reduce search space
  2. Dynamically choose number of cores

TBN-BFS - Prepare to Split Work

1. Receive input $Q_{in} \subseteq \mathbb{V}$ where
   - 1.1 Each vertex in Q_{in} is unique
   - 1.2 $\forall u \in Q_{in} : Dist_u = \ell$
   - 1.3 $\forall u \in Q_{in} : |\Gamma(u)| > 0$
2. Generate $OutDegrees[0 \leq i < |Q_{in}|] = |\Gamma(Q_{in}[i])|$ in parallel
3. Perform a parallel prefix sum on $OutDegrees$

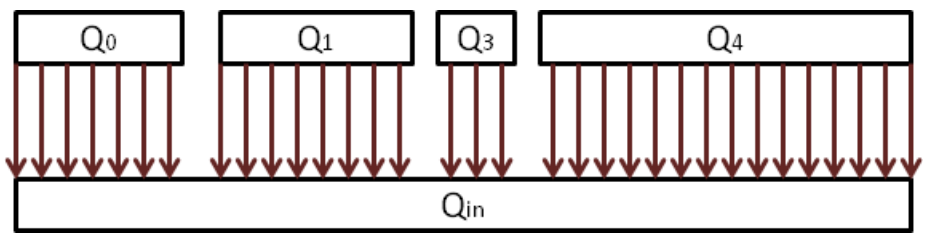
$Q_{in} =$	1	3	2	4	...	...
$OutDegrees_{before} =$	5	7	1	2	...	...
$OutDegrees_{after} =$	5	12	13	15	...	m_ℓ

TBN-BFS - Split Work and Process Edges

1. Each core i in parallel
   - 1.1 searches *OutDegrees* for $1 + \left\lfloor \frac{i \; m_\ell}{p} \right\rfloor$ to find starting edge
     $\left\{ \mathcal{O}\left(\log \frac{n_\ell}{p} + \log p \right) \text{ work} \right\}$
   - 1.2 processes $\left\lfloor \frac{m_\ell}{p} \right\rfloor$ consecutive edges
     - 1.2.1 $Q_i \leftarrow \emptyset$
     - 1.2.2 for each edge (u, v)
     - 1.2.3 if $Dist_v = \infty$ then {Benign race condition}
     - 1.2.4 $Dist_v \leftarrow Dist_u + 1$
     - 1.2.5 $Owner_v \leftarrow i$
     - 1.2.6 $\textsc{Enqueue}(Q_i, v)$

TBN-BFS - Deduplicate Vertexes and Combine Queues

1. Each core i in parallel
   1.1 $Q_i \leftarrow \{u \in Q_i : Owner_u = i\}$ {Remove duplicate vertexes}
   1.2 $Size_i \leftarrow |Q_i|$
2. Perform a parallel prefix sum on $Size$
3. Each core i copies its queue back into Q_{in} at offset $Size_{i-1}$
   $\{Size_{-1}$ is treated as $0\}$

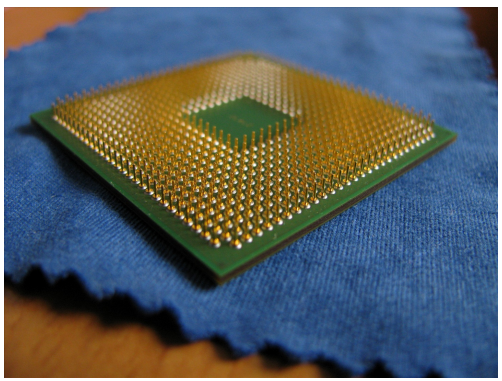


TBN-BFS - Reduce Search Space

1. $N \leftarrow |OutDegrees|$
2. Each core i
   - 2.1 $FirstDegree \leftarrow OutDegrees[\left\lfloor \frac{iN}{p} \right\rfloor - 1]$
   - 2.2 $FirstDegreeNext \leftarrow OutDegrees[\left\lfloor \frac{(i+1)N}{p} \right\rfloor - 1]$
   - 2.3 $FirstCore \leftarrow \left\lceil \frac{p \ FirstDegree}{m_\ell} \right\rceil$
   - 2.4 $LastCore \leftarrow \left\lceil \frac{p \ FirstDegreeNext}{m_\ell} \right\rceil$
   - 2.5 parallel for $j \leftarrow FirstCore$ to $LastCore$
   - 2.6 $\quad SubList_j \leftarrow i$
3. Using $SubList_i$, core i can search only n_ℓ/p indexes
4. W_p reduces from $\mathcal{O}(|\mathbb{V}| + |\mathbb{E}| + DP \log p)$ to $\mathcal{O}(|\mathbb{V}| + |\mathbb{E}| + DP)$

TBN-BFS - Dynamically Choose Number of Cores

- In "Prepare to Split Work", right after the parallel prefix sum, $p_\ell \leftarrow \text{MIN}(m_\ell, p)$
- Use at most p_ℓ cores until next time m_ℓ is calculated
- This ensures the $\mathcal{O}(p_\ell)$ work every level is $\mathcal{O}(m_\ell)$
- W_p reduces from $\mathcal{O}(|\mathbb{V}| + |\mathbb{E}| + DP)$ to $\mathcal{O}(|\mathbb{V}| + |\mathbb{E}| + D) = \mathcal{O}(|\mathbb{V}| + |\mathbb{E}|)$ (optimal)



Summary

- Our new TBN-BFS algorithm
  - $T_1 = \mathcal{O}(n + m)$ (optimal)
  - $W_p = \mathcal{O}(n + m)$ (optimal)
  - $T_p = \mathcal{O}(n/p + m/p + D \log p)$ (optimal)
  - Scale-free
  - Runs on standard hardware implemented using Cilk+
  - Can do its own scheduling deterministically
  - Preliminary experiments show merit

Future Work

- Optimize TBN-BFS for the PRAM model
  - TBN-BFS runs in same time for PRAM but is not asymptotically optimal
  - Try using approximate parallel prefix sum [Goldberg and Zwick, 1995]
- Modify TBN-BFS to remove false sharing
  - Examine using an $\mathcal{O}(n)$ sort algorithm for levels where $m_\ell = \Omega\left(n^{\frac{1}{c}}\right)$
  - Try to distribute work by cacheline
- Examine non level-synchronous approaches
- Implement and optimize TBN-BFS
- Run experiments comparing TBN-BFS to existing algorithms

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