A Revised Implimentation of the GraphZ Graph Processing System

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GraphZ is a distributed parallel graph processing system running on top of ZHT, a zero hop distributed hash table. It uses an itterative vertex-centric model to store a large graph and run a variety of algorithms over it. GraphZ has some performance issues, and cannot scale the same as graphlab, a similar commercial framework. We hope to rewrite GraphZ to be cometitive with Graphlab on a single node with multiple threads.

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# Background

# Problem

# Related Work

# Proposed Solution

# Evalution

# Timeline

# Deliverables

# Conclusion