

Edge

1	2
2	1
2	3
3	2
4	5
5	4
4	6
6	4

Initial
Edge

GPU 0

1	2
2	1
2	3
3	2

Calculate Radix
based
Destination GPU

hash(1) % n = 1
hash(2) % n = 0
hash(2) % n = 0
hash(3) % n = 1

Distributed
Edge

2	1
2	3
6	4

GPU 1

4	5
5	4
4	6
6	4

hash(4) % n = 1
hash(5) % n = 1
hash(4) % n = 1
hash(6) % n = 0

1	2
3	2
4	5
4	6
5	4

*n = total gpus