

## Parallel Distributed Computing

# Implementation and Analysis of Parallel Graph Algorithms

Research: A Parallel Algorithm Template for Updating Single-Source Shortest Paths in Large-Scale Dynamic Networks

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# Motivation & Problem Overview

- **SSSP in Dynamic Networks**
  - Traditional algorithms assume static graphs
  - Real-world networks change over time (edge insertions/deletions)
- **Challenges**
  - Efficiently updating SSSP without full recomputation
  - Balancing load and avoiding synchronization overhead
- **Need for Parallelism**
  - Exploit multiple cores and GPUs for faster processing

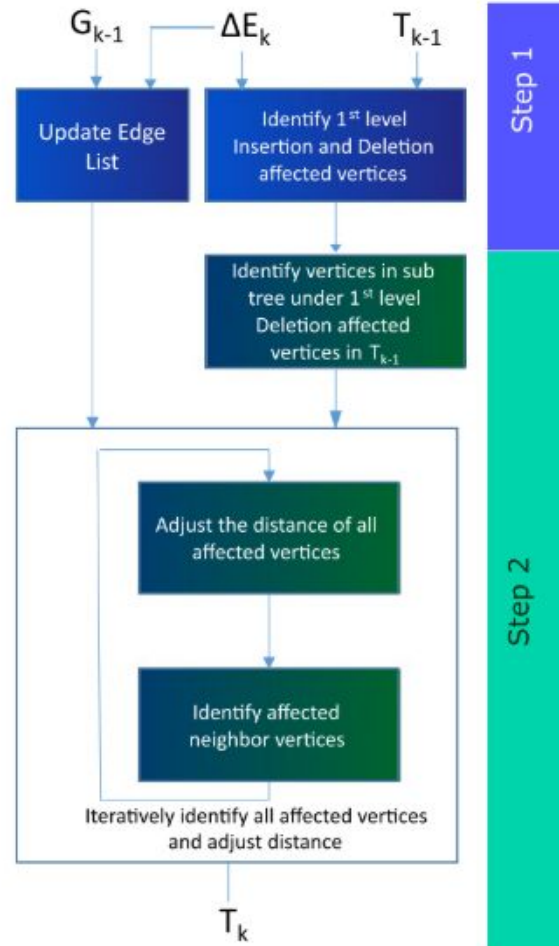


Fig. 1. A Parallel framework to update SSSP in dynamic networks.

# Parallel Algorithm Design & Key Contributions

- **Two-Step Framework:**
  - Identify the affected vertices
  - Iteratively update the SSSP tree
- **Key Innovations:**
  - Avoiding heavy locking by iterative updates
  - Using a rooted-tree data structure to maintain SSSP
  - Preventing cycle formations during concurrent updates

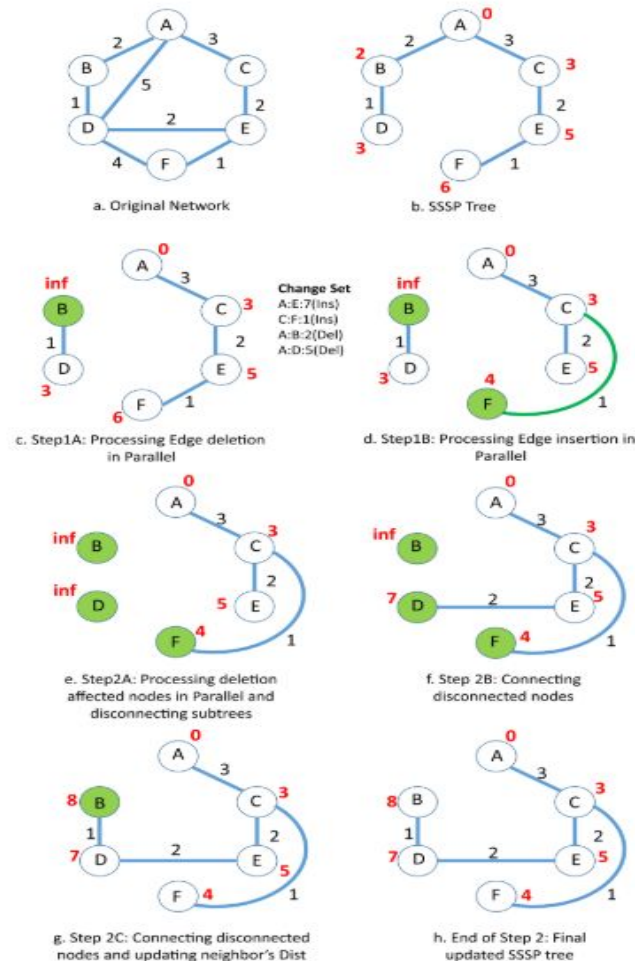


Fig. 2. Illustration of updating SSSP tree.

# Implementation Strategy & Tools

- Programming Models

**MPI**

**OpenCL**

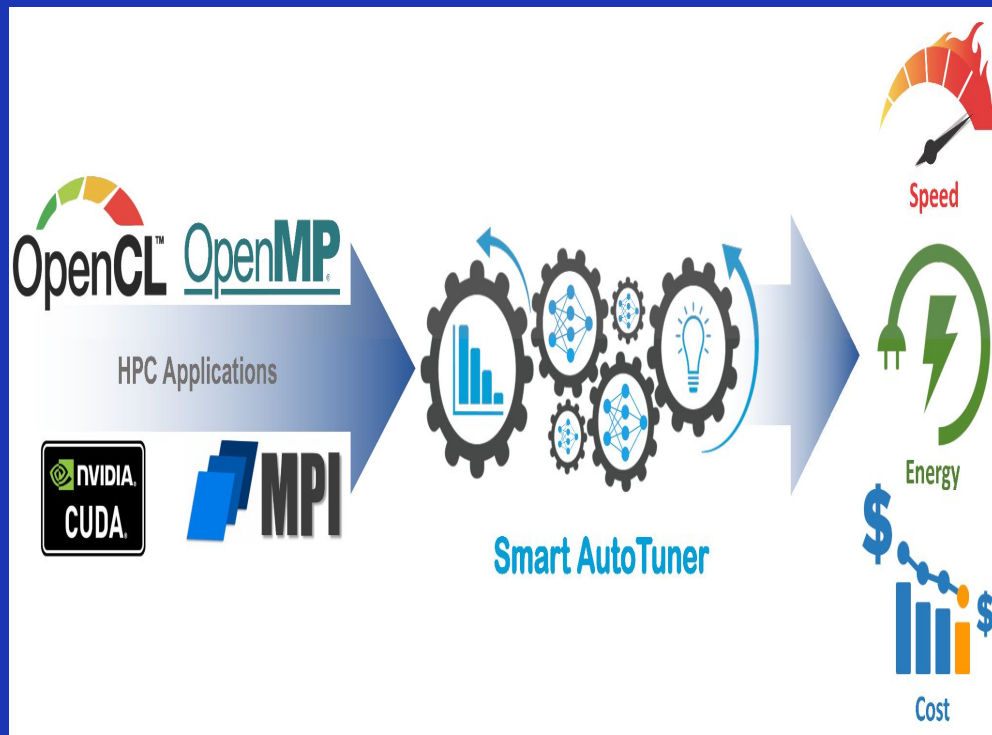
**OpenMP**

- Graph Partitioning

**METIS**

- Version Control

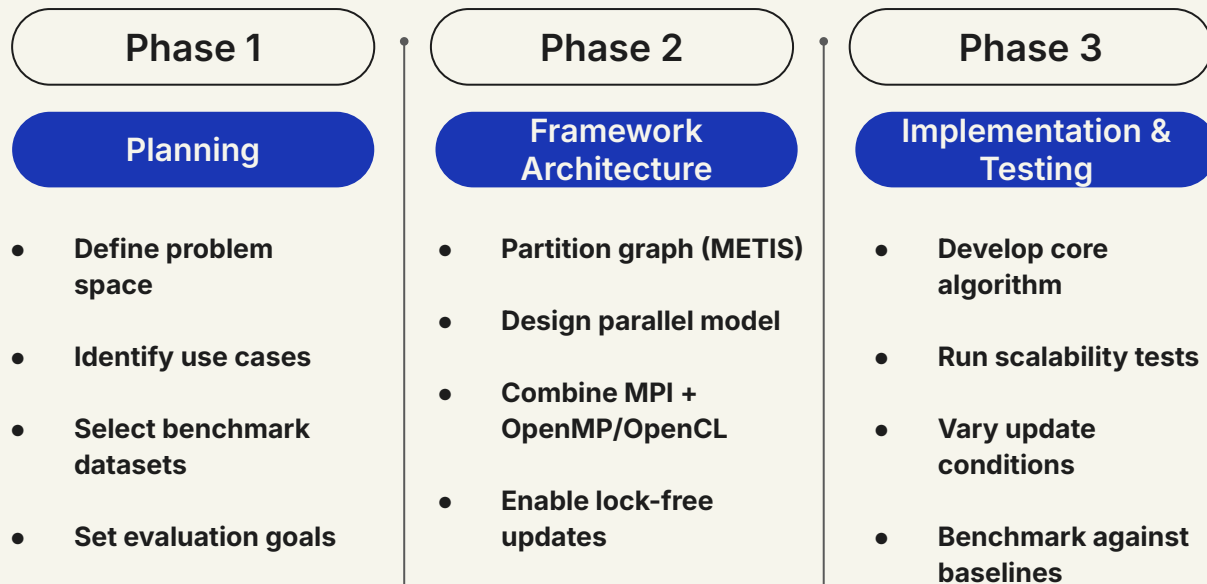
**GitHub**



# Scalability Analysis & Performance Evaluation

- **Algorithm Complexity:**
  - Expect  $O(m/p)$  time complexity
  - Expect  $O(D \cdot (x \cdot d)/p)$
- **Evaluation Plans:**
  - Targeting **significant speedup**, particularly on GPU architectures
  - Will explore the performance differential in **edge insertion-heavy** vs **deletion-heavy** scenarios
- **Scalability Focus Areas:**
  - Investigate how **edge change ratios** affect performance
  - Integrate **load balancing and dynamic scheduling** strategies

# Conclusion: Plans for Execution



# Thank You

Questions?