Algorithm 1: repartitioning after Fennel

```
   Input: v, threshold
 1 v.neighbors ← N(v);
 2 for neighbor in v.neighbors do
 3 |   index ← partition(neighbor);
 4 |   size ← getSizeInPartition(index, neighbor);
 5 |   skipEpoch ← neighbor.skipEpoch;
 6 |   if (skipEpoch + 1)/size ≥ threshold then
 7 |   |   repartition(neighbor);
 8 |   |   neighbor.skipEpoch = 0;
 9 |   else
10 |   |   neighbor.skipEpoch++;
11 |   end
12 end
```