

$Q, G_k, \Delta E_k$



① Append ΔE_k to G_k



augmented graph

② Random walks from
 ΔE_k



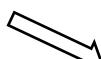
frequent vertices

③ Pack and send data to
GPU

GPU

neighbor lists of frequent vertices

④ Exact incremental
matching on GPU



⑤ Graph data
reorganization



G_{k+1} , and
matching results