Query processing for graph databases (Technion)

code: COM-1468

Graphics processing units (GPUs), originally designed for graphics rendering tasks, have evolved into massively multi-threaded, multicore processors for CPUs. The challenge is how to process queries on graph databases using single instruction, multiple data (SIMD) technology, in particular GPUs. We present what is most likely the first parallel algorithm that uses GPUs to accelerate the processing of graph database queries. This algorithm significantly improves the performance of such database systems.

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