

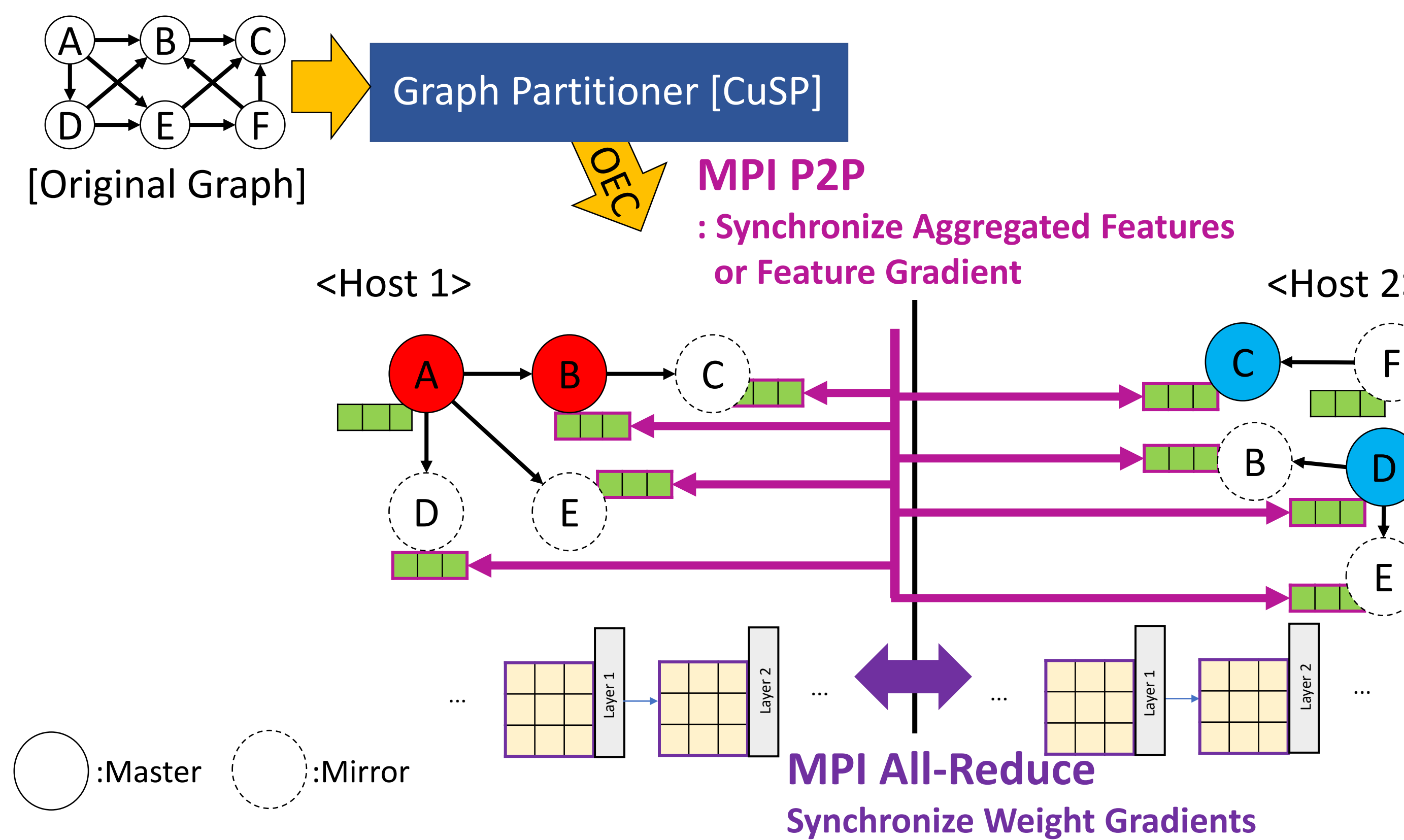


DeepGalois Overview

- Scalable distributed GNN framework
- Generalize GNN to **vertex programming model**
 - *Topology driven*: All vertices are active
 - *Operators*
 - Aggregate features from 1-hop neighbors
 - Local linear transformation
 - *Termination condition*: number of layers
- **Distributed Graph Engine**
 - CuSP [1]: Graph partitioner
 - Gluon [2]: Communication substrate
 - Galois [3]: Computation engine
- Outperform the state-of-the-art
 - 4x speedup over DistDGL [4]

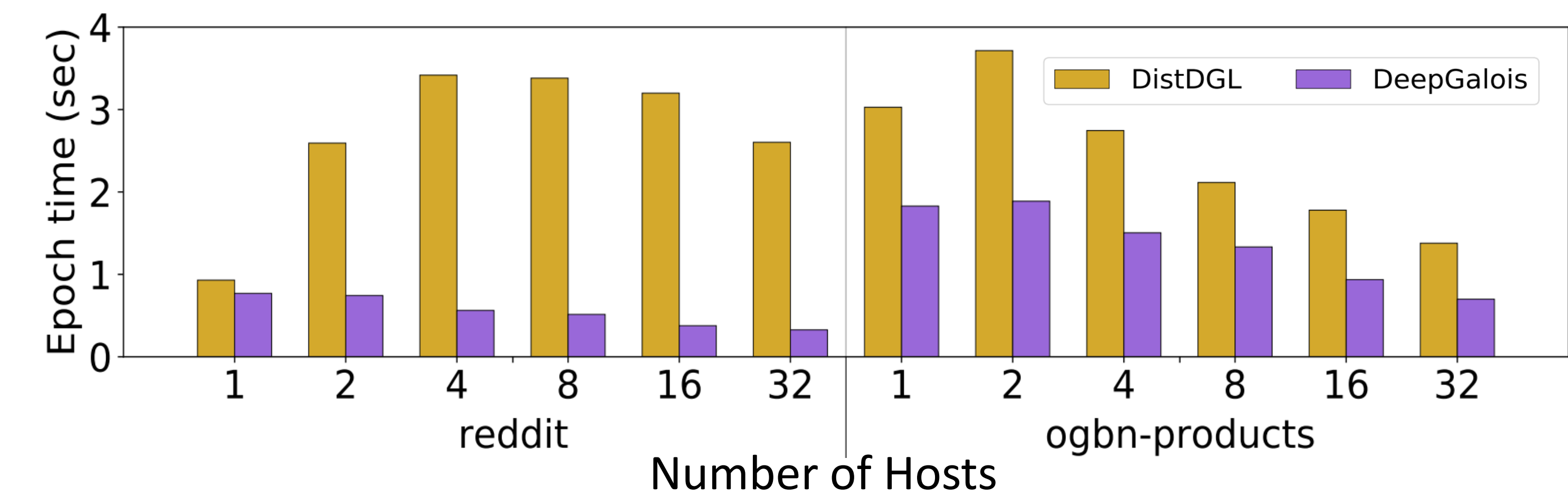
Synchronization

- Support arbitrary use-defined partitioning policy
 - Optimize communication based on the partitioning policy



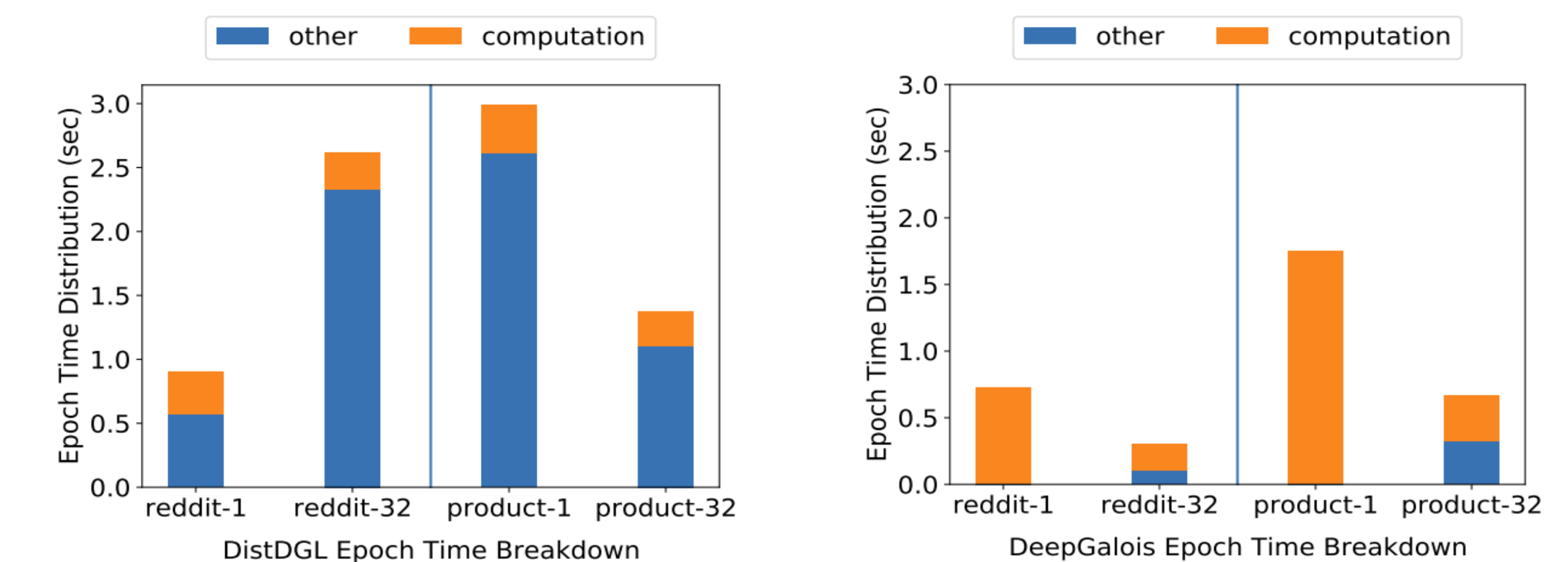
Evaluation

GraphSAGE average epoch time



- DeepGalois 4x faster than DistDGL
- 32 hosts vs 1 host for reddit
 - DeepGalois: 2.4x speedup
 - DistDGL: 2.8x slowdown

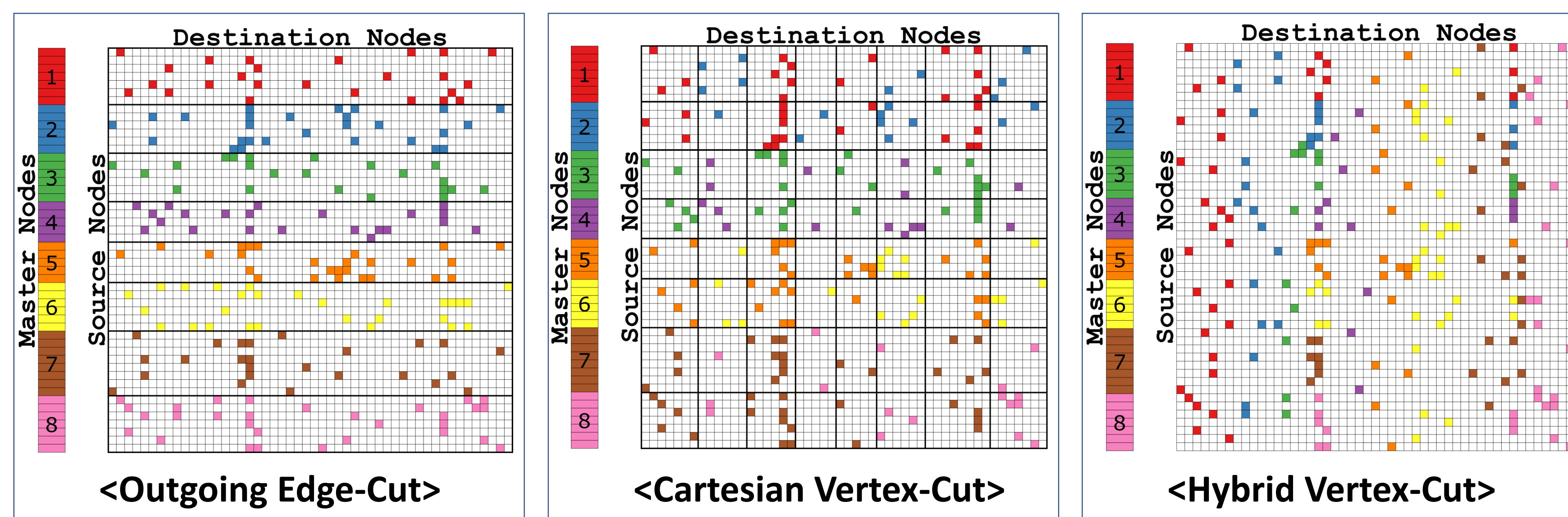
Epoch time breakdown



Graph Partitioning

- Edges are uniquely assigned among hosts
 - Proxies for end points
- One proxy is designated the *master proxy*
- Different policies have different edge/master assignment
- Policies trade-off
 - Computation load-balance
 - Communication overhead
- Each vertex proxy has feature vectors
- Hosts share weight matrices for layers
- No accuracy loss

[Partitioning Policy Examples]



References

- [1] "Cusp: A customizable streaming edge partitioner for distributed graph analytics" Loc Hoang, et al. In *International Parallel and Distributed Processing Symposium (IPDPS)*, 2019
- [2] "Gluon: A communication optimizing framework for distributed heterogeneous graph analytics" Roshan Dathathri, et al. In *Proceedings of ACM SIGPLAN Conference on Programming Language Design and Implementation, PLDI 2018*
- [3] "A lightweight infrastructure for graph analytics" Donald Nguyen, et al. In *Proceedings of ACM Symposium on Operating Systems Principles, SOSP 2013*
- [4] "DistDGL: Distributed Graph Neural Network Training for Billion-Scale Graphs" Da Zheng, et al. In *arXiv 2020*

Speed of Convergence

