

Pregel API

1. Introduction

Pregel is a vertex-centric computation model to define your own algorithms via a user-defined compute function. Node values can be updated within the compute function and represent the algorithm result. The input graph contains default node values or node values from a graph projection.

The compute function is executed in multiple iterations, also called supersteps. In each superstep, the compute function runs for each node in the graph. Within that function, a node can receive messages from other nodes, typically its neighbors. Based on the received messages and its currently stored value, a node can compute a new value. A node can also send messages to other nodes, typically its neighbors, which are received in the next superstep. The algorithm terminates after a fixed number of supersteps or if no messages are being sent between nodes.

A Pregel computation is executed in parallel. Each thread executes the compute function for a batch of nodes.

For more information about Pregel, have a look at https://kowshik.github.io/JPregel/pregel_paper.pdf

관련 문서

Plugin Backlinks: 아무 것도 없습니다.

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