

# Understanding Performance Bottleneck to Improve Parallel Efficiency of Louvain Algorithm

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# Louvain Method for Community Detection

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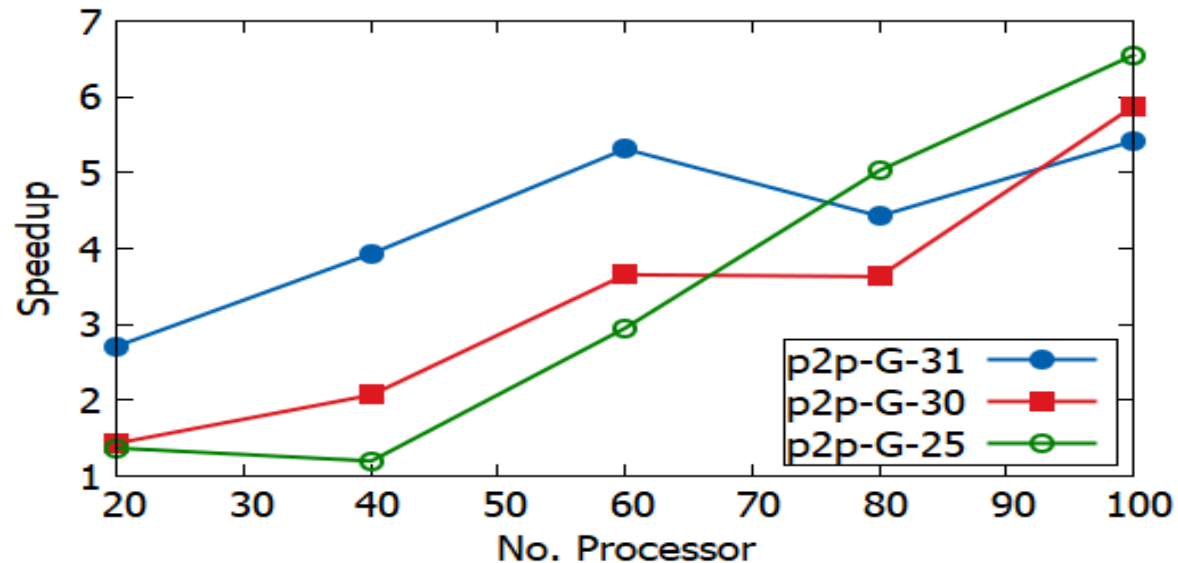
- ❑ Detects community based on modularity optimization
- ❑ One of the best methods in literature
  - ❖ Computation time and
  - ❖ Quality of the detected communities
- ❑ Reveals a hierarchy of communities at different scales
- ❑ Helps understanding the global functioning of a network

# Motivation

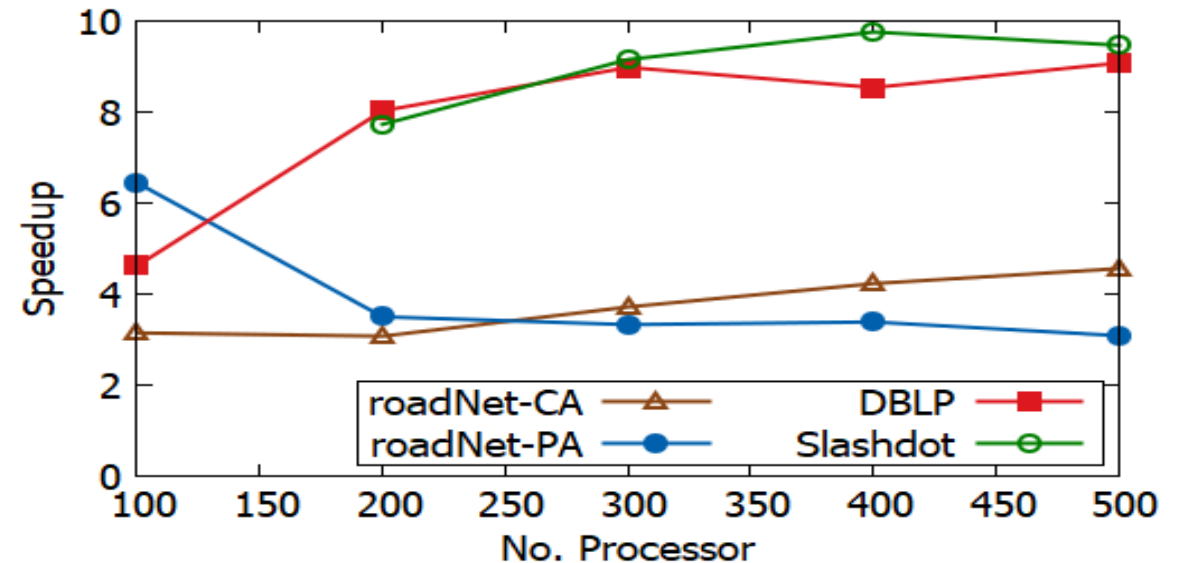
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- ❑ Existing scalable shared memory parallel Louvain
- ❑ Analyze the performance bottlenecks in distributed environment
- ❑ Scope of improvements in a hybrid parallel implementation

# Speedup of our DPLAL (Distributed Parallel Louvain Algorithm with Load-balancing)

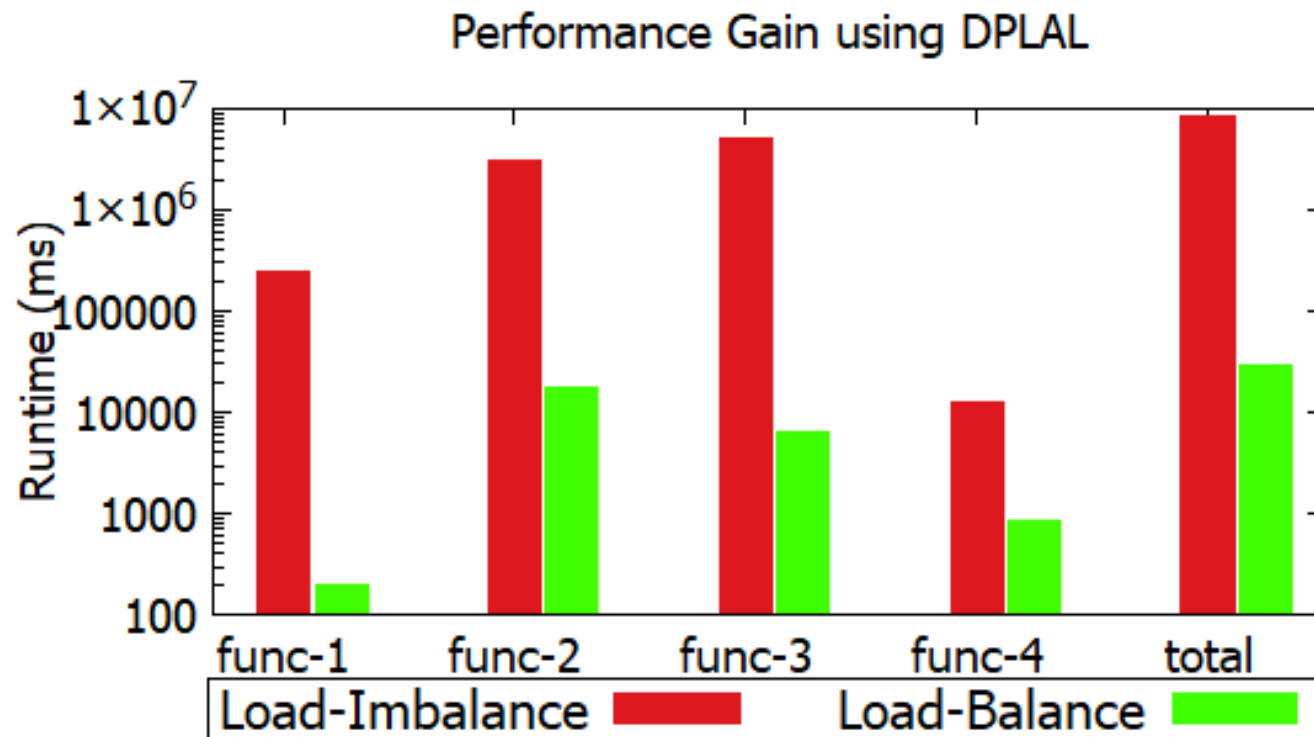


(a) relatively small graphs



(b) large graphs

# Load-balancing with graph partitioner METIS



**func-1:**

gathering neighbour info

**func-2:**

exchanging updated community

**func-3:**

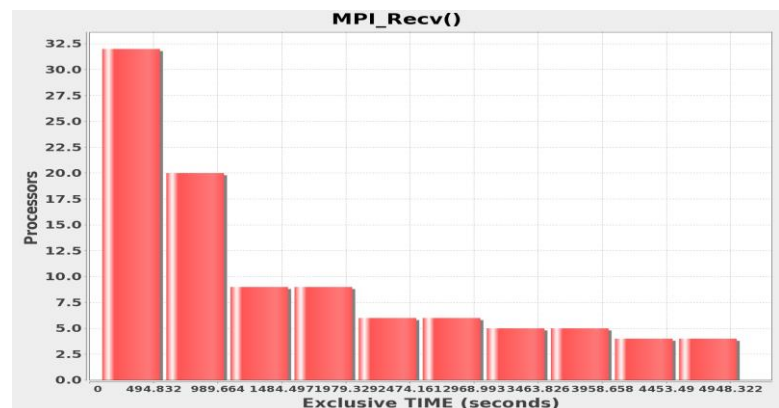
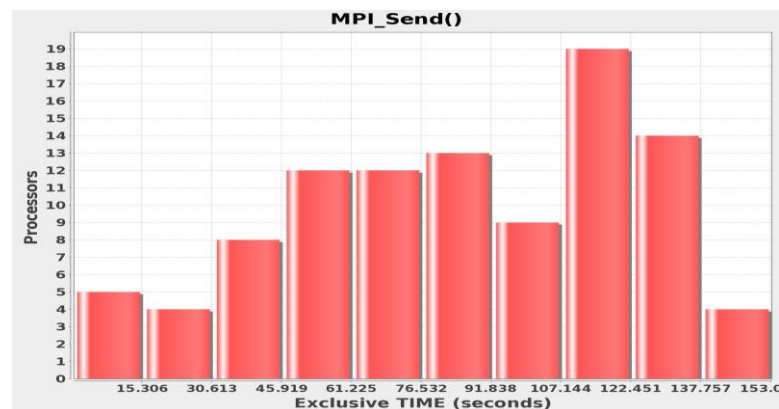
exchanging duality resolved  
community

**func-4:**

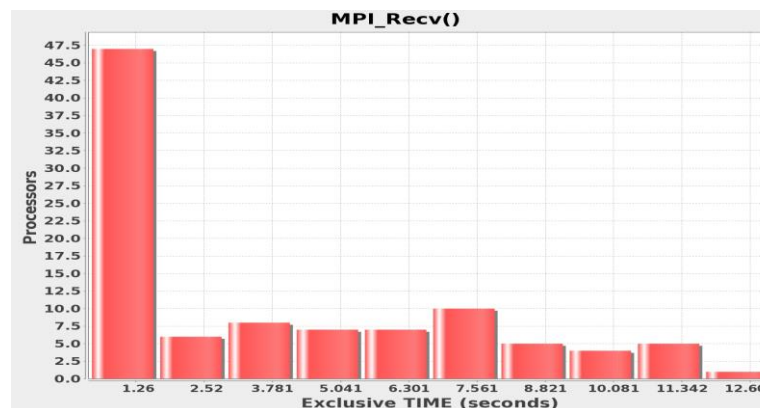
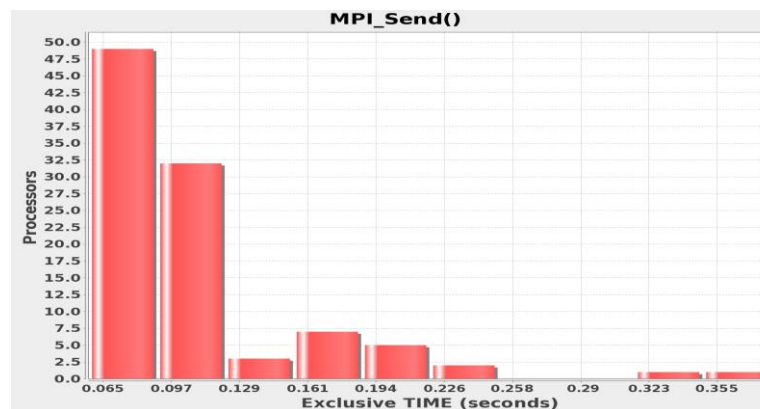
gathering updated communities

# MPI profiling with TAU: Runtime of MPI Functions

## Load-Imbalanced



## Load-balanced



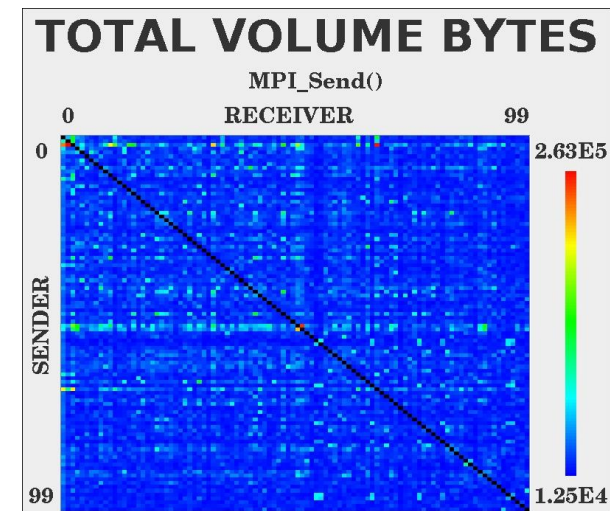
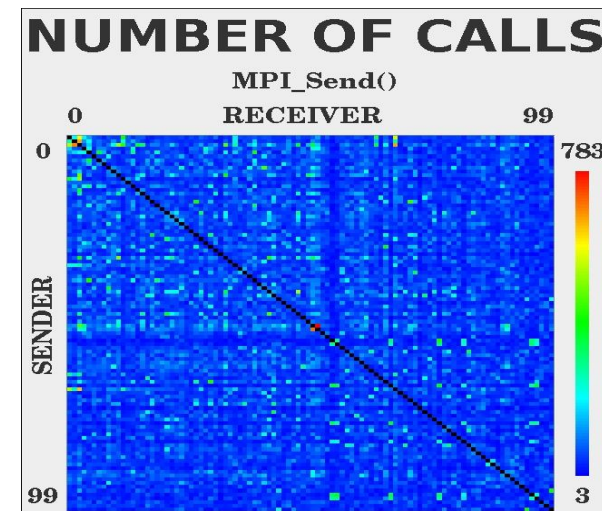
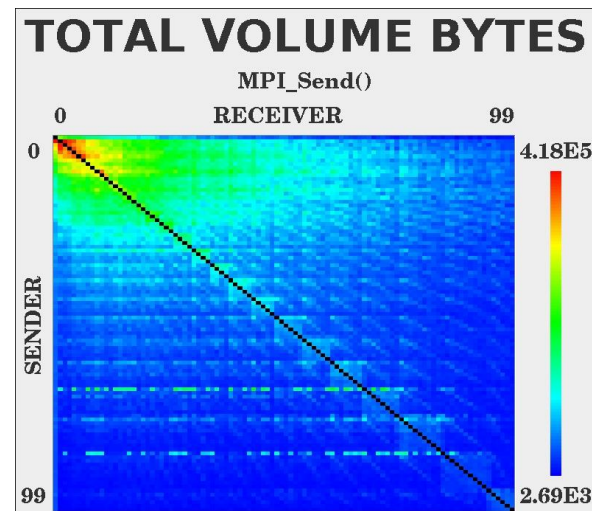
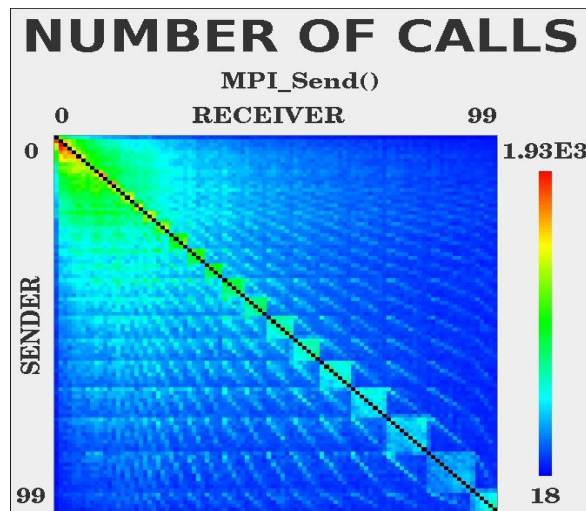
- 65% and 69% of the processors respectively, takes less than average time
- Load-Imbalanced MPI\_Send, MPI\_Recv, functions are 430.1x, 392.6x, slower than the balanced approach



# MPI profiling with TAU: MPI Communications

Load-Imbalanced

Load-balanced



# Future Works

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- ❑ Profiling memory consumption
  - branching and cache access patterns,
  - time stalled waiting for resources (such as in memory reads), etc.
- ❑ Communication time at different phases of the algorithm
  - identify whether communication time overweighs computation time
  - change algorithm design accordingly
- ❑ Different graph-partitioning techniques for improved load-balancing and higher parallel efficiency
  - Hypergraph partitioning for social networks
- ❑ Parallel Louvain with data parallel computations in GPUs



# THANK YOU

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## Any Suggestions Appreciated

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