

Basic Distributed Graph Processing

- “Think like a vertex”
- Assign each vertex to one server
- Each server thus gets a subset of vertices
- In each iteration, each server performs **Gather-Apply-Scatter** for all its assigned vertices
 - Gather: get all neighboring vertices’ values
 - Apply: compute own new value from own old value and gathered neighbors’ values
 - Scatter: send own new value to neighboring vertices

