Presentation Outline:
- Intro to problem
- Examples of graph algorithms
- Graph density
- Static graphs vs. Dynamic graphs
    - Compressed Sparse Array
- What makes a graph dynamic? (insert/delete/query)
    - Cost of inserts when edge list is sorted (linear vs logarithmic)
    - Cost to maintain sorted list
- Brief history of dynamic graphs on the GPU
    - GPU packed memory array
    - Hornet
    - faimGraph
- This technique: Dynamic graph using Hash Table
    - Memory layout: Linear vertex list, buckets
    - Link list of slabs
    - Costs
    - Batch building of graph
- Parts I'm still working on:
    - Concurrency issues during insert
    - Duplicate keys
    - Value store or not
    - Intra-warp communication
    - Warp cooperative work sharing strategy
    - Results: Performance graphs
    - Conclusion