

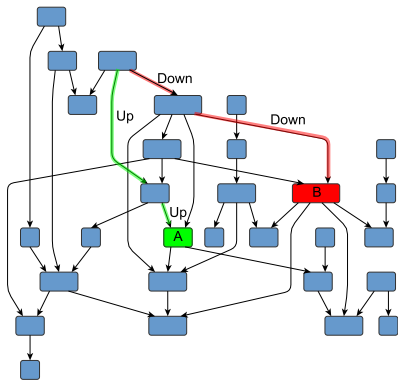


F# OpenCL Type Provider

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Navigation through a graph

- Are nodes A and B on the same level of hierarchy?
- Is there a path of form **$Up^n Down^n$** ?
- Find all paths of form **$Up^n Down^n$** which start from the node A

Problem: GPGPU in applications

- $\mathbb{G} = (\Sigma, N, P)$ — context-free grammar in normal form
 - ▶ $A \rightarrow BC$, where $A, B, C \in N$
 - ▶ $A \rightarrow x$, where $A \in N, x \in \Sigma$
 - ▶ $L(\mathbb{G}, A) = \{\omega \mid A \rightarrow^* \omega\}$
- $G = (V, E, L)$ — directed graph
 - ▶ $v \xrightarrow{l} u \in E$
 - ▶ $L \subseteq \Sigma$
- $\omega(\pi) = \omega(v_0 \xrightarrow{l_0} v_1 \xrightarrow{l_1} \dots \xrightarrow{l_{n-2}} v_{n-1} \xrightarrow{l_{n-1}} v_n) = l_0 l_1 \dots l_{n-1}$
- $R_A = \{(n, m) \mid \exists n\pi m, \text{ such that } \omega(\pi) \in L(\mathbb{G}, A)\}$

Existing tools

- Widely spread
 - ▶ Graph databases query languages (SPARQL, Cypher, PGQL)
 - ▶ Network analysis
- Still in active development
 - ▶ OpenCypher: <https://goo.gl/5h5a8P>
 - ▶ Scalability, huge graphs processing
 - ▶ Derivatives for graph querying: *Maurizio Nole and Carlo Sartiani*. Regular path queries on massive graphs. 2016

Context-Free Language Constraints

- Graph databases and semantic networks (Context-Free Path Querying, CFPQ)
 - ▶ *Sevon P., Eronen L.* “Subgraph queries by context-free grammars.” 2008
 - ▶ *Hellings J.* “Conjunctive context-free path queries.” 2014
 - ▶ *Zhang X. et al.* “Context-free path queries on RDF graphs.” 2016
- Static code analysis (Language Reachability Framework)
 - ▶ *Thomas Reps et al.* “Precise interprocedural dataflow analysis via graph reachability.” 1995
 - ▶ *Qirun Zhang et al.* “Efficient subcubic alias analysis for C.” 2014
 - ▶ *Dacong Yan et al.* “Demand-driven context-sensitive alias analysis for Java.” 2011
 - ▶ *Jakob Rehof and Manuel Fahndrich.* “Type-base flow analysis: from polymorphic subtyping to CFL-reachability.” 2001

Open Problems

- Development of efficient algorithms
- Effective utilization of GPGPU and parallel programming
- Lifting up the limitations on the input graph and the query language

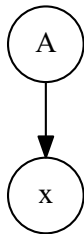
The algorithm

Algorithm Context-free recognizer for graphs

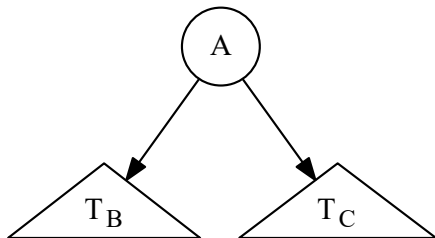
```
1: function CONTEXTFREEPATHQUERYING( $D, G$ )
2:    $n \leftarrow$  the number of nodes in  $D$ 
3:    $E \leftarrow$  the directed edge-relation from  $D$ 
4:    $P \leftarrow$  the set of production rules in  $G$ 
5:    $T \leftarrow$  the matrix  $n \times n$  in which each element is  $\emptyset$ 
6:   for all  $(i, x, j) \in E$  do ▷ Matrix initialization
7:      $T_{i,j} \leftarrow T_{i,j} \cup \{A \mid (A \rightarrow x) \in P\}$ 
8:   while matrix  $T$  is changing do
9:      $T \leftarrow T \cup (T \times T)$  ▷ Transitive closure  $T^{cf}$  calculation
10:  return  $T$ 
```

Derivation Step

$$A \rightarrow x$$



$$A \rightarrow BC$$



Matrix Multiplication

- Subset multiplication, $N_1, N_2 \subseteq N$
 - ▶ $N_1 \cdot N_2 = \{A \mid \exists B \in N_1, \exists C \in N_2 \text{ such that } (A \rightarrow BC) \in P\}$
- Subset addition: set-theoretic union.
- Matrix multiplication
 - ▶ Matrix of size $|V| \times |V|$
 - ▶ Subsets of N are elements
 - ▶ $c_{i,j} = \bigcup_{k=1}^n a_{i,k} \cdot b_{k,j}$

Transitive Closure

- $a^{cf} = a^{(1)} \cup a^{(2)} \cup \dots$
- $a^{(1)} = a$
- $a^{(i)} = a^{(i-1)} \cup (a^{(i-1)} \times a^{(i-1)}), \quad i \geq 2$

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Algorithm Correctness

Theorem

*Let $D = (V, E)$ be a graph and let $G = (N, \Sigma, P)$ be a grammar.
Then for any i, j and for any non-terminal $A \in N$, $A \in a_{i,j}^{cf}$ iff $(i, j) \in R_A$.*

Theorem

*Let $D = (V, E)$ be a graph and let $G = (N, \Sigma, P)$ be a grammar.
The Algorithm terminates in a finite number of steps.*

Limitations

- !!!
- !!!
- !!!
- !!!

Examples

future work

- !!!
- !!!
- !!!
- !!!

Summary

- Algorithm for context-free path querying
- Works on any input graph
- Supports any context-free constraints
- Is independent of matrix representation
- Can utilize GPGPU easily and efficiently

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