



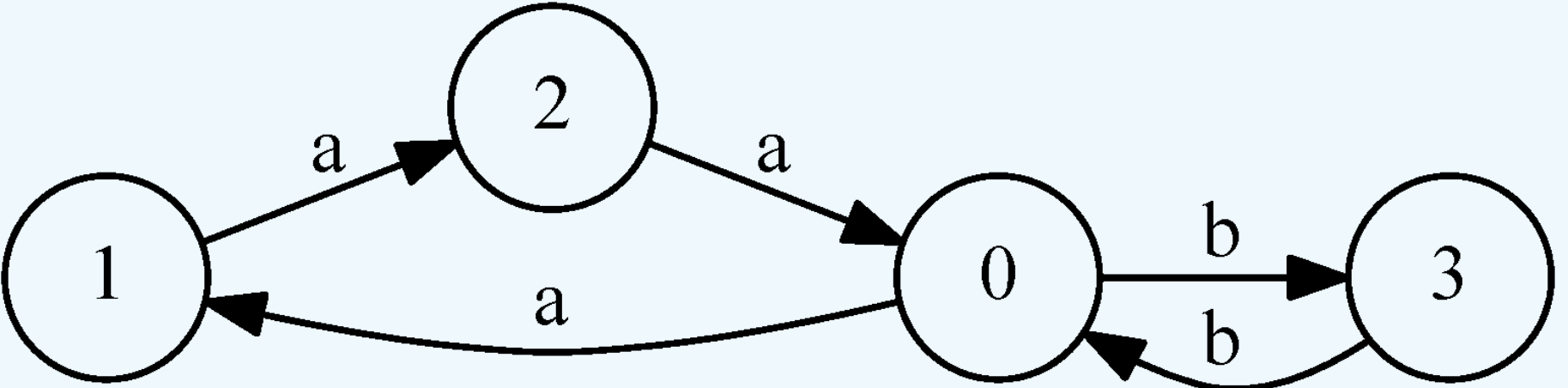
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Contex-Free Path Querying

Find paths which satisfy constraints in form of a formal language $L = \{a^n b^n | n > 0\}$



Query = grammar for L : $S \rightarrow a b \mid a S b$

Result: $\{(u, v) \mid \exists p \text{ from } u \text{ to } v : \text{word}(p) \in L\}$

Matrix-based Algorithm [1]

T is an adjacency matrix of the input graph
The grammar is in the normal form

$$T_{ij} = \{N \mid N \xrightarrow{*} \omega, \omega - \text{path bw } i \text{ and } j\}$$
$$T_{ik} \times T_{kj} = \{A \mid B \in T_{ik}, C \in T_{kj}, A \rightarrow BC\}$$
$$T^{(i)} = T^{(i-1)} \cup (T^{(i-1)} \times T^{(i-1)})$$

- Can be formulated in terms of boolean matrices multiplication
- Easy to run in parallel environments: GPUs, multithreaded CPUs, clusters

Results

- Dataset for CFPQ evaluation is collected and published
 - Contains both graphs and queries
 - Contains both real-world and syntetic graphs
- Several CFPQ algorithms implementations are created, evaluated and published

Future Research

- Create open extensible platform for CFPQ algorithms evaluation
- Extend dataset with new data
- Implement and evaluate destributed matrix-based CFPQ algorithms
- Implement and evaluate sparse boolean matrix-based CFPQ algorithms

Implementations

Our implementations [2]:

[Scipy] Matrix-based algorithm which uses sparse matrices from **Scipy** library (**Python**)

[M4RI] Matrix-based algorithm which uses dense matrices multiplication from **m4ri** library (Method of Four Russians, **C**)

[GPU] Matrix-based algorithm which uses our own implementation of the naïve boolean matrix multiplication in **CUDA C**

Reference implementations:

[CuSprs] Matrix-based algorithm [1] which uses NVIDIA cuSPARSE library (**CUDA C**, **GPGPU**)

[CYK] CYK-based algorithm [3] implemented in **Java** (CPU)

We Need More Real-World Data

Graph: classical ontologies (RDFs)

Query: same-generation query over **type** and **SubClassOf** relations

Grammar: $S \rightarrow scor S sco \mid tr S t \mid scor sco \mid tr t$

RDF			Algorithms				
Name	#V	#E	Scipy	M4RI	GPU	CuSprs	CYK
atm-prim	291	685	3	2	1	269	515285
biomed	341	711	3	5	1	283	420604
pizza	671	2604	6	8	1	292	3233587
wine	733	2450	7	6	1	294	4075319

- 2019 (GPU) is 10^6 times faster than 2016 (CYK) on real-world data
 - Reasonable time even for CPU based implementations
- We should find bigger RDFs
- We should find other real-world cases for CFPQ
 - Both graphs and queries

We Should Do More Research on the Algorithms Scaling

	Graph	Scipy	M4RI	GPU	CuSprs
Sparse graphs are generated by GTgraph Query: $S \rightarrow a S b \mid a b$	G10k-0.001	37.286	2.395	0.215	35.937
	G10k-0.1	601.182	1.050	0.114	395.393
	G40k-0.001	-	97.841	8.393	-
	G80k-0.001	-	1142.959	65.886	-
Graph is a cycle Query: $S \rightarrow S S \mid a$	25000	-	33.236	5.314	-
	50000	-	360.035	44.611	-
	80000	-	1292.817	190.343	-

- We can handle graphs with 80k vertices in reasonable time by using GPGPU
 - Technical bound: GPGPU RAM does not fit bigger graphs
- We should evaluate multi-GPU systems
- We should evaluate destributed solutions
- We should implement a sparse boolean matrices library for GPGPU

Contact us

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Both dataset and implementations are available on GitHub:
<https://github.com/SokolovYaroslav/CFPQ-on-GPGPU>

References

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- [2] Nikita Mishin, Iaroslav Sokolov, Egor Spirin, Vladimir Kutuev, Egor Nemchinov, Sergey Gorbatyuk, and Semyon Grigorev. Evaluation of the context-free path querying algorithm based on matrix multiplication. In *Proceedings of the 2Nd Joint International Workshop on Graph Data Management Experiences & Systems (GRADES) and Network Data Analytics (NDA)*, GRADES-NDA'19, pages 12:1–12:5, New York, NY, USA, 2019. ACM.
- [3] Xiaowang Zhang, Zhiyong Feng, Xin Wang, Guozheng Rao, and Wenrui Wu. Context-free path queries on rdf graphs. In Paul Groth, Elena Simperl, Alasdair Gray, Marta Sabou, Markus Krötzsch, Freddy Lecue, Fabian Flöck, and Yolanda Gil, editors, *The Semantic Web – ISWC 2016*, pages 632–648, Cham, 2016. Springer International Publishing.

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