Large-Scale Graph Processing with Apache Flink

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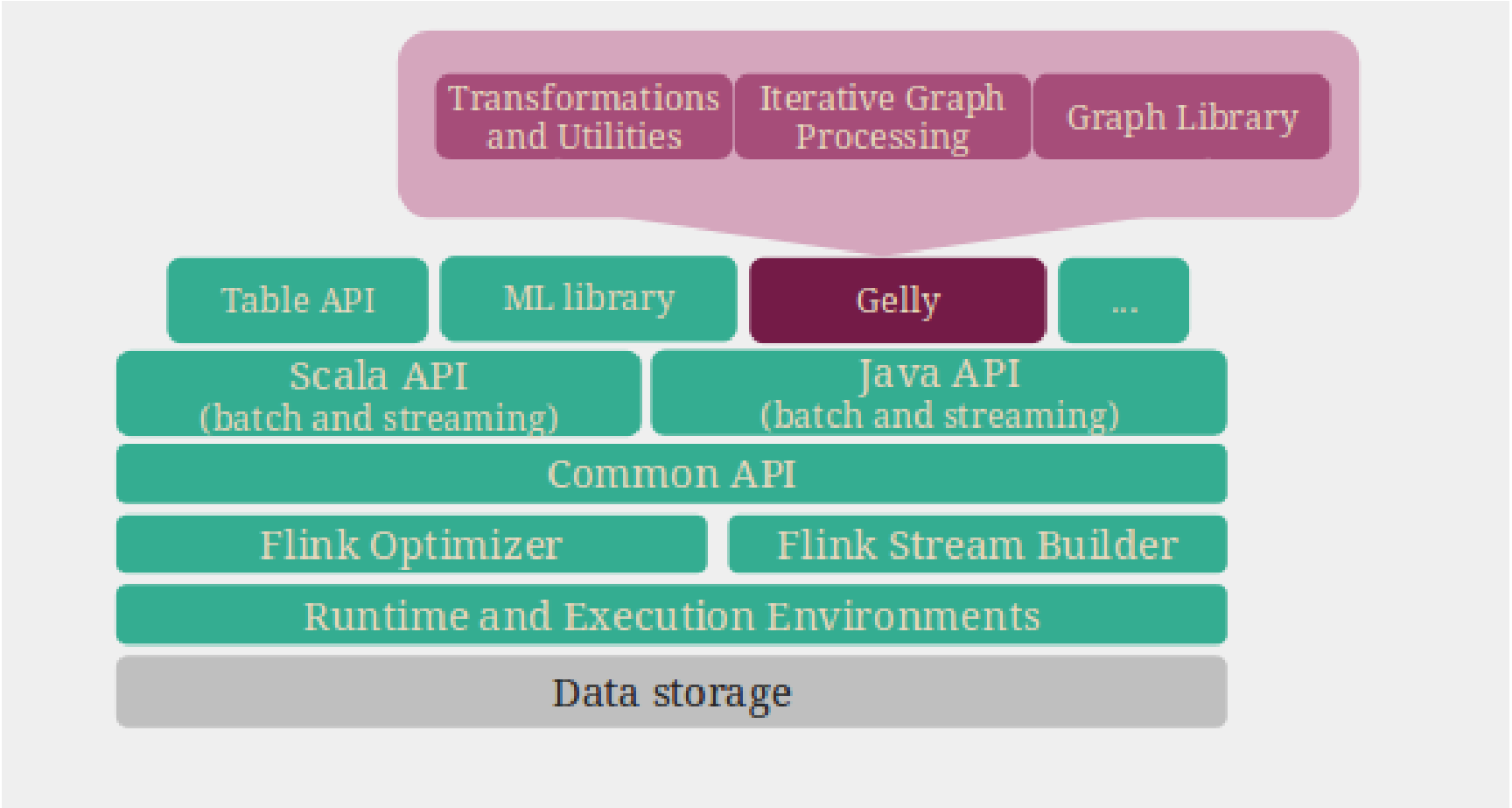
What is Gelly?

- Large-scale graph processing API
- On top of Flink's Java API
- Official release: Flink 0.9
- Off-the shelf library methods
- Supports record and graph analysis applications; iterative algorithms

The Growing Flink Stack



How to use Gelly?

Graph Creation

```
DataSet<Edge<Long, Double>> edges = getEdgesDataSet(env);

Graph<Long, Double, Double> graph = Graph.fromDataSet(edges,
                new MapFunction<Long, Double>() {

                        public Double map(Long value) {
                                return Double.MAX_VALUE;
                        }
}, env);
```

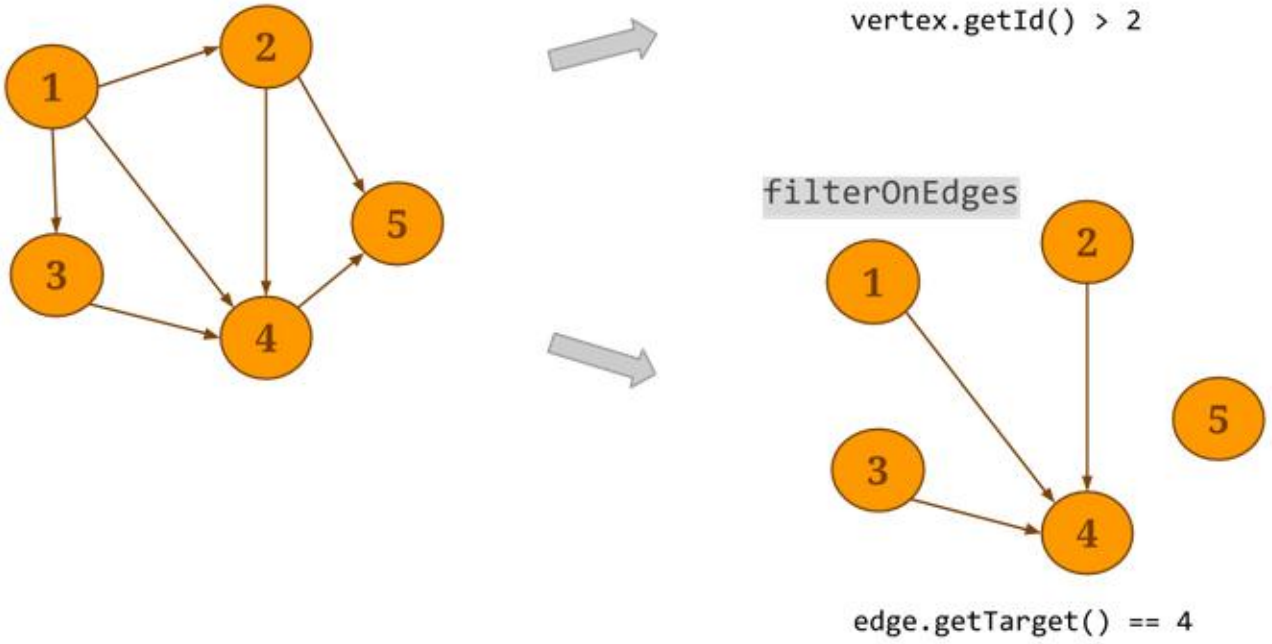
Graph Properties

- getVertices()
- getEdges()
- getVertexIds()
- getEdgeIds()
- inDegrees()
- outDegrees()
- getDegrees()
- numberOfVertices()
- numberOfEdges()
- getTriplets()

Graph Transformations

- Map
  - **mapVertices**(final MapFunction<Vertex<K, VV>, NV> mapper)
  - **mapEdges**(final MapFunction<Edge<K, EV>, NV> mapper)
- Filter
  - **filterOnVertices**(FilterFunction<Vertex<K, VV>> vertexFilter)
  - **filterOnEdges**(FilterFunction<Edge<K, EV>> edgeFilter)
  - **subgraph**(FilterFunction<Vertex<K, VV>> vertexFilter, FilterFunction<Edge<K, EV>> edgeFilter)

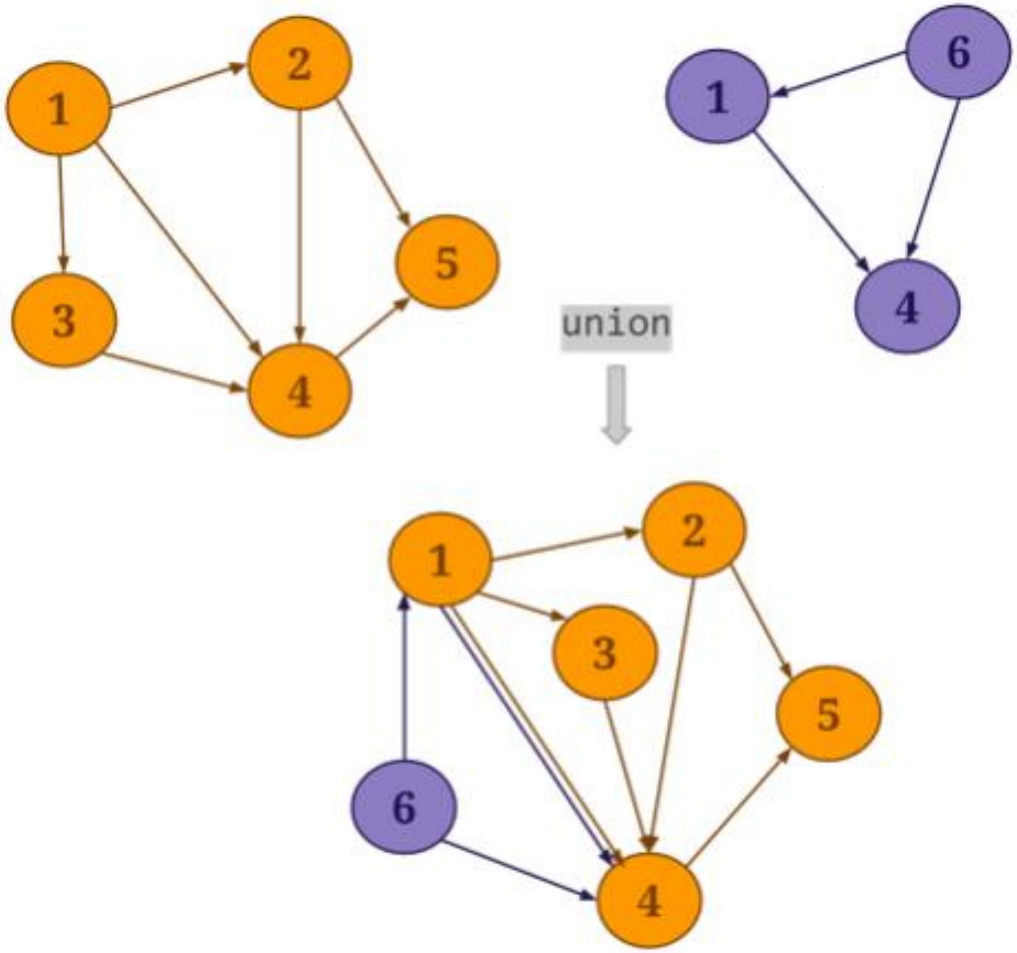
Filter Functions



Graph Transformations

- Join
  - **joinWithVertices**(DataSet<Tuple2<K, T>> inputDataSet, final MapFunction<Tuple2<VV, T>, VV> mapper)
  - **joinWithEdges**(DataSet<Tuple3<K, K, T>> inputDataSet, final MapFunction<Tuple2<EV, T>, EV> mapper)
  - **joinWithEdgesOnSource** / **joinWithEdgesOnTarget**
- Reverse
- Undirected

Union

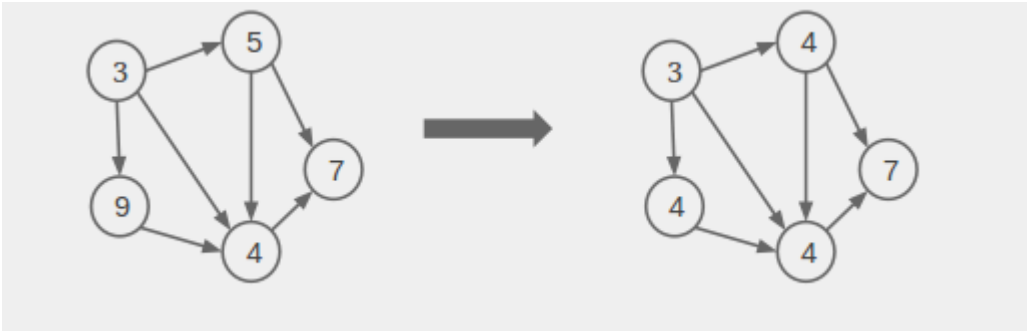


Graph Mutations

- **addVertex**(**final** Vertex<K, VV> vertex)
- **addVertices**(List<Vertex<K, VV>> verticesToAdd)
- **addEdge**(Vertex<K, VV> source, Vertex<K, VV> target, EV edgeValue)
- **addEdges**(List<Edge<K, EV>> newEdges)
- **removeVertex**(Vertex<K, VV> vertex)
- **removeVertices**(List<Vertex<K, VV>> verticesToBeRemoved)
- **removeEdge**(Edge<K, EV> edge)
- **removeEdges**(List<Edge<K, EV>> edgesToBeRemoved)

Neighborhood Methods

- **reduceOnNeighbors**(reduceNeighborsFunction, direction)



- reduceOnEdges
- groupReduceOnNeighbors; groupReduceOnEdges

Graph Validation

- Given criteria:
  - Edge IDs correspond to vertex IDs

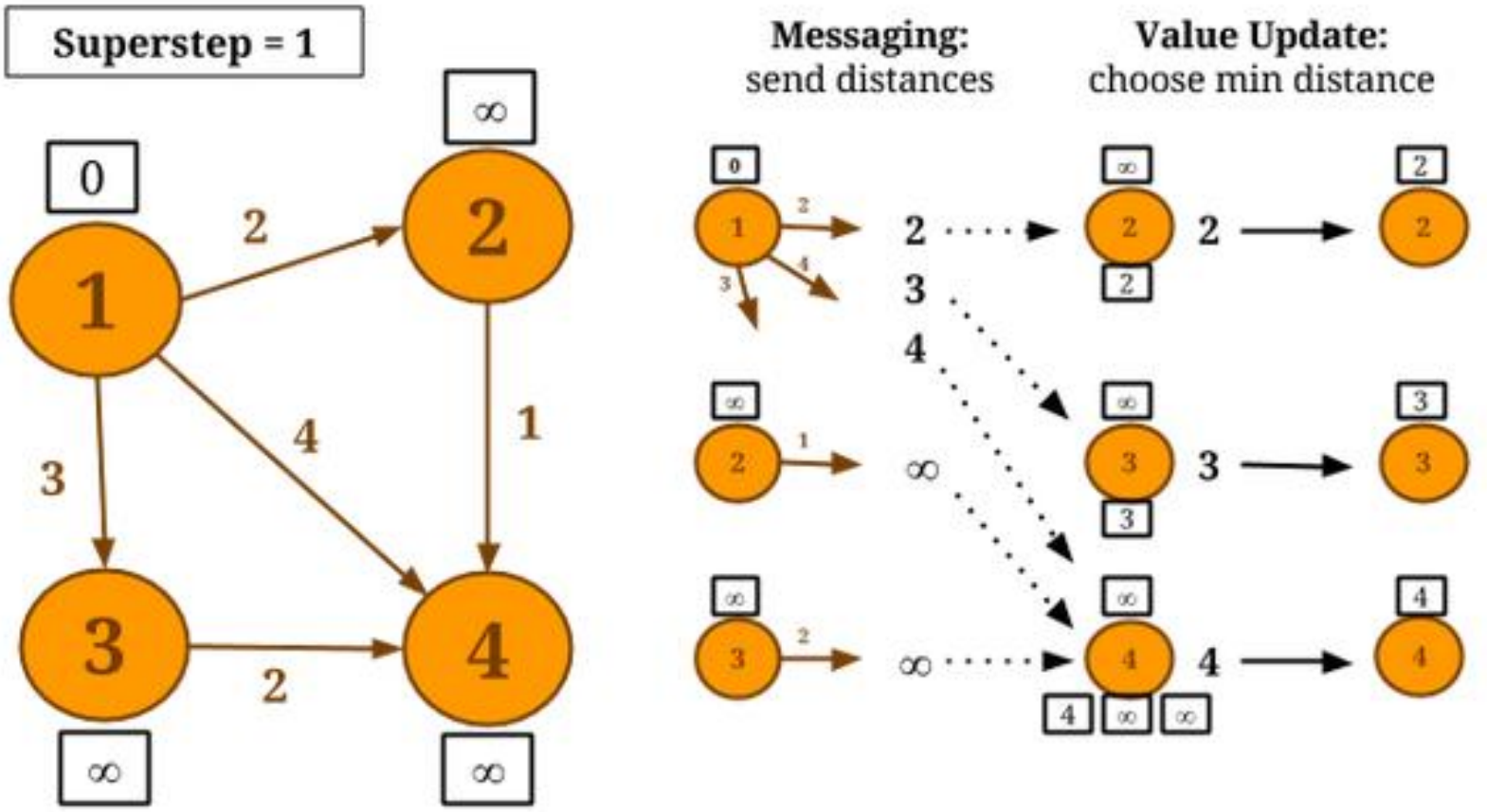
```
edges = { (1, 2), (3, 4), (1, 5), (2, 3), (6, 5) }
vertices = { 1, 2, 3, 4, 5 }

graph = Graph.fromCollection(vertices, edges);
graph.validate(new InvalidVertexIdsValidator()); // false
```

Vertex-centric Iterations

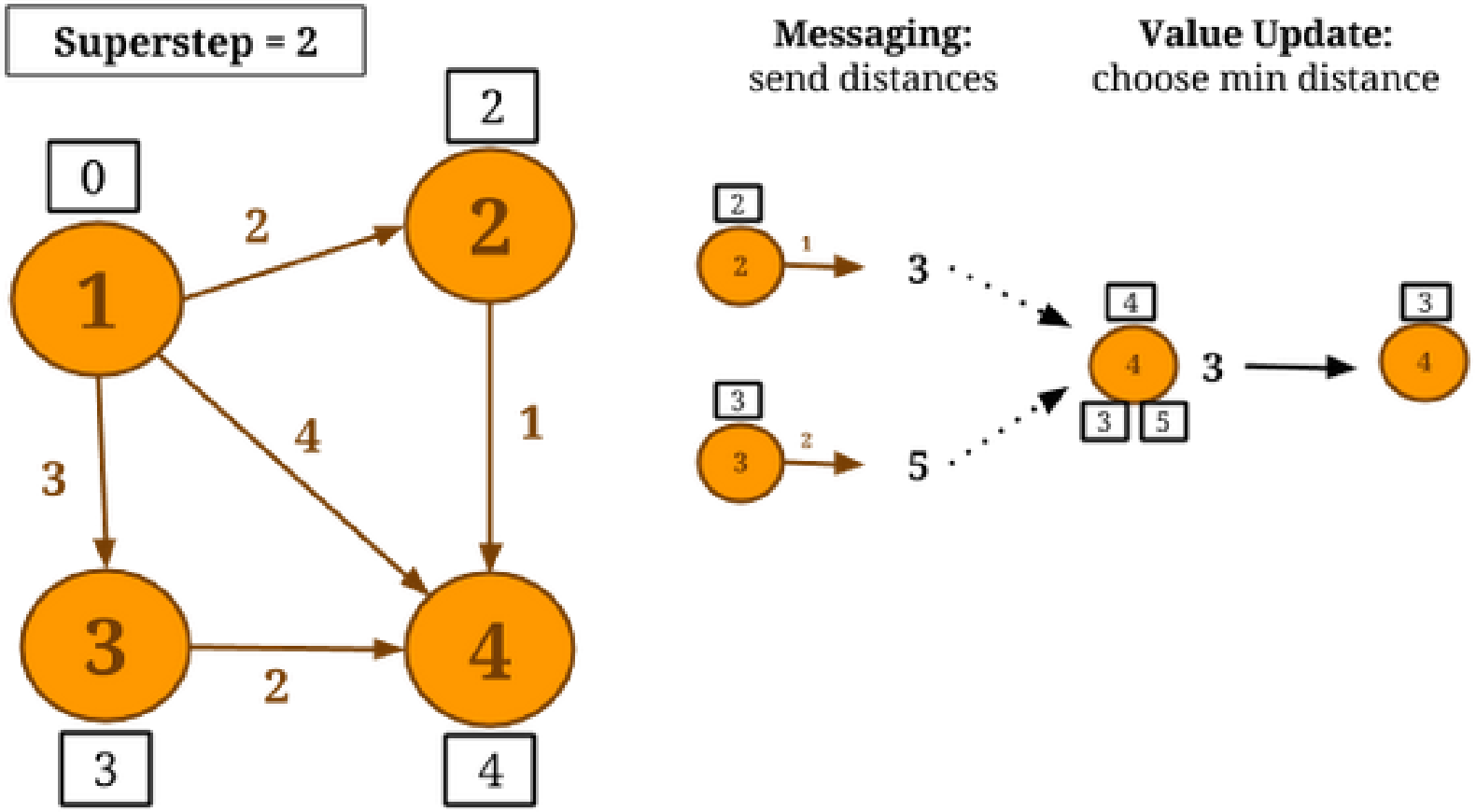
- Pregel [BSP] Execution Model
- UDFs:
  - Messaging Function
  - VertexUpdateFunction

- S-1: receive messages from neighbors
- S: update vertex values
- S+1: send new value to neighbors

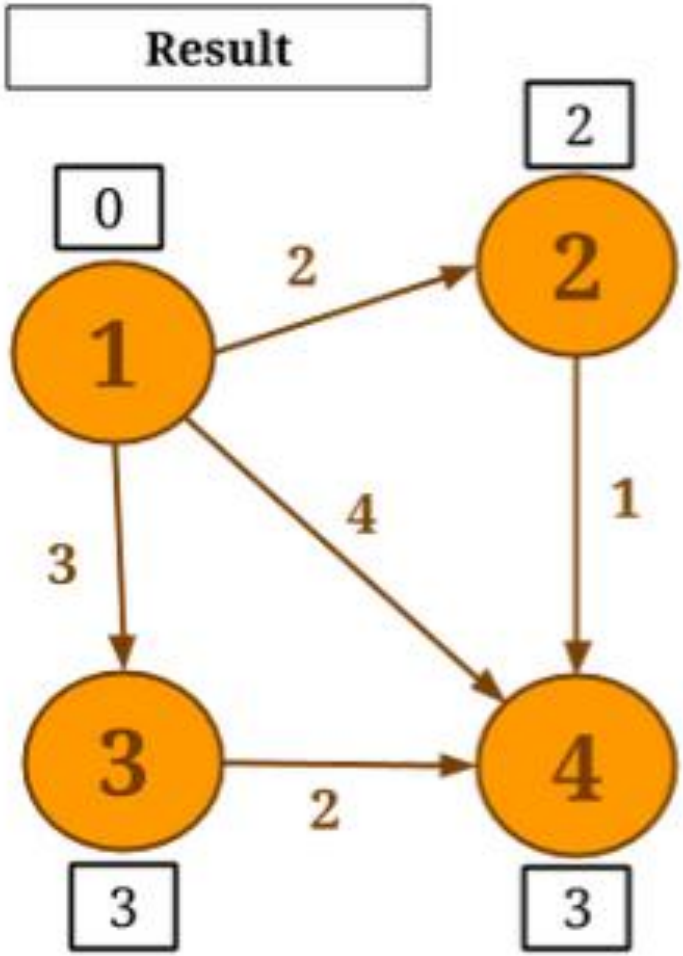
Single Source Shortest Paths



SSSP – Second Superstep



SSSP - Result



SSSP – code snippet

```
shortestPaths = graph.runVertexCentricIteration(
              new DistanceUpdater(), new DistanceMessenger()).getVertices();
```

DistanceUpdater: VertexUpdateFunction

```
updateVertex(K key, Double value,
             MessageIterator msgs) {

  Double minDist = Double.MAX_VALUE;
  for (double msg : msgs) {
    if (msg < minDist)
      minDist = msg;
  }
    if (value > minDist)
      setNewVertexValue(minDist);
}
```

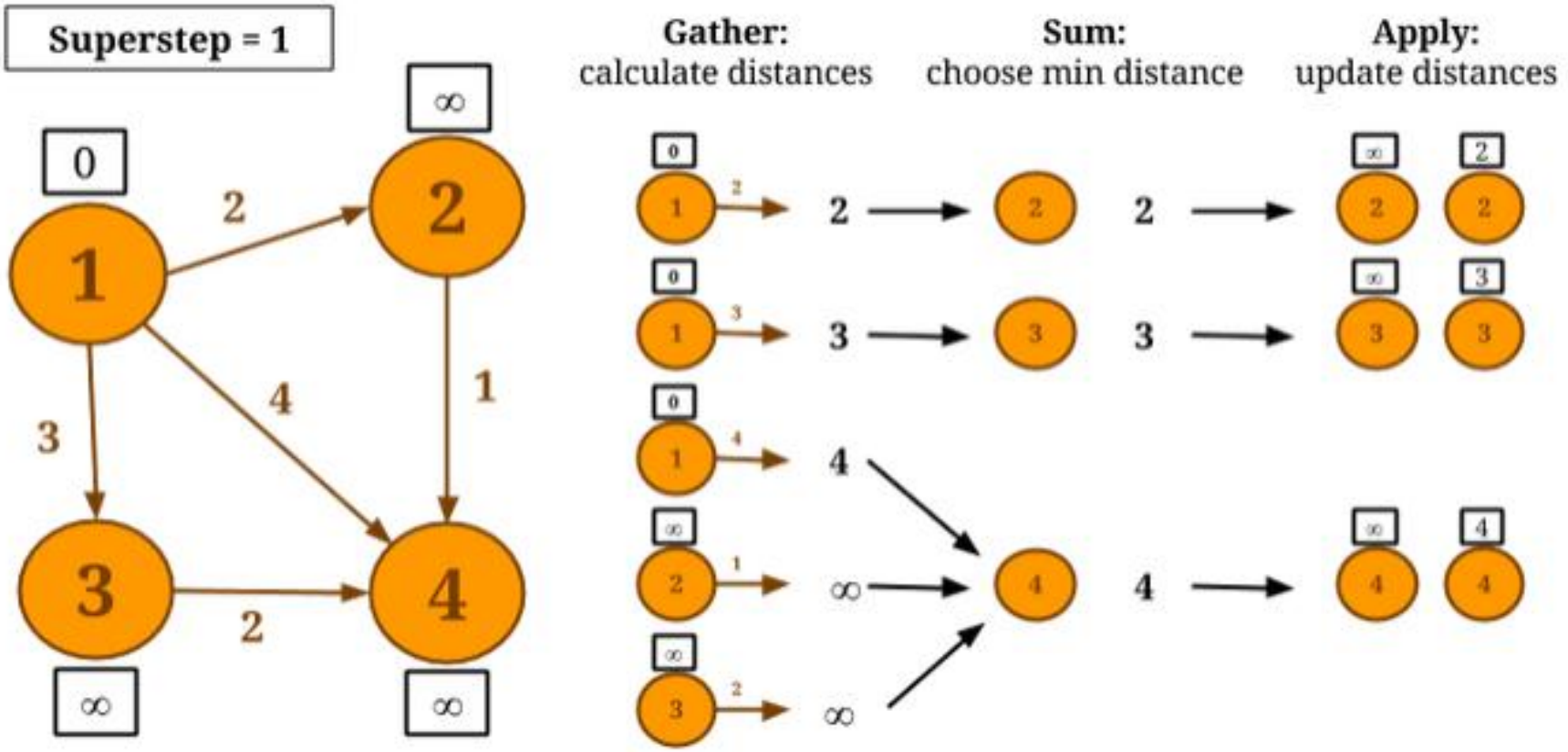
DistanceMessenger: MessagingFunction

```
sendMessages(K key, Double newDist) {

for (Edge edge : getOutgoingEdges()) {
  sendMessageTo(edge.getTarget(),
      newDist + edge.getValue());
}
```

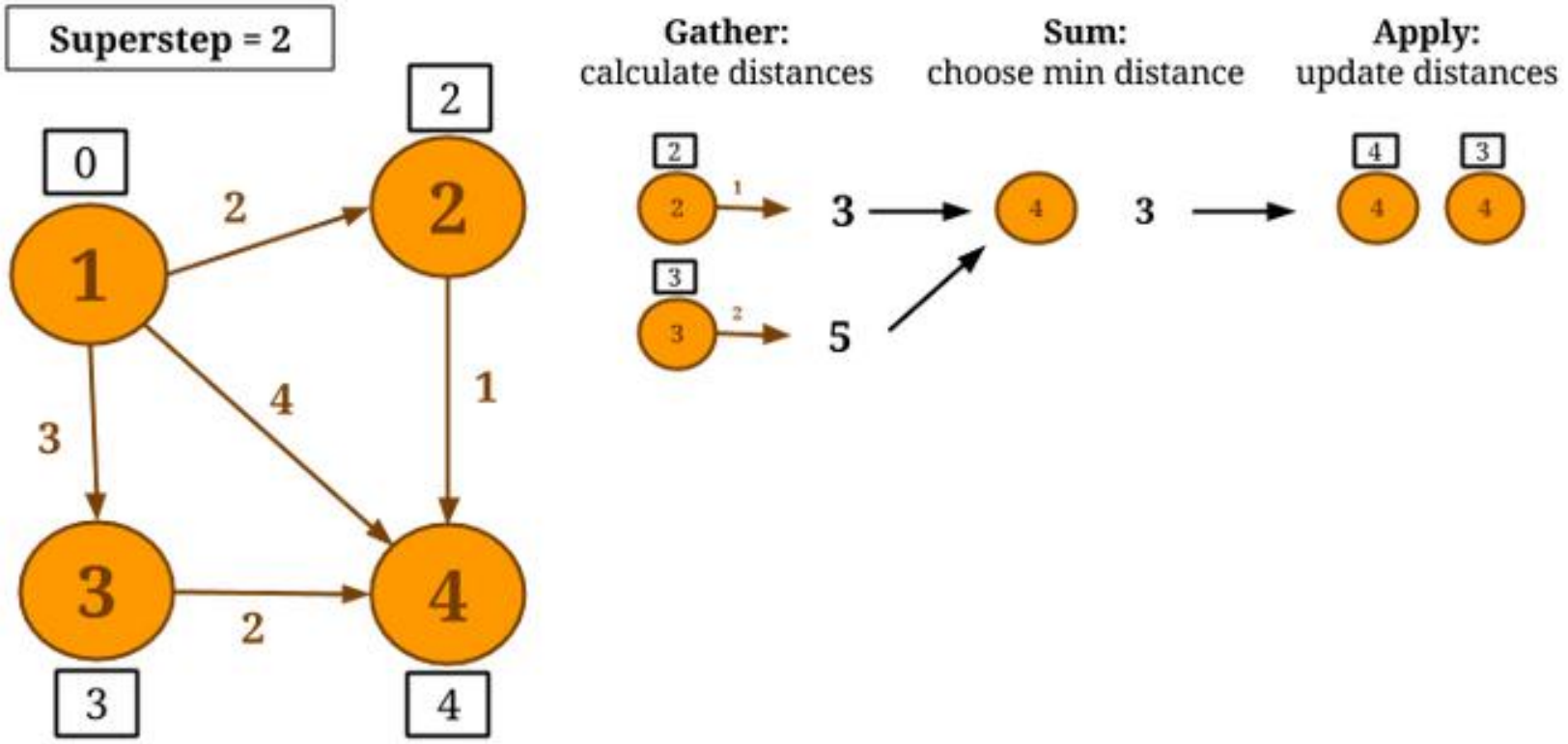
Gather-Sum-Apply Iterations

- UDFs:
  - GatherFunction
  - SumFunction
  - ApplyFunction
- Back to SSSP:
  - Gather: neighbor value + edge weight
  - Sum/Accumulate: choose min
  - Apply: compare computed min and update

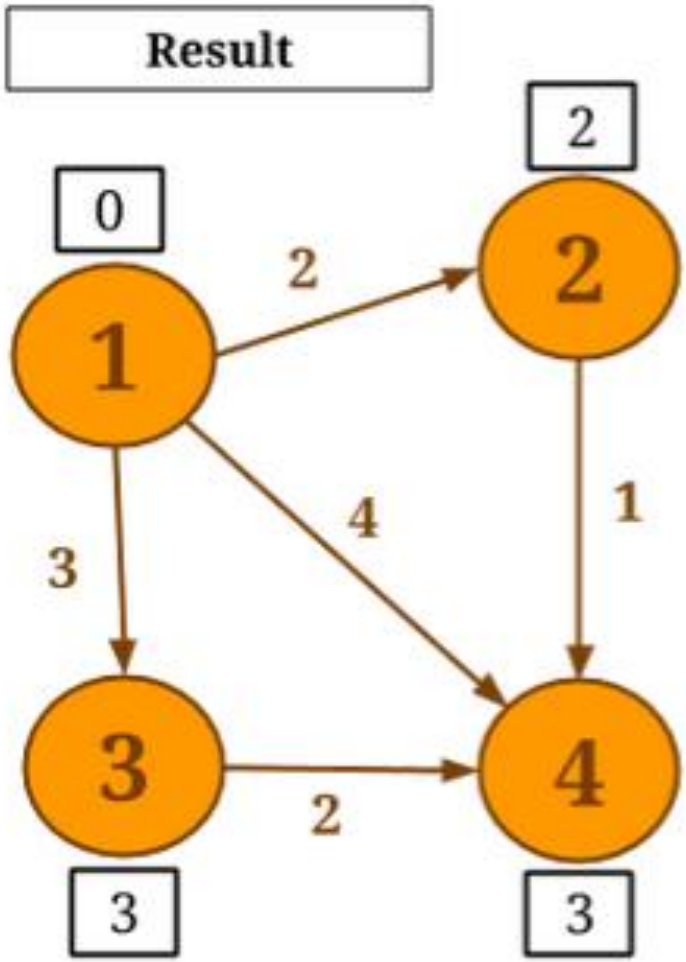
SSSP – Superstep 1



SSSP – Superstep 2



SSSP - Result



SSSP – code snippet

```
Graph<Long, Double, Double> result = graph
                .runGatherSumApplyIteration(new CalculateDistances(), new ChooseMinDistance(),
                                new UpdateDistance(), maxIterations);

private static final class CalculateDistances extends GatherFunction<Double, Double, Double> {

        public Double gather(Neighbor<Double, Double> neighbor) {
                return neighbor.getNeighborValue() + neighbor.getEdgeValue();
        }
};
private static final class ChooseMinDistance extends SumFunction<Double, Double, Double> {

        public Double sum(Double newValue, Double currentValue) {
                return Math.min(newValue, currentValue);
        }
};
private static final class UpdateDistance extends ApplyFunction<Long, Double, Double> {

        public void apply(Double newDistance, Double oldDistance) {
                if (newDistance < oldDistance) {
                        setResult(newDistance);
                }
        }
}
```

Vertex-centric or GSA?

- Messaging = Gather + Sum
- Update = Apply

- Skewed graphs? – GSA (parallel gather)
- coGroup vs. reduce
- GSA gathers from immediate neighbors;
- Vertex-centric send to any vertex

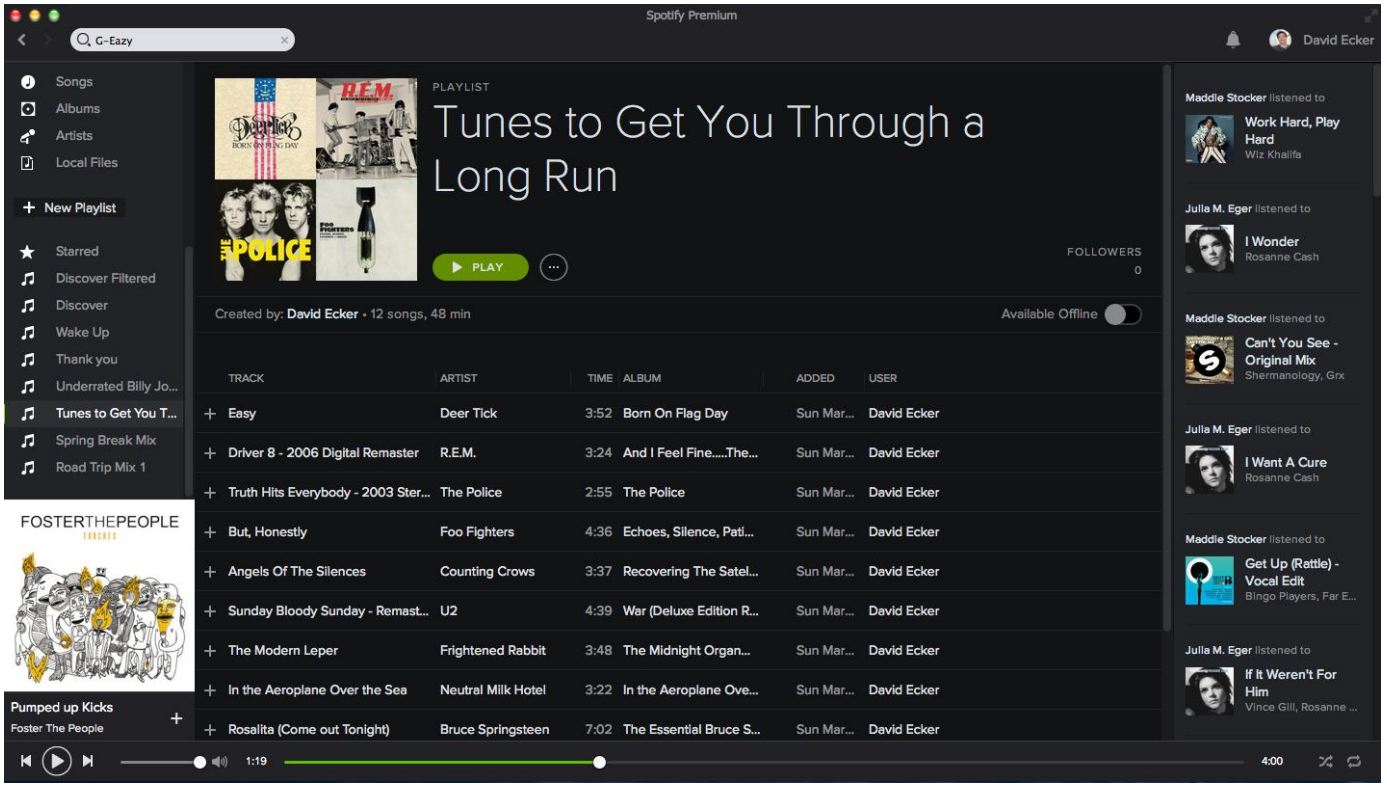
Library of Algorithms

- Weakly Connected Components
- Community Detection
- Page Rank
- Single Source Shortest Paths
- Label Propagation

Music Profiles Example

Input Data

- <user-id, song-id, play-count>
- Set of bad records [IDs]

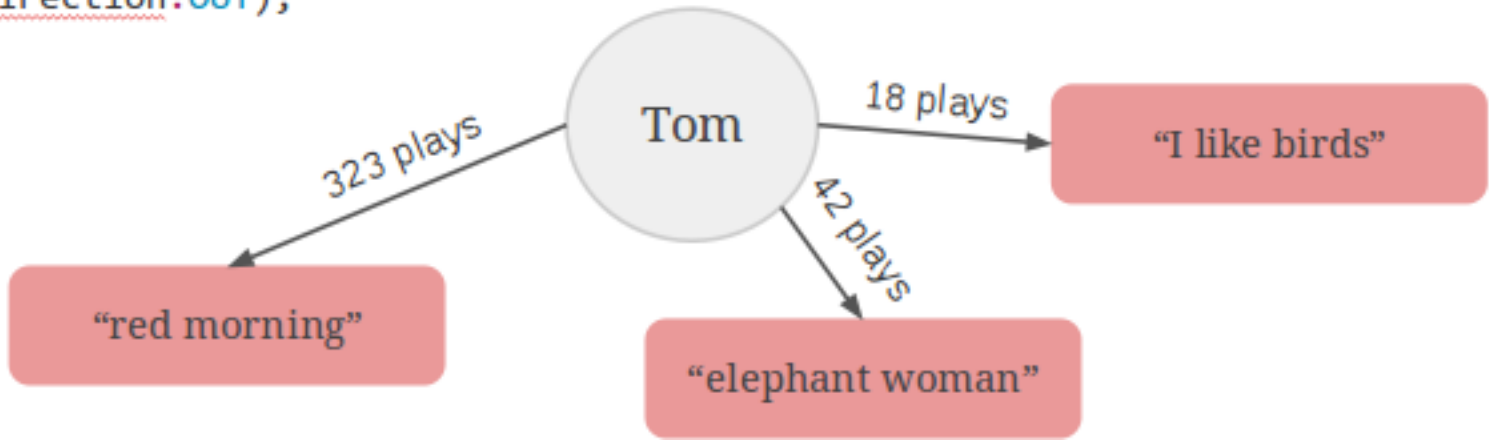


Filter out Bad Records

```
/** Read <userID>\t<songID>\t<playcount> triplets */
DataSet<Tuple3> triplets = getTriplets();
/** Read the bad records songIDs */
DataSet<Tuple1> mismatches = getMismatches();
/** Filter out the mismatches from the triplets dataset */
DataSet<Tuple3> validTriplets = triplets.coGroup(mismatches).where(1).equalTo(0)
    .with(new CoGroupFunction {
        void coGroup(Iterable triplets, Iterable invalidSongs, Collector out) {
            if (!invalidSongs.iterator().hasNext())
                for (Tuple3 triplet : triplets) // this is a valid triplet
                    out.collect(triplet);
        }
```

Compute Top Songs/User

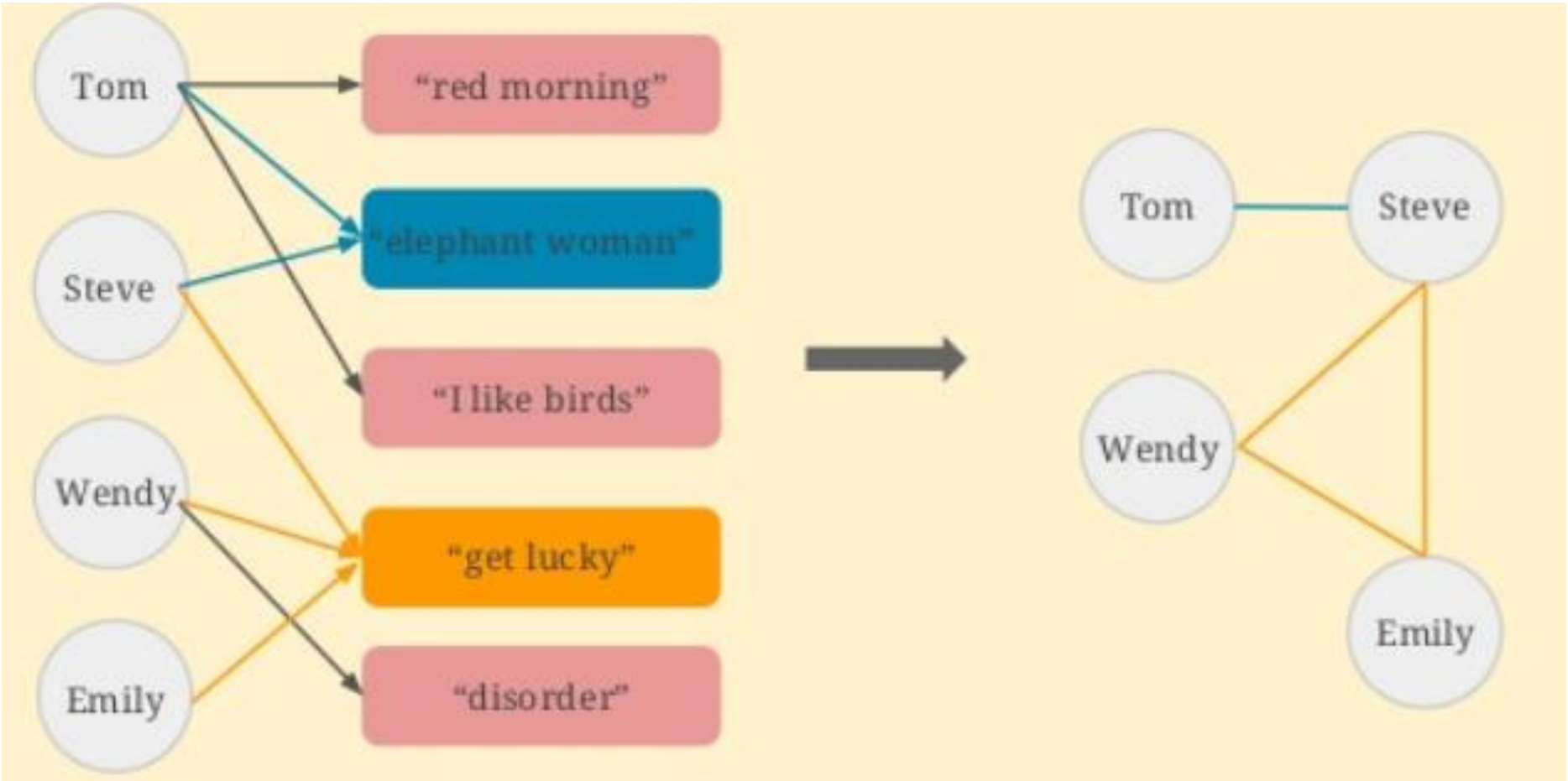
```
/** Create a user -> song weighted bipartite graph where the edge weights
correspond to play counts */
Graph userSongGraph = Graph.fromTupleDataSet(validTriplets, env);

/** Get the top track (most listened) for each user */
DataSet<Tuple2> usersWithTopTrack = userSongGraph
                    .groupReduceOnEdges(new GetTopSongPerUser(),
EdgeDirection.OUT);
```



Compute Top Songs/User

```
class GetTopSongPerUser implements EdgesFunctionWithVertexValue {
    void iterateEdges(Vertex vertex, Iterable<Edge> edges) {
            int maxPlaycount = 0;
            String topSong = "";
            for (Edge edge : edges) {
                if (edge.getValue() > maxPlaycount) {
                    maxPlaycount = edge.getValue();
                    topSong = edge.getTarget();
                }
            }
            return new Tuple2(vertex.getId(), topSong);
        }
    }
```

Create a user-user Graph



Create a user-user Graph

```
/**Create a user-user similarity graph:
    two users that listen to the same song are connected */
DataSet<Edge> similarUsers = userSongGraph.getEdges().groupBy(1)
        .reduceGroup(new GroupReduceFunction() {
            void reduce(Iterable<Edge> edges, Collector<Edge> out) {
                List users = new ArrayList();
                for (Edge edge : edges)
                   users.add(edge.getSource());
                for (int i = 0; i < users.size() - 1; i++)
                  for (int j = i+1; j < users.size() - 1; j++)
                     out.collect(new Edge(users.get(i), users.get(j)));
            }
        }).distinct();
Graph similarUsersGraph = Graph.fromDataSet(similarUsers).getUndirected();
```

Cluster Similar Users

```
/** Detect user communities using label propagation */
// Initialize each vertex with a unique numeric label
DataSet<Tuple2> idsWithLabels = similarUsersGraph
                    .getVertices().reduceGroup(new AssignInitialLabel());

// update the vertex values and run the label propagation algorithm
DataSet<Vertex> verticesWithCommunity = similarUsersGraph
                    .joinWithVertices(idsWithlLabels, new MapFunction() {
                        public Long map(Tuple2 idWithLabel) {
                            return idWithLabel.f1;
                        }
    }).run(new LabelPropagation(numIterations)).getVertices();
```

Coming up Next

- Gelly Blog Post
- Scala API
- More Library Methods
- Flink Streaming Integration
- Graph Partitioning Techniques
- Specialized Operators for Highly Skewed Graphs
- Bipartite Graph Support

Curious? Gelly Roadmap

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