## Vision of project GUNDAM

Wenzhi Fu

### Outline

### • Vision:

- Allow complicated program to be developed within 1000 lines of C++ codes.
- With the <u>state-of-the-art performance</u>.

### • For our group

- Reduce the *meaningless low-quality* reconstruction
- Each student can left something to the group after they graduate

### • For the entire field

- Make it economics for a fundamental library to be continuous optimized.
- Provide solid open-sourced code for others to follow.
- Provides an efficient, sustainable, industrialized development model.

### Vision of project GUNDAM

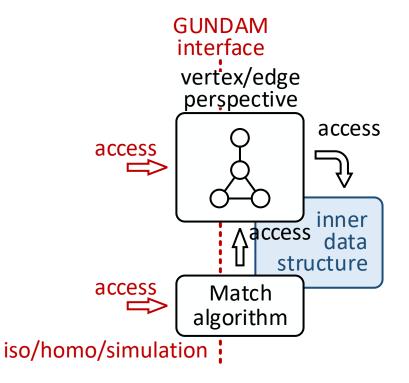
- Graph computing is a complex task and needs well-optimized algorithm as well as data structure
  - Same (simulation) algorithm, same index can still leads to ~3x performance gap

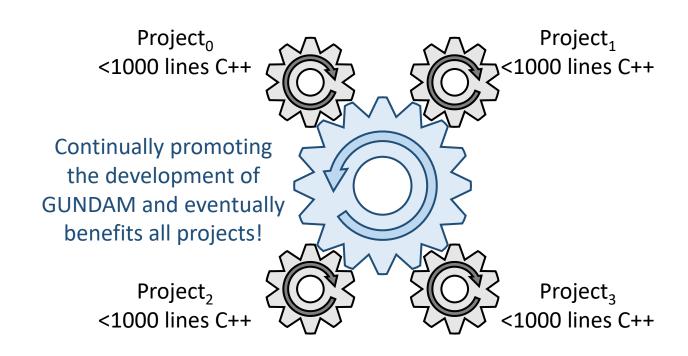
gar	log file	Graph	log file	LargeGraph
gar_918	./gor_match_new1_ dbpedia_1_4_120_n b_inc_wenzhi.timelo g	784.13516	./gor_match_new1_ dbpedia_1_4_120_n b_inc_wenzhi_918_l arge_graph.timelog	2181.6447
gar_255	./gor_match_new1_ dbpedia_1_4_120_n b_inc_wenzhi_255.ti melog	585.4411	./gor_match_new1_ dbpedia_1_4_120_n b_inc_wenzhi_255_l arge_graph.timelog	1737.9837

• A self-implemented version can easily bring performance lost of several orders of magnitude.

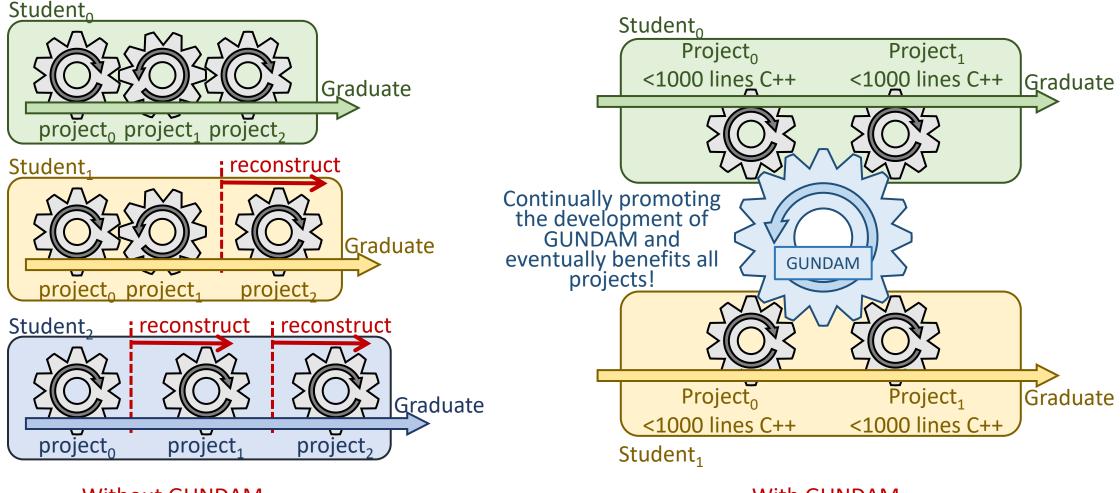
### Vision of project GUNDAM

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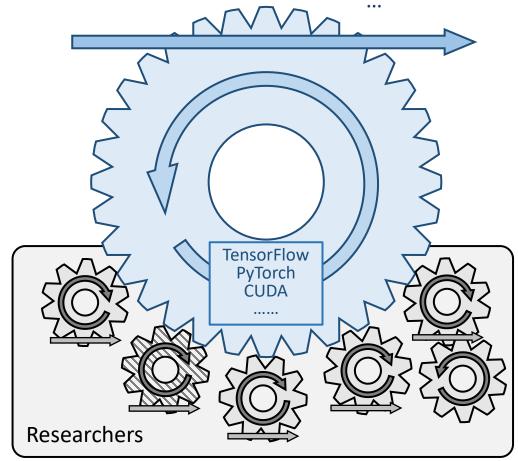


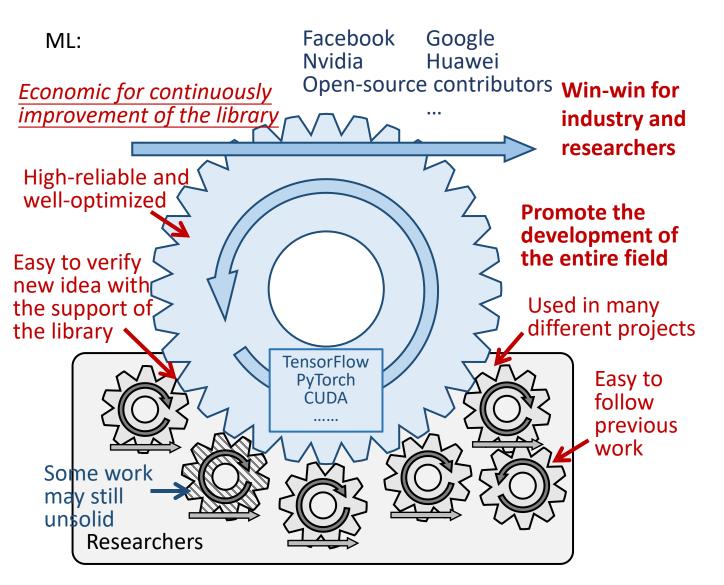
### GUNDAM for the development of the

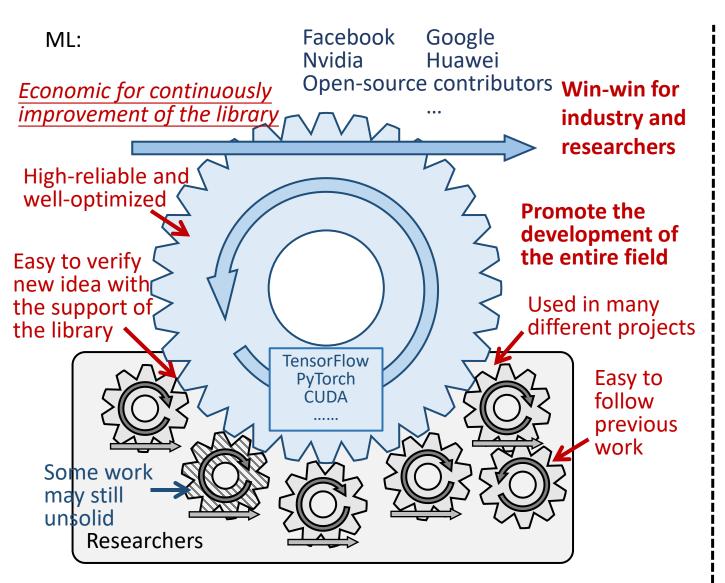


Without GUNDAM With GUNDAM

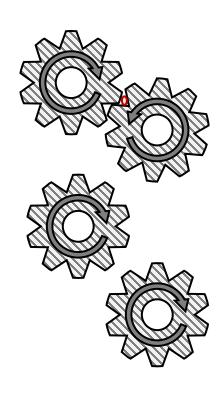
ML: Facebook Google Nvidia Huawei Open-source contributors

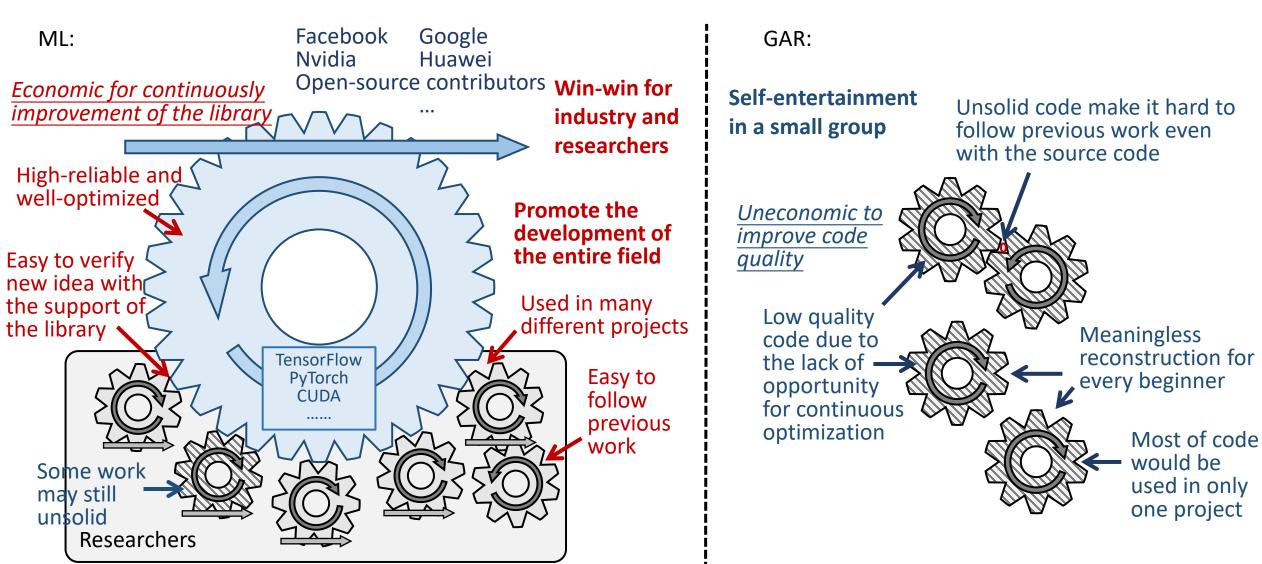


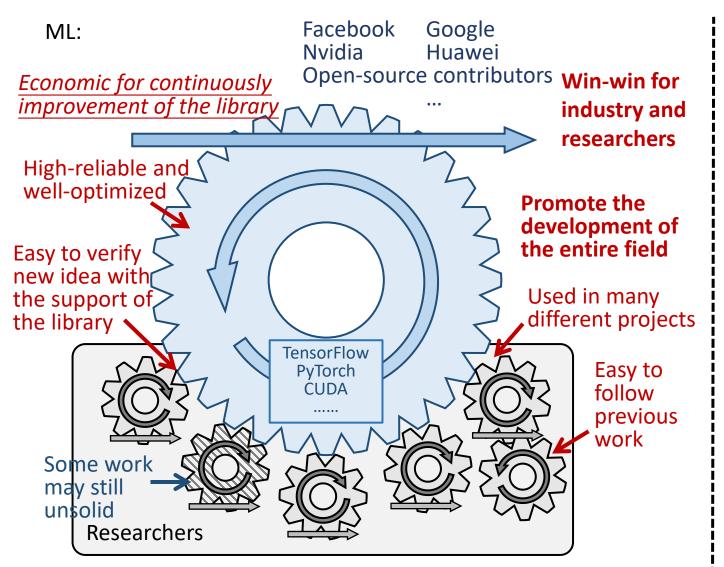


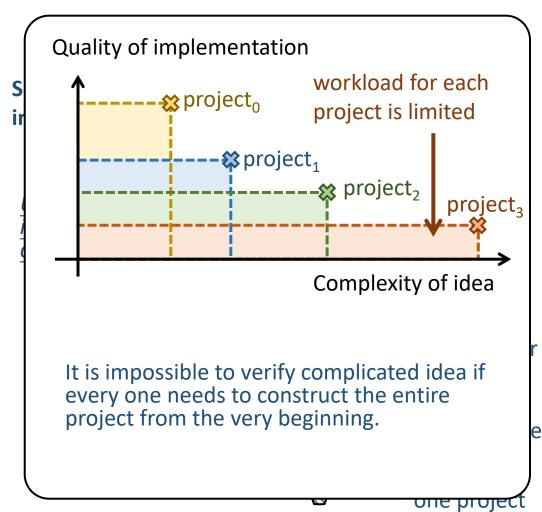


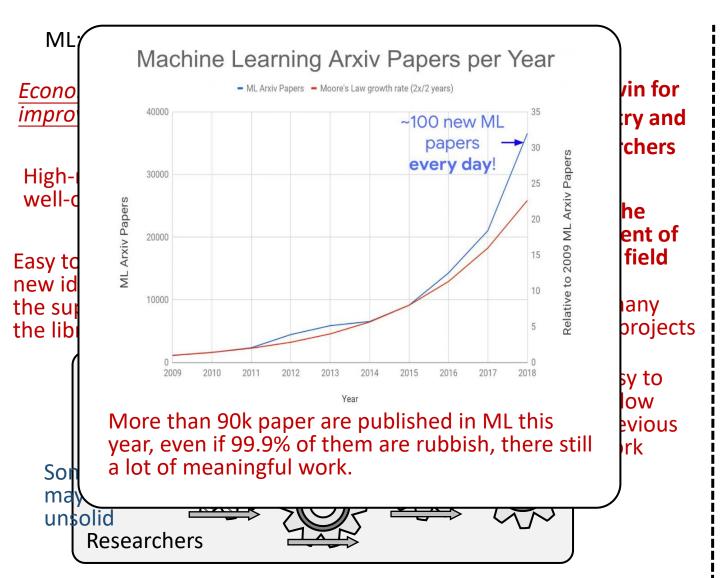
GAR:











Tens of papers published each year

Lack of open-sourced code make most of the works hard for other to follow.

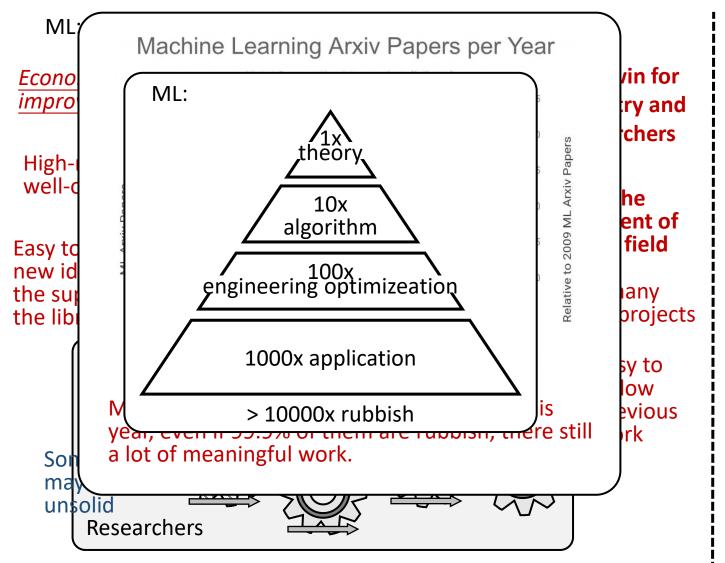
Low quality code even make it hard <u>for</u> <u>ourselves to follow previous works with the</u> <u>source code</u>.

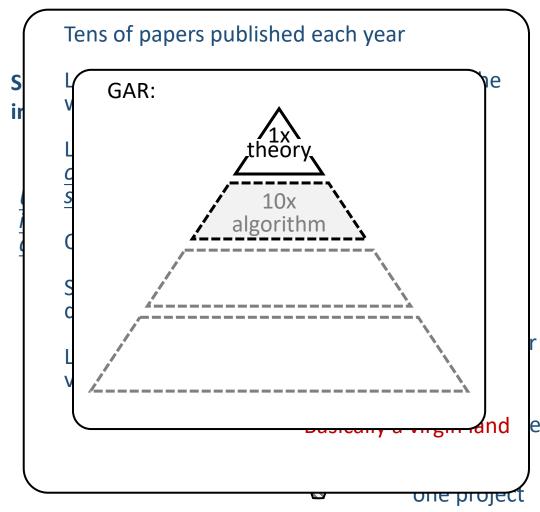
Only works on toy examples, *scale matters*.

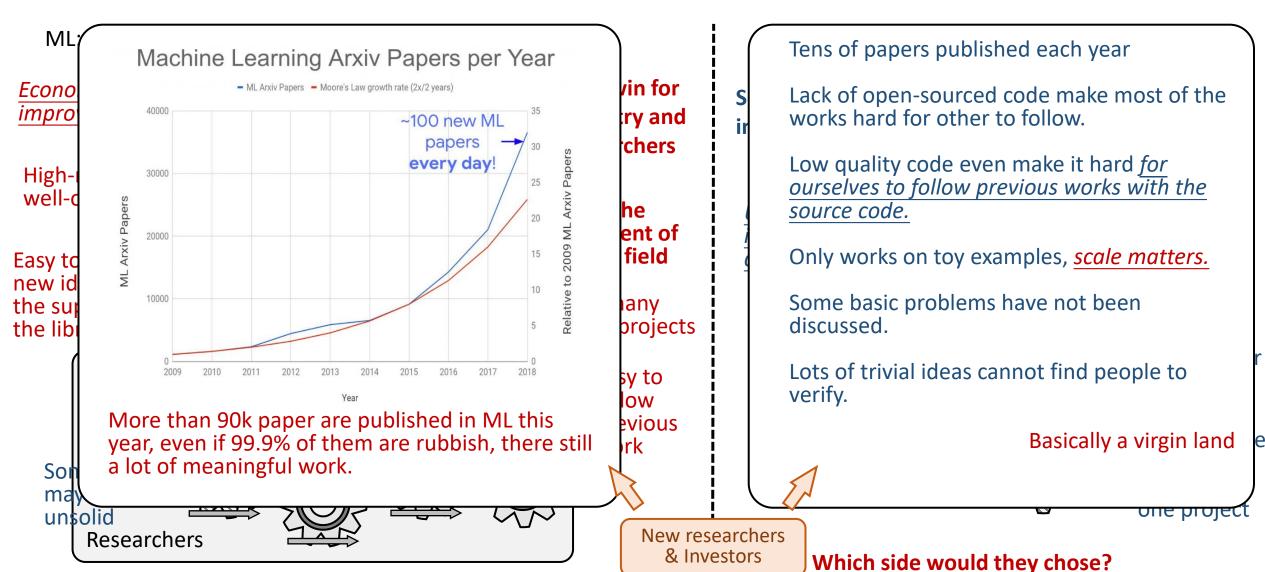
Some basic problems have not been discussed.

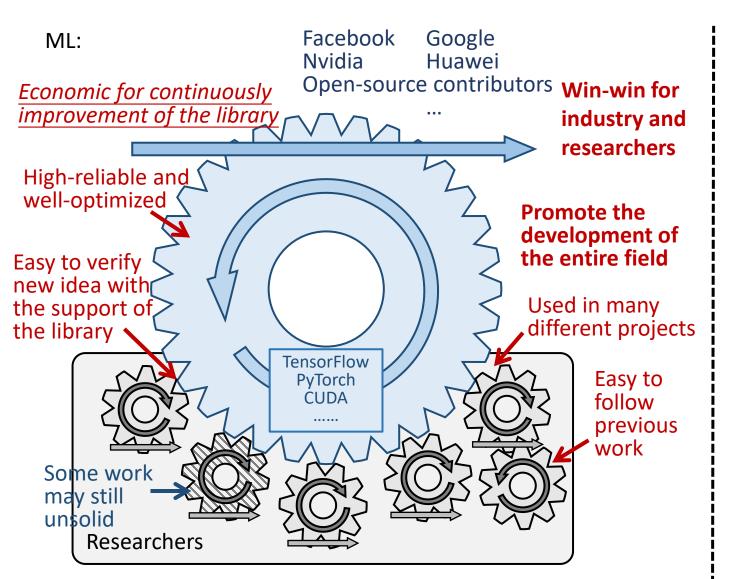
Lots of trivial ideas cannot find people to verify.

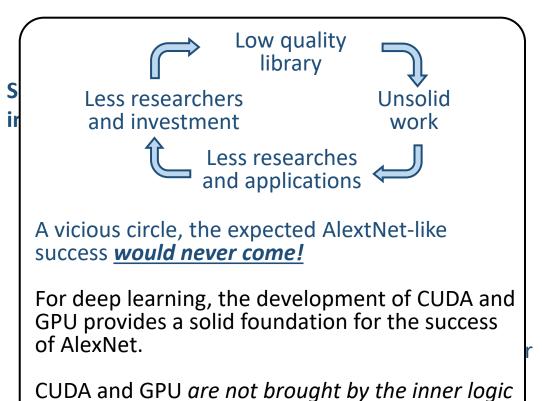
Basically a virgin land











of the development of deep learning.

machina" happens in our field!

We cannot sit and wait for the such a "deus ex

## GUNDAM, provides an efficient, sustainable, industrialized development model 程序 表现是一个专家的工作。

Google Facebook ML: Nvidia Huawei Open-source contributors Win-win for Economic for continuously improvement of the library industry and researchers High-reliable and well-optimized **Promote the** development of the entire field Easy to verify new idea with Used in many the support of different projects the library TensorFlow Easy to **PyTorch CUDA** follow previous work Some work may still unsolid Researchers

在无法取得业界支持的情况下, 利用教学场景构建高效的、可 持续的工业化发展模式,以推 动本领域持续发展

#### 解放生产力

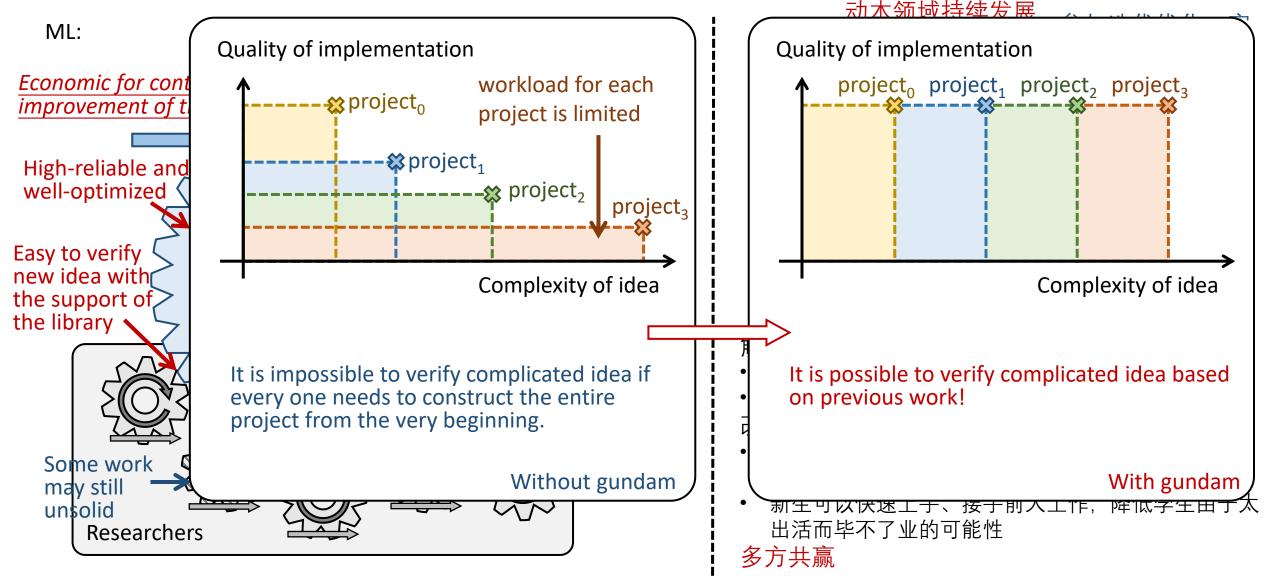
- 新生可快速提升编程能力、提高生产力
- 一个人的工作能帮助其他所有人的工作

#### 改善师生关系

- · "给实验室搬砖"与"找工作"不再对立,师生具有更大的共同利益
- 新生可以快速上手、接手前人工作,降低学生由于太 出活而毕不了业的可能性

### 多方共赢

# GUNDAM, provides an efficient, sustainable, industrialized development model 有用数学场景构建高效的、可持续的工业化发展模式,以推



# GUNDAM, provides an efficient, sustainable, industrialized development model 科用教学场景构建高效的、可持续的工业化发展模式,以推

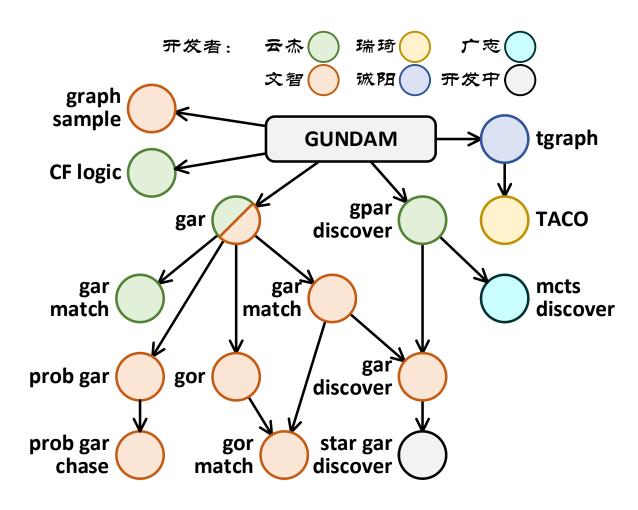
Facebook Google ML: high quality Nvidia Huawei library Open-source contributors Win-win for Economic for continuously more researchers solid openimprovement of the library industry and and investment sourced work researchers more researches High-reliable and and applications well-optimized **Promote the** development of A virtuous circle, the expected AlextNet-like the entire field success would come at some time! Easy to verify Convert the new idea with development Used in the support of model to differe the library With such a success, can earn the support of the industry and more developer for the public TensorFlow library. Easy to **PyTorch CUDA** follow There must be such a library and it needs to previous work be ours! Some work may still unsolid 出活而毕不了业的可能性 Researchers 多方共赢

- 性能最好、通用性最强、设计 当前特性 理念最先进、最符合本组需求 的图计算基础库
  - 各项均没有"之一"
- •已有一定积累
  - 可基于已有代码简单拓展新的工
  - 已有工作均有可靠的baseline

- - 统一接口
  - 支持多种图
  - 静态类型 & 编译时优化

### •产出>投入

Works accumulated so far:

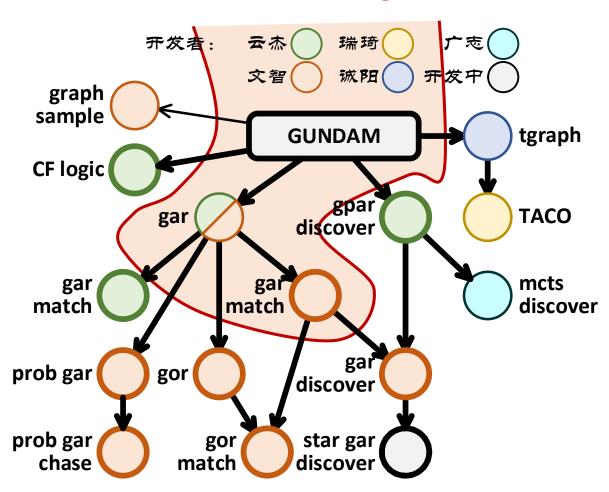


- Useful tools:
  - Gar tools:
    - Gar support
    - Gar imply
    - Gar analysis
    - Same gar
    - •
  - Graph tools:
    - Same pattern
    - Connected
    - Diameter
    - .....

- Algorithm
  - Graph Iso
    - DagDp
    - VF2
    - .....
  - Bfs
  - Dfs
  - TopoSort
  - ..

Works accumulated so far:

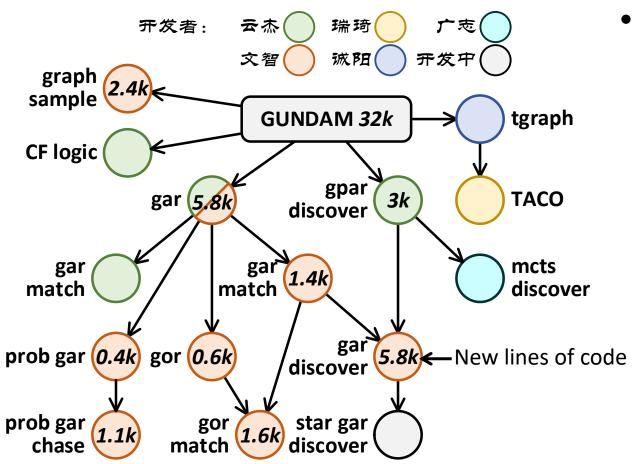
### Bug free zone



- Useful tools:
  - Gar tools:
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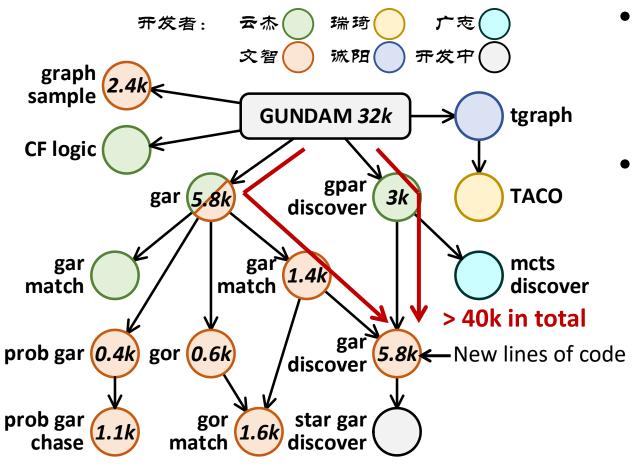
- Algorithm
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  - ..

Works accumulated so far:



• 基于现有积累,可以使用相对较少的代码行数开发新的项目

Works accumulated so far:

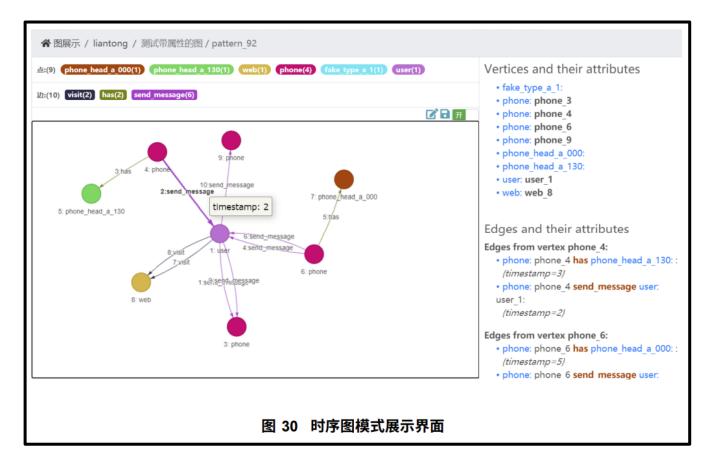


• 基于现有积累,可以使用相对较少的代码行数开发新的项目

- "科学技术是第一生产力"
  - 绝对劳动时间的剥削是有极限的
    - 996 -> 007: 2.3倍生产力提升
  - 只有技术进步能持续提升生产力
    - 40k -> 5.8k: 6.9倍生产力提升
    - 随着库的各种功能不断完善,实现相同功能所需代码行数会持续降低

Other useful resources relate to GUNDAM

GraphShow



Other useful resources relate to GUNDAM

GraphShow



- Other useful resources relate to GUNDAM
  - GraphShow
  - GraphBuilder
    - MySQL -> Neo4j -> CSV

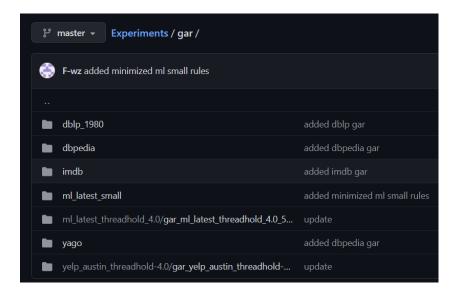
```
1 Relations:
2 # - 边 type: 重命名边 type
3 - CALL: Call
4 - VISIT: Visit
5 - SEND MESSAGE: Message
6
7 Nodes:
8 # - 节点 label: [属性 1,属性 2...]
9 - User: [UserID]
10 - Web: [Web_name,Access_type]
11 - Phone: [Phone_number,Phone_head,Phone_length]
12 - Fake: [Fake_label]
13
14 #这里配置希望导出属性的节点,以及需要的属性 ,不写的默认不导出属性
15 # 填写的属性名需要对应Neo4j图内存在的属性名,同时它也会是全展开图生成的新节点label
16 #比如导出Phone的Phone_head属性
17 #Phone: [Phone_head]
```

```
1 #注意:
2 #1. 文件中冒号, 逗号等均为英文字符, 冒号后有空格
3 #2. 填写文件名时需要包含后缀
4 Nodes:
5 # - MySql 表名: [
6 # 节点 Label 名: [
7 # 属性名 1: 重命名,
8 # 属性名 2: 重命名,
9 # ... ]
10 # ]
11 - user: [
12 User: [
13 uid: UserID]
14 ]
15 - voice_dura: [
16 Phone: [
17 opp_num: Phone_number,
18 opp_head: Phone_length ]
20 ]
```

export.yaml

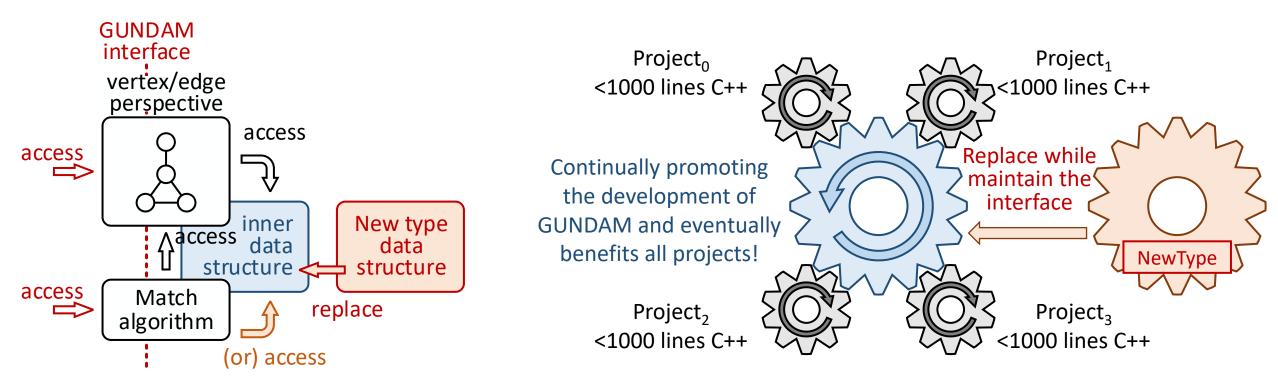
import.yaml

- Other useful resources relate to GUNDAM
  - GraphShow
  - GraphBuilder
    - MySQL -> Neo4j -> CSV
  - Experiments
    - Discovered and evaluated gars accumulated so far





- <u>NewType</u> is under development, would inherit the interface in order to succeed all applications developed based on it so far.
  - The only risk is that the <u>NewType</u> does not perform that well.



## Thanks!

- Gar
  - Literals:
    - Variable
    - Constant
    - Edge
  - 存储格式
    - 单个gar
    - Gar set
  - 工具
    - gar\_discover
    - gar\_supp
    - gar\_chase
    - gar\_analysis
    - gar\_exist
    - pattern\_exist

- Match
  - VF2
  - DagDp
- Tool
  - Connected
  - CopyTo
  - Diameter
  - IsLink
  - SamePattern
  - MergeById
  - ...

产出>投入

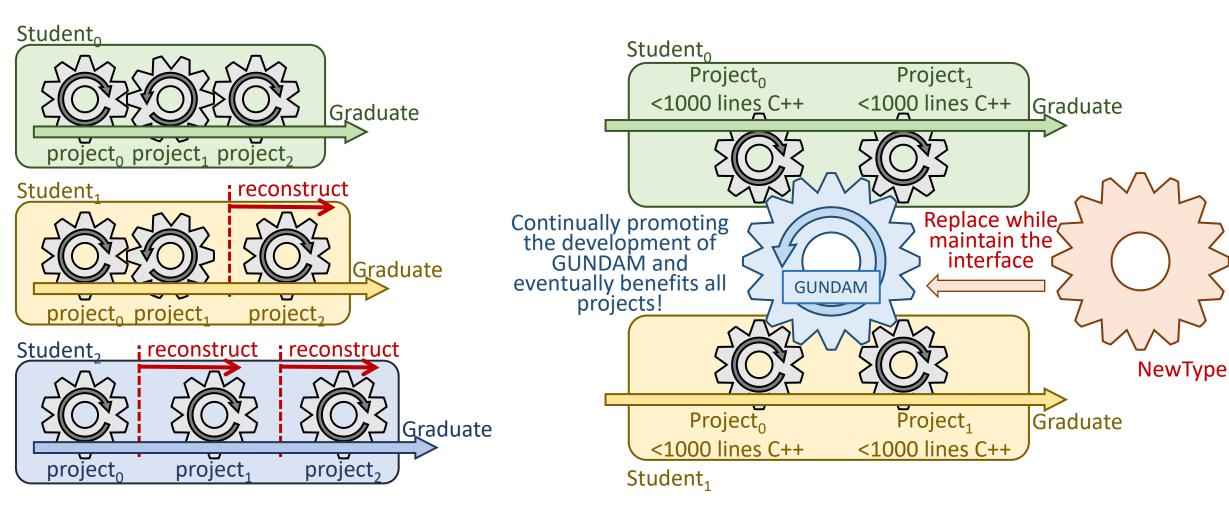
- Current features
  - Unified interface
  - Support various kind of graph
  - Static configuration & compile time optimization with no overhead
- Features adding
  - Functional programming match interface
    - C20 coroutine
  - Explicitly memory management (backend)
    - Cannot simply through it to the system or the auto allocation in vector or map
    - Clear access pattern
    - Lifecycle of pointer

- Unified serialization
  - Avoid low efficiency construction (AddEdge / AddVertex) as well as transmission
- Each graph type are constructed by low level components in different way
  - Reuse and easy to construct other type
  - Make it realistic in software engineering
- Error handling?
- Future features
  - Concurrent
  - External storage
  - Distributed

## C20: 真香

```
size t match counter = 0;
std::function<bool(const MatchType&)>
  match_callback = [&match_counter](const MatchType& match) -> bool {
  std::cout << "******* << std::endl;</pre>
                                                                          回调,不好
  match counter++;
                                                                          协程,好!
  if (match_counter >= 2) {
    // reach max match, end matching
    return false;
  // does not reach max match, continue matching
  return true;
                                          size t counter = 0;
                                          for (const auto& match : GUNDAM::CoroutineMatch(graph_pattern,
                                                                                           data_graph)) {
GUNDAM::MatchUsingMatch(graph_pattern,
                                            std::cout << "########" << std::endl;</pre>
                         data_graph,
                                            counter++;
                        prune_callback,
                                            if (counter >= 2)
                        match_callback);
                                              break;
```

### GUNDAM for the development of the



Without GUNDAM With GUNDAM