

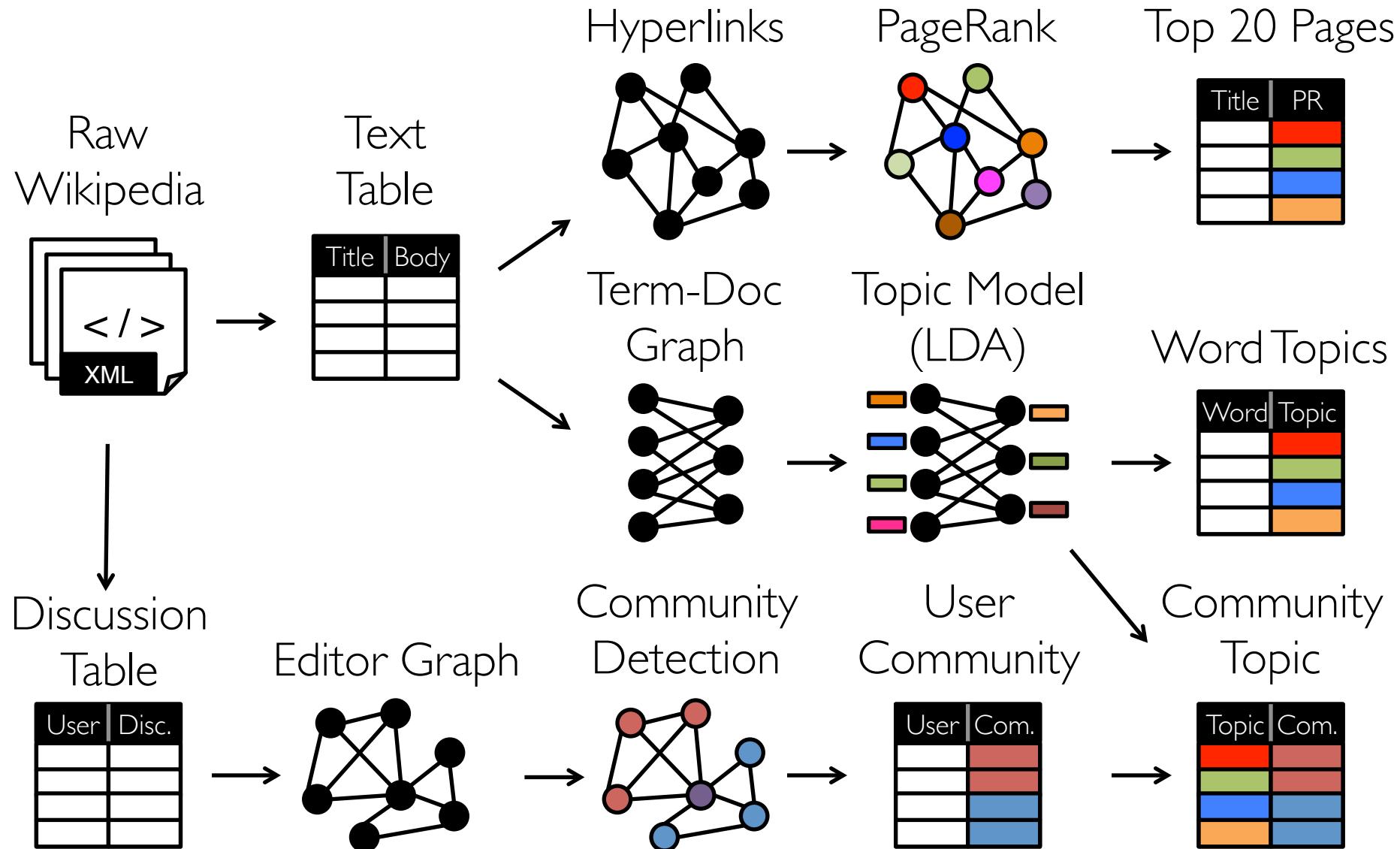
# GraphX: *Unifying Data-Parallel and Graph-Parallel Analytics*

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Joint work with Reynold Xin, Daniel Crankshaw, Ankur Dave,  
Michael Franklin, and Ion Stoica

Strata 2014

# Graphs are Central to Analytics



# PageRank: Identifying Leaders

$$R[i] = 0.15 + \sum_{j \in \text{Nbrs}(i)} w_{ji} R[j]$$

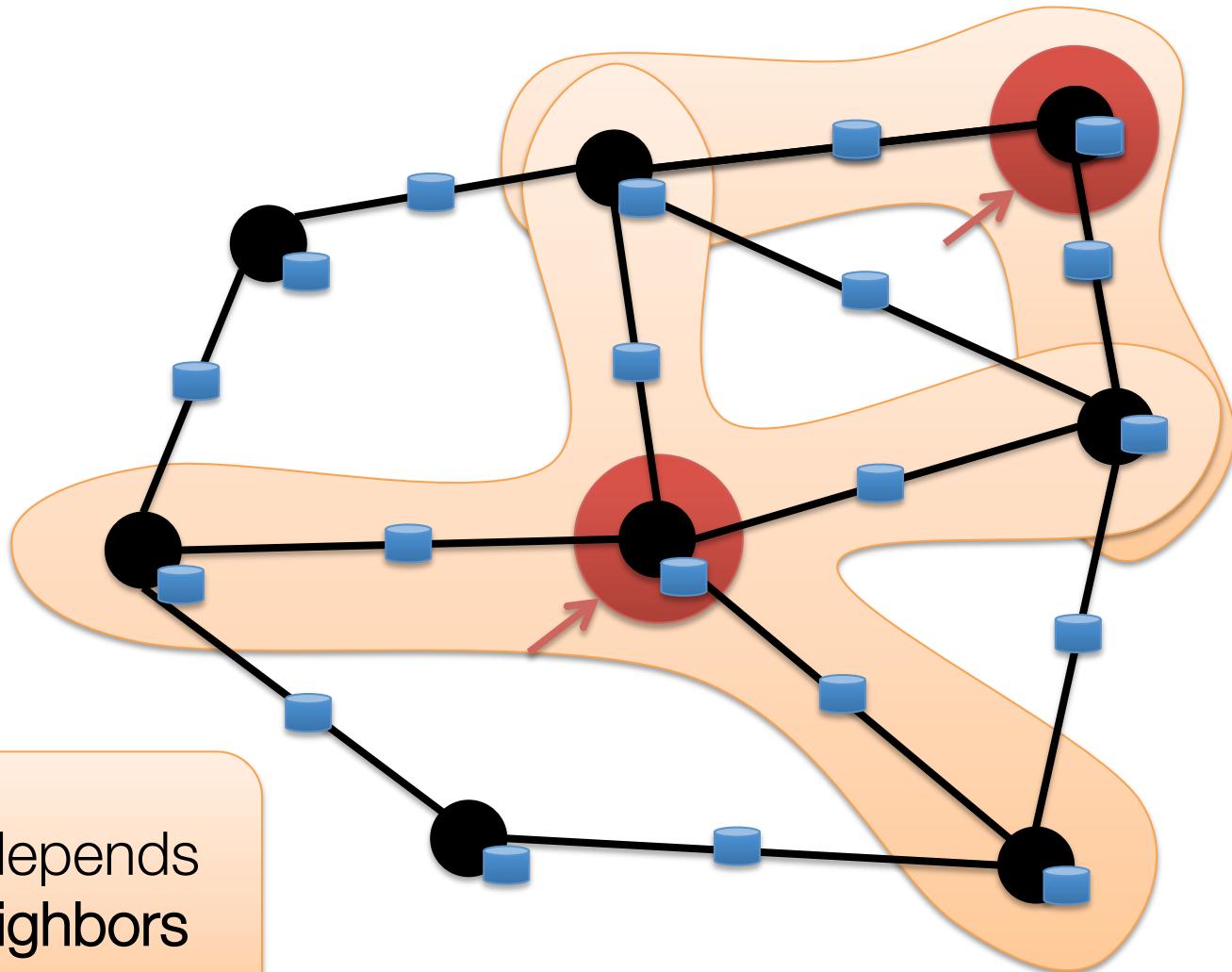
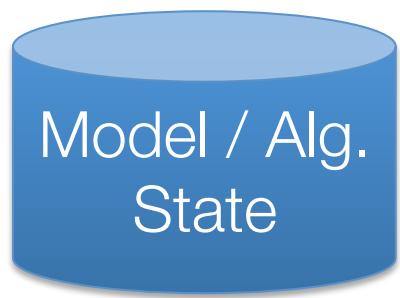
Rank of  
user  $i$

Weighted sum of  
neighbors' ranks

Update ranks in parallel

Iterate until convergence

# The Graph-Parallel Pattern



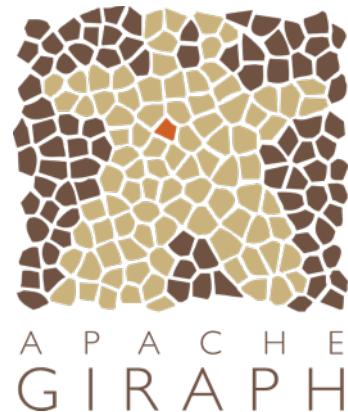
Computation depends  
only on the **neighbors**

# Many Graph-Parallel Algorithms

- Collaborative Filtering
  - Alternating Least Squares
  - Stochastic Gradient Descent
  - Tensor Factorization
- Structured Prediction
  - Loopy Belief Propagation
  - Max-Product Linear Programs
  - Gibbs Sampling
- Semi-supervised ML
  - Graph SSL
  - CoEM
- Community Detection
  - Triangle-Counting
  - K-core Decomposition
  - K-Truss
- Graph Analytics
  - PageRank
  - Personalized PageRank
  - Shortest Path
  - Graph Coloring
- Classification
  - Neural Networks

# Graph-Parallel Systems

Pregel  
oo<sup>gle</sup>

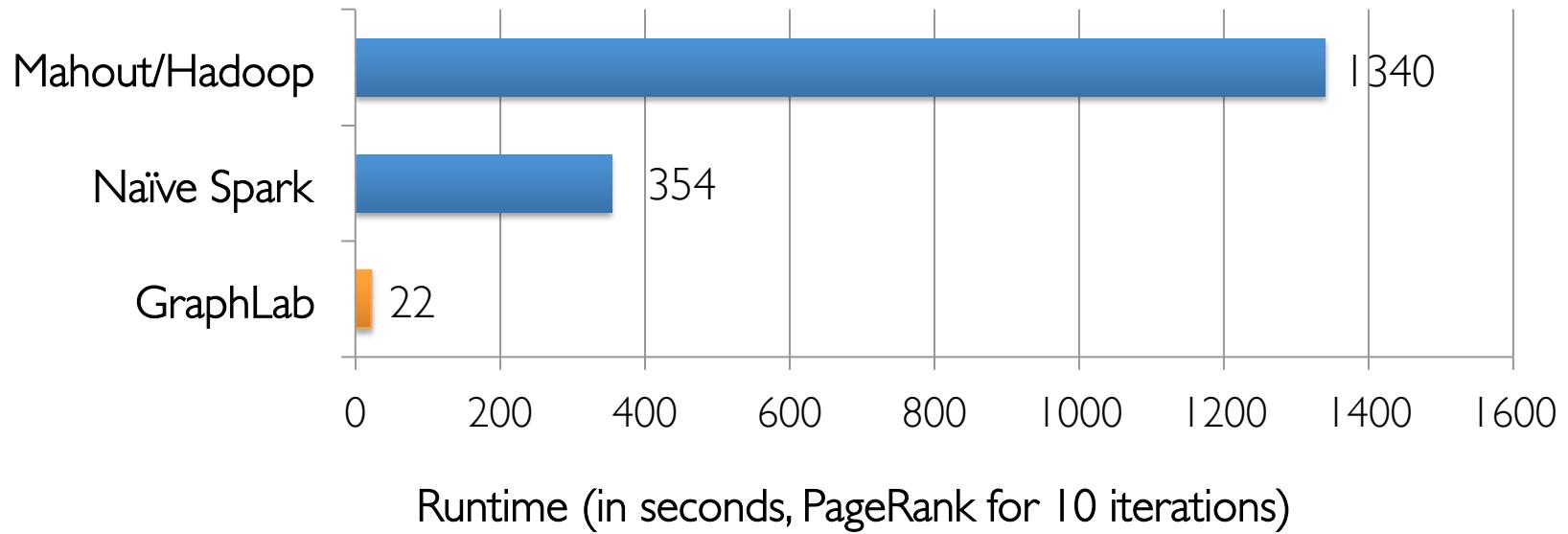


GraphLab

Expose *specialized APIs* to simplify graph programming.

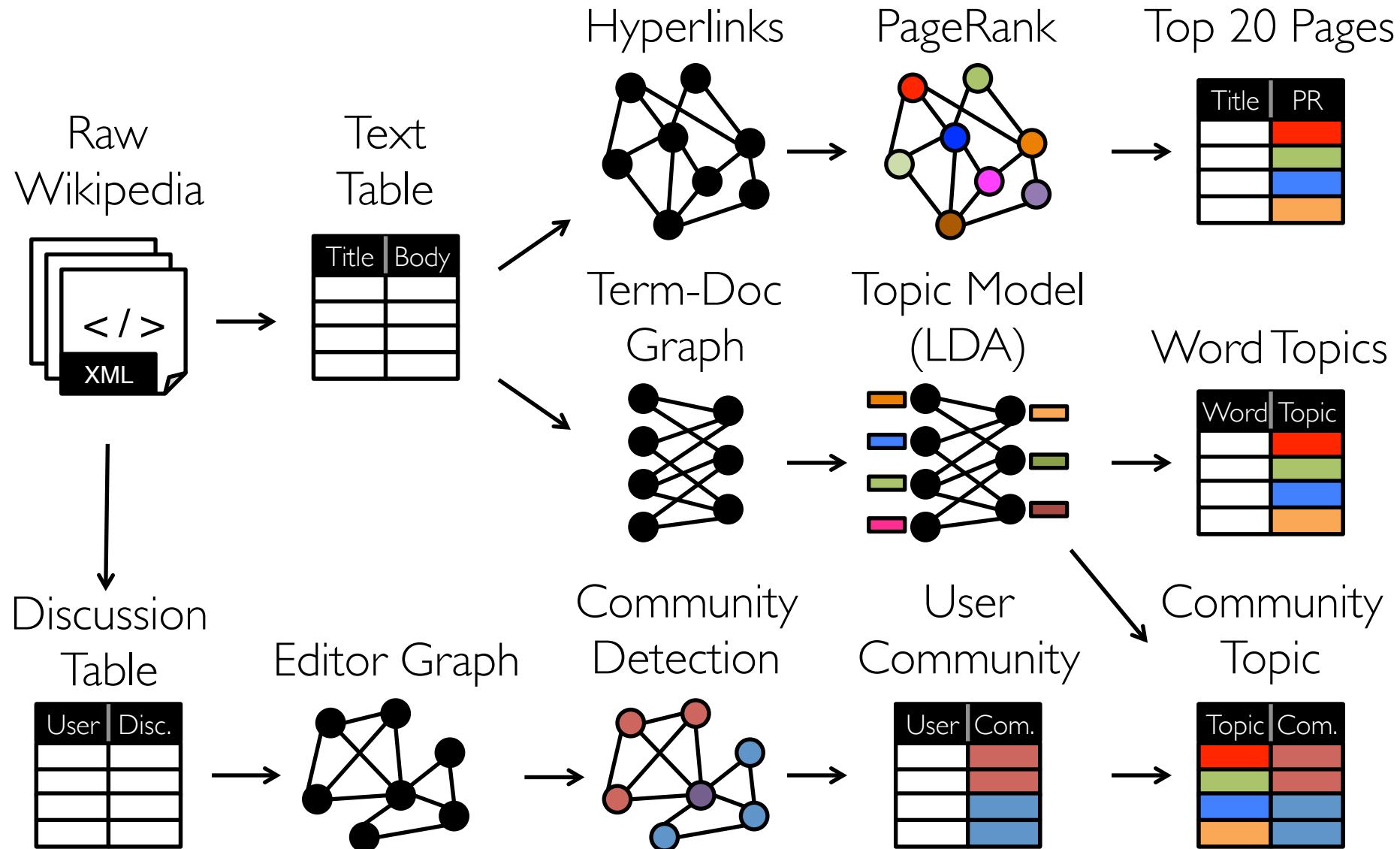
Exploit graph structure to achieve *orders-of-magnitude performance gains* over more general data-parallel systems.

# PageRank on the Live-Journal Graph



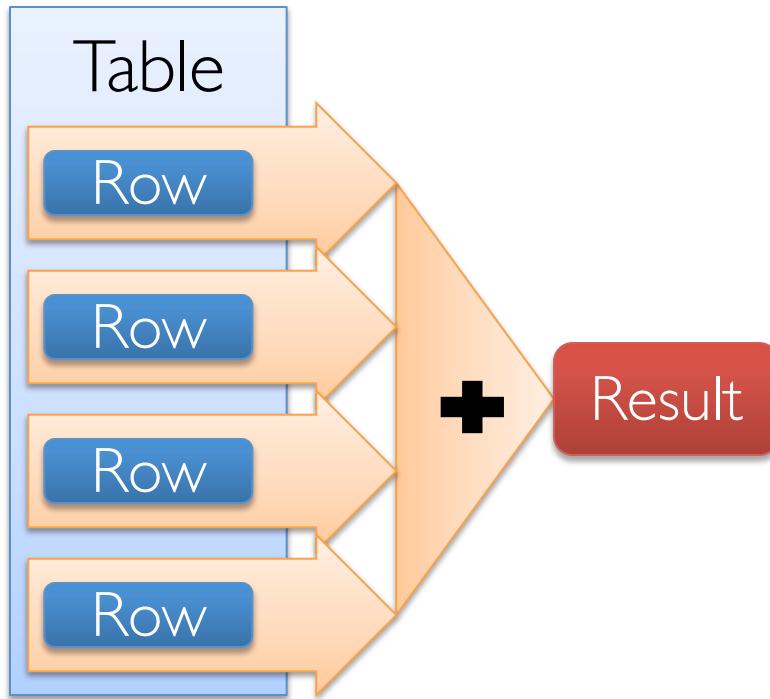
GraphLab is *60x faster* than Hadoop  
GraphLab is *16x faster* than Spark

# Graphs are Central to Analytics



# Separate Systems to Support Each View

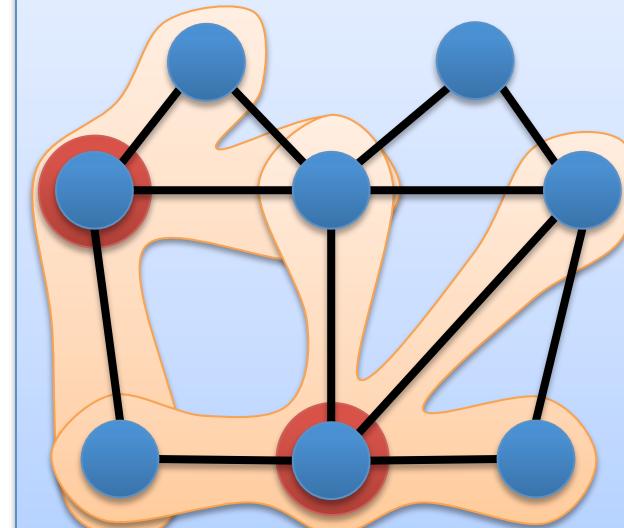
## Table View



## Graph View



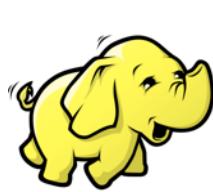
## Dependency Graph



*Having separate systems  
for each view is  
difficult to use and inefficient*

# Difficult to Program and Use

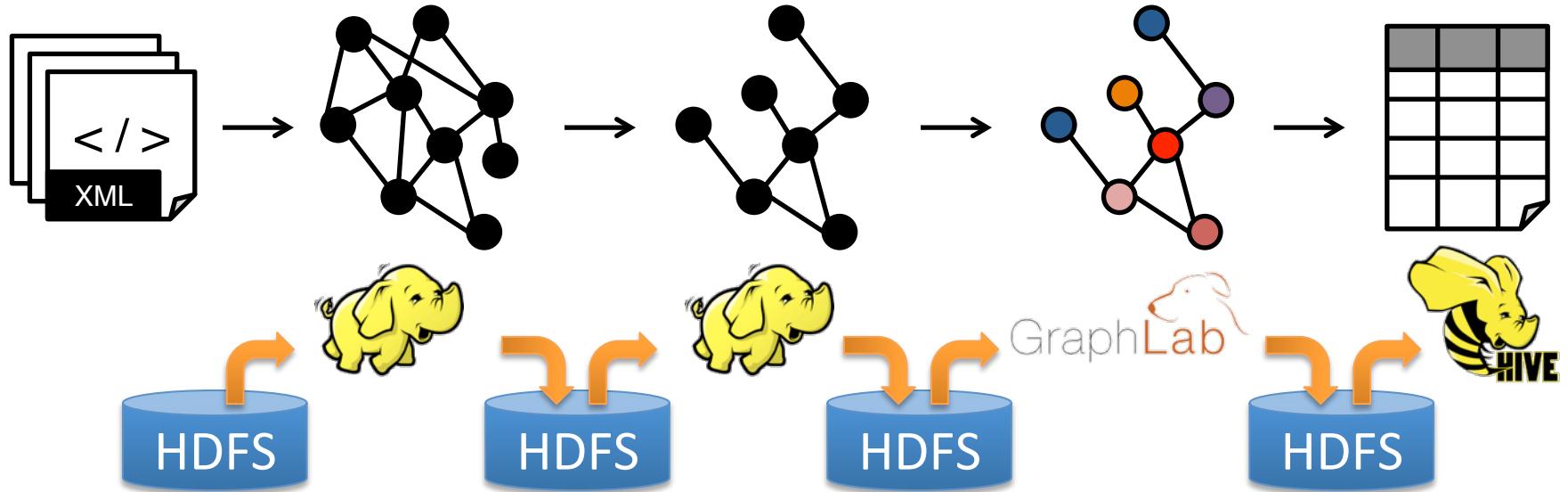
Users must *Learn, Deploy, and Manage* multiple systems



Leads to brittle and often complex interfaces

# Inefficient

Extensive **data movement** and **duplication** across  
the network and file system

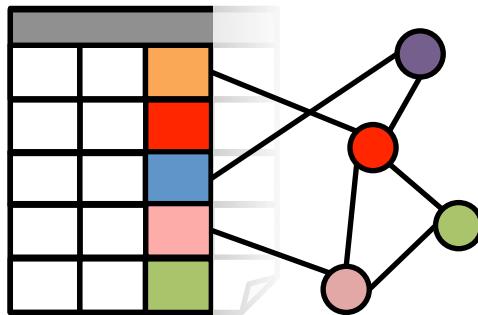


Limited reuse internal data-structures  
across stages

# Solution: The GraphX Unified Approach

## New API

*Blurs the distinction between  
Tables and Graphs*



## New System

*Combines Data-Parallel  
Graph-Parallel Systems*



Enabling users to **easily** and **efficiently**  
express the entire graph analytics pipeline

Tables and Graphs are **composable views** of the same *physical* data

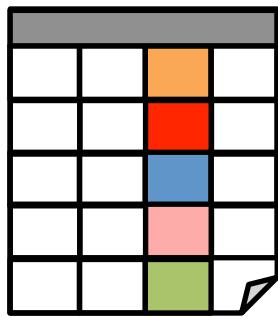
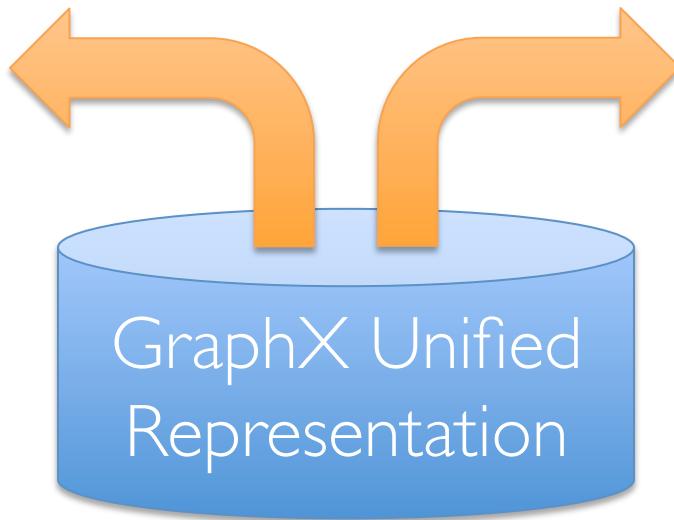
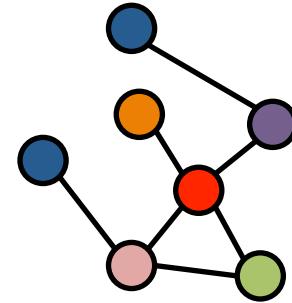


Table View



GraphX Unified  
Representation

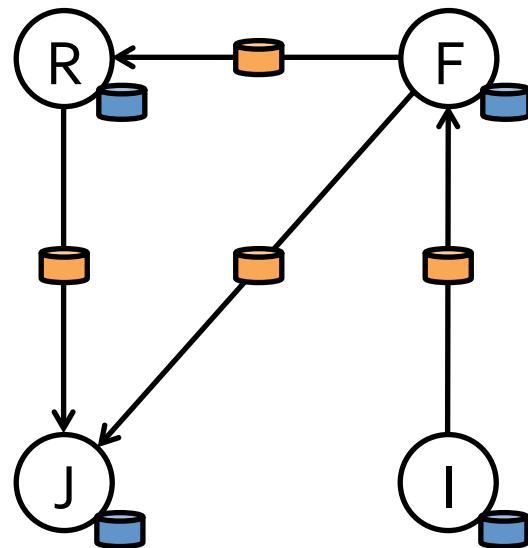


Graph View

Each view has its own **operators** that  
**exploit the semantics** of the view  
to achieve efficient execution

# View a Graph as a Table

## Property Graph



Vertex Property Table

<b>Id</b>	<b>Property (V)</b>
Rxin	(Stu., Berk.)
Jegonzal	(PstDoc, Berk.)
Franklin	(Prof., Berk)
Istoica	(Prof., Berk)

Edge Property Table

<b>SrcId</b>	<b>DstId</b>	<b>Property (E)</b>
rxin	jegonzal	Friend
franklin	rxin	Advisor
istoica	franklin	Coworker
franklin	jegonzal	PI

# Table Operators

Table (RDD) operators are inherited from Spark:

map	reduce	sample
filter	count	take
groupBy	fold	first
sort	reduceByKey	partitionBy
union	groupByKey	mapwith
join	cogroup	pipe
leftOuterJoin	cross	save
rightOuterJoin	zip	...

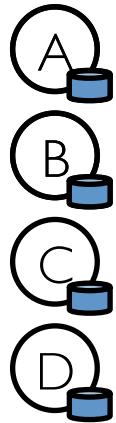
# Graph Operators

```
class Graph [ V, E ] {  
    def Graph(vertices: Table[ (Id, V) ],  
              edges: Table[ (Id, Id, E) ])  
    // Table views -----  
    def vertices: Table[ (Id, V) ]  
    def edges: Table[ (Id, Id, E) ]  
    def triplets: Table [ ((Id, V), (Id, V), E) ]  
    // Transformations -----  
    def reverse: Graph[V, E]  
    def subgraph(pV: (Id, V) => Boolean,  
                pE: Edge[V, E] => Boolean): Graph[V, E]  
    def mapV(m: (Id, V) => T ): Graph[T, E]  
    def mapE(m: Edge[V, E] => T ): Graph[V, T]  
    // Joins -----  
    def joinV(tbl: Table [(Id, T)]): Graph[(V, T), E ]  
    def joinE(tbl: Table [(Id, Id, T)]): Graph[V, (E, T)]  
    // Computation -----  
    def mrTriplets(mapF: (Edge[V, E]) => List[(Id, T)],  
                  reduceF: (T, T) => T): Graph[T, E]  
}
```

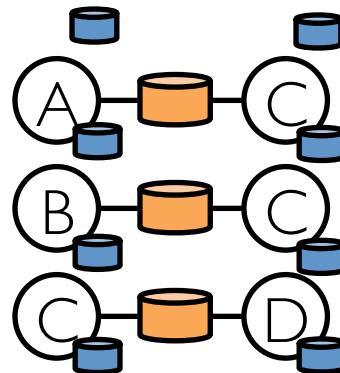
# Triplets Join Vertices and Edges

The *triplets* operator joins vertices and edges:

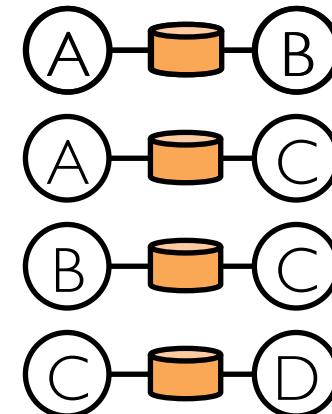
Vertices



Triplets



Edges



The *mrTriplets* operator sums adjacent triplets.

```
SELECT t.dstId, reduceUDF( mapUDF(t) ) AS sum  
FROM triplets AS t GROUPBY t.dstId
```

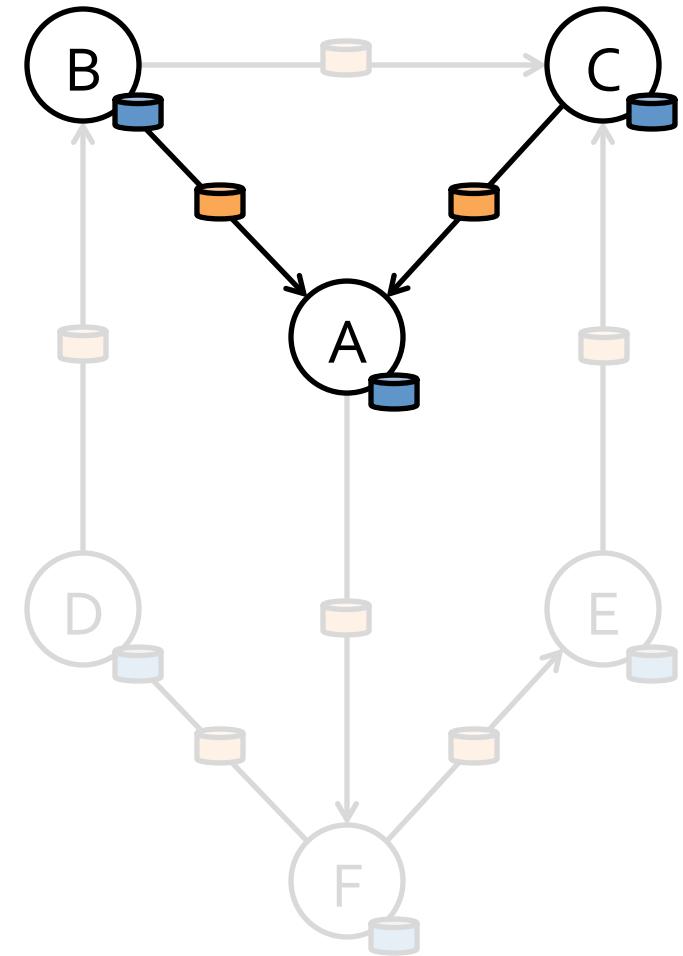
# Map Reduce Triplets

Map-Reduce for each vertex

mapF( $(A \leftarrow B)$ )  $\rightarrow A_1$

mapF( $(A \leftarrow C)$ )  $\rightarrow A_2$

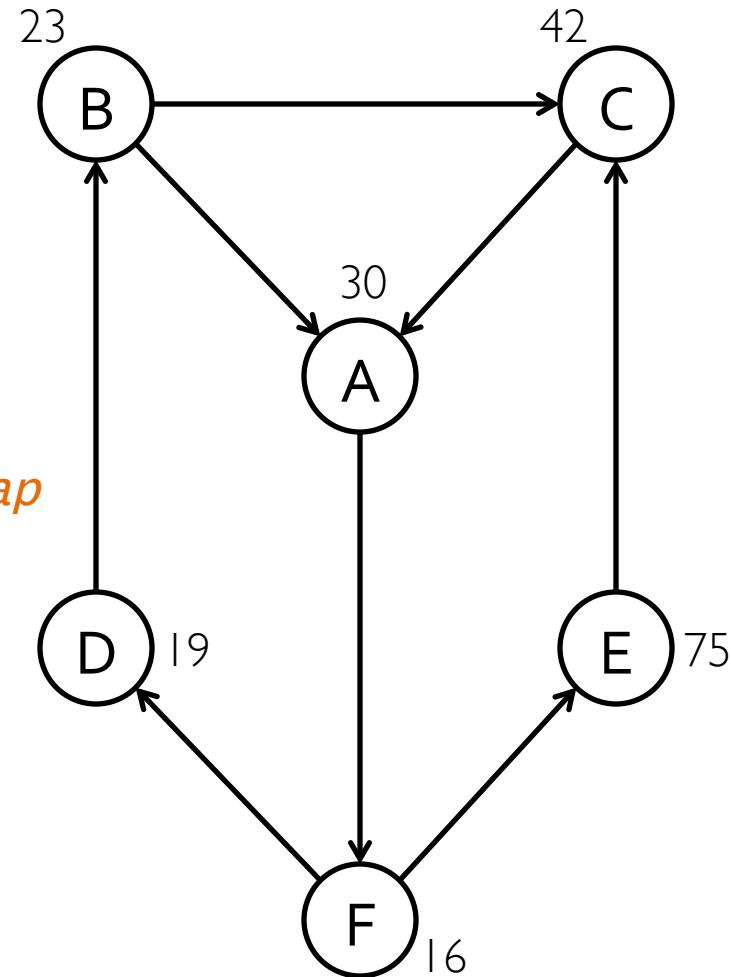
reduceF( $(A_1, A_2)$ )  $\rightarrow A$



# Example: Oldest Follower

What is the age of the oldest follower for each user?

```
val oldestFollowerAge = graph
  .mrTriplets(
    e=> (e.dst.id, e.src.age), //Map
    (a,b)=> max(a, b) //Reduce
  )
  .vertices
```



We express the Pregel and GraphLab abstractions using the GraphX operators in less than 50 lines of code!

By composing these operators we can construct entire graph-analytics pipelines.

# DIY Demo this Afternoon

Graph Analytics With GraphX

localhost:4000/graph-analytics-with-graphx.html

## 2. Introduction to the GraphX API

To get started you first need to import GraphX. Start the Spark-Shell (by running the following on the root node):

```
/root/spark/bin/spark-shell
```

and paste the following in your Spark shell:

Scala

```
1 import org.apache.spark.graphx._  
2 import org.apache.spark.rdd.RDD
```

### 2.1. The Property Graph

The **property graph** is a directed multigraph (a directed graph with potentially multiple parallel edges sharing the same source and destination vertex) with properties attached to each vertex and edge. Each vertex is keyed by a *unique* 64-bit long identifier (`vertexID`). Similarly, edges have corresponding source and destination vertex identifiers. The properties are stored as Scala/Java objects with each edge and vertex in the graph.

Throughout the first half of this tutorial we will use the following toy property graph. While this is *hardly big data*, it provides an opportunity to learn about the graph data model and the GraphX API. In this example we have a small social network with users and their ages modeled as vertices and likes modeled as directed edges.

```
graph LR; 1((1  
Alice  
Age: 28)) -- 7 --> 2((2  
Bob  
Age: 27)); 1 -- ? --> 1; 2 -- 4 --> 3((3  
Charlie  
Age: 65)); 2 -- ? --> 2; 2 -- ? --> 4((4  
David  
Age: 42)); 3 -- ? --> 3; 4 -- ? --> 4; 4 -- 2 --> 5((5  
Ed  
Age: 55)); 5 -- 3 --> 6((6  
Fran  
Age: 50)); 5 -- ? --> 5; 6 -- ? --> 6;
```

We begin by creating the property graph from arrays of vertices and edges. Later we will demonstrate how to load real data. Paste the following code into the spark shell.

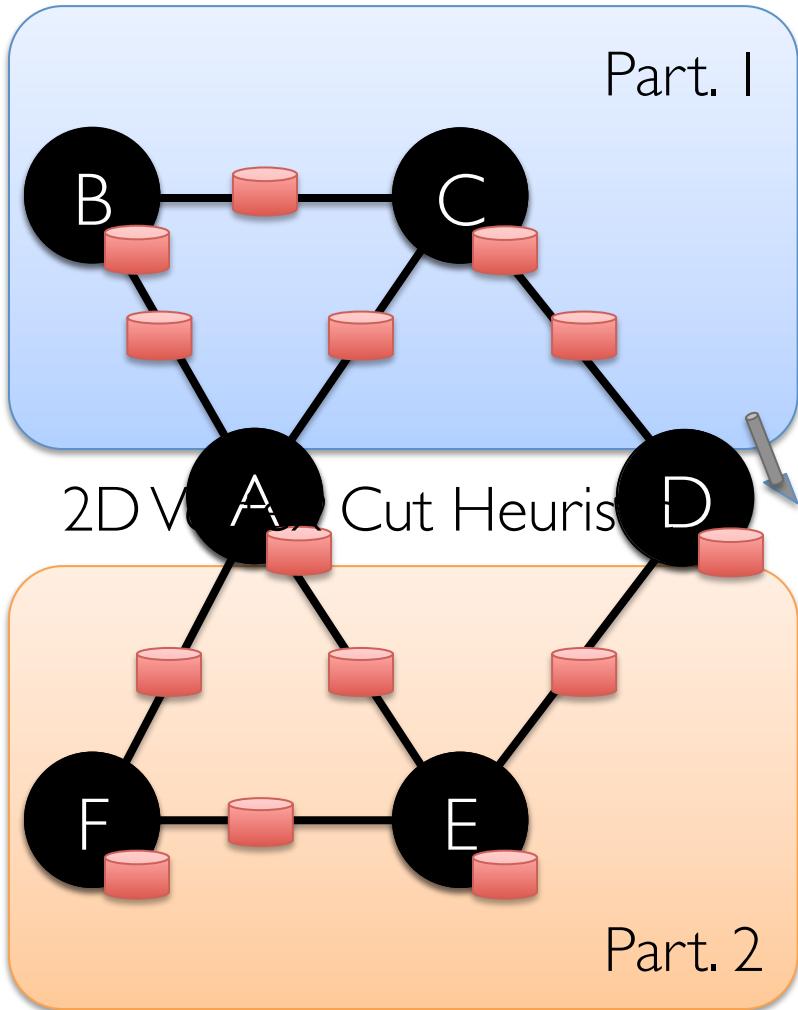
Scala

```
1 val vertexArray = Array(  
2   (1L, ("Alice", 28)),  
3   (2L, ("Bob", 27)),  
4   (3L, ("Charlie", 65)),  
5   (4L, ("David", 42)),  
6   (5L, ("Ed", 55)),  
7   (6L, ("Fran", 50)))
```

# GraphX System Design

# Distributed Graphs as Tables (RDDs)

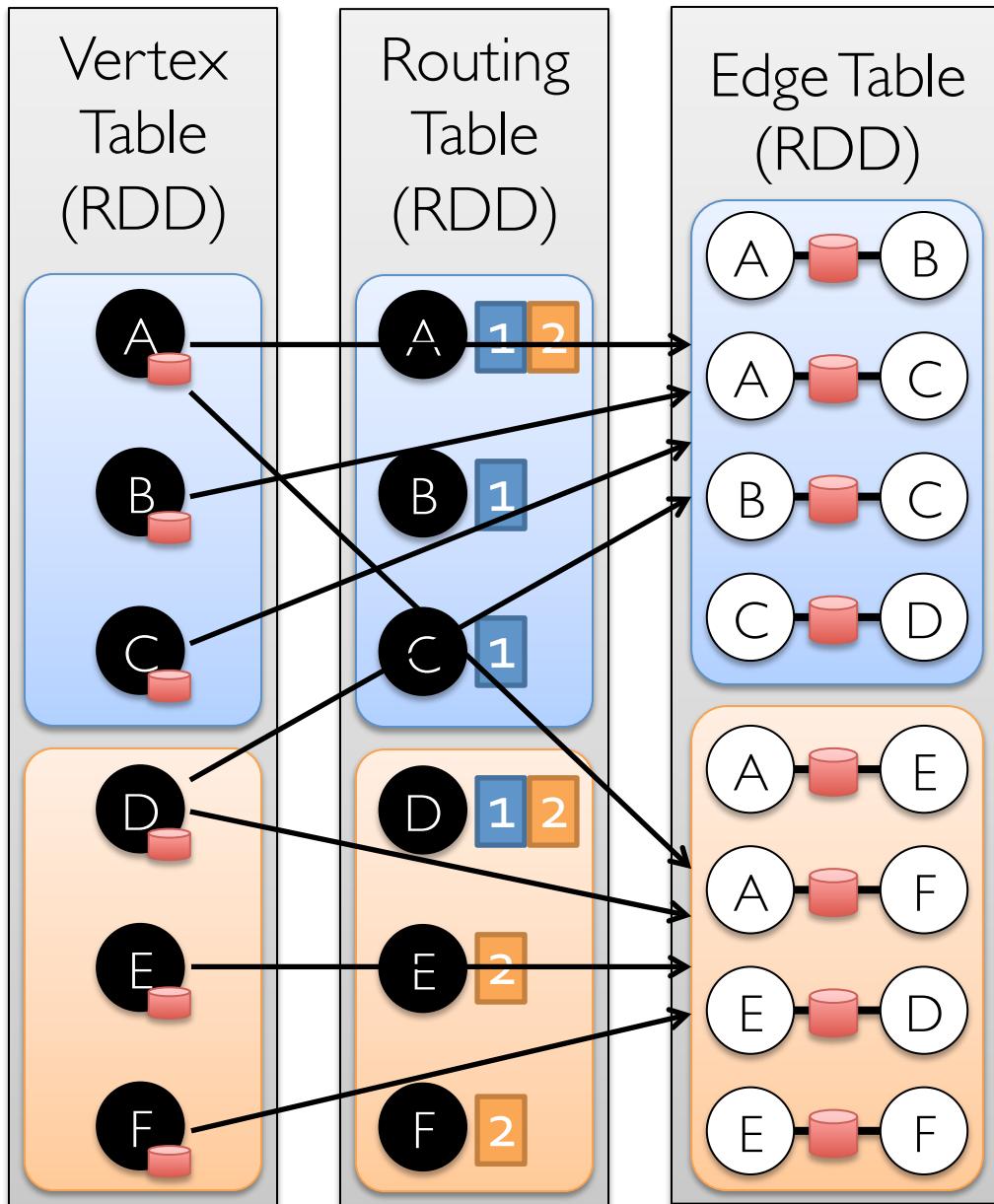
Property Graph



Part. 1

Cut Heuris

Part. 2



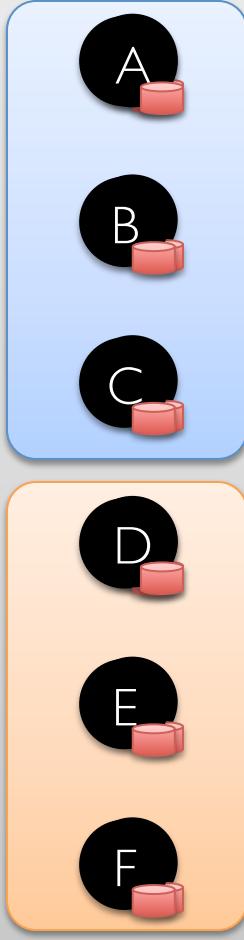
Vertex  
Table  
(RDD)

Routing  
Table  
(RDD)

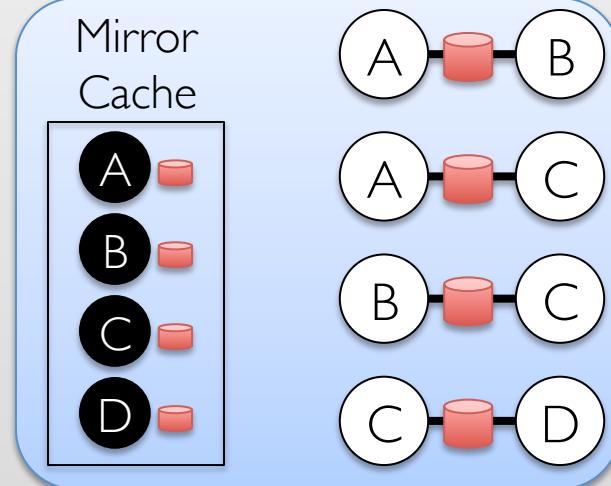
Edge Table  
(RDD)

# Caching for Iterative mrTriplets

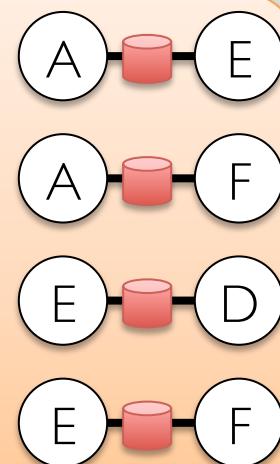
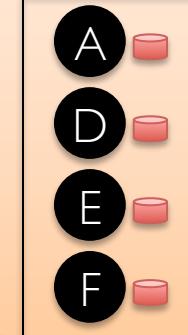
Vertex  
Table  
(RDD)



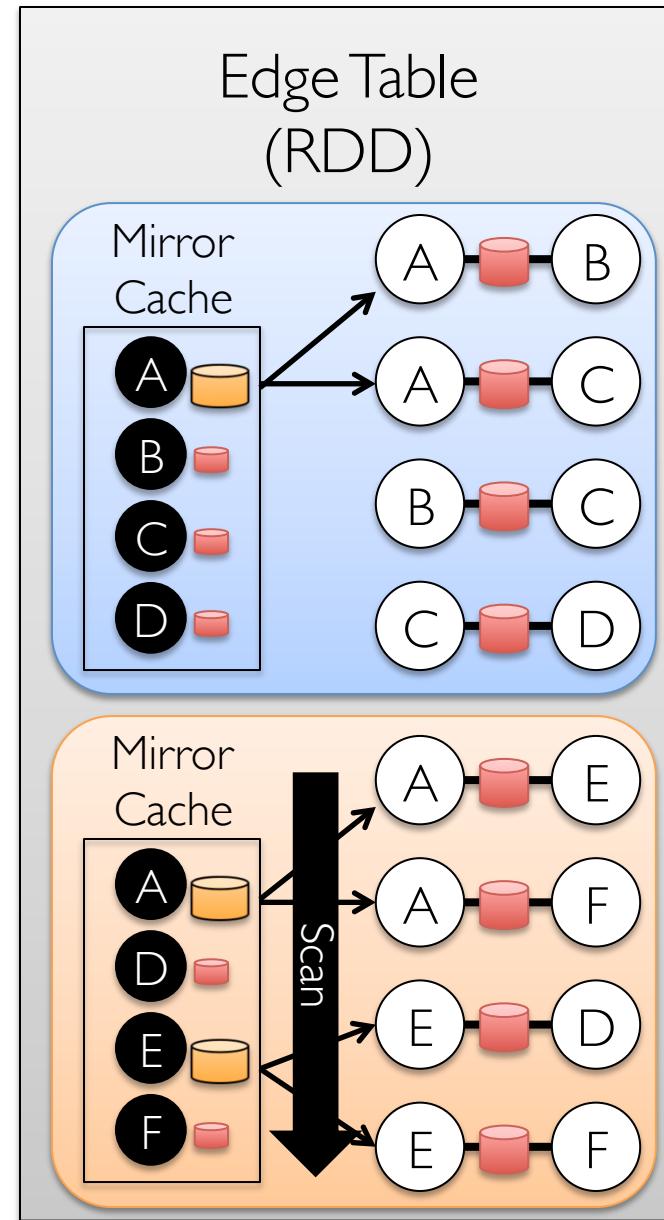
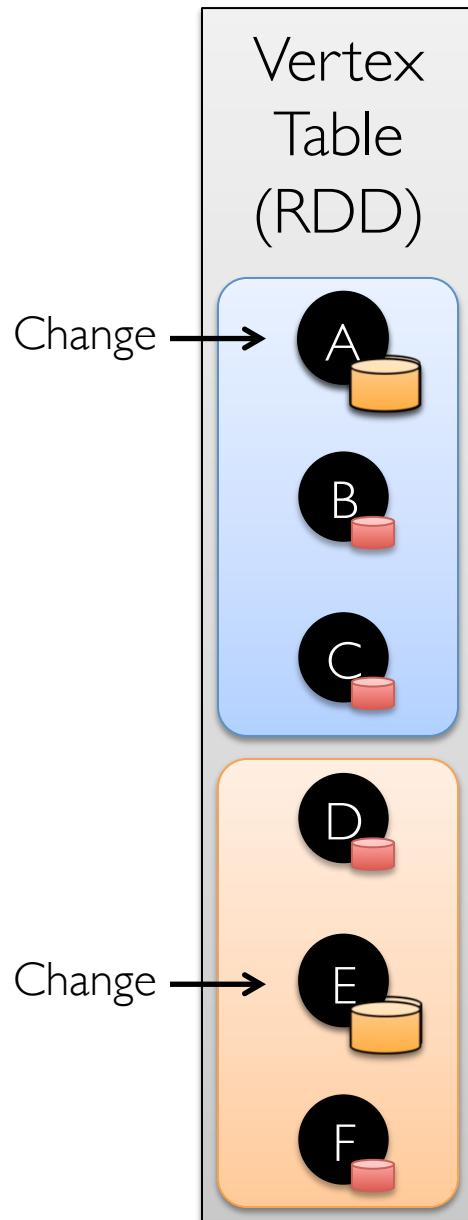
Edge Table  
(RDD)



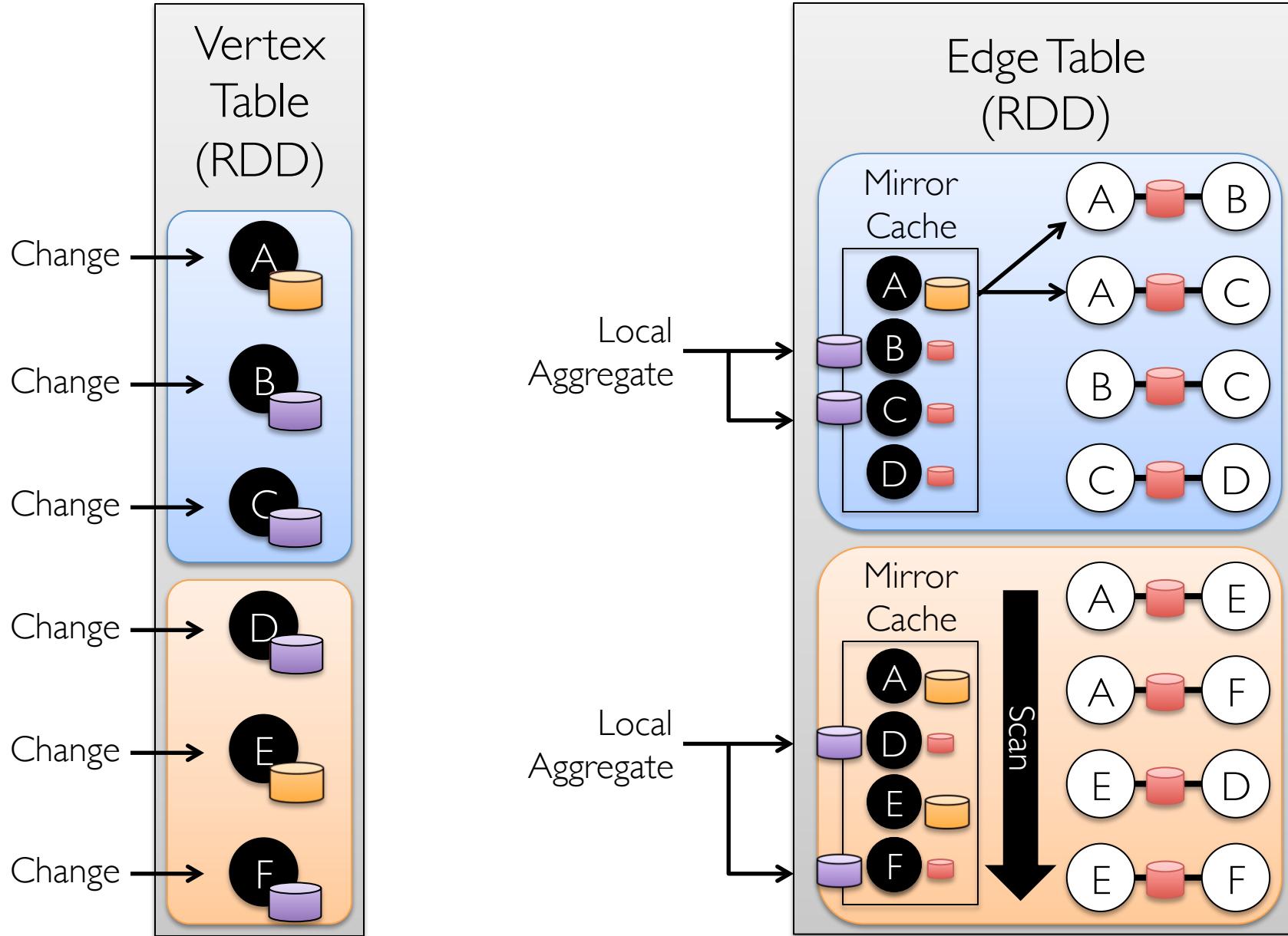
Mirror  
Cache



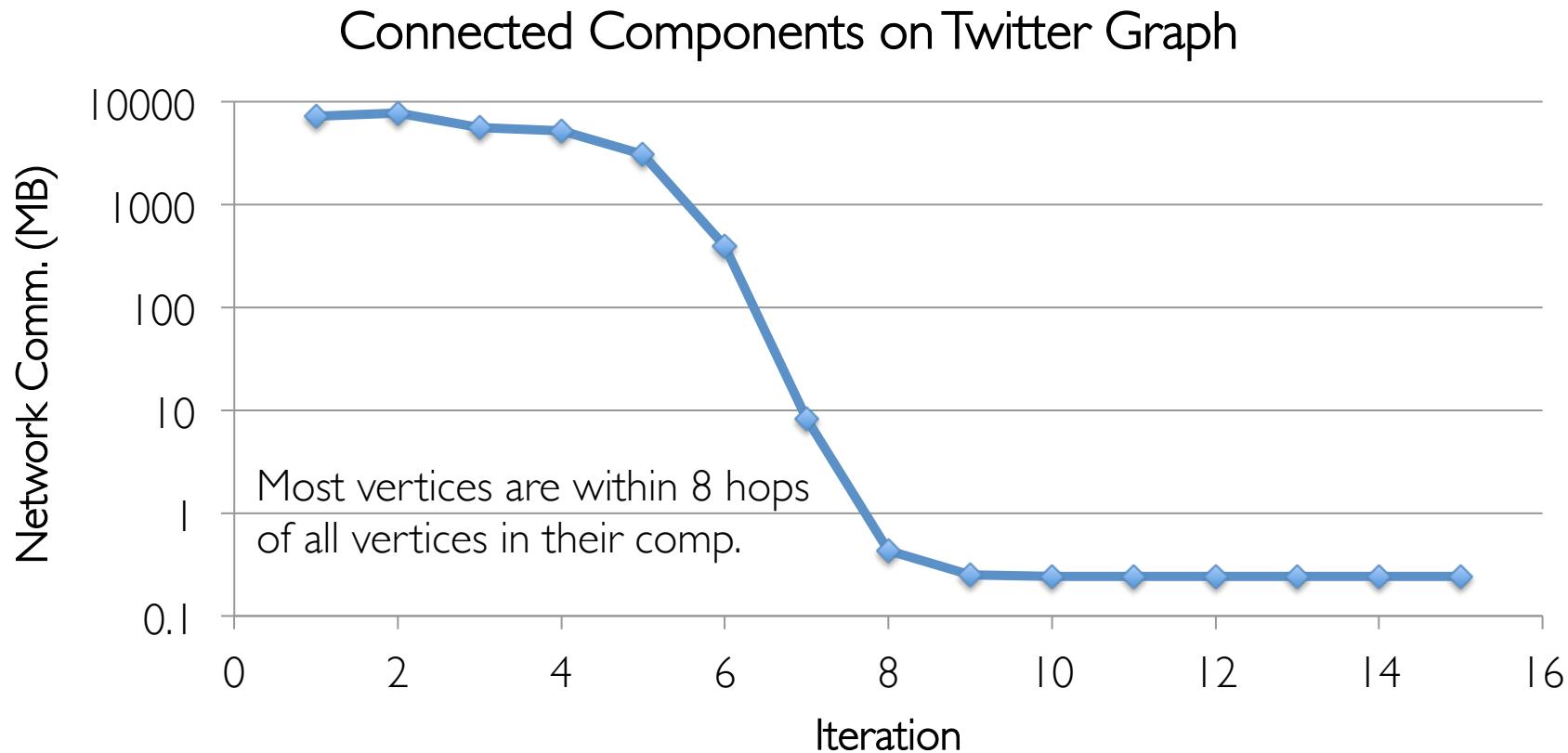
# Incremental Updates for Iterative mrTriplets



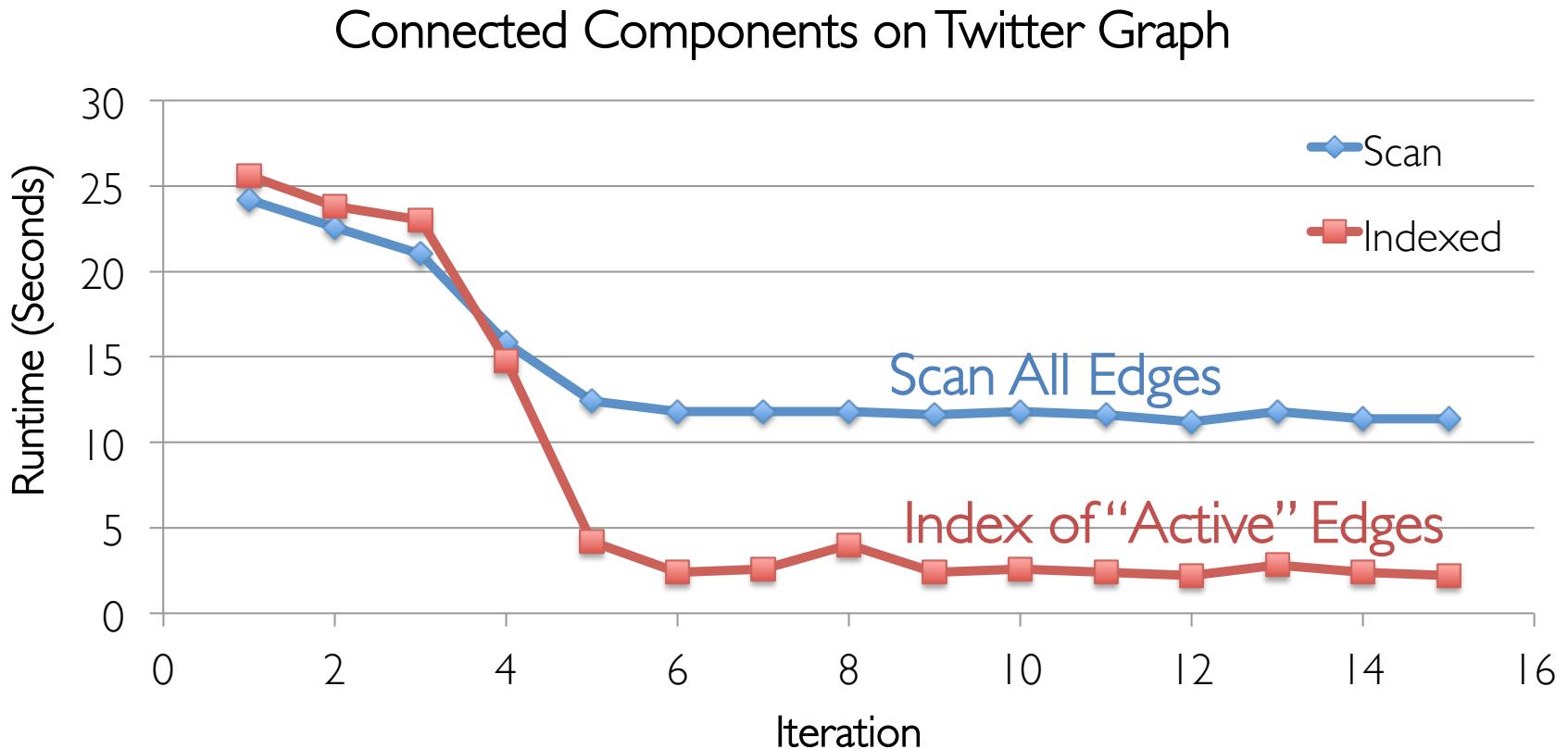
# Aggregation for Iterative mrTriplets



# Reduction in Communication Due to Cached Updates



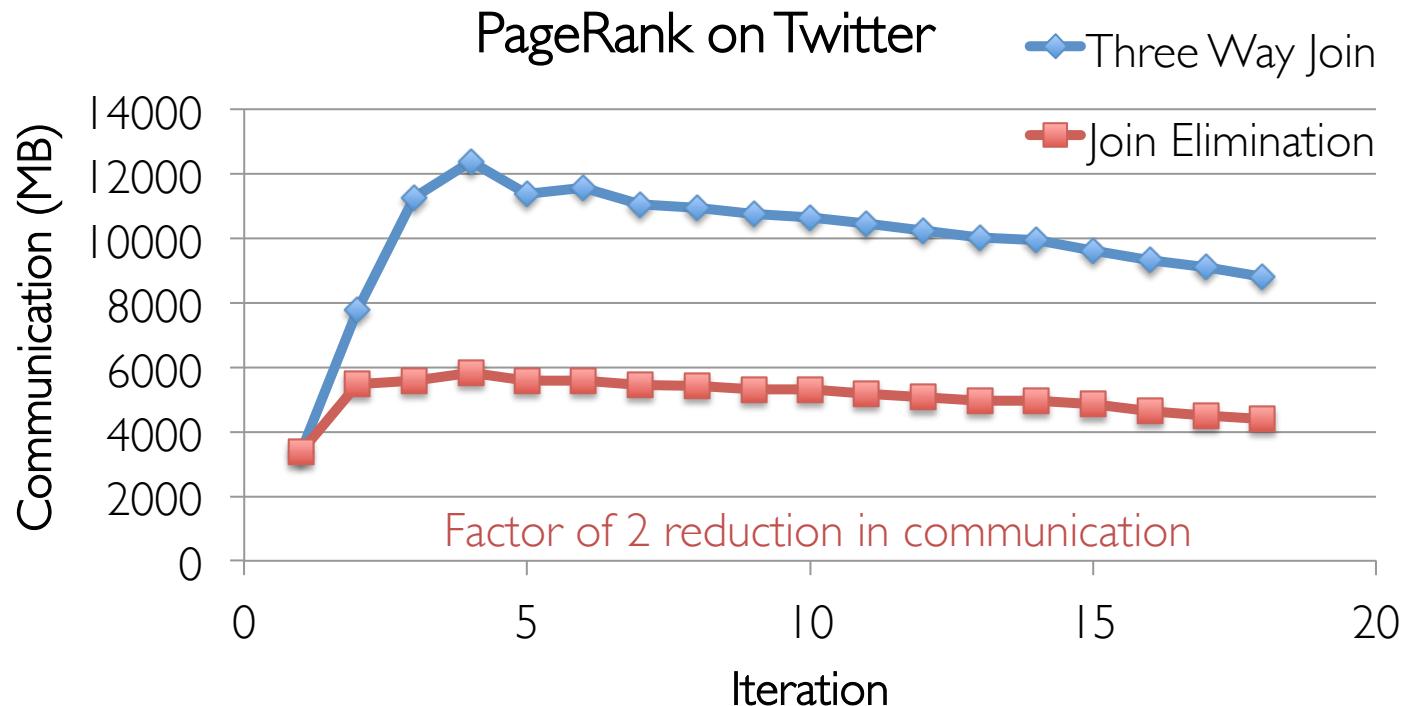
# Benefit of Indexing Active Edges



# Join Elimination

Identify and bypass joins for unused triplets fields

» Example: PageRank only accesses source attribute



# Additional Query Optimizations

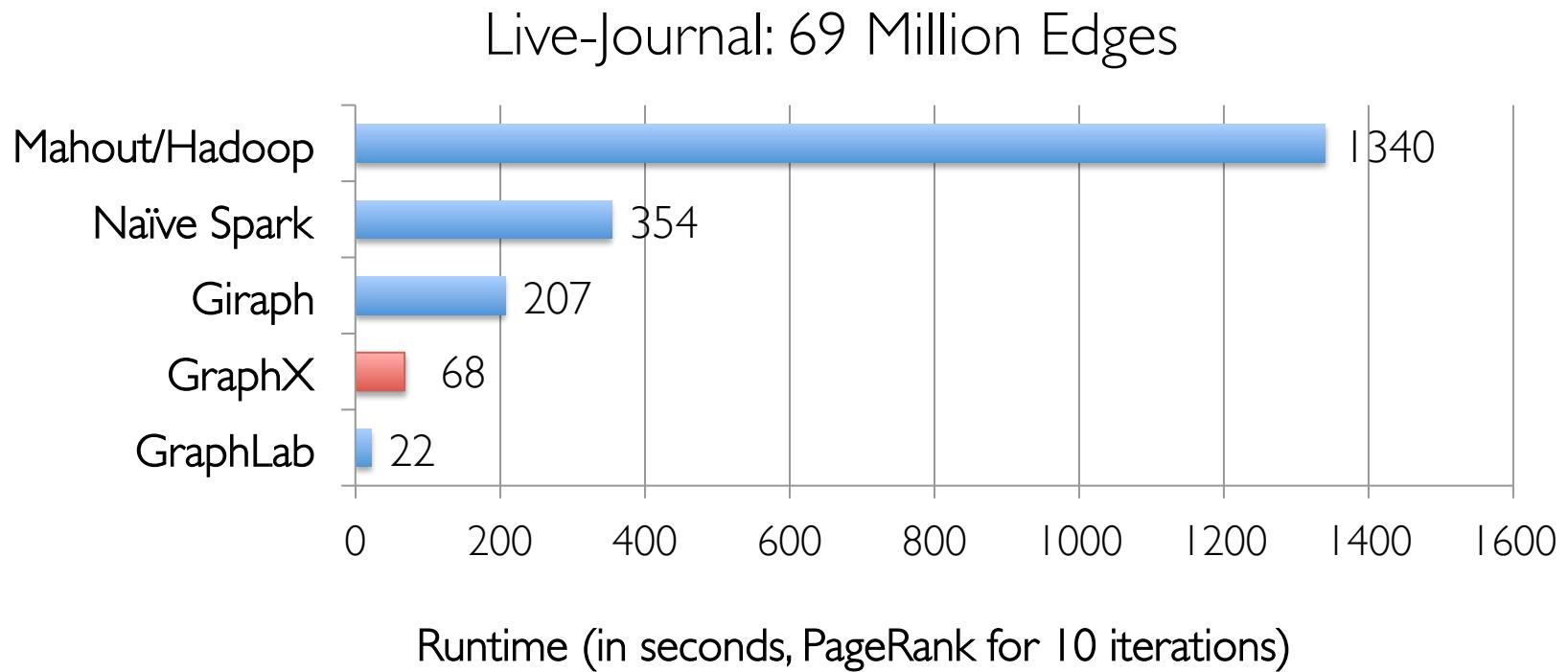
Indexing and Bitmaps:

- » To accelerate joins across graphs
- » To efficiently construct sub-graphs

Substantial Index and Data Reuse:

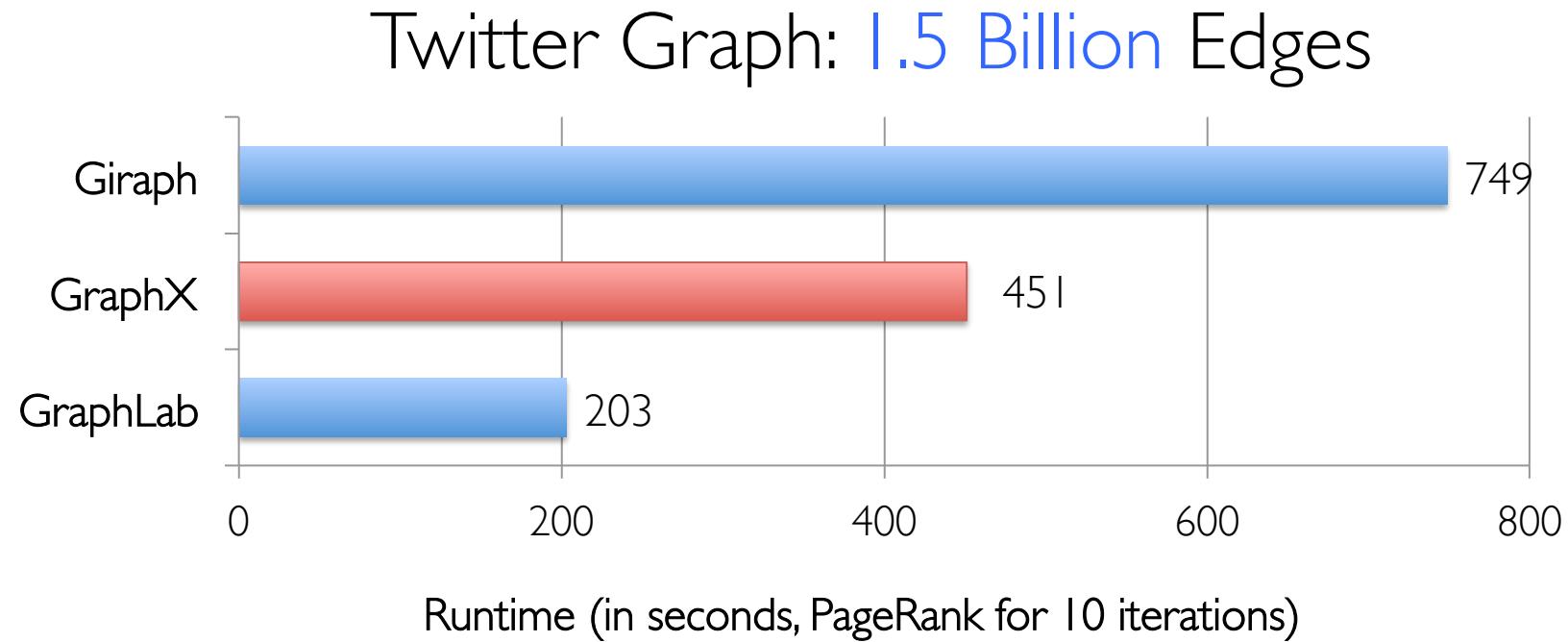
- » Reuse routing tables across graphs and sub-graphs
- » Reuse edge adjacency information and indices

# Performance Comparisons



GraphX is roughly *3x slower* than GraphLab

# GraphX scales to larger graphs



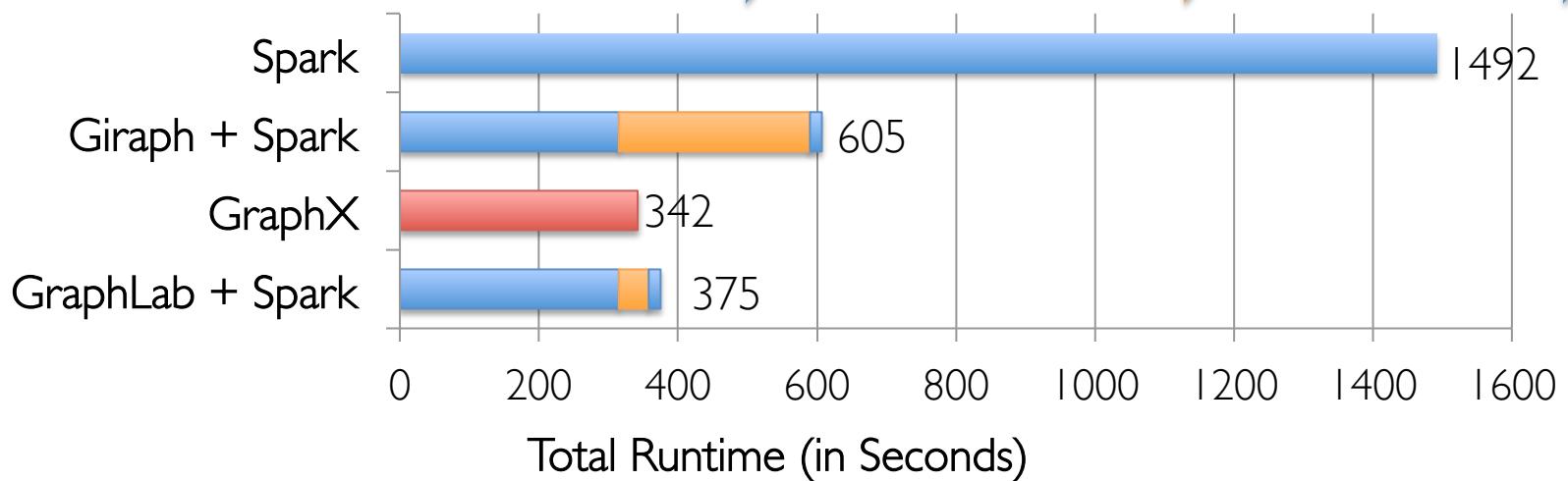
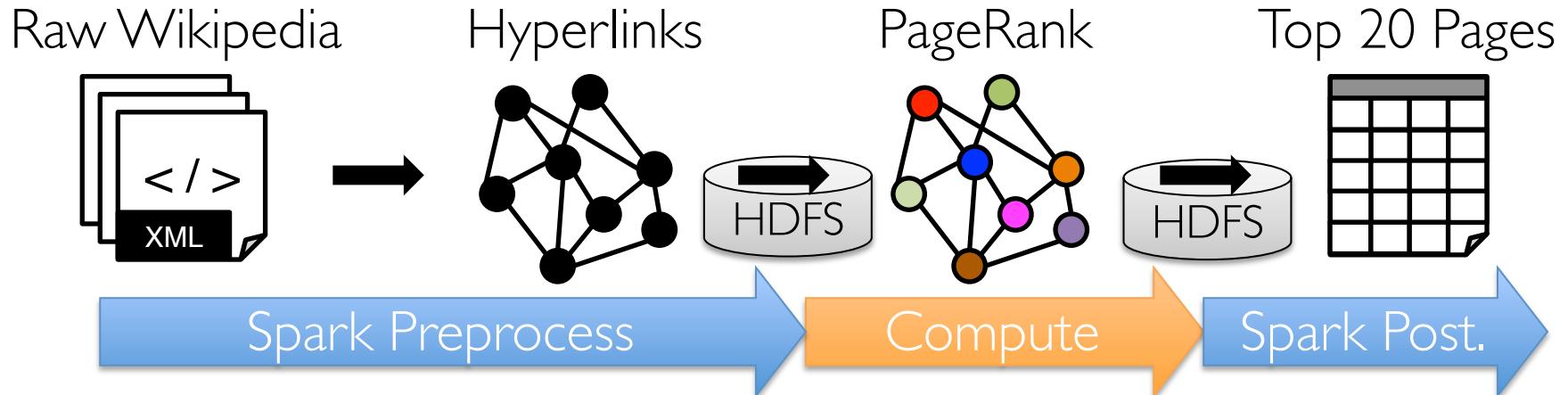
GraphX is roughly *2x slower* than GraphLab

- » Scala + Java overhead: Lambdas, GC time, ...
- » No shared memory parallelism: *2x increase* in comm.

PageRank is just one stage....

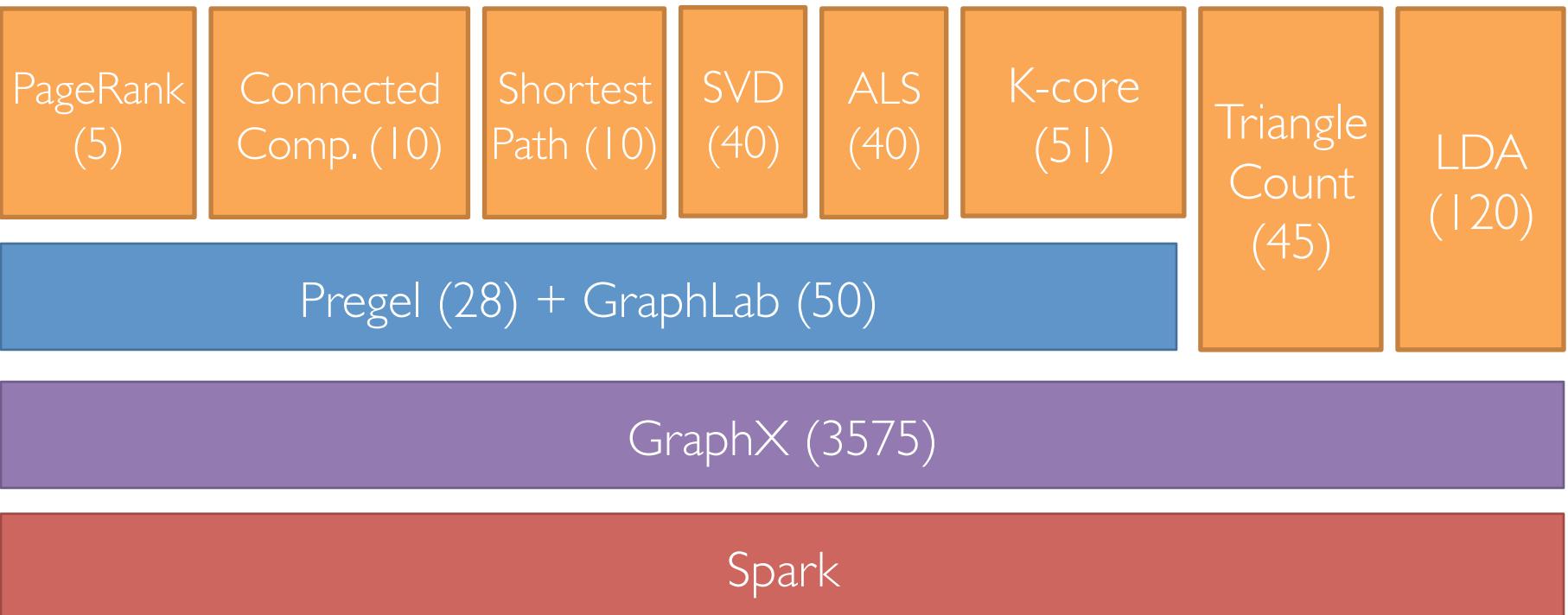
What about a pipeline?

# A Small Pipeline in GraphX



Timed end-to-end GraphX is *faster* than GraphLab

# The GraphX Stack (Lines of Code)



# Status

Alpha release as part of Spark 0.9

The screenshot shows the 'Overview' section of the GraphX Programming Guide. At the top, there's a navigation bar with links for Overview, Programming Guides, API Docs, Deploying, and More. Below the navigation is a logo featuring a network of colored nodes (purple, red, green, pink) connected by lines, next to a grid icon and the word 'GraphX'. The main content starts with a section titled 'Overview' which describes GraphX as the new (alpha) Spark API for graphs and graph-parallel computation. It highlights the Resilient Distributed Property Graph, fundamental operators like subgraph, joinVertices, and mapReduceTriplets, and an optimized variant of the Pregel API. It also mentions a growing collection of graph algorithms and builders. Below this is a section titled 'Background on Graph-Parallel Computation' which discusses the growing scale and importance of graph data and how graph-parallel systems like Giraph and GraphLab have addressed this. A diagram at the bottom illustrates the difference between Data-Parallel systems (like Hadoop and Spark) and Graph-Parallel systems. The Data-Parallel side shows a 'Table' with 'Row' entries being processed sequentially to produce a 'Result'. The Graph-Parallel side shows a 'Property Graph' with nodes and edges, associated with Pregel, GraphLab, and Giraph.

Seeking collaborators and feedback

# Conclusion and Observations

Domain specific views: *Tables and Graphs*

- » tables and graphs are first-class composable objects
- » specialized operators which exploit view semantics

Single system that efficiently spans the pipeline

- » minimize data movement and duplication
- » eliminates need to learn and manage multiple systems

Graphs through the lens of database systems

- » Graph-Parallel Pattern → Triplet joins in relational alg.
- » Graph Systems → Distributed join optimizations

# Active Research

## Static Data → Dynamic Data

- » Apply GraphX unified approach to time evolving data
- » Model and analyze relationships over time

## Serving Graph Structured Data

- » Allow external systems to interact with GraphX
- » Unify distributed graph databases with relational database technology

# Thanks!

<http://amplab.github.io/graphx/>

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[crankshaw@eecs.berkeley.edu](mailto:crankshaw@eecs.berkeley.edu)

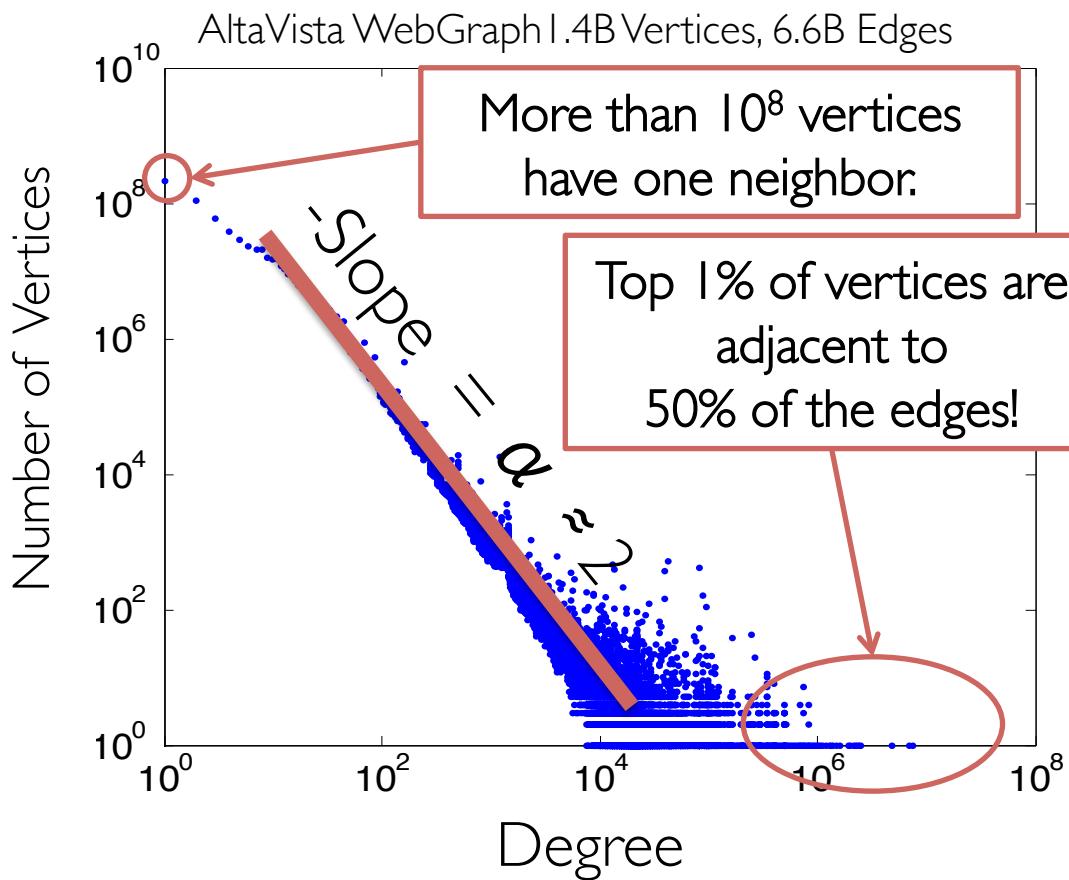
[rxin@eecs.berkeley.edu](mailto:rxin@eecs.berkeley.edu)

[jegonzal@eecs.berkeley.edu](mailto:jegonzal@eecs.berkeley.edu)

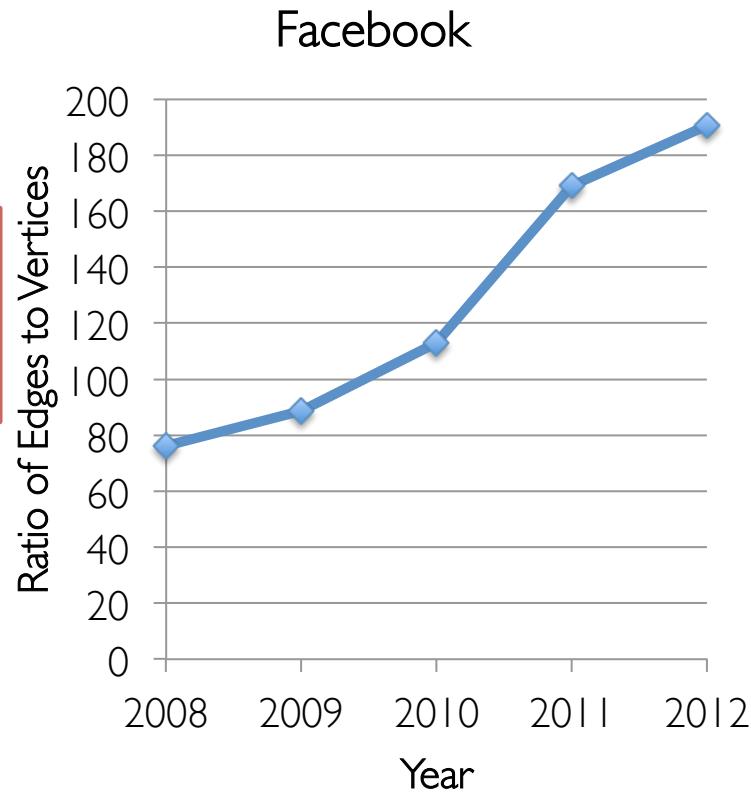
# Graph Property I

## Real-World Graphs

Power-Law Degree Distribution

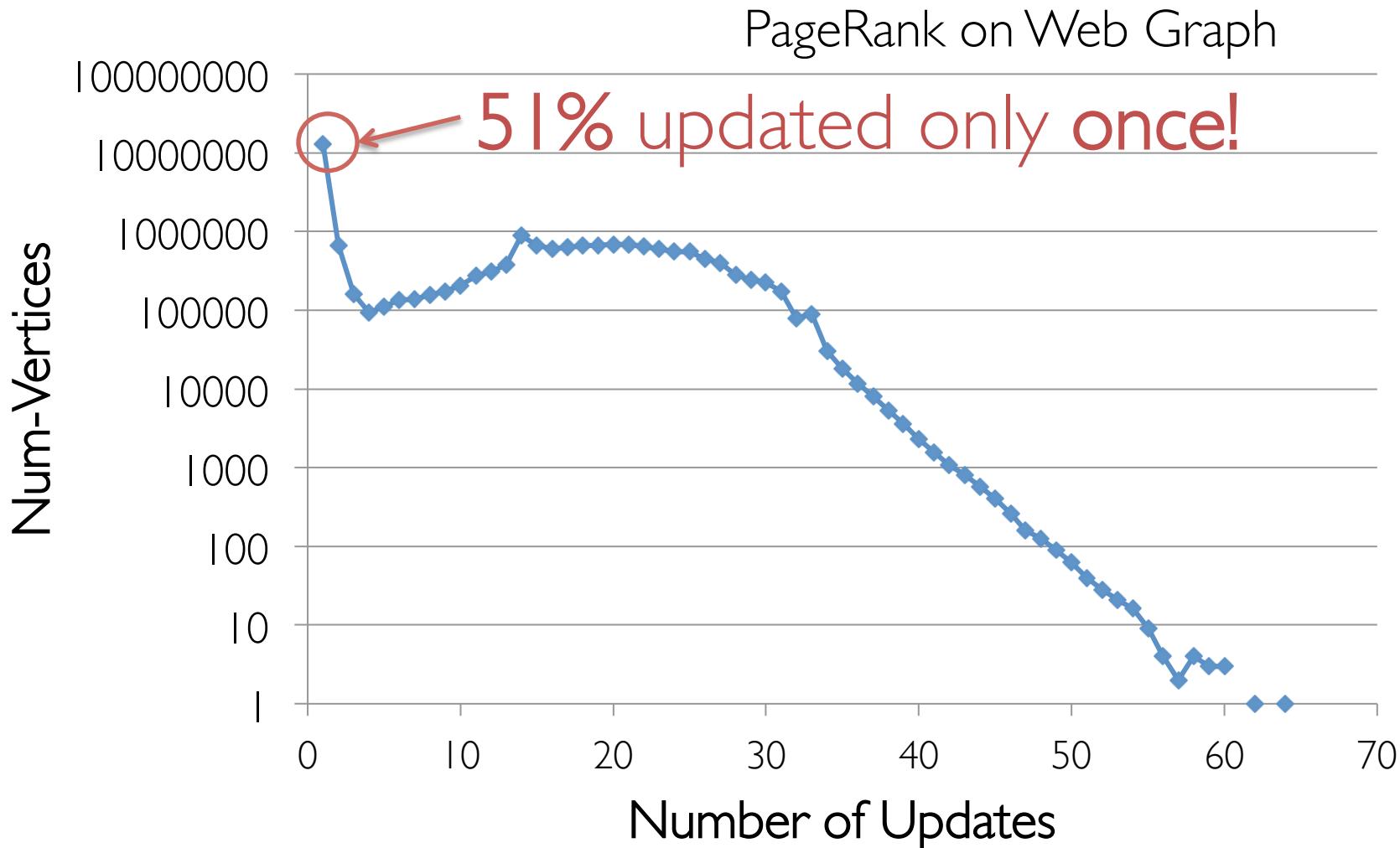


Edges >> Vertices



# Graph Property 2

## Active Vertices



# Graphs are Essential to Data Mining and Machine Learning

Identify influential people and information

Find communities

Understand people's shared interests

Model complex data dependencies

# Recommending Products

Users



Ratings

☆

☆

☆

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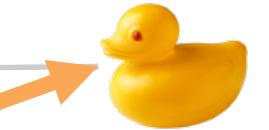
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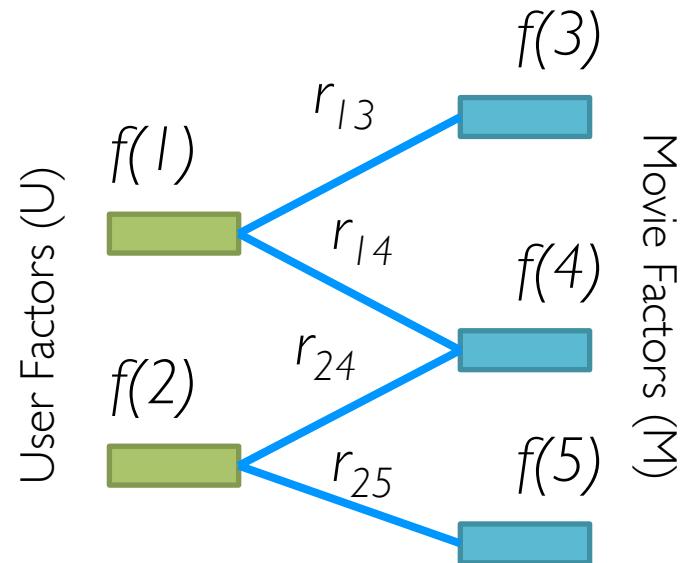
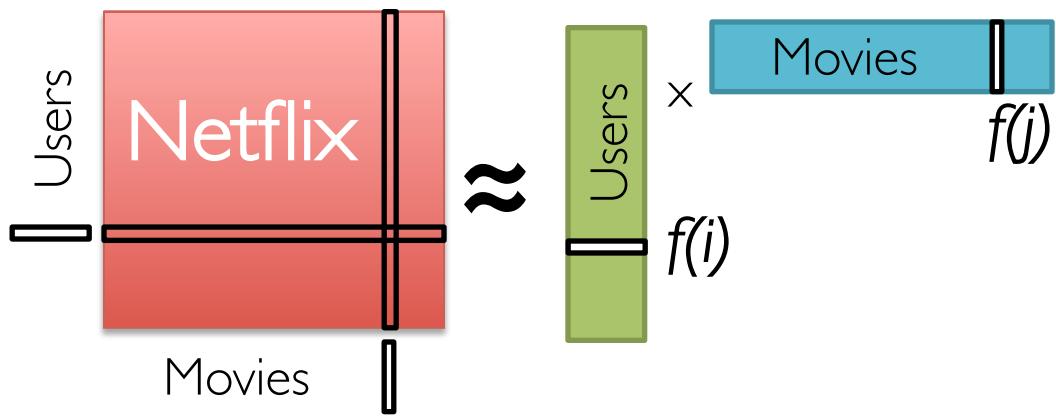
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Items



# Recommending Products

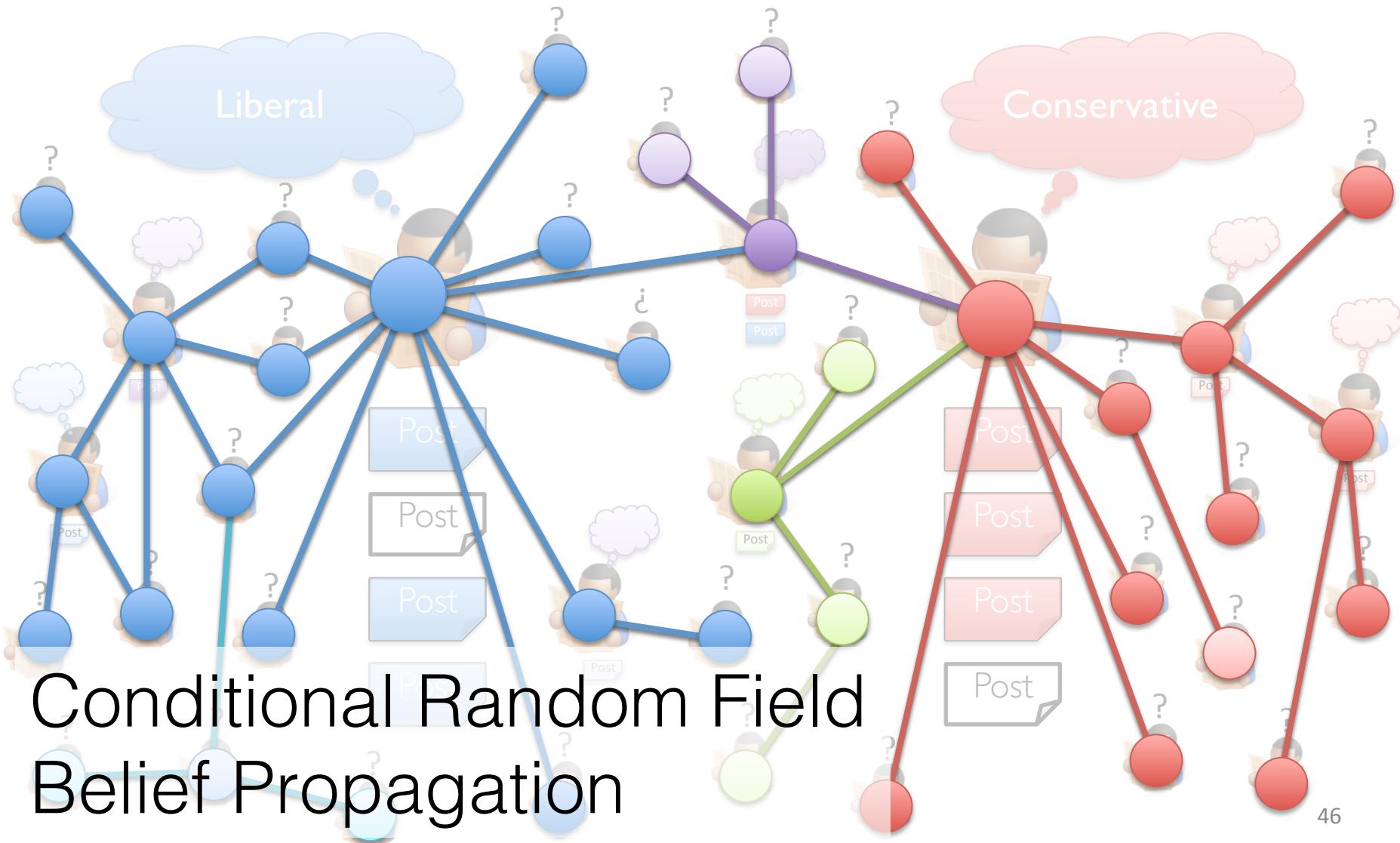
Low-Rank Matrix Factorization:



Iterate:

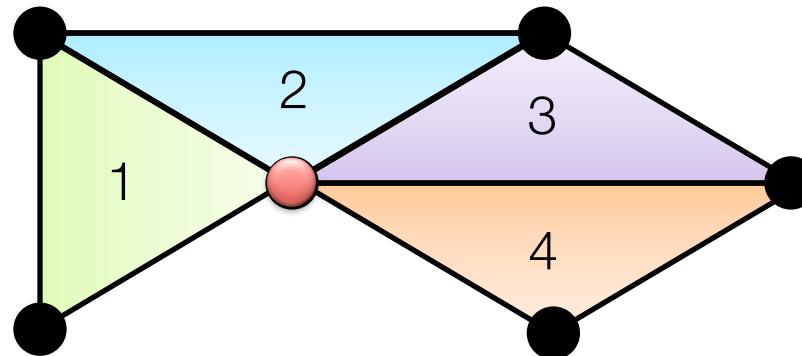
$$f[i] = \arg \min_{w \in \mathbb{R}^d} \sum_{j \in \text{Nbrs}(i)} (r_{ij} - w^T f[j])^2 + \lambda ||w||_2^2$$

# Predicting User Behavior



# Finding Communities

Count triangles passing through each vertex:



Measures “cohesiveness” of local community



Fewer Triangles  
Weaker Community



More Triangles  
Stronger Community

# Example Graph Analytics Pipeline

Preprocessing

