



A Pattern-Aware Graph Mining System

Kasra Jamshidi Rakesh Mahadasa Keval Vora Simon Fraser University

https://github.com/pdclab/peregrine

Why should you pay attention?

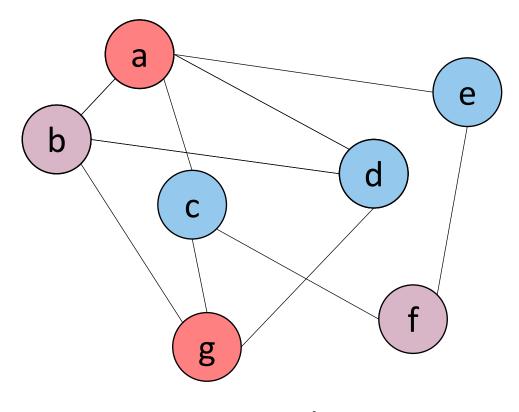
Peregrine executes 700x faster

Peregrine consumes 100x less memory

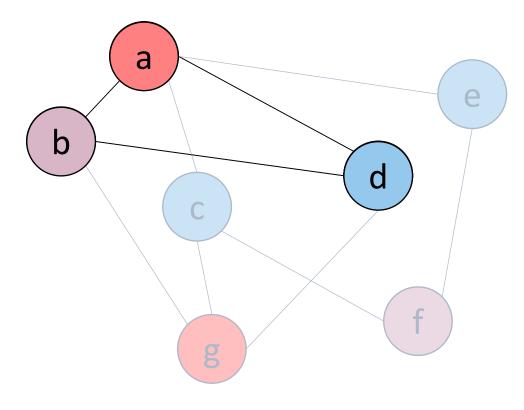
Peregrine scales to 100x larger datasets

On 8x fewer machines

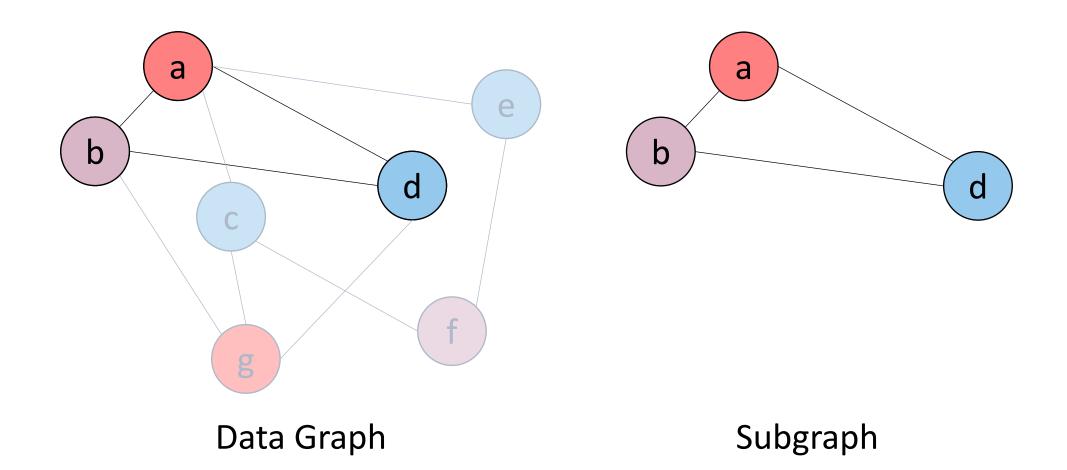
With a more expressive API

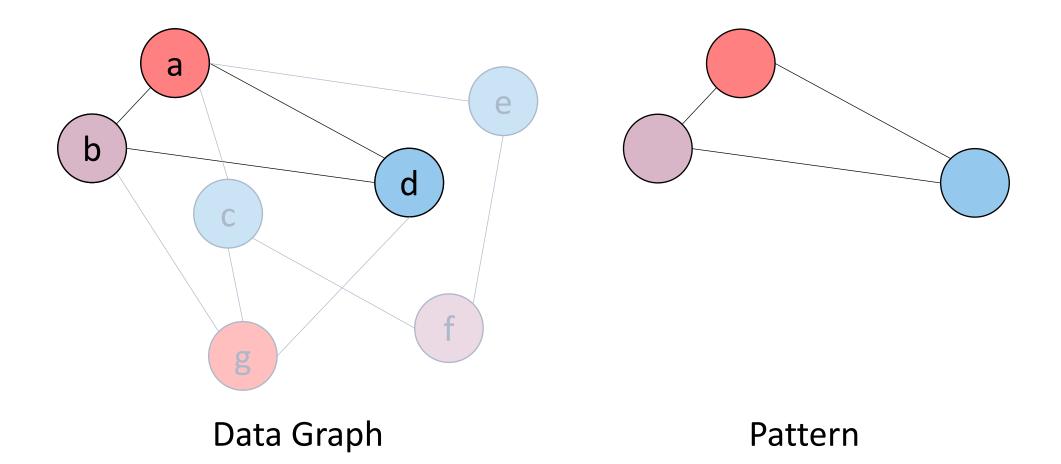


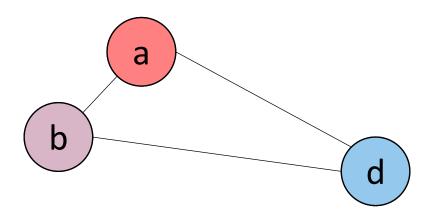
Data Graph



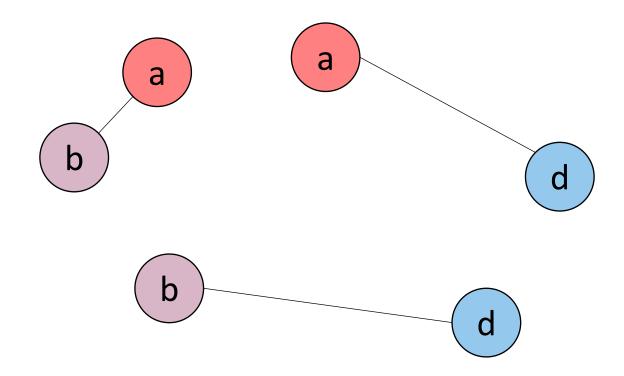
Data Graph



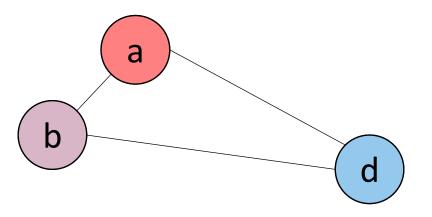




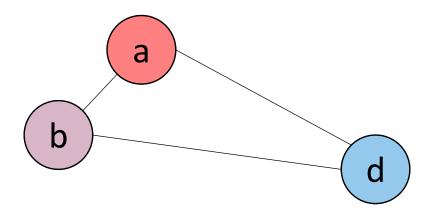
Edge-Induced



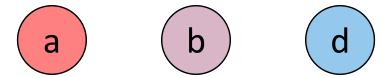
Edge-Induced



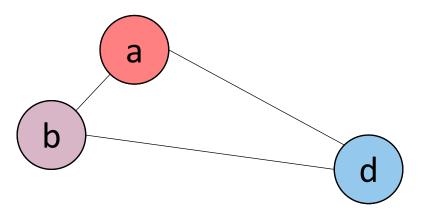
Edge-Induced



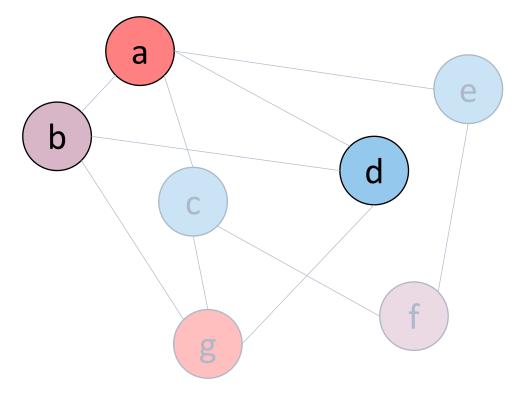
Vertex-Induced



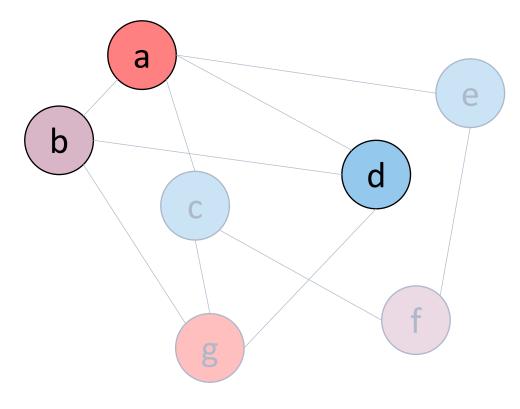
Vertex-Induced



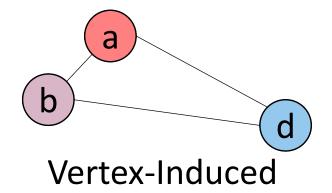
Vertex-Induced

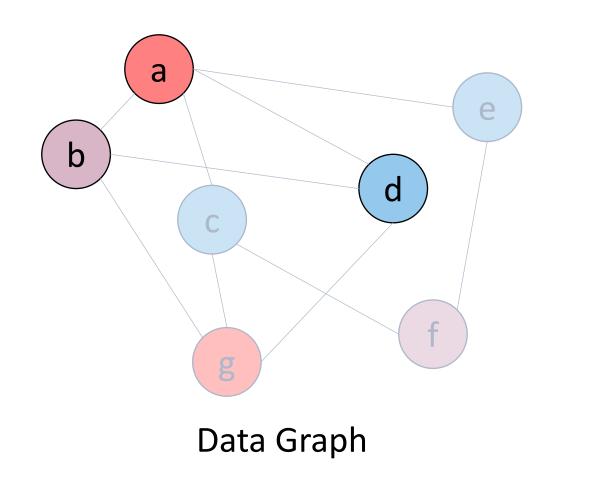


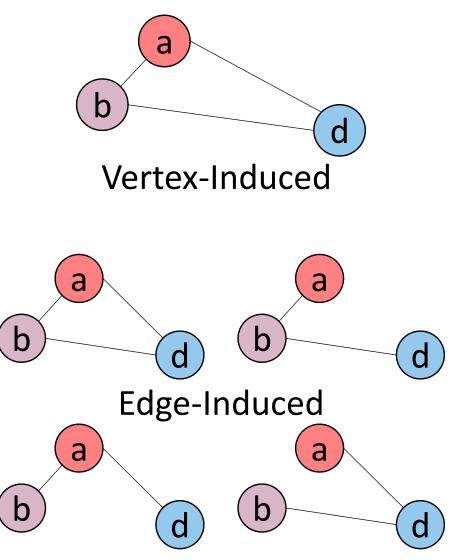
Data Graph

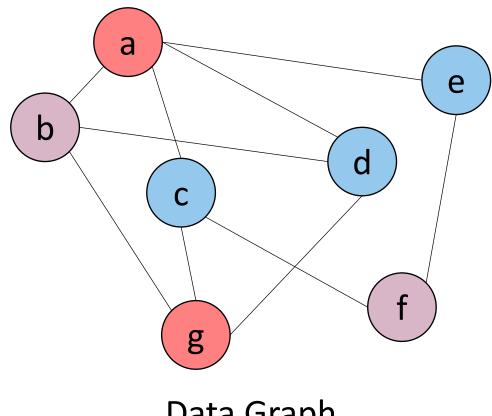


Data Graph

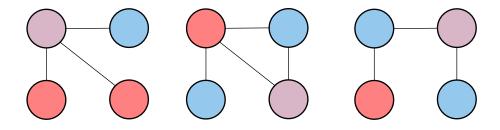




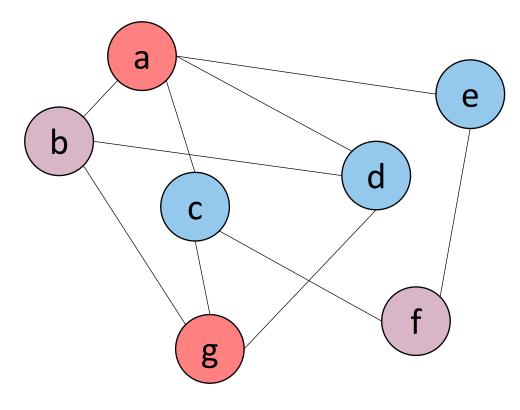




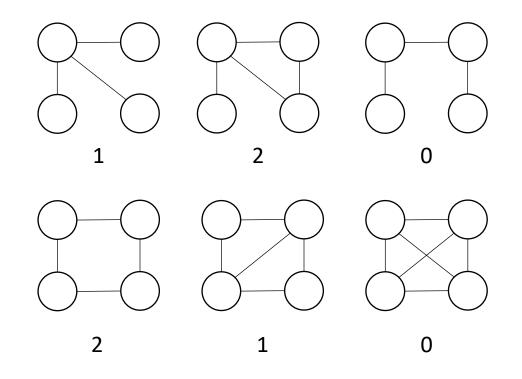
Data Graph



Frequent Patterns (Edge-Induced)



Data Graph

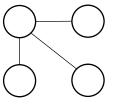


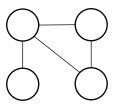
Unlabeled Pattern Distribution (Vertex-Induced)

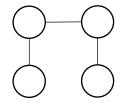
Scalability Challenge

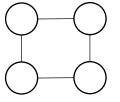
Scalability Challenge

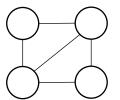
• 4-motif counting on Orkut graph (|V| = 13M, |E| = 117M)

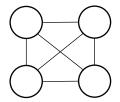






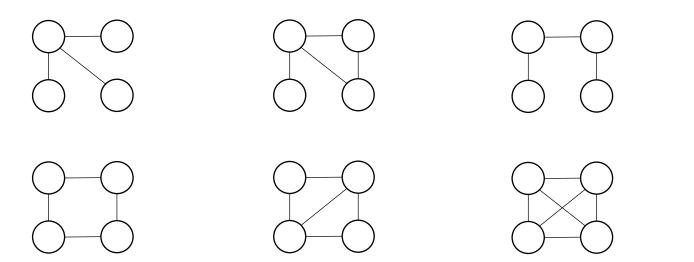






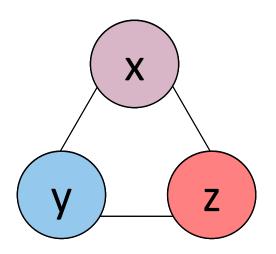
Scalability Challenge

• 4-motif counting on Orkut graph (|V| = 13M, |E| = 117M)

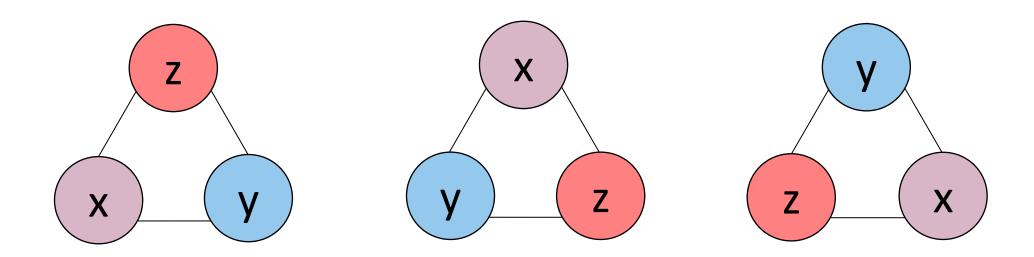


123,503,340,341,270 subgraphs

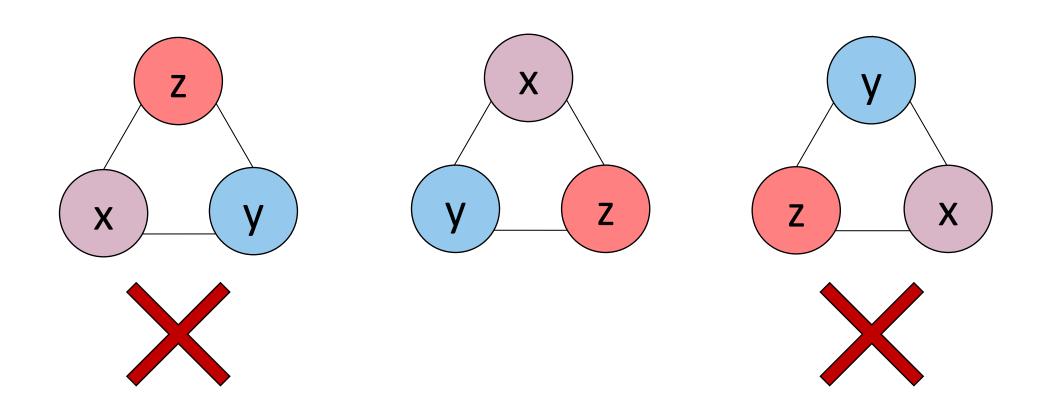
Uniqueness



Uniqueness

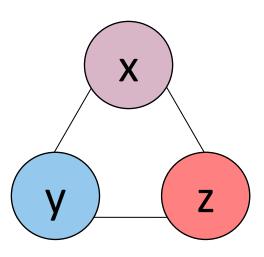


Uniqueness



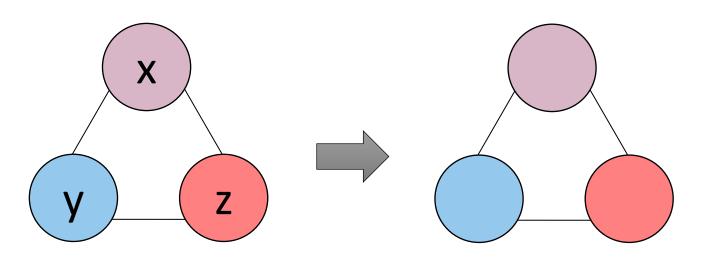
Uniqueness

Structure



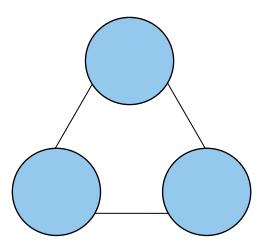
Uniqueness

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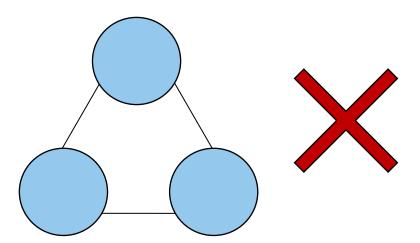
Uniqueness

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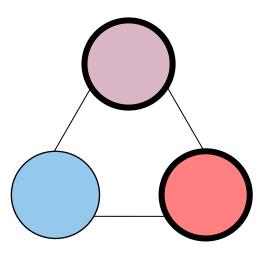
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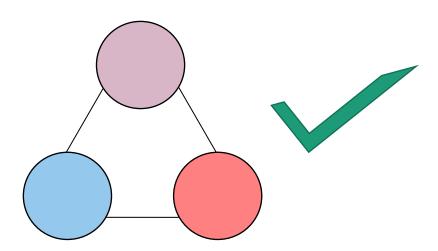
Uniqueness

Structure



Uniqueness

Structure



Existing Work

Uniqueness

Structure

Interestingness

Arabesque (SOSP '15)

RStream (OSDI '18)

Fractal (SIGMOD '19)

AutoMine (SOSP '19)

Existing Work

Uniqueness

Structure

Interestingness

Arabesque (SOSP '15)

RStream (OSDI '18)

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AutoMine (SOSP '19)

Overlook user requirements

Existing Work

Uniqueness

Structure

Interestingness

Arabesque (SOSP '15)

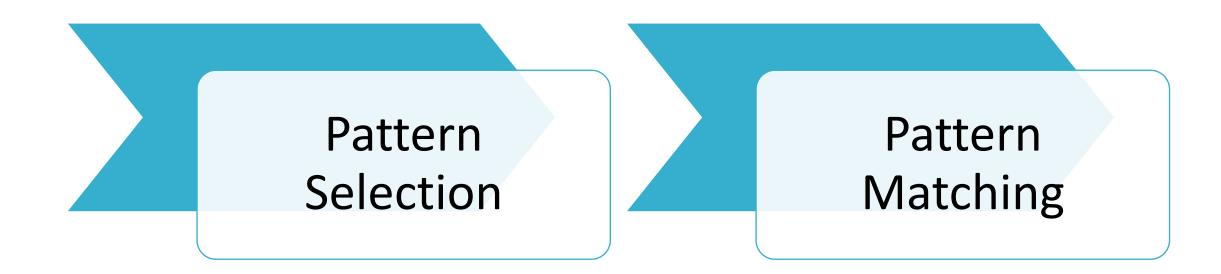
RStream (OSDI '18)

Fractal (SIGMOD '19)

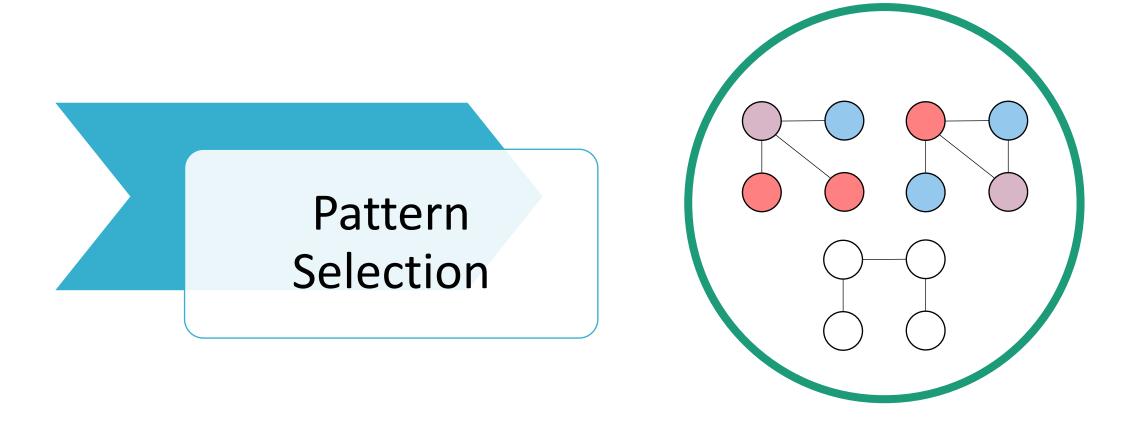
AutoMine (SOSP '19)

Overlook user requirements Per-subgraph computations









```
#include "Peregrine.hh"
using namespace Peregrine;
void motifCounting(int size)
   DataGraph G("path/to/graph/");
   auto patterns = PatternGenerator::all(size, VERTEX INDUCED);
   auto counts = count(G, patterns);
   for (auto &[pattern, n] : counts)
     std::cout << pattern << " " << n << std::endl;</pre>
```

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```

```
DataGraph G("path/to/graph/");
auto patterns = PatternGenerator::all(size, VERTEX_INDUCED);
patterns[0].set_labels({'a', 'b', 'c', 'd'});
auto counts = count(G, patterns);
```

```
DataGraph G("path/to/graph/");
auto patterns = PatternGenerator::all(size, VERTEX_INDUCED);
patterns[0].set_labels({'a', 'b', 'c', 'd'});
patterns[0].add edge(1, 5);
auto counts = count(G, patterns);
```

```
DataGraph G("path/to/graph/");
auto patterns = PatternGenerator::all(size, VERTEX_INDUCED);
patterns[0].set_labels({'a', 'b', 'c', 'd'});
patterns[0].add_edge(1, 5);
patterns.emplace_back("path/to/pattern.txt");
auto counts = count(G, patterns);
```

```
DataGraph G("path/to/graph/");
-auto patterns = PatternGenerator::all(size, VERTEX_INDUCED
auto pattern = Pattern().add_edge(1, 2)
                  .add_edge(1, 3)
                  .add_edge(2, 3);
auto counts = count(G, {pattern});
```

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using namespace Peregrine;
void motifCounting(int size)
   DataGraph G("path/to/graph/");
   auto patterns = PatternGenerator::all(size, VERTEX INDUCED);
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     std::cout << pattern << " " << n << std::endl;</pre>
```

```
void frequentSubgraphMining()
   DataGraph G("path/to/graph/");
   auto patterns = PatternGenerator::all(2, EDGE INDUCED);
   auto mapDomain = [](auto &&match, auto &&aggregator)
      { aggregator.map(match.pattern, match.mapping); };
   auto results = match<Pattern, Domain>(G, patterns, mapDomain);
   for (auto &[pattern, frequency] : results)
     std::cout << pattern << " " << frequency << std::endl;</pre>
```

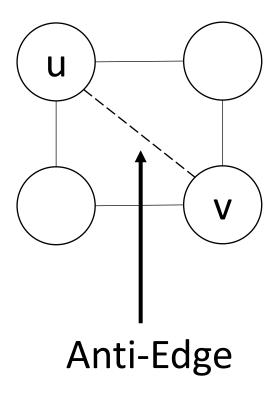
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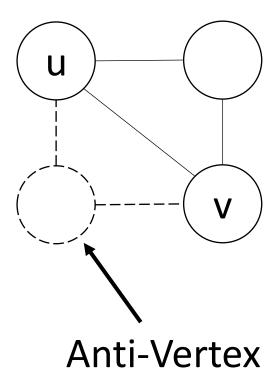
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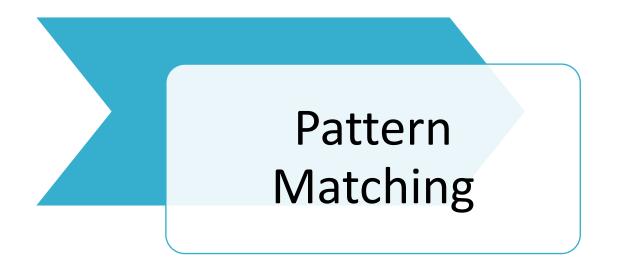




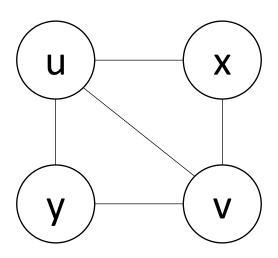


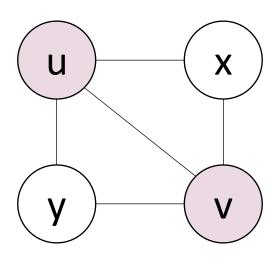


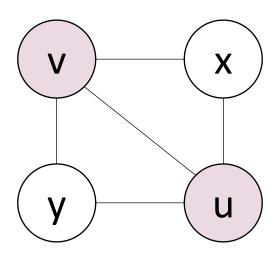


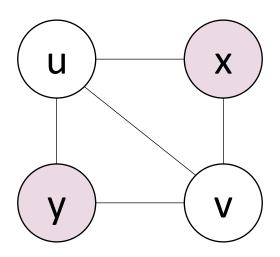


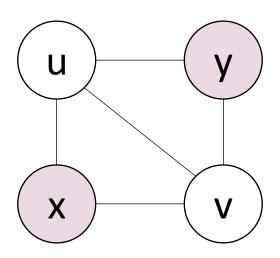
- Symmetry breaking (RECOMB '07)
- Core pattern reduction (SIGMOD '16)

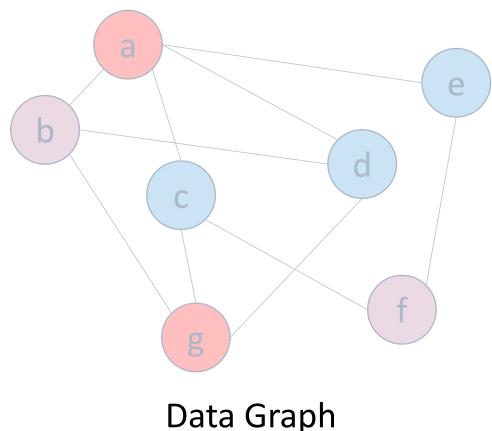




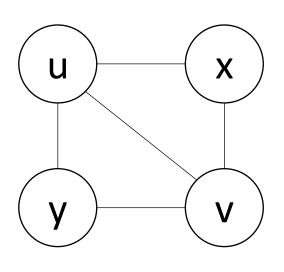




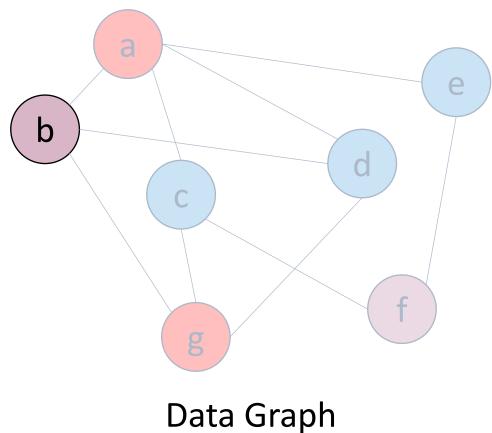


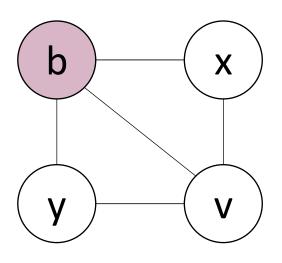


Data Graph

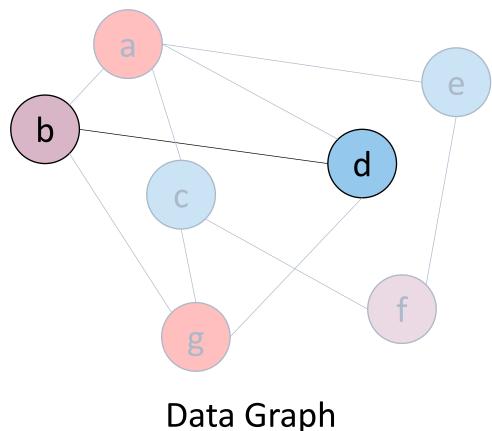


Worker 1

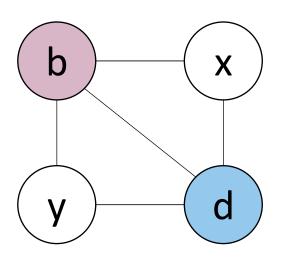




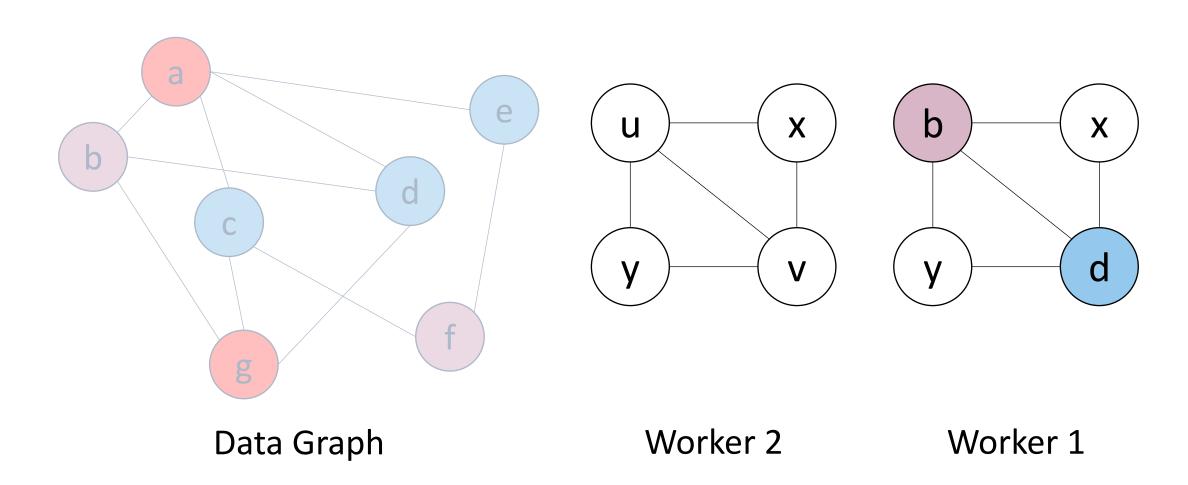
Worker 1

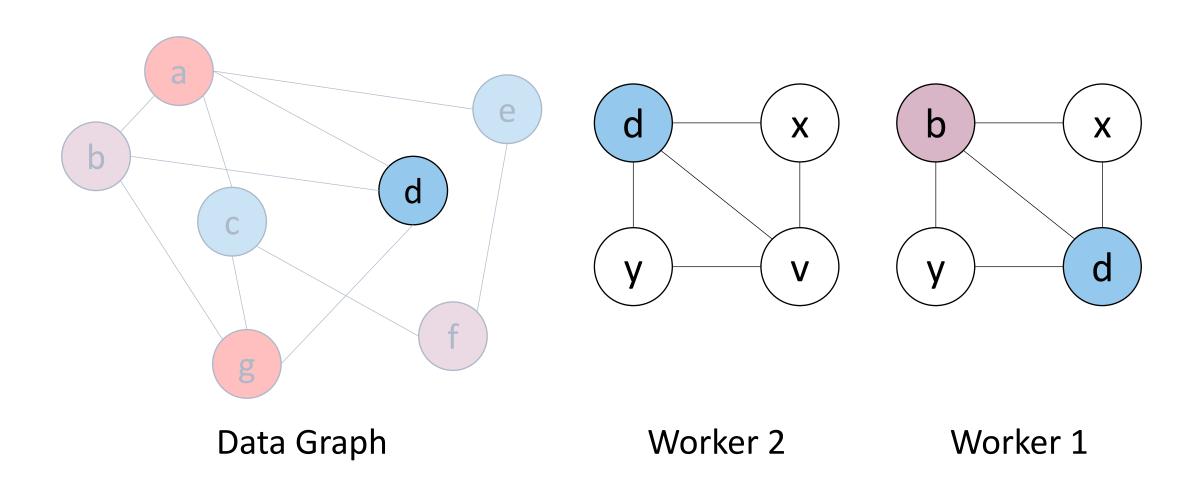


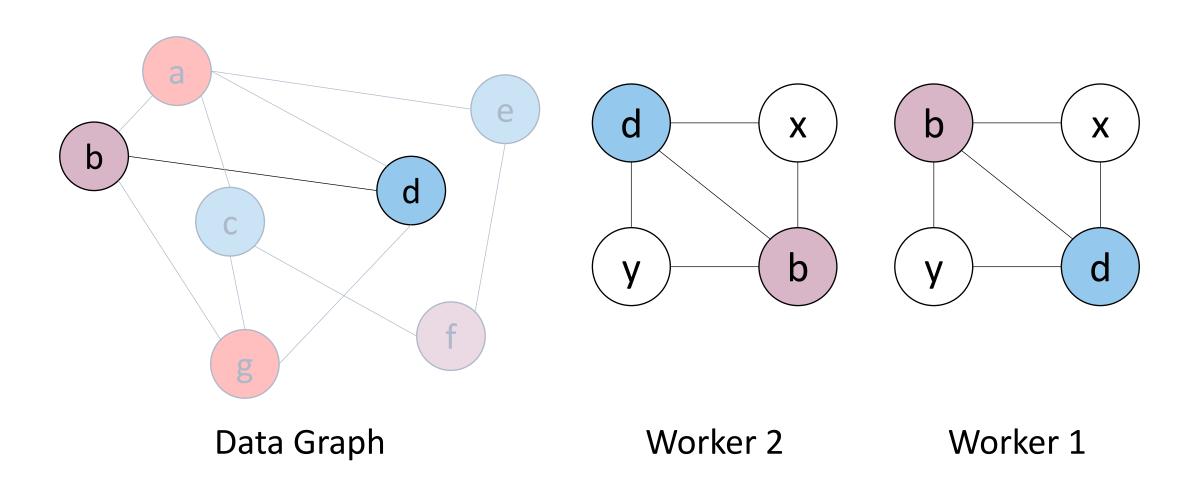
Data Graph

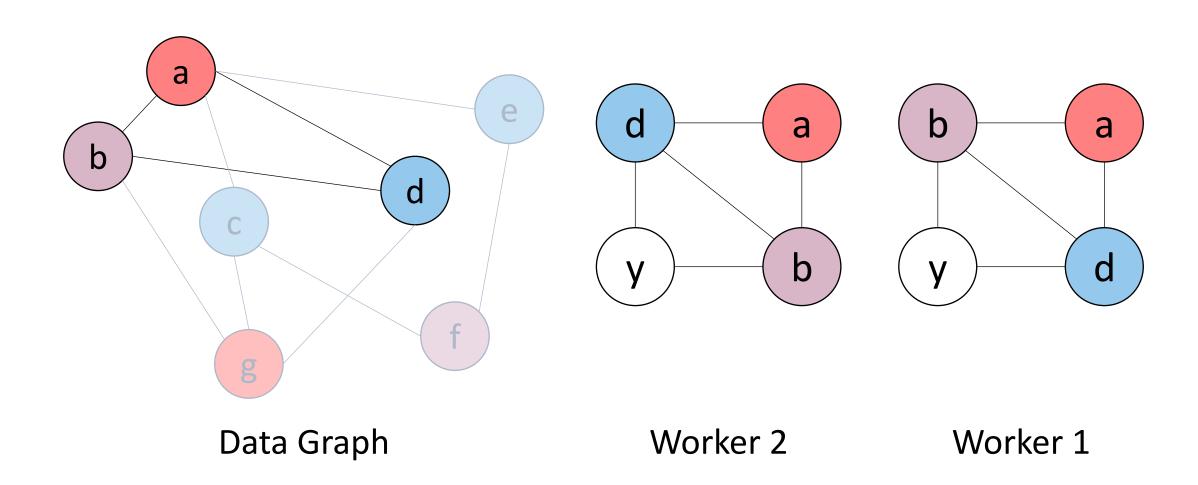


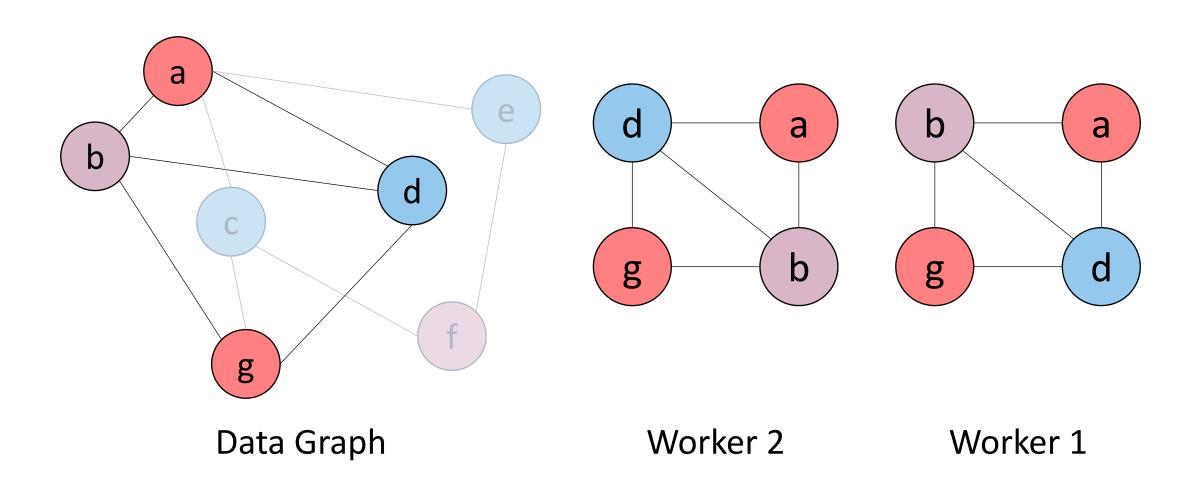
Worker 1

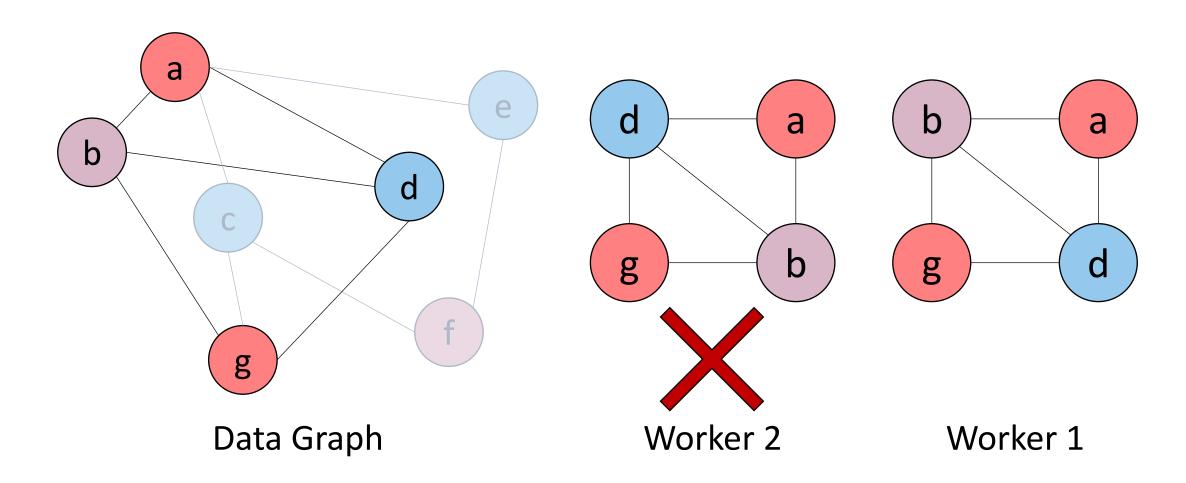


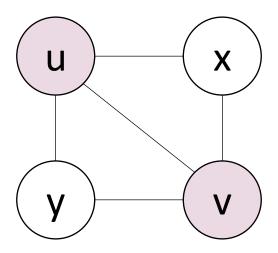




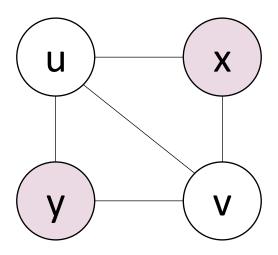




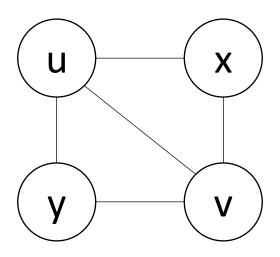




u < v

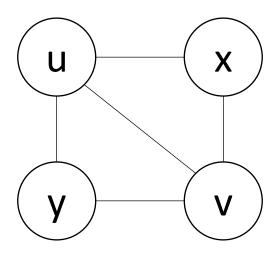


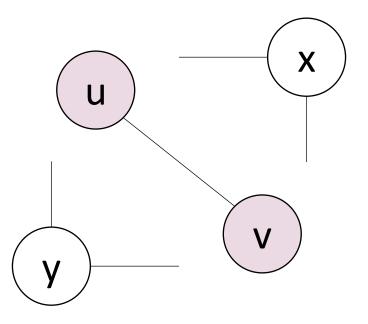
x < y

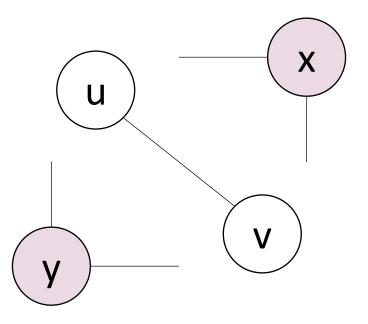


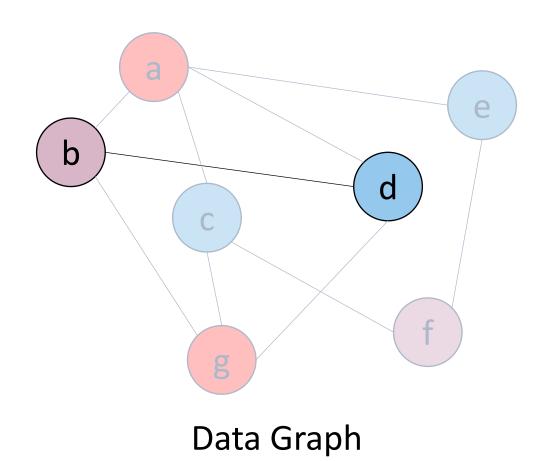
u < v

x < y



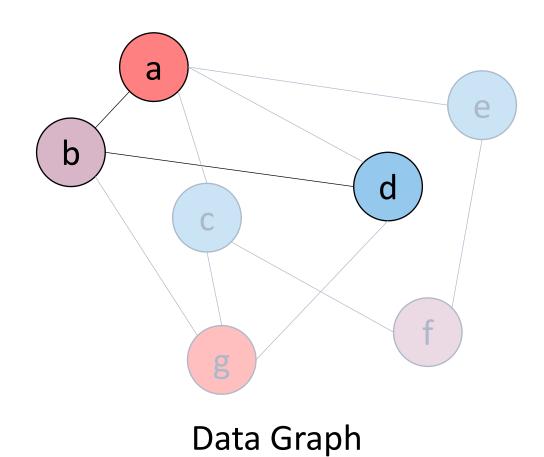






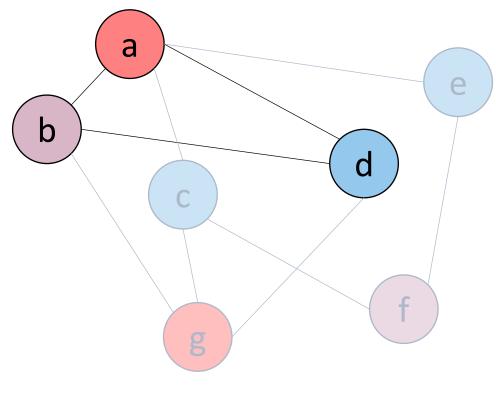
b

Pattern-Unaware

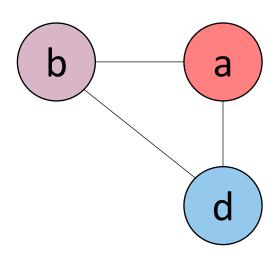


b a

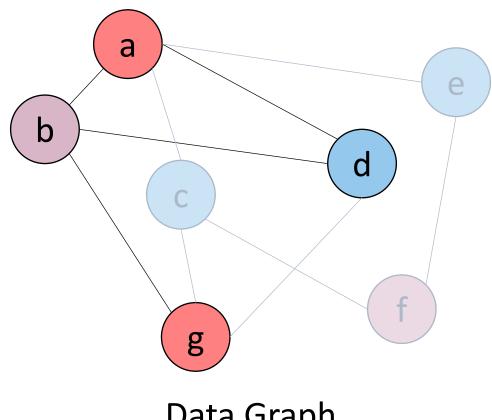
Pattern-Unaware



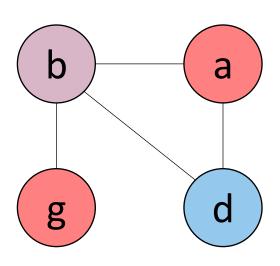
Data Graph



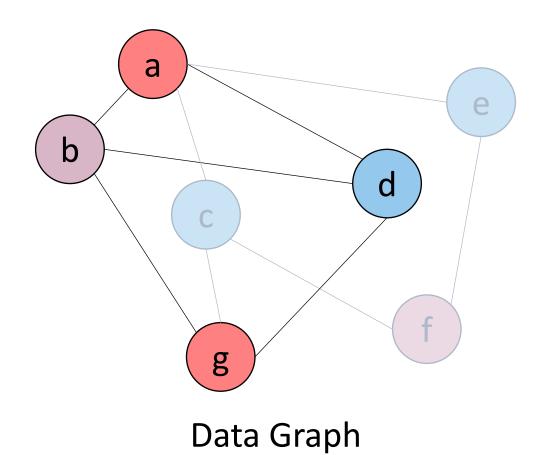
Pattern-Unaware



Data Graph

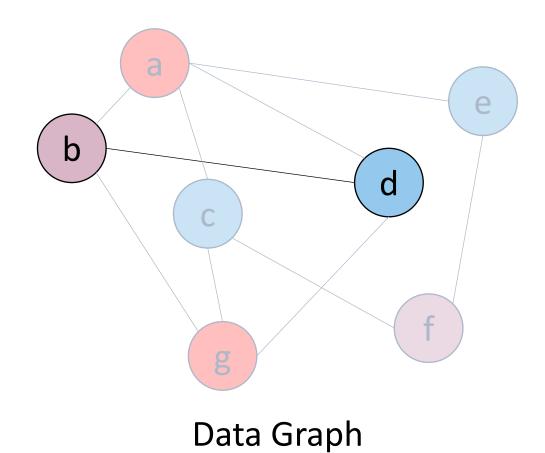


Pattern-Unaware



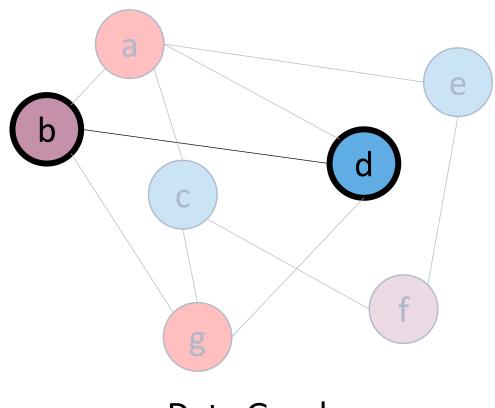
b a d

Pattern-Unaware

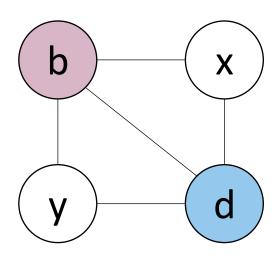


Pattern-Aware

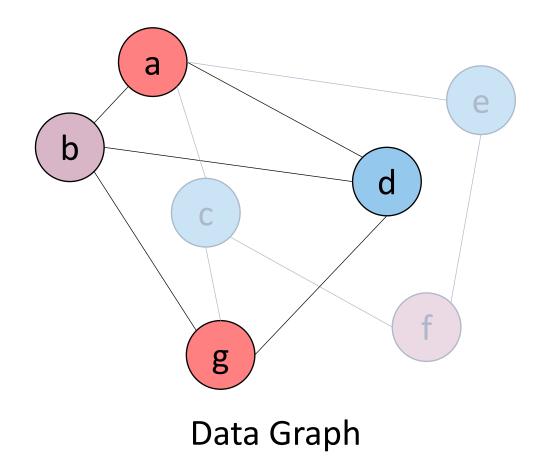
b



Data Graph

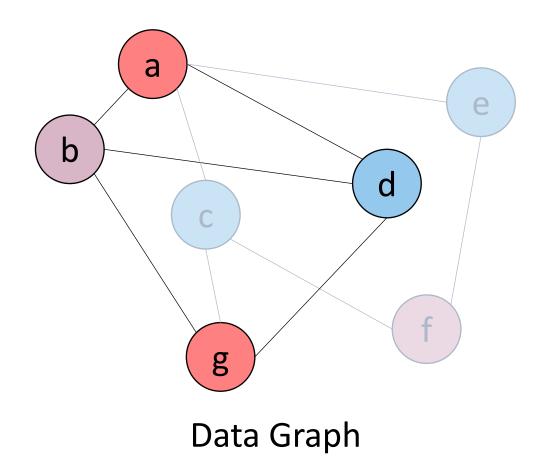


Pattern-Aware



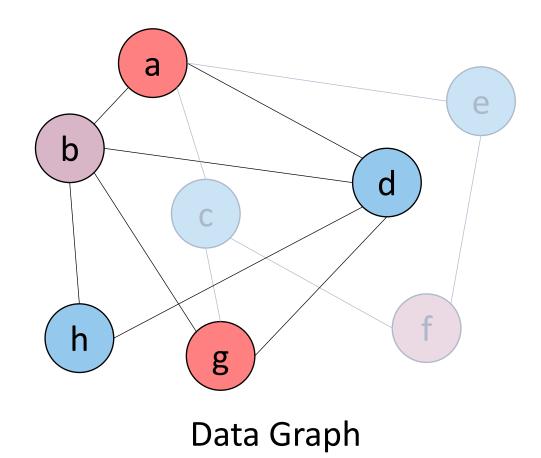
b x d

Pattern-Aware



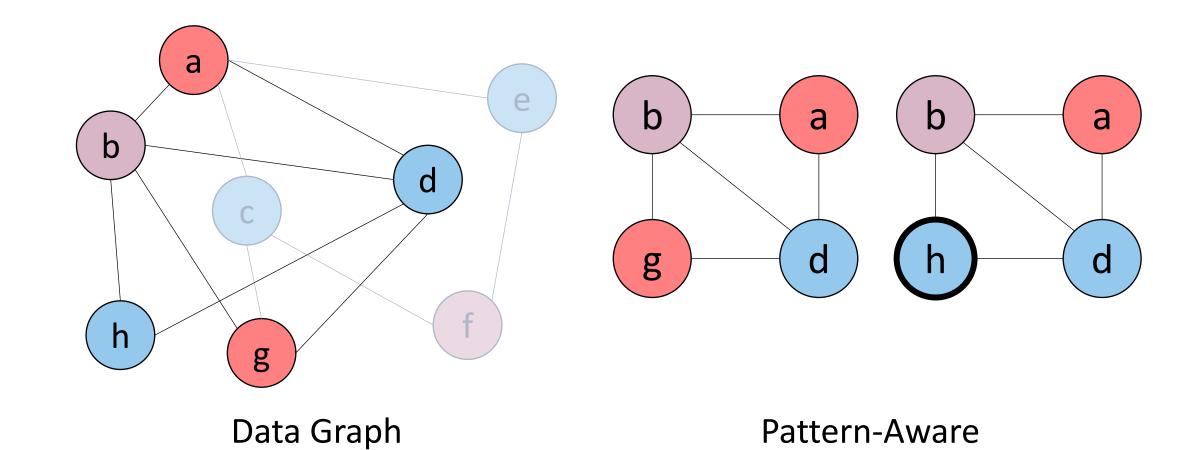
b a d

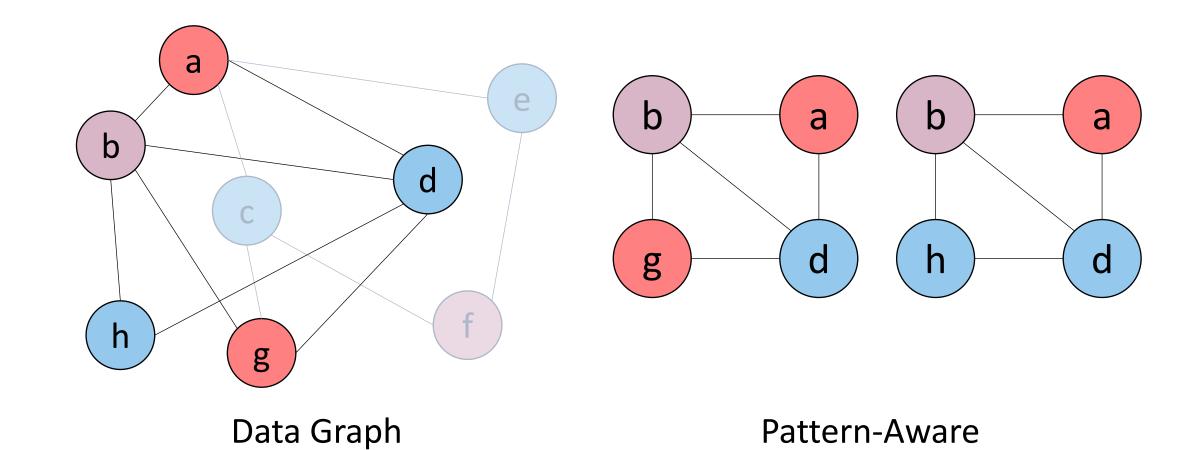
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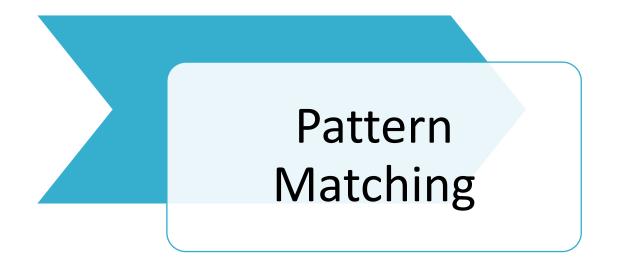
b a d

Pattern-Aware





Pattern Awareness



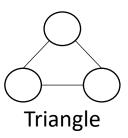
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Pattern Awareness

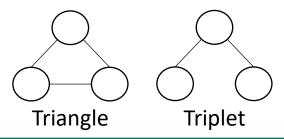


```
bool globalClusteringCoefficient(int bound)
 DataGraph G("path/to/graph/");
 auto triplet = PatternGenerator::star(3);
 int numTriplets = count(G, {triplet});
  auto countAndCheck = [=](auto &&match, auto &&aggregator)
   int numTriangles = aggregator.readValue(match.pattern);
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   else aggregator.map(match.pattern, 1);
  auto triangle = PatternGenerator::clique(3);
  auto result = match<Pattern, int>(G, triangle, countAndCheck);
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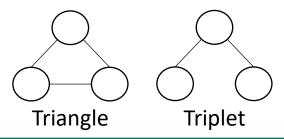
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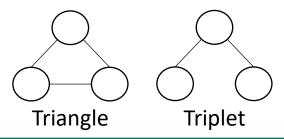
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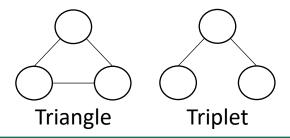
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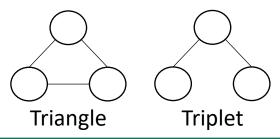
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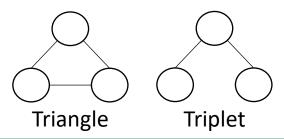
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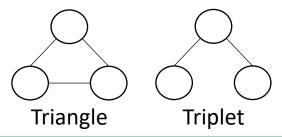
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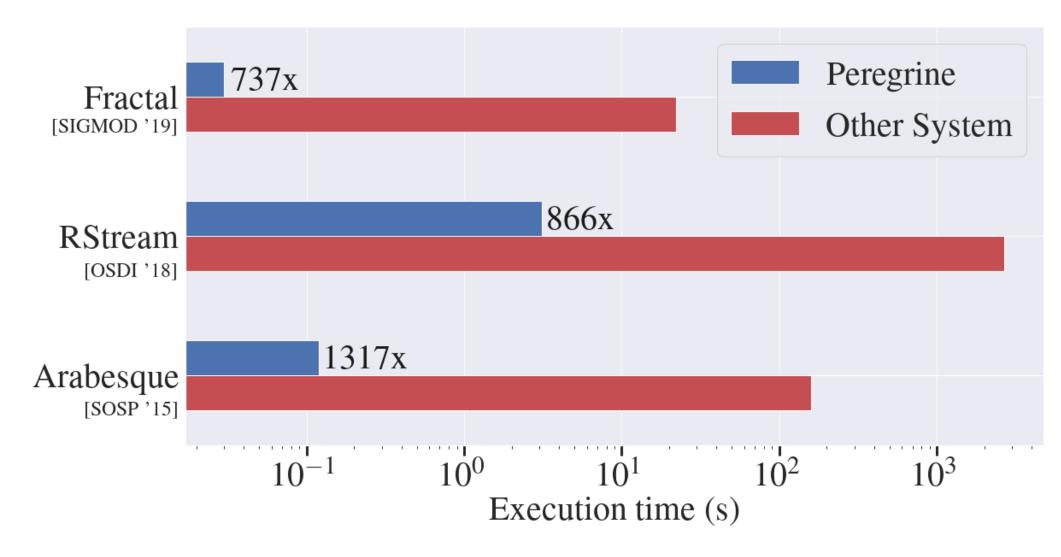
Early Termination

```
bool globalClusteringCoefficient(int bound)
 DataGraph G("path/to/graph/");
 auto triplet = PatternGenerator::star(3);
 int numTriplets = count(G, {triplet});
  auto countAndCheck = [=](auto &&match, auto &&aggregator)
   int numTriangles = aggregator.readValue(match.pattern);
   if (3*numTriangles/numTriplets > bound) aggregator.stop();
   else aggregator.map(match.pattern, 1);
  auto triangle = PatternGenerator::clique(3);
 auto result = match<Pattern, int>(G, triangle, countAndCheck);
 return 3*result[triangle]/numTriplets > bound;
```

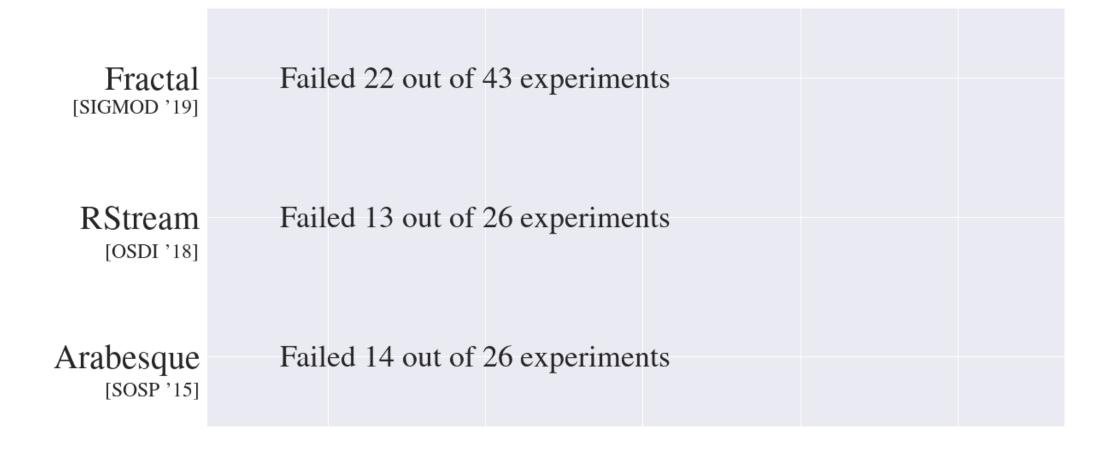
Comparison with Existing Work

- Peregrine with 16 logical cores and 32GB RAM
- Arabesque & Fractal with 8x16 logical cores and 8x32GB RAM
- RStream with 96 logical cores and 192GB RAM

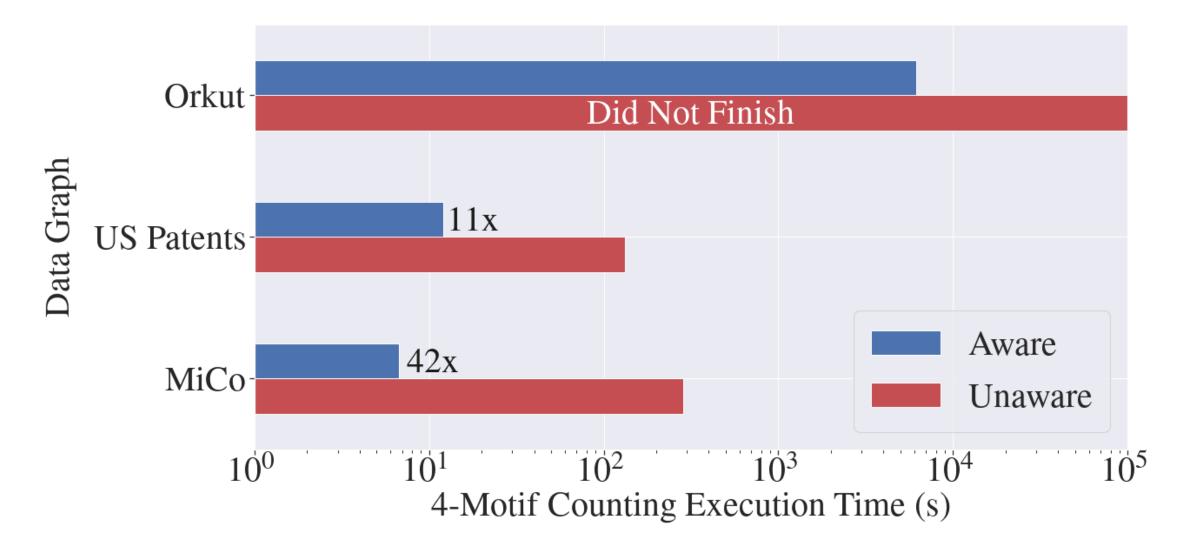
Comparison with Existing Work

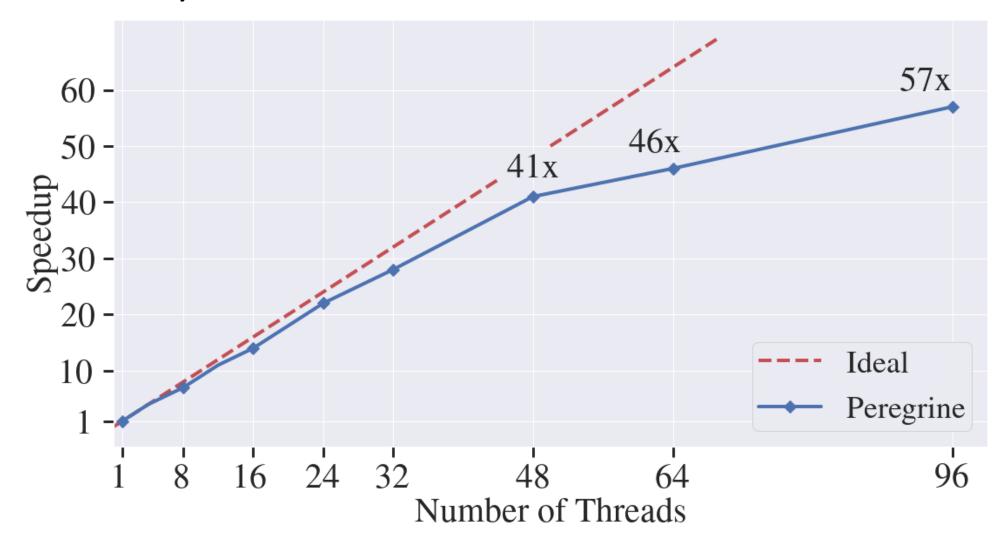


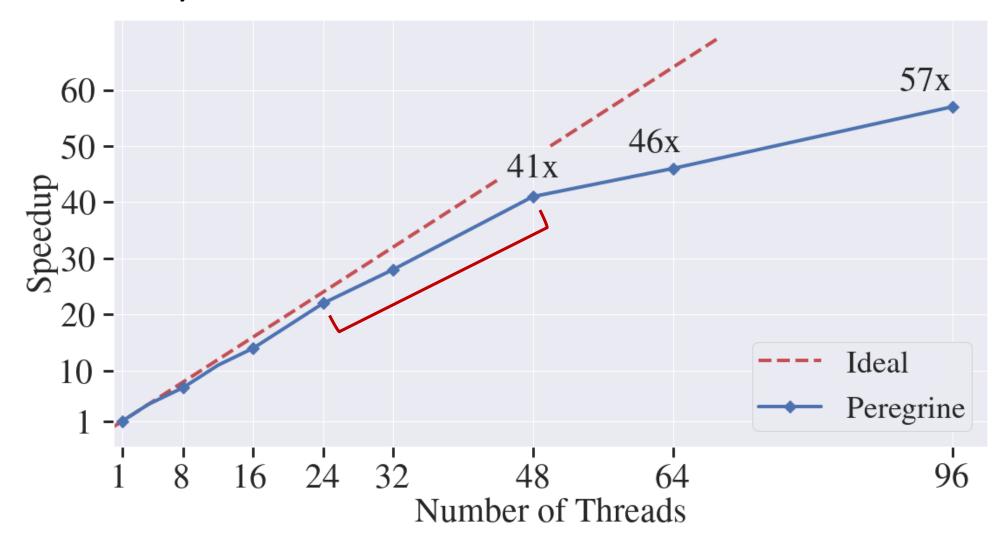
Comparison with Existing Work

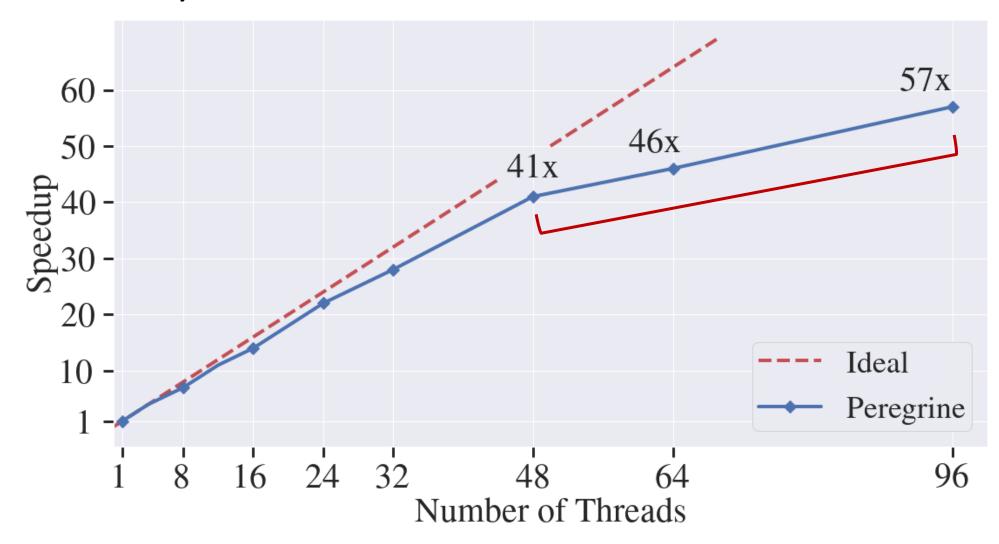


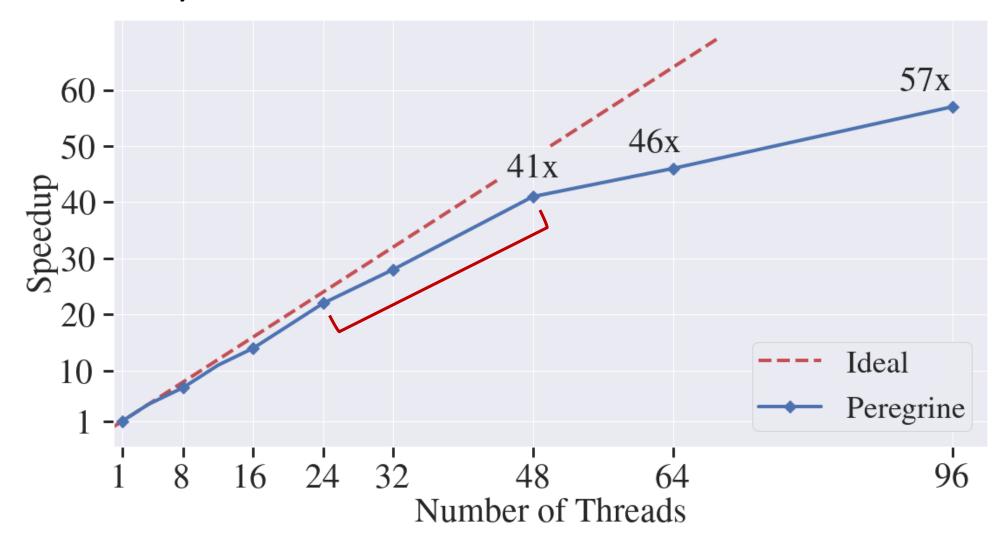
Effects of Pattern Awareness

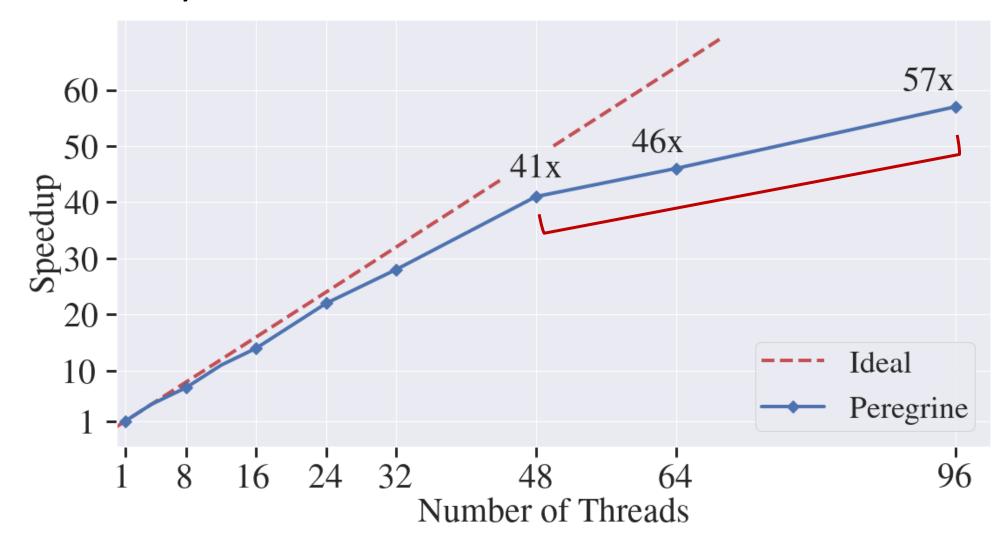


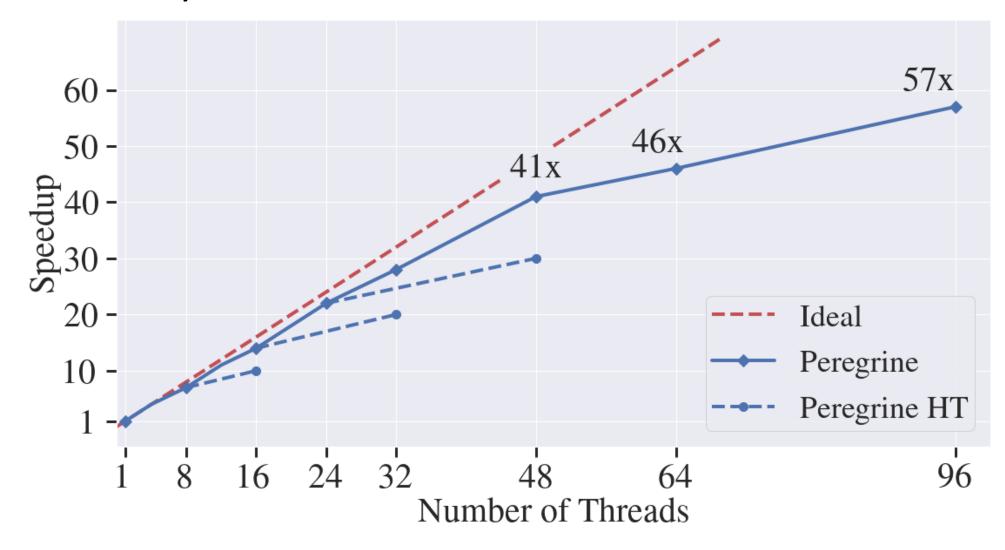


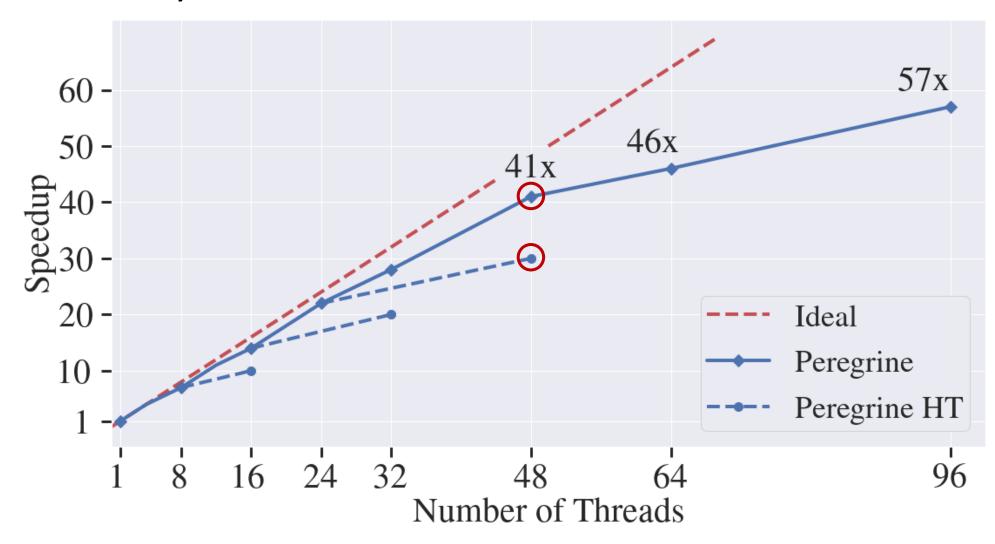
















Shift abstraction from subgraph to pattern



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- User program is transparent to the system



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- Up to 42x faster than pattern-unaware
- Up to 737x faster than state-of-the-art



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