

A Revised Implementation of the GRAPH/Z Graph Processing System

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Abstract

GRAPH/Z is a distributed parallel graph processing system running on top of ZHT, a zero hop distributed hash table. It uses an iterative vertex-centric model to store a large graph and run a variety of algorithms over it. GRAPH/Z has some performance issues, and cannot scale the same as Graphlab, a similar commercial framework. We hope to rewrite GRAPH/Z to be competitive with Graphlab on a single node with multiple threads. The emerging applications in big data science and social increasing demands on large-scale graph-structured processing has led to the development of several graph-parallel abstractions including GRAPH/Z. However, in the case of using ZHT, a scalable distributed key-value store as building block, the distribution is forced to use hash-based (random) partitioning which has potentially impaired their locality. The goal of this proposal would be to develop a graph partitioning scheme that can be used in the loading process of GRAPH/Z, a scalable graph processing system, to overcome several problems of its performance.

1 Background

GRAPH/Z was based off of a graph processing paradigm called Pregel. Pregel uses a model centered around the vertexes of the graph. [3] Each vertex has an update function that is run in the vertex's context in the graph. Vertexes can modify edges and send messages to other vertexes [3] The computation occurs in parallel iterations called supersteps. [3] At each iteration, vertexes can vote to halt and disable themselves. A halted vertex can be re-enabled by receiving a message. If all the vertexes are disabled at the start of an iteration, the entire system halts and returns.

GRAPH/Z adds a distributed hash table to the Pregel model. The hash table stores the graph, and a distributed message queue that serves as the only means of communication between nodes. The hash table used is ZHT, a DHT implementation that is fault-tolerant and can scale to 32000 cores. [4]

Graph partition problems fall under the category of NP-hard problems. Solutions to these problems are generally derived using heuristics and approximation algorithms. However, uniform graph partitioning or a balanced graph partition problem can be shown to be NP-complete to approximate within any finite factor. Even for special graph classes such as trees and grids, no reasonable approximation algorithms exist, unless $P=NP$.

There have been a lot of work to handle big datasets of both commercial and scientific applications, including work flow systems, data streaming management systems and graph databases. These systems typically save the

data in distributed file systems(such as Hadoop HDFS and FusionFS), SQL databases(such as Oracle and DB2), and NoSQL database(such as Cassandra and ZHT).

Graph related query is tremendously slow on the traditional relational database, which makes it even more challenging to fully reveal and utilize the scientific and commercial value from the continuously increasing graph data sets. An ideal solution for this problem is to replace the traditional data infrastructure with a graph-centric model, including storage and computing, thus to better serve graph-based applications in terms of performance and programmability.

However, since natural graphs are difficult to partition, the old GRAPH/Z system used ZHT's hash function to physically distribute all the vertices. As a result, vertices and edges, which are the basic elements of graphs, are spread around different nodes. Due to the random partitioning scheme, when each vertex needs to get access to its edge list, it will statistically communicate to another node and make the communication cost become tremendously higher. Therefore, using hash function to partition the graph data can be considered as a worst case, which is determined by the characteristic of graph structure and the hash function. The original use case of hashing partition is dispersing the data to avoid hot spot, but it doesn't help in the case of graph processing system.

2 Problem

GRAPH/Z has experienced problems in terms of scaling competitively with commercial software like Graphlab because of the way that ZHT deals with data locality between nodes. ZHT's hashing function does not exploit data locality on one node. [1] This can cause high network usage and slowdown.

The Design and Implementation a Partitioning Scheme that works well on the large graph datasets on Graph/Z. The design and implementation of the algorithm must implement a fast, balanced and lightweight graph partition scheme based on graph traversal.

3 Related Work

The closes related system to GRAPH/Z is Pregel. In most of our work, however, we compare GRAPH/Z to Graphlab, which is another high performance graph processing framework. Graphlab uses a similar paradigm to GRAPH/Z, but allows a vertex to access data that is not in a message to the vertex. [5]

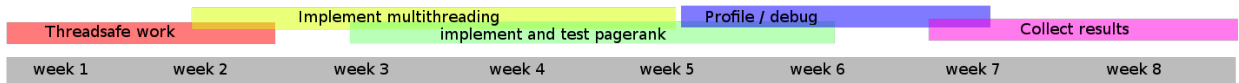
Another less similar but still relevant work is Hadoop, which follows the MapReduce paradigm. GRAPH/Z and Pregel computations can be expressed as a series of chained MapReduce functions. [5]

4 Proposed Solution

Our main work to solve our problems of scalability is to backtrack and try to achieve good scaling on a single node.

6 Timeline

Timeline for GRAPH/Z rewrite



7 Deliverables

The main component of the deliverables will be a poster outlining the new GRAPH/Z's strengths and weaknesses and highlighting the changes that we made from the original project. The poster will also include the abstract and writeup needed for entering it into the Supercomputing conference. Deliverables will also include the finished GRAPH/Z processing system and information comparing

We believe that the problem with GRAPH/Z lies in bad data locality with ZHT. Our main goal is to achieve some level of competitiveness against GraphLab on a single node, eventually expanding to multi-node scaling through ZHT or another distributed datastore. We will measure performance from weak scaling with larger datasets, and profiling tools such as valgrind/callgrind.

5 Evaluation

We will be using profiling tools such as valgrind and callgrind, along with basic runtime measurement, to measure the efficiency and speed of GRAPH/Z in relation to Graphlab. We will be using a modified pagerank algorithm defined as

$$\forall t \in P : r^{(t)}(t) = (1 - \alpha) \cdot r(t) + \alpha \sum_{(s,t) \in L} \frac{r^{(t-1)}(s)}{|L(s)|}$$

and a graph partitioning algorithm defined as:

Given a graph $G = (V, E)$ and a set of partitions, P , an output partition $V = v_0 \cup V_1 \cup V_2 \cup \dots \cup V_{p-1}$ such that

1. V_i are disjoint $\Rightarrow V_i \cap V_j = \emptyset$
2. V_i are roughly balanced $\Rightarrow |V_i| \approx |V_j|$
3. let $E_{cut} \equiv (u, v) | u \in V_i, v \in V_j, i \neq j$
Minimize $|E_{cut}|$

While profiling at a function call level will help us achieve our goal, the metrics used to determine success will be overall runtime and memory use. Scaling will be determined on multiple cores, and increasing data size, but on a single node. These metrics will be used for the eventual later goal of scaling to more than one node.

it to GraphLab and other existing similar tools. Also included will be data from profiling and traces.

8 Conclusion

The original GRAPH/Z was underperforming compared to most other productions graph processing systems. We hope by rewriting it from scratch with a new backend storage system we will discover what may be the cause of the

lack of performance. In order to determine if the ZHT distributed hash table is an IO bottleneck, we will confine our implementation to a single node, and use an alternate backend besides ZHT.

References

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