

ACM SIGMOD 2014

Programming Contest

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Introduction



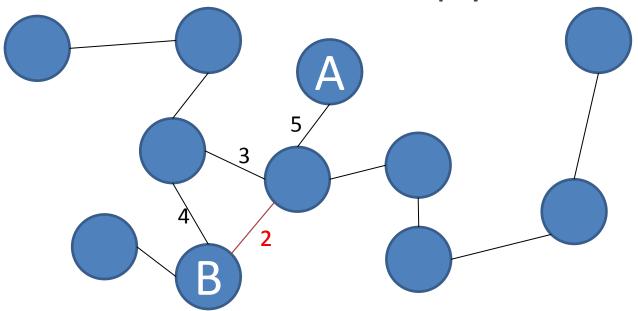
Social network analysis system

Four types of query

As quickly as possible

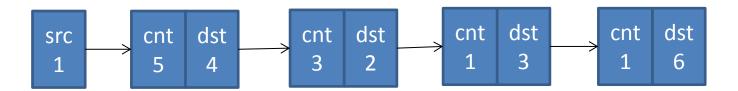
What's for today?

- Give *p1*, *p2*, *x*
- Minimum hops between p1, p2
- At least x comments in reply to each other



General Idea

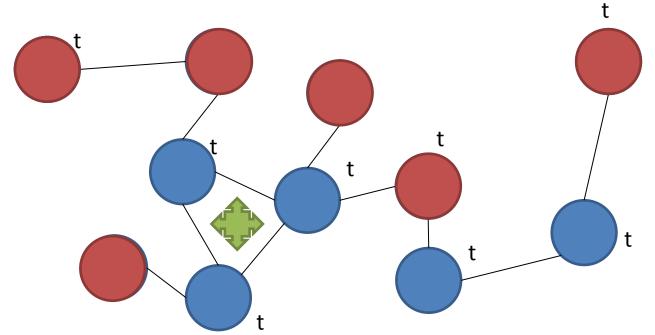
- Bidirectional breadth first search
 Search size grows hugely through depth!
- Sort all edges in adjacency list based on comment counts



Cost most

Disk I/O 80%~90%

- Give t, d
- Largest size of connected component
- Have the interest tag t
- Born on or later than d



Single Tag's Connected Component

Disjoint Set and Find-Union Algorithm

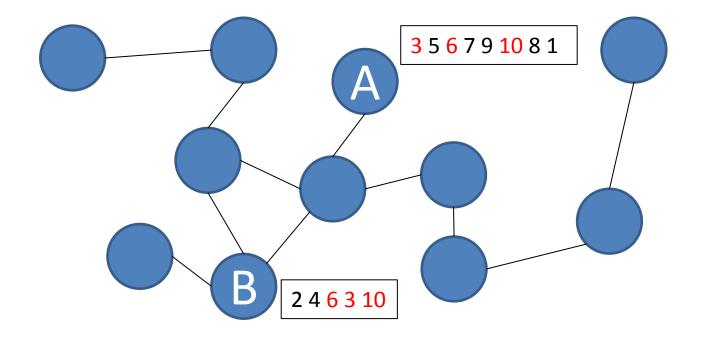
Reuse of information?

- Offline Computation. Sort the queries by d
- Incrementally add persons to Disjoint Set
- $O(\alpha(n) \cdot (n + m) \cdot T)$

Tag number is relevantly *small*!

People Num	1k	10k	100k	1000k	
Tag Num	1458	4567	12144	15676	

- Give k, h
- Top-k similar pairs of persons (within h hops)
 based on the number of common interest tags
- Some location limitation (index)



What we do

Just search each person's h-hop neighbor

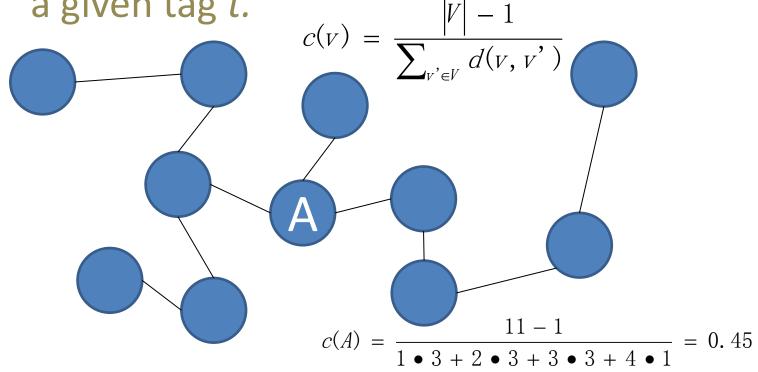
Common interest comparison

1		3		5	6	7	8	9	10
	2	3	4		6				10

Pruning

 Eliminate the persons with less tags than top-k common interest tag number

- Give *k*, *t*
- Find the k persons who have the highest closeness centrality values. Persons must have a given tag t.





CHALLENGE

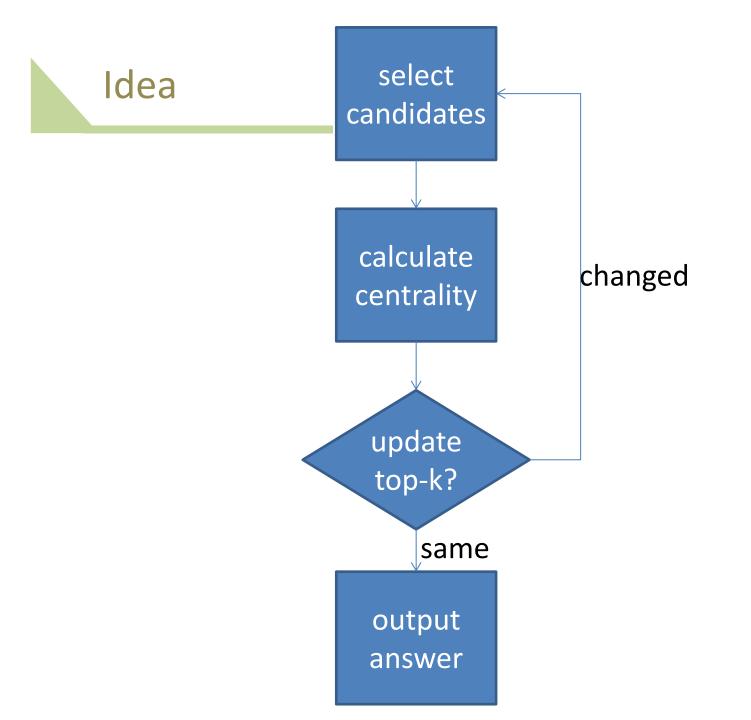
Really time consuming

Can't avoid APSP

Approximate?

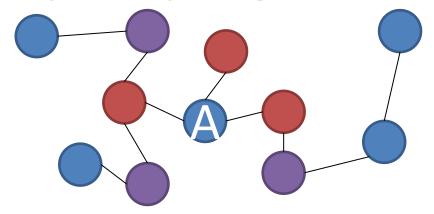
Accurate

Approximate



Approximate values

- Tried: Degree Centrality, Random Sampling, FM-Sketch
- Finally: 2-hop neighbors' number!



Exact values

Incremental method: Efficient Top-k
 Closeness Centrality Search, ICDE 2014



Type Level (process)

Limited resource!!

- IO consuming: Query Type 1
- CPU consuming: Query Type 3, 4
- Memory consuming: Query Type1, 4
 (Query Type 1, 3) -> (Query Type 2, 4)

Query Level (thread)

- Share some data structure
- Except Query Type 2

Thanks! Questions?