Large Scale Graph Processing - Pregel, GraphLab, and GraphX

Amir H. Payberah
payberah@kth.se
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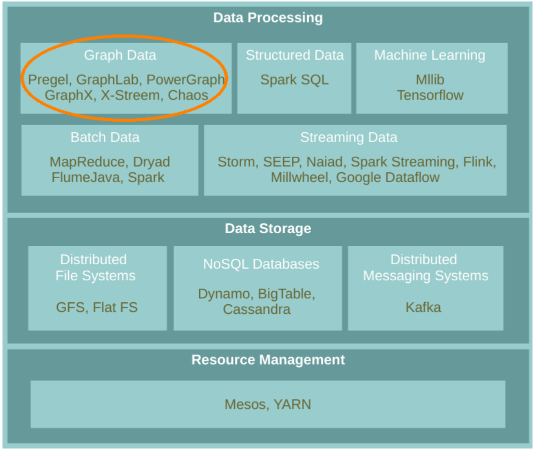
The Course Web Page

https://id2221kth.github.io

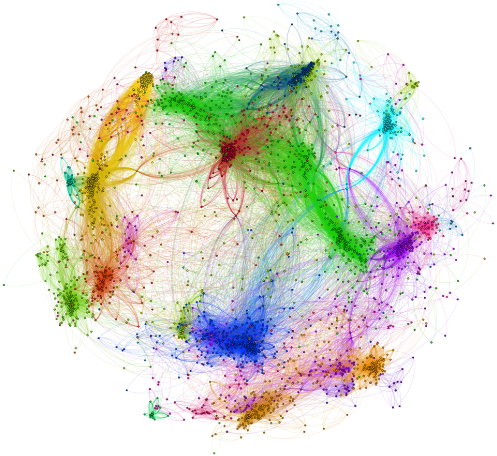
https://tinyurl.com/f6x544h

Where Are We?


Data Processing
Graph Data
Pregel, GraphLab, PowerGraph
GraphX, X-Streem, Chaos
Structured Data
Spark SQL
Machine Learning
Mllib
Tensorflow
Batch Data
MapReduce, Dryad
FlumeJava, Spark
Streaming Data
Storm, SEEP, Naiad, Spark Streaming, Flink,
Millwheel, Google Dataflow
Data Storage
Distributed
File Systems
GFS, Flat FS
NoSQL Databases
Dynamo, BigTable,
Cassandra
Distributed
Messaging Systems
Kafka
Resource Management
Mesos, YARN

- A flexible abstraction for describing relationships between discrete objects.

Large Graph



Graph Algorithms Challenges

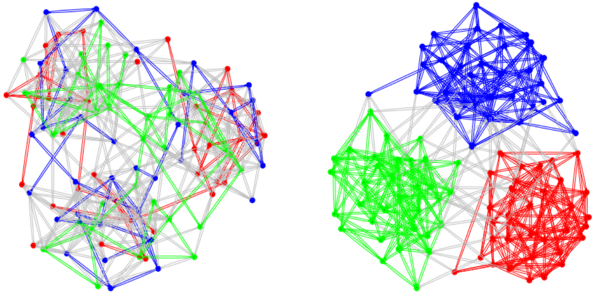
- Difficult to extract parallelism based on partitioning of the data.
- Difficult to express parallelism based on partitioning of computation.

Graph Algorithms Challenges

- Difficult to extract parallelism based on partitioning of the data.
- Difficult to express parallelism based on partitioning of computation.
- Graph partition is a challenging problem.

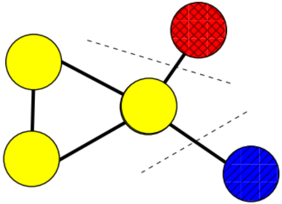
Graph Partitioning

- Partition large scale graphs and distribut to hosts.



Edge-Cut Graph Partitioning

- Divide vertices of a graph into disjoint clusters.
- Nearly equal size (w.r.t. the number of vertices).
- With the minimum number of edges that span separated clusters.



Vertex-Cut Graph Partitioning

- Divide edges of a graph into disjoint clusters.
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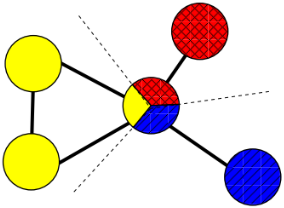
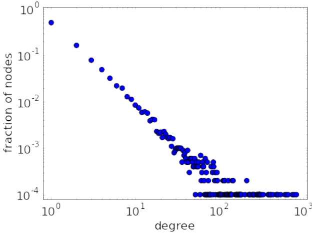
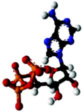
- With the minimum number of replicated vertices.



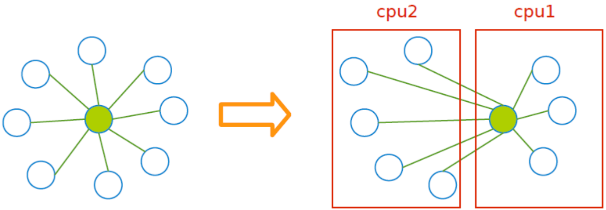
Edge-Cut vs. Vertex-Cut Graph Partitioning (1/2)

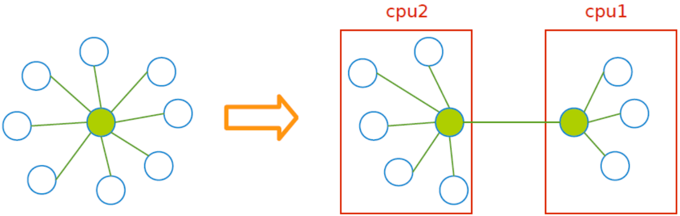
- Natural graphs: skewed Power-Law degree distribution.
- Edge-cut algorithms perform poorly on Power-Law Graphs.





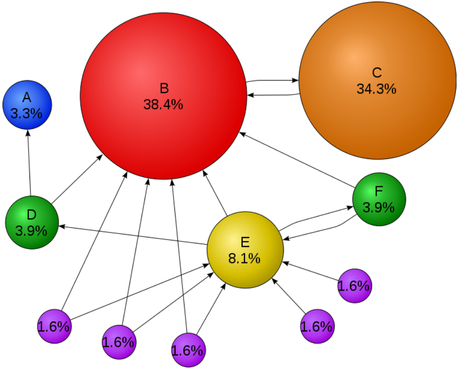
Edge-Cut vs. Vertex-Cut Graph Partitioning (2/2)





PageRank with MapReduce

PageRank



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

PageRank Example (1/2)

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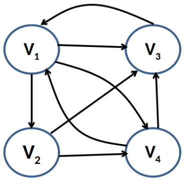
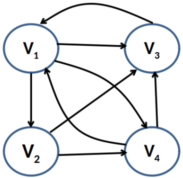


PageRank Example (1/2)

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

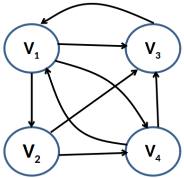
- Input




```
V1: [0.25, V2, V3, V4]
V2: [0.25, V3, V4]
V3: [0.25, V1]
V4: [0.25, V1, V3]
```

PageRank Example (1/2)

- $\mathtt{R[i]} = \sum_{\mathtt{j \in Nbrs(i)}} \mathtt{w_{ji} R[j]}$



- Input

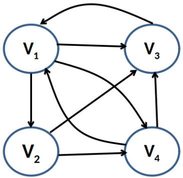
```
V1: [0.25, V2, V3, V4]
V2: [0.25, V3, V4]
V3: [0.25, V1]
V4: [0.25, V1, V3]
```

- Share the rank among all outgoing links

```
V1: (V2, 0.25/3), (V3, 0.25/3), (V4, 0.25/3)
V2: (V3, 0.25/2), (V4, 0.25/2)
V3: (V1, 0.25/1)
V4: (V1, 0.25/2), (V3, 0.25/2)
```

PageRank Example (2/2)

- $\mathtt{R[i]} = \sum_{\mathtt{j} \in \mathtt{Nbrs(i)}} \mathtt{w_{ji}R[j]}$

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V4: (V1, 0.25/2), (V3, 0.25/2)
```

PageRank Example (2/2)

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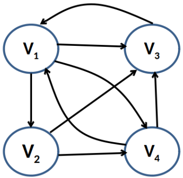


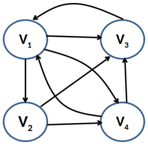

```
V1: (V2, 0.25/3), (V3, 0.25/3), (V4, 0.25/3)
V2: (V3, 0.25/2), (V4, 0.25/2)
V3: (V1, 0.25/1)
V4: (V1, 0.25/2), (V3, 0.25/2)
```

- Output after one iteration

```
V1: [0.37, V2, V3, V4]
V2: [0.08, V3, V4]
V3: [0.33, V1]
V4: [0.20, V1, V3]
```

PageRank in MapReduce - Map (1/2)

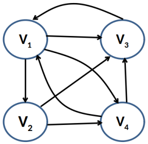
- Map function




```
map(key: [url, pagerank], value: outlink_list)
  for each outlink in outlink_list:
        emit(key: outlink, value: pagerank / size(outlink_list))

  emit(key: url, value: outlink_list)
```

PageRank in MapReduce - Map (1/2)



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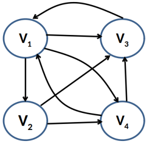
  emit(key: url, value: outlink_list)
```

- Input (key, value)

```
((V1, 0.25), [V2, V3, V4])
((V2, 0.25), [V3, V4])
((V3, 0.25), [V1])
((V4, 0.25), [V1, V3])
```

PageRank in MapReduce - Map (2/2)

- Map function

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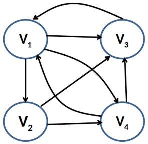


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  emit(key: url, value: outlink_list)
```

- Intermediate (key, value)

```
(V2, 0.25/3), (V3, 0.25/3), (V4, 0.25/3), (V3, 0.25/2), (V4, 0.25/2), (V1, 0.25/1),
(V1, 0.25/2), (V3, 0.25/2)
(V1, [V2, V3, V4])
(V2, [V3, V4])
(V3, [V1])
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```

PageRank in MapReduce - Shuffle

- Intermediate (key, value)

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PageRank in MapReduce - Shuffle

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(V1, 0.25/2), (V3, 0.25/2)
(V1, [V2, V3, V4])
(V2, [V3, V4])
(V3, [V1])
(V4, [V1, V3])
```

- After shuffling

```
(V1, 0.25/1), (V1, 0.25/2), (V1, [V2, V3, V4])
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PageRank in MapReduce - Reduce (1/2)

- Reduce function

```
reducer(key: url, value: list_pr_or_urls)
  outlink_list = []
  pagerank = 0

  for each pr_or_urls in list_pr_or_urls:
    if is_list(pr_or_urls):
      outlink_list = pr_or_urls
    else
      pagerank += pr_or_urls

  emit(key: [url, pagerank], value: outlink_list)
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- Input of the Reduce function

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(V2, 0.25/3), (V2, [V3, V4])
(V3, 0.25/3), (V3, 0.25/2), (V3, 0.25/2), (V3, [V1])
(V4, 0.25/3), (V4, 0.25/2), (V4, [V1, V3])
```

PageRank in MapReduce - Reduce (2/2)

- Reduce function

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Problems with MapReduce for Graph Analytics

- MapReduce does not directly support iterative algorithms.
  - Invariant graph-topology-data re-loaded and re-processed at each iteration is wasting I/O, network bandwidth, and CPU

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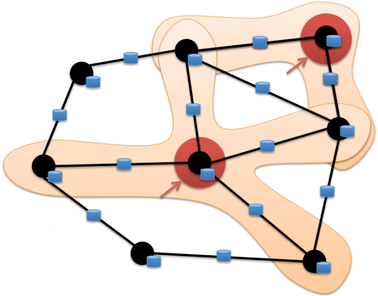
  - Invariant graph-topology-data re-loaded and re-processed at each iteration is wasting I/O, network bandwidth, and CPU
- Materializations of intermediate results at every MapReduce iteration harm performance.

Think Like a Vertex

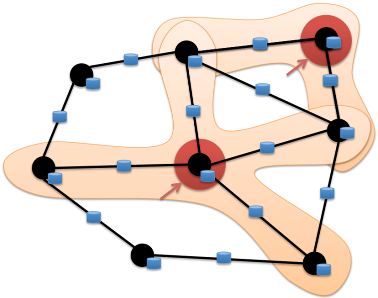
Think Like a Vertex

- Each vertex computes individually its value (in parallel).
- Computation typically depends on the neighbors.

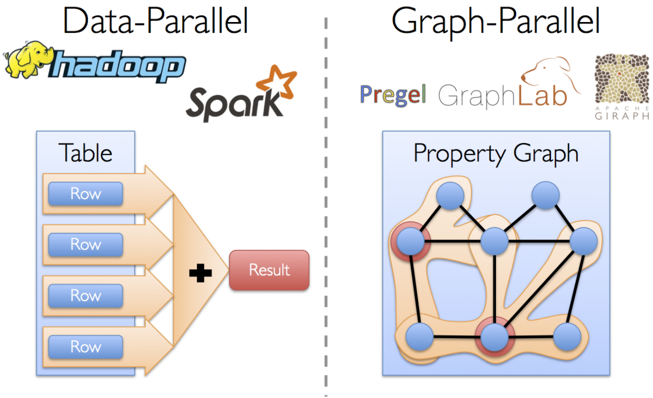


Think Like a Vertex

- Each vertex computes individually its value (in parallel).
- Computation typically depends on the neighbors.
- Also know as graph-parallel processing model.



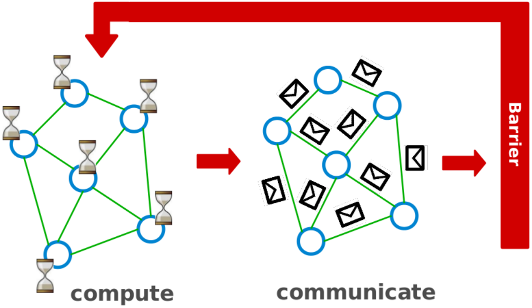
Data-Parallel vs. Graph-Parallel Computation



Pregel

Pregel

- Large-scale graph-parallel processing platform developed at Google.
- Inspired by bulk synchronous parallel (BSP) model.



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- A vertex in superstep `S` can:
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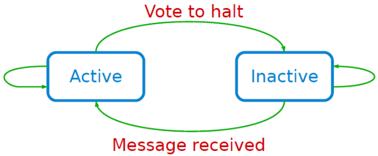
  - sends messages to other vertices: receiving at superstep `S+1`.
  - modifies its state.
- Vertices communicate directly with one another by sending messages.

Execution Model (2/2)

- Superstep 0: all vertices are in the active state.



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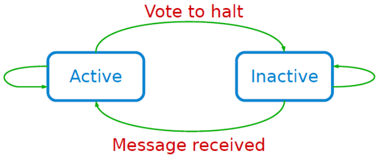

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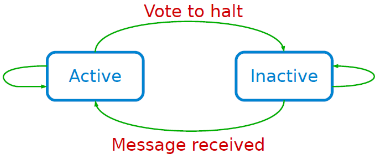
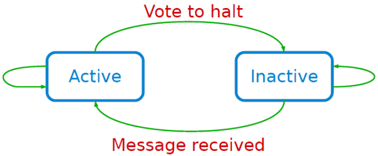


Execution Model (2/2)

- Superstep 0: all vertices are in the active state.
- A vertex deactivates itself by voting to halt: no further work to do.
- A halted vertex can be active if it receives a message.
- The whole algorithm terminates when:
  - All vertices are simultaneously inactive.
  - There are no messages in transit.

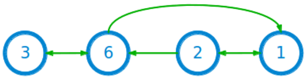


Example: Max Value (1/4)

```
i_val := val

for each message m
  if m > val then val := m

if i_val == val then
  vote_to_halt
else
  for each neighbor v
    send_message(v, val)
```



Super step 0

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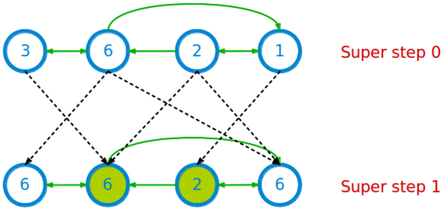
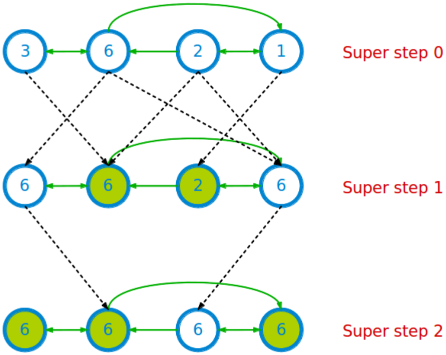


Example: Max Value (3/4)

```
i_val := val

for each message m
  if m > val then val := m

if i_val == val then
  vote_to_halt
else
  for each neighbor v
    send_message(v, val)
```

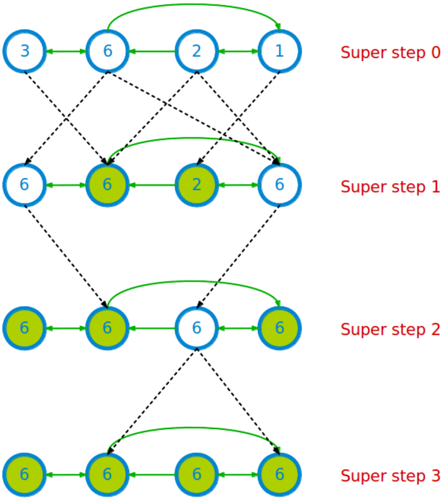


Example: Max Value (4/4)

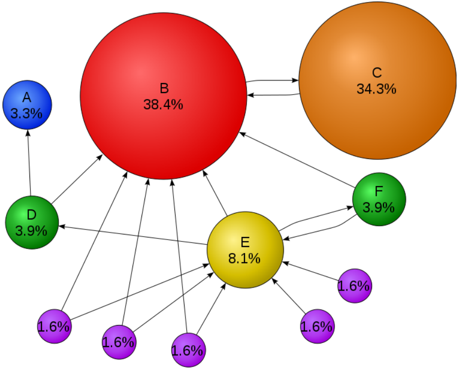
```
i_val := val

for each message m
  if m > val then val := m

if i_val == val then
  vote_to_halt
else
  for each neighbor v
    send_message(v, val)
```



Example: PageRank



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

Example: PageRank

```
Pregel_PageRank(i, messages):
  // receive all the messages
  total = 0
  foreach(msg in messages):
    total = total + msg

  // update the rank of this vertex
  R[i] = total

  // send new messages to neighbors
  foreach(j in out_neighbors[i]):
    sendmsg(R[i] * wij) to vertex j
```

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

Graph Partitioning

- Edge-cut partitioning

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- Each partition consists of vertices and all of those vertices' outgoing edges.

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- The pregel library divides a graph into a number of partitions.
- Each partition consists of vertices and all of those vertices' outgoing edges.
- Vertices are assigned to partitions based on their vertex-ID (e.g., hash(ID)).

System Model

- Master-worker model.
- The master
  - Coordinates workers.
  - Assigns one or more partitions to each worker.
  - Instructs each worker to perform a superstep.

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- The master
  - Coordinates workers.
  - Assigns one or more partitions to each worker.
  - Instructs each worker to perform a superstep.
- Each worker
  - Executes the local computation method on its vertices.
  - Maintains the state of its partitions.
  - Manages messages to and from other workers.

Fault Tolerance

- Fault tolerance is achieved through checkpointing.
  - Saved to persistent storage

Fault Tolerance

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- Master saves aggregator values (if any).
- When master detects one or more worker failures:
  - All workers revert to last checkpoint.

Pregel Limitations

- Inefficient if different regions of the graph converge at different speed.
- Runtime of each phase is determined by the slowest machine.

GraphLab/Turi

GraphLab

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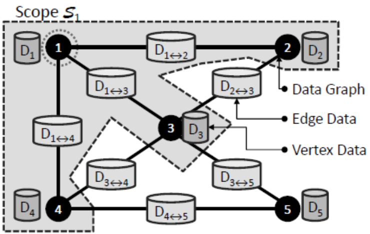
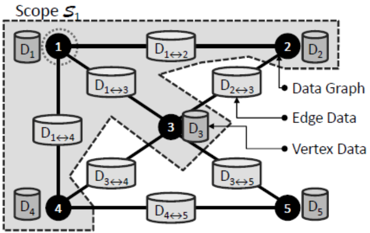
- Vertex scope of vertex v: the data stored in v, and in all adjacent vertices and edges.



GraphLab

- GraphLab allows asynchronous iterative computation.
- Vertex scope of vertex v: the data stored in v, and in all adjacent vertices and edges.
- A vertex can read and modify any of the data in its scope (shared memory).



Example: PageRank (GraphLab)

```
GraphLab_PageRank(i)
  // compute sum over neighbors
  total = 0
  foreach(j in in_neighbors(i)):
    total = total + R[j] * wji

  // update the PageRank
  R[i] = total

  // trigger neighbors to run again
  foreach(j in out_neighbors(i)):
    signal vertex-program on j
```

$$\mathtt{R[i]} = \sum_{\mathtt{j} \in \mathtt{Nbrs(i)}} \mathtt{w}_{\mathtt{ji}} \mathtt{R[j]}$$

Consistency (1/5)

- Overlapped scopes: race-condition in simultaneous execution of two update functions.

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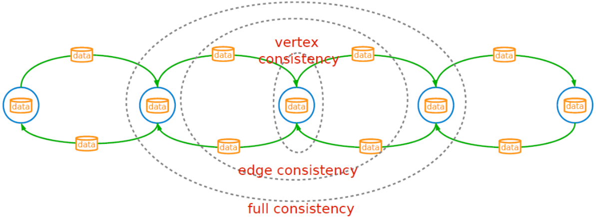
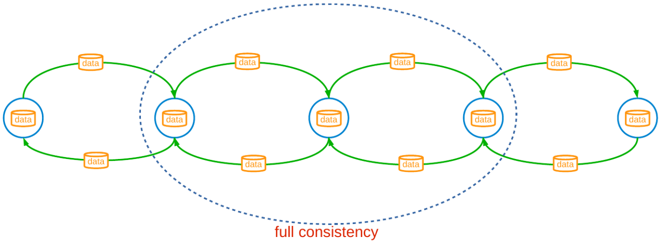
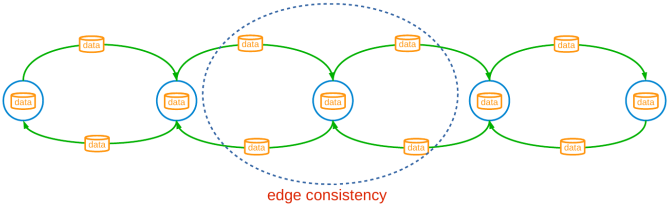


Consistency (2/5)



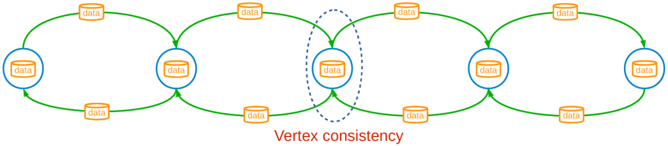
- Full consistency: during the execution `f(v)`, no other function reads or modifies data within the `v` scope.

Consistency (3/5)



- Edge consistency: during the execution `f(v)`, no other function reads or modifies any of the data on `v` or any of the edges adjacent to `v`.

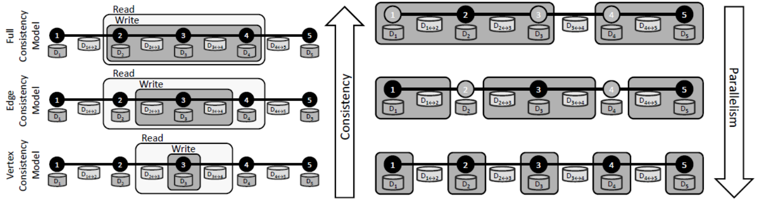
Consistency (4/5)



- Vertex consistency: during the execution `f(v)`, no other function will be applied to `v`.

Consistency (5/5)

Consistency vs. Parallelism



[Low, Y., GraphLab: A Distributed Abstraction for Large Scale Machine Learning (Doctoral dissertation, University of California), 2013.]

Consistency Implementation

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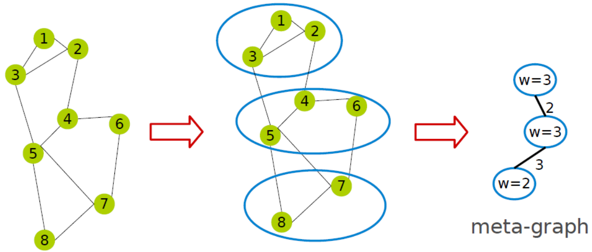
- Full consistency
  - Central vertex (write-locks), Adjacent vertices (write-locks)
- Deadlocks are avoided by acquiring locks sequentially following a canonical order.

Graph Partitioning

- Edge-cut partitioning.
- Two-phase partitioning:
  1. Convert a large graph into a small meta-graph
  2. Partition the meta-graph



Fault Tolerance - Synchronous

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- Then synchronizes all caches, and saves to disk all data which has been modified since the last snapshot.
- Simple, but eliminates the systems advantage of asynchronous computation.

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- Based on the Chandy-Lamport algorithm.
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Fault Tolerance - Asynchronous

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  - It takes priority over all other update functions.

```
if v was already snapshotted then
    Quit
Save D_v // Save current vertex
// Save all edges connected to un-snapshotted vertices
foreach u ∈ N[v] do                              // Loop over neighbors
    if u was not snapshotted then
        Save D_{u→v} if edge u → v exists
        Save D_{v→u} if edge v → u exists
        Reschedule u for a Snapshot Update
Mark v as snapshotted
```

GraphLab2/Turi (PowerGraph)

PowerGraph

- Factorizes the local vertices functions into the Gather, Apply and Scatter phases.

Programming Model

- Gather-Apply-Scatter (GAS)
- Gather: accumulate information from neighborhood.
- Apply: apply the accumulated value to center vertex.
- Scatter: update adjacent edges and vertices.

Execution Model (1/2)

- Initially all vertices are active.
- It executes the vertex-program on the active vertices until none remain.
  - Once a vertex-program completes the scatter phase it becomes inactive until it is reactivated.
  - Vertices can activate themselves and neighboring vertices.

Execution Model (1/2)

- Initially all vertices are active.
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- PowerGraph can execute both synchronously and asynchronously.

Execution Model (2/2)

- Synchronous scheduling like Pregel.
  - Executing the gather, apply, and scatter in order.
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Execution Model (2/2)

- Synchronous scheduling like Pregel.
  - Executing the gather, apply, and scatter in order.
  - Changes made to the vertex/edge data are committed at the end of each step.
- Asynchronous scheduling like GraphLab.
  - Changes made to the vertex/edge data during the apply and scatter functions are immediately committed to the graph.
  - Visible to subsequent computation on neighboring vertices.

Example: PageRank (PowerGraph)

```
PowerGraph_PageRank(i):
  Gather(j -> i):
    return wji * R[j]

  sum(a, b):
    return a + b

  // total: Gather and sum
  Apply(i, total):
    R[i] = total

  Scatter(i -> j):
    if R[i] changed then activate(j)
```

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

Graph Partitioning (1/2)

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- Random vertex-cuts: randomly assign edges to machines.
- Completely parallel and easy to distribute.
- High replication factor.

Graph Partitioning (2/2)

- Greedy vertex-cuts

- `A(v)`: set of machines that vertex `v` spans.

Graph Partitioning (2/2)

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- $\mathtt{A(v)}$: set of machines that vertex $\mathtt{v}$ spans.
- Case 1: If $\mathtt{A(u)} \cap \mathtt{A(v)} \neq \emptyset$, then the edge $(\mathtt{u}, \mathtt{v})$ should be assigned to a machine in the intersection.

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- Case 3: If only one of the two vertices has been assigned, then choose a machine from the assigned vertex.

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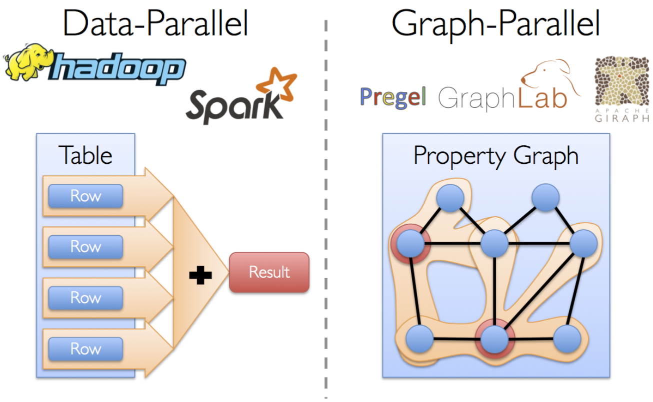
- Case 3: If only one of the two vertices has been assigned, then choose a machine from the assigned vertex.
- Case 4: If $\mathtt{A(u)} = \mathtt{A(v)} = \emptyset$, then assign the edge $(\mathtt{u}, \mathtt{v})$ to the least loaded machine.

Think Like a Table

Data-Parallel vs. Graph-Parallel Computation



Motivation (2/3)

- Graph-parallel computation: restricting the types of computation to achieve performance.

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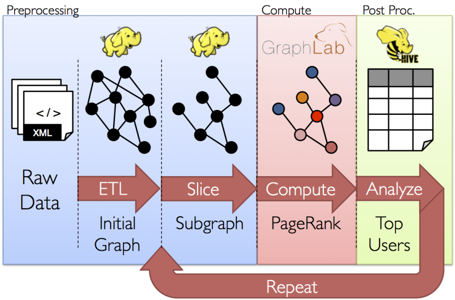
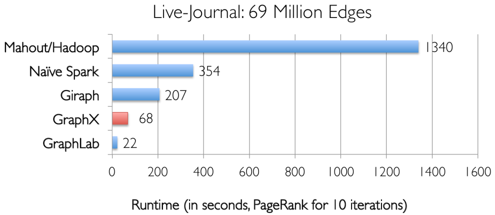
- The same restrictions make it difficult and inefficient to express many stages in a typical graph-analytics pipeline.



Motivation (3/3)



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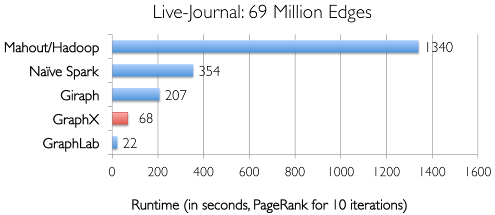
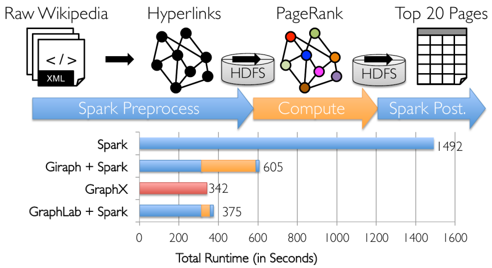
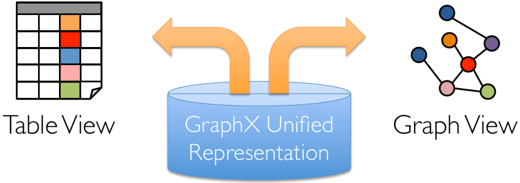




Think Like a Table

- Unifies data-parallel and graph-parallel systems.
- Tables and Graphs are composable views of the same physical data.



GraphX

GraphX

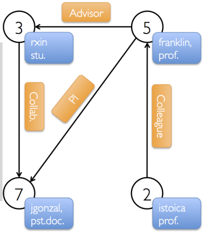
- GraphX is the library to perform graph-parallel processing in Spark.

The Property Graph Data Model

- Spark represent graph structured data as a property graph.
- It is logically represented as a pair of vertex and edge property collections.
  - `VertexRDD` and `EdgeRDD`

```scala
// VD: the type of the vertex attribute
// ED: the type of the edge attribute
class Graph[VD, ED] {
  val vertices: VertexRDD[VD]
  val edges: EdgeRDD[ED]
}
```

Property Graph



Vertex Table

Id	Property (V)
3	(rxin, student)
7	(jgonzal, postdoc)
5	(franklin, professor)
2	(istoica, professor)

Edge Table

SrcId	DstId	Property (E)
3	7	Collaborator
5	3	Advisor
2	5	Colleague
5	7	PI

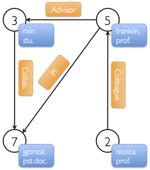
The Vertex Collection

- `VertexRDD`: contains the vertex properties keyed by the vertex ID.

```
class Graph[VD, ED] {
  val vertices: VertexRDD[VD]
  val edges: EdgeRDD[ED]
}

// VD: the type of the vertex attribute
abstract class VertexRDD[VD] extends RDD[(VertexId, VD)]
```

Property Graph



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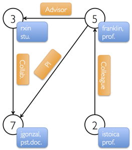
The Edge Collection

- EdgeRDD: contains the edge properties keyed by the source and destination vertex IDs.

```scala
class Graph[VD, ED] {
  val vertices: VertexRDD[VD]
  val edges: EdgeRDD[ED]
}

// ED: the type of the edge attribute
case class Edge[ED](srcId: VertexId, dstId: VertexId, attr: ED)
abstract class EdgeRDD[ED] extends RDD[Edge[ED]]
```

Property Graph



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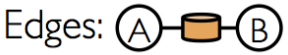
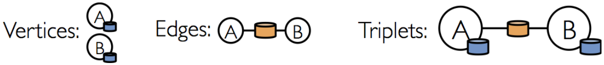


The Triplet Collection

- The triplets collection consists of each edge and its corresponding source and destination vertex properties.



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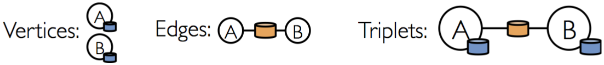
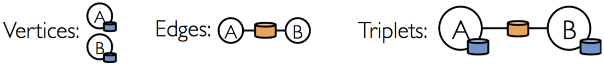
- It logically joins the vertex and edge properties: `RDD[EdgeTriplet[VD, ED]]`.

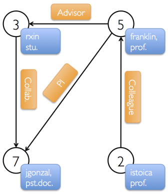


The Triplet Collection

- The triplets collection consists of each edge and its corresponding source and destination vertex properties.
- It logically joins the vertex and edge properties: `RDD[EdgeTriplet[VD, ED]]`.
- The `EdgeTriplet` class extends the `Edge` class by adding the `srcAttr` and `dstAttr` members, which contain the source and destination properties respectively.



Building a Property Graph



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```
val users: RDD[(VertexId, (String, String))] = sc.parallelize(Array((3L, ("rxin", "student")),
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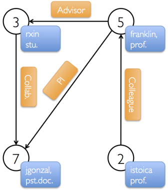

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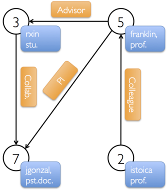

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```
val defaultUser = ("John Doe", "Missing")
```

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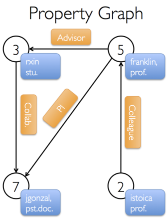

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```

```scala
val defaultUser = ("John Doe", "Missing")
```

```scala
val graph: Graph[(String, String), String] = Graph(users, relationships, defaultUser)
```

Graph Operators

- Information about the graph
- Property operators
- Structural operators
- Joins
- Aggregation
- Iterative computation
- ...

Information About The Graph (1/2)

- Information about the graph

```scala
val numEdges: Long
val numVertices: Long
val inDegrees: VertexRDD[Int]
val outDegrees: VertexRDD[Int]
val degrees: VertexRDD[Int]
```

Information About The Graph (1/2)

- Information about the graph

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val numEdges: Long
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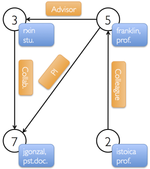
```

- Views of the graph as collections

```
val vertices: VertexRDD[VD]
val edges: EdgeRDD[ED]
val triplets: RDD[EdgeTriplet[VD, ED]]
```

Information About The Graph (2/2)

Property Graph



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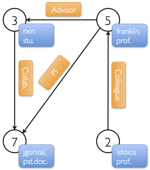
```scala
// Constructed from above
val graph: Graph[(String, String), String]
```

Information About The Graph (2/2)

Property Graph



Vertex Table

Id	Property (V)
3	(rxin, student)
7	(jgonzal, postdoc)
5	(franklin, professor)
2	(istoica, professor)

Edge Table

SrcId	DstId	Property (E)
3	7	Collaborator
5	3	Advisor
2	5	Colleague
5	7	PI

```scala
// Constructed from above
val graph: Graph[(String, String), String]
```

```scala
// Count all users which are postdocs
graph.vertices.filter { case (id, (name, pos)) => pos == "postdoc" }.count
```

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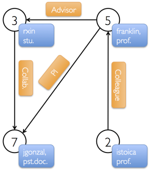

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// Constructed from above
val graph: Graph[(String, String), String]
```

```scala
// Count all users which are postdocs
graph.vertices.filter { case (id, (name, pos)) => pos == "postdoc" }.count
```

```scala
// Count all the edges where src > dst
graph.edges.filter(e => e.srcId > e.dstId).count
```

Property Operators

- Transform vertex and edge attributes
- Each of these operators yields a new graph with the vertex or edge properties modified by the user defined `map` function.

```
def mapVertices[VD2](map: (VertexId, VD) => VD2): Graph[VD2, ED]
def mapEdges[ED2](map: Edge[ED] => ED2): Graph[VD, ED2]
def mapTriplets[ED2](map: EdgeTriplet[VD, ED] => ED2): Graph[VD, ED2]
```

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def mapTriplets[ED2](map: EdgeTriplet[VD, ED] => ED2): Graph[VD, ED2]
```

```
val relations: RDD[String] = graph.triplets.map(triplet =>
    triplet.srcAttr._1 + " is the " + triplet.attr + " of " + triplet.dstAttr._1)
relations.collect.foreach(println)
```

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val relations: RDD[String] = graph.triplets.map(triplet =>
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relations.collect.foreach(println)
```

```
val newGraph = graph.mapTriplets(triplet =>
    triplet.srcAttr._1 + " is the " + triplet.attr + " of " + triplet.dstAttr._1)
newGraph.edges.collect.foreach(println)
```

Structural Operators

- `reverse` returns a new graph with all the edge directions reversed.
- `subgraph` takes vertex/edge predicates and returns the graph containing only the vertices/edges that satisfy the given predicate.

```
def reverse: Graph[VD, ED]

def subgraph(epred: EdgeTriplet[VD, ED] => Boolean, vpred: (VertexId, VD) => Boolean):
    Graph[VD, ED]
```

Structural Operators

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```
def reverse: Graph[VD, ED]

def subgraph(epred: EdgeTriplet[VD, ED] => Boolean, vpred: (VertexId, VD) => Boolean):
    Graph[VD, ED]
```

```
// Remove missing vertices as well as the edges to connected to them
val validGraph = graph.subgraph(vpred = (id, attr) => attr._2 != "Missing")

validGraph.vertices.collect.foreach(println)
```

Join Operators

- `joinVertices` joins the vertices with the input RDD.

```
def joinVertices[U](table: RDD[(VertexId, U)])(map: (VertexId, VD, U) => VD): Graph[VD, ED]
```

Join Operators

- `joinVertices` joins the vertices with the input RDD.
  - Returns a new graph with the vertex properties obtained by applying the user defined `map` function to the result of the joined vertices.
  - Vertices without a matching value in the RDD retain their original value.

```
def joinVertices[U](table: RDD[(VertexId, U)])(map: (VertexId, VD, U) => VD): Graph[VD, ED]
```

```
val rdd: RDD[(VertexId, String)] = sc.parallelize(Array((3L, "phd")))

val joinedGraph = graph.joinVertices(rdd)((id, user, role) => (user._1, role + " " + user._2))

joinedGraph.vertices.collect.foreach(println)
```

Aggregation (1/2)

- `aggregateMessages` applies a user defined `sendMsg` function to each edge triplet in the graph and then uses the `mergeMsg` function to aggregate those messages at their destination vertex.

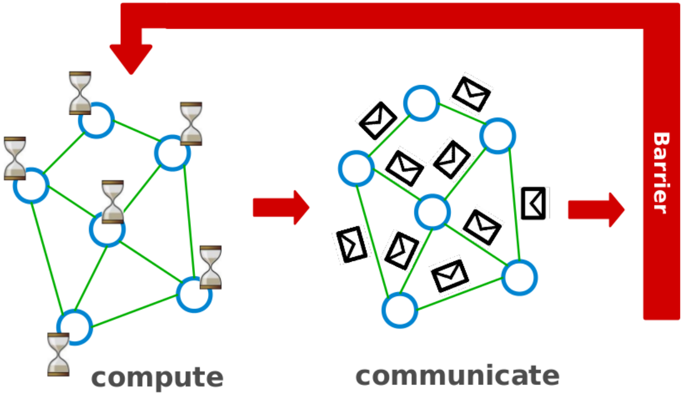
```
def aggregateMessages[Msg: ClassTag](
  sendMsg: EdgeContext[VD, ED, Msg] => Unit, // map
  mergeMsg: (Msg, Msg) => Msg, // reduce
  tripletFields: TripletFields = TripletFields.All):
  VertexRDD[Msg]
```

Aggregation (2/2)

```scala
// count and list the name of friends of each user
val profs: VertexRDD[(Int, String)] = validUserGraph.aggregateMessages[(Int, String)](
  // map
  triplet => {
    triplet.sendToDst((1, triplet.srcAttr._1))
  },
  // reduce
  (a, b) => (a._1 + b._1, a._2 + " " + b._2)
)

profs.collect.foreach(println)
```

Iterative Computation (1/6)

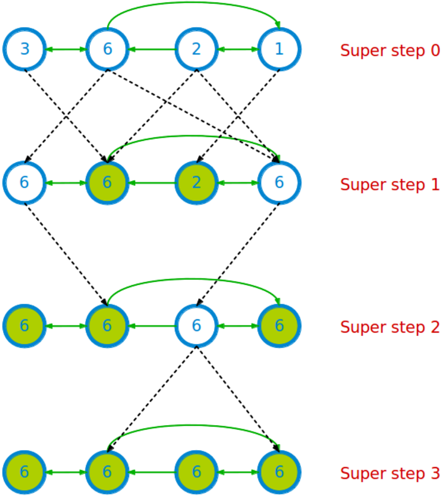


Iterative Computation (2/6)

```
i_val := val

for each message m
  if m > val then val := m

if i_val == val then
  vote_to_halt
else
  for each neighbor v
    send_message(v, val)
```



Iterative Computation (3/6)

- pregel takes two argument lists: graph.pregel(list1)(list2).

```
def pregel[A]
  (initialMsg: A, maxIter: Int = Int.MaxValue, activeDir: EdgeDirection = EdgeDirection.Out)
  (vprog: (VertexId, VD, A) => VD, sendMsg: EdgeTriplet[VD, ED] => Iterator[(VertexId, A)],
    mergeMsg: (A, A) => A):
  Graph[VD, ED]
```

Iterative Computation (3/6)

- pregel takes two argument lists: graph.pregel(list1)(list2).
- The first list contains configuration parameters
  - The initial message, the maximum number of iterations, and the edge direction in which to send messages.

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  Graph[VD, ED]
```

Iterative Computation (3/6)

- pregel takes two argument lists: graph.pregel(list1)(list2).
- The first list contains configuration parameters
  - The initial message, the maximum number of iterations, and the edge direction in which to send messages.
- The second list contains the user defined functions.
  - Gather: mergeMsg, Apply: vprog, Scatter: sendMsg

```
def pregel[A]
  (initialMsg: A, maxIter: Int = Int.MaxValue, activeDir: EdgeDirection = EdgeDirection.Out)
  (vprog: (VertexId, VD, A) => VD, sendMsg: EdgeTriplet[VD, ED] => Iterator[(VertexId, A)],
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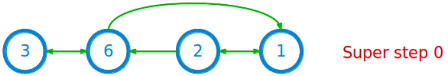
```

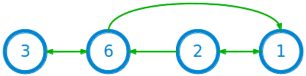
Iterative Computation (4/6)




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

val initialMsg = -9999
```

Iterative Computation (4/6)



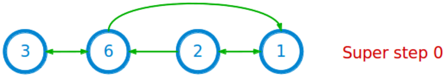
Super step 0

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

val initialMsg = -9999
```

```
// (vertexID, (new vertex value, old vertex value))
val vertices: RDD[(VertexId, (Int, Int))] =  sc.parallelize(Array((1L, (1, -1)),
  (2L, (2, -1)), (3L, (3, -1)), (6L, (6, -1))))
```

Iterative Computation (4/6)




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

val initialMsg = -9999
```

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// (vertexID, (new vertex value, old vertex value))
val vertices: RDD[(VertexId, (Int, Int))] =  sc.parallelize(Array((1L, (1, -1)),
  (2L, (2, -1)), (3L, (3, -1)), (6L, (6, -1))))
```
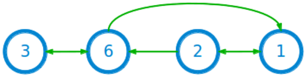

```
val relationships: RDD[Edge[Boolean]] = sc.parallelize(Array(Edge(1L, 2L, true),
  Edge(2L, 1L, true), Edge(2L, 6L, true), Edge(3L, 6L, true), Edge(6L, 1L, true),
  Edge(6L, 3L, true)))
```

Iterative Computation (4/6)




```scala
import org.apache.spark._
import org.apache.spark.graphx._
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val initialMsg = -9999
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// (vertexID, (new vertex value, old vertex value))
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val relationships: RDD[Edge[Boolean]] = sc.parallelize(Array(Edge(1L, 2L, true),
  Edge(2L, 1L, true), Edge(2L, 6L, true), Edge(3L, 6L, true), Edge(6L, 1L, true),
  Edge(6L, 3L, true)))
```

```scala
val graph = Graph(vertices, relationships)
```

Iterative Computation (5/6)

```scala
// Gather: the function for combining messages
def mergeMsg(msg1: Int, msg2: Int): Int = math.max(msg1, msg2)
```

Iterative Computation (5/6)

```
// Gather: the function for combining messages
def mergeMsg(msg1: Int, msg2: Int): Int = math.max(msg1, msg2)
```

```
// Apply: the function for receiving messages
def vprog(vertexId: VertexId, value: (Int, Int), message: Int): (Int, Int) = {
  if (message == initialMsg) // superstep 0
    value
  else // superstep > 0
    (math.max(message, value._1), value._1) // return (newValue, oldValue)
}
```

Iterative Computation (5/6)

```scala
// Gather: the function for combining messages
def mergeMsg(msg1: Int, msg2: Int): Int = math.max(msg1, msg2)
```

```scala
// Apply: the function for receiving messages
def vprog(vertexId: VertexId, value: (Int, Int), message: Int): (Int, Int) = {
  if (message == initialMsg) // superstep 0
    value
  else // superstep > 0
    (math.max(message, value._1), value._1) // return (newValue, oldValue)
}
```

```scala
// Scatter: the function for computing messages
def sendMsg(triplet: EdgeTriplet[(Int, Int), Boolean]): Iterator[(VertexId, Int)] = {
  val sourceVertex = triplet.srcAttr
  if (sourceVertex._1 == sourceVertex._2) // newValue == oldValue for source vertex?
    Iterator.empty // do nothing
  else
    // propogate new (updated) value to the destination vertex
    Iterator((triplet.dstId, sourceVertex._1))
}
```

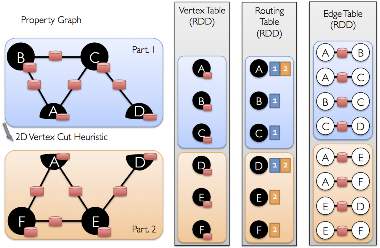
Iterative Computation (6/6)

```scala
val minGraph = graph.pregel(initialMsg,
                            Int.MaxValue,
                            EdgeDirection.Out)(
                            vprog, // apply
                            sendMsg, // scatter
                            mergeMsg) // gather

minGraph.vertices.collect.foreach{
  case (vertexId, (value, original_value)) => println(value)
}
```

Graph Representation

- Vertex-cut partitioning
- Representing graphs using two RDDs: edge-collection and vertex-collection
- Routing table: a logical map from a vertex id to the set of edge partitions that contains adjacent edges.



Summary

Summary

- Think like a vertex
  - Pregel: BSP, synchronous parallel model, message passing, edge-cut
  - GraphLab: asynchronous model, shared memory, edge-cut
  - PowerGraph: synchronous/asynchronous model, GAS, vertex-cut
- Think like a table
  - Graphx: unifies data-parallel and graph-parallel systems.

References

- G. Malewicz et al., "Pregel: a system for large-scale graph processing", ACM SIGMOD 2010
- Y. Low et al., "Distributed GraphLab: a framework for machine learning and data mining in the cloud", VLDB 2012
- J. Gonzalez et al., "Powergraph: distributed graph-parallel computation on natural graphs", OSDI 2012
- J. Gonzalez et al., "GraphX: Graph Processing in a Distributed Dataflow Framework", OSDI 2014

Questions?