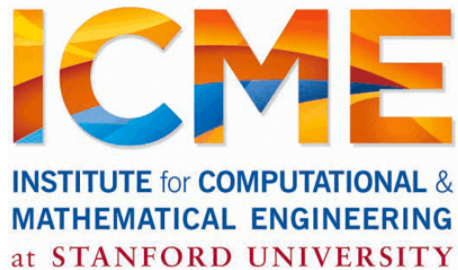


# Pregel and GraphX

Reza Zadeh



# Overview

Graph Computations and Pregel

Introduction to Matrix Computations

# Graph Computations and Pregel

# Data Flow Models

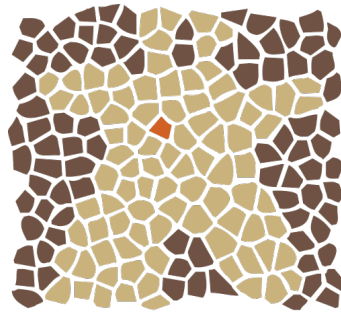
Restrict the programming interface so that the system can do more automatically

Express jobs as graphs of high-level operators

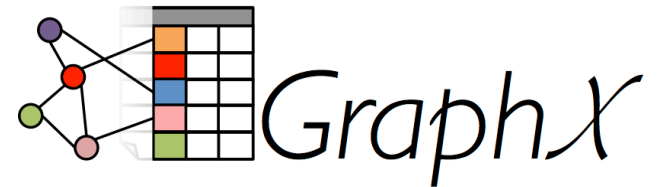
- » System picks how to split each operator into tasks and where to run each task
- » Run parts twice fault recovery

New example: Pregel (parallel graph google)

# Pregel



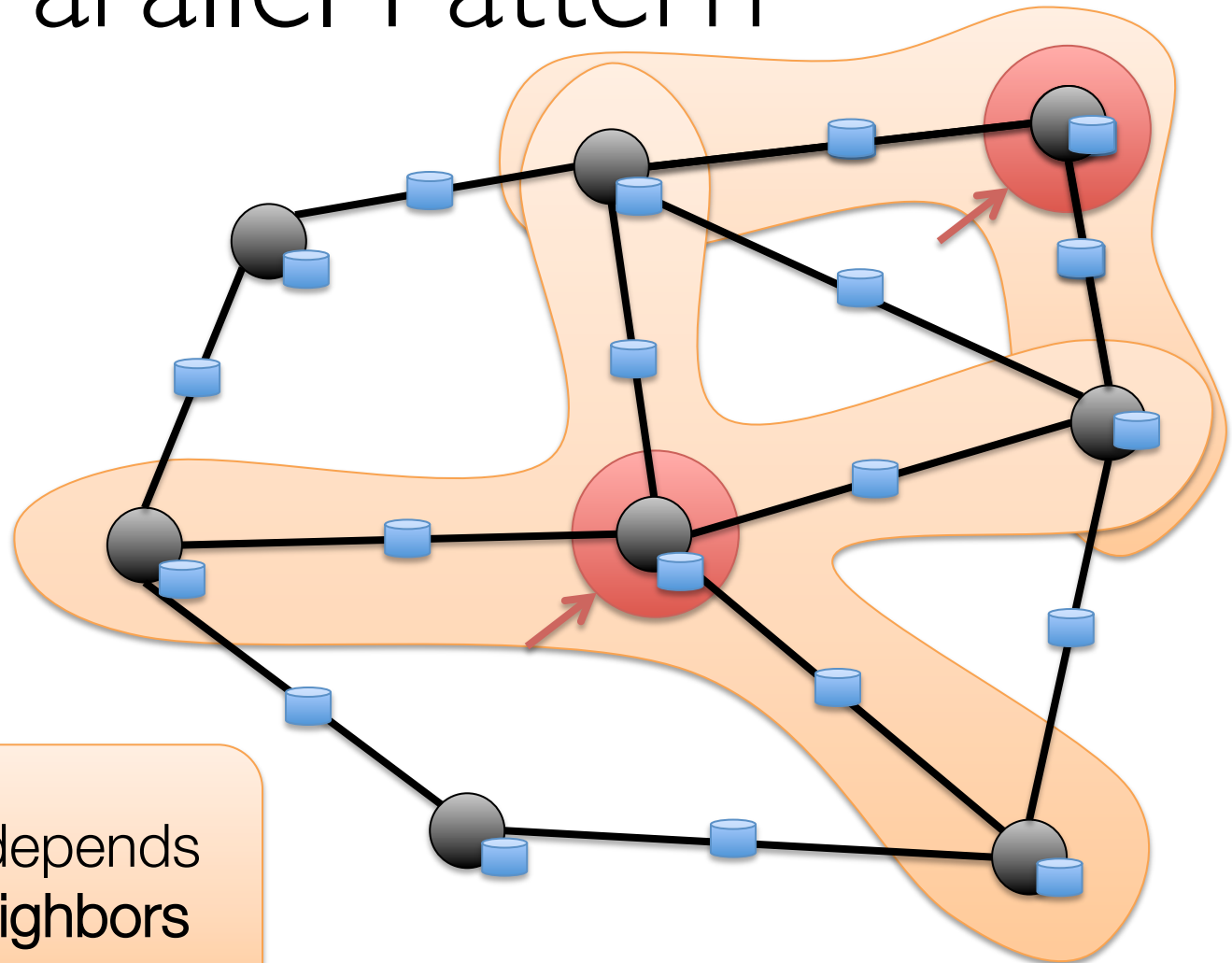
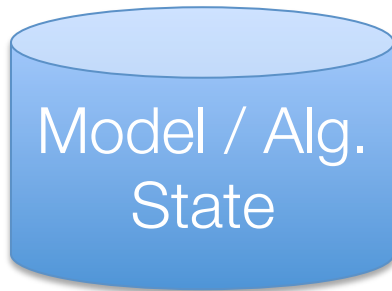
A P A C H E  
G I R A P H



Expose *specialized APIs* to simplify graph programming.

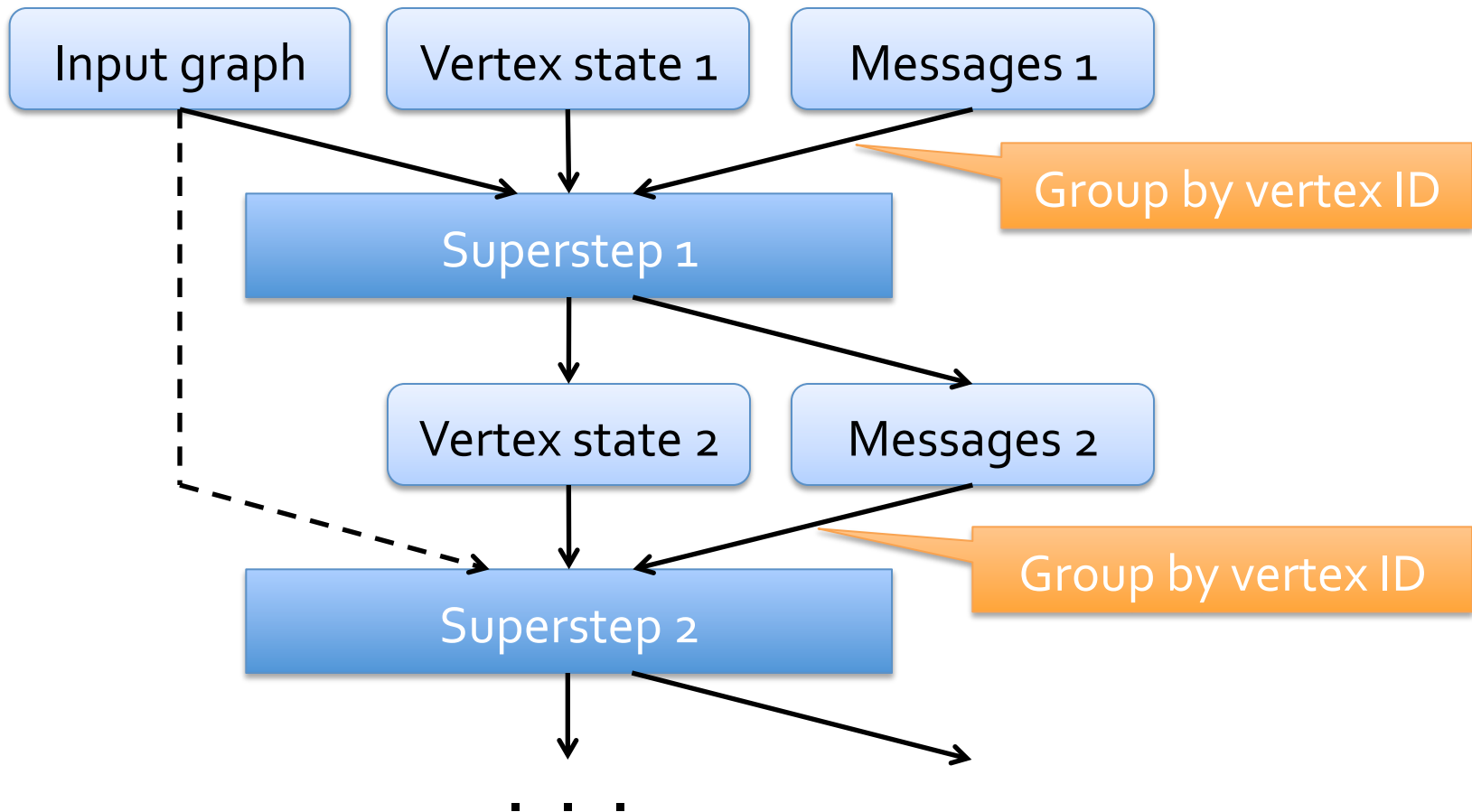
*“Think like a vertex”*

# Graph-Parallel Pattern



Computation depends  
only on the **neighbors**

# Pregel Data Flow



# Simple Pregel in Spark

Separate RDDs for immutable graph state and for vertex states and messages at each iteration

Use `groupByKey` to perform each step

Cache the resulting vertex and message RDDs

Optimization: co-partition input graph and vertex state RDDs to reduce communication



# Example: PageRank

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

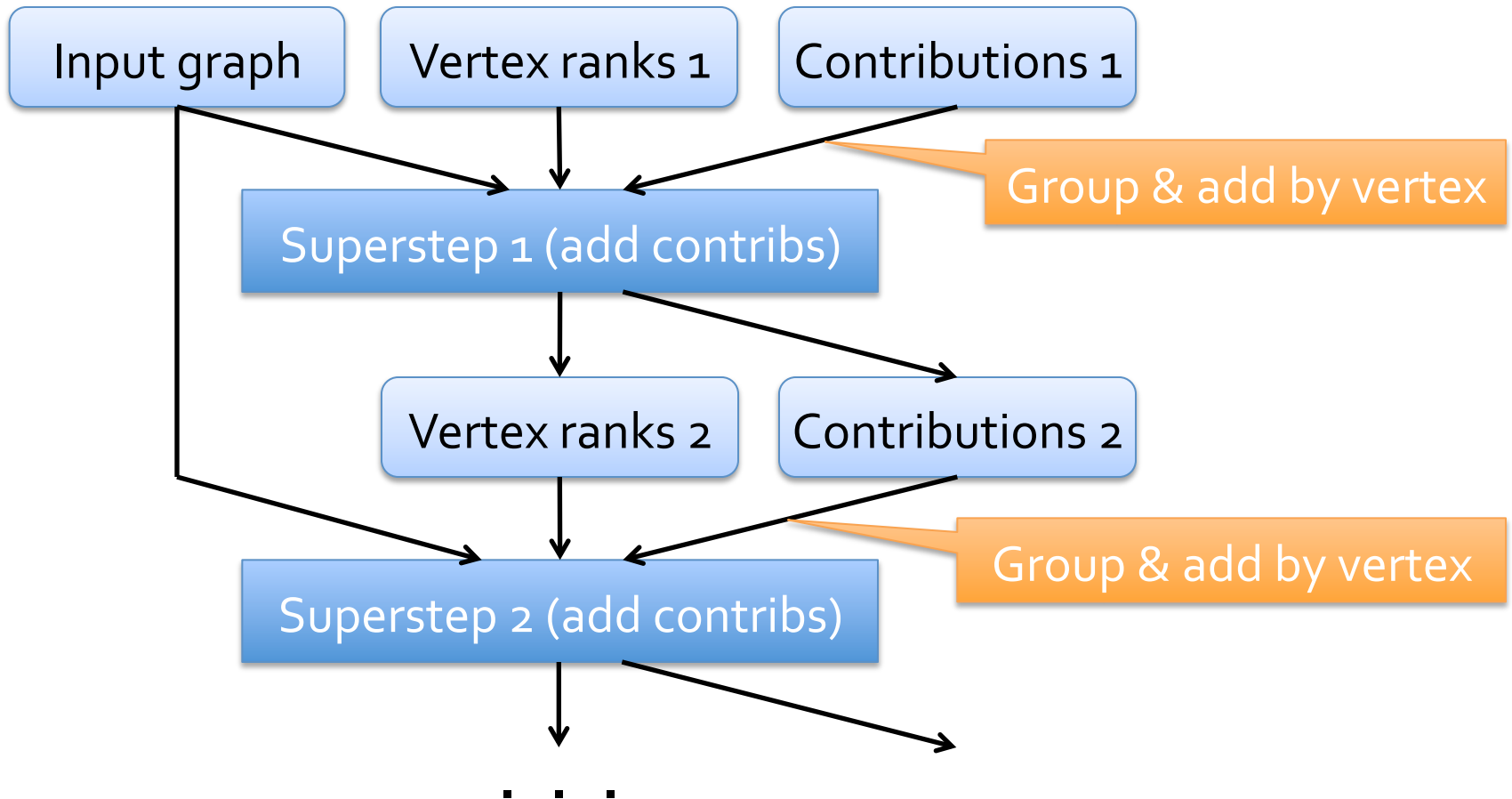
Rank of  
user  $i$

Weighted sum of  
neighbors' ranks

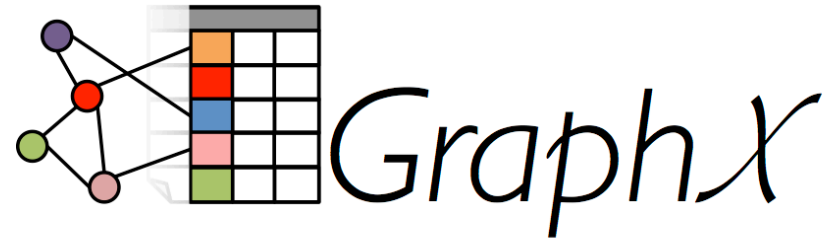
Update ranks in parallel

Iterate until convergence

# PageRank in Pregel



# GraphX

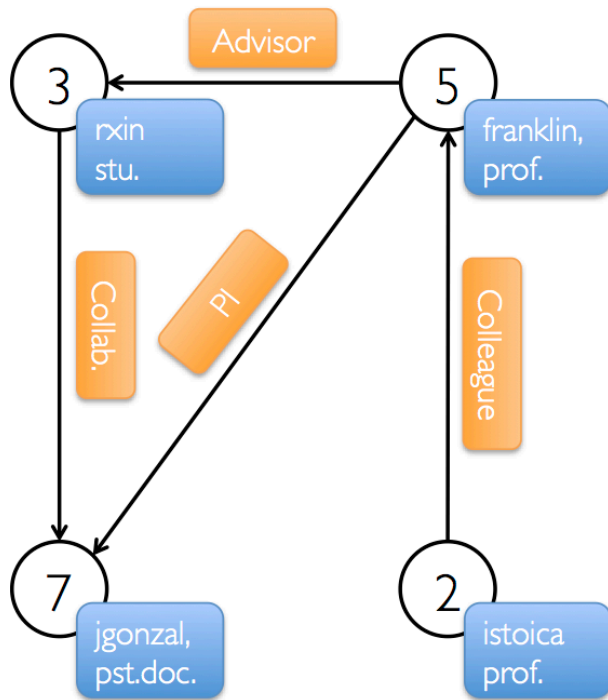


```
class Graph[VD, ED] {  
  val vertices: VertexRDD[VD]  
  val edges: EdgeRDD[ED]  
}
```

Provides Pregel message-passing and other operators on top of RDDs

# GraphX: Properties

Property Graph



Vertex Table

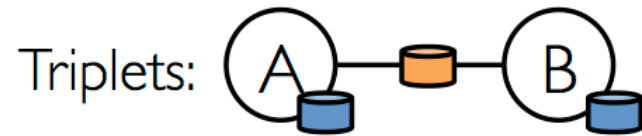
Id	Property (V)
3	(rxin, student)
7	(jgonzal, postdoc)
5	(franklin, professor)
2	(istoica, professor)

Edge Table

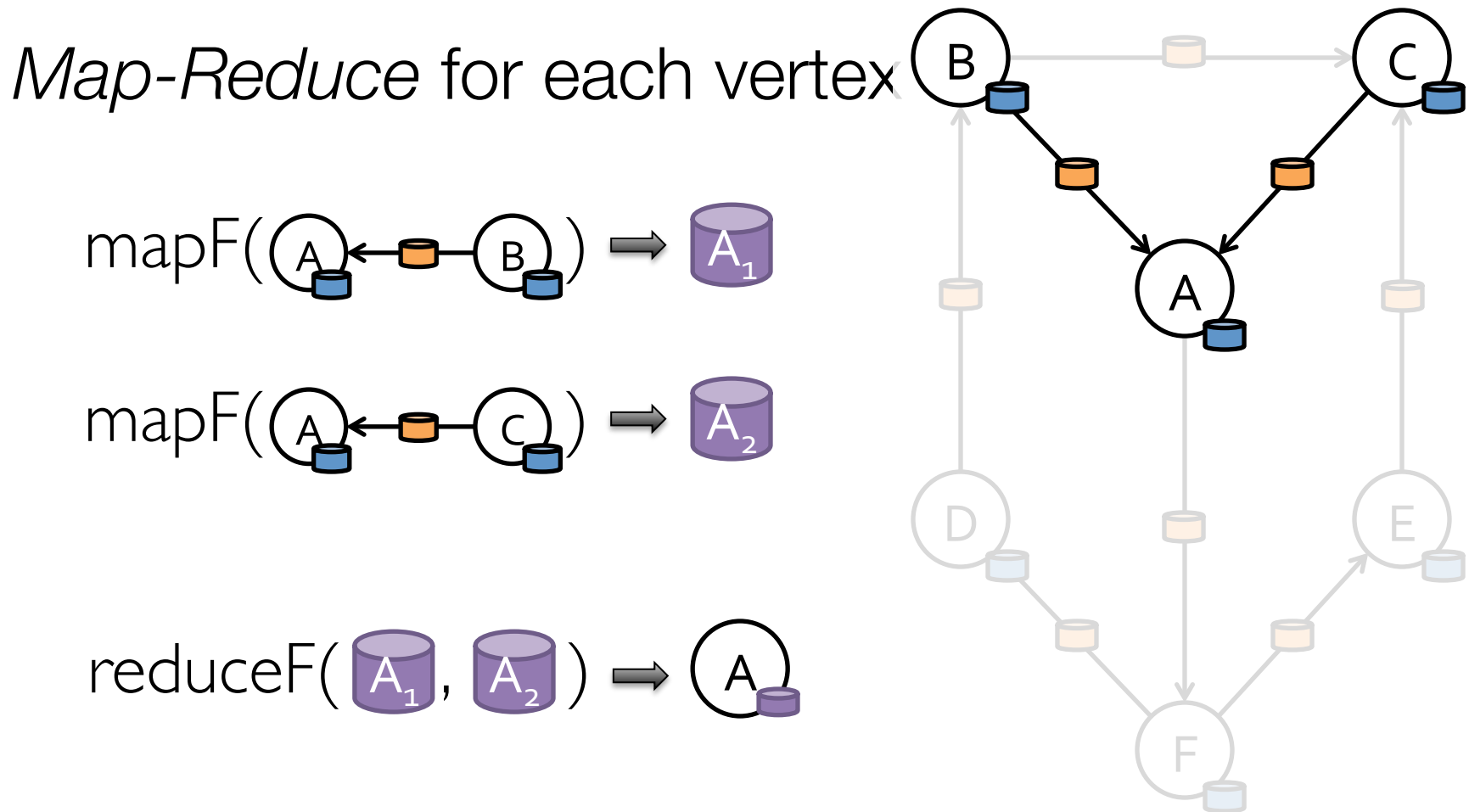
Srcld	Dstld	Property (E)
3	7	Collaborator
5	3	Advisor
2	5	Colleague
5	7	PI

# GraphX: Triplets

The *triplets* operator joins vertices and edges:



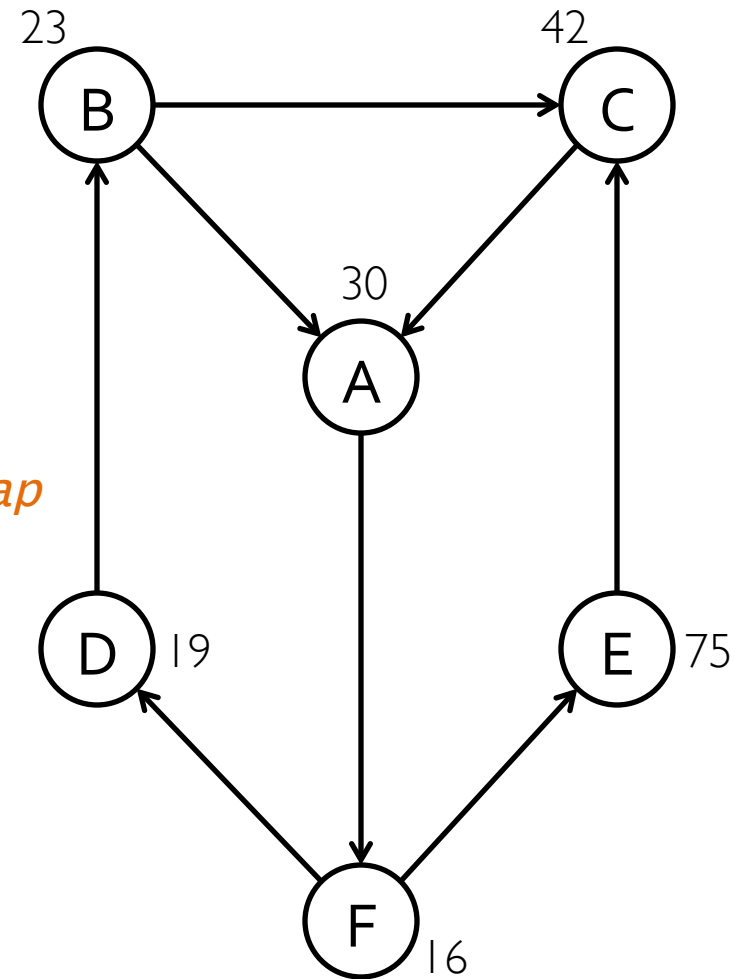
# Map Reduce Triplets



# 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
```



# Summary of Operators

All operations:

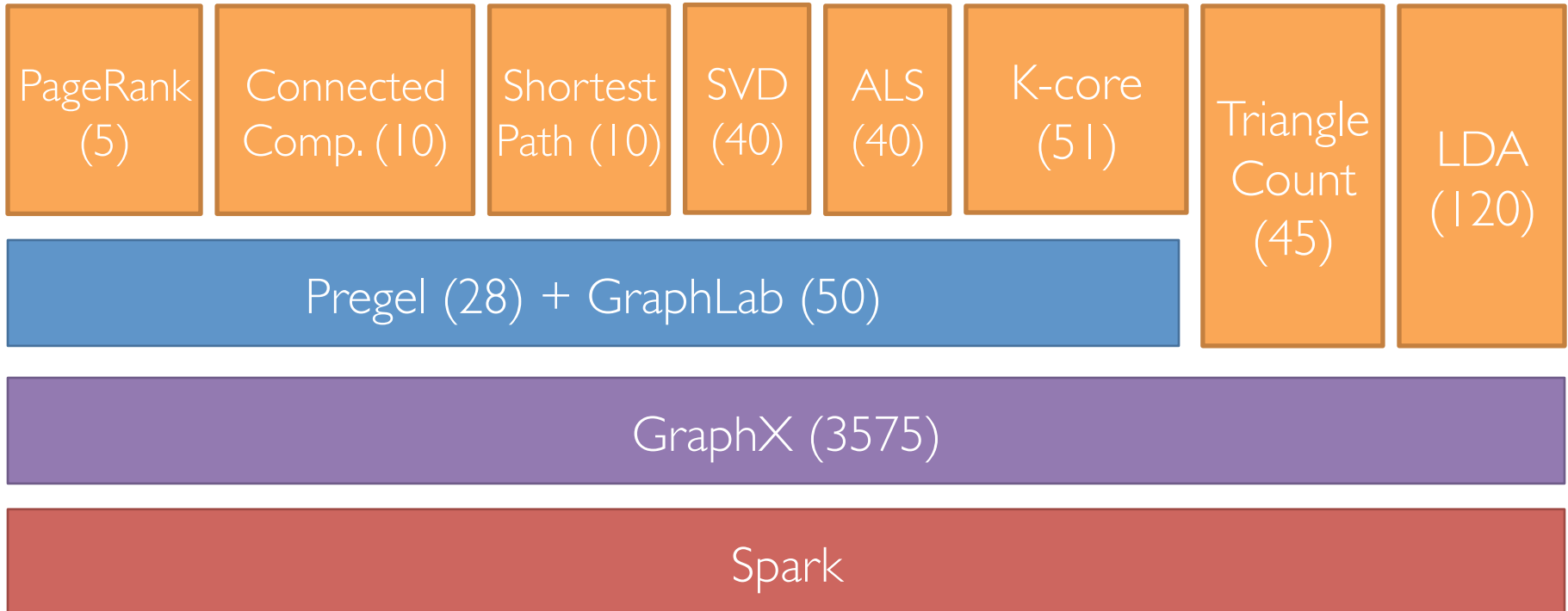
<https://spark.apache.org/docs/latest/graphx-programming-guide.html#summary-list-of-operators>

Pregel API:

<https://spark.apache.org/docs/latest/graphx-programming-guide.html#pregel-api>

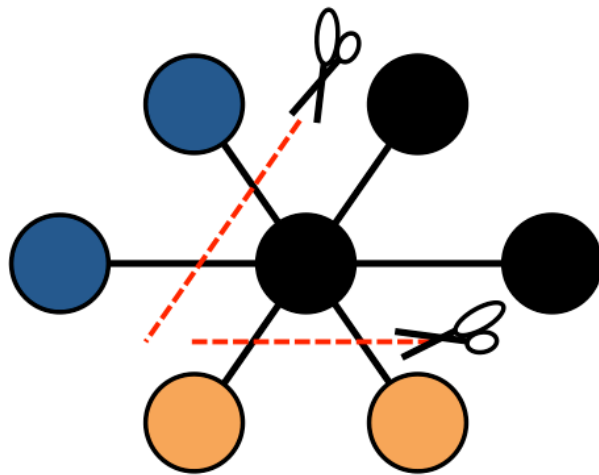


# The GraphX Stack (Lines of Code)

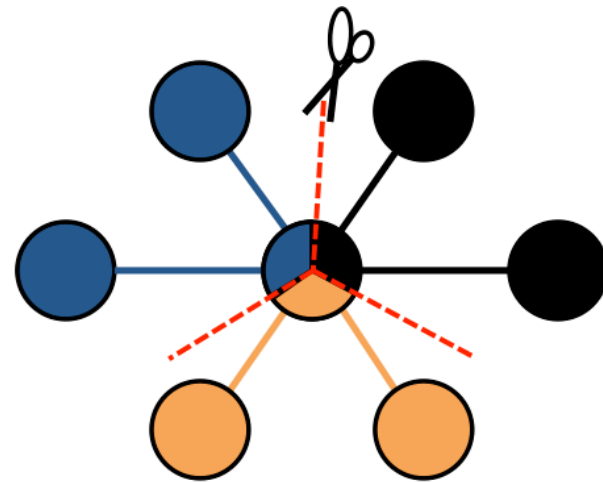


# Optimizations

Overloaded vertices have their work distributed



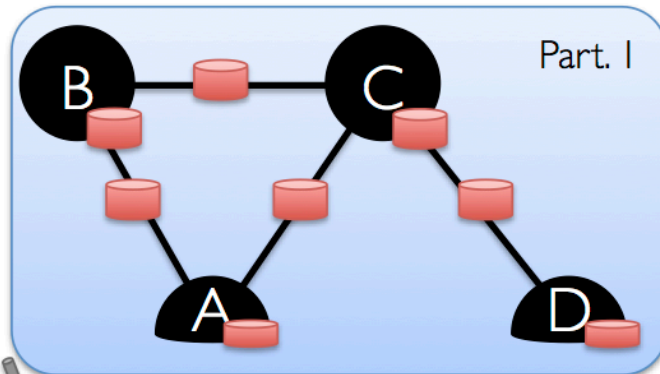
Edge Cut



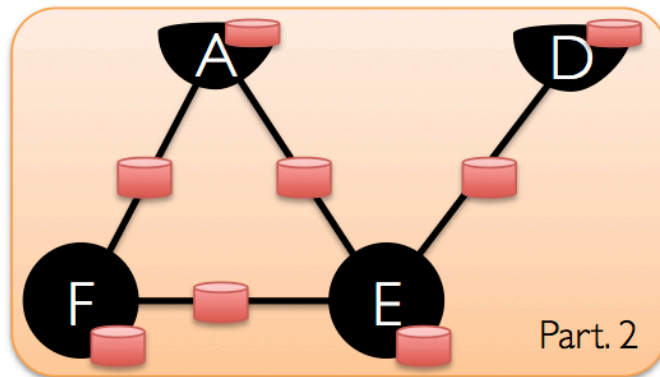
Vertex Cut

# Optimizations

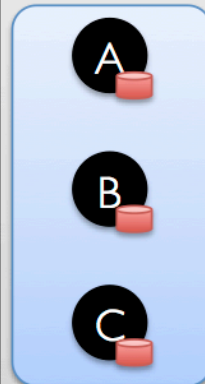
Property Graph



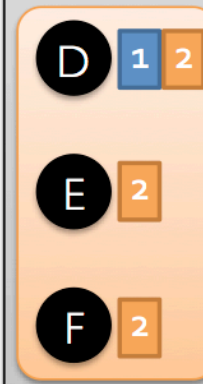
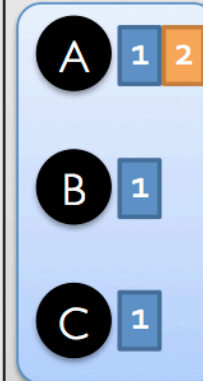
2D Vertex Cut Heuristic



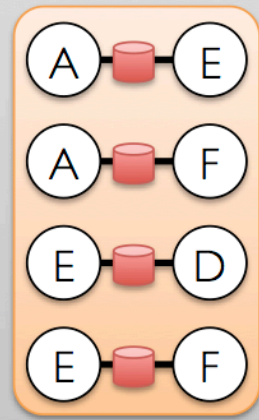
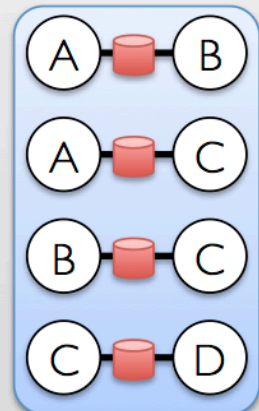
Vertex Table (RDD)



Routing Table (RDD)



Edge Table (RDD)



# More examples

In your HW: Single-Source-Shortest Paths  
using Pregel

# Distributing Matrix Computations

# Distributing Matrices

How to distribute a matrix across machines?

» By Entries (CoordinateMatrix)

» By Rows (RowMatrix)

» By Blocks (BlockMatrix) As of version 1.3

All of Linear Algebra to be rebuilt using these partitioning schemes

# Distributing Matrices

Even the simplest operations require thinking about communication e.g. multiplication

How many different matrix multiplies needed?

- » At least one per pair of {Coordinate, Row, Block, LocalDense, LocalSparse} = 10
- » More because multiplies not commutative

# Block Matrix Multiplication

Let's look at Block Matrix Multiplication  
(on the board and on GitHub)