

Graph Twiddling in a MapReduce World

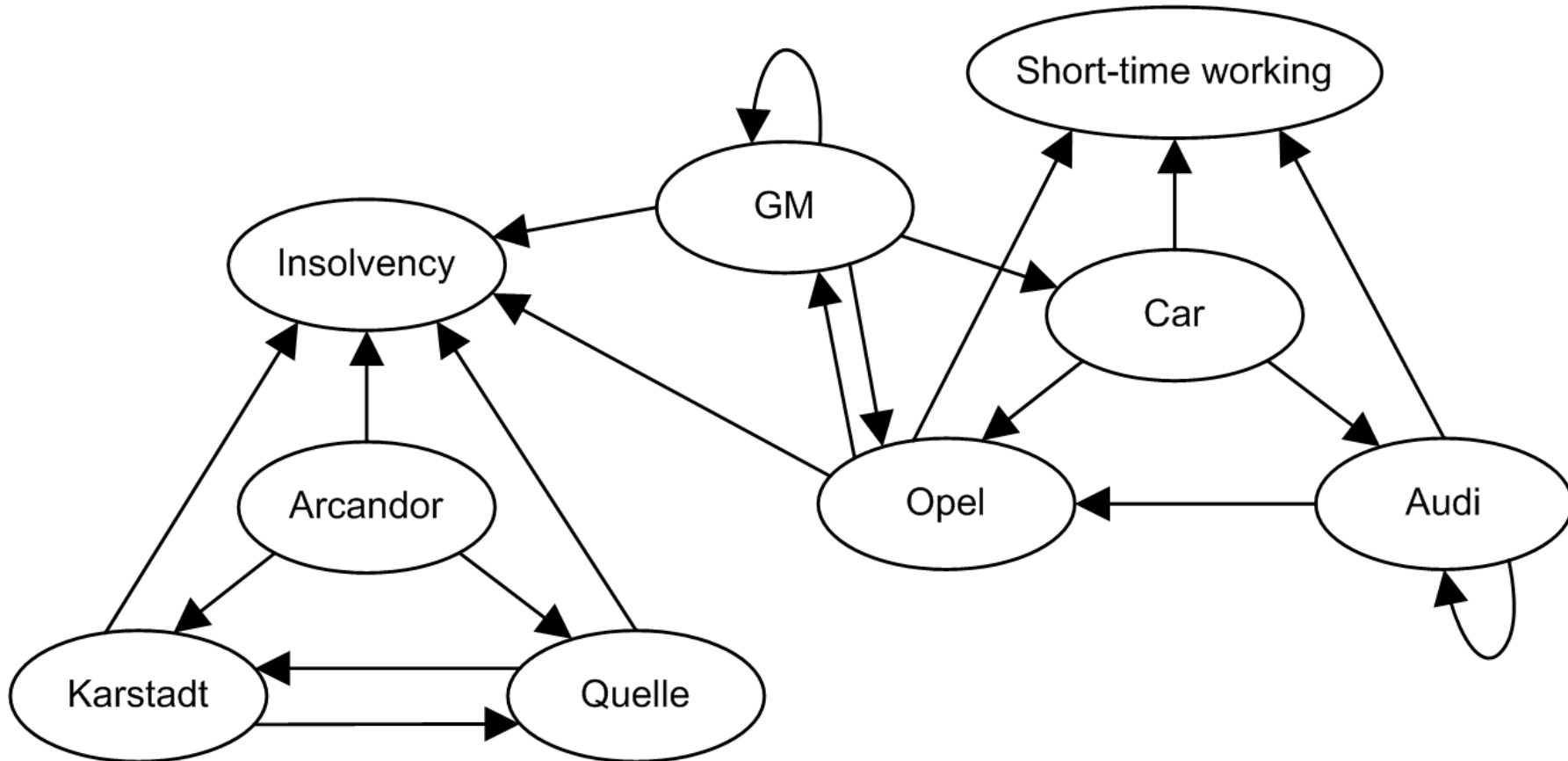
Jonathan Cohen

Adv. MapReduce Algorithms winter term 09/10
HPI

Winter presentation – Problem statement
Arvid Heise, Michael Leben

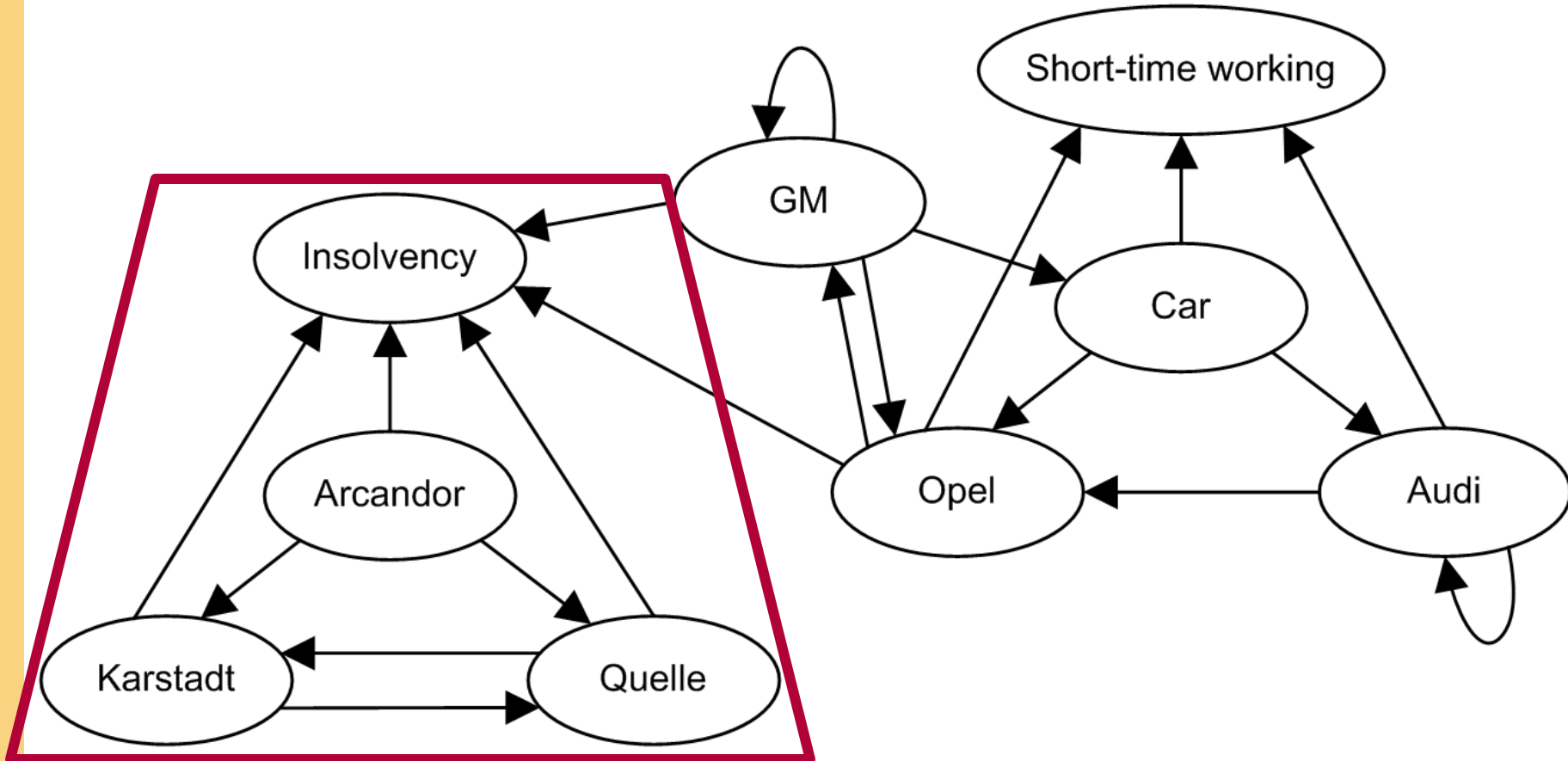
Use Case: Find Domains in Wikipedia

2



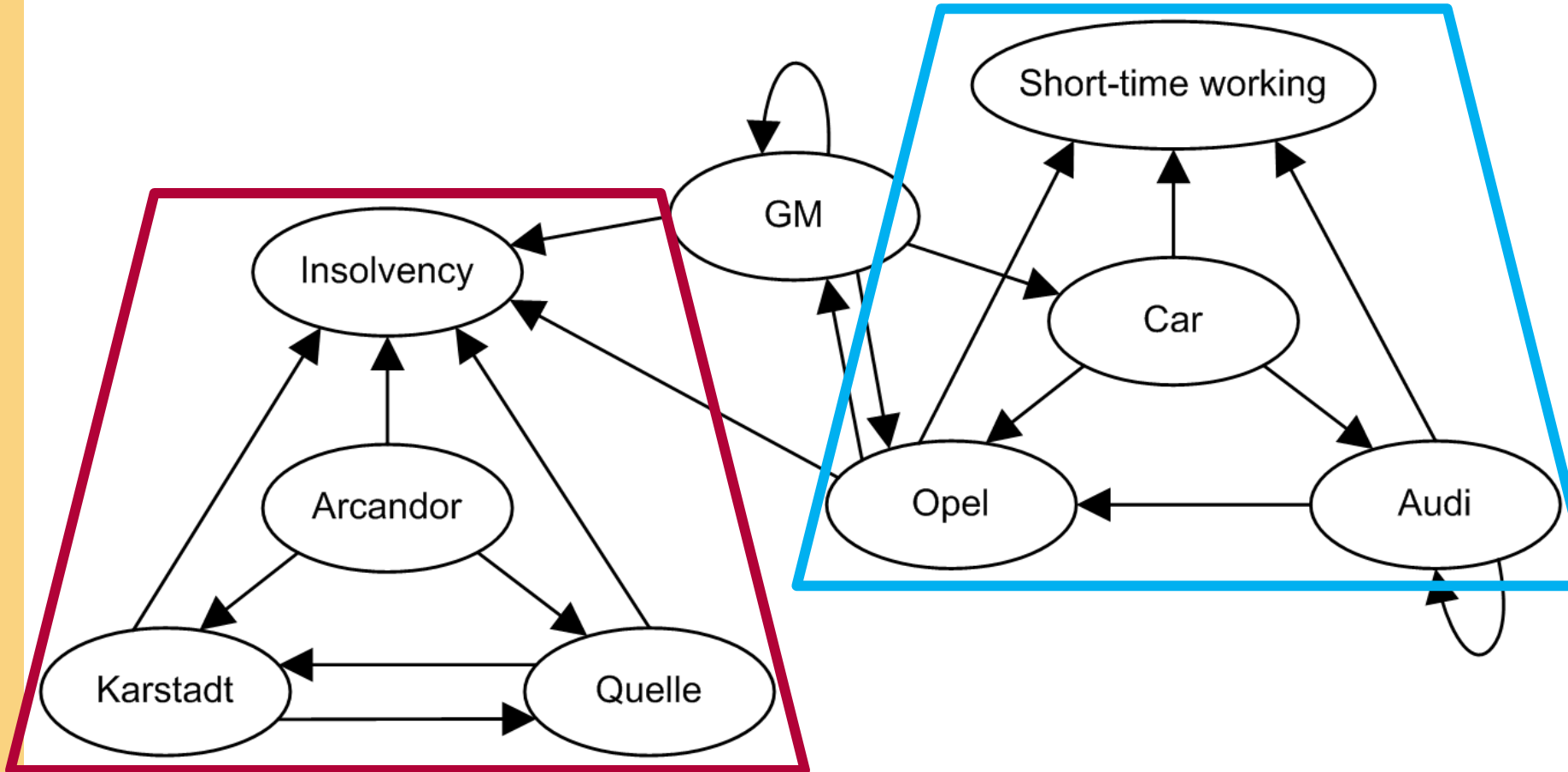
Use Case: Find Domains in Wikipedia

3



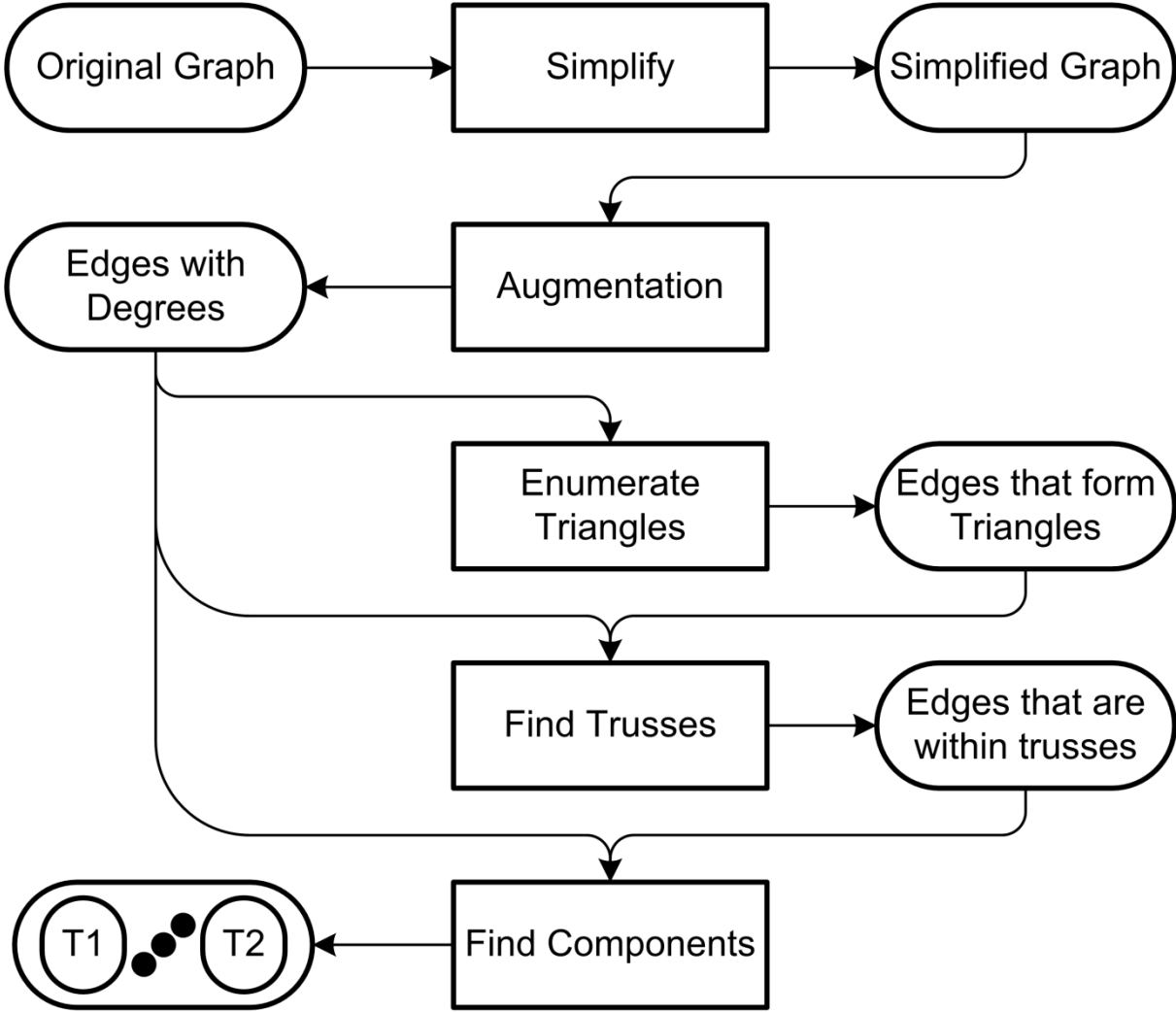
Use Case: Find Domains in Wikipedia

4



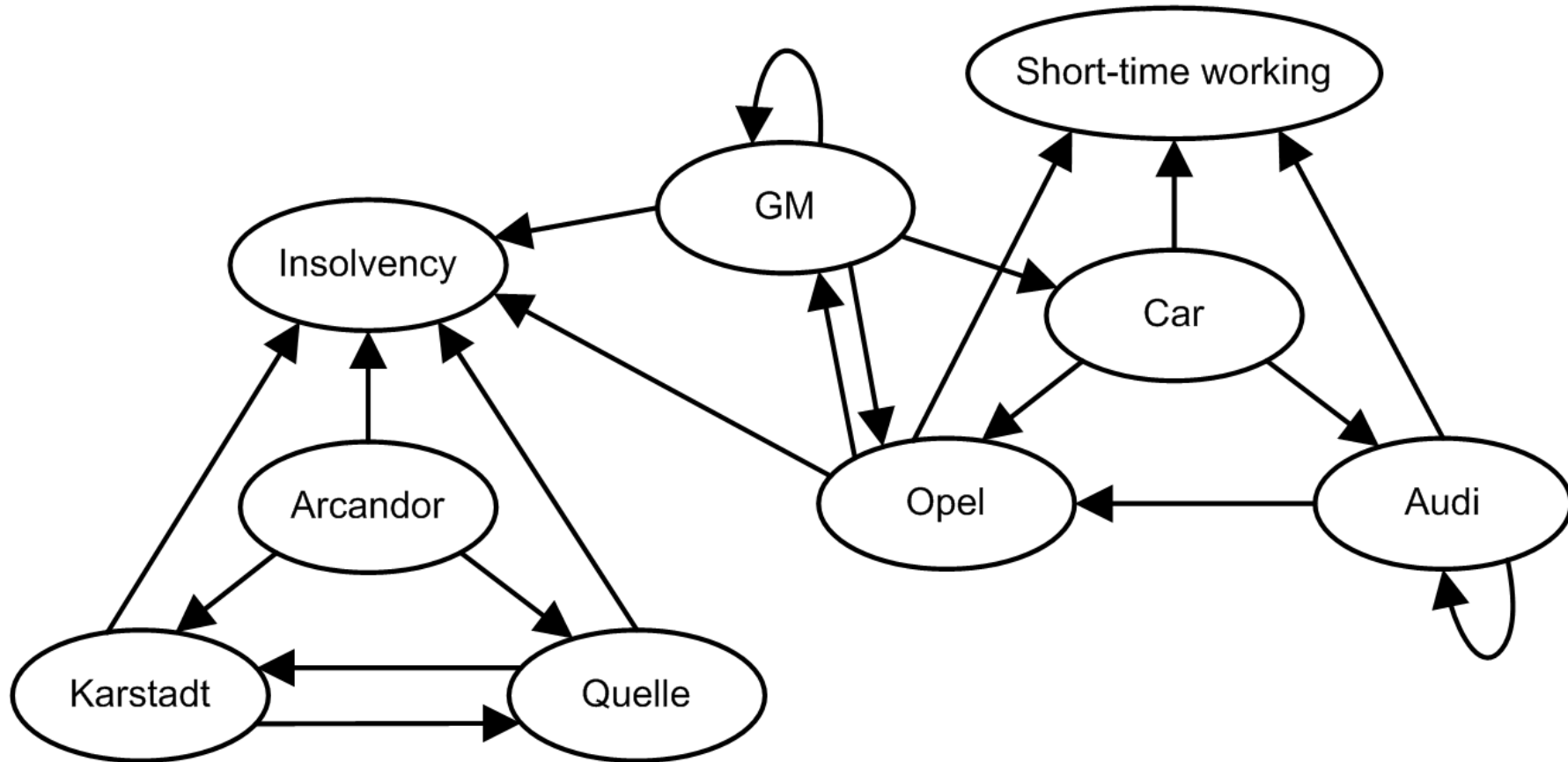
Map/Reduce Process for finding trusses

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Simplification of Graph

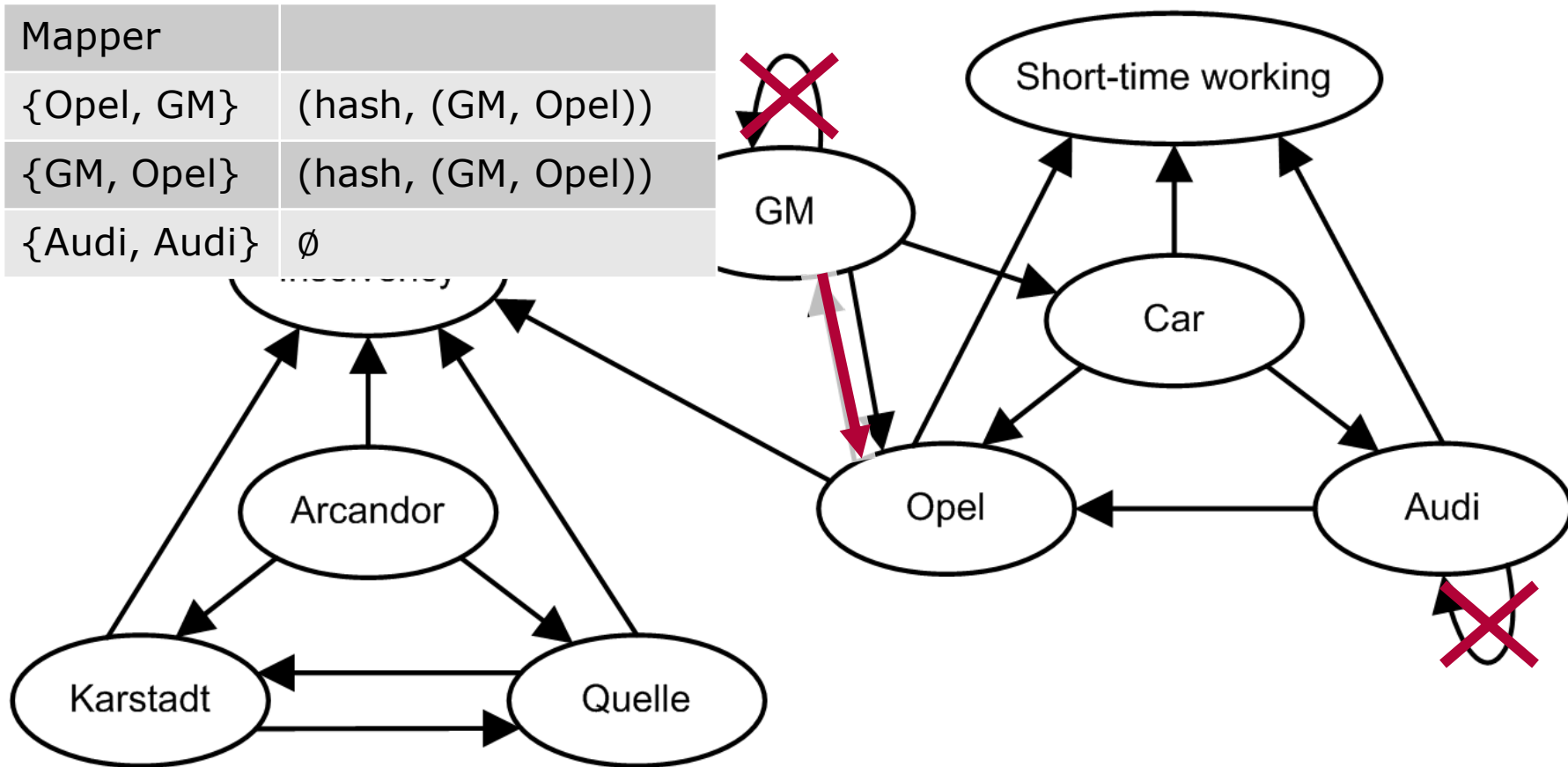
6



Simplification of Graph

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| Mapper | |
|--------------|--------------------|
| {Opel, GM} | (hash, (GM, Opel)) |
| {GM, Opel} | (hash, (GM, Opel)) |
| {Audi, Audi} | \emptyset |

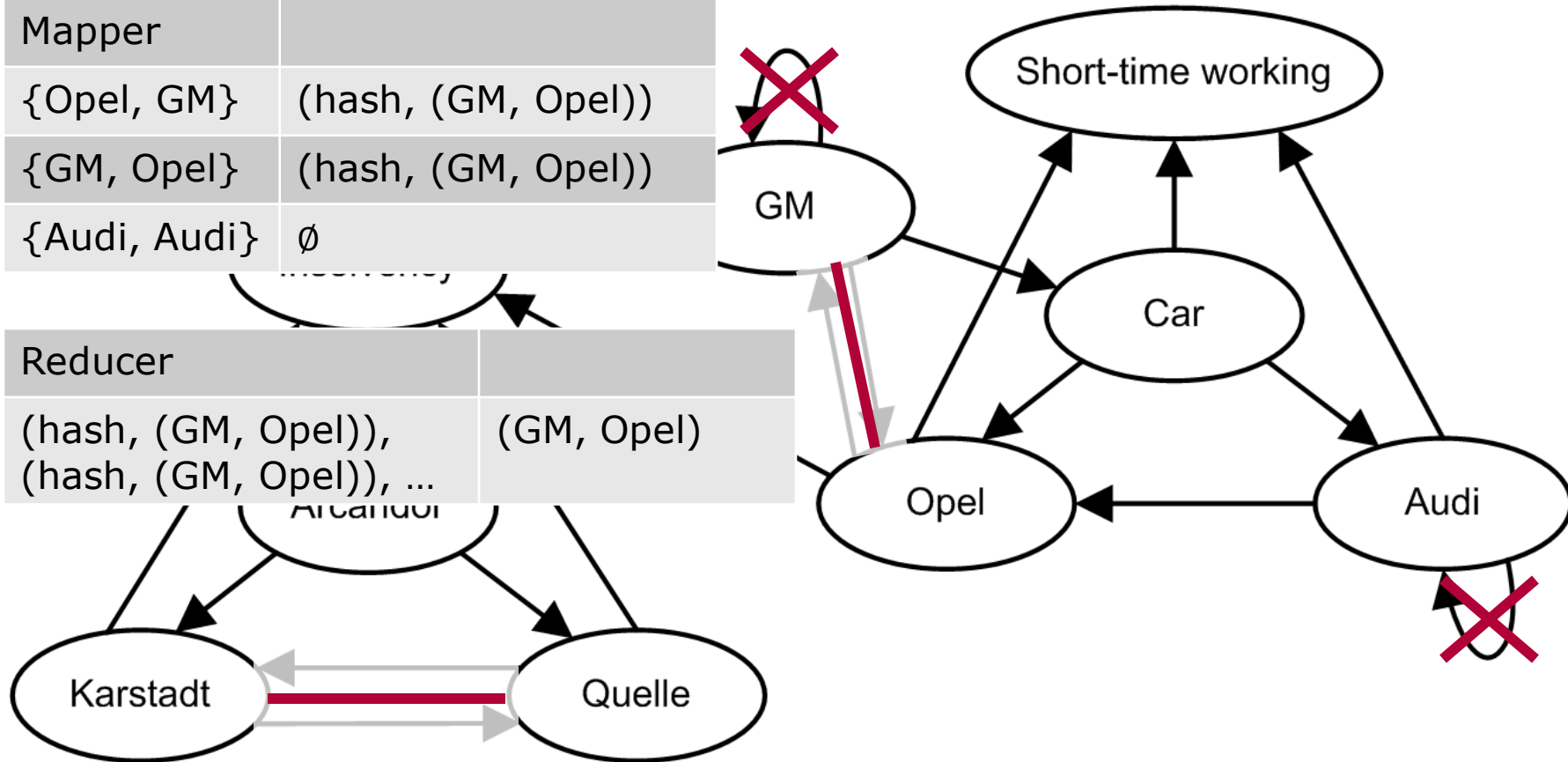


Simplification of Graph

8

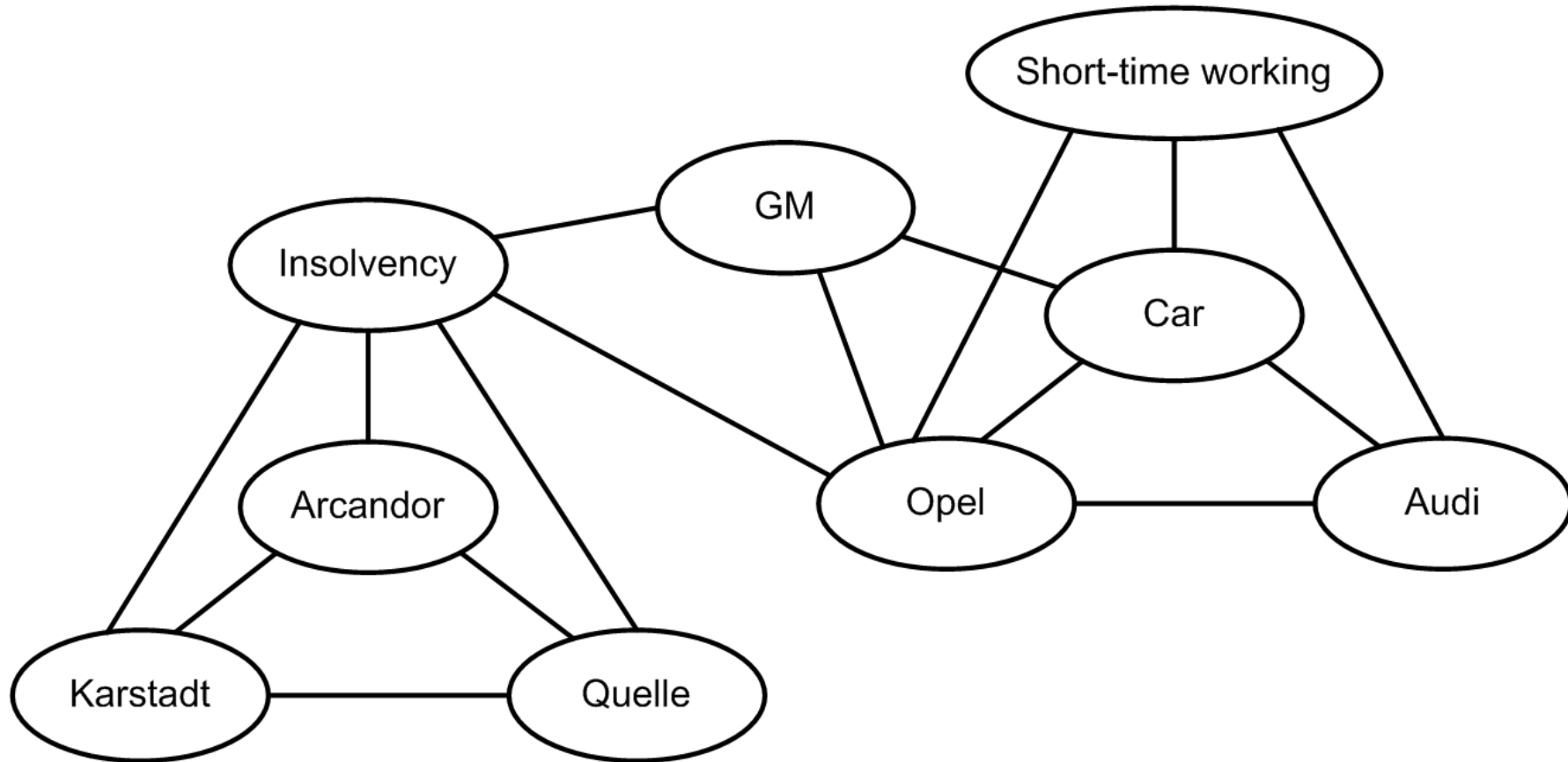
| Mapper | |
|--------------|--------------------|
| {Opel, GM} | (hash, (GM, Opel)) |
| {GM, Opel} | (hash, (GM, Opel)) |
| {Audi, Audi} | \emptyset |

| Reducer | |
|--|------------|
| (hash, (GM, Opel)), (hash, (GM, Opel)), ... | (GM, Opel) |



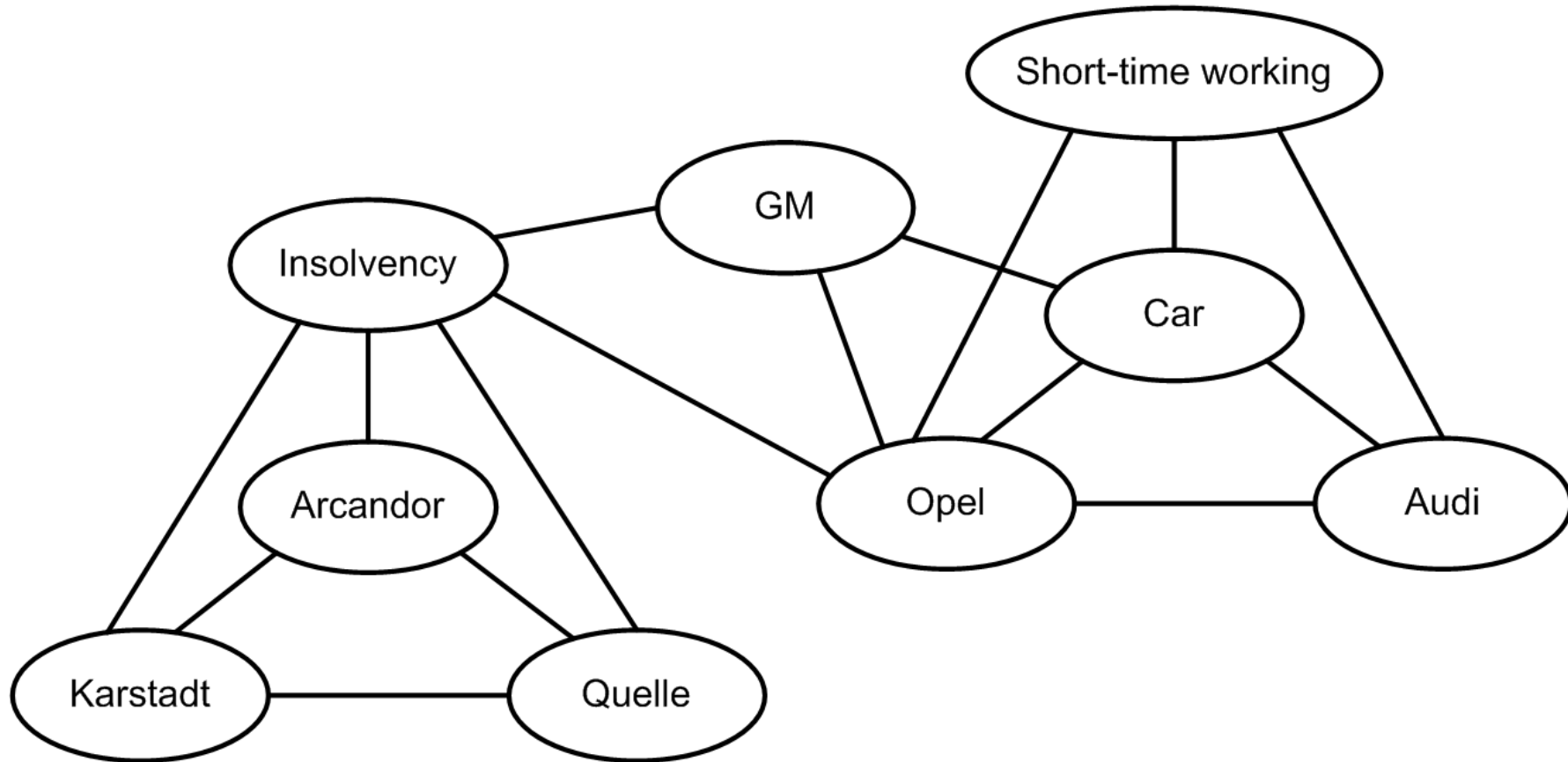
Simplification of Graph

9



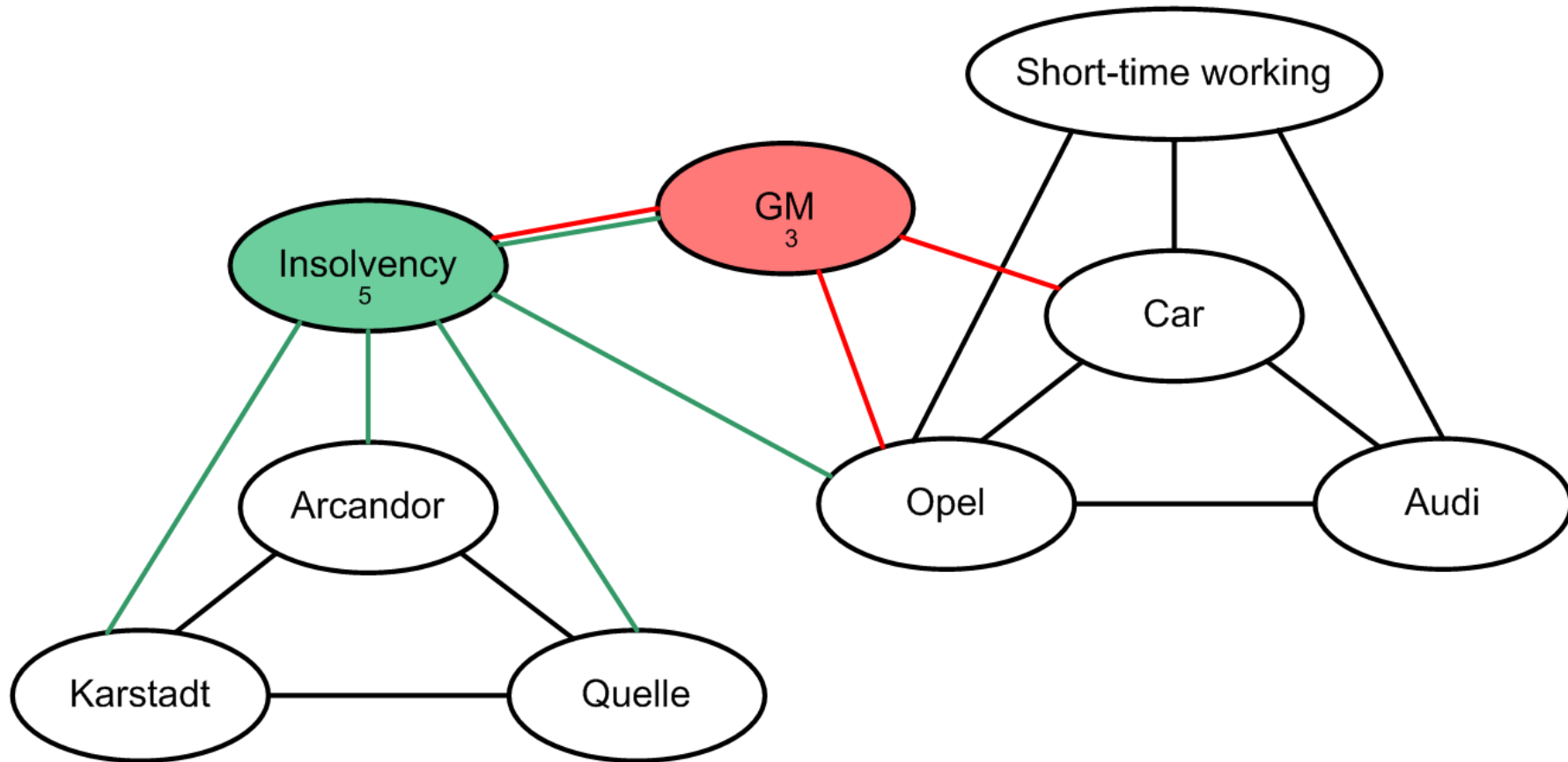
Augmenting Edges with Degrees

10



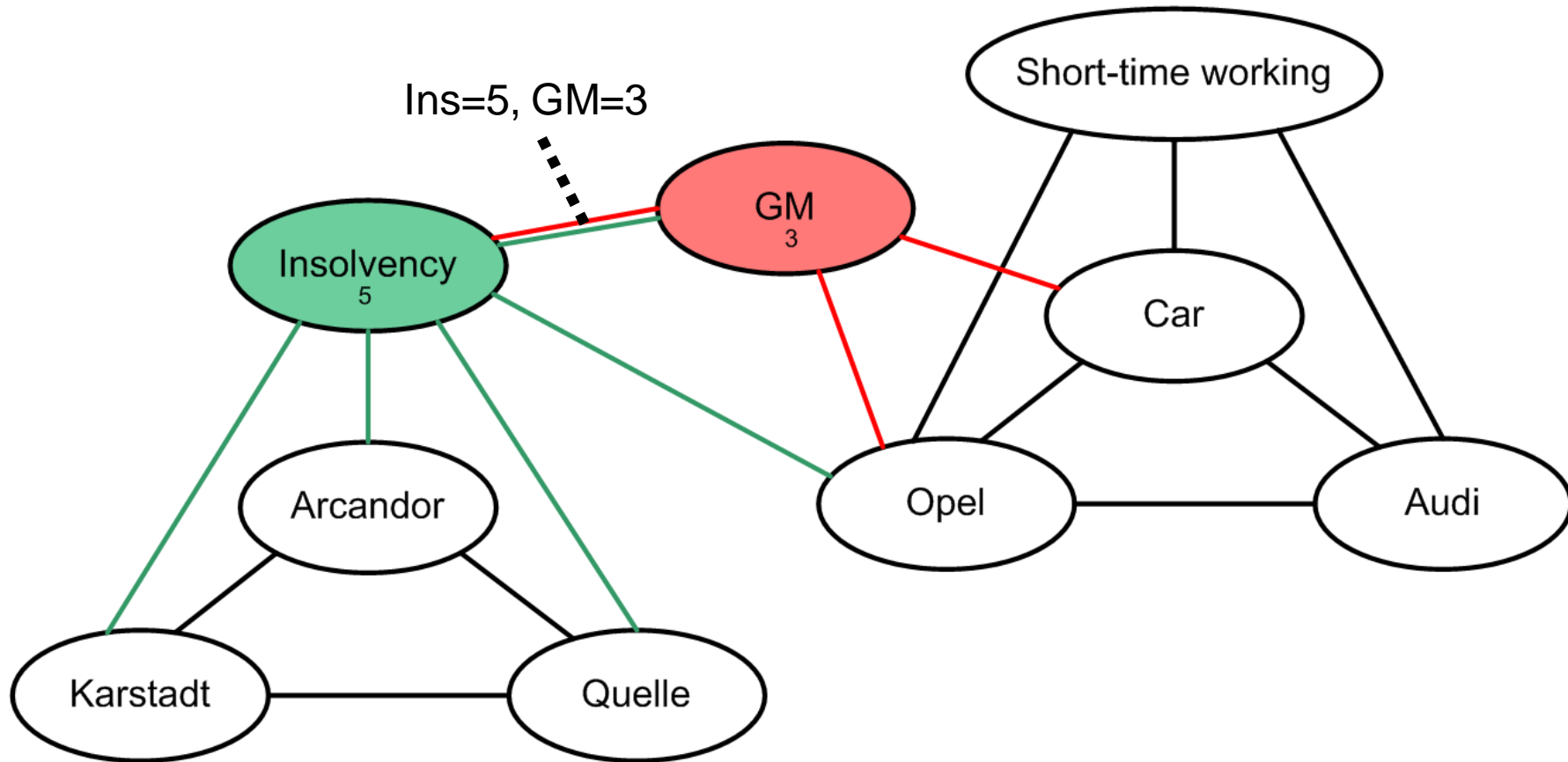
Augmenting Edges with Degrees

11



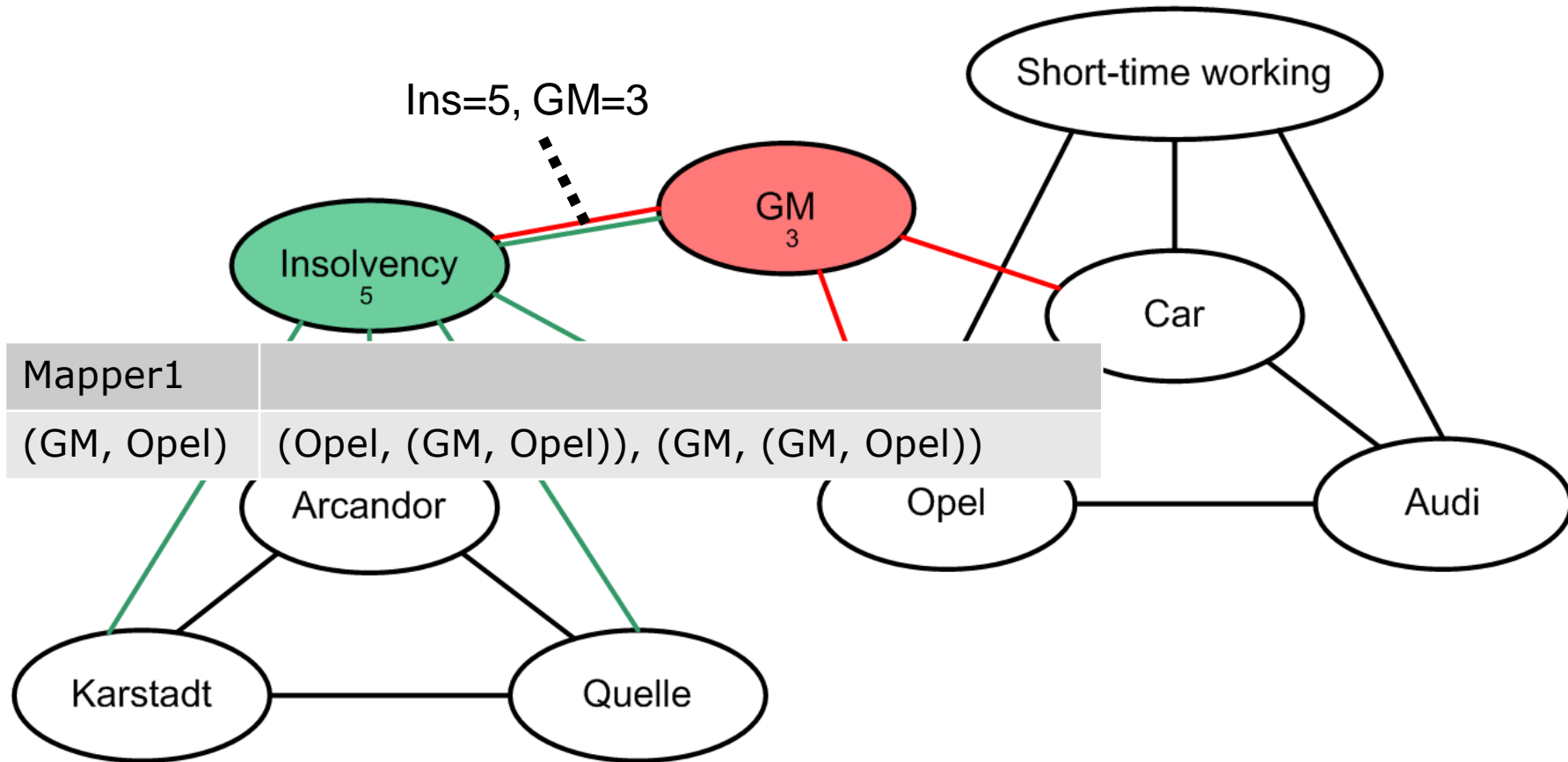
Augmenting Edges with Degrees

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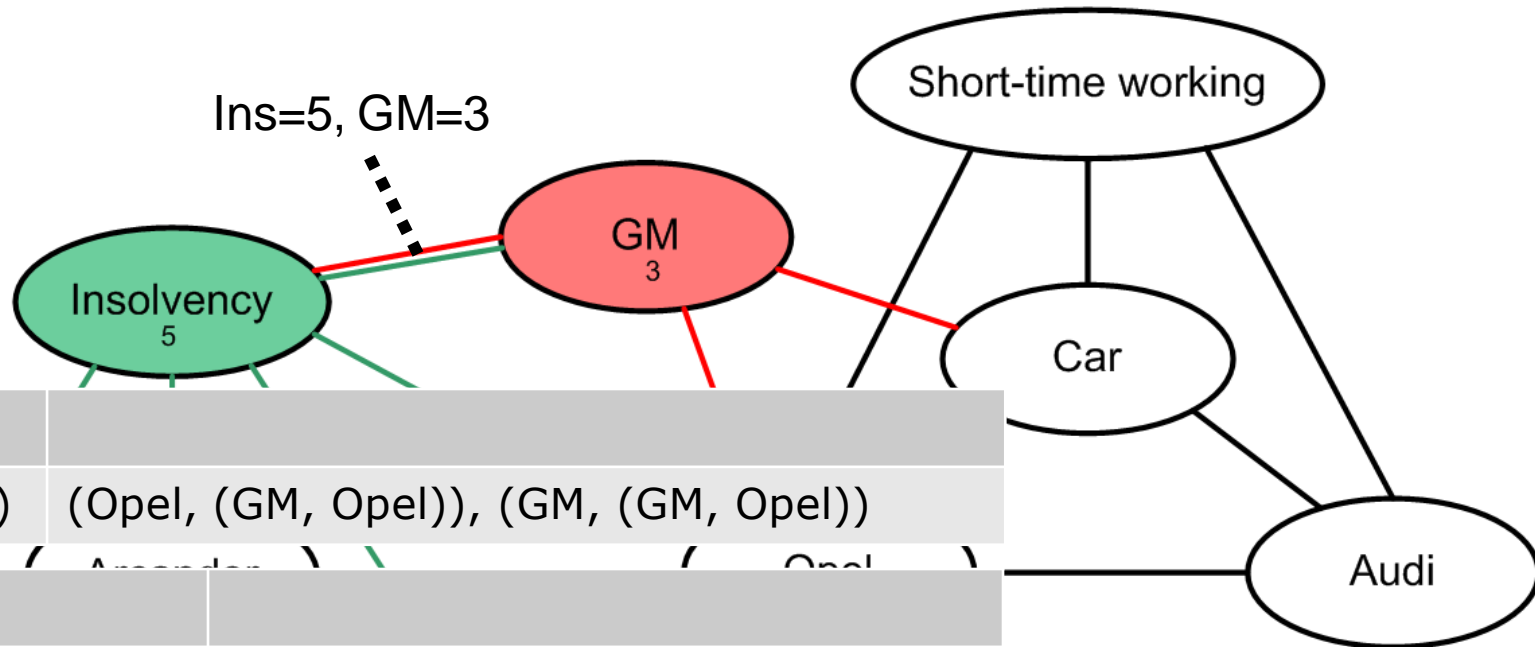
Augmenting Edges with Degrees

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Augmenting Edges with Degrees

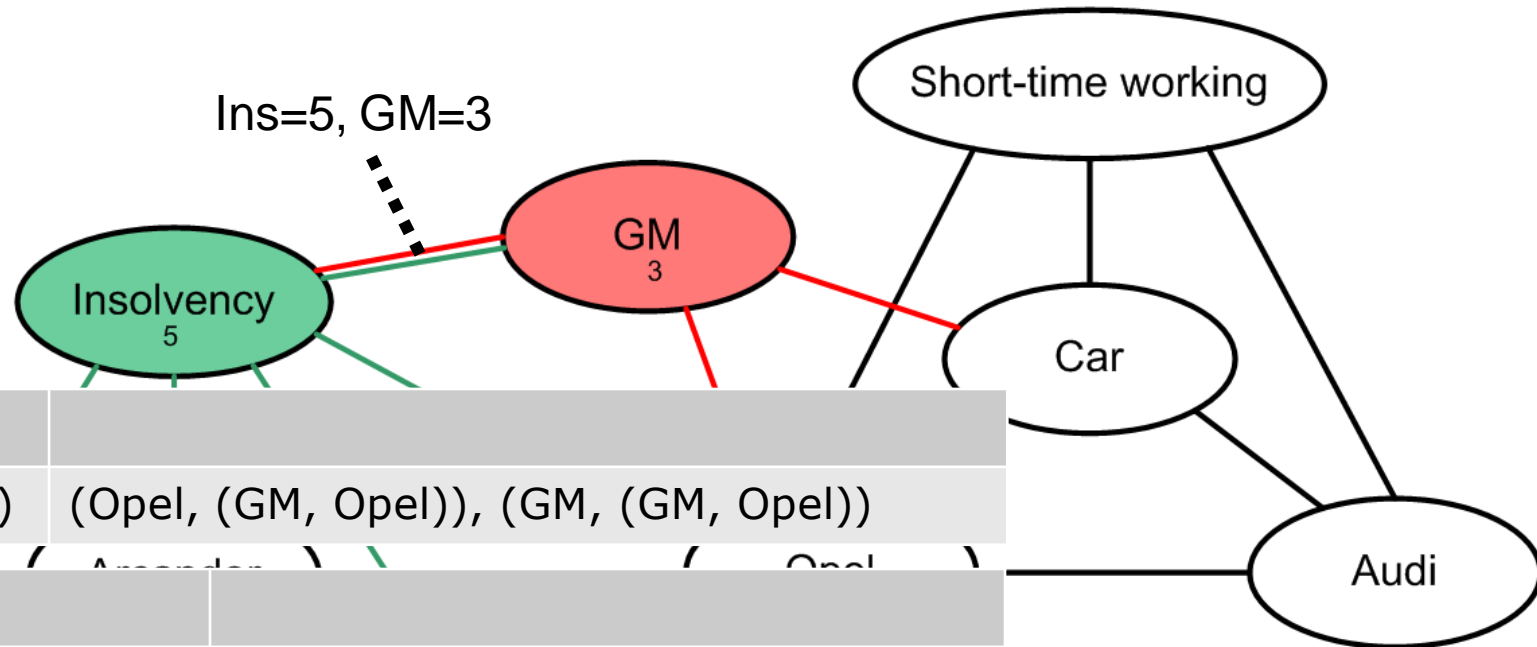
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| | |
|--|---|
| Mapper1 | |
| (GM, Opel) | (Opel, (GM, Opel)), (GM, (GM, Opel)) |
| Reducer1 | |
| (GM, (GM, Opel)), (GM, (GM, Ins)), (GM, (Car, GM)) | ((GM, Opel), GM=3, Opel=), ((GM, Ins), GM=3, Ins=), ((Car, GM), Car=, GM=3) |

Augmenting Edges with Degrees

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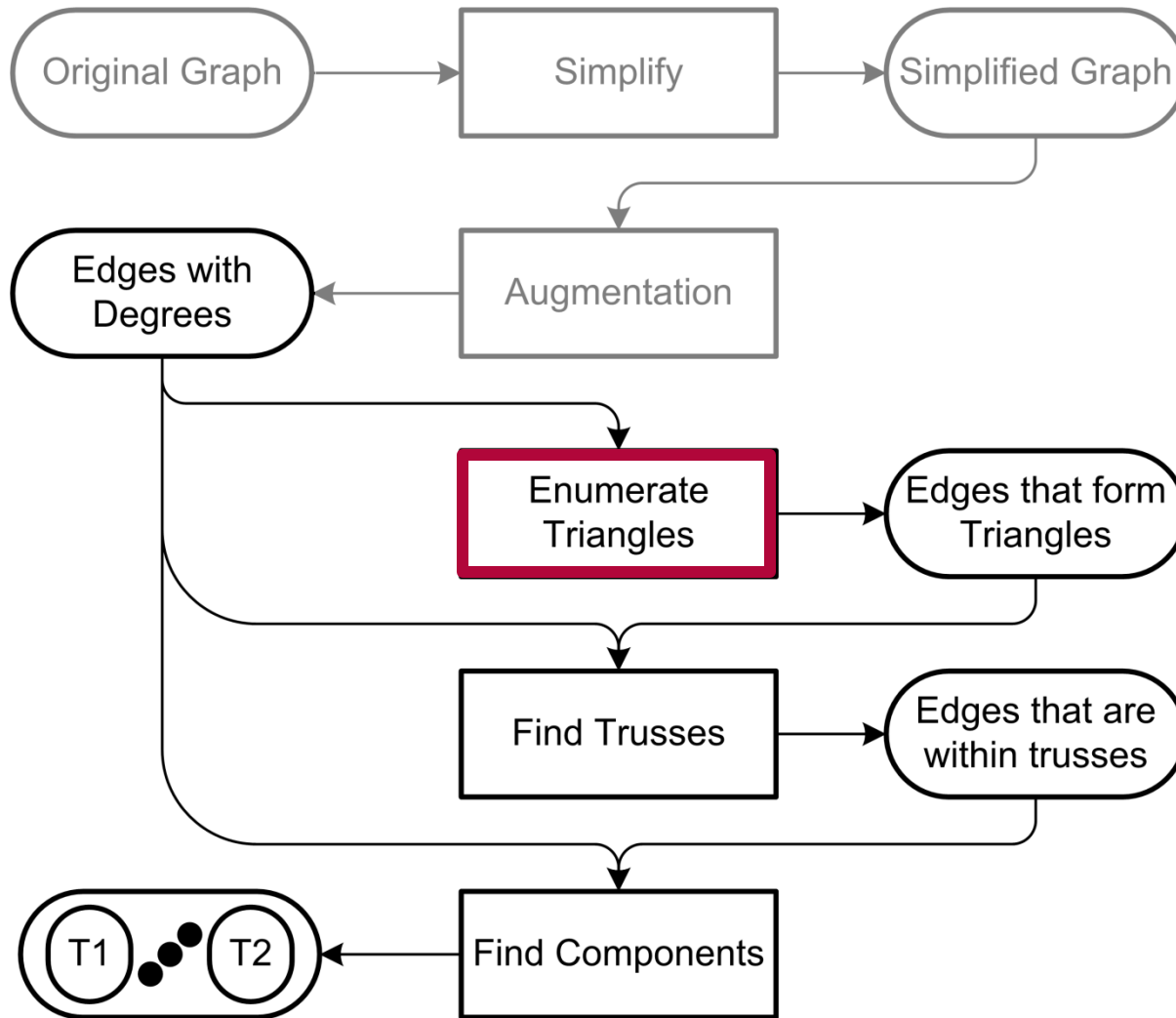
| | |
|------------|--------------------------------------|
| Mapper1 | |
| (GM, Opel) | (Opel, (GM, Opel)), (GM, (GM, Opel)) |

| | |
|--|---|
| Reducer1 | |
| (GM, (GM, Opel)), (GM, (GM, Ins)), (GM, (Car, GM)) | ((GM, Opel), GM=3, Opel=), ((GM, Ins), GM=3, Ins=), ((Car, GM), Car=, GM=3) |

| | |
|---|--------------------------|
| Reducer2 | |
| ((GM, Ins), GM=3, Ins=), ((GM, Ins), GM=, Ins=5) | ((GM, Ins), GM=3, Ins=5) |

Process Overview

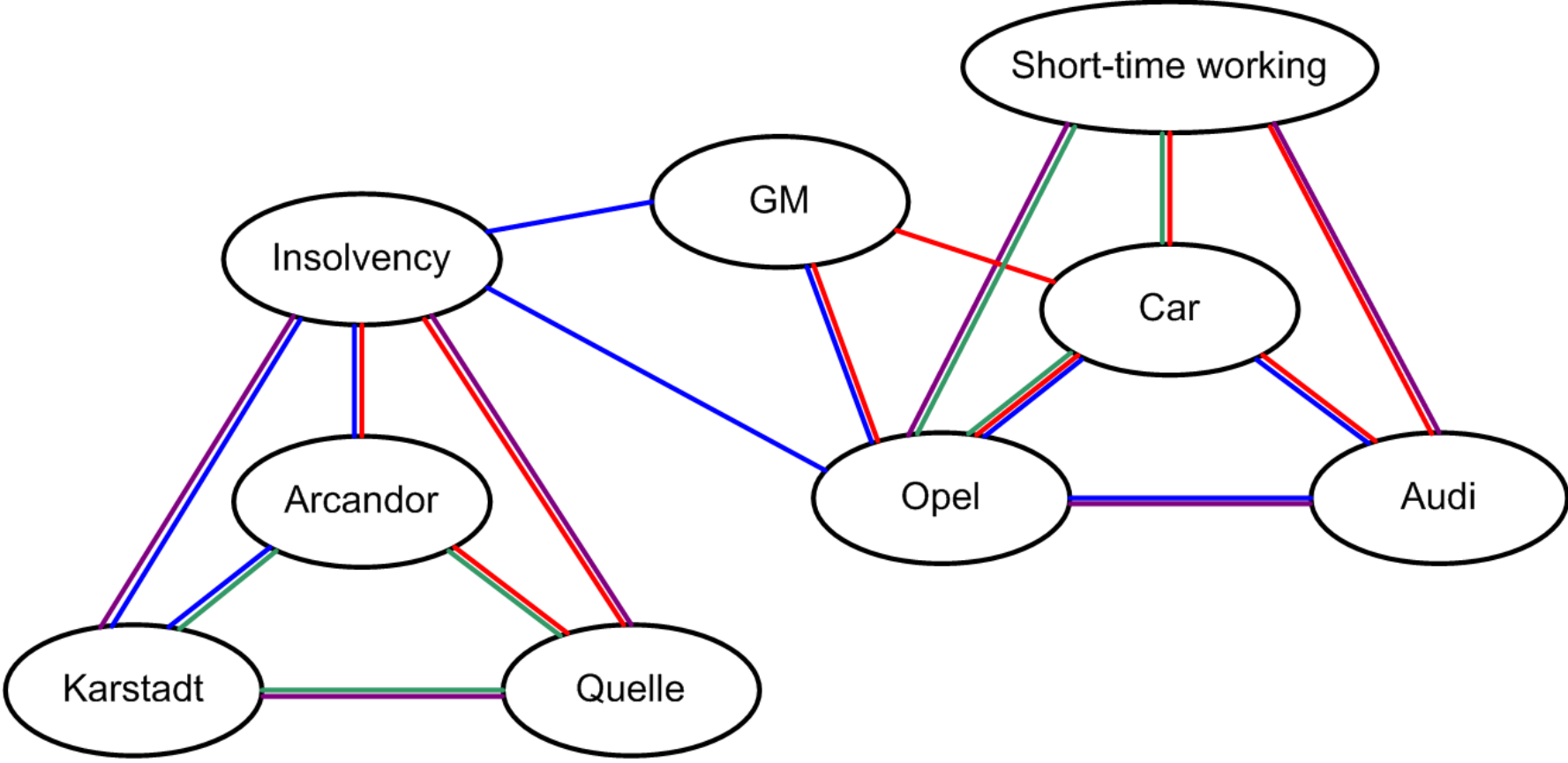
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In Detail: Finding Triangles 1 | 5

Input

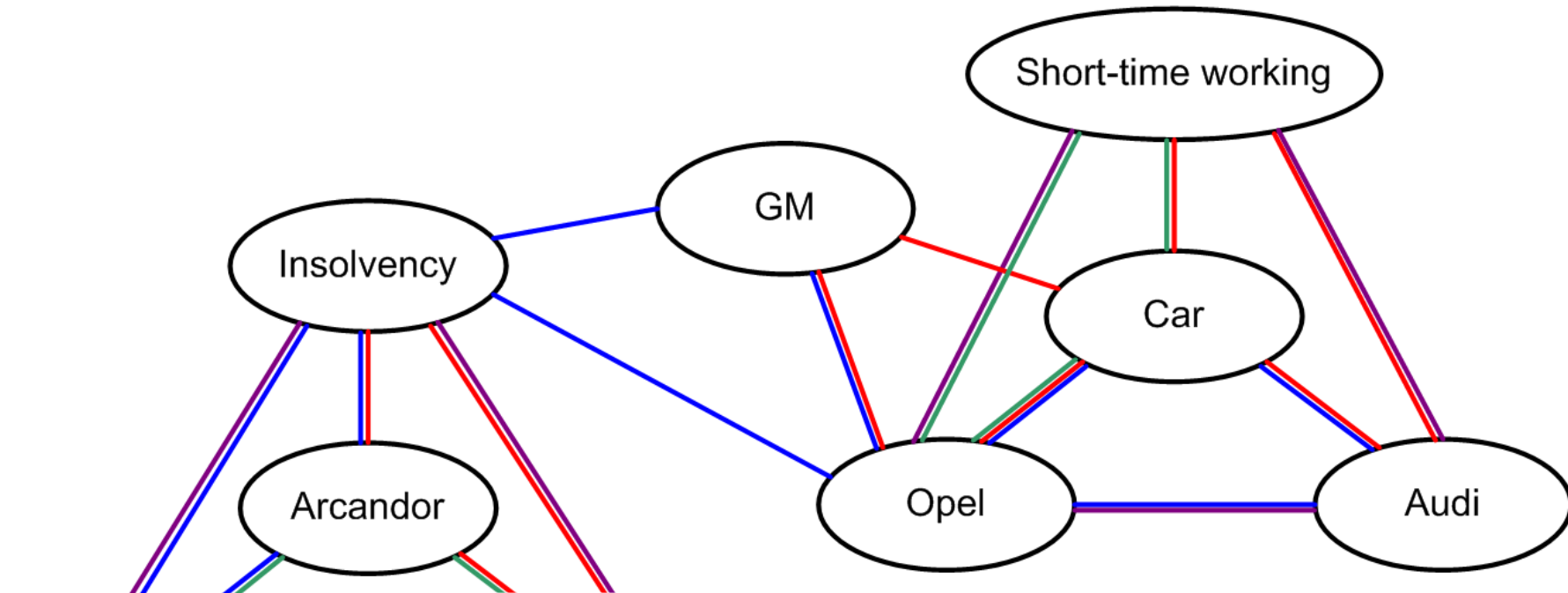
17



In Detail: Finding Triangles 1 | 5

Input

18



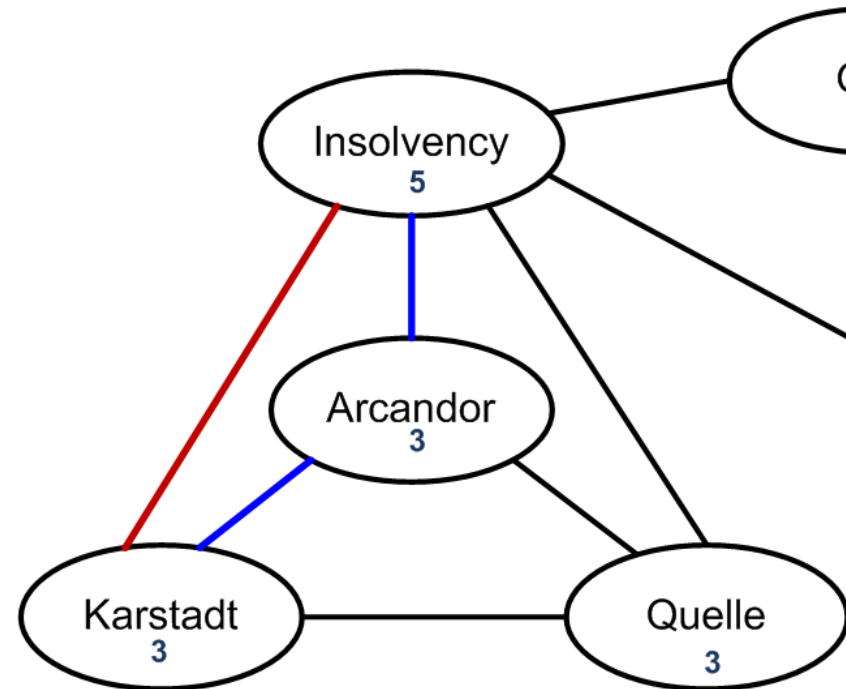
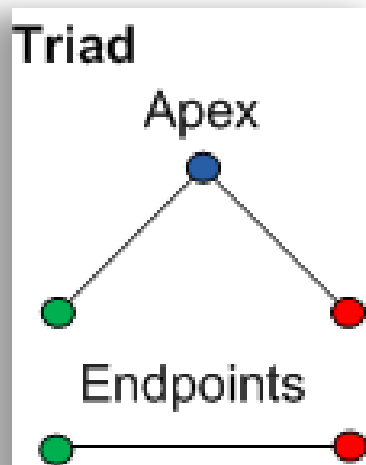
Input

| | | |
|------------------------|----------------------------|--------------------------|
| (Insolvency, Arcandor) | $D(\text{Insolvency}) = 5$ | $D(\text{Arcandor}) = 3$ |
| (Arcandor, Quelle) | $D(\text{Arcandor}) = 3$ | $D(\text{Quelle}) = 3$ |
| (Insolvency, GM) | $D(\text{Insolvency}) = 5$ | $D(\text{GM}) = 3$ |
| ... | ... | ... |

In Detail: Finding Triangles 2|5

Idea

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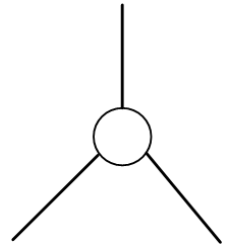
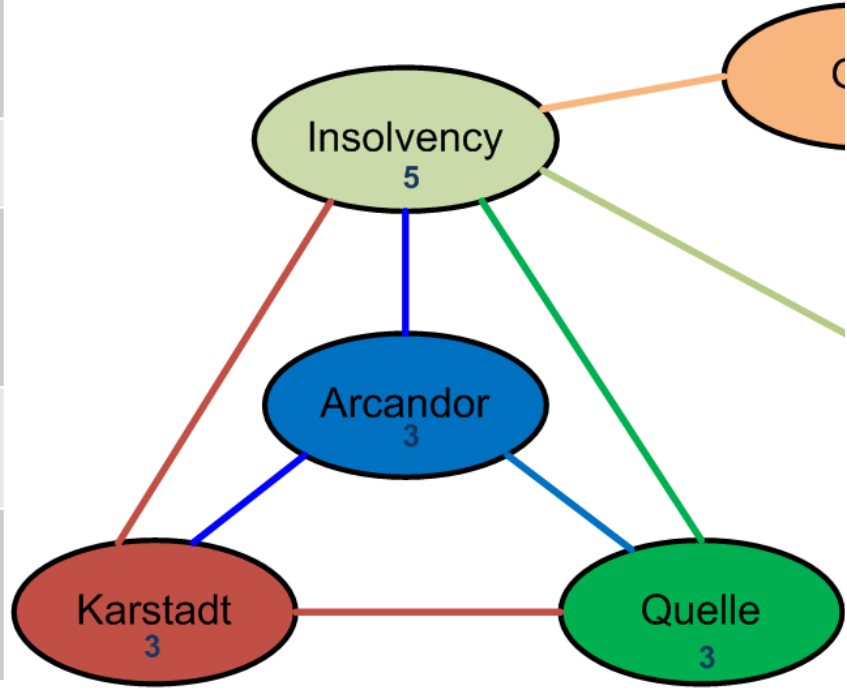


In Detail: Finding Triangles 3|5

1. Mapper: Key by Apex

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| Output of first Mapper: Edges to Apex | |
|---|---|
| Key (Apex) | Edges |
| Arcandor | (Arcandor , Insolvency) (Arcandor , Karstadt) (Arcandor , Quelle) |
| Quelle | (Insolvency, Quelle) |
| Karstadt | (Insolvency, Karstadt) (Karstadt , Quelle) |



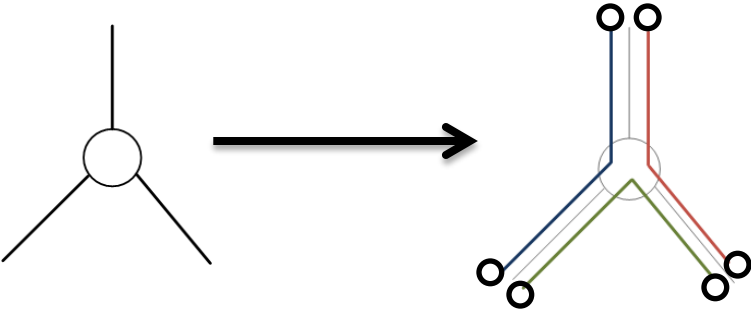
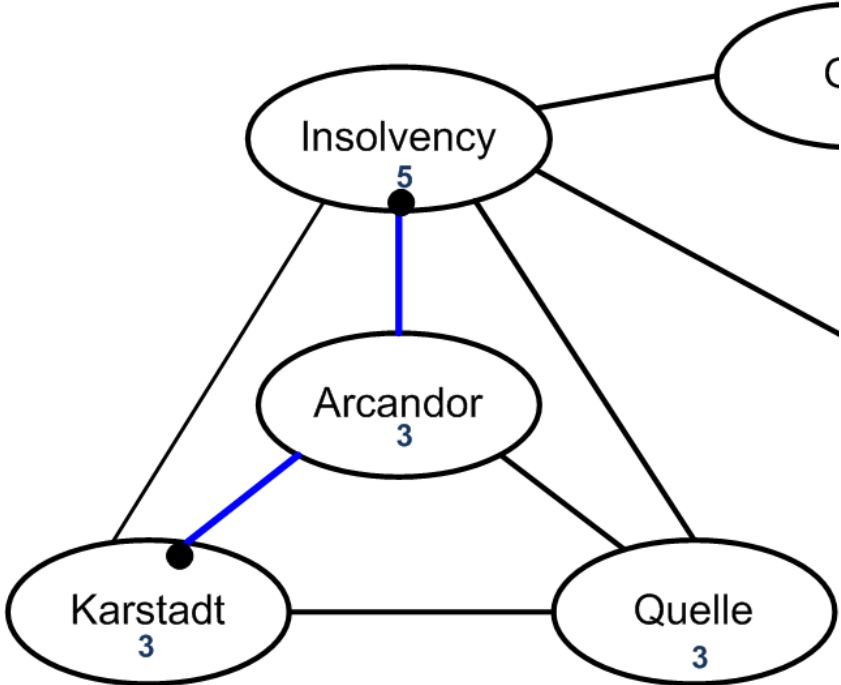
In Detail: Finding Triangles 4|5

1. Reduce: Form Triads

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Output of first Reducer:
Emit Triads, keyed by endpoints

| <u>Key</u> | <u>Triad</u> |
|-----------------------------|--|
| Insolvency, Karstadt | (Arcandor, Insolvency) (Arcandor, Karstadt) |
| Karstadt, Quelle | (Arcandor, Karstadt) (Arcandor, Quelle) |
| ... | ... |



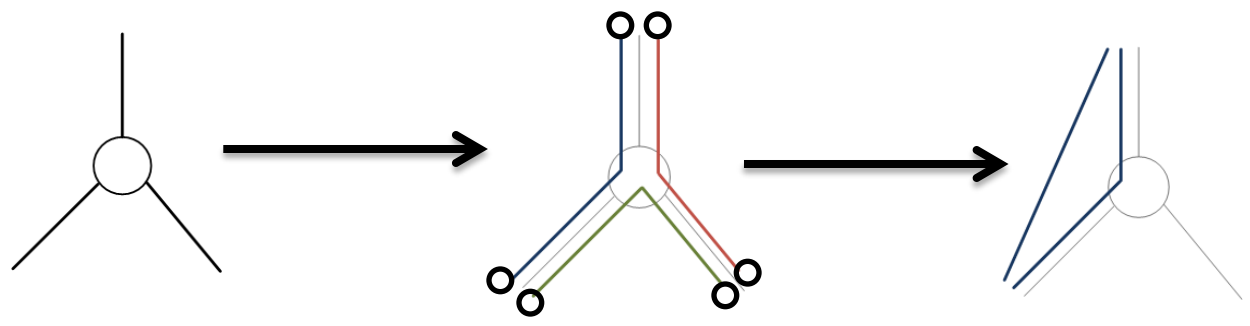
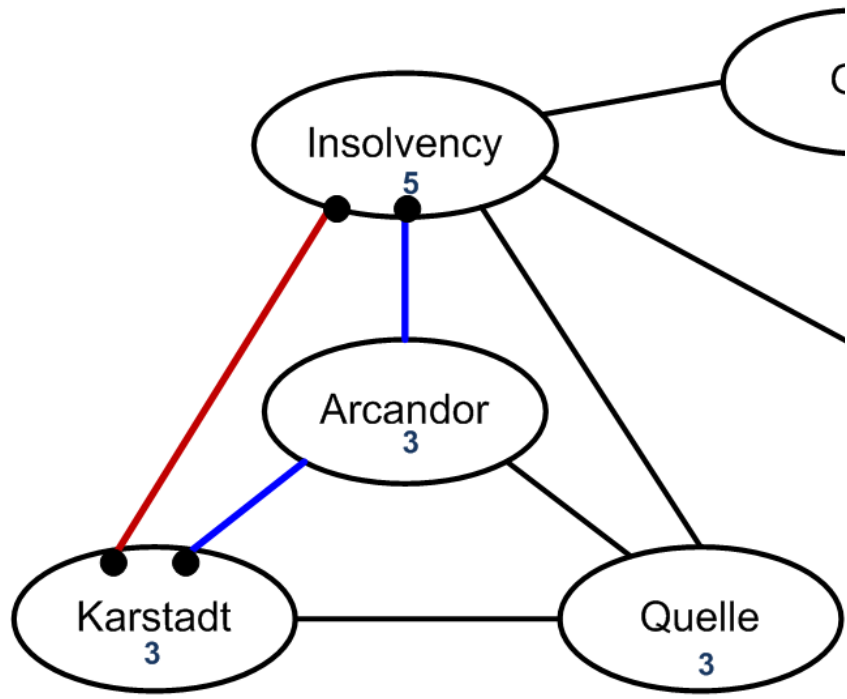
In Detail: Finding Triangles 5|5

2. Phase: Close Triads with Edges

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Output of second Mapper:
Map edges and triads to their endpoints

| Key | Triad or Edge |
|-----------------------------|--|
| Insolvency, Karstadt | Arcandor, Insolvency Arcandor, Karstadt |
| Insolvency, Karstadt | Insolvency, Karstadt |
| | ... |



In Detail: Finding Triangles 5|5

2. Phase: Close Triads with Edges

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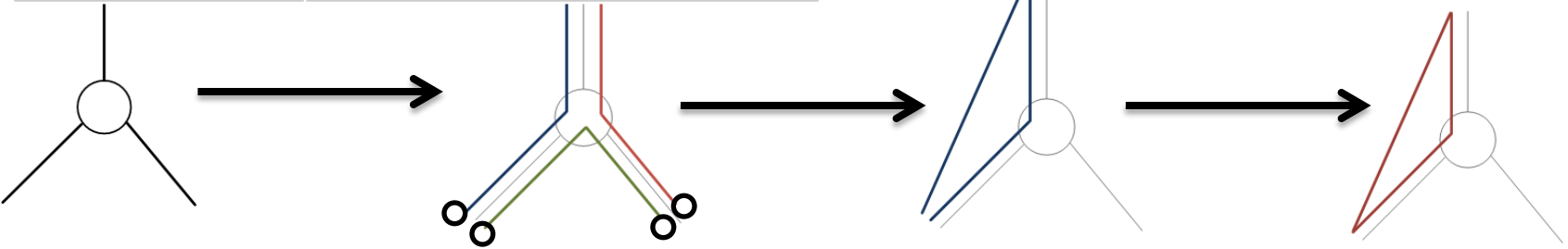
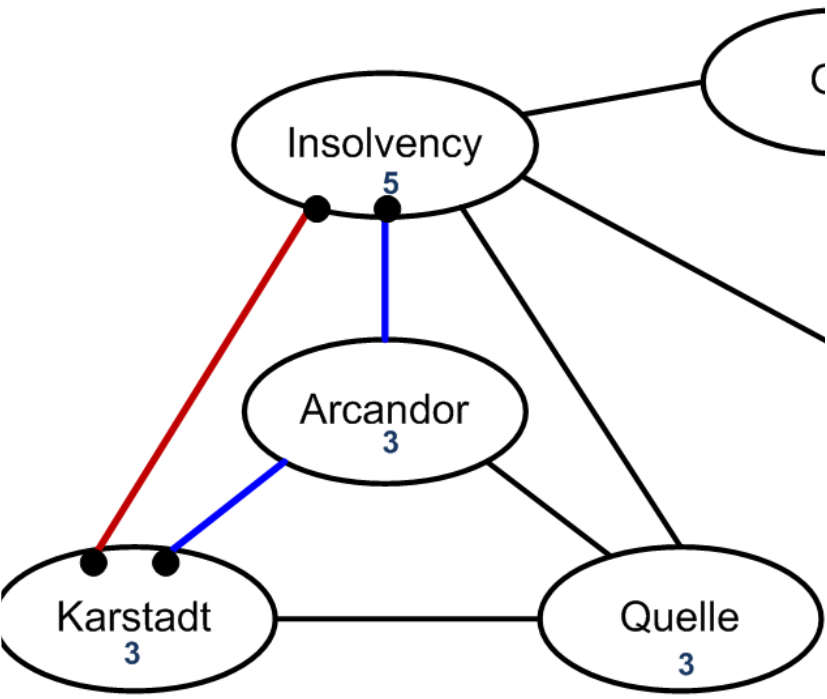
Output of second Mapper:

Output of second Reducer:

Emit Triangles

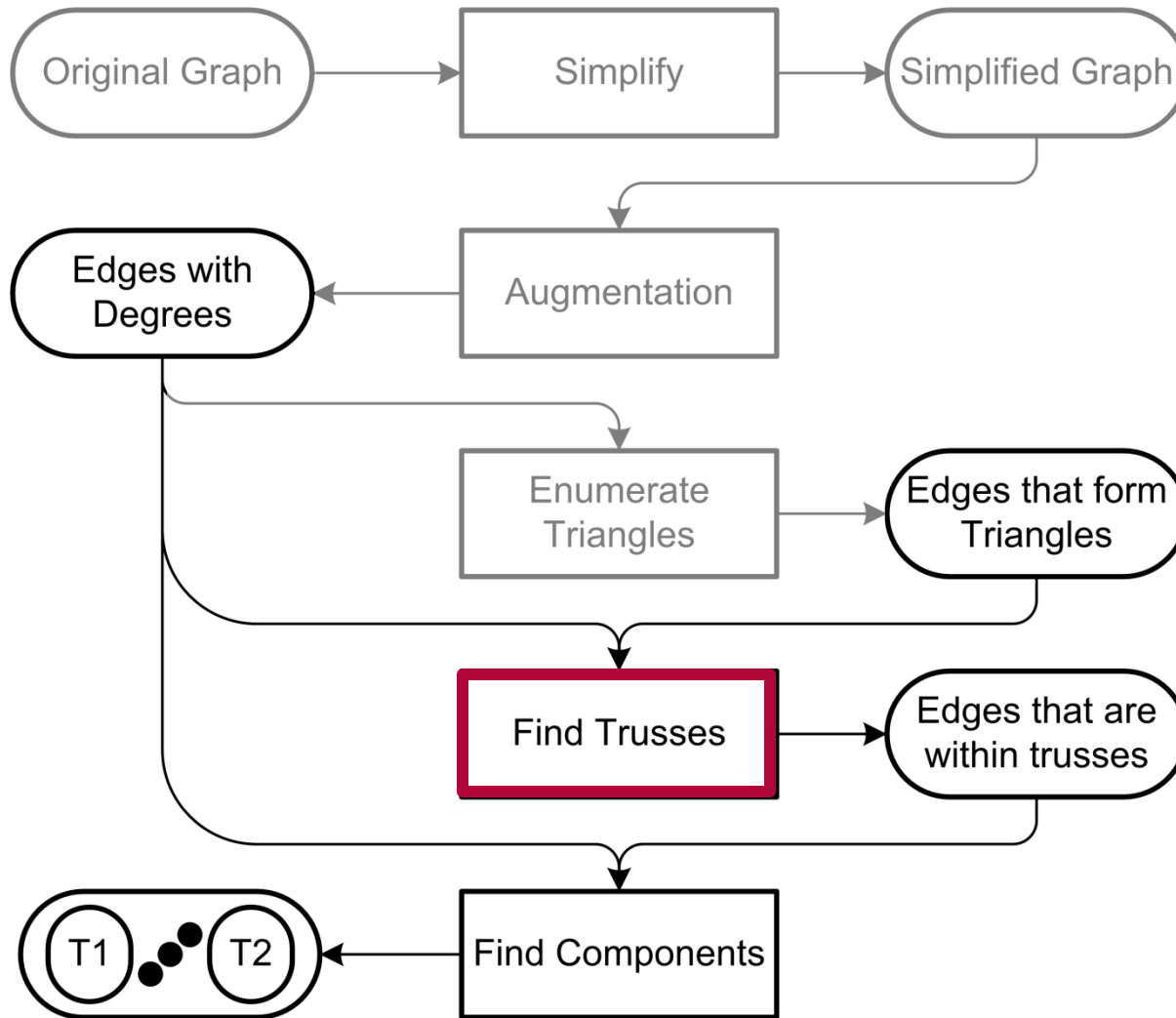
Merge Edges and Triads to Triangles

| Key | Triangle |
|-----|--|
| ... | Arcandor, Insolveny Arcandor, Karstadt Insolveny, Karstadt |
| ... | ... |
| ... | ... |



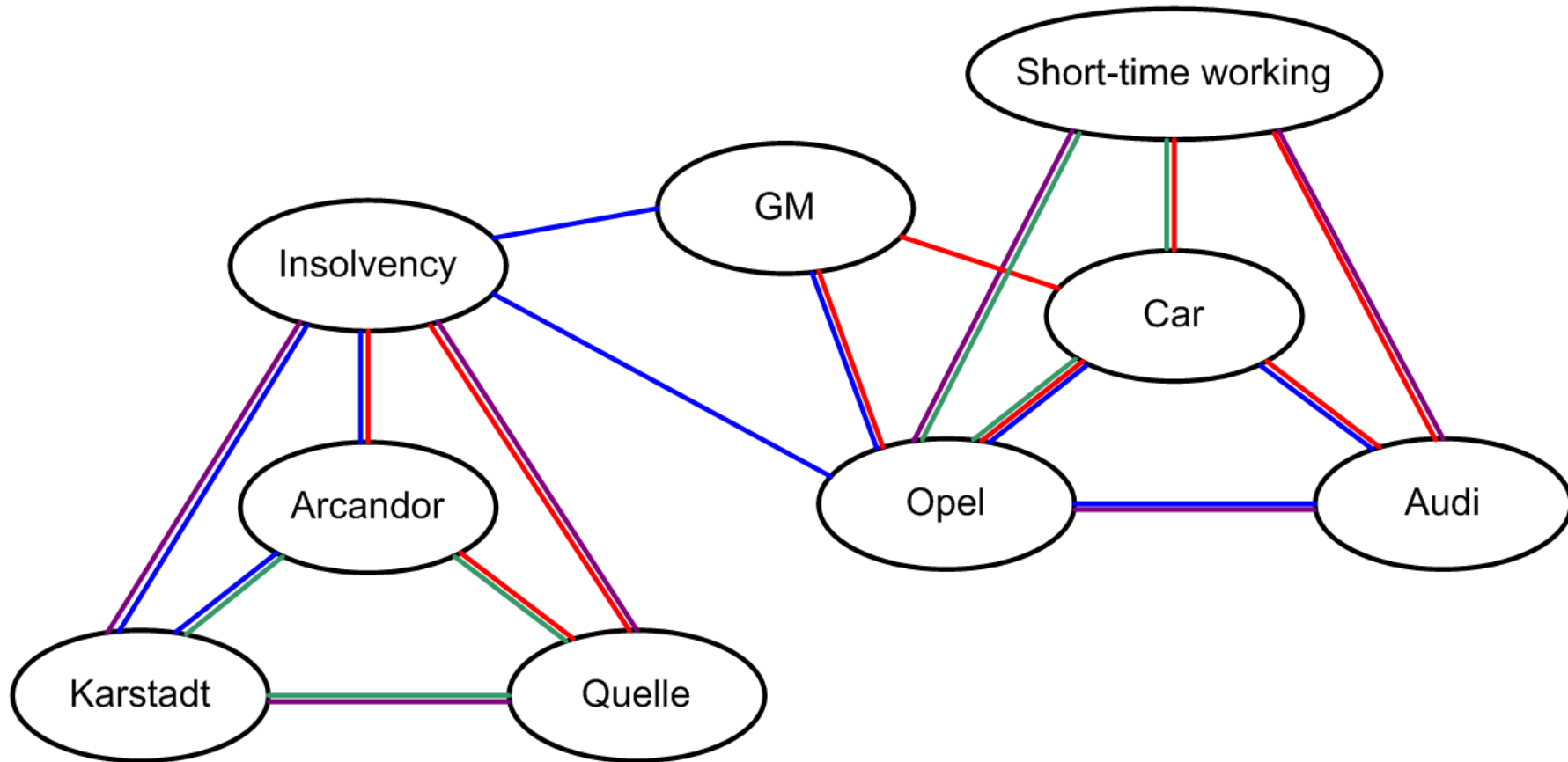
Process Overview

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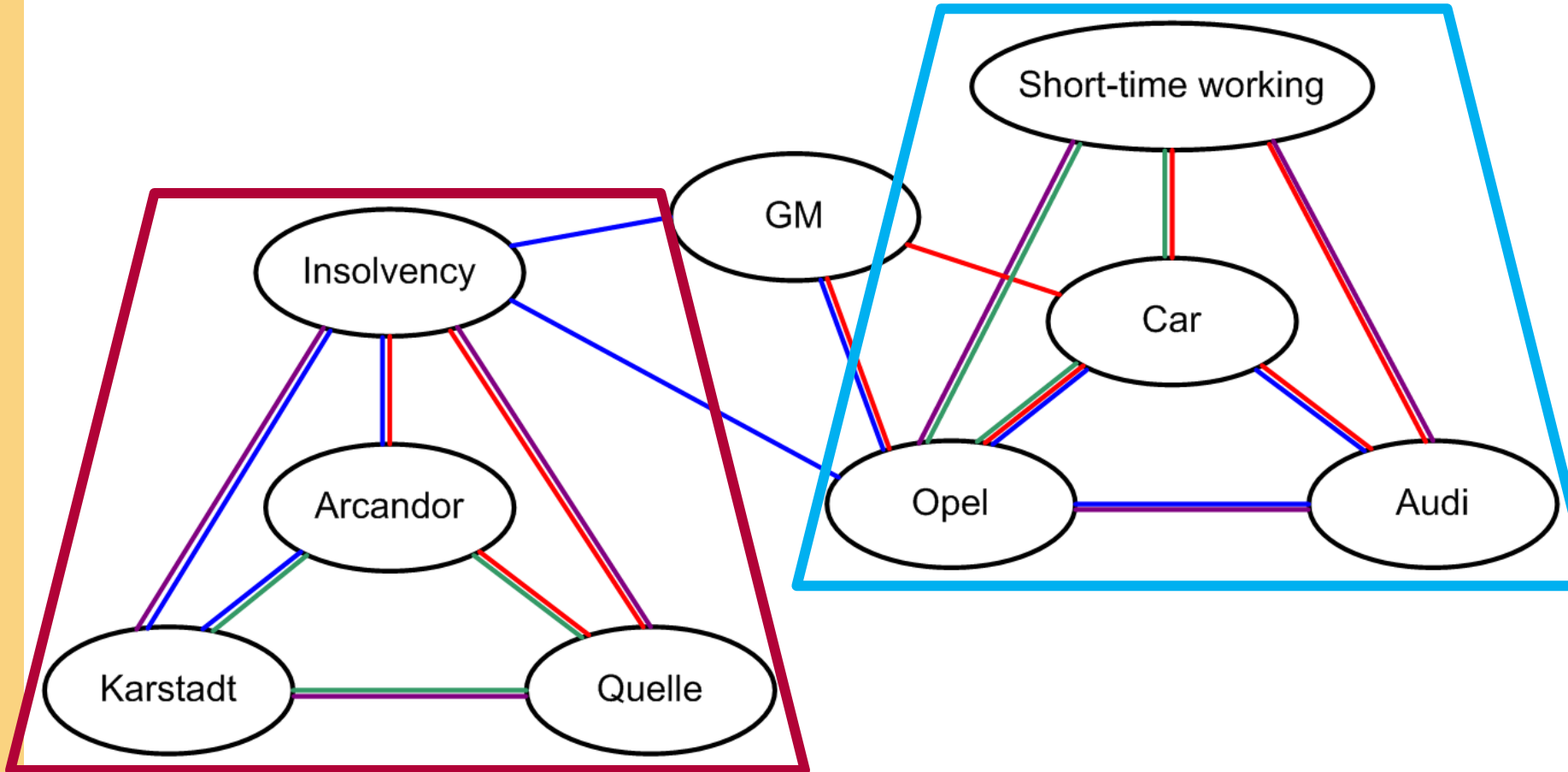
Finding Trusses

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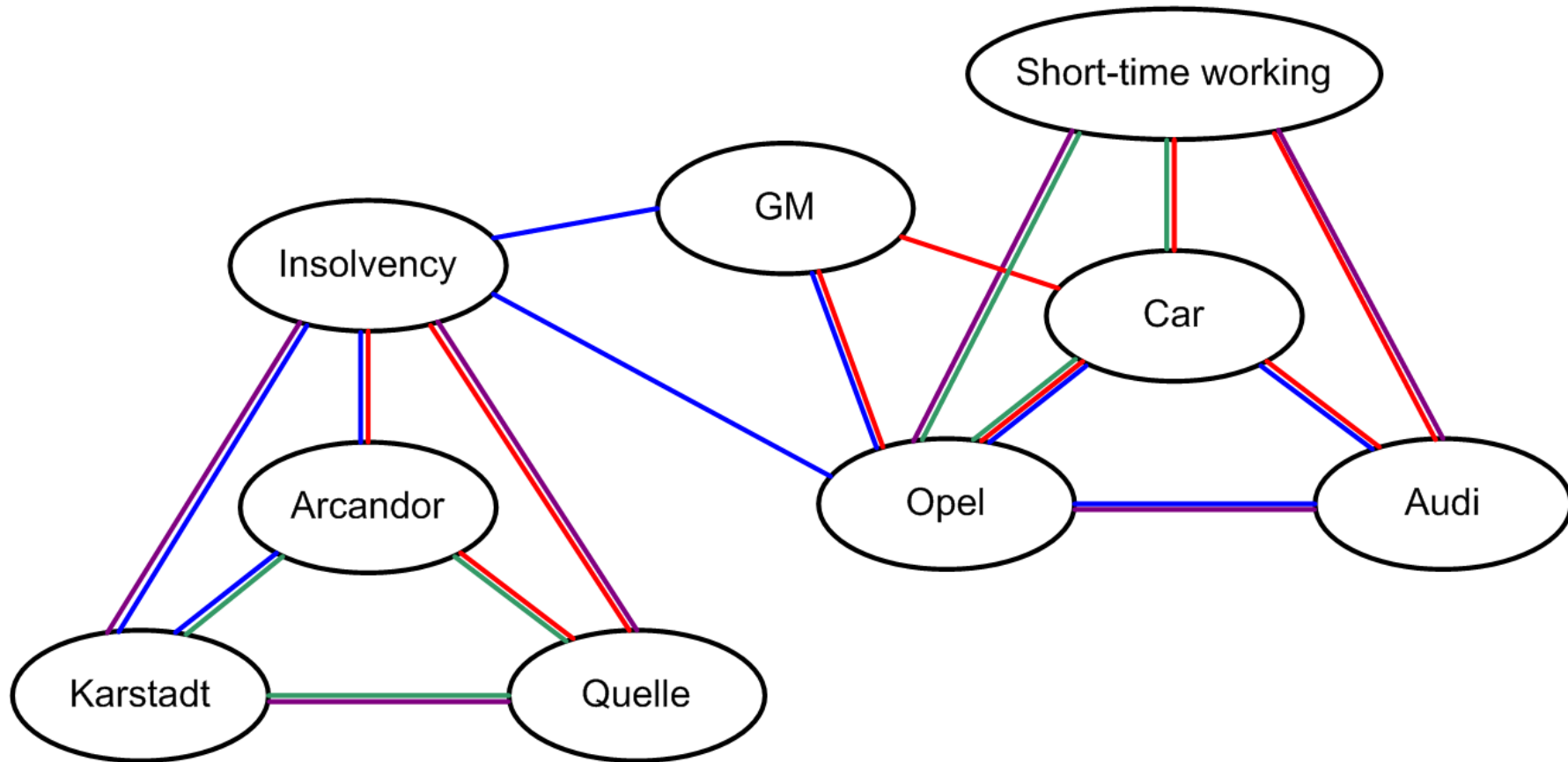
Finding Trusses

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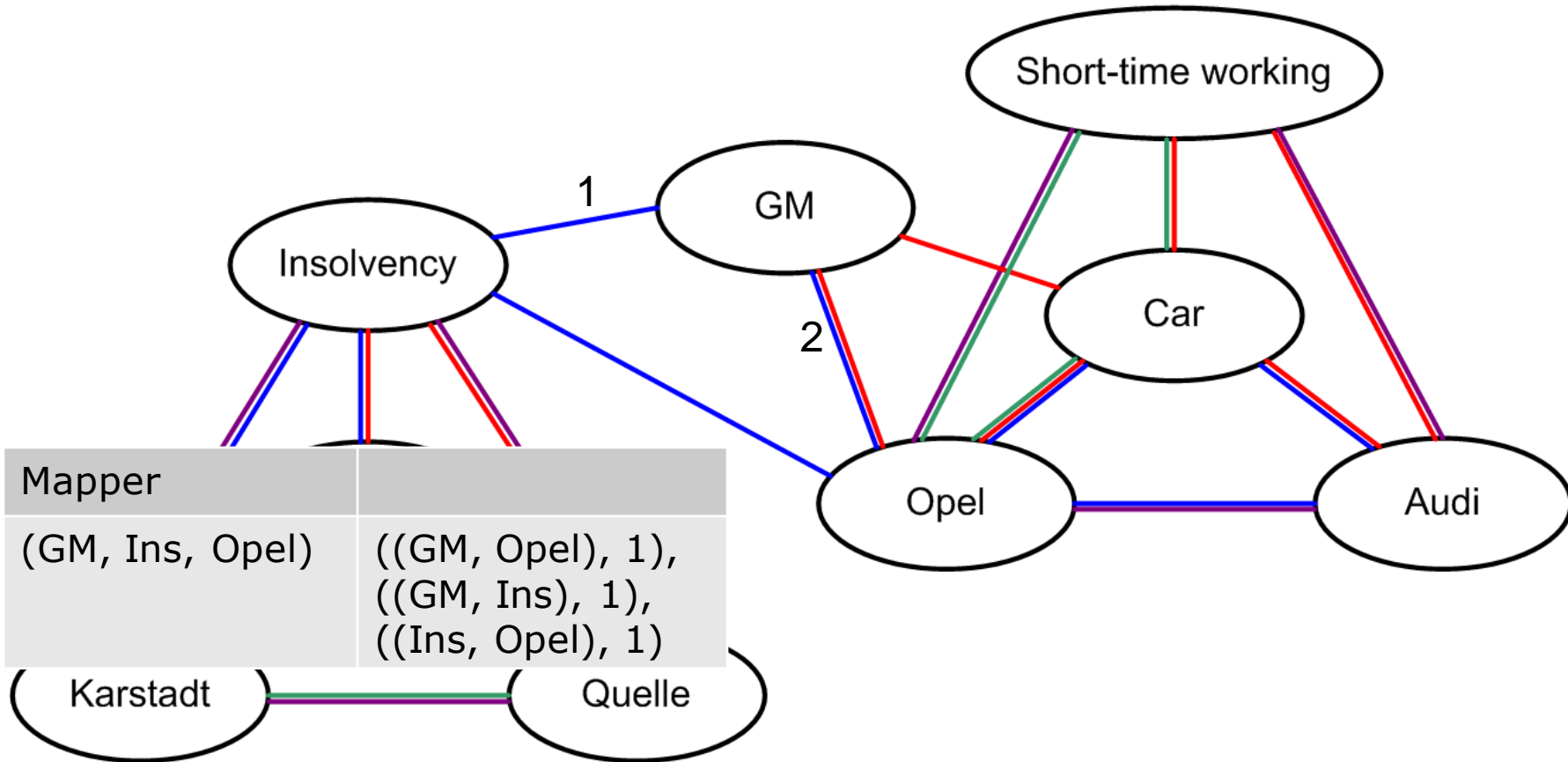
Finding Trusses

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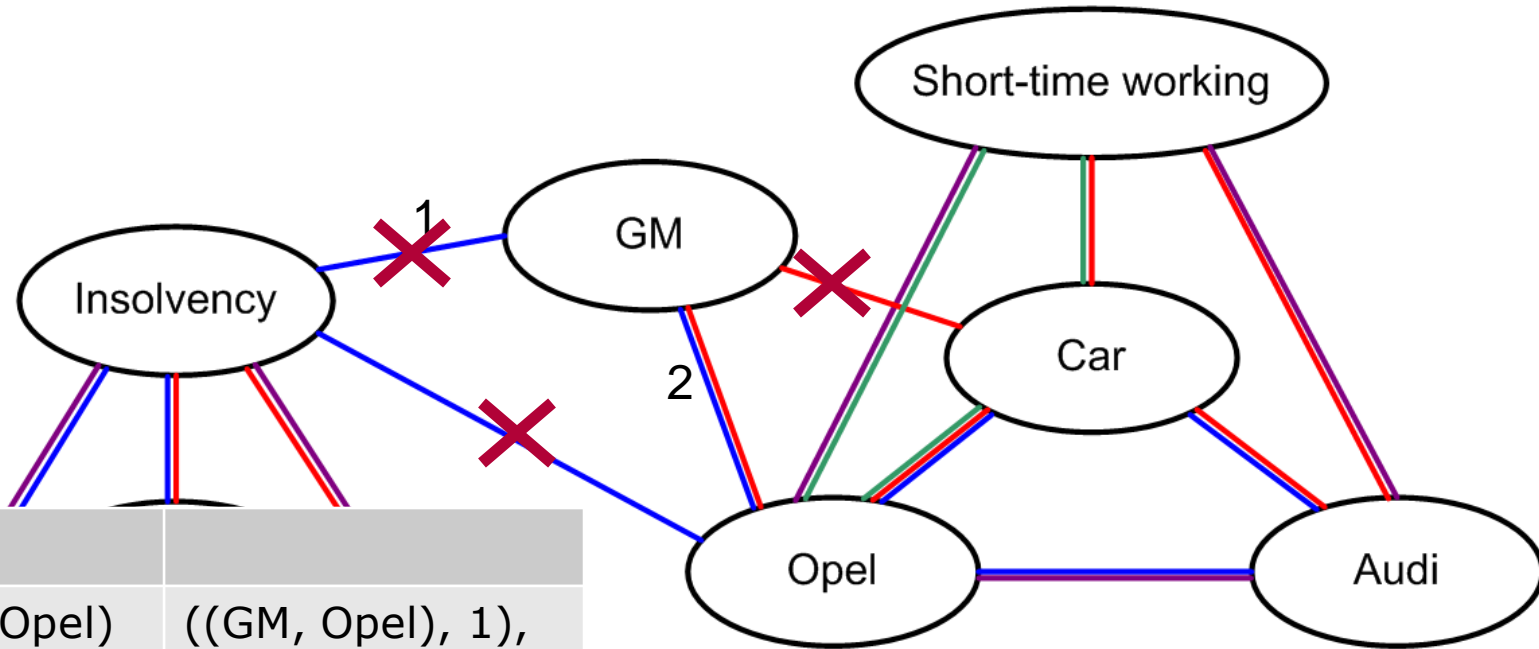
Finding Trusses

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Finding Trusses

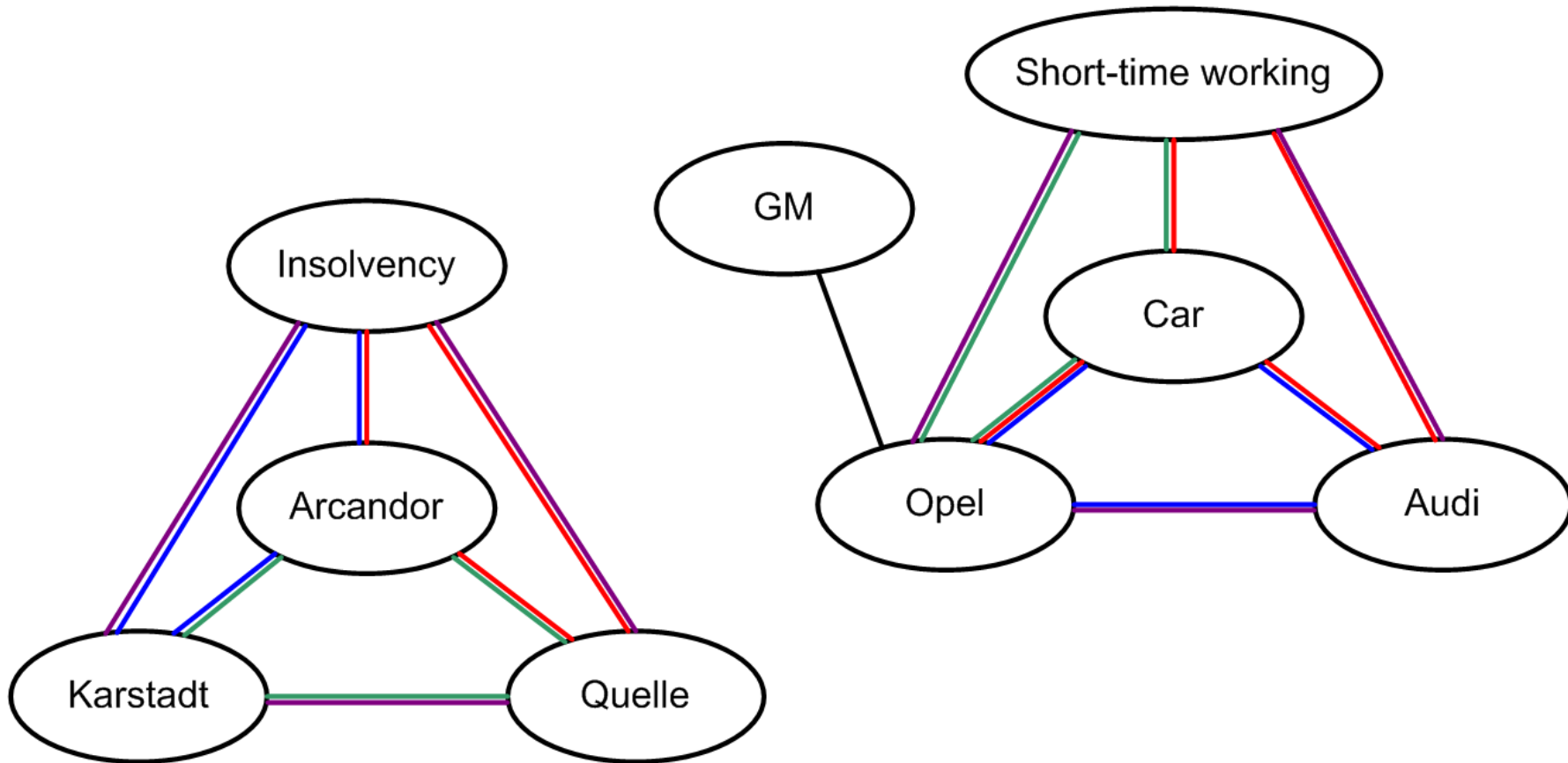
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| Mapper | |
|-------------------------------------|---|
| (GM, Ins, Opel) | ((GM, Opel), 1), ((GM, Ins), 1), ((Ins, Opel), 1) |
| (Karstadt) | (Quelle) |
| Reducer | |
| ((GM, Ins), 1) | \emptyset |
| ((GM, Opel), 1), ((GM, Opel), 1) | (GM, Opel) |

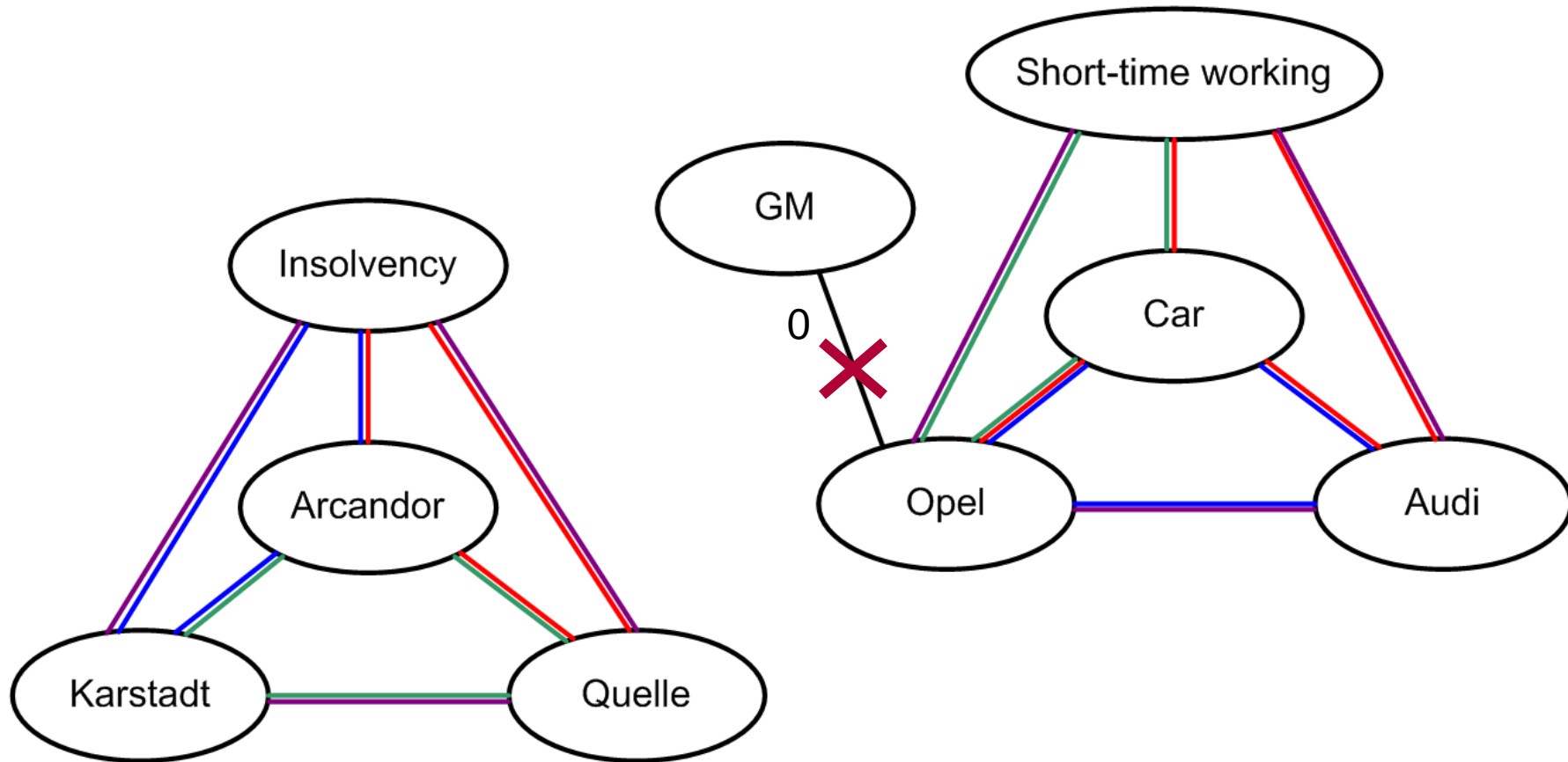
Finding Trusses #2

30



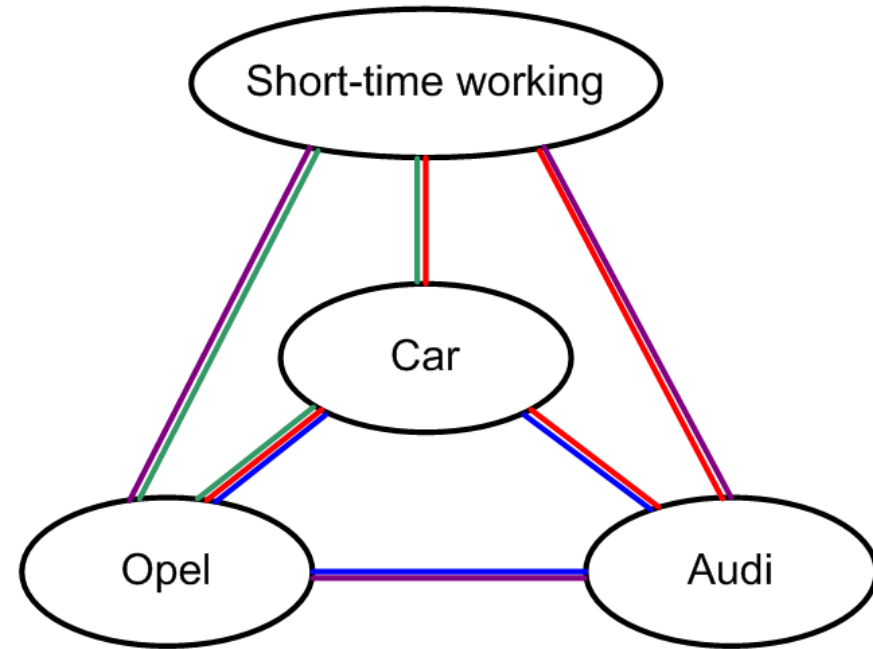
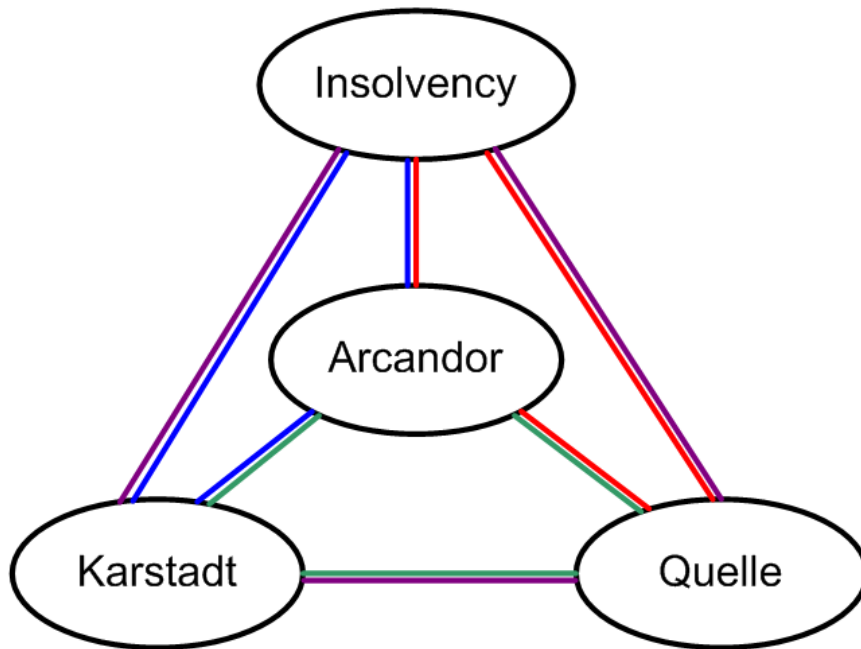
Finding Trusses #2

31



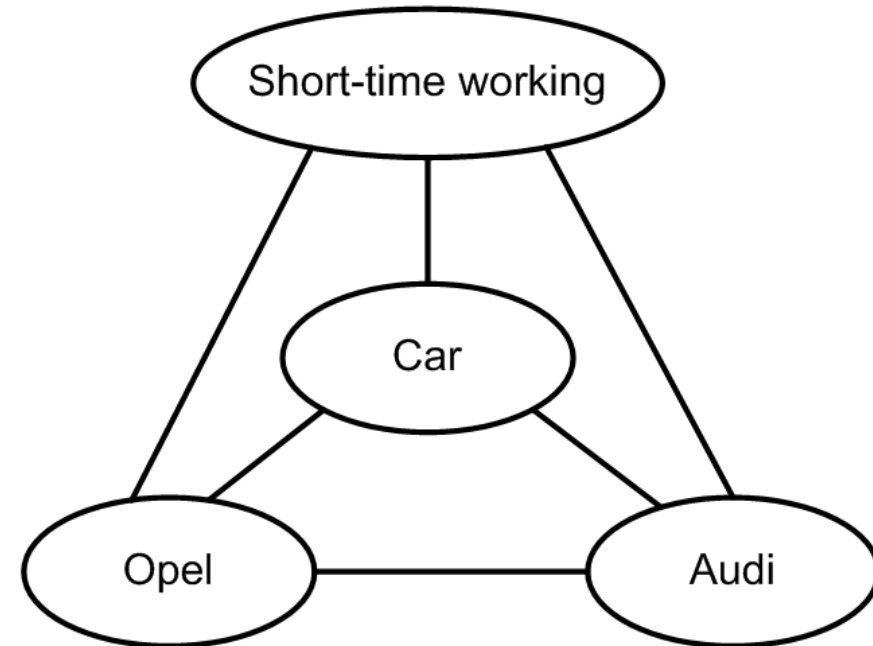
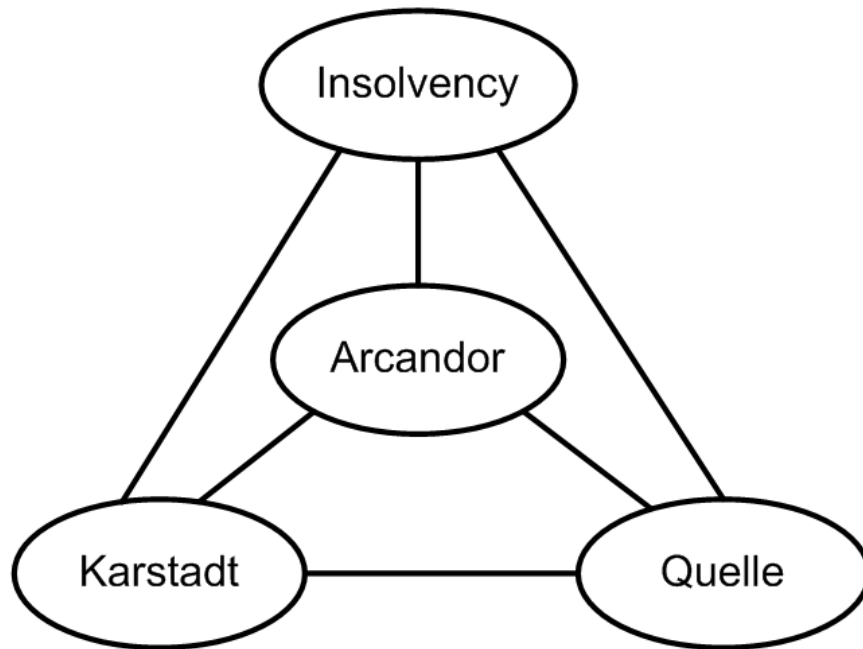
Finding Trusses #2

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Finding Components

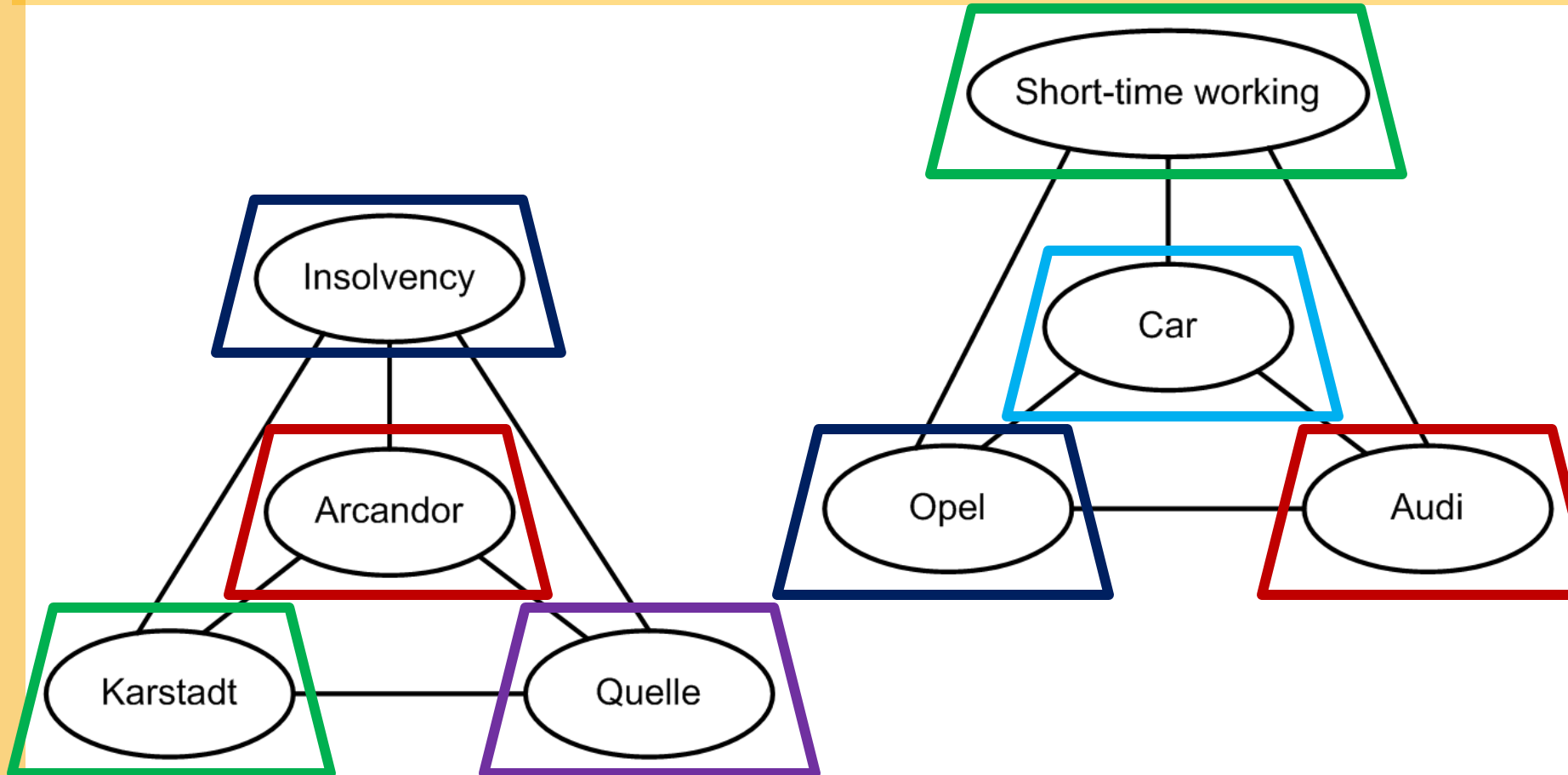
33



- Expands zones from all nodes simultaneously
- Merges incrementally zones in two steps (3 MapReduce Jobs)

Finding Components

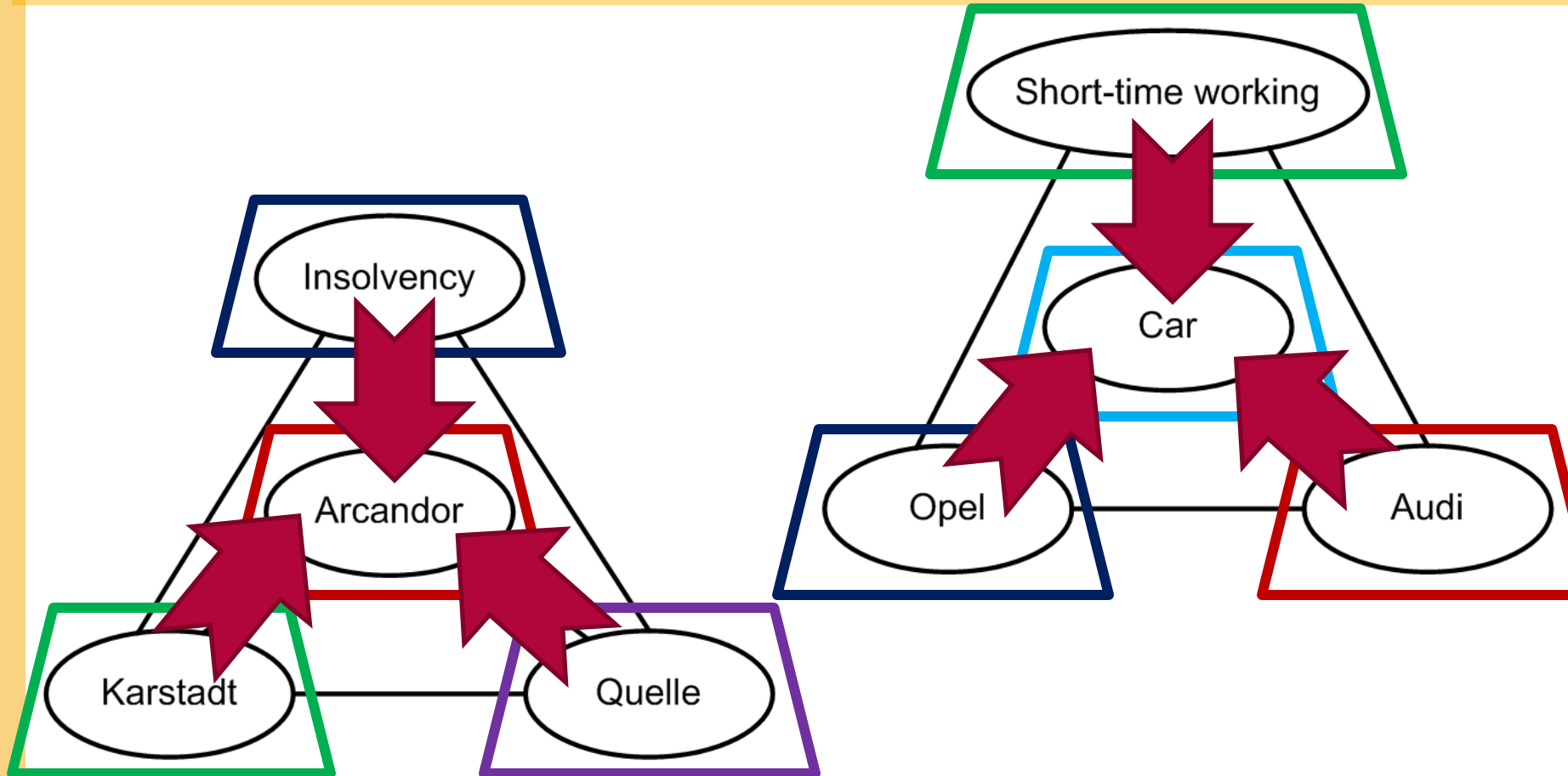
34



- Expands zones from all nodes simultaneously
- Merges incrementally zones in two steps (3 MapReduce Jobs)

Finding Components

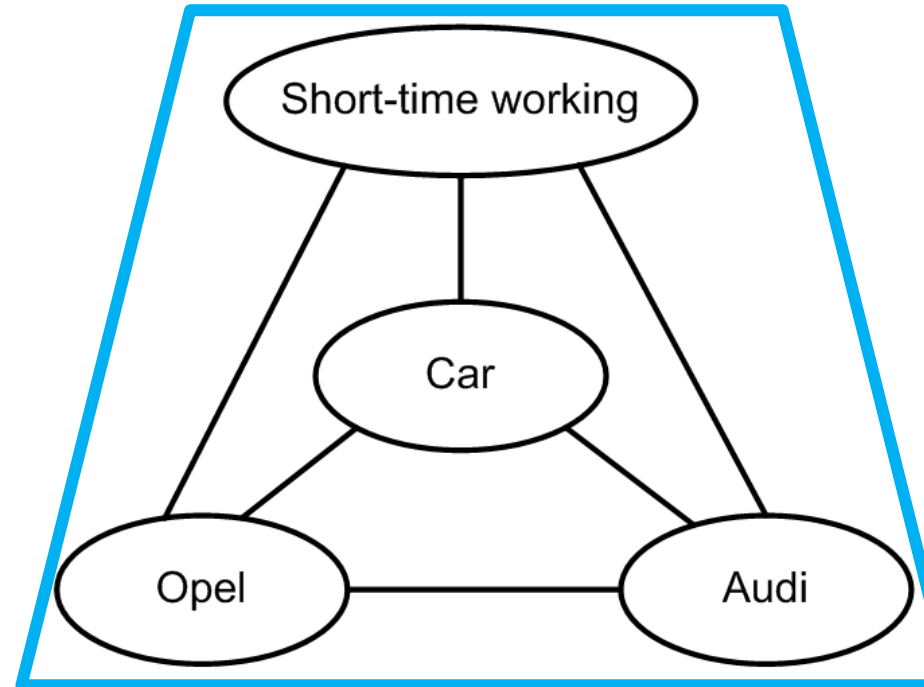
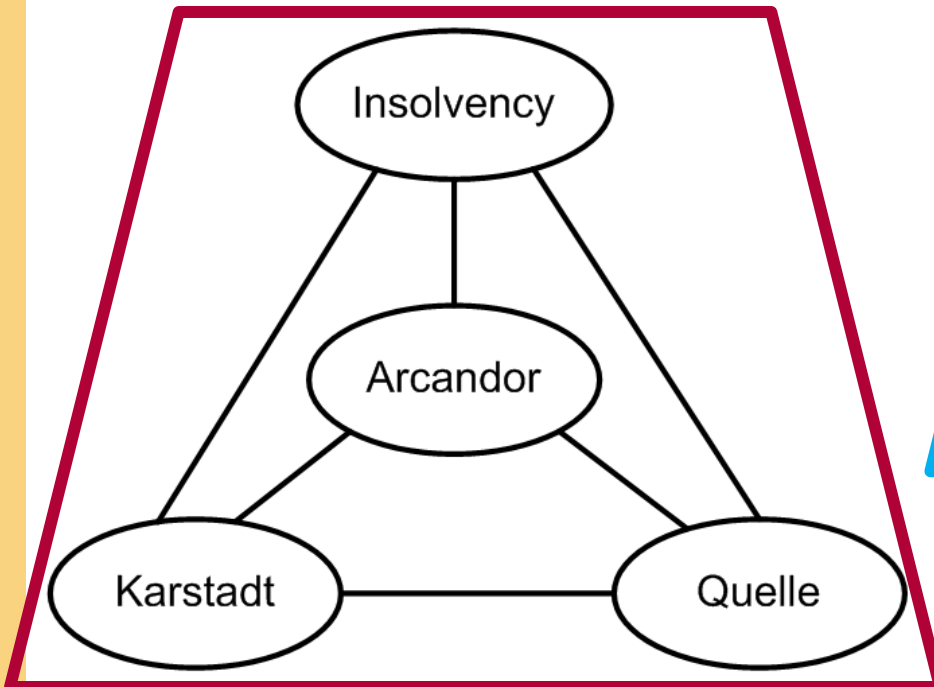
35




- Expands zones from all nodes simultaneously
- Merges incrementally zones in two steps (3 MapReduce Jobs)

Finding Components

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- Expands zones from all nodes simultaneously
- Merges incrementally zones in two steps (3 MapReduce Jobs)

- Implement 5 algorithms
 - Simplification, augmentation of edges with degrees 
 - Enumeration of triangles, trusses, and components

- Evaluation
 - Resource usage / scalability
 - Amount of data might be bottle neck
 - Is it applicable for all graphs?
 - DBpedia and sub graphs as test data
 - Description of algorithms