PowerGraph: Distributed Graph-Parallel Computation on Natural Graphs

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Context: What is a Vertex-Program?

Related research:
Pregel, Parallel BGL, Piccolo, Graphlab, Kineograph, GraphChi
Context: What is a Natural Graph?

Natural graphs have a skewed power-law degree distribution.

Vertex-program problems:
1. Work balance
2. Partitioning
3. Communication
4. Storage
5. Computation

Figure 1: The in and out degree distributions of the Twitter follower network plotted in log-log scale.
The GAS Model

1. Gather
\[ \Sigma \leftarrow \bigoplus_{v \in \text{Nbr}[u]} g \left( D_u, D_{(u,v)}, D_v \right) \]

2. Apply
\[ D_u^{\text{new}} \leftarrow a \left( D_u, \Sigma \right) \]

3. Scatter
\[ \forall v \in \text{Nbr}[u] : \left( D_{(u,v)} \right) \leftarrow s \left( D_u^{\text{new}}, D_{(u,v)}, D_v \right) \]

The model is commutative and associative.
Distributed Graph Placement: Edge-Cuts vs Vertex-Cuts

(a) Edge-Cut
(b) Vertex-Cut

Figure 4: (a) An edge-cut and (b) vertex-cut of a graph into three parts. Shaded vertices are ghosts and mirrors respectively.
Distributed Graph Placement: Vertex-Cuts

Figure 5: The communication pattern of the PowerGraph abstraction when using a vertex-cut. Gather function runs locally on each machine and then one accumulators is sent from each mirror to the master. The master runs the apply function and then sends the updated vertex data to all mirrors. Finally the scatter phase is run in parallel on mirrors.
Figure 11: **Synchronous Experiments (a,b)** Synchronous PageRank Scaling on Twitter graph. **(c)** The PageRank per iteration runtime on the Twitter graph with and without delta caching. **(d)** Weak scaling of SSSP on synthetic graphs.

Figure 12: **Asynchronous Experiments** (a) Number of user operations (gather/apply/scatter) issued per second by Dynamic PageRank as # machines is increased. (b) Total number of user ops with and without caching plotted against time. (c) Weak scaling of the graph coloring task using the Async engine and the Async+S engine (d) Proportion of non-conflicting edges across time on a 8 machine, 40M vertex instance of the problem. The green line is the rate of conflicting edges introduced by the lack of consistency (peak 236K edges per second) in the Async engine. When the Async+S engine is used no conflicting edges are ever introduced.
Comparison to Pregel (Piccolo) and Graphlab

Comparisons are only run on synthetic graphs.

Figure 10: Synthetic Experiments Runtime. (a, b) Per iteration runtime of each abstraction on synthetic power-law graphs.
PageRank, Triangle Count, LDA

| PageRank            | Runtime | |V|   | |E|   | System |
|---------------------|---------|---|-----|-----|------|
| Hadoop [22]         | 198s    | – | 1.1B | 50x8|
| Spark [37]          | 97.4s   | 40M| 1.5B | 50x2|
| Twister [15]        | 36s     | 50M| 1.4B | 64x4|
| PowerGraph (Sync)   | 3.6s    | 40M| 1.5B | 64x8|

| Triangle Count      | Runtime | |V|   | |E|   | System |
|---------------------|---------|---|-----|-----|------|
| Hadoop [36]         | 423m    | 40M| 1.4B | 1636x?|
| PowerGraph (Sync)   | 1.5m    | 40M| 1.4B | 64x16|

<table>
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<tr>
<td>PowerGraph (Async)</td>
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Table 2: Relative performance of PageRank, triangle counting, and LDA on similar graphs. PageRank runtime is measured per iteration. Both PageRank and triangle counting were run on the Twitter follower network and LDA was run on Wikipedia. The systems are reported as number of nodes by number of cores.
Conclusions

**KEY TAKEAWAYS**

- GAS model allows for vertex-cut distribution of graphs across machines
- This can improve performance and scalability of distributed graph processing

**IMPACT**

- > 1100 citations
- PowerGraph was integrated into GraphLab, sold for $200M to Apple in 2016
- Lead author moved on to GraphX, built on top of Spark
Questions?