Graph Analytics in Spark

Graph Algorithms with GraphFrames

Algorithms over graphs

- GraphFrame provides the parallel implementation of a set of state of the art algorithms for graph analytics
 - Breadth first search
 - Shortest paths
 - Connected components
 - Strongly connected component
 - Label propagation
 - PageRank
 - • •

Custom algorithms can be designed and implemented

Checkpoint directory

- To run some expensive algorithms, set a checkpoint directory that will store the state of the job at every iteration
- This allow you to continue where you left off if the job crashes
- Create such a folder to set the checkpoint directory with:

sc.setCheckpointDir(graphframes_ckpts_dir)

- graphframes_ckpts_dir is your new checkpoint folder
- sc is your SparkContext object
 - Retrieve it from a SparkSession by using spark.sparkContext

- Breadth-first search (BFS) is an algorithm for traversing/searching graph data structures
 - It finds the shortest path(s) from one vertex (or a set of vertexes) to another vertex (or a set of vertexes.
 - It is used in many other algorithms
 - Length of shortest paths
 - Connected components

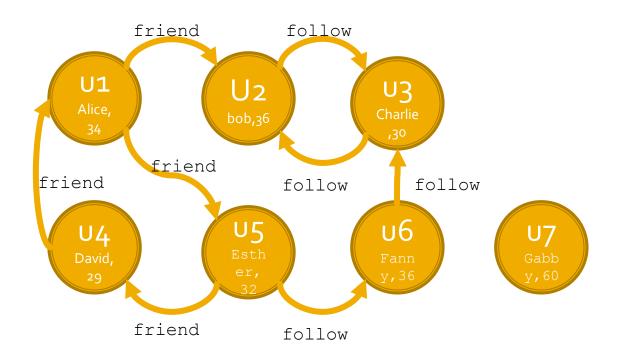
• • • •

- The bfs(fromExpr, toExpr, edgeFilter=None maxPathLength=10) method of the GraphFrame class returns the shortest path(s) from the vertexes matching expression fromExpr expression to vertexes matching expression toExpr
 - If there are many vertexes matching fromExpr and toExpr, only the couple(s) with the shortest length is returned

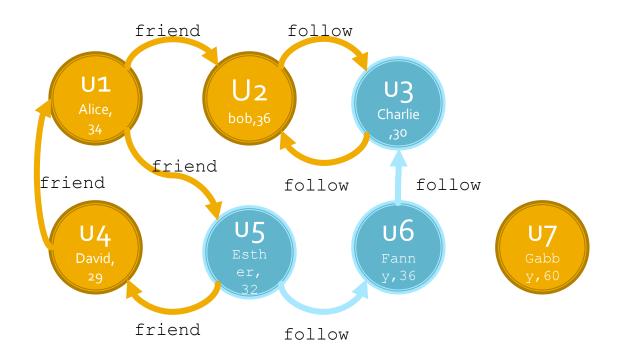
- fromExpr: Spark SQL expression specifying valid starting vertexes for the execution of the BFS algorithm
 - E.g., to start from a specific vertex
 - "id = [start vertex id]"
- toExpr: Spark SQL expression specifying valid target vertexes for the BFS algorithm
- maxPathLength: Limit on the length of paths (default = 10)
- edgeFilter: Spark SQL expression specifying edges that may be used in the search (default None)

- bfs() returns a DataFrame containing the selected shortest path(s)
 - If multiple paths are valid and their length is equal to the shortest length, the returned DataFrame will contain one Row for each path
 - The number of columns of the returned DataFrame is equal to
 - (length of the shortest path*2)+1

Find the shortest path from Esther to CharlieStore the result in a DataFrame

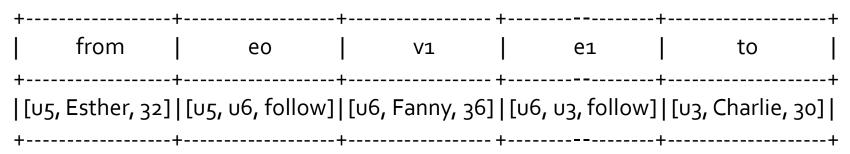


Find the shortest path from Esther to CharlieStore the result in a DataFrame



Find the shortest path from Esther to Charlie
Store the result in a DataFrame

Content of the returned DataFrame



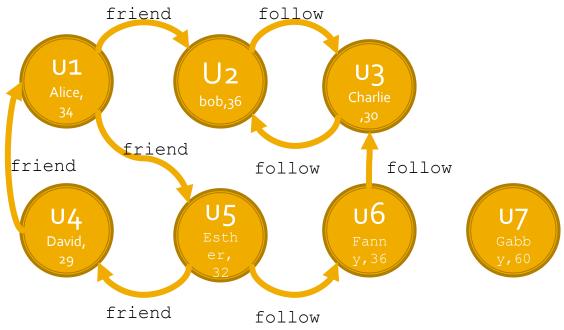
from graphframes import GraphFrame

Create the graph
g = GraphFrame(v, e)

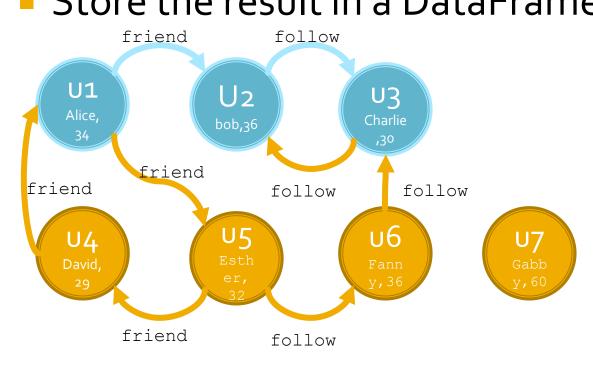
Search from vertex with name = "Esther" to vertex with name = "Charlie"

shortestPaths = g.bfs("name = 'Esther' ", "name = 'Charlie' ")

- Find the shortest path from Alice to a user who is 30 years old
- Store the result in a DataFrame



 Find the shortest path from Alice to a user who is 30 years old
 Store the result in a DataFrame



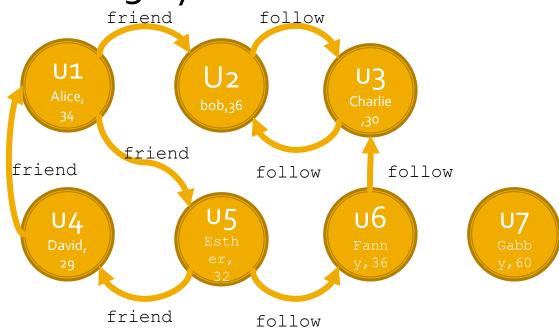
from graphframes import GraphFrame

Create the graph
g = GraphFrame(v, e)

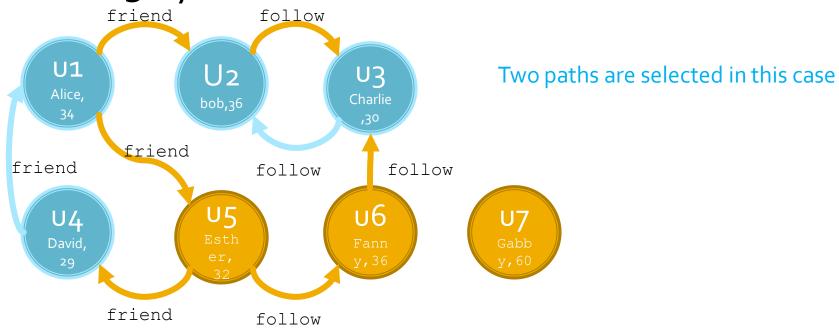
Find the shortest path from Alice to a user who is 30 years old

shortestPaths = g.bfs("name = 'Alice' ", "age= 30")

 Find the shortest path from any user who is less than 31 years old to any user who is more than 30 years old



 Find the shortest path from any user who is less than 31 years old to any user who is more than 30 years old



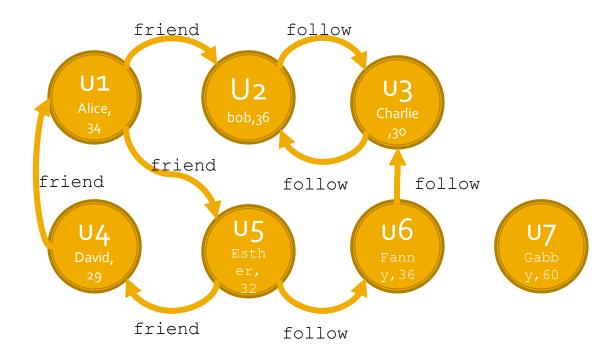
from graphframes import GraphFrame

Create the graph
g = GraphFrame(v, e)

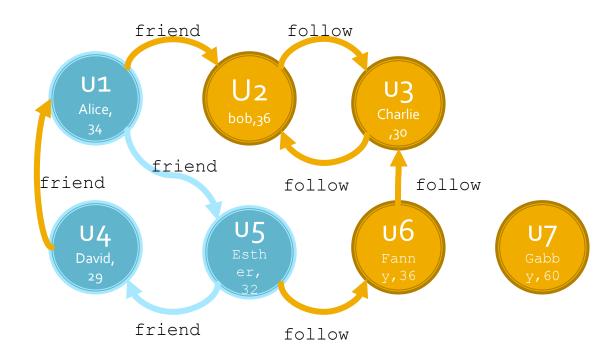
Find the shortest path from any user who is less than 31 years old# to any user who is more than 30 years old

shortestPaths = g.bfs("age<31", "age>30")

Find the shortest path from Alice to any user who is less than 31 years old without using "follow" edges



Find the shortest path from Alice to any user who is less than 31 years old without using "follow" edges



from graphframes import GraphFrame

Create the graph
g = GraphFrame(v, e)

Find the shortest path from Alice to any user who is less
than 31 years old without using "follow" edges

shortestPaths = g.bfs("name = 'Alice' ", "age<31", "relationship<> 'follow' ")

Shortest path

- The shortest path method selects the length of the shortest path(s) from each vertex to a given set of landmark vertexes
 - It uses the BFS algorithm for computing the shortest paths

Shortest path

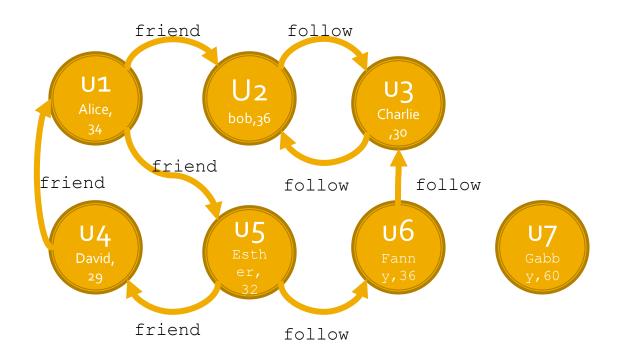
- The shortestPaths(landmarks) method of the GraphFrame class returns the length of the shortest path(s) from each vertex to a given set of landmarks vertexes
 - For each vertex, one shortest path for each landmark vertex is computed and its length is returned
 - Iandmarks: list of IDs of landmark vertexes
 - E.g., ['u1', 'u4']

Shortest path

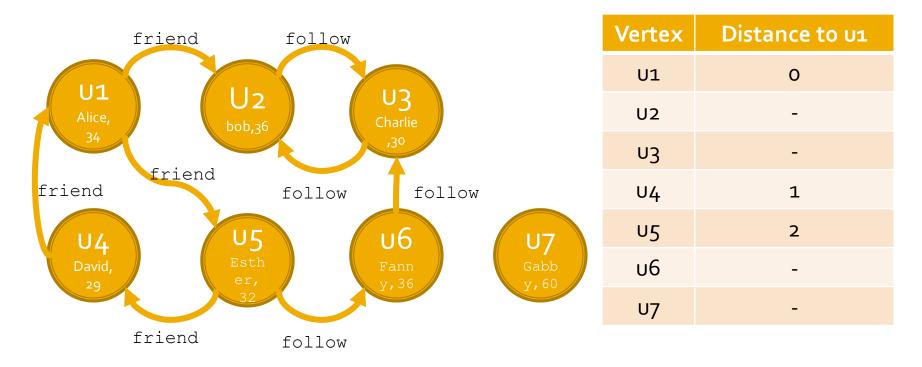
shortestPaths() returns a DataFrame that

- Contains one record/Row for each distinct vertex of the input graph
 - Also for the non-connected ones
- Is characterized by the following columns
 - One column for each attribute of the vertexes
 - distances (type map)
 - For each landmark Im it contains one pair (ID Im: length shortest path from the vertex of the current record to Im)

 Find for each user the length of the shortest path to user u1 (i.e., Alice)



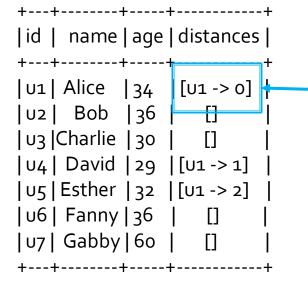
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 Find for each user the length of the shortest path to user u1 (i.e., Alice)

Content of the returned DataFrame

- Find for each user the length of the shortest path to user u1 (i.e., Alice)
 - Content of the returned DataFrame





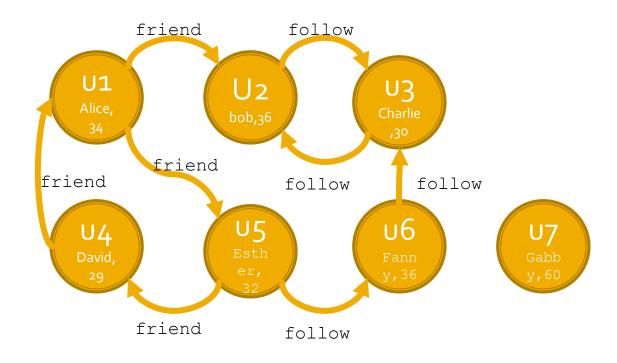
from graphframes import GraphFrame

Create the graph
g = GraphFrame(v, e)

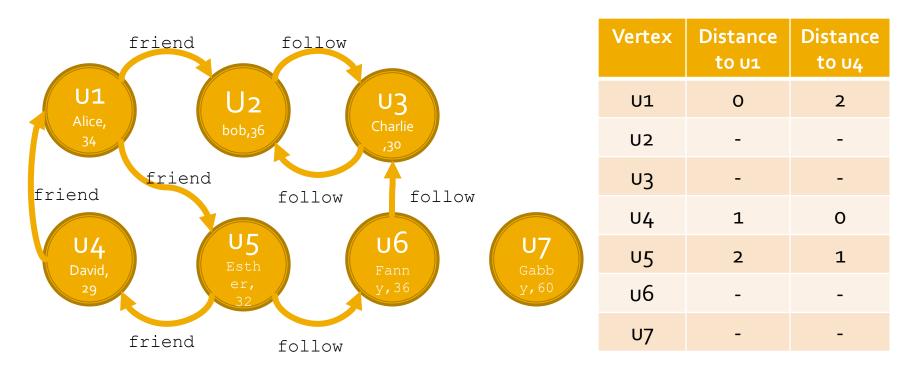
Find for each user the length of the shortest path to user u1

shortestPaths = g.shortestPaths(["u1"])

 Find for each user the length of the shortest path to users u1 (Alice) and u4 (David)



 Find for each user the length of the shortest path to users u1 (Alice) and u4 (David)



 Find for each user the length of the shortest path to users u1 (Alice) and u4 (David)

Content of the returned DataFrame

from graphframes import GraphFrame

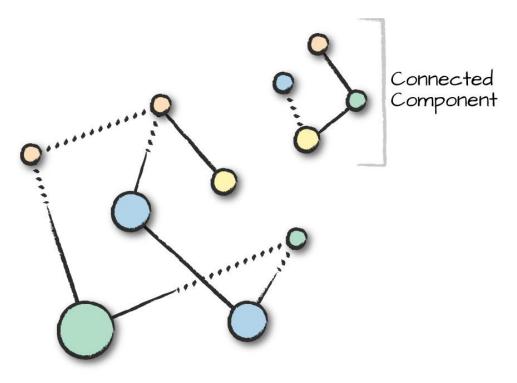
Create the graph
g = GraphFrame(v, e)

Find for each user the length of the shortest paths to users u1 and u4

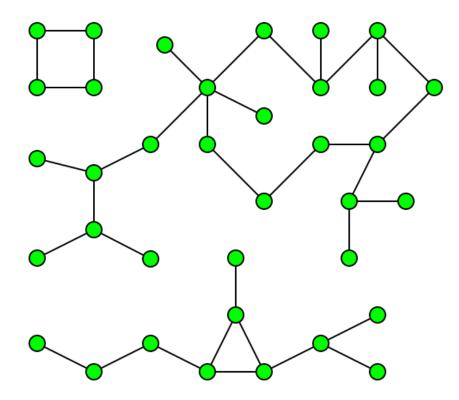
shortestPaths = g.shortestPaths(["u1", "u4"])

- A connected component of a graph is a subgraph sg such that
 - Any two vertexes in sg are connected to each other by at least one path
 - The set of vertexes in sg is not connected to any additional vertexes in the original graph
 - Direction of edges is not considered

Two connected components



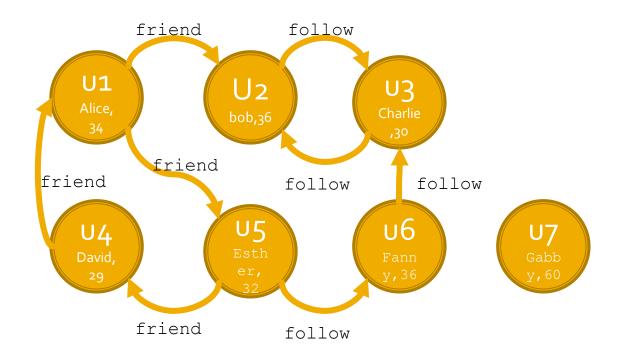
Three connected components



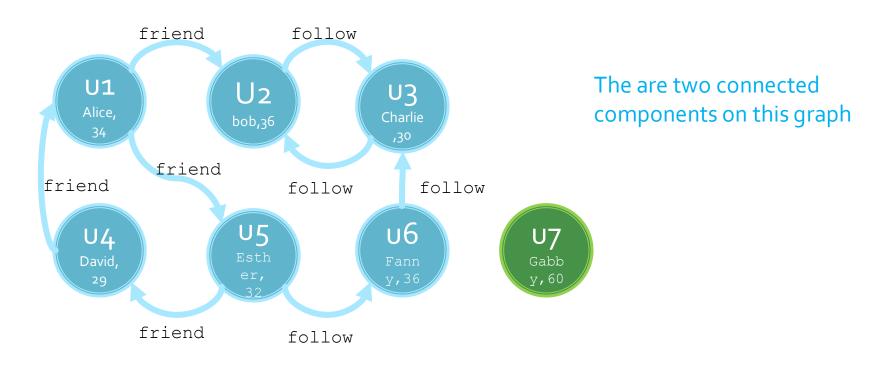
- The connectedComponents() method of the GraphFrame class returns the connected components of the input graph
 - It is an expensive algorithm
 - It requires setting a Spark checkpoint directory

- connectedComponents() returns a DataFrame that
 - Contains one record/Row for each distinct vertex of the input graph
 - Is characterized by the following columns
 - One column for each attribute of the vertexes
 - component (type long)
 - It is the identifier of the connected component to which the current vertex has been assigned

Print on the stdout the number of connected components of the following graph



Print on the stdout the number of connected components of the following graph



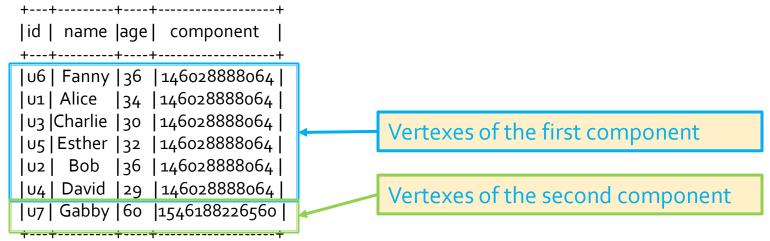
 Print on the stdout the number of connected components of the following graph

Content of the DataFrame used to store the two identified connected components

|id | name |age | component | +--+--+--+ |u6 | Fanny |36 |1460288888064 | |u1 | Alice |34 |1460288888064 | |u3 |Charlie |30 |1460288888064 | |u5 | Esther |32 |1460288888064 | |u2 | Bob |36 |1460288888064 | |u4 | David |29 |1460288888064 | |u7 | Gabby |60 |1546188226560 |

Print on the stdout the number of connected components of the following graph

Content of the DataFrame used to store the two identified connected components



from graphframes import GraphFrame

Create the graph
g = GraphFrame(v, e)

Set checkpoint folder
sc.setCheckpointDir("tmp_ckpts")

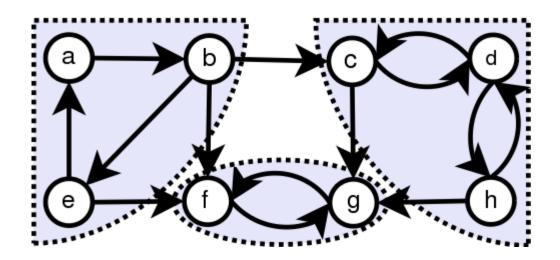
Run the algorithm
connComp=g.connectedComponents()

Count the number of components
nComp=connComp.select("component").distinct().count()

print("Number of connected components: ", nComp)

- A directed subgraph sg is called strongly connected if every vertex in sg is reachable from every other vertex in sg
 - For undirected graph, connected and strongly connected components are the same

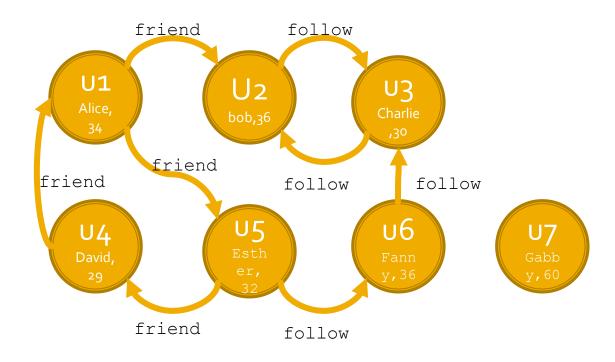
 A graph with 3 strongly connected subgraphs/components



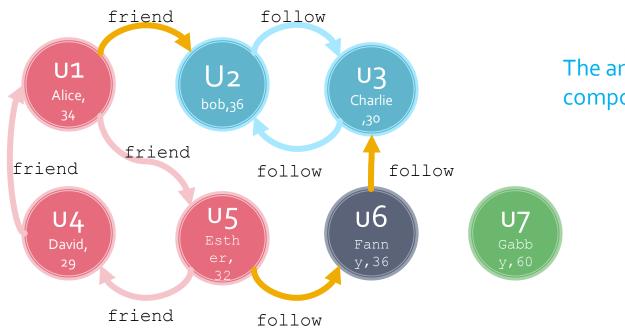
- The stronglyConnectedComponents() method of the GraphFrame class returns the strongly connected components of the input graph
 - It is an expensive algorithm
 - Better to run on a cluster with yarn scheduler even with small graphs
 - It requires setting a Spark checkpoint directory

- stronglyConnectedComponents() returns a DataFrame that
 - Contains one record/Row for each distinct vertex of the input graph
 - Is characterized by the following columns
 - One column for each attribute of the vertexes
 - component (type long)
 - It is the identifier of the strongly connected component to which the current vertex has been assigned

 Print on the stdout the number of strongly connected components of the input graph



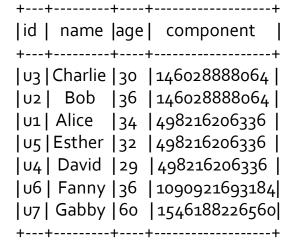
 Print on the stdout the number of strongly connected components of the input graph



The are four connected components on this graph

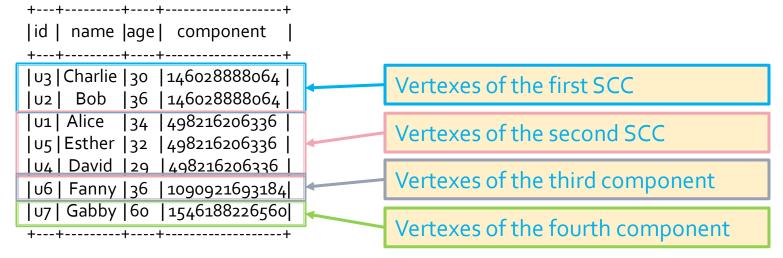
 Print on the stdout the number of strongly connected components of the input graph

Content of the DataFrame used to store the identified strongly connected components



 Print on the stdout the number of strongly connected components of the input graph

Content of the DataFrame used to store the identified strongly connected components



from graphframes import GraphFrame

Create the graph
g = GraphFrame(v, e)

Set checkpoint folder
sc.setCheckpointDir("tmp_ckpts")

Run the algorithm
strongConnComp = g.stronglyConnectedComponents(maxIter=10)

Count the number of strongly connected components
nComp=strongConnComp.select("component").distinct().count()

print("Number of strongly connected components: ", nComp)

- Label Propagation is an algorithm for detecting communities in graphs
 - Like clustering but exploiting connectivity
 - Convergence is not guaranteed
 - One can end up with trivial solutions

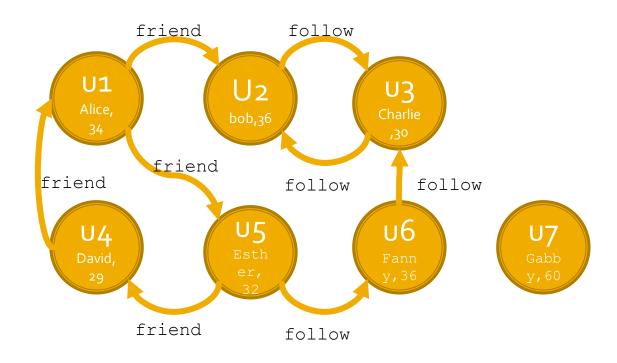
- The Label Propagation algorithm
 - Each vertex in the network is initially assigned to its own community
 - At every step, vertexes send their community affiliation to all neighbors and update their state to the mode community affiliation of incoming messages

- The labelPropagation(maxIter) method of the GraphFrame class runs and returns the result of the label propagation algorithm
 - Parameter maxIter:
 - The number of iterations to run

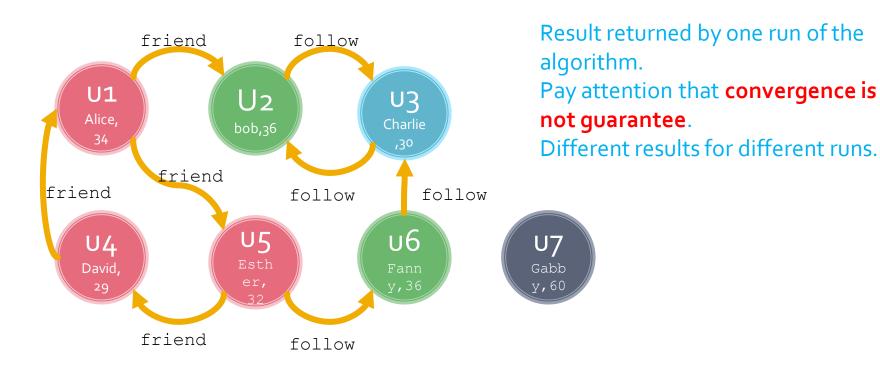
IabelPropagation() returns a DataFrame that

- Contains one record/Row for each distinct vertex of the input graph
- Is characterized by the following columns
 - One column for each attribute of the vertexes
 - label (type long)
 - It is the identifier of the community to which the current vertex has been assigned

 Split in groups the vertexes of the graph by using the label propagation algorithm

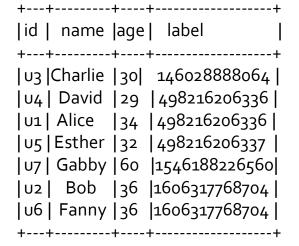


 Split in groups the vertexes of the graph by using the label propagation algorithm



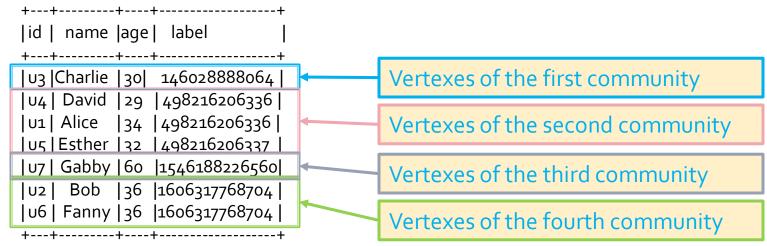
 Split in groups the vertexes of the graph by using the label propagation algorithm

Content of the DataFrame used to store the identified communities



 Split in groups the vertexes of the graph by using the label propagation algorithm

Content of the DataFrame used to store the identified communities



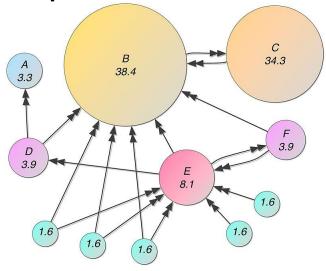
from graphframes import GraphFrame

Create the graph
g = GraphFrame(v, e)

Run the label propagation algorithm
labelComm = g.labelPropagation(10)

- PageRank is the original famous algorithm used by the Google Search engine to rank vertexes (web pages) in a graph by order of importance
 - For the Google search engine
 - Vertexes are web pages in the World Wide Web,
 - Edges are hyperlinks among web pages
 - It assigns a numerical weighting (importance) to each node

- It computes a likelihood that a person randomly clicking on links will arrive at any particular web page
- For a high PageRank, it is important to
 - Have many in-links
 - Be liked by relevant pages (pages characterized by a high PageRank)



Basic idea

- Each link's vote is proportional to the importance of its source page p
- If page p with importance PageRank(p) has n outlinks, each out-link gets PageRank(p)/n votes
- Page p's importance is the sum of the votes on its in-links

PageRank: Simple recursive formulation

- # Initialize each page's rank to 1.0
 For each p in pages set PageRank(p) to 1.0
- 2. Iterate for max iterations
 - a. Page p sends a contribution
 PageRank(p)/numOutLinks(p) to its neighbors (the pages it links)
 - b. Update each page's rank PageRank(p) to sum(received contributions)
 - c. Go to step 2

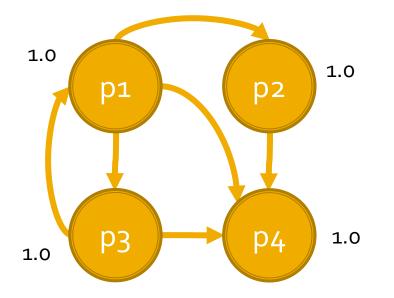
PageRank with Random jumps

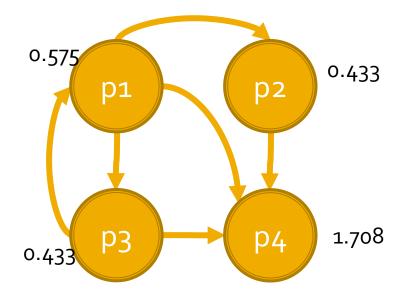
- The PageRank algorithm simulates the random walk of a user on the web
- At each step of the random walk, the random surfer has two options:
 - With probability 1-α, follow a link at random among the ones in the current page
 - With probability α, jump to a random page

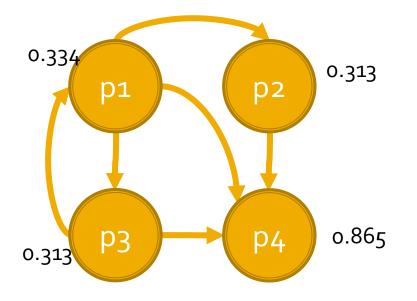
PageRank with Random jumps

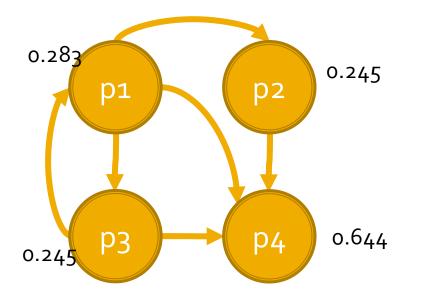
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 - c. Go to step 2

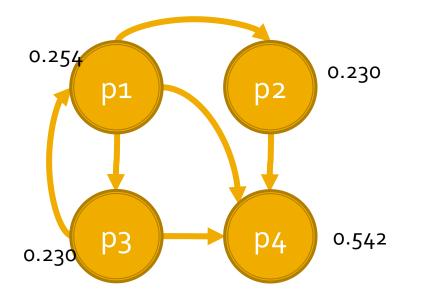
- α = 0.15
- Initialization: PageRange(p) = 1.0 ∀p

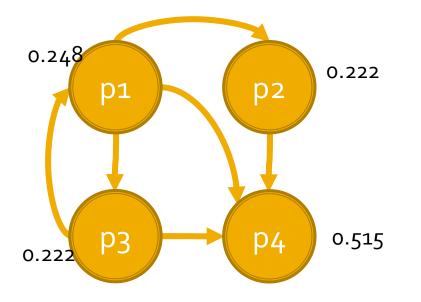


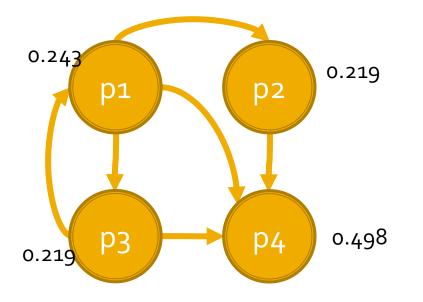












The pageRank() method of the GraphFrame class runs the PageRank algorithm on the input graph

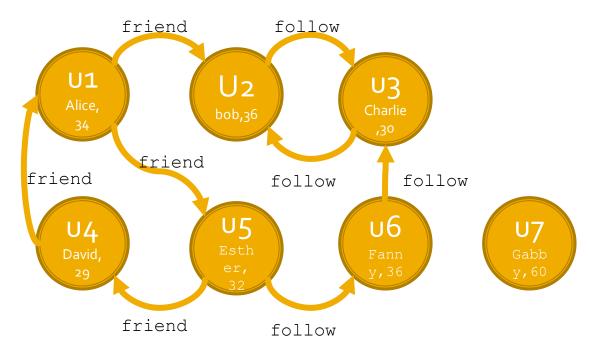
Parameters

- resetProbability
 - Probability of resetting to a random vertex (probability α associated with random jumps)
- maxlter
 - If set, the algorithm is run for a fixed number of iterations
 - This may not be set if the tol parameter is set
- Tol
 - If set, the algorithm is run until the given tolerance
 - This may not be set if the numlter parameter is set
- sourceld (optional)
 - The source vertex for a personalized PageRank

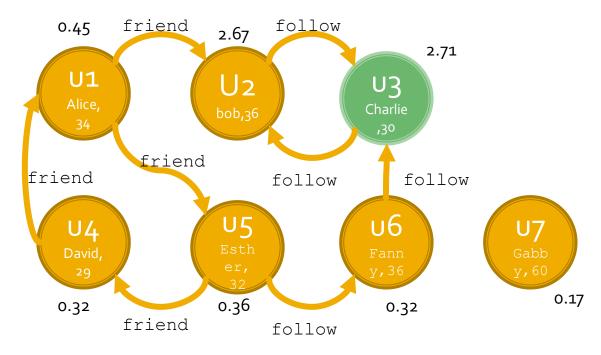
pageRank() returns a new GraphFrame that

- Contains the same vertexes and edges of the input graph
- All the vertexes of the new graph are characterized by one new attribute, called "pagerank", that stores the PageRank of the vertexes
- The edges of the new graph are characterized by one new attribute, called "weight", that stores the weight (PageRank contribution) propagated through that edge

 Apply the PageRank algorithm on the following graph and select the user associated with the highest PageRank value



 Apply the PageRank algorithm on the following graph and select the user associated with the highest PageRank value



from graphframes import GraphFrame

Create the graph
g = GraphFrame(v, e)

Run the PageRank algorithm
pageRanks = g.pageRank(maxIter=30)

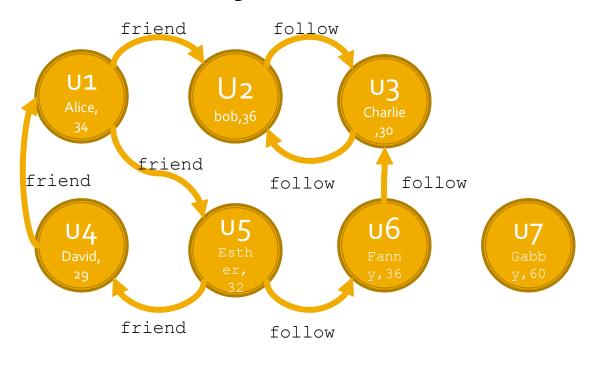
Select the maximum value of PageRank maxPageRank = pageRanks.vertices.agg({"pagerank":"max"})\ .first()["max(pagerank)"]

Select the user with the maximum PageRank pageRanks.vertices.filter(pageRanks.vertices.pagerank==maxPageRank)\ .show()

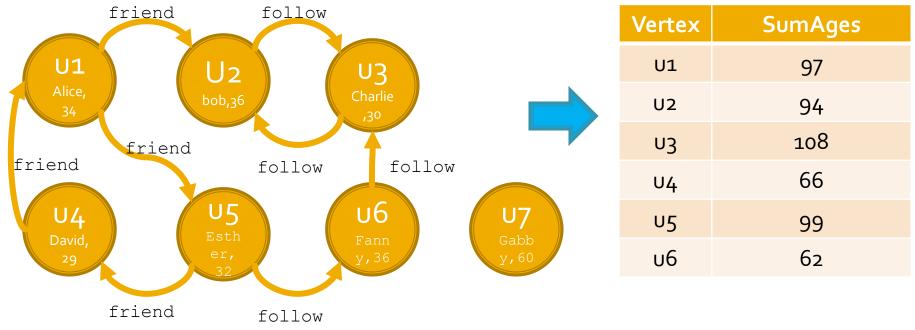
Custom graph algorithms

- GraphFrames provides primitives for developing yourself other graph algorithms
- It is based on message passing approach
 - The two key components are:
 - aggregateMessages
 - Send messages between vertexes, and aggregate messages for each vertex
 - Joins
 - Join message aggregates with the original graph

 For each user, compute the sum of the ages of adjacent users (count many times the same adjacent user if there are many links)



 For each user, compute the sum of the ages of adjacent users (count many times the same adjacent user if there are many links)



from graphframes import GraphFrame from pyspark.sql.functions import sum from graphframes.lib import AggregateMessages

Create the graph
g = GraphFrame(v, e)

For each user, sum the ages of the adjacent users

Send the age of each destination of an edge to its source msgToSrc = AggregateMessages.dst["age"]

Send the age of each source of an edge to its destination msgToDst = AggregateMessages.src["age"]