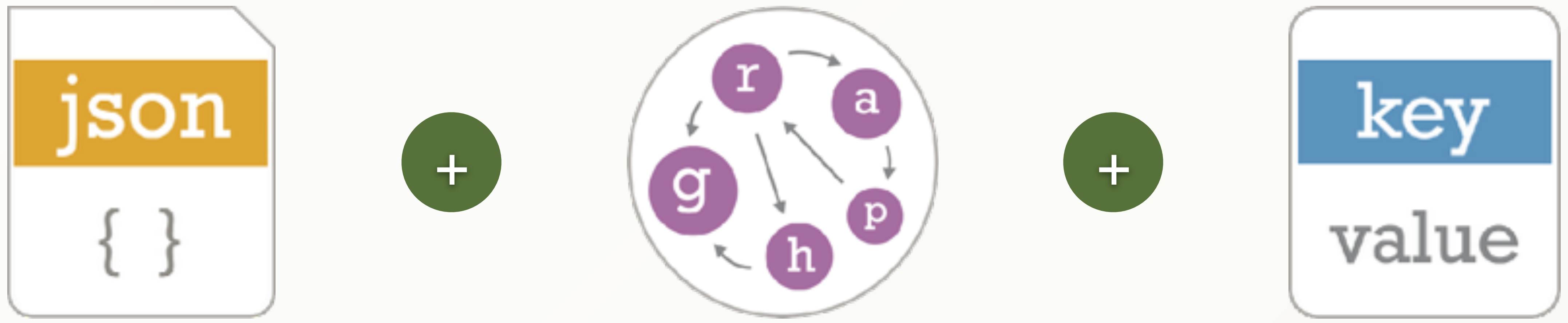
ArangoDB

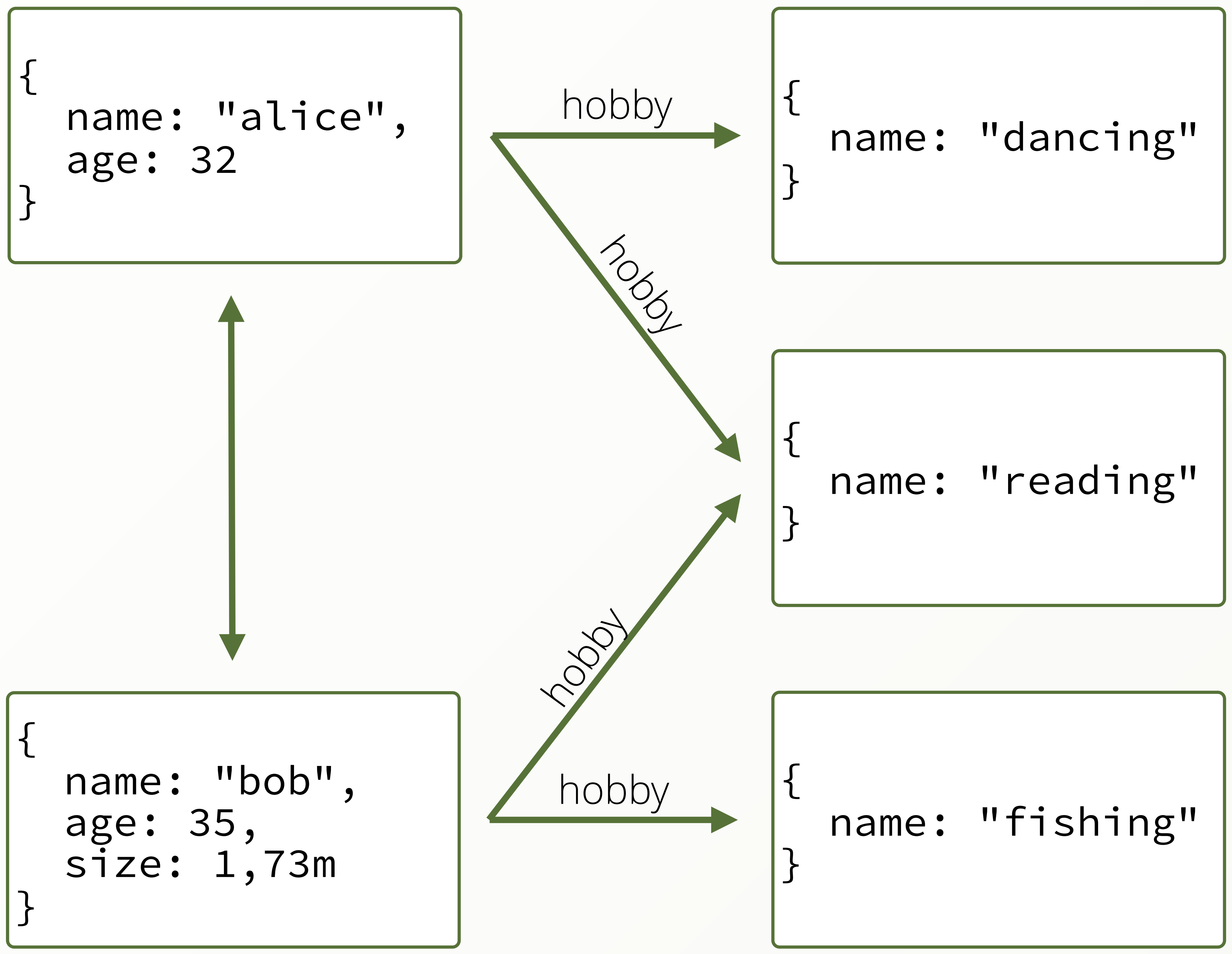
Handling Billions Of Edges in a Graph Database



About me

- Michael Hackstein
- ArangoDB Core Team
  - Graph visualisation
  - Graph features
  - SmartGraphs
- Host of cologne.js
- Master's Degree (spec. Databases and Information Systems)

What are Graph Databases



- Schema-free Objects (Vertices)
- Relations between them (Edges)
- Edges have a direction

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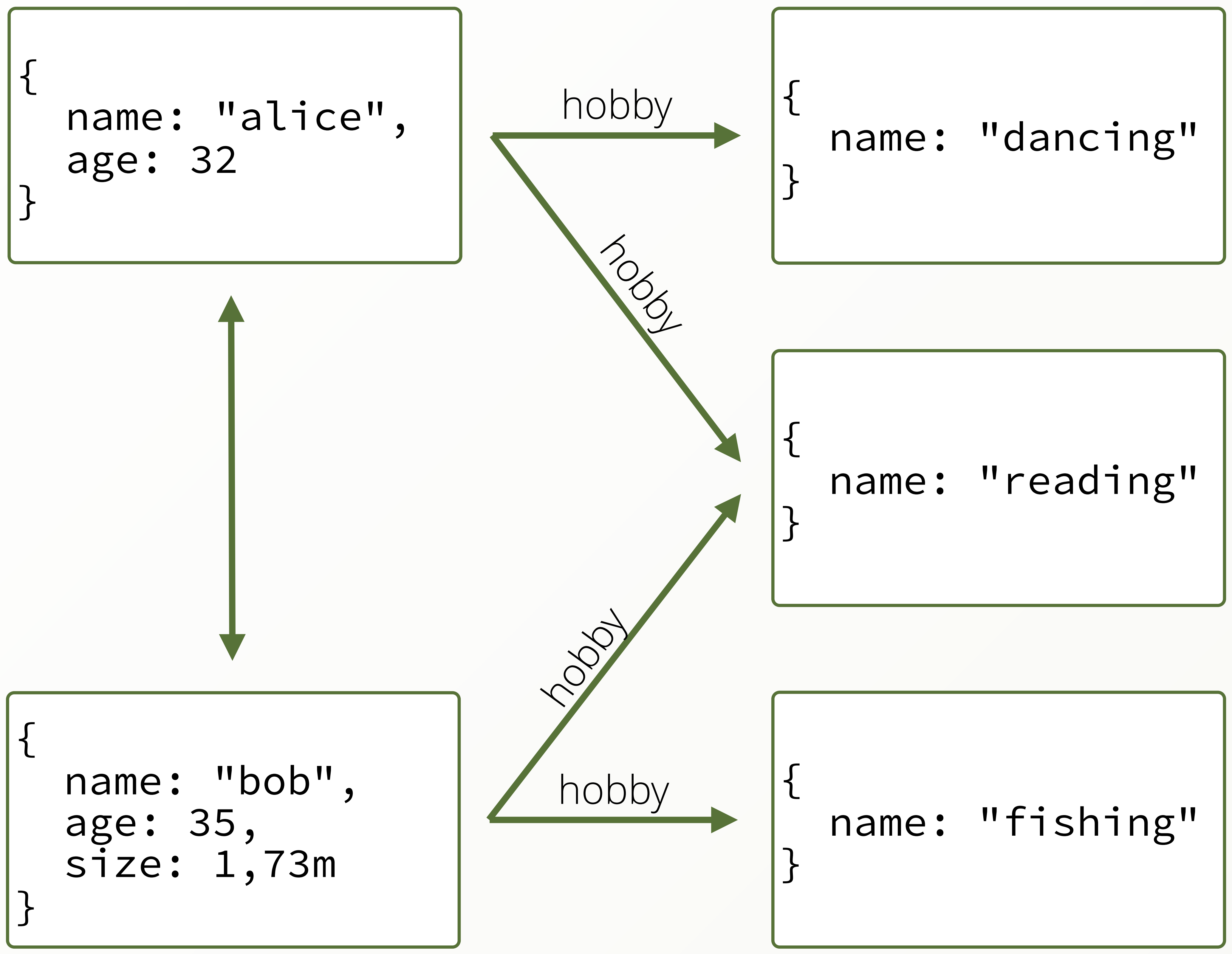
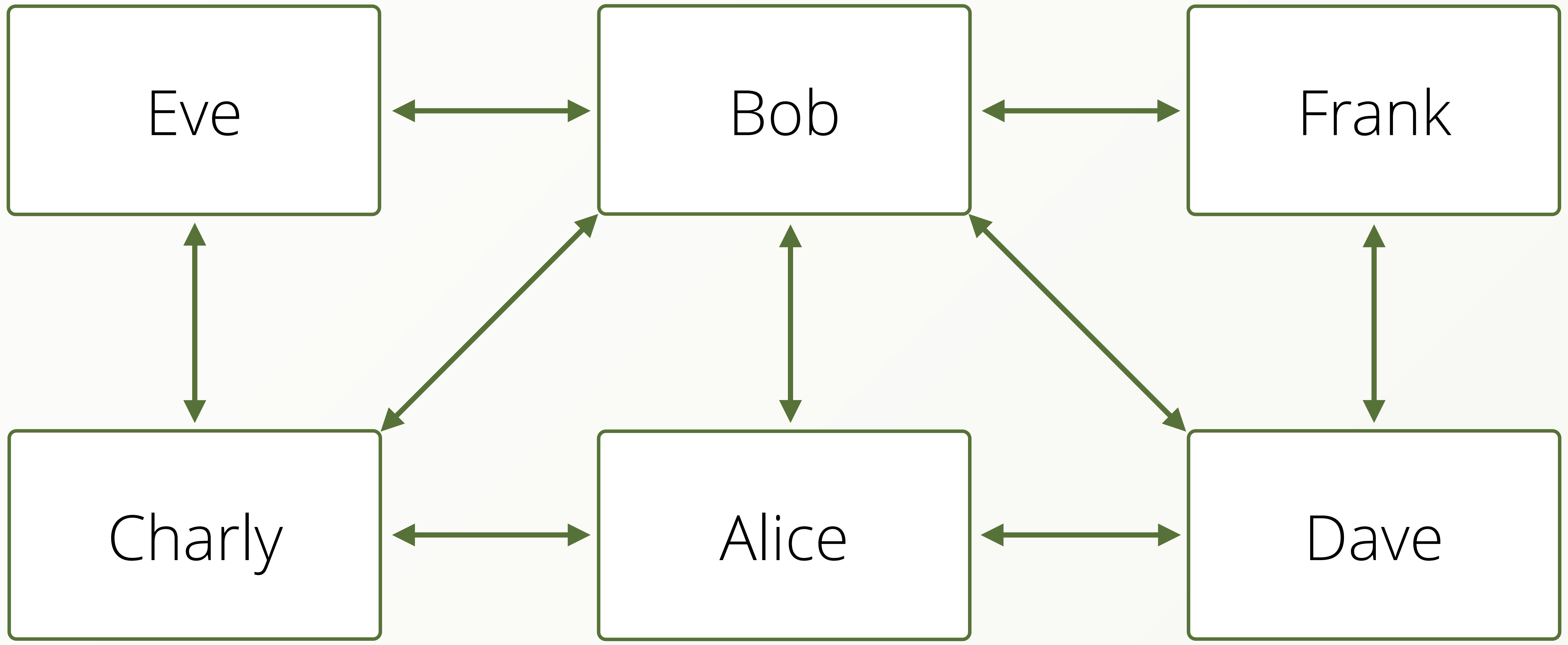


- Schema-free Objects (Vertices)
- Relations between them (Edges)
- Edges have a direction

- Edges can be queried in both directions
- Easily query a range of edges (2 to 5)
- Undefined number of edges (1 to *)
- Shortest Path between two vertices

Typical Graph Queries

- Give me all friends of Alice



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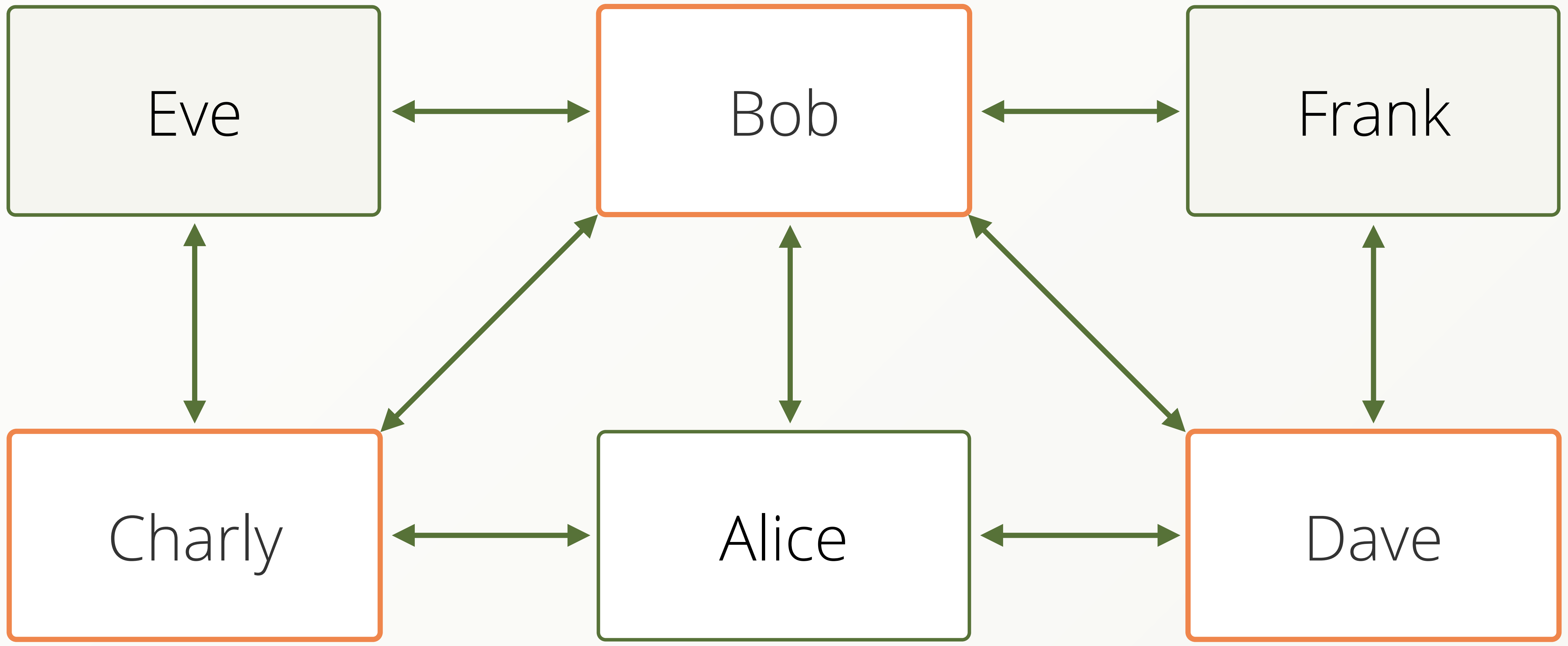

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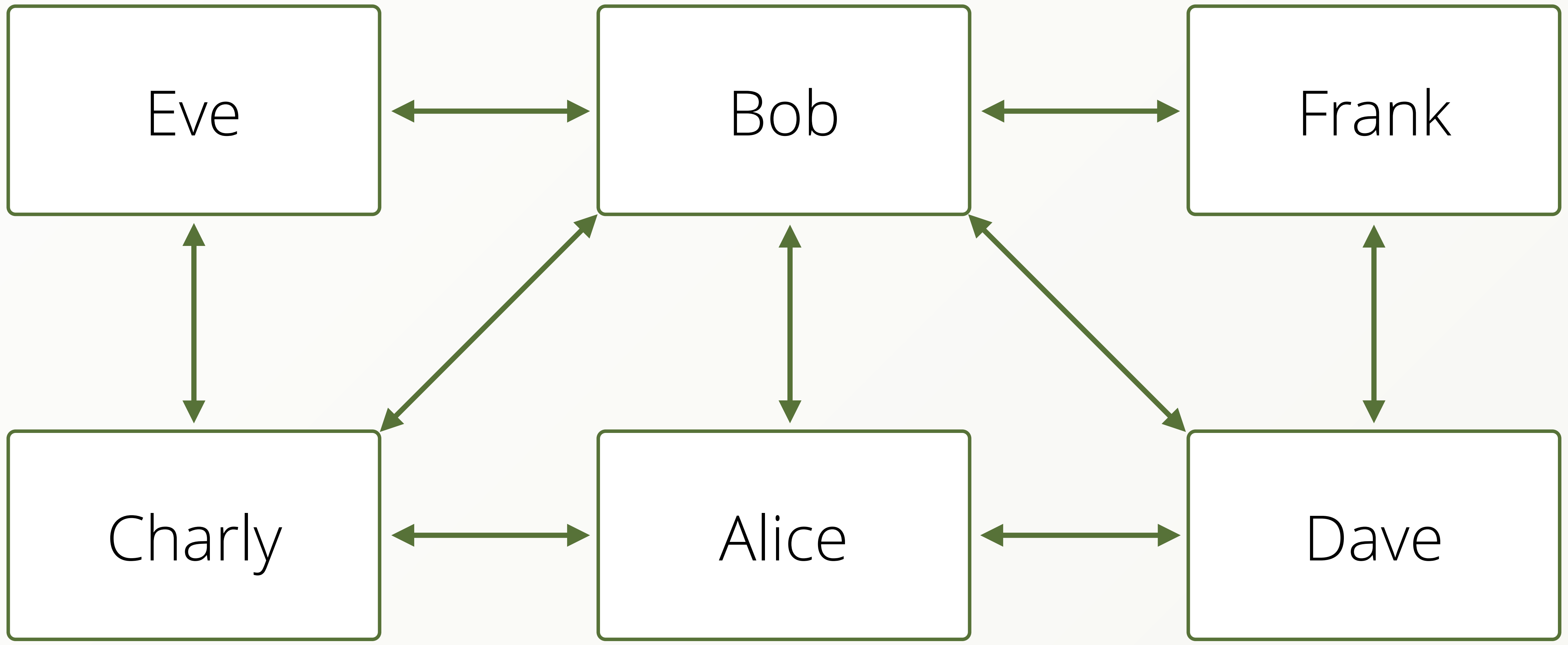

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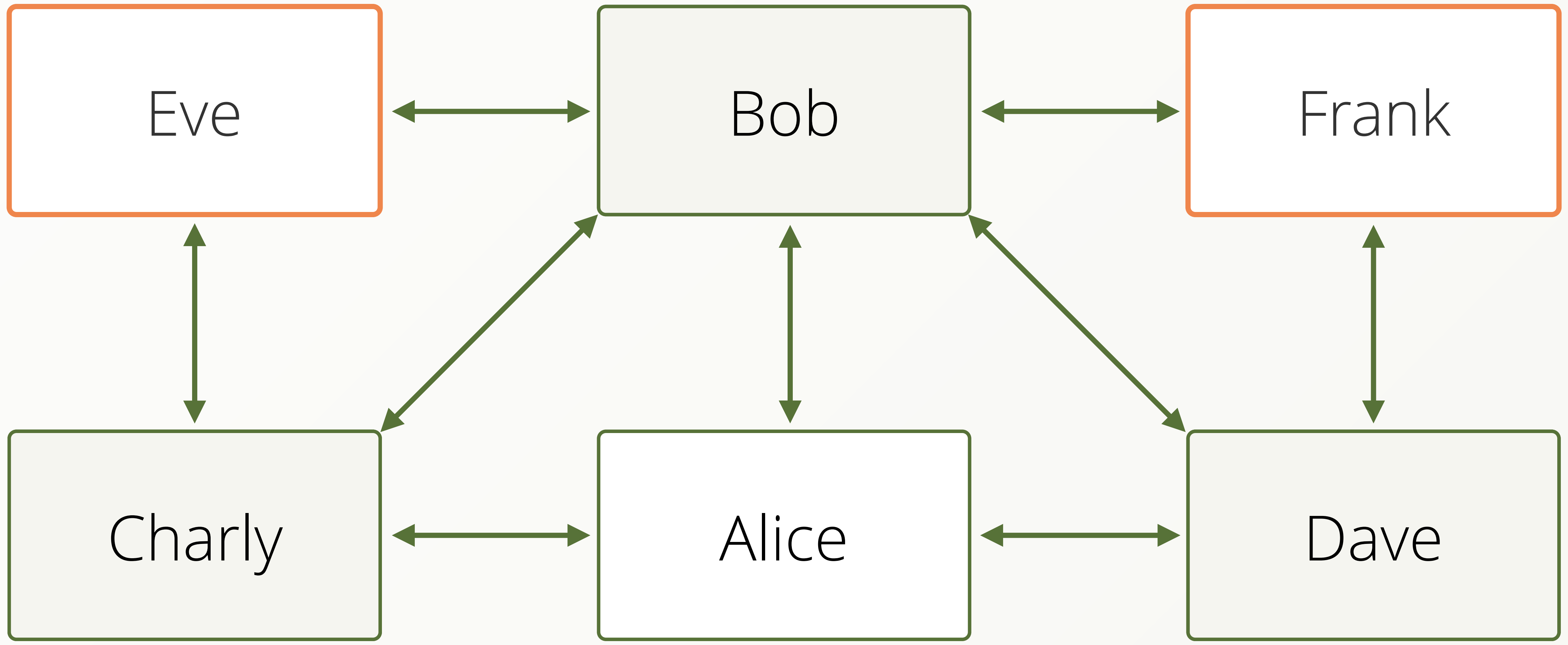

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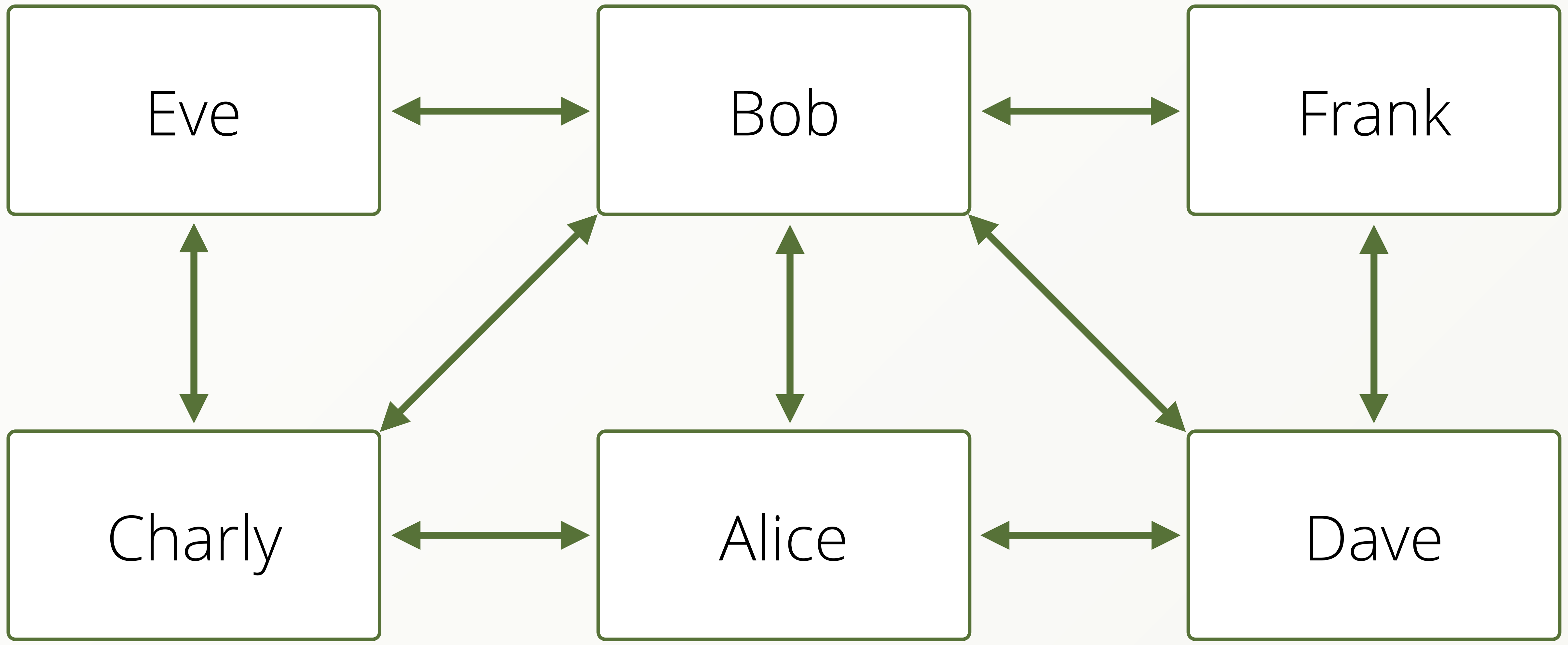

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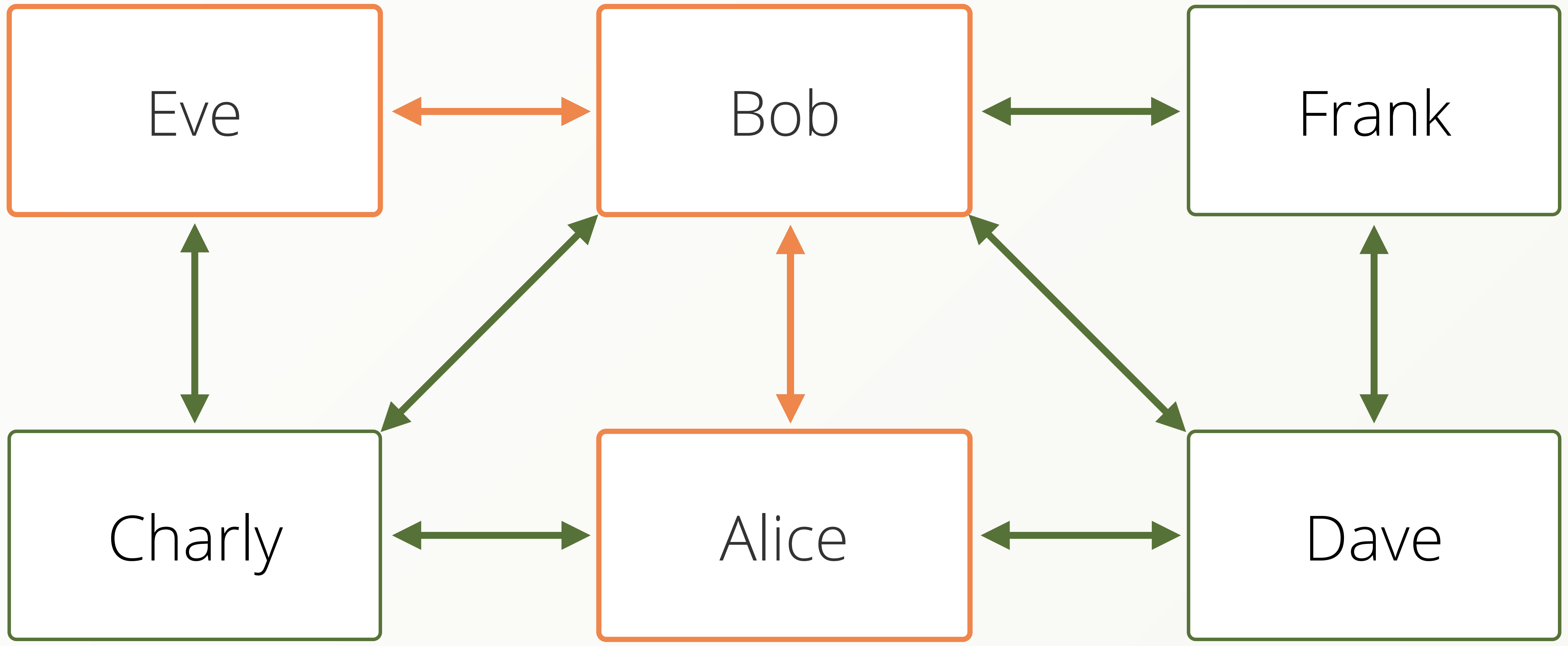

Typical Graph Queries

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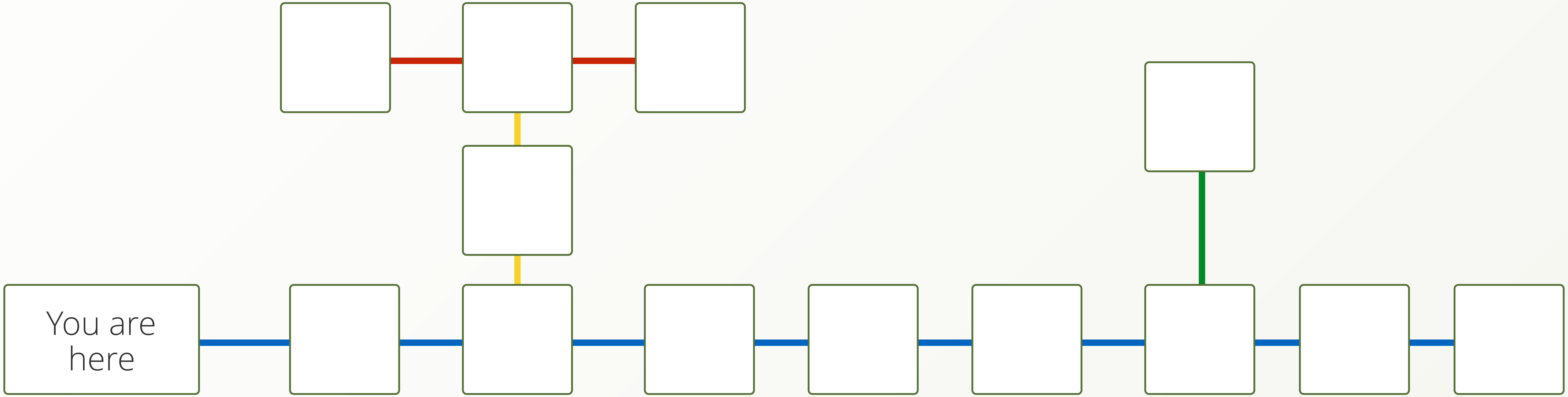

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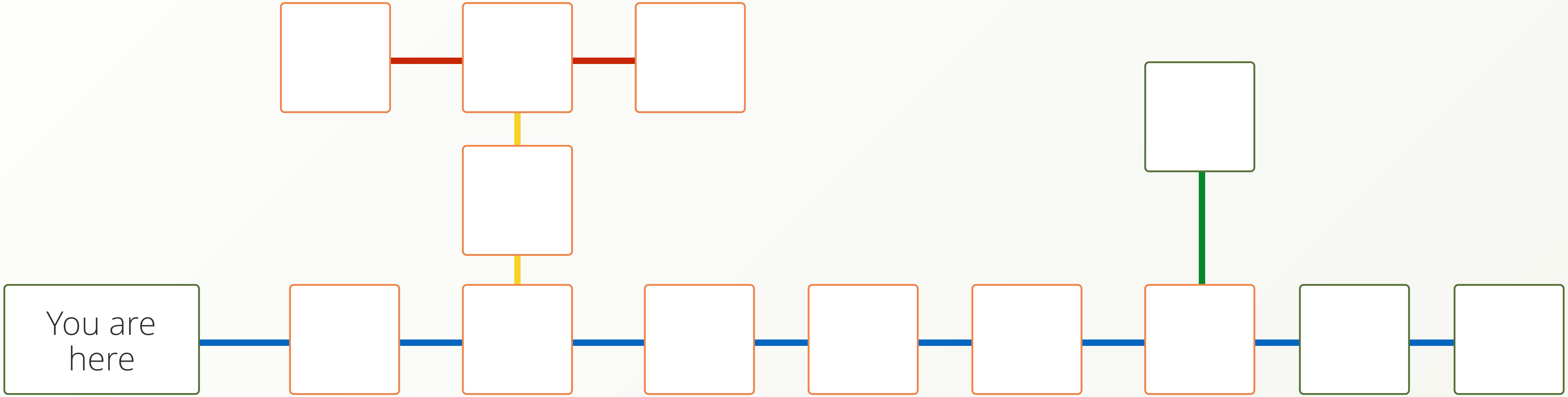
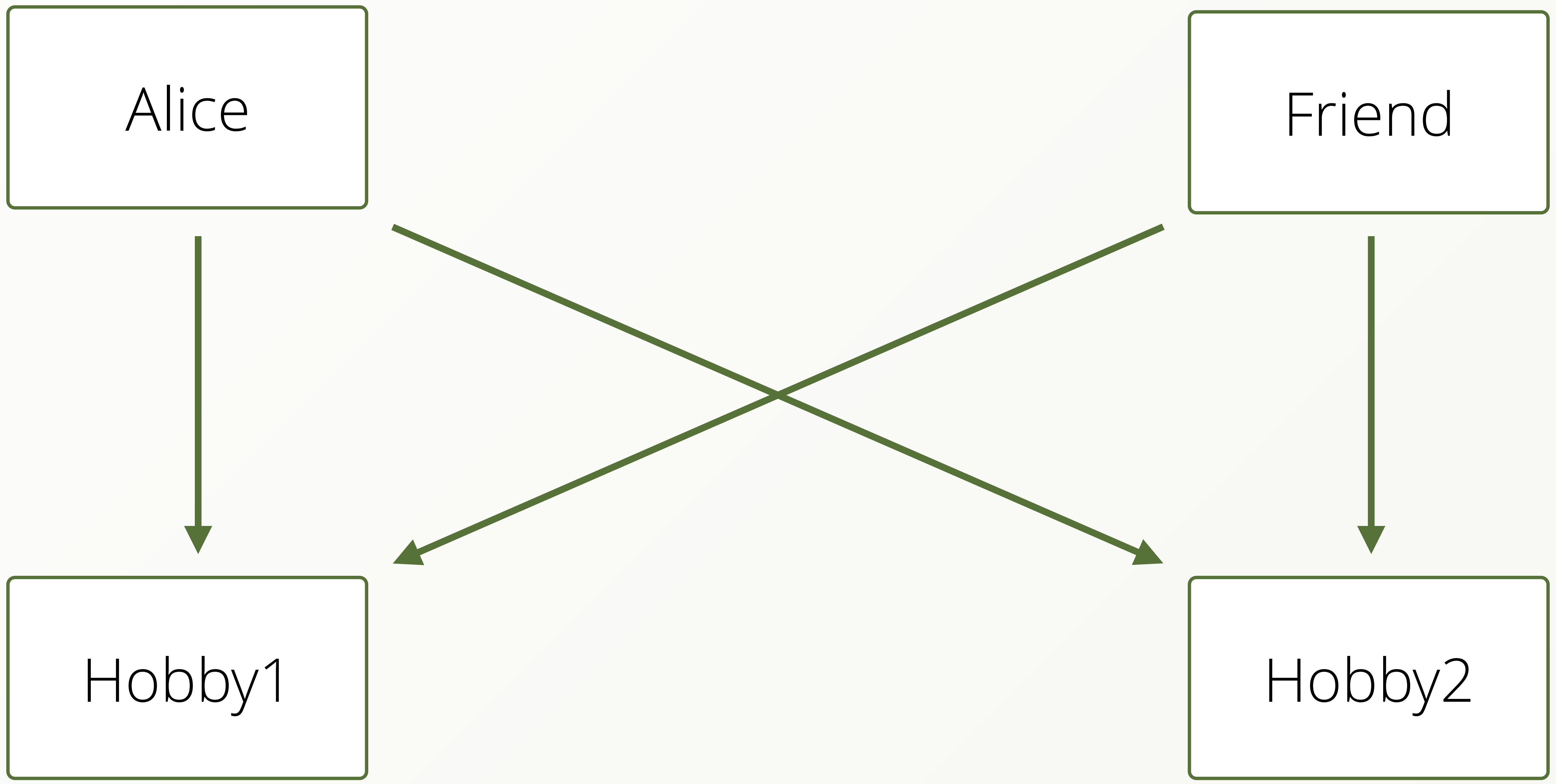


Typical Graph Queries: Pattern Matching

- Give me all users that share two hobbies with Alice



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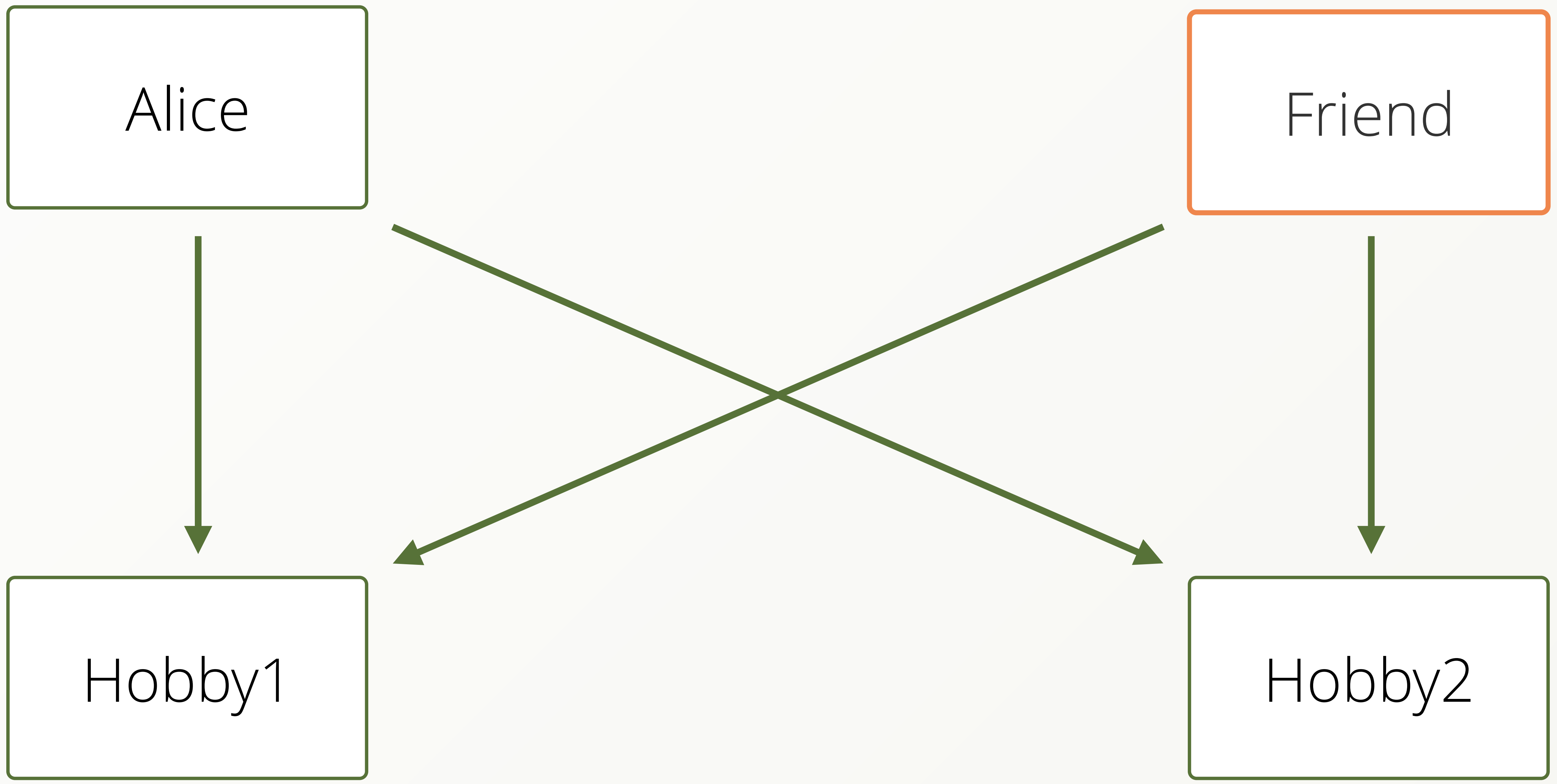
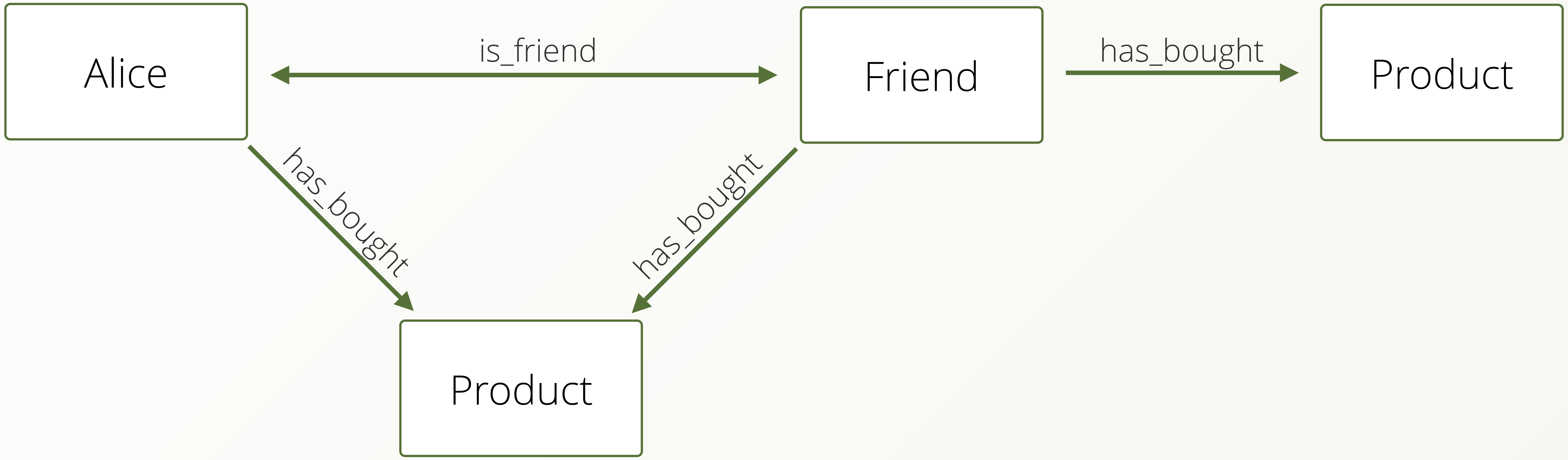


Typical Graph Queries: Pattern Matching

- Give me all products that at least one of my friends has bought together with the products I already own, ordered by how many friends have bought it and the products rating, but only 20 of them.



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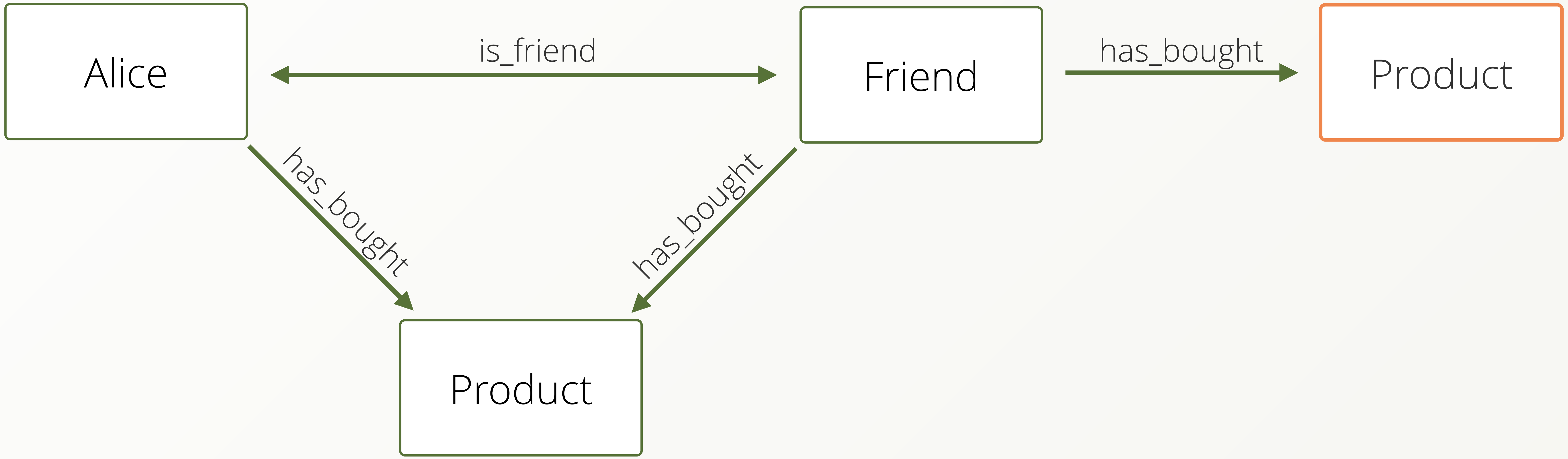

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- Give me the age distribution of all users

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- Give me all users which have an age attribute between 21 and 35.
- Give me the age distribution of all users
- Group all users by their name

Traversal - Iterate down two edges with some filters

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- We first pick a start vertex (S)

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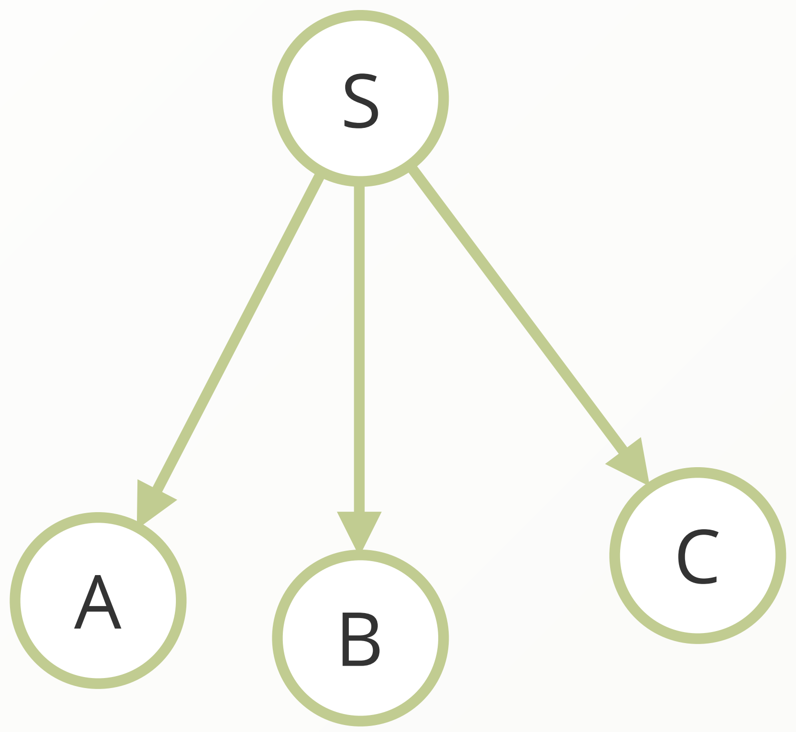
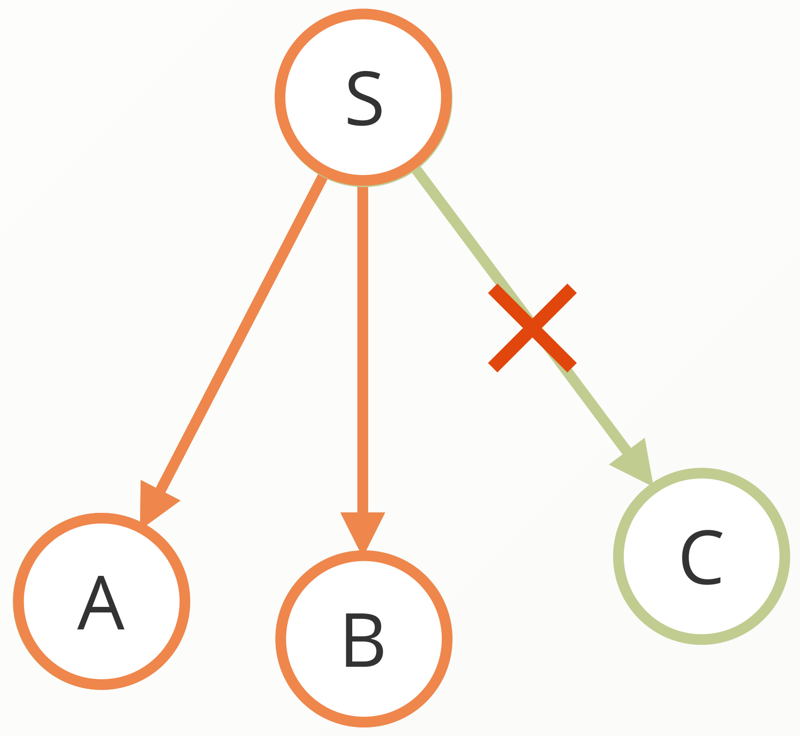


- We first pick a start vertex (S)
- We collect all edges on S

Traversal - Iterate down two edges with some filters



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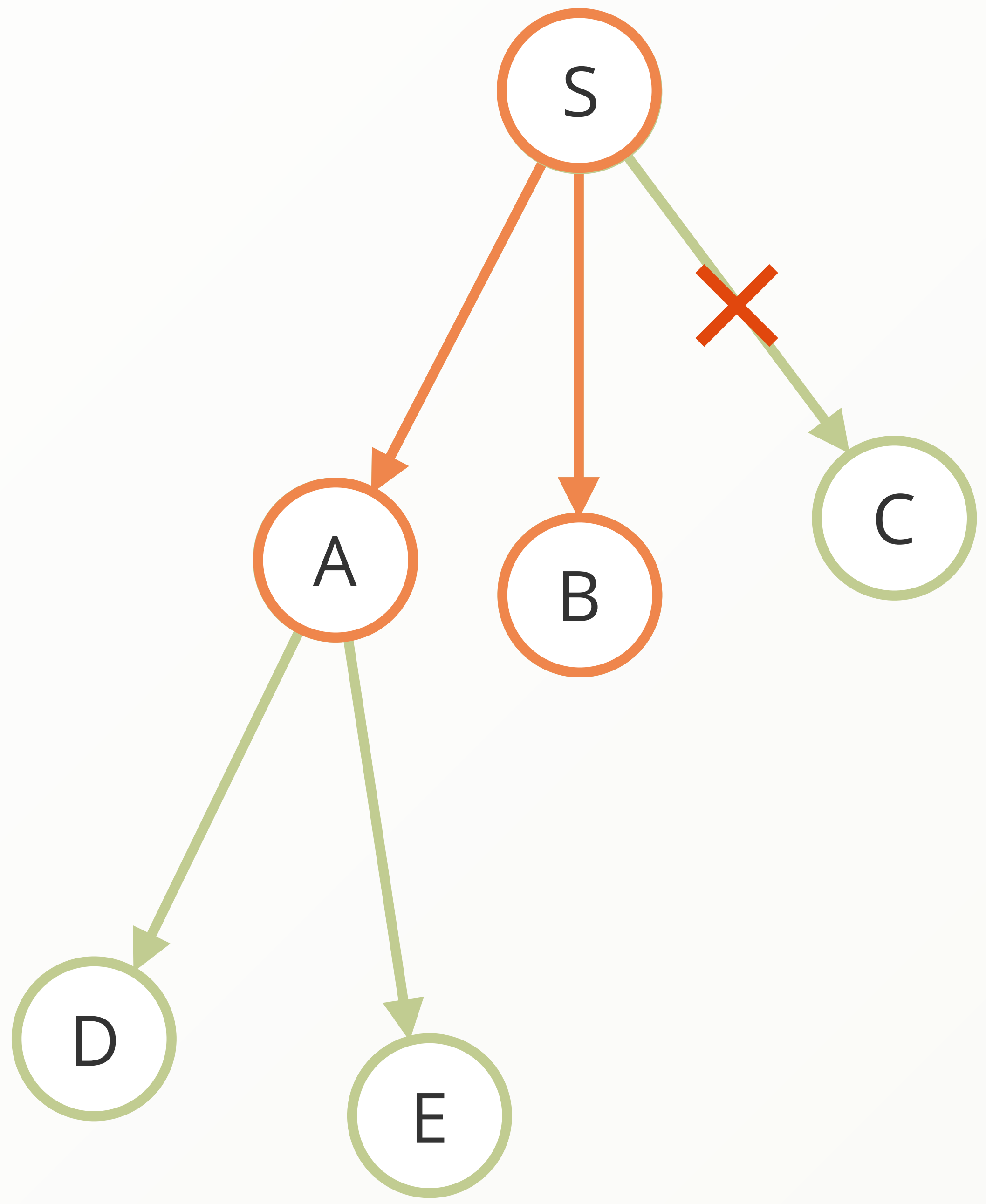

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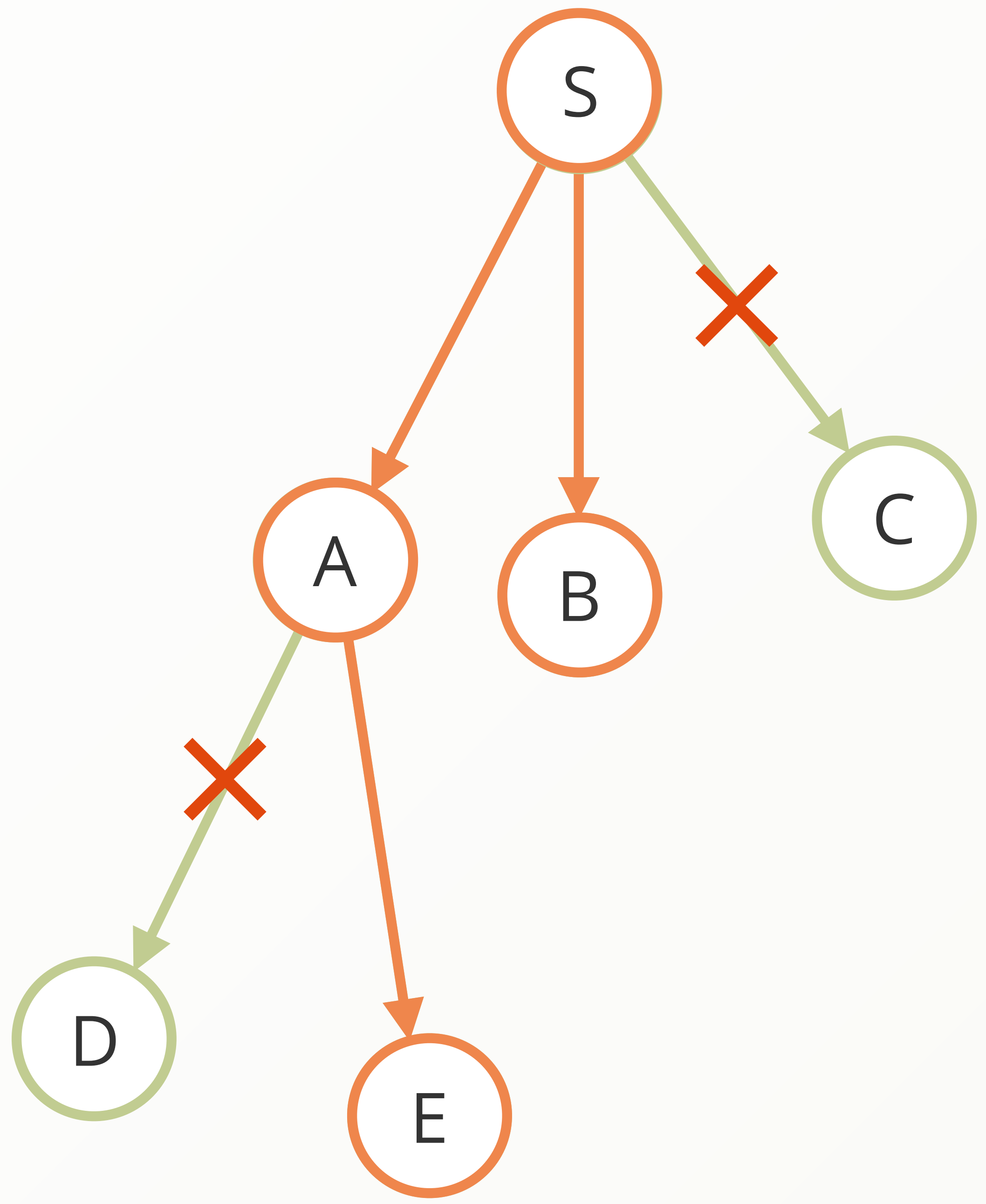

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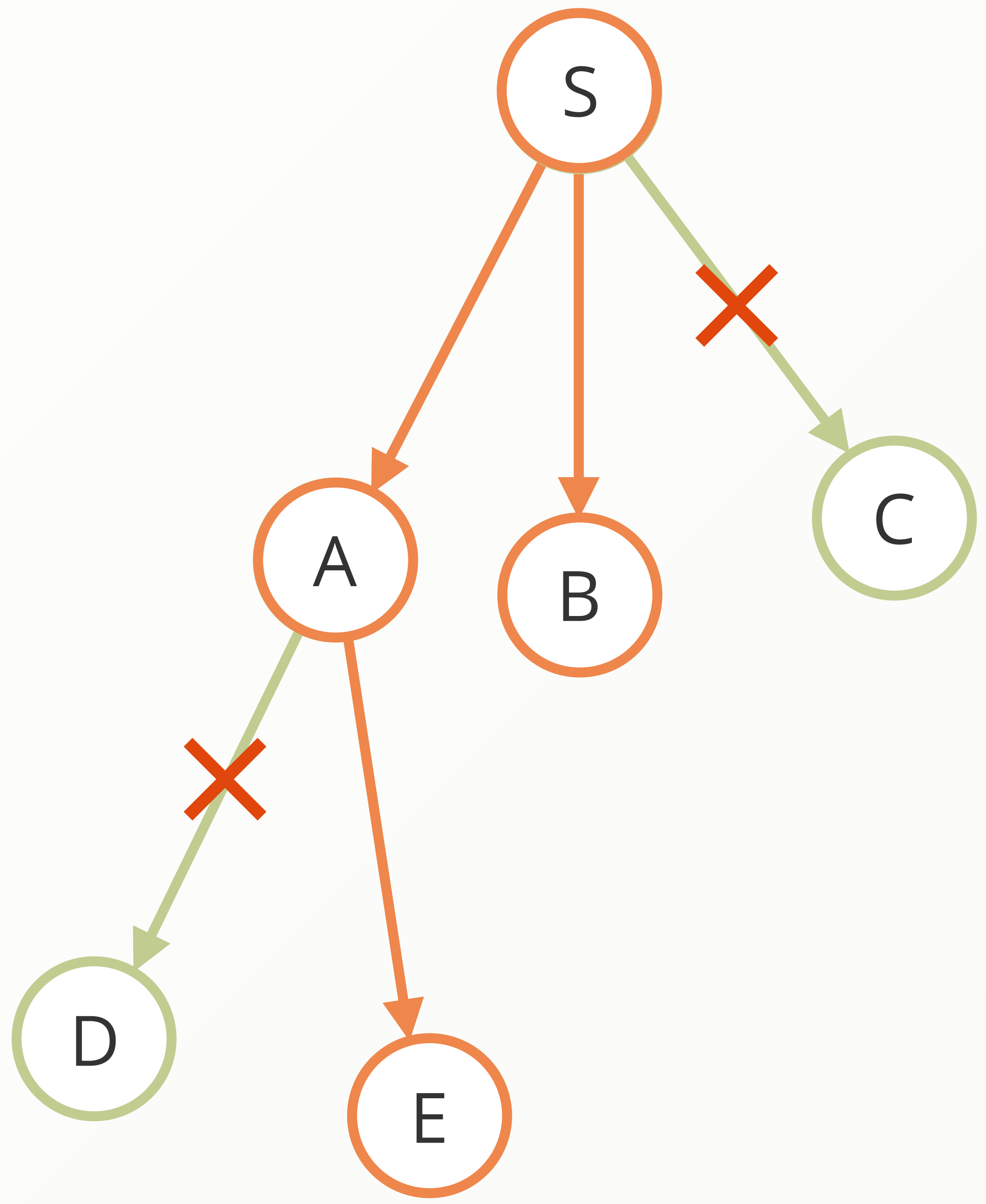

- We first pick a start vertex (S)
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- The next vertex (E) is in desired depth. Return the path S -> A -> E

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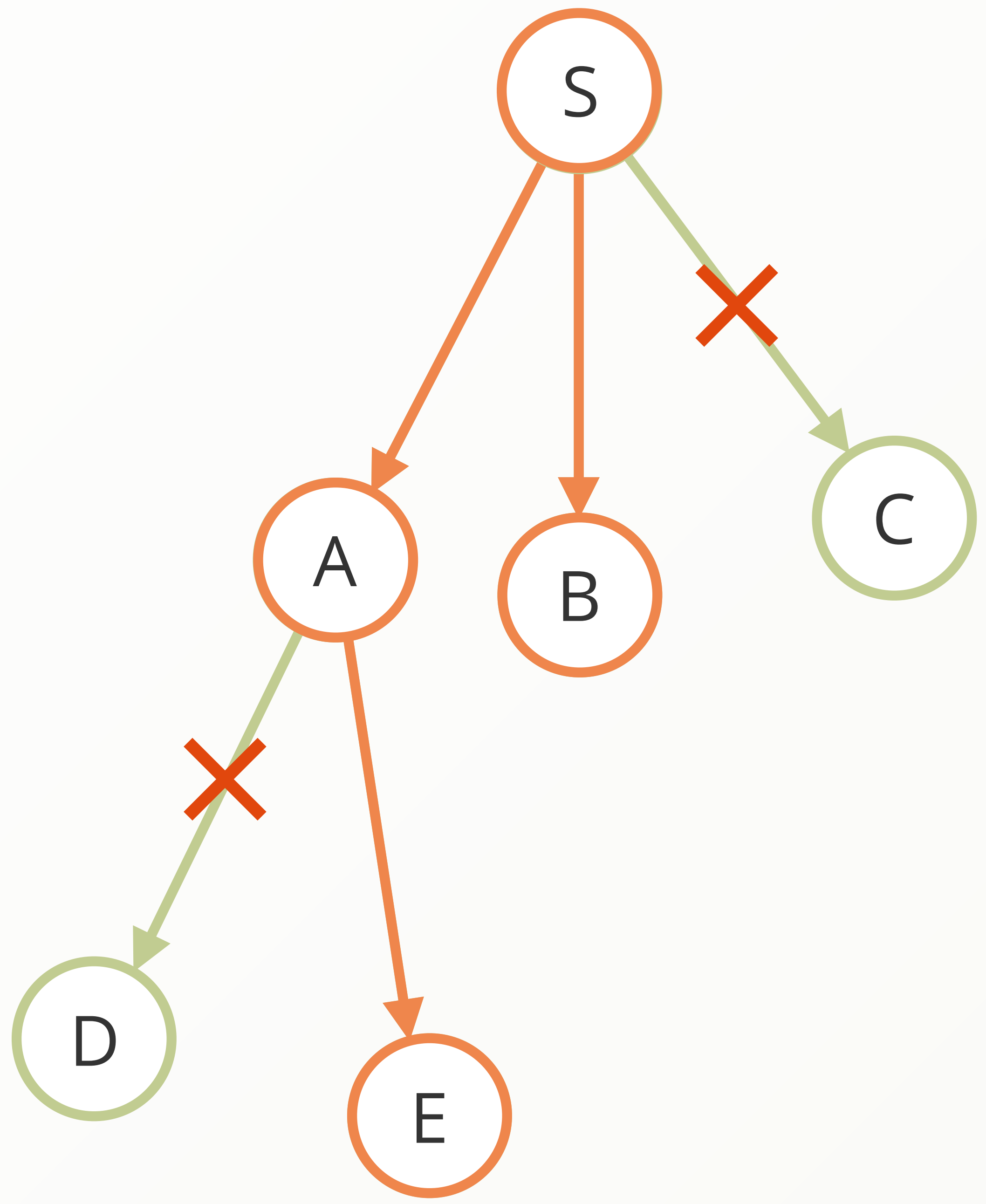

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- Go back to the next unfinished vertex (B)

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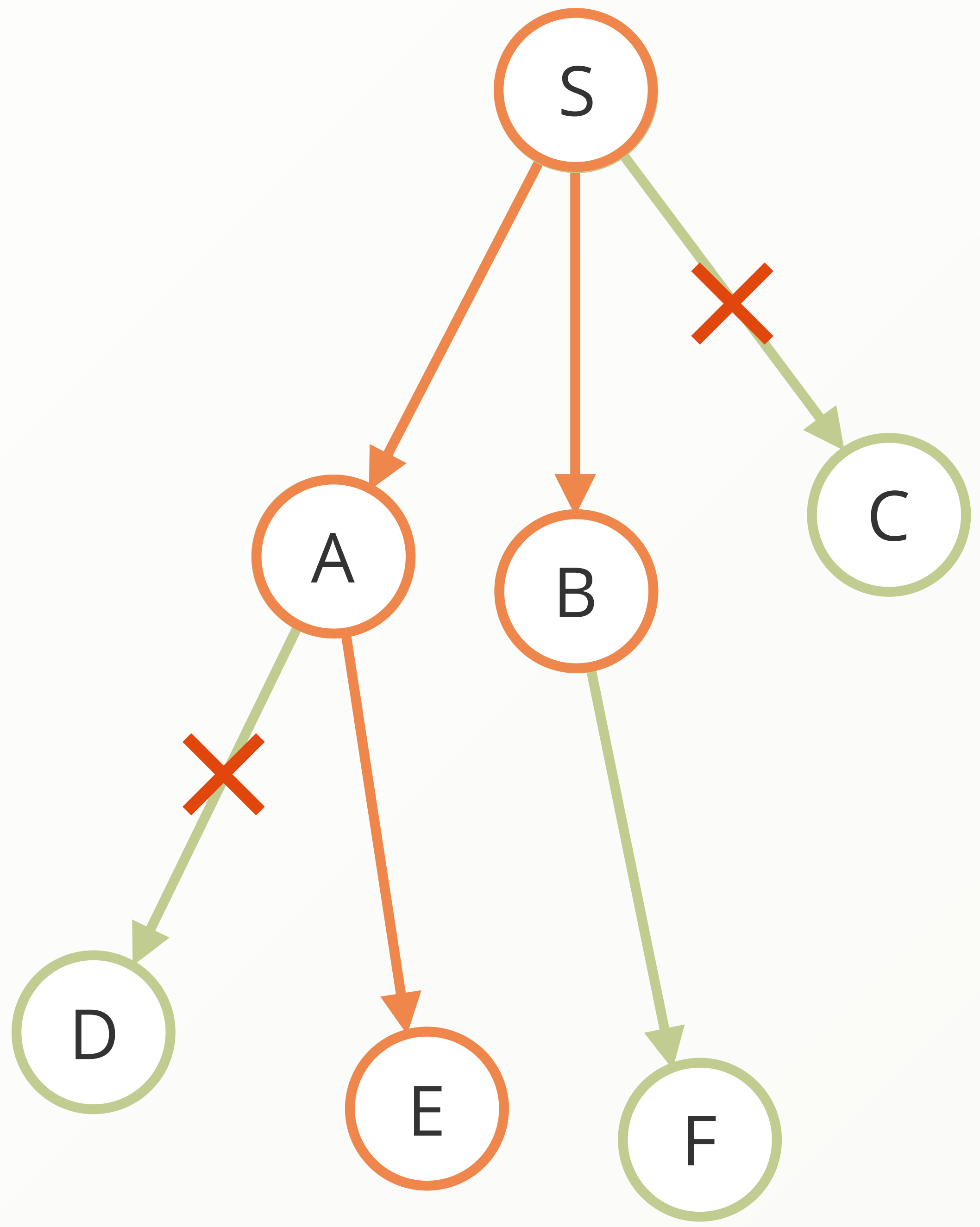

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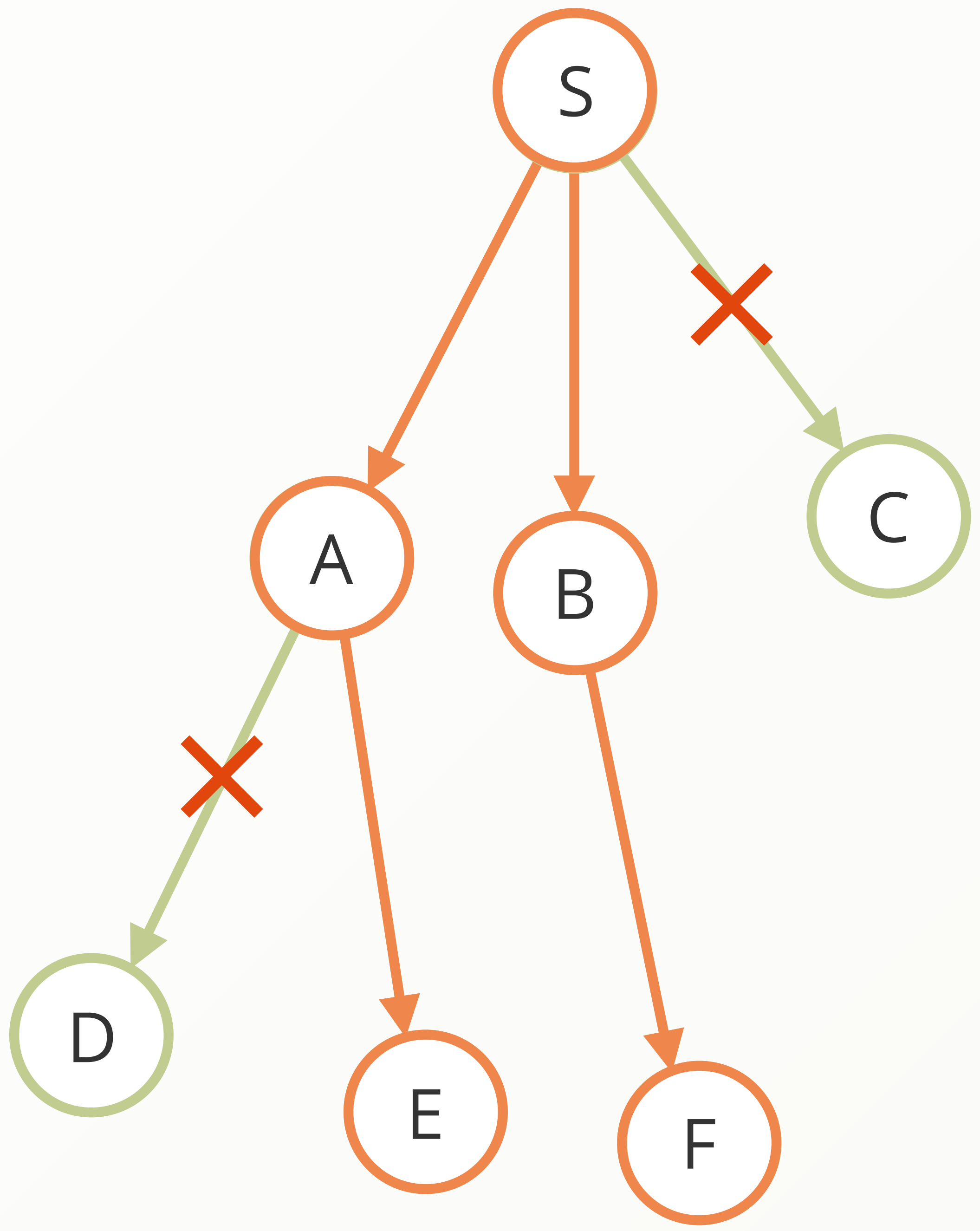

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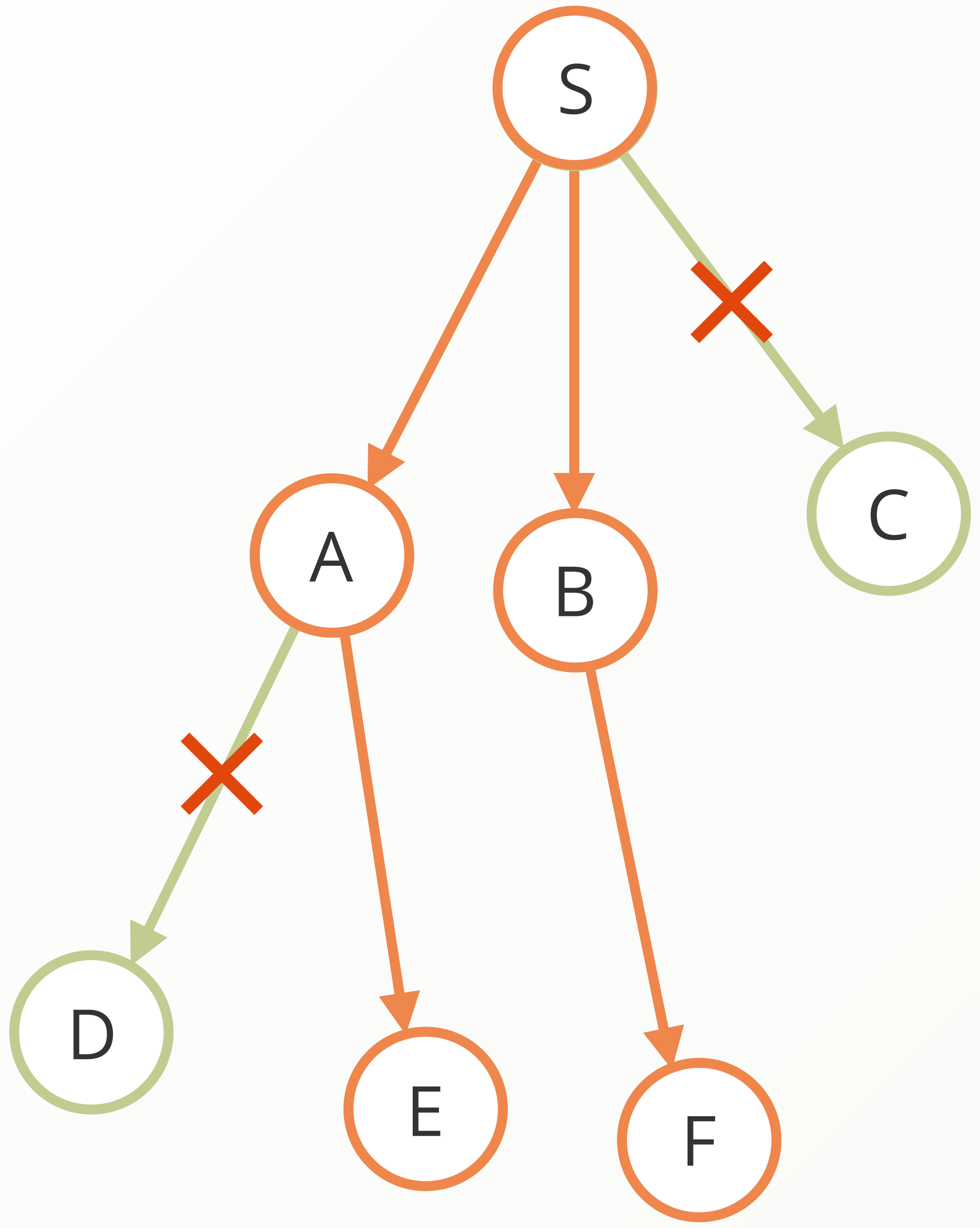

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  Return the path S -> A -> E
- Go back to the next unfinished vertex (B)
- We iterate down on (B)
- We apply filters on edges
- The next vertex (F) is in desired depth.
  Return the path S -> B -> F

Traversal - Complexity

Once:		O
Find the start vertex	Depends on indexes: Hash:	1
For every depth:		
Find all connected edges	Edge-Index or Index-Free:	1
Filter non-matching edges	Linear in edges:	n
Find connected vertices	Depends on indexes: Hash:	n * 1
Filter non-matching vertices	Linear in vertices:	n
	Only one pass:	3n

Traversal - Complexity

- Linear sounds evil?
  - NOT linear in All Edges O(E)
  - Only Linear in relevant Edges $n < E$
- Traversals solely scale with their result size
- They are not effected at all by total amount of data
- BUT: Every depth increases the exponent: $O(3*n^d)$
- "7 degrees of separation": $3*n^6 < E < 3*n^7$

ArangoDB

- MULTI-MODEL database
  - Stores Key Value, Documents, and Graphs
  - All in one core
- Query language AQL
  - Document Queries
  - Graph Queries
  - Joins
  - All can be combined in the same statement
- ACID support including Multi Collection Transactions

AQL

```
FOR user IN users
  RETURN user
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FOR user IN users
  FILTER user.name == "alice"
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Alice

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FOR user IN users
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    FILTER path.vertices[2].age <= user.age + 5
    AND path.vertices[2].age >= user.age - 5
    FILTER recommendation.price < 25
    LIMIT 10
    RETURN recommendation
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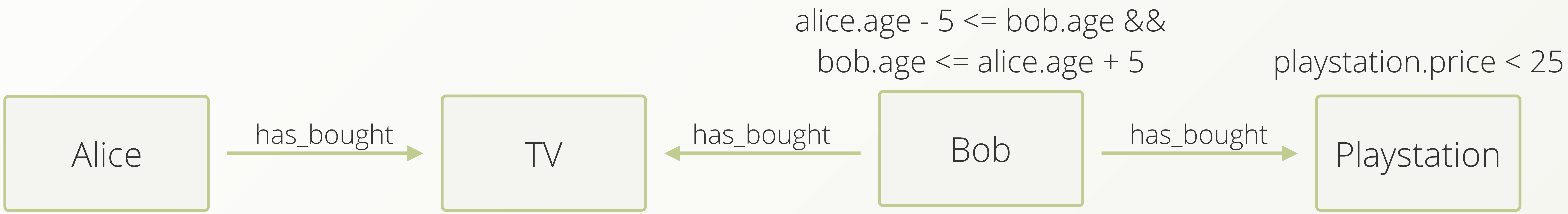


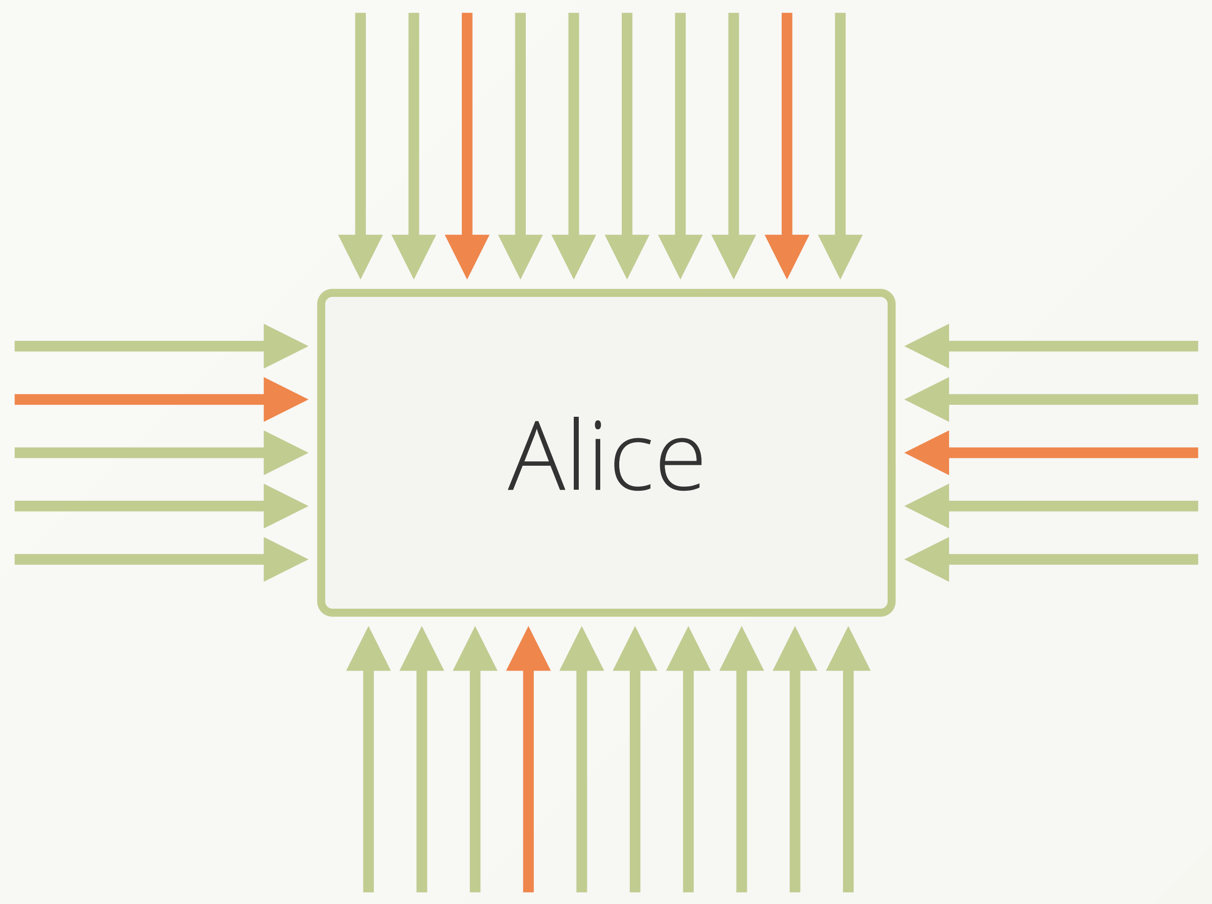
Challenge 1: Supernodes

- Many graphs have "celebrities"
  - Vertices with many inbound and/or outbound edges
- Traversing over them is expensive (linear in number of Edges)
- Often you only need a subset of edges

First Boost - Vertex Centric Indices

- Remember Complexity? $O(3 * n^d)$
- Filtering of non-matching edges is linear for every depth

- Index all edges based on their vertices and arbitrary other attributes
  - Find initial set of edges in identical time
  - Less / No post-filtering required
  - This decreases the n significantly



Challenge 2: Big Data

- We have the rise of big data
  - Store everything you can
- Dataset easily grows beyond one machine
- This includes graph data!

Scaling

- Distribute graph on several machines (sharding)
- How to query it now?
  - No global view of the graph possible any more
  - What about edges between servers?
- In a sharded environment network most of the time is the bottleneck
  - Reduce network hops
- Vertex-Centric Indexes again help with super-nodes
  - But: Only on a local machine

Now distribute the graph

Dangers of Sharding

- Only parts of the graph on every machine
- Neighboring vertices may be on different machines
- Even edges could be on other machines than their vertices

- Queries need to be executed in a distributed way
- Result needs to be merged locally

Random Distribution

- Advantages:
  - every server takes an equal portion of data
  - easy to realize
  - no knowledge about data required
  - always works
- Disadvantages:
  - Neighbors on different machines
  - Probably edges on other machines than their vertices
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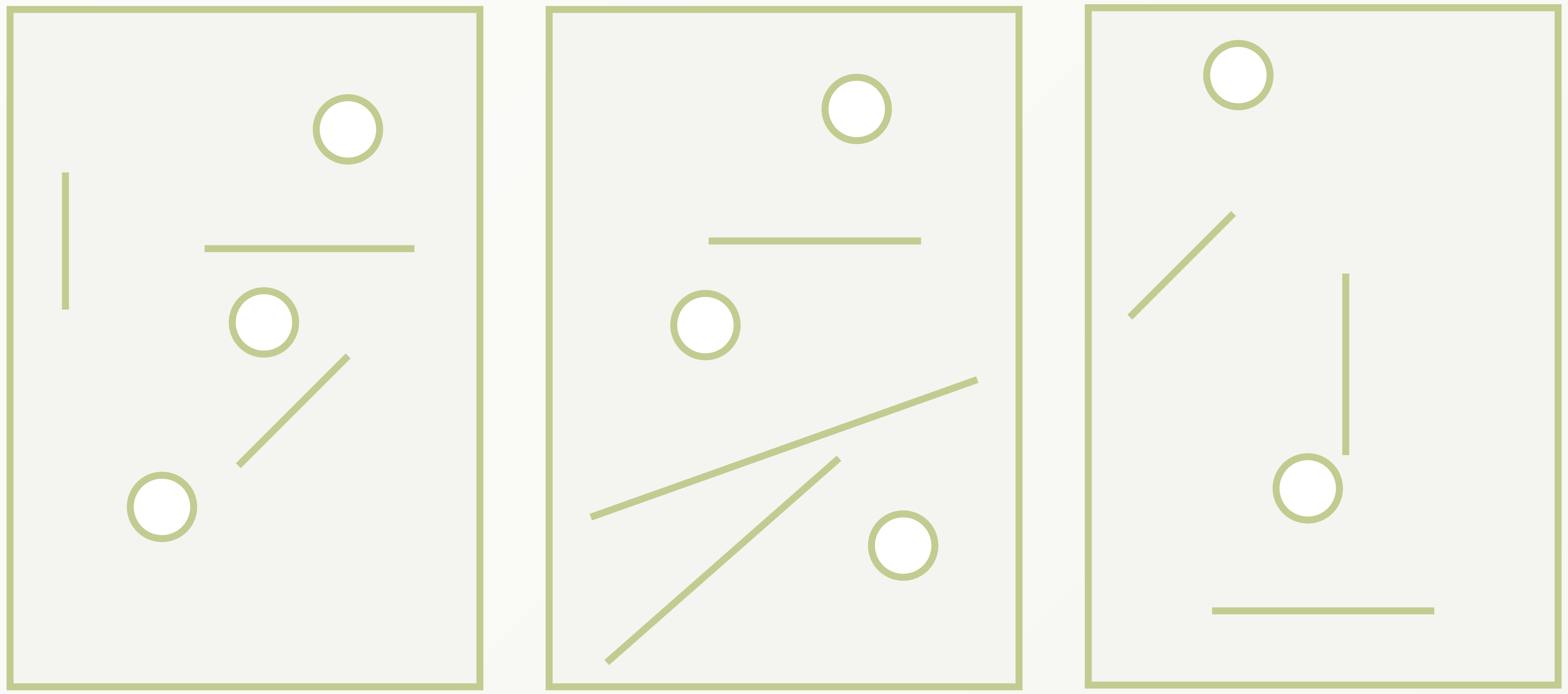
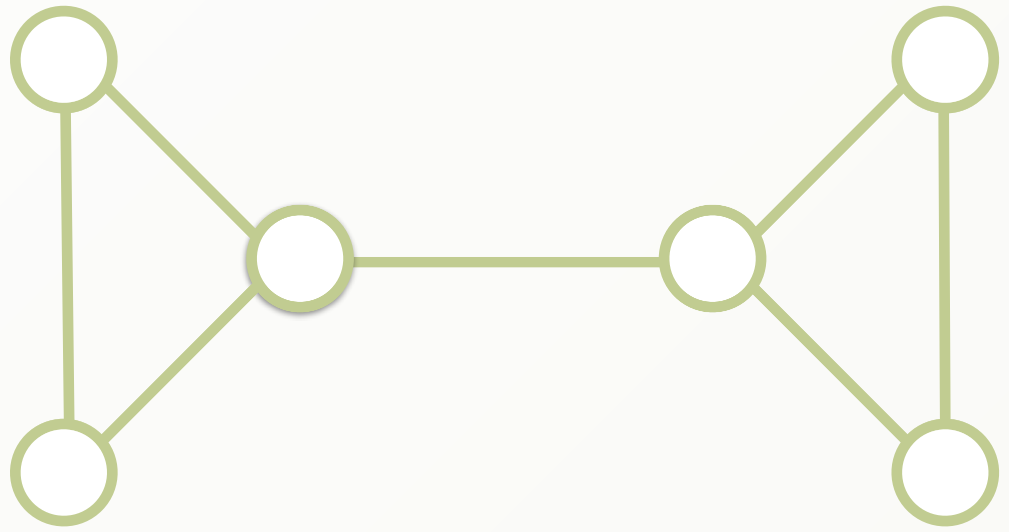


Index-Free Adjacency

- Used by most other graph databases
- Every vertex maintains two lists of it's edges (IN and OUT)
  - Do not use an index to find edges
  - How to shard this?



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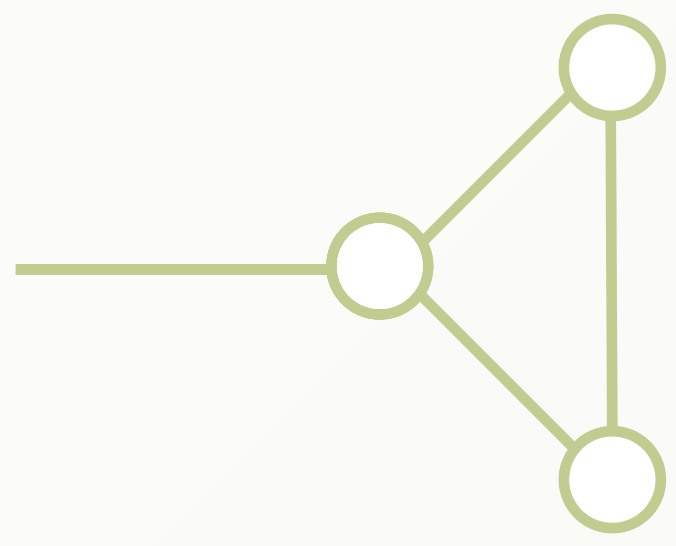

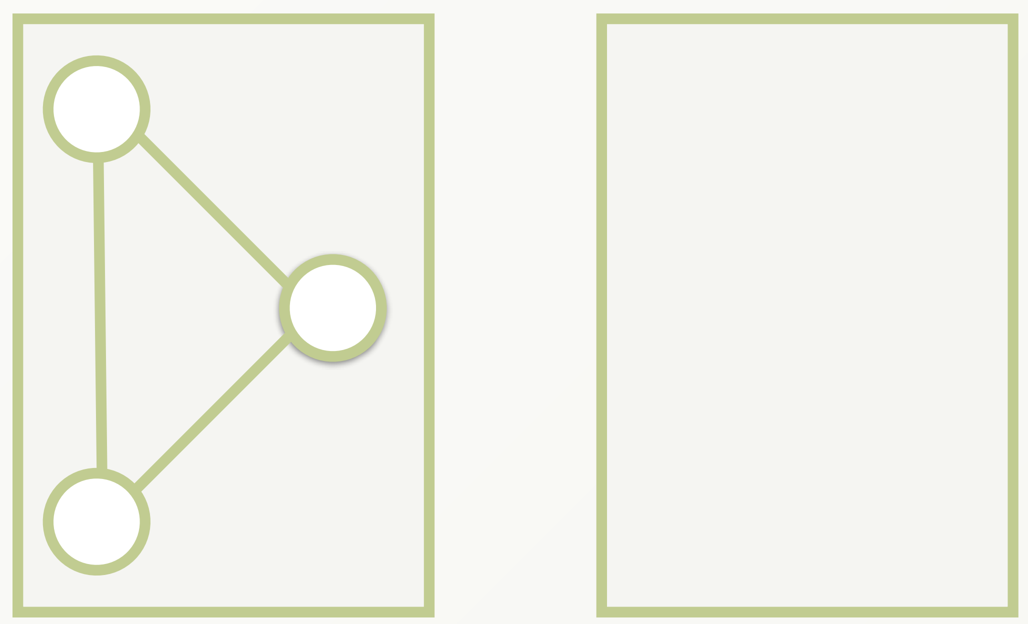

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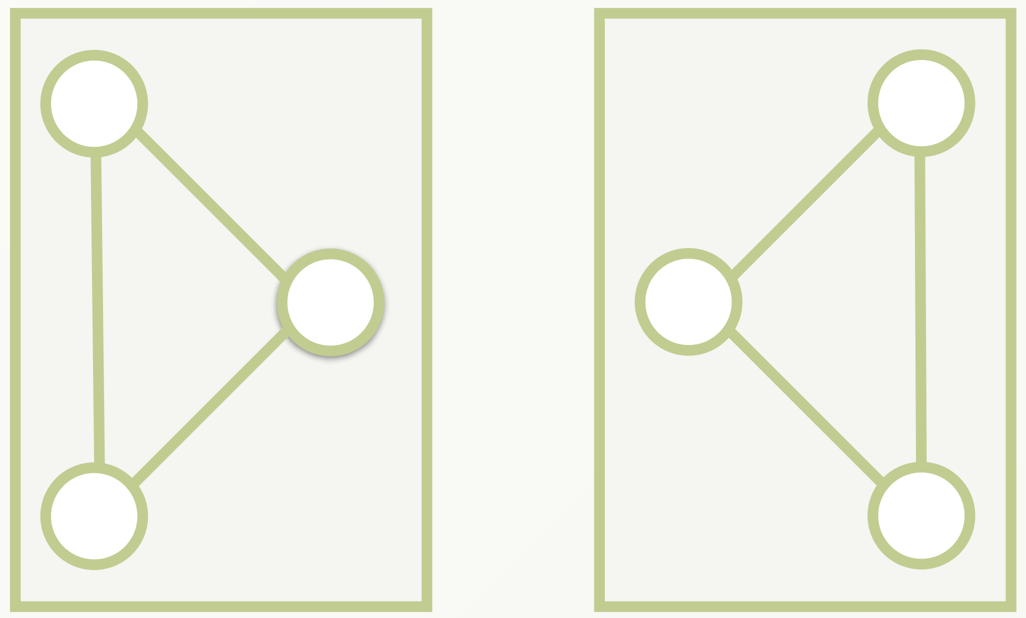

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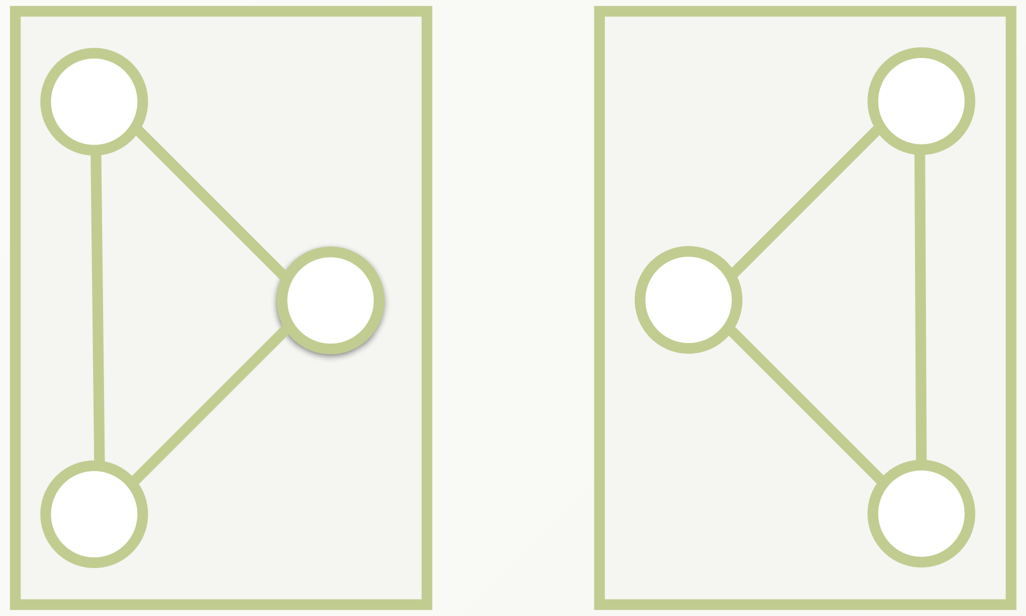

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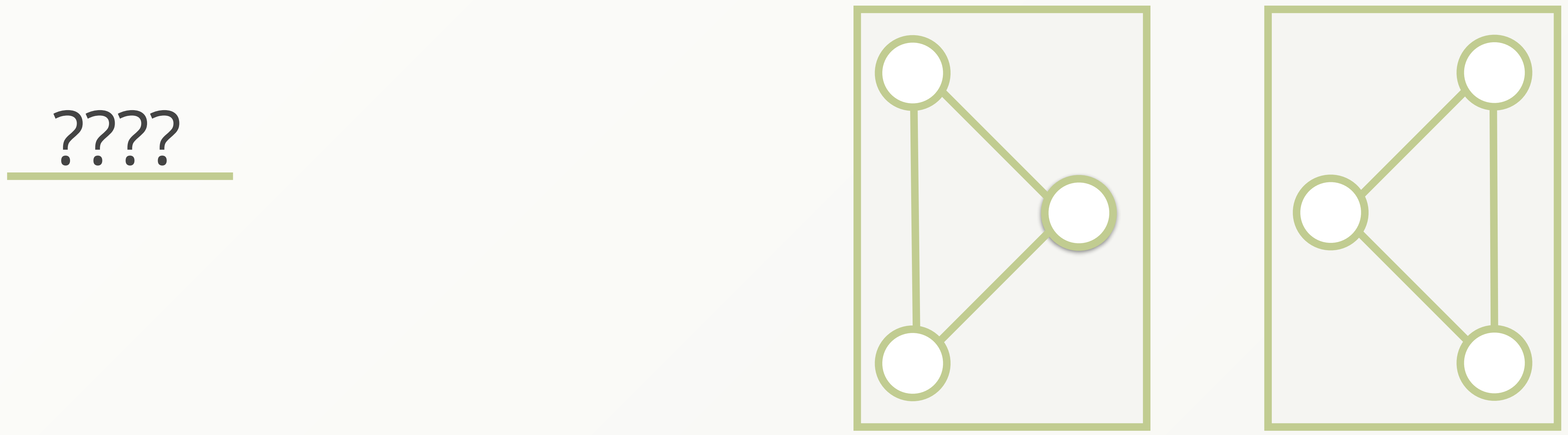

- ArangoDB uses an hash-based EdgeIndex (O(1) - lookup)
  - The vertex is independent of it's edges
  - It can be stored on a different machine

Domain Based Distribution

- Many Graphs have a natural distribution
  - By country/region for People
  - By tags for Blogs
  - By category for Products
- Most edges in same group
- Rare edges between groups

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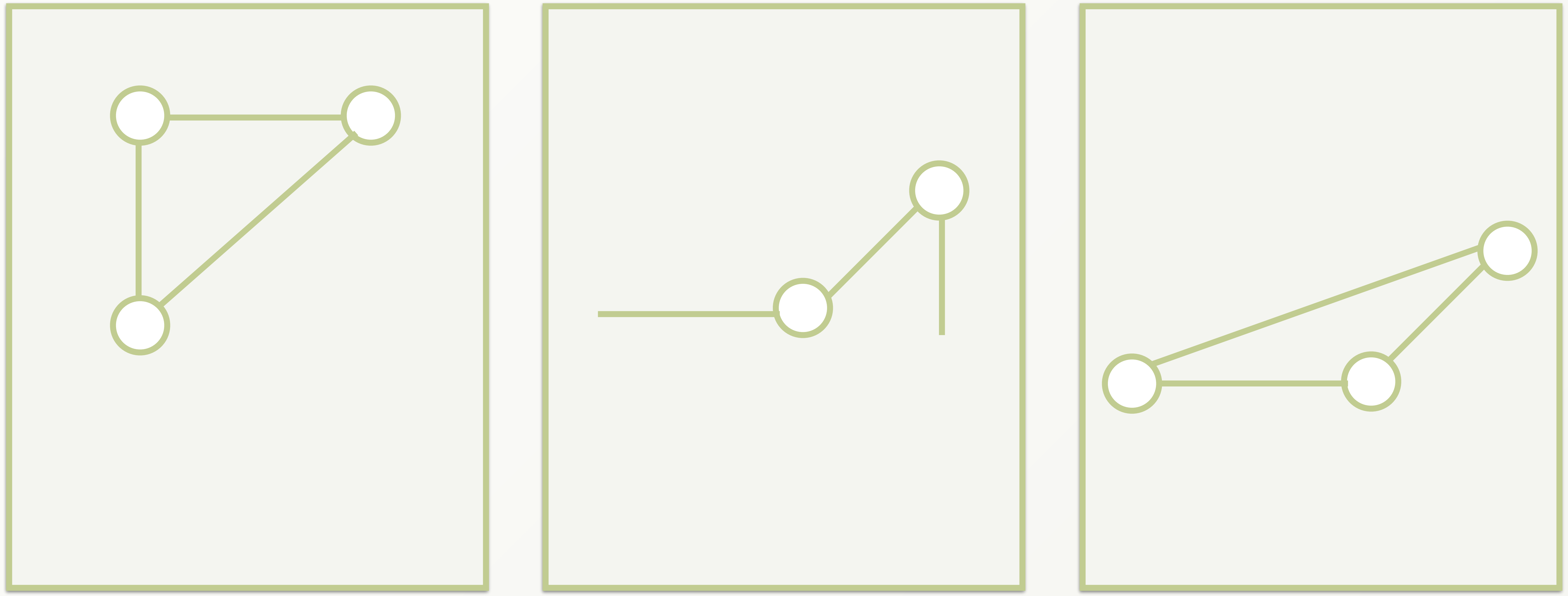

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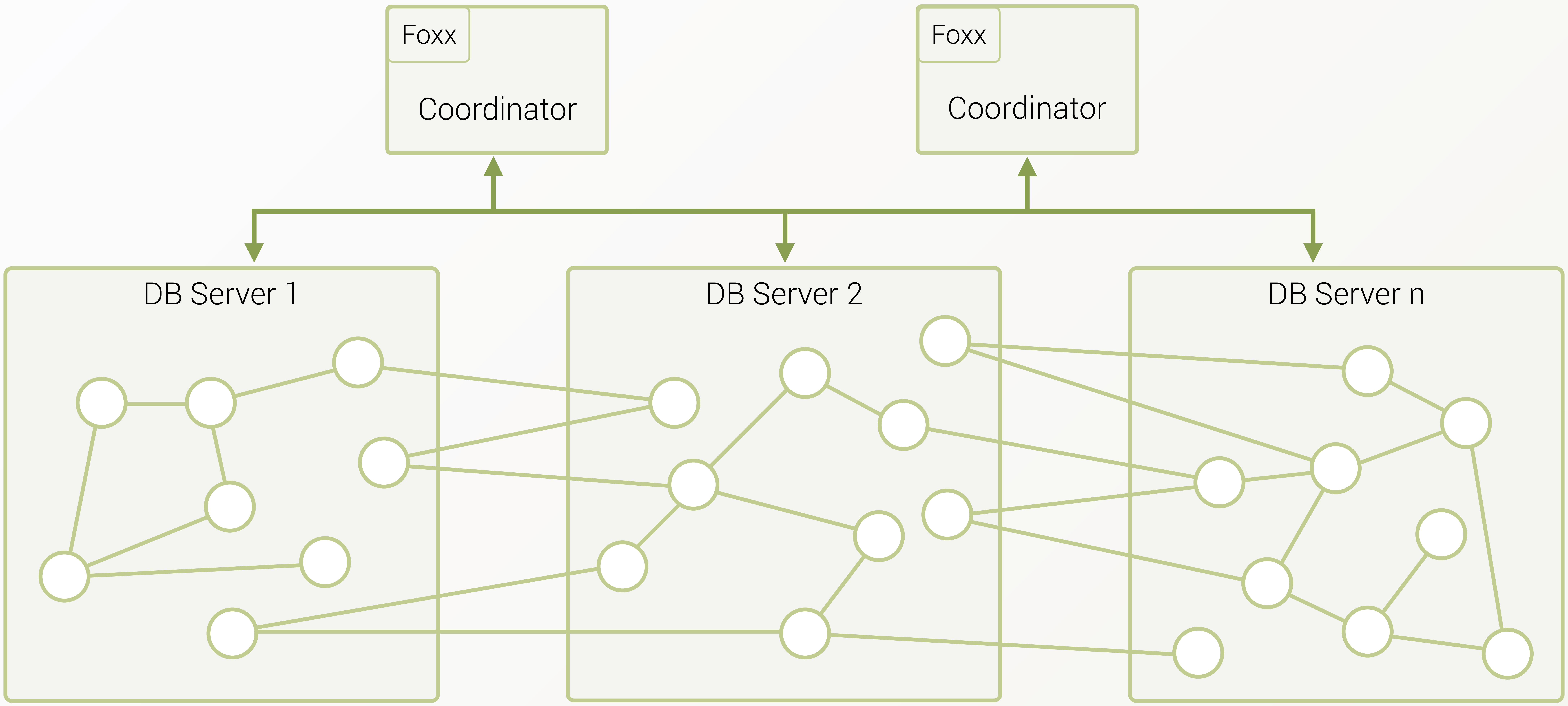
ArangoDB Enterprise Edition
uses Domain Knowledge
for short-cuts

SmartGraphs - How it works



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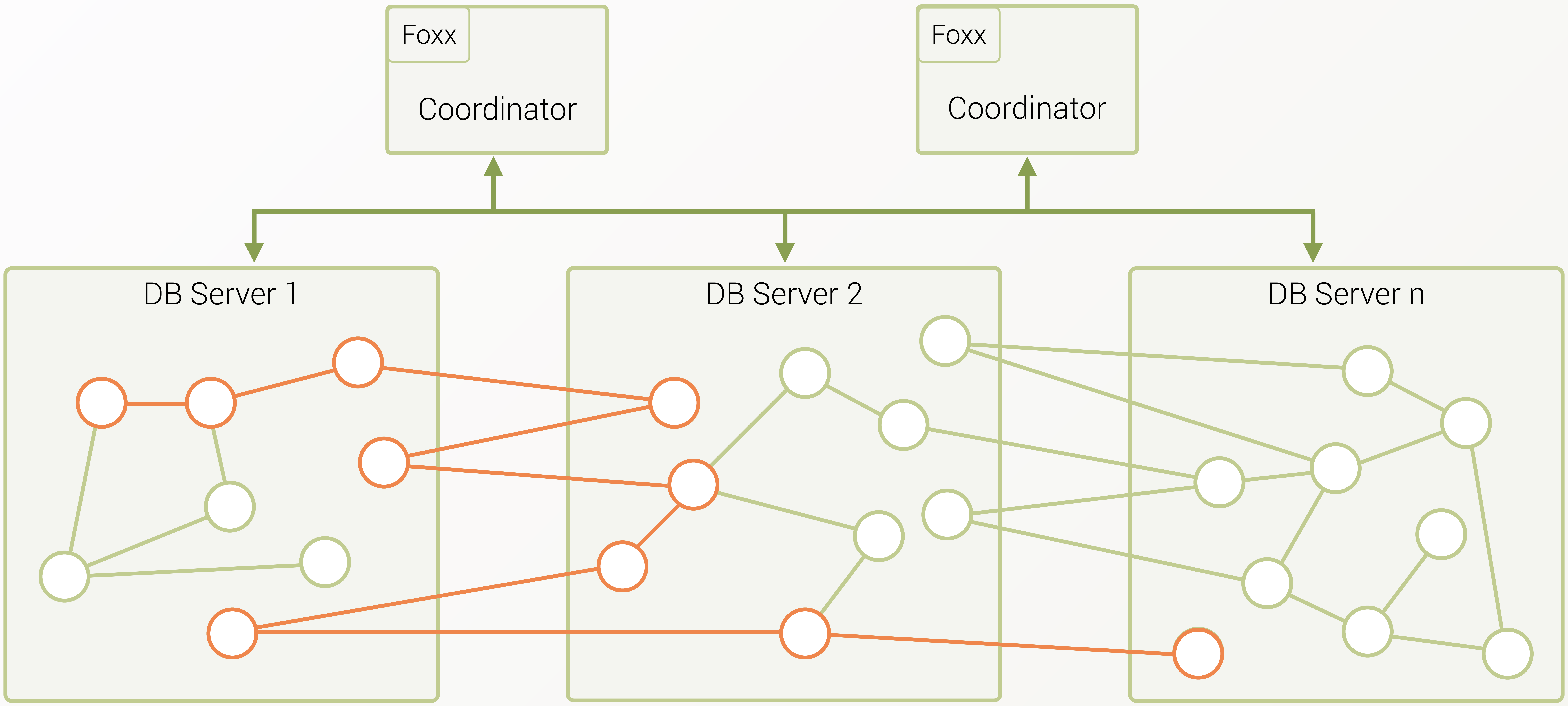

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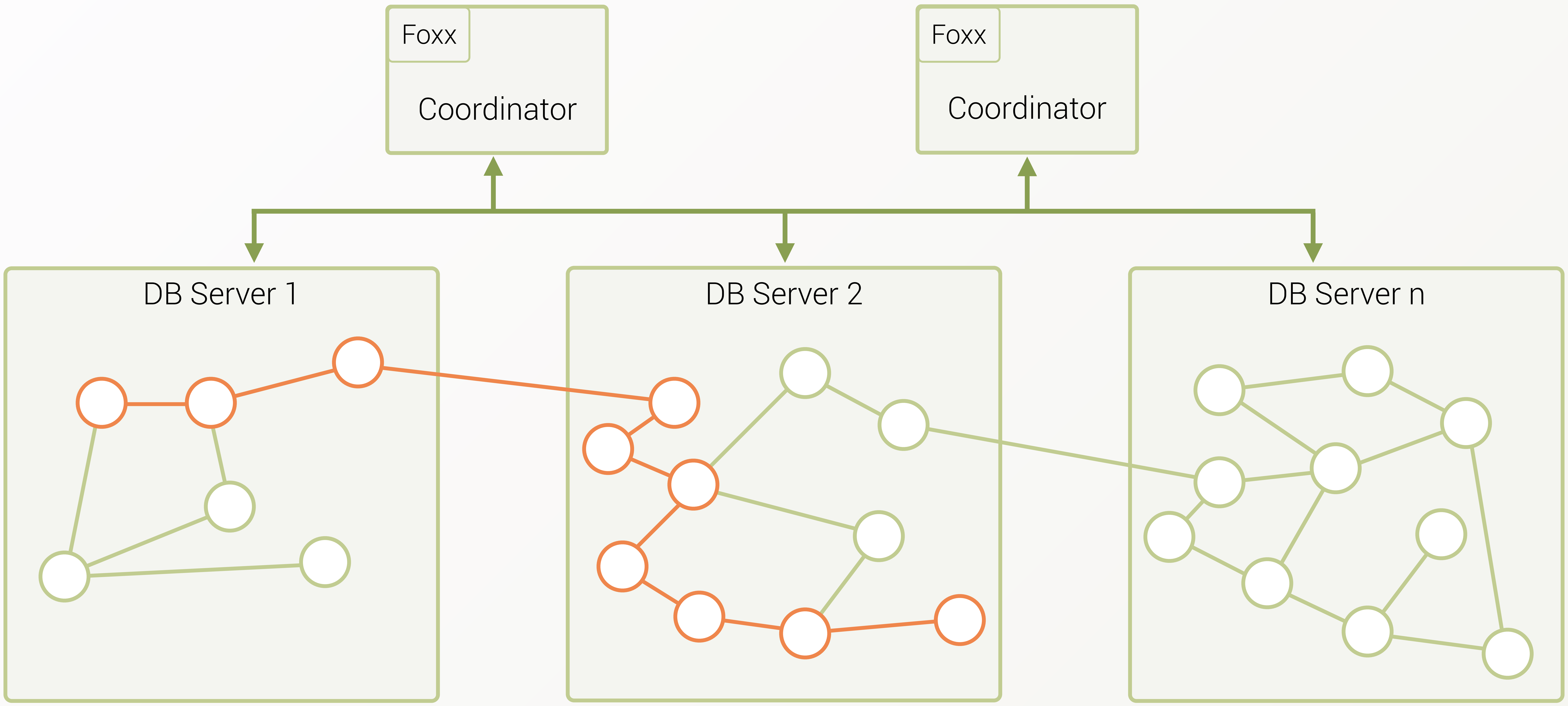

Thank You

- Further questions?
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  - Join our slack: slack.arangodb.com

  - Follow me on twitter/github: @mchacki