Graph Processing



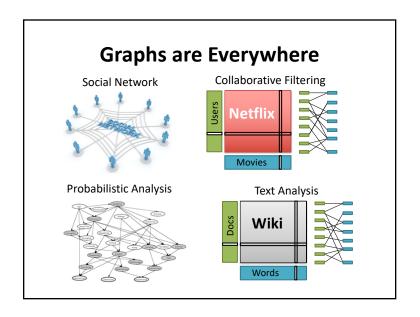
COS 518: Advanced Computer Systems
Lecture 12

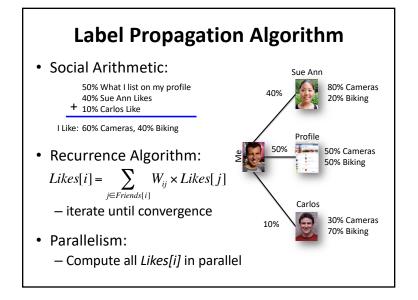
Mike Freedman

[Content adapted from K. Jamieson and J. Gonzalez]

Concrete Examples

Label Propagation
Page Rank



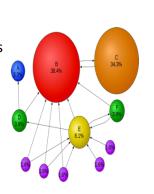


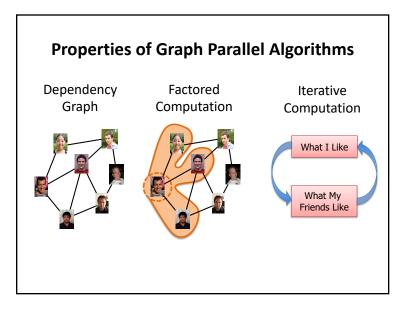
PageRank Algorithm

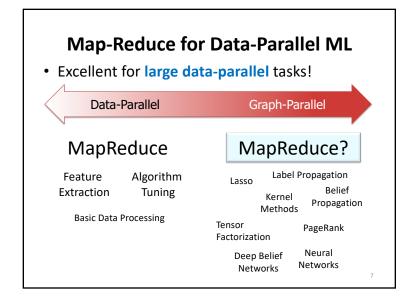
- PageRank of u is dependent on PR of all pages linking to u, divided by the number of links from each of these pages
- Recurrence Algorithm:

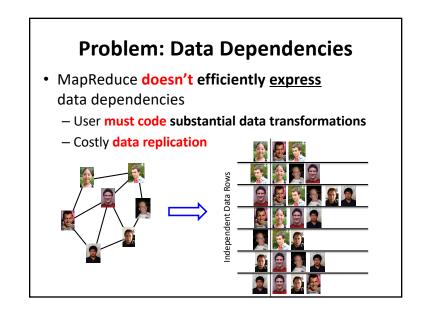
$$PR[u] = \sum_{v \in Bu} PR[v] / L[v]$$

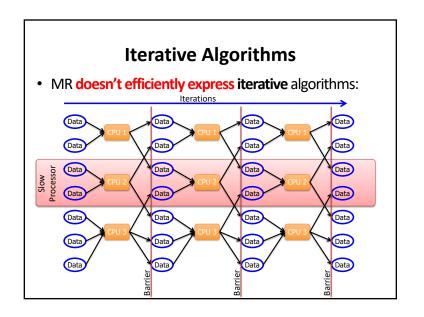
- iterate until convergence
- Parallelism:
 - Compute all PR[u] in parallel

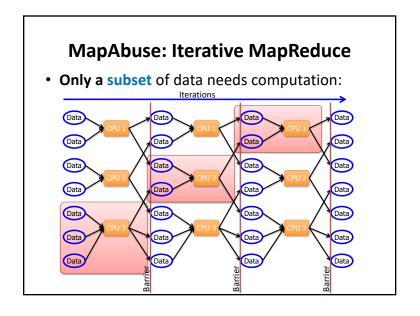


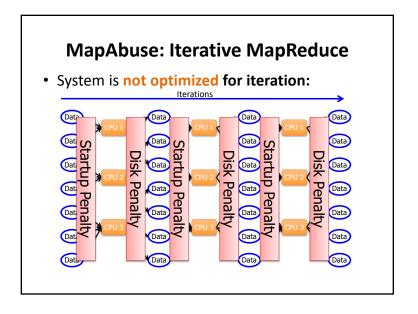


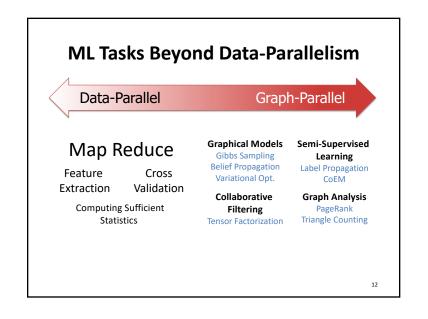












Next set of readings

- · Graph processing
 - Why relationships, sampling, and iterations often use in graph processing not well fit by MapReduce
 - How to take a graph-centric processing perspective
- Machine learning
 - These are solving one type of ML algorithm
 - What other systems are needed, particularly given heavy focus on iterative algorithms

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Today's readings

- Streaming is about unbounded data sets, not particular execution engines
- Streaming is in fact a strict superset of batch, Lambda Architecture destined for retirement
- Needs of good streaming systems: correctness and tools for reasoning about time.
- Differences between event time and processing time, and the challenges they impose

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