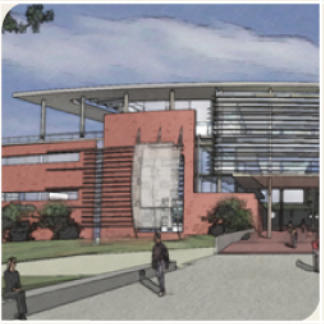
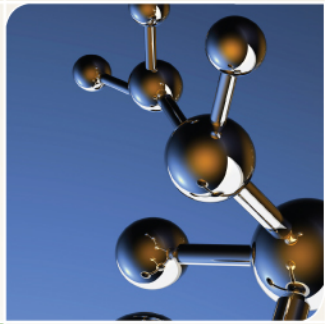
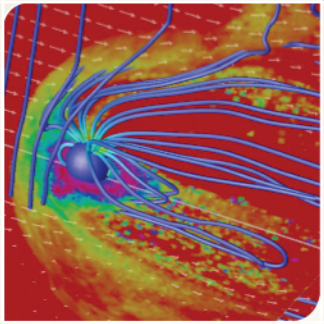
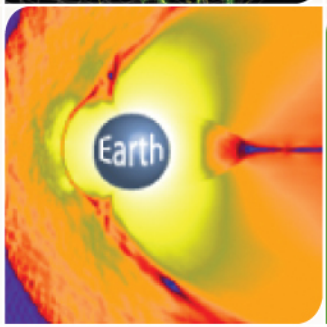
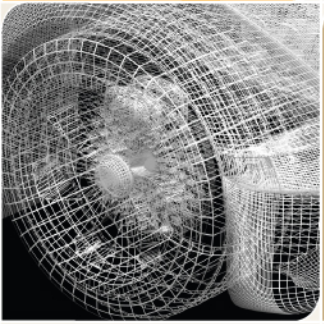


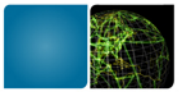






Tracking Structure of Streaming Social Networks

Jason Riedy, David Ediger, David A. Bader, & Henning Meyerhenke

Georgia Tech College of Computing
Computational Science and Engineering

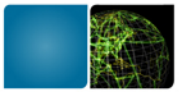

Overview

- Background: Georgia Tech's focus
- Dynamic social networks: Target rates of change and software approach
- First proof-of-concept: Monitoring clustering coefficients
- Monitoring connected components
  - Edge insertions trivial, deletions...
- Initial work on community detection
- Forward directions

- Code: See

  http://www.cc.gatech.edu/~bader/code.html

Exascale Streaming Data Analytics: Real-world challenges


All involve analyzing massive streaming complex networks:

- **Health care →** disease spread, detection and prevention of epidemics/pandemics (e.g. SARS, Avian flu, H1N1 "swine" flu)
- **Massive social networks →** understanding communities, intentions, population dynamics, pandemic spread, transportation and evacuation
- **Intelligence →** business analytics, anomaly detection, security, knowledge discovery from massive data sets
- **Systems Biology →** understanding complex life systems, drug design, microbial research, unravel the mysteries of the HIV virus; understand life, disease,
- **Electric Power Grid →** communication, transportation, energy, water, food supply
- **Modeling and Simulation →** Perform full-scale economic-social-political simulations

facebook

Exponential growth:
More than 750 million active users

Ex: discovered minimal changes in O(billions)-size complex network that could hide or reveal top influencers in the community

Sample queries:
Allegiance switching: identify entities that switch communities.
Community structure: identify the genesis and dissipation of communities
Phase change: identify significant change in the network structure

REQUIRES PREDICTING / INFLUENCE CHANGE IN REAL-TIME AT SCALE

Example: Mining Twitter for Social Good

ICPP 2010

Massive Social Network Analysis: Mining Twitter for Social Good

David Ediger Karl Jiang
Jason Riedy David A. Bader
Georgia Institute of Technology
Atlanta, GA, USA

Courtney Corley Rob Farber
Pacific Northwest National Lab.
Richland, WA, USA

William N. Reynolds
Least Squares Software, Inc.
Albuquerque, NM, USA

Abstract—Social networks produce an enormous quantity of data. Facebook consists of over 400 million active users sharing over 5 *billion* pieces of information each month. Analyzing this vast quantity of unstructured data presents challenges for software and hardware. We present GraphCT, a *Graph* Characterization *T*oolkit for massive graphs representing social network data. On a 128-processor Cray XMT, GraphCT estimates the betweenness centrality of an artificially generated (R-MAT) 537 million vertex, 8.6 billion edge graph in 55 minutes and a real-world graph (Kwak, *et al.*) with 61.6 million vertices and 1.47 billion edges in 105 minutes. We use GraphCT to analyze public data from Twitter, a microblogging network. Twitter's message connections appear primarily tree-structured as a news dissemination system. Within the

involves over 400 million active users with an average of 120 'friendship' connections each and sharing 5 *billion* references to items each month [11].

One analysis approach treats the interactions as graphs and applies tools from graph theory, social network analysis, and scale-free networks [29]. However, the volume of data that must be processed to apply these techniques overwhelms current computational capabilities. Even well-understood analytic methodologies require advances in both hardware and software to process the growing corpus of social media.

Social media provides staggering amounts of data.

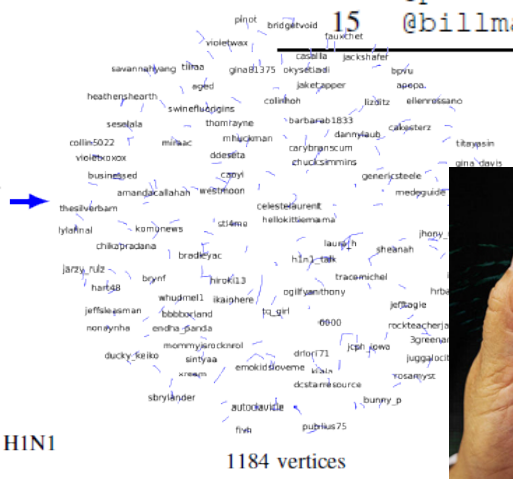
TOP 15 USERS BY BETWEENNESS CENTRALITY

Rank	Data Set H1N1	Data Set atlflood
1	@CDCFlu	@ajc
2	@addthis	@driveafast
3	@Official_PAX	@ATLCheap
4	@FluGov	@TWCi
5	@nytimes	@HelloNorthGA
6	@tweetmeme	@11AliveNews
7	@mercola	@WSB_TV
8	@CNN	@shaunking
9	@backstreetboys	@Carl
10	@EllieSmith_x	@SpaceyG
11	@TIME	@ATLINtownPa
12	@CDCemergency	@TJsDJs
13	@CDC_eHealth	@ATLien
14	@perezhilton	@MarshallRamsey
15	@billmaher	@Kanye

twitter public tweets

17k vertices

H1N1



1184 vertices

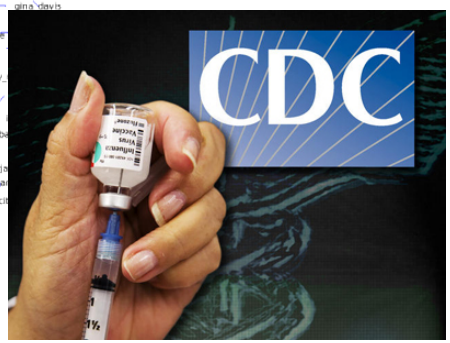
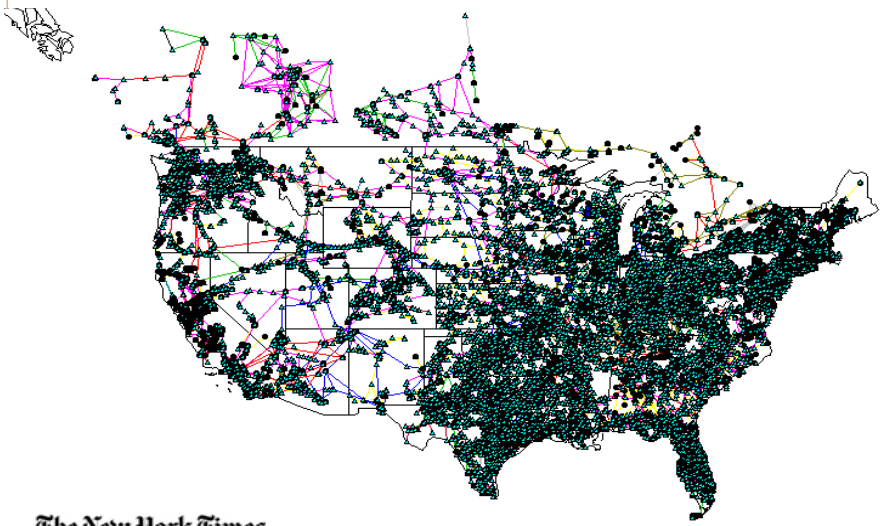


Image credit: bioethicsinstitute.org

Fig. 3. Subcommunity filtering on Twitter data sets

Massive Data Analytics: Protecting our Nation

US High Voltage Transmission Grid (>150,000 miles of line)



The New York Times
Thursday, September 4, 2008

Report on Blackout Is Said To Describe Failure to React

By MATTHEW L. WALD
Published: November 12, 2003

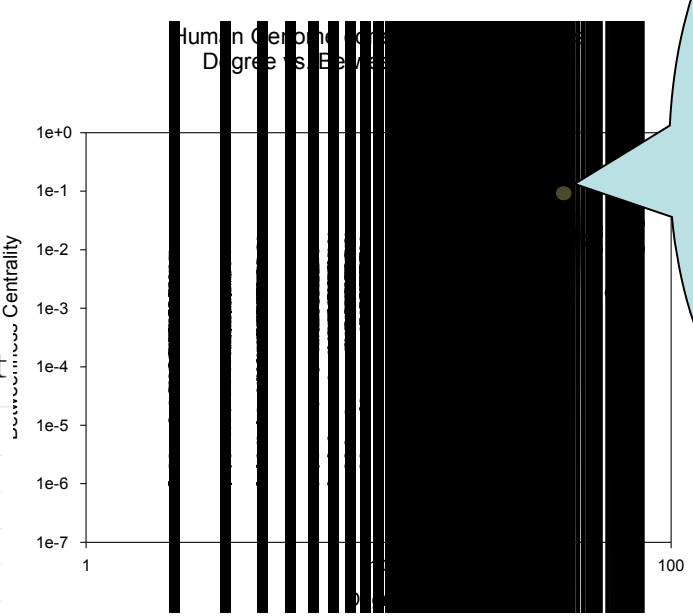
A report on the Aug. 14 blackout identifies specific lapses by various parties, including FirstEnergy's failure to react properly to the loss of a transmission line, people who have seen drafts of it say.

A working group of experts from eight states and Canada will meet in private on Wednesday to evaluate the report, people involved in the

E-MAIL
PRINT
SINGLE-PAGE
REPRINTS
SAVE
SHARE

Public Health

- CDC / Nation-scale surveillance of public health
- Cancer genomics and drug design
  - computed Betweenness Centrality of Human Proteome



Graphs are ***pervasive*** in large-scale data analysis

- Sources of massive data: petascale simulations, experimental devices, the Internet, scientific applications.
- New challenges for analysis: data sizes, heterogeneity, uncertainty, data quality.

Astrophysics

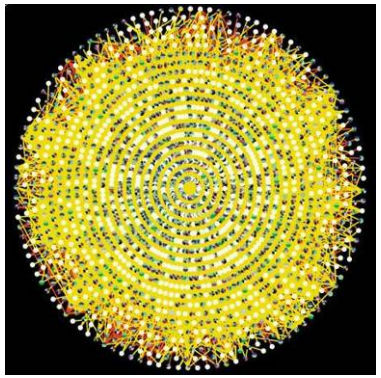
Problem: Outlier detection.
Challenges: massive datasets, temporal variations.
Graph problems: clustering, matching.

Bioinformatics

Problems: Identifying drug target proteins, denovo assembly.
Challenges: Data heterogeneity, quality.
Graph problems: centrality, clustering, path-finding.

Social Informatics

Problem: Discover emergent communities, model spread of information.
Challenges: new analytics routines, uncertainty in data.
Graph problems: clustering, shortest paths, flows.



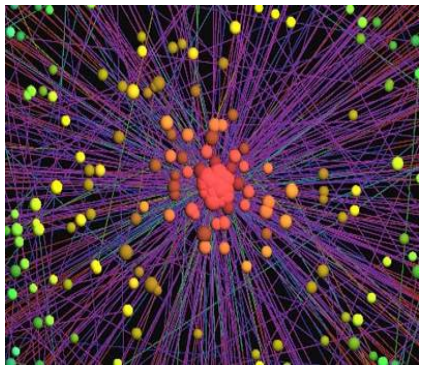
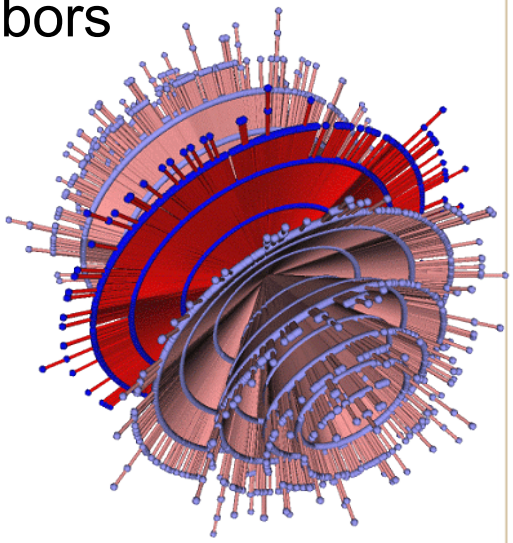


Image sources: (1) http://physics.nmt.edu/images/astro/hst_starfield.jpg
(2,3) www.visualComplexity.com

Informatics graphs are ***tough***

- **Very different from graphs in scientific computing!**
  - Graphs can be enormous, billions of vertices and hundreds of billions of edges!
  - Power-law distribution of the number of neighbors
  - Small world property – no long paths
  - Very limited locality, **not partitionable**
    - Perhaps clusterable?
  - Highly unstructured
  - Edges and vertices have types



Six degrees of Kevin Bacon
Source: Seokhee Hong

- Experience in scientific computing applications provides only limited insight.

Center for Adaptive Supercomputing Software for MultiThreaded Architectures (***CASS-MT***)

- Launched July 2008
- Pacific-Northwest Lab
  - Georgia Tech, Sandia, WA State, Delaware
- The newest breed of supercomputers have hardware set up not just for speed, but also to better tackle large networks of seemingly random data. And now, a multi-institutional group of researchers has been awarded over $14 million to develop software for these supercomputers. Applications include anywhere complex webs of information can be found: from internet security and power grid stability to complex biological networks.

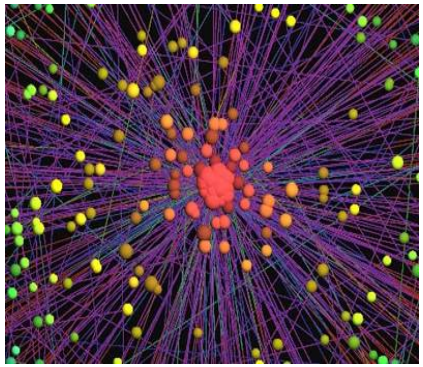


Image: www.visualComplexity.com

Ubiquitous High Performance Computing (UHPC)

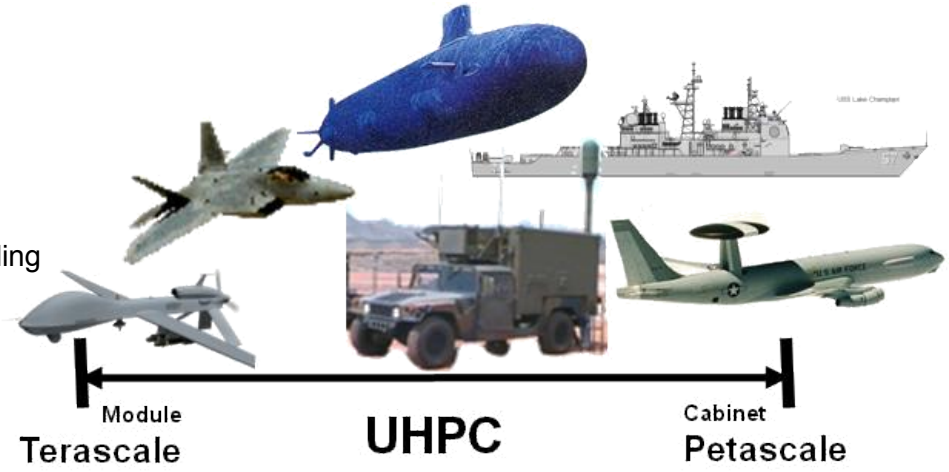
Goal: develop highly parallel, security enabled, power efficient processing systems, supporting ease of programming, with resilient execution through all failure modes and intrusion attacks

Architectural Drivers:

- Energy Efficient
- Security and Dependability
- Programmability

Program Objectives:

- One PFLOPS, single cabinet including self-contained cooling
- 50 GFLOPS/W (equivalent to 20 pJ/FLOP)
- Total cabinet power budget 57KW, includes processing resources, storage and cooling
- Security embedded at all system levels
- Parallel, efficient execution models
- Highly programmable parallel systems
- Scalable systems – from terascale to petascale



David A. Bader (CSE)
Echelon Leadership Team

NVIDIA

CRAY
THE SUPERCOMPUTER COMPANY

GEORGIA TECH

"NVIDIA-Led Team Receives $25 Million Contract From DARPA to Develop High-Performance GPU Computing Systems" -MarketWatch

Echelon: Extreme-scale Compute Hierarchies with Efficient Locality-Optimized Nodes

Georgia Institute of Technology

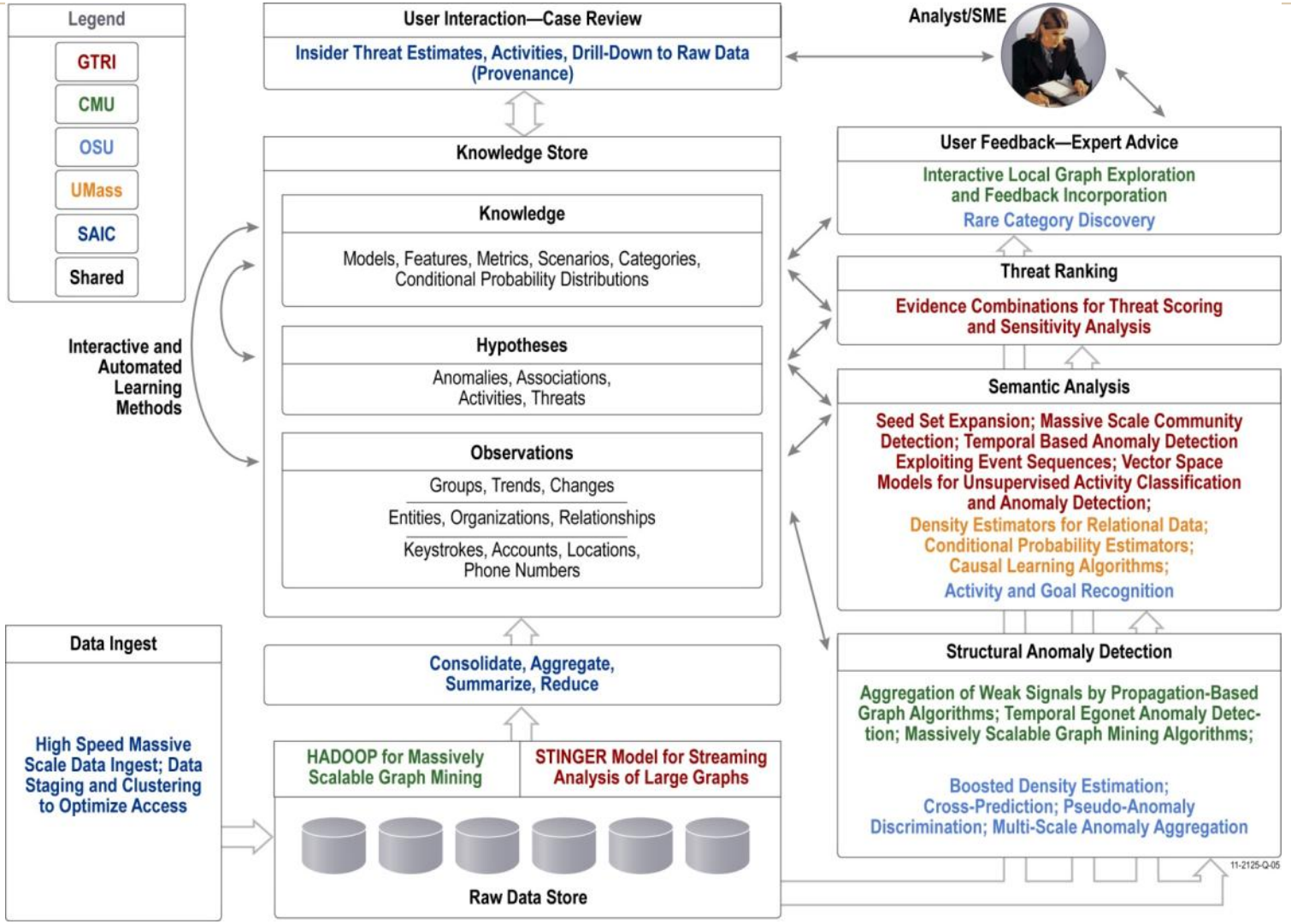
Information Innovation Office

PRODIGAL:
Proactive Detection of Insider Threats with Graph Analysis and Learning

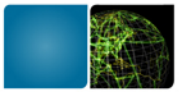
ADAMS Program Kickoff Meeting, June 6-7, 2011

SAIC
Georgia Tech Research Institute
Carnegie-Mellon University
Oregon State University
University of Massachusetts

The PRODIGAL Architecture

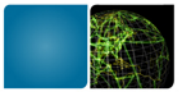


Workshop on Scalable Graph Libraries


- Held at Georgia Tech, 29-30 June 2011
  - Co-sponsored by PNNL & Georgia Tech
  - *Working workshop*: Attendees collaborated on common designs and data structures.
    - Break-out groups for roadmap, data structure, hierarchical capabilities, and requirement discussions.
  - **33** attendees from mix of sponsors, industry, and academia.
  - Outline and writing assignments given for a workshop report. To be finished **August 2011**.

And more...

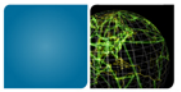

- Spatio-Temporal Interaction Networks and Graphs Software for Intel platforms
  - Intel Project on Parallel Algorithms in Non-Numeric Computing, multi-year project
  - Collaborators: Mattson (Intel), Gilbert (UCSD), Blelloch (CMU), Lumsdaine (Indiana)
- Graph500
  - Shooting for reproducible benchmarks for massive graph-structured data
- System evaluation
  - PERCS, looking at Convey systems, etc.
- (If I'm forgetting something, bug me...)

Typical Rates

- Facebook
  - 750M+ users (avg. 130 friends)
  - 250M+ mobile users
  - 30B items shared per month
    - 12,000 per second
- Twitter
  - Avg. 140M tweets per day (2,000 per sec.)
  - 1B queries per day (12,000 per sec.)
  - Basic statistics: > 100,000 writes per sec.

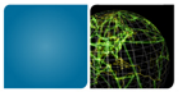
GigE: 1.4M packets per second

http://www.facebook.com/press/info.php?statistics
http://engineering.twitter.com/2010/10/twitters-new-search-architecture.html
http://techcrunch.com/2011/02/04/twitter-rainbird/


So what can we handle now?

- Accumulate edge insertions and deletions forward in an evolving *snapshot.*
  - Idea: Graph too large to keep history easily accessible.
  - Want memory for metrics, sufficient statistics.
- Most results on Cray XMT @ PNNL (1TiB).
- Monitor clustering coefficients (number of triangles / number of triplets)
  - Exact: 50k updates/sec, Approx: 193k updates/sec
- A fast approach to tracking connected components in scale-free streaming graphs
  - 240,000 updates per sec
  - Speed up from 3x to 20x over recomputation
- Starting on agglomerative community detection...


Interlude: Our assumptions

- A graph is a representation of some real-world phenomenon.
  - Not an ***exact*** representation!
  - Likely has noise...
- We are targeting "social networks."
  - Small diameter, power-law-ish degrees
  - Massive graphs have different characteristics than smaller samples.
  - Have unexploited semantic aspects.
- Graphs change, but we don't need a continuous view.

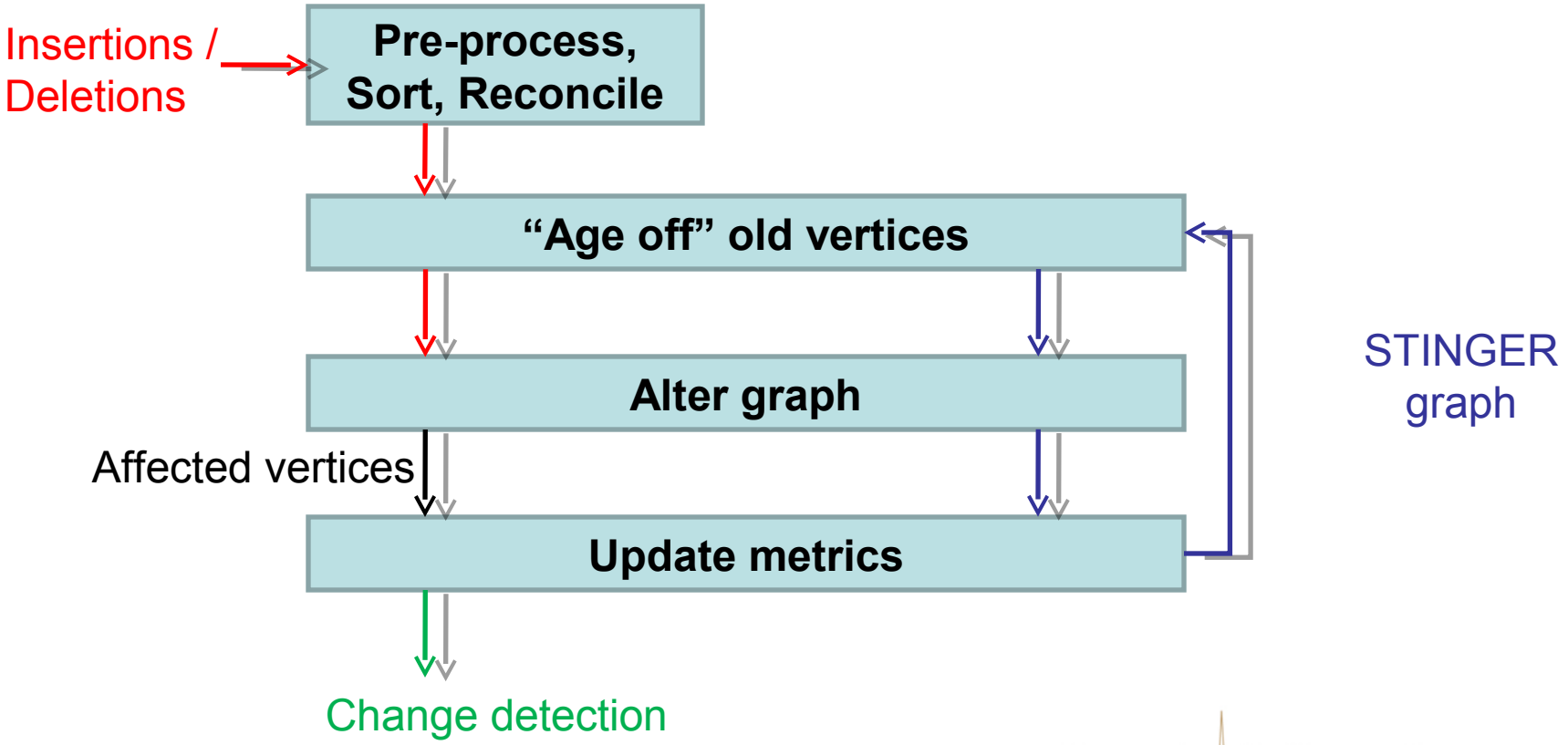
The Cray XMT

- Tolerates latency by massive multithreading.
  - Hardware support for 128 threads on each processor
  - Globally hashed address space
  - No data cache
  - Single cycle context switch
  - Multiple outstanding memory requests
- Support for fine-grained, word-level synchronization
  - Full/empty bit associated with every memory word
- Flexibly supports dynamic load balancing.
- Testing on a 128 processor XMT: **16384 threads**
  - **1 TB** of globally shared memory

Image Source: cray.com

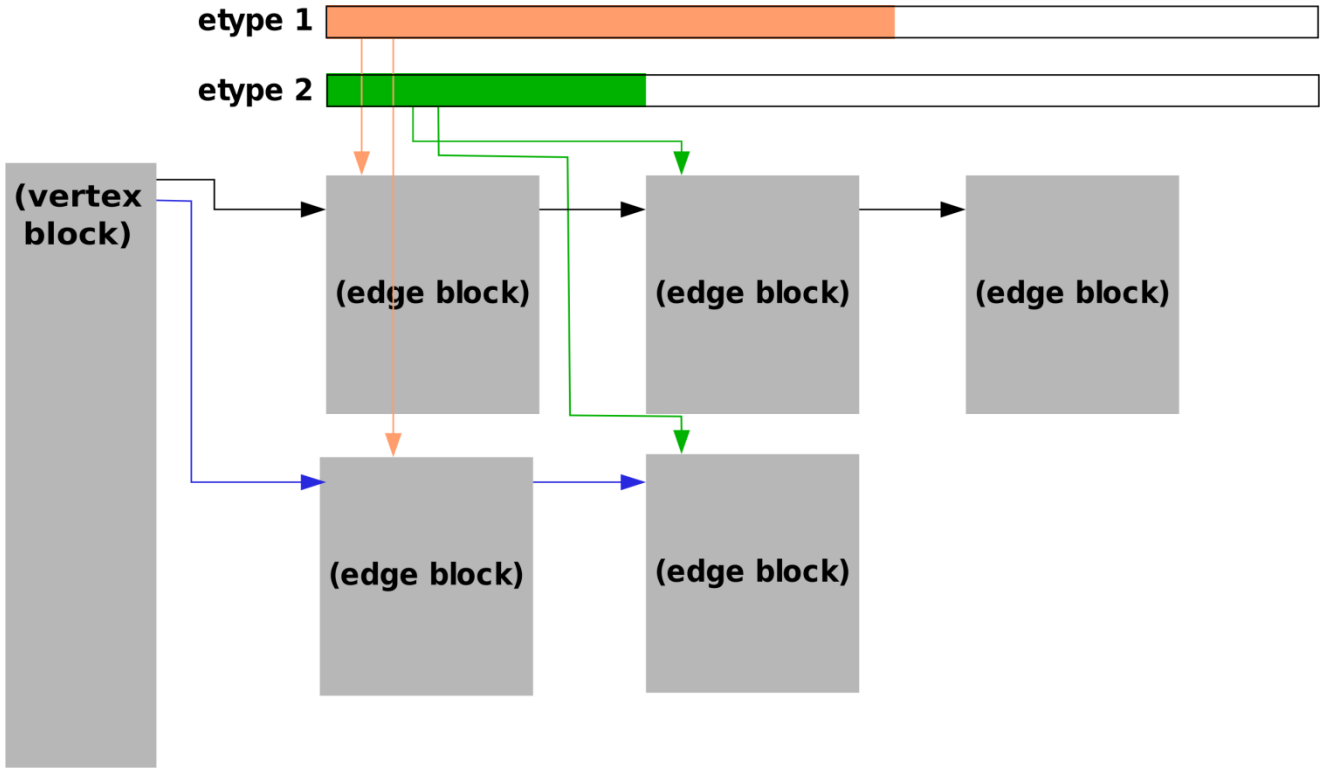
Massive streaming data analytics

- Accumulate as much of the recent graph data as possible in main memory.



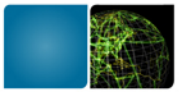
STINGER: A temporal graph data structure

- Semi-dense edge list blocks with free space
- Compactly stores timestamps, types, weights
- Maps from application IDs to storage IDs
- Deletion by negating IDs, separate compaction



Core ideas: Index edges by source vertex and semantic type to provide fast iteration along both. Group edges to open up low-level parallelism.

For details of vertex & edge attributes, see the tech report: [Bader et al. 2009]


Generating artificial data

- R-MAT (Chakrabarti, Zhan, Faloutsos) as a graph & edge stream generator
- Generate the initial graph with *SCALE* and edge factor F, $2^{SCALE} \cdot F$ edges
  - *SCALE* 20: 1 M vertices, *SCALE* 24: 16 M vertices
  - Edge factors 8, 16
  - **Small** for testing...
- Generate 1 million actions
  - Deletion chance 6.25% = 1/16
  - Same RMAT process, will prefer same vertices
- Start with correct data on initial graph
- Update data (clustering coeff., components)

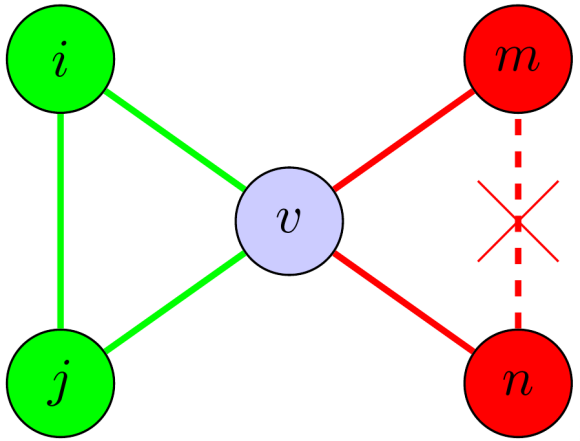
Clustering coefficients

- Vertex-local property: Number of triangles / number of triplets
  - Edge insertion & deletion affects local area.
- Can approximate by compressing edge list into Bloom filter.
- Ediger, Jiang, Riedy, Bader. *Massive Streaming Data Analytics: A Case Study with Clustering Coefficients* (MTAAP 2010)
  - Approximation provides exact result at this scale.
  - *B* is batch size.

Updates per second

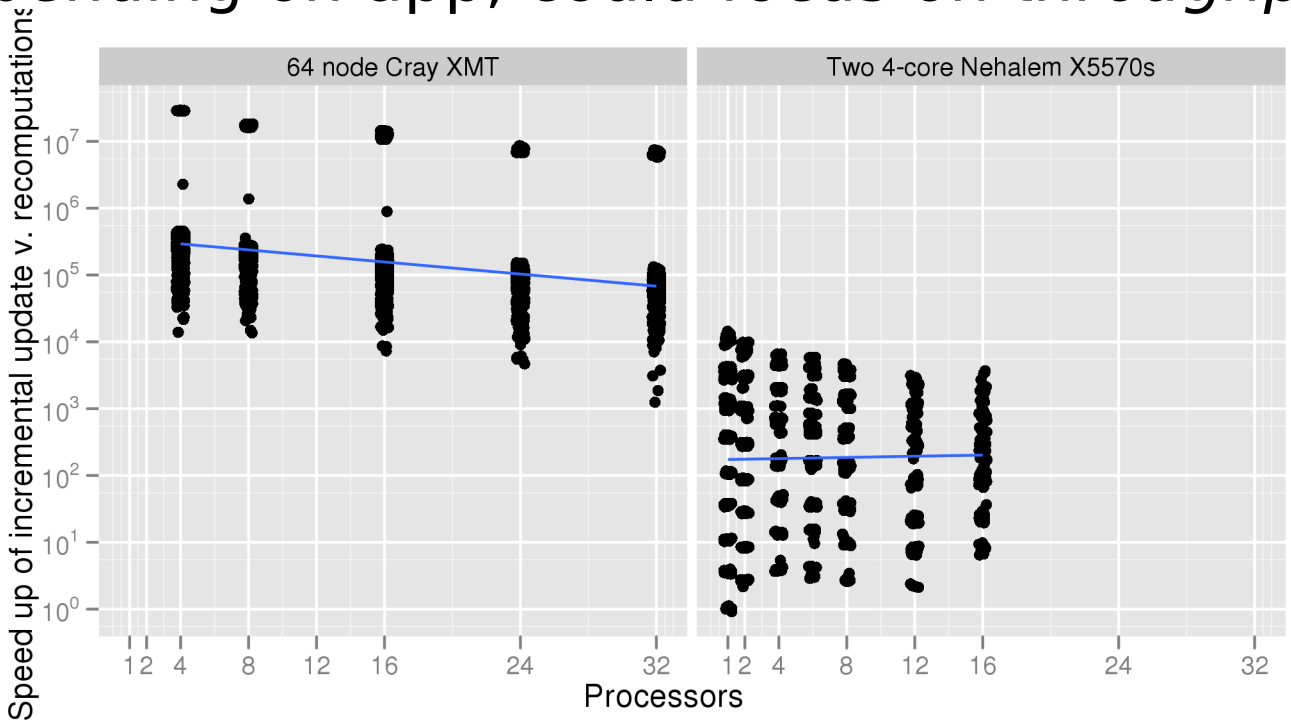
Algorithm	B = 1	B = 1000	B = 4000
Exact	90	25,100	50,100
Approx.	60	83,700	193,300

32 of 64P Cray XMT, 16M vertices, 134M edges



Clustering coefficients performance

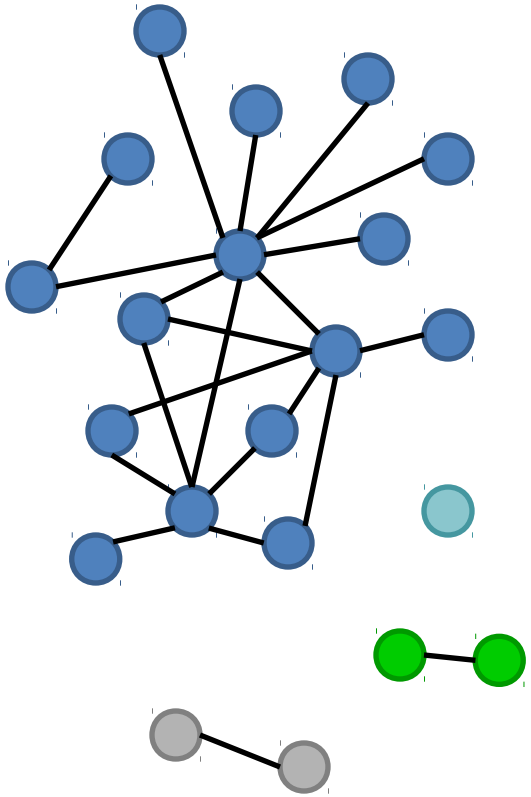
- Performance depends on degrees adjacent to changes, so scattered.
- 5k batches run out of parallel work quickly.
- Depending on app, could focus on *throughput*.



Graph size: scale 22, edge factor 16

Tracking connected components

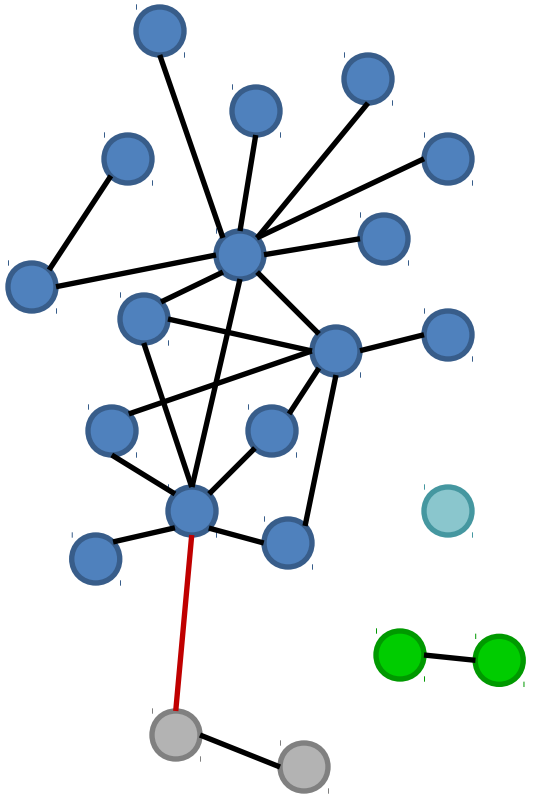
- Global property
  - Track <vertex, component> mapping
  - Undirected, unweighted graphs
- Scale-free network
  - most changes are within one large component
- Edge insertions
  - primarily merge small component into the one large component
- Deletions
  - rarely disconnect components
  - small fraction of the edge stream



Insertions: the easy case

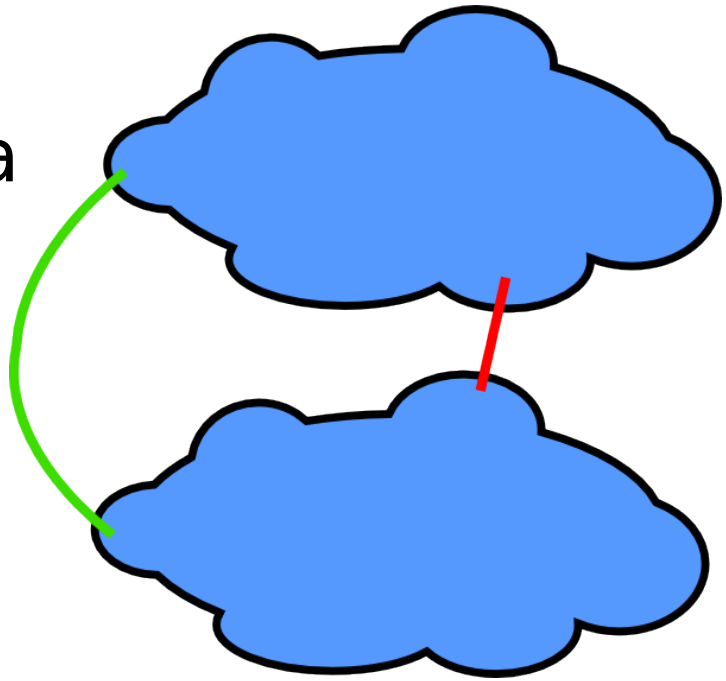
Edge insertion (in batches):

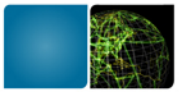
- Relabel batch of insertions with component numbers.
- Remove duplicates, self-edges.
  - Now batch is <=(# comp.)^2
  - Each edge is a component merge. Re-label smaller.
- **Does not access the massive graph!**
  - Can proceed concurrently with STINGER modification.



The problem with deletions

- An edge **insertion** is at most a merge.
- An edge **deletion** may split components, but rarely ever does.
- Establishing connectivity after a deletion could be a *global* operation!
  - But only one component is sufficiently large...

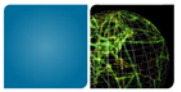



Not a new problem

- Shiloach & Even (1981): Two breadth-first searches
  - 1st to restablish connectivity, 2nd to find separation
- Eppstein et al. (1997): Partition according to degree
- Henzinger, King, Warnow (1999): Sequence & coloring
- Henzinger & King (1999): Partition dense to sparse
  - Start BFS in the densest subgraph and move up
- Roditty & Zwick (2004): Sequence of graphs

- **Conclusions:**
  - In the worst case, need to re-run global component computation.
  - Avoid with heuristics when possible.

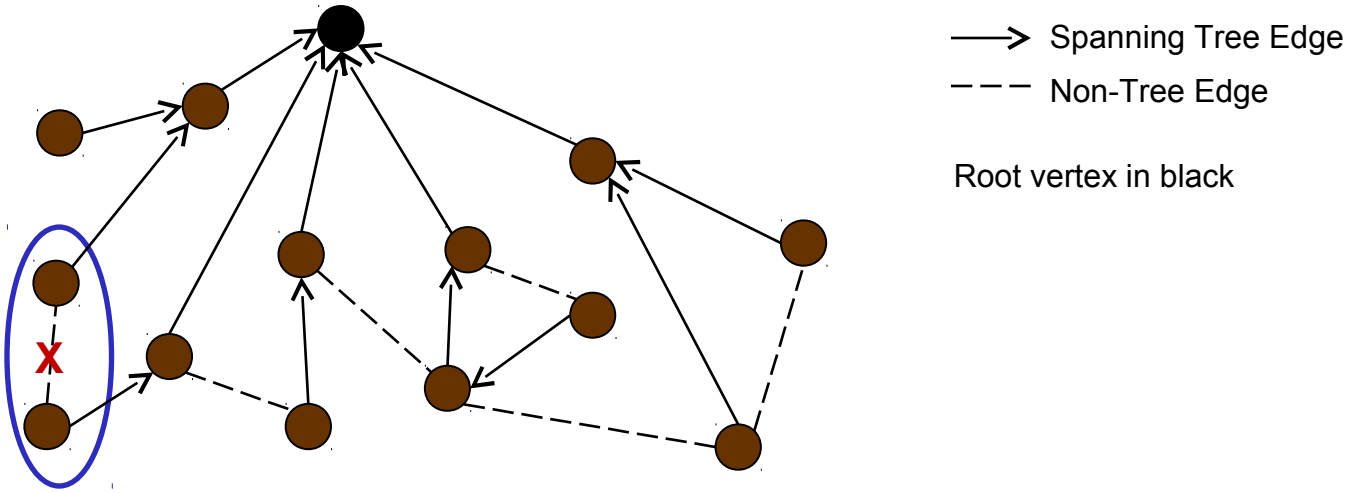

Handling deletions

Two methods:

- Heuristics (in a moment)
- Collect deletions over larger, multi-batch epochs.
  - Intermediate component information is approximate.
  - Could affect users (e.g. sampling), but deletions rarely matter.
  - Once epoch is over, results are *exact*.

Tackling deletions at speed...

- **Rule out effects:**
  - **If edge is not in the spanning tree: SAFE**
  - If edge endpoints have a common neighbor: SAFE
  - If a neighbor can still reach the root of the tree: SAFE
  - Else: *Possibly* cleaved a component



Tackling deletions at speed...

- **Rule out effects:**
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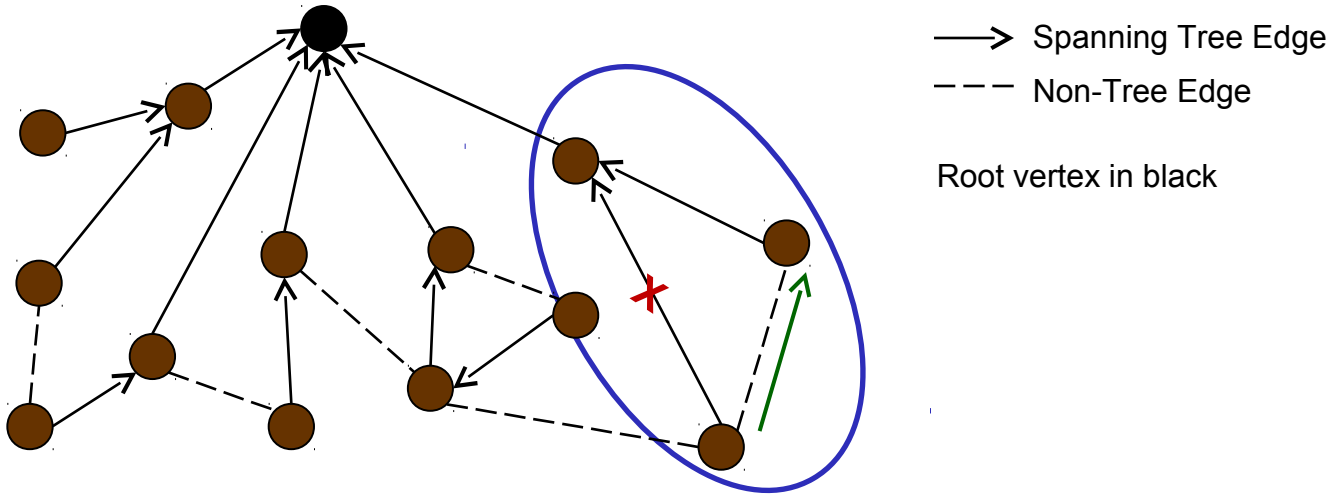

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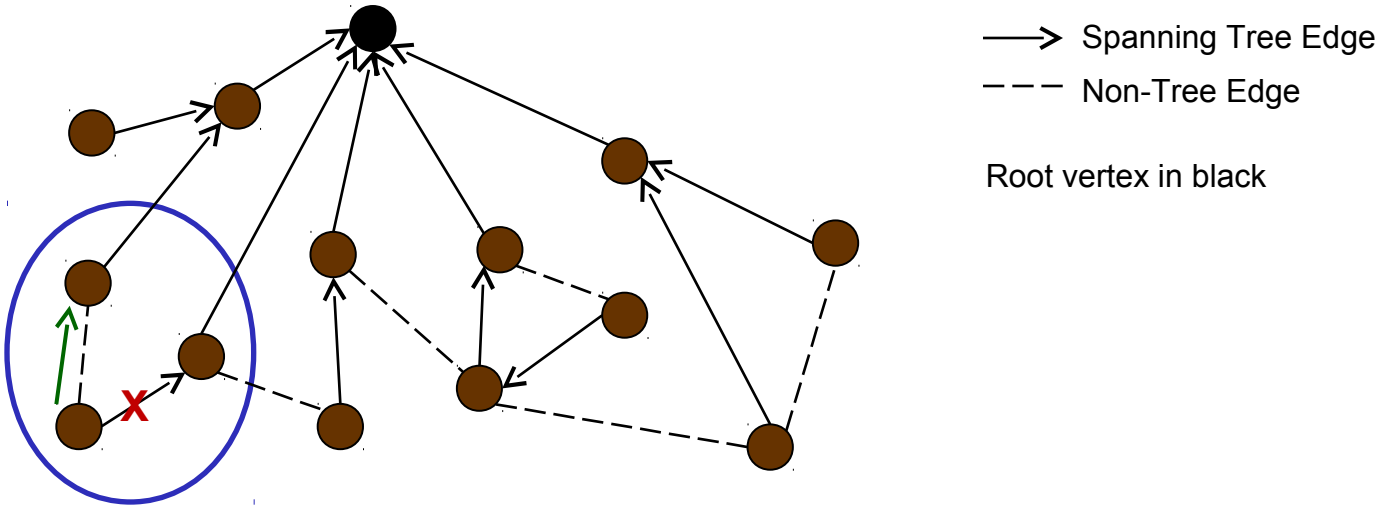


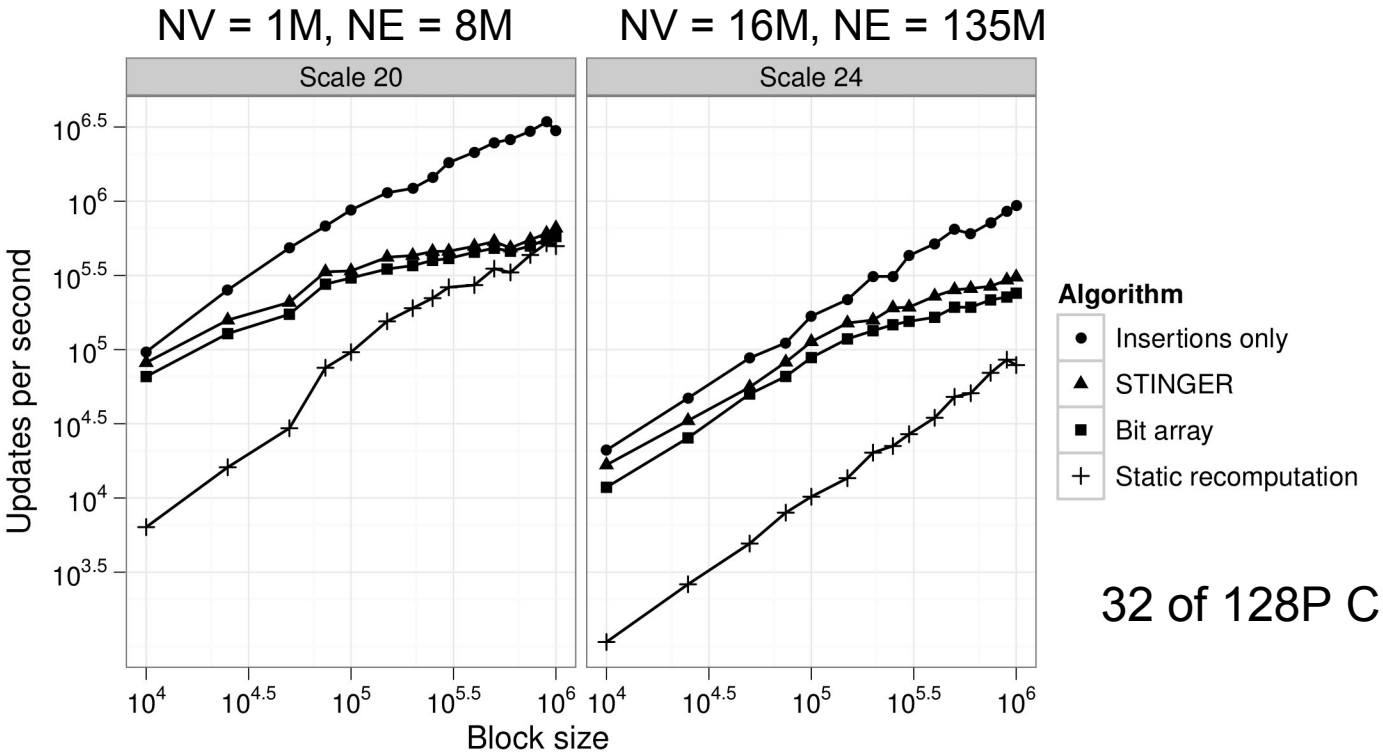
Performance: XMT & batching

	B = 10,000	B = 1,000,000
Insertions only	21,000	931,000
Insertions + Deletion Heuristic (neighbors)	11,800	240,000
Static Connected Components	1,070	78,000

Updates per sec, 32 of 128P Cray XMT, 16M vertices, 135M edges

- Greater parallelism within a batch yields higher performance
- Trade-off between time resolution and update speed
- **Note**: Not delaying deletions, only one heuristic.

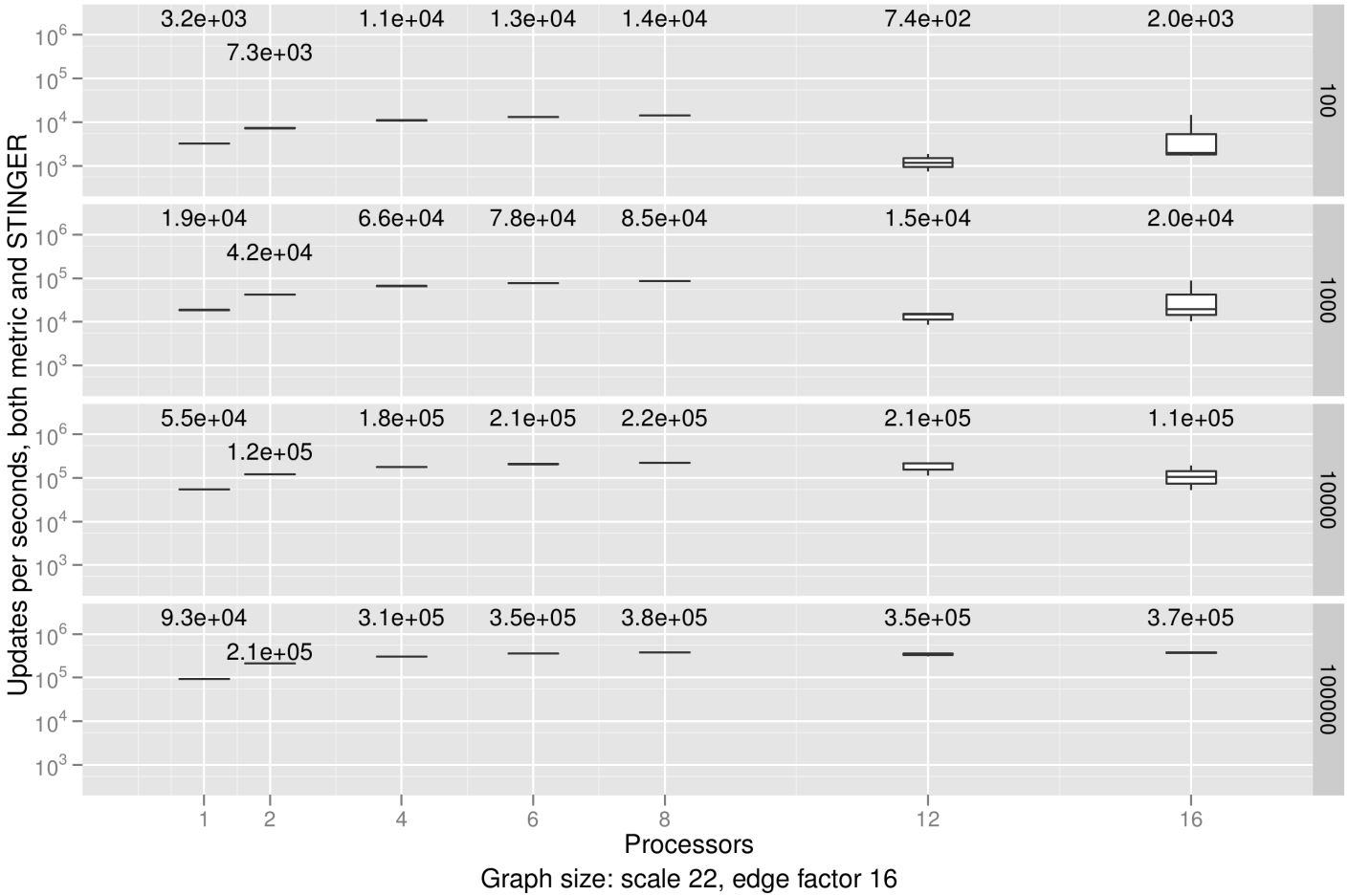
Batching & data structure trade-off



32 of 128P Cray XMT

- Insertions-only improvement 10x-20x over recomputation
- Triangle heuristic 10x-15x faster for small batch sizes
- Better scaling with increasing graph size than static connected components

Initial Intel performance

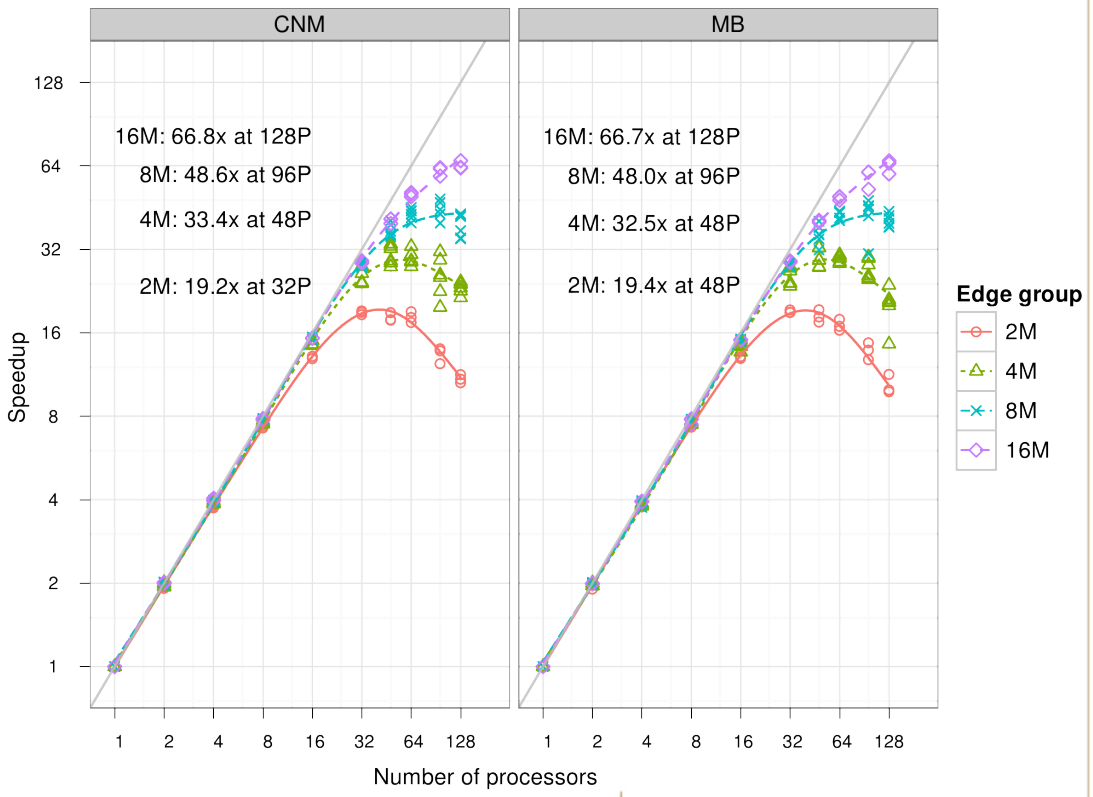


Graph size: scale 22, edge factor 16

- Dual-socket, 4-core Nehalem X5570s (2.93GHz)
- *All* deletion heuristics, 99.7% ruled out.

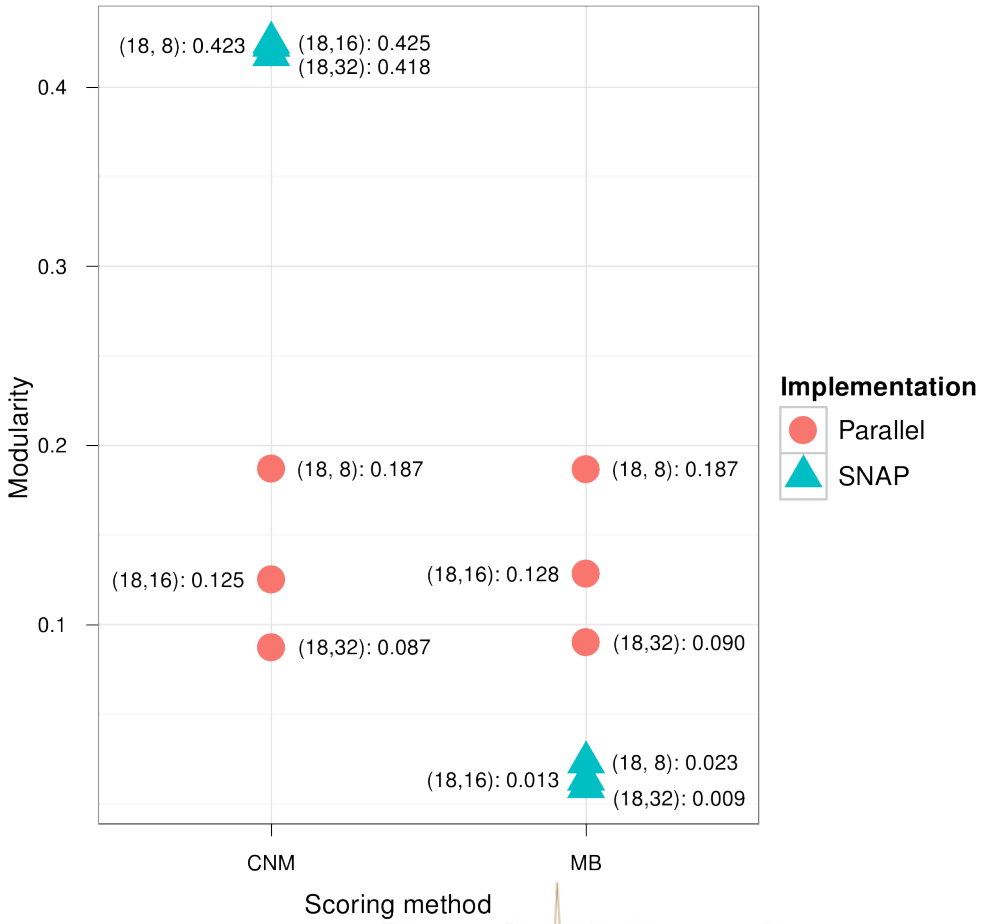
Community detection: Static & scalable

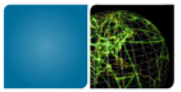
- Agglomerative method: Merge graph vertices to maximize modularity (or other metric).
  - Parallel version: Compute a heavy matching, merge all at once.
  - Scalable with enough data (XMT at PNNL to right, slower on Intel currently).
  - 122M vertices, 2B edges: ~2 hours!



Community detection: Quality?

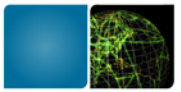
- Agglomerative method: Merge graph vertices to maximize modularity (or other metric).
  - Parallel version: Compute *something different than sequential.*
  - Optimizing a non-linear quantity in irregular way...
- (SNAP: http://snap-graph.sf.net)



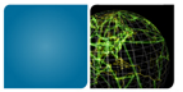

Community detection: Streaming...

- Agglomerative method: Merge graph vertices to maximize modularity (or other metric).
- **In progress...**
  - Algorithm: Maintain agglomerated *community graph.* De-agglomerate affected vertices and restart agglomeration.
  - Sequential implementation promising...
- Other variations in progress, also.
  - Seed set expansion: Select handful of vertices and grow a *relevant* region around them. Parallel within one set less interesting than maintaining *many...*


Conclusions

- Graphs are fun (a.k.a. difficult)!
  - Real-world benefits and interest
- Parallel graph algorithms are possible... but not always obvious.
- Streaming opens up new avenues for performance.
  - Can achieve real-world rates and sizes *now* with special architectures (XMT), close on common ones (Intel).
  - Shooting for faster & larger & better & ...


Related publications

- D. A. Bader, J. Berry, A. Amos-Binks, D. Chavarría-Miranda, C. Hastings, K. Madduri, and S. C. Poulos, "STINGER: Spatio-Temporal Interaction Networks and Graphs (STING) Extensible Representation," Georgia Institute of Technology, Tech. Rep., 2009.
- D. Ediger, K. Jiang, J. Riedy, and D. Bader. "Massive Streaming Data Analytics: A Case Study with Clustering Coefficients," Fourth Workshop on Multithreaded Architectures and Applications (MTAAP), Atlanta, GA, April 2010.
- D. Ediger, K. Jiang, J. Riedy, D. Bader, C. Corley, R. Farber, and W. Reynolds. "Massive Social Network Analysis: Mining Twitter for Social Good," International Conference on Parallel Processing, San Diego, CA September 13-16, 2010.
- D. Ediger, J. Riedy, D. Bader, and H. Meyerhenke. "Tracking Structure of Streaming Social Networks," Fifth Workshop on Multithreaded Architectures and Applications (MTAAP), 2011.
- J. Riedy, D. Bader, K. Jiang, P. Panda, and R. Sharma. "Detecting Communities from Given Seed Sets in Social Networks." Georgia Tech Technical Report http://hdl.handle.net/1853/36980
- J. Riedy, H. Meyerhenke, D. Ediger, and D. Bader. "Parallel Community Detection for Massive Graphs," Ninth International Conference on Parallel Processing and Applied Mathematics, September 11-14 2011.

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- Y. Shiloach and S. Even, “An on-line edge-deletion problem,” *J. ACM*, vol. 28, no. 1, pp. 1–4, 1981.

Acknowledgment of Support