

TenGraph: A Tensor-Based Graph Query Engine

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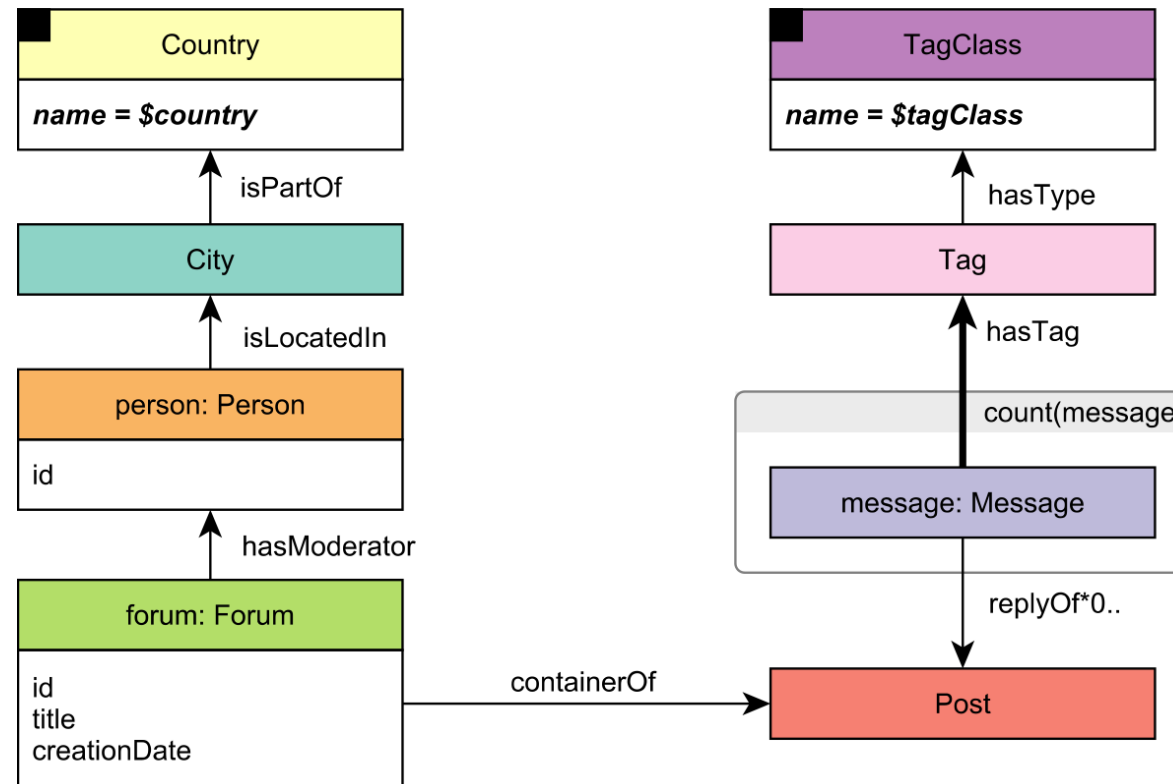
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- Graph queries are common in analytical workloads.
- It is challenging to improve graph query performance on different hardware platforms.
- Existing deep learning models run on GPUs through tensor-based frameworks such as PyTorch.
- We explore the use of such tensor-based frameworks to process graph queries on CPUs and GPUs.

Graph Queries

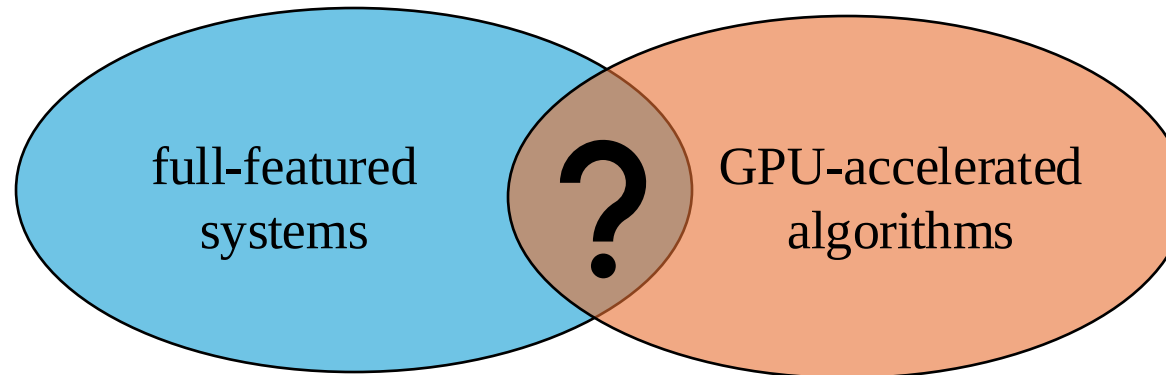
Graph queries are complex, consisting of pattern matching, filters and aggregates.



Query 3 of the LDBC SNB Businesss Intelligence Benchmark.

The Problem

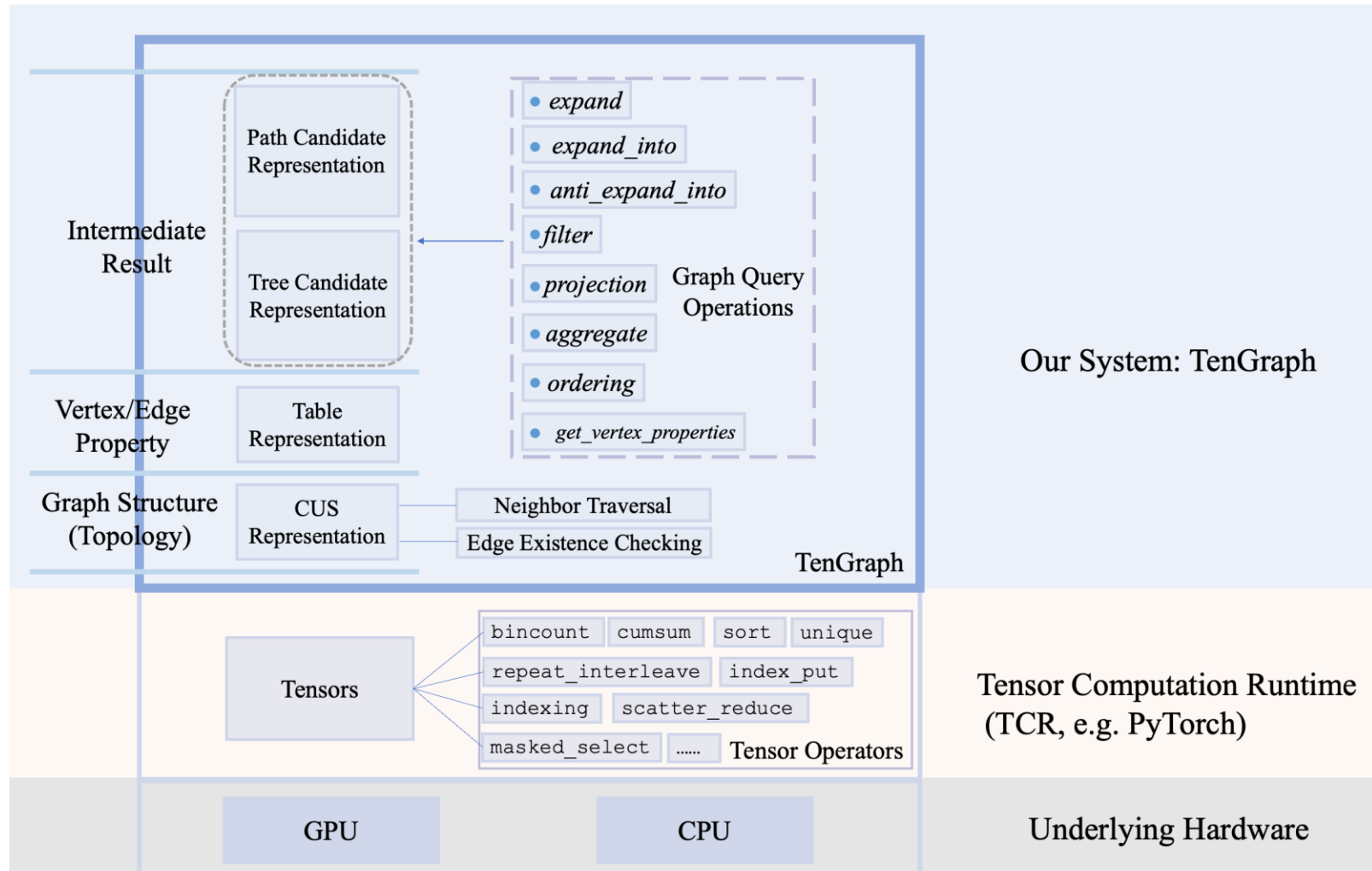
Existing work on graph query processing
either based on the CPU
or limited to accelerating a subset of graph queries on the GPU, through CUDA-based implementation.



How to process full graph queries on GPUs automatically ?

Our Solution

To build our system upon Tensor Computation Runtime (TCR).

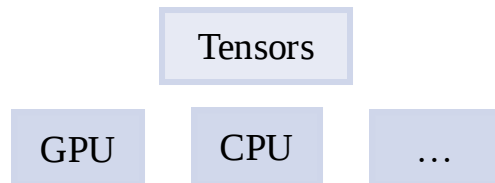


A tensor is a multi-dimensional array containing elements of a single data type.

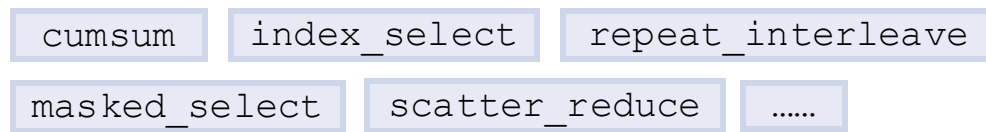
Widely used data abstraction in deep learning frameworks such as PyTorch and TensorFlow.



Tensor-based frameworks run on various devices.



Tensor-based operators are highly optimized.



TenGraph has the potential to integrate deep learning methods.



TenGraph is cross-platform.



TenGraph is easy to implement and achieves automatic performance improvement.

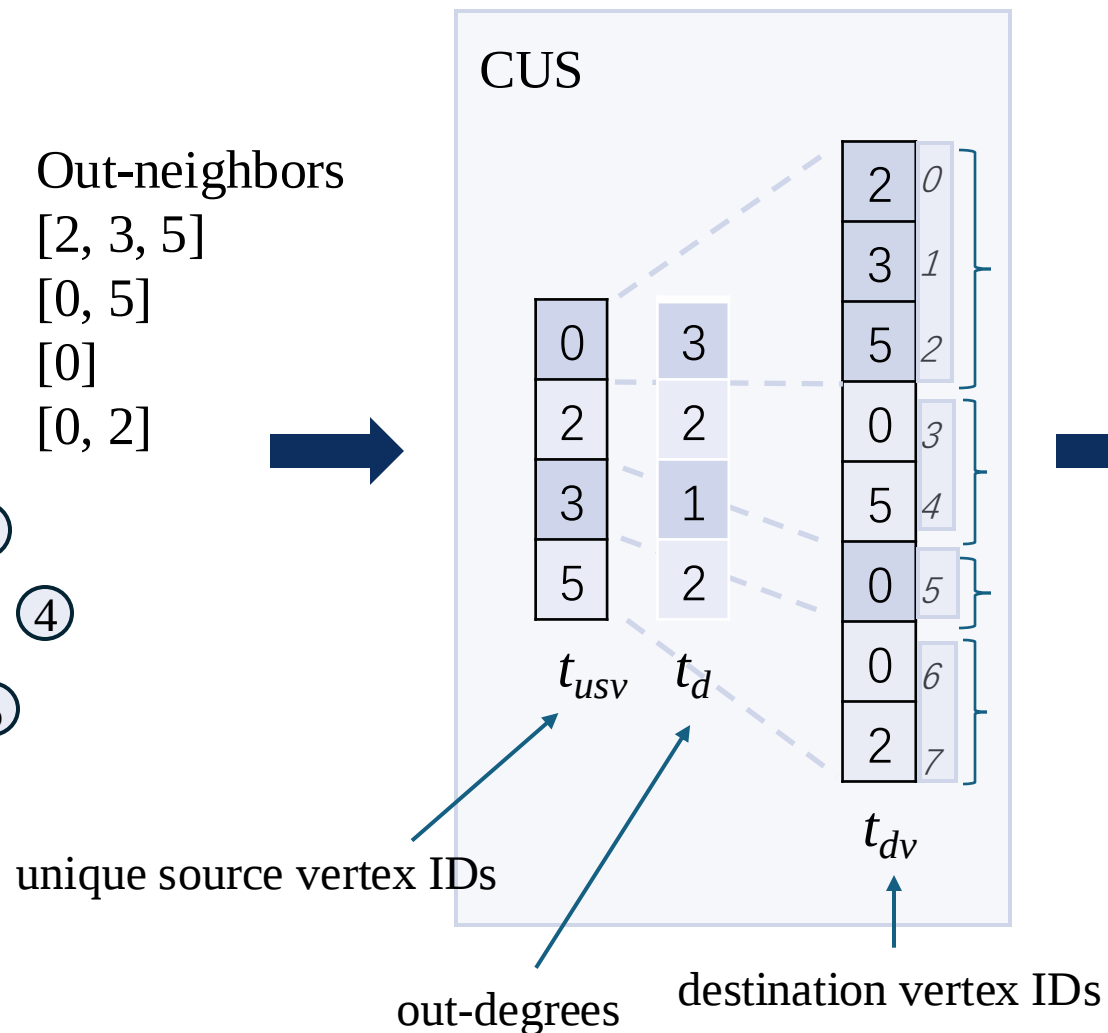
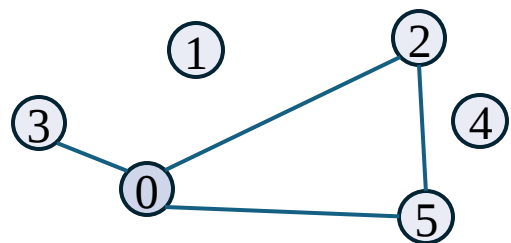
- We show that graph queries can be expressed by a small set of tensor operators and we build the first tensor-based graph query engine, TenGraph.
- We implemented 16 of the 20 Business Intelligence queries of the LDBC SNB benchmark on top of TenGraph and evaluated its performance in comparison with the state-of-the-art.
- Our experiments show that TenGraph-GPU is up to two orders of magnitude faster than leading CPU-based graph databases. It is also up to five times faster than our own implementation of TQP, a tensor-based relational query engine, on the GPU.

Design and Implementation - Neighbor Traversal as An Example

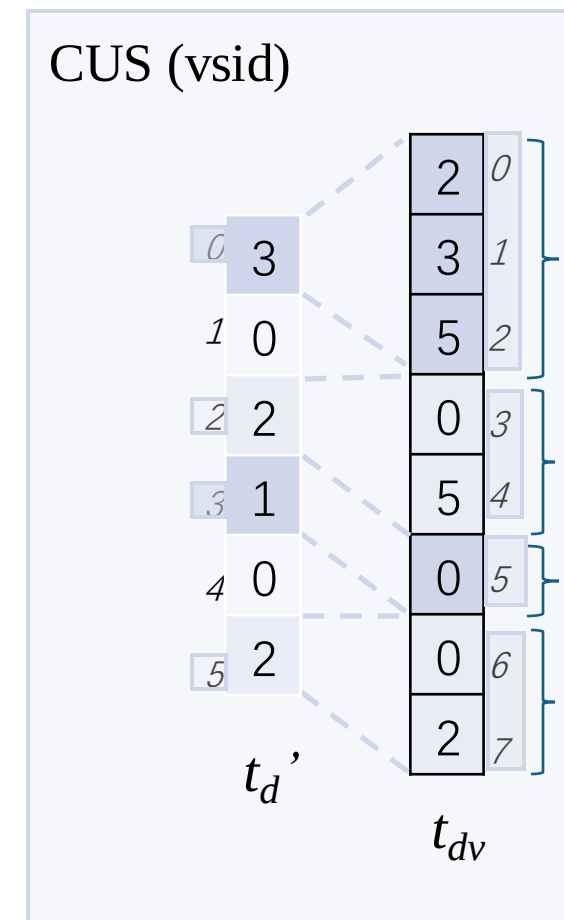
Graph Structure Representation

CUS (Compressed Unique Source) Representation

Vertices	Out-degrees	Out-neighbors
0	3	[2, 3, 5]
2	2	[0, 5]
3	1	[0]
5	2	[0, 2]



virtual source vertex ID (vsid)



Neighbor Traversal

Input

inputIds: a tensor of input vertex IDs;

Output

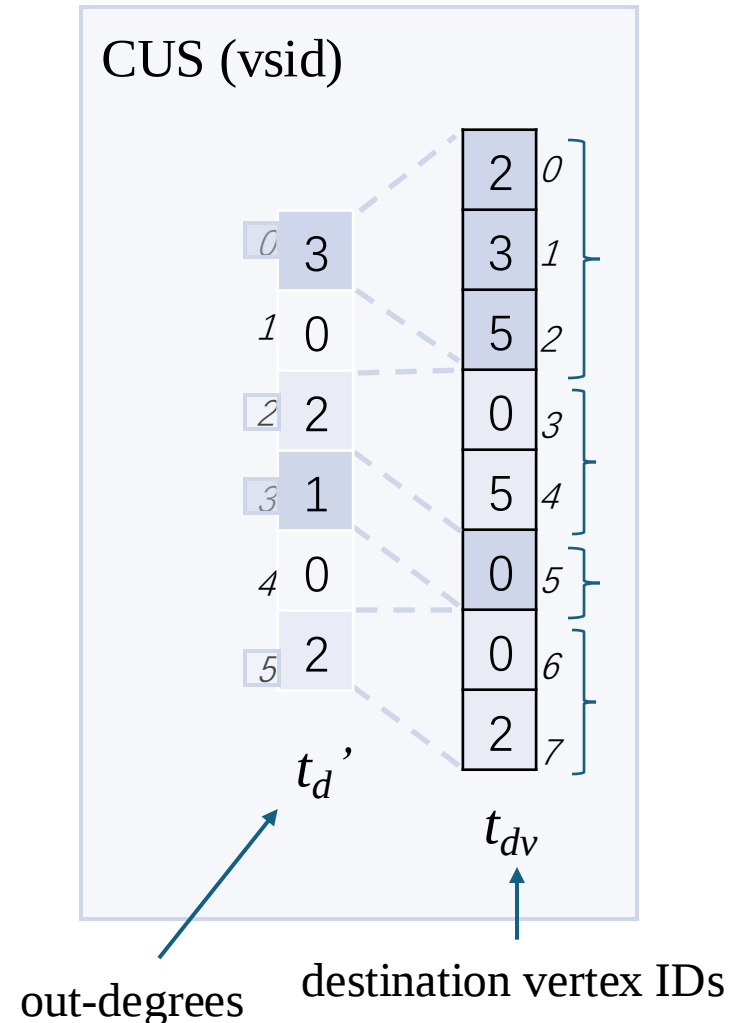
- ① *neighborCounts*
- ② *neighbors*.

Example:

Input: $\text{tensor}([3, 2, 2, 4, 0])$

Output: $\text{tensor}([1, 2, 2, 0, 3])$, $\text{tensor}([0, 0, 5, 0, 5, 2, 3, 5])$

- ① *neighborCounts*
- ② *neighbors*



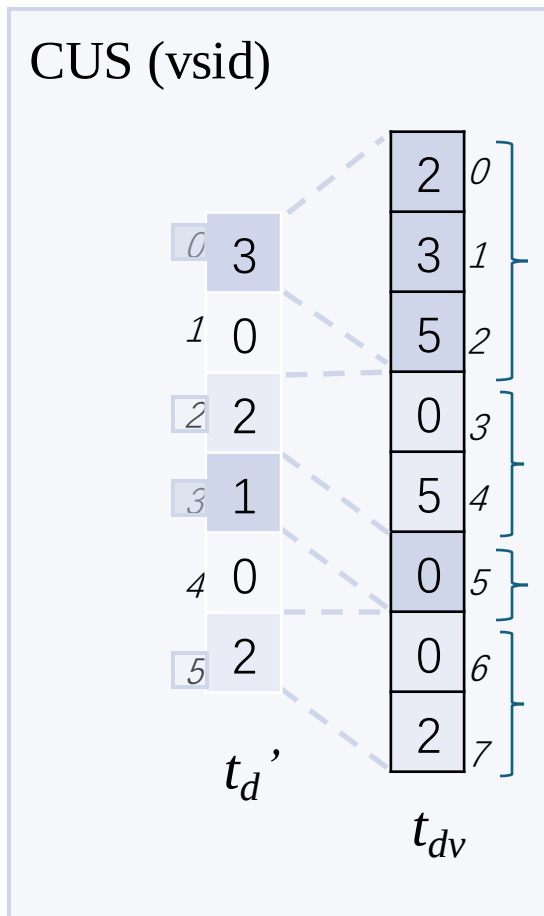
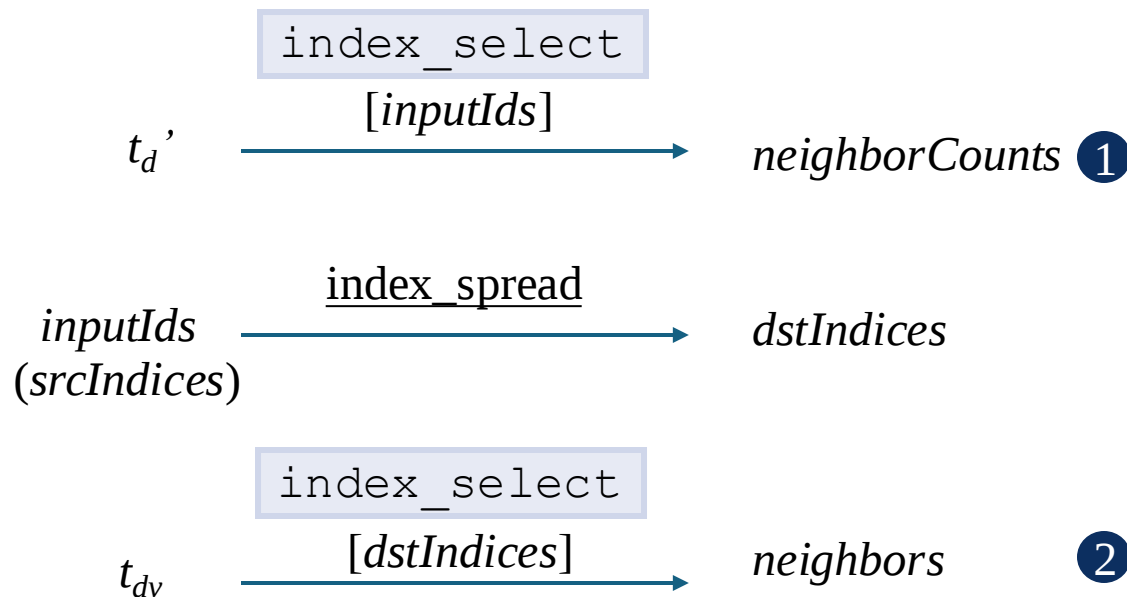
Neighbor Traversal

Input

inputIds: a tensor of input vertex IDs;

Output

- 1 *neighborCounts*
- 2 *neighbors*.



Index Spread

Input

srcIndices: indices for source vertices;

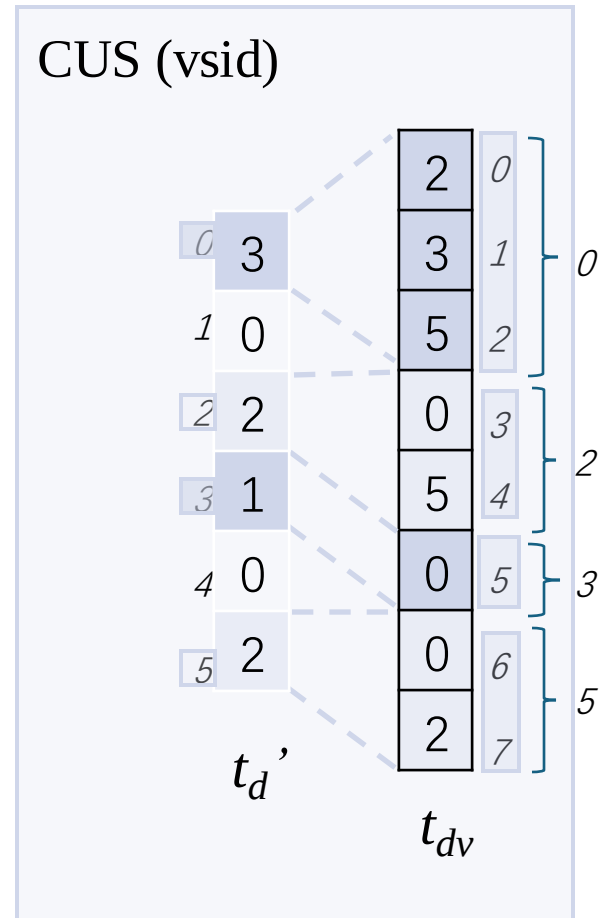
Output

dstIndices: indices for destination vertices.

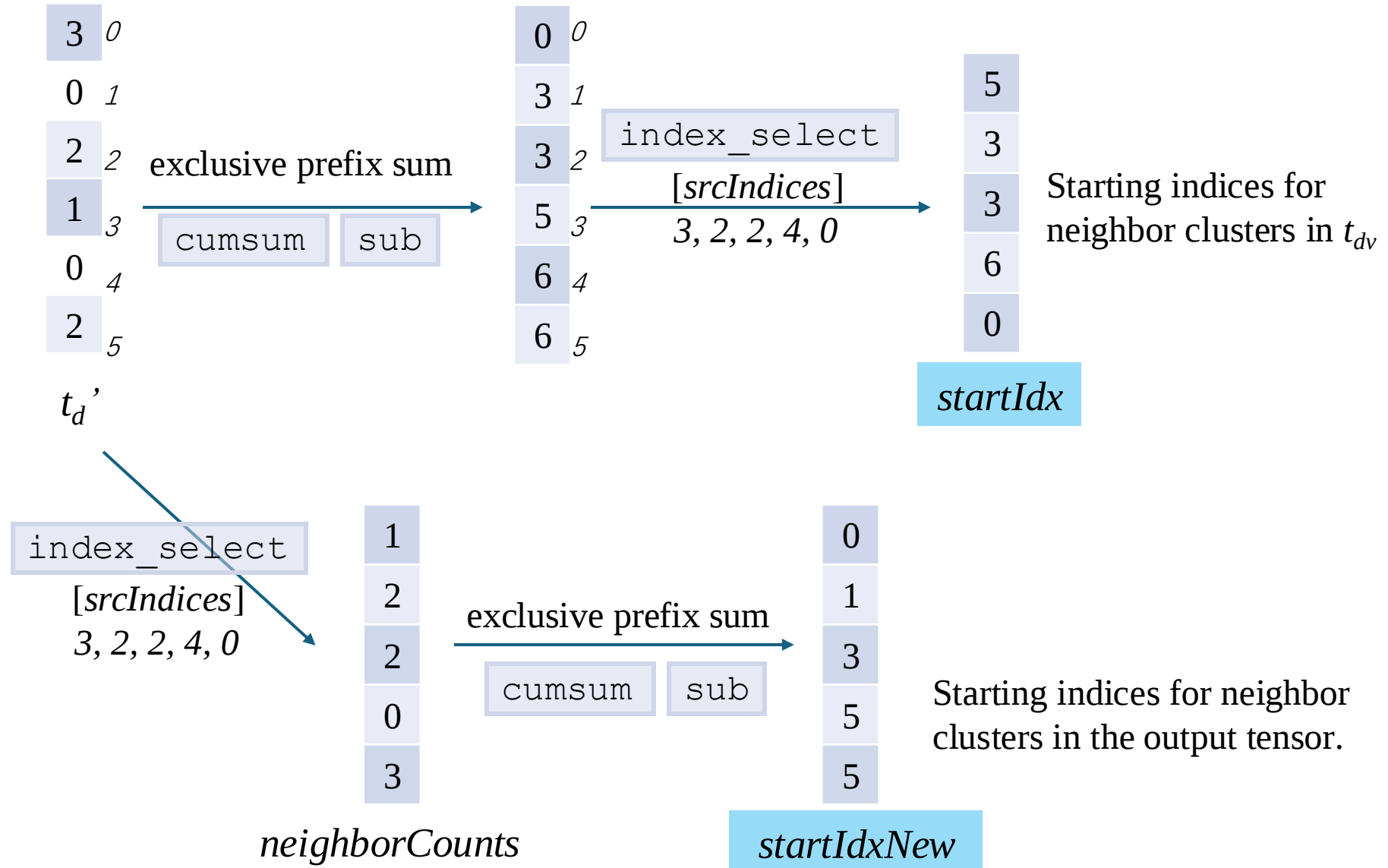
Example:

Input: $\text{tensor}([3, 2, 2, 4, 0])$

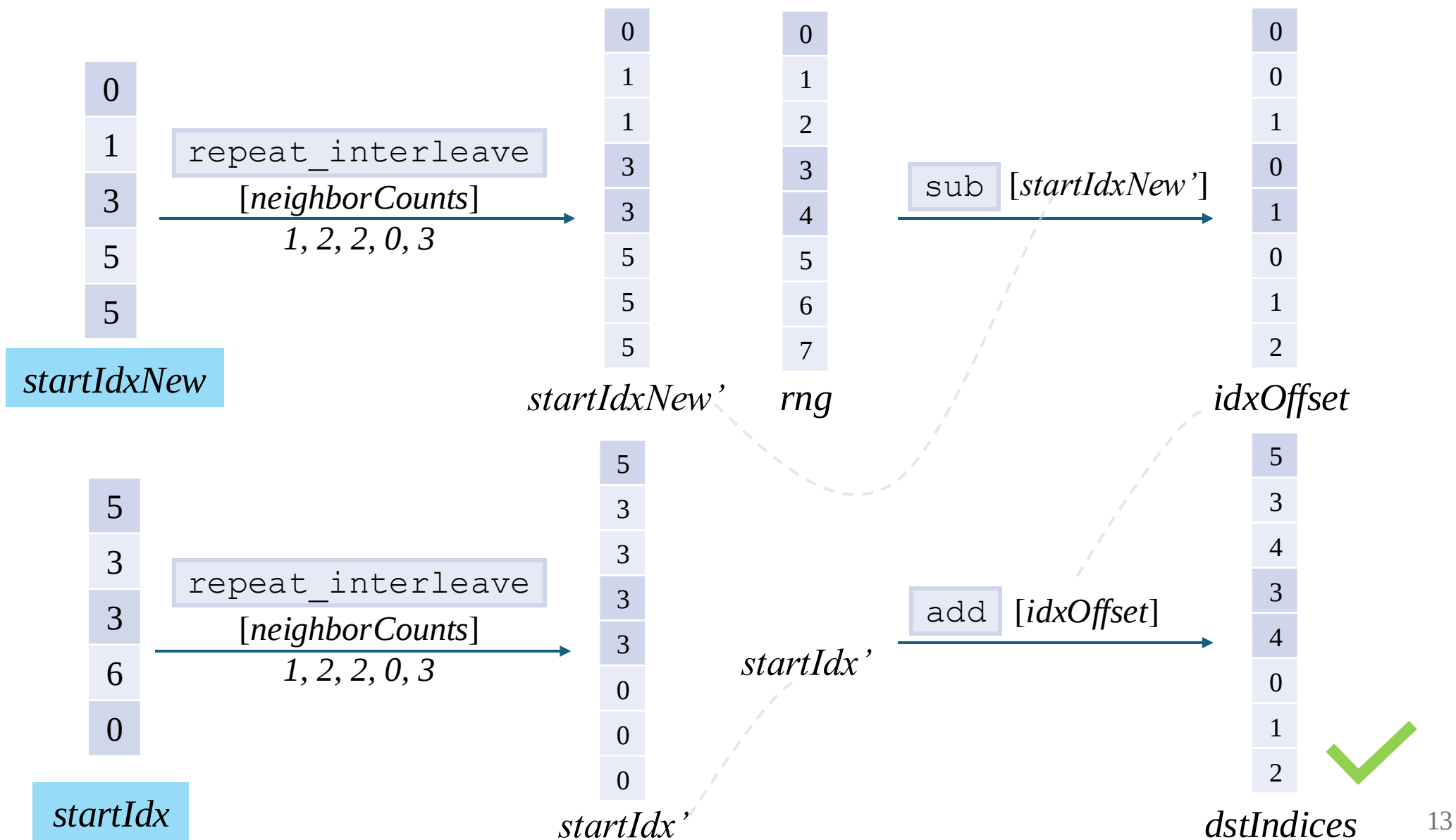
Output: $\text{tensor}([5, 3, 4, 3, 4, 0, 1, 2])$



Index Spread – Getting startIdx and startIdxNew



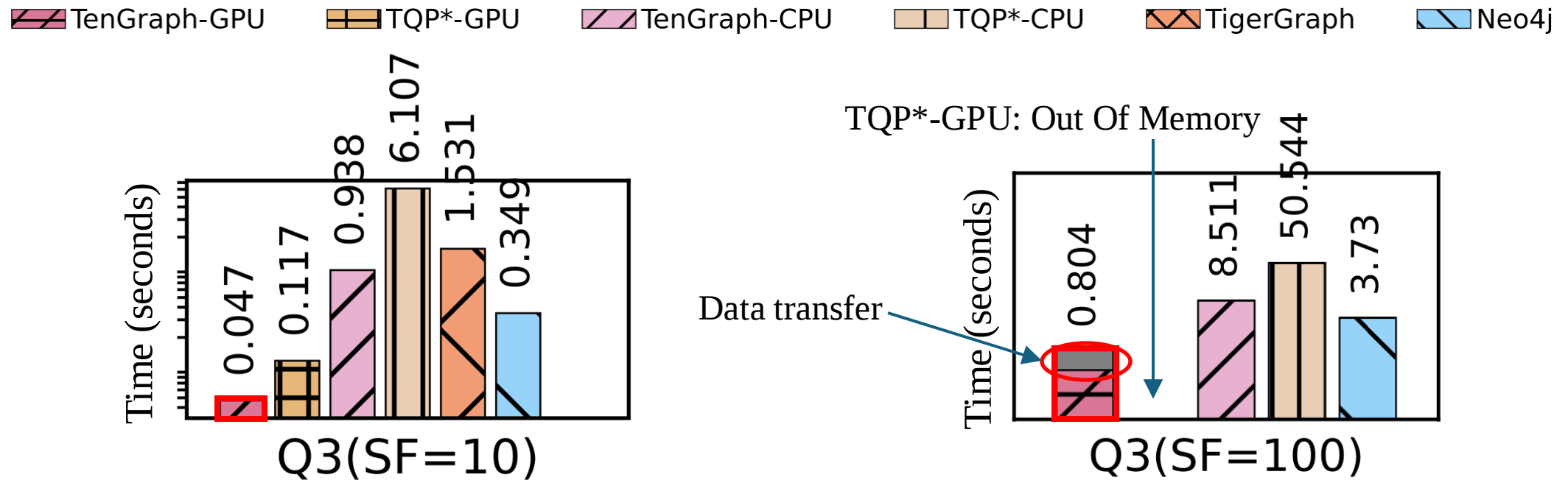
Index Spread – Computing dstIndices



Experimental Results

LDBC Query 3 Performance

TenGraph-GPU is significantly faster than CPU-based systems.



Query time of LDBC SNB BI Query 3

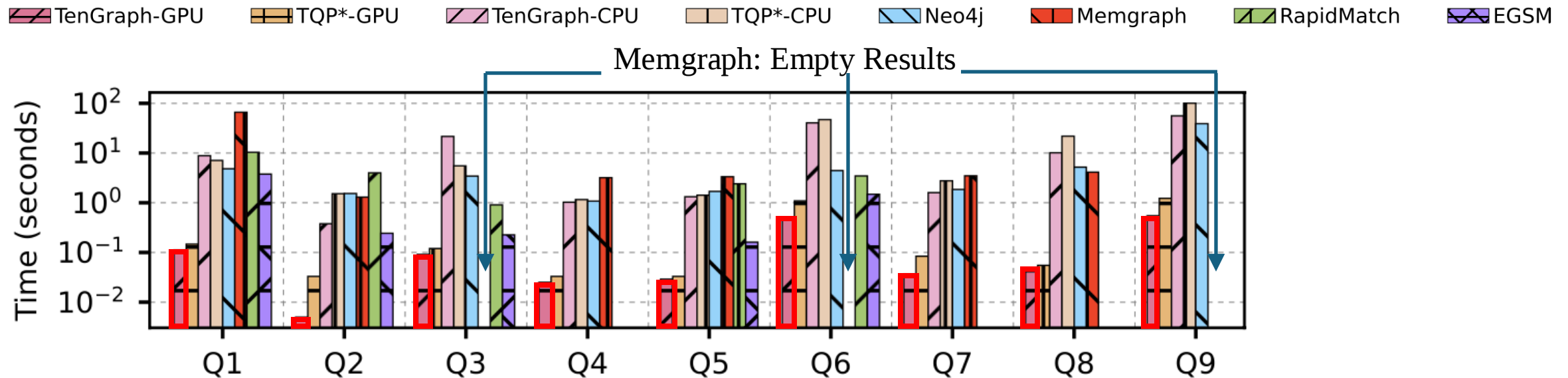
CPU: two AMD EPYC 7302 CPUs (64 virtual cores in total), with 125 GiB of RAM

GPU: one NVIDIA RTX 3090 GPU, with 24 GiB of device memory.

Subgraph Matching Performance

TenGraph supports all 9 queries.

TenGraph-GPU is faster than all other methods by up to two orders of magnitude.



Query time (in seconds) on LSQB. (SF=1, #vertices: 3.9M, #edges: 19.5M)

(LSQB* is a micro-benchmark for subgraph matching, derived from the LDBC benchmark.)

Not Supported in
RapidMatch and EGSM

- We build the first tensor-based graph query engine, TenGraph, to automatically take advantage of modern hardware such as multi-core CPUs and GPUs.
- We design the data structure to represent graph topology with tensors and show how to perform various operations on the data structure with tensor operators.
- The performance of TenGraph-CPU is comparable to leading graph databases and TenGraph-GPU is significantly faster than them.
- On the subgraph matching micro-benchmark, TenGraph-GPU also outperforms state-of-the-art CPU- and GPU-based methods.

Thanks

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