AllegroGraph

a graph database

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Overview

- What we store
- How we store it – the possibilities
- Using AllegroGraph

Databases

- Put stuff in
- Get stuff out

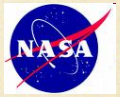
- quickly
- safely

Stuff

- things with attributes *and connections*
- Reasoning, rules, inference

- Lots of things. Really. Lots.
- Lots of change. all the time.

What stuff in?

- Modeling knowledge of assets in an Enterprise 

- Modeling an extensive river network 

- Representing 1000's of different types of objects 

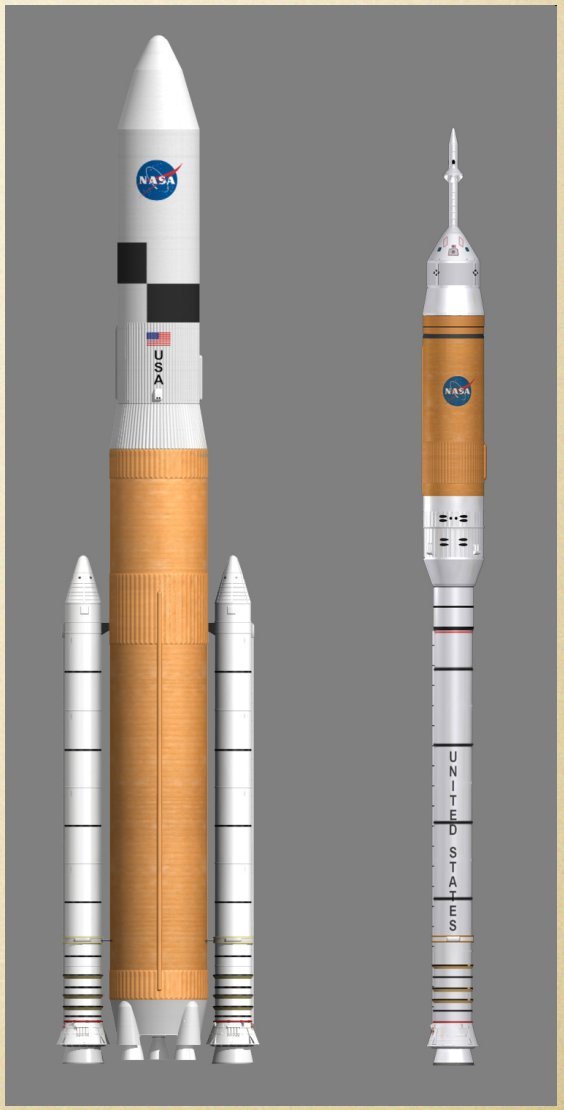
- Managing biological knowledge 

- Multimedia Metadata 

- Bug and version tracking 

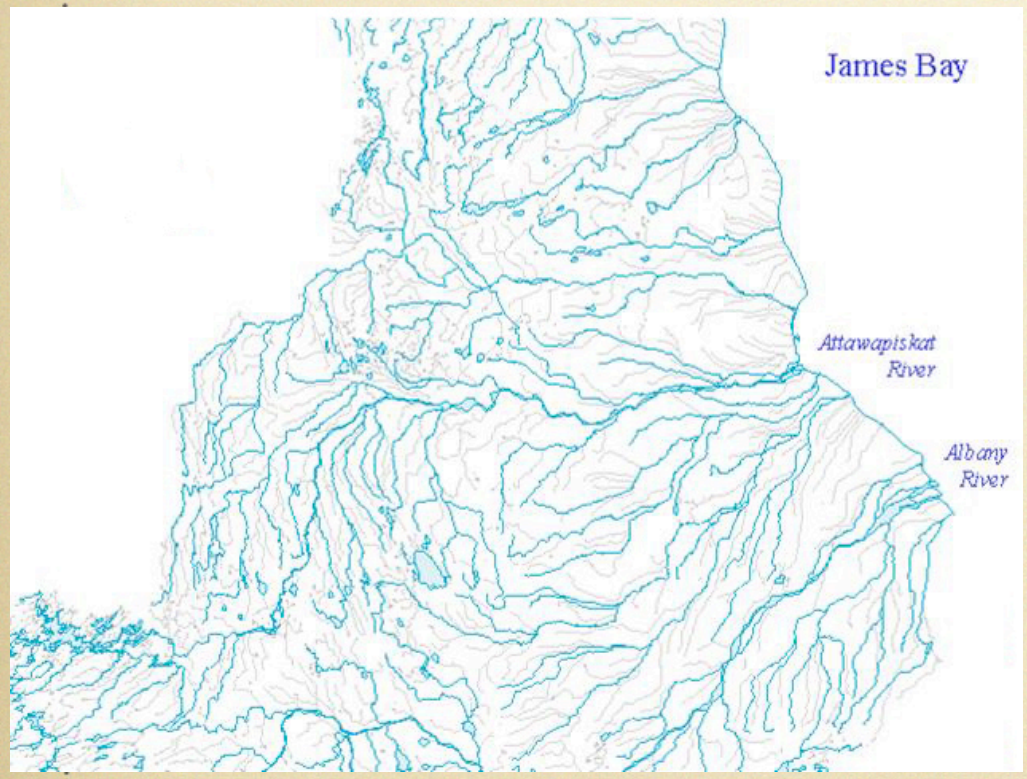
- Collaborative Workspace for Analyst 

NASA Constellation project...



- Deals with 1000s of different types of objects:
  - Machine parts
  - Processes
  - Software
  - People skills
  - Drawings
  - Documents
- In 100s of distributed databases
- Coordinated through registries
- To provide meaningful search

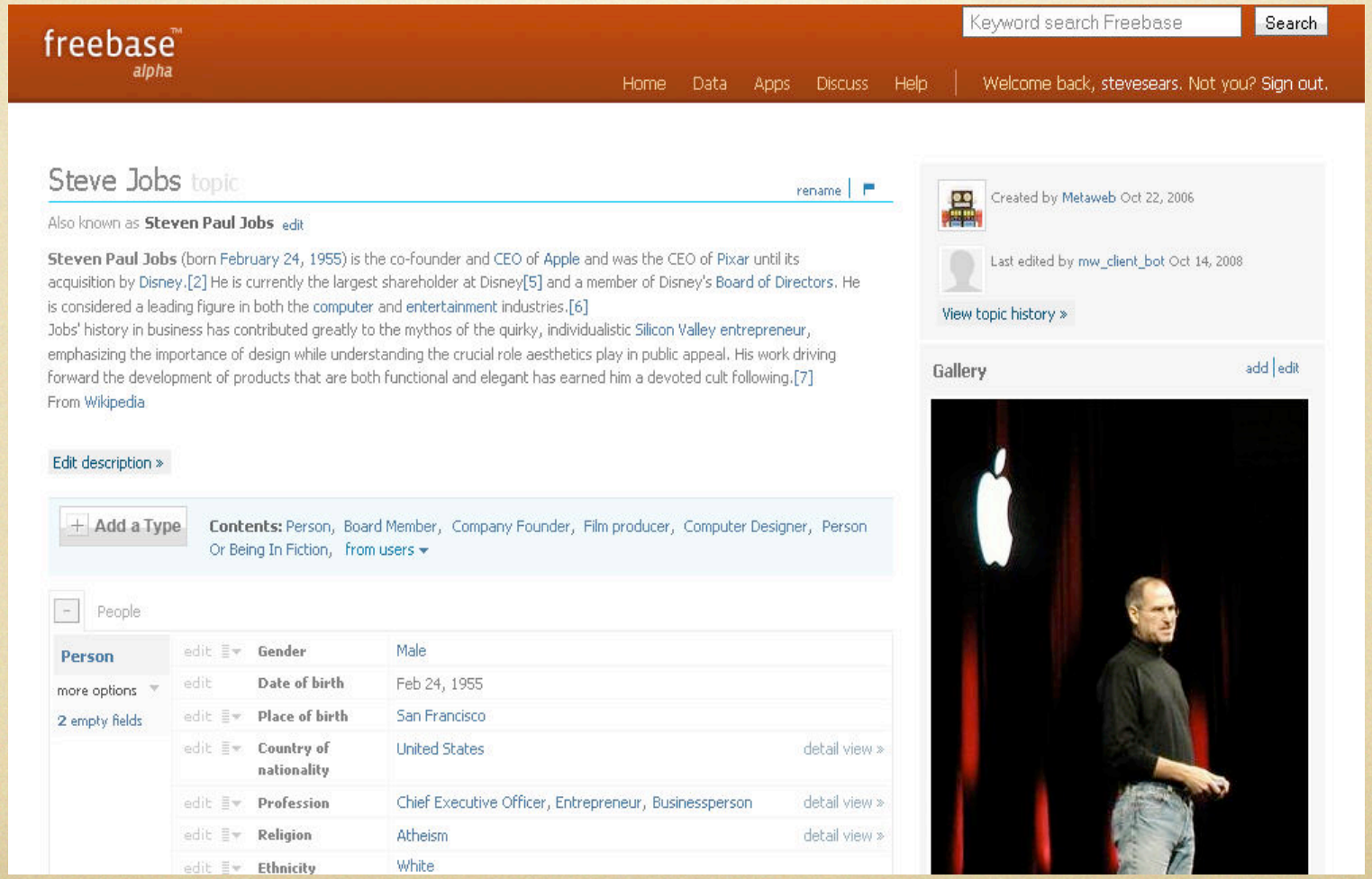
A River Network



- Given the polluted segment S1 find all the upstream segments within 50 miles of City1200
- Given the polluted drainage D1 find all the schools in the rectangle <x1, y1, x2, y2> that might be influenced

METAWEB

Semantic Web...



FRANZ INC.
"Web 3.0's Database"

What stuff out?

- Things like *this*
- Things like *this* only with *that*
- Things like *this* only with *that* and the other thing sorted by *that*
- Things like *this linked* to that *linked* to that *linked* to *that* and *that* and back to things like *this*
- Things like *this* where *that* can be *inferred* from *this* other stuff

In particular

- We want to ask for
  - What – Attributes
  - Where – geospatial
  - When – events and temporal logic
  - Whom – Social networks

Find the people I know that share my taste and have traveled to Hawaii during the last year?

Data – Dissected

- Documents (unstructured – mostly)
- Key/value
- subject/predicate/object
- Tuples (by row, by column)

System of Analysis

- The main data is stored safely away somewhere else
- Batch & Bulk oriented loads
- Materialize types and other inferences
- Do queries & analysis
- Few simultaneous users

System of Record

- Data changes on a second to second basis
- You care about the long time persistence of the data
- You care about transactions and recoverability
- You care about concurrent access
- You care about continuous querying and instant reasoning

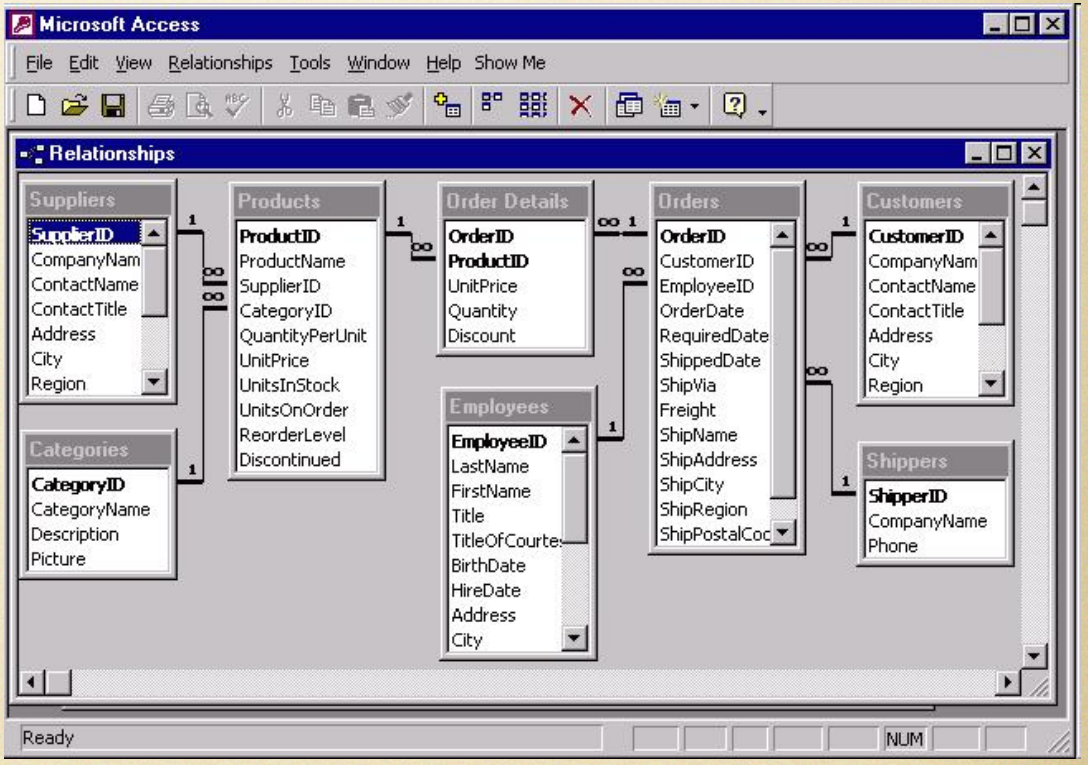
How?

- Relational Database Systems
- Object Oriented Databases
- Key-value Databases
- Graph databases (Triple Stores)

- Essentially equivalent; the devil is in the details.

RDBMS

- Tables
- Columns
- Indices
- Joins

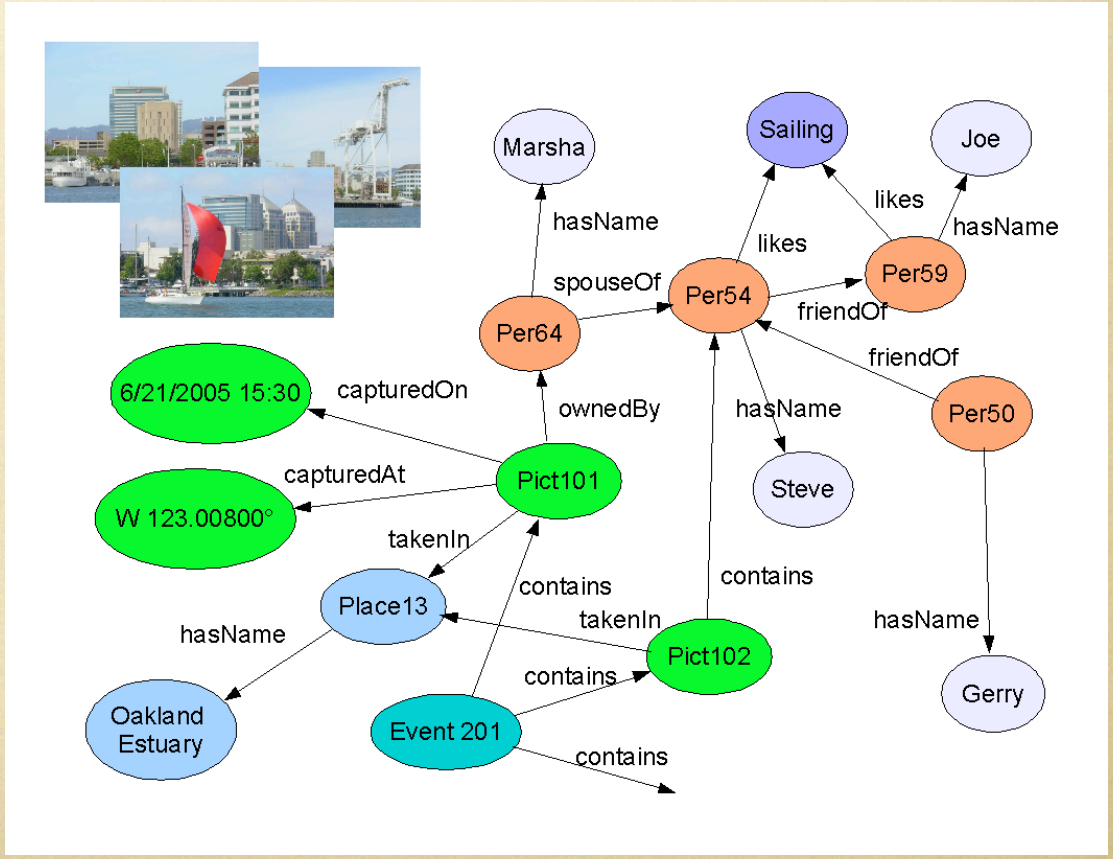


RDBMS

- Mature and Standardized (SQL)
- Robust, safe, scalable
  - Great for simple queries that touch only a few tables once
- But...
  - Modeling the world in tables is hard
  - Table schema is inflexible; early design lock-in
  - One-to-many and many-to-many relationships add extra tables
  - Lousy for queries that follow transitive relationships across many tables (or the same table many times)

Graph DBMS

- Subject – Predicate – Object



GDBMS

- Easy to put stuff in
- No Schema, everything indexed
- But...
  - Young technology
  - Less robust, less standardized

Our problem

- Continually accrue massive interconnected information with an evolving schema (or no schema) including text, events, relationships, locations
- Query this data using description logics, custom rule sets and ask for information on moving objects, events, and social networks, in real-time

In particular

- We want to ask for
  - What – Attributes
  - Where – geospatial
  - When – events and temporal logic
  - Whom – Social networks

Find another truck that can pick up package *X* at location *Y* so that I can pick up package *A* at location *B* so that we both will arrive at *P* before time *T*.

RDBMS is not the answer

- A graph database looks like an relational database with only one table so start with an RDBMS and add triple-store features
- The relational model is *too* complex for triple-stores
- The relational model is *too* simplistic for rapidly evolving schemas and massive transitive relations

Hadoop is not the answer

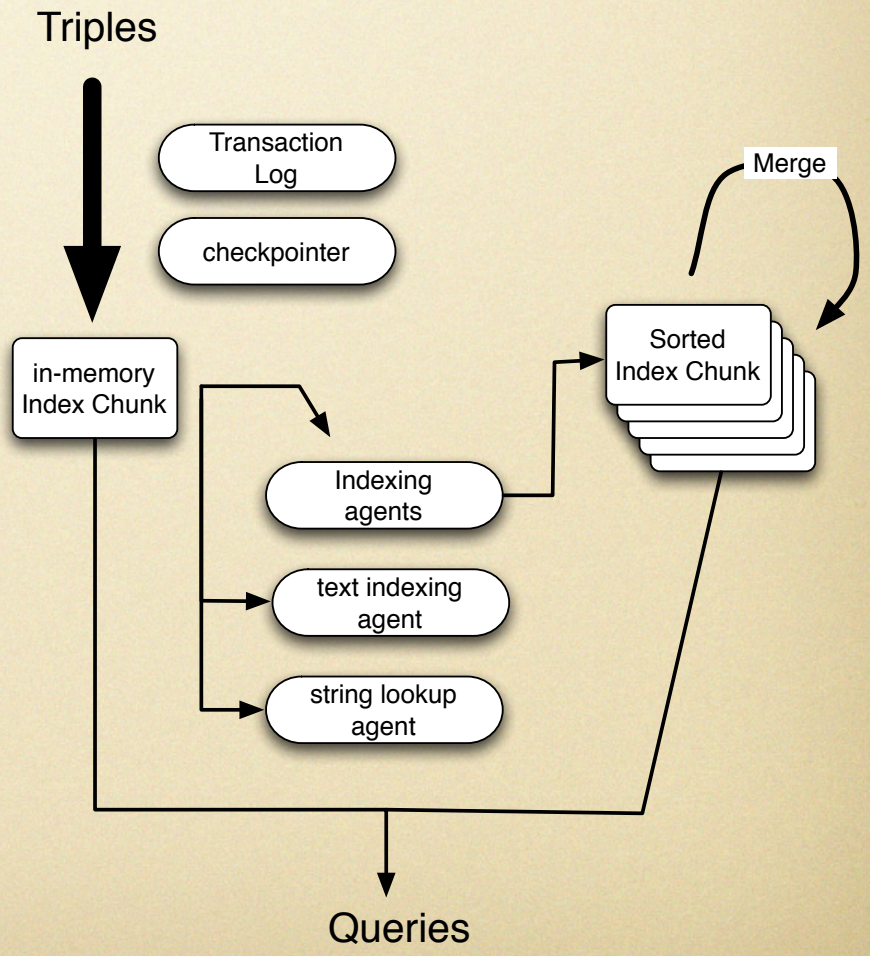
- Yes, it is a great way to store billions of triples
  - Hadoop can be used for work that is batch-oriented rather than real-time, very data-intensive, and parallelizable.
- But what about
  - Deeply nested SPARQL or rule based queries (e.g., Prolog)
  - Graph & Social network analysis.
  - Reasoning and inference

Building a triple-store

- Start fresh and add *enterprise* features
- adding *triples* (with five parts)
- Emphasis is on addition (not updates, not deletion)

Really Simple Diagram

- Triples In
  - processes to
    - index
    - merge
    - text index
    - process strings



AllegroGraph 4.0

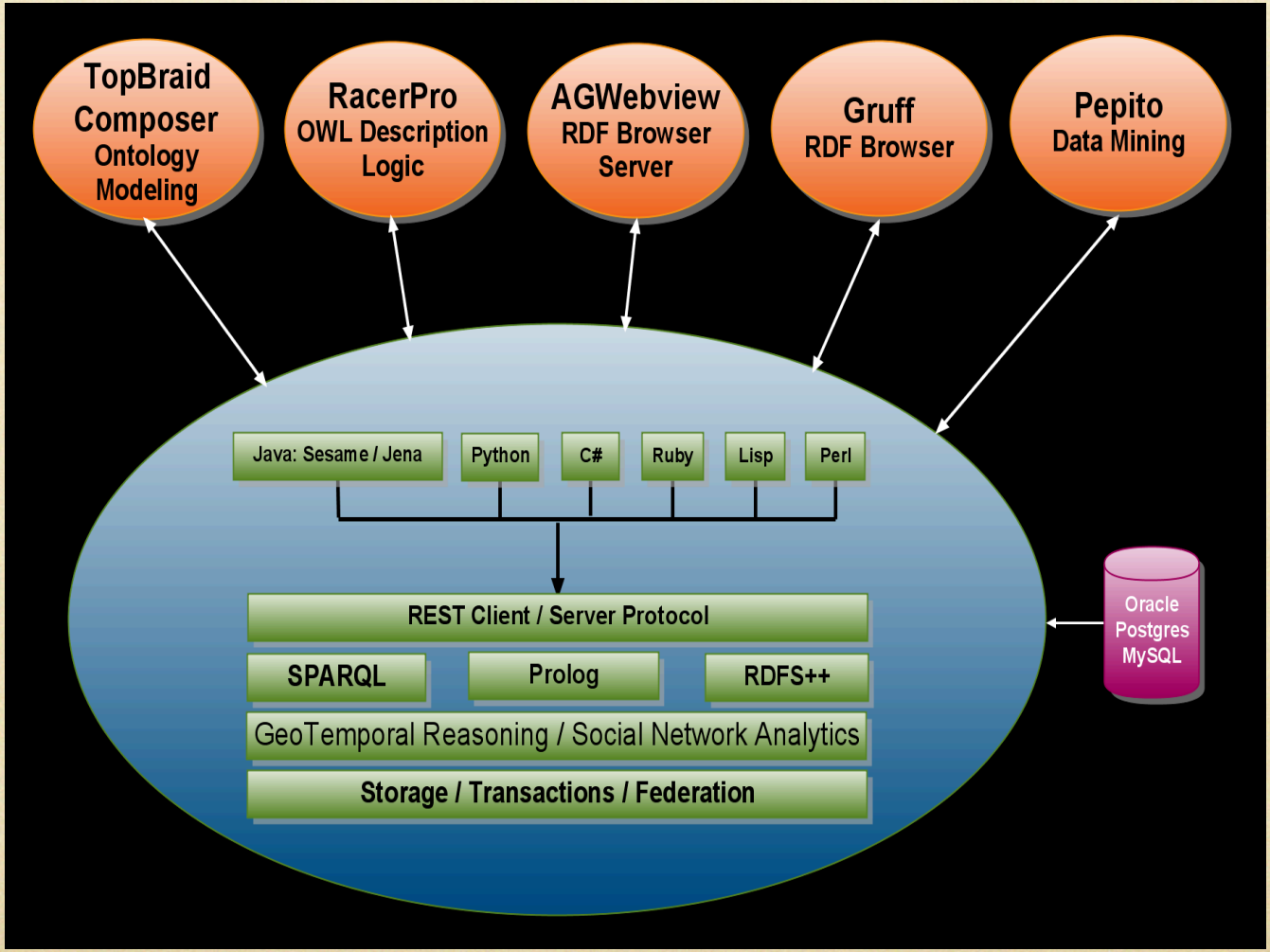
- ACID Transactions and Recoverability
  - page management
  - checkpointing every *x*-minutes or *y*-triples
- Read/write concurrency
  - 100 % read concurrency at all times
- Dynamic and automatic indexing
  - with column based compression
- Resource management
  - Use all disks, all memory and all processors (one box)
  - Automatic, or user configurable

AllegroGraph 4.0

- Per-predicate *Lucene* style text indexing
- 2D and 3D geo-temporal indexing for moving objects
- Social networking toolkit with path finding, importance measures, etc.
- REST protocol for all client interaction
  - Franz supported: Sesame, Jena, Python,
  - Community supported: Ruby, Perl, C#

2D and 3D details

AllegroGraph



Performance: Input

- $5000 quad-core machine with 32 Gigabytes RAM

dataset	Size (Billions)	Time
LUBM 8000	1.1	3:48
Billion Triples Challenge	1.15	5:13
2000 Census data	0.99	2:00
	3.2	11:01

- *with* full-text indexing on all strings

Thanks

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