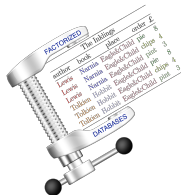


Counting Triangles under Updates

Ahmet Kara, Hung Q. Ngo, Milos Nikolic
Dan Olteanu, and Haozhe Zhang

fdbresearch.github.io

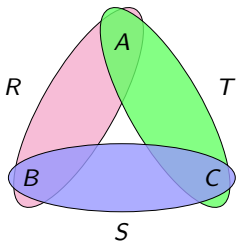
AMW 2018, Cali



Relational^{AI}

Problem Setting

Maintain the triangle count Q
under single-tuple updates to R , S , and T !



Q counts the number of tuples
in the join of R , S , and T .

$$Q = \sum_{a,b,c} R(a,b) \cdot S(b,c) \cdot T(c,a)$$

Data Model

- Relations are functions mapping tuples to multiplicities.

R			S			T		
A	B		B	C		C	A	
a_1	b_1	2	b_1	c_1	2	c_1	a_1	1
a_2	b_1	3	b_1	c_2	1	c_2	a_1	3
						c_2	a_2	3

Data Model

- Relations are functions mapping tuples to multiplicities.

R	S	T	$R \cdot S \cdot T$
$A \ B \ \ $	$B \ C \ \ $	$C \ A \ \ $	$A \ B \ C \ \ $
$a_1 \ b_1 \ \ 2$	$b_1 \ c_1 \ \ 2$	$c_1 \ a_1 \ \ 1$	$a_1 \ b_2 \ c_2 \ \ 2 \cdot 2 \cdot 1 = 4$
$a_2 \ b_1 \ \ 3$	$b_1 \ c_2 \ \ 1$	$c_2 \ a_1 \ \ 3$	
		$c_2 \ a_2 \ \ 3$	

Data Model

- Relations are functions mapping tuples to multiplicities.

R	S	T	$R \cdot S \cdot T$
$A \ B \ \ $	$B \ C \ \ $	$C \ A \ \ $	$A \ B \ C \ \ $
$a_1 \ b_1 \ \ 2$	$b_1 \ c_1 \ \ 2$	$c_1 \ a_1 \ \ 1$	$a_1 \ b_2 \ c_2 \ \ 2 \cdot 2 \cdot 1 = 4$
$a_2 \ b_1 \ \ 3$	$b_1 \ c_2 \ \ 1$	$c_2 \ a_1 \ \ 3$	$a_1 \ b_1 \ c_2 \ \ 2 \cdot 1 \cdot 3 = 6$
		$c_2 \ a_2 \ \ 3$	$a_2 \ b_1 \ c_3 \ \ 3 \cdot 1 \cdot 3 = 9$

Data Model

- Relations are functions mapping tuples to multiplicities.

R	S	T	$R \cdot S \cdot T$
$A \ B \ $	$B \ C \ $	$C \ A \ $	$A \ B \ C \ $
$a_1 \ b_1 \ \ 2$	$b_1 \ c_1 \ \ 2$	$c_1 \ a_1 \ \ 1$	$a_1 \ b_2 \ c_2 \ \ 2 \cdot 2 \cdot 1 = 4$
$a_2 \ b_1 \ \ 3$	$b_1 \ c_2 \ \ 1$	$c_2 \ a_1 \ \ 3$	$a_1 \ b_1 \ c_2 \ \ 2 \cdot 1 \cdot 3 = 6$
		$c_2 \ a_2 \ \ 3$	$a_2 \ b_1 \ c_3 \ \ 3 \cdot 1 \cdot 3 = 9$

↓

$Q(D)$
$\emptyset \ $
$(\) \ \ 4 + 6 + 9 = 19$

Data Model

- Relations are functions mapping tuples to multiplicities.
- A single-tuple update is a relation mapping a tuple to a non-zero value (positive for insertions, negative for deletions)

<u>R</u>	<u>S</u>	<u>T</u>	<u>R · S · T</u>
<u>A B </u>	<u>B C </u>	<u>C A </u>	<u>A B C </u>
<u>a₁ b₁ 2</u>	<u>b₁ c₁ 2</u>	<u>c₁ a₁ 1</u>	<u>a₁ b₂ c₂ 2 · 2 · 1 = 4</u>
<u>a₂ b₁ 3</u>	<u>b₁ c₂ 1</u>	<u>c₂ a₁ 3</u>	<u>a₁ b₁ c₂ 2 · 1 · 3 = 6</u>
		<u>c₂ a₂ 3</u>	<u>a₂ b₁ c₃ 3 · 1 · 3 = 9</u>



$\delta R(a_2, b_1)$

<u>A B </u>
<u>a₂ b₁ -2</u>



$Q(D)$

<u>∅ </u>
<u>() 4 + 6 + 9 = 19</u>

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R	
A	B
a ₁ b ₁	2
a ₂ b ₁	3

S	
B	C
b ₁ c ₁	2
b ₁ c ₂	1

T	
C	A
c ₁ a ₁	1
c ₂ a ₁	3
c ₂ a ₂	3

R · S · T		
A	B	C
a ₁ b ₂ c ₂	2 · 2 · 1 = 4	
a ₁ b ₁ c ₂	2 · 1 · 3 = 6	
a ₂ b ₁ c ₃	3 · 1 · 3 = 9	



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A	B
a ₂	b ₁
-2	



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<u>A B </u>	<u>B C </u>	<u>C A </u>	<u>A B C </u>
<u>a₁ b₁ 2</u>	<u>b₁ c₁ 2</u>	<u>c₁ a₁ 1</u>	<u>a₁ b₂ c₂ 2 · 2 · 1 = 4</u>
<u>a₂ b₁ 1</u>	<u>b₁ c₂ 1</u>	<u>c₂ a₁ 3</u>	<u>a₁ b₁ c₂ 2 · 1 · 3 = 6</u>
		<u>c₂ a₂ 3</u>	<u>a₂ b₁ c₃ 3 · 1 · 3 = 9</u>



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A	B
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S	
B	C
b ₁ c ₁	2
b ₁ c ₂	1

T	
C	A
c ₁ a ₁	1
c ₂ a ₁	3
c ₂ a ₂	3

R · S · T		
A	B	C
a ₁ b ₂ c ₂	2 · 2 · 1 = 4	
a ₁ b ₁ c ₂	2 · 1 · 3 = 6	
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$\delta R(a_2, b_1)$

A	B
a ₂	b ₁
-2	



$Q(D)$

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()	
4 + 6 + 9 = 19	

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A	B
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a ₂ b ₁	1

S	
B	C
b ₁ c ₁	2
b ₁ c ₂	1

T	
C	A
c ₁ a ₁	1
c ₂ a ₁	3
c ₂ a ₂	3

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<u>A B </u>	<u>B C </u>	<u>C A </u>	<u>A B C </u>
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$\delta R(a_2, b_1)$

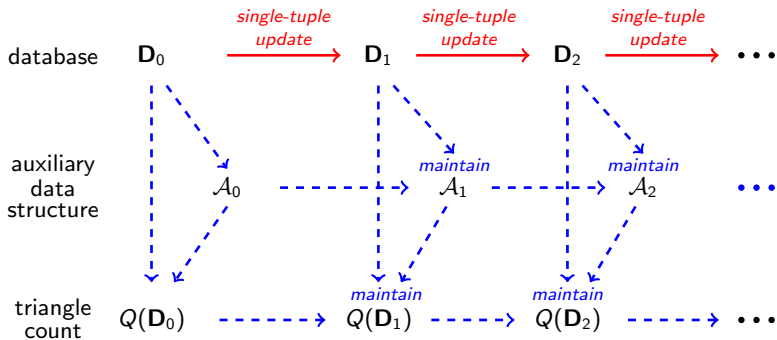
<u>A B </u>
<u>a₂ b₁ -2</u>



$Q(D)$

<u>∅ </u>
<u>() 4 + 6 + 3 = 13</u>

The Maintenance Problem



Given a current database \mathbf{D} and a single-tuple update, what are the time and space complexities for maintaining $Q(\mathbf{D})$?

Much Ado about Triangles

The Triangle Query Served as Milestone in Many Fields

- Worst-case optimal join algorithms [*Algorithmica* 1997, *SIGMOD R.* 2013]
- Parallel query evaluation [*Found. & Trends DB* 2018]
- Randomized approximation in static settings [*FOCS* 2015]
- Randomized approximation in data streams
[*SODA* 2002, *COCOON* 2005, *PODS* 2006, *PODS* 2016, *Theor. Comput. Sci.* 2017]

Intensive Investigation of Answering Queries under Updates

- Theoretical developments [*PODS* 2017, *ICDT* 2018]
- Systems developments [*F. & T. DB* 2012, *VLDB J.* 2014, *SIGMOD* 2017, 2018]
- Lower bounds [*STOC* 2015, *ICM* 2018]

So far:

No dynamic algorithm maintaining the
exact triangle count in **worst-case optimal** time!

Naïve Maintenance

"Compute from scratch!"

$$\sum_{a,b,c} \left[\underbrace{R(a,b) + \delta R(a',b')}_{\text{newR}} \right] \cdot S(b,c) \cdot T(c,a) \\ = \\ \sum_{a,b,c} \text{newR}(a,b) \cdot S(b,c) \cdot T(c,a)$$

Maintenance Complexity

- Time: $\mathcal{O}(|\mathbf{D}|^{1.5})$ using worst-case optimal join algorithms
- Space: $\mathcal{O}(|\mathbf{D}|)$ to store input relations

Classical Incremental View Maintenance (IVM)

"Compute the difference!"

$$\begin{aligned} \sum_{a,b,c} [R(a,b) + \delta R(a',b')] \cdot S(b,c) \cdot T(c,a) \\ = \\ \sum_{a,b,c} R(a,b) \cdot S(b,c) \cdot T(c,a) \\ + \\ \delta R(a',b') \cdot \sum_c S(b',c) \cdot T(c,a') \end{aligned}$$

Maintenance Complexity

- Time: $\mathcal{O}(|\mathbf{D}|)$ to intersect C -values from S and T
- Space: $\mathcal{O}(|\mathbf{D}|)$ to store input relations

Factorized Incremental View Maintenance (F-IVM)

"Compute the difference by using pre-materialized views!"

Pre-materialize $V_{ST}(b, a) = \sum_c S(b, c) \cdot T(c, a)$!

$$\begin{aligned} \sum_{a,b,c} [R(a, b) + \delta R(a', b')] \cdot S(b, c) \cdot T(c, a) \\ = \\ \sum_{a,b,c} R(a, b) \cdot S(b, c) \cdot T(c, a) \\ + \\ \delta R(a', b') \cdot V_{ST}(b', a') \end{aligned}$$

Maintenance Complexity

- Time for updates to R : $\mathcal{O}(1)$ to look up in V_{ST}
- Time for updates to S and T : $\mathcal{O}(|\mathbf{D}|)$ to maintain V_{ST}
- Space: $\mathcal{O}(|\mathbf{D}|^2)$ to store input relations and V_{ST}

Closing the Complexity Gap

Complexity bounds for the maintenance of the triangle count

Known Upper Bound

Maintenance Time: $\mathcal{O}(|\mathbf{D}|)$

Space: $\mathcal{O}(|\mathbf{D}|)$

Known Lower Bound

Amortized maintenance time: **not** $\mathcal{O}(|\mathbf{D}|^{0.5-\gamma})$ for any $\gamma > 0$
(under reasonable complexity theoretic assumptions)

Closing the Complexity Gap

Complexity bounds for the maintenance of the triangle count

Known Upper Bound

Maintenance Time: $\mathcal{O}(|\mathbf{D}|)$

Space: $\mathcal{O}(|\mathbf{D}|)$

Can the triangle count
be maintained in
sublinear time?

Known Lower Bound

Amortized maintenance time: **not** $\mathcal{O}(|\mathbf{D}|^{0.5-\gamma})$ for any $\gamma > 0$
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Closing the Complexity Gap

Complexity bounds for the maintenance of the triangle count

Known Upper Bound

Maintenance Time: $\mathcal{O}(|\mathbf{D}|)$

Space: $\mathcal{O}(|\mathbf{D}|)$

Can the triangle count
be maintained in
sublinear time?

Yes!

We propose: IVM^ε

Amortized maintenance time:

$\mathcal{O}(|\mathbf{D}|^{0.5})$

This is worst-case optimal!

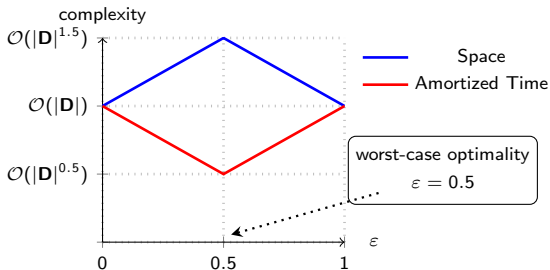
Known Lower Bound

Amortized maintenance time: **not** $\mathcal{O}(|\mathbf{D}|^{0.5-\gamma})$ for any $\gamma > 0$
(under reasonable complexity theoretic assumptions)

IVM $^\epsilon$ Exhibits a Time-Space Tradeoff

Given $\epsilon \in [0, 1]$, IVM $^\epsilon$ maintains the triangle count with

- $\mathcal{O}(|\mathbf{D}|^{\max\{\epsilon, 1-\epsilon\}})$ amortized time and
- $\mathcal{O}(|\mathbf{D}|^{1+\min\{\epsilon, 1-\epsilon\}})$ space.



- Known maintenance approaches are recovered by IVM $^\epsilon$.

Main Ideas in IVM^ε

- Compute the difference like in classical IVM!
- Materialize views like in Factorized IVM!
- **New ingredient:** Use adaptive processing based on data skew!
⇒ Treat *heavy* values differently from *light* values!

Quo Vadis IVM^ε?

Generalization of IVM^ε

- IVM^ε variants obtain sublinear maintenance time for counting versions of Loomis-Whitney, 4-cycle, and 4-path.

Ongoing Work

- Characterization of the class of conjunctive count queries that admit sublinear maintenance time
- Implementation of IVM^ε on top of DB-Toaster

Details in arxiv.org:

Ahmet Kara, Hung Q. Ngo, Milos Nikolic, Dan Olteanu, and Haozhe Zhang.
Counting triangles under updates in worst-case optimal time.

<http://arxiv.org/abs/1804.02780>.

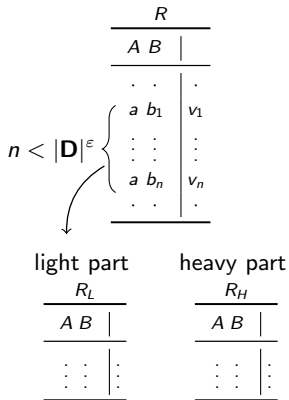
Quick Look inside IVM^ϵ

Partition R into

- a light part

$$R_L = \{t \in R \mid |\sigma_{A=t.A}| < |\mathbf{D}|^\epsilon\},$$

- a heavy part $R_H = R \setminus R_L$.



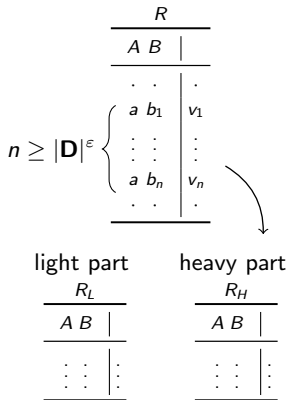
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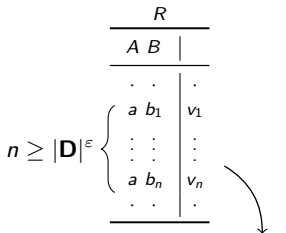
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Partition R into

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$$R_L = \{t \in R \mid |\sigma_{A=t.A}| < |\mathbf{D}|^\epsilon\},$$

- a heavy part $R_H = R \setminus R_L$.



light part

R_L	
A	B
\vdots	\vdots

heavy part

R_H	
A	B
\vdots	\vdots

Derived Bounds

- for all A -values a :

$$|\sigma_{A=a} R_L| < |\mathbf{D}|^\epsilon$$

- $|\pi_A R_H| \leq |\mathbf{D}|^{1-\epsilon}$

Likewise, partition

- $S = S_L \cup S_H$ based on B ,
- $T = T_L \cup T_H$ based on C .

Adaptive Maintenance Strategy

- Rewrite the triangle count query into a sum of skew-aware queries:

$$\sum_{a,b,c} R(a,b) \cdot S(b,c) \cdot T(c,a) = \sum_{U,V,W \in \{L,H\}} \sum_{a,b,c} R_U(a,b) \cdot S_V(b,c) \cdot T_W(c,a)$$

- Maintain different skew-aware queries using different strategies

Computation of the difference	Computation time
$\sum_{a,b,c} R_*(a,b) \cdot S_L(b,c) \cdot T_L(c,a)$ $\delta R_*(a',b') \cdot \sum_c S_L(b',c) \cdot T_L(c,a')$	$\mathcal{O}(\mathbf{D} ^\varepsilon)$
$\sum_{a,b,c} R_*(a,b) \cdot S_H(b,c) \cdot T_H(c,a)$ $\delta R_*(a',b') \cdot \sum_c S_H(b',c) \cdot T_H(c,a')$	$\mathcal{O}(\mathbf{D} ^{1-\varepsilon})$
$\sum_{a,b,c} R_*(a,b) \cdot S_H(b,c) \cdot T_L(c,a)$ $\delta R_*(a',b') \cdot \underbrace{S_H(b',c) \cdot T_L(c,a')}_{V_{ST}(b',a')}$	$\mathcal{O}(1)$