

# Efficient Provenance-Aware Querying of Graph Databases with Datalog

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# Provenance Annotations

**Provenance annotations** provide **additional information** within a database to gain more information about query results.

These annotations are **propagated** to query results and can be used for example to:

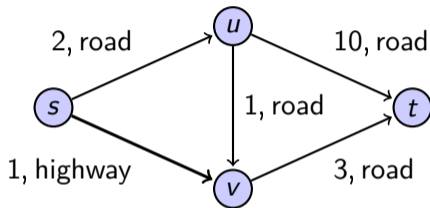
- determine **how** the result has been **computed**;
- understand how it would **reacts** to **slight changes** in the initial database;
- perform **computations** alongside query evaluation.

# Semiring-Based Provenance

A strong **mathematical foundation** is to choose provenance annotations to be elements of a **semiring** (Green et al., 2007).

Semirings are a well-suited model for **operations** (e.g., choices and sequences) carried along in **computations**.

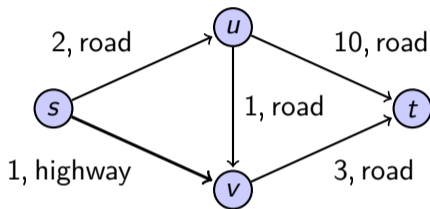
## Working Example (Tropical Semiring)



These integers represent **time to move** between two vertices.

What is the **minimum travel time** between  $s$  and  $t$ ?

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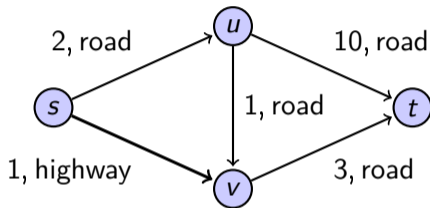


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What is the **minimum travel time** between  $s$  and  $t$ ?

And now, if we only consider paths **avoiding highways**?

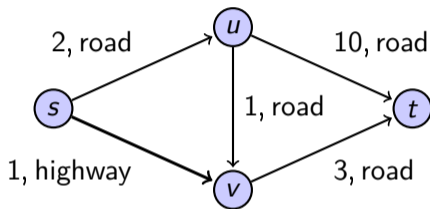
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What is the **total number of paths** between  $s$  and  $t$ ?

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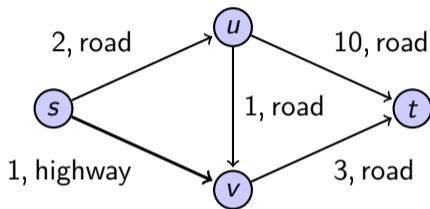


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## Working Example (Top-2 Semiring)

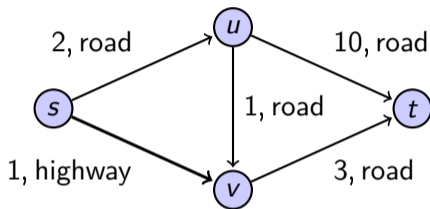


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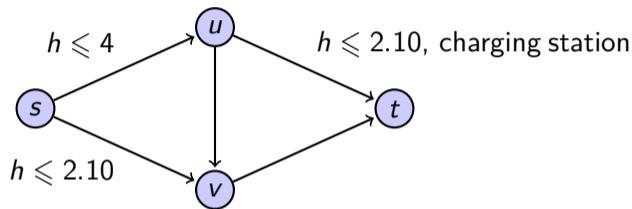


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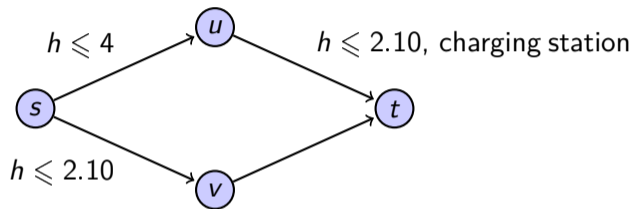
## Working Example ( $k$ -feature Semiring)



There exists a path from  $s$  to  $t$  going through a **charging station**.

There exists another one allowing **3m high vehicles** to reach  $t$ .

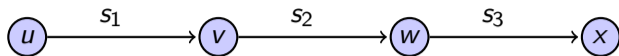
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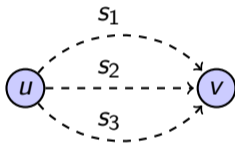
There **does not exist** one permitting **3m high vehicles** to reach  $t$ .

## Algebraic Foundations – Operators $\oplus$ and $\otimes$



$\otimes$ -associativity:  $s_1 \otimes s_2 \otimes s_3 := (s_1 \otimes s_2) \otimes s_3 = s_1 \otimes (s_2 \otimes s_3)$

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$\oplus$ -commutativity:  $s_1 \oplus s_2 = s_2 \oplus s_1$

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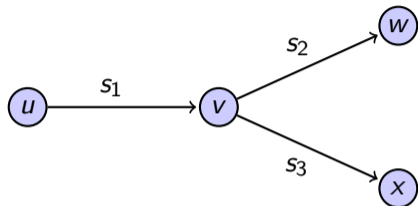
$u$

$v$

$v$

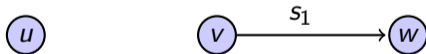
neutral  $\oplus$  element:  $\oplus_{\emptyset} := \bar{0}$     neutral  $\otimes$  element:  $\otimes_{\emptyset} := \bar{1}$

## Algebraic Foundations – Mixing both Operators



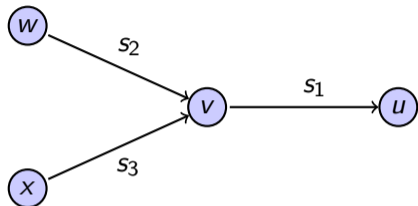
$\otimes$  distributivity over  $\oplus$ :  $s_1 \otimes (s_2 \oplus s_3) = (s_1 \otimes s_2) \oplus (s_1 \otimes s_3)$

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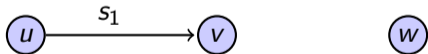
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$\bar{0}$  annihilates  $\otimes$ :  $s_1 \otimes \bar{0} = \bar{0}$

## Semirings – Basic Properties

Some semirings may satisfy **additional properties**:

- **commutativity**: for all  $a, b \in S$ ,  $a \otimes b = b \otimes a$ ;
- **0-closed, bounded**: for all  $a \in S$ ,  $1 \oplus a = 1$ ;
- **pre-order**:  $a \sqsubseteq_S b := \exists h \in S, a \oplus h = b$ :
  - **smallest element**: for all  $a \in S$ ,  $\bar{0} \sqsubseteq_S a$ ;
  - **monotonicity**:  $a \sqsubseteq_S b \implies a \oplus c \sqsubseteq_S b \oplus c \wedge a \otimes c \sqsubseteq_S b \otimes c$ .
- when  $\sqsubseteq_S$  is a **partial order** it is called the **natural order**  $\leq_S$ :
  - **0-closed** implies  $\leq_S$  is a **partial order**;
  - a semiring **need not** be **0-closed** to be **naturally ordered**.

## Semirings – Examples

- Tropical semiring  $(\min, +)$ :  
→ 0-closed, commutative,  $\leq_S = \text{rev}(\leq_{\mathbb{N}})$  is total.
- Counting semiring  $(+, \times)$ :  
→ commutative,  $\leq_S = \leq_{\mathbb{N}}$  is total.
- Top- $k$  (distinct) semiring  $(\min^k, +^k)$ :  
→  $k$ -closed, (idempotent), commutative,  $\leq_S$  is partial.
- $k$ -feature semiring  $(\min^k, \max^k)$ :  
→ 0-closed, commutative,  $\leq_S$  is a lattice order.



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Provenance Model for Graph Databases

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Conclusion

## Definition of the Model

### Definition (Graph database)

A *graph database*  $G$  over  $\Sigma$  is a pair  $(V, E)$ .  $V$  finite set of node ids.

An edge in  $G$  is a triple  $(v, a, v') \in V \times \Sigma \times V$ , whose interpretation is an  $a$ -labeled edge from  $v$  to  $v'$  in  $G$ .

### Definition (Graph database with provenance indication)

A *graph database with provenance indication*  $(V, E, w)$  over  $S$  is a graph database  $(V, E)$  together with a *weight function*,  $w: E \rightarrow S$  for  $(S, \oplus, \otimes, \bar{0}, \bar{1})$  a semiring.

## Weighted Sets of Paths

- Extend the weight function  $w$  to paths:  $w[\pi] := \bigotimes_{i=1}^k w[e_i]$ .
- And further to any finite set of paths:

$$w\left[\bigcup_{i=1}^n \pi_i\right] := \bigoplus_{i=1}^n w[\pi_i].$$

- Denote by  $\rho(e)$  the label of an edge  $e \in E$ .
- Extend labels to paths,  $\rho(\pi) \in \Sigma^*$ :

$$\rho(\pi) = \rho(e_1)\rho(e_2)\cdots\rho(e_{k-1})\rho(e_k).$$

## Dijkstra for Provenance (Ramusat et al., 2021)

- When the semiring is **0-closed** and the natural order is **total**, possible to compute the provenance using **Dijkstra algorithm**: maintain a priority queue of nodes encountered but not yet processed, ordered according to the natural order of the provenance expression computed so far for that node.
- When the semiring is **0-closed** and the order is not necessarily total but a **lattice order** of finite dimension, possible to apply Dijkstra on each dimension of the lattice.

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# Motivations

We leverage these three facts:

- Datalog is a **very expressive** framework for expressing queries;
- **very rich literature** around Datalog and Datalog provenance;
- some **practical systems** are built on top of Datalog;

→ to obtain **new** (and **better!**) **effective solutions** to **practical scenarios** (i.e., real transportation networks over large areas);

→ to process queries that **go beyond** the **simple class of RPQs**.

## Best-First Method

We adapt the **generalization** of DIJKSTRA's algorithm to the *grammar problem* due to Knuth (1977).

This permits to compute Datalog provenance over **0-closed semirings** having a **total natural order**.

DIJKSTRA is a **subcase**, corresponding to right (or left) **linear** Datalog programs.



## Extending the Semi-Naïve Evaluation Strategy

But... how do we get an **efficient** implementation?

- consider each instantiation of a rule **only once**, when all the premises are provenance annotated:
  - **update** the tentative provenance for the head, in the **priority queue**,
  - if the head was **already** in the IDB, it had a **better** annotation!
- only consider **mutually recursive predicates** to mitigate the load of the priority queue.

We basically apply the **semi-naïve evaluation strategy**, with a **small twist!**

## Overview of SOUFFLÉ (Scholz et al., 2016)

SOUFFLÉ is a *logic programming language* based on Datalog.

Designed to perform **efficient synthesis** of static program analysis specifications, employing Datalog as a **domain specific language**.

SOUFFLÉ's **relevant features** for us:

- competes with **hand-written** specifications for static program analysis;
- does not restrict to a specific **target application**;
- comes along with its **own optimized data structures**;
- possesses an (*informational*) **provenance evaluation strategy** for debugging (Zhao et al., 2020).

# Introducing SOUFFLÉ-PROV

We implement the **best-first method**, adapting SOUFFLÉ's **semi-naïve evaluation strategy** powered by its efficient data structures, and set of optimizations.

→ **SOUFFLÉ-PROV** is to **SOUFFLÉ** what **PROVSQL** (Senellart et al., 2018) is to **POSTGRESQL**.

Key points:

- We **do not break** any of SOUFFLÉ's **optimizations!**
- The **lattice-theoretic approach is still applicable** in this context.

# Datalog Program for Transitive Closure

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**Algorithm 1** Transitive Closure (SOUFFLÉ syntax)

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- 1: **.decl** edge(s:number, t:number[, @prov:semiring value])
  - 2: **.decl** path(s:number, t:number[, @prov:semiring value])
  - 3: **.input** edge
  - 4: **.output** path
  - 5: path(x, y) :- edge(x, y).
  - 6: path(x, y) :- path(x, z), edge(z, y).
-

## Corresponding SOUFFLÉ RAM Program

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### Algorithm 2 RAM Program for Transitive Closure

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```
1: if  $\neg(\text{edge} = \emptyset)$  then  
2:   for  $t_0$  in  $\text{edge}$ : add  $(t_0.0, t_0.1)$  in  $\text{path}$   
3:   for  $t_0$  in  $\text{path}$ : add  $(t_0.0, t_0.1)$  in  $\delta\text{path}$   
4: loop  
5:   if  $\neg(\delta\text{path} = \emptyset) \wedge \neg(\text{edge} = \emptyset)$  then  
6:     for  $t_0$  in  $\delta\text{path}$  do  
7:       for  $t_1$  in  $\text{edge}$  on index  $t_1.0 = t_0.1$  do  
8:         if  $\neg(t_0.0, t_0.1) \in \text{path}$  then  
9:           add  $(t_0.0, t_0.1)$  in  $\text{path}'$   
10:   if  $\text{path}' = \emptyset$  then exit  
11:   for  $t_0$  in  $\text{path}'$ : add  $(t_0.0, t_0.1)$  in  $\text{path}$   
12:   swap  $\delta\text{path}$  with  $\text{path}'$   
13:   clear  $\text{path}$ 
```

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## Corresponding SOUFFLÉ-PROV RAM Program

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### Algorithm 3 RAM Program for Provenance-Aware Transitive Closure

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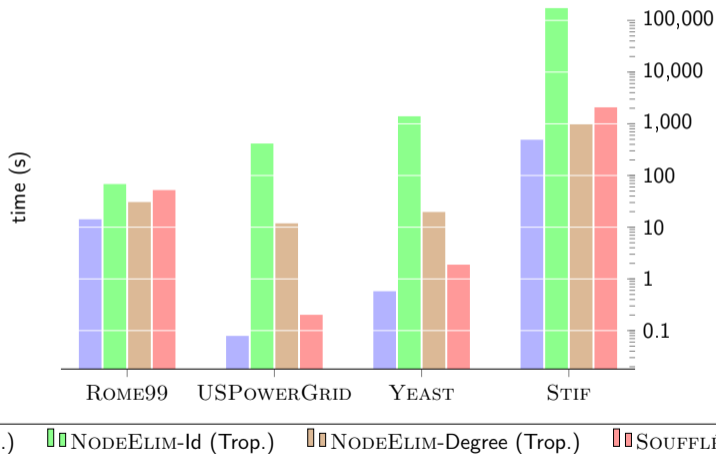
```
1: if  $\neg(\text{edge} = \emptyset)$  then
2:   for  $t_0$  in  $\text{edge}$ : update*  $(t_0.0, t_0.1, t_0.\text{prov})$  in  $\text{path}$ 
3:   for  $t_0$  in  $\text{path}$ : add  $(t_0.0, t_0.1, t_0.\text{prov})$  in  $\delta\text{path}$ 
4: loop
5:   if  $\neg(\delta\text{path} = \emptyset) \wedge \neg(\text{edge} = \emptyset)$  then
6:     for  $t_0$  in  $\delta\text{path}$  do
7:       for  $t_1$  in  $\text{edge}$  on index  $t_1.0 = t_0.1$  do
8:         if  $\neg(t_0.0, t_1.1, \perp) \in \text{path}$  then
9:           update  $(t_0.0, t_0.1, t_0.\text{prov} \otimes t_1.\text{prov})$  in  $\text{pq}$ 
10:   clear  $\delta\text{path}$ 
11:   If  $\text{pq}$  is empty then exit
12:   add  $\text{pq.top}()$  in  $\text{pq.top}().\text{relation}$  and in  $\text{pq.top}().\delta\text{relation}$ 
```

---

**pq** may contain tuples from **every mutually recursive predicate!**

# Computing All-Pairs Shortest Distances

Comparison between algorithms for **all-pairs shortest distances**:



# Efficiency for a Selection of Graph Patterns

## Patterns:

- $r(x, y) :- \text{path}(x, z)$
- $p_1(x, y, z) :- \text{edge}_a(x, y), \text{path}_b(y, z), \text{edge}_a(z, x)$
- $p_2(w, x, y, z) :- \text{path}_a(w, x), \text{path}_b(x, y), \text{path}_a(y, z)$
- $p_3(w, x, y, z) :- \text{path}_a(w, x), \text{edge}_b(x, y), \text{path}_a(y, z)$

For **relevant output DB sizes** (containing from **0.5M** to **20M tuples**):

- SOUFFLÉ-PROV is **2.8** to **3.6 times slower** than SOUFFLÉ,
- up-to **1M output tuples** processed **by seconds**.



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## In brief

- **Efficient** computation of provenance of graph databases is possible, for a **rich class of queries** (Datalog), and with a reasonable overhead

... as long as the provenance semiring is **0-closed**, and either **totally ordered** or a **lattice order** with low dimension

- **Perspectives:**
  - **Further optimizations:** getting as close as possible to the performance of standard Datalog Evaluation.
  - **Beyond 0-closed semirings:**  $k$ -closed semirings, locally closed semirings, etc.

**Thank you!**

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