

# An Overview of Reachability Indexes on Graphs

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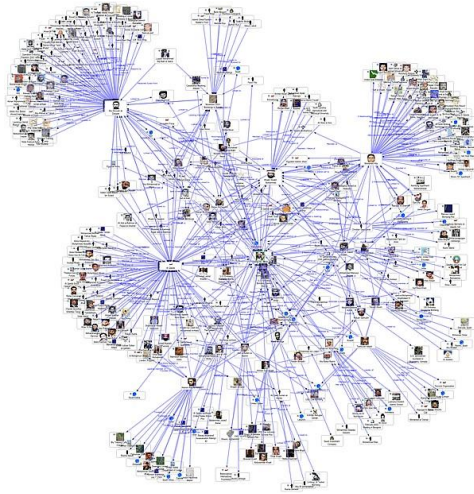
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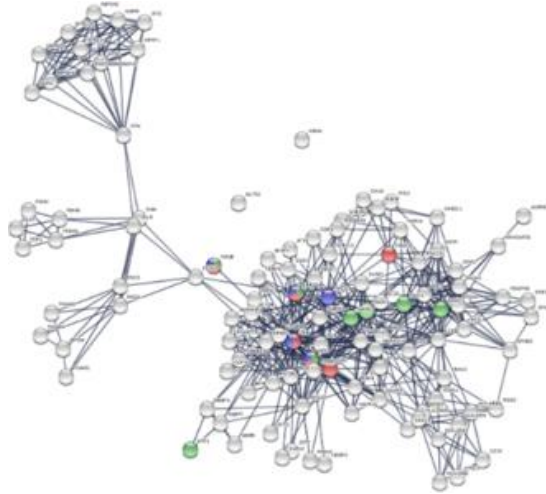


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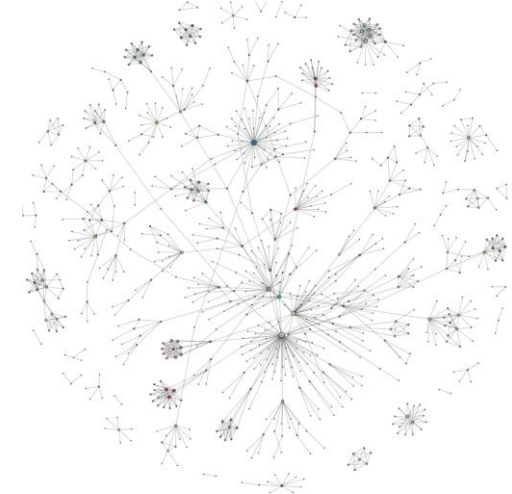




Social networks



Biological networks



Web graphs

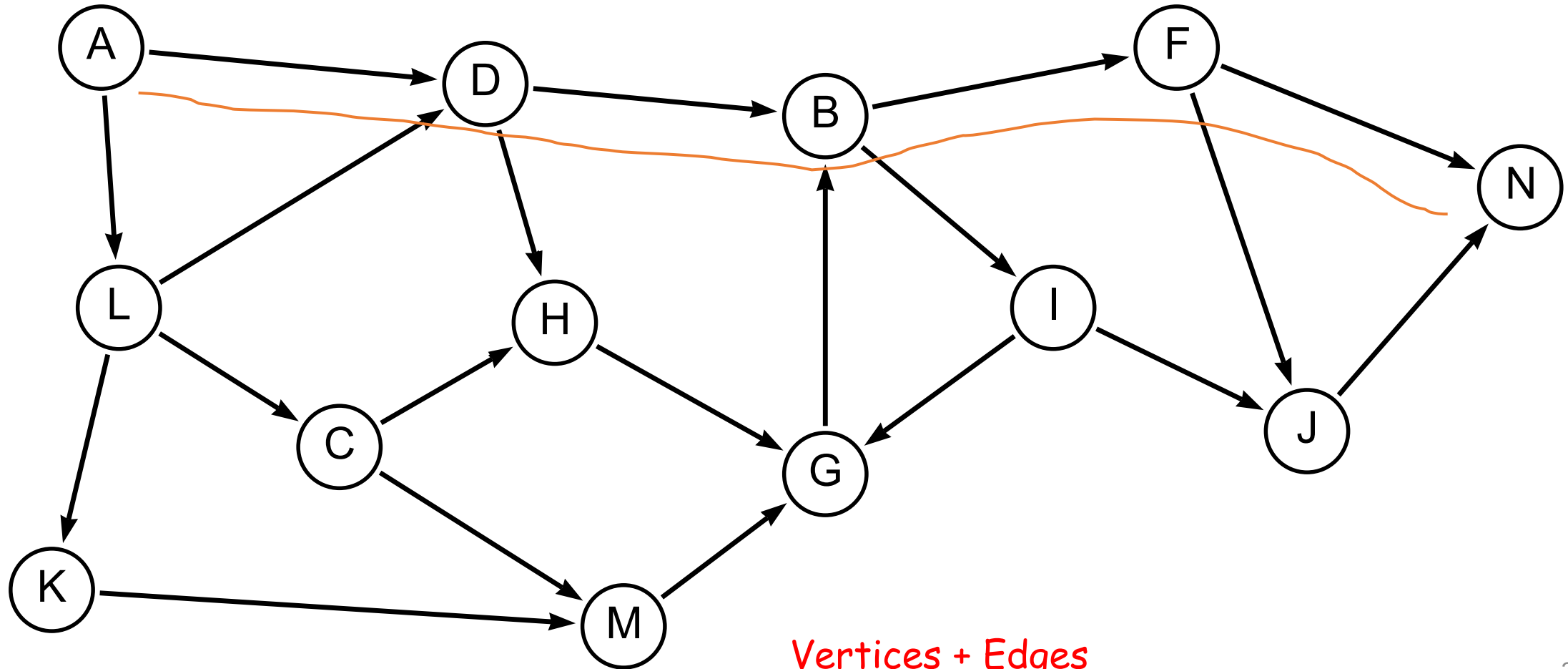
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# Graphs are everywhere

One of the fundamental graph processing operations [Sah20]: **Reachability Queries**

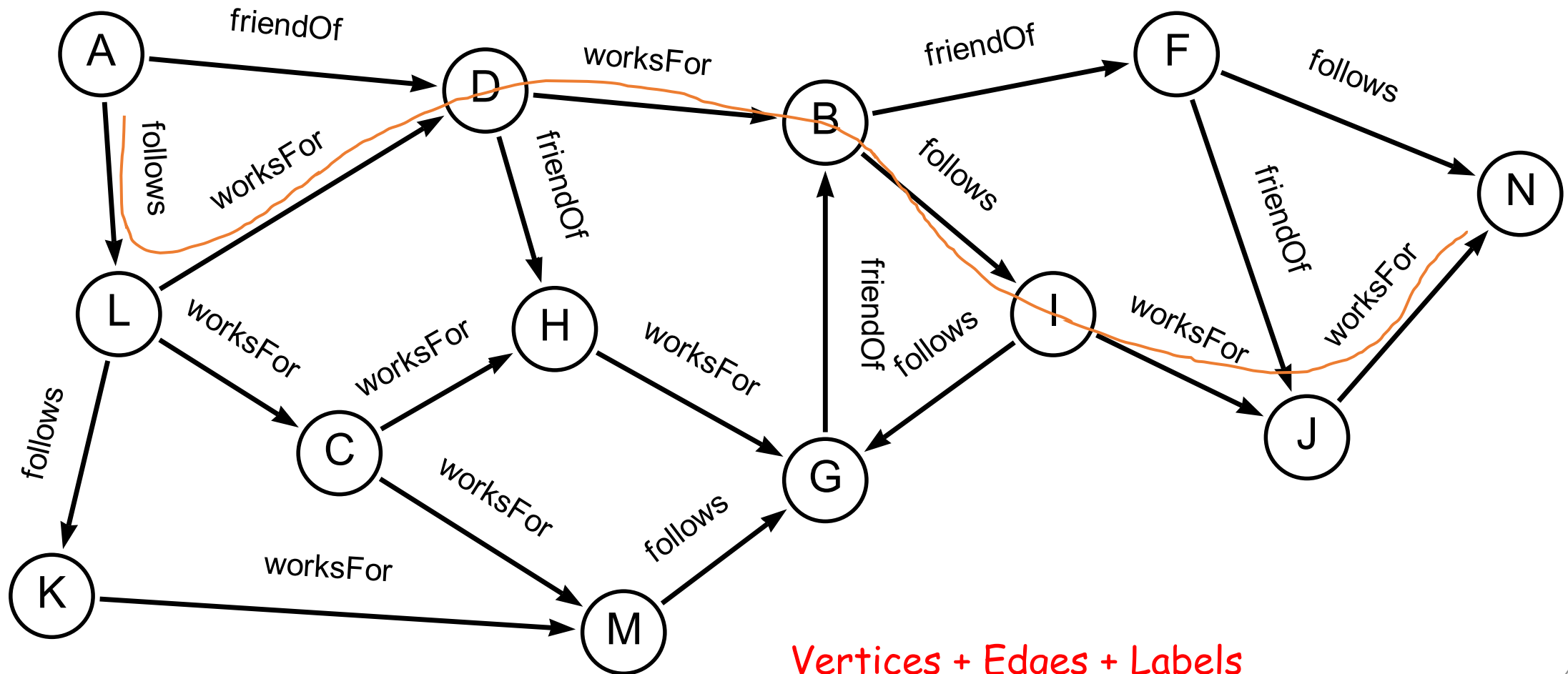
# Plain Graphs

Reachability Query:  $Q_r(A, N) = \text{True}$



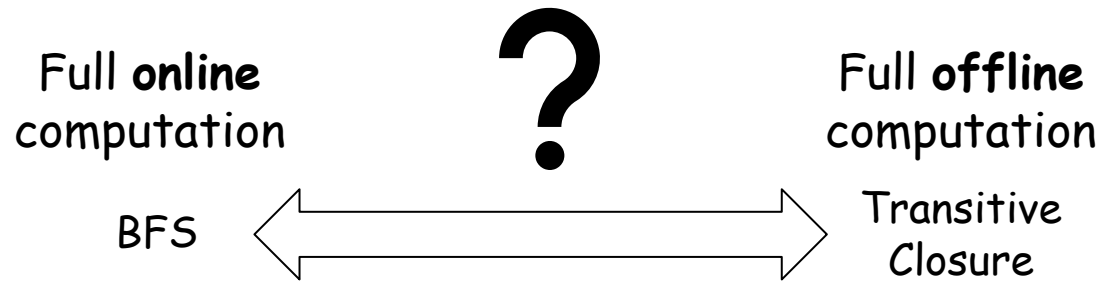
# Edge-Labeled Graphs

Reachability Query:  $Q_r(A, N, (follows \cup worksFor)^*) = True$



Vertices + Edges + Labels

# Reachability Indexes



Striking the balance between transitive closure and online traversal

- Two types of reachability indexes
  - Plain graphs: plain reachability indexes
  - Edge-labeled graphs: path-constrained reachability indexes

# Outline

1. Plain Reachability Indexes
  - a) Tree-Cover Indexes
  - b) 2-Hop Indexes
  - c) Approximated Transitive Closures
2. Path-Constrained Reachability Indexes
  - a) Indexes for Alternation-Based Queries
  - b) Indexes for Concatenation-Based Queries
3. Open Challenges

# Plain Reachability Indexes

Indexing technique	Framework	Index type	Input	Dynamic	References
Tree cover	Tree cover	Complete	DAG	No	[Agr89]
Tree+SSPI	Tree cover	Partial	DAG	No	[Che05]
Dual labeling	Tree cover	Complete	DAG	No	[Wan06]
GRIPP	Tree cover	Partial	General Graph	No	[Tri07]
Path-Tree	Tree cover	Complete	DAG	Yes	[Jin08,Jin11]
GRAIL	Tree cover	Partial	DAG	No	[Yil10]
Ferrari	Tree cover	Partial	DAG	No	[Seu13]
DAGGER	Tree cover	Partial	DAG	Yes	[Yil13]
<b>2-Hop</b>	2-Hop	Complete	General Graph	No	[Coh02]
Ralf et al.	2-Hop	Complete	General Graph	Yes	[Sch05]
3-Hop	2-Hop	Complete	DAG	No	[Jin09]
U2-Hop	2-Hop	Complete	DAG	Yes	[Bra10]
Path-Hop	2-Hop	Complete	DAG	No	[Cai10]
TFL	2-Hop	Complete	DAG	No	[Che13]
DL	2-Hop	Complete	General Graph	No	[Jin13]
PLL	2-Hop	Complete	General Graph	No	[Yan13]
TOL	2-Hop	Complete	DAG	Yes	[Zhu14]
DBL	2-Hop	Partial	General Graph	Yes	[Lyu21]
O'Reach	2-Hop	Partial	DAG	No	[Han21]
<b>IP</b>	Approximated TC	Partial	DAG	Yes	[Wei14,Wei18]
<b>BFL</b>	Approximated TC	Partial	DAG	No	[Su17]
HL	-	Complete	DAG	No	[Jin13]
Feline	-	Partial	DAG	No	[Vel14]
Preach	-	Partial	DAG	No	[Mer14]

Complete index: index-only query processing

Partial index: index-graph query processing

Three index frameworks:

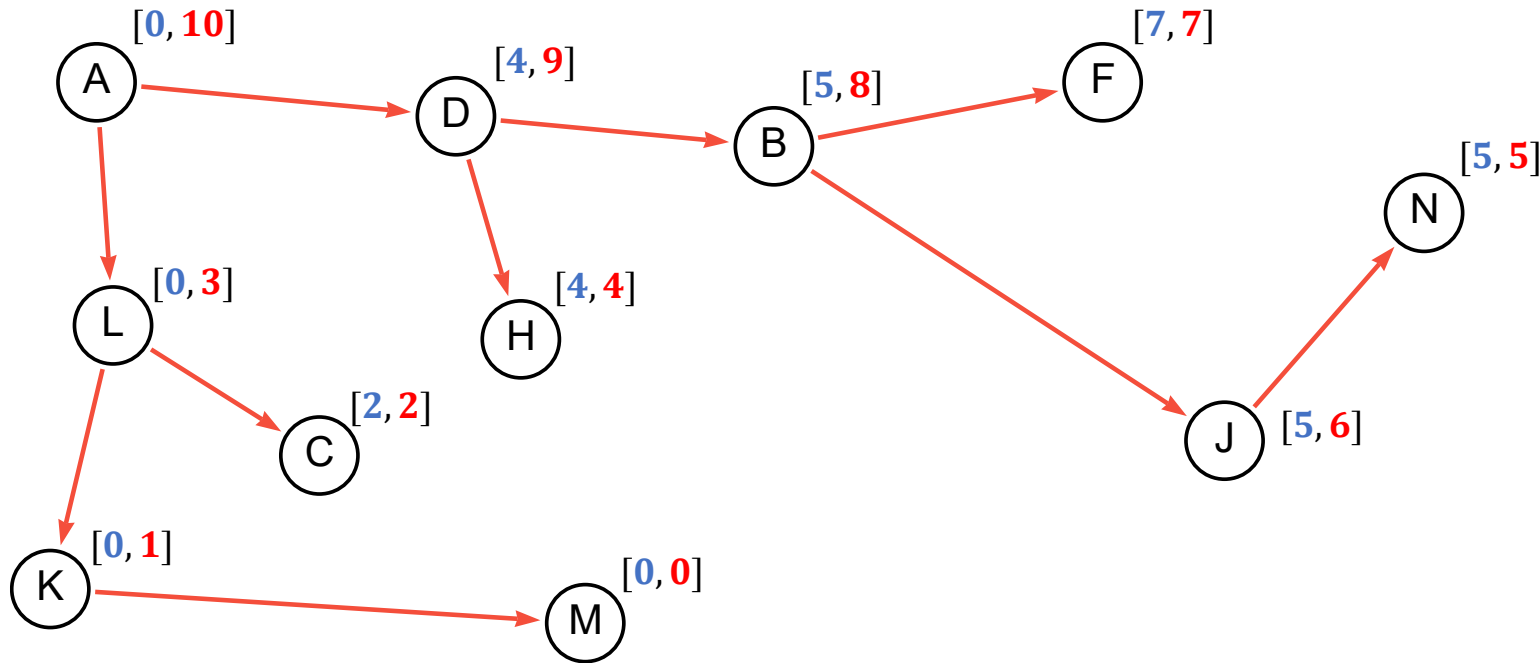
- Tree cover
- 2-Hop
- Approximated TC

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# Interval Labeling



$Q_r(A, J)$ : True

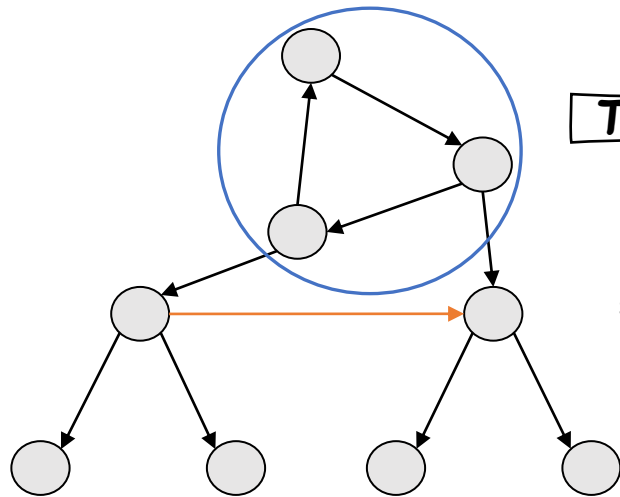
- $b_J \in \mathcal{L}_A$ , i.e.,  $[0, 10]$  contains 6

Assign an interval  $[a_v, b_v]$  to each vertex  $v$ , denoted as  $\mathcal{L}_v$

$a_v$ : The lowest postorder number of all the descendants of  $v$

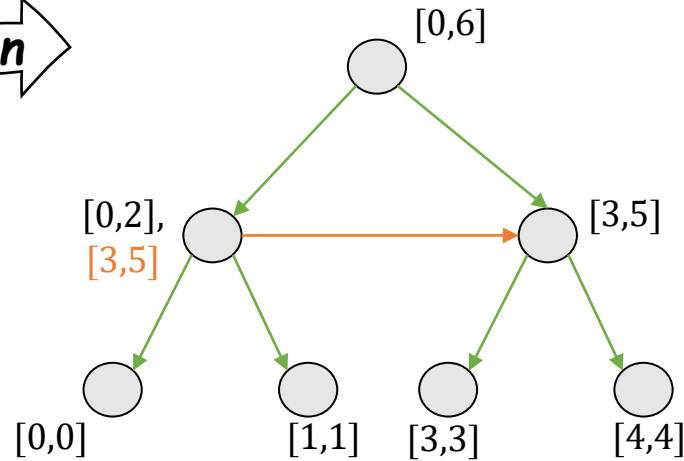
$b_v$ : Postorder number of  $v$

# Tree Cover Index



**Transformation**

Tarjan's Algorithm  
[Tar72] to compute  
strongly connected  
components



Reachability in DAG:

- Interval labeling for the **spanning trees** in a DAG
- **Inheriting intervals due to non-tree edges**

**Cyclic Graph**

**DAG**

[Tar72]

R. Tarjan. Depth-First Search and Linear Graph Algorithms. SIAM J. Comput. 1(2): 146-160 (1972)

[Agr89]

R. Agrawal et al. Efficient Management of Transitive Relationships in Large Data and Knowledge Bases. SIGMOD Conference 1989: 253-262

# Reducing the Number of Intervals

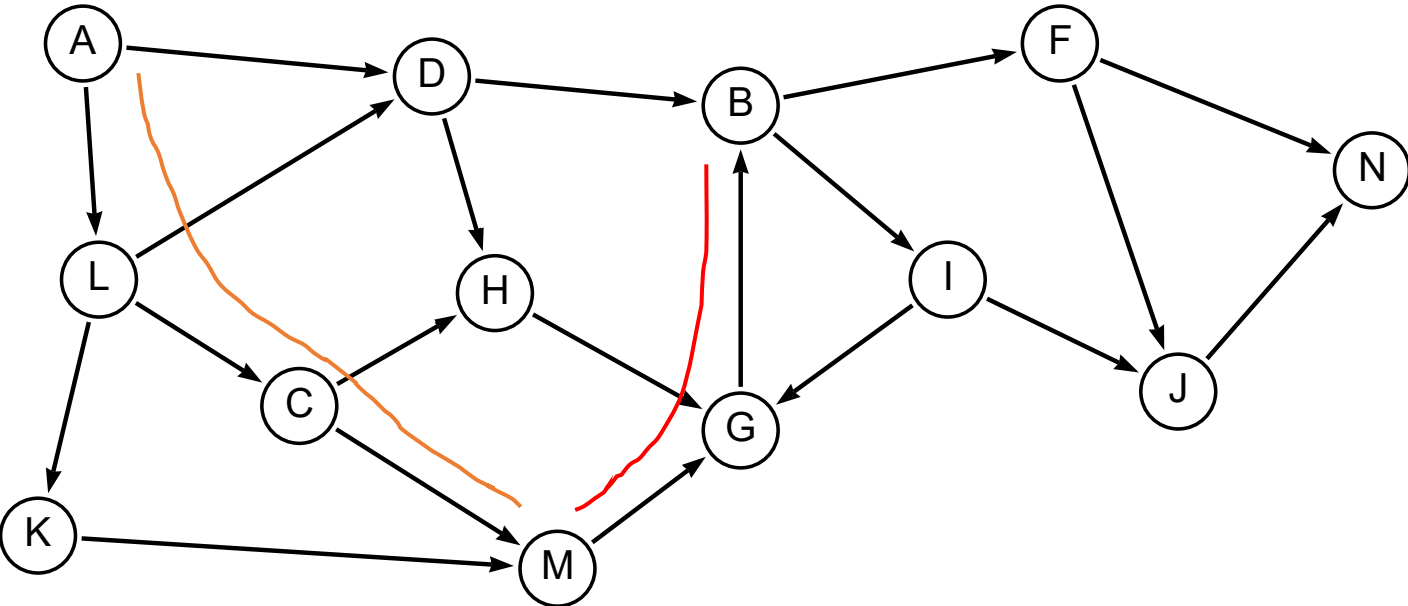
- Bottleneck of Tree-Cover index:
  - A large number of intervals due to non-tree edges
- Bounding the number of intervals
  - GRAIL [Yil10], and Ferrari [Seu13]
  - Partial indexes
  - Querying processing:
    - online search accelerated by leveraging the partial indexes

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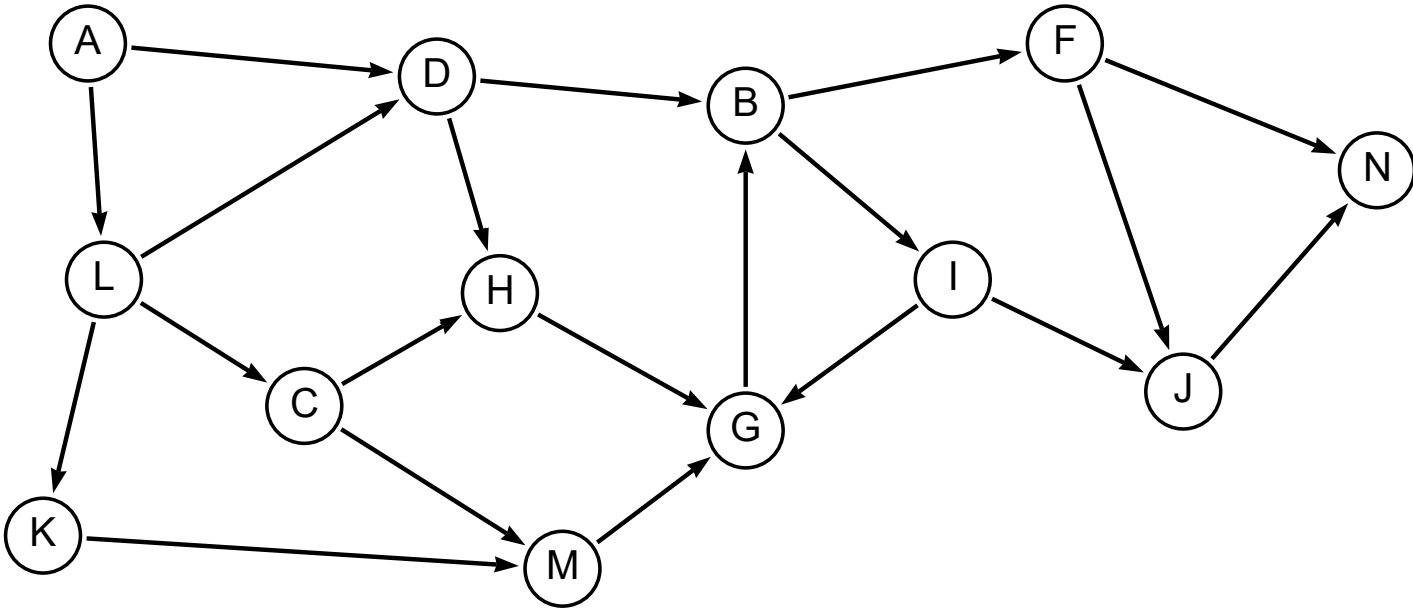
# 2-Hop Labeling

Assigning  $L(v) = (L_{in}(v), L_{out}(v))$  for each  $v$ , such that  
 $\forall u \in L_{in}(v), \exists$  a path from  $u$  to  $v$   
 $\forall w \in L_{out}(v), \exists$  a path from  $v$  to  $w$



$v$	$L_{in}(v)$	$L_{out}(v)$
<i>A</i>		<i>M, D, C, K</i>
<i>B</i>	<i>M, D, C, B</i>	
<i>C</i>		<i>M</i>
<i>D</i>		
<i>F</i>	<i>M, D, C, B</i>	<i>N</i>
<i>G</i>	<i>M, D, C, B</i>	<i>B</i>
<i>H</i>	<i>D, C</i>	<i>B, G</i>
<i>I</i>	<i>M, D, C, B</i>	<i>N, G</i>
<i>J</i>	<i>M, D, C, B, F, I</i>	<i>N</i>
<i>K</i>	<i>A</i>	<i>M</i>
<i>L</i>	<i>A</i>	<i>M, D, C, K</i>
<i>M</i>		
<i>N</i>	<i>M, D, C, B</i>	

# 2-Hop Labeling



Case 1:  $Q(L, M) = \text{True}$ ,  $M \in L_{out}(L)$

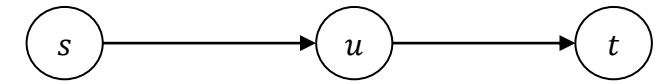
Case 2:  $Q(M, B) = \text{True}$ ,  $M \in L_{in}(B)$

Case 3:  $Q(A, N) = \text{True}$ ,  $L_{out}(A) \cap L_{in}(N) \neq \emptyset$

$v$	$L_{in}(v)$	$L_{out}(v)$
<i>A</i>		<i>M, D, C, K</i>
<i>B</i>	<i>M, D, C, B</i>	
<i>C</i>		<i>M</i>
<i>D</i>		
<i>F</i>	<i>M, D, C, B</i>	<i>N</i>
<i>G</i>	<i>M, D, C, B</i>	<i>B</i>
<i>H</i>	<i>D, C</i>	<i>B, G</i>
<i>I</i>	<i>M, D, C, B</i>	<i>N, G</i>
<i>J</i>	<i>M, D, C, B, F, I</i>	<i>N</i>
<i>K</i>	<i>A</i>	<i>M</i>
<i>L</i>	<i>A</i>	<i>M, D, C, K</i>
<i>M</i>		
<i>N</i>	<i>M, D, C, B</i>	

# Minimum 2-Hop Labeling

- Index size:  $\sum_{v \in V} |L_{in}(v)| + |L_{out}(v)|$
- **Minimum** 2-hop labeling: the index with the minimum index size
  - Intuition: maximally compress the transitive closure
- NP-hard problem [Coh02]
- Efficient heuristics for building 2-hop indexes
  - TFL [Che13], PLL [Aki13], DL [Jin13], and TOL [Zhu14]



Labeling 1

$v$	$L_{in}(v)$	$L_{out}(v)$
$s$		$u$
$u$		
$t$	$u$	

Smaller

Labeling 2

$v$	$L_{in}(v)$	$L_{out}(v)$
$s$		
$u$	$s$	$t$
$t$	$s$	

Larger

[Coh02]  
[Che13]  
[Jin13]  
[Aki13]  
[Zhu14]

E. Cohen et al. Reachability and distance queries via 2-hop labels. SODA 2002: 937-946  
 J. Cheng et al. TF-Label: a topological-folding labeling scheme for reachability querying in a large graph. SIGMOD Conference 2013: 193-204  
 R. Jin et al. Simple, Fast, and Scalable Reachability Oracle. Proc. VLDB Endow. 6(14): 1978-1989 (2013)  
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 A. Zhu et al. Reachability queries on large dynamic graphs: a total order approach. SIGMOD Conference 2014: 1323-1334

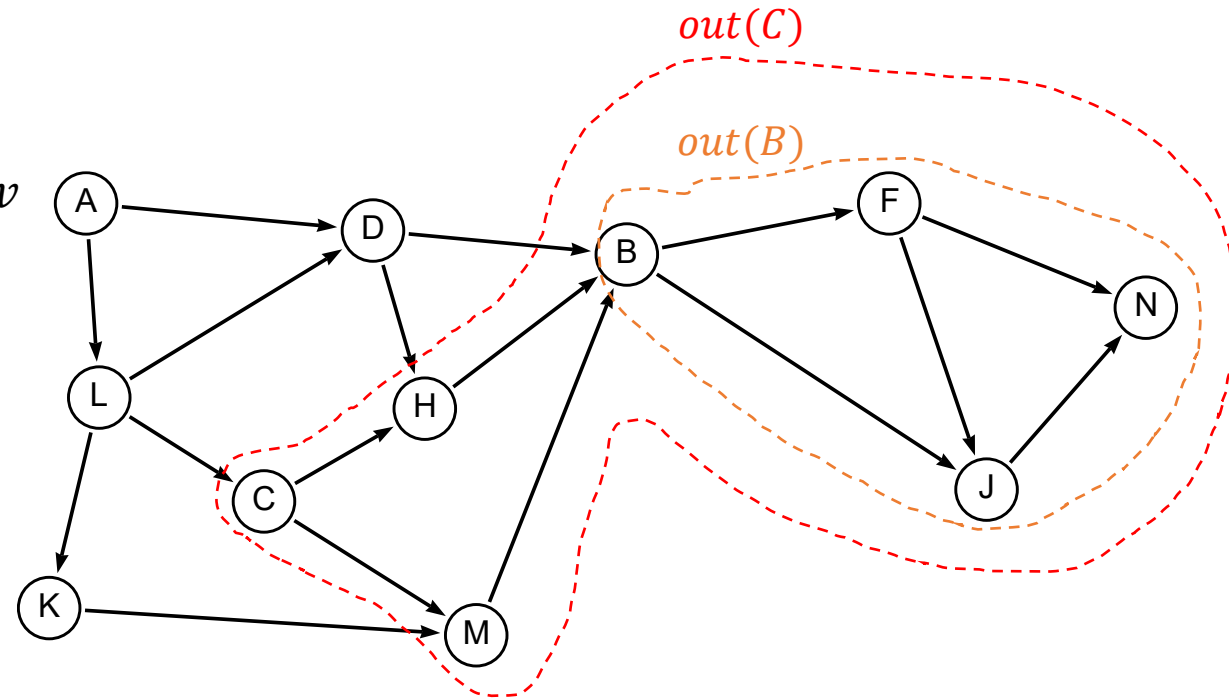
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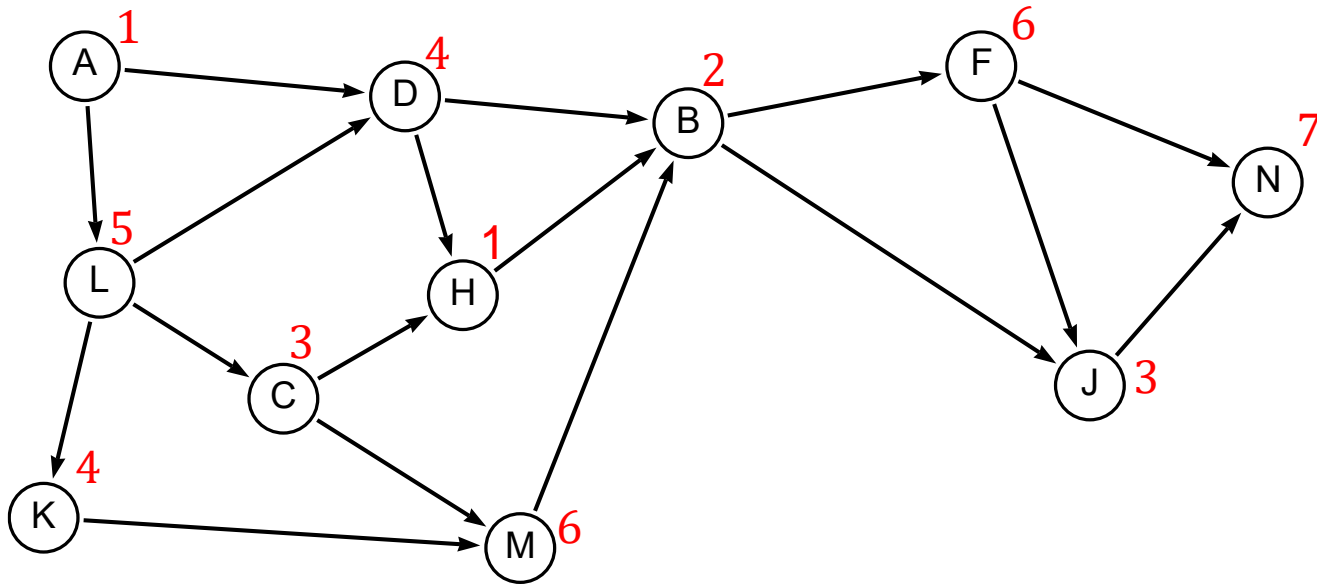


# Rethinking of Transitive Closures

- $out(v)$ :
  - $v$  and all the vertices that are reachable from  $v$
- **Observation:**
  - If  $v$  is reachable from  $u$ ,  $out(v) \subseteq out(u)$
  - Example:  $B$  is reachable from  $C$
- **Contrapositive condition:**
  - If  $out(v) \not\subseteq out(u)$ ,  $v$  is not reachable from  $u$
- Computing approximate  $out(v)$ :
  - K-min-wise independent permutation: IP [Wei14]
  - Bloom filter: BFL [Su17]



# BFL



- $Q_r(B, C)$ :
  - Index lookup:  $out(C) \not\subseteq out(B)$ , thus immediately return False
- $Q_r(D, M)$ :
  - Index lookup:  $out(M) \subseteq out(D)$  and  $in(D) \subseteq out(M)$ , thus perform guided DFS from  $D$
  - None of the out-neighbors of  $D$  can reach  $M$ , return False

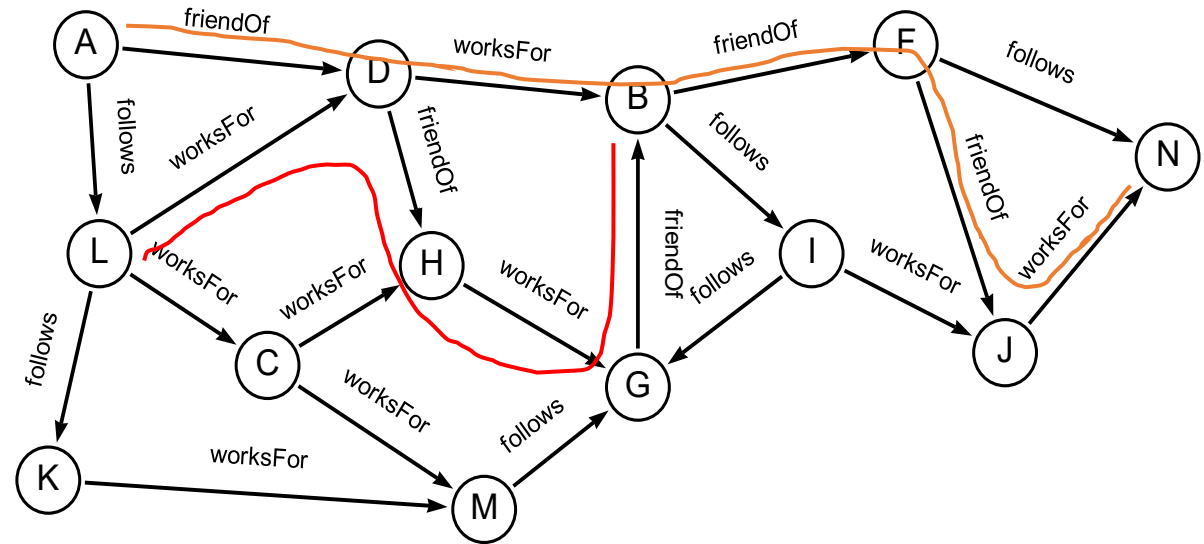
$v$	$in(v)$	$out(v)$
A	{1}	{1,2,3,4,5,6,7}
B	{1,2,3,4,5,6}	{2,3,6,7}
C	{1,3,5}	{1,2,3,6,7}
D	{1,4,5}	{1,2,3,4,6,7}
F	{1,2,3,4,5,6}	{6,3,7}
H	{1,3,4,5}	{1,2,3,6,7}
J	{1,2,3,4,5,6}	{3,7}
K	{1,4,5}	{2,3,4,6,7}
L	{1,5}	{1,2,3,4,5,6,7}
M	{1,3,4,5,6}	{2,3,6,7}
N	{1,2,3,4,5,6,7}	{7}

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# Path-Constrained Reachability Queries

- $Q_r(s, t, \alpha), \alpha = (l_1 \cup \dots \cup l_k)^*$ 
  - **Alternation**-based reachability
  - E.g.,  $Q_r(A, N, (\text{worksFor} \cup \text{friendOf})^*) = \text{True}$
- $Q_r(s, t, \alpha), \alpha = (l_1 \cdot \dots \cdot l_k)^*$ 
  - **Concatenation**-based reachability
  - E.g.,  $Q_r(L, B, (\text{worksFor} \cdot \text{friendOf})^*) = \text{True}$
- Indexes are specifically designed for each type

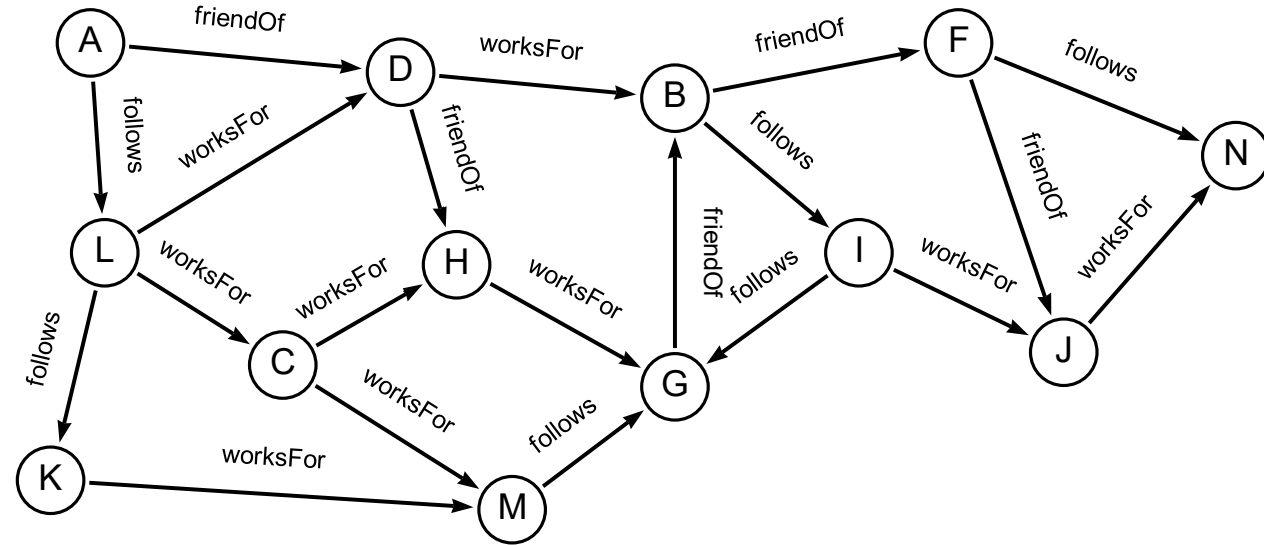


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# Sufficient Path-Label Sets (SPLS)

- Two path-label sets from  $L$  to  $M$ 
  - $\{worksFor, follows\}$
  - $\{worksFor\}$
- $\{worksFor, follows\}$  is redundant
  - $\{worksFor\} \subset \{worksFor, follows\}$
- SPLSs are minimal sets of all path-label sets from a source to a target



# Indexes for Alternation-Based Reachability

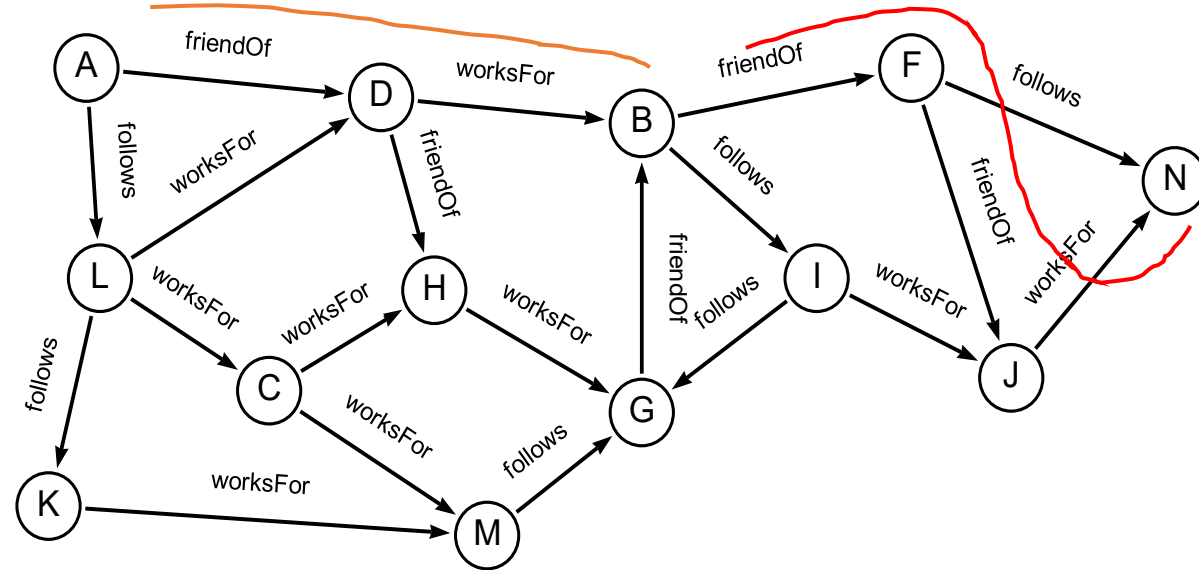
Indexing technique	Framework	Index type	Input	Dynamic	References
Jin et al.	Tree cover	Complete	General Graph	No	[Jin10]
Chen et al.	Tree cover	Complete	General Graph	No	[Che21]
Zou et al.	Generalized TC	Complete	General Graph	Yes	[Xu11,Zou14]
Landmark index	Generalized TC	Partial	General Graph	No	[Val17]
P2H+	2-Hop	Complete	General Graph	No	[Pen20]
DLCR	2-Hop	Complete	General Graph	Yes	[Che22]

Three index frameworks:

- *Tree cover*
- *Generalized TC*
- *2-Hop*

# Label-Constrained 2-Hop Labeling

- Intuition of P2H+:
  - Plain reachability is transitive
  - SPLSs are transitive
  - Adding SPLSs into the 2-hop labeling
- $Q_r(A, N, (worksFor \cup friendOf)^*)$ :
  - Plain reachability:
    - *A can reach B*
    - *B can reach N*
  - Path constraints:
    - SPLSs from *A* to *B* contains  $\{worksFor, friendOf\}$
    - SPLSs from *B* to *N* contains  $\{worksFor, friendOf\}$
  - Thus, the answer is True

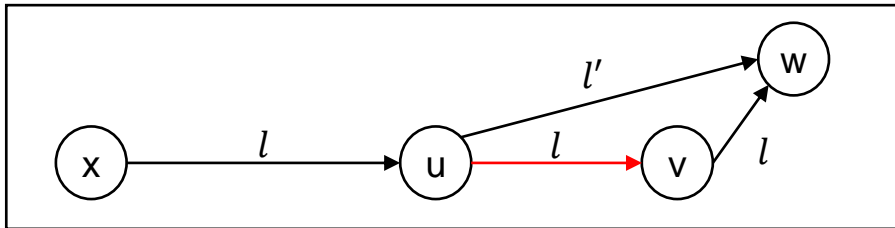




# Dynamic Label Constrained Reachability

- DLCR: an extension of P2H+ to dynamic graphs

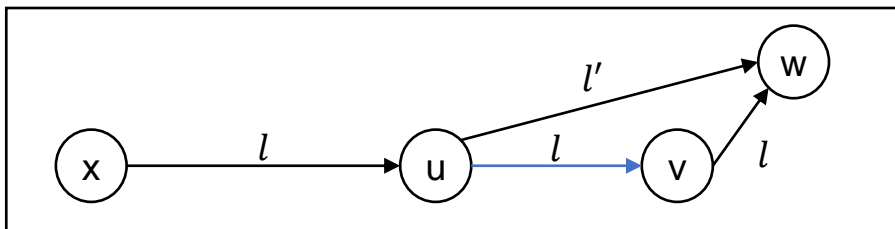
- **Inserting**  $(u, v)$  with label  $l$  in DLCR:



**Inserting** the reachability from  $x$  to  $v$

Deleting the **redundant** reachability from  $x$  to  $v$  with  $\{l, l'\}$

- **Deleting**  $(u, v)$  with label  $l$  in DLCR:



**Deleting** the reachability from  $x$  to  $v$

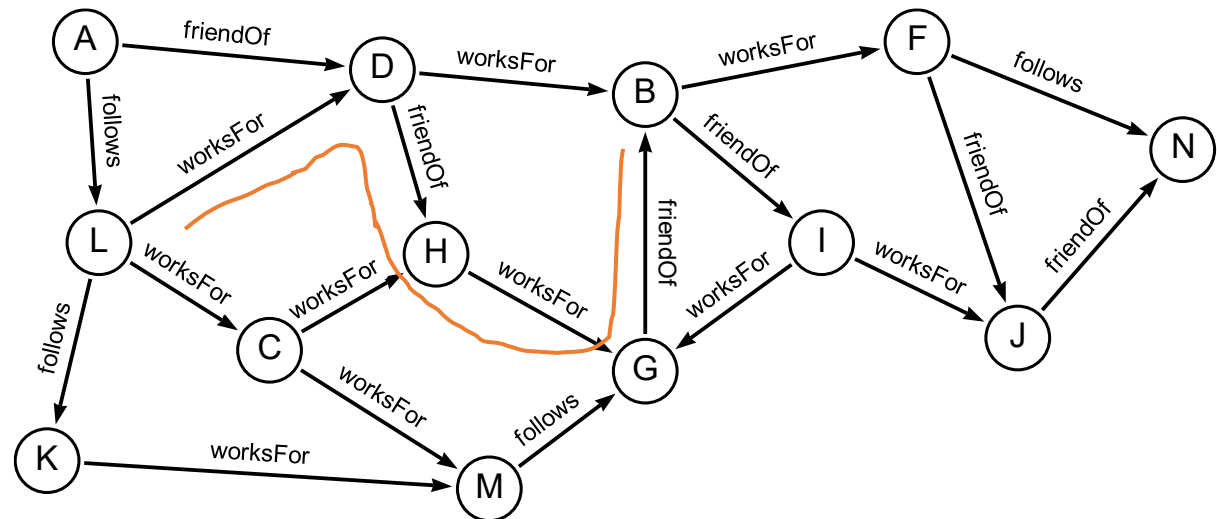
Inserting the **pruned** reachability from  $x$  to  $v$  with  $\{l, l'\}$

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# Minimum Repeats

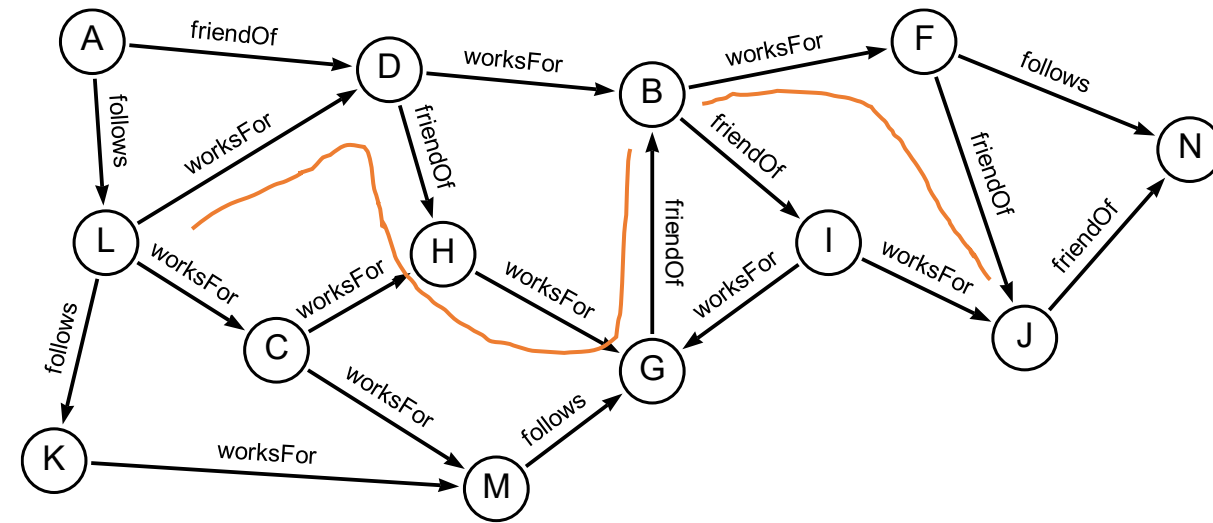
- Efficiently store path-label sequences
  - Minimum repeats of path-label sequences
- Example:
  - Path:  $(L, worksFor, D, friendOf, H, worksFor, G, friendOf, B)$
  - Minimum repeat:  $(worksFor, friendOf)$



# RLC Index

RLC Index ( $k \leq 2$ )  
(incomplete view)

$v$	$L_{in}(v)$	$L_{out}(v)$
A	...	(B, (friendOf, worksFor)), ...
B	...	...
C	...	(G, (worksFor)), ...
D	...	(B, (worksFor)), ...
F	...	...
G	(B, (friendOf, worksFor)), ...	(B, (friendOf)), ...
H	(L, (worksFor)), ...	(B, (worksFor, friendOf)), ...
I	...	(B, (worksFor, friendOf)), ...
J	(B, (worksFor, friendOf)), (B, (friendOf, worksFor)), ...	...
K	...	...
L	...	(B, (worksFor, friendOf)), (B, (worksFor)), ...
M	(L, (follows, worksFor)), ...	(B, (follows, friendOf)), ...
N	(B, (worksFor, follows)), ...	...



Example:

- $Q_r(L, J, \alpha)$ ,  $\alpha = (\text{worksFor} \cdot \text{friendOf})^*$ 
  - $(B, (\text{worksFor}, \text{friendOf})) \in L_{out}(L)$
  - $(B, (\text{worksFor}, \text{friendOf})) \in L_{in}(J)$
  - True

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# An Overview of Main Challenges

- Real-world graphs are
  - large, and
  - fully dynamic
- Plain reachability indexes
  - State-of-the-art indexes can be built efficiently on large graphs
  - Updating indexes is not efficient
- Path-constrained reachability indexes
  - Struggling with both scalability and index updates
  - Indexes for general types of path constraints

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