

KEL

Peter M. Kogge



KEL

Background

- **KEL** = Knowledge Engineering Language
- Developed by David Bayliss, Lexis Nexis Risk Solutions Chief Data Scientist
- Target: ***Large scale graph analytics on large distributed systems***
- Outgrowth of prior ECL language
 - Enterprise Control Language
 - Built for Big Data processing (Hadoop on steroids)
- KEL Lite available for free download:
<https://hpccsystems.com/download/free-modules/kel-lite>

KEL

2

Quote

- “KEL presumes that the user wants
- control over the logical data model, the analytic logic and the mathematics
- however, KEL also presumes that the user doesn't want to concern themselves with the details of
 - algorithm selection,
 - process construction,
 - the physical data model
 - or key building.”

KEL

3

KEL Properties

- Expresses graphs as tables
 - Vertices: Tables of **entities**
 - Edges: Tables of **associations**
- Both may have “Properties” – extra columns
- Declarative: specify what not how
- “Logic statements” specify properties of new subgraphs in Prolog-like combinations of old
- KEL tool chain creates parallel computation DAGs to pipeline data thru multiple steps

KEL

4

Statement Types

- Entity Declarations: vertex classes
- Association Declarations: edge classes
- Property Definitions: define values to be associated with entities/associations
 - Extra “columns” in table representation
- Model Definitions: subsets of properties
- Input/Output of graphs
- Assertion Statements: define new subgraphs
- Query statements

KEL

7

Defining Graph Classes

Name of a vertex class

entity_declaration → **(entity)** = ENTITY (*filetype(prop_list)* {, MODEL(*prop_list*) }?);
filetype → FLAT | XML | TEXT

A list of properties
and format for storage
on external file system

Name of a vertex class

association_declaration → **(association_class)** = ASSOCIATION
 (*filetype(entity_list)* {*prop_list*}?);
entity → *entity_classname*

Typically two entity classes:
source vertex type
destination vertex type

property → *datatype*? **(UID =)**? *prop_name* {= NULL(*value*?) }? *datafilefield*?
prop_name → *name* | *submodel*
submodel → *name*? \ {*prop_list*}

Unique ID: property of
a vertex class that uniquely
identifies a vertex

KEL

8

Inputting Graphs

use_declaration → **USE** *file_name*(*filetype*, *entity_list*)

**List of instance classes from which
data in this file will be derived**

Defines two classes of vertices and one class of edges

```
Actor := ENTITY( FLAT(UID=ActorID, Actor=ActorName) );  
Movie := ENTITY( FLAT(UID=MovieName, Title=MovieName) );  
Appearance := ASSOCIATION( FLAT(Actor Who, Movie What) );  
USE IMDB.File_Actors(FLAT, Actor, Movie, Appearance);
```

**Take the data from the IMBD database and extract from each row
entries for Actor, entrics for Movie, and edges between them**

KEL

9

Assertion Statements

assertion → (*scope*:)? *predicate_list* => *production_list*

scope → **GLOBAL** | *entity*

production → *entity*(*argument_list*) **Asserts new vertex**

Asserts property

production → *propertyname* := *expression* **must have some value**

- Predicate is a boolean expression over properties of vertices or edges
- Assertion defines logical relationships that a graph should have
 - If all **predicates** in predicate list are true,
 - then so must all **productions**
 - Even if that requires modifying graphs
- Predicates & productions use Pattern Variables as place-holders for values in actual entries

KEL

10

Example of Assertions And Pattern Variables

If someone has a Parent edge to someone else

Then there must also be an Ancestor edge

GLOBAL : *Parent*(#1, #2) => *Ancestor*(#1, #2);

**GLOBAL : *Ancestor*(#1, #someone), *Ancestor*(#someone, #3)
=> *Ancestor*(#1, #3);**

If someone is and ancestor of someone who is an ancestor of a 3rd person

Then the 1st person is an ancestor of the 3rd

KEL

11

Aggregates

- Using "\$" as postfix on property in expressionsignals that some function to be applied to all matching entries
- E.g. \$max, \$min, \$ave

KEL

12

Samples of Queries

query → QUERY : *queryname*{(*argument_list*)}? <= *output_expression_list*;
output_expression → *entity* {(*filter_list*)}? {\{*projection_list*\}}?

QUERY : *AboveAveIncome* <= *Person*(*income* >= *income*\$*Ave*)

QUERY : *HighestIncome* <= *Person*(*income* = *income*\$[^]*Ave*)

KEL

13

Sample Code: Jaccard

```

Persons := ENTITY(...Integer MyNeighbors, ...);
Addresses := ENTITY(...);
ResidesAt := ASSOCIATION(FLAT, Persons, Addresses);
Gamma := ASSOCIATION(FLAT, Persons, Persons, Jaccard);
Persons := => MyNeighbors = COUNT(ResidesAt);
GLOBAL : ResidesAt(#1, #3), ResidesAt(#2, #3)
=> {Gamma} #1, #2; COUNT(#3);
|/(#1.MyNeighbors + #2.MyNeighbors - COUNT(#3));

```

MyNeighbors property is
out-degree of edge type
ResidesAt

Gamma edge is defined to be
between two Persons, with
property =Jaccard coefficient

KEL

14

Execution Model

- Create DAG of Program – Bottom Up
- Start with entities needed by Query
- Id all statements that define instances of those entities
- Repeat up until the top
- ID USE statements that provide the data
- Create program that
 - Spreads USE data across all nodes
 - Streams that data thru DAG in parallel & pipelined
 - Save new graphs needed by QUERYS