

Triple Stores

What is a triple store?

- A database for RDF triples
- Can ingest RDF in a variety of formats
- Supports a query language
 - SPARQL is the W3C recommendation
 - Other RDF query languages exist (e.g., RDQL)
 - Might or might not do inferencing
- Triples stored in memory in a persistent backend
- Persistence provided by a relational DBMS (e.g., mySQL) or a custom DB for efficiency.

Architectures

- Can be divided into several categories: *In-memory, Native store, Non-native store*
- In memory: RDF Graph is stored as triples in main memory
- Native store: Persistent storage systems with custom DBs, e.g.: JENA TDB, Sesame Native, Virtuoso, AllegroGraph, Oracle 11g
- Non-Native store: Persistent storage systems set-up to run on third party DBs, e.g., Jena SDB using mysql or postgres

Architecture trade-offs

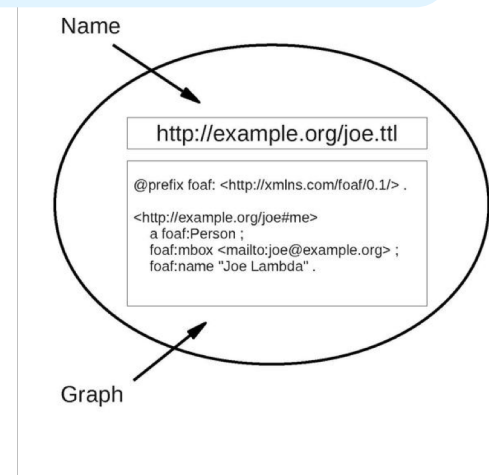
- In memory is fastest, obviously, but load time has to be factored in
- Native stores are fast, scalable, and popular now
- Non-native stores may be better if you have a lot of updates and/or need good concurrency control
- See the W3C page on [large triple stores](#) for some data on scaling for many stores

Large triple stores in 2018

- 1 Oracle Spatial and Graph with Oracle Database 12c - 1.08 Trillion triples (edges)
- 2 AllegroGraph (1+Trillion)
- 3 Stardog (50B)
- 4 OpenLink Virtuoso v7+ - 39.8B+ explicit; uncounted virtual/inferred
 - 4.1 Benchmarks data sources
 - 4.2 Older comments
- 5 GraphDB™ by Ontotext (17B)
 - 5.1 Performance Benchmark Results
 - 5.2 Detailed Benchmark Study
 - 5.3 Notes
- 6 Garlik 4store (15B)
- 7 Bigdata(R) (12.7B)
- 8 YARS2 (7B)
- 9 Jena TDB (1.7B)
- 10 RDFox (1.6B)
- 11 Others who claim to go big
- 12 Questions
 - 12.1 Jena SDB (650M)
 - 12.2 Mulgara (500M)
 - 12.3 RDF gateway (262M)
 - 12.4 Jena with PostgreSQL (200M)
 - 12.5 Kowari (160M)
 - 12.6 3store with MySQL 3 (100M)
 - 12.7 Sesame (70M)

Quads, Quints and Named Graphs

- Many triple stores support quads for [named graphs](#)
- A named graph is just an RDF with a URI name often called the *context*
- Such a triple store divides its data a default graph and zero or more additional named graphs
- SPARQL has support for named graphs
- De facto standards exist for representing quad data, e.g., [n-quads](#) and [TriG](#) (a turtle/N3 variant)
- [AllegroGraph](#) stores quints (S,P,O,C,ID), the ID can be used to attach metadata to a triple



Support for Reasoning

- Most triple stores don't do much (or any) reasoning and use a simple model:
 - You do the reasoning to materialize all of the triples you want, which you then load into the store
 - Triple store provides query and update APIs, access control, SPARQL interface, efficient indexing, etc.
- Some do support reasoning, e.g.,
 - Jena has a native rules engine and an API for external reasoners (e.g., Pellet, Fact++)
 - Sesame has a native RDFS reasoner
 - Stardog supports OWL DL reasoning via query expansion

Example: Jena Framework



- An open software Java system originally developed by HP (2002-2009)
 - Moved to Apache when HP Labs discontinued its Semantic Web research program
 - <https://jena.apache.org/>
- Using the TDB native store, it can easily handle ~2B triples
- Good tutorials and documentation
- Has internal reasoners and can work with DIG compliant reasoners such as Pellet
- Supports a Native API and SPARQL via Fuseki

Example: Sesame

- Sesame is an open source RDF framework with support for RDFS inferencing and querying
- <http://www.openrdf.org/>
- Implemented in Java
- Query languages: SeRQL, RQL, RDQL and SPARQL
- Triples can be stored in memory, on disk, or in a RDBMS
- Has a native RDFS reasoner
- Easy to setup & use, but tops out at ~70M triples

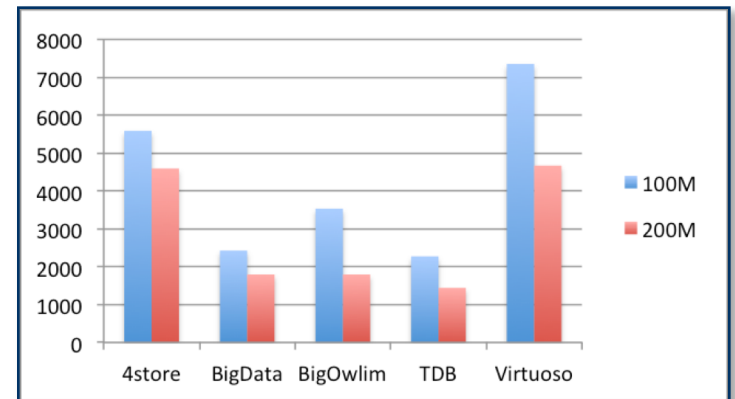
Example: Stardog



- <http://stardog.com/> by Clark and Parsia
- Pure Java RDF database (“quad store”)
- Lightweight and very fast for in-memory use
- Reasoning support via Pellet for OWL DL and query rewriting for OWL 2 QL, EL & RL
- Command line interface and JAVA API
- Commercial, but has a free version good for modest projects
- ~50B triples on \$10K server with 256G ram and 32 cores

Performance

- Much work on benchmarking of triple stores
- There are several standard benchmark sets
- Two key things are measured include
 - Time to load and index triples
 - Time to answer various kinds of SPARQL queries
- The [Berlin SPARQL Benchmarks](#) evaluated 4store, BigData, BigOwlim, Jena TDB and Virtuoso in 2011 with 100M and 200M datasets.
- The numbers are “query mixes per hour”, so bigger is better



Load Time

SUT	100M	200M
4store	26:42*	1:12:04*
BigData	1:03:47	3:24:25
BigOwlim	17:22	38:36
TDB	1:14:48	2:45:13
Virtuoso	1:49:26**	3:59:38**

* The N-Triples version of the dataset was used.

** The dataset was split into 100 respectively 200 Turtle files and loaded with the DB.DBA.TTLP function consecutively.

Queries per hour

6.1.1 QMpH: Explore use case

The complete query mix is given here.

	100m	200m
4store	5589	4593
BigData	2428	1795
BigOwlim	3534	1795
TDB	2274	1443
Virtuoso	7352	4669

A much more detailed view of the results for the Explore use case is given under [Detailed Results For The Explore](#)

6.1.2 QMpH: Explore and Update use case

The Explore and Update query mix consists of the [Update query mix](#) (queries 1 and 2) and the [Explore query mix](#) (

	100m
4store	5311
BigOwlim	2809
TDB	680

Summary

- A triple store is an essential component of any system using RDF
- There are a number of good ones available, both open sourced and commercial
- Developing triple stores for large-scale parallel systems is still a research topic