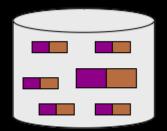
# Titan

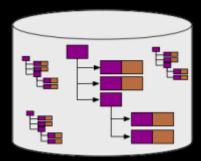
Dan Bye

# **Intro to Graph Databases**

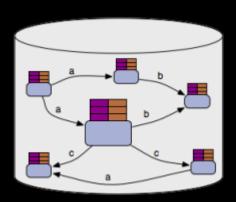
Key/Value Store



**Document Store** 



**Graph Database** 



### Languages

#### Gremlin

- Widely used language for graph traversal
- Open source, works with many graph database systems

#### **SPARQL**

- Graph-based pattern matching.
- Behaves similar to document querying in document stores

# The Property Graph Model

#### Vertices

- Unique identifier
- Set of outgoing edges
- Set of incoming edges
- Collection of properties defined by a map from key to value

### Edges

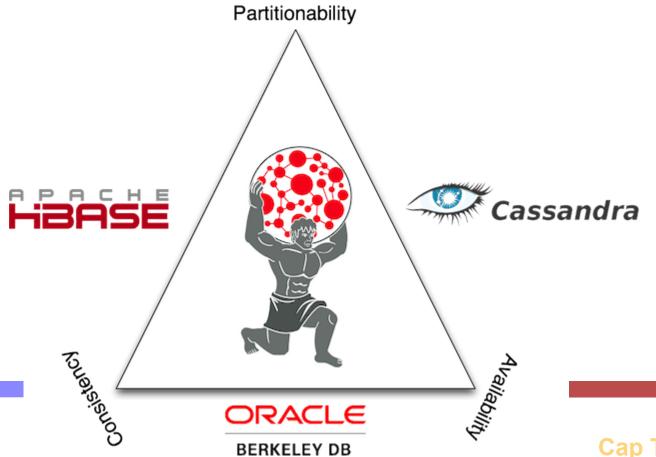
- Unique identifier
- Outgoing tail vertex
- Incoming head vertex
- Label denoting relationship between nodes
- Collection of properties defined by a map from key to value

### **Live Demo**

See sources for Graph Traversal examples, as well as walkthroughs ranging from no experience to advanced use.

## **Benefits of using Titan**

- Graphs scale with number of machines in the cluster
- Concurrent transactions
- Geo, numeric range, and full text search
- Vertex-centric indices help with the "super node problem"
- Distributed with Cassandra, HBase, and BerkeleyDB



**Cap Theorem** 

### Sources

- https://github.com/thinkaurelius/titan/wiki/
- <a href="http://markorodriguez.com/2011/04/30/putting-and-getting-data-from-a-database/">http://markorodriguez.com/2011/04/30/putting-and-getting-data-from-a-database/</a>
- https://github.com/tinkerpop/blueprints/wiki/Property-Graph-Model