

Chapter 4: Graph Data Pipeline

(中文版)

DGL implements many commonly used graph datasets in [dgl.data](#). They follow a standard pipeline defined in class `dgl.data.DGLDataset`. DGL highly recommends processing graph data into a `dgl.data.DGLDataset` subclass, as the pipeline provides simple and clean solution for loading, processing and saving graph data.

Roadmap

This chapter introduces how to create a custom DGL-Dataset. The following sections explain how the pipeline works, and shows how to implement each component of it.

- [4.1 DGLDataset class](#)
- [4.2 Download raw data \(optional\)](#)
- [4.3 Process data](#)
- [4.4 Save and load data](#)
- [4.5 Loading OGB datasets using ogb package](#)
- [4.6 Loading data from CSV files](#)