



# Neo4

the benefits of graph databases

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### What's the plan?

- Why now? Four trends
- NoSQL overview
- Graph databases && Neo4j
- Conclusions
- Food



# Trend 1: data set size

40

Source: IDC 2007

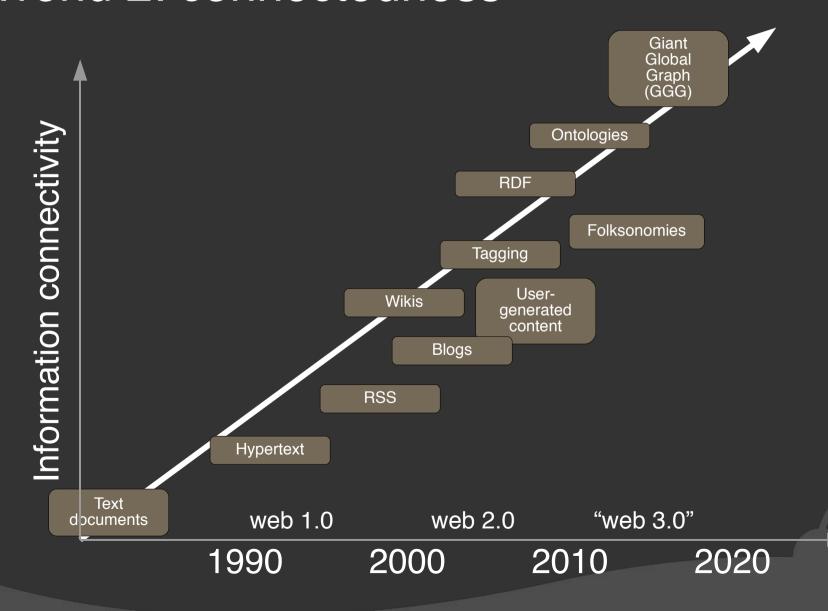


# Trend 1: data set size

Source: IDC 2007



### Trend 2: connectedness



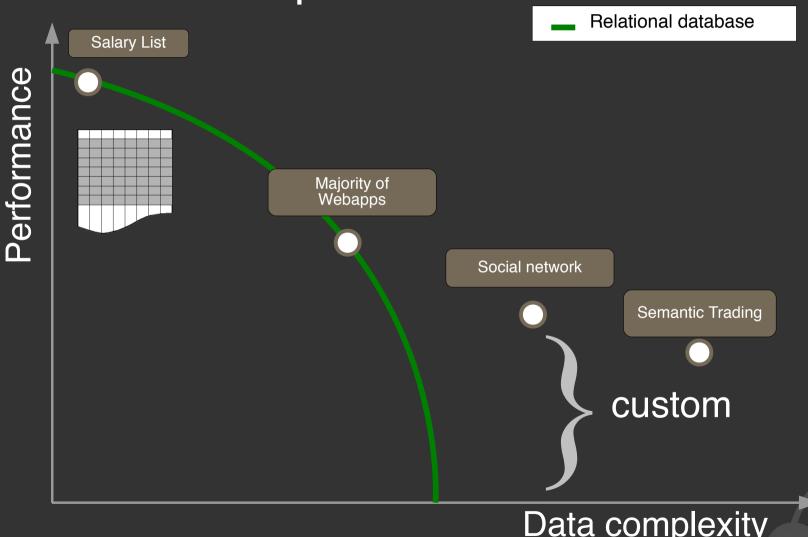


#### Trend 3: semi-structure

- Individualization of content!
  - In the salary lists of the 1970s, all elements had exactly one job
  - In the salary lists of the 2000s, we need 5 job columns!
     Or 8? Or 15?
- Trend accelerated by the decentralization of content generation that is the hallmark of the age of participation ("web 2.0")



### Aside: RDBMS performance

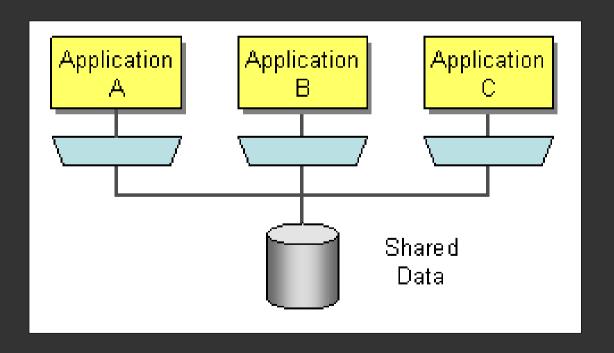


Data complexity



### Trend 4: architecture

1990s: Database as integration hub

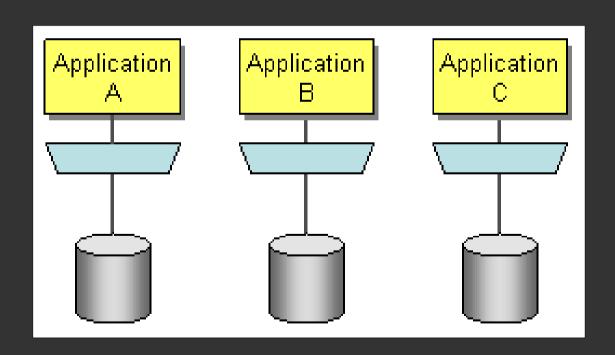




### Trend 4: architecture

2000s: (Slowly towards...)

Decoupled services with own backend





### Why NoSQL 2009?

- Trend 1: Size.
- Trend 2: Connectivity.
- Trend 3: Semi-structure.
- Trend 4: Architecture.



### NoSQL

overview



#### First off: the damn name

- NoSQL is NOT "Never SQL"
- NoSQL is NOT "No To SQL"
- NoSQL is NOT "WE HATE CHRIS' DOG"



### NoSQL

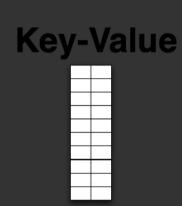
is simply

Not Only SQL!



### Four (emerging) NoSQL categories

- Key-value stores
  - Based on Amazon's Dynamo paper
  - Data model: (global) collection of K-V pairs
  - Example: Dynomite, Voldemort, Tokyo
- BigTable clones
  - Based on Google's BigTable paper
  - Data model: big table, column families
  - Example: Hbase, Hypertable

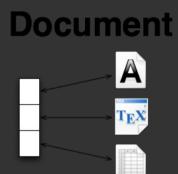






### Four (emerging) NoSQL categories

- Document databases
  - Inspired by Lotus Notes
  - Data model: collections of K-V collections
  - Example: CouchDB, MongoDB
- Graph databases
  - Inspired by Euler & graph theory
  - Data model: nodes, rels, K-V on both
  - Example: AllegroGraph, VertexDB, Neo4j







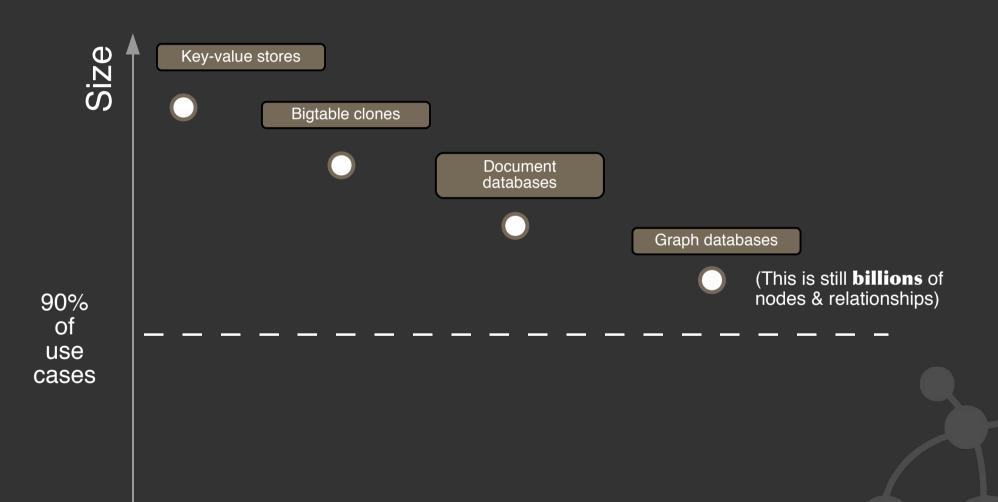


### NoSQL data models

Size Key-value stores Bigtable clones Document databases Graph databases



### NoSQL data models



Complexity



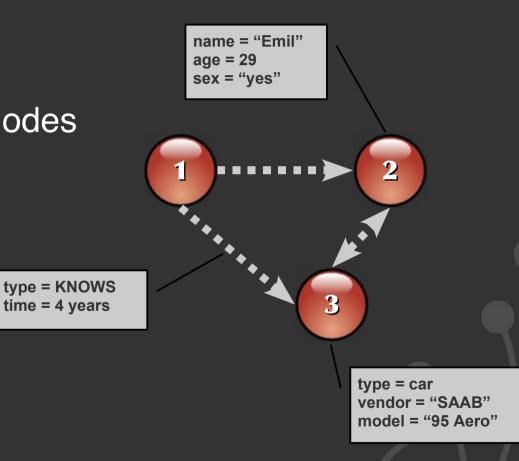
### Graph DBs

& Neo4j intro



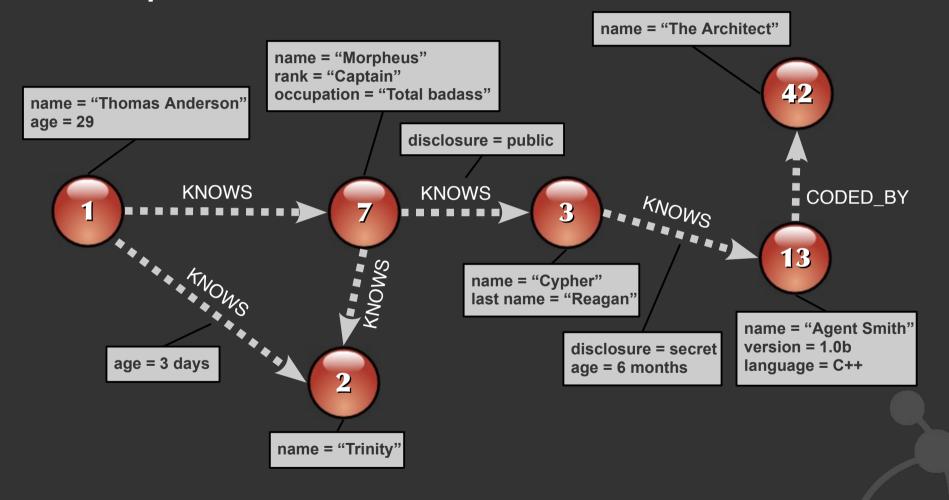
### The Graph DB model: representation

- Core abstractions:
  - Nodes
  - Relationships between nodes
  - Properties on both





### Example: The Matrix





### Code (1): Building a node space

```
NeoService neo = ... // Get factory
// Create Thomas 'Neo' Anderson
Node mrAnderson = neo.createNode();
mrAnderson.setProperty( "name", "Thomas Anderson" );
mrAnderson.setProperty( "age", 29 );
// Create Morpheus
Node morpheus = neo.createNode();
morpheus.setProperty( "name", "Morpheus" );
morpheus.setProperty( "rank", "Captain" );
morpheus.setProperty( "occupation", "Total bad ass" );
// Create a relationship representing that they know each other
mrAnderson.createRelationshipTo( morpheus, RelTypes.KNOWS );
// ...create Trinity, Cypher, Agent Smith, Architect similarly
```



### Code (1): Building a node space

```
Transaction tx = neo.beginTx();
// Create Thomas 'Neo' Anderson
Node mrAnderson = neo.createNode();
mrAnderson.setProperty( "name", "Thomas Anderson" );
mrAnderson.setProperty( "age", 29 );
// Create Morpheus
Node morpheus = neo.createNode();
morpheus.setProperty( "name", "Morpheus" );
morpheus.setProperty( "rank", "Captain" );
morpheus.setProperty( "occupation", "Total bad ass" );
// Create a relationship representing that they know each other
mrAnderson.createRelationshipTo( morpheus, RelTypes.KNOWS );
// ...create Trinity, Cypher, Agent Smith, Architect similarly
tx.commit();
```

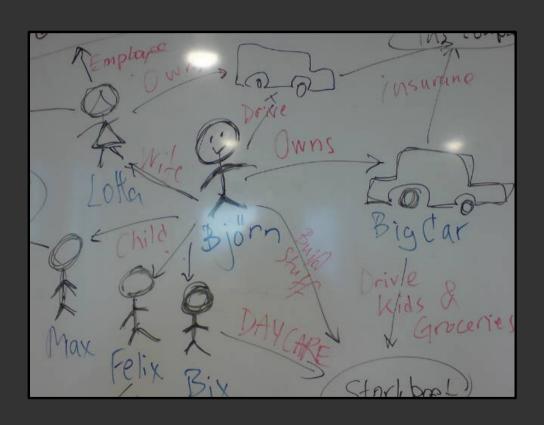


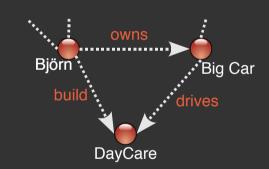
### Code (1b): Defining RelationshipTypes

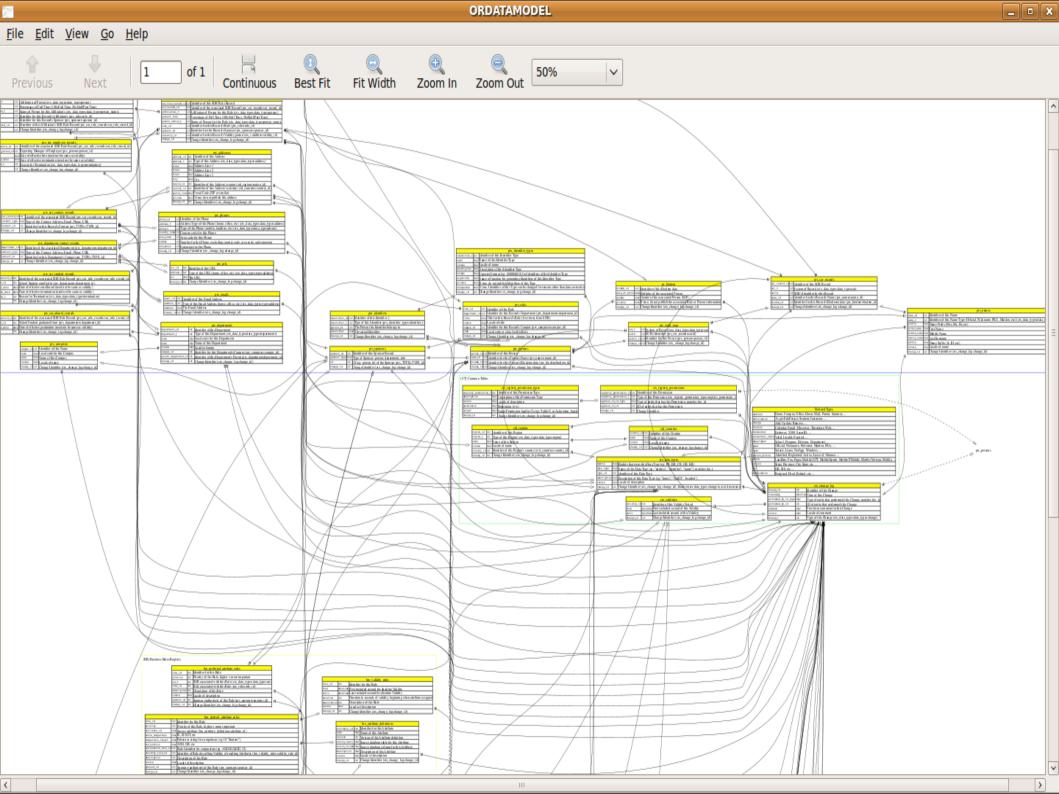
```
// In package org.neo4j.api.core
public interface RelationshipType
   String name();
// In package org.yourdomain.yourapp
// Example on how to roll dynamic RelationshipTypes
class MyDynamicRelType implements RelationshipType
  private final String name;
   MyDynamicRelType( String name ) { this.name = name; }
  public String name() { return this.name; }
// Example on how to kick it, static-RelationshipType-like
enum MyStaticRelTypes implements RelationshipType
   KNOWS,
   WORKS FOR,
```



### Whiteboard friendly



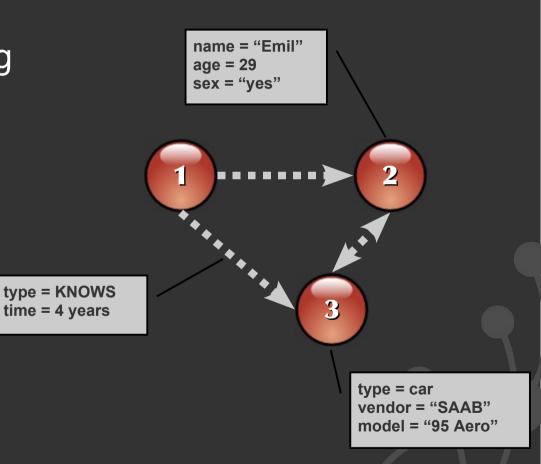






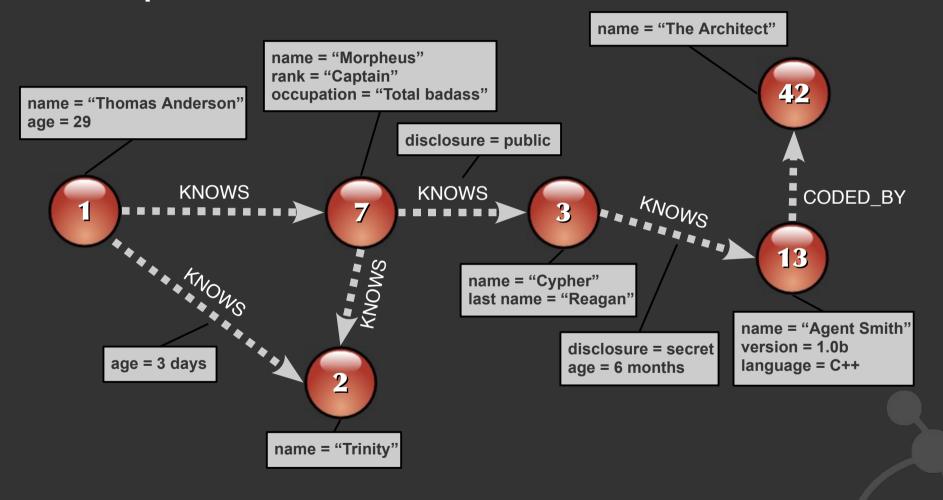
### The Graph DB model: traversal

 Traverser framework for high-performance traversing across the node space





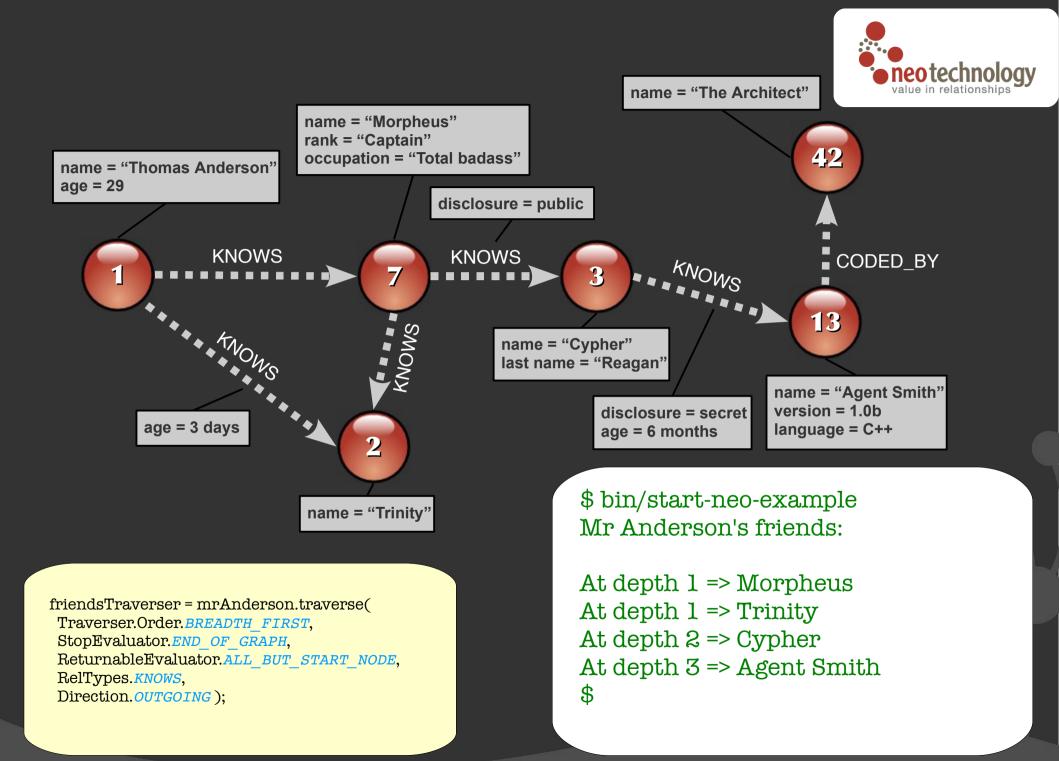
### Example: Mr Anderson's friends





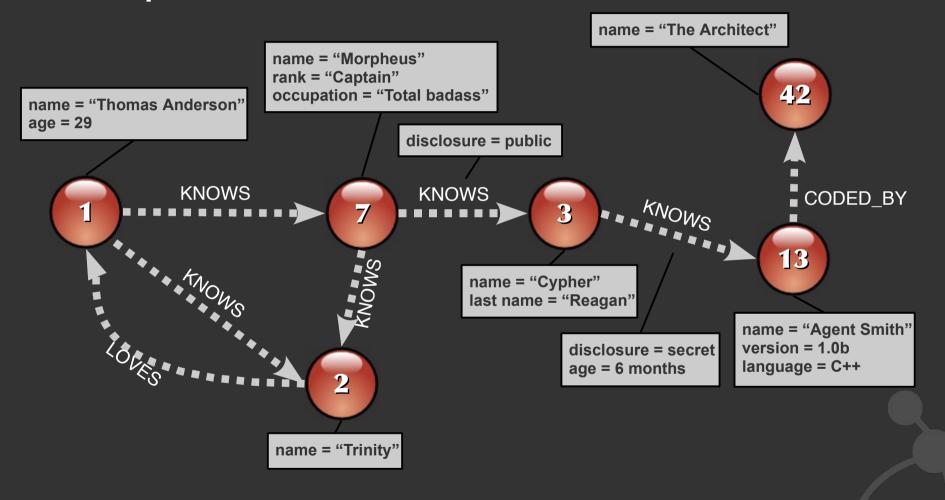
### Code (2): Traversing a node space

```
// Instantiate a traverser that returns Mr Anderson's friends
Traverser friendsTraverser = mrAnderson.traverse(
   Traverser.Order.BREADTH FIRST,
   StopEvaluator. END OF GRAPH,
   ReturnableEvaluator.ALL BUT START NODE,
   RelTypes. KNOWS,
   Direction.OUTGOING );
// Traverse the node space and print out the result
System.out.println( "Mr Anderson's friends:" );
for ( Node friend : friendsTraverser )
   System.out.printf( "At depth %d => %s%n",
      friendsTraverser.currentPosition().getDepth(),
      friend.getProperty( "name" ) );
```





### Example: Friends in love?



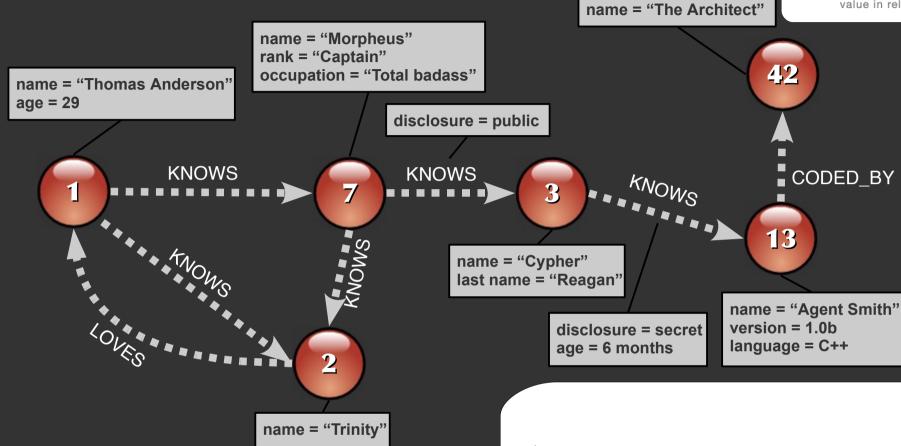


### Code (3a): Custom traverser



### Code (3a): Custom traverser





\$ bin/start-neo-example Who's a lover?

At depth 1 => Trinity \$



#### Bonus code: domain model

- How do you implement your domain model?
- Use the delegator pattern, i.e. every domain entity wraps a Neo4j primitive:

```
// In package org.yourdomain.yourapp
class PersonImpl implements Person
  private final Node underlyingNode;
   PersonImpl( Node node ) { this.underlyingNode = node; }
  public String getName()
      return this.underlyingNode.getProperty( "name" );
  public void setName( String name )
      this.underlyingNode.setProperty( "name", name );
```



### Domain layer frameworks

- Qi4j (www.qi4j.org)
  - Framework for doing DDD in pure Java5
  - Defines Entities / Associations / Properties
    - Sound familiar? Nodes / Rel's / Properties!
  - Neo4j is an "EntityStore" backend
- NeoWeaver (http://components.neo4j.org/neo-weaver)
  - Weaves Neo4j-backed persistence into domain objects in runtime (dynamic proxy / cglib based)
  - Veeeery alpha



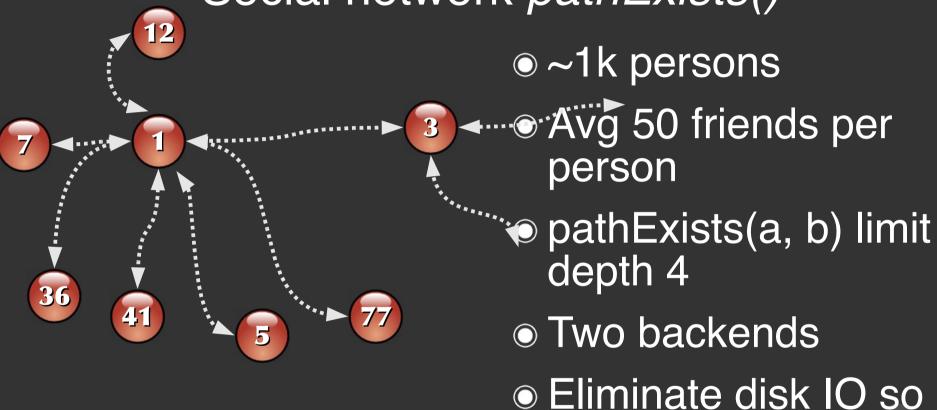


## Neo4j system characteristics

- O Disk-based
  - Native graph storage engine with custom binary on-disk format
- Transactional
  - JTA/JTS, XA, 2PC, Tx recovery, deadlock detection, MVCC, etc
- Scales up (what's the x and the y?)
  - Several billions of nodes/rels/props on single JVM
- Robust
  - 6+ years in 24/7 production



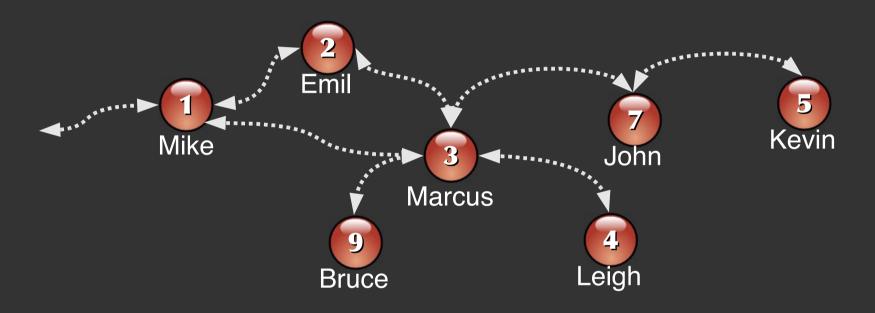
# Social network pathExists()



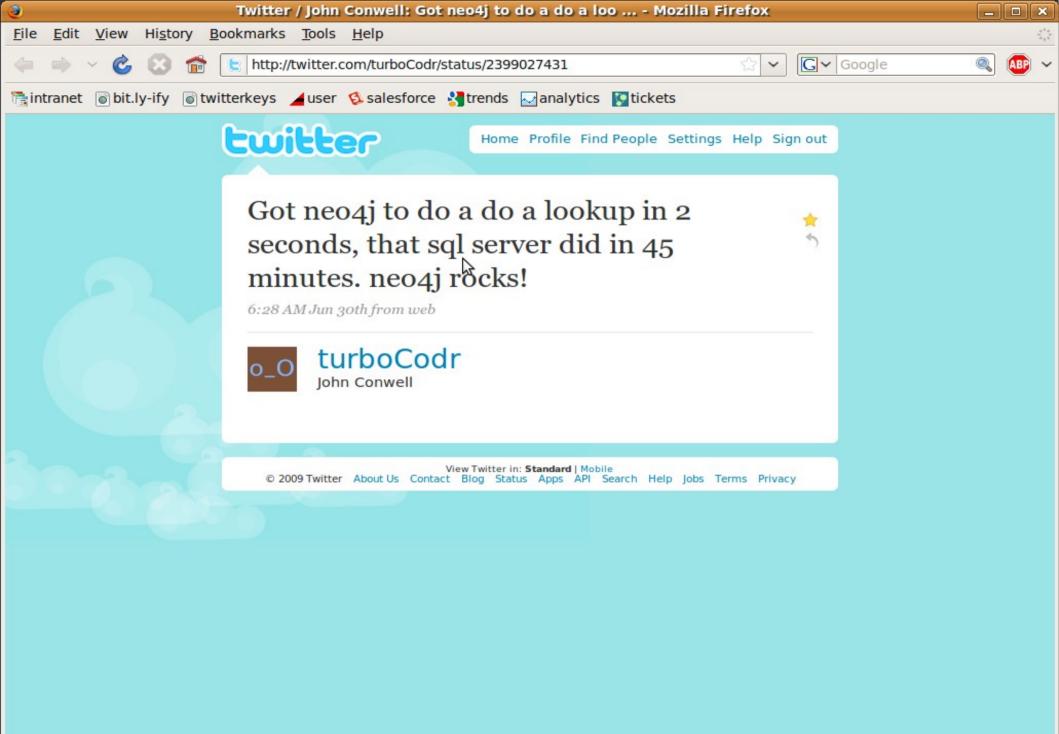
warm up caches

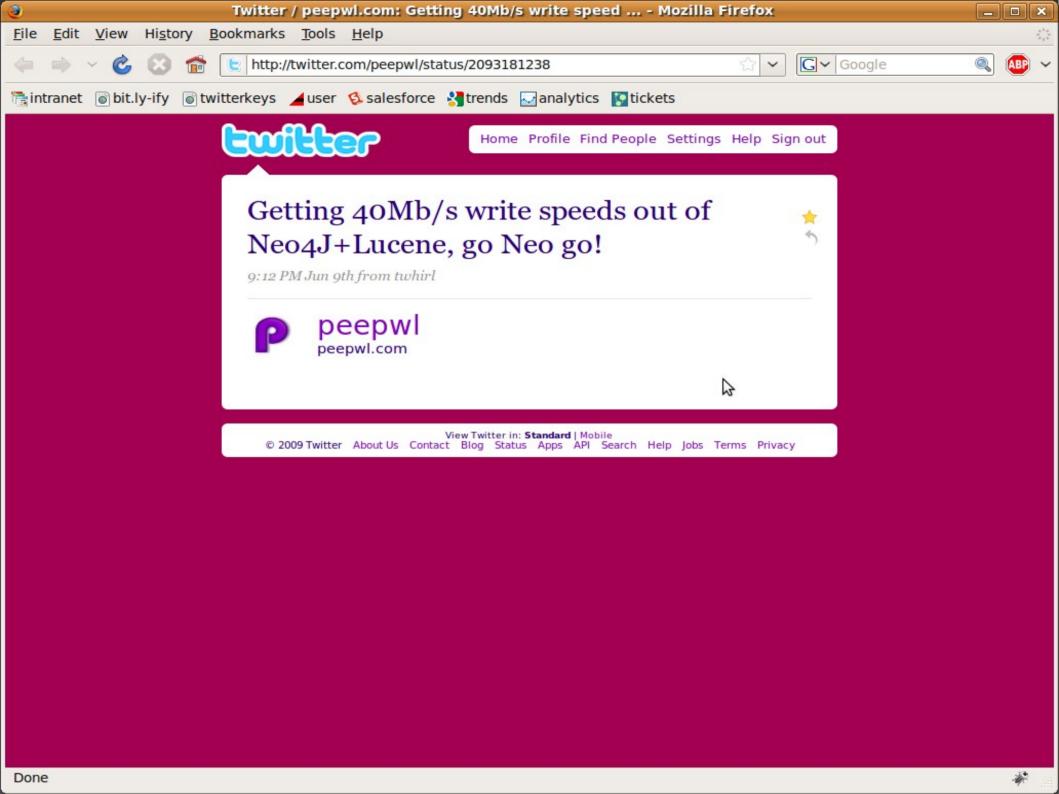


# Social network *pathExists()*



Relational database Graph database (Neo4j) Graph database (Neo4j) # persons query time







# Pros & Cons compared to RDBMS

- + No O/R impedance mismatch (whiteboard friendly)
- + Can easily evolve schemas
- Can represent semi-structured info
- + Can represent graphs/networks (with performance)
- Lacks in tool and framework support
- Few other implementations => potential lock in
- No support for ad-hoc queries



## More consequences

- Ability to capture semi-structured information
  - => allowing individualization of content
- No predefined schema
  - => easier to evolve model
  - => can capture ad-hoc relationships
- Can capture non-normative relations
  - => easy to model specific links to specific sets
- All state is kept in transactional memory
  - => improves application concurrency



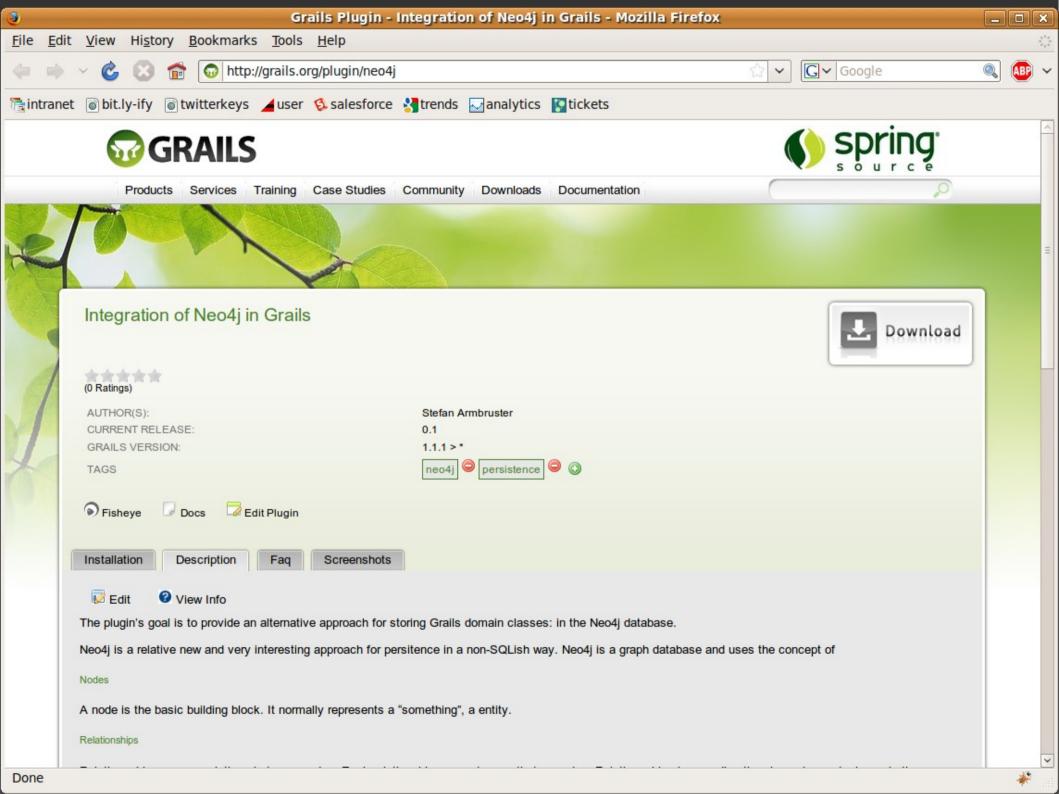
# The Neo4j ecosystem

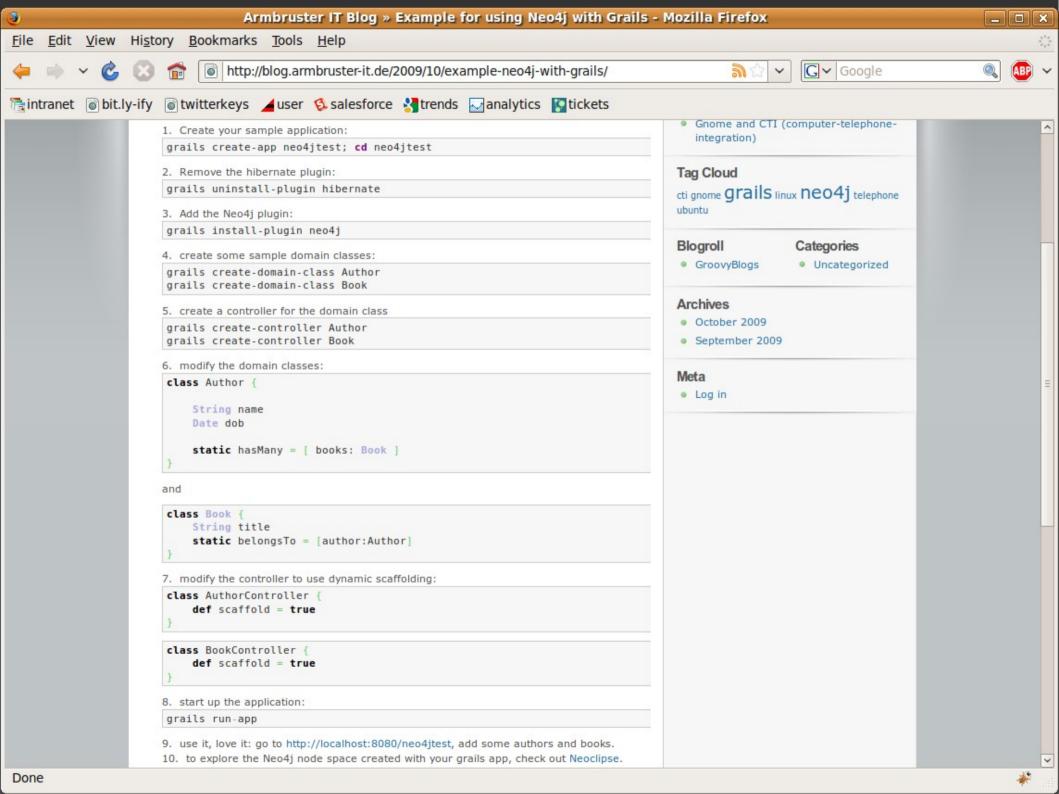
- Neo4j is an embedded database
  - Tiny teeny lil jar file
- Component ecosystem
  - index-util
  - neo-meta
  - neo-utils
  - pattern-match
  - sparql-engine
  - ...
- See http://components.neo4j.org



# Language bindings

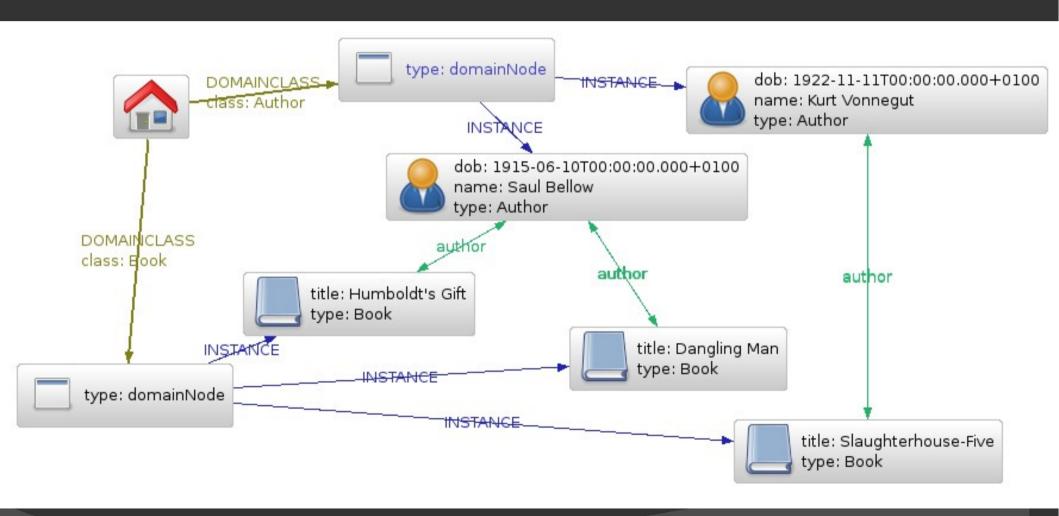
- Neo4j.py bindings for Jython and CPython
  - http://components.neo4j.org/neo4j.py
- Neo4jrb bindings for JRuby (incl RESTful API)
  - http://wiki.neo4j.org/content/Ruby
- Clojure
  - http://wiki.neo4j.org/content/Clojure
- Scala (incl RESTful API)
  - http://wiki.neo4j.org/content/Scala
- ... .NET? Erlang?







# Grails Neoclipse screendump





# Scale out – replication

- Rolling out Neo4j HA before end-of-year
  - Side note: ppl roll it today w/ REST frontends & onlinebackup
- Master-slave replication, 1<sup>st</sup> configuration
  - MySQL style... ish
  - Except all instances can write, synchronously between writing slave & master (strong consistency)
  - Updates are asynchronously propagated to the other slaves (eventual consistency)
- This can handle billions of entities...
- ... but not 100B



# Scale out – partitioning

- Sharding possible today
  - ... but you have to do manual work
  - ... just as with MySQL
  - Great option: shard on top of resilient, scalable OSS app server
- Transparent partitioning: Neo-j 2.0
  - 100B? Easy to say. Sliiiiightly harder to do.
  - Fundamentals: BASE & eventual consistency
  - Generic clustering algorithm as base case, but give lots of knobs for developers



# How ego are you? (aka other impls?)

- Franz' AllegroGraph (http://agraph.franz.com)
  - Proprietary, Lisp, RDF-oriented but real graphdb
- FreeBase graphd (http://bit.ly/13VITB)
  - In-house at Metaweb
- Kloudshare (http://kloudshare.com)
  - Graph database in the cloud, still stealth mode
- Google Pregel (http://bit.ly/dP9IP)
  - We are oh-so-secret
- Some academic papers from ~10 years ago
  - $G = \{V, E\} \#FAIL$



#### Conclusion

- Graphs && Neo4j => teh awesome!
- Available NOW under AGPLv3 / commercial license
  - AGPLv3: "if you're open source, we're open source"
  - If you have proprietary software? Must buy a commercial license
  - But up to 1M primitives it's free for all uses!
- Download
  - http://neo4j.org
- Feedback
  - http://lists.neo4j.org



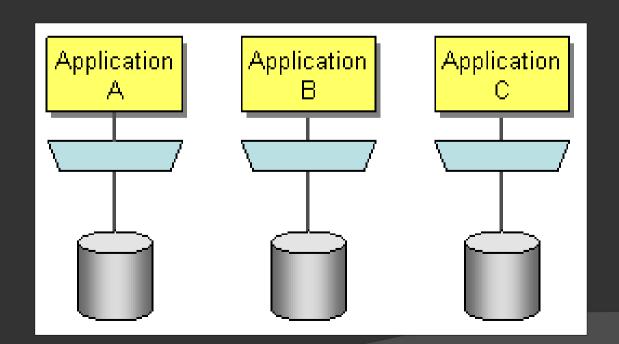




- Key-value stores?
  - => the awesome
  - ... if you have 1000s of BILLIONS records OR you don't care about programmer productivity
- What if you had no variables at all in your programs except a single globally accessible hashtable?
- Would your software be maintainable?



- In a not-suck architecture...
- ... the only thing that makes sense is to have an embedded database.





- Exposing your data model on the wire is bad. Period.
- Adding a couple of buzzwords doesn't make it less bad.
- If it was bad with SQL-over-sockets (hint: it was) then surprise! – it's still bad even tho you use Hypecompliant(tm) JSON-over-REST.
- We don't want to couple everything to a specific data model again!



- In-memory database
- What the hell?
  - That's an oxymoron!
  - Up next: ascii-only JPEG
  - Up next: loopback-only web server
- If you're not durable, you're a cache!
- If you happen to asynchronously spill over to disk, you're a cache that asynchronously spills over to disk.



# Ait

so, srsly?

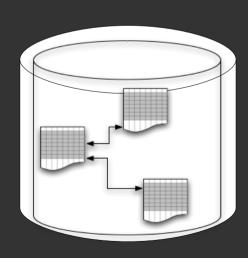


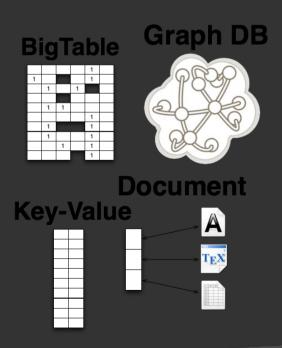
# Looking ahead: polyglot persistence

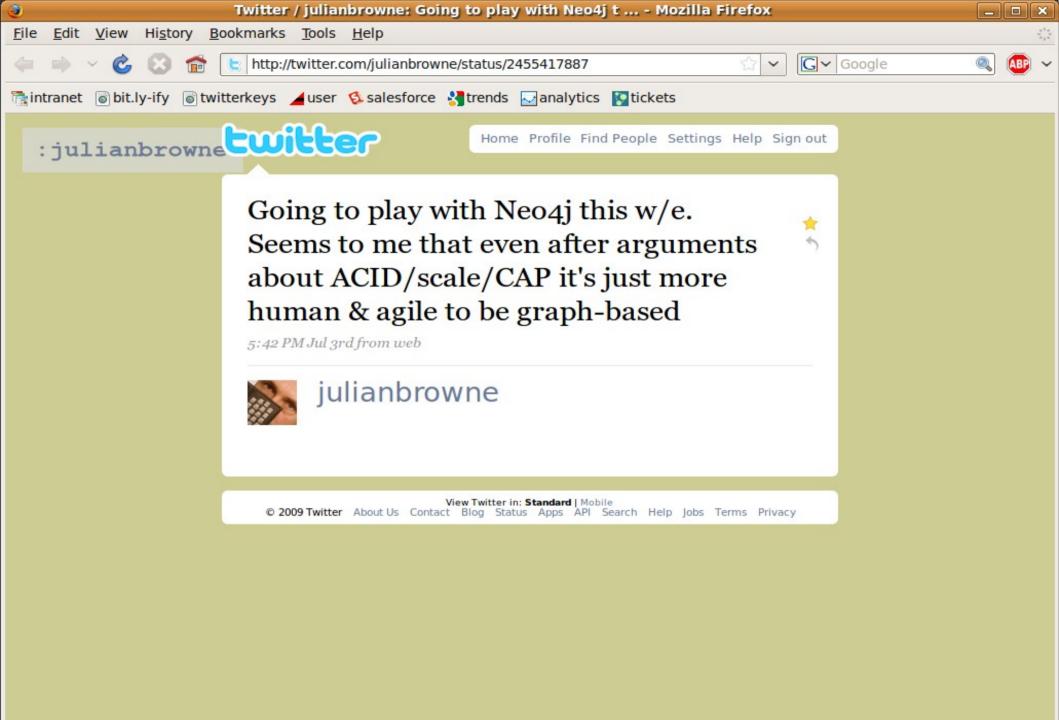
SQL

&&

NoSQL









# Questions?



Image credit: lost again! Sorry :(

