Graph Databases

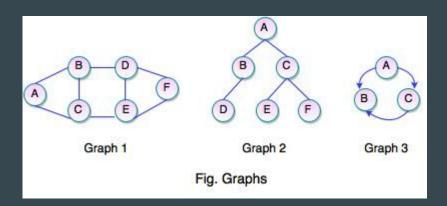
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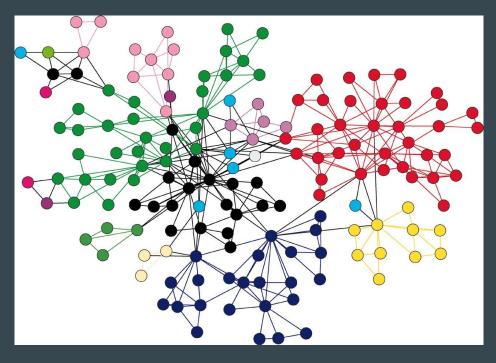
Jose Andrés Campos Castro Roberto Gutiérrez Sánchez

Agenda

- Graphs
- Types of graphs.
- History of Graph Databases.
- DBMS Examples.
- Graph Databases in Neo4j.
- Example.

Graphs

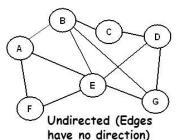


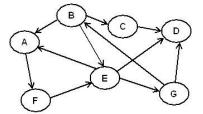


Types of Graphs

Types of Graphs

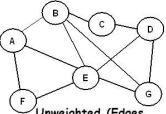
Directed vs. undirected



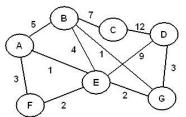


Directed (Edges have directions)

Weighted vs. unweighted



Unweighted (Edges have no cost/weight)



Weighted (Edges have associated cost/weight)

History of Graph Databases

70's \rightarrow Tabular Databases

80's → Relational Databases

90's \rightarrow NoSQL.

BASE	ACID
Basic Availability	Atomic: Everything in a transaction succeeds or the entire transaction is rolled back.
Soft-state	Consistent: A transaction cannot leave the database in an inconsistent state.
Eventual consistency	Isolated: Transactions cannot interfere with each other.
	Durable: Completed transactions persist, even when servers restart etc.

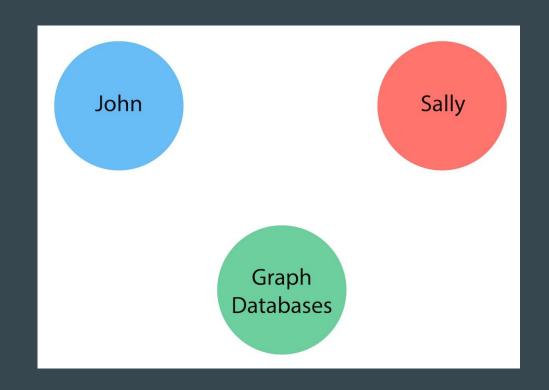
DBMS Examples.

© neo4j	Cypher	Most famous graph database, Cypher O(1) access using fixed-size array
DSE Graph	Gremlin	Distributed graph system based on Cassandra
@ Arango DB	AQL	Multi-model database (Document + Graph)
Örient DB'	OQL	Multi-model database (Document + Graph)

Nodes

The first entities that we will identify in our domain are the nodes. Nodes are one of two fundamental units that form a graph (the other fundamental unit is relationships).

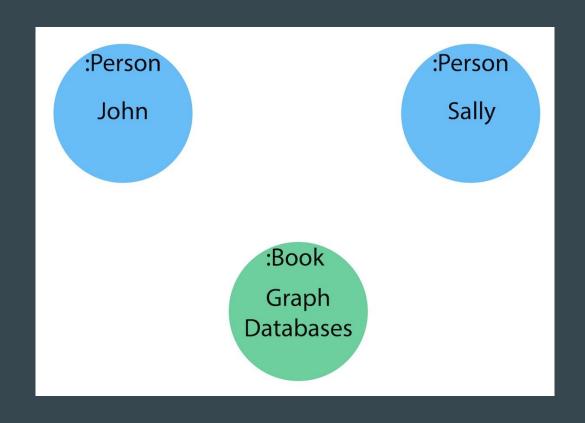
Nodes are often used to represent entities, but can also represent other domain components, depending on the use case.



Labels

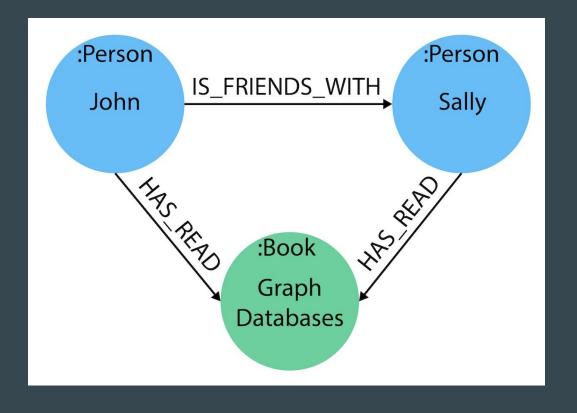
Now that we have an idea of what our nodes will be, we can decide what labels (if any) to assign our nodes to group or categorize them.

A label is a named graph construct that is used to group nodes into sets. All nodes labeled with the same label belongs to the same set.



Relationships

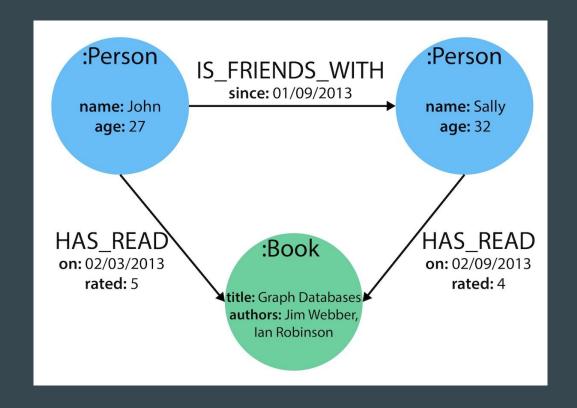
A relationship connects two nodes and allows us to find related nodes of data. It has a source node and a target node that shows the direction of the arrow.



Properties

Properties are name-value pairs of data that you can store on nodes or on relationships. Most standard data types are supported as properties.

Properties allow you to store relevant data about the node or relationship with the entity it describes. They can often be found by knowing what kinds of questions your use case needs to ask of your data.



Example

https://github.com/campos-97/GraphDBExample

https://neo4j.com/download/

Bibliography

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