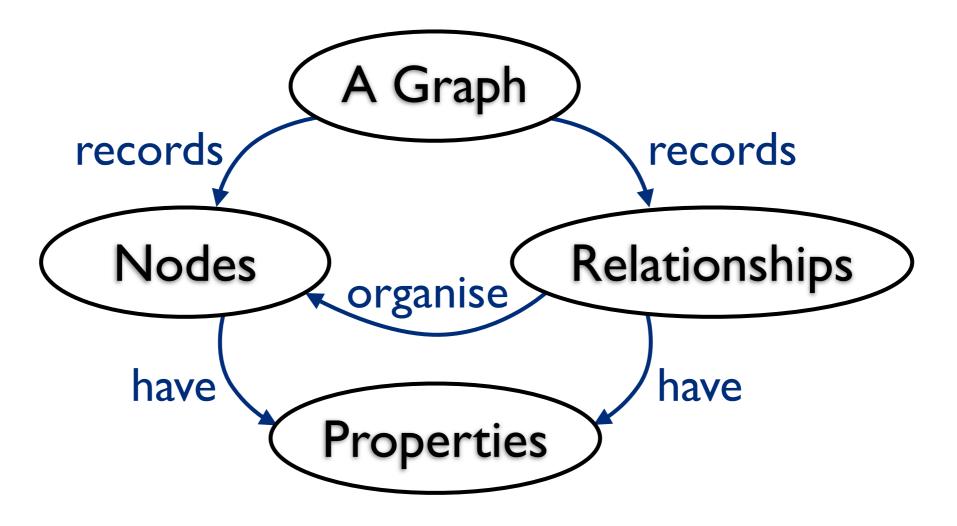
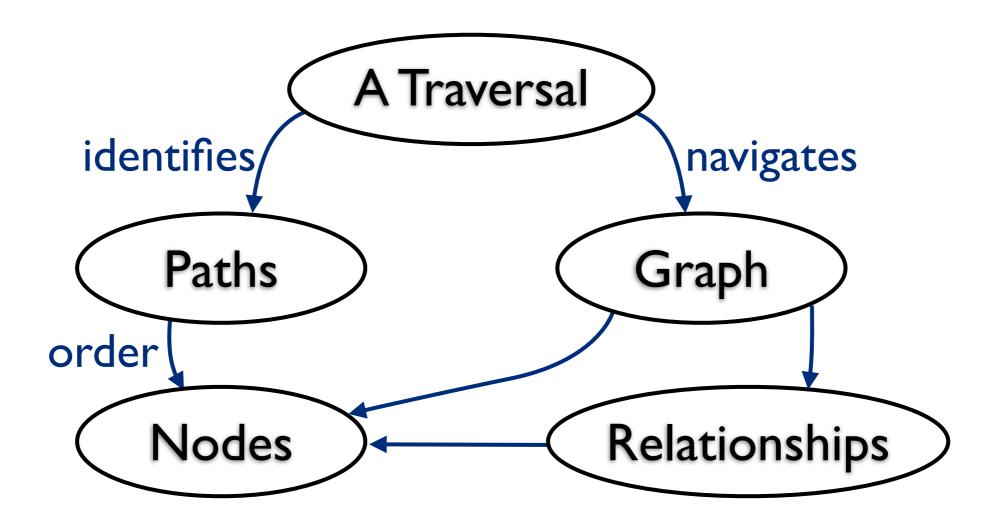
Graph Databases

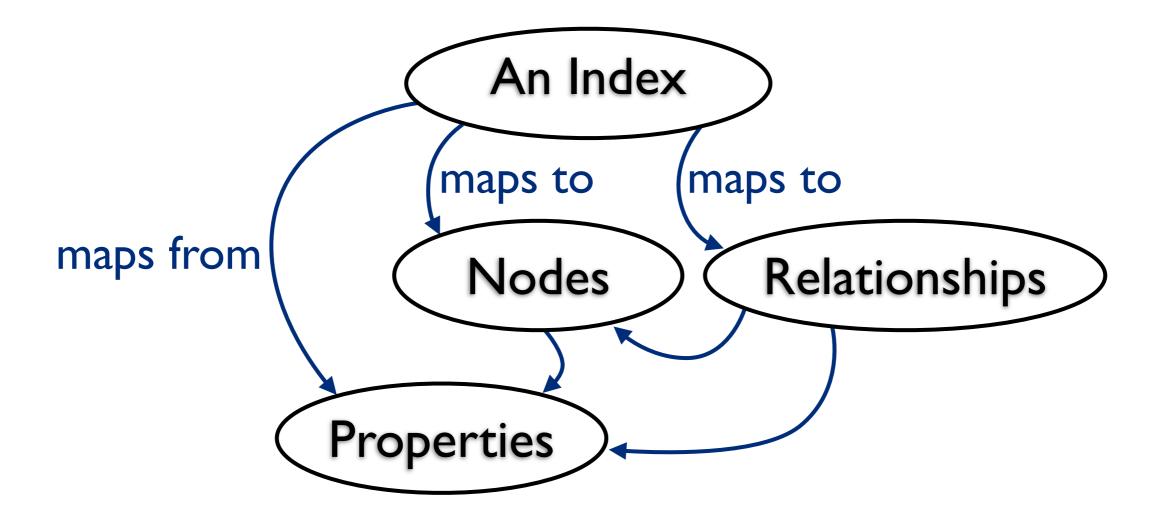
Graph Concepts



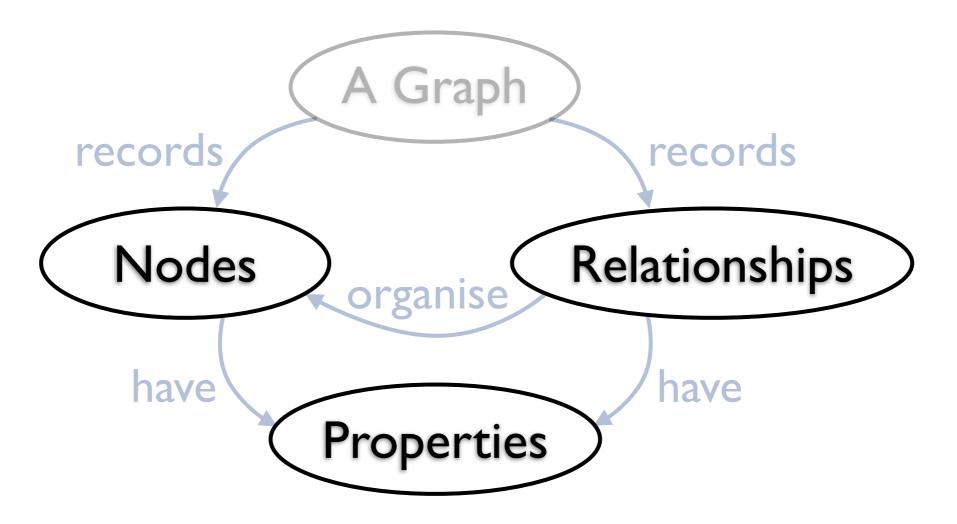
Traversal



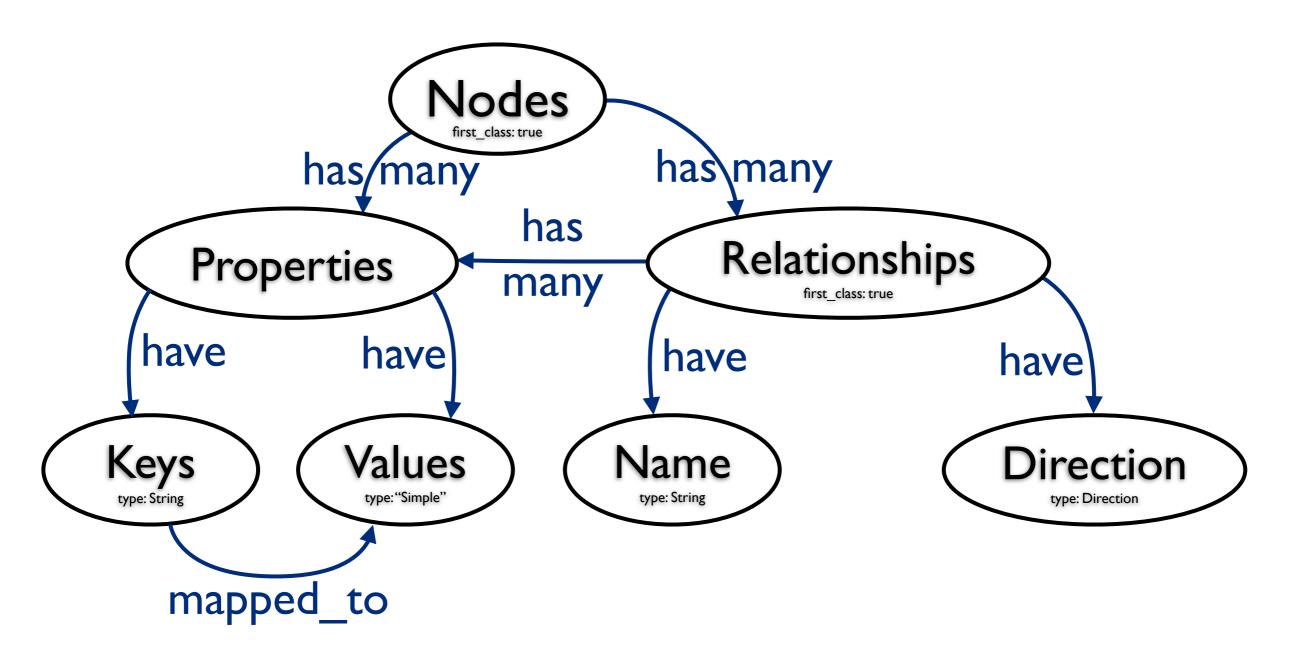
Indexes



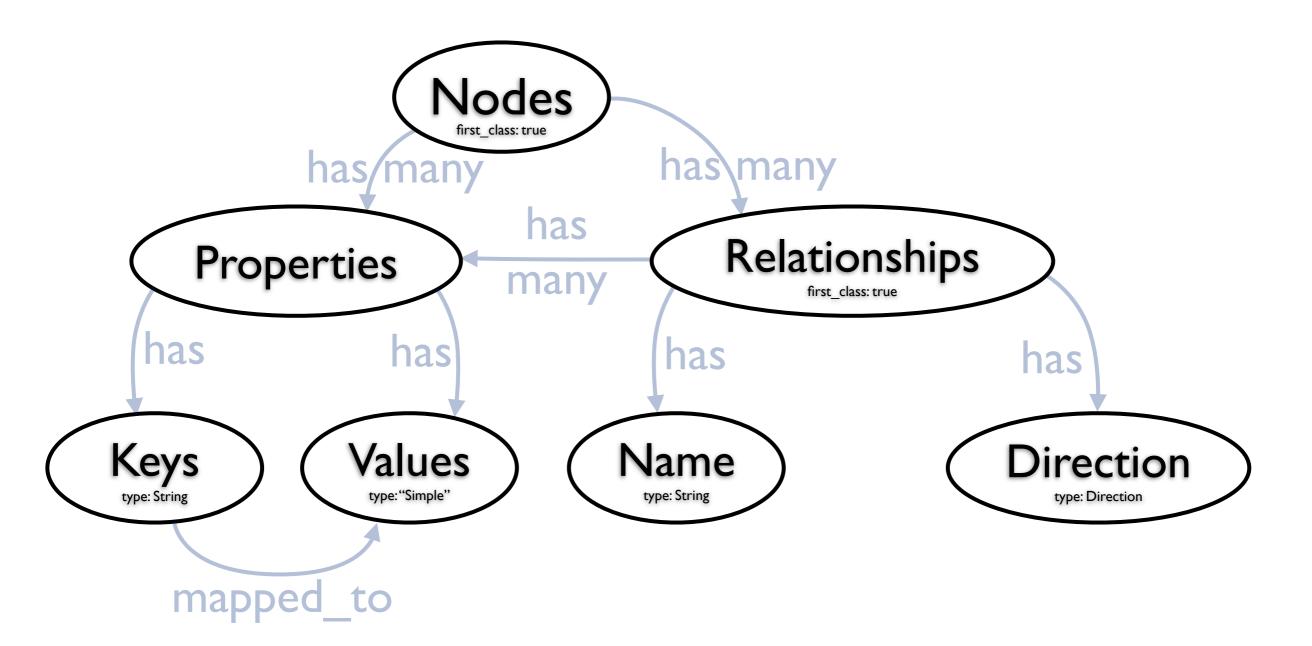
Digging into...



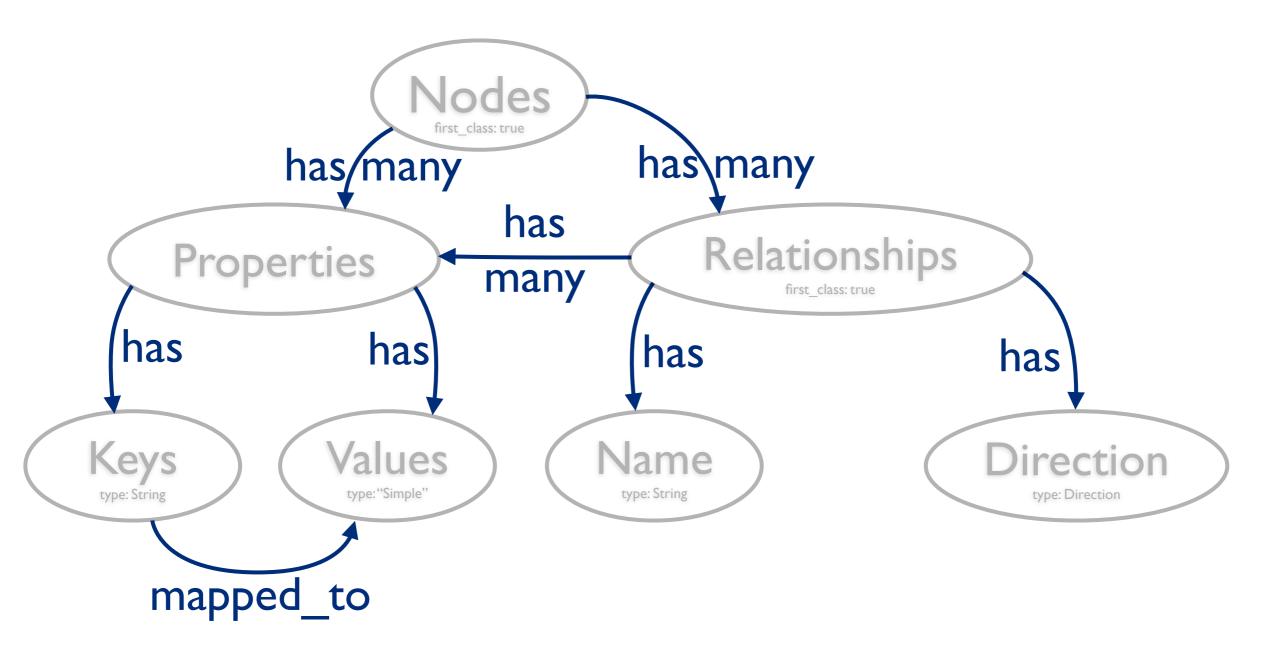
... in more detail



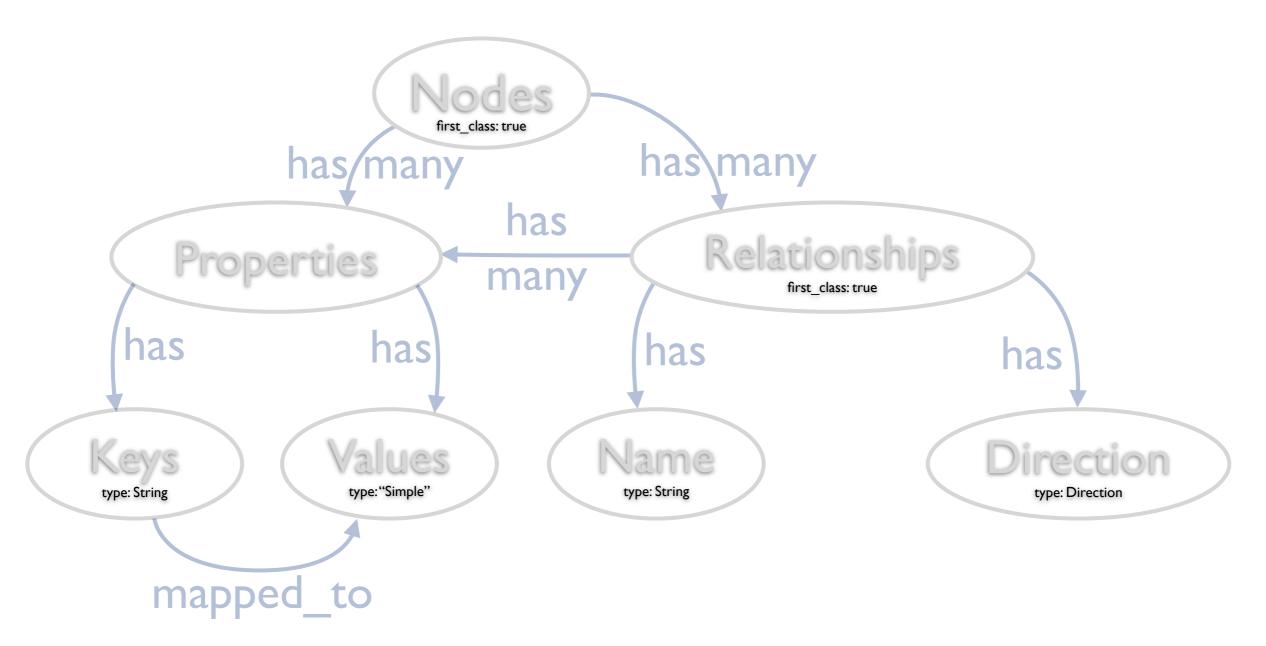
Nodes



Relationships



Properties



Recommendation Engine Path Search

Failure Impact Analysis

Master Data Management

Use Cases

Network Management

Geospatial

Highly Connected

Social Networks **Modelling Reality**

Access Control & Authorisation

- Visualise the Domain
 - Things to Nodes
 - Structure & context to Relationships
- Consider Query-ability
 - What do you want to ask your data?
 - What structure could answer?

- As a film lover
- I want to write reviews of films I've seen
- So that I can feel an inflated sense of selfrealisation and worth discuss them with friends

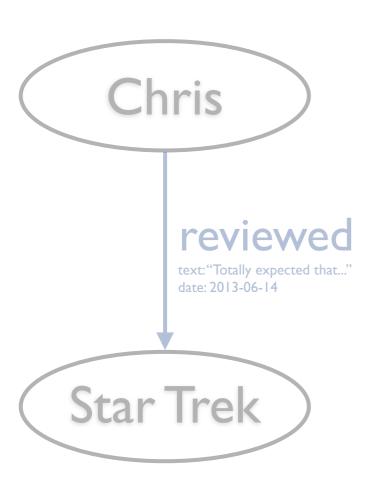
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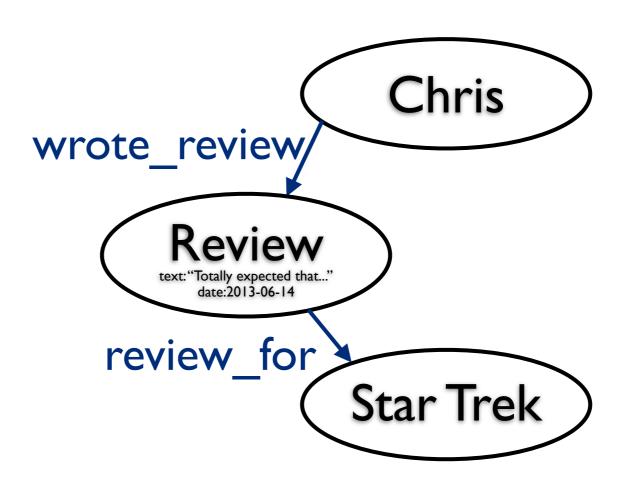
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Things hiding in Actions

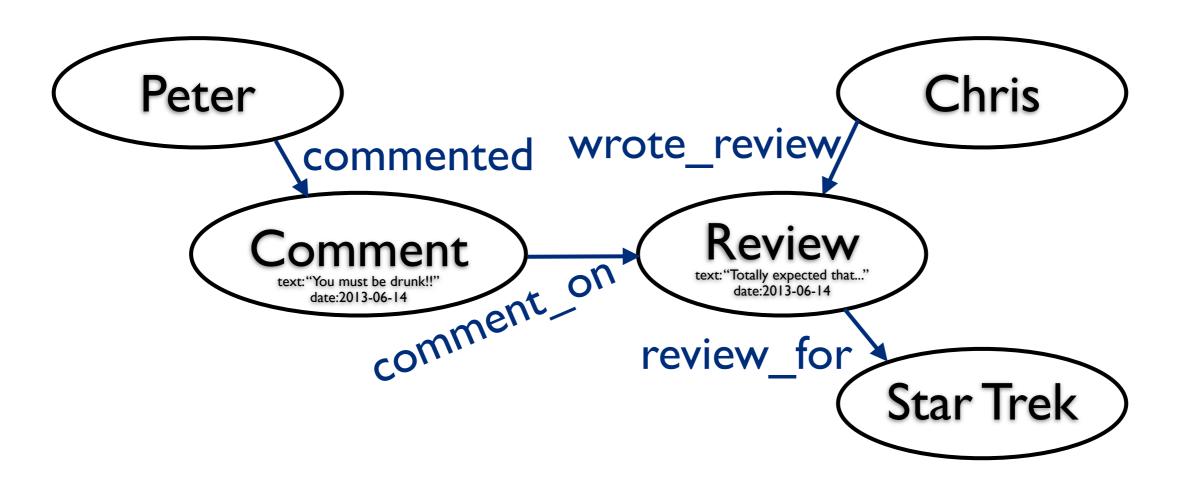


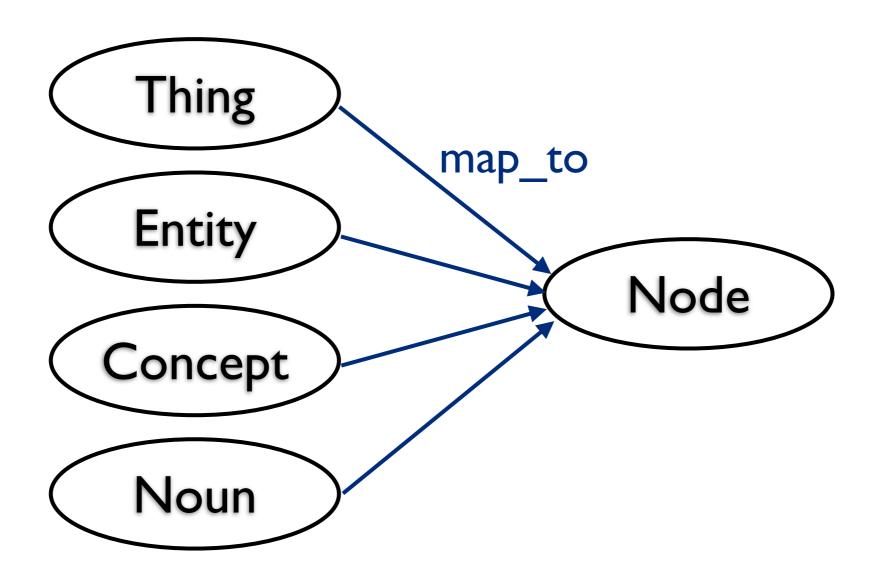
Things hiding in Actions

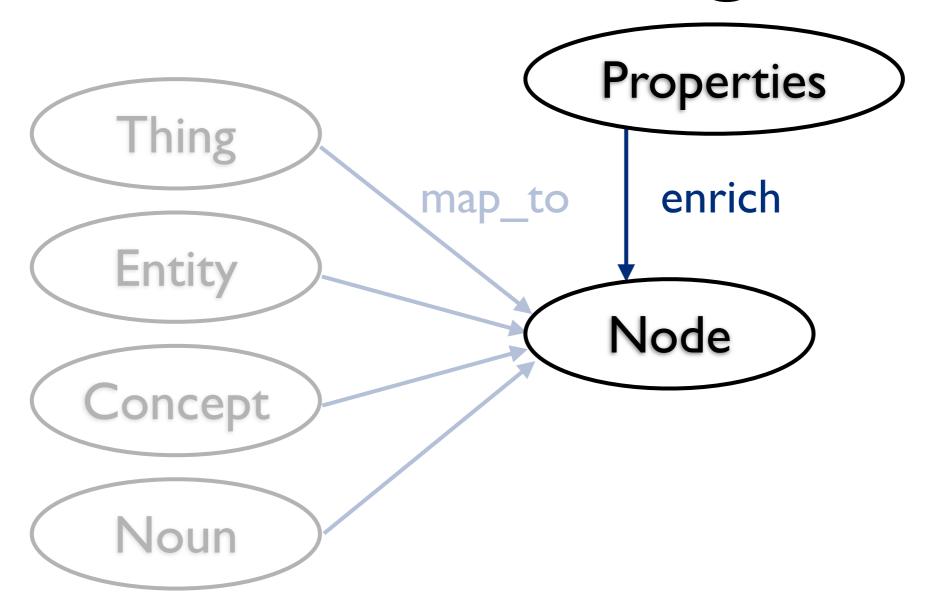


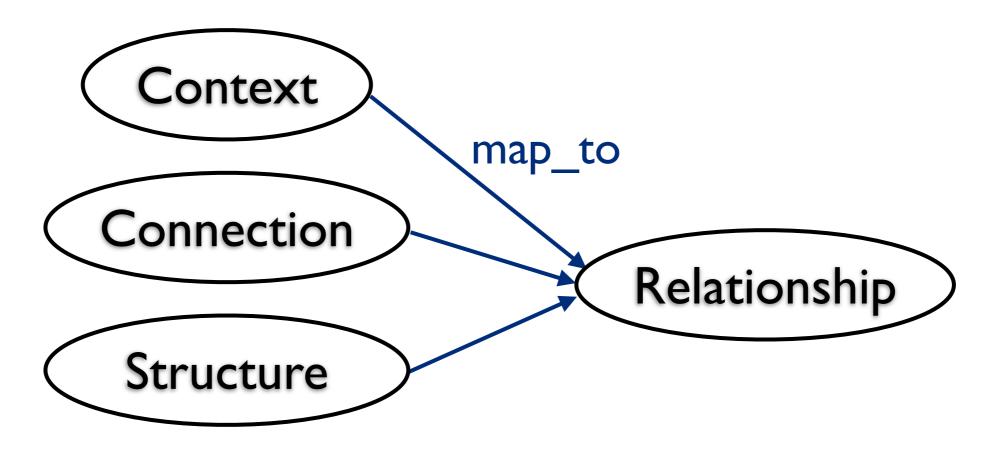


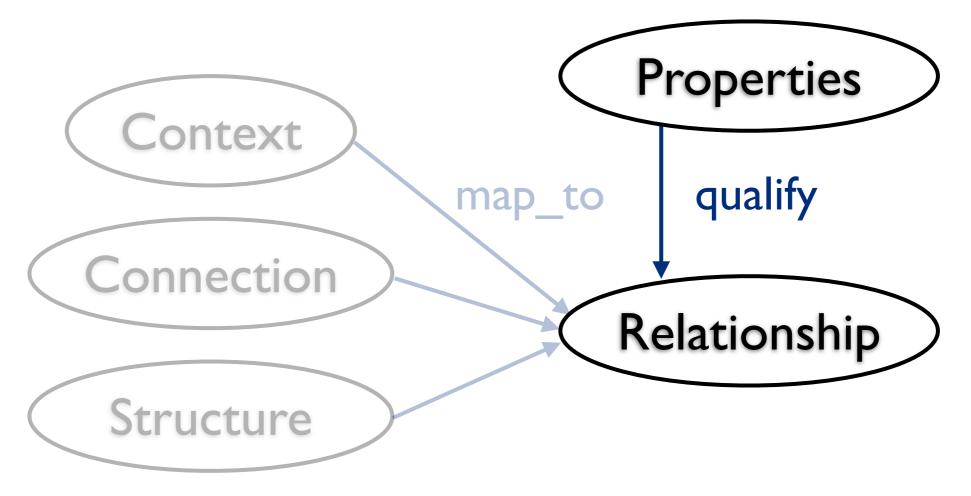
Things hiding in Actions







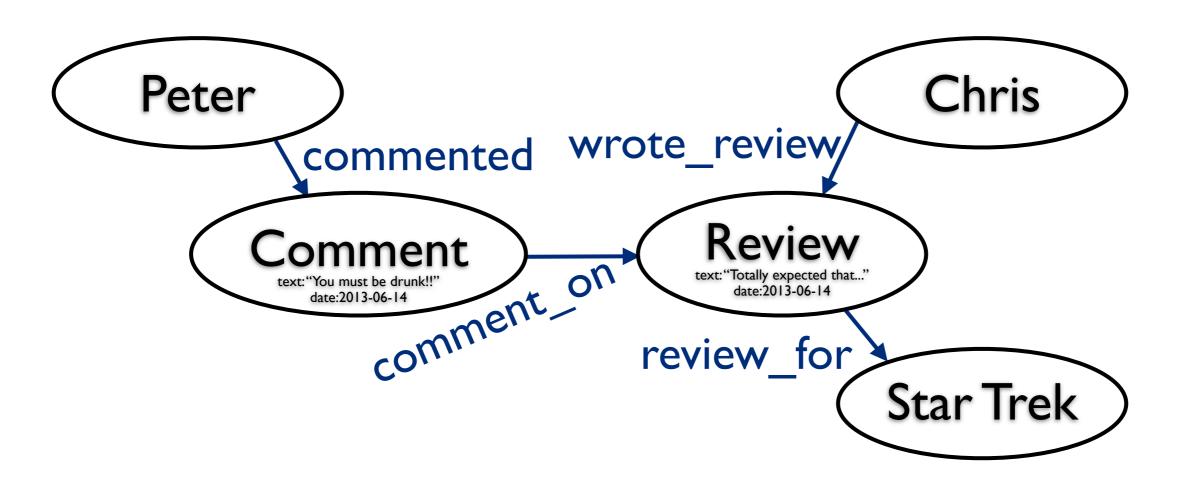




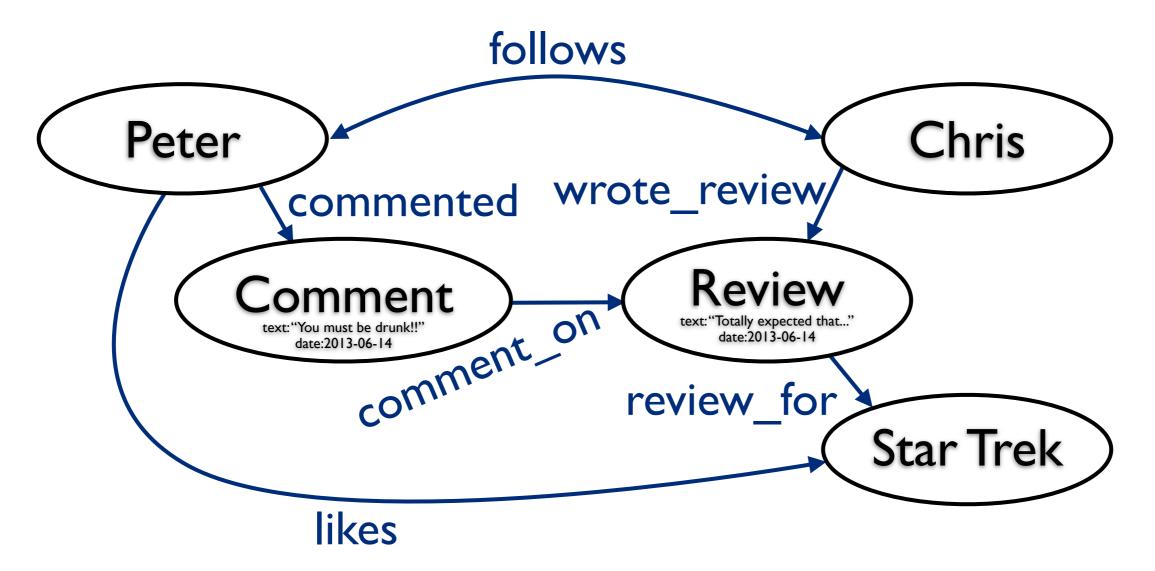
Graph Evolution

- Automated tests for queries
- Iterative & Incremental Development
- Evolve by adding (nodes, relationships)
- Mostly migration-free
- Need for downtime is rare

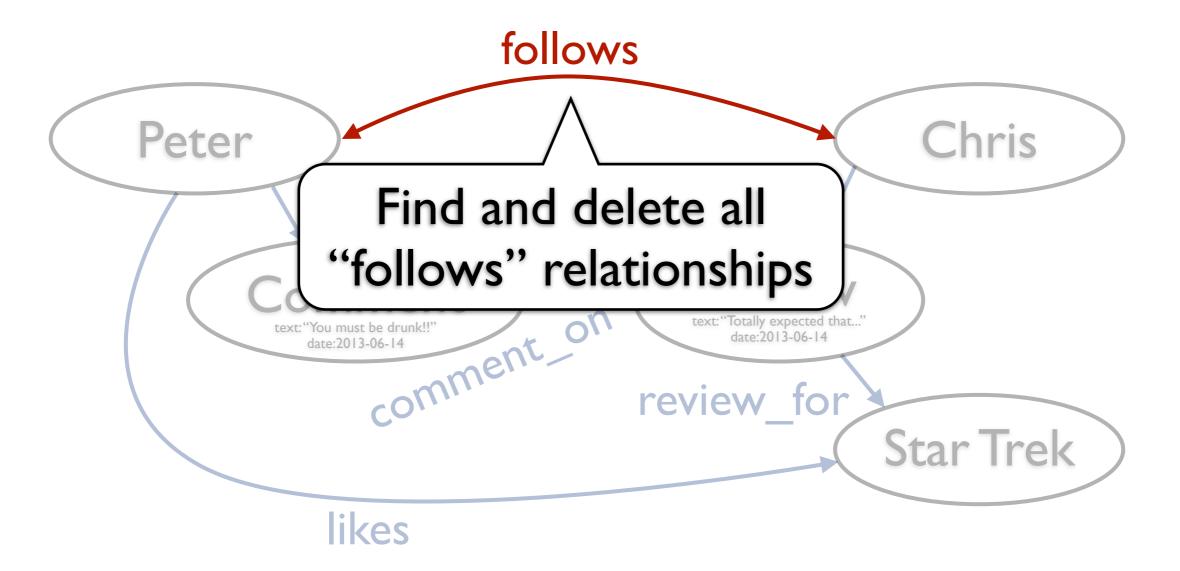
Evolving...



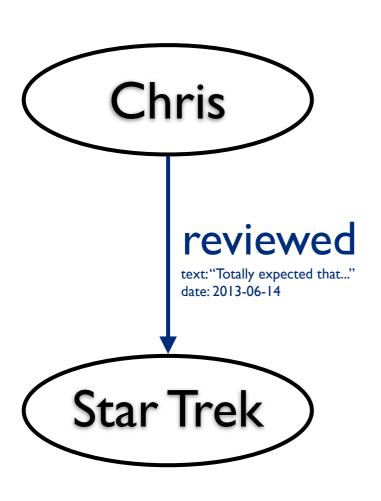
... by adding

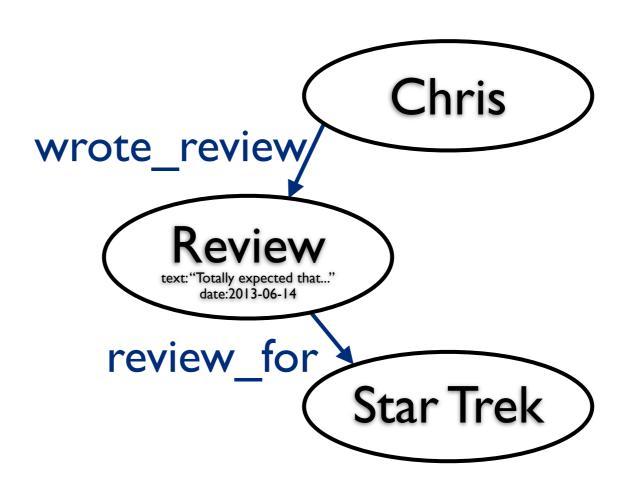


Delete: Hard

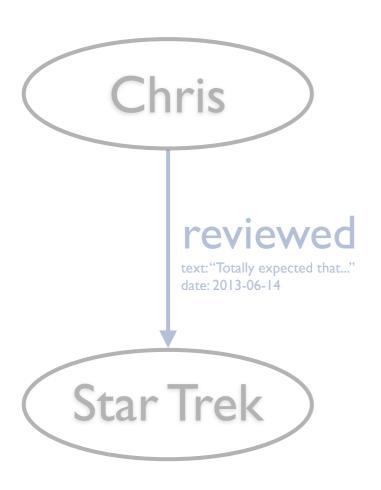


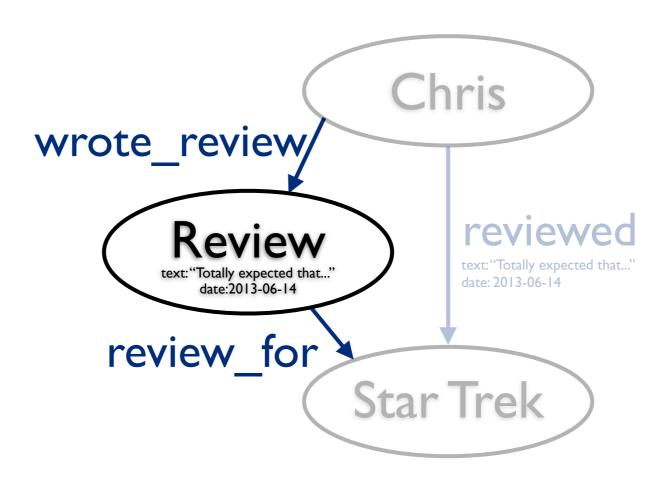
Restructure: Harder





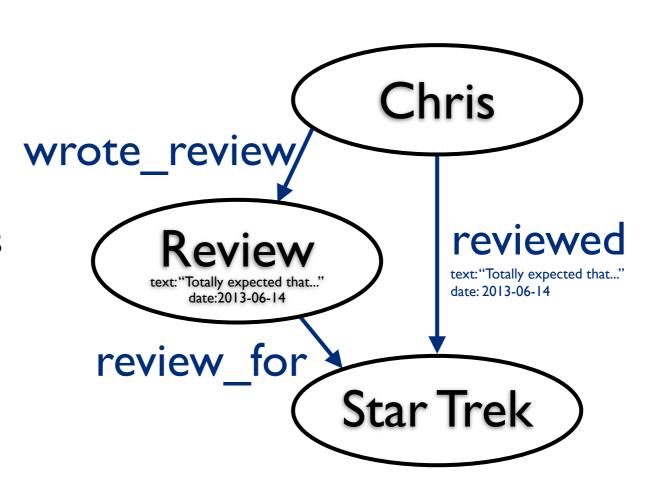
... but can be additive





... however

- Introduces redundancy
- Complicates queries
- Verify changes with tests
- ... on representative graphs



Querying Data

Demo