



## UMD DATA605 - Big Data Systems

### 12.2: Neo4j

- **Instructor:** Dr. GP Saggese, [gsaggese@umd.edu](mailto:gsaggese@umd.edu)

- *Querying graph data*

# Query Languages for Graph Databases

## • Cypher

- Designed for Property Graphs
- Data: vertices and edges with key-value properties
- Declarative query language
- Suitable for subgraph pattern matching
- Struggles with reachability queries
- Native to Neo4j

```
MATCH (nicole:Actor
      {name:'Nicole Kidman'})-[:ACTED_IN]->(movie)
WHERE movie.year < 2007
RETURN movie
```

```
// calculate basic collaborative filtering for vertex 1
m = [:]
g.v(1).out('likes').in('likes').out('likes').groupCount(m)
m.sort{-it.value}
```

```
// calculate the primary eigenvector (eigenvector centrality) of a graph
m = [:]; c = 0;
g.V.as('x').out.groupCount(m).loop('x'){c++ < 1000}
m.sort{-it.value}
```

## • Gremlin

- Works with RDF and Property Graphs
- Imperative query language
- Describes graph traversal processes

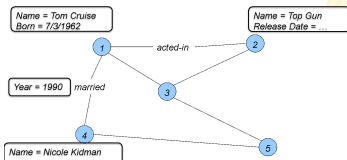
```
PREFIX foaf: <[\textcolor{blue}]{\underline{ht}}
SELECT ?name
       ?email
WHERE
{
    ?person a          foaf:Person.
    ?person foaf:name  ?name .
    ?person foaf:mbox   ?email .
}
```

## • SPARQL

- Similar to SQL in structure
- Designed for querying RDF data
- Standardized by the W3C for Semantic web applications

# Neo4j

- Graph DB storing data as Property Graph
  - Nodes, edges hold data as key-value pairs
- Focus is
  - On relationships between values
- Two querying languages
  - Cypher, Gremlin
- GUI or REST API
- Full ACID-compliant transactions
- High-availability clustering
- Incremental backups
- Run in small application or large server clusters



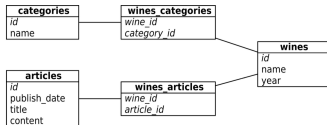
# Graph DB: Example

## Specs

- Create a wine suggestion engine
- Wines categorized by
  - Varieties (e.g., Chardonnay, Pinot Noir)
  - Regions (e.g., Bordeaux, Napa, Tuscany)
  - Vintage (year grapes harvested)
- Track articles describing wines by authors
- Users track favorite wines

## Relational model

- The important relationships are produced, reported\_on, grape\_type
- Create various tables
  - wines: (id, name, year)
  - wines\_categories (wine\_id, category\_id)
  - category table (id, name)
  - wines\_articles (wine\_id, article\_id)
  - articles (id, publish\_date, title, content)



# Labeled Property Graphs in Neo4j

---

- **Nodes**
  - Main data elements
  - Connected via *relationships*
  - Have *properties* (key/value pairs)
- **Relationships**
  - Connect two *nodes*
  - Directional
  - Multiple relationships per node
  - Have *properties* (key/value pairs)
- **Properties**
  - Named values (key is a string)
  - Indexed and constrained
  - Composite indexes from multiple properties
- **Labels**
  - Group nodes into sets
  - Nodes may have multiple labels
  - Labels indexed for faster node retrieval
  - Native label indexes optimized for performance

# Cypher Example

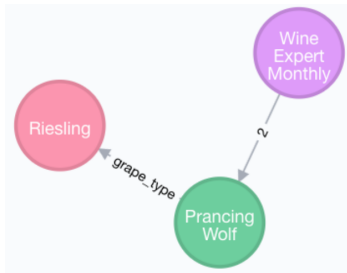
```
CREATE (w:Wine
  {name: "Prancing Wolf",
   style: "ice wine",
   vintage: 2015})
MATCH (n)
RETURN n;
CREATE (p:Publication
  {name: "Wine Expert Monthly"})
MATCH (p:Publication
  {name: "Wine Expert Monthly"}),
(w:Wine {name: "Prancing Wolf",
vintage: 2015})
CREATE (p)-[r:reported_on]->(w)
```



# Cypher Example

```
MATCH (p:Publication {name: "Wine Expert Monthly"}),  
      (w:Wine {name: "Prancing Wolf"})  
CREATE (p)-[r:reported_on {rating: 2}]->(w)
```

```
CREATE (g:GrapeType {name: "Riesling"})  
MATCH (w:Wine {name: "Prancing Wolf"}),  
      (g:GrapeType {name: "Riesling"})  
CREATE (w)-[r:grape_type]->(g)
```





# Cypher Example

```
CREATE (wr:Winery {name: "Prancing Wolf Winery"})
MATCH (w:Wine {name: "Prancing Wolf"}),
      (wr:Winery {name: "Prancing Wolf Winery"})
CREATE (wr)-[r:produced]->(w)
CREATE (w:Wine
      {name:"Prancing Wolf", style: "Kabinett", vintage: 2002})
CREATE (w:Wine
      {name: "Prancing Wolf", style: "Spätlese", vintage: 2010})
MATCH (wr:Winery
      {name: "Prancing Wolf Winery"}), (w:Wine {name: "Prancing Wolf"})
CREATE (wr)-[r:produced]->(w)
MATCH (w:Wine), (g:GrapeType {name: "Riesling"})
CREATE (w)-[r:grape_type]->(g)
```



# Cypher Example

- Add a social component to the wine graph
  - People preference for wine
  - Relationships with one another

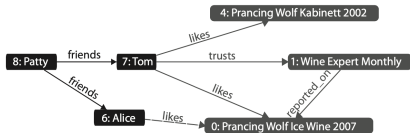
```
CREATE (p:Person {name: "Alice"})
```

```
MATCH (p:Person {name: "Alice"}),  
      (w:Wine {name: "Prancing Wolf",  
style: "ice wine"})  
CREATE (p)-[r:likes]->(w)
```

```
CREATE (p:Person {name: "Patty"})
```

```
MATCH (p1:Person {name: "Patty"}),  
      (p2:Person {name: "Tom"})  
CREATE (p1)-[r:friends]->(p2)
```

- The changes were made  
“superimposing” new relationships  
without changing the previous

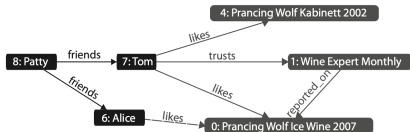


# Cypher Example

```
MATCH (p:Person
      {name: "Alice"})-->(n)
RETURN n;
```

```
MATCH (p:Person
      {name: "Alice"})-->(other: Person)
RETURN other.name;
```

```
MATCH (fof:Person)-[:friends]-(f:Person)-[:friends]-(p:Person {name: "Alice"})
RETURN fof.name;
```



# A general query structure

---

```
MATCH [Nodes and relationships]
WHERE [Boolean filter statement]
RETURN [DISTINCT] [statements [AS alias]]
ORDER BY [Properties] [ASC or DESC]
SKIP [Number] LIMIT [Number]
```

# Simple query

---

- Get all nodes of type Program that have the name Hello World!

```
MATCH (a : Program)
WHERE a.name = 'Hello World!'
RETURN a
```



Type =  
Program  
Name = 'Hello  
World!'

# Query relationships

- Get all relationships of type Author connecting Programmers and Programs:



```
MATCH (a:Programmer)-[r:Author]->(b:Program)
```

```
RETURN r
```

# Matching nodes and relationships

- Nodes
  - $(a)$ ,  $()$ ,  $(:Ntype)$ ,  $(a:Ntype)$ ,
  - $(a \{ \text{prop: 'value' } \} )$ ,
  - $(a:Ntype \{ \text{prop: 'value' } \} )$
- Relationships
  - $(a)-(b)$
  - $(a)->(b)$ ,  $(a)<-(b)$ ,
  - $(a)->()$ ,  $(a)-[r]->(b)$ ,
  - $(a)-[:Rtype]->(b)$ ,  $(a)-[:R1|:R2]->(b)$ ,
  - $(a)-[r:Rtype]->(b)$
- May have more than 2 nodes
  - $(a)->(b)<-(c)$ ,  $(a)->(b)->(c)$
- Path
  - $p = (a)->(b)$

# More options

---

- Relationship distance:
  - $(a) - [:Rtype*2] \rightarrow (b)$ : 2 hops of type Rtype
  - $(a) - [:Rtype*] \rightarrow (b)$ : any number of hops of type Rtype
  - $(a) - [:Rtype*2..10] \rightarrow (b)$ : 2-10 hops of Rtype
  - $(a) - [:Rtype*..10] \rightarrow (b)$ : 1-10 hops of Rtype
  - $(a) - [:Rtype*2..] \rightarrow (b)$ : at least 2 hops of Rtype
- Could be used also as:
  - $(a) - [r*2] \rightarrow (b)$  r gets a sequence of relationships
  - $(a) - [* \{prop:val\}] \rightarrow (b)$



# Operators

---

- Mathematical
  - +, -, \*, /, %, ^ (power, not XOR)
- Comparison
  - =, <, >, <=, >=, =~ (Regex), IS NULL, IS NOT NULL
- Boolean
  - AND, OR, XOR, NOT
- String
  - Concatenation through +
- Collection
  - Concatenation through +
  - IN to check if an element exists in a collection

# More WHERE options

---

- WHERE others.name IN ['Andres', 'Peter']
- WHERE user.age IN range (18,30)
- WHERE n.name =~ 'Tob.\*'
- WHERE n.name =~ '(?i)ANDR.\*' - (case insensitive)
- WHERE (tobias)->()
- WHERE NOT (tobias)->()
- WHERE has(b.name)
- WHERE b.name? = 'Bob' (Returns all nodes where name = 'Bob' plus all nodes without a name property)

# Functions

---

- On paths:
  - MATCH shortestPath( (a)-[\*]-(b) )
  - MATCH allShorestPath( (a)-[\*]-(b) )
  - Length(path) – The path length or 0 if not exists.
  - RETURN relationships(p) - Returns all relationships in a path.
- On collections:
  - RETURN a.array, filter(x IN a.array WHERE length(x)= 3) FILTER - returns the elements in a collection that comply to a predicate.
  - WHERE ANY (x IN a.array WHERE x = "one" ) – at least one
  - WHERE ALL (x IN nodes(p) WHERE x.age > 30) – all elements
  - WHERE SINGLE (x IN nodes(p) WHERE var.eyes = "blue") – Only one
- nodes(p) – nodes of the path p

# With

---

- Manipulate result sequence before passing to following query parts
- Usage of WITH:
  - Limit entries passed to other MATCH clauses
  - Introduce aggregates for predicates in WHERE
  - Separate reading from updating the graph. Each query part must be read-only or write-only

# Data access is programmatic

---

- REST API
- Through the Java APIs
  - JVM languages have bindings to the same APIs
    - JRuby, Jython, Clojure, Scala. . .
- Managing nodes and relationships
- Indexing
- Traversing
- Path finding
- Pattern matching