

Gremlin Cheat Sheet 102

Paths

Path Filters

Steps	Meaning
<code>simplePath()</code>	keep simple, non-cyclic paths (no element must appear twice or more in the current path)
<code>cyclicPath()</code>	keep cyclic paths (at least one element must appear twice or more in the current path)

Variables

Path-local Variables

Steps	Meaning
<code>sack(operator)</code>	assign or compute a path-local variable
<code>sack()</code>	emit the current sack value
<code>as(label)⋯select(Pop, label)</code>	select values from previously labeled steps

Pattern Matching

Steps	Meaning
<code>match(traversals)</code>	attempts to find matches for the provided patterns in the underlying graph
<code>where(traversal)</code>	puts constraints on labeled steps