

DS 4300

# Introduction to the Graph Data Model

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# What is a Graph Database

- Data model based on the graph data structure
- Composed of nodes and edges
  - edges connect nodes
  - each is uniquely identified
  - each can contain properties (e.g. name, occupation, etc)
  - supports queries based on graph-oriented operations
    - traversals
    - shortest path
    - *lots of others*

# Where do Graphs Show up?

- Social Networks
  - yes... things like Instagram,
  - but also... modeling social interactions in fields like psychology and sociology
- The Web
  - it is just a big graph of “pages” (nodes) connected by hyperlinks (edges)
- Chemical and biological data
  - systems biology, genetics, etc.
  - interaction relationships in chemistry

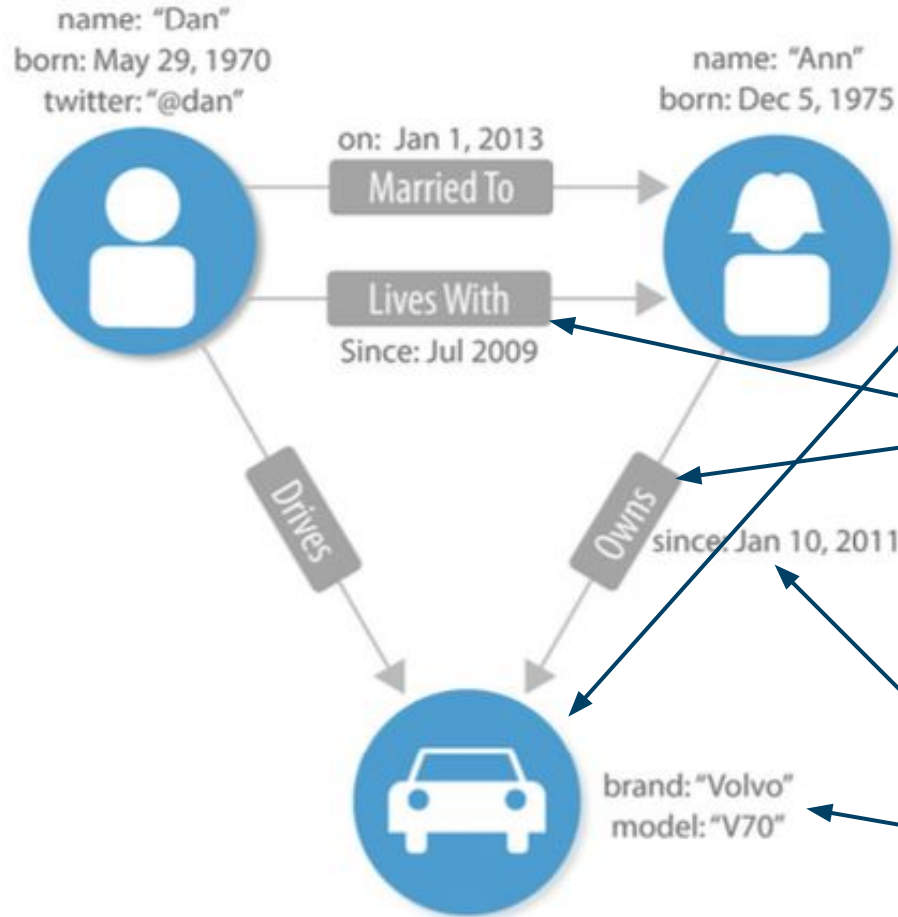
# Basics of Graphs and Graph Theory

# What is a graph?

## *Labeled Property Graph*

- Composed of a set of node (vertex) objects and relationship (edge) objects
- Labels are used to mark a node as part of a group
- Properties are attributes (think KV pairs) and can exist on nodes and relationships
- Nodes with no associated relationships are OK. Edges not connected to nodes are not permitted.

# Example



2 Labels:

- person
- car

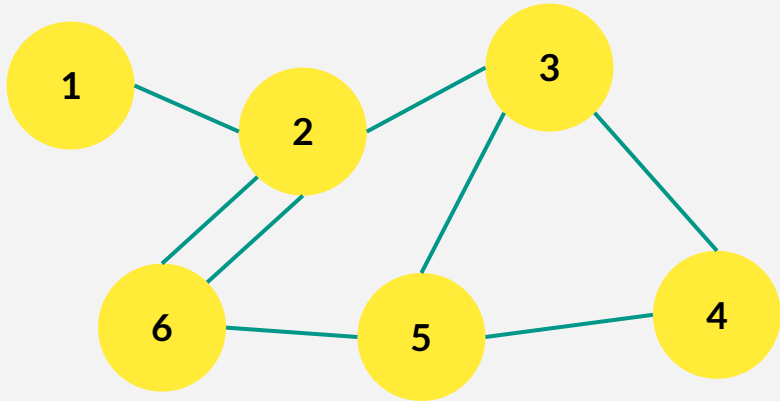
4 relationship types:

- Drives
- Owns
- Lives\_with
- Married\_to

Properties

# Paths

A ***path*** is an ordered sequence of nodes connected by edges in which no nodes or edges are repeated.



Ex:  $1 \rightarrow 2 \rightarrow 6 \rightarrow 5$

Not a path:

$1 \rightarrow 2 \rightarrow 6 \rightarrow 2 \rightarrow 3$

# Flavors of Graphs

**Connected (vs. Disconnected)** – there is a path between any two nodes in the graph

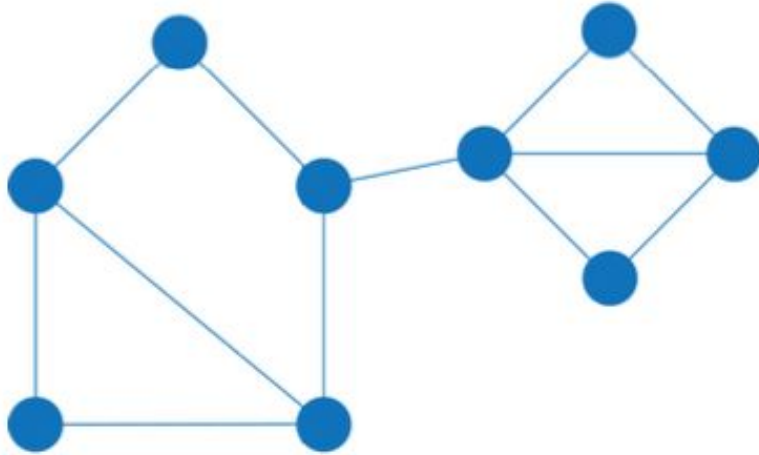
**Weighted (vs. Unweighted)** – edge has a weight property (important for some algorithms)

**Directed (vs. Undirected)** – relationships (edges) define a start and end node

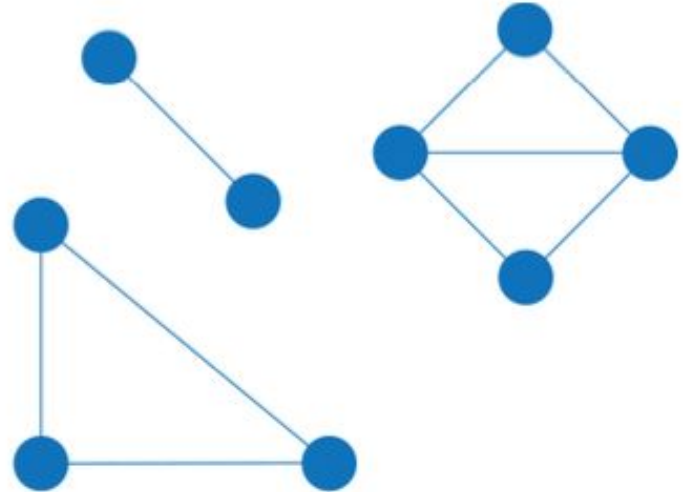
**Acyclic (vs. Cyclic)** – Graph contains no cycles



# Connected vs. Disconnected

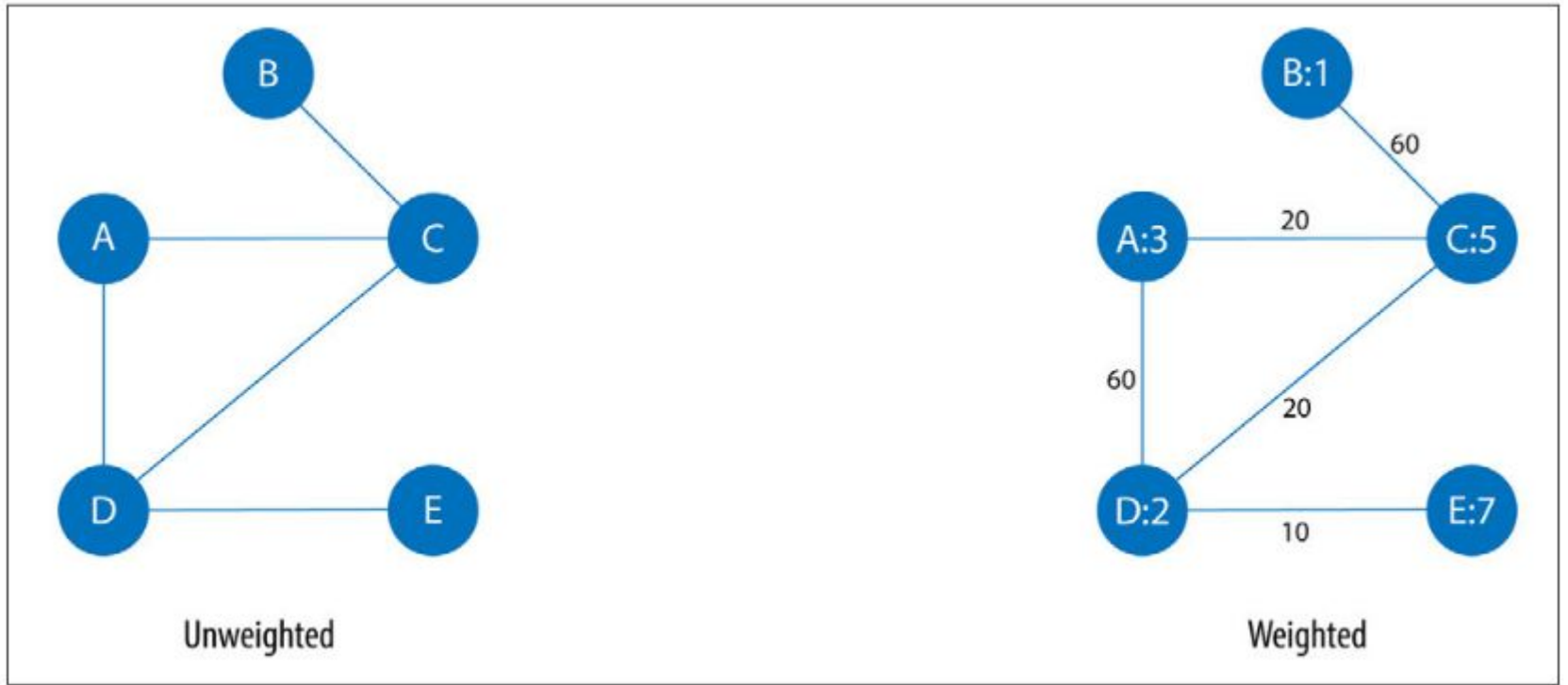


Connected Graph

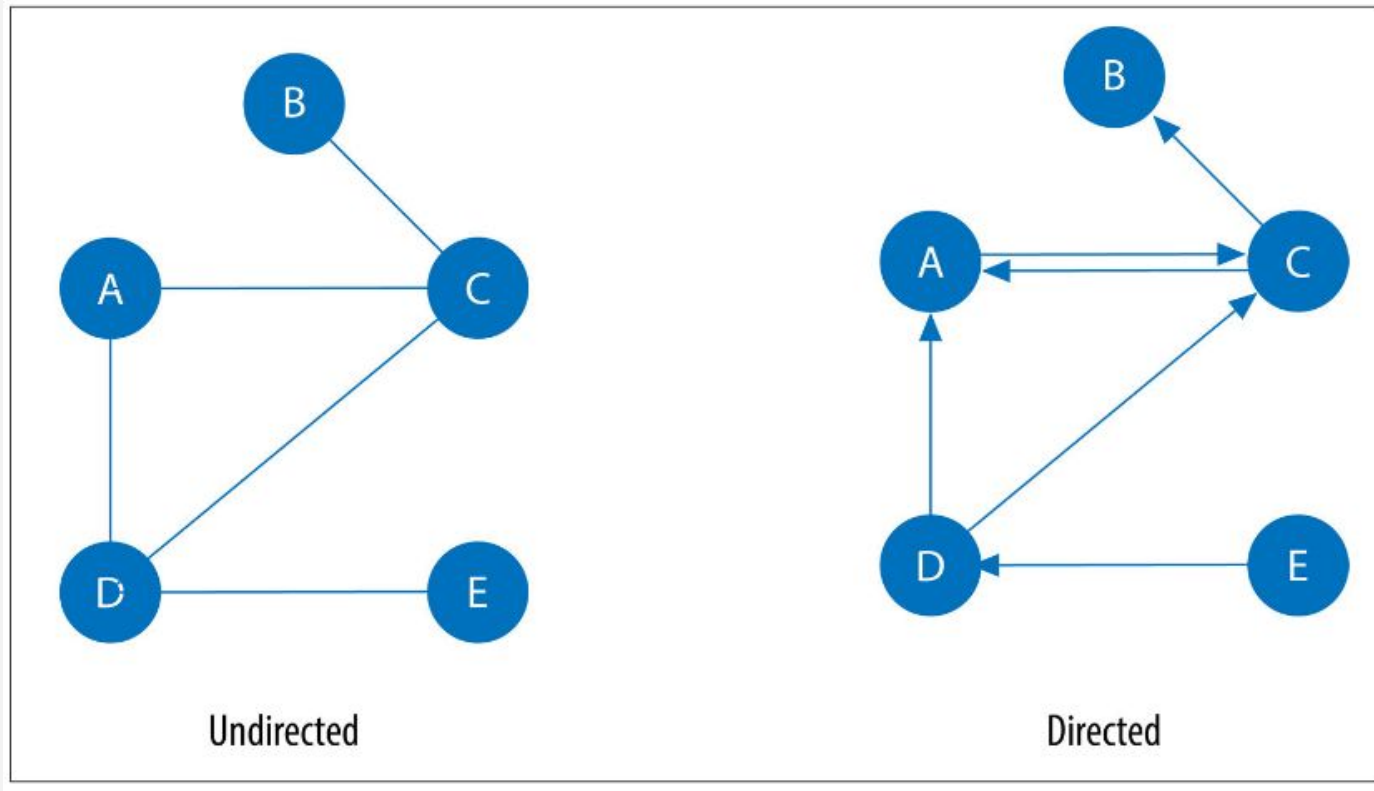


Disconnected Graph  
Includes 3 components.

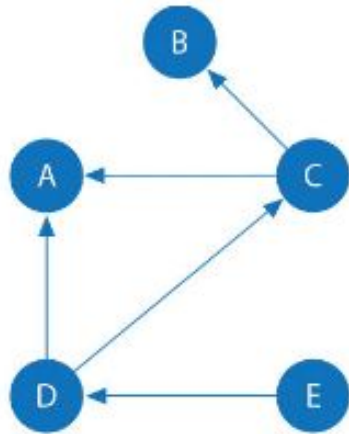
# Weighted vs. Unweighted



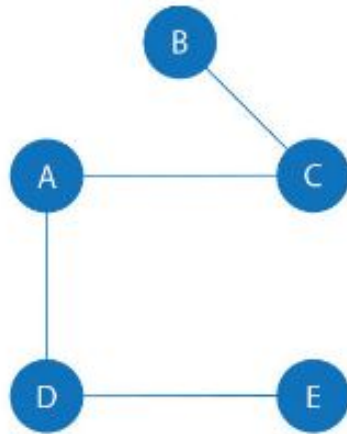
# Directed vs. Undirected



# Cyclic vs Acyclic

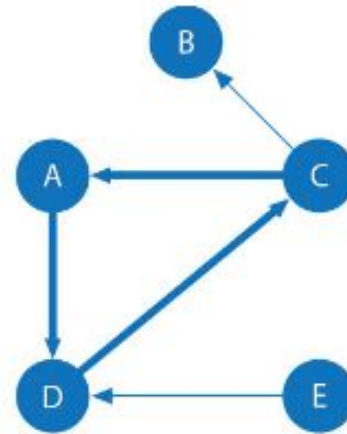


Graph 1

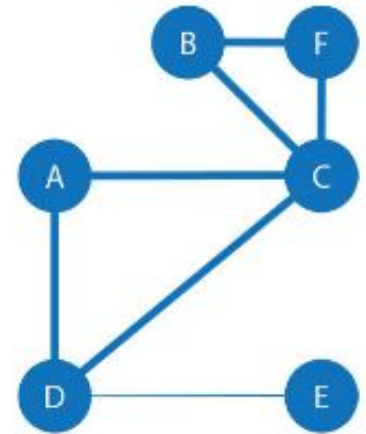


Graph 2

Acyclic



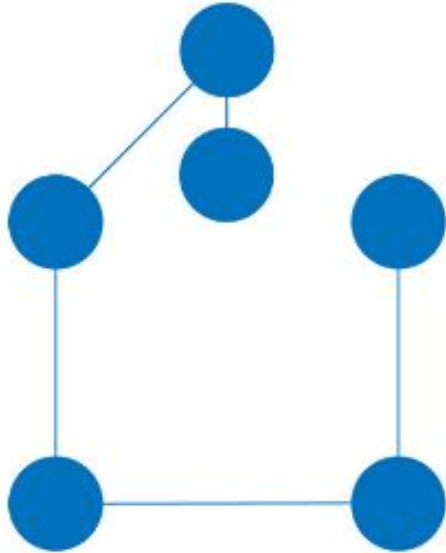
Graph 3



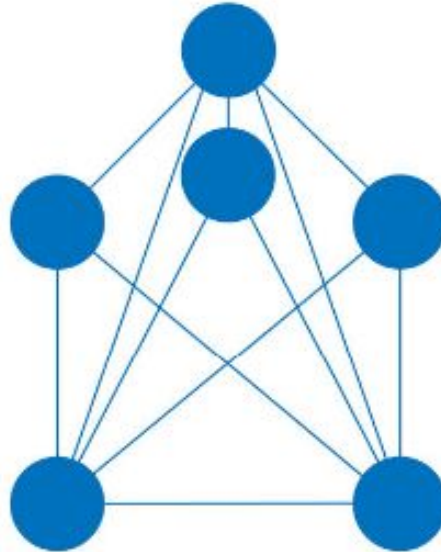
Graph 4

Cyclic

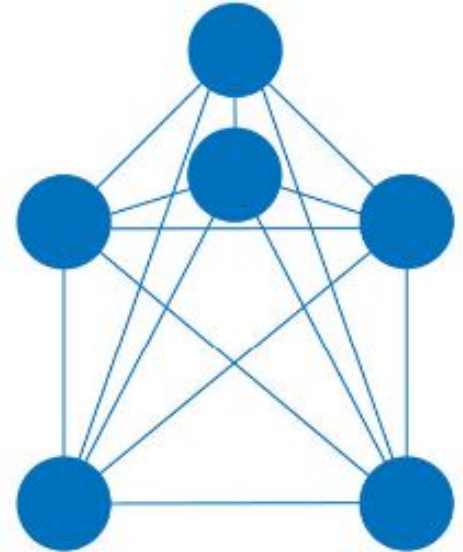
# Sparse vs. Dense



Sparse

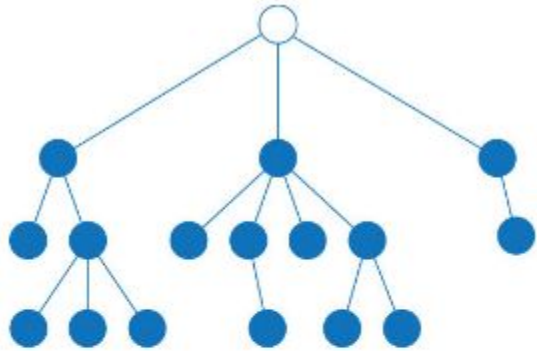


Dense

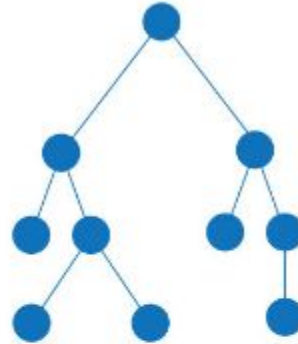


Complete (Clique)

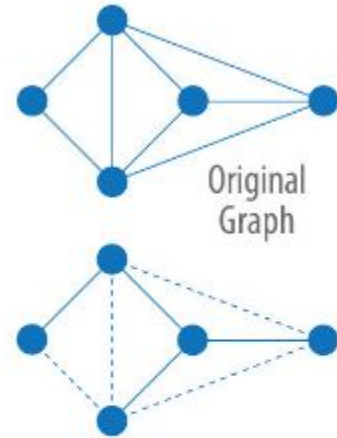
# Trees



**Rooted Tree**  
Root node  
and no cycles



**Binary Tree**  
Up to 2 child nodes  
and no cycles



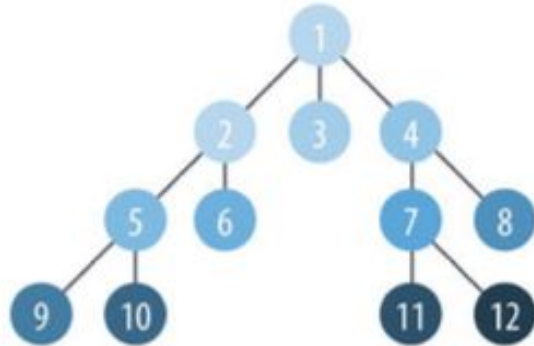
**Spanning Tree**  
Subgraph of all nodes  
but not all relationships  
and no cycles

# Types of Graph Algorithms - Pathfinding

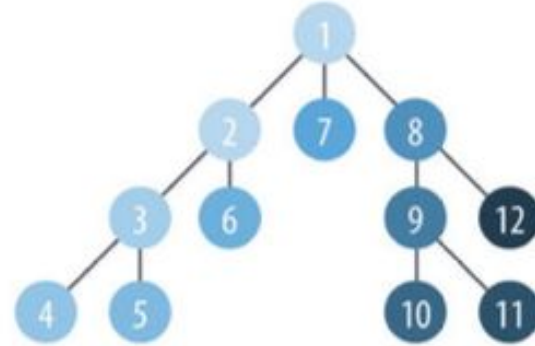
## - Pathfinding

- finding the shortest path between two nodes, if one exists, is probably the most common operation
- “shortest” means fewest edges or lowest weight
- Average Shortest Path can be used to monitor efficiency and resiliency of networks.
- Minimum spanning tree, cycle detection, max/min flow... are other types of pathfinding

# BFS vs DFS



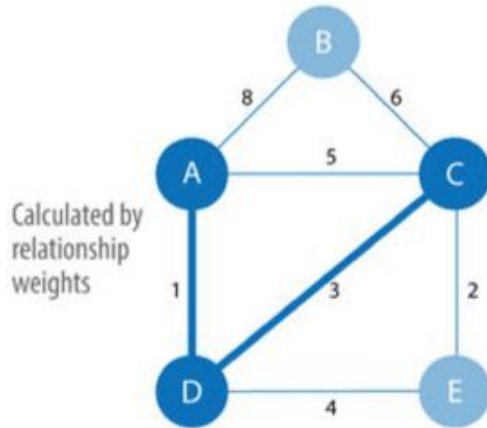
**Breadth First Search**  
Visits nearest neighbors first



**Depth First Search**  
Walks down each branch first



# Shortest Path



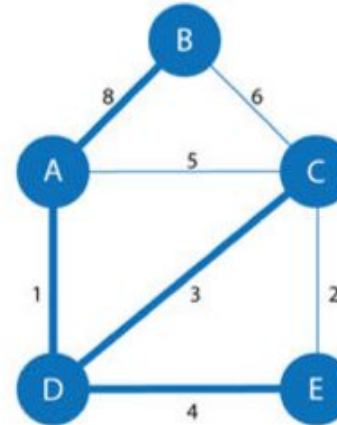
**Shortest Path**

Shortest path between 2 nodes (A to C shown)

(A, B) = 8  
(A, C) = 4 via D  
(A, D) = 1  
(A, E) = 5 via D  
(B, C) = 6  
(B, D) = 9 via A or C  
And so on...

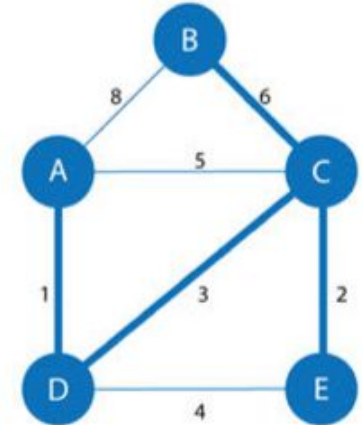
**All-Pairs Shortest Paths**

Optimized calculations for shortest paths from all nodes to all other nodes



**Single Source Shortest Path**

Shortest path from a root node (A shown) to all other nodes



**Minimum Spanning Tree**

Shortest path connecting all nodes (A start shown)

# Types of Graph Algorithms - Centrality & Community Detection

- **Centrality**

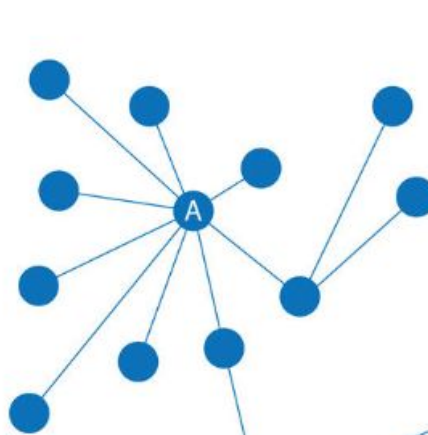
- determining which nodes are “more important” in a network compared to other nodes
- EX: Social Network Influencers?

- **Community Detection**

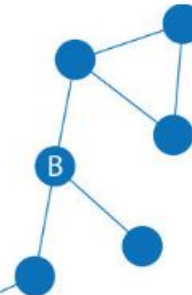
- evaluate clustering or partitioning of nodes of a graph and tendency to strengthen or break apart

# Centrality

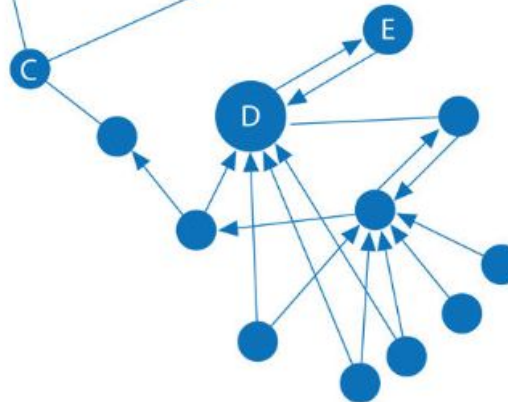
**Degree**  
Number of connections?  
"A" has a high degree



**Closeness**  
Which node can most easily reach all other nodes in a graph or subgraph?  
"B" is closest with the fewest hops in its subgraph



**Betweenness**  
Which node has the most control over flow between nodes and groups?  
"C" is a bridge



**PageRank**  
Which node is the most important?  
"D" is foremost based on number & weighting of in-links  
"E" is next, due to the influence of D's link

# Some Famous Graph Algorithms

- **Dijkstra's Algorithm** - single-source shortest path algo for positively weighted graphs
- **A\* Algorithm** - Similar to Dijkstra's with added feature of using a heuristic to guide traversal
- **PageRank** - measures the importance of each node within a graph based on the number of incoming relationships and the importance of the nodes from those incoming relationships

- A Graph Database System that supports both transactional and analytical processing of graph-based data
- Relatively new class of no-sql DBs
- Considered schema optional (one can be imposed)
- Supports various types of indexing
- ACID compliant
- Supports distributed computing
- Similar: Microsoft CosmoDB, Amazon Neptune

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