

# Mastering **Neo4j** With Go and **GoGM**

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**GraphConnect 2022**

# Presenters



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# Plan

## Workshop Plan:

1. Introduction to **Go**
2. Introduction to **Graph** Databases
3. Neo4j + **Go**
4. Neo4j + **GoGM**

Workshop Repository



# Workshop Prerequisites



- **Git:** `git clone https://github.com/fbiville/graphconnect-go-workshop.git`
- **Go 1.18** (or greater if you live in the future)
- **Docker**
- **Visual Studio Code, Goland or <YourFavoriteEditor>**

# Introduction to Go



# Introduction to Go

Created at Google in 2009

Open-Source

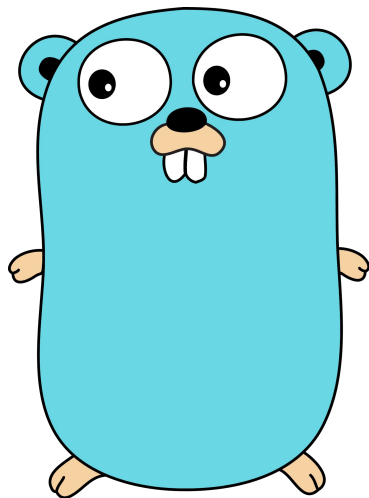
Compiled, Garbage Collected and

Statically Typed

Strengths

Fast Compile/Execution Time

Approachable Concurrency

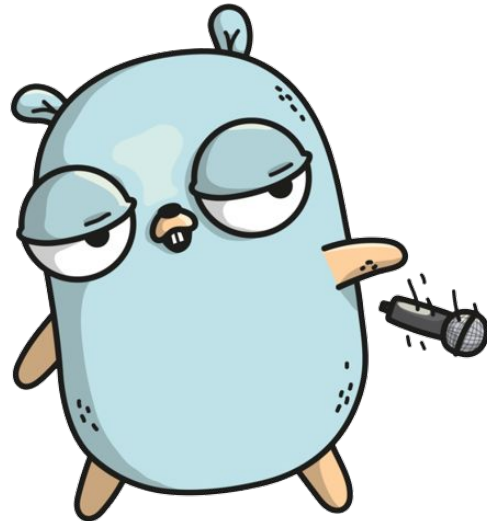


# Introduction to Go - Examples

```
package main
```

```
import "fmt"
```

```
func main() {  
    message := "Hello GraphConnect!"  
    // equivalent of:  
    // var message string = "Hello GraphConnect!"  
    fmt.Println(message)  
}
```



# Introduction to Go - Examples

```
type CustomerService struct {  
    Repository CustomerRepository  
}  
  
type Customer struct {  
    RegistrationId string  
    Name           string  
    Company        string  
}  
  
func (service *CustomerService) RegisterCustomer(customer Customer) (bool, error) {  
    if customer.RegistrationId != "" {  
        return false, nil  
    }  
    err := service.Repository.Register(customer)  
    return err == nil, err  
}
```





# Introduction to Go - Examples

```
package main

import (
    "fmt"
    "math/rand"
    "sync"
    "time"
)

func main() {
    var semaphore sync.WaitGroup
    semaphore.Add(100)
    for i := 0; i < 100; i++ {
        go func(i int) {
            randomSleep()
            fmt.Println(i)
            semaphore.Done()
        }(i)
    }
    semaphore.Wait()
}

func randomSleep() {
    amount := time.Duration(rand.Int31n(5))
    time.Sleep(amount * time.Second)
}
```

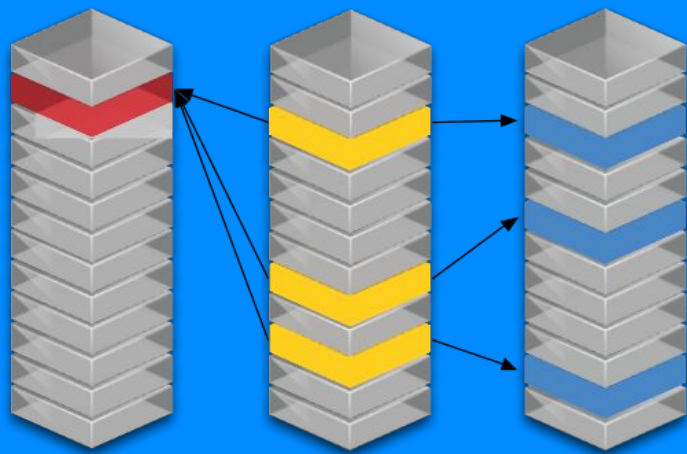


# Workshop Part 1 Exercises: Introduction to Go

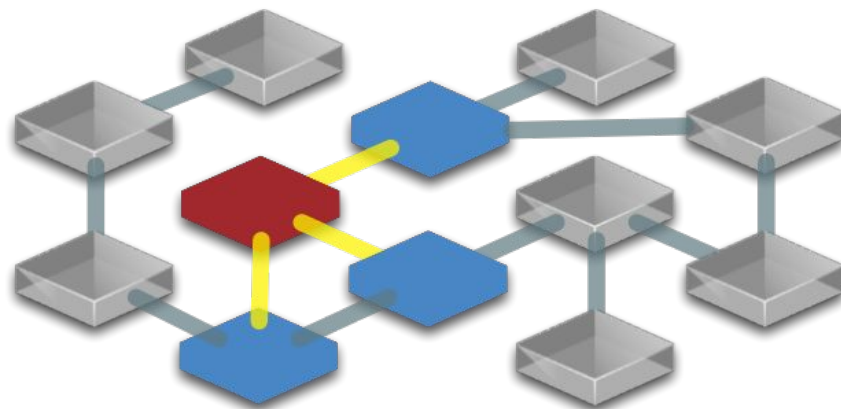


# Introduction to Graph Databases

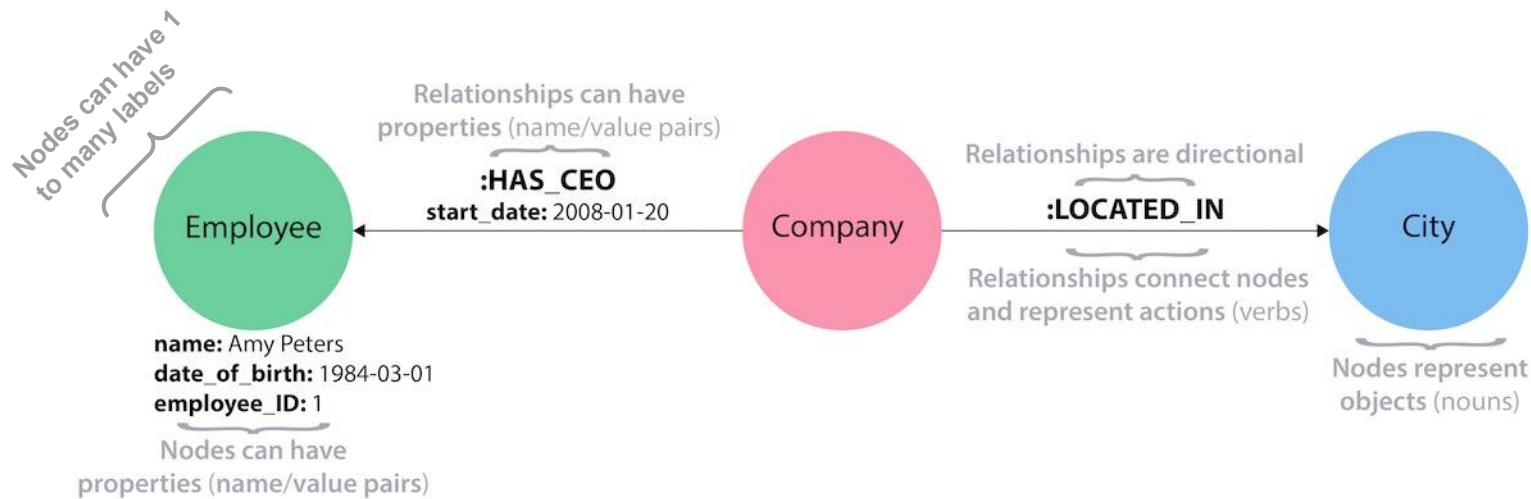
# Relational Database



# Graph Database

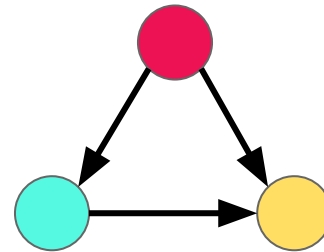


# Property Graph



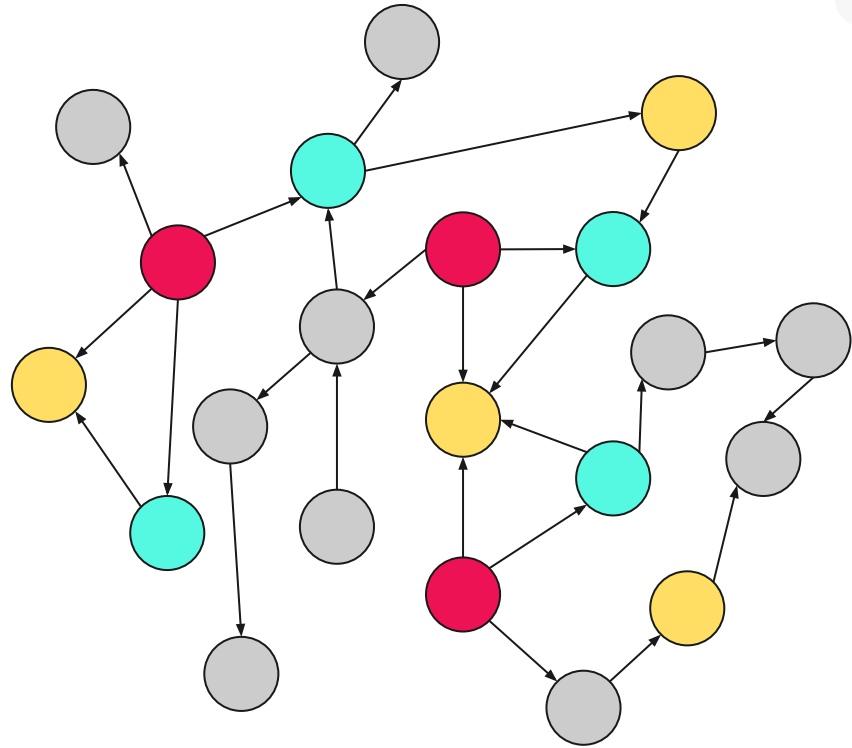
# Graph Pattern Matching

Pattern to Find

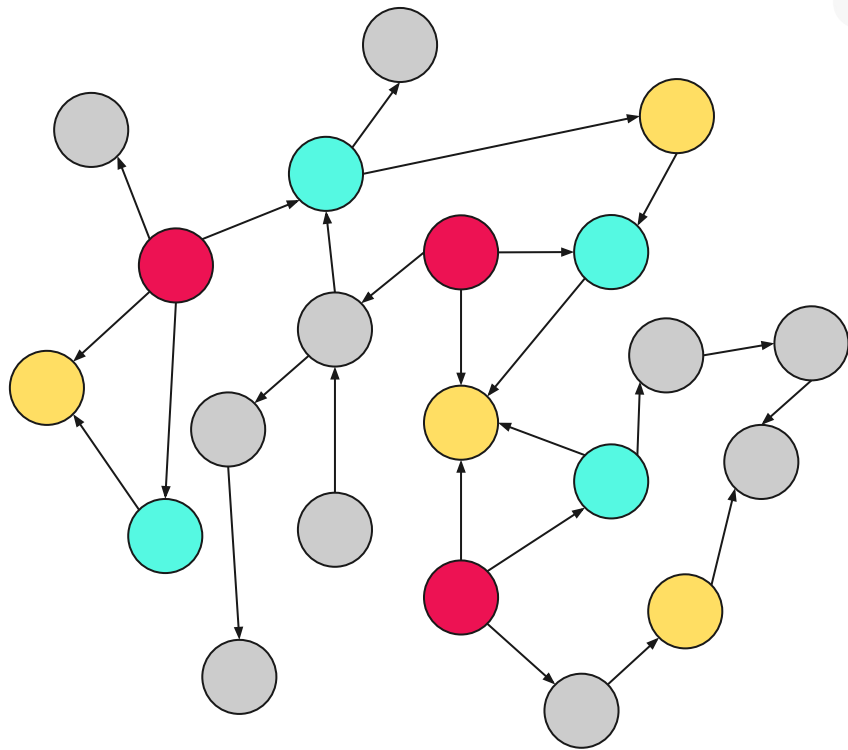
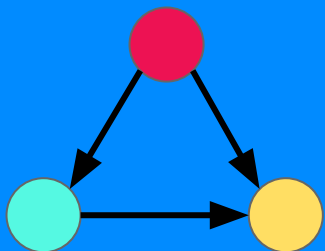


# Graph Pattern Matching

Existing Data

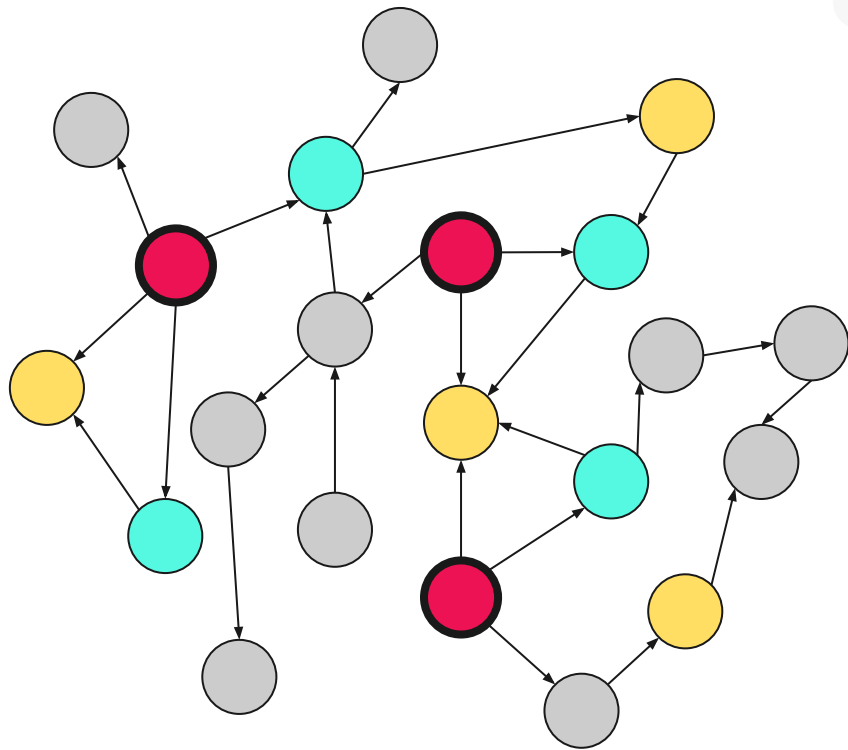
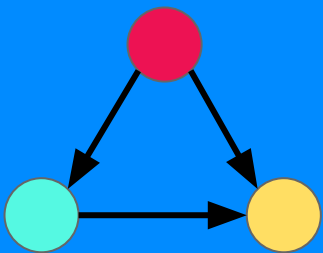


# Graph Pattern Matching

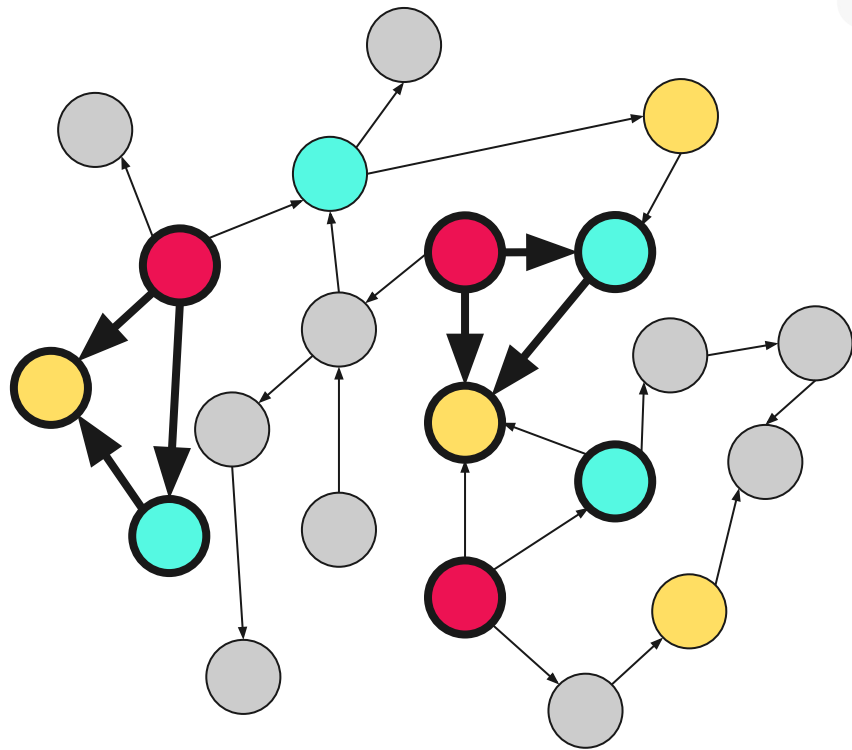
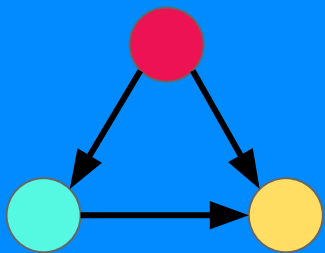




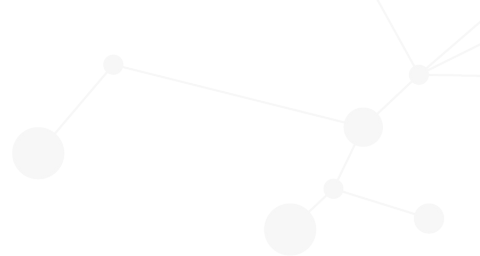
# Graph Pattern Matching



# Graph Pattern Matching



# Graph Pattern Matching



What you describe<sup>(aka match)</sup> is what you get!

- The runtime infers the graph traversals for you.

# Graph Pattern Matching with Cypher



SULIA EVANS  
@bork

SQL queries run  
in this order

FROM + JOIN



WHERE



GROUP BY



HAVING



SELECT (window functions  
happen here !)



ORDER BY



LIMIT

In Cypher

MATCH

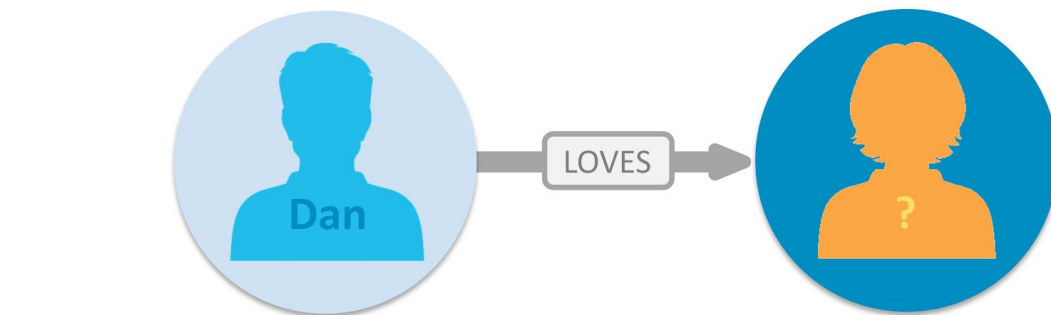
WHERE

RETURN

ORDER BY

LIMIT

# Graph Pattern Matching with Cypher



**MATCH** (:Person { name:"Dan" } ) -[:LOVES]-> ( whom ) **RETURN** whom

LABEL

PROPERTY

VARIABLE

# Neo4j: The {Company;Product}



Product & Company started in 2007 🇸🇪

Open-Core Model

Free Open-Source **Community** Edition

Closed-Source **Enterprise** Edition

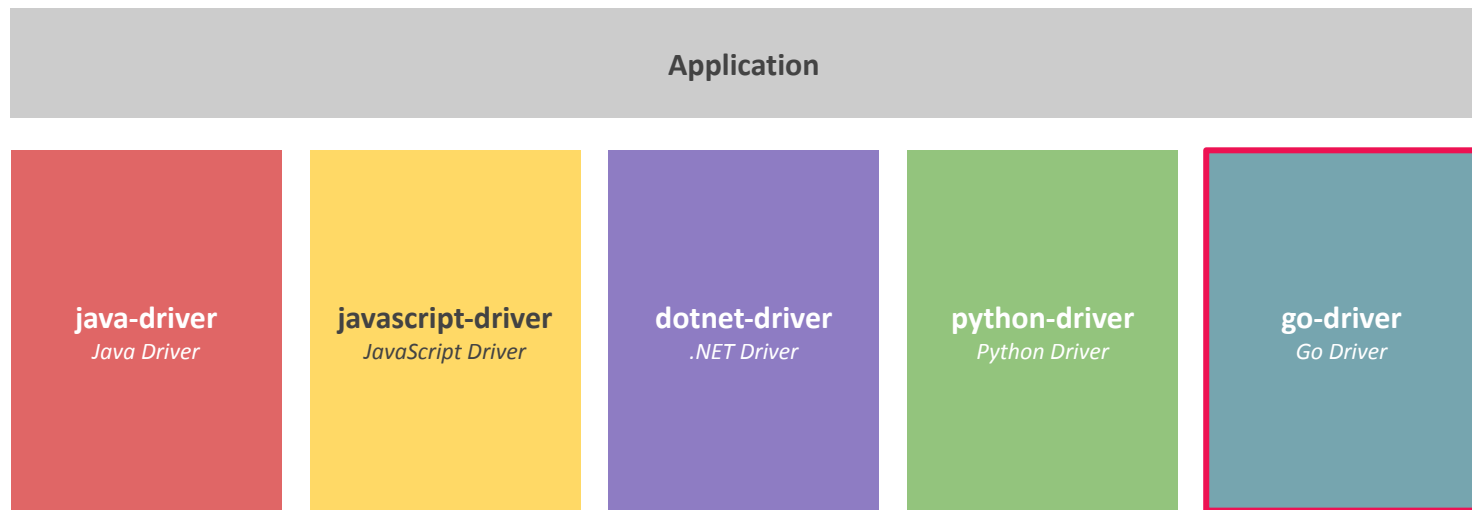
Free for local use with Neo4j Desktop / Docker

Current Version: **4.4 (LTS)** - 5.0 in the works!

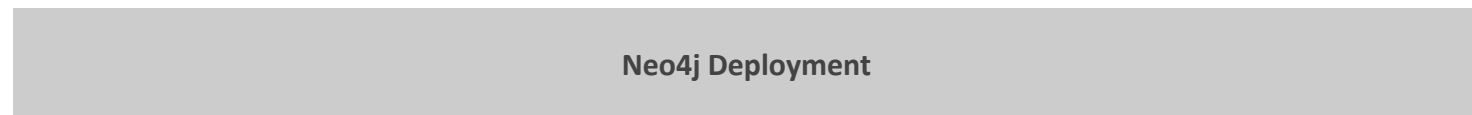
# Neo4j + Go



# Neo4j Drivers



**Bolt**





# Neo4j Driver Challenges

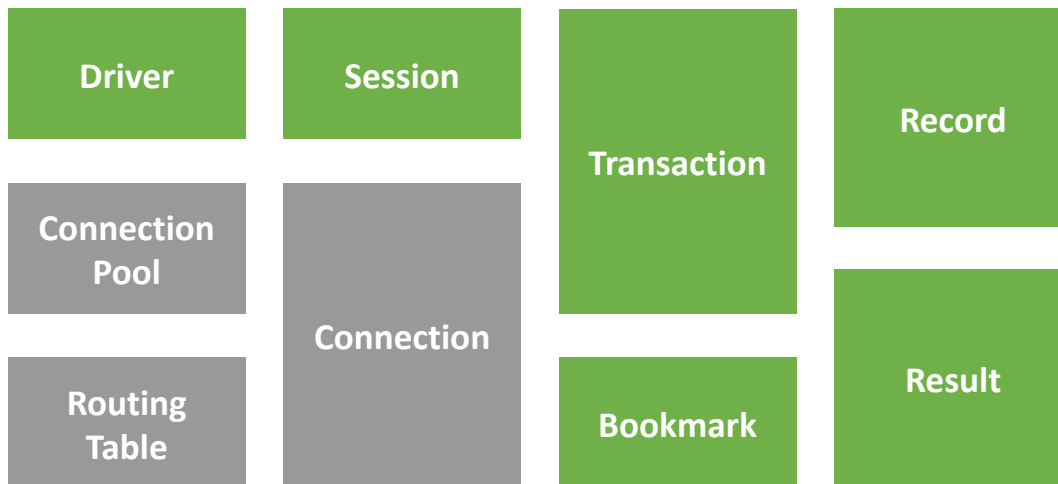


**Uniform**

**Idiomatic**



# Neo4j Driver Concepts



# Neo4j + Go

```
func main() {  
    driver, err := neo4j.NewDriver(os.Args[1], neo4j.BasicAuth(os.Args[2], os.Args[3], ""))  
    if err != nil {  
        panic(err)  
    }  
    defer handleClose(driver)  
    session := driver.NewSession(neo4j.SessionConfig{})  
    defer handleClose(session)  
    result, err := session.ReadTransaction(sayHello)  
    if err != nil {  
        panic(err)  
    }  
    fmt.Printf("Program says: %q", result)  
}
```

## Driver creation

Usually singleton  
Thread-safe

## Session creation

Once per thread  
Sequence of causally-related  
transactions

## Transaction execution

Retryable

# Workshop Part 2 Exercises: The Neo4j Go Driver



# Neo4j + GoGM

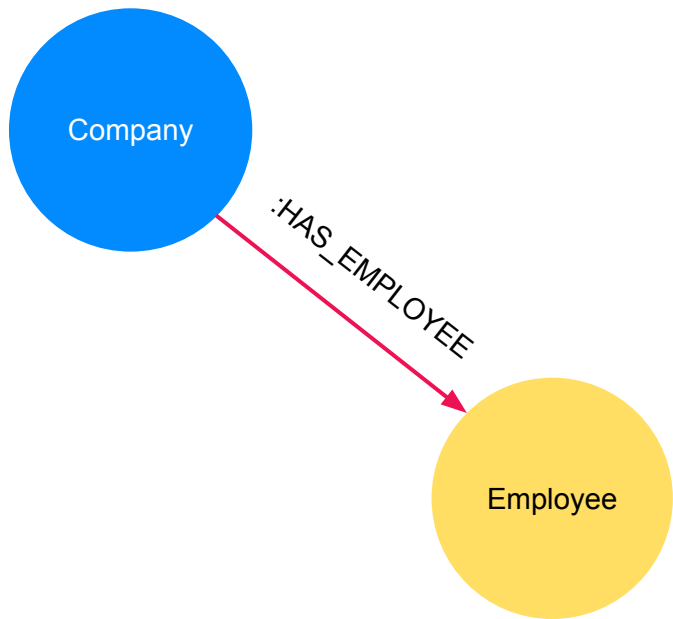


# Neo4j + GoGM - What is an OGM?

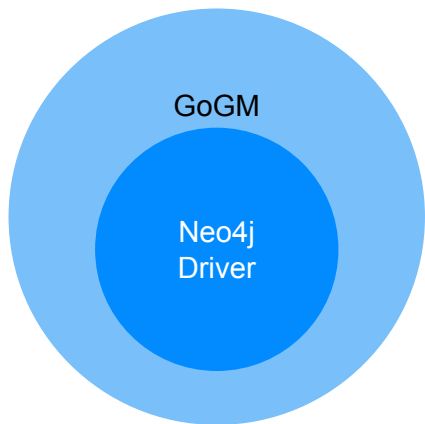
```
type Employee struct {  
    gorm.BaseUUIDNode  
    Name      string    `gorm:"name=name"`  
    EmployeeID int       `gorm:"name=employee_id;unique"`  
    Company   *Company  
    `gorm:"direction=incoming;relationship=HAS_EMPLOYEE"`  
}
```



```
type Company struct {  
    gorm.BaseUUIDNode  
    Name      string    `gorm:"name=name"`  
    Employees []*Employee  
    `gorm:"direction=outgoing;relationship=HAS_EMPLOYEE"`  
}
```



# GoGM Architecture



## Neo4j Driver Responsibilities:

- (De)serialization of **primitives** (*strings, numbers, dates, etc.*)
- Communication with the database itself

## GoGM Responsibilities:

- (De)serialization of **schema-defined structs** and some more advanced types like maps
- Generation of queries to transparently **save, update, or delete** a given **node and its relationships**

# Neo4j + GoGM - Defining a Schema - Node Properties

```
type ExampleNode struct {  
    gogm.BaseUUIDNode  
    StringField      string      `gogm:"name=string_field"`  
    UniqueInt         int         `gogm:"name=unique_int;unique"`  
    IndexedBool       bool        `gogm:"name=indexed_bool;index"`  
    GenericMap         map[string]interface{} `gogm:"name=generic_map;properties"`  
    MapWithPrimitive   map[string]int         `gogm:"name=map_with_prim;properties"`  
    SliceOfPrimitive   []string               `gogm:"name=prim_slice;properties"`  
}
```

- GoGM utilizes Go Struct Tags to define the schema
- GoGM validates that structs are configured correctly at runtime
- Any primitive is valid as a property
- Any map of type `map[string]interface{}` or `map[string]<primitive>` is valid with a properties tag
- Any slice of type `[]<primitive>` is also valid with a properties tag
- Fields can be marked as unique, indexed and/or primary key



# Neo4j + GoGM - Defining a Schema: Relationships

```
type LeftNode struct {
    gogm.BaseUUIDNode

    EdgeToRight      *RightNode      `gogm:"direction=incoming;relationship=EXAMPLE"`
    PropsEdgeToRight []*ExampleEdge `gogm:"direction=incoming;relationship=PROP_EXAMPLE"`
}

type RightNode struct {
    gogm.BaseUUIDNode

    EdgesToLeft      []*LeftNode      `gogm:"direction=outgoing;relationship=EXAMPLE"`
    PropsEdgeToRight *ExampleEdge `gogm:"direction=outgoing;relationship=PROP_EXAMPLE"`
}
```

- Edges must use pointers and slices of pointers
- GoGM validates that structs and relationships are configured correctly
- Both sides of a relationship must be found
- All types of directions are supported

# Neo4j + GoGM - Defining a Schema: Relationships Contd

```
// must implement gogm.Edge interface
type ExampleEdge struct {
    // would be the outgoing side
    Start *RightNode
    End   *LeftNode
    // can store same properties as a normal node
}

func (e *ExampleEdge) GetStartNode() interface{} {}
func (e *ExampleEdge) GetStartNodeType() reflect.Type {}
func (e *ExampleEdge) SetStartNode(v interface{}) error {}
func (e *ExampleEdge) GetEndNode() interface{} {}
func (e *ExampleEdge) GetEndNodeType() reflect.Type {}
func (e *ExampleEdge) SetEndNode(v interface{}) error {}
```

- Edges that store data must be defined as a struct with a Start and an End
- Edges that store data must implement the gogm.Edge interface
- For an implementation example refer to the workshop repository

# Neo4j + GoGM - Using a session

```
func main() {
    g, err := gogm.New(&gogm.Config{
        // insert connection options here
    }, gogm.UUIDPrimaryKeyStrategy, &Company{}, &Employee{})
    if err != nil {
        panic(err)
    }
    // create a GoGM session
    sess, err := g.NewSessionV2(gogm.SessionConfig{})
    if err != nil {
        panic(err)
    }
    defer sess.Close() // remember to close it

    query := `MATCH p=(company:Company {name:$name})
        <-[:HAS_EMPLOYEE]-(employee:Employee)
    ` return p` // notice a path is being returned so gogm can consume it
    mindstand := Company{}
    err = sess.Query(context.Background(), query, map[string]interface{}{"name":
"MindStand"}, &mindstand)

    fmt.Printf("Company %v has %v employees", mindstand.Name, len(mindstand.Employees))
}
```

GoGM initialization  
Thread-safe

Session creation  
One per thread

Transaction Execution  
(Non-retryable version)

# Workshop Part 3 Exercises: Using GoGM



# GoGM - Coming Soon



- Near term
  - Deprecation of the gogm.Edge interface in favor of struct tags
  - Simplified Sessions
  - Diver 5.0 support
- Long term
  - Schema migration
  - Auto-generation for more advanced queries
  - GraphQL support

# Useful Links Before We Go



[Cypher Cheat Sheet](#)



[Neo4j GraphAcademy](#) (including a new Go driver course!)



[Neo4j on Docker](#) / [on Kubernetes](#)

[Neo4j Desktop](#)



[Neo4j Sandbox](#)

**Managed Neo4j as a Service:** [AraDB](#) (aka AuraDB)

Object-Graph Mappers: [GoGM](#)



[Best Practices with Neo4j Drivers](#)

# Thank you!

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