# Neo4j Work: Graph Design, Adding Data, Cypher Queries

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**Domain:** Industrial Manufacturing Analytics

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### INTRODUCTION

In this work, the data was generated by using the library called fake through Python. Operator and operation data was created seperately and groupped together afterwards, and some records can be seen in the table below. Additionally, the sample cypher query to create the nodes and relationships was provided into python and used loop to generate the all data code.

EmployeeID	Name	Gender	DateOfBirth	OperationID	Part	Process	Shift	Machine	Date	Duration	OEE	Quality
Employee1	Danielle Johnson	M	17/01/1983	Operation1	Piston	Milling	Day	M2	26/04/2025	64	0.68	Medium
Employee1	Danielle Johnson	M	17/01/1983	Operation19	Piston	Assembly	Morning	M3	30/04/2025	38	0.73	Medium
Employee1	Danielle Johnson	M	17/01/1983	Operation25	Gearbox	Drilling	Morning	M1	25/04/2025	31	0.61	Medium
Employee1	Danielle Johnson	M	17/01/1983	Operation32	Shaft	Drilling	Morning	M1	29/04/2025	85	0.77	Medium
Employee1	Danielle Johnson	M	17/01/1983	Operation41	Bearing	Painting	Night	M4	25/04/2025	179	0.63	Low
Employee1	Danielle Johnson	M	17/01/1983	Operation60	Valve	Milling	Day	M2	25/04/2025	31	0.83	Medium
Employee1	Danielle Johnson	M	17/01/1983	Operation78	Piston	Painting	Morning	M4	29/04/2025	171	0.7	Medium
Employee1	Danielle Johnson	M	17/01/1983	Operation81	Bearing	Painting	Night	M4	28/04/2025	126	0.63	Medium
Employee1	Danielle Johnson	M	17/01/1983	Operation106	Valve	Milling	Morning	M2	29/04/2025	176	0.79	High
Employee1	Danielle Johnson	M	17/01/1983	Operation169	Shaft	Assembly	Morning	M3	30/04/2025	106	0.88	Low
Employee1	Danielle Johnson	M	17/01/1983	Operation170	Gearbox	Milling	Day	M2	24/04/2025	146	0.68	Medium
Employee1	Danielle Johnson	M	17/01/1983	Operation171	Valve	Milling	Morning	M2	25/04/2025	40	0.75	Low
Employee1	Danielle Johnson	M	17/01/1983	Operation234	Shaft	Milling	Day	M2	30/04/2025	89	0.82	Low
Employee2	John Taylor	M	22/04/1971	Operation3	Bearing	Painting	Morning	M4	26/04/2025	176	0.73	High
Employee2	John Taylor	M	22/04/1971	Operation33	Piston	Milling	Morning	M2	28/04/2025	178	0.69	Medium
Employee2	John Taylor	M	22/04/1971	Operation36	Bearing	Painting	Night	M4	25/04/2025	45	0.94	Low
Employee2	John Taylor	M	22/04/1971	Operation77	Piston	Milling	Day	M2	27/04/2025	165	0.8	High
Employee2	John Taylor	M	22/04/1971	Operation115	Valve	Milling	Night	M2	30/04/2025	65	0.9	Low
Employee2	John Taylor	М	22/04/1971	Operation125	Gearbox	Painting	Day	M4	24/04/2025	60	0.64	Medium

In this work, how the manufacturing data in a factory can be used was showed. As a summarizon of the table; 5 parts are produced (piston, gearbox, shaft, bearing, valve) in 3 shifts (morning, day, night) by 20 operators using 4 different machines, each machine is used for different processes (milling, drilling, assembly, painting). Besides that, each part is checked after the production and the quality is specified as low, medium, and high. To understand the process better, duration, and oee values were also collected. Only one-month-period data was investigated.

### What is OEE?

# Overall Equipment Effectiveness - OEE



OEE stands for Overall Equipment Effectiveness, a parameter checked to figure out how effective the production goes. It can be thought as a combination of 3 different parameters, which makes the keeping up with the overall effectiveness easier.

 $OEE = Availability \ x \ Performance \ x \ Quality$ 

$$Availability = \frac{Operating\ Time}{Total\ Spent\ Time}$$

$$Performance = \frac{Ideal\ Cycle\ Time\ x\ Total\ Pieces}{Operating\ Time}$$

$$Quality = \frac{Good\ Pieces}{Total\ Pieces}$$

The products of the terms (availability, performance, and quality) gives the value of OEE.

While calculating the value of availability, operating time is divided by total spent time (the stopping time is included). Therefore, that how much time is used effectively can be found.

As for performance, the expected time to produce a part (ideal cycle time) is multiplied by total producted parts to find the total expected spent time during operation. Then, it is divided by the operating time, not included the stops. The less time spent to produce a part, the higher value of performance.

Quality gives the good product rate - in other words, non-scrapping rate.

So, how the production process is effective can be checked thanks to the multiplication of these 3 values. If OEE value is less than expected, we can get a clue which part has a problem, which makes understanding the focusing area easier.

### **GRAPH DESIGN**

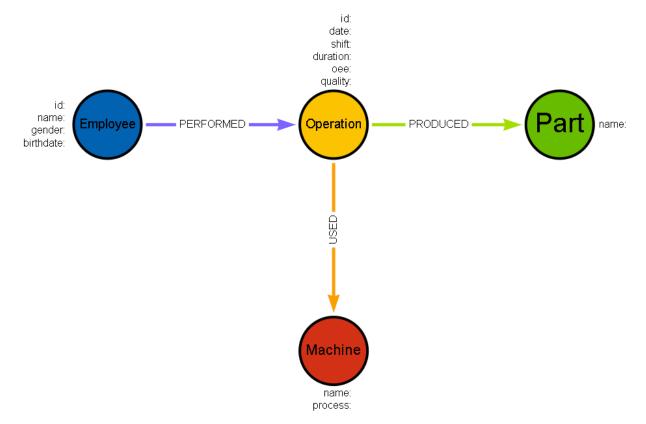
Graph design should contain all of the columns in the table. Each node representation can be seen below, divided into the categories related to the most similar ones.

Employee: id, name, gender, birthdate

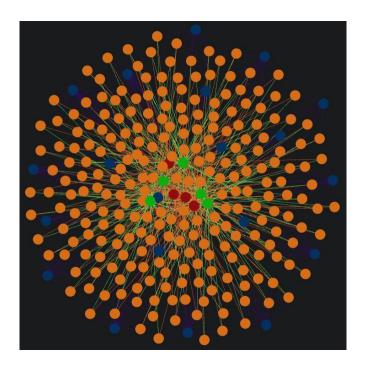
Operation: id, date, shift, duration, oee, quality

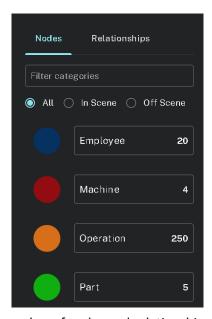
Part: name

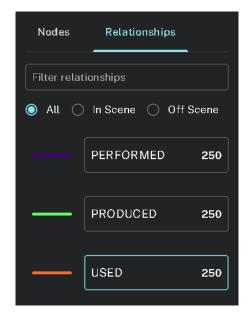
Machine: name, process



Also, the relationships between the nodes were specified as performed, produced, and machine. These terms were chosen to make the node connections meaningful in terms of semantic.







The total number of nodes and relationships can be seen in the images above. There are 20 employees, 4 machines, 5 parts, and 250 operations – which makes the number of each relationship 250 due to the design.

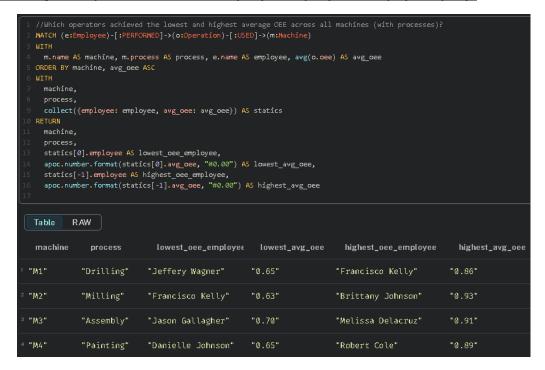
### **TEST**

Before starting the queries, it should be checked that if there is an error.

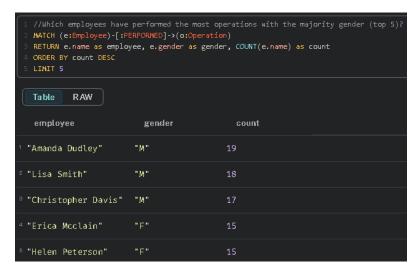
According to the cypher query above, there is no record found, so all nodes were connected to each other properly.

## **QUESTIONS**

Before starting, each question related to the query was specified on top of the query.



The table highlights the operators with the lowest and highest average OEE per machine and associated process. Notably, Francisco Kelly shows inconsistent performance - having the lowest OEE on Milling (M2) but the highest on Drilling (M1) - suggesting that operator efficiency may be process-dependent. This insight can guide optimized task assignments based on individual strengths.



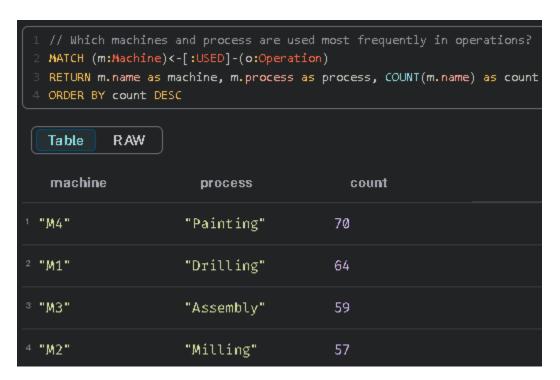
The table highlights the top 5 employees who performed the most operations, with counts ranging from 15 to 19. This indicates a relatively small gap in workload distribution among the top performers, which may reflect a fairly balanced task assignment system in the factory.

```
//What is the average operation duration per operator, and how does it vary by shift?
 MATCH (e:Employee)-[:PERFORMED]->(o:Operation)
 WITH e.name as employee, avg(o.duration) as avg_duration, o.shift as shift
 ORDER BY avg_duration ASC
 WITH shift,
     collect({
       employee: employee, avg_duration: avg_duration
     }) as statics
 RETURN shift, statics[0].employee as employee, statics[0].avg_duration as avg_duration
 Table
          RAW
 shift
                   employee
                                       avg_duration
"Night"
                "Donna Mejia"
                                     67.0
"Morning"
                "Robert Cole"
                                     71.0
"Day"
                "Helen Peterson" 74.5
```

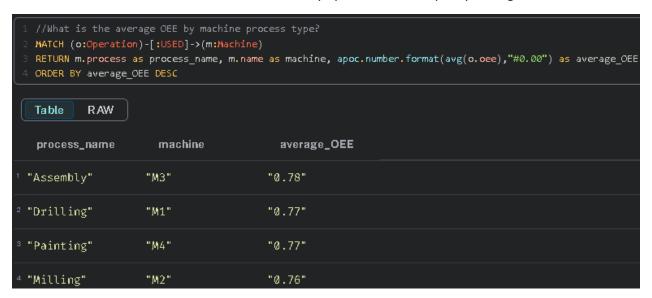
The table shows the operator with the shortest average operation duration for each shift. The Night shift has the most efficient performer with an average of 67.0 minutes, followed by Morning (71.0) and Day (74.5).

1 //Find the min, max, and average OEE values for shifts? 2 MATCH (o:Operation) 3 RETURN o.shift as shift, apoc.number.format(min(o.oee),"#0.00") as min_OEE, 4 apoc.number.format(max(o.oee),"#0.00") as max_OEE, apoc.number.format(avg(o.oee),"#0.00") as average_OEE								
Table RAW	min_OEE	max_OEE	average_OEE					
¹ "Day"	"0.60"	"0.95"	"0.78"					
<sup>2</sup> "Morning"	"0.61"	"0.95"	"0.76"					
³ "Night"	"0.61"	"0.95"	"0.77"					

The table compares OEE performance across shifts, showing very similar min (0.60-0.61) and max (0.95) values for all. However, the Day shift stands out slightly with the highest average OEE (0.78), suggesting marginally better overall efficiency compared to Morning (0.76) and Night (0.77), which doesn't change the overall result though.



The table shows that Painting (M4) is the most frequently used process with 70 operations, followed by Drilling (M1) and Assembly (M3). This suggests that M4 may be a production bottleneck or a critical step in the workflow, which could benefit from efficiency optimization or capacity scaling.



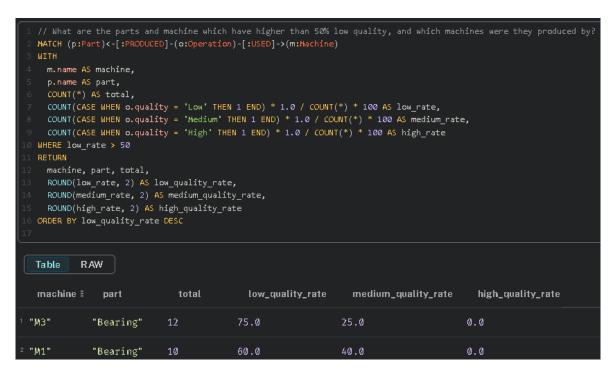
The table ranks processes by their average OEE, showing that Assembly (M3) leads with 0.78, while Milling (M2) trails slightly at 0.76. Though the differences are small, this suggests that Assembly is the most efficient process, while Milling may benefit from performance improvements or closer monitoring.

```
// Which part types take the longest average operation time to produce?
  MATCH (o:Operation)-[]->(p:Part)
  RETURN p.name as part, avg(o.duration) as avg_duration
  ORDER BY avg_duration DESC
  Table
           RAW
                        avg_duration
   part
"Shaft"
                      115.61363636363636
 "Gearbox"
                     106.9148936170213
                      104.60869565217394
<sup>3</sup> "Bearing"
4 "Valve"
                      99.31372549019609
 "Piston"
                      92.17741935483873
```

The table shows that Shaft takes the longest average time to produce at 115.61 units, followed by Gearbox and Bearing. These parts may involve more complex operations or precision, indicating potential areas to optimize production time or investigate process inefficiencies. Shaft has the longest average production time, while Piston, though quicker, still takes significant time compared to other parts. To prevent production bottlenecks, the simultaneous manufacturing of time-intensive parts like Shaft and Piston should be carefully scheduled and balanced across resources.



The table identifies the top 5 operators most frequently involved in low-quality outcomes, with Lisa Smith and Amanda Dudley each linked to 8 low-quality operations. This highlights a need for further investigation or targeted training to improve quality performance and reduce production defects.



The results show that Bearings produced on M3 and M1 have critically high low-quality rates - 75% and 60% respectively - with 0% high-quality output. This strongly suggests a quality issue specific to Bearing production, especially on M3, and indicates an urgent need for process review, maintenance, or operator retraining to reduce defect rates.

### **SUMMARY**

- 1) Operator performance appears to be closely tied to the process type. For instance, Francisco Kelly excels in Drilling but underperforms in Milling. If skilled operators for a specific part aren't present during a shift, it can lead to poor production quality. To prevent this, either more operators should be trained for those critical parts, or experienced employees with the potential to perform well should be hired and allocated accordingly.
- Painting (Machine M4) is used more than any other process, so if production delays are occurring, this could be a bottleneck. It may be time to look into workload balancing or increasing capacity here.
- 3) Shaft and Gearbox parts take significantly longer to produce, and even Piston, though faster, still requires careful scheduling. Running these long-duration parts simultaneously could easily slow down the line.
- 4) A red flag comes from Bearing production, especially on Machines M1 and M3, which have extremely high rates of low-quality output and no high-quality products at all. This is a strong indicator that something in the process or the machine itself needs urgent review.
- 5) Some operators, such as Lisa Smith and Amanda Dudley, are repeatedly linked to low-quality outcomes. This doesn't necessarily mean poor performance, but it does suggest the need for additional support, guidance, or reassignment.