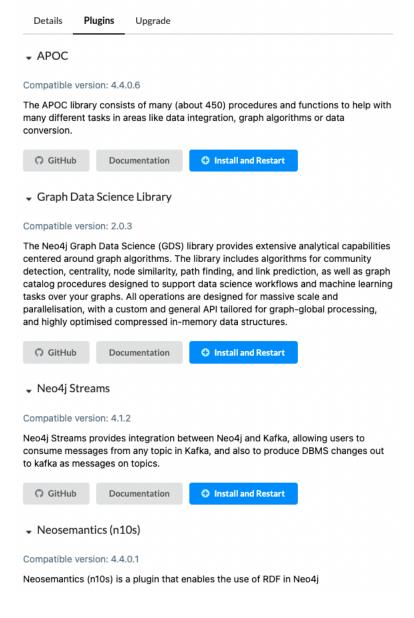


# GDS 簡單介紹



#### 若使用 desktop 可放在

• 基本結構

```
CALL gds[.<tier>].<algorithm>.<execution-mode>[.<estimate>](
   graphName: String,
   configuration: Map
)
```

#### Execution mode

- stream
  - 標準的查找模式,也是 cypher 的預設執行模式
  - 不擅長處理大數據,因此通常搭配使用 "top N-style" 的模式執行

#### stats

- 將演算法的結果統計輸出(次數 or 百分比)
- 不會對任何的東西做更改
- 是 mutate 和 write 的基礎

#### mutate (變異)

- 將統計結果寫回 projected graph (也就是被計算的 graph)
- 可將複數的演算法寫在一起,無需再額外寫入 projected
  - 某些演算法有互相依賴的問題
  - 可直接將結果轉換成 cypher (原本須額外的轉換 gds.util.nodeproperty)

#### write

- 與 mutate 相似,可將統計結果直接寫進去 DB
  - projected graph 是被存在 memory 的 graph

#### • 使用 estimate 來估計運算資源!

If the estimation shows that there is a very high probability of the execution going over its memory limitations, the execution is prohibited

#### Memory Estimation - Neo4j Graph Data Science

The graph algorithms library operates completely on the heap, which means we'll need to configure our Neo4j Server with a much larger heap size than we would for transactional



https://neo4j.com/docs/graph-data-science/current/common-usage/memory-estimation/#estimate-heap-control

The #1 Database for Connected Data

#### 關於 graph catalog

- 。 catalog 是 將圖給提取出來放置記憶體中進行運算或研究(開發使用)
- 。 延伸問題:如果有這個,還會需要radis 嗎?(開發的時候)

#### Graph Catalog - Neo4j Graph Data Science

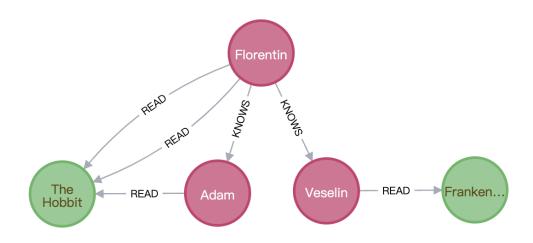
Graph algorithms run on a graph data model which is a projection of the Neo4j property graph data model. A graph projection can be seen as a materialized view over the stored



https://neo4j.com/docs/graph-data-science/current/manage ment-ops/graph-catalog-ops/

The #1 Database for Connected Data

#### 常用的指令可以查看上面的網頁



- 。 加入 graph catalog 需備三個基本元素
  - graph name
  - node
  - relation
- 。 加入的方法可以分為三種
  - native projection (預設)

#### Table 9. Results

graphName	bookProjection	nodes	rels
"graphWithProperties"	{label=Book, properties={price={defaultValue=5.0,	5	6
	<pre>property=price}, ratings={defaultValue=null,</pre>		
	<pre>property=ratings}}}</pre>		

#### cypher

```
CALL gds.graph.project.cypher(
    'graphWithProperties',
    'MATCH (n)
    WHERE n:Book OR n:Person
    RETURN
    id(n) AS id,
    labels(n) AS labels,
    coalesce(n.age, 18) AS age,
    coalesce(n.price, 5.0) AS price,
    n.ratings AS ratings',
    'MATCH (n)-[r:KNOWS|READ]->(m) RETURN id(n) AS source, id(m) AS target, type(r) AS type'
)
YIELD
    graphName, nodeCount AS nodes, relationshipCount AS rels
RETURN graphName, nodes, rels
```

使用 cypher 找到需要的 node 與 relations ,並將點與關係轉換為 id 後回傳 node: 須轉換 id、對應的 label,其餘的會作為 properties relation: id、realation type,其餘的會作為 properties

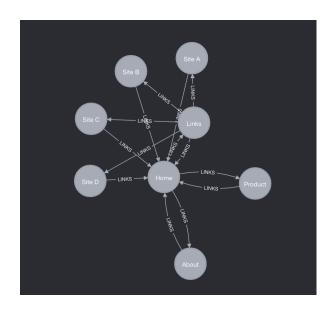
- aggregation
  - 傳入指定的點
  - 還要研究一下
- project graph 是 user define 的,當你切換了

## algorithms 分類

## **PageRank**

PageRank is introduced in the original Google paper as a function that solves the following equation:

$$PR(A) = (1 - d) + d(\frac{PR(T_1)}{C(T_1)} + \dots + \frac{PR(T_n)}{C(T_n)})$$



```
CALL gds.pageRank.stream(
   graphName: String,
   configuration: Map
)
YIELD
  nodeId: Integer,
  score: Float
```

```
CALL gds.graph.project(
  'myGraph',
  'Page',
  'LINKS',
  {
    relationshipProperties: 'weight'
  }
)
```

#### **Estimate**

```
CALL gds.pageRank.write.estimate('myGraph', {
   writeProperty: 'pageRank',
   maxIterations: 20,
   dampingFactor: 0.85
})
YIELD nodeCount, relationshipCount, bytesMin, bytesMax, requiredMemory
```

#### Table 13. Results

nodeCount	relationshipCount	bytesMin	bytesMax	requiredMemory
8	14	696	696	"696 Bytes"

### **Stream output**

CALL gds.pageRank.stream('myGraph')
YIELD nodeId, score
RETURN gds.util.asNode(nodeId).name AS name, score
ORDER BY score DESC, name ASC

#### Table 14. Results

name	score
"Home"	3.215681999884452
"About"	1.0542700552146722
"Links"	1.0542700552146722
"Product"	1.0542700552146722
"Site A"	0.3278578964488539
"Site B"	0.3278578964488539
"Site C"	0.3278578964488539
"Site D"	0.3278578964488539