

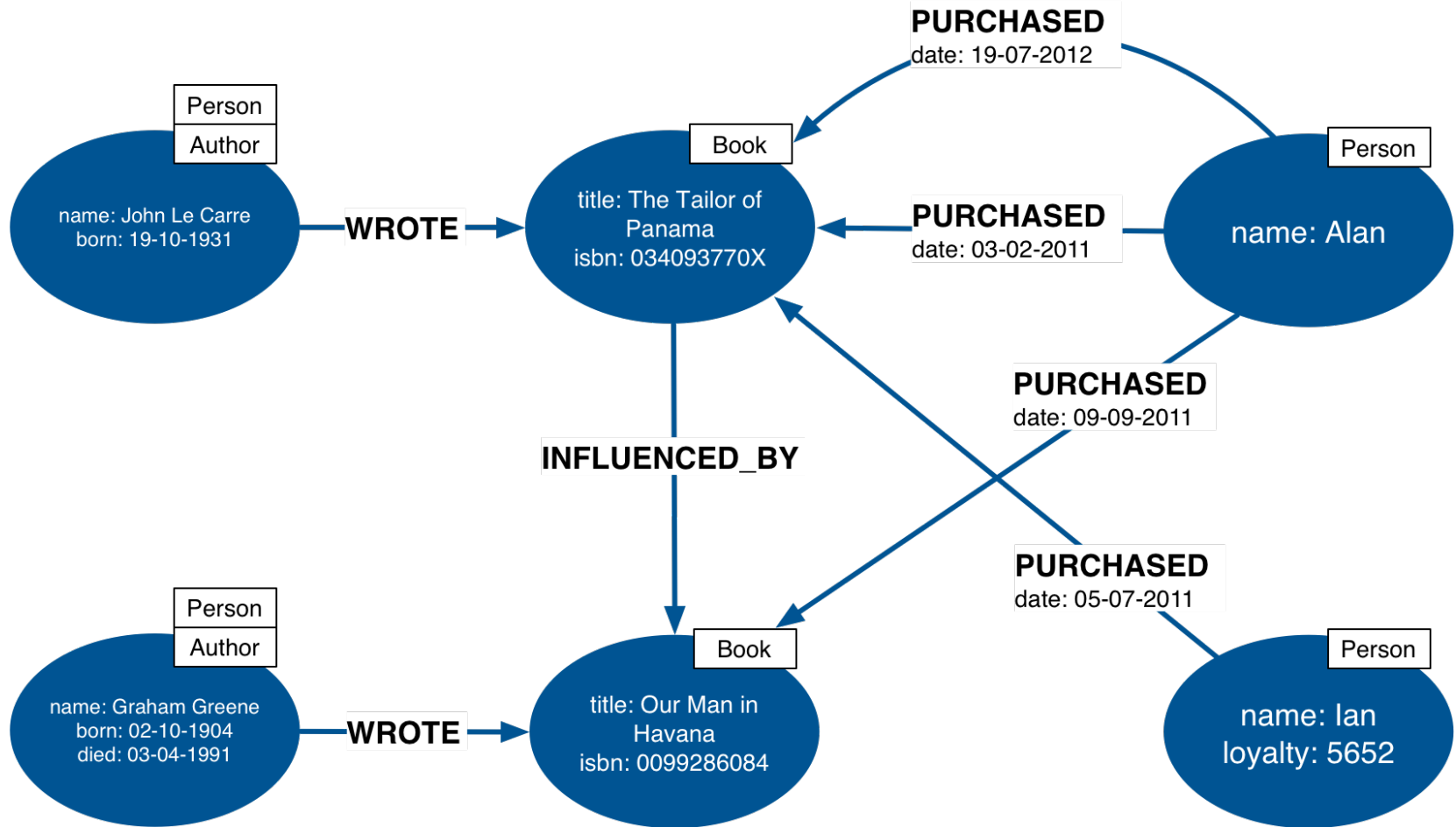


# New Opportunities for ConnectedData

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ian@neotechnology.com

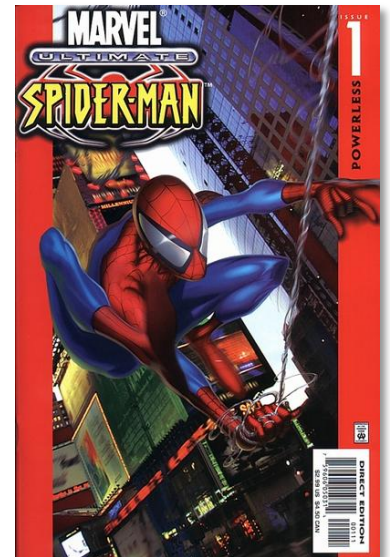
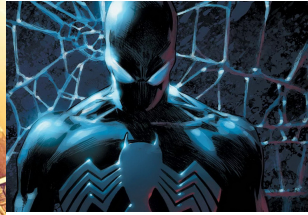
# Neo4j Graph Database





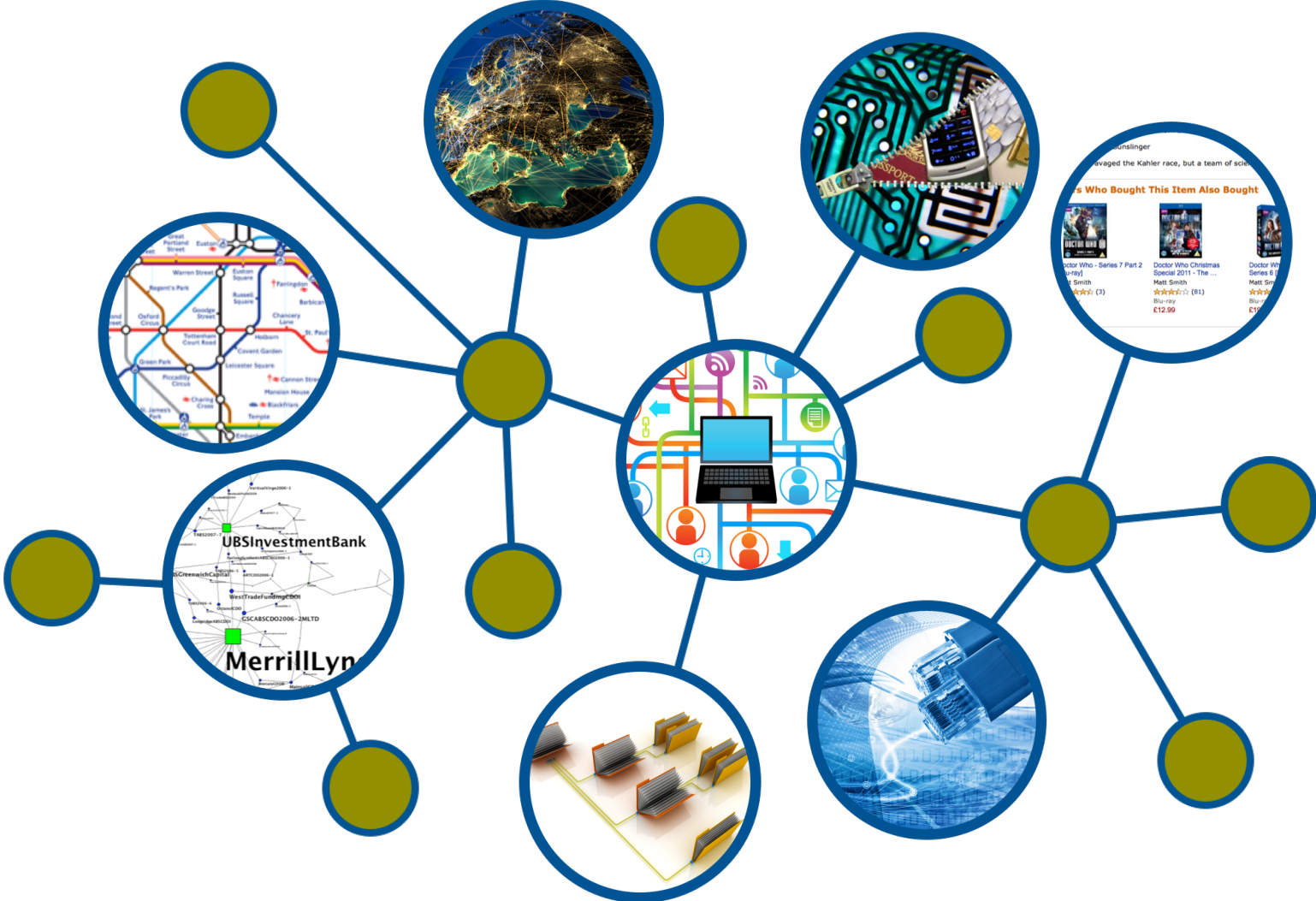






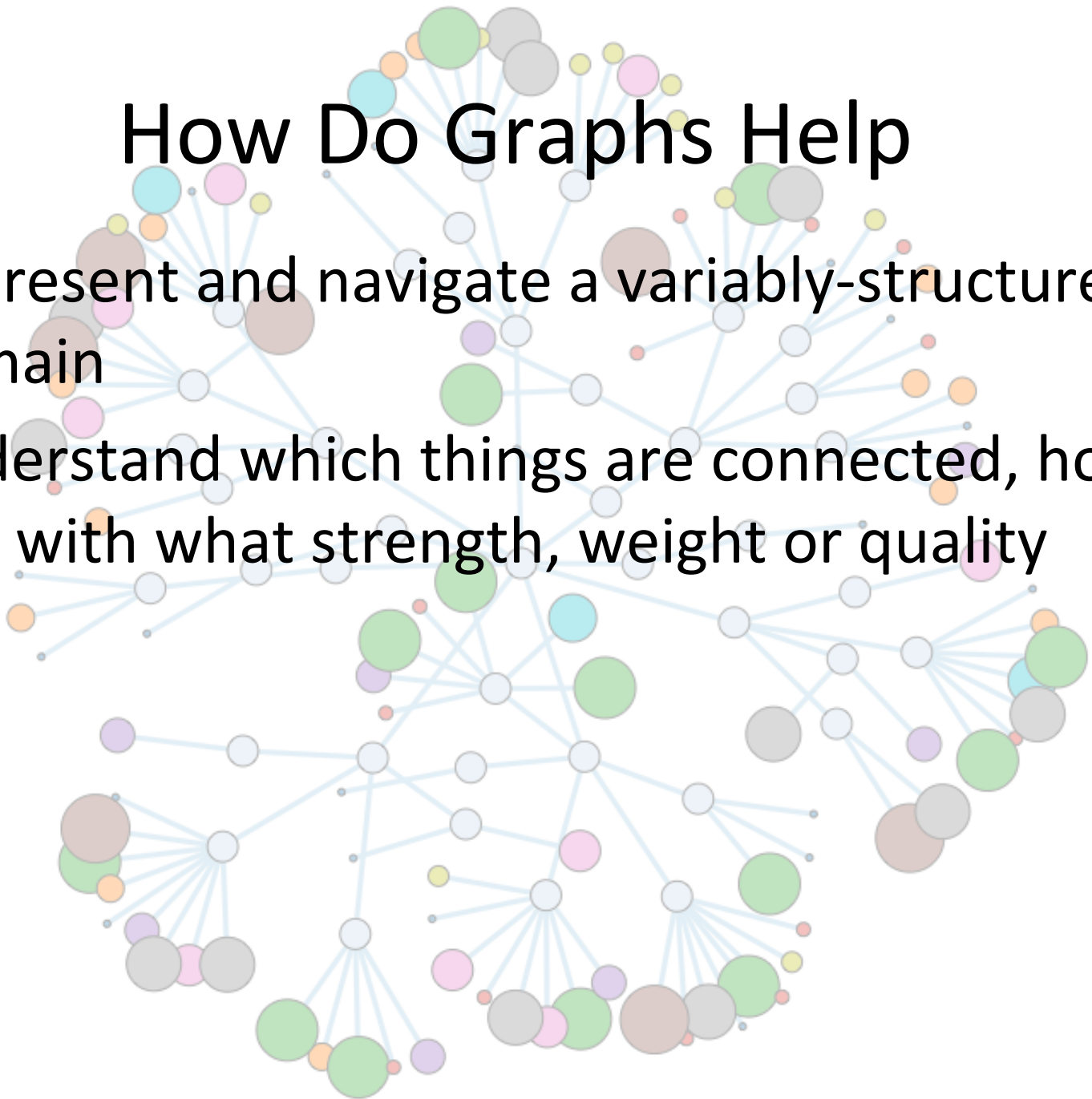


*complexity = f(size, variable structure, connectedness)*



# How Do Graphs Help

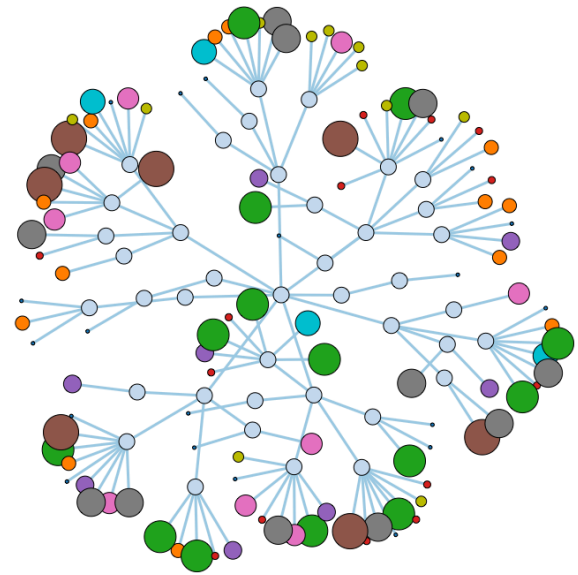
- Represent and navigate a variably-structured domain
- Understand which things are connected, how, and with what strength, weight or quality





# Variable Structure

- Relationships provide structure
- Importantly, they are defined with regard to node *instances*, not *classes* of nodes



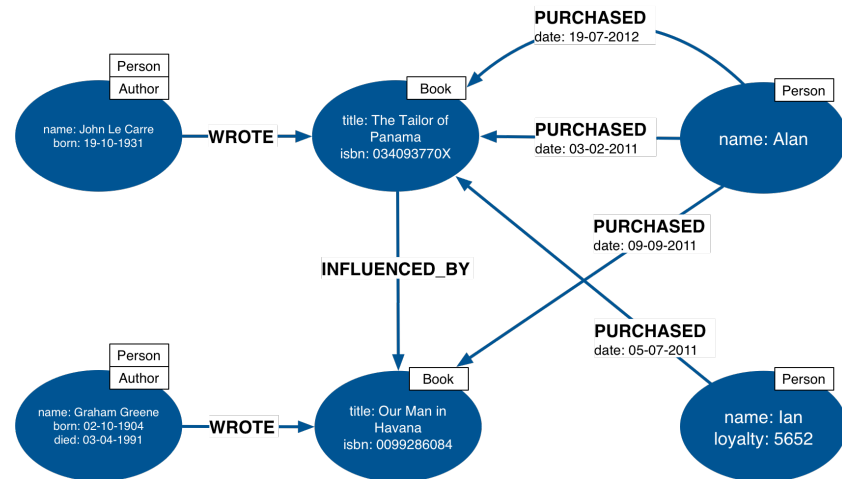
# Connectedness

## Relationship Names

- Semantics first-class element in data model

## Relationship Properties

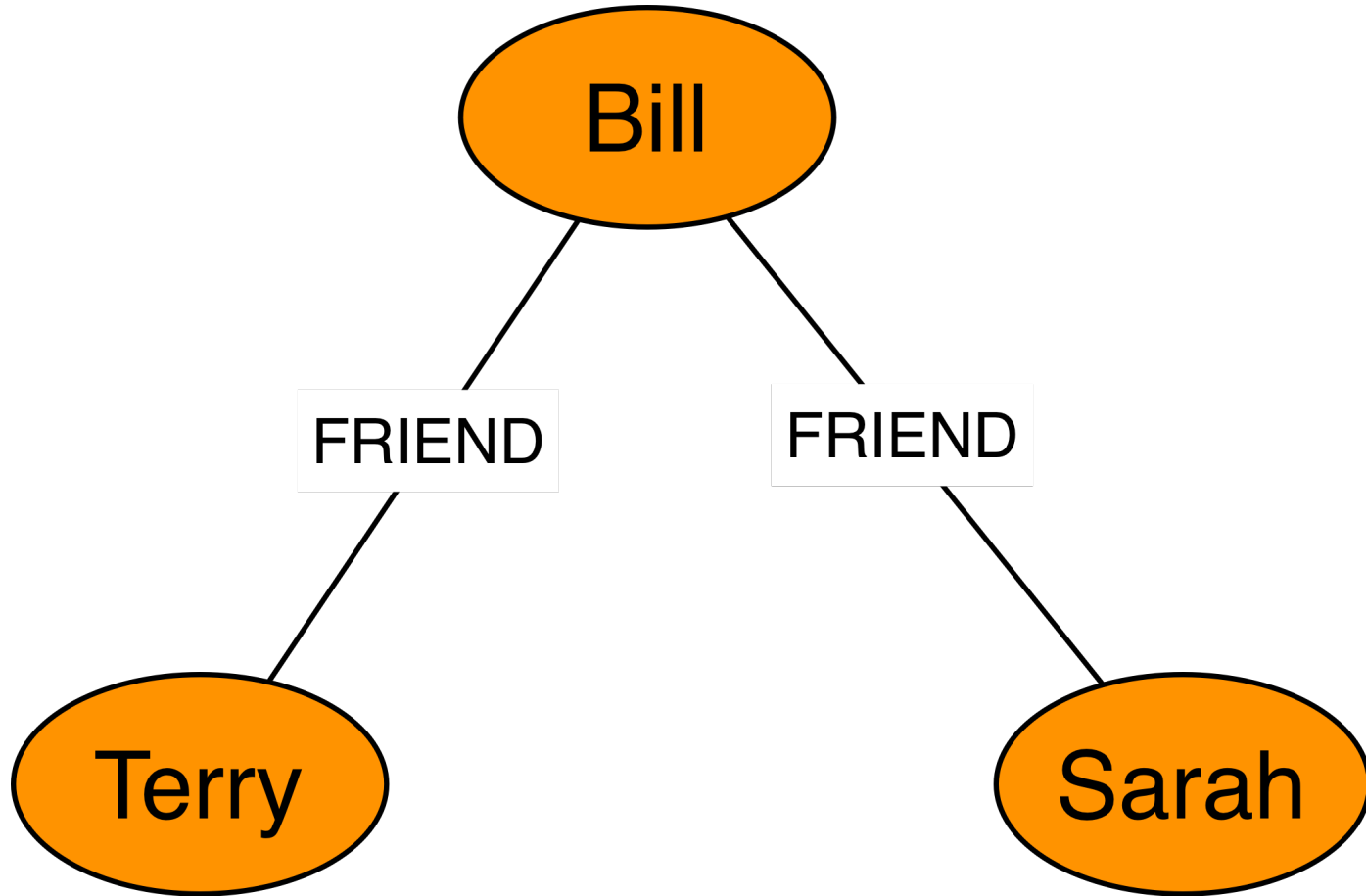
- Describe weight, strength or quality of a relationship





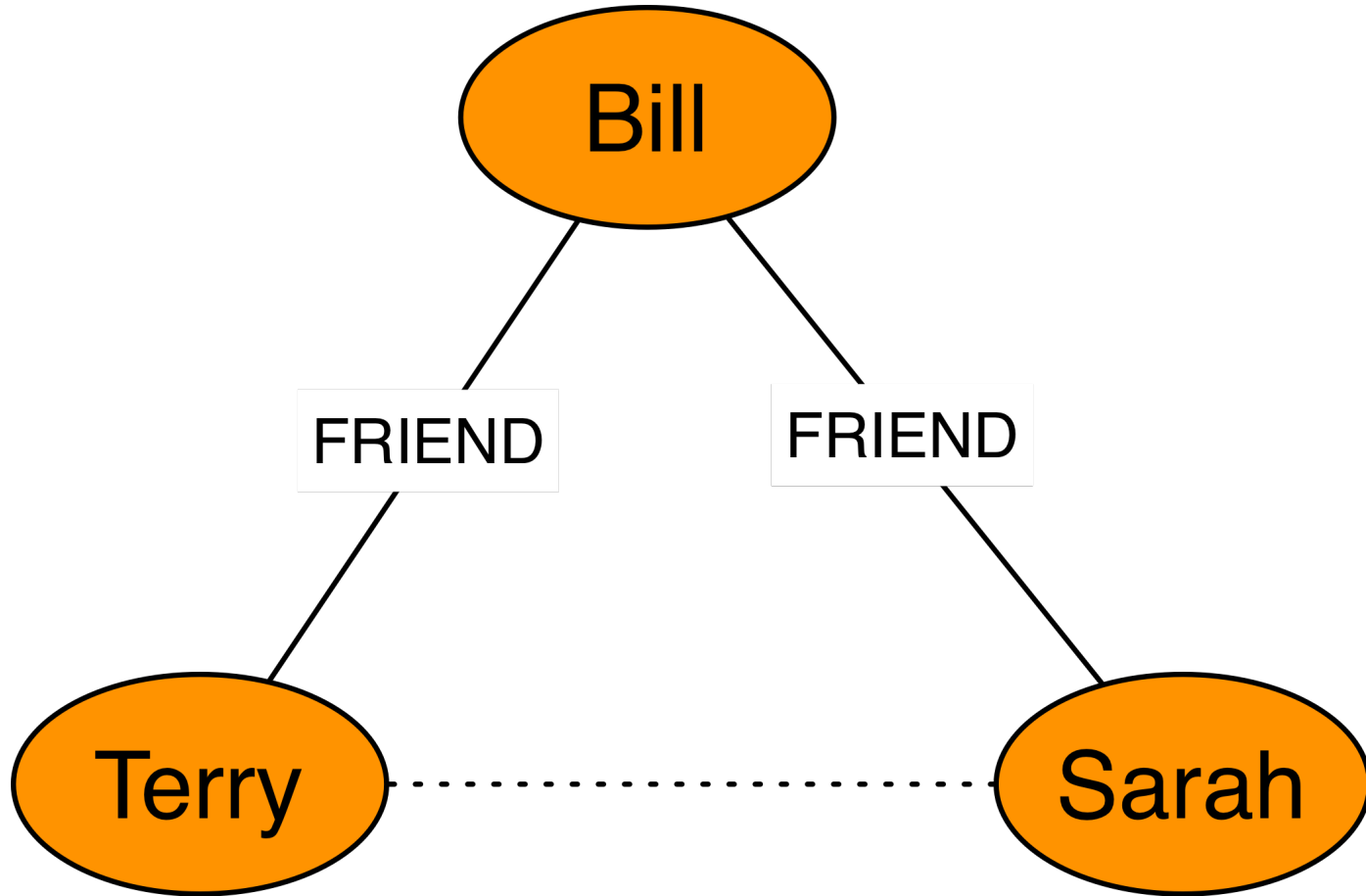
# Making Connections

# Triadic Closure – Closing Triangles

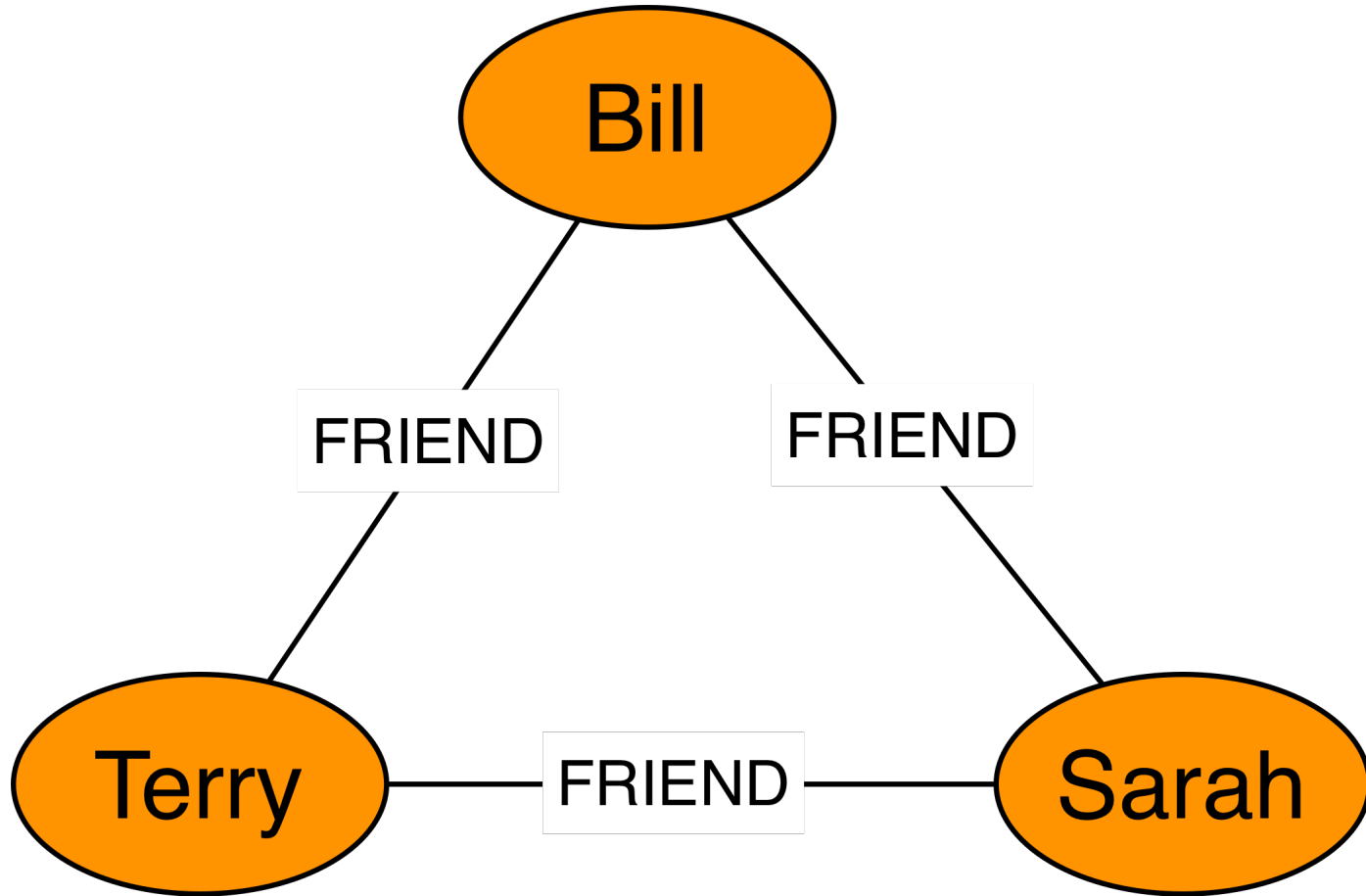




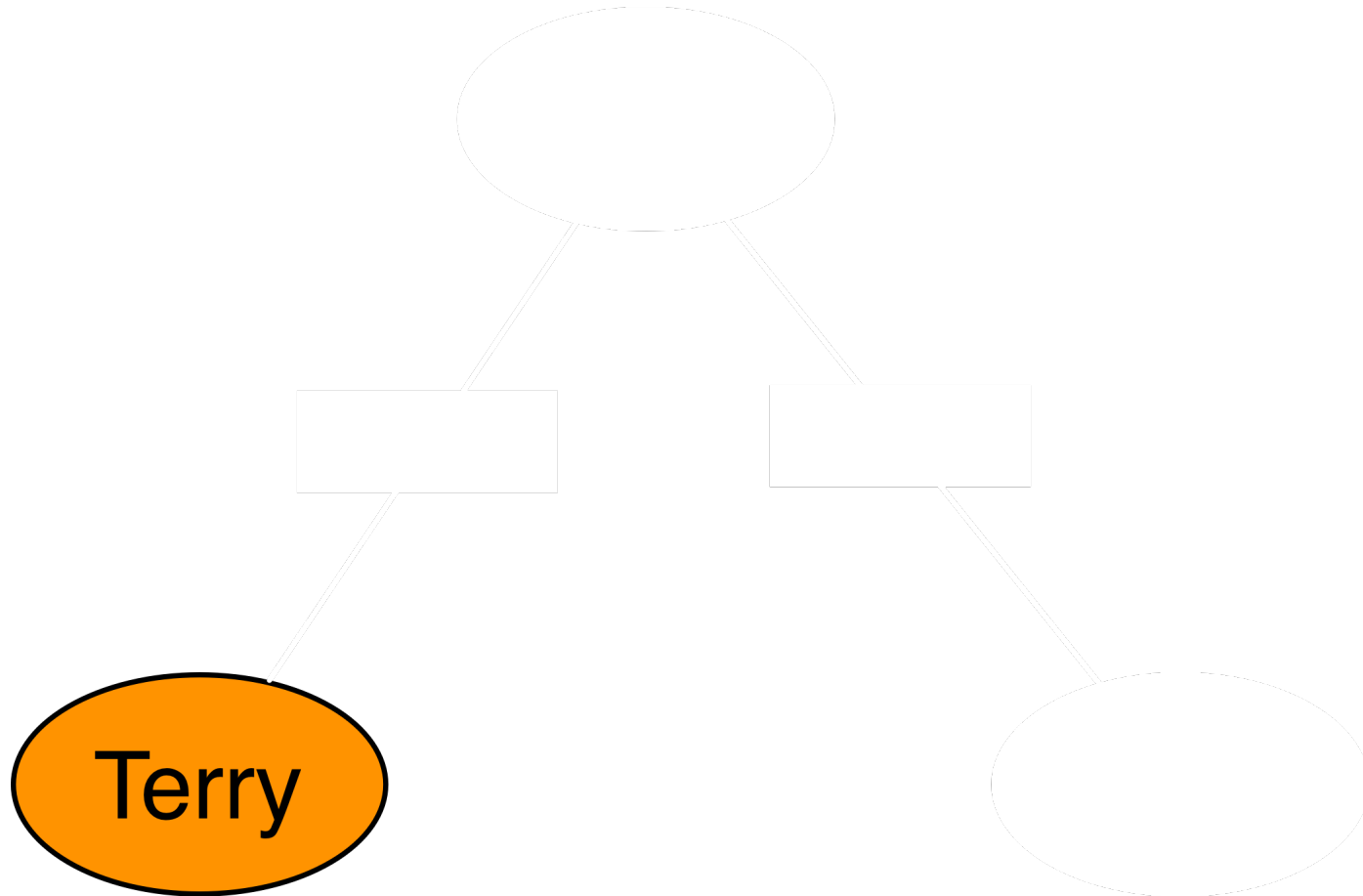
# Triadic Closure – Closing Triangles



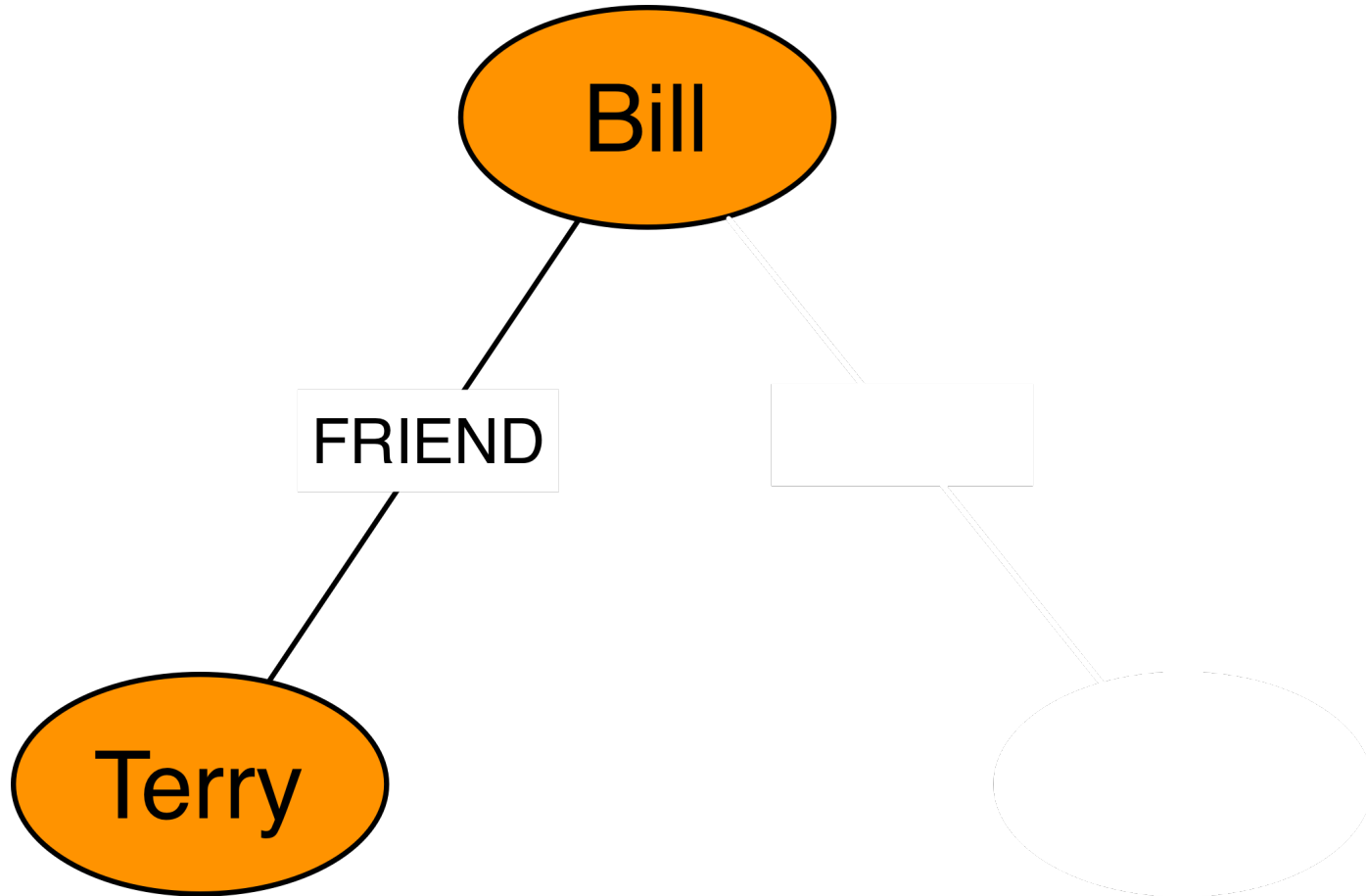
# Triadic Closure – Closing Triangles



# Recommending New Connections

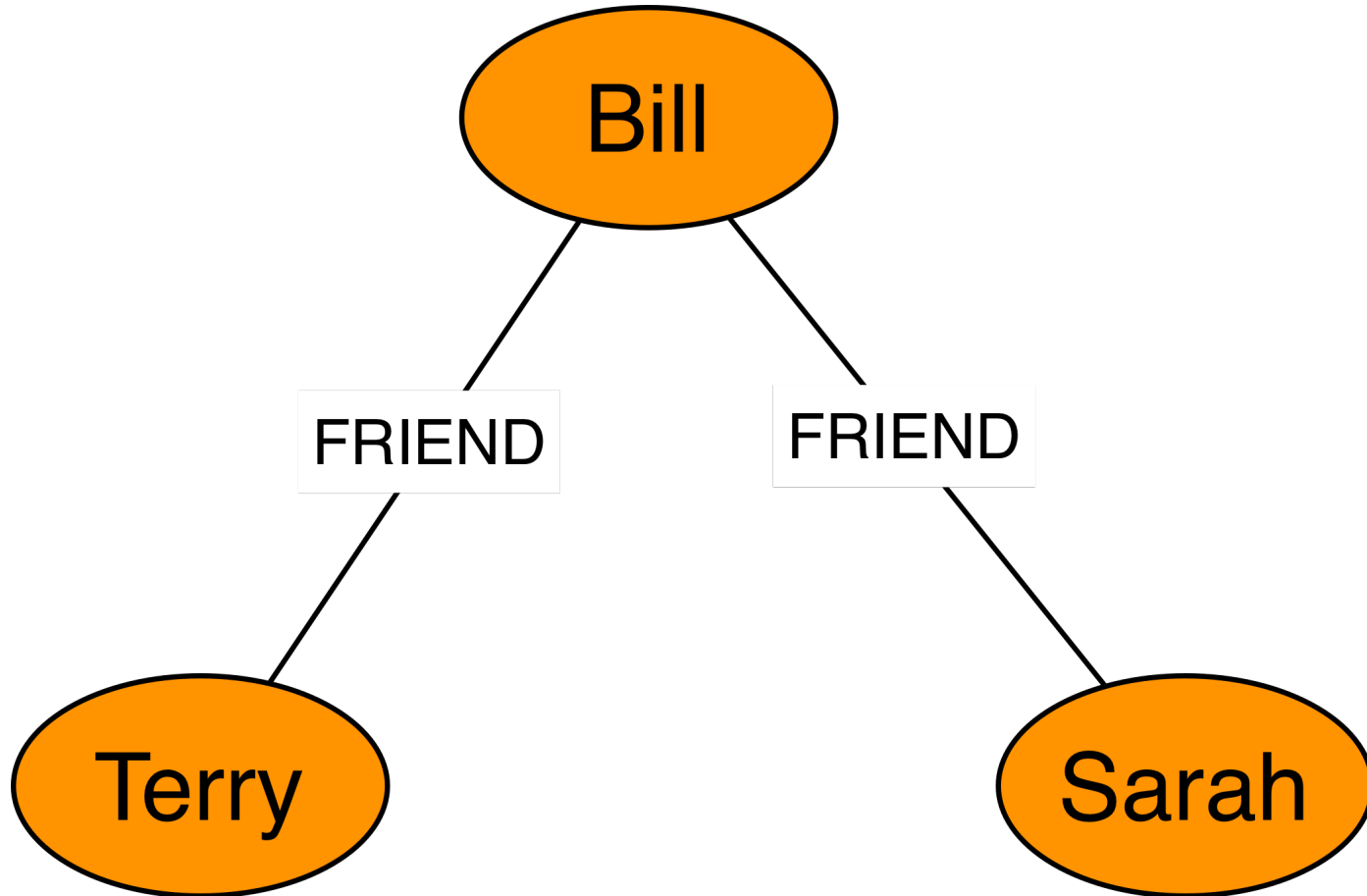


# Immediate Friendships

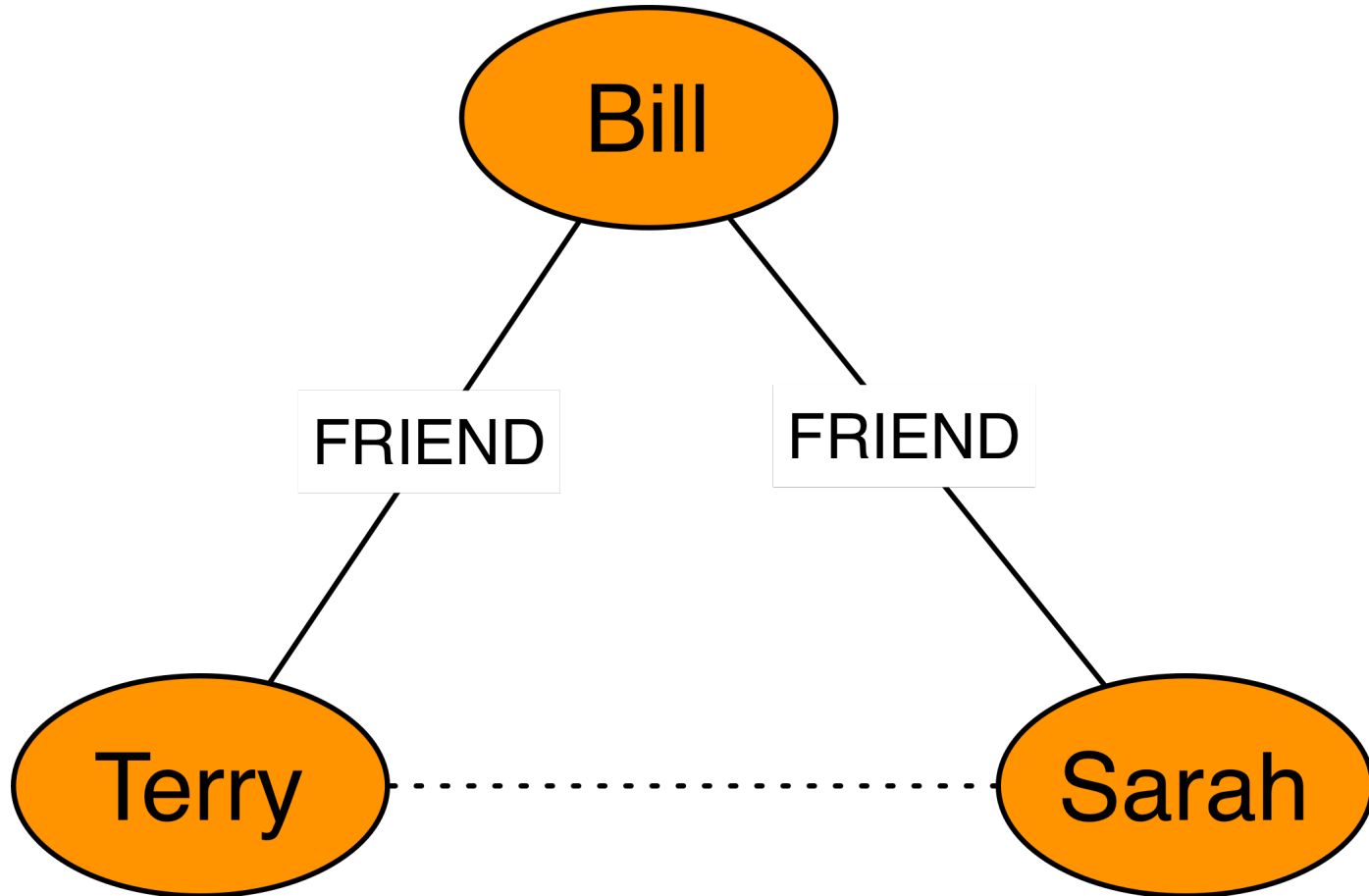




# Means and Motive



# Recommendation



# Recommend New Connections

```
MATCH (user:User{name:'Terry'})  
      -[:FRIEND*2]-  
      (other:User)  
WHERE NOT (user)-[:FRIEND]-(other)  
RETURN other.name AS name,  
        COUNT(other) AS score  
ORDER BY score DESC
```

# Find Terry

```
MATCH (user:User{name:'Terry'})  
  -[:FRIEND*2]-  
  (other:User)  
WHERE NOT (user)-[:FRIEND]-(other)  
RETURN other.name AS name,  
         COUNT(other) AS score  
ORDER BY score DESC
```



# Find Terry's Friends' Friends

```
MATCH (user:User{name:'Terry'})  
      -[:FRIEND*2]-  
      (other:User)  
WHERE NOT (user)-[:FRIEND]-(other)  
RETURN other.name AS name,  
        COUNT(other) AS score  
ORDER BY score DESC
```

# Find Terry's Friends' Friends

**MATCH** (user:User{name:'Terry'})

-[:FRIEND\*2]-

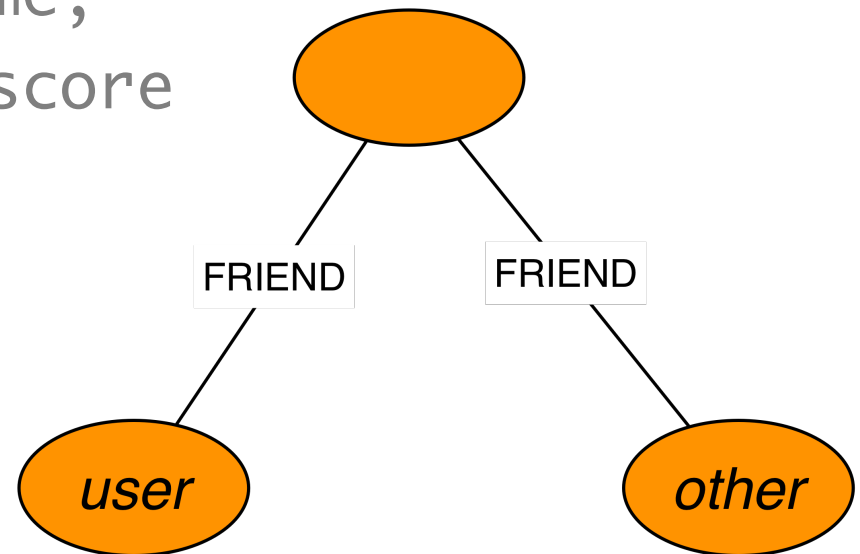
**(other:User)**

WHERE NOT (user)-[:FRIEND]-(other)

RETURN other.name AS name,

        COUNT(other) AS score

ORDER BY score DESC



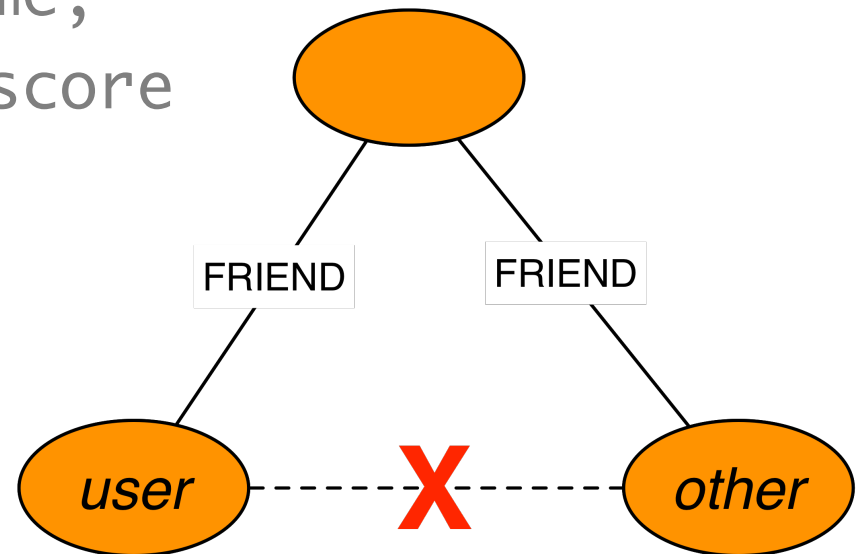
# ...Who Terry Doesn't Know

```
MATCH (user:User{name:'Terry'})  
      -[:FRIEND*2]-  
      (other:User)
```

```
WHERE NOT (user)-[:FRIEND]-(other)
```

```
RETURN other.name AS name,  
        COUNT(other) AS score
```

```
ORDER BY score DESC
```



# Count Matches Per Person

```
MATCH (user:User{name:'Terry'})
      -[:FRIEND*2]-
      (other:User)
WHERE NOT (user)-[:FRIEND]-(other)
RETURN other.name AS name,
       COUNT(other) AS score
ORDER BY score DESC
```



# Return The Results

```
MATCH (user:User{name:'Terry'})  
      -[:FRIEND*2]-  
      (other:User)  
WHERE NOT (user)-[:FRIEND]-(other)  
RETURN other.name AS name,  
        COUNT(other) AS score  
ORDER BY score DESC
```

# Taking Account of Friendship Strength

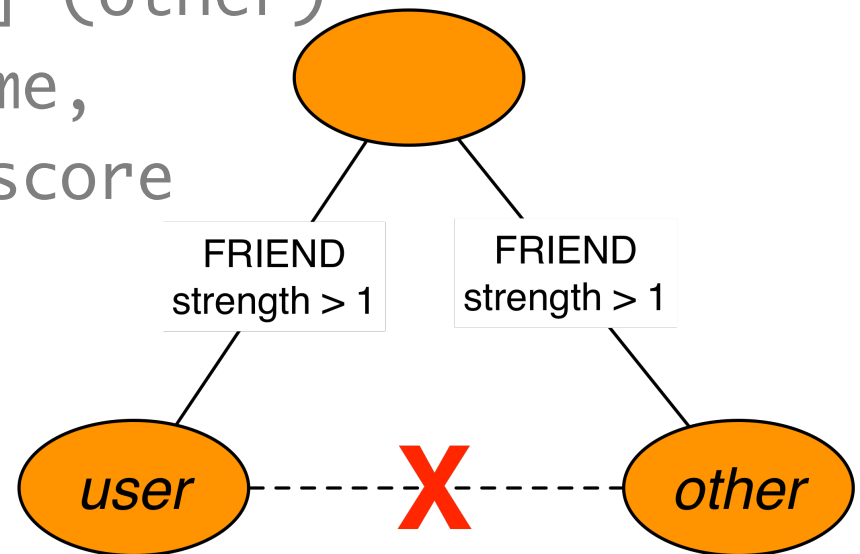
```
MATCH (user:User{name:'Terry'})  
      -[rels:FRIEND*2]-  
      (other:User)
```

```
WHERE ALL(r IN rels WHERE r.strength > 1)
```

```
AND NOT (user)-[:FRIEND]-(other)
```

```
RETURN other.name AS name,  
        COUNT(other) AS score
```

```
ORDER BY score DESC
```



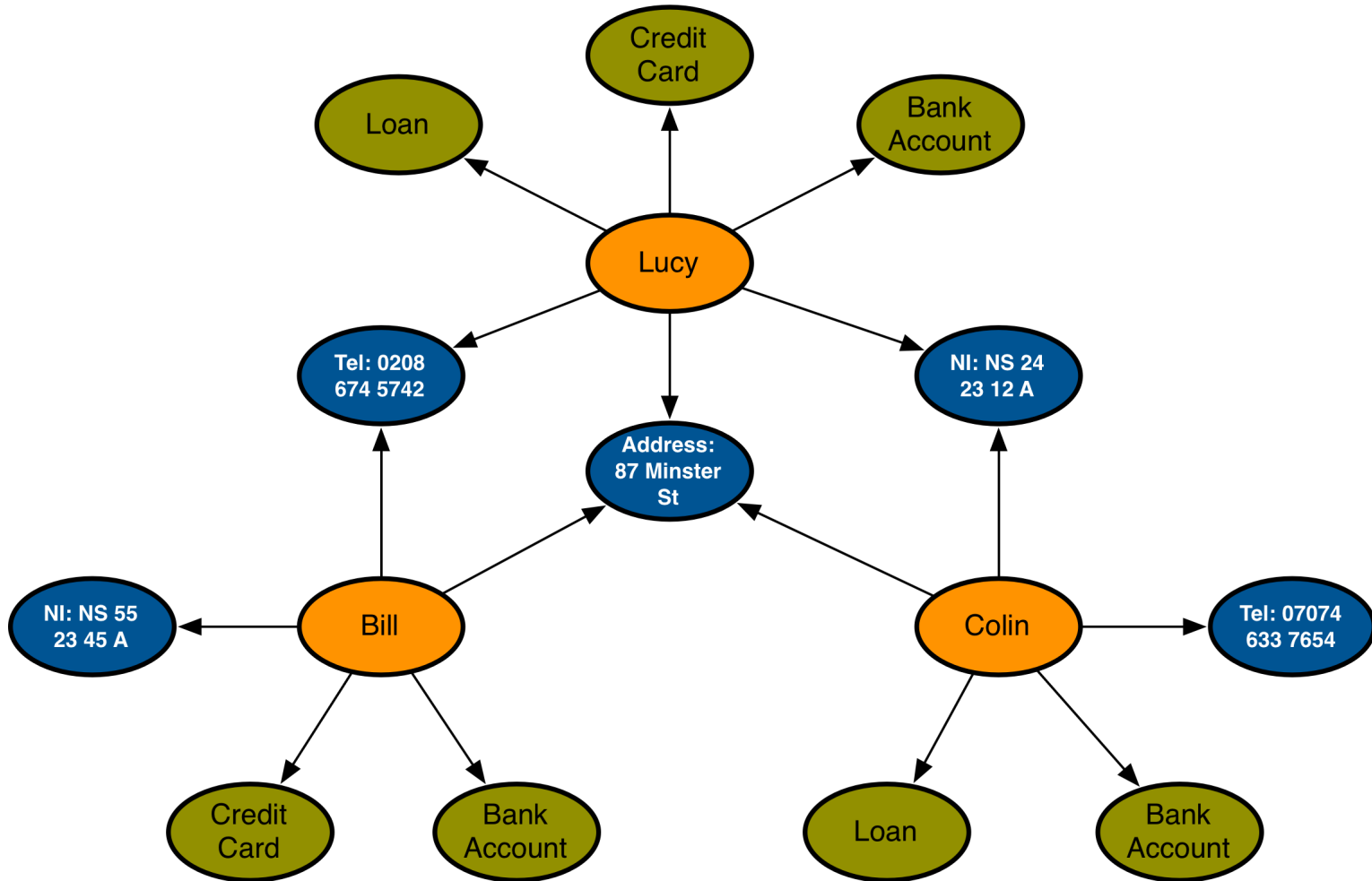
Nowhere To Hide

# First-Party Fraud

- Fraudsters apply for credit
  - No intention of repaying
- Appear normal until they “burst out”
  - Clear out accounts
- Fraud ring
  - Share bits of identity (NI, address, telephone)
  - Coordinated “burst out”



# Fraud Ring



# Query

- Create new applicant
- Connect applicant to identity info
  - Reuse existing identify info where possible

## Then

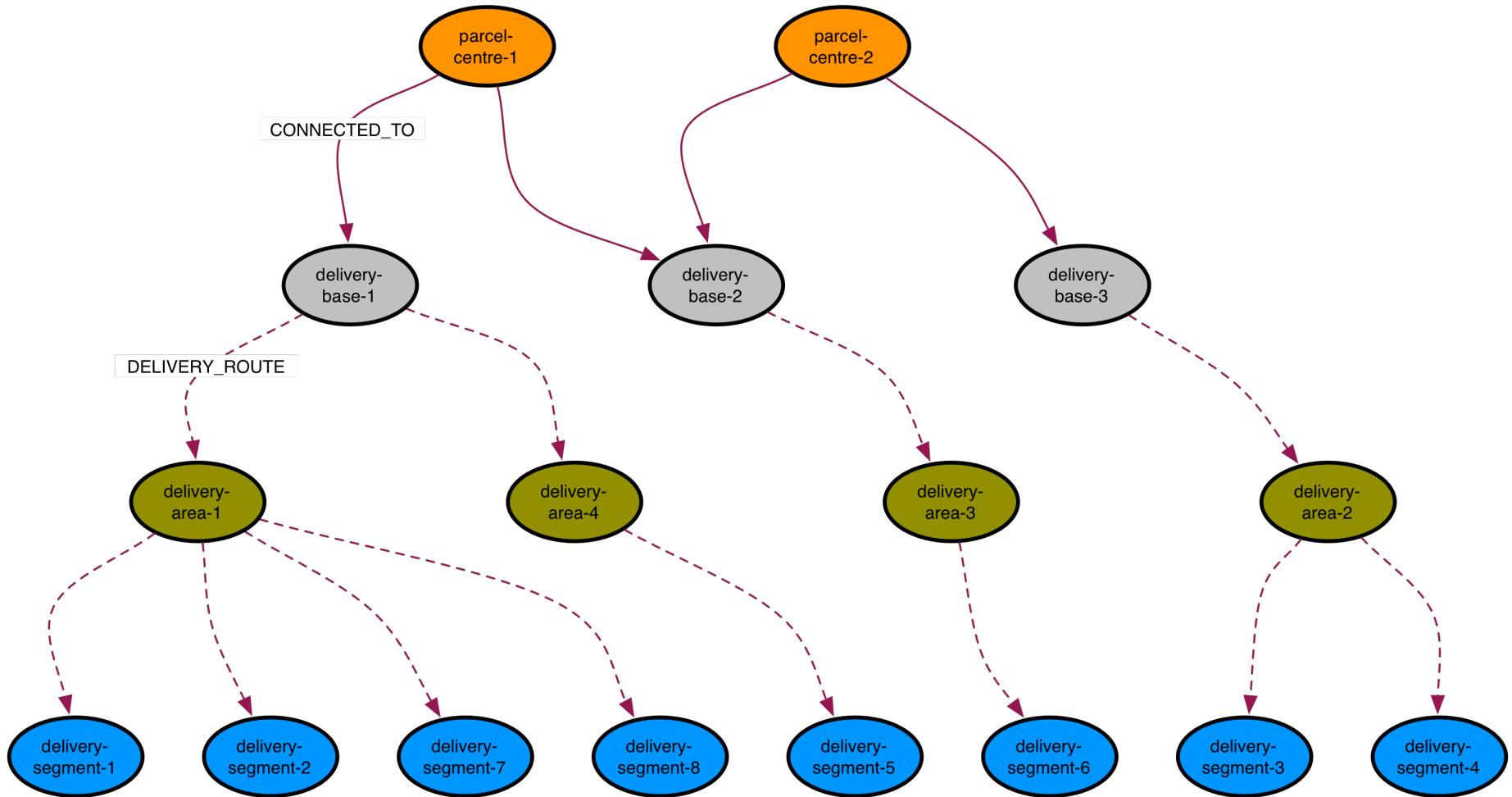
- Select applicant's identity info
- Crawl surrounding graph
  - Look for expansive clusters of account holders

# Path Calculations

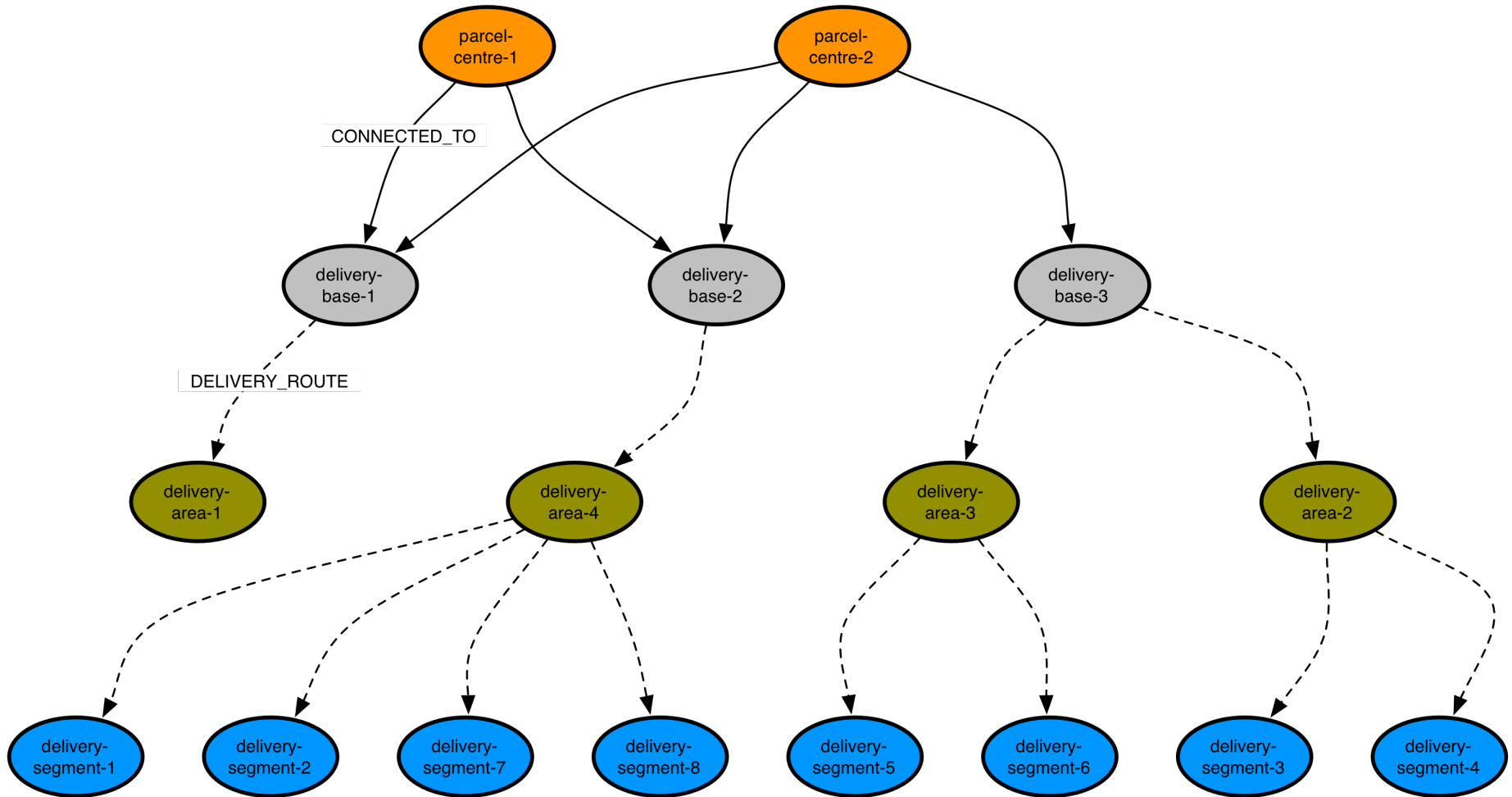
# Problem

- Increase in parcel traffic
  - Amazon, eBay
  - Current infrastructure can't cope
- Calculate optimal route
  - Under 20ms
  - Routes vary over time
- Numbers:
  - 2000-3000 parcels per second
  - 25 national parcel centres, 2 million postcodes, 30 million address

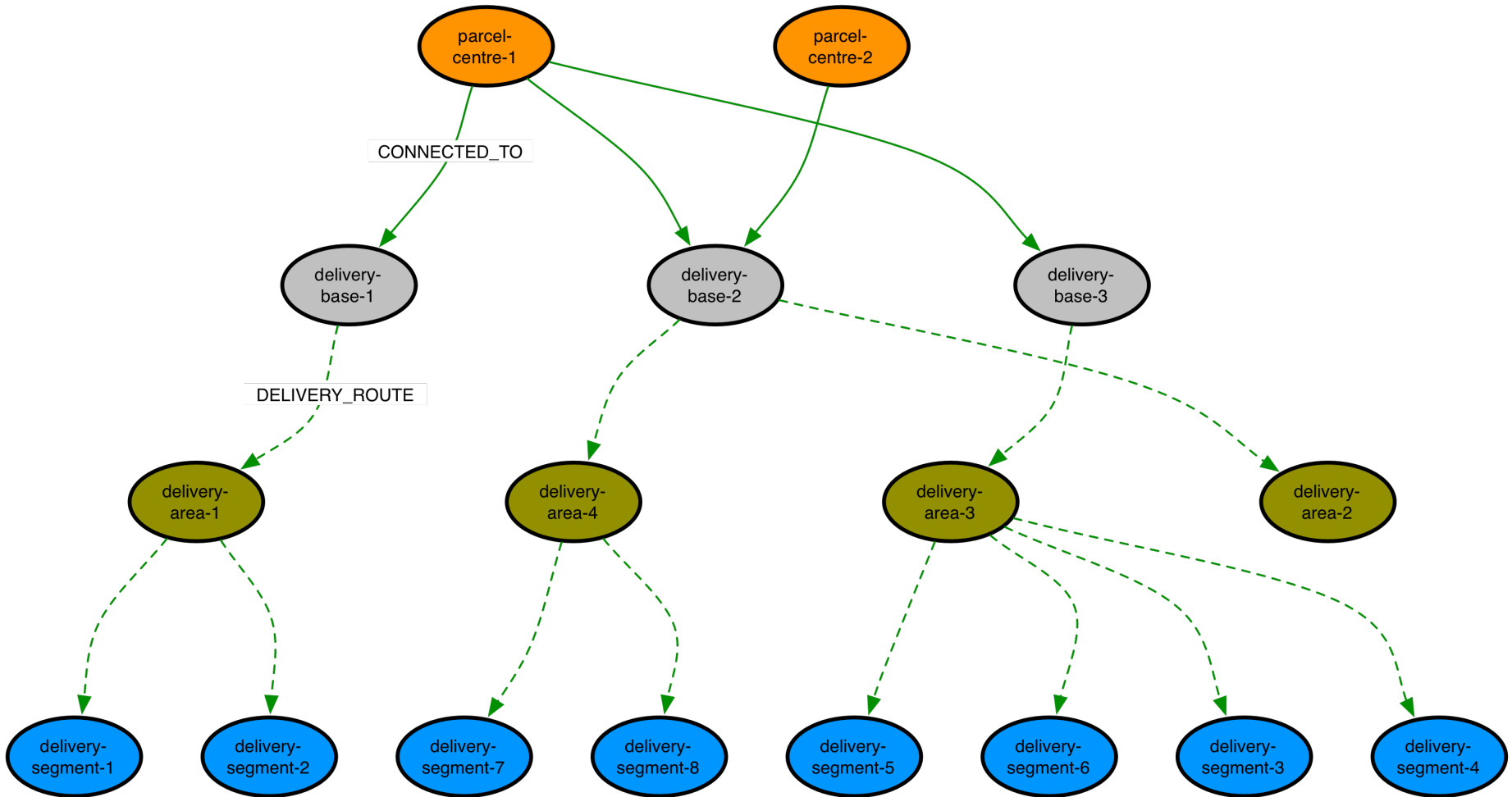
# Period 1



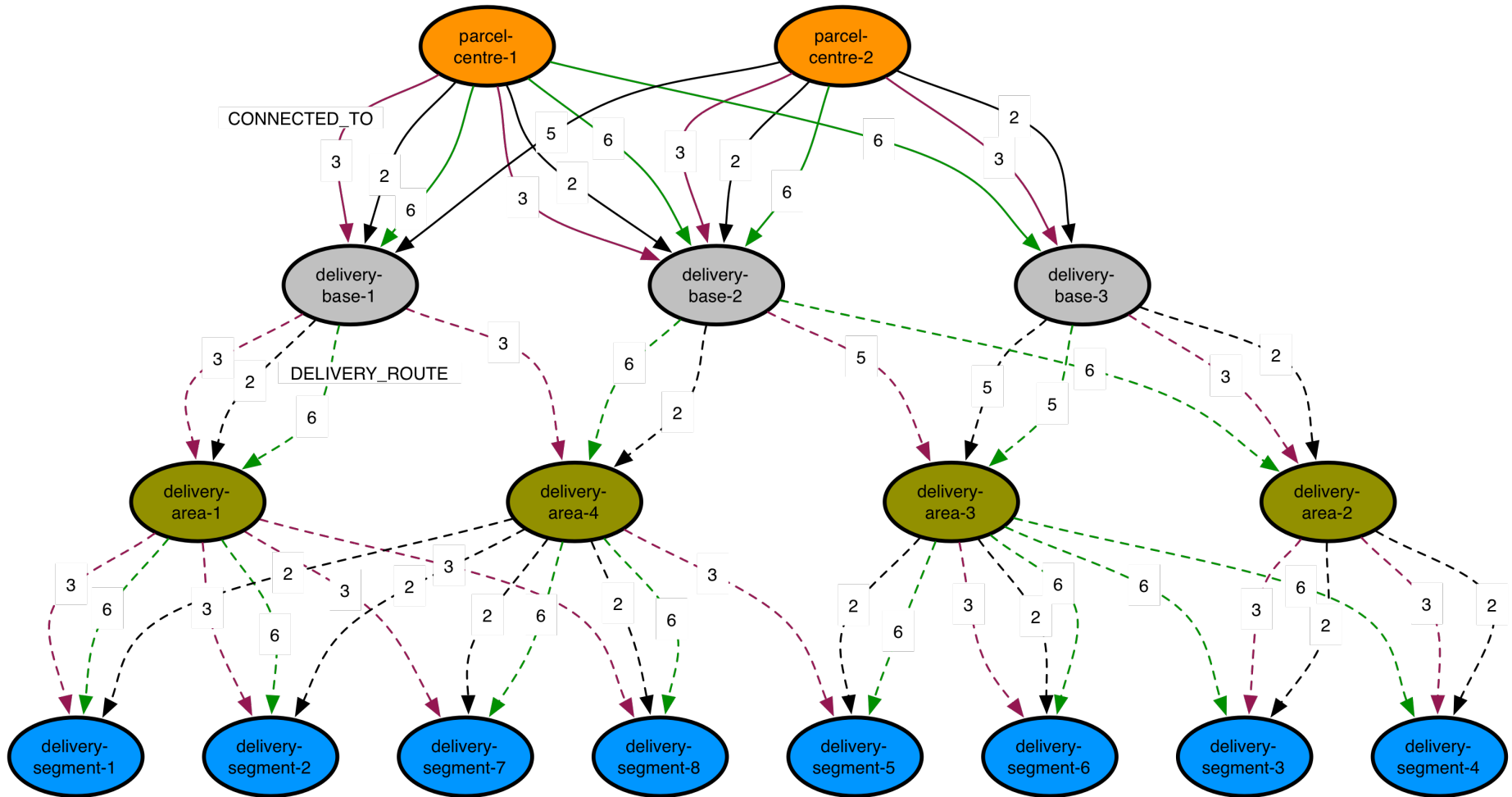
# Period 2



# Period 3



# The Full Graph

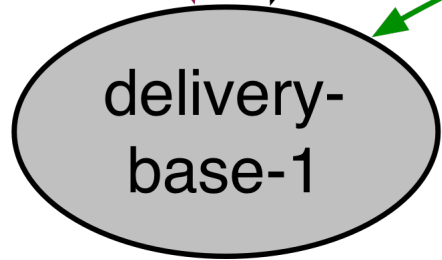




CONNECTED\_TO  
cost=3  
start\_date = 1350255600000  
end\_date = 1350860400000

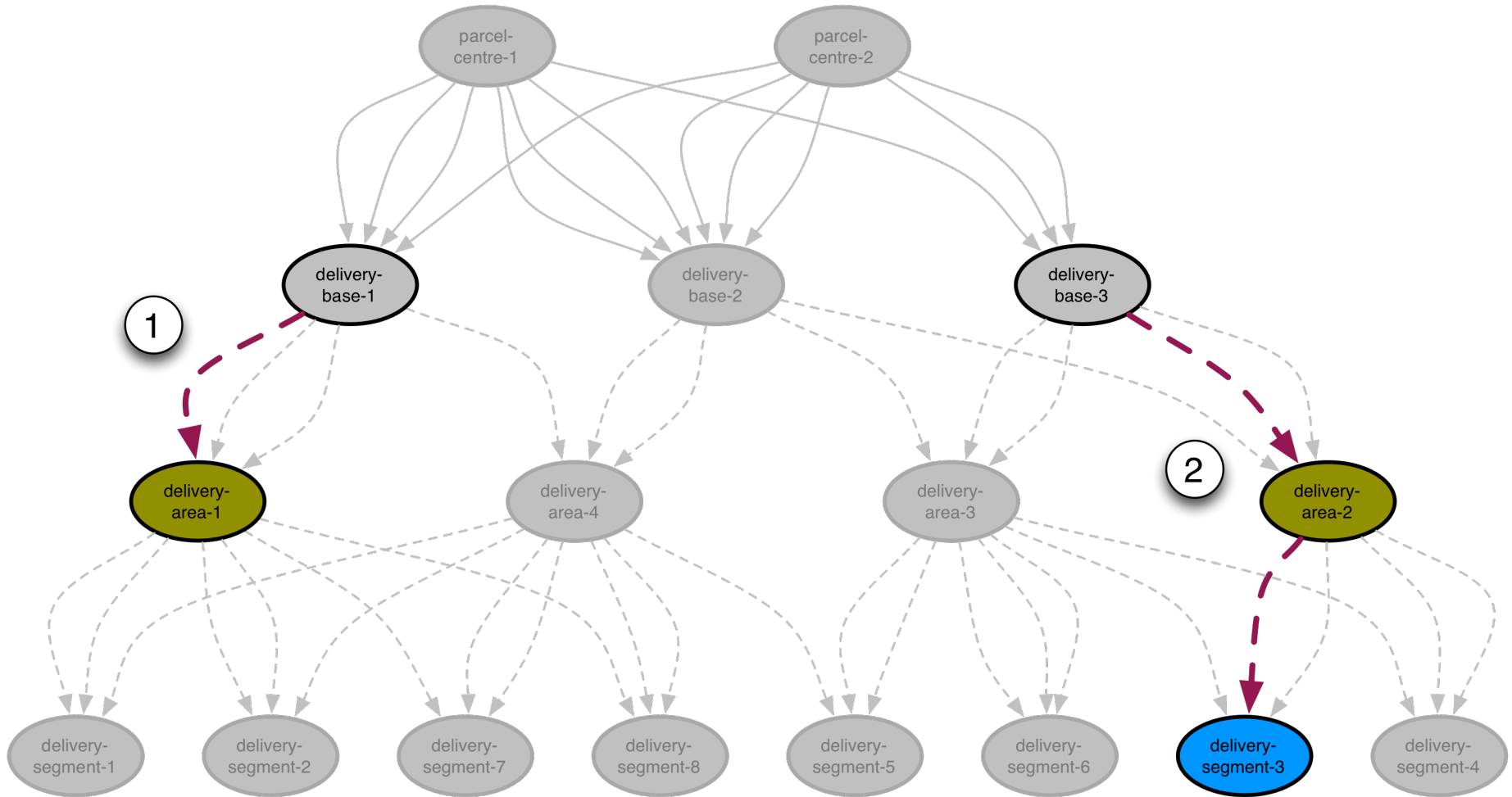


CONNECTED\_TO  
cost=2  
start\_date = 1350860400000  
end\_date = 1351465200000



CONNECTED\_TO  
cost: 6  
start\_date: 1351465200000  
end\_date: 1352070000000

# Steps 1 and 2



# Find Start and End

```
MATCH (s:Location {name:{startLocation}}),  
      (e:Location {name:{endLocation}})
```

# Calculate Up Leg

```
MATCH upLeg = (s)<-[:DELIVERY_ROUTE*1..2]-(db1)
WHERE all(r in relationships(upLeg)
          WHERE r.start_date <= {intervalStart}
          AND r.end_date >= {intervalEnd})
```

# Path From Start to a Delivery Base

```
MATCH upLeg = (s)<-[:DELIVERY_ROUTE*1..2]-(db1)
WHERE all(r in relationships(upLeg)
          WHERE r.start_date <= {intervalStart}
          AND r.end_date >= {intervalEnd})
```

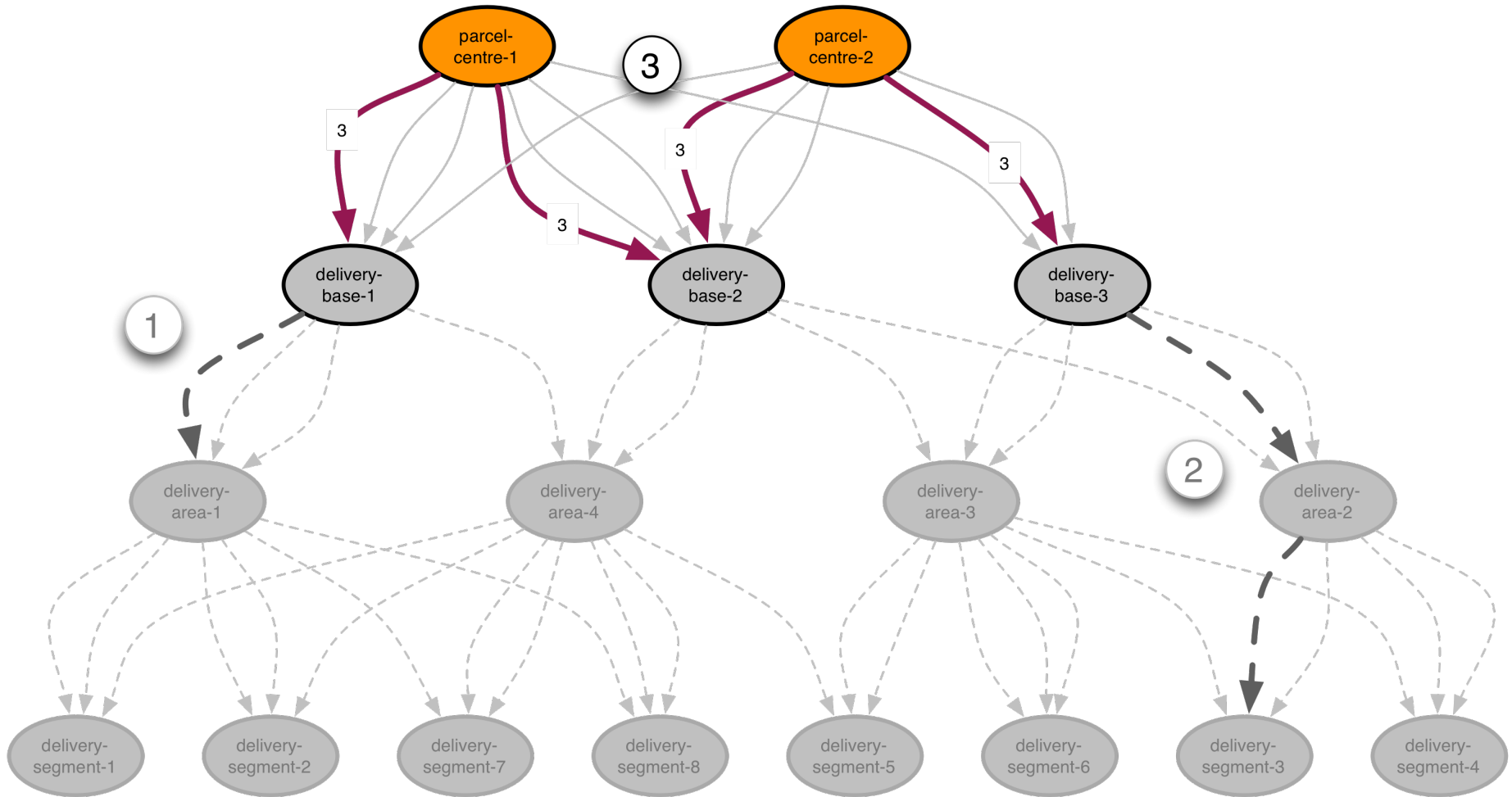
# Filter Relationships by Period

```
MATCH upLeg = (s)<-[:DELIVERY_ROUTE*1..2]-(db1)
WHERE all(r in relationships(upLeg)
          WHERE r.start_date <= {intervalStart}
          AND r.end_date >= {intervalEnd})
```

# Calculate Down Path

```
WITH e, upLeg, db1
MATCH downLeg = (db2)-[:DELIVERY_ROUTE*1..2]->(e)
WHERE all(r in relationships(downLeg)
          WHERE r.start_date <= {intervalStart}
          AND r.end_date >= {intervalEnd})
```

# Step 3





# Find Routes Between Delivery Bases

```
WITH db1, db2, upLeg, downLeg
MATCH topRoute =
    (db1)<-[:CONNECTED_TO]-()
    -[:CONNECTED_TO*1..3]-(db2)
WHERE all(r in relationships(topRoute)
    WHERE r.start_date <= {intervalStart}
    AND r.end_date >= {intervalEnd})
```

# Paths Between Delivery Bases

```
WITH db1, db2, upLeg, downLeg
MATCH topRoute =
    (db1)<-[:CONNECTED_T0]-()
    -[:CONNECTED_T0*1..3]-(db2)
WHERE all(r in relationships(topRoute)
    WHERE r.start_date <= {intervalStart}
    AND r.end_date >= {intervalEnd})
```

# Filtered by Period

```
WITH db1, db2, upLeg, downLeg
MATCH topRoute =
    (db1)<-[:CONNECTED_TO]-()
    -[:CONNECTED_TO*1..3]-(db2)
WHERE all(r in relationships(topRoute)
    WHERE r.start_date <= {intervalStart}
    AND r.end_date >= {intervalEnd})
```

# Calculate Shortest Route Between Delivery Bases

```
WITH upLeg, downLeg, topRoute,  
     reduce (  
       weight=0,  
       r in relationships(topRoute) |  
       weight+r.cost) AS score  
ORDER BY score ASC  
LIMIT 1  
RETURN (nodes(upLeg) +  
        tail(nodes(topRoute)) +  
        tail(nodes(downLeg))) AS route
```

# Calculate Shortest Path Between Delivery Bases

```
WITH upLeg, downLeg, topRoute,  
     reduce (  
       weight=0,  
       r in relationships(topRoute) |  
       weight+r.cost) AS score  
ORDER BY score ASC  
LIMIT 1  
RETURN (nodes(upLeg) +  
        tail(nodes(topRoute))) +  
        tail(nodes(downLeg))) AS route
```

# Full Query

```
MATCH (s:Location {name:{startLocation}}),
      (e:Location {name:{endLocation}})
MATCH upLeg = (s)-[:DELIVERY_ROUTE*1..2]-(db1)
WHERE all(r in relationships(upLeg)
          WHERE r.start_date <= {intervalStart}
            AND r.end_date >= {intervalEnd})
WITH e, upLeg, db1
MATCH downLeg = (db2)-[:DELIVERY_ROUTE*1..2]->(e)
WHERE all(r in relationships(downLeg)
          WHERE r.start_date <= {intervalStart}
            AND r.end_date >= {intervalEnd})
WITH db1, db2, upLeg, downLeg
MATCH topRoute = (db1)-[:CONNECTED_TO]-()-[:CONNECTED_TO*1..3]-(db2)
WHERE all(r in relationships(topRoute)
          WHERE r.start_date <= {intervalStart}
            AND r.end_date >= {intervalEnd})
WITH upLeg, downLeg, topRoute,
      reduce(weight=0, r in relationships(topRoute) | weight+r.cost) AS score
ORDER BY score ASC
LIMIT 1
RETURN (nodes(upLeg) + tail(nodes(topRoute)) + tail(nodes(downLeg))) AS route
```

# Online Training

[http://www.neo4j.org/learn/online\\_course](http://www.neo4j.org/learn/online_course)

## Online Training: Getting Started with Neo4j

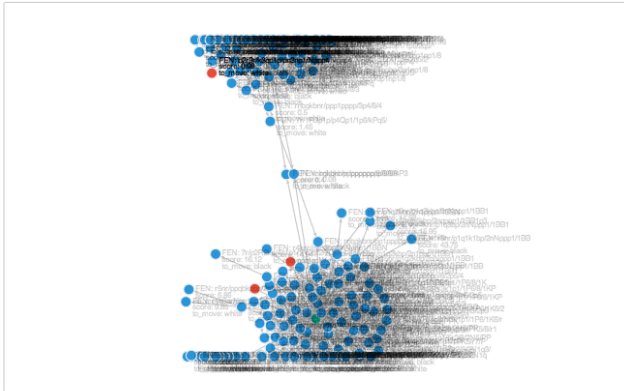
Learn Neo4j at your own pace and time with our free online training course. Get introduced to graph databases, learn the core functionality of Neo4j, and practice Cypher with this engaging and interactive course.



[Get started today »](#)

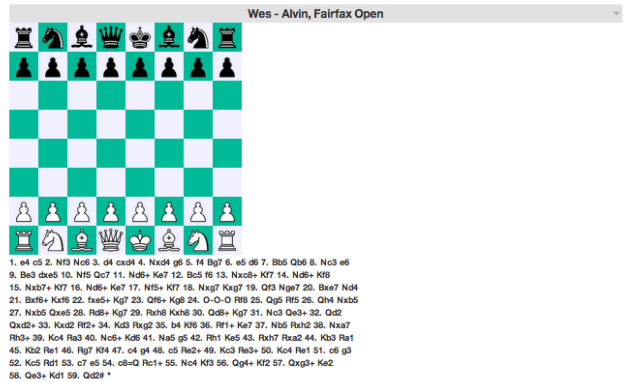
# Graph Gists

<https://github.com/neo4j-contrib/graphgist/wiki>



Here is the one of my games for analysis

I managed to squeek out a win, but it makes for an interesting game to look at because both of us made so many blunders.



All duration times are in minutes and delay type defintons can be found [here](#).

## Included Airports

| Name   | City              | Abbreviation |
|--|-------------------|--------------|
| Hartsfield-Jackson Atlanta International Airport | Atlanta           | ATL          |
| O'Hare International Airport                     | Chicago           | ORD          |
| Los Angeles International Airport                | Los Angeles       | LAX          |
| Dallas/Fort Worth International Airport          | Dallas/Fort Worth | DFW          |

## Proposed Model





graphdatabases.com

