

A Little Graph Theory for the Busy Developer

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@jimwebber



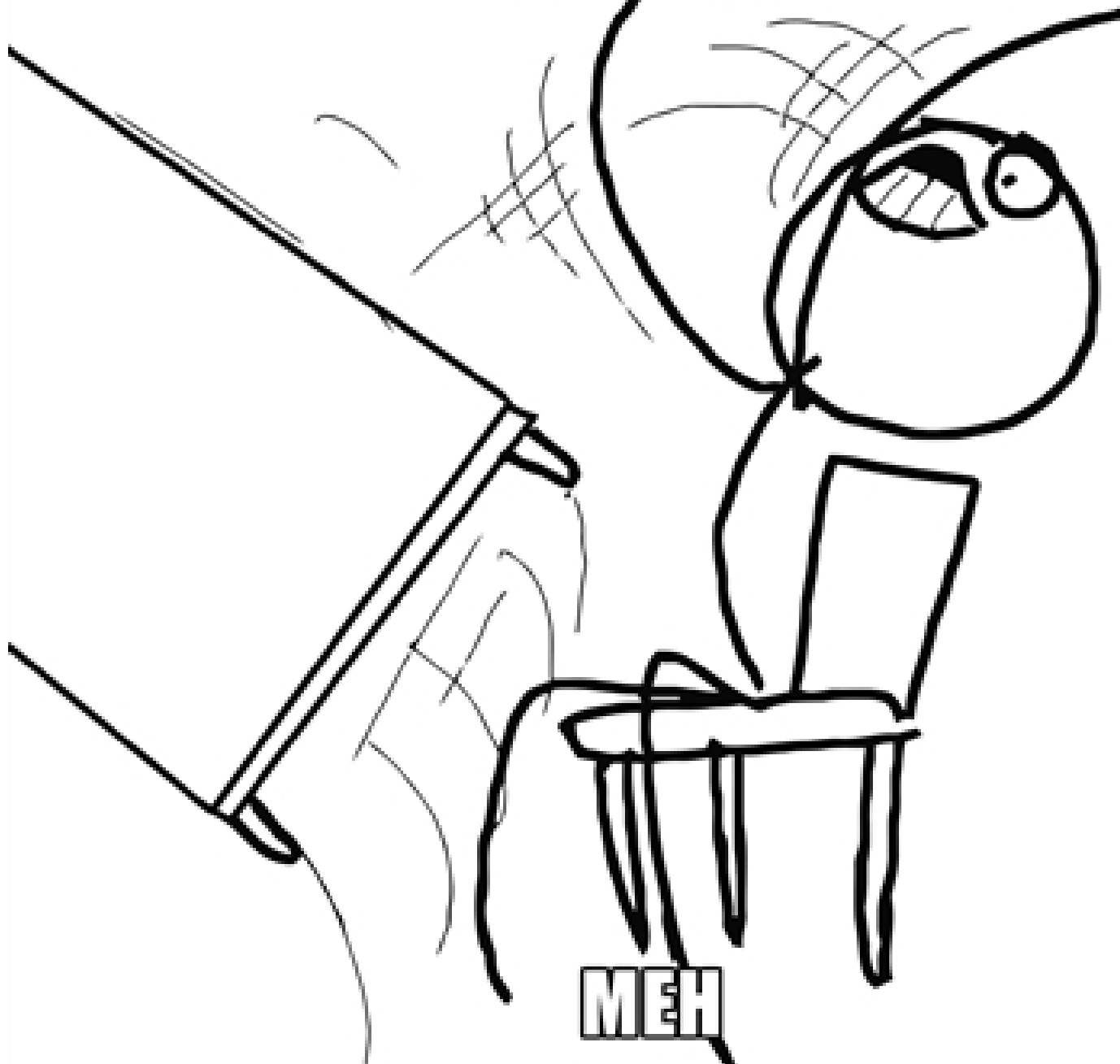
Roadmap

- Imprisoned data
- Graph models
- Graph theory
 - Local properties, global behaviours
 - Predictive techniques
- Graph matching
 - Predictive, real-time analytics for fun and profit
- Fin

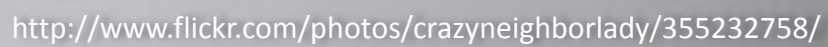




TABLES?



MEH





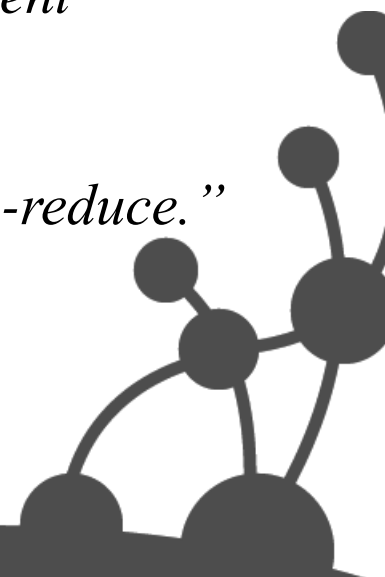


Aggregate-Oriented Data

<http://martinfowler.com/bliki/AggregateOrientedDatabase.html>

“There is a significant downside - the whole approach works really well when data access is aligned with the aggregates, but what if you want to look at the data in a different way? Order entry naturally stores orders as aggregates, but analyzing product sales cuts across the aggregate structure. The advantage of not using an aggregate structure in the database is that it allows you to slice and dice your data different ways for different audiences.

This is why aggregate-oriented stores talk so much about map-reduce.”





DENORMALISE

Aggregate data into documents

RICHER MODEL

Connected structured data



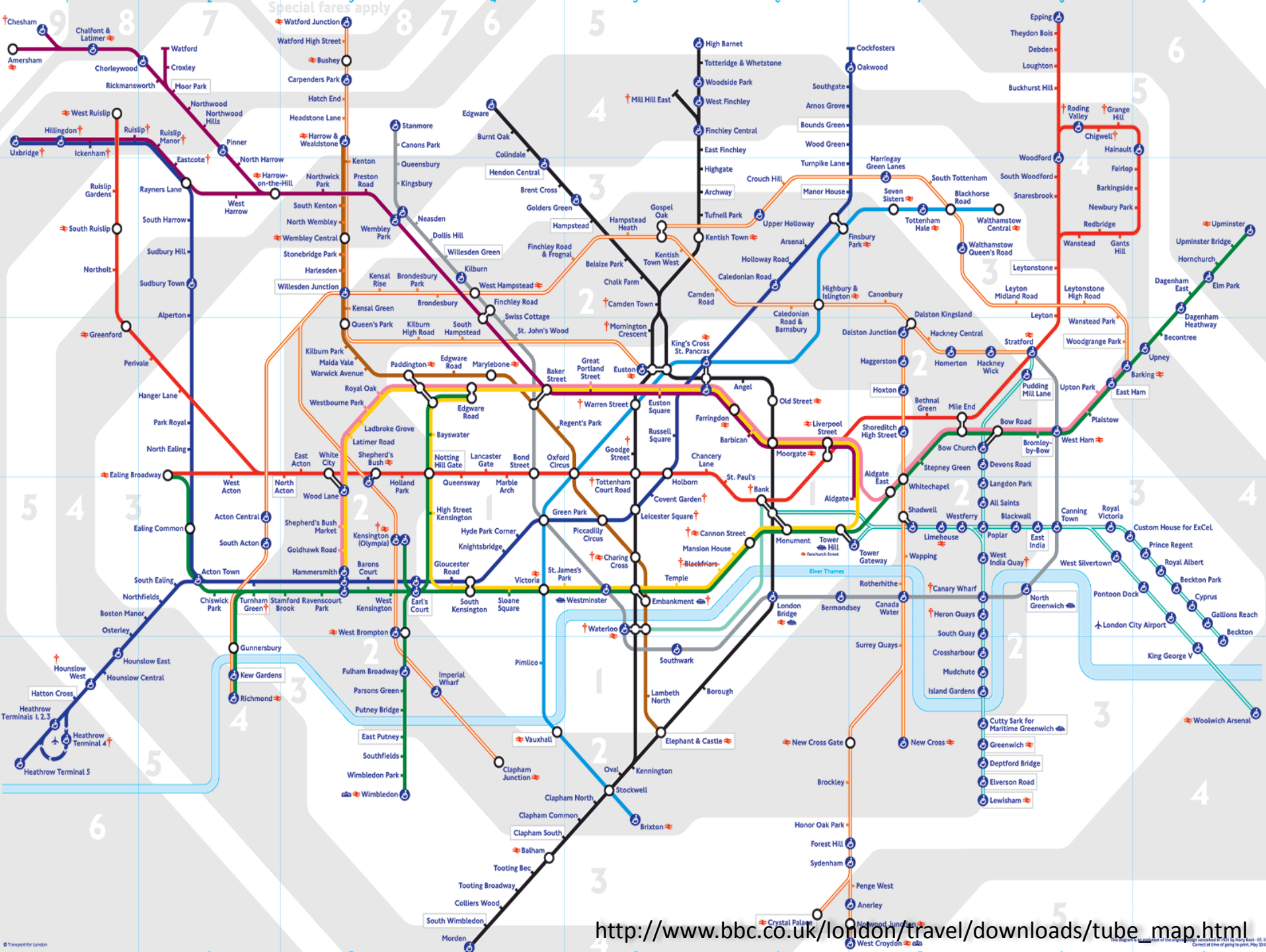
Simple data model
Map-reduce friendly

Expressive power
Fast graph traversals



complexity = f(size, connectedness, uniformity)



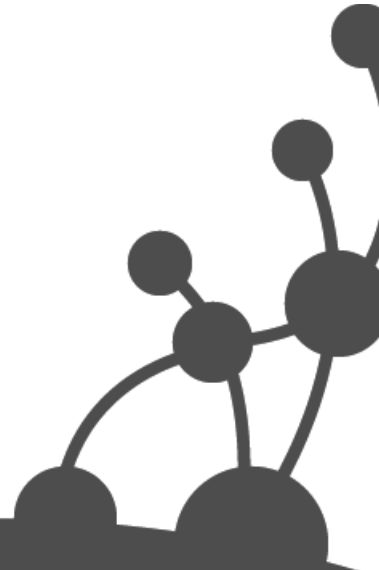
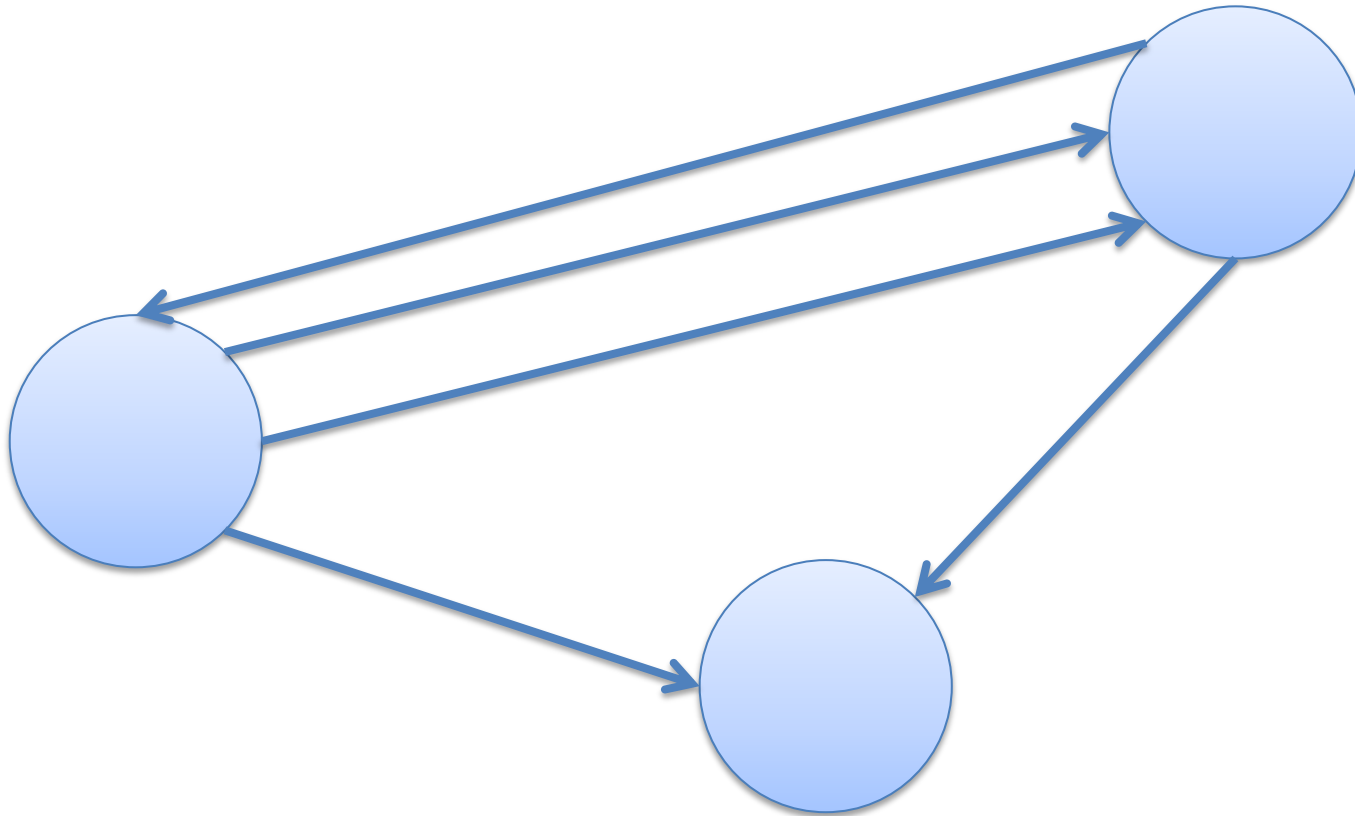


Property graphs

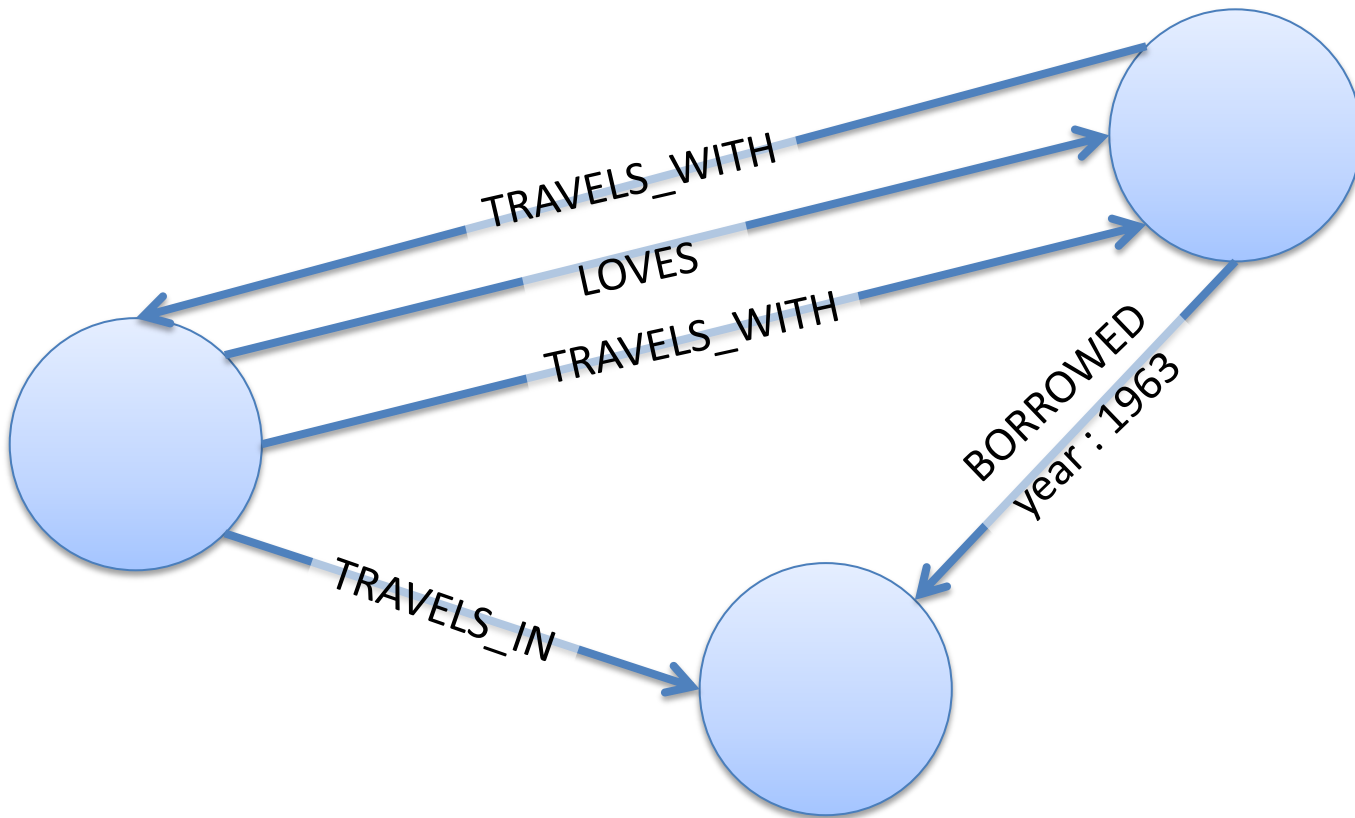
- Property graph model:
 - Nodes with properties
 - Named, directed relationships with properties
 - Relationships have exactly one start and end node
 - Which may be the same node



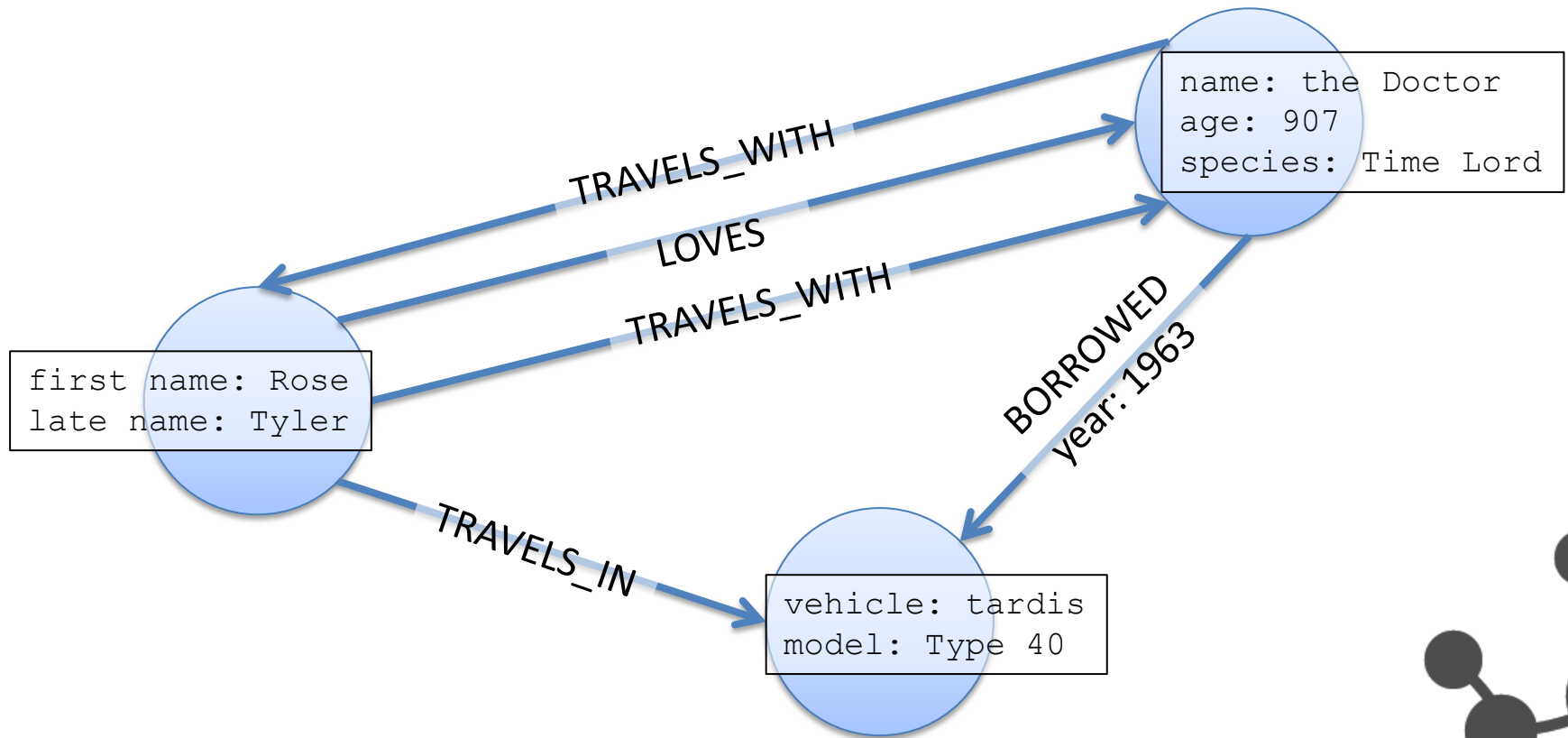
Property Graph Model



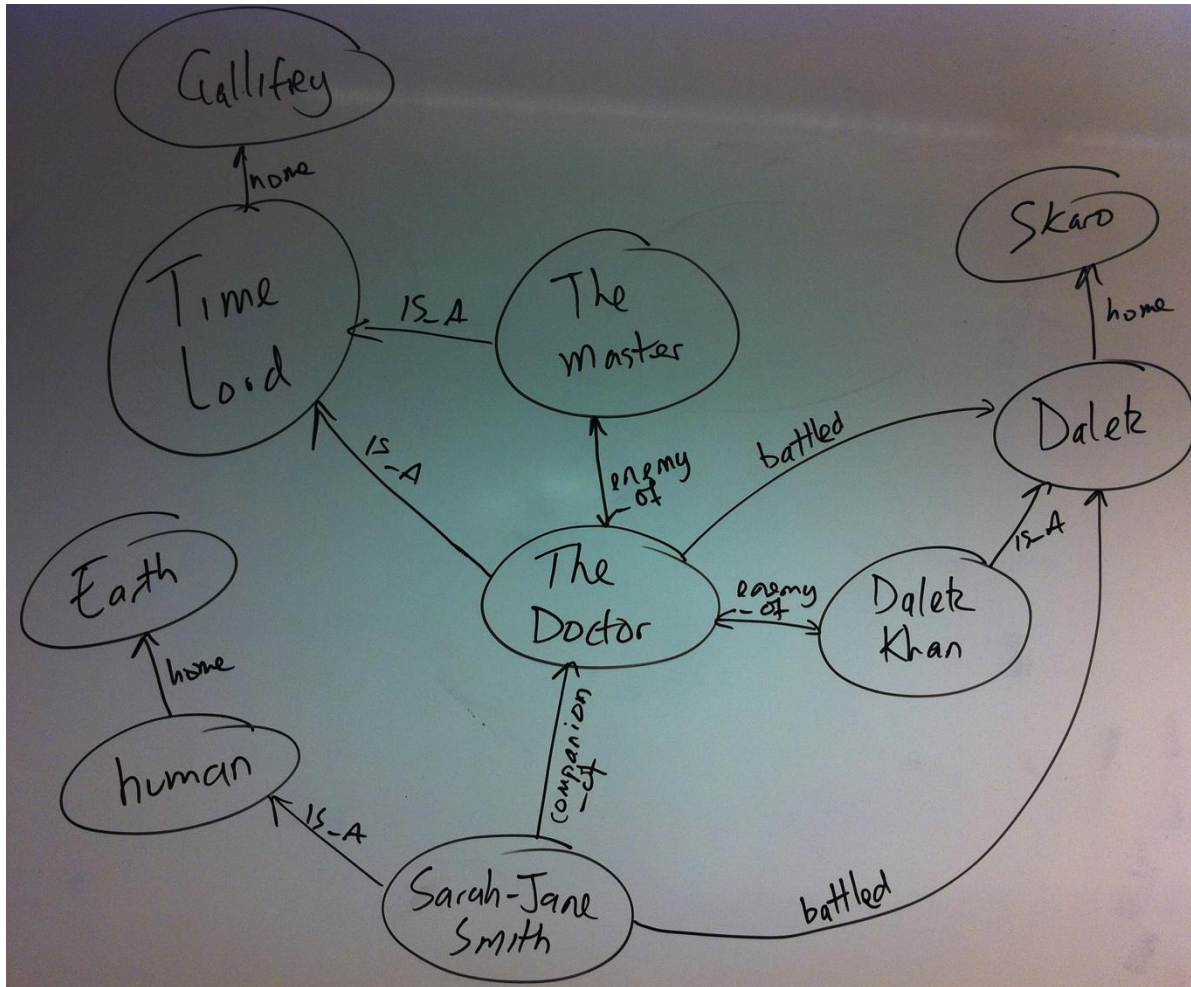
Property Graph Model



Property Graph Model



Property graphs are very whiteboard-friendly



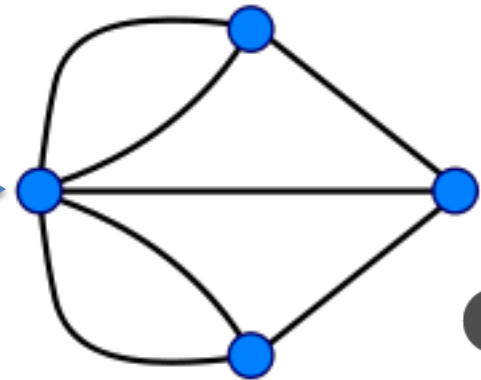
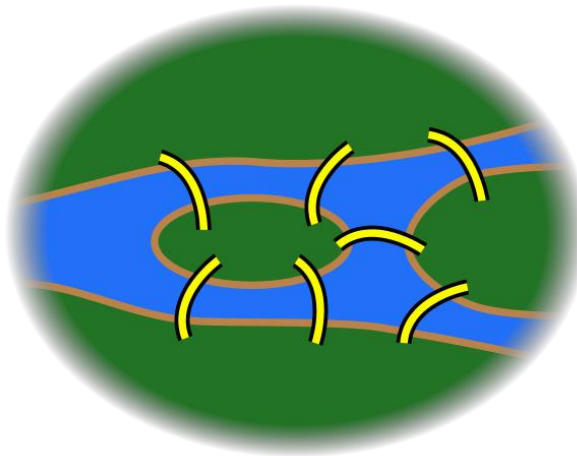
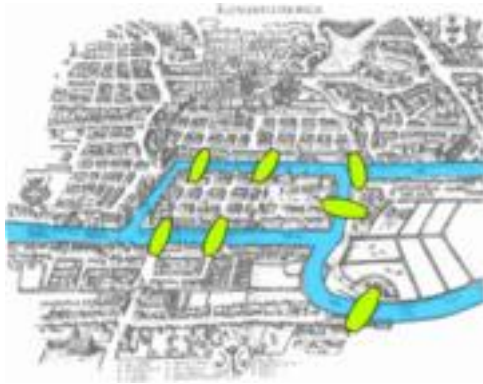




Meet Leonhard Euler

- Swiss mathematician
- Inventor of Graph Theory (1736)





DULWICH SUPERMARKET & OFF LICENCE

ENGLISH , TURKISH , GREEK , MEDITERRANEAN FOOD

18

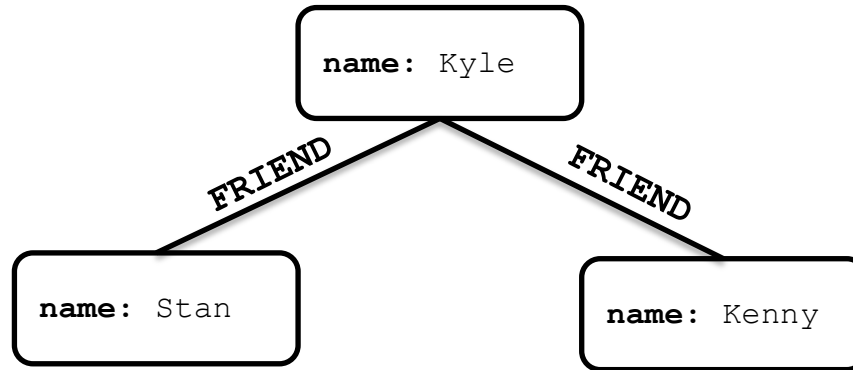
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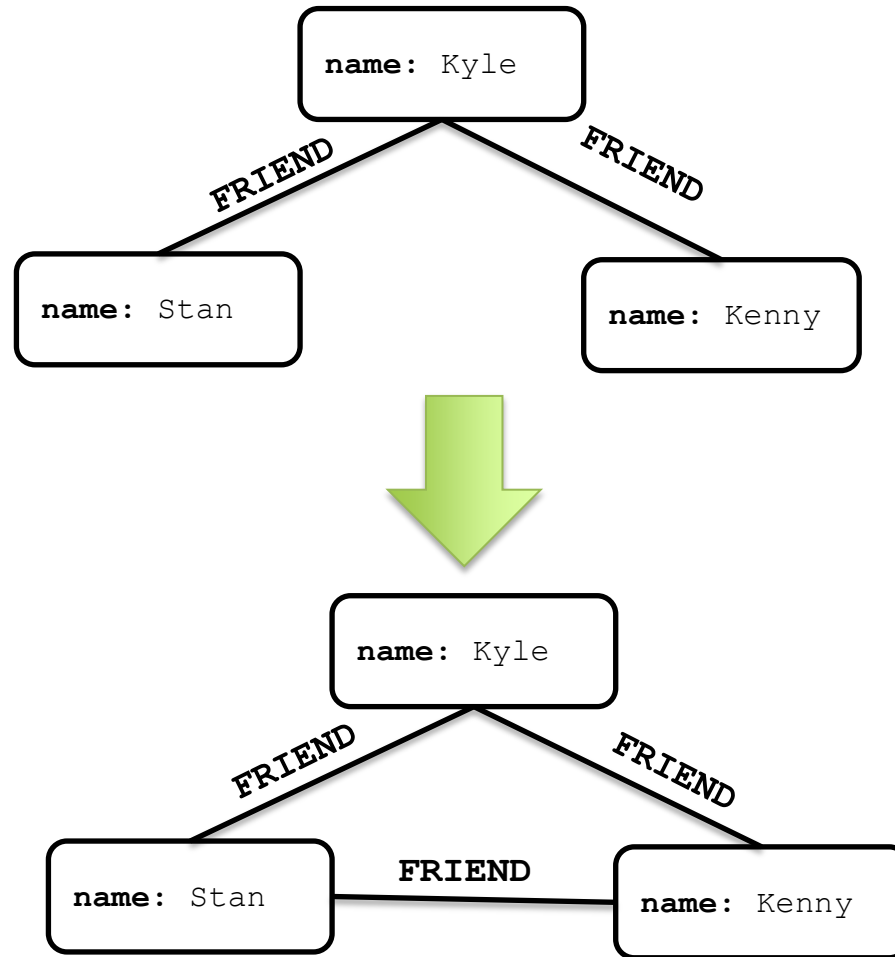
FRESHLY CUT SANDWICHES - BILTONG



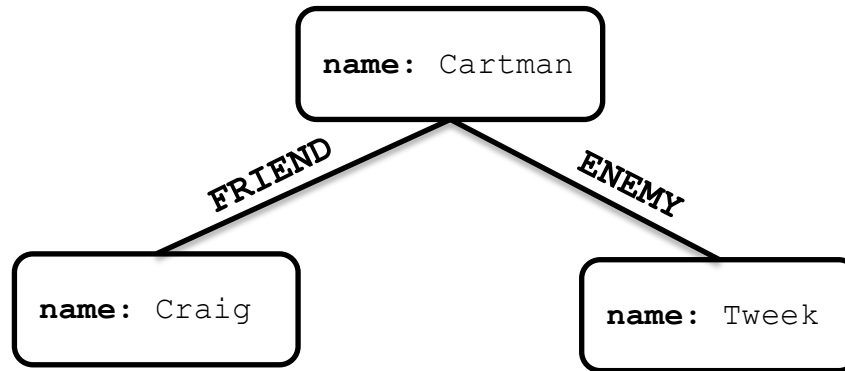
Triadic Closure



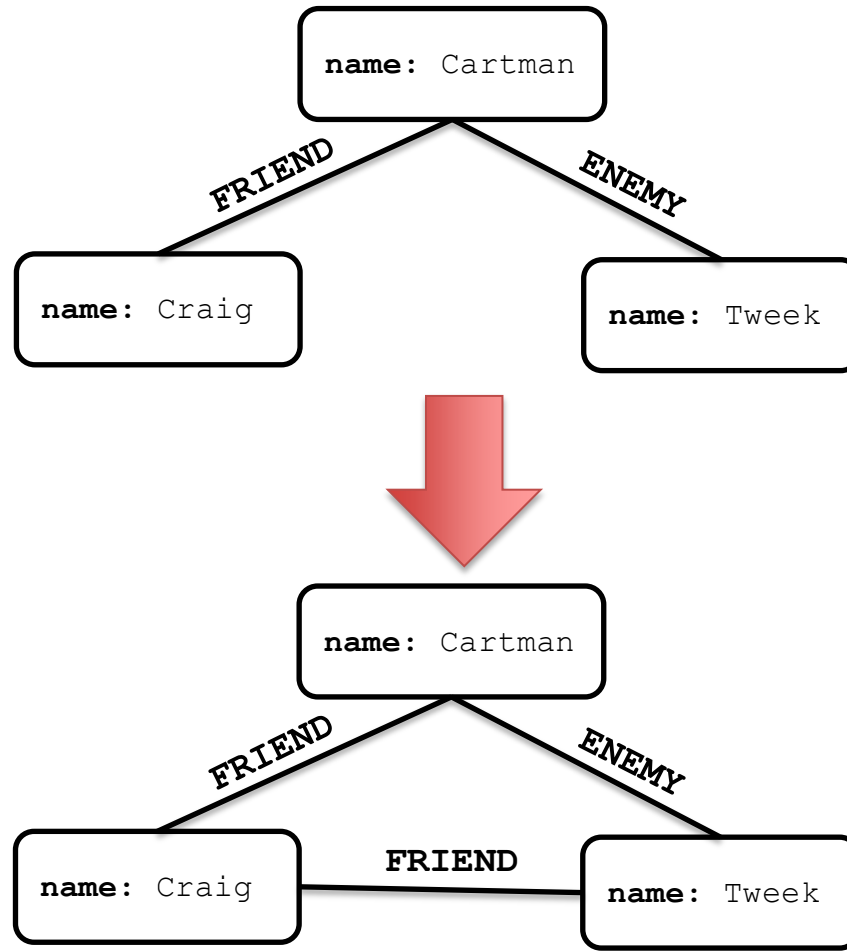
Triadic Closure



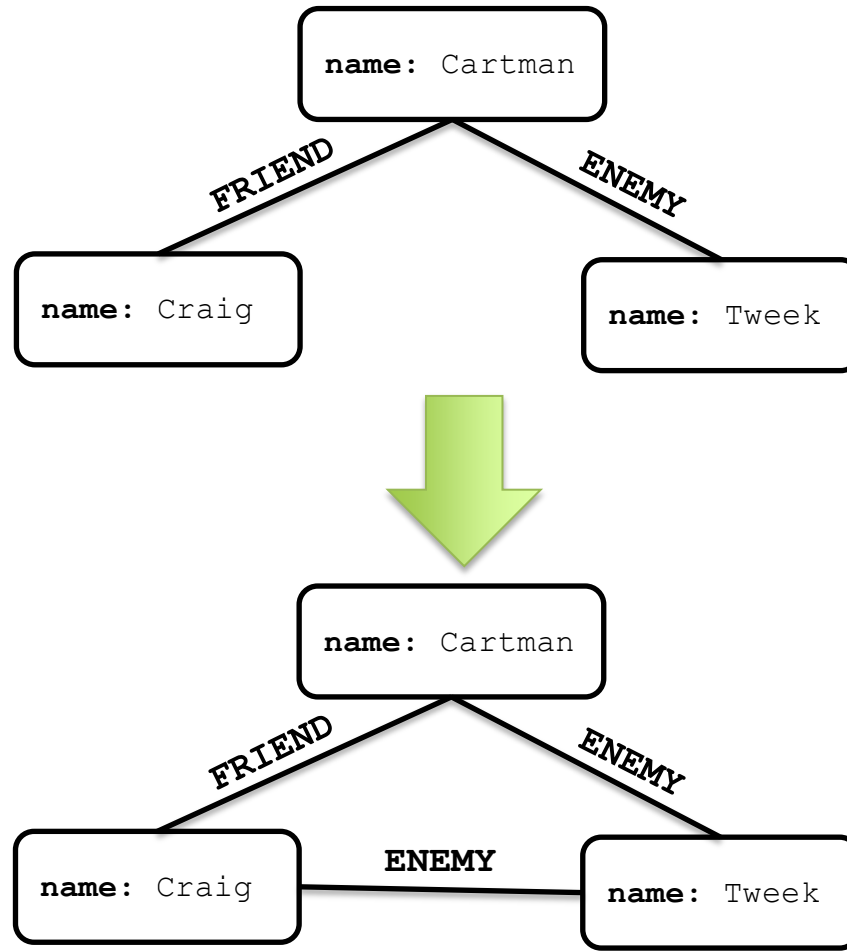
Structural Balance



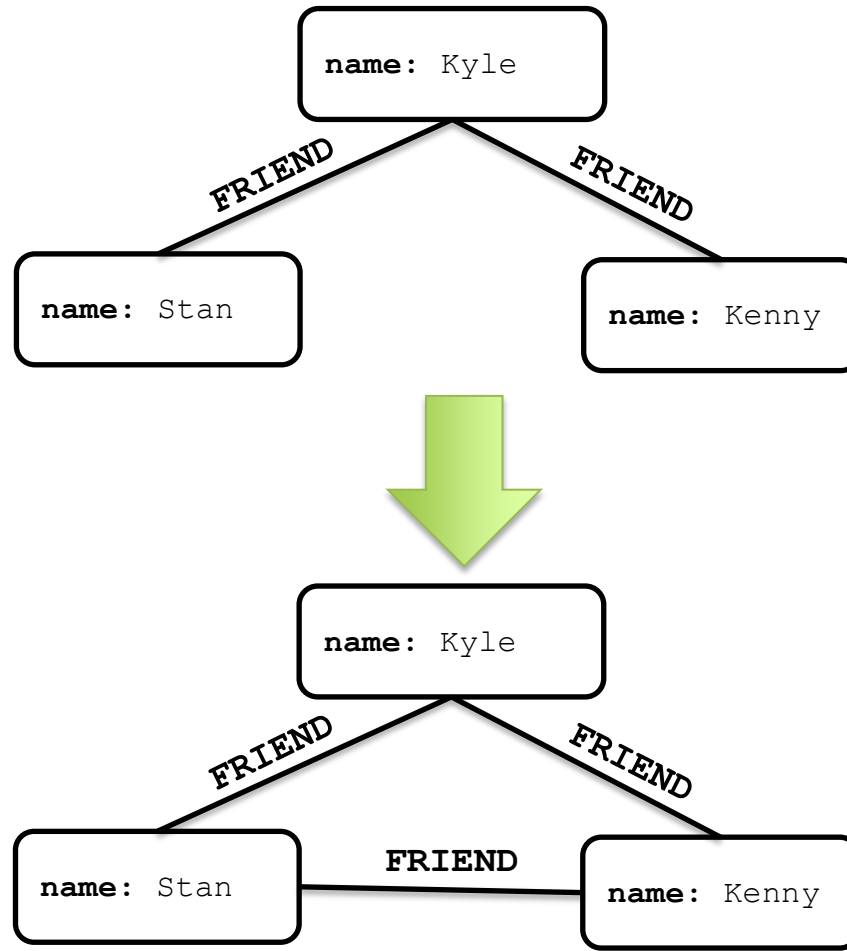
Structural Balance



Structural Balance

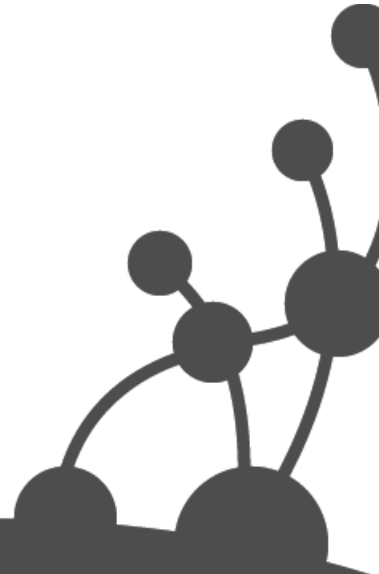


Structural Balance

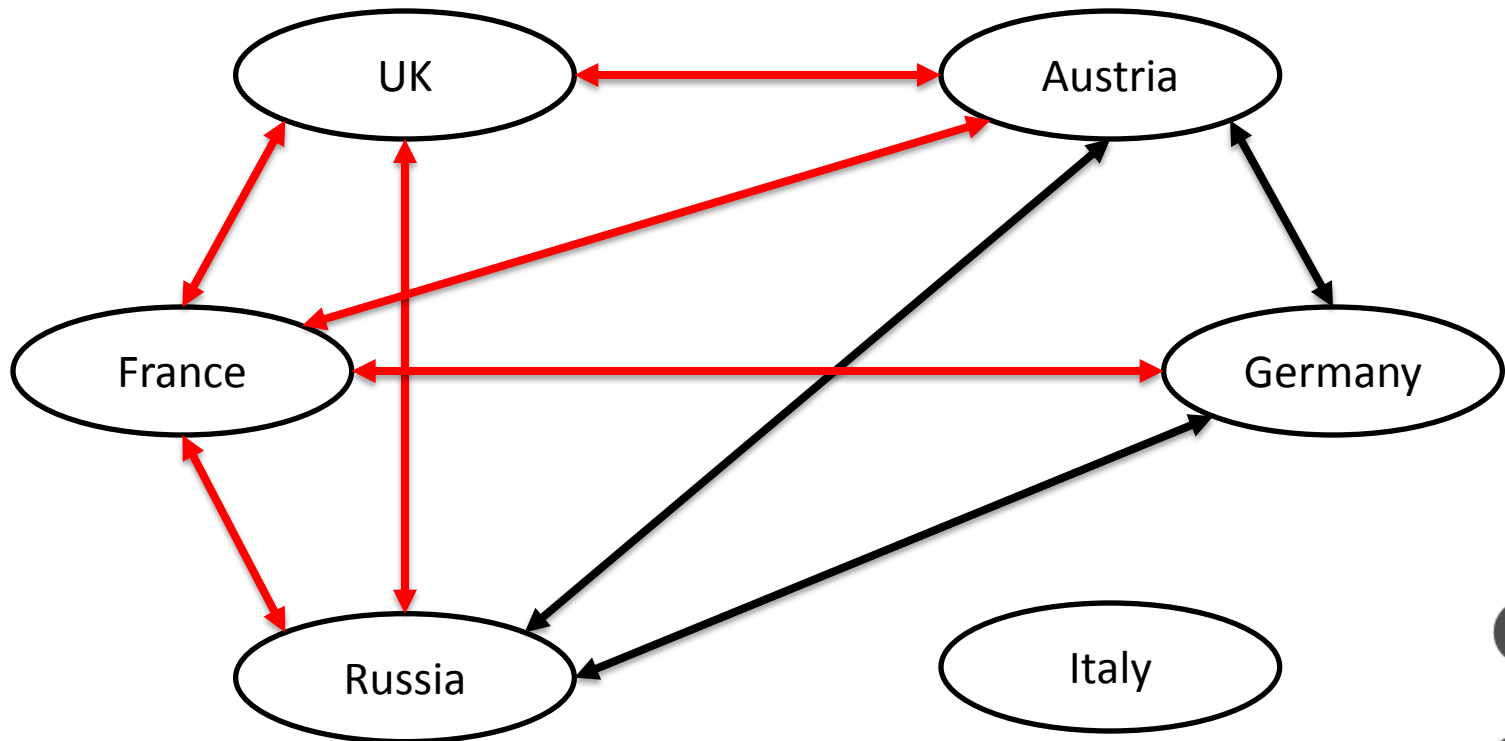


Structural Balance is a *key* predictive technique

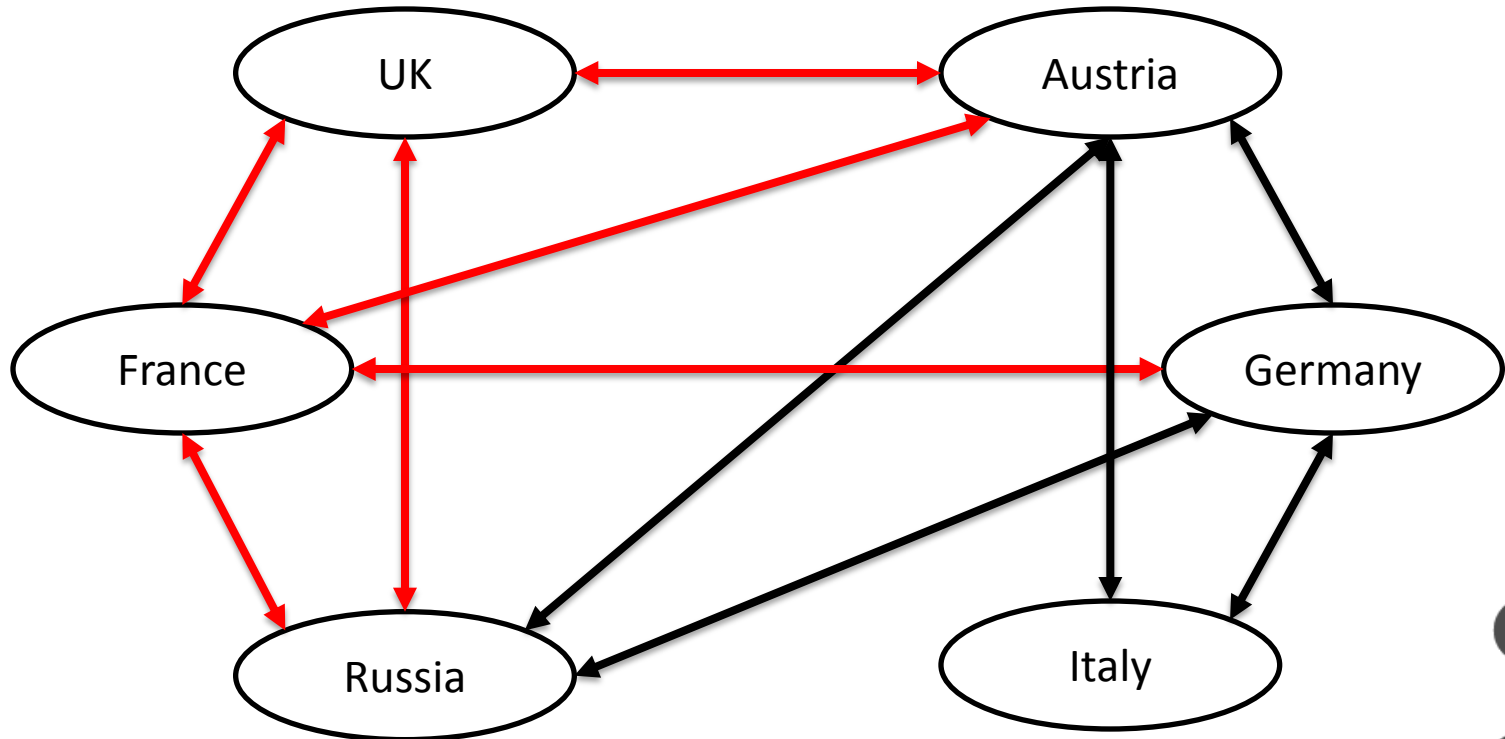
And it's domain-agnostic



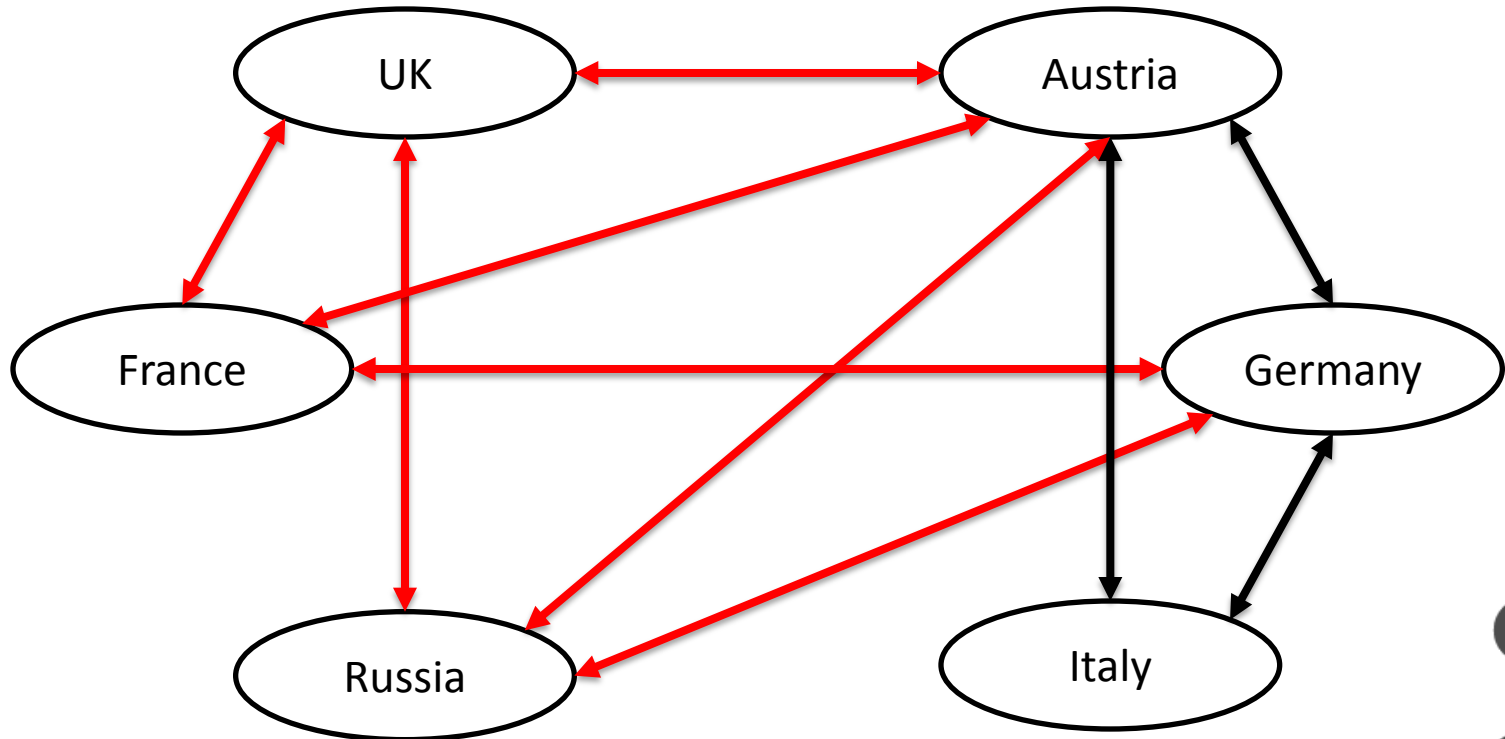
Allies and Enemies



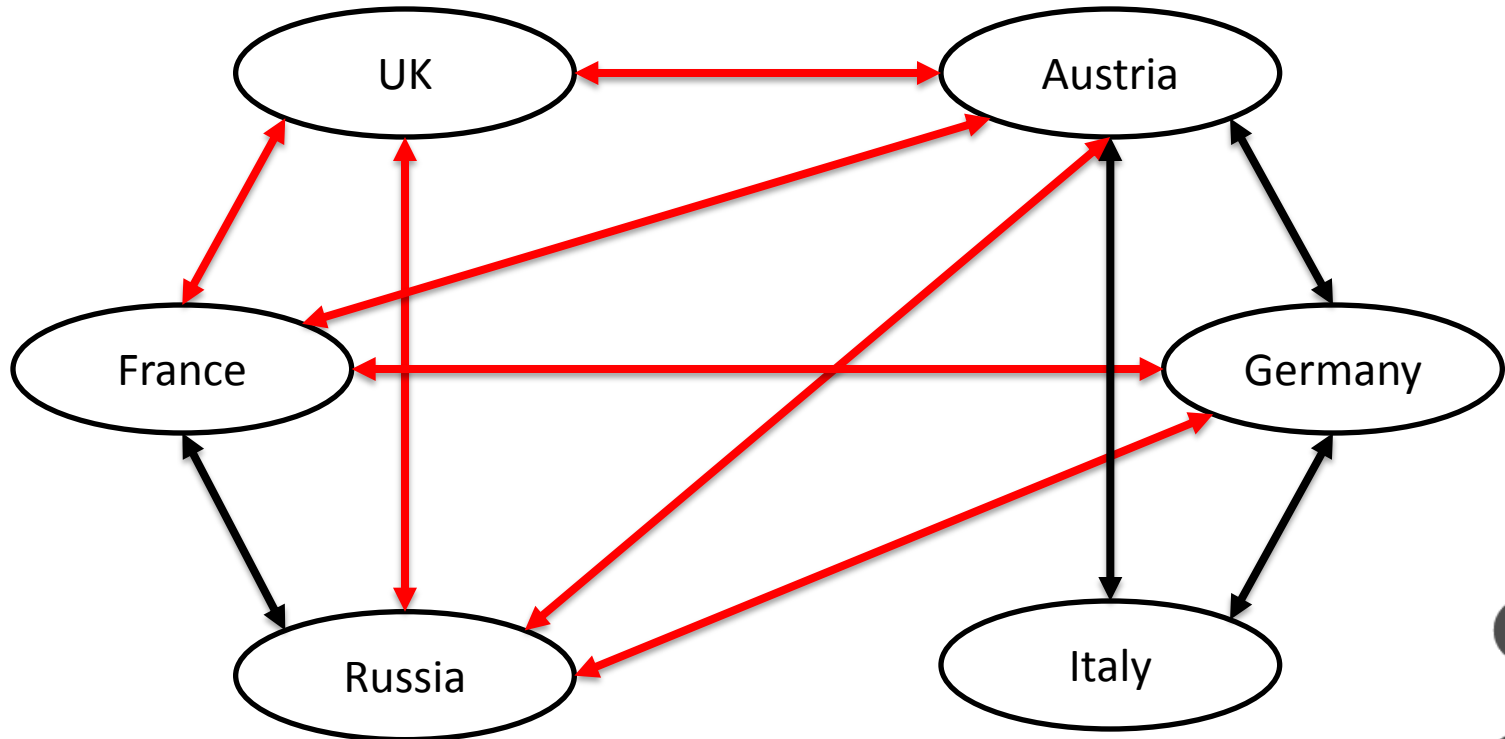
Allies and Enemies



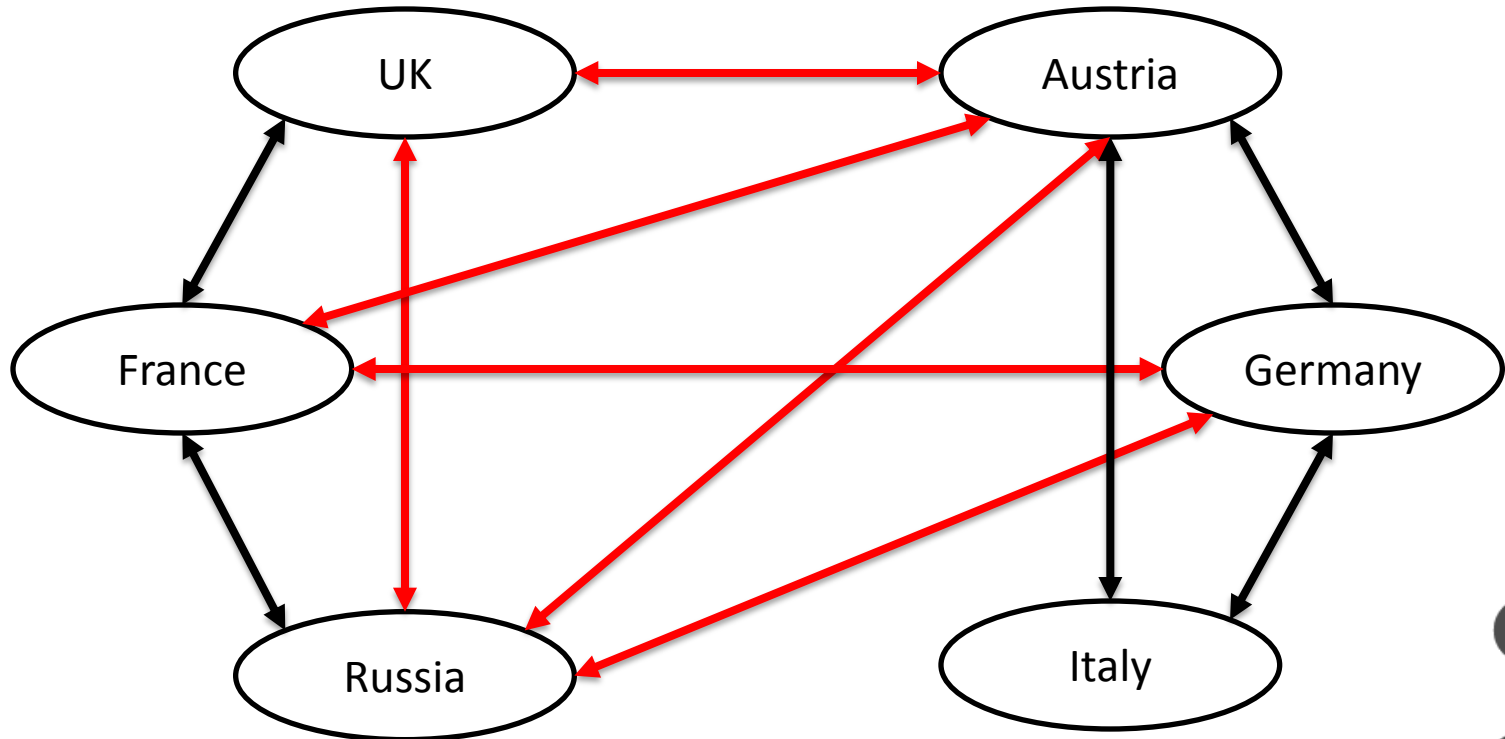
Allies and Enemies



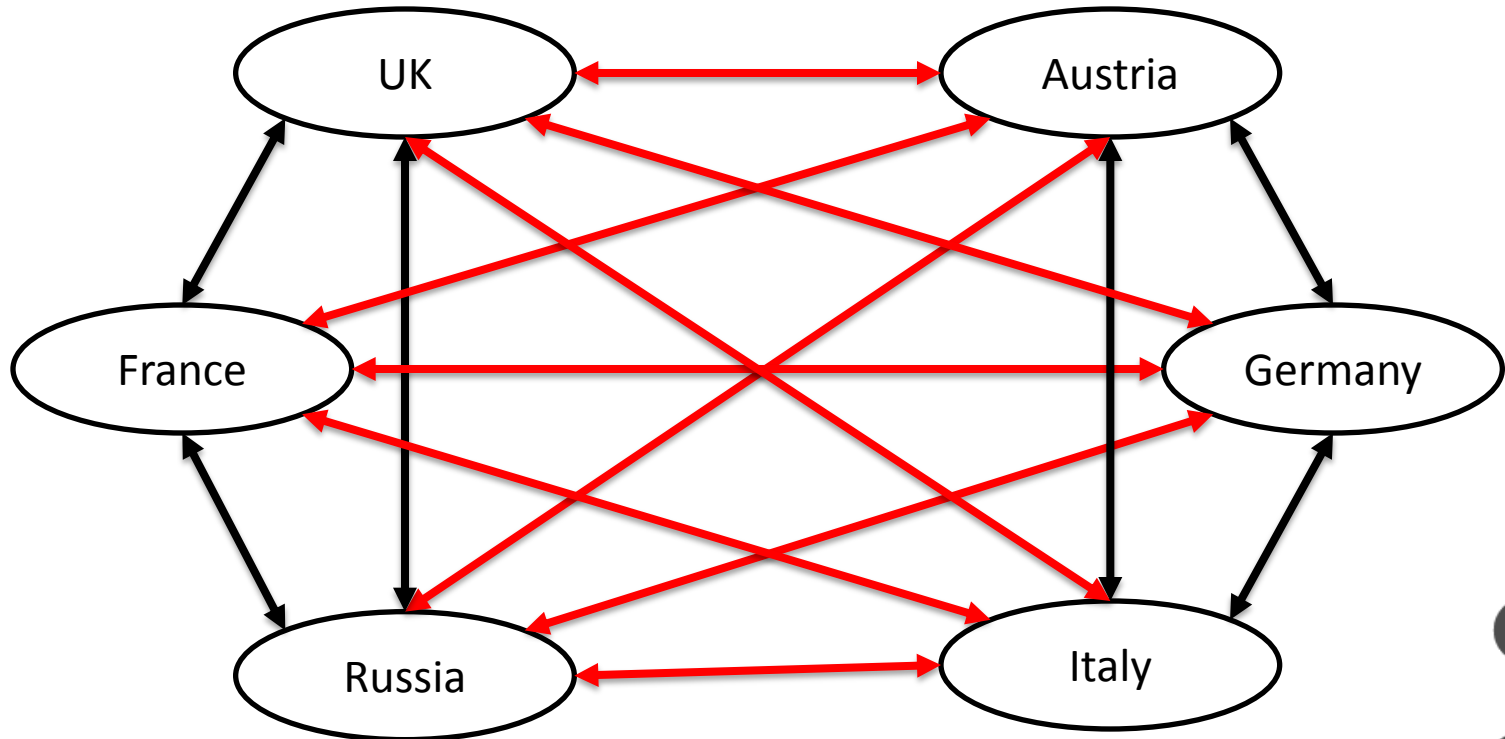
Allies and Enemies



Allies and Enemies

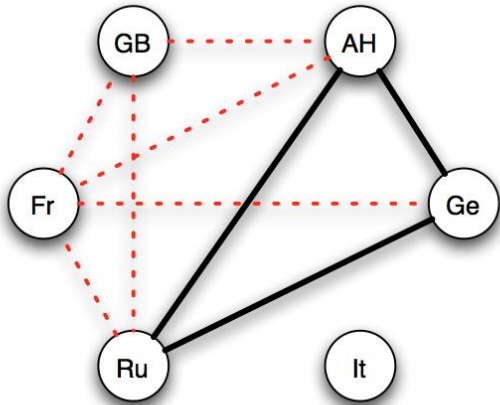


Allies and Enemies

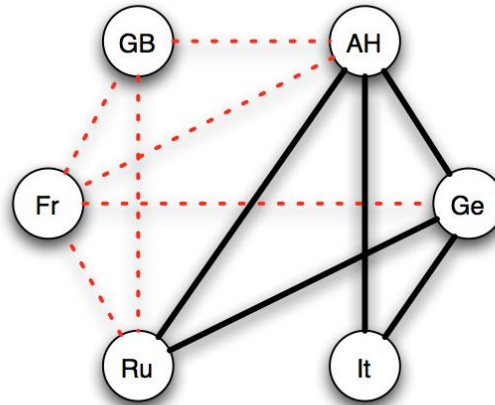


Predicting WWI

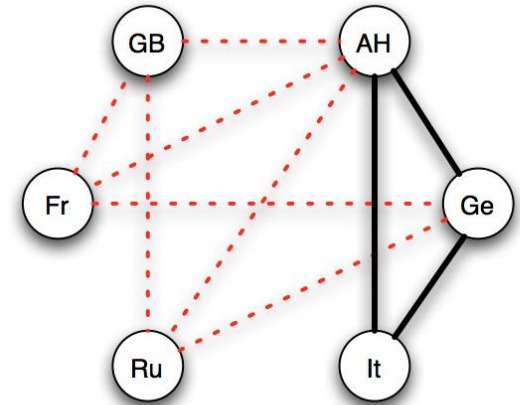
[Easley and Kleinberg]



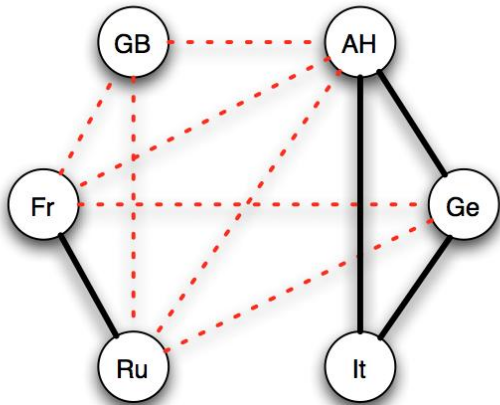
(a) *Three Emperors' League 1872–81*



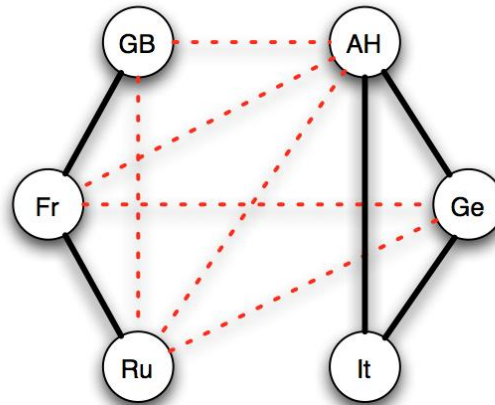
(b) *Triple Alliance 1882*



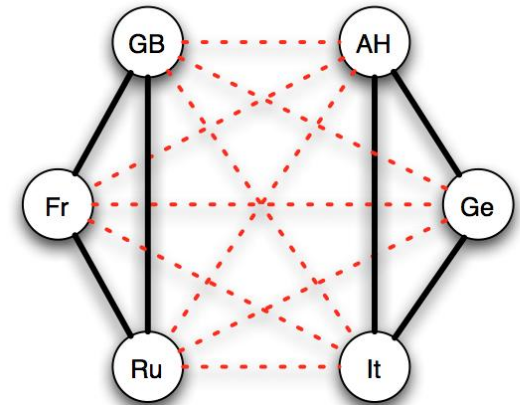
(c) *German-Russian Lapse 1890*



(d) *French-Russian Alliance 1891–94*



(e) *Entente Cordiale 1904*



(f) *British Russian Alliance 1907*

Strong Triadic Closure

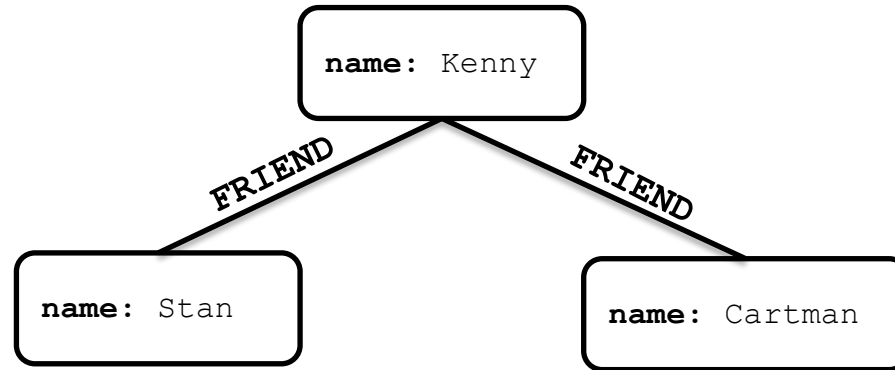
It if a node has strong relationships to two neighbours, then these neighbours must have at least a weak relationship between them.

[Wikipedia]



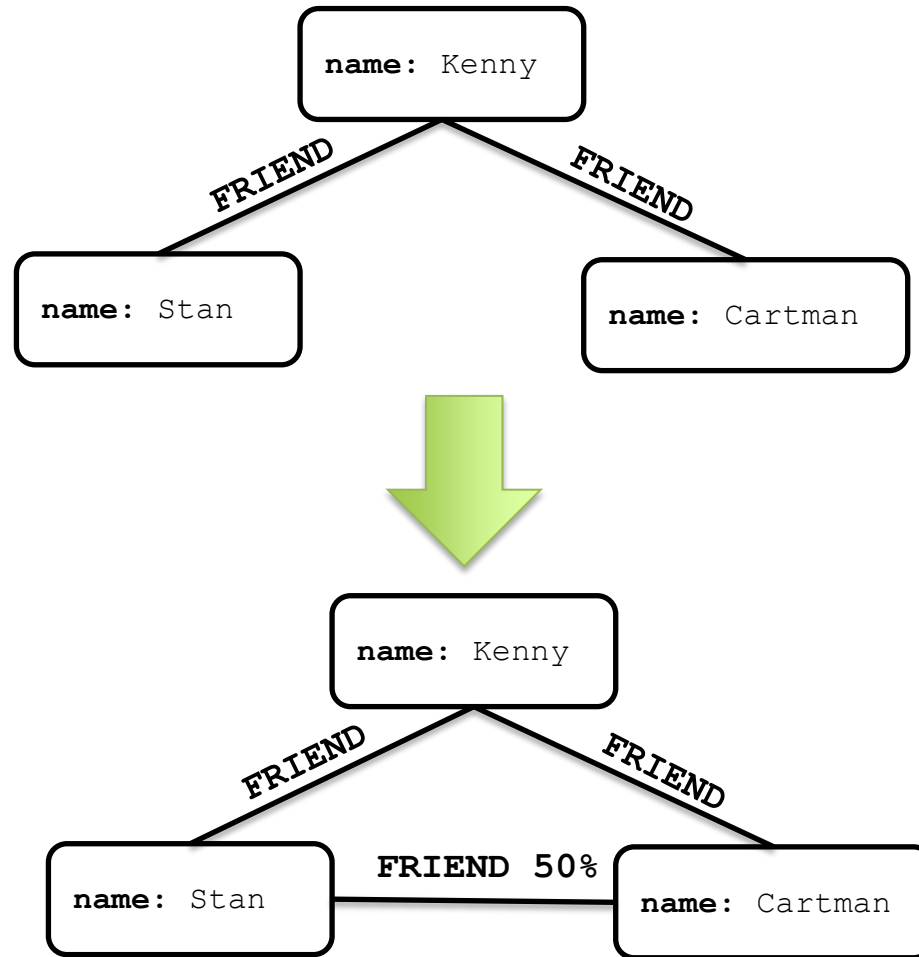
Triadic Closure

(weak relationship)



Triadic Closure

(weak relationship)

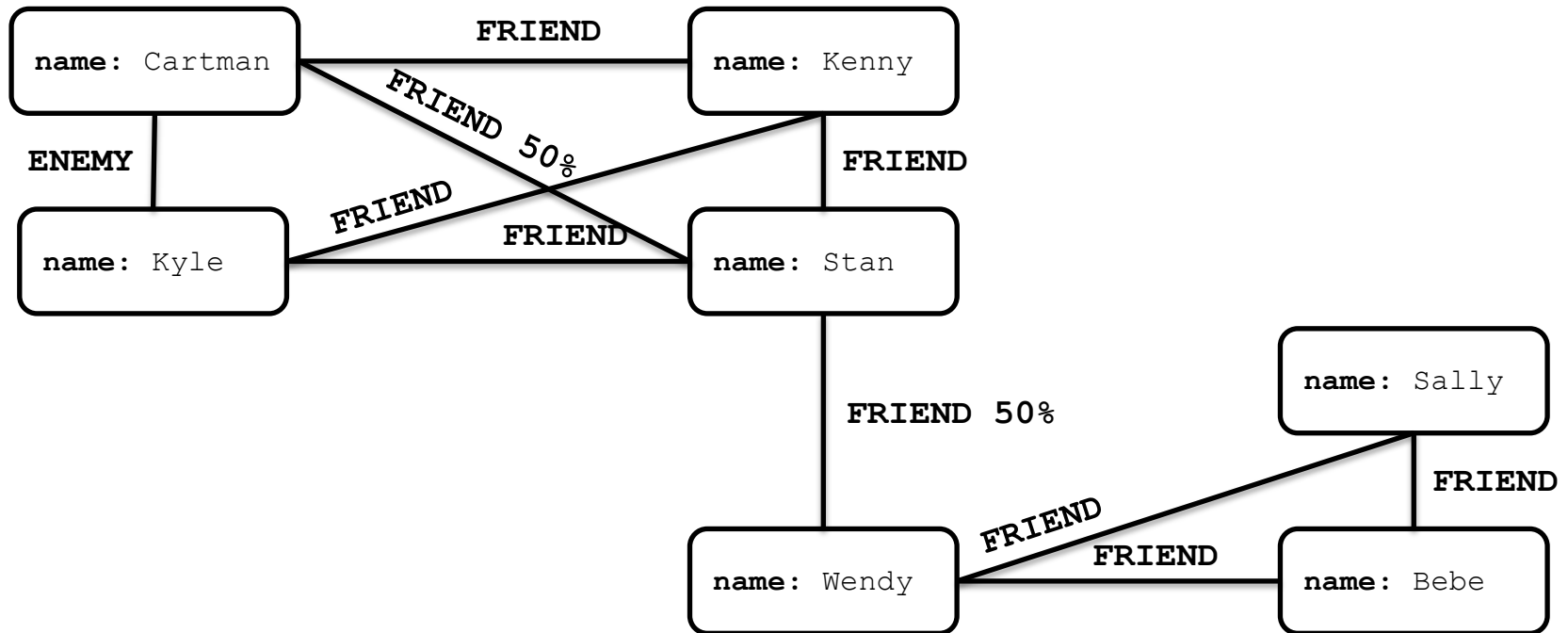


Weak relationships

- Relationships can have “strength” as well as intent
 - Think: weighting on a relationship in a property graph
- Weak links play another super-important structural role in graph theory
 - They bridge neighbourhoods



Local Bridges



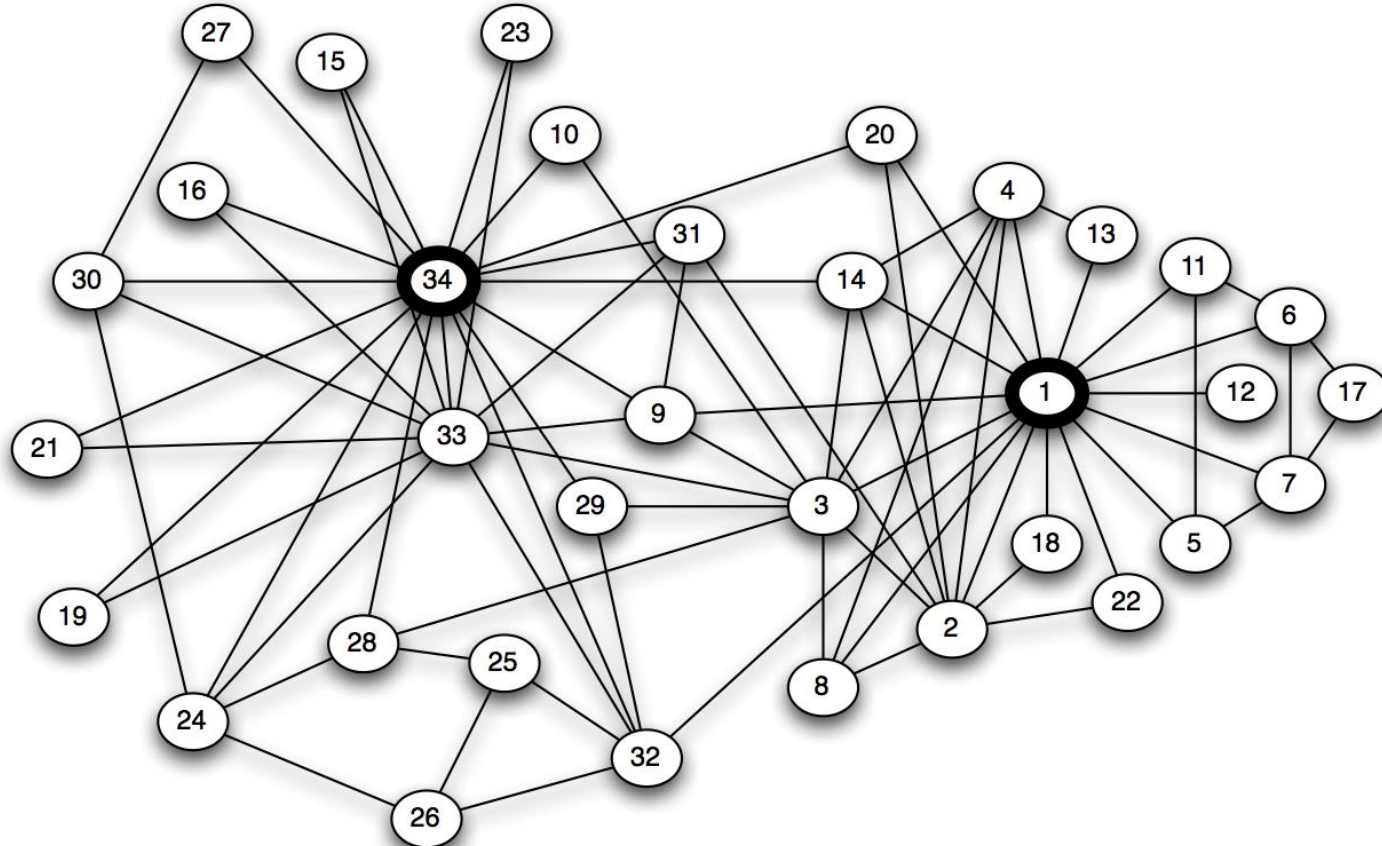
Local Bridge Property

*“If a node **A** in a network satisfies the Strong Triadic Closure Property and is involved in at least two strong relationships, then any local bridge it is involved in must be a weak relationship.”*

[Easley and Kleinberg]

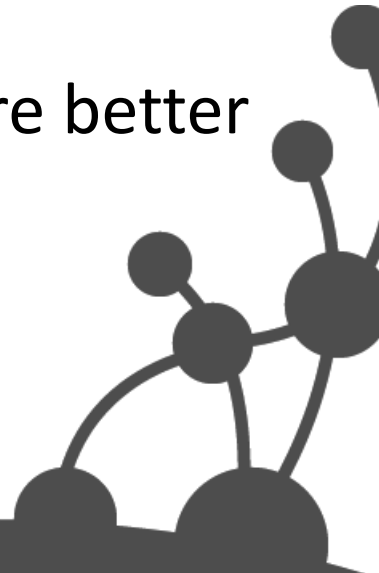


University Karate Club

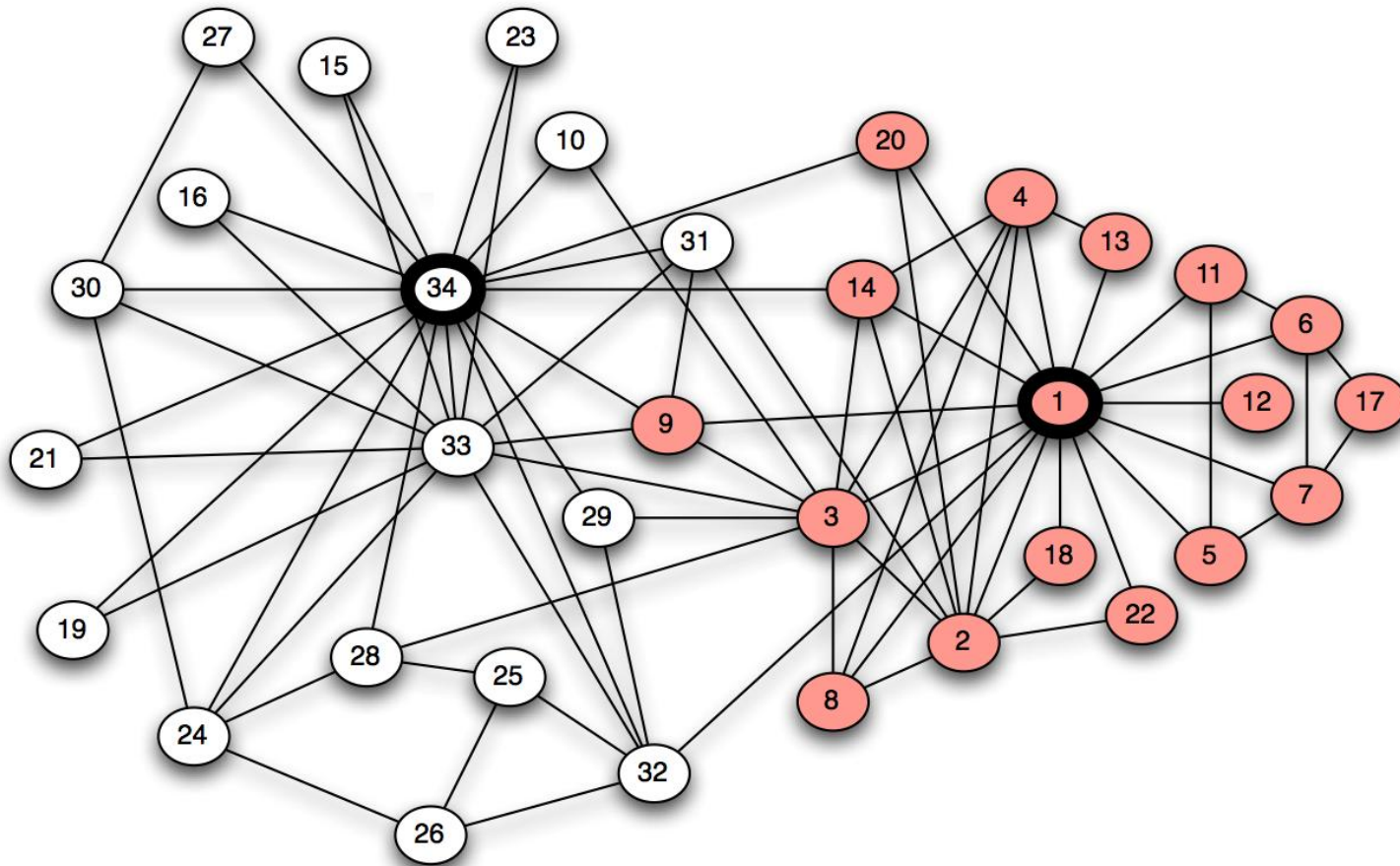


Graph Partitioning

- (NP) Hard problem
 - Recursively remove the spanning links between dense regions
 - Or recursively merge nodes into ever larger “subgraph” nodes
 - Choose your algorithm carefully – some are better than others for a given domain
- Can use to (almost exactly) predict the break up of the karate club!



University Karate Clubs





Cypher

- Declarative graph pattern matching language
 - “SQL for graphs”
 - Columnar results
- Supports graph matching queries
 - And aggregation, ordering and limit, etc.
 - Mutation

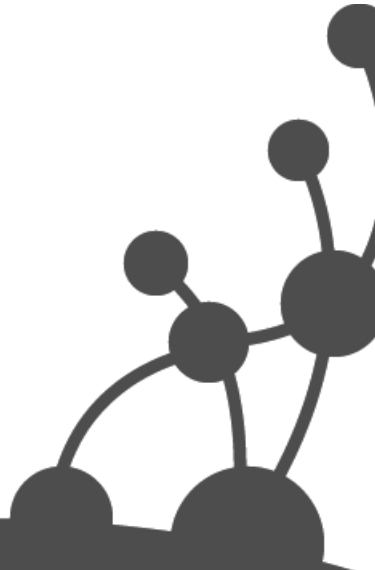
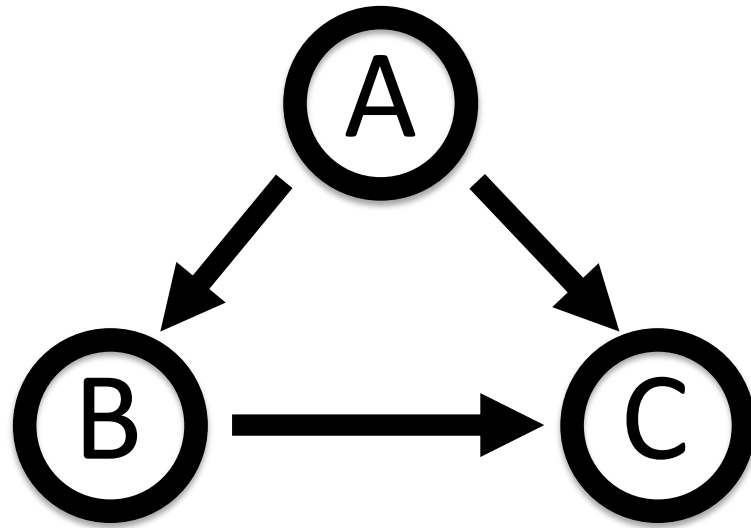


Cypher is Declarative

- Imperative
 - follow relationship
 - breadth-first vs depth-first
 - explicit algorithm
- Declarative
 - specify starting point
 - specify desired outcome
 - algorithm adaptable
 - based on query



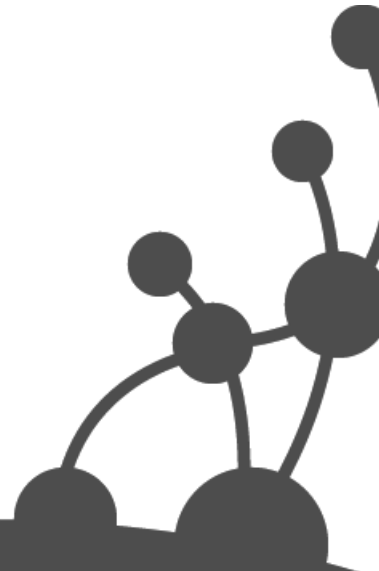
Cypher is a pattern matching language



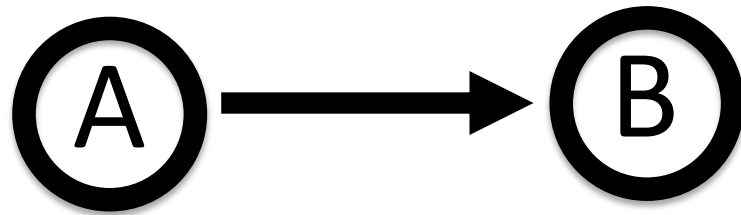
Un-named Nodes & Rels



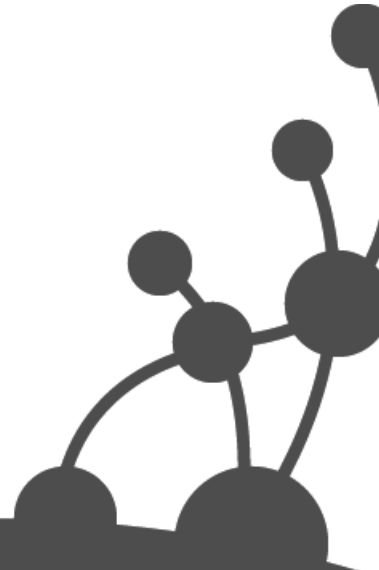
$() \dashrightarrow ()$



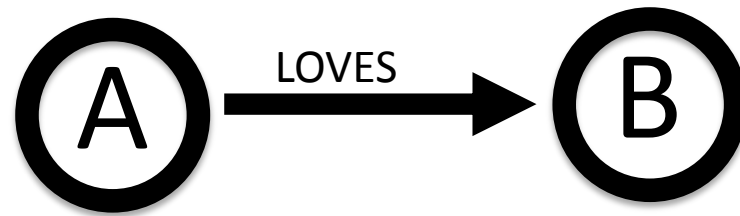
Un-named Relationship



$(A) \dashrightarrow (B)$



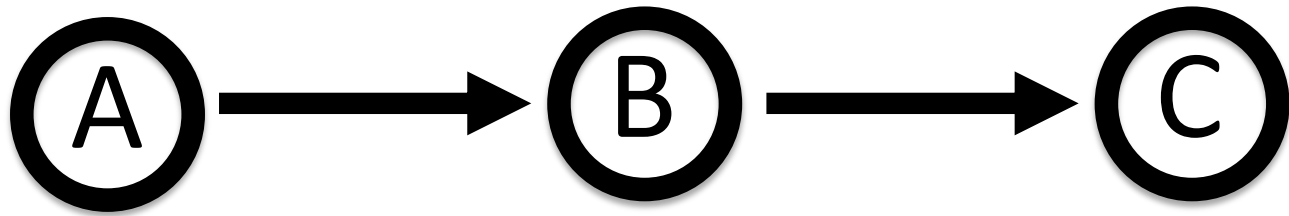
ASCII Art Patterns



A -[:LOVES]-> B



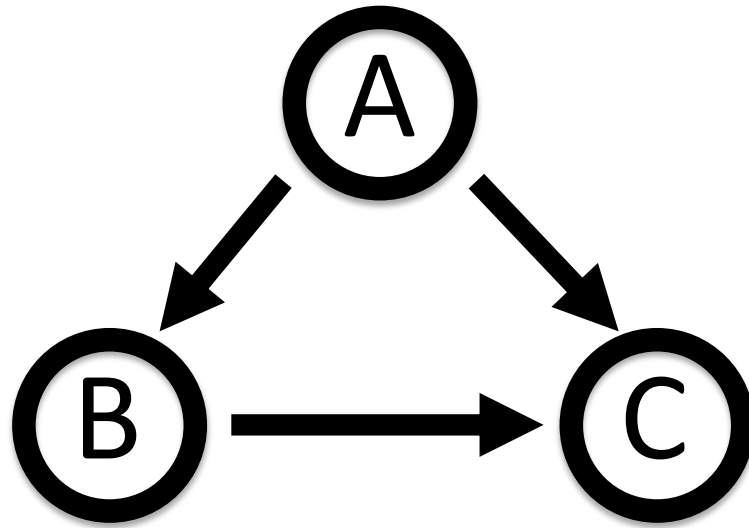
ASCII Art Patterns



A --> B --> C



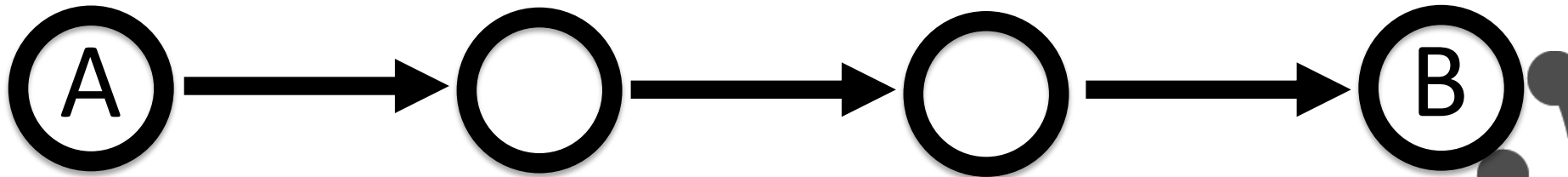
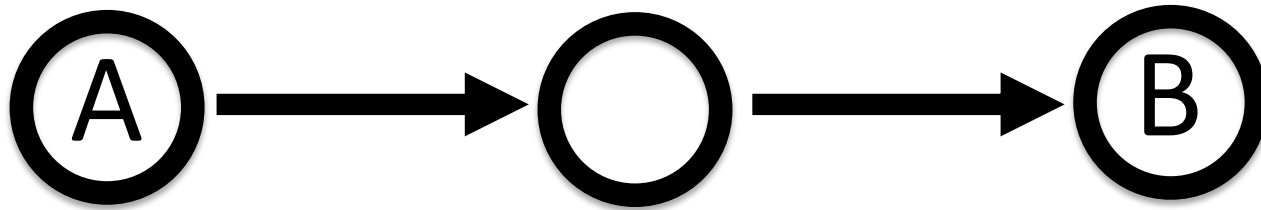
ASCII Art Patterns



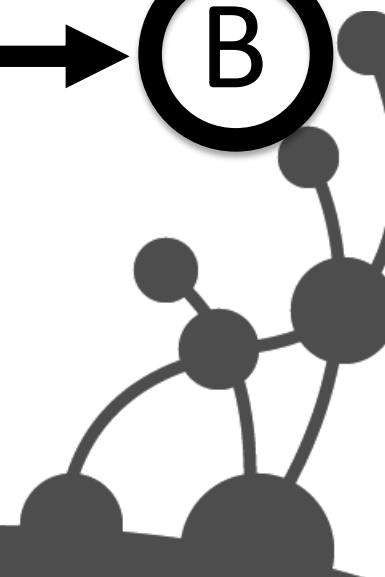
$A \dashrightarrow B \dashrightarrow C, A \dashrightarrow C$

$A \dashrightarrow B \dashrightarrow C \dashleftarrow A$

Variable Length Paths



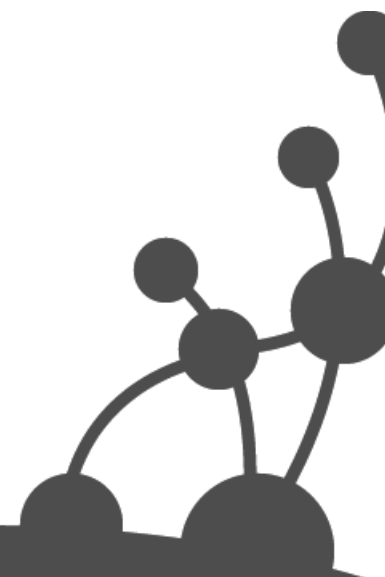
$A -[*]-> B$



Optional Relationships



$A - [?] \rightarrow B$



Example Query

- The top 5 most frequently appearing companions:

```
start doctor=node:characters(character = 'Doctor')
match (doctor)<-[:COMPANION_OF]-(companion)
      -[:APPEARED_IN]->(episode)
return companion.character, count(episode)
order by count(episode) desc
limit 5
```

Start node from
index

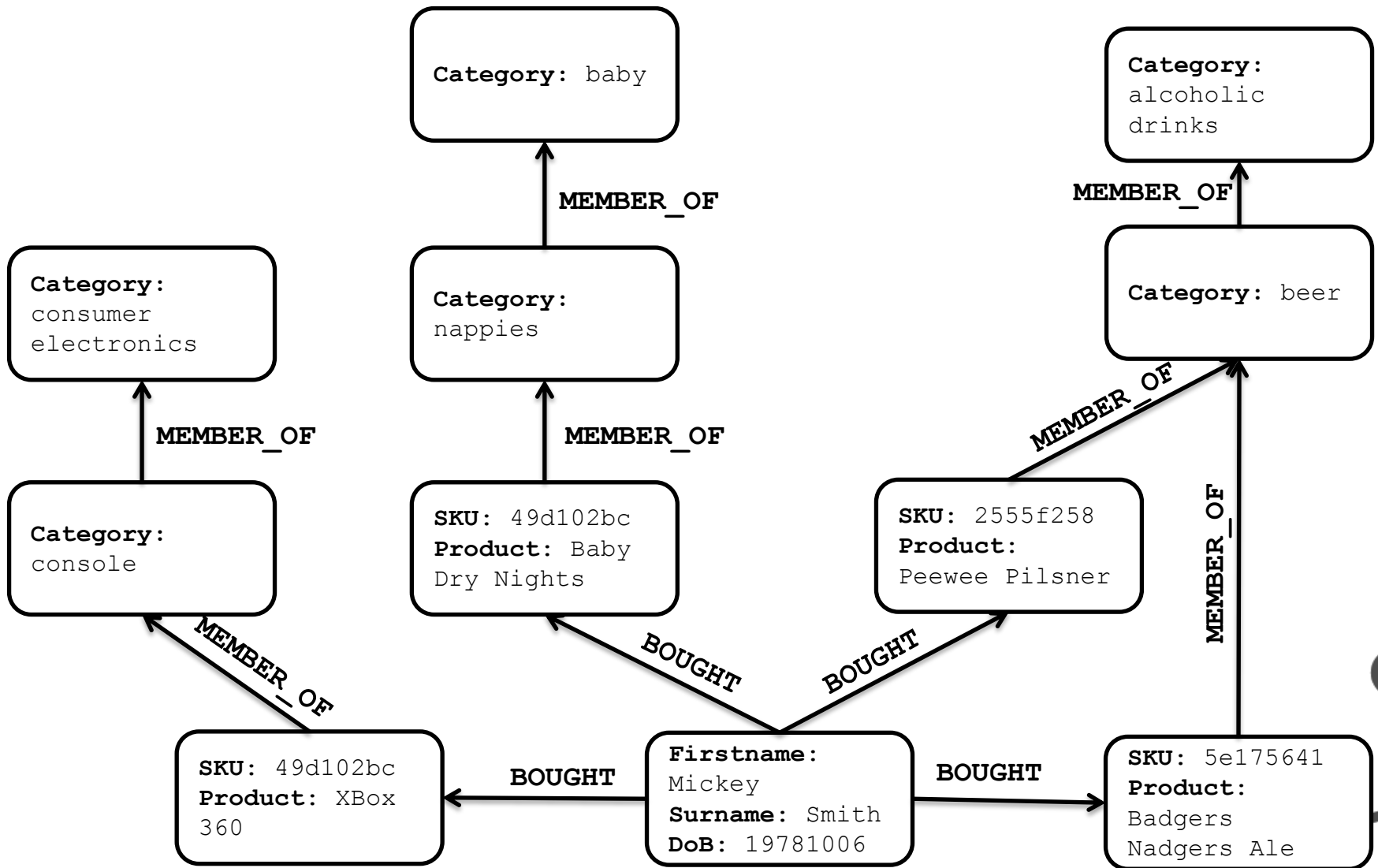
Subgraph
pattern

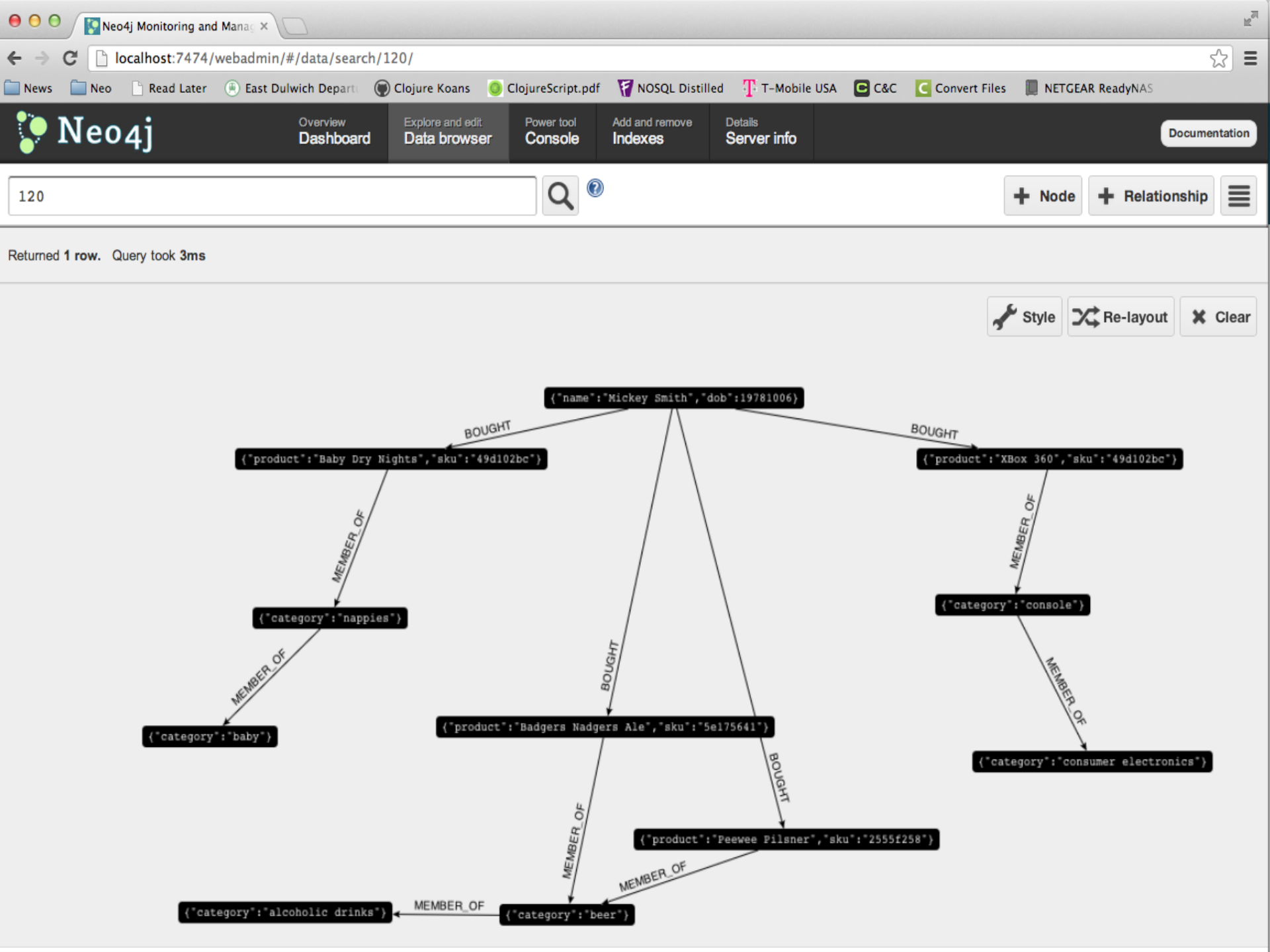
Accumulates
rows by episode

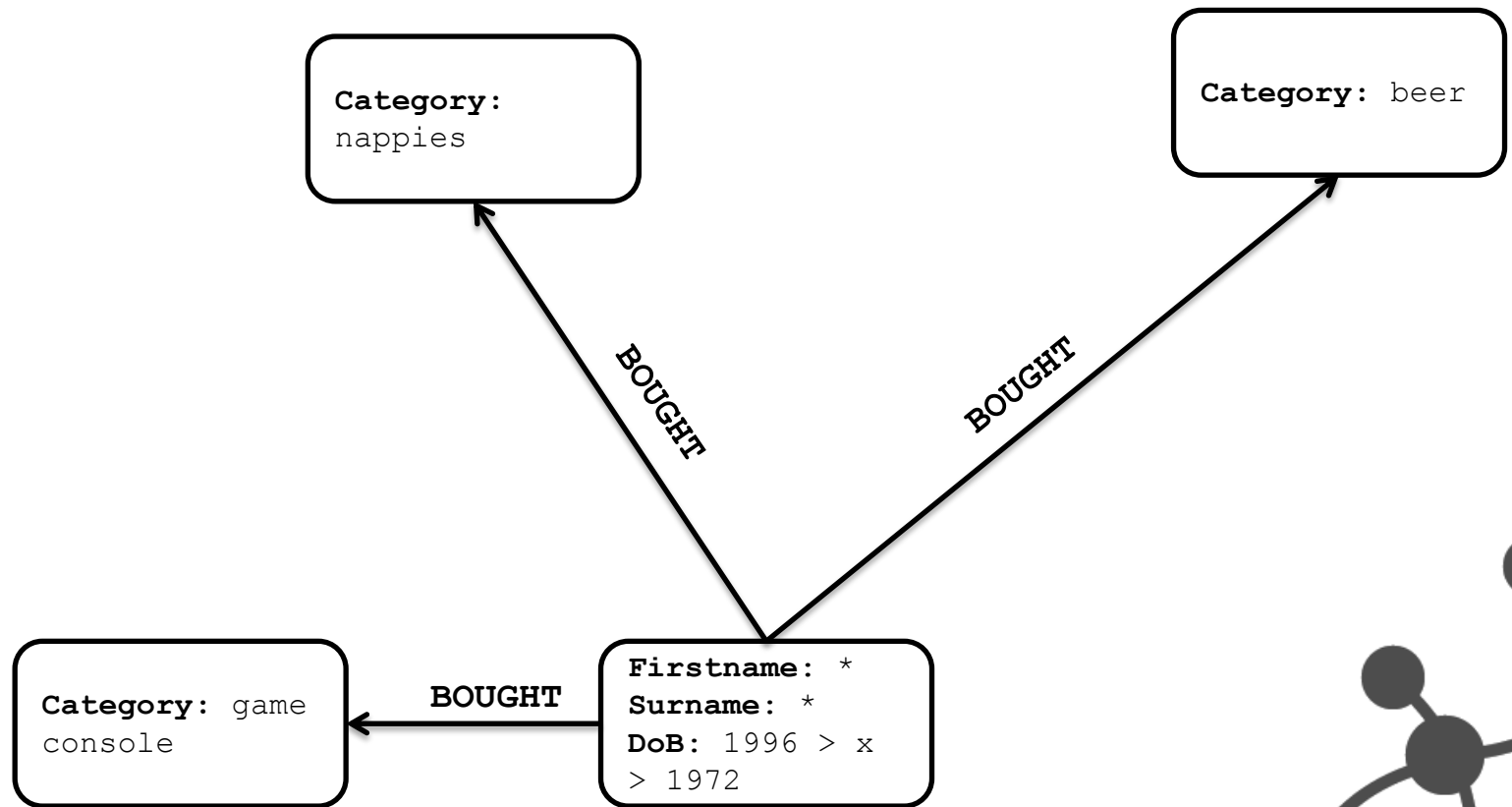
Limit returned
rows

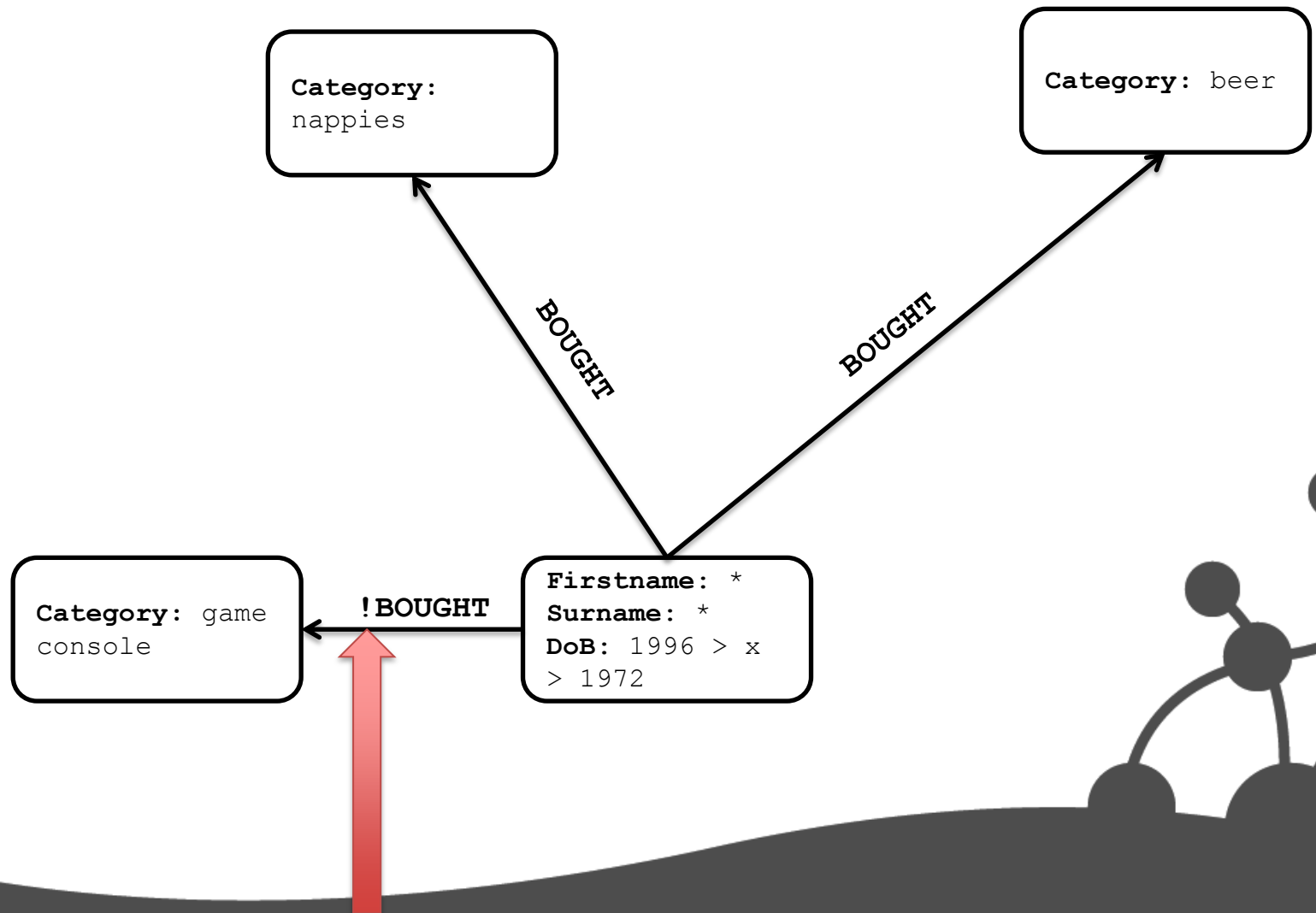


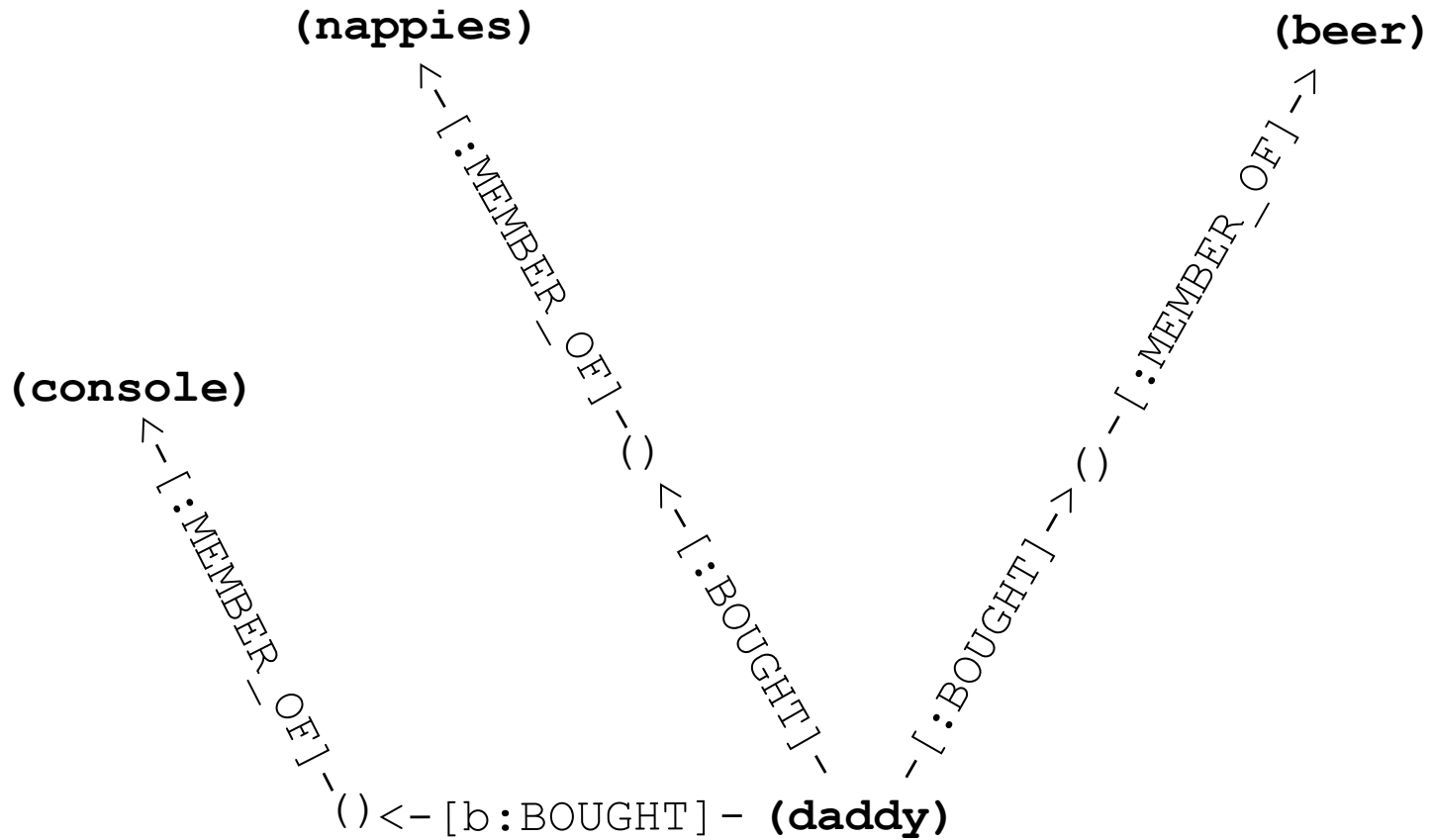












Flatten the graph

```
(daddy) - [:BOUGHT] -> () - [:MEMBER_OF] -> (nappies)  
(daddy) - [:BOUGHT] -> () - [:MEMBER_OF] -> (beer)  
(daddy) - [b:BOUGHT] -> () - [:MEMBER_OF] -> (console)
```



Wrap in a Cypher MATCH clause

```
MATCH (daddy) -[:BOUGHT]->()-[:MEMBER_OF]->(nappies),  
(daddy) -[:BOUGHT]->()-[:MEMBER_OF]->(beer),  
(daddy) -[b:BOUGHT]->()-[:MEMBER_OF]->(console)
```



Cypher WHERE clause

```
MATCH (daddy) -[:BOUGHT]->()-[:MEMBER_OF]->(nappies),  
      (daddy) -[:BOUGHT]->()-[:MEMBER_OF]->(beer),  
      (daddy) -[b:BOUGHT]->()-[:MEMBER_OF]->(console)  
WHERE b is null
```



Full Cypher query

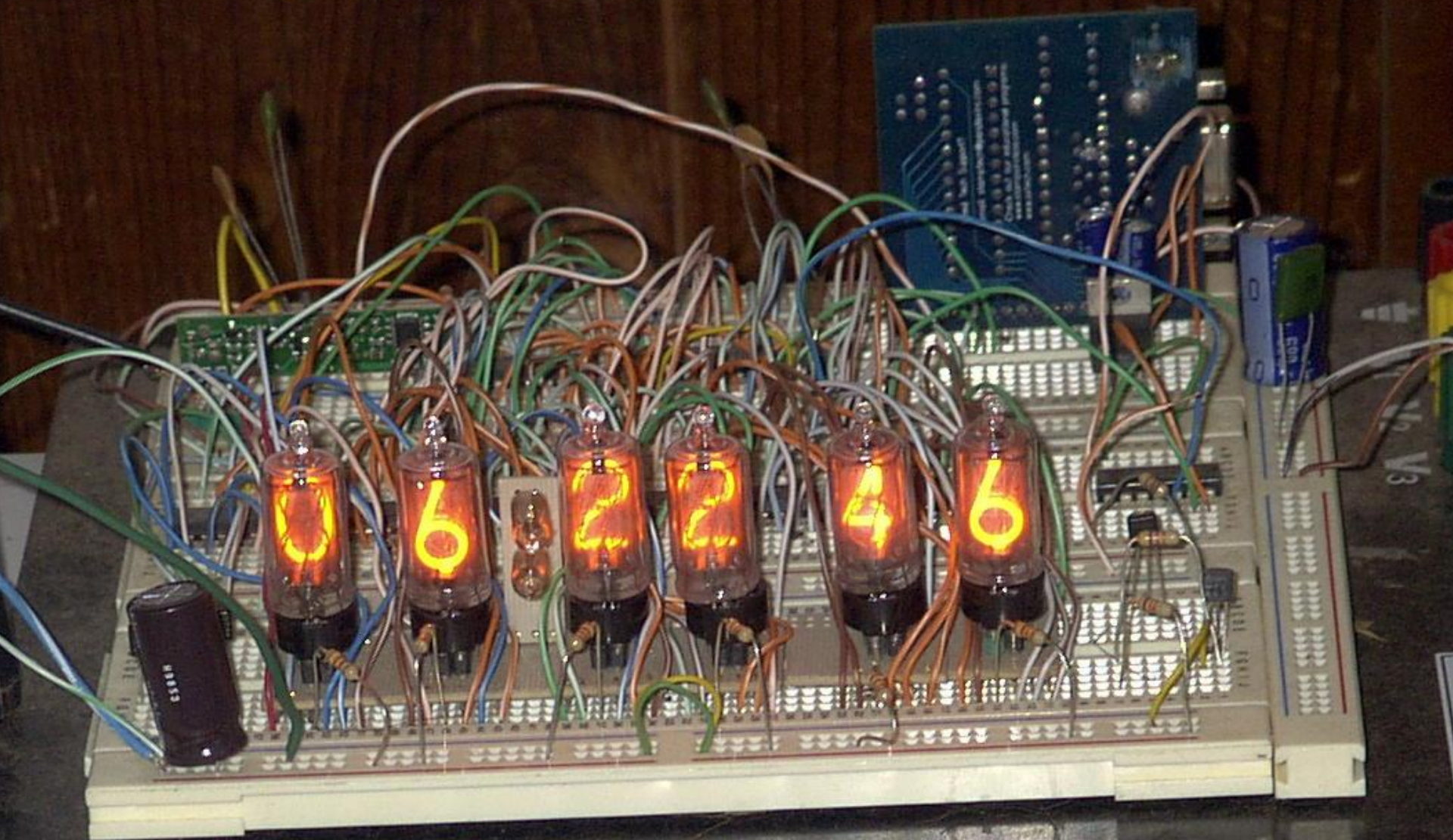
```
START beer=node:categories(category='beer'),  
      nappies=de:categories(category='nappies'),  
      xbox=node:products(product='xbox 360')  
  
MATCH (daddy)-[:BOUGHT]->()-[:MEMBER_OF]->(beer),  
      (daddy)-[:BOUGHT]->()-[:MEMBER_OF]->(nappies),  
      (daddy)-[b?:BOUGHT]->(xbox)  
  
WHERE b is null  
  
RETURN distinct daddy
```



Results

```
==> +-----+
==> | daddy                                     |
==> +-----+
==> | Node[15]{name:"Rory Williams",dob:19880121} |
==> +-----+
==> 1 row
==> 6 ms
==>
neo4j-sh (0) $
```

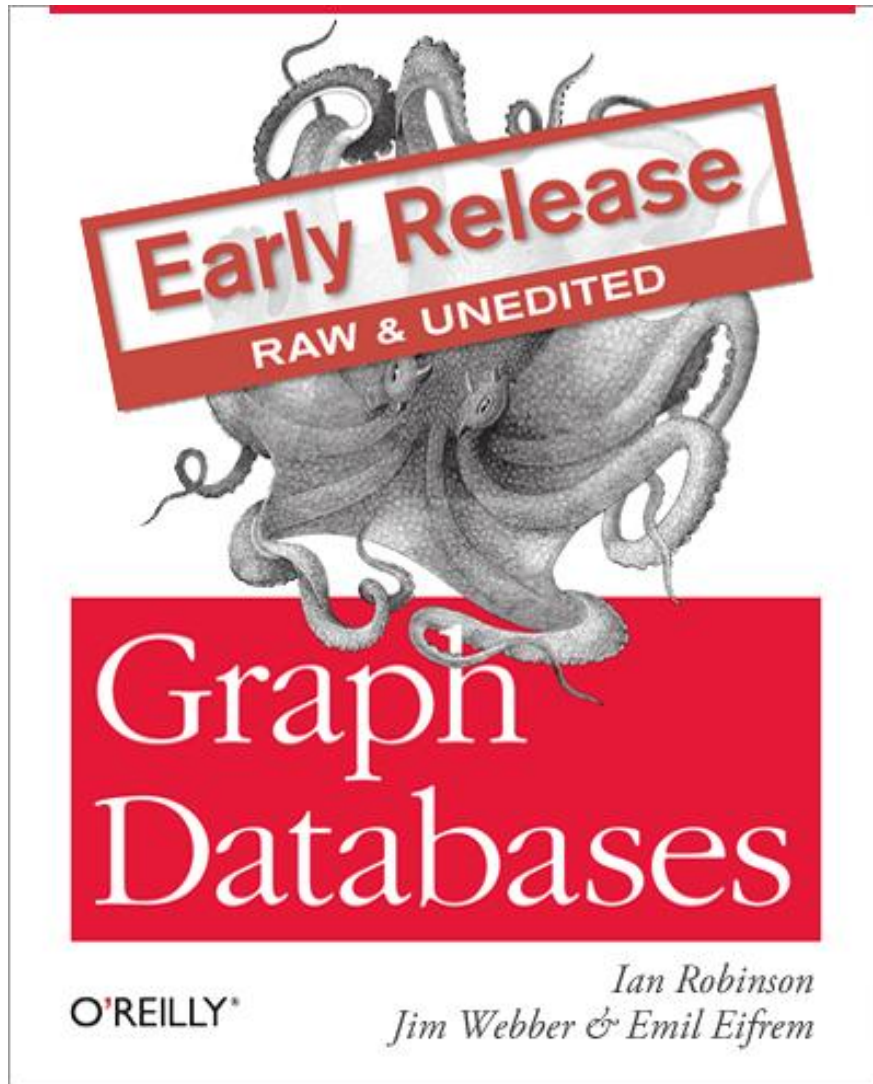




What are graphs good for?

- Recommendations
- Business intelligence
- Social computing
- Geospatial
- MDM
- Systems management
- Web of things
- Genealogy
- Time series data
- Product catalogue
- Web analytics
- Scientific computing (especially bioinformatics)
- Indexing your *slow* RDBMS
- And much more!





Free O'Reilly eBook!

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Thanks for listening

Neo4j: <http://neo4j.org>

Neo Technology: <http://neotechnology.com>

Me: @jimwebber



Neo4j Meetup in Hilversum Next Week

