

MODELING WITH GRAPHS

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Neo Technology

What is modeling?

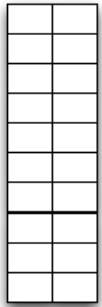


Simple

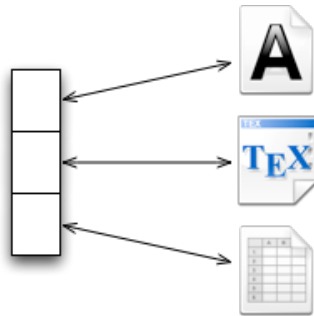
Model Complexity

Complex

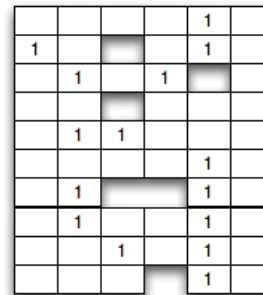
Key-Value



Document



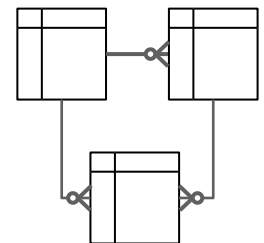
Column



Graph

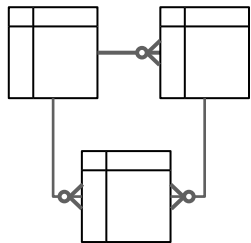


Relational



This talk compares

Relational

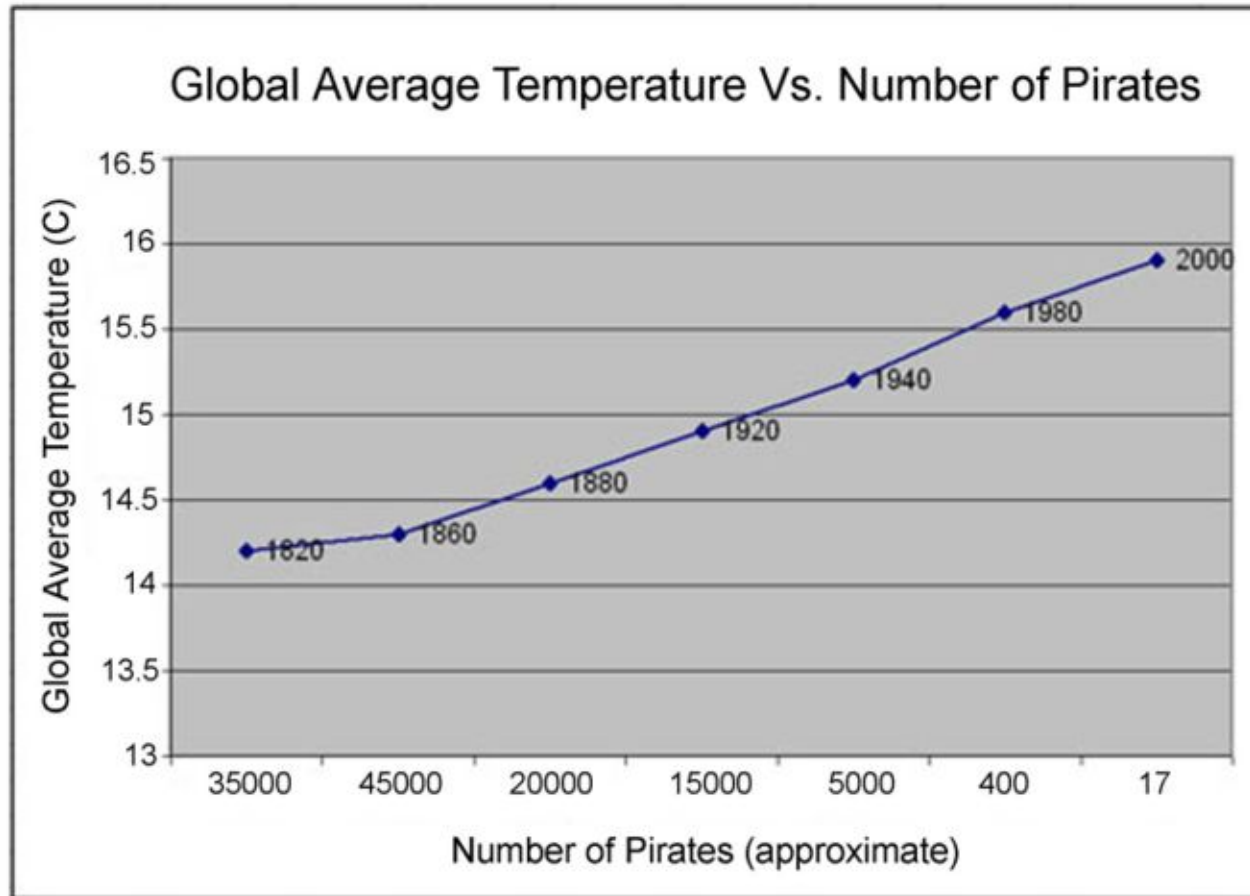


Graph DB



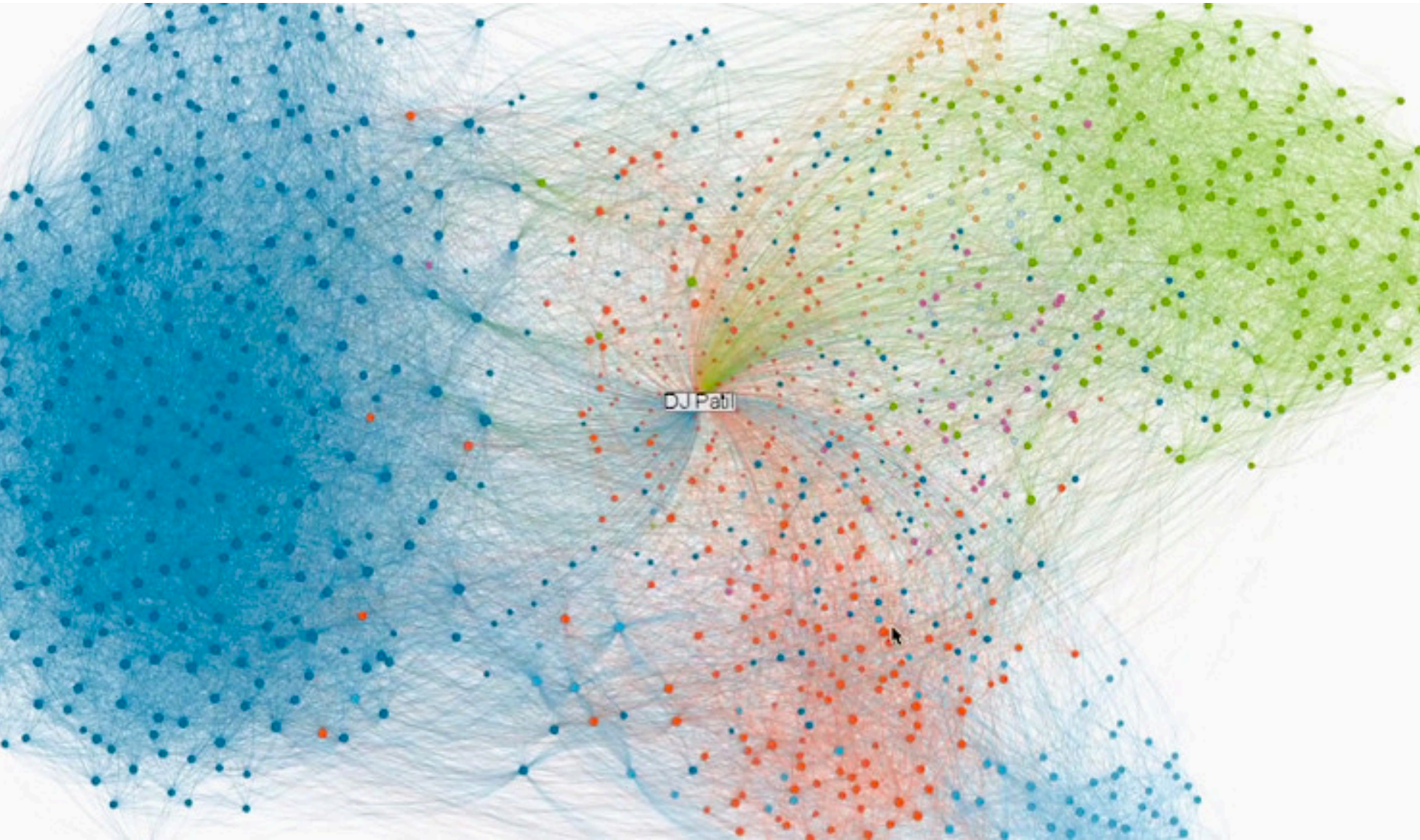
What's a graph?

STOP GLOBAL WARMING: BECOME A PIRATE



WWW.VENGANZA.ORG

Social (network | graph)



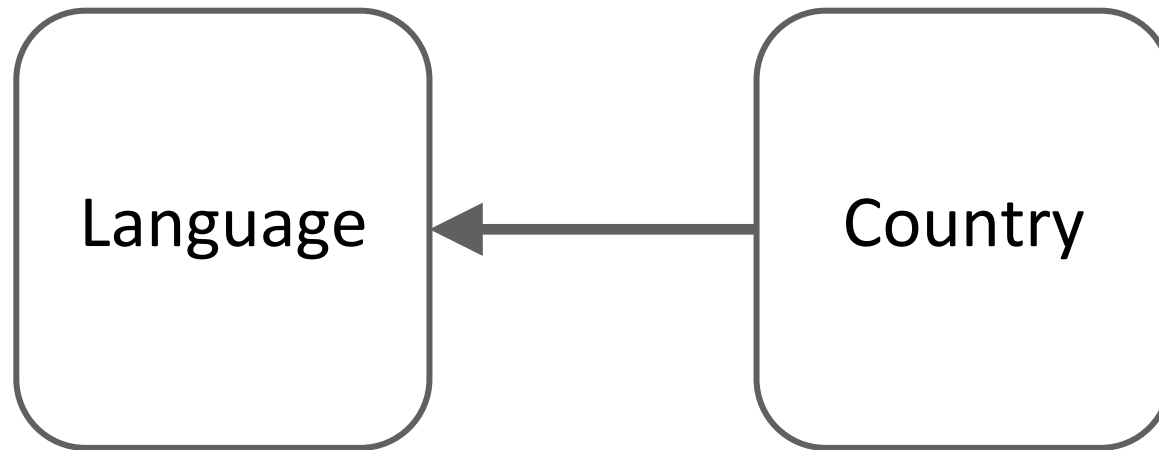
What language do they speak here?

Language

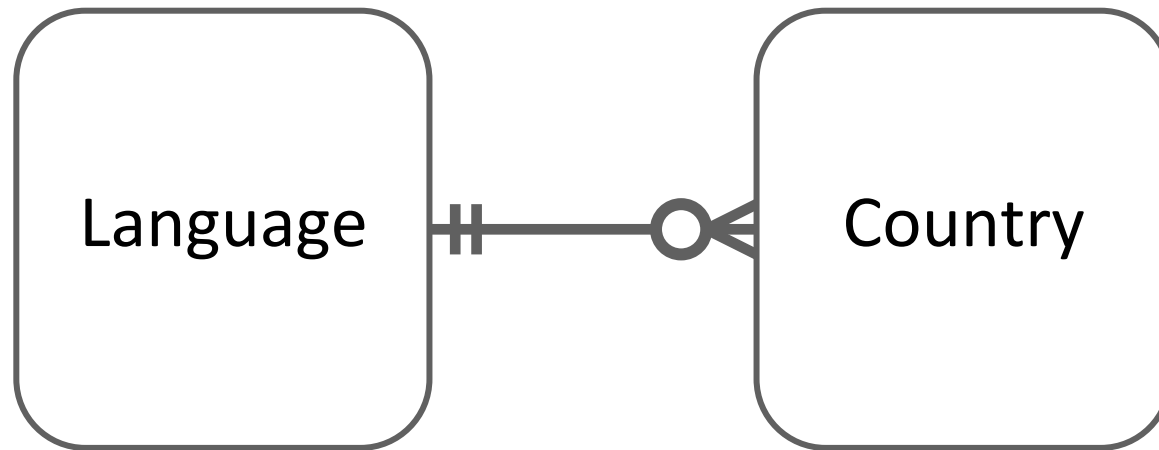
Country



What language do they speak here?



What language do they speak here?



Tables

Language

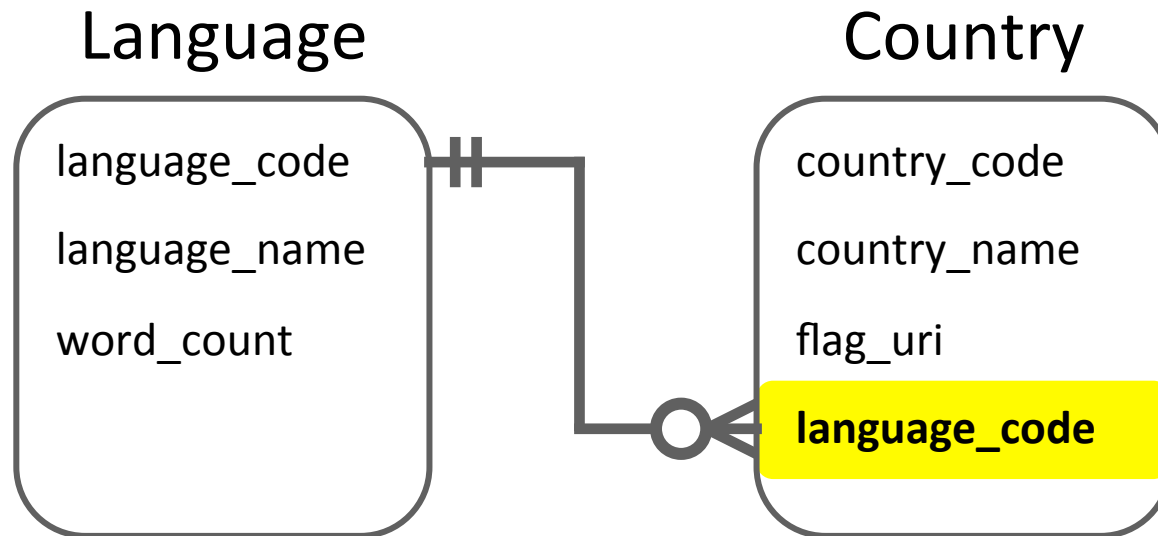
language_code
language_name
word_count

Country

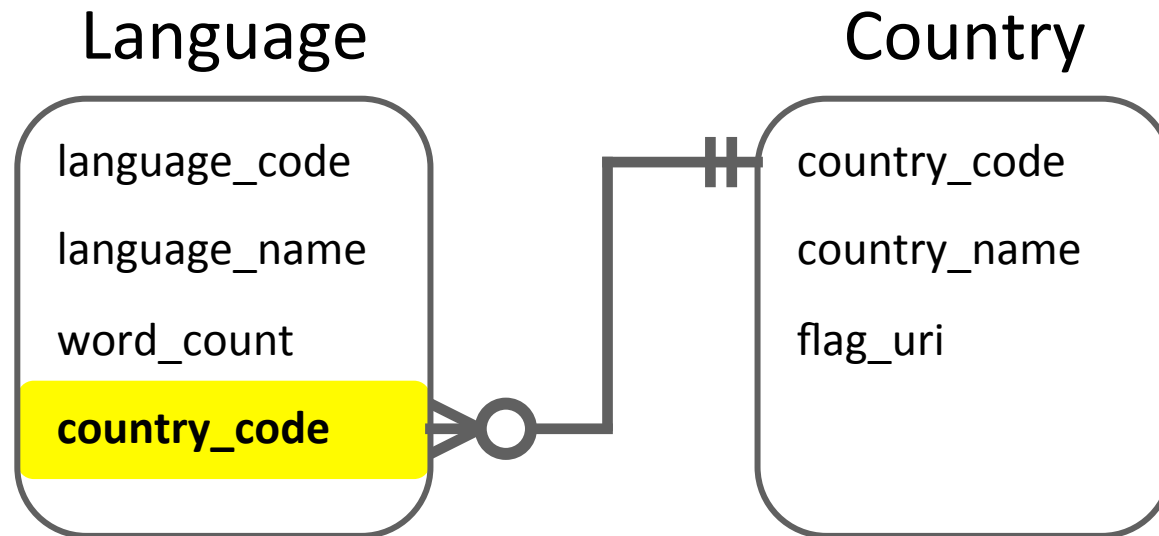
country_code
country_name
flag_uri



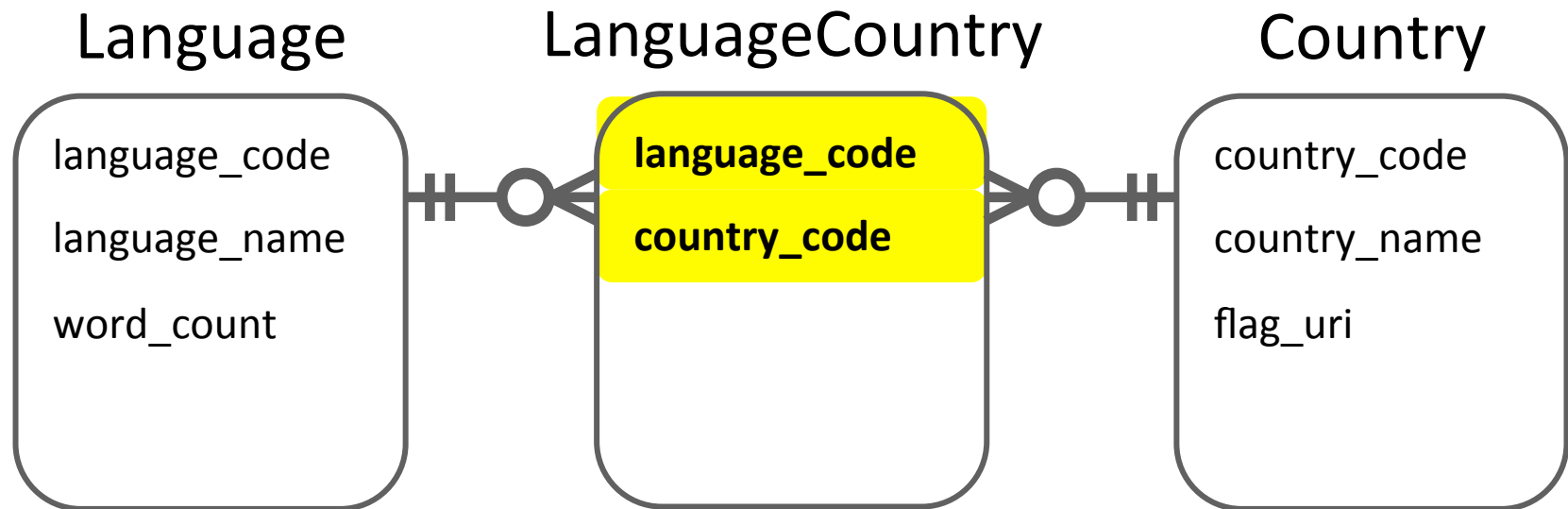
Need to model the relationship



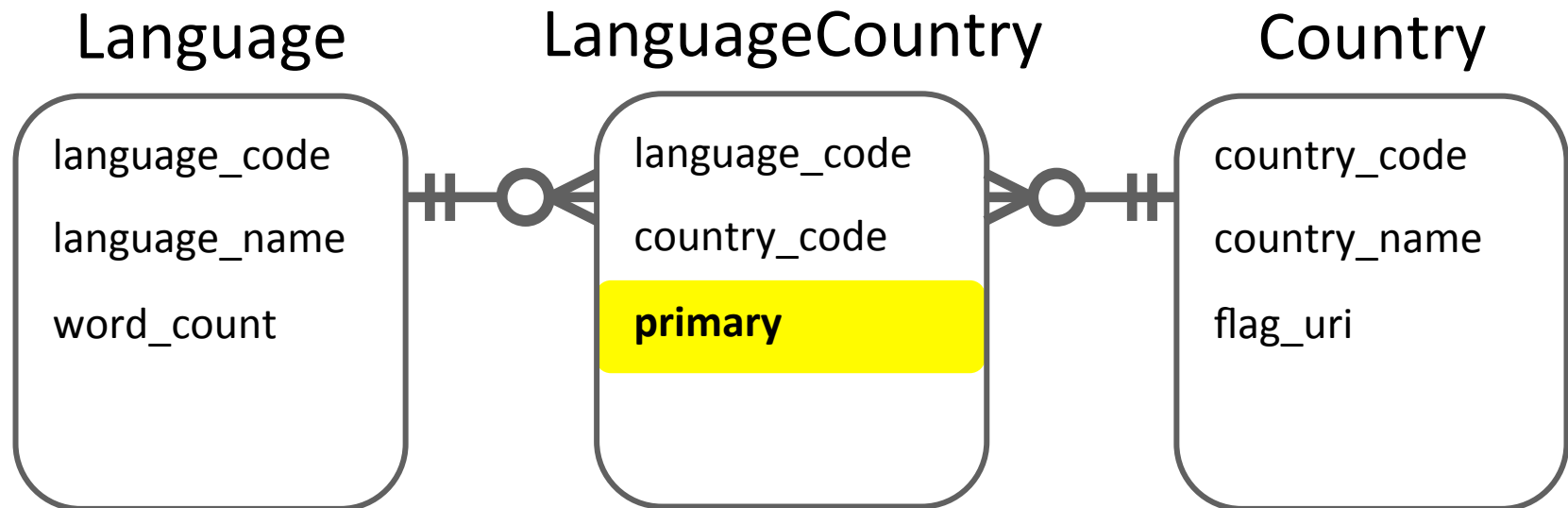
What if the cardinality changes?



Or we go many-to-many?

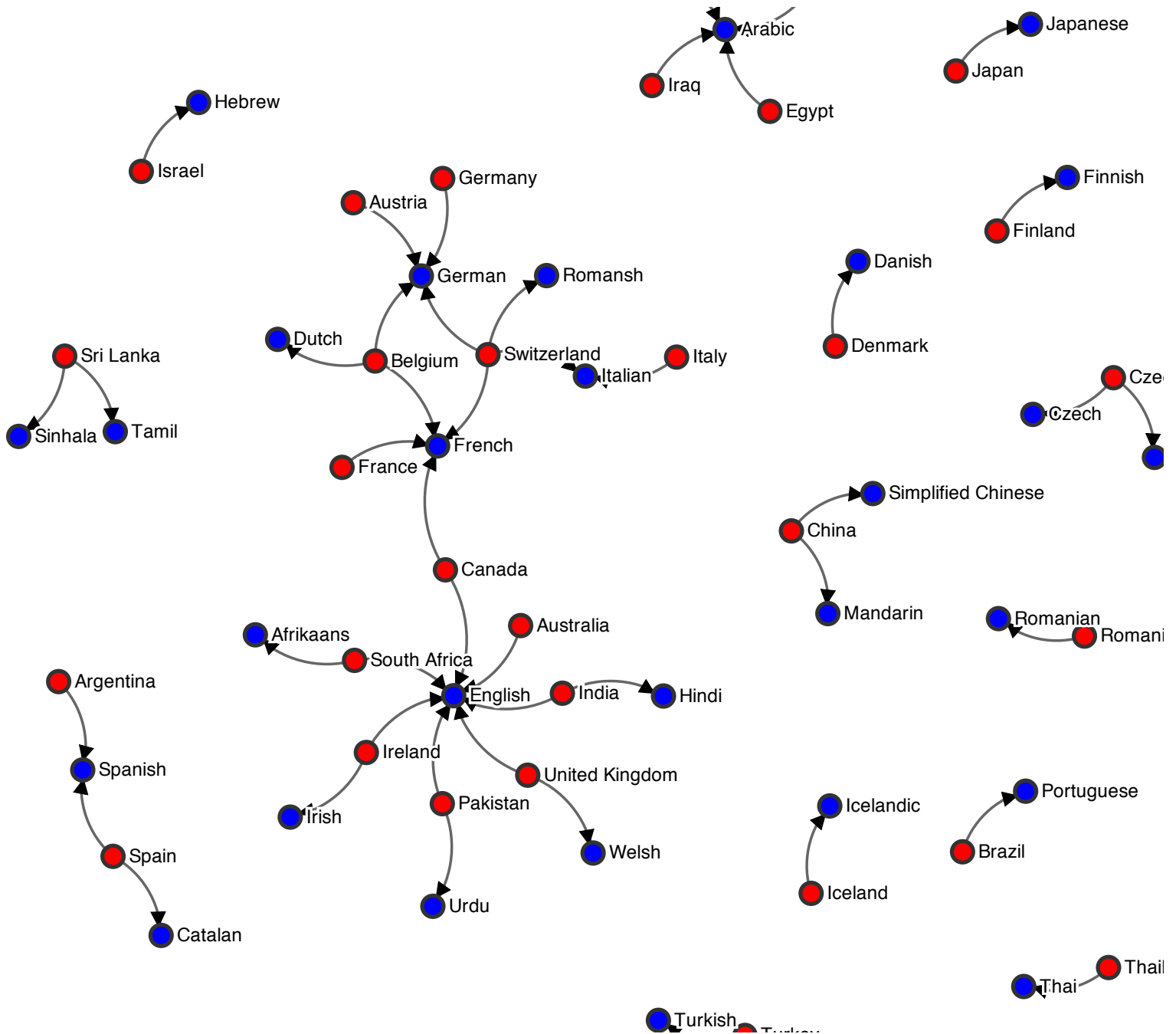


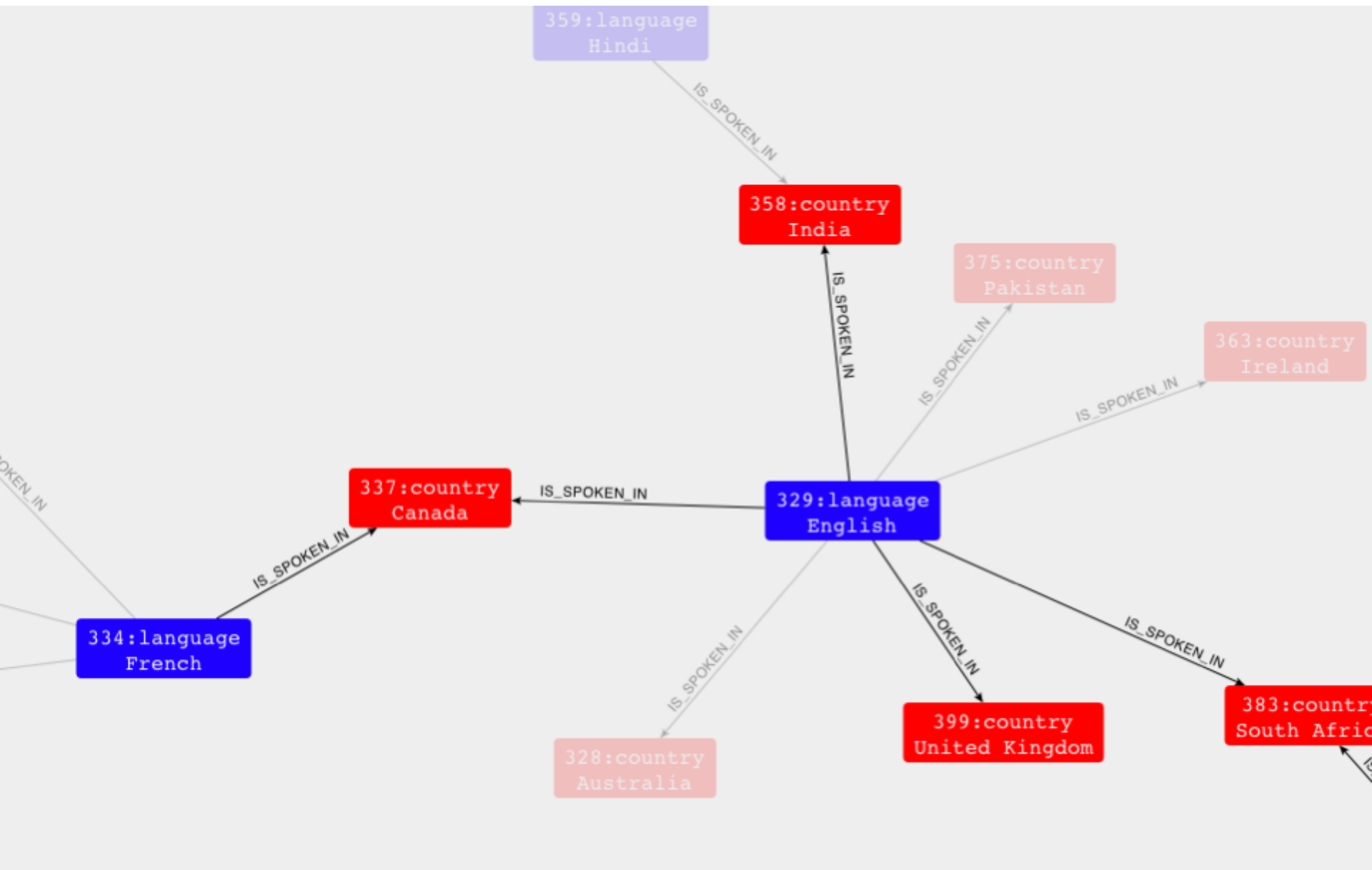
Or we want to qualify the relationship?



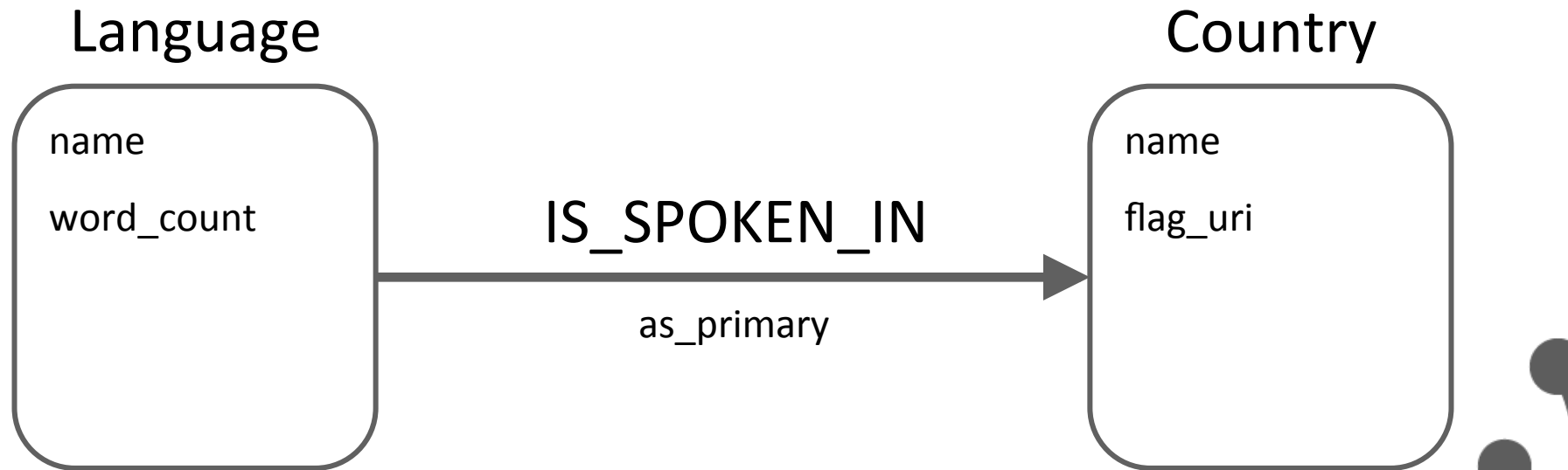
Explicit Relationship



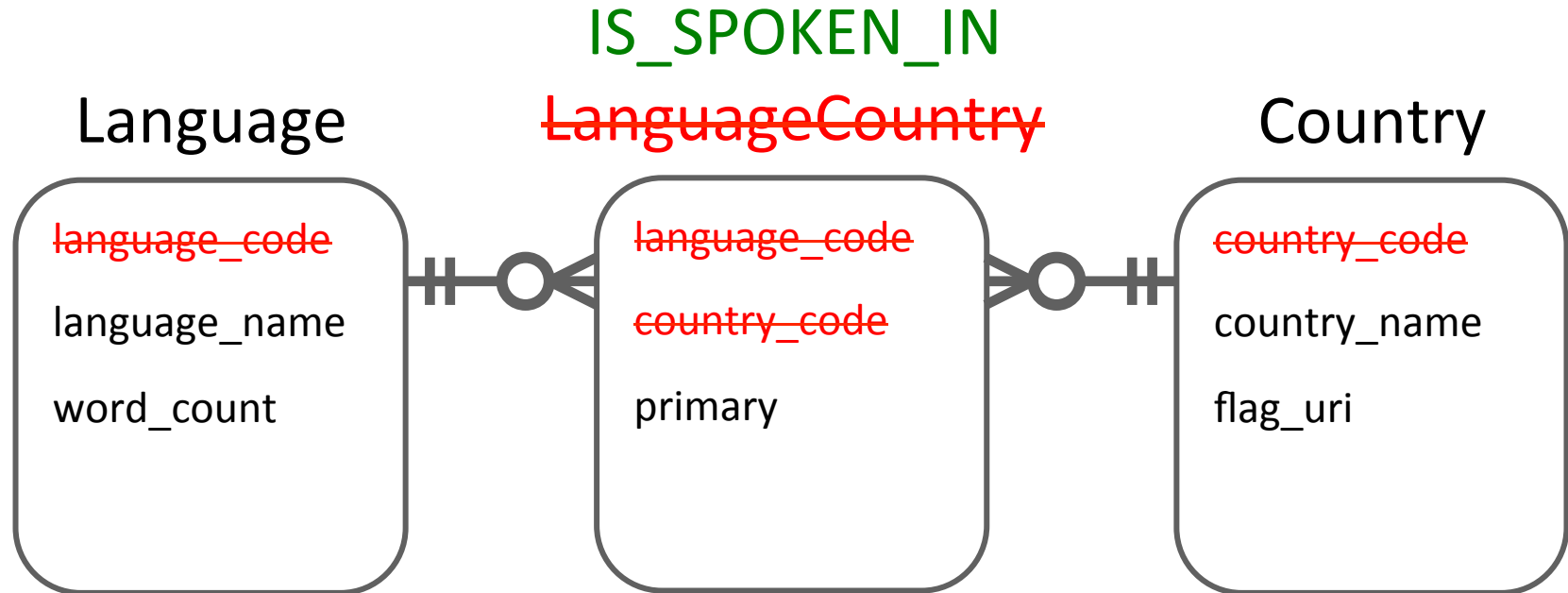




Relationship Properties



What's different?

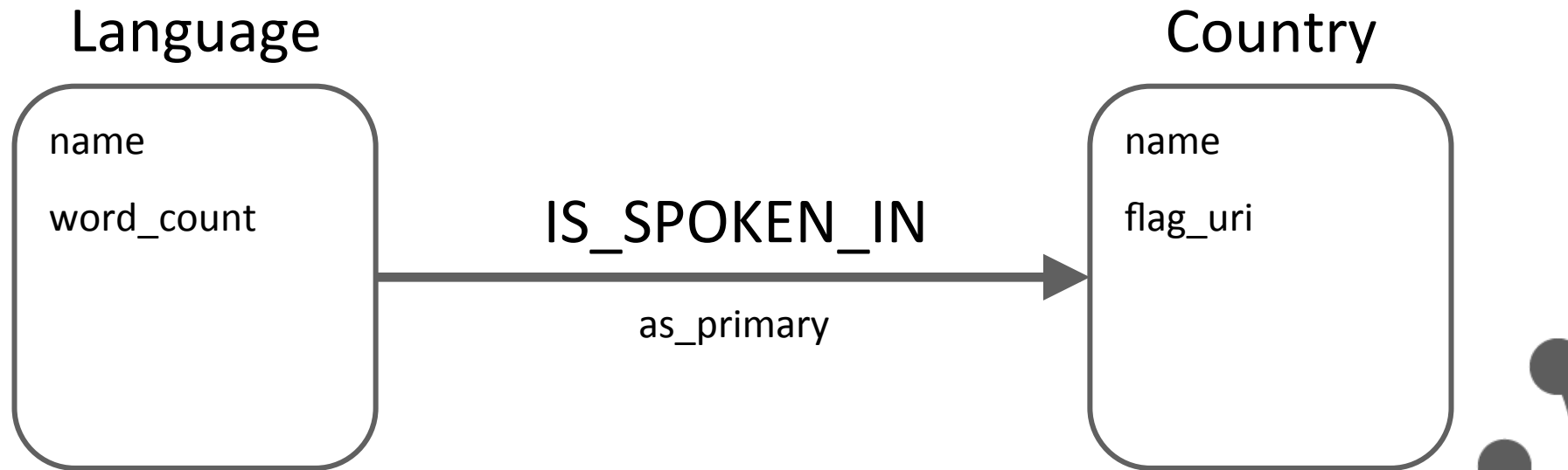


What's different?

- Implementation of maintaining relationships is left up to the database
- Surrogate keys disappear or are unnecessary (with the exception of node id)
- Relationships get an explicit name



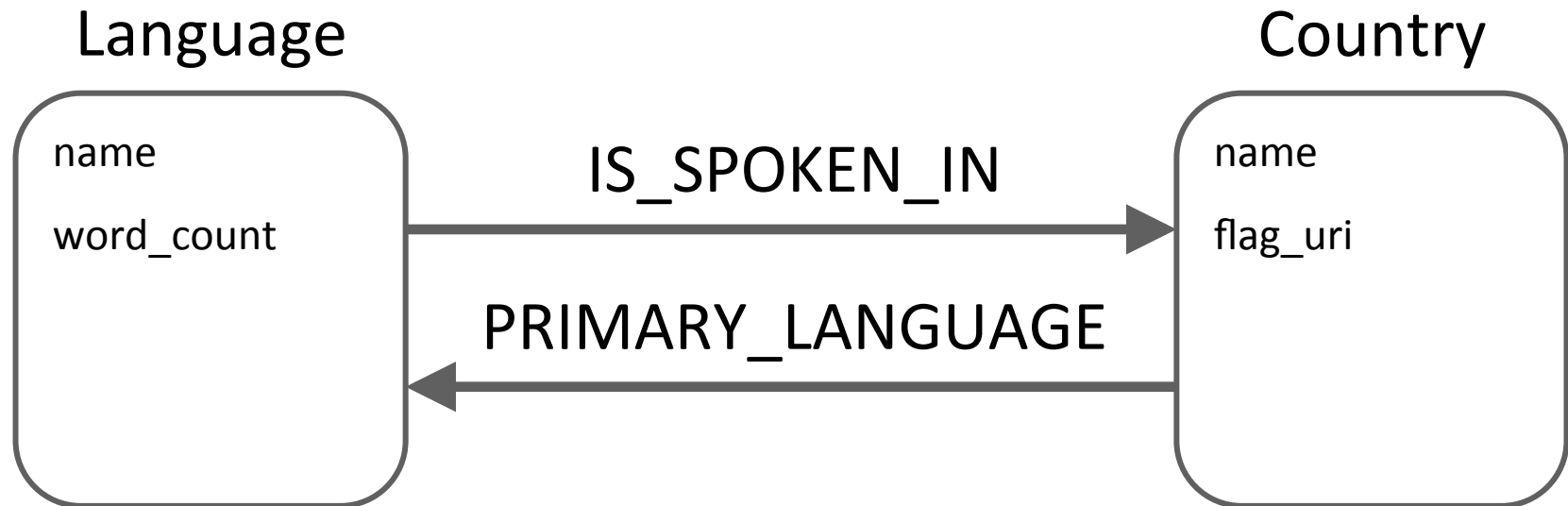
Relationship specialisation



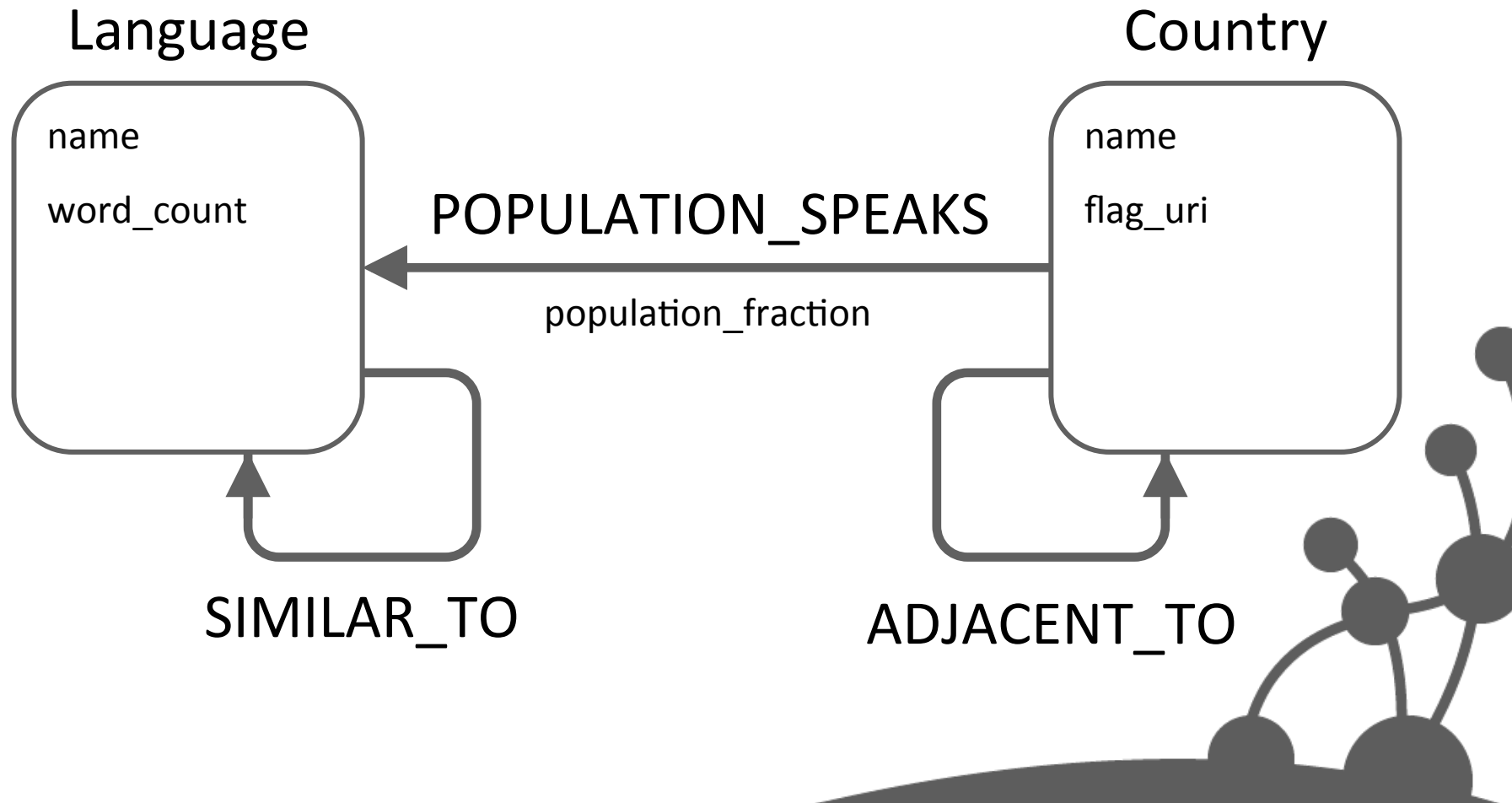
Weighted relationships



Bidirectional relationships



Keep on adding relationships



Graph Modeling Principles

1

2

3



Graph Modeling Principles

**Embrace
the
Paradigm**

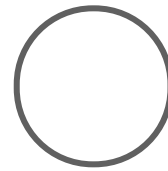
2

3



Use the building blocks

- Nodes
- Relationships
- Properties



RELATIONSHIP_NAME



name: value



Anti-pattern: rich properties

name: "Canada"

languages_spoken: "['English', 'French']"



Graph Modeling Principles

**Embrace
the
Paradigm**

**Nodes for
Identity**

3



Node represents multiple concepts

Country

name

flag_uri

language_name

number_of_words

yes_in_langauge

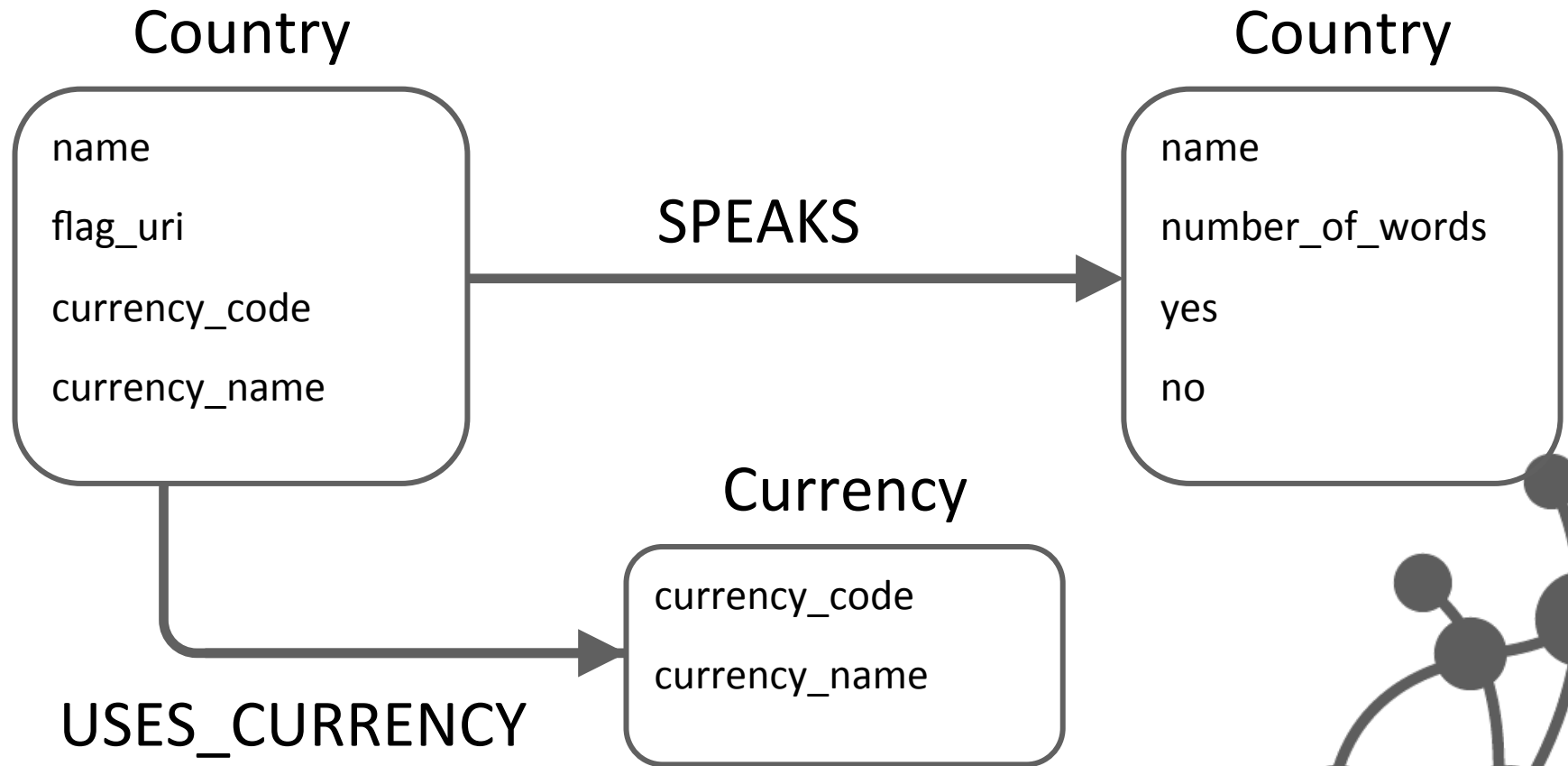
no_in_language

currency_code

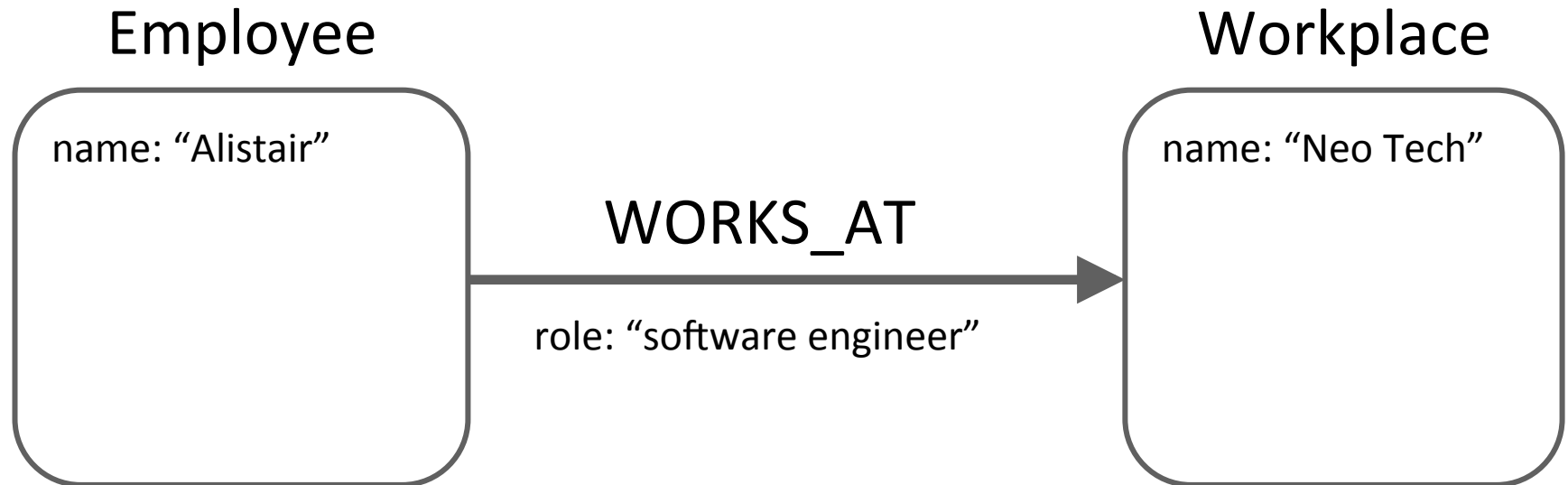
currency_name



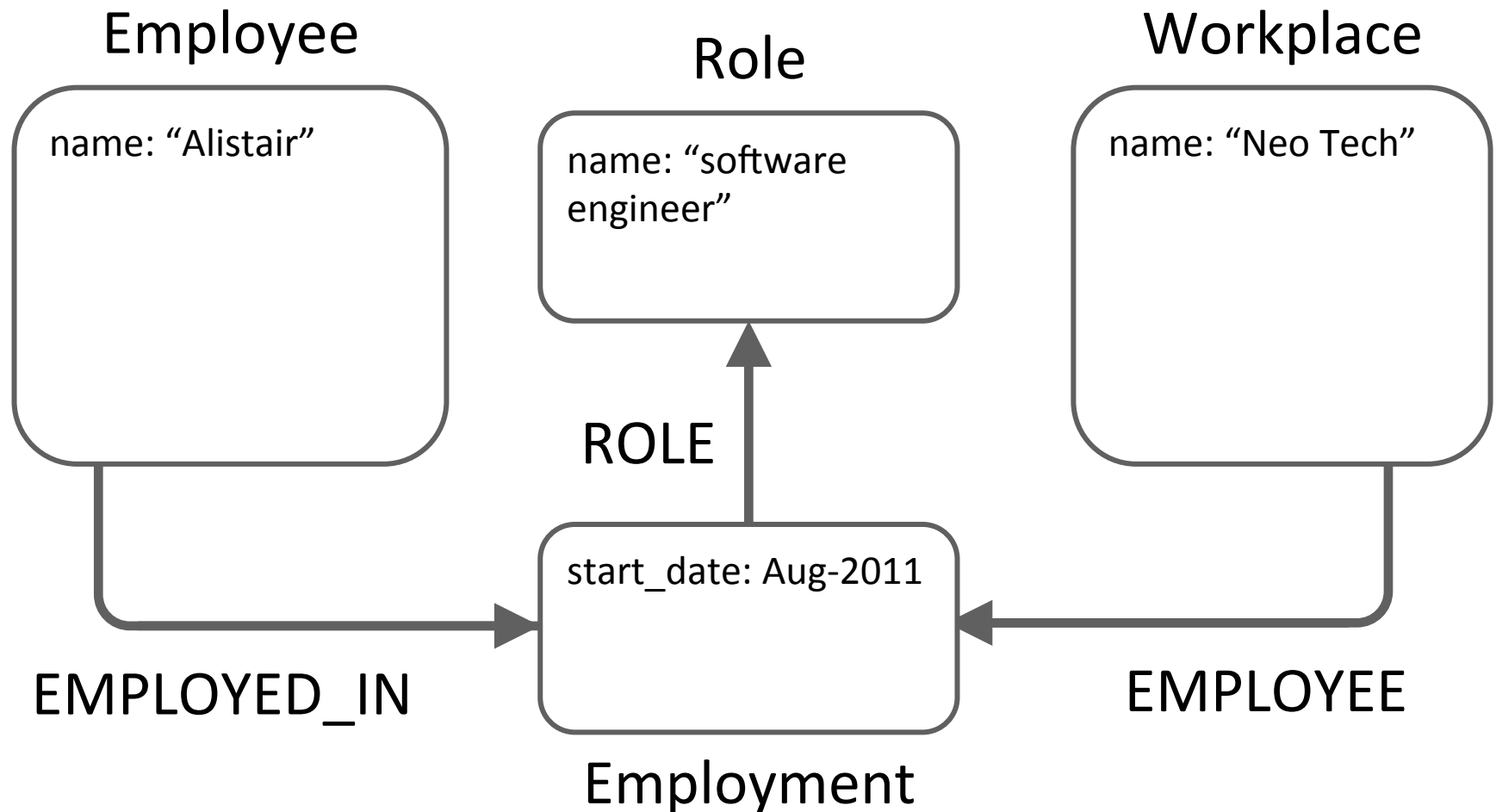
Break out separate concepts



Property represents entity



(Reify | Nodify) connecting entities



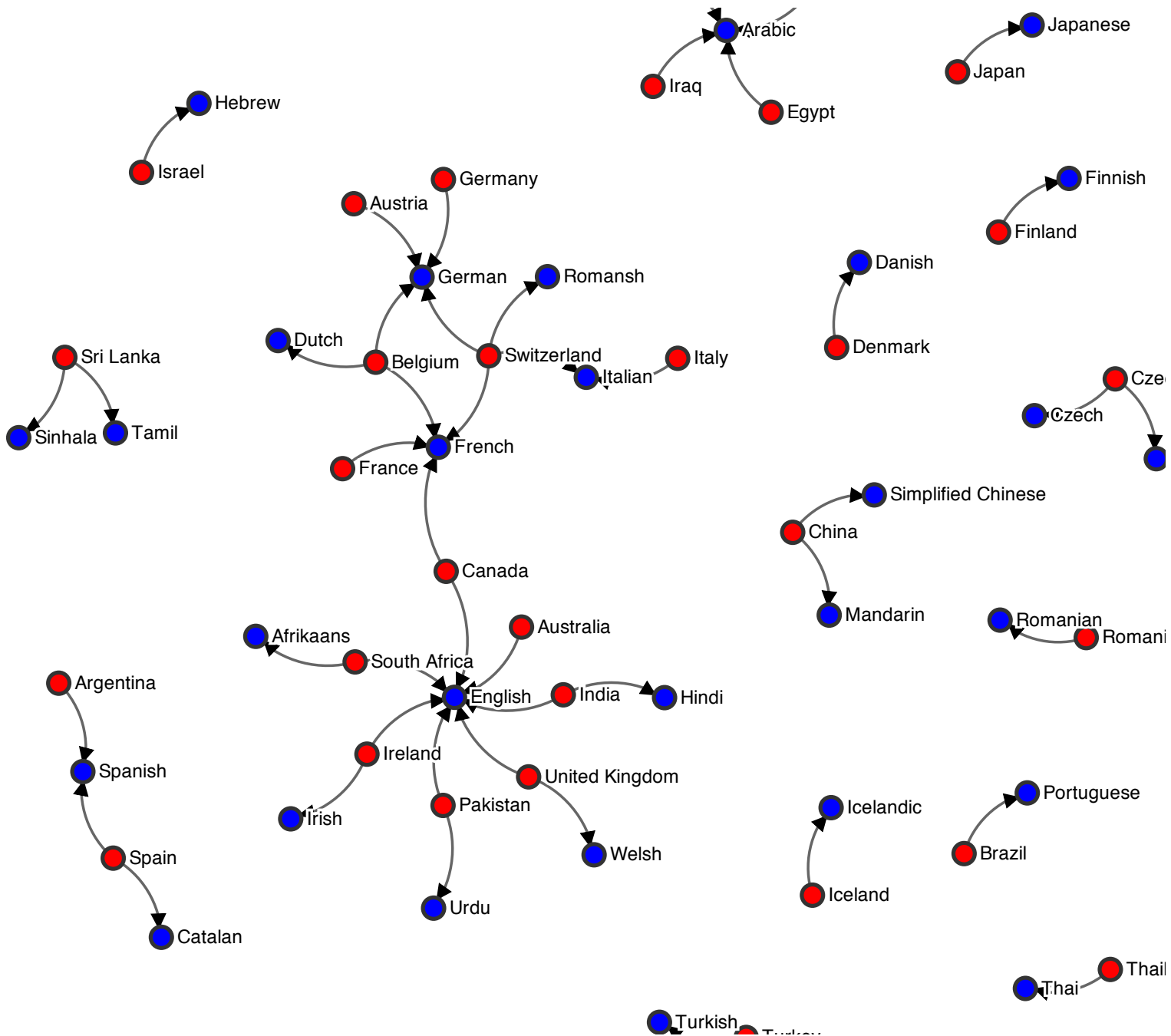
Graph Modeling Principles

**Embrace
the
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**Nodes for
Identity**

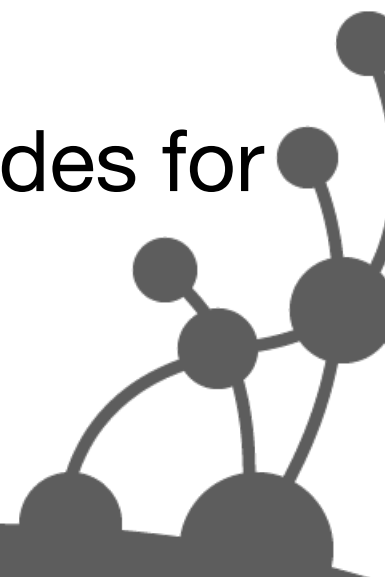
**Relation-
ships for
Access**



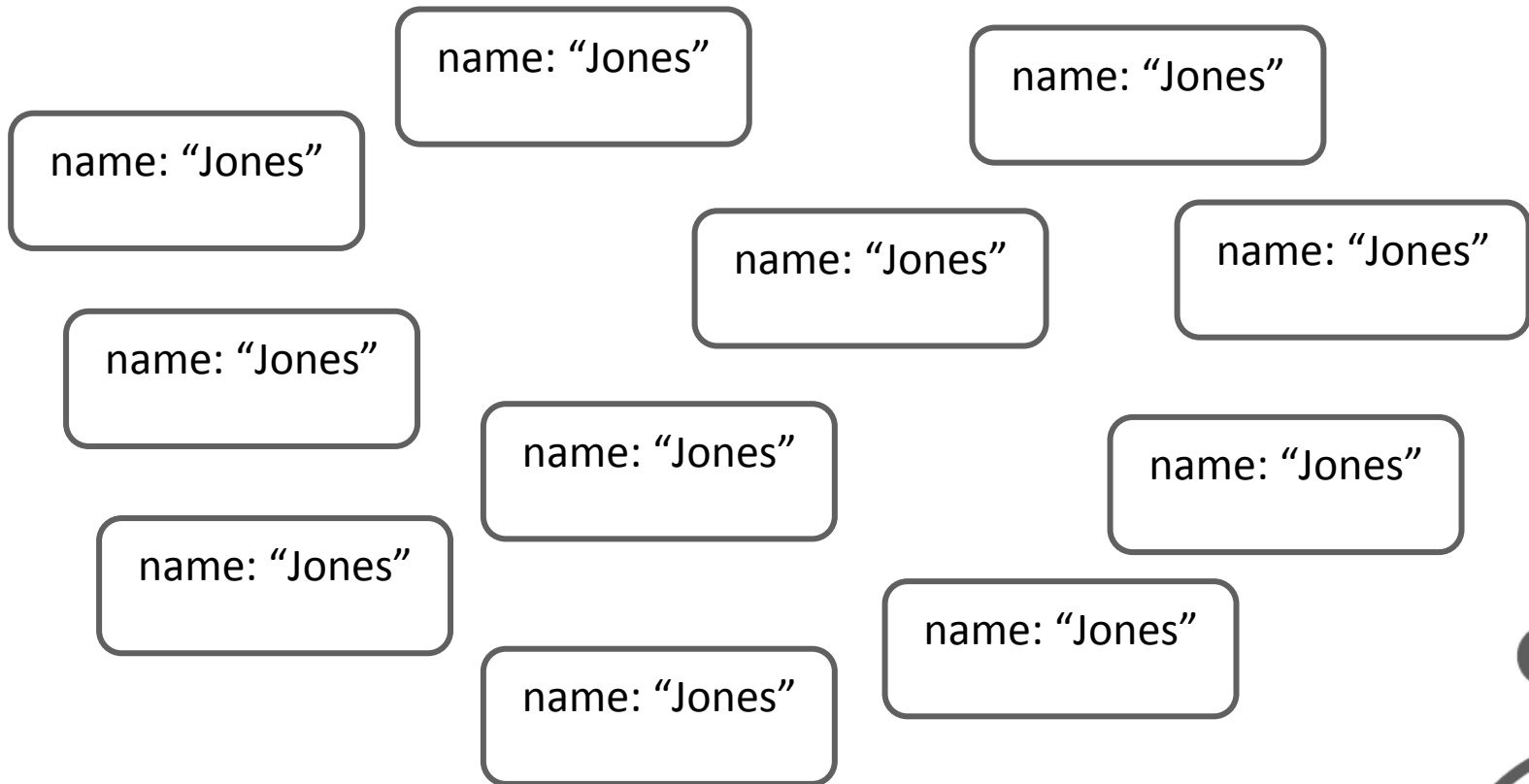


Relationships for querying

- Relationships should be the primary means to access nodes in the database
- Traversing relationships is cheap – that's the whole design goal of a graph database
- Use indexes only to find starting nodes for a query



Anti-pattern: unconnected graph



Challenge: Property or Relationship?

- Can every property be replaced by a relationship?
- Should every entities with the same property values be connected?



Object Mapping

- Similar to how you would map objects to a relational database, using an ORM such as Hibernate
- Generally simpler and easier to reason about
- Examples
 - Java: Spring Data Graph
 - Ruby: Active Model



Aside: why map?

- Do you use mapping because you are scared of SQL?
- Following DDD, could you write your repositories directly against the graph API?



Graph Modeling Principles

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**Nodes for
Identity**

**Relation-
ships for
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