Graphs and graph databases

Introduction to graph databases

NoSQL: Lecture 1, part 1

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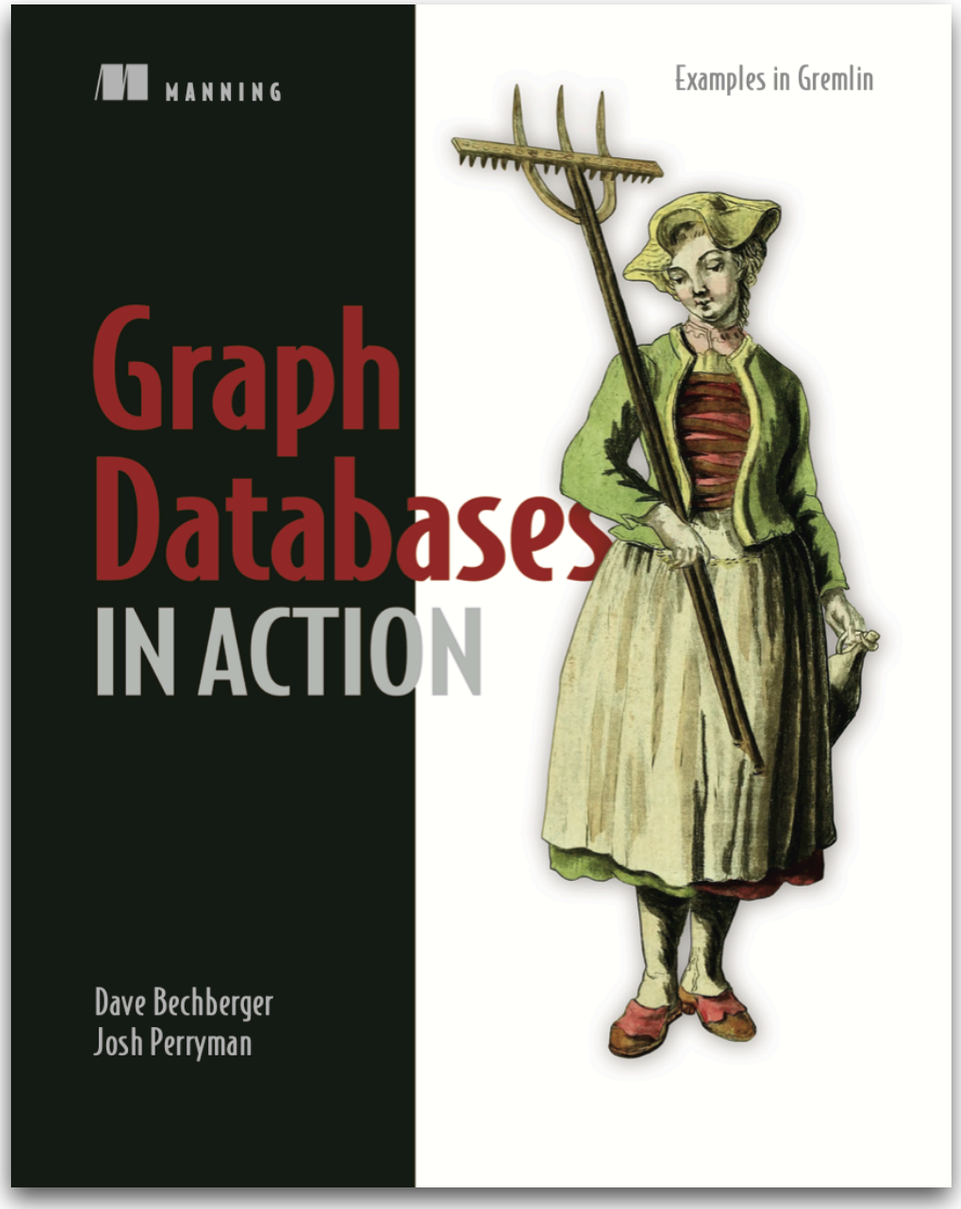
University of Lodz

Graph databases In Action

by Dave Bechberger and Josh Perryman

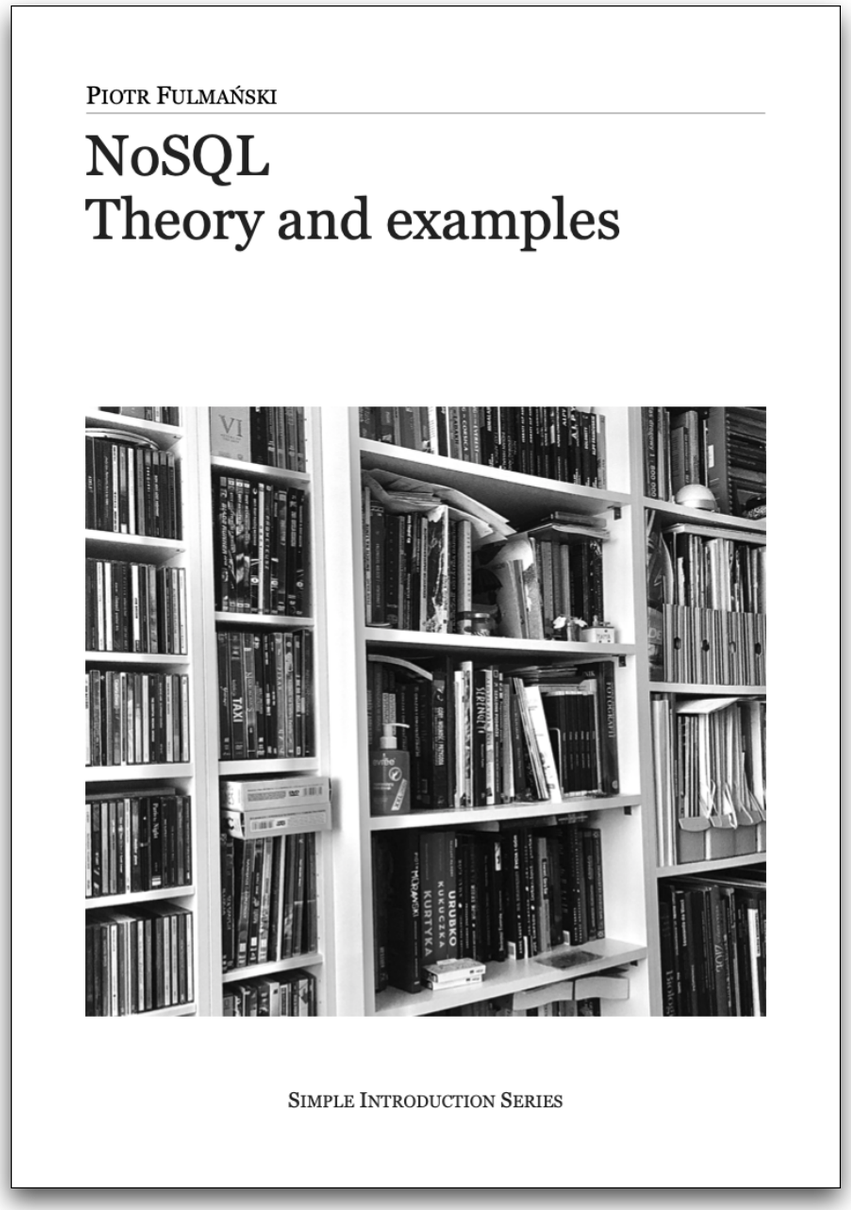
Manning Publications, 2020



NoSQL Theory and examples

by Piotr Fulmański

Piotr Fulmański, 2021



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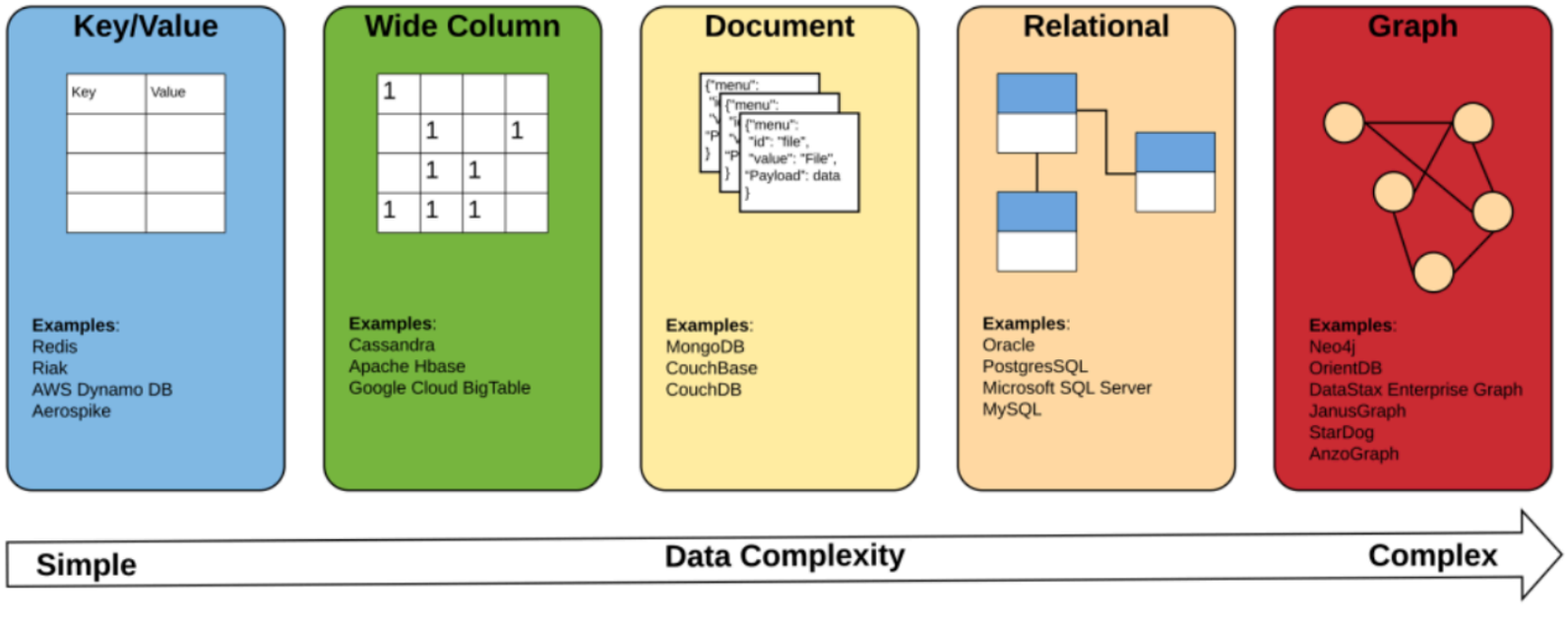
- Properties.
- Graph - A set of vertices and edges along with their properties.

Comparison with other types of databases



Database engine types ordered by data complexity. Source: [Bec]

Do we really need another one database?

RECURSIVE QUERIES

- EXAMPLE

Do we really need another one database?

DIFFERENT RESULT TYPES

Orders		
id	**name**	**address**
1	John Smith	123 Main. St
2	Jane Right	643 Park St.

Products		
id	**product_name**	**cost**
123	widget 1	5.95
234	widget 2	10.76

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```
SELECT id,
       name,
       address,
       null AS product_name,
       null AS cost,
       'Order' AS object_type
FROM Orders
UNION
SELECT id,
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id	Name	Address	product_name	cost	object_type
1	John Smith	123 Main St	<null>	<null>	Order
2	Jane Right	234 Park St	<null>	<null>	Order
123	<null>	<null>	widget 1	5.95	Product
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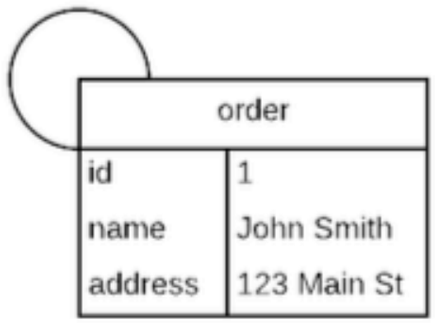

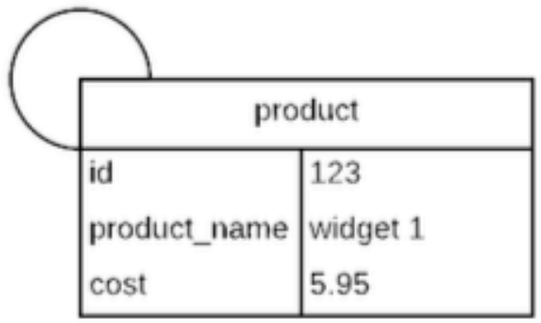

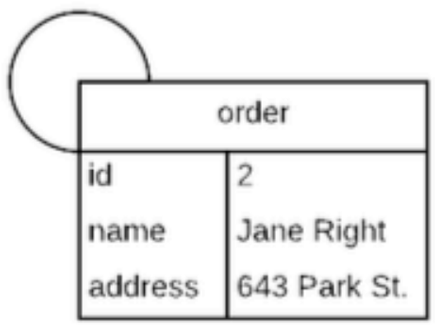

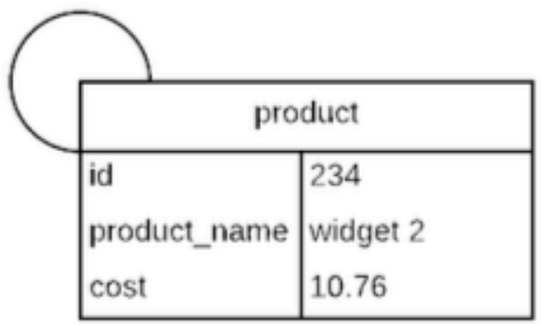

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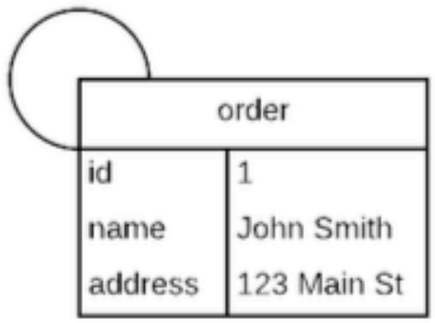

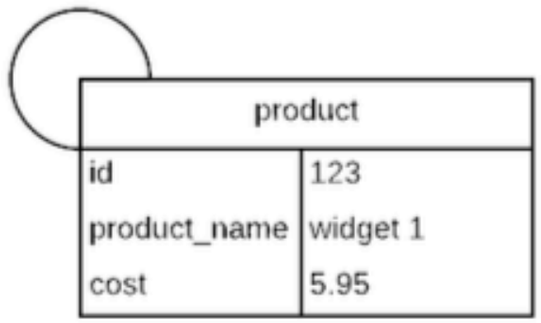

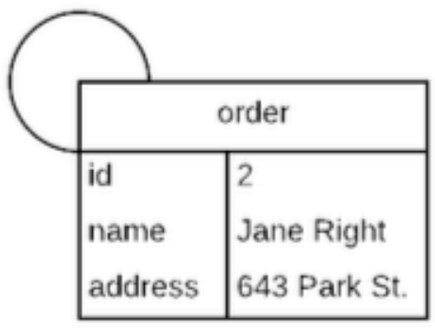

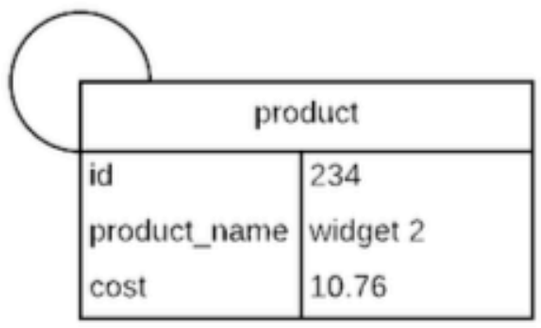


```
gremlin> g.V().valueMap(true)
==>[label:order, address:[123 Main St], name:[John Smith], id:1]
==>[label:order, address:[234 Park St], name:[Jane Right], id:2]
==>[label:product, cost:[10.76], id:234, product_name:[widget 2]]
==>[label:product, cost:[5.95], id:123, product_name:[widget 1]]
```

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PATHS

River crossing puzzle: we have a fox, a goose, and a bag of barley that must be transported across a river by a farmer on a boat. However, this movement is bound by the following constraints:

- The boat can only carry one item in addition to the farmer on each trip.
- The farmer must go on each trip.
- The fox cannot be left alone with the goose or it will eat it.
- The goose cannot be left alone with the grain or it will eat it.

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PATHS

Let’s start by modeling the initial state of our system as a vertex in our graph, which we’ll call: **TGFB_** with each character representing part of the problem:

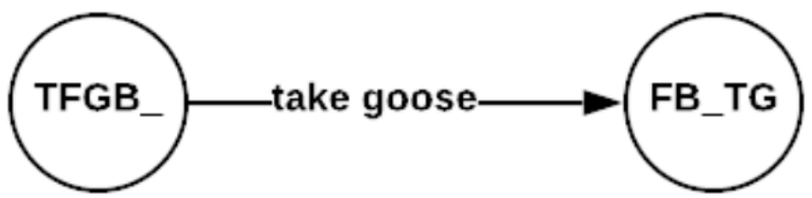
T – the boat & farmer

G – the goose

F – the fox

B – the barley

_ – the river



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PATHS

River crossing puzzle full graph:

[draw it here]

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[draw it here]

```
g.V('TFGB_').
  repeat(
    out()
  ).until(hasId('_TGFB')).
  path().next()
```

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Is my problem a graph problem?

- Do we care about the relationships between entities as much or more than the entities themselves?
- Does my sql query perform multiple joins on the same table or require a recursive CTE?
- Is the structure of my data continuously evolving?
- Is my domain a natural fit for a graph?

Bibliography

- [Bec] Dave Bechberger, Josh Perryman, *Graph Databases in Action*, Manning Publications, 2020
- [Ful] Piotr Fulmański, *NoSQL. Theory and examples*, Piotr Fulmański, 2021