# Graph Databases: Present & Future

Dr. Theodoros Chondrogiannis

Postdoctoral Researcher

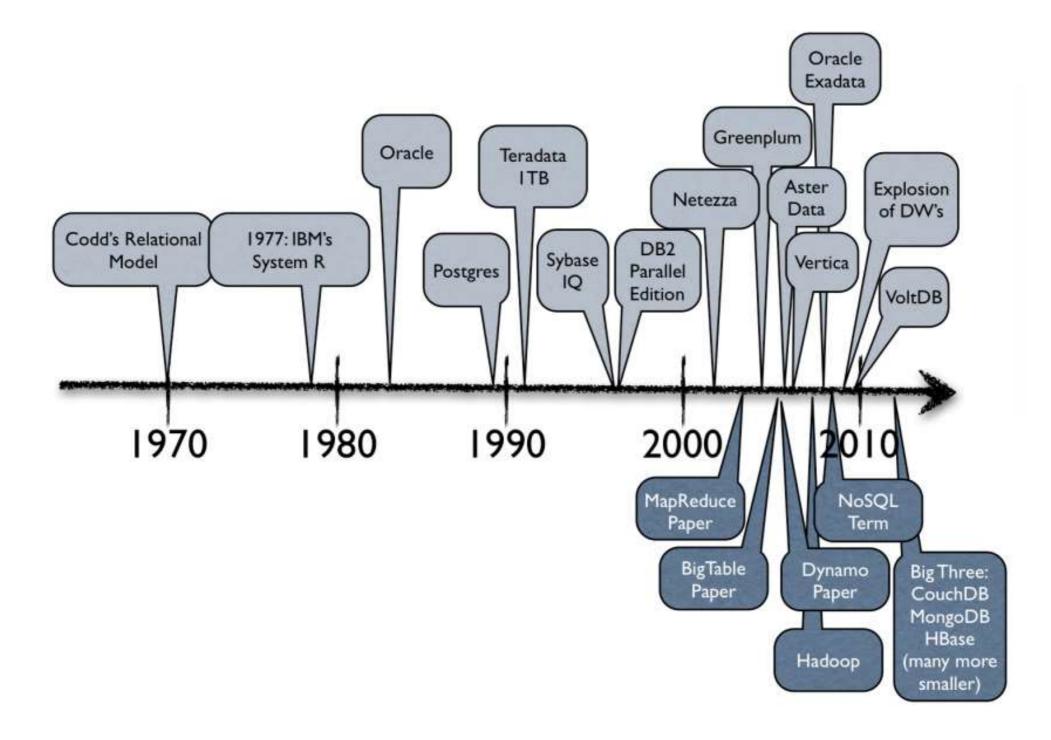
Database and Information Systems Group

Department of Computer and Information Sciences

University of Kosntanz

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### **History of DBMS**



### Relational databases

- ER modeling
- Relational schema
- Organize data in tables

Employee				
Name	Age	Salary		
Alice	29	45000		
Martin	26	38000		
John	28	36000		
Mario	35	58000		

Department			
Director	Name	Building	
Mario	IT	K	
Alice	Finance	F	

Use indices to speed-up access

### Relational databases - Pros

- Flexible by design
- Familiar BCNF structure (strong mathematical background)
- Transactions & ACID
- Very "mature" & well tested (mostly)
- Easy adoption/integration

### Relational databases - Cons

- Large and unstructured data
- Lots of random I/Os and often write-heavy
- Not built for distributed applications
- Single point of failure
- Speed (performance), i.e, not fast enough for specialized applications
- Scale up, not out

### Relational databases - Cons

- Scale up: grow capacity by replacing old machines with more powerful ones
  - Traditional approach
  - Expensive, as specialised machines cost a lot
- Scale out: incremental grow capacity by adding more COTS (Components Off The Shelf)
  - Phase in a few faster machines and replace old ones over a long period of time

### **NoSQL Databases**

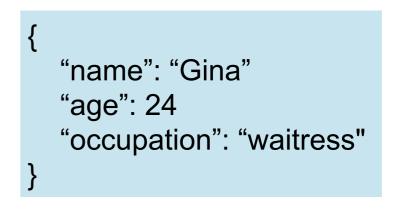
### **NoSQL Databases**

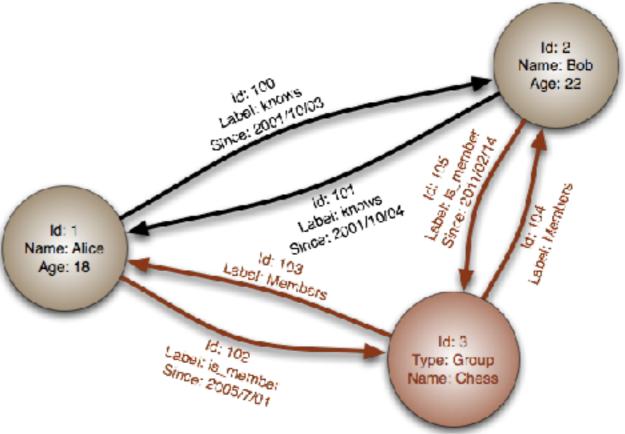
- Key/Value Stores
- Document Databases

Column Oriented Databases

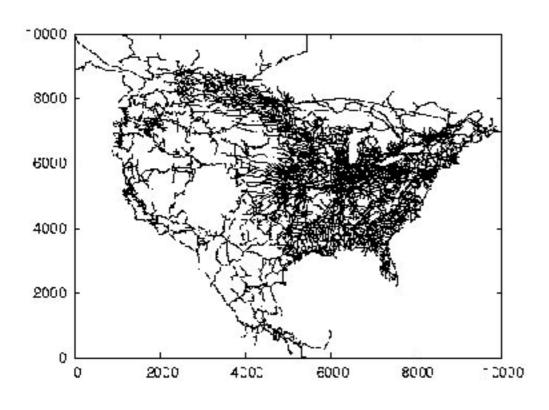
Graph Databases

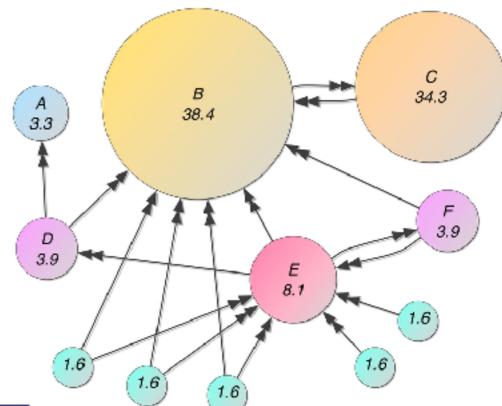
More...





# **Applications**





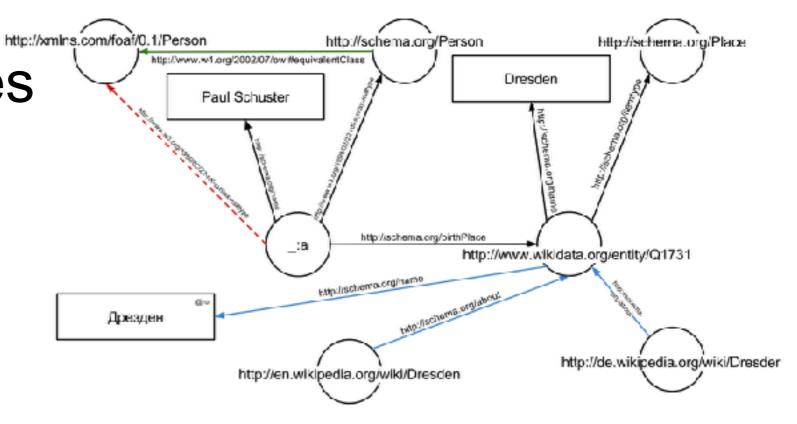


https://www.cs.utah.edu/~lifeifei/SpatialDataset.htm

J. Leskovec, A. Rajaraman, J. Ullman: Mining of Massive Datasets, http://www.mmds.org

### Not an Inherently New Idea

- RDF Triple Stores
  - RDF Schema
  - SPARQL



- XML Databases
  - XQuery
  - XPath

# **Graph Databases: The Present**

### **Graph Databases**

- Employ some graph representation model to store data in a graph
- Great for identifying relationships
- Great for joins
  - Some SQL queries might be pages long while the equivalent CYPHER query may be only a few lines
- Flexible/optional schema
- Some common operations are not efficient

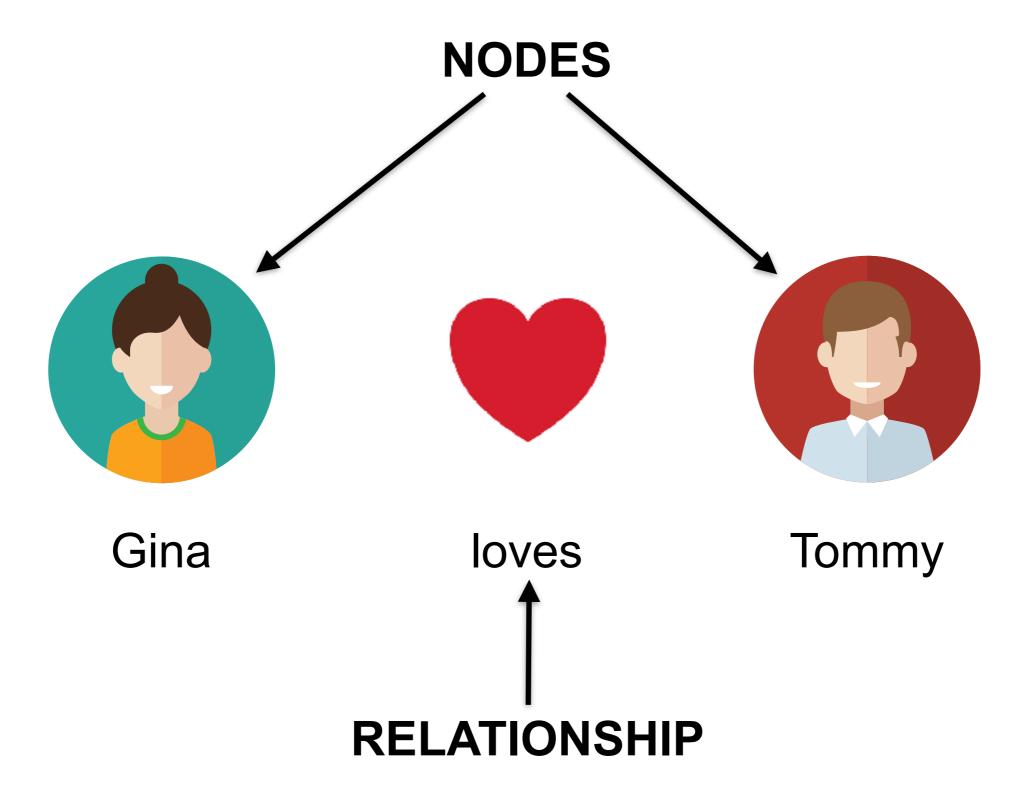
### **Property Graph Model**

- Used to model data in graph databases including Neo4j
- Nodes and directed relationships
- Node and relationship properties
- Node and relationship Labels



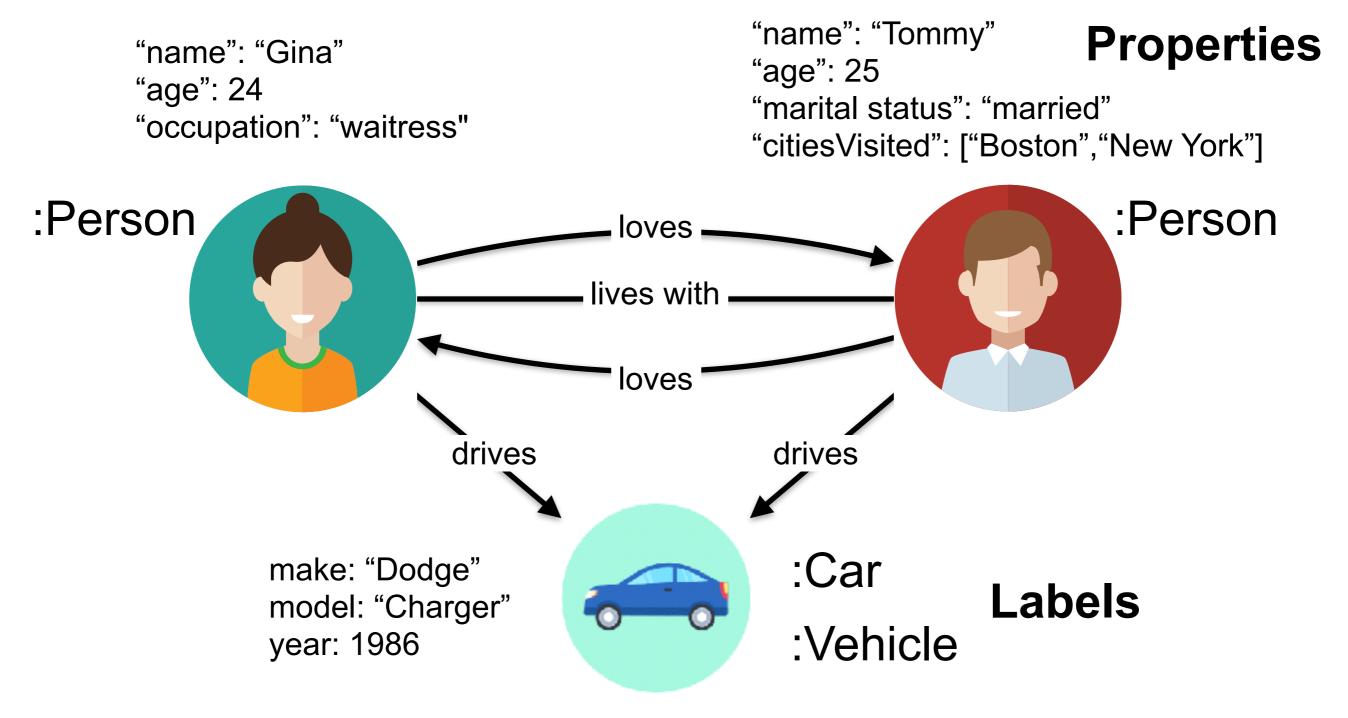
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### **Property Graph Model**



Thanks to https://www.freepik.com/free-vector/user-avatars-pack\_762498.htm

### **Property Graph Model**

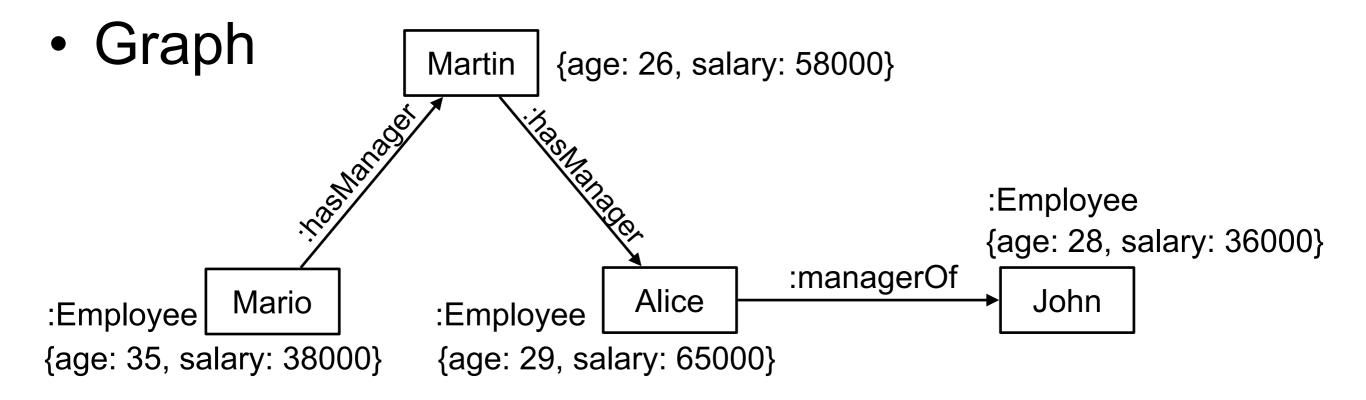


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### Relational to Property Graph Model

Tables

Employee				
Name	Age	Salary	Manager	
Alice	29	65000	null	
Martin	26	58000	Alice	
John	28	36000	Alice	
Mario	35	38000	Martin	



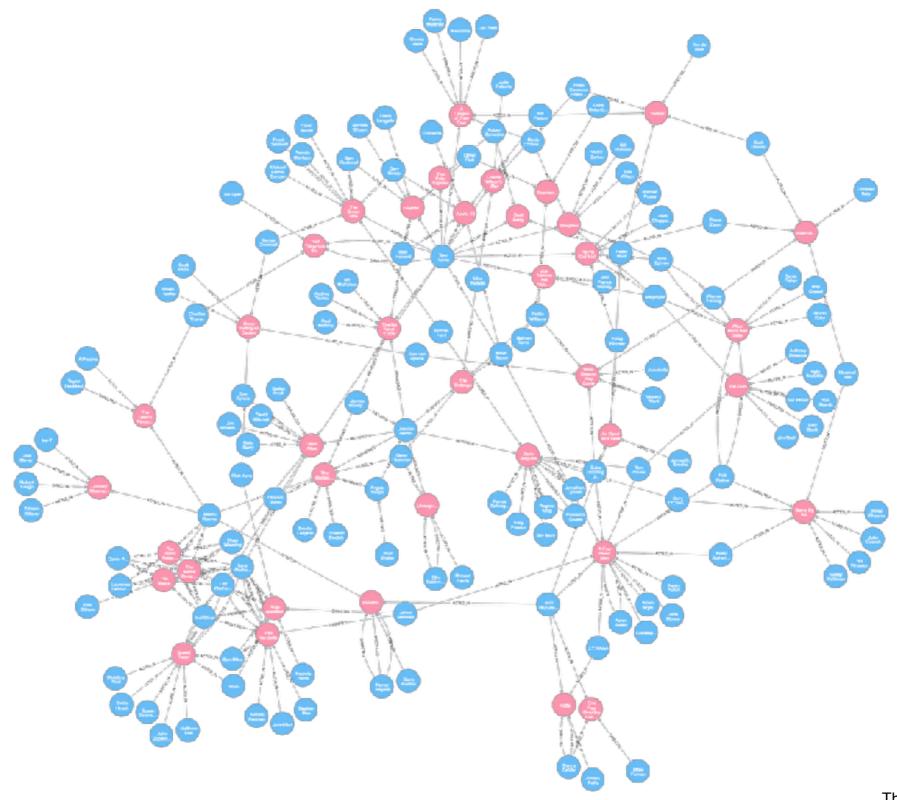
### Cypher

- Pattern-Matching Query Language
- Declarative: Say what you want, not how
- Borrows ideas from well known query languages

### **Cypher Query Structure**

- MATCH <pattern>
   WHERE <condition>
   RETURN <expr>
- MATCH describes the pattern
- WHERE enforces constraints
- RETURN | CREATE | DELETE | MERGE return the result of modify the graph

# Sample Graph - Movies



### **Cypher - MATCH**

 Find the titles of all movies that Tom Hanks has acted in

```
MATCH (a:Person)-[:ACTED_IN]->(b:Movie)
WHERE a.name = 'Tom Hanks'
```

RETURN b.title

# "Charlie Wilson's War" "The Polar Express" "A League of Their Own" "Cast Away" "Apollo 13" "The Green Mile" "The Da Vinci Code" "Cloud Atlas" "That Thing You Do" "Joe Versus the Volcano"

"Sleepless in Seattle"

"You've Got Mail"

### **Cypher - MATCH - Multiple patterns**

 Find the titles of all movies that Tom Hanks has directed AND acted in

```
MATCH (a:Person)-[:ACTED_IN]-(b:Movie),

(a:Person)-[:DIRECTED]-(b:Movie)

WHERE a.name = 'Tom Hanks'

RETURN b.title
```

# **Cypher - RETURN - Aggregation**

 Find all actor names along with all the movie titles they have acted in

```
MATCH (a:Person)-[:ACTED_IN]->(b:Movie)
RETURN a.name, collect(b.title)
```

a.name	collect(b.title)
"Charlize Theron"	["That Thing You Do", "The Devil's Advocate"]
"Orlando Jones"	["The Replacements"]
"Patricia Clarkson"	["The Green Mile"]
"Tom Skerritt"	["Top Gun"]
"Helen Hunt"	["Twister", "Cast Away", "As Good as It Gets"]
"Victor Garber"	["Sleepless in Seattle"]
"Ice-T"	["Johnny Mnemonic"]
	•••

### **Cypher - OPTIONAL MATCH**

 Print the names of all actors. If they have acted in a movie the title of which contains the word "Good" print the movie title as well.

```
MATCH (a:Person)-[:ACTED_IN]->()

OPTIONAL MATCH (a)-[:ACTED_IN]->(b)

WHERE b.title CONTAINS 'Good'

RETURN DISTINCT a.name, b.title
```

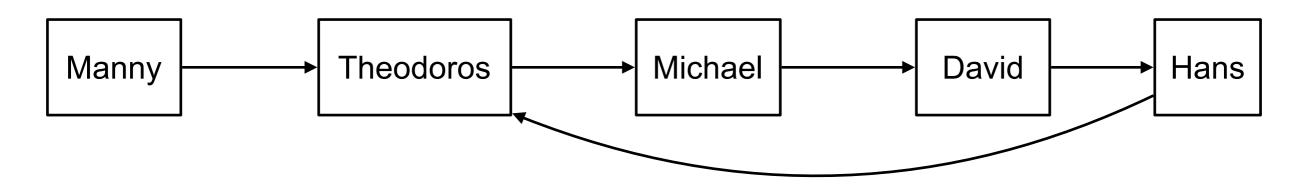
### **Cypher - OPTIONAL MATCH**

 Print the names of all actors. If they have acted in a movie the title of which contains the word "Good" print the movie title as well.

a.name	b.title
"Keanu Reeves"	null
"Carrie-Anne Moss"	null
"Laurence Fishburne"	null
"Hugo Weaving"	null
"Emil Eifrem"	null
"Charlize Theron"	null
"Al Pacino"	null
"Tom Cruise"	"A Few Good Men"
"Jack Nicholson"	"As Good as It Gets"
"Jack Nicholson"	"A Few Good Men"
"Demi Moore"	"A Few Good Men"
"Kevin Bacon"	"A Few Good Men"

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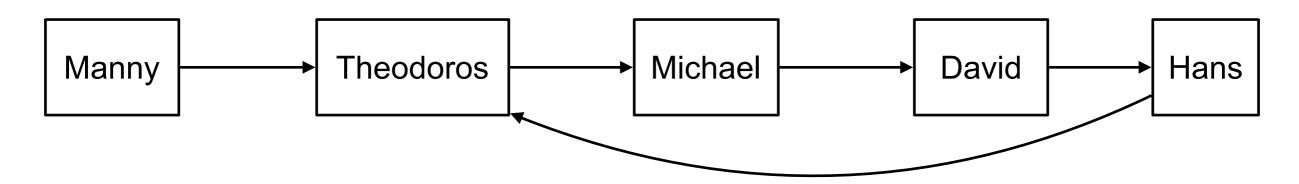
### **Cypher - Variable Length Paths**



Find all paths from "Theodoros" to "David"

```
MATCH p=(a)-[:KNOWS*]->(b)
WHERE a.name = 'Theodoros'
AND b.name = 'David'
RETURN p
```

### Cypher - Variable Length Paths



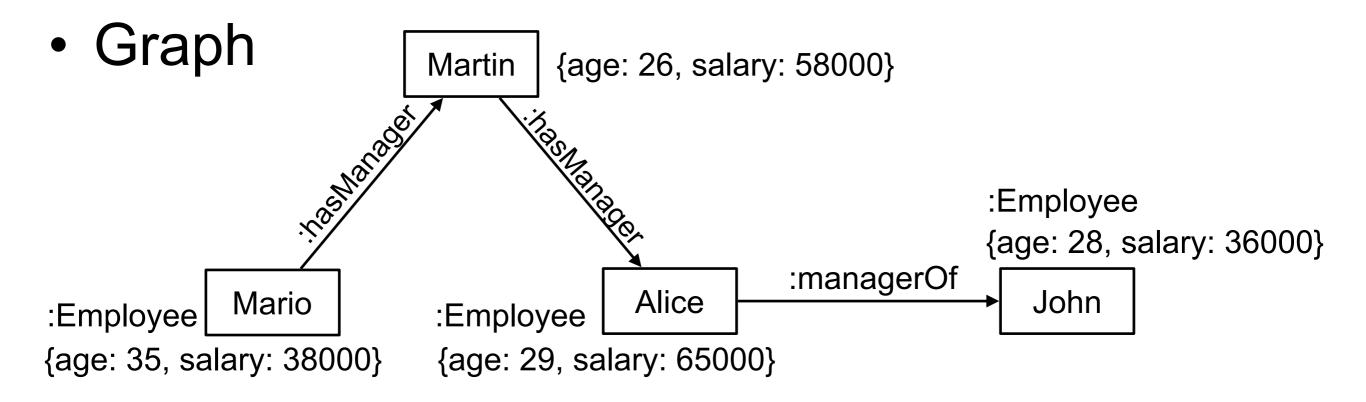
 Find the length of the shortest path from "Theodoros" to "David"

```
MATCH p=shortestPath((a)-[:KNOWS*]->(b))
WHERE a.name = 'Theodoros'
AND b.name = 'David'
RETURN length(p)
```

### SQL vs Cypher

Tables

Employee				
Name	Age	Salary	Manager	
Alice	29	65000	null	
Martin	26	58000	Alice	
John	28	36000	Alice	
Mario	35	38000	Martin	



### SQL vs Cypher

- What is the salary of the manager of Mario?
- SQL

```
SELECT b.salary
FROM employee AS a, employee AS b
WHERE a.name='Mario'AND a.manager=b.name
```

#### CYPHER

```
MATCH ({name: 'Mario'})-(:hasManager)->(b)
RETURN b.salary
```

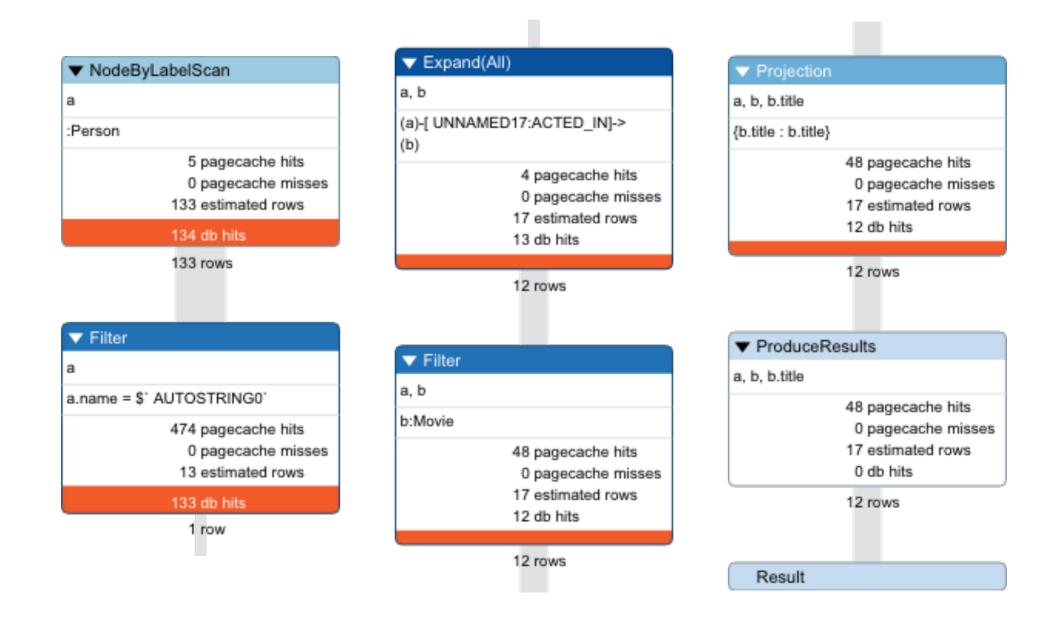
## **Query Processing in Neo4j**

 Find the titles of all movies that Tom Hanks has acted in

```
MATCH (a:Person)-[:ACTED_IN]->(b:Movie)
WHERE a.name = 'Tom Hanks'
RETURN b.title
```



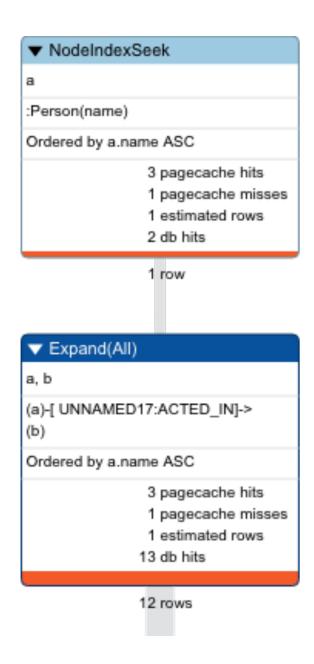
### **Query Processing in Neo4j**

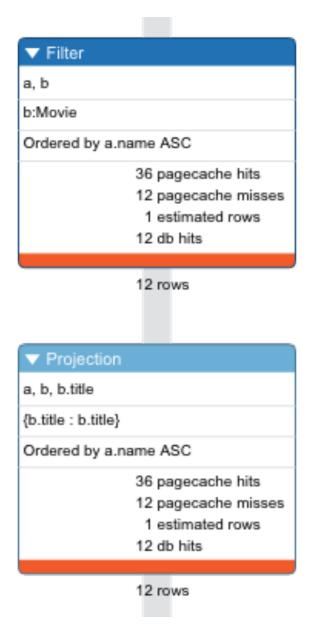


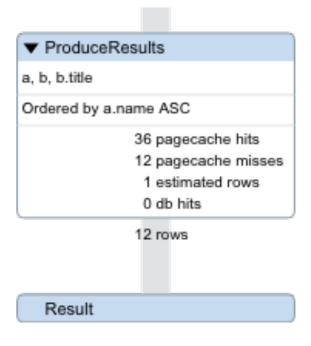
Without index on 'name'

Thanks to https://neo4j.com

### **Query Processing in Neo4j**





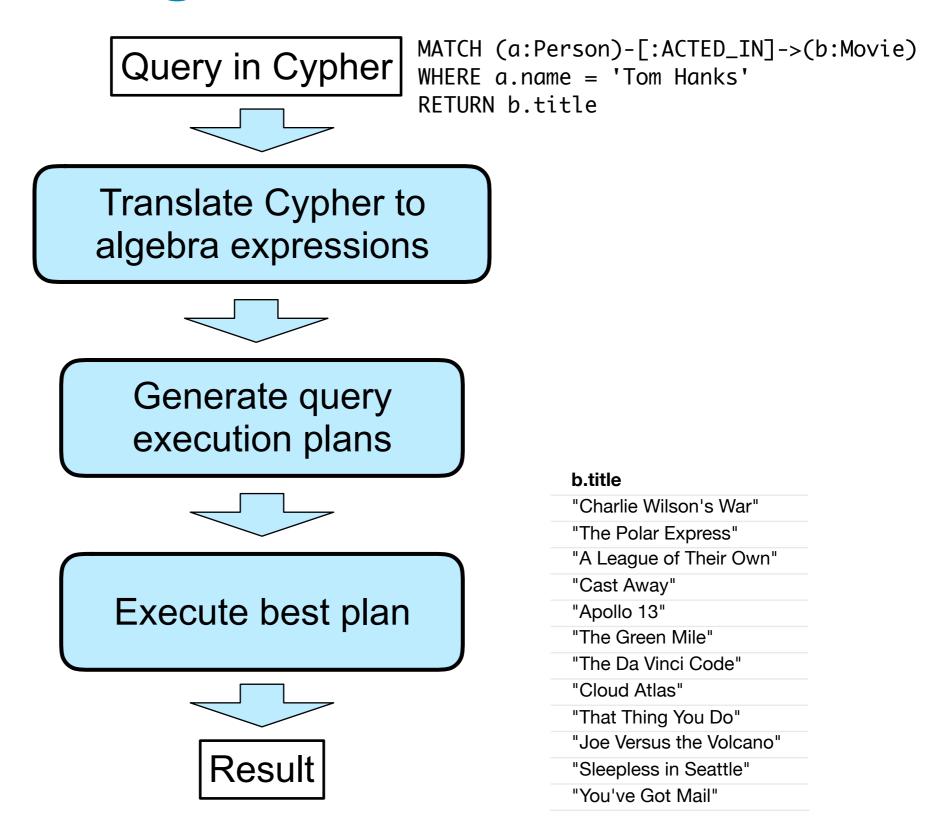


With index on 'name'

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Thanks to https://neo4j.com

### **Query Processing - Flowchart**



# **Graph Database: The Future** (our ongoing work)

### **Graph vs Relational Databases**

- Graph databases are clearly not yet mature enough to compete with RDBMS
- Many graph-oriented operations are executed faster in relational than graph DBMS
- Our current work:
  - Indexing structures for graph-oriented operations
  - Cost-based query optimisation
  - Graph analytics
  - and more

### **Graph vs Relational Databases**

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### **Traversal Indices on Neo4j**

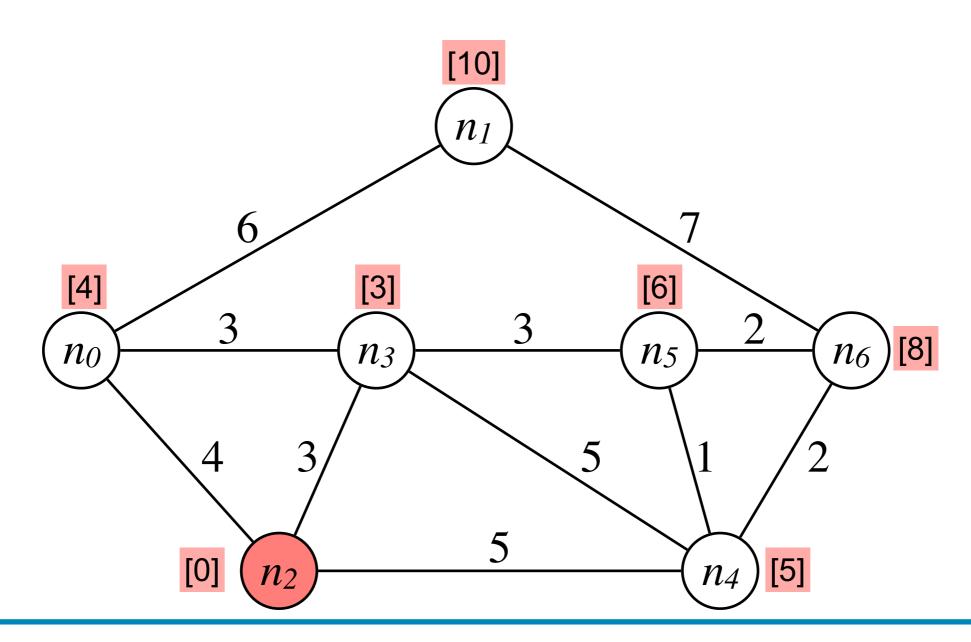
- Adapt preprocessing-based methods from the memory to the database
- Current implementations
  - ALT (A\*-search Landmarks Triangle inequality)
  - Contraction Hierarchies

CREATE TRAVERSAL INDEX ON :RELTYPE('myweight')

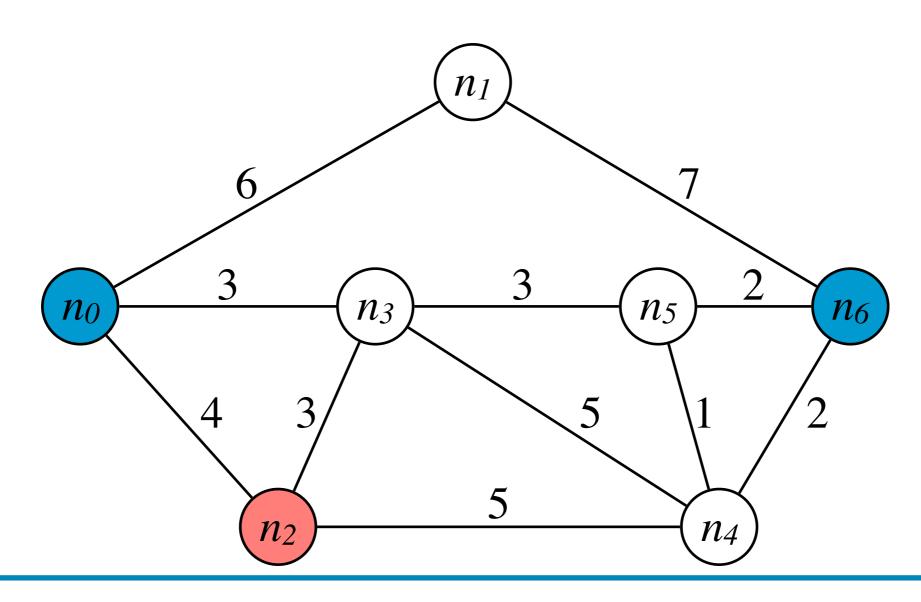
- The network distance satisfies the triangle inequality
- Given a graph G = (N, E) and nodes  $u,v,w \in N$

$$dist(u, v) \leq dist(u, w) + dist(w, v)$$

• Shortest path  $p(n_0 \rightarrow n_5)$ Landmarks:  $n_2$ 



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- Given a graph G = (N, E) and nodes  $u,v,w \in N$

$$dist(u, v) \leq dist(u, w) + dist(w, v)$$

 The equality applies when w is on the shortest path from u to v

#### **ALT Algorithm - Upper Bounds**

• Let l be an arbitrary node chosen as landmark and u-v be a random pair of nodes:

$$dist(u, v) \leq dist(u, l) + dist(l, v)$$

#### **ALT Algorithm - Lower Bounds**

• Let l be an arbitrary node chosen as landmark and u-v be a random pair of nodes:

$$dist(u, l) \le dist(u, v) + dist(v, l) \Rightarrow$$
  
 
$$\Rightarrow dist(u, l) - dist(v, l) \le dist(u, v)$$

#### **AND**

$$dist(l, v) \leq dist(l, u) + dist(u, v) \Rightarrow$$
  
$$\Rightarrow dist(l, v) - dist(l, u) \leq dist(u, v)$$

### **ALT Algorithm - Lower Bounds**

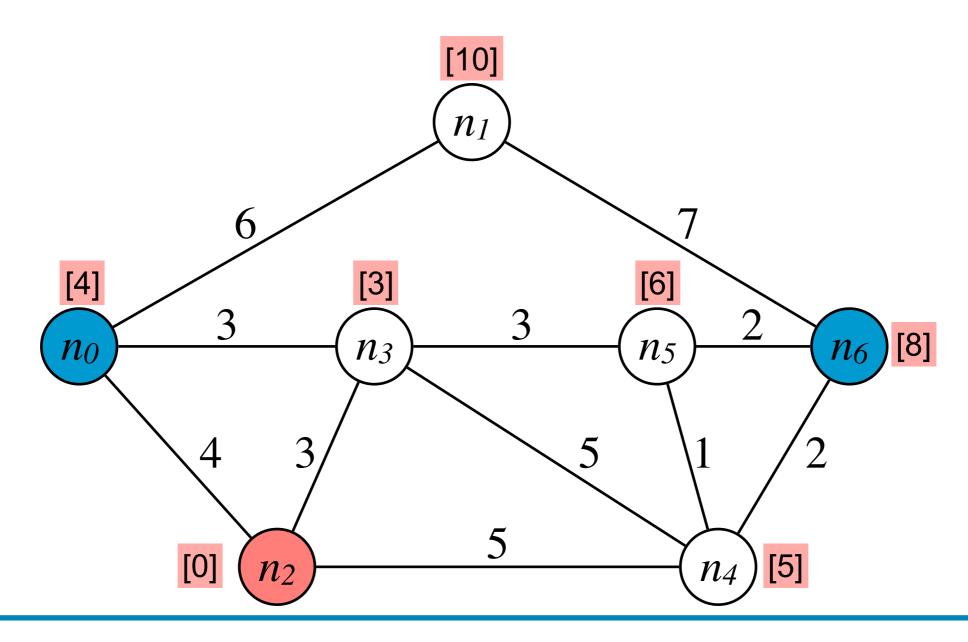
• Given a query from s to t lower bound,  $\forall u \in N$ 

$$h(u) = max(dist(u, l) - dist(t, l), dist(l, t) - dist(l, u))$$

For undirected graphs

$$h(u) = |dist(u, l) - dist(t, l)|$$

• Shortest path  $p(n_0 \rightarrow n_5)$ Landmarks:  $n_2$ 



### **ALT Algorithm - Bounds**

For undirected graphs

$$|dist(u,l) - dist(t,l)| \le dist(u,v) \le dist(u,l) + dist(v,l)$$

- Adjustment is needed for directed graphs
- Bounds can be used as-is for approximate distance query processing
- Lower bounds can be used by A\*-search

### Landmark Embedding on Neo4j

#### Preprocessing Phase

Select k nodes as landmarks  $L \subset N$ 

Compute & store distances

#### **Strategy**

Random Degree
Farthest Avoid
BestCov ...

#### Dijkstra 1-to-all

In-Mem

Node Prop. Array

Relationship Prop.

#### **Query Phase**

**Approximate Distance** 

Lower bounds

Upper bounds

Reachability

**Shortest Path** 

A\* search

Landmarks

**T**riangle Inequality

## Landmark Embedding on Neo4j

 Cypher query for relationship-based implementation

```
MATCH
  (s)-[rsL:L_REL]->(l:L), (l:L)-[rLs:L_REL]->(s),
  (t)-[rtL:L_REL]->(l:L), (l:L)-[rLt:L_REL]->(t)
WHERE s.name = 's' AND t.name = 't'
UNWIND
  [rsL.dist - rtL.dist, rLt.dist - rLs.dist] AS est
RETURN max(est) as tightestLower
```

#### What's next

- Support for multi-labeled graphs
- Support for dynamic graphs and automated index maintenance
- Graph statistics for landmark selection (number of landmarks, locations etc.)
  - The type of the underlying graph matters

#### **Graph Databases - Conclusion**

- Graph databases are a fairly new and very promising technology
- Graph analysis is a hot topic at the moment
- Premature technology
  - A lot of work needs to be done
- Can graph databases replace relational ones for general purpose scenarions?
  - Probably not but many ideas and concepts from graphs are already integrated in relational DBMS

#### **Credits**

1. A. Jayaraman, K. Jamil and H. Khan: Protein-protein integration image from "Identifying new targets in leukemogenesis using computational approach", Saudi Journal of Biological Sciences, vol. 21, no. 5, 2015

# Thank you!

theodoros.chondrogiannis@uni-konstanz.de