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Pitfalls and antipatterns About the reader For software developers No experience with graph databases required About the author Dave Bechberger and Josh Perryman have decades of experience building complex data driven systems and have worked with graph databases since 2014 Table of Contents PART 1 GETTING STARTED WITH GRAPH DATABASES 1 Introduction to graphs 2 Graph data modeling 3 Running basic and recursive traversals 4 Pathfinding traversals and mutating graphs 5 Formatting results 6 Developing an application PART 2 BUILDING ON GRAPH DATABASES 7 Advanced data modeling techniques 8 Building traversals using known walks 9 Working with subgraphs PART 3 MOVING BEYOND THE BASICS 10 Performance pitfalls and anti patterns 11 What s next Graph analytics machine learning and resources

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