

Chapter 1: Graph

(中文版)

Graphs express entities (nodes) along with their relations (edges), and both nodes and edges can be typed (e.g., `"user"` and `"item"` are two different types of nodes). DGL provides a graph-centric programming abstraction with its core data structure – `DGLGraph`. `DGLGraph` provides its interface to handle a graph's structure, its node/edge features, and the resulting computations that can be performed using these components.

Roadmap

The chapter starts with a brief introduction to graph definitions in 1.1 and then introduces some core concepts of `DGLGraph`:

- 1.1 Some Basic Definitions about Graphs (Graphs 101)
- 1.2 Graphs, Nodes, and Edges
- 1.3 Node and Edge Features
- 1.4 Creating Graphs from External Sources
- 1.5 Heterogeneous Graphs
- 1.6 Using `DGLGraph` on a GPU