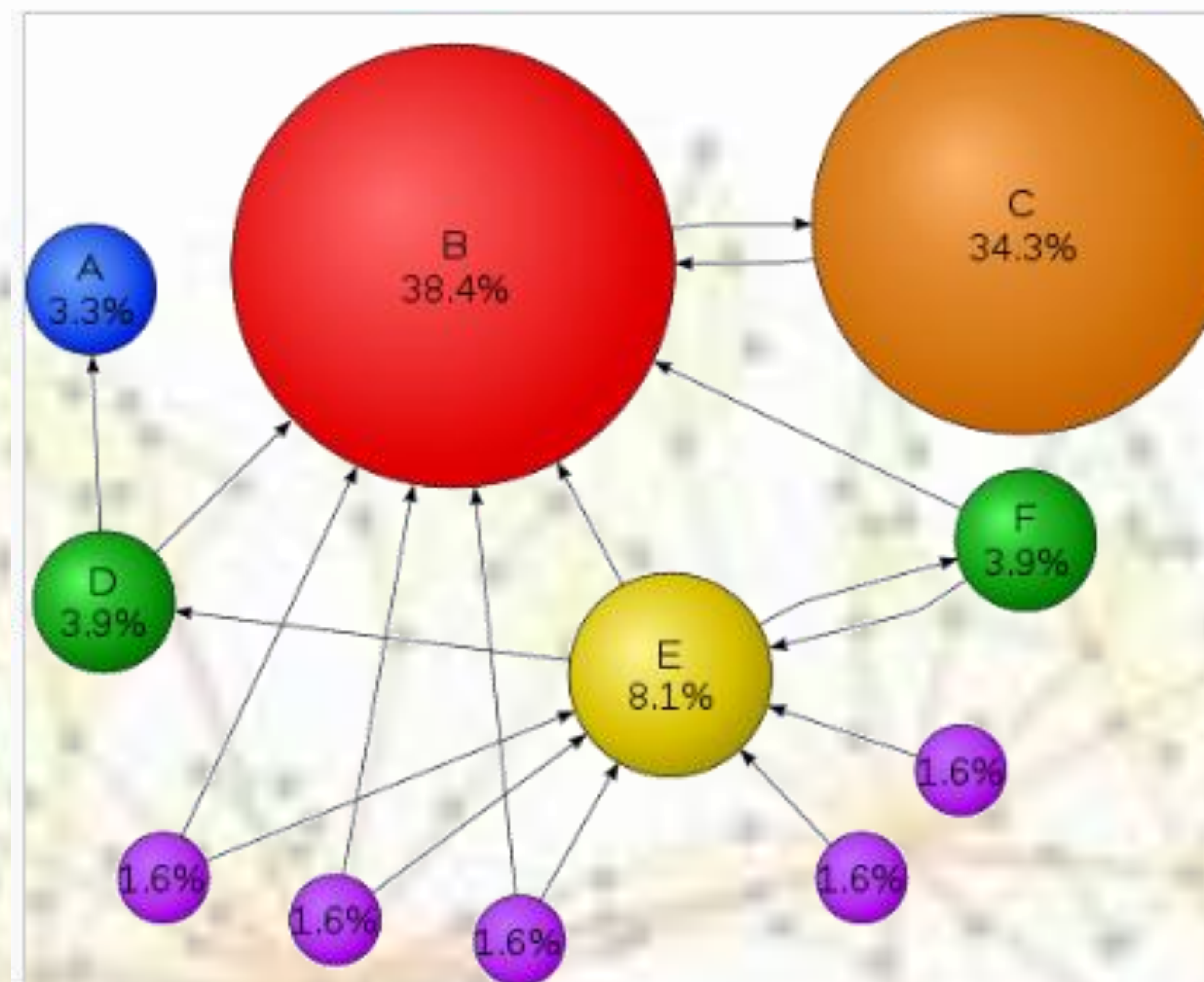


Who

- World class billiard ranking system
- Approximately 20,000,000 games
- Approximately 240,000 players globally

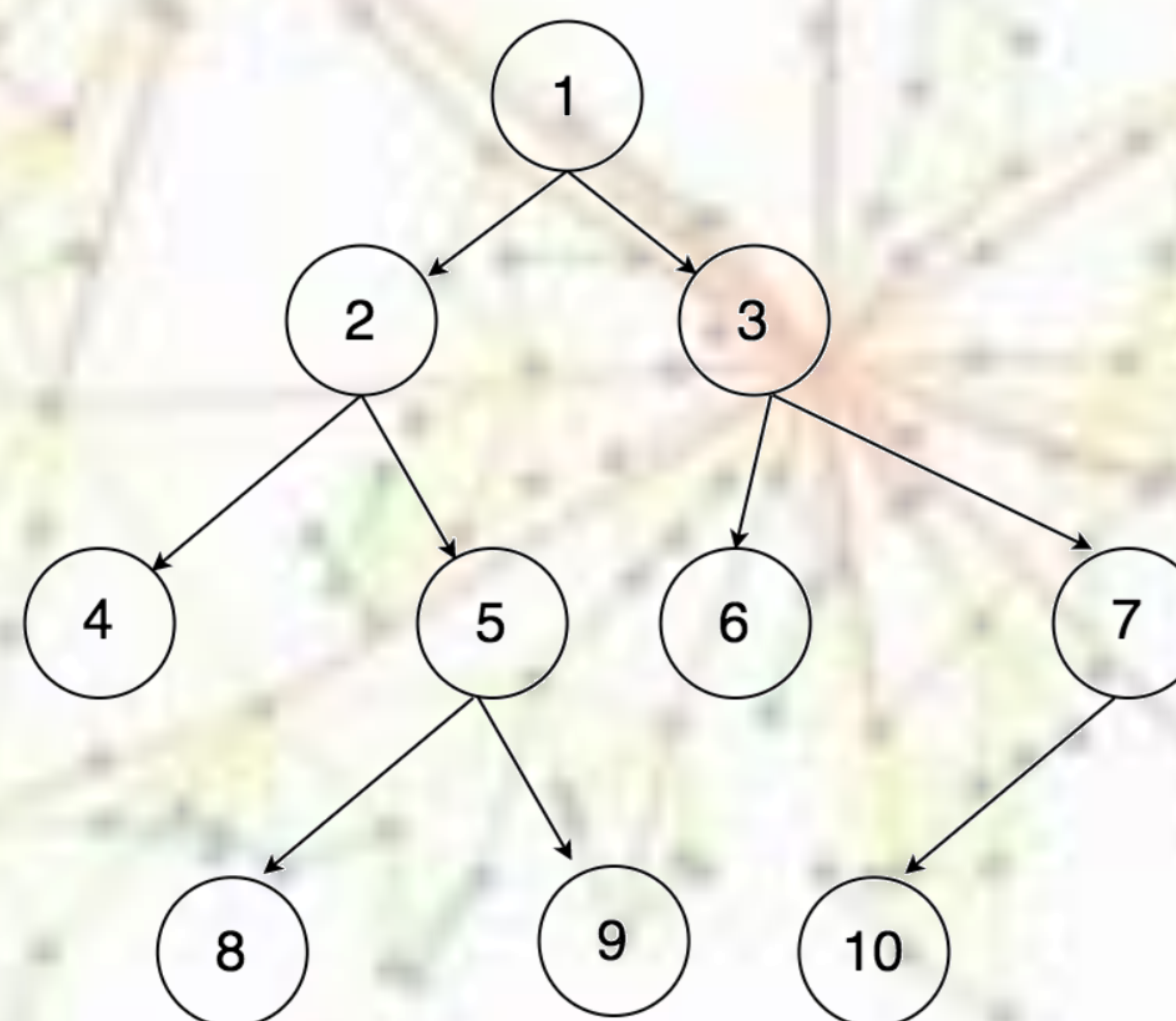


WHY

- Use existing resources for more information
- Increase popularity
- Tournament Software

What

- Graphical modeling using relational technologies
- Discovery of 105 distinct subgraphs
- Centroid analysis
- Shortest path calculations between arbitrary players



How

- C#
- Redis
- Azure
- SQL Server
- Cypher (CQL)
- Page Rank
- BFS
- Dijkstra's shortest path
- Graph coloring