

National Research University Higher School of Economics
Perm, Russian Federation



НАЦИОНАЛЬНЫЙ ИССЛЕДОВАТЕЛЬСКИЙ
УНИВЕРСИТЕТ

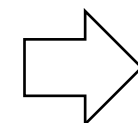
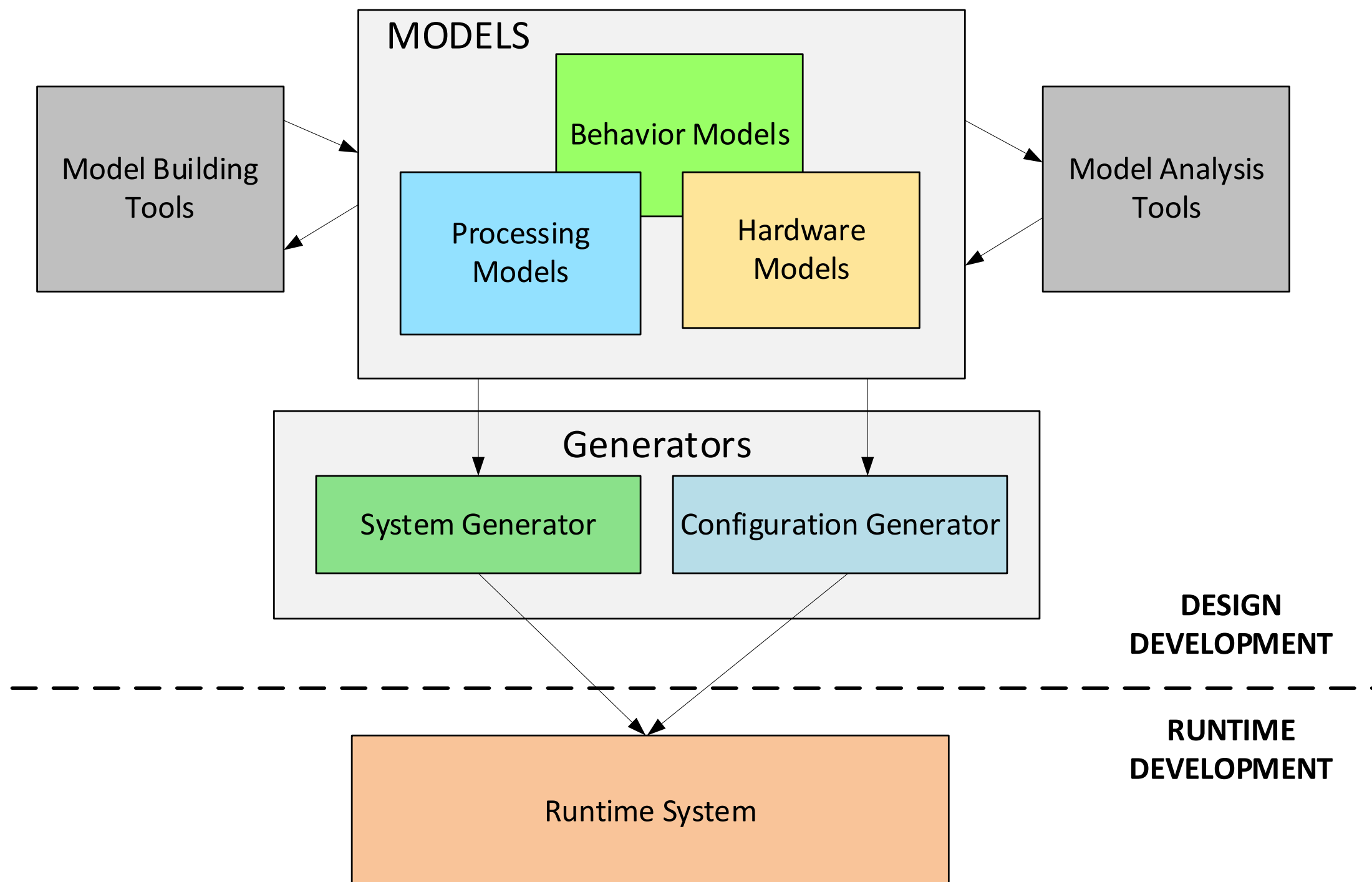
HP-GRAPH: DEFINITION AND APPROACHES TO OPTIMIZING ALGORITHMS FOR GRAPHS

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Lyudmila N. Lyadova

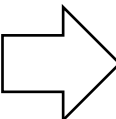
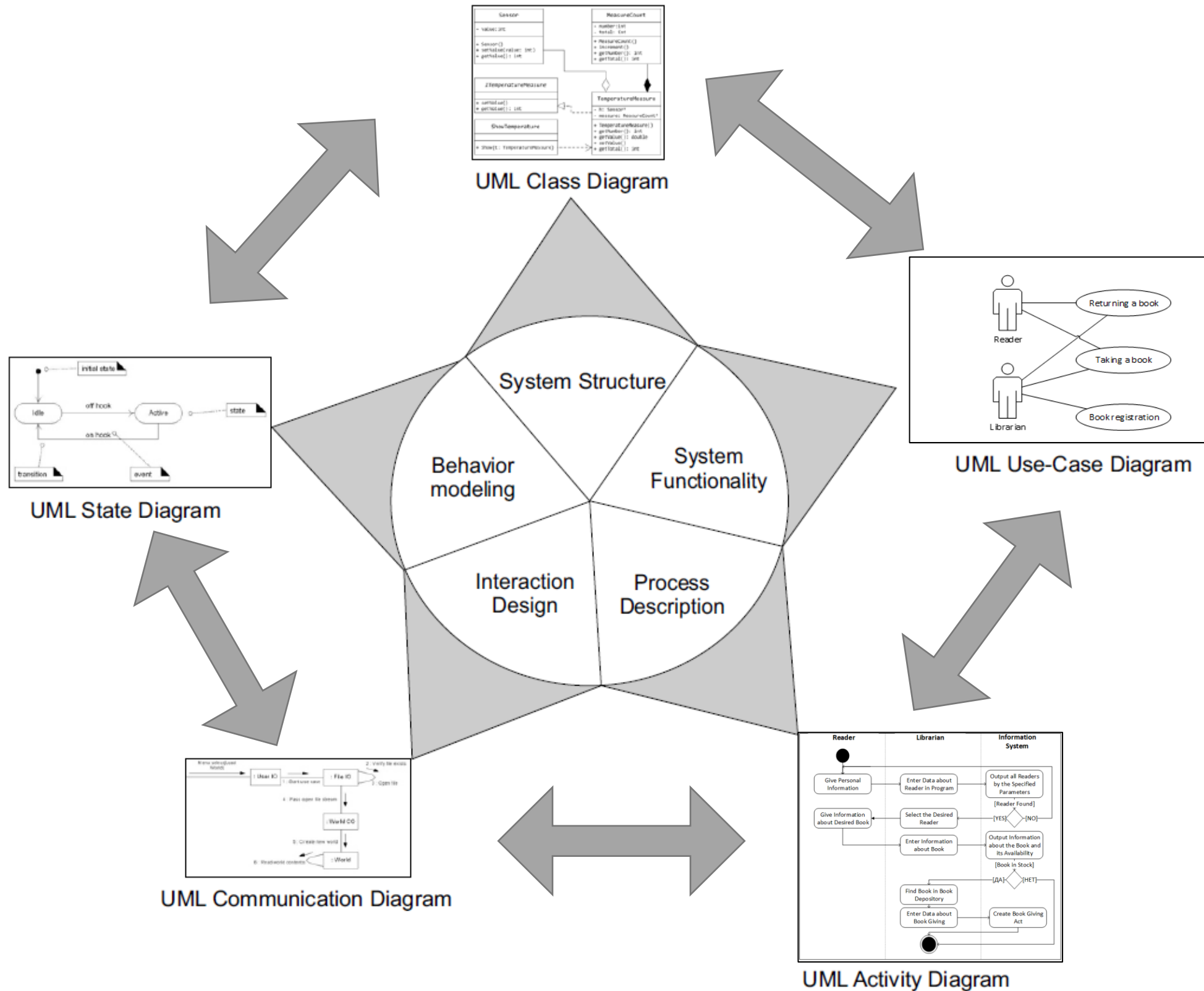


RESEARCH RELEVANCE: MULTI-MODELING APPROACH



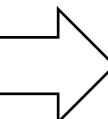
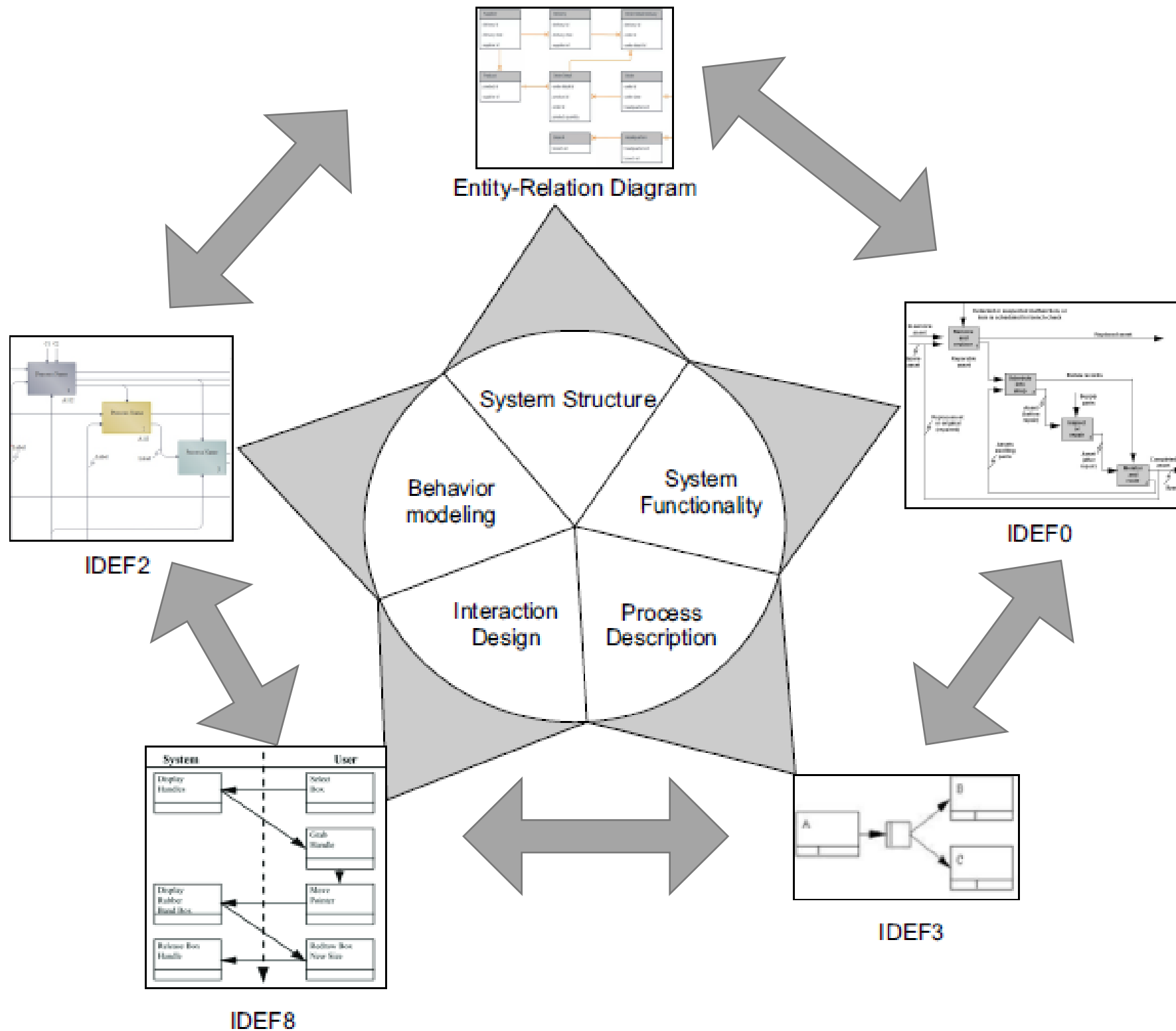


RESEARCH RELEVANCE: RESEARCH AREA PROBLEM





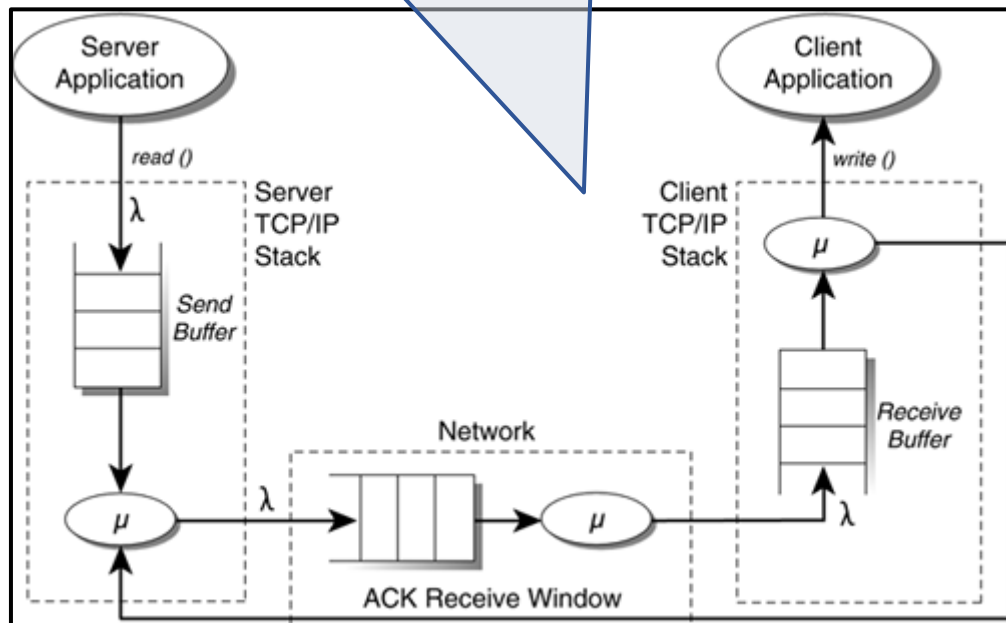
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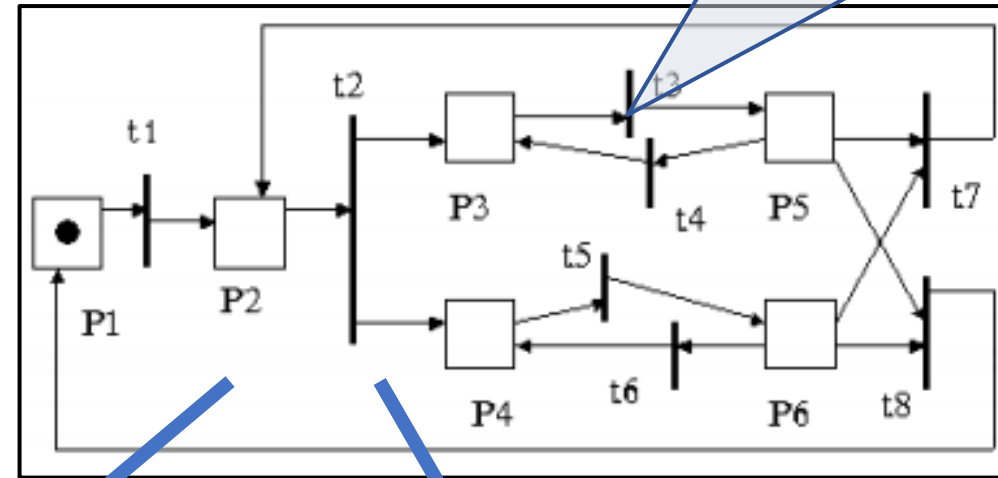


RESEARCH RELEVANCE: RESEARCH AREA PROBLEM

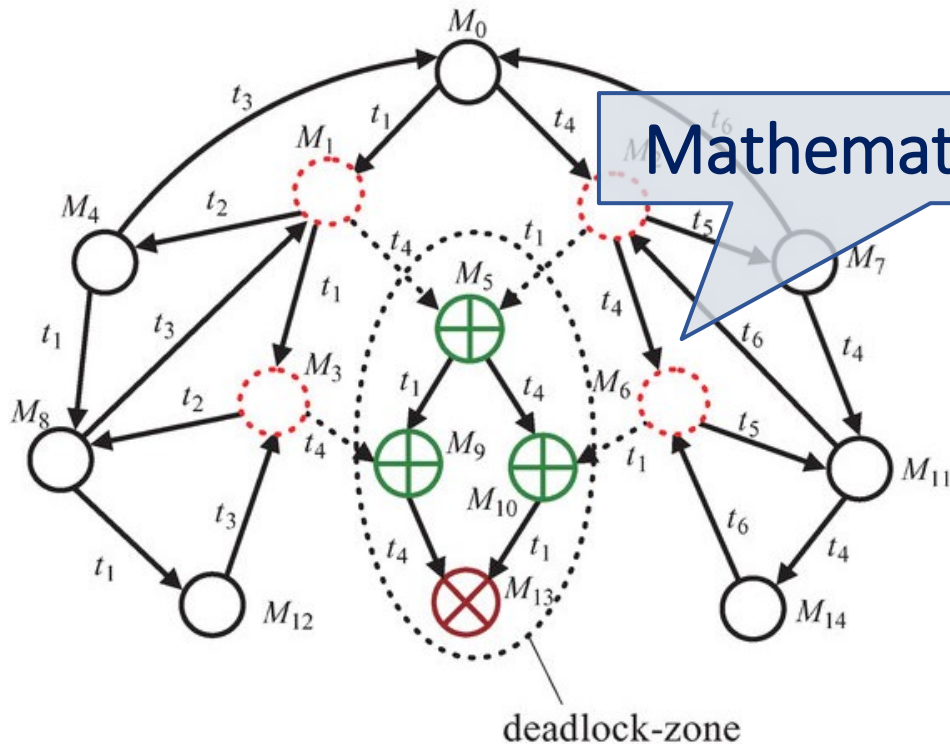
Queuing Systems Models



Petri Nets

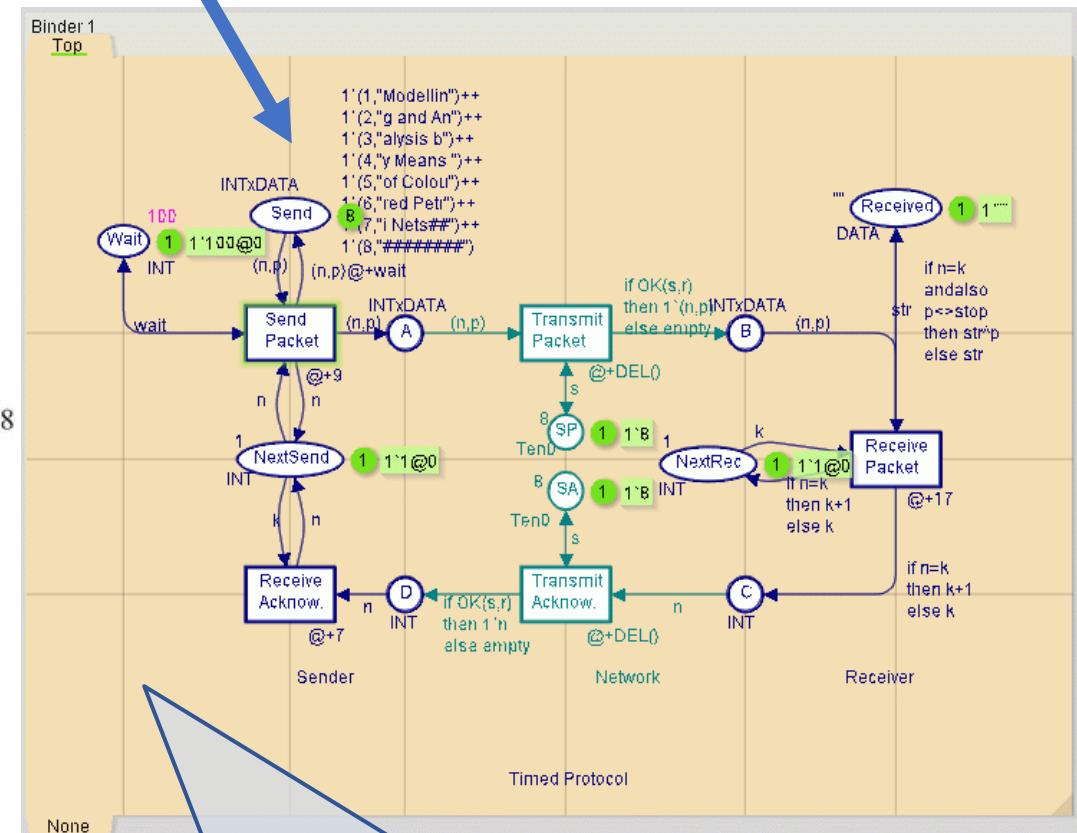


Mathematical Modeling



$$\begin{aligned}
 M_0 &= 3p_1 + 3p_6 + 2p_7 + 2p_8 \\
 M_1 &= 2p_1 + p_2 + 3p_6 + p_7 + 2p_8 \\
 M_2 &= 3p_1 + p_4 + 3p_6 + 2p_7 + p_8 \\
 M_3 &= p_1 + 2p_2 + 3p_6 + 2p_7 \\
 M_4 &= 2p_1 + p_3 + 3p_6 + 2p_7 \\
 M_5 &= 2p_1 + p_2 + p_4 + 2p_6 + p_7 + p_8 \\
 M_6 &= 3p_1 + 2p_4 + p_6 + 2p_7 \\
 M_7 &= 3p_1 + p_5 + 2p_6 + 2p_8 \\
 M_8 &= p_1 + p_2 + p_3 + 3p_6 + p_7 \\
 M_9 &= p_1 + 2p_2 + p_4 + 2p_6 + p_8 \\
 M_{10} &= 2p_1 + p_2 + 2p_4 + p_6 + p_7 \\
 M_{11} &= 3p_1 + p_4 + p_5 + p_6 + p_8 \\
 M_{12} &= 2p_2 + p_3 + 3p_6 \\
 M_{13} &= p_1 + 2p_2 + 2p_4 + p_6 \\
 M_{14} &= 3p_1 + 2p_4 + p_5
 \end{aligned}$$

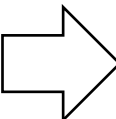
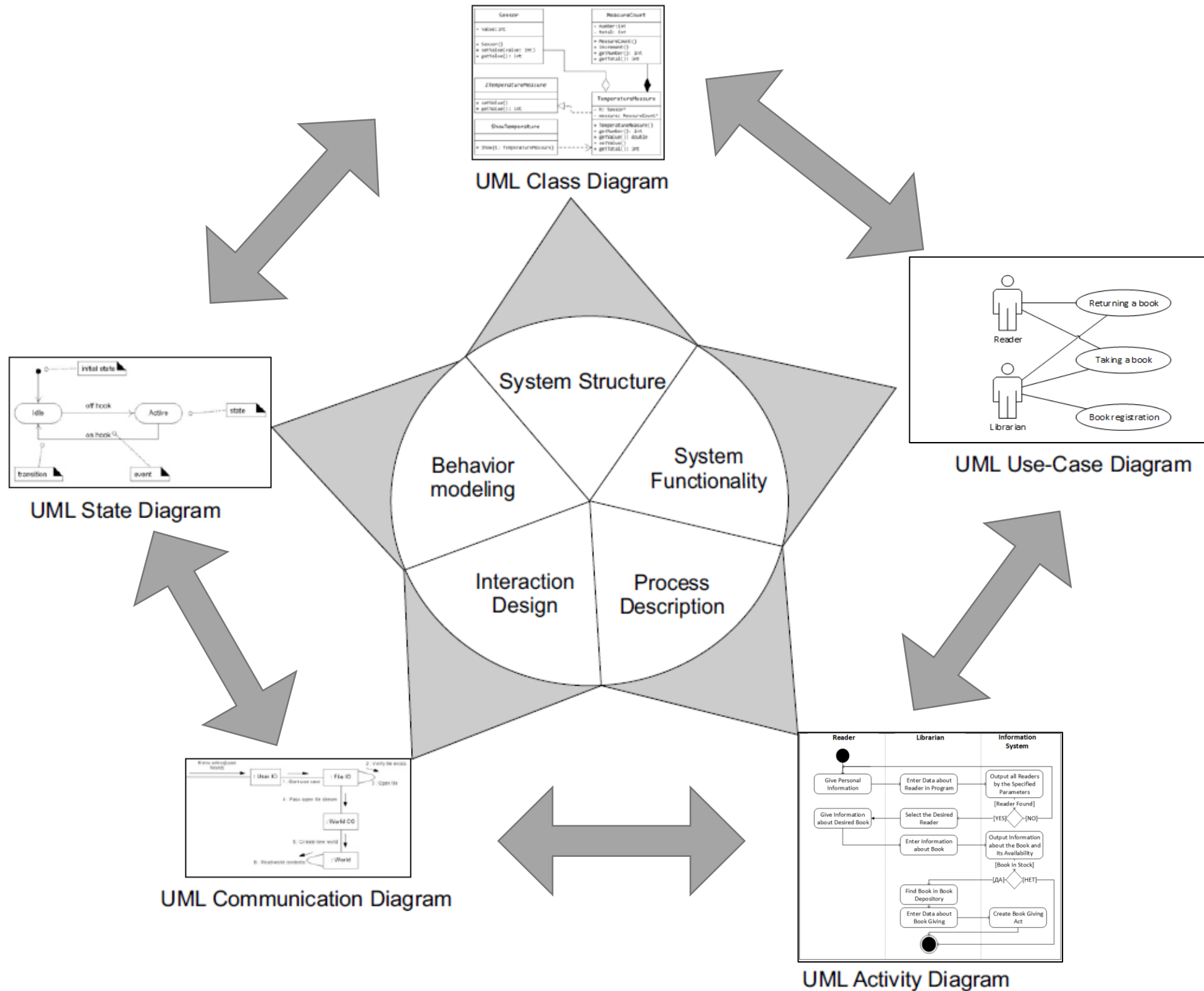
○ good marking ○ dangerous marking ⊕ bad marking ⊗ dead marking



Simulation Models

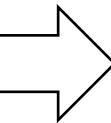
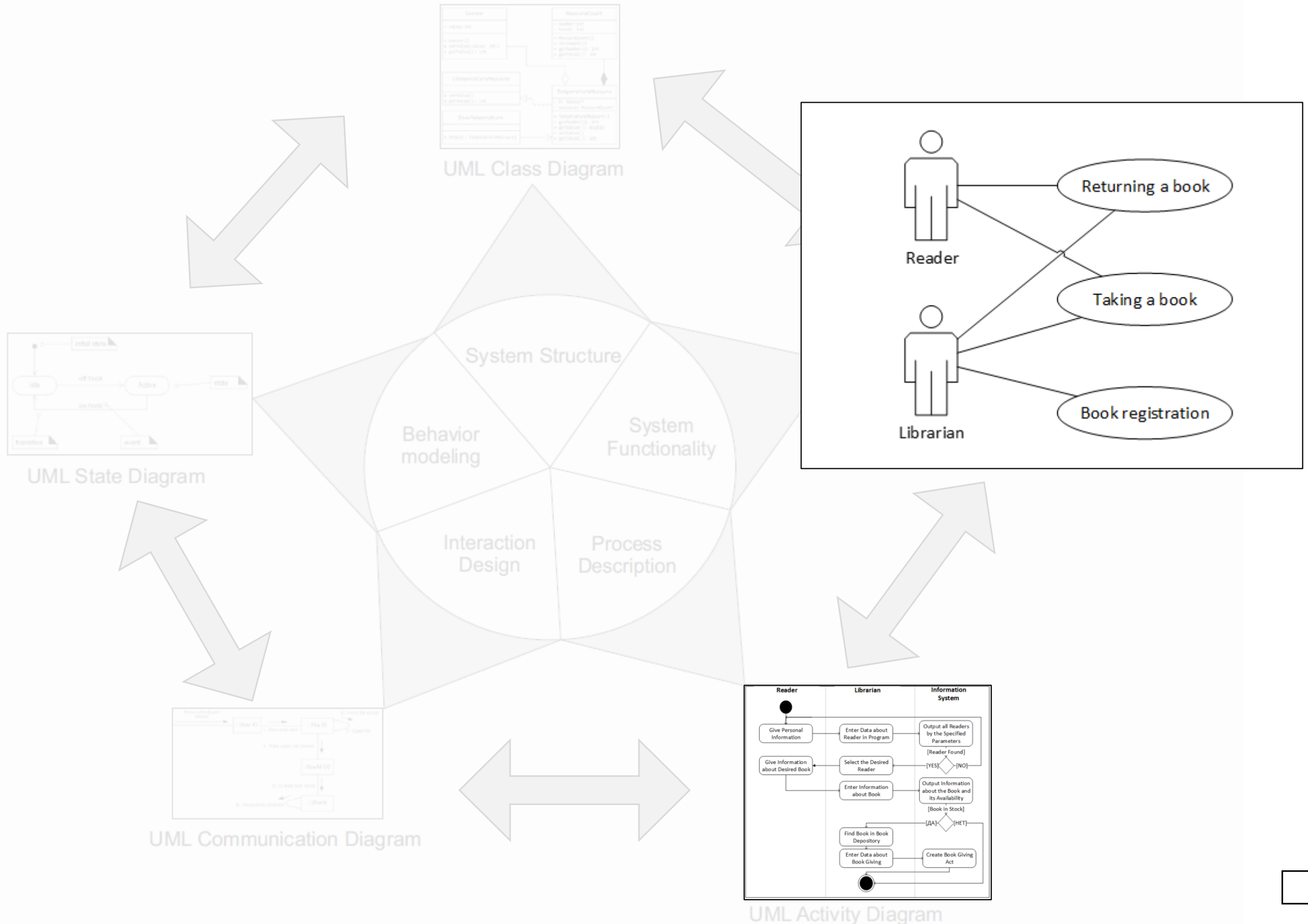


RESEARCH RELEVANCE: RESEARCH AREA PROBLEM



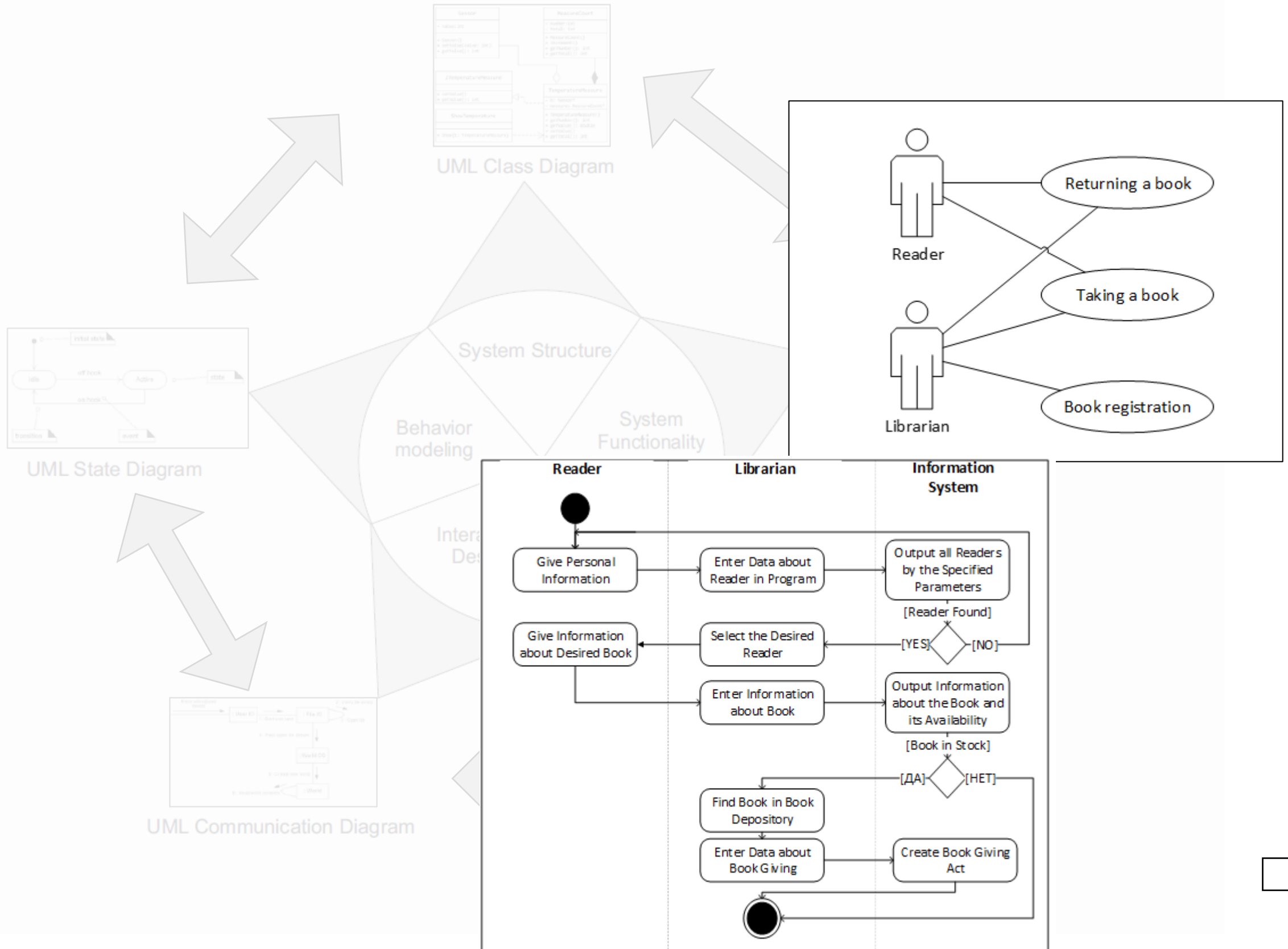


RESEARCH RELEVANCE: TRANSFORMATIONS



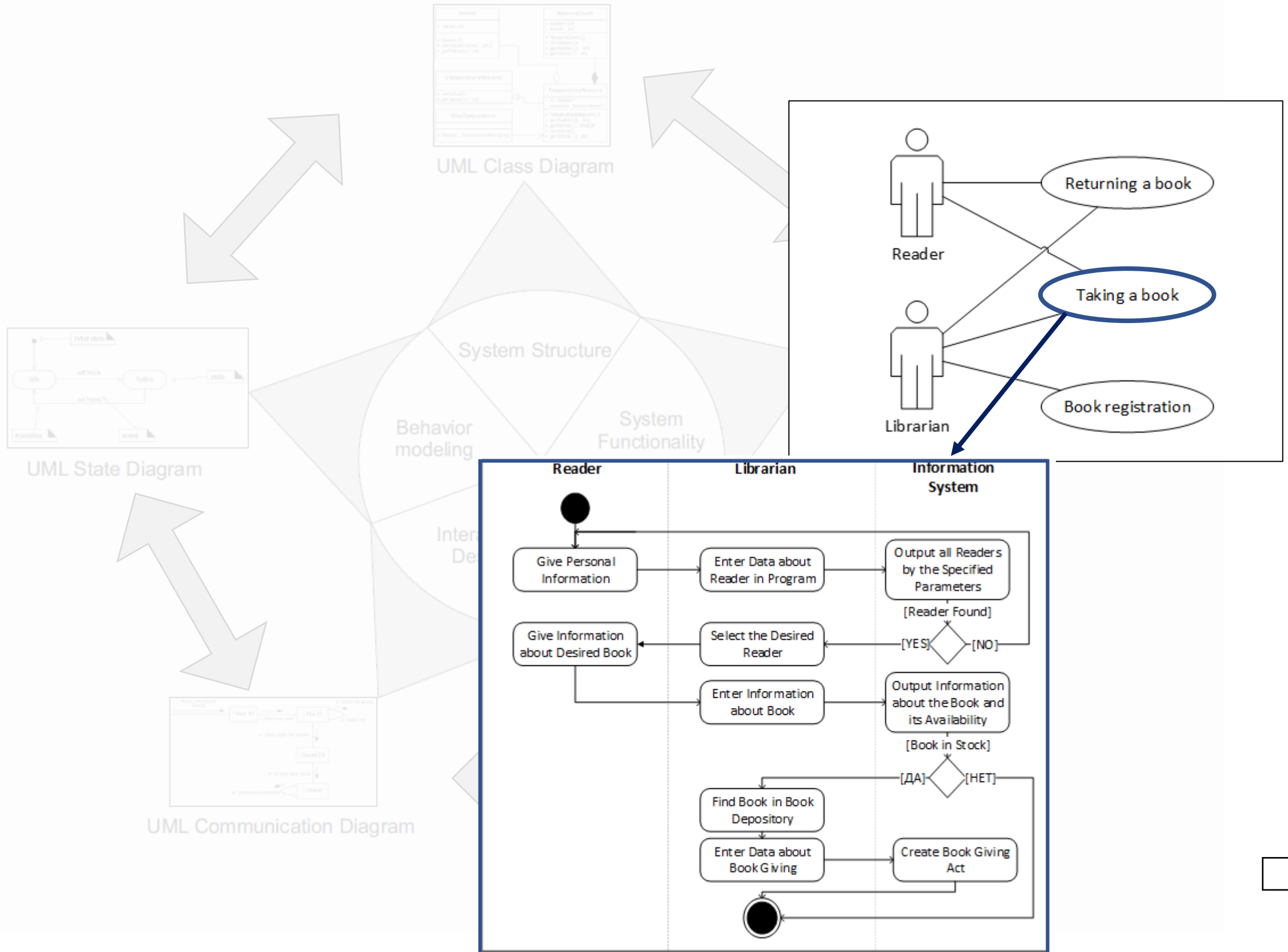


RESEARCH RELEVANCE: TRANSFORMATIONS



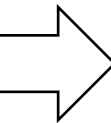
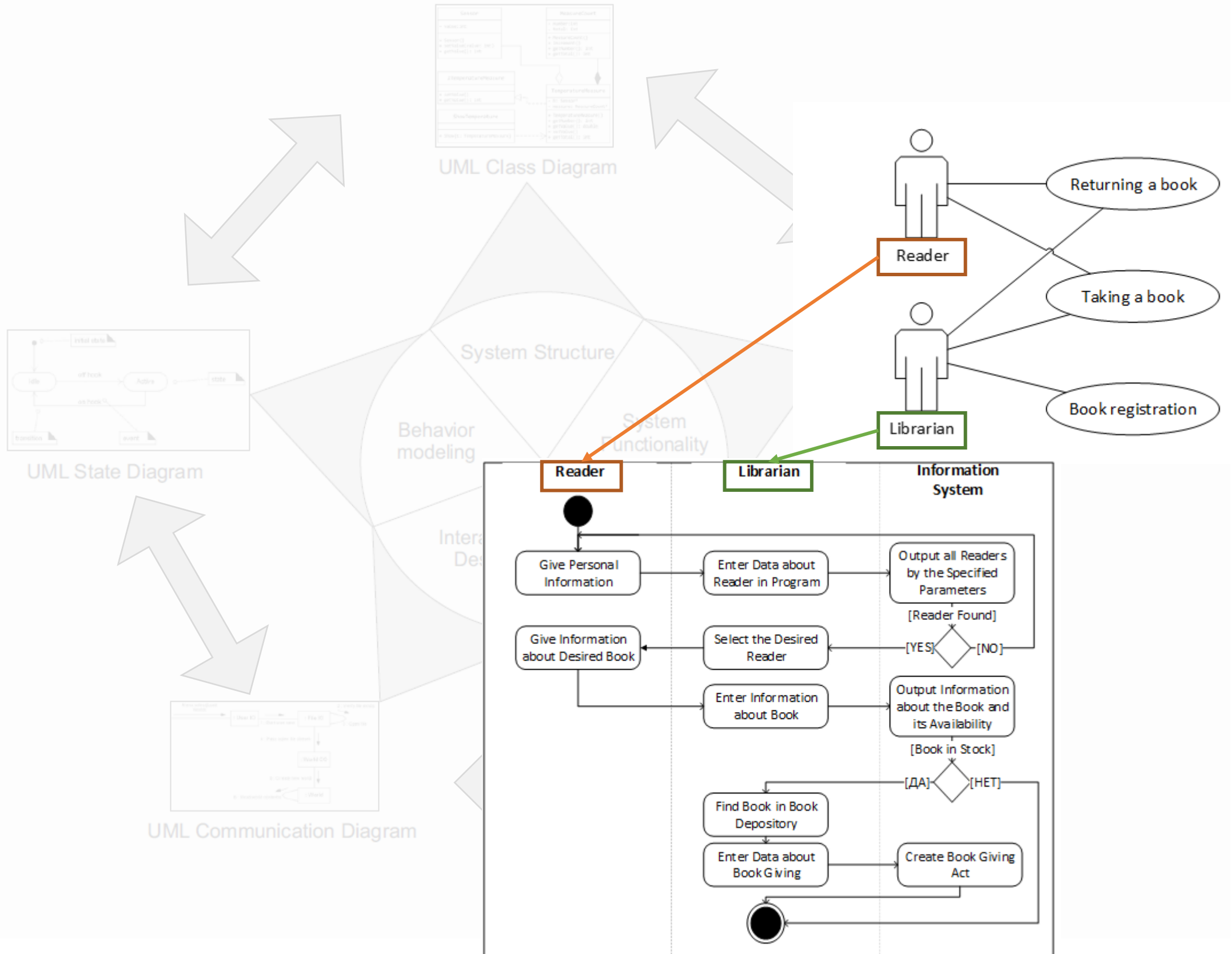


RESEARCH RELEVANCE: TRANSFORMATIONS



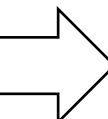
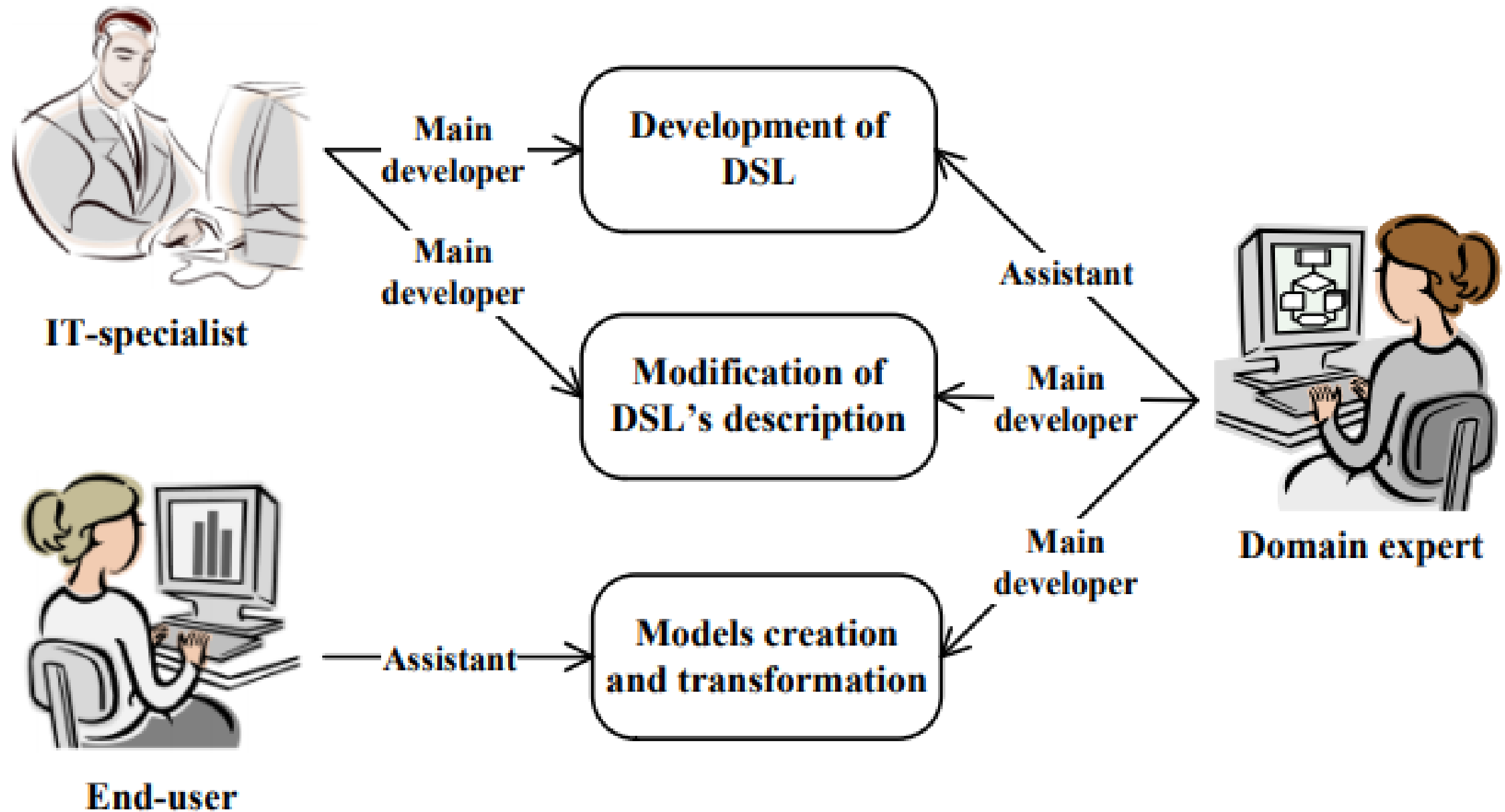


RESEARCH RELEVANCE: TRANSFORMATIONS





RESEARCH RELEVANCE: LANGUAGE FOCUSED APPROACH





RESEARCH RELEVANCE:

RELATED WORKS

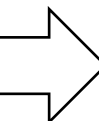
Graph model should:

Allow us to ***formalize the description of all elements***, included in visual languages

Allow us to ***implement general modeling principles***

Provide a possibility to ***implement transformations*** of various types of models

Optimize the algorithms that should be implemented for modeling and solving tasks with models





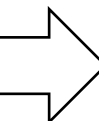
RESEARCH PURPOSE AND TASKS

Purpose:

Defining a *new graph formalism* that can be used as a basis for a DSM platform development, providing a possibility to perform multi-level and multi-aspect modeling.

Tasks:

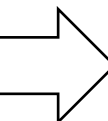
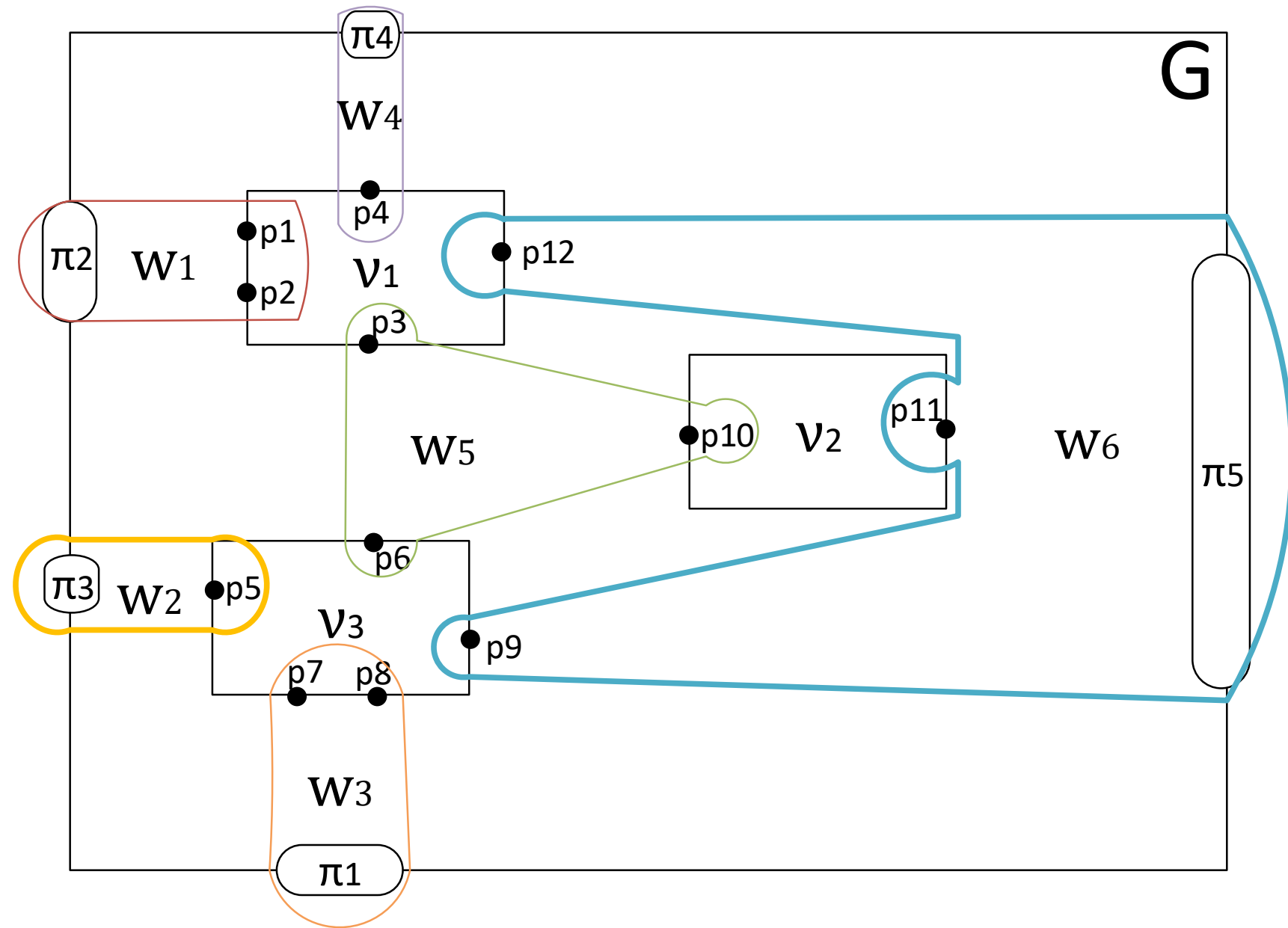
- Analysis of different types of graphs to determine how well they meet the mentioned requirements.
- Development of a new graph formalism and evaluating and comparing it with existing ones.
- Development of algorithms for the new graph formalism.
- Development of a visual editor object model.
- Development of a program, demonstrating the practical significance of the selected graph formalism.



GRAPH MODEL DEFINITION: SETS OF HP-GRAPH

HP-graph is an ordered triple
 $G = (P, V, W)$:

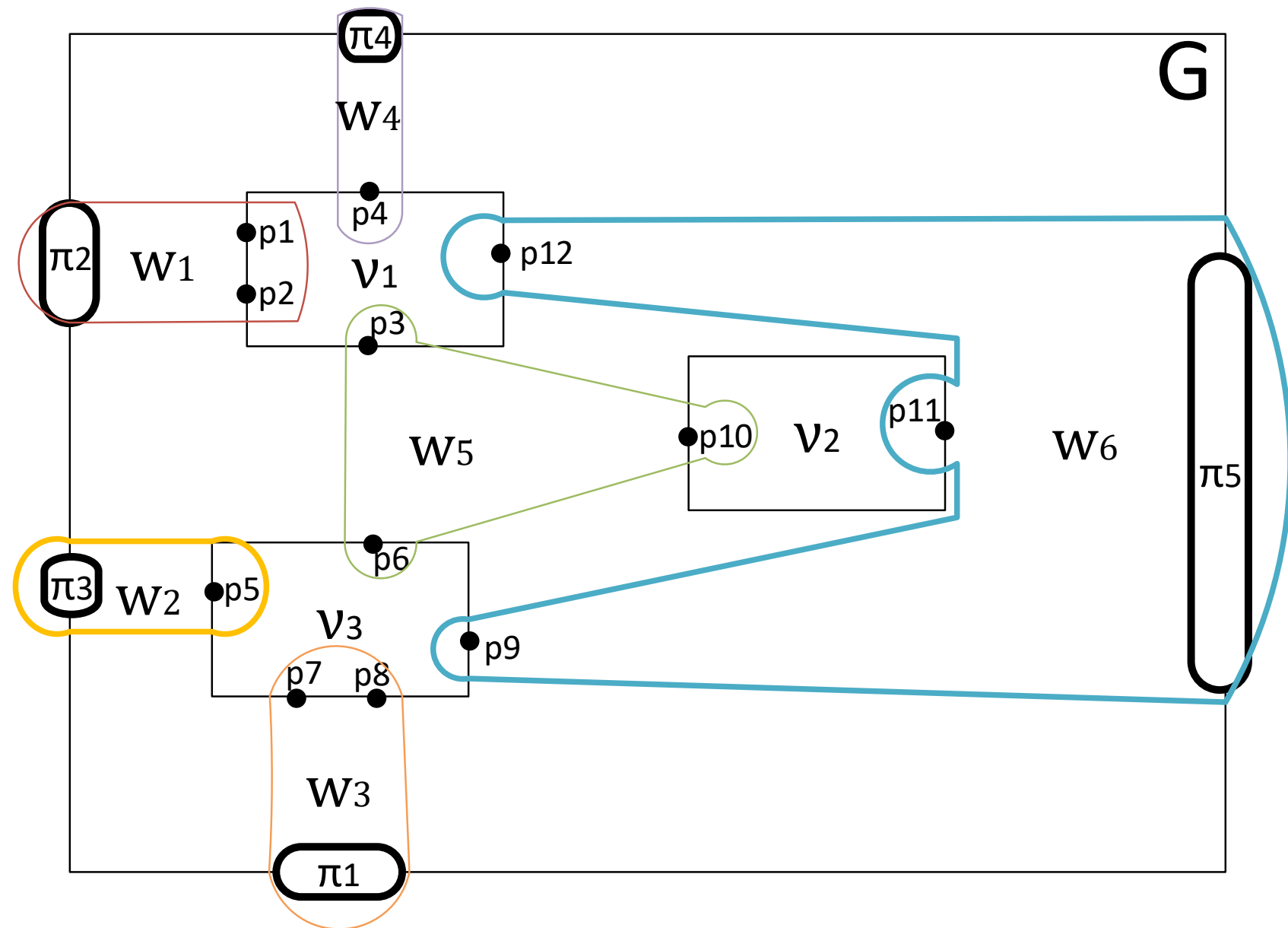
- $P = \{\pi_1, \dots, \pi_n\}$ is a set of external poles of the graph.
- $V = \{v_1, \dots, v_m\}$ is a non-empty set of mutually disjoint vertices, consisting of internal poles.
- $W = \{w_1, \dots, w_l\}$ is a set of hyperedges, consisting of poles.
- Pol is a set of **all** poles of the graph



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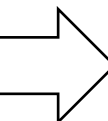
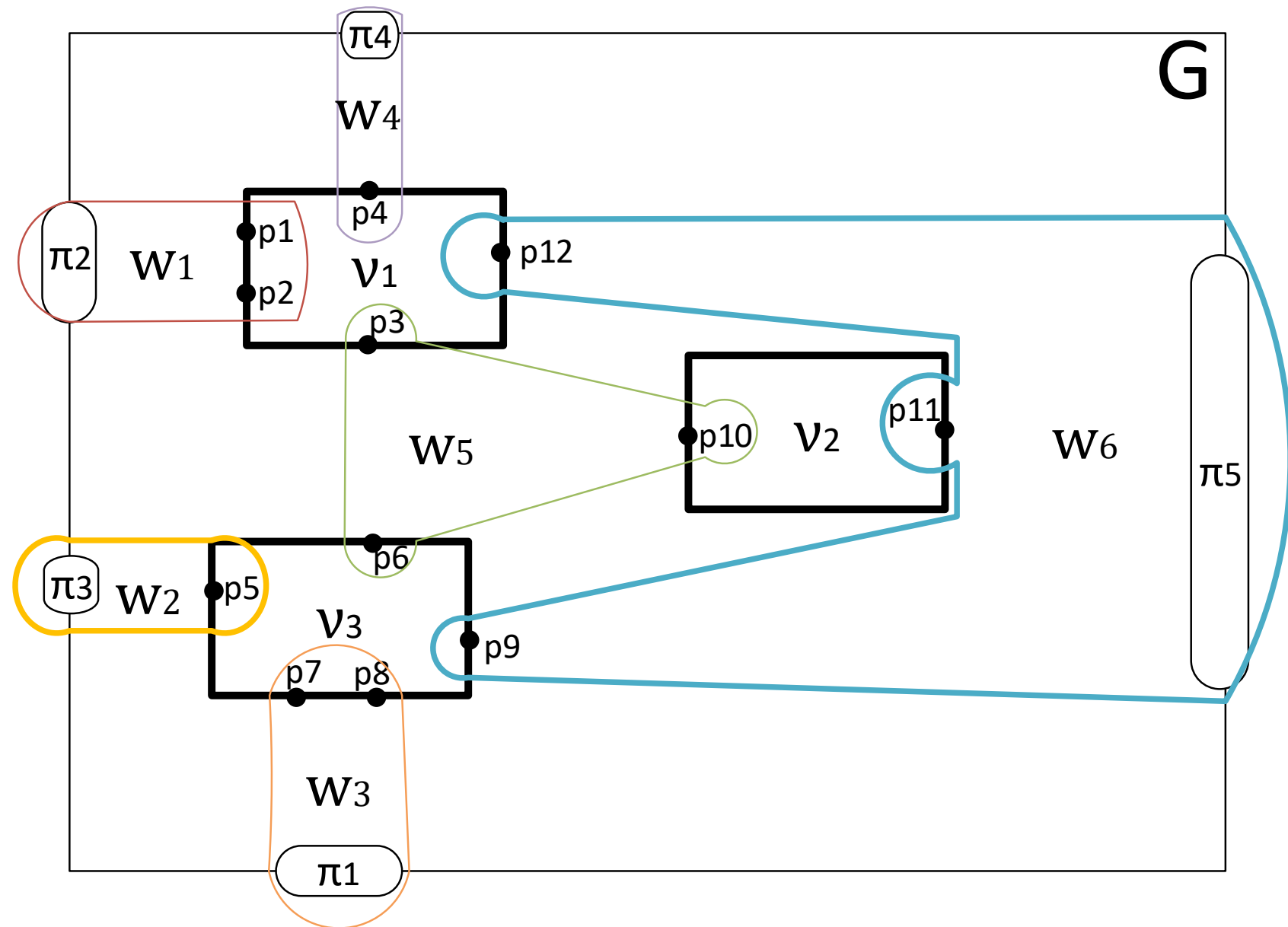


GRAPH MODEL DEFINITION:

SETS OF HP-GRAPH

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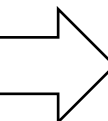
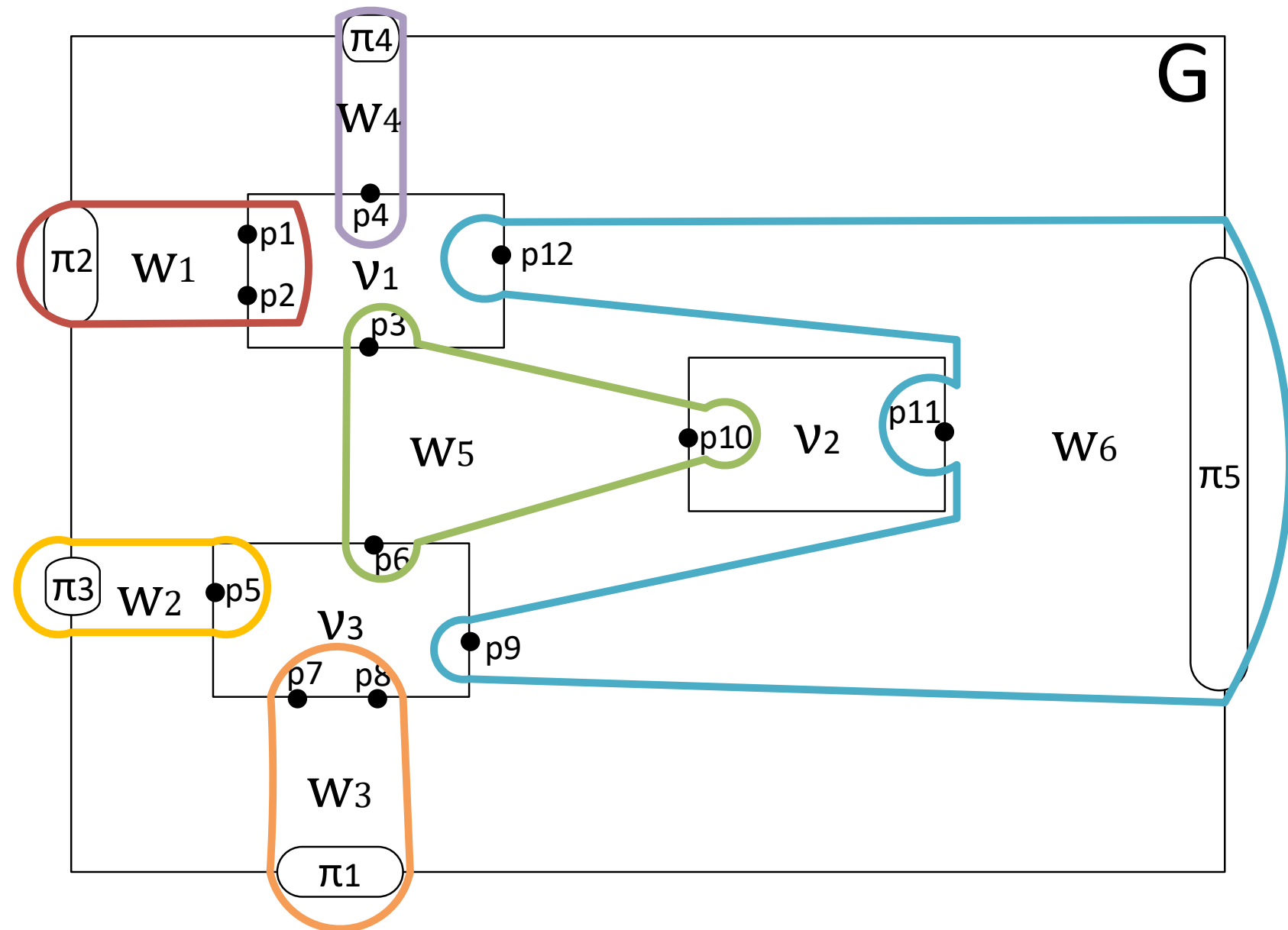
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GRAPH MODEL DEFINITION: SETS OF HP-GRAPH

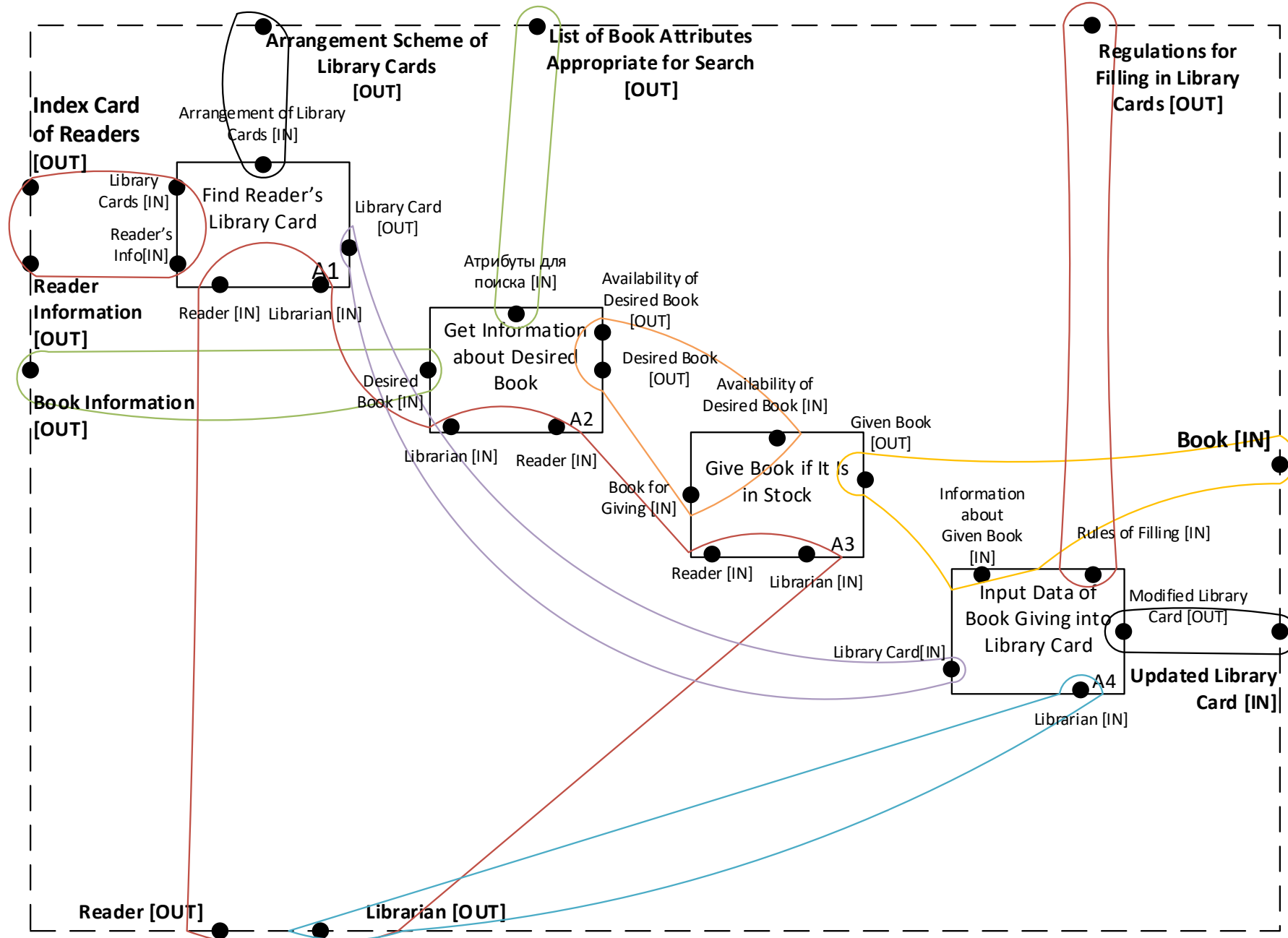
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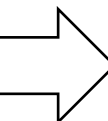


GRAPH MODEL DEFINITION: INPUT AND OUTPUT POLES

- All the *poles* can be input or output (or both)
- Each *vertex* of the graph $v \in V$ is also represented by a set of *input* ($I(v)$) and *output* ($O(v)$) poles
- Each *edge* must contain at least one input pole and one output pole



Business Process of Giving Book

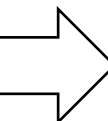




GRAPH MODEL DEFINITION:

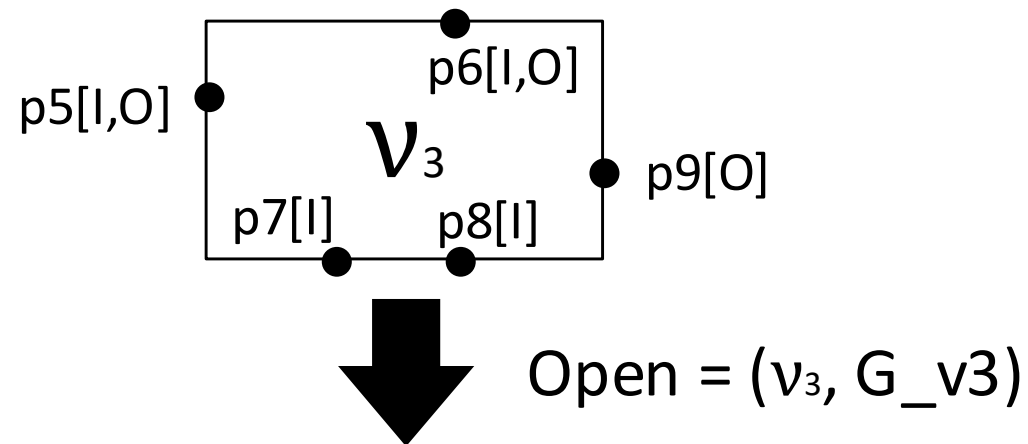
BASIC OPERATIONS OF GRAPH EDITOR

Addition Operations	Removal Operations
1. $v + p1$ – Addition of the inner pole to the vertex	1. $v - p1$ – Removal of the inner pole from the node
2. $G + v$ – Addition of the vertex to the graph	2. $G - v$ – Removal of the node from the graph
3. $G + w$ – Addition of the edge to the graph	3. $G - w$ – Removal of the edge from the graph
4. $w + p1$ – Addition of the inner pole to the edge	4. $w - p1$ – Removal of the inner pole from the edge
5. $w + p2$ – Addition of the outer pole to the edge	5. $w - p2$ – Removal of the external pole from the edge
6. $G + p2$ – Addition of the outer pole to the graph	6. $G - p2$ – Removal of the outer pole from the graph

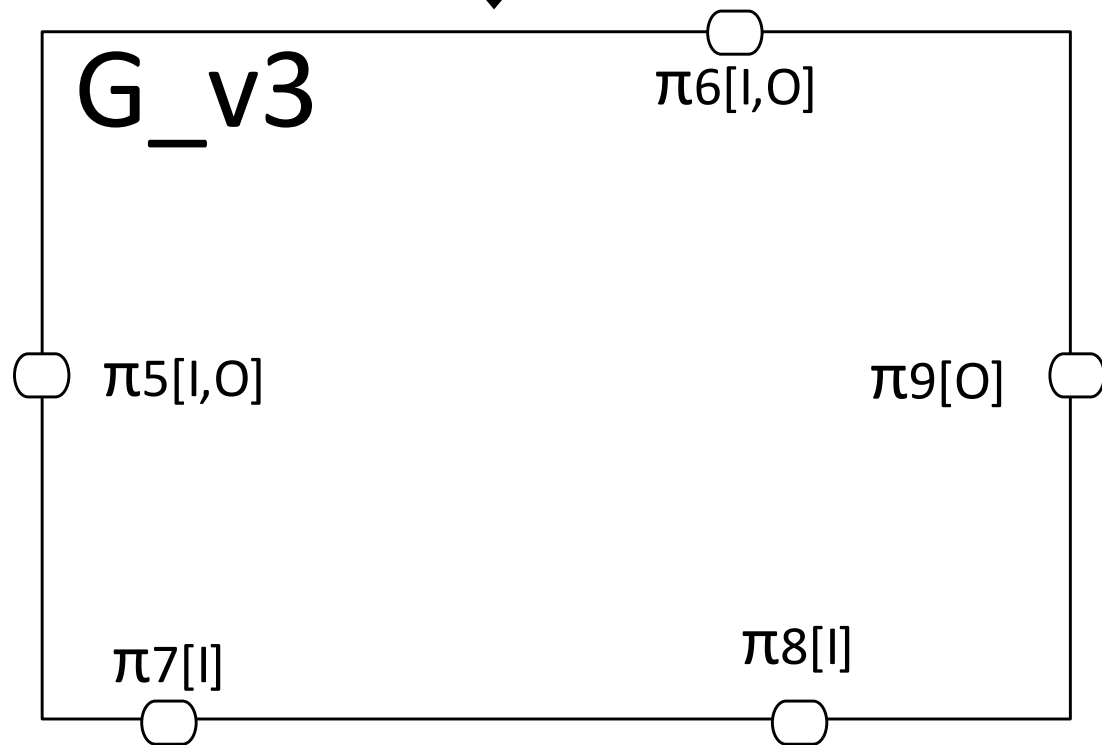




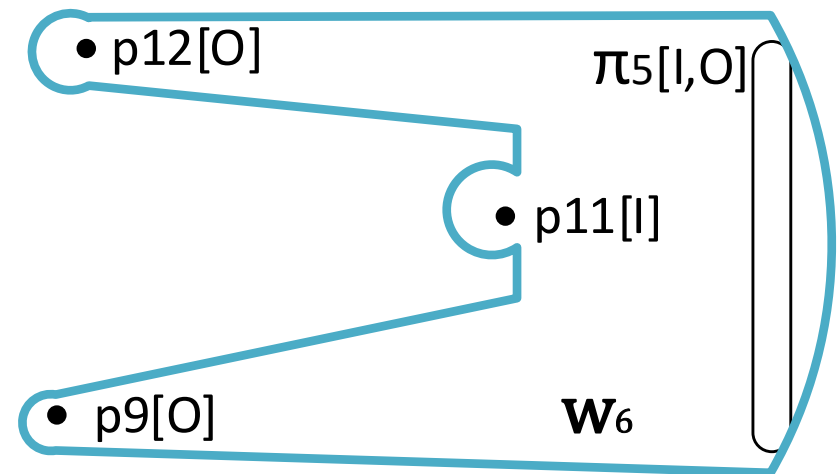
GRAPH MODEL DEFINITION: DECOMPOSITION BY A NEW GRAPH



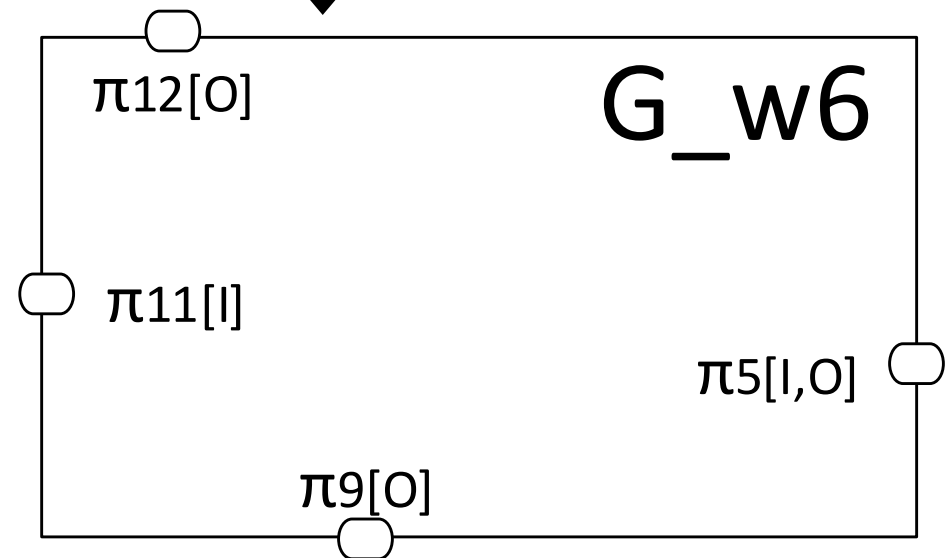
Open = (v_3, G_{v3})



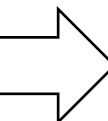
Vertex Decomposition by
a new HP-graph



Open = (w_6, G_{w6})



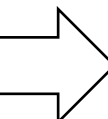
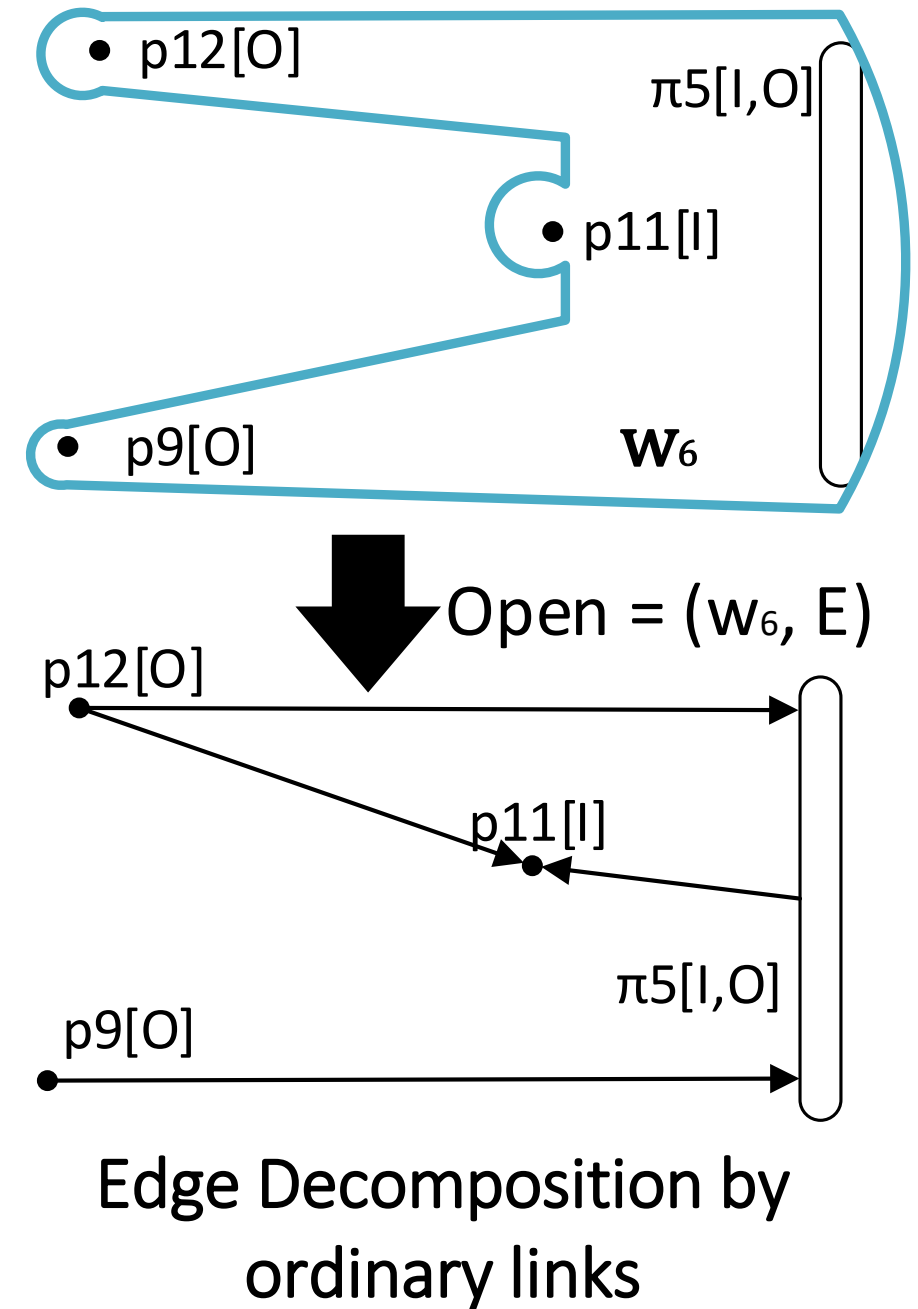
Edge Decomposition by
a new HP-graph





GRAPH MODEL DEFINITION: DECOMPOSITION BY A NEW GRAPH

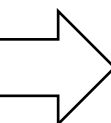
- Every edge can be opened by ordinary links between poles.
- For every edge $w \in W$, a set of links is defined: $E_w = \{e_1, \dots, e_n\} \subset I(w) \times O(w)$, where every link is a pair (p, r) provided that $p \in I(w)$, $r \in O(w)$.
- As $E_w \subset I(w) \times O(w)$, some input and output poles can be unconnected such as poles $p9[O]$ and $p11[I]$





COMPARING GRAPH MODELS

Graph model	Representation in the HP-graph $G' = (P', V', W')$
Oriented Graph $G = (V, E)$	$V = P' = V'$, where $\forall v' \in V': [v' = 1]$ $E = W'$, where $\forall w' \in W': [w' = 2]$
Hypergraph $G = (X, E)$	$X = P' = V'$, where $\forall v' \in V': [v' = 1]$ $E = W'$
Hi-graph $G = (X, E)$	$\{x \mid x \in X \ \& \ x = 1\} = P' = V'$, where $\forall v' \in V': [v' = 1]$ $E \cup \{x \mid x \in X \ \& \ x > 1\} = W'$
Metagraph $G = (V, MV, E)$	$V = P' = V'$, where $\forall v' \in V': [v' = 1]$ $E \cup MV = W'$
P-graph $G = (P, V, W)$	$P = P'$ $V = V'$ $W = W'$, where $\forall w' \in W': [w' = 2]$





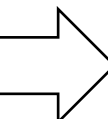
EXAMPLES OF USING: ALGORITHMS

- As is seen, the decomposition of edges and vertices is almost equal, therefore, it is possible to define a **common opening algorithm** for these structures.
- Let us define a set of structures $Str = V \cup W$.
- Hence, $str \in Str$ is a *structure* which can be either a vertex or an edge.
- For every structure str several decoding operations can be defined:

$$Open_{str} \subset str \times G_{all}$$

Procedure DecomposeStructure

```
G = new HPGraph();
foreach p ∈ str:
  if (p ∈ I(str)):
    I(G) = I(G) ∪ p;
  if (p ∈ O(str)):
    O(G) = O(G) ∪ p;
  Openstr = Openstr ∪ (str, G)
```





EXAMPLES OF USING: ALGORITHMS

Let us define a subgraph of an HP-graph:

A *subgraph* of the HP graph $G = (P, V, W)$ is an HP-graph $G' = (P', V', W')$ that is part of the graph G and fulfills the condition $Open' \subset Open$.

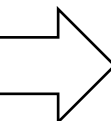
A subgraph can contain vertices called *incomplete* (partials) whose sets of poles can only be part of the sets of poles of the vertices of the original graph.

Transformation can be divided into 2 parts:

- **Removal of a subgraph, isomorphic to a pattern**
- Addition of a replacement graph to the original graph

Function DeleteGraph(HostG, G_L)

```
 $G' = Find\_Isomorphic\_Subgraph(HostG, G_L);$   
 $partials = \{\}$   
foreach  $w' \in W(G')$ :  
     $W(HostG) = W(HostG) \setminus \{w'\};$   
foreach  $v' \in V(G')$ :  
    if ( $v' \in V(HostG)$ ):  
         $V(HostG) = V(HostG) \setminus \{v'\};$   
    else:  
         $partials = partials \cup \{v'\};$   
foreach  $p' \in P(G')$ :  
    if ( $\neg \exists w \in W(HostG)[p' \in w]$ ):  
         $P(HostG) = P(HostG) \setminus p';$   
return  $partials;$ 
```





EXAMPLES OF USING: ALGORITHMS

Let us define a subgraph of an HP-graph:

A *subgraph* of the HP graph $G = (P, V, W)$ is an HP-graph $G' = (P', V', W')$ that is part of the graph G and fulfills the condition $Open' \subset Open$.

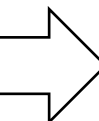
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- Removal of a subgraph, isomorphic to a pattern
- **Addition of a replacement graph to the original graph**

Procedure AddGraph(HostG, G_R , partials)

```
foreach  $p \in P(G_R)$ :
  if  $p \notin P(HostG)$ :
     $P(HostG) = P(HostG) \cup \{p\}$ ;
foreach  $v \in V(G_R)$ :
  if ( $v \notin Partials$ ):
     $V(HostG) = V(HostG) \cup \{v\}$ ;
foreach  $w \in W(G_R)$ :
   $W(HostG) = W(HostG) \cup \{w\}$ ;
```



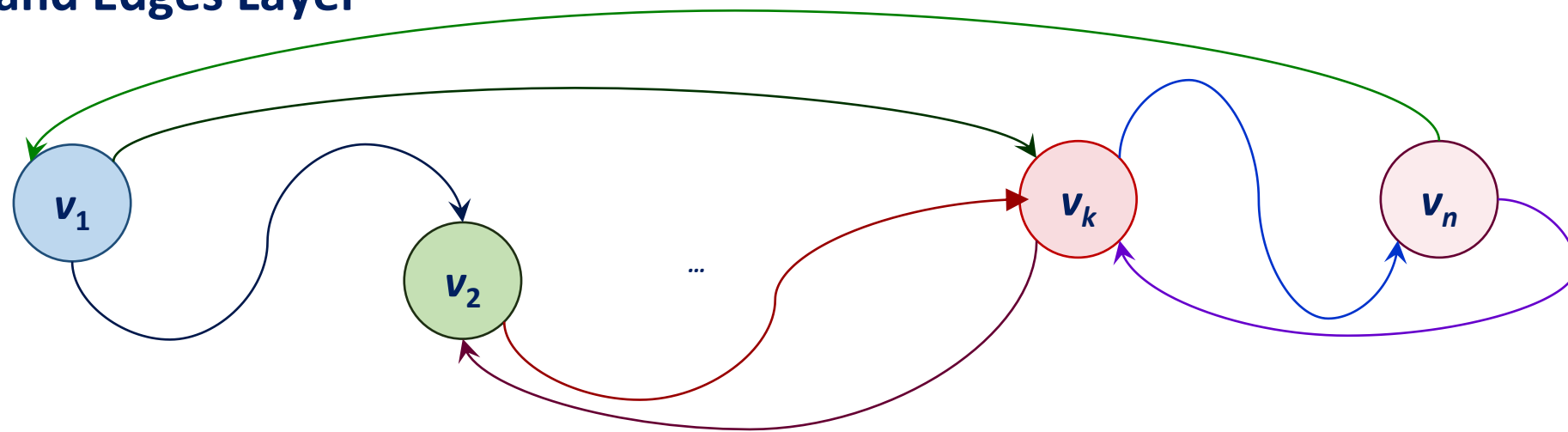


TIME COMPLEXITY: LAYER STRUCTURE FOR OPTIMIZING ALGORITHMS

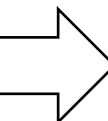
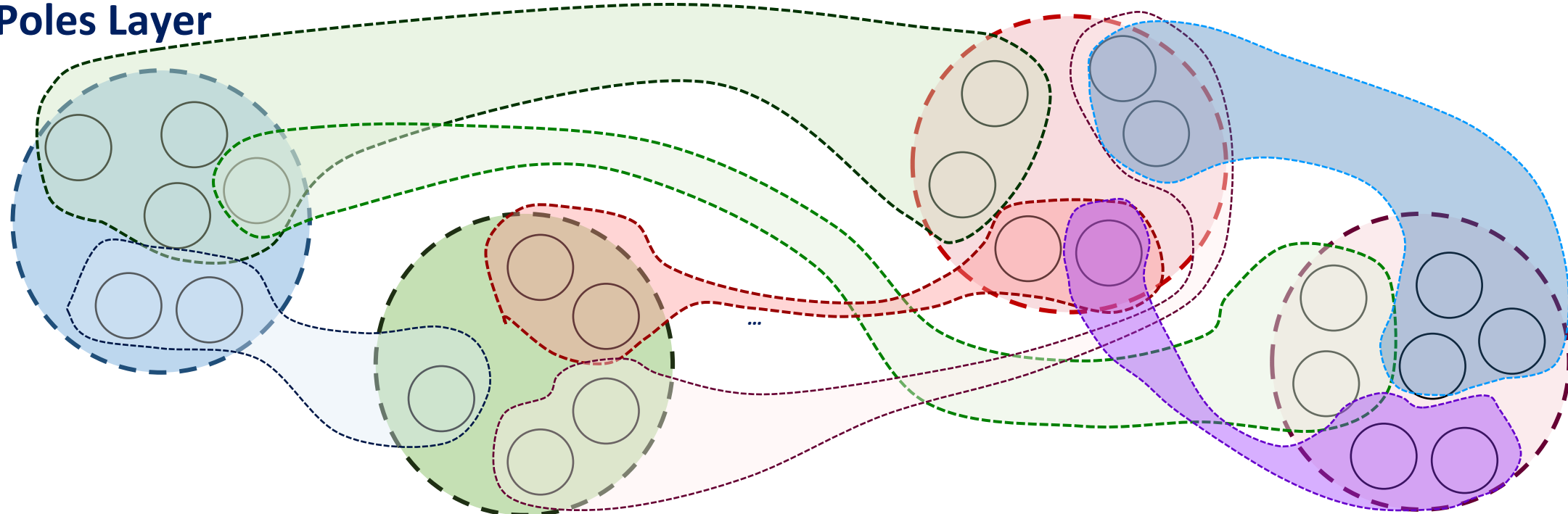
Graph Layer



Vertices and Edges Layer



Poles Layer



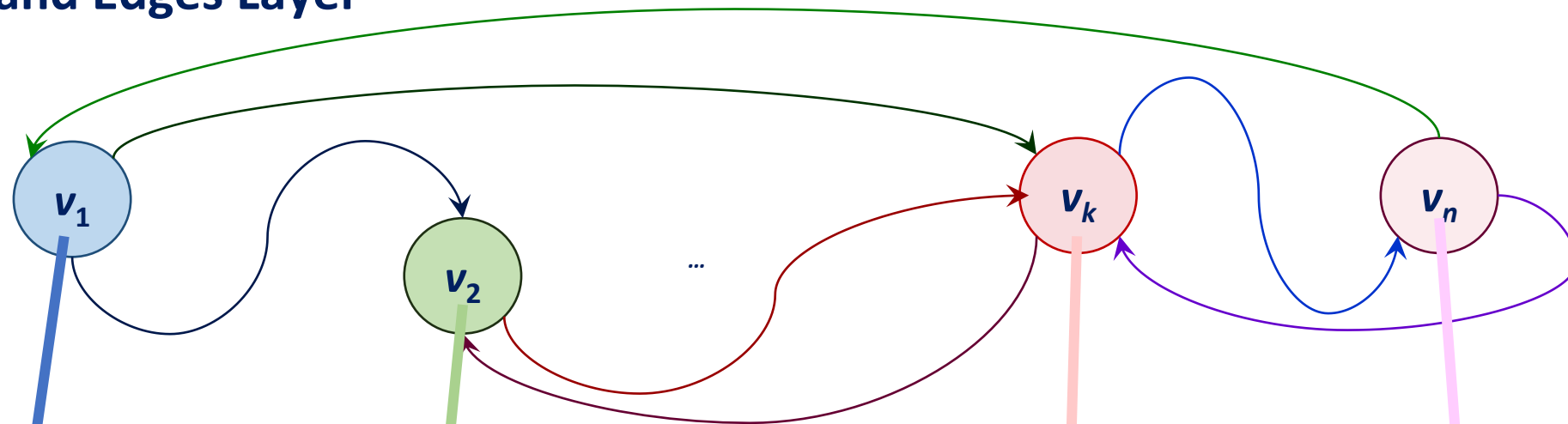


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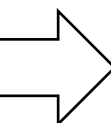
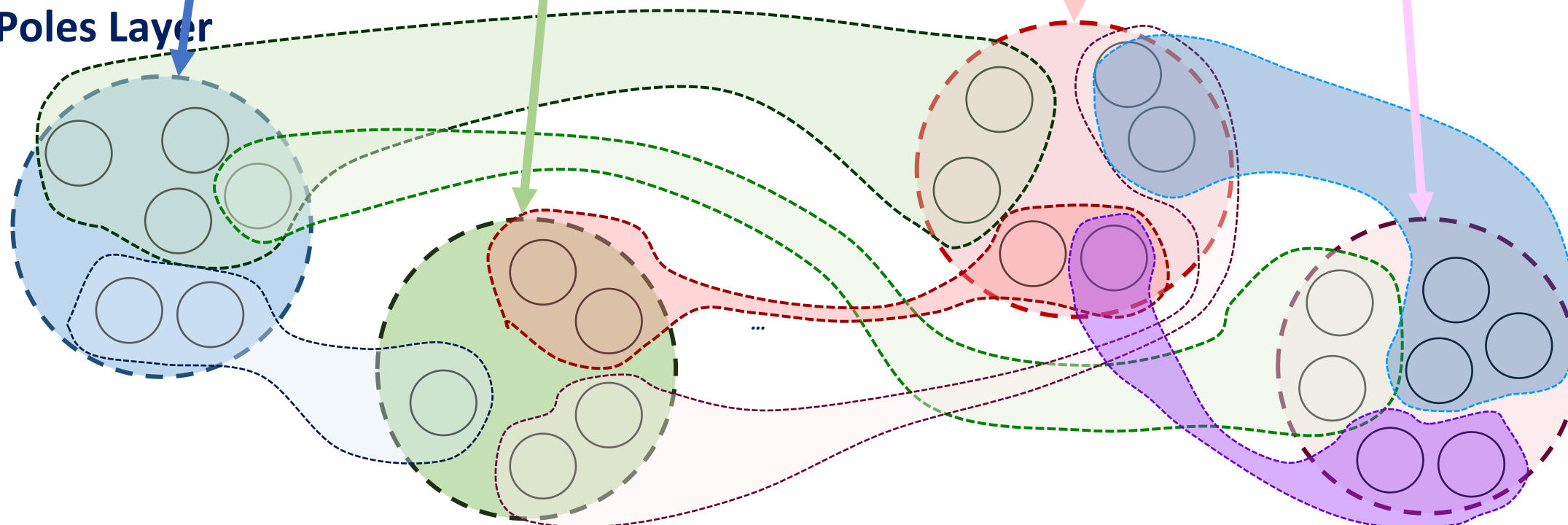
Graph Layer



Vertices and Edges Layer



Poles Layer



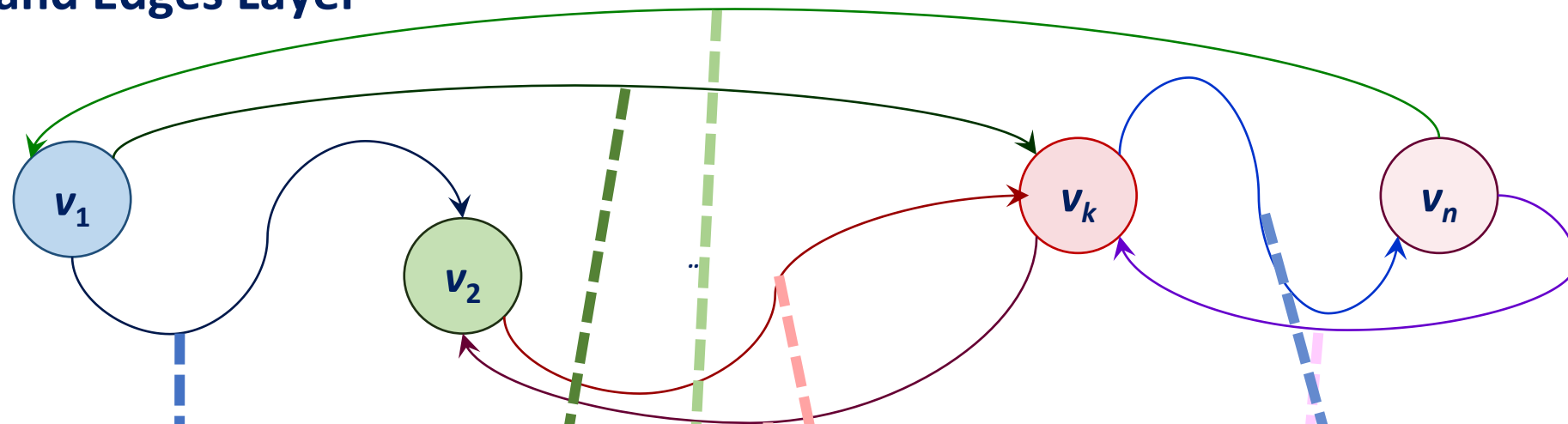


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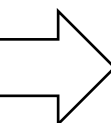
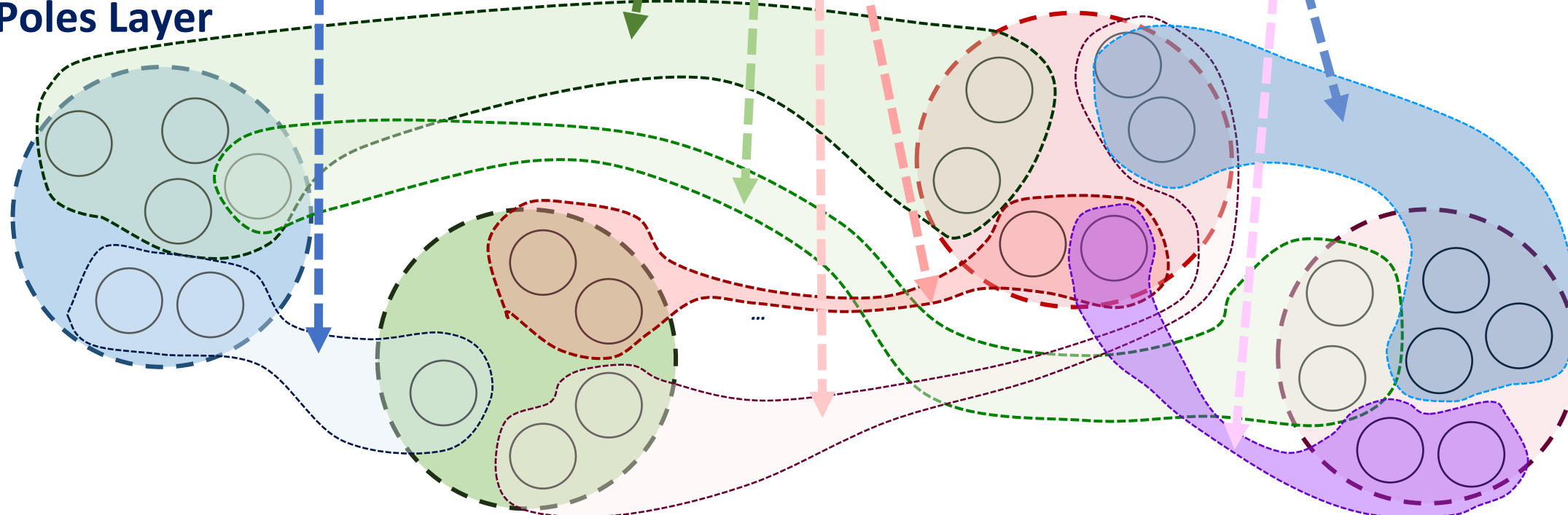
Graph Layer



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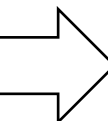
Graph Layer

HP-Graph

Vertices and Edges Layer

A	v_1	v_2	...	v_j	...	v_{n-1}	v_n
v_1	a_{11}	a_{12}	...	$a_{1,j}$...	$a_{1,n-1}$	$a_{1,n}$
...
v_i	$a_{i,1}$	$a_{i,2}$...	$a_{i,j}$...	$a_{2,n-1}$	$a_{2,n}$
...
v_n	$a_{n,1}$	$a_{n,2}$...	$a_{n,j}$...	$a_{n,n-1}$	$a_{n,n}$

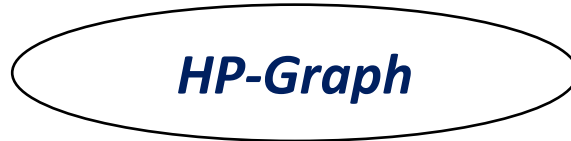
Pol





TIME COMPLEXITY: LAYER STRUCTURE FOR OPTIMIZING ALGORITHMS

Graph Layer



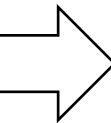
Vertices and Edges Layer

A	v_1	v_2	...	v_j	...	v_{n-1}	v_n
v_1	$a_{1,1}$	$a_{1,2}$...	$a_{1,j}$...	$a_{1,n-1}$	$a_{1,n}$
...
v_i	$a_{i,1}$	$a_{i,2}$...	$a_{i,j}$...	$a_{i,n-1}$	$a_{i,n}$
...
v_n	$a_{n,1}$	$a_{n,2}$...	$a_{n,j}$...	$a_{n,n-1}$	$a_{n,n}$

Pol

```

G = HostG();
n = |V(G)|;
A = New Matrix([n, n]);
for i = 1 to n step 1:
  for j = 1 to n step 1:
    for each w ∈ W(G):
      ...  $a_{i,j} = P(v_i) \cap P(w) \neq \emptyset$  and  $P(v_j) \cap P(w) \neq \emptyset$  ...
return A;
  
```



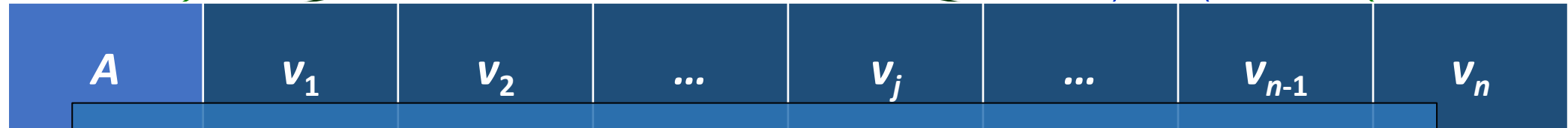


TIME COMPLEXITY: LAYER STRUCTURE FOR OPTIMIZING ALGORITHMS

Graph Layer



Vertices and Edges Layer



```

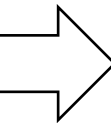
G = HostG();
n = |V(G)|;
A = New Matrix([n, n]);
for i = 1 to n step 1:
  for j = 1 to n step 1:
    ai,j = P(vi) ∩ P(vj) ≠ ∅ and P(vi) ∩ P(vj) ≠ ∅
  
```

```

G = HostG();
n = |V(G)|;
A = New Matrix([n, n]);
for i = 1 to n step 1:
  for j = 1 to n step 1:
    for each w ∈ W(G):
      ai,j = O(vi) ∩ P(w) ≠ ∅ and I(vj) ∩ P(w) ≠ ∅
  
```

return A;

Pol

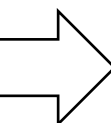




CONCLUSION

- The definition of the mathematical apparatus underlying the visual model editor was given above.
- Algorithms for decoding vertices and edges, as well as algorithms for performing transformations, were described.
- The HP-graph unites expressive possibilities of various types of graphs, therefore, algorithms that are designed for these types of graphs can also be implemented for HP graphs.
- The time complexity of model transformation algorithms can be reduced.

The paper proves that HP-graph allows the creation of a flexible visual model editor based on this graph formalism for a DSM-platform. Representing both vertices and links as sets of poles simplifies the object model of DSM editor and visual model editing algorithms.





THANKS FOR ATTENTION!

Suvorov Nikolai Mikhailovich

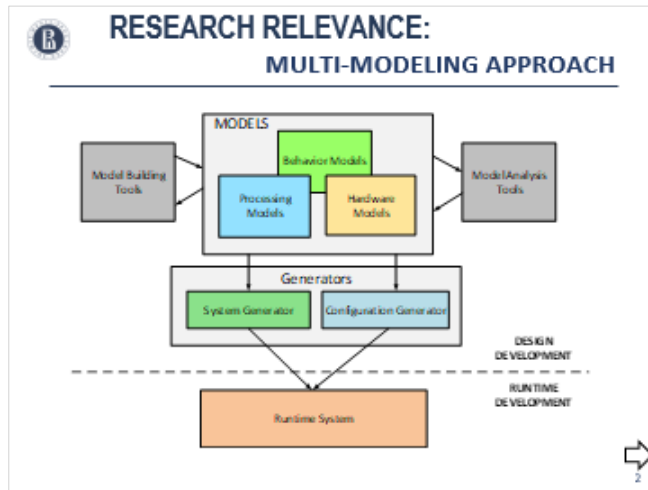
E-mail: *SuvorovNM@gmail.com*

Lyadova Lyudmila Nickolaevna

E-mail: *LNLyadova@gmail.com*



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RESEARCH PURPOSE AND TASKS

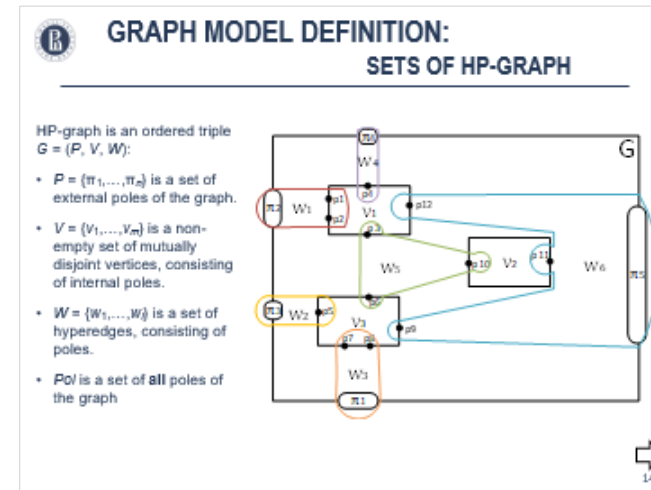
Purpose:
 Defining a *new graph formalism* that can be used as a basis for a DSM platform development, providing a possibility to perform multi-level and multi-aspect modeling.

Tasks:

- Analysis of different types of graphs to determine how well they meet the mentioned requirements.
- Development of a new graph formalism and evaluating and comparing it with existing ones.
- Development of algorithms for the new graph formalism.
- Development of a visual editor object model.
- Development of a program, demonstrating the practical significance of the selected graph formalism.



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COMPARING GRAPH MODELS

Graph model	Representation in the HP-graph $G = (P, V, W)$
Oriented Graph $G = (V, E)$	$V = P = V$, where $\forall v \in V: [v = 1]$ $E = W$, where $\forall w \in W: [w = 2]$
Hypergraph $G = (X, E)$	$X = P = V$, where $\forall v \in V: [v = 1]$ $E = W$
Hi-graph $G = (X, E)$	$\{x \mid x \in X \ \& \ x = 1\} = P = V$, where $\forall v \in V: [v = 1]$ $E \cup \{x \mid x \in X \ \& \ x > 1\} = W$
Metagraph $G = (V, MV, E)$	$V = P = V$, where $\forall v \in V: [v = 1]$ $E \cup MV = W$
P-graph $G = (P, V, W)$	$P = P$ $V = V$ $W = W$, where $\forall w \in W: [w = 2]$



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EXAMPLES OF USING: ALGORITHMS

- As is seen, the decomposition of edges and vertices is almost equal, therefore, it is possible to define a **common opening algorithm** for these structures.
- Let us define a set of structures $Str = V \cup W$.
- Hence, $str \in Str$ is a structure which can be either a vertex or an edge.
- For every structure str several decoding operations can be defined:
 $Open_{str} \subset str \times G_{str}$

Procedure Decompose Structure

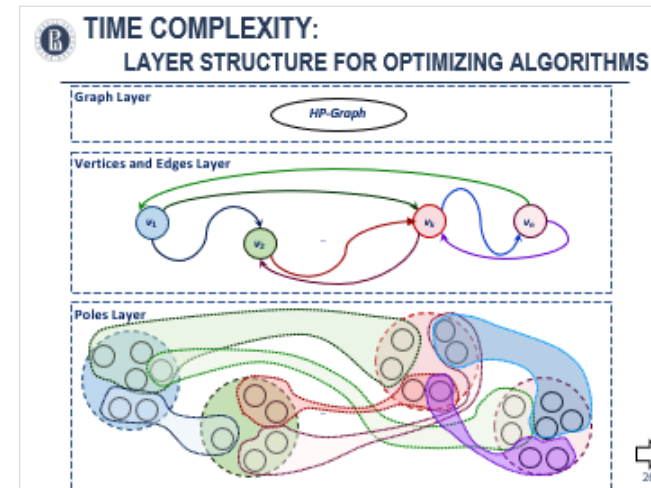
```

G = new HPGraph();
foreach p in Str:
  if (p in V):
    G = G ∪ p;
  if (p in W):
    G = G ∪ p;
  Open_str = Open_str ∪ (str, G)

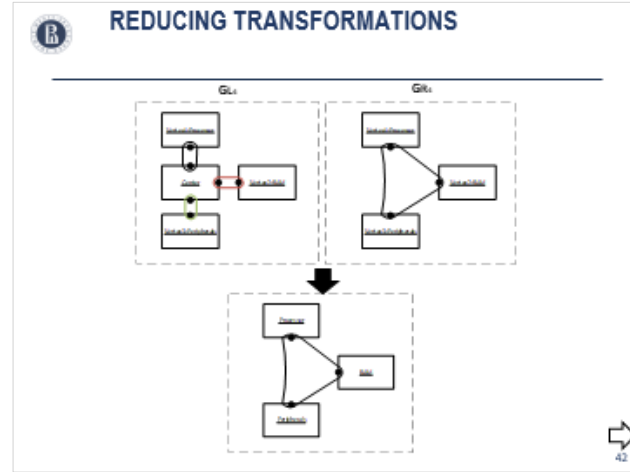
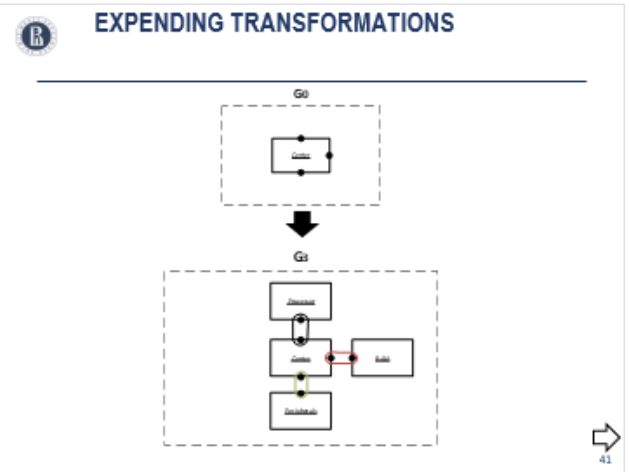
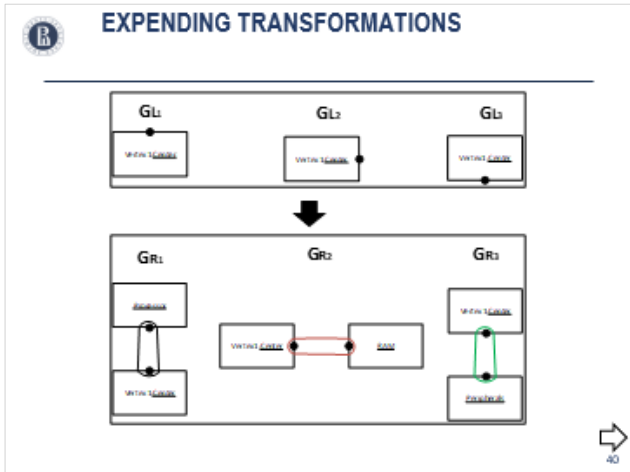
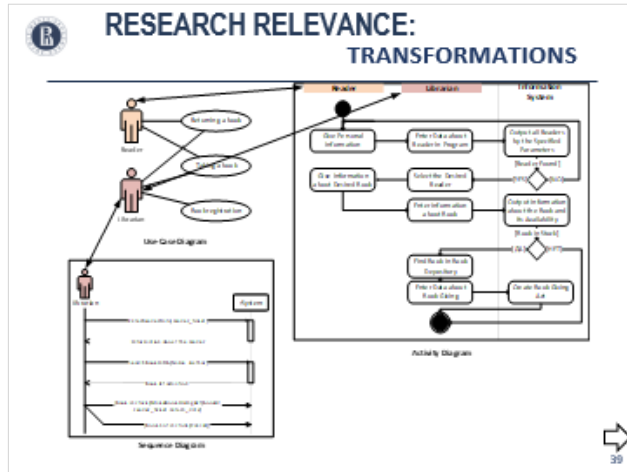
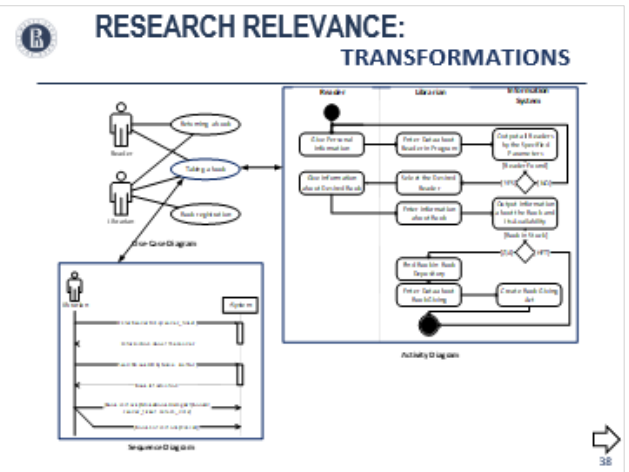
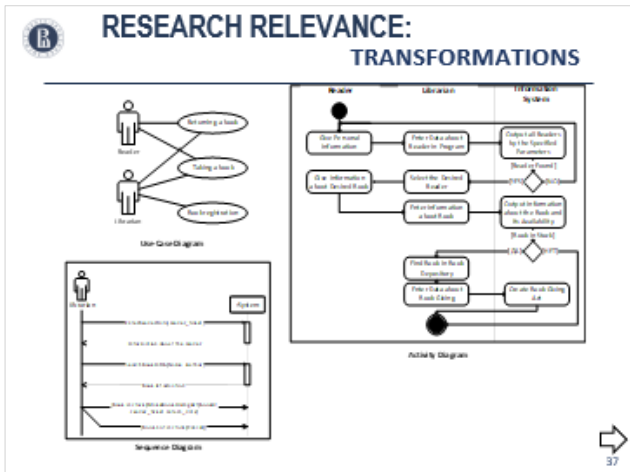
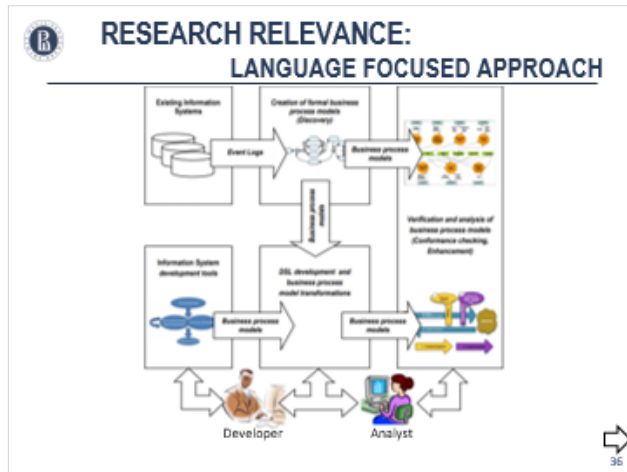
```



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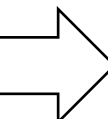
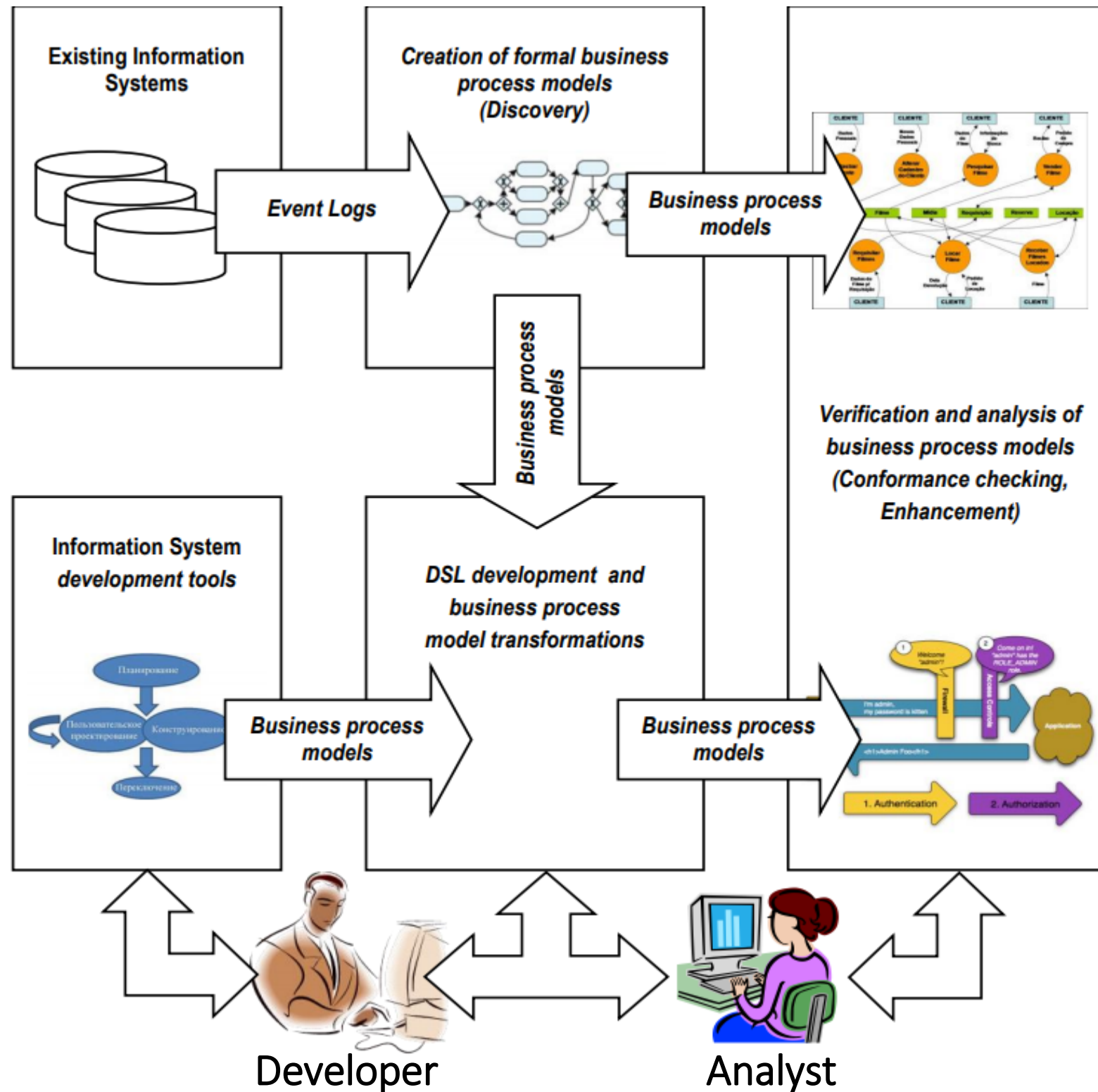


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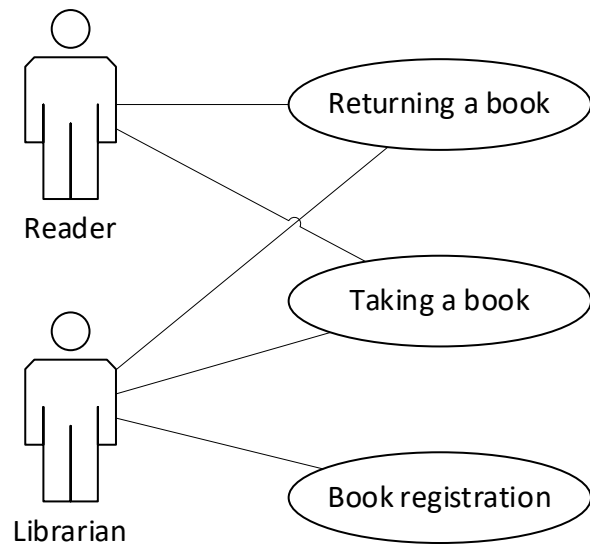


RESEARCH RELEVANCE: LANGUAGE FOCUSED APPROACH

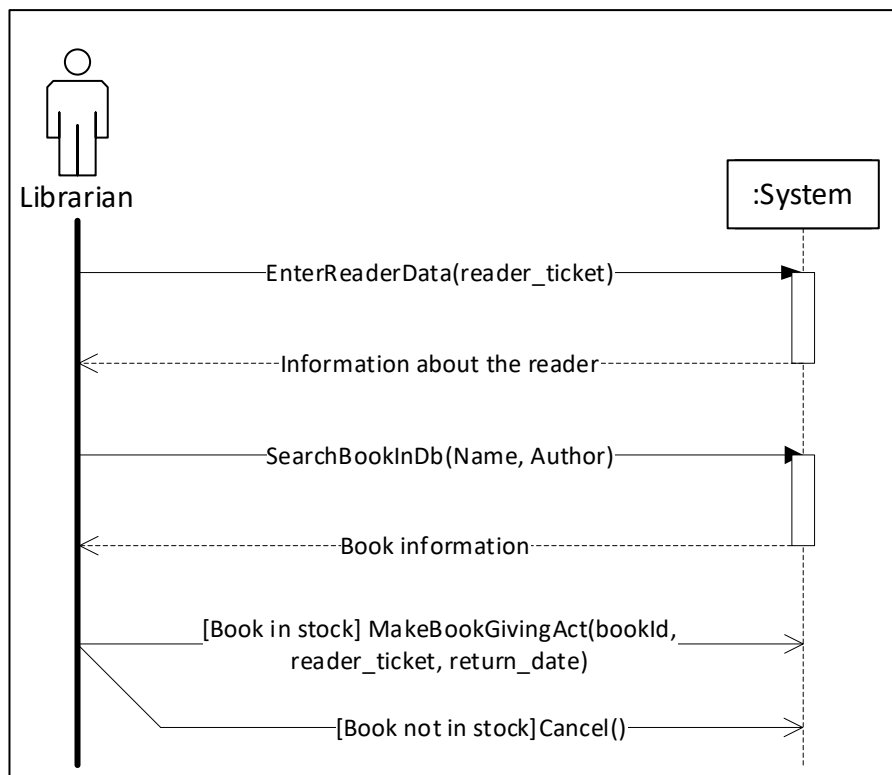




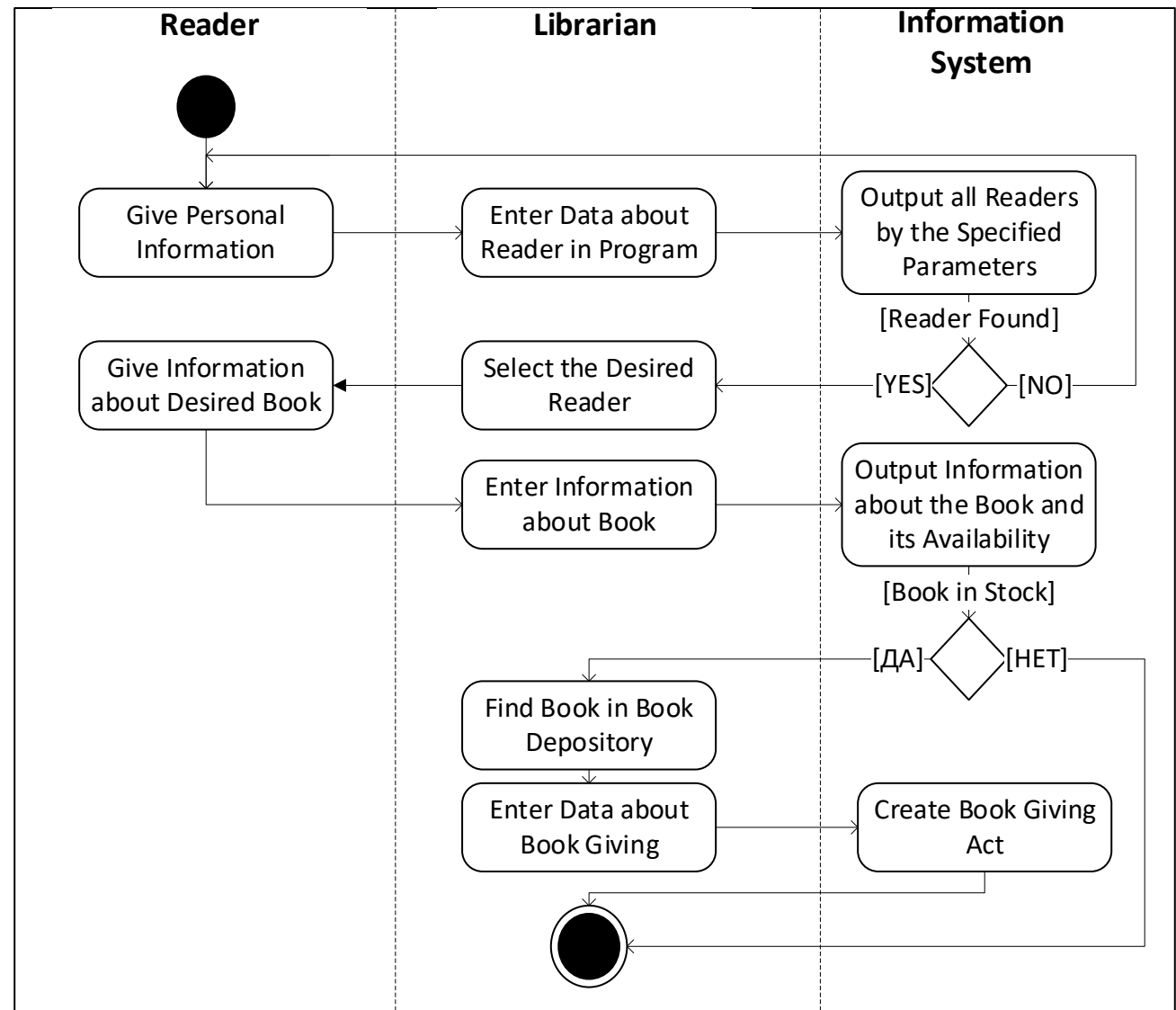
RESEARCH RELEVANCE: TRANSFORMATIONS



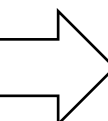
Use-Case Diagram



Sequence Diagram

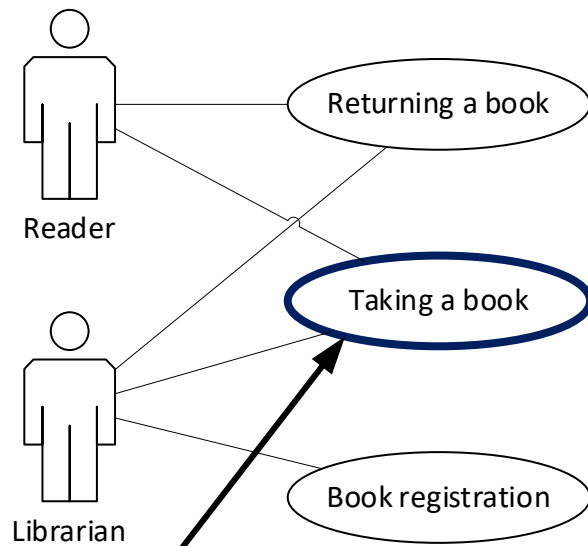


Activity Diagram

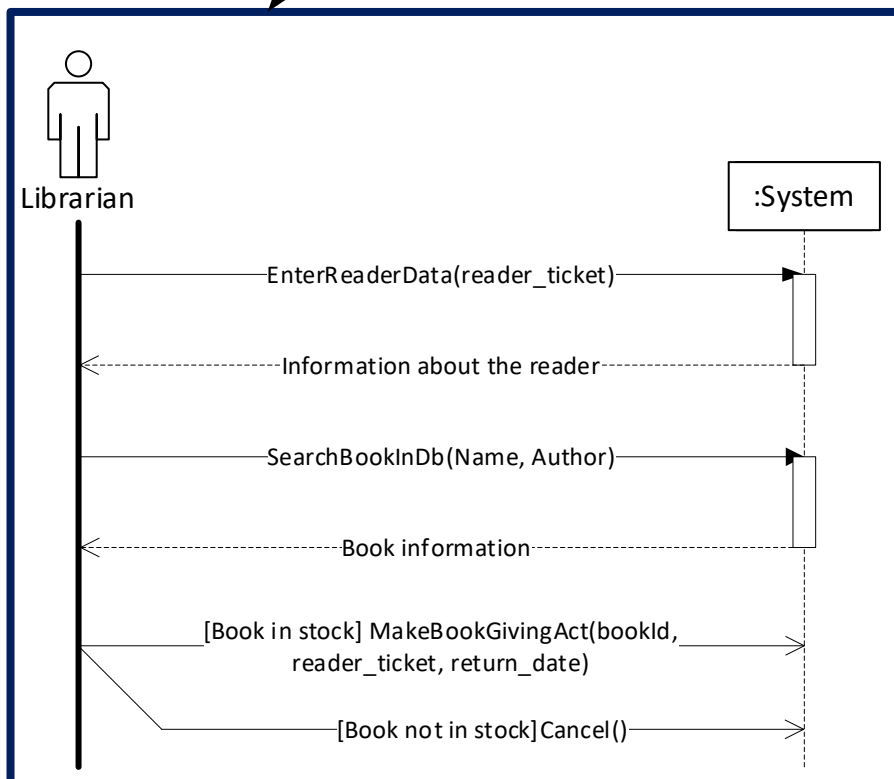




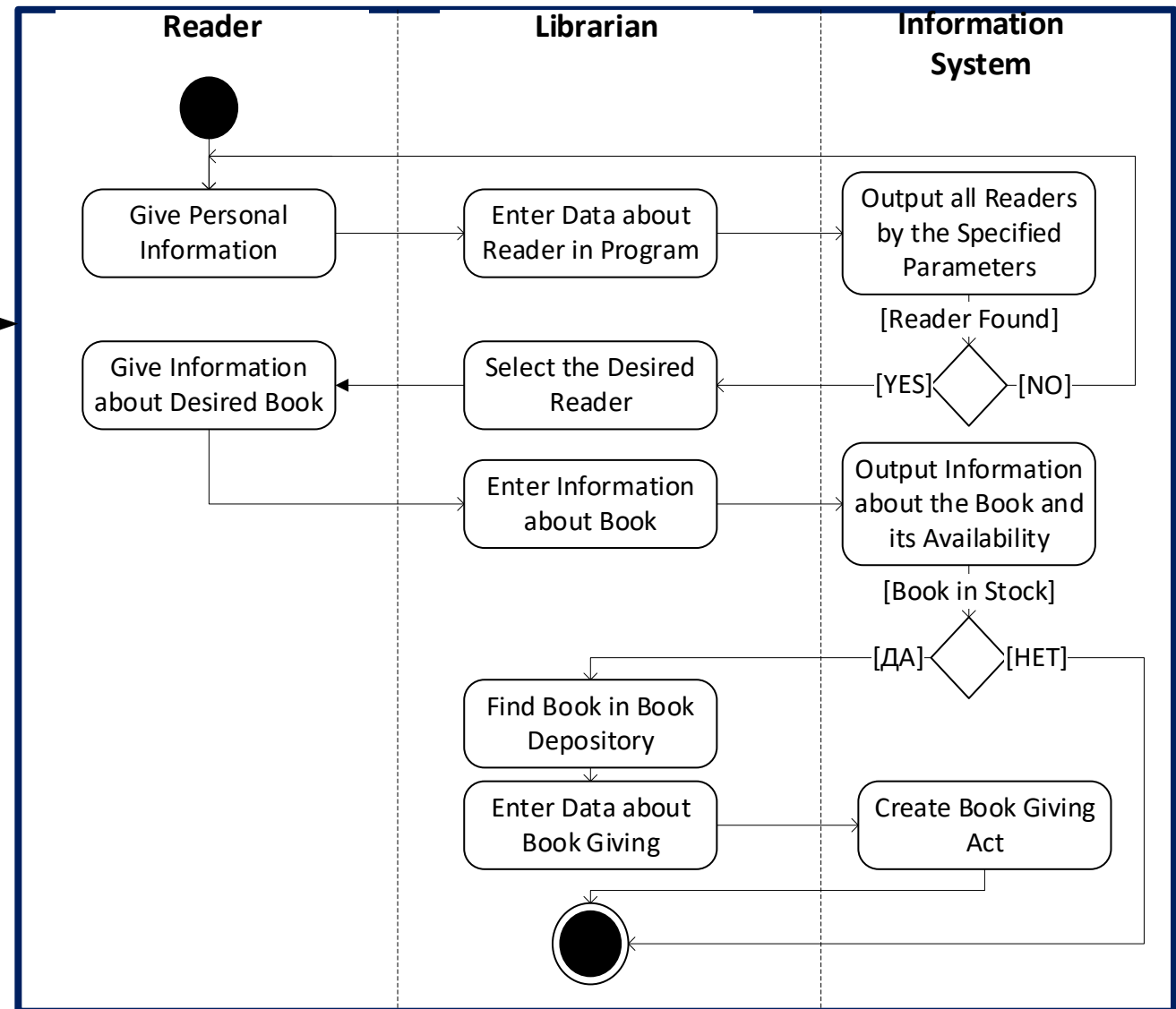
RESEARCH RELEVANCE: TRANSFORMATIONS



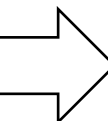
Use-Case Diagram



Sequence Diagram

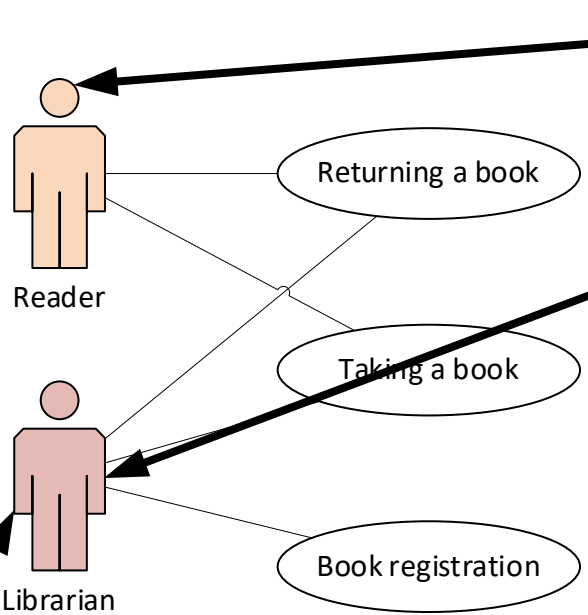


Activity Diagram

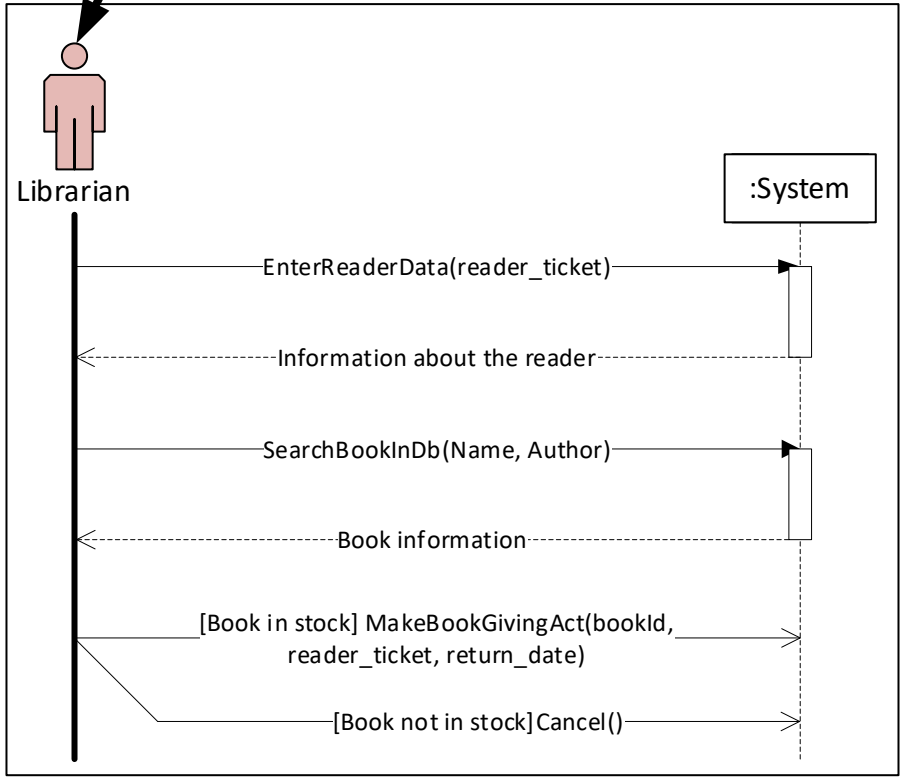




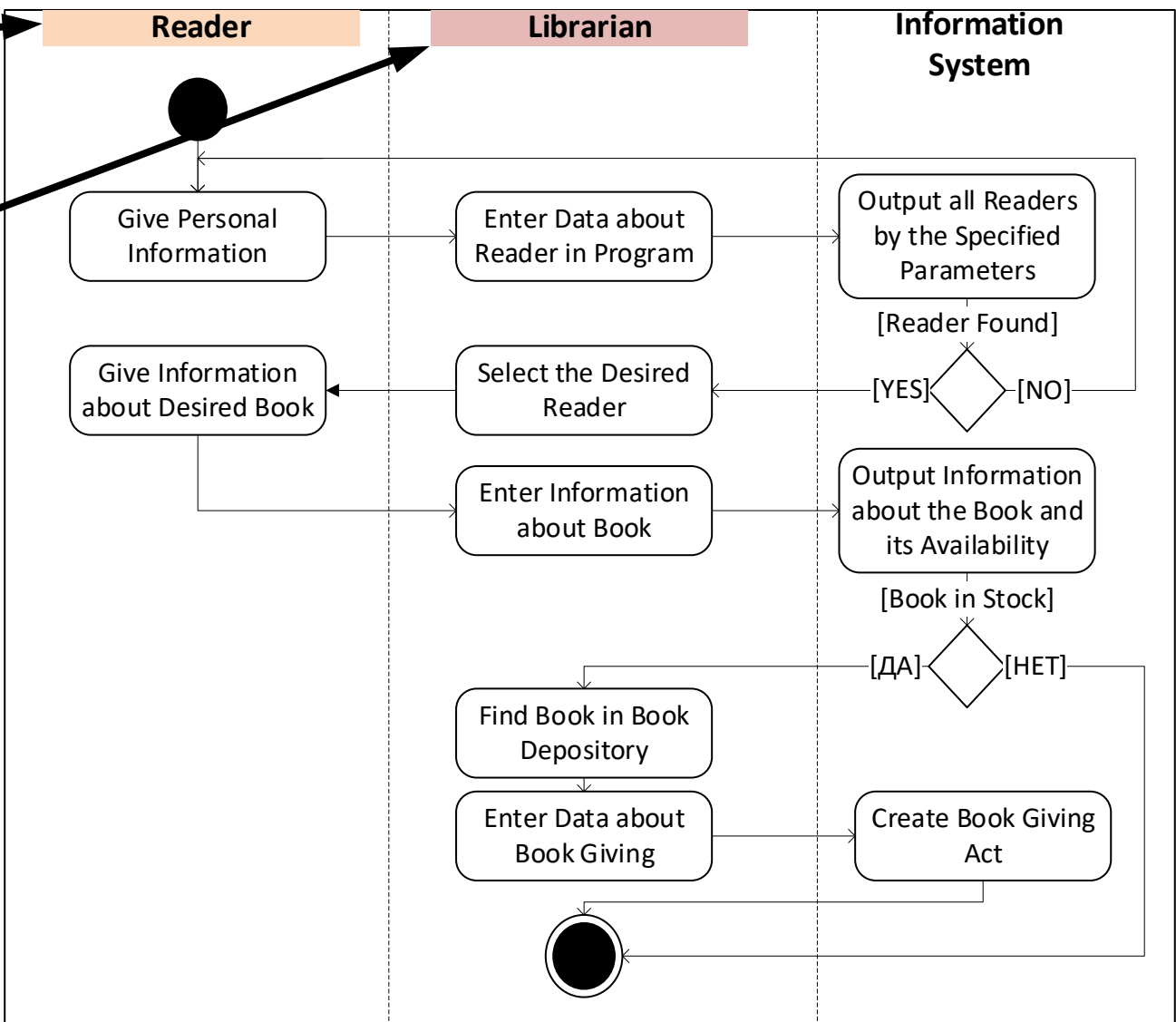
RESEARCH RELEVANCE: TRANSFORMATIONS



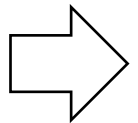
Use-Case Diagram



Sequence Diagram

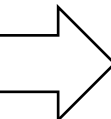
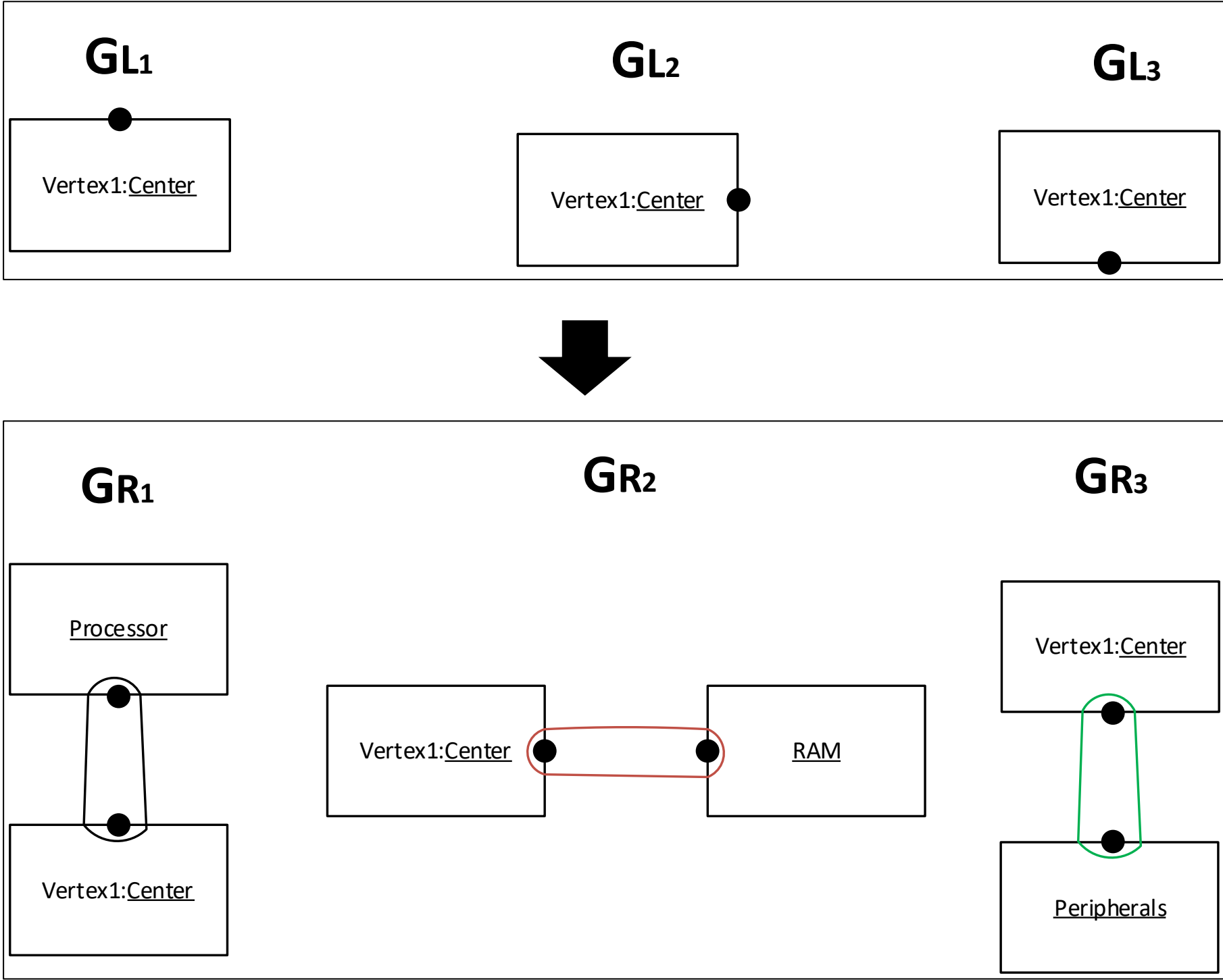


Activity Diagram





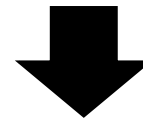
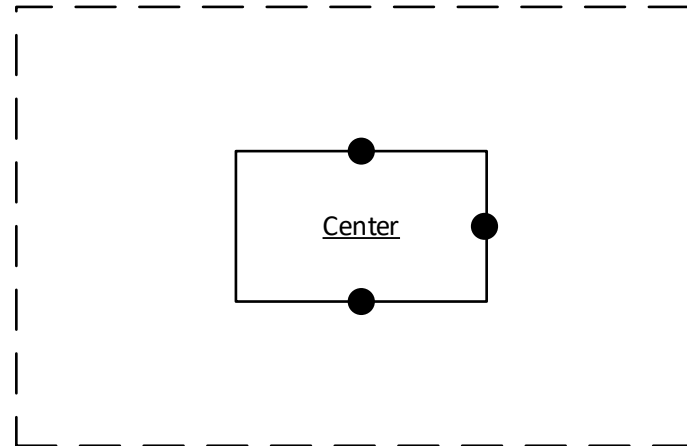
EXPENDING TRANSFORMATIONS



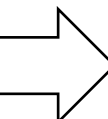
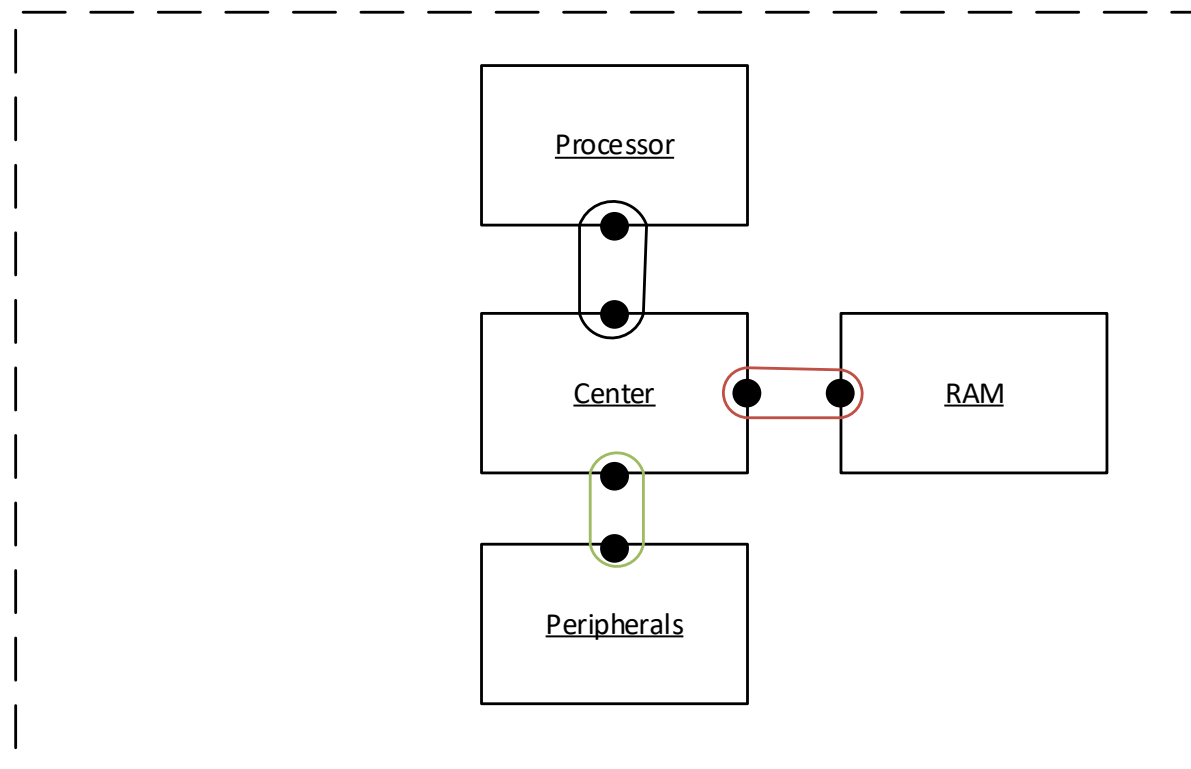


EXPENDING TRANSFORMATIONS

G₀



G₃





REDUCING TRANSFORMATIONS

