

# Scenarios in Event Bushes - A formal approach

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# My background

## 1981-88 TU Magdeburg (East-Germany)

- Study of mathematics in Magdeburg and Jena
- First scientific paper in Formal Language Theory as a student
- PhD in the Theory of Partial Algebras.

## 1988-91 Humboldt-University Berlin

- Logic and functional programming
- Visiting PostDoc, Laboratory for Foundations of Computer Science, University of Edinburgh (6 month)
  - Algebraic specifications and Categorical Algebra
  - Type theory

# My background

## 1991-2000 TU Berlin

- Algebraic specifications
- Category theory and its application in Formal Specifications
- Abstract model theory (institutions)
- Coalgebras (and Process calculi)
- Graph transformations
- (Petri nets)

## 2000-today University of Bergen (Norway)

- (Meta) Modelling in Software Engineering
- (Foundations of) Diagrammatic specification formalisms based on the Generalized Sketch Framework (Zinovy Diskin, Riga, 90's)
- Diagram Predicate Framework (DPF)
  - ⇒ Cyril caught me here!

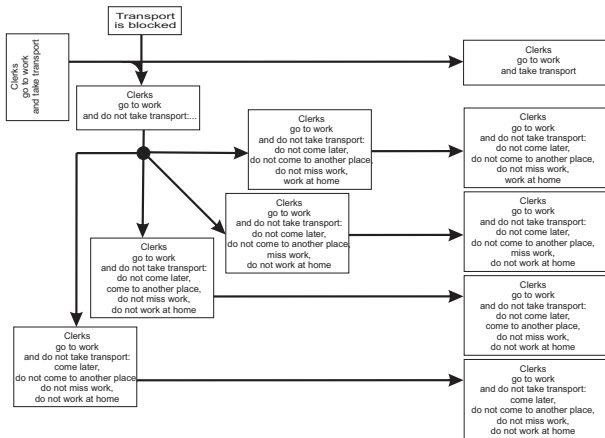
# Why I'm here today?

- Cyril insisted on a meeting in Bergen in 2013 and introduced me to Event Bushes.
- I dislike that science has become a "publication industry".
- I enjoy intense scientific discussions and I like to help people that burn for an idea/topic.
- I'm interested to understand and to formalize "structures" and the relations between different kinds of "structures".
- Event bushes show structural features that I have not seen before.

## My position and intended role

- I'm a mathematician with a decent background in various kinds of formal specifications on various abstraction levels.
- I'm specialized in studying and formalizing "structures".
- My role?
  - Develop an appropriate mathematical foundation of event bushes.
  - Based on this, consolidate and extend the method of event bushes.

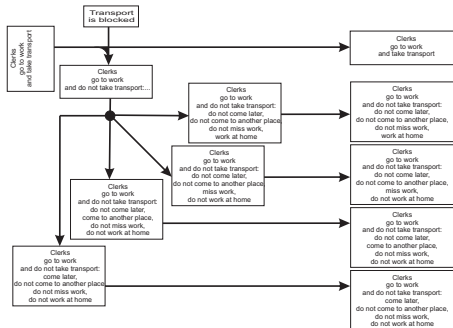
# What (abstract) structures Event Bushes are based upon?



## Answer 1

An event bush  $\mathcal{E}$  is a (simple) **directed graph** with a set  $\mathcal{E}_V$  of vertexes (nodes) and a set  $\mathcal{E}_E \subseteq \mathcal{E}_V \times \mathcal{E}_V$  of edges  $(x, y) \in \mathcal{E}_V \times \mathcal{E}_V$ .

# More structural features?



## Observation 1

An event bush has, in principal, two types of vertexes - event vertexes and connector vertexes.

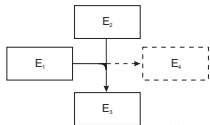
## (Small) Problem

The flux connector is not visualized by a special vertex. And influx comprises actually two connector vertexes.

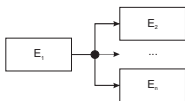
# Connectors represented by connector vertexes



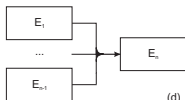
(a)



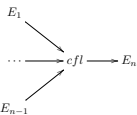
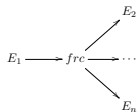
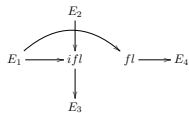
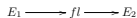
(b)



(c)



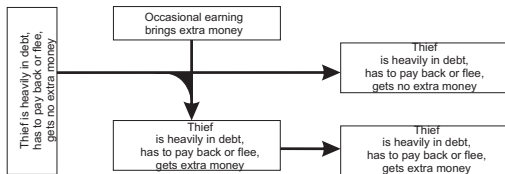
(d)



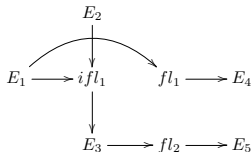
# (Abstract) Structure of event bushes?

## Answer 1 - revised

The **structure** of an event bush is given by a directed **graph**  $\mathcal{E}$  with a set  $\mathcal{E}_V$  of vertexes (nodes) and a set  $\mathcal{E}_E$  of edges  $(x, y) \in \mathcal{E}_V \times \mathcal{E}_V$ .



$\Rightarrow$



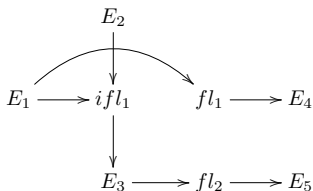


# (Abstract) Structure of event bushes?

## Observation 1 - revised

The structure graph  $\mathcal{E} = (\mathcal{E}_V, \mathcal{E}_E)$  of an event bush is a **bipartite** graph:

- $\mathcal{E}_V$  is divided into two disjoint sets – a set  $\mathcal{E}_{Event}$  of "event nodes" and a set  $\mathcal{E}_{Conn}$  of "connector nodes".
- Edges go either from "event nodes" to "connector nodes" or vice versa. No edges between events and no edges between connectors!



## Question

How can we represent the property "**bipartite**" by means of graphs?

# Bipartite structure graphs

## Concept "bipartite"

The concept "**bipartite**" can be represented by a graph  $\mathcal{B}$  with  $\mathcal{B}_V = \{Event, Conn\}$  and  $\mathcal{B}_E = \{(Event, Conn), (Conn, Event)\}$ :



## Structure graph as bipartite graph - Definition

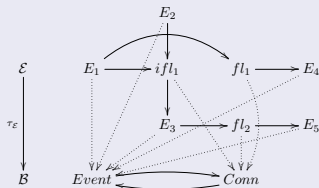
The requirement that the structure graph  $\mathcal{E} = (\mathcal{E}_V, \mathcal{E}_E)$  of an event bush is **bipartite** can be expressed by requiring a **graph homomorphism**  $\tau_{\mathcal{E}} : \mathcal{E} \rightarrow \mathcal{B}$ , i.e., a function  $\tau_{\mathcal{E}} : \mathcal{E}_V \rightarrow \mathcal{B}_V$  such that each edge  $(x, y) \in \mathcal{E}_E$  in  $\mathcal{E}$  entails an edge  $(\tau_{\mathcal{E}}(x), \tau_{\mathcal{E}}(y)) \in \mathcal{B}_E$  in  $\mathcal{B}$ .

Since  $\mathcal{B}_V$  has two elements  $\tau_{\mathcal{E}}$  generates a partition of  $\mathcal{E}_V$  into the two disjoint sets  $\mathcal{E}_{Event} := \tau_{\mathcal{E}}^{-1}(Event) = \{x \in \mathcal{E}_V \mid \tau_{\mathcal{E}}(x) = Event\}$  and  $\mathcal{E}_{Conn} := \tau_{\mathcal{E}}^{-1}(Conn) = \{x \in \mathcal{E}_V \mid \tau_{\mathcal{E}}(x) = Conn\}$ .

# Structure graph as bipartite graph - Example

## Example

For our example the graph homomorphism  $\tau_{\mathcal{E}} : \mathcal{E} \rightarrow \mathcal{B}$ , that turns the structure graph  $\mathcal{E}$  into a bipartite graph, is given by the assignments  $\tau_{\mathcal{E}}(E_1) = \tau_{\mathcal{E}}(E_2) = \tau_{\mathcal{E}}(E_3) = \tau_{\mathcal{E}}(E_4) = \tau_{\mathcal{E}}(E_5) = \textit{Event}$  and  $\tau_{\mathcal{E}}(ifl_1) = \tau_{\mathcal{E}}(fl_1) = \tau_{\mathcal{E}}(fl_2) = \textit{Conn}$ .



## Forbidden edges

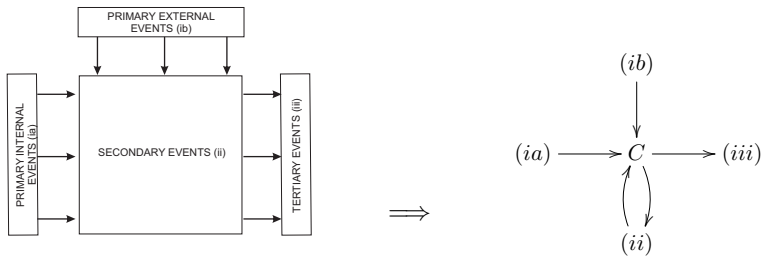
Note, that we can not map, for example,  $E_1$  and  $ifl_1$  to  $Event$  since there is no edge  $(\tau_{\mathcal{E}}(E_1), \tau_{\mathcal{E}}(ifl_1)) = (Event, Event)$  in  $\mathcal{B}$ .

# Multiflow structure

A characteristic feature of event bushes is the **multiflow structure**!

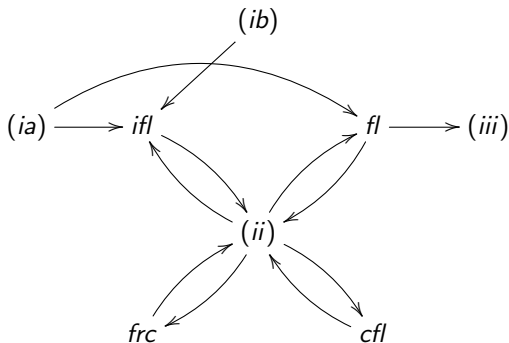
## Multiflow structure as graph

The informal picture can be formalized by a (bipartite) graph  $\mathcal{S}$  if we interpret the "boxes" as vertexes and take into account the connectors living in the big central box.



# Multiflow structure & connector types

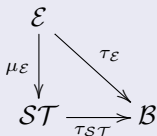
If we want to declare, besides the multiflow structure, also the four different types of connectors in an event bush (together with some of Cyril's restrictions) we can use instead of  $\mathcal{S}$  the more refined graph  $\mathcal{ST}$  with the obvious homomorphism  $\tau_{\mathcal{ST}} : \mathcal{ST} \rightarrow \mathcal{B}$ .



## Structure of event bushes

The structure of an event bush is (based upon) a directed graph  $\mathcal{E}$  together with

- a graph homomorphism  $\tau_{\mathcal{E}} : \mathcal{E} \rightarrow \mathcal{B}$ , that declares the vertexes in  $\mathcal{E}$  either as event vertexes or as connector vertexes, respectively,
- and a graph homomorphism  $\mu_{\mathcal{E}} : \mathcal{E} \rightarrow \mathcal{ST}$ , that declares as well the multiflow structure of the event bush as the types of connectors,
- where the obvious compatibility  $\mu_{\mathcal{E}}; \tau_{\mathcal{ST}} = \tau_{\mathcal{E}}$  holds.



# First summary

## Event bushes in view of (simple) graphs

We have introduced two very basic formal concepts (mathematical tools)  
- (simple) directed graphs and homomorphisms between them.

By means of these two concepts we have been able to formalize the basic structural features of event bushes.

## (Simple) Directed Graphs

A (simple) directed graph  $\mathcal{G} = (G_V, G_E)$  consists of a set  $G_V$  of vertexes (or nodes) and a set  $G_E \subseteq G_V \times G_V$  of edges (or arrows) where each edge is an ordered pair of vertices  $(x, y) \in G_V \times G_V$ .

## Graph homomorphism

A graph homomorphism  $\phi : \mathcal{G} \rightarrow \mathcal{H}$  is given by a function  $\phi_V : G_V \rightarrow H_V$  from the vertex set of  $\mathcal{G}$  to the vertex set of  $\mathcal{H}$  such that each edge  $(x, y) \in G_E$  entails an edge  $(\phi_V(x), \phi_V(y)) \in H_E$ .

## Event bushes in view of (simple) graphs

For (simple) directed graphs and graph homomorphisms we do have many concepts, constructions and results available.

Let us exploit this "toolbox" to formalize and to deal with other features, relations and desired constructions in the area of event bushes.

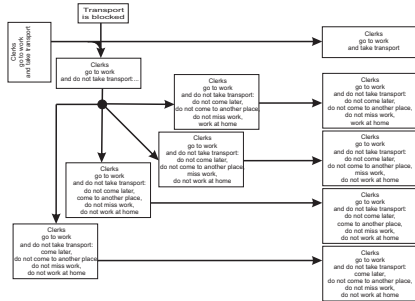
## Plan for today

Let us play around a bit with graphs and graph homomorphisms to discuss the proclaimed purpose of event bushes.

## Cyril A. Pshenichny:

"The event bush addresses a particular yet very wide type of geoenvironment, that of **directed alternative changes**, which is likely to occur in many information domains."





## Question:

Where are the "alternatives" in an event bush?

## Answer

A furcation connector results in "mutually incompatible events" and an influx connector is "always accompanied by a flux connector" meaning "that the initial event would not change unless affected by another event".

# Alternative Scenarios

## Methodological hypothesis:

An event bush describes, in a compact way, a set of alternative "scenarios" of directed changes of a (geo)environment.

## Question:

How should we define a "scenario"?

## Intuitive answer

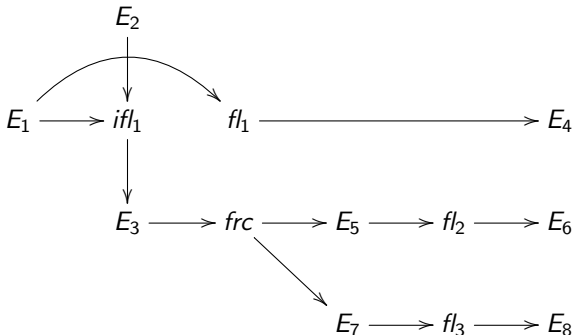
**Heuristics:** All the behavioural aspects of an event bush are reflected in the structure independent of the content of the events.

In case of an event bush **without cycles**, a "scenario"  $\mathcal{SC}$  should be something like a "maximal part" of the corresponding structure graph  $\mathcal{E}$  that does not include any alternatives:

- For any furcation chose exactly one of the incompatible alternatives.
- For any influx we have either influx, if external event is present, or accompanied flux, if external event is not present.

# Alternative Scenarios - Example

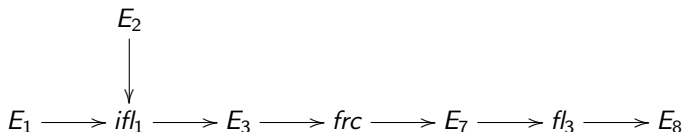
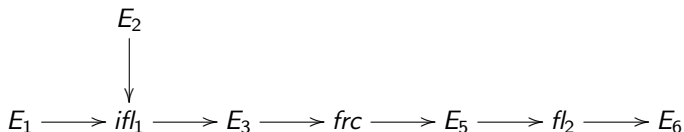
We consider a structure graph similar to our "transport example."



Scenarios in the example:

Dependent on the presence or non-presence of the primary external event  $E_2$  and due to the furcation we should have here 3 alternative scenarios.

# Three Sample Scenarios



## Attention:

Many open questions here! In principal, however, we should be able to work it out and extend it even to event bushes **with cycles**.

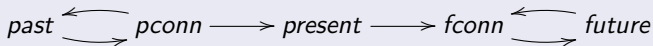
# Directed Alternative Changes

## What means "directed" for a scenario?

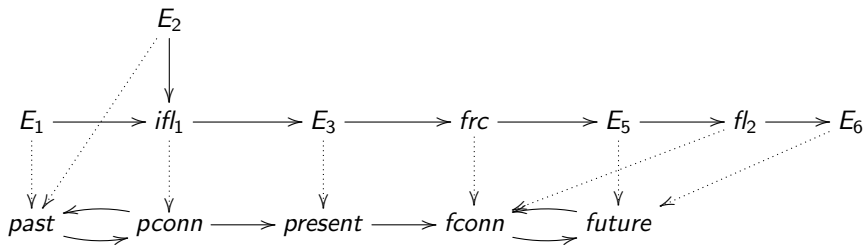
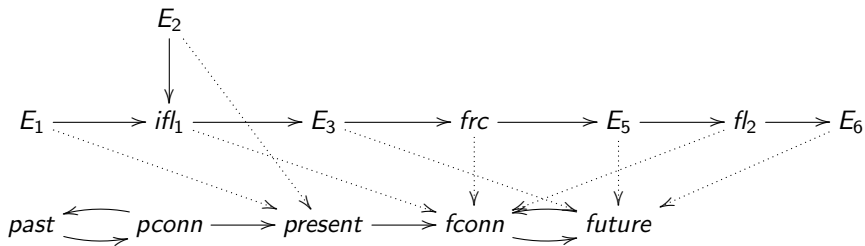
- There is **no cycle** in the scenario.
- At each "moment in time" the set of events is divided into present events, past events and future events, respectively.
- Correspondingly, the set of connectors is divided into connectors that have been "firing" once in the past and connectors that will "fire" in the future.
- The past influences the future only via the present events.
- All present events are independent from each other.

## Snapshots (pictures)

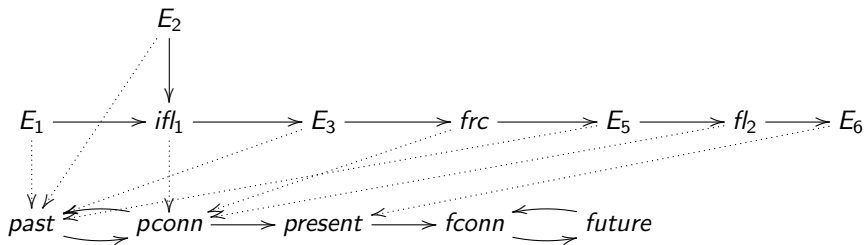
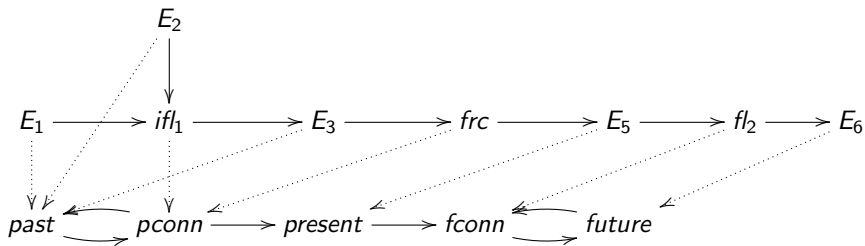
We use the term **snapshot** for those "moments in time". And we formalize a **single snapshot** of a scenario  $\mathcal{SC}$  as a graph homomorphism  $\sigma : \mathcal{SC} \rightarrow \mathcal{P}$ , where the (bipartite) graph  $\mathcal{P}$  is given by



# Sample Snapshots 1



# Sample Snapshots 2



# Directed Alternative Changes

## Observation

That a scenario  $\mathcal{SC}$  is cycle free means, especially, that there exists for any event  $E$  in  $\mathcal{SC}$  a snapshot  $\sigma : \mathcal{SC} \rightarrow \mathcal{P}$  with  $\sigma(E) = \textit{present}$ .

Moreover, directed means that any snapshot is uniquely determined by the "present" events!

## What means now "directed changes"?

A scenario is progressing as a "cartoon", that is, as a sequence of **consecutive snapshots** where each event in the scenario has the status "present" in at least one of the snapshots of the "cartoon".



# Directed Alternative Changes

## Consecutive snapshots

Moving from one snapshot to a next one should be defined analogously to Petri nets:

- Given a snapshot certain connectors are "enabled".
- We chose an appropriate set of "enabled" connectors and "fire" them in parallel.
- This results in a new consecutive snapshot such that:
  - All the events, that are inputs of "fired" connectors, are moved from "present" to "past".
  - The "fired" connectors are moved from "future" to "past".
  - All the events, that are outcomes of "fired" connectors, are moved from "future" to "present".

## Attention

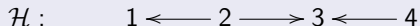
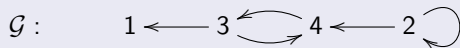
There may be different ways to realize a scenario as a cartoon. All of them do have, however, the same start snapshot and the same final snapshot.

Many thanks for your attention! Questions?

# Exercises concerning graph homomorphisms

## Exercise 1

Consider the following graphs



Find **all (!)** graph homomorphisms from  $\mathcal{H}$  into  $\mathcal{G}$ . Explain why there is no graph homomorphisms from  $\mathcal{G}$  into  $\mathcal{H}$ .

## Exercise 2

Find two (finite) graphs  $\mathcal{G}$  and  $\mathcal{H}$  such that there exists neither a graph homomorphisms from  $\mathcal{G}$  into  $\mathcal{H}$  nor from  $\mathcal{H}$  into  $\mathcal{G}$ . Argue why there are no graph homomorphisms. (**Hint:** It's quite enough to look for graphs with two or three vertices, respectively.)

## Composition of graph homomorphisms

Given two graph homomorphisms  $\phi : \mathcal{G} \rightarrow \mathcal{H}$  and  $\psi : \mathcal{H} \rightarrow \mathcal{K}$  the composition  $\phi_V; \psi_V : G_V \rightarrow K_V$  of the underlying functions  $\phi_V : G_V \rightarrow H_V$  and  $\psi_V : H_V \rightarrow K_V$  provides a graph homomorphism  $\phi; \psi : \mathcal{G} \rightarrow \mathcal{K}$ :  $(x, y) \in G_E$  entails  $(\phi_V(x), \phi_V(y)) \in H_E$  and this entails, in turn,  $(\psi_V(\phi_V(x)), \psi_V(\phi_V(y))) = (\phi_V; \psi_V(x), \phi_V; \psi_V(y)) \in K_E$ .

## Type graphes and typed graphs

If we have a graph homomorphism  $\tau_{\mathcal{G}} : \mathcal{G} \rightarrow \mathcal{T}$  we can consider  $\mathcal{T}$  as a "type graph", i.e., as a graph with "types" as vertexes, thus  $\mathcal{G}$  becomes a "graph typed over  $\mathcal{T}$ " (via  $\tau_{\mathcal{G}}$ ).