Thoughts on a Directed Graph Representation
for Code Connectivity in MDO
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Let's begin by thinking about a design structure matrix (DSM) or N2 diagram:
$\frac{1}{2}$ $\frac{1}{3}$ $\frac{1}{4}$ \rightarrow
Each code is assigned one block in the diagram. Connectivity denoted with lines Feed-forwards in the upper triangular portion. Feed-backs in the lower triangular portion.
Je can represent a DSM as a directed graph
(typically, a directed cyclic graph if feedbacks are involved.).
Here's the adjacency matrix for the graph above:
O 1 0 0 Feed-backs are lower triangular.

-> Problems w/ the DSM representation:

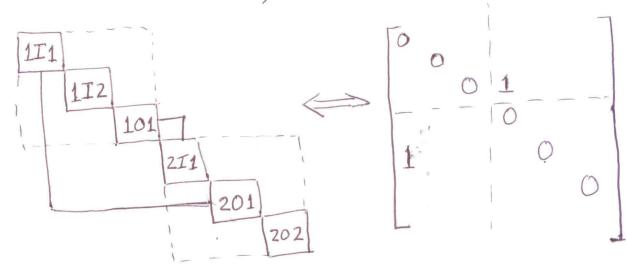
· Typically represents a "working" MDO interface; not good for exploring "potential" interfaces

Does not allow us to detect "conflicts"

Such as multiple codes producing the same output variable that is fed-back as an input to another code.

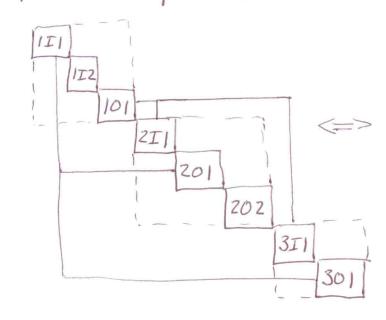
· Obscures individual inputs and outputs

Inputs and outputs explicitly:



· Edges between inputs and outputs not drawn within a code

· The relationship between any two codes is therefore a bipartite graph -> Now let's imagine that we add a third code which produces an output that can provide input to 1II:



A column sum >1

indicates a conflict

Need to choose

which a code's output

to use in the

feedback

· A row sum > 1

indicates that one code's output is used ds an input to multiple other codes.

-> This approach implies a "block" structured adjacency matrix.

- Add additional codes to consideration list by extending matrix with additional zero blocks on diagonal - Indicate connections in off-diagonals elements