Legend

node, which exists not — **activity**

connections, when such exists in primal automata — s_node1 → ss_node1

alerts, when no such connections in primal automata — s_node2 → ss_node2

alerts, when the probability is below Threshold — s_node3 → ss_node3

The threshold of the alert — 0.05

The typ of compliance checking — KEEP_ALL_EVENTS

The typ of alert — RETURN_ONE

Probability Graph With Prefix Size 1

count = 2, count = 1, 16.67%, count = 4, 100.0%, 100.0%, 50.0%, 33.33%, 40.0%, 50.0%, 60.0%, 50.0%, count = 1

Probability Graph With Prefix Size 2

a,c → c,b 100.0% → b,d 100.0% → d,d
a,b → b,d 33.33%, a,b → b,c 66.67%
a,e → e,d 100.0%
a,d → d,b count = 1 → b,c count = 1 → c,d 100.0%

Probability Graph With Prefix Size 3

a,b,d → b,d,d 100.0%
a,c,b → c,b,d 100.0%
a,b,c → b,c,d 100.0%
a,e,d
a,d,b → d,b,c count = 1 → b,c,d count = 1