

Improved Layout for Data Flow Diagrams with Port Constraints

Lars Kristian Klauske² Miro Spönemann¹
*Christoph Daniel Schulze*¹ Reinhard von Hanxleden¹



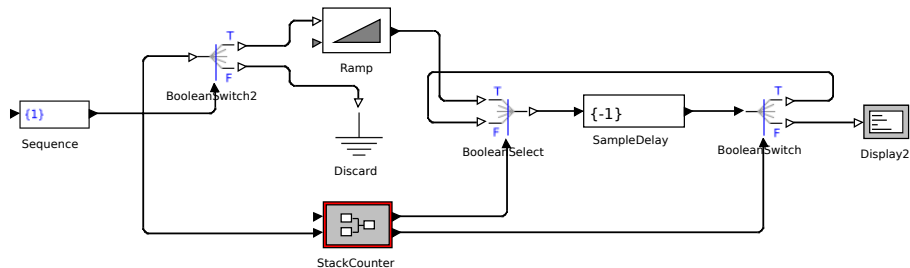
¹Real-Time Systems and Embedded Systems Group
Department of Computer Science
Christian-Albrechts-Universität zu Kiel

²Daimler Center for Automotive Information Technology Innovations, Berlin

July 3rd / Diagrams 2012

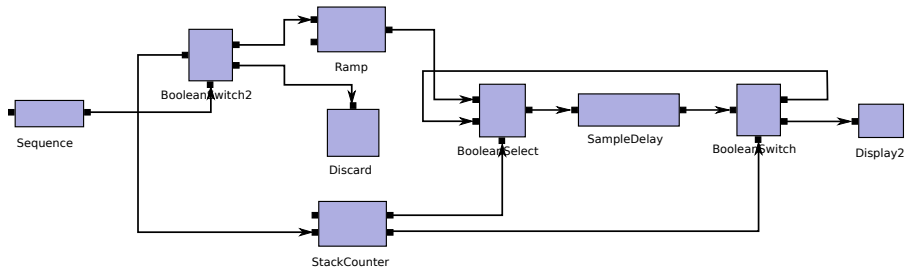
Port-Based Data Flow Diagrams

A Ptolemy Actor Diagram (Edward A. Lee, UC Berkeley)



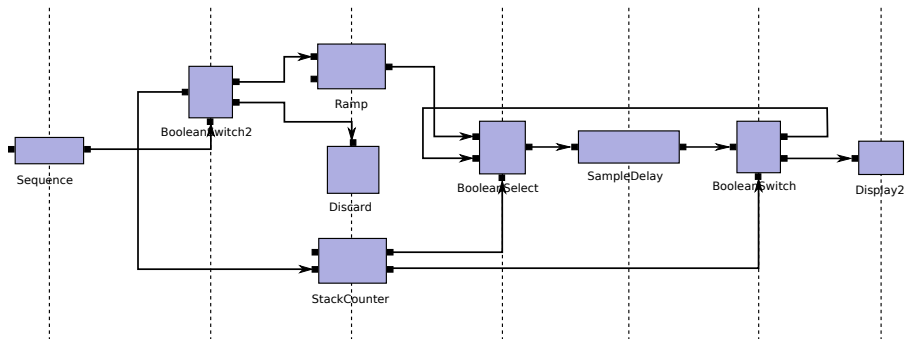
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Outline

① The Importance of Port Support

- Preliminaries

- Inverted Ports

- Side Ports

- Putting It All Together

② Demo Time!

③ Evaluation

④ Conclusion

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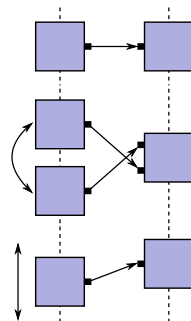
④ Conclusion

Layer-Based Layout Algorithms

Based on Sugiyama et al. (1981)

Five phases:

- ② Layer assignment
- ③ Crossing reduction
- ④ Node placement

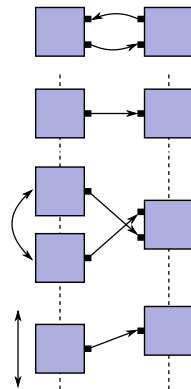


Layer-Based Layout Algorithms

Based on Sugiyama et al. (1981)

Five phases:

- 1 Cycle removal
- 2 Layer assignment
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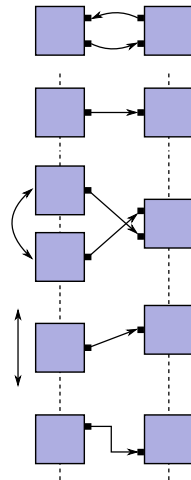


Layer-Based Layout Algorithms

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Five phases:

- 1 Cycle removal
- 2 Layer assignment
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- 4 Node placement
- 5 Edge routing



Port Constraints

Based on Spönemann, Fuhrmann, von Hanxleden, Mutzel (2009)

Five levels of freedom:

1 Free



Port Constraints

Based on Spönemann, Fuhrmann, von Hanxleden, Mutzel (2009)

Five levels of freedom:

① Free



② Fixed Sides



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③ Fixed Order



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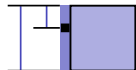
② Fixed Sides



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④ Fixed Ratio



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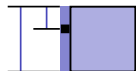
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⑤ Fixed Positions



Related Work on Port-Based Diagrams

A Selection of Publications

- Gansner, Koutsofios, North, Vo (1993)
 - Ports considered during node placement, not crossing reduction
- Sander (1994)
 - Routing of side port edges encapsulated in single dummy node
- Waddle (2001)
 - Considers order of ports during crossing reduction
- Spönemann, Fuhrmann, von Hanxleden, Mutzel (2009)
 - Introduction of port constraints and a basic layout algorithm
- Klauske, Dziobek (2010, 2011)
 - Port positions depend on (modifiable) node size

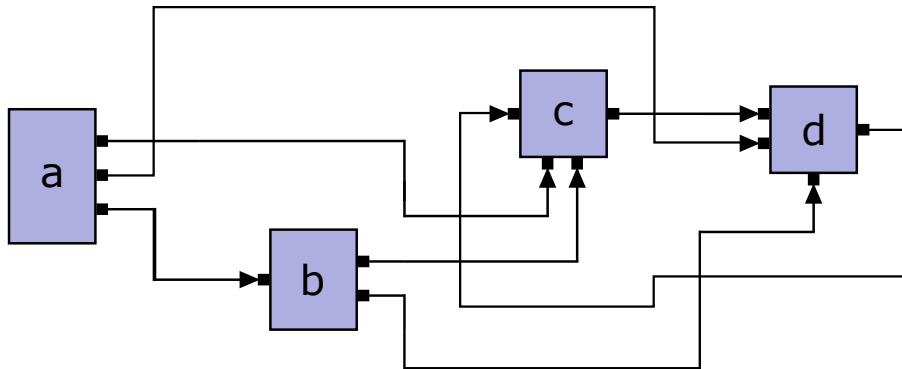
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 - Port positions depend on (modifiable) node size
- Wybrow, Marriott, Stuckey (2012)
 - More targeted towards network diagrams
 - However, application to data flow diagrams could be interesting

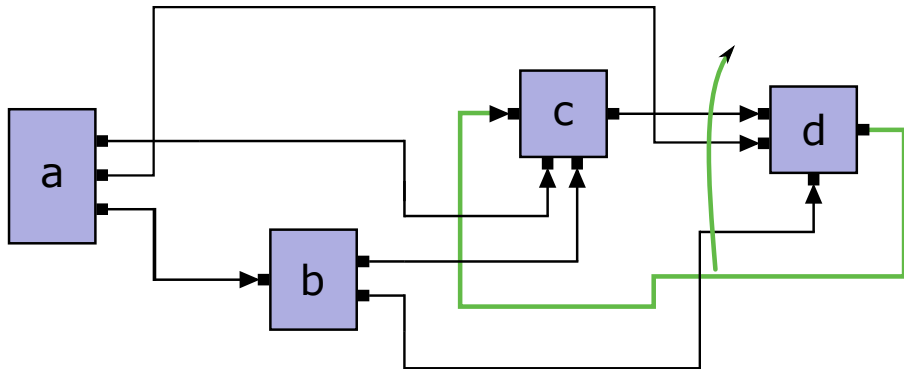
Challenges With Port-Based Diagrams

A Layout Produced by Our Previous Algorithm



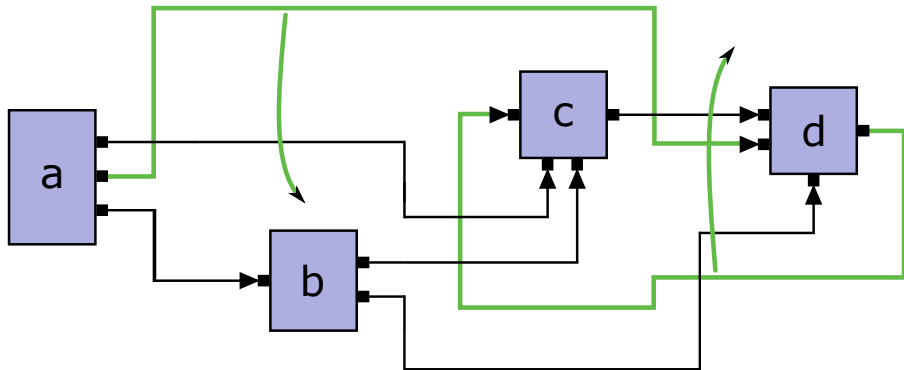
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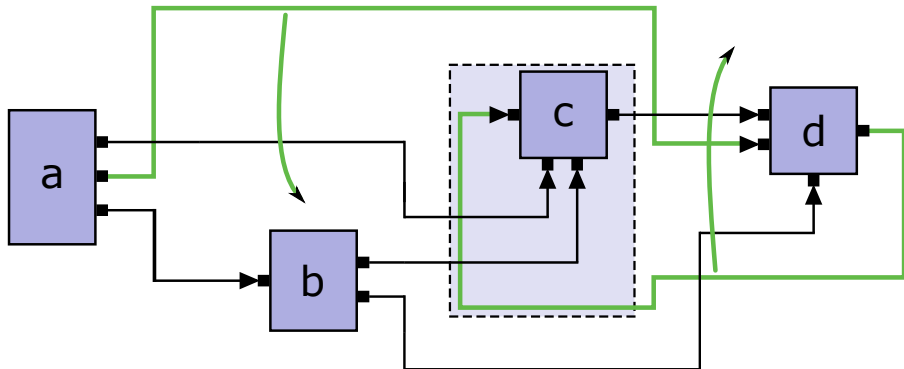
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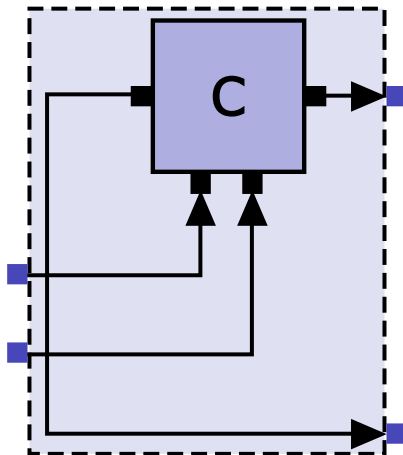
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The Problem: Node-Local Edge Routing

Making Strange Nodes Look Perfectly Ordinary



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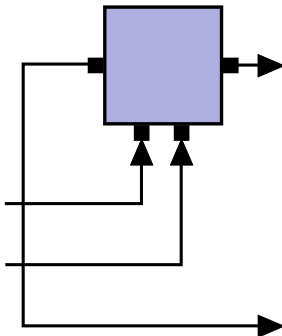
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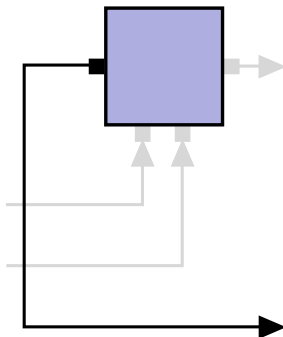
Handling Inverted Ports

An Approach Based on Dummy Nodes



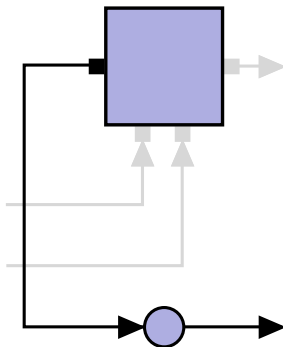
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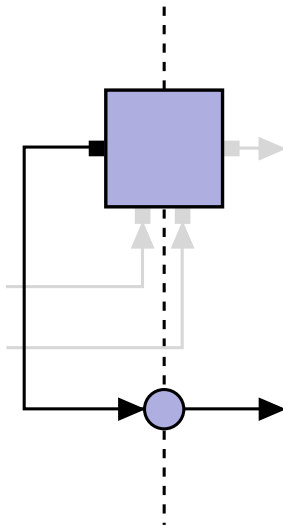
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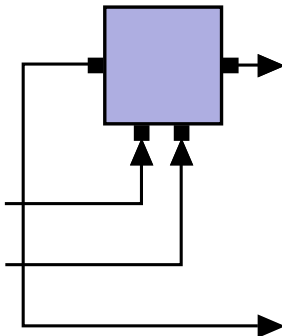
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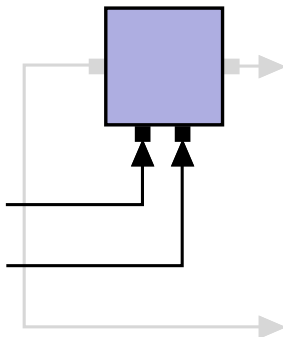
Basic Handling of Side Ports

Again Based on Dummy Nodes



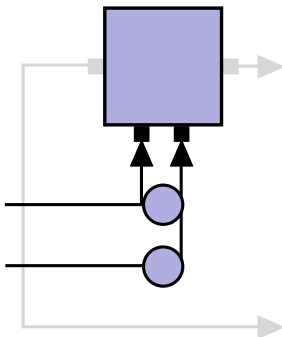
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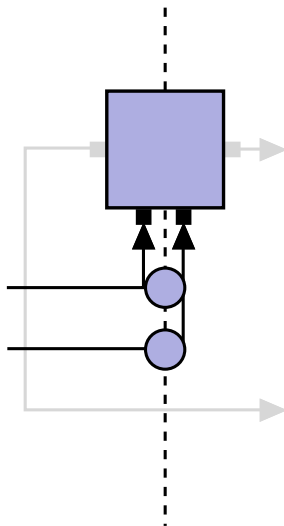
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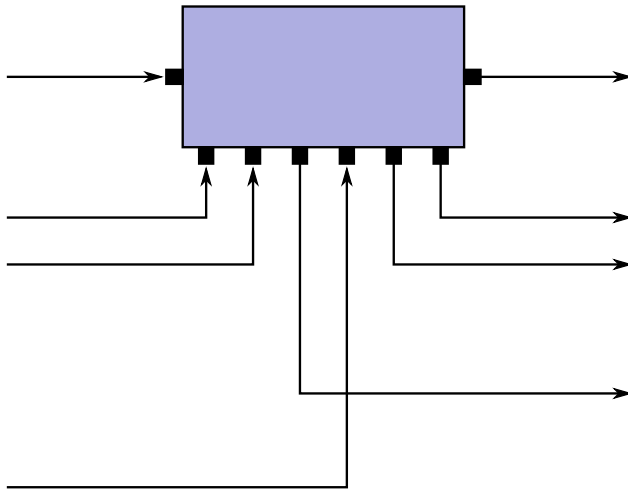
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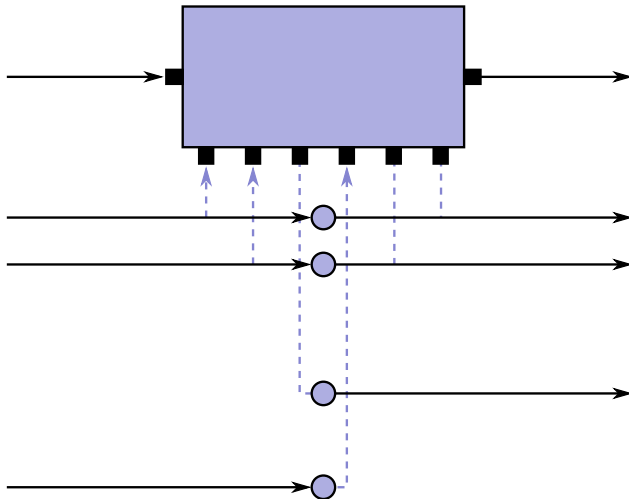
Creating Dummy Nodes for Side Ports

Local Optimization of Edge Crossings



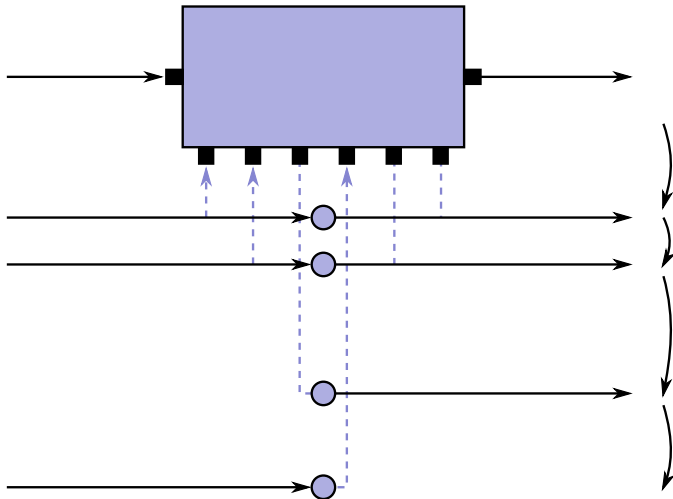
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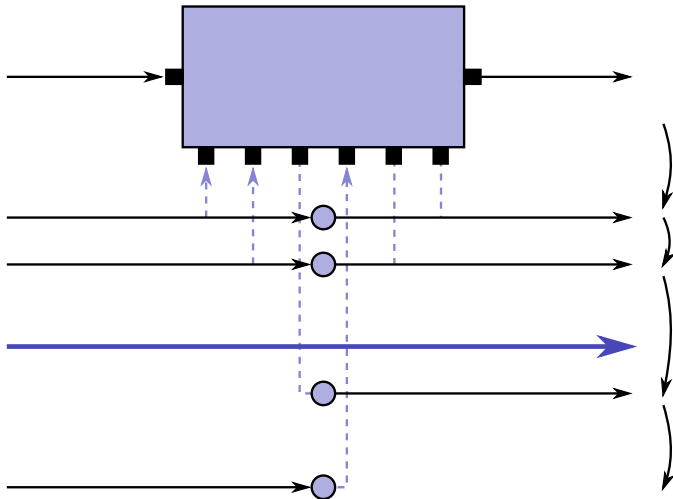
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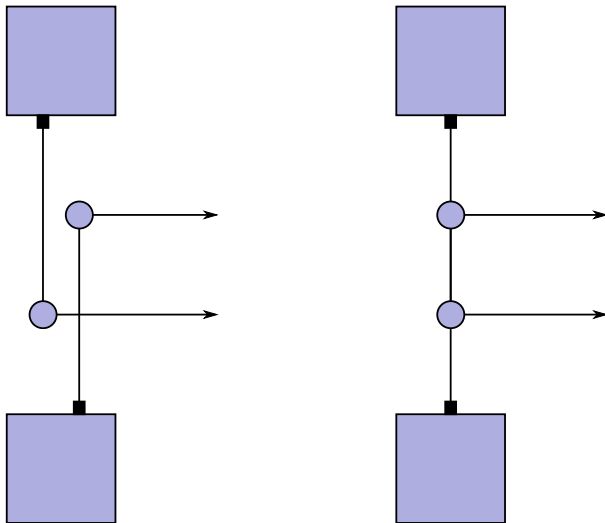
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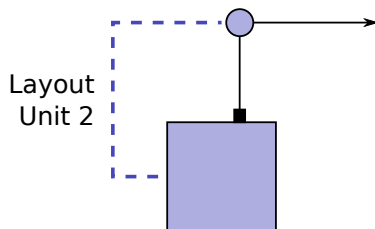
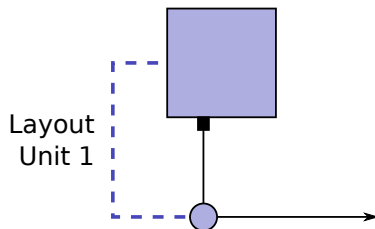
Getting the Order of Dummy Nodes Right

Introducing Layout Units to Avoid Ambiguity and Edge Crossings



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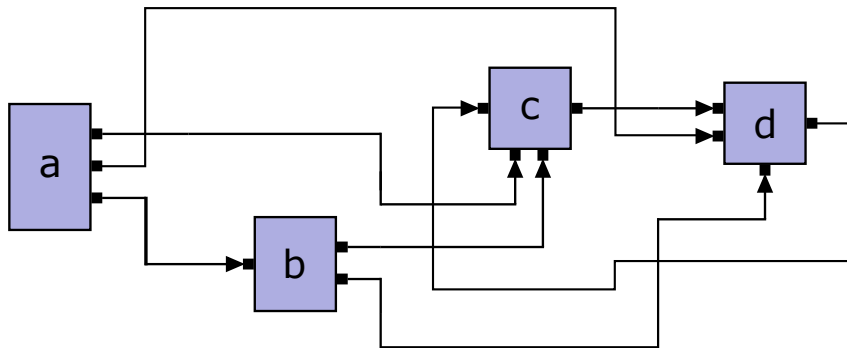
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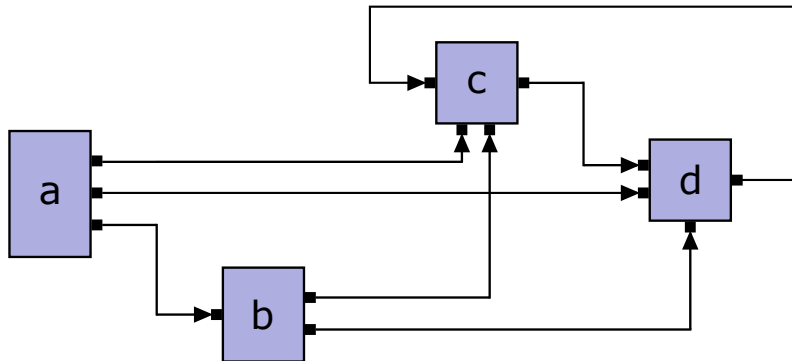
The Diagram From the Beginning

Layout Produced by Our Previous Algorithm



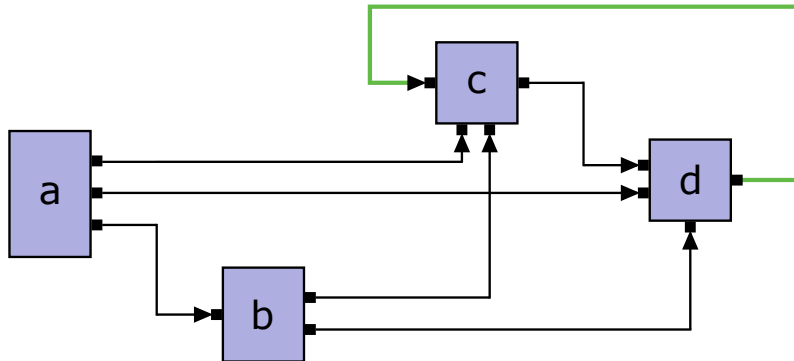
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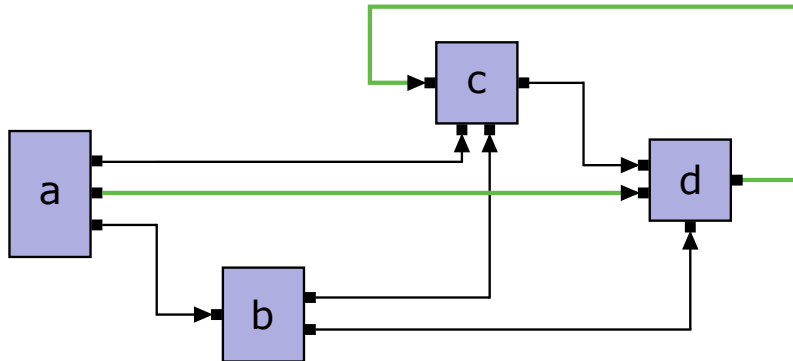
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The Diagram From the Beginning

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See the Algorithm in Action!

Please stand by for the KIELER tool to appear. . .



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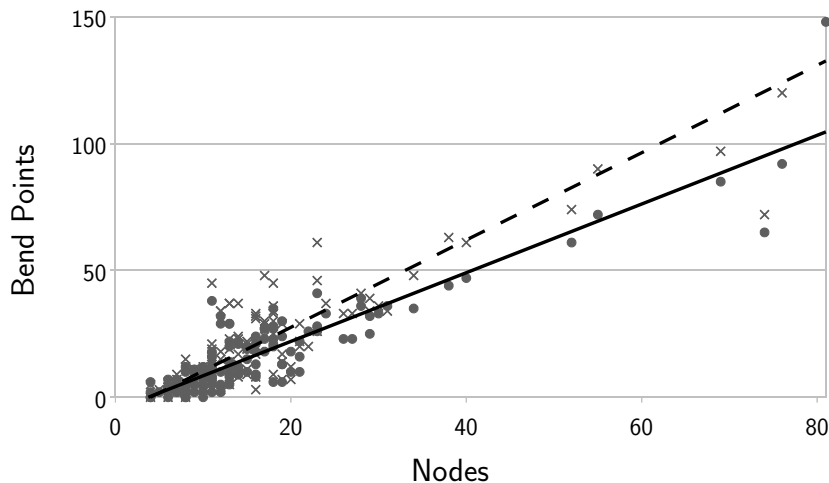
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Layout Quality (Ptolemy Diagrams)

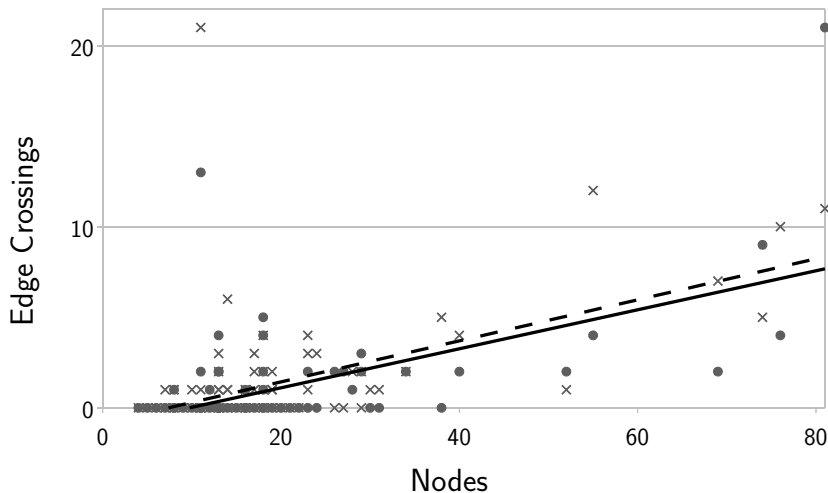
Current Algorithm (solid) vs. Previous Algorithm (dashed)



141 Ptolemy demo models, up to 43 nodes per hierarchy level (avg. 8.98)

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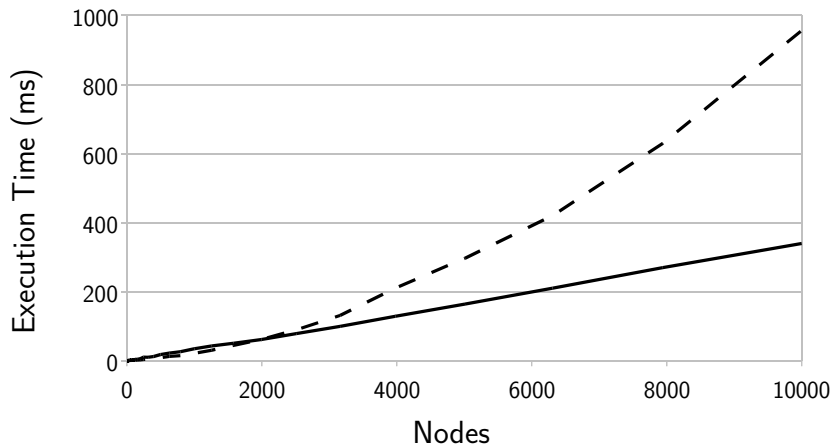
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Runtime Performance

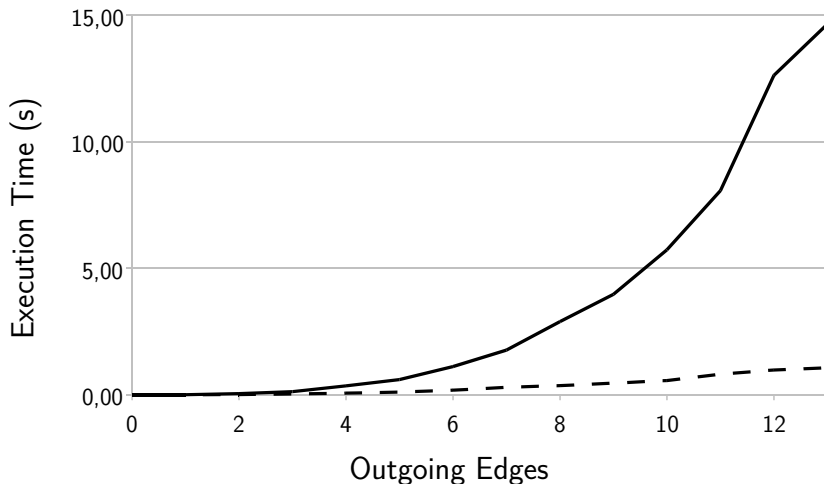
Current Algorithm (solid) vs. Previous Algorithm (dashed)



Random graphs with 10 to 10,000 nodes, 0 to 2 outgoing edges each

Runtime Performance

Current Algorithm (solid) vs. Previous Algorithm (dashed)



Random graphs with 100 nodes, fixed number of outgoing edges

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What Did Just Happen?

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 - More routing flexibility through dummy nodes
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 - Label placement
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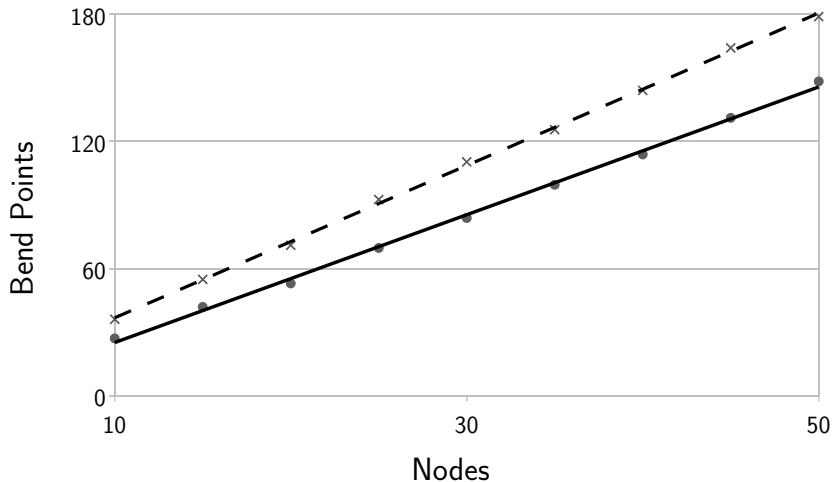
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Feel free to pay us a visit and look at our KIELER platform at
`www.informatik.uni-kiel.de/rtsys`

Layout Quality (Random Diagrams)

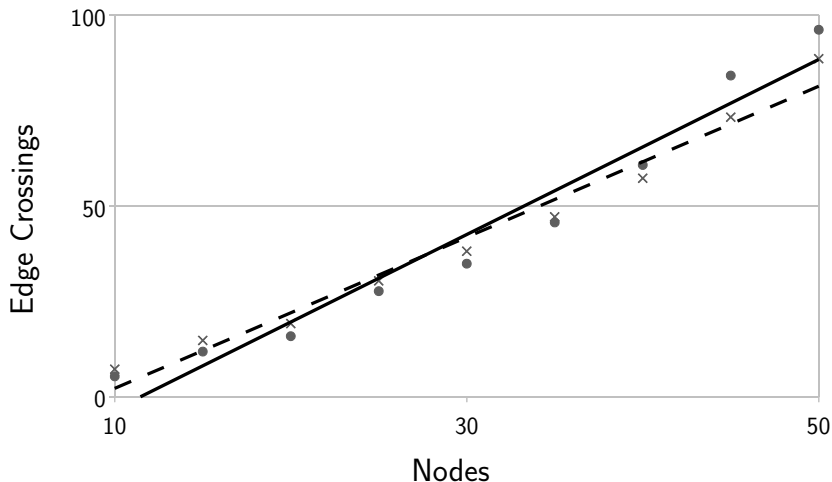
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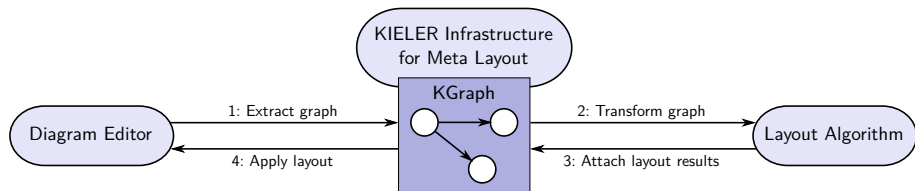
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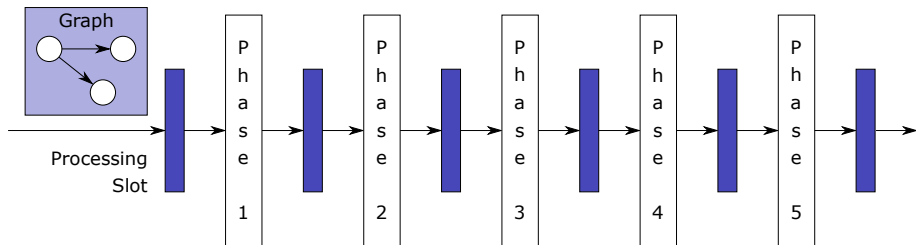
Connecting Editors and Layout Algorithms

The KIELER Infrastructure for Meta Layout



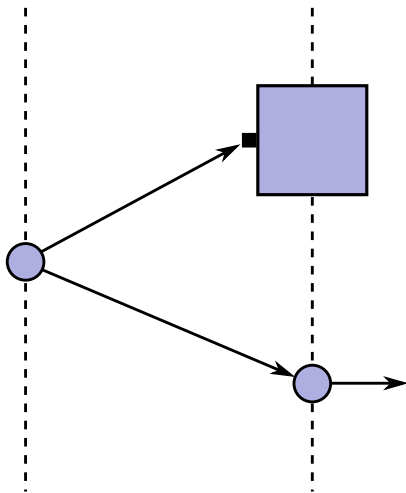
The Algorithm's Architecture

Interchangeable Phases and Intermediate Processors



Inverted Ports

A Solution with Two Dummy Nodes



Basic Support for Node and Port Labels

Reserving Space through Bounding Boxes

