

GRIF 2014

Markov Graph



User Manual

Version 31 March 2014

Table of Contents

1. Presentation of the interface	4
1.1. Main window of the Markov Graph module	4
1.2. Description of the Menus	4
1.3. Vertical toolbar	7
1.4. Data Editing Tables	7
1.4.1. Description of the Tables	7
1.4.2. Table accessibility	9
1.4.3. Data creation	10
1.5. Tree view	10
2. Creating Markov's graph	12
2.1. Entering the graph	12
2.1.1. Entering states	12
2.1.2. Entering transitions	12
2.1.3. Entering Comments	13
2.1.4. Dynamic fields	14
2.2. Configuring the elements	15
2.2.1. Configuring the states	15
2.2.2. Configuring the transitions	15
2.3. Shortcuts to the states (repeated states)	16
2.4. Page and group management	16
2.5. Data Entry Aids	17
2.5.1. Copy / Paste / Renumber (without shortcut)	18
2.5.2. Copy / Paste / Renumber (with shortcut)	19
2.5.3. Ordinary Copy/Paste	20
2.5.4. Overall change	20
2.5.5. Selection change	21
2.5.6. Document properties / Images management	21
2.5.7. Alignment	23
2.5.8. Multiple selection	23
2.5.9. Selecting connex (adjacent) parts	23
2.5.10. Zoom and page size	23
2.5.11. Cross hair	24
2.5.12. Gluing/Associating graphics	24
2.5.13. Line	24
2.5.14. Table Cleaning	25
3. Multi-phase Markov graphs	26
3.1. Creation/deletion of the different models	26
3.2. Phase transition sequence	26
3.2.1. General data	26
3.2.2. Transition matrices	27
4. Example of a Markov graph	29
5. Computations	32
5.1. Launching computations	32
5.2. Tables and Panels to display results	33
5.2.1. Result-tables	33
5.2.2. Export data	33
5.2.3. Result-Panels	35
5.3. Markovian results	36
5.4. Batch computation	37
5.5. Result Bank	38
6. Printing	39
7. Curves	41

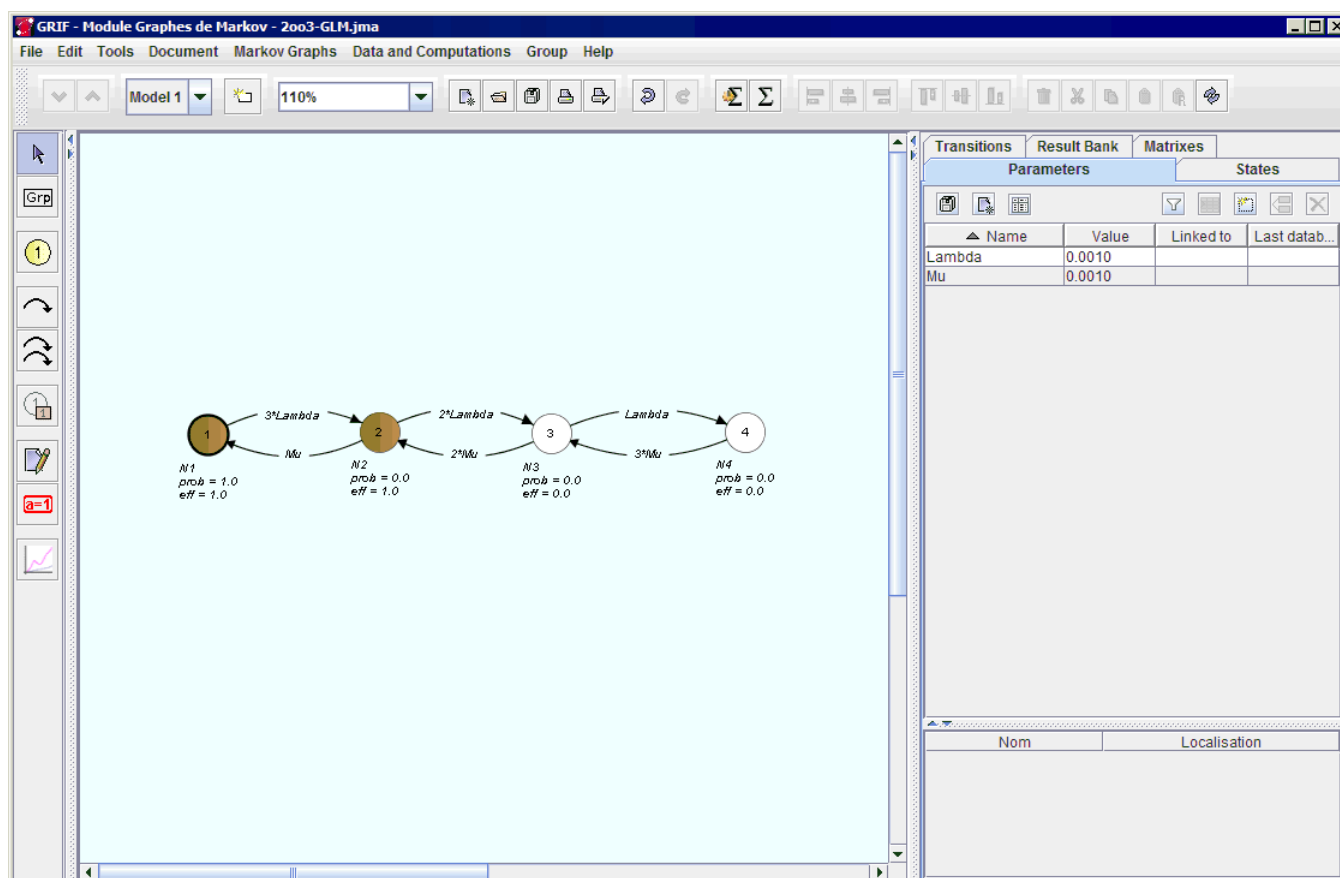
7.1. Edit curves window	41
7.2. Selection of results window	43
7.2.1. Curves from data in result-bank	43
7.2.2. Comparative curves from data in results bank	44
8. Databases	45
8.1. Connection to a CSV file	45
8.1.1. Form of the database	45
8.1.2. Connection	45
8.2. Connection via a JDBC link (example with ODBC connector)	46
8.2.1. Form of the database	46
8.2.2. Connection	46
8.3. Operation	47
9. Save	49
9.1. Model	49
9.2. RTF File	49
9.3. Input data	49
9.4. Results	50
9.5. Curves	51
10. Options of GRIF - Markov Graph	52
10.1. Executables	52
10.2. Database	52
10.3. Language	52
10.4. Options	52
10.5. Graphics	53
10.6. Digital format	53
10.7. States	53
10.8. Links	53
10.9. Curves	54

1. Presentation of the interface

1.1. Main window of the Markov Graph module

The main window is divided into several parts:

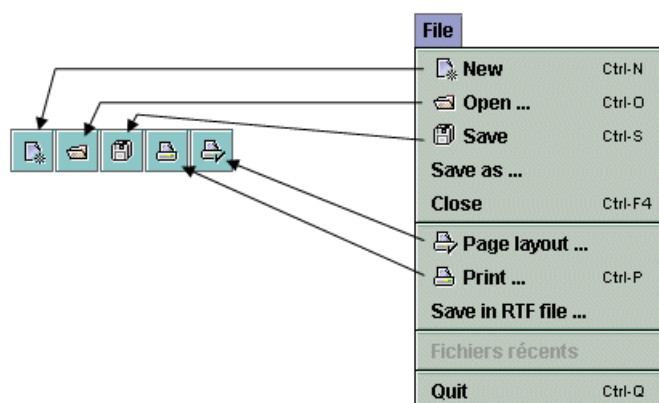
- **Title bar:** The title bar shows the names of the module and file being edited.
- **Menu bar:** The menu bar gives access to all the application's functions.
- **Icon bar (shortcuts):** The shortcut bar is an icon bar (horizontal) which gives faster access to the most common functions.
- **Tool bar:** The tool bar (vertical) allows you to select the elements for modeling.
- **Input zone:** A maximum amount of space has been left for the graphical input zone for creating the model.
- **Tree:** A tree is "hidden" between input zone and tool bar. It enables to walk through pages and groups of the document.
- **Set of tables:** Tables are gathered in "hidden" tabs on the right.



1.2. Description of the Menus

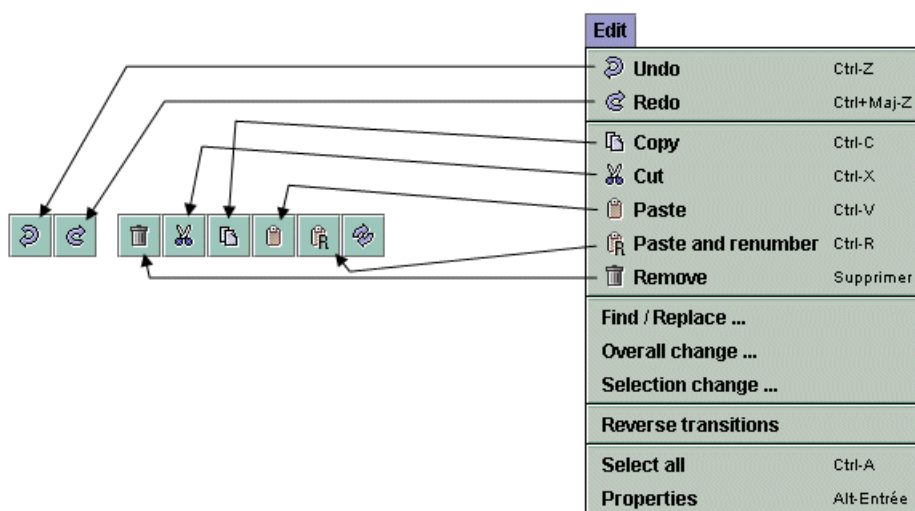
1. The **File** menu contains the standard commands used in this type of menu (open, close, save, print, etc.). The properties (name, creation date, created by, description, version) can be accessed and modified by selecting **Document properties**. The **Document statistics** provide information on the model's complexity. It is also possible to access a certain number (configurable) of recently modified files.

The icon bar just under the menus proposes shortcuts for most of the **File** commands:



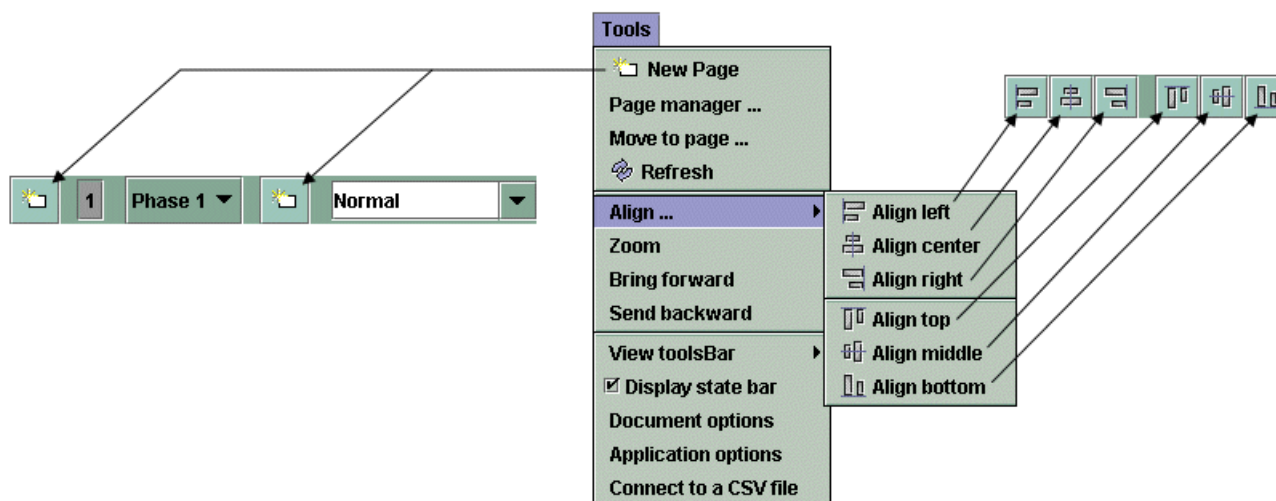
- The **Edit** menu contains all the commands needed to edit the model being input graphically.

The icon bar just under the menus proposes shortcuts for most of the **Edit** commands:



- The **Tools** menu contains all the commands needed to manage the current model (page management, alignments, options, etc.).

The icon bar just under the menus proposes shortcuts for most of the **Tools** commands:

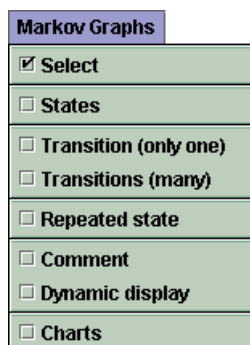


4. The **Document** menu gives access to all the documents being created or modified.

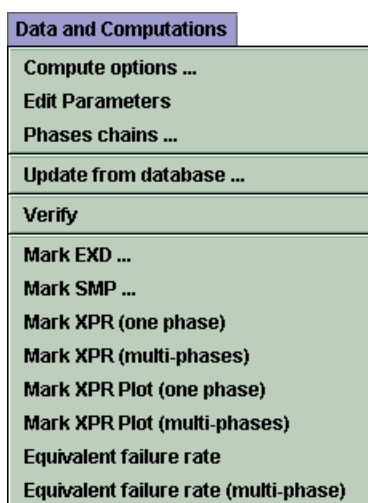


5. The **Markov Graph** menu contains all the commands needed to produce the graphical part of the current model.

The vertical icon bar on the left of the application provides shortcuts for each of the **Markov Graph** commands (cf. vertical tool bar).



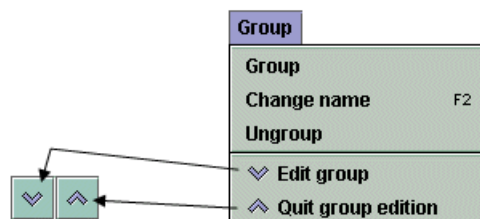
6. The **Data and Computations** menu is divided into two parts: data management (creation and management of the different parameters) and configuration/computation launch (computation time, desired computation, etc.).



NB: The **Verify** function detects any errors in the model: data without values (equal to **NaN**), states with an identical number, etc.

7. The **Group** menu concerns the input and management of submodels grouped into independent subassemblies.

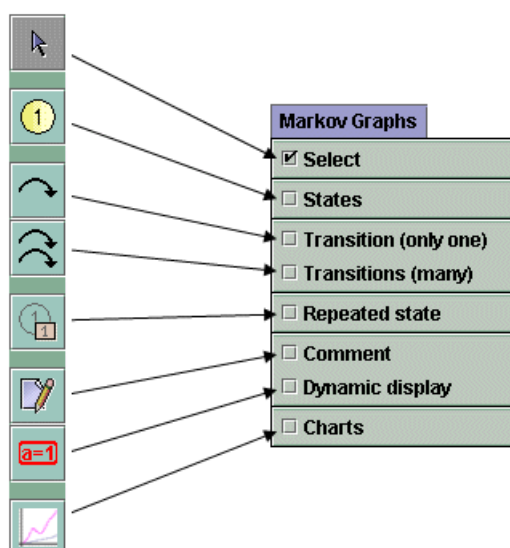
The icon bar just under the menus proposes shortcuts for two of the **Group** commands:



8. Finally, the **Help** menu accesses the on-line Help, the Help topics and to "About".

1.3. Vertical toolbar

Each model used for operating safety has its own icons. All of the graphical symbols for the Markov graphs are shown on the vertical icon bar on the left of the input window.



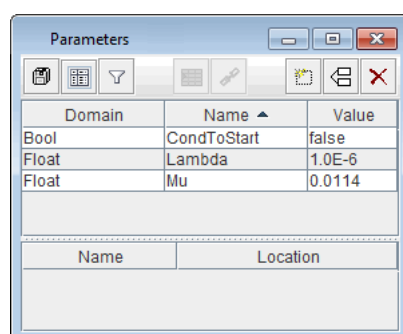
The vertical toolbar contains the following items:

- **Select** to select the desired elements.
- **States** represented by circles.
- **Transitions** represented by arrows with two possibilities of input: one transition at a time or several transitions in a row.
- **Repeated state** to duplicate a state in order to add links between the different parts of a same model (on different pages or groups).
- **Comment** to directly add text to the graphic.
- **Dynamic display** to display the value of a model element.
- **Charts** to draw curves representing computations on the model.

1.4. Data Editing Tables

1.4.1. Description of the Tables

To create or modify data (parameters, variables, etc.), tables are available in the **Data and Computations menu** and in tabs at the right of the view. All the GRIF 2014 data tables operate in the same manner.



The screenshot shows a window titled 'Parameters' with a toolbar at the top containing icons for file operations, table manipulation, and search. Below the toolbar is a table with three columns: Domain, Name, and Value.

Domain	Name	Value
Bool	CondToStart	false
Float	Lambda	1.0E-6
Float	Mu	0.0114












Below this table is another section with two columns: Name and Location.

Name	Location

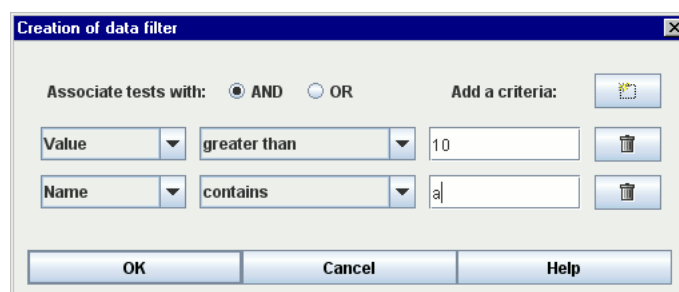
The data editing table/panel is divided into 3 parts:

- The top part containing the buttons.

- The main part containing the data table.
- The bottom part indicating what the selected data is used for.

	Saves the table in a text file.
	Opens the table in a text editor (that defined in the Options).
	Opens the column manager.
	When the display selection button is pressed, a click in the table leads to the selection in the input area.
	Displays the data filtering part.
	Multiple modifications made to all the selected data.
	Creates new data.
	Duplicate the selected data (ask a new name)
	Deletes the selected data (one or many).
	Enables data filtering or not.
	Defines the filter to be applied to the data.

Filtering allows you to display only what is necessary in a table. Several filtering criteria can be combined, as shown below:



The dialog box titled "Creation of data filter" contains the following elements:

- Associate tests with:** Radio buttons for **AND** (selected) and **OR**.
- Add a criteria:** A button with a plus icon.
- Criteria 1:** A dropdown menu showing "Value", a dropdown menu showing "greater than", and a text input field containing "10". A trash icon button is to the right.
- Criteria 2:** A dropdown menu showing "Name", a dropdown menu showing "contains", and a text input field containing "a". A trash icon button is to the right.
- Buttons:** "OK", "Cancel", and "Help" at the bottom.

Select **AND** or **OR** to choose the type of association between each line (filter criterion). A line is a Boolean expression divided into 3 parts:

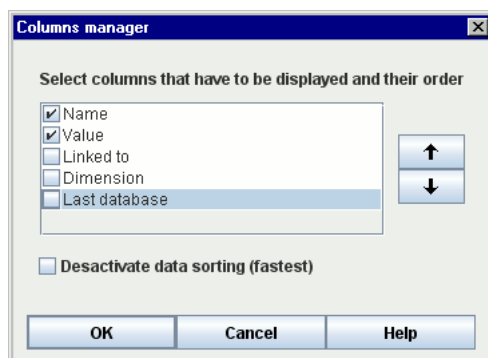
1. the first is the column on which the filter is used;
2. the second is the comparator;
3. the third is the value to which the data will be compared.

If the Boolean expression is true, the data will be kept (displayed); otherwise the data will be masked. When the filter is enabled its value is displayed between < and >.

The data in a column can be sorted by double clicking the header of this column. The first double click will sort the data in ascending order (small triangle pointing upwards). The second double click on the same header will sort the column in descending order (small triangle pointing downwards).

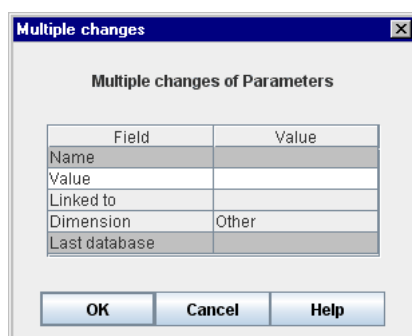
A table can contain many columns, some columns may be unnecessary in certain cases. The "linked to database" column is unnecessary when no database is available. It is thus possible to choose the columns to be displayed

and their order. To do this, click right on a table header, or click the **Columns Manager** button, the following window opens:



You can choose the columns to be displayed by selecting (or deselecting) the corresponding check boxes. The arrows on the right are used to move the columns up or down in the list to choose the order of the columns. The **Disable data sorting** check box disables the data sorting. This improves the application's performance with very complex models.

To modify data, double click the box to be modified. When several lines are selected (using the CTRL or SHIFT keys) changes can be made to all the selected data by using **Multiple changes**. A window then opens to allow you to make these changes.



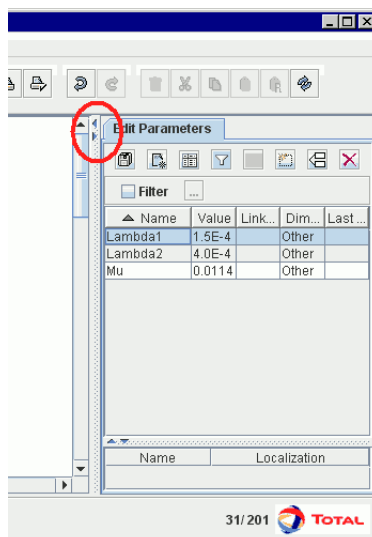
Items which cannot be modified are greyed. The white lines indicate that the selected data does not have the same value for the field in question. A new value can be entered which will be taken into account for all the selected data. The lines with no background colour indicate that all the selected data has the same value for this field (in this example the selected data is all "Float"); they can be changed to give a new value to all the selected data.

The bottom table in the data table indicates which elements in the model use the selected data. The first column of this table gives the name of these elements; the second indicates their location in the document (page, group). Clicking on a line in this bottom table opens the page where the element is located and selects the element.

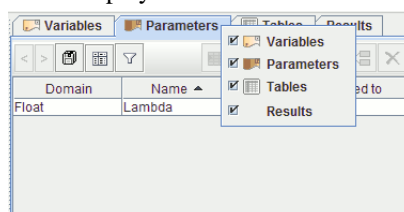
1.4.2. Table accessibility

As mentioned above, the tables can be accessed via the **Data and Computations** menu; in this case, each table is displayed in a separate window.

To avoid having too many windows open, all the tables are grouped together in tabs on the right-hand side of the application. This area can be hidden/displayed using the small arrows above the input zone.

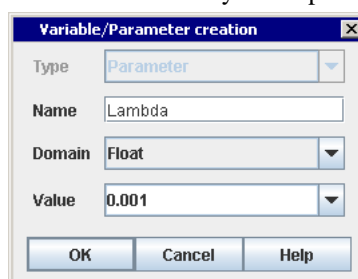


It is possible to choose the tables in this zone by right clicking on the tabs. A contextual menu appears, in which the user can select the tables s/he wishes to display.

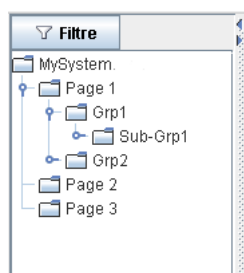


1.4.3. Data creation

The **Parameter editor** is used to create "real" parameters. The following window is only used to choose the name of the new parameter. Its value must be entered later directly in the parameter table.



1.5. Tree view



To help users to walk through the document (pages, groups and sub-groups), a tree is available on the left of the application. By default, every element is displayed, you can use **Filter** button in order to select elements you want to display or not.

You can expand or collapse a node in a recursive way with a right click on the node.

As explained for tables on the right, you can "hide" the tree.

2. Creating Markov's graph

2.1. Entering the graph

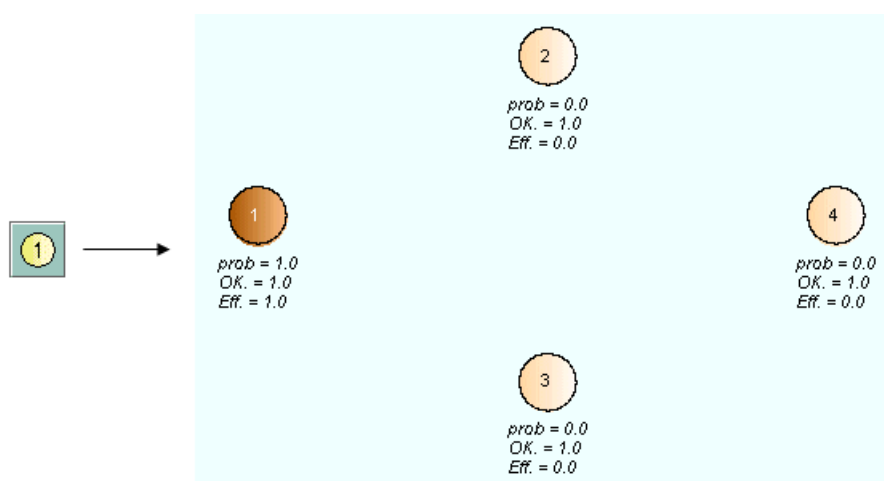
2.1.1. Entering states

To enter the various **States**, select the corresponding symbol on the vertical toolbar. A new element is then created whenever you left click on the graphical entry area. Each of the graph's states has five parameters:

1. A **number**: this number (located at the centre of the circle representing the states) is automatically generated and in principle, you do not have to modify it. It is the true identifier of the state (the one that will be used by the computation engine). This is why, when you wish to change the number of certain states, you must remember that two states cannot have an identical number (no duplicates). The numbers of all of the states of the graph must imperatively be consecutive.

Note: numbers are automatically incremented as new states are created.

2. A **name**: it is just a succession of characters, which can be changed at will, and which does not undergo any specific verification. It simply makes it easier to read and understand the model. By default, states do not have names.
3. An initial **probability**: it is the probability that the system being studied will be in this state at time $t = 0$ (value necessarily found between 0 and 1). You must remember that the sum of the initial probabilities of all the states in the model must also be equal to 1. If this is not the case the computation engine will detect an error. The states that have a probability that is not equal to 0 will be represented in brown (the others will be in beige).
4. A **comment**: this field adds text below the state. This function makes the model more legible (by giving the specific features of the elements for example).
5. **Properties**: a change in the value of the variables can be associated with each state. Each state has two default properties that are **Eff.** and **OK.**.



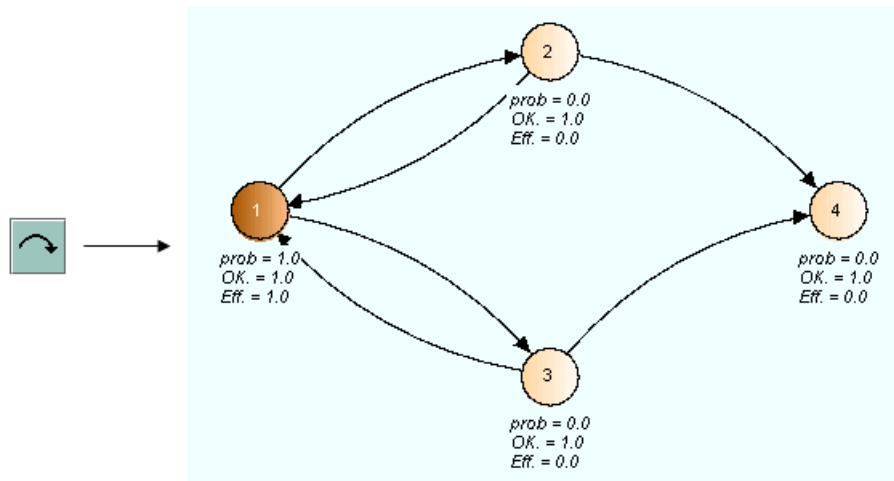
By default, the first state created is given an initial probability and efficiency (variable **Eff.**) that are equal to 1. The other states are given a default initial probability and efficiency that are equal to 0.

2.1.2. Entering transitions

Once the various states of the system have been created, they have to be interconnected by directional arcs to establish the Markov graph's logic. To make these connections, called **Transitions**, simply:

1. click on the corresponding icon on the vertical tool bar;
2. select a start element by a left click on the circle and hold the button down;
3. drag the mouse to the arrival element
4. release the button.

Each of the transitions in the model is characterised by a **Transition rate** which is the value of the parameter of the exponential law that governs the random aspect of the represented change of state. For each of the model's arcs, this value appears at the centre of the curve.



NB: the above icon makes it possible to create only one transition at a time. If you wish to create several in a row without having to reselect the transition creation icon, you can use the icon which is right below: **Transitions (several)**.



It is important to note that by default, the curve of the arcs is defined as follows:

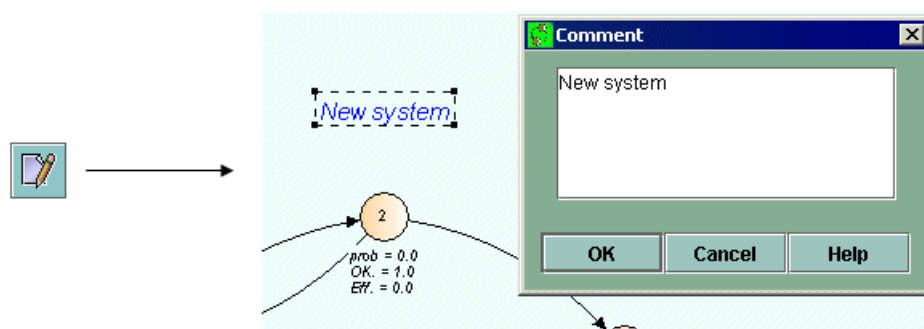
- the arcs drawn from left to right have a convex-upward shape;
- the arcs drawn from right to left have a convex downward shape.

If necessary, you can then modify this property "manually" (see further on)

2.1.3. Entering Comments

To add a comment anywhere on the chart, click the pencil icon and place yourself on a point in the graphical input zone. The **Comment** dialogue box opens where you can enter the desired comment.

Note: Character "%" is a reserved character, it must be type twice "%" in order to display "%".

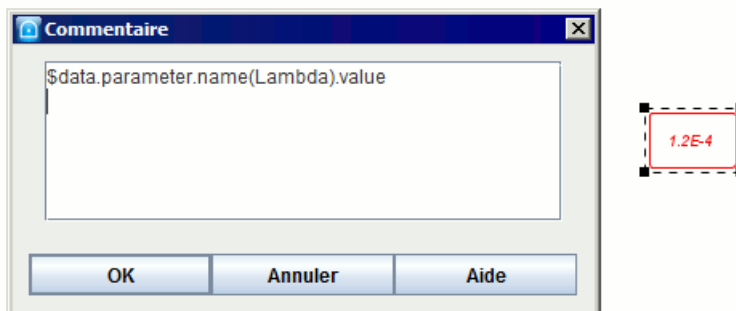


2.1.4. Dynamic fields

It may be useful to observe the change in the different parameters of the model. It is also useful to see a result next to its corresponding system. To do this, use dynamic fields by selecting the corresponding icon on the vertical tool bar:



The dynamic fields are a type of "improved comments". They can be used not only to enter words or phrases but also to insert model values or results.



If you want to display informations about a data of the model, you must use the following syntax:

`$data.'type of data'.field used o search data('value that the field must match').information you want to display for the selected data'`

We can analyze the above windows as follows: I am looking for a "parameter" which "name" is "lambda", and I want to display its "value". When you type the first letters, a completion system helps to type script without error.

If you want to display a result of the result-bank, the syntax is the following:

`$result.bank('path in the bank').target('target result').'what you want to display'.'at what time'`

We can analyze the next picture as follows: I am looking for a result which path in the bank is "default-Moca", I want results for "TS3 for 'available' variable" and I want its value for the "last" time. If last is replaced by time(10) we obtain value at t=10.



You can also display a summary of result. Replace 'what you want to display' by **summary**. In this case, **summary** is the last word of this script.

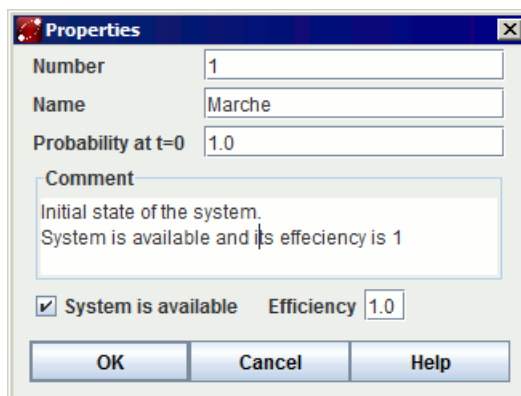
A button has been added in 2013 version, it is a script generator for model data.

2.2. Configuring the elements

All the graphical elements can normally be edited with a double-click on them or using the **Edit - Properties** menu, or using the shortcut **Alt + Enter**.

2.2.1. Configuring the states

When you click right on a state, you can modify any one of these parameters:



The 'Properties' dialog box for a state contains the following fields and options:

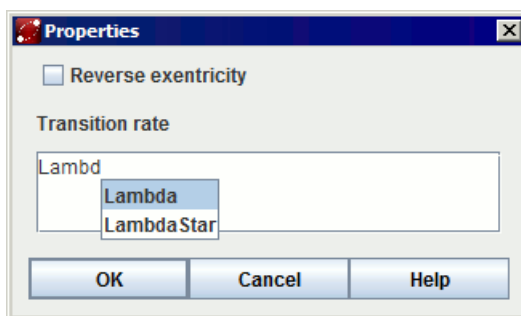
- Number:** A text box containing the value '1'.
- Name:** A text box containing the value 'Marche'.
- Probability at t=0:** A text box containing the value '1.0'.
- Comment:** A text area containing the text: 'Initial state of the system. System is available and its efficiency is 1'.
- System is available:** A checked checkbox.
- Efficiency:** A text box containing the value '1.0'.
- Buttons:** 'OK', 'Cancel', and 'Help'.

- change the **number** (making sure not to give a number already being used by another state);
- change the **name**;
- change the **probability** (remembering that the sum of probabilities of all the states in the model must be strictly equal to 1);
- read and/or modify the **comment** part;
- specify if system is available or not;
- specify efficiency (between 0 and 1) of the sytem in this state;

2.2.2. Configuring the transitions

When you click right on a transition, you can modify its various parameters:

- invert (or not) the eccentricity of the curve by ticking (or un-ticking) the corresponding box;
- enter (or modify) the **transition rate**.



The 'Properties' dialog box for a transition contains the following fields and options:

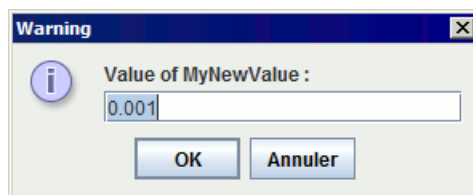
- Reverse exentricity:** An unchecked checkbox.
- Transition rate:** A section containing a text box with the value 'Lambd'. Below the text box are two buttons: 'Lambda' and 'LambdaStar'.
- Buttons:** 'OK', 'Cancel', and 'Help'.

The transition rate of an arc can take on several forms. It can be:

- a real number (e.g.: **0.000412**);
- un parameter (e.g.: **Lambda1**);

- a formula (e.g.: $2*L1$ or $L1 + 0.5*L3$ or $2*(L1 - L2)$).

In the case where the inputted transition rate includes a non-existing parameter, a window appears in which you can give it a value. For example, if you type **NewValue** in the transition rate window and that this element does not yet belong to the table of parameters, the following window will appear:



Once the value has been entered, the parameter **NewValue** can be found in the parameter table.

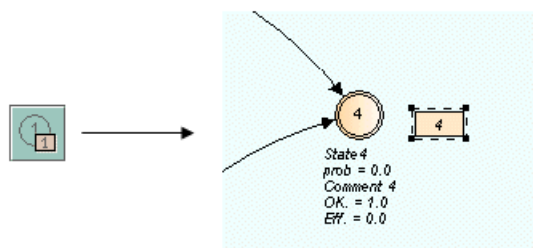
2.3. Shortcuts to the states (repeated states)

The concept of a **shortcut** (or repeated element) was introduced in the Markov Graph module for four main reasons:

- To link together portions of the model;
- To avoid graphically complex model, and keep readability;
- To simplify the use of the **Group** function (cf. below);
- To highlight what is essential and what is not.

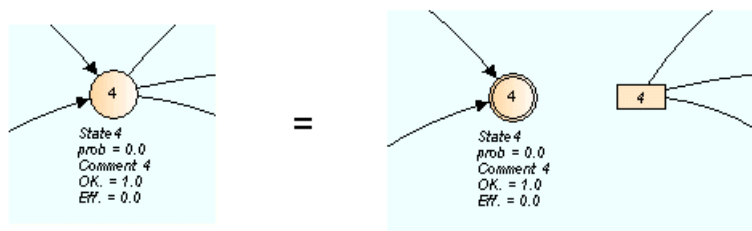
Let a state be called **State4**. To create a shortcut to this state, simply:

1. select the corresponding icon on the vertical toolbar;
2. click on the state to be duplicated.



Note: when a state has been shortcut, it is marked with an inner circle.

Although linked from the "computational logic" point of view, the two states are now graphically completely independent. They can now be placed on different pages or in different groups (see further on).



Note: obviously, if the original state is deleted then its shortcut is also deleted.

2.4. Page and group management

The use of shortcuts allowed us to obtain two Markov Graph which have no graphical link between them. They communicate only by **shortcuts**. This can be used, for example, to place each subpart on a different page:

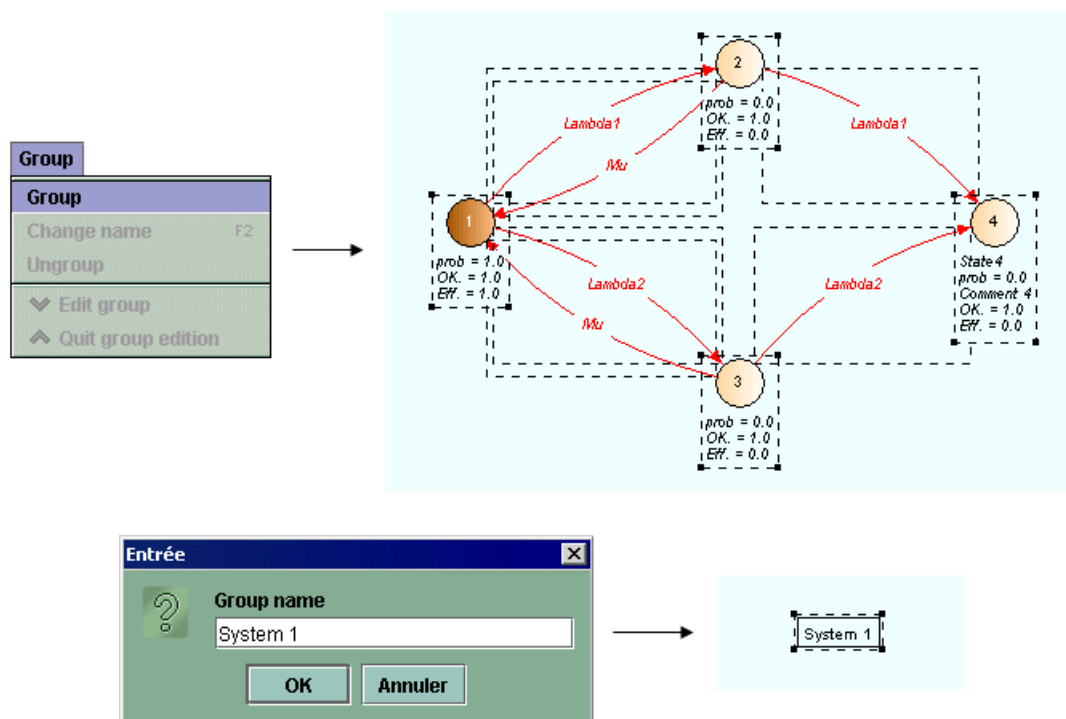
1. Create a new page by clicking the corresponding icon in the icon bar (or use menu **Tools - New Page**). A page number 2 is thus created.
2. Return to page 1 by selecting the page using the page selector in the ideographic command bar (or use menu **Tools - Page manager**).
3. Select the part to be moved.
4. Open menu **Tools - Change page**.
5. Select page 2 and click **OK**. The part selected is transferred to page 2 but it continues to communicate with page 1 via the **shortcuts**.

Note: For large models the division method described above is very useful.

Another possibility for entering large Markov Graph is to use the **Group** concept. This is made possible by the **shortcuts** and the fact that the data is global for a document. This allows quite separate subparts to be created:

1. Select a subpart.
2. Use menu **Group - Group**. A dialogue box then opens asking for the name to be given to the group being created.
3. Enter the desired name and click **OK** (e.g.: "System 1"). The group is created: the subnet is replaced by a rectangle assigned with the chosen name.

You can also create an empty group with **Group - New Group** menu or group tool in the left toolbar.



Each group can then be **edited**, **renamed** or **ungrouped** using the commands in the **Group** menu. The group can also be edited with a click right or using the "cursor down arrow" on the left of the page manager. In Edit mode, the submodel can then be modified as you wish. When the modification is terminated you return to the previous figure by exiting group editing by menu **Group - Quit Group Edition**, or using the "cursor up arrow" on the left of the page manager. It's also possible to choose a picture for a group by using **Group - Change Picture** menu.

Note: Groups can be grouped recursively.

2.5. Data Entry Aids

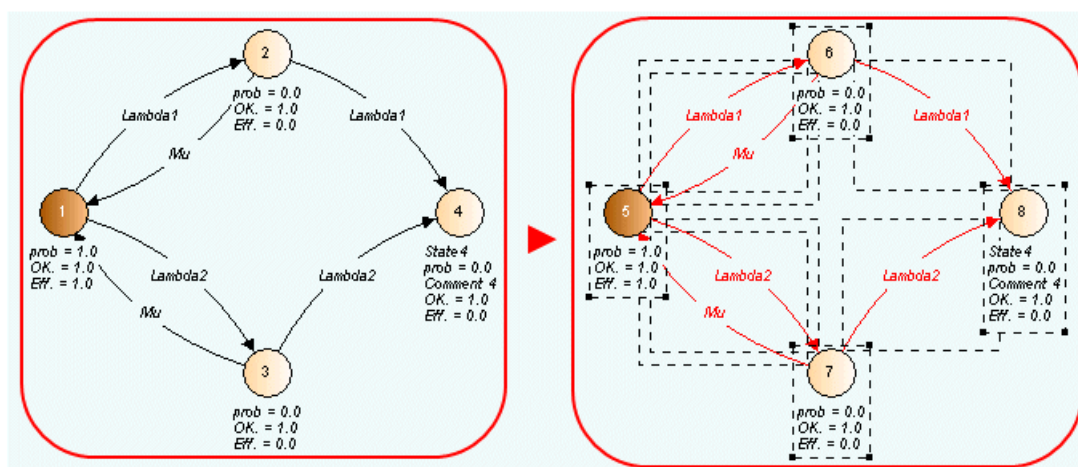
To simplify model creation the Markov Graph module has different data entry aids to automate time-consuming operations.

2.5.1. Copy / Paste / Renumber (without shortcut)

To assist with the entry of the repeated parts of the Markov Graph "Copy / Paste and Renumber" mechanisms have been provided. This operation is carried out in 6 steps:

1. Select the part to be copied.
2. Click the **Copy** icon, or use menu **Edit - Copy** or the shortcut Ctrl + C.
3. Click the **Paste and Renumber** icon, or use menu **Edit - Paste and Renumber** or the shortcut Ctrl + R.
4. A window appears where you choose the start number for the renumbering.
5. The previously selected part is copied and the copy is selected.
6. Move the copy to the desired location.

In the above example, each one of the graph's states has been renumbered for the copy. It is the only modification to have been carried out. The comments, the names of the states, the values of the transition rates, etc. have not been changed.



When copying to a new document, any data conflicts are handled in the following window:

Data conflict

Some data has same name in destination document.
Please manage conflict in order to "paste".

☒ Use data of destination document.
☐ Create a copy for each data in conflict.
☐ Manually manage conflict:

Source document	Destination document	Use existing
Lambda2		✓
Lambda1		✓
Mu		✓

This window shows all the data which has the same name in the source document and the destination document. There are three choices:

1. Use data of destination document, this will replace the occurrences of the data in the source document by the data with the same name in the destination document.
2. Create a copy for each data in conflict, this will replace the occurrences of the data in the source document by a copy with a name with the suffix "copy".

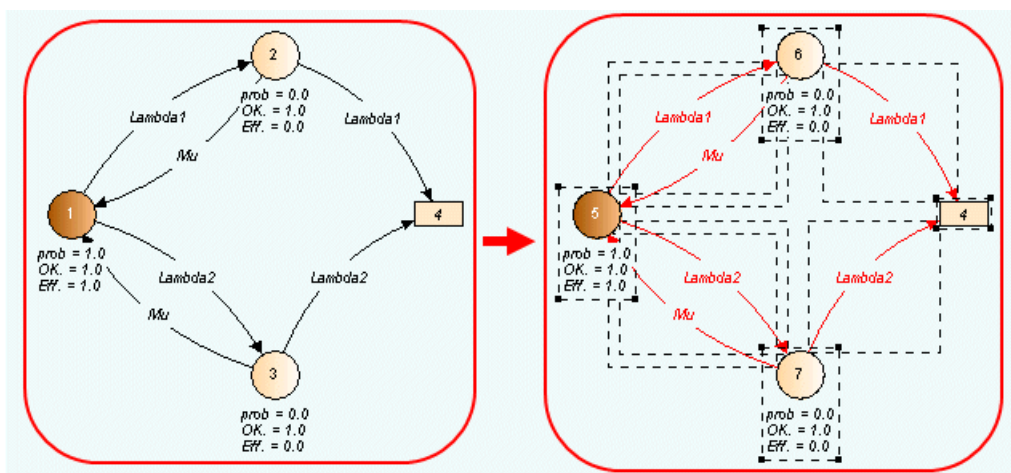
- Manually manage conflict, this allows you to choose whether you use the existing data or not, depending on the data. You can also specify the name of the copy by double clicking on the box in the "destination document" column. The names in this column are normally masked when the **Use existing** check box is selected, since it is the data which is already in the destination document which will be used.

2.5.2. Copy / Paste / Renumber (with shortcut)

The "Copy / Paste and Renumber" command creates new "instances" i.e. new sub-graphs similar to the sub-graphs copied:

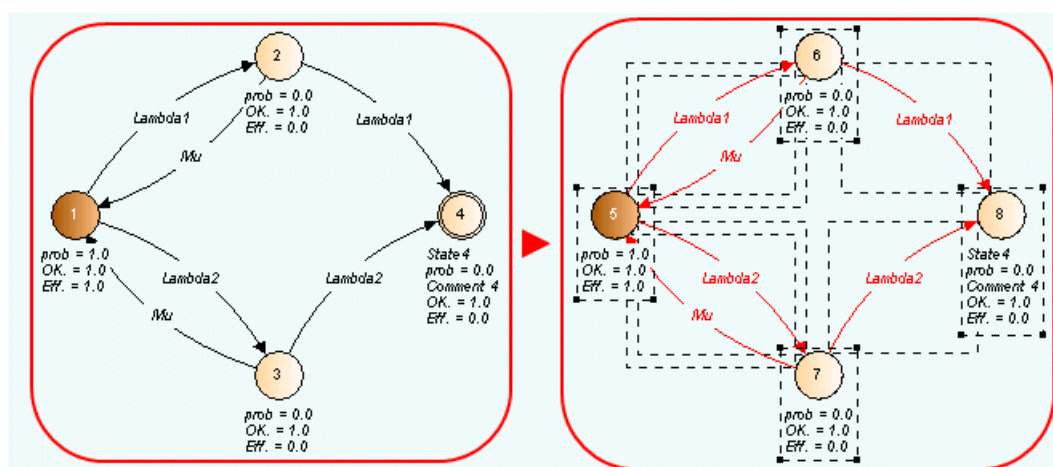
- Same graphical structure;
- Same parameters;
- The states' numbers change;
- Same comments.

When repeated states are part of the selection to be copied / pasted and renumbered, they will remain unchanged in the copy. They will always point towards the same state if the latter is not part of the copy.



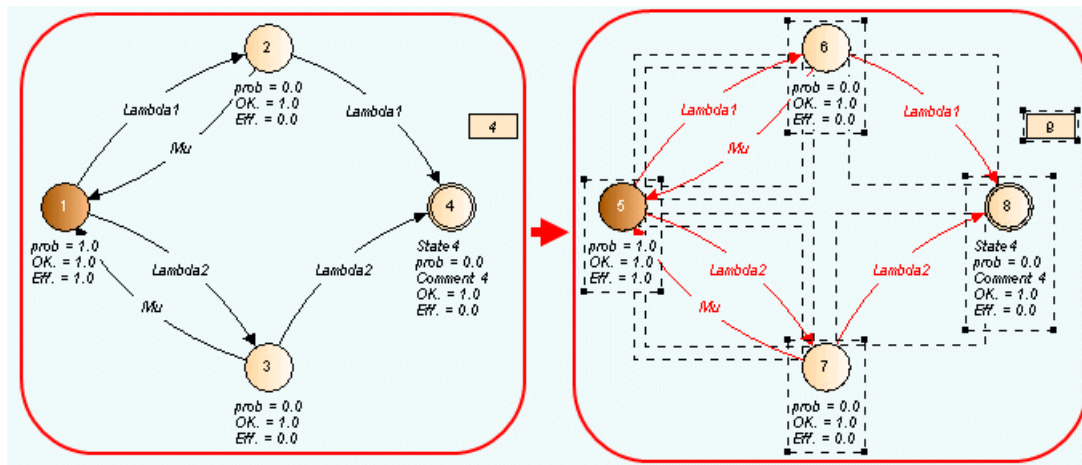
In the above example, all of the states have been renumbered. The shortcut to state 4 has not been modified.

When a state that has been shortcut is part of the selection to be copied/pasted and renumbered but the shortcut itself is not included, it will be renumbered in a classical fashion.



In the above example, all of the states have been renumbered normally. State 4 has given a new state for the copy that has no particular specificity

When shortcuts and their initial state are part of the selection to be copied/pasted and renumbered, new shortcuts will be created that will be linked to the new states.



In the above example, the state that has been shortcut has been renumbered (4 -> 8) so its shortcut has also been modified.

You can navigate between an element's different shortcuts, using menu **Tools/Navigate to shortcuts**. A window opens and displays the list of shortcuts. Clicking on a shortcut automatically positions the view on this shortcut. You can return to the original element by clicking on its name at the top of the window.

2.5.3. Ordinary Copy/Paste

In addition to the "Copy / Paste and Renumber" command there is an ordinary "Copy / Paste" function. It is used to make a single copy without renumbering. We thus obtain double elements which, from a formal viewpoint, is incorrect but which must be temporarily tolerated to simplify data entry.

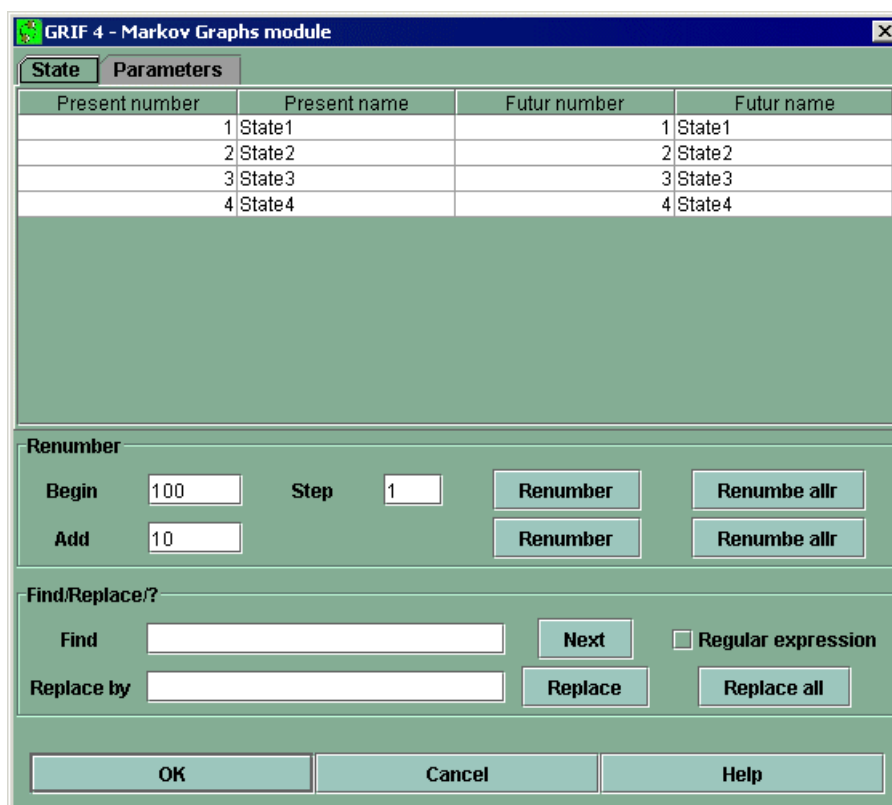
Where possible, the "Copy / Paste and Renumber" function must be used in preference to the simple "Copy / Paste" function to minimise the risk of errors. But when it is used you must take the necessary precautions to re-establish the correct numbering to eliminate the duplicates.

2.5.4. Overall change

When creating the Markov Graph it may be necessary to change a large part of the elements in the models: changing the names, numbers, etc. The "Replace all" function in the **Edit** menu allows you to perform overall changes:

- Use the **Edit / Overall changes** function.
- Choose the type of elements to be modified among available tabs.
- The "Find / Replace" part changes a character string present in one or more variable labels, place labels or transition labels. It is replaced by the string entered in the "Replace" part.
- The "Renumber" part only concerns the places. It is used to change place numbers. You indicate a **Start** number then specify a constant **Step**, or **Add** a constant value to the current numbers.
- Click **OK** to return to the chart. The changes are validated.

Note: The name changes and renumbering can be done manually if the necessary precautions are taken (avoiding duplicates, etc.). You click the **Future number** or **Future name** column and enter the change. Do not forget to validate it with the "ENTER" key.



The dialog box is titled "GRIF 4 - Markov Graphs module". It contains two tabs: "State" and "Parameters". The "State" tab is active, showing a table with four columns: "Present number", "Present name", "Futur number", and "Futur name". The table contains four rows of data:

Present number	Present name	Futur number	Futur name
1	State1	1	State1
2	State2	2	State2
3	State3	3	State3
4	State4	4	State4

Below the table is a large empty green rectangular area. Underneath this area is a "Renumber" section with input fields for "Begin" (100), "Step" (1), and "Add" (10). There are two "Renumber" buttons and two "Renumber allr" buttons. Below the renumbering section is a "Find/Replace/?" section with input fields for "Find" and "Replace by", a "Next" button, a "Replace" button, and a "Replace all" button. There is also a checkbox for "Regular expression". At the bottom of the dialog are three buttons: "OK", "Cancel", and "Help".

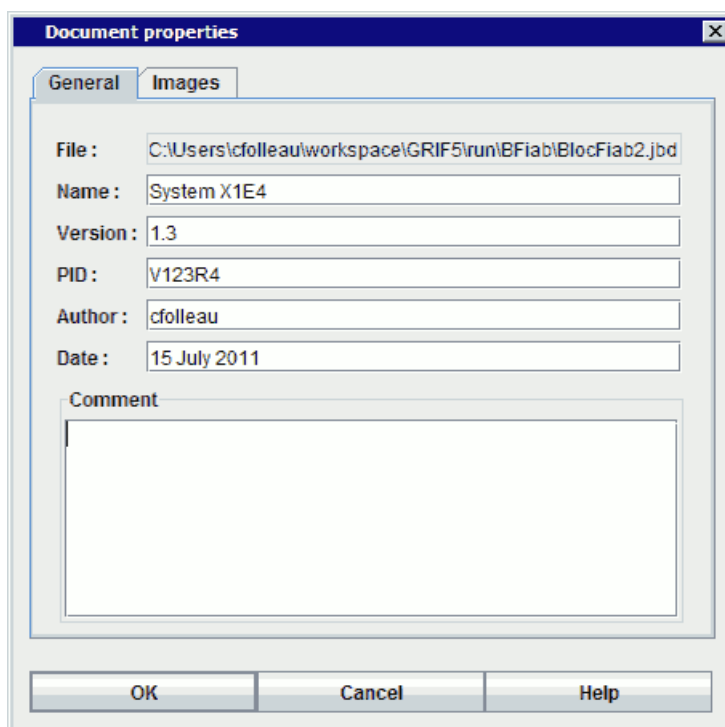
2.5.5. Selection change

La fonction "Modification de la sélection" est l'équivalent d'une "Modification globale" mais appliquée seulement aux éléments sélectionnés. En effet, seuls les états sélectionnés vont pouvoir être modifiés.

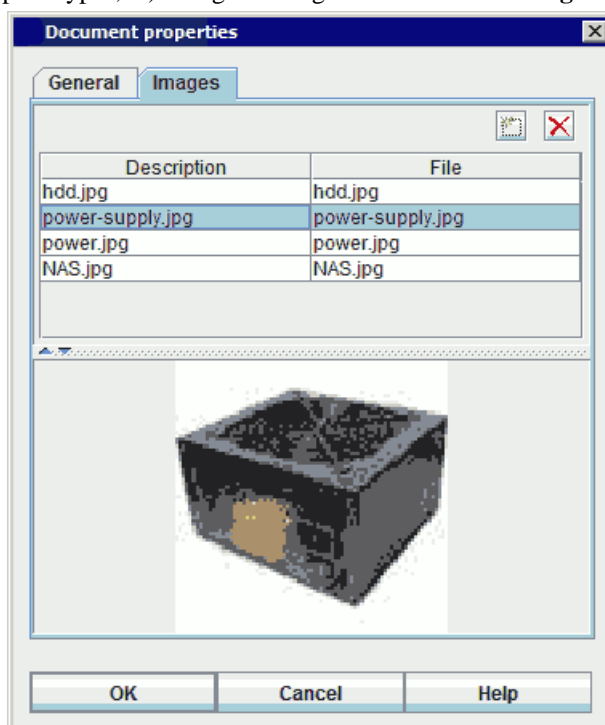
Remarque: La fonction "Modification de la sélection" ne permet pas de modifier les paramètres du modèle.


2.5.6. Document properties / Images management

File - Document properties menu enable to save information about document : name, version, comment, ... These informations are available in **General** tab.



Images may be very useful to represent sub-system. GRIF 2014 enables to save images that can be used in different parts of software (groupes, prototypes, ...). Images management is made in **Images** tab.



To add a new picture into document, use  icon. A double click in **File** column enables to select an picture (jpg, gif or png). A double click in **Description** column enables to give a name or a description to selected image.

Once in document, picture can be linked to a groupe with **Group - Picture change** menu.

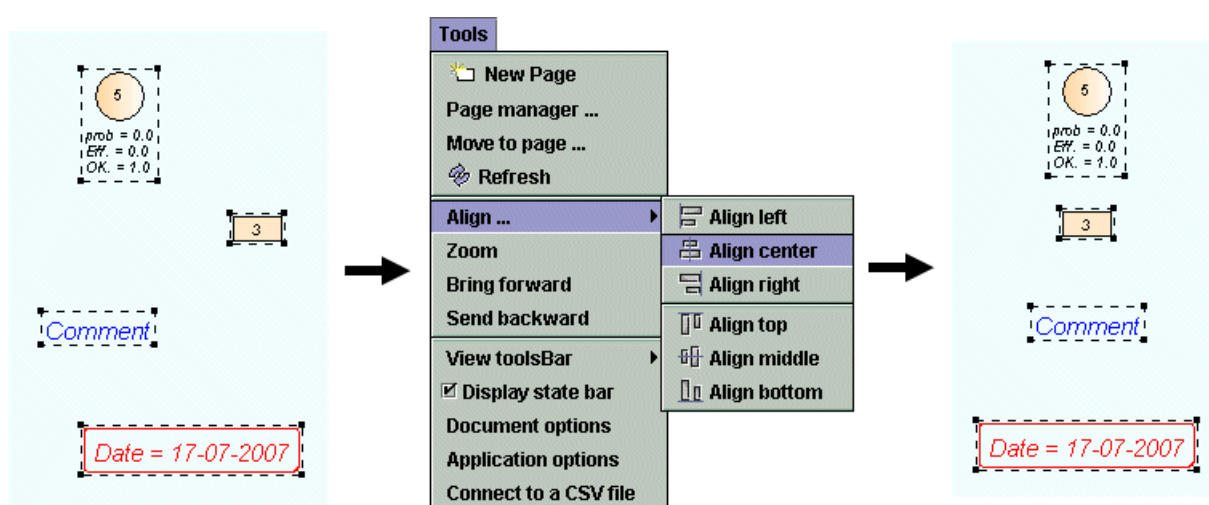
Images are saved inside document, pay attention to picture size. Because images are inside document, you have to re-add picture if picture is modified externally.

2.5.7. Alignment

To improve the legibility of the model the selected elements can be aligned vertically or horizontally. To do this, use the **Align** command in the **Tools** menu.

The following figure shows how the command works. For example, to align selected places and transitions vertically, proceed as follows:

1. Select the elements (places, transitions, comments, etc.) to be aligned;
2. Go into the **Tools** menu and select the **Align** function;
3. Choose the type of alignment: **Align center**;
4. Click left on the mouse.



Similarly, to align elements horizontally select the type **Align middle** which aligns the ordinates while keeping the abscissa constant. The principle is the same as that described above.

2.5.8. Multiple selection

It may sometimes be useful to select several elements located in the four corners of the input zone. To simplify this type of selection click on each of the desired elements one by one while holding down the Shift key on the keyboard.

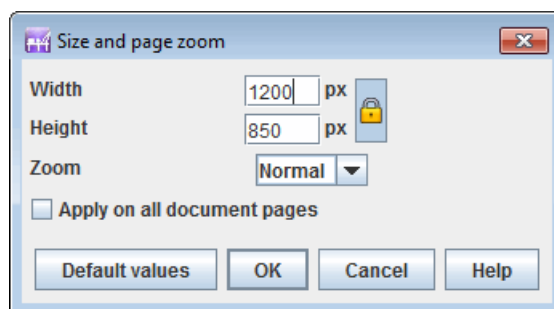
2.5.9. Selecting connex (adjacent) parts

It is sometimes difficult to select an additional part of a model. To simplify the selection process, select a graphical element then use menu **Select connex part** in the **Edit** menu. The additional part can be selected directly by clicking on the element while keeping the Control button pressed.

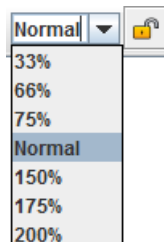
2.5.10. Zoom and page size

When creating a model, if the page size is not big enough, it can be changed using the menus : **Increase page size** (Control+Keypad +), **Reduce page size** (Control+Keypad -), **Page size** (Control+Keypad /) under the **Tools** menu.

The **Page size** menu allows the user to edit the page dimensions directly.





Page zooms can be modified either by using the toolbar menu:



Or by selecting the display and using **Control+mouse wheel scroll up** to zoom or **Control+mouse wheel scroll down** to zoom out.

The padlock on the toolbar is used to apply the zoom to the current page or to all pages in the document.

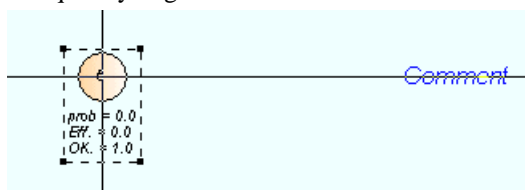
	The zoom applies to all pages in the document.
	The zoom is applied only to the current page.

Note that if an element is selected on the page, the zoom will centre the page on that element.

2.5.11. Cross hair

To be able to create an ordered and legible model quickly, the **cross hair** can be used to align the different elements with each other (but less accurately than the **Align** function in the Tools menu). The **cross hair** is enabled (or disabled) in the **Graphics** tab of the **Option** menu.

The following picture show how to quickly align two element of the model.



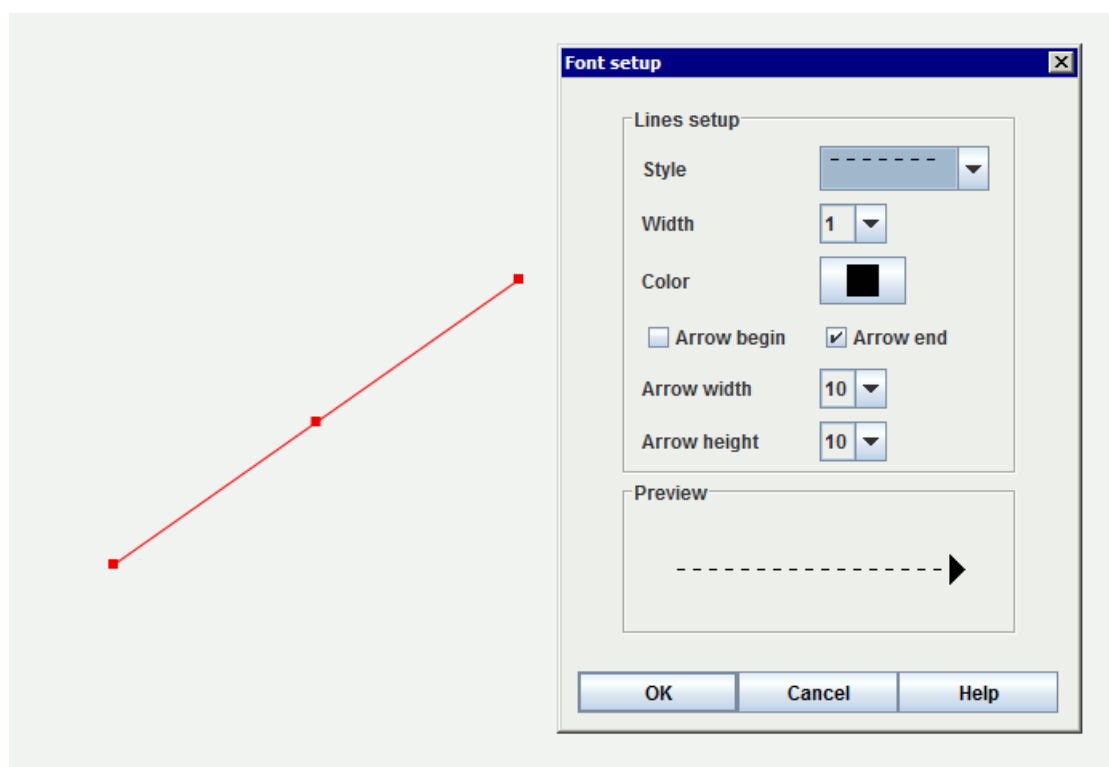
In order to align horizontally, select **Align au middle** which align keeping constant abscissa.

2.5.12. Gluing/Associating graphics

When objects are where you want, you can glue a set of object by right-clicking and selecting **Glue**. This command create a group (a graphical one, not a hierarchical one) with selected objects, so that moving one moves the others.

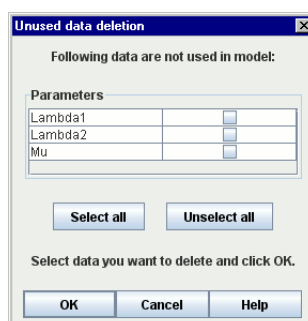
2.5.13. Line

To be able to draw a line, polyline or arrow, the **Line** can be used. Draw the line and edit properties of line to make an arrow.



2.5.14. Table Cleaning

Data may not be used anymore, it can be used usefull to delete every unused data. To facilitate removal, use **Data and Computations / Unused data deletion** menu.



This window displays unused data. Select data you really yan to delete and click OK.

3. Multi-phase Markov graphs

The Markov module makes it possible to implement two different markovian approaches:

- Ordinary modelling involving a single Markov graph (single-phase Markov graphs);
- Modelling involving several Markov graphs linked together and joined by transition matrices (multi-phase Markov graphs).

3.1. Creation/deletion of the different models

In the Markov module, the notions "Page" and "Model" are intimately related. To simplify the management of the various graphs, each one is to be represented on a different page and on one page only. This is why, in this module, the notion of "Model" present in all GRIF modules is equivalent to the notion of "Model". Each page will contain a behavior-model of the system.

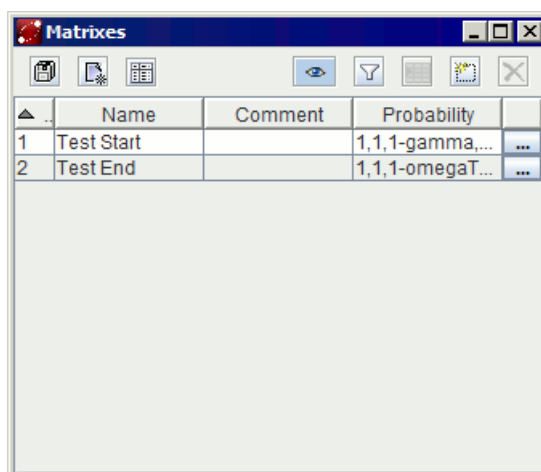
Each phase corresponds to a specific, individual and complete Markov graph. To create a new phase or to delete one, proceed in the same way as for the pages (same icons and same menu - **Tools - New Page**).

Note: Numbering states in a phase has no link with other phases. That is why users must pay attention. States of models must have the same name and number if they represent the same state of the system in the real life.


3.2. Phase transition sequence

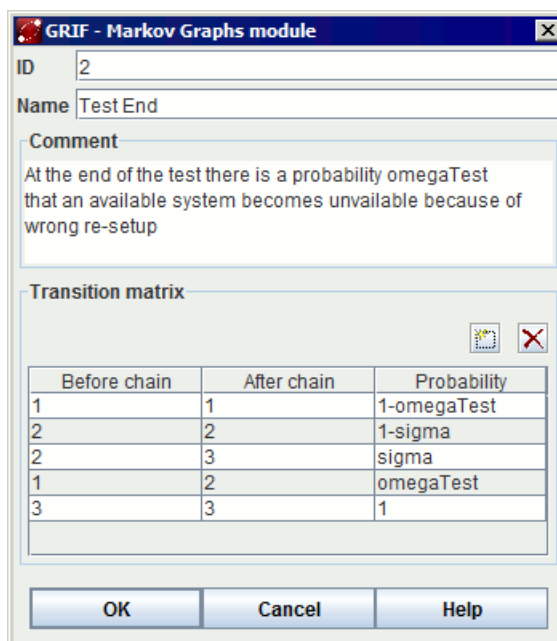
3.2.1. General data

Once the Markov graphs relating to the various phases have been entered, it is necessary to indicate how they will be linked to each other. Do do this, we need chaining matrixes. The Matrixes tab on the right and the **Data and Computations - Phase transition** menu is meant for this purpose.



	Name	Comment	Probability
1	Test Start		1,1,1-gamma,...
2	Test End		1,1,1-omegaT...

The list of chaining matrix (or transition matrixes) is displayed in a table. As every data table, user can add new matrix with . You can edit all matrix field at a time with the "..." button in the last column.



The dialog box is titled "GRIF - Markov Graphs module". It contains the following fields and sections:

- ID:** A text box containing the value "2".
- Name:** A text box containing the value "Test End".
- Comment:** A text area containing the text: "At the end of the test there is a probability omegaTest that an available system becomes unavailable because of wrong re-setup".
- Transition matrix:** A section containing a table with 3 columns: "Before chain", "After chain", and "Probability". The table has 6 rows of data.
- Buttons:** "OK", "Cancel", and "Help" buttons at the bottom.

Before chain	After chain	Probability
1	1	1-omegaTest
2	2	1-sigma
2	3	sigma
1	2	omegaTest
3	3	1

The window is divided into four parts:

- The first three part let you enter ID, name and Comments
- The right-hand part enables you to enter the transition matrix of the selected sequence.

3.2.2. Transition matrices

DEFINITION:

The function of the transition matrix of phase i to phase $i+1$, is to specify the probability that a state j at the end of phase i will give a state k at the beginning of phase $i+1$.

To make this definition clearer, here is an example of a transition matrix of a phase i with 4 states to a phase $i+1$ with 3 states:

Beginning	End	Probability
1	1	0.3
1	3	0.7
2	3	1.0
3	2	0.5
3	1	0.5
4	1	1.0


Here is how this matrix should be read:


At the end of phase i ,

- in state 1, the probability of being in state 1 at the beginning of phase $i+1$ is equal to 0.3;
- in state 1, the probability of being in state 3 at the beginning of phase $i+1$ is equal to 0.7;
- when in state 2, the probability of being in state 3 at the beginning of phase $i+1$ is equal to 1;
- when in state 3, the probability of being in state 2 at the beginning of phase $i+1$ is equal to 0.5;
- when in state 3, the probability of being in state 1 at the beginning of phase $i+1$ is equal to 0.5;
- in state 4, the probability of being in state 1 at the beginning of phase $i+1$ is equal to 1.

It is important to note that when a same state in phase i points towards several states of phase $i+1$ (states 1 and 3), then the sum of probabilities is strictly equal to 1. In the above example, for state 1 we have " $0.3 + 0.7 = 1$ " and for state 3, " $0.5 + 0.5 = 1$ ".

INPUT:

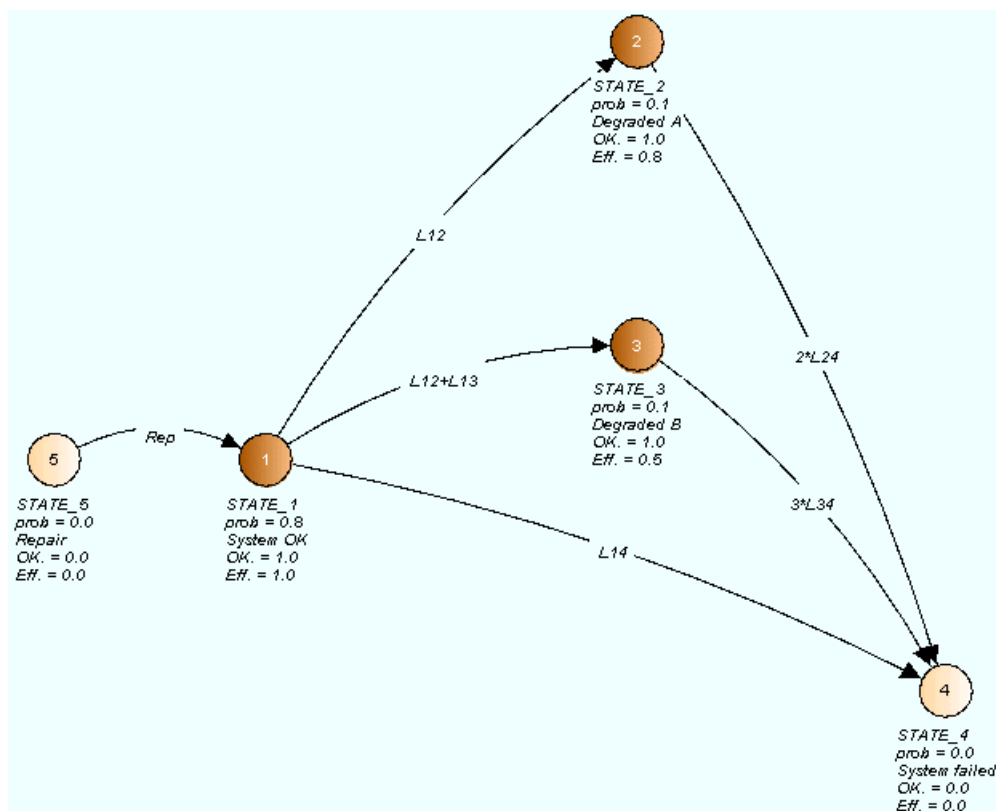
To start with, the transition matrix of all the phases of the model has no lines. So you first have to generate lines using the  button.

Note: the button right next () enables you to delete the selected line.

The line that you have created has a default configuration. This default configuration specifies that state num. j will be found in the state num. j of the next phase (whether these states exist or not) with a probability equal to 1. To then modify one of the three fields in the line, simply double-click on the targeted element and enter the new value.

4. Example of a Markov graph

Here is a single-phase Markov graph, modelling the behaviour of any system that has five possible states: "work", "degraded A", "degraded B", "failure" and "repair".



Edit Parameters	
Name	Value
L12	4.824E-6
L13	2.378E-7
L14	1.4341E-7
L24	2.62431E-6
L34	2.62431E-6
Rep	0.04166666
Name	Localization

The above Markov graph has five states:

- **State 1**
 - Number: 1
 - Name: STATE_1
 - Probability: 0.8
 - Comment: "System OK"
 - Properties: **OK.** = 1.0 and **Eff.** = 1.0
- **State 2**
 - Number: 2

- Name: STATE_2
- Probability: 0.1
- Comment: "Degraded A"
- Properties: **OK.** = 1.0 and **Eff.** = 0.8
- **State 3**
 - Number: 3
 - Name: STATE_3
 - Probability: 0.1
 - Comment: "Degraded B"
 - Properties: **OK.** = 1.0 and **Eff.** = 0.5
- **State 4**
 - Number: 4
 - Name: STATE_4
 - Probability: 0
 - Comment: "System Failed"
 - Properties: **OK.** = 0 and **Eff.** = 0
- **State 5**
 - Number: 5
 - Name: STATE_5
 - Probability: 0
 - Comment: "Repair"
 - Properties: **OK.** = 0 and **Eff.** = 0

It is easy to check whether the sum of probabilities of the graph's five states is equal to 1. Indeed,

$$\text{Proba}[\text{STATE}_1] + \text{Proba}[\text{STATE}_2] + \text{Proba}[\text{STATE}_3] + \text{Proba}[\text{STATE}_4] + \text{Proba}[\text{STATE}_5] =$$

$$0.8 + 0.1 + 0.1 + 0 + 0 = 1.0$$

The logic of the Markov graph is governed by six transitions:

- transition from **State_1** to **State_2** with rate **L12**;
- transition from **State_1** to **State_3** with rate **L12 + L13**;
- transition from **State_1** to **State_4** with rate **L14**;
- transition from **State_2** to **State_4** with rate **2 * L24**;
- transition from **State_3** to **State_4** with rate **3 * L34**;
- transition from **State_5** to **State_1** with rate **Rep**;

Even though this model only has one phase, it is still possible to define a transition matrix to manage the transition of this phase to itself (multi-phase mode). For example, this method can be used to model periodically tested systems.

Transition matrix		
Beginning	End	Probability
1	1	1.0
2	5	1.0
3	5	1.0
4	5	1.0
5	5	1.0

Phase 1 will go round in a loop and the above transition matrix will manage the transitions that take place every 5 years, that is every 43,800 hours (duration of phase 1).

If the system is still in a "work" state after five years it will remain so for the next phase. If, however, it is in a "degraded", "failure" or "repair" state (highly unlikely given the value of parameter **Rep**) then it will necessarily be in a "repair" state at the beginning of the next phase.

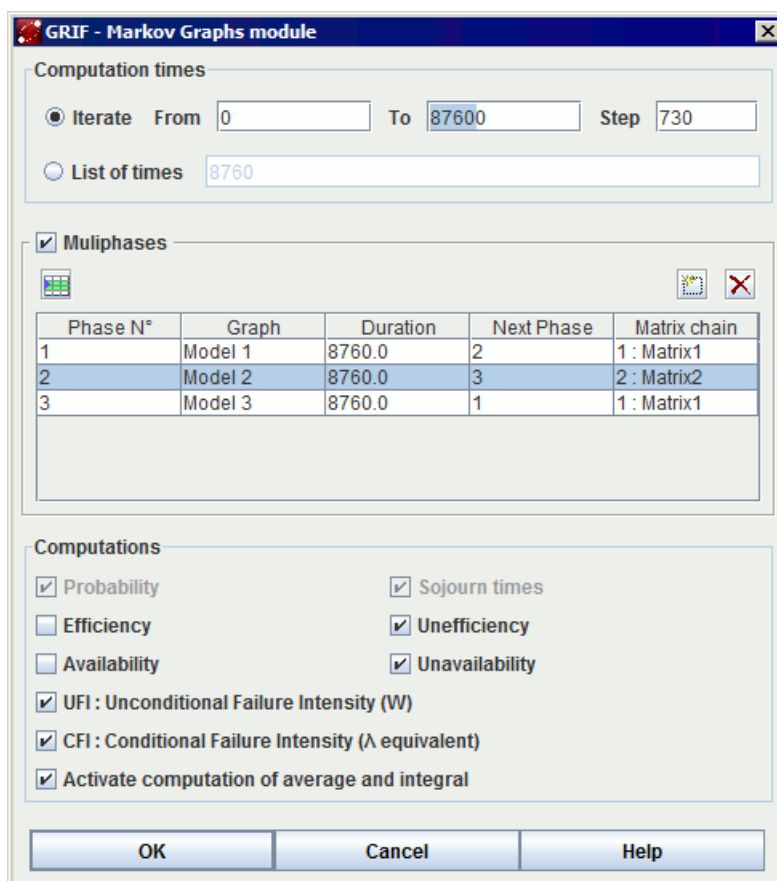
With the help of this simple example, it is interesting to see how useful the multi-phase function is. Multi-phase Markov graphs make it possible to model a change in behaviour of the system with respect to a recurrent and regular event. For example, the day/night effect on maintenance, the effect of seasons on repair time or the impact of periodical tests on security systems, etc.

Using this model, it is now possible to launch various computation engines to evaluate the system's efficiency for example.

5. Computations

5.1. Launching computations

In Markov module you can obtain many informations about states and system. Configuration of computation is made in **Data and computation / Computation setup and launching**



The screenshot shows the 'GRIF - Markov Graphs module' window. It has three main sections: 'Computation times', 'Multiphases', and 'Computations'.

Computation times: The 'Iterate' radio button is selected. The 'From' field is 0, 'To' is 87600, and 'Step' is 730. The 'List of times' radio button is unselected, and its field contains '8760'.

Multiphases: The 'Multiphases' checkbox is checked. Below it is a table with 5 columns: Phase N°, Graph, Duration, Next Phase, and Matrix chain.

Phase N°	Graph	Duration	Next Phase	Matrix chain
1	Model 1	8760.0	2	1 : Matrix1
2	Model 2	8760.0	3	2 : Matrix2
3	Model 3	8760.0	1	1 : Matrix1

Computations: Several checkboxes are present: Probability (checked), Efficiency (unchecked), Availability (unchecked), UFI : Unconditional Failure Intensity (W) (checked), CFI : Conditional Failure Intensity (Λ equivalent) (checked), Activate computation of average and integral (checked), Sojourn times (checked), Unefficiency (checked), and Unavailability (checked).

At the bottom are three buttons: OK, Cancel, and Help.

This window is made of 3 parts.

- **Computation times** : Iteration From A To B step C: calculations are made for each value of time from A to B with a step of C. **List of times**: calculations are made for each value of time in the list (separator is comma).
- **Multiphase** : Using multiphase, you can treat system whose behavior model is not always the same. We call Phase, the phase of the life of the system which is driven by a model M during a period T. This table defines phases and the way to pass from one phase to another using phase-chaining matrixes.
- **Computations** : Probabilities to be in each state and sojourn time are always calculated. You can also compute:
 - **Unavailability** : Unavailability of the system
 - **Availability** : Availability of the system (1 - Unavailability)
 - **Unefficiency** : Unefficiency of the system
 - **Efficiency** : Efficiency of the system(1 - Unefficiency)
 - **UFI** : Unconditional Failure Intensity (W). It uses CFI(t) and A(t)


- **CFI** : Conditional Failure Intensity (Equivalent Lambda).
The last option activate post-treatment for average and sum calculations.

5.2. Tables and Panels to display results

5.2.1. Result-tables


Result-tables are made of data and a top part to set table up.

Time	Value	Average	Integral
0	1	1	0
2.4E1	0.9976	0.9988	2.3971E1
4.8E1	0.9952	0.9976	4.7885E1
7.2E1	0.9928	0.9964	7.1741E1
9.6E1	0.9904	0.9952	9.5541E1
1.2E2	0.9881	0.994	1.1928E2
1.44E2	0.9857	0.9928	1.4297E2
1.68E2	0.9833	0.9916	1.666E2
1.92E2	0.981	0.9905	1.9017E2
2.16E2	0.9786	0.9893	2.1368E2
2.4E2	0.9763	0.9881	2.3714E2
2.64E2	0.9739	0.9869	2.6055E2
2.88E2	0.9716	0.9857	2.8389E2
3.12E2	0.9693	0.9846	3.0718E2
3.36E2	0.967	0.9834	3.3042E2
3.6E2	0.9646	0.9822	3.536E2
3.84E2	0.9623	0.981	3.7672E2
4.08E2	0.96	0.9799	3.9979E2
4.32E2	0.9577	0.9787	4.228E2
4.56E2	0.9554	0.9775	4.4576E2
4.8E2	0.9531	0.9764	4.6866E2
5.04E2	0.9508	0.9752	4.9151E2
5.28E2	0.9486	0.9741	5.143E2

Columns can be sort by clicking on their header. The  filter icon activates a filter set-up with the following window:

Creation of data filter


Associate tests with: ☒ AND ☐ OR

Add a criteria: 

Name

contains


Test



Value

greater than

1





OK

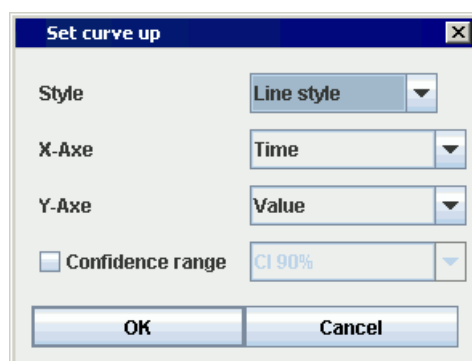
Cancel

When filter is activated, a small (+) is displayed near column title. Filter can be remove with  button.

5.2.2. Export data

Values that are visible in this table can be exported in CSV file format with  button.

Results can also be displayed with a Curve by clicking on . Data used for x-axis and y-axis must be specified in the following window:



The 'Set curve up' dialog box contains the following settings:

- Style:** Line style
- X-Axe:** Time
- Y-Axe:** Value
- Confidence range:** ☐ CI 90%

Buttons: OK, Cancel

Then, chart is displayed in a window :

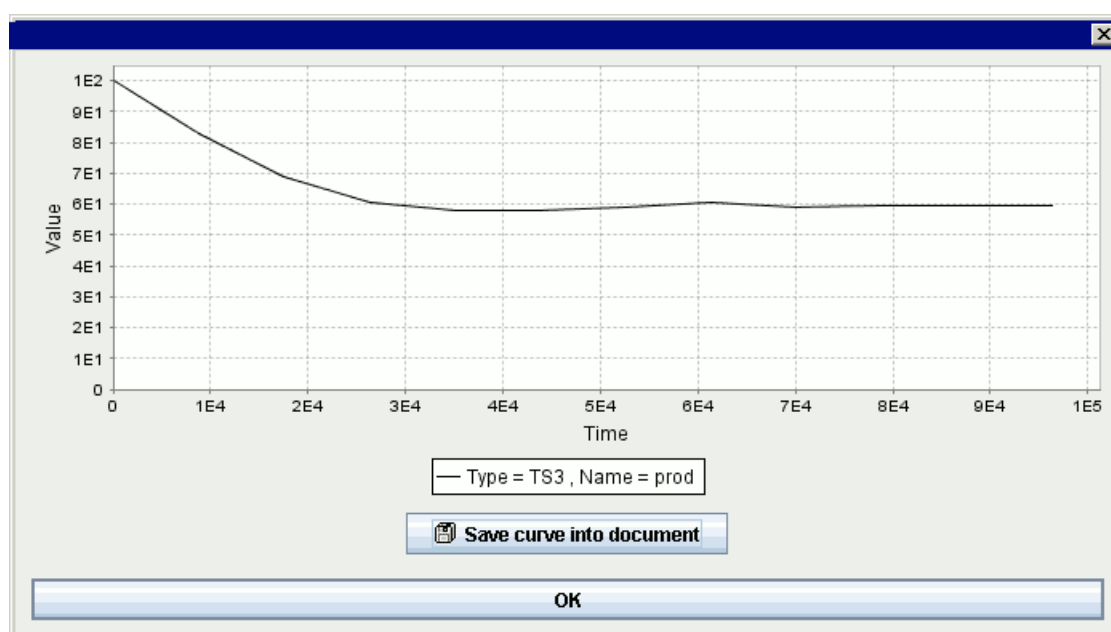
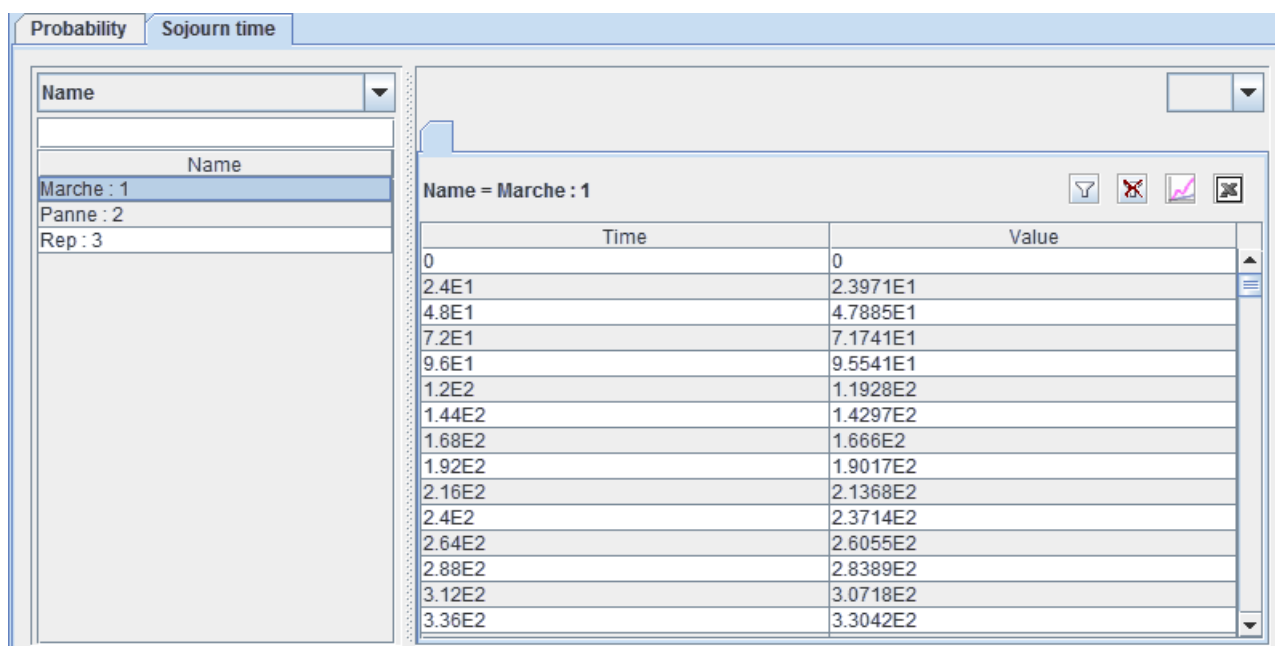


Chart can be saved in the current document with the button at the bottom.

Nb : when chart is in document, points are no more modifiable.

5.2.3. Result-Panels

Result-panels have been created to facilitate data access in tables with many columns. The aim is to make a prior filter to keep wanted data.



Time	Value
0	0
2.4E1	2.3971E1
4.8E1	4.7885E1
7.2E1	7.1741E1
9.6E1	9.5541E1
1.2E2	1.1928E2
1.44E2	1.4297E2
1.68E2	1.666E2
1.92E2	1.9017E2
2.16E2	2.1368E2
2.4E2	2.3714E2
2.64E2	2.6055E2
2.88E2	2.8389E2
3.12E2	3.0718E2
3.36E2	3.3042E2

This panel is made of a combo-box in the upper-left corner which enables to remove the column from the table and creates a list on the left which contains every values in the removed column. When you select a value in the left list, it modifies the table in order to show lines whose removed column contains the selected value.

The combo-box in the upper-right corner enables to choose which column C will be used to cut table. The table will be cut in many tables, each one in a tab whose title is equal to the value used to filter the C column. Then C column is removed since it contains only the one value in a given tab.

5.3. Markovian results

Every result is displayed in a tab in a multifunctions table for each computation type

Results of computation

States

System

Results

Efficiency

Unefficiency

Availability

Unavailability

W

Equivalent Lambda

Time

Value

Average

Integral

0	1	1	0
2.4E1	0.9976	0.9988	2.3971E1
4.8E1	0.9952	0.9976	4.7885E1
7.2E1	0.9928	0.9964	7.1741E1
9.6E1	0.9904	0.9952	9.5541E1
1.2E2	0.9881	0.994	1.1928E2
1.44E2	0.9857	0.9928	1.4297E2
1.68E2	0.9833	0.9916	1.666E2
1.92E2	0.981	0.9905	1.9017E2
2.16E2	0.9786	0.9893	2.1368E2
2.4E2	0.9763	0.9881	2.3714E2
2.64E2	0.9739	0.9869	2.6055E2
2.88E2	0.9716	0.9857	2.8389E2
3.12E2	0.9693	0.9846	3.0718E2
3.36E2	0.967	0.9834	3.3042E2
3.6E2	0.9646	0.9822	3.536E2
3.84E2	0.9623	0.981	3.7672E2
4.08E2	0.96	0.9799	3.9979E2
4.32E2	0.9577	0.9787	4.228E2
4.56E2	0.9554	0.9775	4.4576E2
4.8E2	0.9531	0.9764	4.6866E2
5.04E2	0.9508	0.9752	4.9151E2
5.28E2	0.9486	0.9741	5.143E2

lundi, 20 juin 2011 16:20:05 CEST

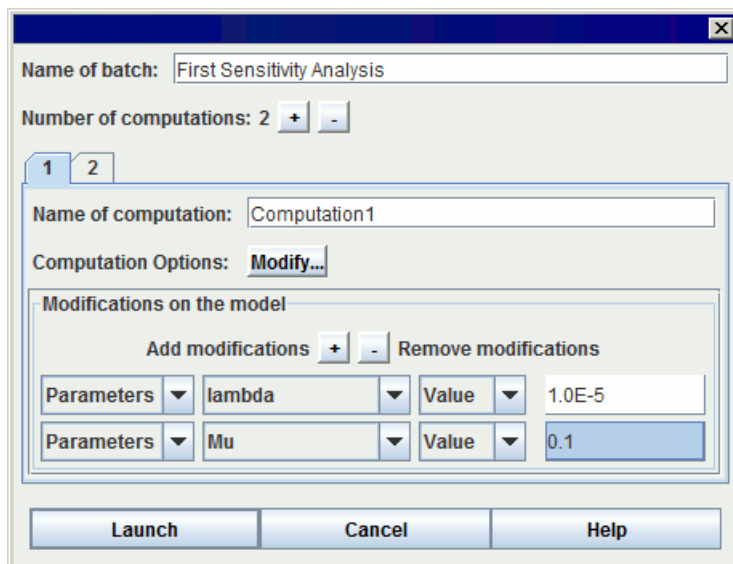
Save and exit

Exit without saving

Save as

5.4. Batch computation

In order to do fast sensibility analysis or to compare some results with different parameters, it can be very usefull to do calculation one after another automatically. To do this, use the **Data and Computation / Batch computation ...** menu.



The batch launching window is made of two part, the first is for the name of the batch and the number of computations in the batch. Then each computation can be set up :

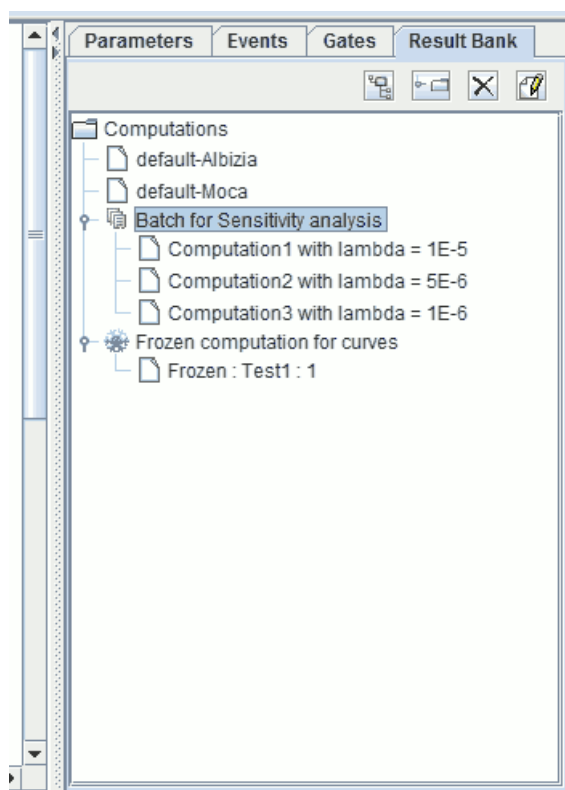
- **Name of computation:** for identification in results
- **Computation options:** contains every options related to this computation (times, types ...)
- **Modifications on the model:** specifies modifications that will be made on the model before computation launching. You can add as many modification as you want with the + button. Each modification is made of 4 parts:
 1. 1 drop-down menu for object type
 2. 1 drop-down menu for the object that will be modified
 3. 1 drop-down menu to spécify what will be modified on this object (value for a parameter, law for other object ...)
 4. Then you must enter the new value in the cell



The above exemple shows a batch with 2 computations, the first is made with a lambda parameter with 1.0E-5 value and a mu parameter with 0.1 value.

After a computation, the model is always reset up to an initial state without modification.

5.5. Result Bank

Every GRIF computation is stored in result bank which is available on the right of the module.

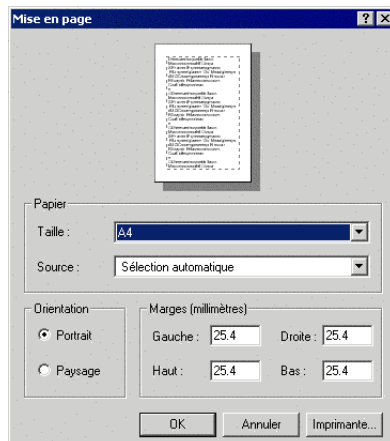


You can display a result with a double-click on it. There is a default result for each computation engine, it is the place where "standard" computation are stored. Then, each  is a batch computation directory, it contains as many results as computations asked for the batch. Finally, the  directory contains results for curves that have been frozen.

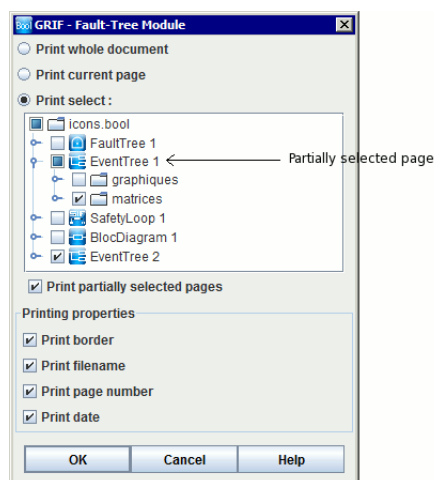
6. Printing

For printing, you have several commands at your disposal in the **File** menu **File**:

- The **Page setup** function allows you to choose the page orientation, the size of the margins, etc.



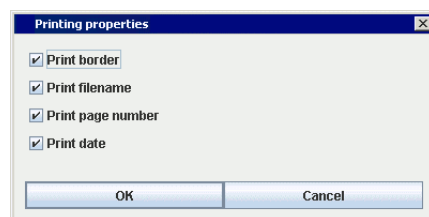
- The **Print** function allows you to export .pdf document pages. Graphics are exports in a vectorial format in order to scale its without deterioration.



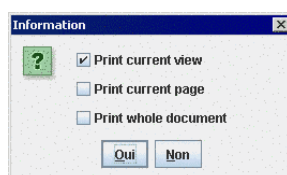
The print window appears and user can selected pages to print and configuration.

- Print whole document** : Allows to print whole document.
- Print current page** :Allows to print the current page.
- Print select** : Allows to print the selected pages. The **Print partially selected pages** allows you to print pages marked by a blue square.
- Print border** : Print a border on each page.
- Print filename** : Print the filename on the top left corner of each page.
- Print page number** : Print the page name and number on the bottom of each page.
- Print date** : Print the date on the top right corner of each page.

- The **Save in RTF file...** function initially gives access to a window called **Printing properties**. Then to another called **Information**. And thirdly, a window is displayed allowing you to choose the folder in which the RTF file is to be saved.



When you select the **Save in RTF file** function, the first box to appear is that shown above. You can then select your preference: Print border, Print filename, Print page number and/or Print date.



Secondly, an **Information** window appears. It allows you to indicate whether you wish to print the current view, print the current page or print the whole document.

7. Curves

The curves can be drawn to study the model and the results better. To do this, click left on the corresponding icon on the vertical task bar then draw a box. This box will be the space assigned to displaying the curve(s). Initially it is only a white box with two axes without graduation.

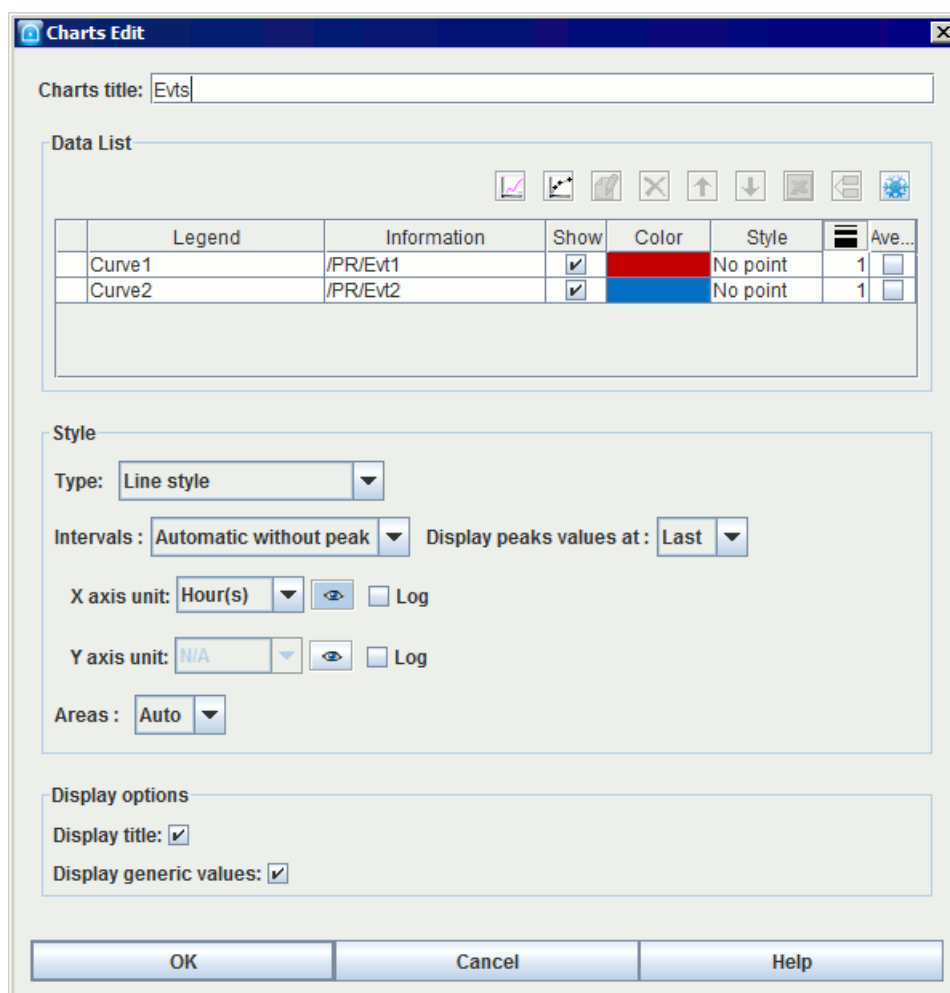
Charts icon:



We must now define the curves to be drawn. To do this, click right on the box to display the **Charts Edit** window.

7.1. Edit curves window

The edit curves window is the same for all the GRIF modules.



Charts Edit

Charts title:

Data List

	Legend	Information	Show	Color	Style	Ave...
	Curve1	/PR/Evt1	<input checked="" type="checkbox"/>	Red	No point	1
	Curve2	/PR/Evt2	<input checked="" type="checkbox"/>	Blue	No point	1

Style

Type:

Intervals: Display peaks values at:

X axis unit: ☐ Log

Y axis unit: ☐ Log

Areas:

Display options

Display title: ☒







Display generic values: ☒

OK Cancel Help

The window is divided into several sections:

1. **Charts title**: enters a title for the graph.


2. **Data list:** this part includes a table with several columns in which the different curves on the graph are listed (name, description, display, curve colour, curve style, curve thickness, display average). A number of different buttons are available above this table.

- : Selects a result of computations to display. It sends the user back to the Select results window to add a curve plot to the graph (see. Section 7.2.1, “Curves from data in result-bank”).
- : Compares several results from different calculations for the same data. It sends the user to the Compare results window to add a curve plot to the graph (see Section 7.2.2, “Comparative curves from data in results bank”).
- **Edit:** edits the plot of the selected curve.
- **Delete** : deletes the plot of the curve selected on the graph.
- **Up** : moves up the plot of the curve selected in the list.
- **Down** : moves down the plot of the curve selected in the list.
- **Save:** saves the list of points calculated to plot the selected curves in .csv format. This export does not contain the generic values. To obtain an export with the generic values, right click on the curve and select **Individual export**.
- **Duplicate:** creates a new curve identical to the curve selected.
- **Freeze** : freezes the display of the curve, which will no longer be updated automatically according computation results.

For each curve, the user can specify the colour, point style, line thickness and display.


3. **Computation options:** enables the user to enter settings for the computation (optional depending on the module).

4. **Style:** this section concerns the curve display.

- **Type of style:** specifies the type of all the curves on the graph (line, histogram, etc.). N.B. In the case of a histogram, the bars that exceed the display area will be displayed in shading to show the user that s/he must change the display intervals so that the entire bar can be displayed.
- **Intervals** defines the display limits for the curve. **Automatic without peak:** the graph will not display the "peaks" of specific cases of exceptional values which would make the graph illegible. Even if the peaks are not displayed on the graph, the user can display their values using the choices proposed in the option **Display peak values**.
- **X and Y intervals:** specification of the display interval on the X and Y axes (default intervals or intervals defined by the user). The last function enables users to "zoom in" on the most interesting parts of the graph.
- The axis unit can be selected according to the type of computation result. For example for units of time, the user can enter hours, days, months or years.
- The  button determines whether or not the unit is displayed on the graph.
- The **log** boxes are used to activate the logarithmic scale on the axis in question. N.B. 0 cannot be represented on a log scale, remember to enter a start value that is strictly positive (e.g. E-10). If 0 is entered, the log scale will begin at an arbitrary value E-15. Where the computation engine allows, the **trust interval** can be displayed by ticking the corresponding box.
- **Areas:** distinguishes a range of values on a coloured background.
- In the histogram style, a box can be ticked to create a cumulative histogram.

5. **Display options:** activates the **Display title** function (display graph title) and the **Display generic values** function (display min, max and average for each curve).

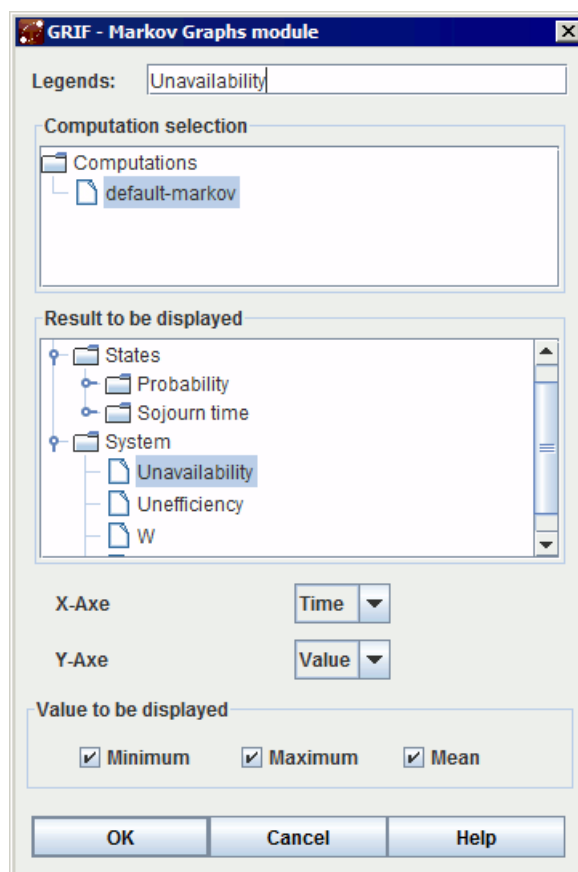
When a curve is edited, the edit curve window often includes 3 parts: the times at which the computations are performed, what has been calculated and the extra information (generic values) that should or should not be displayed below the curve.

Comment: it is sometimes necessary to refresh all the graphs in a document. This can be done using the **Tools / Refresh** command, or the keyboard shortcut F5 or the  icon.

7.2. Selection of results window

7.2.1. Curves from data in result-bank

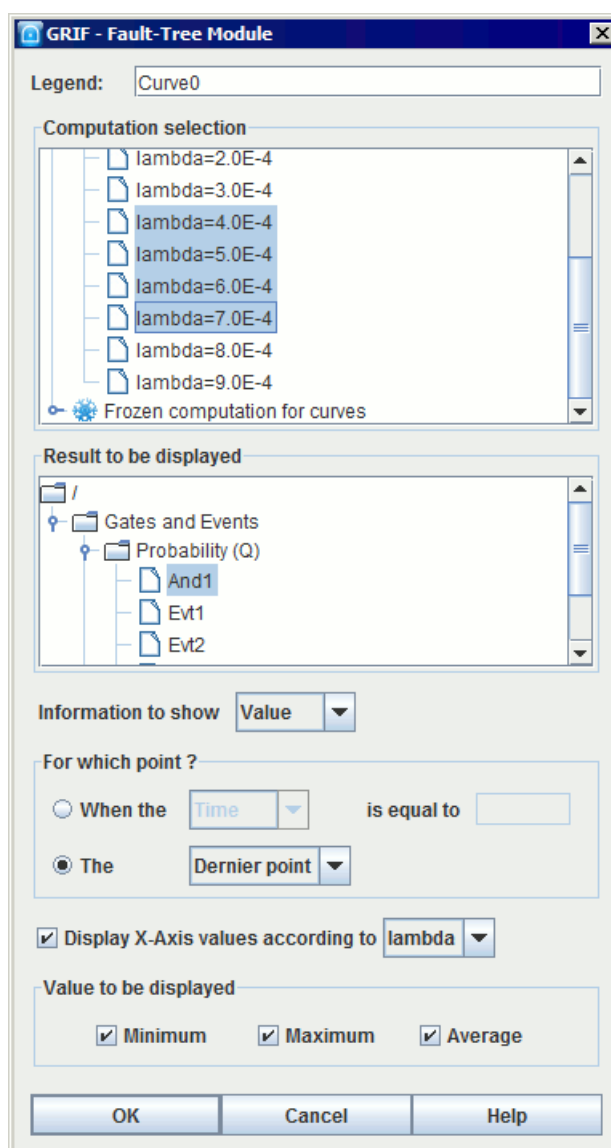
When you click the **Add** button in the **Data list** part you reach a window for curves setup. Each curve displays data stored in the result-bank. The following window helps users to specify how to retrieve data.



- **Legend:** legend of the curve.
- **Computation selection:** select the computation in the result-bank.
- **Result to be displayed:** each computation contains many results. Select the one you want to be drawn.
- Vous avez la possibilité d'afficher la liste des points en spécifiant les données voulues sur chacun des axes ; ou vous avez la possibilité d'afficher les temps passés dans les zones.
- **Axes:** When a result is selected, select what must be in X-Axe and what must be in Y-Axe.
- **Value to be displayed:** Then you can display addition informations about the result (min, max, moyenne)

7.2.2. Comparative curves from data in results bank

When the user clicks on **Compare** in the **Data list** section, a window opens enabling the user to specify the curve to be plotted. S/he can then choose whether or not to display a result from several different computations. The following window is used to indicate the way in which the information is to be recovered.



- **Legend:** curve legend.
- **Computation selection:** the user can select the different computations to be used from the results bank. Hold down the Ctrl button to select several different computations.
- **Result to be displayed:** a computation often contains several results and this file tree structure is used to specify the result that the user wants to display.
- **Information to show:** indicates which data are to be displayed on the y-axis.
- **For which point?:** indicates which point of the computation is to be compared to the others.
- **Display x-axis values according to:** indicates which data must be displayed on the x-axis.
- **Value to be displayed:** finally, certain extra data can be displayed (min, max, average, etc.)

8. Databases

In each GRIF module a connection can be established to a database. It is possible to have two different types of connections:

- connection to a CSV file;
- connection via a JDBC link.

8.1. Connection to a CSV file

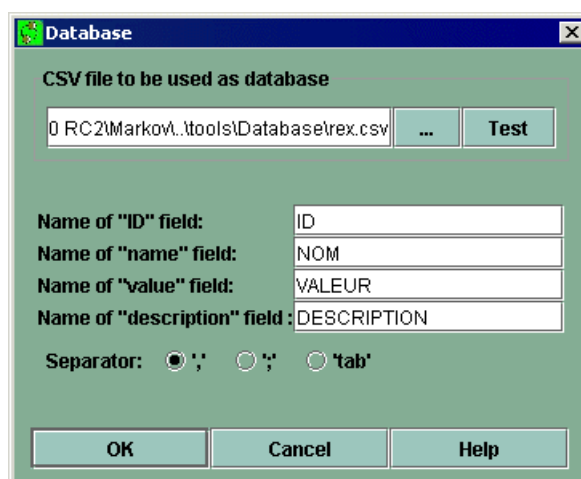
8.1.1. Form of the database

This type of connection is the simplest to make. A CSV file has the extension ".csv". It is a simple text file where the different fields are separated by commas, tabs or semi-colons. It is the simplest form of database.

```
ID,NOM,VALEUR,DESCRIPTION,DIMENSION
000001,Lambda,0.001,Exemple de Lamda,RATE
000002,Mu,0.01,Exemple de Mu,RATE
000003,Gamma,0.5,Exemple de Gamma,PROBABILITY
000004,ProdMax,1000.0,Exemple de Production maximum,OTHER
```

8.1.2. Connection

To connect GRIF to this database, go into menu **Tools - Connection to a CSV file**. A dialogue box is then displayed:



This window is divided into three parts:

- You must initially enter the path leading to the CSV file. To do this, there is an explorer available (... button). A Test function is used to check the connection.
- You must then enter the names of the four fields of the CSV file.
- Finally, specify the types of separators used in the CSV file.

Note: A CVS connection must be made with a CVS File (which means generated from only one sheet of a EXCEL File).

8.2. Connection via a JDBC link (example with ODBC connector)

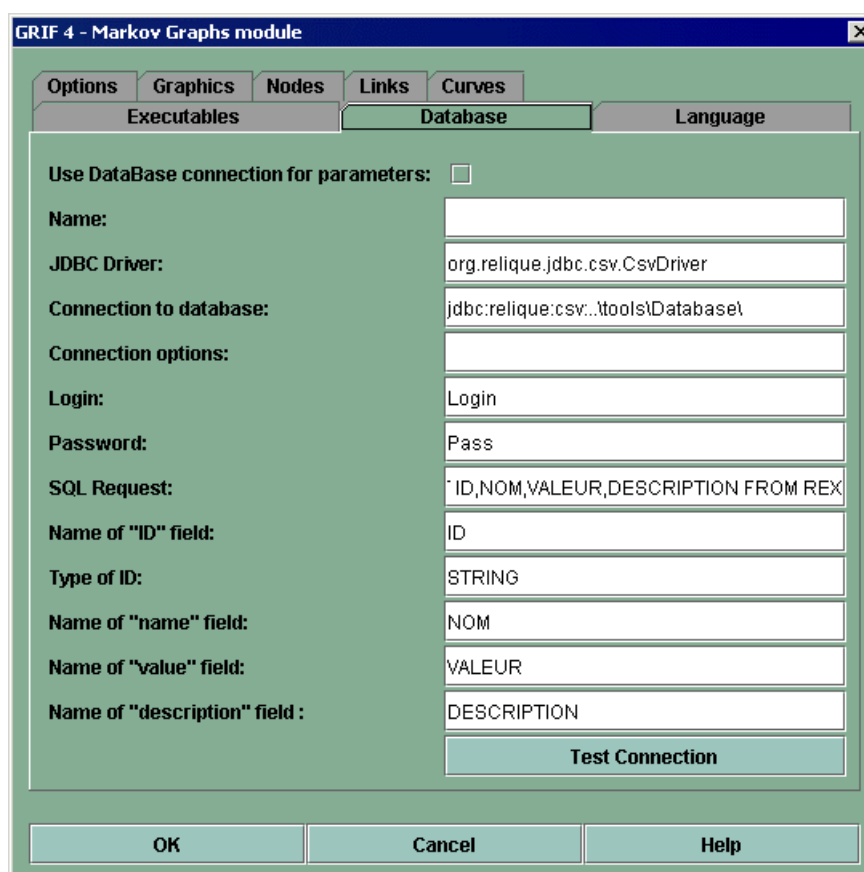
8.2.1. Form of the database

The database can initially be in the form of an EXCEL or ACCESS file. Then, using the operating system, an ODBC system data source must be created. In the case of WINDOWS, for example, this operation is performed in menu "Control Panel - Administration tools - data source (ODBC)". Here is an example of an EXCEL database:

	A	B	C	D	E	F
1	ID	NOM	VALEUR	DESCRIPTION	DIMENSION	
2	1	Lambda	0.001	Exemple de Lambda	RATE	
3	2	Mu	0.01	Exemple de Mu	RATE	
4	3	Gamma	0.5	Exemple de Gamma	PROBABILITY	
5	4	ProdMax	1000.0	Exemple de Production maximum	OTHER	
6						
7						

8.2.2. Connection

To connect GRIF to this ODBC database, go into menu **Tools - Application options - Database**. A window is then displayed which must be filled in as follows:



GRIF 4 - Markov Graphs module

Options Graphics Nodes Links Curves

Executables Database Language

Use DataBase connection for parameters: ☐

Name:

JDBC Driver:

Connection to database:

Connection options:

Login:

Password:

SQL Request:

Name of "ID" field:

Type of ID:

Name of "name" field:

Name of "value" field:

Name of "description" field:

Test Connection

OK Cancel Help

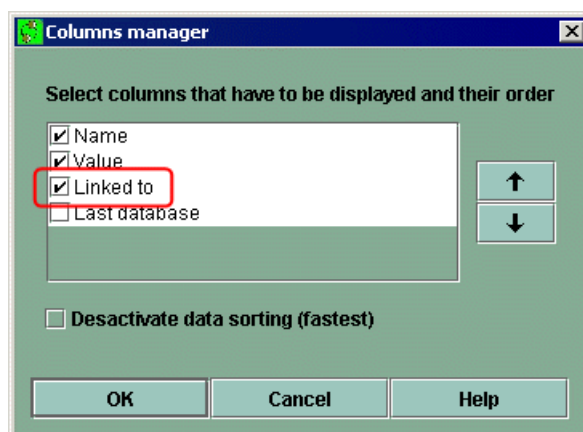
Notes:

1. **sun.jdbc.odbc.JdbcOdbcDriver** is the driver name
2. **jdbc:odbc:REX** specifies that "REX" is the name of the ODBC link
3. The fields **Connection options**, **Login** and **Password** are unnecessary here.

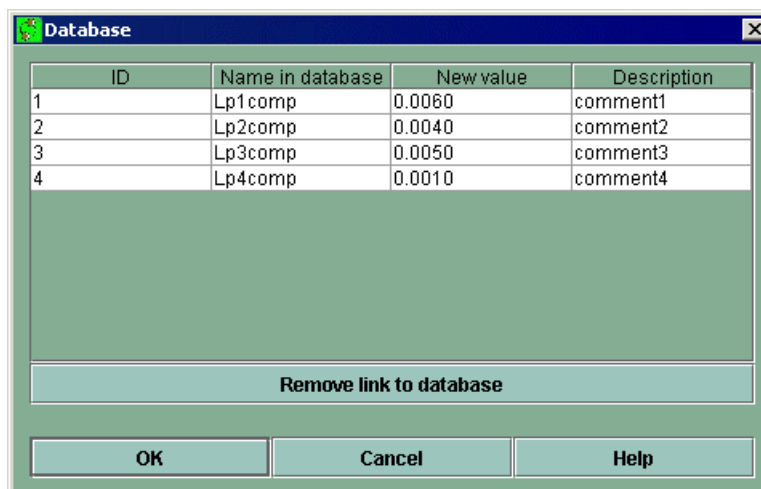
4. **SELECT ID,NOM,VALEUR,DESCRIPTION FROM [Feuil1\$]** is called the query where Feuil1 is the name of the EXCEL sheet containing the data.

8.3. Operation

The aim is now to link some of the model's parameters to the database. To do this, start by displaying the column **Linked to** in the parameters table (click right on the top of the columns).

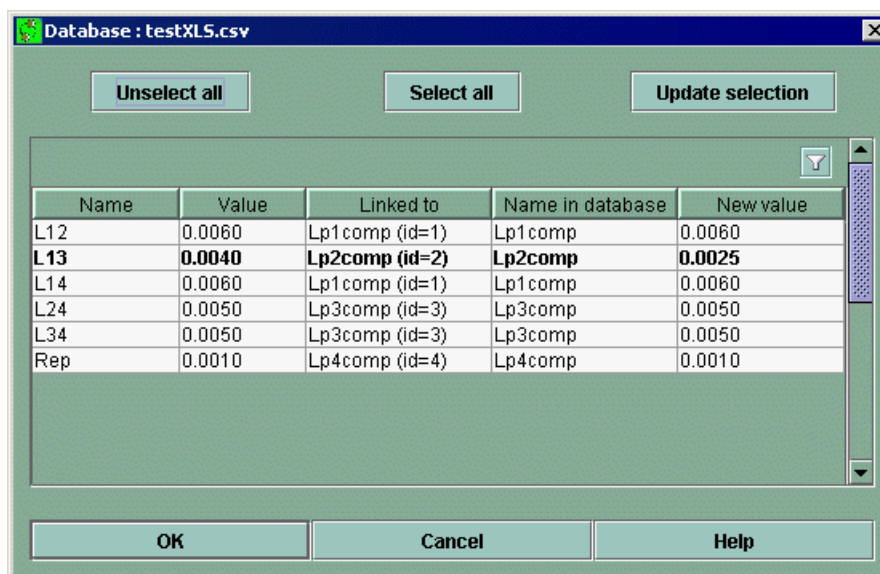


Then double click in the **Linked to** column to display the database items. When one of these items has been selected, click **OK** to validate the connection. The parameter then takes the value of the item to which it is now connected.



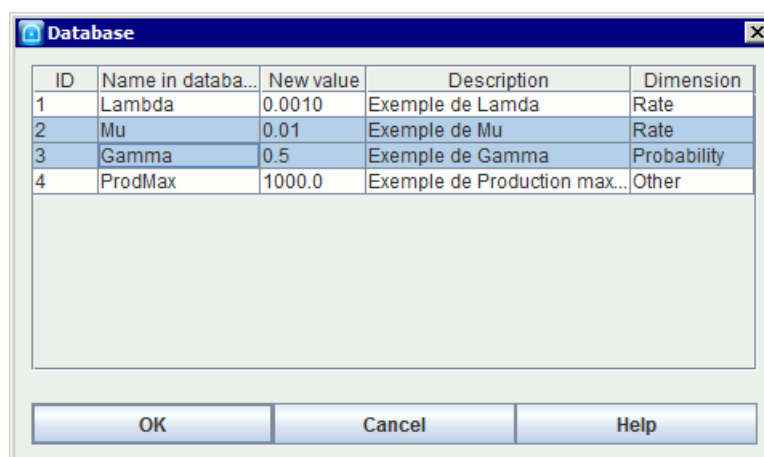
Note: The button called **Remove link to database** at the bottom of the table breaks the link between the parameter and the database item.

If some of the database values to which GRIF is linked are modified, the parameters connected to this database can be updated. To do this, select **Data and computations - Update from database...** and display the **Database window**.



The parameters whose values are not up to date are automatically detected and indicated in bold. One or more of these parameters can then be selected for updating using the **Update selection** button. Two other buttons are available to simplify the selection process: **Unselect all** (deselects all the table's parameters) and **Select all** (selects all the table's parameters).

Remark: you can also directly copy parameter from database using menu **Data and Computation/Database/Copy parameters from database**. A window is displayed, you can select parameters you want to copy into document. Parameter will be automatically linked to the right parameter in database.

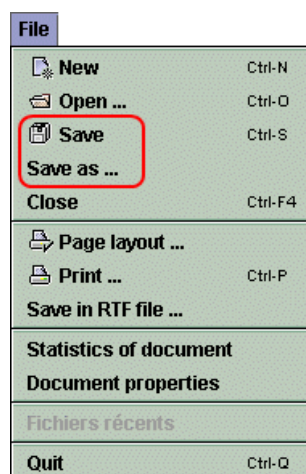


9. Save

Here is a summary of all the data which can be saved from a same model.

9.1. Model

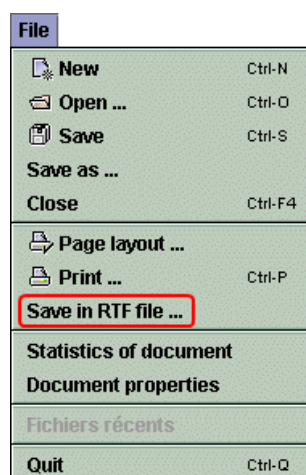
It is obviously possible to save and reload the models which are made. To do this go into menu **File - Save** or into **File - Save as....**



The **Save as template** document menu enables the user to save the document as a template in the Module template folder. New files can then be created using this model and the action **New (from template)...**

9.2. RTF File

A model can also be saved in RTF format. This allows the saved model to be reloaded in WORD to insert the graphical part of the model in any document. To do this, go into menu **File - Save in RTF file...**



Note: There is another way to insert model in a report. Select the part of the model, copy it, and paste it in Microsoft WORD or other software.

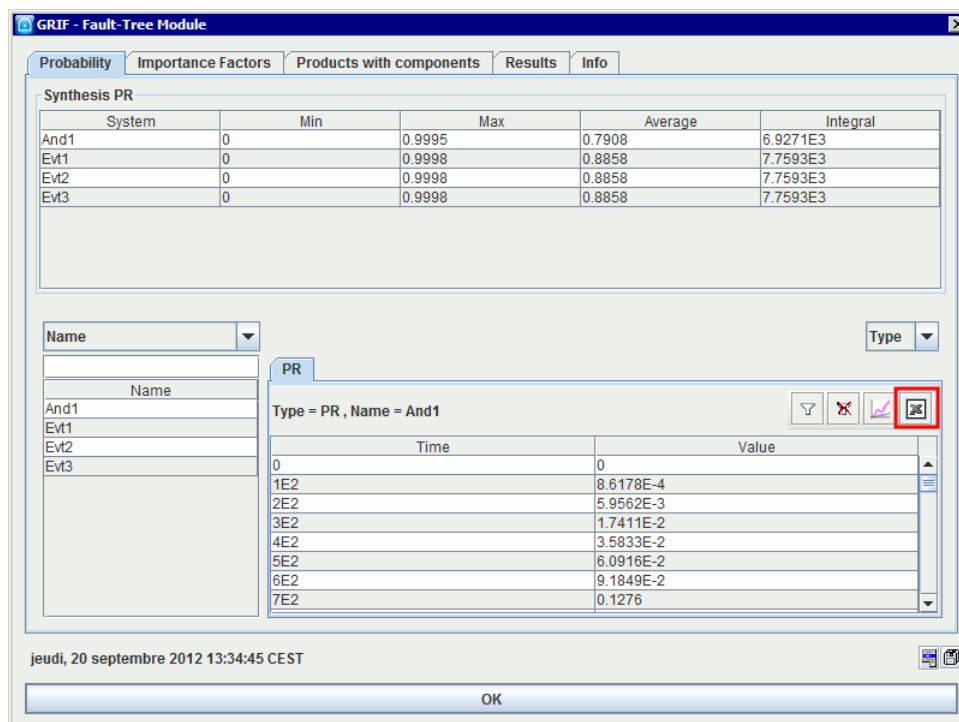
9.3. Input data

When the input data for the computation engine is generated, it can be saved. This type of file has the ".don" extension. These files can therefore be modified using a text editor then reloaded to launch computations on them (for example). This action should be made only by advanced user.

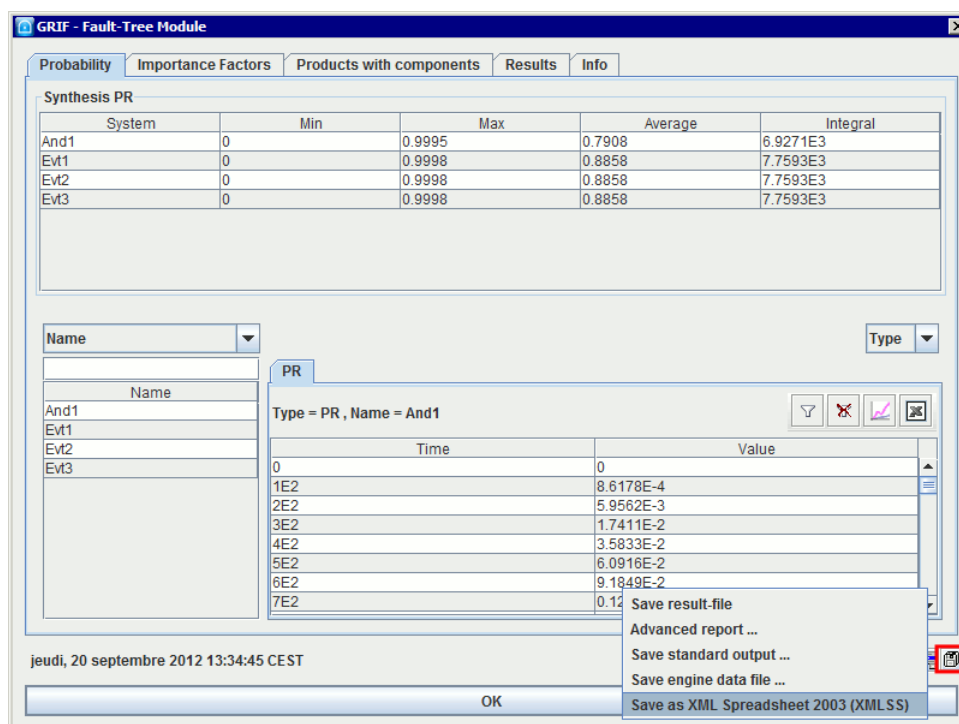
9.4. Results

Computation results can be saved in different formats :

1. Export of a table in particular in .csv format:



2. Export entire set of results:

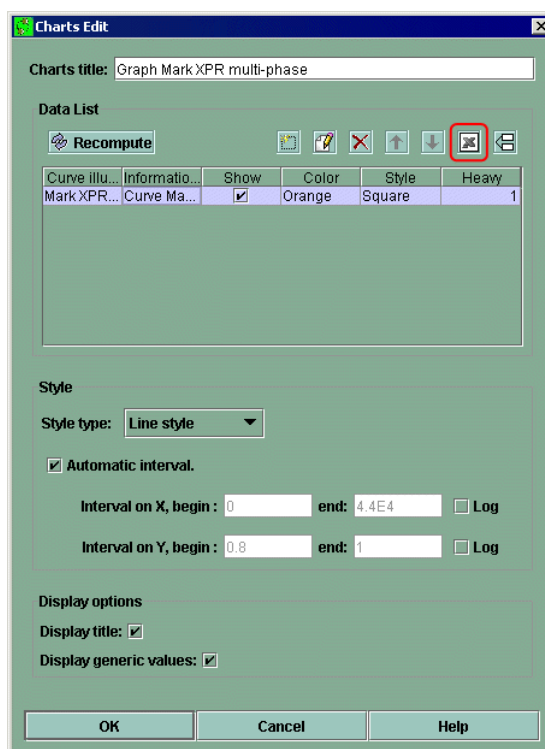


- **Save result file** : saves the contents of the Results tab (.xml format).
- **Advanced report** : generates reports using style sheets.
- **Save standard output** : saves the contents of the Info tab (.txt format).

- **Save engine data file** : saves the data file sent to the computation engine (.txt format).
- **Save as XML spreadsheet 2003 (XMLSS)** : saves all the results tables in an XML format compatible with Microsoft(r) Excel 2003 and later versions.

9.5. Curves

For each curve drawn, the points which have been computed in CSV format can be saved. This list of points can then be used to draw new curves or to perform further computations.



10. Options of GRIF - Markov Graph

Tools - Application Options menu opens a window containing the following tabs:

10.1. Executables

Executables tab enables to specify path to external executables :

- **Editor path** : Specifies text editor path.
- **Mail client** : Enable you to set the mail client to use
- **Automatically open PDF files** : Specifies if PDF reports must be opened with generation.
- **Style-sheet from XML to DocBook.** : Style-sheet allowing converting from XML report to docbook file.
- **Style-sheet from XML to HTML.** : Style-sheet allowing converting from XML report to HTML file.
- **Style-sheet from DocBook to PDF.** : Style-sheet allowing converting from docbook file to PDF file.
- **MarkXPR path** : Path of Mark-XPR engine.
- **Additional point at beginning of phase at** : Additional point à beginning of phase at :
- **epsilon for MarkXPR** : This parameter is used to determine when a computation has reached its fixpoint
- **Automatic dtratio for MarkXPR** : Let GRIF choose the best dtRatio for the model.
- **dtratio for MarkXPR** : Rate used by Mark-XPR to choose the computation step (dtRatio/max(rate)).

10.2. Database

Database tab enables to configure database connection :

- **Use DataBase connection for parameters** : Select if database must be use.
- **Name** : Database name will be put into parameter during its update. It enables to know from which database parameter has been lastly updated.
- **JDBC Driver** : Enter name of JDBC driver to be used(sun.jdbc.odbc.JdbcOdbcDriver, oracle.jdbc.driver.OracleDriver, ...).
- **Connection to database** : Database Url.
- **Connection options** : Connection properties.
- **Login** : Login to be used to connect to database.
- **Password** : Password to be used to connect to database.
- **SQL Request** : Request that have to be executed to retrieve data from database.
- **Name of "ID" field** : Name of field containing data ID.
- **Type of ID** : Type of ID field (INTEGER, FLOAT, VARCHAR(32), ...)
- **Name of "name" field** : Name of field containing data name.
- **Name of "value" field** : Name of field containing data value.
- **Name of "description" field** : Name of field containing data description.
- **Name of "dimension" field** : Name of field containing data dimension.
- **Test Connection** : Name of field containing data description.

10.3. Language

Language tab enables to choice language :

- **Language** : Language changes are taken into account when option windows is closed. Available language are French and English.

10.4. Options

Options tab enables to tune application behavior :

- **Save the options of the current document as default options in the application** : Save options of current doc as application default options.

- **The application manages the default options of the documents. Apply the default options to the current document** : Apply -Application options- to current document.
- **Delay of automatic document saving (in minutes)** : Delay of automatic document saving (in minutes). A null value disables automatic saving.
- **Number of undo** : Specifies number of possible undo/redo.
- **Number of recent files** : Specifies number of files in recent files list.
- **Window display** : Enables separate tables (external) or linked tables (internal).
- **Columns to be resized in tables** : Enables to specify the columns on which space will be taken for resizing.
- **Manage new names to avoid name conflict** : Tries to avoid name conflict, creating new objects whose name is unik (when pasting for example).
- **Add "Copy" suffix for copy-paste** : If Enabled, a "copy" suffix will be added to the name of pasted objects.
- **Synchronize view with tables** : Select objects in tables (on the right) when they are selected in view.
- **Synchronize view with explorer** : Select objects in explorer (on the left) when they are selected in view.

10.5. Graphics

Graphics tab enables to modify GUI look :

- **Use Windows look and feel** : Use the look and feel of your operating system instead of java look and feel (GRIF restart is needed).
- **Element Zoom** : Changes graphics size.
- **Comment size** : Changes comment font size.
- **Group size** : Changes group font size
- **Activate cross hair** : Activate cross hair which enables object alignment.
- **Activate smoothing for texts** : Activate anti-aliasing (smoothing) for texts, it can slow the display.
- **Activate smoothing for images** : Activate anti-aliasing (smoothing) for images, it can slow the display.
- **Activate tooltips** : Activate tooltip-system.

10.6. Digital format

Digital format tab enables to customize digits display :

- **Display of parameters** : Specifies the display of parameters (number of digits, ...).

10.7. States

States tab enables to change state display. :

- **Display name** : Enables to display name or not
- **Label size** : Specifies label font size.
- **Display description** : Enables to display description or not.
- **Display number** : Enables to display number or not.
- **Display probability** : Enables to display initial probability of a state.
- **Display efficiency** : Enables to display efficiency of a state.

10.8. Links

Links tab enables to change links display :

- **Label size** : Specifies label font size.
- **Link arrow width** : Specifies arrow width.
- **Link arrow height** : Specifies arrow height.
- **Display formula** : Enable to display transition rate under transition.
- **Transition eccentricity** : Enable to specify eccentricity of line for transition.
- **Show arrows links to the foreground** : Displays the direction of links on the foreground. Otherwise, the arrows will be drawn behind.

10.9. Curves

Charts tab enables to change charts drawing :

- **Set graphics borders** : Add borders to charts.
- **Set generic values borders** : Add borders to generic values under charts.
- **Display grid** : Display grid on curves area.
- **Display legends** : Display legends under curves.
- **Drawing zone transparency** : Activate curves area transparency.
- **Graphic transparency** : Activate charts transparency.
- **Title size** : Specifies charts title font size.
- **Generic values size** : Specifies generic values font size.
- **Point size** : Specifies point size on curves.
- **Coordinates size** : Specifies coordinates font size.
- **Legend size** : Specifies legends font size.