

# Graph-Theoretic Analysis of the Relationships in Discrete Data

Mathematics Honours Thesis

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My family For putting up with me

The people on [#haskell](#) For the programming assistance

# About my thesis

- 1 About my thesis
  - The Information Age
  - Data Processing
  - Discrete Data
  - Goal of my thesis
  - Previous work

# The Information Age

- We live in the Information Age
- Can process large amounts of raw data
- We do so with *maths!*

# Data Processing

Type of Processing	Mathematics Usage
Databases	Relational Algebra
Numeric Calculations	Linear Algebra
Correlations, etc.	Statistics
Computer Science	Originally <i>all</i> math!

# Discrete Data

- Data that is made up of discrete pieces of information
- Have inherent *relationships* that characterise the data
- Use *Graph Theory* to analyse these relationships

## Goal of my thesis

- 1 To develop a software library to aid programmers in utilising graph theory to analyse the relationships in their discrete data: GRAPHALYZE
- 2 To use this library to analyse the static complexity of source code: SOURCEGRAPH

# Previous work

- Network Theory/Analysis
- Program and library visualisation
- Graph-based optimisations



# Graph Theory

- 2 Graph Theory
  - Non-general definitions

# Non-general definitions

- I use the term *Node* rather than *Vertex*
- Empty graphs allowed
- A *Clustering* is a logical grouping of nodes in a graph.

# Implementation Specifics

- 3 Implementation Specifics
  - Haskell
  - Graph Implementation
  - Algorithm Implementation
  - Code produced

# Haskell

- Possibly the only language successfully designed by a committee
- “... a pure functional programming language with non-strict semantics.”

# Graph Implementation

- Most graph libraries use node/edge lists or some type of matrix.
- *Inductive Graphs* provide a much more applicable representation.

# Algorithm Implementation

- Easy to read
- Follow the graph structure
- Graph-invariant
- No outside input
- Most are from scratch

# Code produced

- Worked on the *graphviz* library
- The GRAPHALYZE library
- The SOURCEGRAPH program

# Analysing Source Code

- 4 Analysing Source Code
  - Haskell code structure
  - Sample Analysis

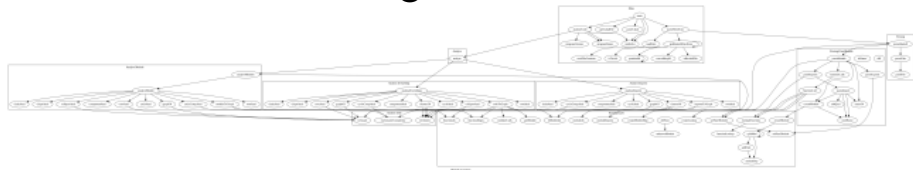


# Haskell code structure

- Lots of small functions
- Higher number of function calls
- Higher function re-use
- Recursion

## SOURCEGRAPH

Original files:



Suggested files:



# Where to from here?

- Better report generation
- More customizable analysis
- Extend language support
- Improve efficiency