

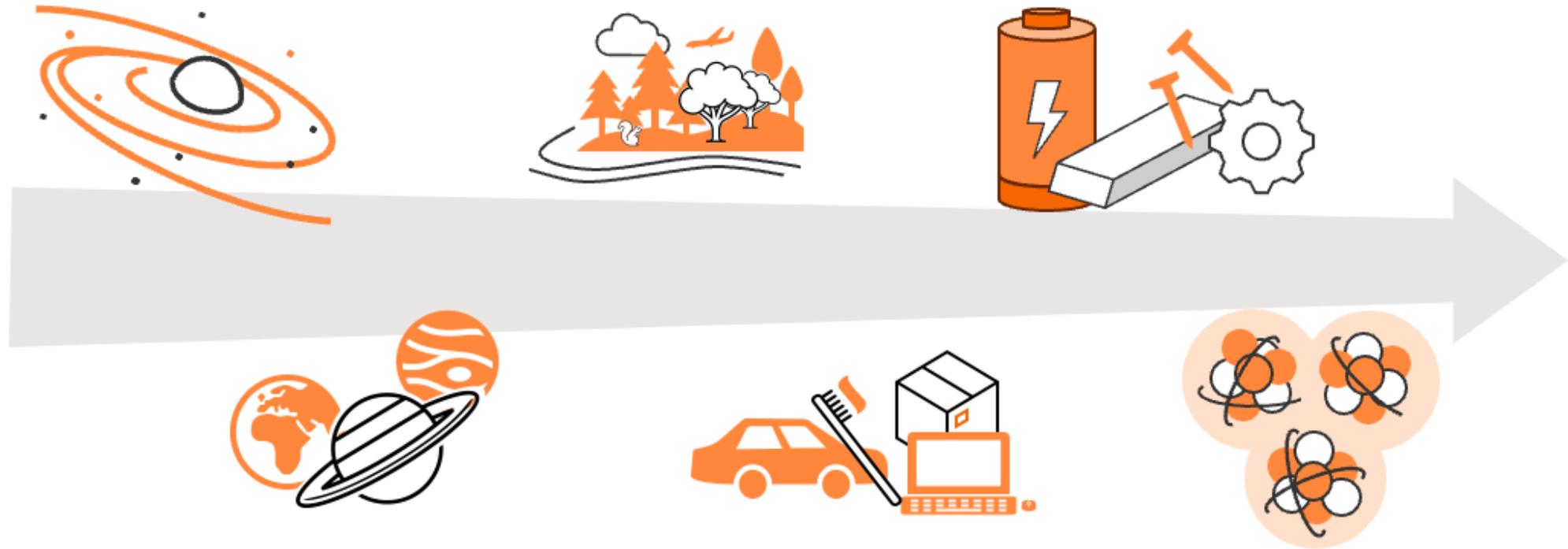
Universal System Simulation via Hypergraphs

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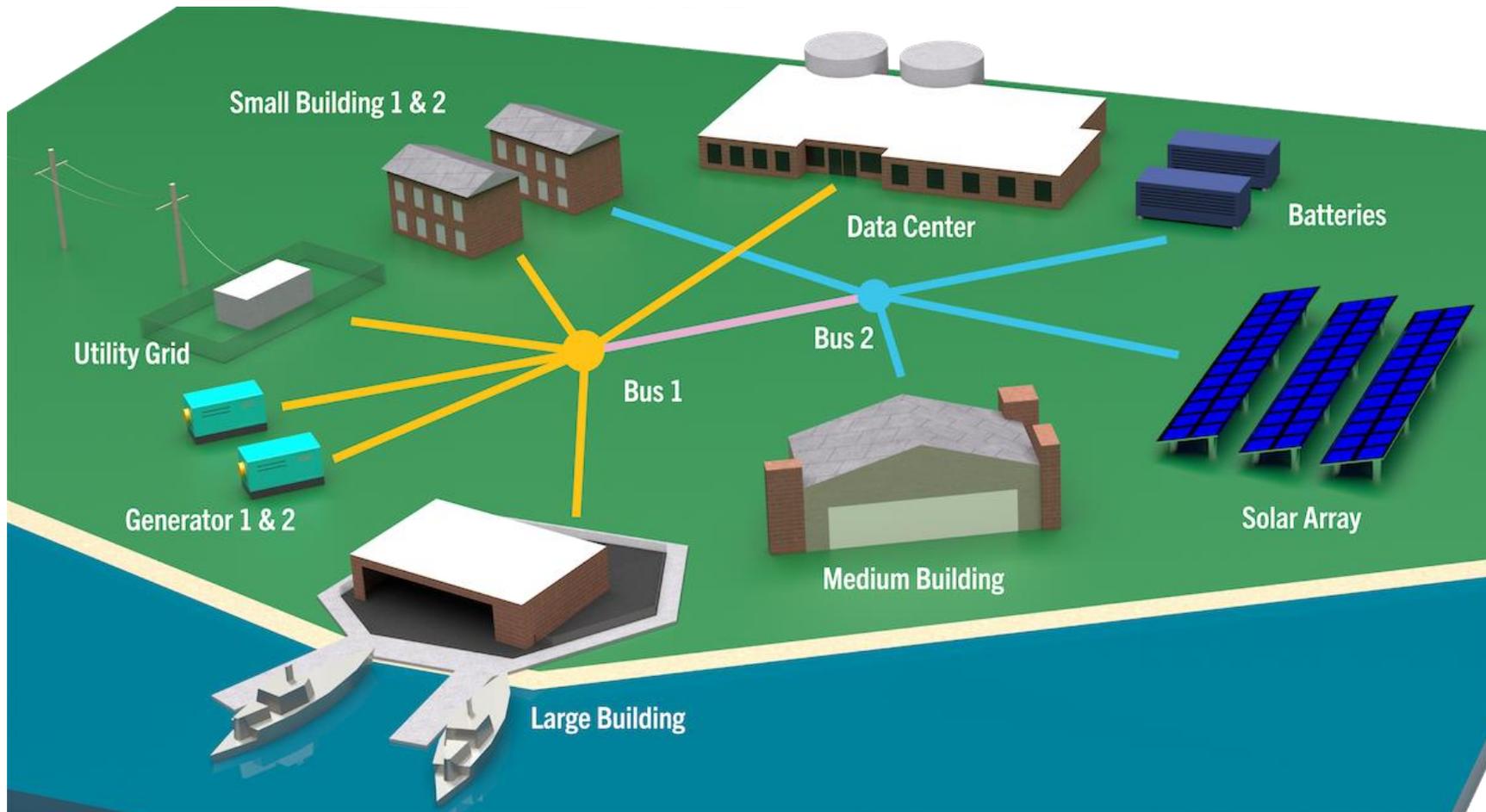


Science is the work of characterizing the systems around us

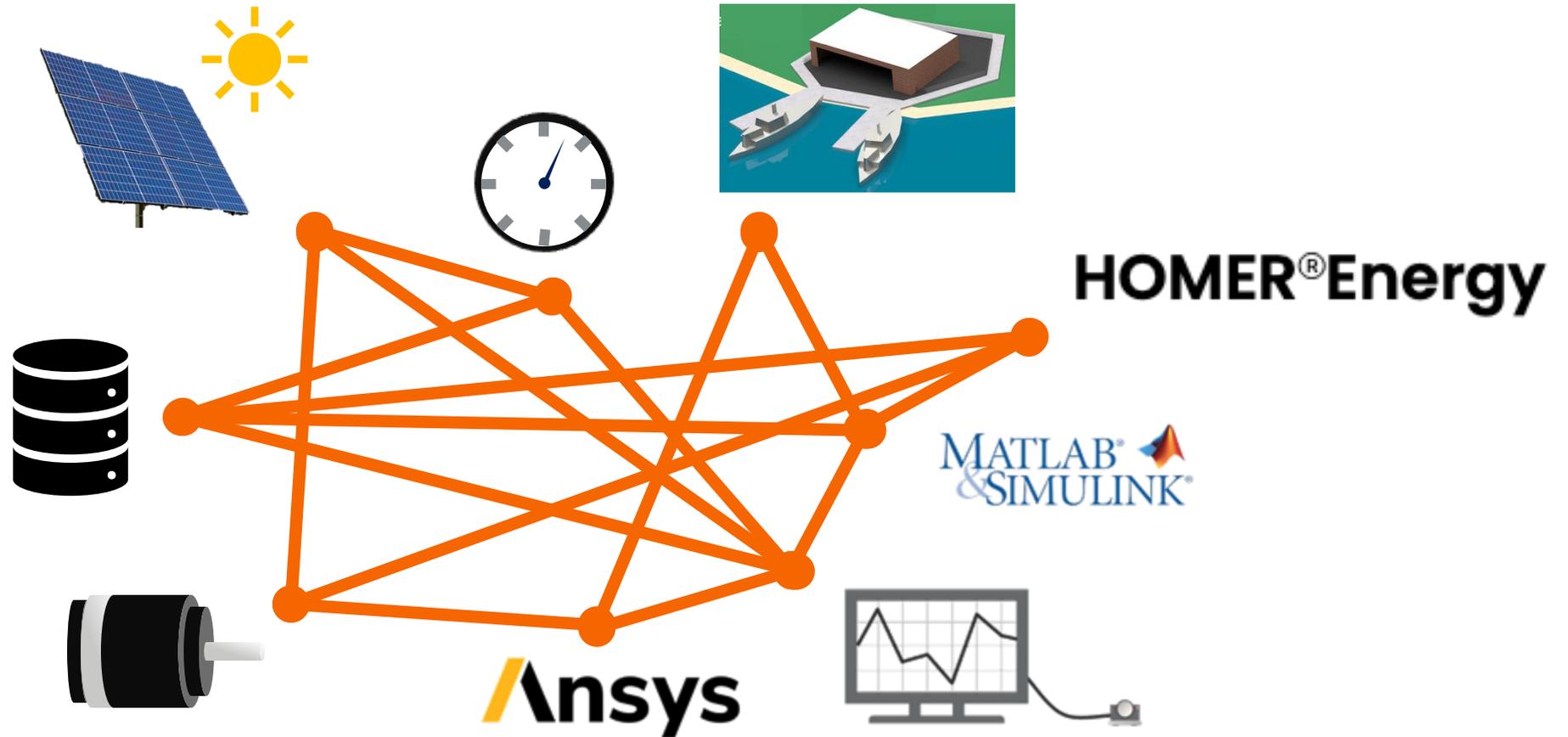


Goal of an agent is to observe facts about a system (its state)

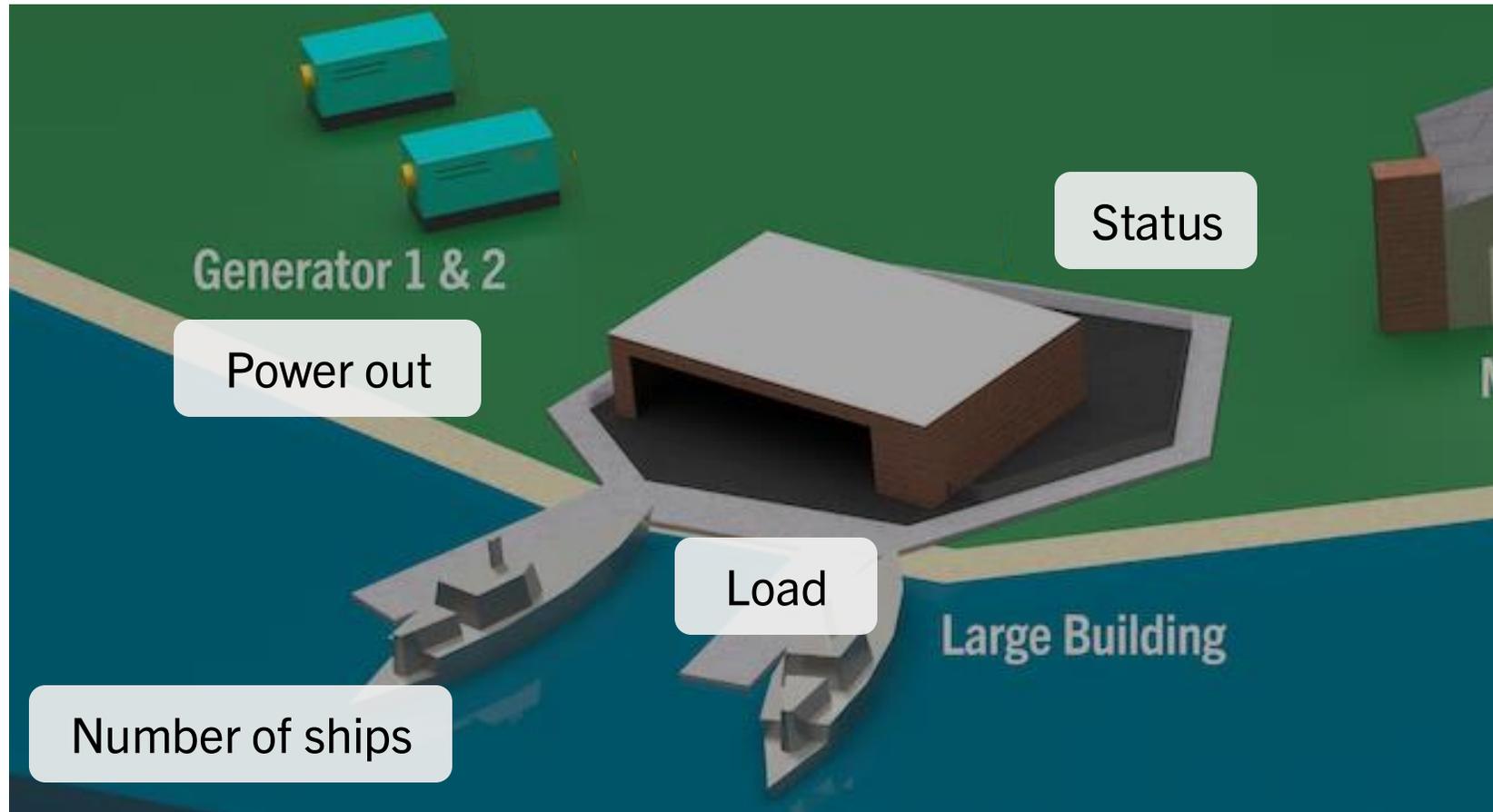
Example: Naval Microgrid



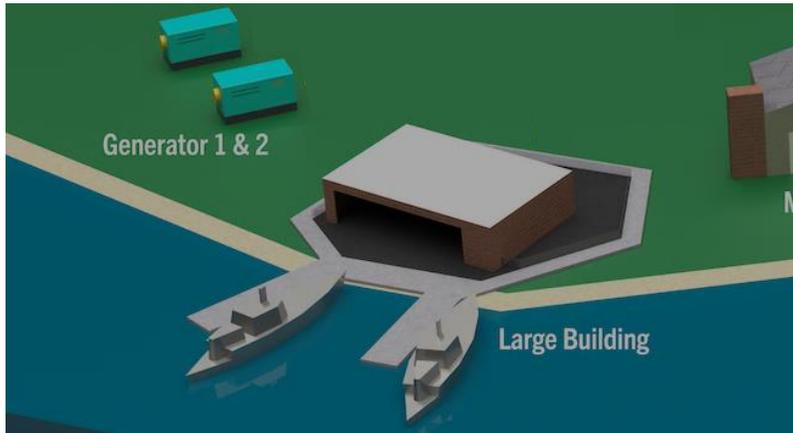
Complex systems requires models to be represented in different formalisms and software



“A system is a collection of variables” (Ross Ashby)



States are sets of values representing specific properties



Number of ships

Load

Power out

Status

\mathbb{N}_2

×

\mathbb{R}

×

$\mathbb{R}_{\geq 0}$

×

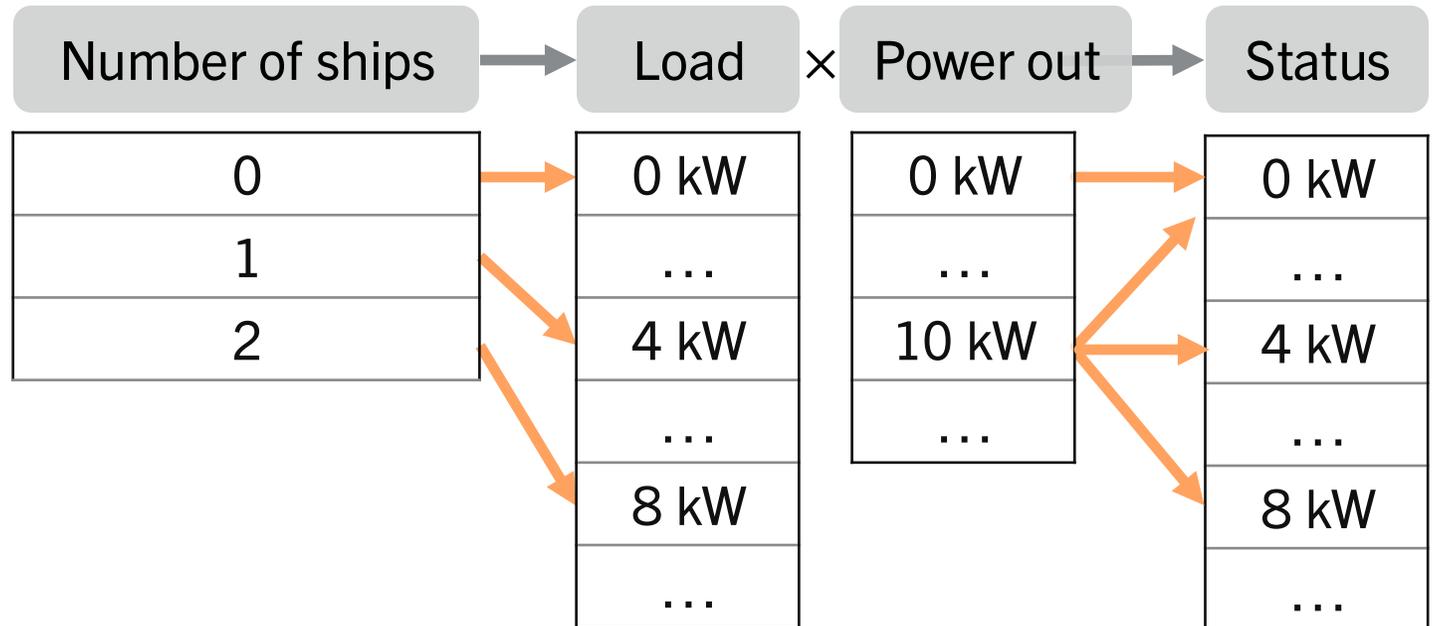
\mathbb{R}

Behaviors are reductions of the set of possible configurations, forming a model

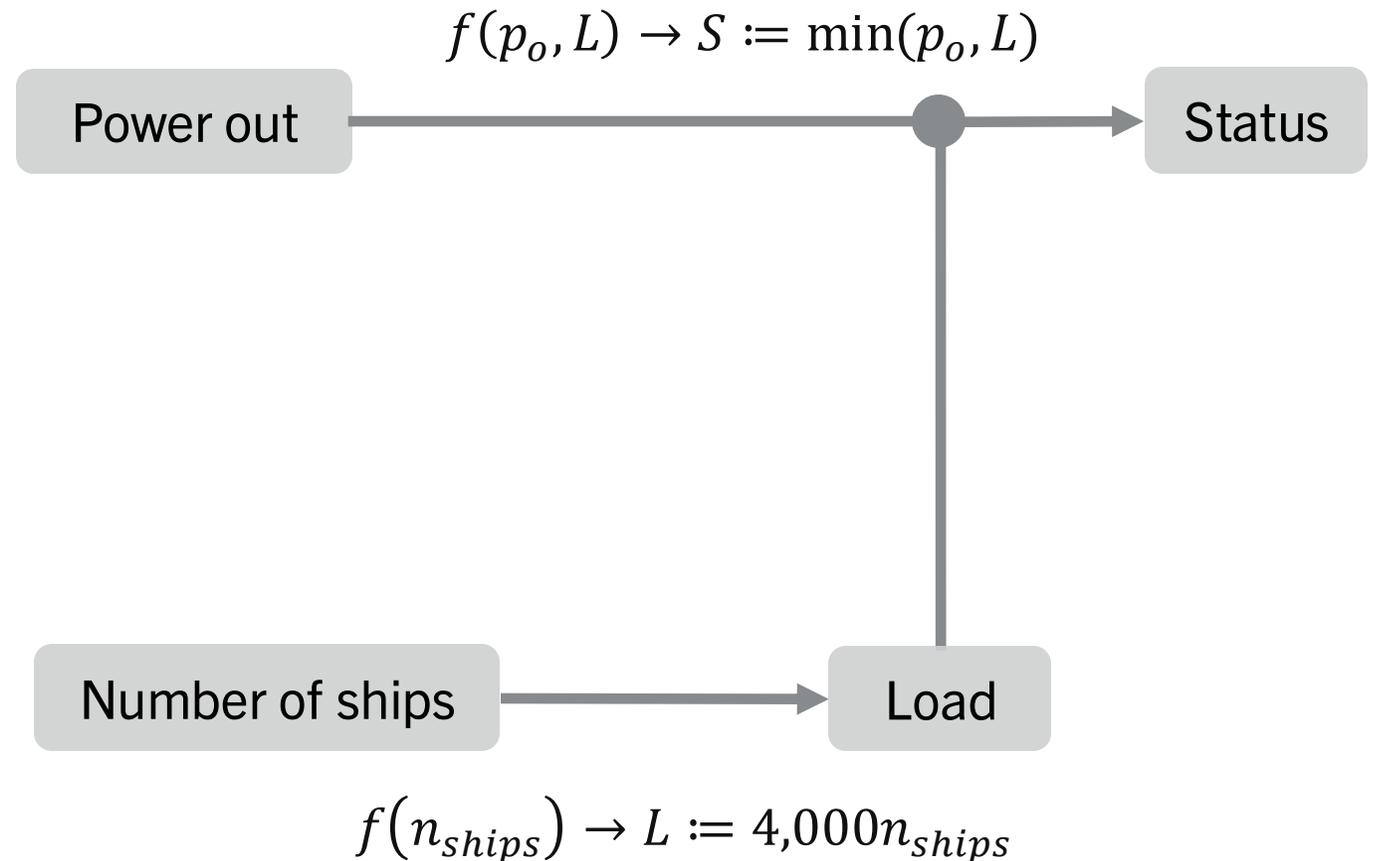
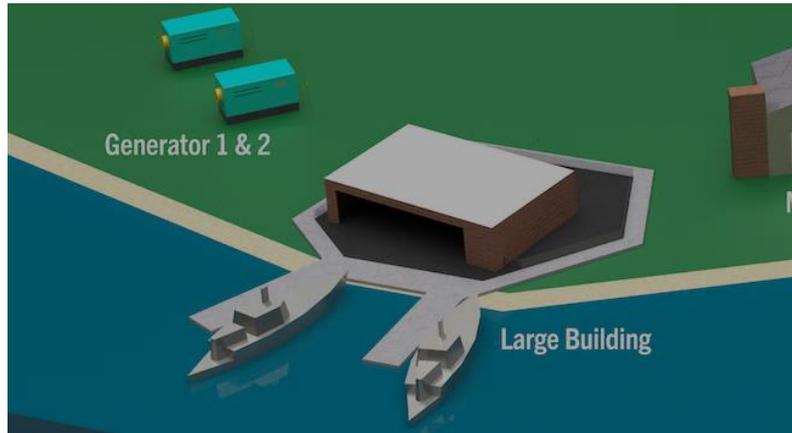


$$f(n_{ships}) \rightarrow L := 4,000n_{ships}$$

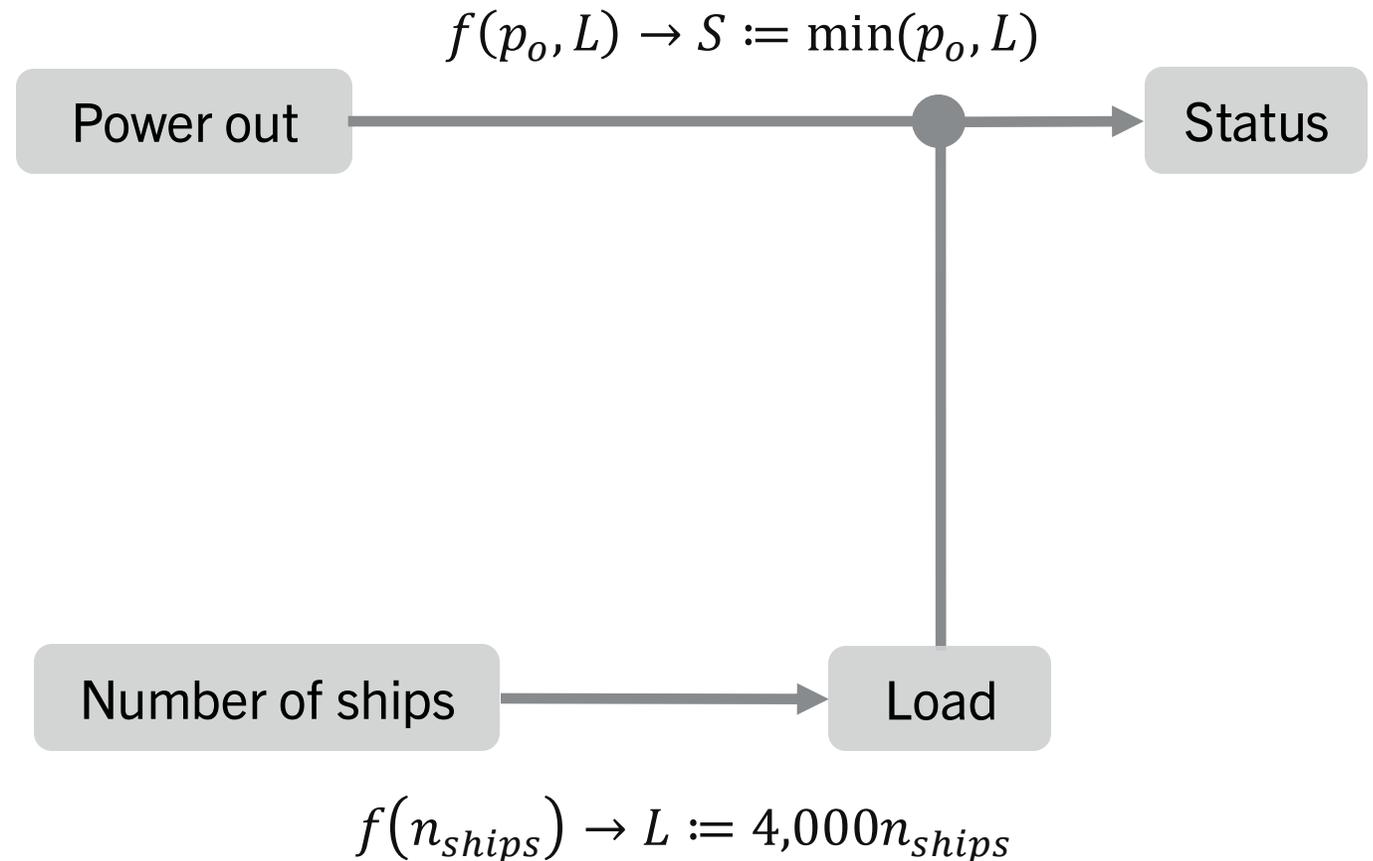
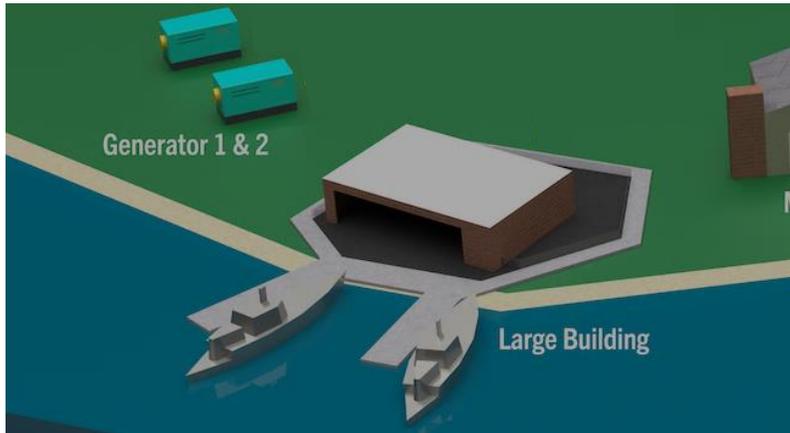
$$f(p_o, L) \rightarrow S := \min(p_o, L)$$



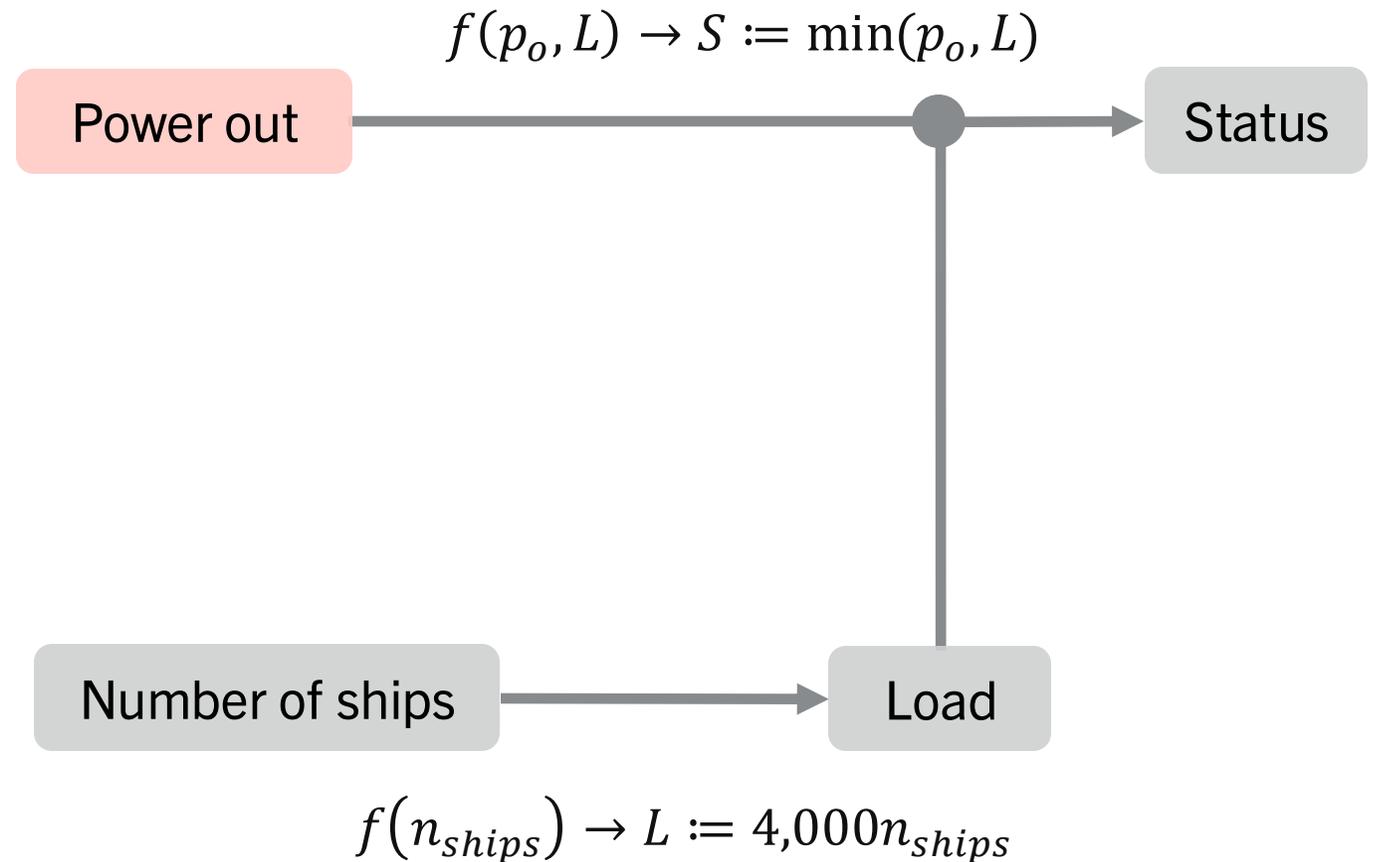
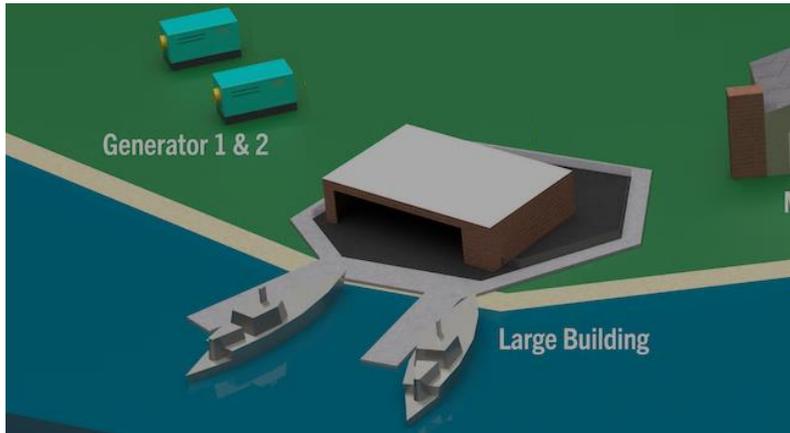
Simple (pragmatic) model of a system is a hypergraph



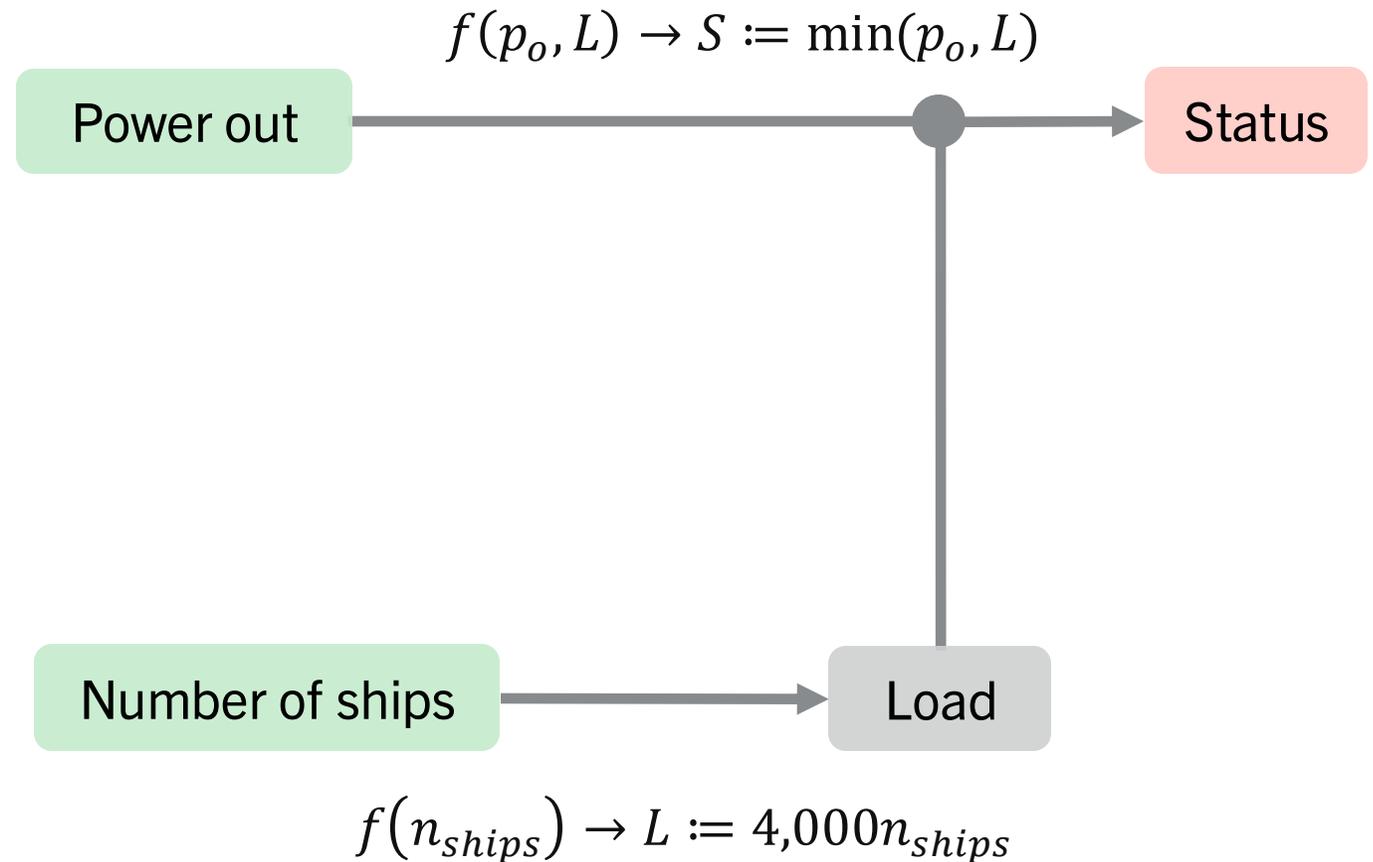
There are 2 mechanisms for observing system states: coupling and simulation



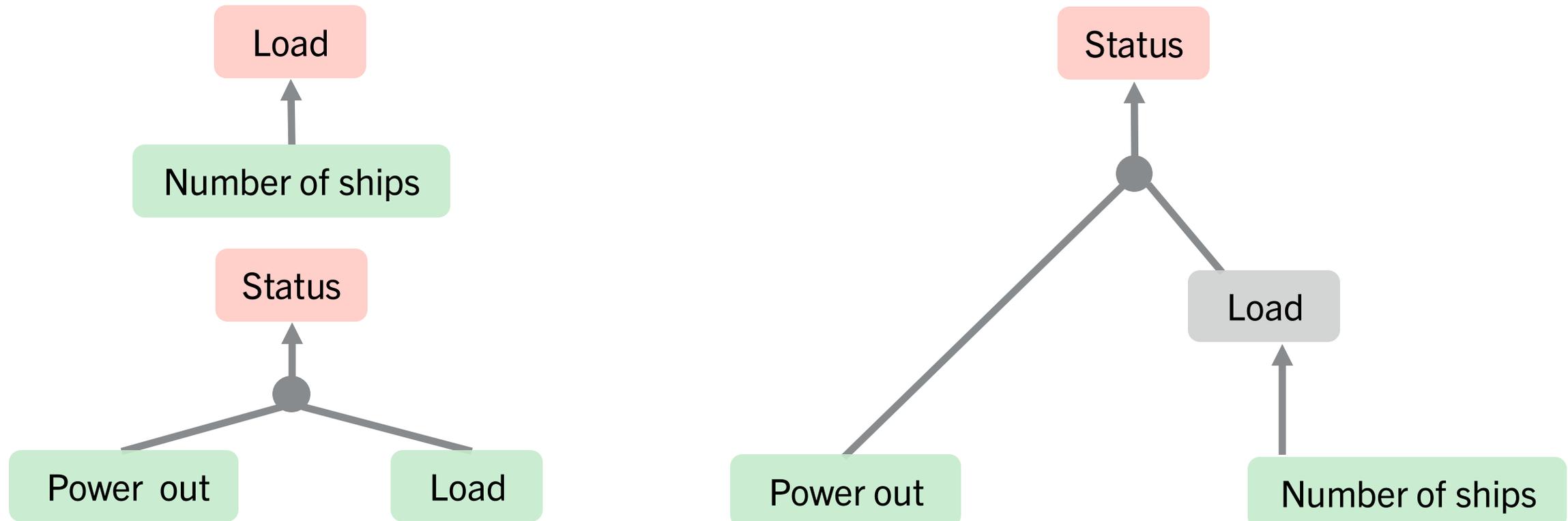
Coupling: synchronizing the states of the system are with the observer



Simulation: approximation by relating inputs to outputs



All possible simulations pairing inputs to outputs are given by the set of paths through the hypergraph



Solving engine available on the Python Package Index



constrainthg 0.1.1 ✓ Latest version

```
pip install constrainthg
```

Released: Nov 8, 2024

Methods for building and simulating constraint hypergraphs.

Navigation

- Project description
- Release history
- Download files

Verified details ✓

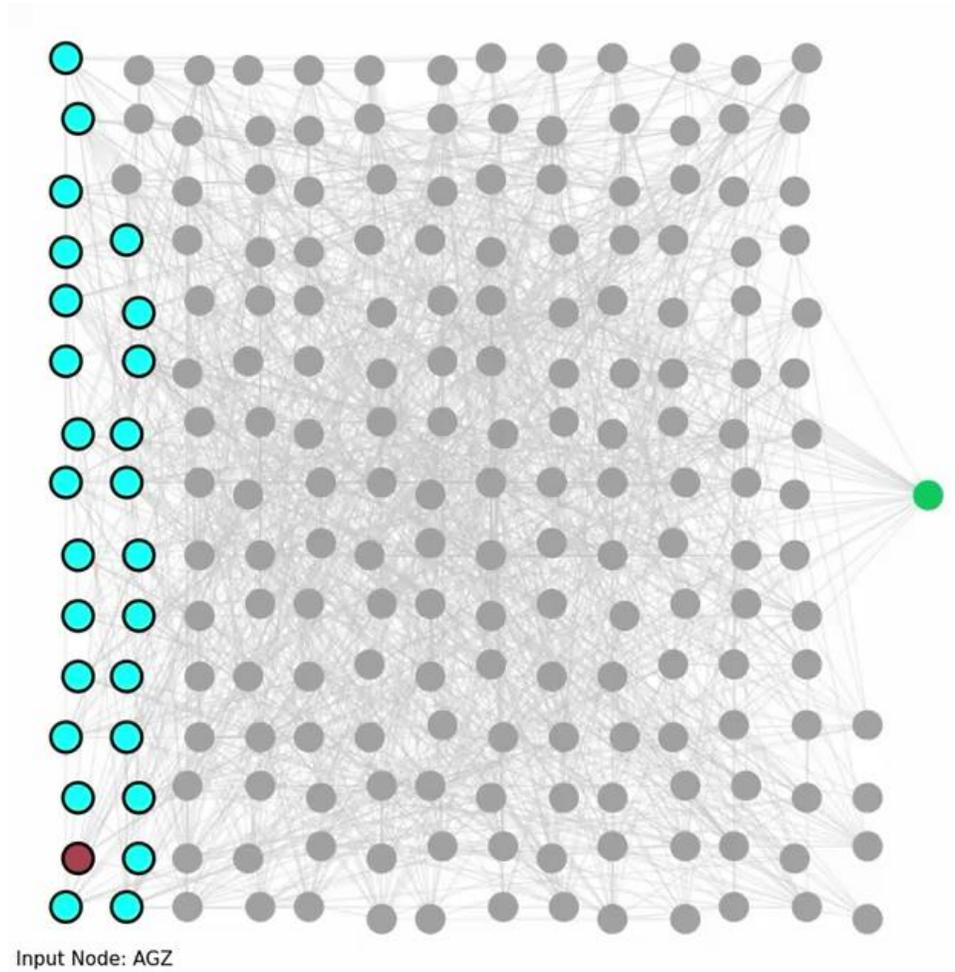
Project description

[homepage](#) [docs](#) [passing](#) [tests](#) [passing](#) [release](#) [v0.1.1](#) [last commit](#) [last tuesday](#)

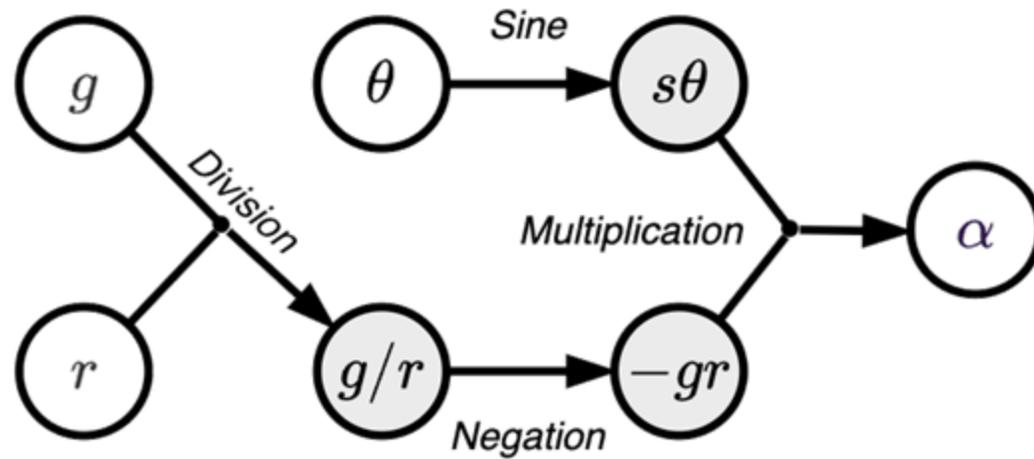
ConstraintHg

This repository enables usage of hypergraphs to define and execute system models. It is **not a rigorous data storage solution. Do not use this as a database.** Note that this repo is under active development (no official release yet), therefore changes may occur rapidly. Fork the repository before using it.

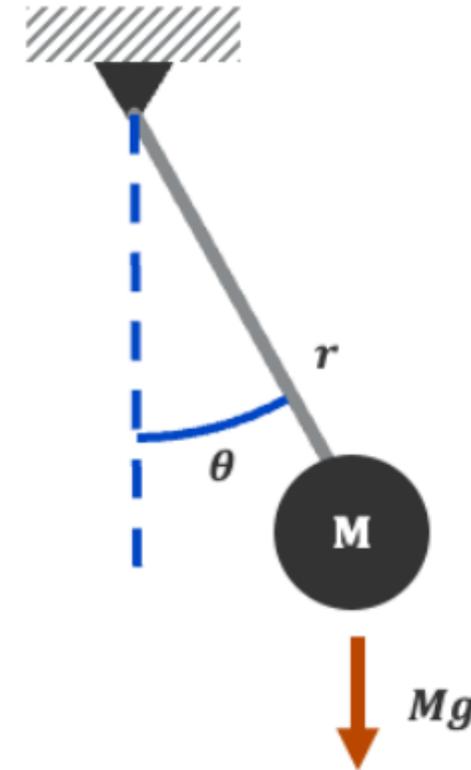
Implements a Breadth-First Search to simulate a system



Software Demonstration



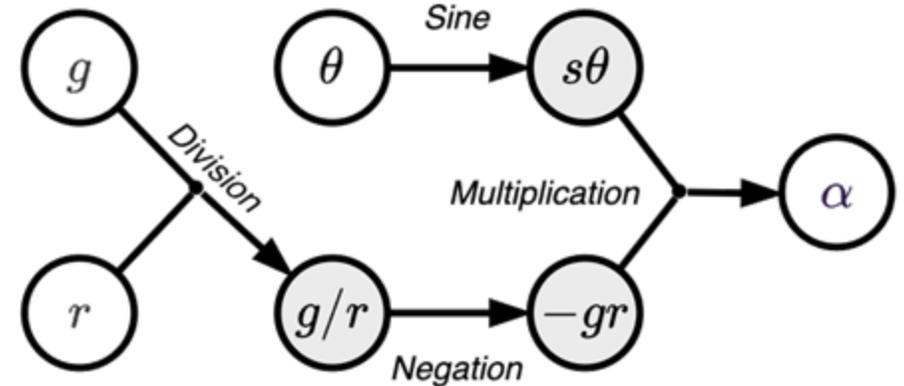
$$\alpha = -\frac{g}{r} \sin \theta$$



Add Nodes



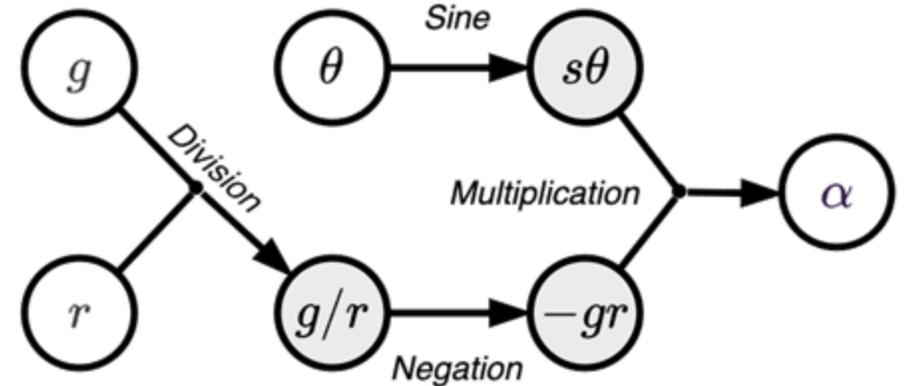
```
g = Node('gravity', -10)
r = Node('radius', 0.5)
theta = Node('theta')
F = Node('gravitational force')
omega = Node('omega')
alpha = Node('alpha')
time_step = Node('time_step', .03)
time = Node('time', 0)
```



Add Edges

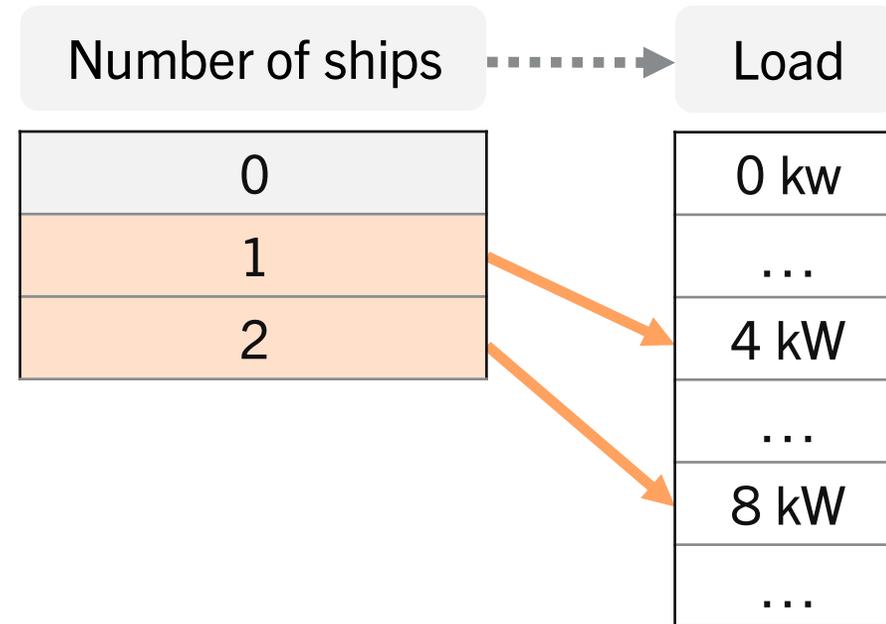


```
hg.add_edge(  
    {'s1': g, 's2': r}, target='g/r',  
    rel=R.Rdivide,  
)  
hg.add_edge(  
    theta, target=s_theta,  
    rel=R.Rsin,  
)  
hg.add_edge(  
    {s_theta, 'g/r'}, target=F,  
    rel=R.Rmultiply,  
)  
hg.add_edge(  
    source=F, target=alpha,  
    rel=R.Rmean,  
    index_offset=1,  
)
```



Handling model validity frames

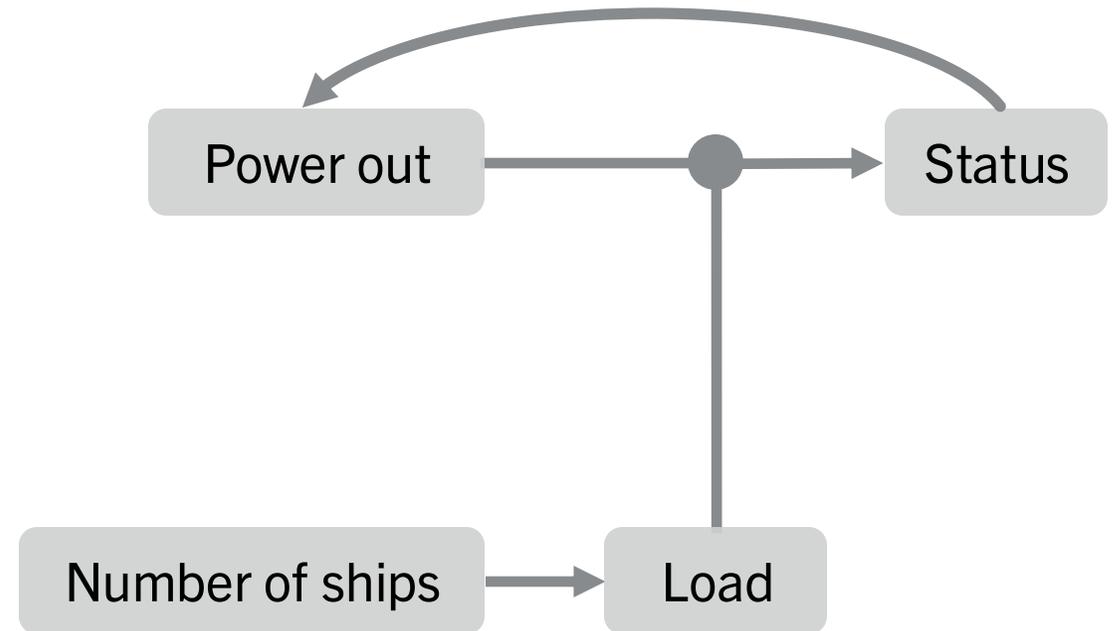
Models with given validity frames can be described by functions that map from a *subset* of a node's values



Cycles violate transitivity, indicating conflicting models

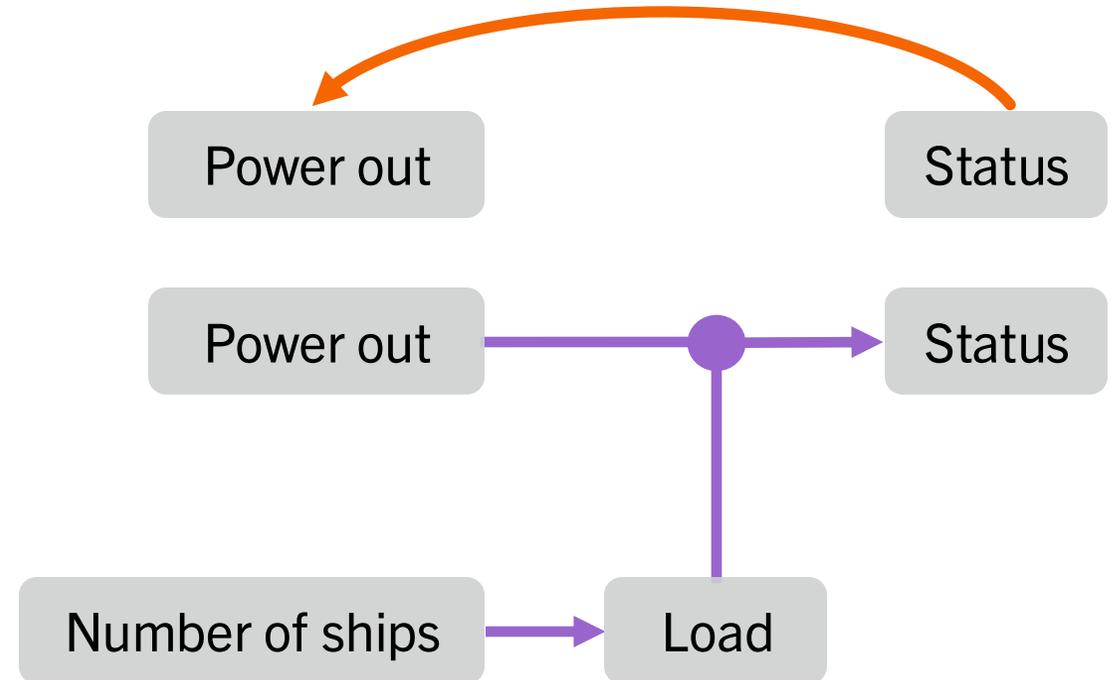
Can be dealt with in two ways:

1. Separation
2. Cloning *Unraveling (Goren-Roig, 2025)*



Separating cycles into distinct graphs

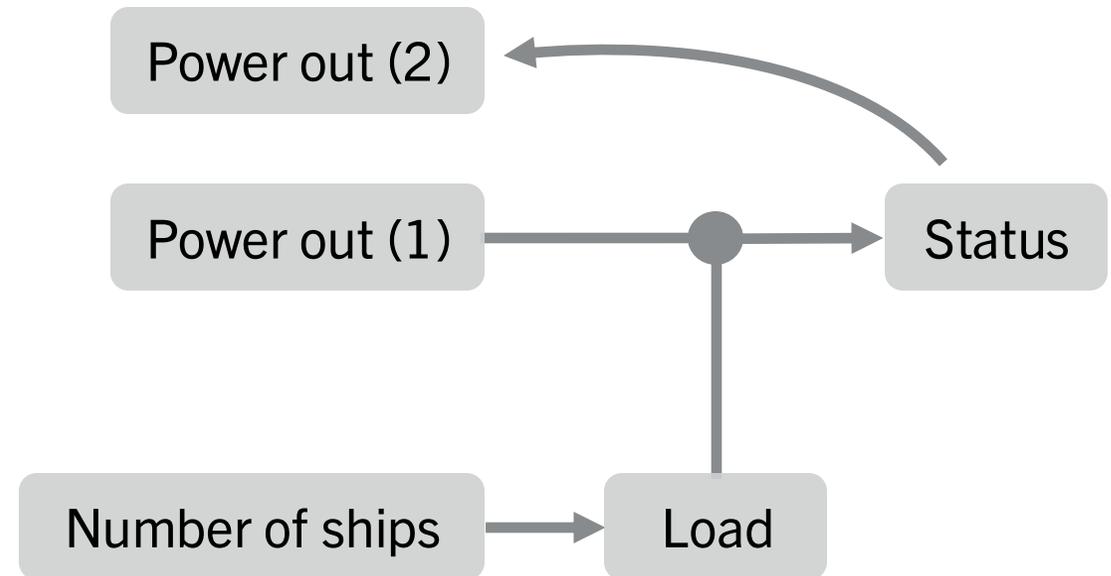
Good for isolating *competing* models



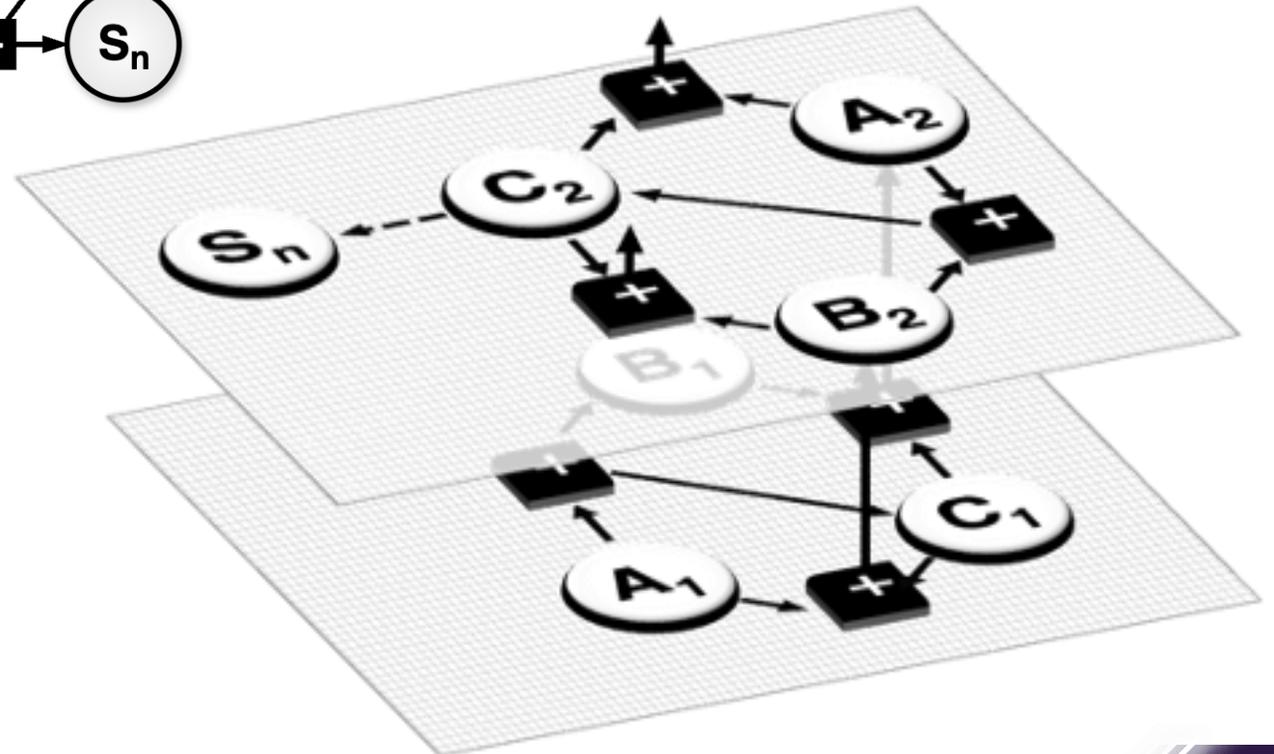
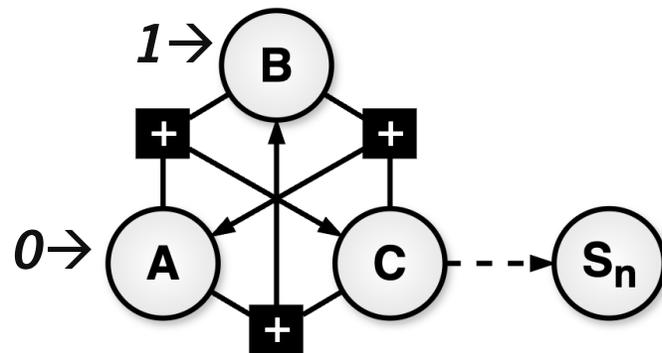
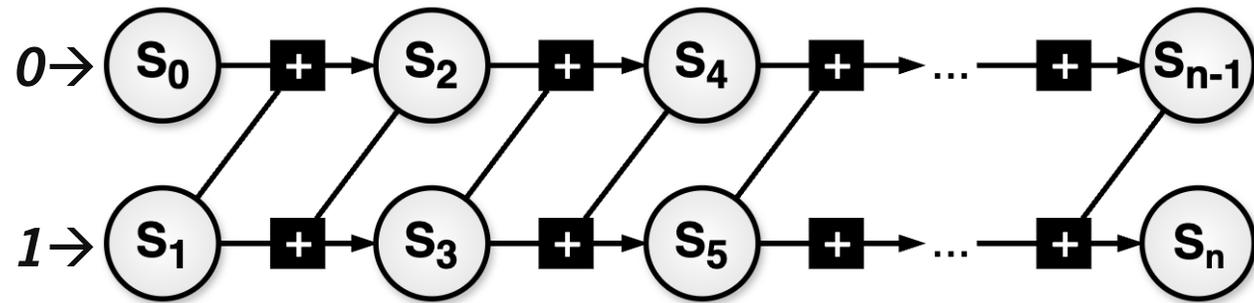
Cloning *Unraveling* nodes allows cycles to extend the hypergraph

Good for *pattern* adaption

Cloning *Unraveling* occurs while searching for simulation paths and requires an exit edge

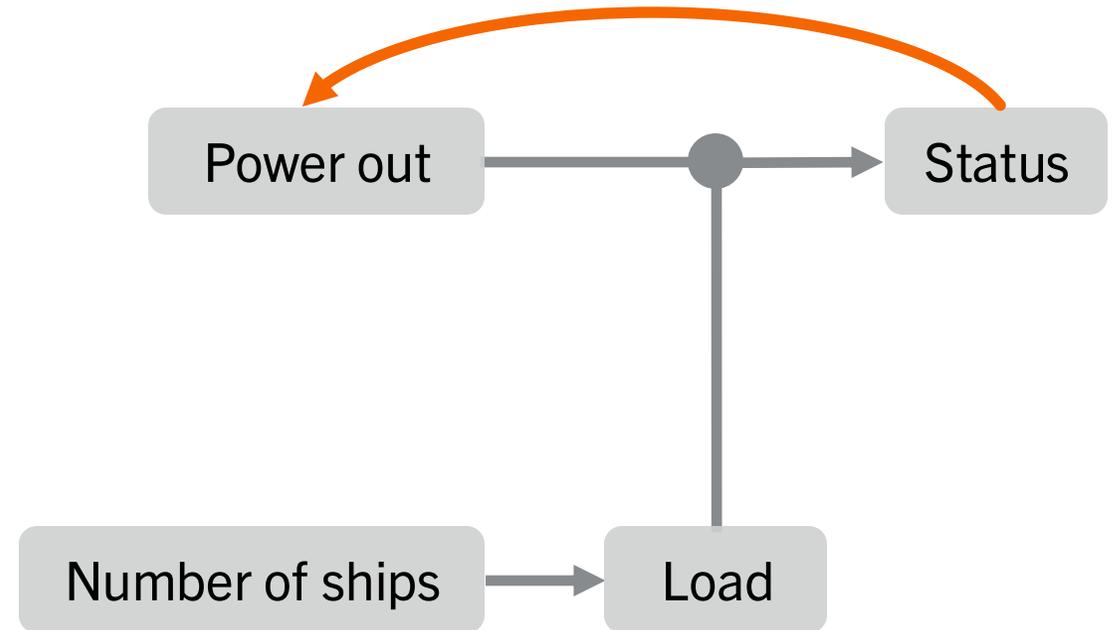


Example computing Fibonacci sequence using cloning



Independent behaviors make the hypergraphs immediately modifiable

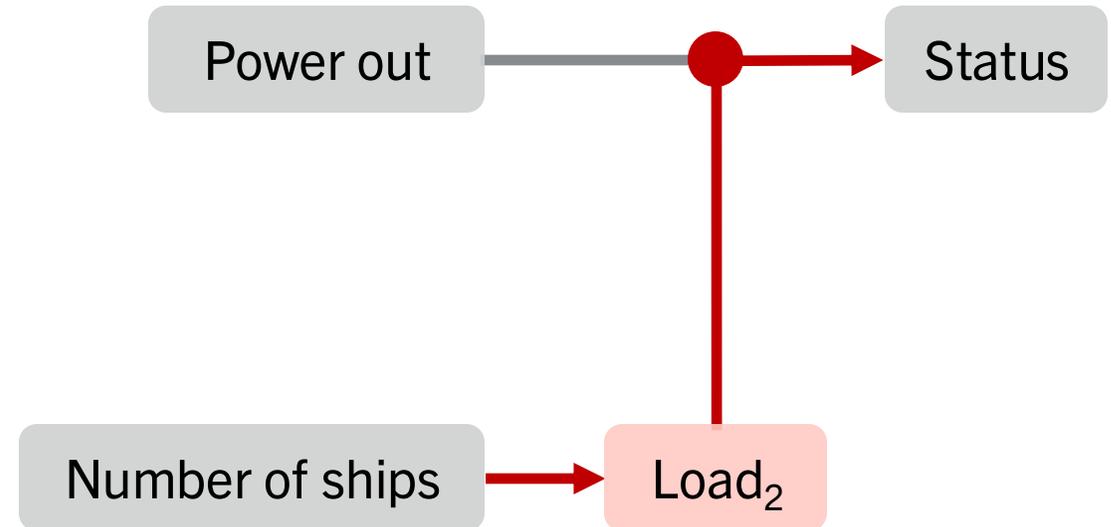
Functions can be rewritten, removed, or added without affecting the consistency of the graph (*no side effects*)



Caveat: scope changes are not guaranteed to be consistent

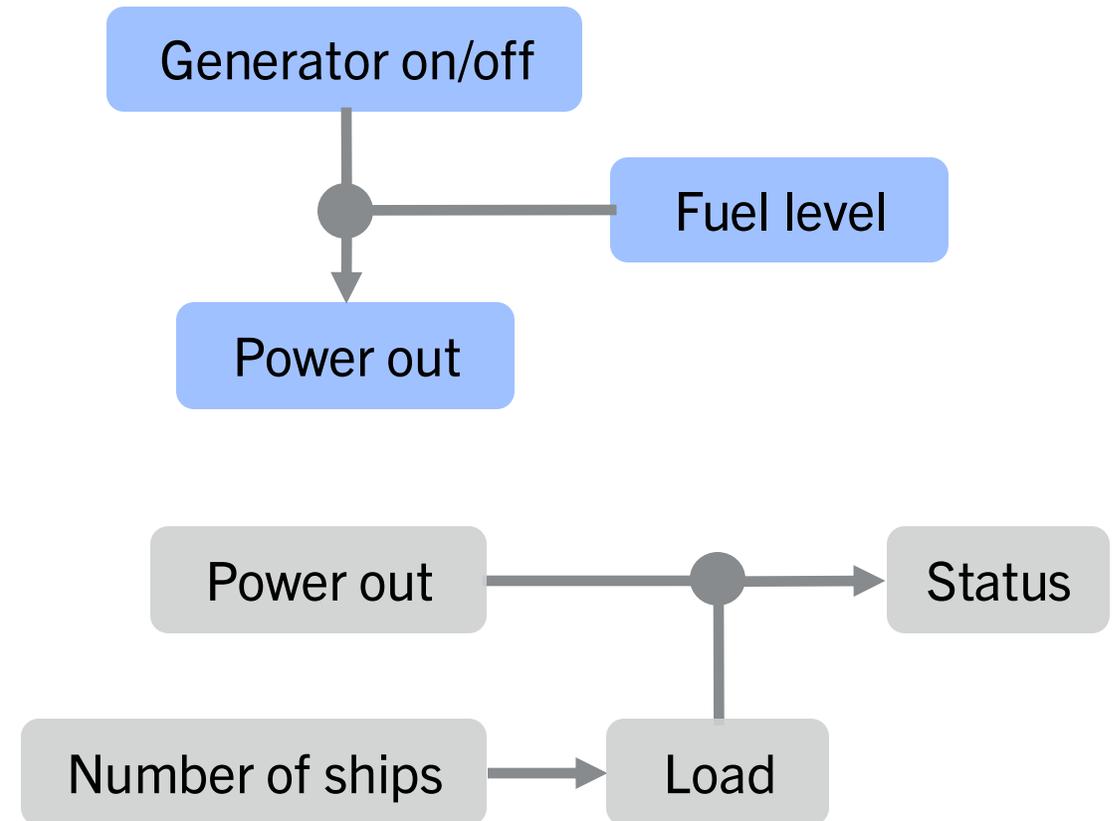
Nodes can be modified only if all connecting edges are also updated to maintain consistency (*only local side effects*)

Behavioral assumptions may be affected



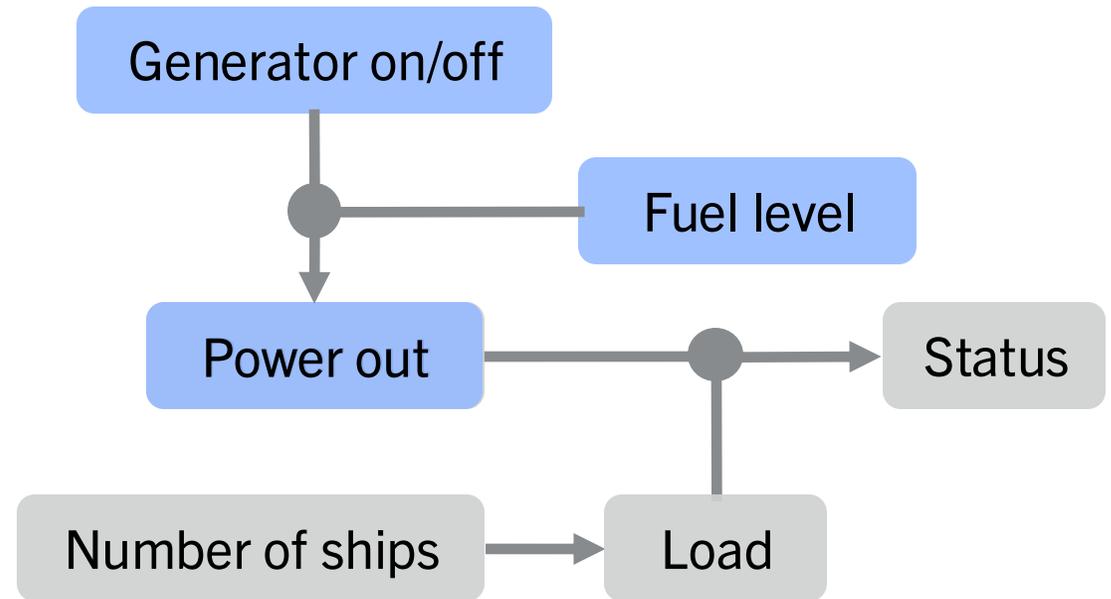
Composable with other graphs along shared nodes (union)

All simulation paths remain consistent *if* new scope does not violate behavioral assumptions



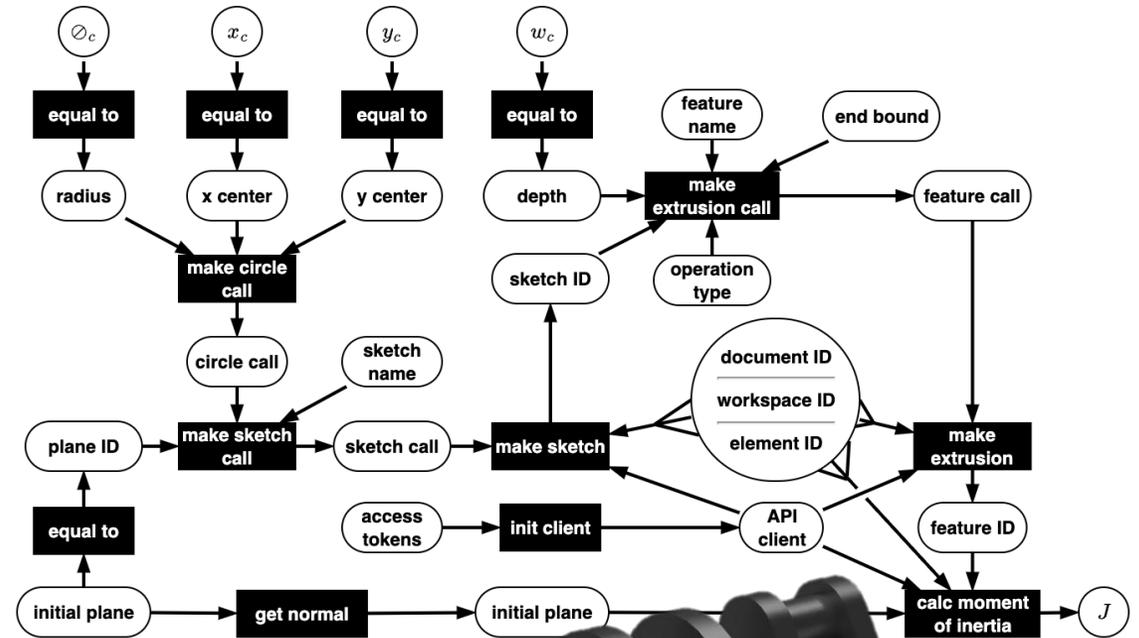
Emergent behavior is provided entirely from composition

All simulation paths remain consistent *if* new scope does not violate behavioral assumptions



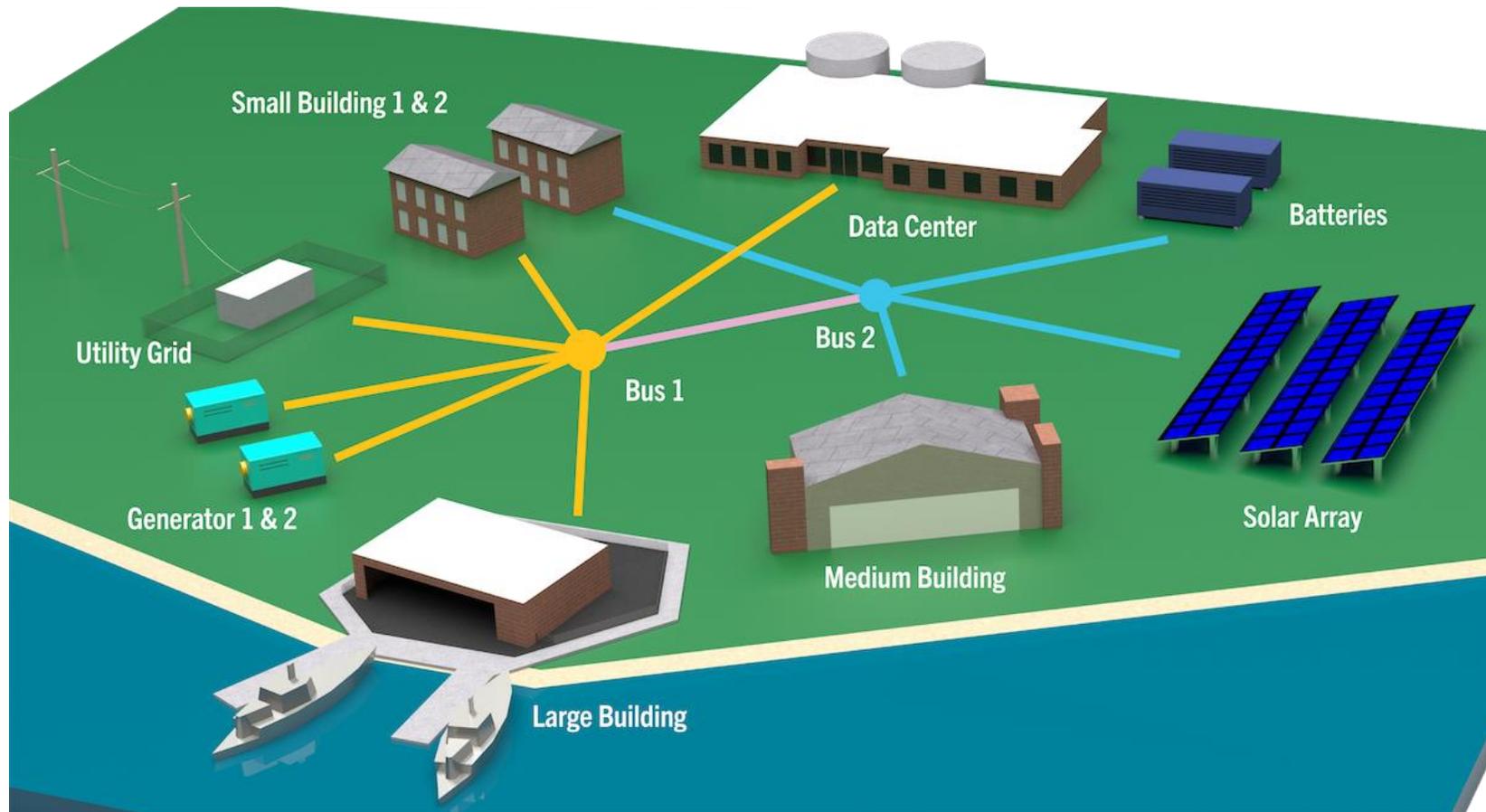
Constraint hypergraphs tie siloed software into a single representation

Software can be integrated by wrapping API calls as edges



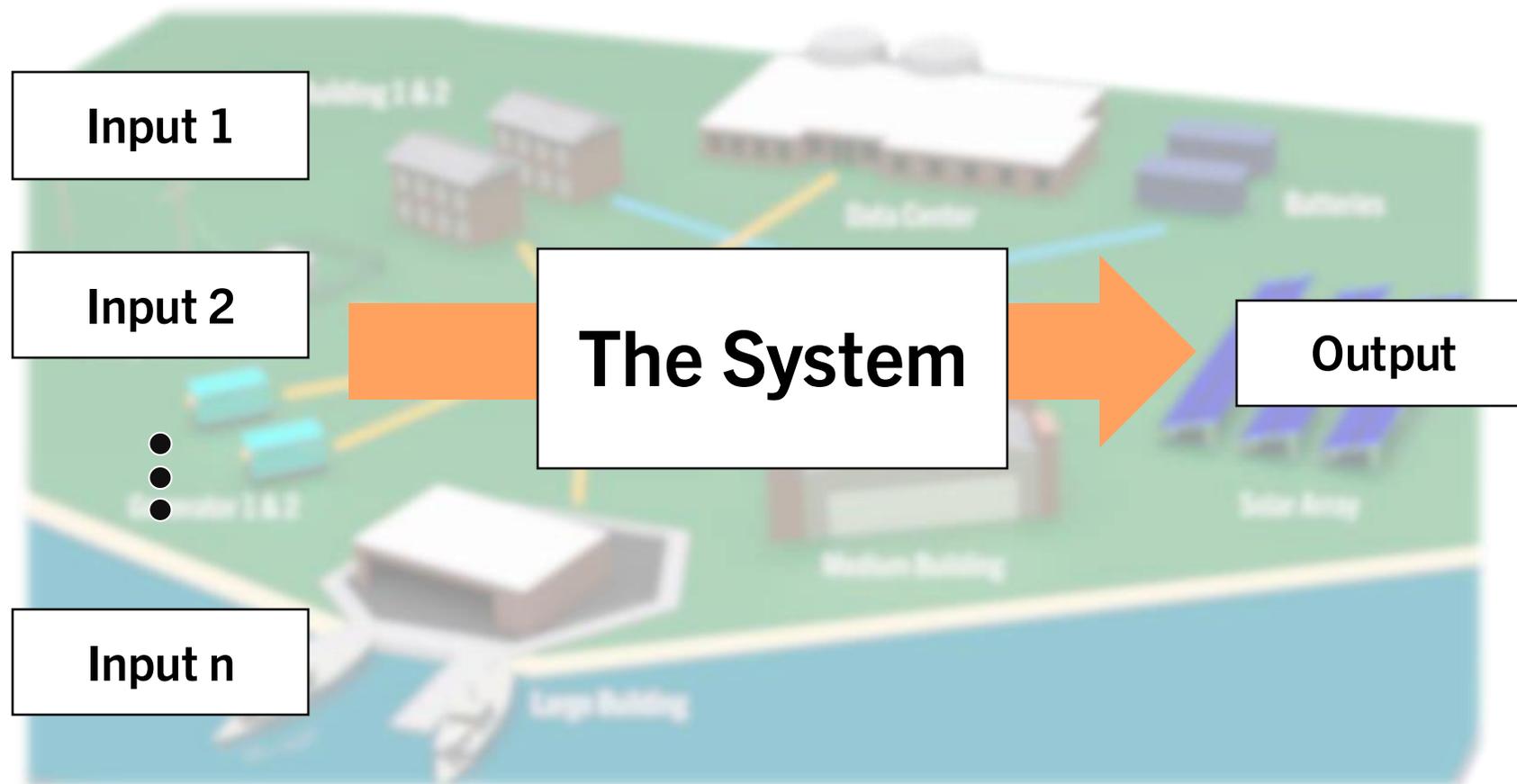


Demo: Integrating more complex systems



Example available on GitHub by following QR code in corner

Hypergraphs of behavioral constraints capture the relationships of things



More information available at our documentation



Please reach out to jhmrrs@clemson.edu

