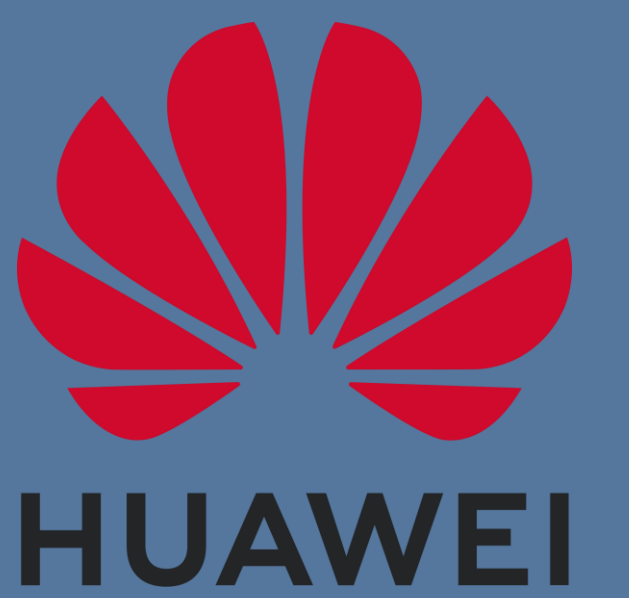


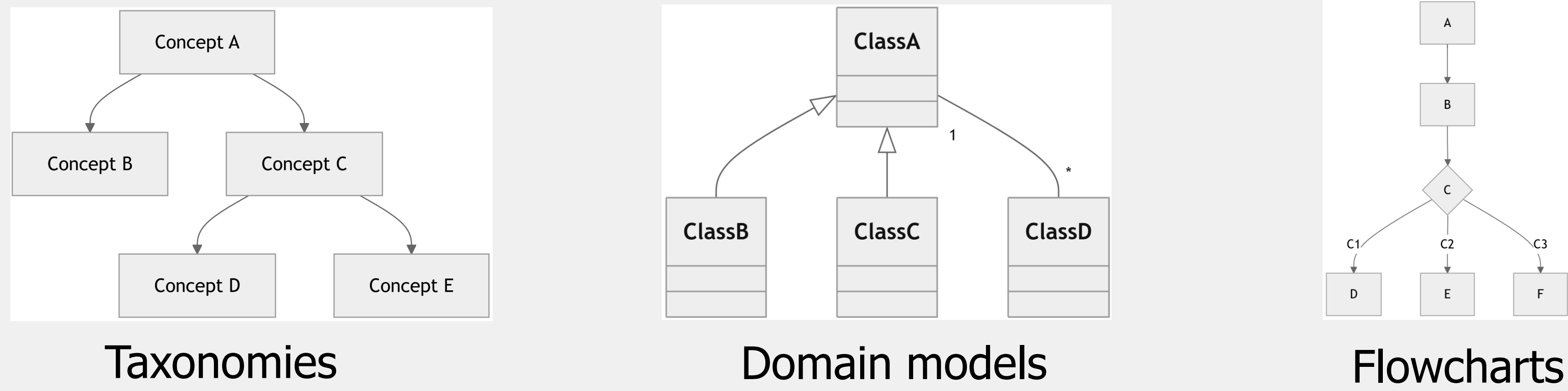
Consistent Graph Model Generation with Large Language Models

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1. Graph Model Generation

Software engineering processes, such as requirements engineering, model-based testing, and code generation, involve many different types of graph models

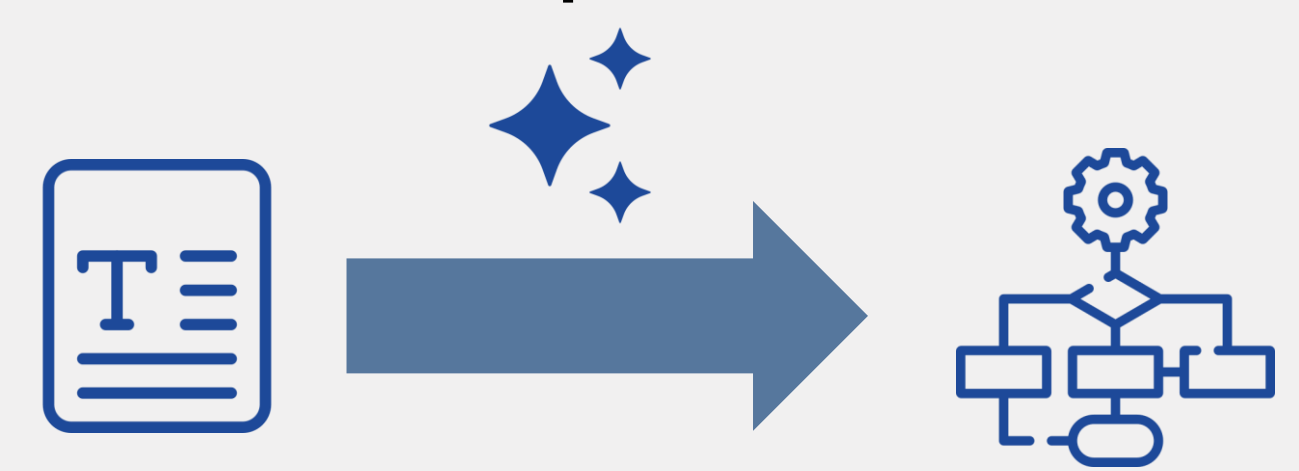


Traditionally, these models are created manually by engineers from textual requirement descriptions, which can be *time consuming* and *error-prone*



2. LLMs for Graph Model Generation

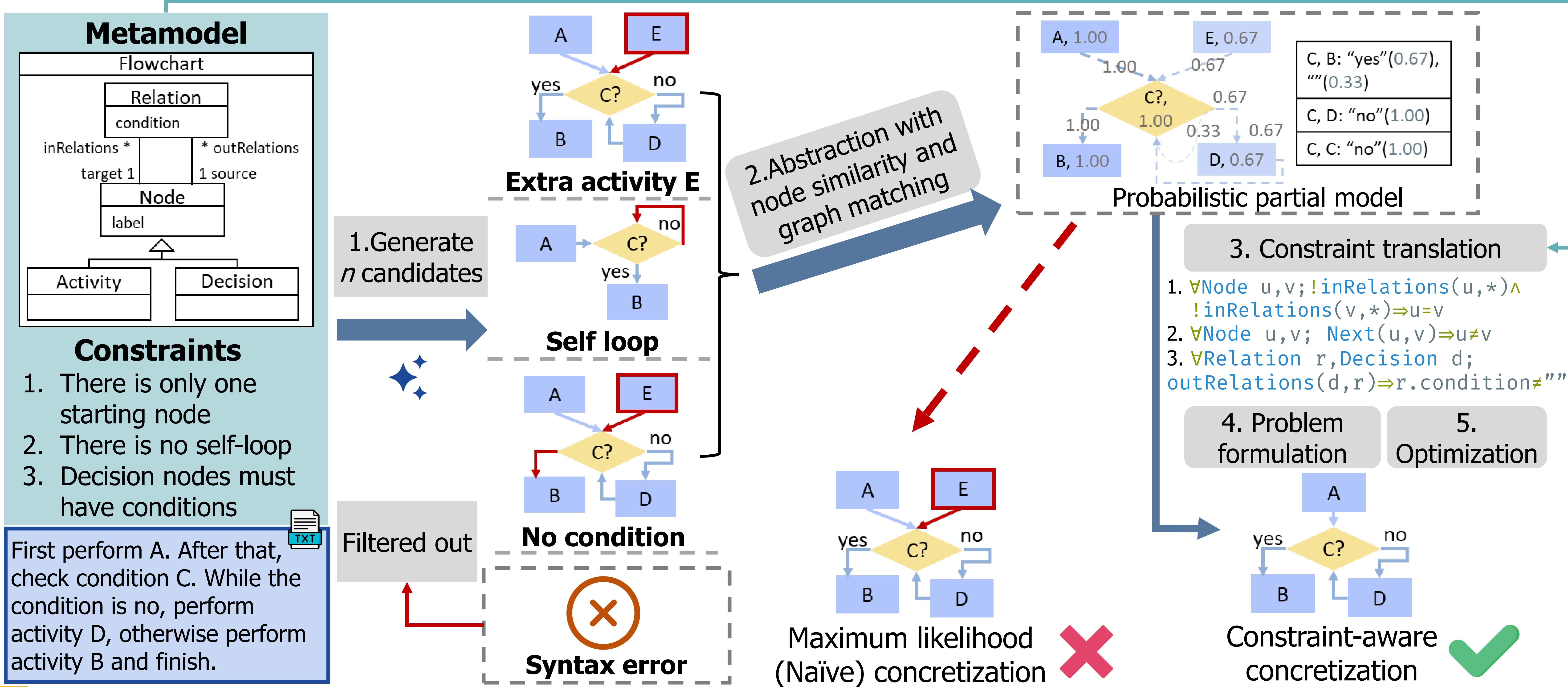
LLMs enable fast automated graph model generation directly from textual descriptions



However, graph models generated from LLMs may contain several potential **issues**

- Syntax error**
- Inconsistency**
- Inaccuracy**

3. Improving LLMs for Model Generation with Self-Consistency, Partial Models, and Constraints



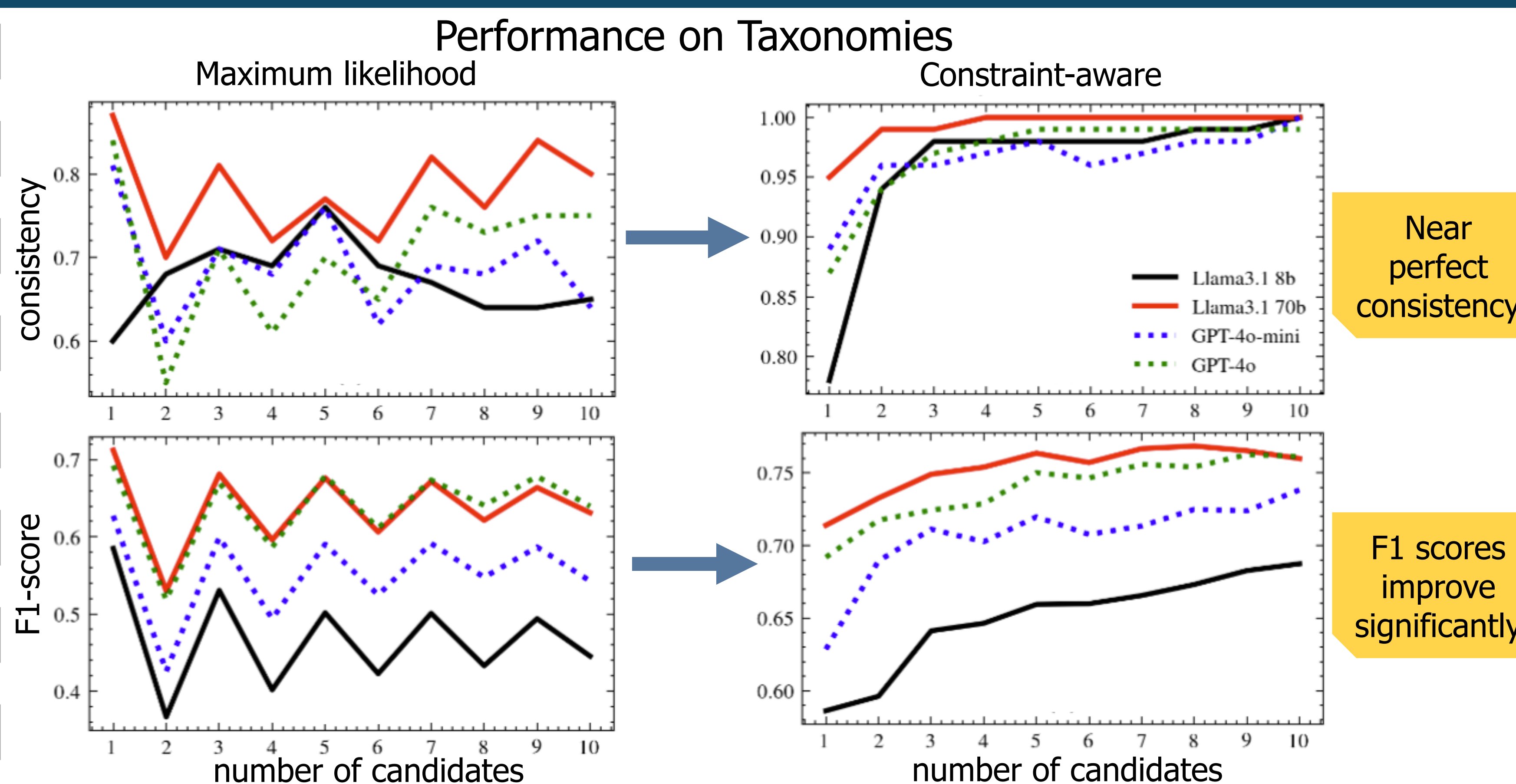
4. Evaluation

Evaluated use cases

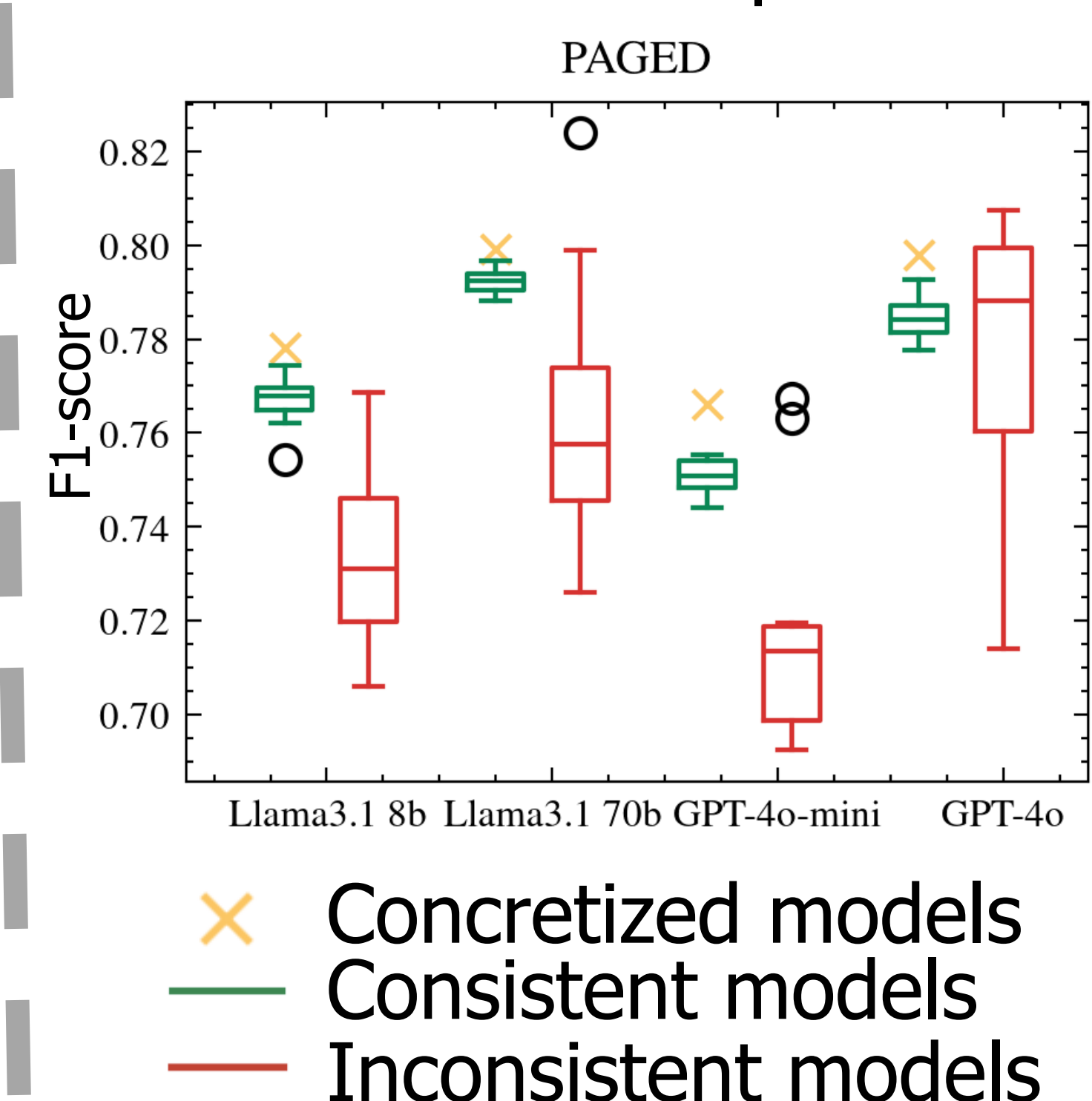
- Taxonomy**
- WordNet dataset
 - 100 taxonomies
 - Parent-child relations
- Flowchart**
- PAGED dataset
 - 300 procedure flowcharts

Evaluation metrics:

- **Consistency** ratio
- **F1-score (model accuracy)**



Why does constraint-aware concretization improve F1?



5. Conclusion

Constraint aware self-consistency serves as a *test-time compute* method to significantly improve the model quality

- Constraint aware concretization → Improved consistency
- Consistency in the output model → Improved model accuracy

6. References

- [1] Famelis, Michalis, et al. "Partial Models: Towards Modeling and Reasoning with Uncertainty." ICSE 2012.
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- [3] Chen, Boqi, et al. "Consistent Scene Graph Generation by Constraint Optimization." ASE 2022.
- [4] Wang, Xuezhi, et al. "Self-Consistency Improves Chain of Thought Reasoning in Language Models." ICLR 2023.