

## New node

In DynRisk you have five different buttons that can be used to create new nodes. Each different button corresponds to certain algorithm and operator properties of the node.

All other properties will be taken from the default settings specified in the “Nodes and events” preferences.

In particular, if you have chosen to include stochastic values as default, the nodes you create, will be stochastic. On the other hand if you have chosen not to include stochastic values as default, the nodes you create, will be deterministic. In any case you can reverse the chosen option by holding down the “Shift key” while you click any of these buttons. That is, if nodes are stochastic by default, you create a deterministic node by pressing the “Shift key”. Similarly, if nodes are deterministic by default, you create a stochastic node by pressing the “Shift key”.

Except for independent nodes, a new deterministic node will be created with “Global only” as “Algorithm”, while a new stochastic node will be created with “Single” as “Algorithm”.

All the properties can of course be changed later on if necessary.

The “New node” buttons are not present in the “Edge table view toolbar”.

## Independent

An independent node has “Local only” as “Algorithm” and no operators.

## Sum

A sum node has “Sum” as “Operator 1”. If the node is deterministic, its “Algorithm” will be “Global only”. If the node is stochastic, its “Algorithm” will be “Single”.

## Product

A product node has “Product” as “Operator 1”. If the node is deterministic, its “Algorithm” will be “Global only”. If the node is stochastic, its “Algorithm” will be “Single”.

## Maximum

A maximum node has “Max” as “Operator 1”. If the node is deterministic, its “Algorithm” will be “Global only”. If the node is stochastic, its “Algorithm”

will be "Single".

## Minimum

A minimum node has "Min" as "Operator 1". If the node is deterministic, its "Algorithm" will be "Global only". If the node is stochastic, its "Algorithm" will be "Single".