

Accretive Computation of Global Transformations

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Univ Paris Est Creteil, LACL, 94000, Creteil, France

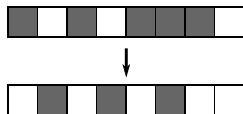
`firstname.lastname@u-pec.fr`

RAMICS 2021

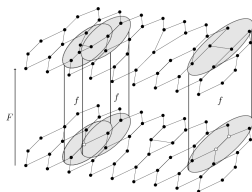
- ▶ Global Transformations (GT): general frame of work
 - ▶ Describe **local**, **deterministic** and **synchronous** systems

Context

- ▶ Global Transformations (GT): general frame of work
 - ▶ Describe local, deterministic and synchronous systems
 - ▶ Cellular automata

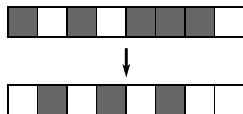


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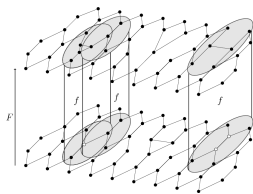


Context

- ▶ Global Transformations (GT): general frame of work
 - ▶ Describe local, deterministic and synchronous systems
 - ▶ Cellular automata, **L-systems**

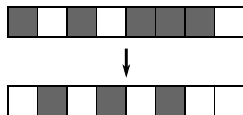


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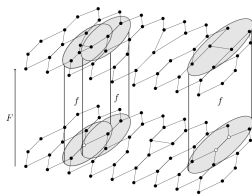


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- ▶ Global Transformations (GT): general frame of work
 - ▶ Describe local, deterministic and synchronous systems
 - ▶ Cellular automata, L-systems, **causal graph dynamics**



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- ▶ Global Transformations (GT): general frame of work
 - ▶ Describe local, deterministic and synchronous systems
 - ▶ Cellular automata, L-systems, causal graph dynamics
- ▶ Different structure / space

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 - ▶ Describe local, deterministic and synchronous systems
 - ▶ Cellular automata, L-systems, causal graph dynamics
- ▶ Different structure / space
- ▶ Same rewriting procedure

$$\{ \text{cloud} \mapsto \text{cloud}, \dots \}$$



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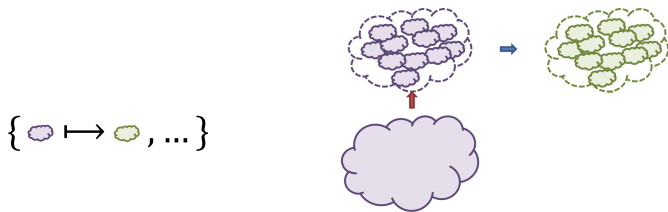
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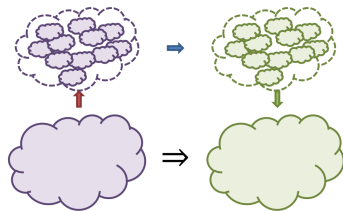
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 - ▶ pattern matching
 - ▶ Local application



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 - ▶ Describe local, deterministic and synchronous systems
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- ▶ Same rewriting procedure
 - ▶ pattern matching
 - ▶ Local application
 - ▶ Result reconstruction

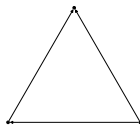
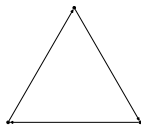
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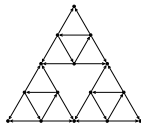
Scope of this work

Define **global transformations** of presheaves

- ▶ Presheaves: generalized graphs
- ▶ This presentation: focus only **on graphs**



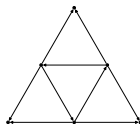
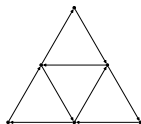
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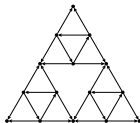
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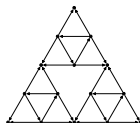
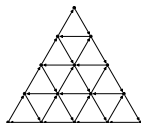
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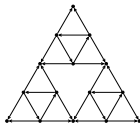
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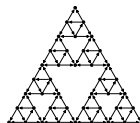
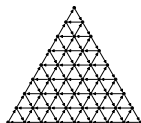
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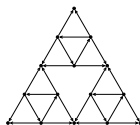
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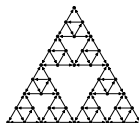
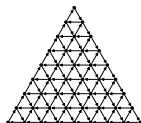
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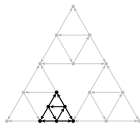
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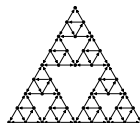
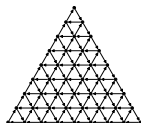
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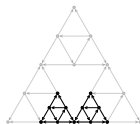
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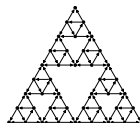
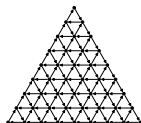
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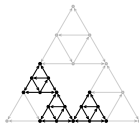
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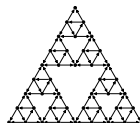
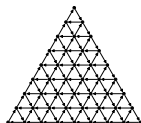
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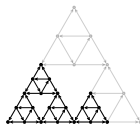
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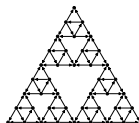
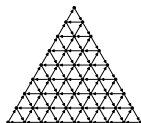
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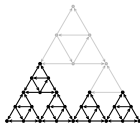
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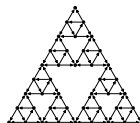
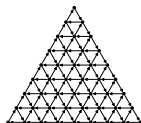
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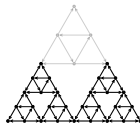
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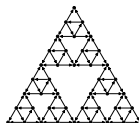
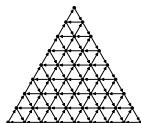
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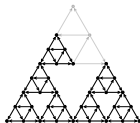
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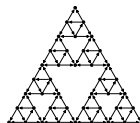
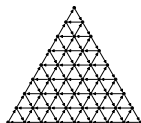
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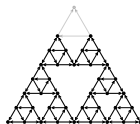
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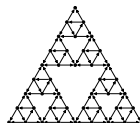
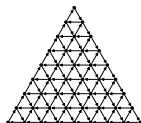
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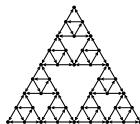
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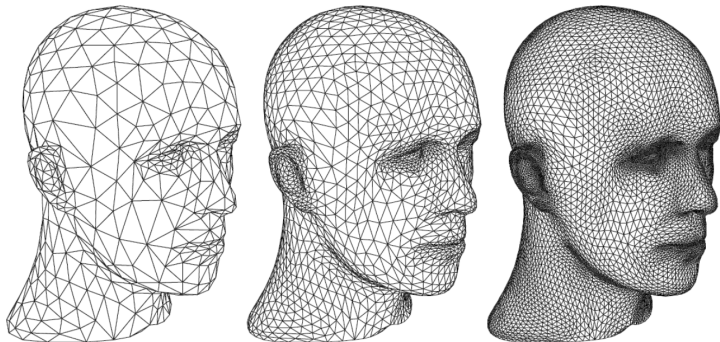
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History

History:

- ▶ L. M., A. S. **Global Graph Transformations**. ICGT 2015
- ▶ *Triangular mesh refinement Rule-based Specification*

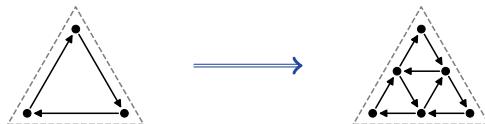


SIGGRAPH 98 Course Notes

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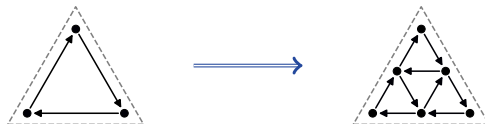


- ▶ Simple, but what happens on **overlaps** ?

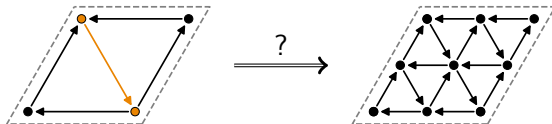
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- ▶ Simple, but what happens on **overlaps** ?



This is what we want !

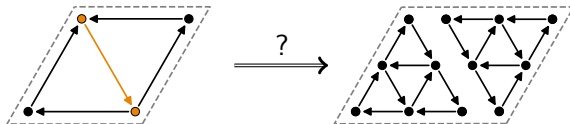
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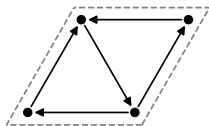
- ▶ Simple, but what happens on **overlaps** ?



Also compliant with the rules...

Solution

How to solve this ambiguity ?

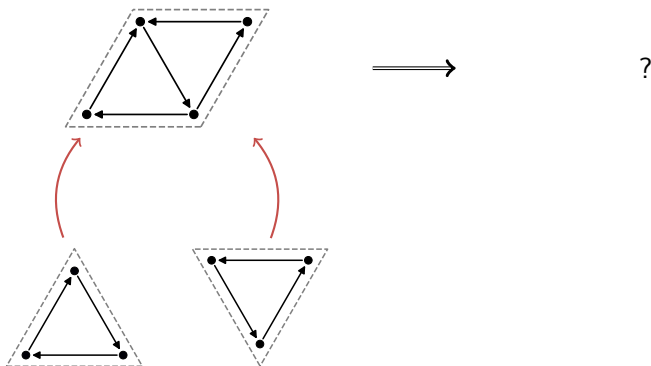


?

Solution

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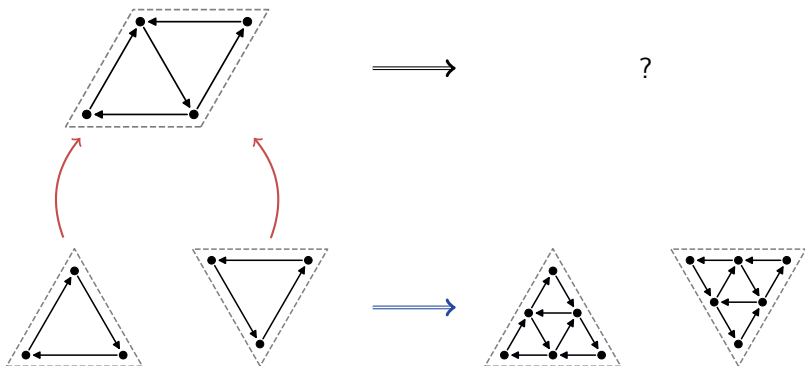
► Pattern-matching



Solution

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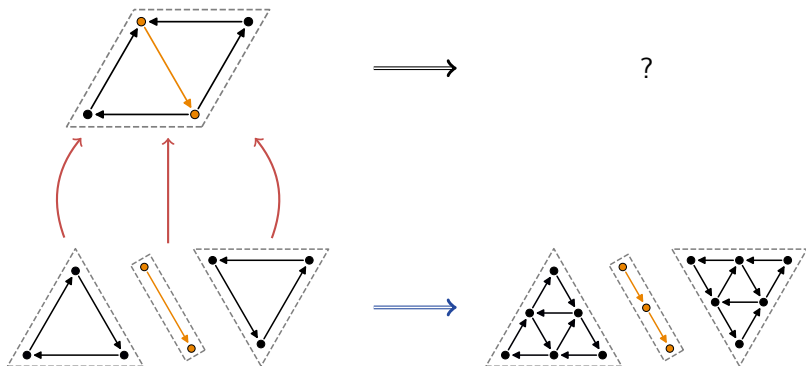
► **Pattern-matching** \Rightarrow **Local results**



Solution

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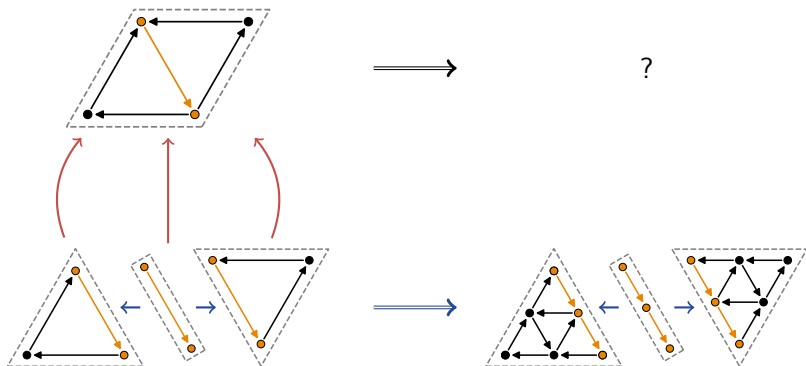
- ▶ Pattern-matching \Rightarrow Local results
- ▶ Add a rule



Solution

How to solve this ambiguity ?

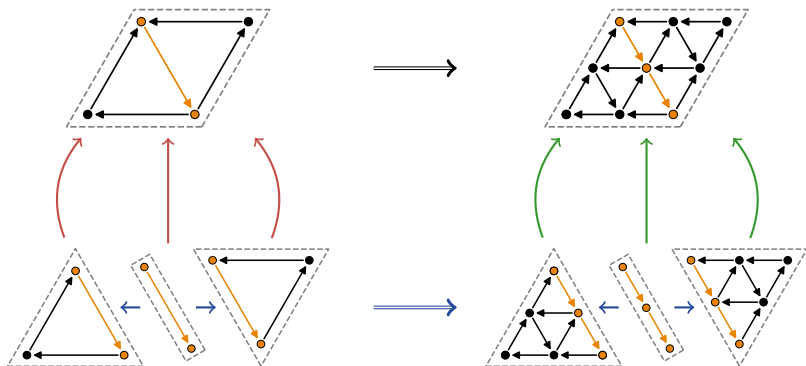
- ▶ **Pattern-matching** \Rightarrow **Local results**
- ▶ Add a **rule** + **inclusions** for overlap



Solution

How to solve this ambiguity ?

- ▶ **Pattern-matching** \Rightarrow **Local results** \Rightarrow **Reconstruction**
- ▶ Add a **rule** + **inclusions** for overlap



The category G_M

Structure for “thing being part of other thing” ?

► Preorder

The category G_M

Structure for “thing being part of other thing at some place” ?

► Preorder \Rightarrow Category

The category G_M

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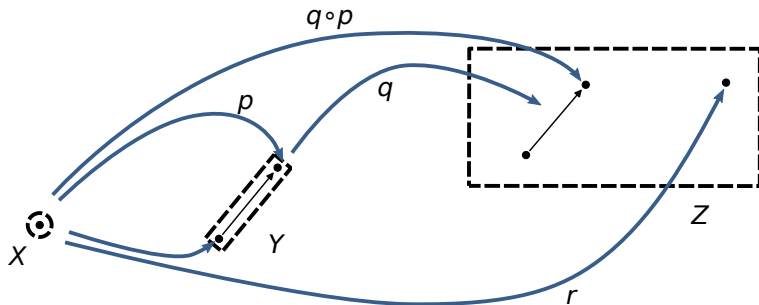
► Preorder \Rightarrow Category

Work in G_M : category of graphs with inclusions

► **Objects**: Graphs (directed multigraphs)

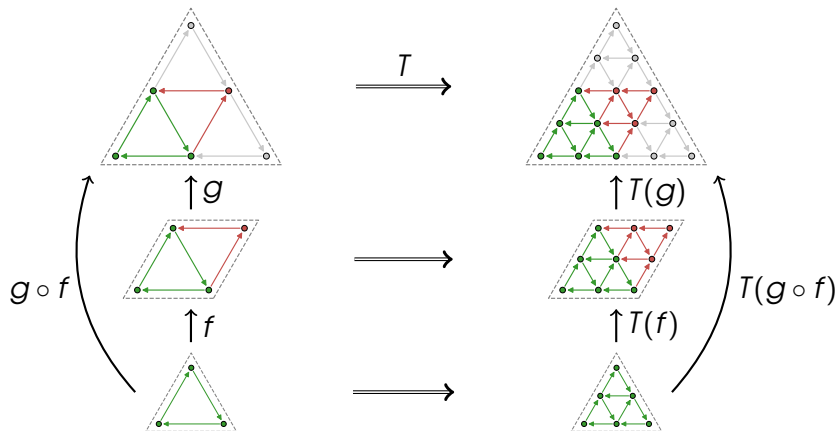
► **Arrows**: Inclusions of graphs (monomorphisms)

$\subset G$: category of graphs with graph homomorphism



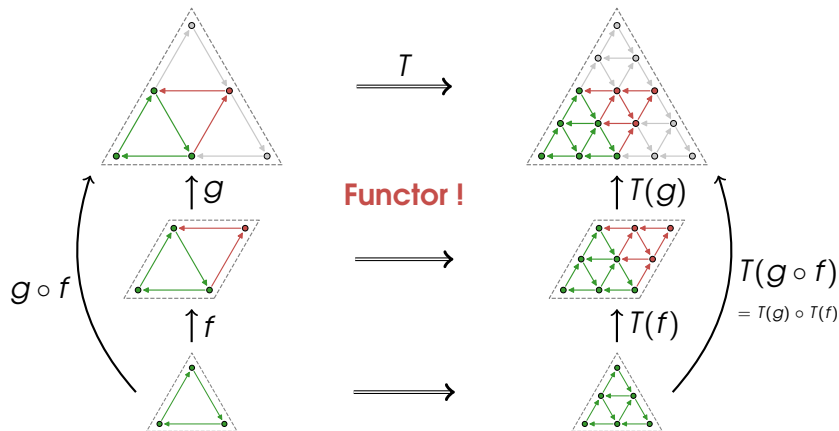
Functor

- Transformation respects arrow (\simeq monotony):
The way the **local output** occur in the **global output** depends on
the way the **local input** occur as a part of the **global input**



Functor

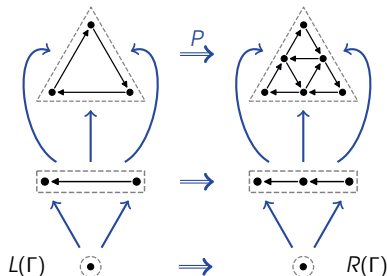
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Rule system

Definition: Rule system

A rule system T is tuple $\langle \Gamma, L, R \rangle$ where Γ is a category, $L, R : \Gamma \rightarrow G_M$ are functors, and L is full and faithful (\simeq injective).



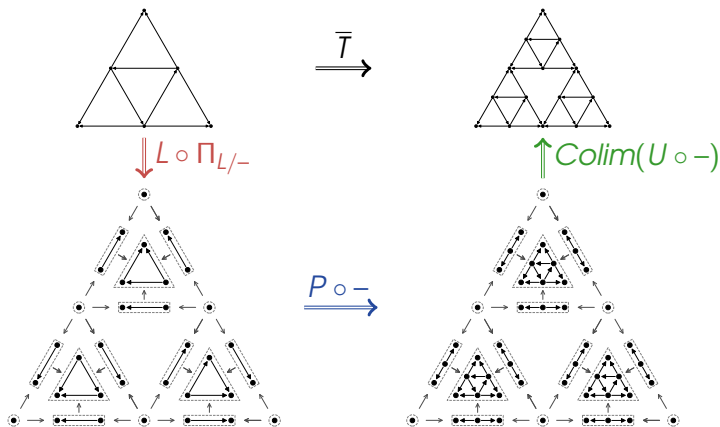
Equivalently: Partial functor $P : G_M \rightarrow G_M := R \circ L^{-1}$

Computation

Definition: Global Rewrite Step

The rewrite step is the functor $\bar{T} : G_M \rightarrow G$ given by:

$\bar{T}(-) = \text{Colim}(U \circ P \circ L \circ \Pi_{L/-})$, with $U : G_M \rightarrow G$ forgetful functor.



Global Transformation

No **colimits** in $G_M \dots$

- ▶ Taking colimits in G gives $\bar{T} : G_M \rightarrow G$
- ▶ Rule systems do not preserve injectivity !

Definition: Global Transformation

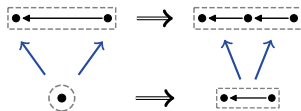
A global transformation T is a rule system such that $\bar{T} : G_M \rightarrow G$ factors through $U : G_M \rightarrow G$. In this case $T : G_M \rightarrow G_M$ is the functor such that $U \circ T = \bar{T}$.

Global transformation: $T : G_M \rightarrow G_M$ is iterable !

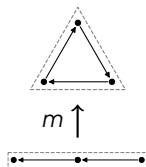
- ▶ Triangular mesh refinement, sierpinsky ...

Not global transformations

Consider this rule system:

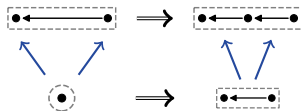


And the inclusion of graphs *m*:

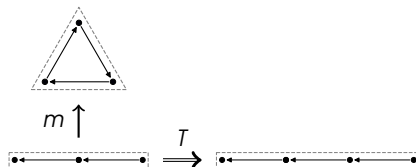


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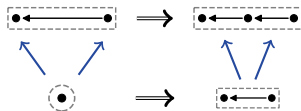


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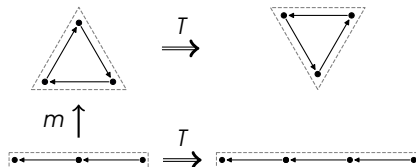


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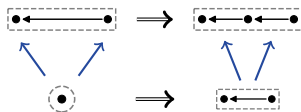


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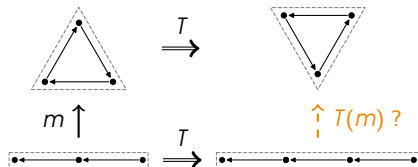


Not global transformations

Consider this rule system:



And the inclusion of graphs m :



No inclusion $T(m)$: T not a global transformation !

Problem: Find a local way to check if rule system is GT ?
(ie. by just looking at the rules)

Computing with GT

Define **generic** algorithm:

- ▶ Big operations \Rightarrow small generic operations
- ▶ Breaks down **global step** \Rightarrow sequence of **local steps**

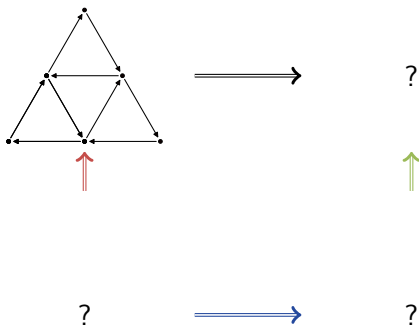
Preserving injectivity for sequence of local steps ?

- ▶ Link with global transformation ?

We restrict to connected finite graphs and finite rule systems.

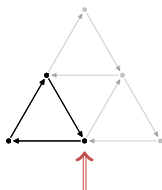
Example run

Online algorithm:

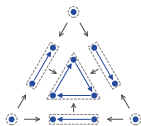


Example run

Online algorithm:



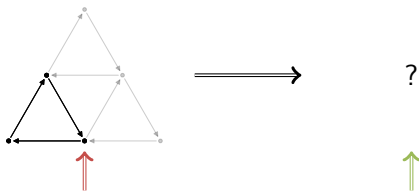
?



?

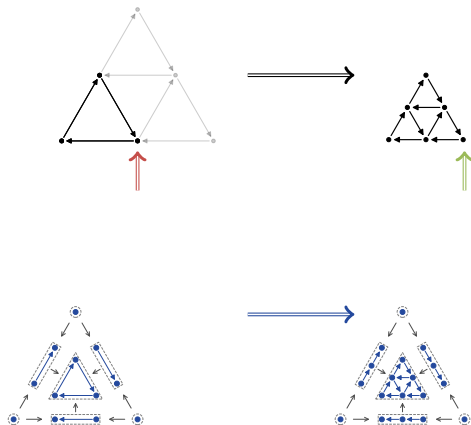
Example run

Online algorithm:



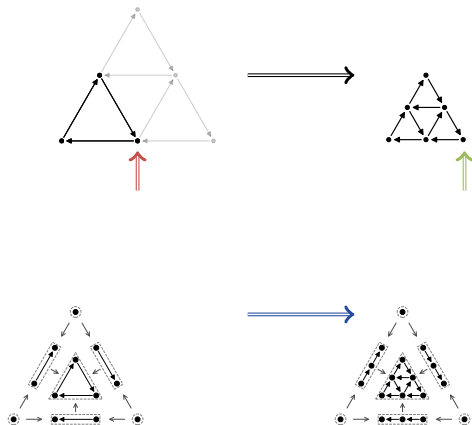
Example run

Online algorithm:



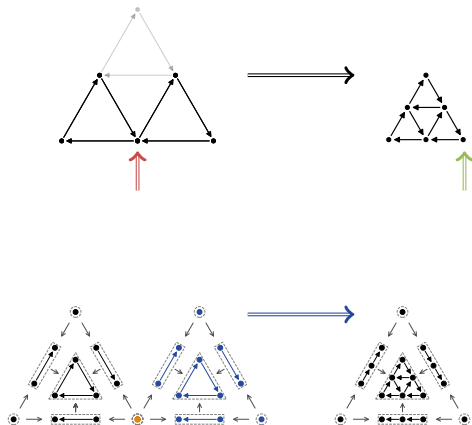
Example run

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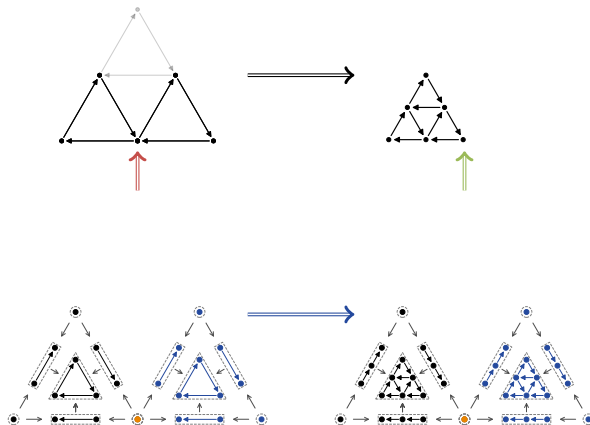
Example run

Online algorithm:



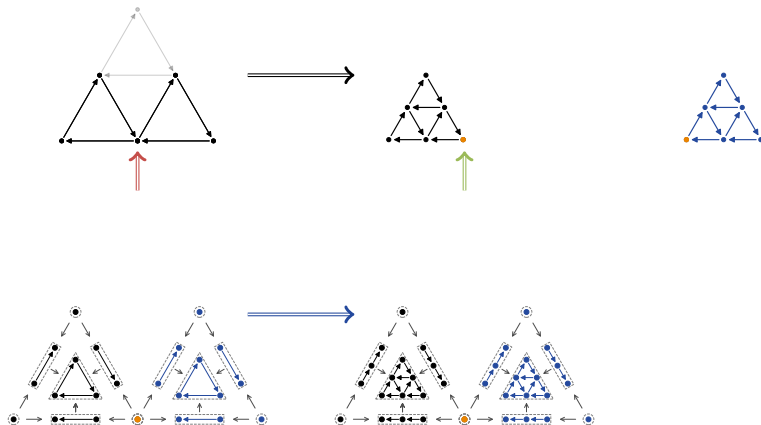
Example run

Online algorithm:



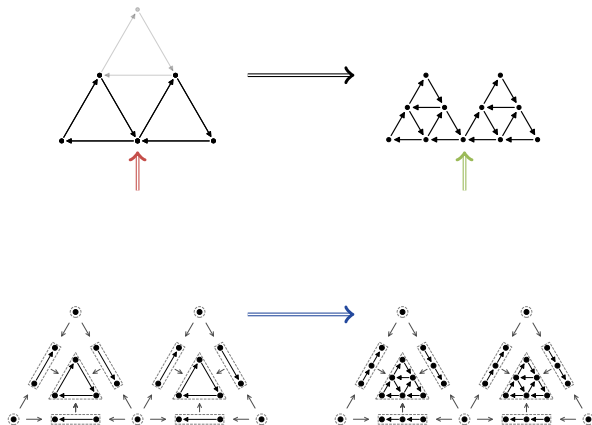
Example run

Online algorithm:



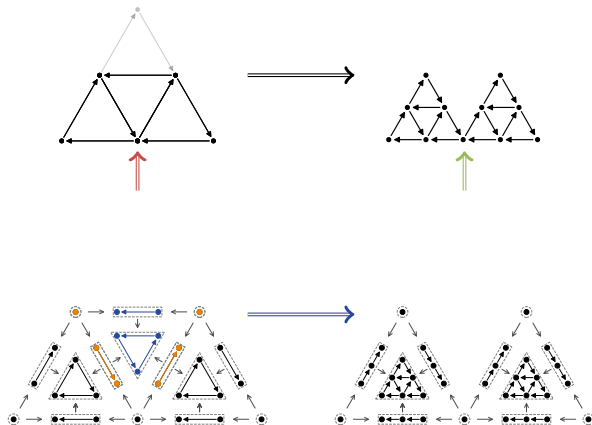
Example run

Online algorithm:



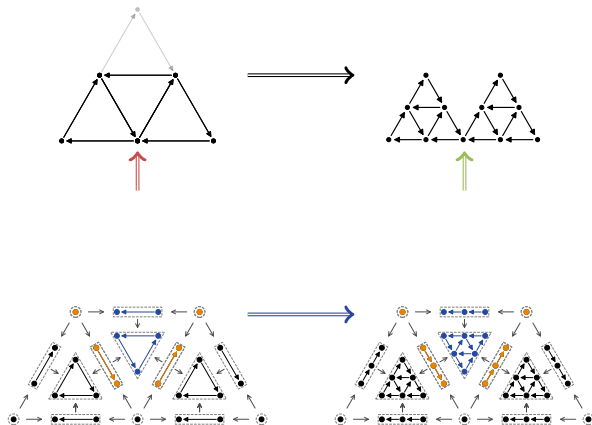
Example run

Online algorithm:



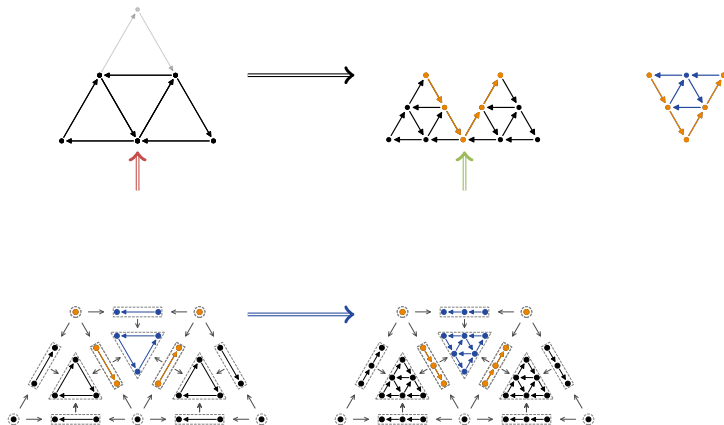
Example run

Online algorithm:



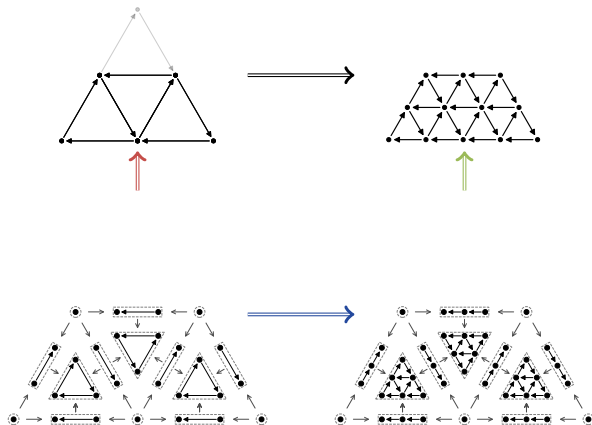
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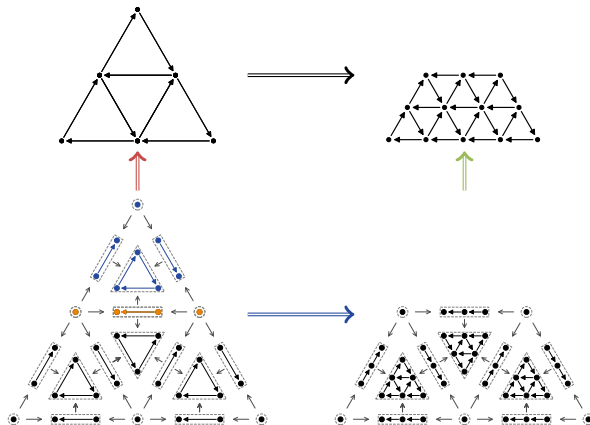
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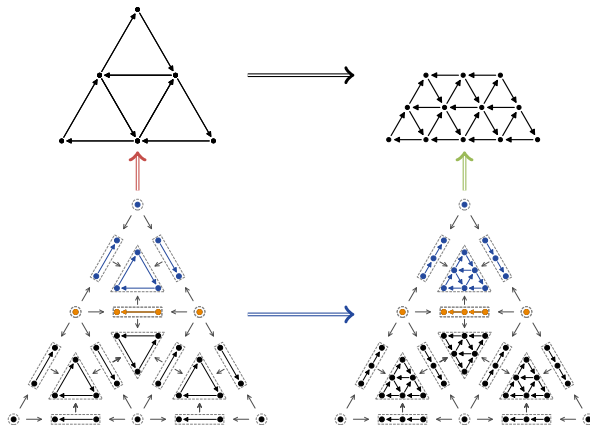
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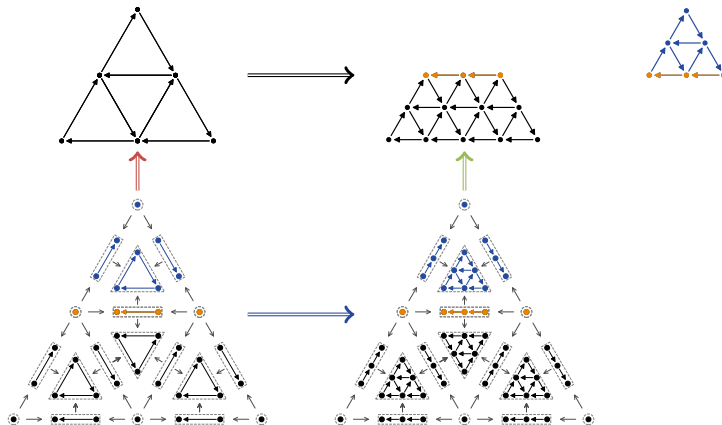
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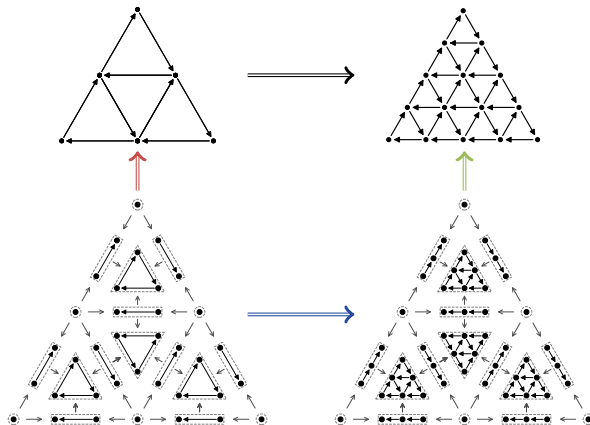
Example run

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Example run

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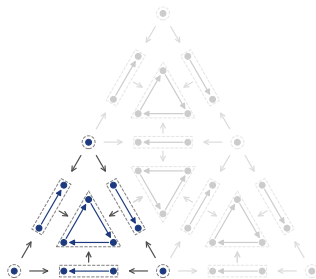
Pattern matching

Proposition

The comma category L/g is isomorphic to a **preorder** (if no automorphism of rule \Rightarrow **poset**).

- ▶ Maximal occurrences gives the **maximal local results**
- ▶ **Other** occurrences used to **glue** these results

Maximal occurrences **constructed** with **breadth-first search**.



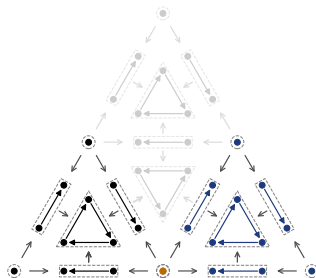
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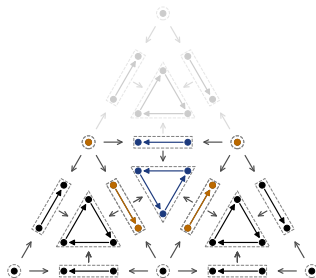
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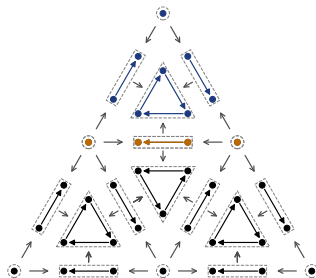
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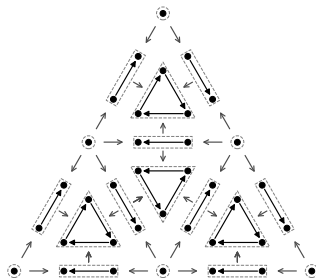
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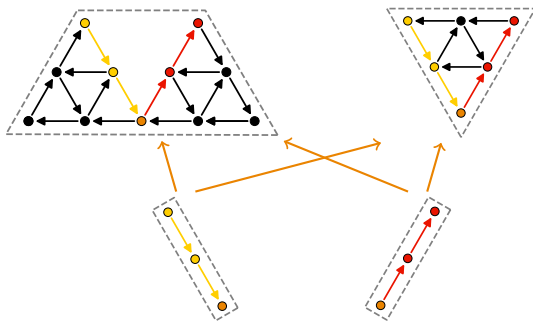
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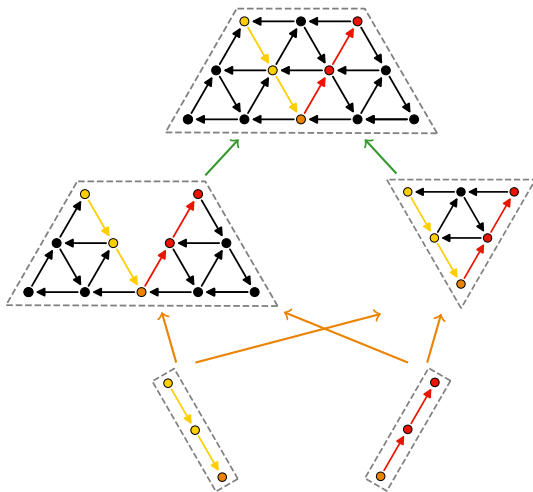
Gluing partial results

Compute **gluing** along **suture**:



Gluing partial results

Compute **gluing** along **suture**:



Partial computations

Definition: Partial decomposition

Given a graph g , a partial decomposition is a subset M of maximal occurrences of L/g such that the restriction \tilde{M} of L/g to M and morphisms into M is connected.

$\widetilde{L/g}$: category of partial decompositions with set inclusions.

Definition: Partial computation functor

Let $\tilde{T}_g : \widetilde{L/g} \rightarrow G$ given by $T(\tilde{M}) = \text{Colim}(U \circ P \circ L \circ \Pi_{L/g} \upharpoonright \tilde{M})$.

Definition: Accretive rule system

T is *accretive* iff. for any g , \tilde{T}_g factors through $U : G_M \rightarrow G$.

► Accretive \nRightarrow Global transformation

Generalized pushout

Definition: suture diagram

A **suture** diagram $D : I \rightarrow G_M$ is a diagram (functor) with the following shape:

$$\begin{array}{ccccc} D(m_1) & \xleftarrow{D(i_k)} & & \xrightarrow{D(j_1)} & D(m_2) \\ D(i_1) \searrow & & & & \nearrow D(j_k) \\ & D(n_1) & \cdots & D(n_k) & \end{array}$$

The **gluing** is called a *generalized pushout*:

Definition: generalized pushout

Given a suture diagram $D : I \rightarrow G_M$ its generalized pushout is

$$\text{Colim}(U \circ D)$$

► **Colimit** in G : does not preserve injectivity

Accretive global transformations

Pattern matching \Rightarrow sequence $\langle r_1, \dots, r_k \rangle$ of maximal local results.
Sequence of **gluings** \Rightarrow *partial results*

$$\begin{array}{ccccccc} r_1 = P_1 & \xrightarrow{i_1} & P_2 & \xrightarrow{i_2} & P_3 & \xrightarrow{i_3} & P_4 & \xrightarrow{i_4} & \dots & \xrightarrow{\dots} & P_k \\ & \nearrow j_1 & & \nearrow j_2 & & \nearrow j_3 & & \nearrow j_4 & & \nearrow & \\ & r_2 & j_1 & r_3 & j_2 & r_4 & j_3 & r_5 & j_4 & \dots & \end{array}$$

Proposition

Given path $\widetilde{M}_1 \subseteq \dots \subseteq \widetilde{M}_k$ in $\widetilde{L/g}$ where:

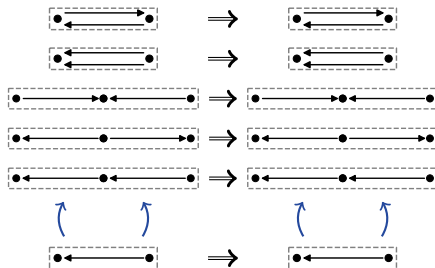
$$\widetilde{M}_1 = \{r_1\}, \widetilde{M}_{i+1} = \widetilde{M}_i \cup \{r_{i+1}\}.$$

Then for any $i \in \{1, \dots, k\}$, $\widetilde{T}_g(\widetilde{M}_i) = P_i$.

- If some **gluing** is non-injective then T is not accretive.

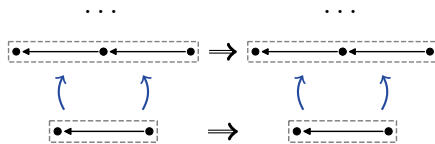
Non-accretive global transformations

Consider the following rule system:



Non-accretive global transformations

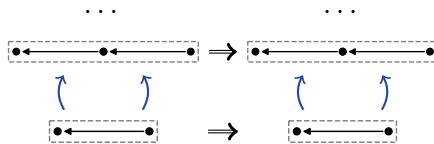
Consider the following rule system:



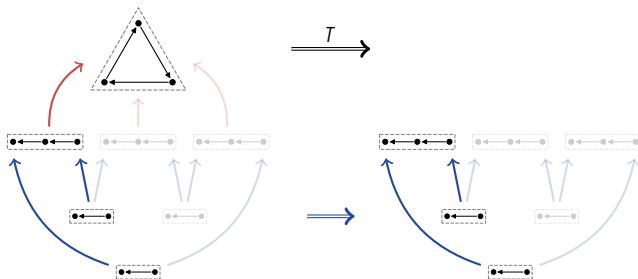
Removes isolated vertices \Rightarrow Global Transformation

Non-accretive global transformations

Consider the following rule system:

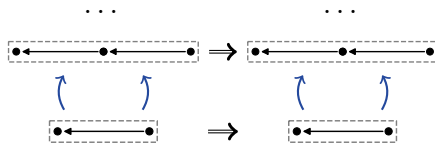


Removes isolated vertices \Rightarrow Global Transformation
Not accretive :

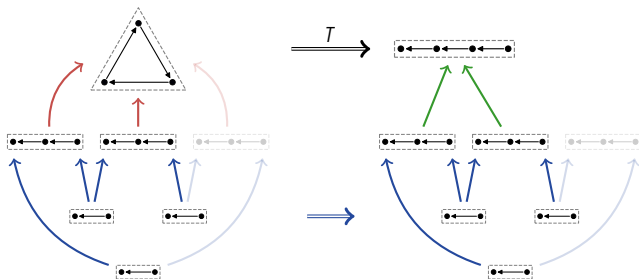


Non-accretive global transformations

Consider the following rule system:

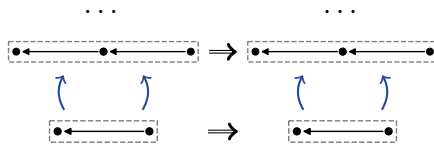


Removes isolated vertices \Rightarrow Global Transformation
Not accretive :



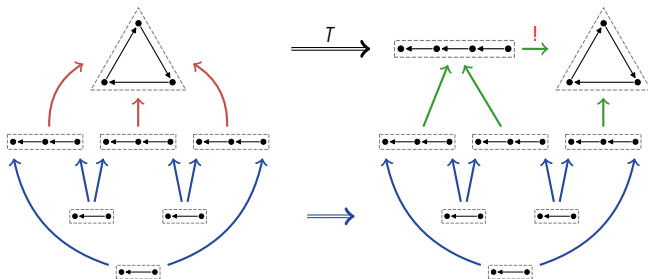
Non-accretive global transformations

Consider the following rule system:



Removes isolated vertices \Rightarrow Global Transformation

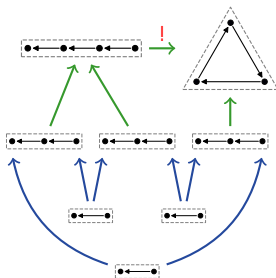
Not accretive :



Issue with last example

Find a criterion on rule systems which implies GT ?

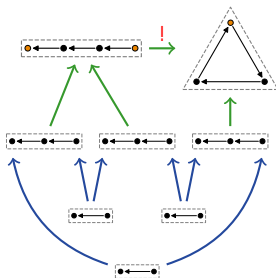
- Criterion on rule systems which implies accretive GT



Issue with last example

Find a criterion on rule systems which implies GT ?

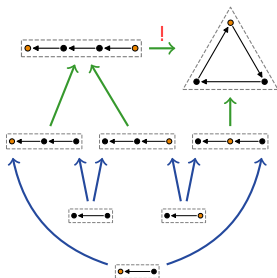
- Criterion on rule systems which implies accretive GT



Issue with last example

Find a criterion on rule systems which implies GT ?

- ▶ Criterion on rule systems which implies accretive GT



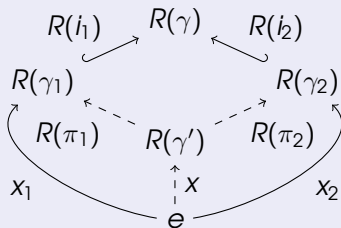
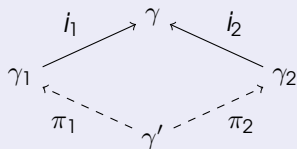
The three local results must be **glued** at the same time !

- ▶ This **gluing** is not induced by a **suture** of two local result !
- ▶ Define a criterion which forbids that !

Incrementality

Definition: Incrementality

T is incremental if for any $\gamma_1 \xrightarrow{i_1} \gamma \xleftarrow{i_2} \gamma_2$ in Γ , any graph $e \in \{ \cdot, \cdot \rightarrow \cdot \}$, and any $R(\gamma_1) \xleftarrow{x_1} e \xrightarrow{x_2} R(\gamma_2)$ such that $R(i_1) \circ x_1 = R(i_2) \circ x_2$, there are $\gamma_1 \xrightarrow{\pi_1} \gamma' \xleftarrow{\pi_2} \gamma_2$ and $x : e \rightarrow R(\gamma')$ such that:



Theorem

If a rule-system is incremental, then it is an accretive GT.

Conclusion & Perspectives

Global transformations: Synchronous rewriting

- ▶ Works on wide variety of structures

Rewriting algorithm: Sequentialization of GT

- ▶ Designed to be generic

Preserving injections:

	non-incr.		incr.	
	non-G.T.	G.T.	non-G.T.	G.T.
non-accretive	ex. Fig. 3a	ex. Fig. 3c	None, Thm. 1/2	None, Thm. 2
accretive	ex. Fig. 3b	ex. Fig. 3d	None, Thm. 1	Sierpinski

Perspectives

Non deterministic computations

- ▶ Bicategory of open functors (arxiv)

Algorithm in other categories ?

- ▶ Cellular automata, L-Systems, CGD
- ▶ (\mathcal{M}) -adhesive categories, topos ?

Pattern matching like Knuth-Morris-Pratt

- ▶ Break down pattern matching¹

¹Y. V. Srinivas, A Sheaf-Theoretic approach to pattern matching, 1993

Table of Contents

Introduction

Global transformations

Accretive computation

Incremental criterion

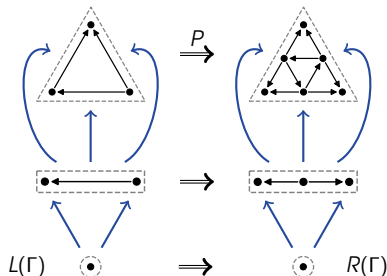
Conclusion

Appendix

Rule system

Definition: Rule system

A rule system T is tuple $\langle \Gamma, L, R \rangle$ where Γ is a category, $L, R : \Gamma \rightarrow G_M$ are functors, and L is full and faithful (\simeq injective).



Equivalently: Partial functor $P : G_M \rightarrow G_M := R \circ L^{-1}$

Perspectives

Non deterministic computations

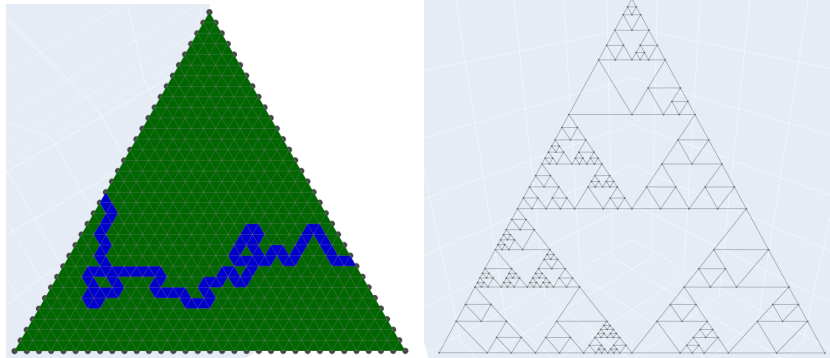
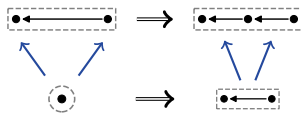


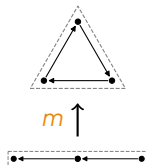
Figure: Left: ND on labels, Right: ND on structure

Not global transformations

Consider this rule system:



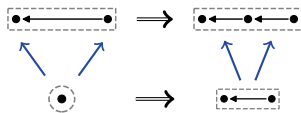
And the inclusion of graphs m :



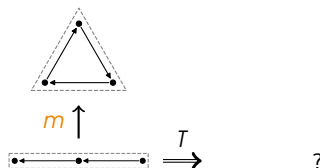
Let's compute:

Not global transformations

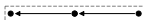
Consider this rule system:



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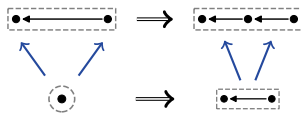


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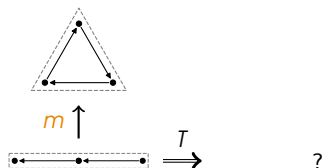


Not global transformations

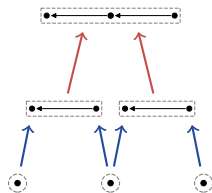
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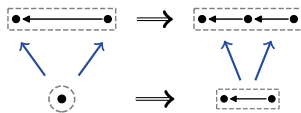


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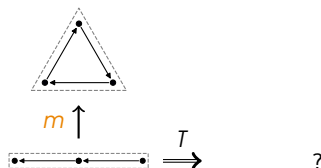


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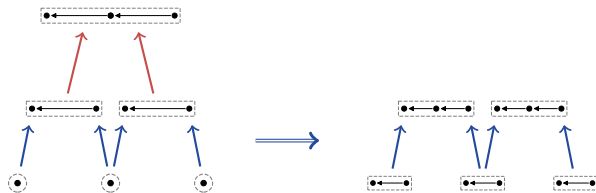
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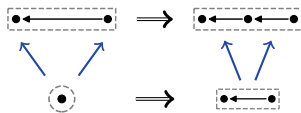


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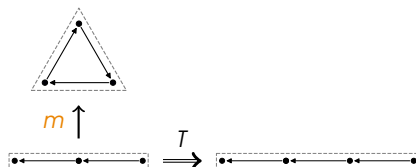


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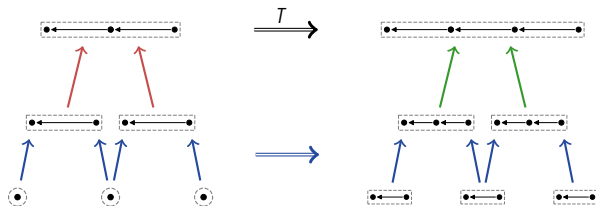
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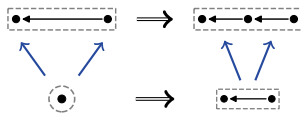


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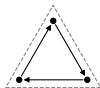


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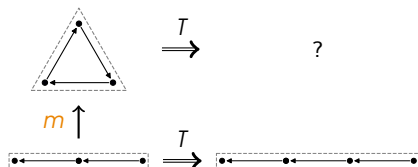
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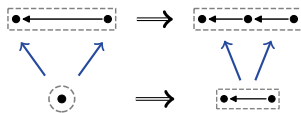


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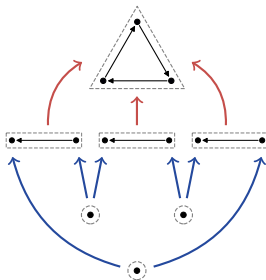


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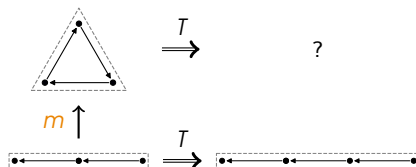
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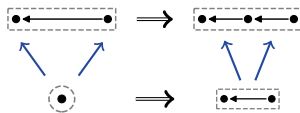


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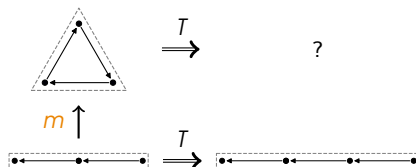


Not global transformations

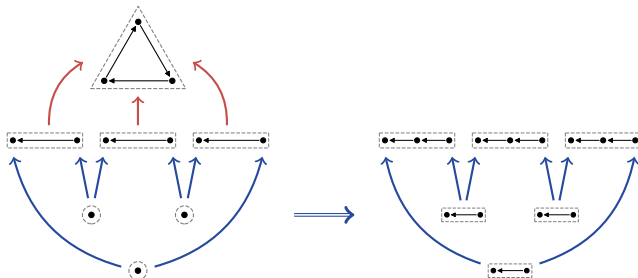
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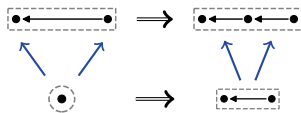


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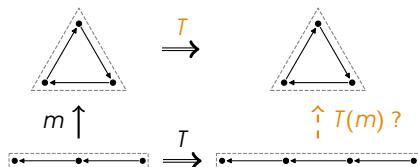


Not global transformations

Consider this rule system:

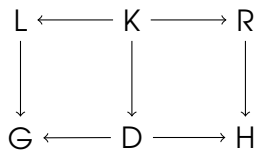


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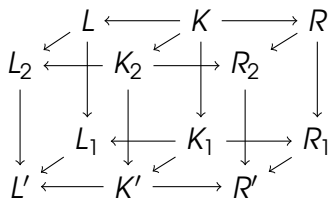


No inclusion $T(m)$: T not a global transformation !

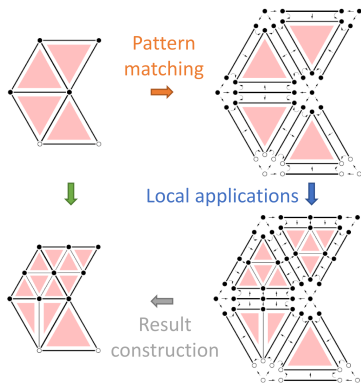
Problem: Find a local way to check if rule system is GT ?
(ie. by just looking at the rules)



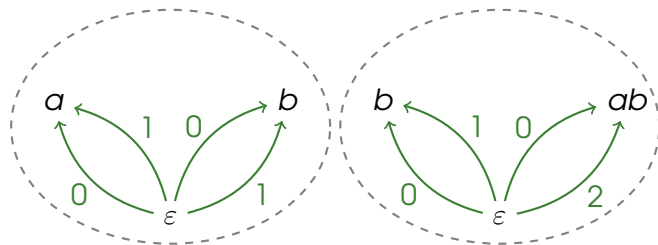
Amalgamation



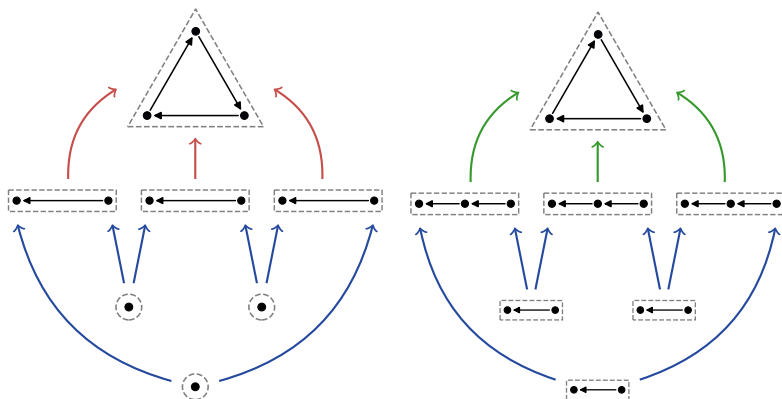
Global transformations



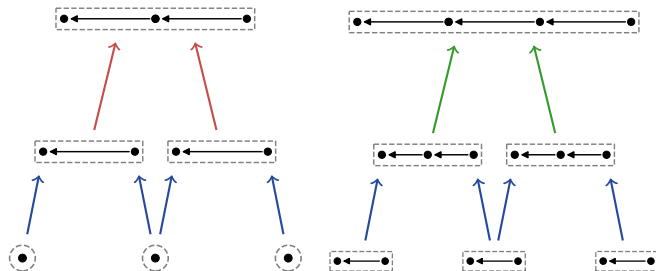
Rules



Not global transformations



Not global transformation 2



Example: L-systems

Definition

A (deterministic context-free) L-system $L : \Sigma^* \rightarrow \Sigma^*$ is a function given by:

- ▶ an alphabet Σ and
- ▶ a function $P : \Sigma \rightarrow \Sigma^*$ such that
- ▶ $L(a_0 a_1 \dots a_n) = P(a_0)P(a_1) \dots P(a_n)$, for any $a_0 a_1 \dots a_n \in \Sigma^*$

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Example:

$$\Sigma = \{a, b\}$$

abbab

$$P = \begin{cases} a \mapsto b \\ b \mapsto ab \end{cases}$$

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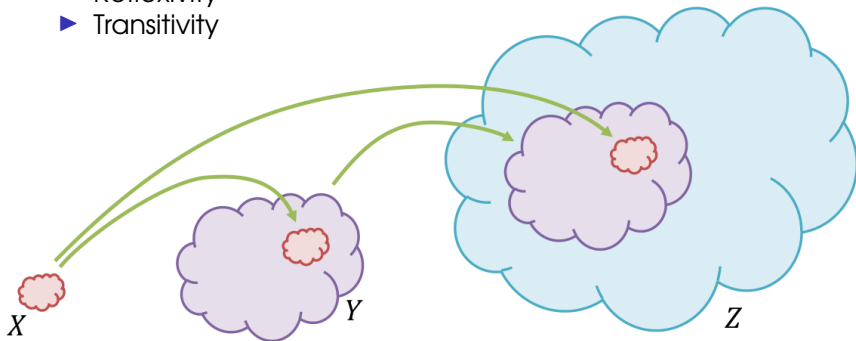
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Category

Rewriting: Decomposition and recomposition

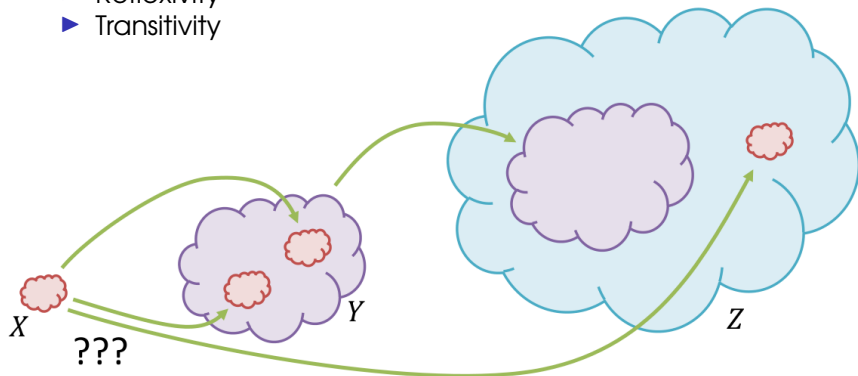
- ▶ Notion of “thing” is part of other “thing”
- ▶ Preorder structure
 - ▶ Reflexivity
 - ▶ Transitivity



Category

Rewriting: Decomposition and recomposition

- ▶ Notion of “thing” is part of other “thing”
- ▶ Preorder structure
 - ▶ Reflexivity
 - ▶ Transitivity



Category

Rewriting: Decomposition and recomposition

- ▶ Notion of “thing” is part of other “thing” at some “place”
- ▶ **Category**
 - ▶ Identity
 - ▶ Composition

