

# Compositional Graph Pattern Matching

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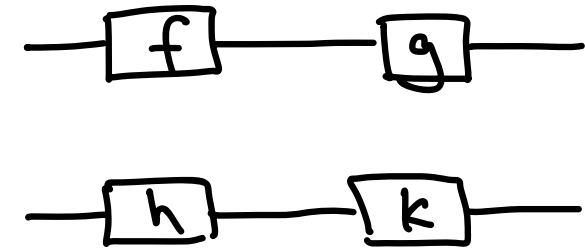
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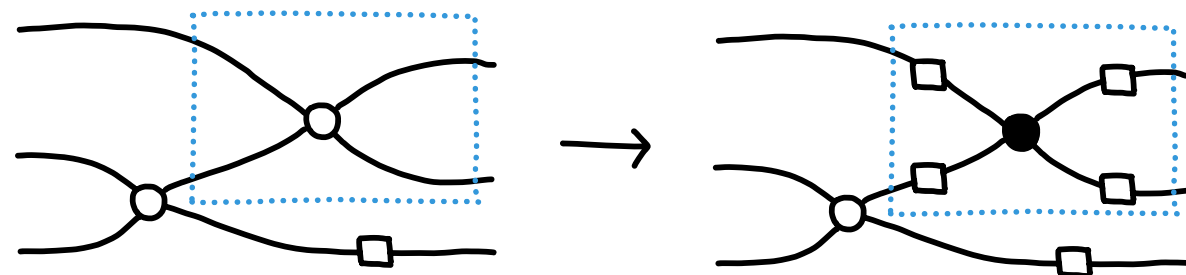


# Why graphs?

- combinatorial representation of string diagrams
- graphical properties correspond to coherence laws
- equational theory  $\rightarrow$  rewrite rules, implemented as graph rewriting

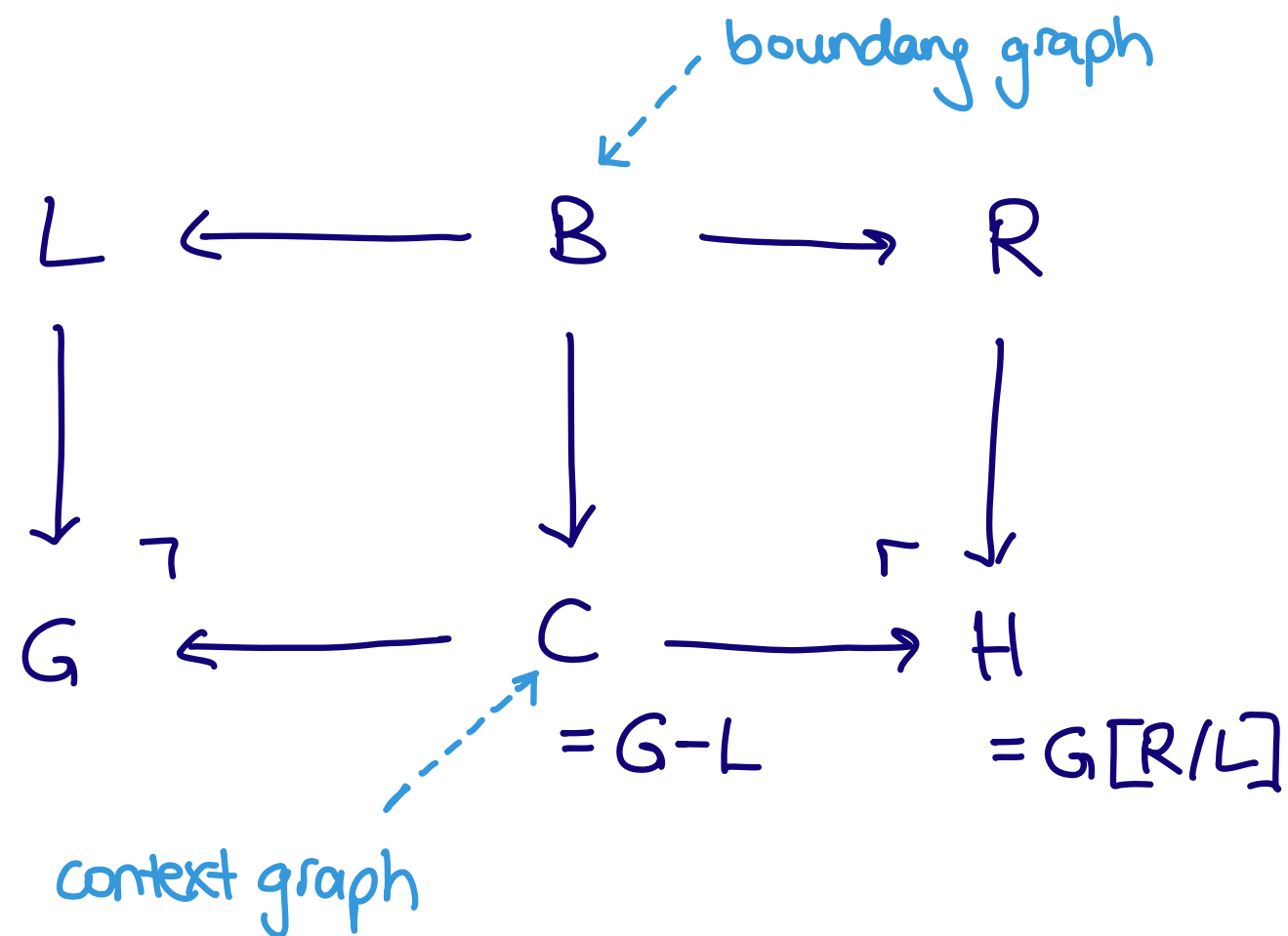


Example: colour change rule in ZX-calculus



How to implement graphs and their rewriting?

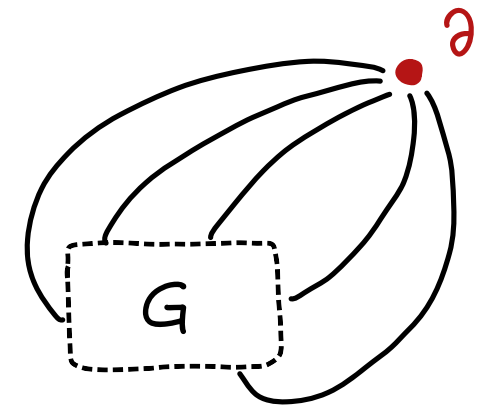
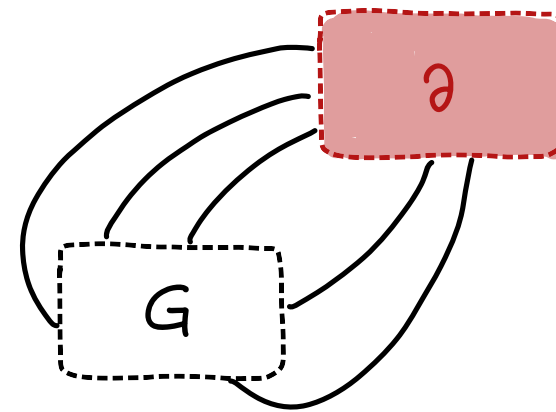
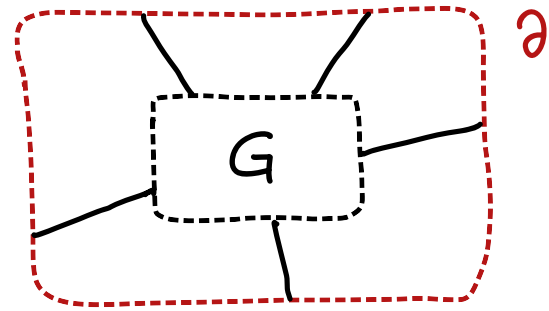
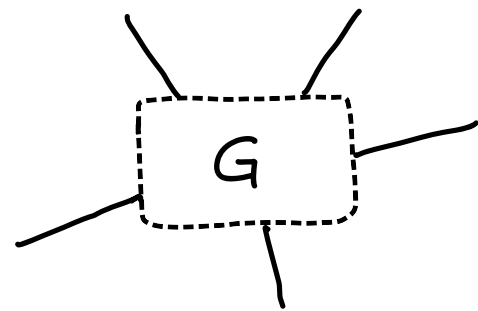
# Double-Pushout (DPO) rewriting



- required properties:
- ① pushouts exist
  - ② pushout complements exist & are unique.

# Surface-embedded graphs - interface edges

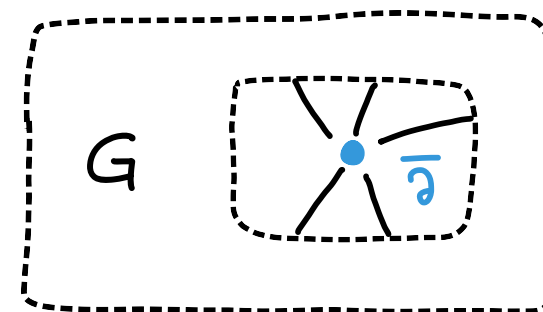
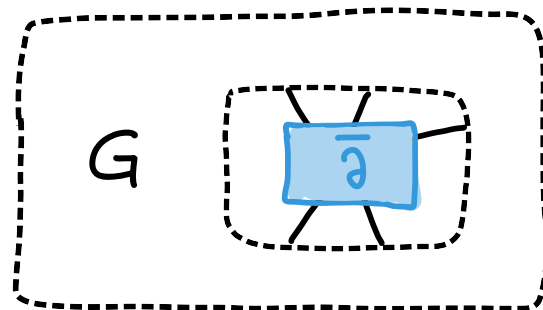
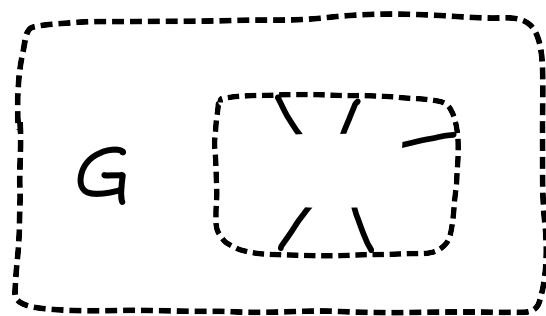
- introduce a boundary vertex to capture interface edges



- explicit element for an "empty region" in the graph

# Surface-embedded graphs - holes

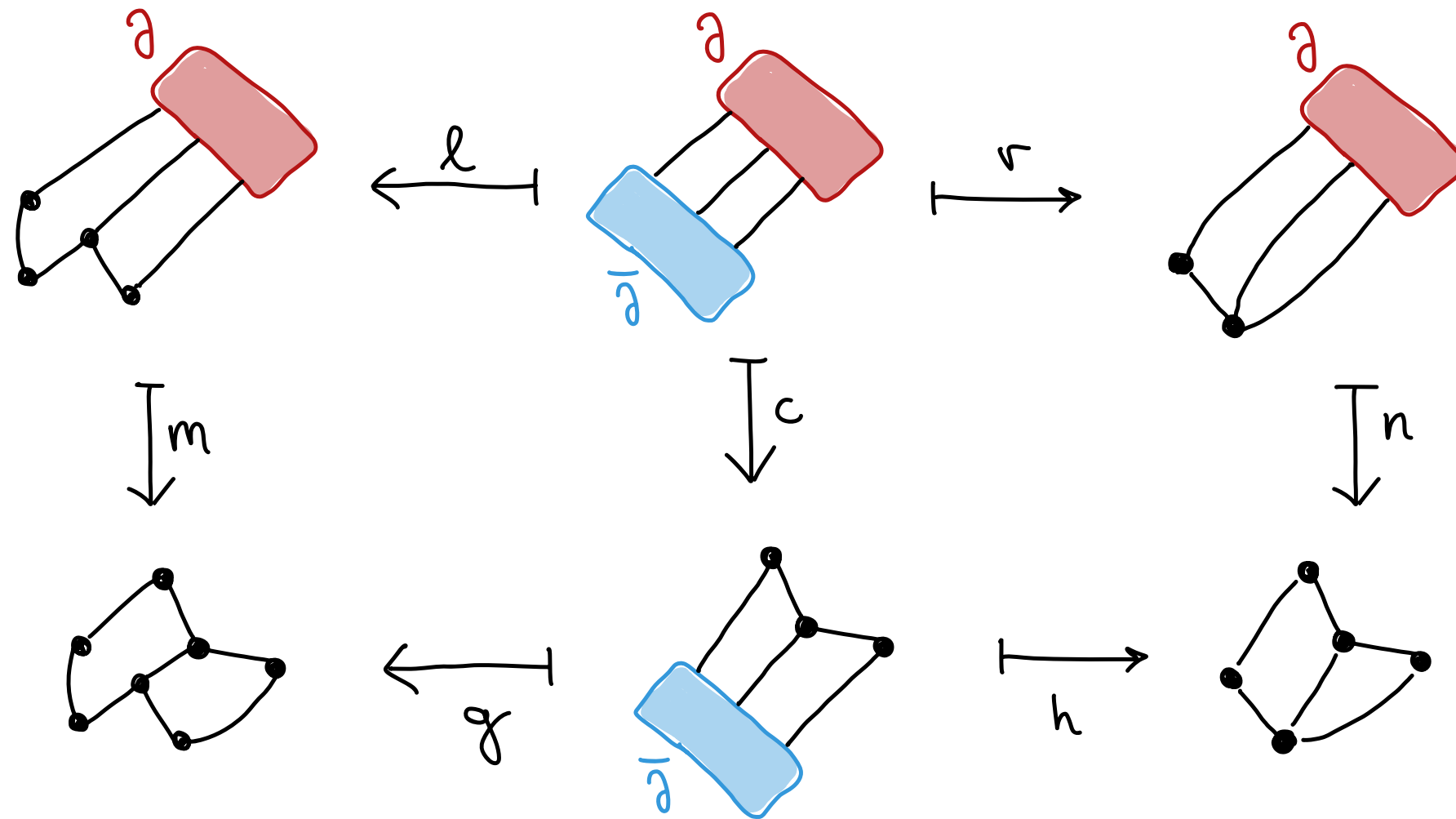
- dual boundary vertices stand for any hole in a graph



- subtleties in the development of a suitable category  
(morphisms have to be partial)

- category of surface-embedded graphs has pushouts & pushout complements\*

# Double-Pushout (DPO) Rewriting - Example

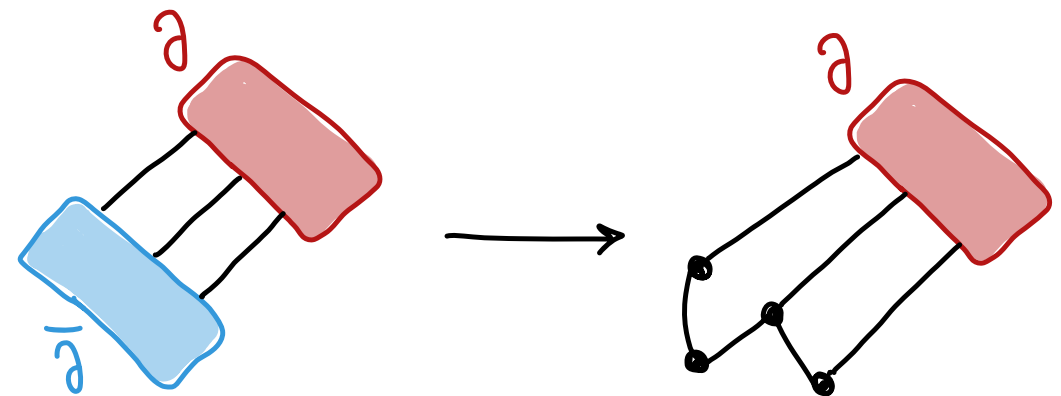
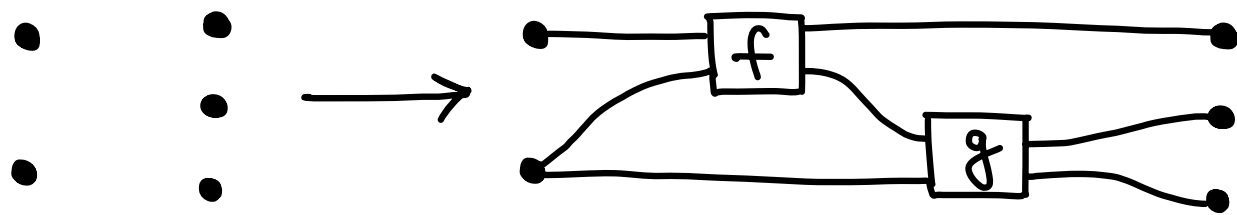


Observation: only one region is instantiated at a time

# Disclaimers

I will continue to use surface-embedded graphs but the following construction works for categories in which

- rewriting by double-pushout is well defined
- have a notion of boundary and boundary graph



# Graphs as Multicategories\*

\* aka Coloured Operads

cf. Spivak's Operad of Wiring Diagrams and the Little Discs Operad (e.g. Leinster)

- objects  $R, S, T$  are boundaries of graphs

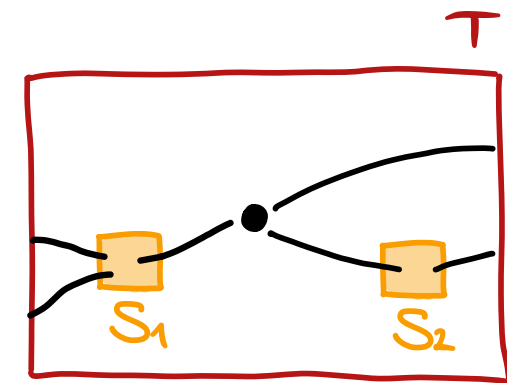
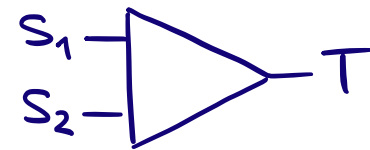
"variables"



- maps  $S_1, S_2, \dots, S_n \rightarrow T$  are graphs with

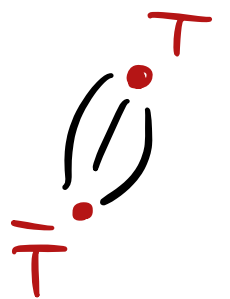
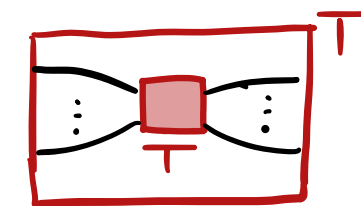
> holes of types  $S_1, S_2, \dots, S_n$

> interface of type  $T$



$G : S_1, S_2 \rightarrow T$

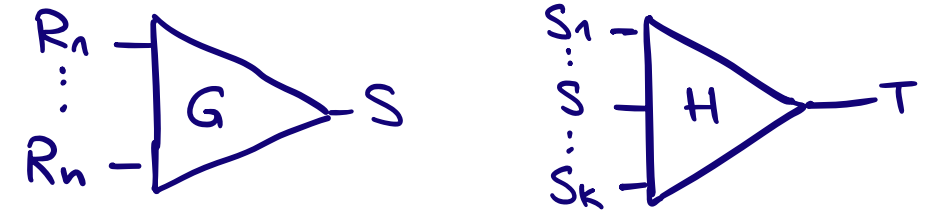
- identity  $T \rightarrow T$  is the boundary graph on  $T$



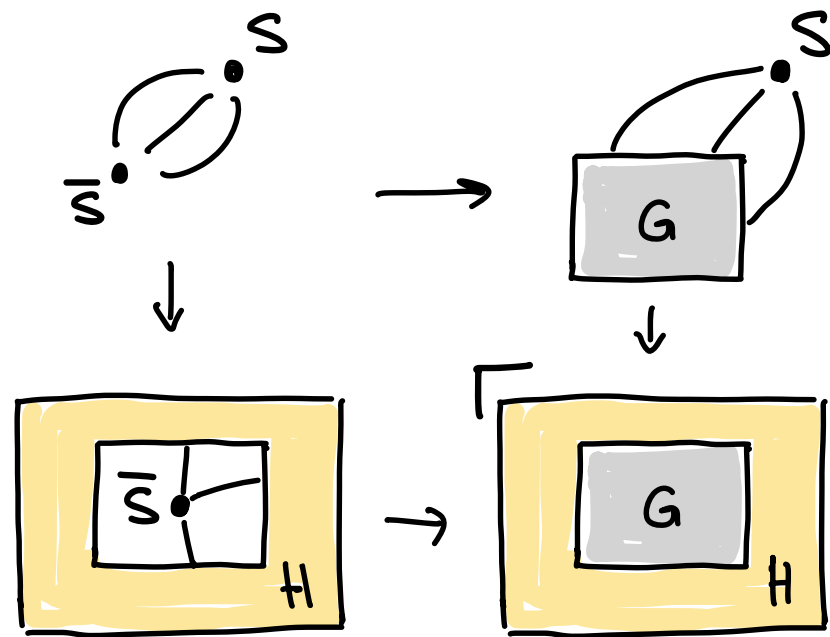
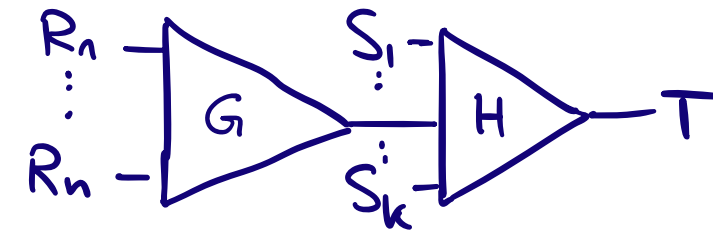
Observation: maps specify the structure in between variables

# Multicategory composition

Given  $G : R_1, \dots, R_n \rightarrow S$  and  $H : S_1, \dots, S_1, \dots, S_k \rightarrow T$



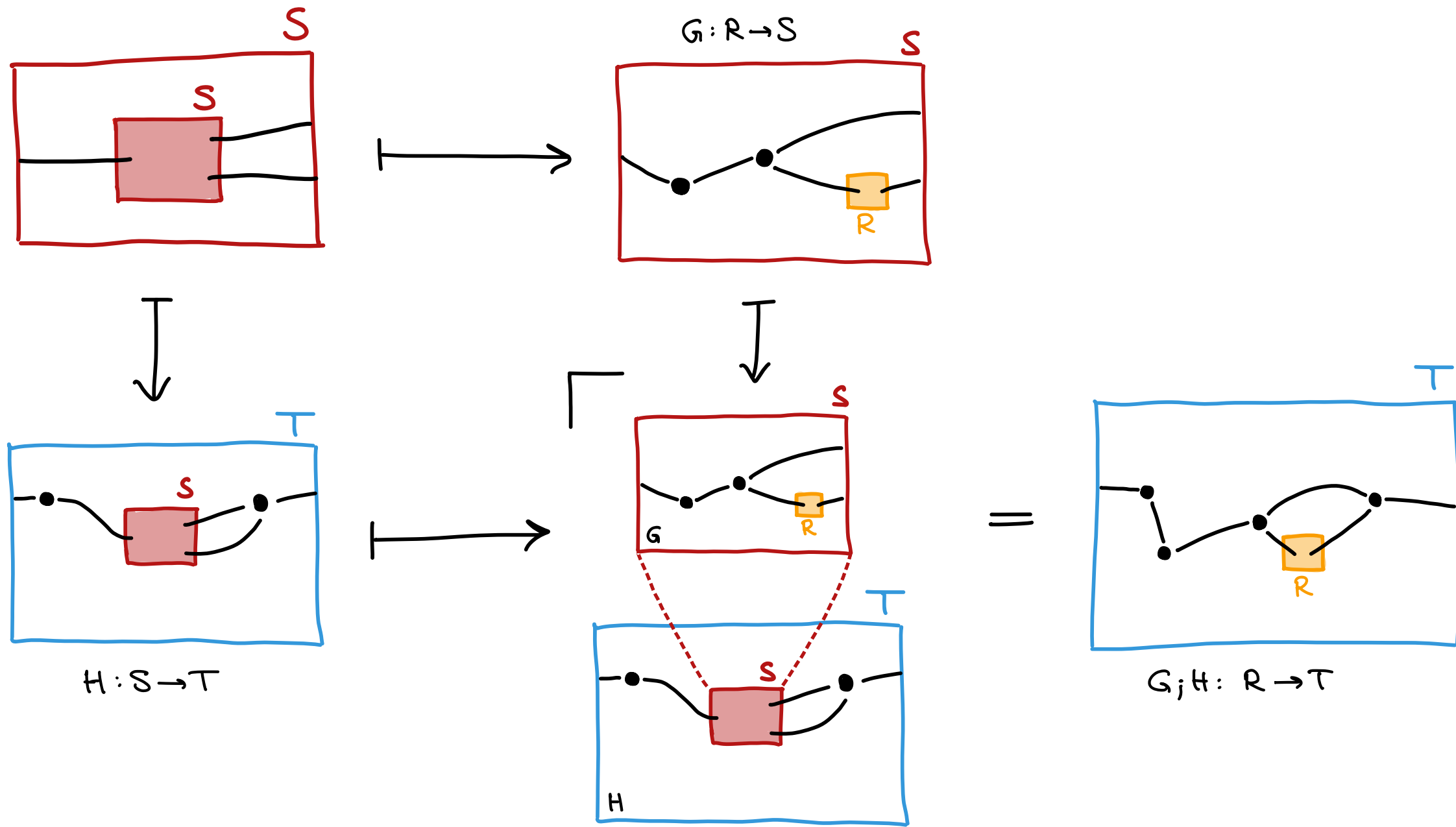
calculate  $G;H : S_1, \dots, R_1, \dots, R_n, \dots, S_k \rightarrow T$   
 by substituting  $G$  into the hole  $S$  in  $H$



implemented as a pushout along  $S$   
 in the underlying graph category

# Multicategory Composition - Example

special case  
one input - one output



# Pattern matching in functional programming languages (1)

- programming technique for specifying functions over inductive data

Example: lists

List a = Nil | a : List a

list :: List Int

list = 13 : 24 : 8 : 100 : Nil

terms: how to build data

function on (numeric) lists:

sum :: List Int → Int

sum Nil = 0

sum (x : xs) = x + sum xs

↑     ↑  
pattern variables

patterns: how to take data apart

# Pattern matching in functional programming languages (2)

List a = Nil | a : List a

list :: List Int

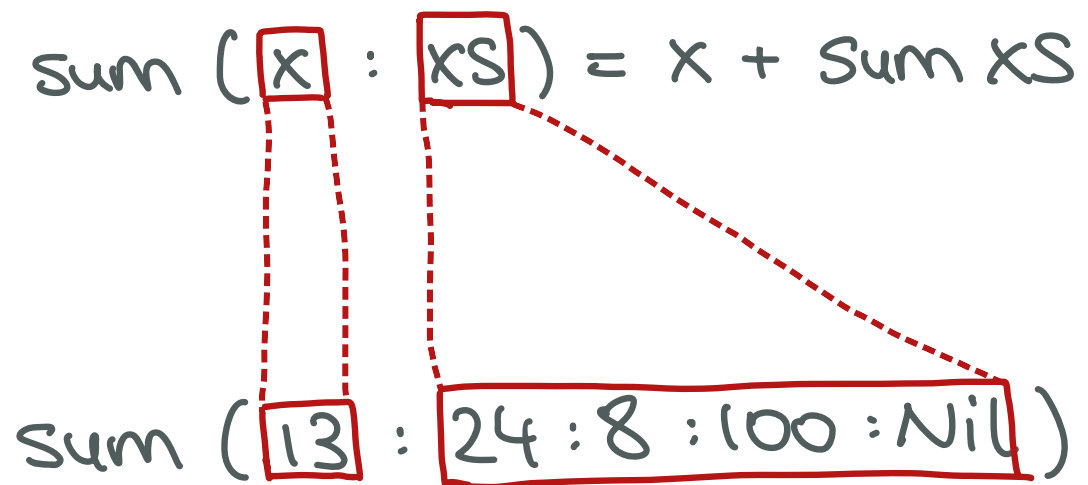
list = 13 : 24 : 8 : 100 : Nil

sum :: List Int → Int

sum Nil = 0

sum (x : xs) = x + sum xs

What happens when we call sum list?



- ① matching data against pattern
- ② pattern variables are instantiated (to be used on the RHS)

# Co-multicategory of graph patterns

- objects  $R, S, T$  are boundaries of graphs

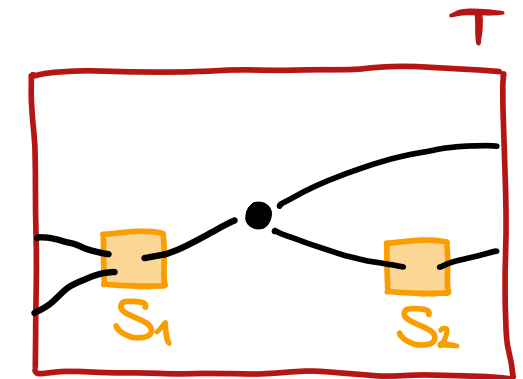
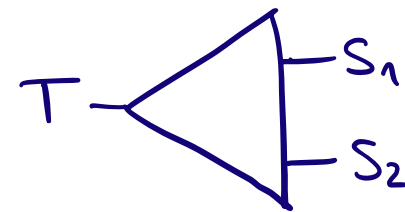
"pattern variables"



- maps  $T \rightarrow S_1, S_2, \dots, S_n$  are graphs with

> holes of types  $S_1, S_2, \dots, S_n$

> interface of type  $T$



$P: T \rightarrow S_1, S_2$

- composition by substitution "refinement"

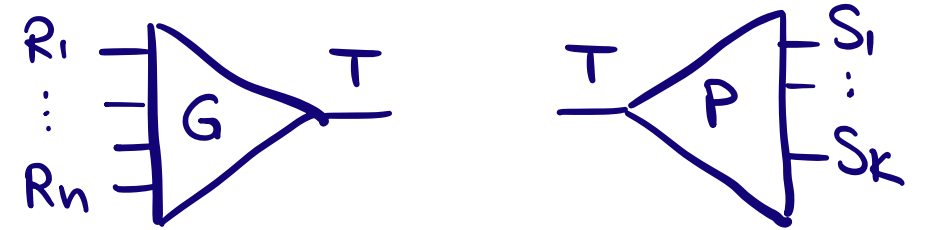
- identity  $T \rightarrow T$  is the wildcard pattern

How do graphs and patterns interact?

# matching a graph against a pattern

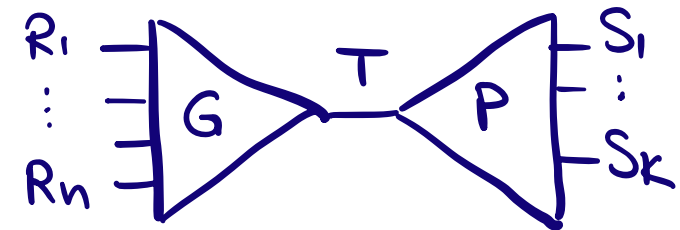
Given a graph  $G: R_1, \dots, R_n \rightarrow T$

and a pattern  $P: T \rightarrow S_1, \dots, S_k$

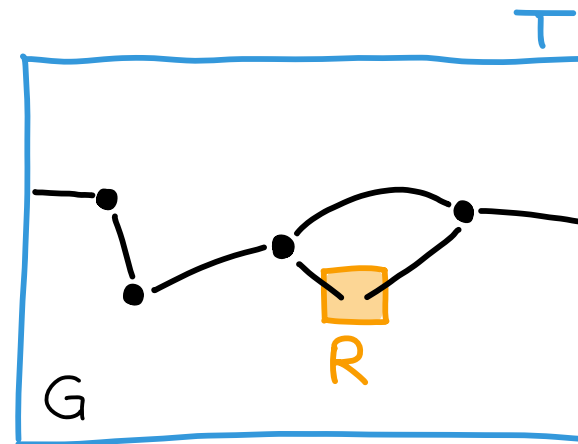
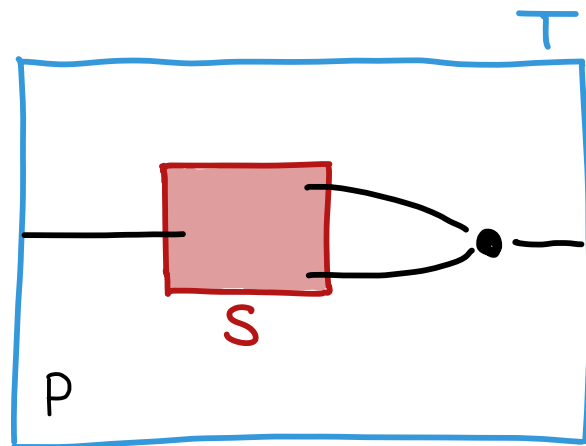
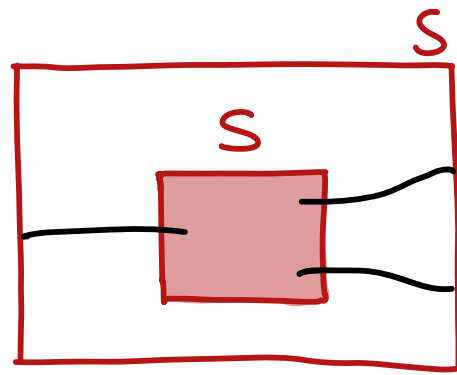


the match of G against P is a composite in the category of graphs

$$m: B_S \rightarrow P \rightarrow G$$

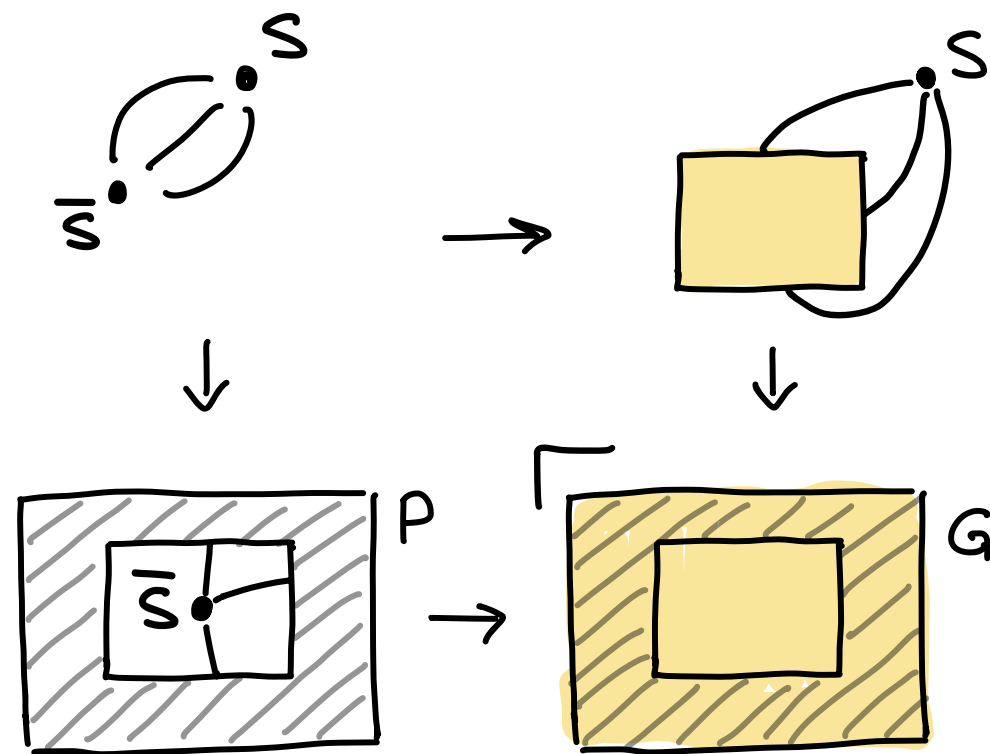


# Matching a graph against a pattern - Example

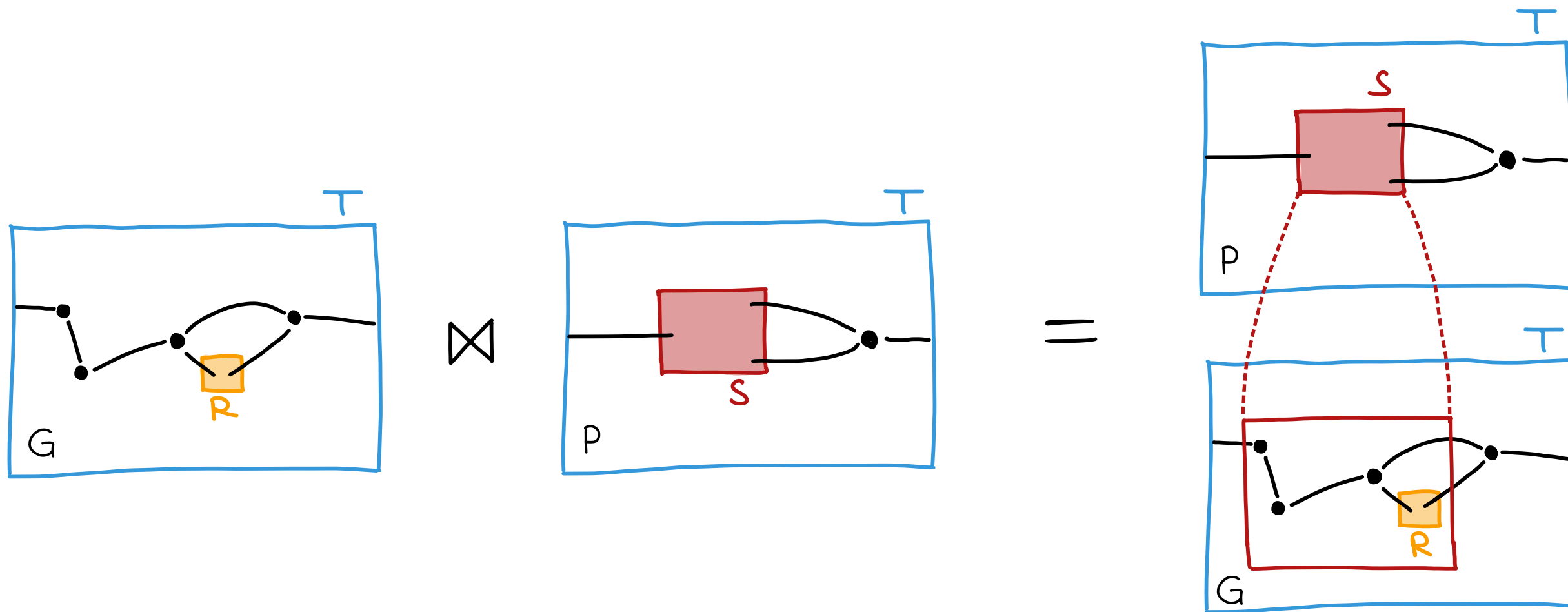


# Calculating the result of a match

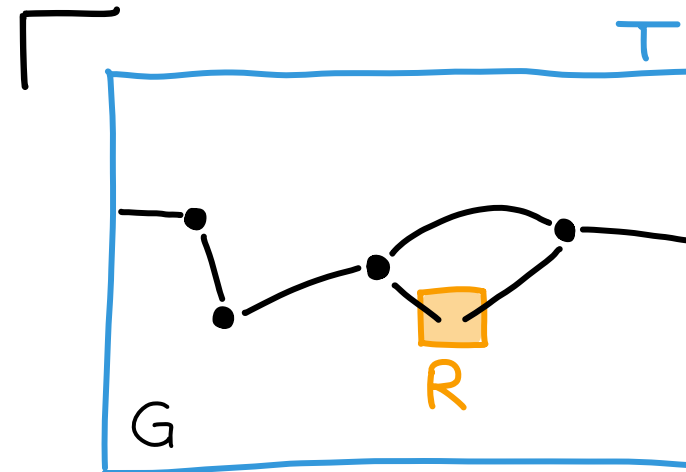
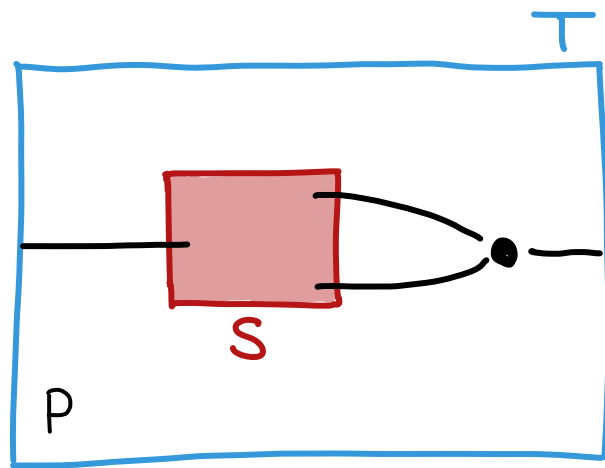
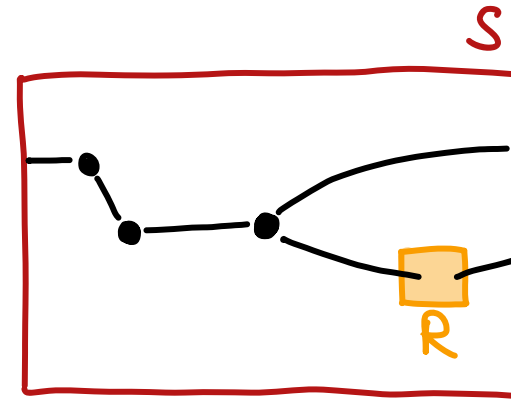
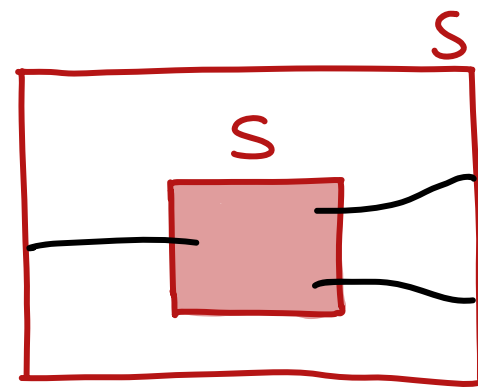
The result of a pattern match  $m: B_S \rightarrow P \rightarrow G$  is calculated as its pushout complement



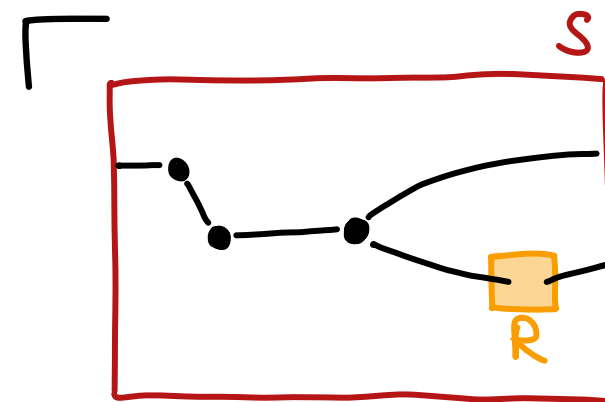
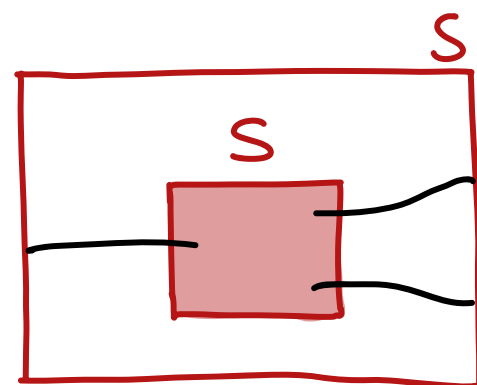
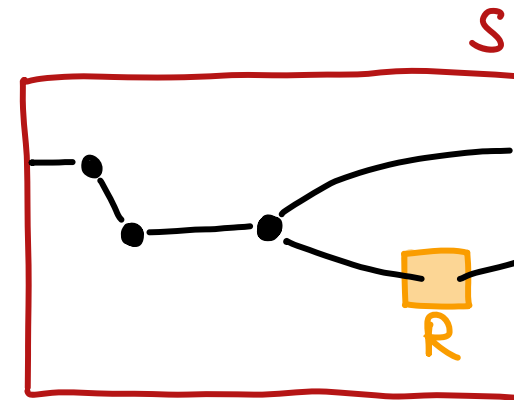
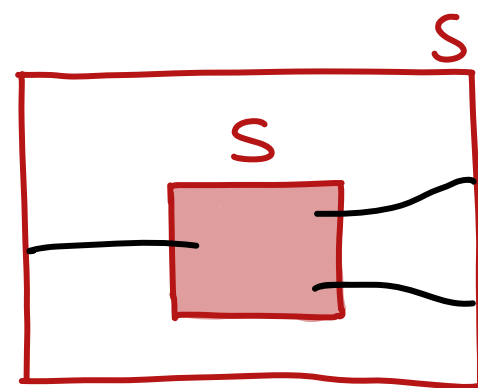
# Calculating the result of a match - Example (1)



# Calculating the result of a match - Example (2)



# Matching against the wildcard pattern



wildcard pattern

is matched by any graph

# Summary

- Combine double-pushout rewriting multicategory of graphs functional programming to get pattern matching for graphs
- Implement rewriting via polymorphic graph rewrite rules

Thank you for your attention!

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