

# Developing a DGG

## Recommended Steps

- There are six recommended steps for defining a grammar:
  1. Identify the initial conditions.
  2. Define a set of structure changing rules.
  3. Determine rate functions and differential equations.
  4. Define the simulation domain's geometry and topology.
  5. Set boundary conditions.
  6. Determine time scale and other parameter settings.

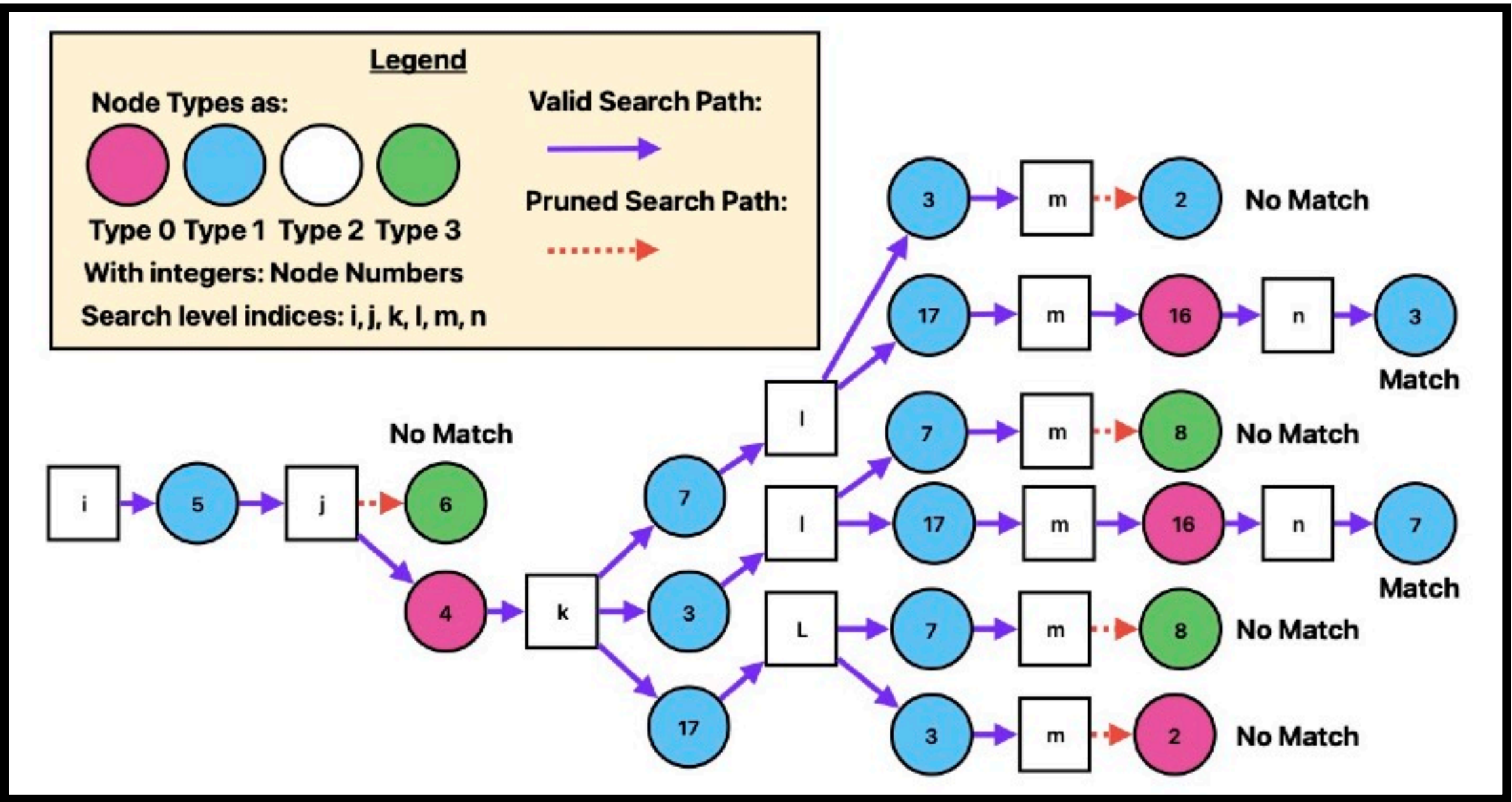
# Subgraph Patern Recognition

## Heuristic matching and the search space.

- Rooted search started on each node in the graph.
- A search from every nodes is required to find all automorphisms.

```
match = {∅};
for i ∈ G(V) do
  if λi = type 1 then
    continue;
  for j ∈ nbrs(i) do
    if λj = type 0 then
      continue;
    for k ∈ nbrs(j) \ {i} do
      if λk = type 1 then
        continue;
      for l ∈ nbrs(j) \ {i, k} do
        if λl = type 1 then
          continue;
        for m ∈ nbrs(l) \ {j} do
          if λm = type 0 then
            continue;
          for n ∈ nbrs(j) \ {i, k, l} do
            if λn = type 1 then
              continue;
            match.append(i, j, k, l, m, n);
```

Search Algorithm



Sample Search Tree