## **Graph Rewrites**

### Example of how Graph Rewrites in DGGML Work and Operator Semantics

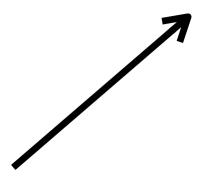
- When reading from right to left:
  - all vertices and vertex labels of the LHS graph are annihilated (destroyed) in an arbitrary order.
  - Next all edges are annihilated in any order, then all vertices and vertex labels of the RHS graph are created in any order.
  - After, all edges of the RHS are created in any order.
  - The final operators on the first line are the dangling edge erasure operators that enforce that edges must connect active vertices.

#### Category theoretic approaches can be found in (Lowe, 1993) and (Ehrig et al., 1973)

# Left-hand Side (LHS) Right-hand Side (RHS) $(\bigcirc_1 \longrightarrow \bullet_2) \longrightarrow (\bigcirc_1 \longrightarrow \bigcirc_3 \longrightarrow \bullet_2)$

- Rewrite operations:

  1. Delete edge (1, 2)
  - 2. Create node 3
- 3. Create edge (3, 1)
- 4. Create edge (3, 2)



 Formally, graph rewrites can be expressed using operators (Mjolsness 2019):

using operators (Mjolsness 2019): 
$$\hat{W}_{ij} \propto \rho_{ij}(\lambda, \lambda') \sum_{i} \left[ \left( \prod_{j} \prod_{i} E_{ij} \right) \left( \prod_{j} \prod_{i} E_{ij} \right) \right]$$

 $\hat{W}_r \propto \rho_r(\lambda, \lambda') \sum_{\langle i_1 \dots i_k \rangle_{\neq}} \left[ \left( \prod_{p \in B_r} \prod_{i \neq i_q \mid \forall q \in \overline{B}_r p} E_{i_p i} \right) \left( \prod_{p \in C_r} \prod_{i \neq i_q \mid \forall q \in \overline{C}_r p} E_{i i_p} \right) \right]$ 

$$\begin{split} \hat{W}_r &\propto \rho_r(\lambda, \lambda') \sum_{\langle i_1 \dots i_k \rangle_{\neq}} \left[ \left( \prod_{p \in B_r} \prod_{i \neq i_q \mid \forall q \in \overline{B}_r p} E_{i_p \ i} \right) \left( \prod_{p \in C_r} \prod_{i \neq i_q \mid \forall q \in \overline{C}_r p} E_{i_p \ i} \right) \right] \\ &\times \left[ \left( \prod_{p', q' \in \mathsf{rhs}(r)} \left( \hat{a}_{i_{p'} i_{q'}} \right)^{g'_{p'q'}} \right] \left[ \left( \prod_{p' \in \mathsf{rhs}(r)} \left( \hat{a}_{i_{p'} \lambda'_{p'}} \right)^{h_{p'}} \right] \right] \end{split}$$

 $\times \left[ \left( \prod_{p,q \in \mathsf{lhs}(r)} \left( a_{i_p i_q} \right)^{g_{pq}} \right] \left[ \left( \prod_{p \in \mathsf{lhs}(r)} \left( a_{i_p \lambda_p} \right)^{h_p} \right] \right]$ 

## **Graph Rewrites**

### Example of how Graph Rewrites in DGGML Work and Operator Semantics

• Formally, graph rewrites can be expressed using operators (Mjolsness 2019):

$$\begin{split} \hat{W}_r &\propto \rho_r(\lambda, \lambda') \sum_{\langle i_1 \dots i_k \rangle_{\neq}} \left[ \left( \prod_{p \in B_r} \prod_{i \neq i_q \mid \forall q \in \overline{B}_r p} E_{i_p \, i} \right) \left( \prod_{p \in C_r} \prod_{i \neq i_q \mid \forall q \in \overline{C}_r p} E_{i \, i_p} \right) \right] \\ &\times \left[ \left( \prod_{p', q' \in \mathsf{rhs}(r)} \left( \hat{a}_{i_p i_{q'}} \right)^{g'_{p'q'}} \right] \left[ \left( \prod_{p' \in \mathsf{rhs}(r)} \left( \hat{a}_{i_p ' \lambda'_{p'}} \right)^{h_{p'}} \right] \right. \\ &\times \left[ \left( \prod_{p, q \in \mathsf{lhs}(r)} \left( a_{i_p i_q} \right)^{g_{pq}} \right] \left[ \left( \prod_{p \in \mathsf{lhs}(r)} \left( a_{i_p \lambda_p} \right)^{h_p} \right] \right. \end{split}$$

Left-hand Side (LHS) Right-

Right-hand Side (RHS)

$$(\bigcirc_1 \longrightarrow \bigcirc_2) \longrightarrow (\bigcirc_1 \longrightarrow \bigcirc_3 \longrightarrow \bigcirc_2)$$

Rewrite operations:

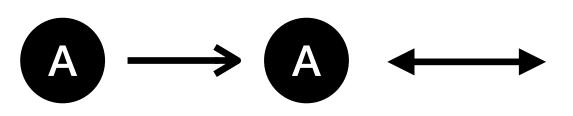
- 1. Delete edge (1, 2)
- 2. Create node 3
- 3. Create edge (3, 1)
- 4. Create edge (3, 2)

- When reading from right to left:
  - all vertices and vertex labels of the LHS graph are annihilated (destroyed) in an arbitrary order.
  - Next all edges are annihilated in any order, then all vertices and vertex labels of the RHS graph are created in any order.
  - After, all edges of the RHS are created in any order.
  - The final operators on the first line are the dangling edge erasure operators that enforce that edges must connect active vertices.

## **Grammar Rules**

#### **Example Deterministic and Stochastic Rules from CMA DGG**

#### **Deterministic Growth Rule<sup>1</sup>:**



i.e. A transforms to A with a rewrite as a label update via ODE!

$$A \longrightarrow B \longleftarrow$$

i.e. A transforms to B with a rewrite as a label updates in the form of graph structure changes!

$$(\bigcirc_1 \longrightarrow \bullet_2) \langle \langle (\boldsymbol{x}_1, \boldsymbol{u}_1)(\boldsymbol{x}_2, \boldsymbol{u}_2) \rangle \rangle$$
  
 $\longrightarrow (\bigcirc_1 \longrightarrow \bullet_2) \langle \langle (\boldsymbol{x}_1, \boldsymbol{u}_1), (\boldsymbol{x}_2 + d\boldsymbol{x}_2, \boldsymbol{u}_2) \rangle \rangle$   
solving  $d\boldsymbol{x}_2/dt = v_{plus} \times \boldsymbol{u}_2$ 

#### Stochastic Growth Rule<sup>1</sup>:

$$egin{aligned} egin{aligned} igl(igcap_1 - iglo _2igr)igl\langle igl(oldsymbol{x}_1, oldsymbol{u}_1igr), oldsymbol{(x}_2, oldsymbol{u}_2igr)igr
angle & igl(oldsymbol{x}_1, oldsymbol{u}_1igr), igl(oldsymbol{x}_1, oldsymbol{u}_1igr), igl(oldsymbol{x}_2, oldsymbol{u}_2igr)igr\langle igl(oldsymbol{x}_1, oldsymbol{u}_1igr), igl(oldsymbol{x}_2, oldsymbol{u}_2, oldsymbol{u}_2,$$

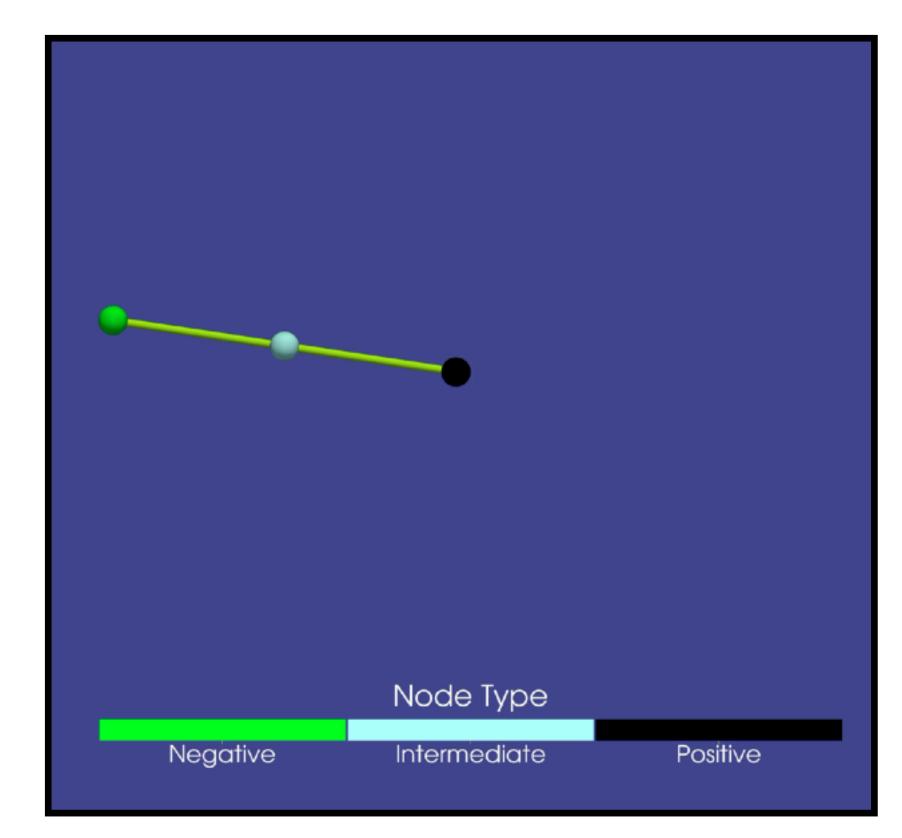


Figure 3: Example of the two rules combined for our approximation of a growing microtubule.