

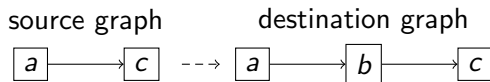
# Graph rewriting

## Types of transformations

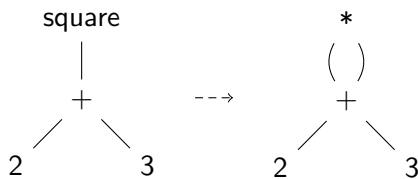
- ▶ adding nodes
- ▶ removing nodes
- ▶ adding/removing edges

# Rewrite rules

Transformations are specified by rewrite rules.



## An example usage



# PROGRES

A language for generating programs given a set of graph rewriting rules.

- ▶ Node and edge types
- ▶ Node and edge attributes