

Arbitrary Nesting in Spatial Computation (in MGS)

Antoine Spicher^a

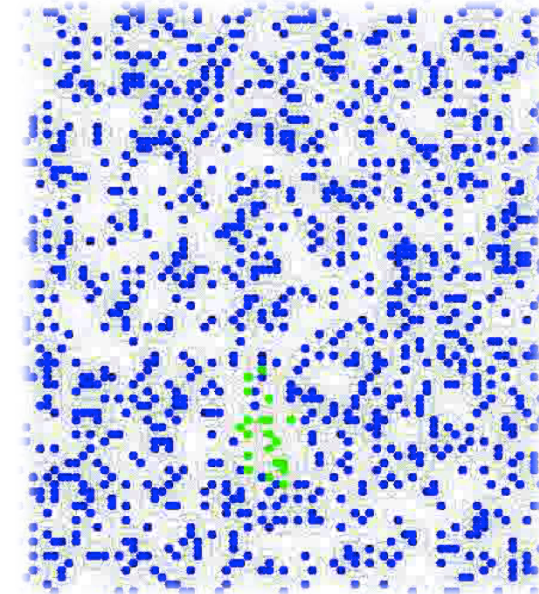
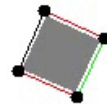
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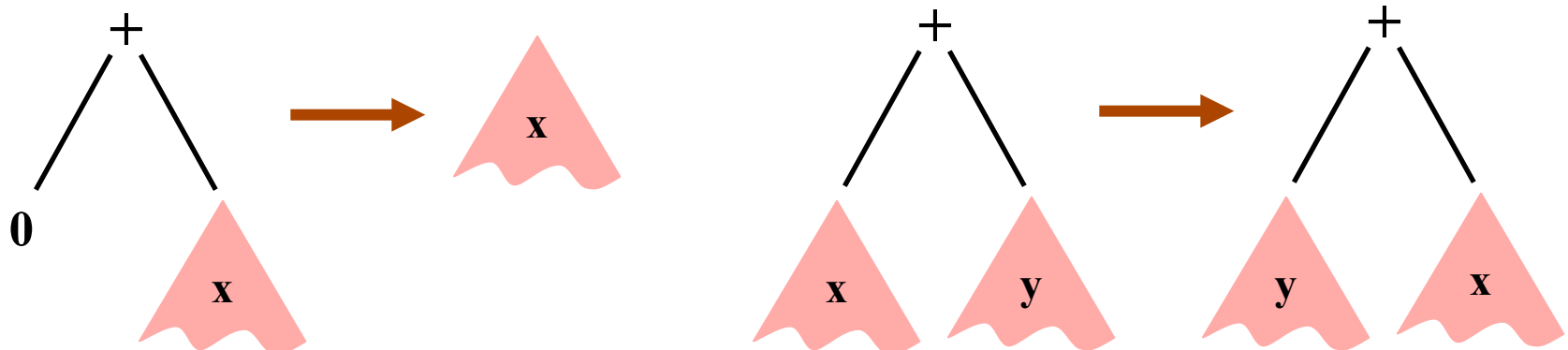


<http://mgs.spatial-computing.org>

1. A brief introduction to MGS
2. Nested Spaces
3. Matching Nested Structures
4. Inductive Data Structure
5. Multiscale Systems
6. Stratified Computational Models

- Use spatial relationships (topology) to unify the various structures of an *abstract* collection of elements
 - space as a **resource** (multiple CPU)
 - space as a **constraint** (data location)
 - space as an **input/output** (gradient field)
- **Neighborhood** relationships:
 - the structure of the collection
 - the structure of the subcollection
 - the computation dependencies
- Computation by rewriting
 - Pattern matching (**selecting a subcollection**)
 - Substitution (**topological surgery**)

- Rewriting system
 - Used to formalize equationnal reasoning
 - A generative device (grammar)
 - Replace a sub-part of an entity by an other
 - Set of rewriting rules $\alpha \rightarrow \beta$
 - α : pattern specifying a sub-part
 - β : expression evaluating a new sub-part
- Example: arithmetic expressions simplification

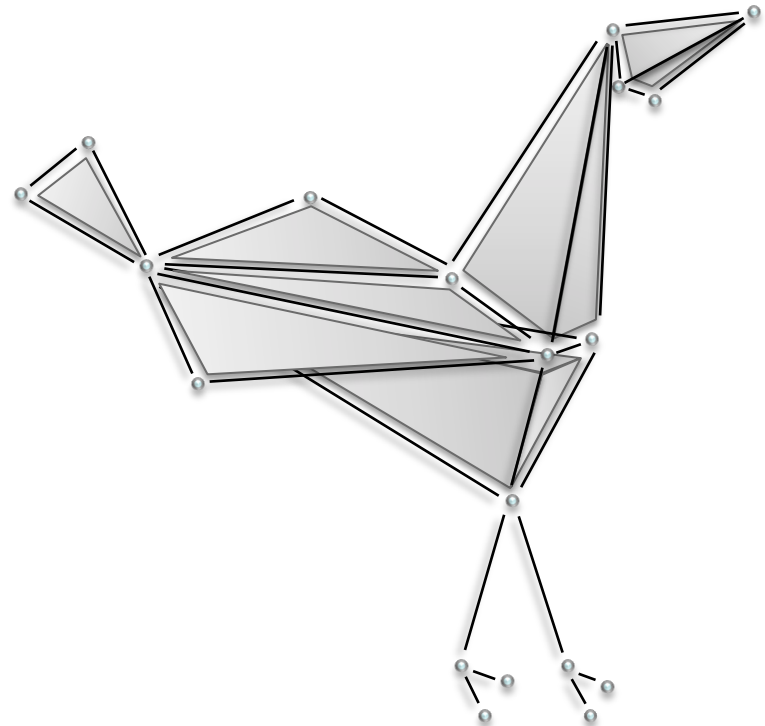
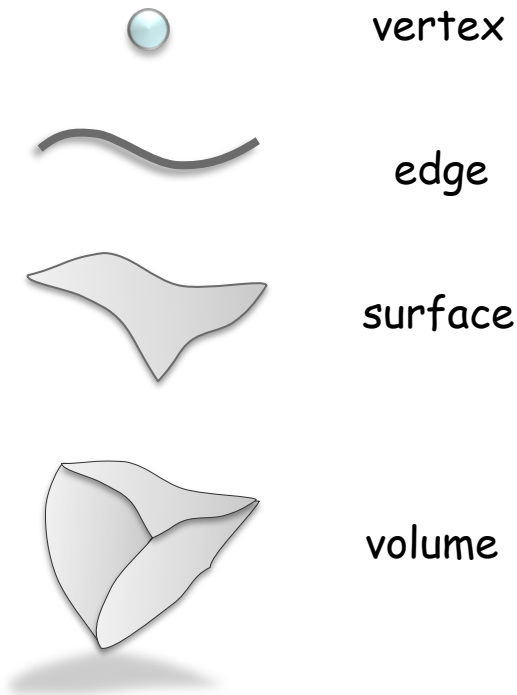


A general rewriting mechanism

1. In a *collection* of elements
2. Replace a *subcollection* X
3. With a collection Y computed from X and its *neighbors*

monoidal	Collection	Neighborhood	Algebra
	• Tree	• father/son	• free term
	• Sequence (list)	• left, right	• associative term
	• Multiset (bag)	• all	• associative + commutative
	• Set	• all	• asso. + comm. + idempotent
	• Grid	• NEWS	• a specific algebra (action of a group on itself)

- Topological collections
 - Structure
 - A collection of topological cells
 - An *incidence relationship*



- Topological collections

- Structure

- A collection of topological cells
 - An incidence relationship

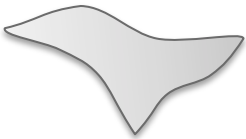
- Data: **association of a value with each cell**



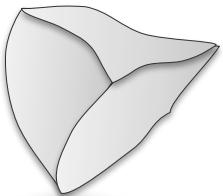
0-cell



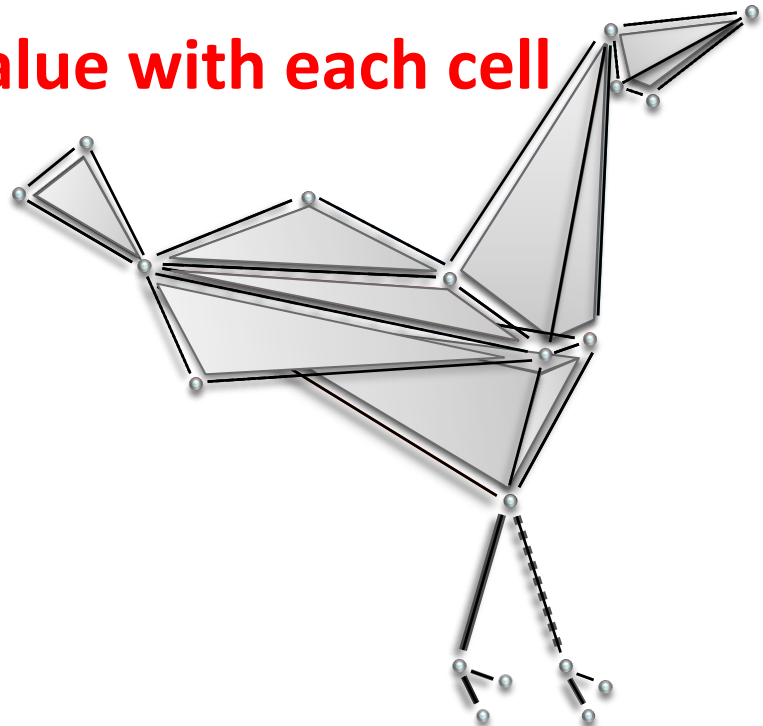
1-cell



2-cell

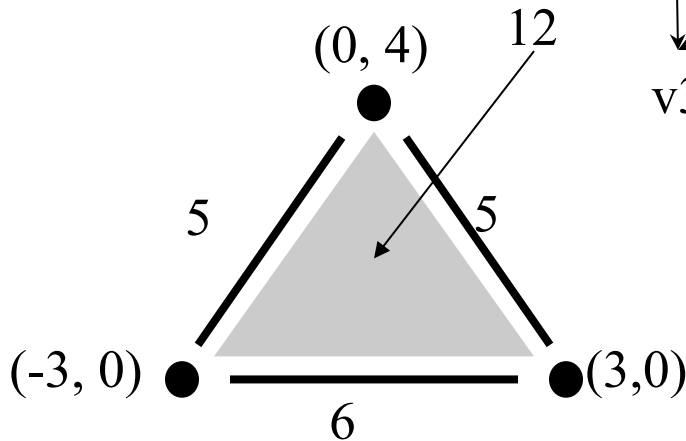
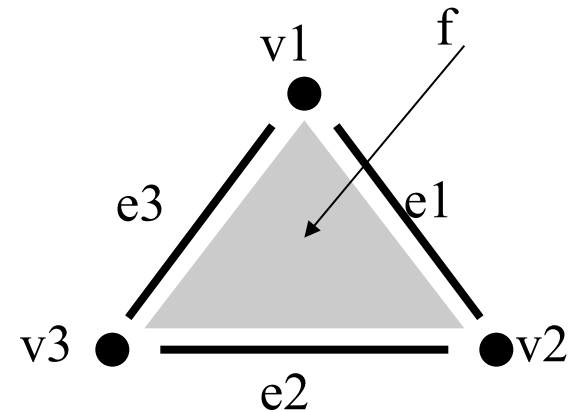
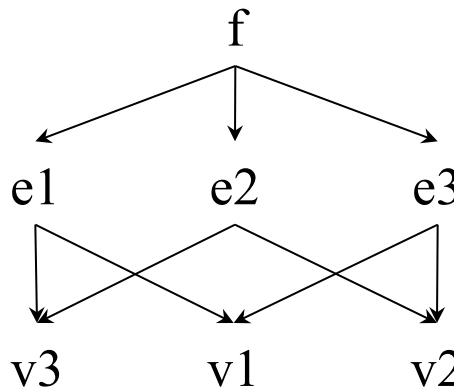


3-cell



Incidence relationship and lattice of incidence:

- $\text{boundary}(f) = \{v_1, v_2, v_3, e_1, e_2, e_3\}$
- $\text{faces}(f) = \{e_1, e_2, e_3\}$
- $\text{cofaces}(v_1) = \{e_1, e_3\}$



Topological chain

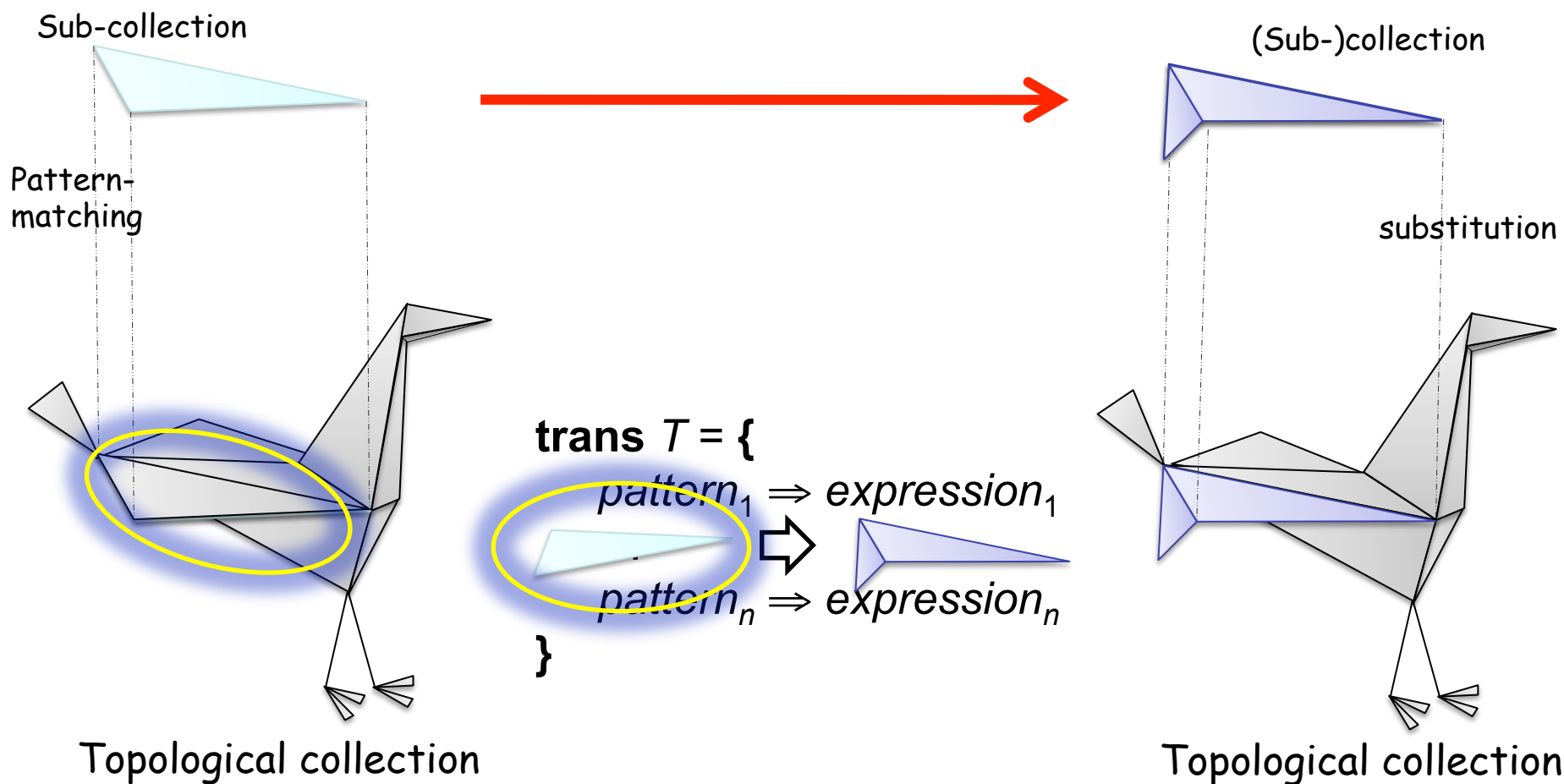
- coordinates with vertices
- lengths with edges
- area with f

$$\begin{pmatrix} 0 \\ 4 \end{pmatrix} \cdot v_1 + \begin{pmatrix} 3 \\ 0 \end{pmatrix} \cdot v_2 + \begin{pmatrix} -3 \\ 0 \end{pmatrix} \cdot v_3 + 5 \cdot e_1 + 6 \cdot e_2 + 5 \cdot e_3 + 12 \cdot f$$

- Transformations
 - Functions defined by case on collections
 - Each case (pattern) matches a sub-collection
 - Defining a rewriting relationship: *topological rewriting*

```
trans T = {  
    pattern1 ⇒ expression1  
    ...  
    patternn ⇒ expressionn  
}
```

- Transformations

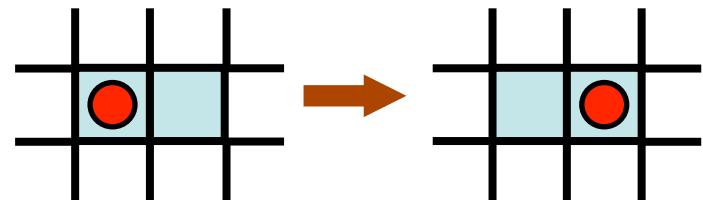
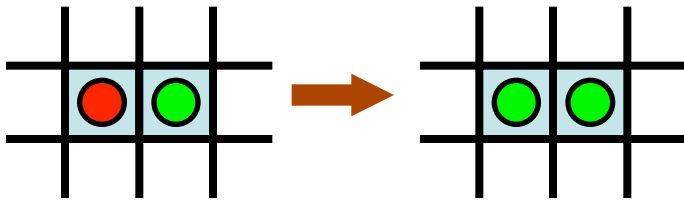


Example: Diffusion Limited Aggregation (DLA)

- Diffusion: some particles are randomly diffusing; others are **fixed**
- Aggregation: if a **mobile** particle meets a **fixed** one, it stays fixed

```
trans dla = {  
  `mobile , `fixed => `fixed, `fixed ;  
  `mobile , <undef> => <undef>, `mobile  
}
```

 *NEIGHBOR OF*

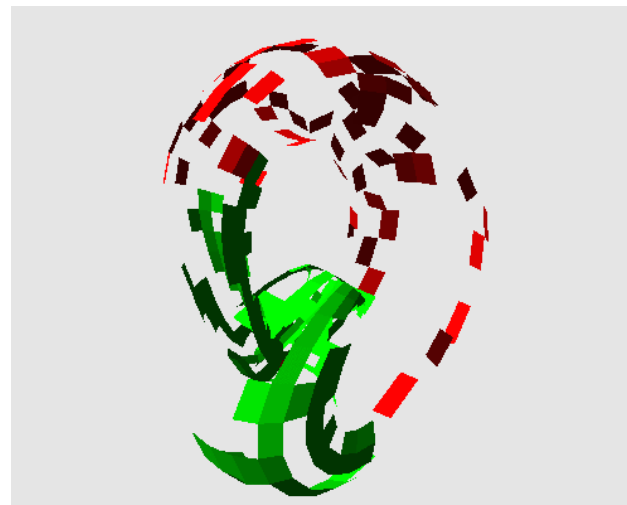
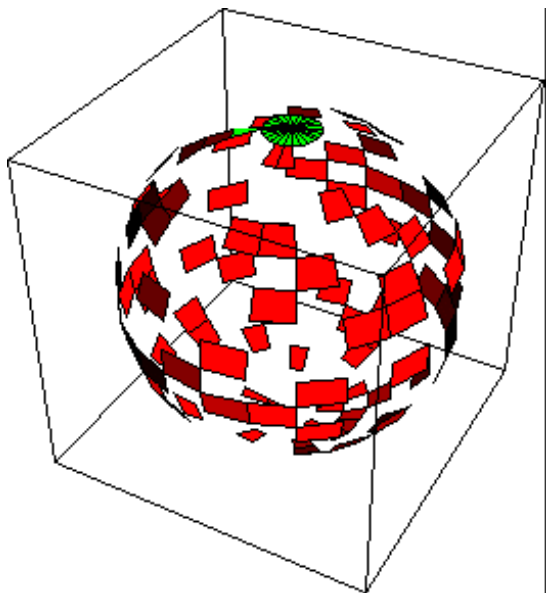


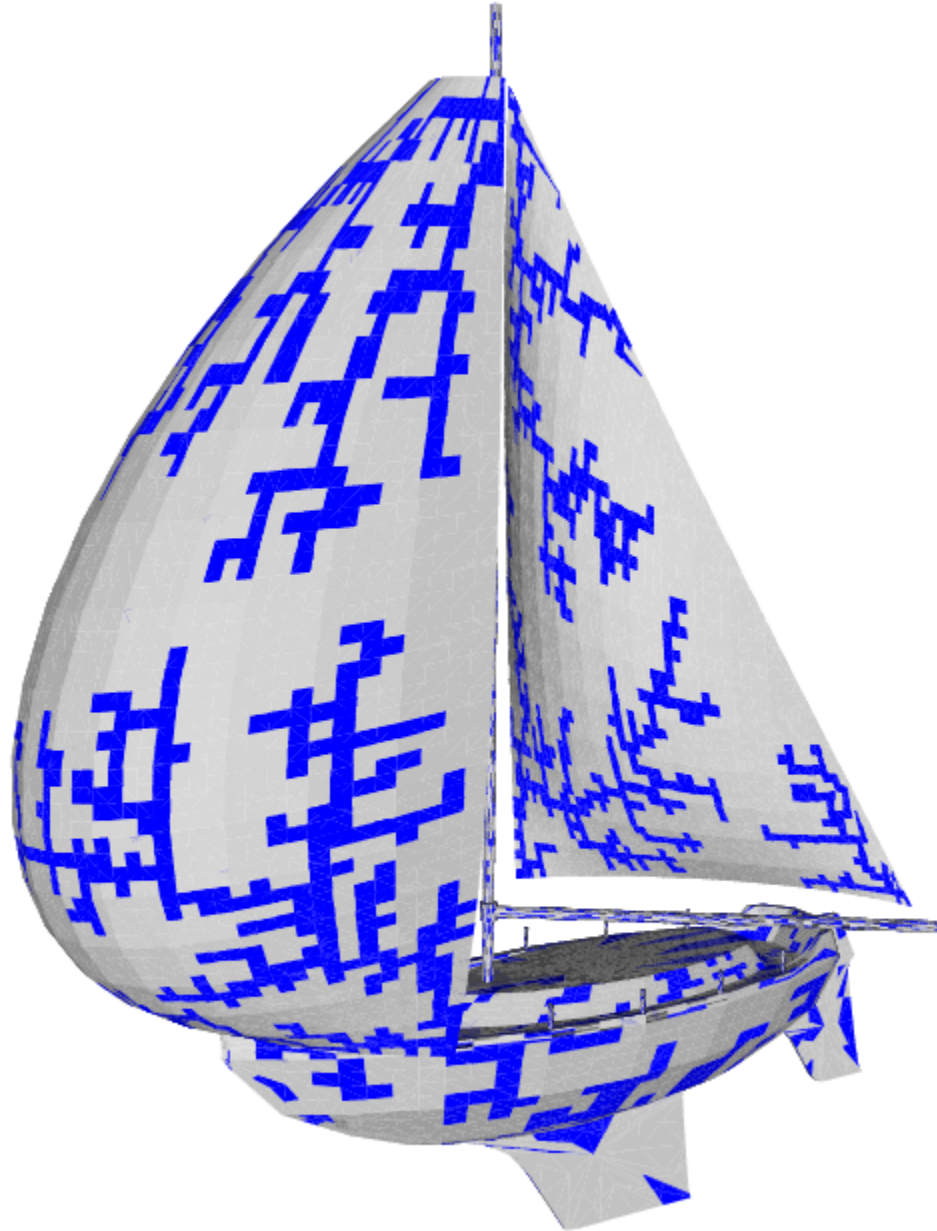
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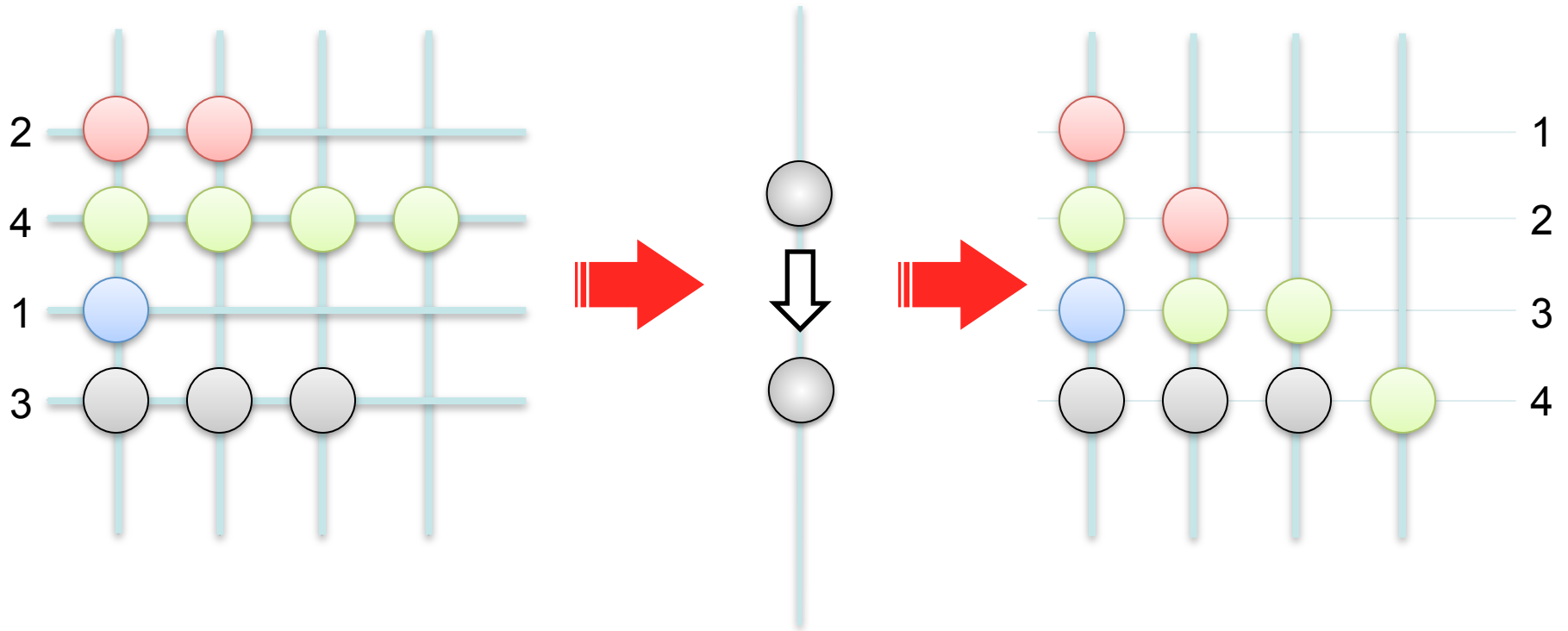
```
trans dla = {  
    `mobile , `fixed => `fixed, `fixed ;  
    `mobile , <undef> => <undef>, `mobile  
}
```

this transformation is an abstract process that can be applied to any kind of space



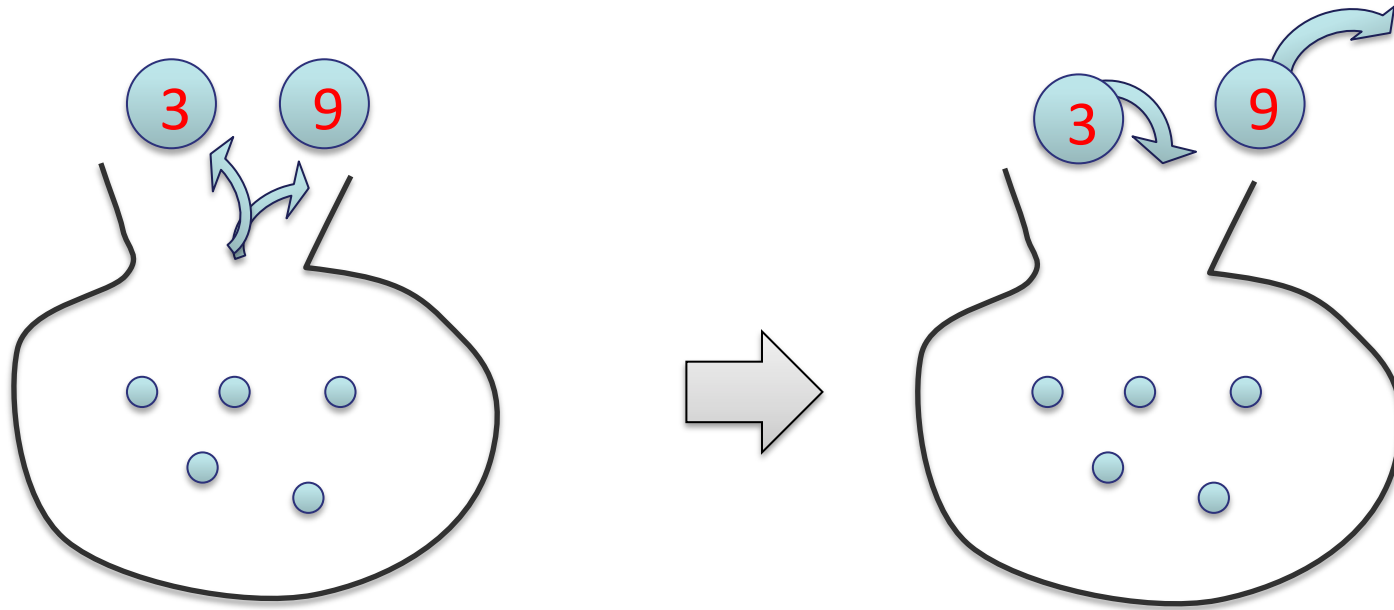


Bead Sort





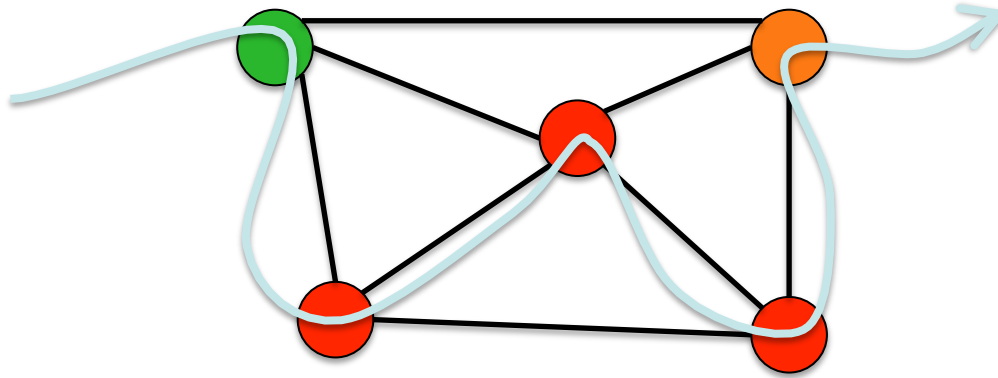
```
Gbf NEWS = < North, South, East, West;  
           North+South=0, East+West=0>  
  
trans dla = {  
    `bead |south> `empty => `empty, `bead ;  
}
```



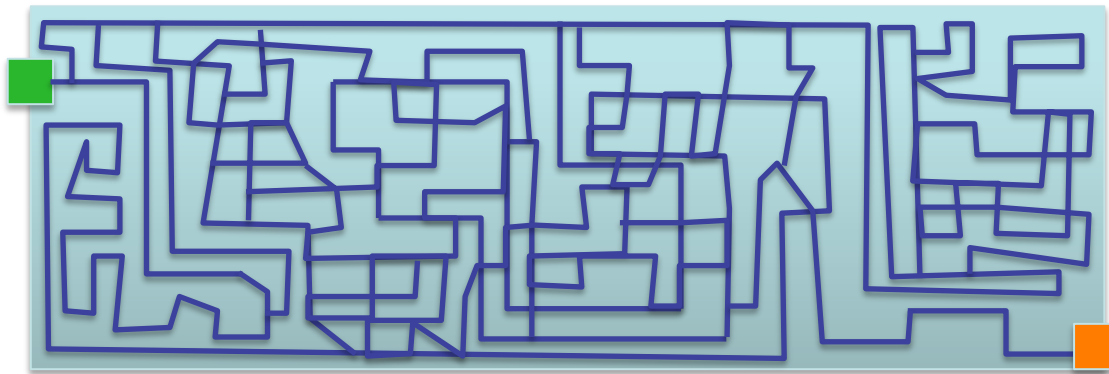
```
trans Generate  = {x,true} => x,{x+1,true};  
trans Succed   = {x,true} => x;  
trans Eliminate = (x,y / y mod x = 0) => x;
```

```
Eliminate[fixrule](Succed(Generate[N]({2,true},set : ())))
```

Hamiltonian path



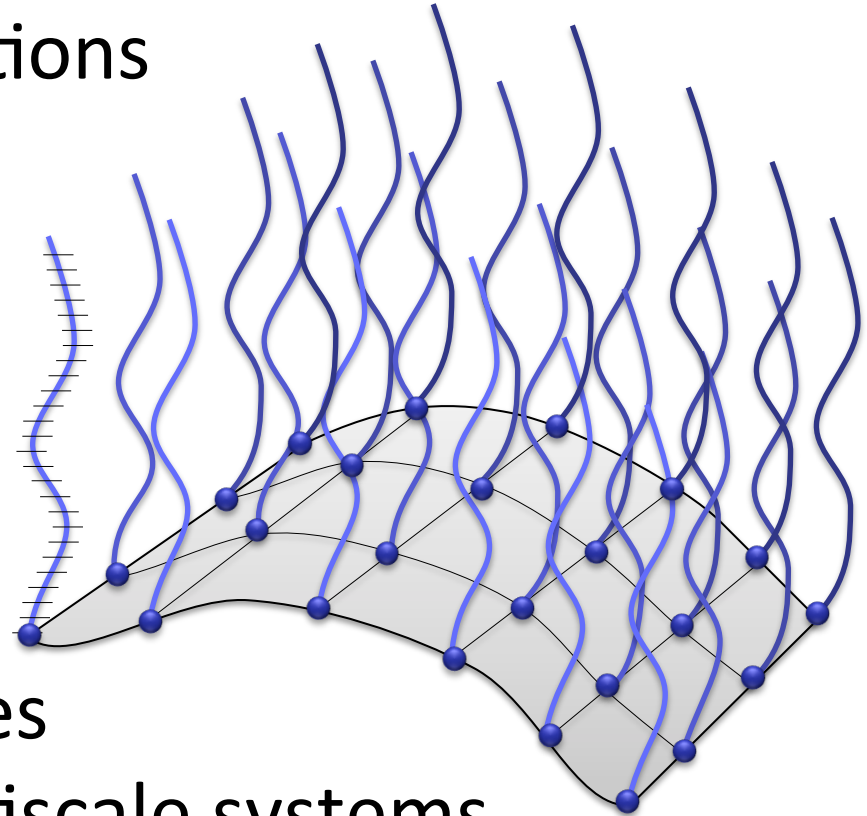
```
trans h_path = { `start , x* as p, `stop  
                / size(p) = n-2 => return p }
```



```
trans maze = { `input, c* as p, `output => return p }
```

Nesting Spaces

- Topological collections are first-order value
- Collection valued collections

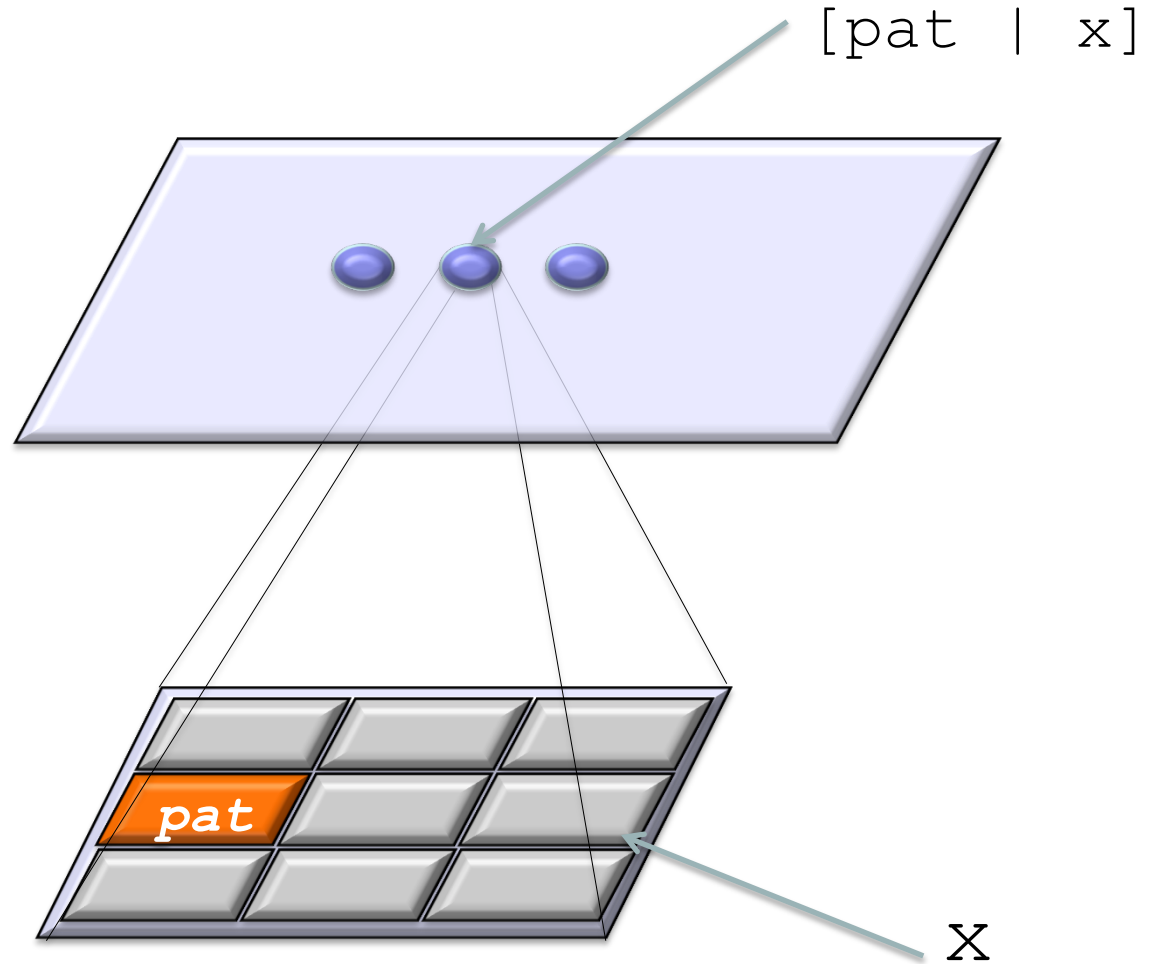


- Applications:
 - Hierarchical structures
 - Refinement and multiscale systems
 - Stratified « spatial » computation models

Matching in Nested Collections

- x / *Arbitrary Predicate*

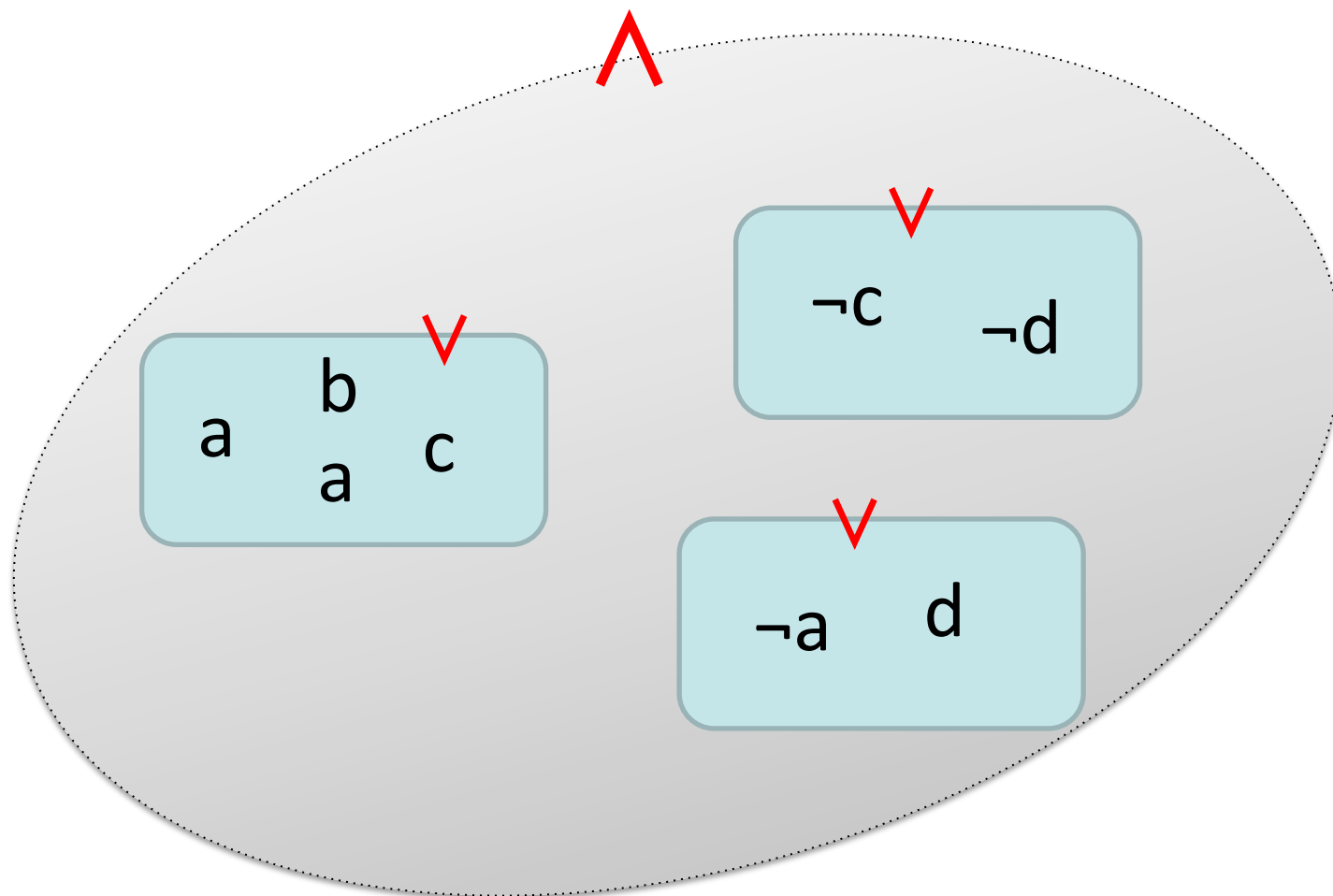
- $[pat \mid x]$



Example I: Disjunctive Normal Form

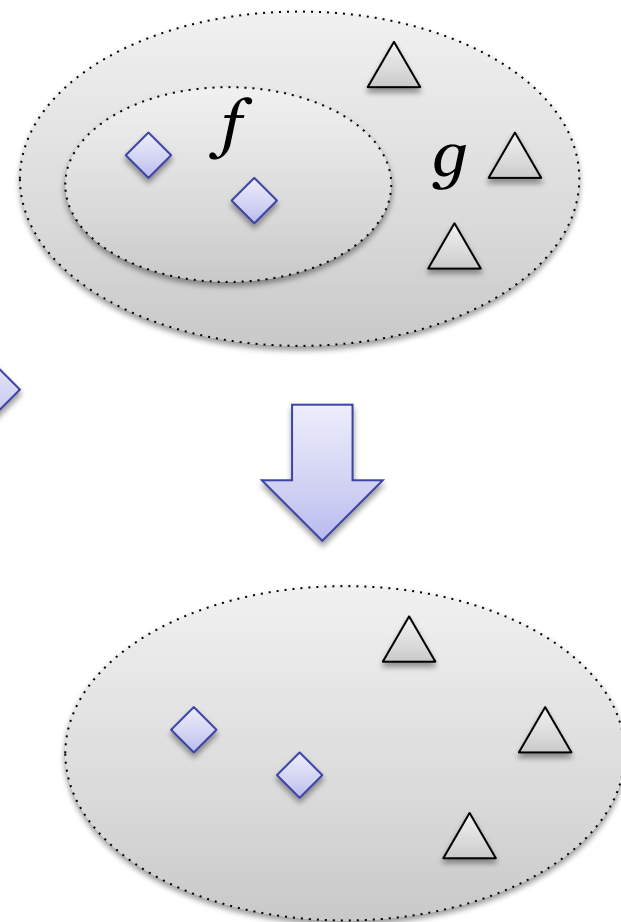
- Operators \wedge and \vee are
 - associative
 - commutative
 - idempotent
- (S, \wedge) and (S, \vee) are A-, C-, I-monoids
- Elements of A-, C-, I-monoids are sets
- A logical formula is a nesting of sets
- A set is a topological collection and a nesting of sets is a nested topological collection

$$(a \vee b \vee c \vee a) \wedge (\neg a \vee d) \wedge (\neg c \vee \neg d)$$

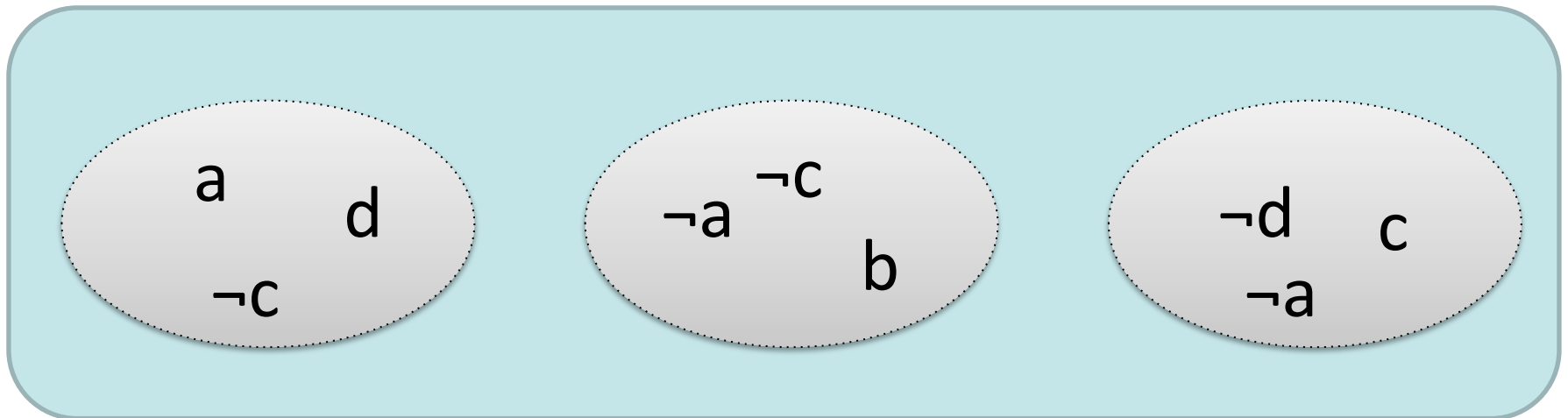


Normalisation in Disjunctive Normal Form

```
trans DNF = {  
  (* Simplifying unaries *)  
  [ [ x | ... ] : Not | ... ] : Not  $\implies$  x  
  x : And / size(x) == 1  $\implies$  choose(x)  
  x : Or / size(x) == 1  $\implies$  choose(x)  
  
  (* Flattening nested ops *)  
  [ f : And | g ] : And  $\implies$  join(f, g)  
  [ f : Or | g ] : Or  $\implies$  join(f, g)  
  
  (* De Morgan's laws *)  
  [ x : Or | ... ] : Not  $\implies$   
    fold(::, And:(), map( $\lambda f.$ { f = f }, x))  
  [ x : And | ... ] : Not  $\implies$   
    fold(::, Or:(), map( $\lambda f.$ { f = f }, x))  
  
  (* Distributivity *)  
  [ x : Or | s ] : And  $\implies$  map( $\lambda f.$ f :: s, x)  
  
  (* Induction *)  
  x : And  $\implies$  DNF(x)  
  x : Or  $\implies$  DNF(x)  
  x : Not  $\implies$  DNF(x)  
}
```

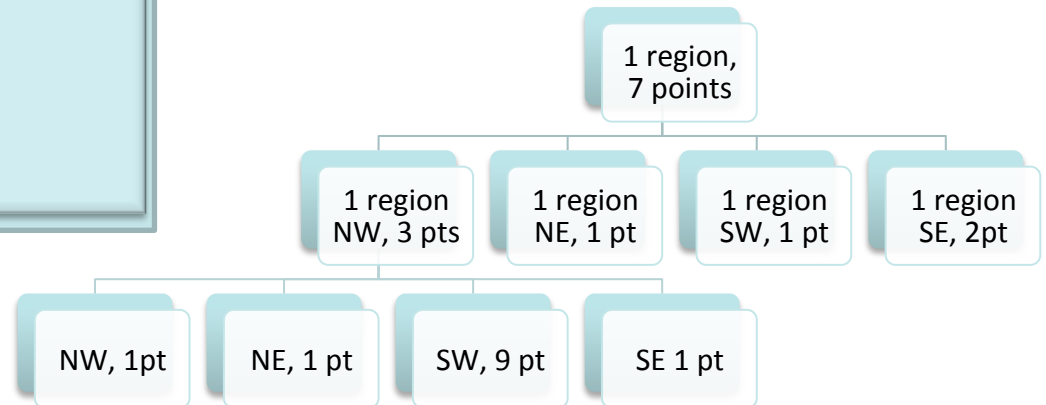
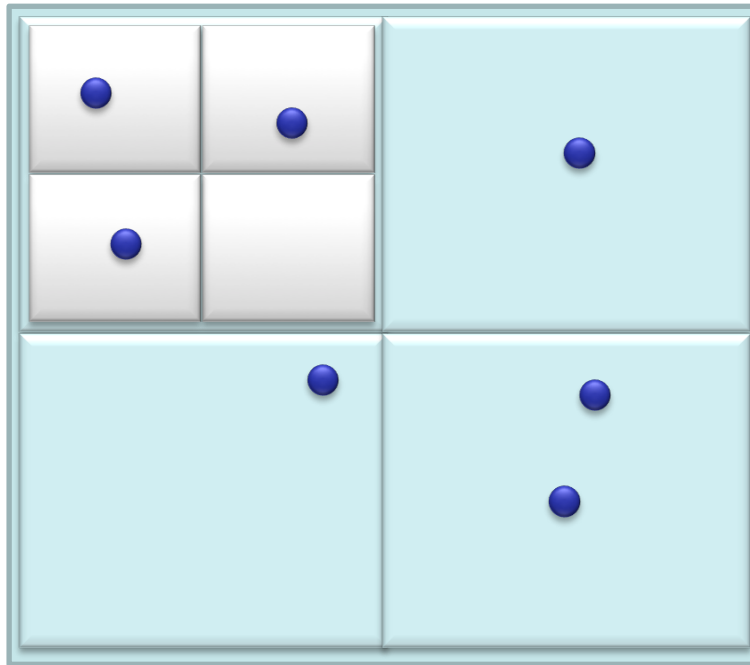


$$(a \vee b \vee c \vee a) \wedge (\neg a \vee d) \wedge (\neg c \vee \neg d) \\ = (a \wedge \neg c \wedge d) \vee (\neg a \wedge b \wedge \neg c) \vee (\neg a \wedge c \wedge \neg d)$$



Example II: A Simple Recursive Space Subdivision Scheme

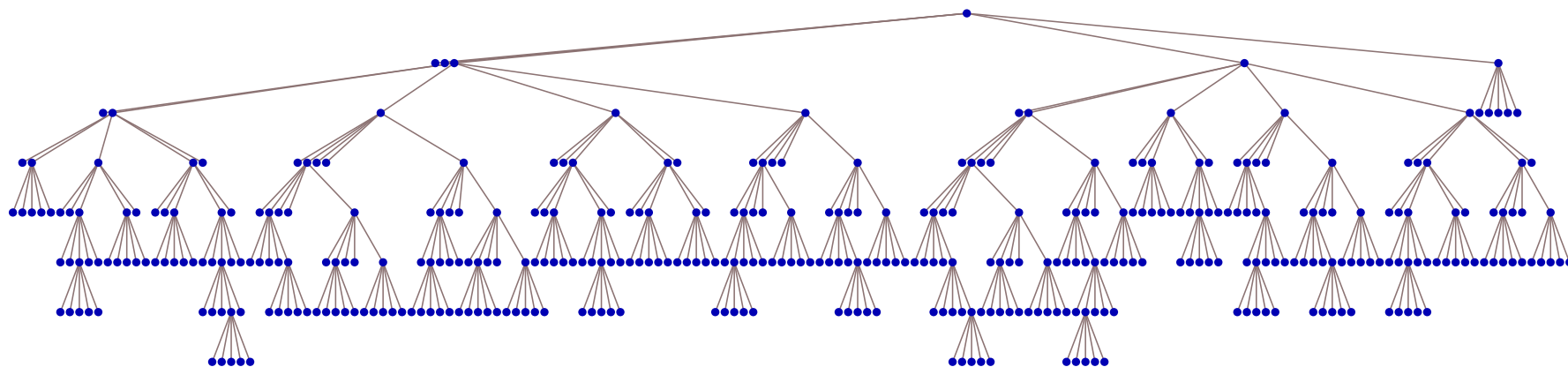
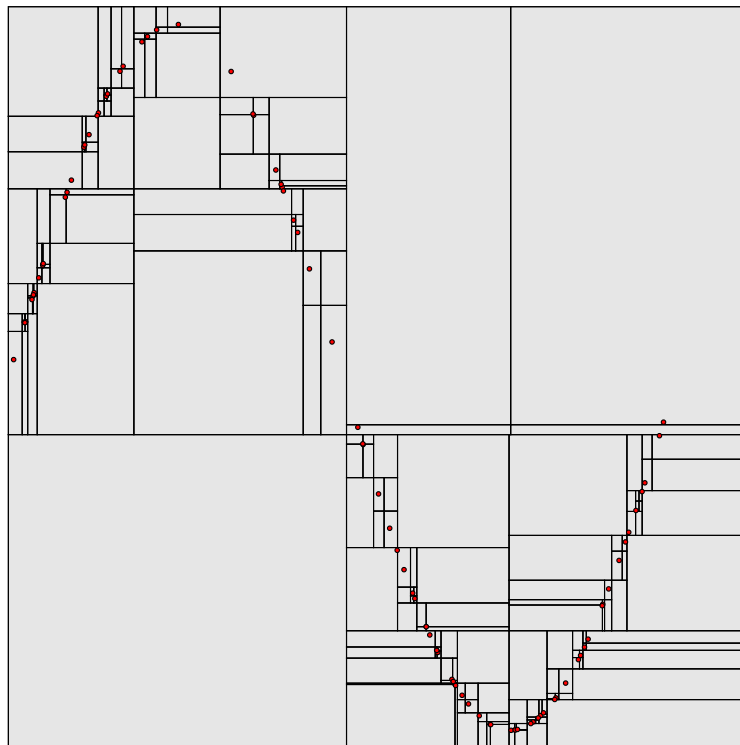
Quadtree



```
type QuadTree = Grid[QuadTree] | Cloud
and gbf Grid = <n, e; 2e=0, 2n=0>
and collection Cloud = set[Point2D]
and record Point2D = { x:real, y:real }
```

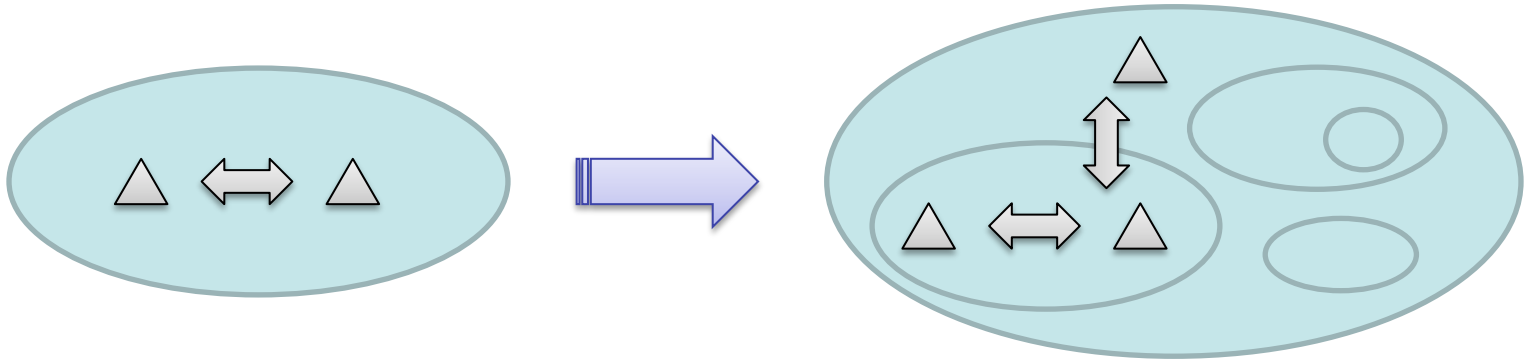
```
trans MakeQuadTree =
  c:Cloud / size(c) > 2  $\implies$ 
    MakeQuadTree (SplitCloud (c) )
```

```
fun SplitCloud (c:Cloud) =
  let g = barycenter(c) in
  let c0, c1 = split( $\lambda p.p.x < g.x$ , c) in
  let c00, c01 = split( $\lambda p.p.y < g.y$ , c0) in
  let c10, c11 = split( $\lambda p.p.y < g.y$ , c1) in
  Grid: (c00@0, c01@e, c10@n, c11@(n+e))
```



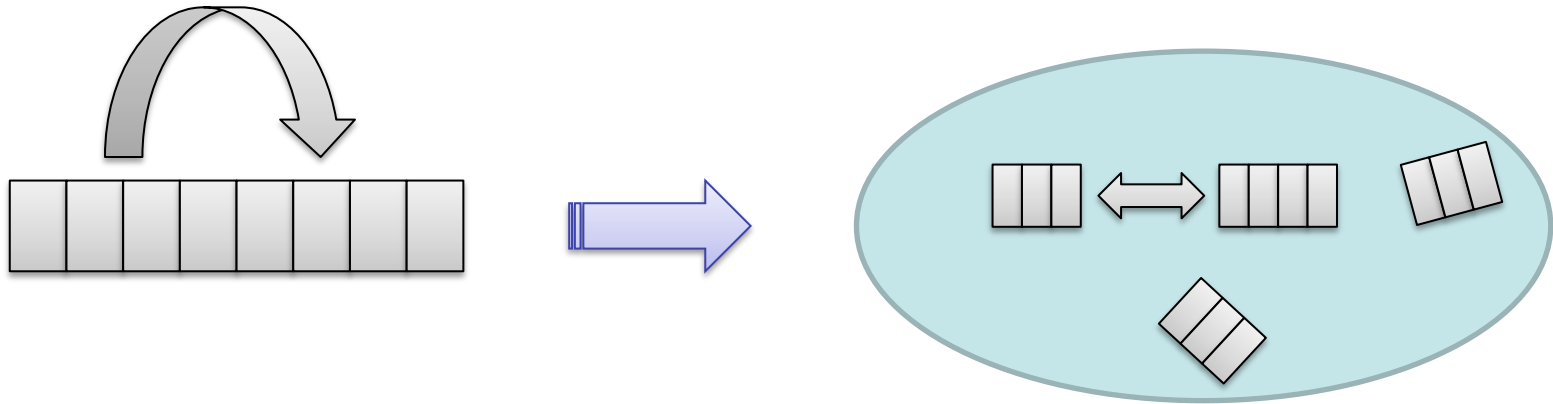
Example III: Fraglets

- From *chemical computing* to *membrane computing*



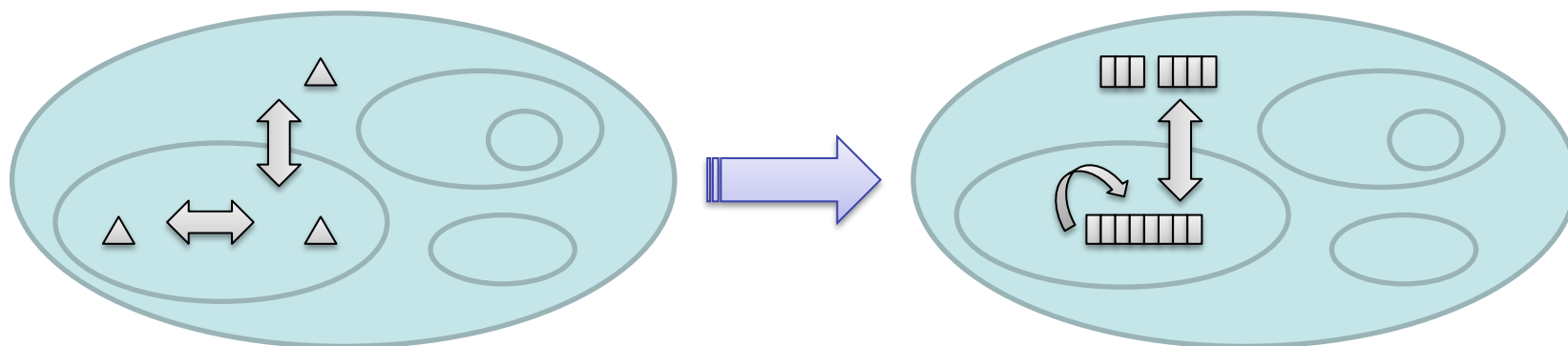
« Stratified Models of Computation »

- From *chemical computing* to *membrane computing*
- From *string rewriting* to *splicing systems*

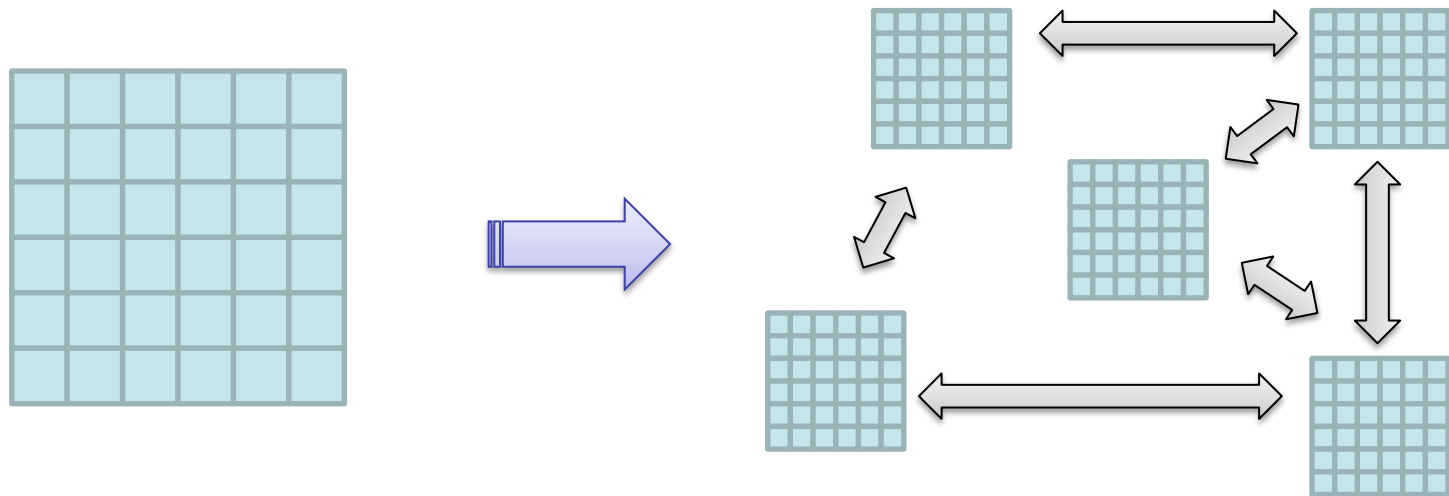


« Stratified Models of Computation »

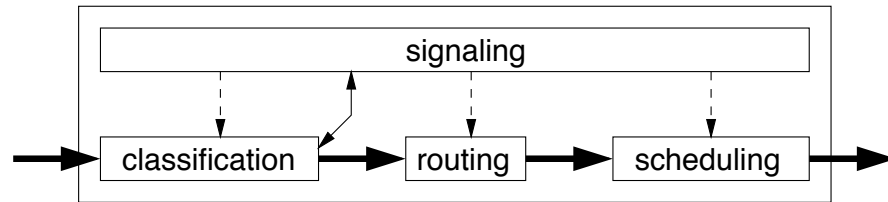
- From *chemical computing* to *membrane computing*
- From *string rewriting* to *splicing systems*
- From *membrane computing* to *string P systems*



- From *chemical computing* to *membrane computing*
- From *string rewriting* to *splicing systems*
- From *membrane computing* to *string P systems*
- From *cellular automata* to *complex automata*



Origin: active network

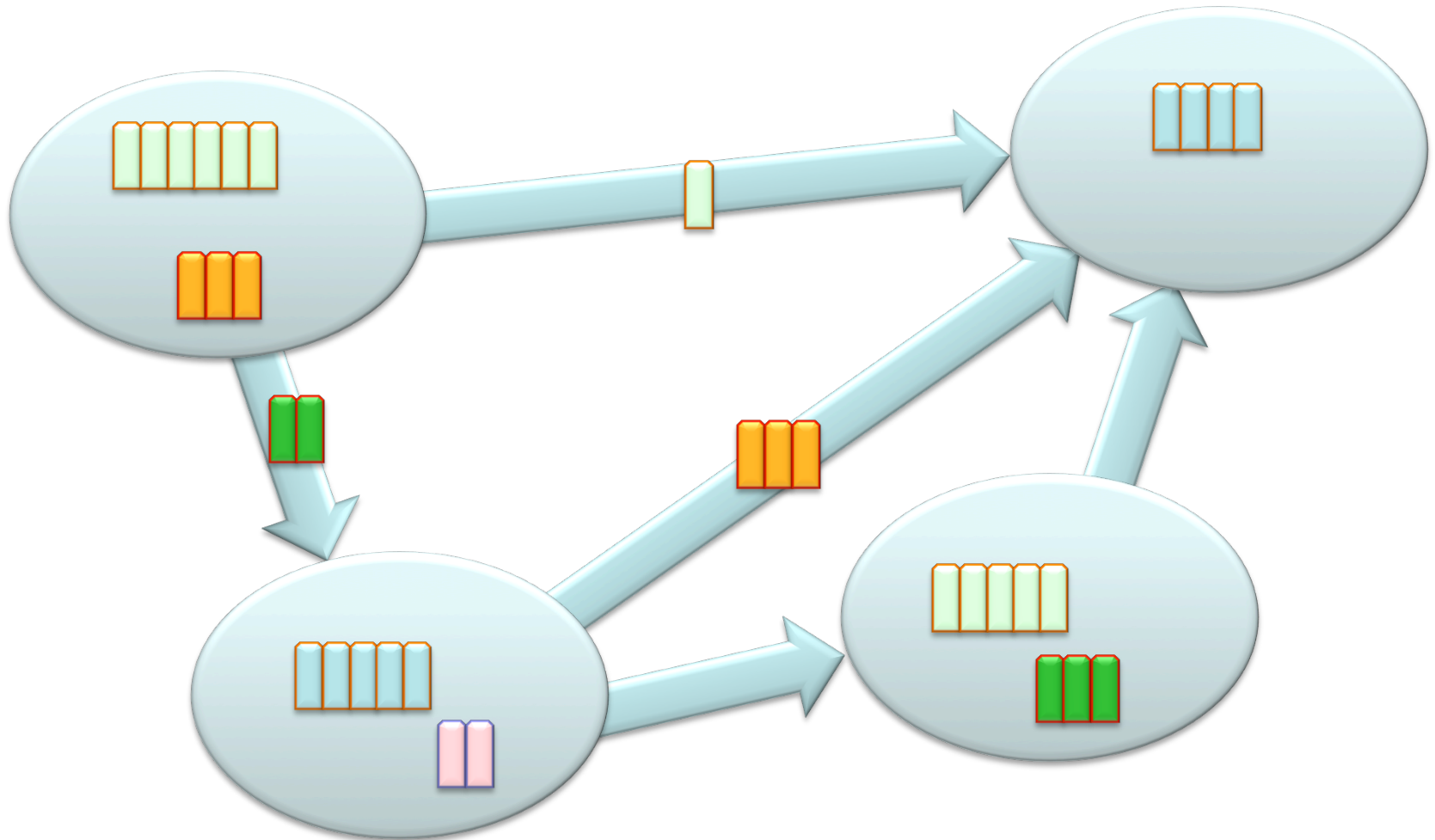


- Fraglet = computation fragment = **code = data = packet**
- Header tag matching, analogous to packet header processing
- “Assembly language” of chemical computing: micro-instructions, human-unreadable programs, “write-only” code!

Goals:

- Automated protocol synthesis and evolution
- Unified code and data representation (active+passive networking)
- Efficient packet processing engine: simple instructions with constant (short!) processing time

- Graph of (multisets of (sequences of symbols))



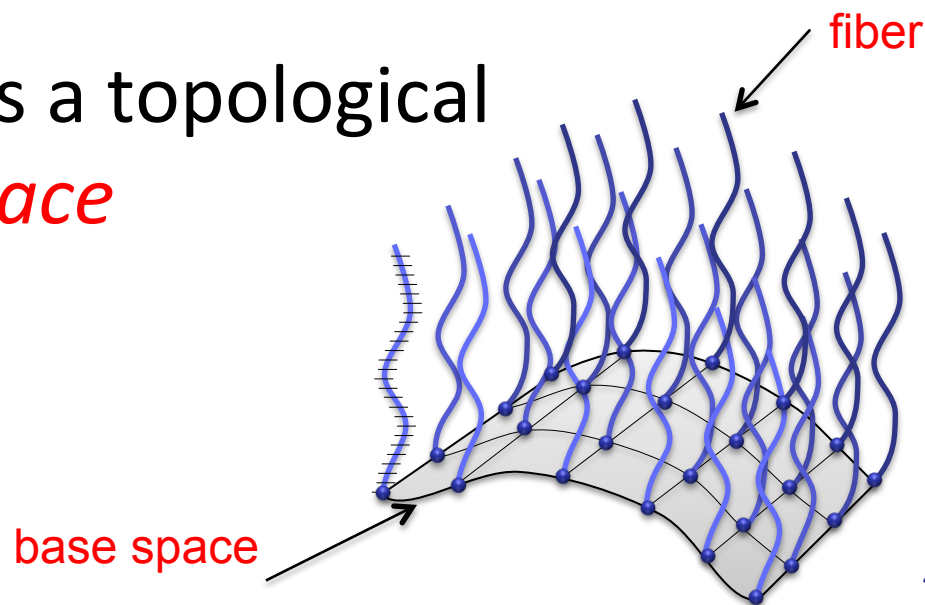
<i>Op</i>	<i>Input</i>	<i>Output</i>
nul	[nul <i>tail</i>] destroy a fraglet ['null@0 <i>tail</i>]:Fraglet \Rightarrow Fraglet:()	[]
dup	[dup t a <i>tail</i>] duplicate a single symbol ['dup@0, t, a <i>tail</i>]:Fraglet \Rightarrow t::a::a:: <i>tail</i>	[t a a <i>tail</i>]
exch	[exch t a b <i>tail</i>] swap two tags ['exch@0, t, a, b <i>tail</i>]:Fraglet \Rightarrow t::b::a:: <i>tail</i>	[t b a <i>tail</i>]
split	[split s1 * s2] break a fraglet into two at the first occurrence of * ['split@0, (x/x != 'time)* as s1, 'time s2]:Fraglet \Rightarrow s1, s2	[s1] [s2]
pop	[pop h a <i>tail</i>] pop the “head” element of the list “a, <i>tail</i> ” ['pop@0, h, a <i>tail</i>]:Fraglet \Rightarrow h:: <i>tail</i>	[h <i>tail</i>]
empty	[empty yes no <i>tail</i>] test for empty <i>tail</i> ['empty@0, y, n <i>tail</i>]:Fraglet \Rightarrow if size(<i>tail</i>) == 0 then y::Fraglet:() else n:: <i>tail</i>	[yes] or [no <i>tail</i>]
sum	[sum t n ₁ n ₂ <i>tail</i>] arithmetic addition ['sum@0, t, n ₁ , n ₂ <i>tail</i>]:Fraglet \Rightarrow t::(n ₁ +n ₂):: <i>tail</i>	[t (n ₁ +n ₂) <i>tail</i>]
match	[match a <i>tail</i> ₁], [a <i>tail</i> ₂] two fraglets react, their tails are concatenated ['match@0, a t ₁]:Fraglet, [b@0 t ₂]:Fraglet \Rightarrow join(t ₁ , t ₂)	[<i>tail</i> ₁ <i>tail</i> ₂]
matchP	[matchP a <i>tail</i> ₁], [a <i>tail</i> ₂] <i>idem</i> as match but the rule persists ['matchp@0, a t ₁]:Fraglet as f, [b@0 t ₂]:Fraglet \Rightarrow f, join(t ₁ , t ₂)	[<i>tail</i> ₁ <i>tail</i> ₂]

Conclusions

- Versatile spaces are useful
- They can even represent « physical space » 😊
- But distributed matching can be difficult (Cf. new work on HOCL)
- However:
 - Nesting is a form of compartmentalization
 - Arbitrary matching can be localized inside a domain
 - Interaction between domain can be restricted

Nesting Spaces *versus* Fiber Space

- $\text{Grid}(\text{Tree}) \approx \text{Tree}(\text{Grid})$?
- Usually: **no**
 $\text{Grid}(\text{Empty}) \neq \text{Empty}(\text{Grid})$
- But **yes** if uniformity
 $\text{list}(\text{pair}) = \text{pair}(\text{list})$ if lists of same length
- If uniformity, nesting as a topological interpretation: ***fiber space***



Thanks

- Antoine Spicher

- Olivier Michel

<http://mgs.spatial-computing.org>

- PhD and other students

Louis Bigo

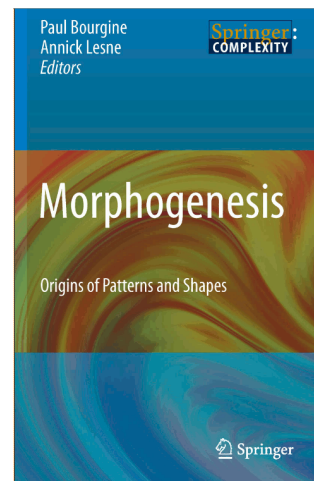
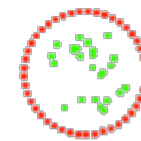
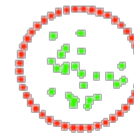
J. Cohen, P. Barbier de Reuille,

E. Delsinne, V. Larue, F. Letierce, B. Calvez,

F. Thonerieux, D. Boussié *and the others...*

- **Past and presents Collaborations**

- A. Lesne (IHES, stochastic simulation)
- P. Prusinkiewicz (UoC, declarative modeling)
- P. Barbier de Reuille (meristeme model)
- C. Godin (CIRAD, biological modeling)
- H. Berry (INRIA, stochastic simulation)
- G. Malcolm (Liverpool, rewriting)
- J.-P. Banâtre (IRISA, programming)
- P. Fradet (Inria Alpes, programming)
- F. Delaplace (IBISC, synthetic biology)
- P. Dittrich (Jena, chemical organization)
- F. Gruau (LRI, language and hardware)
- P. Liehnard (Poitiers, CAD, Gmap and quasi-manifold)



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