

AN EXPLORATION OF STRING DIAGRAMS IN COMPUTER SCIENCE

DOMINIC VERITY
CENTRE OF AUSTRALIAN
CATEGORY THEORY
MACQUARIE UNIVERSITY

DRHE WORKSHOP
UNIVERSITY OF NEWCASTLE
10th NOVEMBER 2018

VECT CATEGORY OF FINITE DIMENSIONAL \mathbb{R} -VECTOR SPACES

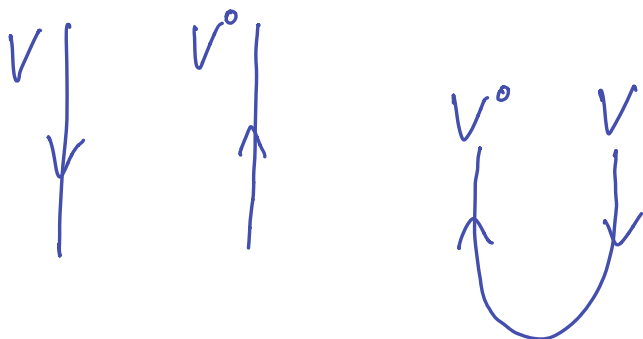
(X) TENSOR PRODUCT

V A VECTOR SPACE

V° ITS DUAL $\text{Lin}(V, \mathbb{R})$

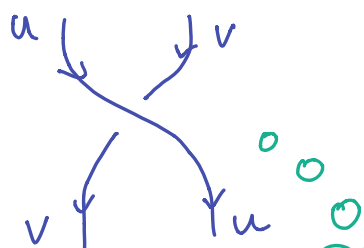
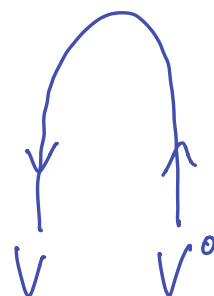
BASIS $v_1 \dots v_n$

DUAL BASIS $\hat{v}_1 \dots \hat{v}_n$



$$V^\circ \otimes V \longrightarrow \mathbb{R}$$

$$\hat{v}_i \otimes v_j \longmapsto \delta_{ij}$$

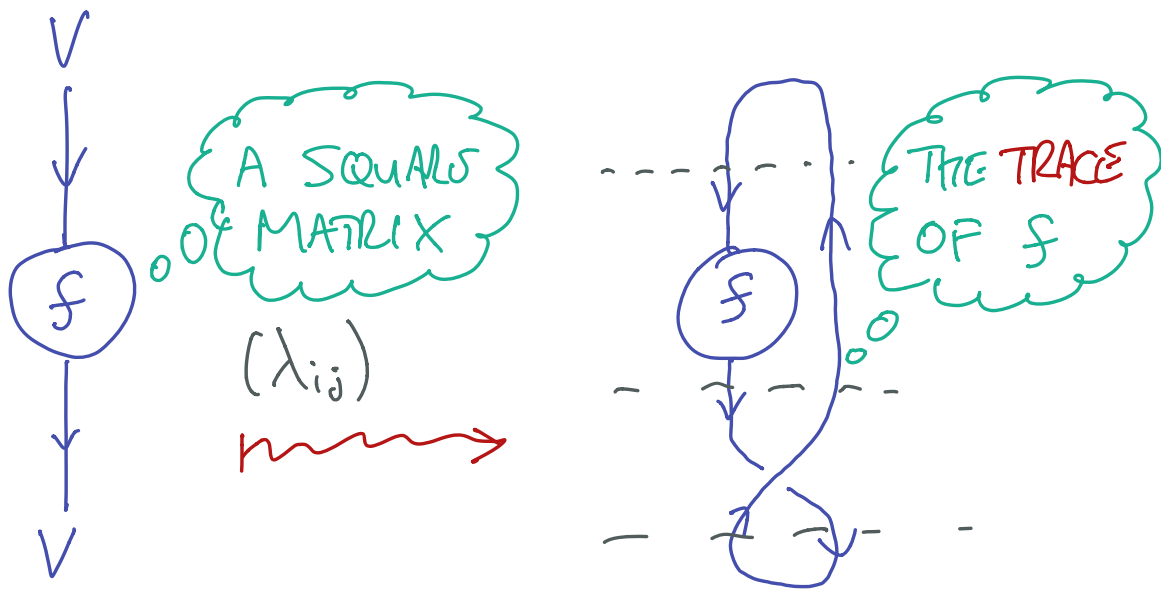


$$S_{u,v} : U \otimes V \longrightarrow V \otimes U$$

$$u_i \otimes v_j \longmapsto v_j \otimes u_i$$

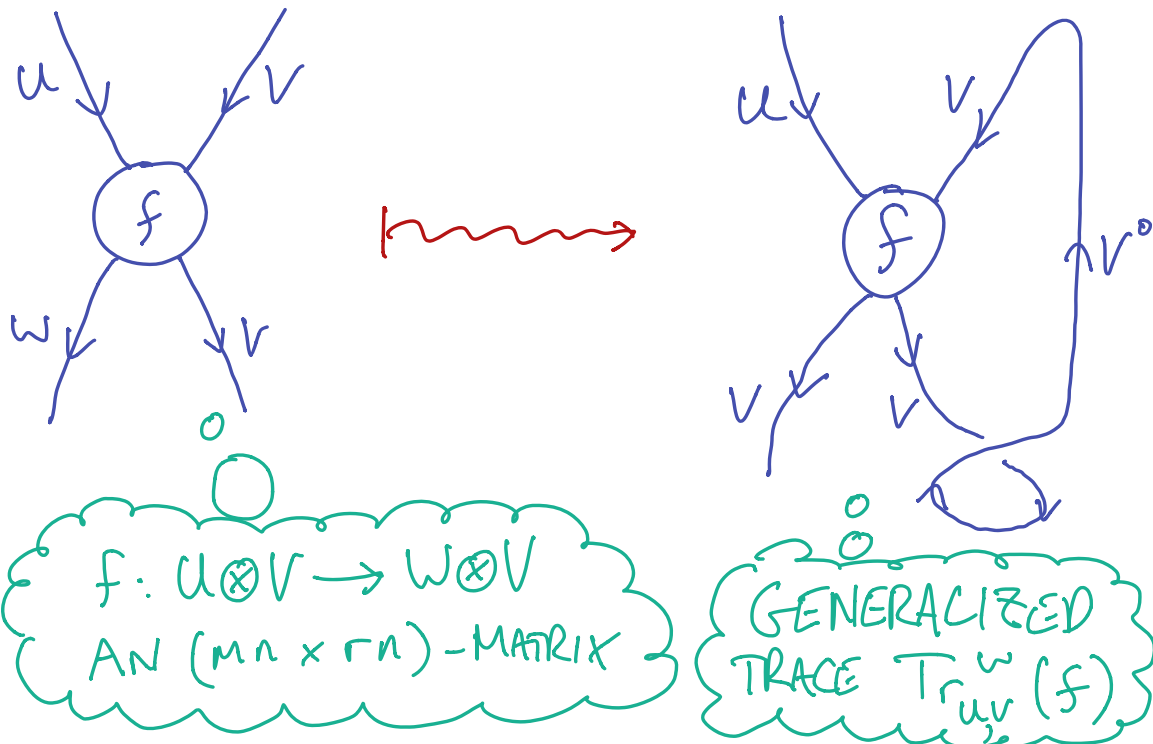
$$\mathbb{R} \longrightarrow V \otimes V^\circ$$

$$1 \longmapsto \sum v_i \otimes \hat{v}_i$$



$$\mathbb{R} \rightarrow V \otimes V^* \rightarrow V \otimes V^* \cong V^* \otimes V \rightarrow \mathbb{R}$$

$$1 \mapsto \sum_i e_i \otimes \hat{e}_i \mapsto \sum_i f(e_i) \otimes \hat{e}_i \mapsto \sum_{ij} \lambda_{ij} (\hat{e}_i \otimes e_j) \mapsto \sum_i \lambda_{ii}$$



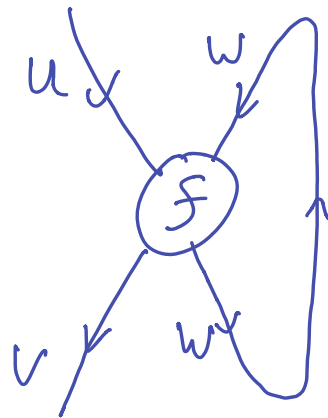
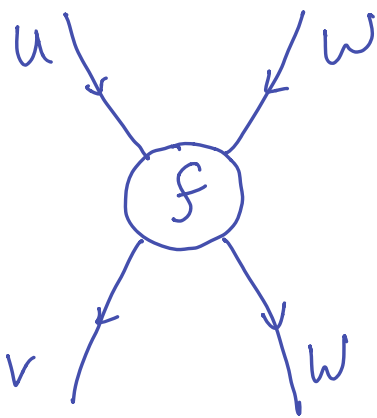
AN AXIOMATISATION OF TRACE

$(\mathcal{C}, \otimes, I)$ SYMMETRIC MONOIDAL CATEGORY

THINK $(\text{VECT}, \otimes, \mathbb{R})$
IF YOU LIKE

CAN ASSUME
THIS IS STRICTLY
MONOIDAL!

ADD AN EXTRA OPERATION ON ARROWS



$$f : U \otimes W \rightarrow V \otimes W \rightsquigarrow \text{Tr}_{u,v}^w(f) : U \rightarrow V$$

$$\text{Tr}_{u,v}^w : \text{Hom}(U \otimes W, V \otimes W) \rightarrow \text{Hom}(U, V)$$

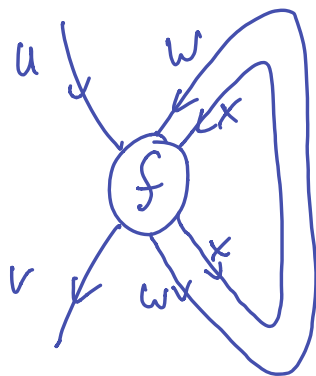
QUESTION: WHAT AXIOMS SHOULD
THIS ABSTRACT TRACE OPERATION SATISFY?

ANSWER: AXIOMS ARE EASIER TO IMAGINE IF WE THINK DIAGRAMMATICALLY.

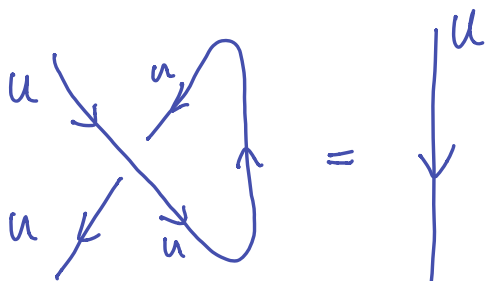


$$f = \text{Tr}_{u,v}^I (f)$$

VANISHING



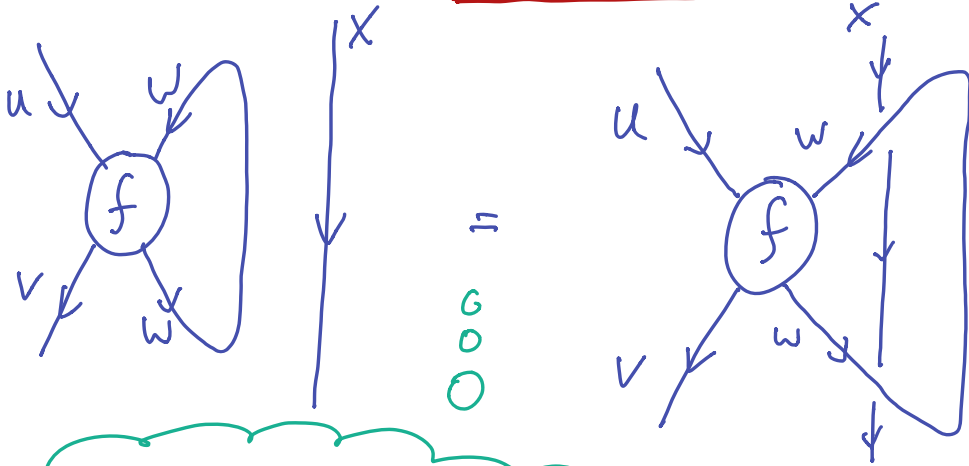
$$\begin{aligned} & \text{Tr}_{u,v}^w (\text{Tr}_{u,w,v}^x (f)) \\ & = \text{Tr}_{u,v}^{w \otimes x} (f) \end{aligned}$$



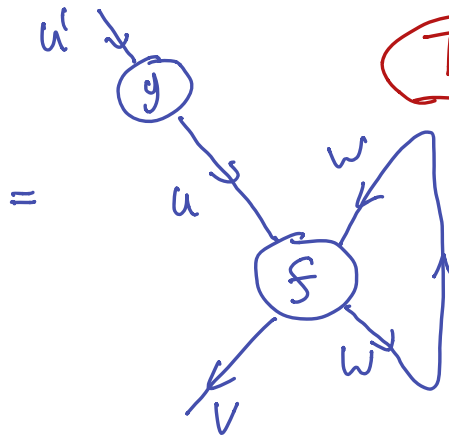
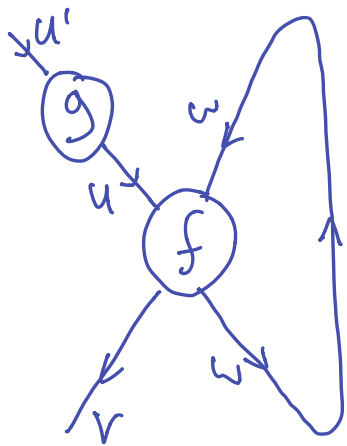
YANKING

$$\text{Tr}_{u,u}^u (S_{u,u}) = \text{id}_u$$

SUPERPOSITION



$$\text{Tr}_{u,v}^w(f) \otimes X = \text{Tr}_{u \otimes x, v \otimes x}((u \otimes s_{x,w}) \cdot (f \otimes X) \cdot (v \otimes s_{x,w}^{-1}))$$



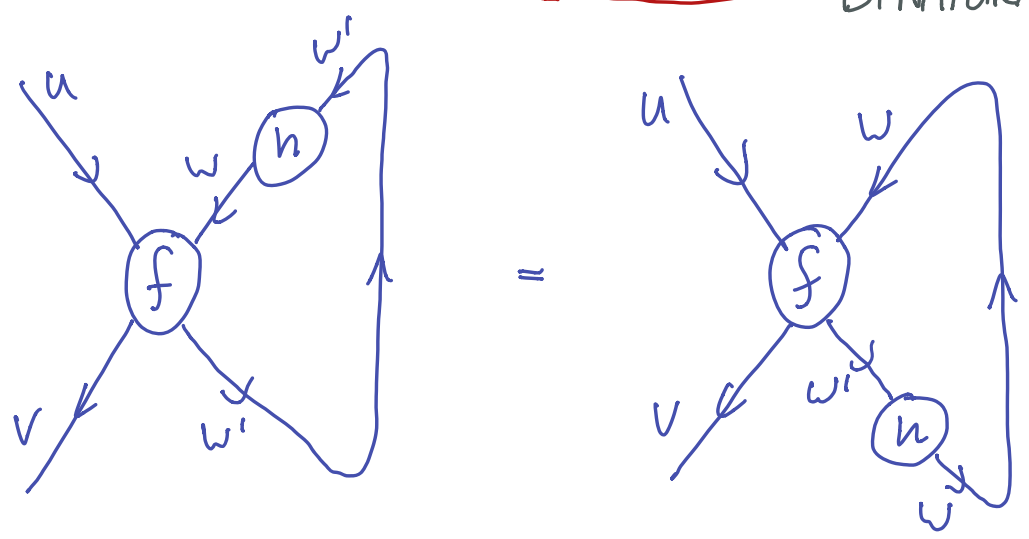
TIGHTENING

"NATURALITY"

$$\text{Tr}_{u',v}^w(f \cdot (g \otimes w)) = \text{Tr}_{u,v}^w(f) \cdot g$$

SLIDING

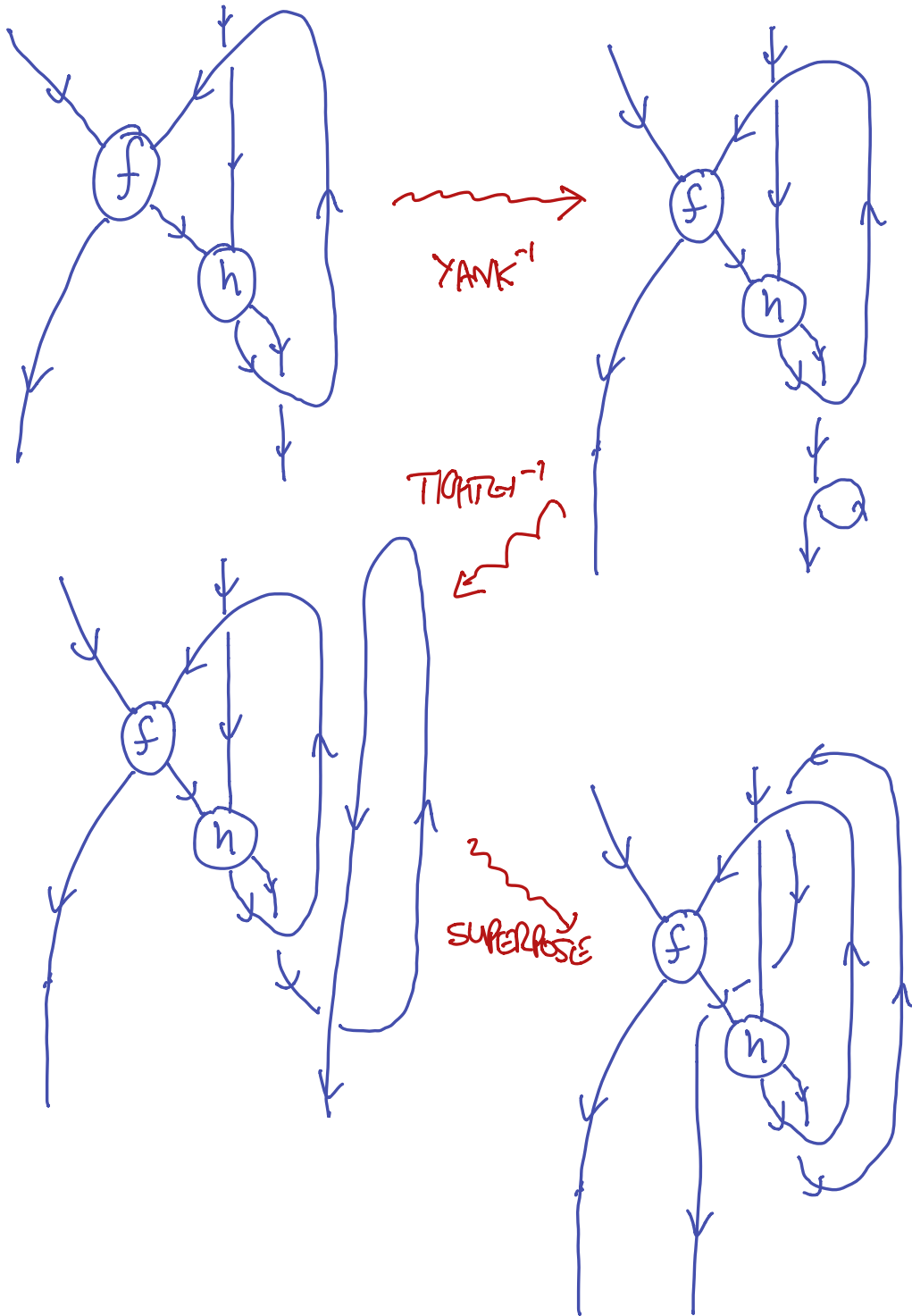
"DINATURALITY"



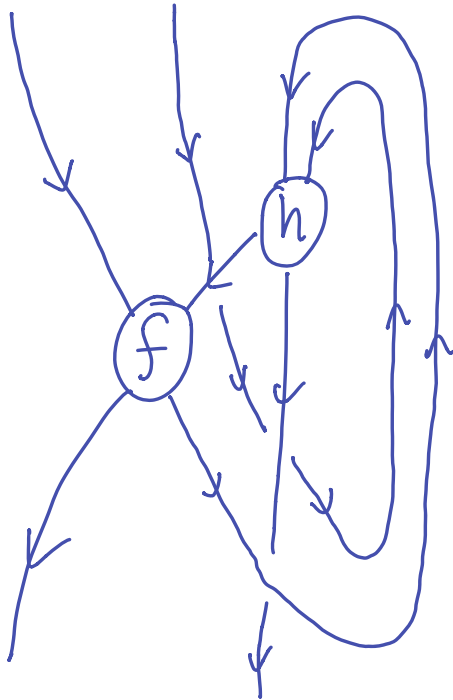
$$\text{Tr}_{u,v}^{w'}(f \cdot (u \otimes h)) = \text{Tr}_{u,v}^w((v \otimes h) \cdot f)$$

A MONOIDAL CATEGORY WITH AN ABSTRACT TRACE SATISFYING THESE AXIOMS IS CALLED A **TRACED MONOIDAL CATEGORY**.

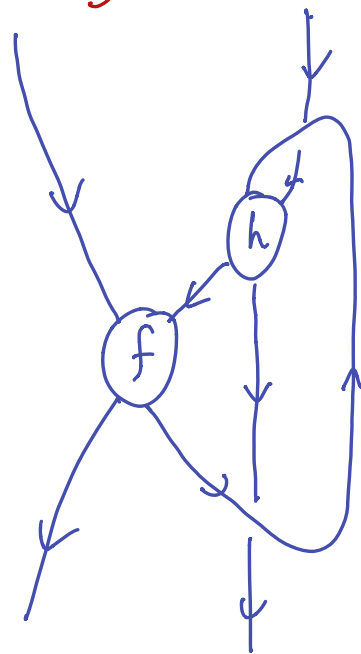
A CALCULATION EXAMPLE



SLIDING



TIGHTEN
+
YANK



PROOF OF "COMPLETENESS" OF THESE
AXIOMS - THE **INT CONSTRUCTIONS**.
A GENERALISATION OF THE CONSTRUCTION
OF THE **RATIONAL NUMBERS**

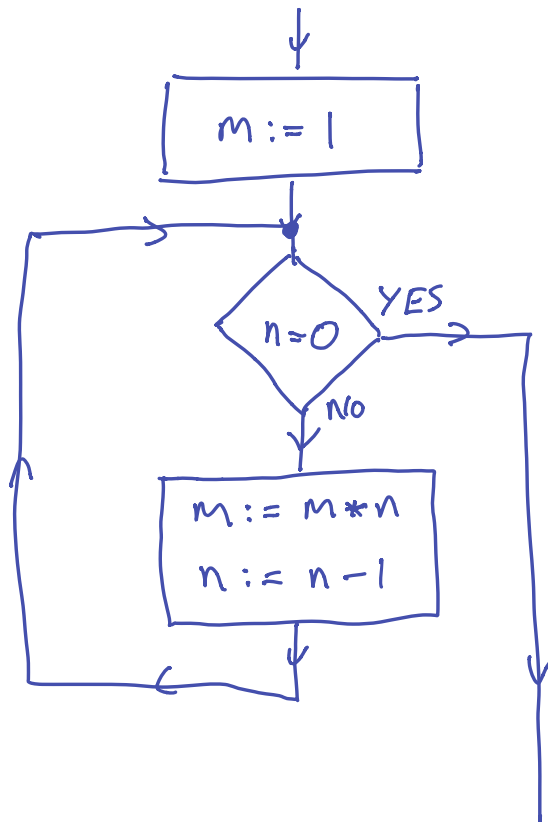
FLOWCHARTS

(CONTROL FLOW GRAPHS)

The screenshot shows the Google Blockly interface. On the left is a sidebar with categories: Logic, Loops, Math, Text, Lists, Color, Variables, and Functions. The main workspace contains a flowchart with the following blocks: a 'set Count to 1' block, a 'repeat while' loop with 'Count <= 3' as the condition, containing a 'create text with "Hello World"' block and a 'do' loop with a 'print "Hello World!"' block. Below the 'do' loop are three 'set Count to' blocks for 'red', 'green', and 'blue' with values 100, 0, and 0 respectively, and a 'Count + 1' block. On the right, the JavaScript code is displayed:

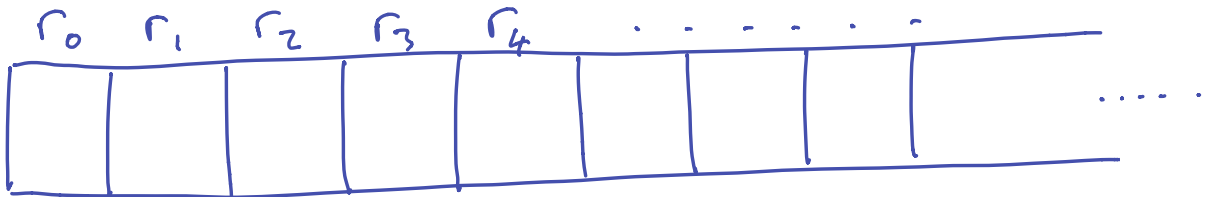
```
Language: JavaScript
var Count;
function colourRgb(r, g, b) {
  r = Math.max(Math.min(Number(r), 255), 0);
  g = Math.max(Math.min(Number(g), 255), 0);
  b = Math.max(Math.min(Number(b), 255), 0);
  r = ('0' + (Math.round(r) / 255)).substr(-2);
  g = ('0' + (Math.round(g) / 255)).substr(-2);
  b = ('0' + (Math.round(b) / 255)).substr(-2);
  return '#' + r + g + b;
}
Count = 1;
while (Count <= String(3) + String(3)) {
  window.alert('Hello World!');
  Count = colourRgb(100, Count + 1, 0);
}
```

Google Blockly Flowchart View



FACTORIAL

ABACUS MACHINES (TURING REVISITED)



A **MACHINE** WITH A COUNTABLY INFINITE SET OF **REGISTERS**, EACH OF WHICH CONTAINS A NATURAL NUMBER.

V_{or} SET OF NAMES FOR THESE REGISTERS $\circ \circ$

VARIABLES

$s: V_{or} \rightarrow \mathbb{N}$ A MACHINE **STATE**

STATES := $\mathbb{N}^{V_{or}}$ SET OF POSSIBLE MACHINE STATES.

ABACUS INSTRUCTIONS

$x := x + 1$; GOTO i

INCREMENT

IF $x = 0$ GOTO i
ELSE $x := x - 1$; GOTO j

CONDITIONAL
DECREMENT

AN ABACUS PROGRAM

1: IF $x = 0$ GOTO 3
 ELSE $x := x - 1$; GOTO 2

2: $y := y + 1$; GOTO 1

3: ...

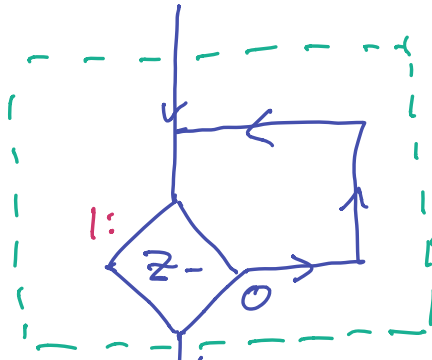
DESTRUCTIVE ADD OF
 x AND y

NON-DESTRUCTIVE ADD

```
1: IF z=0 GOTO 2
   ELSE z:=z-1; GOTO 1
2: IF x=0 GOTO 5
   ELSE x:=x-1; GOTO 3
3: z:=z+1; GOTO 4
4: y:=y+1; GOTO 2
5: IF z=0 GOTO 7
   ELSE z:=z-1; GOTO 6
6: x:=x+1; GOTO 5
7: .....
```

THIS IS ALREADY GETTING
A LITTLE ONEROUS

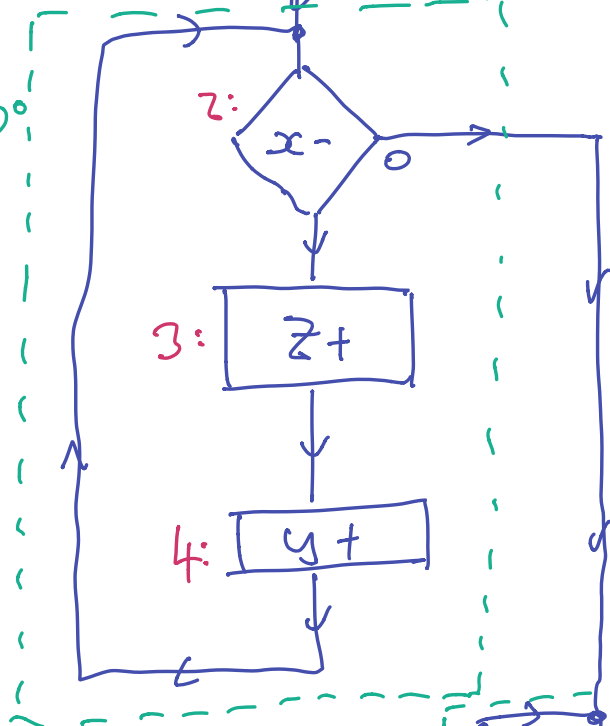
MAYBE A FLOWCHART WILL
MAKE THINGS CLEARER!



MAKE z
ZERO
 $z \leftarrow 0$

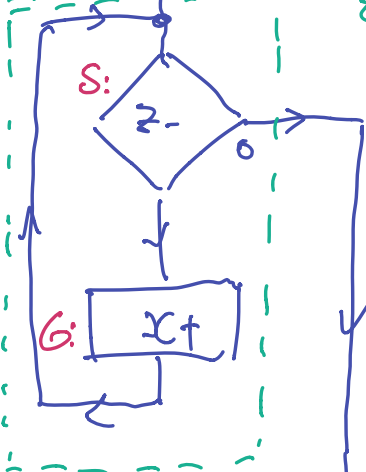
MOVE x
TO z AND
ADD π TO y

$z \leftarrow x$
 $y \leftarrow y + x$
 $x \leftarrow 0$



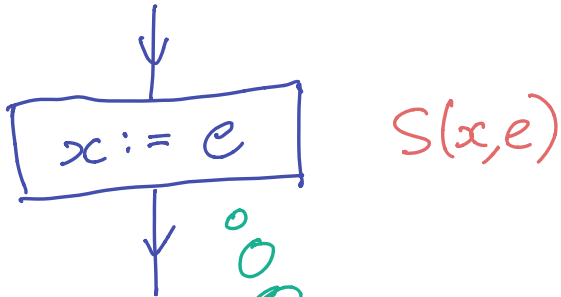
MOVE z
TO x

$x \leftarrow z$
 $z \leftarrow 0$

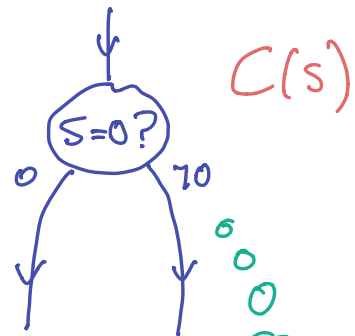


THE LANGUAGE OF FLOWCHARTS

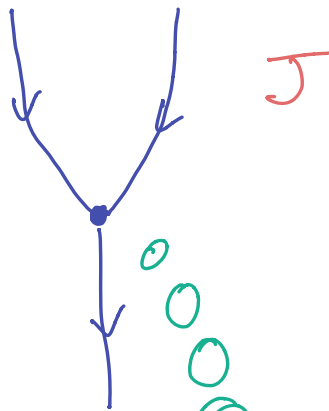
BASIC BUILDING BLOCKS:



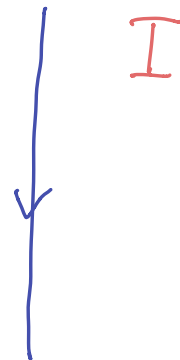
e IS AN ARITHMETIC
EXPRESSION OF VARIABLES
AND CONSTANTS



CONDITIONAL
BRANCH

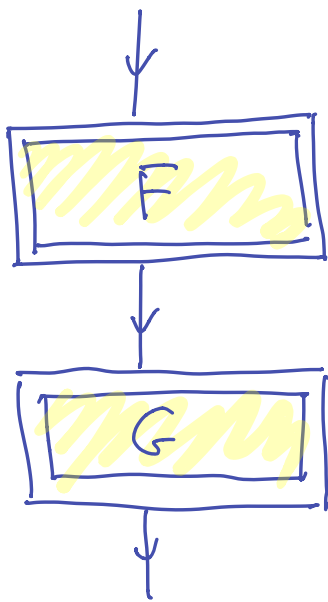


CONTROL FLOW
JOIN POINT



CONTROL FLOW
LINK (IDENTITY)

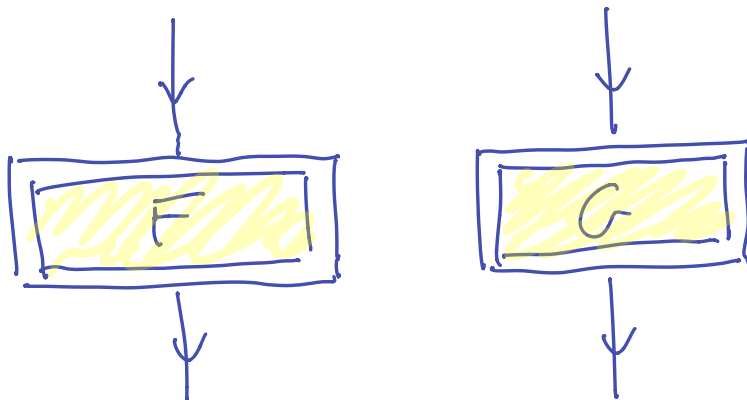
OPERATORS



F;G

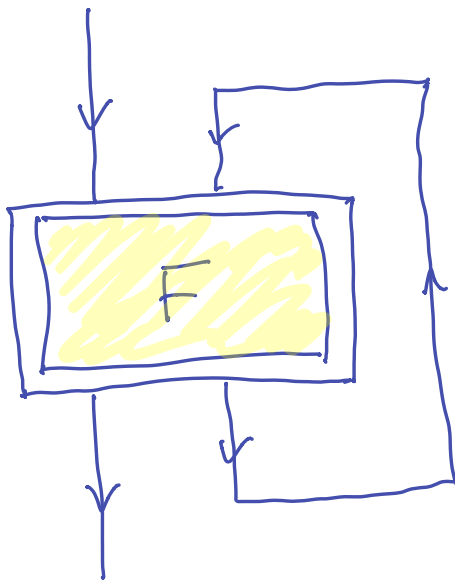
SEQUENTIAL
COMPOSITION

F AND G ARE
FLOWCHART TERMS



F|G

PARALLEL
COMPOSITION



$Tr(F)$

FEEDBACK or
ITERATION

THIS LANGUAGE FREELY GENERATES

A CATEGORY \mathcal{L}_F

•) OBJECTS NATURAL NUMBERS n

•) $S(x, e) : \underline{1} \rightarrow \underline{1}$

$C(b) : \underline{1} \rightarrow \underline{\mathbb{Z}}$

$J : \underline{\mathbb{Z}} \rightarrow \underline{1} \quad I : \underline{1} \rightarrow \underline{1}$

$F : \underline{n} \rightarrow \underline{m} \quad G : \underline{m} \rightarrow \underline{r} \rightsquigarrow F \circ G : \underline{n} \rightarrow \underline{r}$

$F : \underline{n} \rightarrow \underline{m} \quad G : \underline{n'} \rightarrow \underline{m'} \rightsquigarrow F \circ G : \underline{n+n'} \rightarrow \underline{m+m'}$

$F : \underline{n+1} \rightarrow \underline{m+1} \rightsquigarrow \text{Tr}(F) : \underline{n} \rightarrow \underline{m}$

THIS IS SOME KIND OF FORMAL
LANGUAGE OF FLOWCHARTS

BUT IT LACKS:

- **SEMANTICS** — WHAT IS THE FORMAL MEANING OF THESE LINGUISTIC FLOWCHARTS IN TERMS OF "MECHANICAL" COMPUTATION.
- **ALGEBRA** — WITH WHICH TO PROVE THAT TWO FLOWCHARTS DEFINE THE SAME COMPUTATION

THE SEMANTIC CATEGORY

PAR

THE CATEGORY OF SETS AND
PARTIAL FUNCTIONS.

+

DISJOINT UNION

\emptyset

EMPTY SET - UNIT FOR +

THIS IS A SYMMETRIC MONOIDAL CATEGORY.

CRUCIALLY $(\underline{\text{PAR}}, +, \emptyset)$ ADMITS A
COMPUTATIONALLY IMPORTANT TRACE

$$f : U + W \longrightarrow V + W$$

$$\text{Tr}_{u,v}^w(f)(u) = v \quad \text{IFF} \quad \exists x_0 \dots x_n \text{ S.T.}$$

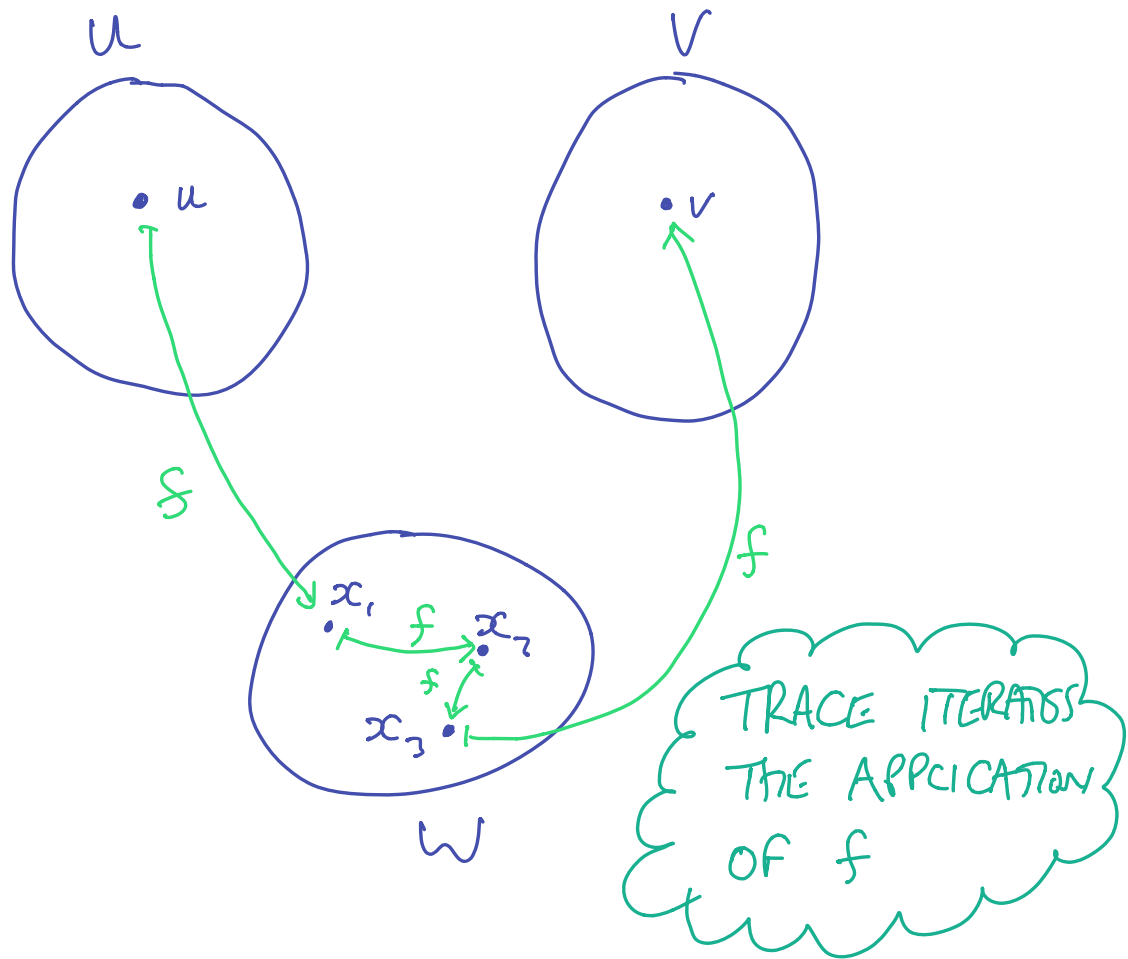
$$u = x_0 \quad \text{AND} \quad v = x_n \quad \text{AND} \quad x_i \in W \quad (0 \leq i < n)$$

$$\text{AND} \quad f(x_i) = x_{i+1} \quad (0 \leq i < n)$$

WE CALL $[x_0, \dots, x_n]$ AN

“EXECUTION TRACE”

USE OF
“TRACE” HERE
A HISTORICAL
COINCIDENCE



ITERATING f MAY NEVER
LEAD US TO V .

\Rightarrow
EVEN IF f IS TOTAL ITS
TRACE $T_{r_{u,v}}^w(f)$ NEED NOT BE.

ALSO IF f IS PARTIAL THEN THE
PROCESS OF ITERATING IT MAY GET STUCK

PROPOSITION THE ITERATION
TRACE DEFINED ABOVE MAKES
 $(\text{PAR}, +, \emptyset)$ INTO A (SYMMETRIC)
TRACED MONOIDAL CATEGORY. \square

THIS TMC IS THE
UR-EXAMPLE OF AN
ITERATION CATEGORY

THE SEMANTIC FUNCTOR

$$\llbracket \cdot \rrbracket : \mathcal{L}_F \longrightarrow \text{PAR}$$

SEMANTIC
BRACKETS

RECALL
 $\text{State} := \text{IN}^{\text{VAR}}$

$$\llbracket n \rrbracket := \underbrace{\text{State} + \text{State} + \dots + \text{State}}_{n \text{ COPIES}}$$

$$\llbracket S(x, e) \rrbracket : \text{State} \longrightarrow \text{State}$$

$$S \longmapsto s[x \mapsto \llbracket e \rrbracket(s)]$$

COMPUTE e WITH
VALUES OF VARIABLES
GIVEN BY s THEN
BIND x TO THAT VALUE

$$\llbracket C(b) \rrbracket : \text{State} \longrightarrow \text{State} + \text{State}$$

$$s \longmapsto \begin{cases} \text{in}_0(s) & \text{IF } s(b) = 0 \\ \text{in}_1(s) & \text{IF } s(b) \neq 0 \end{cases}$$

$$\llbracket J \rrbracket : \text{State} + \text{State} \longrightarrow \text{State}$$

$$\begin{array}{l} \text{in}_0(s) \longmapsto s \\ \text{in}_1(s) \longmapsto s \end{array}$$

$$\llbracket F ; G \rrbracket := \llbracket G \rrbracket \circ \llbracket F \rrbracket$$

COMPUTER SCIENTISTS
LIKE TO COMPOSE THEIR
IMPERATIVE PROGRAMS
IN THE "NATURAL ORDER"

$$\llbracket F \mid G \rrbracket := \llbracket F \rrbracket + \llbracket G \rrbracket$$

$$\llbracket T_r(F) \rrbracket := T_r_{\llbracket n \rrbracket, \llbracket m \rrbracket}^{\llbracket i \rrbracket}(\llbracket F \rrbracket)$$

WE SAY THAT THIS SEMANTICS
IS DEFINED COMPOSITIONALLY

PROPOSITION

A PARTIAL FUNCTION

$$f : \text{State} \longrightarrow \text{State}$$

DESCRIBES THE INPUT/OUTPUT BEHAVIOUR

OF AN ABACUS MACHINE IFF THERE'S

EXISTS SOME $F : \underline{1} \rightarrow \underline{1}$ IN \mathcal{L}_F

WITH $f = \llbracket F \rrbracket$. □

PROPOSITION

ON TAKING EQUIVALENCE CLASSES OF ARROWS OF \mathcal{L}_F UNDER THE EQUIVALENCE RELATION :

$$F \sim G \Leftrightarrow [F] = [G]$$

WE GET A CATEGORY Flow

THIS INHERITS A TRACED MONOIDAL CATEGORY STRUCTURE FROM PAR WHICH IS COMPATIBLE WITH THE INTENDED MEANINGS OF THE COMBINATORS $F;G$, $F|G$ AND $\text{Tr}(F)$. \square

THIS IS THE TMC OF FLOWCHARTS FOR THIS NOTION OF COMPUTATION.

WE MIGHT NOW IDENTIFY
FLOWCHART DIAGRAMS WITH
DIAGRAMS IN THE TMC Flow.

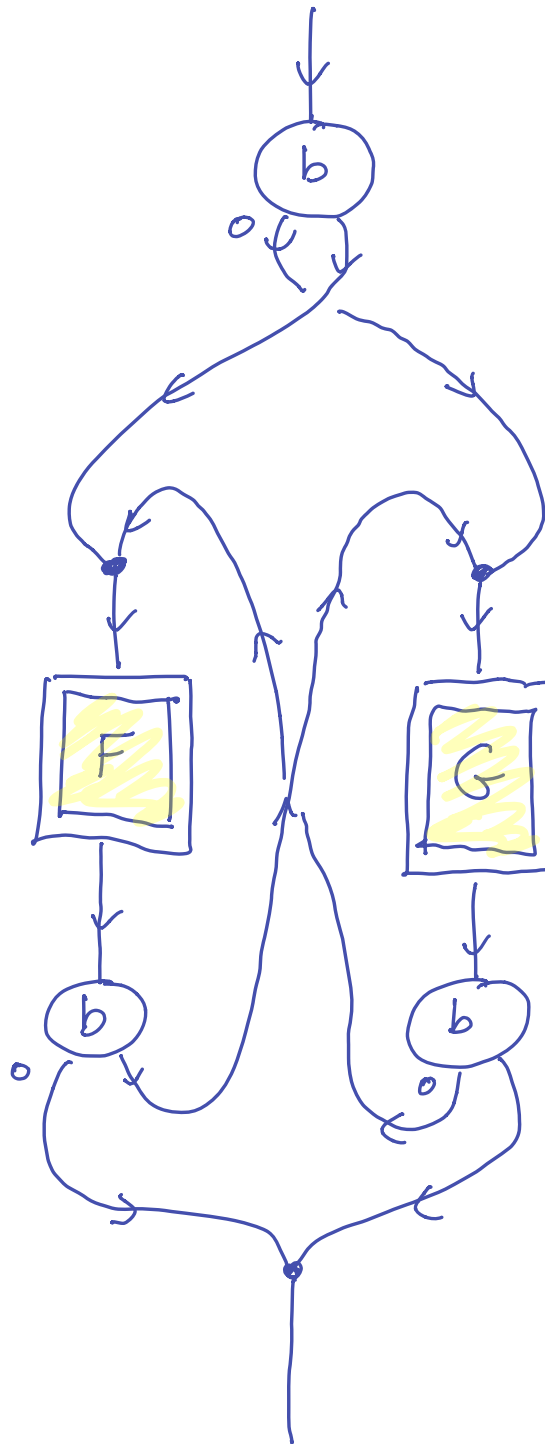


MANY ALGEBRAIC PROPERTIES
OF FLOWCHARTS MAY BE
DERIVED FROM THE TMC
FORMALISM



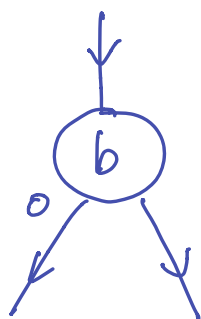
FLOWCHARTS THAT ARE SHOWN
TO BE EQUAL USING TMC
DIAGRAMMATIC REASONING
DEFINE THE SAME MACHINE

EXAMPLE

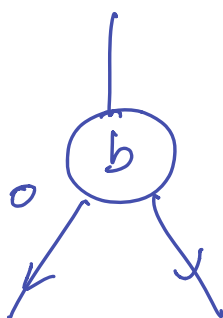
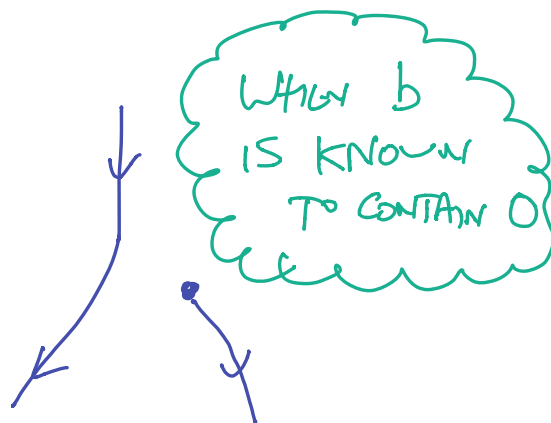


SIDE CONDITION
THE FLOWCHARTS
F AND G DON'T
INVOLVE ANY
OPERATIONS THAT
"TOUCH"
REGISTER b

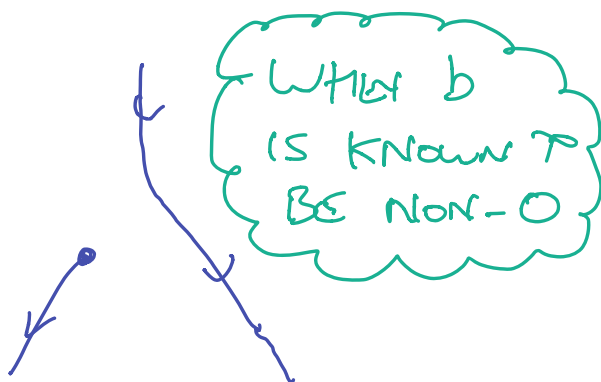
SOME DERIVABLE COMPUTATIONAL PRINCIPLES.

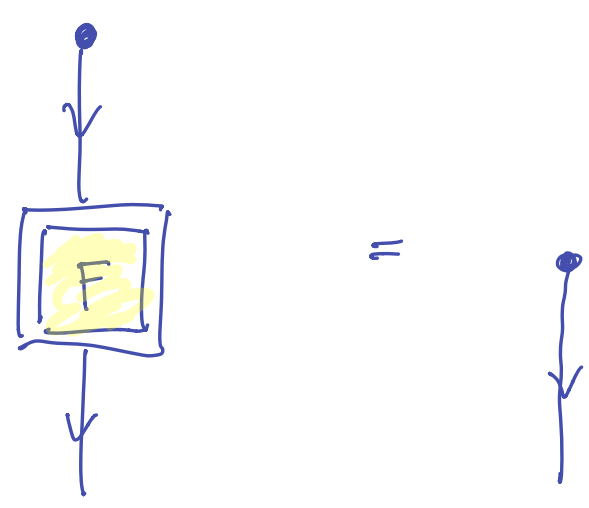
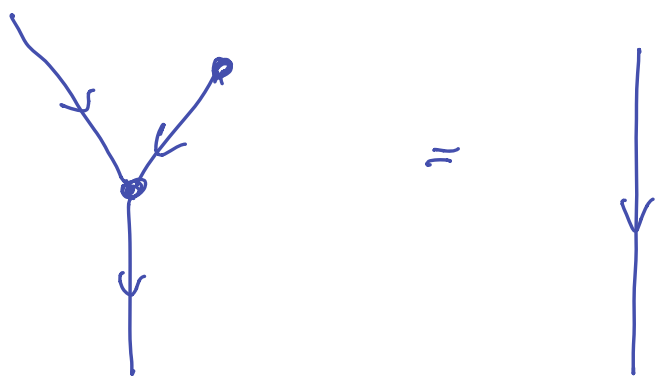


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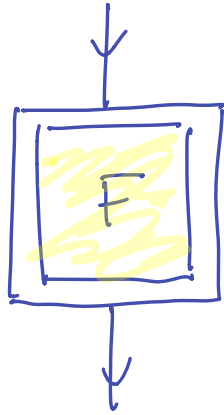


COMPILER WRITERS CALL THIS
LAST EQUATION:

DEAD CODE ELIMINATION

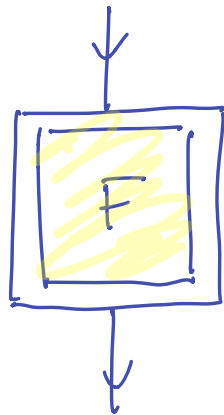
FINALLY: ARGUMENT BY CASES

IF

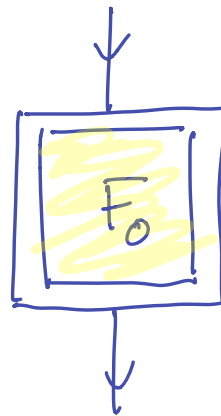


IS KNOWN NOT
TO TOUCH THE
VALUE OF b

AND

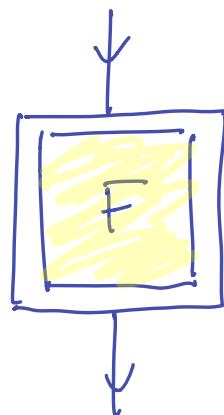


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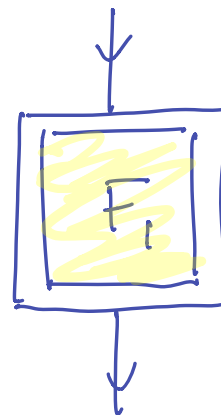


WHEN b
IS KNOWN TO
BE 0

AND

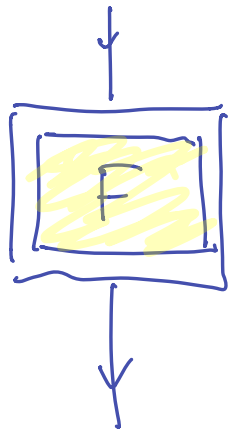


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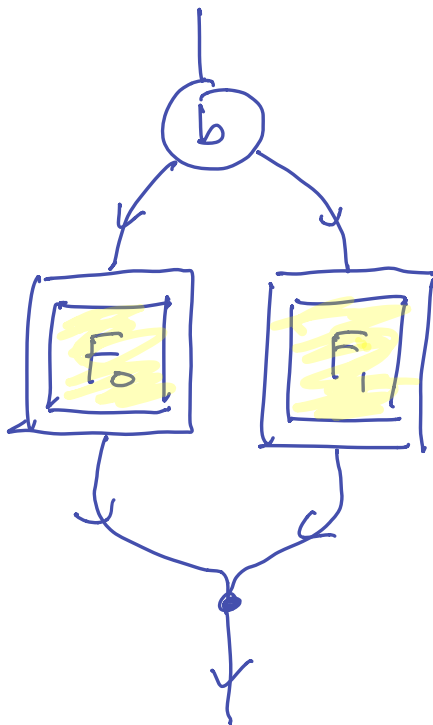


WHEN b
IS KNOWN TO
BE NON-0

Theorem

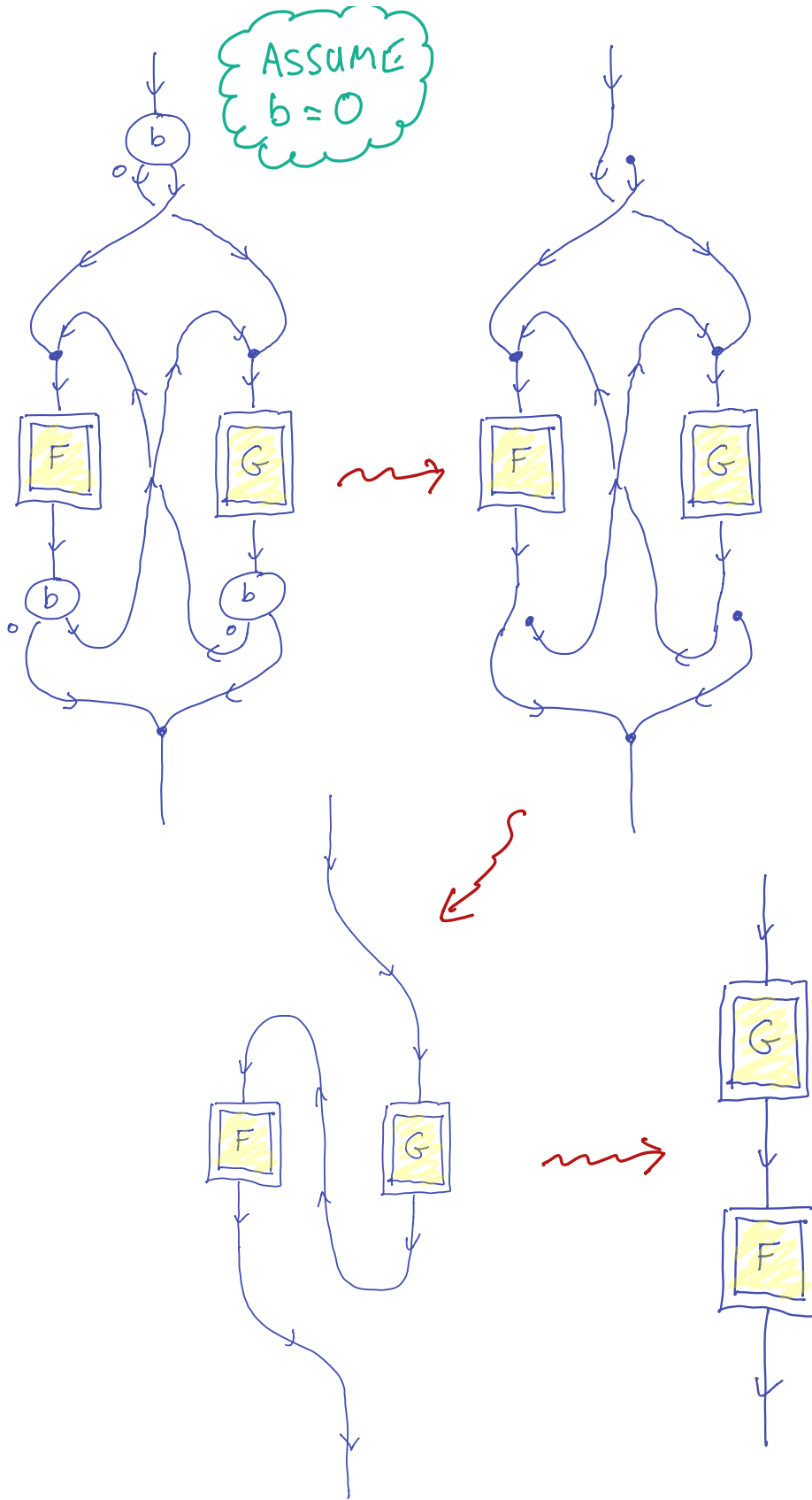


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IN Flow

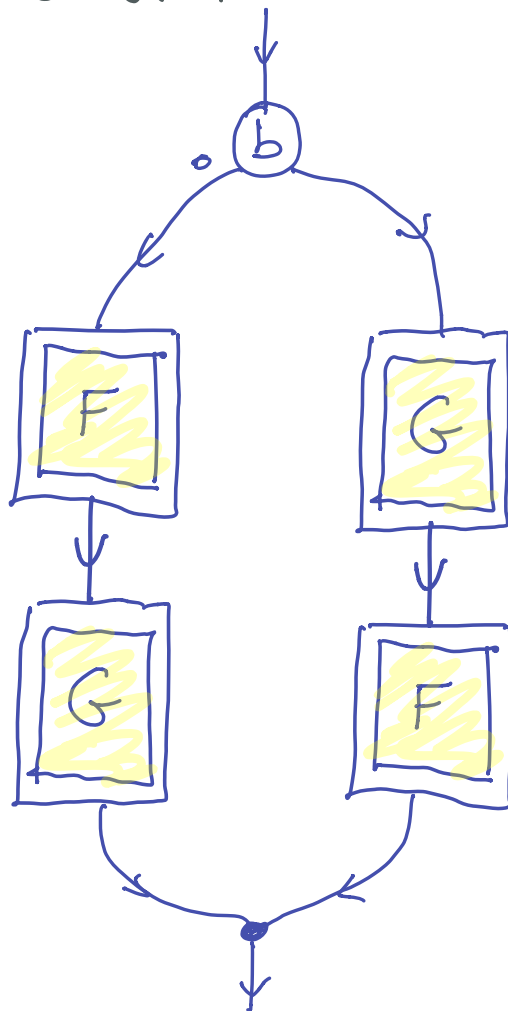




DUALITY WHEN $b \neq 0$ OUR FLOWCHART
REDUCES TO



SO APPLYING THE ARGUMENT BY CASES RULE
OUR ORIGINAL FLOWCHART REDUCES TO:



NOTE: THE ORIGINAL
FLOWCHART INVOLVED
FEEDBACK, BUT
THIS CALCULATION
SHOWS THAT IT
DIDN'T ACTUALLY
GIVE RISE TO AN
ITERATIVE ALGORITHM.

FALSE FEEDBACK

- ARTHANI, MARTIN, MATHIESEN + OLIVA
USE THIS FRAMEWORK TO SHOW THAT
FLOYD-HOARE LOGICS ARISE FROM
CERTAIN TRACE PRESERVING FUNCTORS

"A GENERAL FRAMEWORK FOR
SOUND + COMPLETE FLOYD-HOARE LOGICS"
ACM TRANSACTIONS OCT 2009

-) HYLAND

PROVIDES AN ABSTRACT PROOF OF
KLEENE'S THEOREM IN TERMS OF
A TRACE PRESERVING FUNCTOR FROM
FINITE STATE AUTOMATA
TO REGULAR LANGUAGES

"ABSTRACT + CONCRETE MODELS
FOR RECURSION" 2008

- GHICA + JUNG

VARIOUS APPLICATIONS TO THE MODELLING
OF DIGITAL CIRCUITS.

"THE GEOMETRY OF SYNTHESIS"