

Regular Monoidal Languages

Matt Earnshaw¹

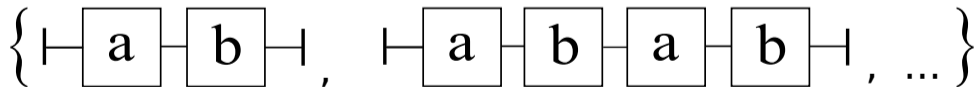
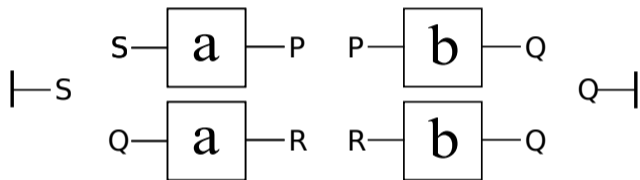
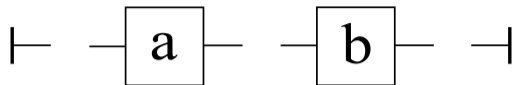
j.w.w. Paweł Sobociński¹

¹Tallinn University of Technology, Estonia

MFCS, Vienna

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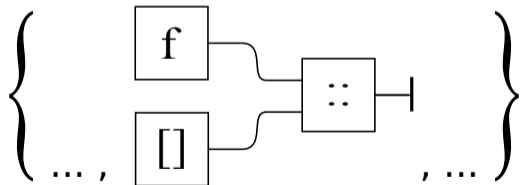
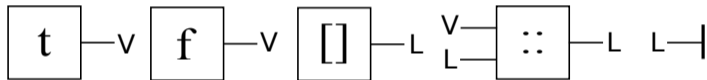
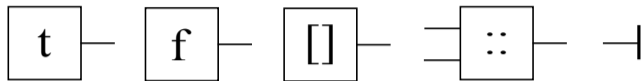
Regular languages with pictures



Fact: any regular language can be pictured in this way.

Bottom-up tree languages with pictures

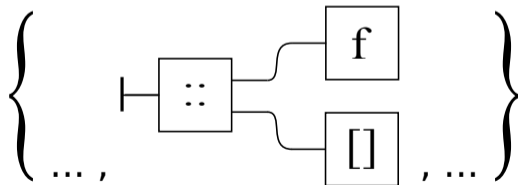
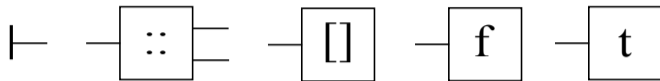
What about multiple wires on the left?



Fact: any bottom-up regular tree language can be pictured in this way.

Top-down tree languages with pictures

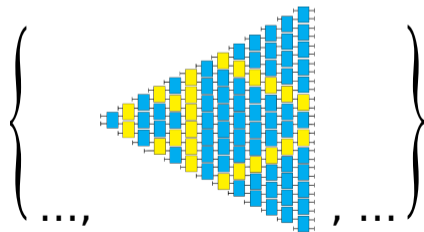
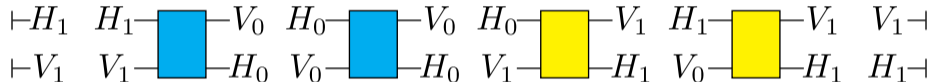
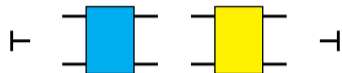
What about multiple wires on the right?



Fact: any top-down regular tree language can be pictured in this way.

Regular monoidal languages

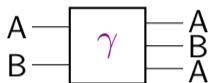
What about multiple wires on the left and right?



How to define these pictures formally?

Monoidal graphs

A monoidal graph is a pair of functions $s, t : E \rightrightarrows V^*$.



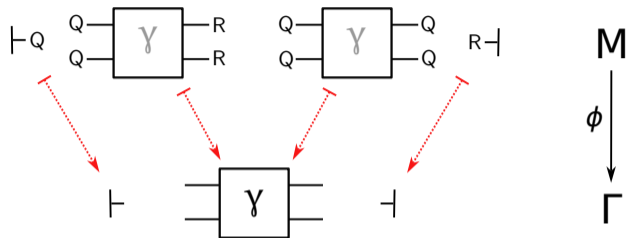
The components of a monoidal graph are *generators*.

When *single-sorted*, s and t give natural numbers: *arity* and *coarity*.

Morphism of monoidal graphs is a pair of functions $E \rightarrow E', V \rightarrow V'$ commuting with s and t .

All of our monoidal graphs will be finite.

Regular monoidal grammars and languages



Defines a language: the $0 \rightarrow 0$ string diagrams that can be built.

$$\begin{array}{c} \text{⊢} \\ \text{⊢} \end{array} \boxed{\gamma} \begin{array}{c} \text{⊣} \\ \text{⊣} \end{array} \in L(\phi) \quad \text{⊢} \text{⊣} \notin L(\phi)$$

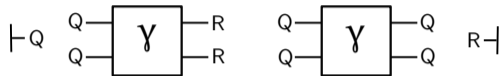
Definition

Languages so definable are *regular monoidal languages*.

Non-deterministic monoidal automata

Definition $\Delta = (V, \Delta_\Gamma)$

- ▶ V , finite set
- ▶ Γ , monoidal alphabet
- ▶ $\Delta_\Gamma = \{V^{\text{ar}(\gamma)} \xrightarrow{\Delta_\gamma} \mathcal{P}(V^{\text{coar}(\gamma)})\}_{\gamma \in E_\Gamma}$,
set of transition relations



String diagrams $0 \rightarrow 0$ map to a $V^0 \rightarrow \mathcal{P}(V^0)$ (accept/reject).

By restricting Γ we recover:

- ▶ Ordinary non-deterministic automata
- ▶ Top-down tree automata
- ▶ Bottom-up tree automata

The problem of determinization

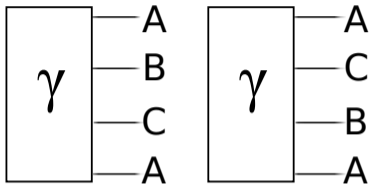
Challenge

Characterize the deterministically recognizable RMLs.

Partial answers:

- ▶ convex automata
- ▶ necessary property of deterministic language
- ▶ algebraic invariant

Partial answer I: Convex automata



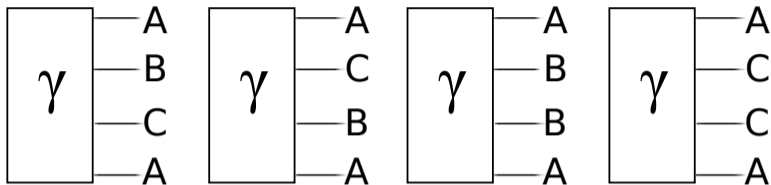
$\gamma : V^0 \rightarrow \mathcal{P}(V^4)$ is not convex

A monoidal automaton is convex if its transition relations are convex.

Theorem

Convex automata can be determinized, by an analogue of the powerset construction. E.g. word automata and bottom-up tree automata.

Partial answer I: Convex automata



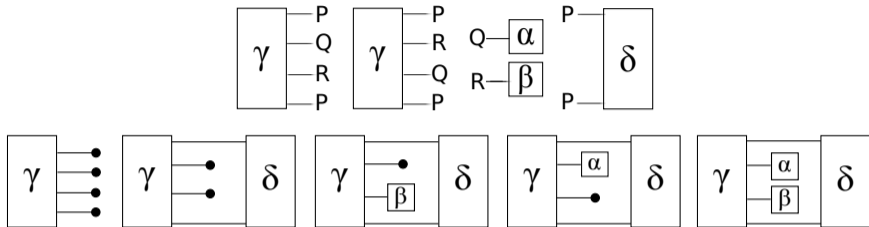
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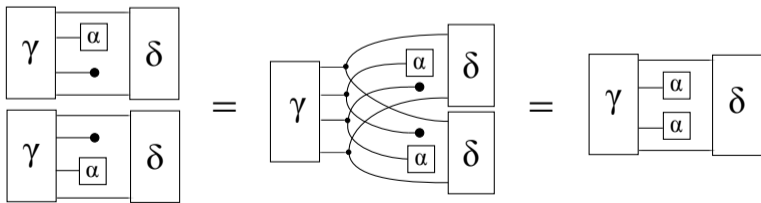
Theorem

Convex automata can be determinized, by an analogue of the powerset construction. E.g. word automata and bottom-up tree automata.

Partial answer II: Causal closure

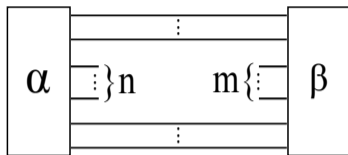


Causal histories recombinaible via equations in cartesian restriction categories



Theorem: Deterministically recognizable RMLs are causally closed.

Partial answer III: Syntactic pro



$\gamma \equiv_L \delta$ if $C[\gamma] \in L \iff C[\delta] \in L$, for all contexts C

Theorem

If L is an RML then its syntactic pro has finite homsets.

Theorem

If the syntactic pro of an RML has cartesian restriction category structure, then the language is deterministically recognizable.

Future work

- ▶ Completely characterize deterministic recognizability
- ▶ Embeddings of word languages
- ▶ Diagrammatics for pushdown and Zielonka automata, transducers, etc.
- ▶ Context-free monoidal languages via a monoidal multicategory of contexts

Thanks for your attention.