

Regular Monoidal Languages

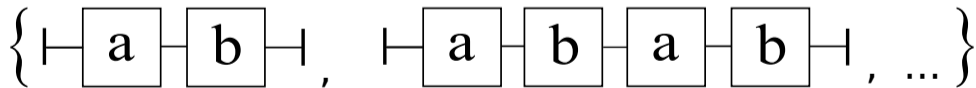
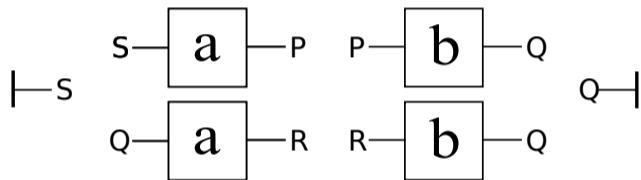
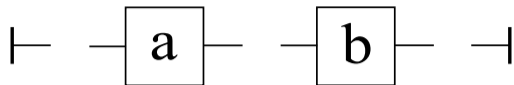
Matt Earnshaw¹

j.w.w. Paweł Sobociński¹

¹Tallinn University of Technology, Estonia

SYCO 9, Como
September 2022

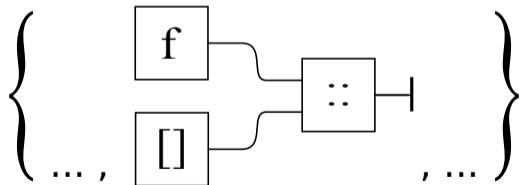
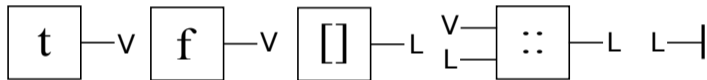
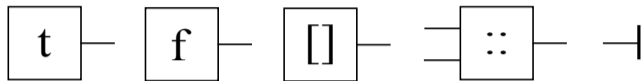
Regular languages with pictures



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

Bottom-up tree languages with pictures

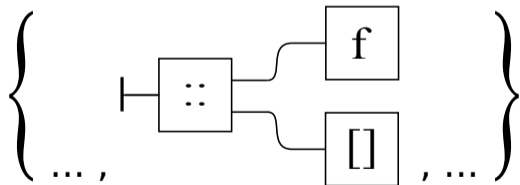
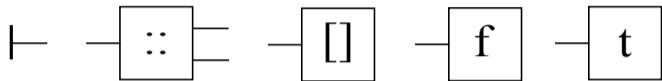
What about multiple wires on the left?



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

Top-down tree languages with pictures

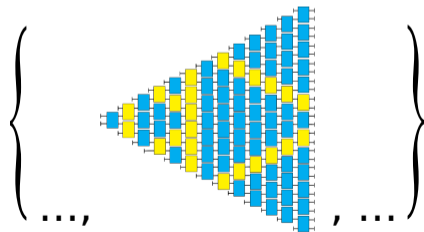
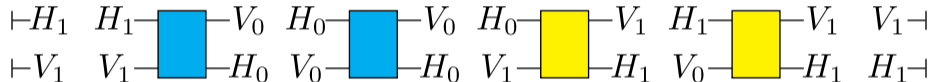
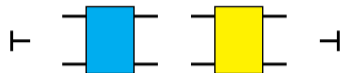
What about multiple wires on the right?



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

Regular monoidal languages

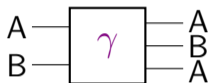
What about multiple wires on the left and right?



How to define these pictures formally?

Monoidal graphs

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



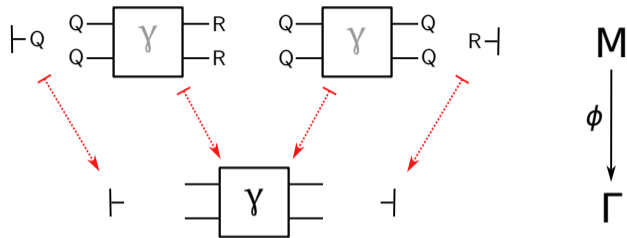
A monoidal graph generates a free pro.

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



Gives a subset of $\mathcal{F}\Gamma(0,0)$, the $0 \rightarrow 0$ diagrams that can be built.

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

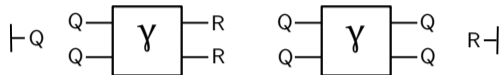
Definition

The subsets 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 n.d. tree automata
- ▶ Bottom-up n.d. tree automata

The problem of determinization

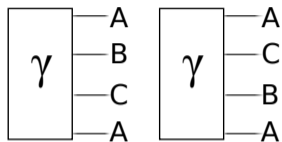
Challenge

Characterize the deterministically recognizable RMLs.

Partial answers:

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

Partial answer I: Convex automata



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

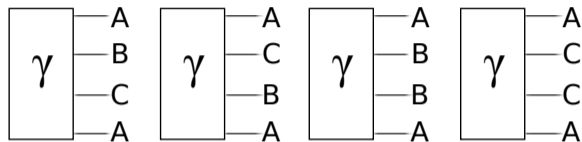
$$\begin{array}{ccc} (\mathcal{P}Q)^n & \xrightarrow{\gamma^*} & (\mathcal{P}Q)^m \\ \downarrow \nabla & & \downarrow \nabla \\ \mathcal{P}(Q^n) & \xrightarrow{\gamma^\#} & \mathcal{P}(Q^m) \end{array}$$

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

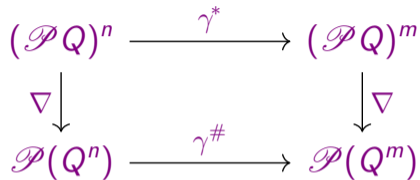
Theorem

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



$\gamma : V^0 \rightarrow \mathcal{P}(V^4)$ is convex

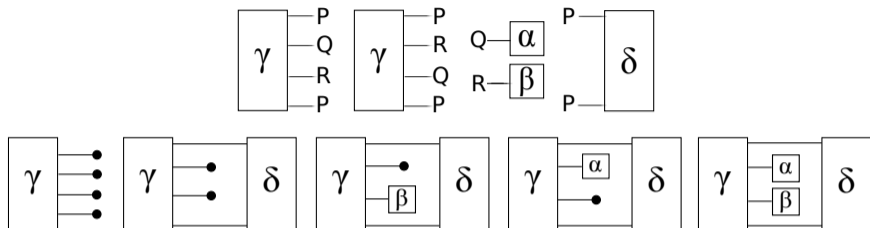


A monoidal automaton is convex if its transition relations are convex.

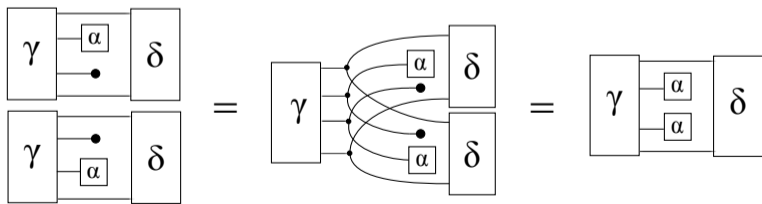
Theorem

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

Partial answer II: Causal closure

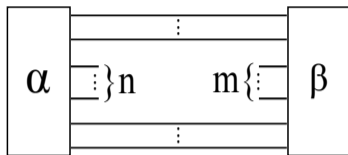


Causal histories recombinaible via equations in cartesian restriction categories



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.