

# Quantomatic: a proof assistant for diagrammatic reasoning

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April 11, 2015

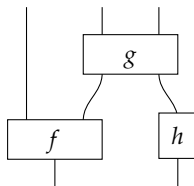


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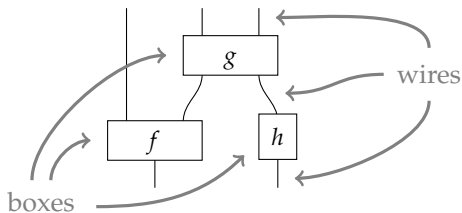


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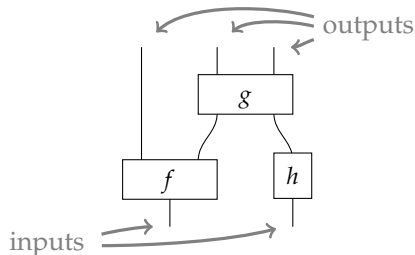
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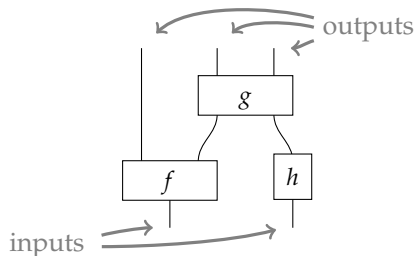


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- Instead of terms or formulas, its primitive objects are *string diagrams*:



- String diagrams are basically directed (or undirected) graphs, but wires, unlike edges, are allowed to be open, allowing composition (i.e. plugging)
- Proofs are done by substituting sub-diagrams according to *string diagram equations*

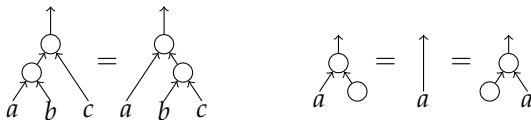
# Algebra and rewriting

# Algebra and rewriting

- Consider a monoid  $(A, \cdot, e)$ :

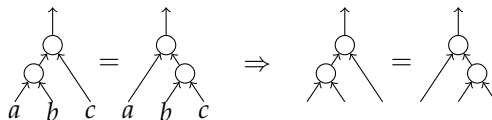
$$(a \cdot b) \cdot c = a \cdot (b \cdot c) \quad \text{and} \quad a \cdot e = a = e \cdot a$$

- We could also write these equations using trees:

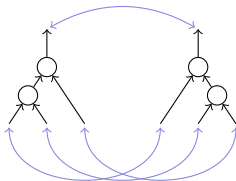


# Algebra and rewriting

- Note we can drop the free variables:



- The role of variables is replaced by the fact that the LHS and RHS have a *shared boundary*:



# Diagram substitution

- We can apply this rule: ' $(a \cdot b) \cdot c = a \cdot (b \cdot c)$ ' to rewrite a term like this:

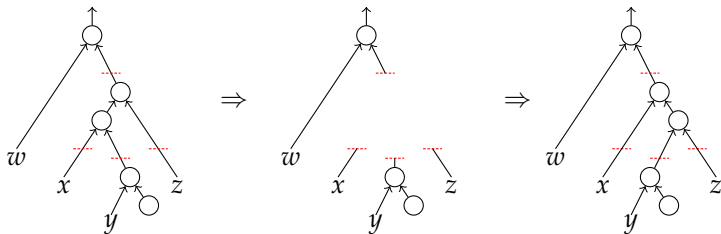
$$w \cdot ((x \cdot (y \cdot e)) \cdot z) \quad \longrightarrow \quad w \cdot (x \cdot ((y \cdot e) \cdot z))$$

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- ...or by cutting the LHS directly out of the tree and gluing in the RHS:

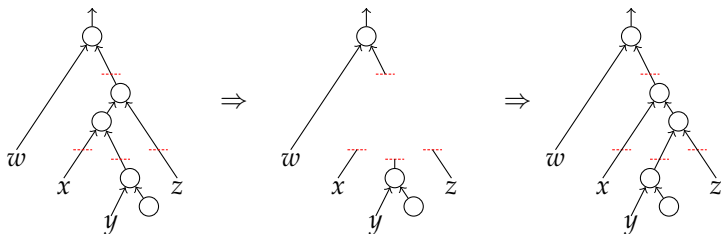


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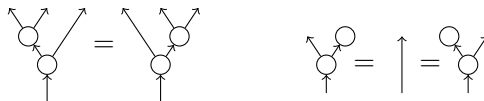
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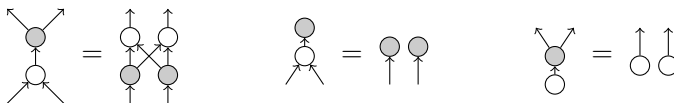
- This treats inputs and outputs symmetrically

# Algebra and coalgebra

- We can consider structures with many *outputs* as well as inputs.
- *Coalgebraic structures*: algebraic structures “upside-down”

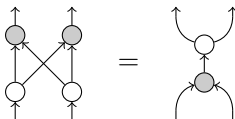


- The most interesting structures consist of algebras *interacting* with coalgebras:

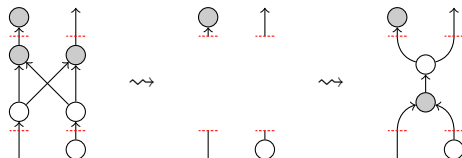


# Equational reasoning with diagram substitution

- As before, we can use graphical identities to perform substitutions, but on graphs, rather than trees

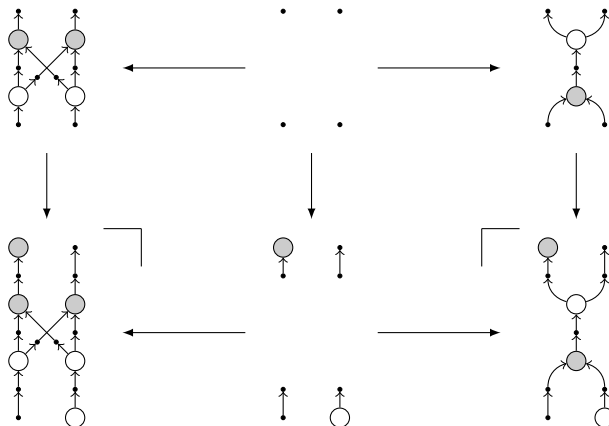


- For example:



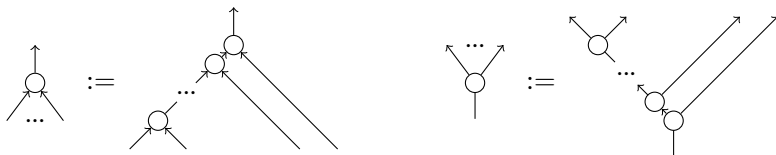
# DPO rewriting

- Mechanised by introducing some dummy nodes and doing DPO:

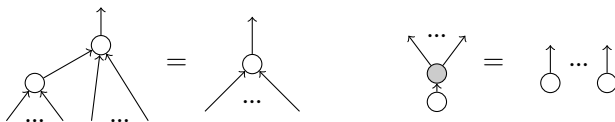


# Diagrams with repetition

- If we consider nodes with variable arity, e.g. trees of (co)multiplications:

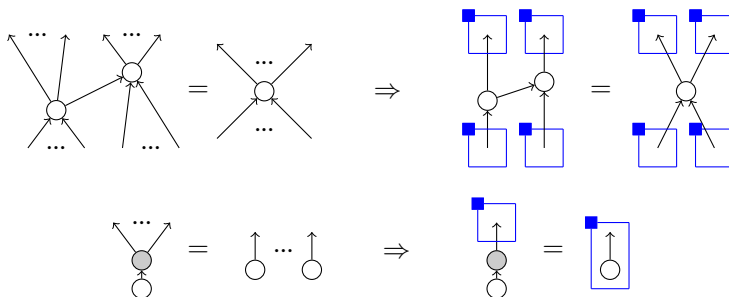


- We can write more general/powerful rules, like:



# !-boxes

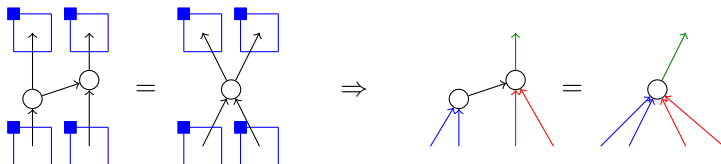
- We can formalise these equations using !-boxes:



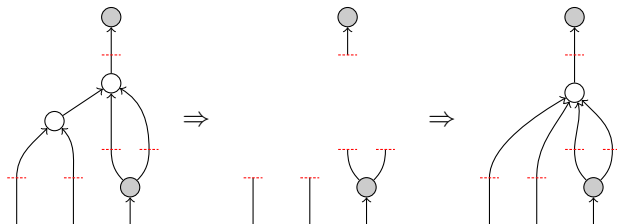
- ...where the box means 'any number of copies'

# !-box rewriting

- For rewriting, first instantiate:

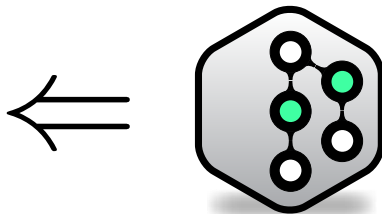


- Then apply:

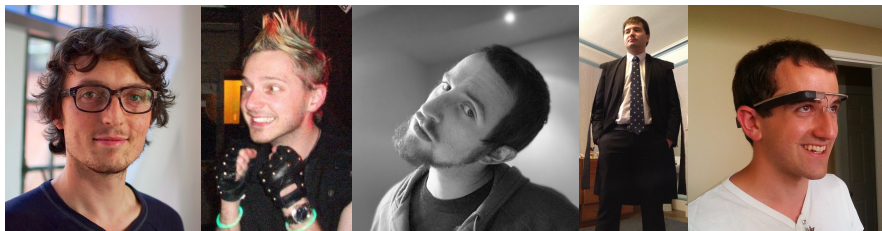


## Quantomatic demo

- Okay, enough of that...



# Thanks!



- Joint work with Lucas Dixon, Alex Merry, Ross Duncan, Vladimir Zamdzhiev, and David Quick
- See: `quantomatic.github.io`