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Graph Grammars and Quantum Field Theory (from a project with Alex Port, SURF 2014) perturbative (massless, scalar) field theory: classical action $S(\phi) = \int L(\phi) dDx = S_0(\phi) + S_{int}(\phi)$ in D dimensions Lagrangian density $L(\phi) = \frac{1}{2} (\partial_\mu \phi)^2 - m^2 \frac{1}{2} \phi^2 - L_{int}(\phi)$ Quantum effects: perturbative expansion in Feynman diagrams $S_e(\phi) = S_0(\phi) + \sum G G(\phi) \#Aut(G)$ (1PI graphs)

Graph Grammars

We introduce s-graph grammars, a new grammar formalism for computing Handbook of Graph Grammars and Computing by Graph Transformation, pp. The double-pushout approach to graph transformation, which was invented in the early 1970's, is Handbook of Graph Grammars and Computing by Graph.

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Graph Theory. A (labelled, directed) graph $G = (V; E; \text{source}; \text{target}; \text{label})$ consists of a finite nonempty set V (vertices) and a finite set $E \subseteq V \times V$ (edges), along with two mappings source and target assigning a source and a target node to each edge, and a mapping label assigning a labelling symbol from a given alphabet to each node and each edge. $\{ \text{order: } |V|, \text{ size: } |E| \}$
 $\{ \text{An arc } e = (v; w) \text{ is said to be incident with vertices } v \text{ (source) and } w \text{ (target).}$

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Handbook of graph grammars and computing by graph transformation. [Hartmut Ehrig;] -- Graph grammars originated in the late 60s, motivated by considerations about pattern recognition and compiler construction.

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Rozenberg, Grzegorz (1997), Handbook of Graph Grammars and Computing by Graph Transformations, Volumes 1-3, World Scientific Publishing, ISBN 9810228848. Perez, P.P. (2009), Matrix Graph Grammars: An Algebraic Approach to Graph Dynamics, VDM Verlag, ISBN 978-3-639-21255-6. Heckel, R. (2006). Graph transformation in a nutshell. Electronic Notes in Theoretical Computer Science 148 (1 SPEC. ISS ...

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He was also a (co-)editor of four handbooks: "Handbook of Formal Languages" (3 volumes, Springer-Verlag), "Handbook of Graph Grammars and Computing by Graph Transformation" (3 volumes, World Scientific), "Handbook of Membrane Computing"

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(Oxford University Press), and the "Handbook of Natural Computing" (4 volumes, Springer-Verlag).

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