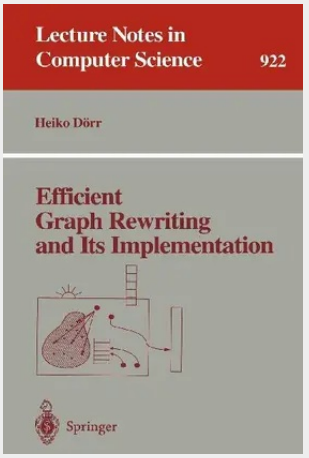
Dörr

Efficient Graph Rewriting and Its Implementation

This book presents two major research results on the fast implementation of graph rewriting systems (GRS). First, it explores the class of so-called UBS-GRS, where the complexity of a rewriting step is linear instead of NP, showing for example that visual programming is possible by UBS graph rewriting. Second, an abstract machine for graph rewriting is defined providing an instruction set sufficient for the execution of GRS.
The basic definitions of GRS in the algorithmic approach are introduced and extended by attribution and control structures to comprise a formalism for an operational specification. The translation of a functional programming language to graph rewriting shows the capabilities of UBS-GRS.

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