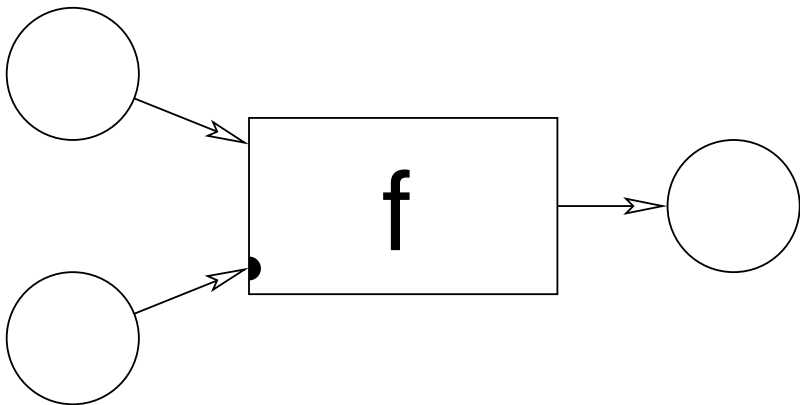


# Propagator Networks

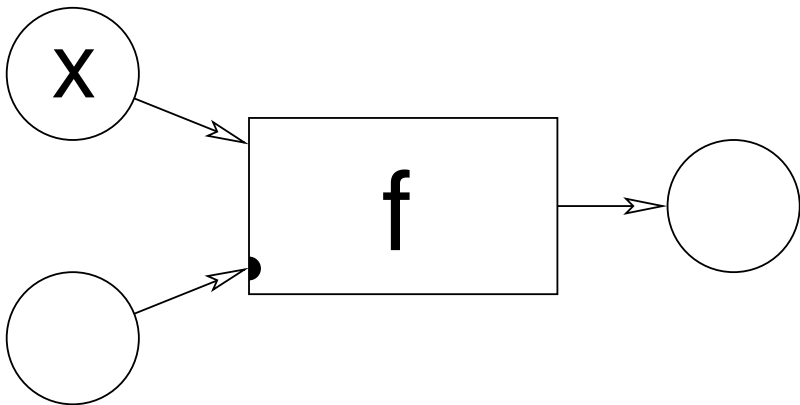
Alexey Radul

March 12, 2009, DIG Seminar



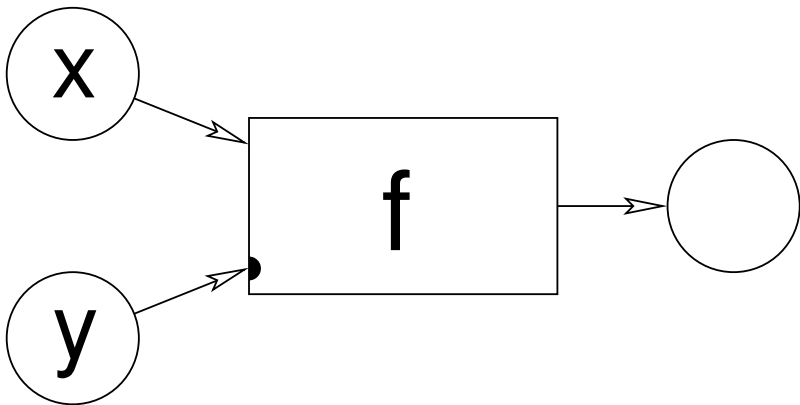
A propagator is a machine that reads some cells and can write to some cells

always on, asynchronous, stateless



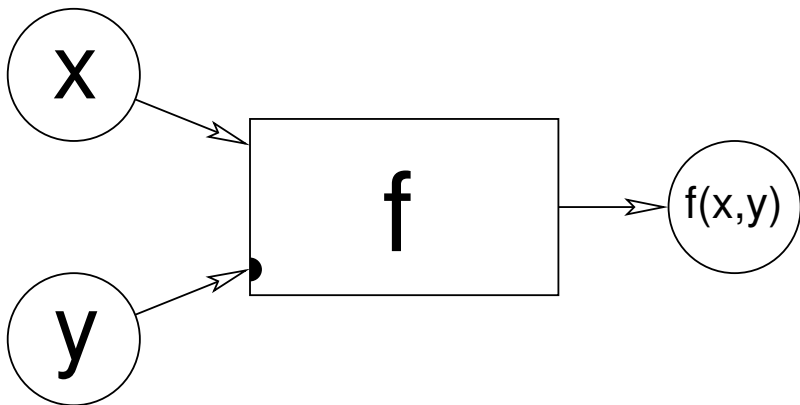
A propagator is a machine that reads some cells and can write to some cells

always on, asynchronous, stateless



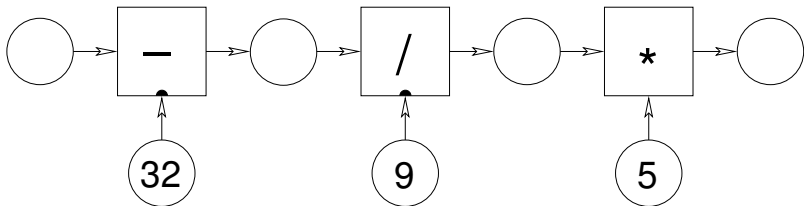
A propagator is a machine that reads some cells and can write to some cells

always on, asynchronous, stateless



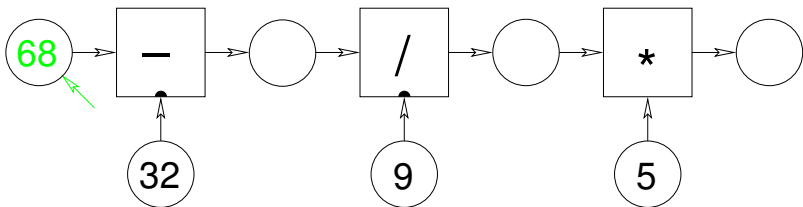
A propagator is a machine that reads some cells and can write to some cells

always on, asynchronous, stateless



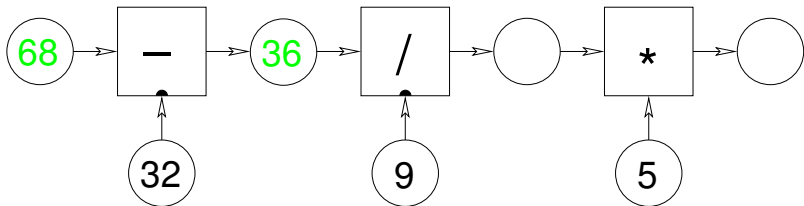
# Network them, and values propagate

this distributes naturally



# Network them, and values propagate

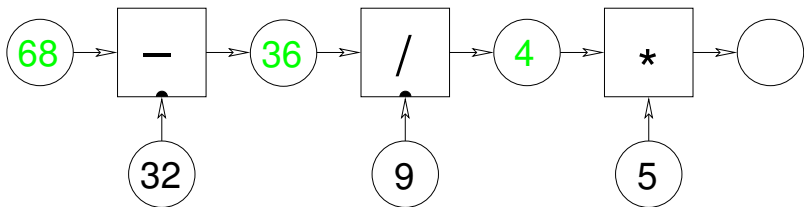
this distributes naturally



Network them, and values propagate

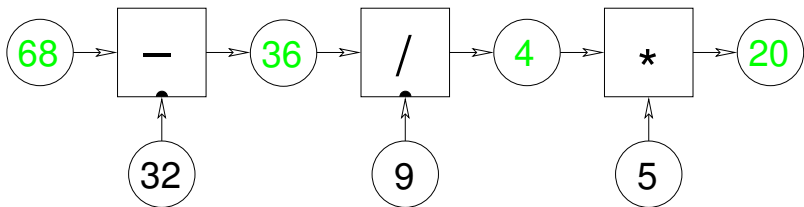
this distributes naturally





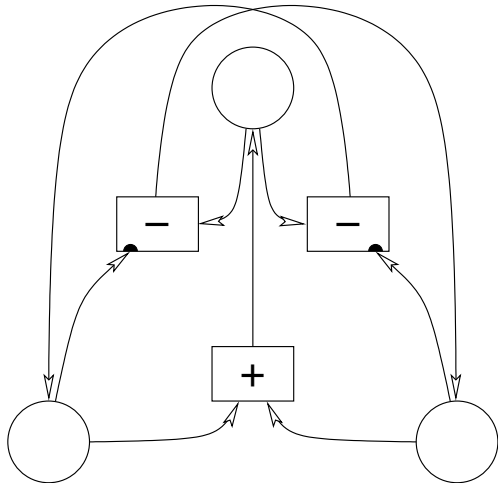
Network them, and values propagate

this distributes naturally

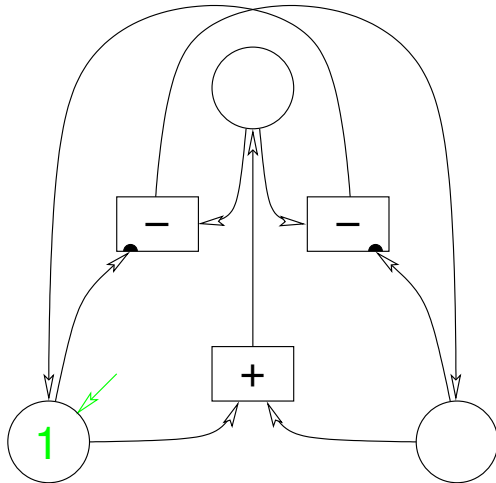


Network them, and values propagate

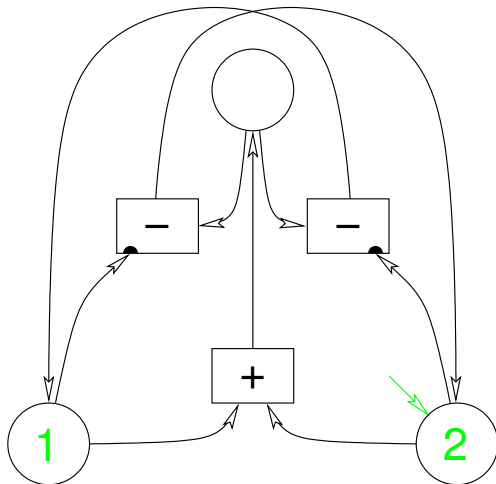
this distributes naturally



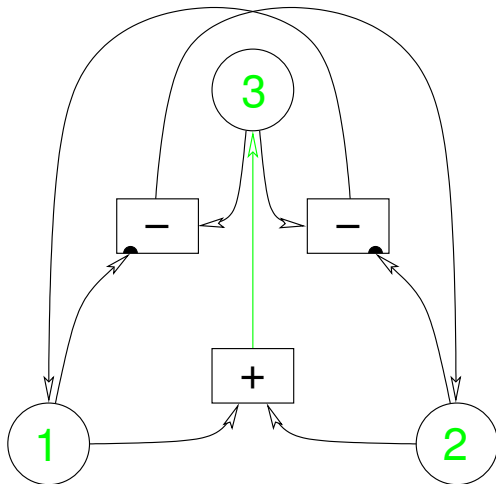
Win: Constraints are just piles of mutually inverse propagators



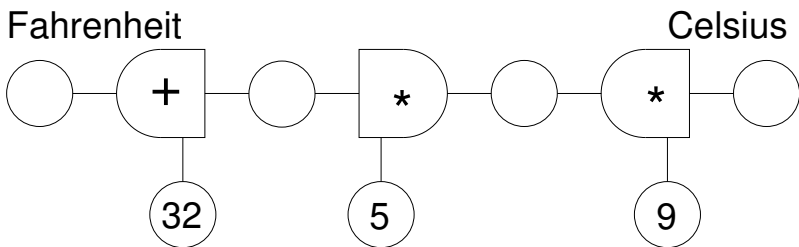
Win: Constraints are just piles of mutually inverse propagators



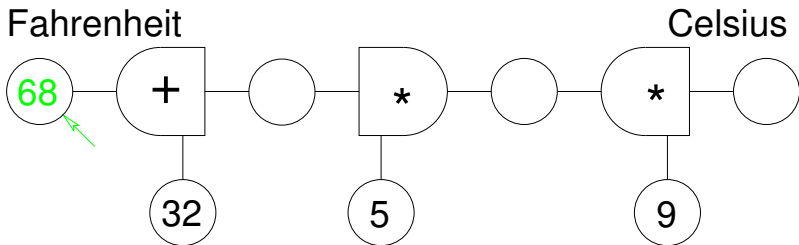
Win: Constraints are just piles of mutually inverse propagators



Win: Constraints are just piles of mutually inverse propagators

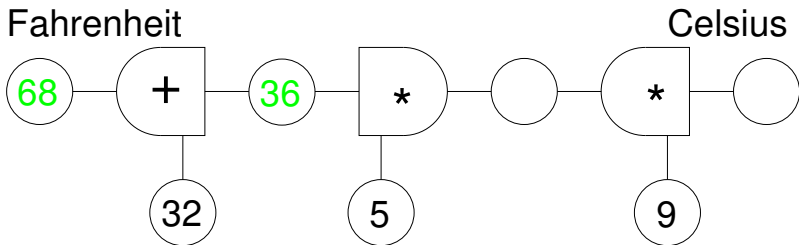


Win: Constraints compose into multidirectional computations

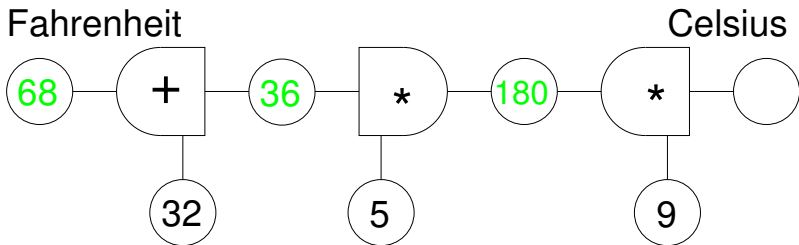


Win: Constraints compose into multidirectional computations

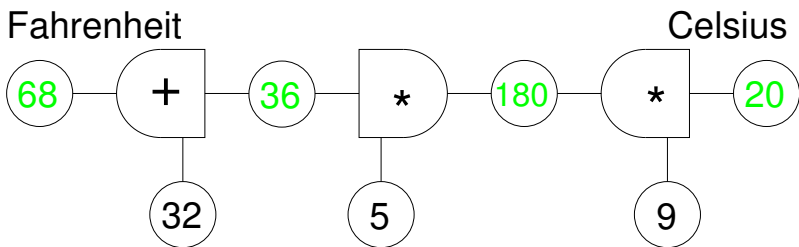




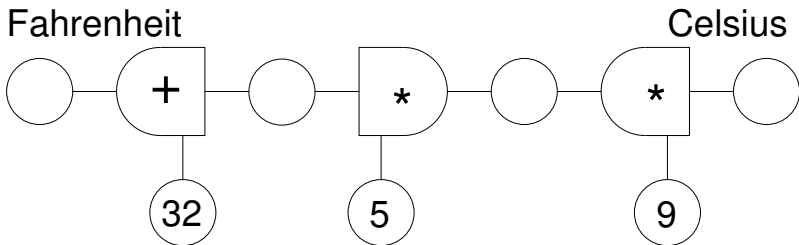
Win: Constraints compose into multidirectional computations



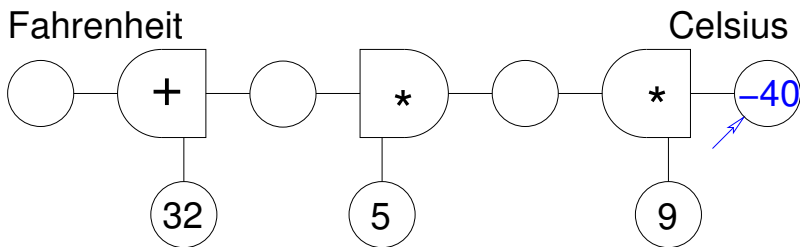
Win: Constraints compose into multidirectional computations



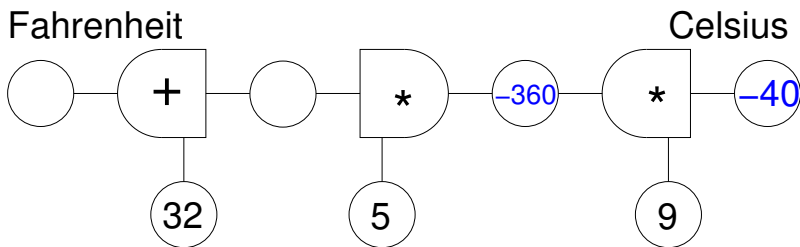
Win: Constraints compose into multidirectional computations



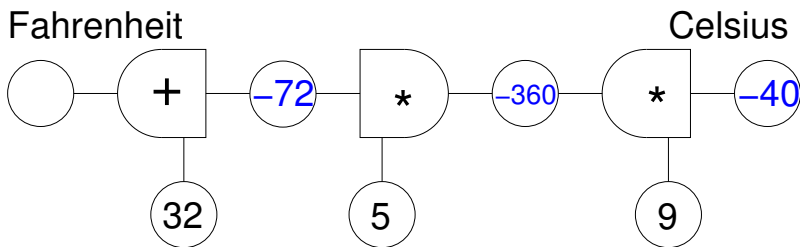
Win: Constraints compose into multidirectional computations



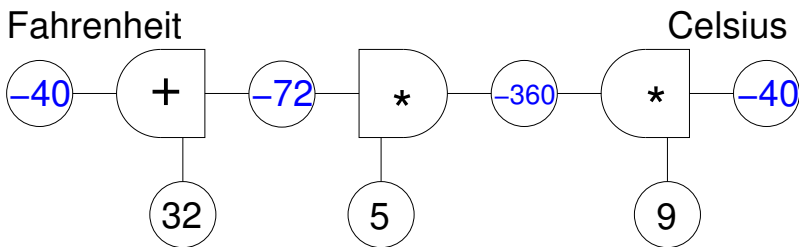
Win: Constraints compose into multidirectional computations



Win: Constraints compose into multidirectional computations

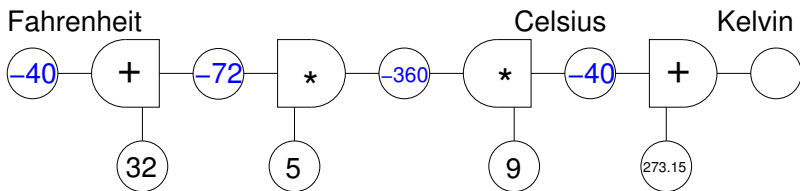


Win: Constraints compose into multidirectional computations

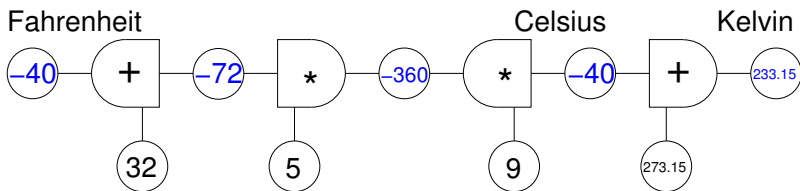


Win: Constraints compose into multidirectional computations

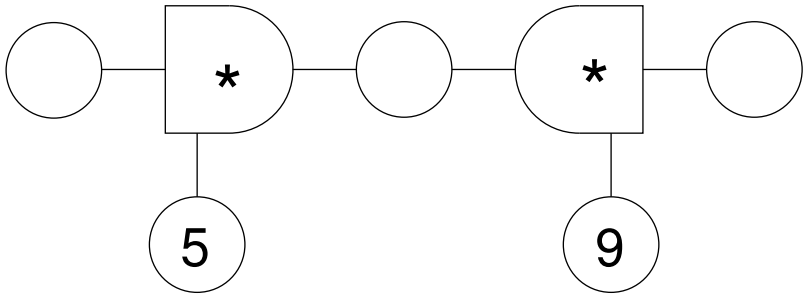




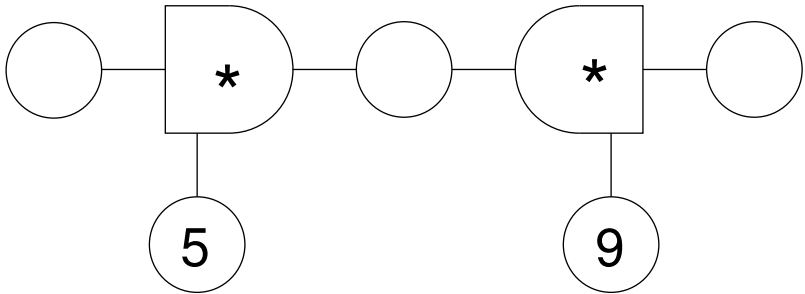
which can grow incrementally without adjusting explicit controls



which can grow incrementally without adjusting explicit controls



But: A cell can get stuff from multiple sources



But: A cell can get stuff from multiple sources

Is this bad?

“Old View”: Cells hold values

# “Old View”: Cells hold values

Leads to all kinds of trouble

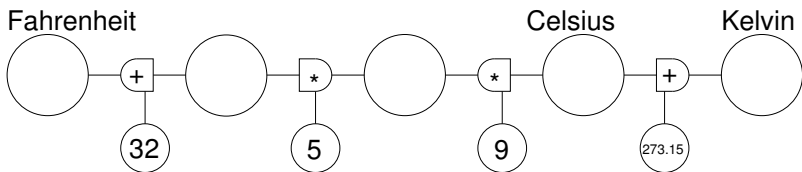
- ▶ precedence
- ▶ overwriting
- ▶ infinite reactions and fights
- ▶ ...

New View: Cells hold  
**information about** values

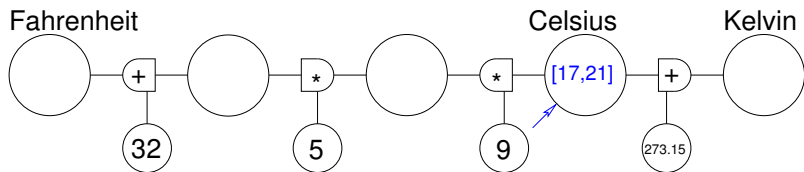
# New View: Cells hold **information about** values

and merge it as it comes in from many sources

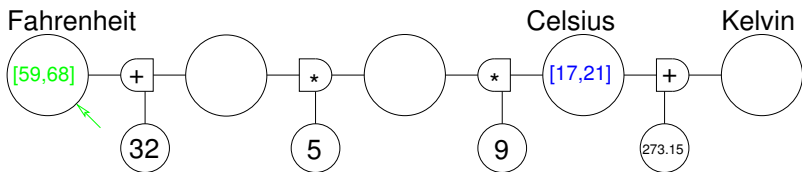




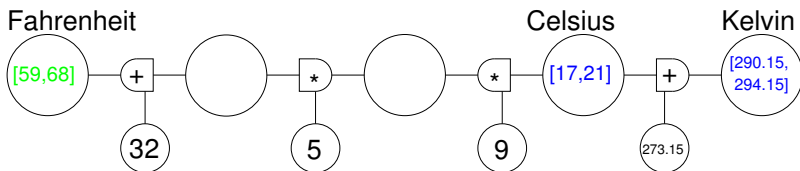
E.g. interval arithmetic is  
partial information



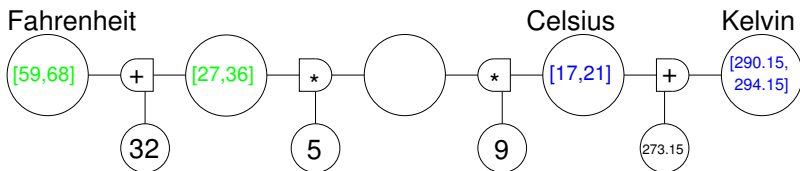
E.g. interval arithmetic is  
partial information



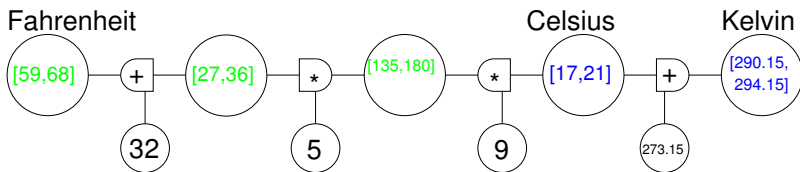
E.g. interval arithmetic is  
partial information



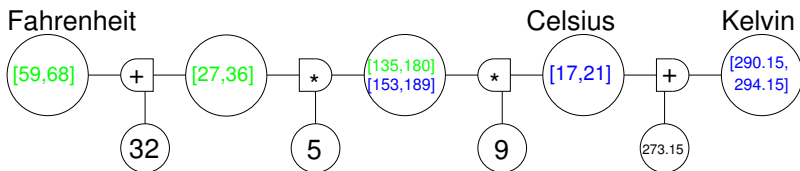
E.g. interval arithmetic is  
partial information



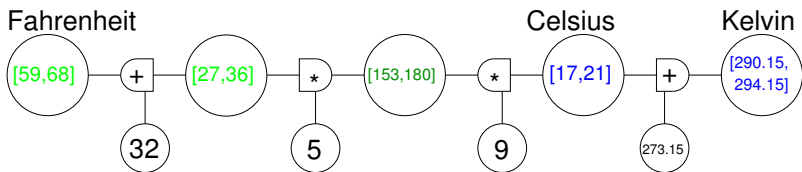
E.g. interval arithmetic is  
partial information



E.g. interval arithmetic is  
partial information

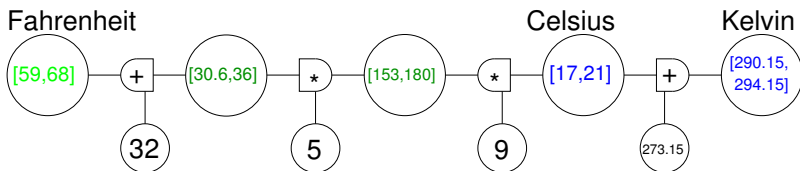


E.g. interval arithmetic is  
partial information

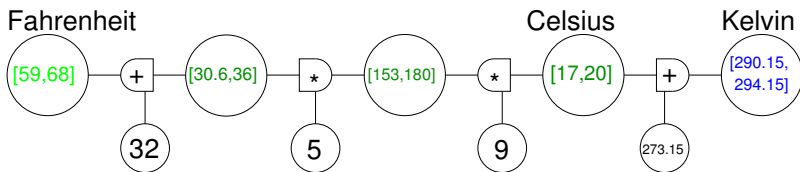


E.g. interval arithmetic is  
partial information

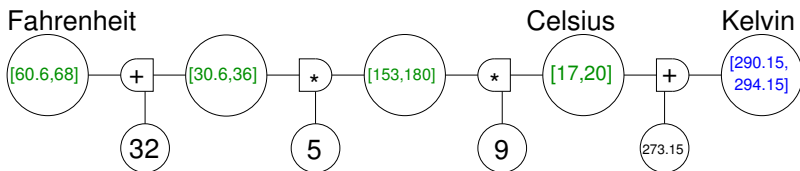




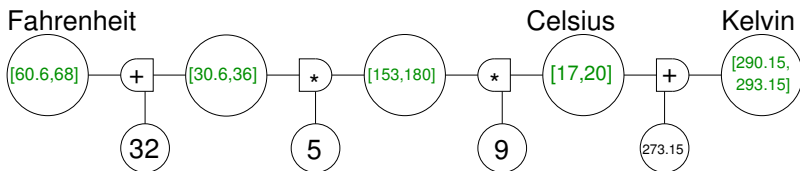
E.g. interval arithmetic is  
partial information



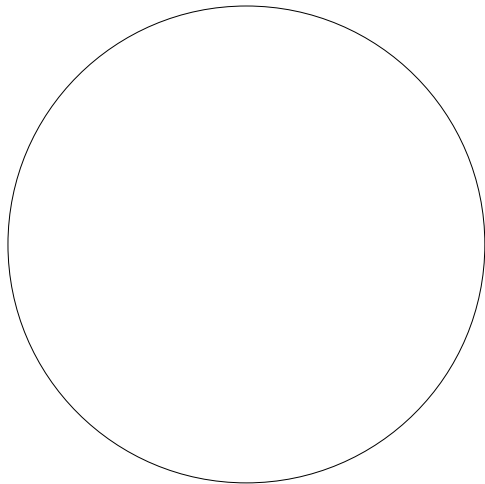
E.g. interval arithmetic is  
partial information



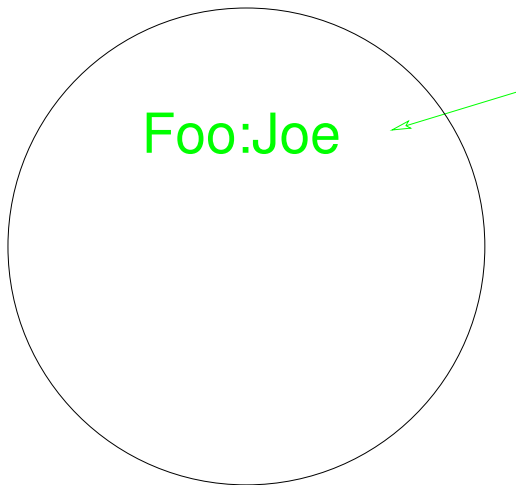
E.g. interval arithmetic is  
partial information



E.g. interval arithmetic is  
partial information



Win: Truth maintenance is  
partial information

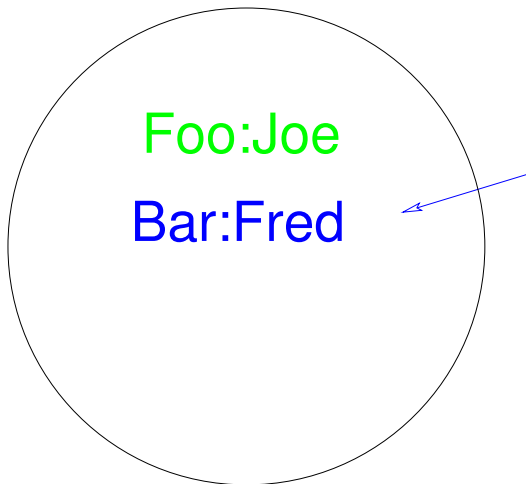


Win: Truth maintenance is  
partial information



Foo:Joe

Win: Truth maintenance is  
partial information



Win: Truth maintenance is  
partial information

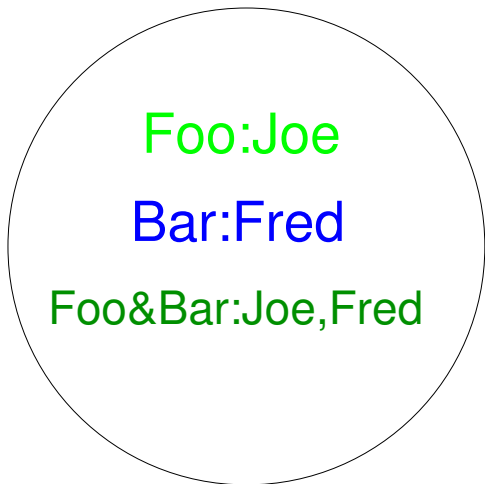




Foo:Joe

Bar:Fred

Win: Truth maintenance is  
partial information

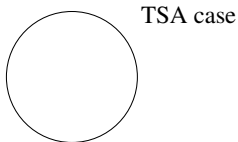
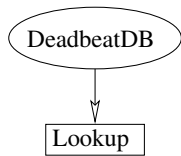
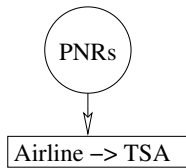


Win: Truth maintenance is  
partial information

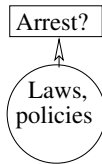
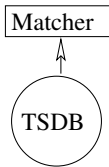
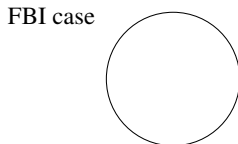
Win: Making merge generic  
decouples the accident of kind  
of accumulator from the  
essence of propagation

Win: Making merge generic  
**decouples** the accident of kind  
of **accumulator** from the  
essence of **propagation**

and now we can use many different kinds of accumulators

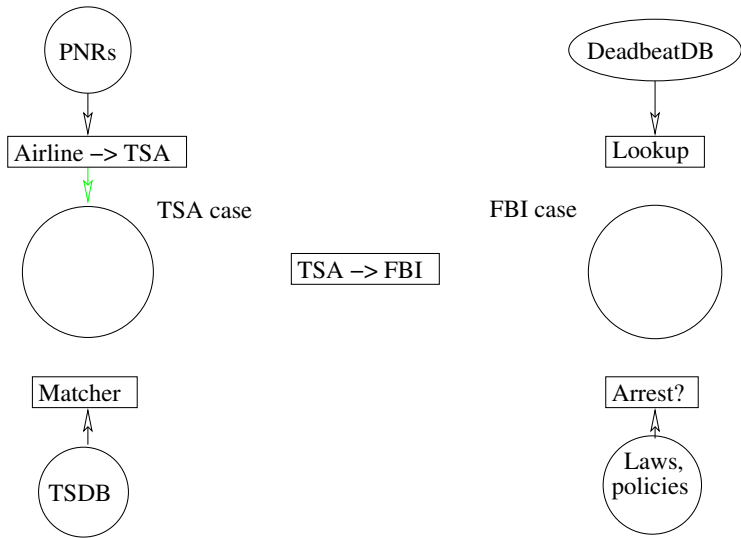


TSA -> FBI



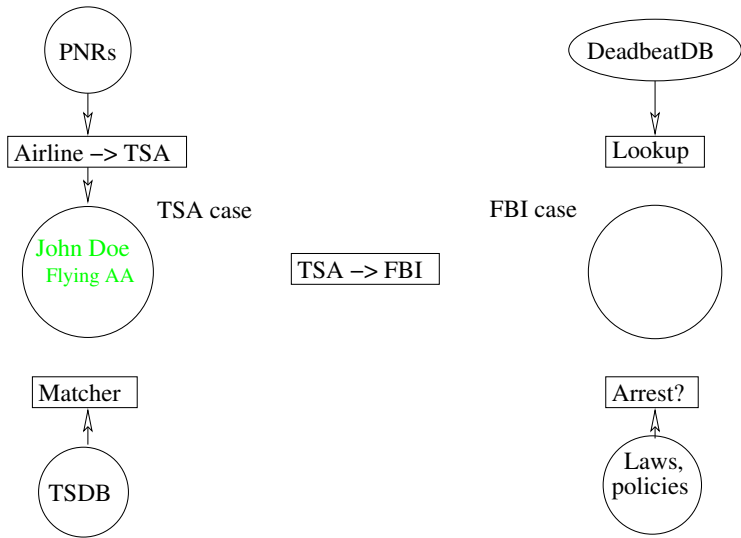
# And much can look like propagation

if you squint



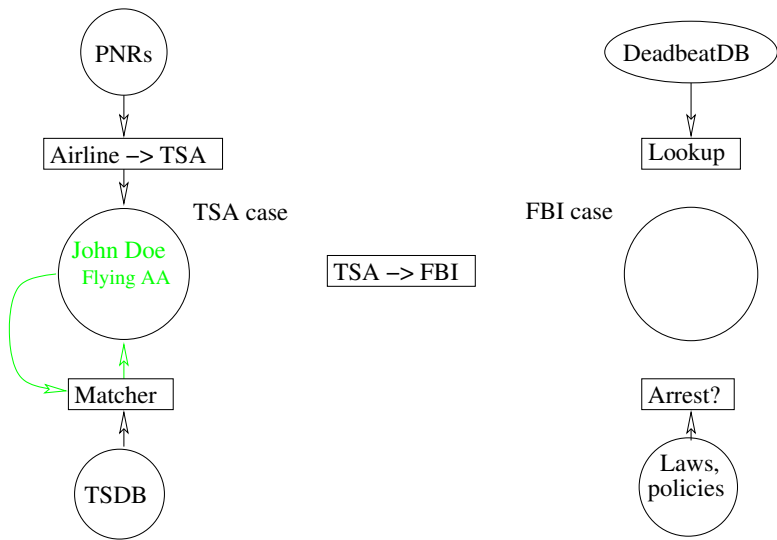
And much can look like propagation

if you squint



And much can look like propagation

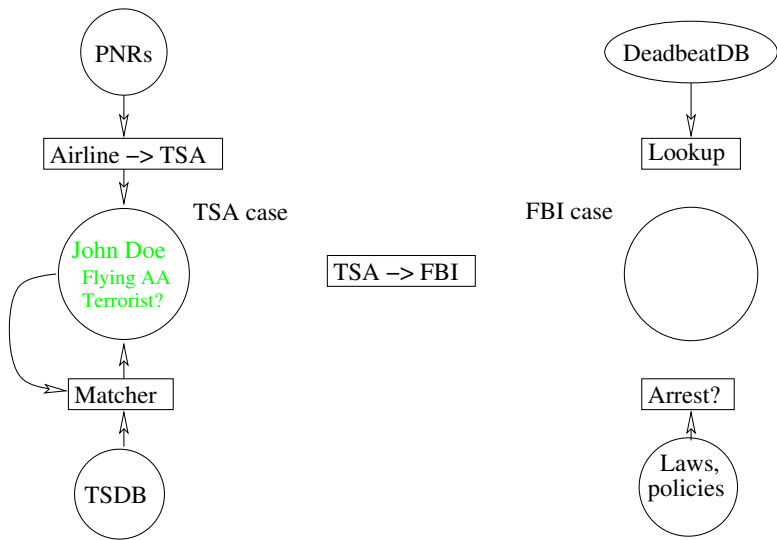
if you squint



And much can look like propagation

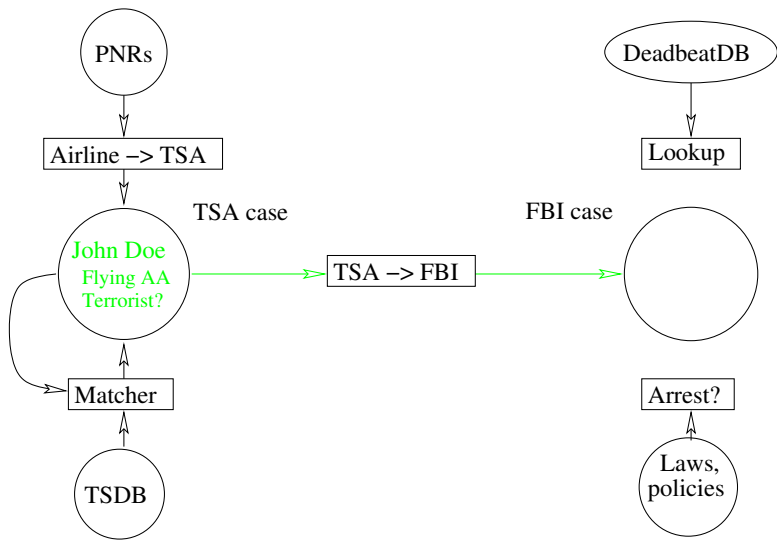
if you squint





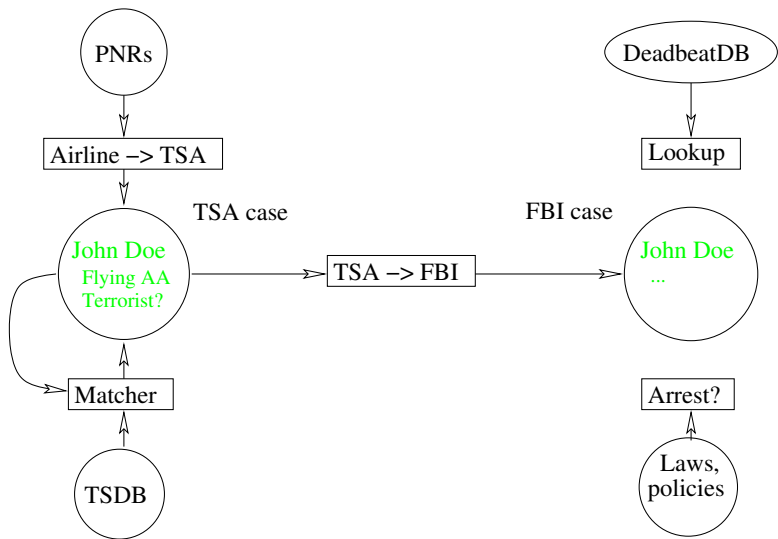
And much can look like propagation

if you squint



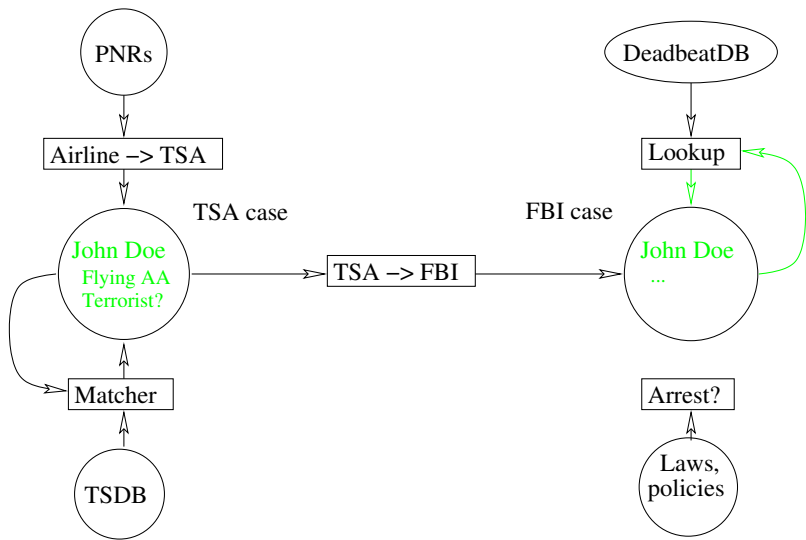
And much can look like propagation

if you squint



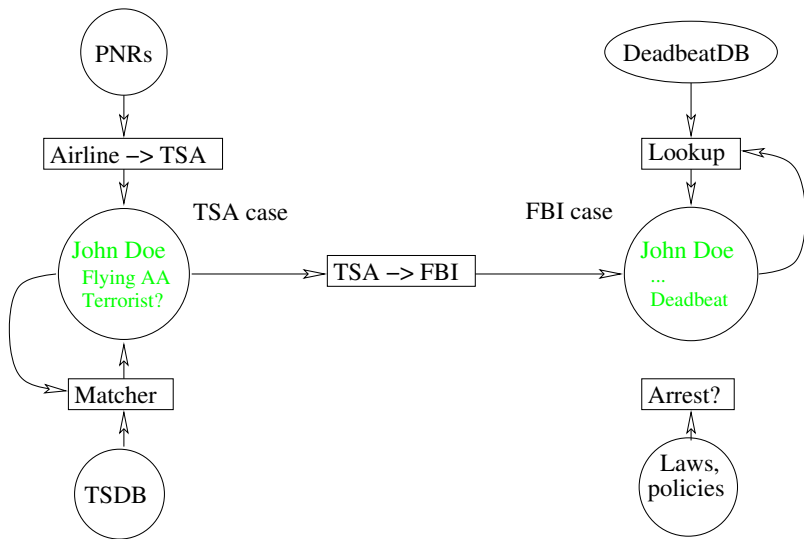
And much can look like propagation

if you squint



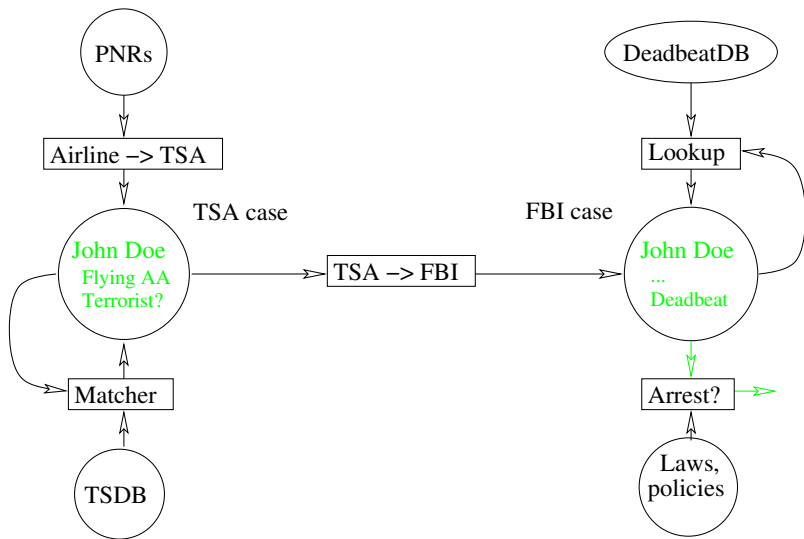
And much can look like propagation

if you squint



And much can look like propagation

if you squint



And much can look like propagation

if you squint

Pick the knowledge  
representation for your own  
problem, but

Partial information and  
propagator networks are  
essentially intertwined