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Integrált kutatói utánpótlás-képzési program az informatika és számítástudomány diszciplináris területein

REACTIONS IN MEMBRANE SYSTEMS

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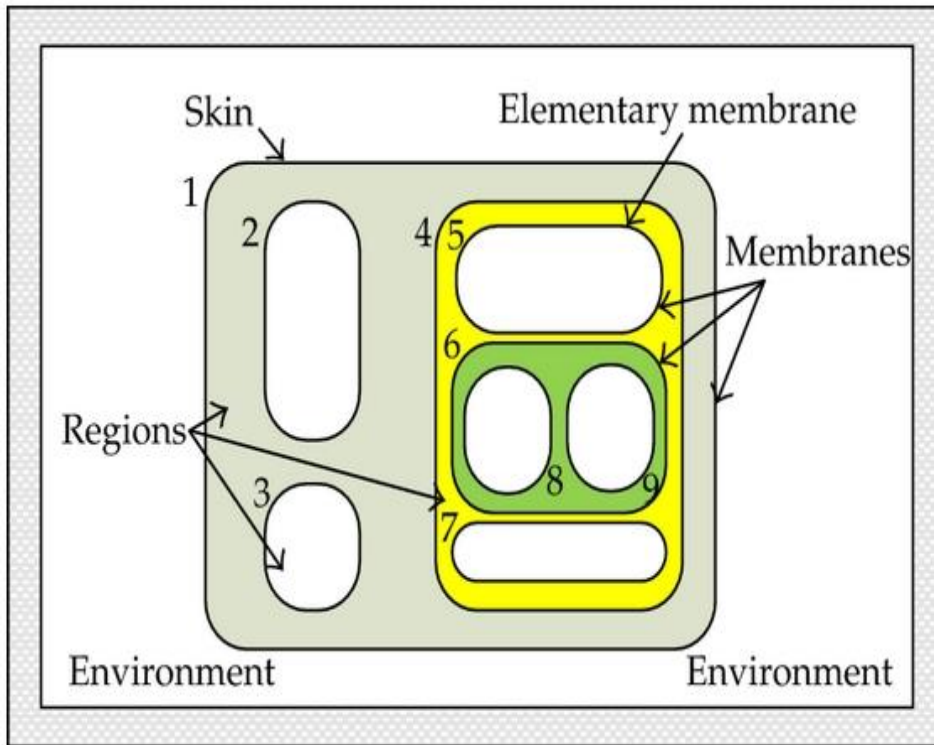


BEFEKTETÉS A JÖVŐBE

OUTLINE

- Introduction
- Membrane computing
- Reactions
- Reaction systems
- Reaction in P systems
- Evolutions Vs Reactions
- Communication vs Inhibition
- Initial model, Problems

MEMBRANE COMPUTING



The paradigmatic idea of **membrane computing** is to see whether we can construct computing devices that mimic living cells: structure and functioning.

-- Gheorghe Păun, 1988

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Membrane systems (P systems) are arranged in a hierarchical structure and processing multisets of symbol-objects.

Such a construct is a tuple

$$\Pi = (O, \mu, w_1, \dots, w_n, R_1, \dots, R_n, i_0), \text{ where}$$

- O is an alphabet and its elements are called objects,
- μ is a membrane structure consisting of m membranes, labeled with $1, \dots, n$; n is called the **degree** of Π ,
- w_1, \dots, w_n are **multisets** of objects associated with the n cells of μ ,
- $R_i, 1 \leq i \leq n$, are finite sets of evolution and **communication rules** over O ;
- R_i is associated with the cell i of μ . The rules are of the form $u \rightarrow v$, where u and v are multisets with $u \in O^*$ and $v \in (O \times \{1, 2, \dots, n\})^*$. This means object in v are sent to other cells in μ .
- $i_0 \in \{1, \dots, n\}$ is called **output cell** of Π .

REACTION SYSTEMS

- **Reaction systems** were introduced about 10 years ago, then the topic matured into a fruitful and dynamically evolving research area which attracted a noticeable group of researchers.
- The original motivation was the understanding of interactions of **biochemical reactions** in the living cell and since then reaction systems have developed as an innovative approach to formal modelling of **biological systems**.
- They have also become a popular novel model of **interactive computation**.

REACTIONS

A **reaction** is a 3-tuple $a = (R, I, P)$ of finite non-empty sets. If S is a set such that $R, I, P \subseteq S$ then we say that a is a reaction in S .

The set R , also denoted by R_a , is the **reactant** set of a , the set I , also denoted by I_a , is the **inhibitor** set of a , and the set P , also denoted by P_a , is the **product** set of a .

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By $rac(S)$ we denote the set of reactions in S . For a set A of reactions, we have

$$\square R_A = \bigcup_{a \in A} R_a$$

$$\square I_A = \bigcup_{a \in A} I_a$$

$$\square P_A = \bigcup_{a \in A} P_a$$

Note:-

The reaction $(\emptyset, \emptyset, \emptyset)$ is called the empty reaction and denoted by Φ .

REACTION SYSTEMS

A reaction system, abbreviated rs , is an ordered pair $A = (S, A)$ such that S is a finite set, and $A \subseteq \text{rac}(S)$. The set S is called the background (set) of A .

For a reaction system $A = (S, A)$ and a set $T \subseteq S$, the result of A on T , denoted $\text{res}_A(T)$, is defined by $\text{res}_A(T) = \bigcup_{a \in A} \text{res}_a(T)$.

A reaction a is enabled on T if $R_a \subseteq T$, $I_a \cap T = \emptyset$. The result of a on T is P_a if a is enabled on T , otherwise it is the emptyset.

REACTION SYSTEMS, P SYSTEMS

Differences between Reaction systems and P systems:

- Reaction systems work with **sets** and P systems with **multisets**;
- **Non-permanency**: in case of Reaction systems if an object does not take part in any of the reactions performed simultaneously, then it disappears.

P SYSTEMS WITH REACTIONS

A P system with reactions is a construct,

$$\Pi_{rs} = (S, \mu, W_1, \dots, W_n, A_1, \dots, A_n, i_0)$$

where

S is the background set,

μ is a membrane structure consisting of m membranes, labeled with $1, \dots, n$; n is called the **degree** of Π ,

$W_1 \dots W_n \in S$ are **sets** associated with the n cells of μ , called initial sets,

$A_i, 1 \leq i \leq n$, are finite sets of reactions associated with the n cells of μ ,

and $i_0 \in \{1, \dots, n\}$ is called **output cell** of Π_{rs} .

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How these systems function?

The main idea is to associate the **evolution** rules of P systems with **reactions** of Reaction systems.

Communication rules can be simulated by the inhibitor set.

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For example:

A P system with reactions can work as follows:

- In each membrane i there is a set of reactants T_i
- Reaction set A_i is applied to T_i
- The new set will be P_i ,
- Objects that belong to I_i are communicated to the neighbouring membranes

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Problems:

What can we say about the dynamics of these systems?

What about the motion of (different) objects between the membranes?

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THANK YOU

FOR YOUR ATTENTION!

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