

# Cooperation in communication in cell-like P systems

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# Introduction

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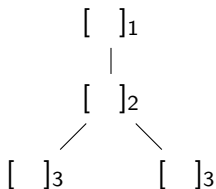
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$$\begin{array}{c} [ \ ]_1 \\ | \\ [ \ ]_2 \\ | \\ [ \ ]_3 \quad n \end{array}$$

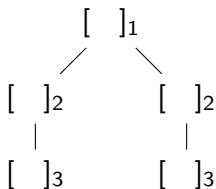
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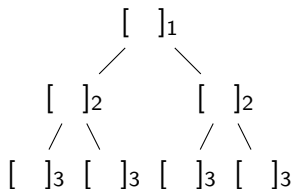
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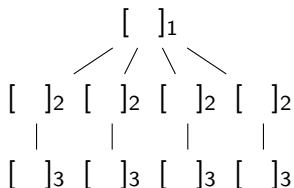
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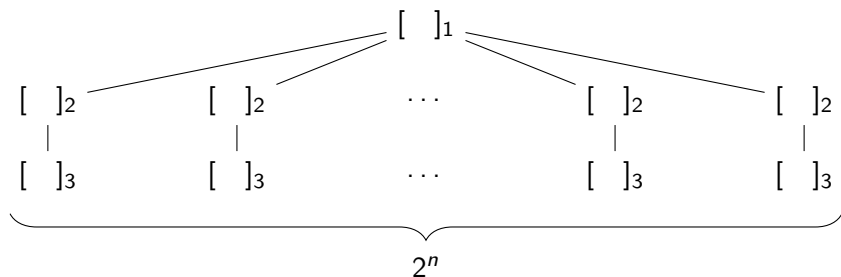
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- Apart from cooperation, when **separation** rules are used instead of **division** rules, generating new objects seems mandatory.



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# Division vs. Separation + Evolution

$$[a]_h \rightarrow [b]_h [c]_h$$

$\rightsquigarrow$

$$[a]_h \rightarrow [\Gamma_0]_h [\Gamma_1]_h$$

+

$$[a \rightarrow u]_h, u \in M_f(\Gamma)$$

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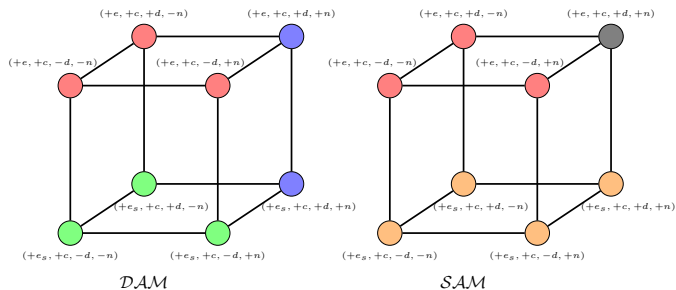
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- With them, we can increase the landscape of computational complexity theory in Membrane Computing



# P systems with active membranes



Blue circle:  $\text{PSPACE} = \text{PMC}_{\mathcal{R}}$

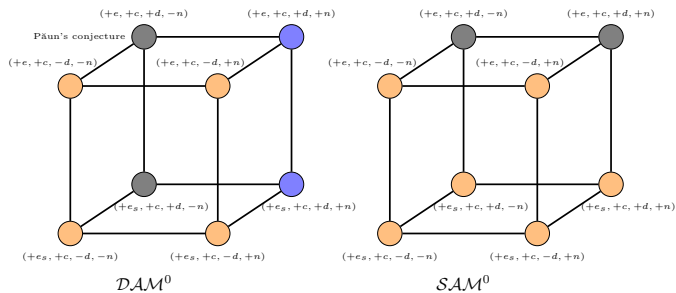
Orange circle:  $\text{P} = \text{PMC}_{\mathcal{R}}$



Red circle:  $\text{P}^{\# \text{P}} = \text{PMC}_{\mathcal{R}}$



Grey circle: Unknown

Green circle:  $\text{NP} \cup \text{co-NP} \subseteq \text{PMC}_{\mathcal{R}}$

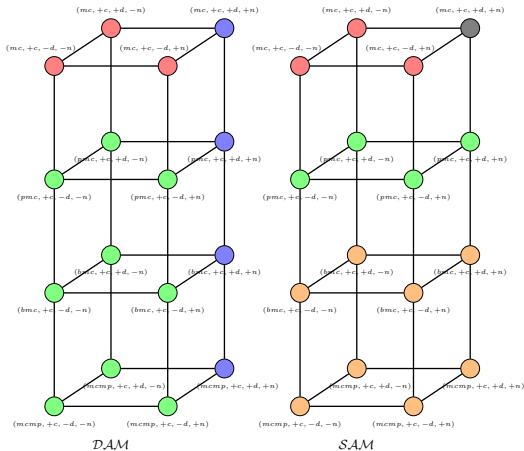
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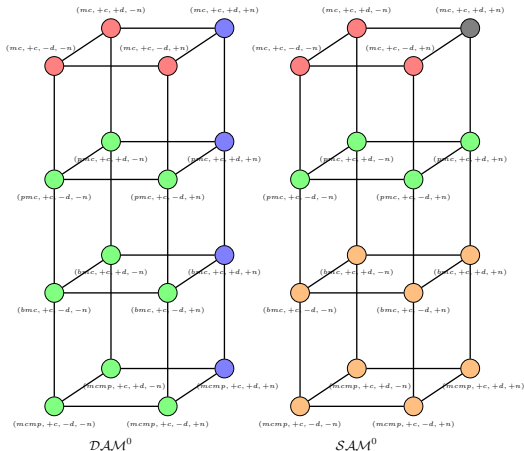
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# P systems with active membranes with minimal cooperation in ev. rules



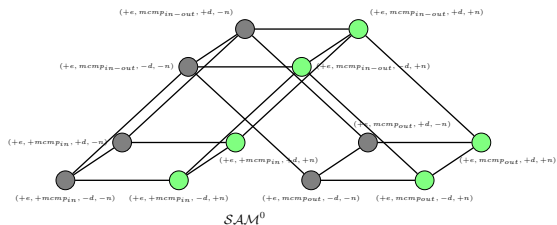
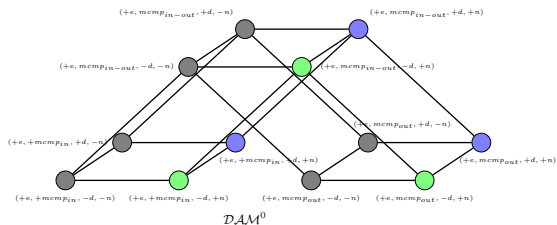
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# Polarizationless P systems with active membranes and with minimal cooperation in ev. rules



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# Polarizationless P systems with active membranes with minimal cooperation in comm. rules



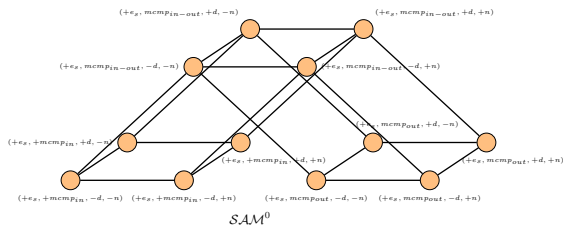
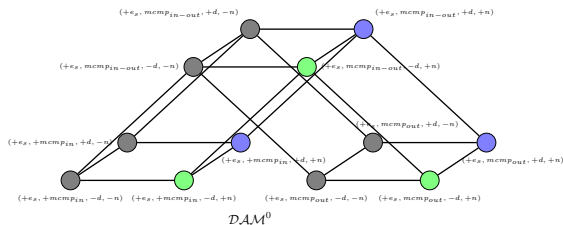
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# Polarizationless P systems with active membranes with simple ev. rules and minimal cooperation in comm. rules



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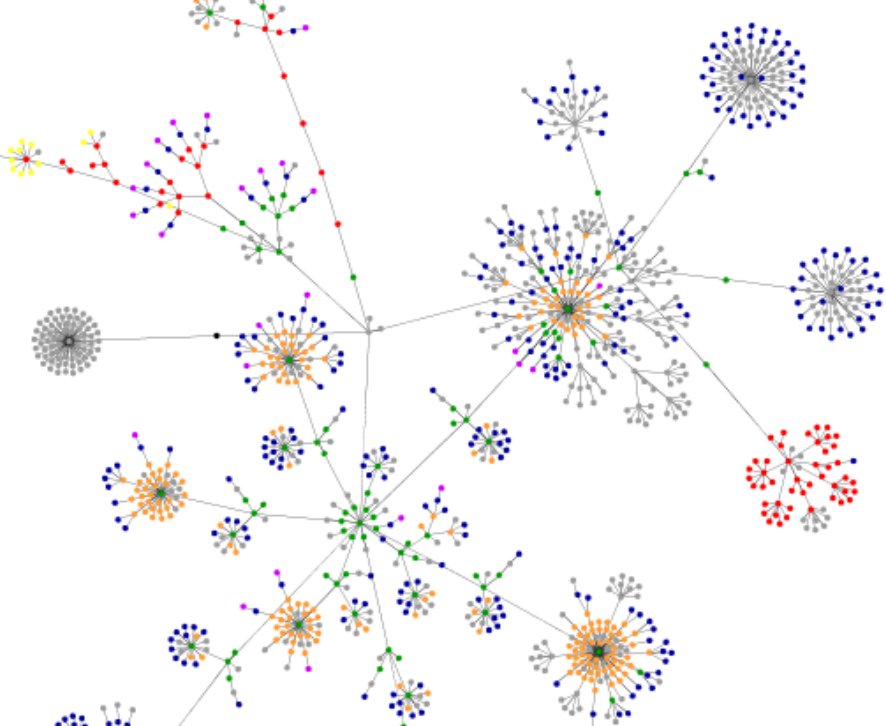
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Keeping in mind that...

$\mathcal{F}_1$



$\mathcal{F}_2$





$$P=NP$$

$$e^{\pi i} = -1$$



Thanks for  
your  
attention!