

P-Lingua: from user to developer in ~ 1 hour

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P-Lingua: Origins

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 - *Ad-hoc* simulators
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 - MetaPlab, Infobotics Workbench, kPWorkbench. . . (abstraction of a type of P system)
- General purpose:
 - Global scope (lots of MC frameworks)
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 - Command line commands. . .
- MeCoSim

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Parsers and simulators implemented

- Cell-like P systems
- Tissue-like P systems
- Spiking Neural P systems
- PDP systems
- Simple kernel P systems

- Sitio web de P-Lingua (wiki site)
- Introduction to P-Lingua (in Spanish)
- Case studies of different variants of P systems in the MeCoSim website

Hands on .pli!

Back to the slides. . .

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- Lots of variants. . .
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- Subversion/Git repositories for different versions of P-Lingua
- Remember: **P-Lingua MeCoSim**

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- Output (how we visualize the output of the system)

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- Symbols as objects

- Basic creation of a P colony ($@mu$, $@ms(h)$, ...)

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- Rules (not programs!) (rules can be defined in general for agents with a certain label) (evolution rules as in cell-like $[a \rightarrow b]_h$, communication rules as in tissue-like $[a]_h \leftrightarrow [b]_0$)

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- Priorities

- Structure of the output REALLY similar to other variants (recalling. . .)

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Děkuji
Gràcies
THANKYOU
謝謝
Obrigado
DANKKE
Merci
Gracias
Dankon
MULTUMESC