Computing by plasmids

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> A **plasmid** is a small, extrachromosomal DNA molecule within a cell that is physically separated from chromosomal DNA and can replicate independently. They are most commonly found as small circular, double-stranded DNA molecules in bacteria; however, plasmids are sometimes present in archaea and eukaryotic organisms.

(Wikipedia)



Use plasmids to achieve movile/distributed computing and reduce the descriptional complexity of P systems

Related works

F.G.C. Cabarle, X. Zeng, N. Murphy, T. Song, A. Rodríguez-Patón, X. Liu. Neural-like P systems with plasmids. Information and Computation, Vol. 281, 194776. (2021)

The authors introduce plasmid objects that have no explicit rules in the SP N framework

Y. Li, B. Song and X. Zeng. Neural-Like P Systems With Plasmids and Multiple Channels. IEEE Transactions on NanoBioscience, vol. 22, no. 2, (2023) 420-429



The authors combine plasmid objects that have no explicit rules and multiple channels in the SP N framework

What is a plasmid in the membrane computing framework ?

A **plasmid** is a finite set of rules (with priorities) that is surrounded by a membrane.



What operations can be made with plasmids ?

Plasmid mobility

'in symport': $p_i t[_k a]_k \rightarrow r[_k p_i b]_k$

'out symport': $t[_k p_i a]_k \rightarrow p_i r[_k b]_k$

'anty-port': $p_i t[_k p_j a]_k \rightarrow p_j r[_k p_i b]_k$



What operations can be made with plasmids ?

Plasmid replication (initially, minimal paralellism occurrence, only one copy is produced)

 $[p_i a]_k \rightarrow [p_i p_i b]_k$



A P system with q plasmids of degree $m \ge 1$ (Ppl_m^q) is defined by

 $\Pi = (V, H, \mu, w_1, w_2, \dots, w_m, R_o, R_p, \sigma, z_1, z_2, \dots, z_m, z_\infty, p_1, p_2, \dots, p_q, i_0), \text{ where:}$

- 1) V is an alphabet of objects.
- 2) H is an alphabet of membrane labels.
- 3) μ is a membrane estructure.
- 4) w_1, w_2, \dots, w_m are the initial multisets of objects at every region.
- 5) R_o is a set of rules for objects and membranes.
- 6) R_p is a set of rules for plasmid mobility and plasmid replication.
- 7) σ is a partial order over R_0 and R_p .
- 8) $z_1, z_2, ..., z_m, z_\infty$ are the initial multisets of plasmids at every region and the environment.
- 9) p_1, p_2, \dots, p_q are plasmids, where every plasmid is defined by a finite set of rules for objects.
- 10) $i_0 \in \{1, ..., m\} \cup \infty$ is the output membrane.

Remarks

- Initially plasmid rules only affect to objects (they do not affect to plasmids or membranes)
- Initially we only allow plasmid mobility and replication (no plasmid destruction)
- Plasmid replication is applied with minimal parallelism occurrence (only applied to one copy).

*p*₁

*p*₂

3

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An example

```
P_1: \{a \to a_{out}\}
P_2: \{ab \rightarrow c_{out}\}
                                                              р
                                                                                q
R_0: [a[]_3]_1 \to [[a]_3]_1
R_p:
    P_1[p]_1 \to [P_1]_1
                                                                a^n
                                                                                                  b^m
    P_2[q]_1 \to [P_2]_1
    P_1[]_2 \rightarrow [P_1]_2
    P_2[]_3 \rightarrow [P_2]_3
                                                                                 2
```

An example



Universality



A natural way to simulate register machines:

- Every basic instruction is a plasmid
- Every register is a membrane inside the skin membrane
- The program runs through plasmid mobility
- The instruction counter is defined by a specific set of objects related to the register machine instruction labels.

Let us suppose that we encode $n \in \mathbb{N}$ as $a^n #$

zero(i) $[i] \leftarrow 0$ $P_{zero}[]_i \rightarrow [P_{zero}]_i$ $P_{zero} = \{a \rightarrow \lambda\}$



Let us suppose that we encode $n \in \mathbb{N}$ as $a^n #$

 $ADD(i, l_1, l_2)$ $[i] \leftarrow [i] + 1$

 $P_{ADD} = \{a \# \rightarrow aa \#\}$



Let us suppose that we encode $n \in \mathbb{N}$ as $a^n #$

 $SUB(i, l_1, l_2)$ $[i] \leftarrow [i] - 1$

 $P_{SUB} = \{a \# \rightarrow \#\}$



n > 0

The execution of a program with *n* registers



The execution of a program with n registers

 l_1 :ADD (i, l_2, l_3)

Execution init

$$[l_1 P_{ADD} []_i]_0 \rightarrow [[l_1 P_{ADD}]_i]_0$$

Calculation

 $P_{ADD} = \{a \# \to aa \#\}$



Non-deterministic next instruction addressing

 $\left[\left[l_1 P_{ADD}\right]_i\right]_0 \to \left[l_2 P_{ADD}\right]_i\right]_0$

 $\left[\left[l_1 P_{ADD} \right]_i \right]_0 \rightarrow \left[l_3 P_{ADD} \left[\right]_i \right]_0$

Work in progress and future research

- Connection with other models: initially consider P colonies
- Self-replicated machines: plasmids inside themselves
- Plasmid evolution: polymorphic rules
- Plasmid mobility: introducing polarizations, nested membranes, ...
- Plasmid degradation: allow the dissolution of the plasmid membrane (so, the plasmid rules remain in the host region and the plasmid dissapears)

Thank you !!



