

Polymorphic P Systems: How Much Win?

Sergiu Ivanov

LACL, Université Paris Est Créteil, France

BWMC 2015

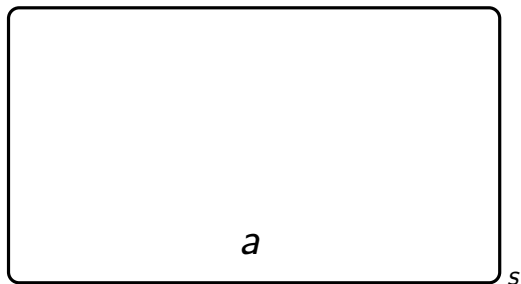
The Skin



The Skin

Contents

- ▶ multiset

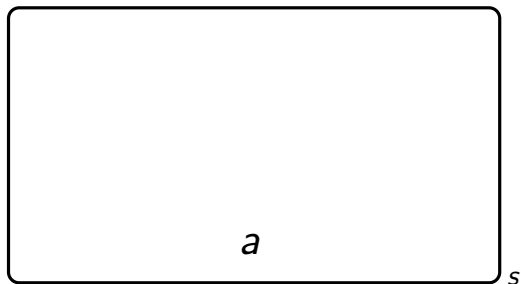


The Skin

Contents

- ▶ multiset

No explicit rules!



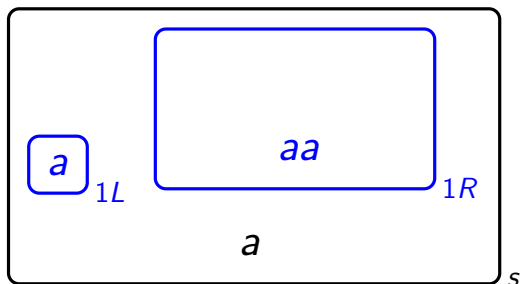
The Skin

Contents

- ▶ multiset

No explicit rules!

Pairs of membranes



The Skin

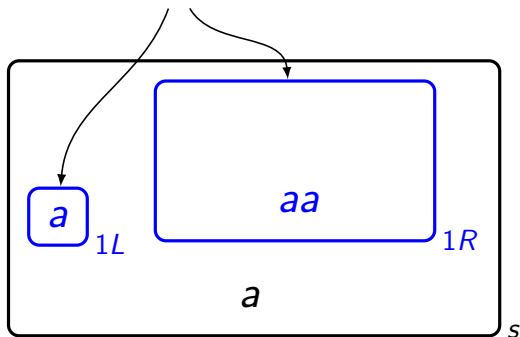
Contents

- ▶ multiset

No explicit rules!

Pairs of membranes

Define the rule $a \rightarrow aa$



The Skin

Contents

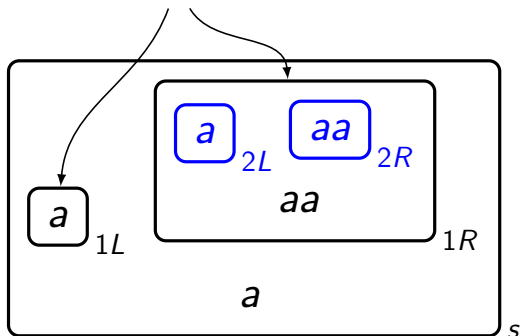
- ▶ multiset

No explicit rules!

Pairs of membranes

Rules **modify** rules

Define the rule $a \rightarrow aa$



The Skin

Contents

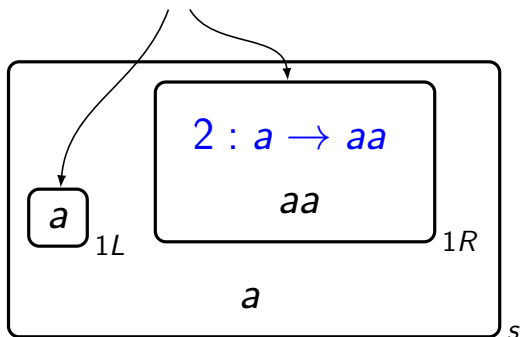
- ▶ multiset

No explicit rules!

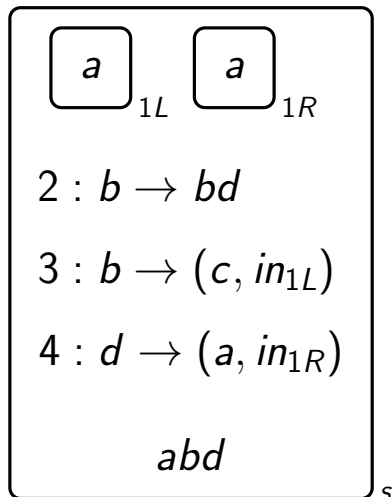
Pairs of membranes

Rules modify rules

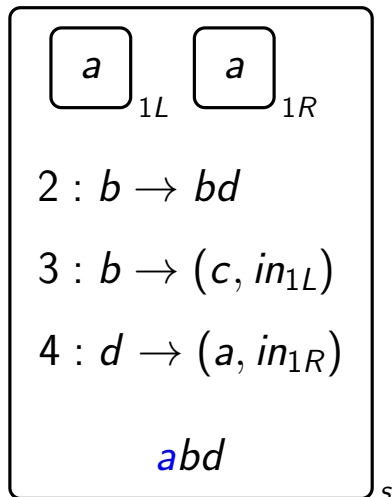
Define the rule $a \rightarrow aa$



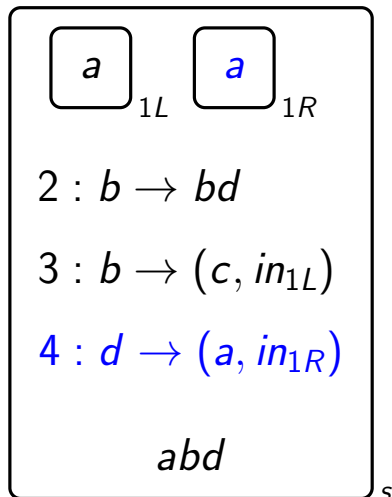
Generating $n!$



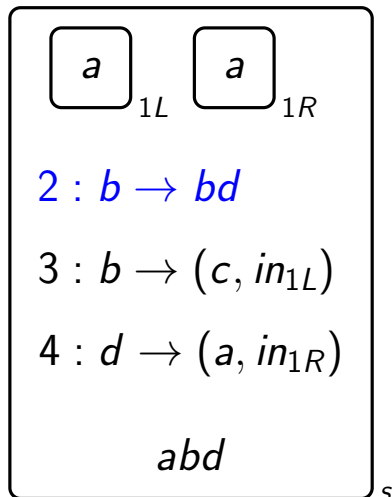
Generating $n!$



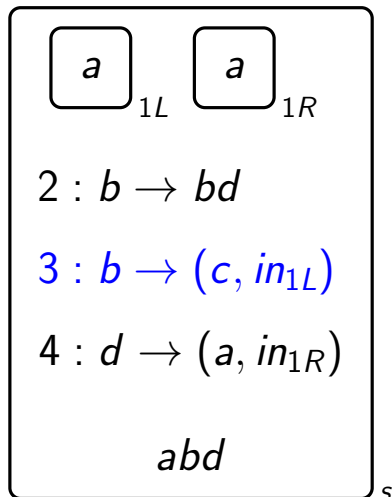
Generating $n!$



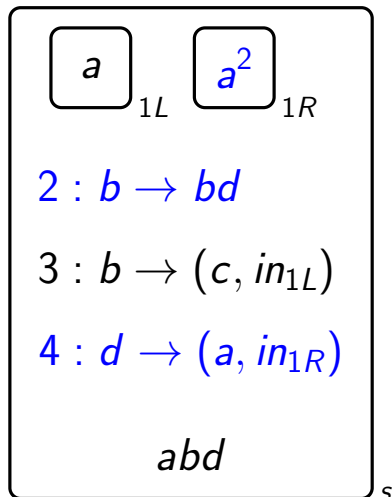
Generating $n!$



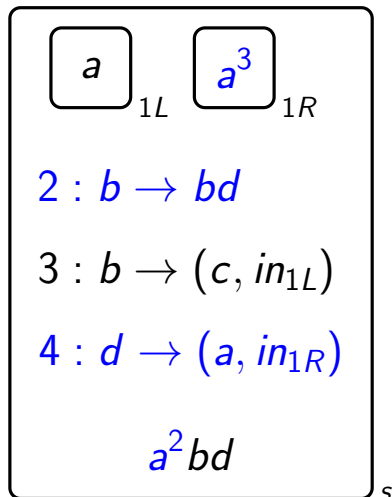
Generating $n!$



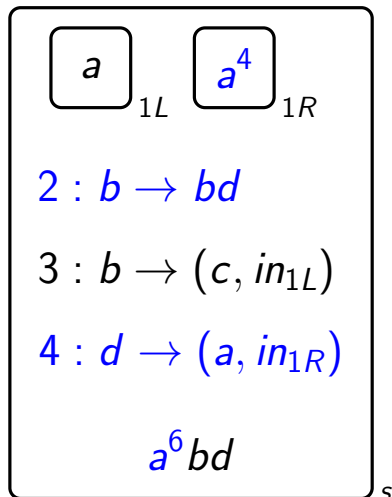
Generating $n!$



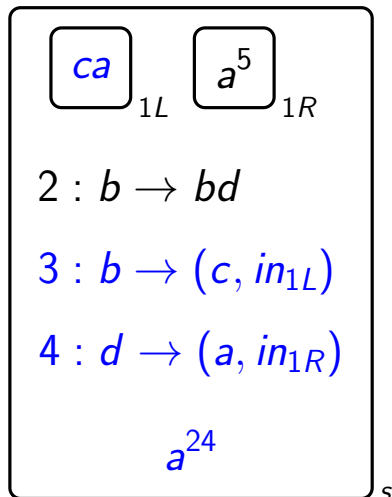
Generating $n!$



Generating $n!$



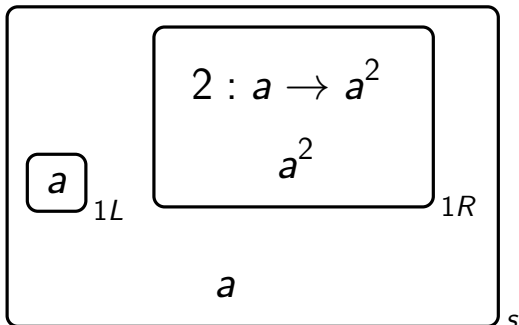
Generating $n!$



Superexponential Growth

Skin contents

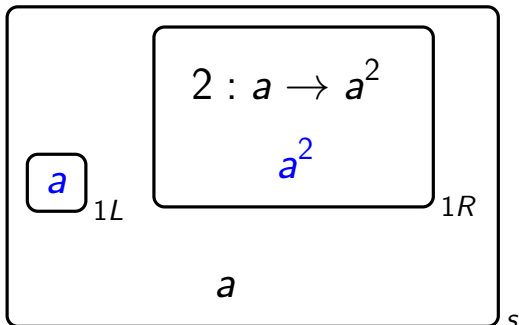
0. a



Superexponential Growth

Skin contents

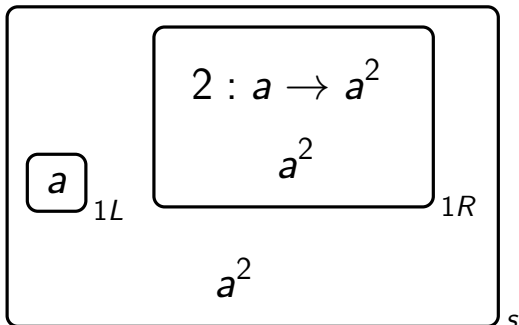
0. a



Superexponential Growth

Skin contents

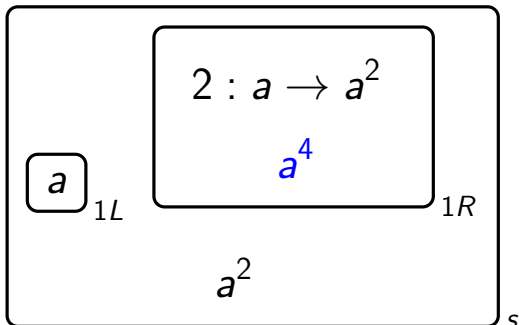
- 0. a
- 1. a^2



Superexponential Growth

Skin contents

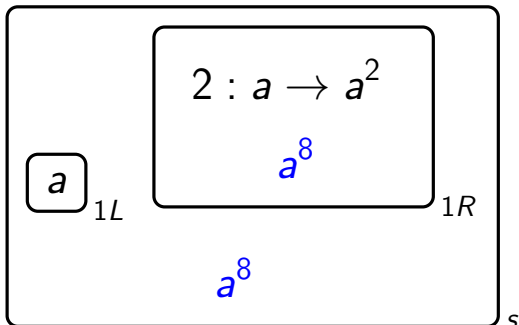
- 0. a
- 1. a^2



Superexponential Growth

Skin contents

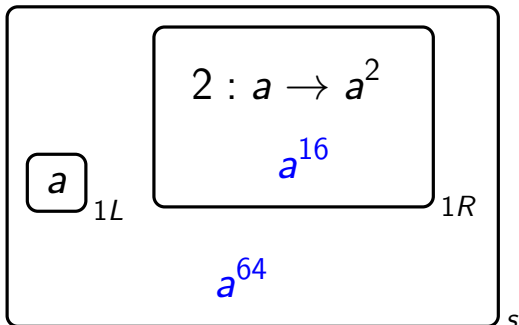
- 0. a
- 1. a^2
- 2. a^8



Superexponential Growth

Skin contents

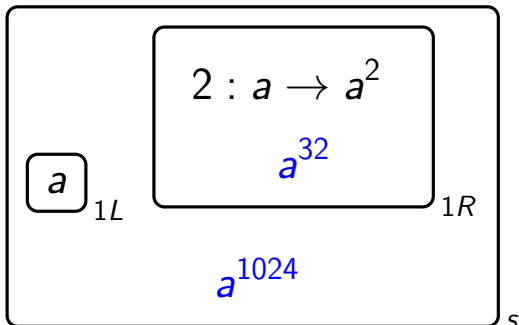
- 0. a
- 1. a^2
- 2. a^8
- 3. a^{64}



Superexponential Growth

Skin contents

- 0. a
- 1. a^2
- 2. a^8
- 3. a^{64}
- 4. a^{1024}

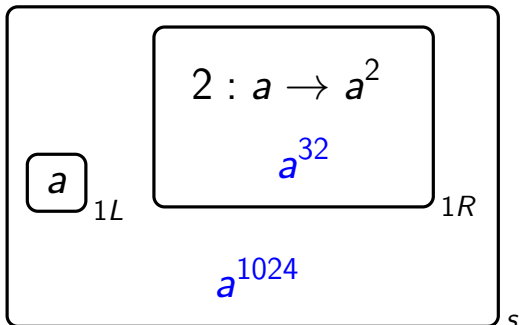


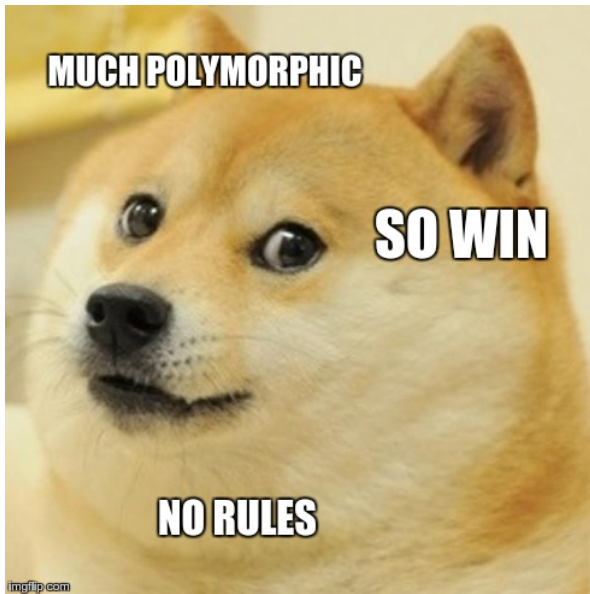
Superexponential Growth

Skin contents

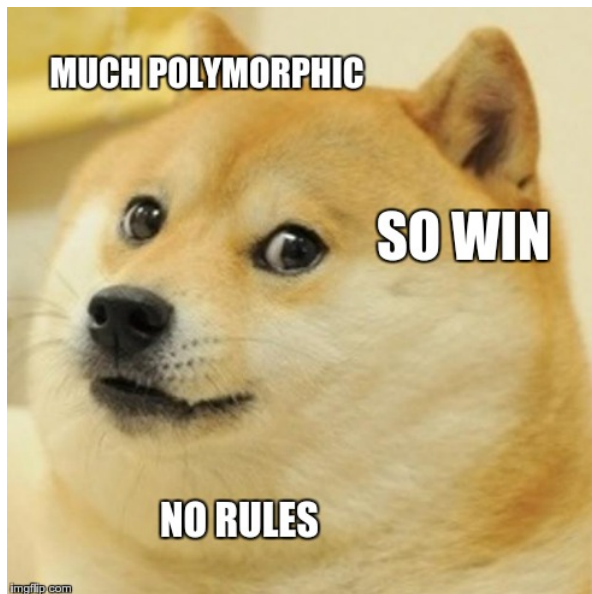
- 0. a
- 1. a^2
- 2. a^8
- 3. a^{64}
- 4. a^{1024}

$$n. \quad a^{2^{\frac{n(n+1)}{2}}}$$





How Much Win?



Intuitive Reasoning

Efficient solutions beyond P



Fast exhaustive search

Intuitive Reasoning

Efficient solutions beyond P

⇓ (unless $P = NP$)

Fast exhaustive search

Intuitive Reasoning

Efficient solutions beyond P

⇓ (unless $P = NP$)

Fast exhaustive search

- ▶ Adleman's experiment
- ▶ SAT with P systems

Intuitive Reasoning

Efficient solutions beyond P

⇓ (unless $P = NP$)

Fast exhaustive search

- ▶ Adleman's experiment
- ▶ SAT with P systems

Candidates must be tracked

Questions

Polymorphism can replicate **symbols** a lot

Questions

Polymorphism can replicate **symbols** a lot

How about **identities**?

- ▶ interpretations of symbols

Questions

Polymorphism can replicate **symbols** a lot

How about **identities**?

- ▶ interpretations of symbols

Conjecture: **No.**

Questions

Polymorphism can replicate **symbols** a lot

How about **identities**?

- ▶ interpretations of symbols

Conjecture: No.

- ▶ identity traded for quantity

Questions

Polymorphism can replicate **symbols** a lot

How about **identities**?

- ▶ interpretations of symbols

Conjecture: No.

- ▶ identity traded for quantity

If No, how much **speed-up**?

Relevance for HPC

Program = Data

- ▶ Programs working in parallel on programs :-)

Program = Data

- ▶ Programs working in parallel on programs :-)
- ▶ **Self-modification** vs. self-duplication

Program = Data

- ▶ Programs working in parallel on programs :-)
- ▶ **Self-modification** vs. self-duplication
 - ▶ suffices for **speed-up**

Program = Data

- ▶ Programs working in parallel on programs :-)
- ▶ **Self-modification** vs. self-duplication
 - ▶ suffices for **speed-up**
- ▶ **Simple protocol** of self-modification

Program = Data

- ▶ Programs working in parallel on programs :-)
- ▶ Self-modification vs. self-duplication
 - ▶ suffices for speed-up
- ▶ Simple protocol of self-modification

Easier implementable?

Program = Data

- ▶ Programs working in parallel on programs :-)
- ▶ **Self-modification** vs. self-duplication
 - ▶ suffices for **speed-up**
- ▶ **Simple protocol** of self-modification

Easier implementable?

- ▶ easily?

Questions

Polymorphism can replicate **symbols** a lot

How about **identities**?

- ▶ interpretations of symbols

Conjecture: No.

- ▶ identity traded for quantity

If No, how much **speed-up**?