

VIRUS MACHINES : A new computing paradigm

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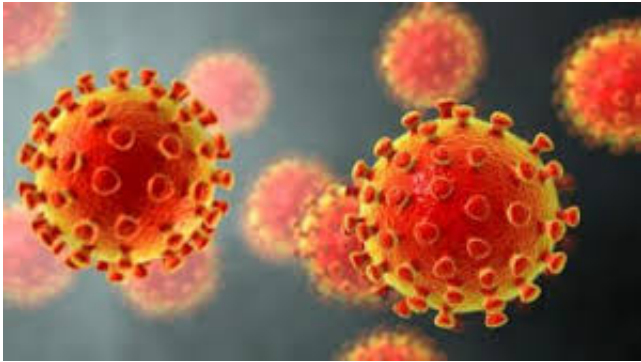
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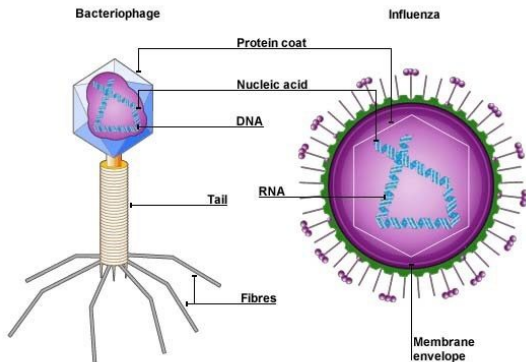
Viruses



Small parasitic biological agents that cannot reproduce by itself.

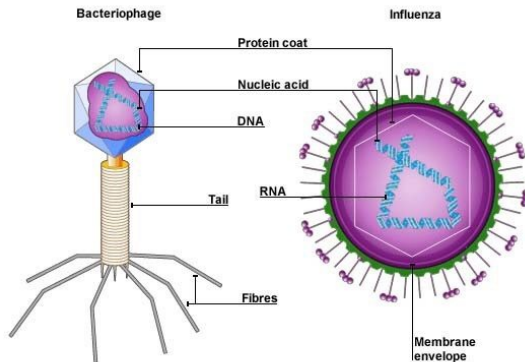
Viruses

A simple structure:



Viruses

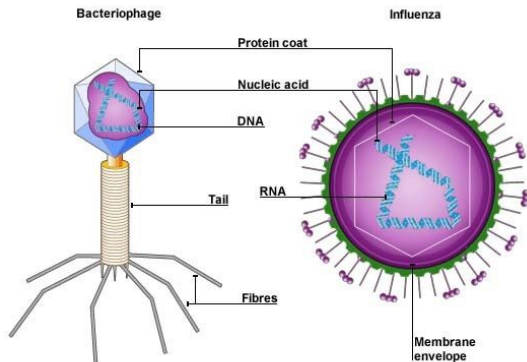
A simple structure:



★ Genetic material: either RNA or DNA.

Viruses

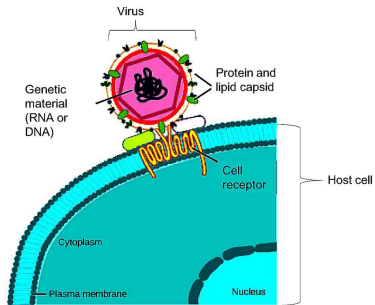
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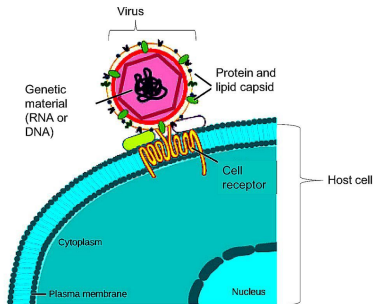
★ Genetic material: either RNA or DNA.

★ A protective protein coat.

Viruses

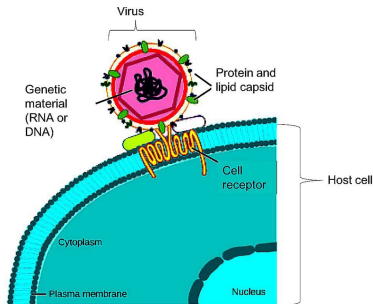


Viruses



Viruses that infect bacteria (**phage**) have mechanisms that inform them about the possibility of remaining inactive or attacking (depending on new victims).

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These processes are active: the phages seem to just sit back and listen in, waiting for bacterial signals to reach some threshold before taking action.

Viral replication

Three phases:



Viral replication

Three phases:

- ★ **Initiation of infection:**

Viral replication

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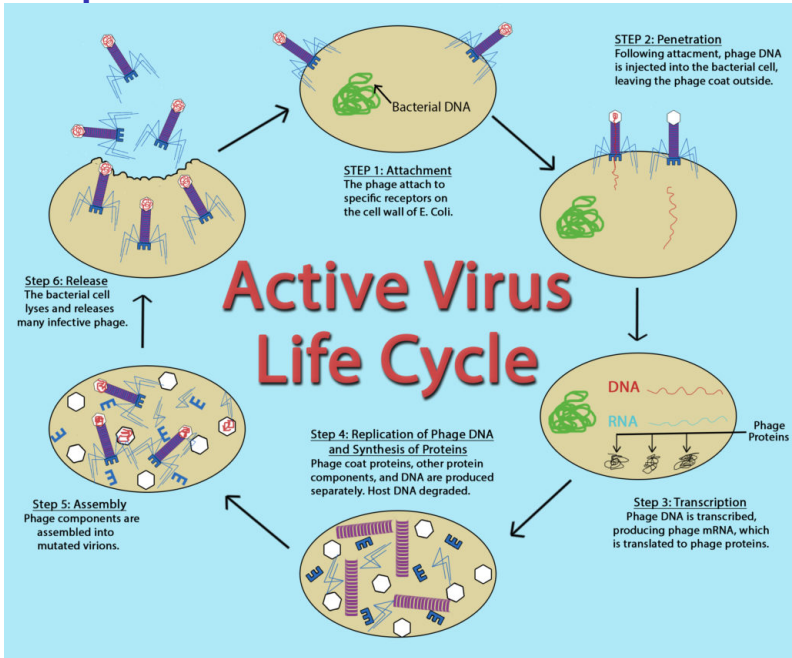
- ★ **Initiation of infection:**
- ★ **Replication and expression of the genome.**

Viral replication

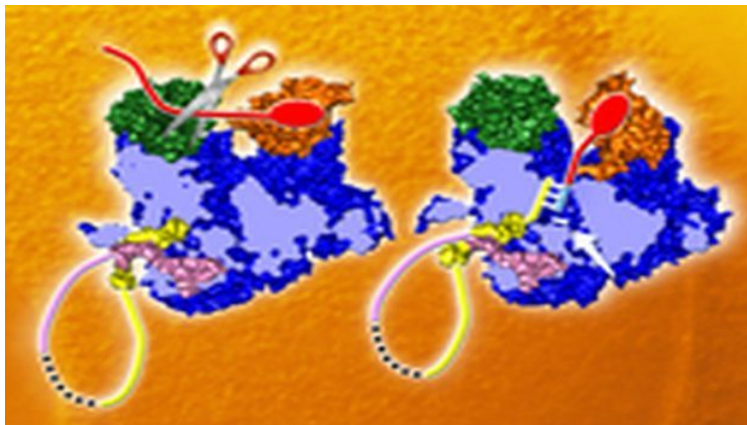
Three phases:

- ★ **Initiation of infection:**
- ★ **Replication and expression of the genome.**
- ★ **The release of the mature virions from the infected cell.**

Viral replication



Virus machines



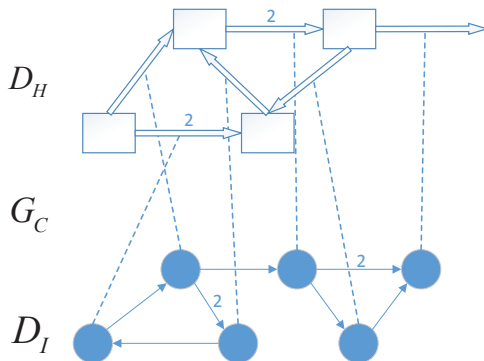
Virus machines

A new computing paradigm inspired by the manner in which viruses transmit from one host to another (introduced in 2015¹).

¹L. Valencia, M.J. Pérez-Jiménez, X. Chen, B. Wang, X. Zheng. Basic virus machines. In J.M. Sempere and C. Zandron (eds) **Proceedings of the 16th International Conference on Membrane Computing (CMC16)**, 17-21 August, 2015, Valencia, Spain, pp. 323-342.

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Virus machines

A VM of degree (p, q) , $p \geq 1, q \geq 1$: $(\Gamma, H, I, D_H, D_I, G_C, n_1, \dots, n_p, i_1)$

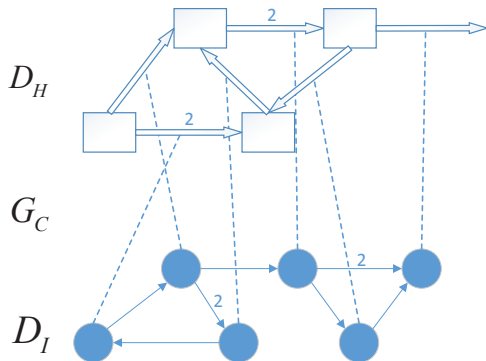
- ★ $\Gamma = \{v\}$ is the singleton alphabet (v is called *virus*).
- ★ $H = \{h_1, \dots, h_p\}$, $I = \{i_1, \dots, i_q\}$ such that $v \notin H \cup I$ and $H \cap I = \emptyset$.
- ★ $D_H = (H \cup \{h_0\}, E_H, w_H)$ is a weighted directed graph: $E_H \subseteq H \times (H \cup \{h_0\})$, and w_H is a mapping from E_H onto $\mathbf{N} \setminus \{0\}$.
- ★ $D_I = (I, E_I, w_I)$ is a weighted directed graph, where $E_I \subseteq I \times I$, w_I is a mapping from E_I onto $\mathbf{N} \setminus \{0\}$, and for each vertex $i_j \in I$ the out-degree of i_j is ≤ 2 .
- ★ $G_C = (V_C, E_C)$ is an undirected bipartite graph, where $V_C = I \cup E_H$ being $\{I, E_H\}$ the partition associated with it. In addition, for each vertex $i_j \in I$, the degree of i_j is less than or equal to 1.
- ★ $n_j \in \mathbf{N}$ ($1 \leq j \leq p$) and $i_1 \in I$.

Virus machine of degree (p, q) , $p \geq 1, q \geq 1$

A Virus machine of degree (p, q) , $p \geq 1, q \geq 1$ can be viewed as:

- ★ A set of p hosts labelled with h_1, \dots, h_p and h_j initially contains exactly n_j viruses. Symbol h_0 represents the environment of the system.
- ★ A set of q control instructions labelled with i_1, \dots, i_q .
- ★ Arcs from graph D_H represent *transmission channels* through which viruses can transmit from one host to another: if $(h_r, h_s) \in E_H$ and $w_{r,s}$ is its weight, then $w_{r,s}$ viruses may transmit from host h_r to host h_s (the virus may replicate itself while transmitting). If $s = 0$ then viruses may exit to the environment.
- ★ Each channel is *closed* by default until it is opened by a control instruction (attached to the channel by an edge to G_C) when the instruction is activated.
- ★ Arcs from graph D_I represent *instruction transfer paths* wherein each arc $(i_t, i_{t'}) \in E_I$ is assigned with a weight denoted by $w_{t,t'}$.
- ★ G_C represent the *instruction-channel network* by which an edge $\{i_j, (h_r, h_s)\}$ indicates a control relationship between instruction i and channel (h_r, h_s) .

A Virus Machine of degree (4, 6)



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The virus machines are equivalent in power to Turing machines².

²X. Chen, M.J. Pérez-Jiménez, L. Valencia, B. Wang, X. Zeng. Computing with viruses. **Theoretical Computer Science**, **623** (2016), 146-159.

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The **RSA** cryptosystem

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R.L. Rivest, A. Shamir, L. Adleman. A method for obtaining digital signatures and public-key cryptosystems.
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This problem can be characterized by the following partial function **FACT**: for each semiprime $x = y \cdot z$, with $y \geq z \geq 2$, we have $\text{FACT}(x) = (y, z)$.

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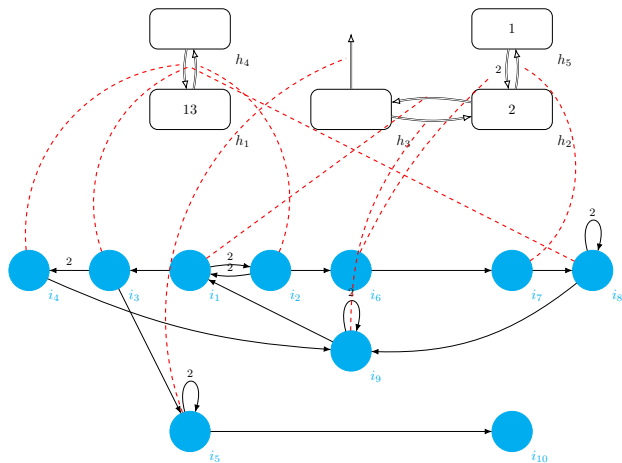
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A VM computing the partial function FACT



- i_1 activates $h_2 \rightarrow h_3$
- i_2 activates $h_1 \rightarrow h_4$
- i_3 activates $h_1 \rightarrow h_4$
- i_4 activates $h_4 \rightarrow h_1$
- i_5 activates $h_3 \rightarrow env$
- i_6 activates $h_5 \rightarrow h_2$ (2)
- i_7 activates $h_2 \rightarrow h_5$
- i_8 activates $h_4 \rightarrow h_1$
- i_9 activates $h_3 \rightarrow h_2$

**THANK YOU
FOR YOUR ATTENTION!**

