

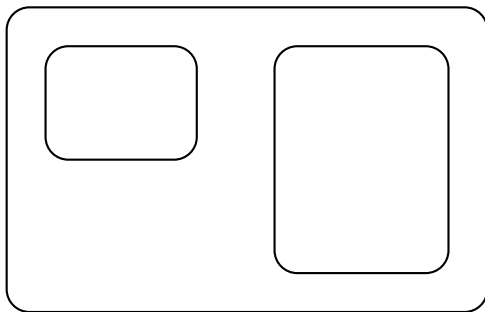
P Systems with States: Polymorphism on Steroids

Artiom Alhazov, Rudolf Freund,
Sergiu Ivanov, Marion Oswald

BWMC14

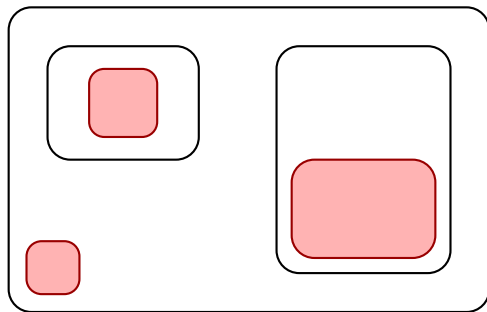
P Systems with States

Usually – no explicit state



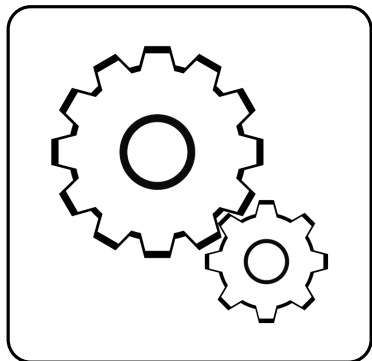
P Systems with States

Usually – **no** explicit **state**

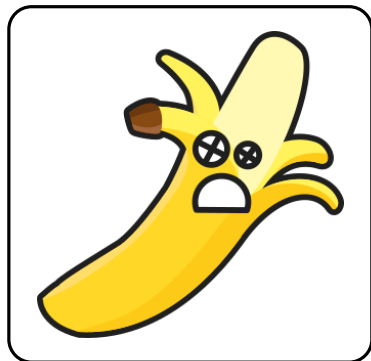


Consider **some parts** as **state**

States: Halting

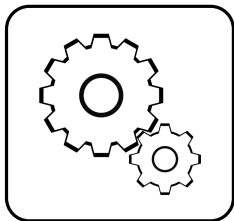


state = evolve



state = halt

States: Toxicity



state = evolve

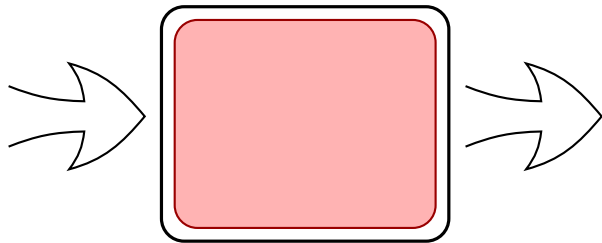


state = halt



state = toxic

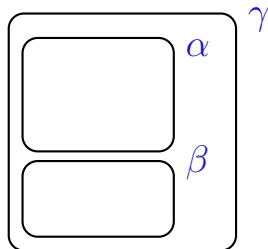
States: P Automata



Acceptance by **final states**.

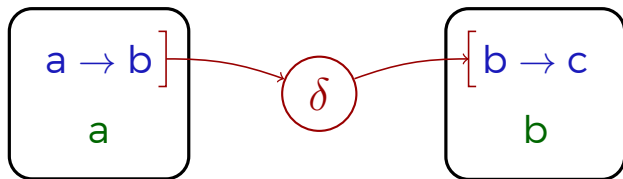
Membrane Annotations as States

- ▶ polarisation
- ▶ permeability
- ▶ energy
- ▶ . . .



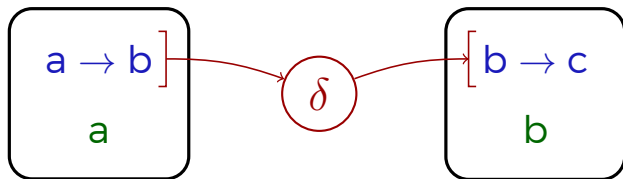
$$\text{State} = (\alpha, \beta, \gamma)$$

States as Control on Rules



- ▶ graph control
- ▶ label selection
 - ▶ complete graph
- ▶ time-varying systems
 - ▶ periodicity

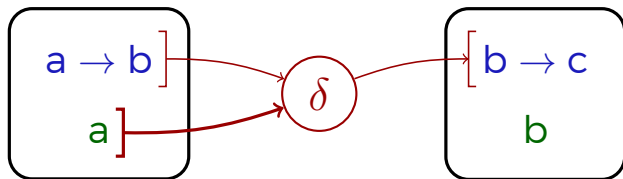
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(no dependence on membrane contents)

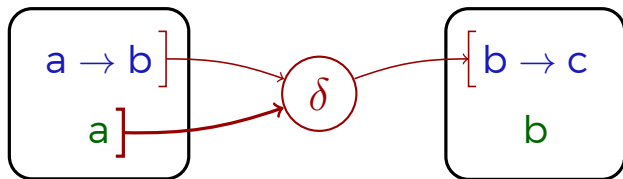
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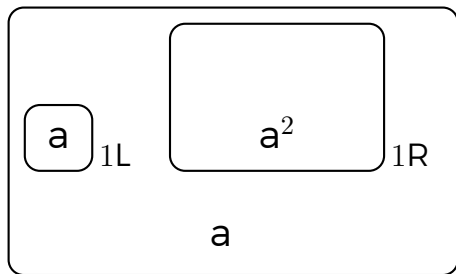
- ▶ polymorphic P systems

(new state depends on rules and membrane contents)

(no dependence on membrane contents)

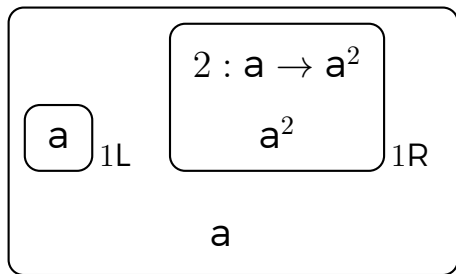
Polymorphism: Superexponential Growth

step	skin
0	a



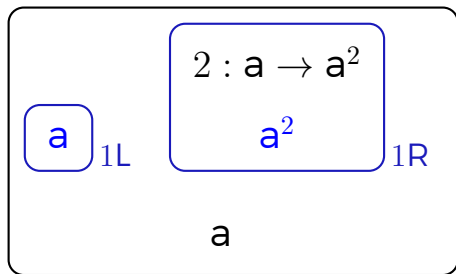
Polymorphism: Superexponential Growth

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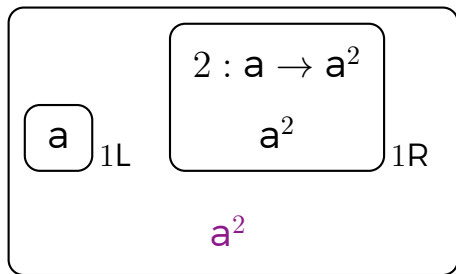
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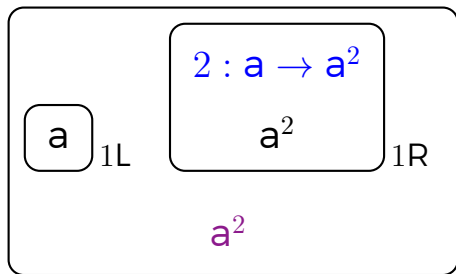
Polymorphism: Superexponential Growth

step	skin
0	a
1	a ²



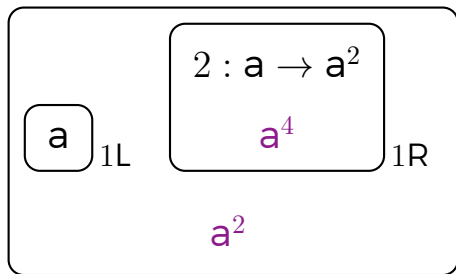
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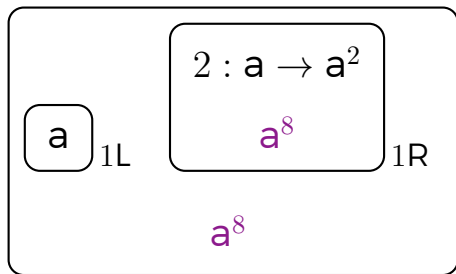
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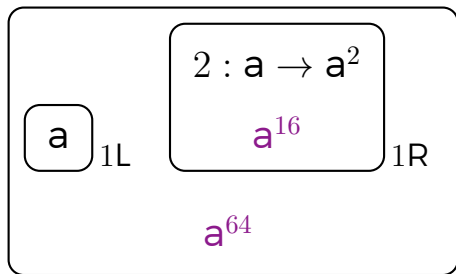
Polymorphism: Superexponential Growth

step	skin
0	a
1	a^2
2	a^8



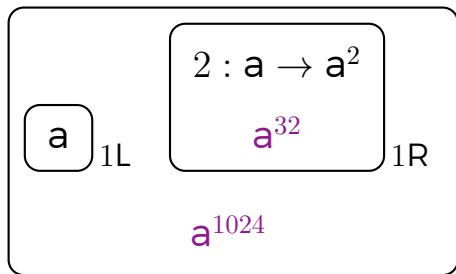
Polymorphism: Superexponential Growth

step	skin
0	a
1	a^2
2	a^8
3	a^{64}



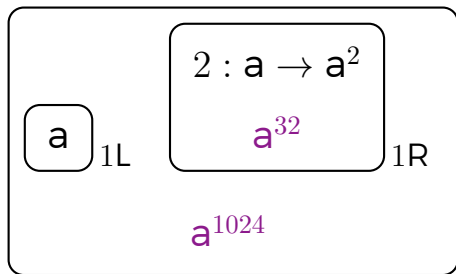
Polymorphism: Superexponential Growth

step	skin
0	a
1	a^2
2	a^8
3	a^{64}
4	a^{1024}



Polymorphism: Superexponential Growth

step	skin
0	a
1	a^2
2	a^8
3	a^{64}
4	a^{1024}
n	$a^{2^{\frac{n(n+1)}{2}}}$



Questions

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- ▶ Anything can depend on states
 - ▶ even the derivation mode!
- ▶ Infinite alphabets?
 - ▶ states = applicable multisets of rules
 - ▶ extract specific parts of the observed states?
- ▶ Practical applications?
 - ▶ parameters depending on states may be easy to implement