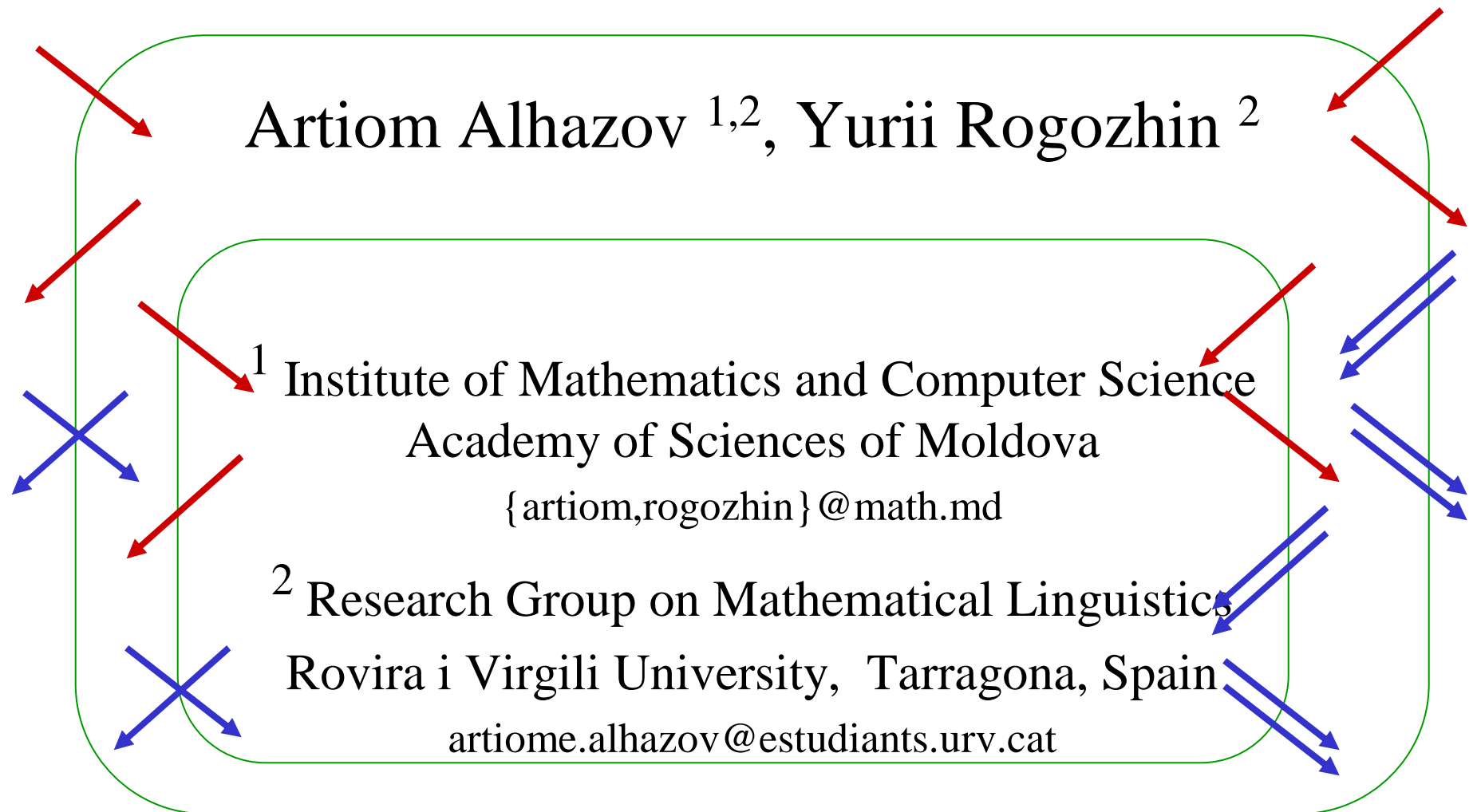


Towards a Characterization of P Systems with Minimal **Symport**/**Antiport** and Two **Membranes**



Key points of the systems definition

- Maximal parallelism
- Result at halting, in the elementary membrane

The power of some classes of P systems with small symport/antiport

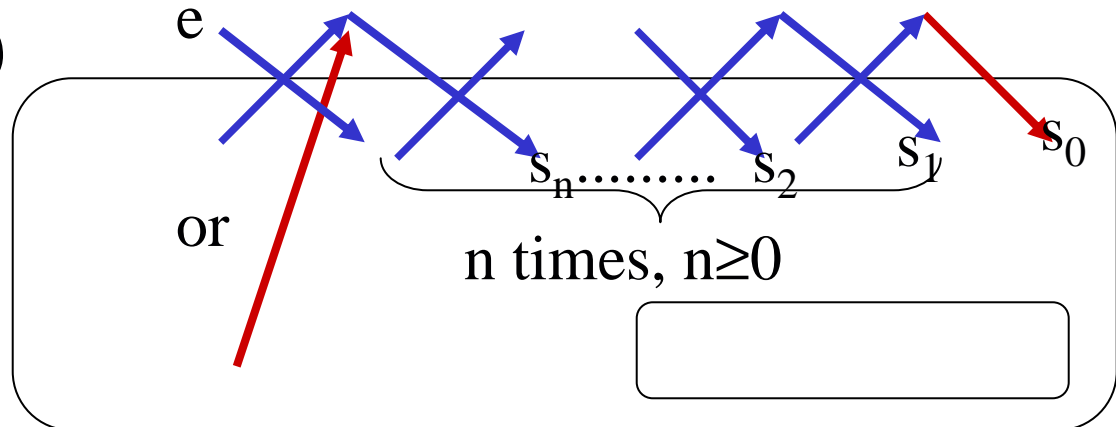
- $OP_3(\text{sym}_1, \text{anti}_1)$ and $OP_3(\text{sym}_2)$ are computationally complete
 - $OP_2(\text{sym}_1, \text{anti}_1)$ and $OP_2(\text{sym}_2)$ are complete modulo some additional objects
- $OP_1(\text{sym}_1, \text{anti}_{2/1})$ is computationally complete
- $OP_1(\text{sym}_3)$ is complete modulo 7 additional objects

The Garbage is Unavoidable:

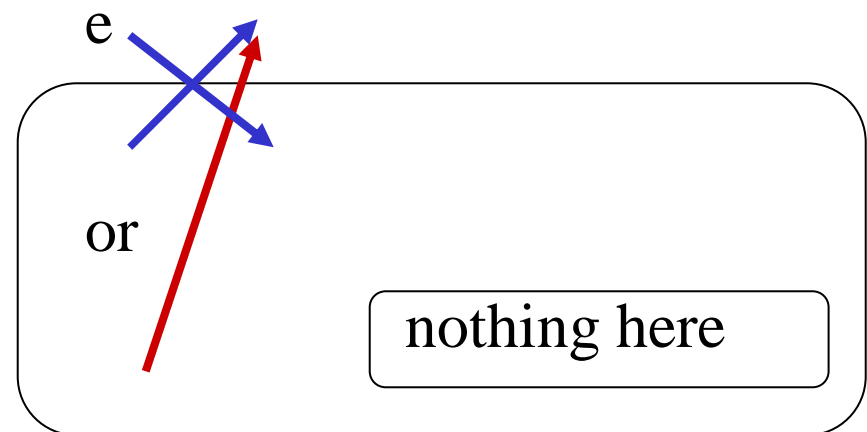
If $\Pi \in OP_2(\text{sym}_1, \text{anti}_1)$ then

$0 \in N(\Pi) \rightarrow N(\Pi) \in \text{NFIN}$

- Suppose $N(\Pi)$ is infinite

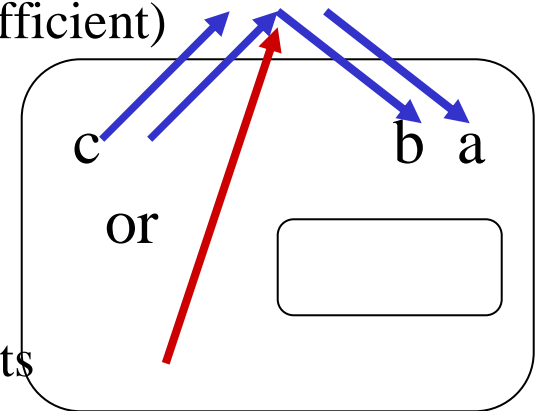


- Suppose $N(\Pi)$ contains 0: it halts
- s_0 is in region 1 \Rightarrow so is s_1, \dots, s_n
- contradiction



Symport Garbage: If $\Pi \in OP_2(\text{sym}_2)$ then $0 \in N(\Pi) \rightarrow N(\Pi) \in \text{NFIN}$

- Call I_0 the set of objects from O-E that we know must be in the environment at halting with empty region 2; $I_0 := \emptyset$.
- Assume $N(\Pi)$ is infinite: it is necessary (though not sufficient) to bring in some object $a \in E \cup I_0$: $(ab, \text{in}) \in R_1$ ($b \in \text{O-E}$).



- (b, out) : cannot halt with empty region 2.
- (bc, out) , $c \in \text{O-E}$: c does not stay in the environment (otherwise it does not help increasing the number of objects inside the system).
- Still, c cannot end up in region 1 if b is there. Add c to I_0 and repeat.
- (bc, out) , $c \in E$: repeat with c instead of a .
- If a system can increase the number of objects inside it, then it cannot halt without any objects in region 2.

UNIVERSALITY

Notations : $N_k RE = \{k + L \mid L \in NRE\}$,

$N_1 RE = \{N \in NRE \mid 0 \notin N\}$.

$N_{\exists 0} FIN = \{N \in NFIN \mid 0 \in N\}$,

$N_{\exists 0} SEG_1 = \{\{k \in N \mid k < n\} \mid n \geq 0\}$.

Theorem 3. $NOP_2(sym_1, anti_1) = N_1 RE \cup F$, where

$N_{\exists 0} SEG_1 \subseteq F \subseteq N_{\exists 0} FIN$.

Proving only $N_1 OP_2(sym_1, anti_1) = N_1 RE$

Outline of the proof

- We simulate a d -counter automaton

$$M=(d, Q, q_0, q_f, P).$$

$Q=\{q_i \mid 0 \leq i \leq f\}$ states, q_0 initial, q_f final,
 P finite set of instructions.

“increment” j : $(q_i \rightarrow q_l, k+)$

“decrement” j : $(q_i \rightarrow q_l, k-)$

“test for zero” j : $(q_i \rightarrow q_l, k=0)$

Construction

Notations: $C = \{c_k\}$, $k \in \{1, \dots, d\}$, $Q' = \{q_i'\}$, $q_i \in Q$.

We construct the P system Π_1 as follows:

$$\Pi_1 = (O, []_1 []_2]_1, w_1, w_2, E, R_1, R_2, 2),$$

$$O = E \cup \{I_c, M, S, T_1, T_2, J_1, J_2\} \cup \{b_j, d_j \mid j \in I\},$$

$$E = Q \cup Q' \cup C \cup \{a_j, a'_j \mid j \in I\} \cup \{J_0, F_1, F_2, F_3, F_4, F_5\},$$

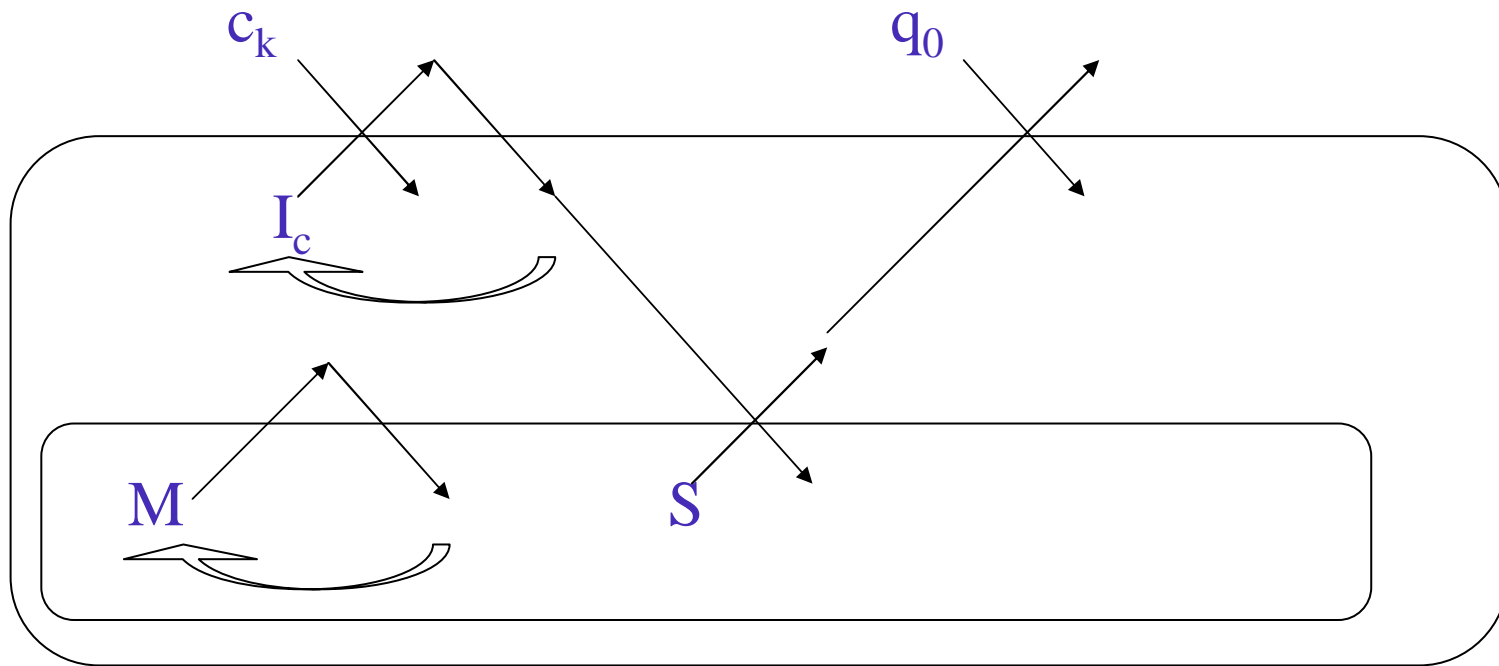
$$w_1 = J_1 J_2,$$

$$w_2 = T_1 T_2 M S \prod_{j \in I} b_j \prod_{j \in I} d_j,$$

The functioning of this system may be split into three stages:

- preparation of the system for the computation.
- simulation of instructions of the counter automaton.
- terminating the computation.

Preparation



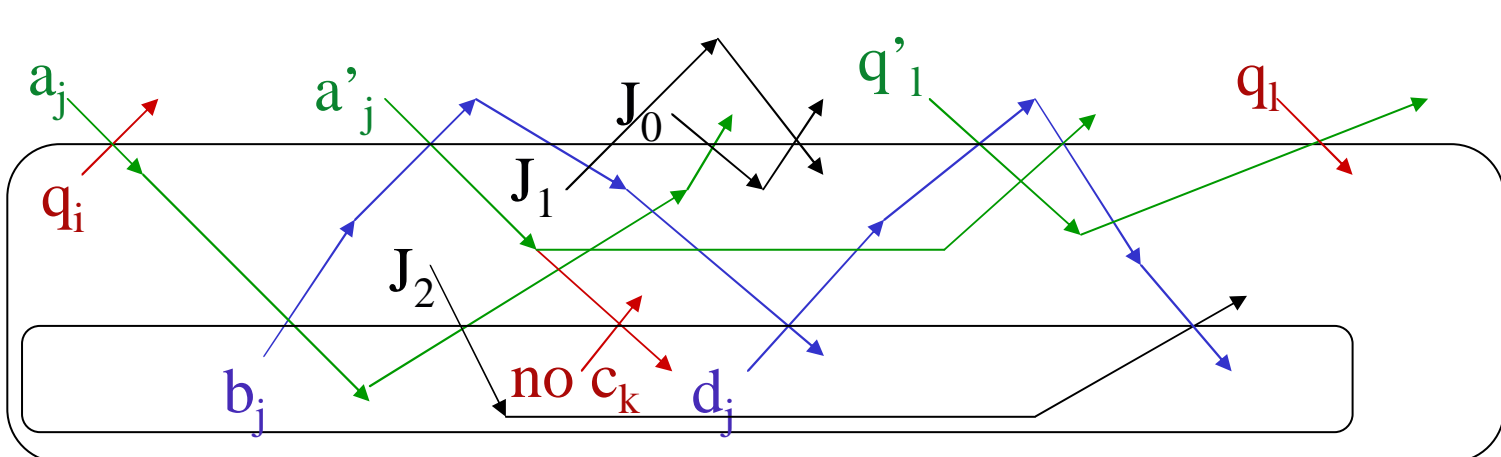
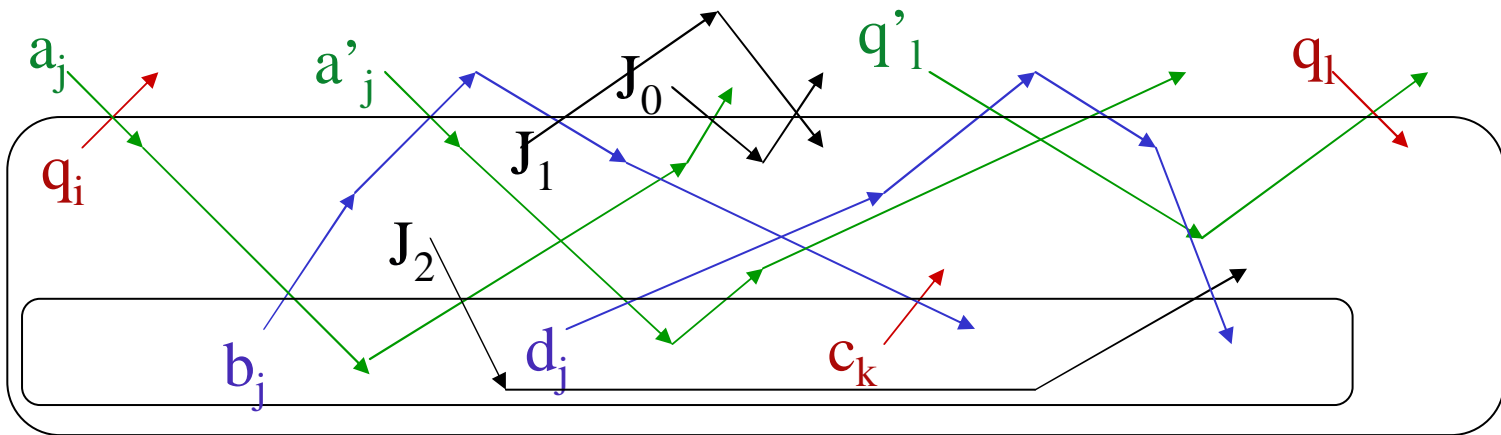
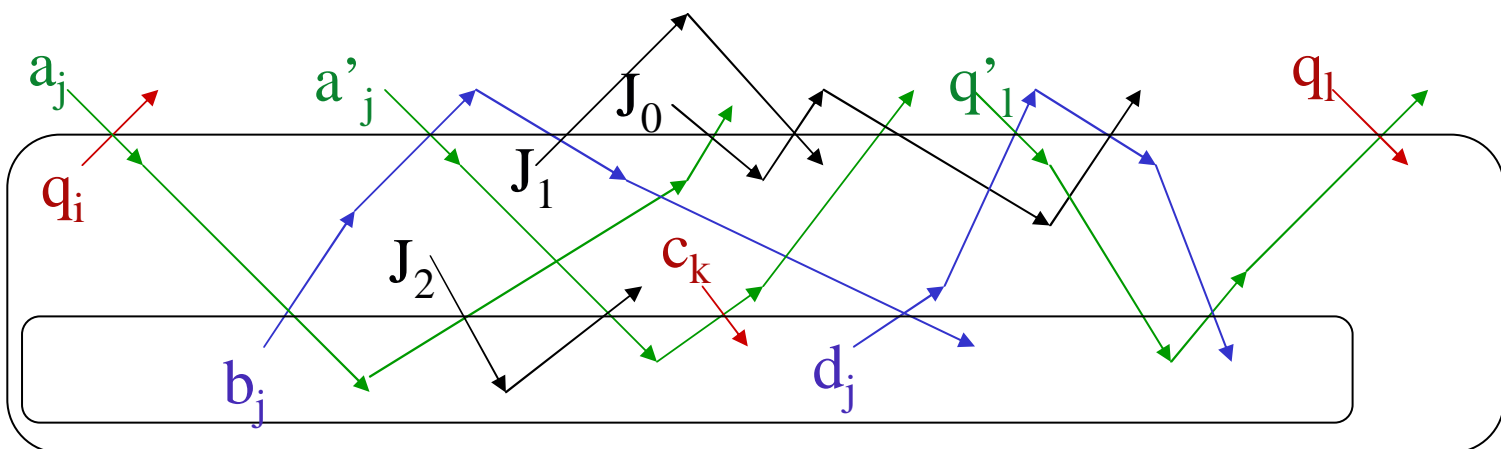
Main stage: representation

supply of states
supply of instructions

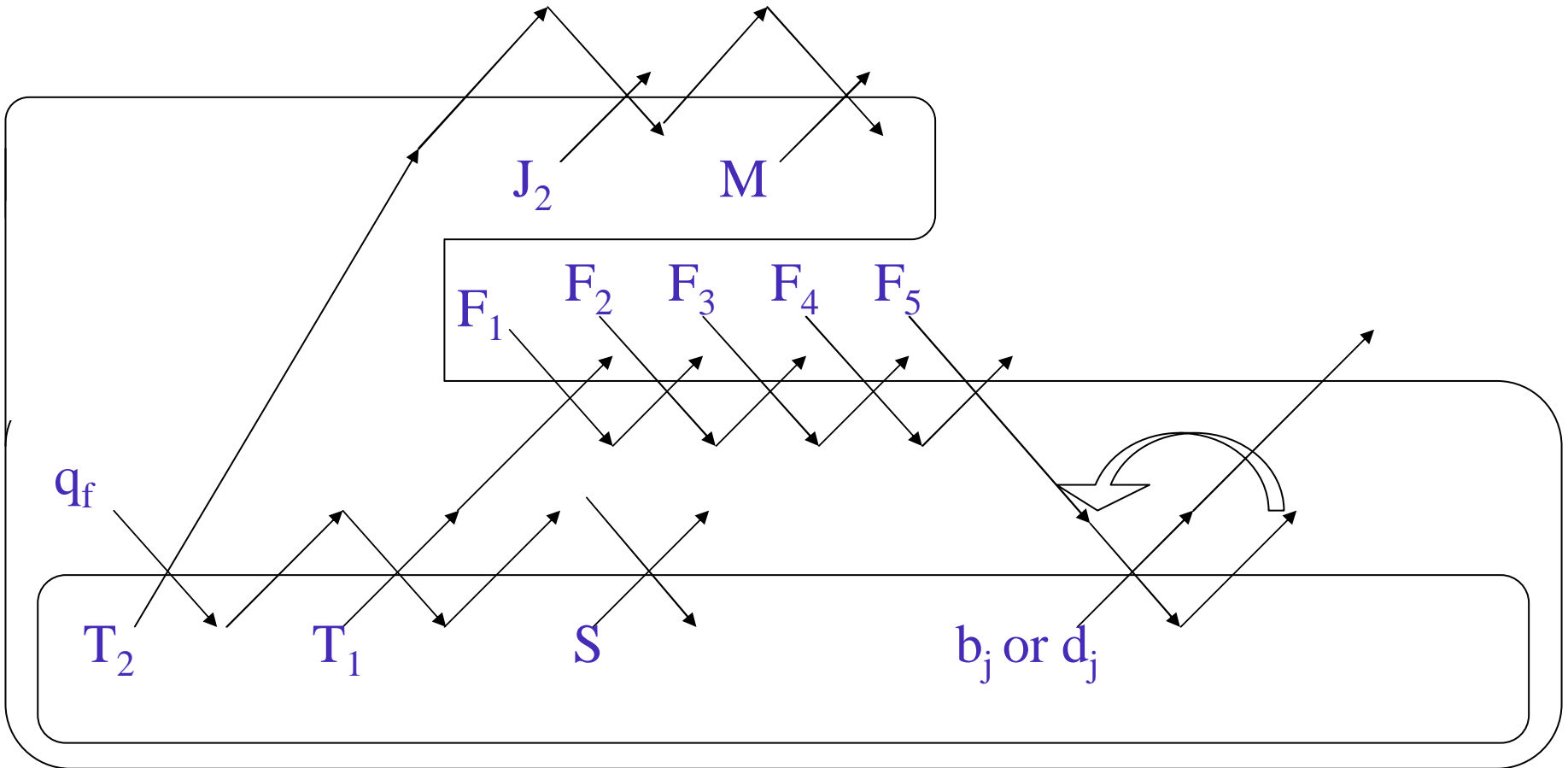
q_i : current state
supply of counters

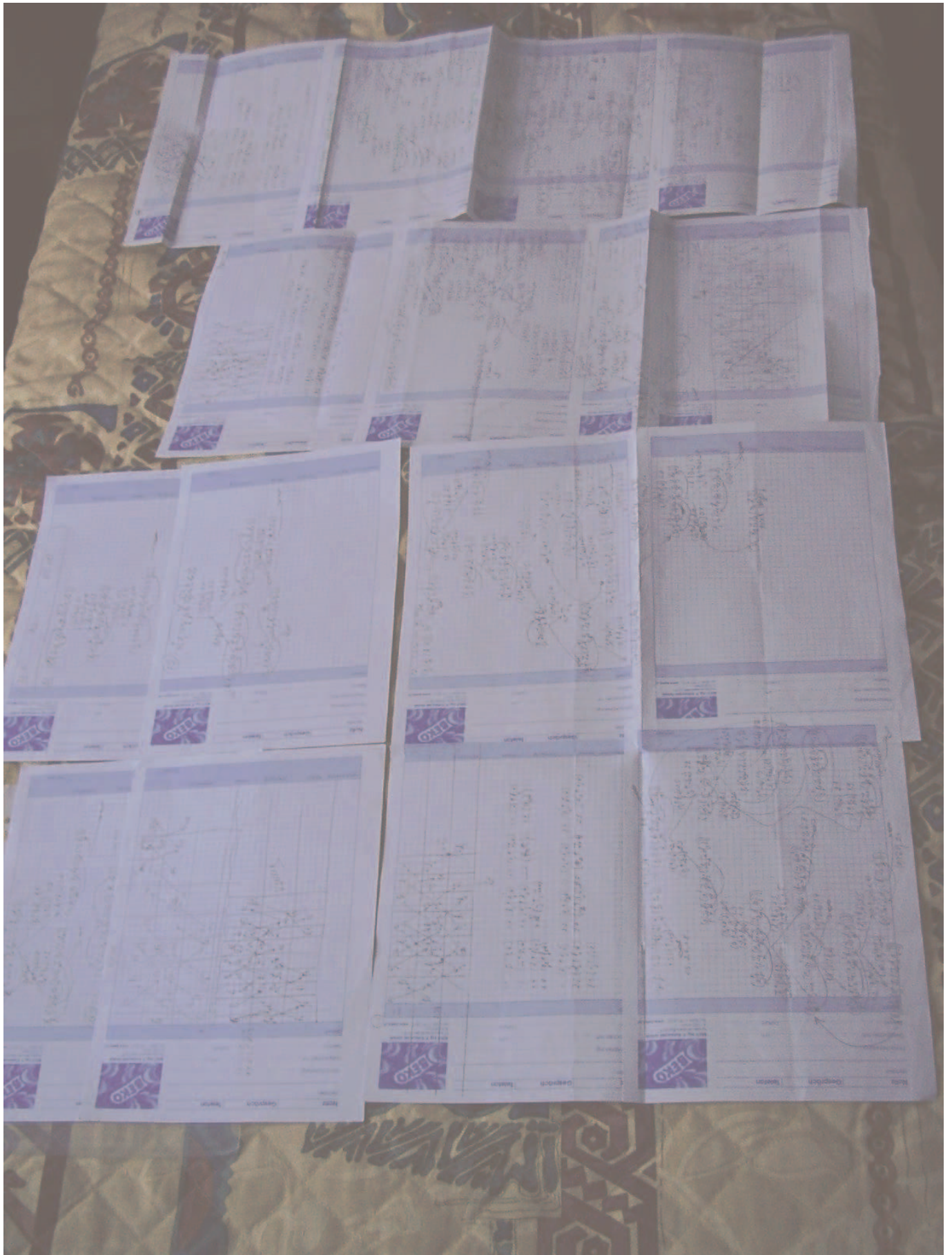
c_k : counters

Main stage: +, -, = 0



Termination





Conclusion

- P systems with minimal symport/antiport and two membranes: the optimal result is obtained.
 - One additional object in the output membrane is necessary and sufficient for computational completeness.
- For P systems with two membranes and symport of weight 2,
 - one object is necessary; sufficiency is open.
- It is still open what finite sets containing zero can be generated by these systems
 - Conjecture: $\{ \{ m | m \leq n \} n \in \mathbb{N} \}$