

Notes on the power of some restricted variants of P systems with active membranes

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Motivation

- ▶ P systems with active membranes are best known for their ability to solve NP-complete problems in polynomial time
- ▶ It is also interesting which combination of the possible features are **not** enough to solve NP-complete problems, but enough to solve problems in P
- ▶ For example, elementary membrane division rules are necessary to solve NP-complete problems [2000, Zandron, Ferneti, Mauri]
- ▶ But not sufficient to solve problems in P if polarizations and dissolution rules are not allowed [2008, Murphy, Woods] (based on the notion of *dependency graph* introduced in [2006, Gutierrez-Naranho et al.])



Motivation

- ▶ Unfortunately, showing P lower and upper bounds on the power of certain variants of P systems with active membranes is not always easy
- ▶ The P conjecture: P systems with active membranes using no polarizations characterize the class P [2005, Paun]
 - ▶ P lower bound is already proved (semi uniform solution in [2011, Murphy, Woods], uniform solution in [2014, Gazdag et al.]
 - ▶ P upper bound is still unproved



Motivation

- ▶ There are positive results for the P upper bound in restricted cases, for example when
 - ▶ only symmetric elementary division is allowed [2007, Murphy, Woods] or when
 - ▶ polarization, evolution rules and communications rules are not allowed and the system has a restricted initial membrane structure [2009, Woods et al.]
- ▶ On the other hand, it seems to be very difficult to solve a P-complete problem with P systems with no polarizations, when evolution and communication rules are not allowed
- ▶ In this talk we discuss the lower and upper bounds of the computational power of certain restricted variants of P systems with active membranes



Preliminaries

- ▶ P systems with active membranes have the following types of rules
 - ▶ Evolution rules
 - ▶ In and out communication rules
 - ▶ Dissolution rules,
 - ▶ Membrane division rules
 - ▶ in this talk we do not consider those systems which employ non-elementary division rules, they can decide PSPACE complete problems even without polarization, evolution and communication [2009, Zandron et al.]
- ▶ We assume the usual maximal parallel derivation strategy



Preliminaries

- ▶ Recognizer P systems
 - ▶ Every computation halts and yields the same answer *yes* or *no*,
 - ▶ The input is placed into a designated *input membrane*
 - ▶ The output appears in the last step of the computation in a designated output membrane
- ▶ To solve decision problems we use *uniform* families of recognizer P systems
- ▶ In this talk we consider possible solutions of the NL-complete STCON problem:
 - ▶ Given a directed graph $G = (V, E)$ and $s, t \in V$
 - ▶ Decide if there is a path from s to t



Method for solving STCON

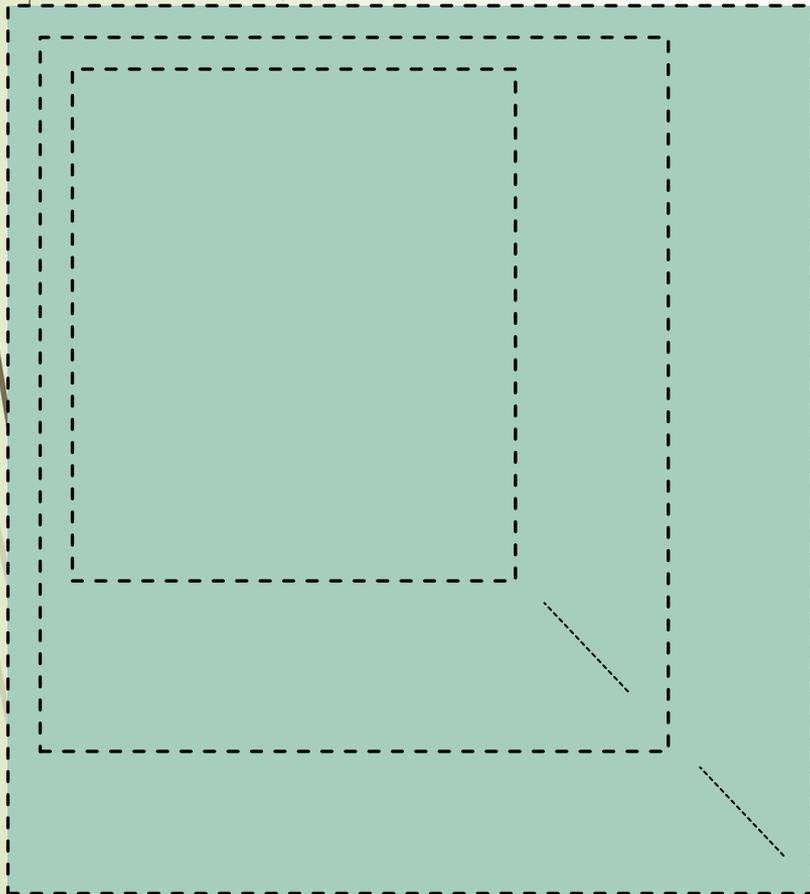
- ▶ Given a directed graph $G = (V, E)$ and $s, t \in V$
 - ▶ Decide if there is a path from s to t
 - ▶ {We may assume, without the loss of generality, that our vertices are labeled with natural numbers from 1 to N , and $s = 1$ and $t = N$ }
- ▶ We compute a set H of vertices step-by-step
 - ▶ Initially, H contains only 1
 - ▶ In every step, we add to H those vertices that are reachable from the elements currently in H
 - ▶ After at most $N - 1$ steps every vertices reachable from 1 are present in H



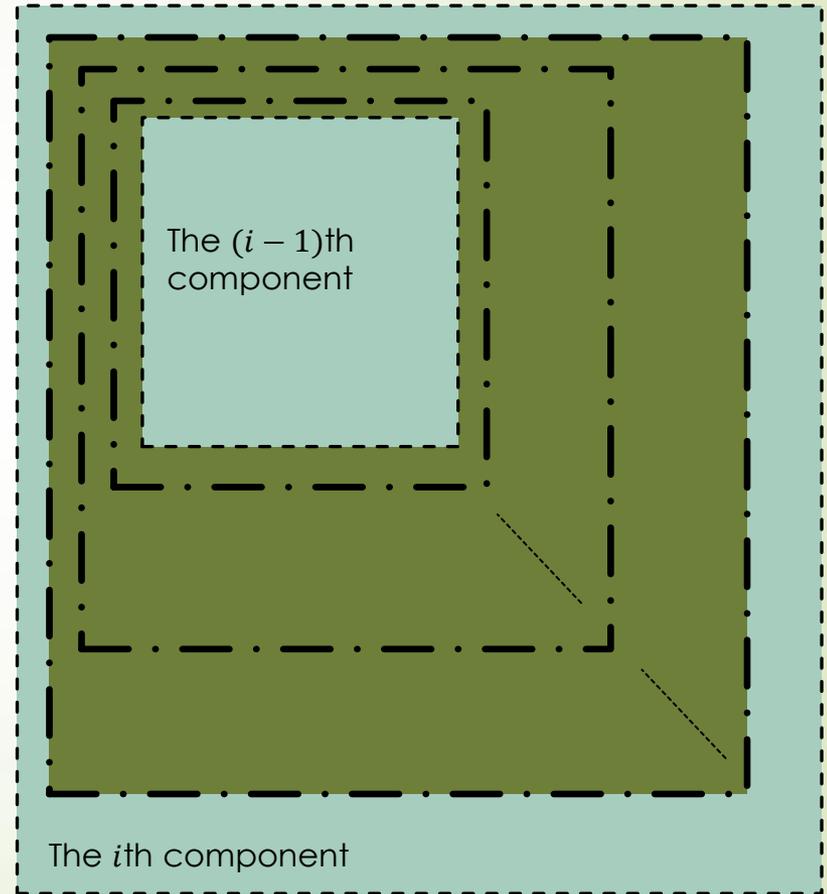
Possible simulation of this method

- ▶ We use an encapsulated structure
 - ▶ There are $N - 1$ **components**, one for each main step of the computation of H
 - ▶ In every component, there are $N * (N - 1)$ **layers**, one for every pair of vertices (every possible edges)
 - ▶ Every layer may introduce a new vertex
 - ▶ The innermost layer contains the next component

The structure



The **components**



The **layers** and the next **component**



Cases to handle during the step-by-step computation

- ▶ There can be several cases during the computation involving the vertices i and j
 - ▶ There is **no** edge from i to j (*case 1*)
 - ▶ There is an edge from i to j , but i is **not** present in H after $k - 1$ steps (*case 2*)
 - ▶ There is an edge from i to j , i is present in H after $k - 1$ steps, but j is **not** (*case 3*)
 - ▶ There is an edge from i to j , and both i and j are present in H after $k - 1$ steps (*case 4*)

A solution without evolution, dissolution, division, and in-communication rules

- ▶ We describe a uniform family of P systems to implement the above method solving STCON
 - ▶ Encoding of the input
 - ▶ An object ij represents, that there is a directed edge from the vertex i to j
 - ▶ An object \bar{ij} represents, that there isn't such an edge
 - ▶ We call them **positive** and **negative edge-objects**
 - ▶ Every layer consists two membranes, labeled with i, j, a and i, j, b [the layer is associated with the pair of vertices (i, j)]
 - ▶ The input membrane is the innermost
 - ▶ It contains an object 1 and objects $\bar{2}, \bar{3}, \dots, \bar{N}$ (representing, that initially only vertex 1 is reachable)
 - ▶ We call them **positive** and **negative vertex-objects**)
 - ▶ Initially every membrane has neutral charge



A solution without evolution, dissolution, division, and in-communication rules

- ▶ During the computation the following invariant properties will hold
 - ▶ $\forall i \in [1 \dots N]$: exactly one of the vertex-objects i or \bar{i} is present in the system
 - ▶ After going through the layers of the k th component it correctly represents that i can be reached from 1 in at most k steps
- ▶ Main rule: every object can go through every membrane that has negative polarization

Initializing the layers

- ▶ First, the edge-objects set the polarizations of the corresponding i, j, a membranes by out-communication rules
 - ▶ A positive [resp. negative] edge-object sets the polarization to positive [resp. negative])
 - ▶ The i, j, b membranes keep their neutral charges
- ▶ Then the vertex-objects can begin their „journey” to the *SKIN*

Handle the possible cases

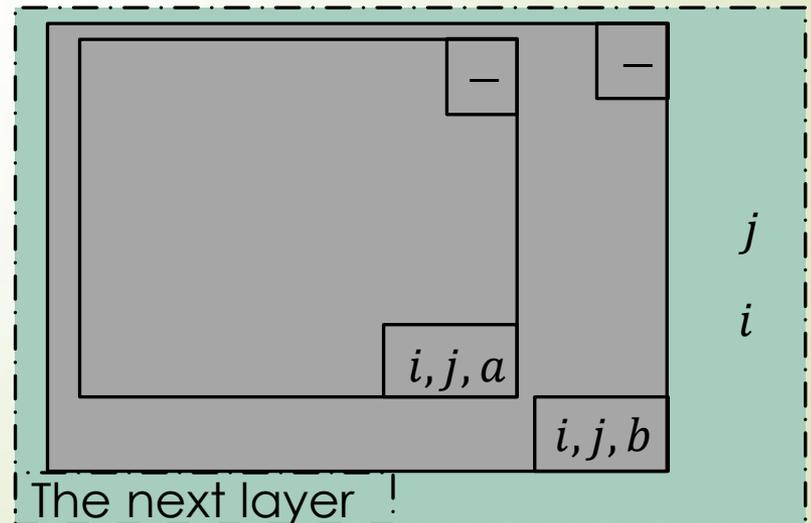
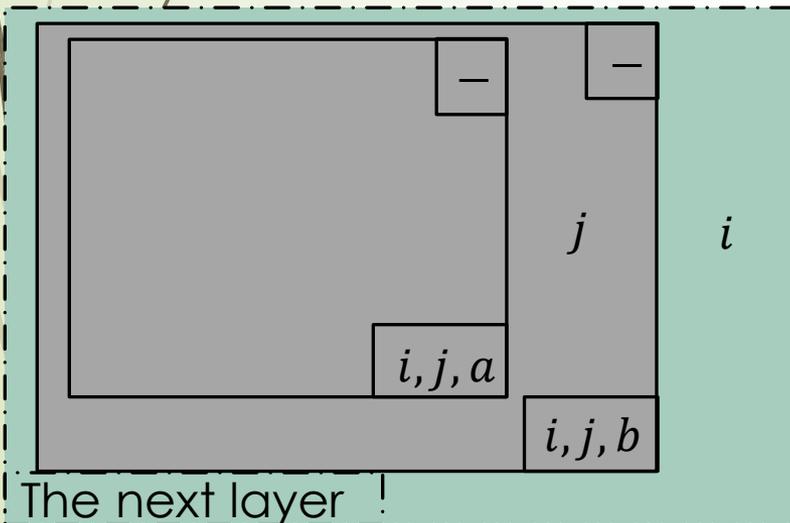
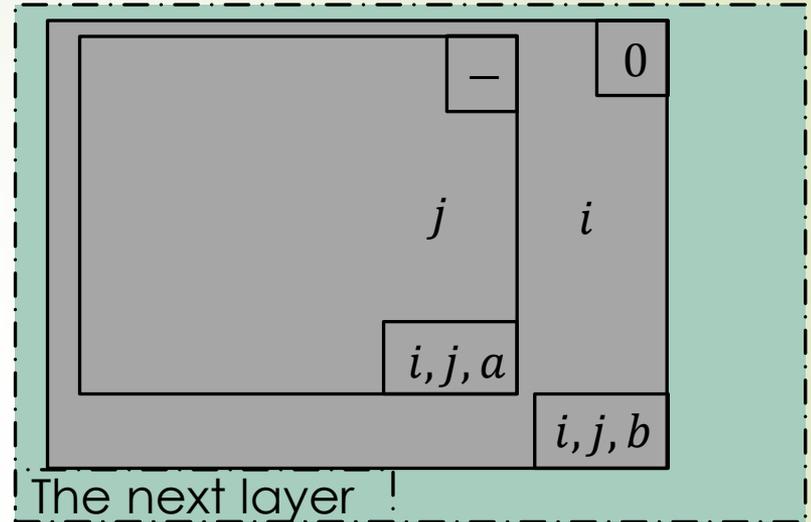
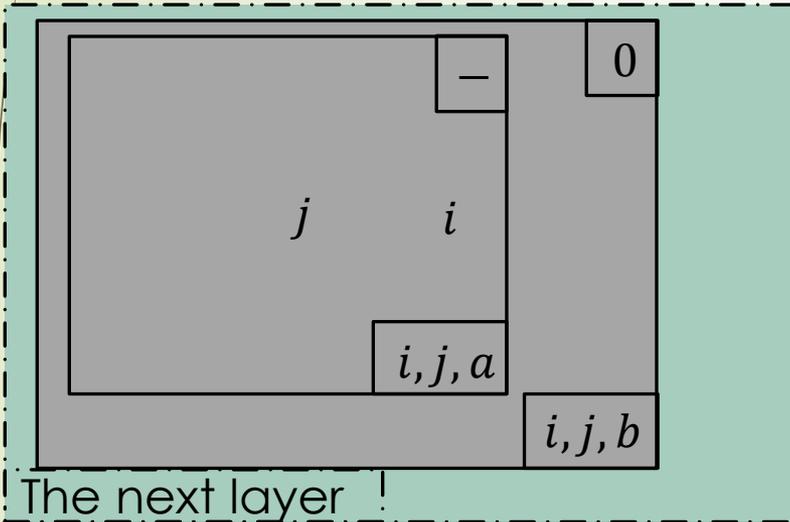
- ▶ If a positive (resp. negative) vertex-object i (resp. \bar{i}) reaches an i, j, a membrane with negative polarization, the object goes through it, then goes through the i, j, b membrane with neutral charge, and sets its polarization to negative (case 1)
- ▶ If a negative vertex-object \bar{i} reaches an i, j, a membrane with positive charge, the object goes through it, and sets its polarization to negative, then goes through the i, j, b membrane with neutral charge, and sets its polarization to negative too (case 2)

Handle the possible cases

- ▶ If a positive vertex-object i reaches an i, j, a membrane with positive charge, the object goes through it and „grabs” that charge (it becomes an i^+ vertex-object, and the membranes polarization becomes negative)
- ▶ The i^+ object then „gives” its charge to the i, j, b membrane, and becomes an i vertex-object again
- ▶ Then, if a \bar{j} negative vertex-object comes to the i, j, b membrane (with positive polarization) it goes out, „grabs” the charge, and becomes a j vertex-object, and the membranes polarization becomes negative (case 3)
- ▶ If a j positive vertex-object meets the membrane, it sets its polarization to negative too (case 4)

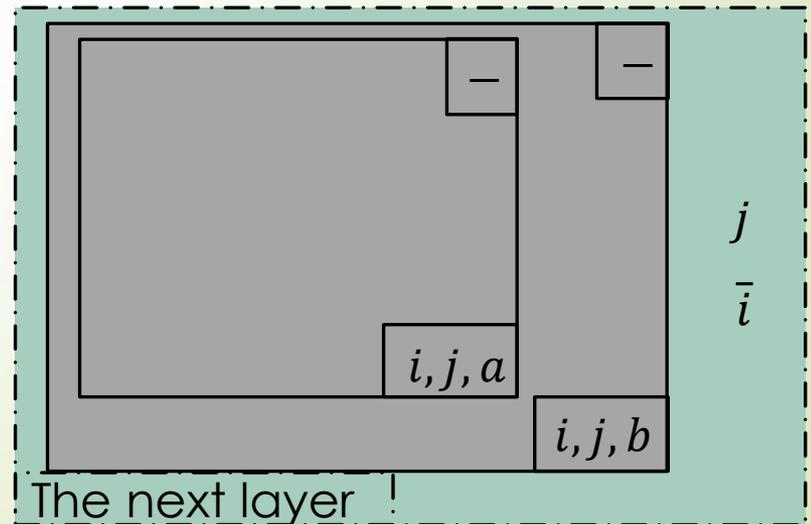
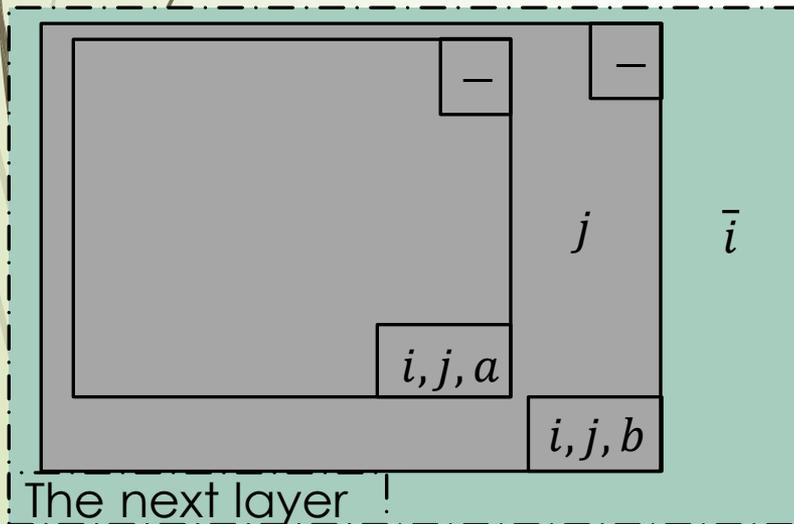
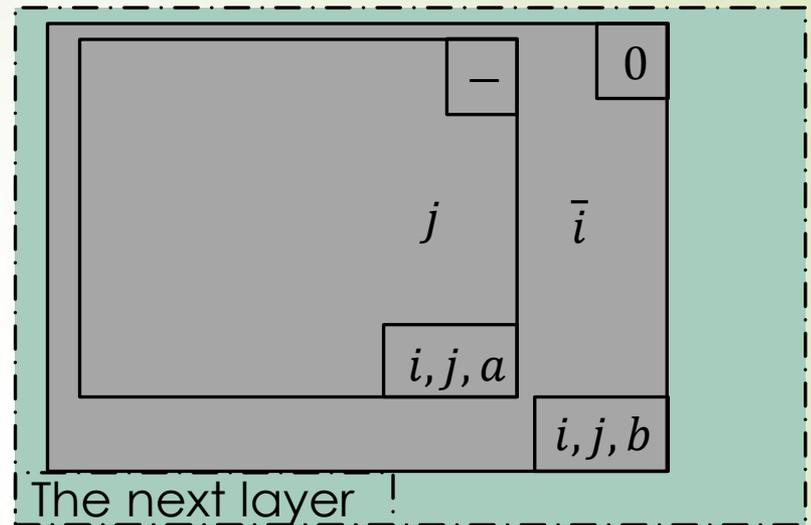
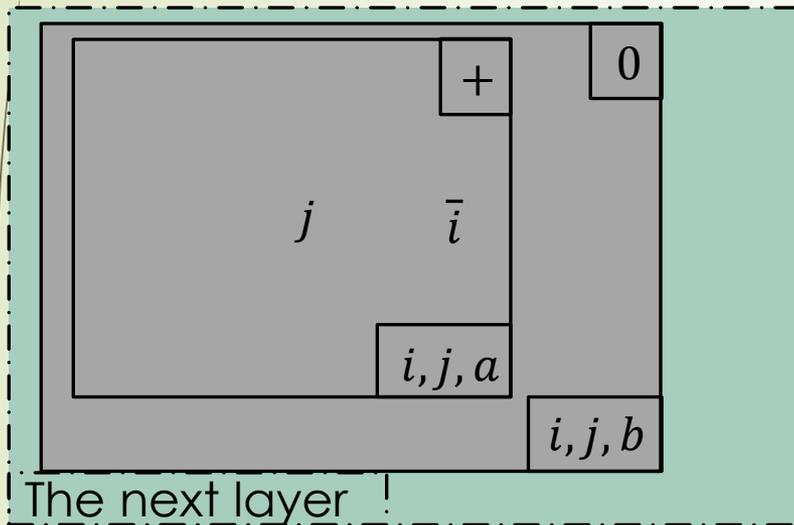
Handle the possible cases

Case 1



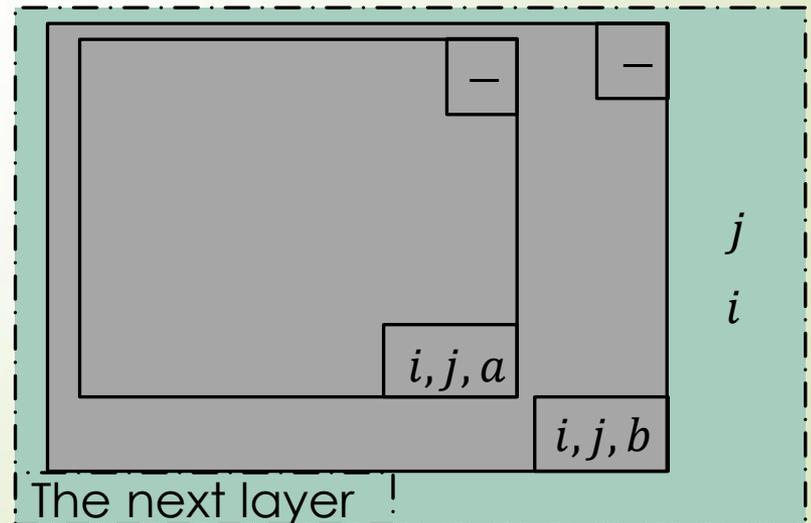
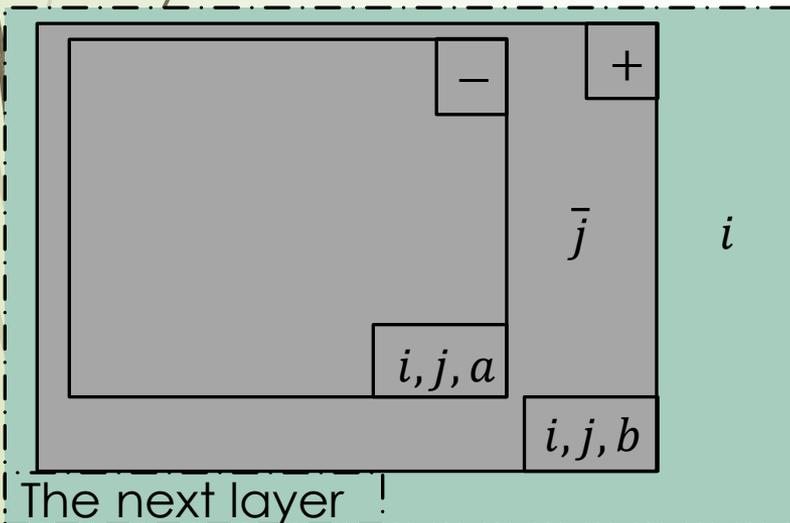
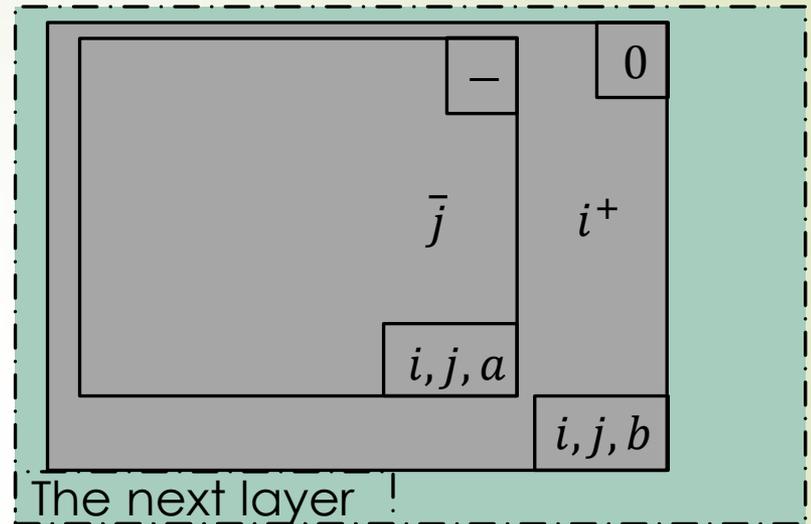
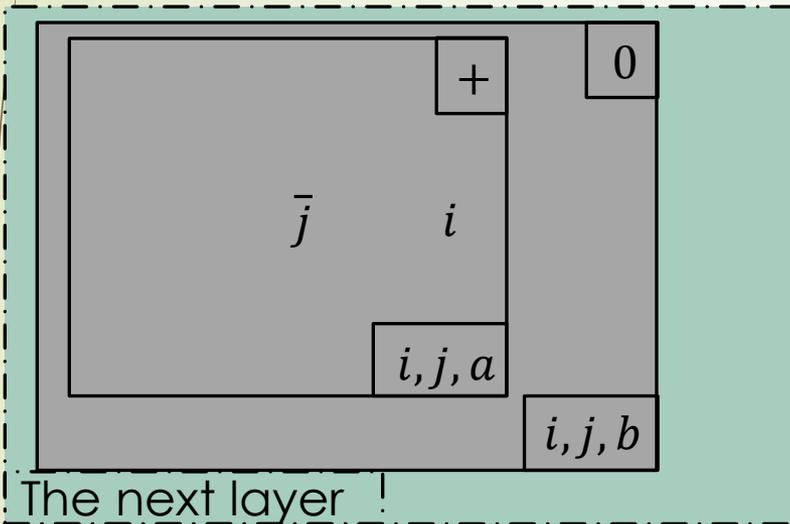
Handle the possible cases

Case 2



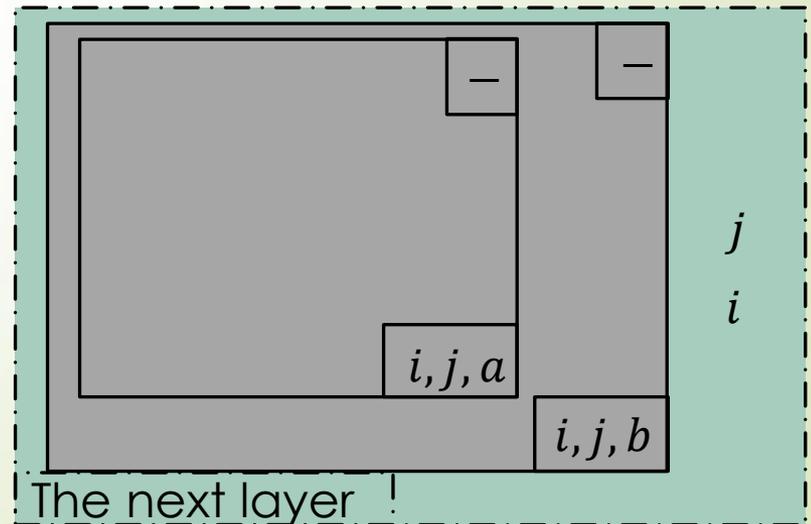
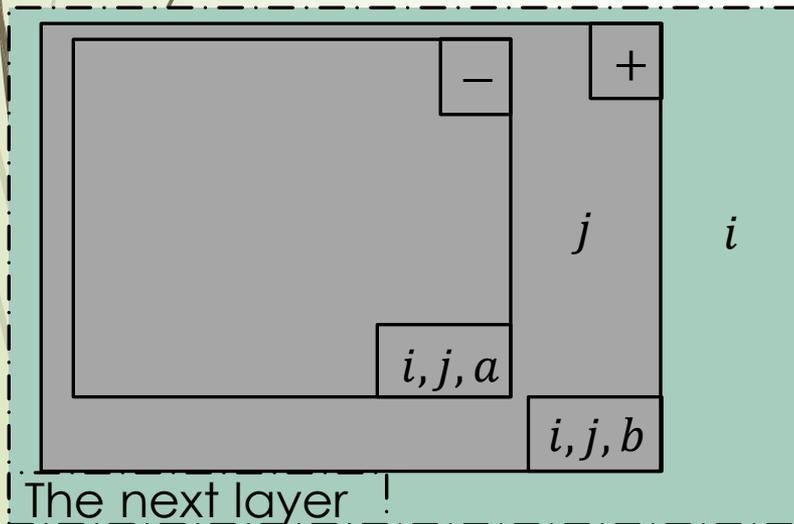
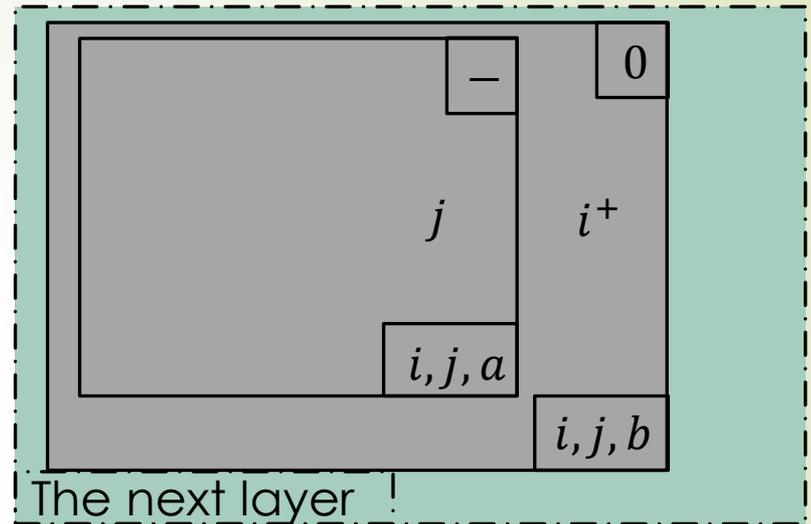
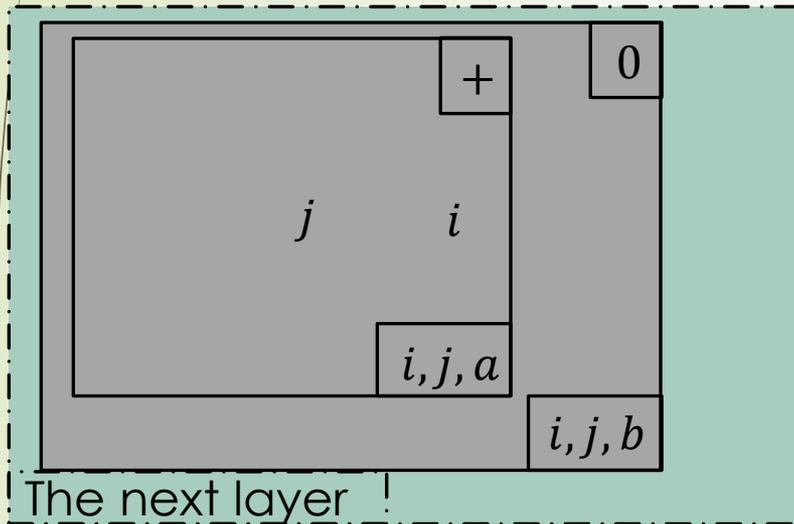
Handle the possible cases

Case 3



Handle the possible cases

Case 4





A solution without evolution, and communication rules

- ▶ We use a very similar system, with some minor changes
 - ▶ We use positive and negative edge- and vertex-objects
 - ▶ Minor change in the invariant property: we have exactly one negative vertex-object, or at least one positive vertex-object to a vertex
 - ▶ Trivially, the „main rule” won't hold 😊
 - ▶ Exchanging a negative vertex-object to a positive variant is made with a sequence of elementary divisions and dissolutions
 - ▶ During it, we create unnecessary copies of negative vertex-objects, that must be removed, so we must extend the layers with **removers**



An attempt to increase the lower bound to P

- ▶ Horn formula: a propositional formula φ in the conjunctive normal form (CNF) such that every clause of φ contains at most one positive literals
 - ▶ E.g. $x \vee \neg y \vee \neg z$, x , $\neg y$ are Horn clauses
- ▶ HORNSAT: Given a Horn formula φ , decide if φ is satisfiable
- ▶ It is known that HORNSAT is P-complete
- ▶ The direct solution of HORNSAT seems to be difficult due to the very limited ability of communication
- ▶ We consider HORN3SAT: Given a Horn formula φ such that every clause of φ contains at most three literals; Decide if φ is satisfiable

An attempt to increase the lower bound to P

- ▶ HORNSAT \leq_l HORN3SAT:
 - ▶ For a Horn formula φ , a HORN3SAT instance φ' can be constructed using logarithmic space s.t.
 φ is satisfiable iff φ' is satisfiable
 - ▶ Example: $C = x \vee \neg y \vee \neg z \vee \neg u \in \varphi \Rightarrow$
 - ▶ $C_1 = x \vee \neg y \vee \neg n$ and $C_2 = n \vee \neg z \vee \neg u \in \varphi'$ (n is a new propositional variable)
 - ▶ C_1 and C_2 are Horn clauses
- ▶ Thus HORN3SAT is P-complete
- ▶ Observation: $x \vee \neg y \vee \neg z \sim y \wedge z \rightarrow x$, $x \sim \uparrow \rightarrow x$, $\neg y \sim y \rightarrow \downarrow$



An attempt to increase the lower bound to P

- ▶ Recall: in case of STCON the presented P systems computed a set of those vertices that are reachable from s
 - ▶ This was done step by step: given the set of those vertices that can be reached from s in at most i steps, the P systems computed the set of those vertices that can be reached from s in at most $i + 1$ steps.
 - ▶ Basically, the systems followed the edges of the form $u \rightarrow v$ represented by the membranes
- ▶ In case of HORN3SAT the P systems should compute the set of those variables that must be *true* in order to make the formula *true*
 - ▶ E.g, if we know that x and y must be *true* and $x \wedge y \rightarrow z$ is a clause of the formula, then z must be *true*
 - ▶ Thus the system should follow here „edges” of the form $x \wedge y \rightarrow z$

P upper bound for a restricted variant of P systems with AM's

- ▶ Giving polynomial time upper bound on the power of P systems with AM's is hard if *both division and dissolution rules* are allowed (even if the rules have no polarizations).
- ▶ Example: using the rules $[a] \rightarrow [a_1][a_2]$, $[b] \rightarrow [b_1][b_2]$, $[c] \rightarrow [c_1][c_2]$ on the membrane $[a, b, c]$ yields $2^3 = 8$ different membranes
 - ▶ Storing the representation of each membrane needs exponential space
- ▶ P upper bound is given when polarization, evolution and communication is not allowed, and the initial membrane structure is a sequence single path [2009, Woods et al.]
 - ▶ Object division graph is used to follow the possible divisions for a given object and membrane label
 - ▶ The numbers of different objects in a membrane are stored in a vector

P upper bound for a restricted variant of P systems with AM's

- ▶ We consider P systems with AM's without polarization, evolution and communication
- ▶ We propose a method for representing exponentially many different membranes using polynomial space
- ▶ Recall: the representation is hard only for the elementary membranes
- ▶ Consider the rules
 - ▶ $[a] \rightarrow [a_1][a_2], [b] \rightarrow [b_1][b_2], [c] \rightarrow [c_1][c_2]$ and
 - ▶ $[a_2] \rightarrow \bar{a}$ and $[c_1] \rightarrow \bar{c}$
 - ▶ Let $C = [a, b, c, d]$
 - ▶ The representation of C after the
 - ▶ 1st step: $(a_1 \mid a_2) [b, c, d]$
 - ▶ 2nd step: $[a_1, b, c, d]$ (the multiset $\{\bar{a}, b, c, d\}$ should be added to the representation of objects in the parent)

P upper bound for a restricted variant of P systems with AM's

- ▶ The representation of C after the
 - ▶ 3rd step: $(b_1 \mid b_2) [a_1, c, d]$
 - ▶ 4th step: $(b_1 \mid b_2)(c_1 \mid c_2) [a_1, d]$
 - ▶ 5th step: $(b_1 \mid b_2) [c_2, a_1, d]$ (the multiset represented by $(b_1 \mid b_2) [\bar{c}, a_1, d]$ should be added to the representation of objects in the parent)
- ▶ At every step
 - ▶ the new representation of the elementary membranes and
 - ▶ the representation of the objects in the parents can be computed in polynomial time
 - ▶ (no formal proof yet)
- ▶ If the construction works, the next step is to extend it to out-communication rules



Summary



- ▶ If we can prove the correctness of the constructions, then
 - ▶ the power of P systems with no evolution, dissolution, division and in-communication rules characterize the complexity class P,
 - ▶ the power of P systems with no evolution and communication rules lower bounded by P, and
 - ▶ the power of P systems with no polarization, evolution and communication rules is upper bounded by P



Thank you!

