

Preface	VII
1. Introduction: Membrane Computing – What It Is and What It Is Not	1
2. Prerequisites	7
2.1 The Biological Membrane	7
2.1.1 The Structure of the Plasma Membrane	8
2.1.2 Trans-membrane Transport	10
2.1.3 Cellular Division: Mitosis	14
2.2 The Neuron	15
2.3 Elements of Computability	16
2.3.1 Basic Notions and Notations	17
2.3.2 Operations with Strings and Languages	18
2.3.3 Chomsky Grammars	19
2.3.4 Characterizations, Necessary Conditions	22
2.3.5 Lindenmayer Systems	24
2.3.6 Finite Automata, Turing Machines	26
2.3.7 Regulated Rewriting	29
2.3.8 On the Difference Between CS and RE	39
2.3.9 Universal Turing Machines and Type-0 Grammars	40
2.3.10 Splicing, Insertion–Deletion, Context Adjoining	42
2.3.11 Elements of Complexity	45
2.3.12 Multisets	49
2.4 Bibliographical Notes	50
3. Membrane Systems with Symbol–Objects	51
3.1 A Simple Class	51
3.2 Two Examples	55
3.3 The Power of the Simple Class	58
3.4 Basic Extensions	64
3.4.1 Dissolving a Membrane	64
3.4.2 Priorities Among the Evolution Rules	70
3.4.3 Two Further Examples	71
3.4.4 The Power of Priority	74
3.4.5 The Power of Synchronization	77
3.5 A Formal Definition	85
3.6 Further Extensions	91
3.6.1 Weak Target Commands	91
3.6.2 Controlling the Permeability of Membranes	93
3.6.3 Communication Controlled by Concentration	99
3.6.4 Creating Rules During the Computation	102
3.6.5 Using Promoters/Inhibitors	104
3.7 Systems with External Output	114
3.8 Bibliographical Notes	125

4. Trading Evolution for Communication	129
4.1 Systems with Symport/Antiport	130
4.2 Computational Universality	133
4.3 Controls on the Use of Rules	141
4.4 Following the Traces of Objects	144
4.5 Systems with Carriers	153
4.6 Bibliographical Notes	159
5. Structuring the Objects	161
5.1 Rewriting Membrane Systems	162
5.2 Some Variants and Their Power	180
5.2.1 Rule Creation	181
5.2.2 Conditional Rewriting	181
5.2.3 Conditional Communication	186
5.2.4 Replicated Rewriting	199
5.2.5 Parallel Rewriting	208
5.3 Splicing Membrane Systems	211
5.4 Contextual Membrane Systems	223
5.5 Insertion–Deletion Membrane Systems	226
5.6 Bibliographical Notes	231
6. Networks of Membranes	235
6.1 The Splicing Case	236
6.2 Using Symport/Antiport Rules	238
6.3 Neural-like Networks of Membranes	249
6.3.1 Definitions and Examples	249
6.3.2 The Computational Power	256
6.3.3 The Computational Efficiency	267
6.4 Bibliographical Notes	269
7. Trading Space for Time	271
7.1 Complexity Classes for Membrane Systems	271
7.2 Using Membrane Division	273
7.2.1 Solving SAT in Linear Time	281
7.2.2 Solving the Hamiltonian Path Problem	286
7.2.3 Using Cooperative Rules	290
7.2.4 Is Membrane Division Necessary?	298
7.3 Using Membrane Creation	301
7.3.1 Solving SAT	311
7.3.2 Solving HPP	316
7.3.3 The Case of String–Objects	318
7.4 Using String Replication	321
7.5 Using Pre-computed Resources	323
7.6 Bibliographical Notes	327

8. Further Technical Results	329
8.1 Decidability Results	329
8.2 Unary Systems	340
8.3 A Representation of Context-free Languages	344
8.4 Valuating the String-Objects	348
8.5 Systems with Enhanced Membrane Handling	351
8.6 Brief Excursion Through the Literature	354
8.6.1 Generalized Sequential Membrane Systems	354
8.6.2 Bidimensional Objects	357
8.6.3 Membrane Systems and Stream X- machines	357
8.6.4 Membrane Systems and Ambient Calculus	359
8.6.5 A Direct Construction of a Universal System	361
8.6.6 Further Research Topics	363
9. (Attempts to Get) Back to Reality	367
9.1 Getting Closer to the Cell by Energy Accounting	367
9.2 Getting Closer to the Cell by Gemmation	373
9.3 Getting Closer to the Cell: Bilayer Membranes	375
9.4 <i>In Silico</i> Implementations	379
9.5 Artificial Life Applications	384
9.6 A Simulation of Photosynthesis	392
Open Problems	399
Universality Results	401
References	402
Index	417