## State sequences of reaction systems



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## Note: in this lecture we discuss the context-independent behaviour of RS unless otherwise specified

## Power set functions

# $f: 2^{S} \rightarrow 2^{S}$ $\underbrace{\text { power set }} \begin{aligned} & \text { function }\end{aligned}$ 

$f(\varnothing)=f(S)=\varnothing \quad \begin{array}{r}\text { boundary } \\ \text { condition }\end{array}$

# Computing (or implementing) power set functions by RS 

$$
f=\operatorname{res}_{\mathcal{A}} \text { for some } \mathcal{A}
$$


$f$ is a boundary power set function

$$
f(X)=Y
$$

$$
\Downarrow
$$

$$
(X, S-X, Y)
$$

## complement reaction

# Computing power set functions by RS with restricted resources 

## Minimal RS



How does minimality restrict the class of functions computed (or implemented) by RS?

## Subadditive functions



## Examples

$$
(\{a, b\},\{c, d\},\{a, b\})
$$

Not union-subadditive

$$
\begin{gathered}
\operatorname{res}_{\mathcal{A}}(\{a\} \cup\{b\})=\operatorname{res}_{\mathcal{A}}(\{a, b\})=\{a, b\} \\
\operatorname{res}_{\mathcal{A}}(\{a\}) \cup \operatorname{res}_{\mathcal{A}}(\{b\})=\varnothing
\end{gathered}
$$

## Examples

$$
(\{a, b\},\{c, d\},\{a, b\})
$$

Not intersection-subadditive
$\operatorname{res}_{\mathcal{A}}(\{a, b, c\} \cap\{a, b, d\})=\operatorname{res}_{\mathcal{A}}(\{a, b\})=\{a, b\}$ N
$\operatorname{res}_{\mathcal{A}}(\{a, b, c\}) \cup \operatorname{res}_{\mathcal{A}}(\{a, b, d\})=\varnothing$

Theorem

## $f$ is union-subadditive


$f=\operatorname{res}_{\mathcal{A}}$ for some reactant-minimal $\mathcal{A}$
$f$ is intersection-subadditive

$f=\operatorname{res}_{\mathcal{A}}$ for some inhibitor-minimal $\mathcal{A}$
$f$ is union- and intersection-subadditive

$f=\operatorname{res}_{\mathcal{A}}$ for some resource-minimal $\mathcal{A}$

Dynamics of RS: state sequences

Dynamics

$\operatorname{res}_{\mathcal{A}}^{n}(T)$


$$
\{c\}
$$

Dynamics


Dynamics


Fixed points

$$
\{a, b, c\}
$$

$\{b\}$ )
\{c\}

An example of interesting dynamics: implementing binary counters

## Implementing binary counters

$$
\begin{array}{cccccc}
1 & 0 & 1 & 0 & 1 & 1 \\
\downarrow & & \downarrow & & \downarrow & \downarrow \\
\left\{b_{5},\right. & & b_{3}, & & \left.b_{1}, b_{0}\right\}
\end{array}
$$

Incrementing binary counters


Reactions for incrementing binary counters

$$
\begin{array}{ll}
\left(\left\{b_{i-1}, b_{i-2}, \ldots, b_{0}\right\},\left\{b_{i}\right\},\left\{b_{i}\right\}\right) & \text { for } 1 \leq i \leq n \\
\left(\left\{b_{i}\right\},\left\{b_{0}\right\},\left\{b_{0}\right\}\right) & \text { for } 1 \leq i \leq n \\
\left(\left\{b_{i}\right\},\left\{b_{j}\right\},\left\{b_{i}\right\}\right) & \text { for } 0 \leq j<i
\end{array}
$$

Binary counters $\rightarrow$ long paths


Binary counters $\rightarrow$ long cycles


General computable dynamics: simulating Turing machines

Turing machines (with bounded tape)

$q a \rightarrow q b \triangleright$
$q b \rightarrow r a \triangleright$
$r a \rightarrow q \quad a \quad$
$r b \rightarrow r a \quad \triangleright$

## Turing machines (with bounded tape)



Encoding as reaction system


Encoding as reaction system

$$
\left.\begin{array}{cccccc}
q & a & \rightarrow & q & b & \triangleright \\
q & b & \rightarrow & r & a & \triangleright \\
r & a & \rightarrow & q & a & \triangleleft \\
r & b & \rightarrow & r & a & \triangleright
\end{array}\right\} \begin{array}{cll}
\left(\left\{q_{1}, a_{1}\right\},\right. & \left.\{\boldsymbol{\phi}\},\left\{q_{2}, b_{1}\right\}\right) \\
\left(\left\{q_{2}, a_{2}\right\},\right. & \left.\{\boldsymbol{\oplus}\},\left\{q_{3}, b_{2}\right\}\right) \\
\vdots \\
\left(\left\{q_{6}, a_{6}\right\},\right. & \left.\{\boldsymbol{\phi}\},\left\{q_{7}, b_{6}\right\}\right)
\end{array}
$$

Encoding as reaction system

$$
\left.\begin{array}{cccccc}
q & a & \rightarrow & q & b & \triangleright \\
q & b & \rightarrow & r & a & \triangleright
\end{array}\right)
$$

Preserving the tape

$\begin{array}{ll}\left(\left\{a_{1}\right\},\left\{q_{1}, r_{1}\right\},\left\{a_{1}\right\}\right) & \left(\left\{b_{1}\right\},\left\{q_{1}, r_{1}\right\},\left\{b_{1}\right\}\right) \\ \left(\left\{a_{2}\right\},\left\{q_{2}, r_{2}\right\},\left\{a_{2}\right\}\right) & \left(\left\{b_{2}\right\},\left\{q_{2}, r_{2}\right\},\left\{b_{2}\right\}\right)\end{array}$
$\left(\left\{a_{7}\right\},\left\{q_{7}, r_{7}\right\},\left\{a_{7}\right\}\right)$
$\left(\left\{b_{7}\right\},\left\{q_{7}, r_{7}\right\},\left\{b_{7}\right\}\right)$

## Computation step


$\operatorname{res}_{\mathcal{A}} \longrightarrow \begin{aligned} & \left\{a_{1}, b_{2}, b_{3}, a_{4}, a_{5}, a_{6}, b_{7}, q_{3}\right\} \\ & \left\{a_{1}, b_{2}, a_{3}, a_{4}, a_{5}, a_{6}, b_{7}, r_{4}\right\}\end{aligned}$


## High-level dynamics of resource-minimal RS

## Simulating power of minimal RS

It turns out that resource-minimal RS are powerful enough to simulate arbitrary RS, if we allow a less strict notion of simulation

For each reaction system $\mathcal{A}$ there exists
a resource-minimal $\mathcal{B}$ such that, for each state $T$ and time $n$,

$$
\operatorname{res}_{\mathcal{B}}^{2 n}(T)=\operatorname{res}_{\mathcal{A}}^{n}(T)
$$

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$$
\operatorname{res}_{\mathcal{B}}^{2 n}(T)=\operatorname{res}_{\mathcal{A}}^{n}(T) \underbrace{\operatorname{lm} / m_{L / \partial} x_{i}}
$$

$\mathcal{A}$

$$
T_{1} \longrightarrow T_{2} \longrightarrow T_{3} \longrightarrow T_{4} \rightarrow
$$

$\mathcal{B}$


Proof idea

$$
a=(\{x, y\},\{z\},\{w\}) \quad b=(\{v\},\{z, w\},\{z\})
$$



Proof idea: given $a=\left(R_{a}, l_{a}, P_{a}\right)$

Reactant missing?

$$
(\{x\},\{y\},\{\bar{a}\}) \quad \text { for } y \in R_{a}, x \in S-\{y\}
$$

Any inhibitor?

$$
(\{x\},\{\oslash\},\{\bar{a}\}) \quad \text { for } x \in I_{a}
$$

If not disabled, produce $P_{a}$
$\left(\{D\},\{\bar{a}\}, P_{a}\right)$
Make $\triangle$ every other step

$$
(\{x\},\{\Omega\},\{\Omega\}) \quad \text { for } x \in S
$$

Proof idea: given $a=\left(R_{a}, l_{a}, P_{a}\right)$

Reactant missing?

$$
(\{x\},\{y\},\{\bar{a}\}) \quad \text { for } y \in R_{a}, x \in S-\{y\}
$$

Any inhibitor?

$$
(\{x\},\{\Omega\},\{\bar{a}\}) \quad \text { for } x \in I_{a}
$$

If not disabled, produce $P_{a}$

$$
\left(\{\Omega\},\{\bar{a}\}, P_{a}\right)
$$

Minimal!
Make $\triangle$ every other step

$$
(\{x\},\{\Omega\},\{\Omega\}) \quad \text { for } x \in S
$$

Dynamics

$\operatorname{res}_{\mathcal{A}}^{n}(T)$


$$
\{c\}
$$

Dynamics

$\operatorname{res}_{\mathcal{B}}^{n}(T)$

# Low-level (detailed) dynamics of resource-minimal RS 

## Long sequences in resource-minimal reaction systems

There exists a resource-minimal reaction system with $|S|=n$ having a terminating state sequence of length $\Theta\left(3^{n / 4}\right)$


## Almost-minimal RS

$$
(R, I, P)
$$

at most 2 resources
$|R|+|I| \leq 2$

## Long sequences in almost-minimal reaction systems

There exists a reaction system with at most 3 resources per reaction and $|S|=n$ having a terminating state sequence of length $\Theta\left(3^{n / 3}\right)$

$\Theta\left(3^{n / 3}\right)$

## Long cycles in almost-minimal reaction systems

There exists a reaction system with at most 3 resources per reaction and $|S|=n$ having a cycle of length $\Theta\left(3^{n / 3}\right)$


## Long sequences generated by RS: known results

Type
Longest sequence known

Generic

Almost-minimal

Resource-minimal
$\Theta\left(3^{n / 3}\right) \approx \Theta\left(1.44^{n}\right)$
$\Theta\left(3^{n / 4}\right) \approx \Theta\left(1.32^{n}\right)$

## Context dependence

## Context as nondeterminism



## Context as nondeterminism



## Context as nondeterminism



$$
\begin{aligned}
& \xrightarrow{\stackrel{U_{1}}{\longrightarrow}} \operatorname{res}_{\mathcal{A}}(T) \\
& \xrightarrow[\ddots]{U_{2}} \operatorname{res}_{\mathcal{A}}\left(T \cup U_{2}\right)
\end{aligned}
$$

## Thanks for your attention! Dziękuję za uwagę!

## Any questions?

