### State sequences of reaction systems



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#### Power set functions





Computing (or implementing) power set functions by RS



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f is a boundary power set function





## Computing power set functions by RS with restricted resources



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

#### Subadditive functions







$$\operatorname{res}_{\mathcal{A}}(\{a\} \cup \{b\}) = \operatorname{res}_{\mathcal{A}}(\{a, b\}) = \{a, b\}$$
$$\stackrel{\text{ifs}}{\longrightarrow}$$
$$\operatorname{res}_{\mathcal{A}}(\{a\}) \cup \operatorname{res}_{\mathcal{A}}(\{b\}) = \varnothing$$



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$$\operatorname{res}_{\mathcal{A}}(\{a, b, c\} \cap \{a, b, d\}) = \operatorname{res}_{\mathcal{A}}(\{a, b\}) = \{a, b\}$$
$$\stackrel{\text{tres}}{\longrightarrow}$$
$$\operatorname{res}_{\mathcal{A}}(\{a, b, c\}) \cup \operatorname{res}_{\mathcal{A}}(\{a, b, d\}) = \varnothing$$



#### 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













### An example of interesting dynamics: implementing binary counters

#### Implementing binary counters



#### Incrementing binary counters



#### Reactions for incrementing binary counters

carry  $(\{b_{i-1}, b_{i-2}, \dots, b_0\}, \{b_i\}, \{b_i\})$ for  $1 \le i \le n$  $(\{b_i\}, \{b_0\}, \{b_0\})$ for 1 < i < nfor  $0 \le j < i \le n$  $(\{b_i\}, \{b_i\}, \{b_i\})$ flip least significant bit preserve 1 if no carry

#### Binary counters $\rightarrow$ long paths



#### Binary counters $\rightarrow$ long cycles



## General computable dynamics: simulating Turing machines

#### Turing machines (with bounded tape)



#### Turing machines (with bounded tape)



#### Encoding as reaction system



#### Encoding as reaction system

#### Encoding as reaction system

$$(\{r_2, a_2\}, \{\clubsuit\}, \{q_1, a_2\})$$
$$(\{r_3, a_3\}, \{\clubsuit\}, \{q_2, a_3\})$$
$$\vdots$$
$$(\{r_7, a_7\}, \{\clubsuit\}, \{q_6, a_7\})$$

#### Preserving the tape



 $(\{a_1\}, \{q_1, r_1\}, \{a_1\}) \\ (\{a_2\}, \{q_2, r_2\}, \{a_2\})$ 

 $(\{b_1\}, \{q_1, r_1\}, \{b_1\})$  $(\{b_2\}, \{q_2, r_2\}, \{b_2\})$ 

 $(\{a_7\}, \{q_7, r_7\}, \{a_7\})$   $(\{b_7\}, \{q_7, r_7\}, \{b_7\})$ 

#### Computation step



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



Dynamics of the same complexity



High-level dynamics of resource-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,

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



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



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

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





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



**Proof idea:** given  $a = (R_a, I_a, P_a)$ 

Reactant missing?  $(\{x\}, \{y\}, \{\bar{a}\})$ for  $y \in R_a$ ,  $x \in S - \{y\}$ Any inhibitor?  $(\{x\}, \{\heartsuit\}, \{\bar{a}\})$ for  $x \in I_a$ If not disabled, produce  $P_a$  $(\{\heartsuit\}, \{\bar{a}\}, P_a)$ Make  $\heartsuit$  every other step  $(\{x\},\{\heartsuit\},\{\heartsuit\})$  for  $x \in S$ 

**Proof idea:** given  $a = (R_a, I_a, P_a)$ 











#### 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  $\Theta(3^{n/4})$ 







Long sequences in almost-minimal reaction systems

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



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



#### Long sequences generated by RS: known results

Туре	Longest sequence known
Generic	$\Theta(2^n)  ightarrow optimal$
Almost-minimal	$\Theta(3^{n/3}) pprox \Theta(1.44^n)$
Resource-minimal	$\Theta(3^{n/4}) pprox \Theta(1.32^n)$

#### Context dependence

#### Context as nondeterminism



#### Context as nondeterminism



#### Context as nondeterminism



#### Thanks for your attention! Dziękuję za uwagę!

