

Learning Computing Models from Cells and Tissues: P Systems

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This is intended to be a quick introduction to membrane computing, a branch of natural computing inspired in the structure and functioning of living cells and in their organization in tissues. The corresponding models, called P systems, are parallel distributed computing devices, handling multisets of abstract objects in a compartmentalized architecture defined by cell-like or tissue-like membrane arrangements. This is intended to be a quick introduction to membrane computing, a branch of natural computing inspired in the structure and functioning of living cells and in their organization in tissues. The corresponding models, called P systems, are parallel distributed computing devices, handling multisets of abstract objects in a compartmentalized architecture defined by cell-like or tissue-like membrane arrangements. This is intended to be a quick introduction to membrane computing, a branch of natural computing inspired in the structure and functioning of living cells and in their organization in tissues. The corresponding models, called P systems, are parallel distributed computing devices, handling multisets of abstract objects in a compartmentalized architecture defined by cell-like or tissue-like membrane arrangements. This is intended to be a quick introduction to membrane computing, a branch of natural computing inspired in the structure and functioning of living cells and in their organization in tissues. The corresponding models, called P systems, are parallel distributed computing devices, handling multisets of abstract objects in a compartmentalized architecture defined by cell-like or tissue-like membrane arrangements.

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