

Automaton Models Inspired by Peptide Computing

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About the paper

- String Binding-Blocking automata and Rewriting Binding-Blocking Automata.
- Blocking of string of symbols
 - to read them later, or
 - to store some information.
- Analyze the power and study their hierarchical structure.



Objective

- Imparting ideas from peptide computing into a finite state automata and study its behavior.
 - Blocking,
 - Unblocking.
- How a sequential machine behaves when ideas from peptide computing are added to it.



Motivation

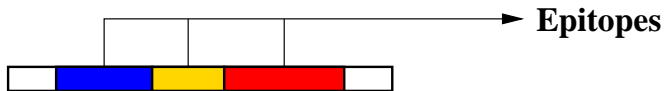
- Peptide computing.
- Interaction between peptides and antibodies.
- Binding of antibodies to specific regions in peptides.
- Affinity power associated with binding.
- Permanent or temporary elimination of part of peptide sequences by attaching antibodies having higher affinity.

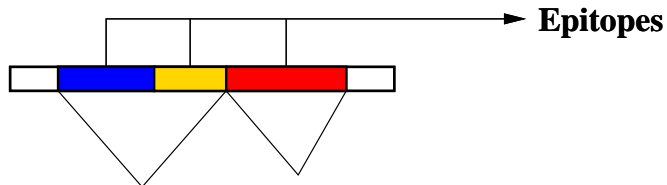


Peptide Computing

- Proposed by H. Hug and R. Schuler [Hug,Schuler 2001].
- Solve some difficult combinatorial problems.
 - Satisfiability problem.
 - Hamiltonian path problem.
- Theoretical model *peptide computer* defined in [Balan,Jurgensen 2007].







Peptide sequence with antibodies

Generic Automaton Model

- Finite State Automata with
 - Blocking function,
 - Unblocking function, and
 - Affinity function.
- Blocking of symbols: Binding-Blocking Automata.
- Blocking of strings: String Binding-Blocking Automata.



Variations in the Automaton Model

- Position of the head, after unblocking occurs:
 - Leftmost transition – moves to leftmost unmarked, unblocked symbol.
 - Locally leftmost transition – no change in the position.



String Binding-Blocking Automaton

- $\mathcal{P} = (Q, V, E, \delta, q_0, R, \beta_b, \beta_{ub}, Q_{accept})$ where
 - $Q = Q_{block} \cup Q_{unblock} \cup Q_{general}$ is the set of states (pairwise disjoint),
 - $q_0 \in Q$ is the start state,
 - V is a finite set of symbols,
 - E is the finite subset of V^* ,
 - δ is the transition function from $Q \times (E \cup \{\epsilon\}) \rightarrow 2^Q$,
 - R is the partial order relation (called affinity/priority relation) on E , i.e., $R \subseteq E \times E$;
 - β_b is the blocking function from $Q_{block} \rightarrow \mathcal{L}$;
 - β_{ub} is the unblocking function from $Q_{unblock} \rightarrow \mathcal{L}'$
 - \mathcal{L} and \mathcal{L}' are finite set of family of languages over V , i.e., $\mathcal{L} = \{L_1, L_2, \dots, L_k\}$, and $\mathcal{L}' = \{L'_1, L'_2, \dots, L'_r\}$; and $Q_{accept} \subseteq Q$ where Q_{accept} is the set of accepting states.
 - $L_i \in \mathcal{L}$ is said to be a blocking language.
 - \mathcal{L} is called as the family of blocking.
 - \mathcal{L}' is called as the family of unblocking languages.



Transitions

- In reading state, reads a (higher priority) string and the strings are marked.
 - Head can read a string only when all symbols are neither marked nor blocked.
- In blocking state, blocks the maximal L -string starting from the position of the head.
- In unblocking state, unblocks all L -strings.

Instantaneous Description

- Transition starts in the state q_0 from the first symbol.
- At any point of time system will be in any one of the state: reading, blocking, or unblocking.
- String is accepted if all symbols are marked and the state of the system is in Q_{accept} .



Example

State Set

$$Q_{\text{general}} = \{q_0, q_{a_1}, q_{a_2}, q_f\}$$

$$Q_{\text{block}} = \{q^{\text{block}_a}\}$$

$$Q_{\text{unblock}} = \{q^{\text{unblock}_a}\}$$

$$Q_{\text{accept}} = \{q_f\}$$

(Un)blocking functions

$$\beta_b(q^{\text{block}_a}) = \{a^n b \mid n \geq 0\}$$

$$\beta_{ub}(q^{\text{unblock}_a}) = \{a^n b \mid n \geq 0\}$$

Transitions

$$\delta(q_0, a) = \{q^{\text{block}_a}\}$$

$$\delta(q^{\text{block}_a}, \epsilon) = \{q_{a_1}\}$$

$$\delta(q_{a_1}, a) = \{q_{a_2}\}$$

$$\delta(q_{a_2}, \epsilon) = \{q^{\text{unblock}_a}\}$$

$$\delta(q^{\text{unblock}_a}, \epsilon) = \{q_0\}$$

$$\delta(q_0, b) = \{q_f\}$$

Language

$$L_1 = \{a^n b a^n \mid n \geq 1\}$$

Example

State Set

$$Q_{\text{general}} = \{q_0, q_{a_1}, q_{a_2}, q_f\}$$

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$$\delta(q_0, b) = \{q_f\}$$

Language

$$L_1 = \{a^n b a^n \mid n \geq 1\}$$

Example

1

q_0	a	a	a	b	a	a	a
↑	-	-	-	-	-	-	-



2

a	a	a	b	q^{block_a}	a	a	a
#	\$	\$	\$	↑	-	-	-



3

a	a	a	b	q^{a^1}	a	a	a
#	\$	\$	\$	↑	-	-	-



4

a	a	a	b	a	q^{a^2}	a	a
#	\$	\$	\$	#	↑	-	-



5

a	$q^{unblock_a}$	a	a	b	a	a	a
#	↑	-	-	-	#	-	-



6

a	q_0	a	a	b	a	a	a
#	↑	-	-	-	#	-	-



Automaton Models Inspired by Peptide Computing

Example

7

a	a	a	b	a	q^{block_a}	a	a
#	#	\$	\$	#	↑	-	-



8

a	a	a	b	a	q_{a_1}	a	a
#	#	\$	\$	#	↑	-	-



9

a	a	a	b	a	a	q_{a_2}	a
#	#	\$	\$	#	#	↑	-



10

a	a	$q^{unblock_a}$	a	b	a	a	a
#	#	↑	-	-	#	#	-



11

a	a	q_0	a	b	a	a	a
#	#	↑	-	-	#	#	-



12

a	a	a	b	a	a	q^{block_a}	a
#	#	#	\$	#	#	↑	-



Example

13

<i>a</i>	<i>a</i>	<i>a</i>	<i>b</i>	<i>a</i>	<i>a</i>	q_{a_1}	<i>a</i>
#	#	#	\$	#	#	↑	-



14

<i>a</i>	<i>a</i>	<i>a</i>	<i>b</i>	<i>a</i>	<i>a</i>	<i>a</i>	q_{a_2}
#	#	#	\$	#	#	#	↑



15

<i>a</i>	<i>a</i>	<i>a</i>	$q^{unblock_a}$	<i>b</i>	<i>a</i>	<i>a</i>	<i>a</i>
#	#	#	↑	-	#	#	#



16

<i>a</i>	<i>a</i>	<i>a</i>	q_0	<i>b</i>	<i>a</i>	<i>a</i>	<i>a</i>
#	#	#	↑	-	#	#	#



17

<i>a</i>	<i>a</i>	<i>a</i>	<i>b</i>	q_f	<i>a</i>	<i>a</i>	<i>a</i>
#	#	#	#	↑	#	#	#

Results

- L_1 accepted by *StrBBA* is not accepted by any BBA_I .
- In order to equate the number of a 's on either side of b
 - *BBA* system has to first block the symbol a .
 - blocking a 's will block both the strings of a .
 - if the system unblocks to equate the second string with the first string then the head comes to the first string of a , since the transition is *leftmost*.
- Shows *StrBBA* accept languages not accepted by BBA_I .



Results

- $L_2 = \{a^{2^n}(aca)^n \mid n \geq 1\}$.
- L_2 is accepted by $StrBBA_{||}$ whereas, it is not accepted by $BBA_{||}$.
 - to match a with a aca , the system has to know from where the substring $(aca)^n$ starts.
 - in order to equate each a with the substring aca the system has to block all a 's then look for aca .
 - blocking of a will block all a 's in the substring aca .
 - This shows the system can neither equate a with aca nor it knows the position where the string aca starts.

StrBBA is more powerful than BBA

- In BBA, symbols are blocked; in StrBBA strings are blocked.
- The proof idea is:
 - Use states of the form q^X where X denotes symbols which are blocked.
 - For each reading transition we have two transitions one that blocks a string over X and the other, the normal reading transition.



Conjecture: StrBBA is simulated by Random-context grammars

- Random-context grammars without forbidden context.
- We assume that the system *StrBBA* has no iterative blocking.
- The main idea:
 - Have one non-terminal to generate symbols when no blocking is present.
 - When blocking occurs transfer the control to a new non-terminal which generates symbols.
 - Likewise when unblocking occurs transfer the control the first non-terminal.



Rewriting Binding-Blocking Automaton

Definition

$\Gamma = (Q, \Sigma, V, \delta, M, \mathcal{R}, \mathcal{P}, q_0, F)$ where

- Q is the finite set of states and $q_0 \in Q$ is the start state,
- Σ is the finite set of tape alphabet,
- $V \subseteq \Sigma$ is a finite set of symbols called input alphabet,
- δ is the transition function from $Q \times \begin{matrix} \Sigma \\ V \end{matrix} \longrightarrow 2^{Q \times \{L, R\}}$,
- $M \subseteq V$ is called the set of markers;
- \mathcal{R} is the set of posets over M called as affinity set (i.e, each $R \in \mathcal{R}$ is a subset of $M \times M$),
- $\mathcal{P} : Q \longrightarrow \mathcal{R}$ called as state-affinity function, and
- $F \subseteq Q$ where F is the set of accepting states.



Instantaneous Description

a_1	a_2	\dots	a_{i-1}	q	a_i	a_{i+1}	\dots	a_n	\emptyset	\emptyset	\dots	\emptyset	\dots
A_1	A_2	\dots	A_{i-1}	\uparrow	A_i	A_{i+1}	\dots	A_n	A_{n+1}	A_{n+2}	\dots	$-$	\dots

Result

For any Turing machine TM there is an equivalent $RBBA$ system which accepts the same language as TM .

Conclusion

String BBA

- Blocking of strings.
- Defined two transitions / and //.
- StrBBA more powerful than BBA.
- Bounded by RC without forbidden context.

Rewriting BBA

- Blocking symbols are more than *one* called markers.
- Equivalent to Turing machine.

Conclusion

String BBA

- Blocking of strings.
- Defined two transitions / and //.
- StrBBA more powerful than BBA.
- Bounded by RC without forbidden context.

Rewriting BBA

- Blocking symbols are more than *one* called markers.
- Equivalent to Turing machine.

Conclusion

- Is // more powerful than /?
- Is the power of Random-context grammars a tighter bound for the power of StrBBA?
- Is StrBBA with finite blocking languages strictly contained in StrBBA?
- Does affinity play an important role?



Thank You

