Multigraphical Membrane Systems revisited

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Multigraphical membrane systems

 $Multigraphical\ membrane\ system\ corresponding\ to\ 2-ramification:$



nodes—membranes, edges—objects, neurons—membranes, synapses—objects.

Categorical semantics



the fat arrows are colimiting injections, i.e. the elements of colimiting cocons, respectively

Thiel's presentation of multidimensional hypercubes

standard representation of a 4D hypercube, a cube within a cube:



4-D

I unfolded the standard representation into this form ...

... and then simplified it into this symbolic representation





4th dimension of a hypercube



5th dimension of a hypercube



6th dimension of a hypercube

9th dimension of a hypercube

A 9-D hypercube is a cube of 6-D hypercubes:



12th dimension of a hypercube

and a 12-D hypercube is a cube of 9-D hypercubes:



A large cube whose corners are smaller cubes can be treated as a large membrane, where smaller cubes are treated as smaller membranes contained in this large membrane.



A hypercube connects $N = 2^n$ small computers, called nodes, through point-to-point communication channels in the Cosmic Cube. Shown here is a two-dimensional projection of a six-dimensional hypercube, or binary 6-cube, which corresponds to a 64-node machine.



(a)
$$n = 0, N = 5$$





(b) n = 1, N = 25

(c) n = 2, N = 125



Extracting a multigraphical membrane system from hierarchical networks



Extracting a multigraphical membrane system from hierarchical networks



Extracting a multigraphical membrane system from hierarchical networks

The arcs (links) from the peripherical nodes of each cluster to the central node of the original cluster are compressed to the arcs between non-elementary membranes corresponding to the clusters. The skin membrane (root) is omitted.