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## **Talk:** Evolution strategies in membrane computing

**Abstract:** Membrane systems consist of a set of rewriting rules over (multi)sets of objects, together with an initial (multi)set of objects; membrane systems are used to describe the dynamics of systems which involve parallel access to resources. The evolution of a membrane system consists of applying rules over available resources (objects) using various strategies. We give a survey of the computation power and efficiency of membrane systems using various evolution strategies.