Four heads are better than three

Ville Salo

Overview

Definition

The proof

Four heads are better than three

Ville Salo¹

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AUTOMATA 2020

A (*f.g. infinite*) group is a graph that looks the same everywhere. Group elements are "walking instructions" in the graph. But also the vertices.

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A (*f.g. infinite*) group is a graph that looks the same everywhere. Group elements are "walking instructions" in the graph. But also the vertices.

Torsion group = such graph where all periodic walking instructions eventually loop.

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A subshift is a "language" whose "words" are colorings of the group, i.e. $X \subset \Sigma^G$ where G is the group, Σ a finite alphabet. (+ there are some axioms)

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Overview Definitions

For each f.g. infinite group G and $k \in \mathbb{N}$, we defined with Ilkka Törmä a family $S_{G,k}$ of subshifts on G, "by k-headed group-walking automata".

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For a fixed G, they form a hierarchy $S_{G,k} \subseteq S_{G,k+1}$.

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Does it "collapse"? I.e., do we have $S_{G,k} = \bigcup_i S_{G,i}$ for some finite k?

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Does this depend on algebraic and geometric properties of the group G?

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Overview Definitions

It depends on torsion!

Theorem (S.-Törmä)

If G is a torsion group, the hierarchy does not collapse:

 $\forall k \in \mathbb{N} : S_{G,k} \neq \bigcup S_{G,i}$

▶ If G is not a torsion group, the hierarchy collapses:

▶ if G has decidable word problem

$$\mathcal{S}_{G,3} = \bigcup \mathcal{S}_{G,i}$$

and in general

$$\mathcal{S}_{G,4} = \bigcup \mathcal{S}_{G,i}.$$

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Separating the levels

Theorem (S.-Törmä)

If G is torsion, then $S_{G,k} \subsetneq S_{G,3k+C}$ (for an absolute constant C).

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Theorem (S.-Törmä)

For
$$G = \mathbb{Z}^d$$
, $d \ge 3$, we have $\mathcal{S}_{G,2} \subsetneq \bigcup \mathcal{S}_{G,i}$.

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Theorem (S.-Törmä)

If there exists a torsion group G where "long identities cannot be determined from short ones", then there exists a non-torsion group G' such that $S_{G',3} \subsetneq \bigcup S_{G',i}$.

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Theorem (S.)

There exists a torsion group G where "long identities cannot be determined from short ones", thus there exists a non-torsion group G such that $S_{G,3} \subsetneq S_{G,4} = \bigcup S_{G,i}$.

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Proof strategy: Abstract the problem away!

1. Define a recursion theoretic property for $A \subset \mathbb{N}$, which means roughly "knowing a prefix $A \upharpoonright n$ does not give you information about $m \in A$ for m large". Prove these r.e. sets like this exist.

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- Prove that for any recursively enumerable A ⊂ N there exists a recursively-presented (bounded-)torsion group whose word problem is equivalent to A.

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- Prove that for any recursively enumerable A ⊂ N there exists a recursively-presented (bounded-)torsion group whose word problem is equivalent to A.
- 3. The solution is "a subshift defined by finite-state automata on a group of finite-state automata on a subshift on a group defined by finite-state automata"

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Groups

A group G is a set together with an associative operation $\therefore : G^2 \to G$ (we write $gh = g \cdot h$), and admitting an identity eg = ge = g and inverses $\forall g \in G : \exists g^{-1} \in G : gg^{-1} = g^{-1}g = e$.

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Write $\langle S \rangle$ for the smallest subgroup of *G* containing *S*. Our groups are always *finitely generated* (*f.g.*): there is a finite set $S \Subset G$ with $G = \langle S \rangle$. We fix a symmetric generating set $S = \{s^{-1} \mid s \in S\}$ for every f.g. group.

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Definitions

Cayley graphs

The *Cayley graph* of the group *G* has vertices *G* and a directed edge (g, gs) with label *s* for each $s \in S$. We mostly identify *G* with its Cayley graph.

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Cayley graphs "look the same everywhere" and "have edge markings which induce a unique orientation": if you are dropped into the graph, you cannot tell where you are, but you can give a determine a unique orientation to the graph based on the edge-markings.

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Cayley graphs "look the same everywhere" and "have edge markings which induce a unique orientation": if you are dropped into the graph, you cannot tell where you are, but you can give a determine a unique orientation to the graph based on the edge-markings.

(In fact this more or less characterizes Cayley graphs.)

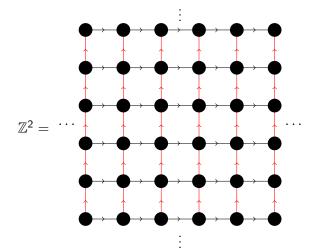
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Definitions

Example: \mathbb{Z}^2



This is an abelian group: $\forall g, h : gh = hg$.

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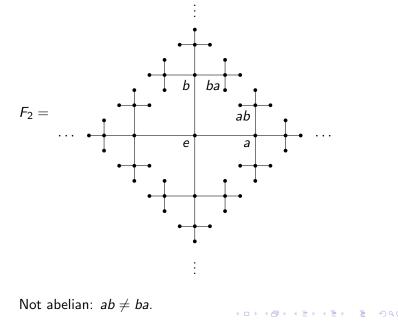
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Example: free group $F_2 = \langle a, b \rangle$



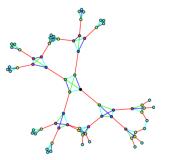
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Example: Grigorchuk group



Generated by four involutions a, b, c, d (aa = bb = cc = dd = e). It is a torsion group: $\forall g \in G : \exists n > 0 : g^n = e$. Four heads are better than three

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Example: Grigorchuk group definition

For completeness, the Grigorchuk group is

 $\langle a, b, c, d \rangle \leq$ "the group of bijections on $\{0, 1\}^{\omega}$ "

where on $\{0,1\}^{\mathbb{N}}$, for $\mathsf{x} \in \{0,1\}^{\omega}$ define

$a \cdot 0 x = 1 x$	$a \cdot 1 x = 0 x$
$b \cdot 0 \mathbf{x} = 0(\mathbf{a} \cdot \mathbf{x})$	$b \cdot 1 x = 1(c \cdot x)$
$c \cdot 0 \mathbf{x} = 0(\mathbf{a} \cdot \mathbf{x})$	$c \cdot 1 x = 1(d \cdot x)$
$d \cdot 0 \mathbf{x} = 0 \mathbf{x}$	$d \cdot 1 x = 1(b \cdot x)$

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$a \cdot 0 \mathbf{x} = 1 \mathbf{x}$	$a \cdot 1 x = 0 x$
$b \cdot 0 \mathbf{x} = 0(\mathbf{a} \cdot \mathbf{x})$	$b \cdot 1 x = 1(c \cdot x)$
$c \cdot 0 \mathbf{x} = 0(\mathbf{a} \cdot \mathbf{x})$	$c \cdot 1 x = 1(d \cdot x)$
$d \cdot 0 \mathbf{x} = 0 \mathbf{x}$	$d \cdot 1 x = 1(b \cdot x)$

Can be interpreted as a group of finite-state automata (acting on one-way infinite words).

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Definitions

Subshifts

A subshift on a group G is a topologically closed G-invariant set $X \subset \Sigma^G$ for a finite alphabet Σ (the topology is the product topology and G acts on Σ^G by $gx_h = x_{g^{-1}h}$). Four heads are better than three

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A pattern is $P \in \Sigma^D$ for some domain $D \Subset G$. If $(P_i)_{i \in \mathcal{I}}$ is a set of forbidden patterns, we say $x \in \Sigma^G$ avoids them if

 $\forall g \in G : \forall i \in \mathcal{I} : P_i \text{ does not appear at } g \text{ in } x,$

where $P \in \Sigma^D$ appears at g in x if $x_{gd} = P_d$ for all $d \in D$.

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where $P \in \Sigma^D$ appears at g in x if $x_{gd} = P_d$ for all $d \in D$.

Standard exercise:

Theorem

A set $X \subset \Sigma^G$ is a subshift if and only if for some set of patterns $(P_i)_{i \in \mathcal{I}}$ it is the set of configurations $x \in \Sigma^G$ avoiding the patterns $(P_i)_{i \in \mathcal{I}}$.

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An automaton has k heads, and each head has its own finite state set.

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Initially, the heads are at some $g \in G$, in some initial state.

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Initially, the heads are at some $g \in G$, in some initial state.

They walk synchronously according to a local rule, based on what they see on the configuration, and the other heads (and their states) that they can see in the same cell. (Important: information cannot be shared over distances!) Four heads are better than three

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If they join back together on some $g' \in G$, in a final state, then the configuration is rejected. To obtain a subshift, we try all initial positions and initial states, and reject if even one of them rejects).

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 $S_{G,k}$ is the class of subshifts you can define this way on the group G, using k automata.

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Definitions

The automaton model formally

A *k*-headed *G*-walking automaton is a tuple $\mathcal{A} = (Q, \Sigma, \delta, I, F)$ where $Q = Q_1 \times Q_2 \times \cdots \otimes Q_k$ are the (finite) state sets, Σ the input alphabet, $\delta = (\delta_1, \delta_2, \dots, \delta_k)$ the transition functions, $I \subset Q$ the initial states and $F \subset Q$ the final states. Defining $Q' = (Q_1 \cup \{\bot\}) \times \cdots \times (Q_k \cup \{\bot\})$, we have $\delta_i : Q' \times \Sigma \to Q_i \times G$. Four heads are better than three

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An instantaneous description (ID) of such a machine is an element of $G^k \times Q$. A run of \mathcal{A} on $x \in \Sigma^G$ is a sequence of IDs $(g_{t,1}, \dots, g_{t,k}, q_{t,1}, \cdots q_{t,k})$, where $t = 0, 1, 2, \dots$ such that

$$g_{0,1} = \cdots = g_{0,k} \wedge (q_{0,1}, \cdots, q_{0,k}) \in I,$$

and for all t and i,

$$\delta_i(q_{t,1}^i, \cdots, q_{t,k}^i, \mathsf{x}_{g_{t,i}}) = (q_{t+1,i}, s_{t+1,i})$$

such that $g_{t+1,i} = g_{t,i} \cdot s_{t+1,i}$, where $q_{t,j}^i = q_{t,j}$ if $g_{t,i} = g_{t,j}$, and $q_{t,j}^i = \bot$ otherwise. Four heads are better than three

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Definitions

The automaton model formally (cont'd)

A run is *rejecting* if for some $T \in \mathbb{N}$ we have $g_{T,1} = \cdots = g_{T,k}$ and $(q_{T,1}, \cdots, q_{T,k}) \in F$. Otherwise it is *accepting*.

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The automaton model formally (cont'd)

A run is *rejecting* if for some $T \in \mathbb{N}$ we have $g_{T,1} = \cdots = g_{T,k}$ and $(q_{T,1}, \cdots, q_{T,k}) \in F$. Otherwise it is *accepting*.

For $X \subset \Sigma^{\mathcal{G}}$, X is accepted by a *k*-headed automaton \mathcal{A} if and only if

 $\forall x \in \Sigma^G : x \in X \iff \forall g \in G, q \in I : \text{the run with}$ $g_{0,1} = \cdots = g_{0,k} = g \text{ and } (q_{0,1}, \cdots q_{0,k}) = q \text{ is accepting.}$ Four heads are better than three

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The automaton model formally (cont'd)

A run is *rejecting* if for some $T \in \mathbb{N}$ we have $g_{T,1} = \cdots = g_{T,k}$ and $(q_{T,1}, \cdots, q_{T,k}) \in F$. Otherwise it is *accepting*.

For $X \subset \Sigma^{\mathcal{G}}$, X is accepted by a k-headed automaton \mathcal{A} if and only if

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Define $S_{G,k}$ as the class of sets $X \subset \Sigma^G$ (for finite alphabets Σ) which are accepted by *k*-headed automata. These X are easily seen to be subshifts.

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Definitions

Impredictable sets

Write ${\cal T}$ for the total computable functions, and ${\cal P}$ for the partial computable functions.

Definition

For a function ϕ , a set $A \subset \mathbb{N}$ is ϕ -impredictable if

$$\exists \psi \in \mathcal{T} : \forall \chi \in \mathcal{P} : \exists^{\infty} p : \psi(p) \in A \iff \chi(p, A \upharpoonright \phi(p)) \downarrow.$$

Intuition: " $A \upharpoonright \phi(p)$ doesn't tell you whether $\psi(p) \in A$ ".

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Theorem (this paper)

For every total computable $\phi \in \mathcal{T}$ there exists a ϕ -impredictable recursively enumerable set $A \subset \mathbb{N}$.

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Proof by standard recursion theory tricks.

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Impredictable groups

The word problem of G is

 $WP(G) = \{w \in S^* \mid w = e \text{ as an element of } G\}.$

An f.g. group *G* is *recursively-presented* if its word problem is recursively enumerable. (Does NOT imply it is decidable!)

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Two countable sets A, B are *enumeration equivalent* if from any enumeration of one we can enumerate the other.

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Two countable sets A, B are *enumeration equivalent* if from any enumeration of one we can enumerate the other.

Theorem (this paper)

For every recursively enumerable set $A \subset \mathbb{N}$ there exists a recursively-presented torsion group G whose the word problem is enumeration equivalent to A.

Corollary

For any $\phi \in \mathcal{T}$ there exists a recursively presented torsion group *G* whose word problem is ϕ -impredictable.

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Construction of impredictable torsion group

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The idea is to take a group of finite state automata on a subshift on a torsion group.

Construction of impredictable torsion group

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Construction of impredictable torsion group

- The idea is to take a group of finite state automata on a subshift on a torsion group.
- To control the complexity of the word problem, pick a suitable subshift.
- Torsion is automatic for the new group, since finite-state automata must loop when walking on a torsion group.

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Let G be a torsion group with decidable word problem. E.g. the Grigorchuk group (or infinite free Burnside group).

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Definitions

Let G be a torsion group with decidable word problem. E.g. the Grigorchuk group (or infinite free Burnside group).

Let $X_A \subset \{0,1\}^G$ be a subshift whose forbidden patterns are enumeration equivalent to A.

Four heads are better than three

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On $X_A \times H$, we have

▶ bijections
$$\hat{g}$$
 for $g \in G$ which act by shifting:
 $\hat{g}(x, h) = (g \cdot x, h)$ and

▶ for $b \in \{0, 1\}$ and $h \in H$, "conditional bijections" $h_b(x, h') = \begin{cases} (x, h') & \text{if } x_e \neq b \\ (x, hh') & \text{otherwise.} \end{cases}$ Four heads are better than three

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Then $K = \langle \{\hat{g}, h_b \mid g \in G, b \in \{0, 1\}, h \in h\} \rangle$ has the desired properties.

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Idea for existence of non-torsion group needing four heads:

► (Proved earlier with Ilkka:) if a three-headed automaton is run on a configuration of shape K × Z which is (totally) periodic, then the heads stay at bounded K-distance from each other (as some function of p and number of states). Four heads are better than three

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- This means the automata "see" only finitely many identities of the group K, so a Turing machine can simulate the automaton if it knows a prefix of the word problem of K.

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- Impredictability means that a prefix of the word problem of K doesn't tell us whether large identities hold, so if we encode the word problem of K into periodic configurations, we get a contradiction if we assume three heads define it.

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- Impredictability means that a prefix of the word problem of K doesn't tell us whether large identities hold, so if we encode the word problem of K into periodic configurations, we get a contradiction if we assume three heads define it.
- Four heads can just read the whole word problem, as we showed with Törmä, so they can define the subshift.

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Overview Definition

Some deets:

Take G' = K × Z where K is recursively presented, has "reasonable" torsion (e.g. bounded/polynomial), and with φ-impredictable word problem for "unreasonable" φ (e.g. φ = exp ∘ exp ∘ exp ∘ exp ∘ exp ∘ exp).

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• Encode the word problem as numbers $WP(K) \subset \mathbb{N}$.

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- Encode the word problem as numbers $WP(K) \subset \mathbb{N}$.
- ► Take \u03c6 from definition of impredictability, and let B = {n | \u03c6(n) ∈ WP(K)}.

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- Encode the word problem as numbers $WP(K) \subset \mathbb{N}$.
- ► Take \u03c6 from definition of impredictability, and let B = {n | \u03c6(n) ∈ WP(K)}.
- For $p \in \mathbb{N}$ define $x^p \in \{0,1\}^{G'}$ by

$$x_{(g,n)}^p = 1 \iff n \equiv 0 \mod p$$

and consider the smallest subshift Y_B containing the set $\{x^p \mid p \in B\}$.

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If a three-headed automaton is run on the configuration x^p, the heads stay at bounded K-distance from each other (as some function of p and number of states).

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- If a three-headed automaton is run on the configuration x^p, the heads stay at bounded K-distance from each other (as some function of p and number of states).
- ► A Turing machine can simulate their runs, using only the φ(p)-prefix of the word problem, for all large enough p, thus

$$\exists \chi \in \mathcal{P} : \forall^{\infty} p : x^{p} \in Y_{B} \iff \chi(p, K \restriction \phi(p)) \uparrow$$

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• By impredictability and the choice of $\psi \in \mathcal{T}$,

$$\forall \chi \in \mathcal{P} : \exists^{\infty} p : \psi(p) \in \mathsf{WP}(K) \iff \chi(p, K \restriction \phi(p)) \downarrow,$$

a contradiction since $\psi(p) \in WP(K) \iff p \in B \iff x^p \in Y_B.$

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Conjectures

Conjecture

Everything is optimal (for f.g. infinite G):

▶ If G is torsion, the hierarchy is strict:

 $\forall k : \mathcal{S}_{G,k} \subsetneq \mathcal{S}_{G,k+1}.$

- ► If G is not torsion then
 - if G has decidable word problem,

$$\mathcal{S}_{G,1} \subsetneq \mathcal{S}_{G,2} \subsetneq \mathcal{S}_{G,3} = \bigcup \mathcal{S}_{G,i},$$

and if G has undecidable word problem,

$$\mathcal{S}_{G,1} \subsetneq \mathcal{S}_{G,2} \subsetneq \mathcal{S}_{G,3} \subsetneq \mathcal{S}_{G,4} = \bigcup \mathcal{S}_{G,i}.$$

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The End

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Thank you for listening!