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Collapsing Words: A Progress Report

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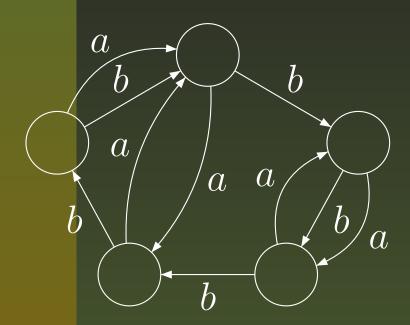
A natural interpretation as a solitaire-like game:

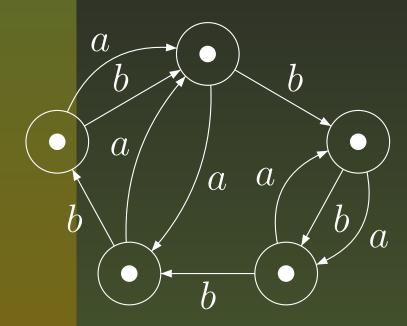
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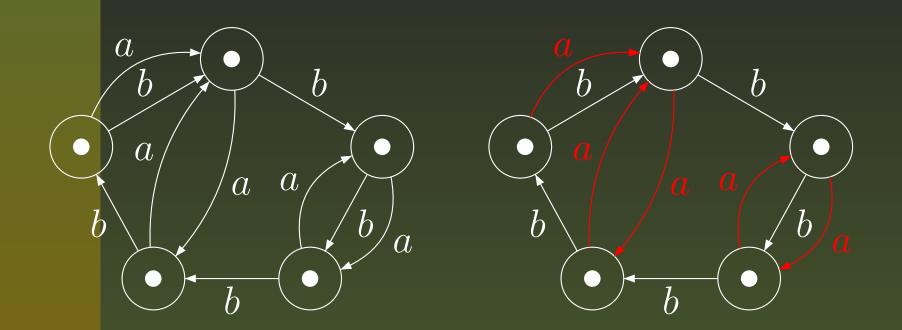
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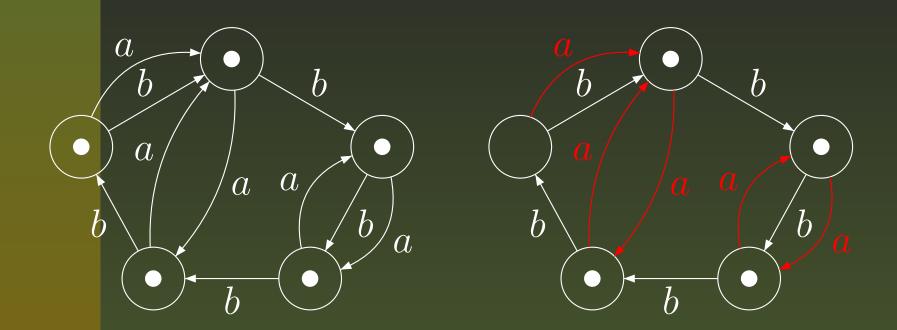
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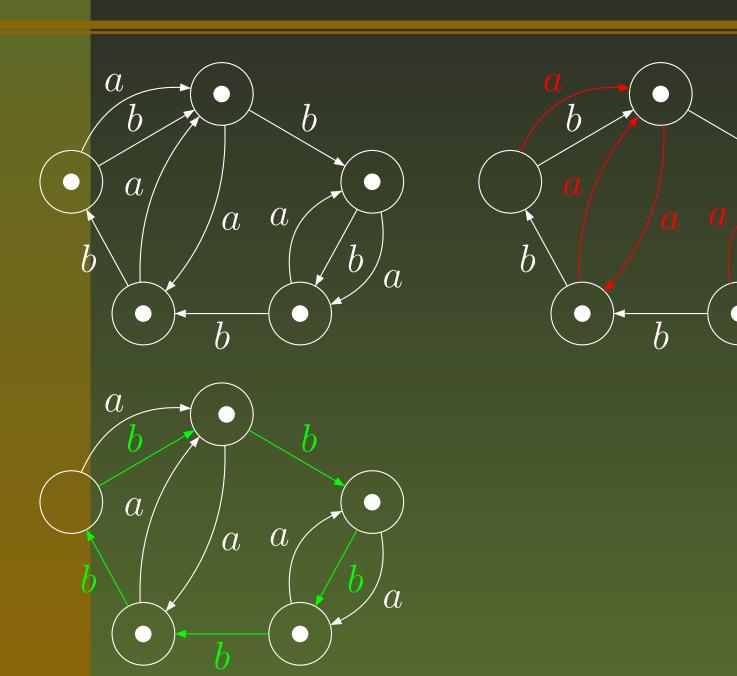
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- The goal to free at least n states (n is a given number).



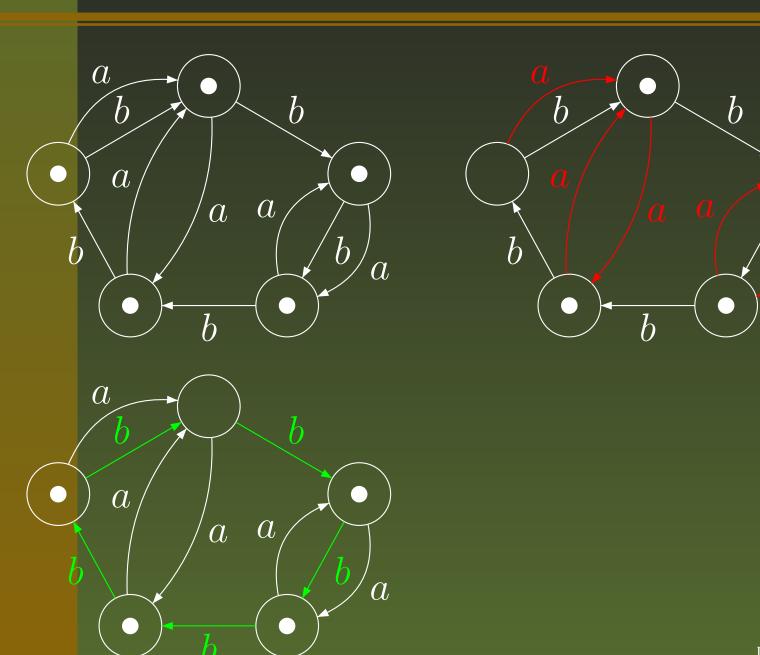




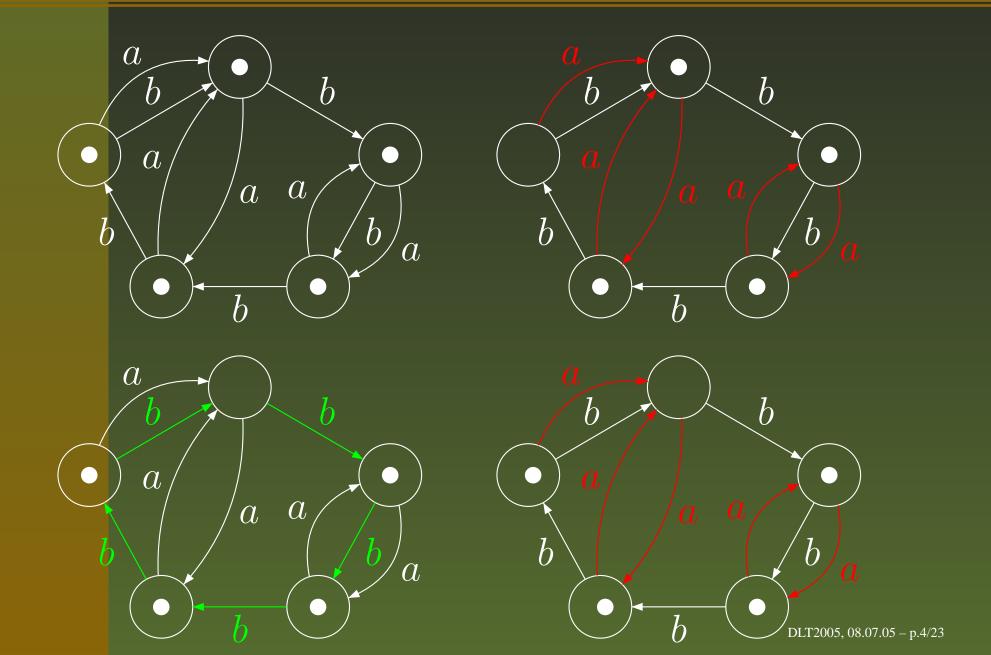


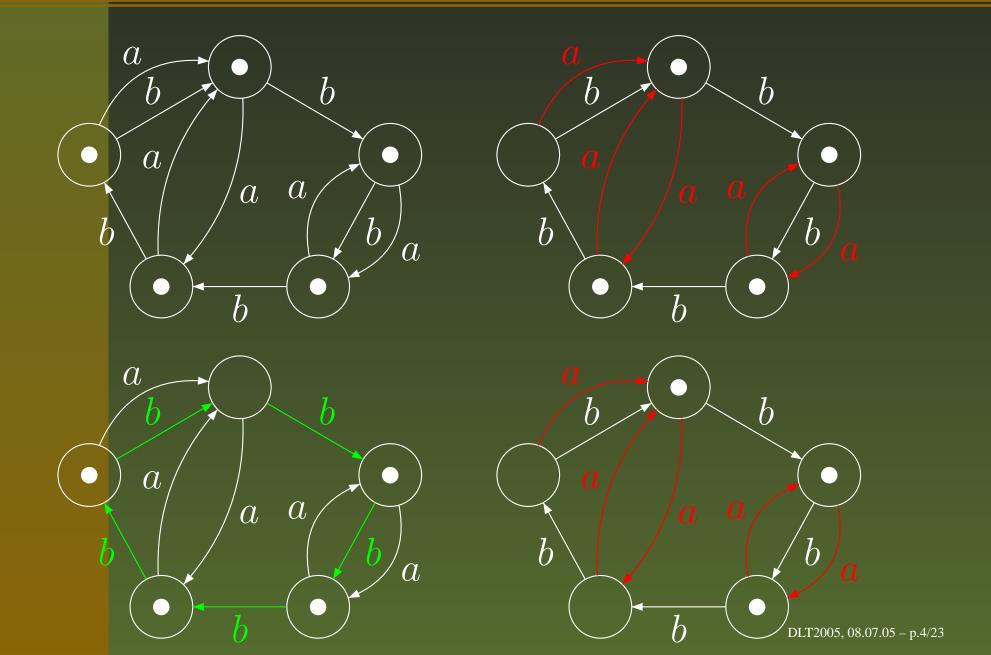


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Therefore:

- the deficiency $df_{\mathscr{A}}(v)$ of v is exactly the number of freed states;
- is n-compressible iff there is a winning sequence of moves for the game on the board $\Gamma(\mathscr{A})$ with the score n to be achieved;
- **a** word w is n-collapsing iff it represents a universal winning strategy for all games (with the same names of moves and the score n) that can be won.

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Roughly speaking, collapsing words allow one to reduce in a uniform way studying arbitrary transformations (semigroup theory) to studying reversible transformations (group theory).

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Here collapsing words (over the DNA alphabet) might play a role of a 'RESET' button.

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Here collapsing words precisely correspond to engineers' dreams about UFO (Universal Feeder-Orienter).

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- A construction related to the so-called rank conjecture, a generalization of the well known Černý's conjecture. It leads to a word of length $|\Sigma|^{n^2} + \dots$ modulo the conjecture and of length $|\Sigma|^{\frac{n(n+1)(n+2)}{6}} + \dots$ unconditionally.

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In Sauer-Stone's version, the product was over all $v \in \Sigma^*$

with
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The rank conjecture claims that if $\mathrm{df}(\mathscr{A})=k$ then there exists a word $w\in \Sigma^*$ such that $|w|=k^2$ and $\mathrm{df}_{\mathscr{A}}(w)=k.$

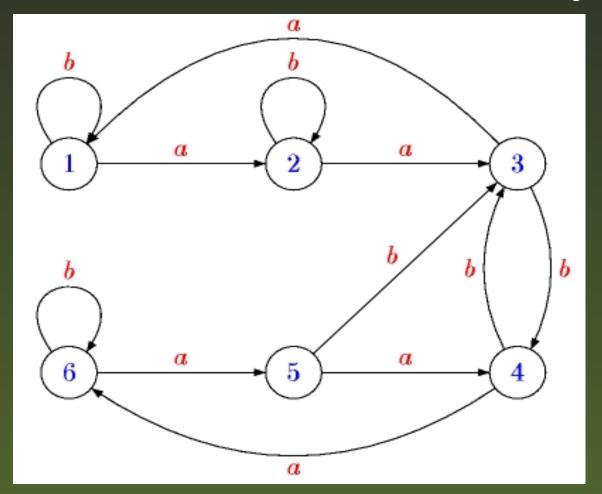
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Kari's automaton does **not** refute the rank conjecture!



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- The rank conjecture construction may be better for some restricted classes (for aperiodic automata, say).

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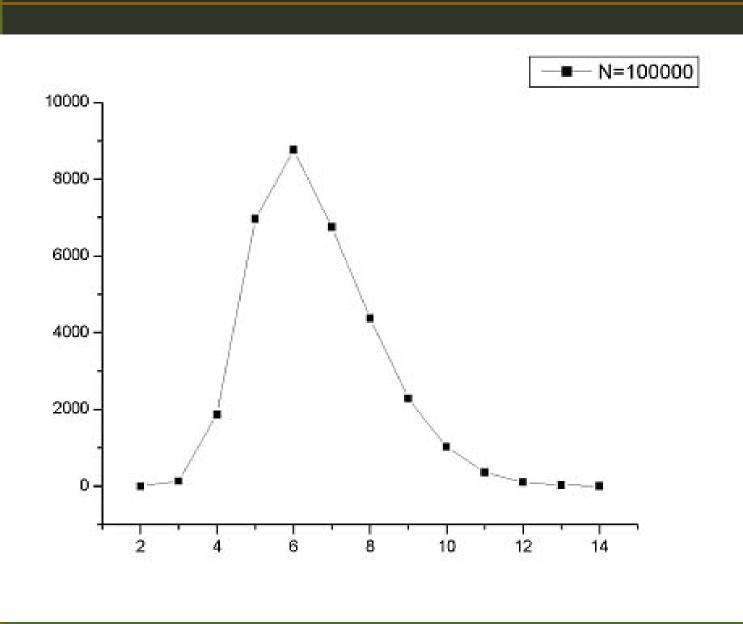
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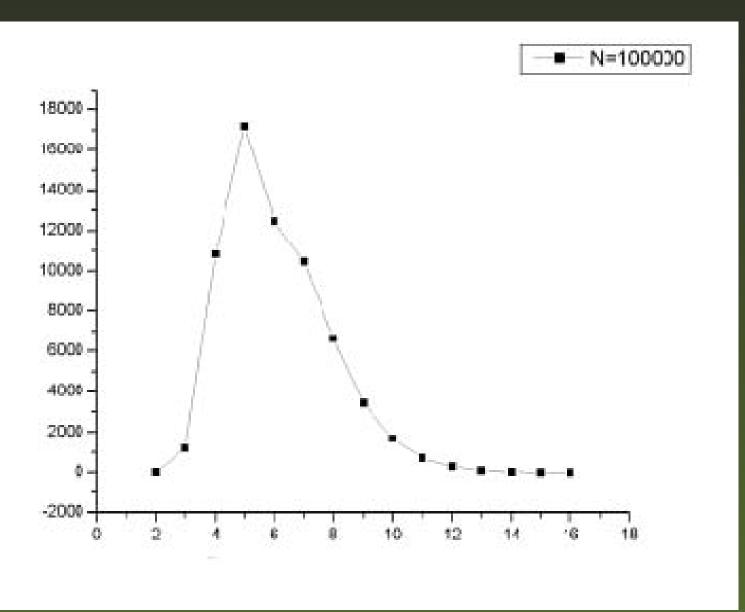
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20-State Game-Boards



30-State Game-Boards



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The answer is 'yes' for n=2 (Ananichev, Cherubini and \sim , 2003). The algorithm that relies on combinatorial group theory has been implemented by Petrov, and experiments with the implementation have led to many interesting examples and several useful observations.

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A byproduct of our algorithm for n=2 is the following fact: if w is not 2-collapsing, then $\mathrm{df}_{\mathscr{A}}(w)<2$ for some 2-compressible DFA \mathscr{A} with $\leq |w|$ states.

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Moreover, it leads to a non-deterministic linear space and polynomial time algorithm recognizing the complement of C_2 whence C_2 is a context-sensitive language.

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This implies that the set of all 2-collapsing words over each finite alphabet is a recursive and even contextsensitive language.

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- the set of all current free states;
- the set of all 'post-free' states to which the current letter brings states that were empty before the move;

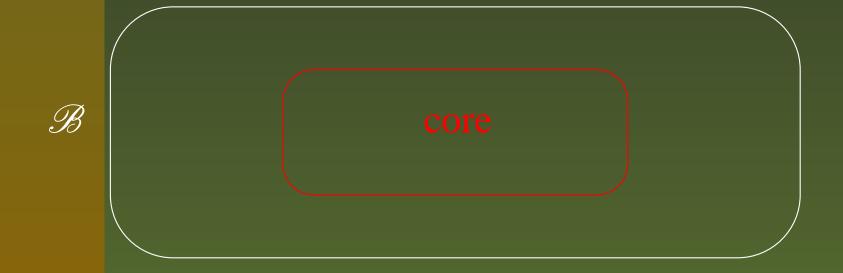
The main idea is simple. Since w is not n-collapsing, there is an n-compressible DFA \mathcal{B} and such that $\mathrm{df}_{\mathcal{B}}(w) < n$. If we treat w as a sequence of moves in the solitaire game on $\Gamma(\mathcal{B})$, then after each move at most n-1 states are free of tokens. It turns out that all essential information about the game can be retrieved if at each move we control the following state sets:

- the set of all current free states;
- the set of all 'post-free' states to which the current letter brings states that were empty before the move;
- the set of all 'next-to-free' states that could be achieved from current free states if we would repeat the same move.

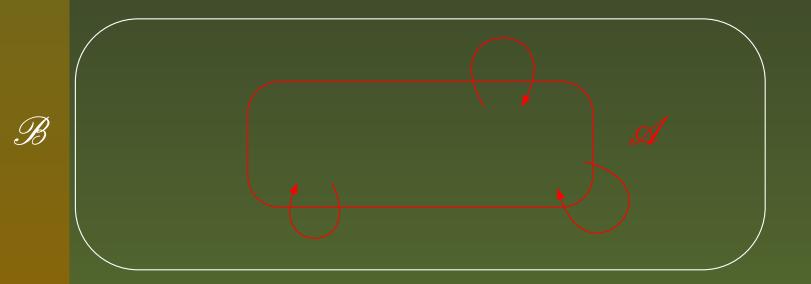
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The total number of states subject to control does not exceed 3|w|(n-1). They form a core of the 'small' n-compressible DFA \mathscr{A} which witness that w is not n-collapsing while 'irrelevant' parts of \mathscr{B} are substituted by some tiny buffer automata adding at most n+1 extra states.



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- The game interpretation underlying in this talk is not only entertaining but also provides some important insights. In particular, it was essential for finding a decision procedure for the property of being n-collapsing.
- I hope this talk did not make you collapse...