

Embedding computations in tilings

Andrei Romashchenko

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Turing machine with one or many bi-infinite tapes

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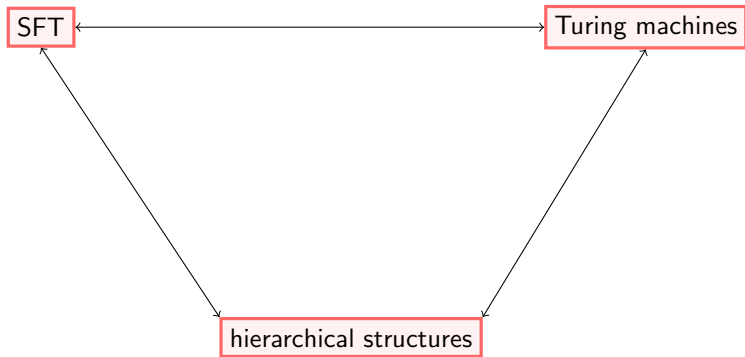
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SFT



Turing machines



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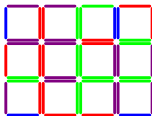
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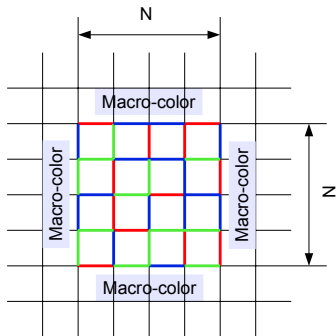
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A construction of an aperiodic tile set:

- ▶ define **self-similar** tile sets
- ▶ observe that *every* **self-similar** tile set is aperiodic
- ▶ construct *some* **self-similar** tile set

Macro-tile:



an $N \times N$ square made of matching \mathcal{T} -tiles

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Definition 2. A tile set ρ is **simulated** by τ : there exists a family of τ -macro-tiles R such that

- ▶ R is *isomorphic* to ρ , and
- ▶ every τ -tiling can be *uniquely* split by an $N \times N$ grid into macro-tiles from R .

Example.

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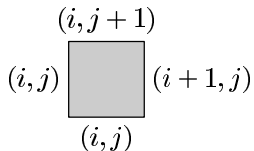
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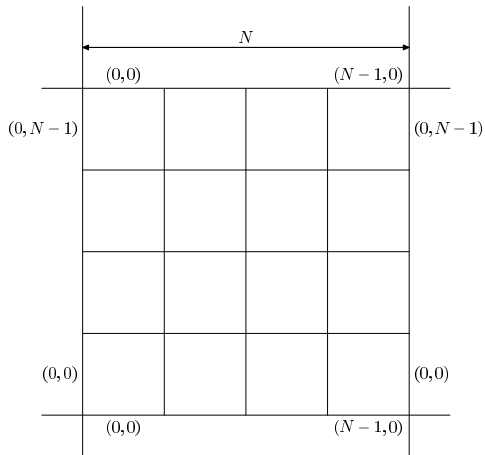
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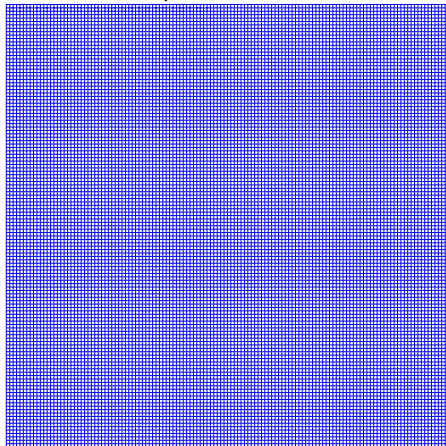
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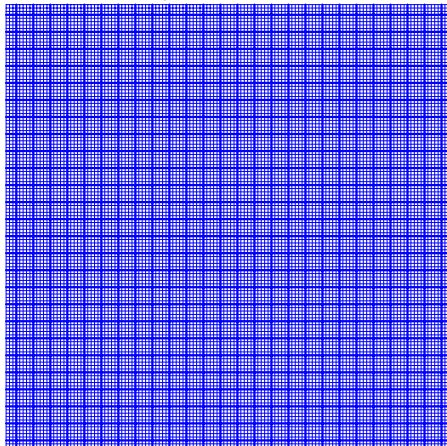
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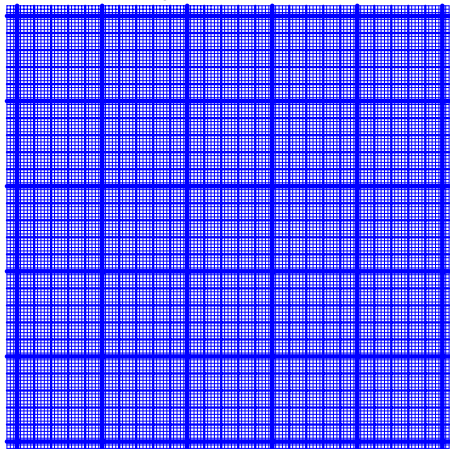
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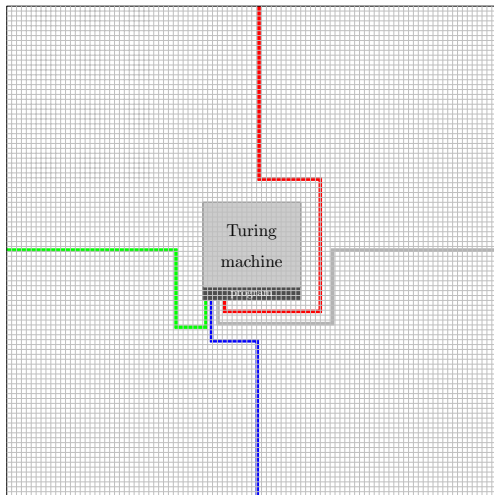
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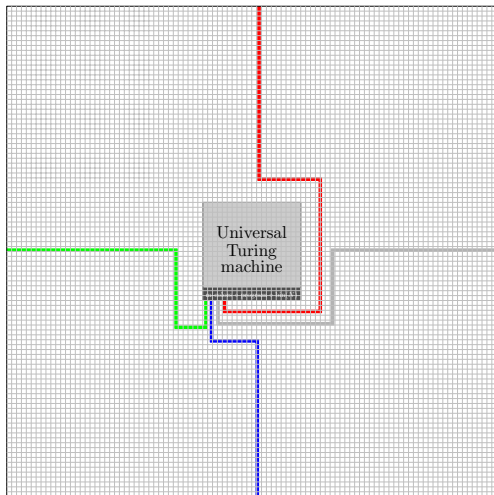
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 - ↓
 - a TM that accepts
only 4-tuples of colors
for the ρ -tiles

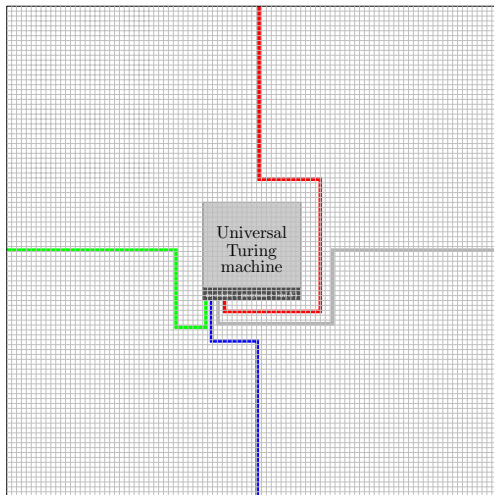
The scheme of implementation:



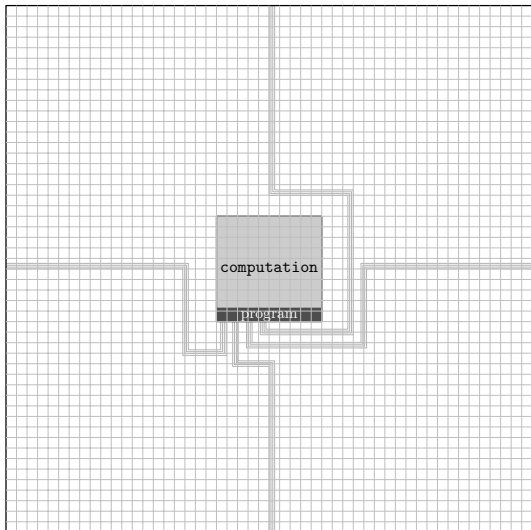
A more generic construction: universal TM + program

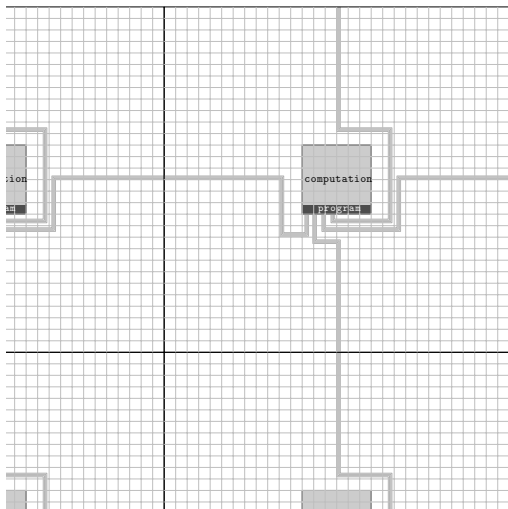


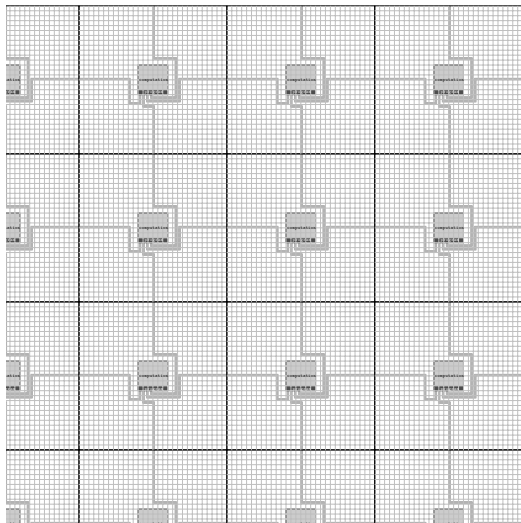
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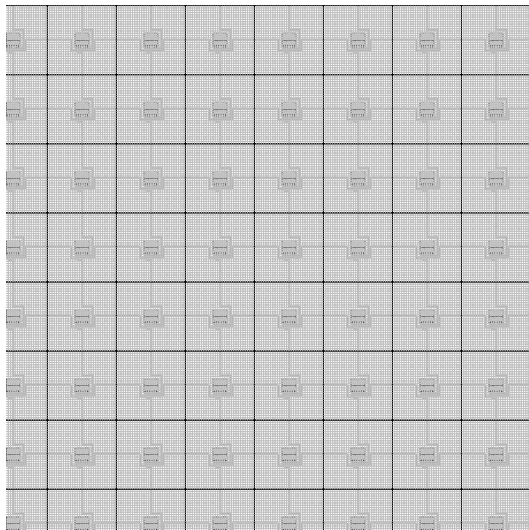


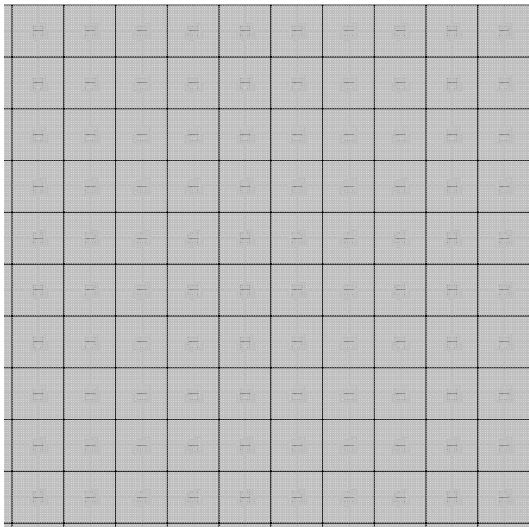
A fixed point: simulating tile set = simulated tile set

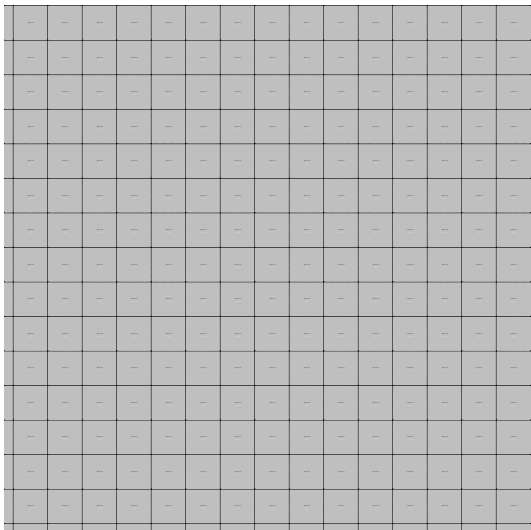


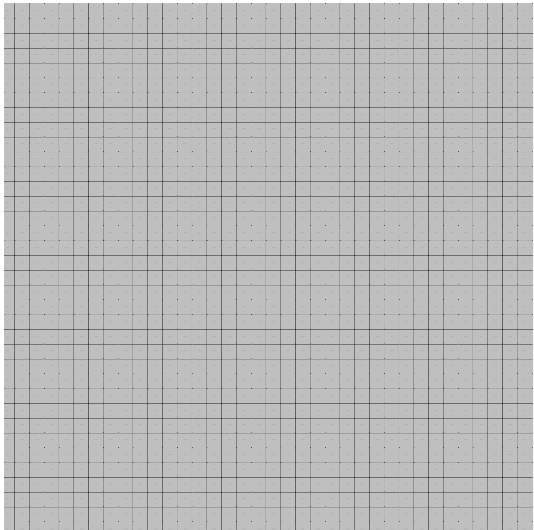


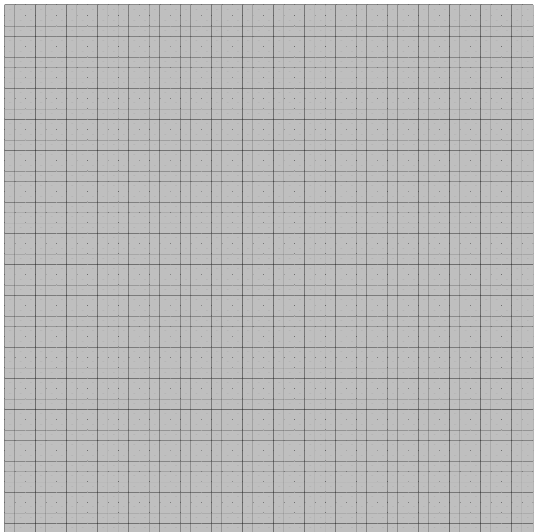


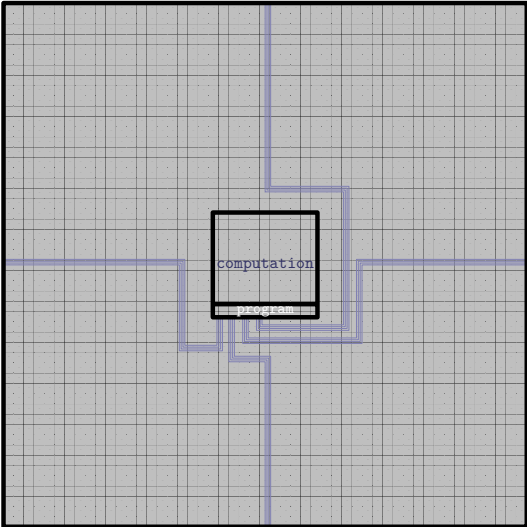


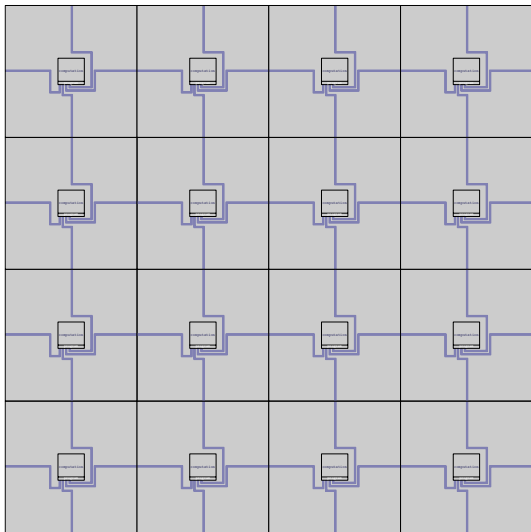


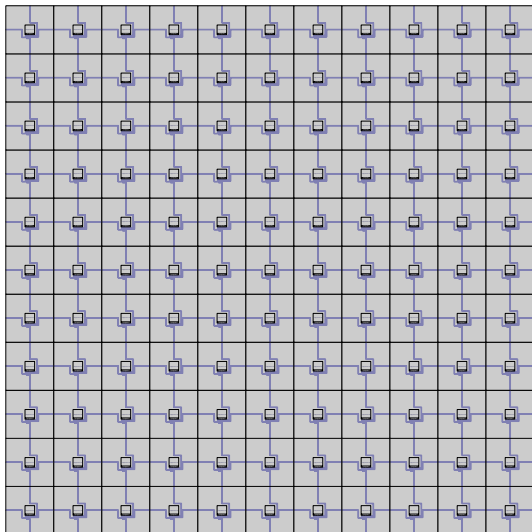


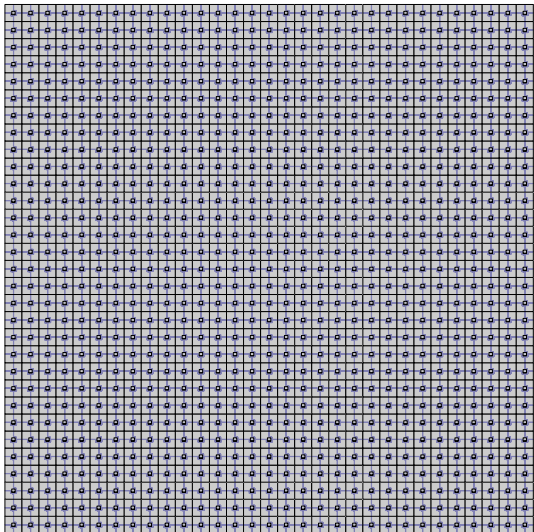


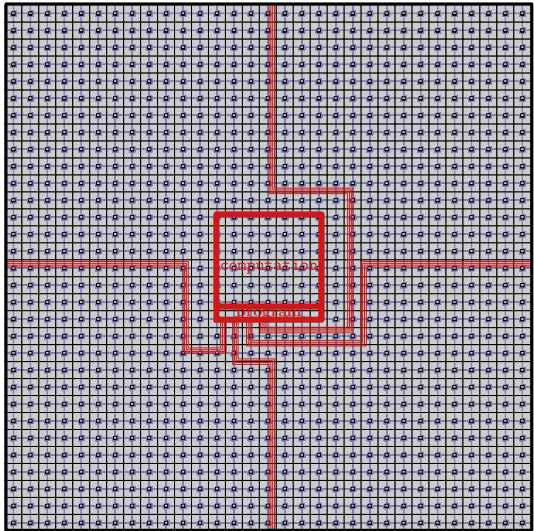


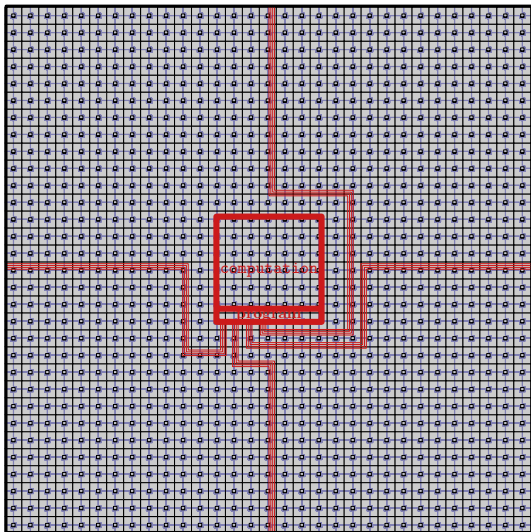












N.B. We can vary the zoom factor!

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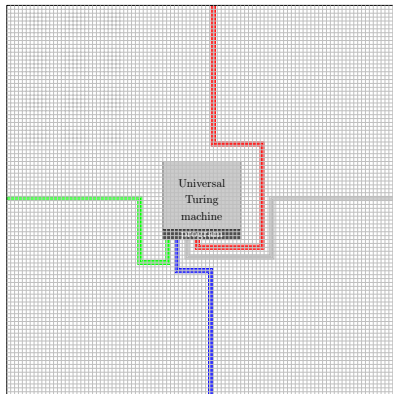
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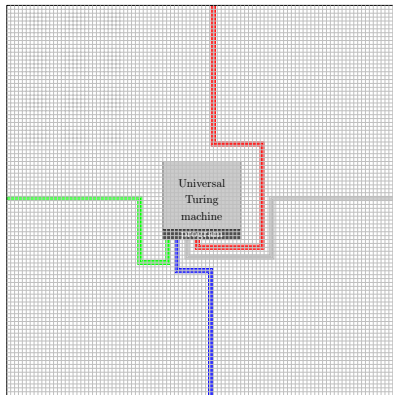
Ollinger: take Robinson's construction and **remove** everything that may appear *not* infinitely often

our plan: take the fixed-point construction and **enforce** everything that may appear at least *once*

How to get **aperiodicity** + **minimality** ?

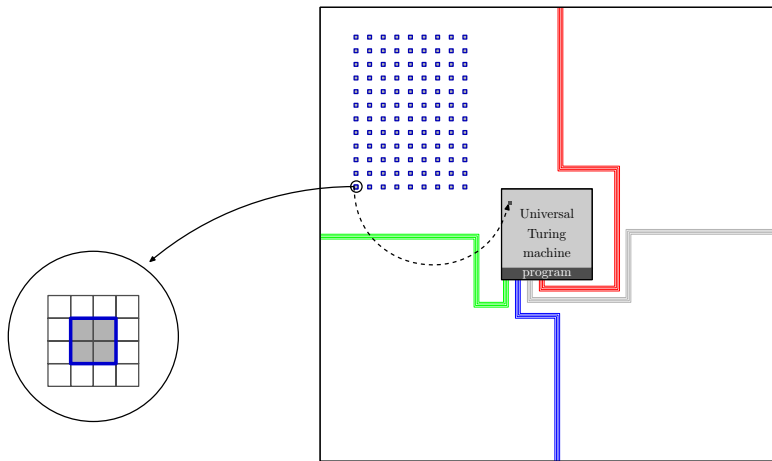


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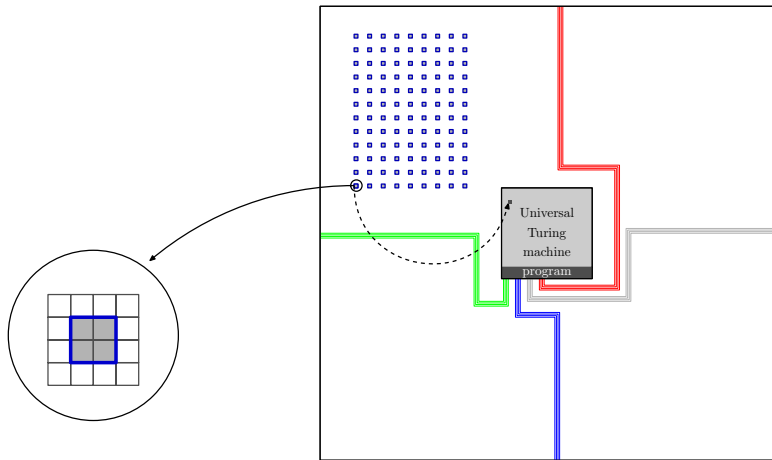


The problematic part is the computation zone...

Duplicate each 2×2 pattern that *may* appear in the computation zone!



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Imprisonment for diversity!

A slot for a 2×2 patterns from the computation zone:

$(i, j + 4)$	$(i + 1, j + 4)$	$(i + 2, j + 4)$	$(i + 3, j + 4)$
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$(i, j + 3)$	$(s, t + 2)$	$(s + 1, t + 2)$	$(i + 3, j + 3)$
$(i, j + 3)$	$(s, t + 2)$	$(s + 1, t + 2)$	$(i + 3, j + 3)$
$(i, j + 2)$ $(s, t + 1)$	$(s, t + 1)$ $(s + 1, t + 1)$	$(s + 1, t + 1)$ $(s + 2, t + 1)$	$(s + 2, t + 1)$ $(i + 4, j + 2)$
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Grey cells: It seems we sit inside of the computation zone,
we make part of a huge computation!

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Grey cells: It seems we sit inside of the computation zone,
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White cells: Guys, you four are living in a small prison
in the middle of nowhere...

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- ▶ **Schraudner:** What about some kind of (uniform) mixing?

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Transitive: There exists a configuration that contains all globally admissible finite patterns.

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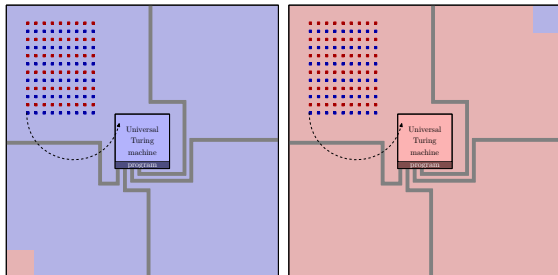
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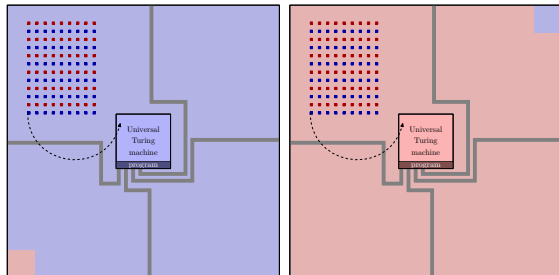
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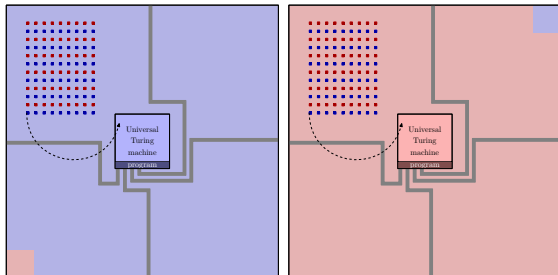


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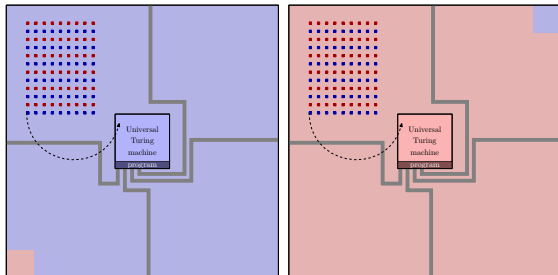


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Hierarchical constructions: self-simulating vs Berger/Robinson's

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	self-simulating tilings	Robinson's construction
undecidability of the domino problem	+	Berger'66
tilings with only noncomputable points	+	Hanf-Myers'74
any <i>effectively closed</i> 1D subshift is isomorphic to the subdynamics of a 2D SFT	Durand-R-Shen	Aubrun-Sablik
similar result for <i>minimal</i> subshifts	Durand-R	?
strongly deterministic tilings	-	Kari, Papasoglu, Lukkarila, Le Gloannec, Ollinger
pairwise different black squares in the white ocean	Westrick	?

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Thank you!