## **Graphing Fleas**

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$$\dots | 1 | 0 | 2 | \overrightarrow{1} | 0 | 0 | 1 | \dots$$

$$\dots \mid 1 \mid 0 \mid 2 \mid 1 \mid \overrightarrow{0} \mid 0 \mid 1 \mid \dots$$

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#### State of point where flea is located determines:

- what state the point changes to when the flea steps off.
- whether the flea changes direction before stepping off.
  - Many possible rules
  - We focus on particularly interesting ones.
  - Can a rule produce every sequence of states?

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   'When the flea steps off a point in state X, the point changes to state Y, and the flea does/doesn't reverse direction before stepping off.'
- One such statement for every possible state.
- $(2k)^k$  possible rules, where k is the number of allowed states.

$$\dots \mid 1 \mid 0 \mid 1 \mid \overrightarrow{1} \mid 0 \mid 0 \mid 1 \mid \dots$$

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$$\dots | 1 | 0 | 1 | 1 | \overrightarrow{0} | 0 | 1 | \dots$$

'When the flea steps off a point in state 1, the point changes to state 1, and the flea doesn't reverse direction before stepping off.'

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'When the flea steps off a point in state 1, the point changes to state 1, and the flea doesn't reverse direction before stepping off.'

$$\dots \mid 1 \mid 0 \mid 1 \mid 1 \mid 1 \mid 0 \mid 1 \mid \dots$$

'When the flea steps off a point in state 0, the point changes to state 1, and the flea reverses direction before stepping off.'

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$$r: \begin{array}{ccc} 0 & \rightarrow & (1,-1) \\ 1 & \rightarrow & (1,1) \end{array}$$

• A world describes the state at every point and gives the location and direction of the flea.

 $W_0: \ldots 0 0 0 0 | \overrightarrow{0} 0 0 0 \ldots$ 

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• The evolution E(r) of a rule r is the infinite sequence  $(W_0, W_1, W_2, \ldots)$  of worlds produced by iteratively applying r to  $W_0$ :

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- A world *contains* a finite sequence  $(s_0, s_1, \ldots, s_{n-1})$  of states if points  $0, 1, \ldots, n-1$  are in states  $s_0, s_1, \ldots, s_{n-1}$  respectively.

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- An evolution E(r) accepts a sequence of states if any world in E(r) contains the sequence.

$$r:\begin{array}{ccc} 0 & \rightarrow & (1,-1) \\ 1 & \rightarrow & (1,1) \end{array}$$

- The first four worlds of the evolution E(r) of r are shown above.
- W<sub>2</sub> contains (1,0) and (1,0,0)
- Therefore E(r) accepts (1,0) and (1,0,0).



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- (1,0)
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```
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```

(1)

(0,1)

(1,0)

(0,1)

(1, 1)

(0,0,0)

. . .

(1, 1, 1)

. . .

### Our Main Result

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We will then show how 'fast' this rule is in generating every possible sequence of 0's and 1's.

## Example of a 2-complete rule

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$$\begin{array}{cccc} 0 & \to & (1,-1) \\ R: & 1 & \to & (2,1) \\ & 2 & \to & (0,1) \end{array}$$

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### Demo!

## Claim

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#### **Theorem**

R is 2-complete.

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#### Theorem

R is 2-complete.

#### Key observation:

E(R) accepts all sequences of length n before the flea leaves [-n, n-1].

E(R) in [-1, 0]

$$E(R)$$
 in  $[-1, 0]$ 

$$\dots$$
 0 |  $\overrightarrow{0}$   $\dots$ 

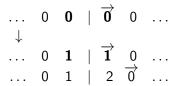
# E(R) in [-1, 0]

$$\begin{array}{c|cccc} \dots & 0 & | & \overrightarrow{0} & \dots \\ \dots & \overleftarrow{0} & | & 1 & \dots \end{array}$$

# E(R) in [-1, 0]

$$\begin{array}{c|cccc} \dots & 0 & | & \overrightarrow{0} & \dots \\ \dots & 0 & | & 1 & \dots \\ \dots & 1 & | & \overrightarrow{1} & \dots \end{array}$$

 $\dots \quad 0 \quad \mathbf{0} \quad | \quad \overrightarrow{\mathbf{0}} \quad 0 \quad \dots$ 



19 / 1

19 / 1

 $\dots \quad 0 \quad \boldsymbol{0} \quad \boldsymbol{0} \quad | \quad \overrightarrow{\boldsymbol{0}} \quad \boldsymbol{0} \quad 0 \quad \dots$ 

20 / 1

# E(R) in [-3, 2]

By induction.

$$\bullet \ 0^{n}\overrightarrow{0}0^{n-1} \to 1^{n}2^{n-1}\overrightarrow{1}$$

- $0^{n\overrightarrow{0}}0^{n-1} \rightarrow 1^{n}2^{n-1}\overrightarrow{1}$
- ... while staying within these columns

- $0^{n}\overrightarrow{0}0^{n-1} \rightarrow 1^{n}2^{n-1}\overrightarrow{1}$
- ... while staying within these columns
- ... while accepting all sequences of length n

• 
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By induction. Induction hypothesis:

- $0^{n}\overrightarrow{0}0^{n-1} \rightarrow 1^{n}2^{n-1}\overrightarrow{1}$
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### Corollary

We can similarly define the notions of  $\underline{\text{negative containment}}$  and  $\underline{\text{negative acceptance}}$ .

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### Corollary

We can similarly define the notions of  $\underline{\text{negative containment}}$  and  $\underline{\text{negative acceptance}}$ .

Every sequence accepted by E(R) is also negatively contained.

E(R) accepts and negatively accepts every finite binary sequence.

### Example

b = 01

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$$b = 01$$

 $\dots \quad 0 \quad 0 \quad 0 \quad | \quad \overrightarrow{0} \quad 0 \quad 0 \quad \dots$ 

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### How fast is R?

After how many worlds do we see all binary sequences of length n?

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Surely  $\Omega(2^n)$ .

### How fast is R?

#### Definition

 $T_n$ : minimum number worlds to see all finite binary sequences of length n.

### Example

 $T_1 = ?$ 

Looking for 0 and 1.

26 / 1

$$\dots$$
 0 0 0 |  $\overrightarrow{0}$  0 0  $\dots$ 

```
 \dots \  \  \, 0 \  \  \, 0 \  \  \, 0 \  \  \, | \  \  \, \overrightarrow{0} \  \  \, 0 \  \  \, 0 \  \  \, \dots   \dots \  \  \, 0 \  \  \, 0 \  \  \, \overleftarrow{0} \  \  \, | \  \  \, \mathbf{1} \  \  \, 0 \  \  \, 0 \  \  \, \dots
```

$$T_1 = 2$$

### Example

 $T_2 = ?$ 

Looking for 00, 01, 10, and 11.

### Example

...  $0 \ \mathbf{0} \ \mathbf{0} \ | \ \overrightarrow{\mathbf{0}} \ \mathbf{0} \ 0 \ ...$ 

29 / 1

### Example

29 / 1

## $T_2$

### Example

## $T_2$

### Example

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#### Example

```
0
            0
                1
                1
```

 $T_2 = 10$ 

 $T_n$ 

**Goal:** a recurrence for  $T_n$ .

 $T_n$ 

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**Method:** study the progression from  $W_0$  to  $W_{T_n}$  in E(R).

## Describing $W_{T_n}$

#### Lemma

• The world  $W_{T_n}$  has the form:  $\dots 01^n | \overrightarrow{1} 1^{n-1} 0 \dots$ 

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#### Lemma

- The world  $W_{T_n}$  has the form:  $\dots 01^n |\overrightarrow{1}1^{n-1}0 \dots$
- ② The progression from  $W_0$  to  $W_{T_n}$  does not step outside of the locations between -n and n-1.

 $W_{T_1}$ 

# $W_{T_2}$

#### Proof of Lemma: Base Case

Proof.

By induction on n.

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By induction on n.

Base case: we have already seen  $W_{T_1}$  (and  $W_{T_2}$ ).

## Proof of Lemma: Inductive Step

#### Assume:

- **1** The world  $W_{T_{n-1}}$  has the form:  $\dots 01^{n-1} |\overrightarrow{1}1^{n-2}0 \dots$
- ② The progression from  $W_0$  to  $W_{T_{n-1}}$  does not step outside of the locations between -(n-1) and n-2.

$$W_0: \qquad \ldots \quad 0 \quad 0 \quad 0^{n-1} \mid \overrightarrow{0} \quad 0^{n-2} \quad 0 \quad 0 \quad \ldots$$

$$W_0:$$
 ... 0 0  $0^{n-1} \mid \overrightarrow{0} \quad 0^{n-2} \quad 0 \quad 0 \quad \dots$ 
 $\downarrow$ 
 $W_{T_{n-1}}:$  ... 0 0  $1^{n-1} \mid \overrightarrow{1} \quad 1^{n-2} \quad 0 \quad 0 \quad \dots$ 

Proof.

36 / 1

### Recurrence for $T_n$

#### Corollary

$$T_n = 2T_{n-1} + 4n - 2.$$

## Solving the Recurrence

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$$T_n = 6 \cdot 2^n - 4n - 6$$
$$T_n = \Theta(2^n).$$

Other complete rules

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  - *k*-complete *k*-rule?

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