

# The Freeness Problem for Automaton Semigroups

Jan Philipp **Wächter**

Department of Mathematics  
University of Manchester

joint work with

Daniele **D'Angeli** and Emanuele **Rodaro**

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## Definition (Isomorphism Problem)

**Input:** two groups  $G$  and  $H$   
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i. e.  $X \simeq F(B)$   
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Let's look at a **famous example!**

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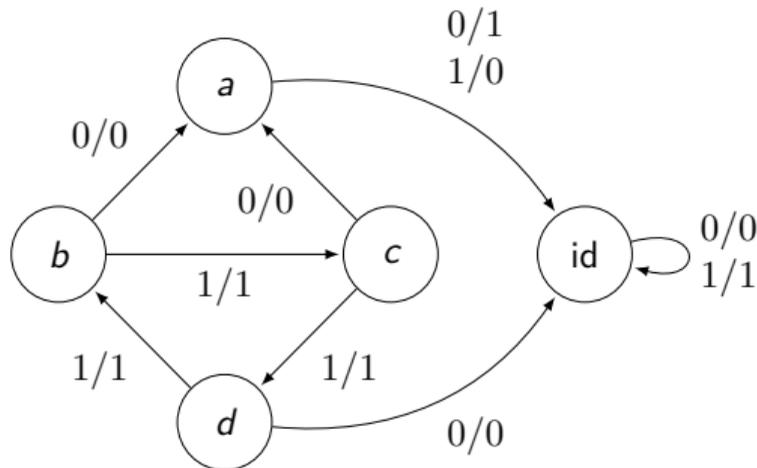
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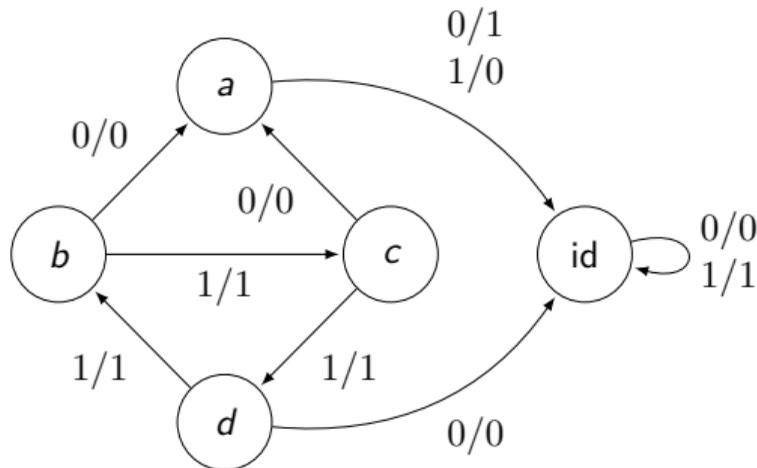
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"How does this work?"  
 $\rightsquigarrow$  Later!

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These proofs are all somewhat *ad-hoc*...

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There is an earlier version for **monoids**.

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Presentation	Freeness problem for...		
	groups	monoids	semigroups
$\langle Q \mid \mathcal{R} \rangle$	undecidable (Markov property)	undecidable (Markov property)	decidable (eliminating relations)
matrices	<i>open</i>	undecidable (Klarner, Birget, Satterfield 1991)	
automata	<i>open</i>	undecidable (D'Angeli, Rodaro, W. 2024)	

There are many **more** (un)decidability results for special cases!

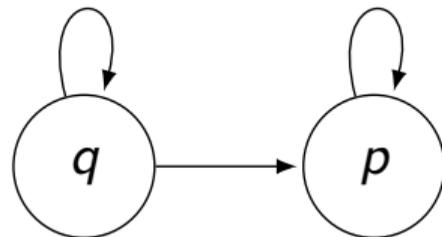
We will discuss the slightly simpler **monoid** case.

How can we use automata to generate (semi)groups?

# Automata

In this setting, an automaton  $\mathcal{T} = (Q, \Sigma, \delta)$  is a

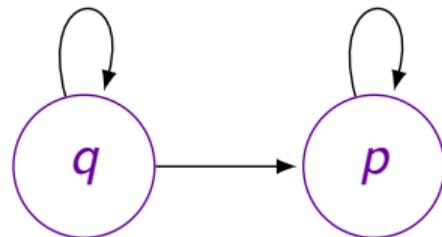
- finite, directed graph



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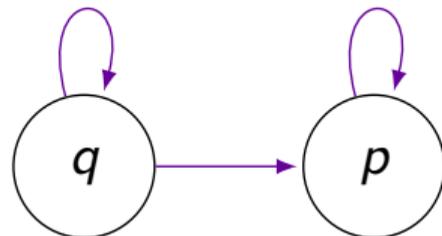
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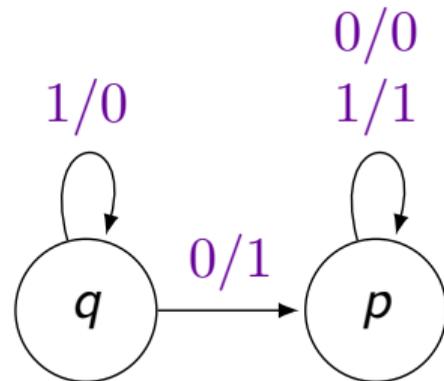
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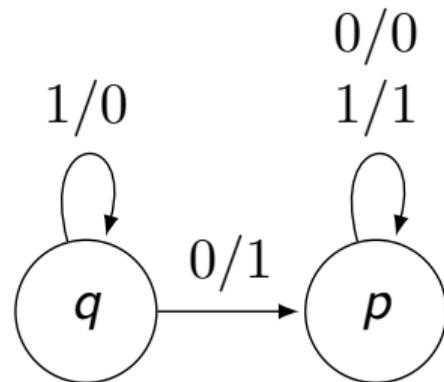
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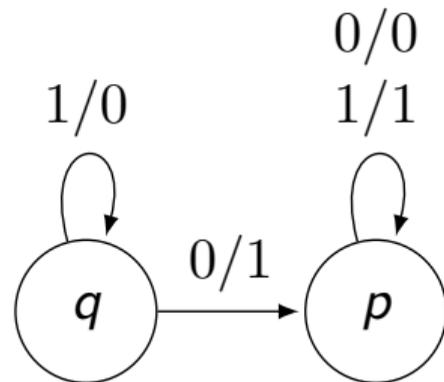
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  - **starts in  $p$**



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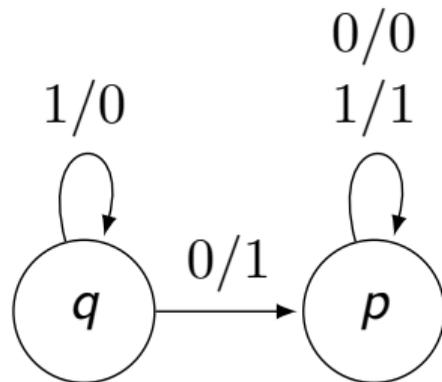
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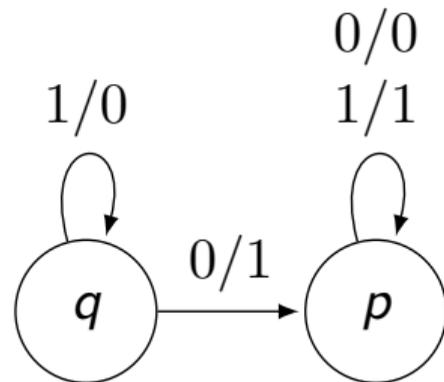
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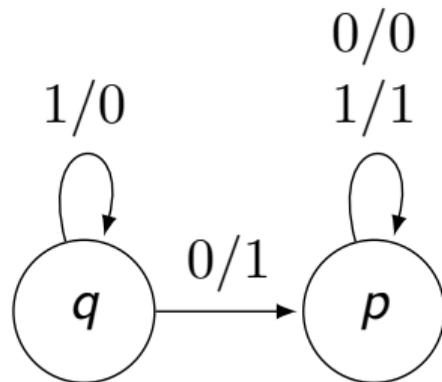


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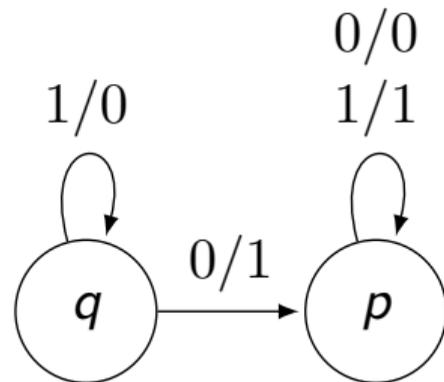
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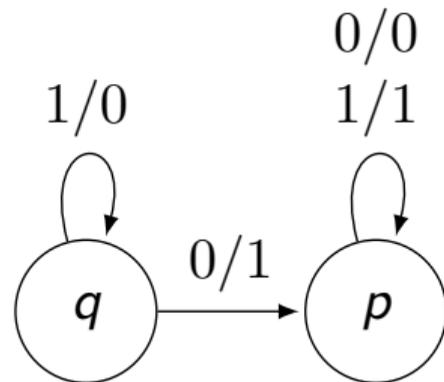
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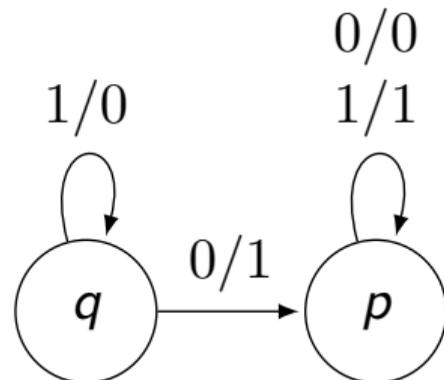
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- **deterministic** if  $\forall a \in \Sigma \forall q \in Q : q$  has **at most one** outgoing transition with **input  $a$** .
- **complete** if  $\forall a \in \Sigma \forall q \in Q : q$  has **at least one** outgoing transition with **input  $a$** .

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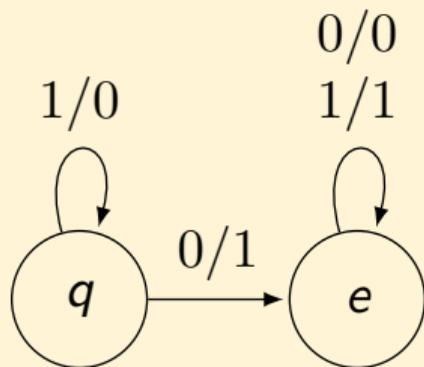
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Today we only consider deterministic and complete automata!

# State Actions

- Idea: every state sequence  $\mathbf{q} \in Q^+$  induces an action  $\Sigma^* \rightarrow \Sigma^*, u \mapsto \mathbf{q} \circ u$  mapping input words to output words.

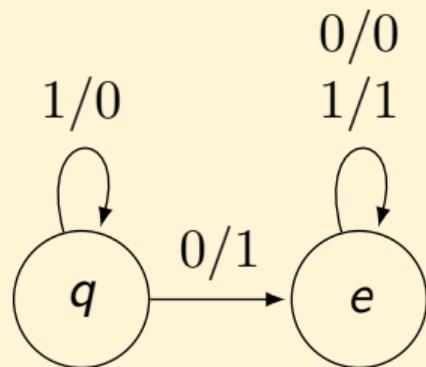
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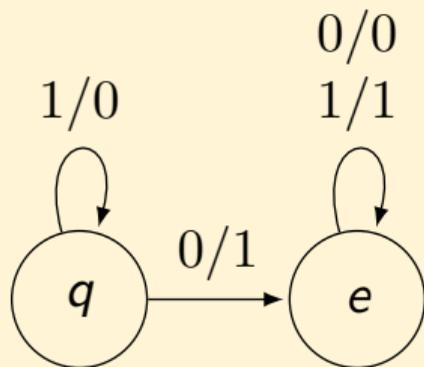


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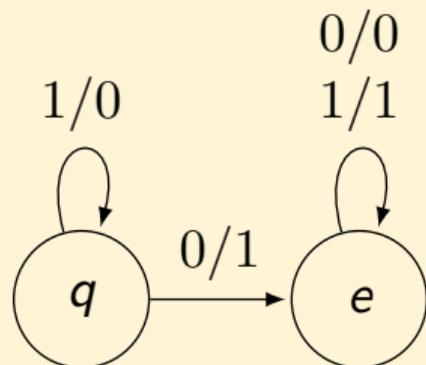
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- $$q \begin{array}{c} \downarrow \\ 1 \end{array} \begin{array}{c} \downarrow \\ 0 \end{array} e \begin{array}{c} \downarrow \\ 0 \end{array} \begin{array}{c} \downarrow \\ 0 \end{array} e \qquad q \circ 000 = 100$$

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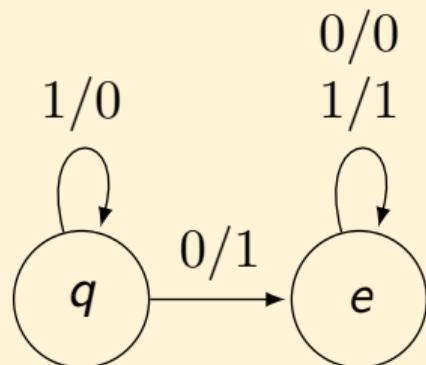
- $$\begin{array}{cccc}
 0 & 0 & 0 & \\
 q \downarrow & e \downarrow & e \downarrow & e \\
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 \end{array}
 \qquad
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- |                |                |                |                                    |
|----------------|----------------|----------------|------------------------------------|
| $0$            | $0$            | $0$            | $q \circ 000 = 100$                |
| $q \downarrow$ | $e \downarrow$ | $e \downarrow$ | $qq \circ 000 = q \circ 100 = 010$ |
| $1$            | $0$            | $0$            | $qqq \circ 000 = \dots = 110$      |
| $q \downarrow$ | $q \downarrow$ | $e \downarrow$ |                                    |
| $0$            | $1$            | $0$            |                                    |

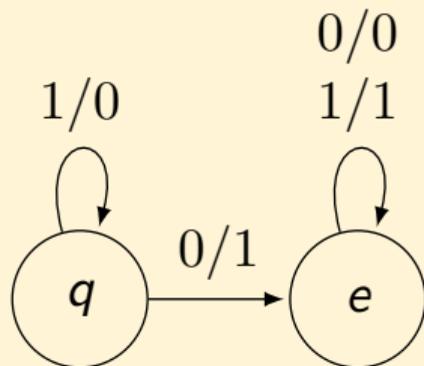
$\rightsquigarrow$  the action of  $q$  increments (reverse) binary representation (least significant bit first)

# Automaton Semigroups

- This defines a congruence

$$p =_{\mathcal{T}} q \iff \forall u \in \Sigma^* : p \circ u = q \circ u$$

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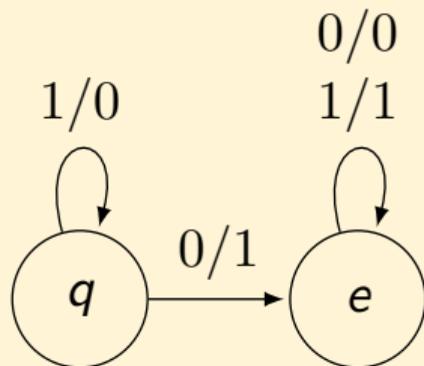
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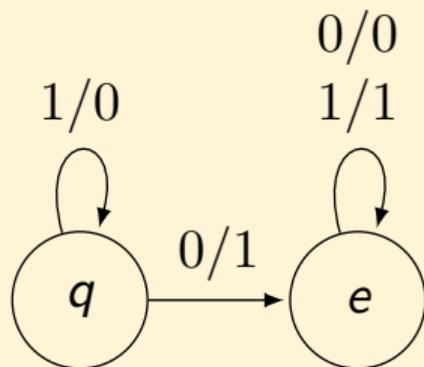
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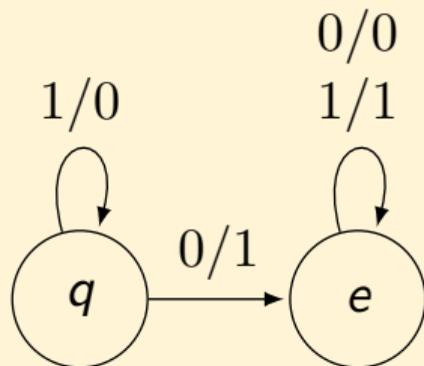
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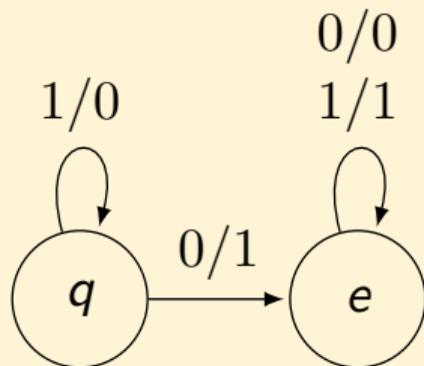
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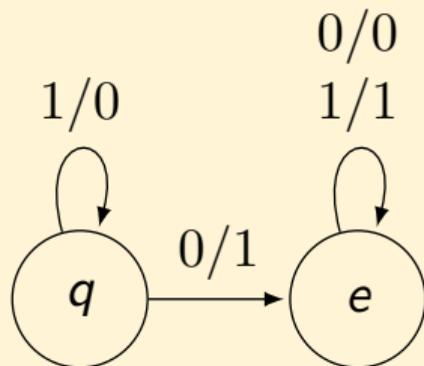
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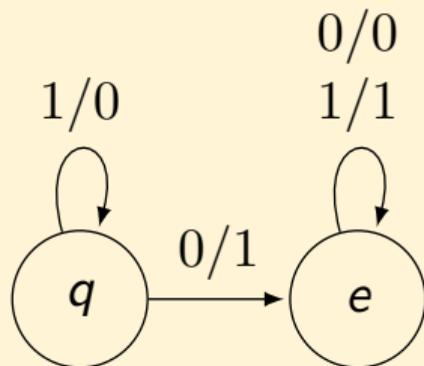
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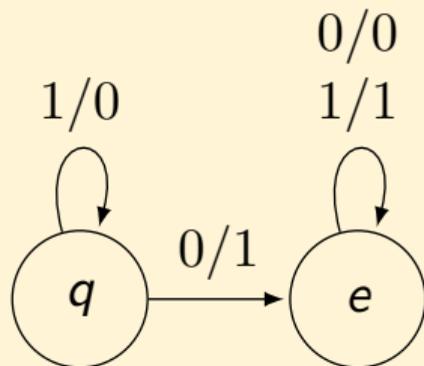
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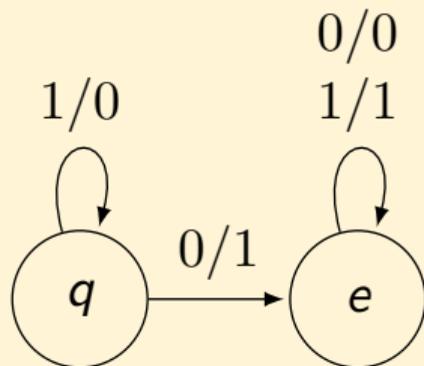
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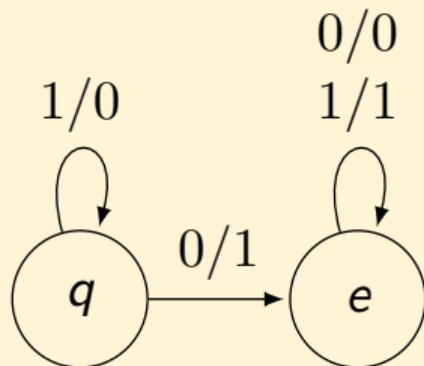
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$$\mathcal{G}(\mathcal{T}) = F(q) \simeq \mathbb{Z}$$

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$\implies \mathbf{q}' = q'_1 \dots q'_\ell =_{\mathcal{T}} p'_1 \dots p'_k = \mathbf{p}'$  is a relation

# Dual Automaton

Idea: Swap letters and states

## Definition

$\partial\mathcal{T} = (\Sigma, Q, \partial\delta)$  with

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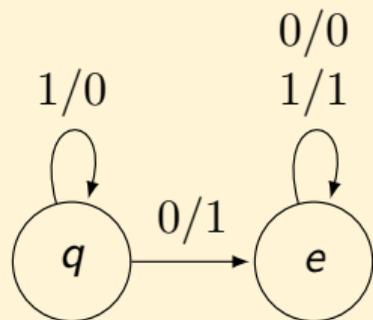
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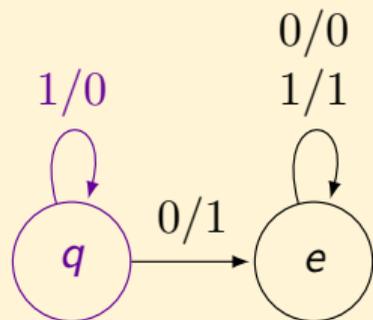
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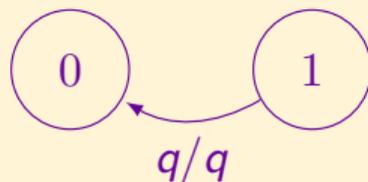
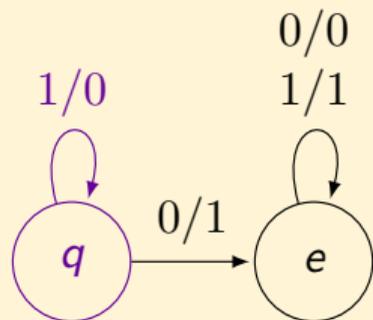
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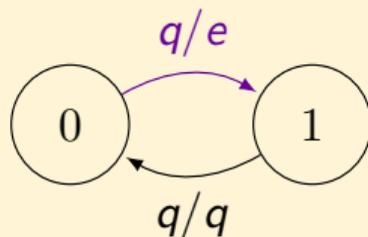
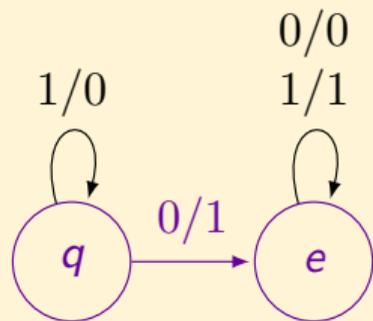
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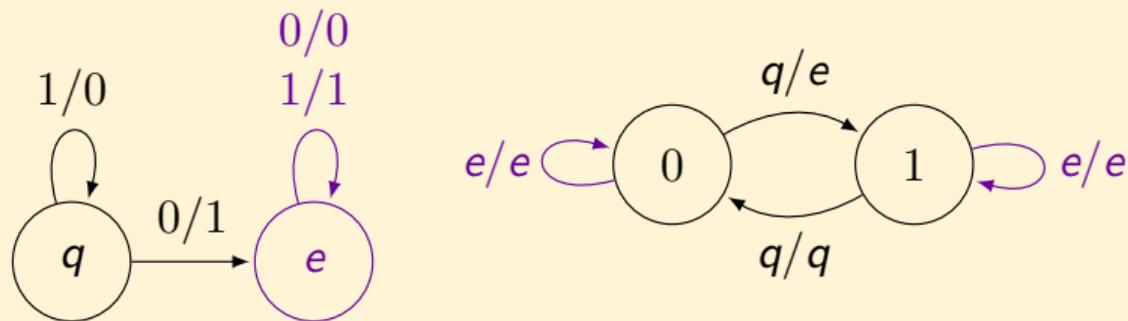
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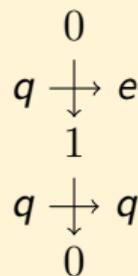
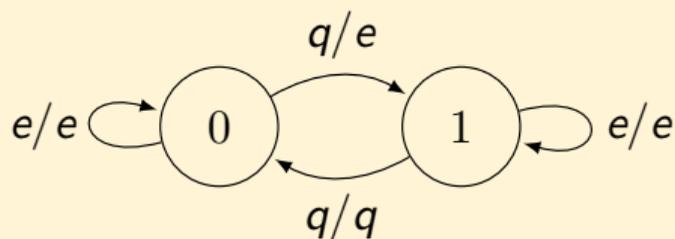
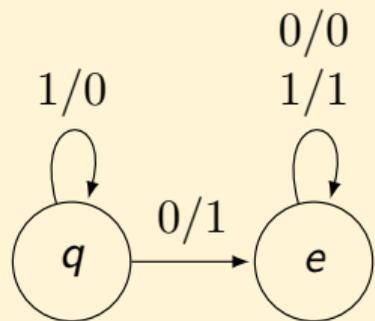
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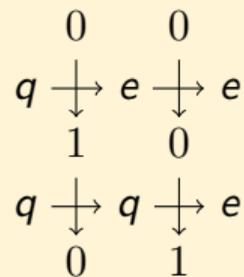
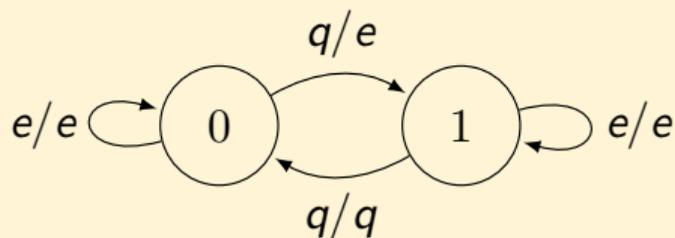
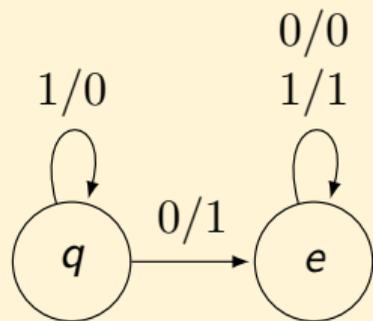
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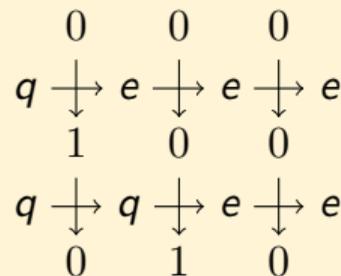
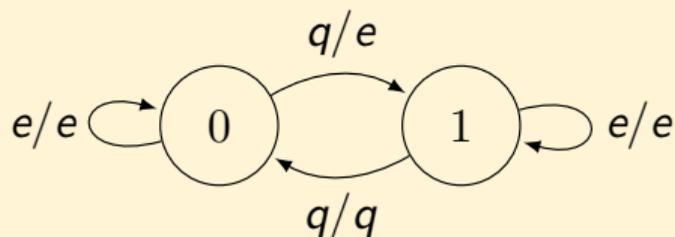
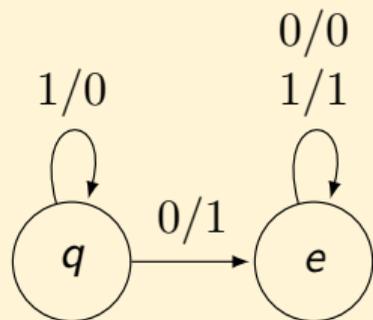
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# The Freeness Problem

# Main Theorem

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The following problem is *undecidable* for given automaton *semigroups* and *monoids*:

**Input:** an  $\mathcal{S}$ -automaton  $\mathcal{T} = (Q, \Sigma, \delta)$

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 $A \ni x \iff f(x) \in B.$

**Idea:** An algorithm for  $B$  also yields one for  $A$ .









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2

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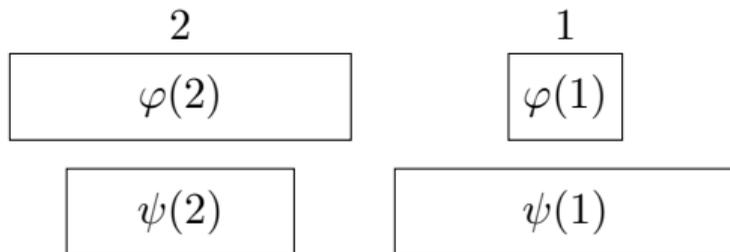
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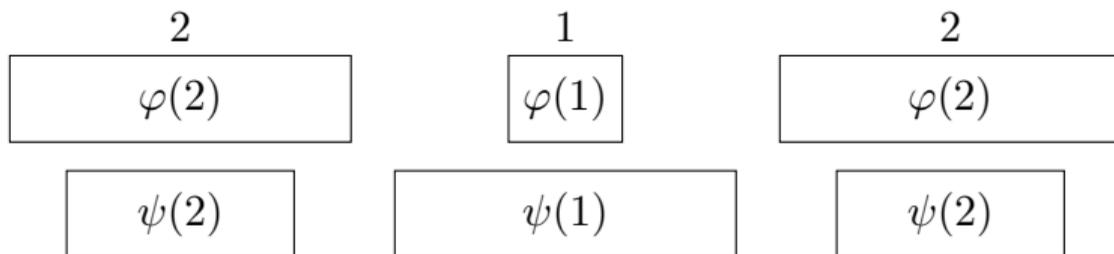
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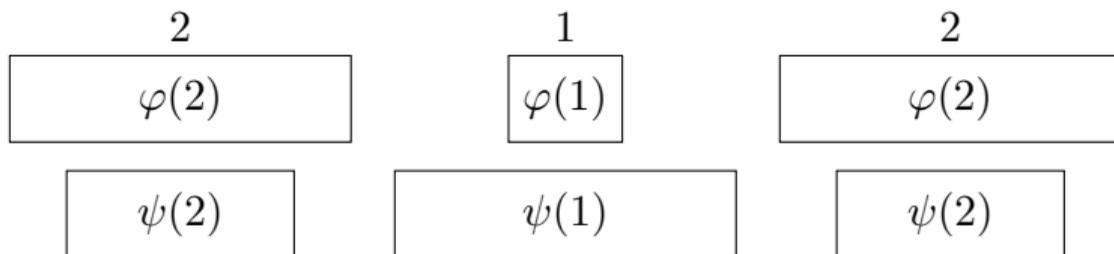
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PCP is a classical undecidable problem!

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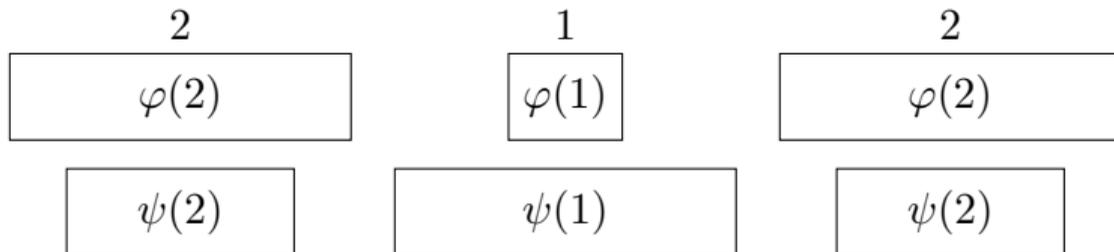
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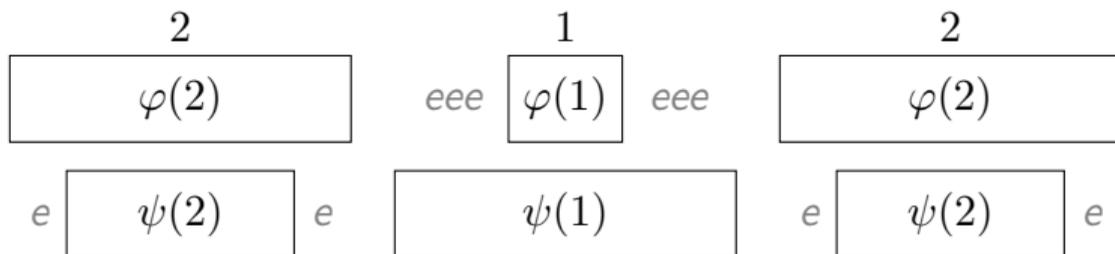
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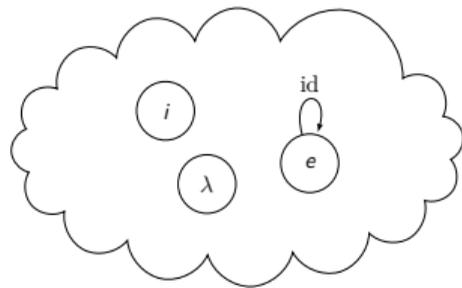
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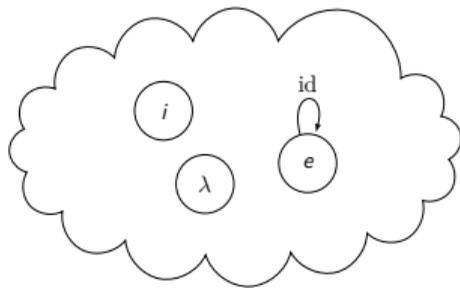
## Definition (Post's Correspondence Problem)

- Constant:** an alphabet  $\Lambda$  and a padding symbol  $e \notin \Lambda$
- Input:** a number  $L$  and maps  $\varphi, \psi: I = \{1, \dots, n\} \rightarrow (\Lambda \cup \{e\})^L$
- Question:**  $\exists \mathbf{i} \in I^+ : \varphi(\mathbf{i}) =_e \psi(\mathbf{i})?$  (extended into hom.)

Reduction:

- start with an automaton for  $(\Lambda \cup I)^*$  with identity state  $e$

Relations:  $u =_{\mathcal{T}} u$  for  $u \in (\Lambda \cup I)^*$



# The Reduction

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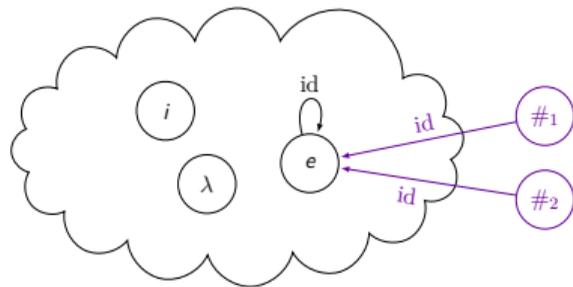
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- start with an automaton for  $(\Lambda \cup I)^*$  with identity state  $e$
- add two new identity states  $\#_1$  and  $\#_2$

Relations:



# The Reduction

## Definition (Post's Correspondence Problem)

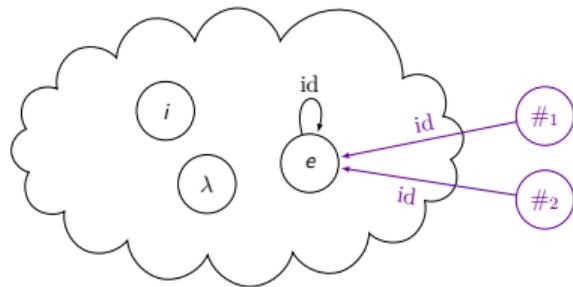
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$$\iff u_0 \dots u_k = v_0 \dots v_\ell$$



# The Reduction

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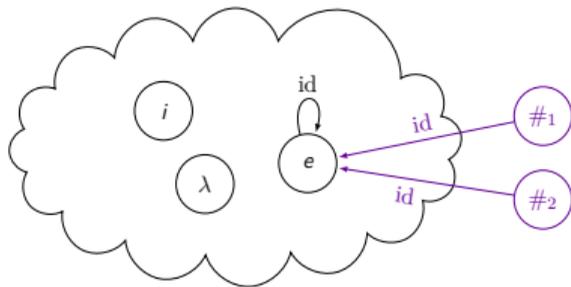
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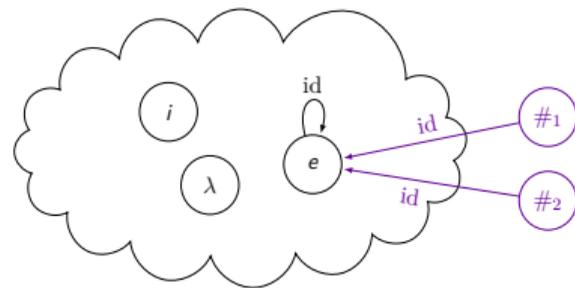
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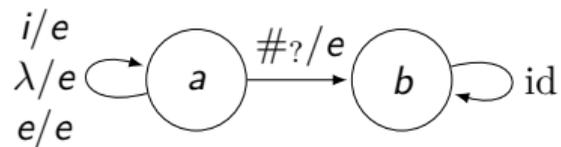
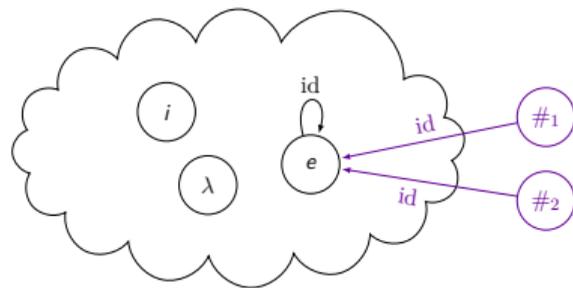
Now: ensure equality in the blocks...



# Blocks in a Relation

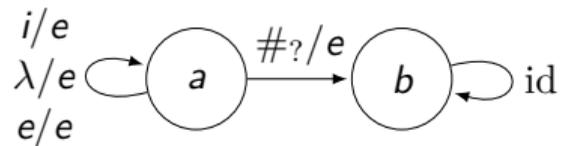
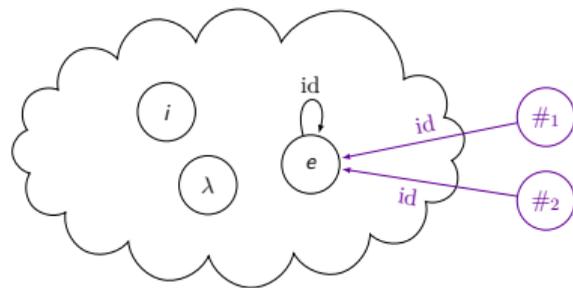


# Blocks in a Relation



(dual automaton)

# Blocks in a Relation



(dual automaton)

Why?  $\rightsquigarrow$  It is a bit simpler  
& easier to understand.

# Blocks in a Relation

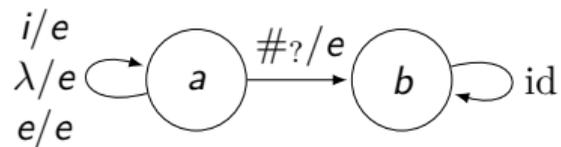
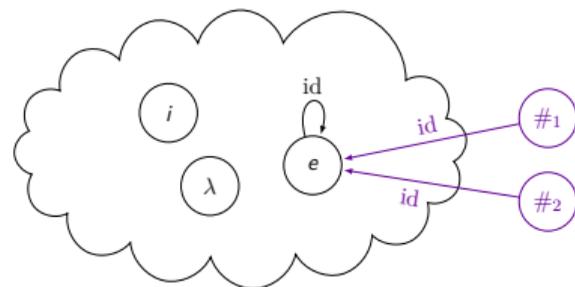
 $u_0$ 

#?

 $u_1$ 

#?

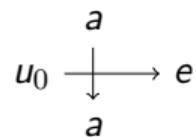
#?

 $u_k$ 

(dual automaton)

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# Blocks in a Relation

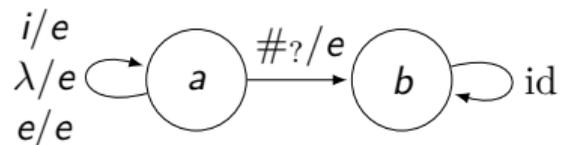
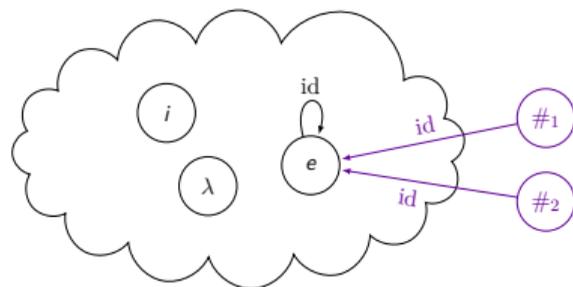


#?

 $u_1$ 

#?

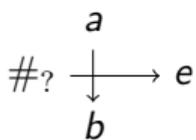
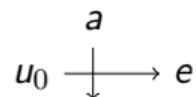
#?

 $u_k$ 

(dual automaton)

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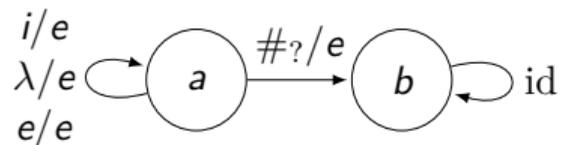
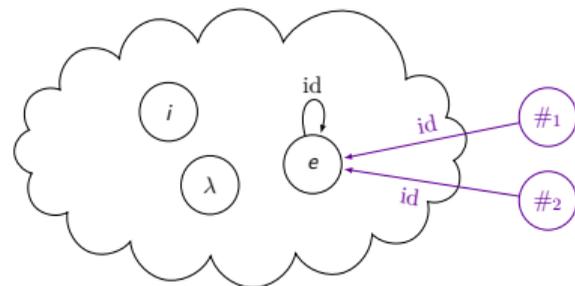
# Blocks in a Relation



$$u_1$$

$$\#?$$

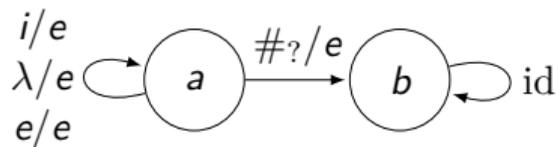
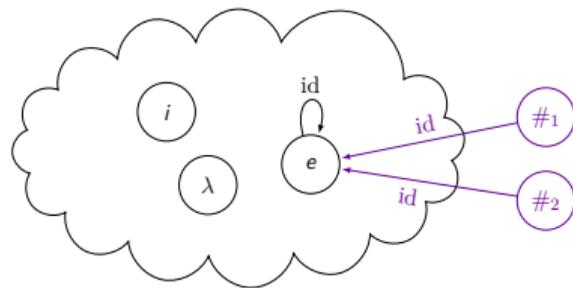
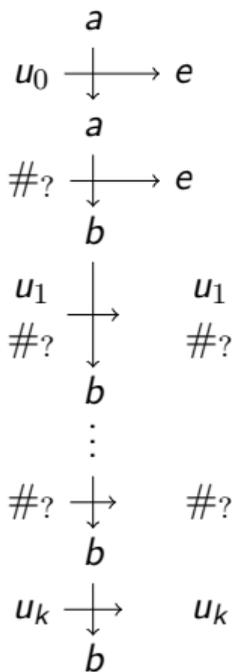
$$\#?$$

$$u_k$$


(dual automaton)

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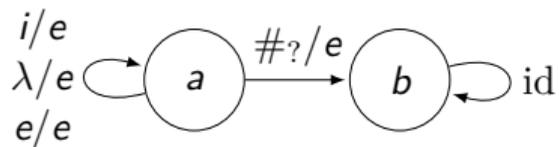
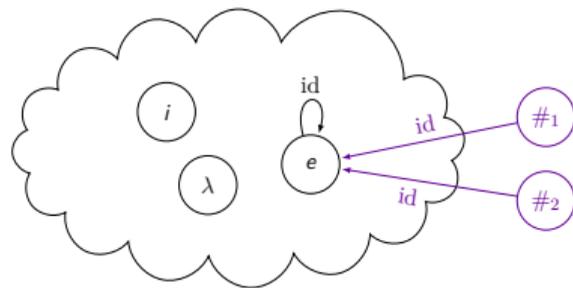
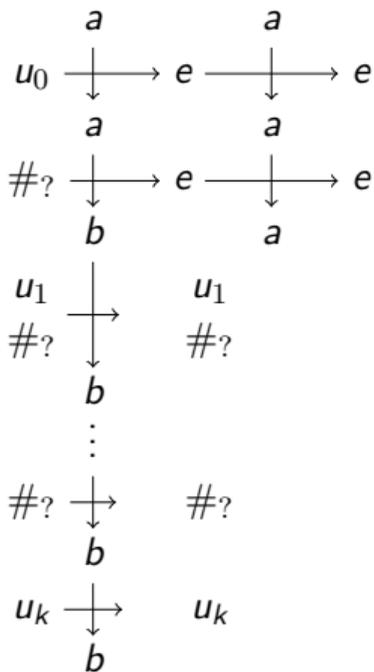
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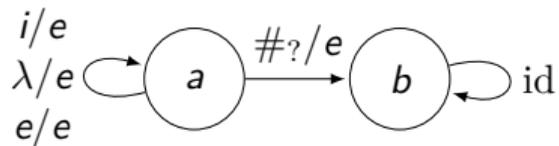
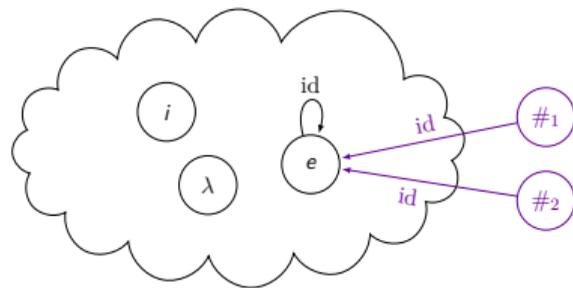
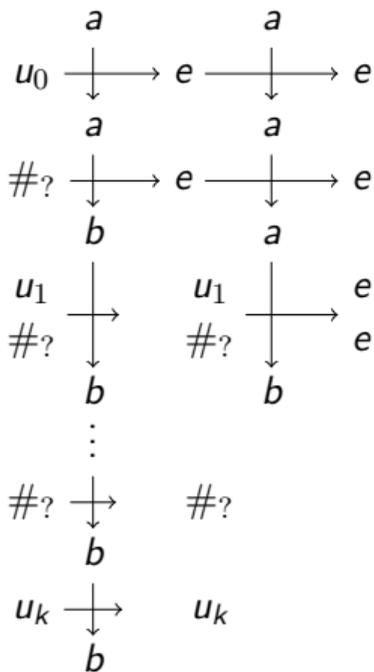
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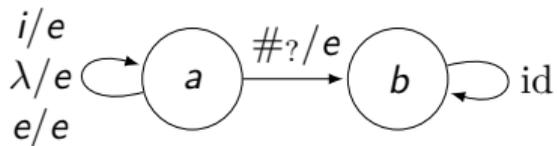
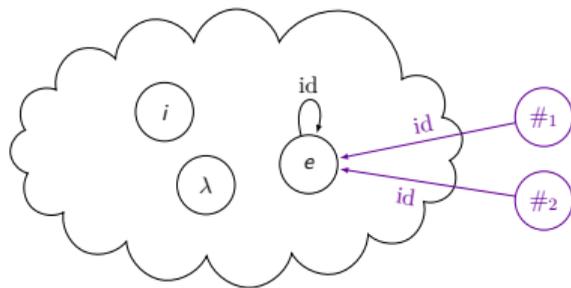
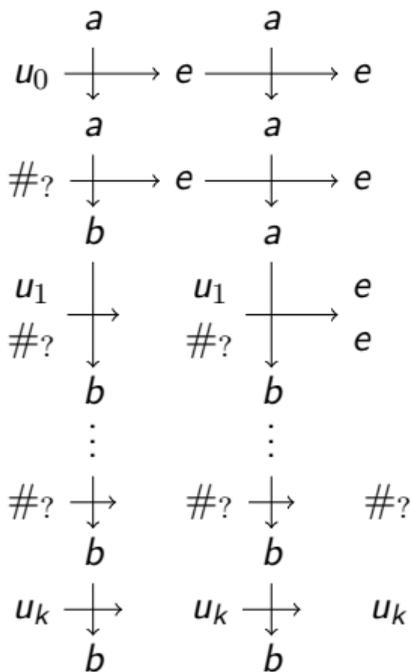
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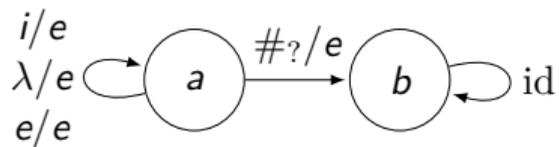
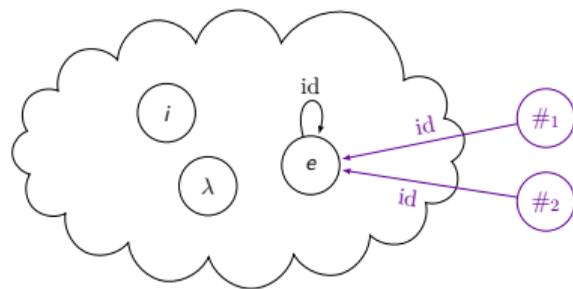
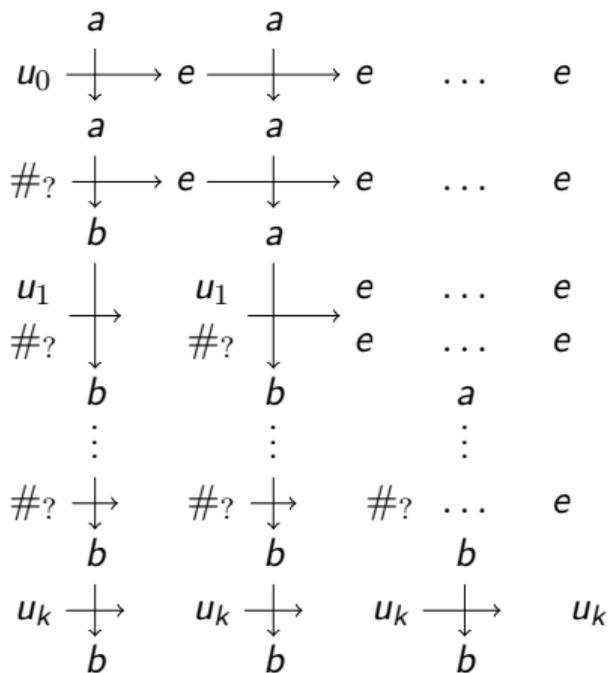
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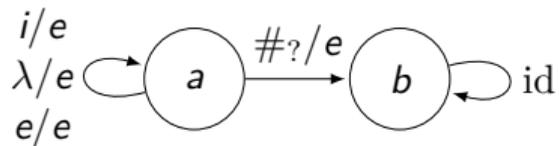
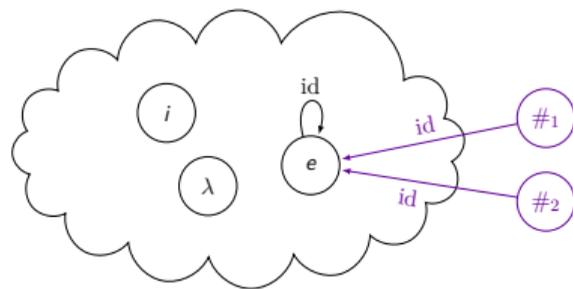
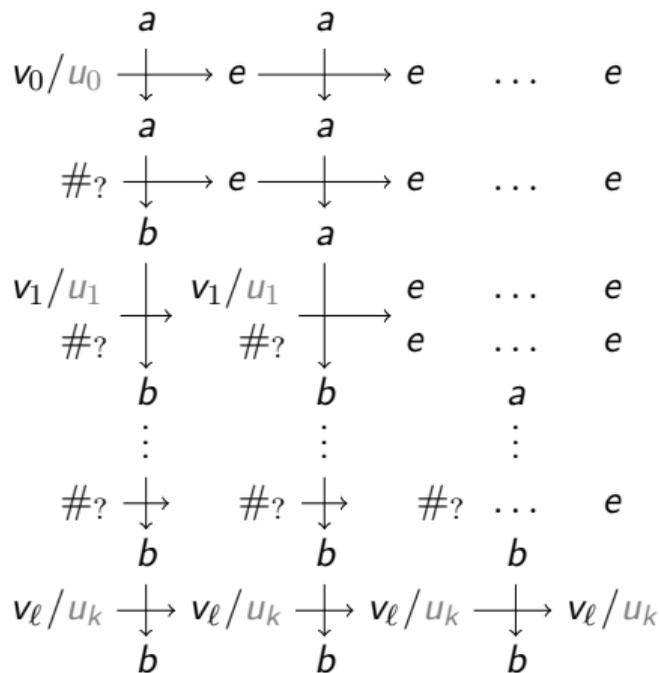
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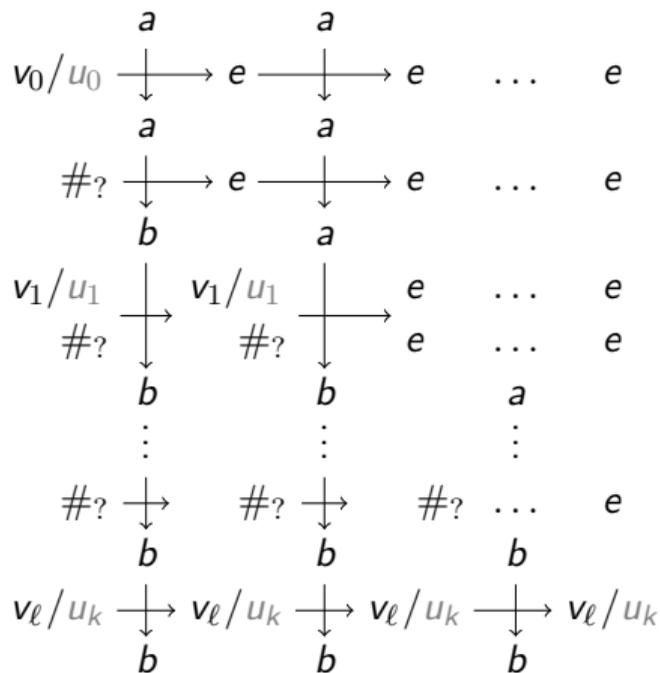
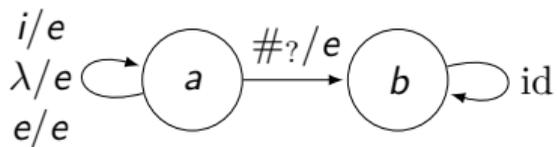
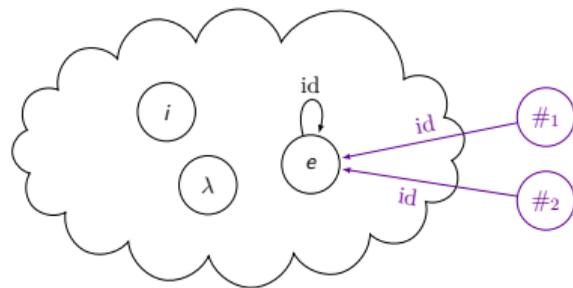
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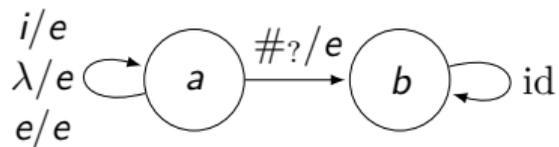
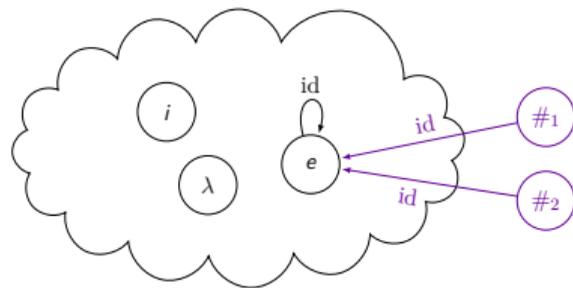
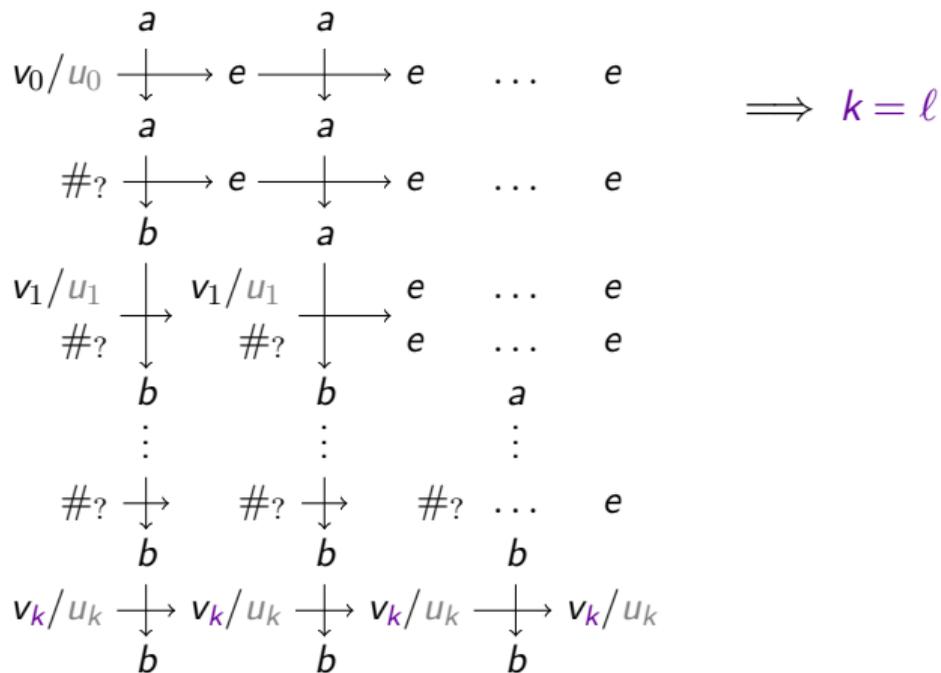
# Blocks in a Relation


 $k < \ell$ 


(dual automaton)

Why?  $\rightsquigarrow$  It is a bit simpler & easier to understand.

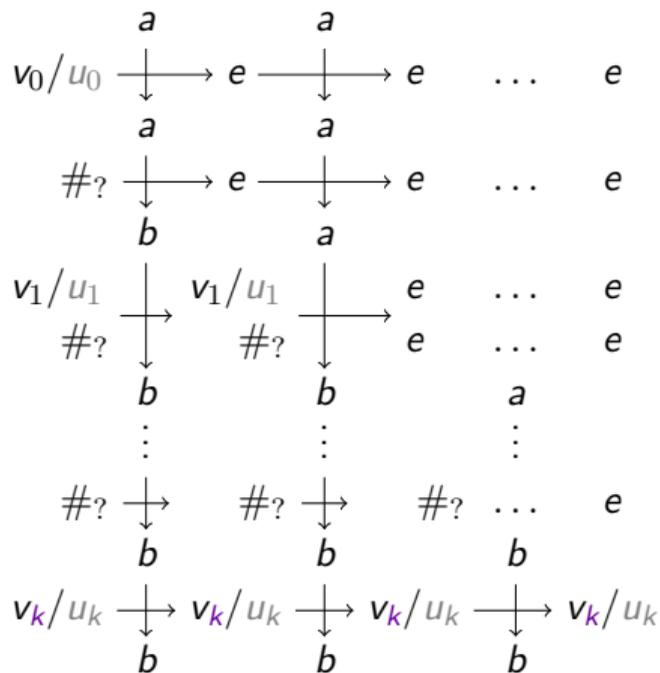
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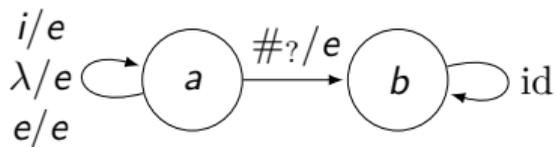
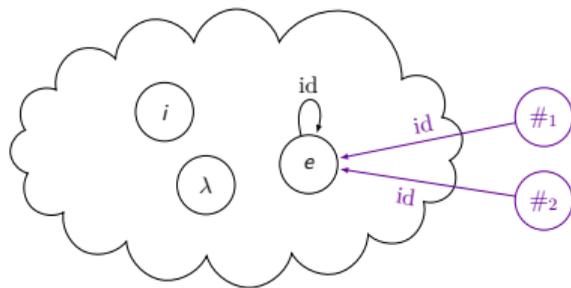
(dual automaton)

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# Blocks in a Relation



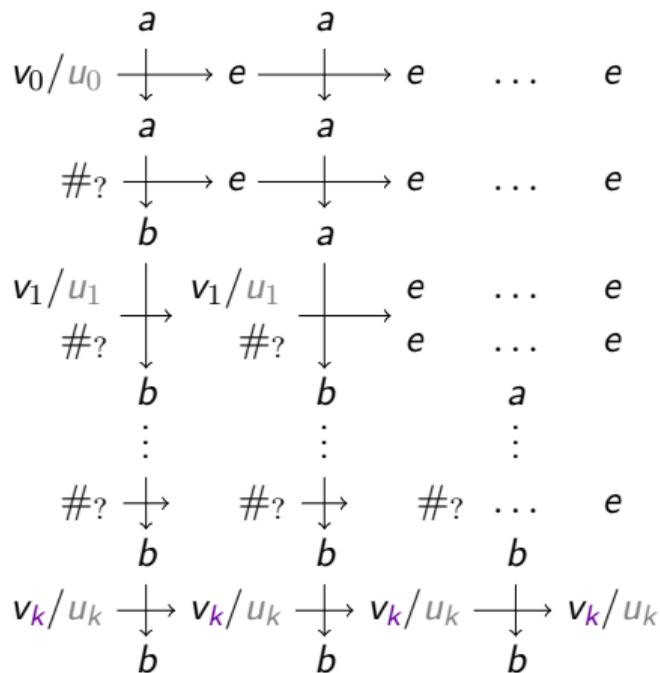
$\implies k = l$  and  
 $u_j = v_j$



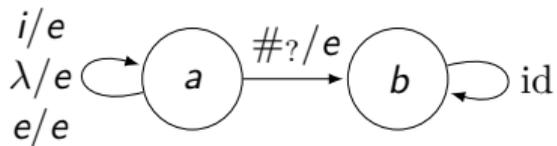
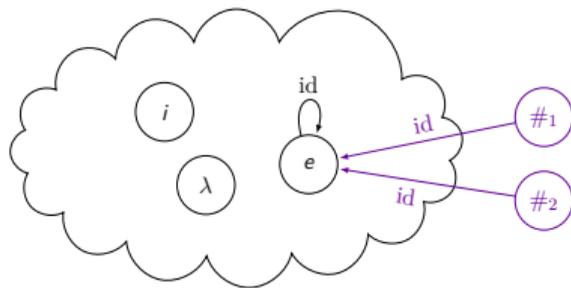
(dual automaton)

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# Blocks in a Relation


 $\implies k = l \text{ and}$ 
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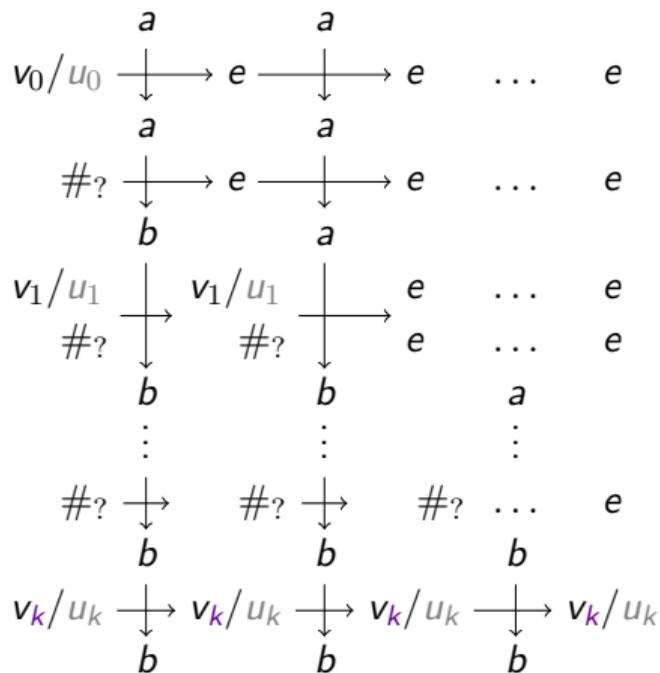
Remaining relations:

 $u_0 \#? u_1 \dots \#? u_k$ 
 $=_{\mathcal{T}} u_0 \#? u_1 \dots \#? u_k$ 


(dual automaton)

Why?  $\rightsquigarrow$  It is a bit simpler & easier to understand.

# Blocks in a Relation


 $\implies k = l \text{ and}$ 

$$u_i = v_i$$

Remaining relations:

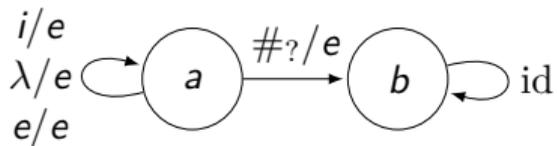
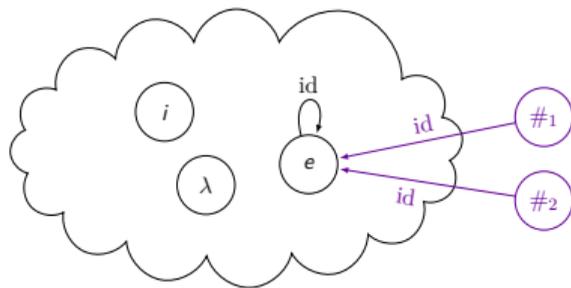
$$u_0 \#? u_1 \dots \#? u_k$$

$$=_{\mathcal{T}} u_0 \#? u_1 \dots \#? u_k$$

Chop off blocks via  $a$

$$\rightsquigarrow u \#_1 v \#? x$$

$$=_{\mathcal{T}} u \#_2 v \#? y$$



(dual automaton)

Why?  $\rightsquigarrow$  It is a bit simpler & easier to understand.

# Reduction

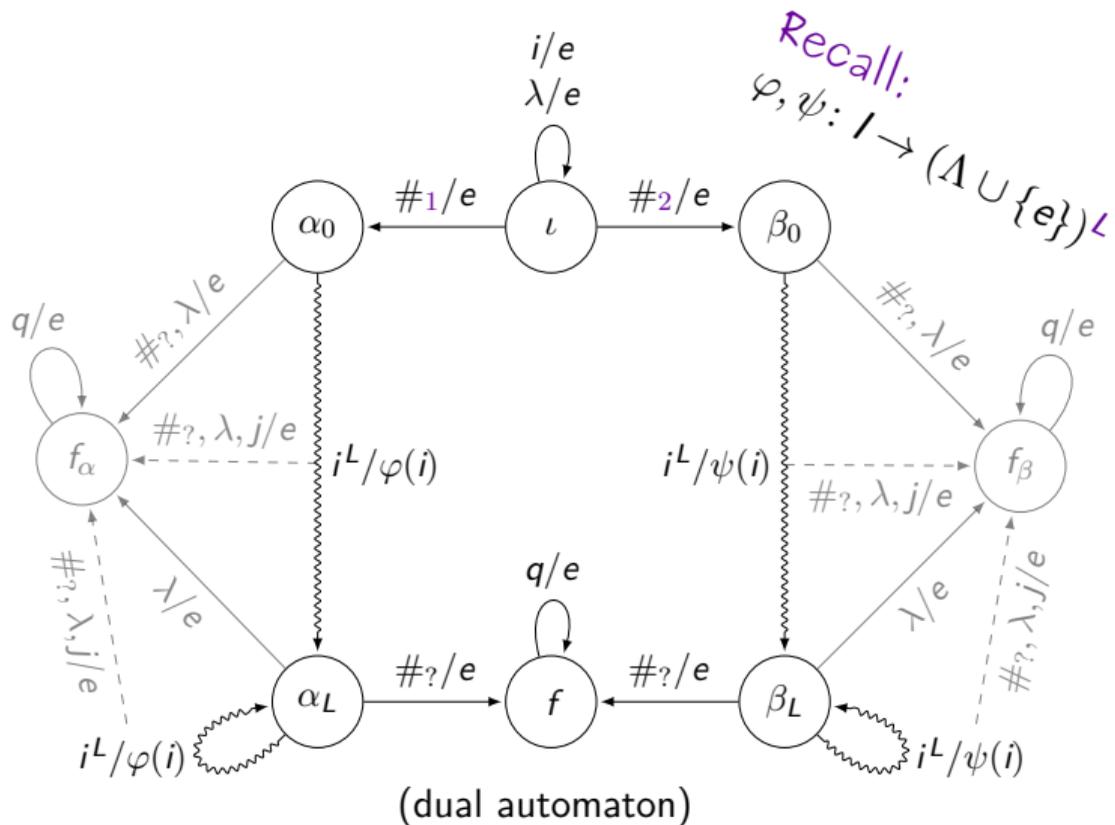
Consider a relation

$$u\#_1 v\#_? x =_{\mathcal{T}} u\#_2 v\#_? y$$

# Reduction

Consider a relation

$$u\#_1v\#_?x =_{\tau} u\#_2v\#_?y$$

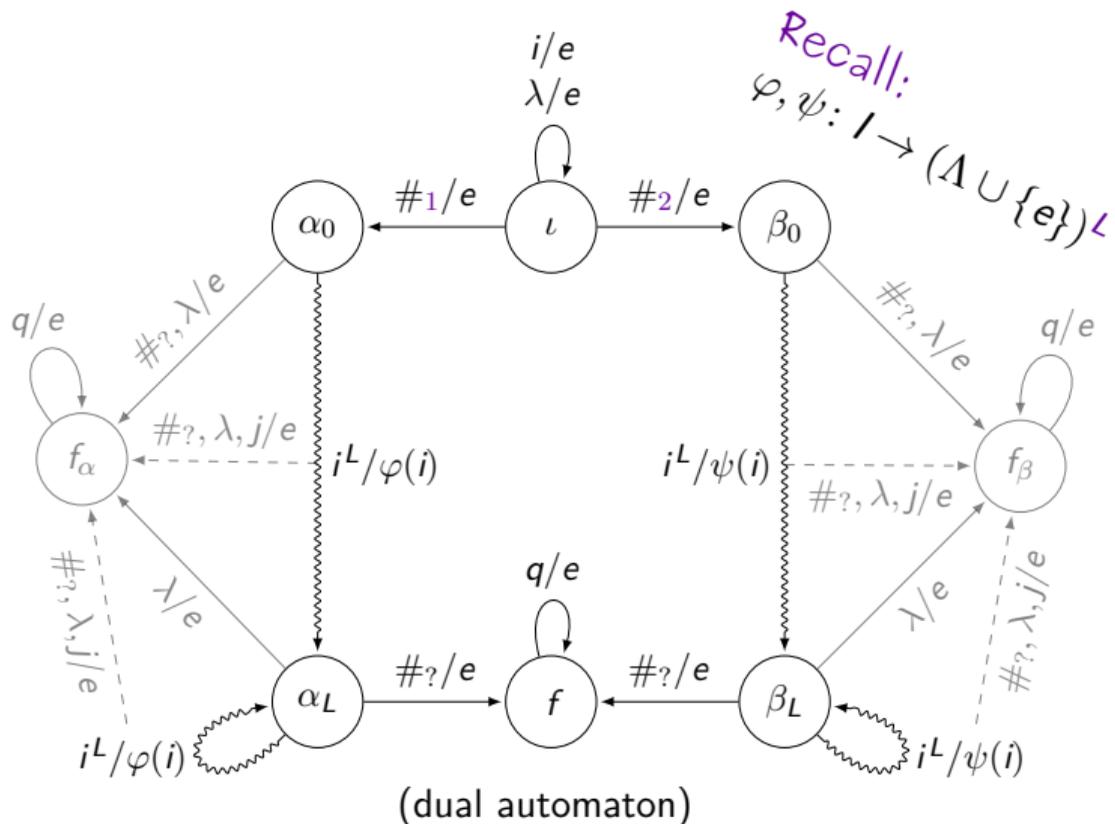


# Reduction

Consider a relation

$$u\#_1v\#_?x =_{\tau} u\#_2v\#_?y$$

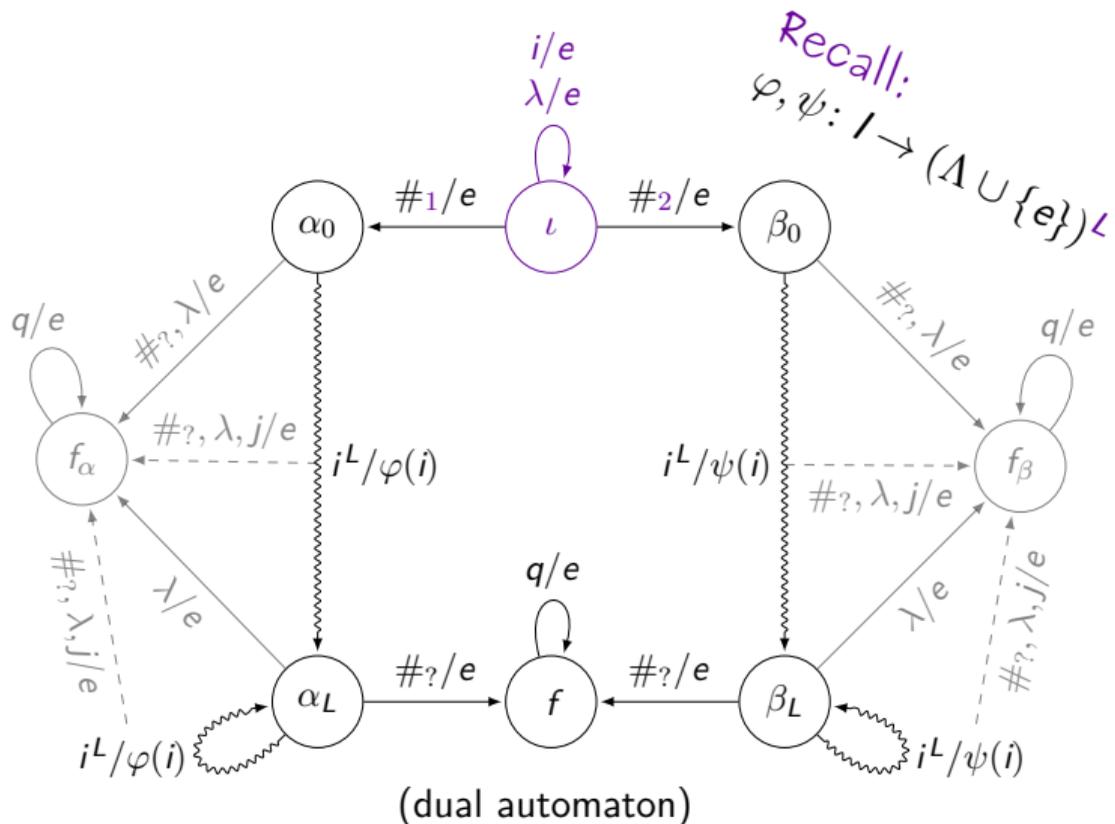
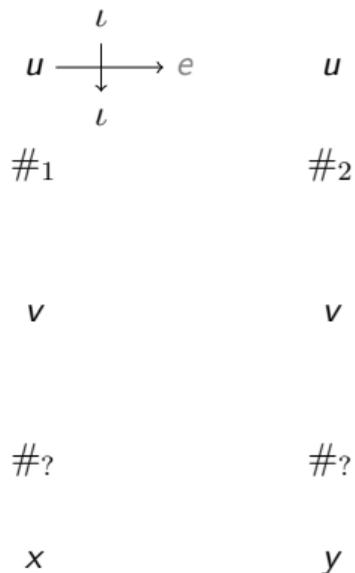
$u$	$u$
$\#_1$	$\#_2$
$v$	$v$
$\#_?$	$\#_?$
$x$	$y$



# Reduction

Consider a relation

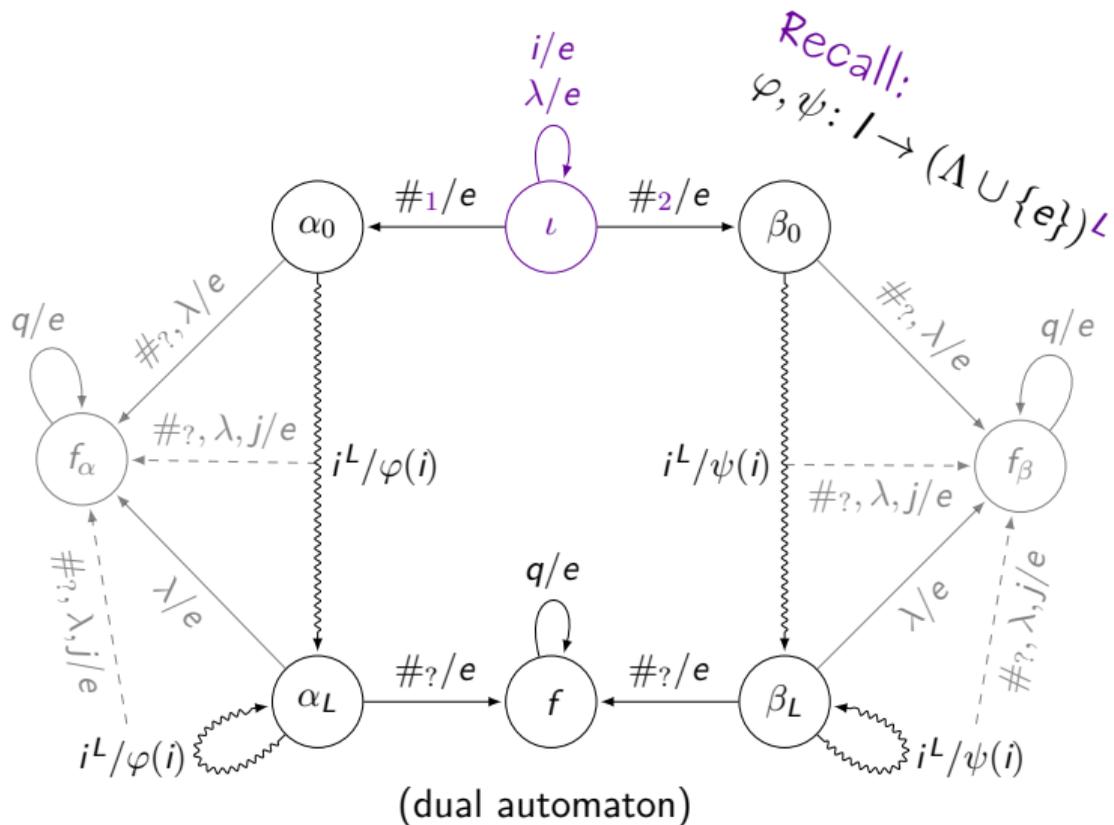
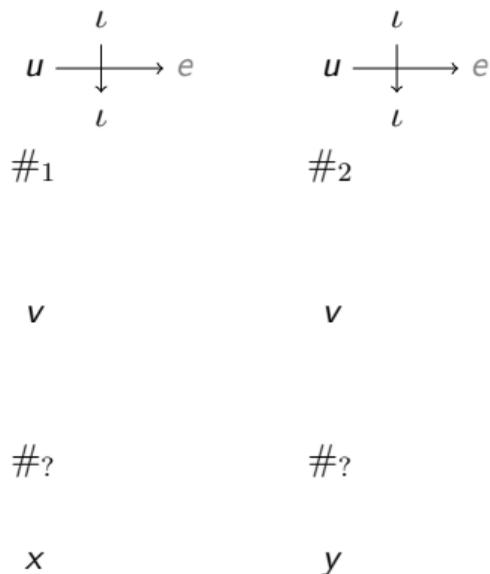
$$u\#_1v\#_?x =_{\tau} u\#_2v\#_?y$$



## Reduction

Consider a relation

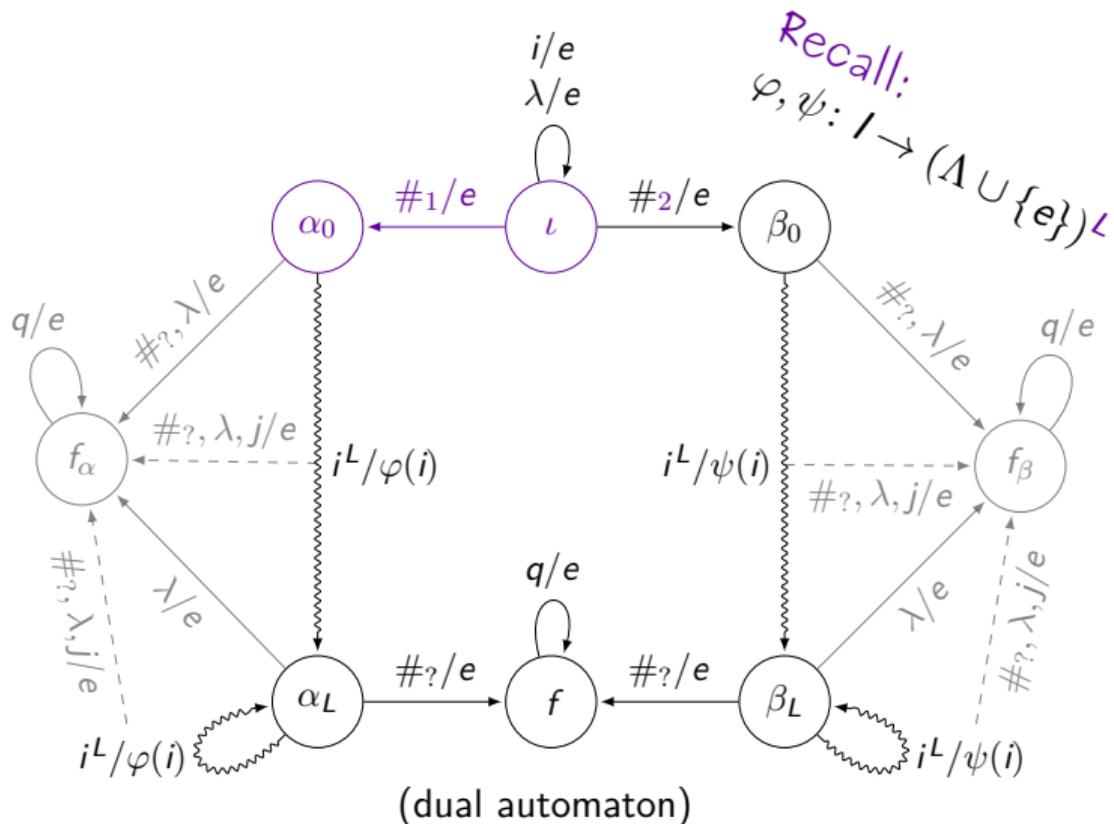
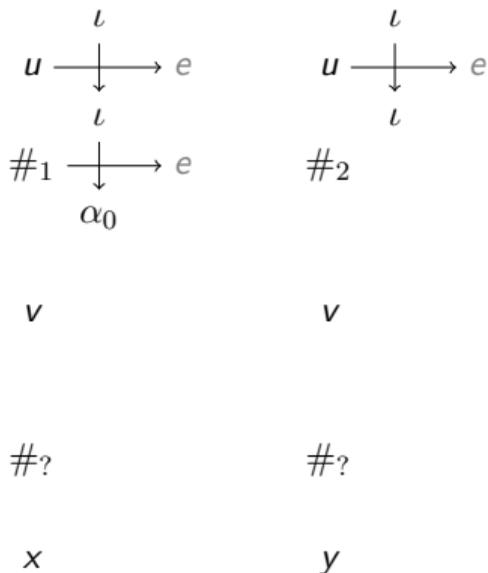
$$u\#_1v\#_?x =_{\tau} u\#_2v\#_?y$$



# Reduction

Consider a relation

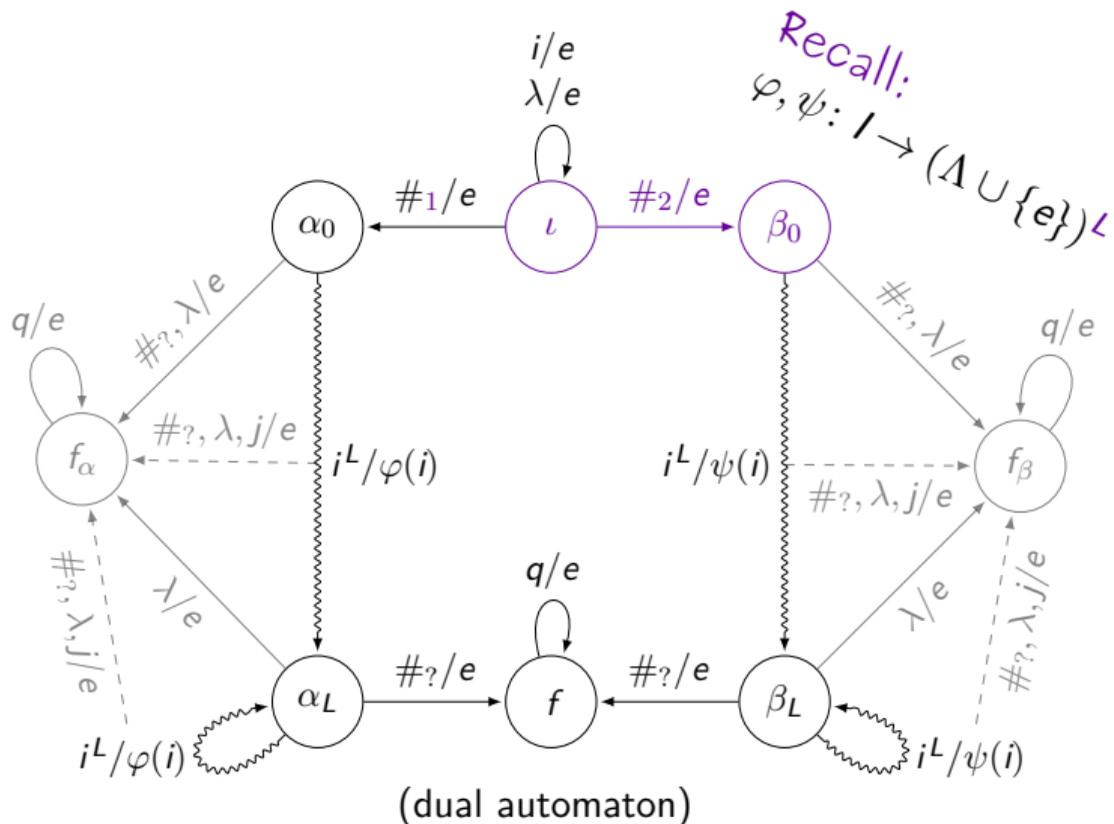
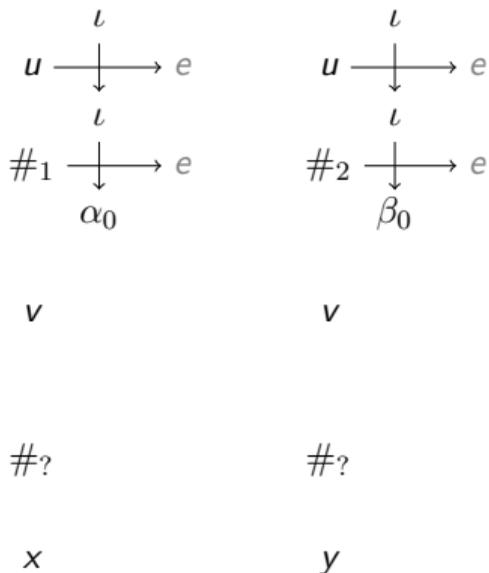
$$u\#_1v\#_?x =_{\tau} u\#_2v\#_?y$$



# Reduction

Consider a relation

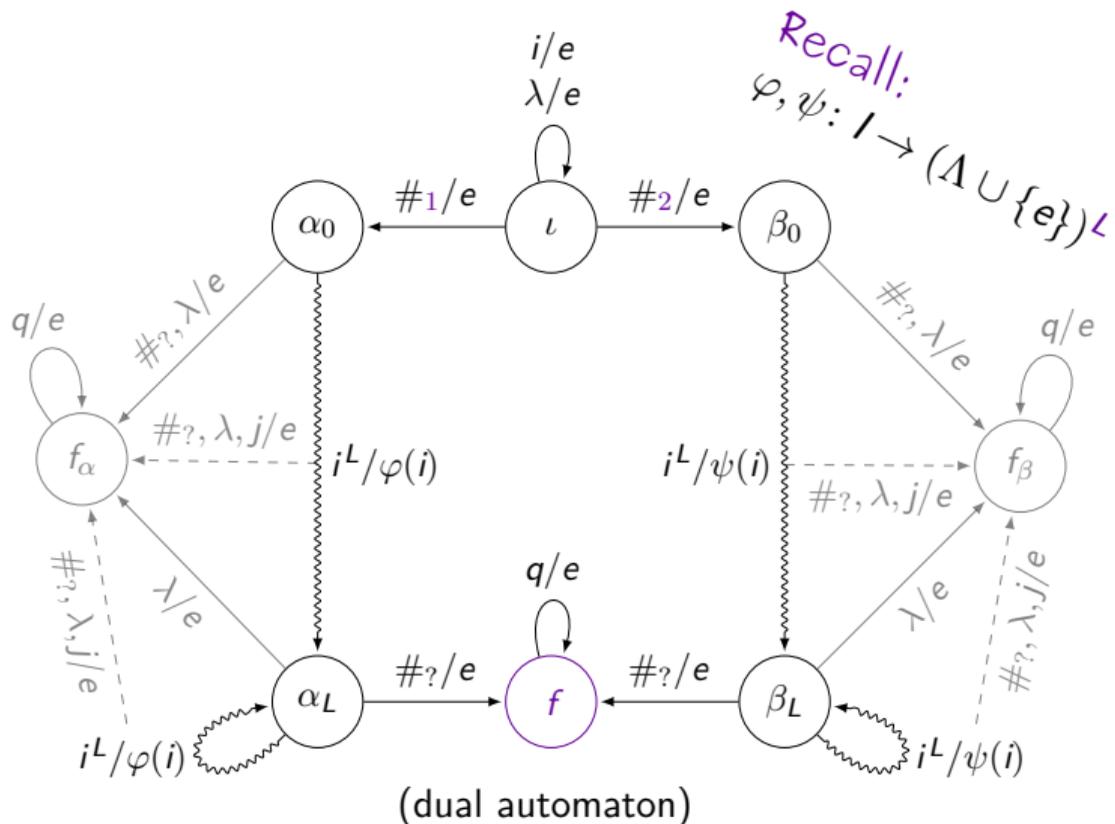
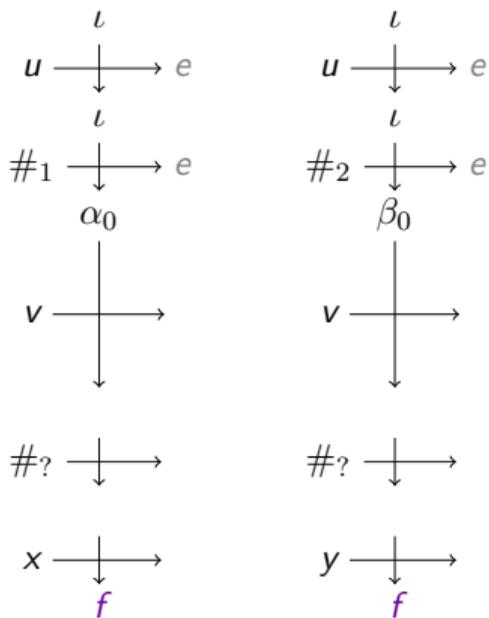
$$u\#_1v\#?x =_{\tau} u\#_2v\#?y$$



# Reduction

Consider a relation

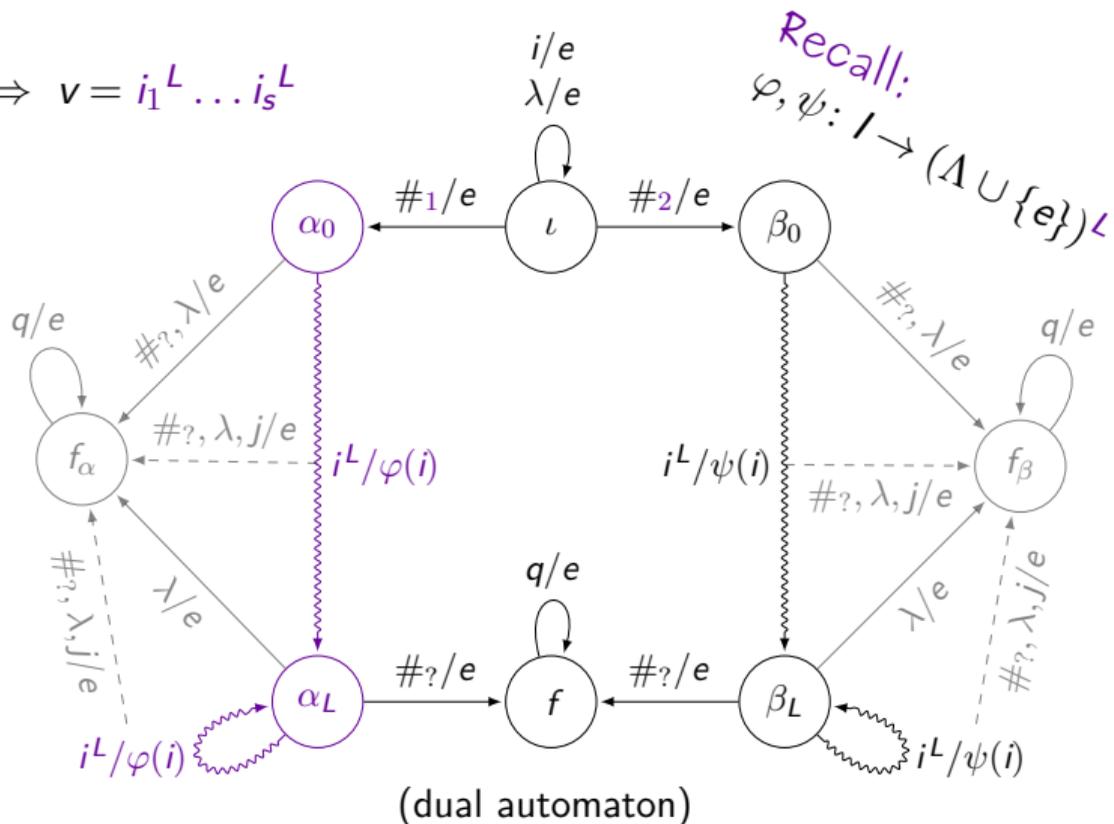
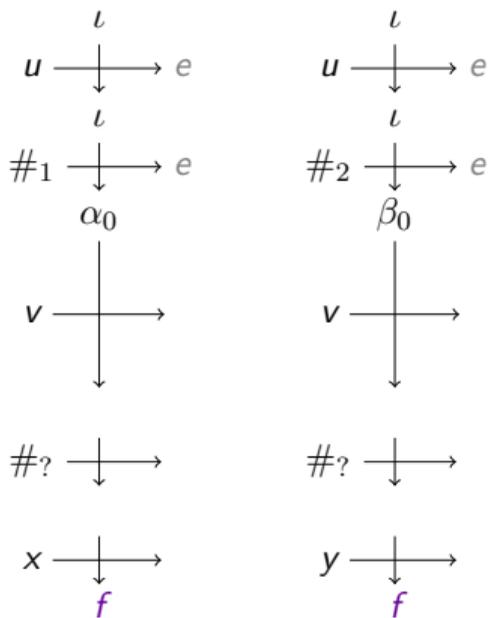
$$u\#_1v\#_?x =_{\tau} u\#_2v\#_?y$$



# Reduction

Consider a relation

$$u\#_1v\#_?x =_{\tau} u\#_2v\#_?y \implies v = i_1^L \dots i_s^L$$

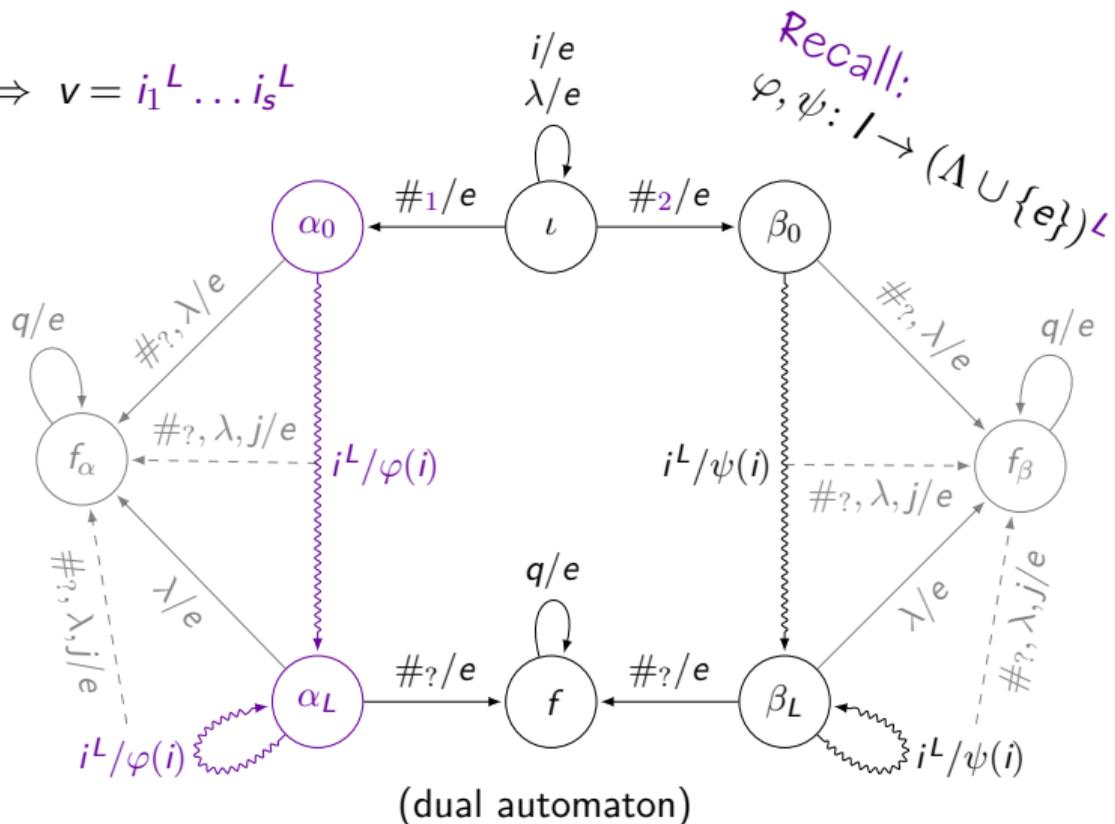
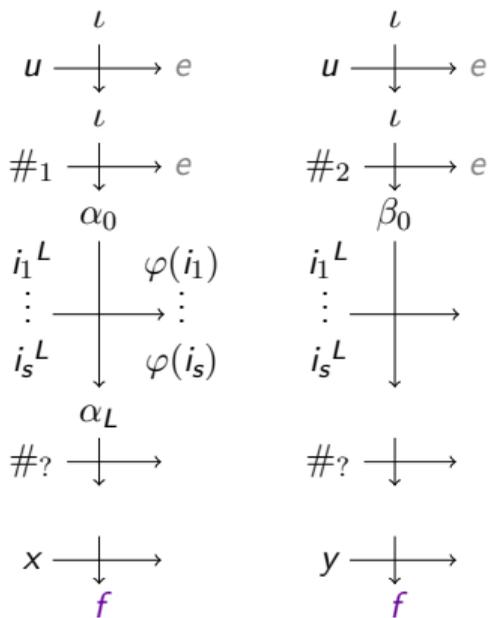




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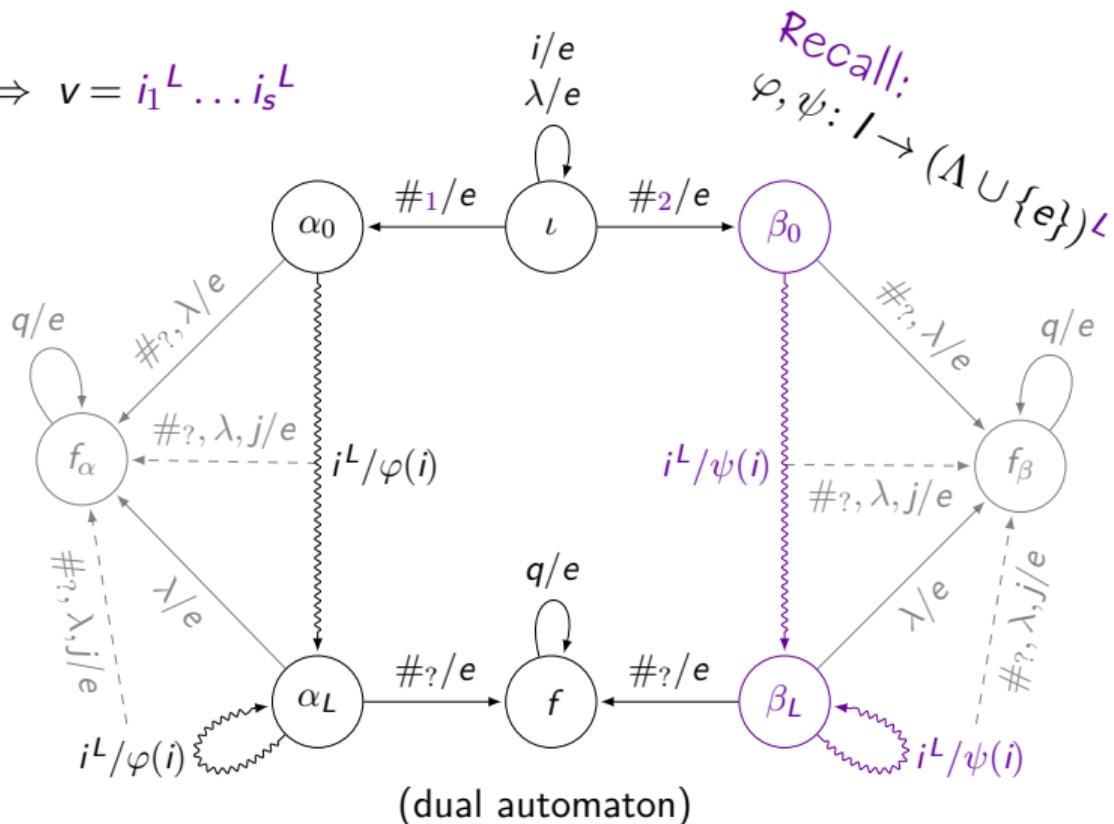
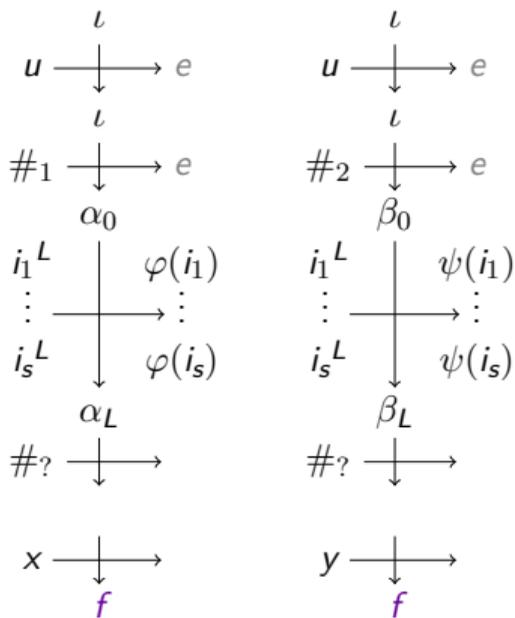
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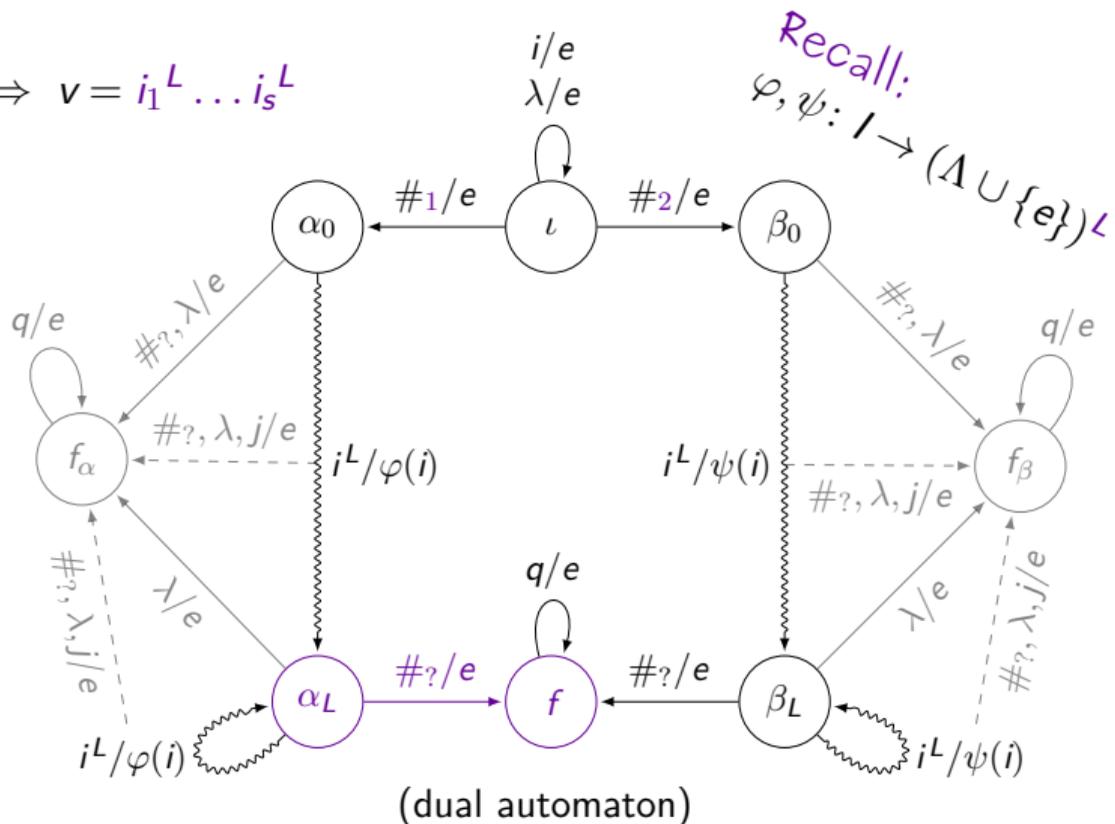
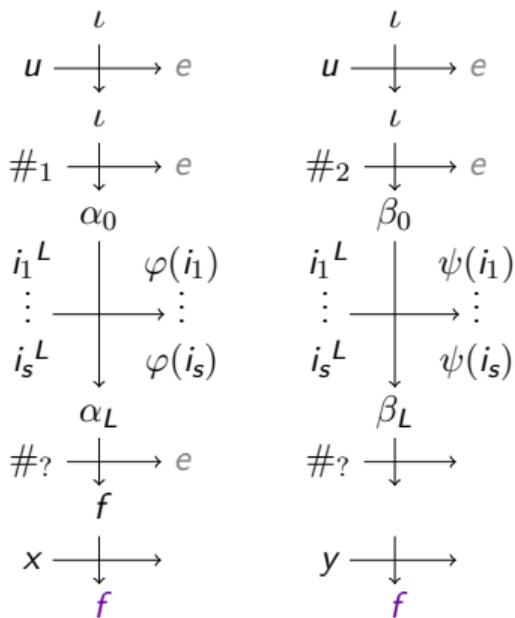
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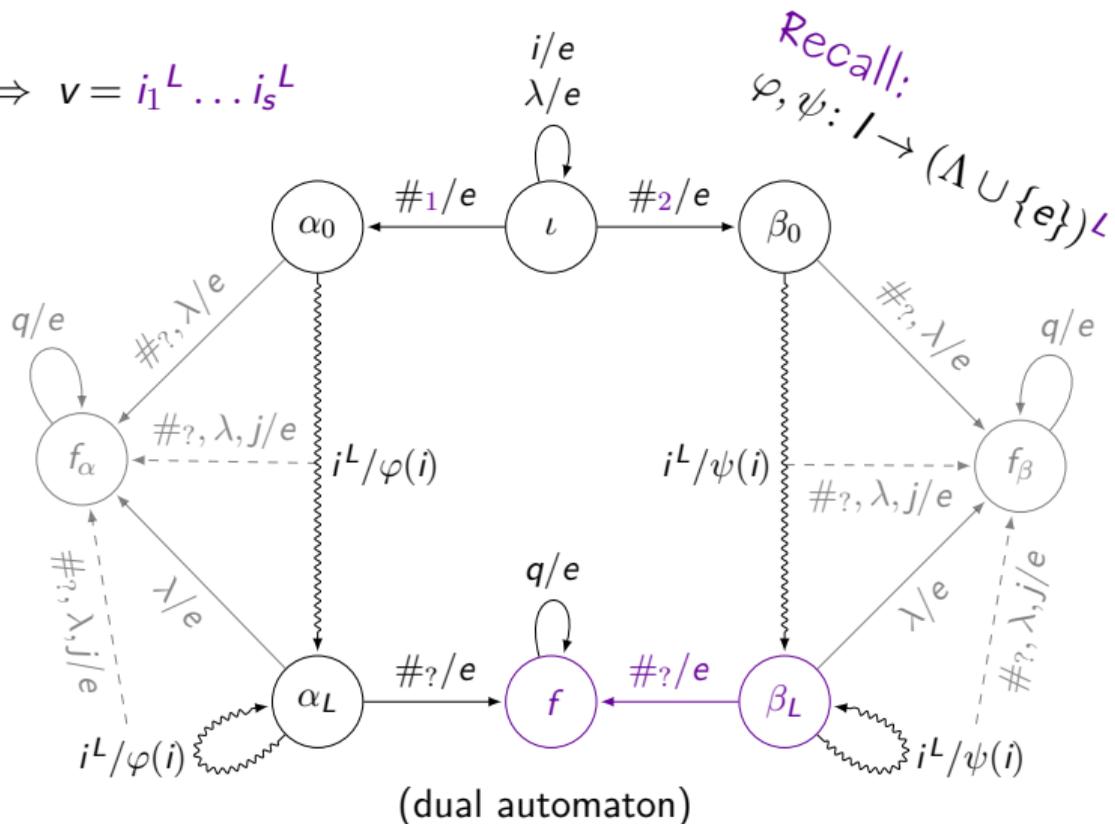
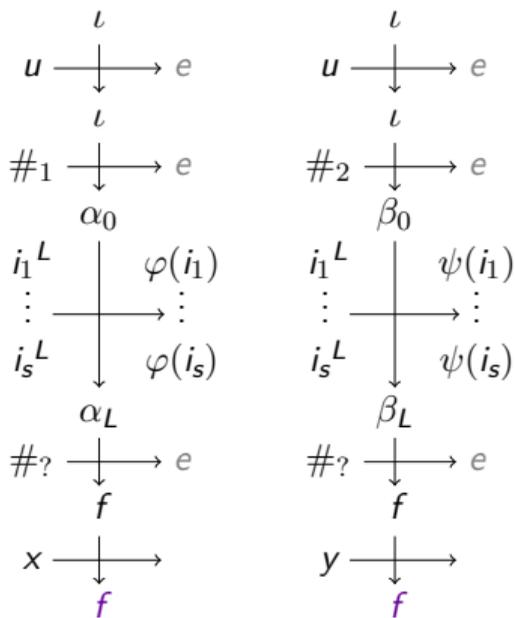
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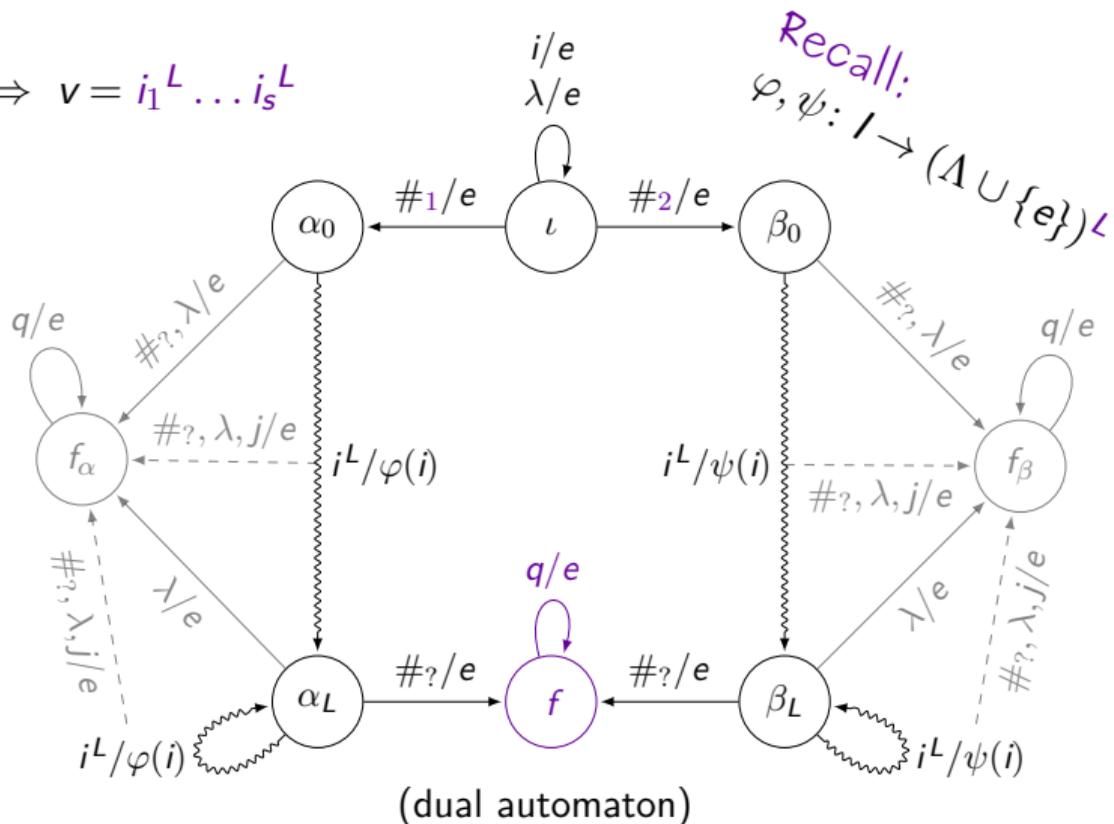
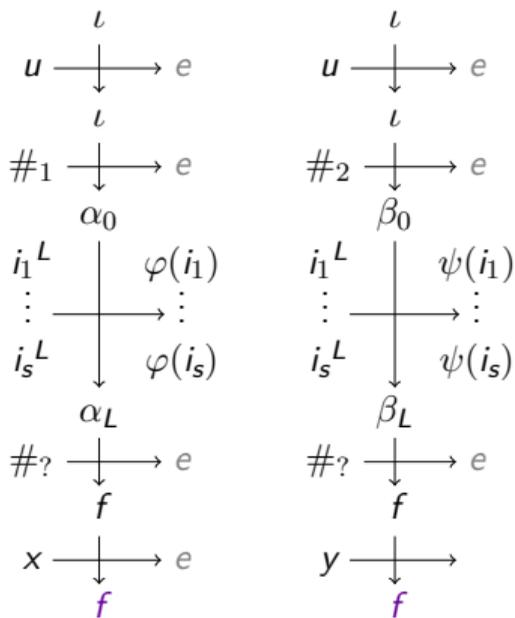
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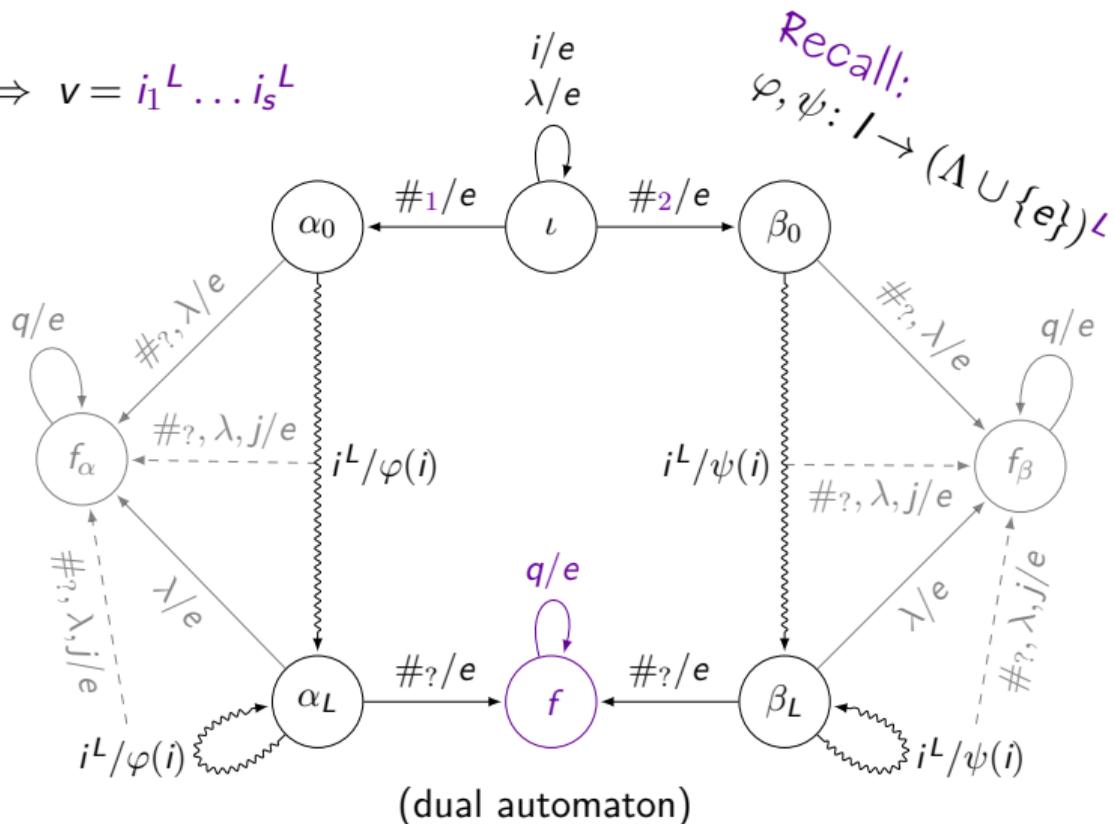
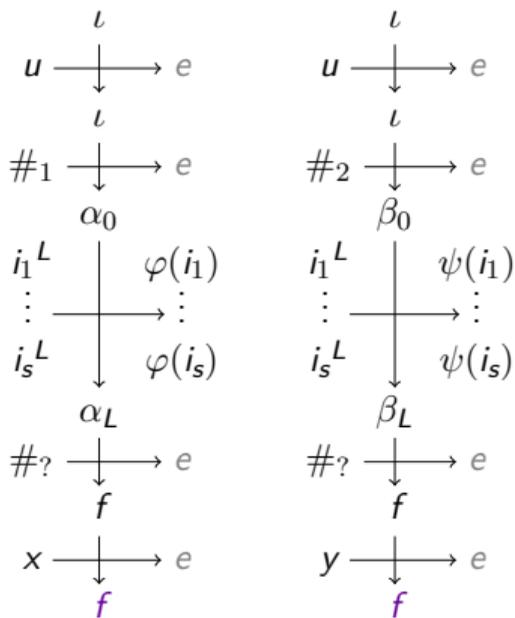
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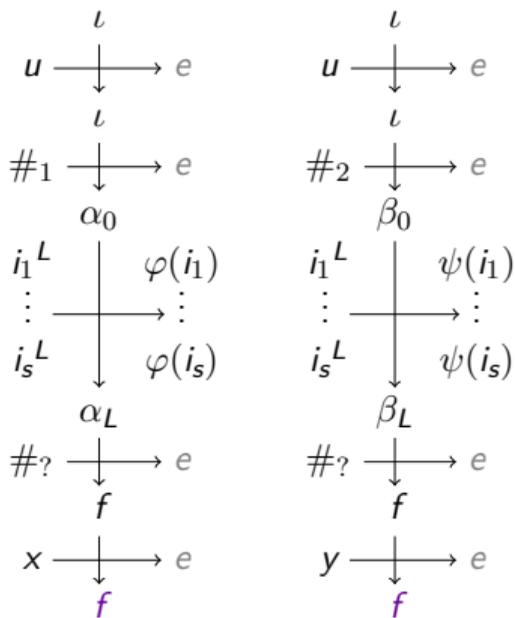
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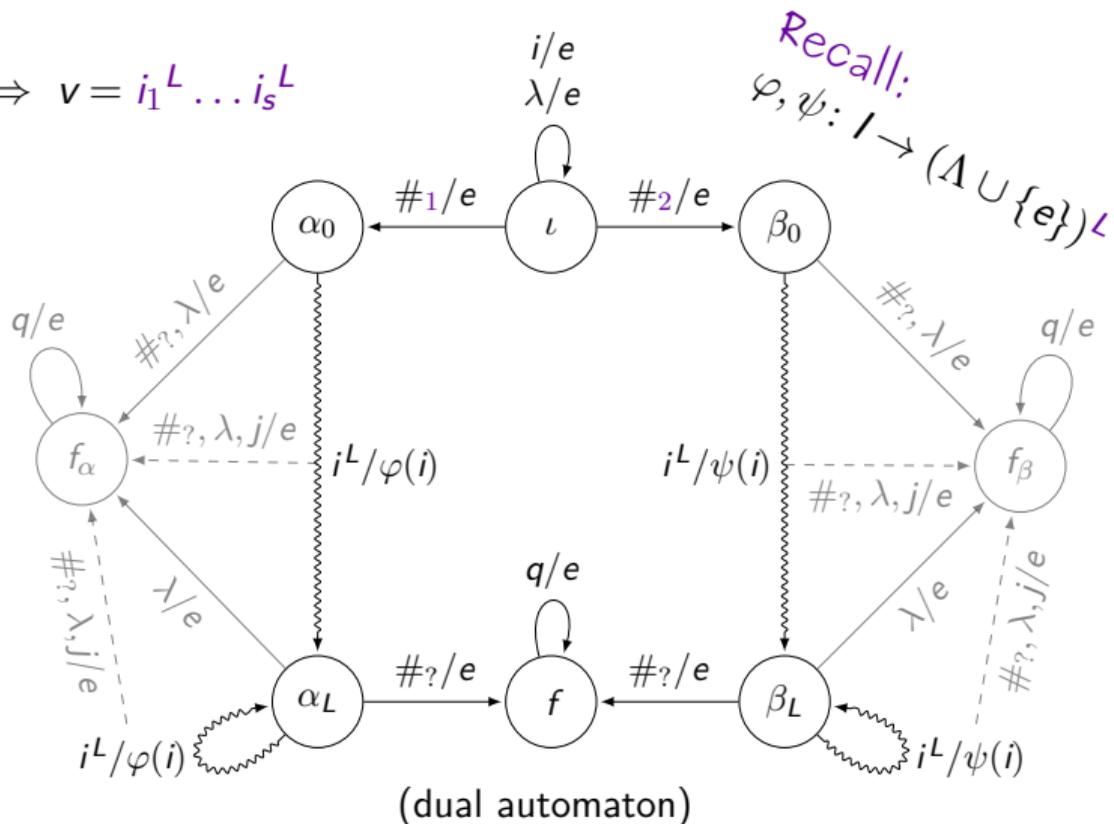
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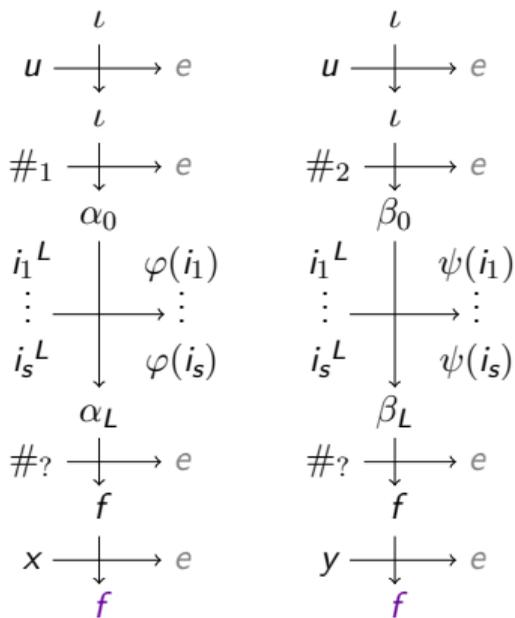
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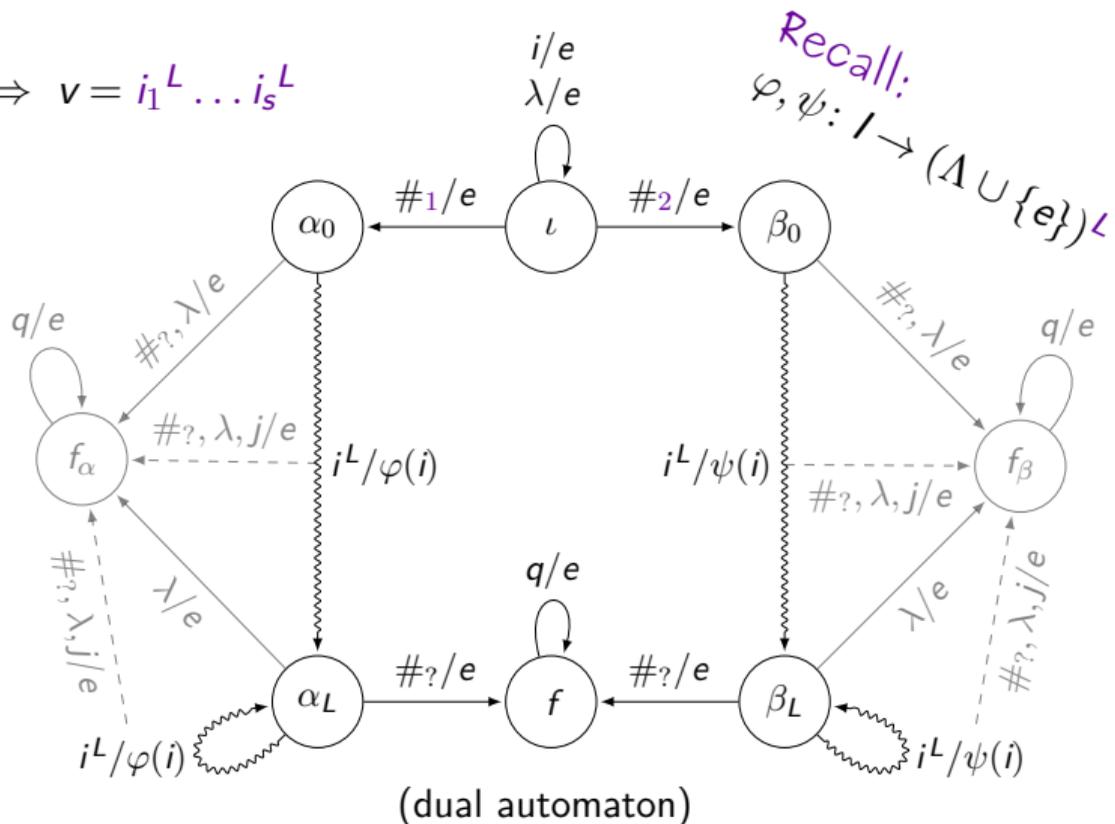
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Is there something similar for adding a **free generator** to **groups**?

Thank you!