

Avoiding Additive Powers in Words

Lucas Mol



Atlantic Graph Theory Seminar
March 8, 2023

“The three spheres continued to dance in my dream, a patternless, never-repeating dance. Yet, in the depths of my mind, the dance did possess a rhythm.”

–from *The Three-Body Problem* by Cixin Liu

PLAN

SQUARES AND SQUARE-FREE WORDS

ABELIAN AND ADDITIVE SQUARES

OUTLOOK

A PROOF SKETCH

ALPHABETS AND WORDS

- ▶ An *alphabet* is a finite set of letters, treated simply as symbols, e.g.,
 - ▶ $\{a, b, c, \dots, z\}$ (the English alphabet)
 - ▶ $\{0, 1\}$ (the binary alphabet)
 - ▶ $\{A, C, G, T\}$ (the alphabet of DNA strings)

ALPHABETS AND WORDS

- ▶ An *alphabet* is a finite set of letters, treated simply as symbols, e.g.,
 - ▶ $\{a, b, c, \dots, z\}$ (the English alphabet)
 - ▶ $\{0, 1\}$ (the binary alphabet)
 - ▶ $\{A, C, G, T\}$ (the alphabet of DNA strings)
- ▶ A *word* is a sequence of letters taken from some alphabet, e.g.,
 - ▶ apple, banana, clementine (English words)
 - ▶ 0110100110010110 (a binary word)
 - ▶ AAGATGCCGT (a DNA string)

ALPHABETS AND WORDS

- ▶ An *alphabet* is a finite set of letters, treated simply as symbols, e.g.,
 - ▶ $\{a, b, c, \dots, z\}$ (the English alphabet)
 - ▶ $\{0, 1\}$ (the binary alphabet)
 - ▶ $\{A, C, G, T\}$ (the alphabet of DNA strings)
- ▶ A *word* is a sequence of letters taken from some alphabet, e.g.,
 - ▶ apple, banana, clementine (English words)
 - ▶ 0110100110010110 (a binary word)
 - ▶ AAGATGCCGT (a DNA string)
- ▶ We are mostly interested in *long* words over *small* alphabets.

ALPHABETS AND WORDS

- ▶ An *alphabet* is a finite set of letters, treated simply as symbols, e.g.,
 - ▶ $\{a, b, c, \dots, z\}$ (the English alphabet)
 - ▶ $\{0, 1\}$ (the binary alphabet)
 - ▶ $\{A, C, G, T\}$ (the alphabet of DNA strings)
- ▶ A *word* is a sequence of letters taken from some alphabet, e.g.,
 - ▶ apple, banana, clementine (English words)
 - ▶ 0110100110010110 (a binary word)
 - ▶ AAGATGCCGT (a DNA string)
- ▶ We are mostly interested in *long* words over *small* alphabets.
- ▶ Which patterns can be avoided, and which patterns must inevitably occur?

SQUARES AND SQUARE-FREE WORDS

- ▶ A *square* is a word of the form xx , e.g.,
 - ▶ murmur, hotshots, caracara
 - ▶ 00, 010212010212

SQUARES AND SQUARE-FREE WORDS

- ▶ A *square* is a word of the form xx , e.g.,
 - ▶ murmur, hotshots, caracara
 - ▶ 00, 010212010212
- ▶ The *factors* of a word are its contiguous subwords.

SQUARES AND SQUARE-FREE WORDS

- ▶ A *square* is a word of the form xx , e.g.,
 - ▶ murmur, hotshots, caracara
 - ▶ 00, 010212010212
- ▶ The *factors* of a word are its contiguous subwords.
 - ▶ e.g. The word 0110 has factors:
 - 0,

SQUARES AND SQUARE-FREE WORDS

- ▶ A *square* is a word of the form xx , e.g.,
 - ▶ murmur, hotshots, caracara
 - ▶ 00, 010212010212
- ▶ The *factors* of a word are its contiguous subwords.
 - ▶ e.g. The word 0110 has factors:
0, 1,

SQUARES AND SQUARE-FREE WORDS

- ▶ A *square* is a word of the form xx , e.g.,
 - ▶ murmur, hotshots, caracara
 - ▶ 00, 010212010212
- ▶ The *factors* of a word are its contiguous subwords.
 - ▶ e.g. The word 0110 has factors:
0, 1, 01,

SQUARES AND SQUARE-FREE WORDS

- ▶ A *square* is a word of the form xx , e.g.,
 - ▶ murmur, hotshots, caracara
 - ▶ 00, 010212010212
- ▶ The *factors* of a word are its contiguous subwords.
 - ▶ e.g. The word 0110 has factors:
0, 1, 01, 11,

SQUARES AND SQUARE-FREE WORDS

- ▶ A *square* is a word of the form xx , e.g.,
 - ▶ murmur, hotshots, caracara
 - ▶ 00, 010212010212
- ▶ The *factors* of a word are its contiguous subwords.
 - ▶ e.g. The word 0110 has factors:
0, 1, 01, 11, 10,

SQUARES AND SQUARE-FREE WORDS

- ▶ A *square* is a word of the form xx , e.g.,
 - ▶ murmur, hotshots, caracara
 - ▶ 00, 010212010212
- ▶ The *factors* of a word are its contiguous subwords.
 - ▶ e.g. The word 0110 has factors:
0, 1, 01, 11, 10, 011,

SQUARES AND SQUARE-FREE WORDS

- ▶ A *square* is a word of the form xx , e.g.,
 - ▶ murmur, hotshots, caracara
 - ▶ 00, 010212010212
- ▶ The *factors* of a word are its contiguous subwords.
 - ▶ e.g. The word 0110 has factors:
0, 1, 01, 11, 10, 011, 110,

SQUARES AND SQUARE-FREE WORDS

- ▶ A *square* is a word of the form xx , e.g.,
 - ▶ murmur, hotshots, caracara
 - ▶ 00, 010212010212
- ▶ The *factors* of a word are its contiguous subwords.
 - ▶ e.g. The word 0110 has factors:
0, 1, 01, 11, 10, 011, 110, and 0110

SQUARES AND SQUARE-FREE WORDS

- ▶ A *square* is a word of the form xx , e.g.,
 - ▶ murmur, hotshots, caracara
 - ▶ 00, 010212010212
- ▶ The *factors* of a word are its contiguous subwords.
 - ▶ e.g. The word 0110 has factors:
0, 1, 01, 11, 10, 011, 110, and 0110, but NOT 00.

SQUARES AND SQUARE-FREE WORDS

- ▶ A *square* is a word of the form xx , e.g.,
 - ▶ murmur, hotshots, caracara
 - ▶ 00, 010212010212
- ▶ The *factors* of a word are its contiguous subwords.
 - ▶ e.g. The word 0110 has factors:
0, 1, 01, 11, 10, 011, 110, and 0110, but NOT 00.

SQUARES AND SQUARE-FREE WORDS

- ▶ A *square* is a word of the form xx , e.g.,
 - ▶ murmur, hotshots, caracara
 - ▶ 00, 010212010212
- ▶ The *factors* of a word are its contiguous subwords.
 - ▶ e.g. The word 0110 has factors:
0, 1, 01, 11, 10, 011, 110, and 0110, but NOT 00.
- ▶ A word is *square-free* if it contains no squares as factors.
 - ▶ apple

SQUARES AND SQUARE-FREE WORDS

- ▶ A *square* is a word of the form xx , e.g.,
 - ▶ murmur, hotshots, caracara
 - ▶ 00, 010212010212
- ▶ The *factors* of a word are its contiguous subwords.
 - ▶ e.g. The word 0110 has factors:
0, 1, 01, 11, 10, 011, 110, and 0110, but NOT 00.
- ▶ A word is *square-free* if it contains no squares as factors.
 - ▶ apple – not square-free

SQUARES AND SQUARE-FREE WORDS

- ▶ A *square* is a word of the form xx , e.g.,
 - ▶ murmur, hotshots, caracara
 - ▶ 00, 010212010212
- ▶ The *factors* of a word are its contiguous subwords.
 - ▶ e.g. The word 0110 has factors:
0, 1, 01, 11, 10, 011, 110, and 0110, but NOT 00.
- ▶ A word is *square-free* if it contains no squares as factors.
 - ▶ apple – not square-free
 - ▶ banana

SQUARES AND SQUARE-FREE WORDS

- ▶ A *square* is a word of the form xx , e.g.,
 - ▶ murmur, hotshots, caracara
 - ▶ 00, 010212010212
- ▶ The *factors* of a word are its contiguous subwords.
 - ▶ e.g. The word 0110 has factors:
0, 1, 01, 11, 10, 011, 110, and 0110, but NOT 00.
- ▶ A word is *square-free* if it contains no squares as factors.
 - ▶ apple – not square-free
 - ▶ banana – not square-free

SQUARES AND SQUARE-FREE WORDS

- ▶ A *square* is a word of the form xx , e.g.,
 - ▶ murmur, hotshots, caracara
 - ▶ 00, 010212010212
- ▶ The *factors* of a word are its contiguous subwords.
 - ▶ e.g. The word 0110 has factors:
0, 1, 01, 11, 10, 011, 110, and 0110, but NOT 00.
- ▶ A word is *square-free* if it contains no squares as factors.
 - ▶ apple – not square-free
 - ▶ banana – not square-free
 - ▶ clementine

SQUARES AND SQUARE-FREE WORDS

- ▶ A *square* is a word of the form xx , e.g.,
 - ▶ murmur, hotshots, caracara
 - ▶ 00, 010212010212
- ▶ The *factors* of a word are its contiguous subwords.
 - ▶ e.g. The word 0110 has factors:
0, 1, 01, 11, 10, 011, 110, and 0110, but NOT 00.
- ▶ A word is *square-free* if it contains no squares as factors.
 - ▶ apple – not square-free
 - ▶ banana – not square-free
 - ▶ clementine – square-free

SQUARES AND SQUARE-FREE WORDS

- ▶ A *square* is a word of the form xx , e.g.,
 - ▶ murmur, hotshots, caracara
 - ▶ 00, 010212010212
- ▶ The *factors* of a word are its contiguous subwords.
 - ▶ e.g. The word 0110 has factors:
0, 1, 01, 11, 10, 011, 110, and 0110, but NOT 00.
- ▶ A word is *square-free* if it contains no squares as factors.
 - ▶ apple – not square-free
 - ▶ banana – not square-free
 - ▶ clementine – square-free
- ▶ One can define cubes, 4th powers, etc. in a similar manner.

ARE SQUARES AVOIDABLE?

Q: Are there arbitrarily long square-free words over a finite alphabet?

ARE SQUARES AVOIDABLE?

Q: Are there arbitrarily long square-free words over a finite alphabet?

A: Hmmmmm...

ARE SQUARES AVOIDABLE?

Q: Are there arbitrarily long square-free words over a finite alphabet?

A: Hmmmmm...

- ▶ Over an alphabet of size one, say $\{0\}$?

ARE SQUARES AVOIDABLE?

Q: Are there arbitrarily long square-free words over a finite alphabet?

A: Hmmmmm...

- ▶ Over an alphabet of size one, say $\{0\}$? No.

ARE SQUARES AVOIDABLE?

Q: Are there arbitrarily long square-free words over a finite alphabet?

A: Hmmmmm...

- ▶ Over an alphabet of size one, say $\{0\}$? No.
- ▶ Over an alphabet of size two, say $\{0, 1\}$?

ARE SQUARES AVOIDABLE?

Q: Are there arbitrarily long square-free words over a finite alphabet?

A: Hmmmmm...

- ▶ Over an alphabet of size one, say $\{0\}$? No.
- ▶ Over an alphabet of size two, say $\{0, 1\}$? No.

ARE SQUARES AVOIDABLE?

Q: Are there arbitrarily long square-free words over a finite alphabet?

A: Hmmmmm...

- ▶ Over an alphabet of size one, say $\{0\}$? No.
- ▶ Over an alphabet of size two, say $\{0, 1\}$? No.
- ▶ Over an alphabet of size three, say $\{0, 1, 2\}$?

ARE SQUARES AVOIDABLE?

Q: Are there arbitrarily long square-free words over a finite alphabet?

A: Hmmmmm...

- ▶ Over an alphabet of size one, say $\{0\}$? No.
- ▶ Over an alphabet of size two, say $\{0, 1\}$? No.
- ▶ Over an alphabet of size three, say $\{0, 1, 2\}$?

The three ^{letters}spheres continued to dance in my dream, a patternless, never-repeating dance. Yet, in the depths of my mind, the dance did possess a rhythm."

—from *The Three-Body Problem* by Cixin Liu

A CONSTRUCTION

A CONSTRUCTION

- ▶ Define a map h by
 - ▶ $h(0) = 012$,
 - ▶ $h(1) = 02$, and
 - ▶ $h(2) = 1$.

A CONSTRUCTION

- ▶ Define a map h by
 - ▶ $h(0) = 012$,
 - ▶ $h(1) = 02$, and
 - ▶ $h(2) = 1$.
- ▶ Extend h to all words over $\{0, 1, 2\}$ in the obvious way:

$$h(0120) = h(0)h(1)h(2)h(0) = 012021012$$

A CONSTRUCTION

- ▶ Define a map h by
 - ▶ $h(0) = 012$,
 - ▶ $h(1) = 02$, and
 - ▶ $h(2) = 1$.
- ▶ Extend h to all words over $\{0, 1, 2\}$ in the obvious way:

$$h(0120) = h(0)h(1)h(2)h(0) = 012021012$$

- ▶ We start with 0, and repeatedly apply h .

A CONSTRUCTION

- ▶ Define a map h by
 - ▶ $h(0) = 012$,
 - ▶ $h(1) = 02$, and
 - ▶ $h(2) = 1$.
- ▶ Extend h to all words over $\{0, 1, 2\}$ in the obvious way:

$$h(0120) = h(0)h(1)h(2)h(0) = 012021012$$

- ▶ We start with 0, and repeatedly apply h .

$$h(0) = 012$$

A CONSTRUCTION

- ▶ Define a map h by
 - ▶ $h(0) = 012$,
 - ▶ $h(1) = 02$, and
 - ▶ $h(2) = 1$.
- ▶ Extend h to all words over $\{0, 1, 2\}$ in the obvious way:

$$h(0120) = h(0)h(1)h(2)h(0) = 012021012$$

- ▶ We start with 0, and repeatedly apply h .

$$h(0) = 012$$

$$h^2(0) = 012021$$

A CONSTRUCTION

- ▶ Define a map h by
 - ▶ $h(0) = 012$,
 - ▶ $h(1) = 02$, and
 - ▶ $h(2) = 1$.
- ▶ Extend h to all words over $\{0, 1, 2\}$ in the obvious way:

$$h(0120) = h(0)h(1)h(2)h(0) = 012021012$$

- ▶ We start with 0, and repeatedly apply h .

$$h(0) = 012$$

$$h^2(0) = 012021$$

$$h^3(0) = 012021012102$$

A CONSTRUCTION

- ▶ Define a map h by
 - ▶ $h(0) = 012$,
 - ▶ $h(1) = 02$, and
 - ▶ $h(2) = 1$.
- ▶ Extend h to all words over $\{0, 1, 2\}$ in the obvious way:

$$h(0120) = h(0)h(1)h(2)h(0) = 012021012$$

- ▶ We start with 0, and repeatedly apply h .

$$h(0) = 012$$

$$h^2(0) = 012021$$

$$h^3(0) = 012021012102$$

$$h^4(0) = 012021012102012021020121$$

A CONSTRUCTION

- ▶ Define a map h by
 - ▶ $h(0) = 012$,
 - ▶ $h(1) = 02$, and
 - ▶ $h(2) = 1$.
- ▶ Extend h to all words over $\{0, 1, 2\}$ in the obvious way:

$$h(0120) = h(0)h(1)h(2)h(0) = 012021012$$

- ▶ We start with 0, and repeatedly apply h .

$$h(0) = 012$$

$$h^2(0) = 012021$$

$$h^3(0) = 012021012102$$

$$h^4(0) = 012021012102012021020121$$

⋮

$$h^\omega(0) = 012021012102012021020121\dots$$

THE ORIGIN OF COMBINATORICS ON WORDS

Theorem: $h^\omega(0) = 012021012102012021020121\dots$ is square-free.



Axel Thue (1863-1922)

PLAN

SQUARES AND SQUARE-FREE WORDS

ABELIAN AND ADDITIVE SQUARES

OUTLOOK

A PROOF SKETCH

ABELIAN SQUARES

An *abelian square* is a word of the form $x\tilde{x}$, where \tilde{x} is an *anagram* of x .

- ▶ **Examples:** mesosome, reappear, intestines

ABELIAN SQUARES

An *abelian square* is a word of the form $x\tilde{x}$, where \tilde{x} is an *anagram* of x .

- ▶ **Examples:** mesosome, reappear, intestines
- ▶ **Question (Erdős 1961):** Are abelian squares avoidable over some finite alphabet?

ABELIAN SQUARES

An *abelian square* is a word of the form $x\tilde{x}$, where \tilde{x} is an *anagram* of x .

- ▶ **Examples:** `mesosome`, `reappear`, `intestines`
- ▶ **Question (Erdős 1961):** Are abelian squares avoidable over some finite alphabet?
- ▶ Unlike regular squares, they are **NOT** avoidable over three letters.

ABELIAN SQUARES

An *abelian square* is a word of the form $x\tilde{x}$, where \tilde{x} is an *anagram* of x .

- ▶ **Examples:** `mesosome`, `reappear`, `intestines`
- ▶ **Question (Erdős 1961):** Are abelian squares avoidable over some finite alphabet?
- ▶ Unlike regular squares, they are **NOT** avoidable over three letters.
- ▶ **Theorem (Keränen 1992):** Abelian squares are avoidable over four letters.

ABELIAN SQUARES

An *abelian square* is a word of the form $x\tilde{x}$, where \tilde{x} is an *anagram* of x .

- ▶ **Examples:** mesosome, reappear, intestines
- ▶ **Question (Erdős 1961):** Are abelian squares avoidable over some finite alphabet?
- ▶ Unlike regular squares, they are **NOT** avoidable over three letters.
- ▶ **Theorem (Keränen 1992):** Abelian squares are avoidable over four letters.
- ▶ The word $\sigma^\omega(0)$ avoids abelian squares, where

$\sigma(0) = 0120232123203231301020103101213121021232021013010203212320231210212320232132303132120$

$\sigma(1) = 1231303230310302012131210212320232132303132120121310323031302321323031303203010203231$

$\sigma(2) = 2302010301021013123202321323031303203010203231232021030102013032030102010310121310302$

$\sigma(3) = 3013121012132120230313032030102010310121310302303132101213120103101213121021232021013$

ADDITIVE SQUARES

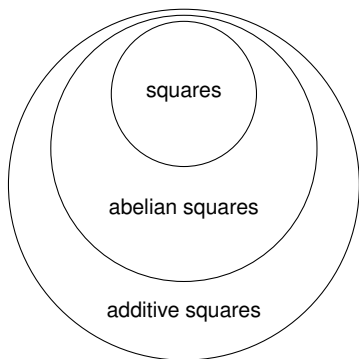
An *additive square* is a word of the form $x\tilde{x}$, where x and \tilde{x} have the same length and the same sum.

▶ Examples: 012012, 012021, 013202

ADDITIVE SQUARES

An *additive square* is a word of the form $x\tilde{x}$, where x and \tilde{x} have the same length and the same sum.

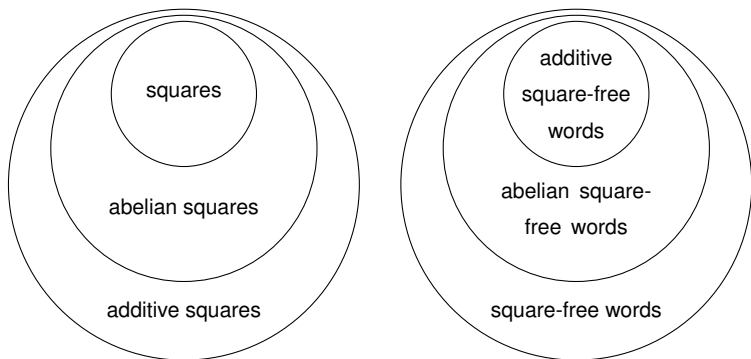
► Examples: 012012, 012021, 013202



ADDITIVE SQUARES

An *additive square* is a word of the form $x\tilde{x}$, where x and \tilde{x} have the same length and the same sum.

► Examples: 012012, 012021, 013202



ADDITIVE SQUARES

- ▶ Question (Justin 1972): Are additive squares avoidable over some finite subset of \mathbb{Z} ?

ADDITIVE SQUARES

- ▶ Question (Justin 1972): Are additive squares avoidable over some finite subset of \mathbb{Z} ?
 - ▶ We. Don't. Know.

ADDITIVE SQUARES

- ▶ Question (Justin 1972): Are additive squares avoidable over some finite subset of \mathbb{Z} ?
 - ▶ We. Don't. Know.
- ▶ Theorem (Cassaigne, Currie, Schaeffer and Shallit 2014): Additive *cubes* are avoidable over $\{0, 1, 3, 4\}$.

ADDITIVE SQUARES

- ▶ Question (Justin 1972): Are additive squares avoidable over some finite subset of \mathbb{Z} ?
 - ▶ We. Don't. Know.
- ▶ Theorem (Cassaigne, Currie, Schaeffer and Shallit 2014): Additive *cubes* are avoidable over $\{0, 1, 3, 4\}$.
- ▶ The word $h^\omega(0)$ avoids additive cubes, where

$$h(0) = 03$$

$$h(1) = 43$$

$$h(3) = 1$$

$$h(4) = 01$$

DECISION ALGORITHMS

- ▶ Theorem (Currie and Rampersad 2012): There is an algorithm which decides, under certain conditions on h , whether $h^\omega(0)$ contains abelian squares (cubes, 4th powers, etc.)

DECISION ALGORITHMS

- ▶ Theorem (Currie and Rampersad 2012): There is an algorithm which decides, under certain conditions on h , whether $h^\omega(0)$ contains abelian squares (cubes, 4th powers, etc.)
- ▶ Theorem (Rao and Rosenfeld 2018): Weaker conditions on h , less efficient algorithm. Can be tweaked to handle abelian or additive powers.

DECISION ALGORITHMS

- ▶ Theorem (Currie and Rampersad 2012): There is an algorithm which decides, under certain conditions on h , whether $h^\omega(0)$ contains abelian squares (cubes, 4th powers, etc.)
- ▶ Theorem (Rao and Rosenfeld 2018): Weaker conditions on h , less efficient algorithm. Can be tweaked to handle abelian or additive powers.
- ▶ Theorem (Currie, Mol, Rampersad, and Shallit 2021+): Stronger conditions on h , more efficient algorithm for additive powers.

Theorem (Currie, Mol, Rampersad, and Shallit 2021+): There is an algorithm which decides, under certain conditions on h , whether $h^\omega(0)$ contains additive squares (cubes, 4th powers, etc.)

Theorem (Currie, Mol, Rampersad, and Shallit 2021+): There is an algorithm which decides, under certain conditions on h , whether $h^\omega(0)$ contains additive squares (cubes, 4th powers, etc.)

- ▶ In fact, the algorithm is easy to implement.

Theorem (Currie, Mol, Rampersad, and Shallit 2021+): There is an algorithm which decides, under certain conditions on h , whether $h^\omega(0)$ contains additive squares (cubes, 4th powers, etc.)

- ▶ In fact, the algorithm is easy to implement.

Here is the main idea:

Theorem (Currie, Mol, Rampersad, and Shallit 2021+): There is an algorithm which decides, under certain conditions on h , whether $h^\omega(0)$ contains additive squares (cubes, 4th powers, etc.)

- ▶ In fact, the algorithm is easy to implement.

Here is the main idea:

- ▶ Any long additive power in $h^\omega(0)$ must have arisen by applying h repeatedly to some short “seed word”.

Theorem (Currie, Mol, Rampersad, and Shallit 2021+): There is an algorithm which decides, under certain conditions on h , whether $h^\omega(0)$ contains additive squares (cubes, 4th powers, etc.)

- ▶ In fact, the algorithm is easy to implement.

Here is the main idea:

- ▶ Any long additive power in $h^\omega(0)$ must have arisen by applying h repeatedly to some short “seed word”.
- ▶ Show that these seed words cannot look “too different” from additive powers – there are only finitely many possible *templates* for these seed words.

Theorem (Currie, Mol, Rampersad, and Shallit 2021+): There is an algorithm which decides, under certain conditions on h , whether $h^\omega(0)$ contains additive squares (cubes, 4th powers, etc.)

- ▶ In fact, the algorithm is easy to implement.

Here is the main idea:

- ▶ Any long additive power in $h^\omega(0)$ must have arisen by applying h repeatedly to some short “seed word”.
- ▶ Show that these seed words cannot look “too different” from additive powers – there are only finitely many possible *templates* for these seed words.
- ▶ Enumerate all short words in $h^\omega(0)$, and check to see if they match any of the templates.

EXAMPLE

Define f by

$$f(0) = 001$$

$$f(1) = 012$$

$$f(2) = 212$$

Then

$$f^\omega(0) = 001001012001001012001012212 \dots$$

is additive 4th power-free.

- ▶ Our theorem shows that this fact can be established by a finite computer check.
- ▶ This word is also (regular) cube-free.

PLAN

SQUARES AND SQUARE-FREE WORDS

ABELIAN AND ADDITIVE SQUARES

OUTLOOK

A PROOF SKETCH

OUTLOOK

We still don't have a construction of additive square-free words over a finite subset of \mathbb{Z} .

OUTLOOK

We still don't have a construction of additive square-free words over a finite subset of \mathbb{Z} .

- ▶ If we do find a candidate construction $h^\omega(0)$, then we just need to run our algorithm to prove it!

OUTLOOK

We still don't have a construction of additive square-free words over a finite subset of \mathbb{Z} .

- ▶ If we do find a candidate construction $h^\omega(0)$, then we just need to run our algorithm to prove it!
- ▶ The conditions of our theorem are fairly restrictive.

OUTLOOK

We still don't have a construction of additive square-free words over a finite subset of \mathbb{Z} .

- ▶ If we do find a candidate construction $h^\omega(0)$, then we just need to run our algorithm to prove it!
- ▶ The conditions of our theorem are fairly restrictive.
- ▶ Our algorithm is (much) more efficient than others.

OUTLOOK

We still don't have a construction of additive square-free words over a finite subset of \mathbb{Z} .

- ▶ If we do find a candidate construction $h^\omega(0)$, then we just need to run our algorithm to prove it!
- ▶ The conditions of our theorem are fairly restrictive.
- ▶ Our algorithm is (much) more efficient than others.

Hopefully this method will prove useful!

PLAN

SQUARES AND SQUARE-FREE WORDS

ABELIAN AND ADDITIVE SQUARES

OUTLOOK

A PROOF SKETCH

THE THEOREM STATEMENT AGAIN

Theorem (Currie, Mol, Rampersad, and Shallit 2021+): There is an algorithm which decides, under certain conditions on h , whether $h^\omega(0)$ contains additive squares.

THE THEOREM STATEMENT AGAIN

Theorem (Currie, Mol, Rampersad, and Shallit 2021+): There is an algorithm which decides, under certain conditions on h , whether $h^\omega(0)$ contains additive squares.

Some questions:

THE THEOREM STATEMENT AGAIN

Theorem (Currie, Mol, Rampersad, and Shallit 2021+): There is an algorithm which decides, under certain conditions on h , whether $h^\omega(0)$ contains additive squares.

Some questions:

- ▶ What are these conditions?

THE THEOREM STATEMENT AGAIN

Theorem (Currie, Mol, Rampersad, and Shallit 2021+): There is an algorithm which decides, under certain conditions on h , whether $h^\omega(0)$ contains additive squares.

Some questions:

- ▶ What are these conditions?
- ▶ How do we describe the “seed words” for additive squares?

THE THEOREM STATEMENT AGAIN

Theorem (Currie, Mol, Rampersad, and Shallit 2021+): There is an algorithm which decides, under certain conditions on h , whether $h^\omega(0)$ contains additive squares.

Some questions:

- ▶ What are these conditions?
- ▶ How do we describe the “seed words” for additive squares?

Let's find out by sketching the proof.

TEMPLATES

TEMPLATES

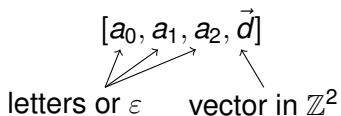
- ▶ Let $\vec{\sigma}(w)$ denote the vector $\begin{bmatrix} \text{length of } w \\ \text{sum of } w \end{bmatrix}$.

TEMPLATES

- ▶ Let $\vec{\sigma}(w)$ denote the vector $\begin{bmatrix} \text{length of } w \\ \text{sum of } w \end{bmatrix}$.
- ▶ A *template* is a 4-tuple

$$[a_0, a_1, a_2, \vec{d}]$$

letters or ε vector in \mathbb{Z}^2



TEMPLATES

- ▶ Let $\vec{\sigma}(w)$ denote the vector $\begin{bmatrix} \text{length of } w \\ \text{sum of } w \end{bmatrix}$.
- ▶ A *template* is a 4-tuple

$$[a_0, a_1, a_2, \vec{d}]$$

letters or ϵ vector in \mathbb{Z}^2

- ▶ A word w is an *instance* of this template if

$$w = a_0 w_0 a_1 w_1 a_2 \quad \text{and} \quad \vec{\sigma}(w_1) - \vec{\sigma}(w_0) = \vec{d}.$$

TEMPLATES

- ▶ Let $\vec{\sigma}(w)$ denote the vector $\begin{bmatrix} \text{length of } w \\ \text{sum of } w \end{bmatrix}$.
- ▶ A *template* is a 4-tuple

$$[a_0, a_1, a_2, \vec{d}]$$

letters or ε vector in \mathbb{Z}^2

- ▶ A word w is an *instance* of this template if

$$w = a_0 w_0 a_1 w_1 a_2 \quad \text{and} \quad \vec{\sigma}(w_1) - \vec{\sigma}(w_0) = \vec{d}.$$

- ▶ An instance of $[\varepsilon, \varepsilon, \varepsilon, \vec{0}]$ is an additive square.

TEMPLATES

- ▶ Let $\vec{\sigma}(w)$ denote the vector $\begin{bmatrix} \text{length of } w \\ \text{sum of } w \end{bmatrix}$.
- ▶ A *template* is a 4-tuple

$$\begin{array}{c} [a_0, a_1, a_2, \vec{d}] \\ \swarrow \quad \searrow \quad \nearrow \quad \nwarrow \\ \text{letters or } \varepsilon \quad \text{vector in } \mathbb{Z}^2 \end{array}$$

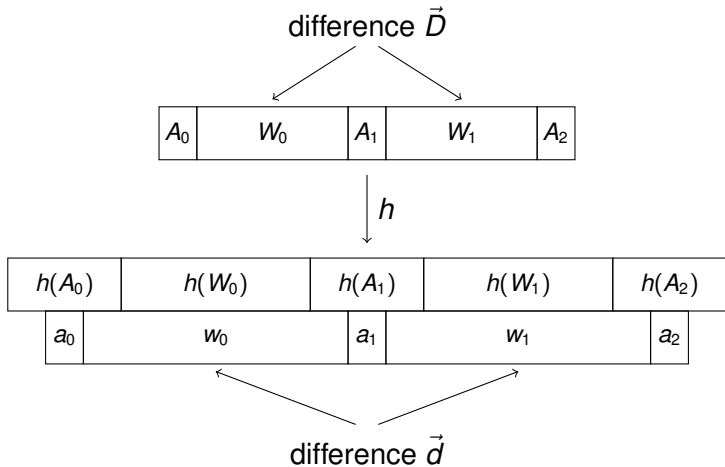
- ▶ A word w is an *instance* of this template if

$$w = a_0 w_0 a_1 w_1 a_2 \quad \text{and} \quad \vec{\sigma}(w_1) - \vec{\sigma}(w_0) = \vec{d}.$$

- ▶ An instance of $[\varepsilon, \varepsilon, \varepsilon, \vec{0}]$ is an additive square.
- ▶ An instance of $[0, 1, 0, [1, 3]^T]$ is “not too far” from an additive square.

PARENTS

Every long-enough instance of a template must have come from an instance of another template – a *parent*.



THE FIRST TWO CONDITIONS

- ▶ Condition 1: For all letters x ,
 - ▶ the length of $h(x)$ is given by $ax + b$ for some $a, b \in \mathbb{Z}$, and
 - ▶ the sum of $h(x)$ is given by $cx + d$ for some $c, d \in \mathbb{Z}$.

THE FIRST TWO CONDITIONS

- ▶ Condition 1: For all letters x ,
 - ▶ the length of $h(x)$ is given by $ax + b$ for some $a, b \in \mathbb{Z}$, and
 - ▶ the sum of $h(x)$ is given by $cx + d$ for some $c, d \in \mathbb{Z}$.
- ▶ Record this in the matrix $M_h = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$.

THE FIRST TWO CONDITIONS

- ▶ Condition 1: For all letters x ,
 - ▶ the length of $h(x)$ is given by $ax + b$ for some $a, b \in \mathbb{Z}$, and
 - ▶ the sum of $h(x)$ is given by $cx + d$ for some $c, d \in \mathbb{Z}$.
- ▶ Record this in the matrix $M_h = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$.
- ▶ Then $\vec{\sigma}(h(W)) = M_h \vec{\sigma}(W)$.

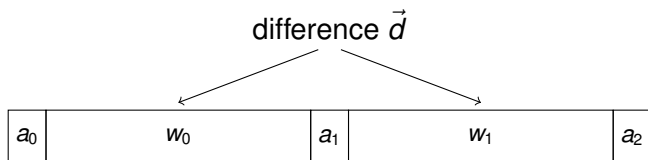
THE FIRST TWO CONDITIONS

- ▶ Condition 1: For all letters x ,
 - ▶ the length of $h(x)$ is given by $ax + b$ for some $a, b \in \mathbb{Z}$, and
 - ▶ the sum of $h(x)$ is given by $cx + d$ for some $c, d \in \mathbb{Z}$.
- ▶ Record this in the matrix $M_h = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$.
- ▶ Then $\vec{\sigma}(h(W)) = M_h \vec{\sigma}(W)$.
- ▶ Condition 2: M_h is invertible, so that

$$\vec{\sigma}(W) = M_h^{-1} \vec{\sigma}(h(W)).$$

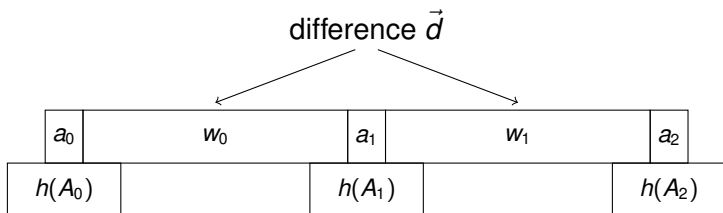
FINDING PARENTS

These first two conditions allow us to find all possible parents of a given template.



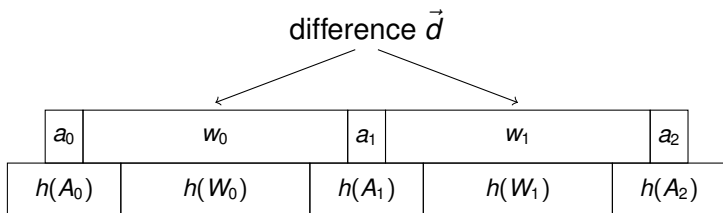
FINDING PARENTS

These first two conditions allow us to find all possible parents of a given template.



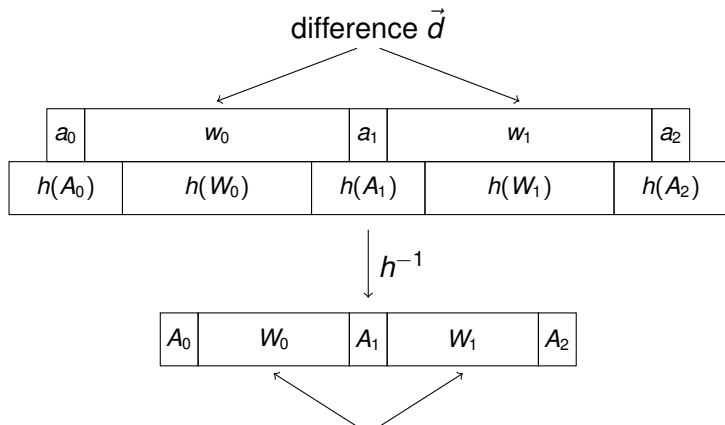
FINDING PARENTS

These first two conditions allow us to find all possible parents of a given template.



FINDING PARENTS

These first two conditions allow us to find all possible parents of a given template.



difference \vec{D} determined by \vec{d} and the choice/position of the $h(A_i)$'s

THE THIRD CONDITION

- ▶ Now that we can compute the parents of a given template t , we want to compute the set of all *ancestors* of t (parents, grandparents, great-grandparents, etc.)

THE THIRD CONDITION

- ▶ Now that we can compute the parents of a given template t , we want to compute the set of all *ancestors* of t (parents, grandparents, great-grandparents, etc.)
- ▶ How do we know that this set is finite?

THE THIRD CONDITION

- ▶ Now that we can compute the parents of a given template t , we want to compute the set of all *ancestors* of t (parents, grandparents, great-grandparents, etc.)
- ▶ How do we know that this set is finite?
- ▶ We need a condition on h which guarantees that for any ancestor $T = [A_0, A_1, A_2, \vec{D}]$ of t , the difference \vec{D} is not too large.

THE THIRD CONDITION

- ▶ Now that we can compute the parents of a given template t , we want to compute the set of all *ancestors* of t (parents, grandparents, great-grandparents, etc.)
- ▶ How do we know that this set is finite?
- ▶ We need a condition on h which guarantees that for any ancestor $T = [A_0, A_1, A_2, \vec{D}]$ of t , the difference \vec{D} is not too large.
- ▶ Condition 3: All eigenvalues of M_h are larger than 1 in absolute value.

THE LAST CONDITION

- ▶ Condition 4: For all letters x , the length of $h(x)$ is at least 2.

THE LAST CONDITION

- ▶ Condition 4: For all letters x , the length of $h(x)$ is at least 2.
- ▶ So taking preimages makes words shorter!

THE LAST CONDITION

- ▶ Condition 4: For all letters x , the length of $h(x)$ is at least 2.
- ▶ So taking preimages makes words shorter!
- ▶ So if $h^\omega(0)$ contains an instance of a template t , then $h^\omega(0)$ contains a *short* instance of some ancestor of t .

DESCRIPTION OF THE ALGORITHM

Suppose that h satisfies these four conditions.

DESCRIPTION OF THE ALGORITHM

Suppose that h satisfies these four conditions.

- ▶ Consider the template $t = [\varepsilon, \varepsilon, \varepsilon, \vec{0}]$.

DESCRIPTION OF THE ALGORITHM

Suppose that h satisfies these four conditions.

- ▶ Consider the template $t = [\varepsilon, \varepsilon, \varepsilon, \vec{0}]$.
 - ▶ An instance of t is an additive square.

DESCRIPTION OF THE ALGORITHM

Suppose that h satisfies these four conditions.

- ▶ Consider the template $t = [\varepsilon, \varepsilon, \varepsilon, \vec{0}]$.
 - ▶ An instance of t is an additive square.
- ▶ We enumerate all ancestors of t .

DESCRIPTION OF THE ALGORITHM

Suppose that h satisfies these four conditions.

- ▶ Consider the template $t = [\varepsilon, \varepsilon, \varepsilon, \vec{0}]$.
 - ▶ An instance of t is an additive square.
- ▶ We enumerate all ancestors of t .
 - ▶ This set is finite!

DESCRIPTION OF THE ALGORITHM

Suppose that h satisfies these four conditions.

- ▶ Consider the template $t = [\varepsilon, \varepsilon, \varepsilon, \vec{0}]$.
 - ▶ An instance of t is an additive square.
- ▶ We enumerate all ancestors of t .
 - ▶ This set is finite!
- ▶ If $h^\omega(0)$ contains an additive square, then it must contain a *short* instance of one of these ancestors.

DESCRIPTION OF THE ALGORITHM

Suppose that h satisfies these four conditions.

- ▶ Consider the template $t = [\varepsilon, \varepsilon, \varepsilon, \vec{0}]$.
 - ▶ An instance of t is an additive square.
- ▶ We enumerate all ancestors of t .
 - ▶ This set is finite!
- ▶ If $h^\omega(0)$ contains an additive square, then it must contain a *short* instance of one of these ancestors.
 - ▶ These are our potential “seed words”.

DESCRIPTION OF THE ALGORITHM

Suppose that h satisfies these four conditions.

- ▶ Consider the template $t = [\varepsilon, \varepsilon, \varepsilon, \vec{0}]$.
 - ▶ An instance of t is an additive square.
- ▶ We enumerate all ancestors of t .
 - ▶ This set is finite!
- ▶ If $h^\omega(0)$ contains an additive square, then it must contain a *short* instance of one of these ancestors.
 - ▶ These are our potential “seed words”.
- ▶ We enumerate all short factors of $h^\omega(0)$, and check to see if any of them is an instance of an ancestor of t .

DESCRIPTION OF THE ALGORITHM

Suppose that h satisfies these four conditions.

- ▶ Consider the template $t = [\varepsilon, \varepsilon, \varepsilon, \vec{0}]$.
 - ▶ An instance of t is an additive square.
- ▶ We enumerate all ancestors of t .
 - ▶ This set is finite!
- ▶ If $h^\omega(0)$ contains an additive square, then it must contain a *short* instance of one of these ancestors.
 - ▶ These are our potential “seed words”.
- ▶ We enumerate all short factors of $h^\omega(0)$, and check to see if any of them is an instance of an ancestor of t .
 - ▶ If so, then $h^\omega(0)$ contains an additive square.

DESCRIPTION OF THE ALGORITHM

Suppose that h satisfies these four conditions.

- ▶ Consider the template $t = [\varepsilon, \varepsilon, \varepsilon, \vec{0}]$.
 - ▶ An instance of t is an additive square.
- ▶ We enumerate all ancestors of t .
 - ▶ This set is finite!
- ▶ If $h^\omega(0)$ contains an additive square, then it must contain a *short* instance of one of these ancestors.
 - ▶ These are our potential “seed words”.
- ▶ We enumerate all short factors of $h^\omega(0)$, and check to see if any of them is an instance of an ancestor of t .
 - ▶ If so, then $h^\omega(0)$ contains an additive square.
 - ▶ If not, then $h^\omega(0)$ is additive square-free!

Thank you!