# Deciding conjugacy for certain class of one-sided finite-type-Dyck shifts 

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> 9 April 2015
> Journées SDA 2 du GDR IM
> Université Paris-Est Marne-la-Vallée

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Deciding shift conjugacy: generally open problem

- decidable for 1-sided SFT's [Williams, 73]
- unknown for 1-sided sofic shifts
- unknown for 2-sided SFT's

Our focus: (1-sided) finite-type-Dyck shifts. [Béal, Blockelet, Dima, 2013]

## We present an extension of Williams' result.

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## Shifts

- A finite alphabet
- $A^{*}$ set of finite words over $A$
- $A^{\mathbb{Z}}$ set of bi-infinite sequences over $A$
- $A^{-\mathbb{N}}$ set left-infinite sequences over $A$
$\square$
$X \subset A^{\mathbb{Z}}\left(\right.$ resp. $\left.A^{-\mathbb{N}}\right)$ is called a (one-sided) shift if it is the set of sequences avoiding some set of forbidden words $F \subset A^{*}$. We denote $X=X_{F}$.

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X \text { is equipped with a shift map and topology. }
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$X=X_{F}$ where $F$ is regular is called a sofic shift.

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Example: shift of finite type
Let $A=\{a, b, c\}$. Consider $X_{F}$ for $F=\{b a, b b, a c, c c\}$. Represented by the following local automaton.


## Shift conjugacy

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Block map
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Analougously can be defined for one-sided shifts, setting \(a=0\).
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Two shifts \(X, Y\) are conjugate if there is a bijective block map
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Similar rules can be introduced for any SFT defined on an alphabet of brackets.

## Tripartitioned alphabet

Let the alphabet be divided into three disjoint sets of call, return, and internal symbols:

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A=A_{c} \sqcup A_{r} \sqcup A_{i} .
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Example
Consider the SFT defined by the automaton, where $A_{c}=\{(,[ \}$, $\left.\left.A_{r}=\{ ),\right]\right\}, A_{d}=\{j, k\}$


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But we could (dis)allow any other combination of call and return symbols.

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## 1-sided finite-type-Dyck shift

We call 1 -sided finite-type-Dyck shift over alphabet $A$ any set $X \subseteq A^{-\mathbb{N}}$ that avoids some finite set of forbidden words $F \subseteq A^{m+1}$ and finite set of matching patterns $U \subseteq A^{m} A_{c} \times A^{m} A_{r}$ for some non-negative integer $m$.

Some notes:

- Equivalently, 1-sided FTD shifts can be defined as left-infinite paths admissible in local automata with arbitrary matching relations between call and return edges. So-called Dyck automata.
- By construction, both (1-sided) Dyck shifts and SFT's are included.
- The language of factors is a visibly pushdown language.


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Conjugacy for 1 -sided FTD shifts Deciding conjugacy

Proper block map
A block map $\Phi$ is proper when $\operatorname{Phi}(x)_{j} \in A_{c}$ (resp. $\left.A_{r}, A_{i}\right)$ if and only if $x_{j} \in A_{c}\left(\right.$ resp. $\left.A_{r}, A_{i}\right)$.

Matched-return word
A word over tripartitioned alphabet $A$ is matched-return if it "has no unmatched return symbols". Formally, if each its prefix contains at least as many call symbols as return symbols.

MR-extensible shift
A shift $X$ is called $M R$-extensible if for any of its blocks, $u$ exists a non-empty matched-return word $v$ such that $u v$ is a block of $X$.

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## The result

Theorem
It is decidable in an effective way whether two one-sided finite-type-Dyck shifts which are MR-extensible are properly conjugate.

- Not all 1-sided FTD shifts are MR-extensible, but many are.
- Dyck and Motzkin shifts are MR-extensible.
- Our examples were MR-extensible.


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## Deciding the conjugacy

In the process of deciding, the operations of in-splitting and in-merging Dyck graphs (multigraph with matching of some edges) are crucial.


## Deciding the conjugacy



During the in-splitting a state is divided into two.
Each new state receives a precise copy of its out-going edges (including the matching relations.

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Each new state receives a precise copy of its out-going edges (including the matching relations.
The original in-coming edges are partitioned between the two new states.

## Deciding the conjugacy

To decide conjugacy of two 1-sided FTD'S given by finite sets $F \subseteq A^{m+1}, U \subseteq A^{m} A_{c} \times A^{m} A_{r}:$

- construct from $F, U$, automaton of certain form recognizing the shift
- from now on disregard labels, work only with the underlying Dyck graph
- perform in-merges in the two graphs as long as possible
- check, whether they are isomorphic (in the Dyck graph sense, i.e. respecting the edge matching)


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