

# Intrinsic Universality in tile assembly

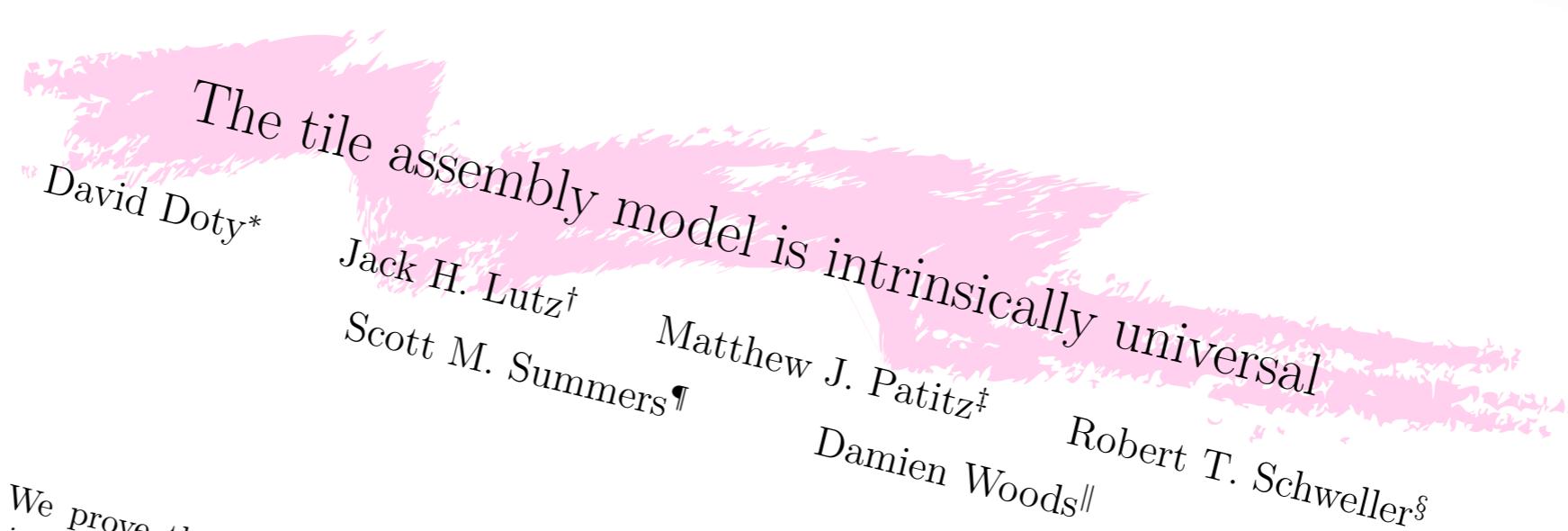
Nicolas Schabanel  
*CNRS - LIP, ENS Lyon & IXXI - France*

# Universal Tileset at $T^{\circ}2$

A universal tile set to build any (assemblable) shape

# Is there a universal tilesset at $T^\circ=2$ ?

- Yes! Up to rescaling



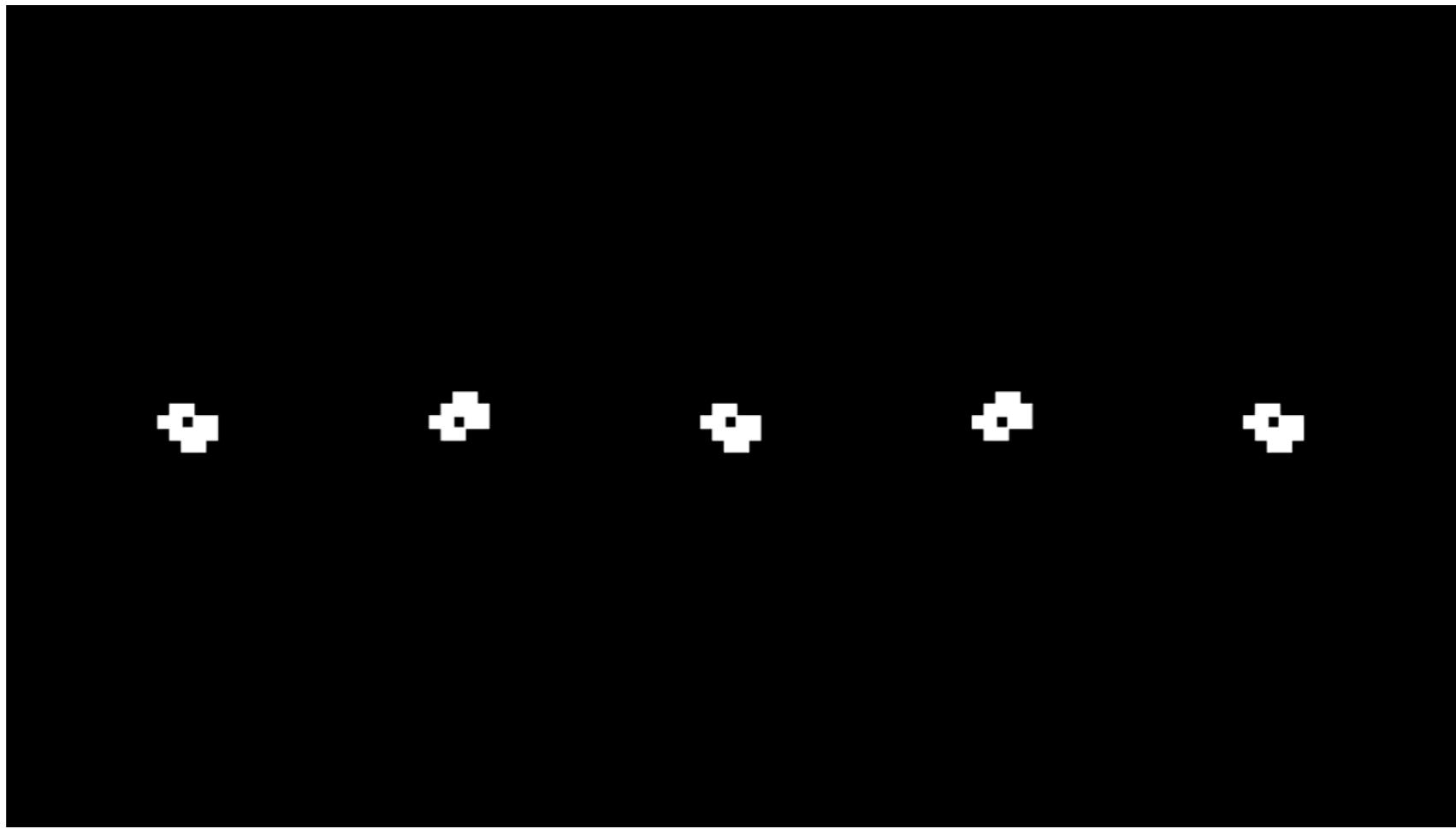
## Abstract

We prove that the abstract Tile Assembly Model (aTAM) of nanoscale self-assembly is *intrinsically universal*. This means that there is a single tile assembly system  $\mathcal{U}$  that, with proper initialization, simulates any tile assembly system  $\mathcal{T}$ . The simulation is “intrinsic” in the sense that the self-assembly process carried out by  $\mathcal{U}$  is exactly that carried out by  $\mathcal{T}$ , with each tile of  $\mathcal{T}$  represented by an  $m \times m$  “supertile” of  $\mathcal{U}$ . Our construction works for the full aTAM at any temperature, and it faithfully simulates the deterministic or nondeterministic behavior of each  $\mathcal{T}$ .

Our construction succeeds by solving an analog of the cell differentiation problem in developmental biology: Each supertile of  $\mathcal{U}$ , starting with those in the seed assembly “genome” of the simulated system  $\mathcal{T}$ . At each location of a potential assembly of  $\mathcal{U}$ , a decision is made whether and how to express a supertile and, if so, which tile of  $\mathcal{T}$  it will generate a supertile and, if so, which tile of  $\mathcal{T}$  it will use asynchronous communication and global outcome(s).

# Is there a universal tileset at $T^\circ=2$ ?

- Rescaling : ***intrinsic*** simulation

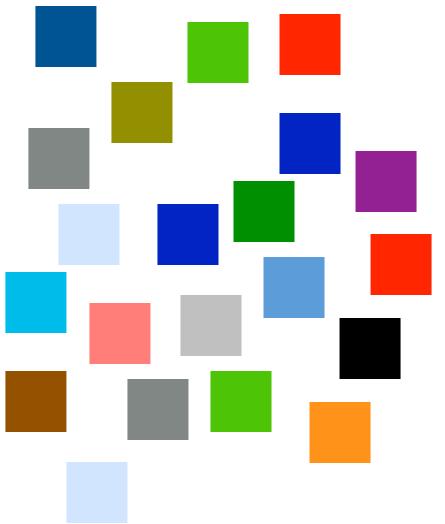


Brice Due 2006

The Game of Life self-simulating itself intrinsically:  
*Smaller cells simulate macro-cells*

# Comparing tile assembly models

Is there a set of **intrinsically universal tiles** that can **simulate** any tile set?

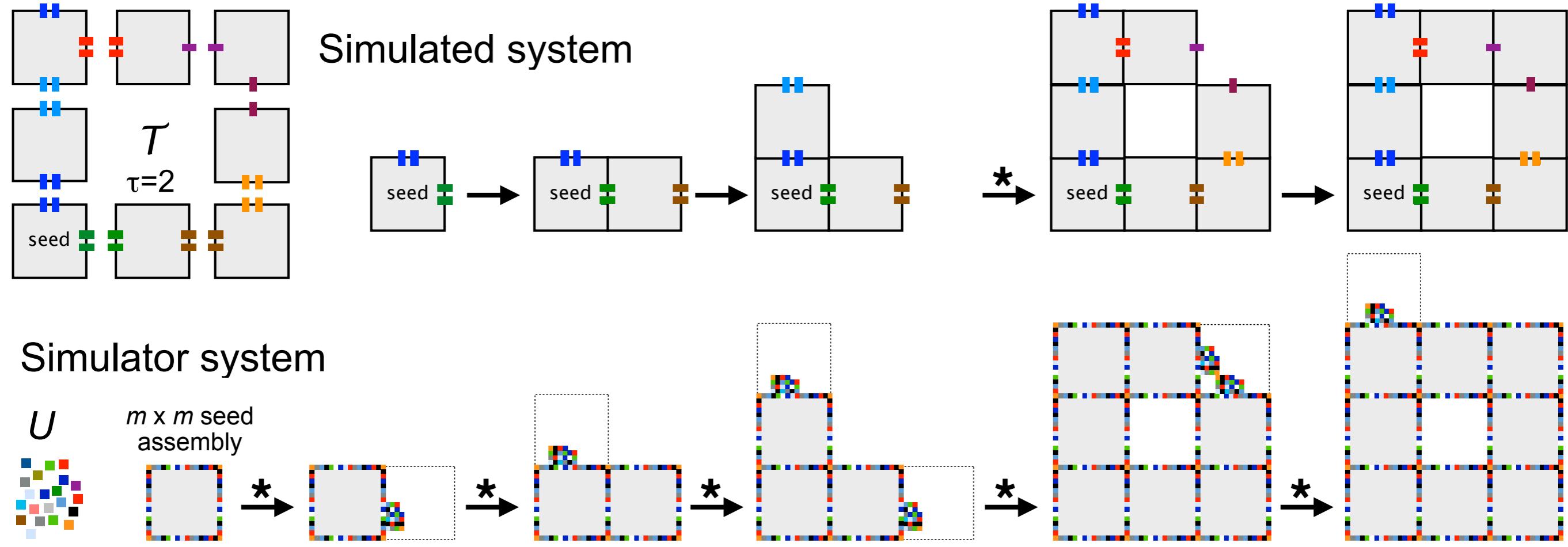


What does “act like” mean?

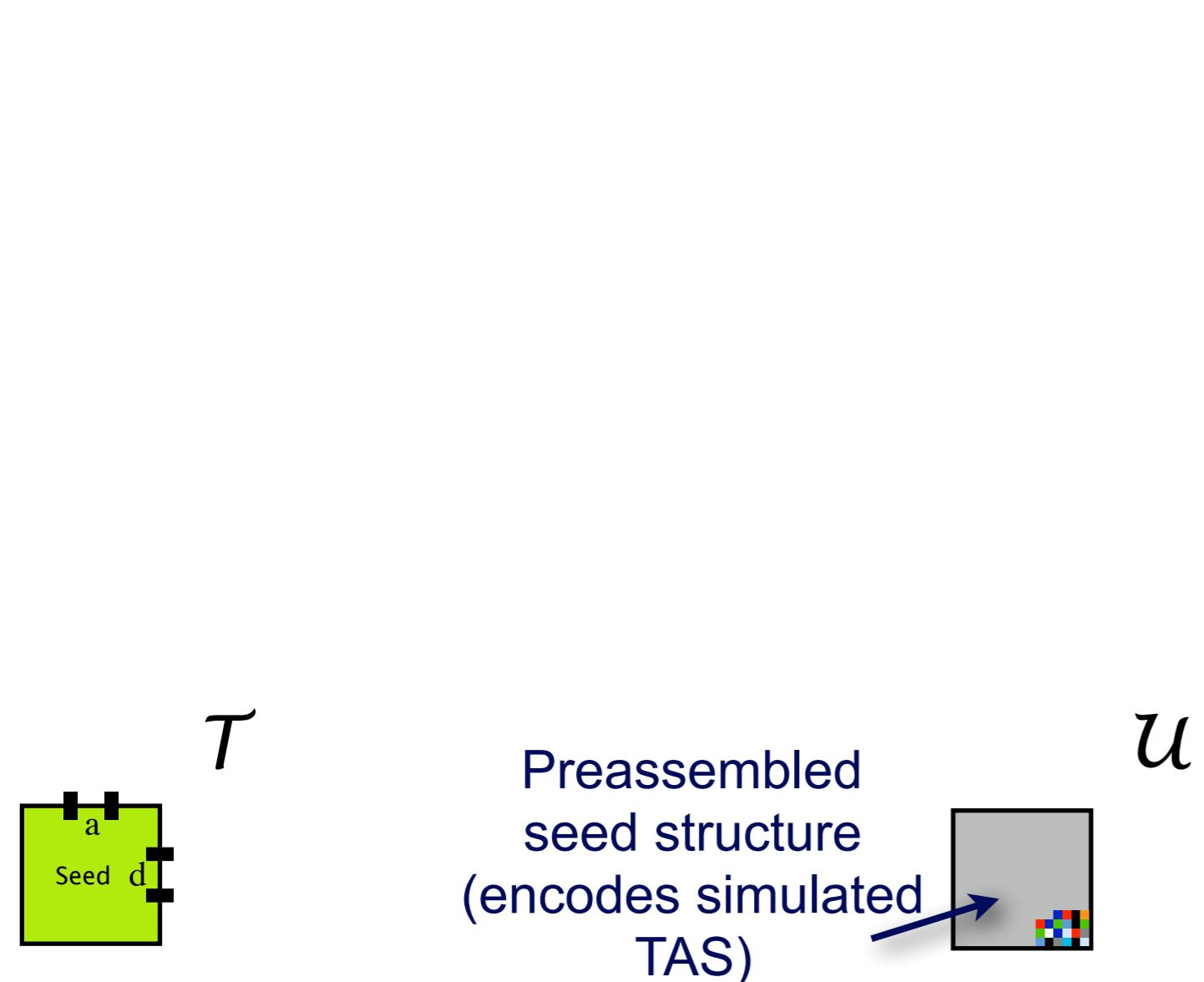
- What is it that tile assembly systems do?
  - Make shapes and patterns
  - Carry out a crystal-like growth process (dynamics)
- Let define **simulate** using these criteria that are intrinsic to the model

# Simulation

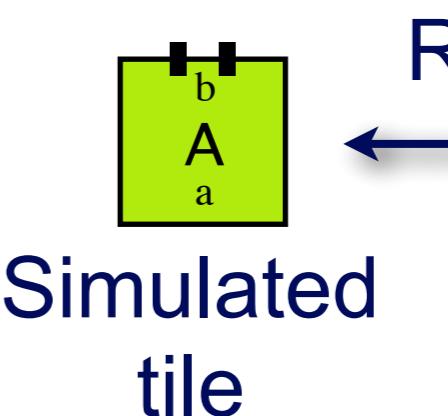
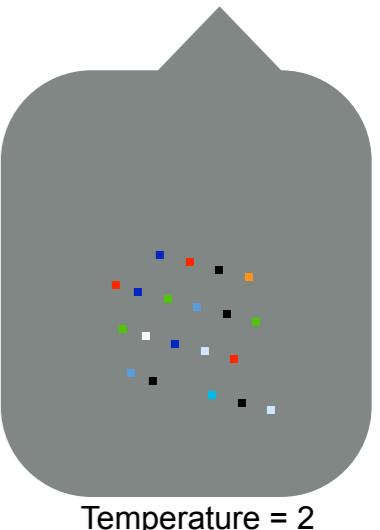
- For (any) simulated tile assembly system  $\mathcal{T}$ 
  - $\mathcal{T} = (\text{tileset } T, \text{ seed assembly } \sigma, \text{ temperature } \tau)$
- Tile assembly system  $\mathcal{U}$  simulates  $\mathcal{T}$  if:
  - **Tiles from  $\mathcal{T}$  are represented by  $m \times m$  supertiles in  $\mathcal{U}$**
  - Assemblies produced by  $\mathcal{U}$  **represent exactly** assemblies produced by  $\mathcal{T}$  (via a representation function  $R$ : Blocks of tiles from  $\mathcal{U}$   $\rightarrow$  tiles from  $\mathcal{T}$ )
  - **Dynamics are equivalent** in  $\mathcal{U}$  and  $\mathcal{T}$ , ignoring  $m \times m$  scaling



# Simulation definition



Universal  
(simulator)  
tile set

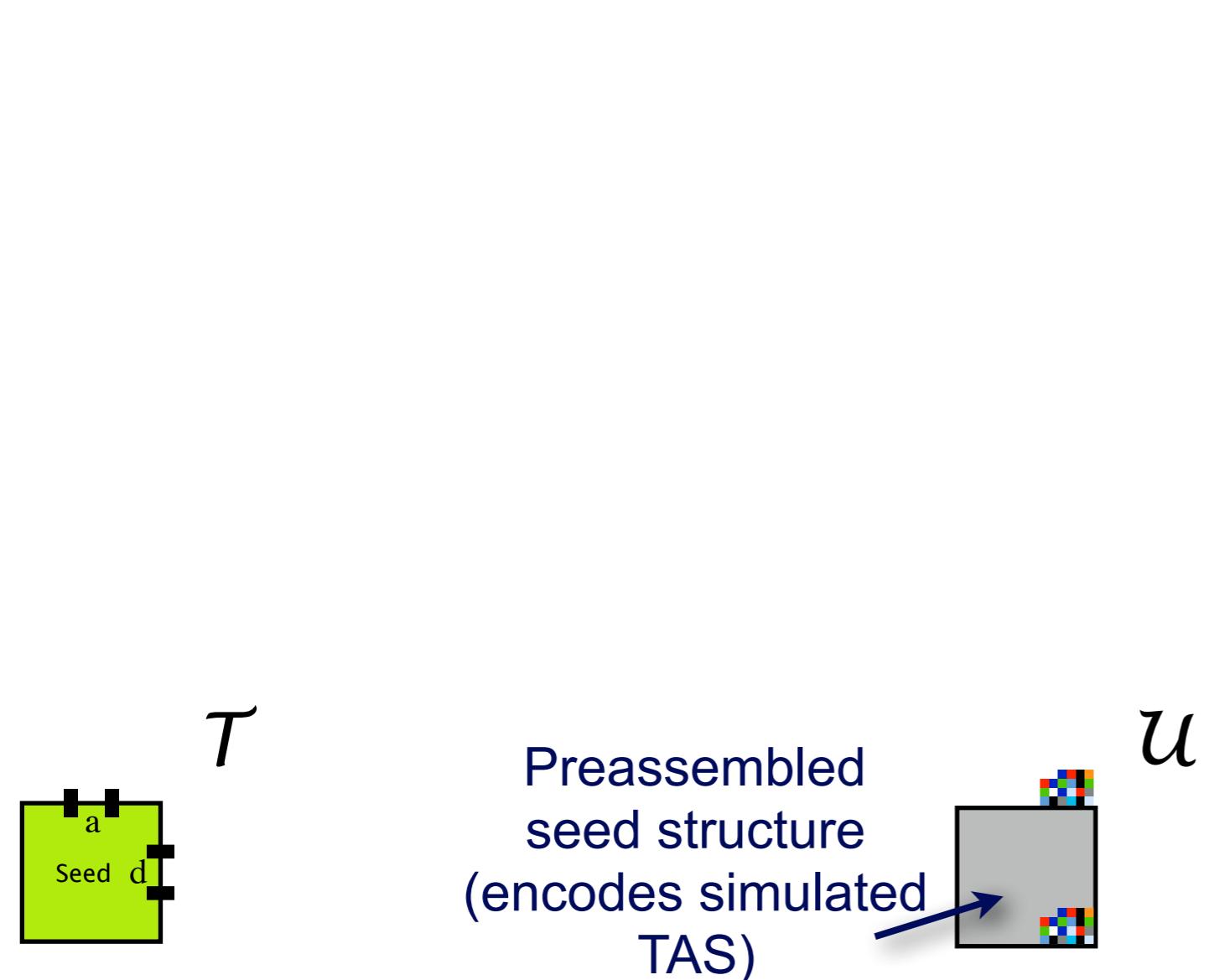


Simulator  
supertile

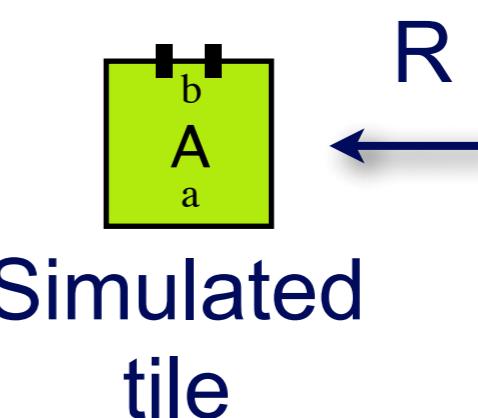
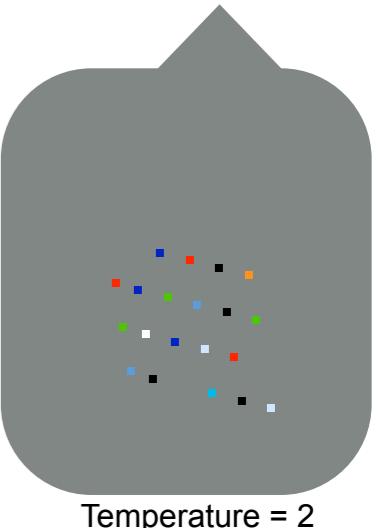


- Green tiles are simulated by supertiles
- For each assembly sequence in the simulated tile system, there is an assembly sequence in the simulator, and vice-versa

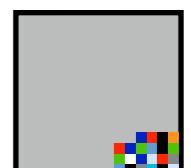
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Universal  
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tile set

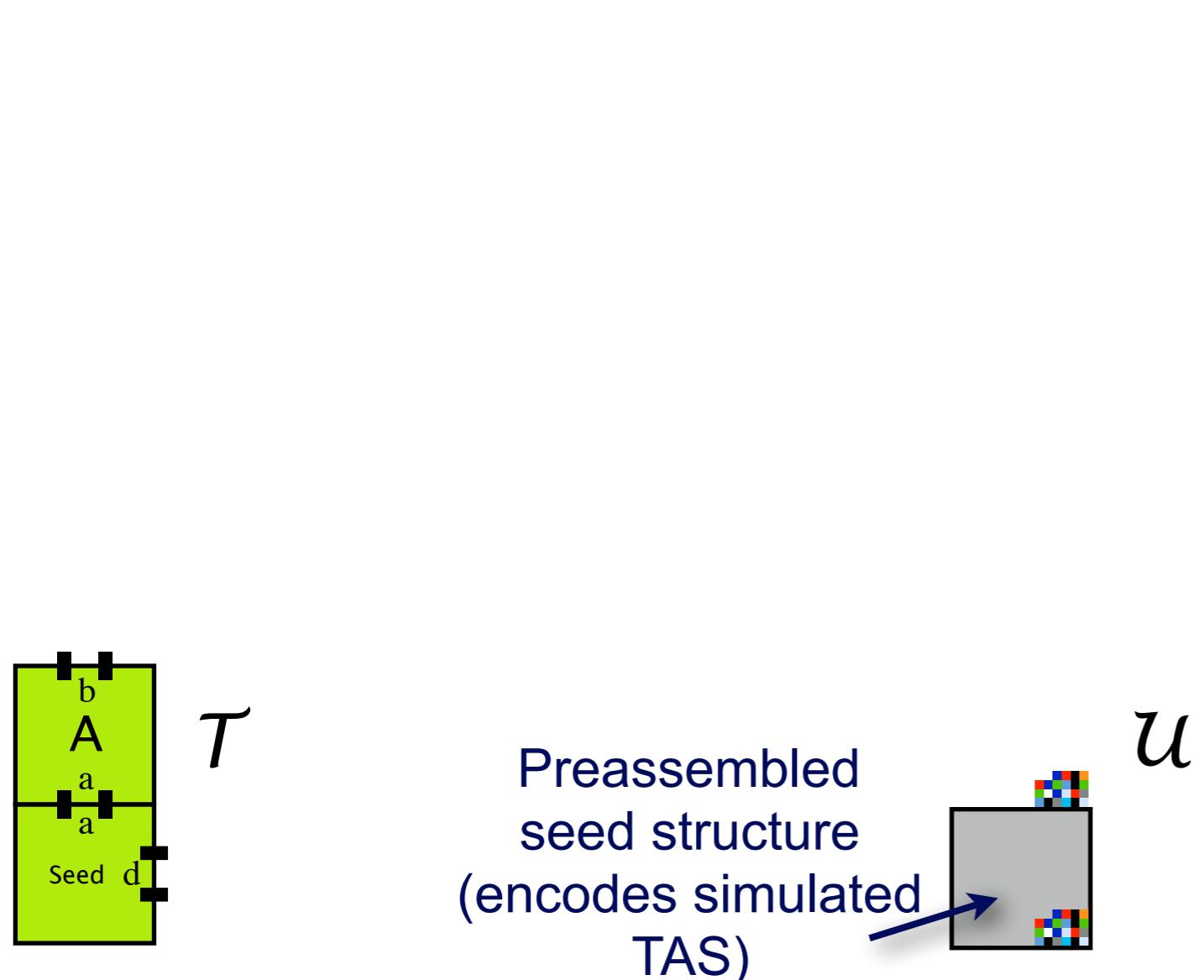


Simulator  
supertile

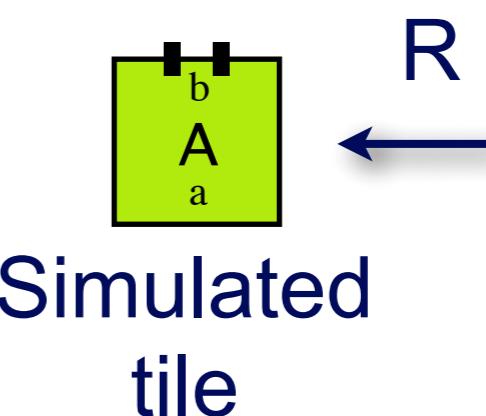
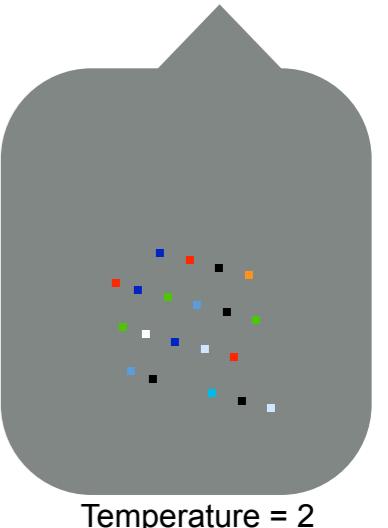


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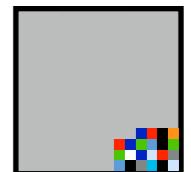
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Universal  
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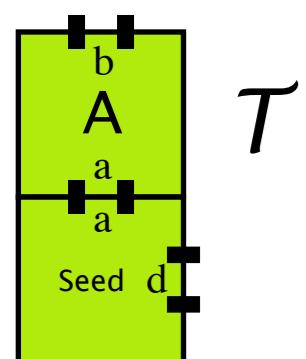


Simulator  
supertile

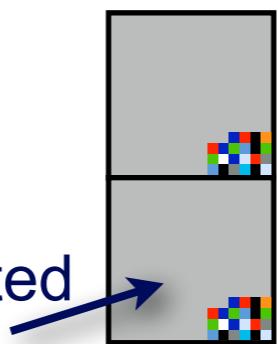


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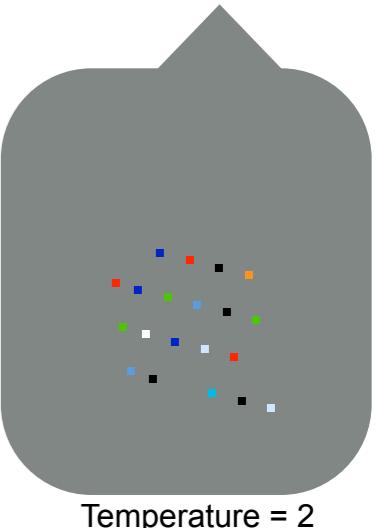
# Simulation definition



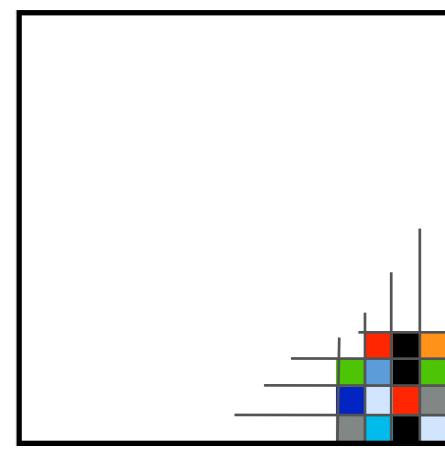
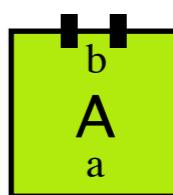
Preassembled  
seed structure  
(encodes simulated  
TAS)



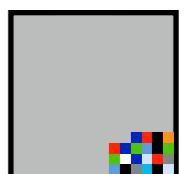
Universal  
(simulator)  
tile set



Simulated  
tile

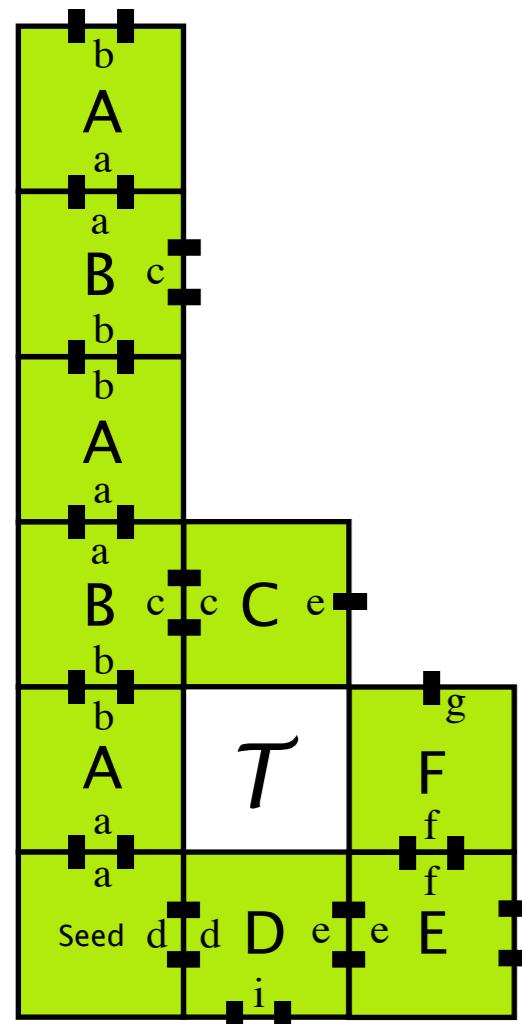


Simulator  
supertile

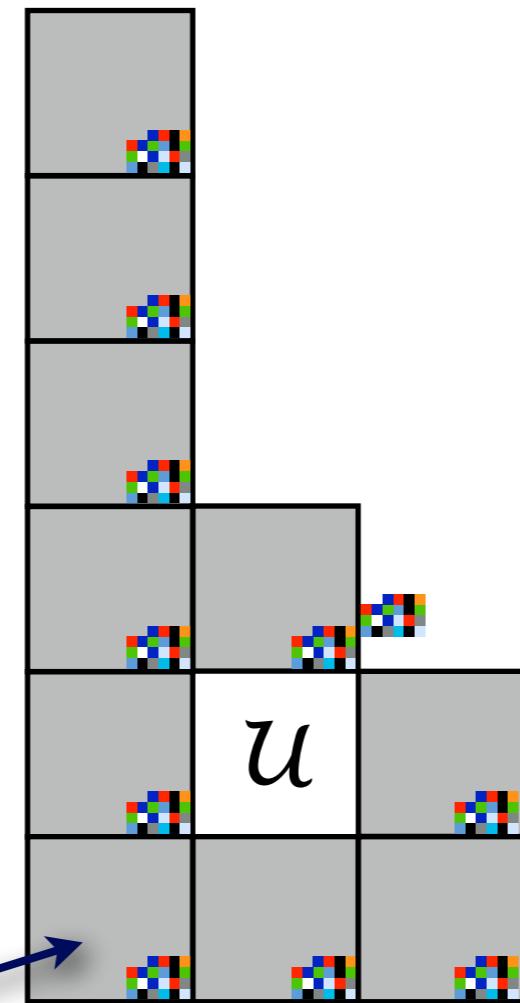


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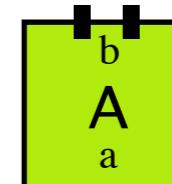
# Simulation definition



Preassembled  
seed structure  
(encodes simulated  
TAS)

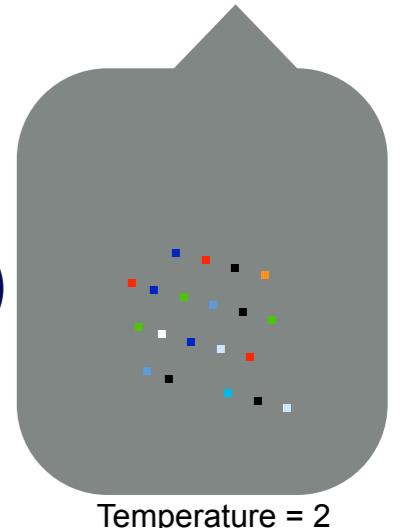


Simulated  
tile

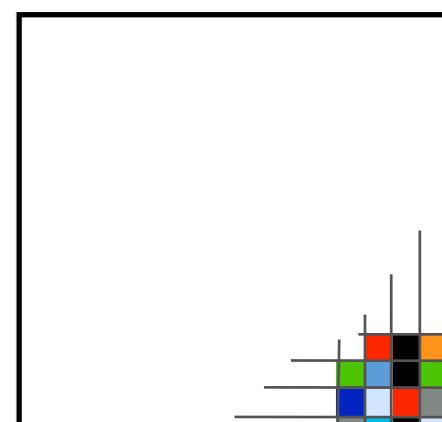


Simulator  
supertile

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- For each assembly sequence in the simulated tile system, there is an assembly sequence in the simulator, and vice-versa



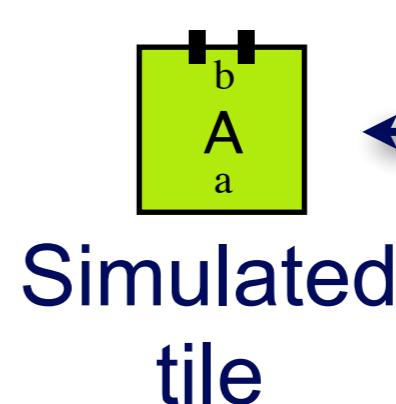
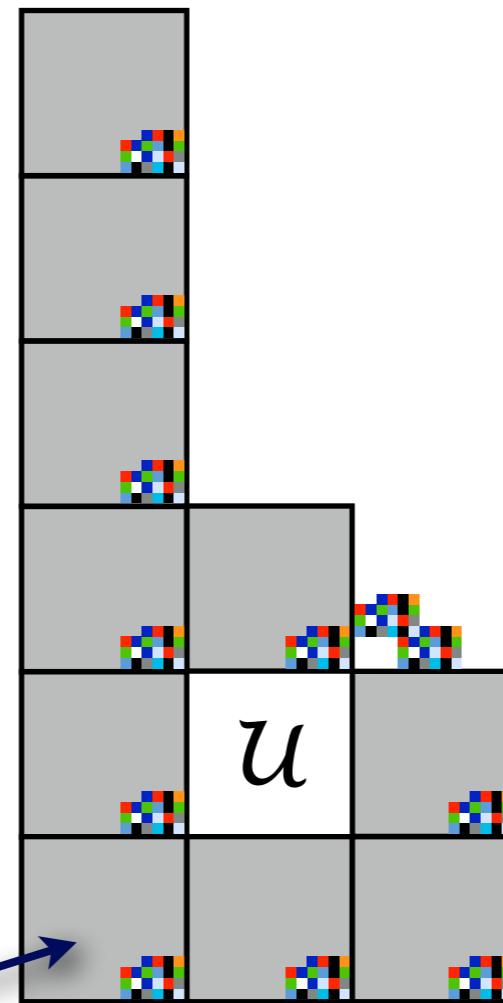
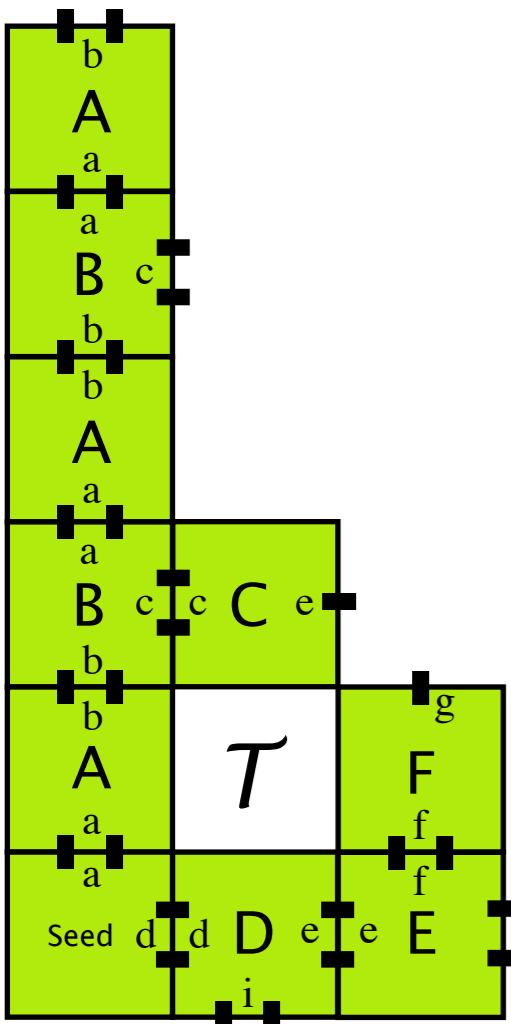
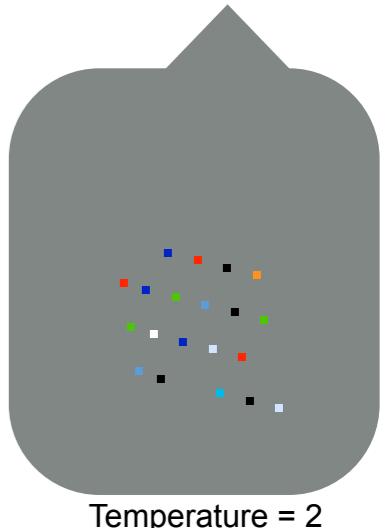
Universal  
(simulator)  
tile set



# Simulation definition

Ignoring  $m \times m$  scaling, production & dynamics are equivalent in the simulated system and simulator

Universal  
(simulator)  
tile set



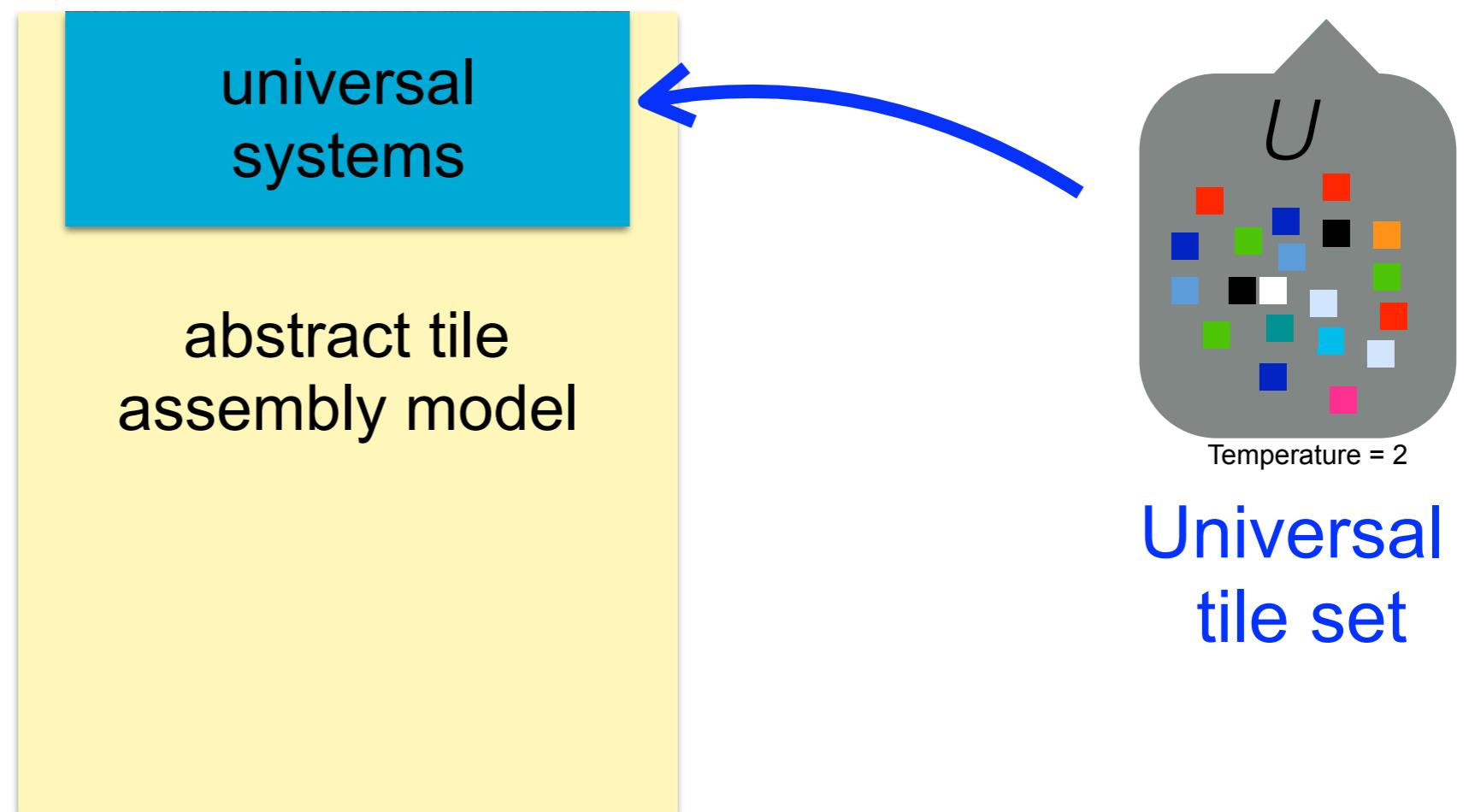
Simulator supertile

- Green tiles are simulated by supertiles
- For each assembly sequence in the simulated tile system, there is an assembly sequence in the simulator, and vice-versa

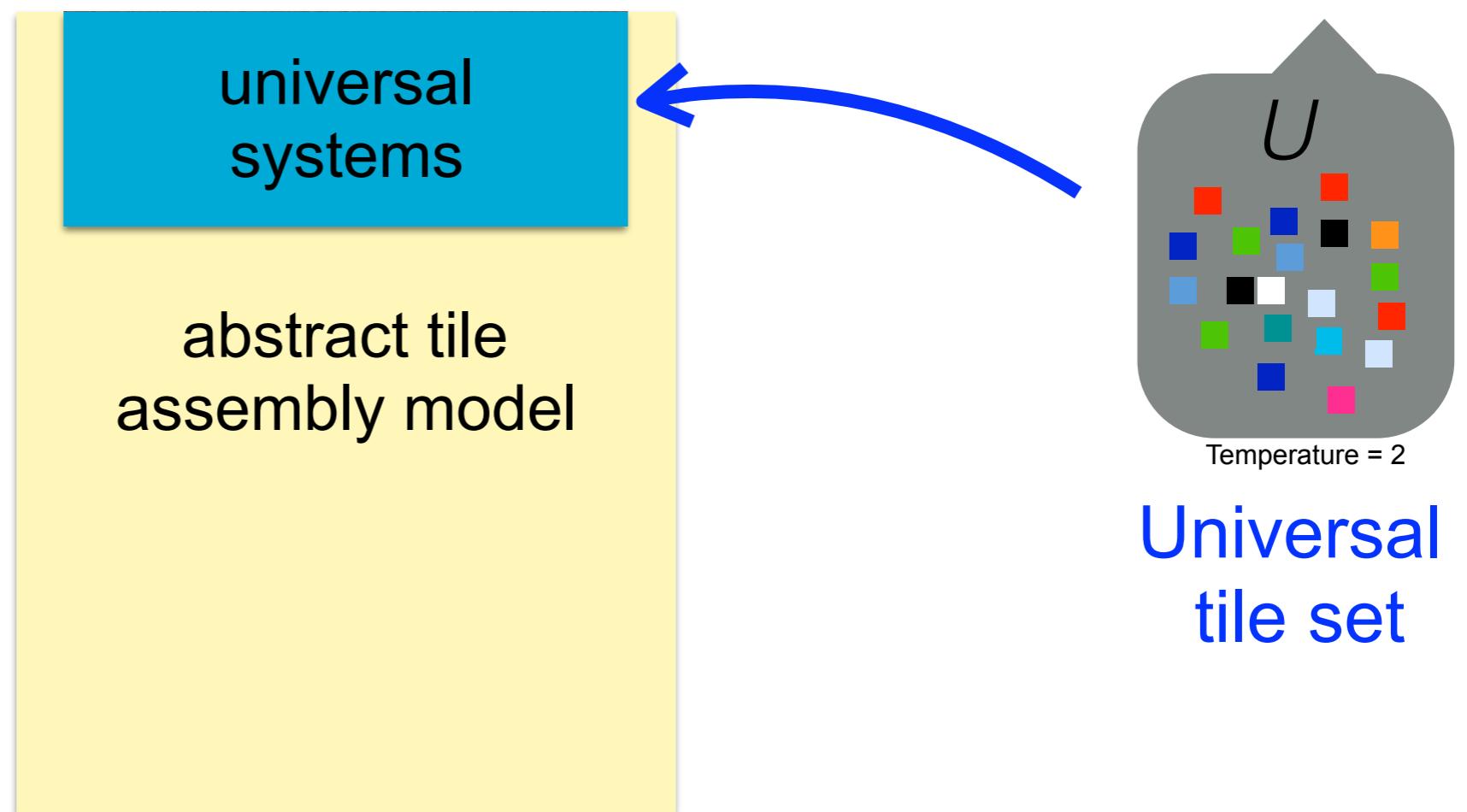
etc.

7

# Is the abstract tile assembly model intrinsically universal?



# Is the abstract tile assembly model intrinsically universal? Yes!

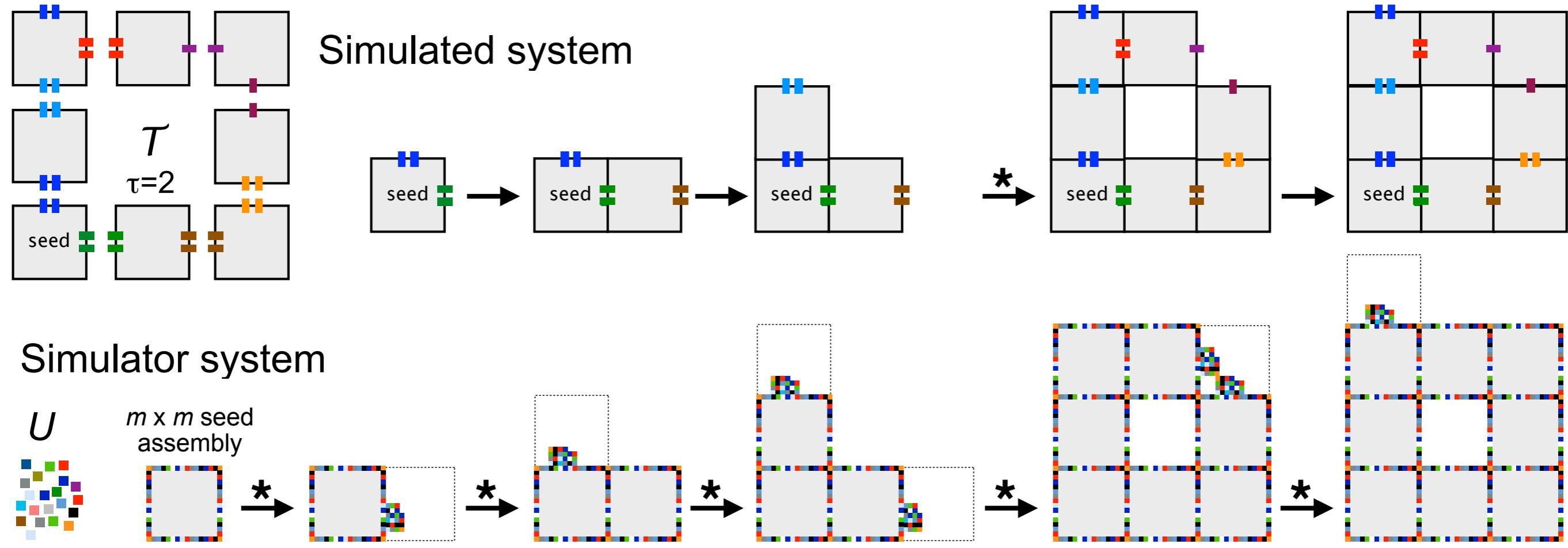


**Theorem:** There is a single intrinsically universal tile set  $U$  that simulates *any* tile assembly system

Doty, Lutz, Patitz, Schweller, Summers, Woods. FOCS 2012

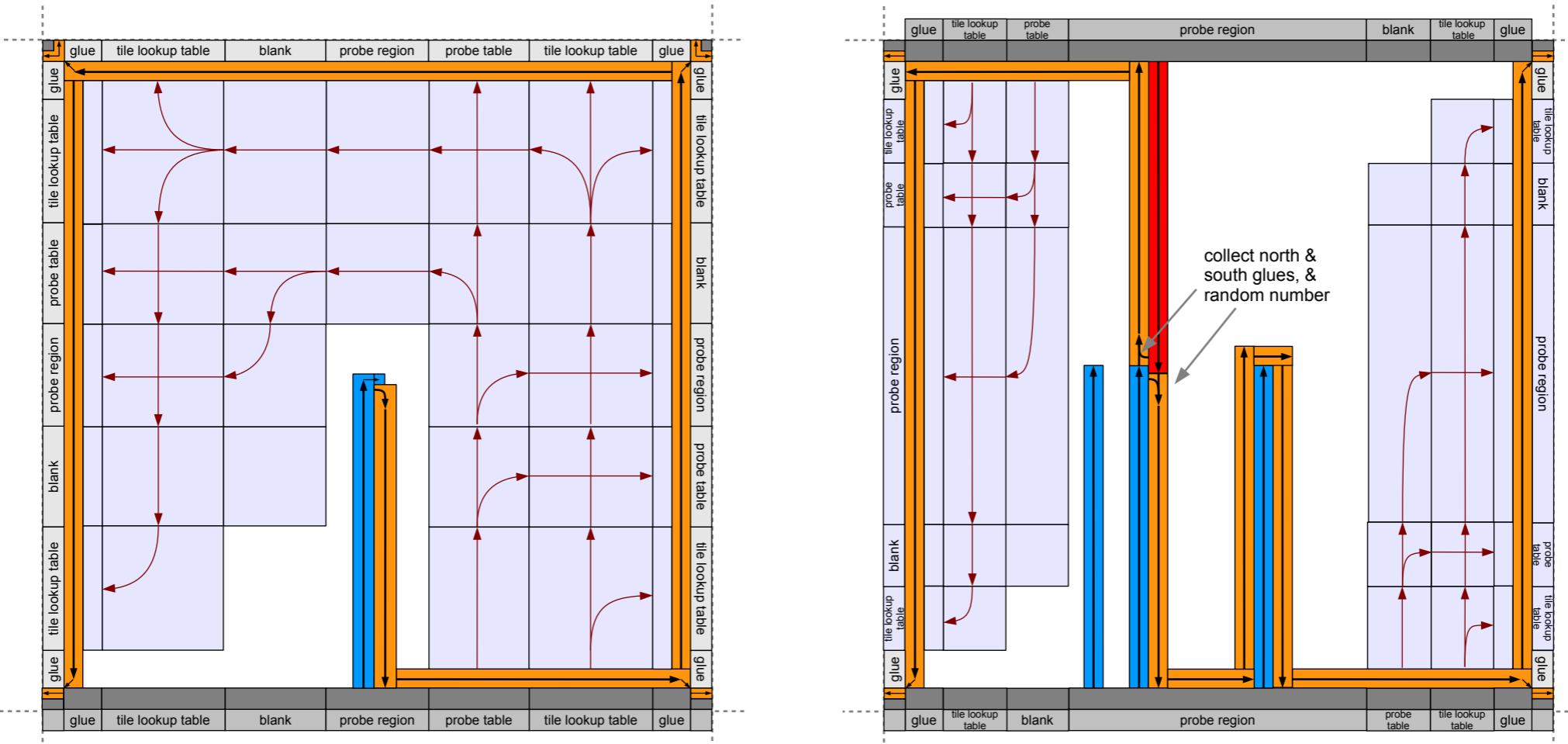
# Simulation

- For (any) simulated tile assembly system  $\mathcal{T}$ 
  - $\mathcal{T} = (\text{tileset } T, \text{ seed assembly } \sigma, \text{ temperature } \tau)$
- Tile assembly system  $\mathcal{U}$  simulates  $\mathcal{T}$  if:
  - Tiles from  $\mathcal{T}$  are represented by  $m \times m$  supertiles in  $\mathcal{U}$
  - Assemblies produced by  $\mathcal{U}$  represent exactly assemblies produced by  $\mathcal{T}$  (via a representation function  $R : \text{Blocks of tiles from } U \rightarrow \text{tiles from } T$ )
  - Dynamics are equivalent in  $\mathcal{U}$  and  $\mathcal{T}$ , ignoring  $m \times m$  scaling



# Is there a universal tileset at $T^\circ=2$ ?

- Rescaling : *intrinsic simulation*

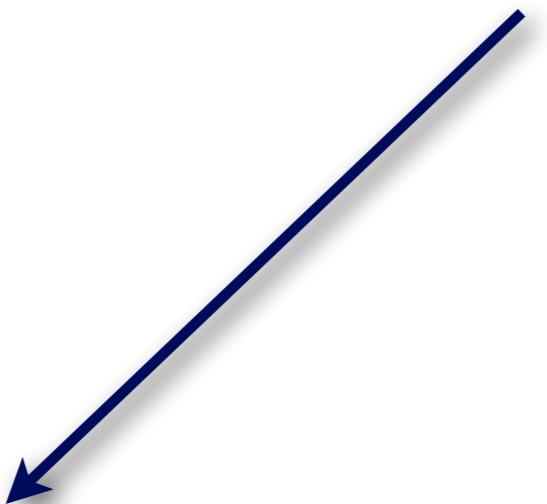
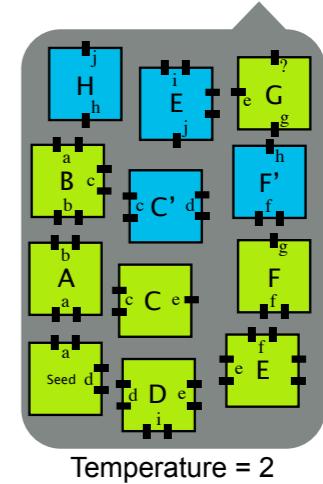


Doty Lutz  
Patitz  
Schweller  
Summers  
Woods 2012

Examples of macro-tiles

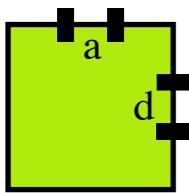
# Superside

Encoding of the entire simulated **tile assembly system** written down using tiles from the simulator  $U$



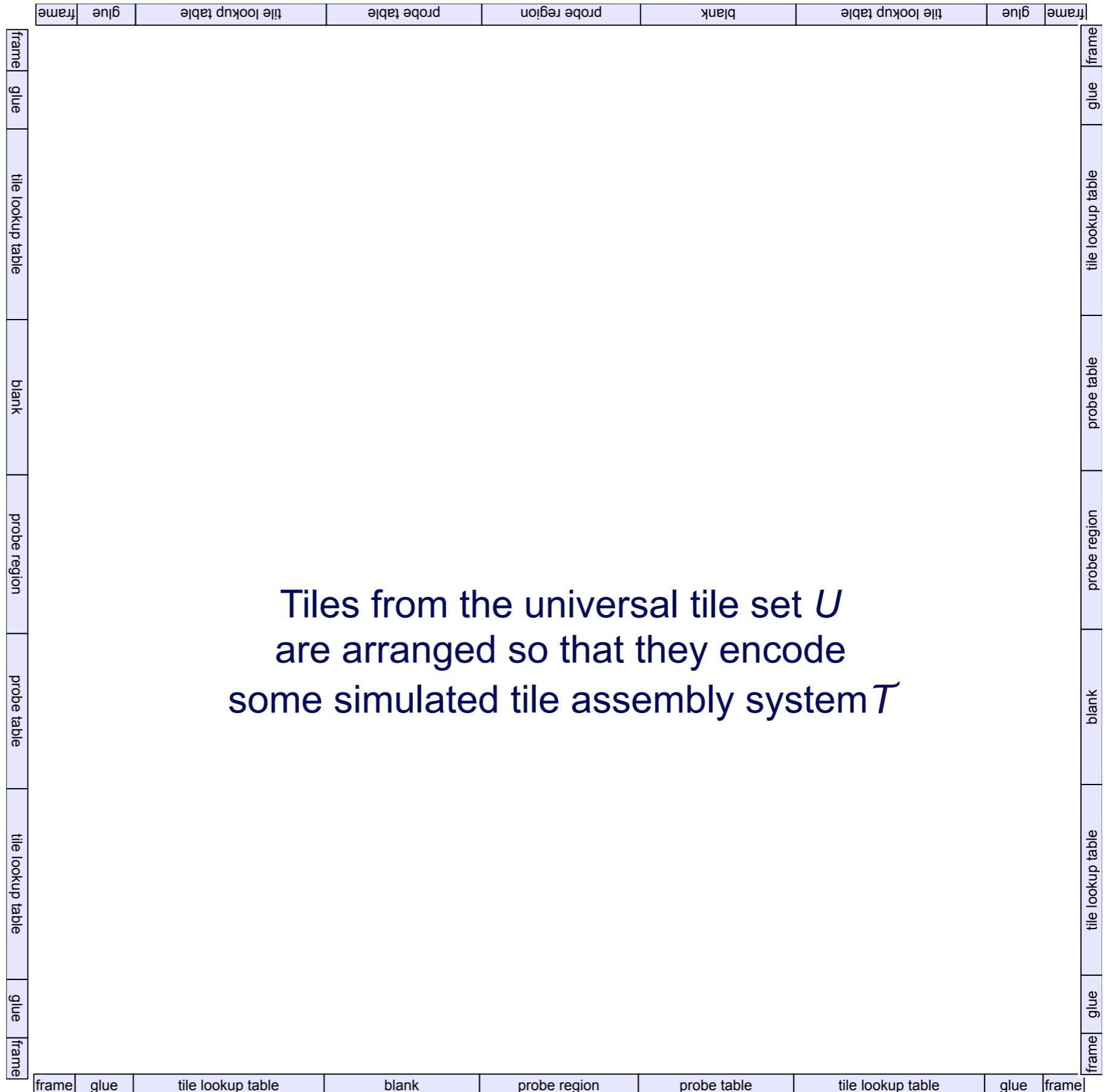
frame	glue	tile lookup table	blank	probe region	probe table	tile lookup table	glue	frame
4	$O(\log  T )$	$O( T ^4 \log  T )$	$O( T ^2)$	$O( T ^2)$	$O( T ^2)$	$O( T ^4 \log  T )$	$O(\log  T )$	4

$|T|$  is number of tiles in the simulated tileset  $T$ .

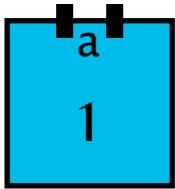


# Preassembled seed supertile

Tiles from the universal tile set  $U$  are arranged so that they encode some simulated tile assembly system  $T$

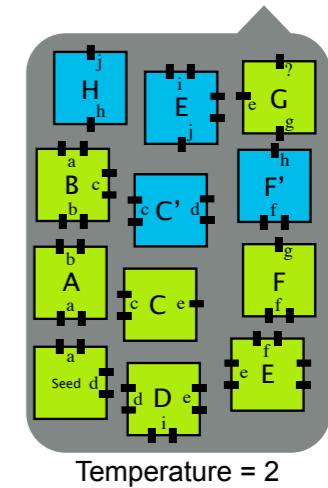


# Superside



Encoded glue of  
this superside  
(e.g. “a”)

Encoding of the  
entire simulated **tile assembly system**  
written down using  
tiles from the  
simulator  $U$



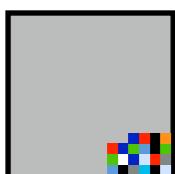
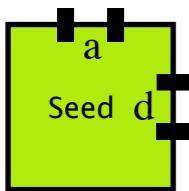
frame	glue	tile lookup table	blank	probe region	probe table	tile lookup table	glue	frame
4	$O(\log  T )$	$O( T ^4 \log  T )$	$O( T ^2)$	$O( T ^2)$	$O( T ^2)$	$O( T ^4 \log  T )$	$O(\log  T )$	4

Encoding of tile type 1 from  $T$   
 $|T|$  is number of tiles in the simulated tileset  $T$ .

# seed supertile

Growth begins from here!

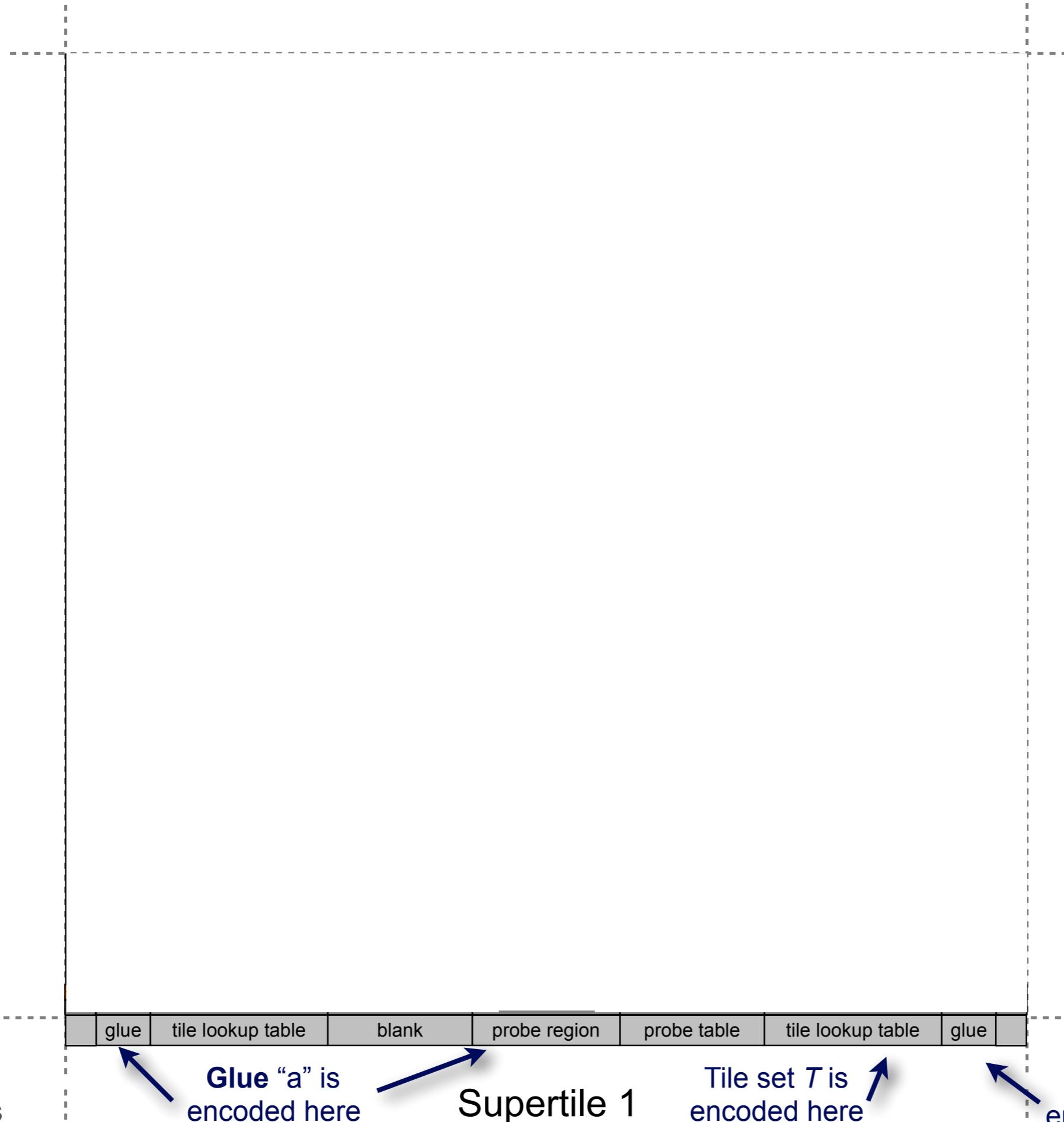
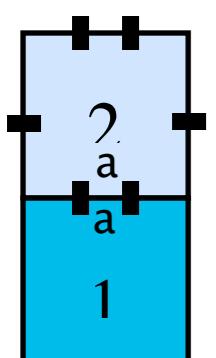
Tiles from the universal tile set  $U$   
are arranged so that they encode  
some simulated tile assembly system  $\mathcal{T}$



Preassembled  
seed supertile

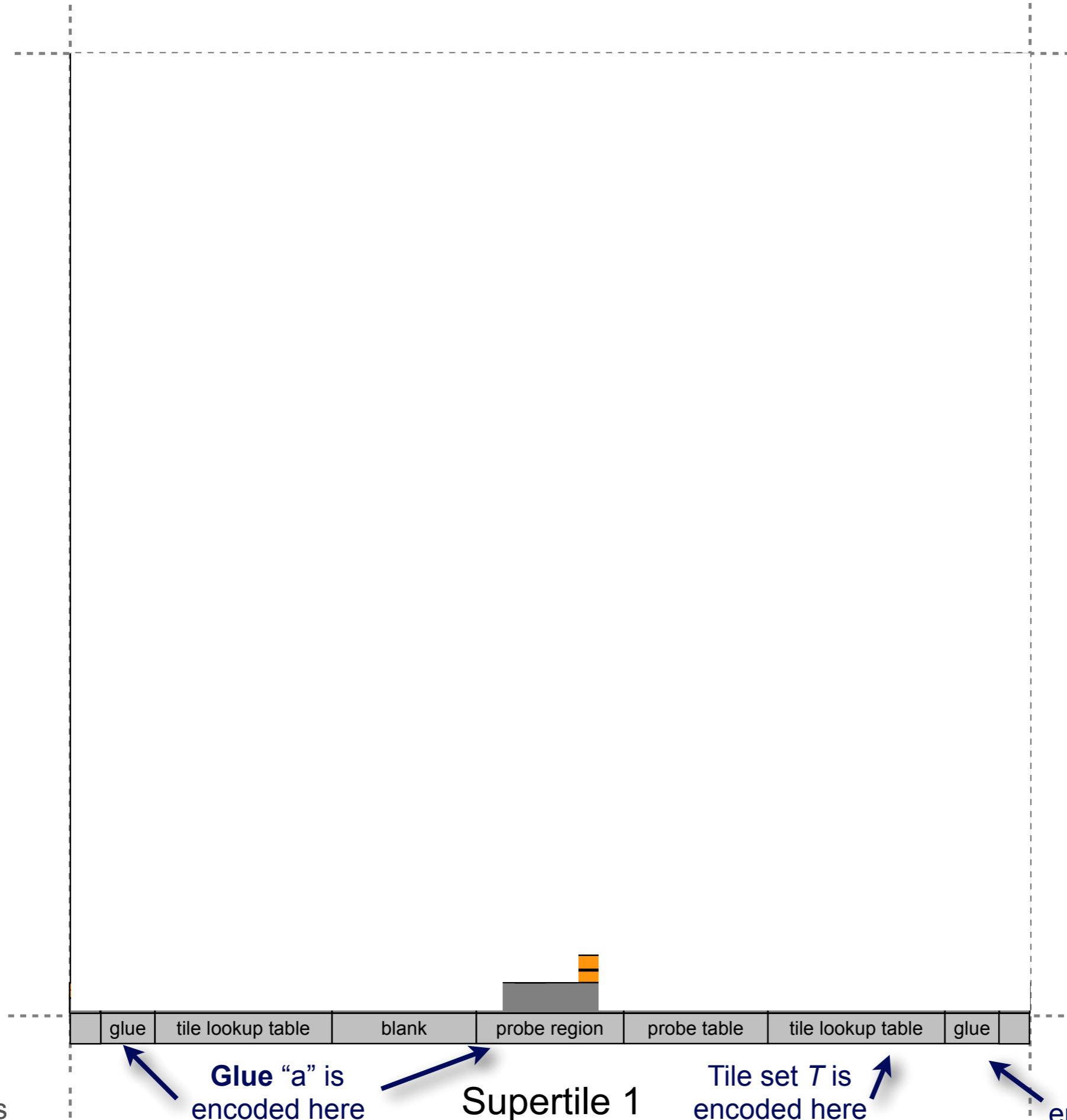
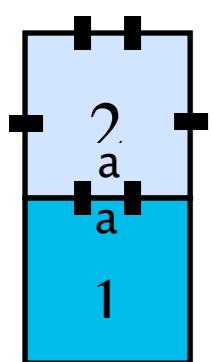


# One-sided binding with a single strength-T south superside



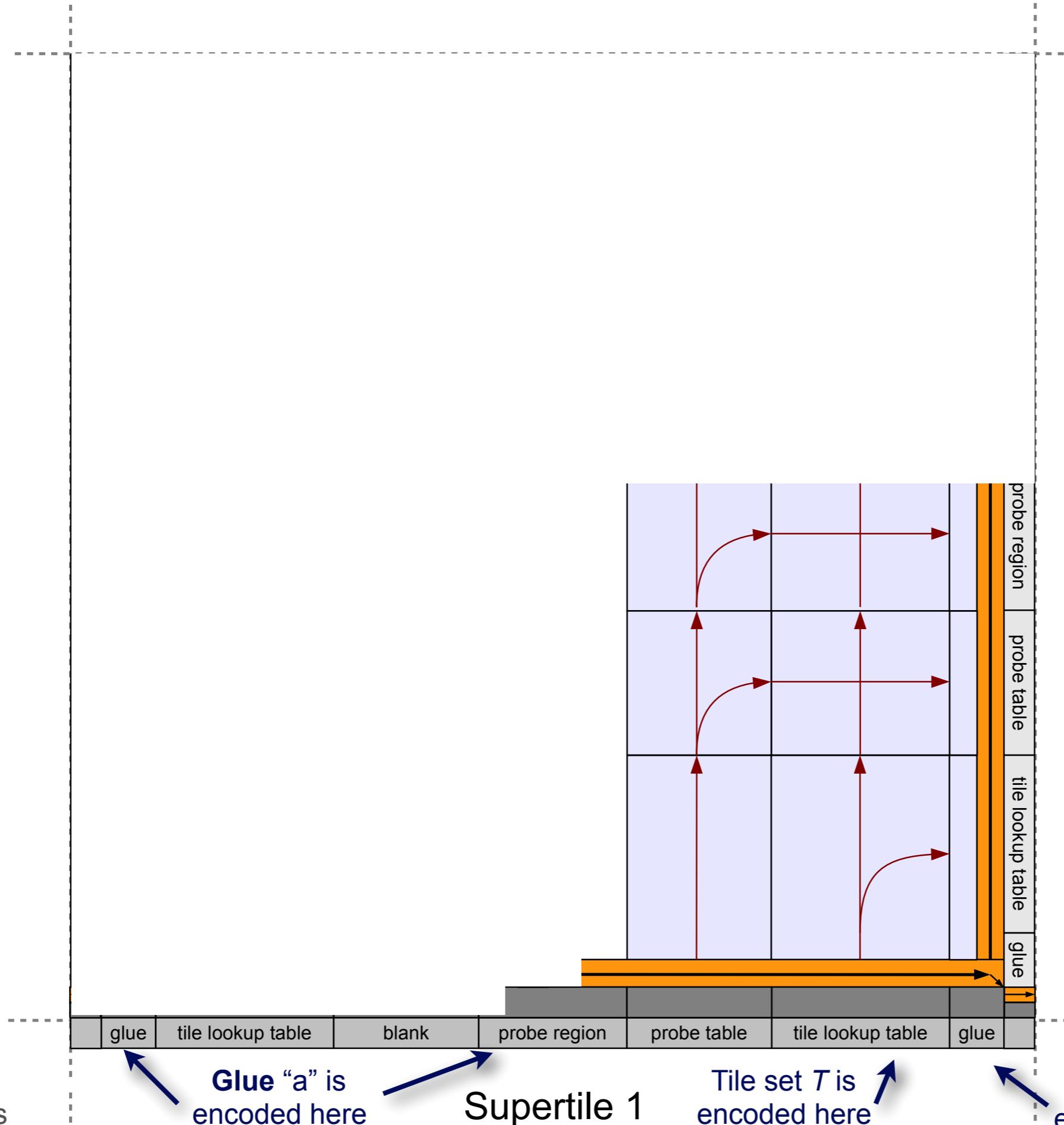
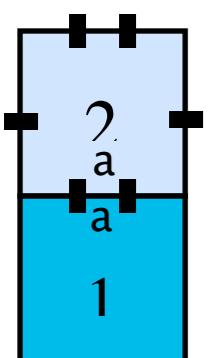
Goal: place a description of  $T$  and “tile 2” around the 4 super-edges

# One-sided binding with a single strength-T south superside



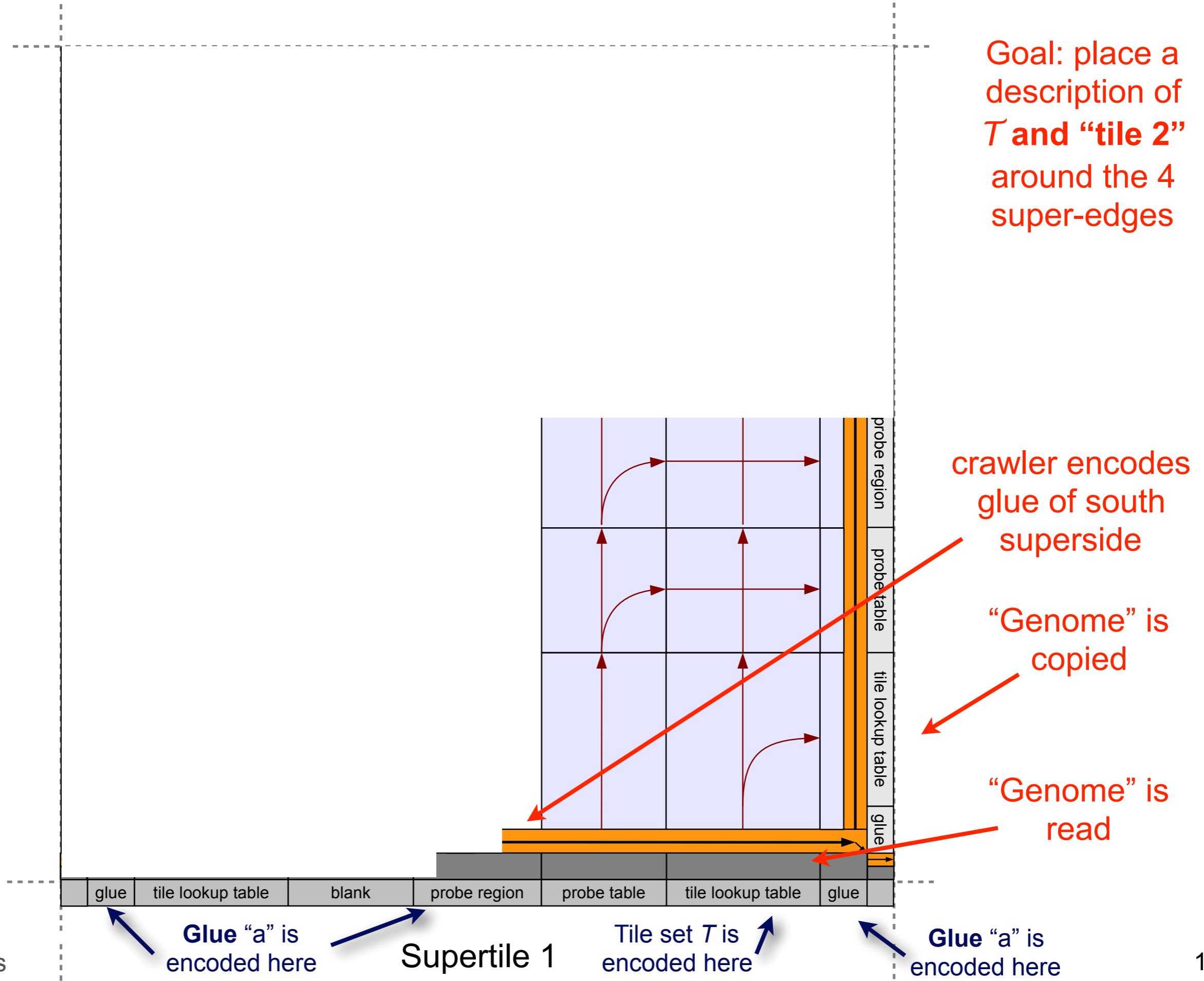
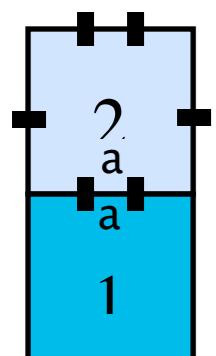
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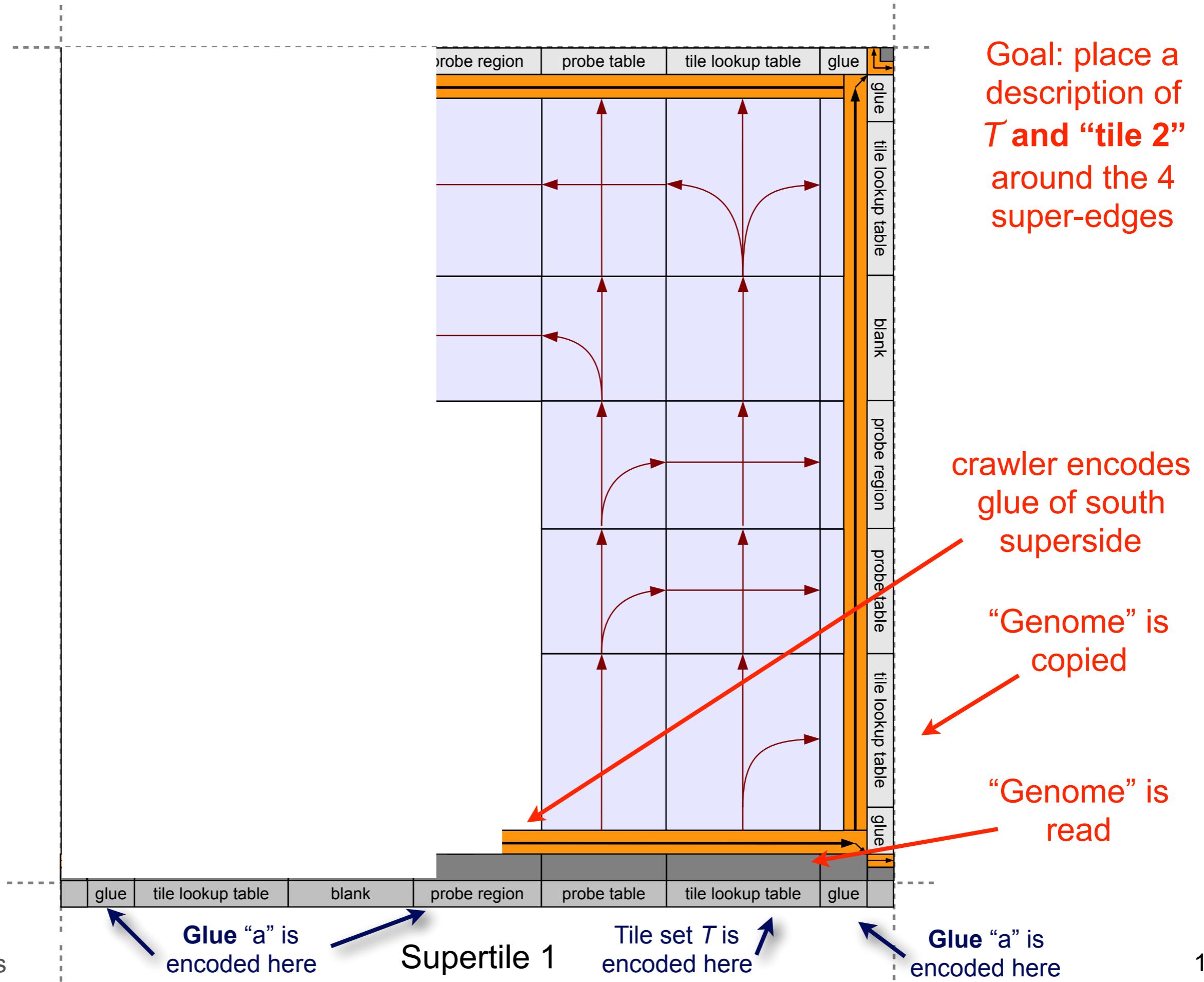
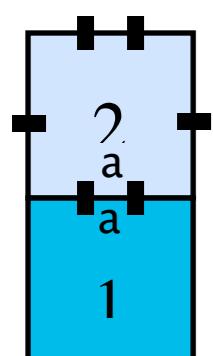


Goal: place a description of  $T$  and “tile 2” around the 4 super-edges

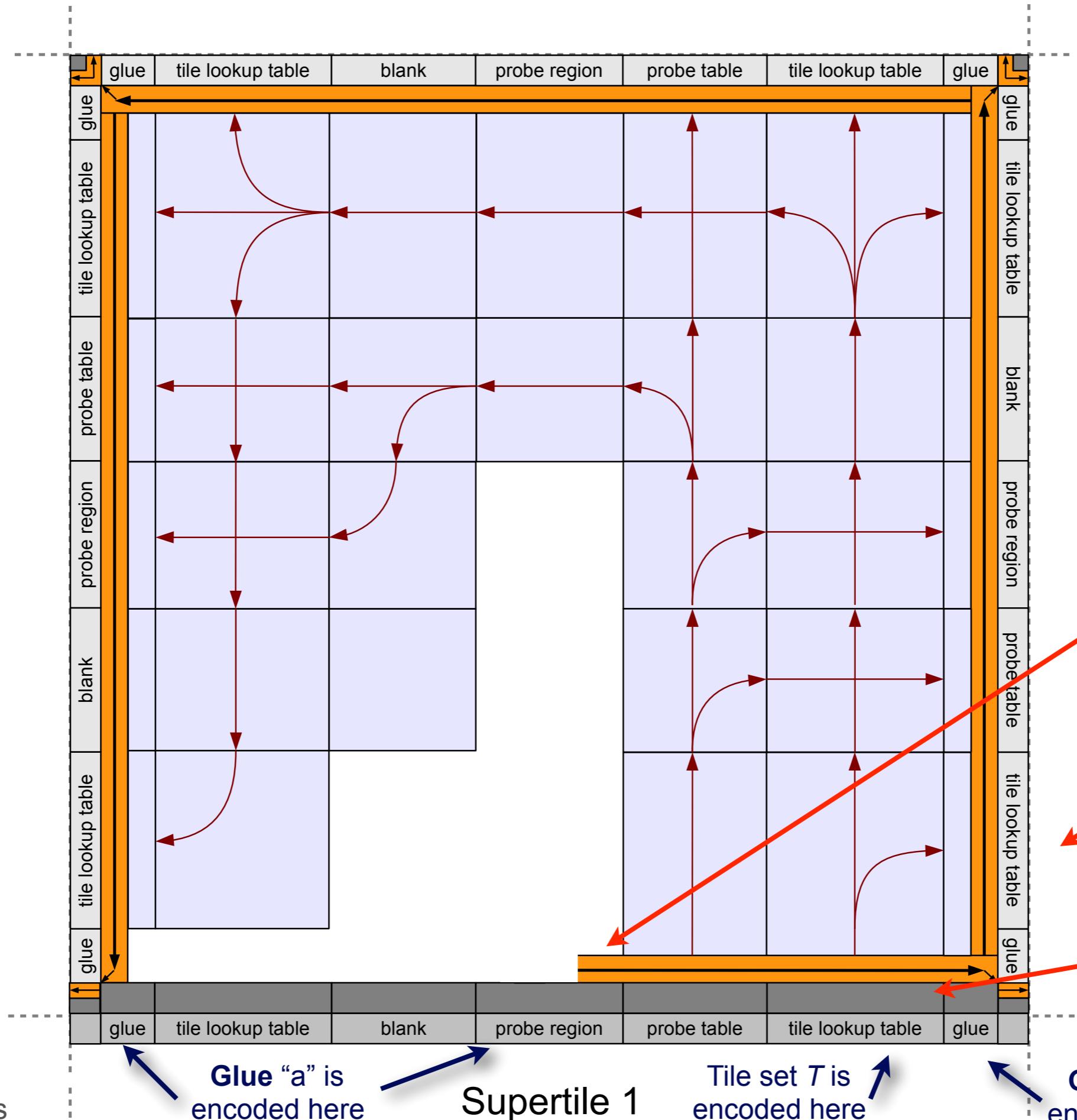
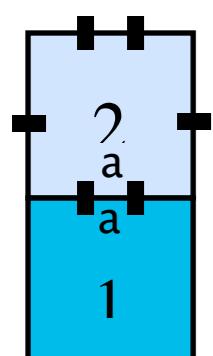
# One-sided binding with a single strength-T south superside



# One-sided binding with a single strength-T south superside



# One-sided binding with a single strength-T south superside



Goal: place a description of  $T$  and “tile 2” around the 4 super-edges

crawler encodes  
glue of south  
superside

“Genome” is  
copied

“Genome” is  
read

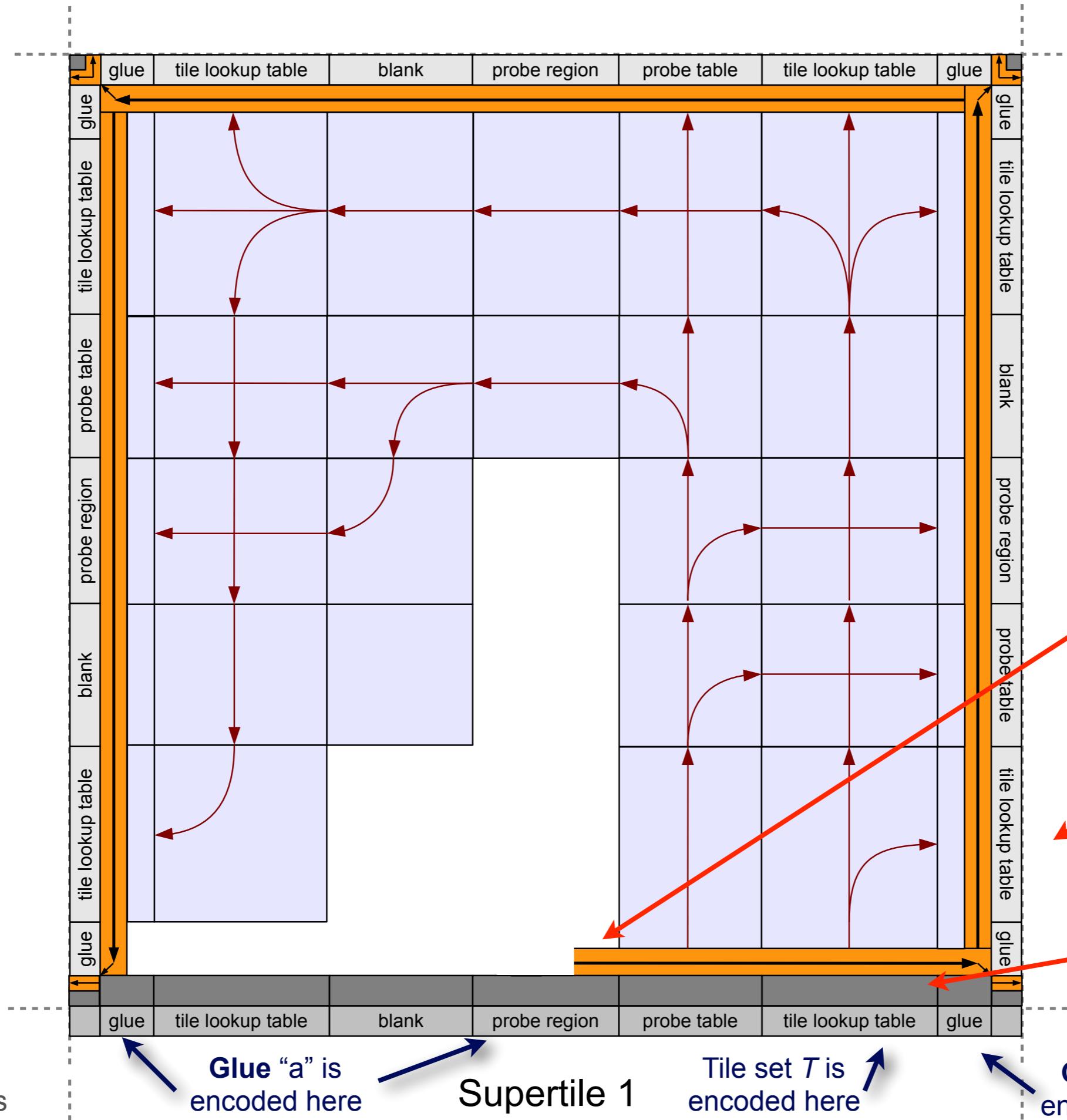
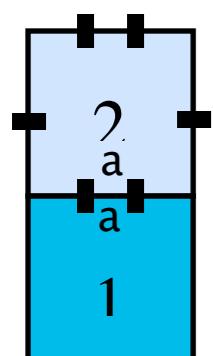
Glue “a” is  
encoded here

Tile set  $T$  is  
encoded here

Glue “a” is  
encoded here

Supertile 1

# One-sided binding with a single strength-T south superside



Goal: place a description of  $T$  and “tile 2” around the 4 super-edges

Nondeterminism  
Rotations

crawler encodes  
glue of south  
superside

“Genome” is  
copied

“Genome” is  
read

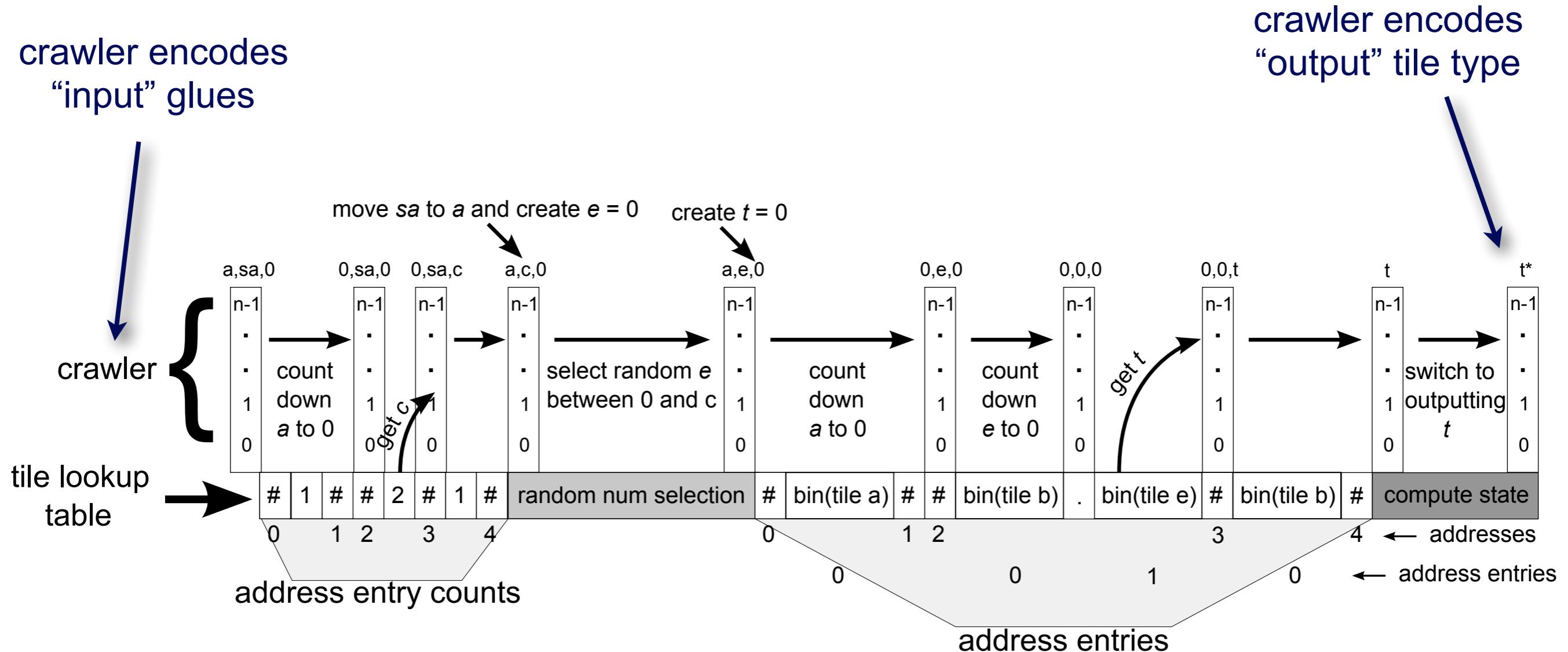
Glue “a” is  
encoded here

Tile set  $T$  is  
encoded here

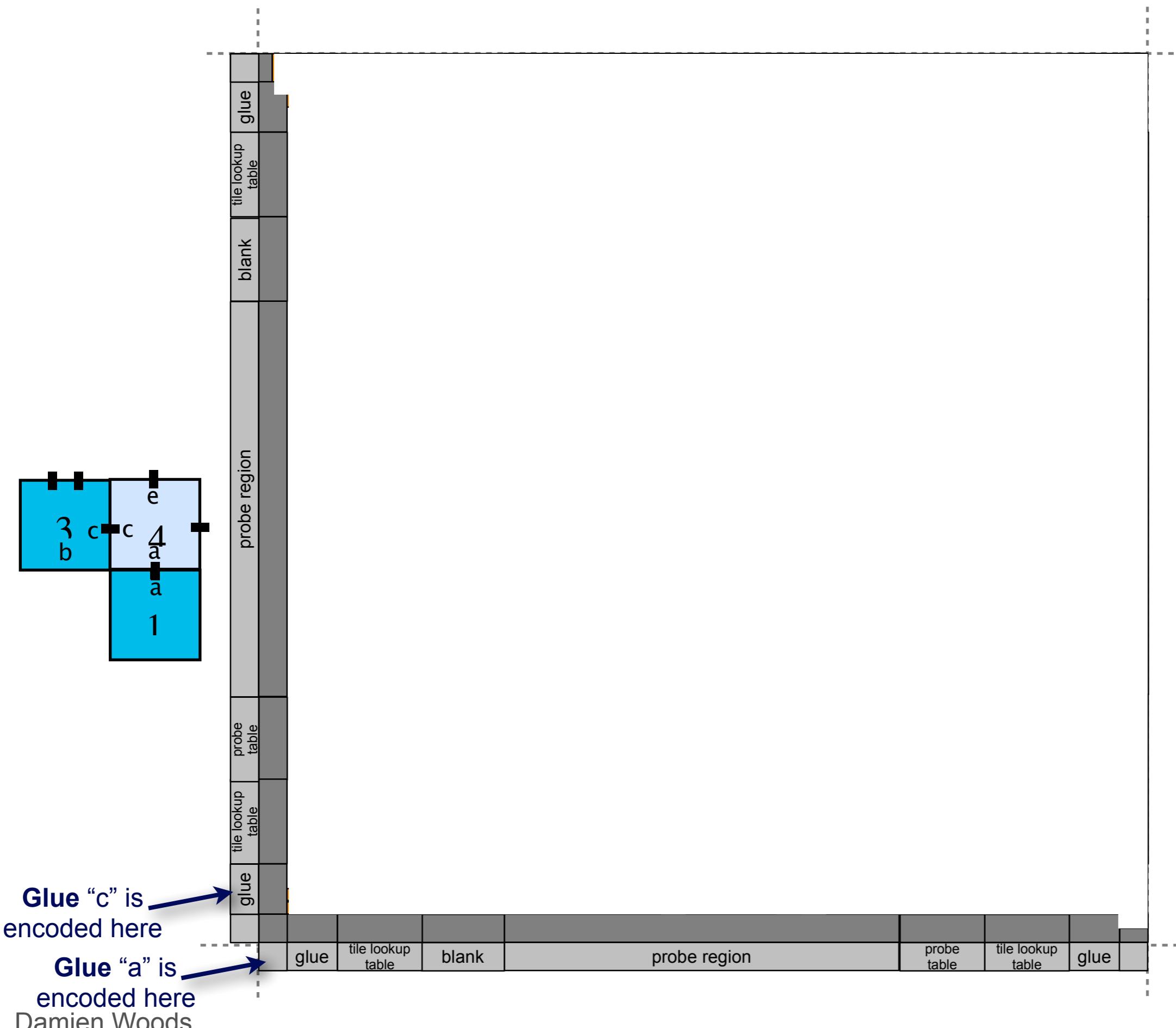
Glue “a” is  
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Supertile 1

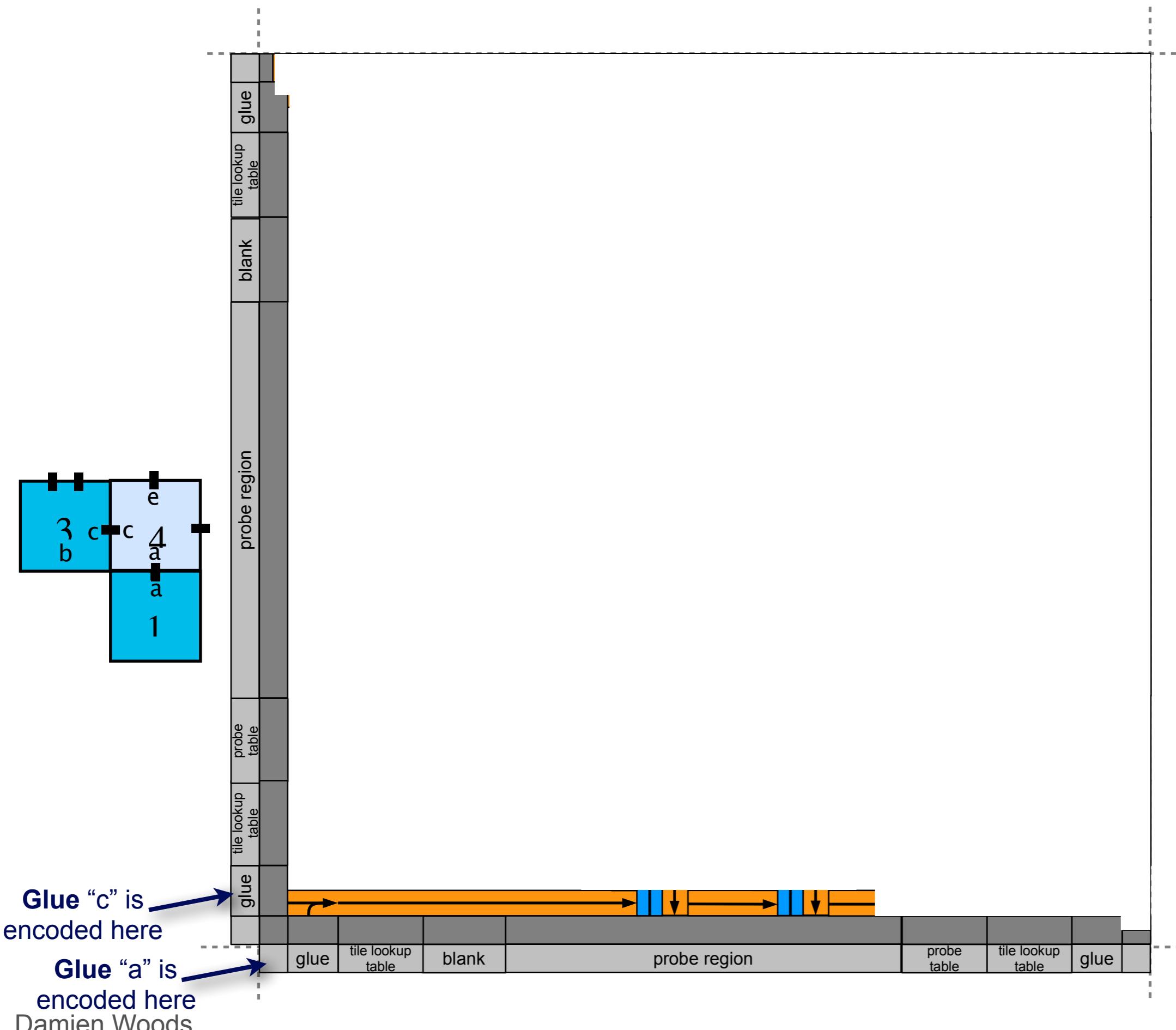
# Crawler doing a tile lookup



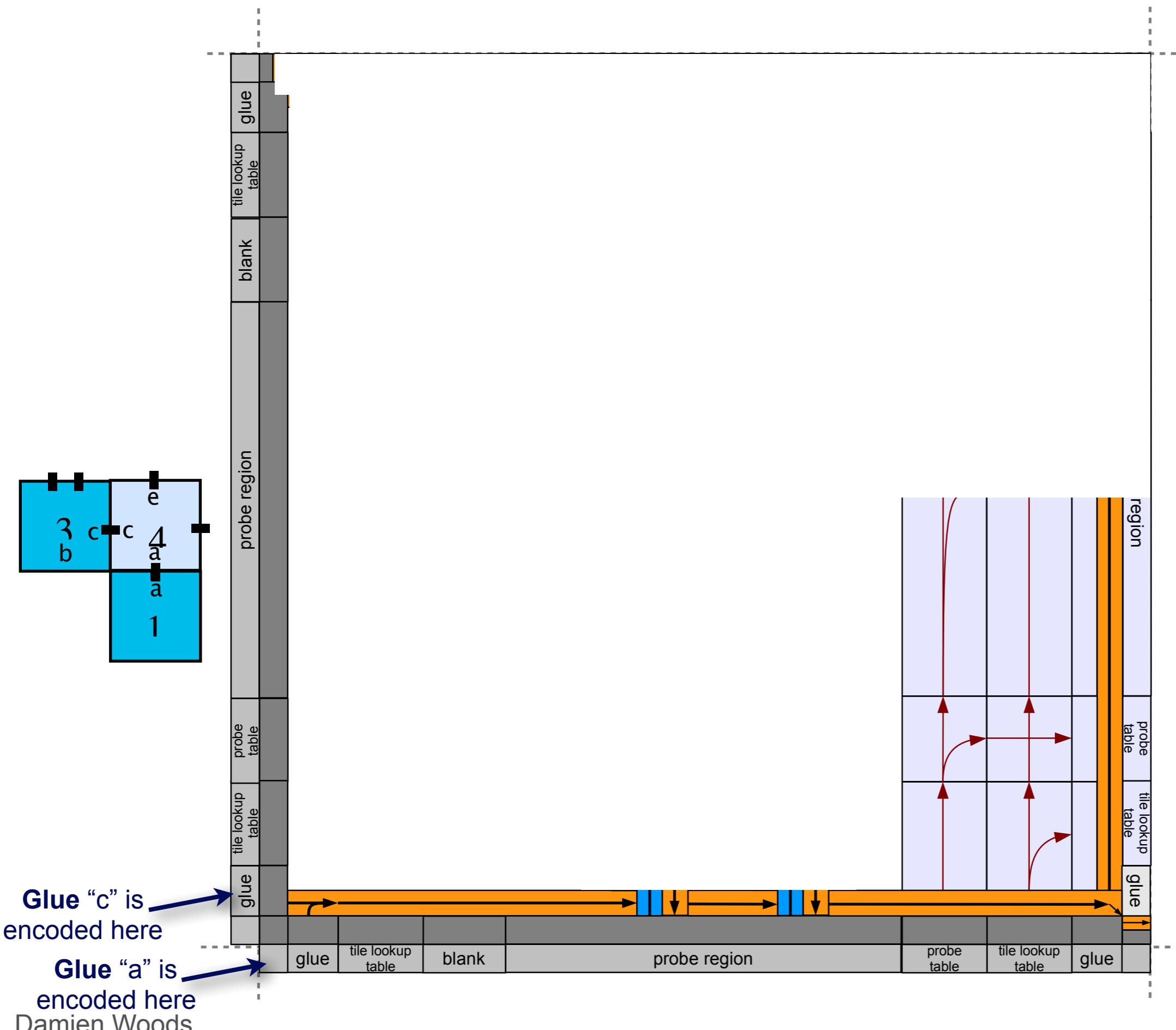
# Two-sided binding with adjacent cooperating supersides



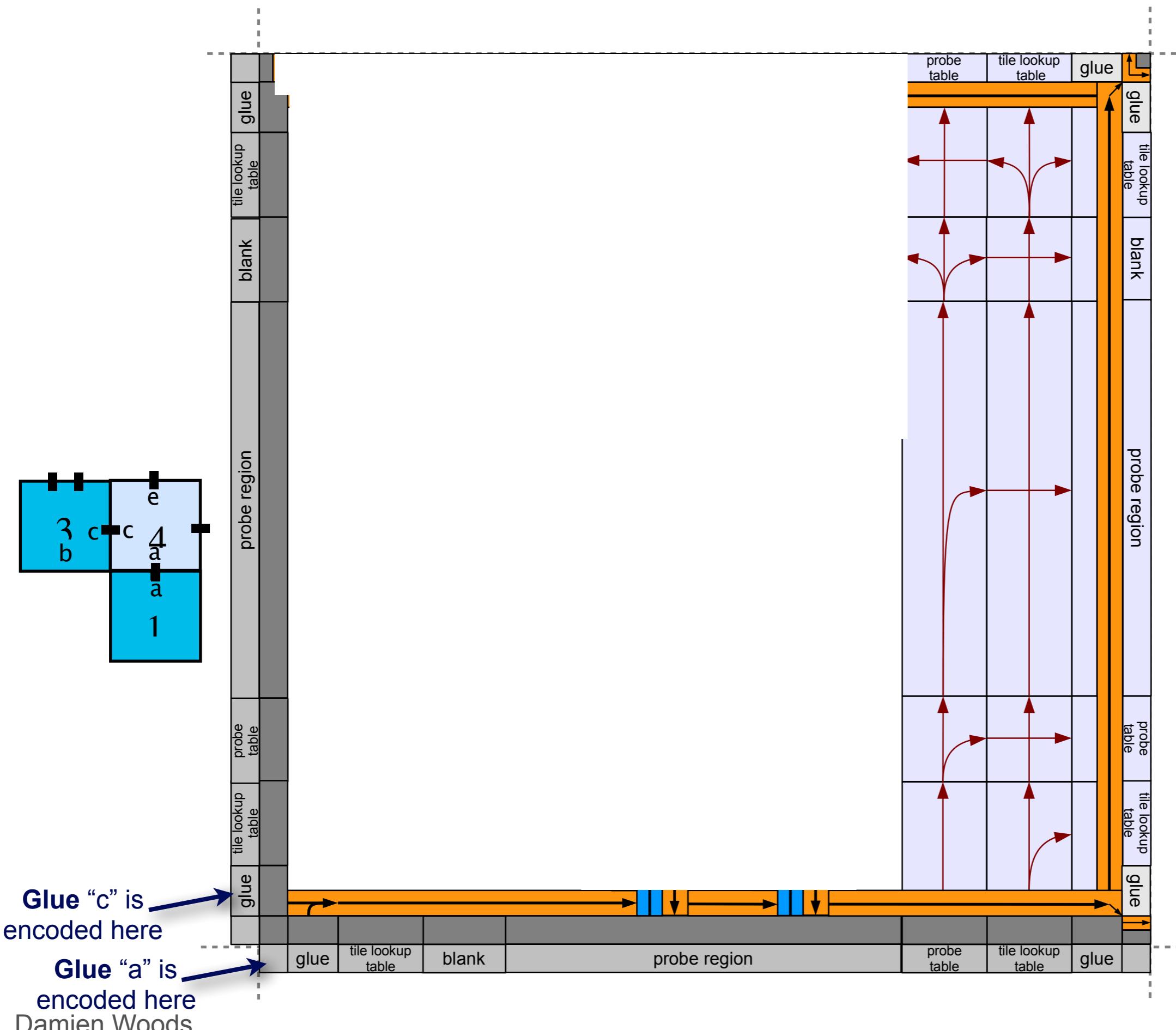
# Two-sided binding with adjacent cooperating supersides



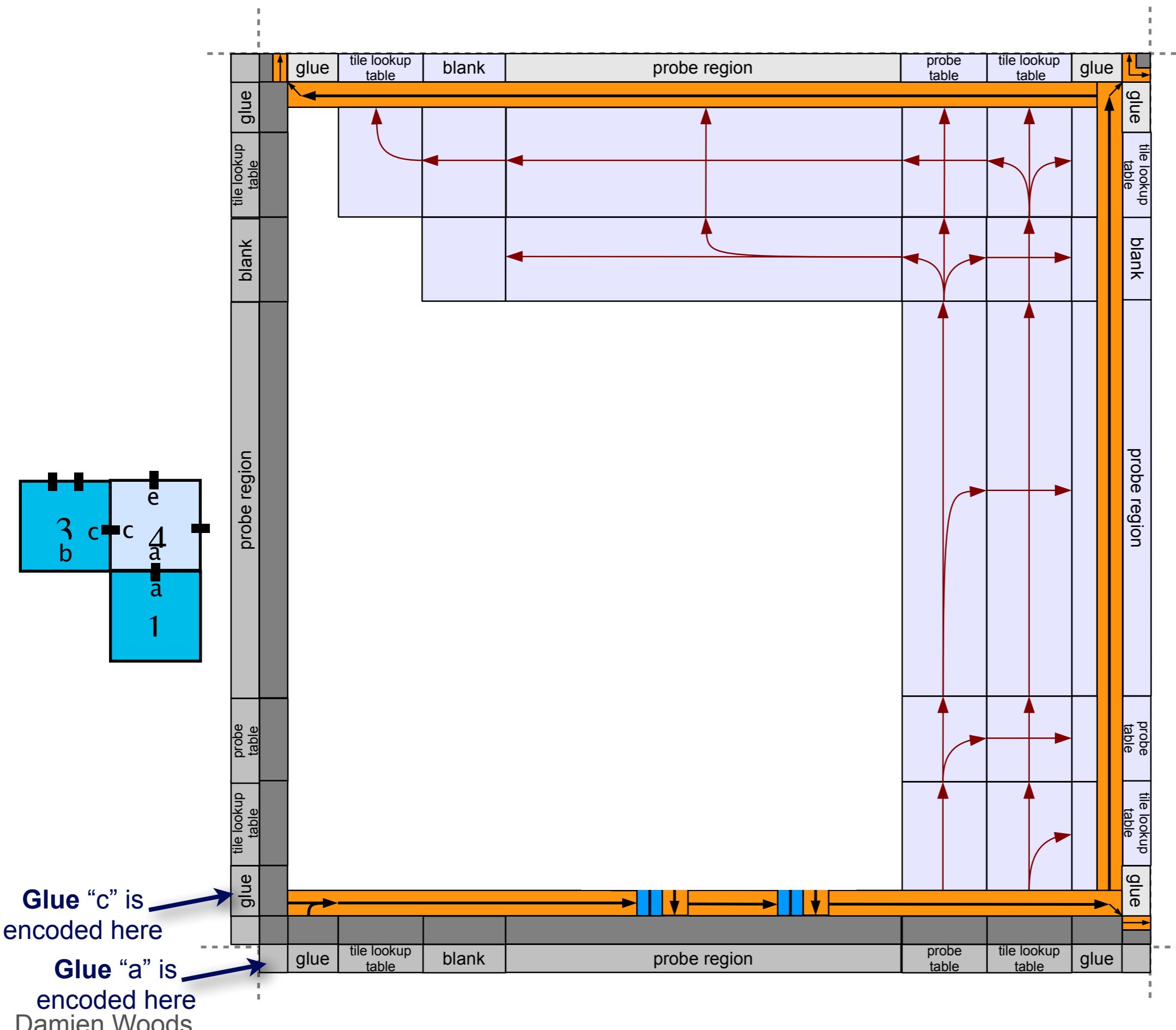
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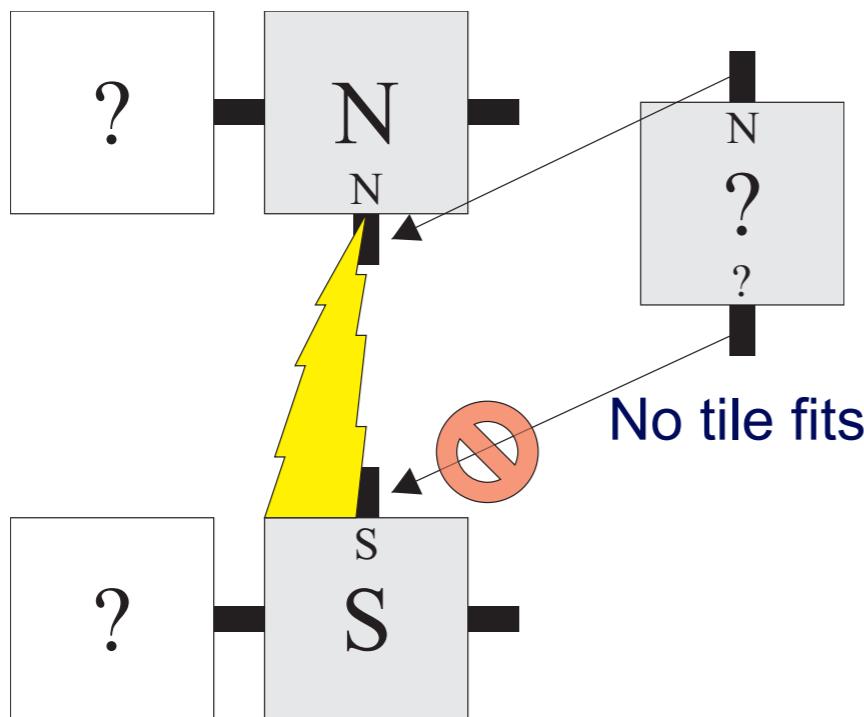
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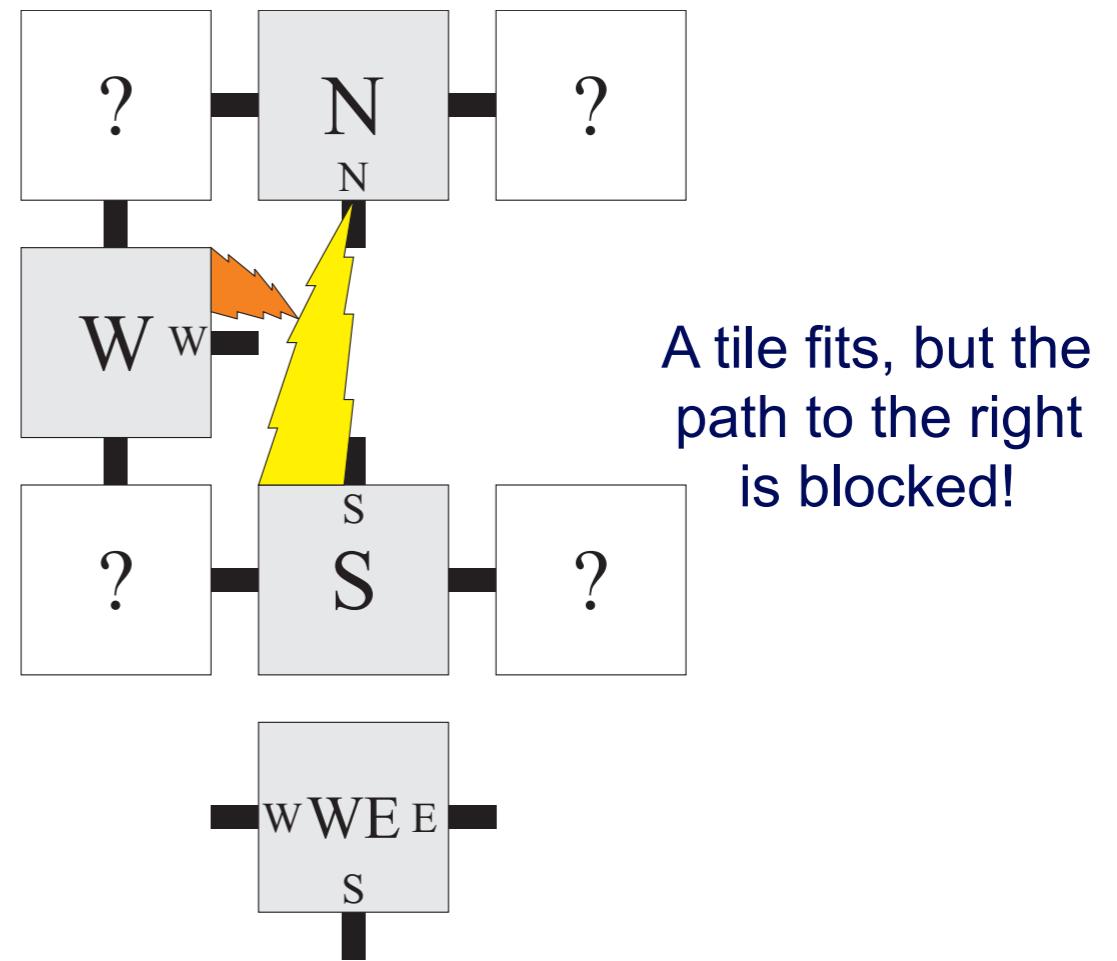
# Two-sided binding with adjacent cooperating supersides



# A key problem



No tile fits

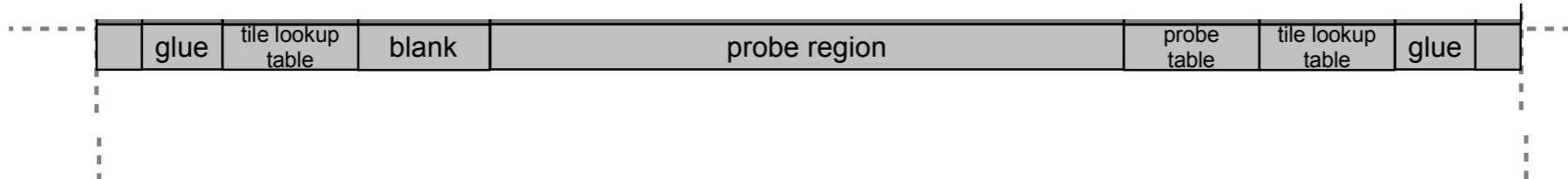
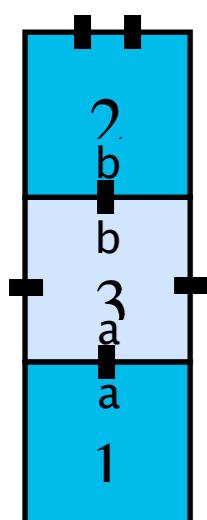
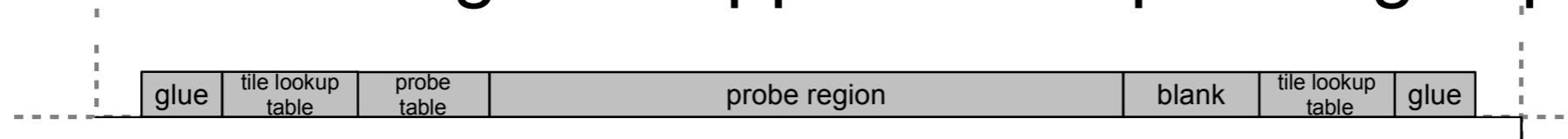


A tile fits, but  
the path to the right  
is blocked!

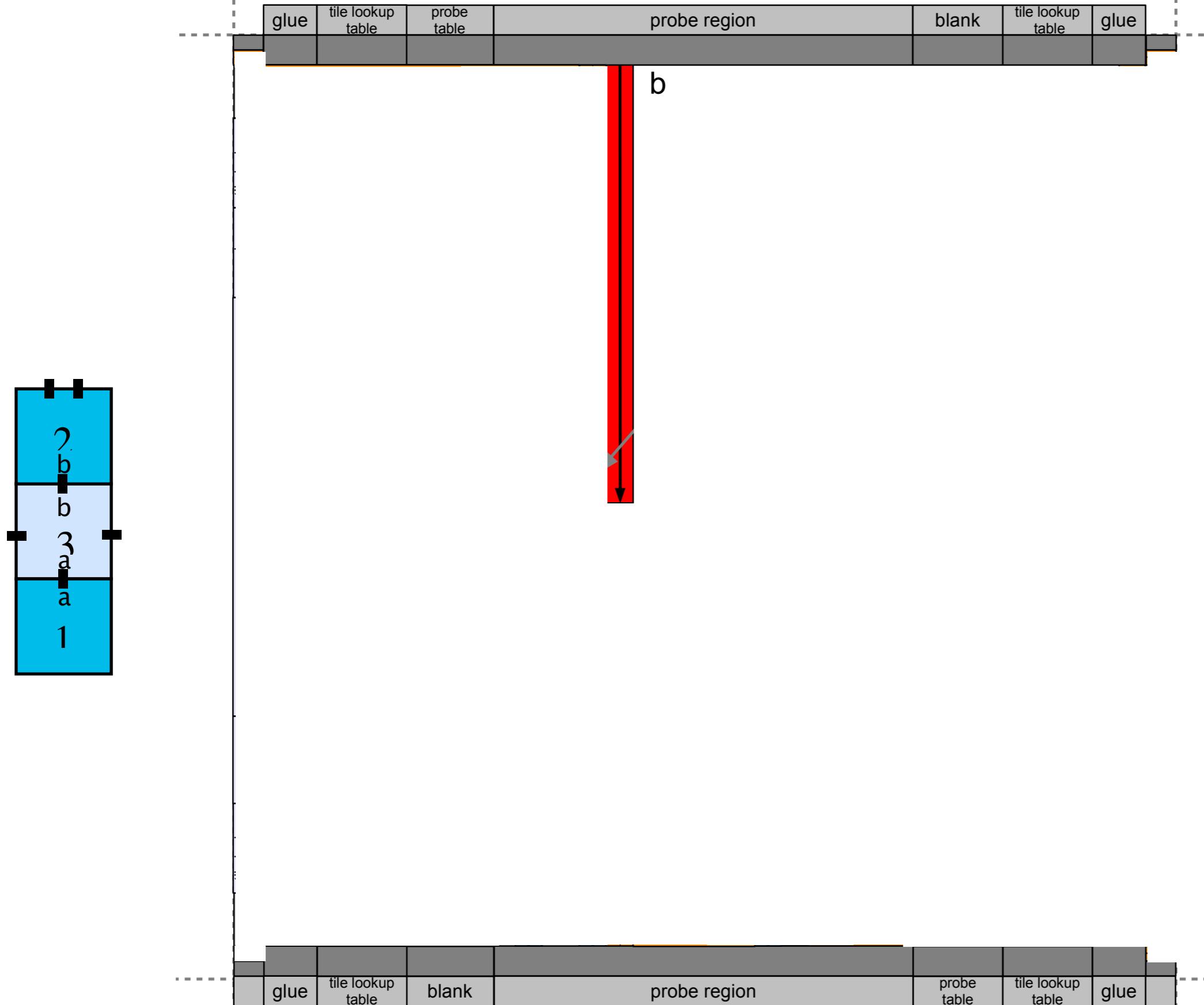
Better luck next time!

Uh oh!

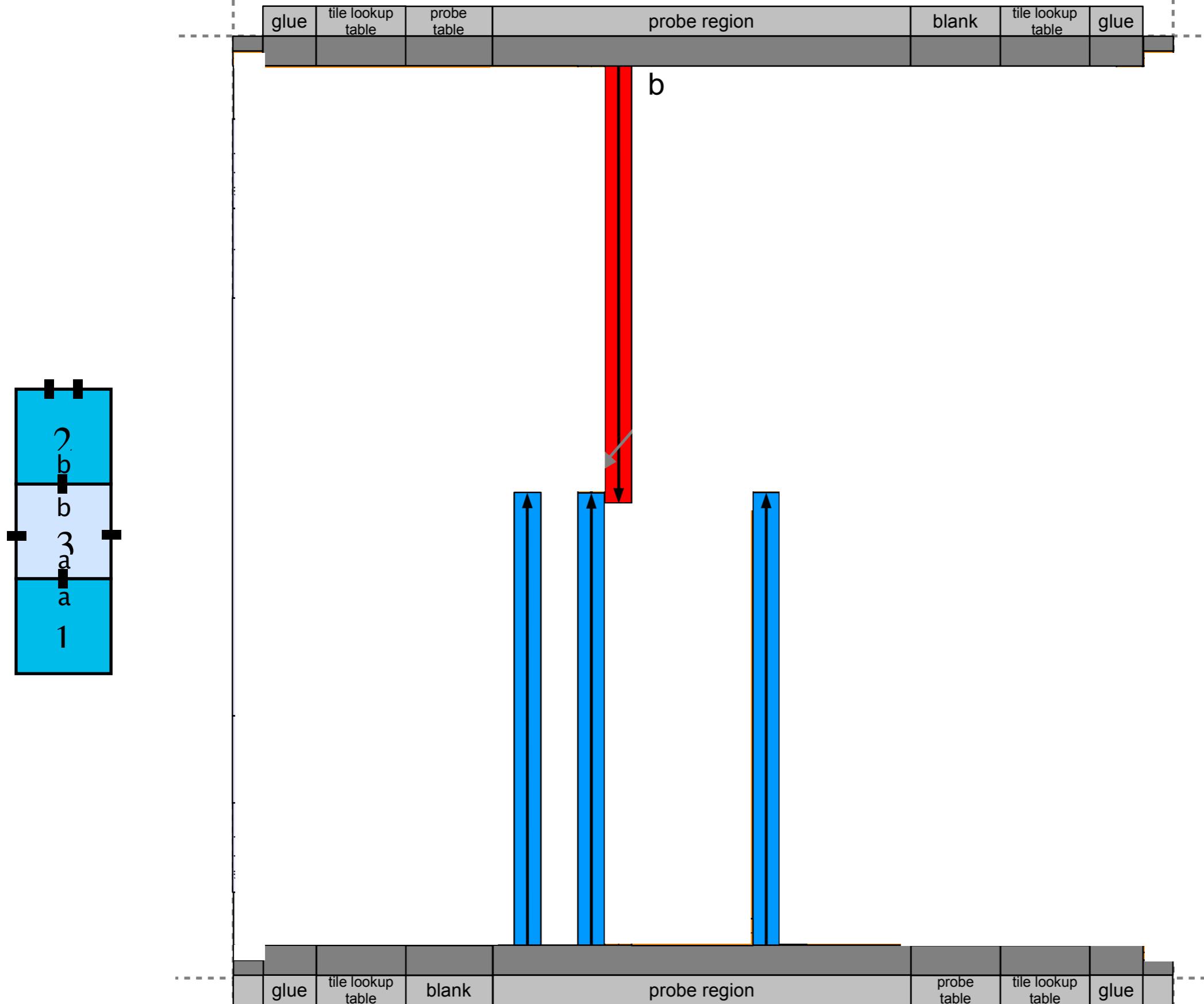
# Two-sided binding with opposite cooperating supersides



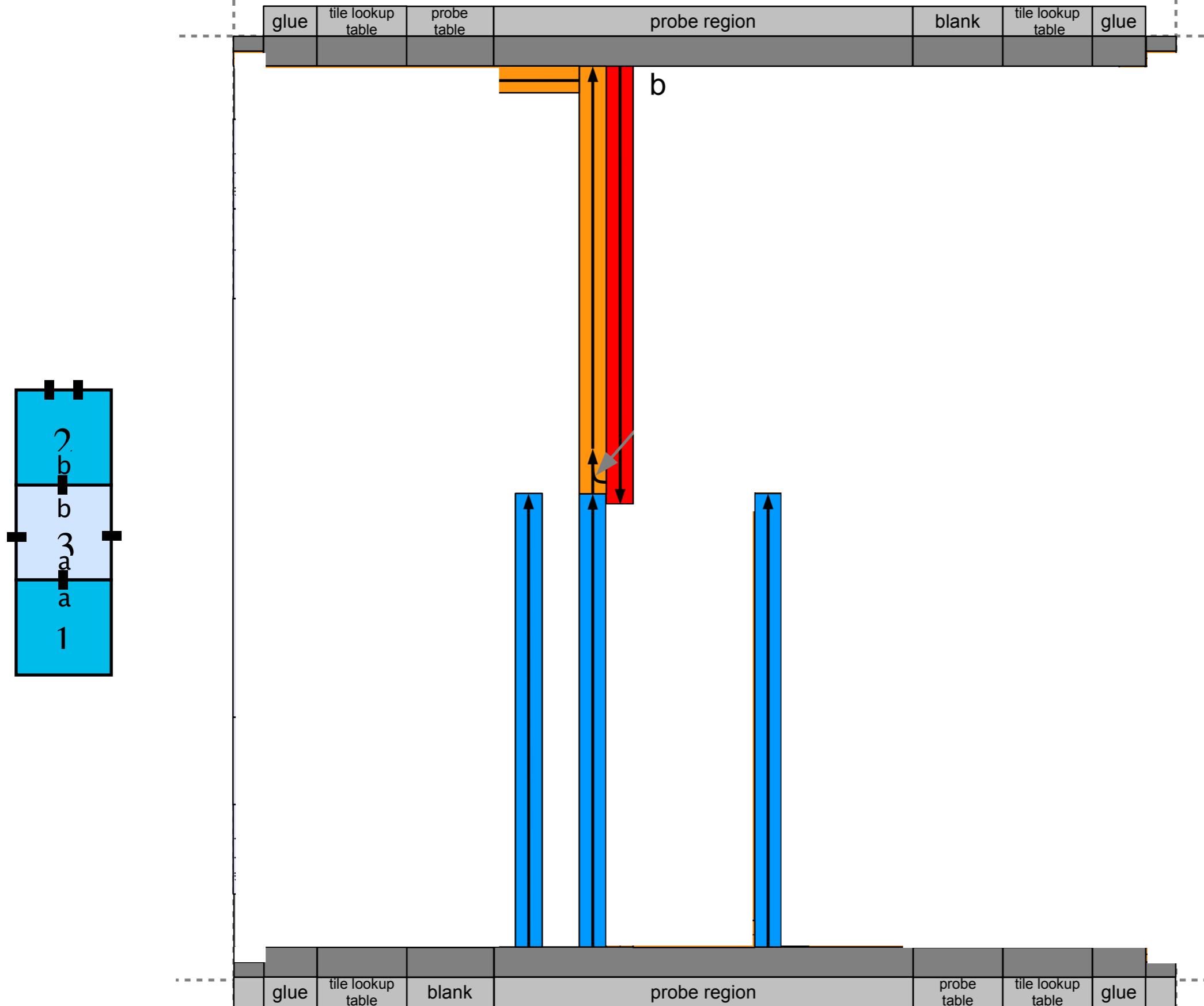
# Two-sided binding with opposite cooperating supersides



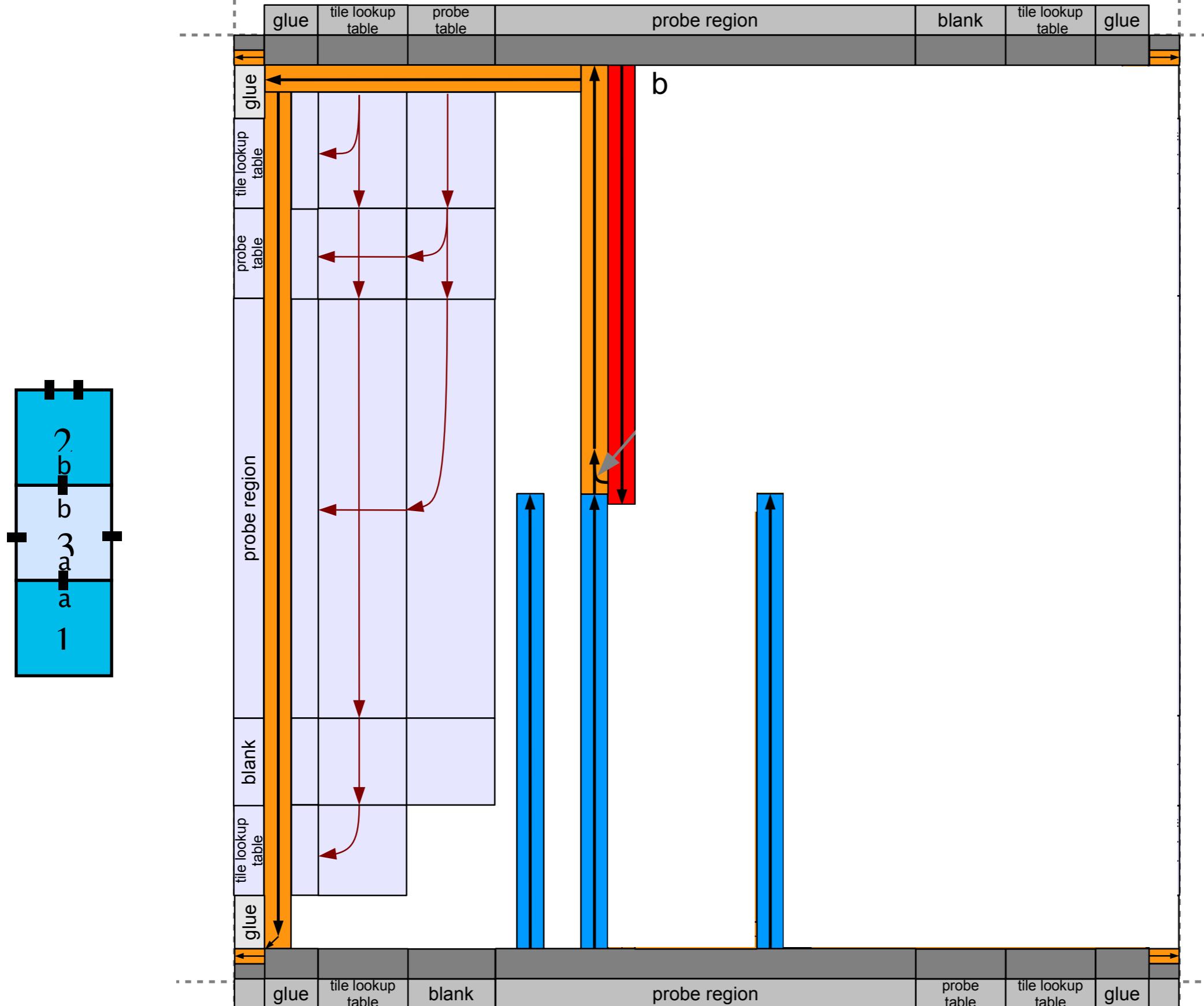
# Two-sided binding with opposite cooperating supersides



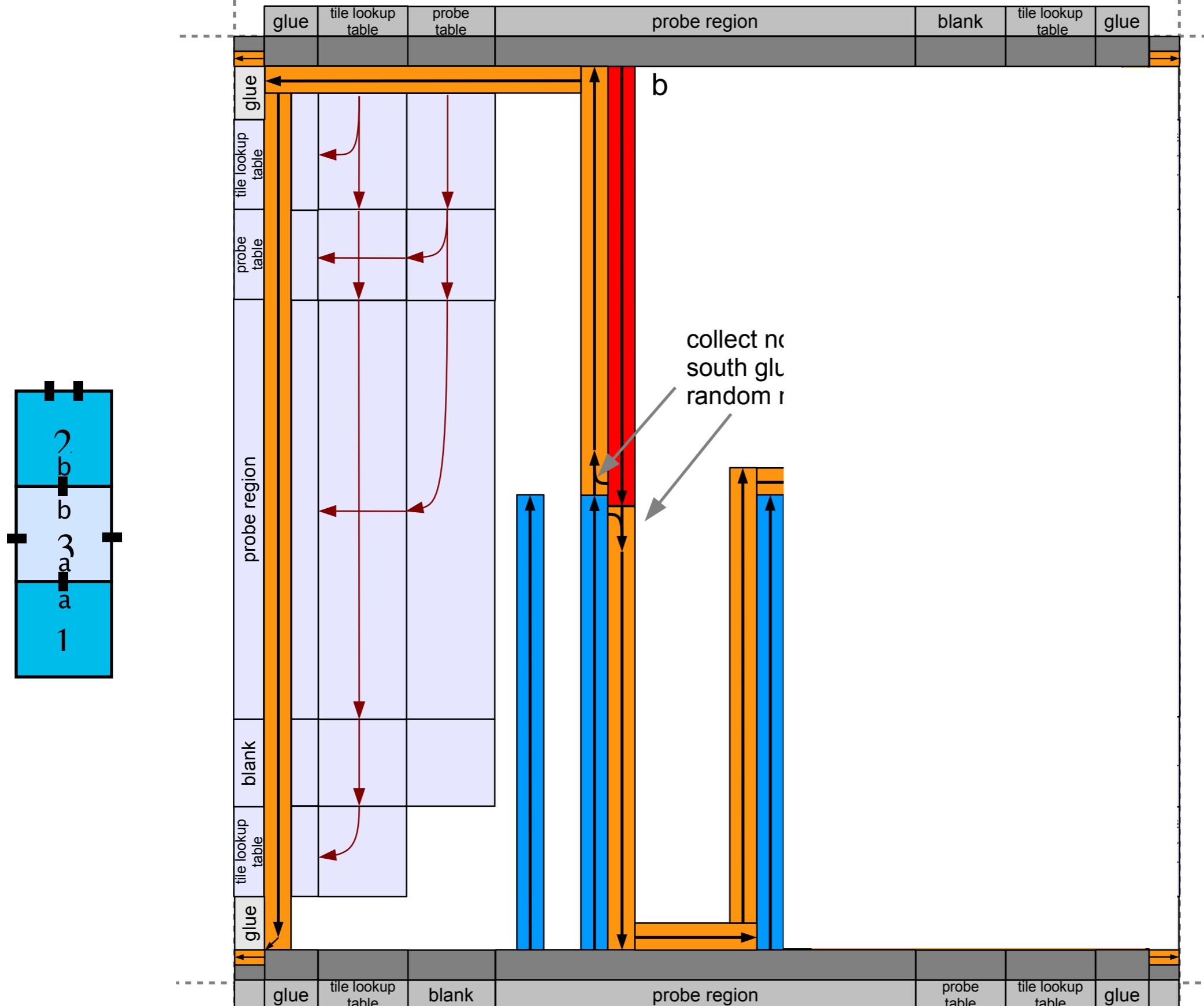
# Two-sided binding with opposite cooperating supersides



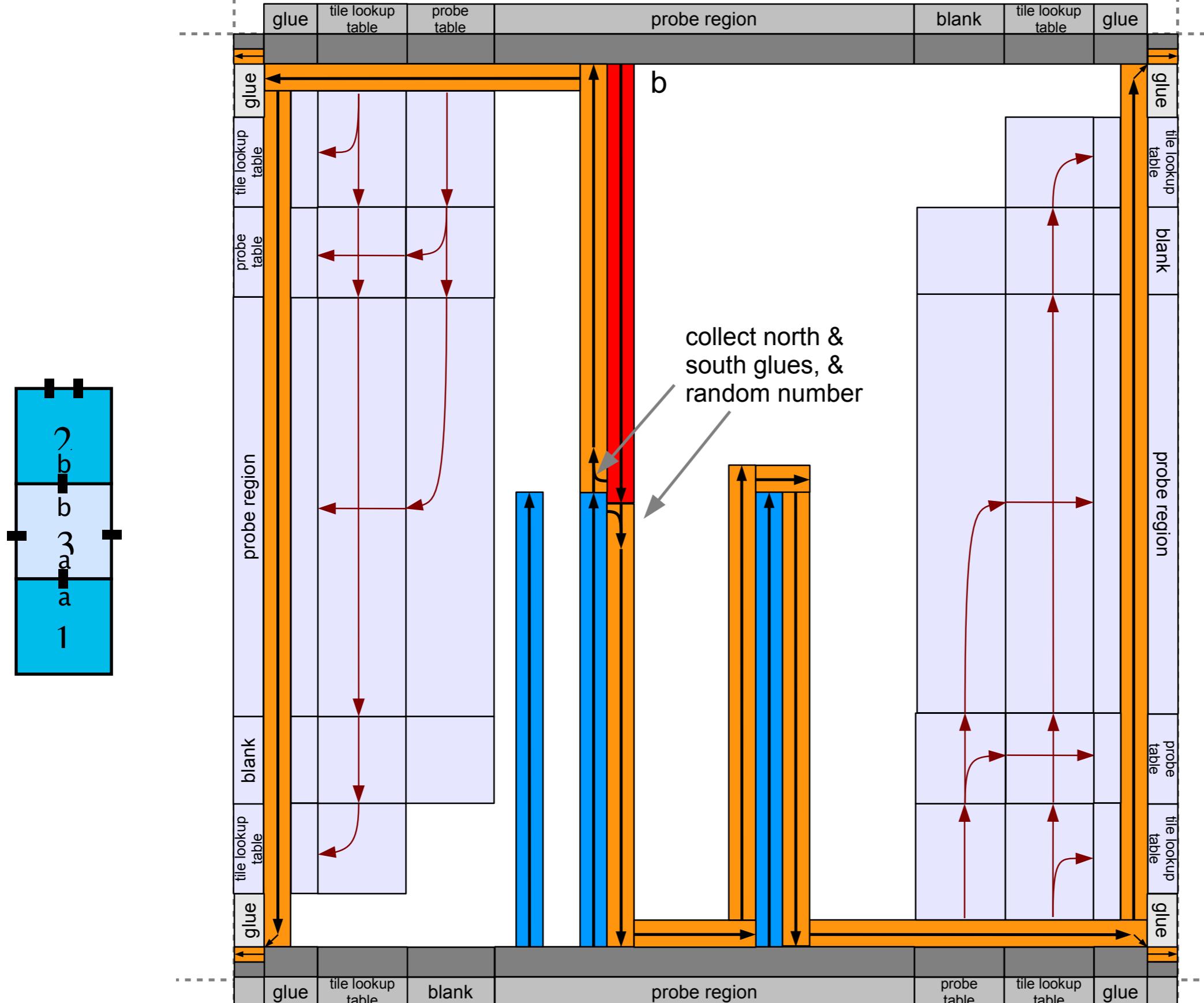
# Two-sided binding with opposite cooperating supersides



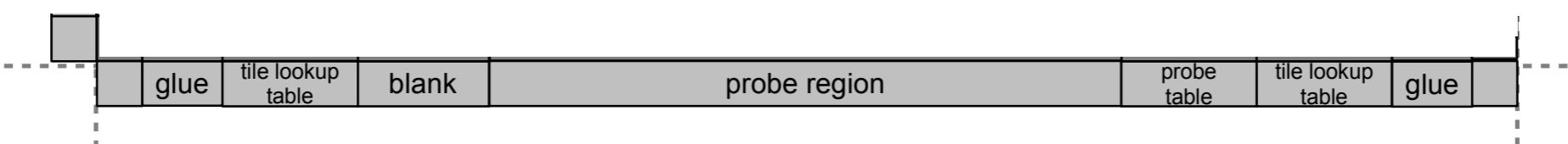
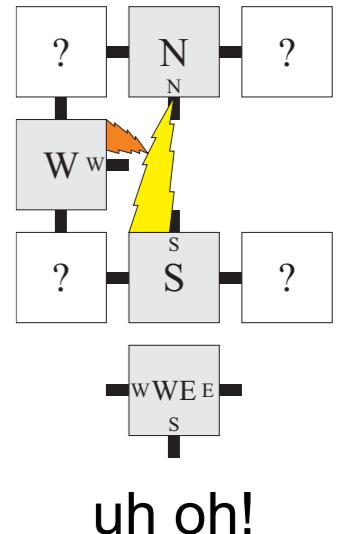
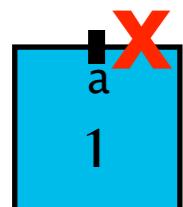
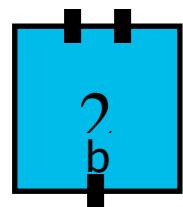
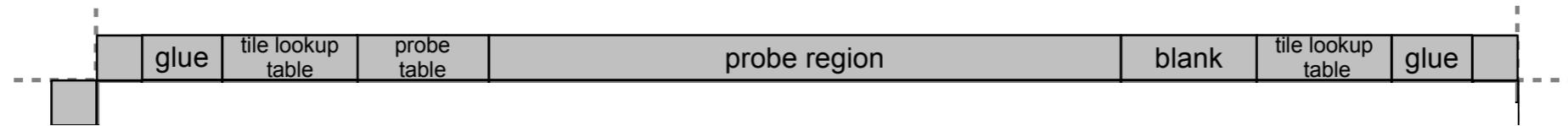
# Two-sided binding with opposite cooperating supersides



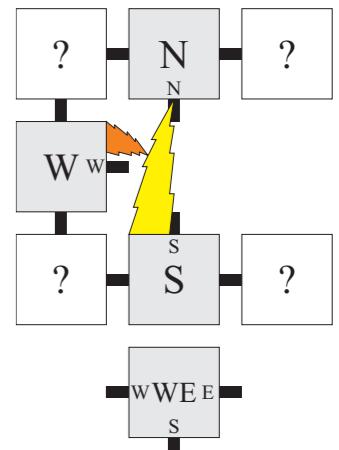
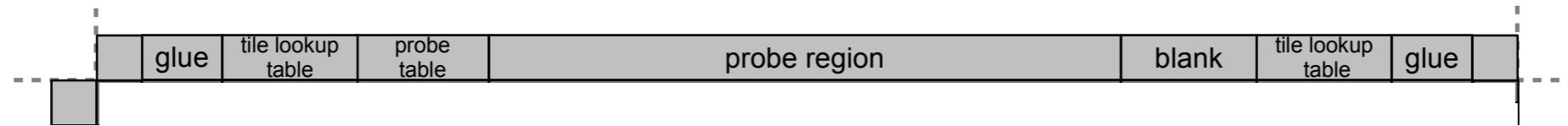
# Two-sided binding with opposite cooperating supersides



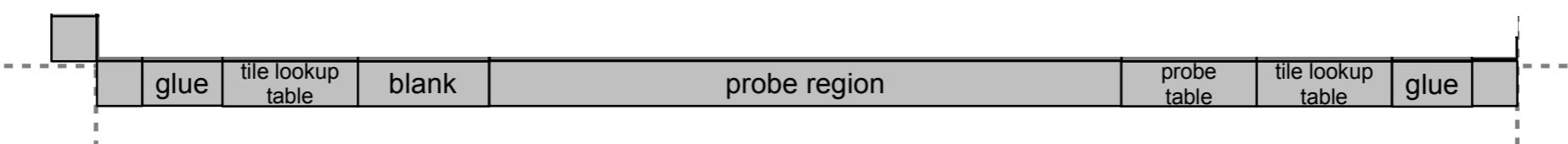
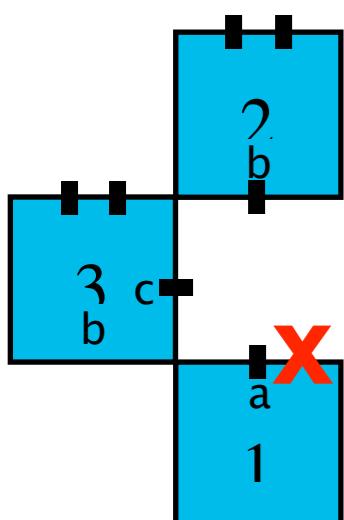
# 3-sided “uh-oh” example: probes miss each other



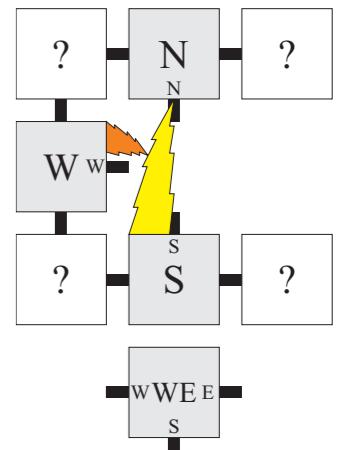
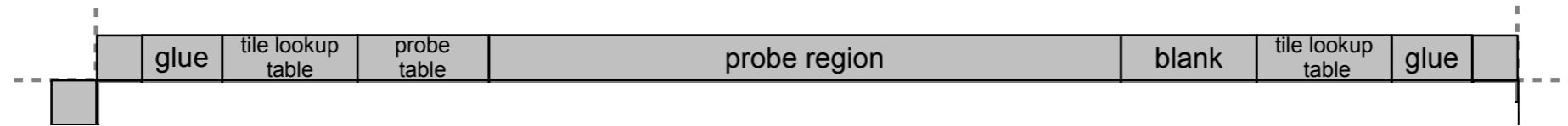
# 3-sided “uh-oh” example: probes miss each other



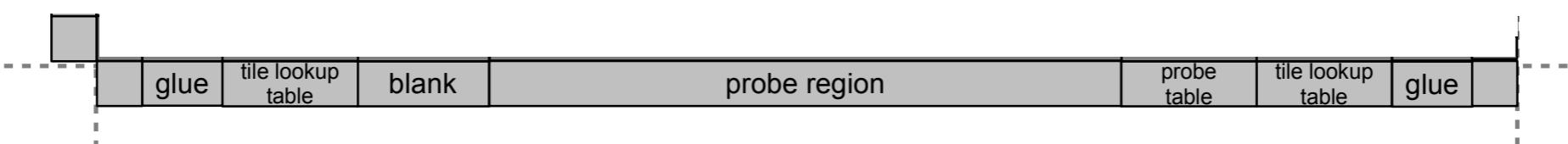
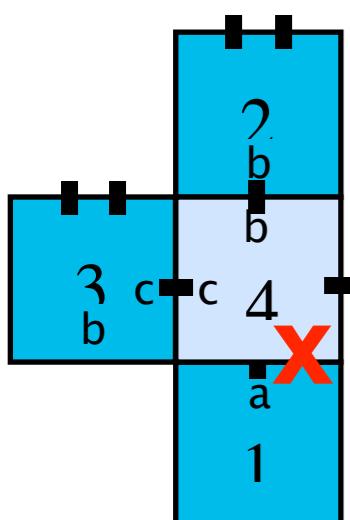
uh oh!



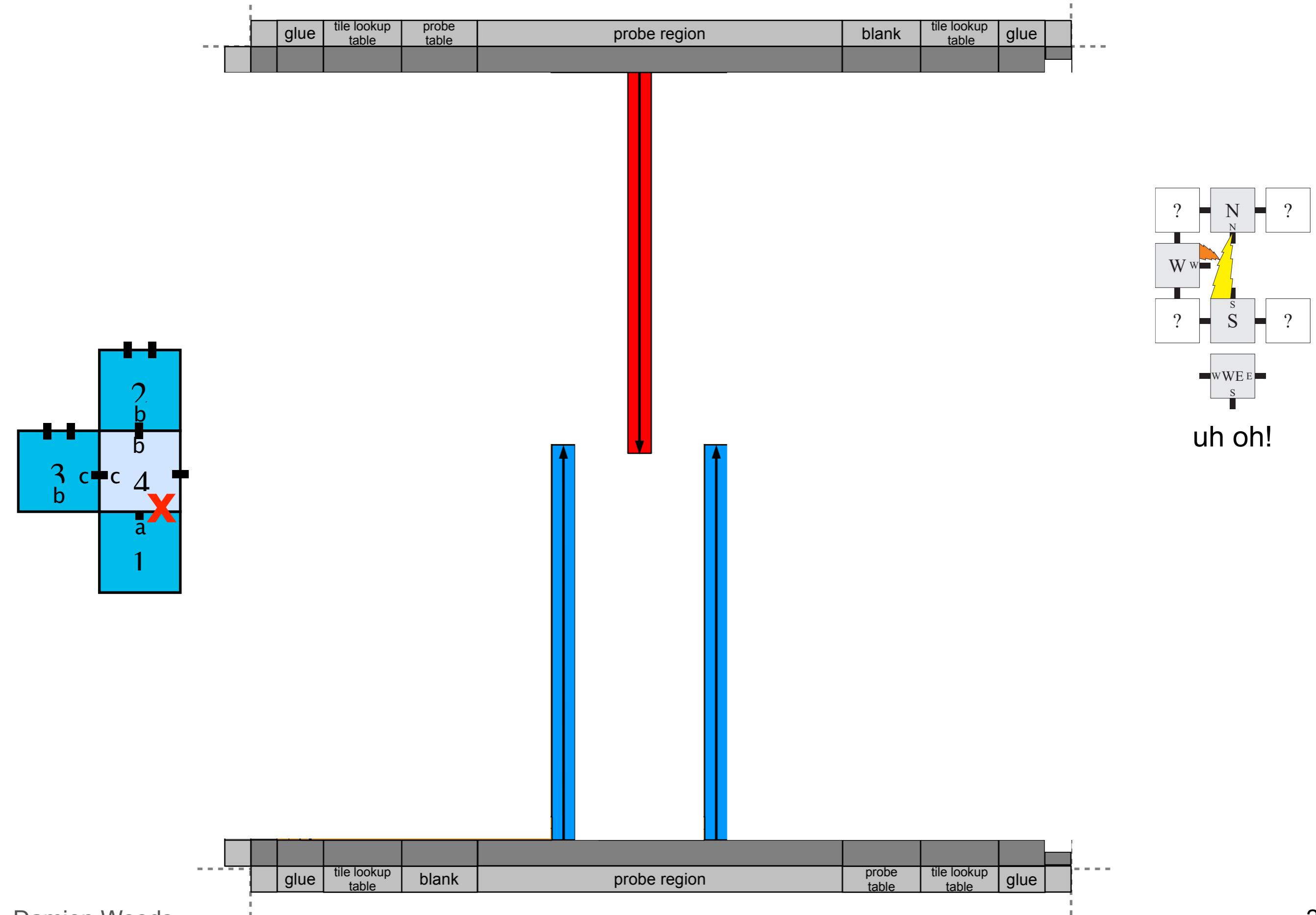
# 3-sided “uh-oh” example: probes miss each other



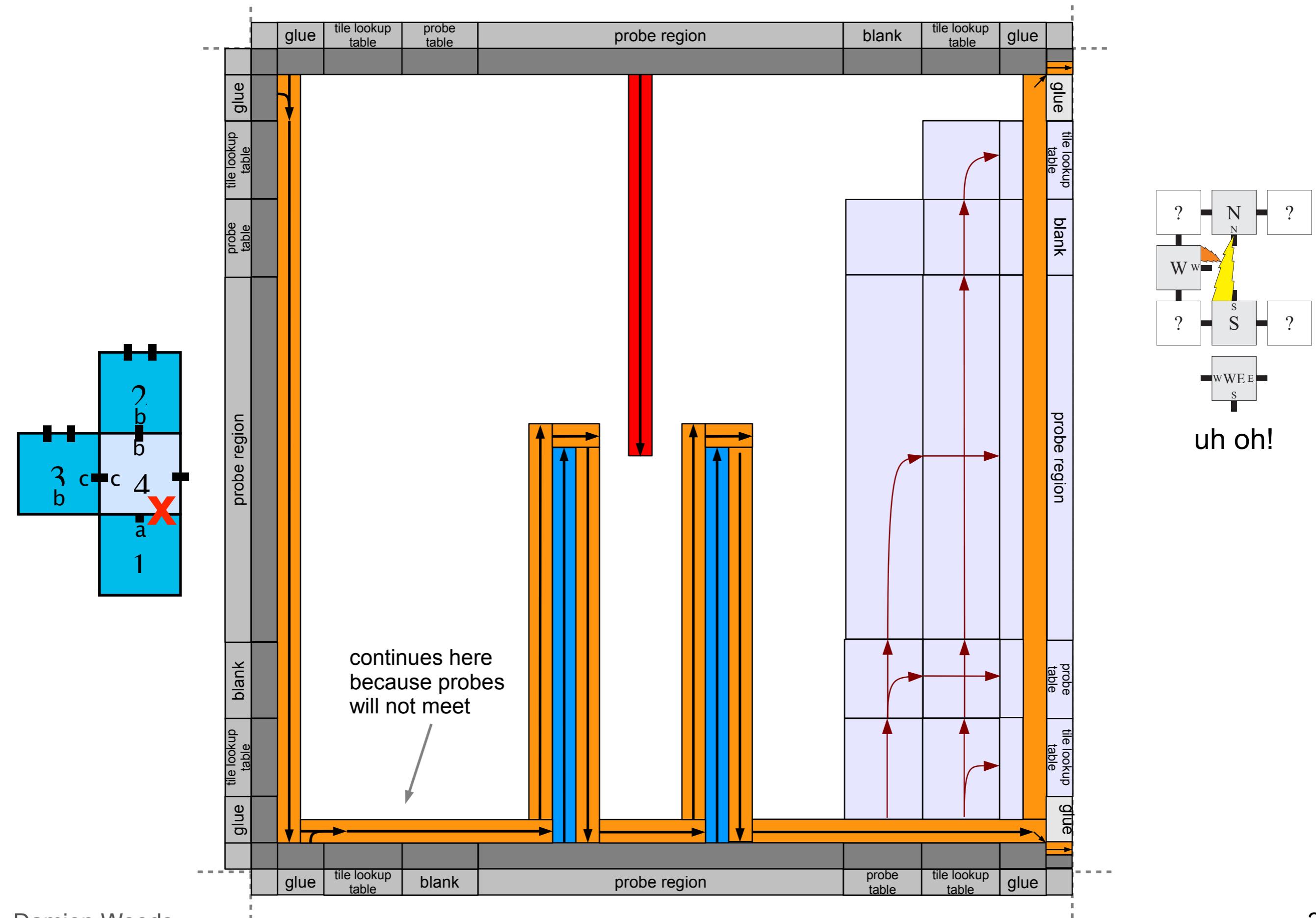
uh oh!



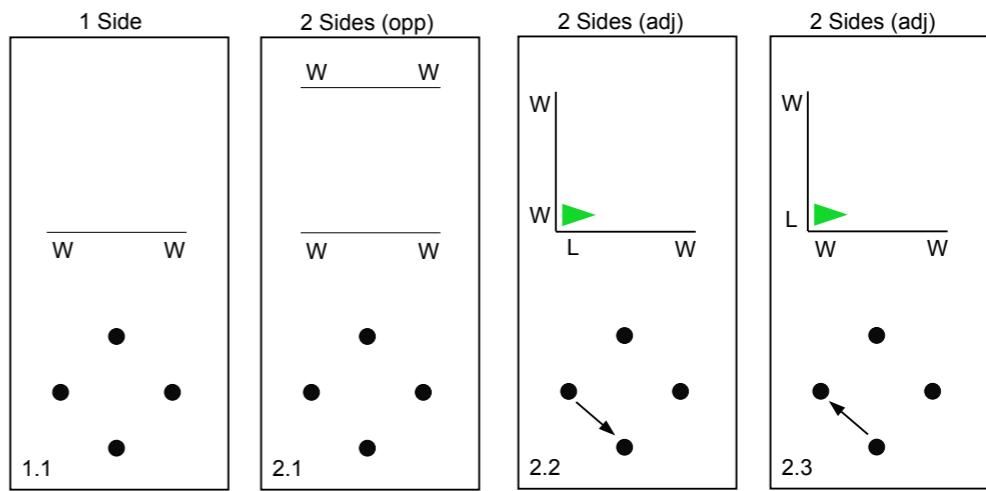
# 3-sided “uh-oh” example: probes miss each other



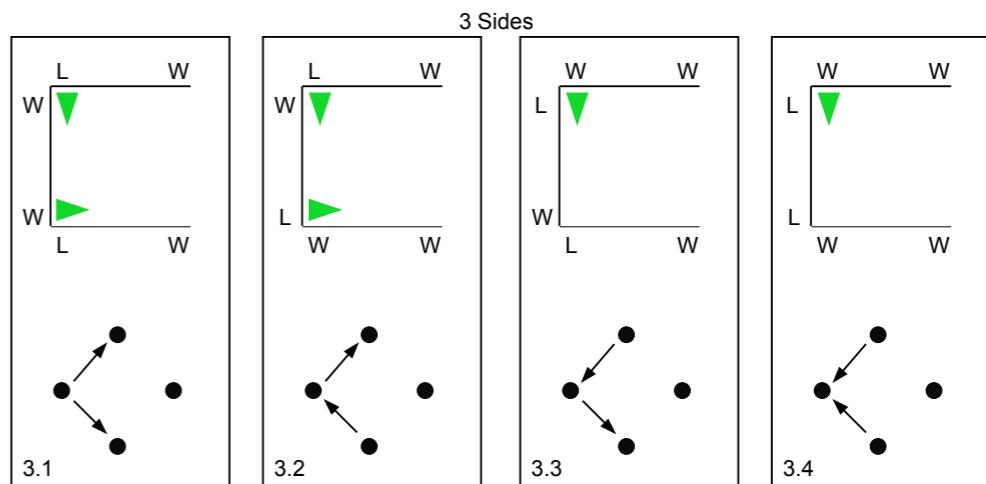
# 3-sided “uh-oh” example: probes miss each other



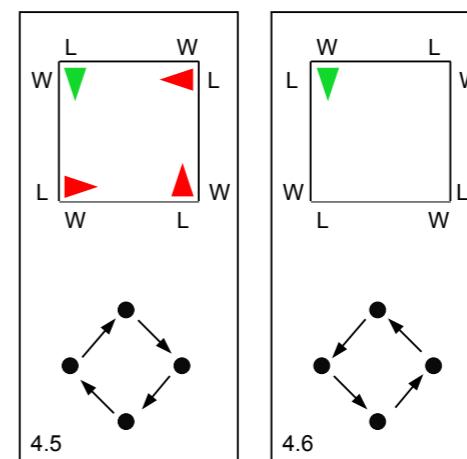
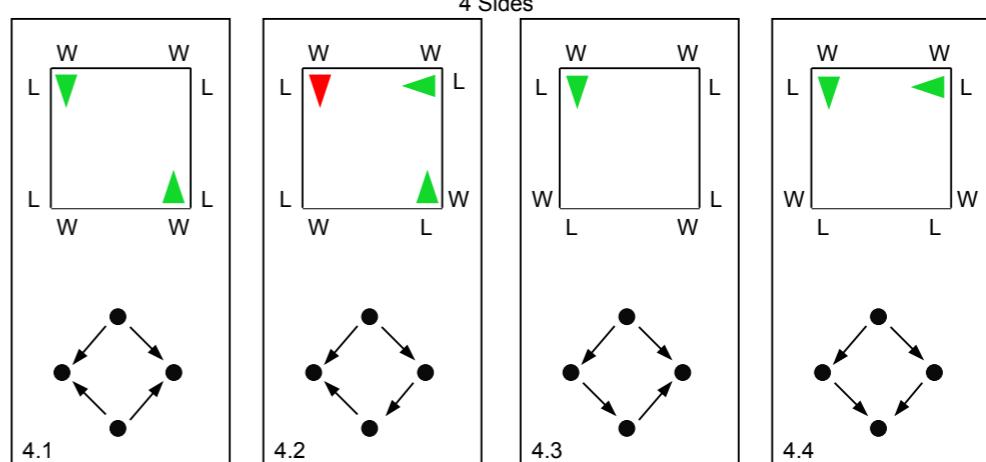
- Variety of cases for different orders of superside arrival

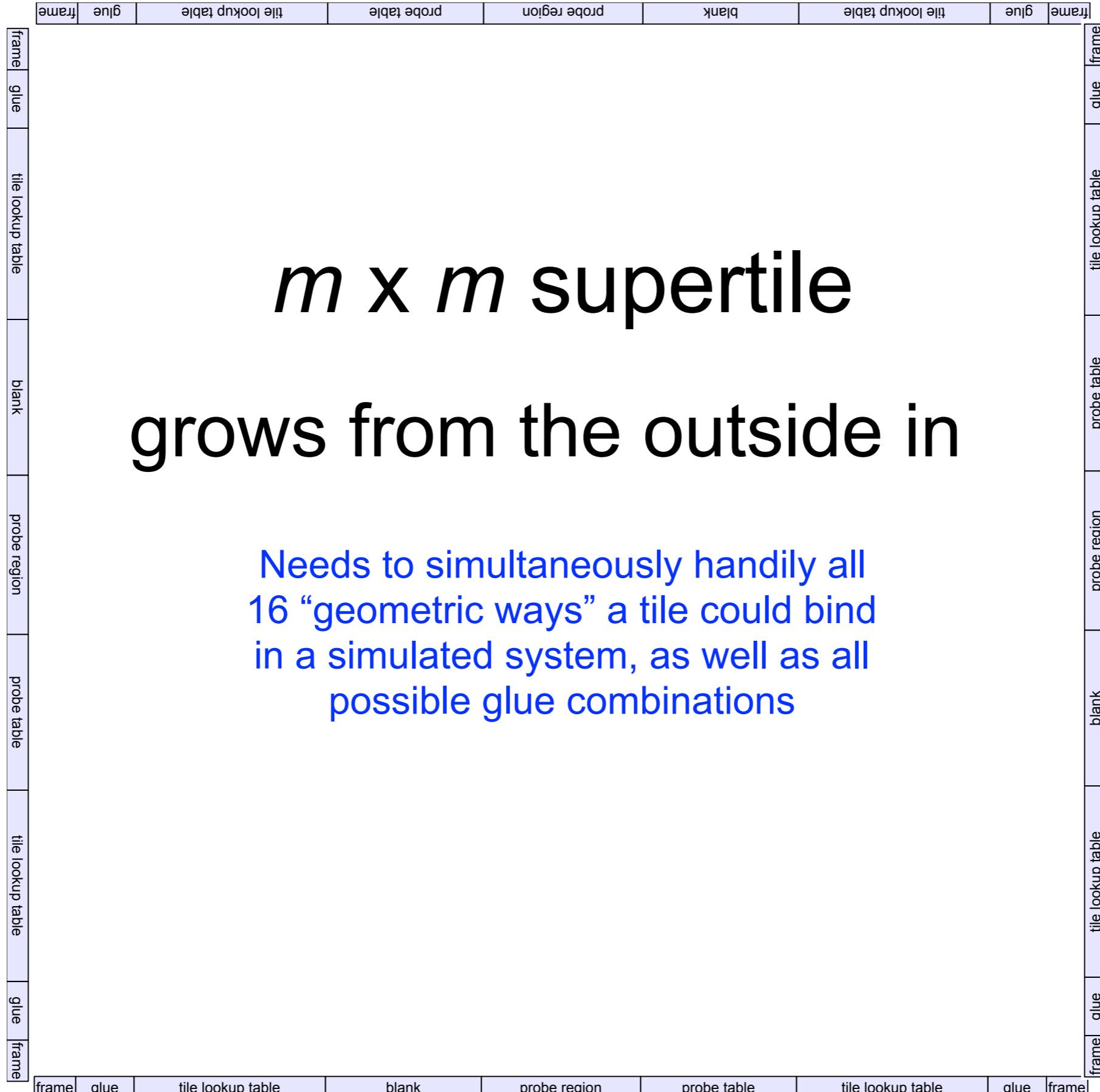


- Superside win/lose configurations and crawler initiation locations (green)

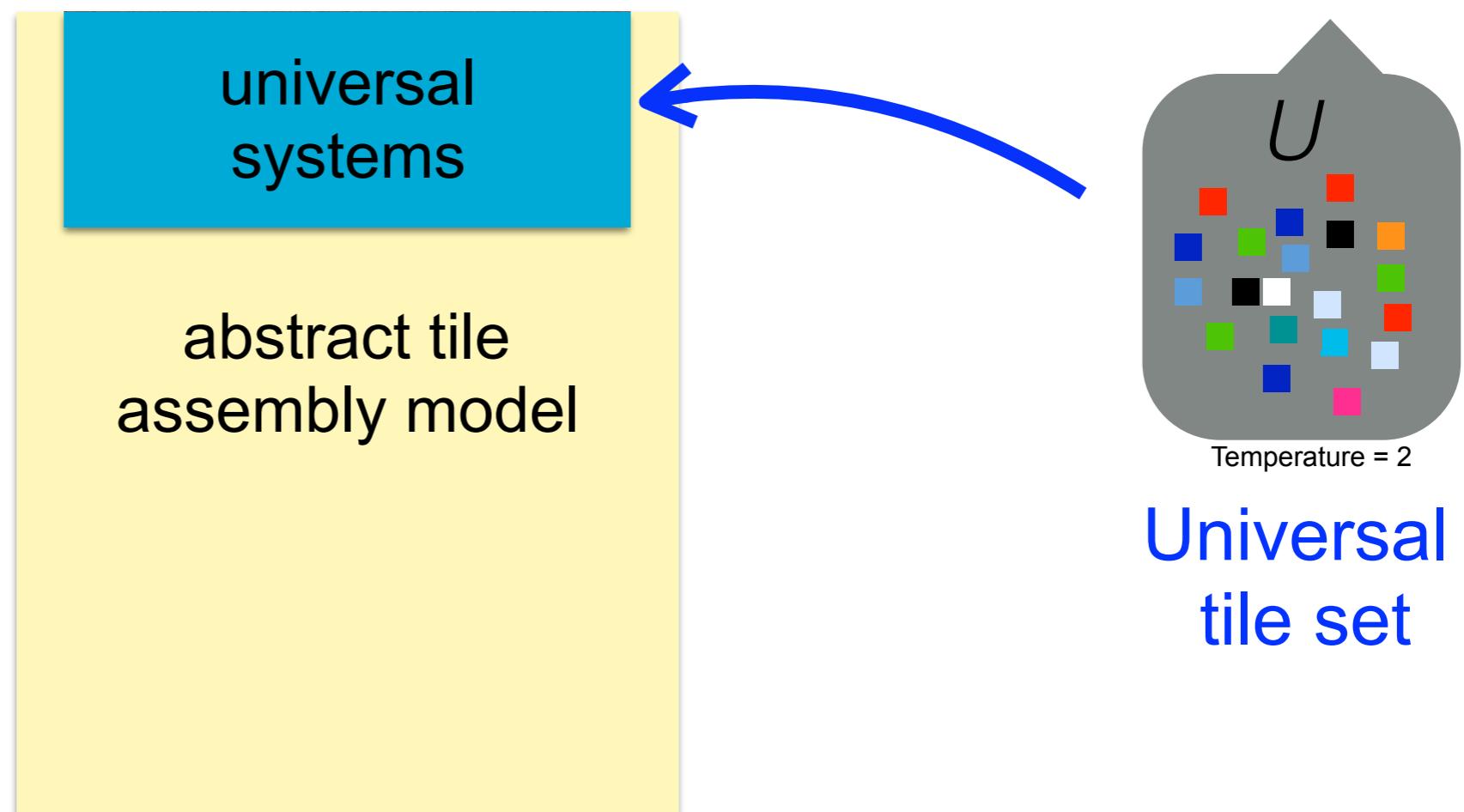


- Proof analogy:
  - Distributed game
  - Computation & geometry
  - Key challenge: make all the tricks work together





# Is the abstract tile assembly model intrinsically universal? Yes!

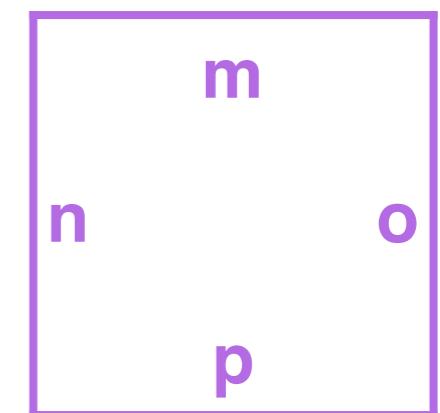
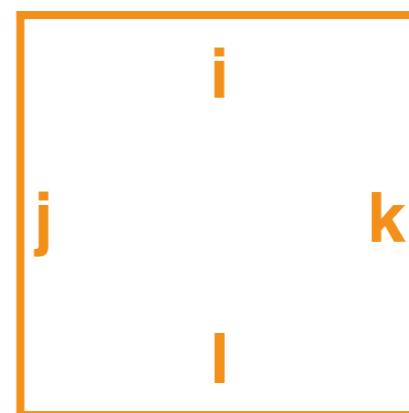
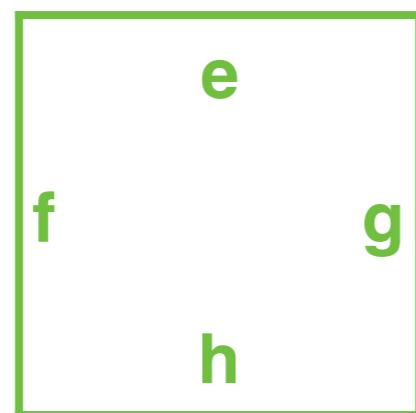
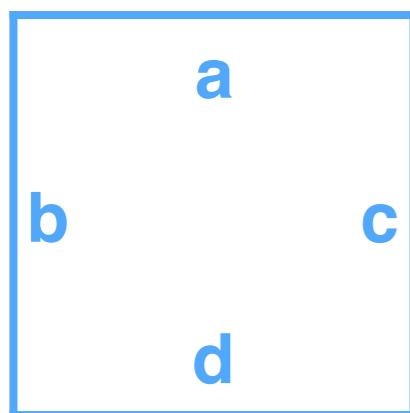


**Theorem:** There is a single intrinsically universal tile set  $U$  that simulates *any* tile assembly system

Doty, Lutz, Patitz, Schweller, Summers, Woods. FOCS 2012

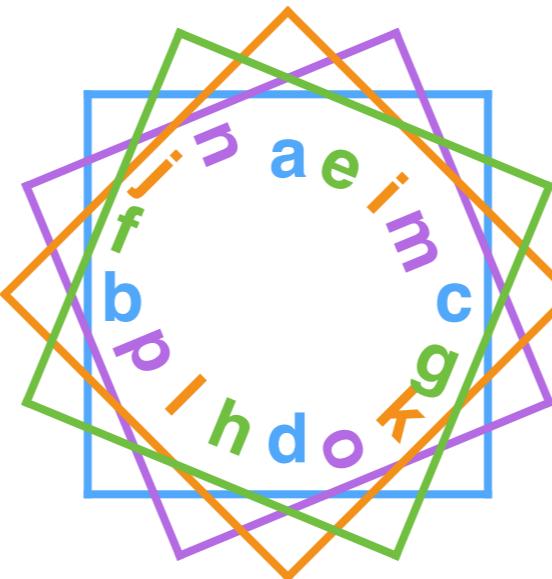
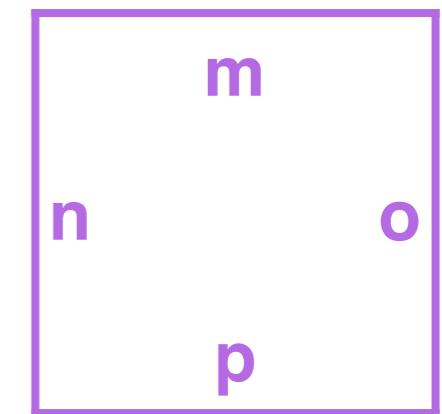
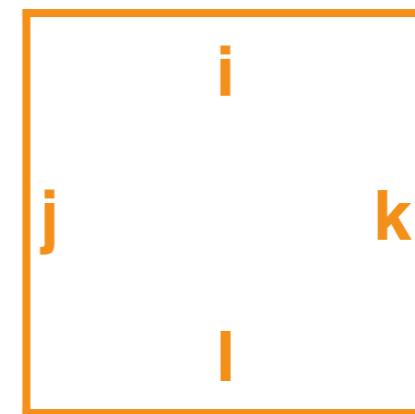
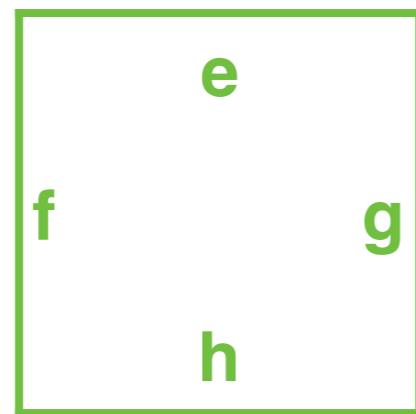
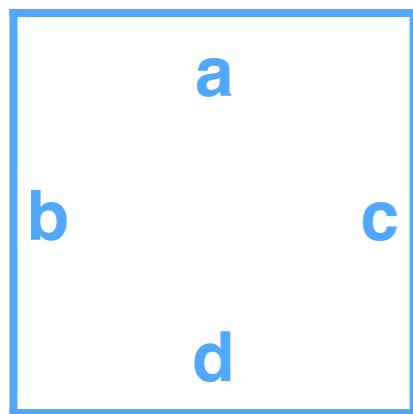
# How many tiles do we need ?

- Just ONE with rotation!... What?!?... But a *polygonal* one



# How many tiles do we need ?

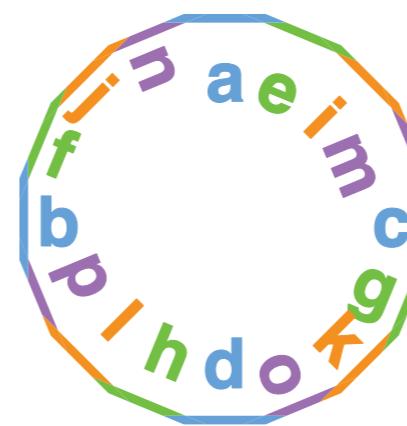
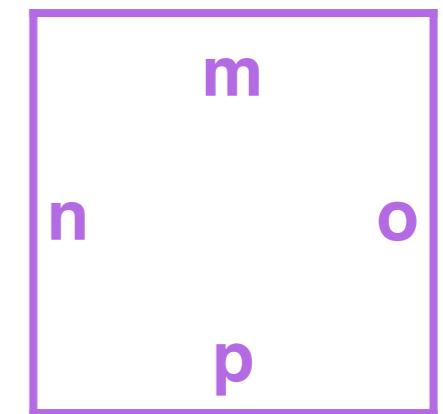
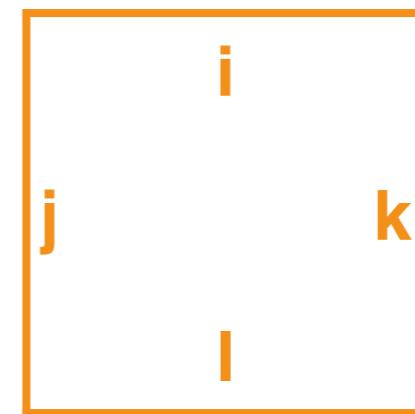
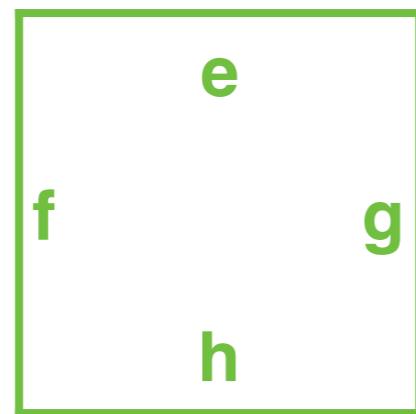
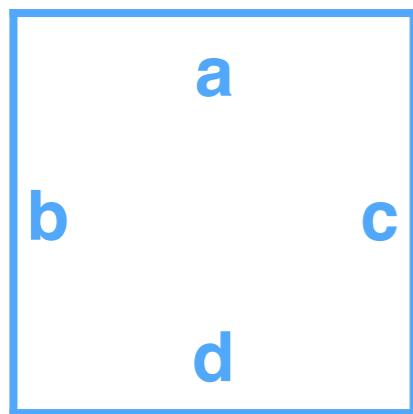
- Just ONE with rotation!... What?!?... But a *polygonal* one



*Demaine Demaine Fekete Patitz Schweller Winslow Woods 2012*

# How many tiles do we need ?

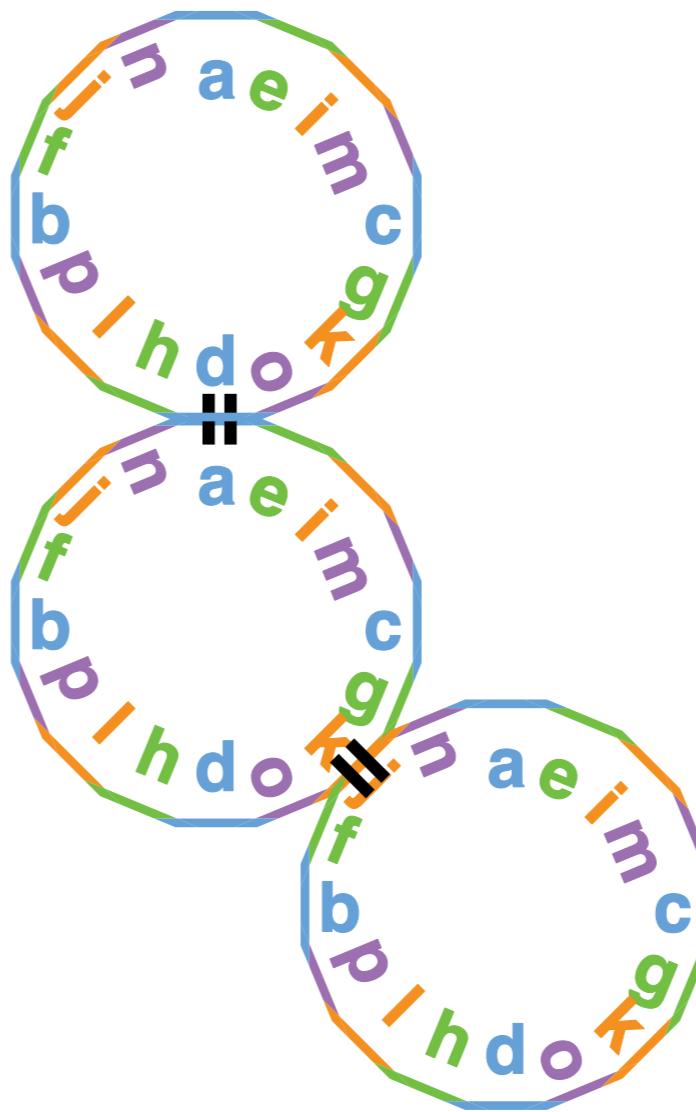
- Just ONE with rotation!... What?!?... But a *polygonal* one



# How many tiles do we need ?

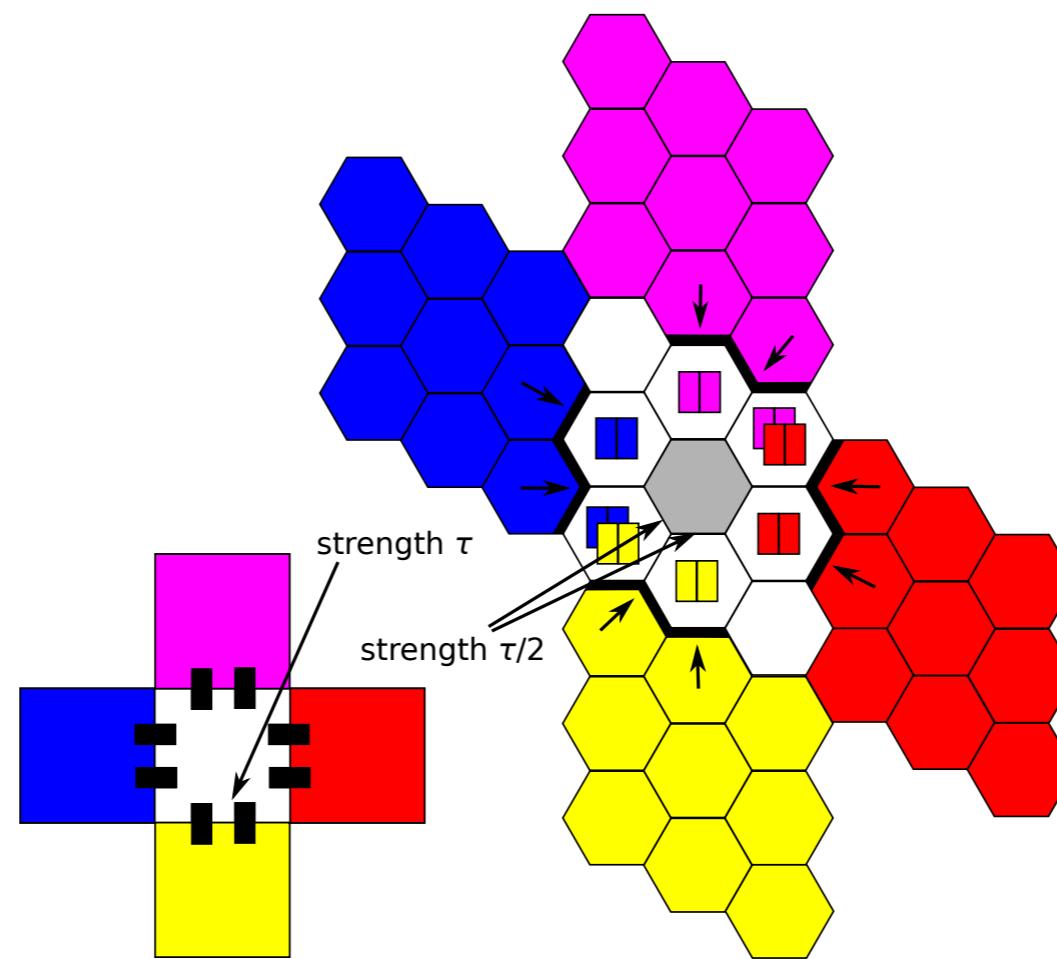
- Just ONE with rotation!... What?!?... But a *polygonal* one

**Problem with glue  
of strength 2 !!!**

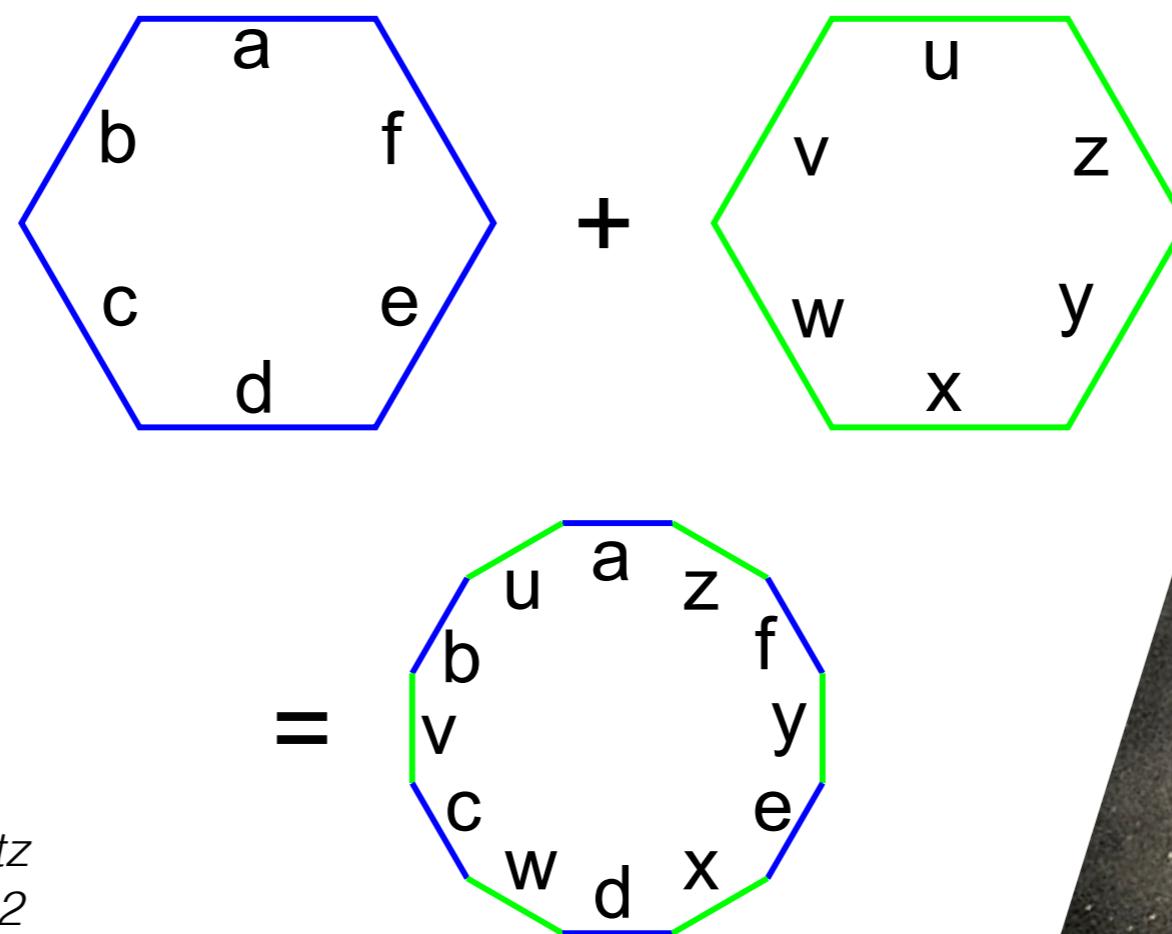


*Demaine Demaine Fekete Patitz Schweller Winslow Woods 2012*

# Encoding strength 2 glues into strength 1 glue in hexagonal tiles



# A single (polygonal) tile is enough !



Demaine Demaine Fekete Patitz  
Schweller Winslow Woods 2012

The magic powder can  
assemble anything!



**One molecule** is  
enough !

# Co-transcriptional folding

Joint work with Cody Geary Pierre-Étienne Meunier and  
Shinnosuke Seki