

Algorithms and Software for Computation in n -dimensional Thompson groups

Roman Kogan, Texas A&M University

Project advisors: Collin Bleak, University of St. Andrews and Francesco Matucci, Centro de Igebra da Universidade de Lisboa.

Introduction

Thompson groups F , T , and V are interesting objects first studied by Richard Thompson. They are finitely represented infinite groups with some interesting properties. The definition of V naturally generalizes to n dimensions.

Carrying out even basic computations in these groups (finding compositions of maps) by hand is a very tedious process, which necessitated writing a program to do them.

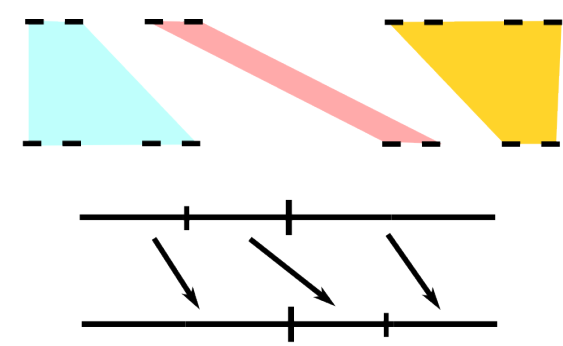
The result is `nvTrees` - a calculator which can be a very useful tool for anyone who wants to experiment with Thompson groups.

In particular, the software solves the **word problem**.

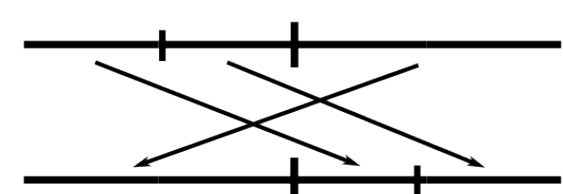
Thompson Groups

Let C denote the middle-thirds cantor set.

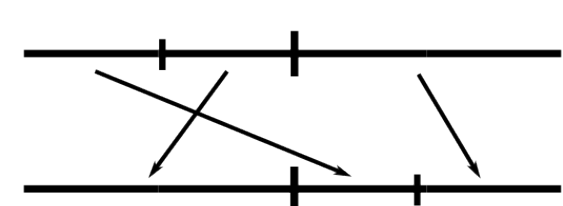
Definition 1 F is the group of piecewise-linear, order-preserving homeomorphisms of C .



T is the group of piecewise-linear cyclic order-preserving homeomorphisms of C .



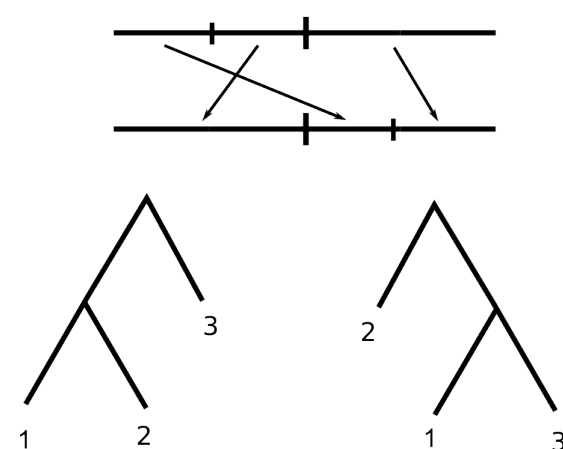
V is the group of piecewise-linear homeomorphisms of C .



We extend the definition of V to several dimensions:

Definition 2 nV is the group of piecewise-linear homeomorphisms of C^n to itself.

A useful way to represent maps in V is writing them as labeled tree pairs and a permutation on the leaves:



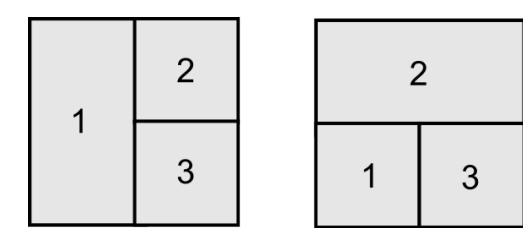
(we don't write the permutation when it is trivial).

Writing elements of nV

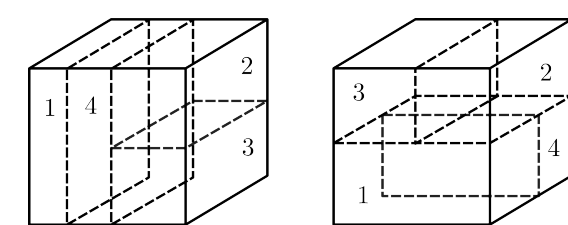
A pattern is a dyadic subdivision of an n -cube.

Maps in nV can be described as labeled pattern pairs.

Example in $2V$:

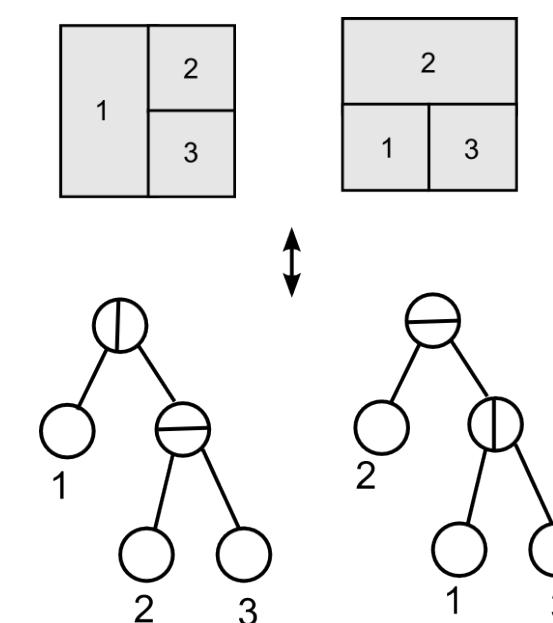


Example in $3V$:



From pattern pairs to labeled trees

Maps in nV can be also written as pairs of labeled trees with permutations:



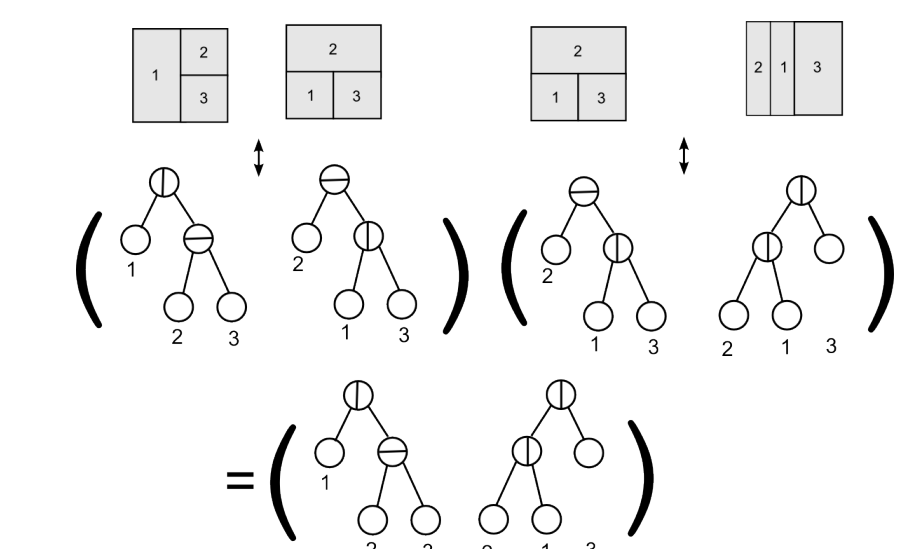
Color (or label) on the nodes identify the cut axis. To get from trees to patterns, think of the tree as guide on how to cut the square.

Implementation Details

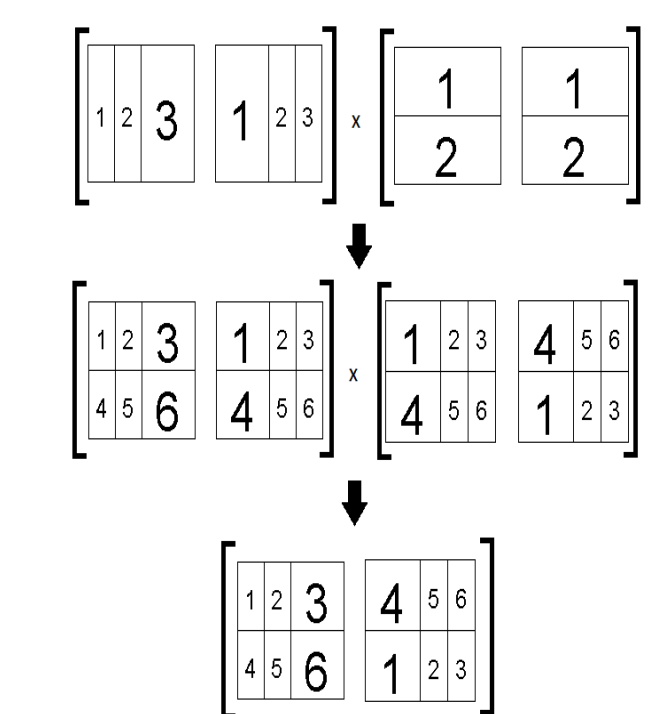
A map is stored using both representations:

- a pair of colored trees and a permutation;
- a pair of patterns, stored as a lists of pattern blocks, and a map on the blocks.

Multiplication of pairs whose inner trees/patterns coincide is just concatenation:



When they don't coincide, the middle patterns are refined to their least common refinement by intersecting blocks with each other (**quadratic** in number of blocks). After this, the maps can be composed in linear time, and the tree representations computed in $O(n^2 \log n)$ (which likely can be improved), and then reduced in linear time.



Theorem 1 Multiplication of two elements represented by patterns with n blocks may be computed in $O(n^2 \log n)$ time.

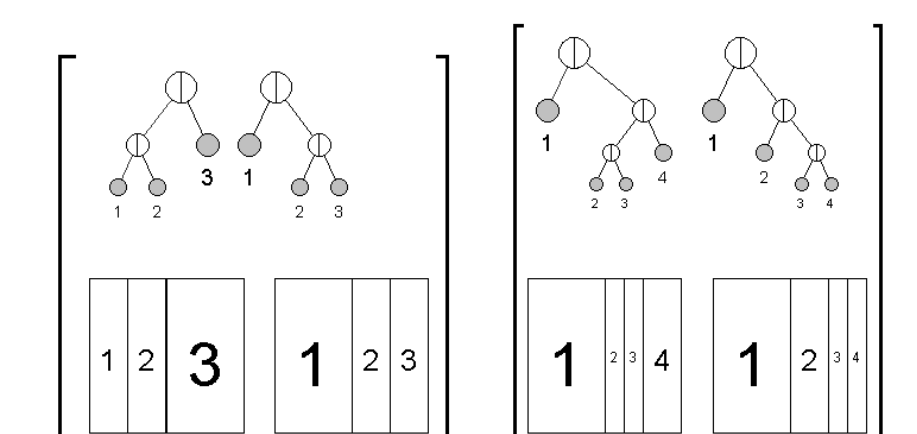
Growth

Since the word problem is solved algorithmically, one can compute the value of the growth function via brute force.

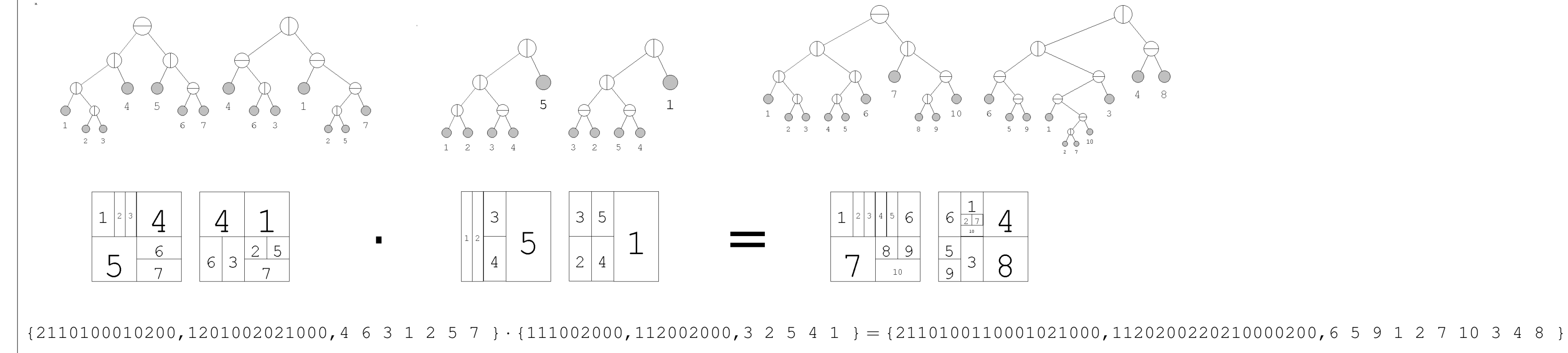
For example, the **growth of Thompson group F** with the standard generators is computed for $n = 1..6$:

n	0	1	2	3	4	5	6
$\gamma(n)$	1	5	17	53	161	475	1381

The generating set used are the following maps and their inverses:

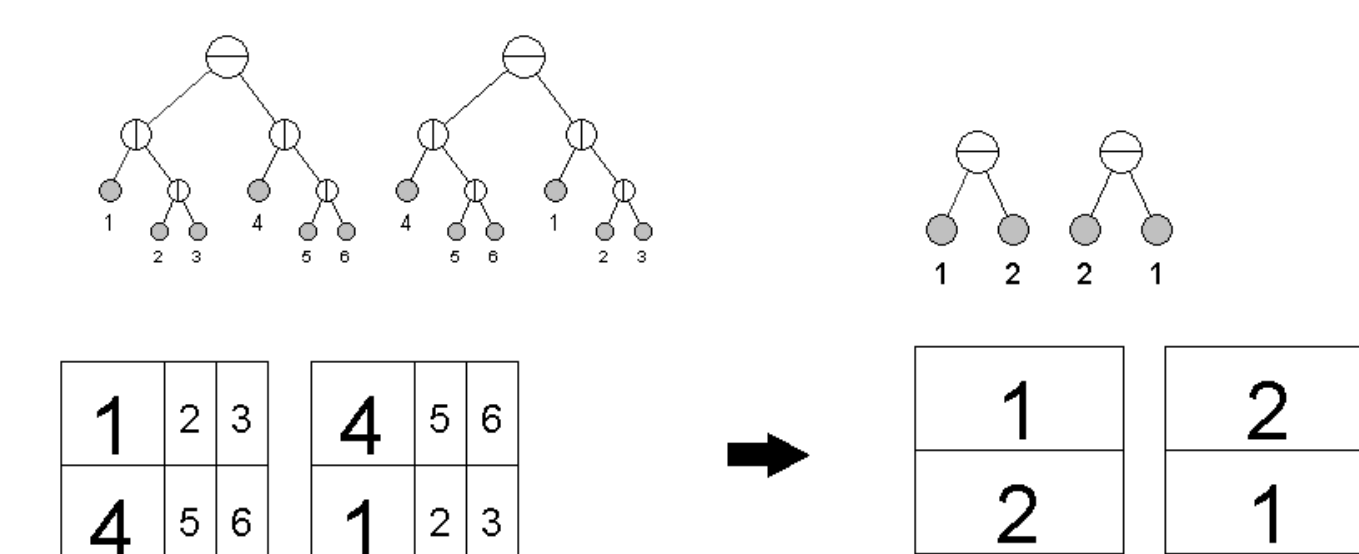


An example of computation with `nvTrees`



Reduced Form

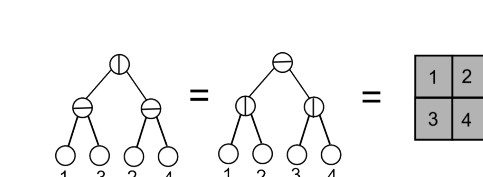
A **reduced form** is a map representation is one where adjacent pairs on the left-hand side are not adjacent on the right. It can be computed in at most quadratic time by a process of removing "exposed carets" (merging the blocks that are moved together).



Word Problem

Reduction on the left solves the **word problem** in at most $O(n^2 \log n)$ time.

For nontrivial elements, this reduced form is not unique due to relations like the one below:



Still, given a preferred order on the labels, one can compute **unique reduced form** in exponential time (by expanding the left tree to a flat tree, and using the relation above to recolor it in a desired way).