

Trivial words in groups

Much ado about nothing

Andrew Rechnitzer
Murray Elder Buks van Rensburg Thomas Wong



Séminaire Flajolet, June 2013

TWO PROBLEMS LINKED

Two quite different problems

- from geometric group theory — amenability of groups
- from lattice statistical mechanics — ring polymers and random knotting

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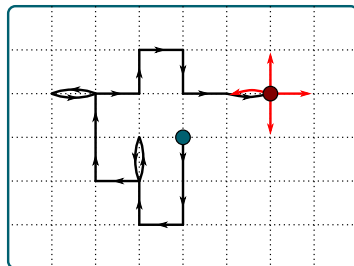
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Start with simplest version of both

Random walk on \mathbb{Z}^2

Start at $(0, 0)$ and take steps N, S, E, W .



ACTUALLY — 1D IS EVEN SIMPLER

Random walk on \mathbb{Z}

Start at 0 and take steps E, W

- What is probability of ending at 0?

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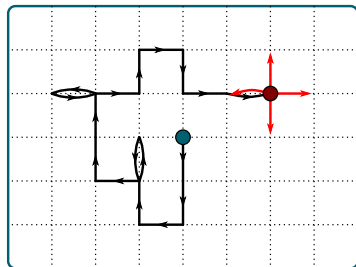
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Returning to 0 — only even lengths

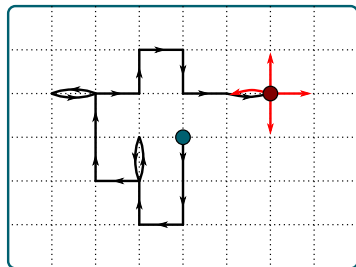
$$\Pr(\text{end at } 0) = \frac{\binom{2n}{n}}{2^{2n}} \sim \frac{1}{\sqrt{\pi n}} \quad \text{polynomial decay}$$

BACK TO 2D



- What is probability of ending at $(0,0)$? — $c_{n,(0,0)} = ?$

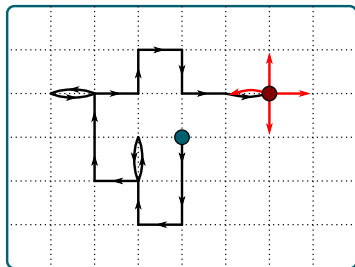
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$$\sum_n c_{n,(0,0)} \cdot z^n = 1 + 4z^2 + 36z^4 + 400z^6 + 4900z^8 + \dots$$

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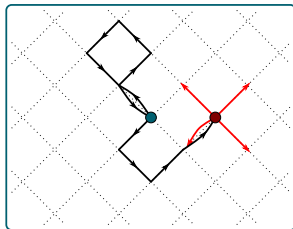


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- Why are the terms $\binom{2n}{n}^2$?

ROTATE EVERYTHING

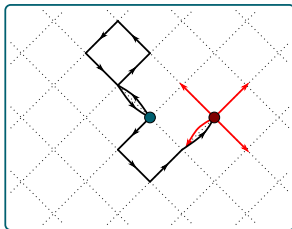


Each step

- changes the x -ordinate by ± 1 , and
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So split into two independent 1d problems — each gives $\binom{2n}{n}$.

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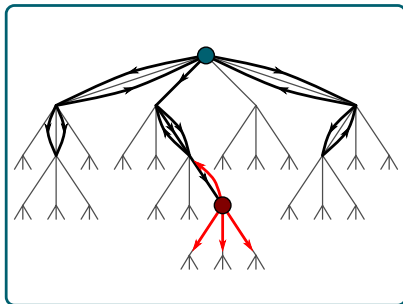
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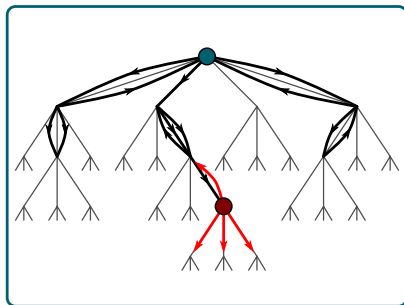
Returning to the origin — only even lengths

$$\Pr(\text{end at origin}) = \binom{2n}{n}^2 4^{-2n} \sim \frac{1}{\pi n} \quad \text{polynomial decay}$$

DO THE SAME THING ON A TREE

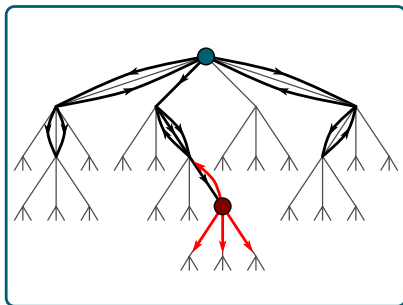


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Return to root vertex — even lengths only

$$\Pr(\text{end at root}) \sim 6\sqrt{\frac{2}{\pi n^3}} \cdot \left(\frac{\sqrt{3}}{2}\right)^n \quad \text{exponential decay}$$

\mathbb{Z}^2 AND F_2 ARE EASY CASE OF HARD PROBLEM

These random walks are special cases of bigger problem

Walks on Cayley graph of group

Let $G = \langle a, b \mid \text{relations} \rangle$

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[Kesten, Grigorchuk, Cohen]

Let p_n be the number of words of length n in G equivalent to the identity.

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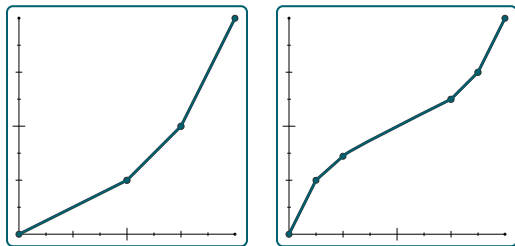
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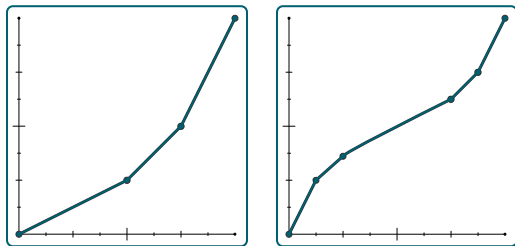
A **very open** problem for Thompson's group F .

PIECEWISE LINEAR FUNCTIONS



Consider continuous piecewise linear functions from $[0, 1] \mapsto [0, 1]$ such that

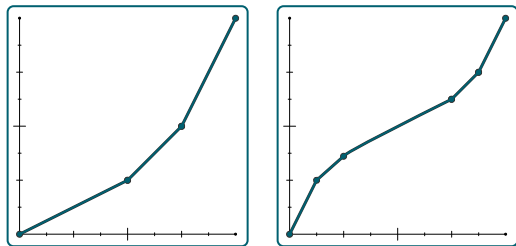
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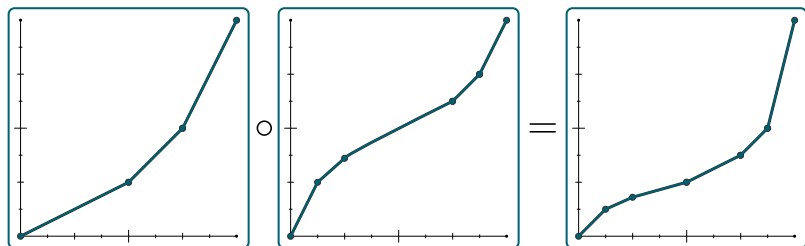
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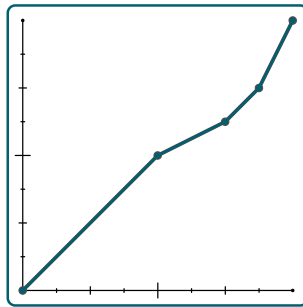
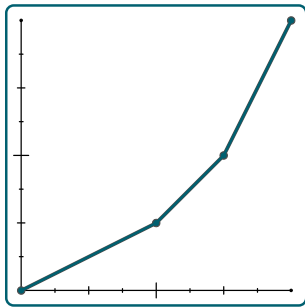


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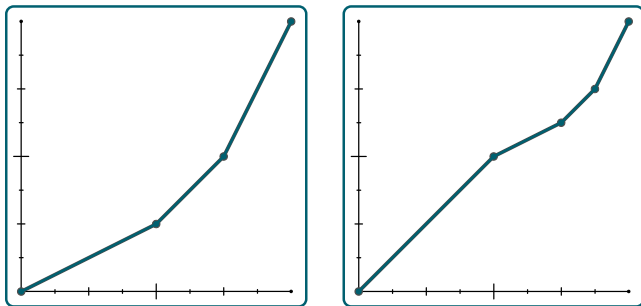
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- Everything in this set can be constructed from just 2 functions



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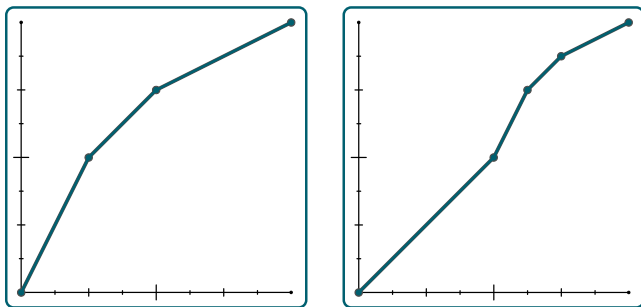
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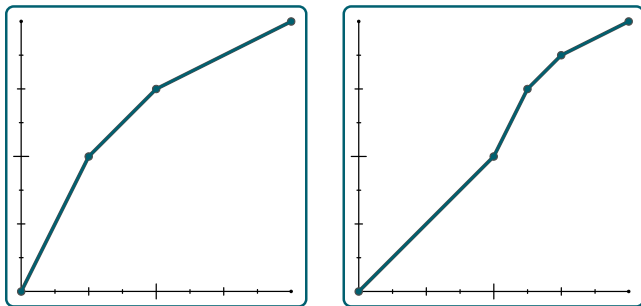
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- These are the generators of the group — denote them x_0, x_1 and these are their inverses
- The generators obey 2 non-trivial relations

$$\left[x_0 x_1^{-1}, x_0^{-1} x_1 x_0 \right] = \left[x_0 x_1^{-1}, x_0^{-2} x_1 x_0^2 \right] = \text{identity}$$

THOMPSON'S GROUP F Thompson's group F

[Thompson 1965]

$$\langle x_0, x_1 \mid [x_0 x_1^{-1}, x_0^{-1} x_1 x_0], [x_0 x_1^{-1}, x_0^{-2} x_1 x_0^2] \rangle$$

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Given a word in F what is the shortest equivalent word?

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How many elements of F are represented by minimal words of length ℓ ?

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How many words of n generators are equivalent to the identity?

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Nasty unsolved problem — why not try some stat-mech?

SOME EASY GROUP THEORY

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Easy problem on \mathbb{Z}^2

Given a sequence of steps compute distance of endpoint from origin

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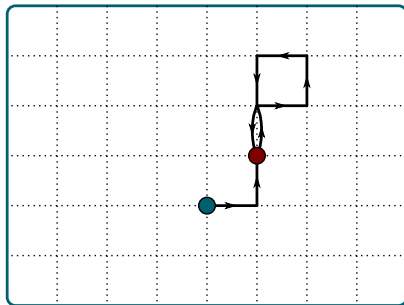
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ab

- Distance is length of remainder — geodesic normal form

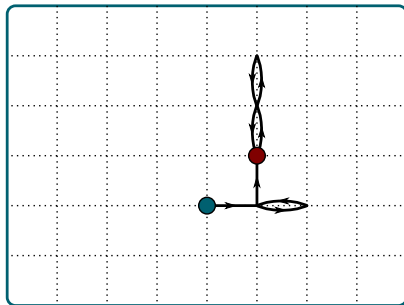
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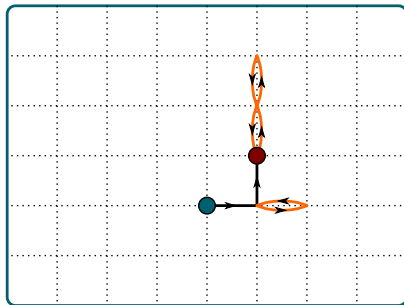
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- Push all a and \bar{a} to the left — why can we do this?

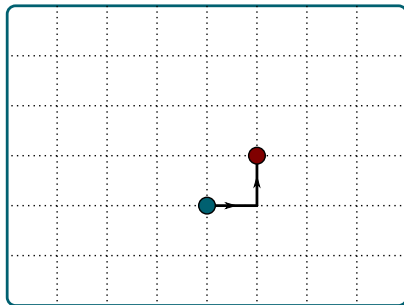
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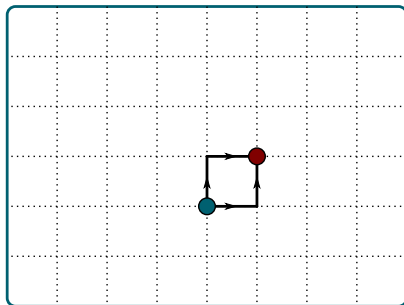
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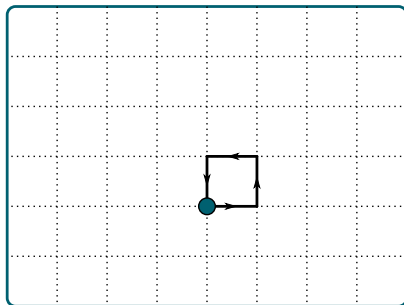
WHY CAN WE COMMUTE a 'S AND b 'S?



Walks on Cayley graph

\mathbb{Z}^2 is the group $\langle a, b \mid ab = ba \rangle$

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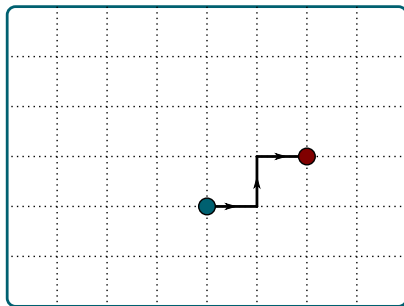


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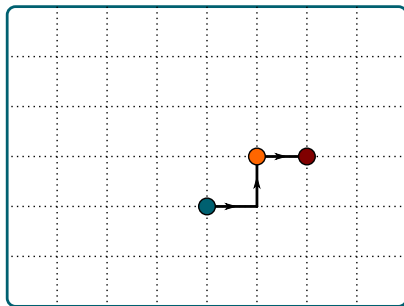
- The generators are the steps
- The relation tells us we can walk around a face.

LOOK A BIT MORE AT COMMUTING



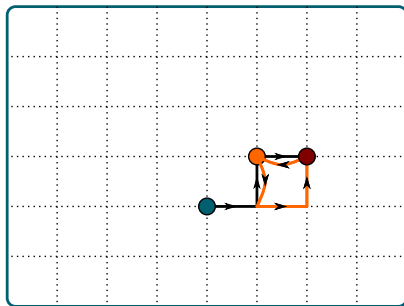
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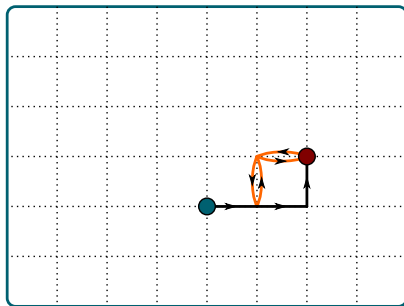
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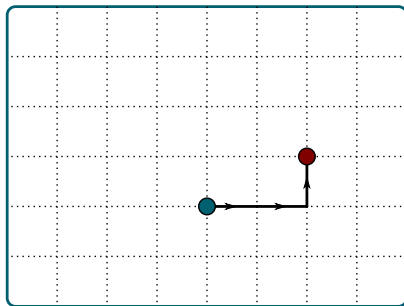
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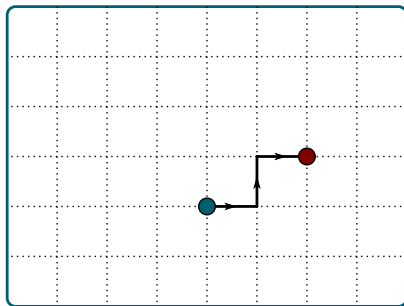
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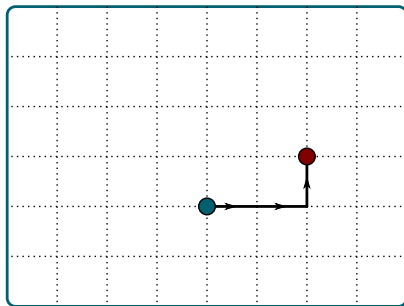
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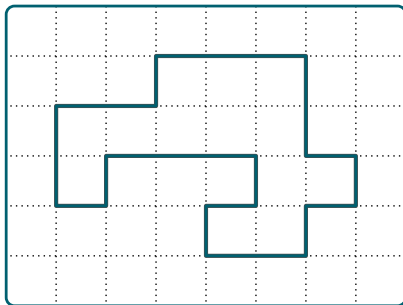
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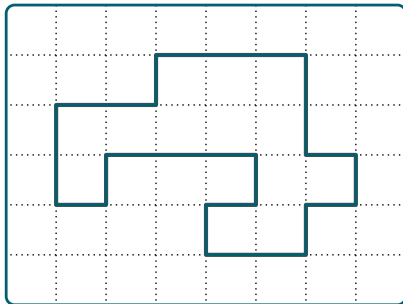
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Self-avoiding polygon

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Stubbornly unsolved, so many numerical methods developed.

RANDOM SAMPLING OF SAPS

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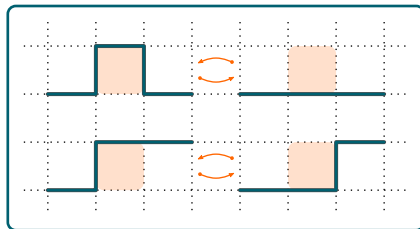
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- Flip edges around the face
- Accept or reject according to simple rule.

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[Berg & Foerster 1981]

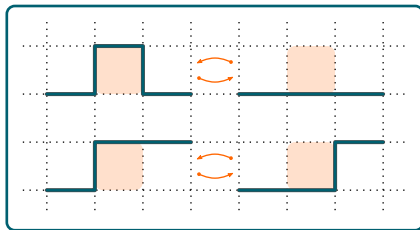
[Aragão de Carvalho, Caracciolo & Frölich 1983]

RANDOM SAMPLING OF SAPS

BFACF on \mathbb{Z}^2

Start with unit square, then

- Pick a face adjacent to polygon
- Flip edges around the face
- Accept or reject according to simple rule.



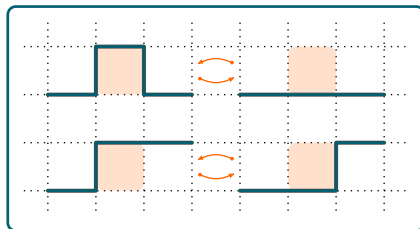
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Method of choice for random knots — control over topology

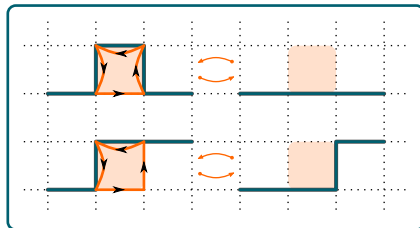
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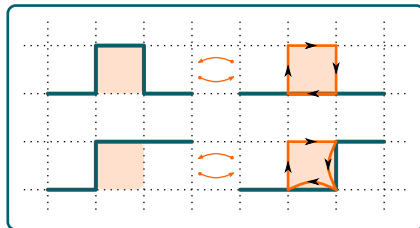
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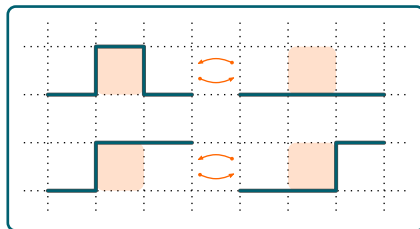
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So why not do BFACF on groups?

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Start with empty word, and then do sequence of moves

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Samples freely reduced words \equiv random walks with no backtracking

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- Start with $w = a^k \bar{r} \bar{a}^k$, then
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Only accept an insertion if cancels at most $|r|$ generators.

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Left-insertions uniquely reversible

Insertion of r accepted only if

- cancellations occur to left of r , and
- at most $|r|$ generators canceled.

THE ALGORITHM

BFACF on finitely presented group

Start with $w = \cdot$

- Flip coin to choose left-insertion or conjugation
- Do move $w \mapsto w'$
- Accept move with probability

$$\Pr(\text{accept}) = \begin{cases} 1 & |w'| \leq |w| \\ \beta^{|w'| - |w|} & \text{otherwise} \end{cases}$$

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Sampling behaviour depends on parameter β .

WHAT DOES β DO?

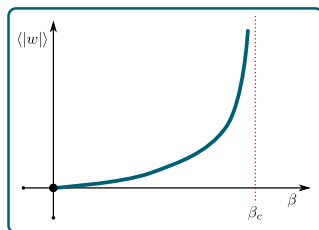
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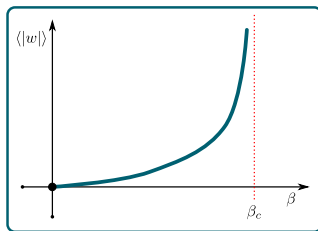


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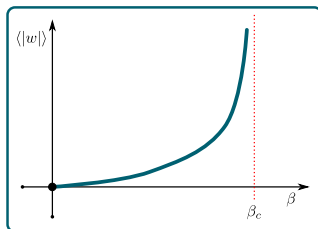
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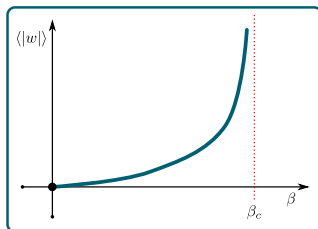
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Plot of mean length \mapsto estimate of $\beta_c \mapsto$ decide amenability

WARM UP WITH GROUPS WE KNOW

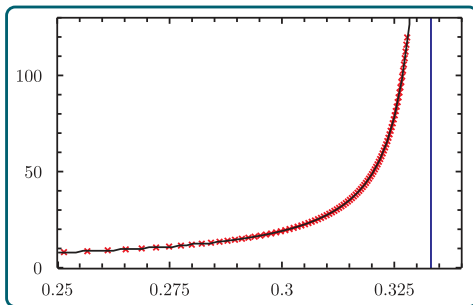
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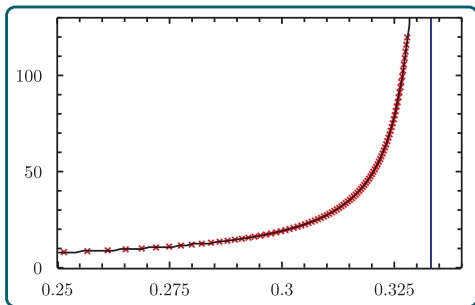
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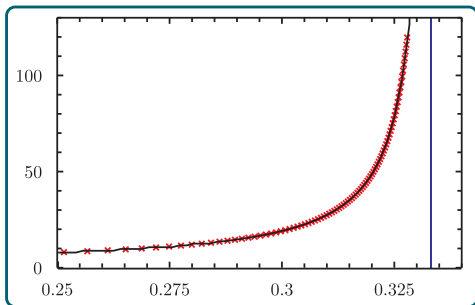
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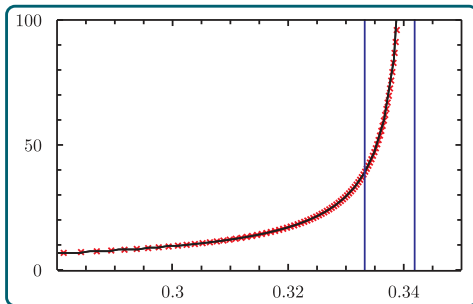
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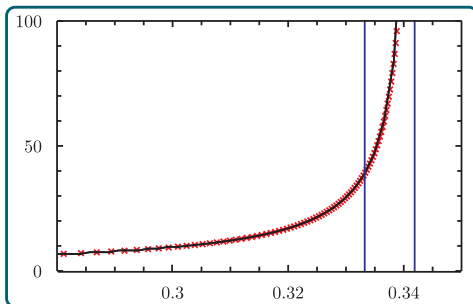
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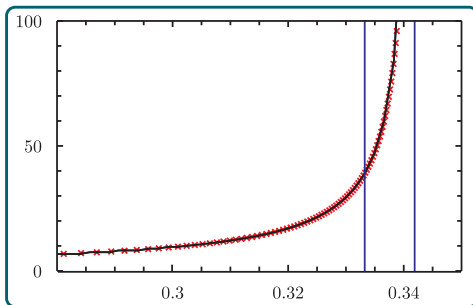
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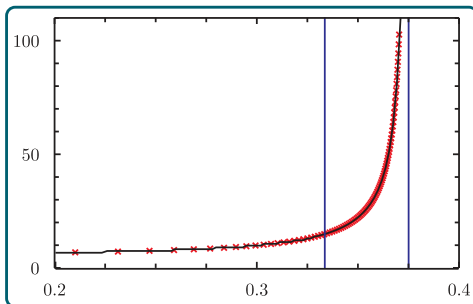
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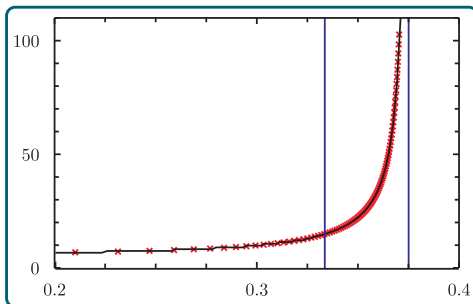
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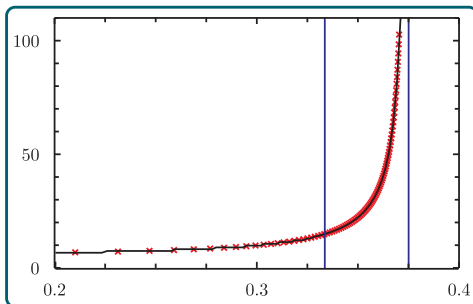
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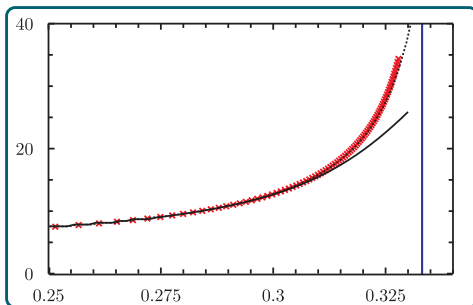
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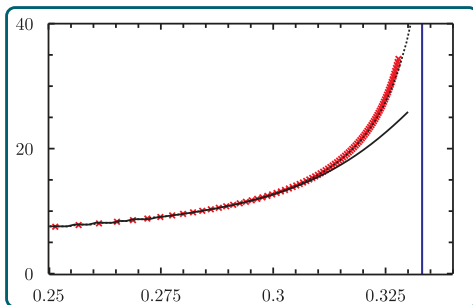
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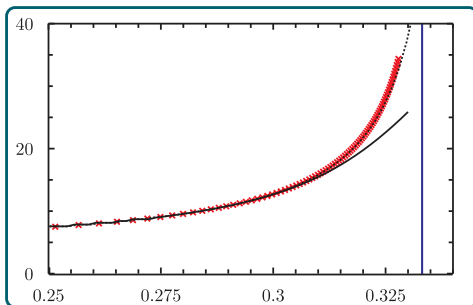
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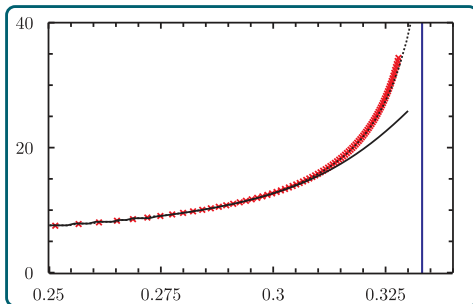
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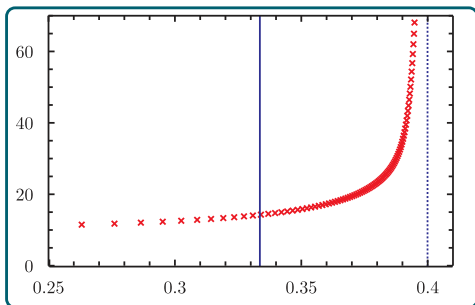
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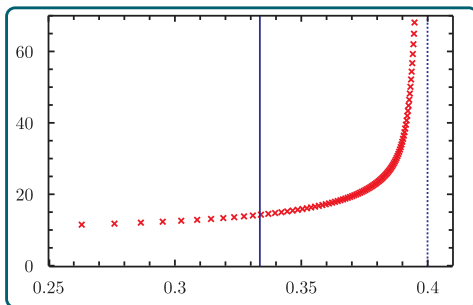


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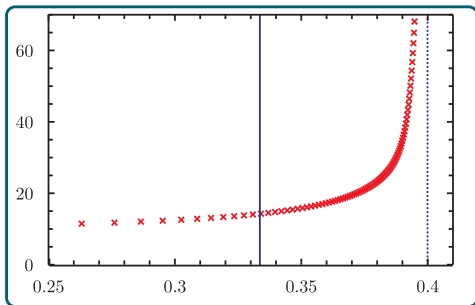
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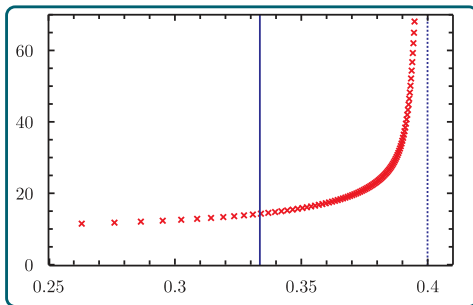
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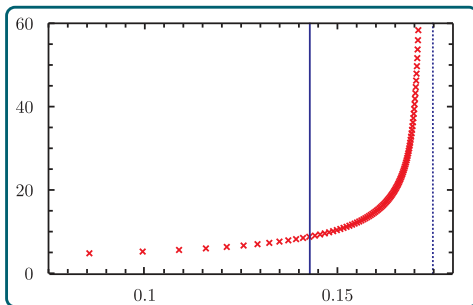
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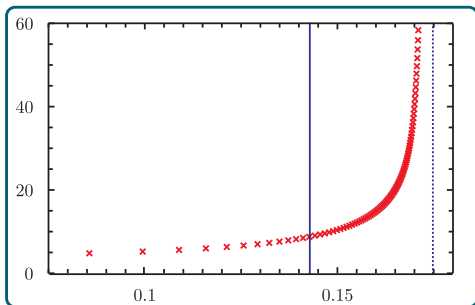
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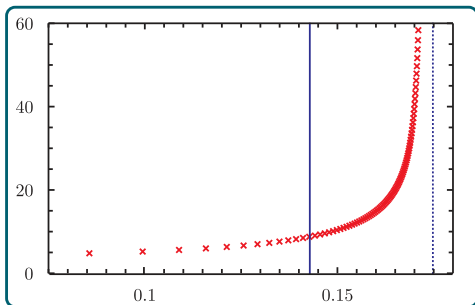
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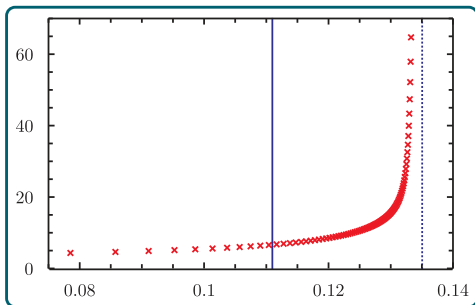
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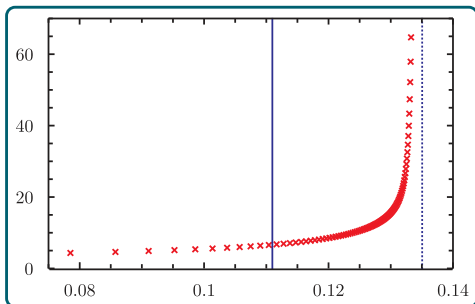
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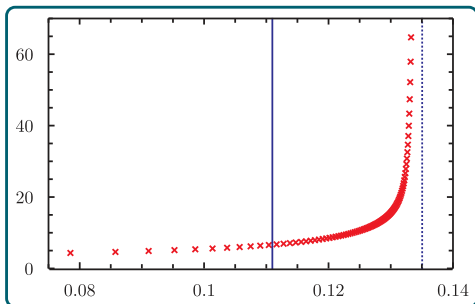
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— finite subgraphs of Cayley graph
- A hard numerical problem too — early days **so be careful**

But if I had to guess

Thompson's group is not amenable

CONCLUSIONS

- Amenability of Thompson's group is a very hard open problem
- Very little prior numerical work
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Thanks for listening.

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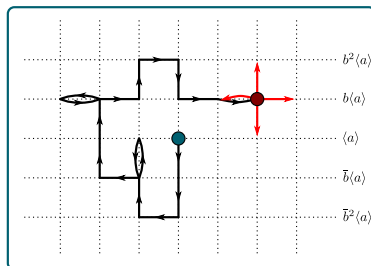
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- Key idea — cut group into cosets of $\langle a \rangle$

COUNTING LOOPS IN $BS(1, 1)$

- Before we used a cute construction — try to be more systematic.

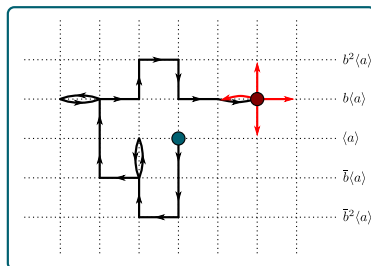
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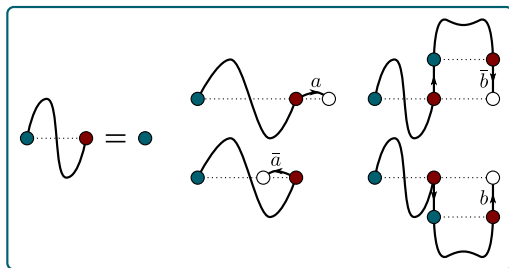
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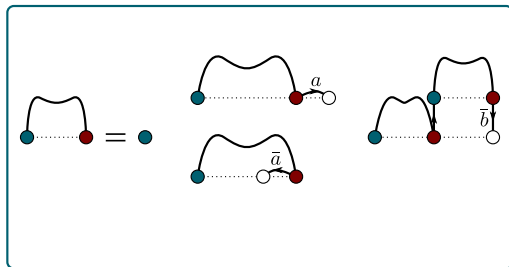
- Horizontal steps move within coset
- Vertical steps move between them.

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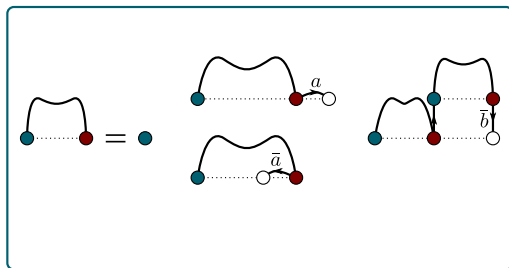
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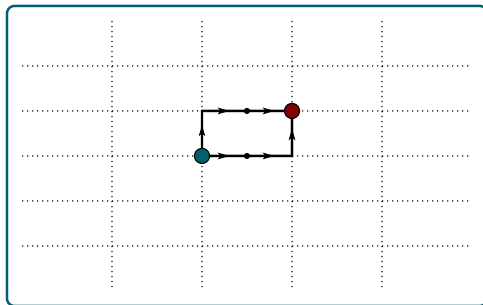
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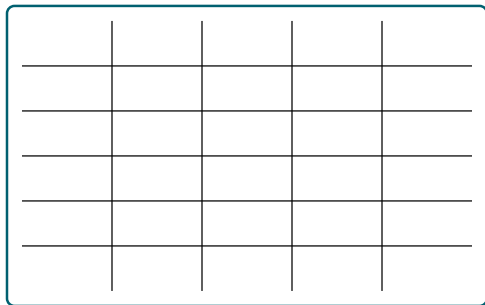
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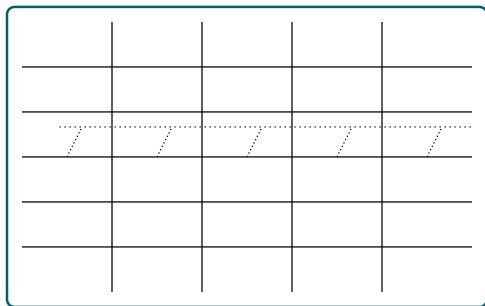
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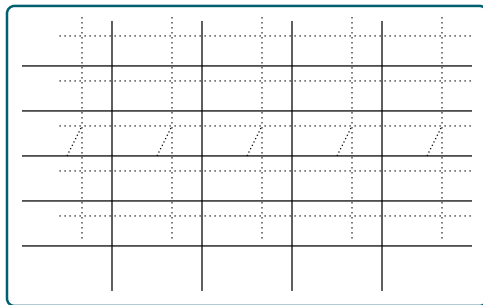
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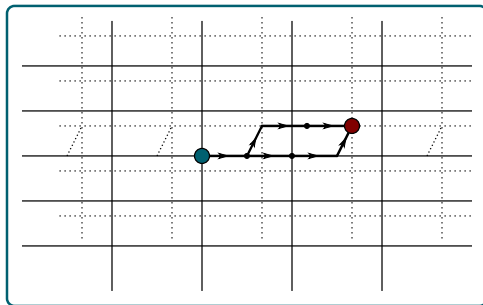
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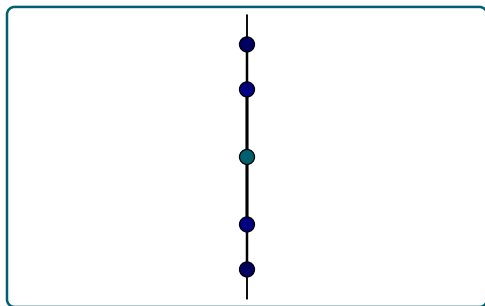
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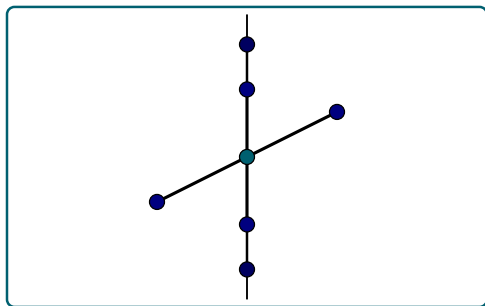
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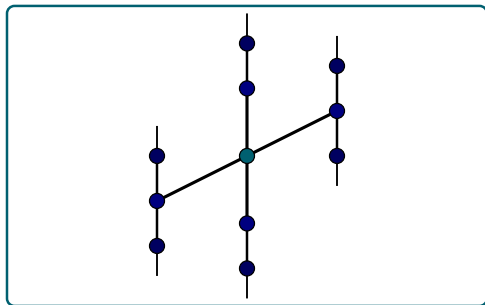
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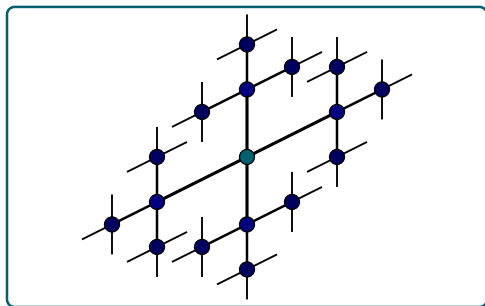
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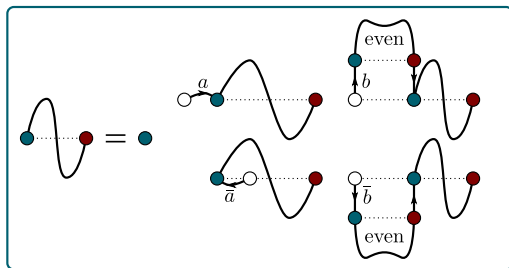
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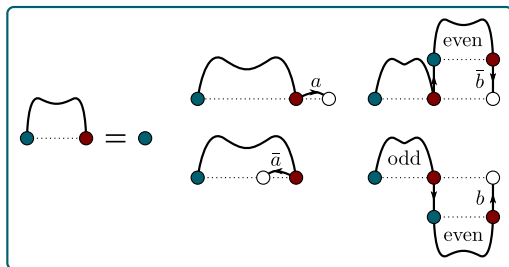
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- Factor as before, but more care to decide if b, \bar{b} moves to or from root.

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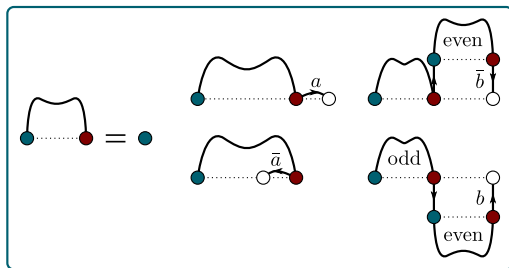
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