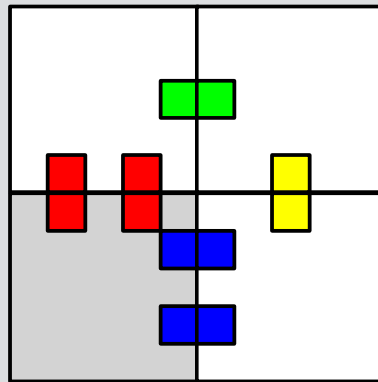


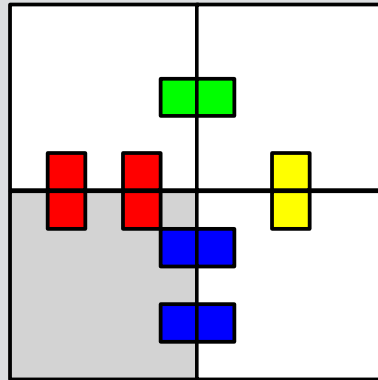
A Tour of DNA Tile Self-Assembly



Andrew Winslow

Department of Computer Science, UTRGV

A Tour of DNA Tile Self-Assembly

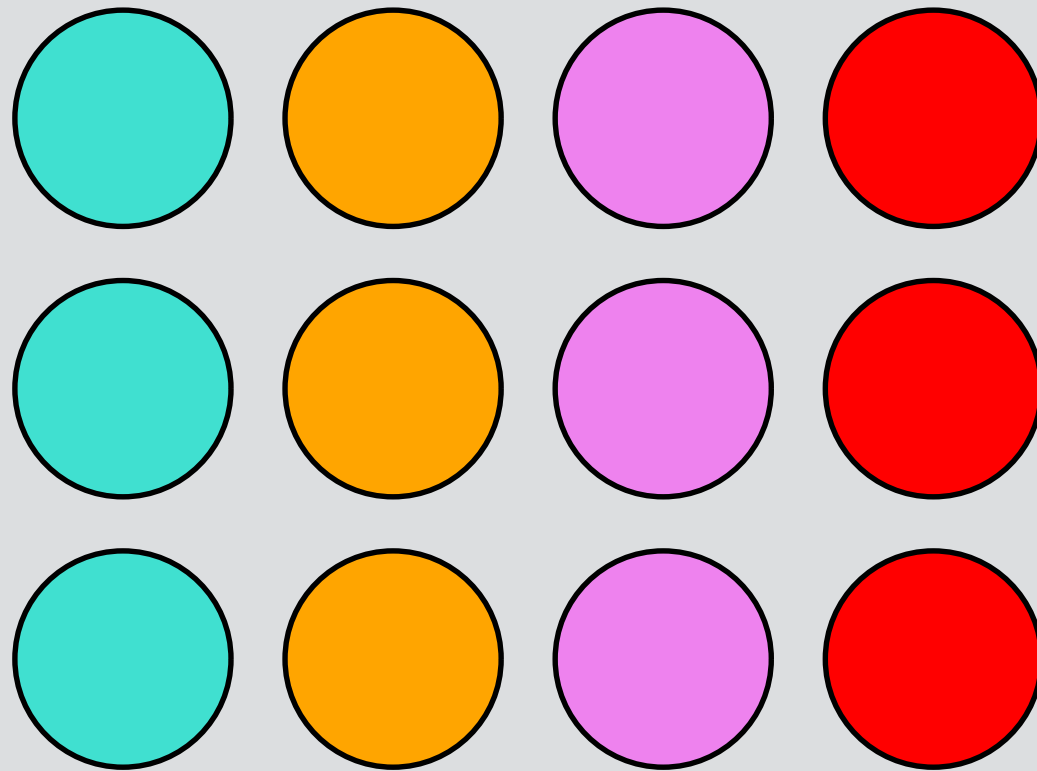


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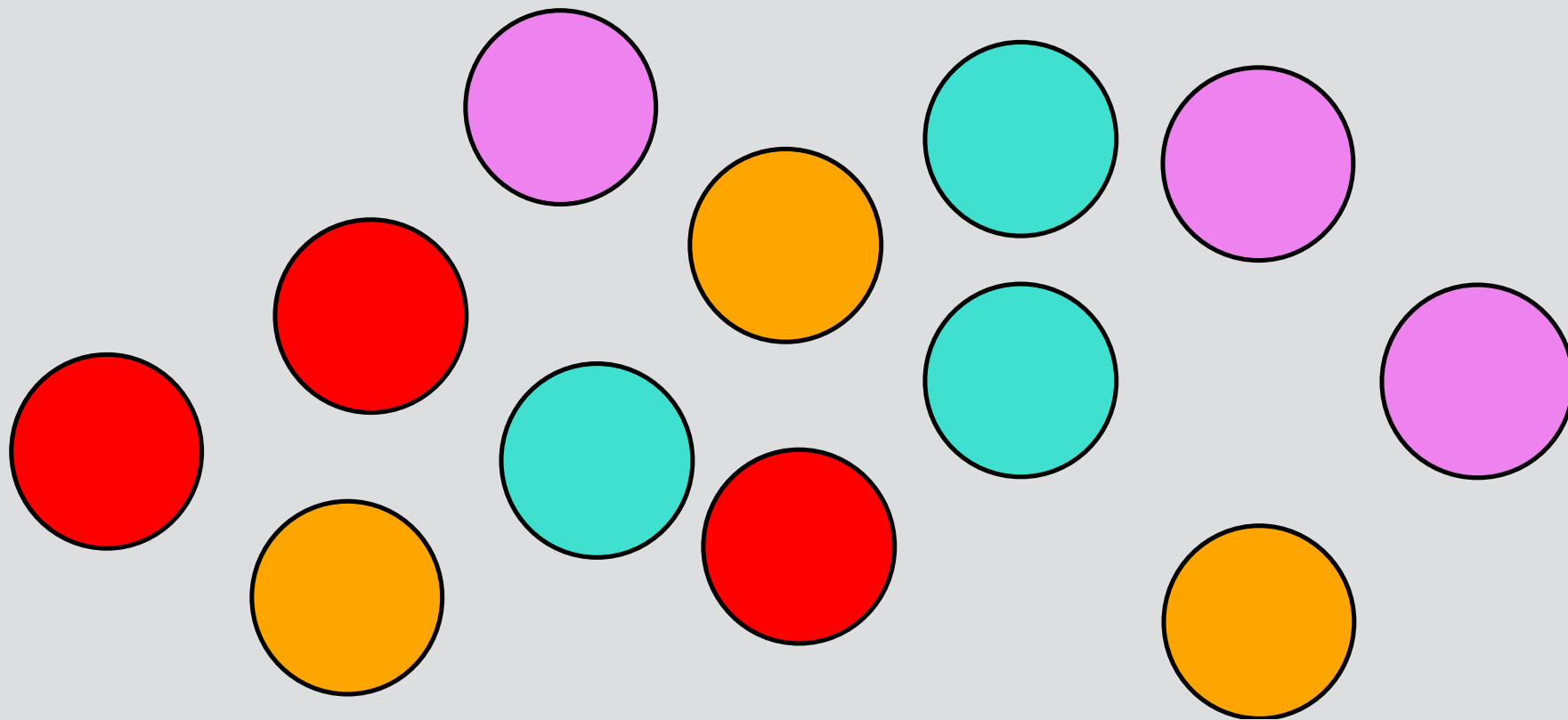
Self-Assembly

Simple particles coalescing into
complex superstructures.



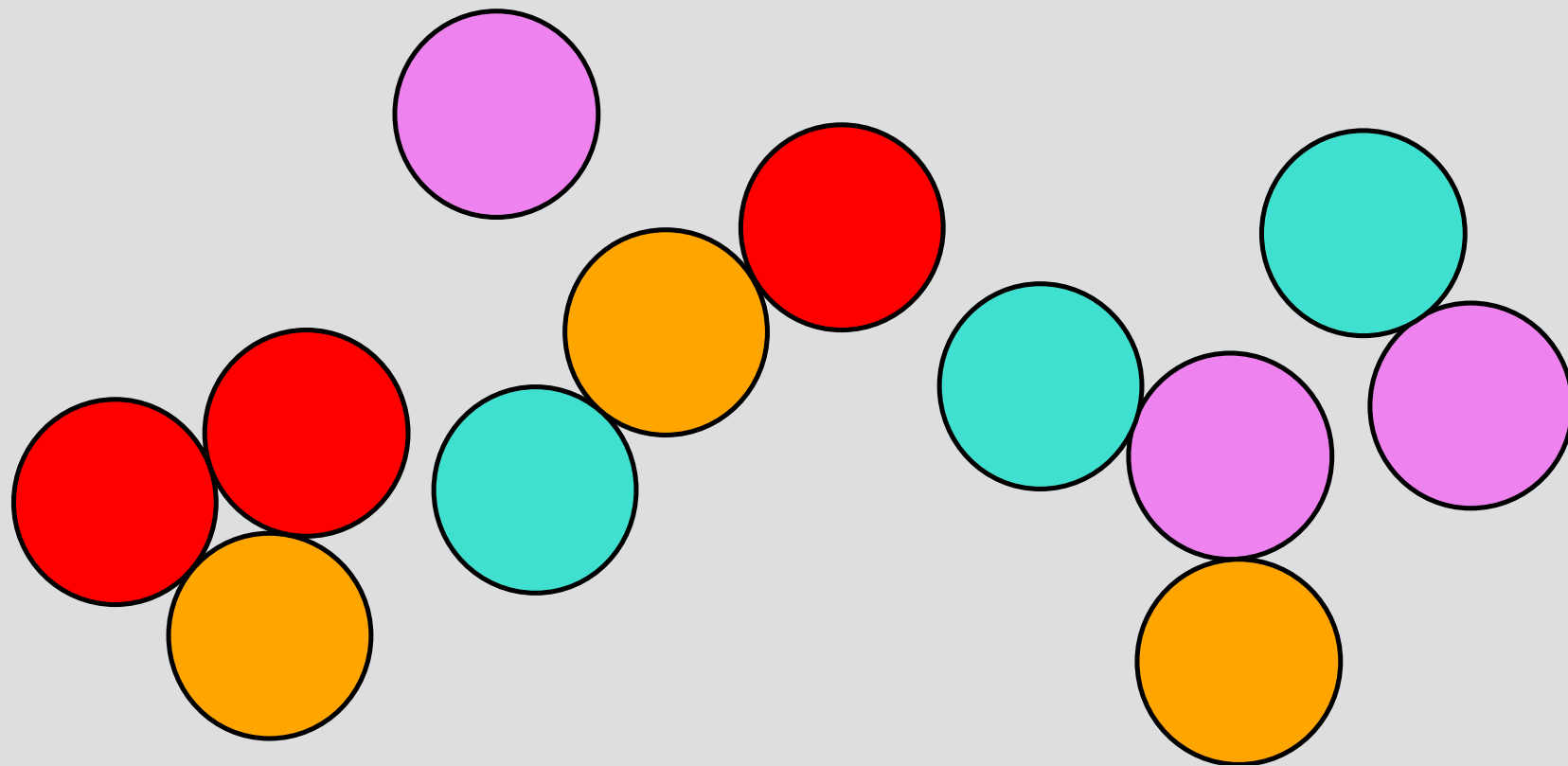
Self-Assembly

Simple particles coalescing into
complex superstructures.



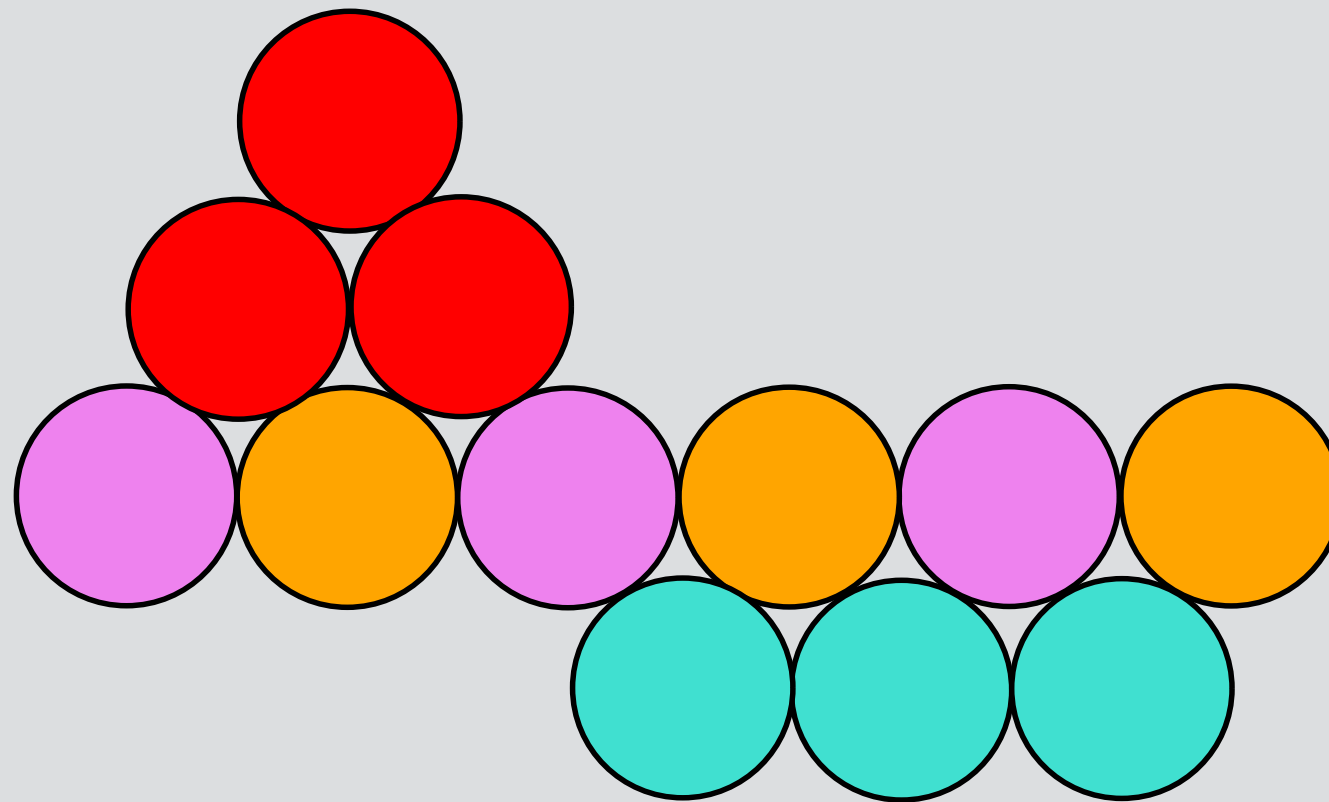
Self-Assembly

Simple particles coalescing into
complex superstructures.

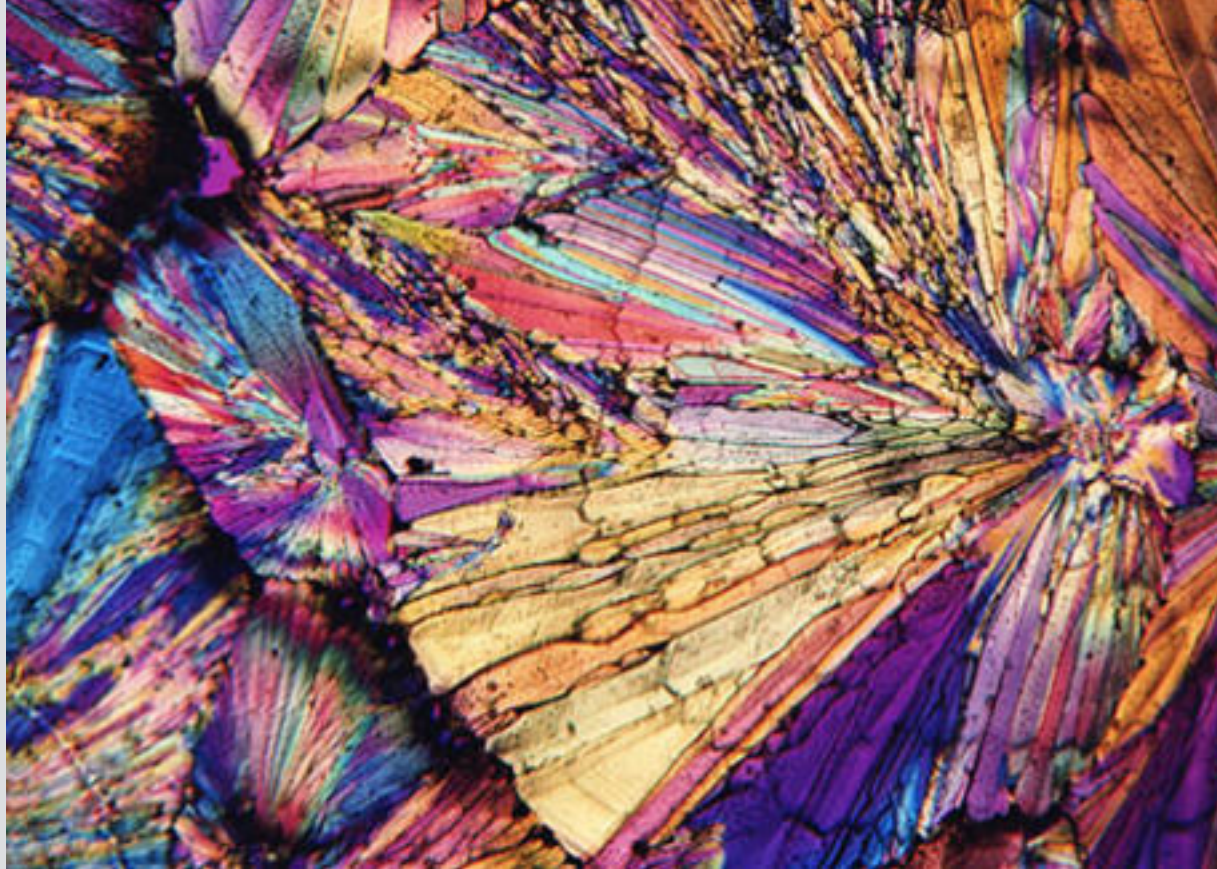
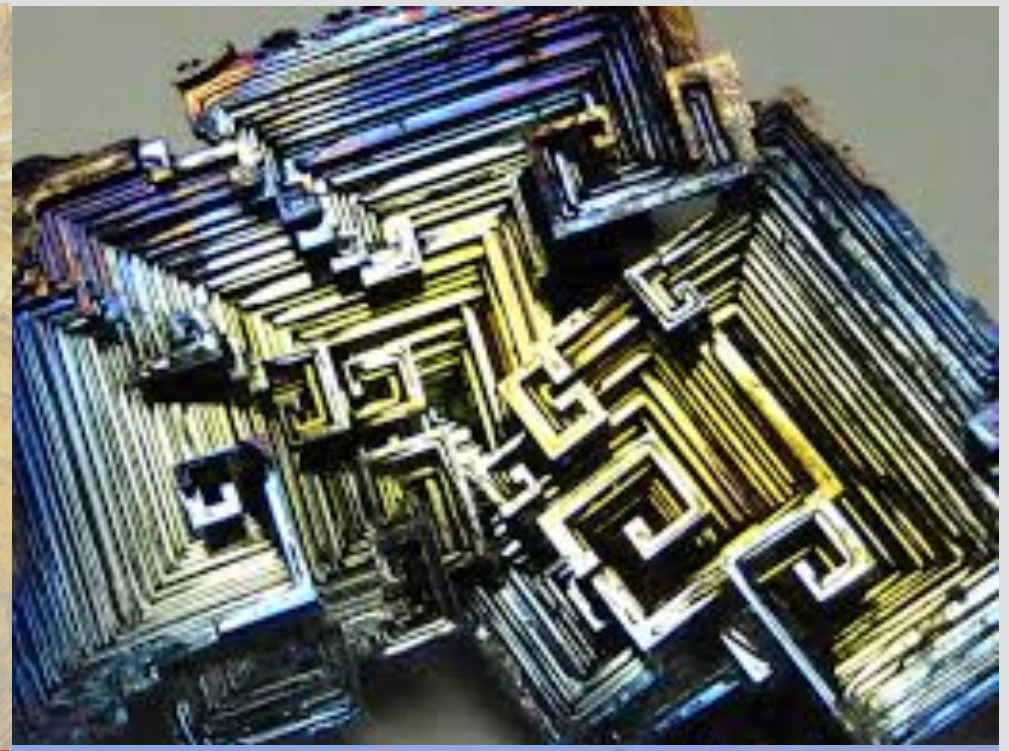


Self-Assembly

Simple particles coalescing into complex superstructures.



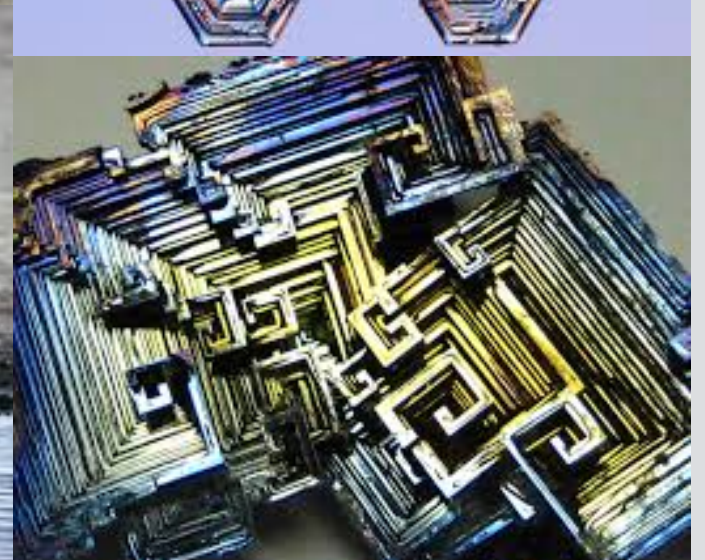
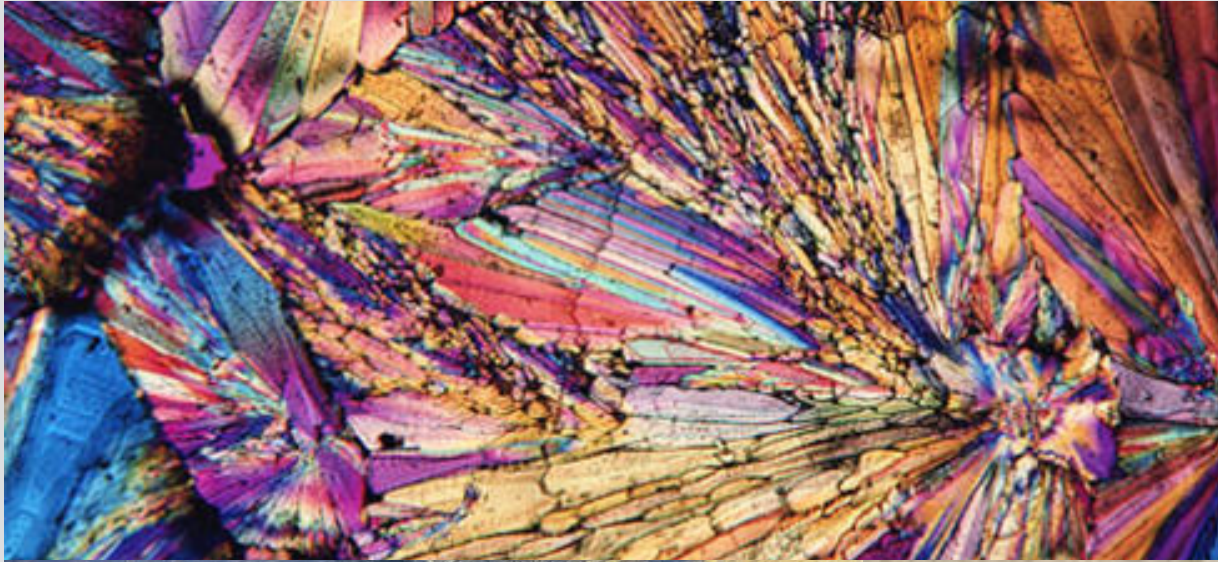
Crystallization



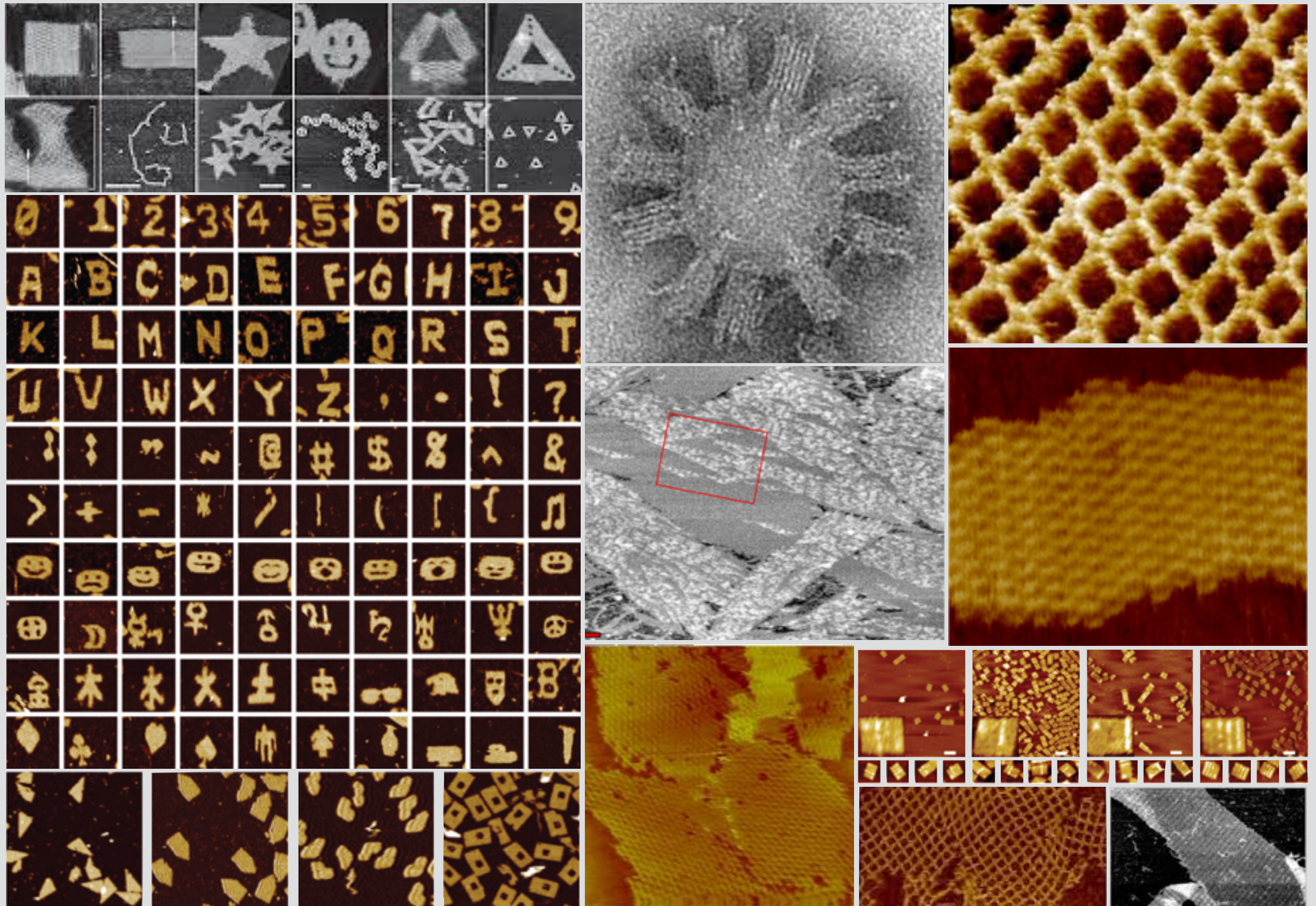
Morphogenesis



Natural self-assembly



Synthetic DNA self-assembly



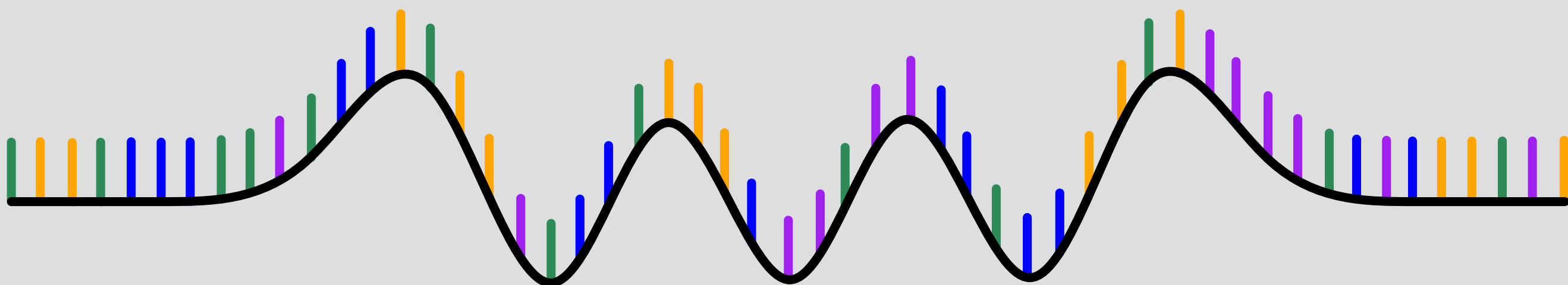
DNA

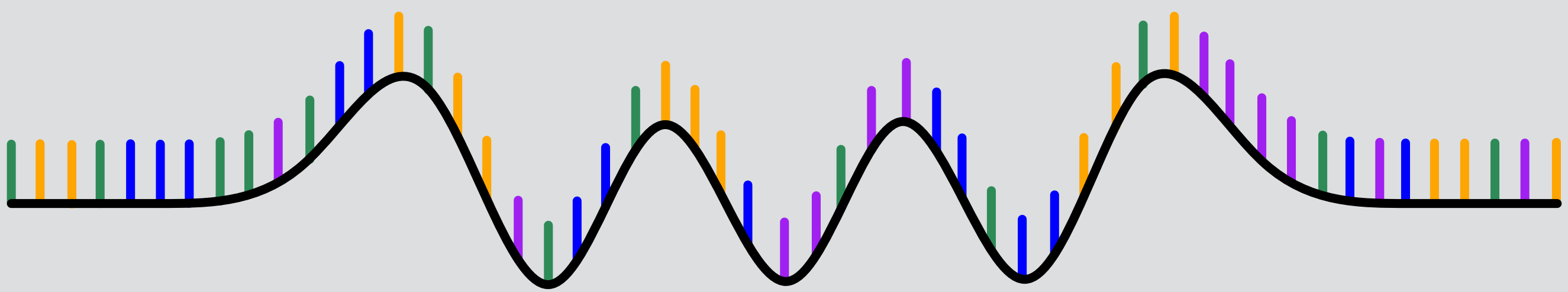
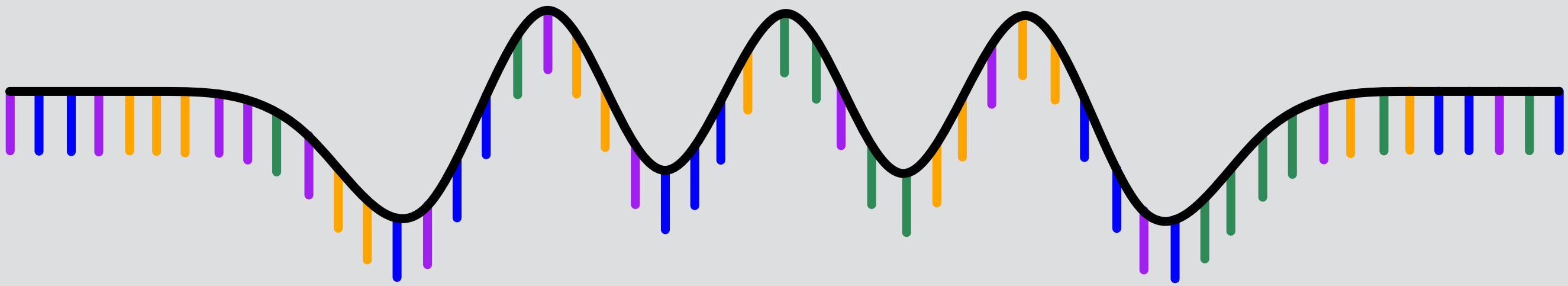


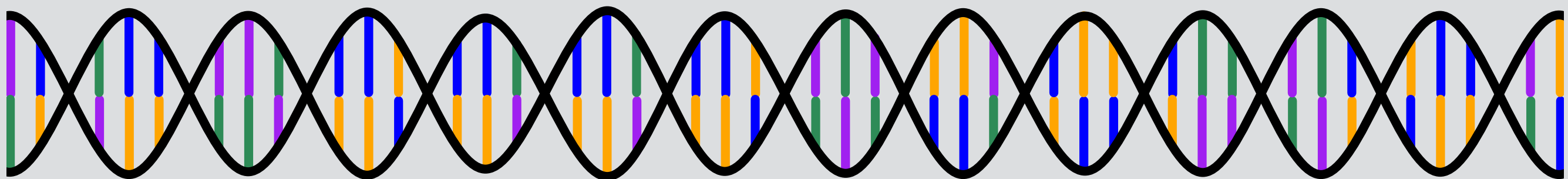
GAAGTTTGGCGTTAGAACGTTGAAATCCGCCCTTGTTAAGACCCCGTCTAAGCA

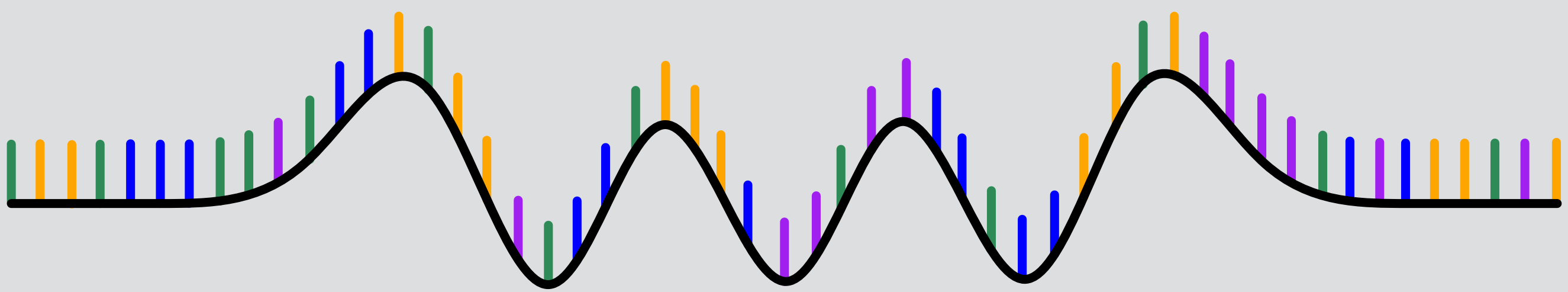
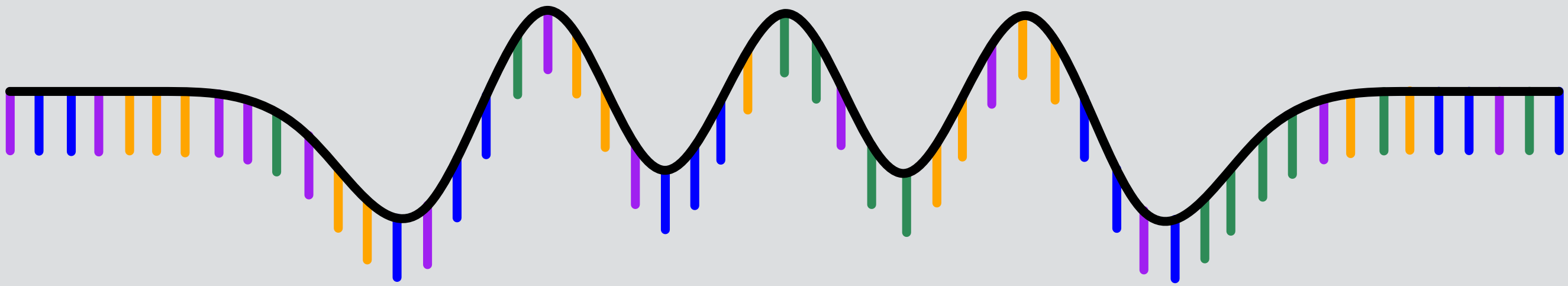
A single DNA strand is shown as a horizontal line with vertical bars of different colors representing the bases: Green for G, Orange for A, Blue for T, and Purple for C. The sequence of bases is GAAGTTTGGCGTTAGAACGTTGAAATCCGCCCTTGTTAAGACCCCGTCTAAGCA.

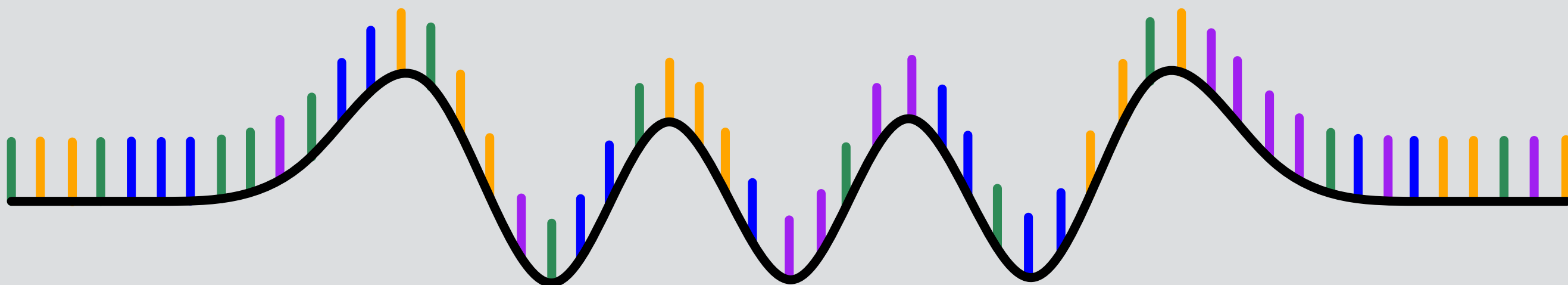
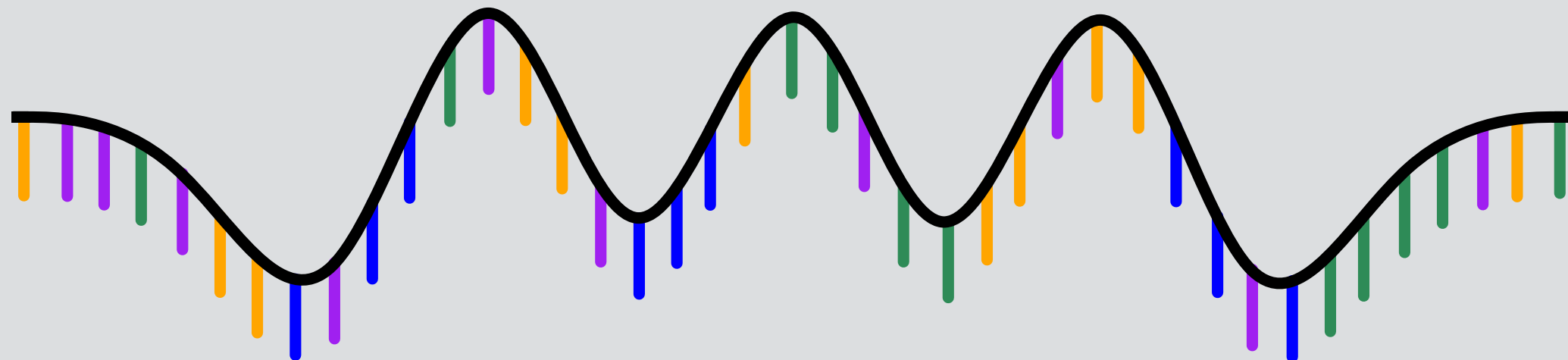
Single strand

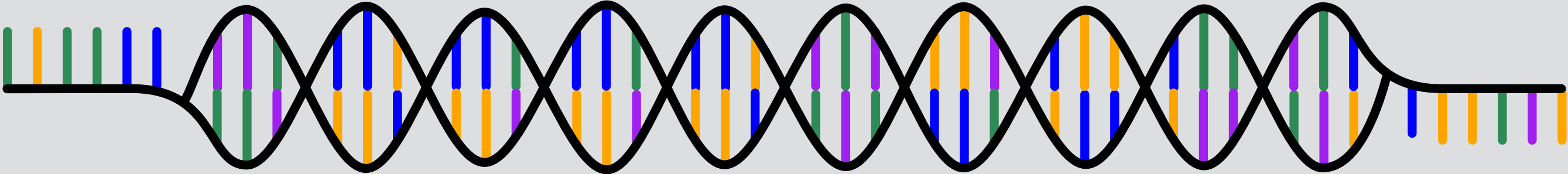




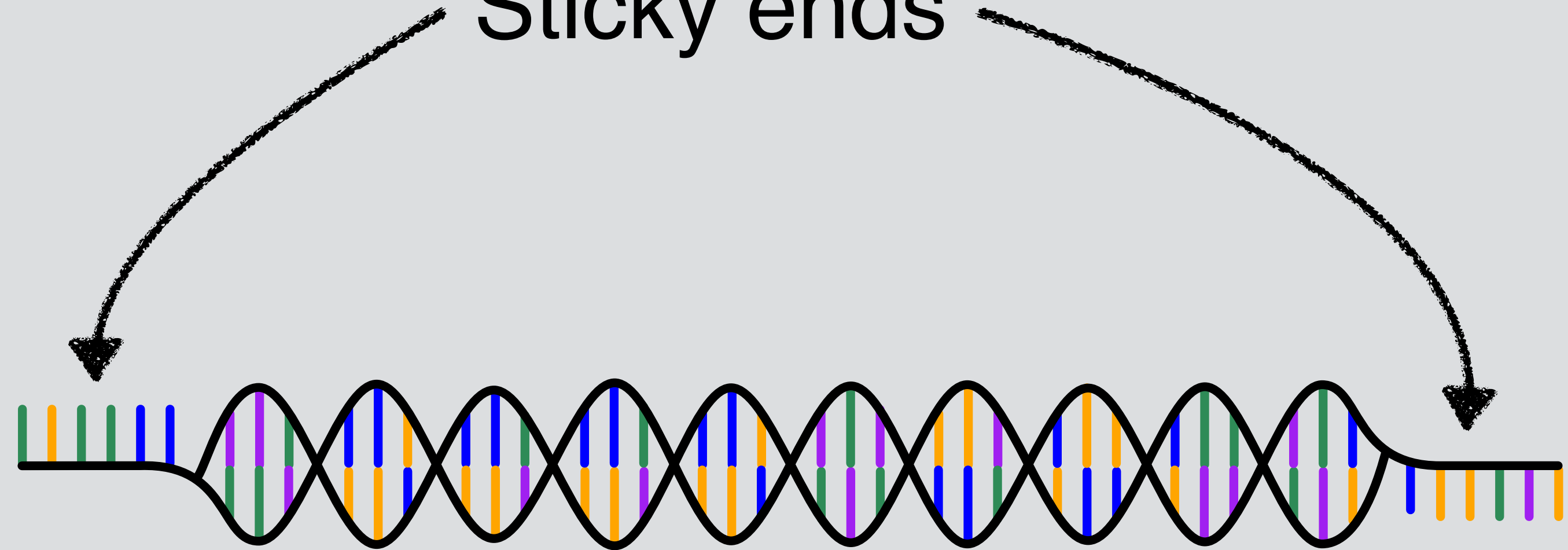




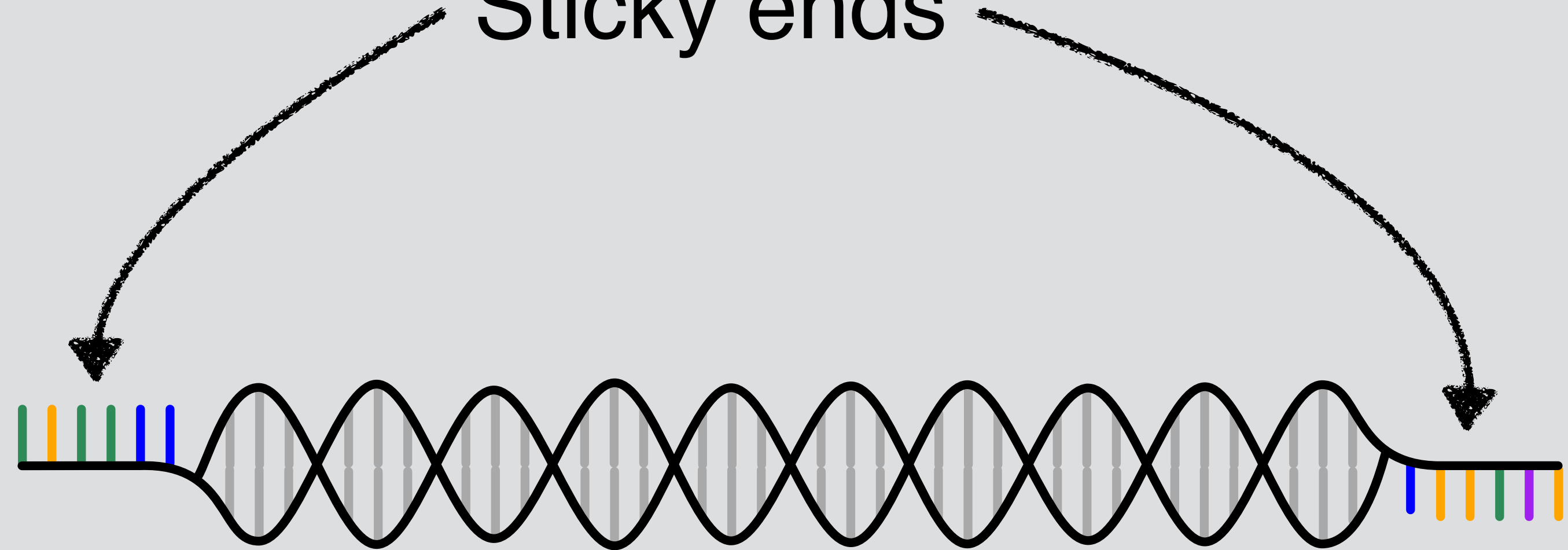


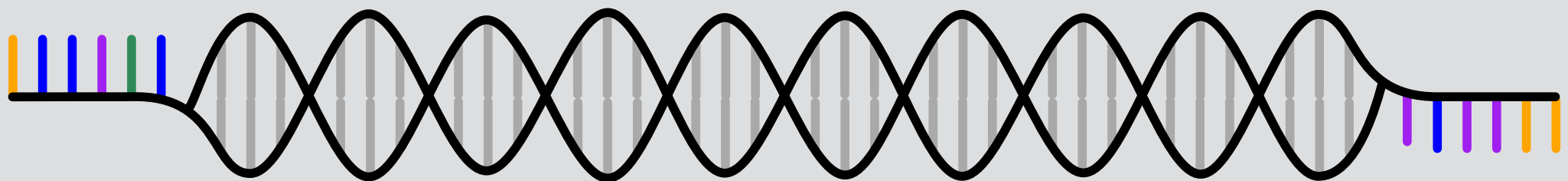


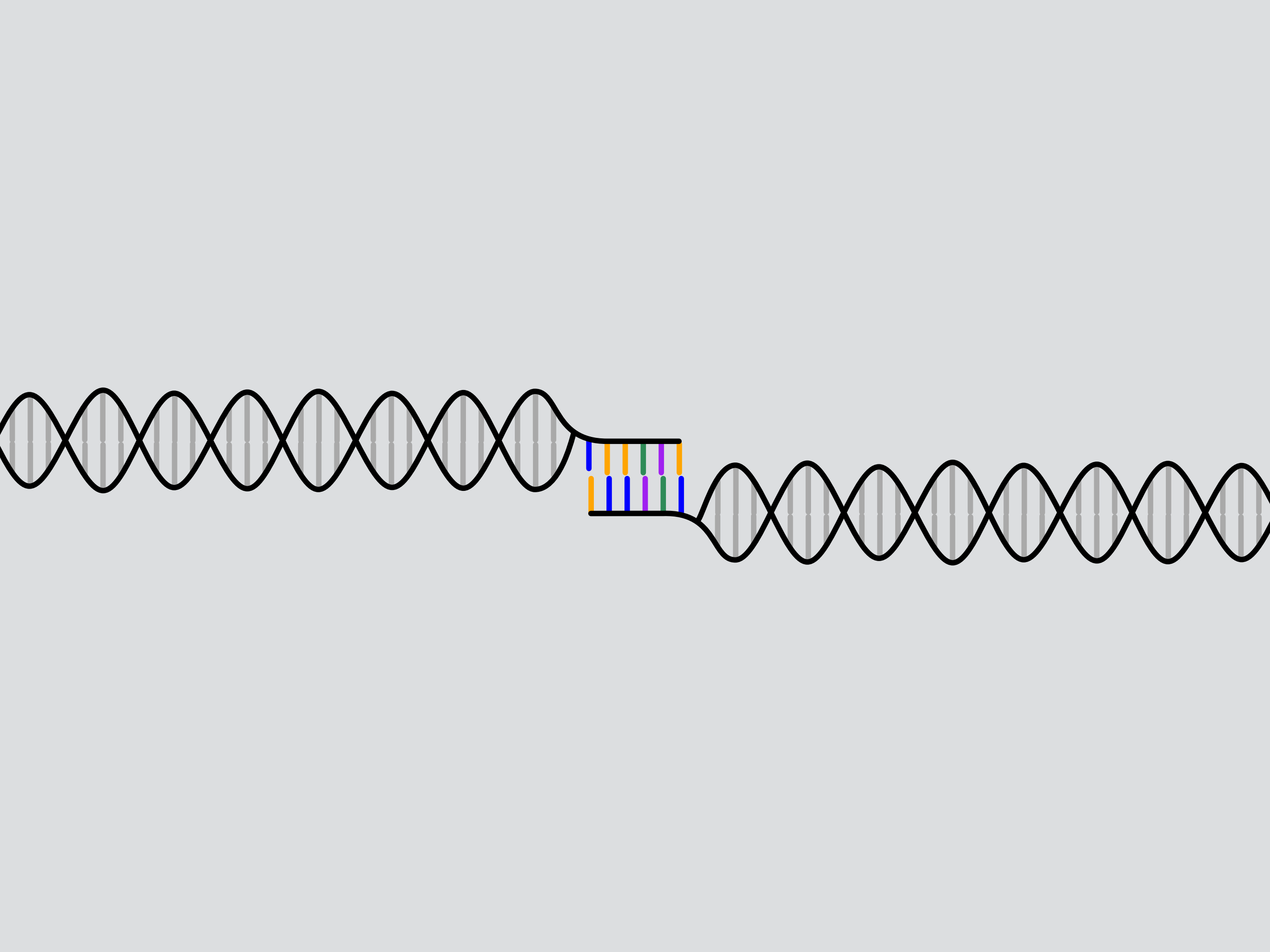
Sticky ends

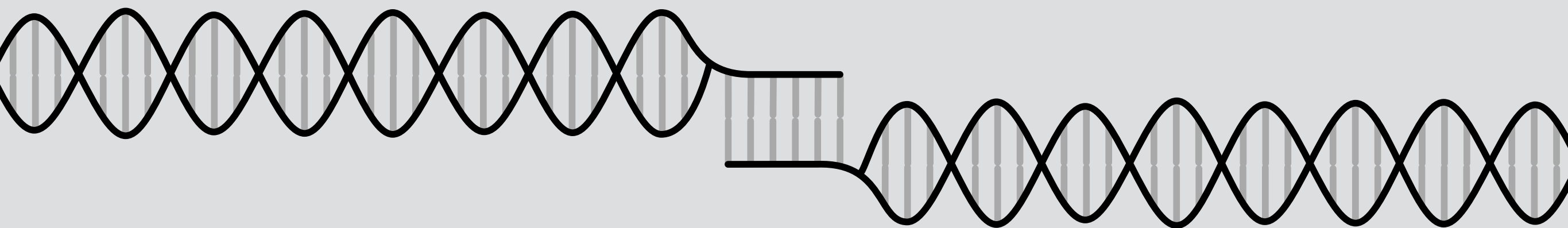


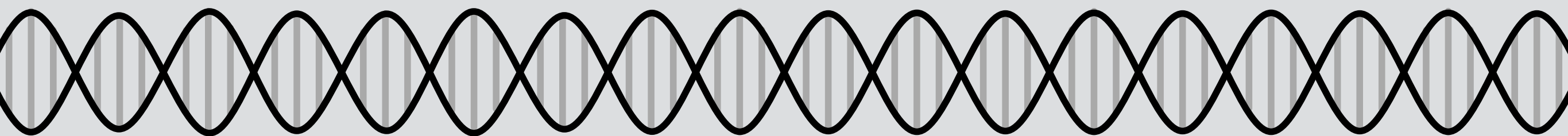
Sticky ends

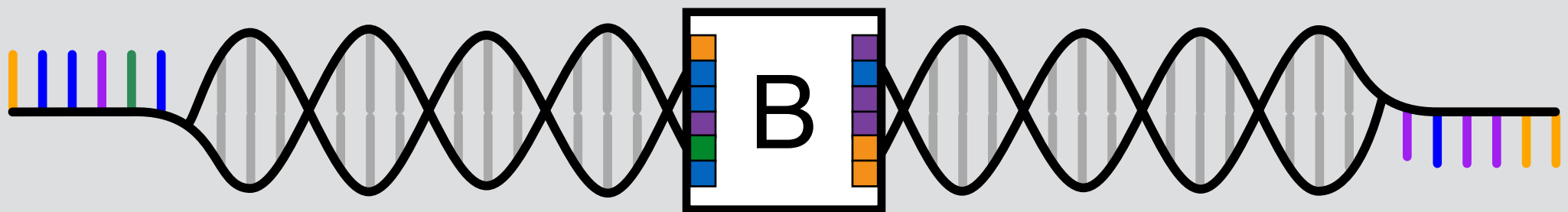
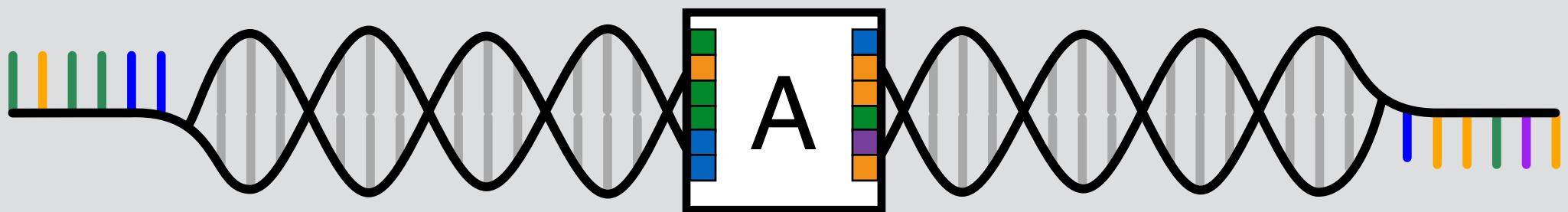




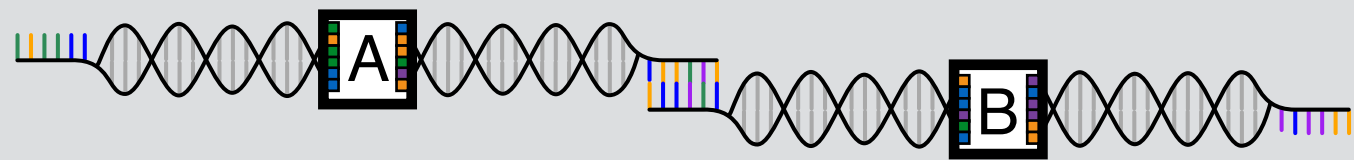
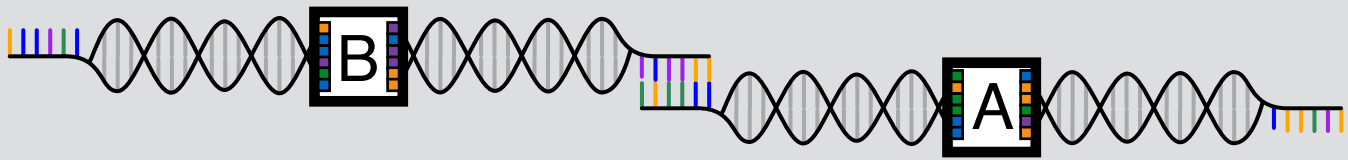
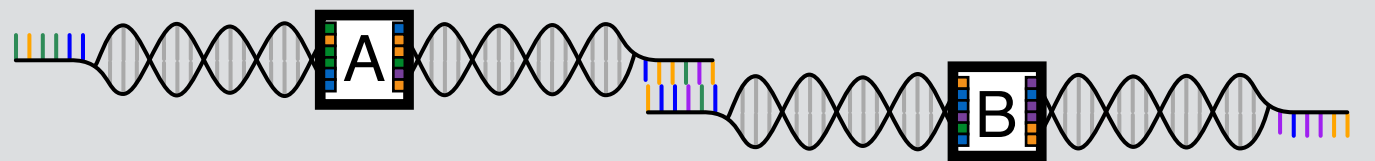
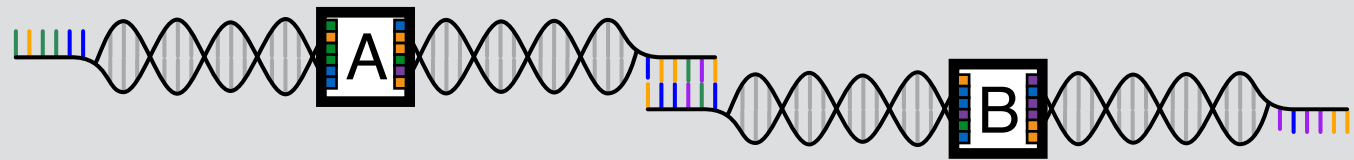
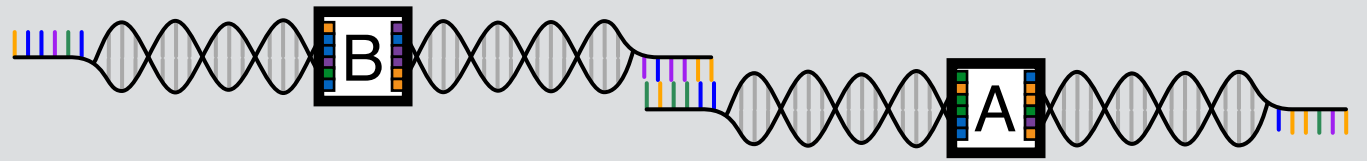


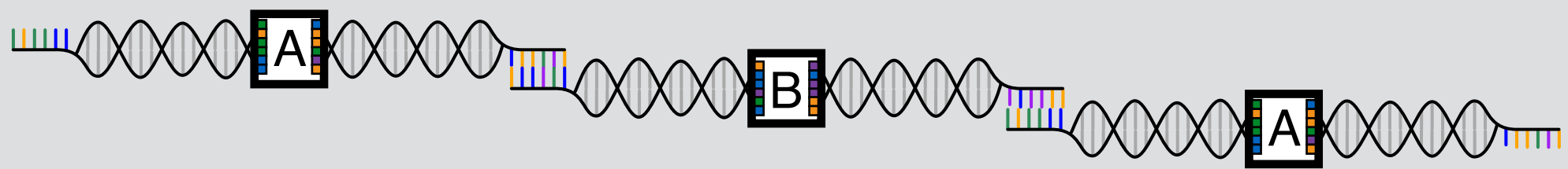
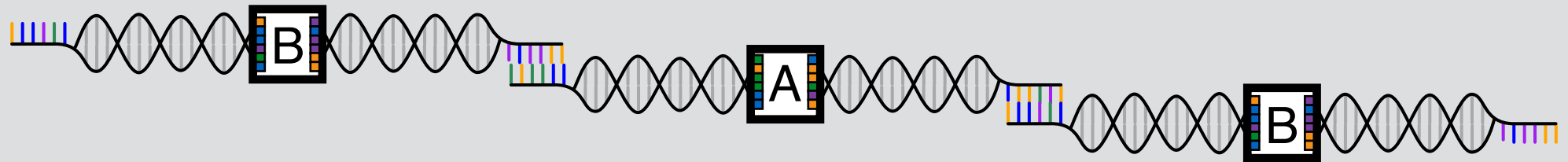
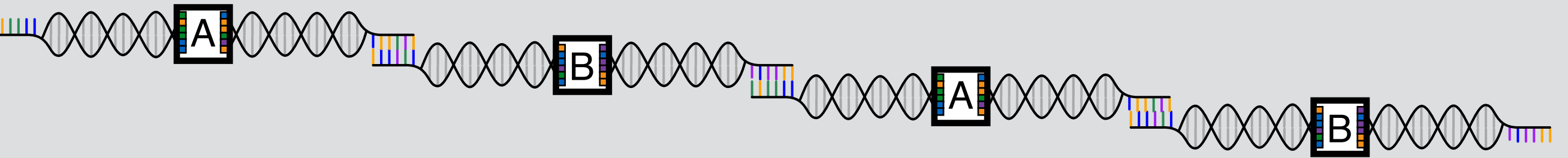
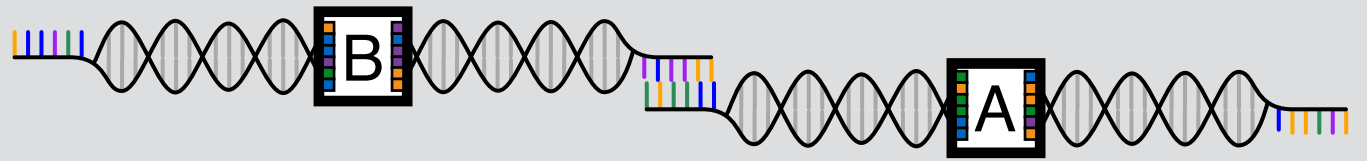


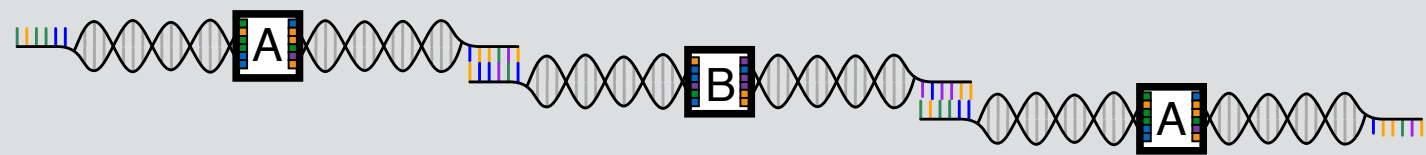
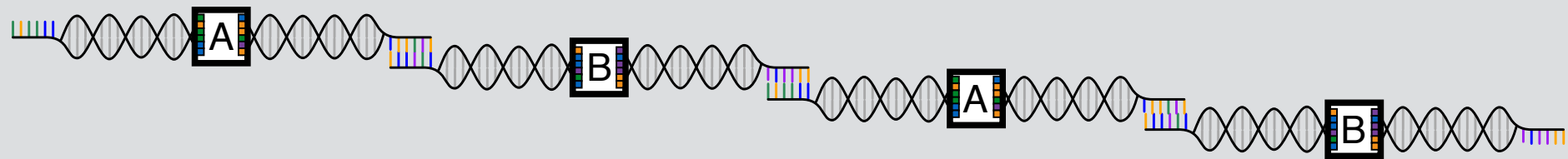
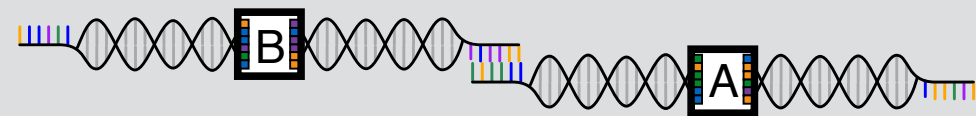


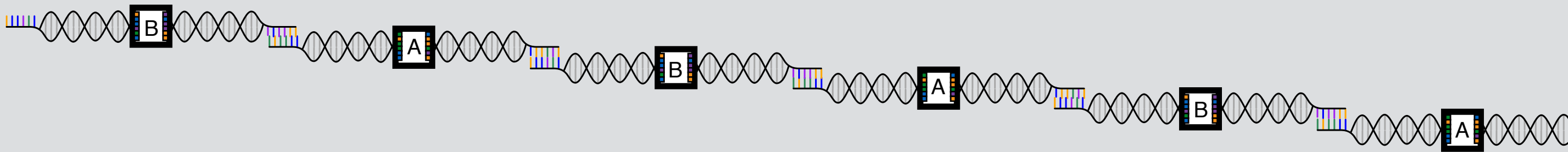
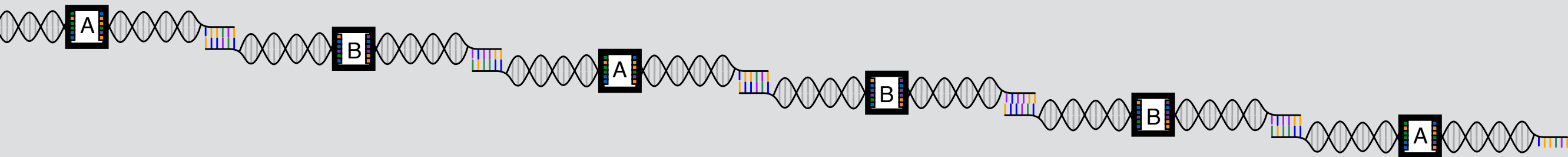


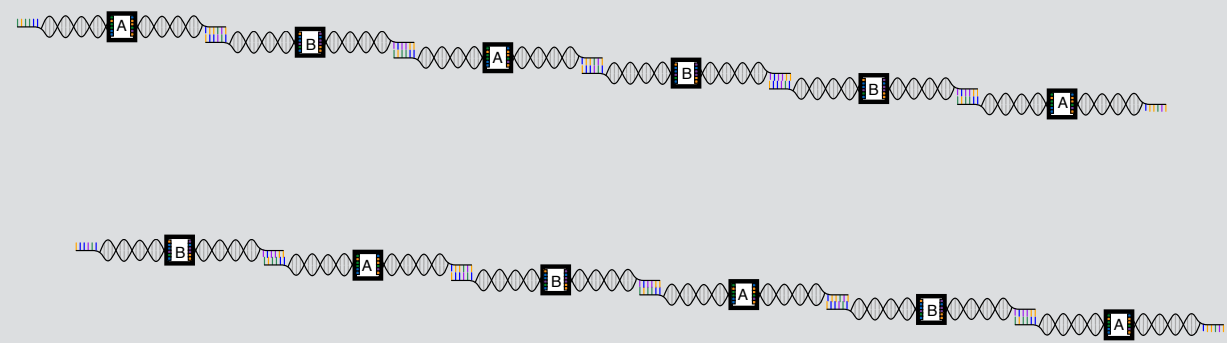


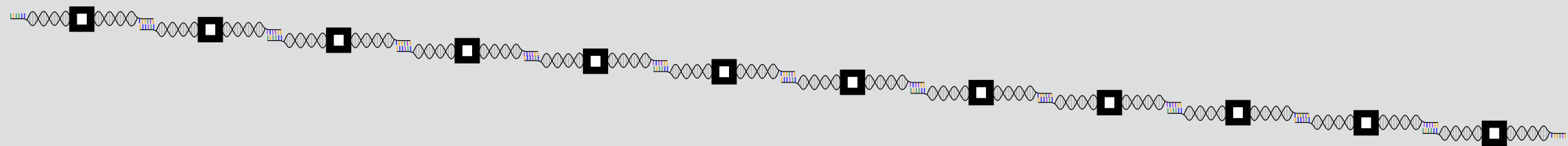












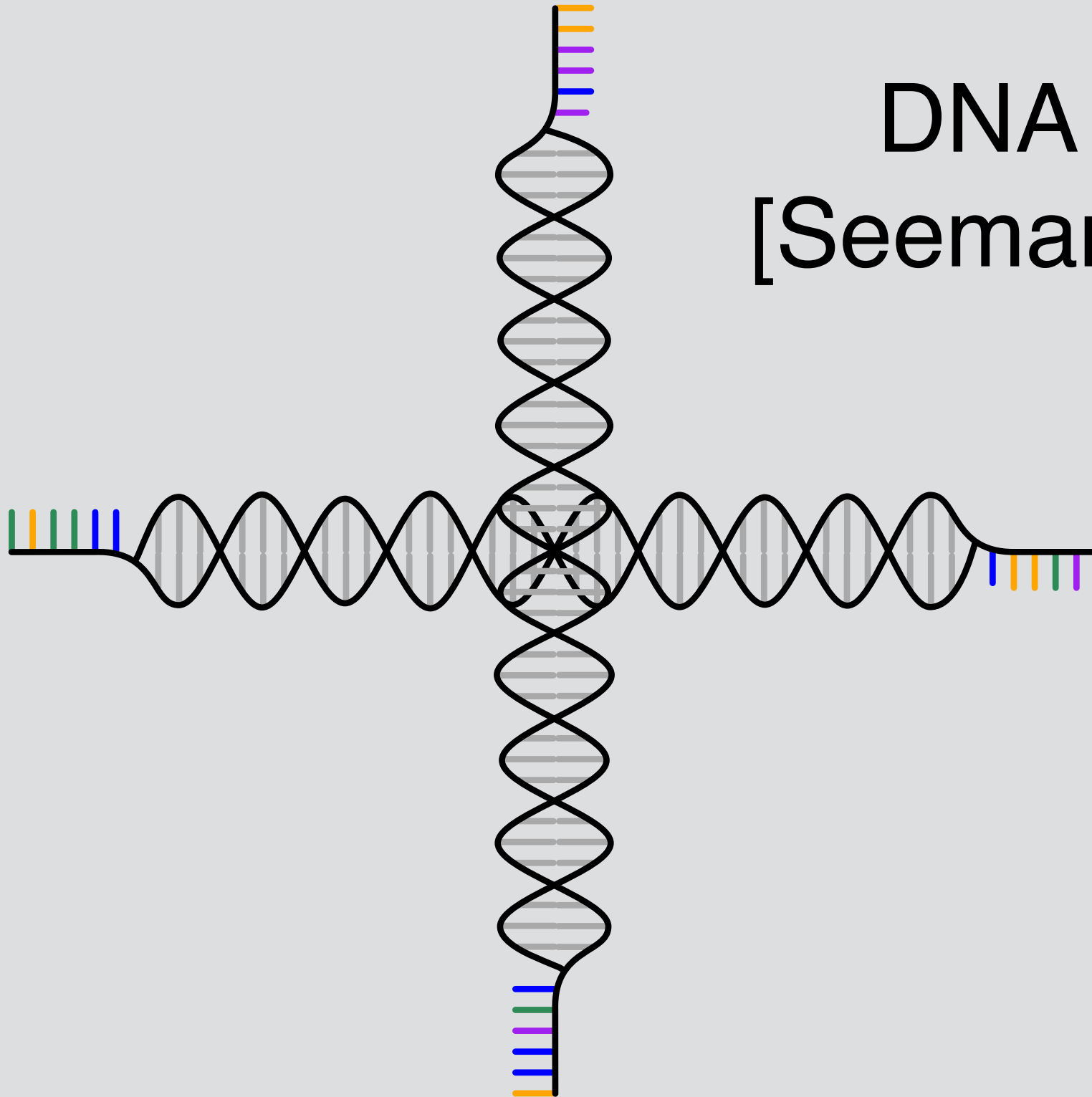


[Wei, Dai, Yin 2012]

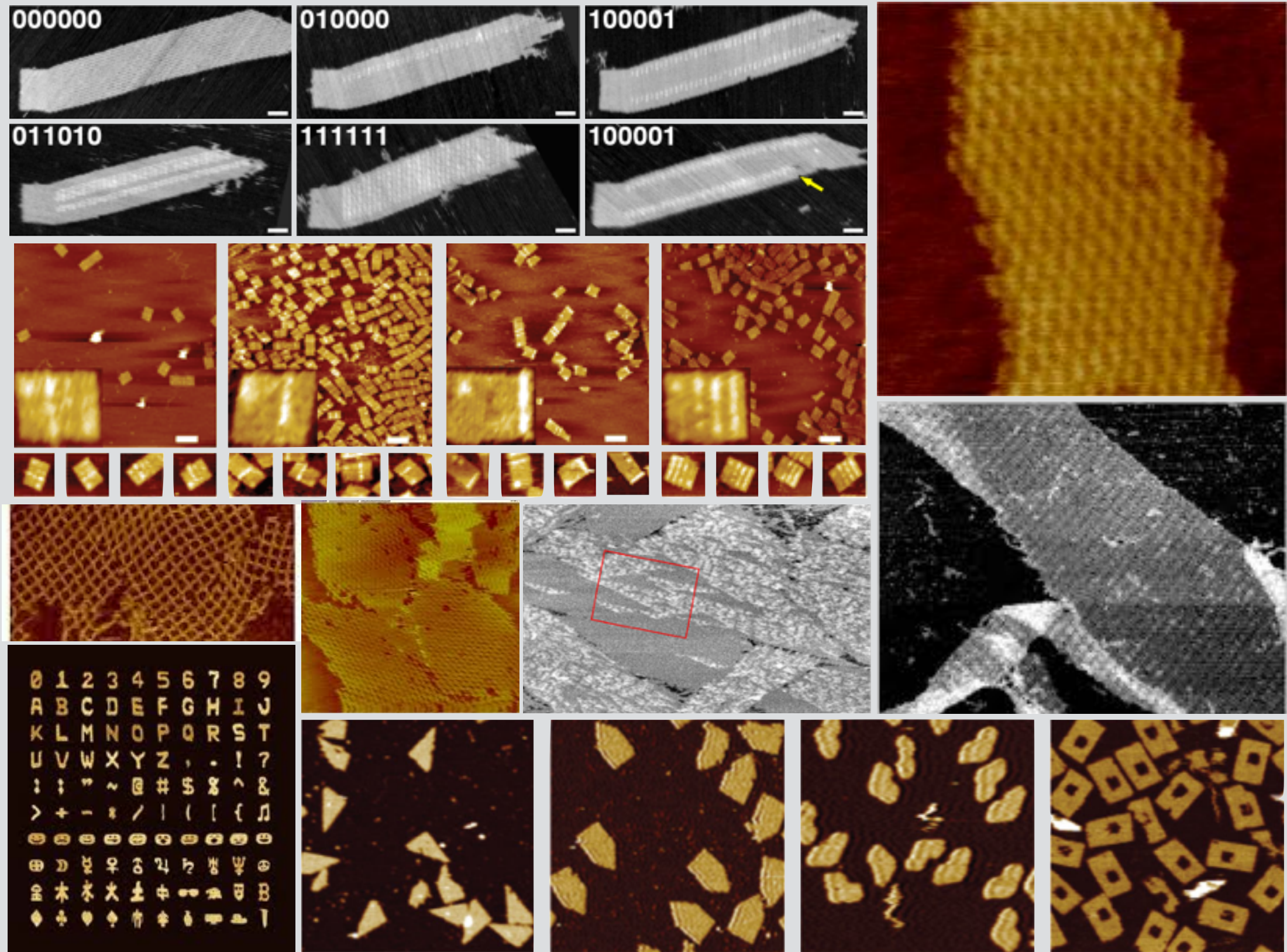


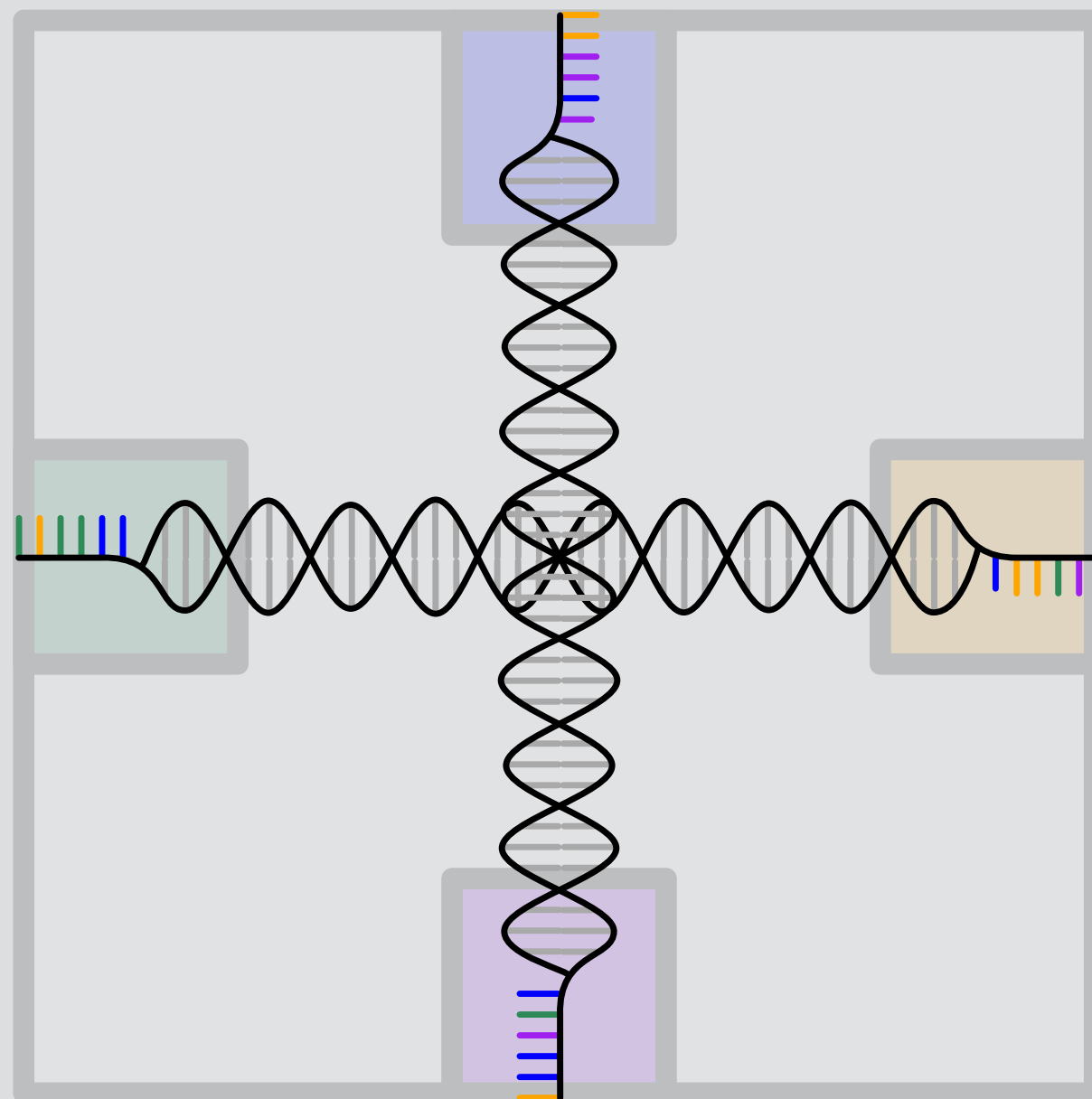
DNA tiles

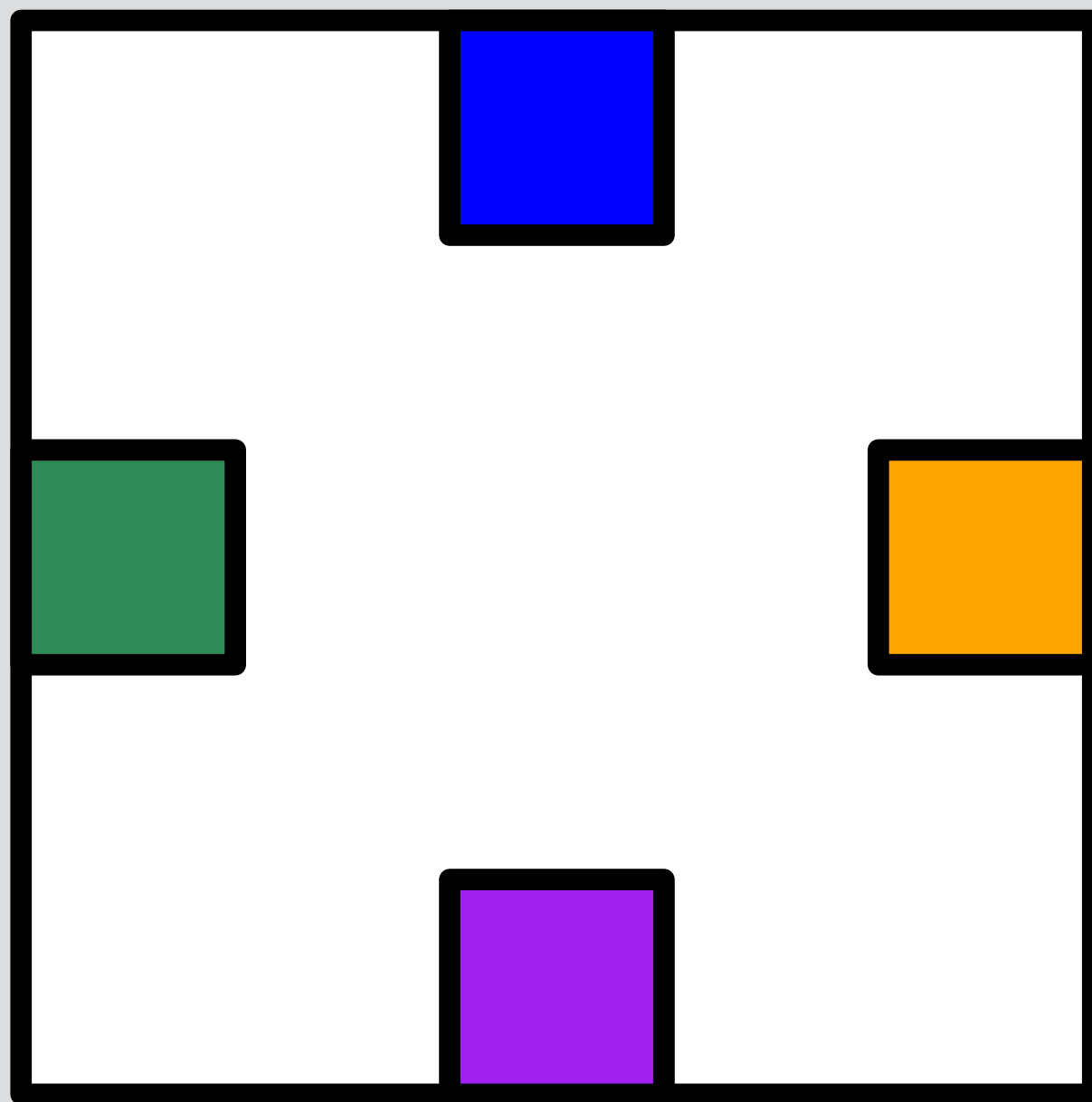
[Seeman 1982]



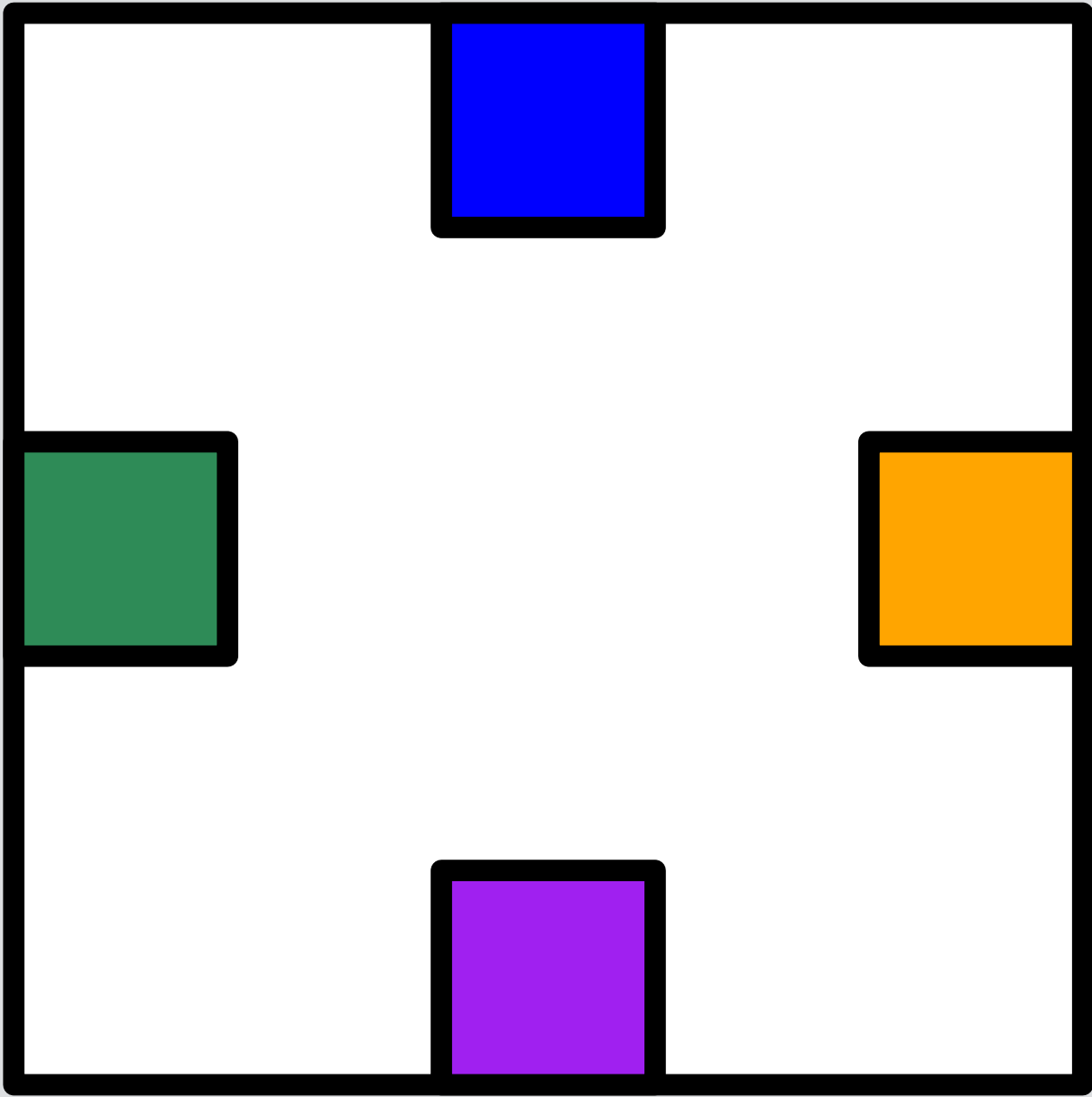
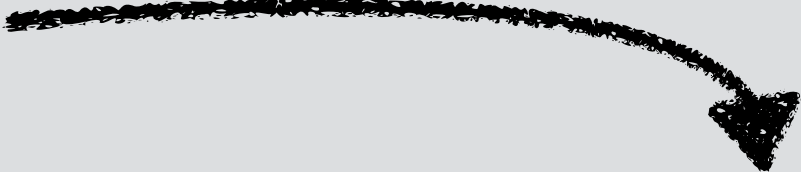
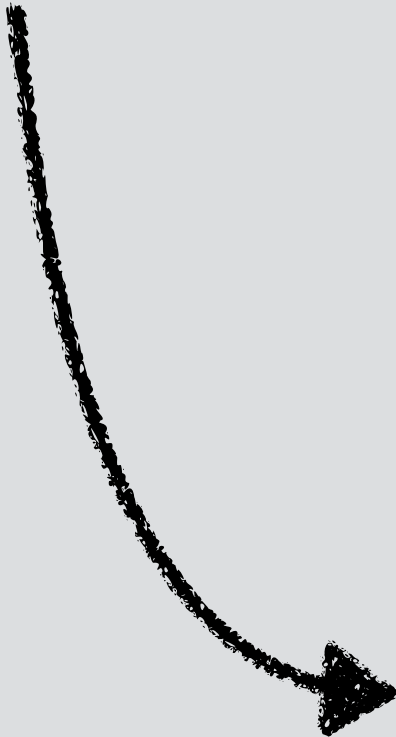
DNA tile self-assembly

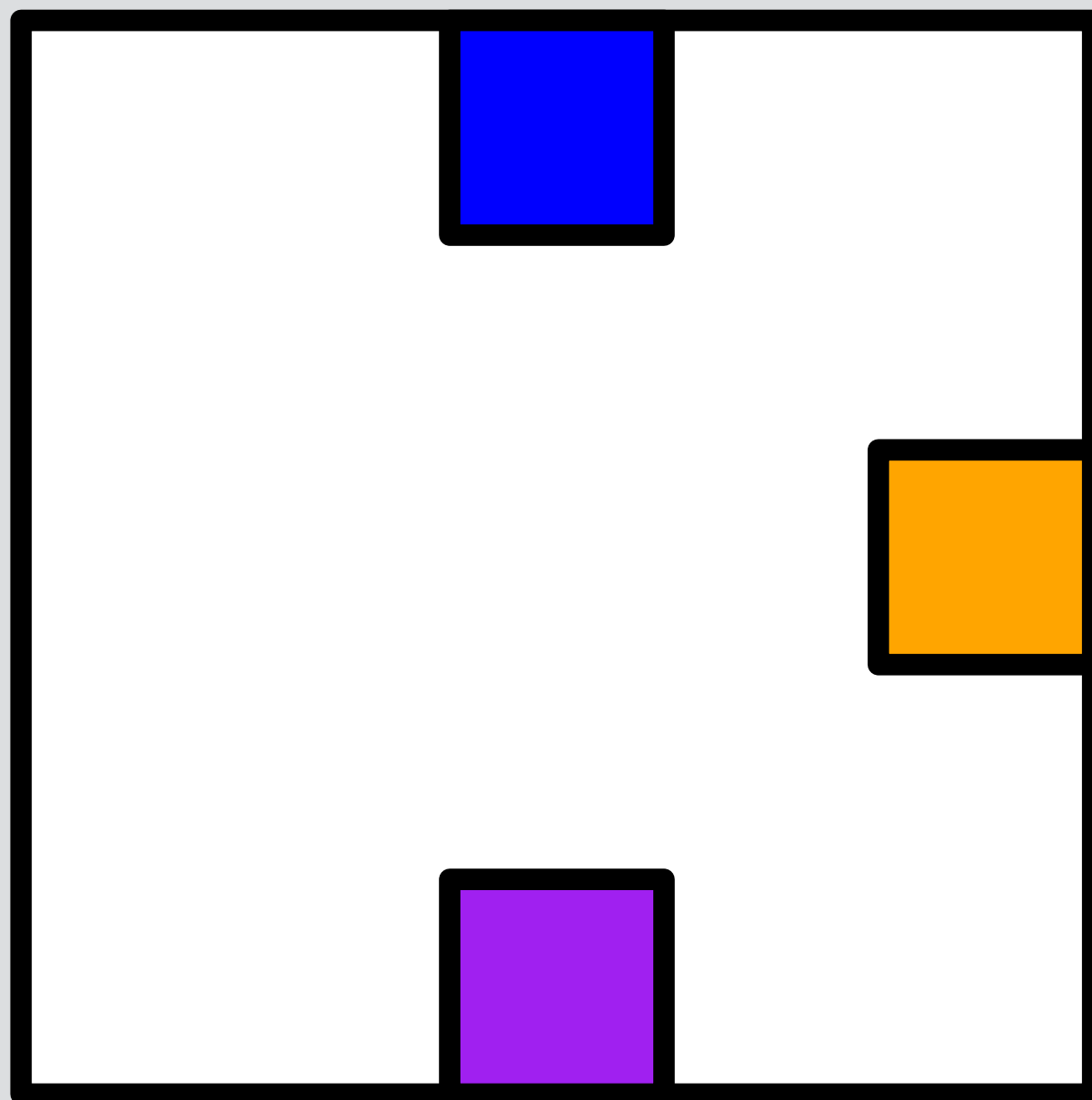


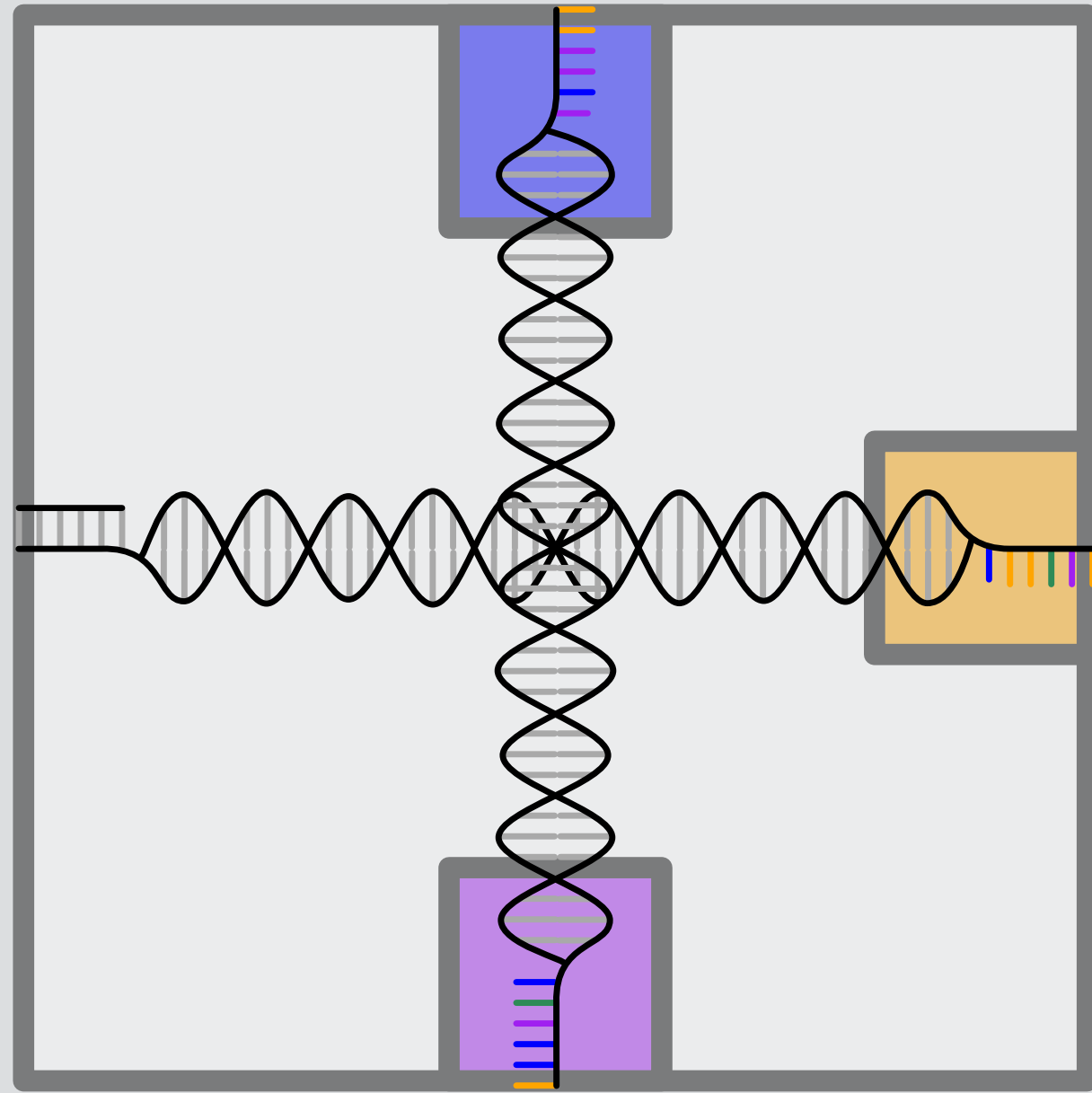




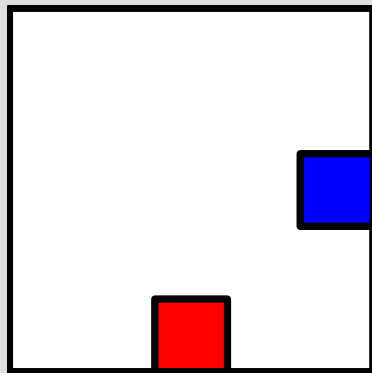
Glues



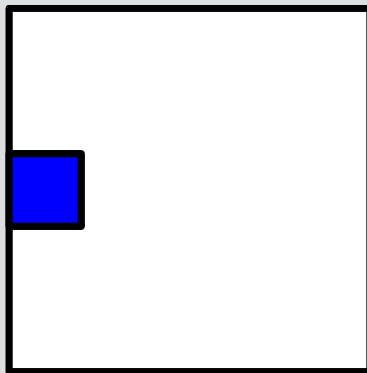




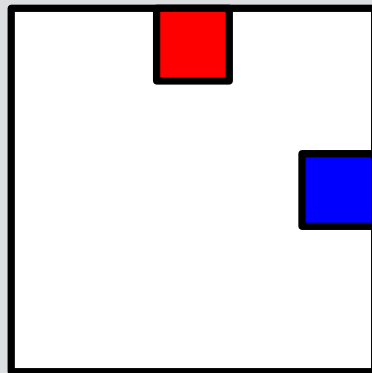
Tile types



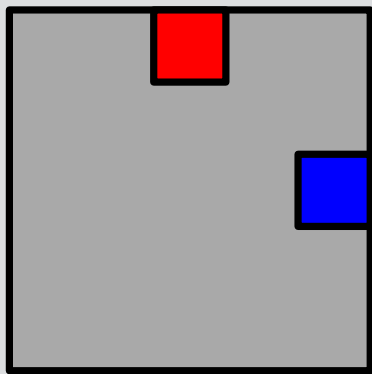
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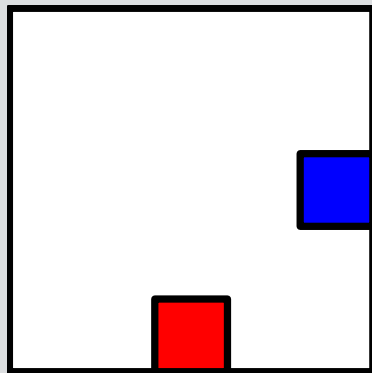


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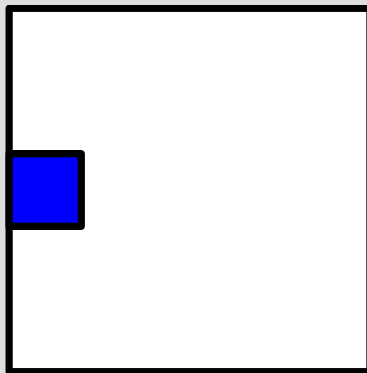


Seed tile

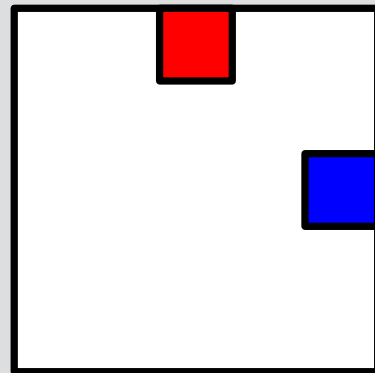
Tile types



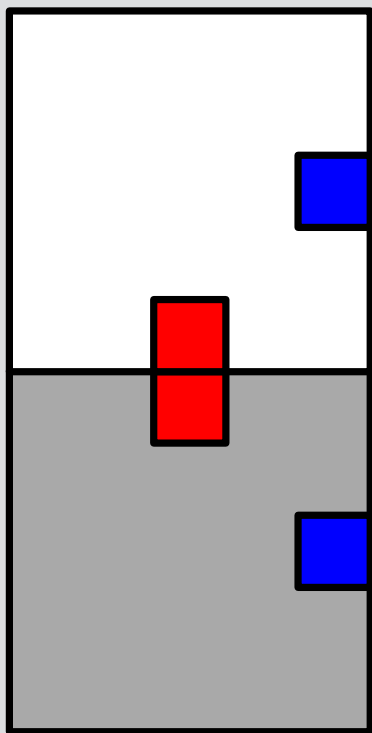
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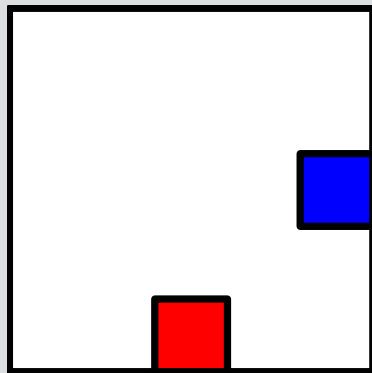


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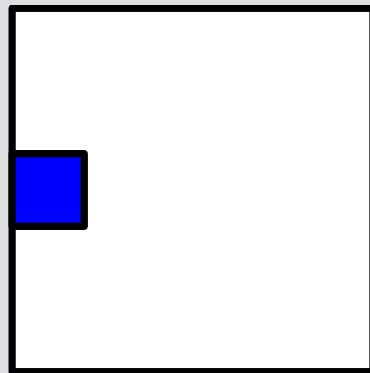


Seed tile

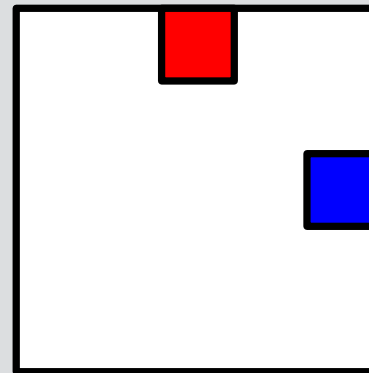
Tile types



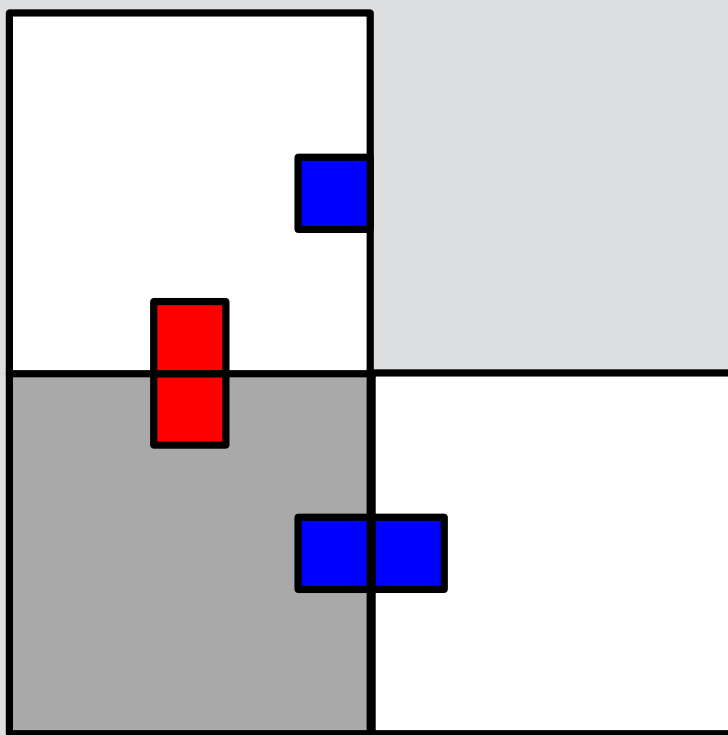
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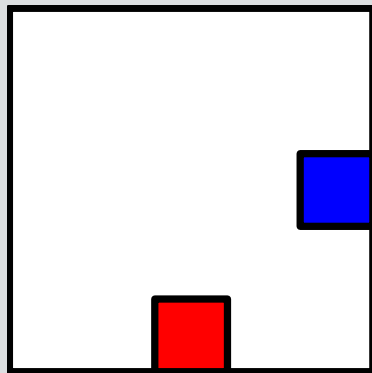


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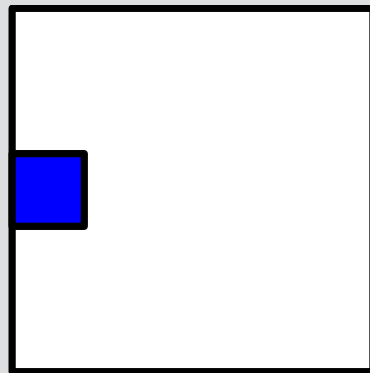


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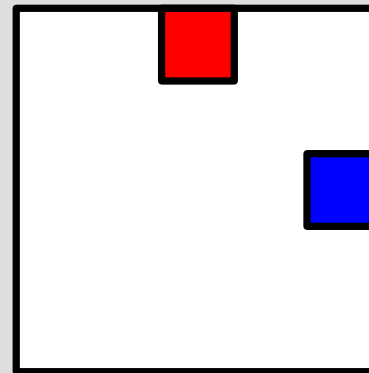
Tile types



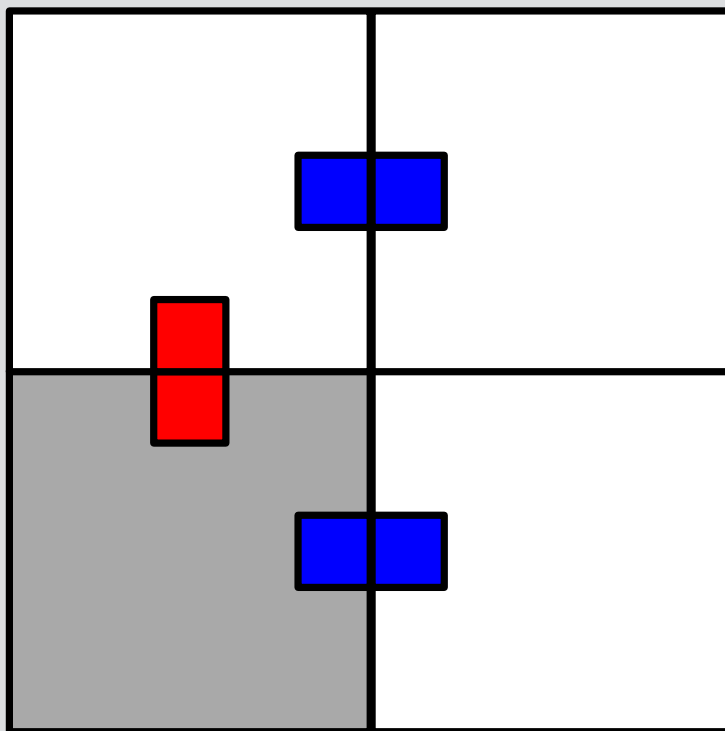
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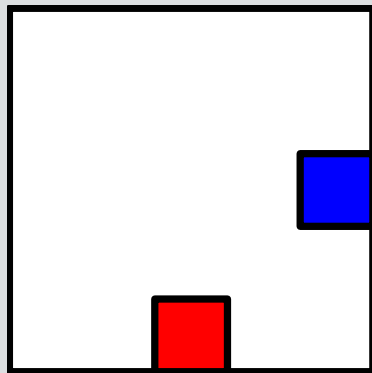


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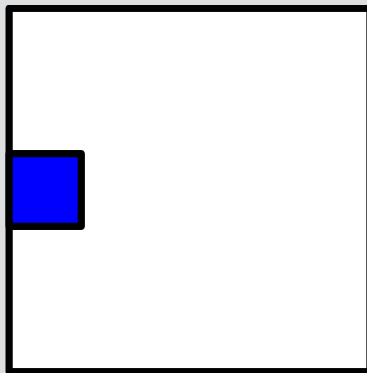


Seed tile

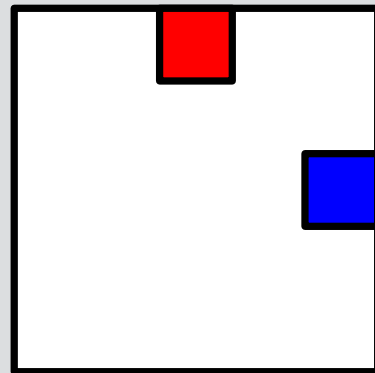
Tile types



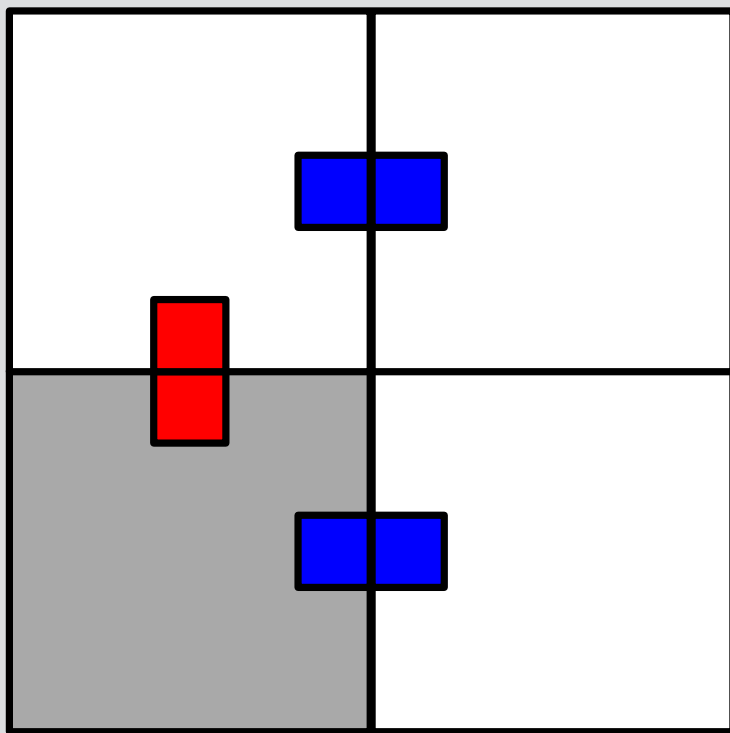
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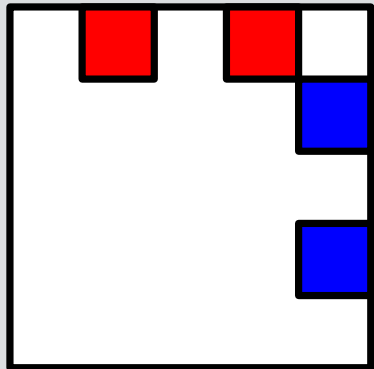


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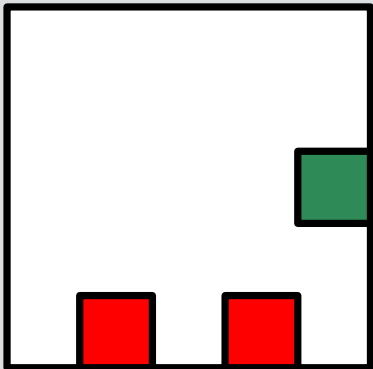


Seed tile

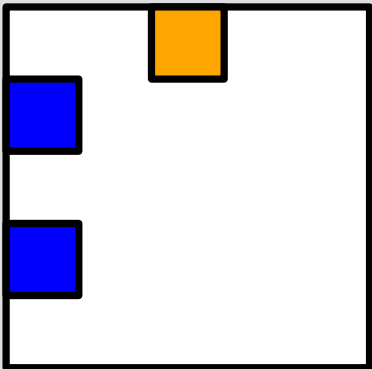
Temperature 1



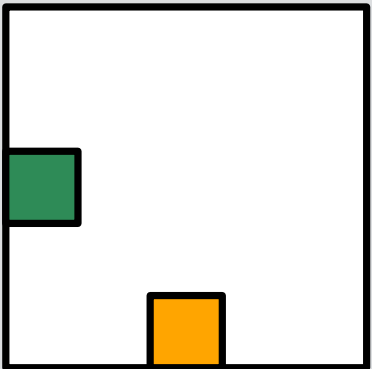
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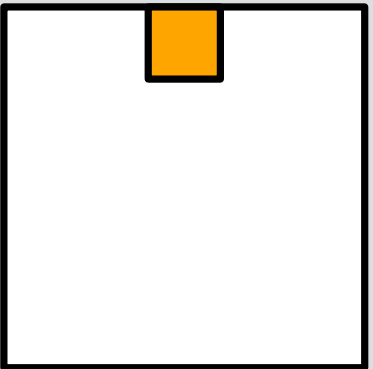
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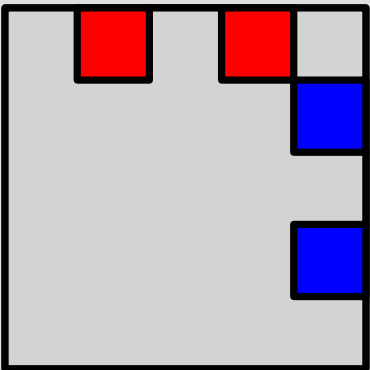
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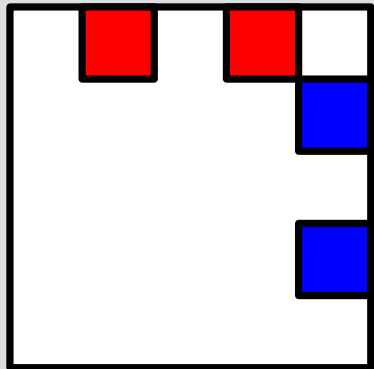
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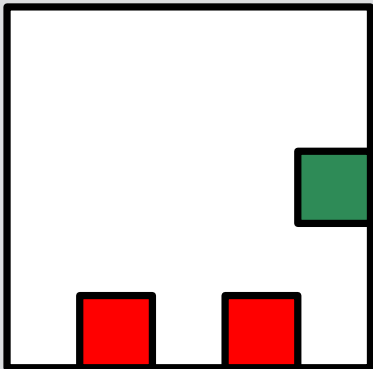
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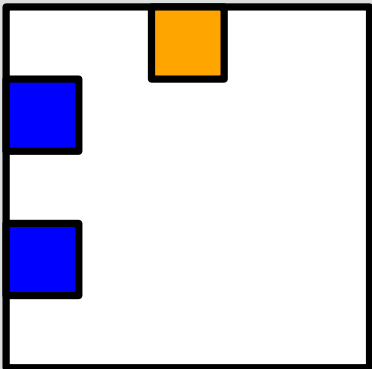
Temperature 2



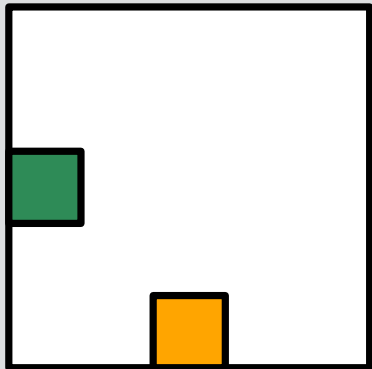
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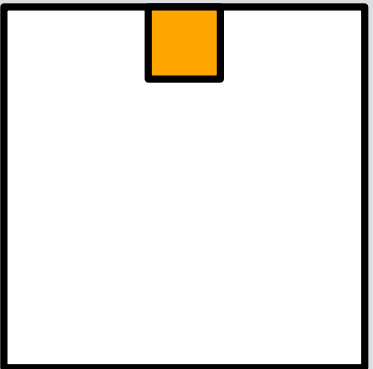
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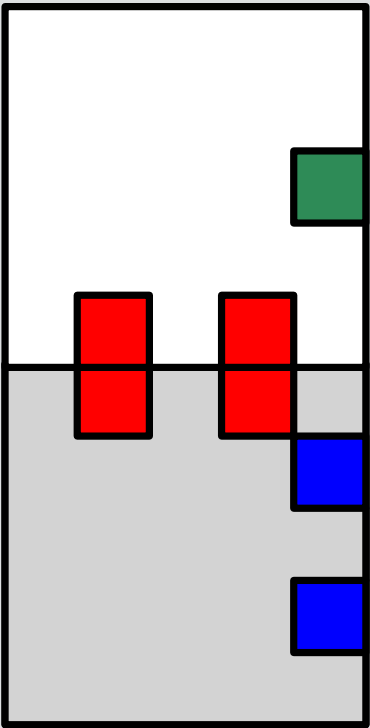
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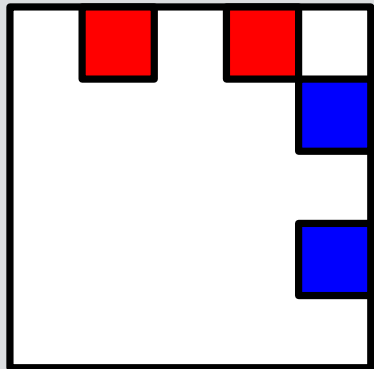
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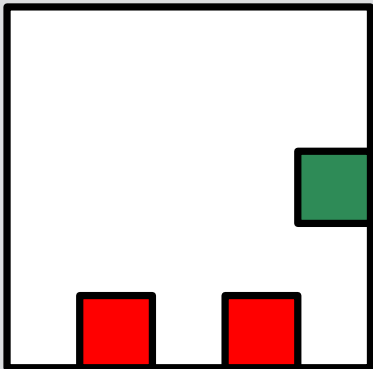
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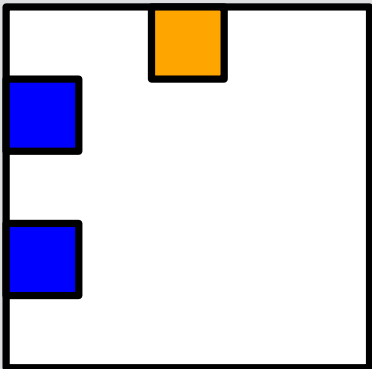
Temperature 2



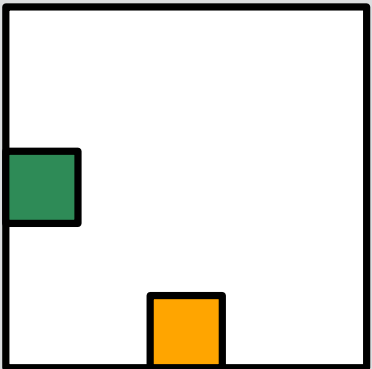
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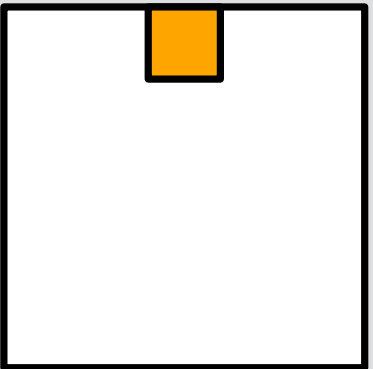
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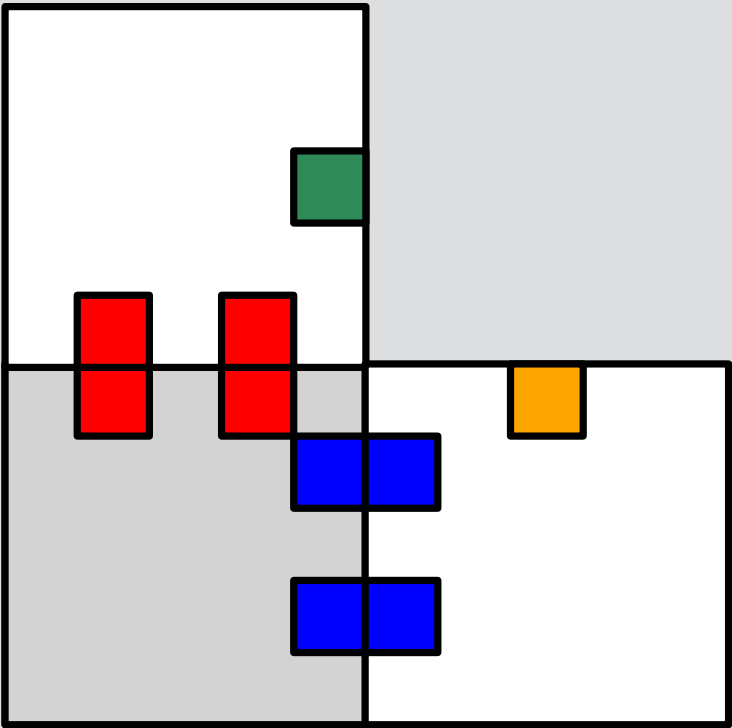
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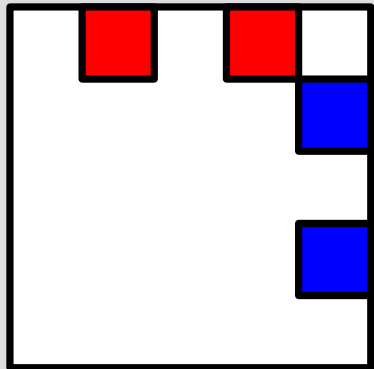
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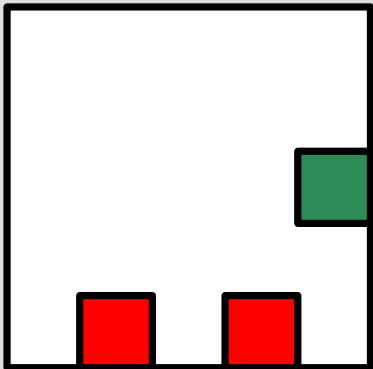
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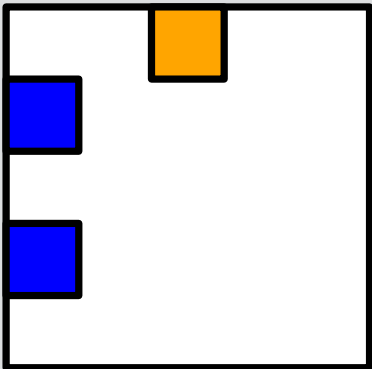
Temperature 2



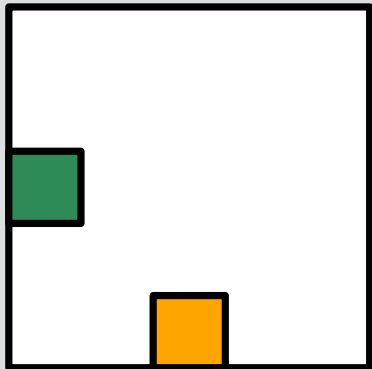
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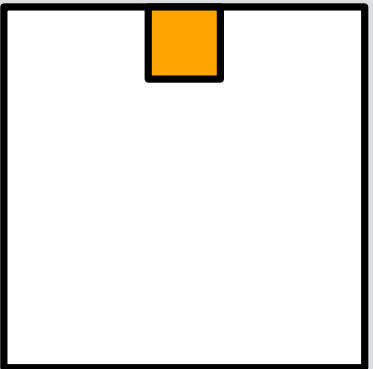
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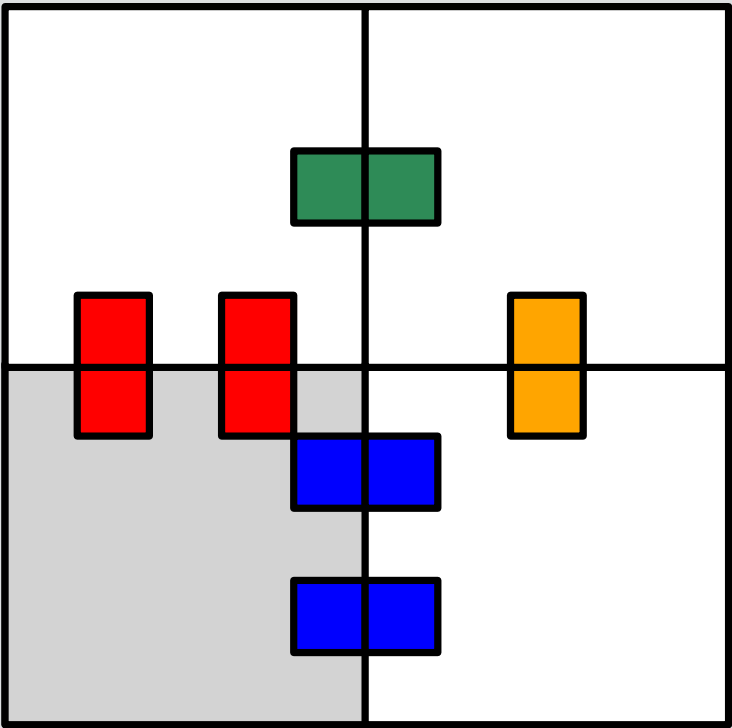
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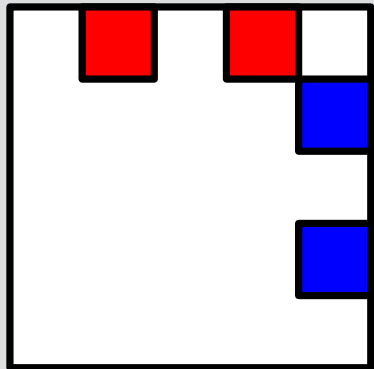
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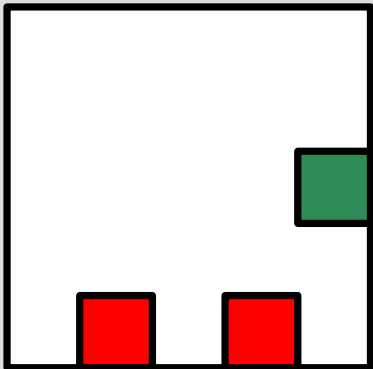
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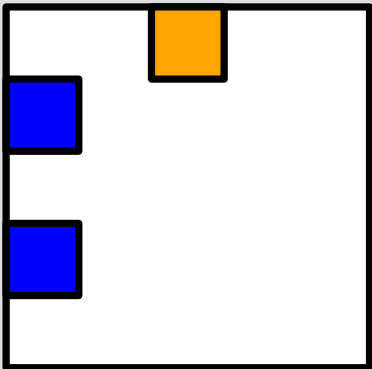
Temperature 2



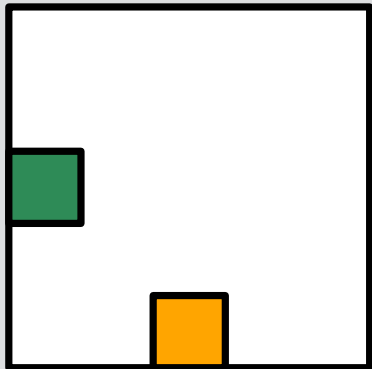
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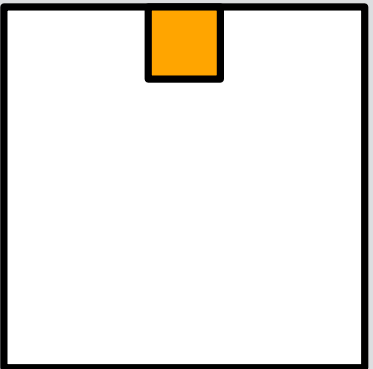
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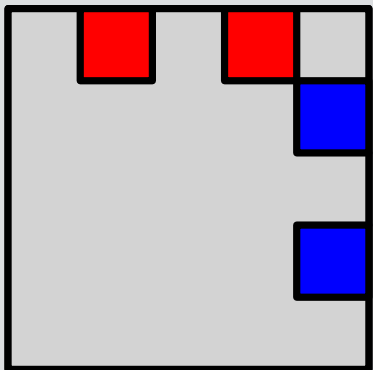
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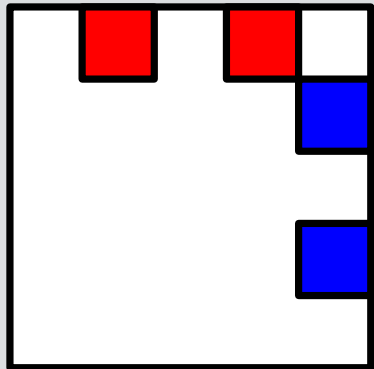
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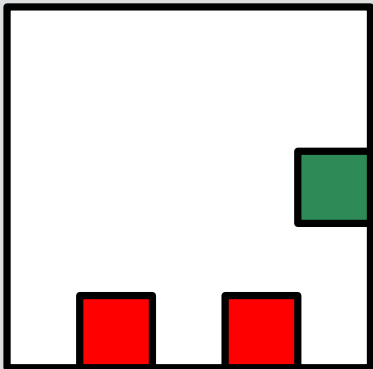
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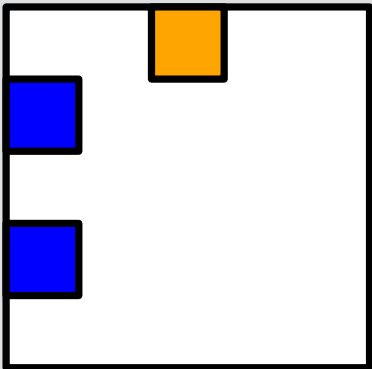
Temperature 1



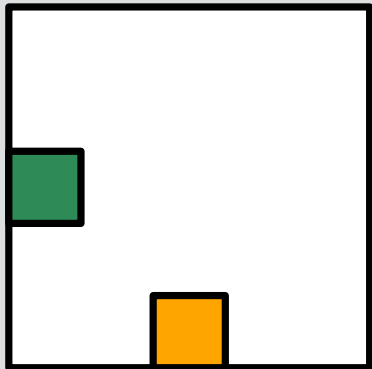
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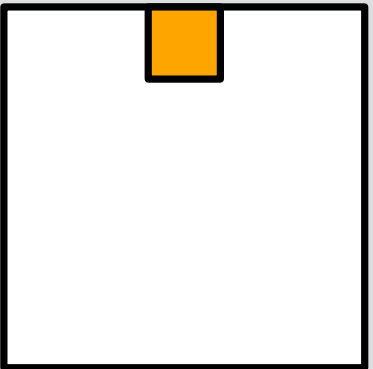
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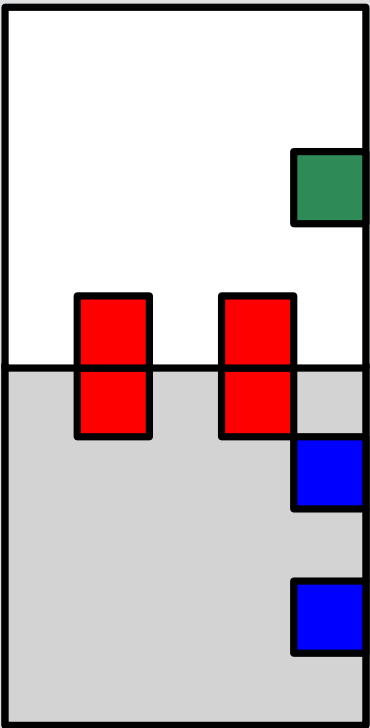
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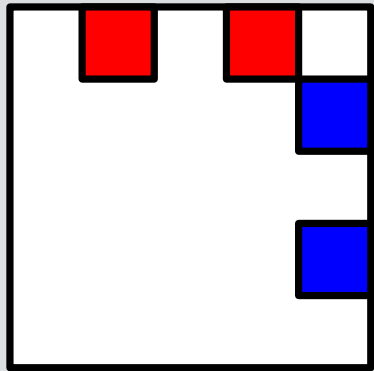
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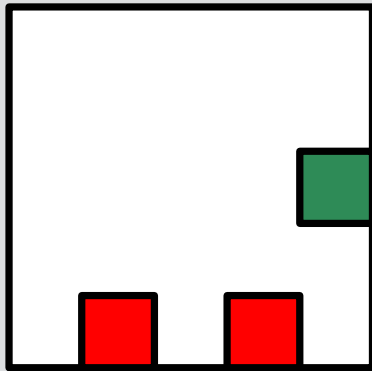
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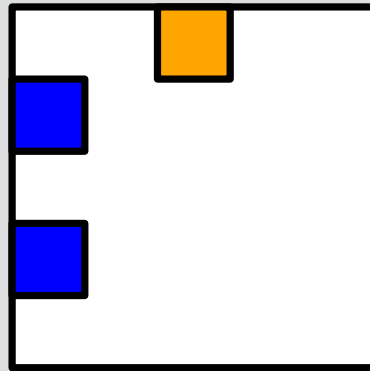
Temperature 1



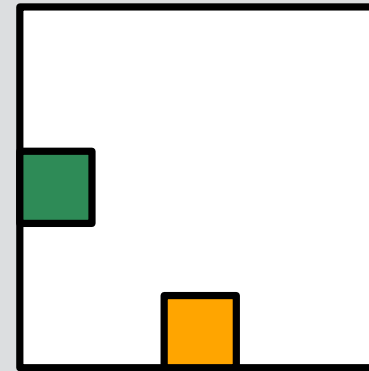
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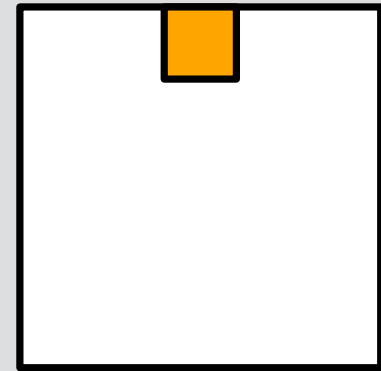
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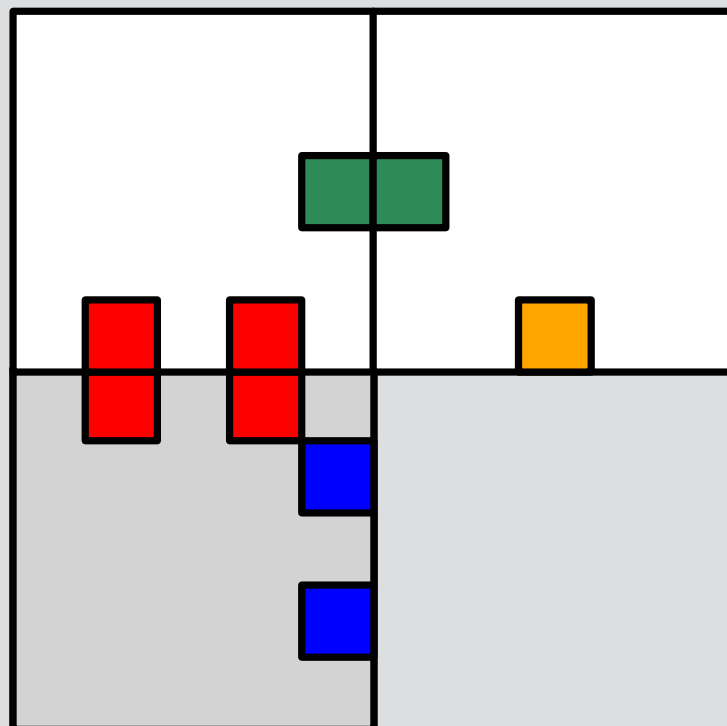
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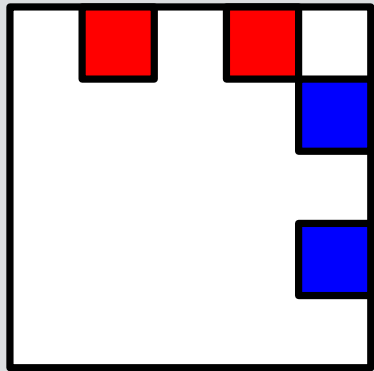
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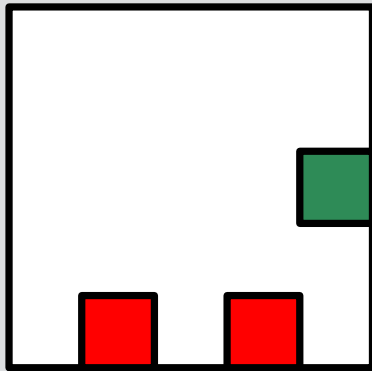
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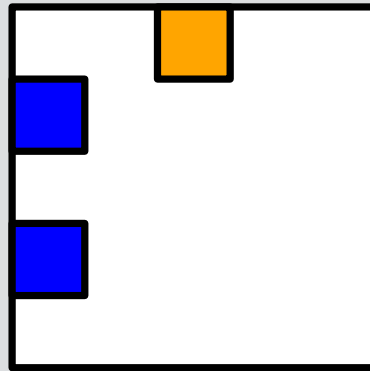
Temperature 1



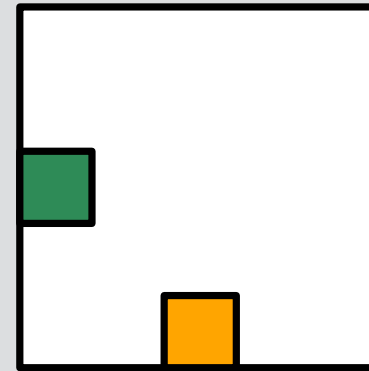
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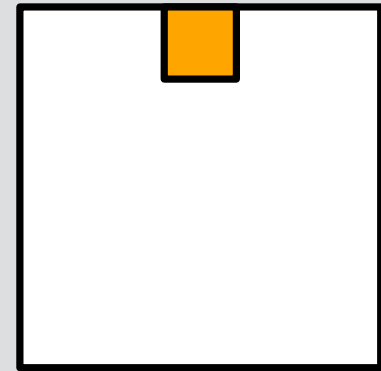
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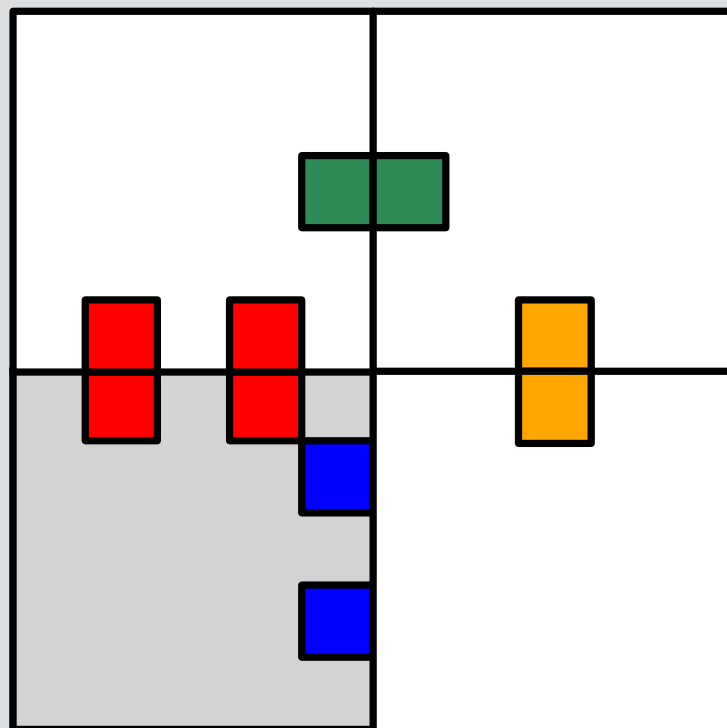
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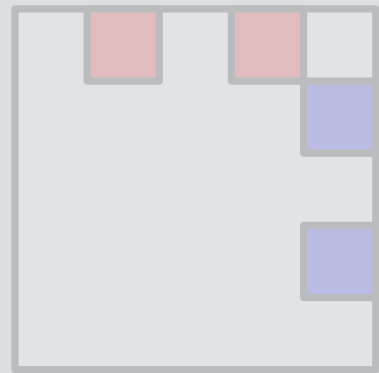
$\times \infty$



$\times \infty$



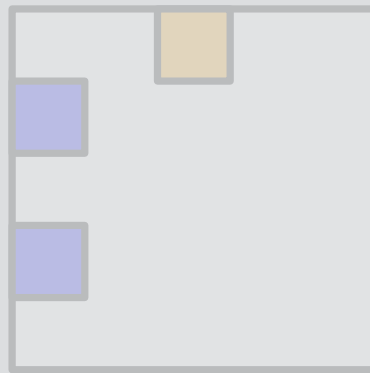
Temperature 1



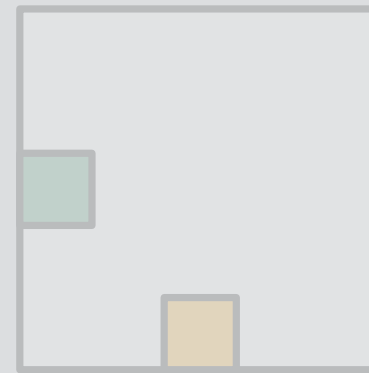
$\times \infty$



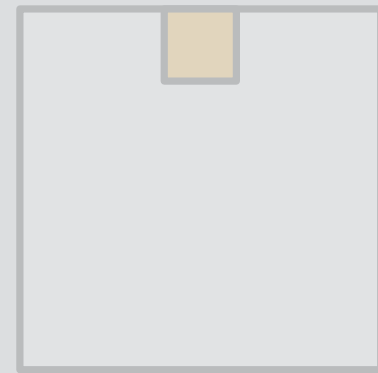
$\times \infty$



$\times \infty$



$\times \infty$

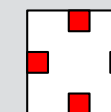
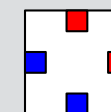
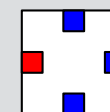
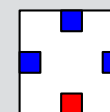
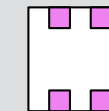
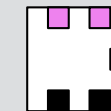
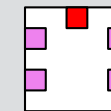
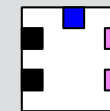
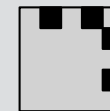
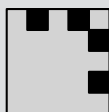


$\times \infty$

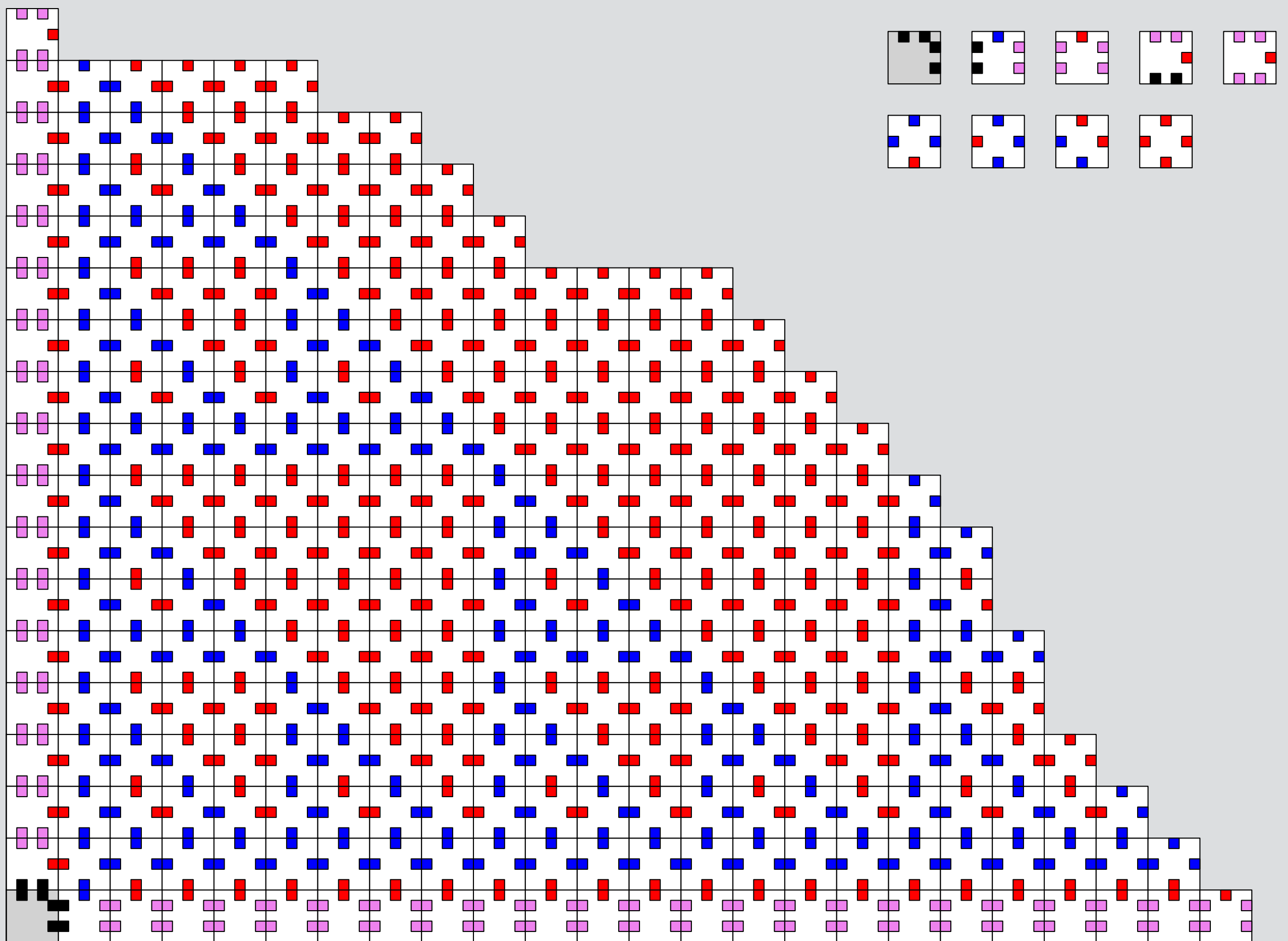
abstract Tile Assembly Model (aTAM) [Winfree 1998]



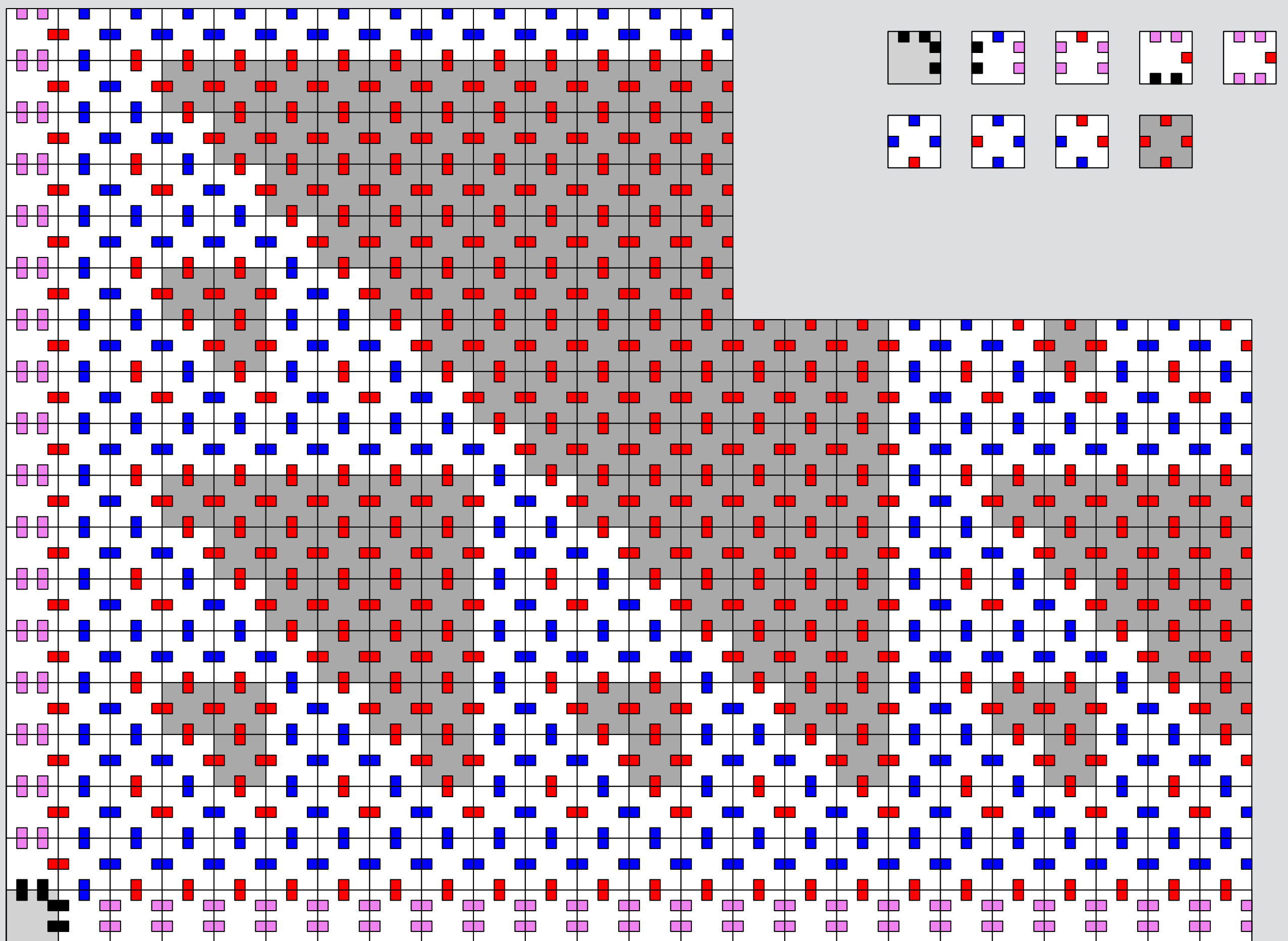
Temperature 1



Temperature 2

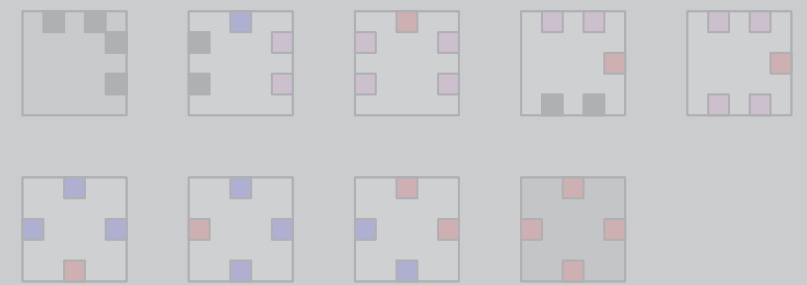


Temperature 2



Temperature 2

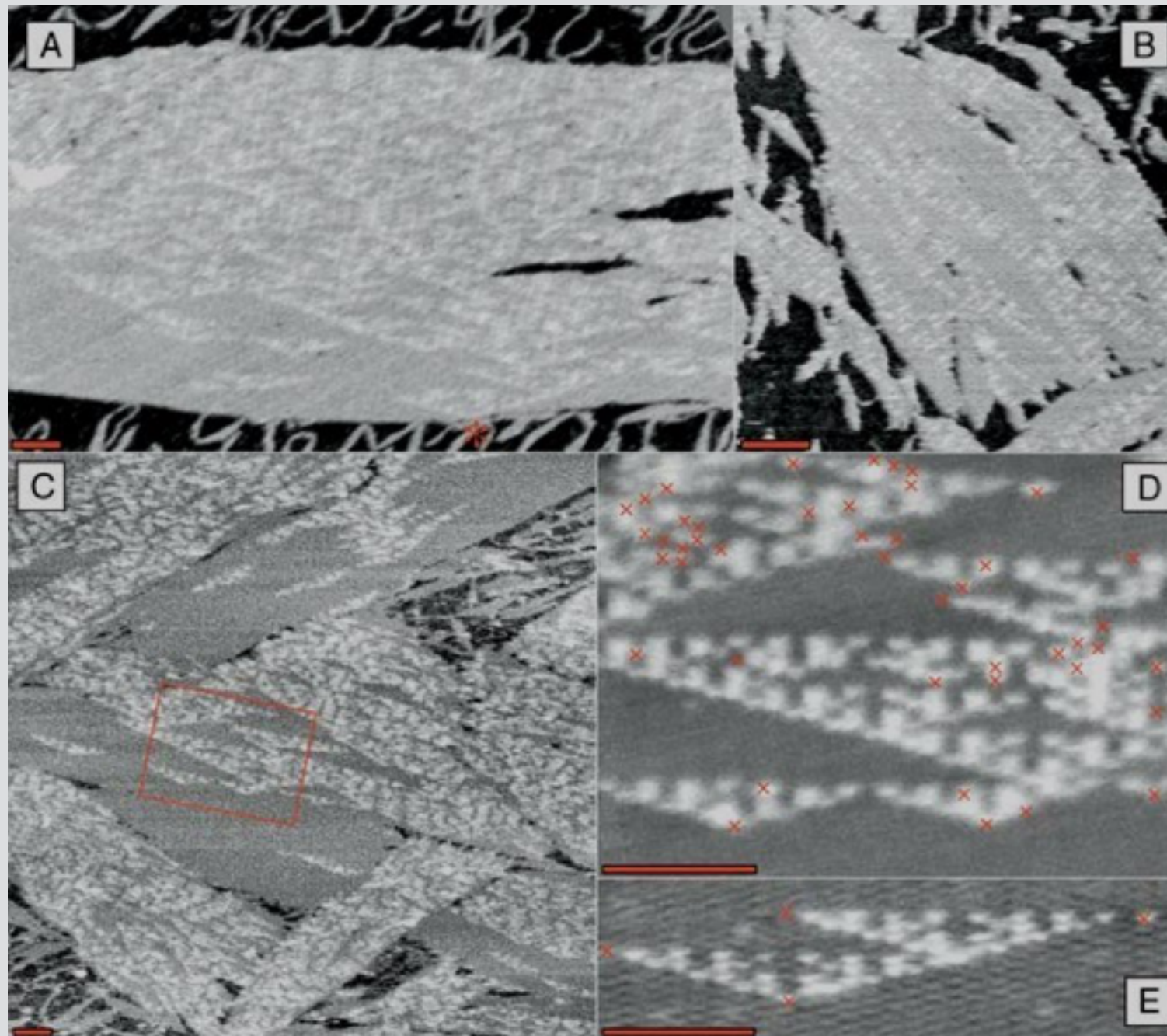
Sierpinski triangle



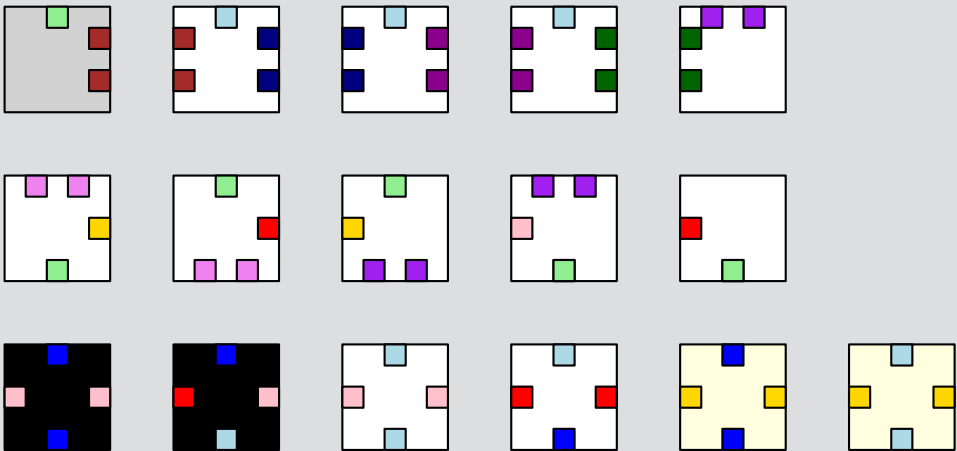
Temperature 2

DNA Sierpinski triangles

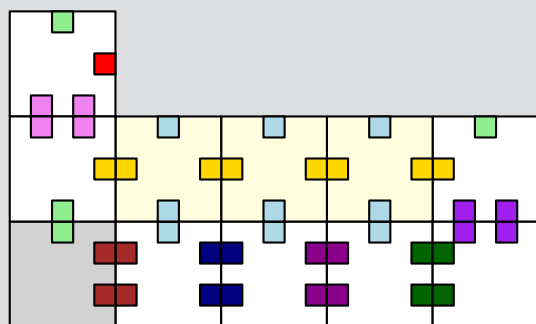
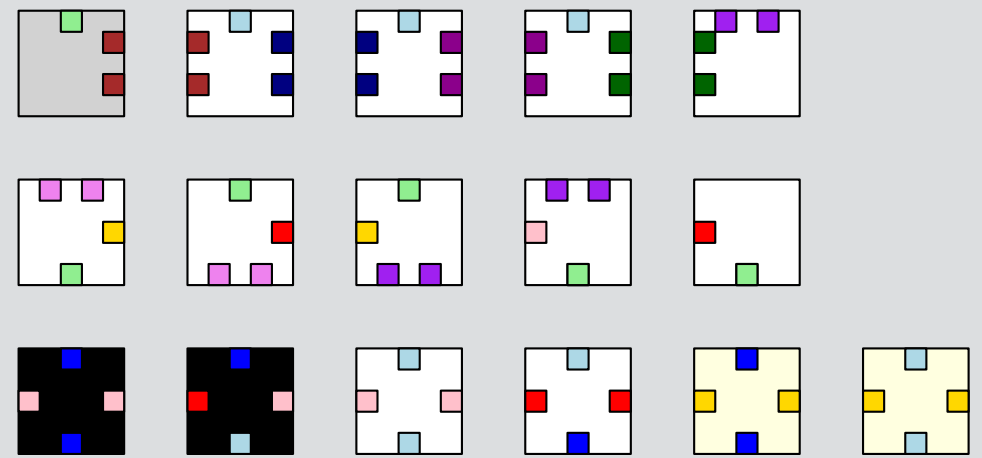
[Papadakis, Rothemund, Winfree 2004]:



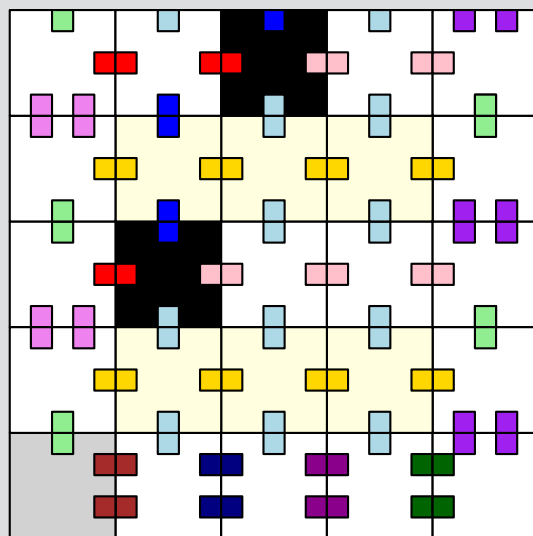
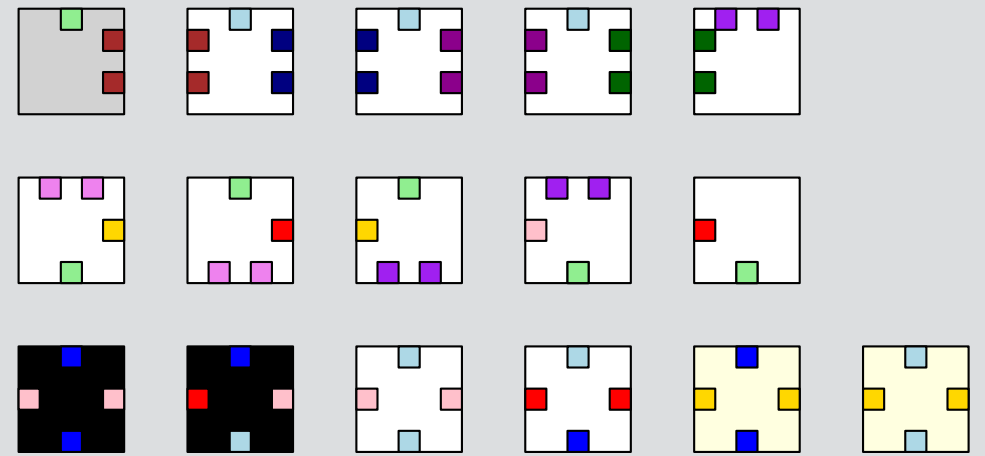
scale bars = 100 nm



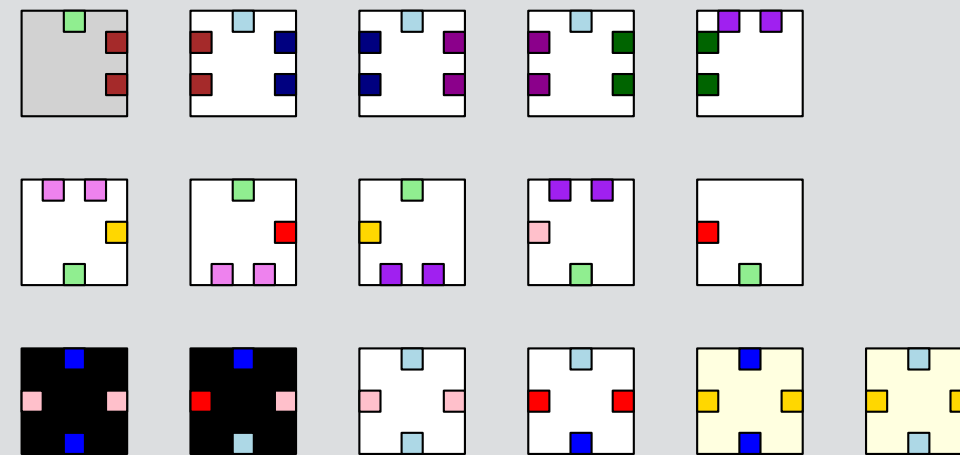
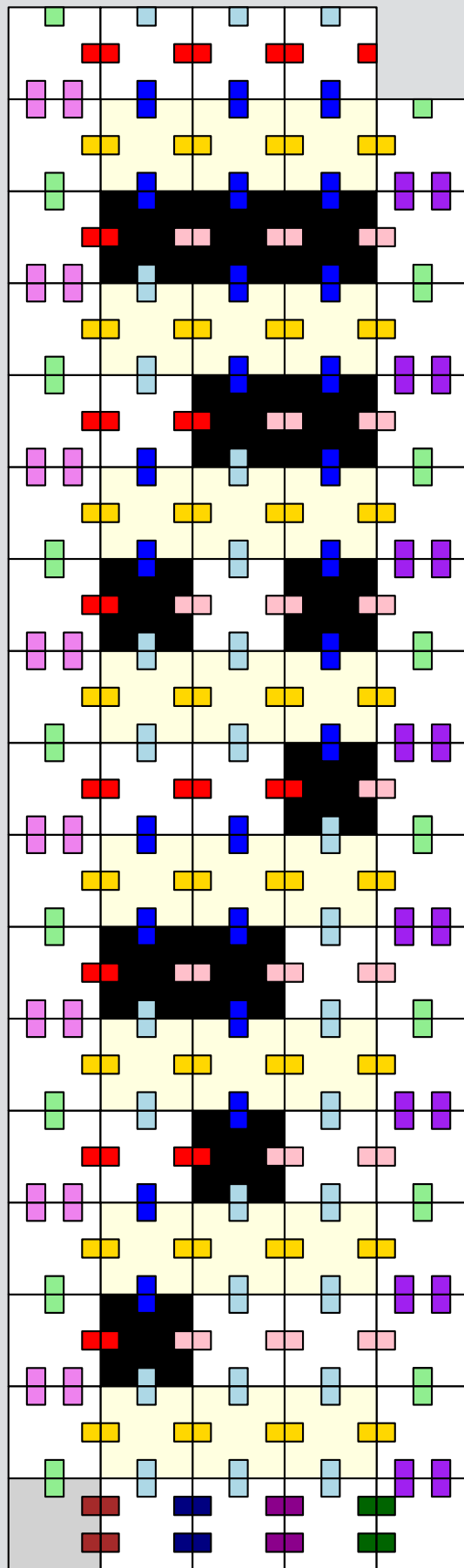
Temperature 2



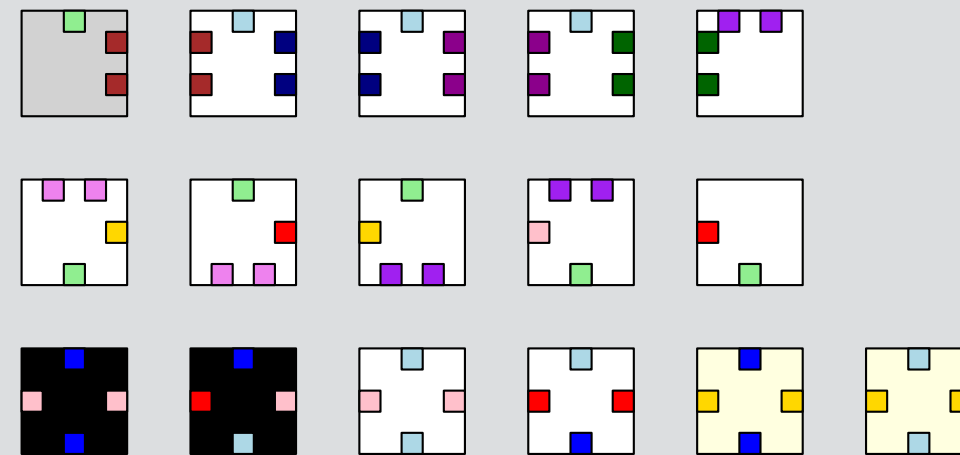
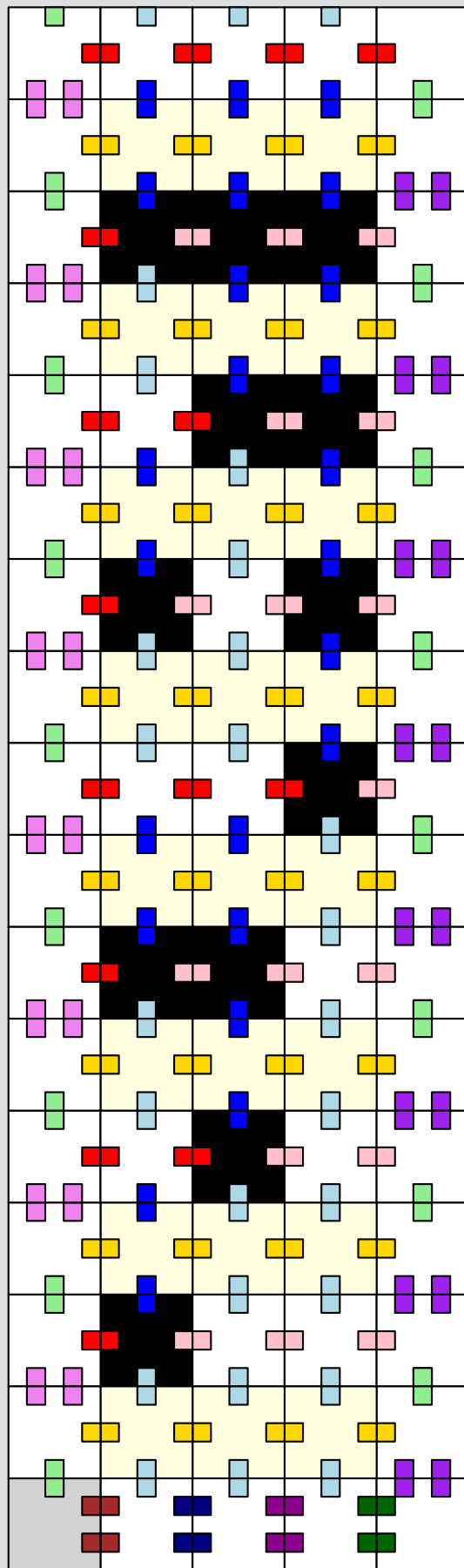
Temperature 2



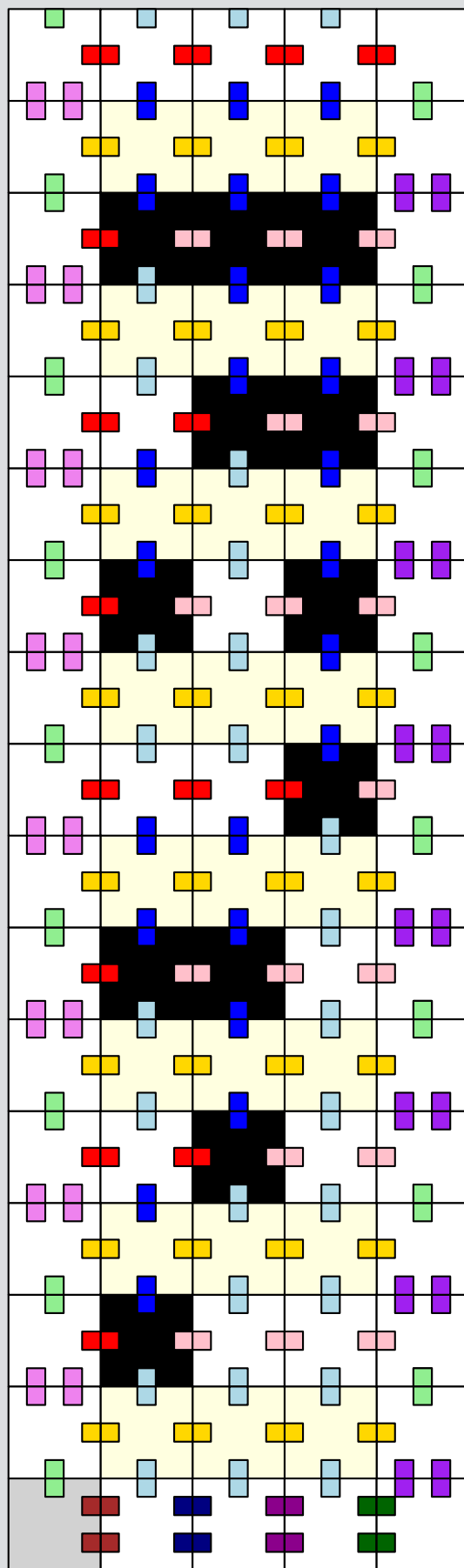
Temperature 2



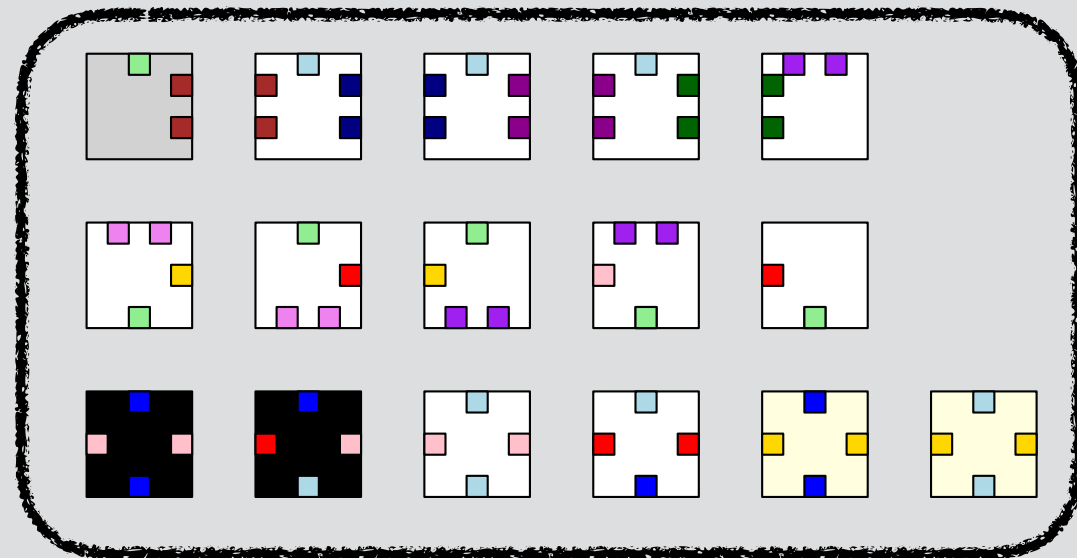
Temperature 2



Temperature 2

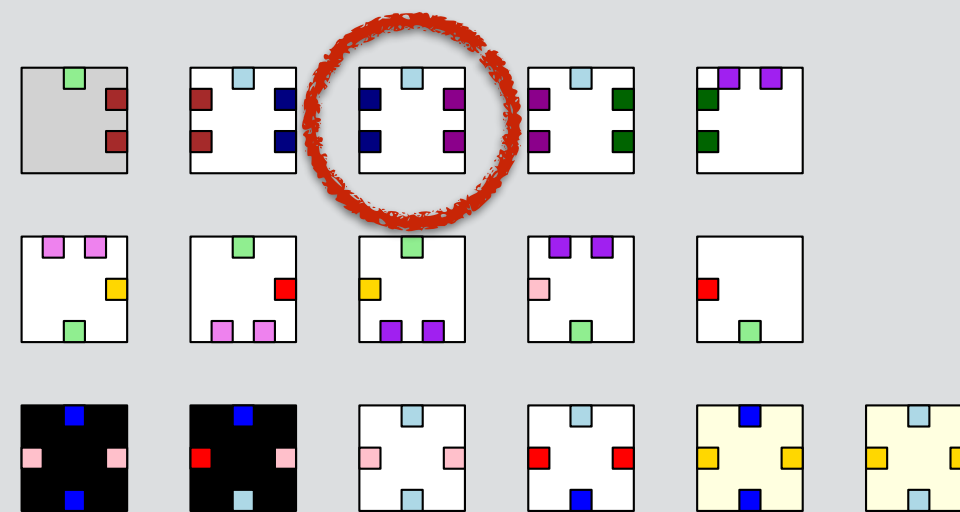
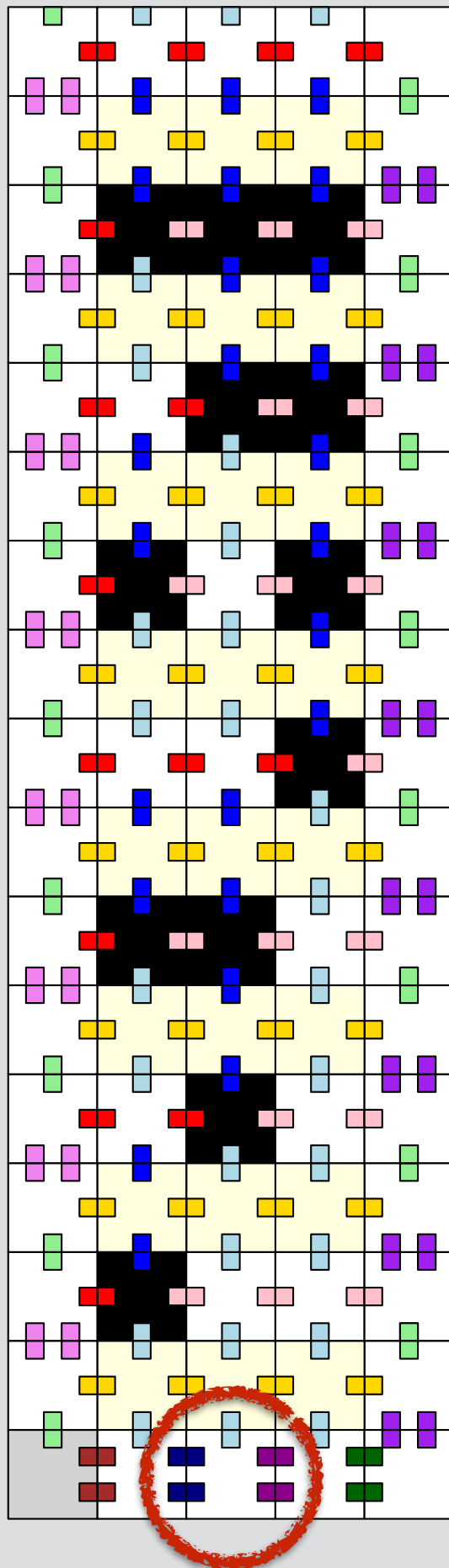


$\Theta(N)$

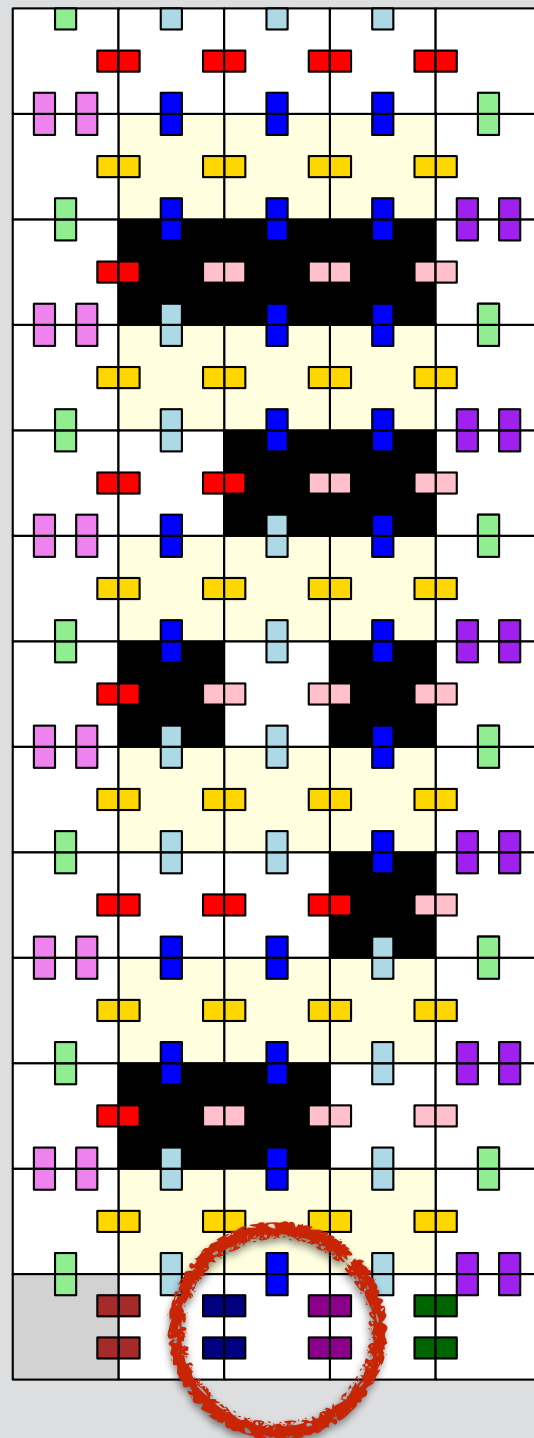
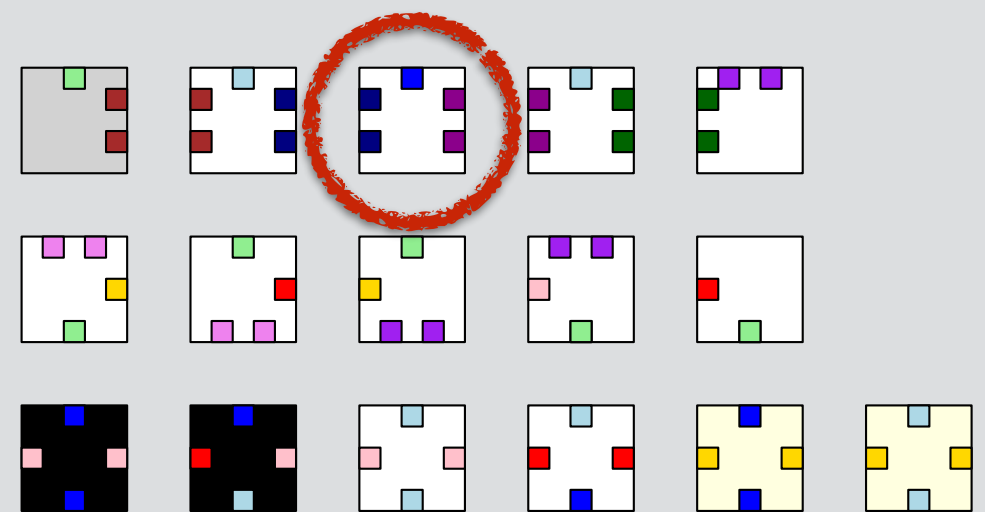


$\Theta(\log(N))$

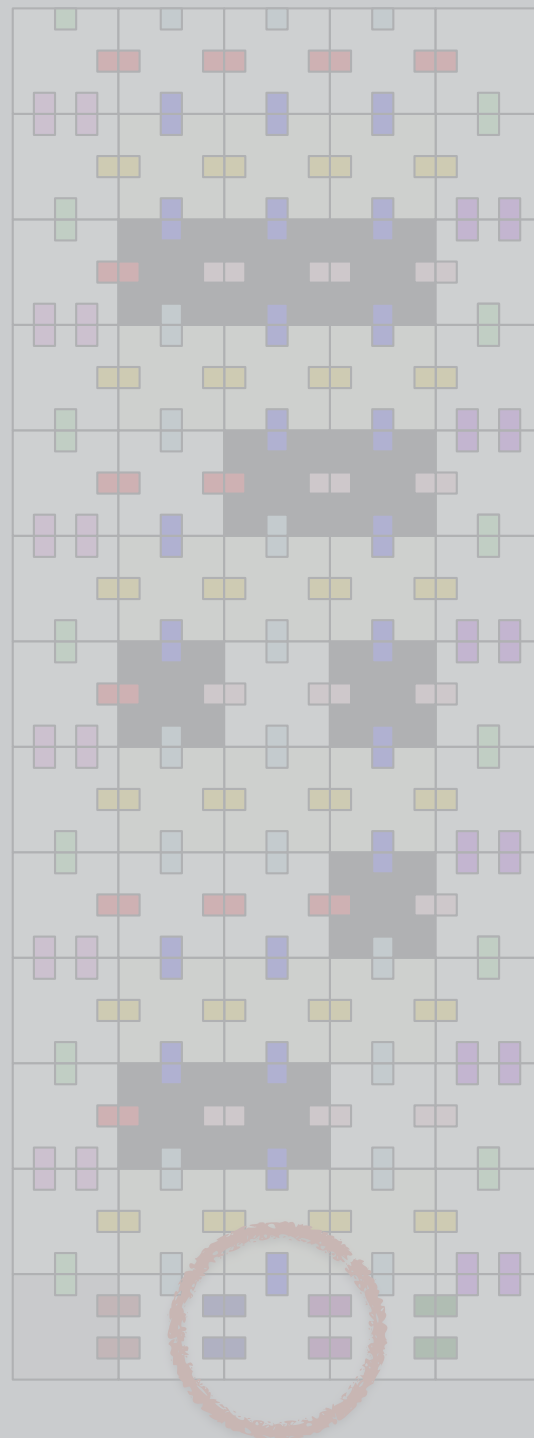
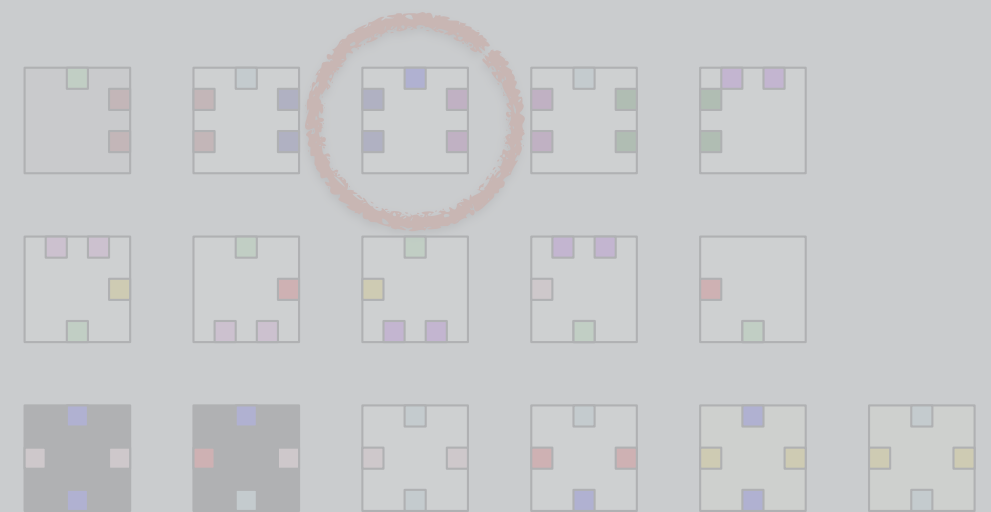
Temperature 2



Temperature 2



Temperature 2

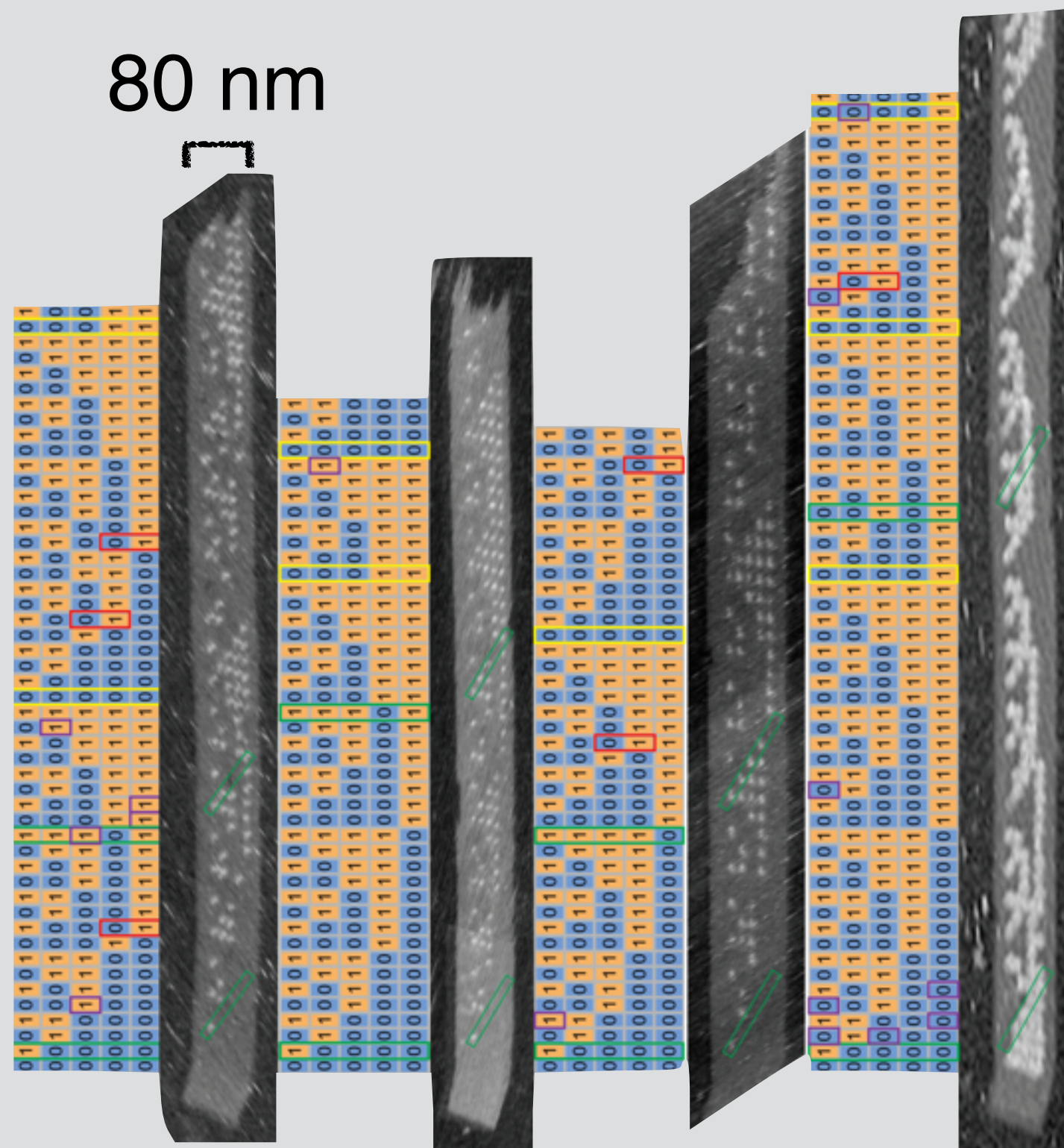


Binary counter

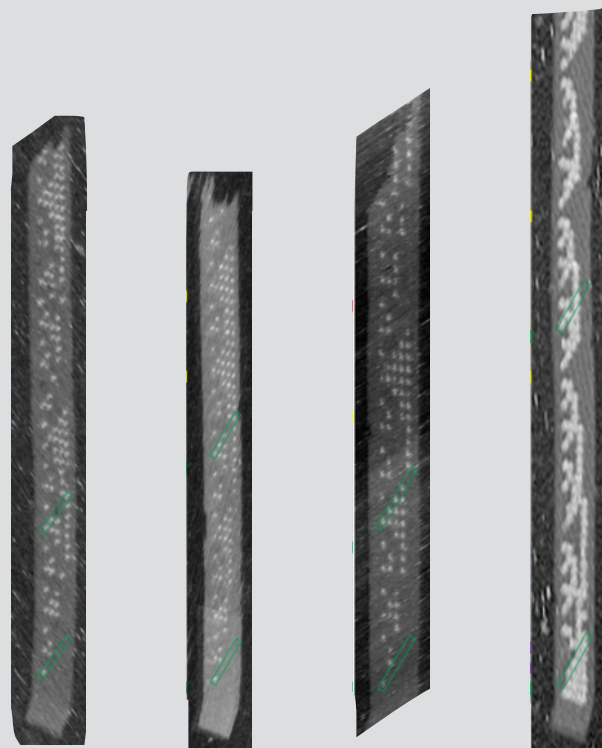
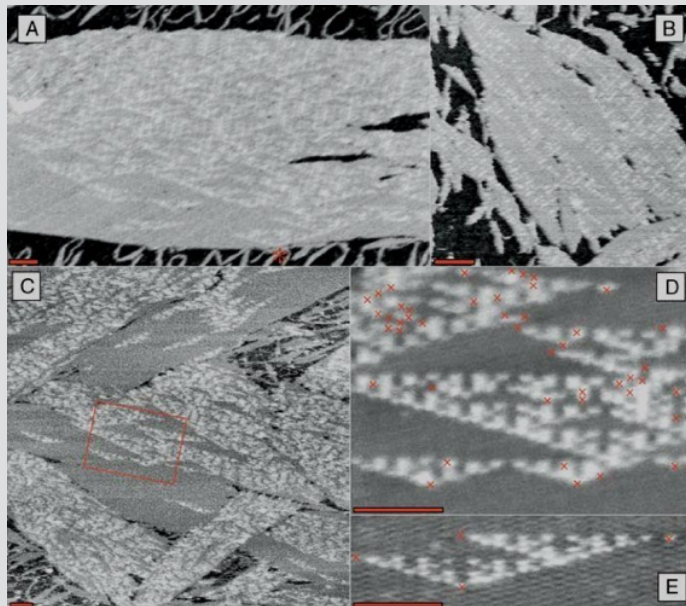
Temperature 2

DNA binary counters

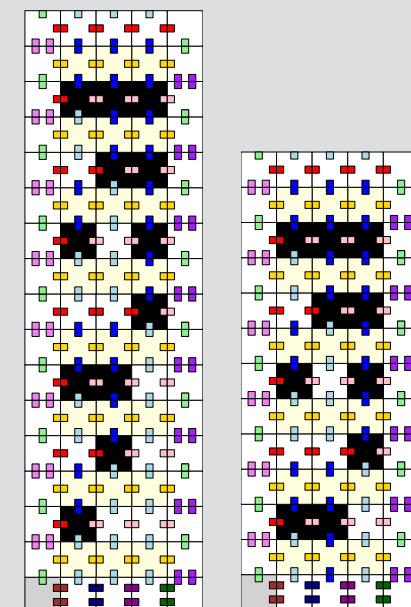
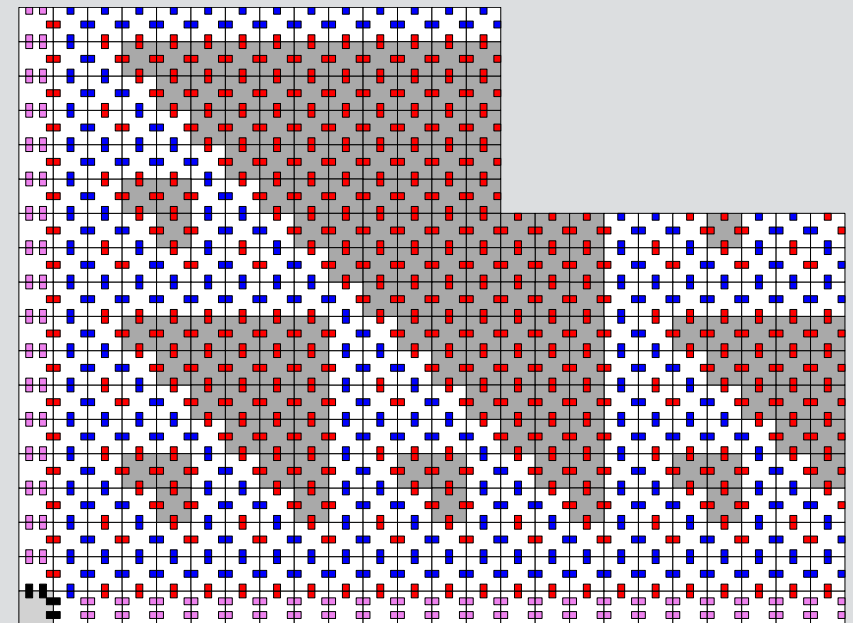
[Evans, 2014]



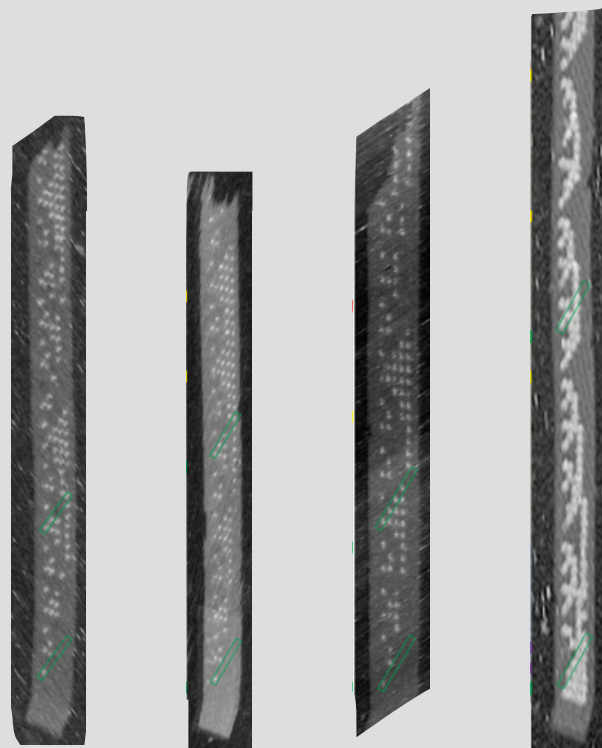
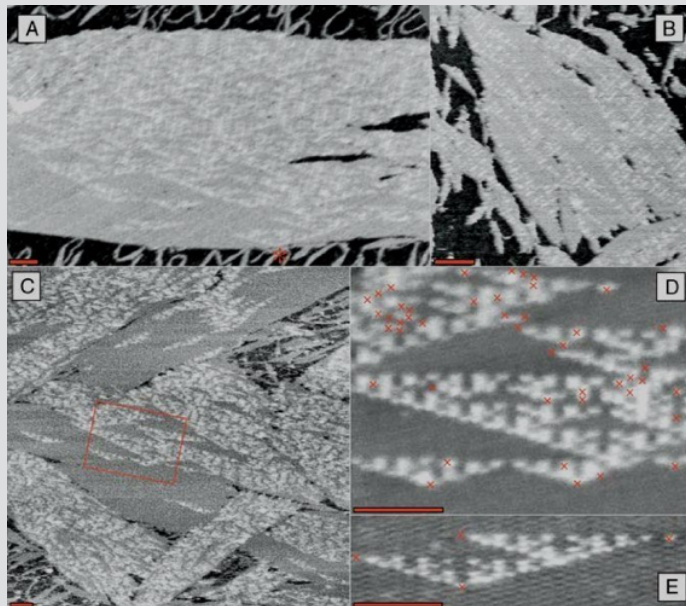
DNA tile self-assembly:



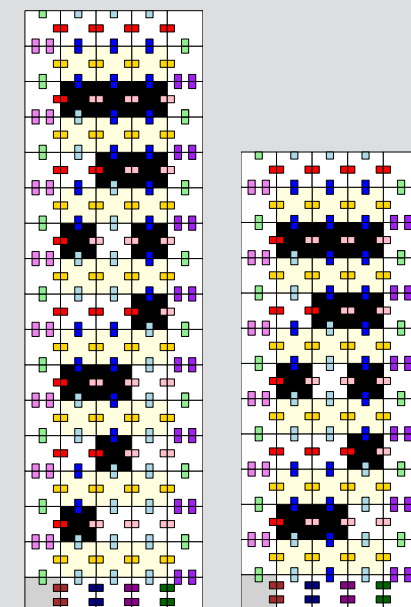
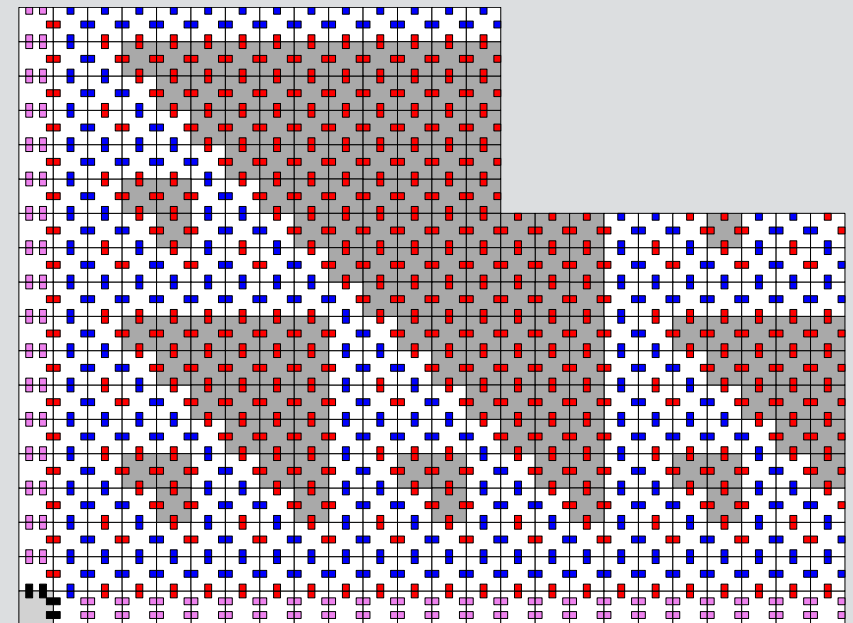
Tile self-assembly:



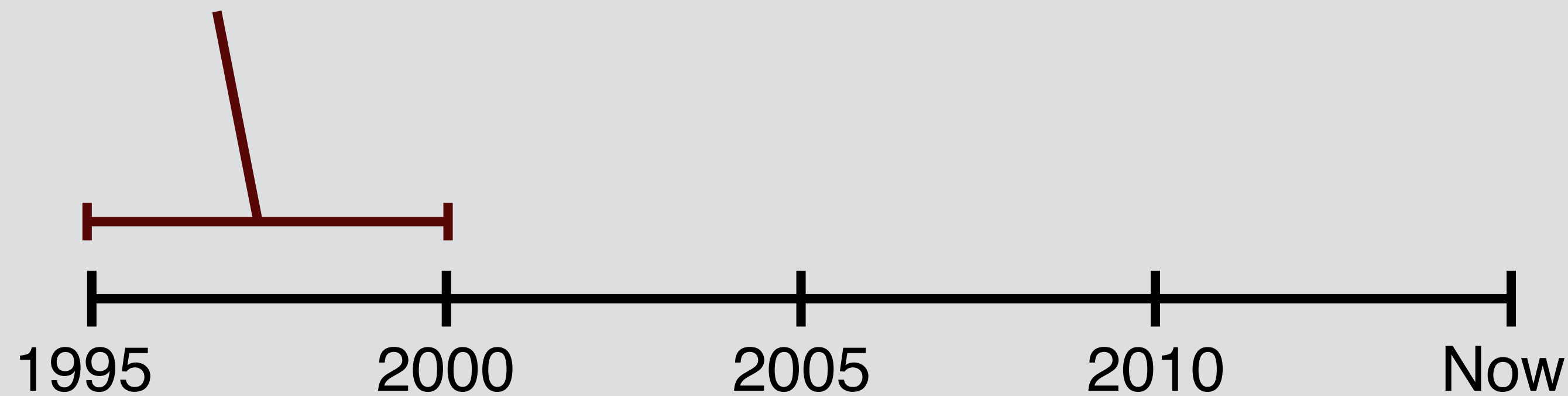
DNA tile self-assembly:

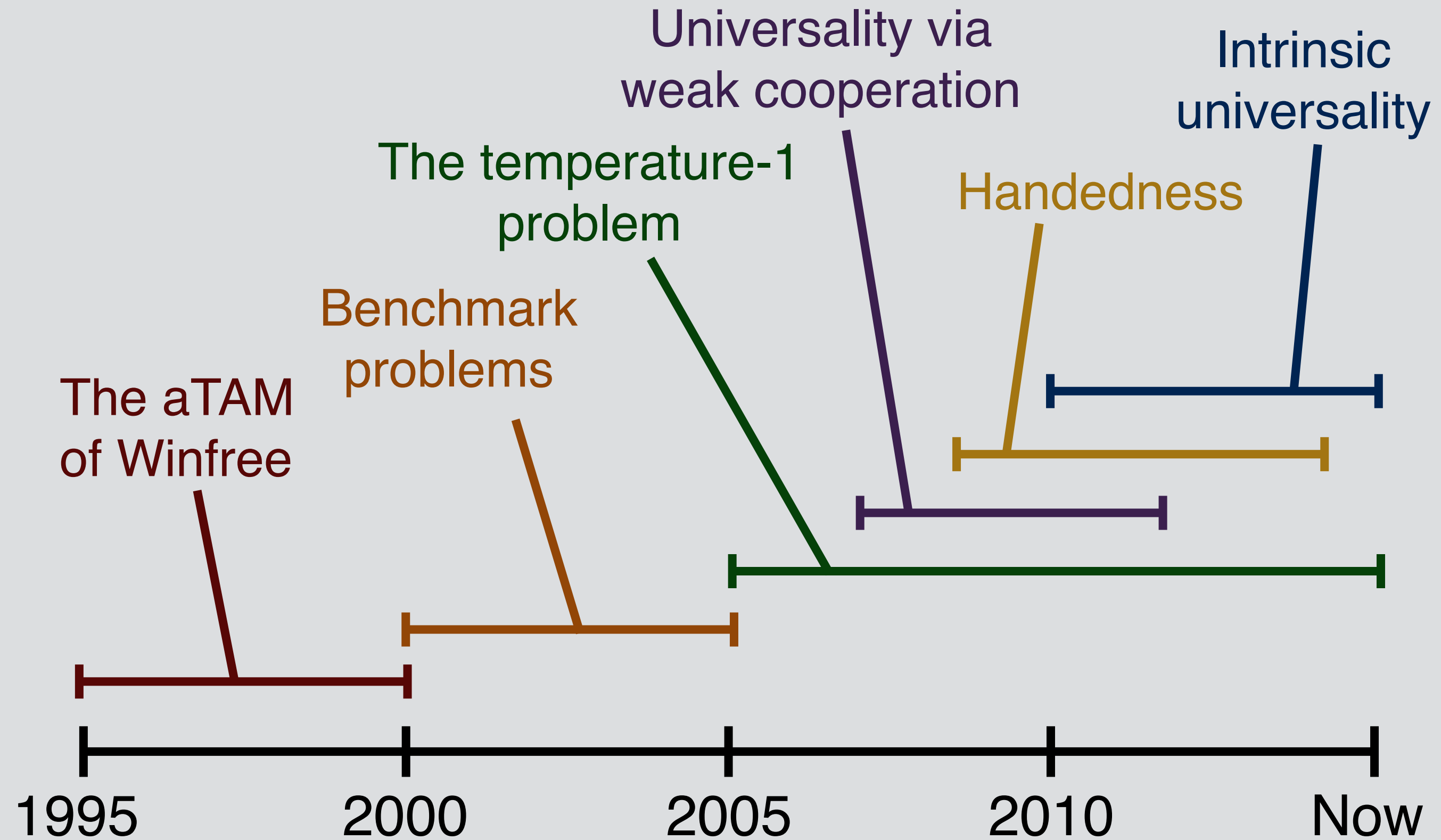


Tile self-assembly:

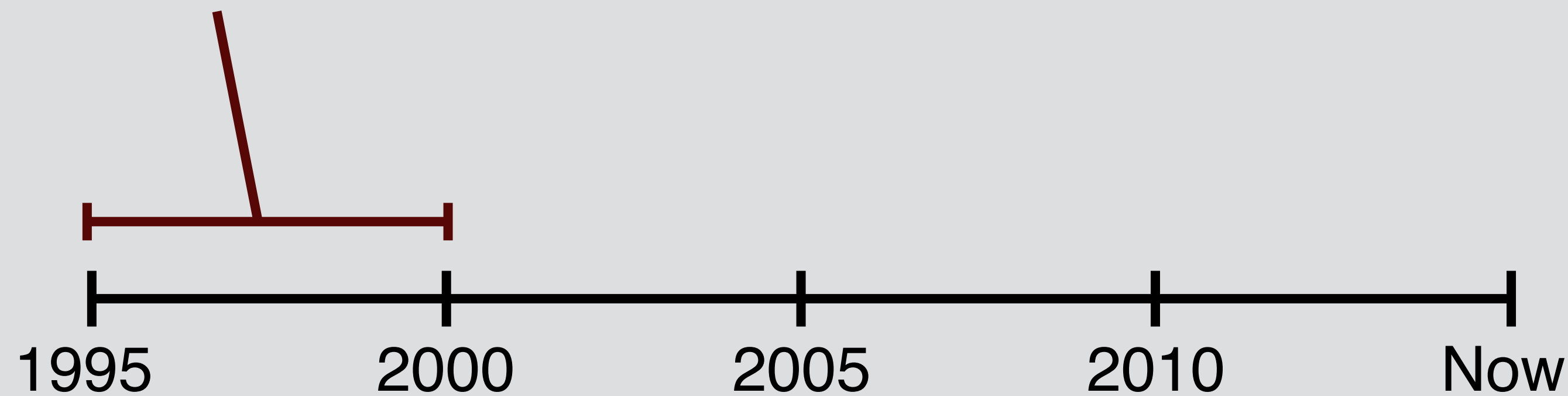


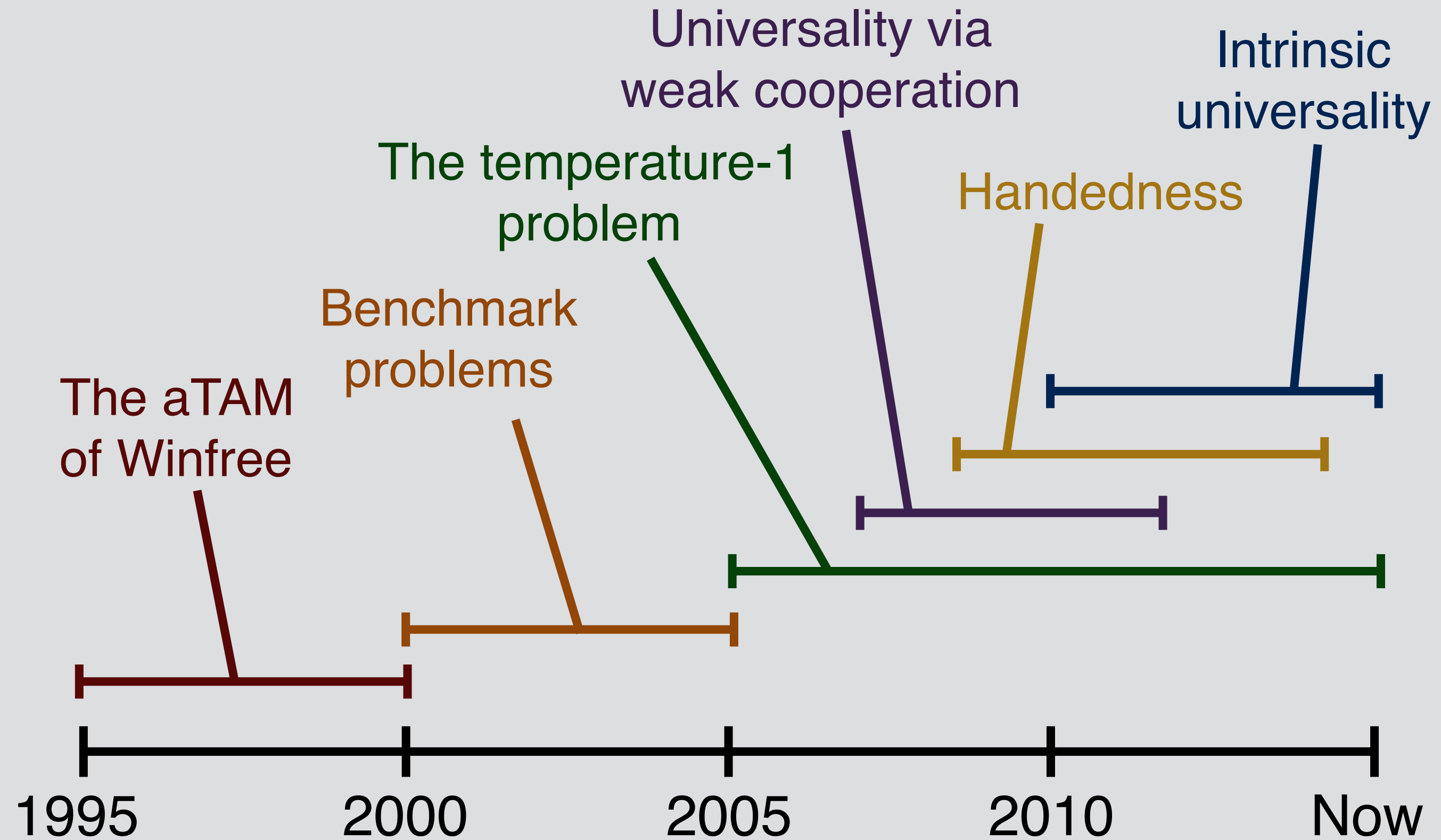
The aTAM
of Winfree

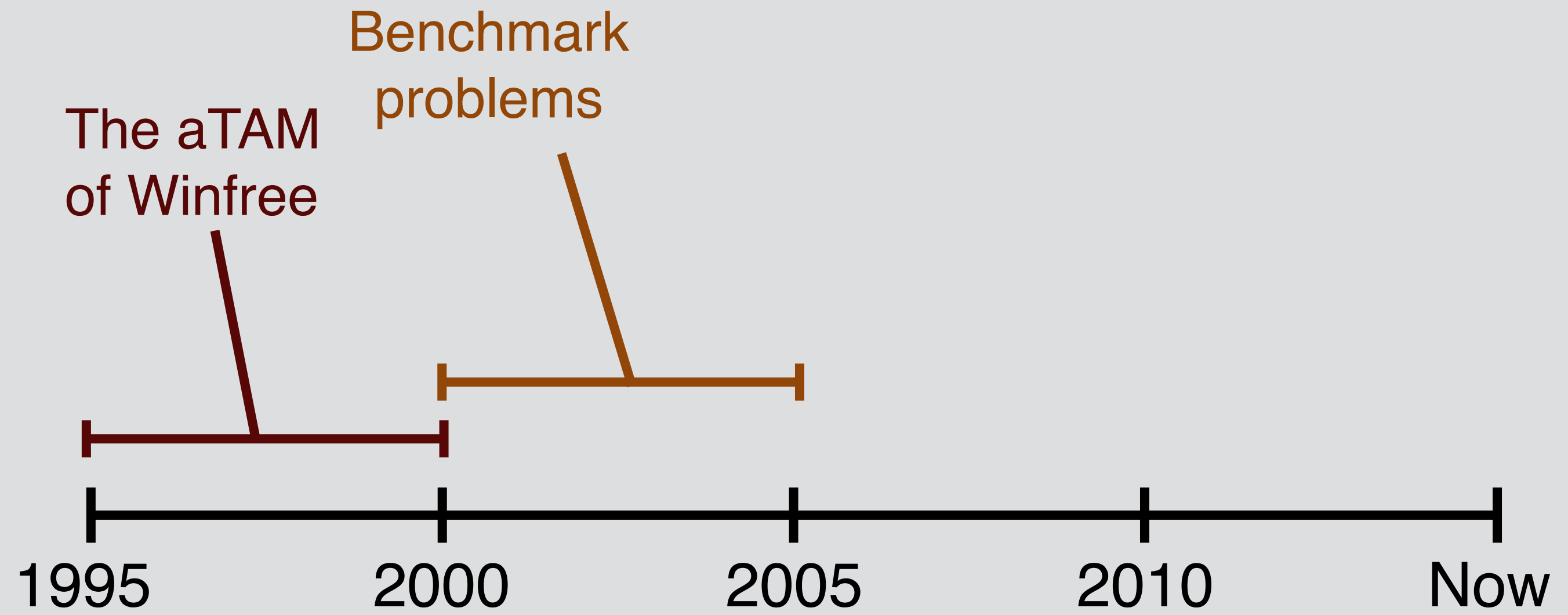


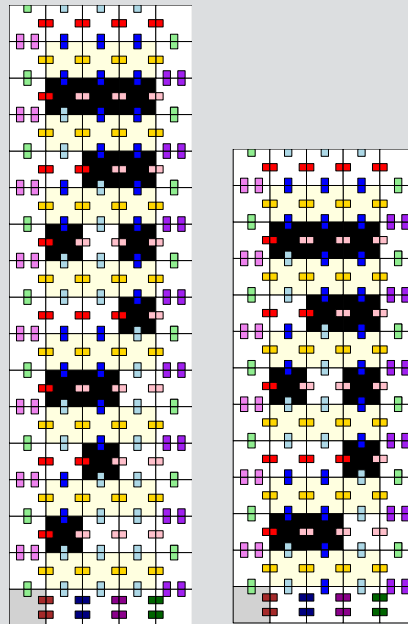
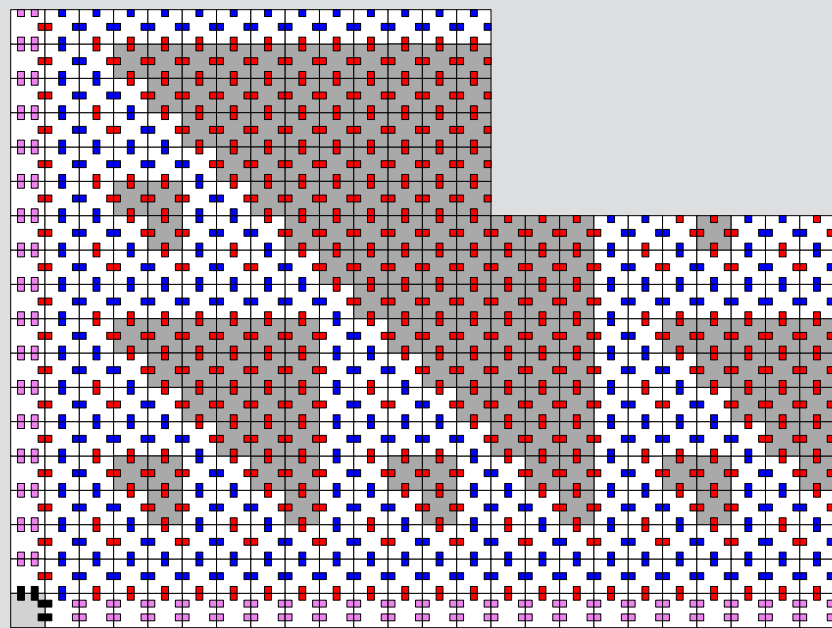


The aTAM
of Winfree









aTAM is “capable”

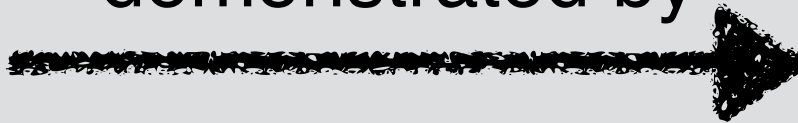
What is a “capable” model
of self-assembly?

The benchmarks of a capable self-assembly model

The benchmarks of a capable self-assembly model

Algorithmic
behavior

demonstrated by



Universal
computation

The benchmarks of a capable self-assembly model

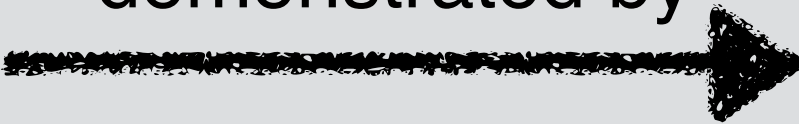


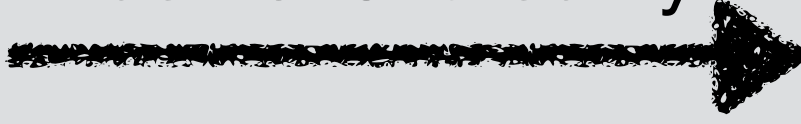
The benchmarks of a capable self-assembly model



Efficient = few tile types
(program size, time)

The benchmarks of a capable self-assembly model

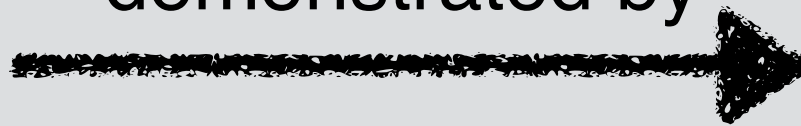
Algorithmic behavior  demonstrated by Universal computation

Usable algorithmic behavior  demonstrated by few tile types Efficient NxN square assembly

The benchmarks of a capable self-assembly model

Algorithmic
behavior

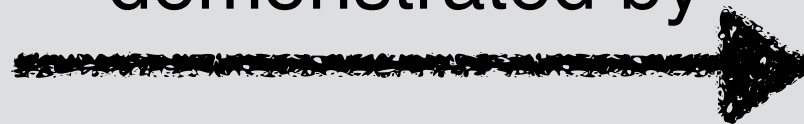
demonstrated by



Universal
computation

Usable
algorithmic
behavior

demonstrated by



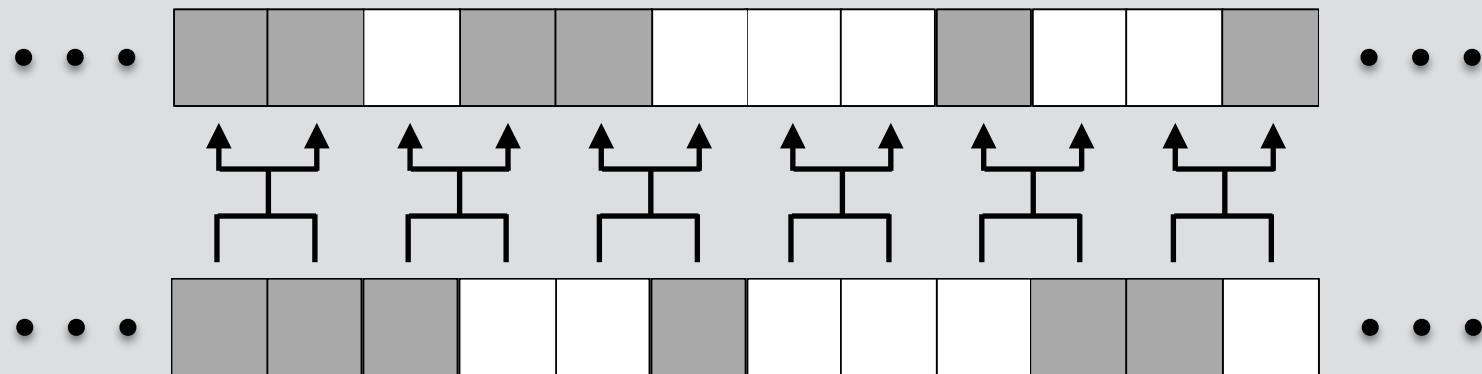
few tile types
Efficient NxN
square assembly

Blocked cellular automata

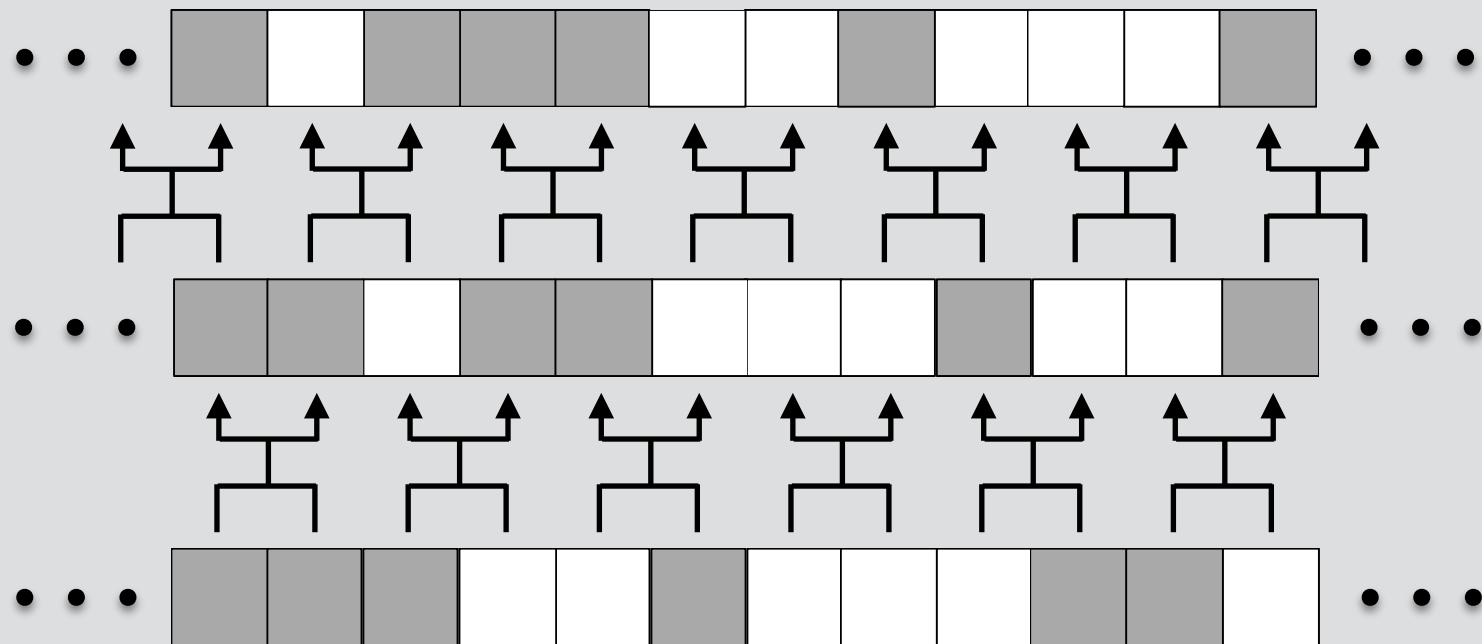
Blocked cellular automata



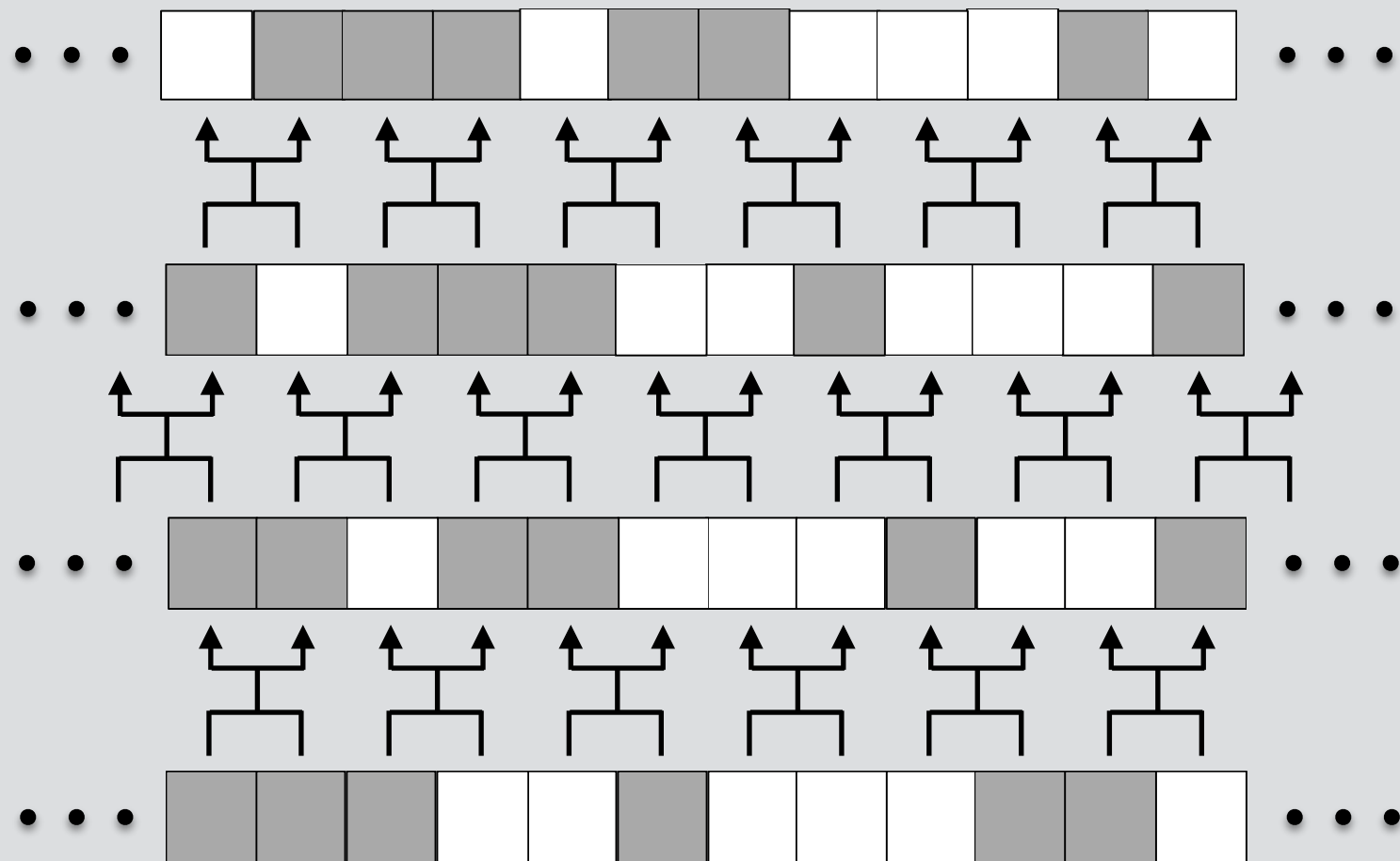
Blocked cellular automata



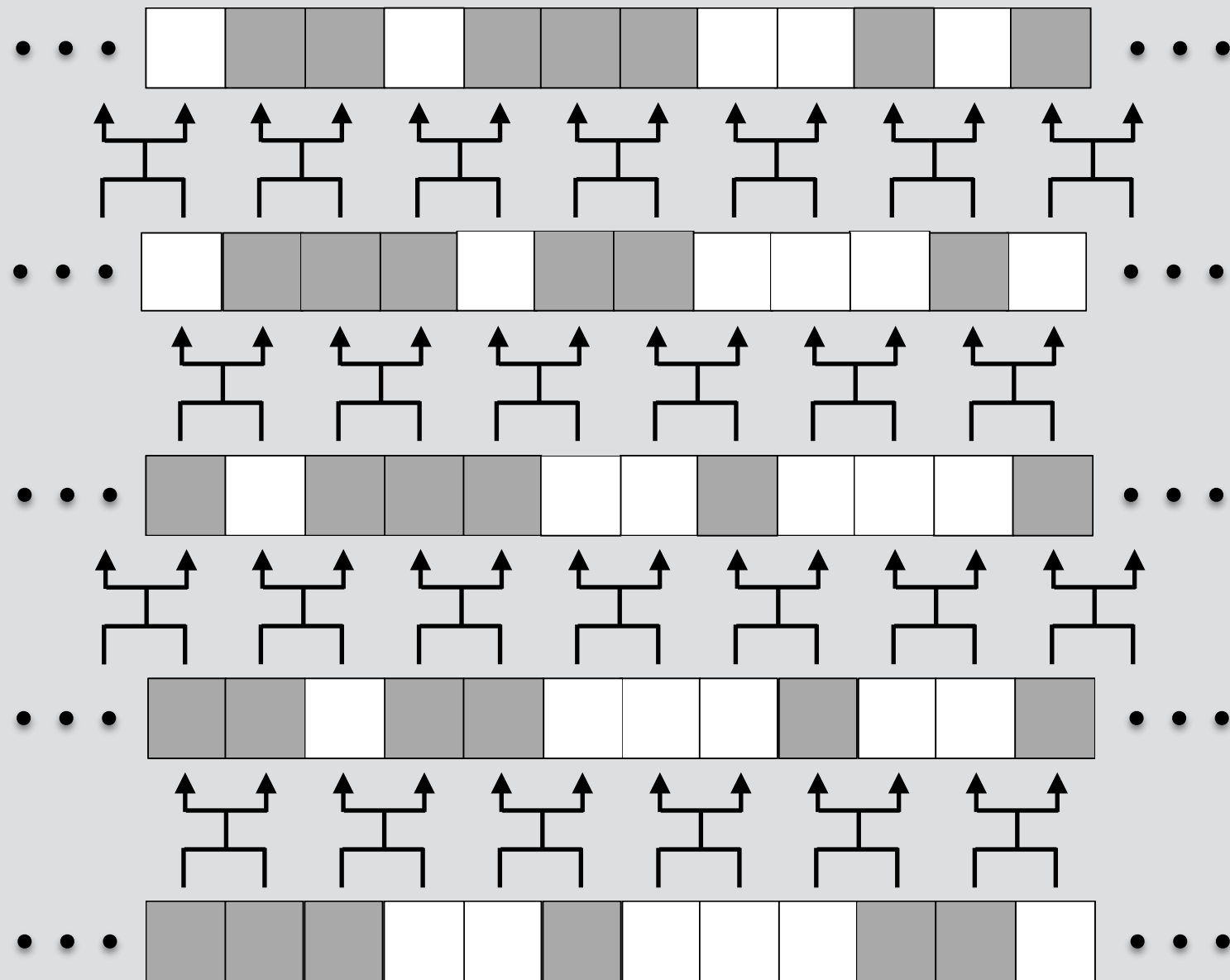
Blocked cellular automata



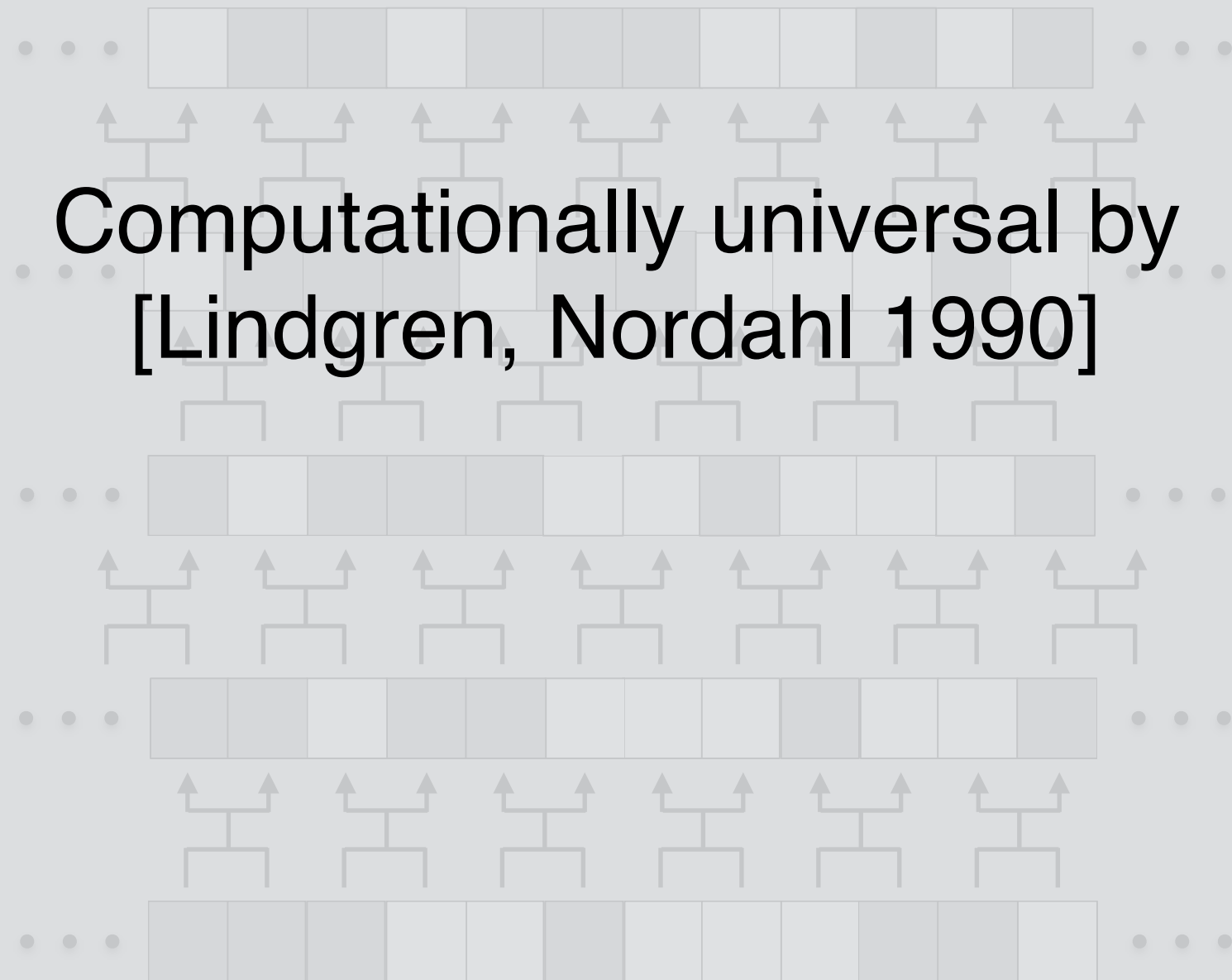
Blocked cellular automata



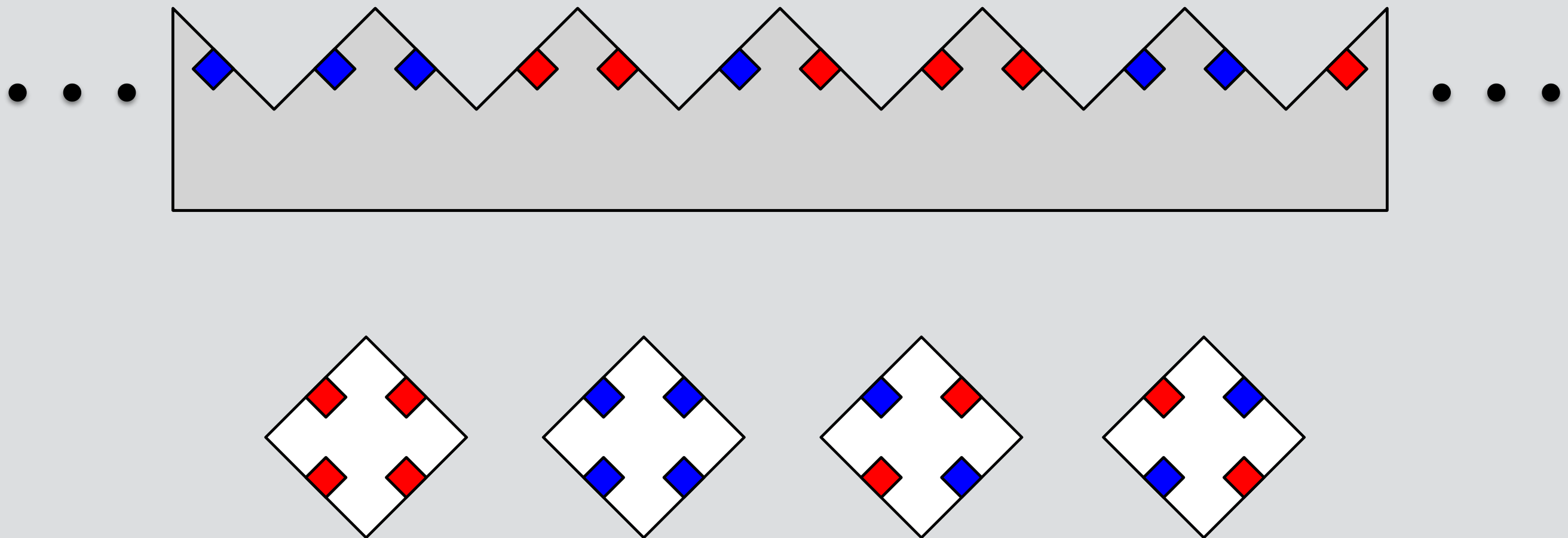
Blocked cellular automata



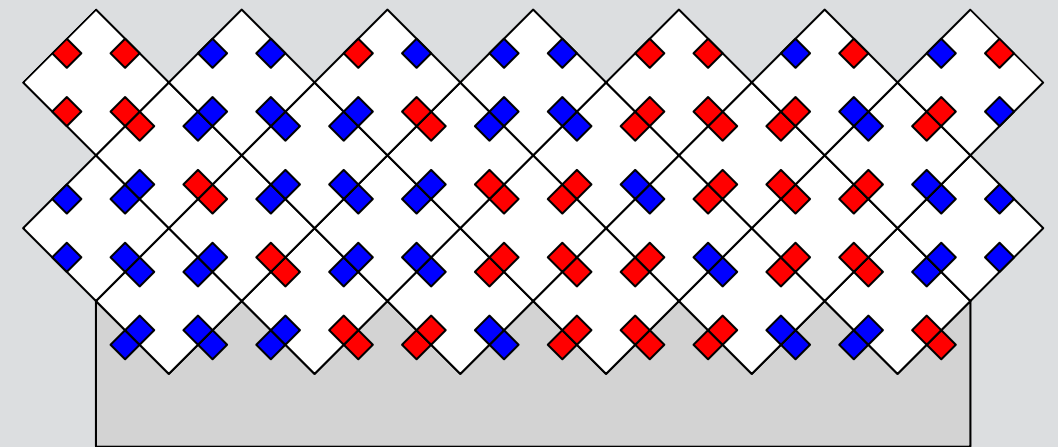
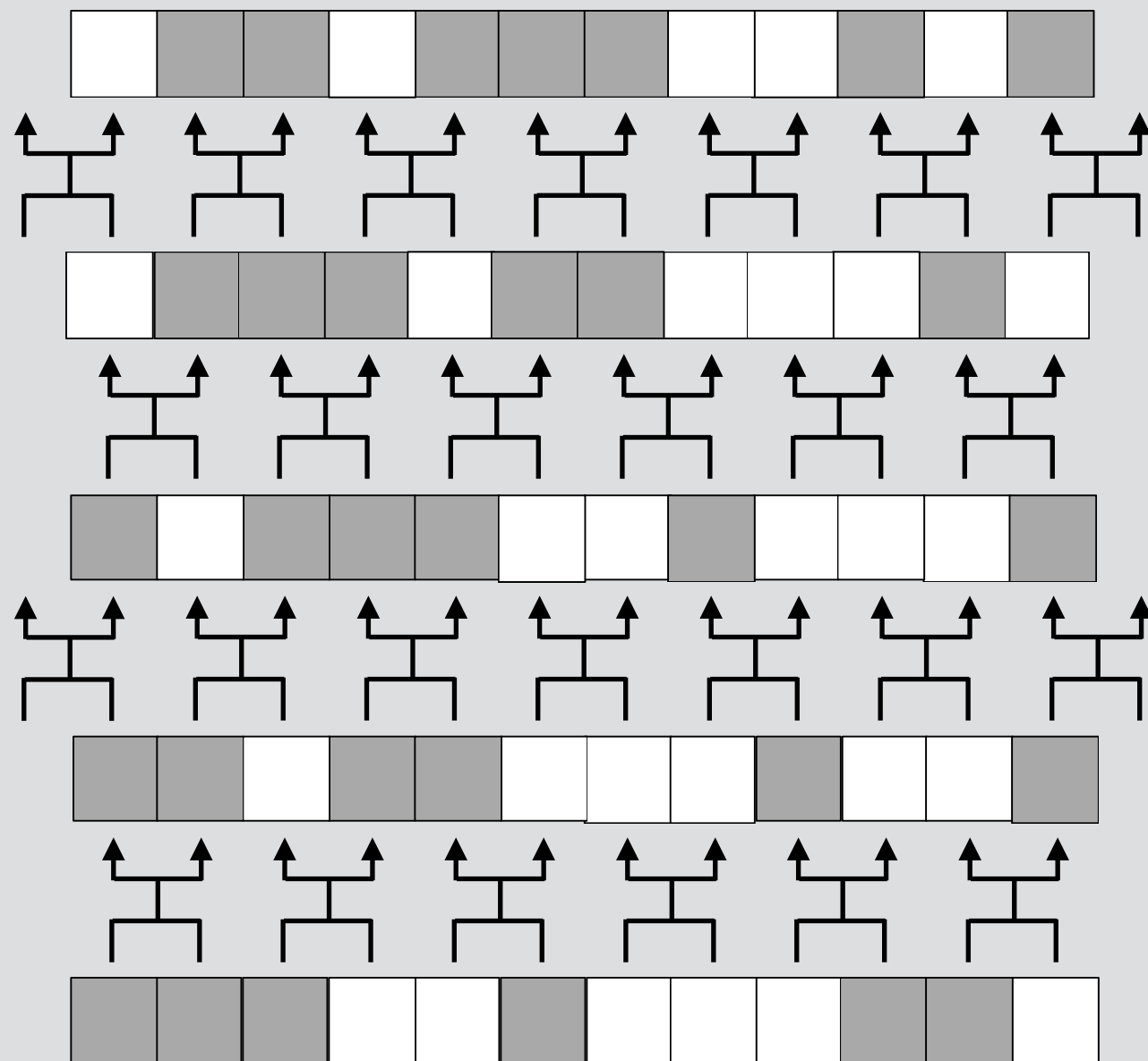
Blocked cellular automata



Universal computation (via blocked CA simulation)



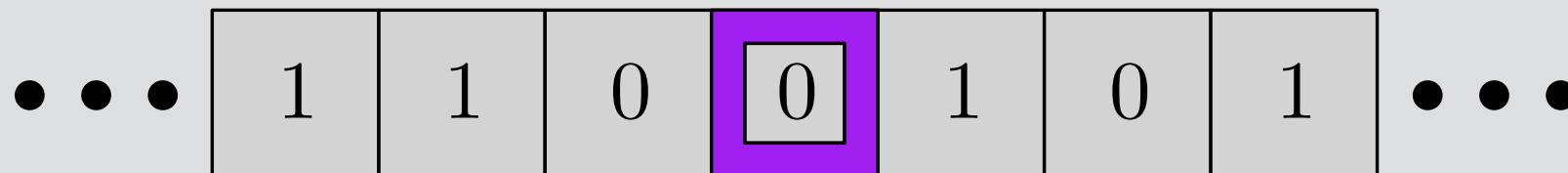
Universal computation (via blocked CA simulation) [Winfree 1998]



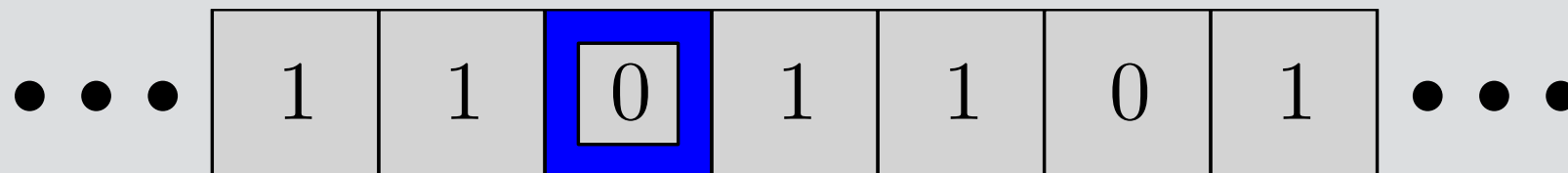
Temperature 2

Universal computation (solution by “zig-zag” TM simulation)

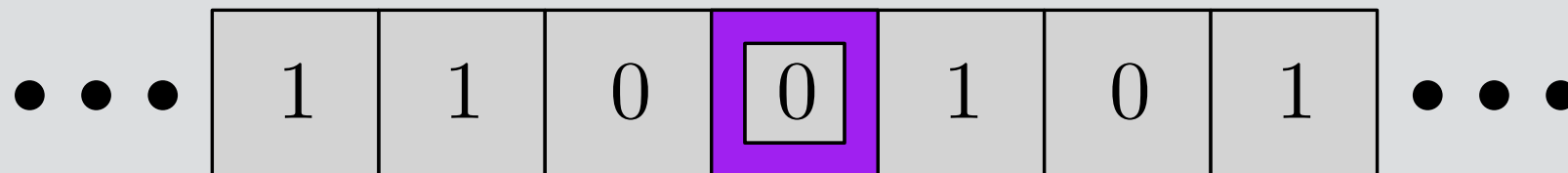
Universal computation (solution by “zig-zag” TM simulation)



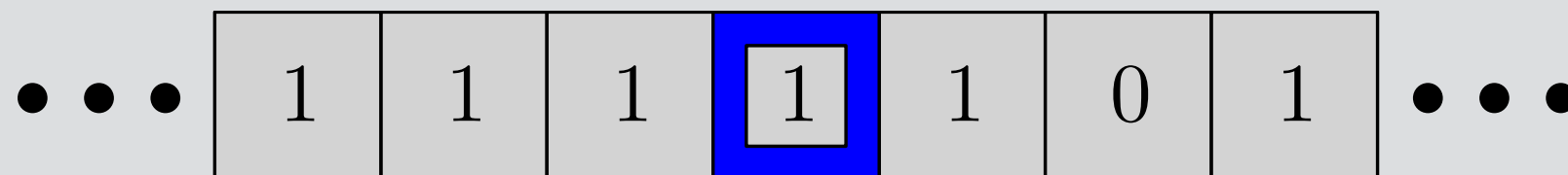
Universal computation (solution by “zig-zag” TM simulation)



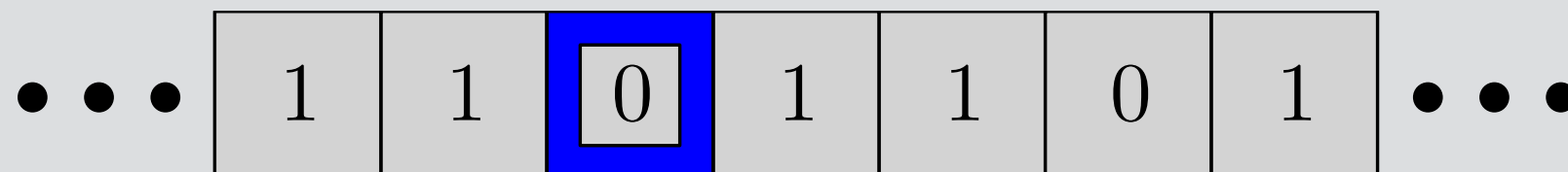
“write 1, move left, change to s_1 ”



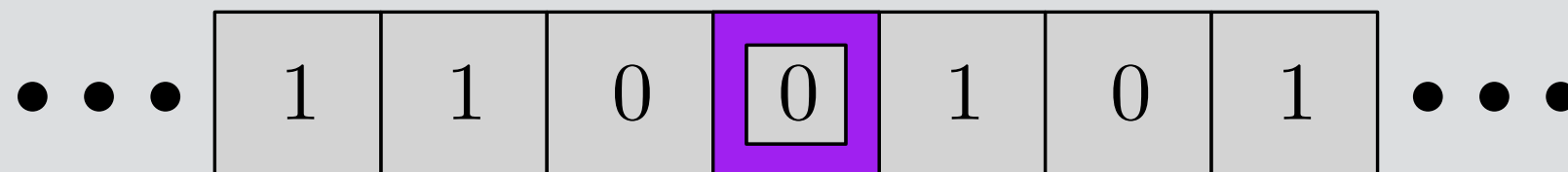
Universal computation (solution by “zig-zag” TM simulation)



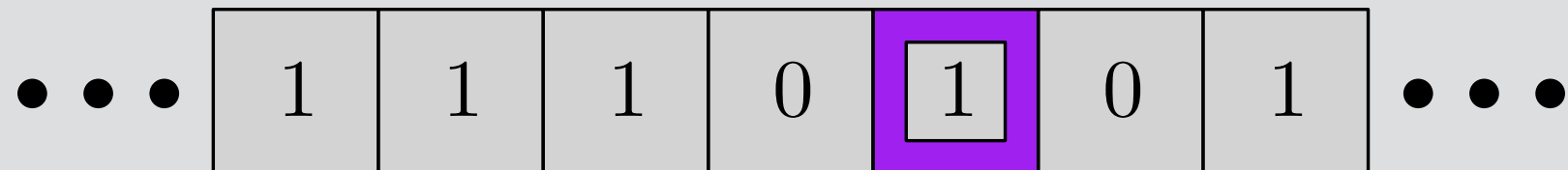
“write 1, move right, change to s_1 ”



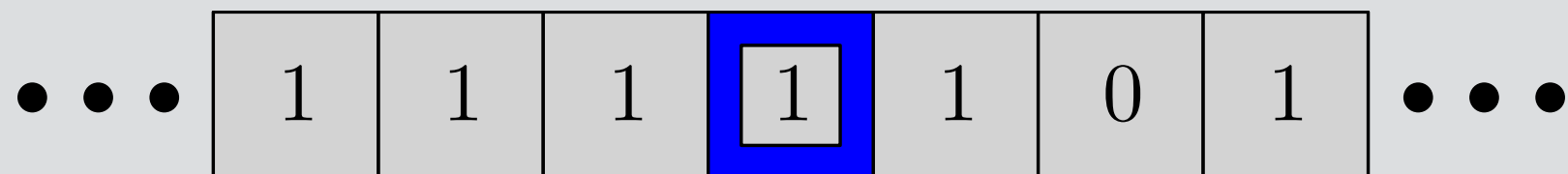
“write 1, move left, change to s_1 ”



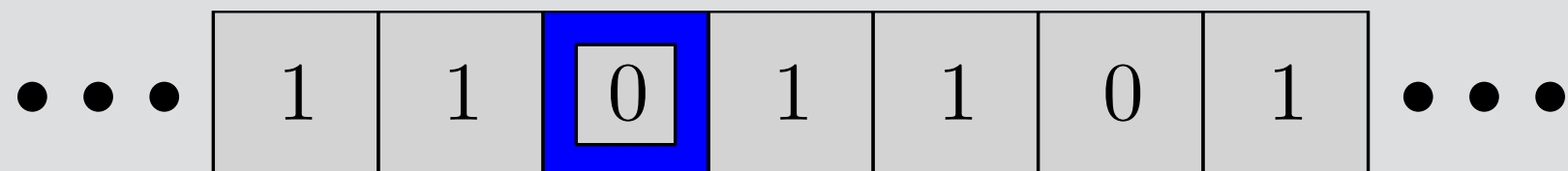
Universal computation (solution by “zig-zag” TM simulation)



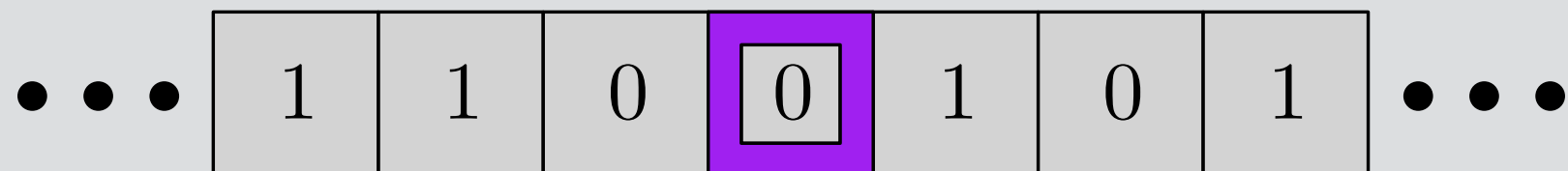
“write 0, move right, change to s_0 ”

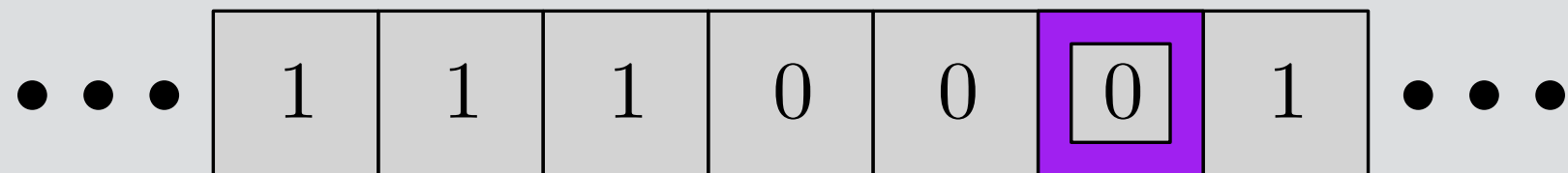


“write 1, move right, change to s_1 ”

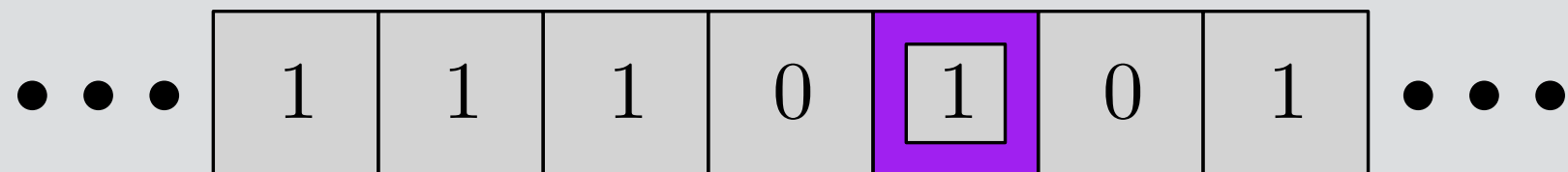


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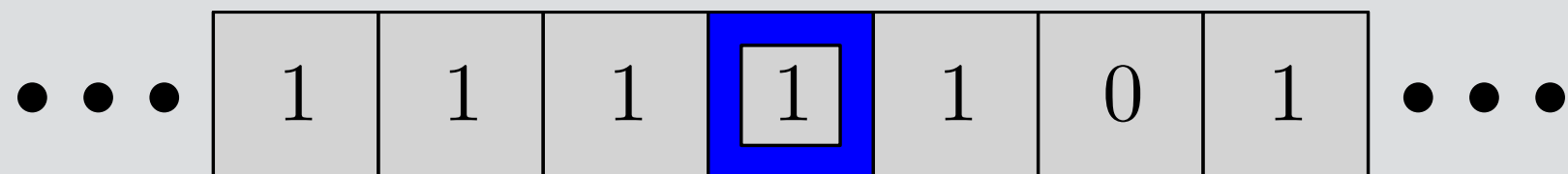




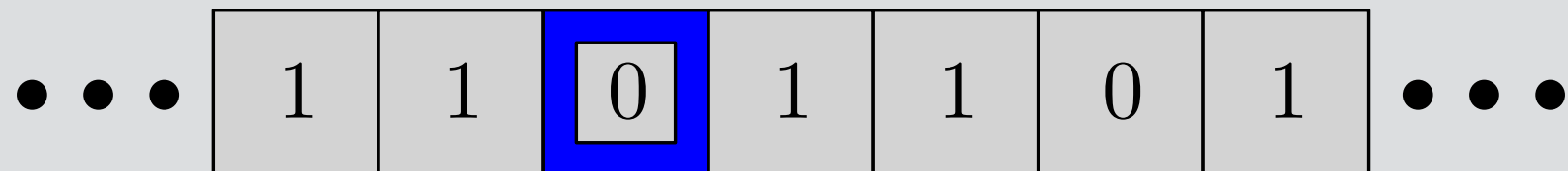
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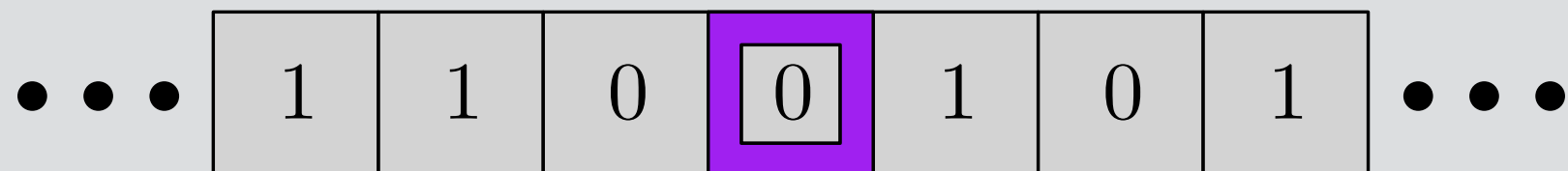
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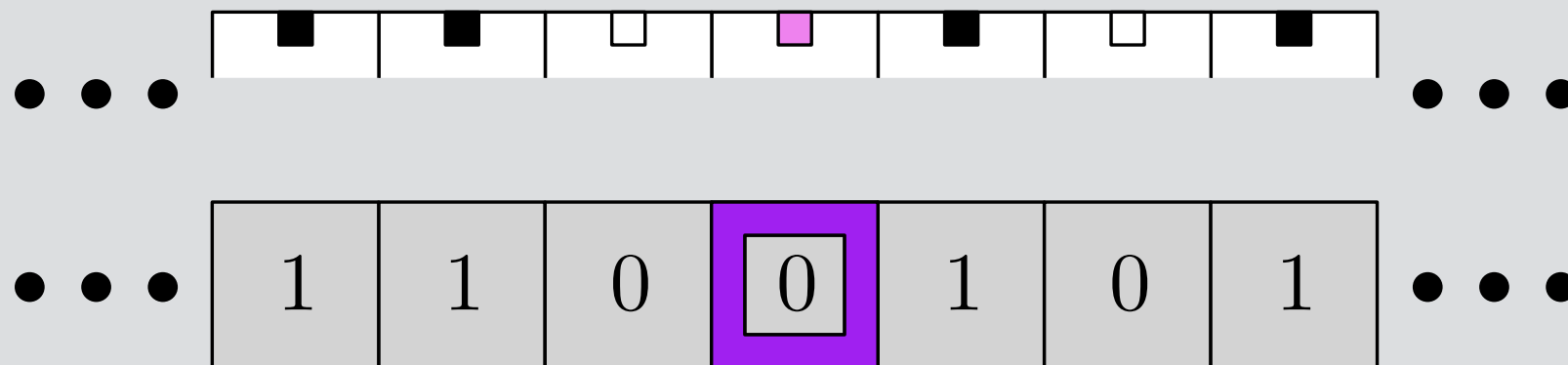


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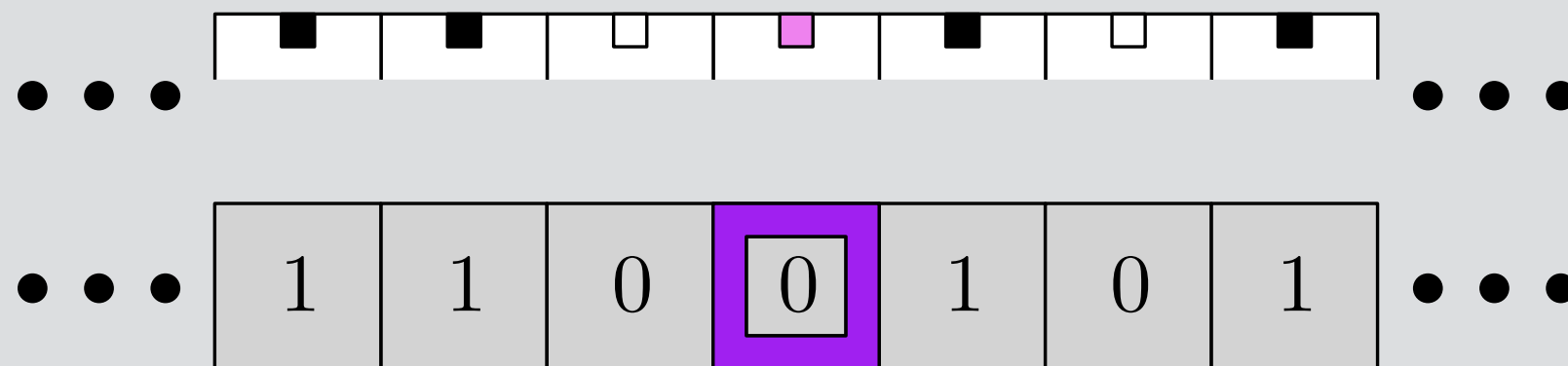


Universal computation

(solution by “zig-zag” TM simulation)

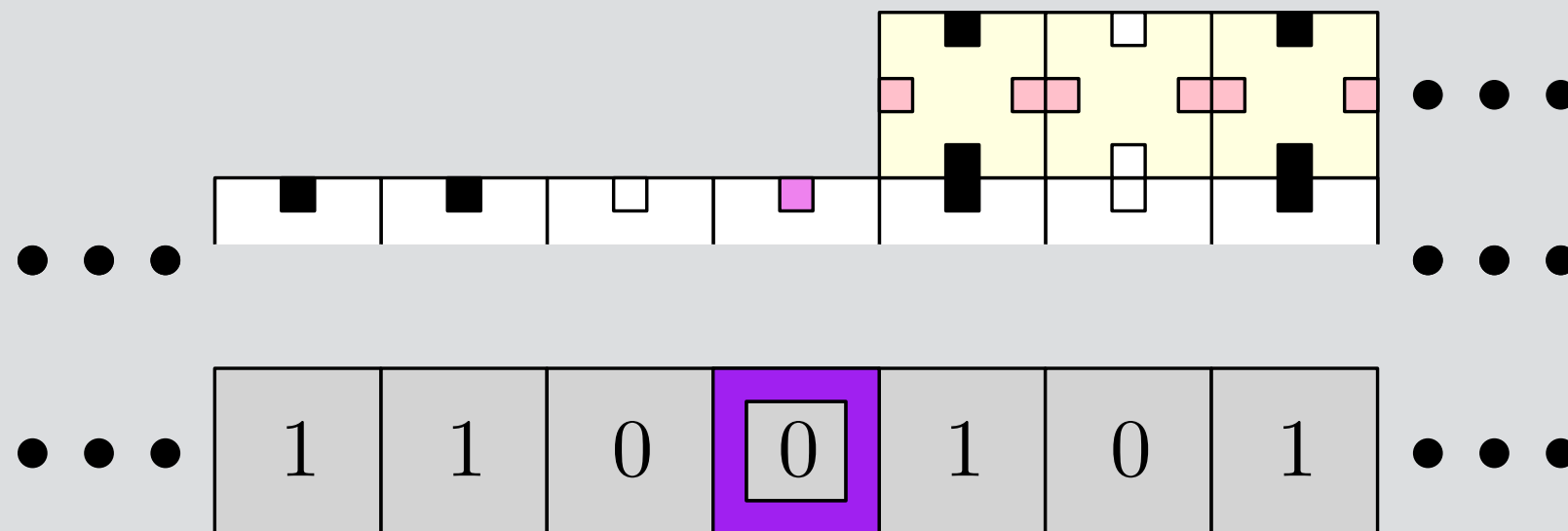


Universal computation (solution by “zig-zag” TM simulation)



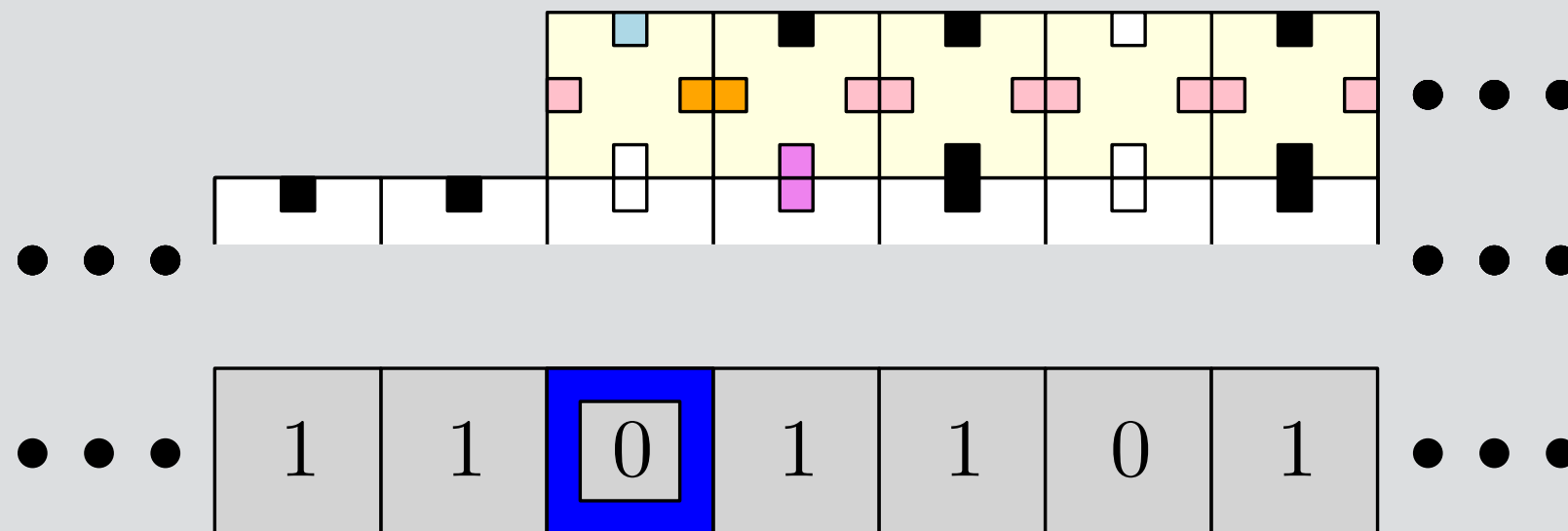
“write 1, move left, change to s_1 ”

Universal computation (solution by “zig-zag” TM simulation)



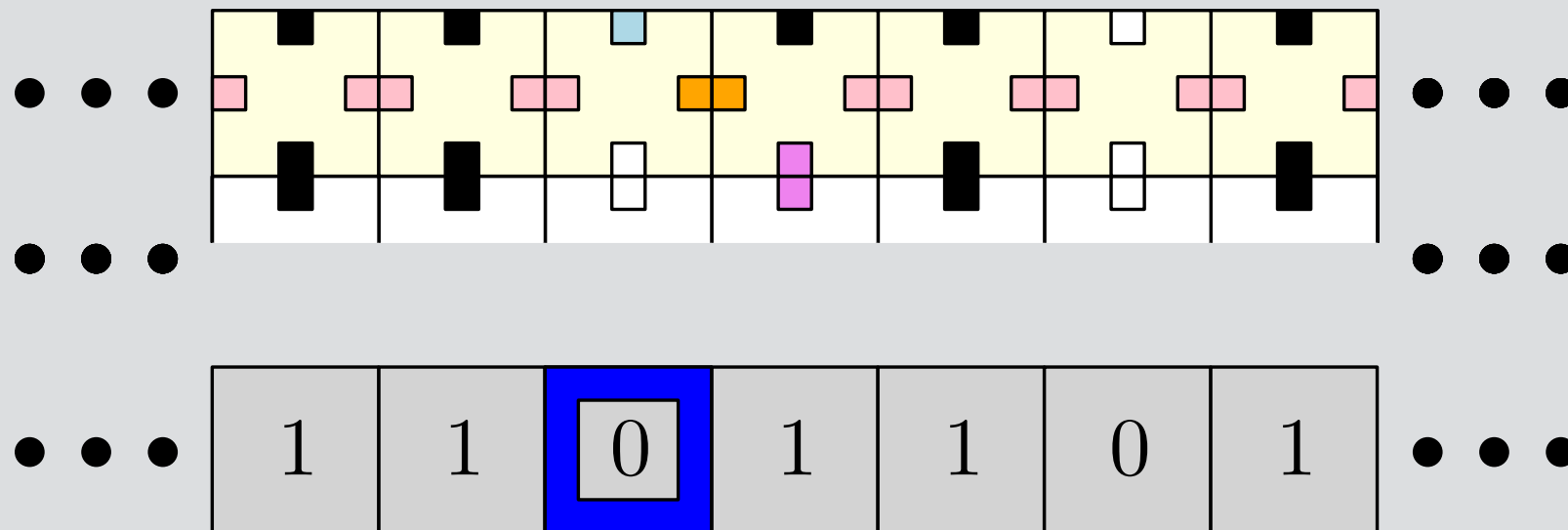
“write 1, move left, change to s_1 ”

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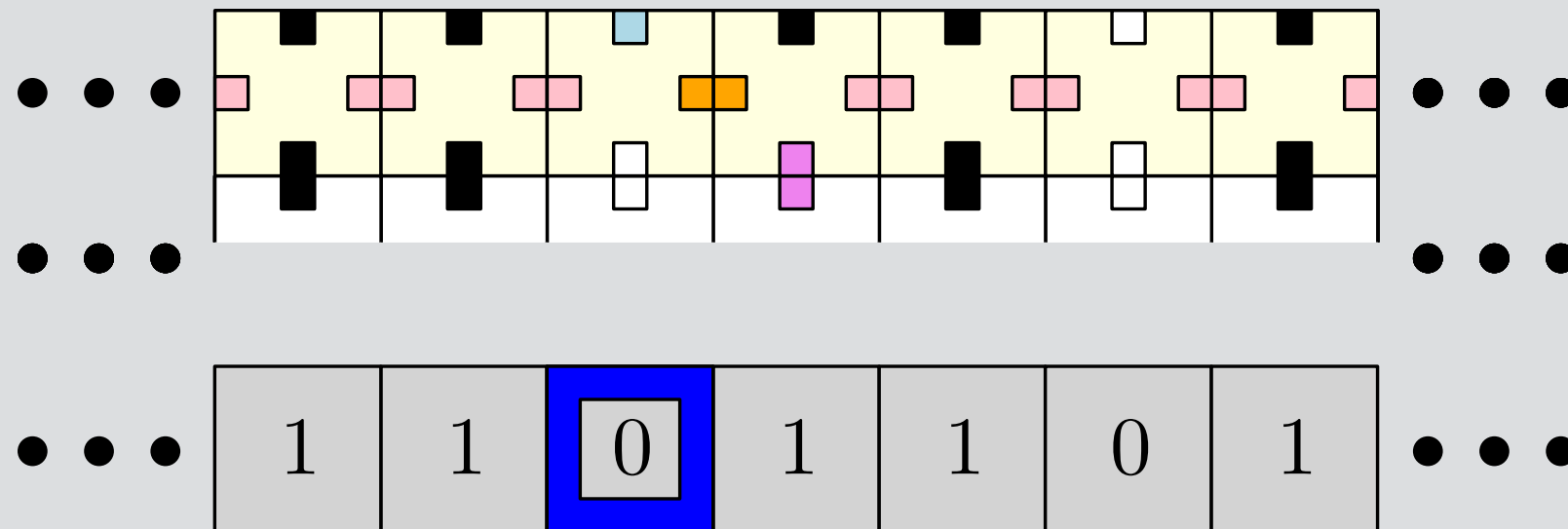


“write 1, move left, change to s_1 ”

Universal computation (solution by “zig-zag” TM simulation)

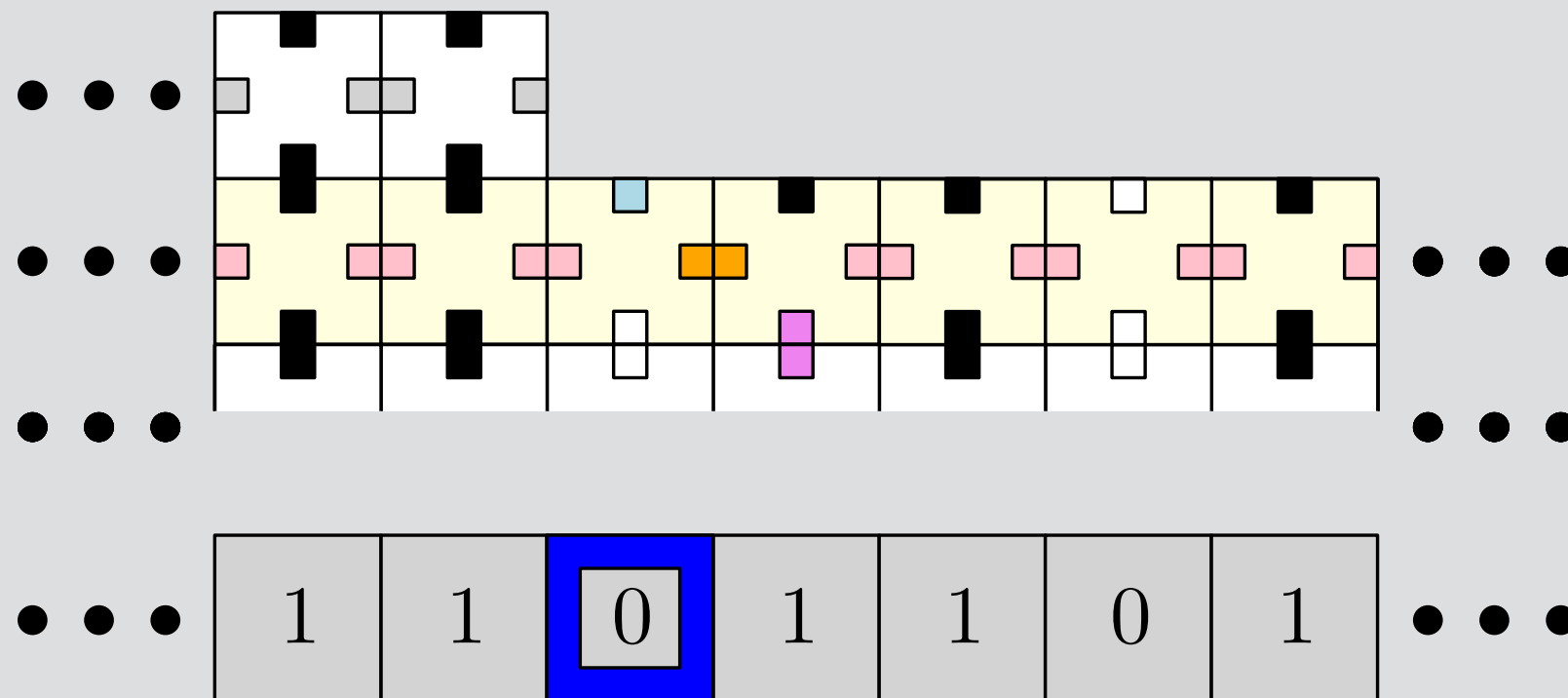


Universal computation (solution by “zig-zag” TM simulation)



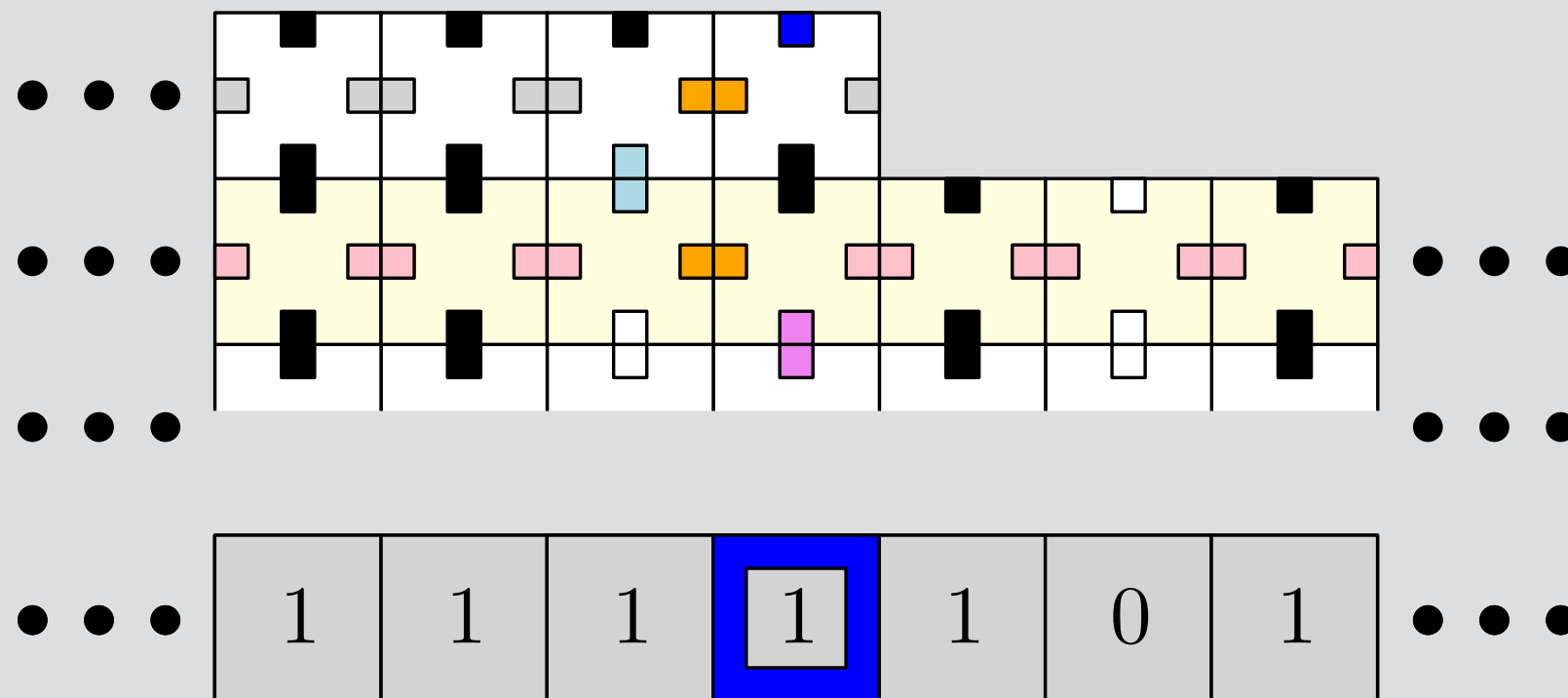
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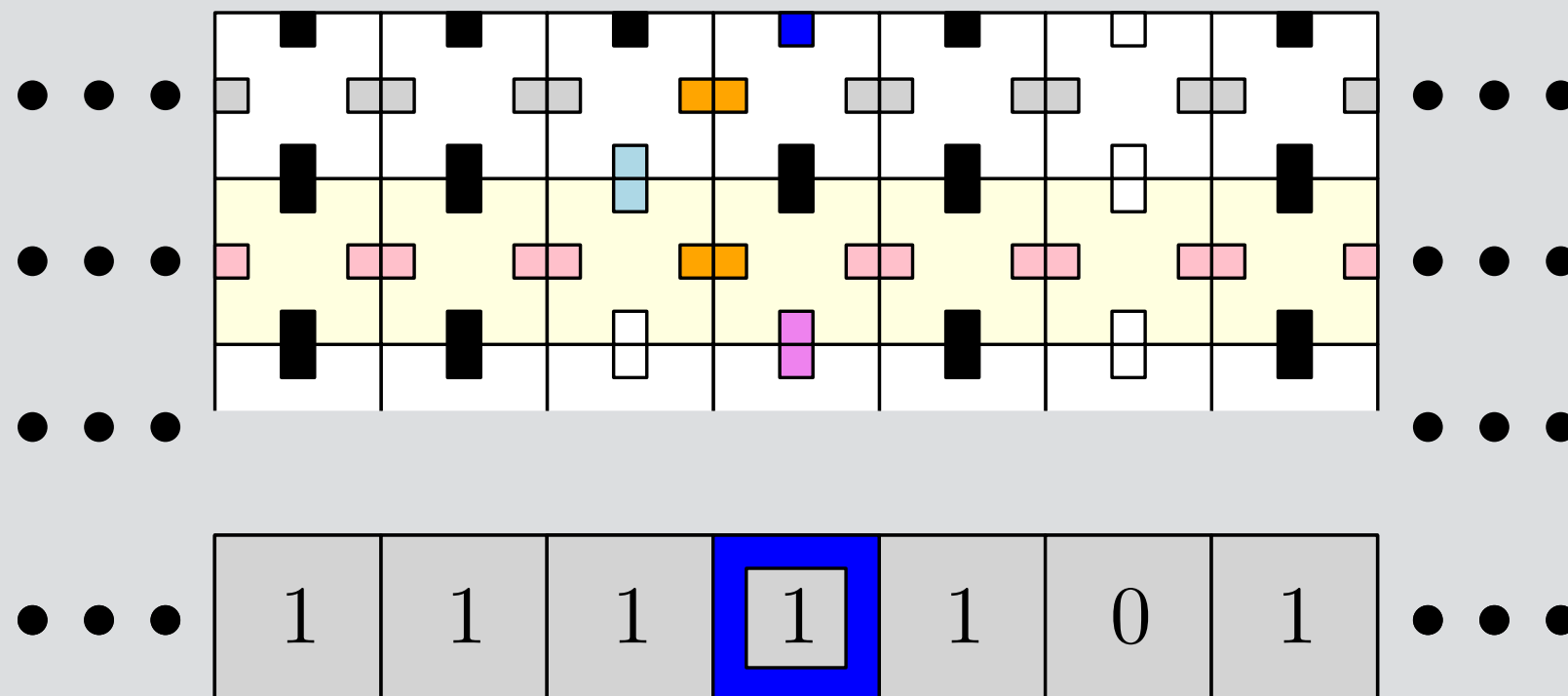
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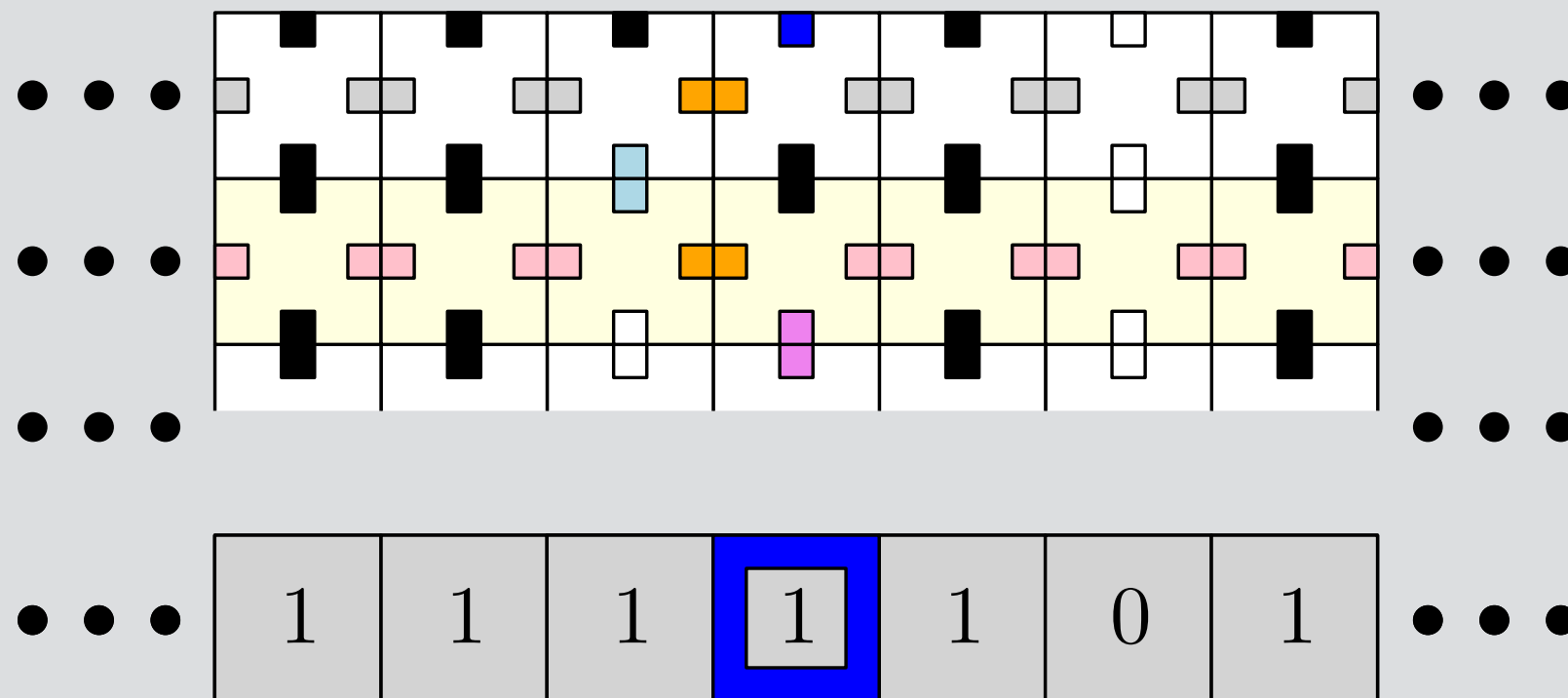
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Universal computation

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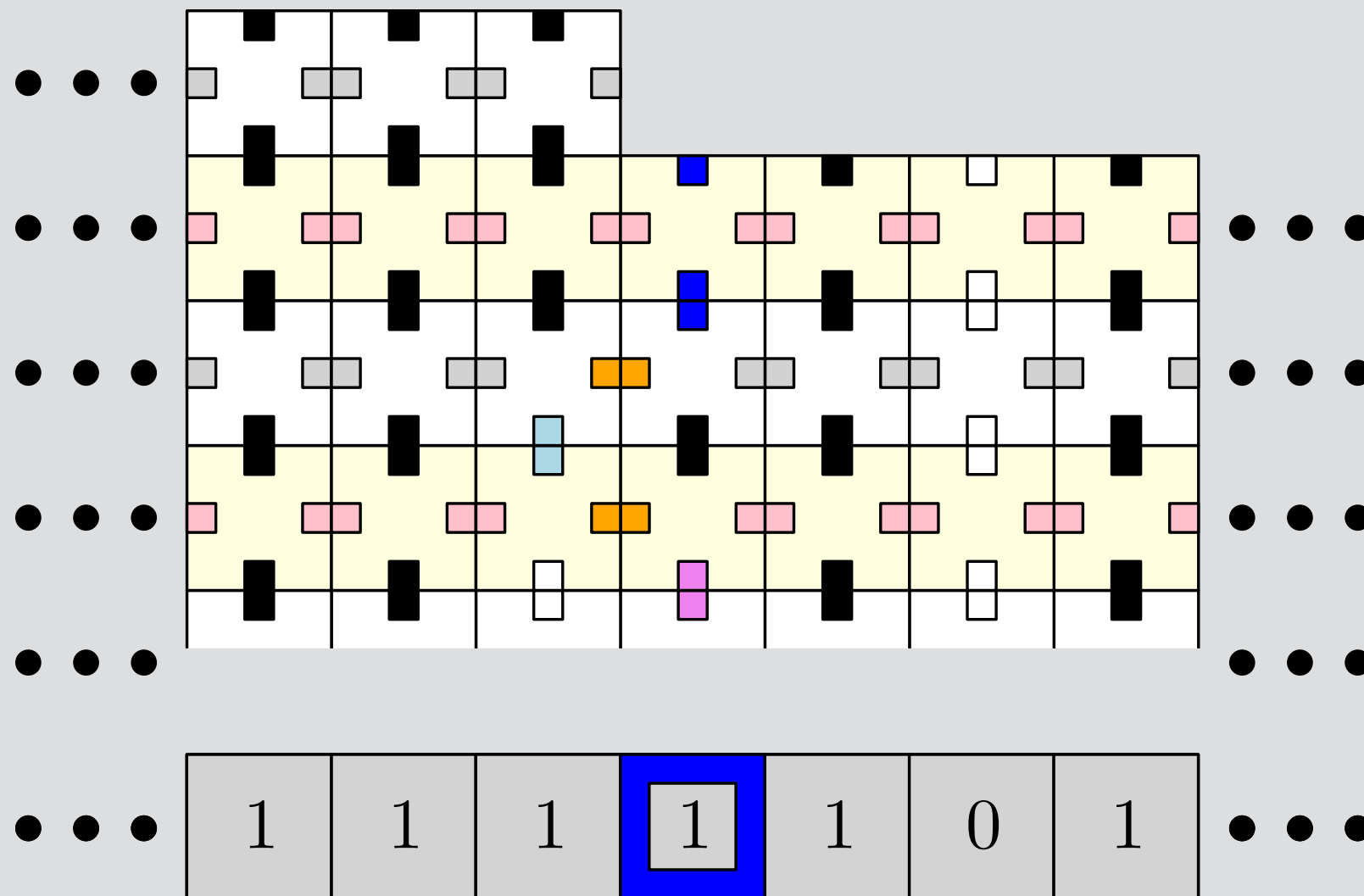


Universal computation (solution by “zig-zag” TM simulation)



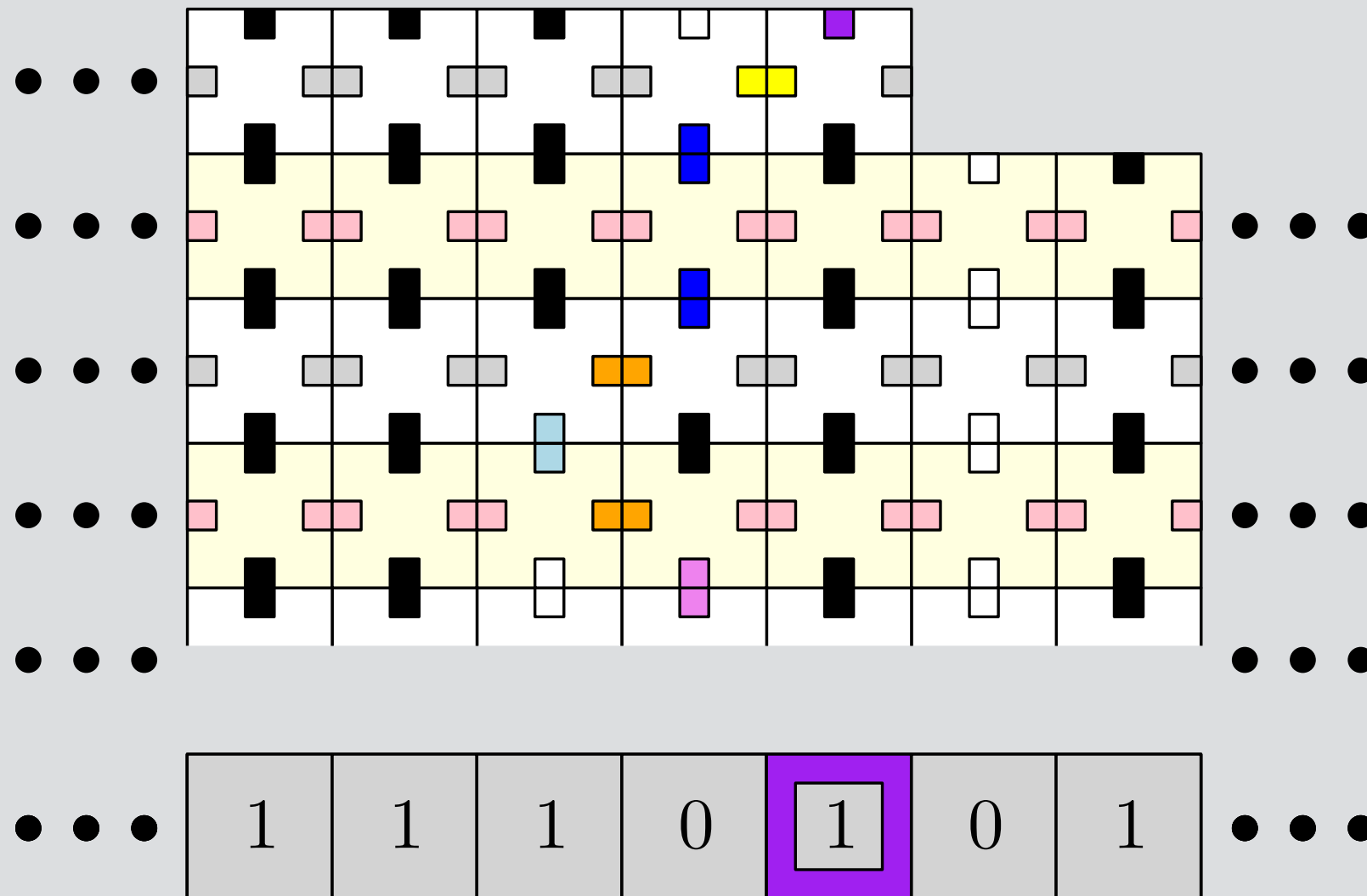
“write 0, move right, change to s_0 ”

Universal computation (solution by “zig-zag” TM simulation)



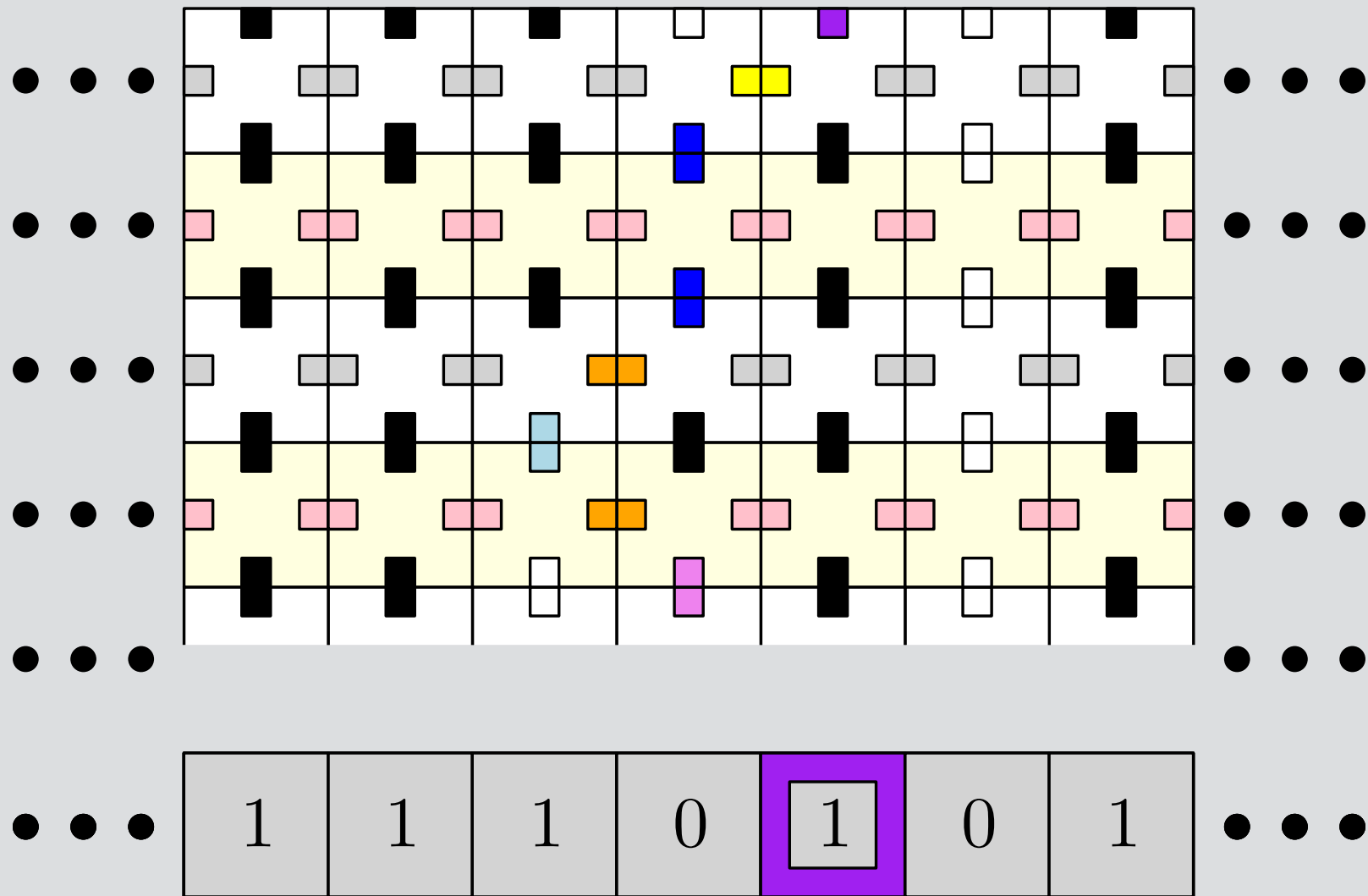
“write 0, move right, change to s_0 ”

Universal computation (solution by “zig-zag” TM simulation)

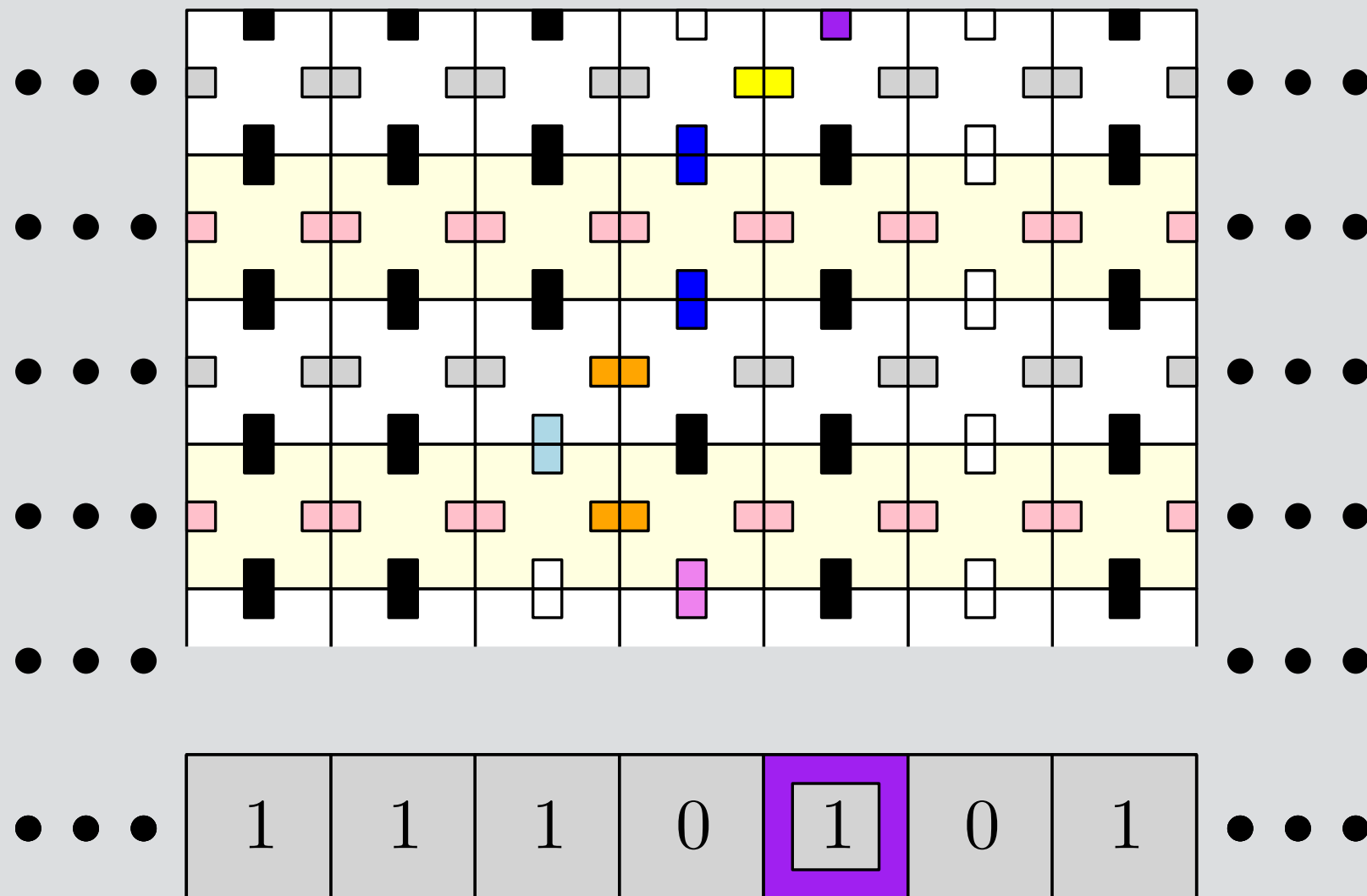


“write 0, move right, change to s_0 ”

Universal computation (solution by “zig-zag” TM simulation)

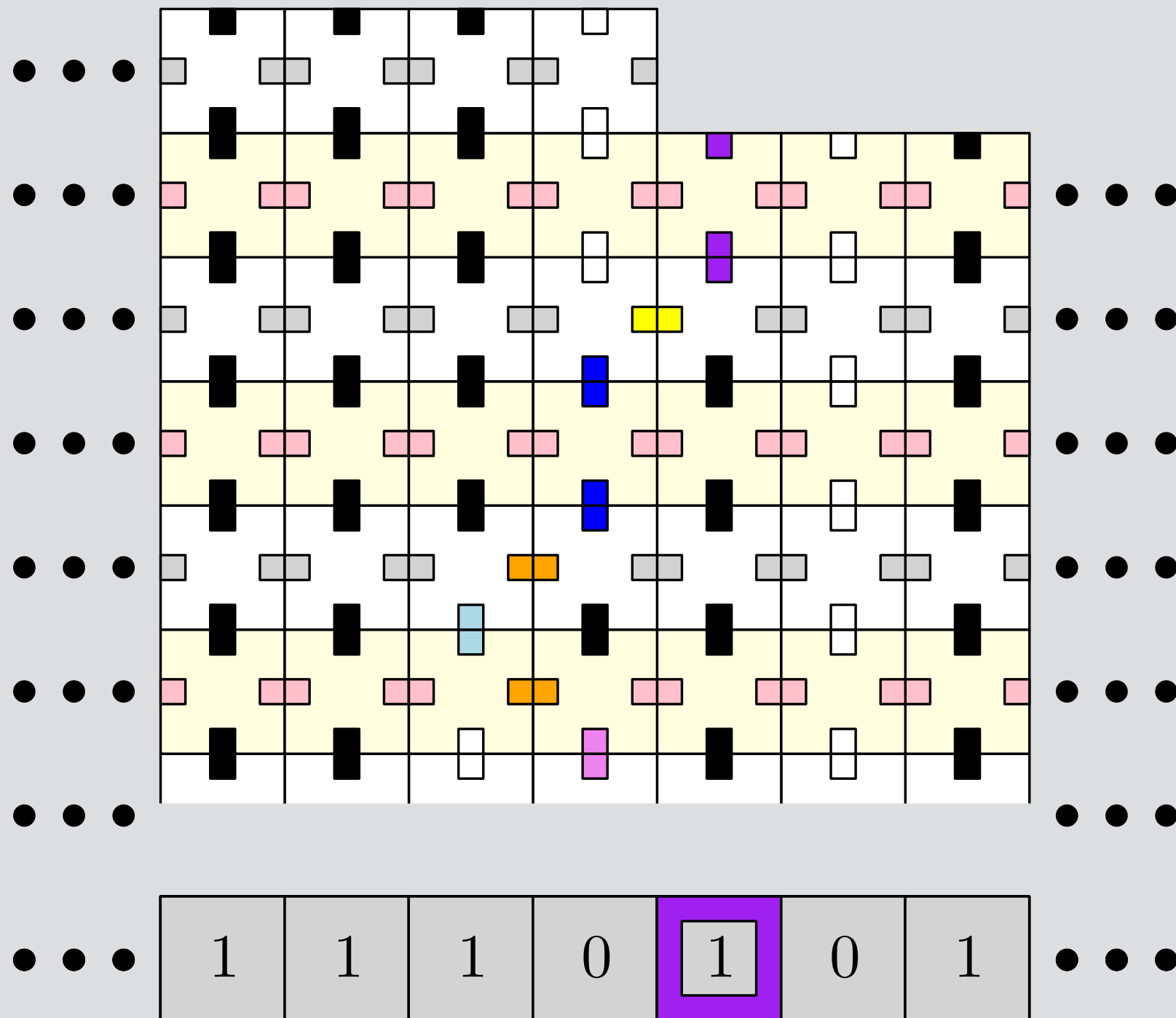


Universal computation (solution by “zig-zag” TM simulation)



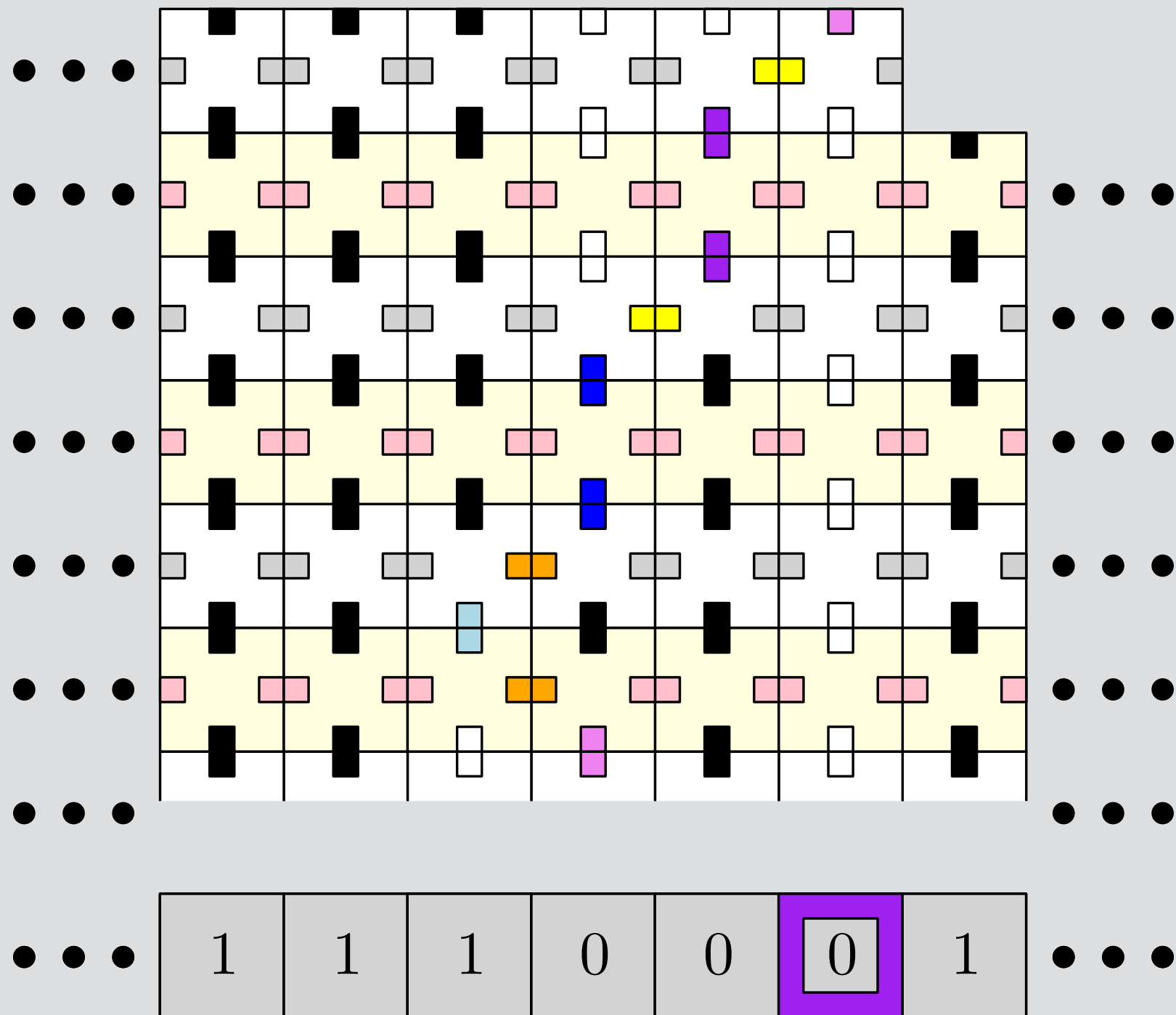
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Universal computation



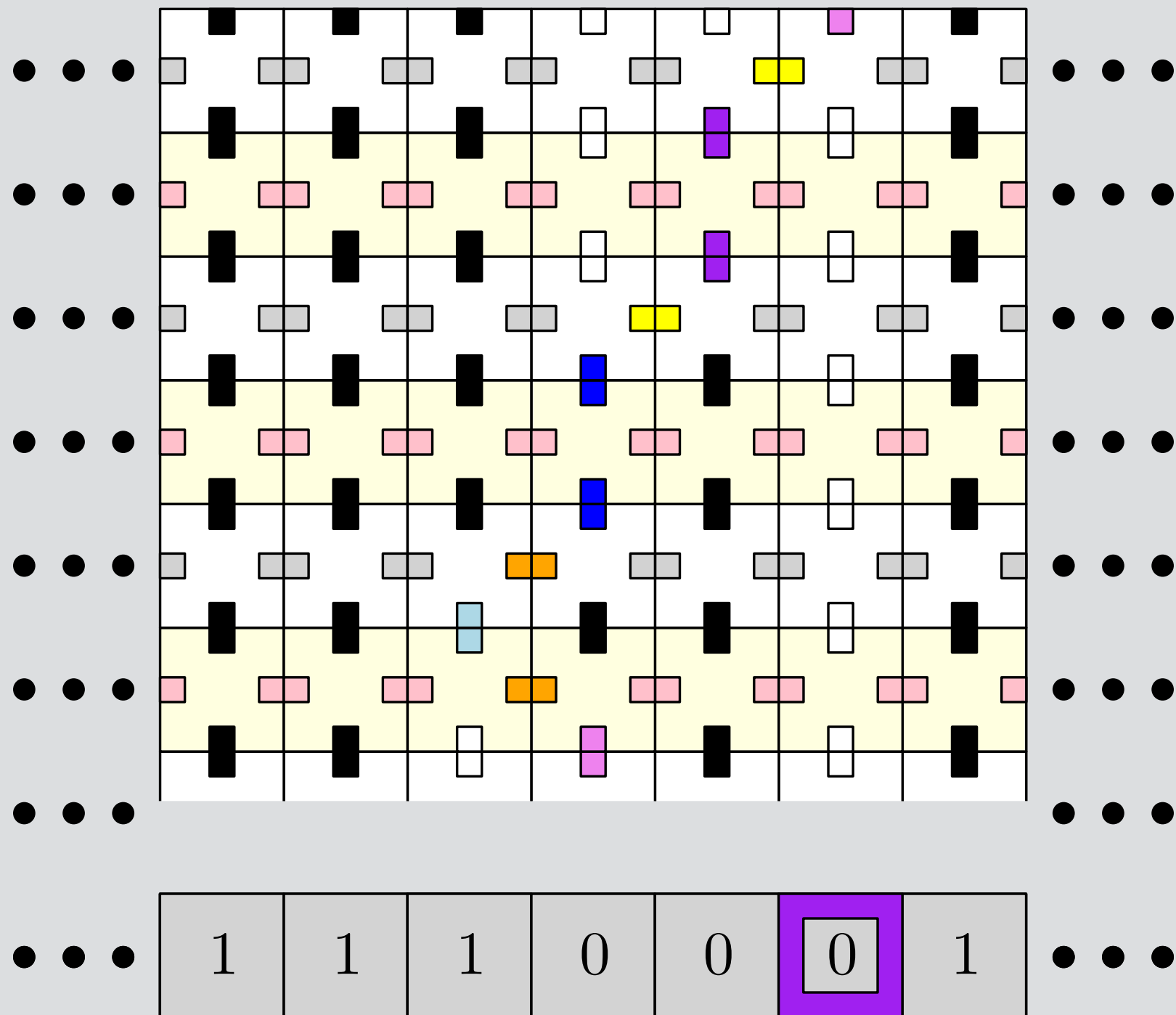
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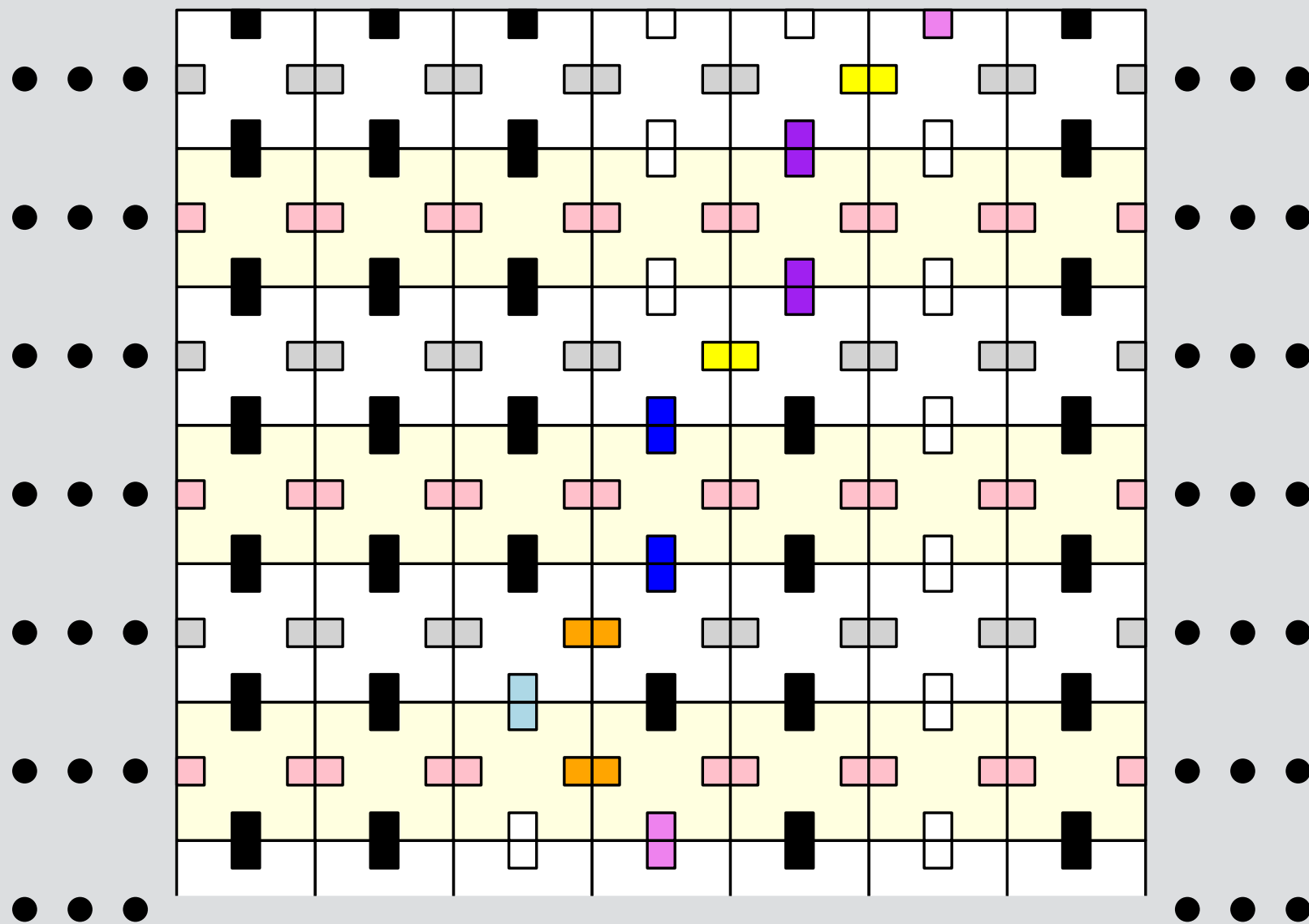


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Universal computation



Universal computation

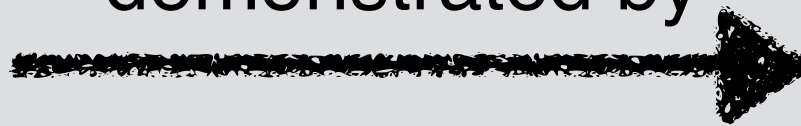


[Rothemund, Winfree 2000]

The benchmarks of a capable self-assembly model

Algorithmic
behavior

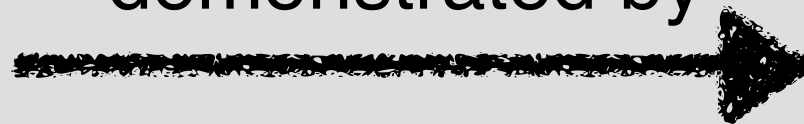
demonstrated by



Universal
computation

Usable
algorithmic
behavior

demonstrated by



few tile types
Efficient NxN
square assembly

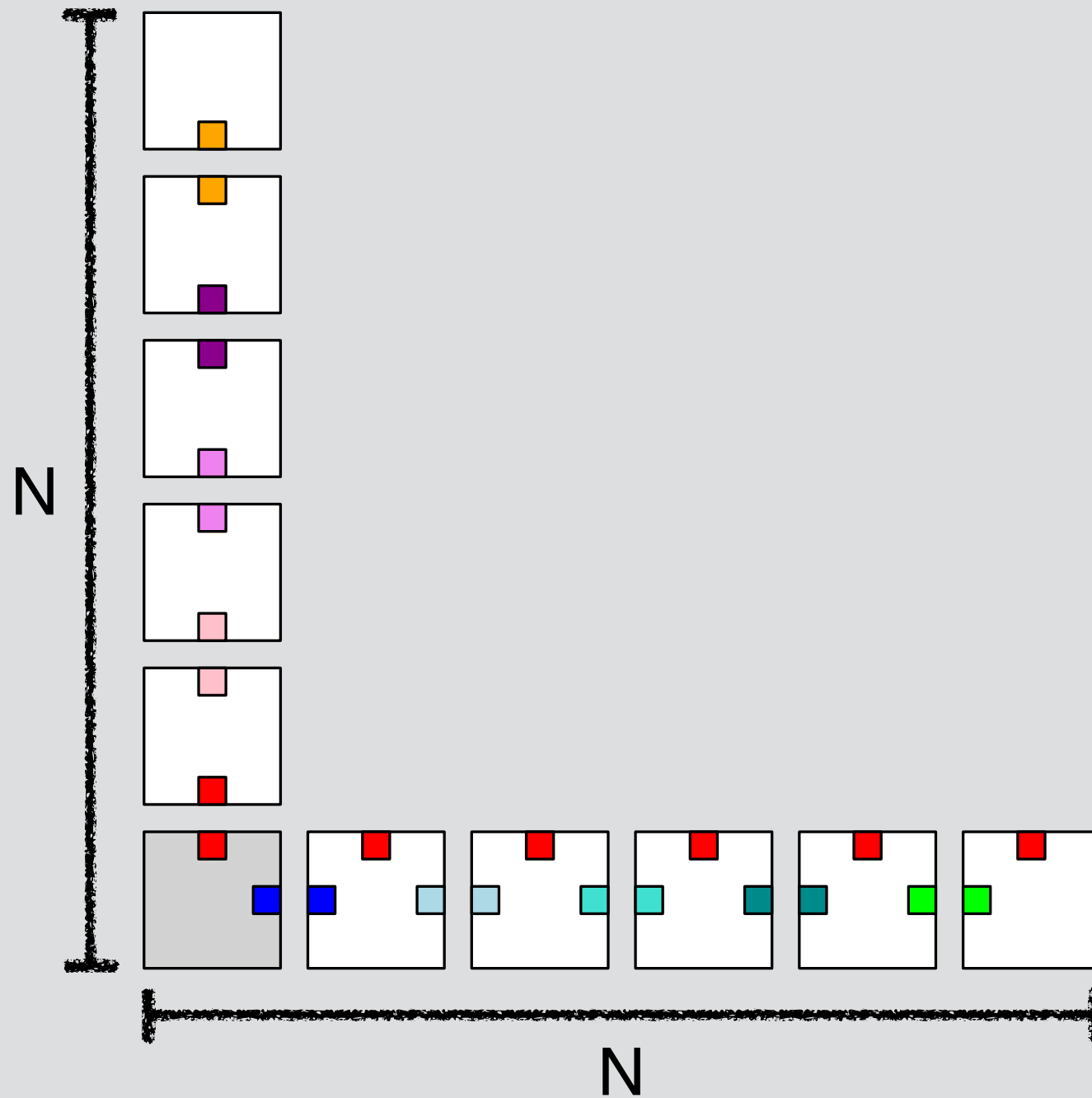
The benchmarks of a capable self-assembly model

Algorithmic behavior  demonstrated by Universal computation

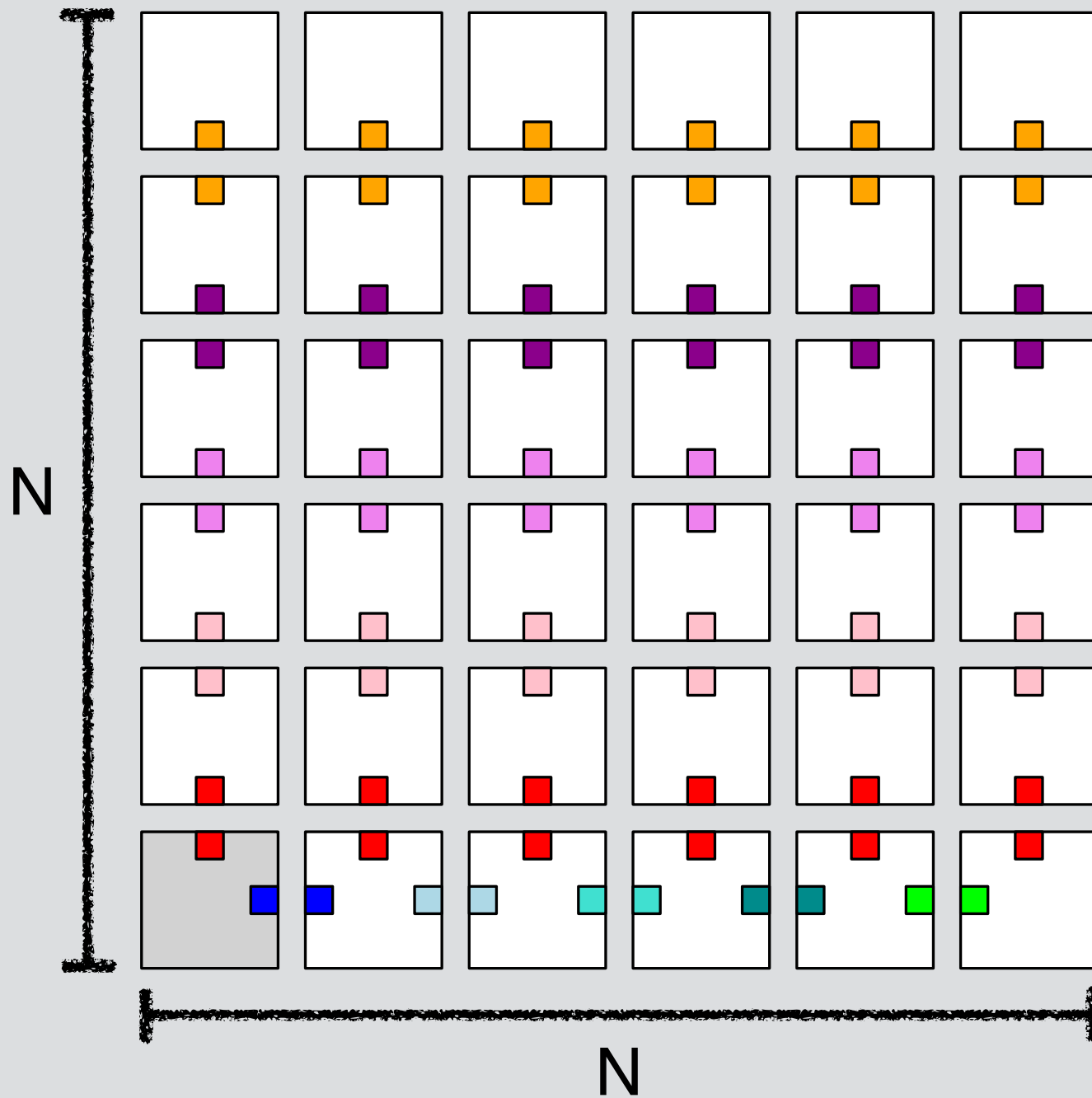
Usable algorithmic behavior  demonstrated by few tile types Efficient NxN square assembly

Efficient assembly of $N \times N$ square

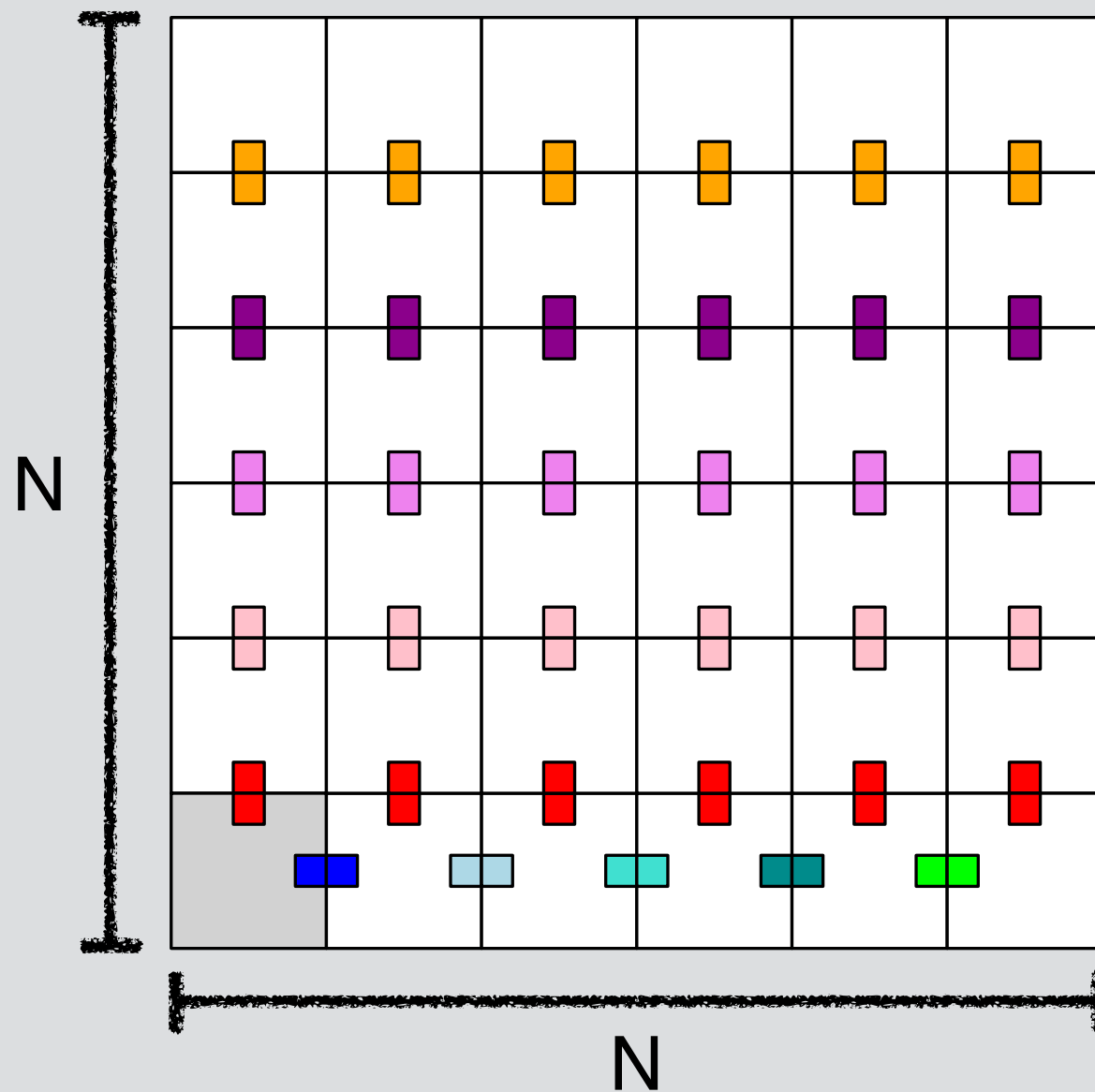
Efficient assembly of NxN square



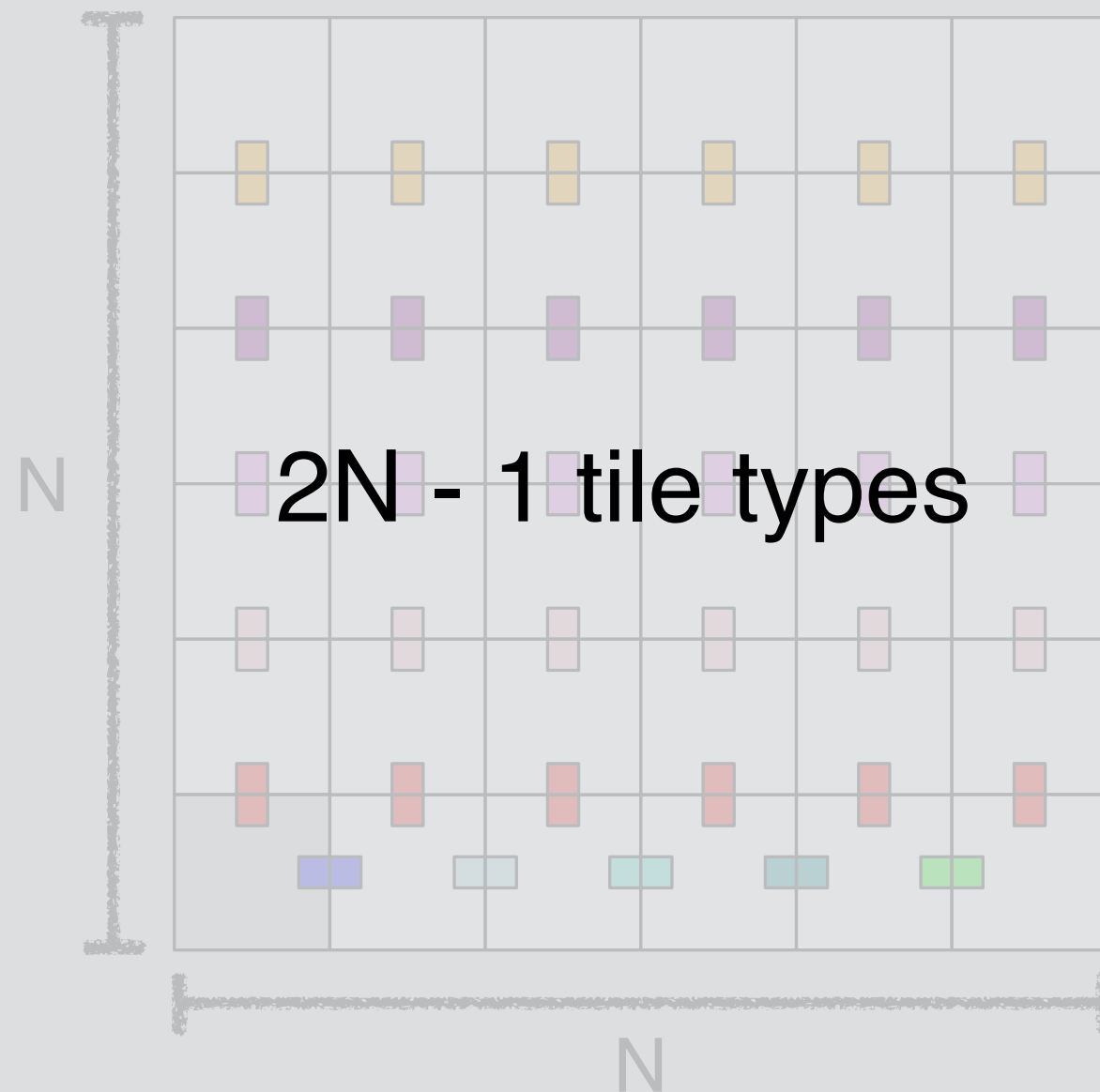
Efficient assembly of NxN square



Efficient assembly of NxN square

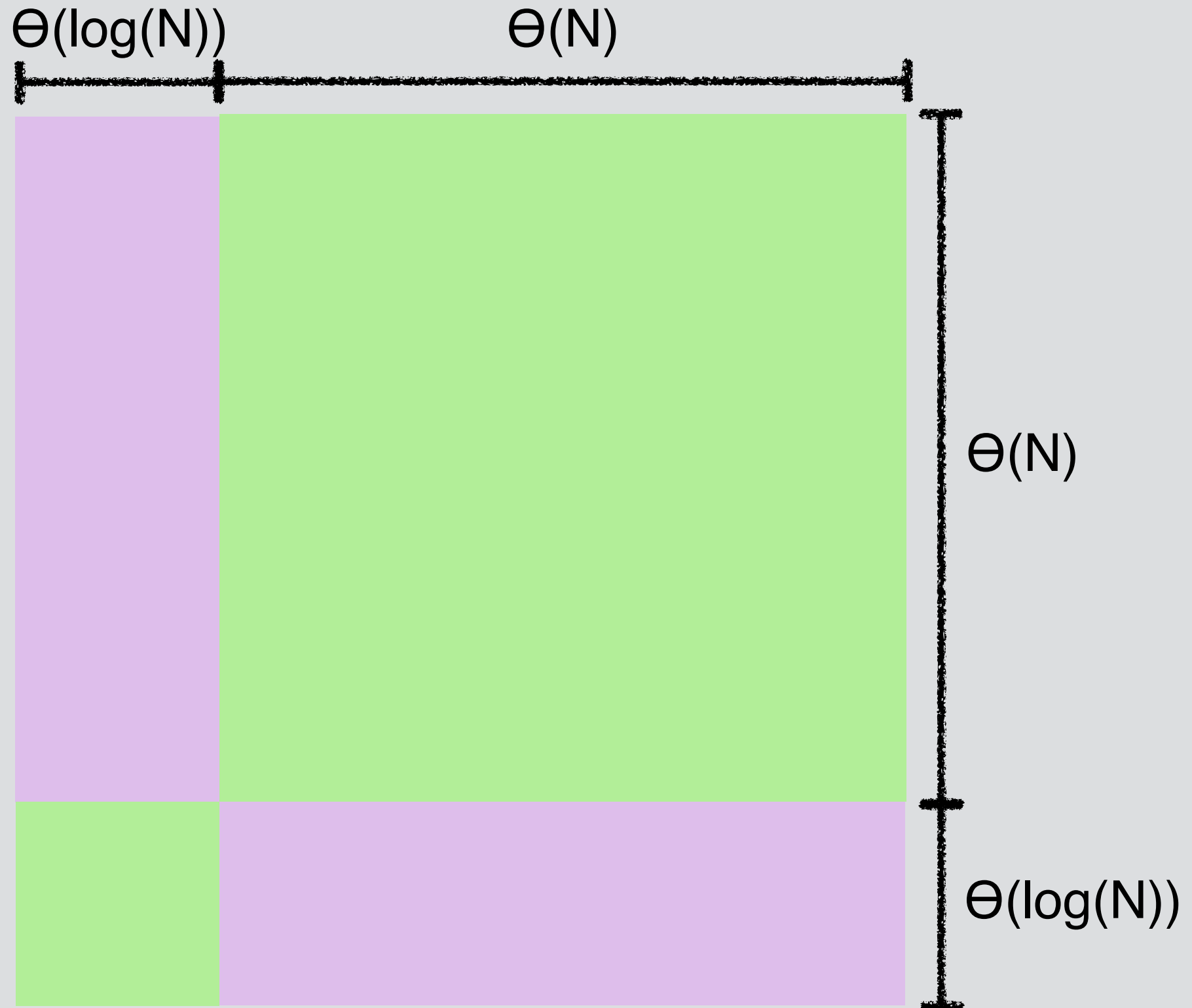


Efficient assembly of NxN square

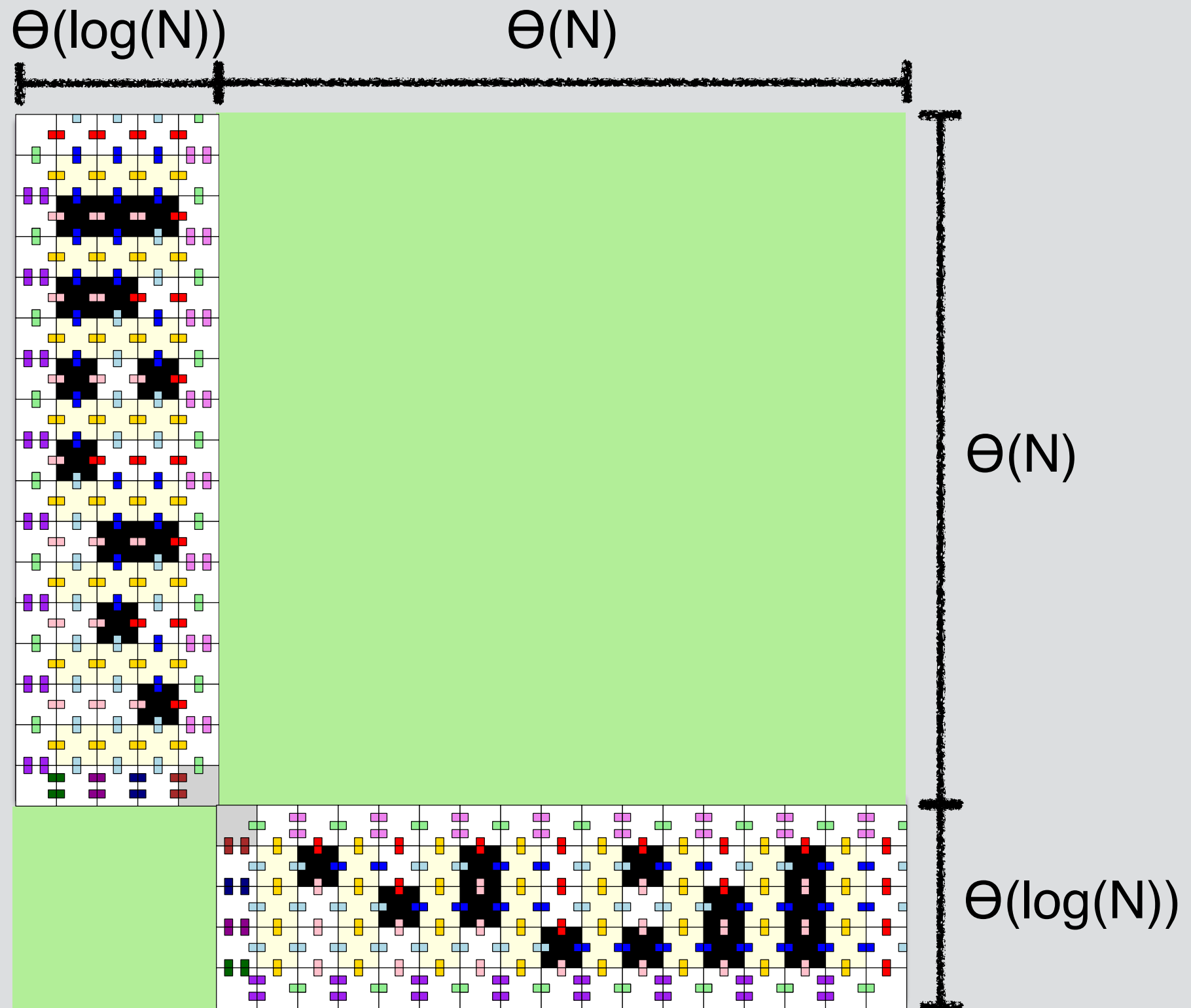


Efficient assembly of $N \times N$ square

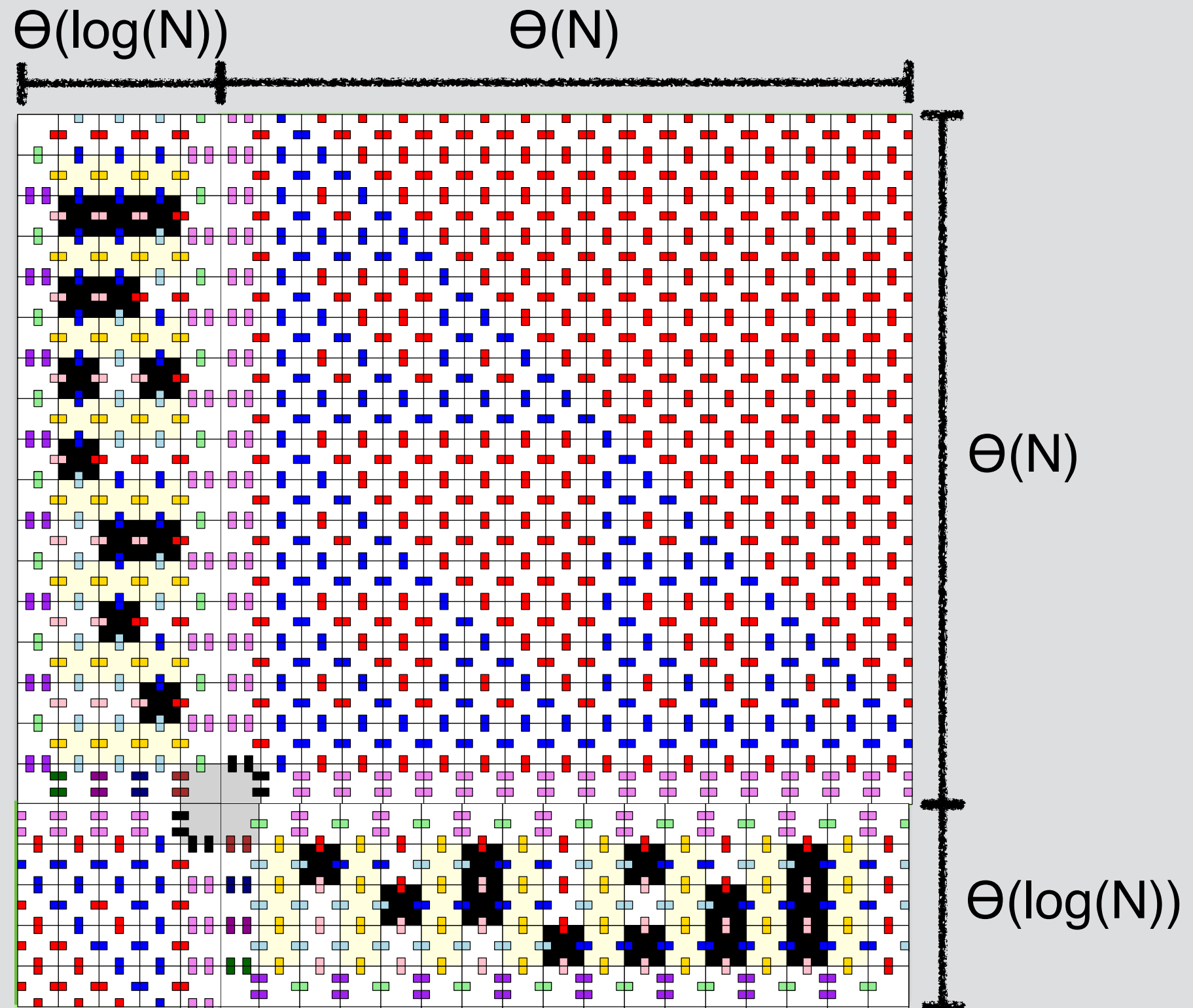
Efficient assembly of NxN square



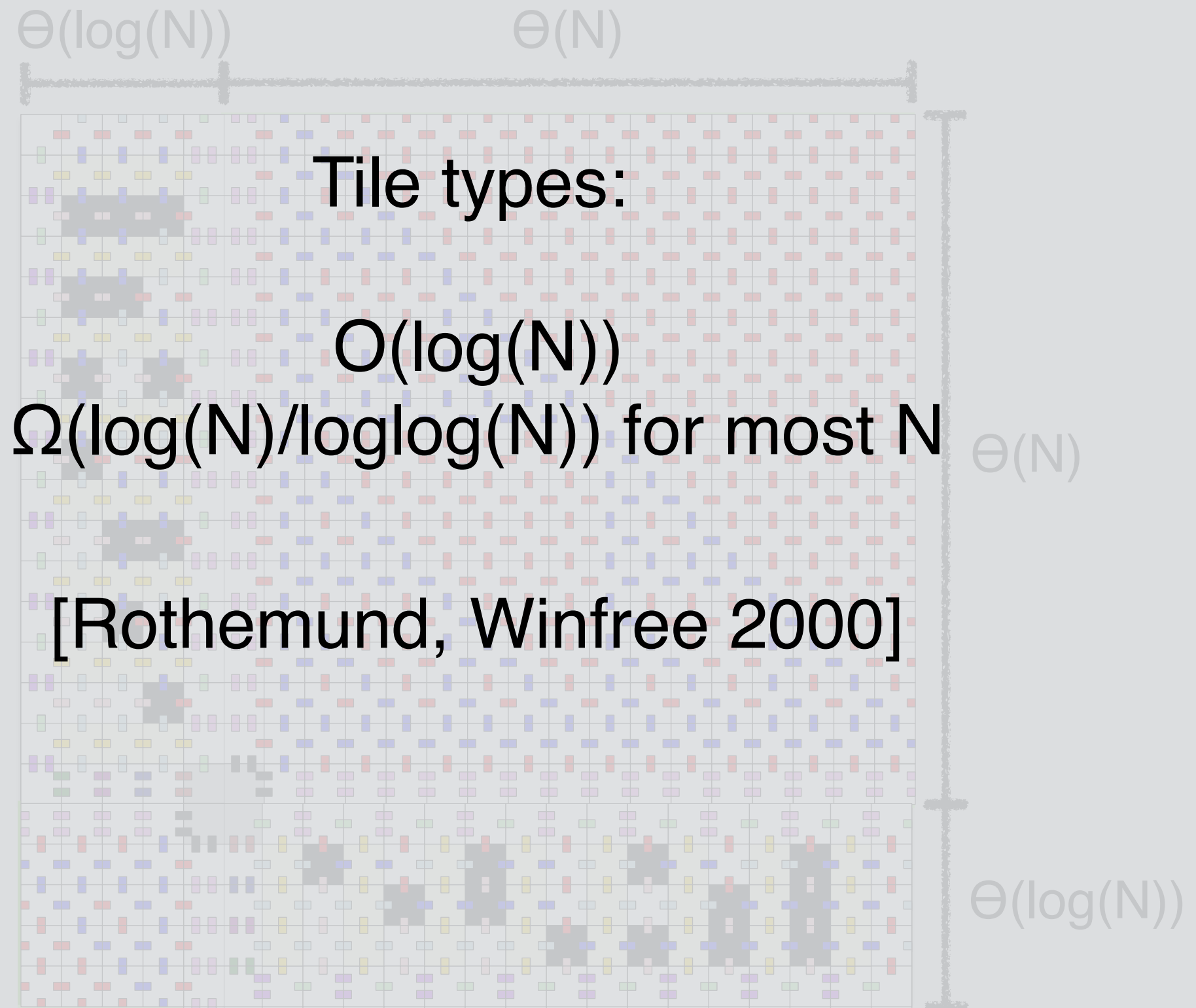
Efficient assembly of NxN square



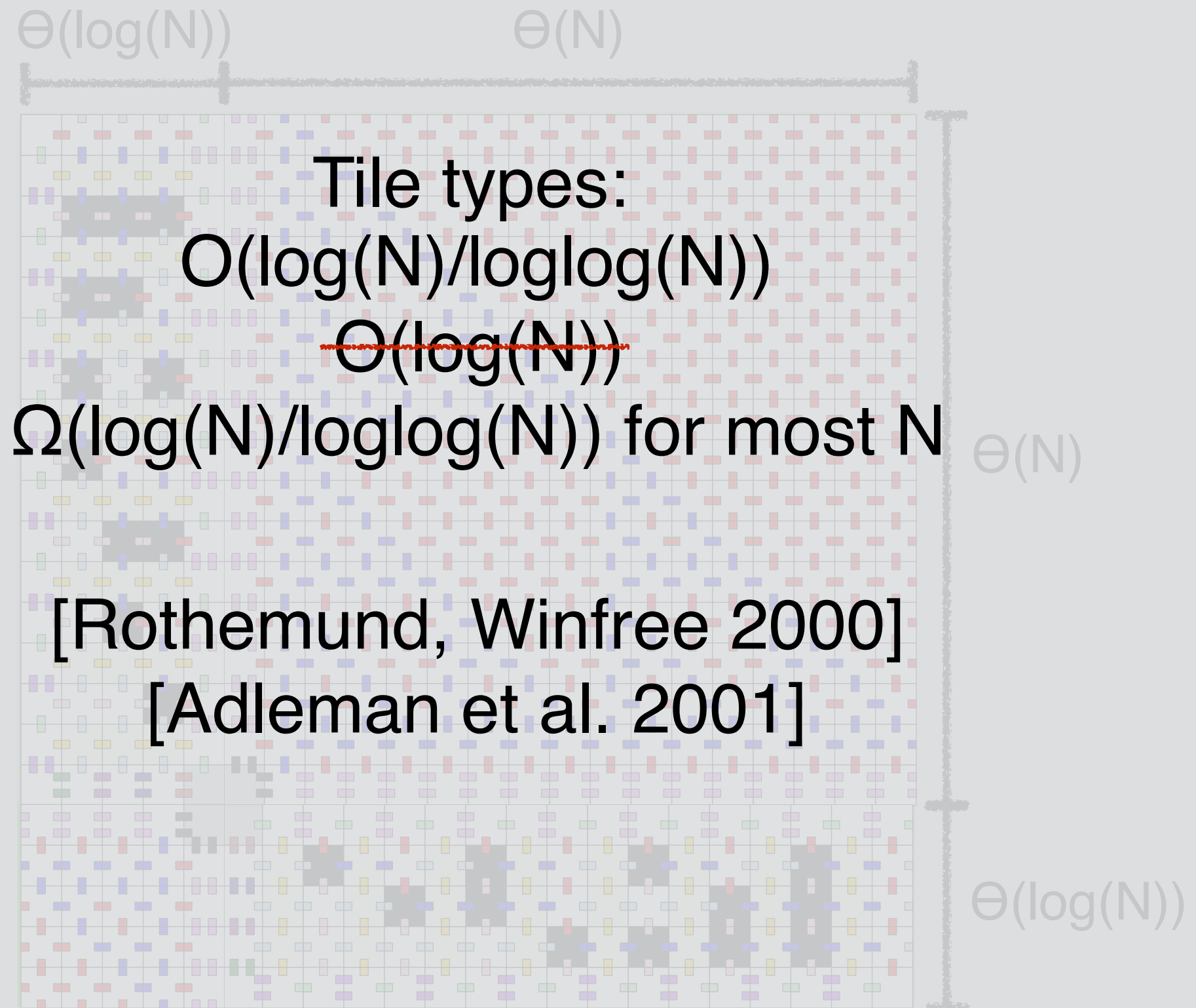
Efficient assembly of NxN square

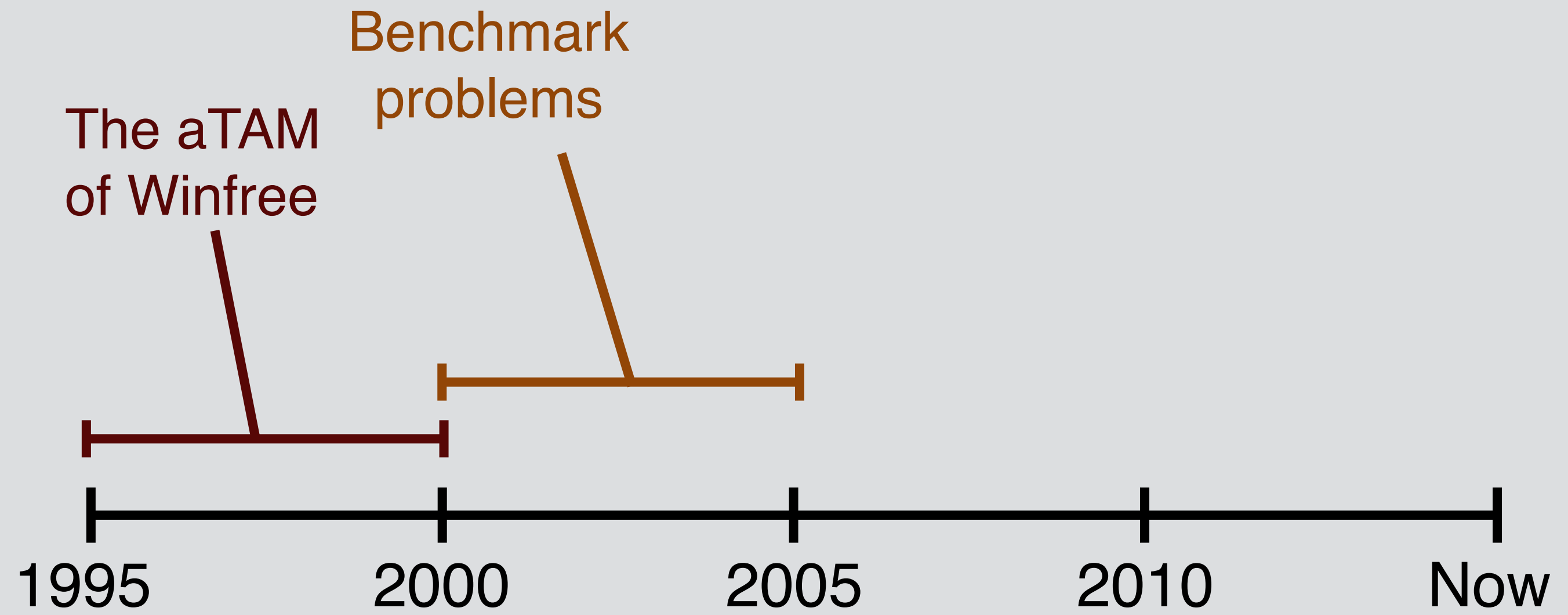


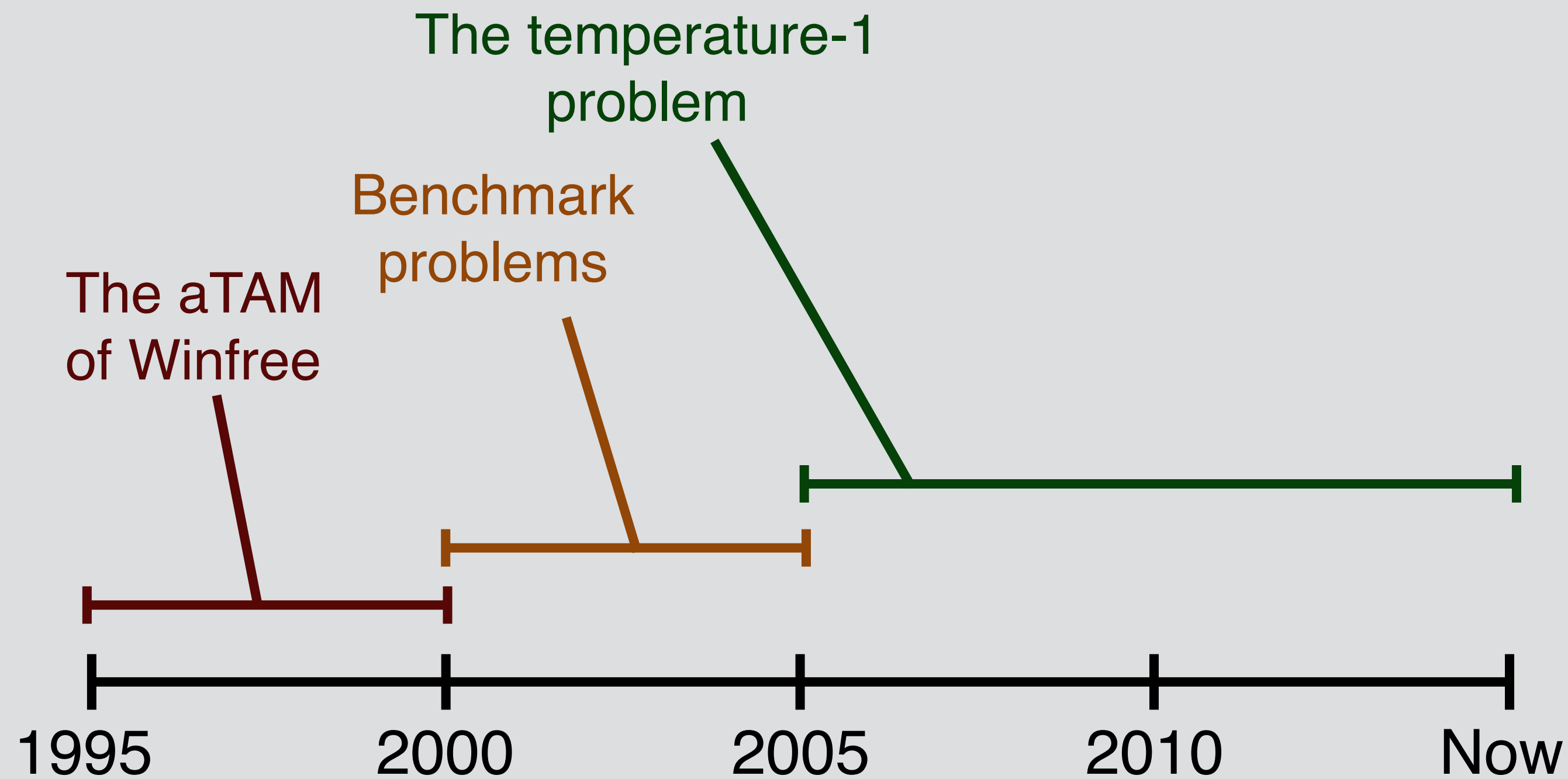
Efficient assembly of NxN square



Efficient assembly of NxN square

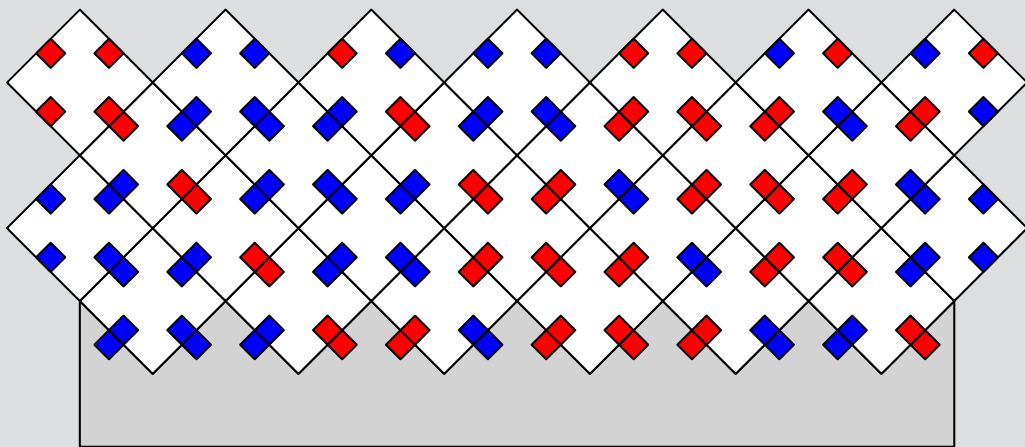






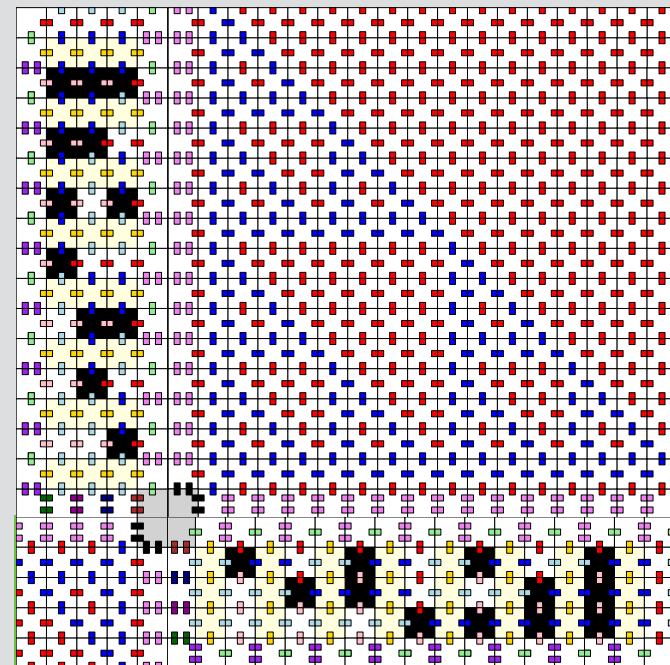
The benchmarks of a capable self-assembly model

Universal
computation



Temperature 2

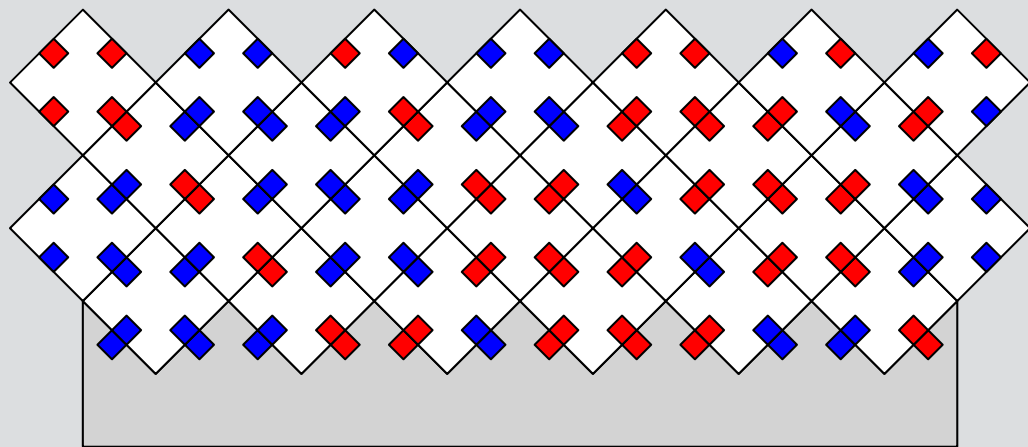
$N \times N$ square assembly
w/ $O(\log(N))$ tile types



Temperature 2

The benchmarks of a capable self-assembly model

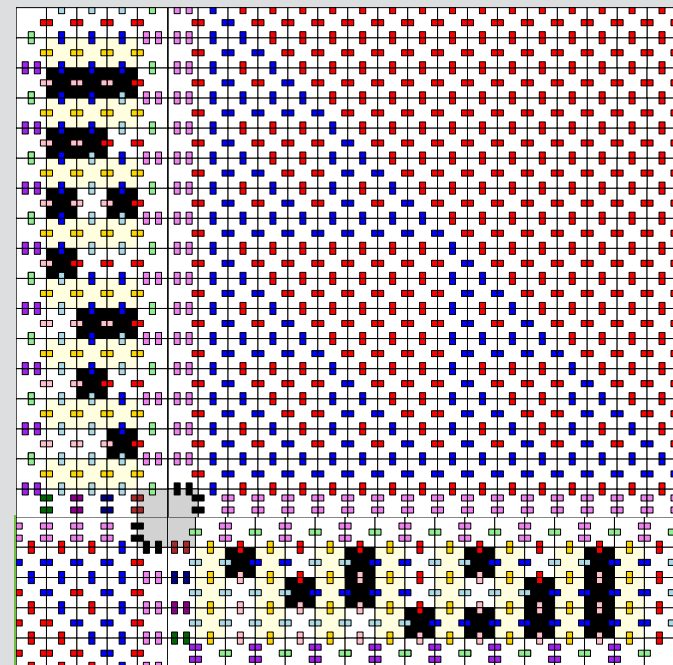
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Temperature 2



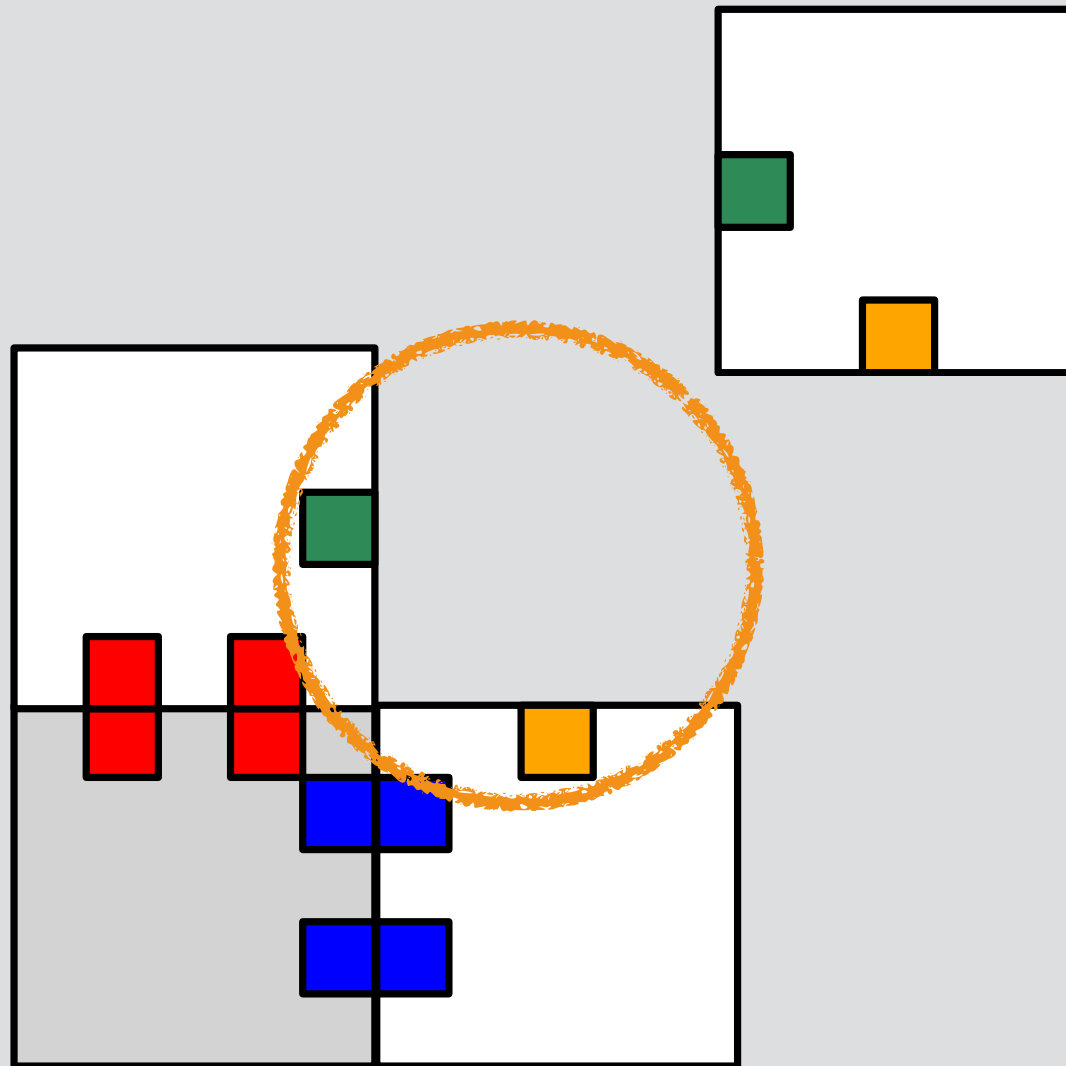
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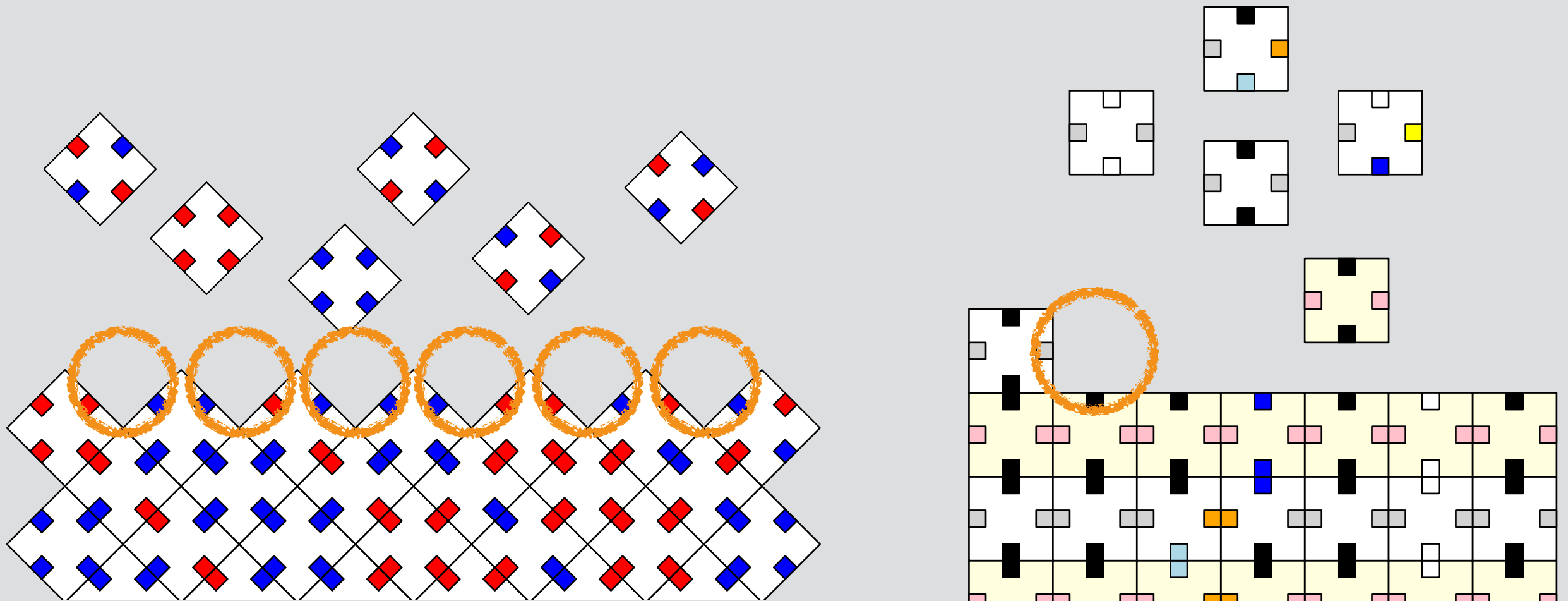
Temperature 2



Temperature 2 can do
cooperative bonding.

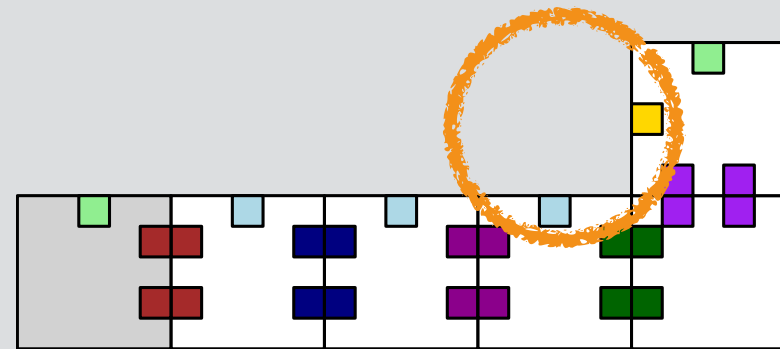
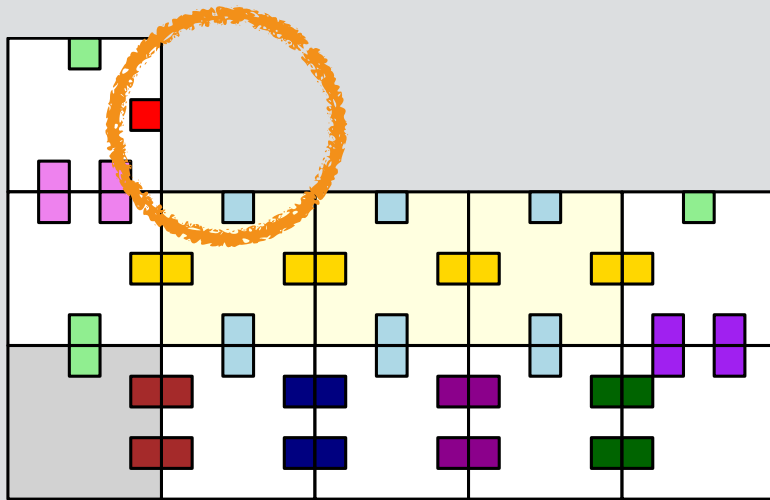


Computation uses cooperative bonding:

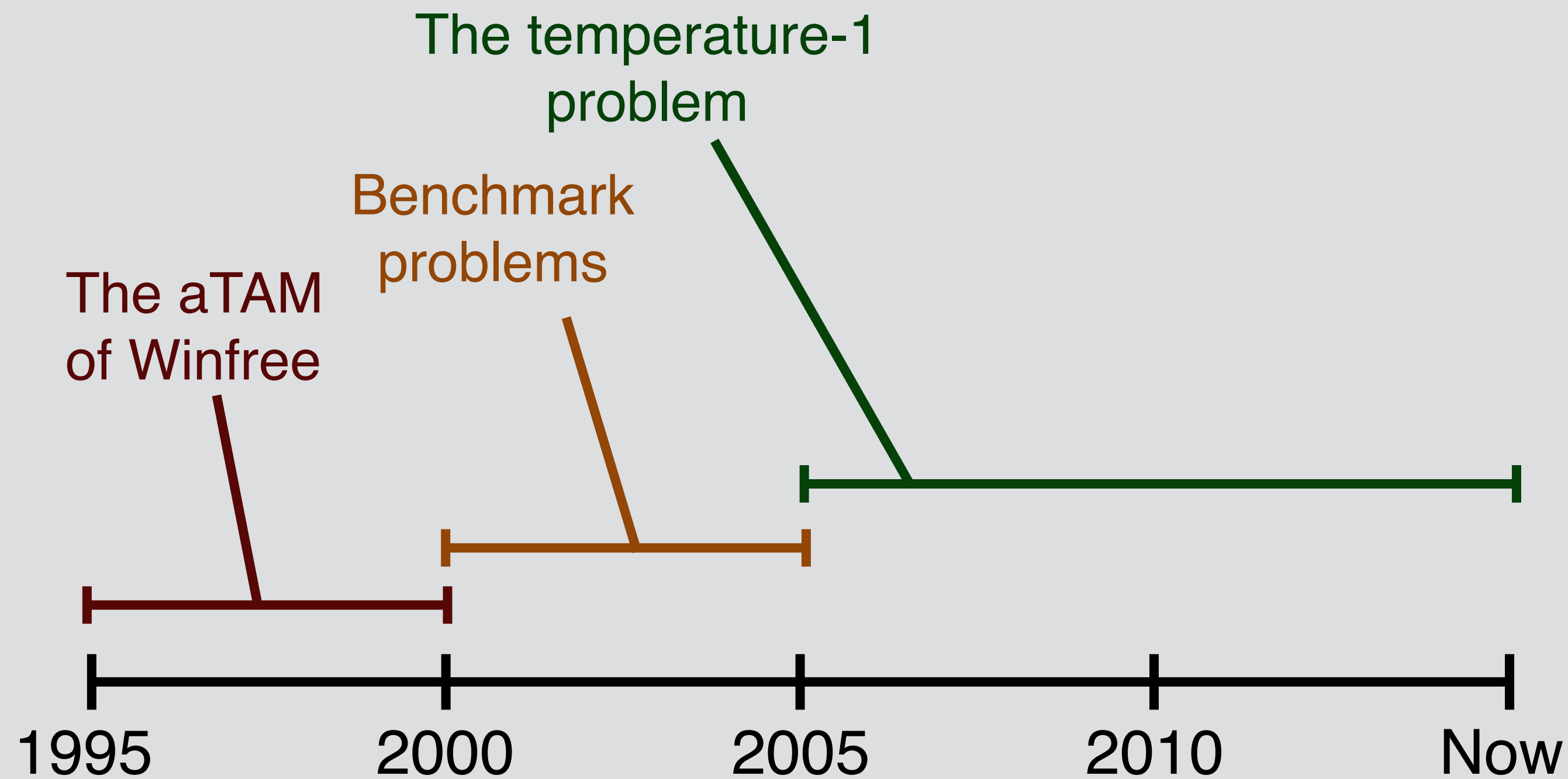


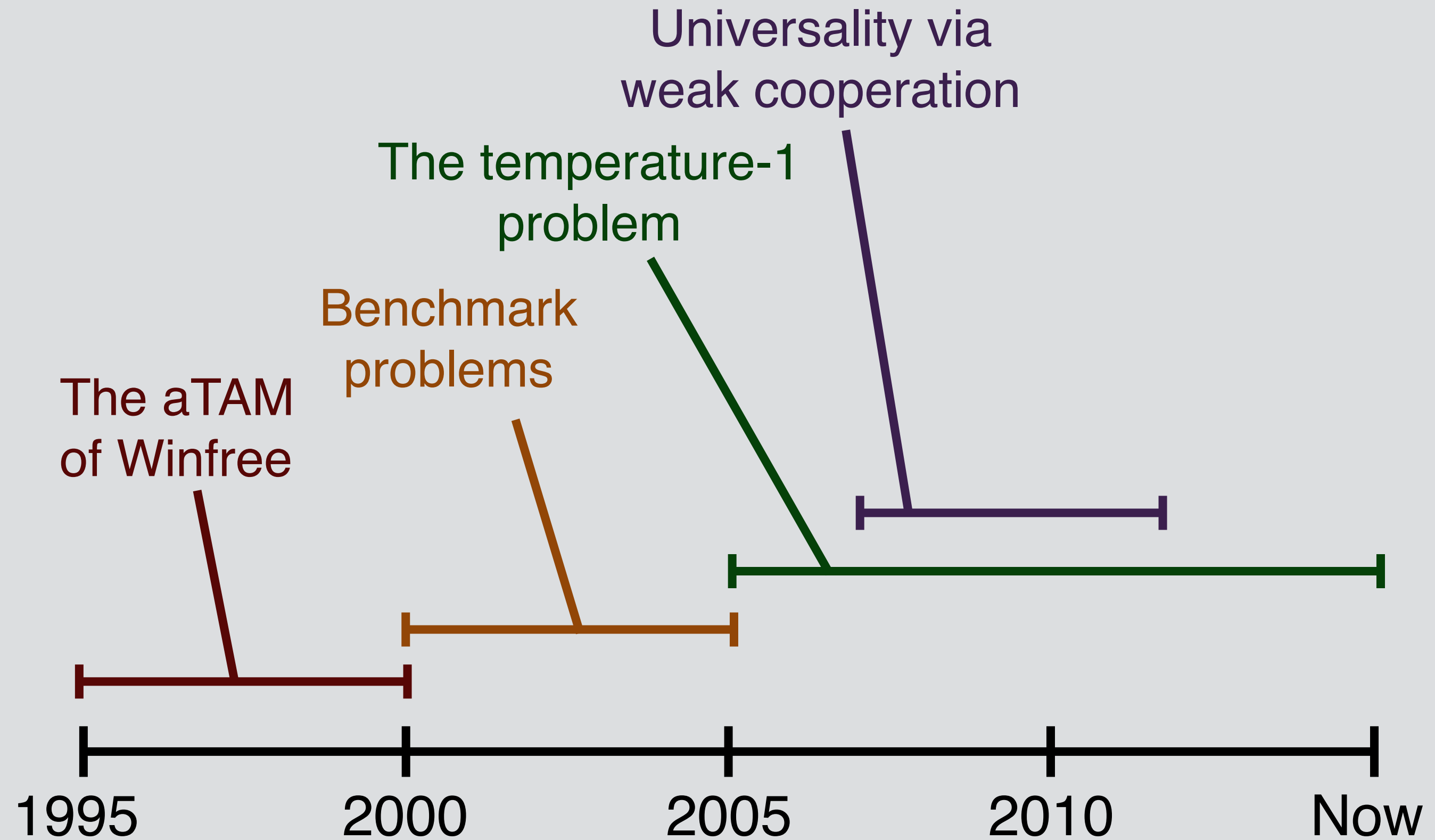
Is this required?

Efficient square assembly
uses cooperative bonding:



Is this required?





The temperature-1 problem:

Is the aTAM at temperature 1
computationally universal?

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Open since 2000, conjecture: no.

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“weak cooperation”

Can an augmented temperature-1 aTAM
be computationally universal?

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Is the aTAM at temperature 1
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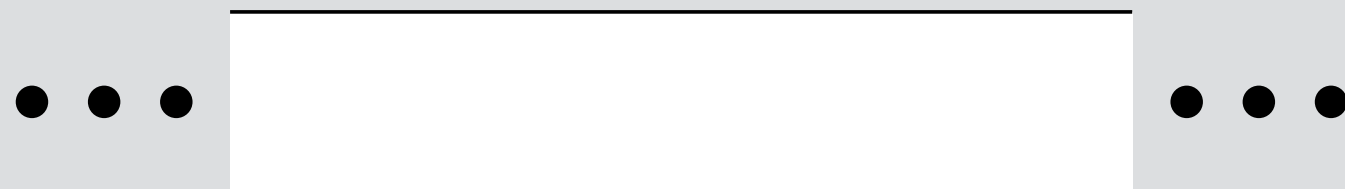
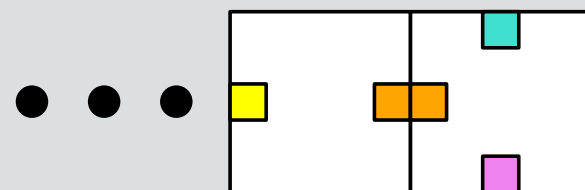
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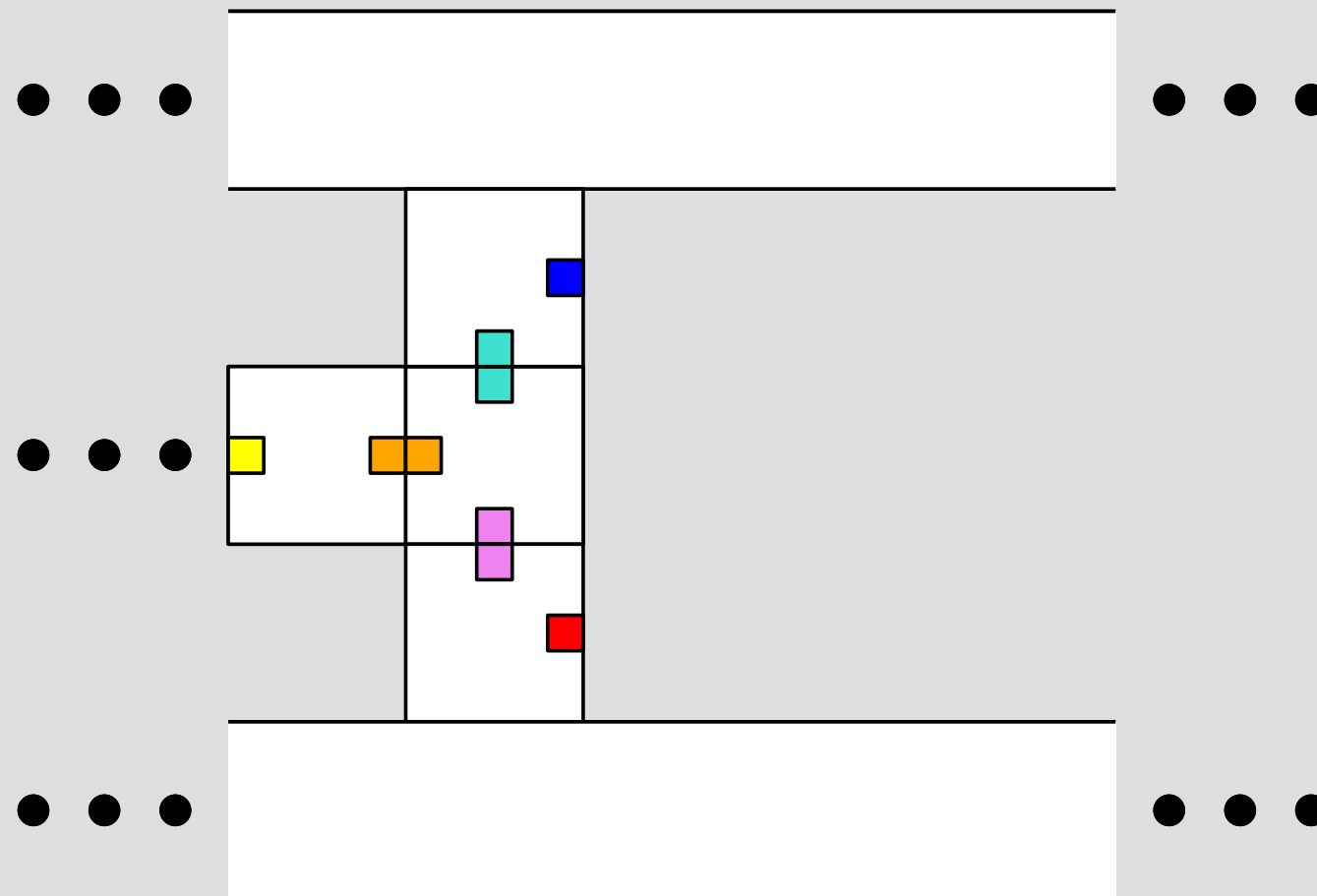
Can an augmented temperature-1 aTAM
be computationally universal?

Yes, several ways.

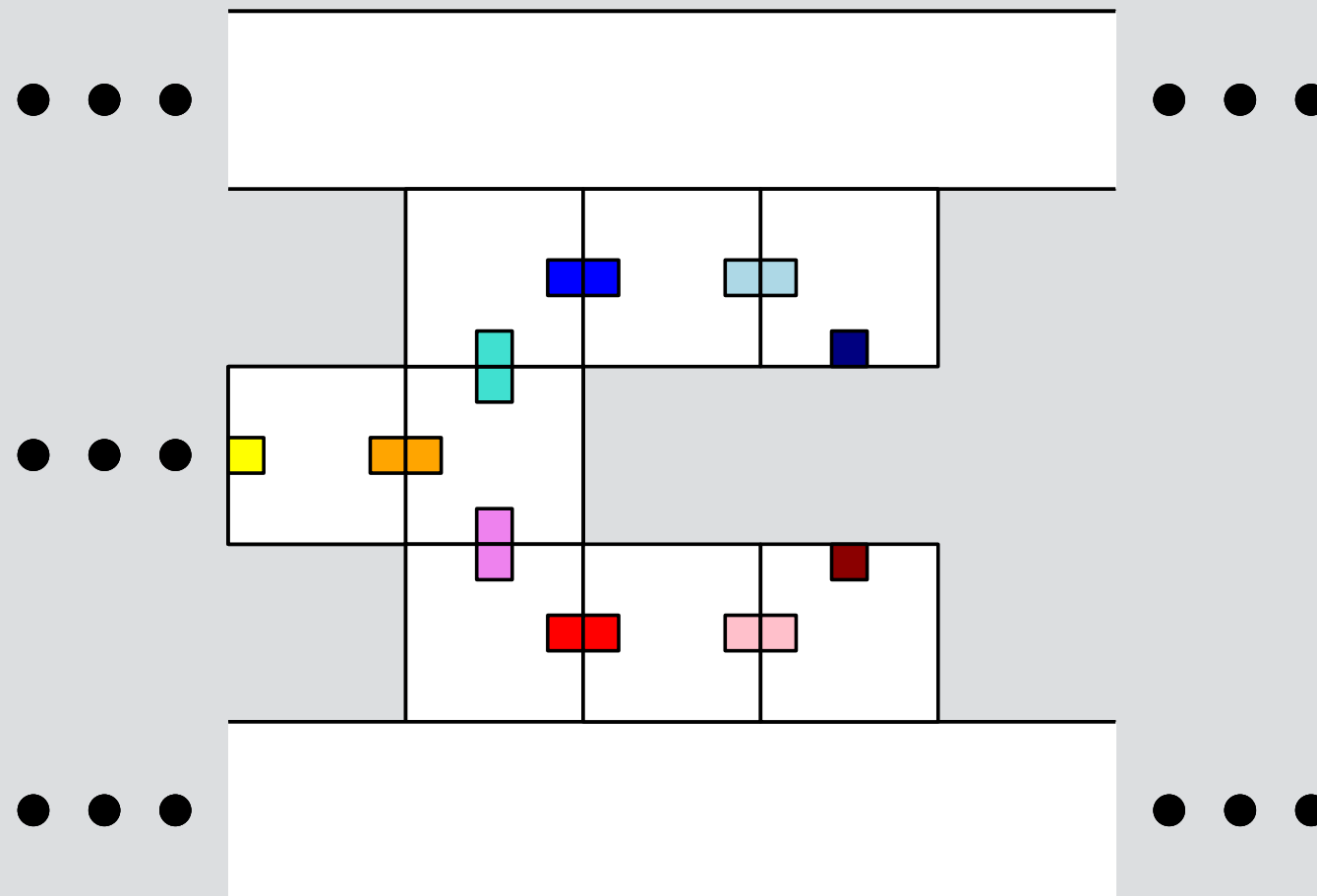
Reading a bit w/o cooperation



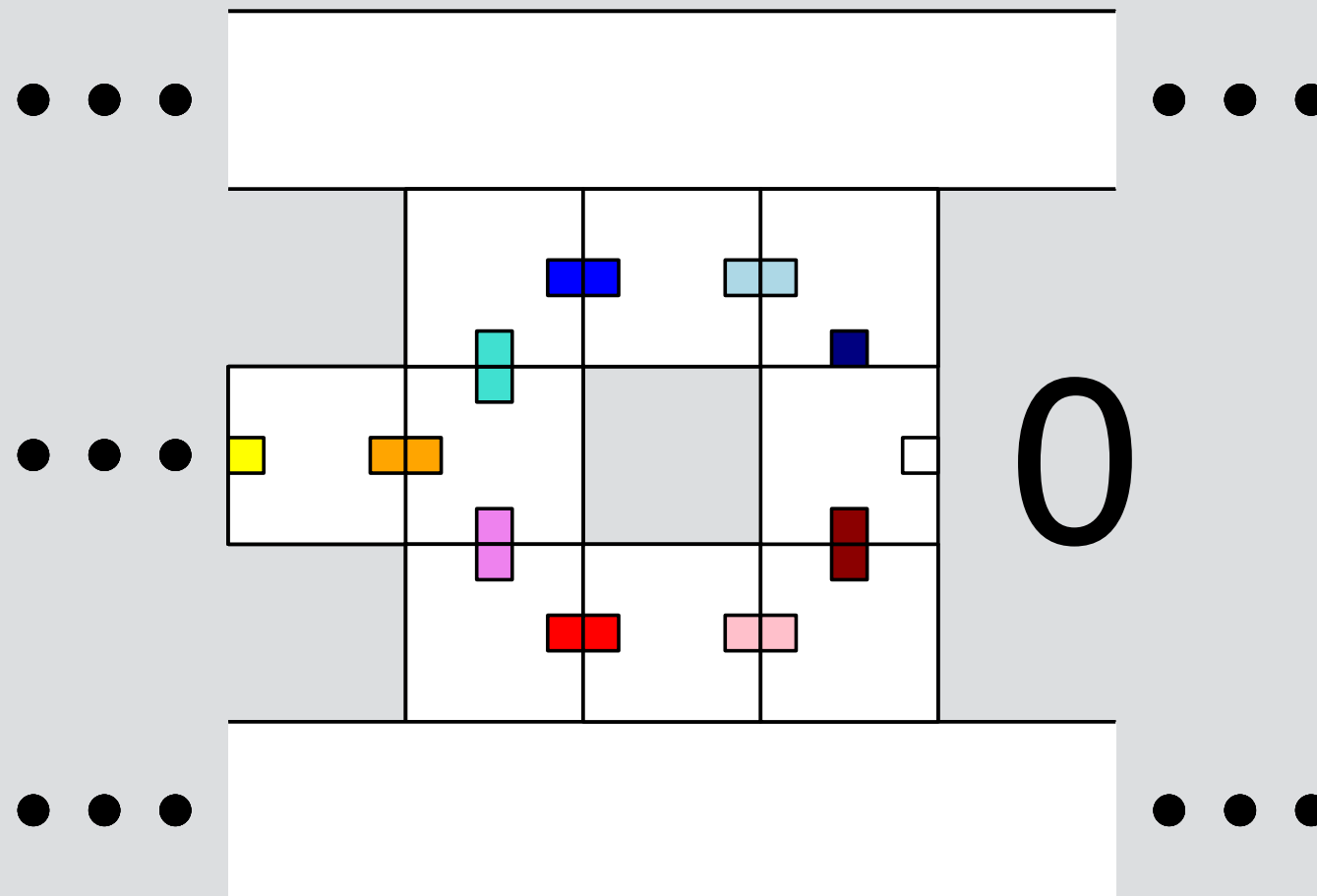
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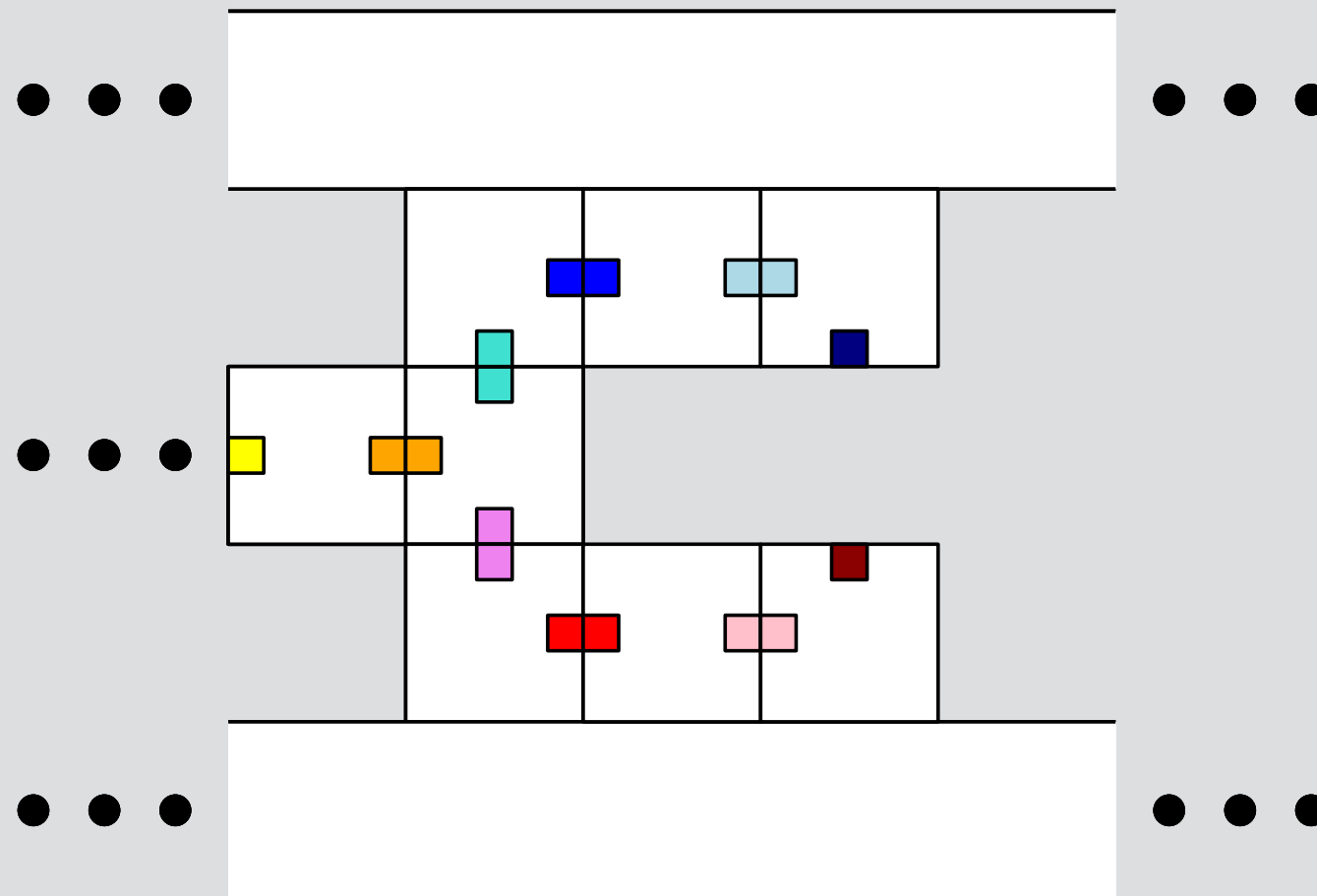
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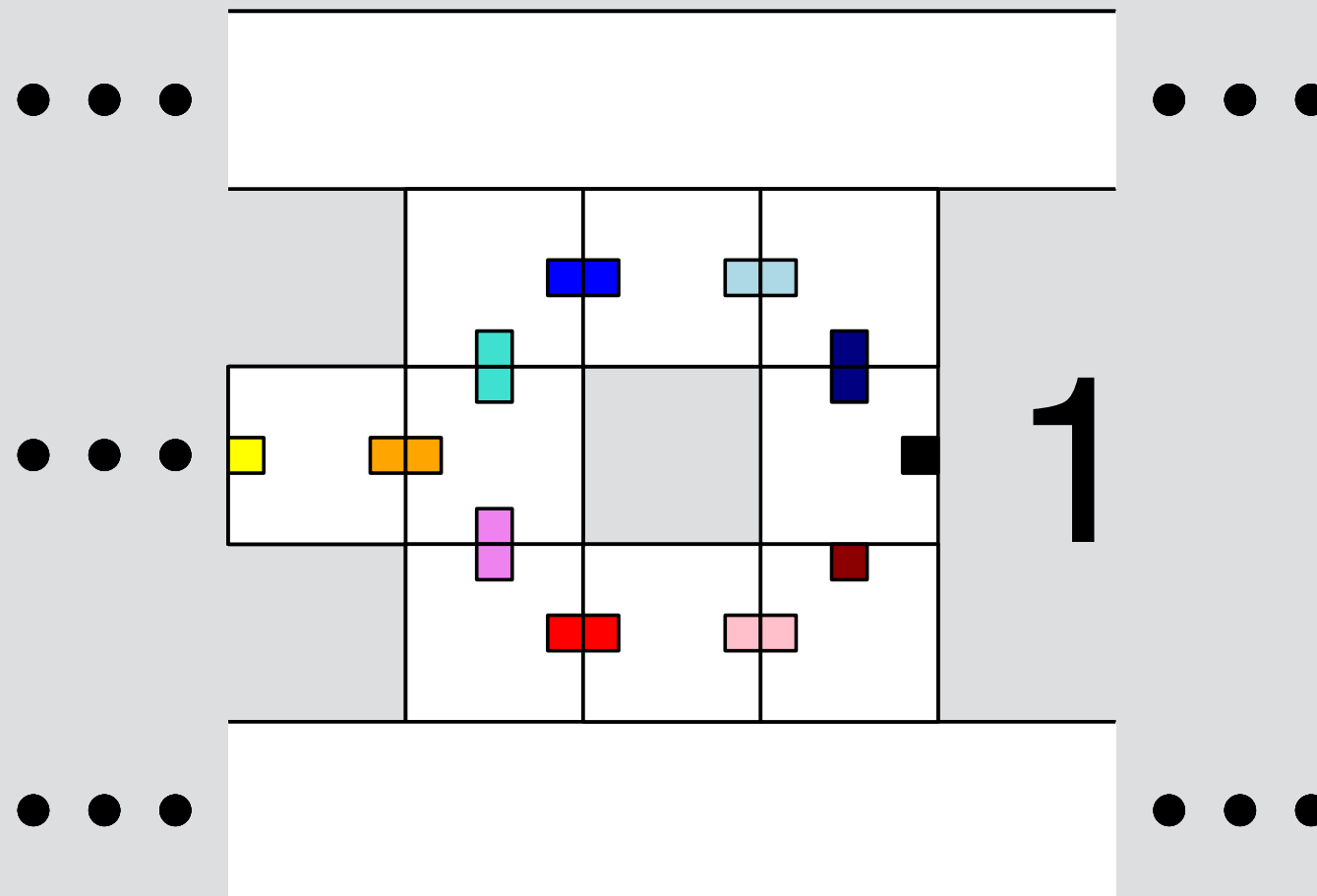
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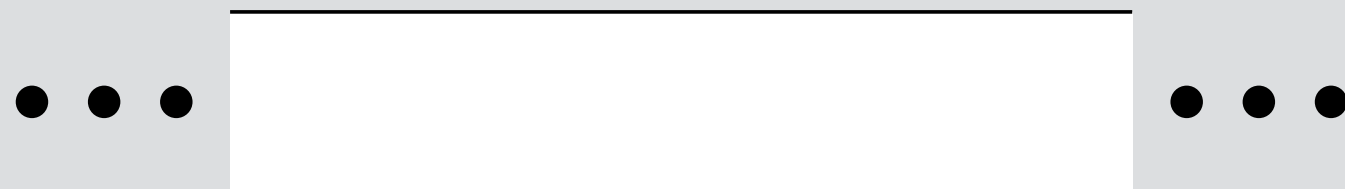
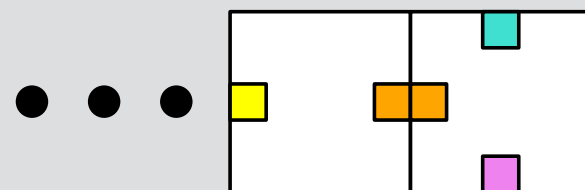
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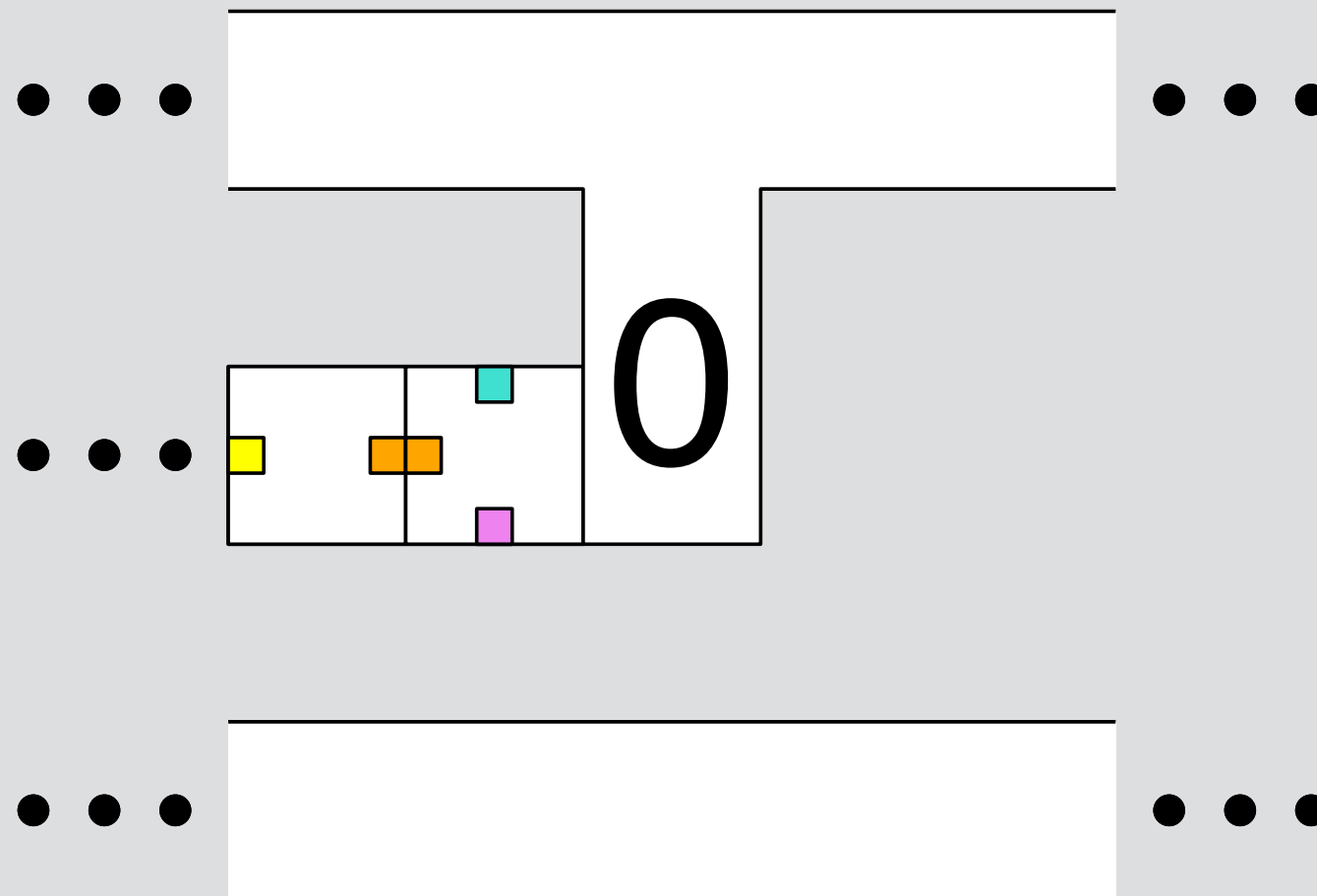
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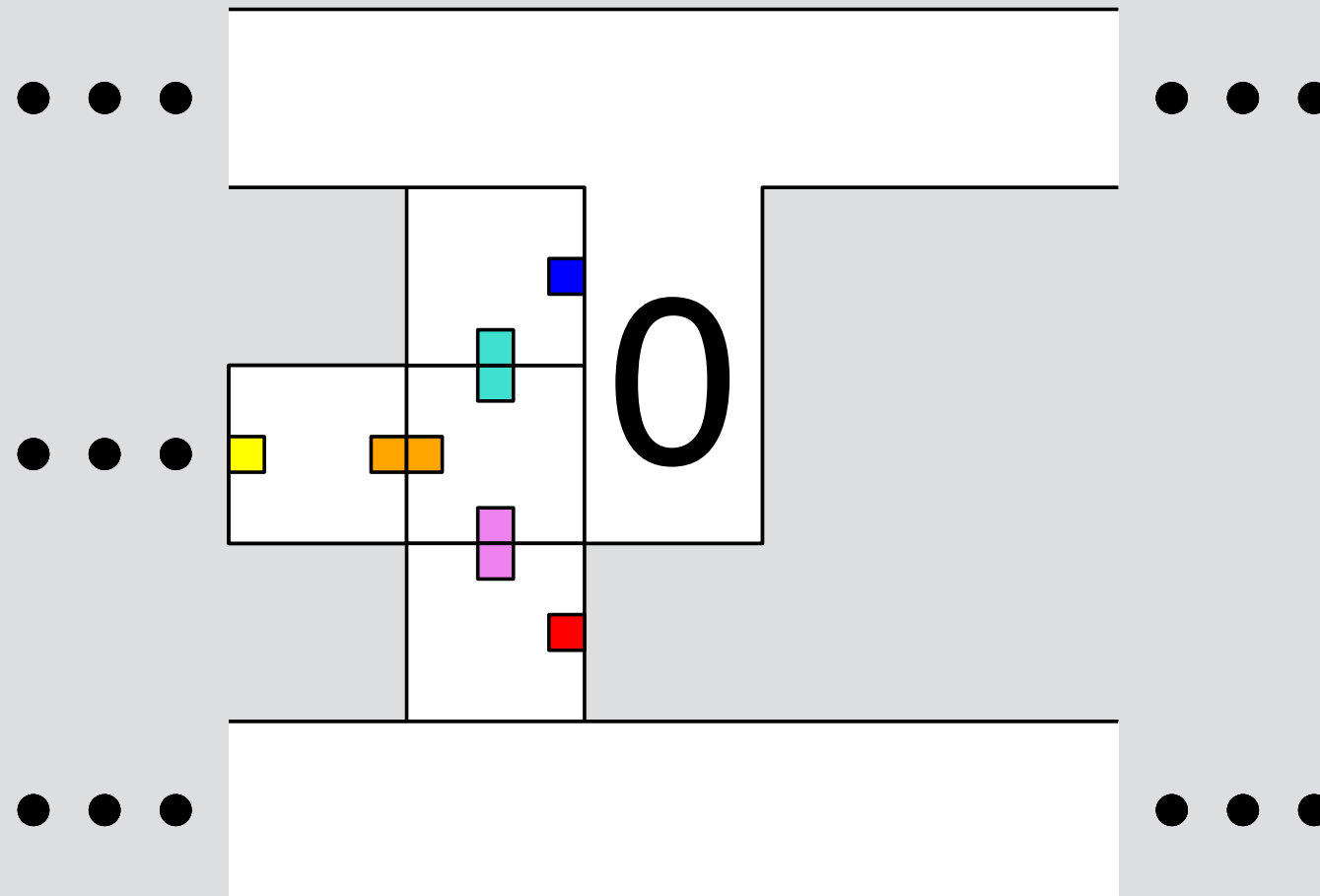
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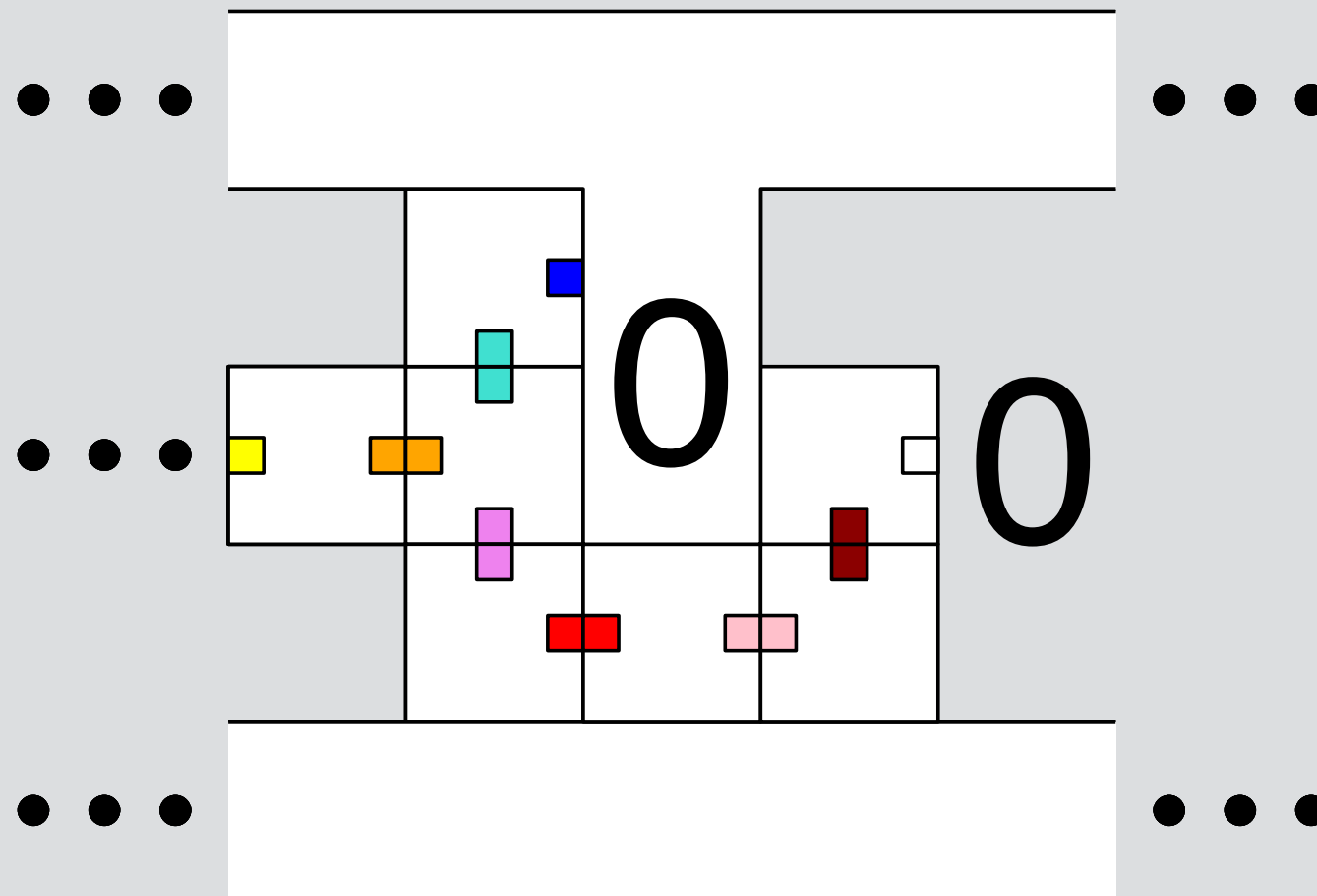
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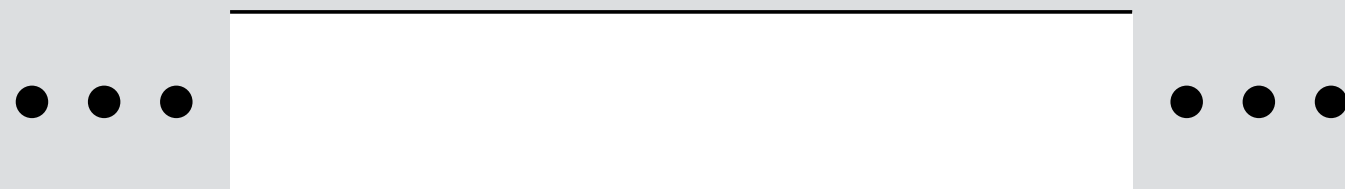
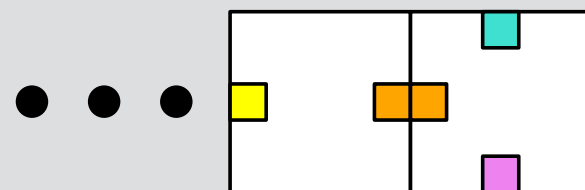
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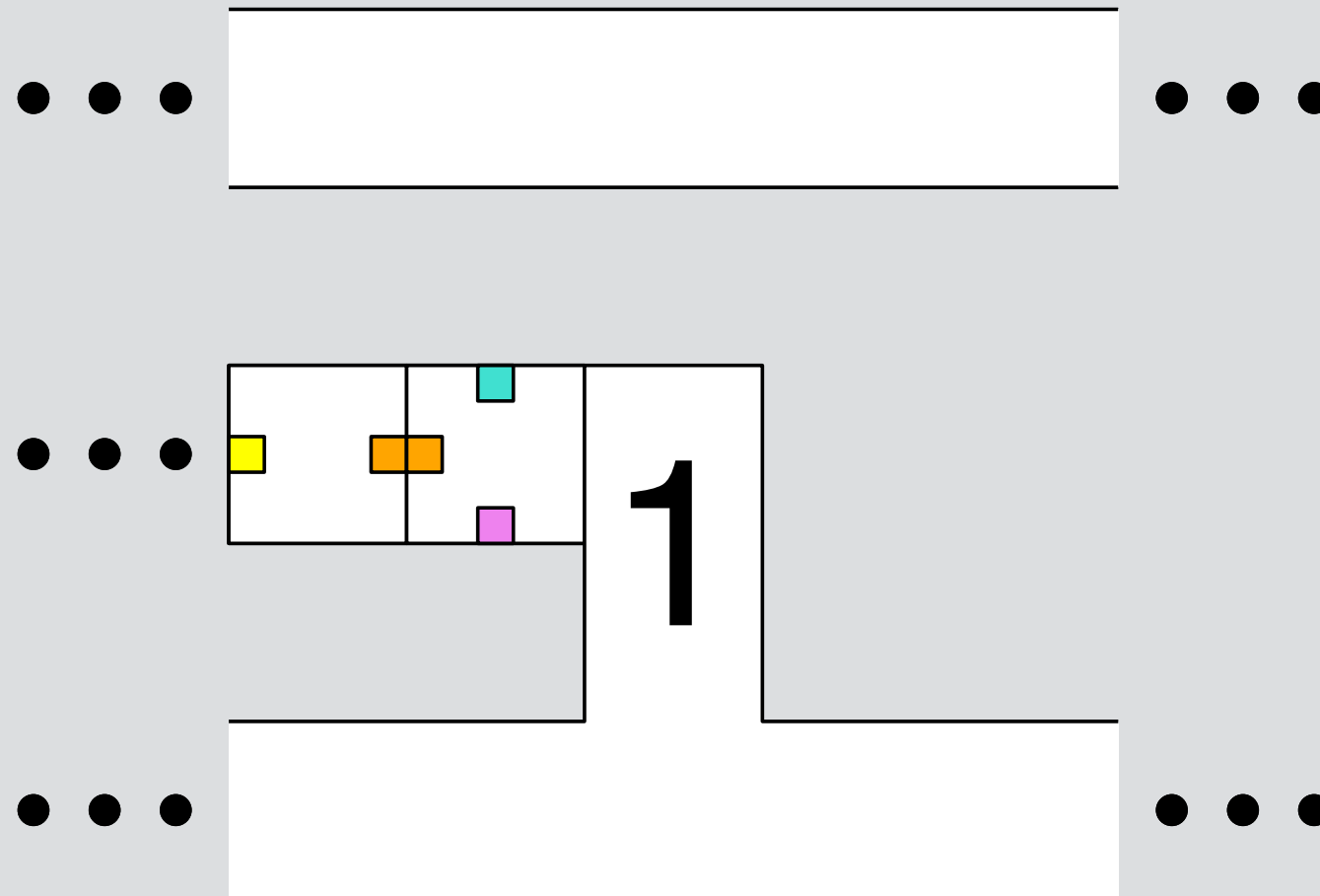
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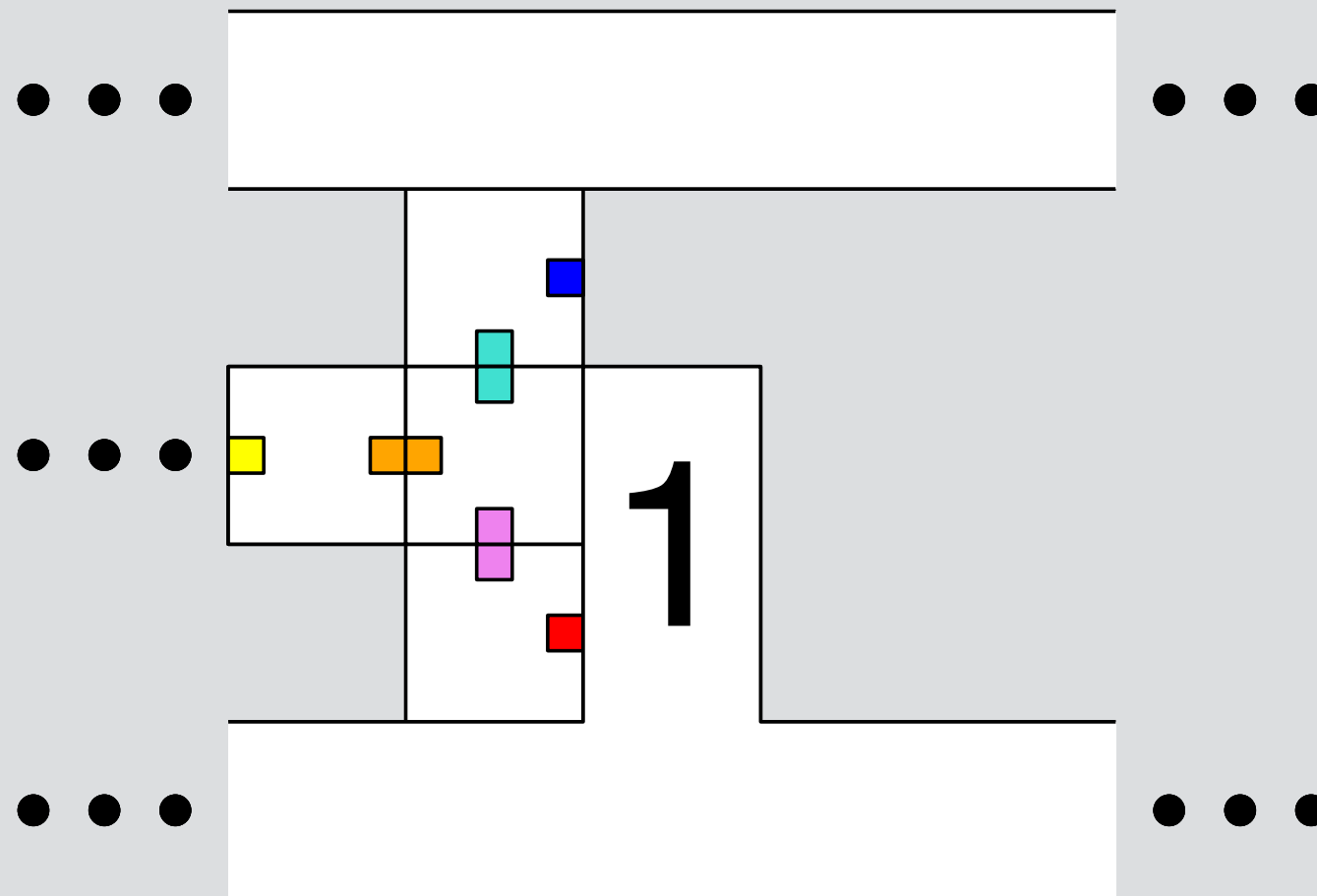
Reading a bit w/o cooperation



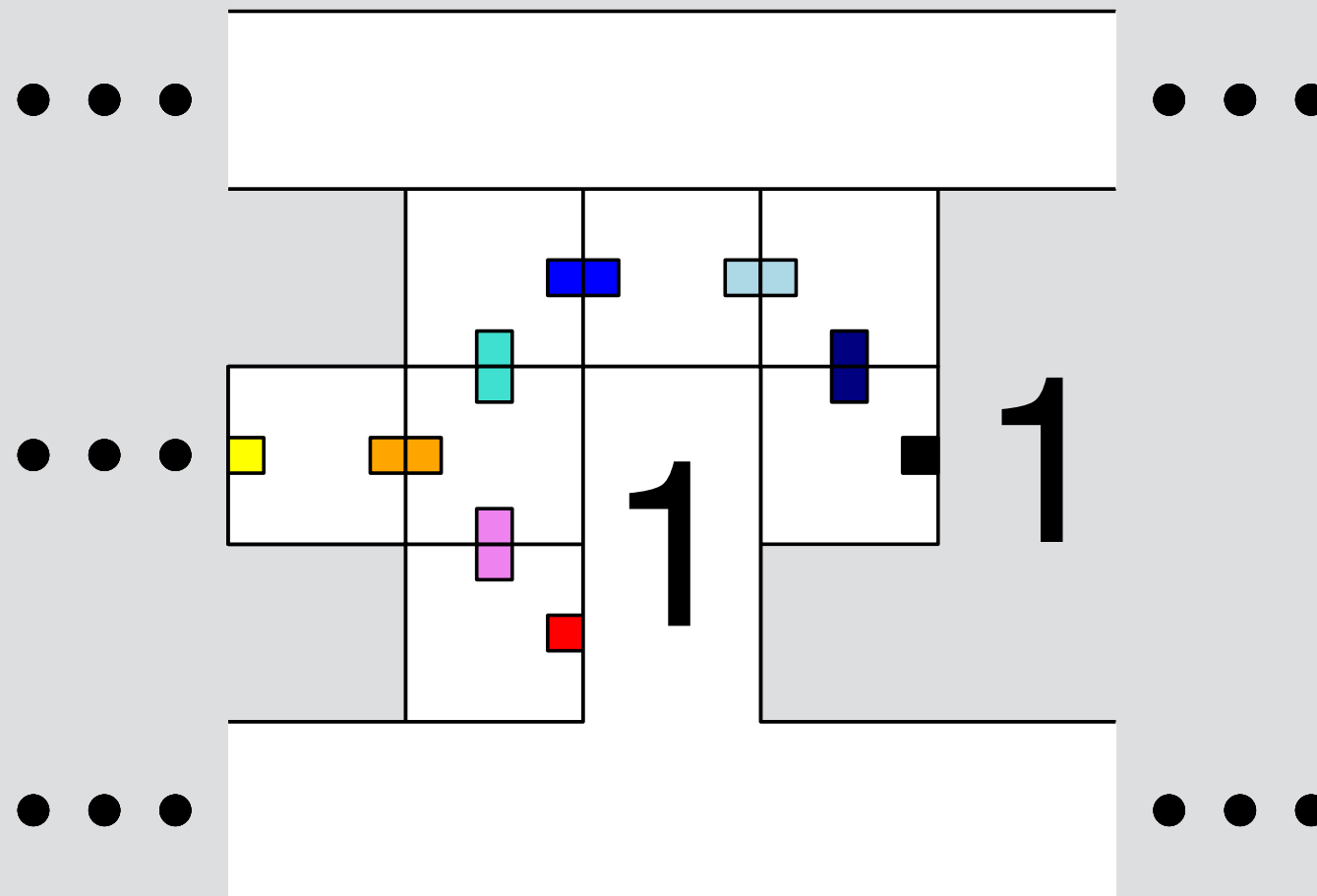
Reading a bit w/o cooperation



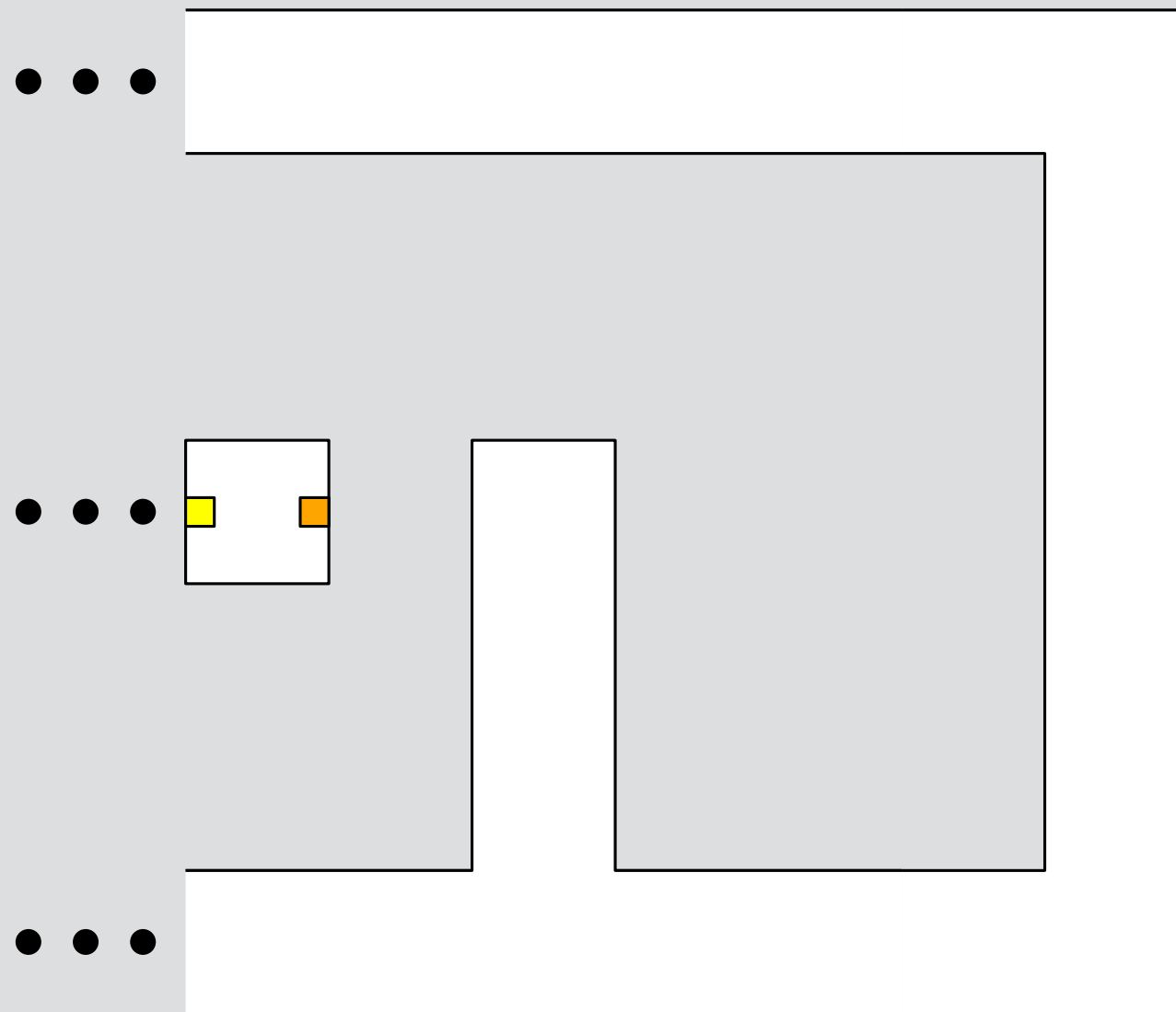
Reading a bit w/o cooperation



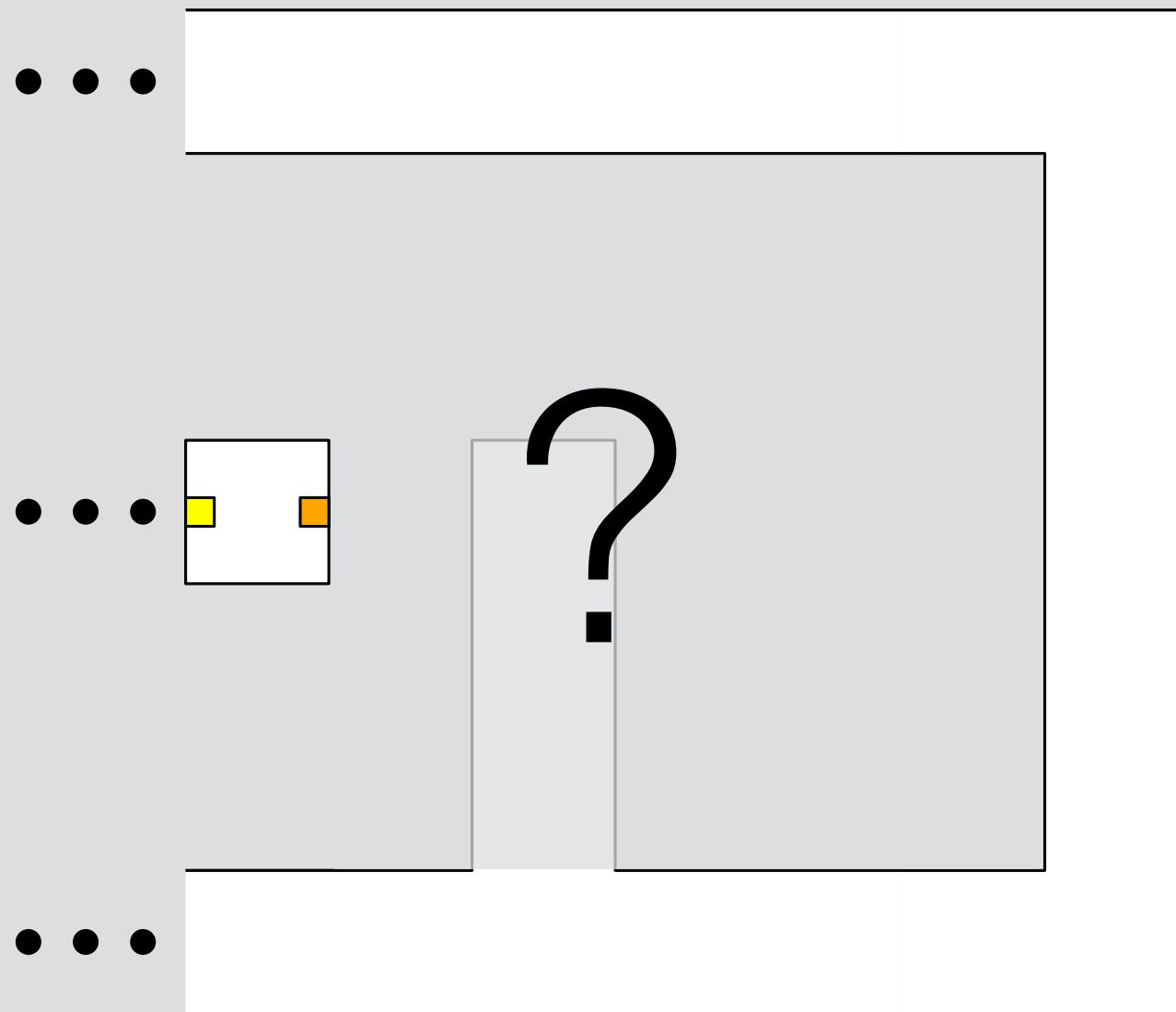
Reading a bit w/o cooperation



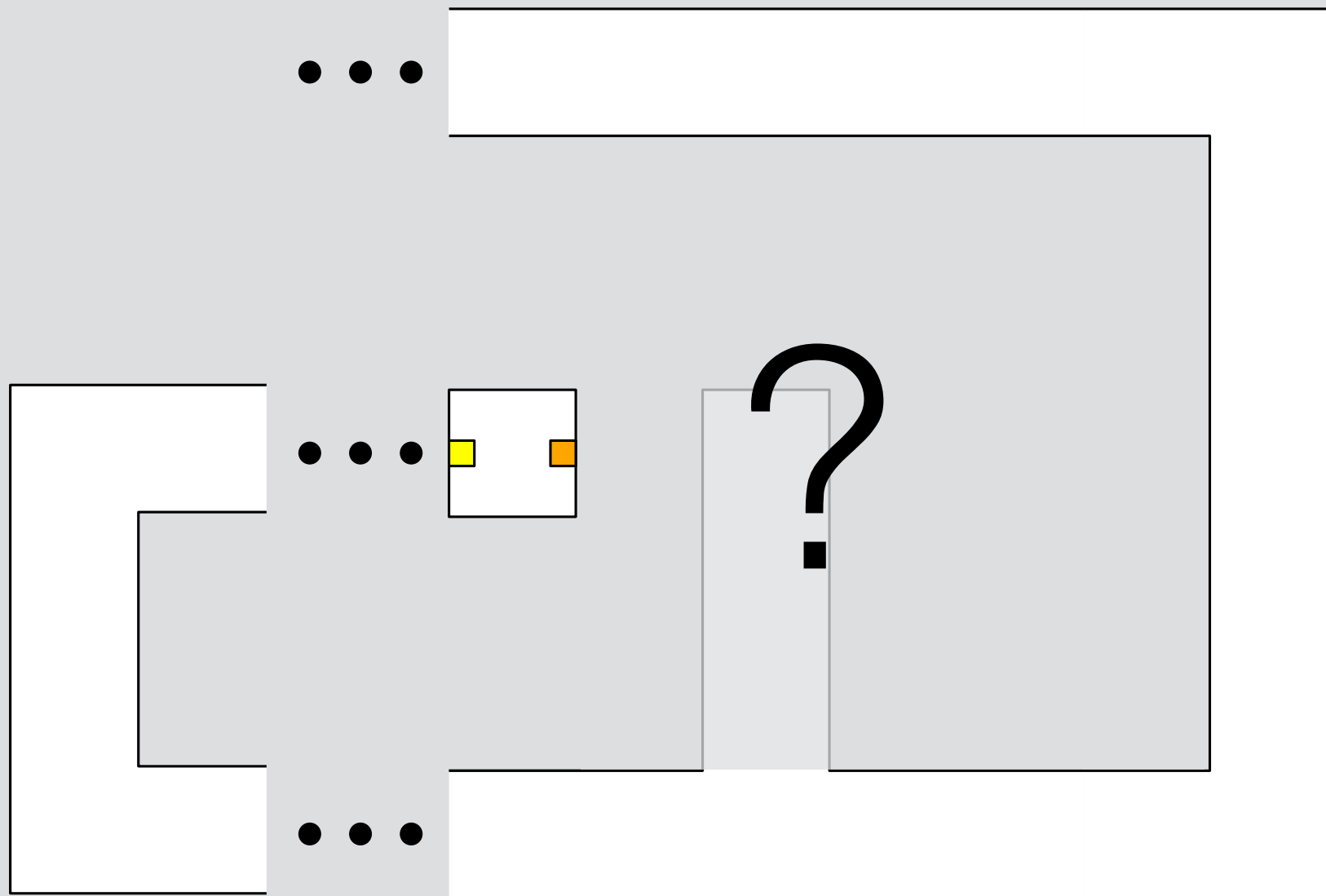
A planarity problem



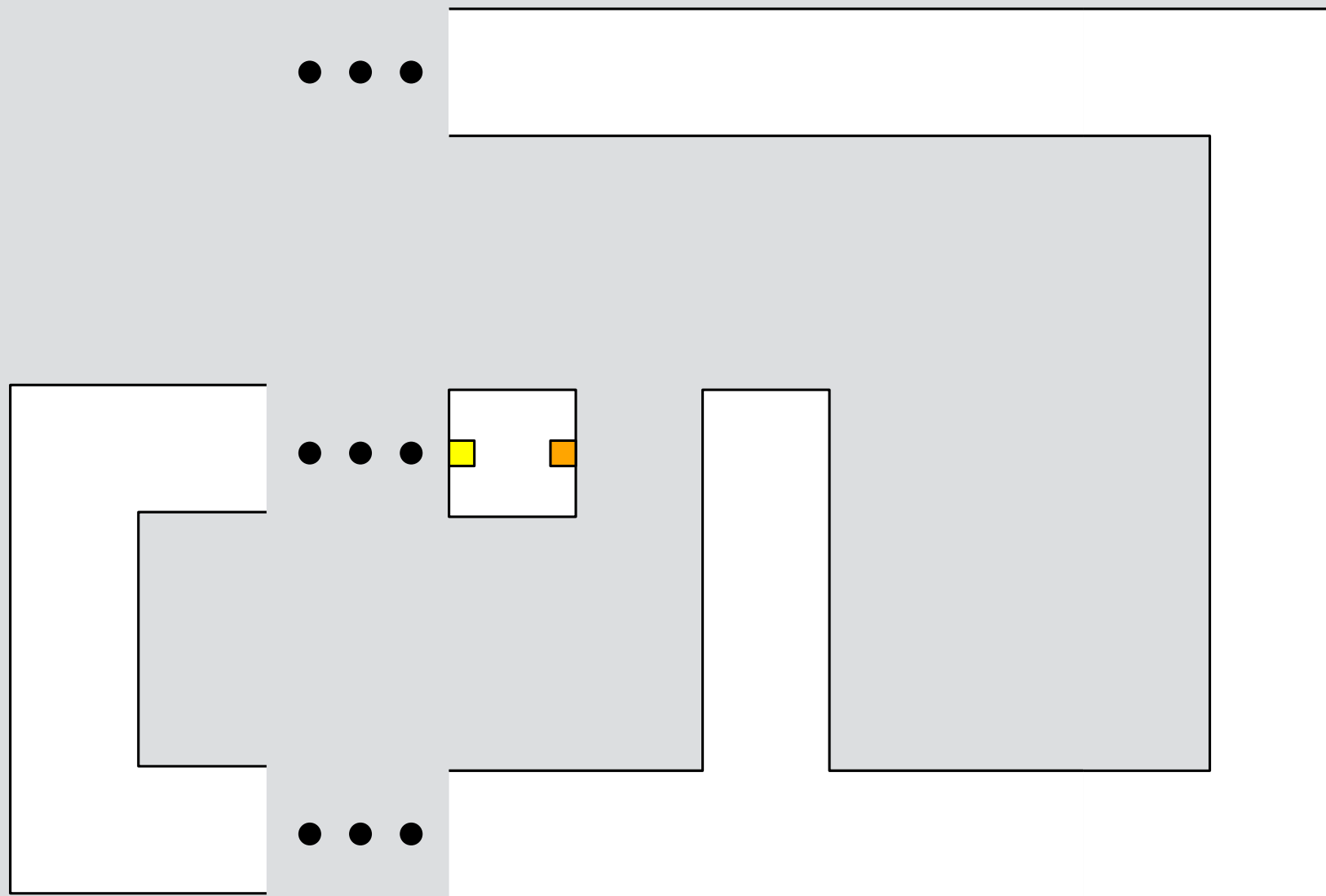
A planarity problem



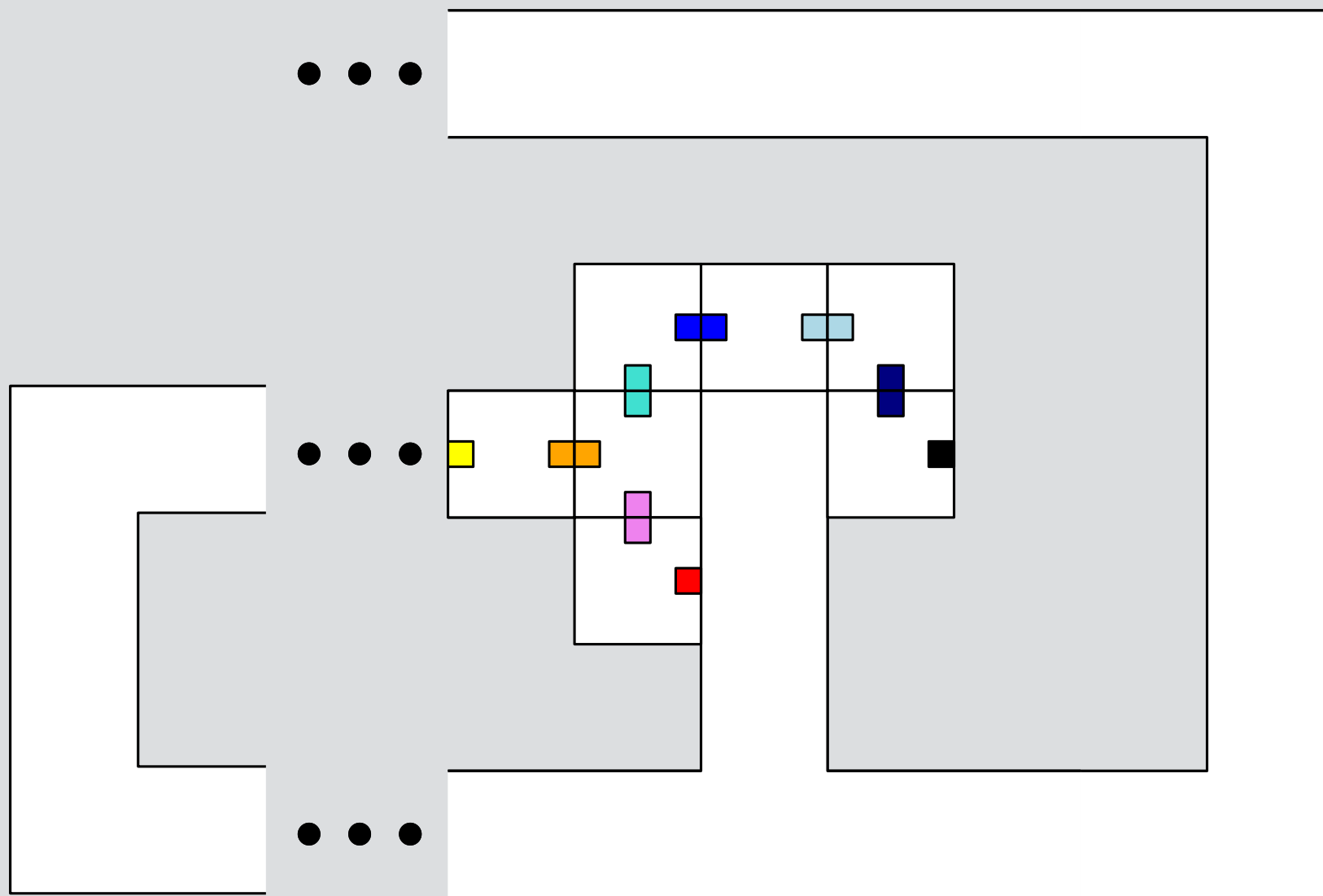
A planarity problem



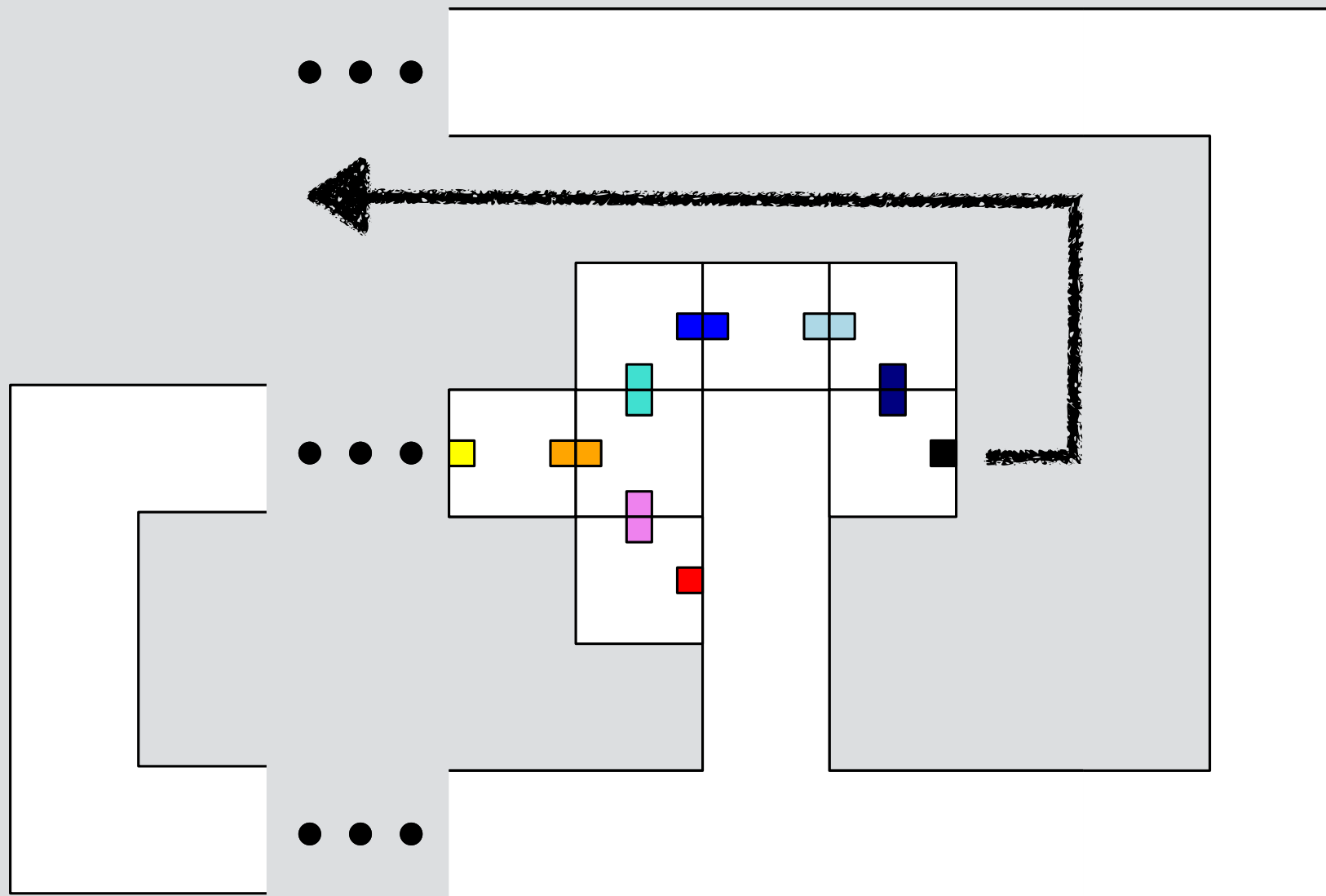
A planarity problem



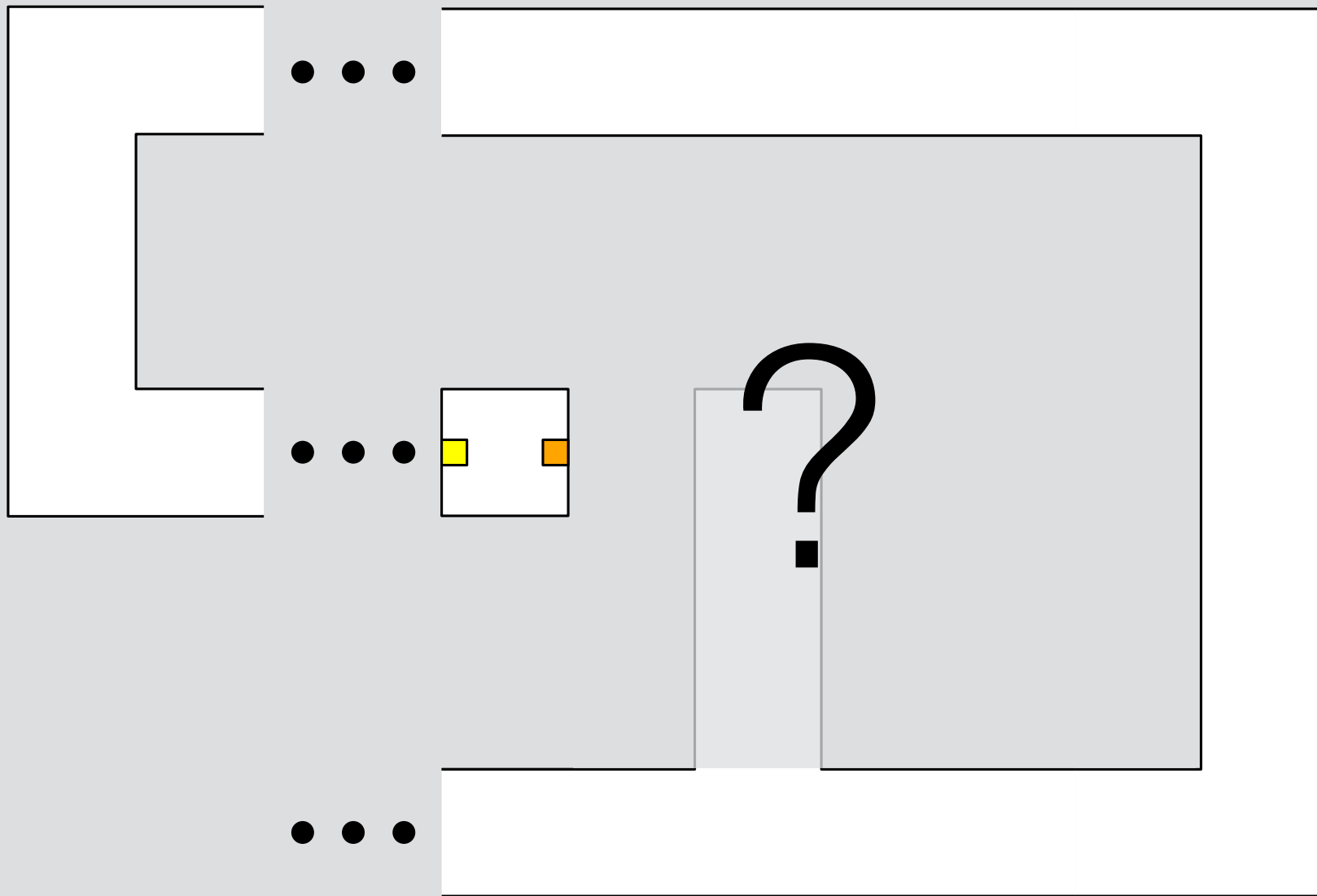
A planarity problem



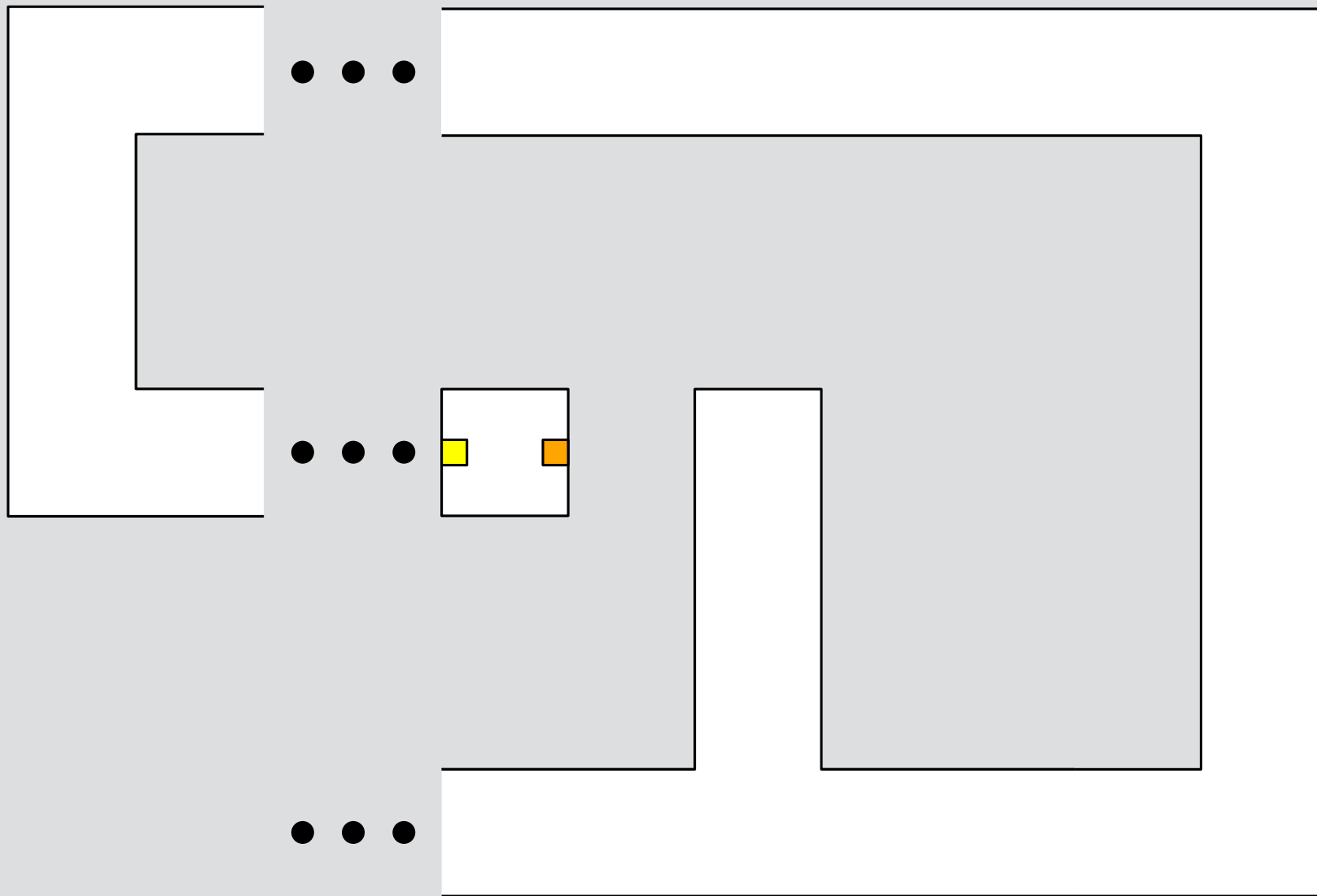
A planarity problem



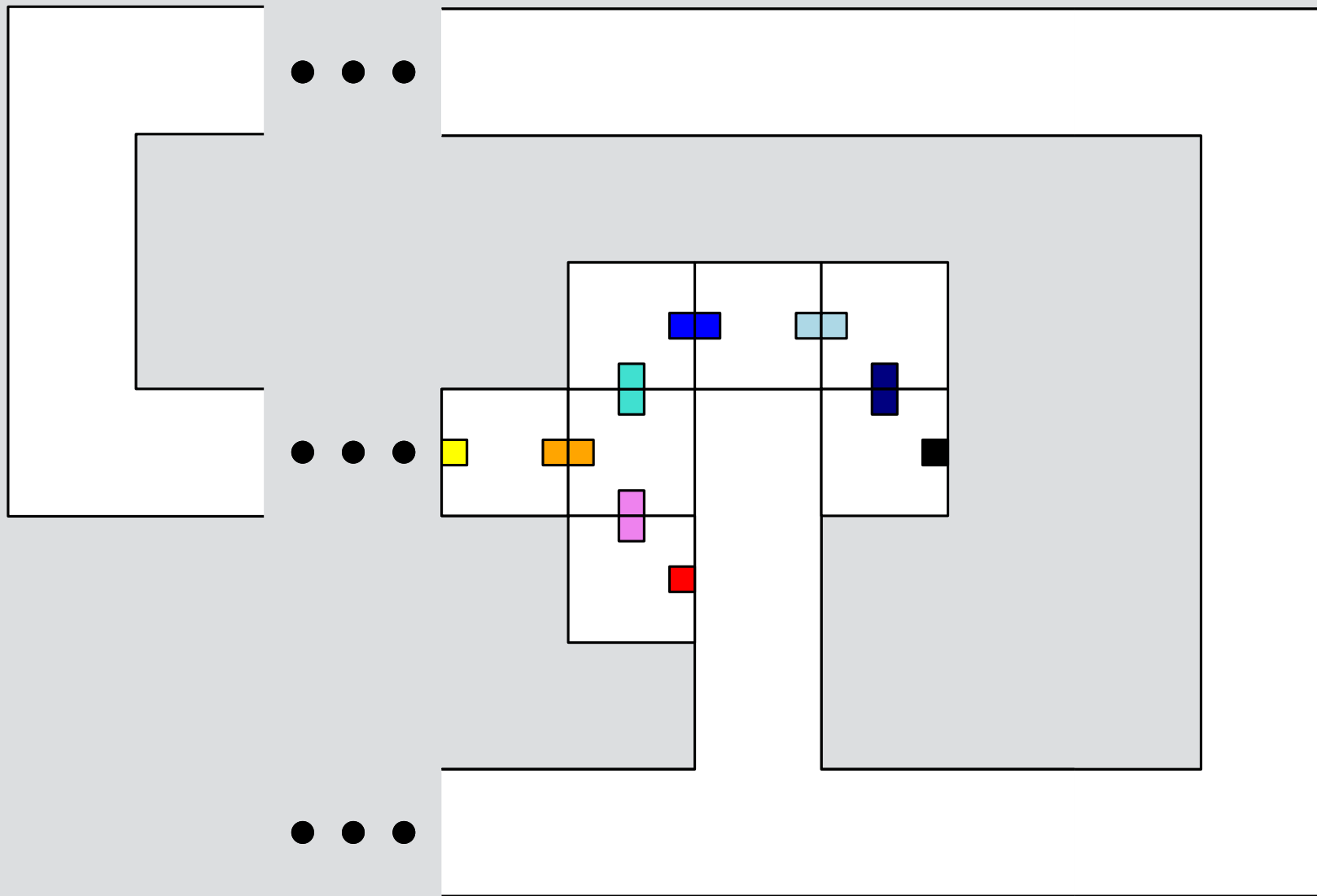
A planarity problem



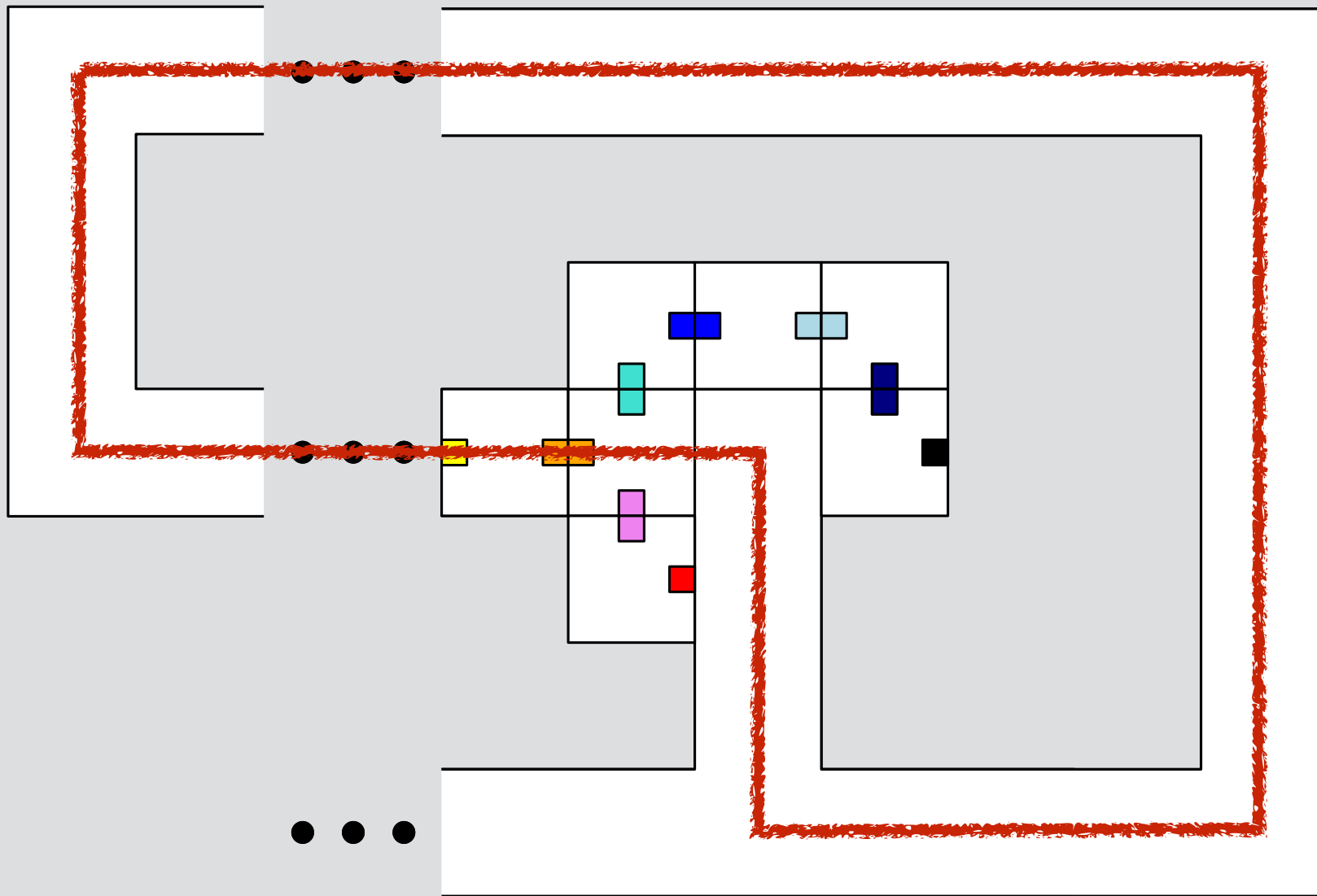
A planarity problem



A planarity problem



A planarity problem



Planarity is the barrier to reading without cooperative bonding.



Can read, but might get trapped.

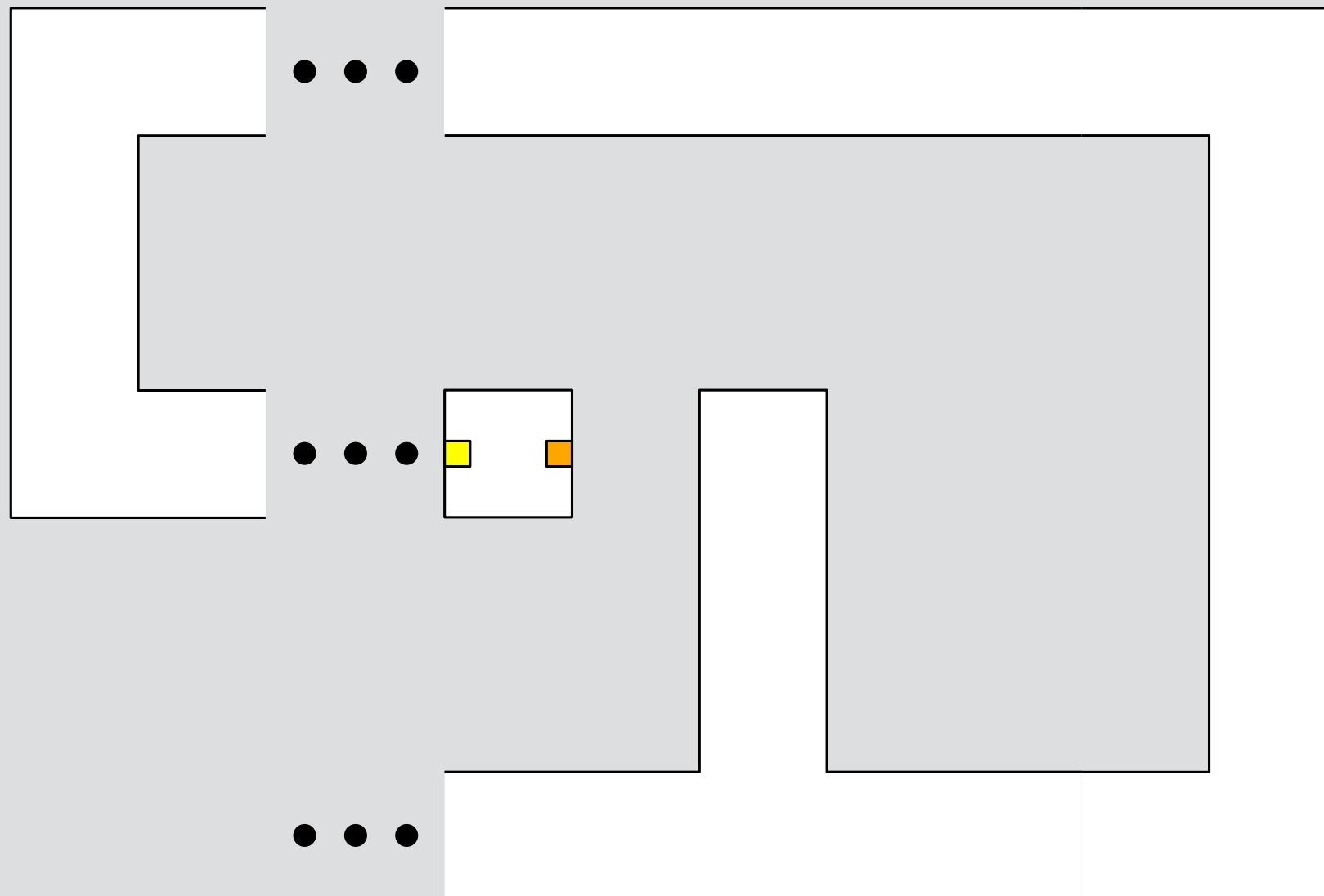
Planarity is the barrier to reading without cooperative bonding.



Can read, but might get trapped.

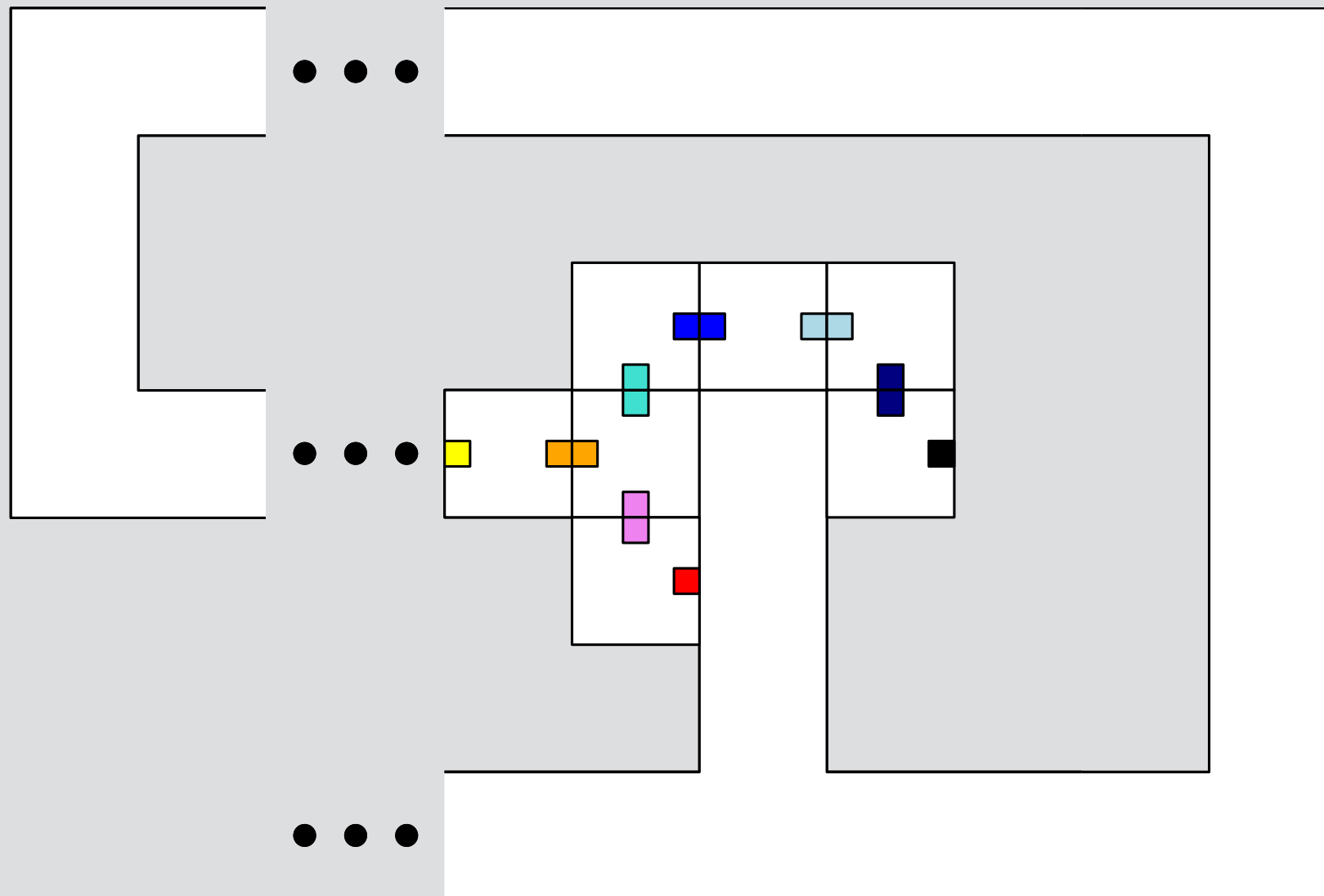
Approach 1: 3D

[Cook, Fu, Schweller 2012]



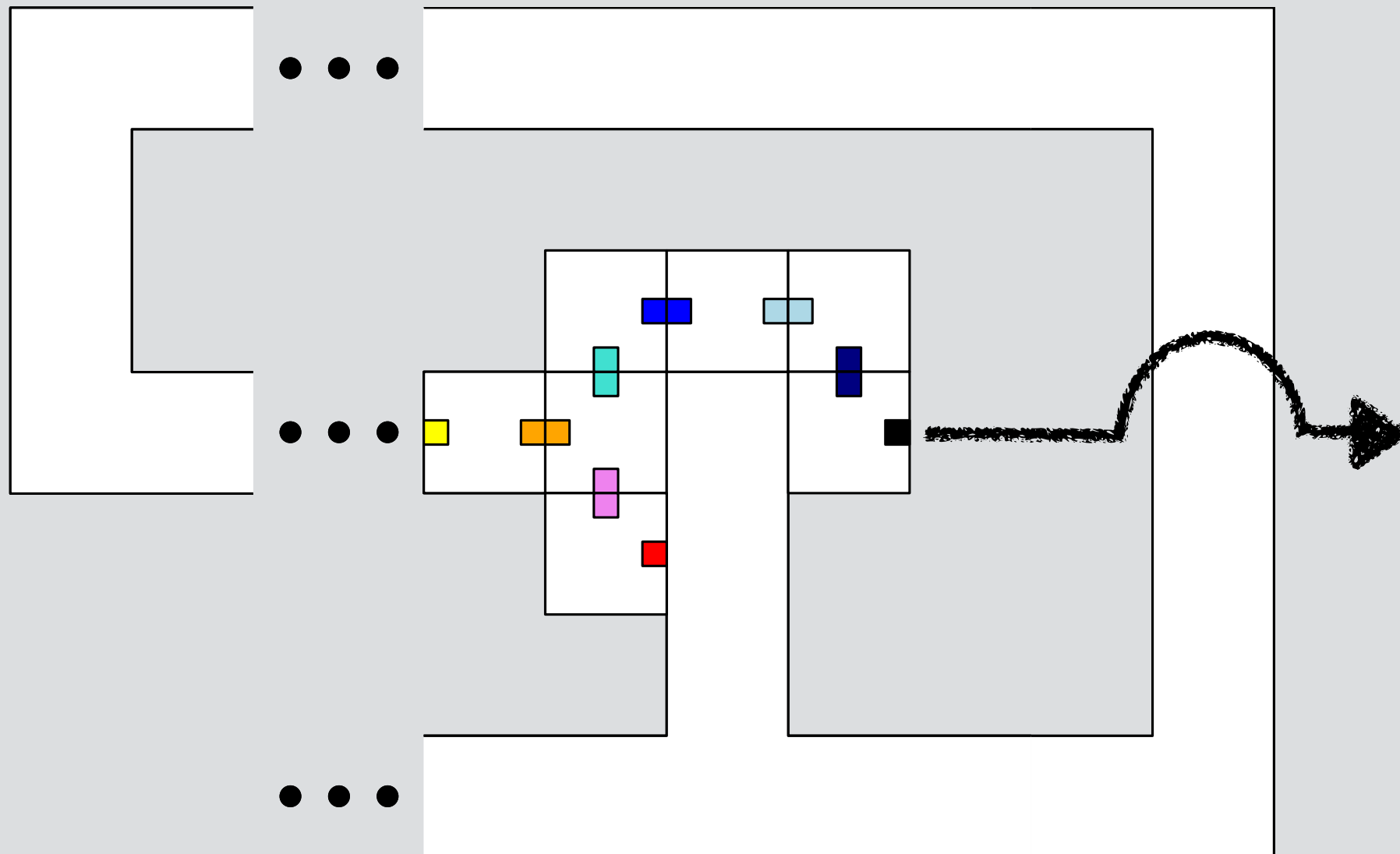
Approach 1: 3D

[Cook, Fu, Schweller 2012]



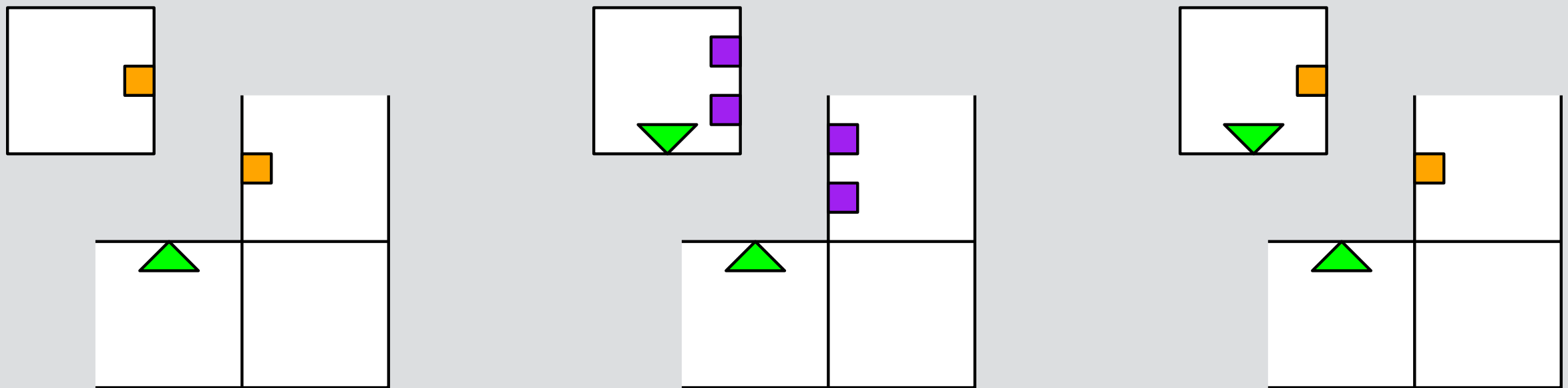
Approach 1: 3D

[Cook, Fu, Schweller 2012]



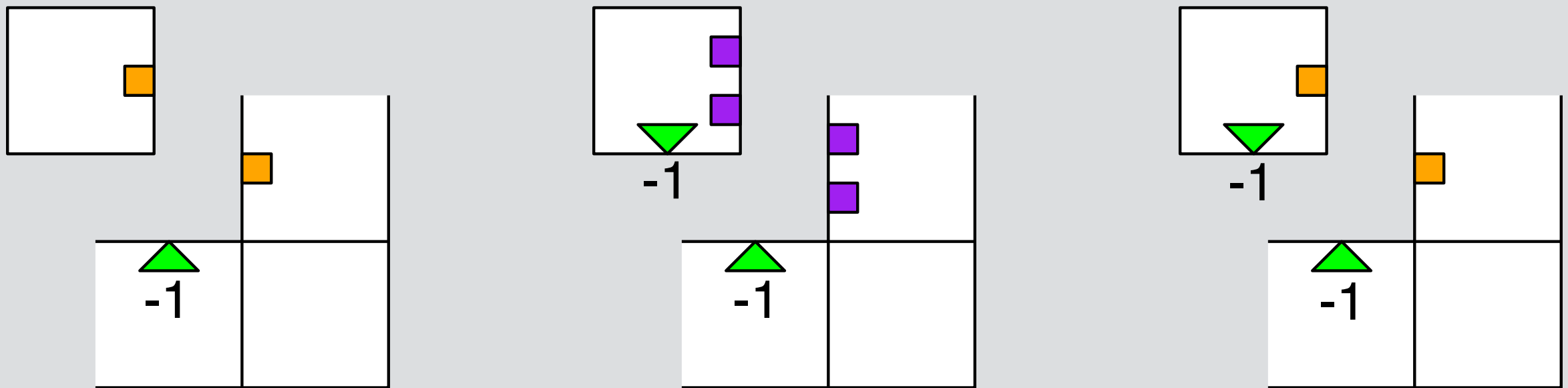
Approach 2: Negative Glue

[Patitz, Schweller, Summers 2011]



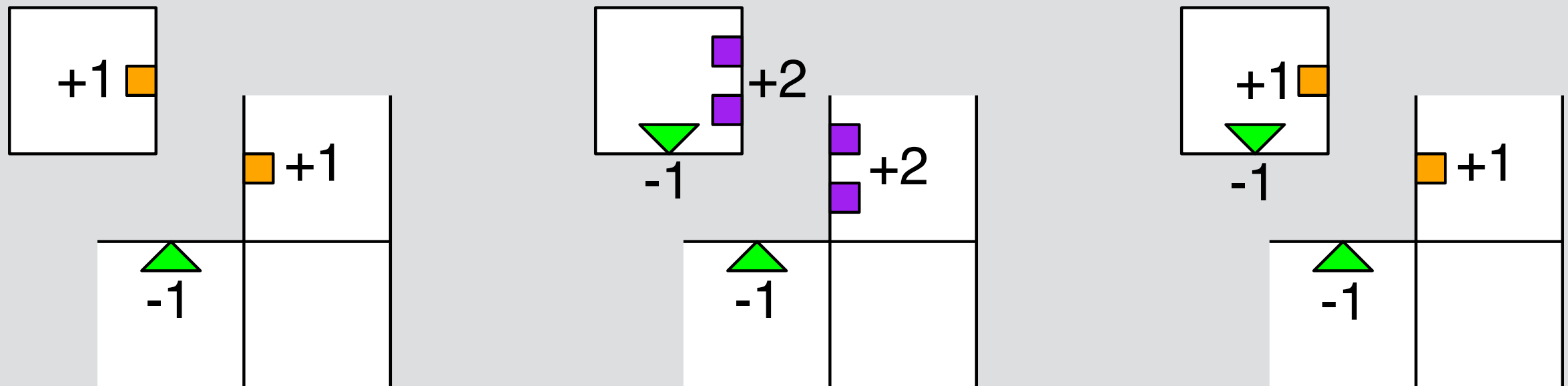
Approach 2: Negative Glue

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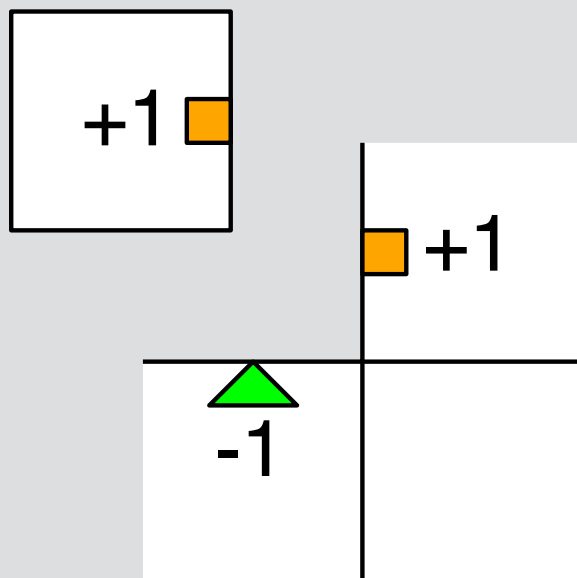
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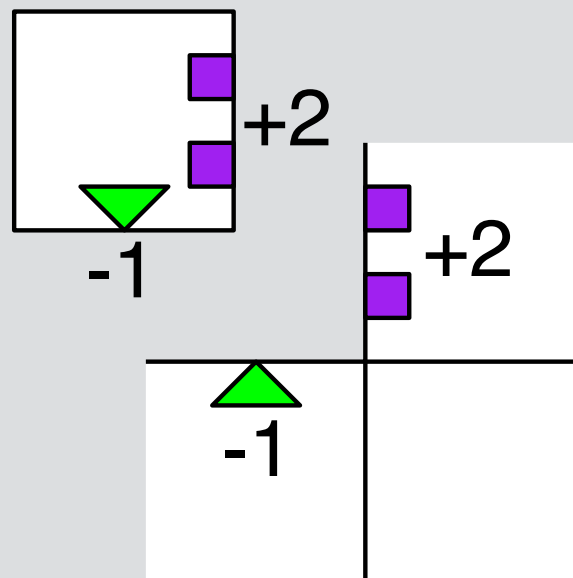


Approach 2: Negative Glue

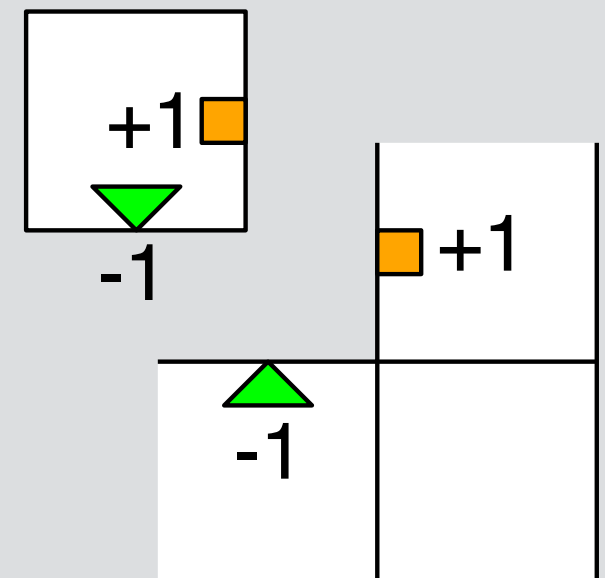
[Patitz, Schweller, Summers 2011]



YES



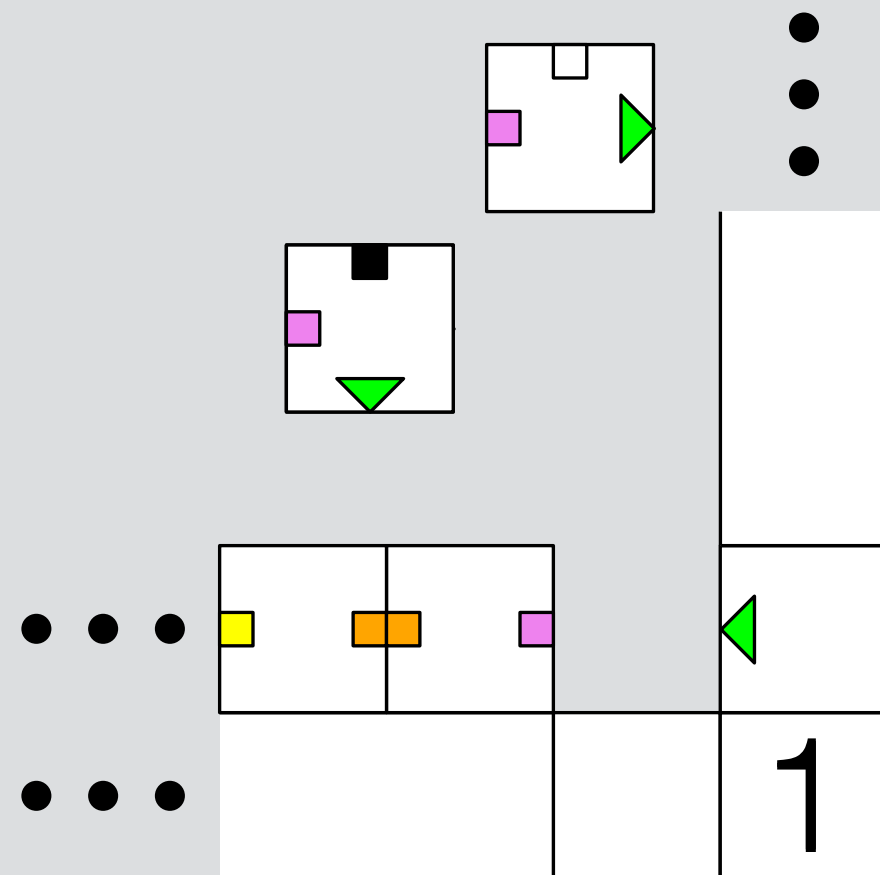
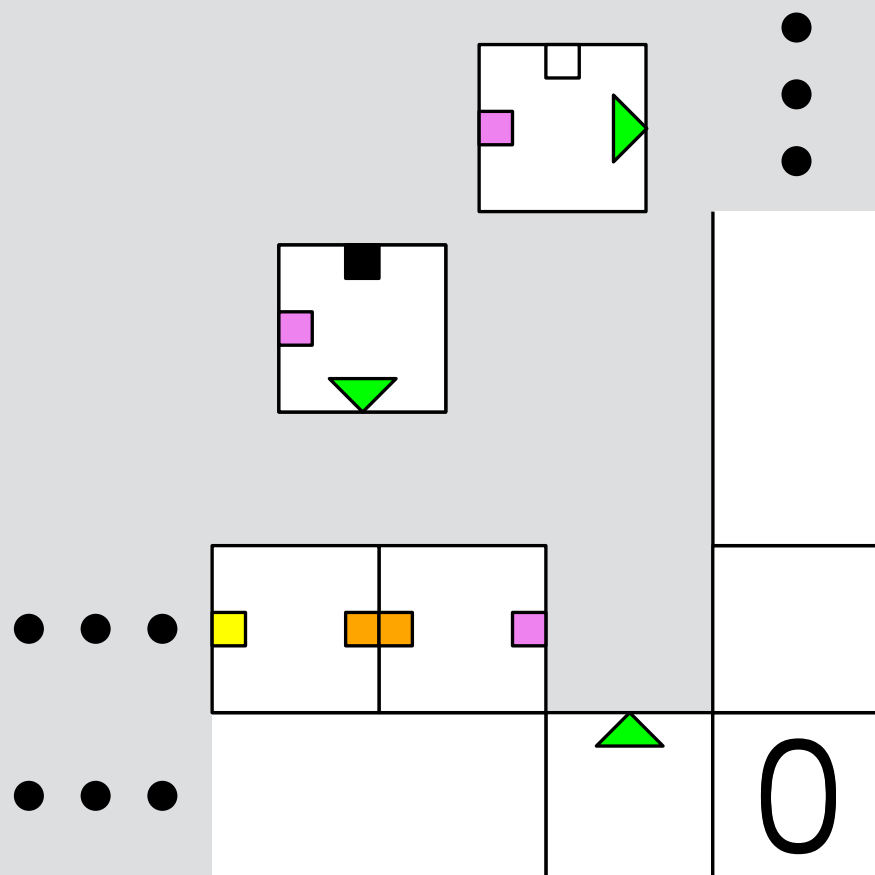
YES



NO

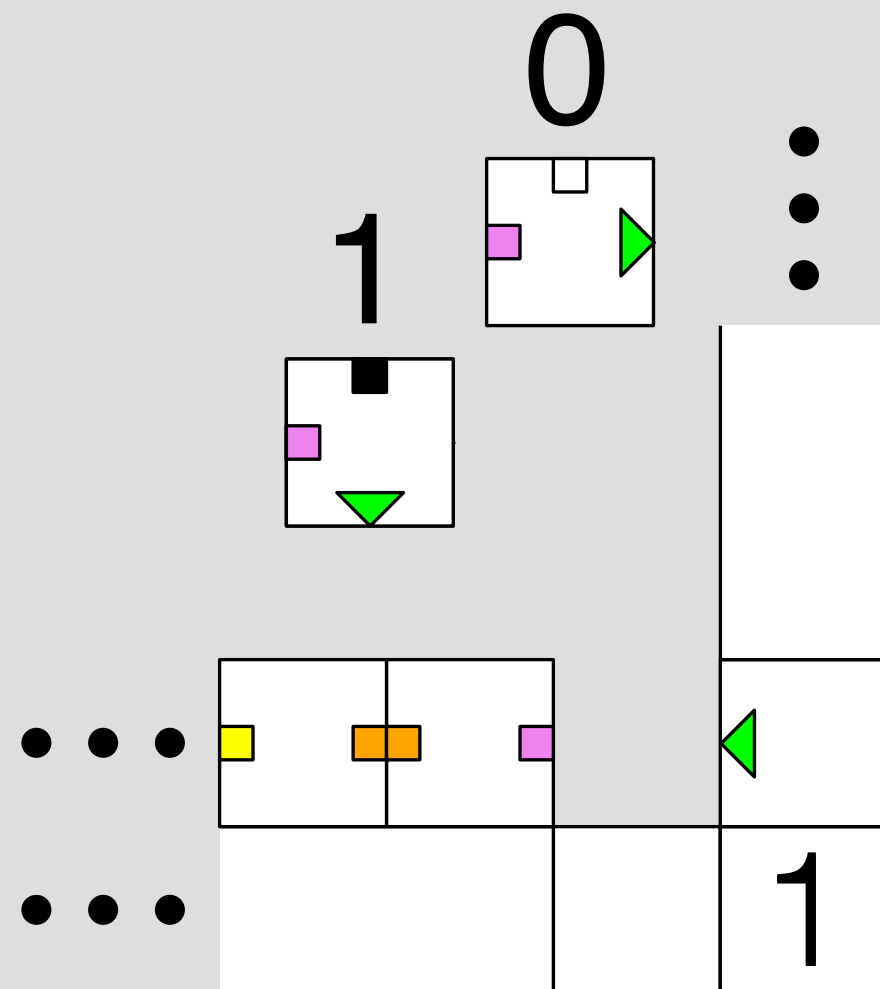
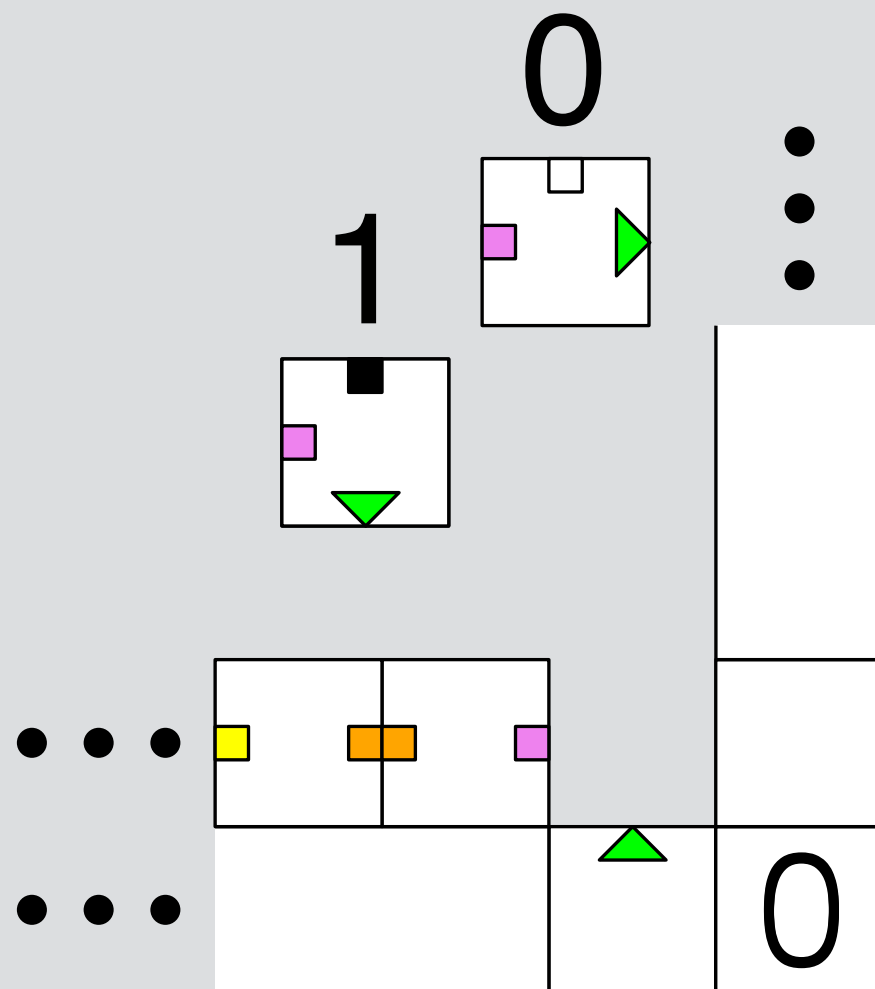
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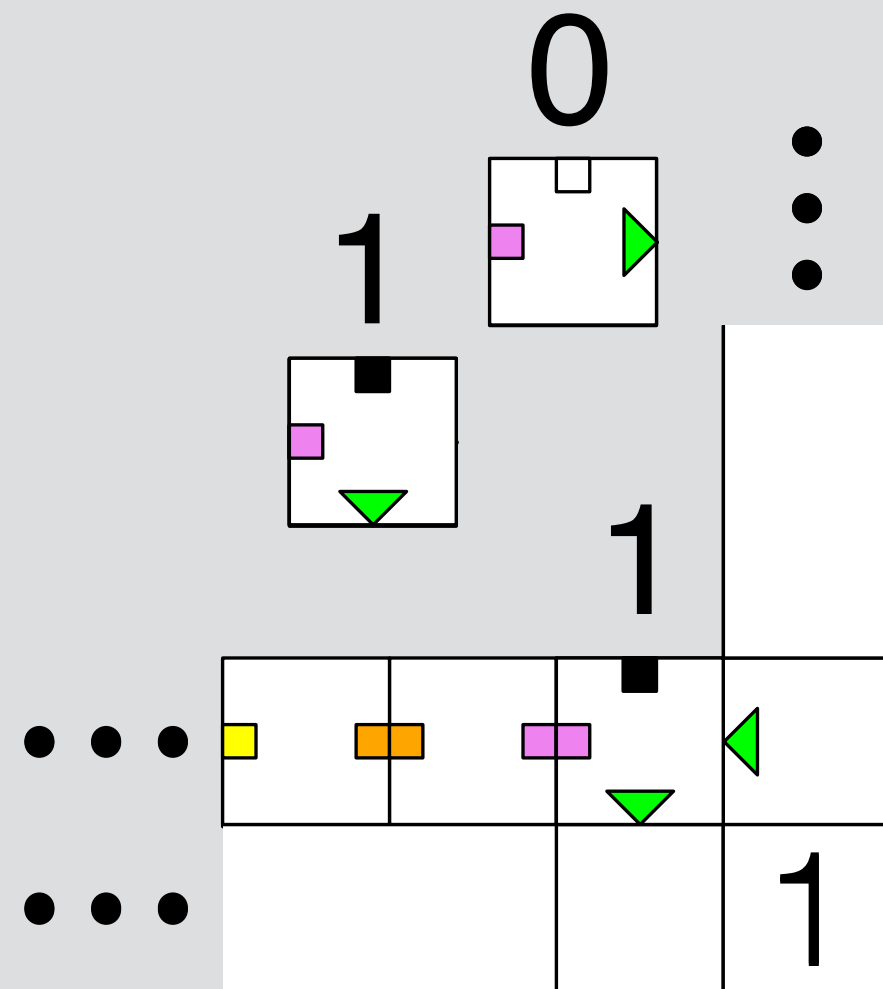
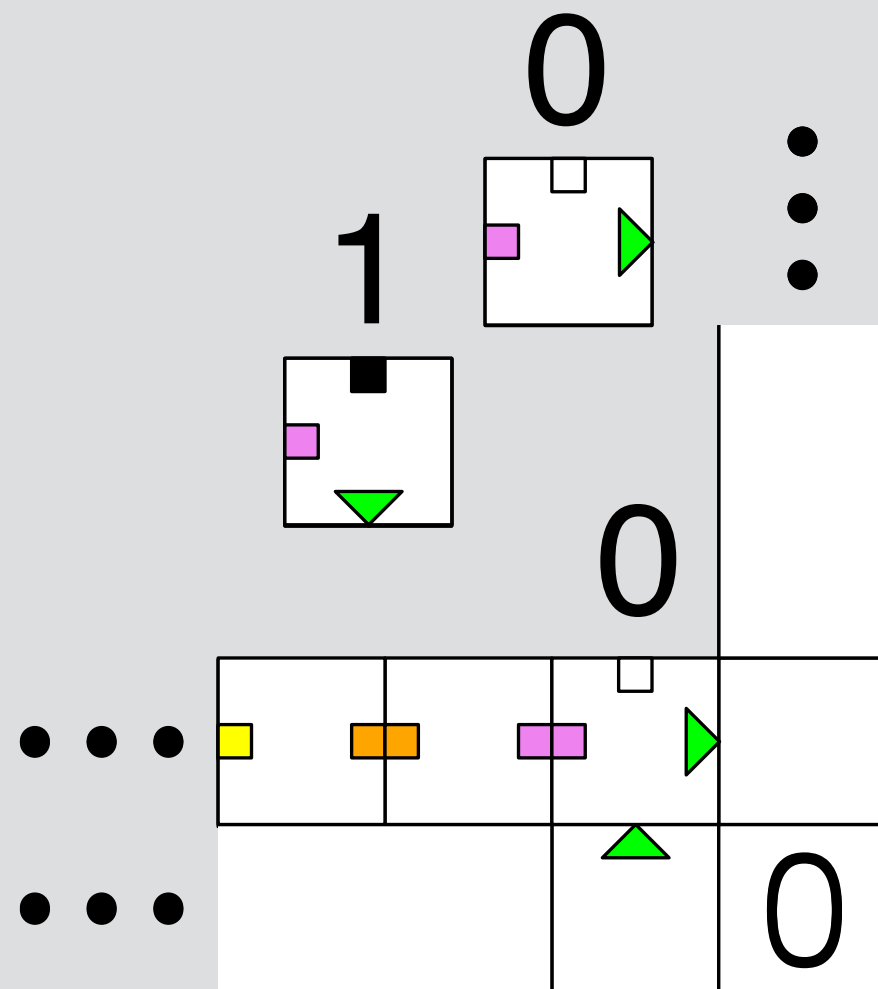
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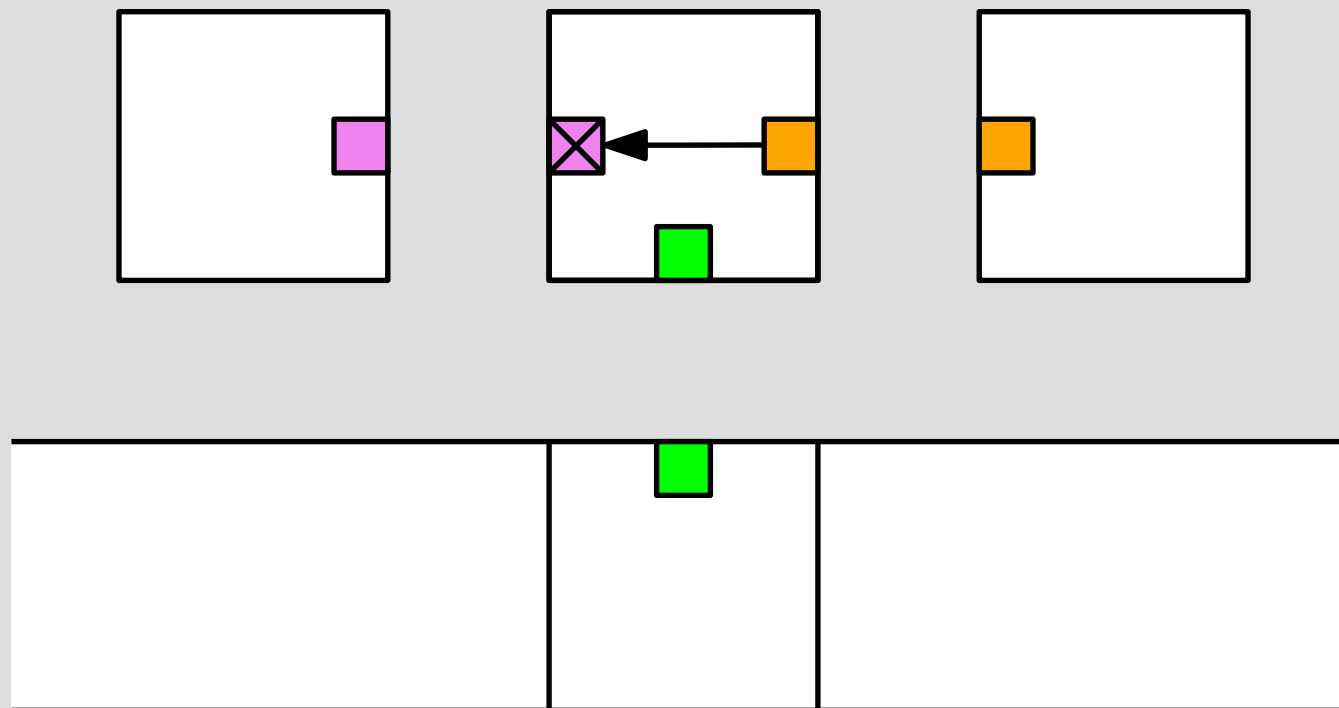
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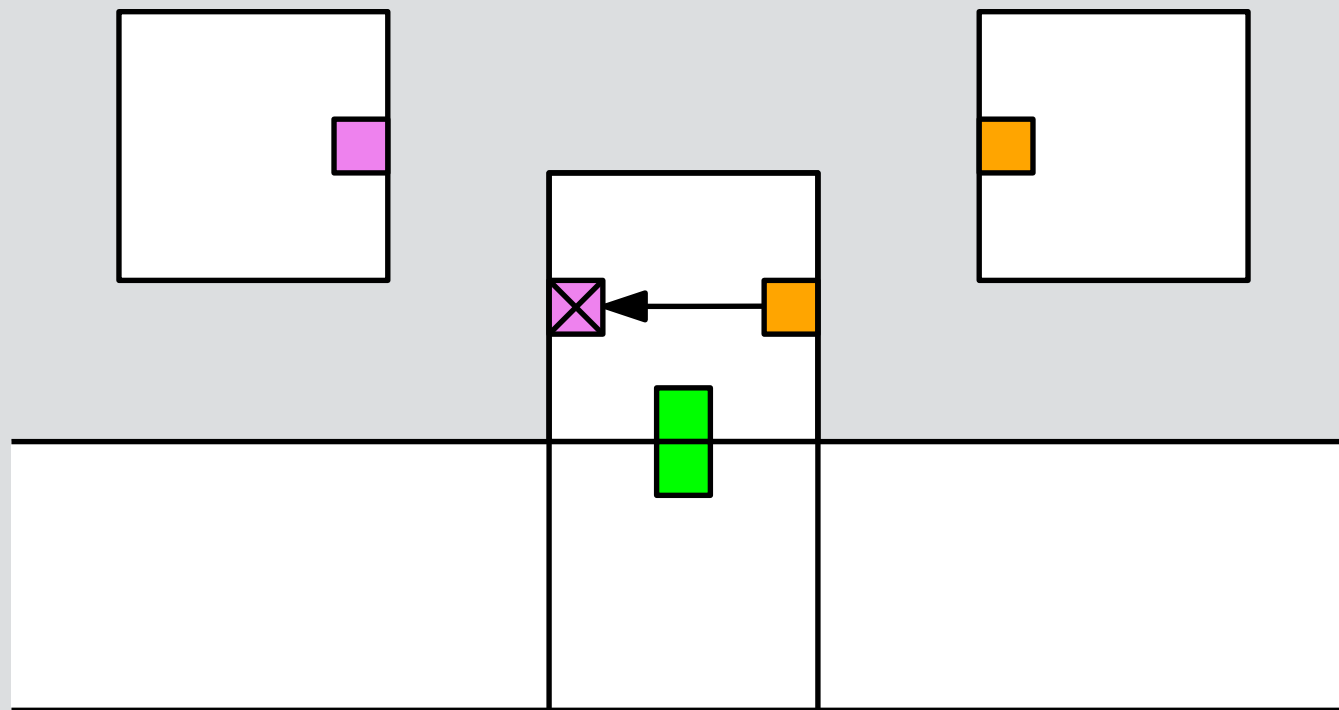
Approach 3: Signal Tiles

[Padilla et al. 2014], [Jonoska, Karpenko 2014]



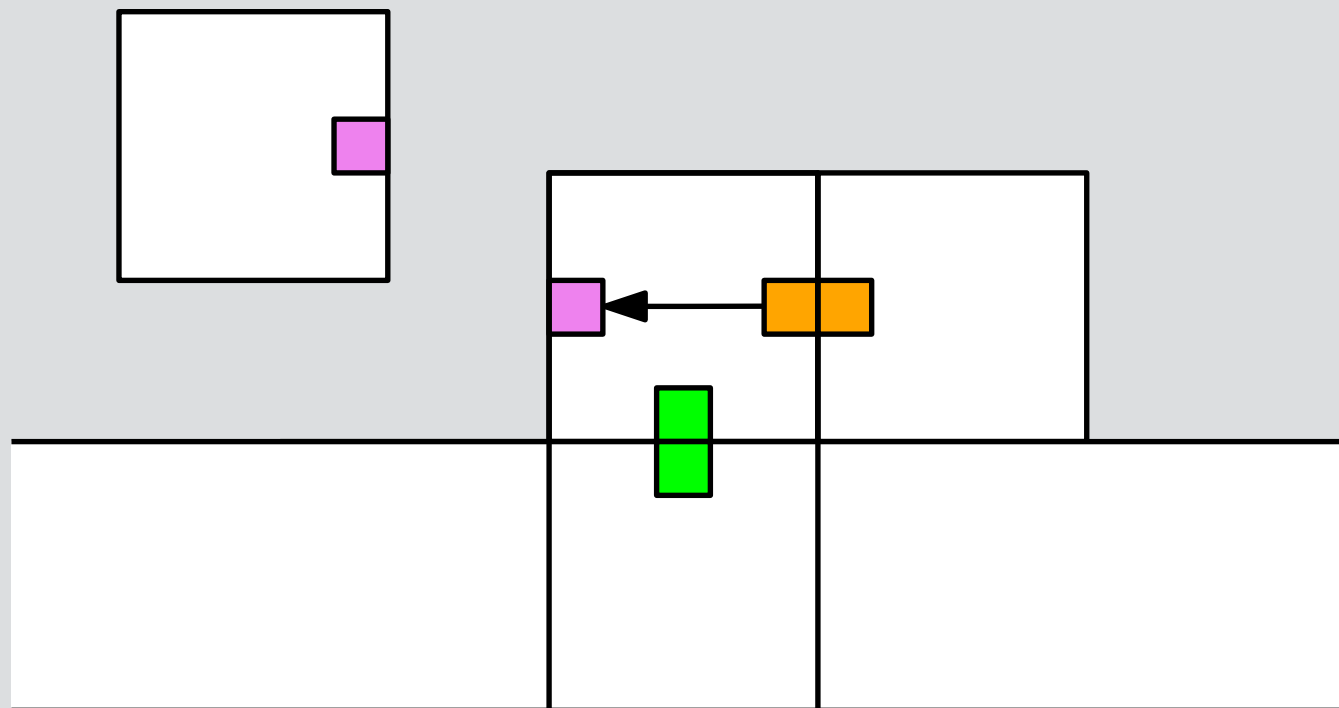
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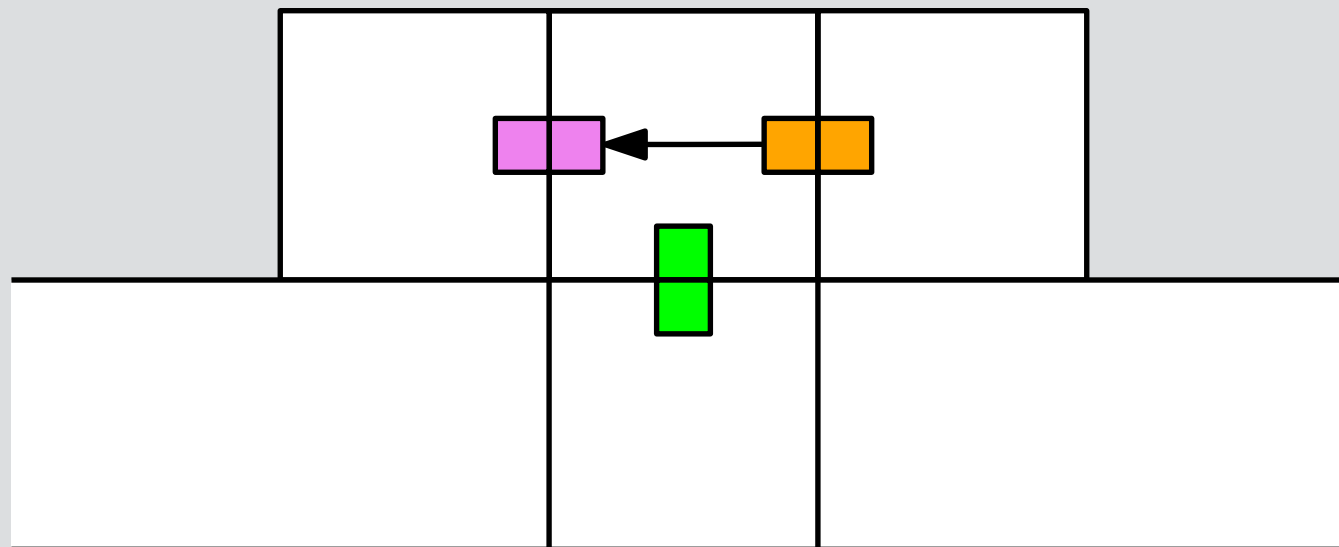
Approach 3: Signal Tiles

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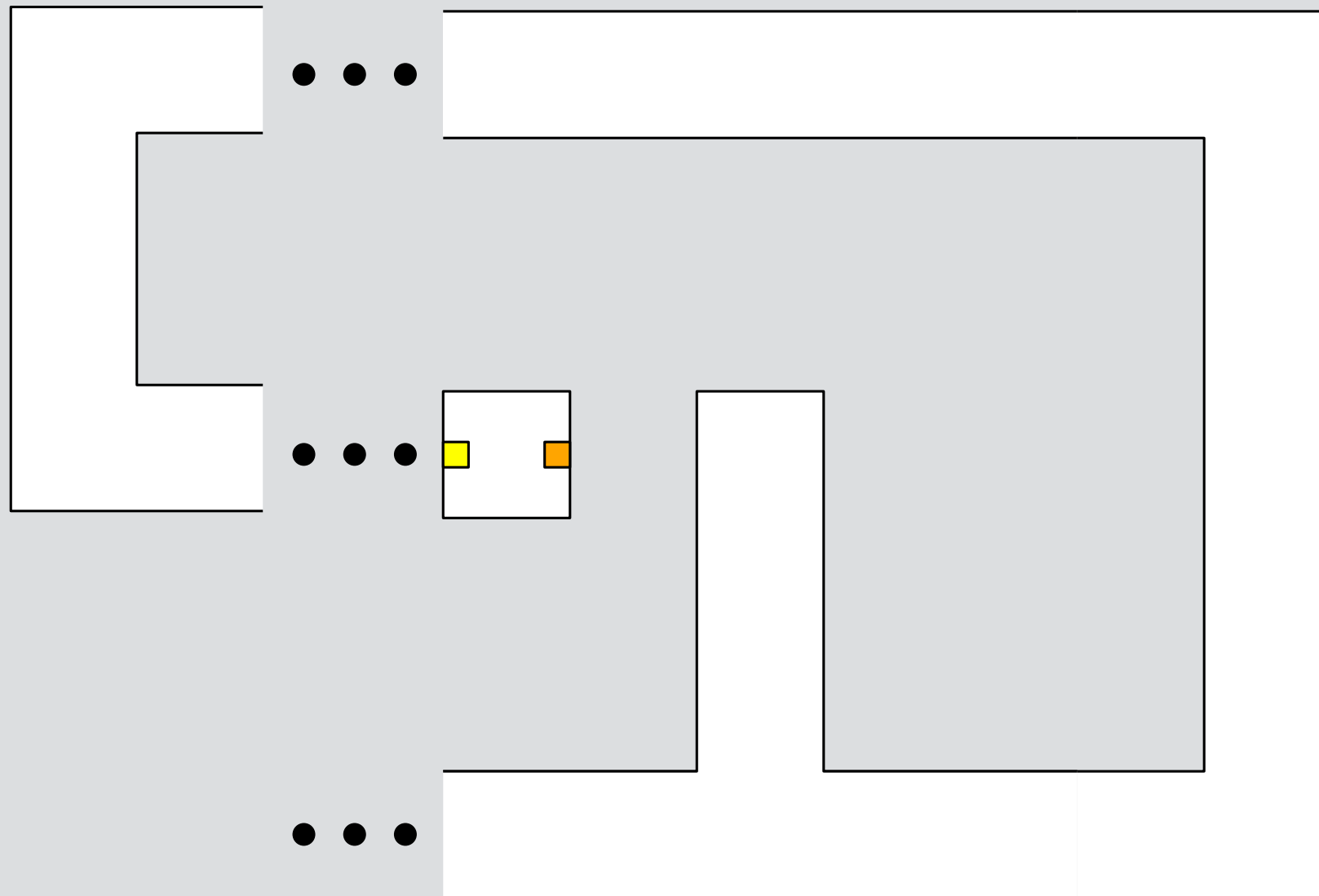
Approach 3: Signal Tiles

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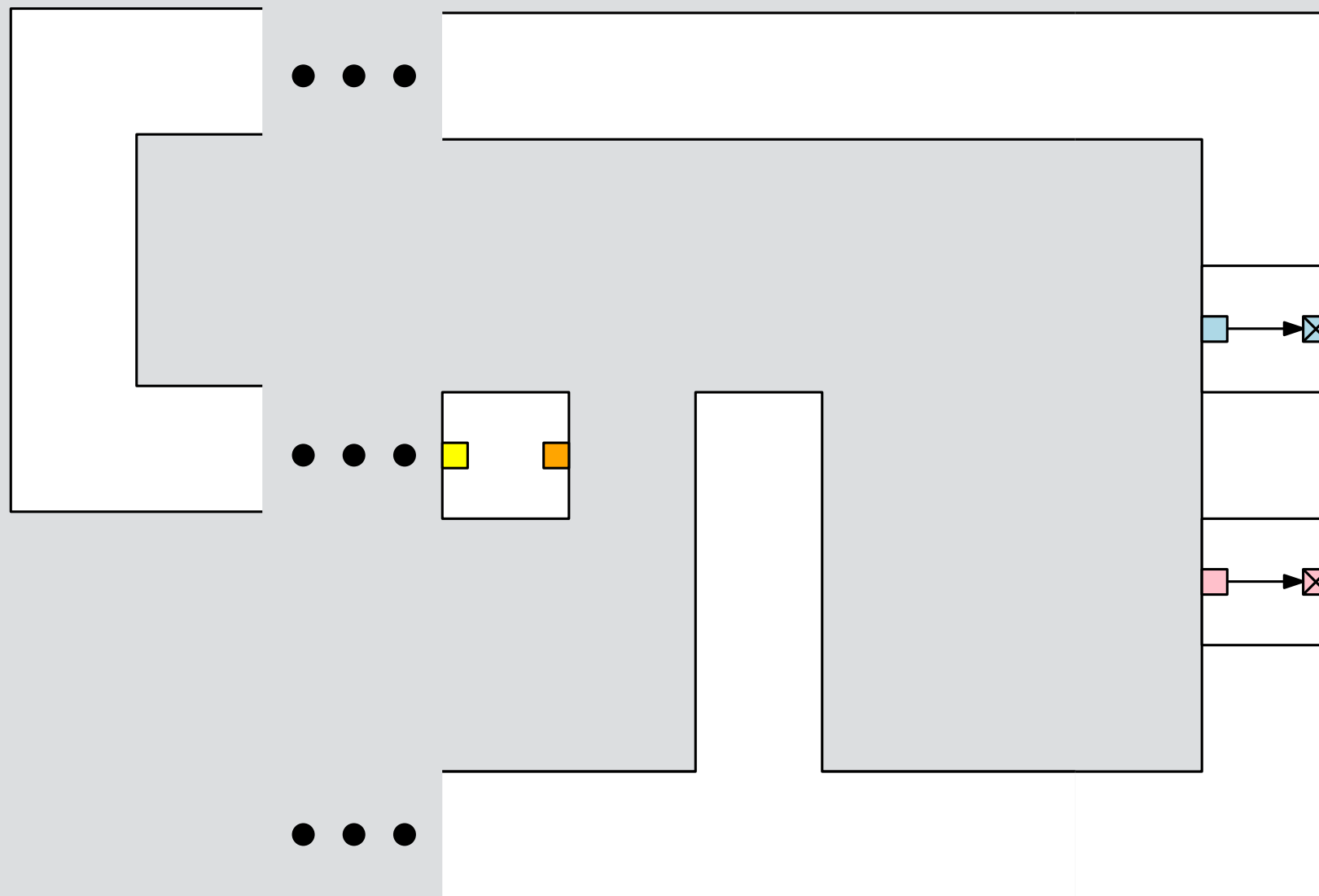
Approach 3: Signal Tiles

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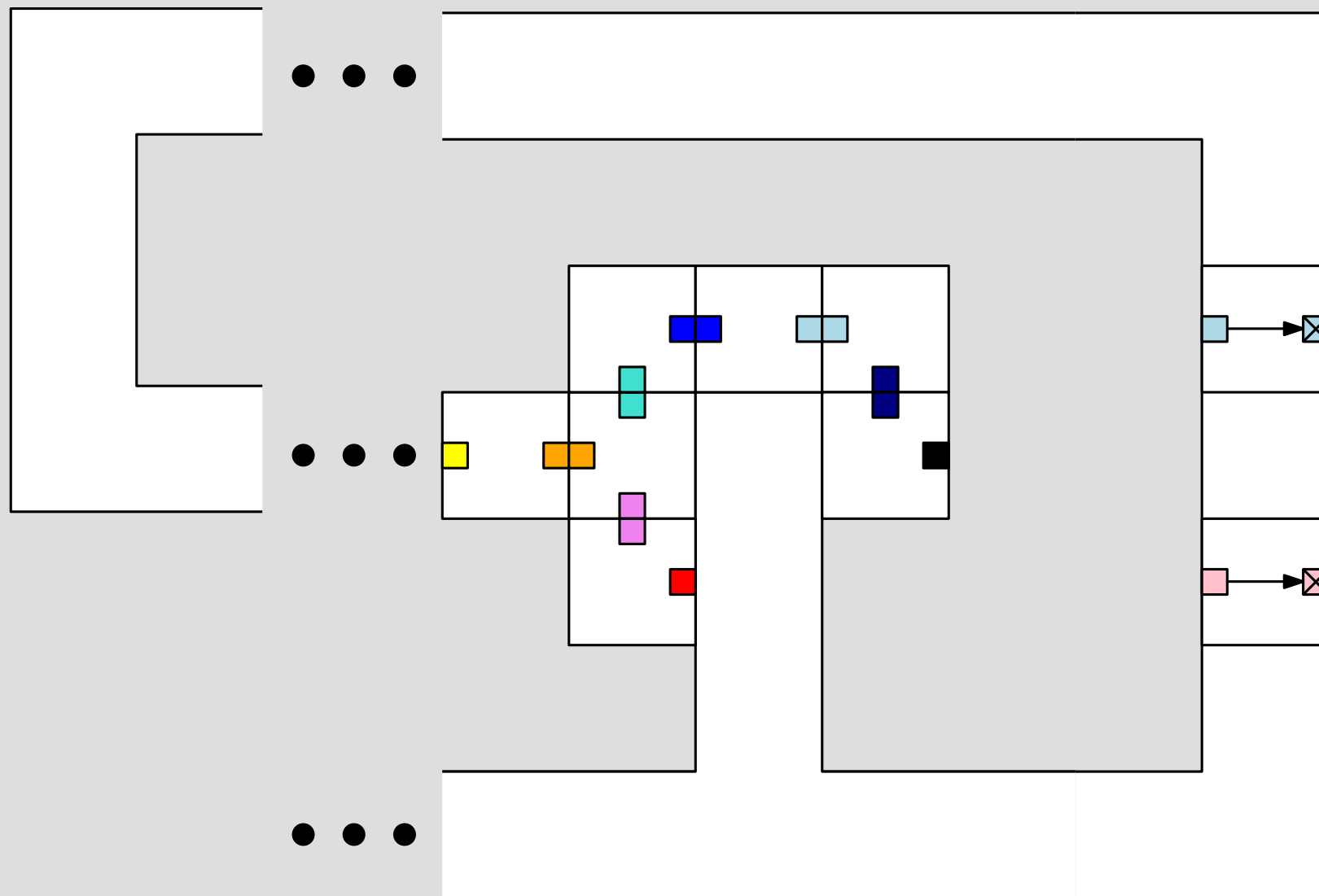
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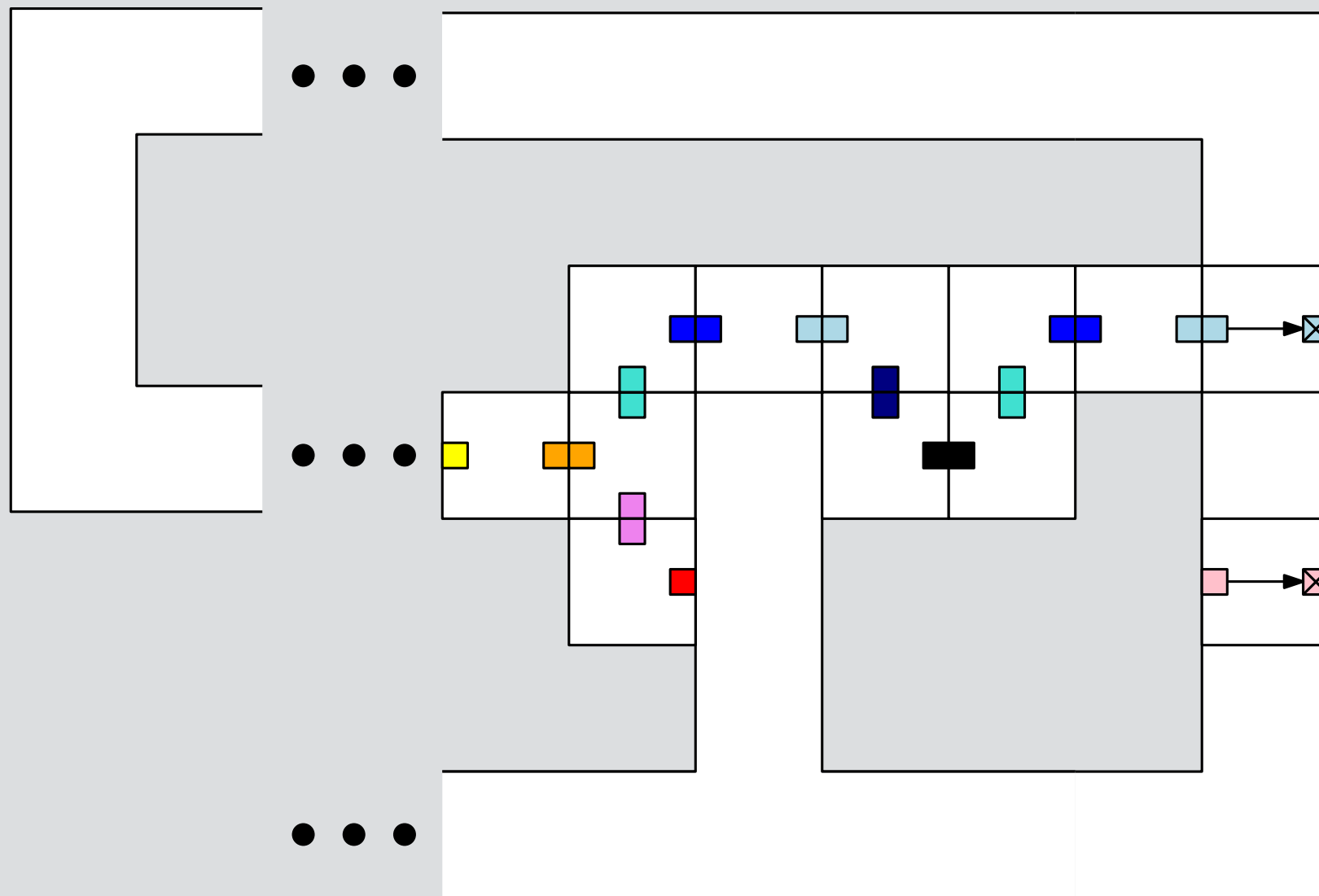
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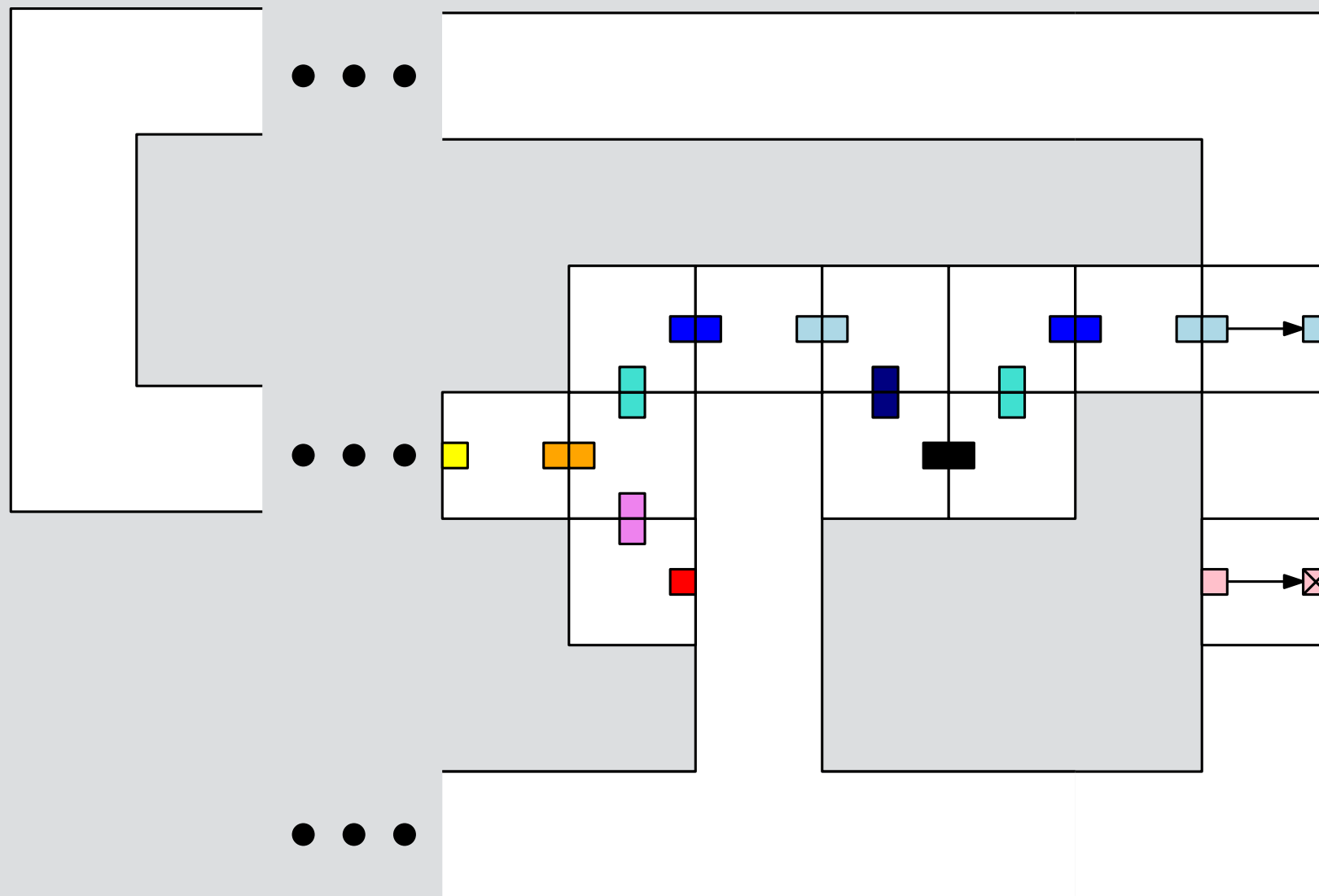
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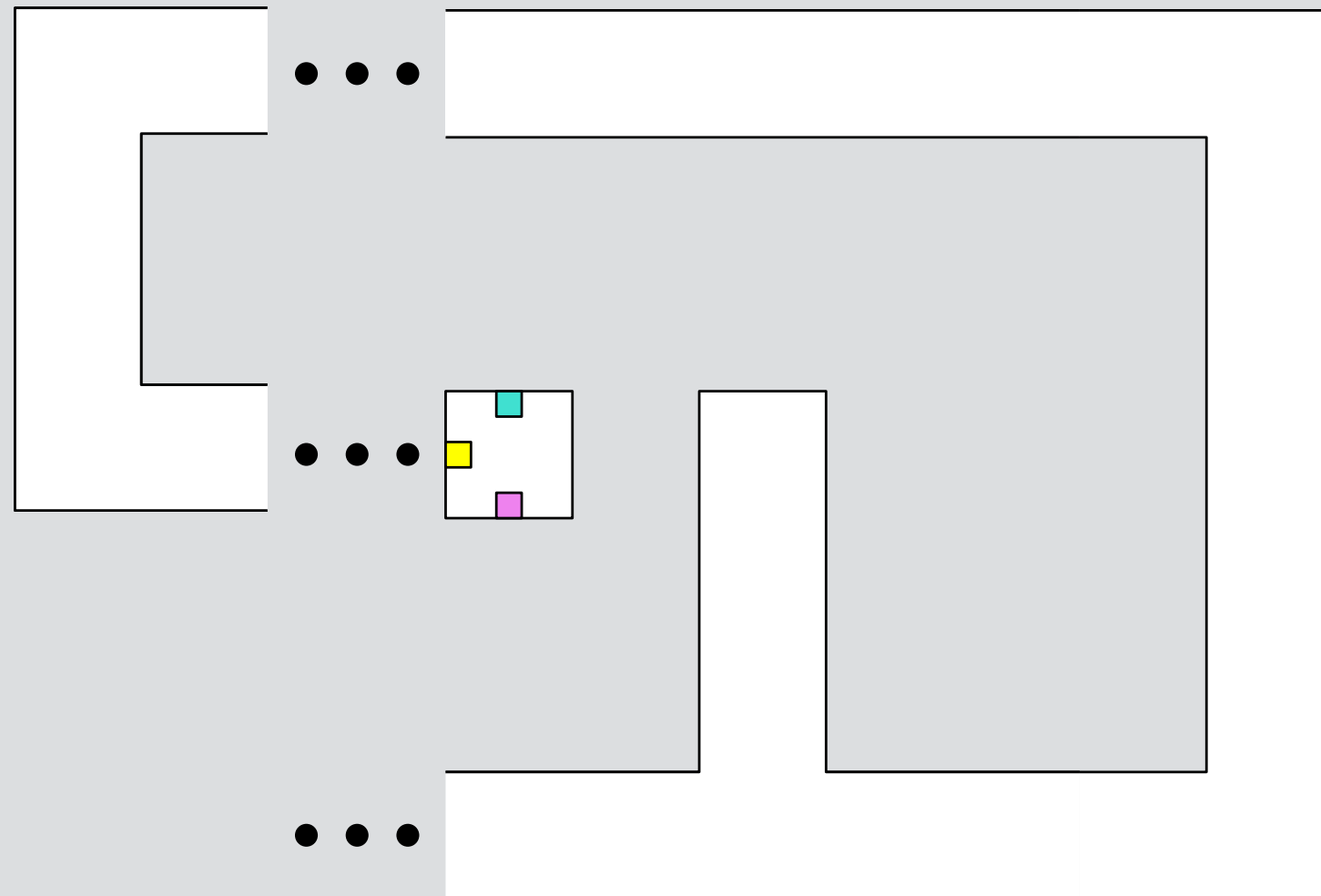
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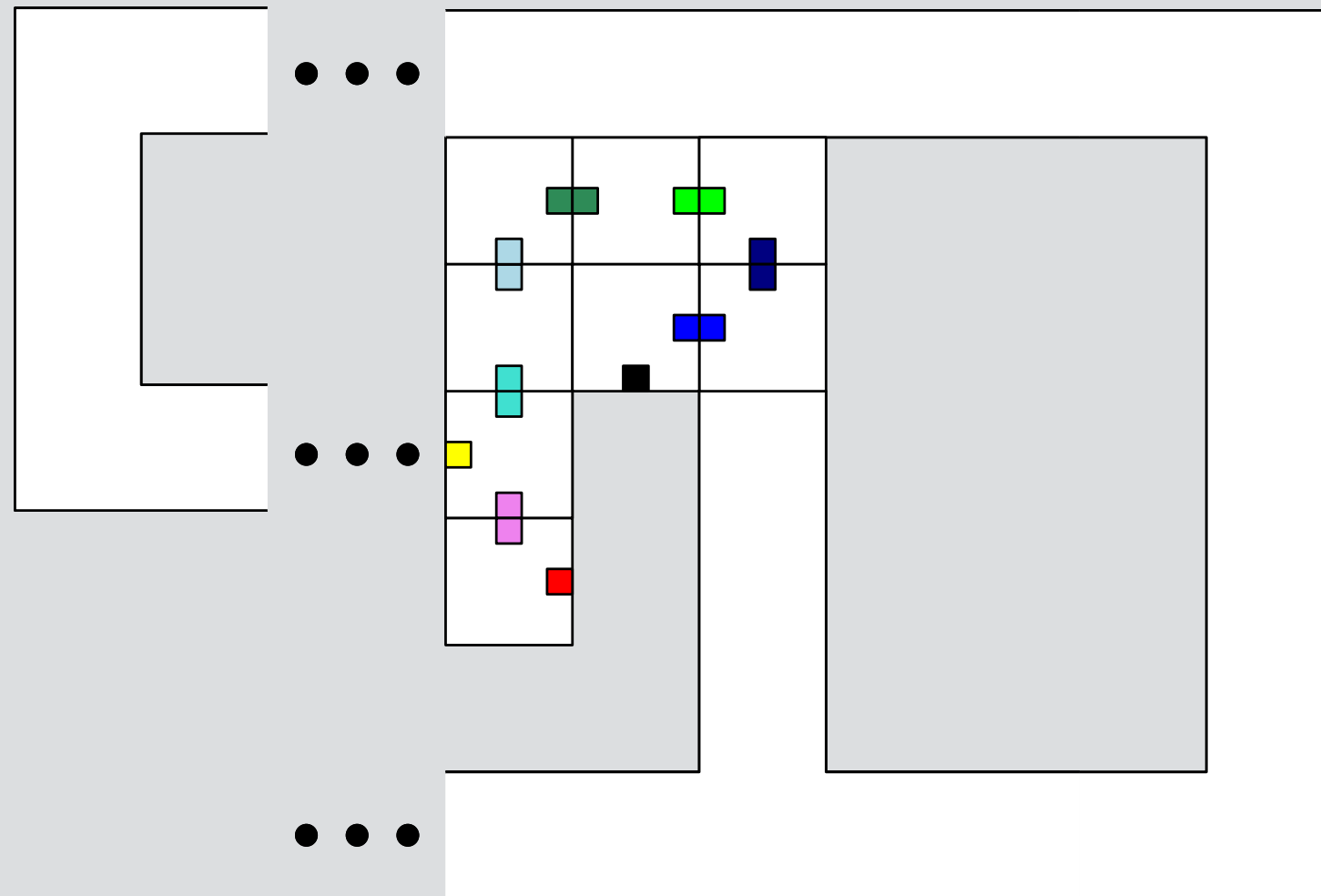
Approach 4: Polyomino Tiles

[Hendricks et al. 2014], [Fekete et al. 2015]



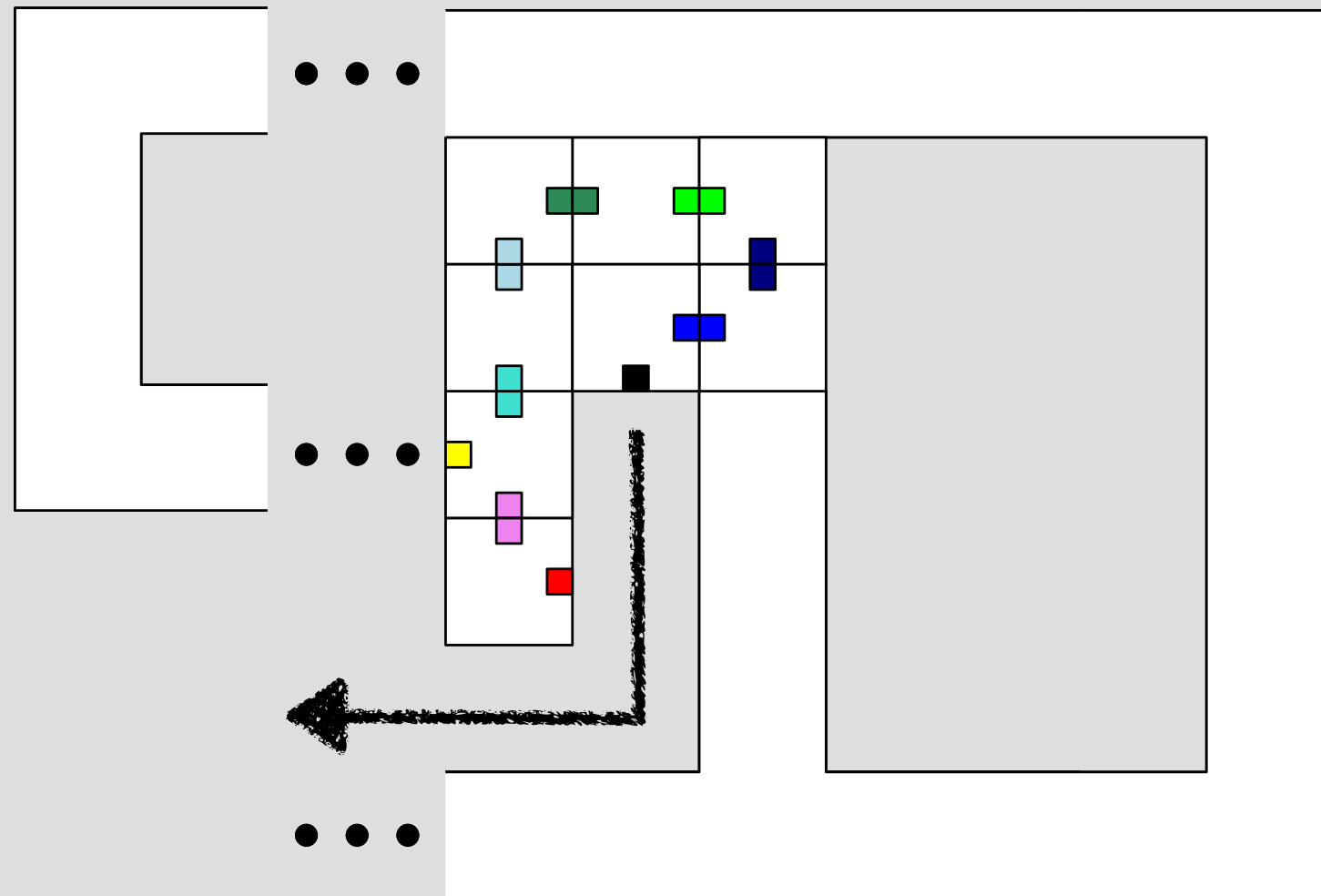
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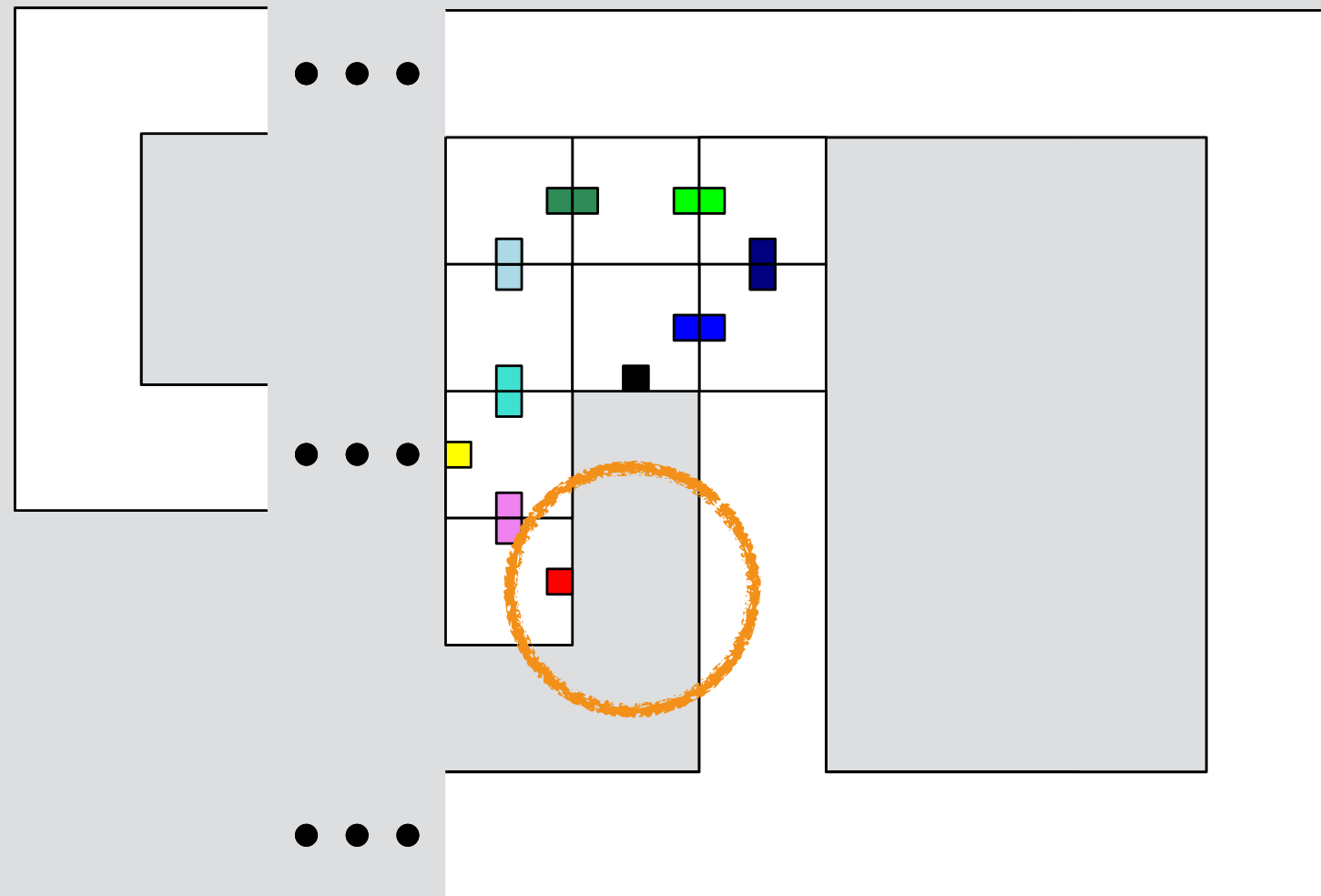
Approach 4: Polyomino Tiles

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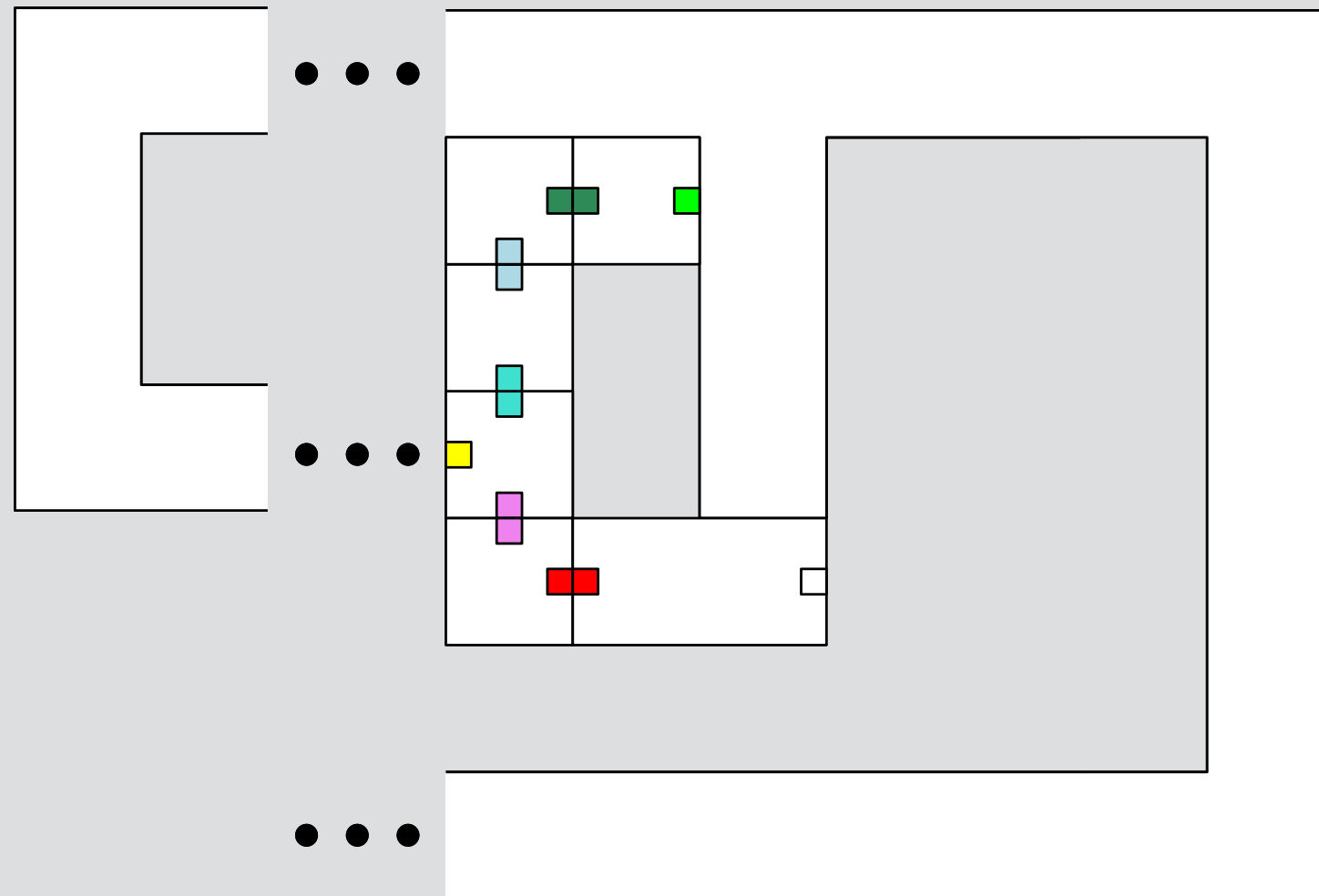
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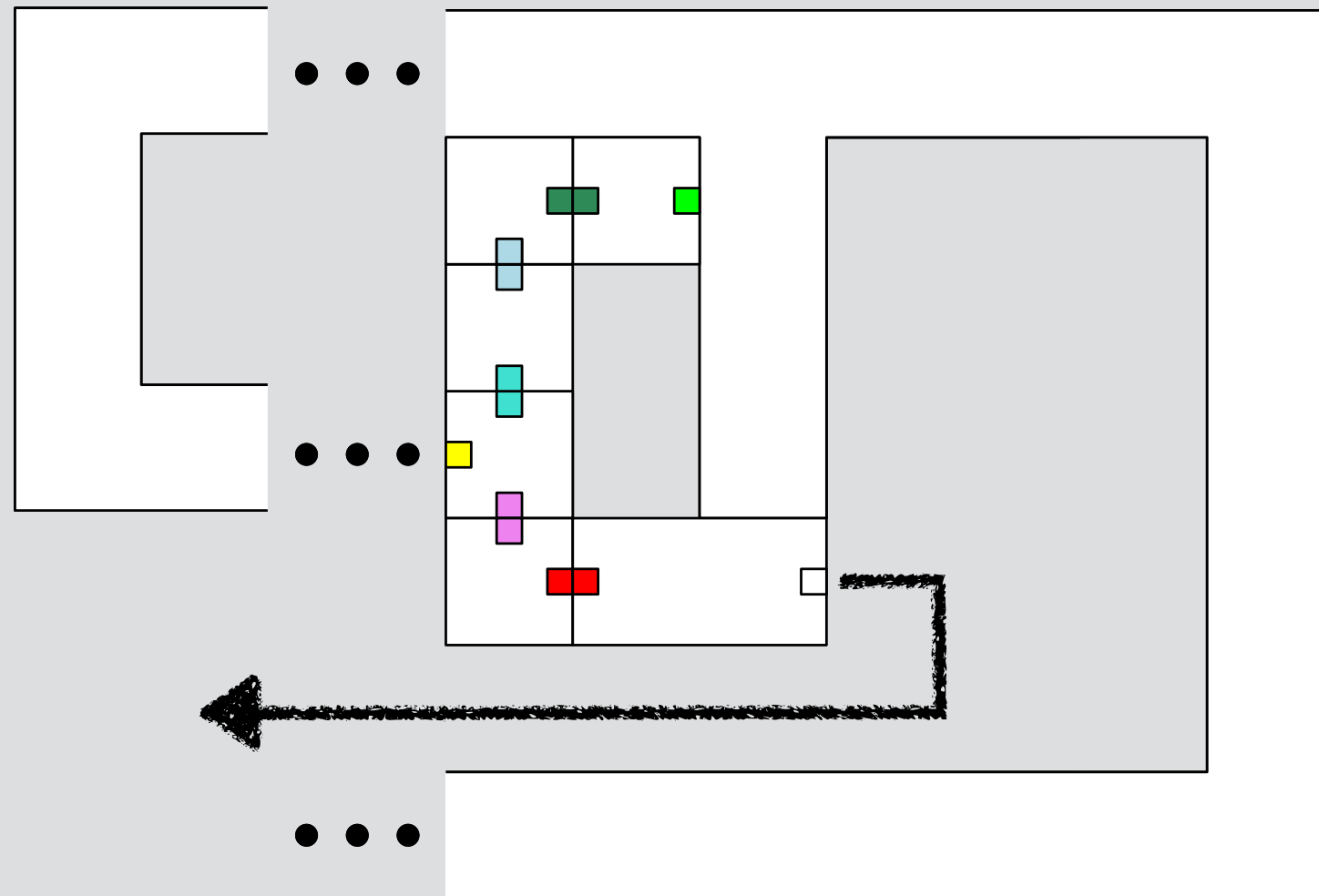
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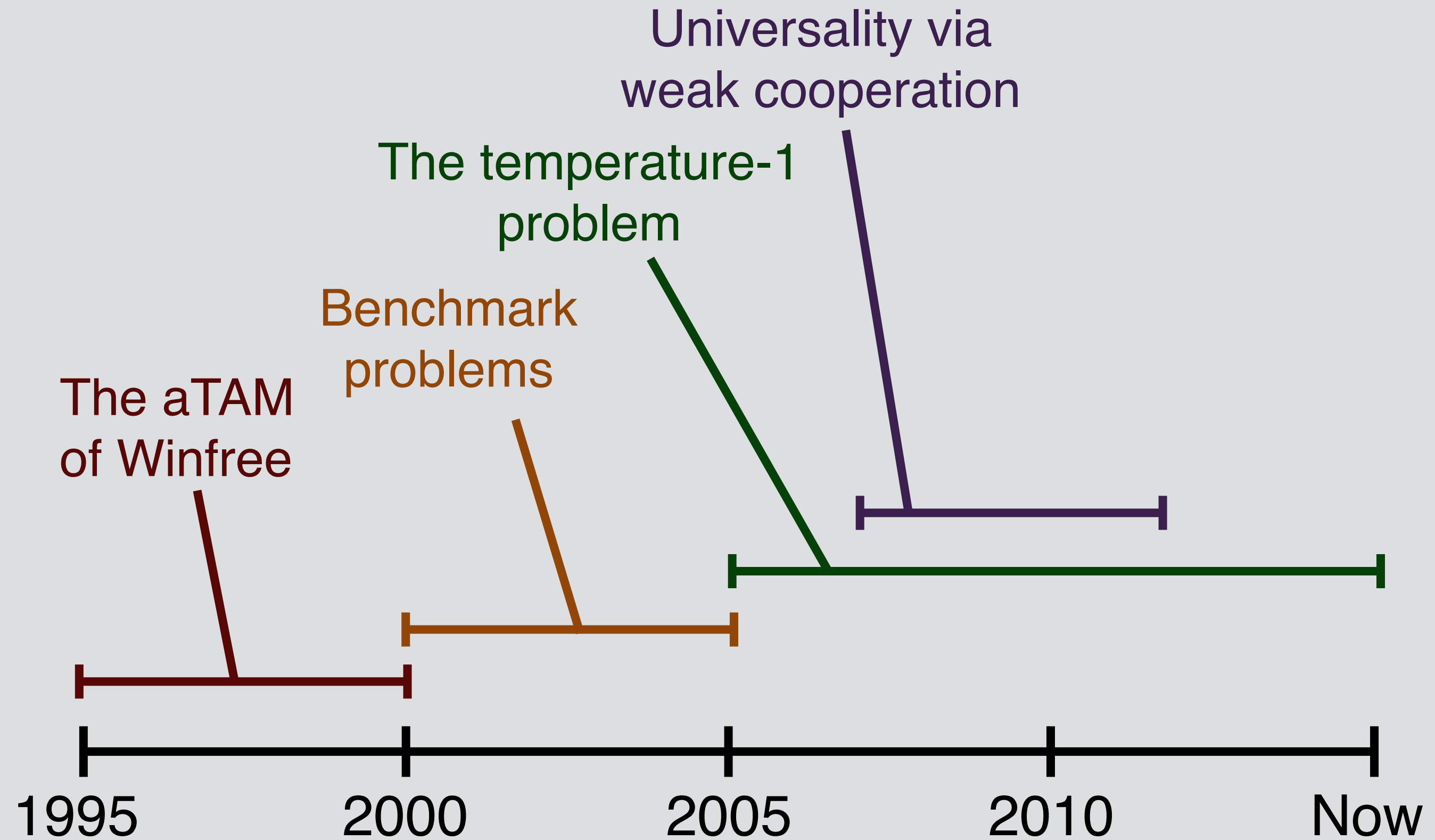
[Hendricks et al. 2014], [Fekete et al. 2015]

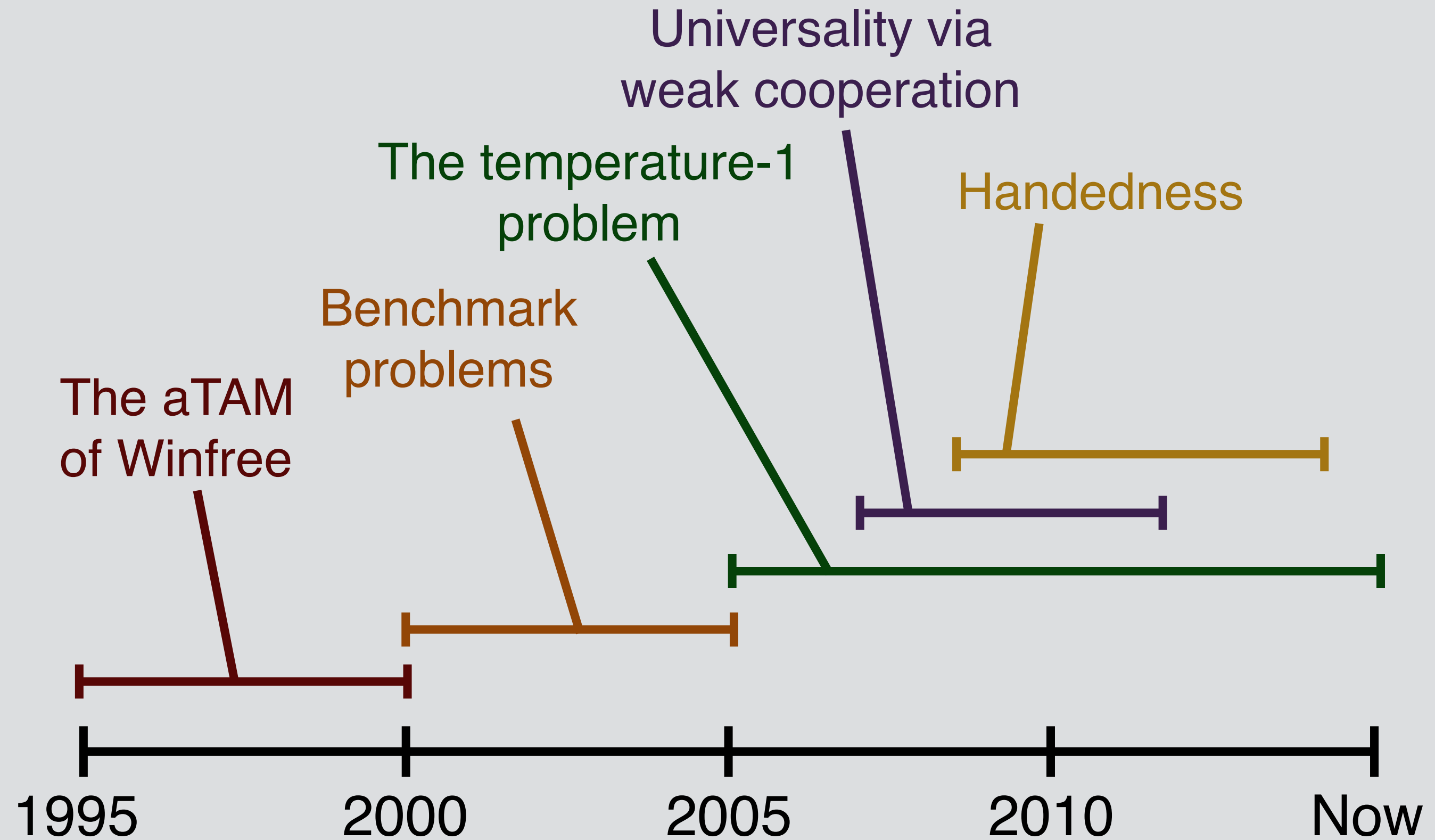


Approach 4: Polyomino Tiles

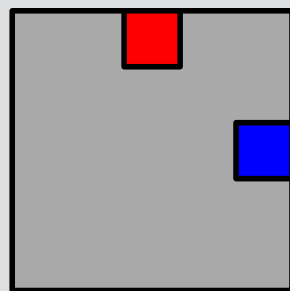
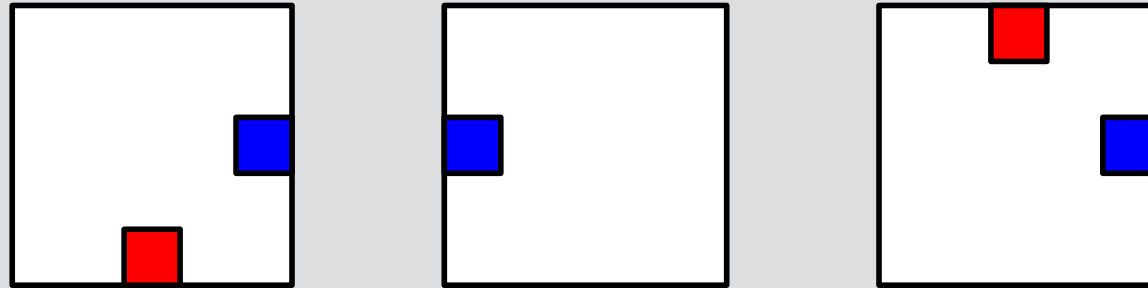
[Hendricks et al. 2014], [Fekete et al. 2015]



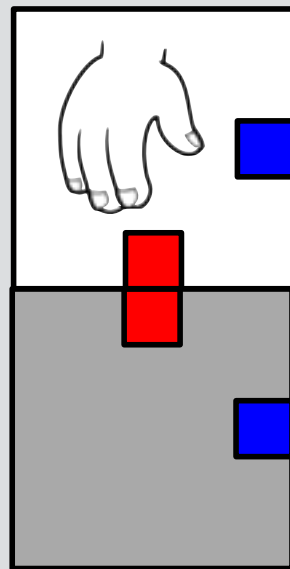
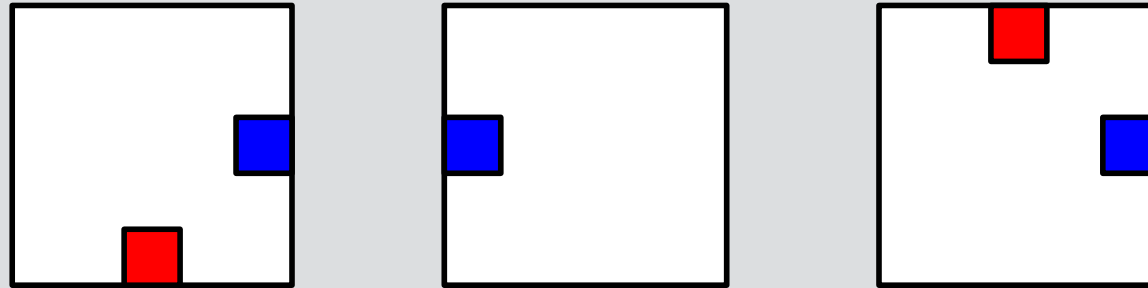




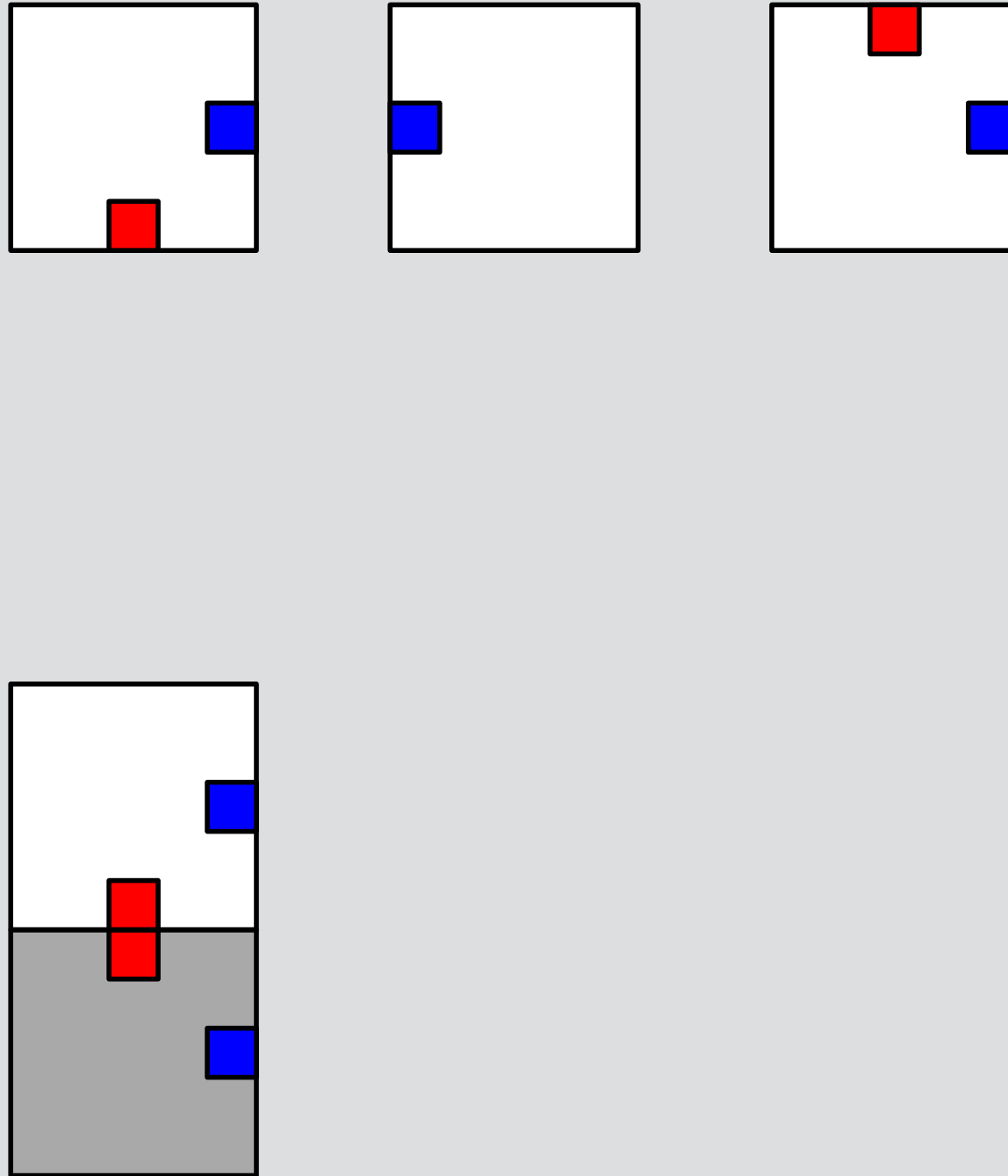
One-handed assembly (aTAM)



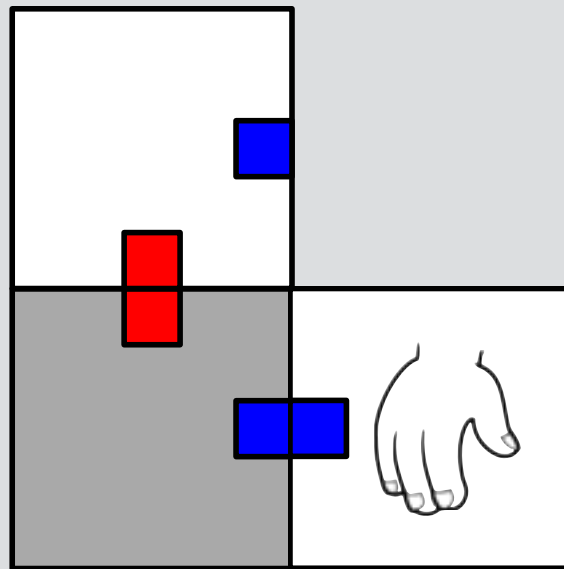
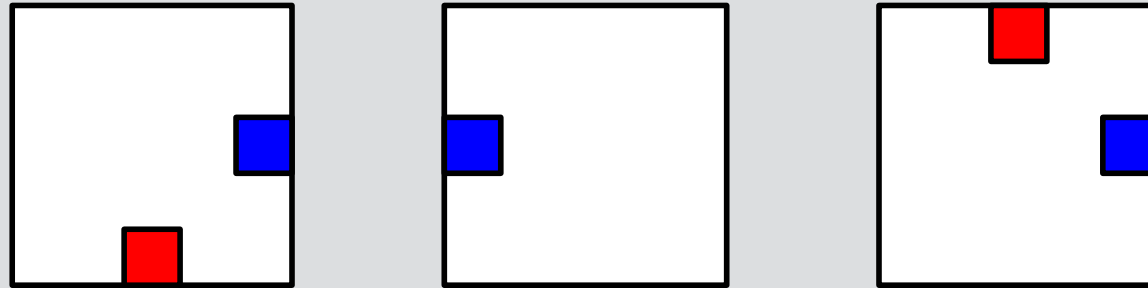
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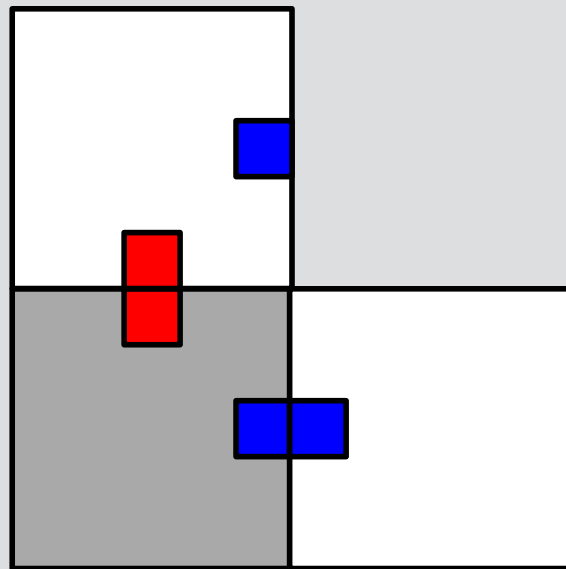
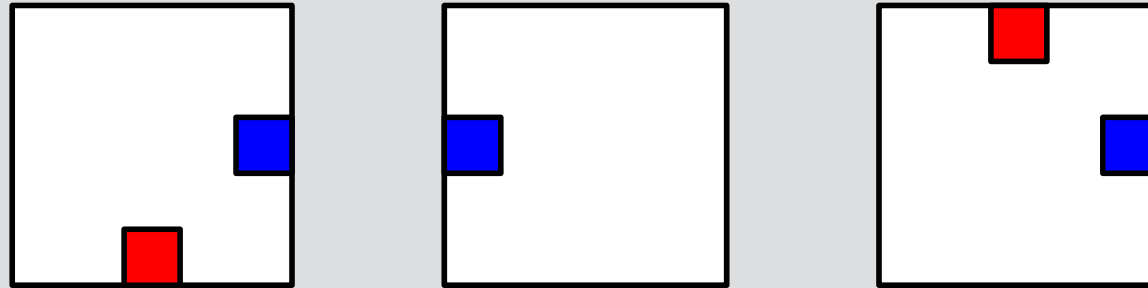
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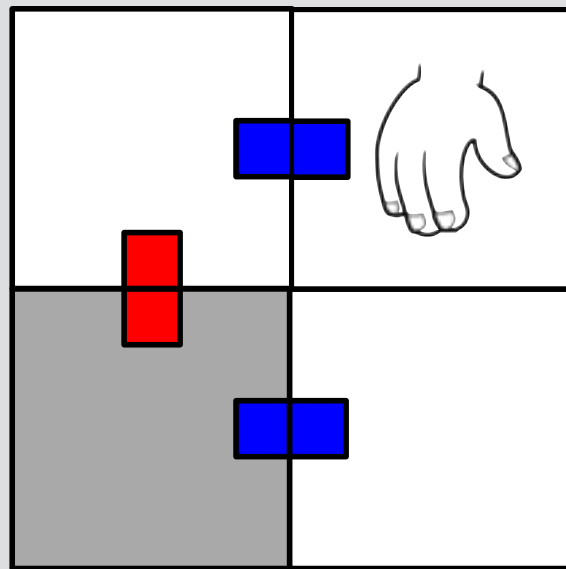
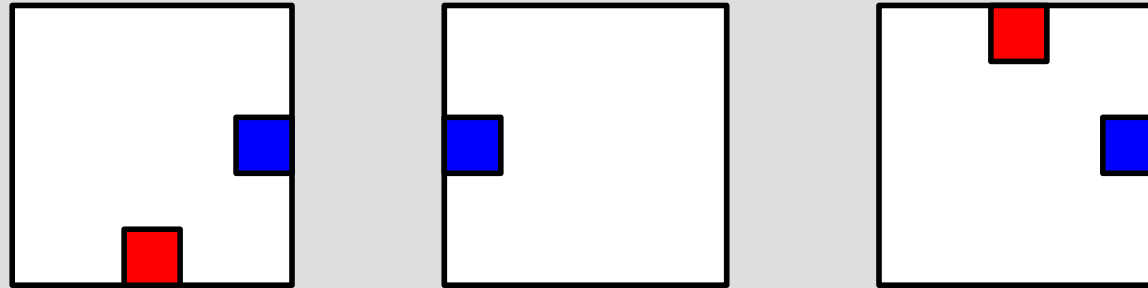
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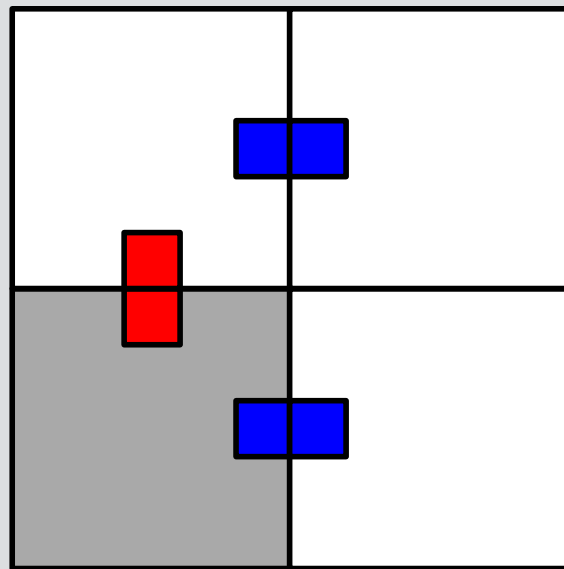
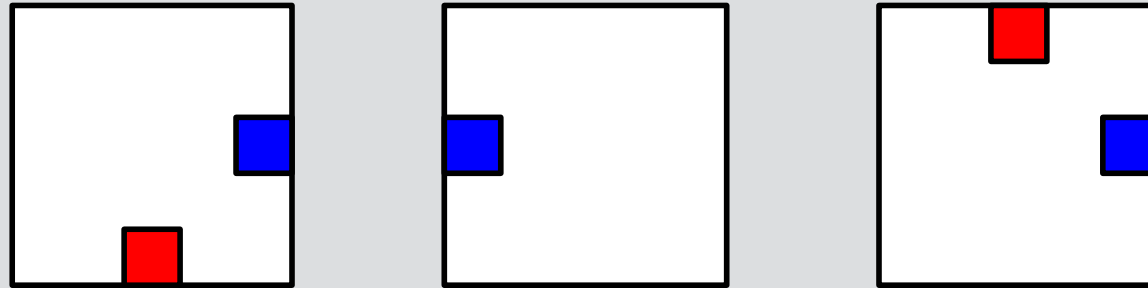
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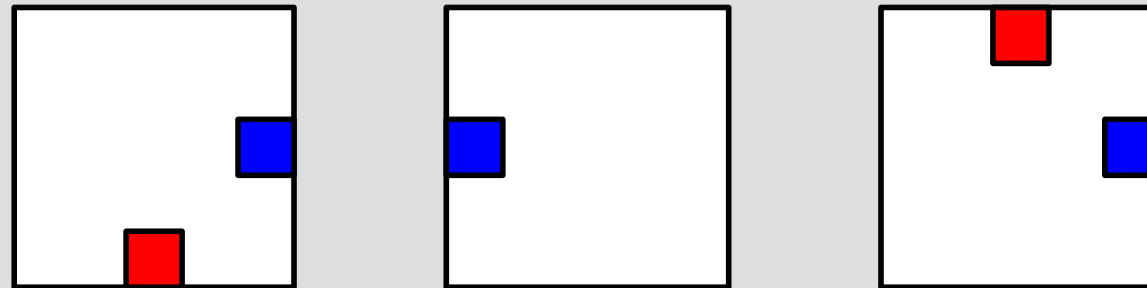
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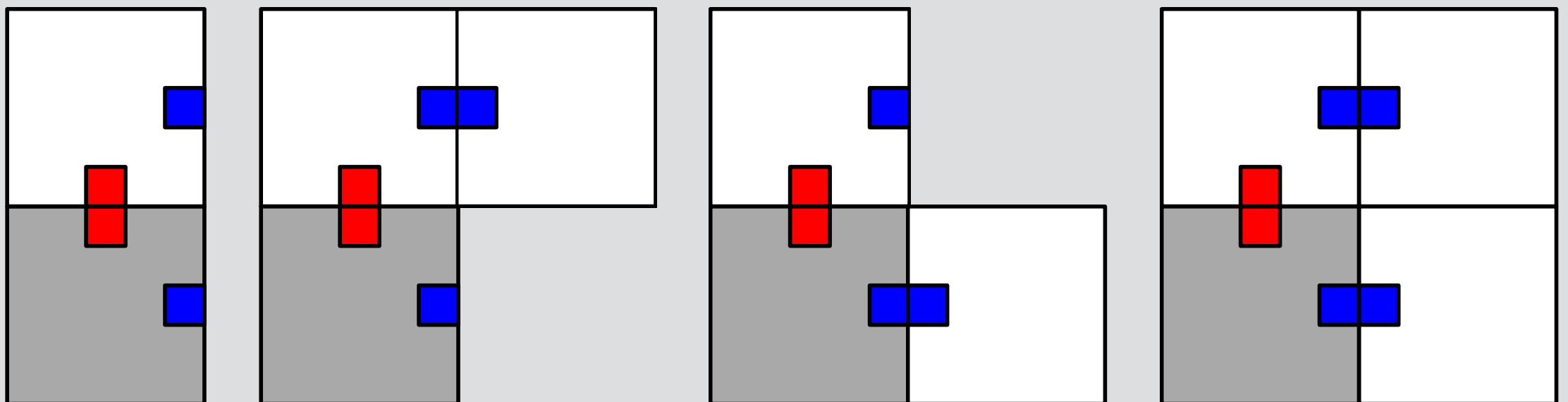
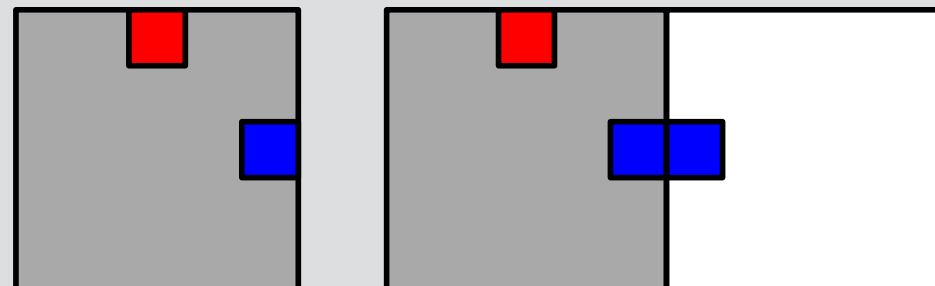
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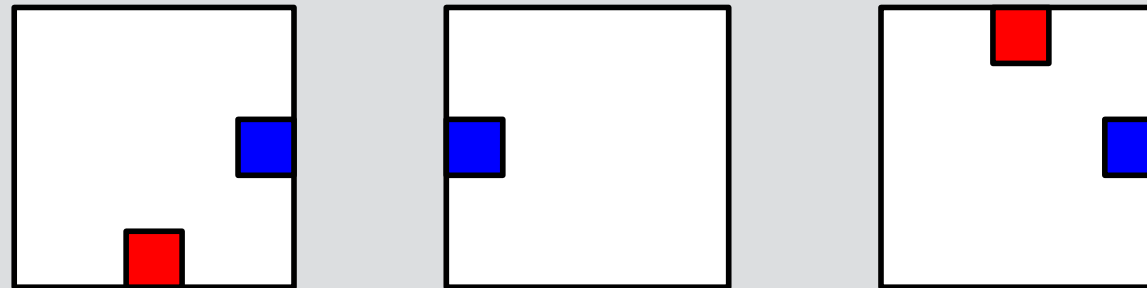
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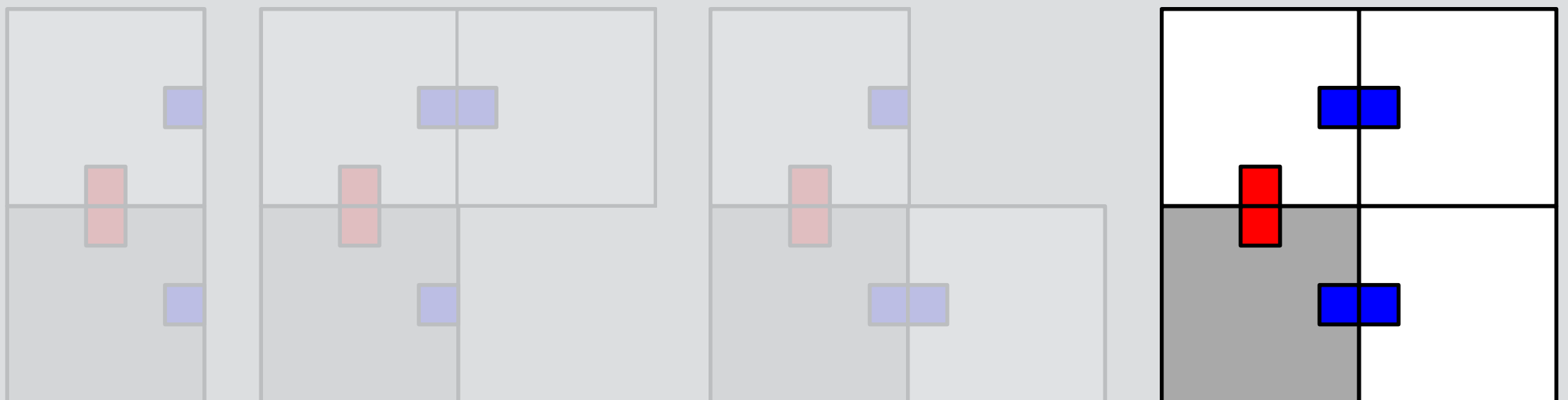
Producible assemblies:



One-handed assembly (aTAM)



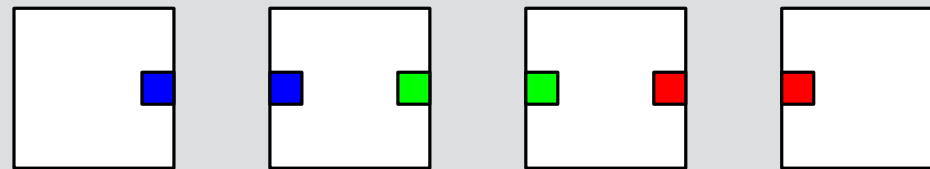
Terminal assemblies:



Temperature 1

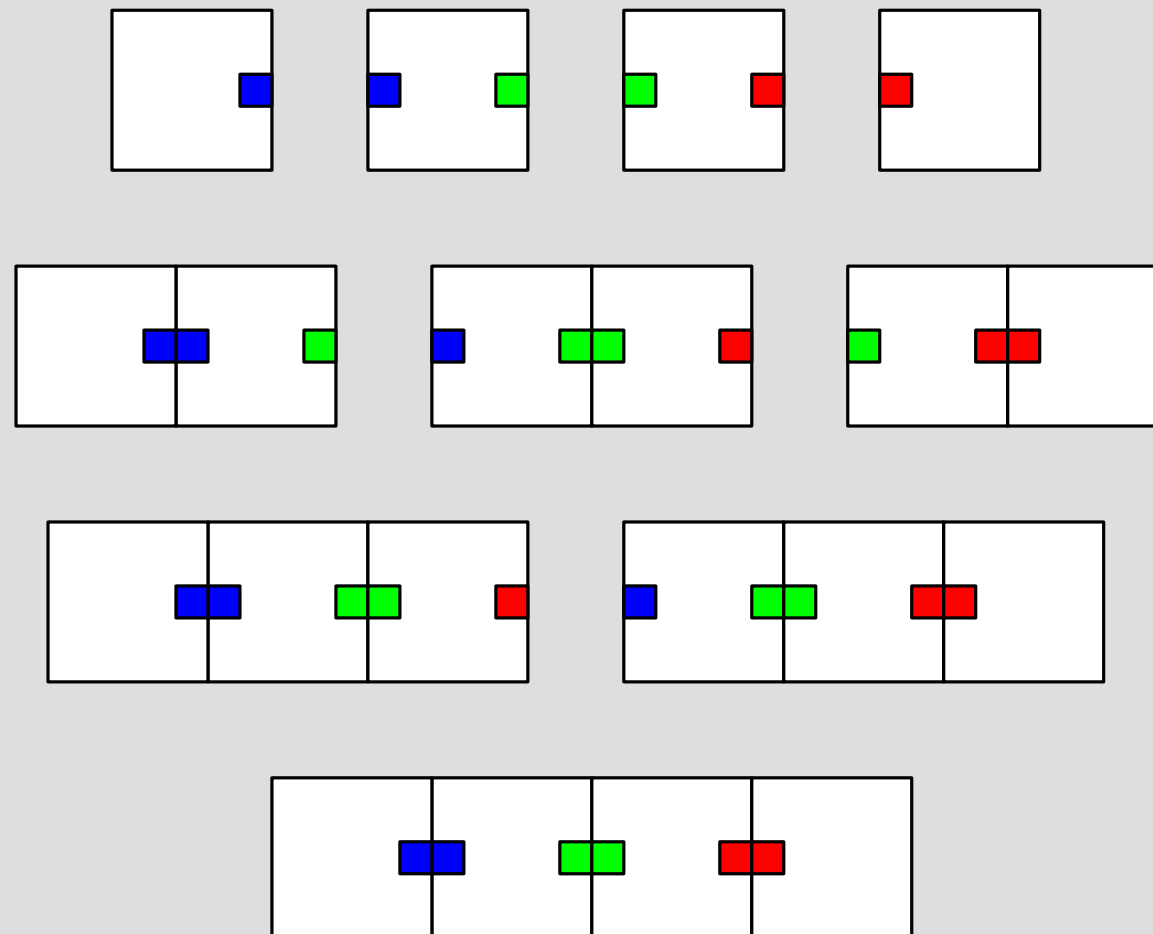
Two-handed assembly (2HAM)

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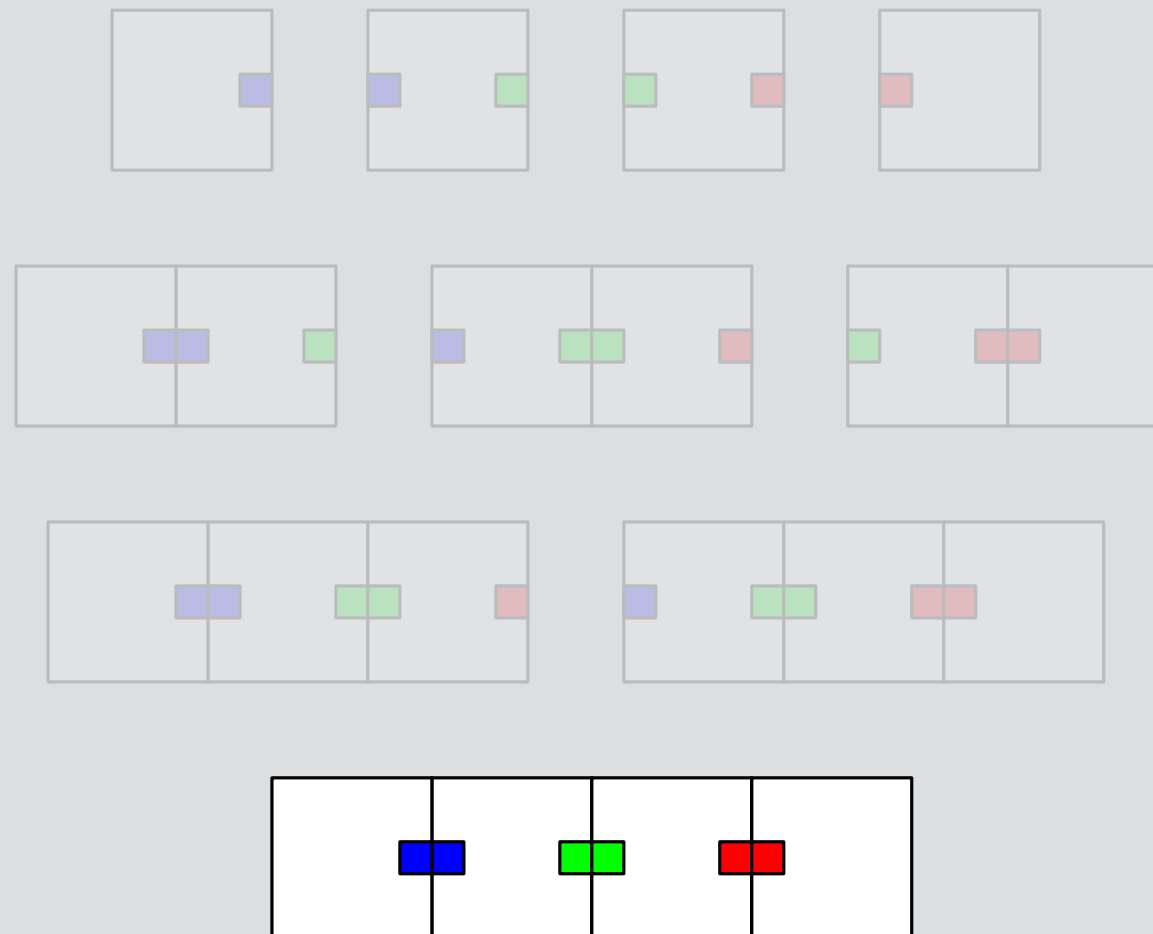
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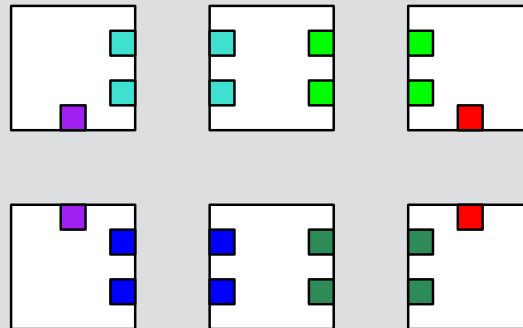


Two-handed assembly (2HAM)

Terminal assemblies:

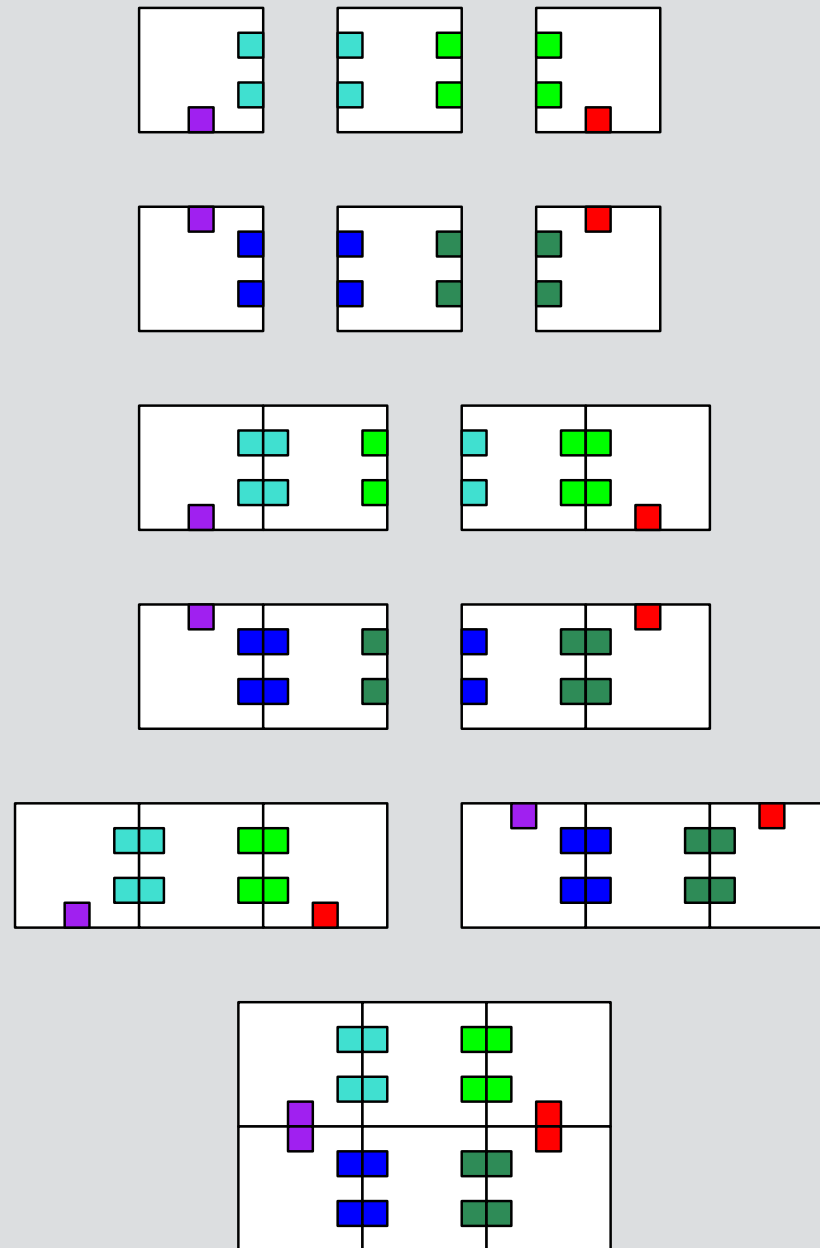


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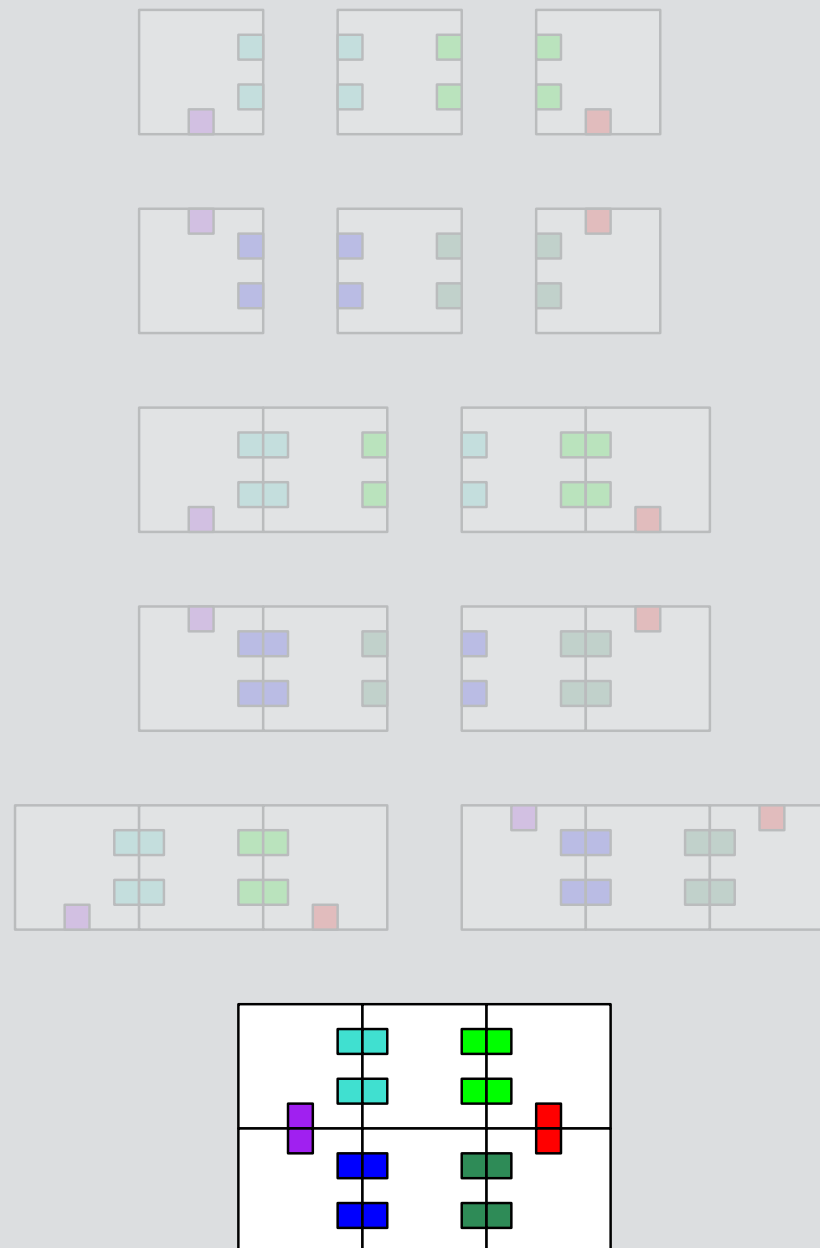
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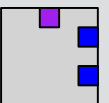
Two-handed assembly (2HAM)

Terminal assemblies:



aTAM



Producible w/seed :

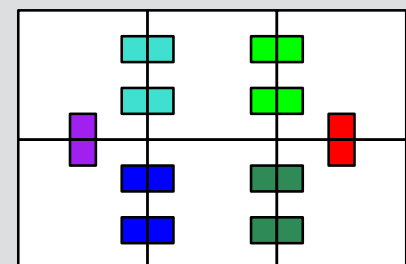
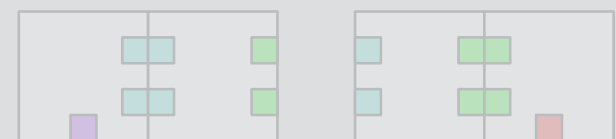
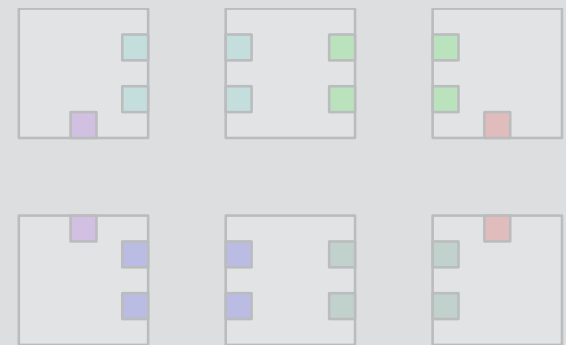


Producible w/seed :



2HAM

Producible:



Is a seed necessary for some results?

no spurious nucleation

universal computation?

efficient shape construction?

Is a seed necessary for some results? **No!**

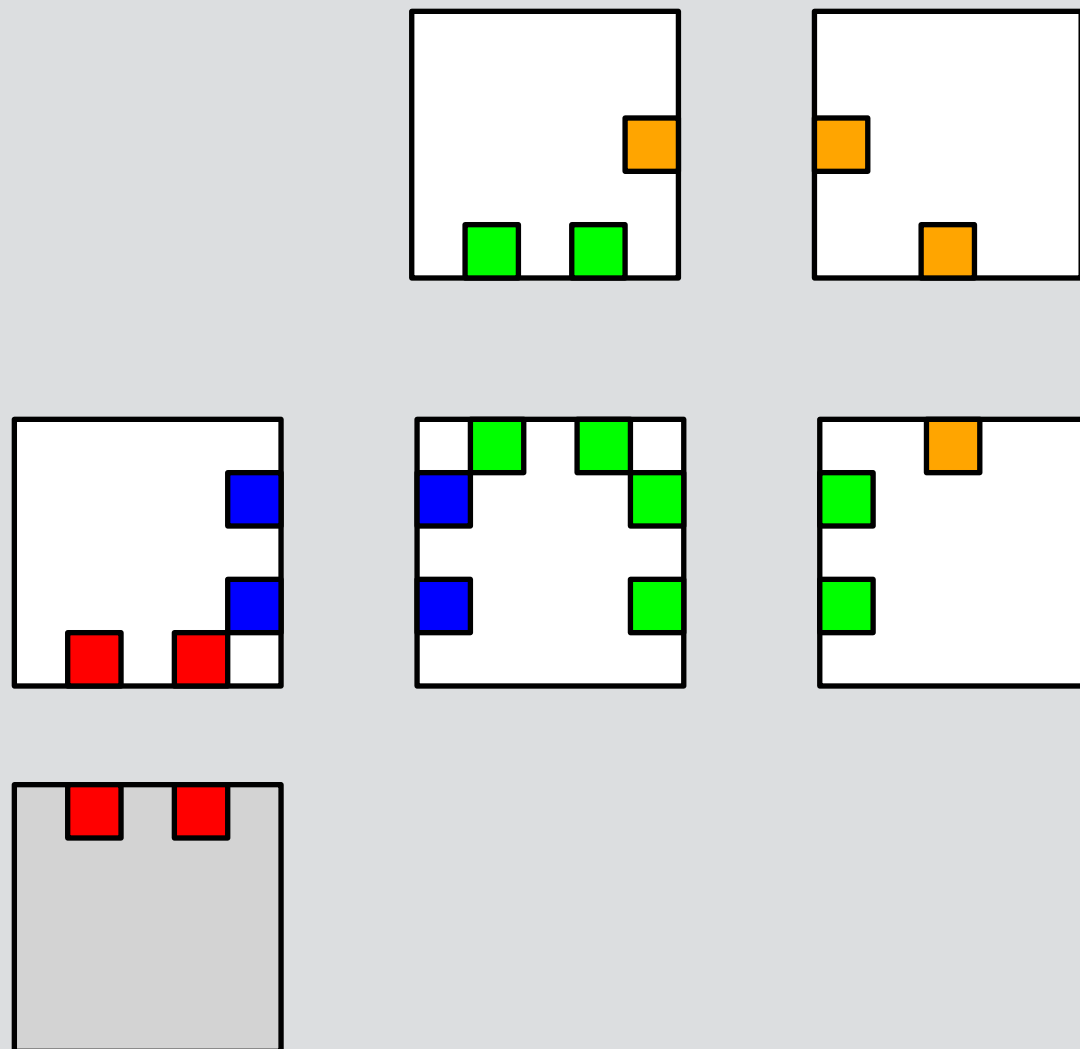
no spurious nucleation

universal computation?

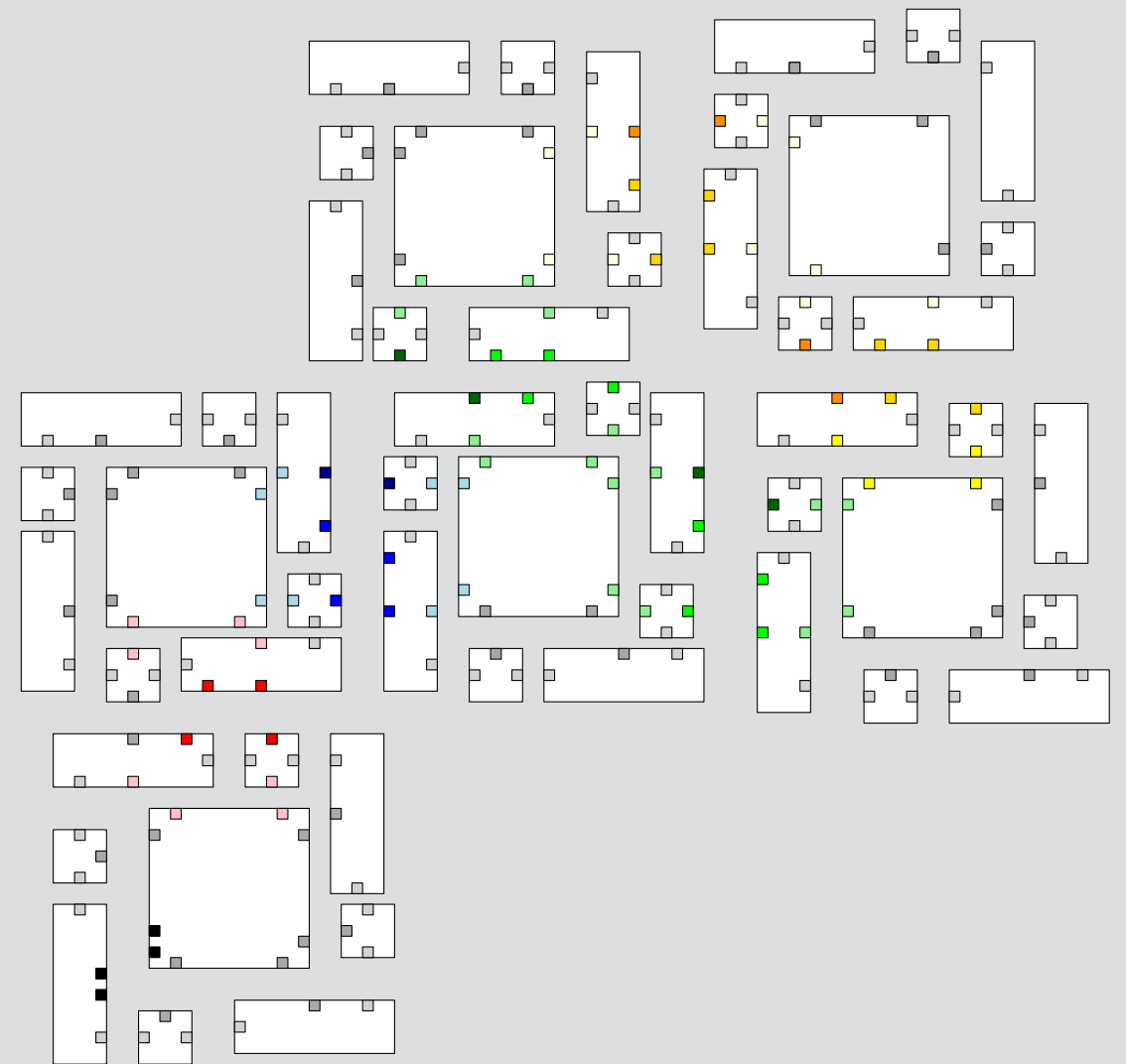
efficient shape construction?

Every aTAM system can be
simulated by a 2HAM system.

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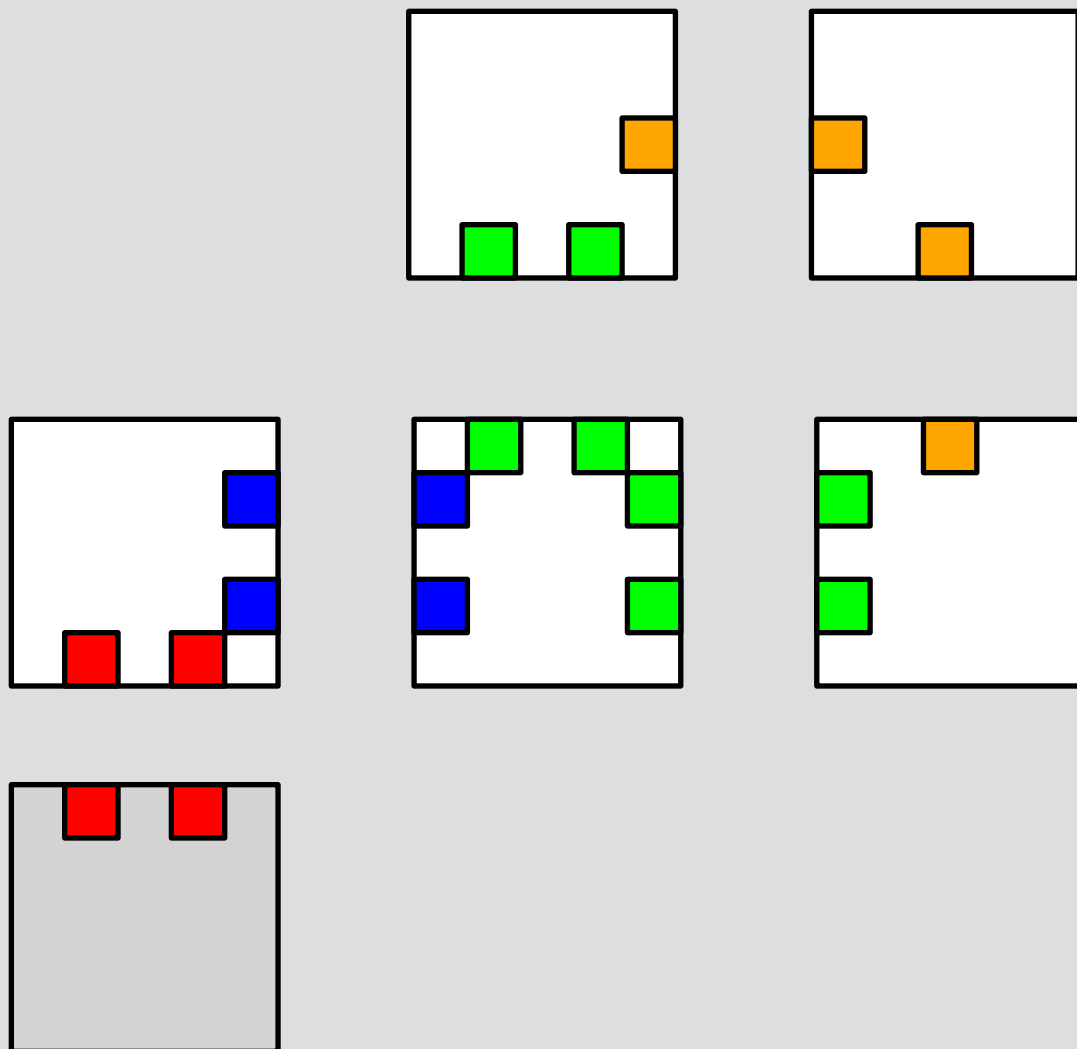


aTAM

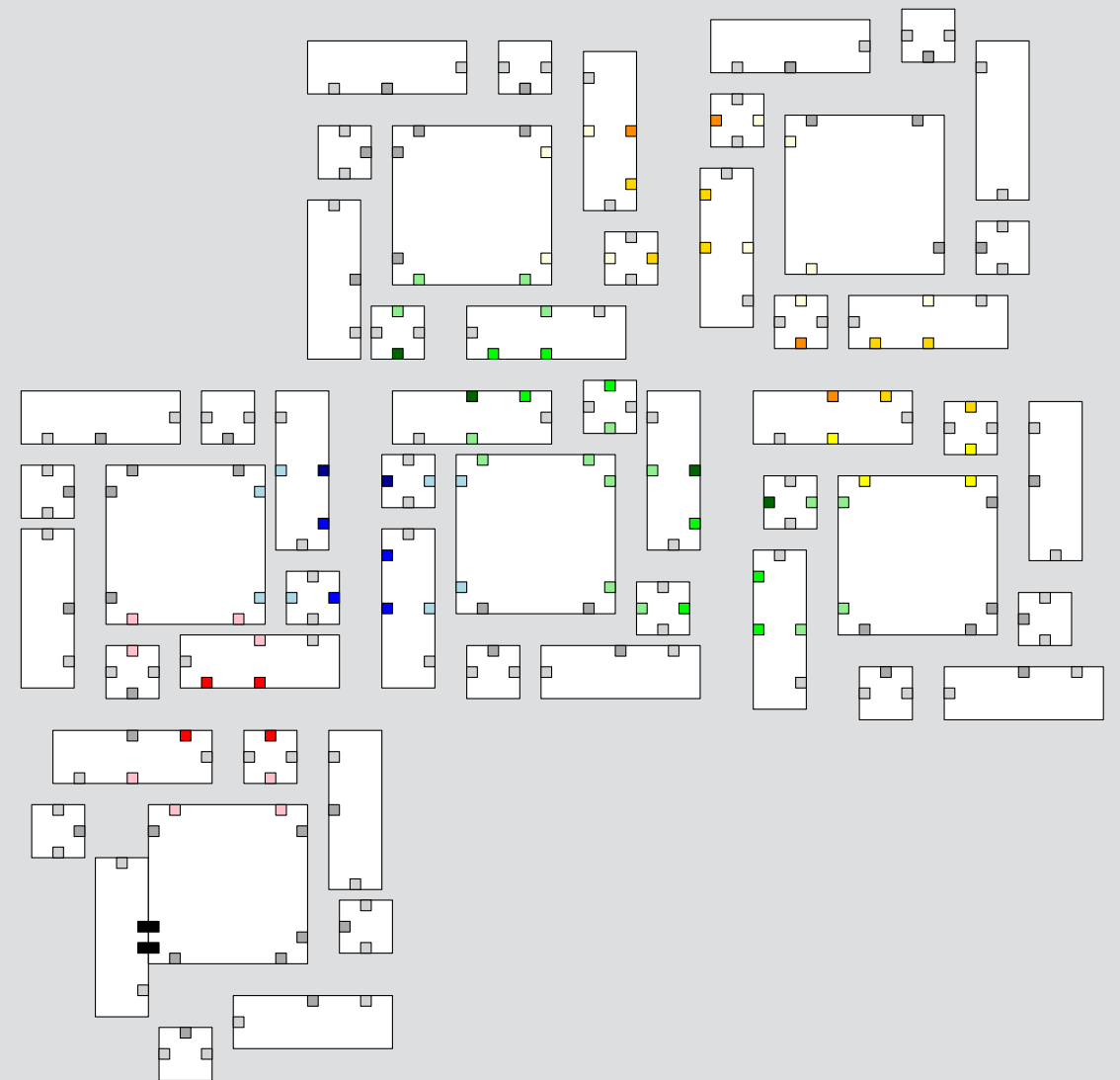


2HAM

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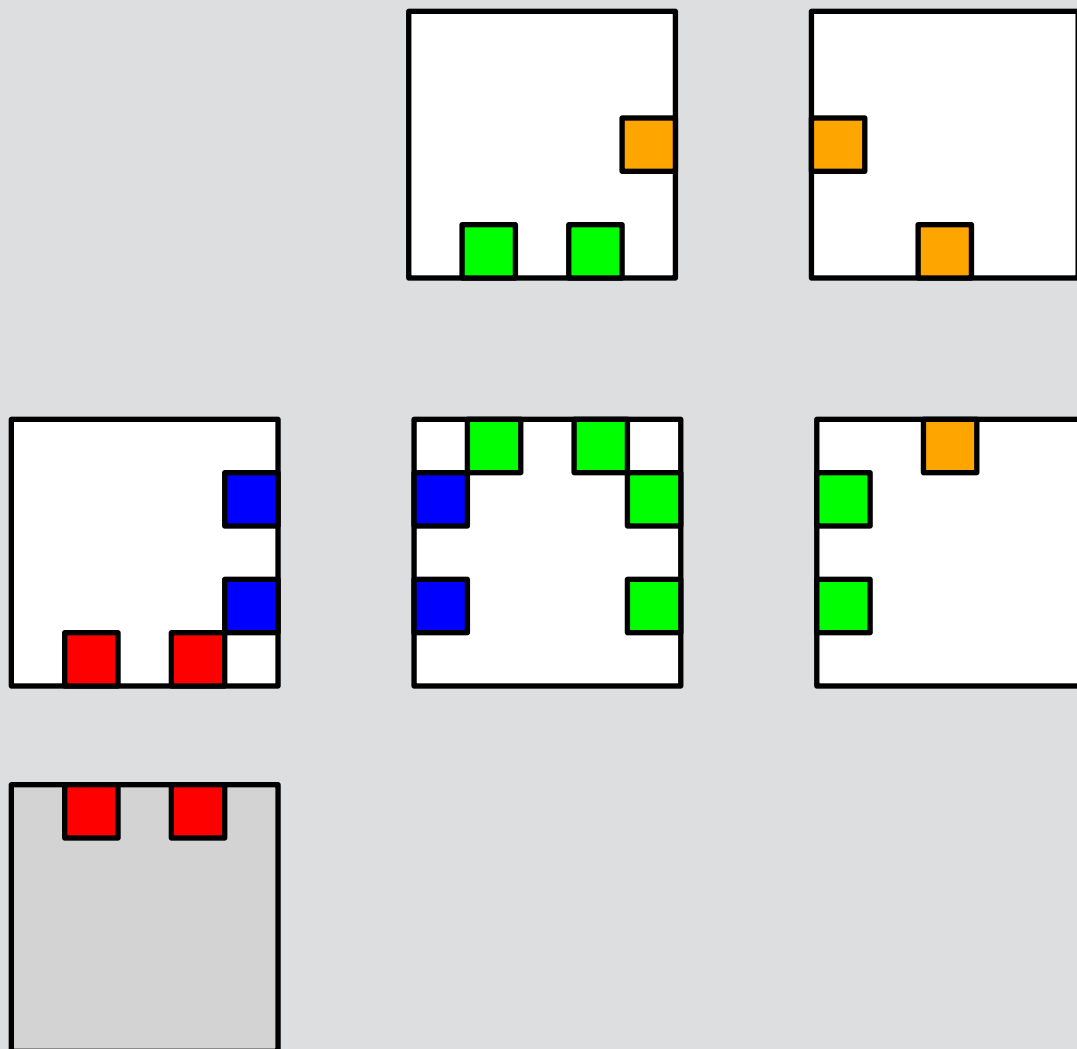


aTAM

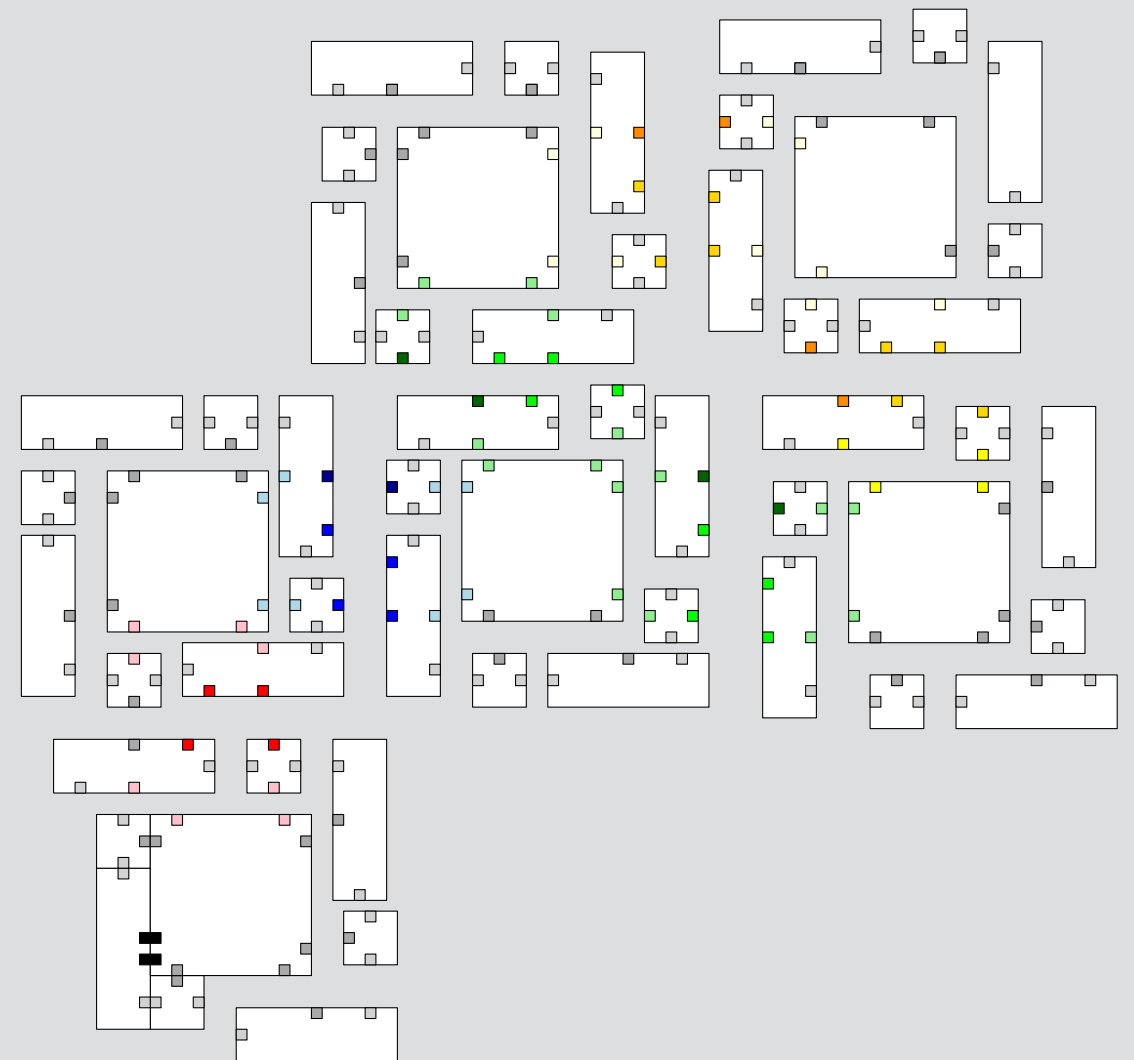


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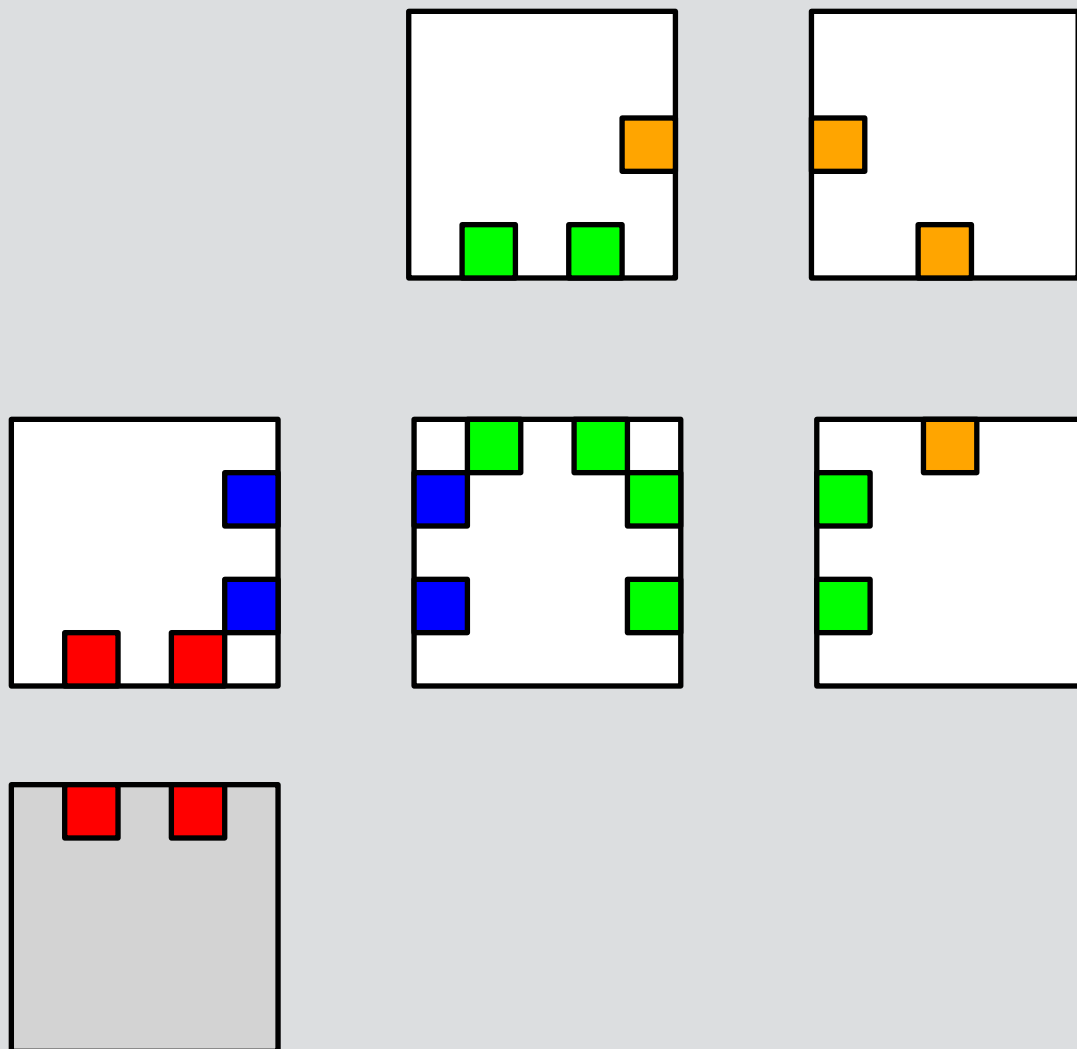


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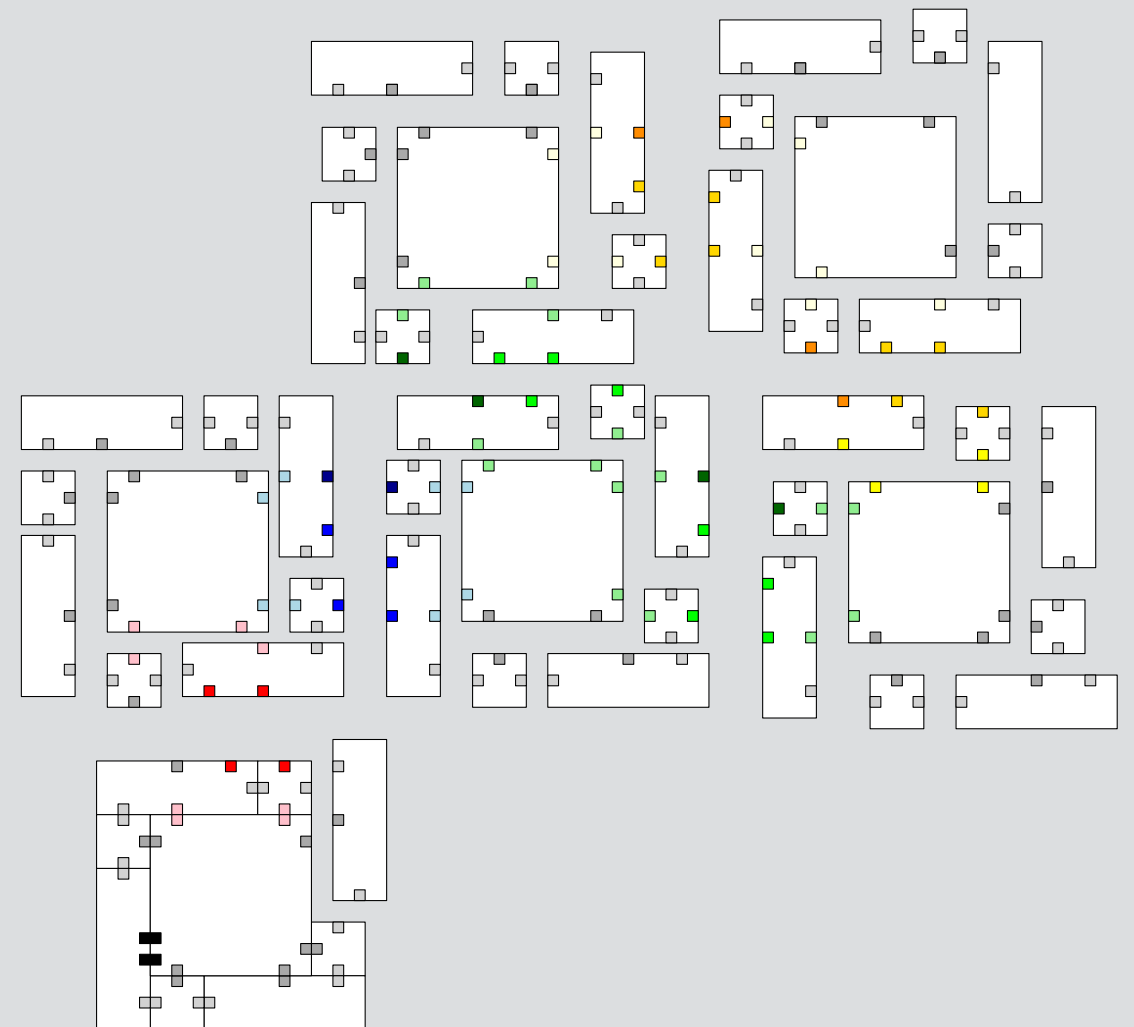


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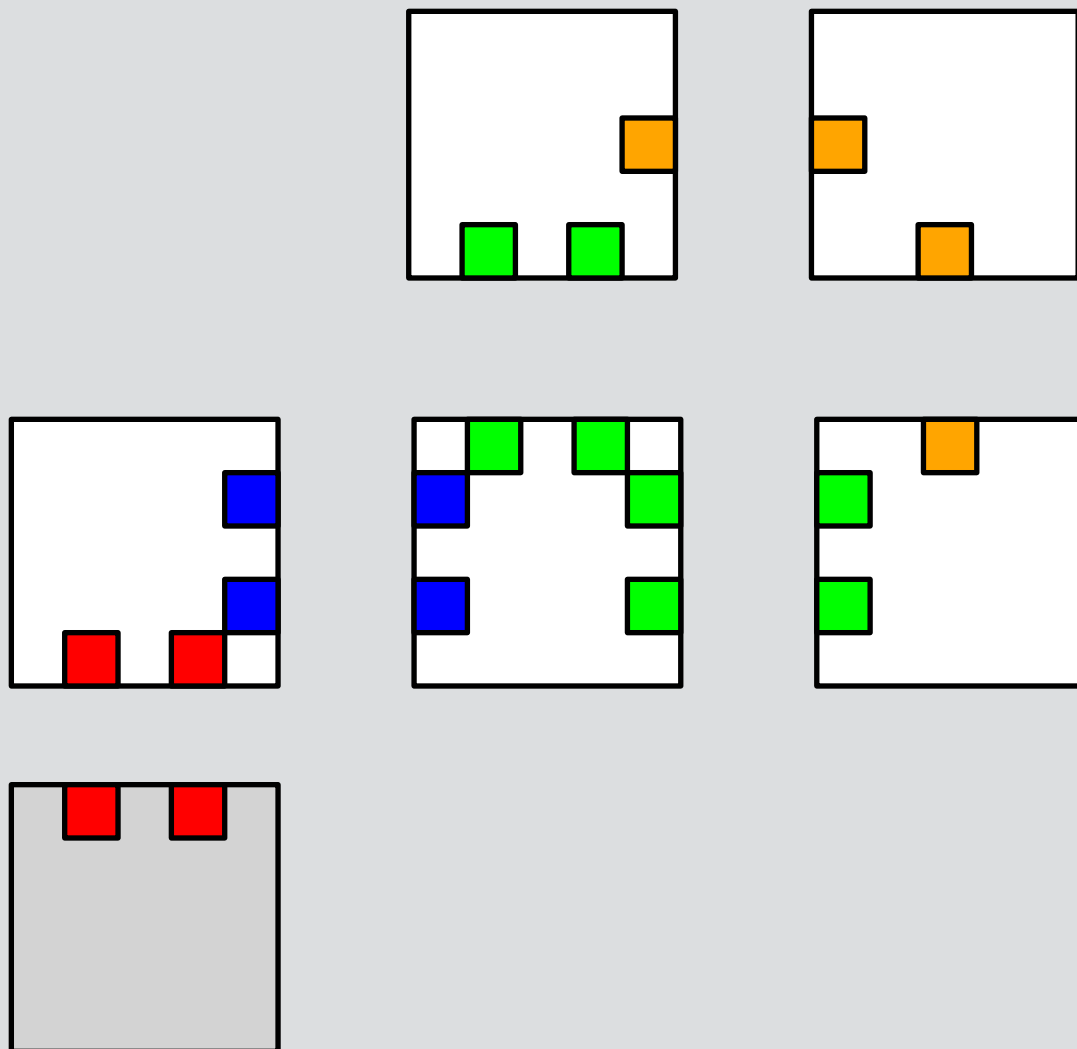


aTAM

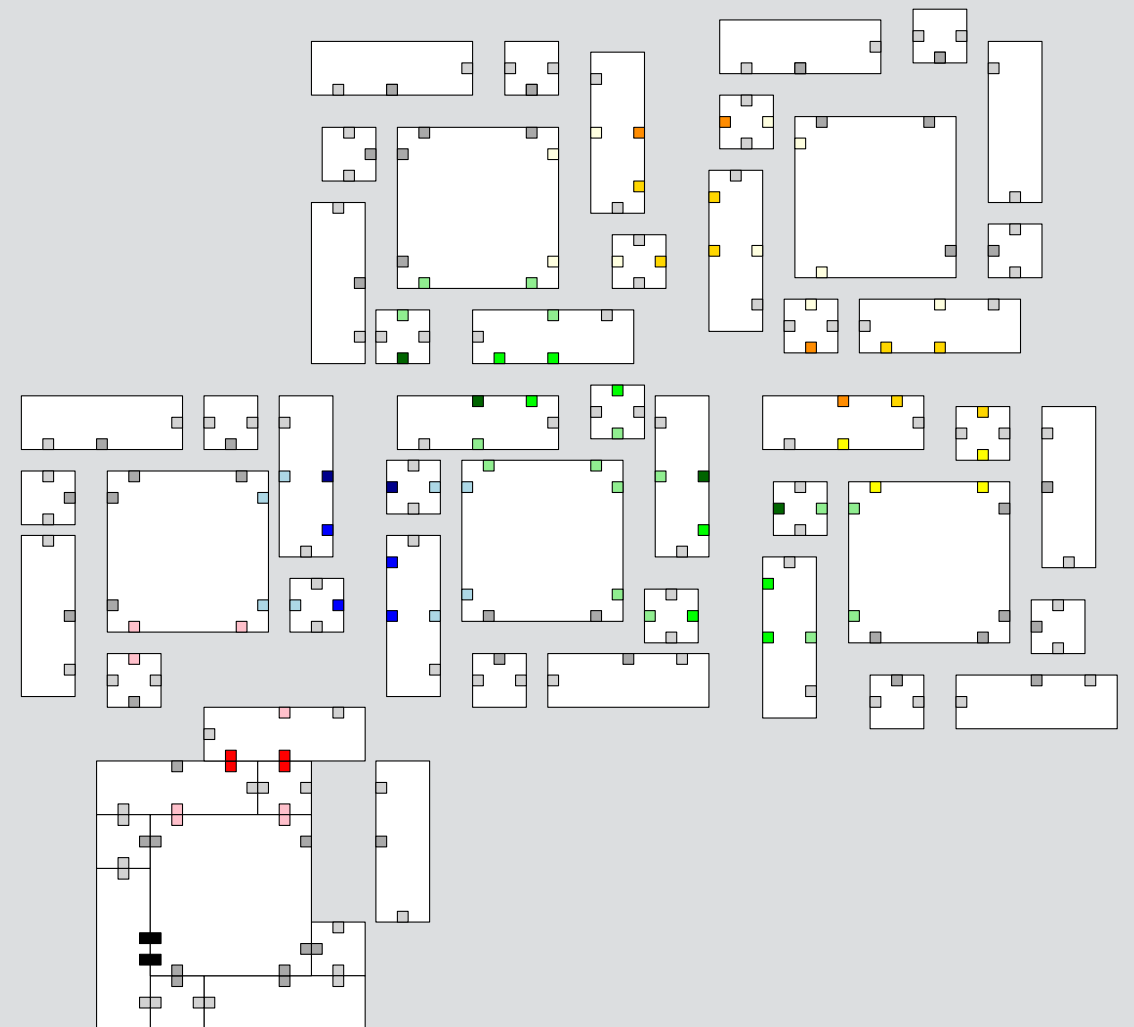


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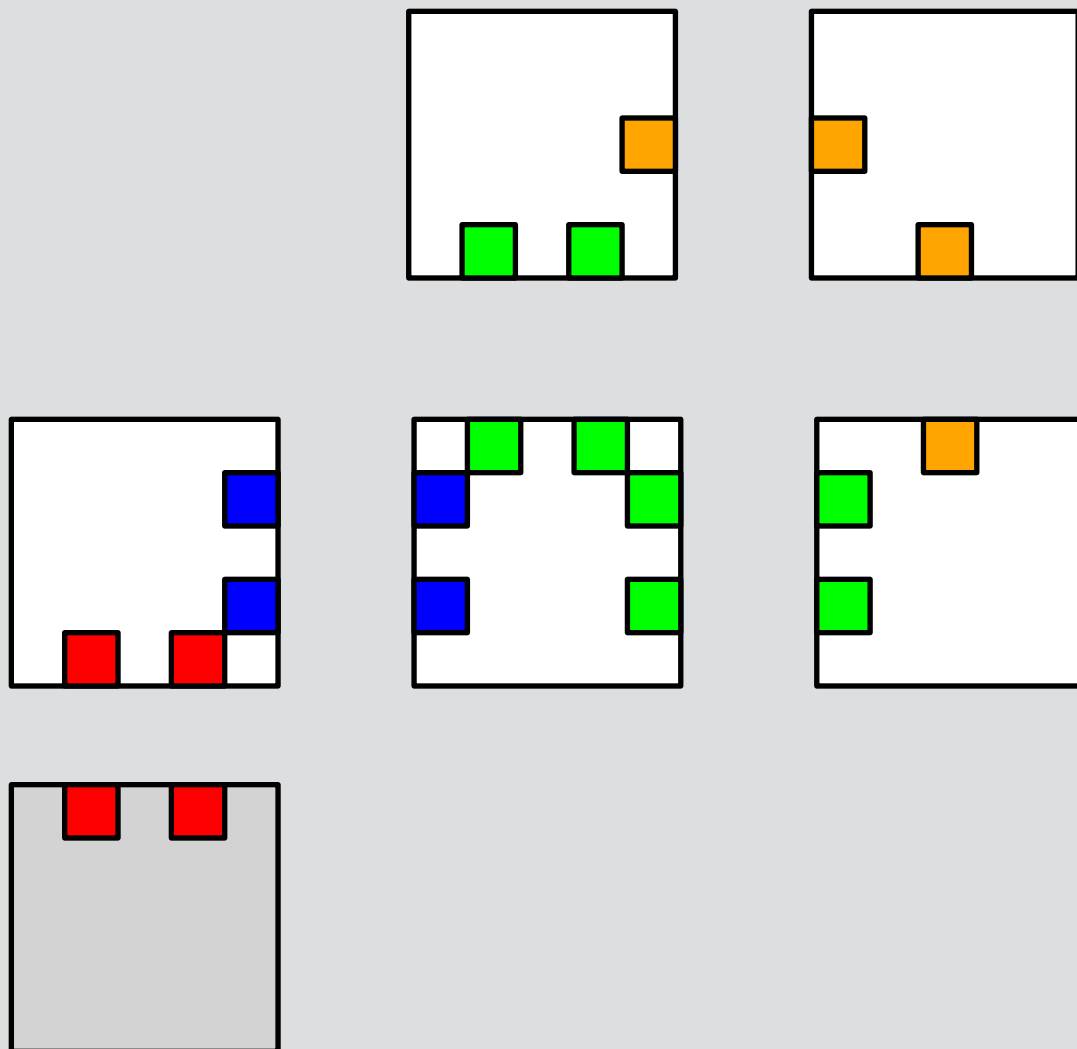


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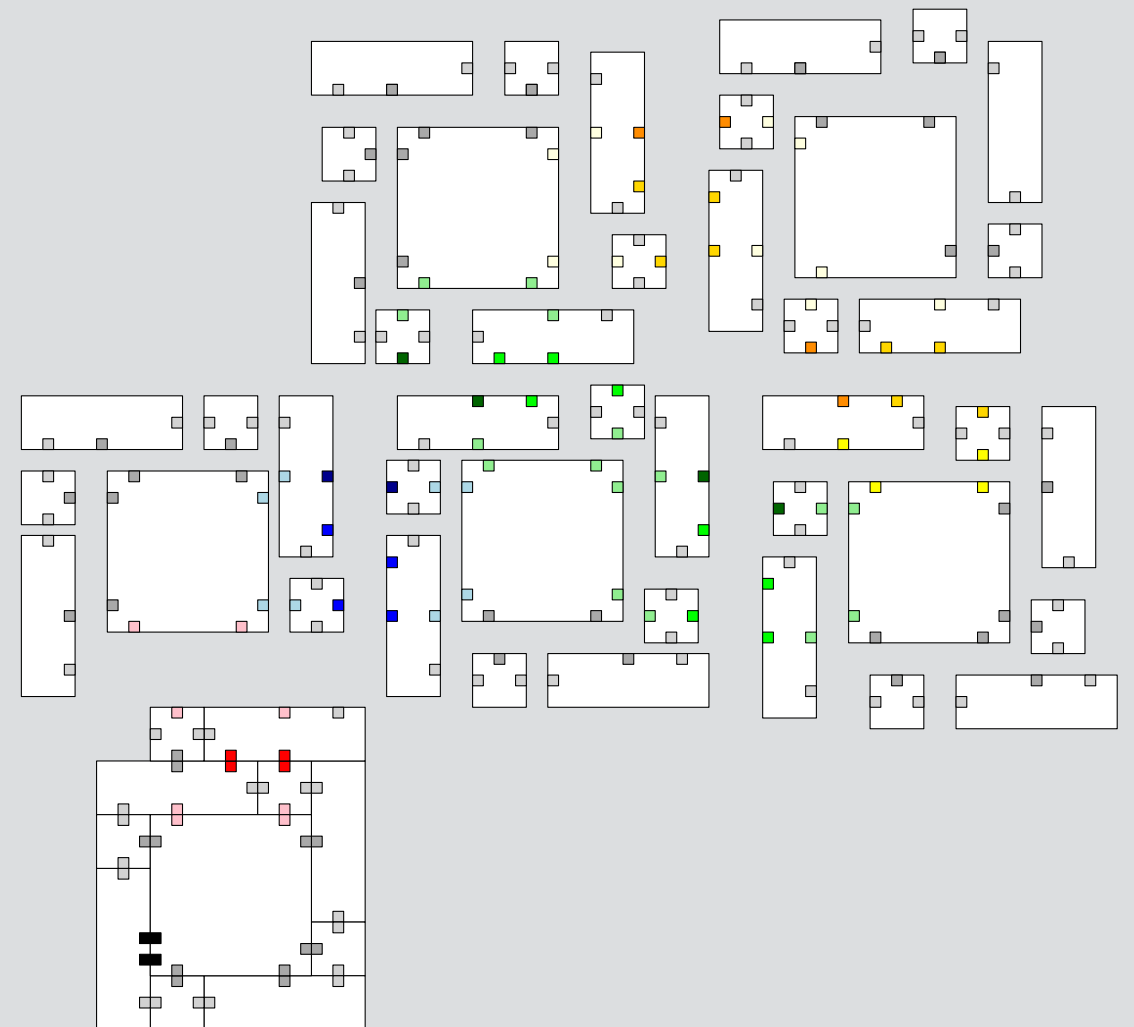


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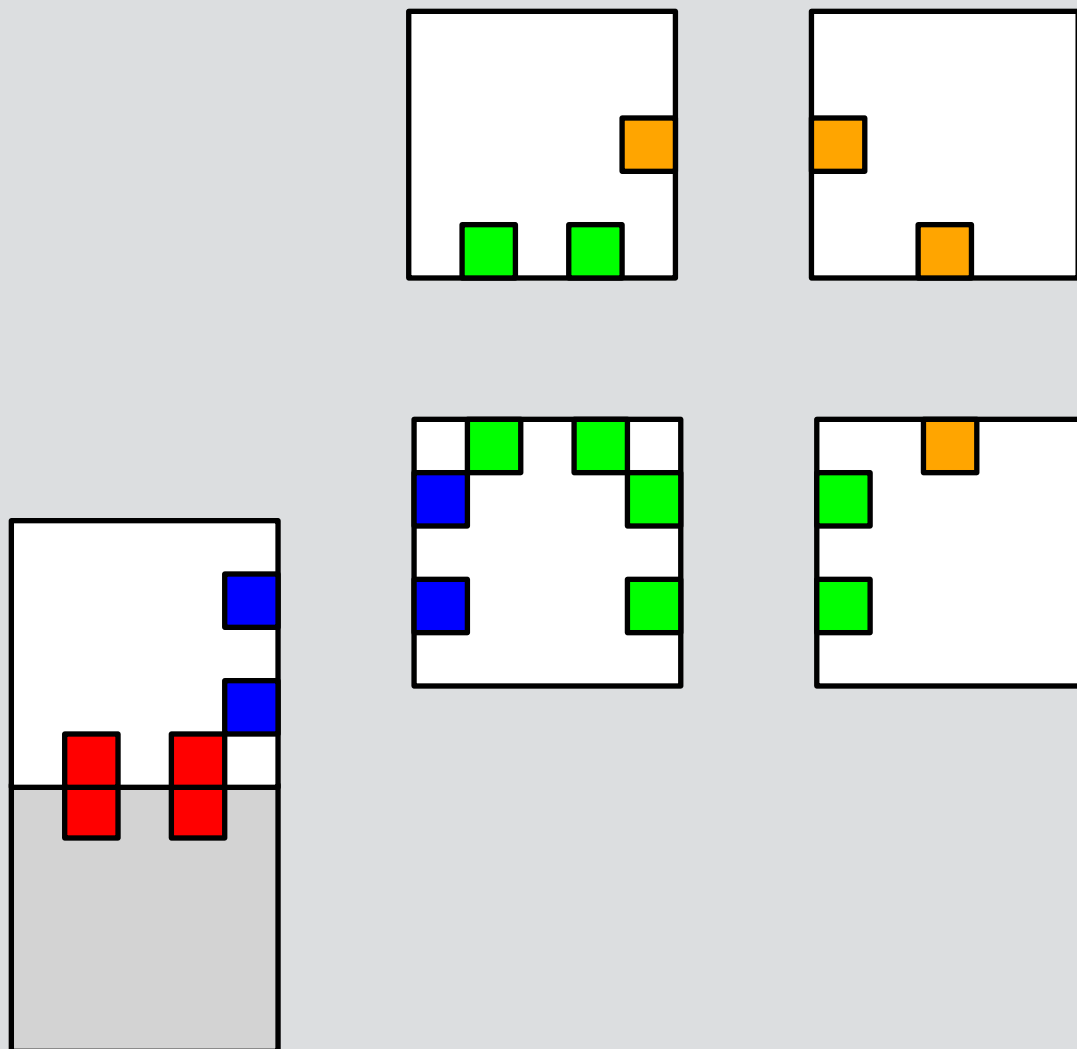


aTAM

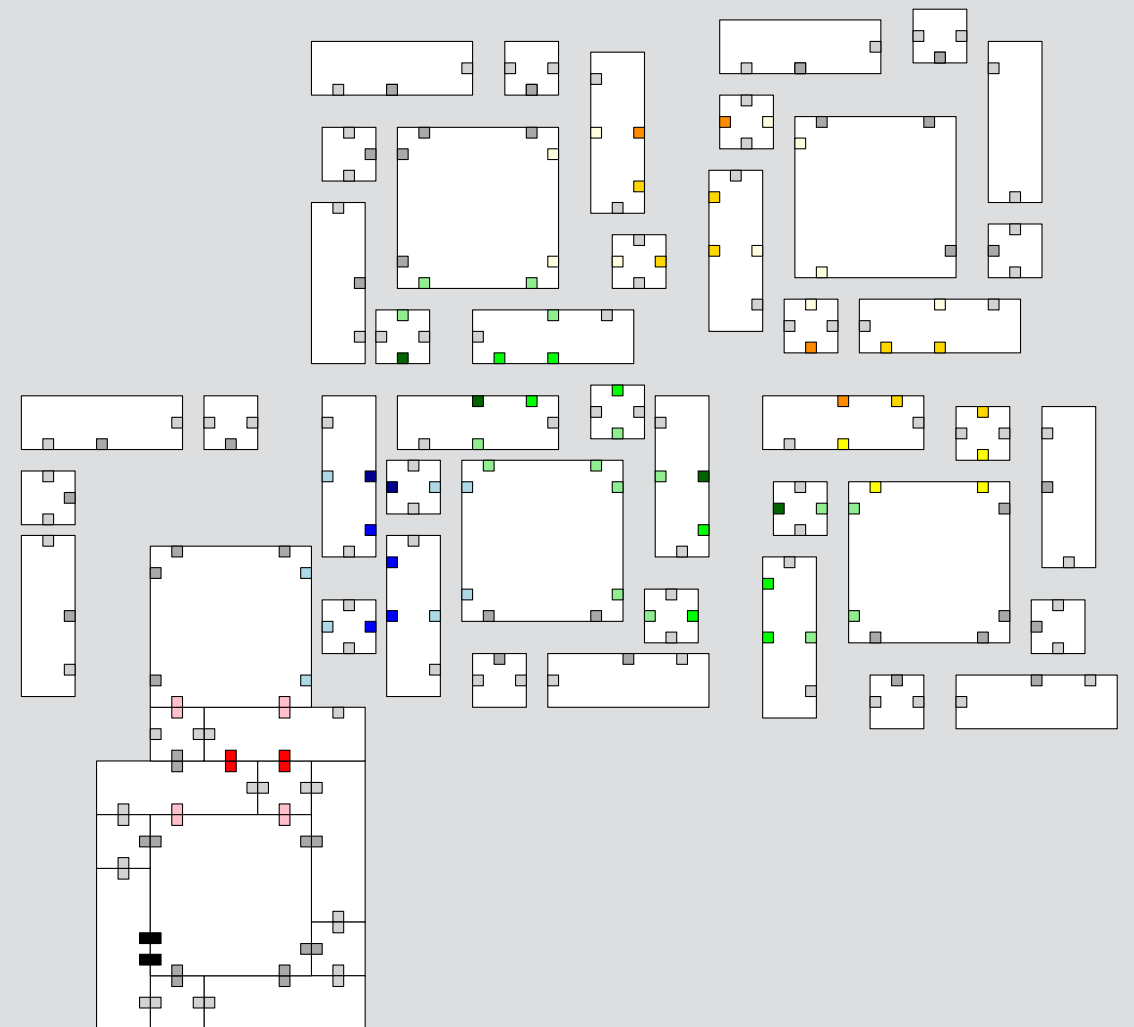


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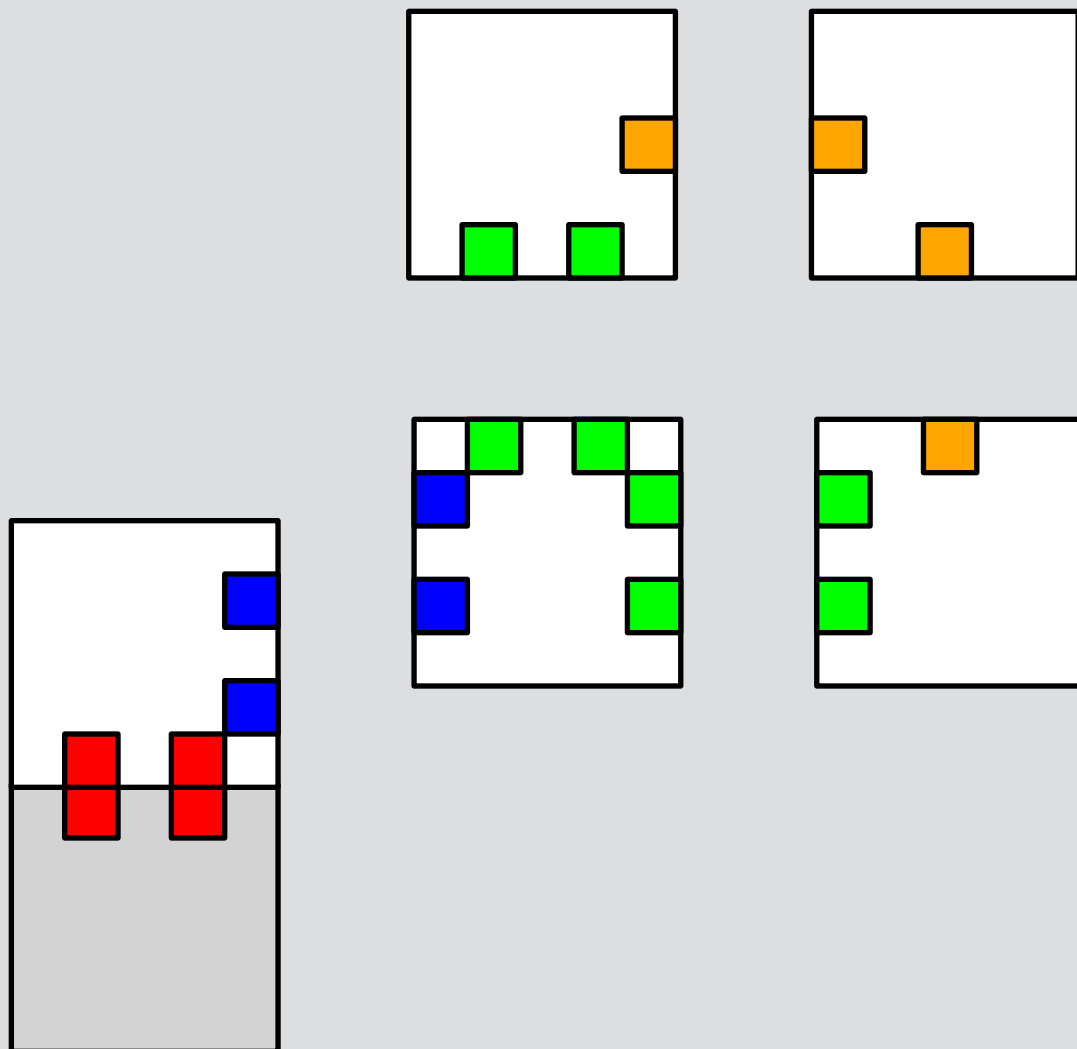


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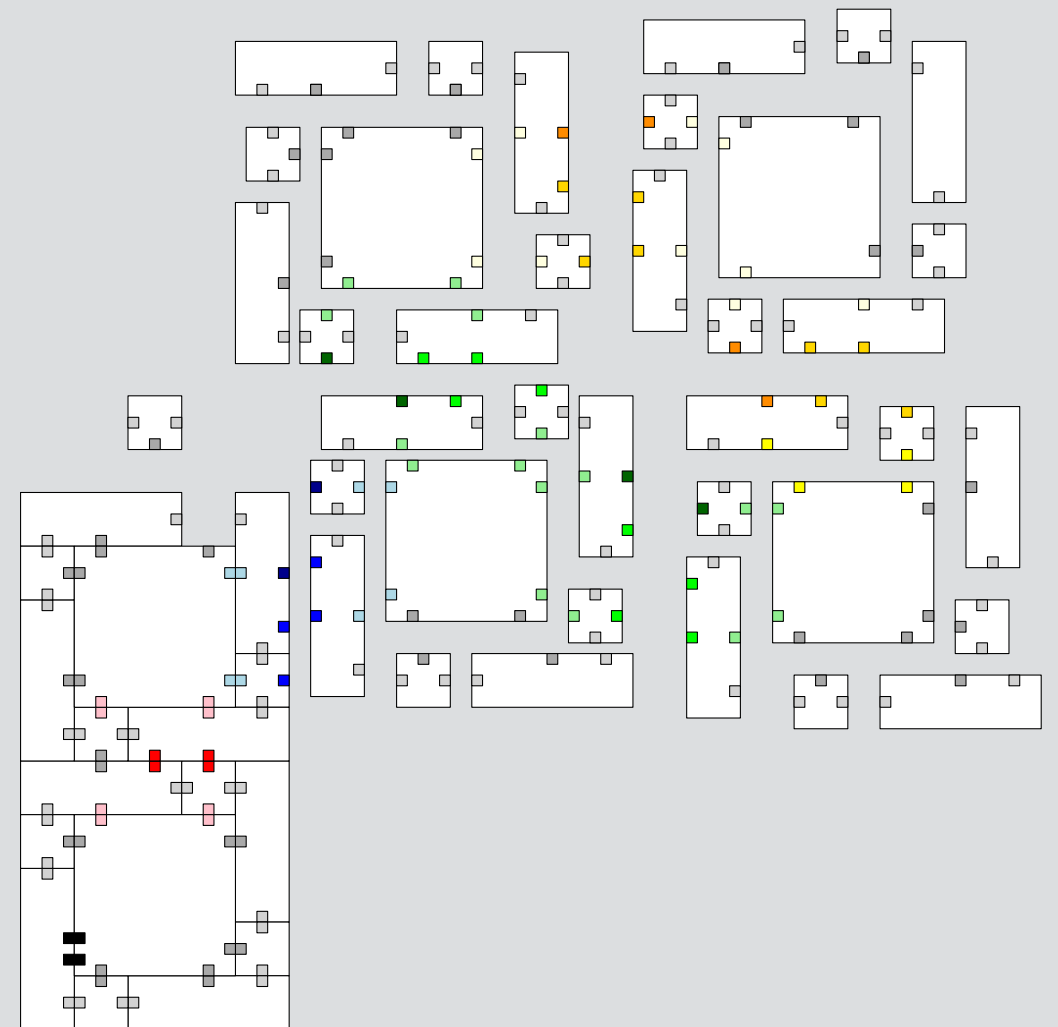


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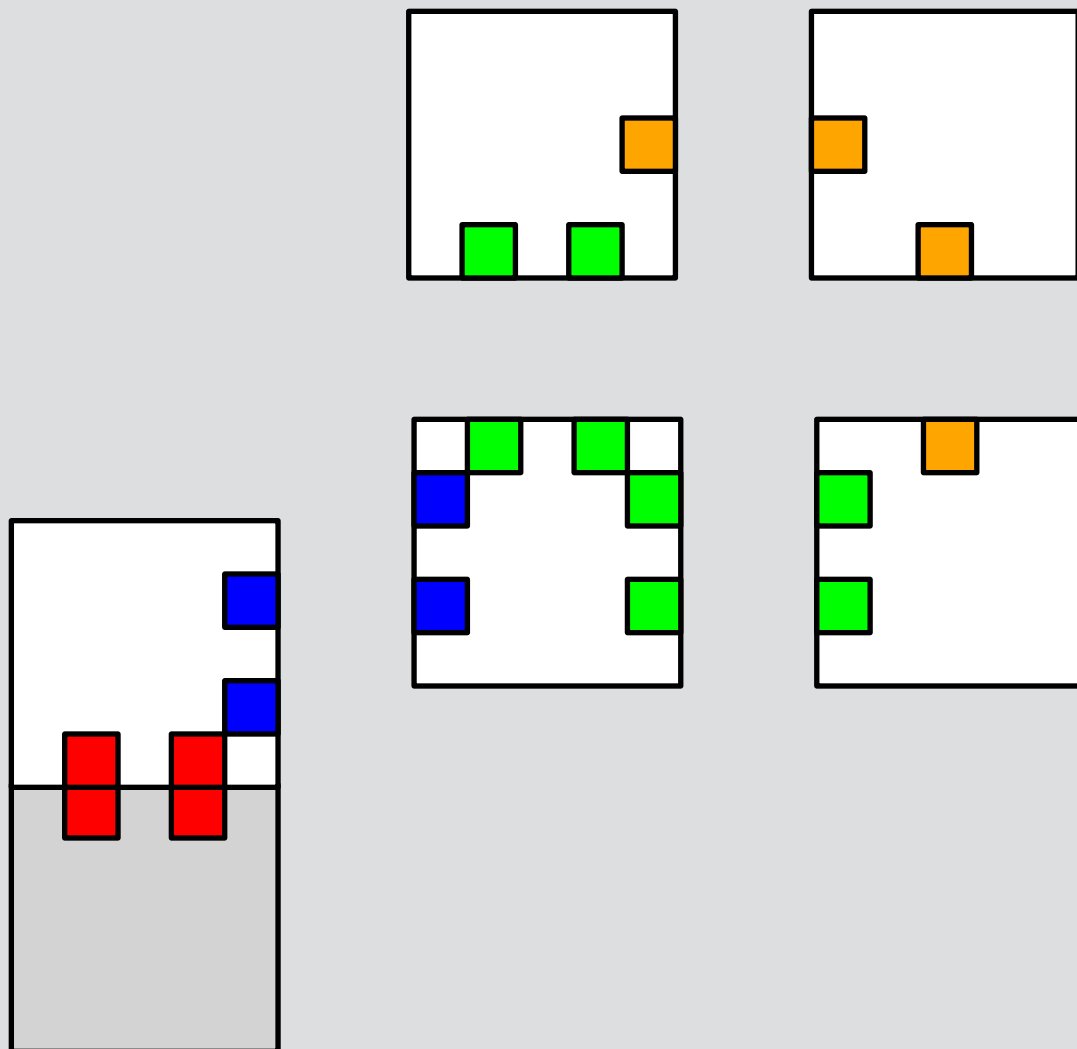


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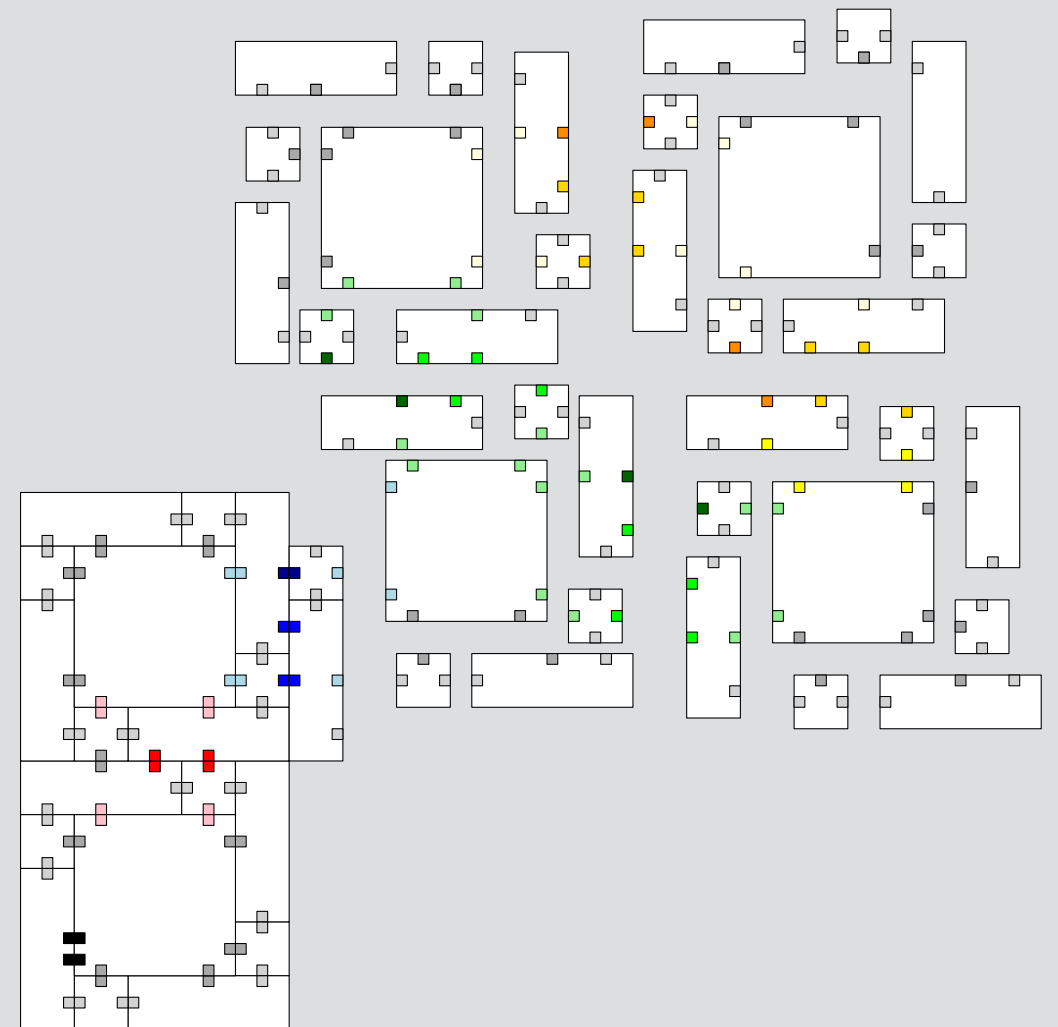


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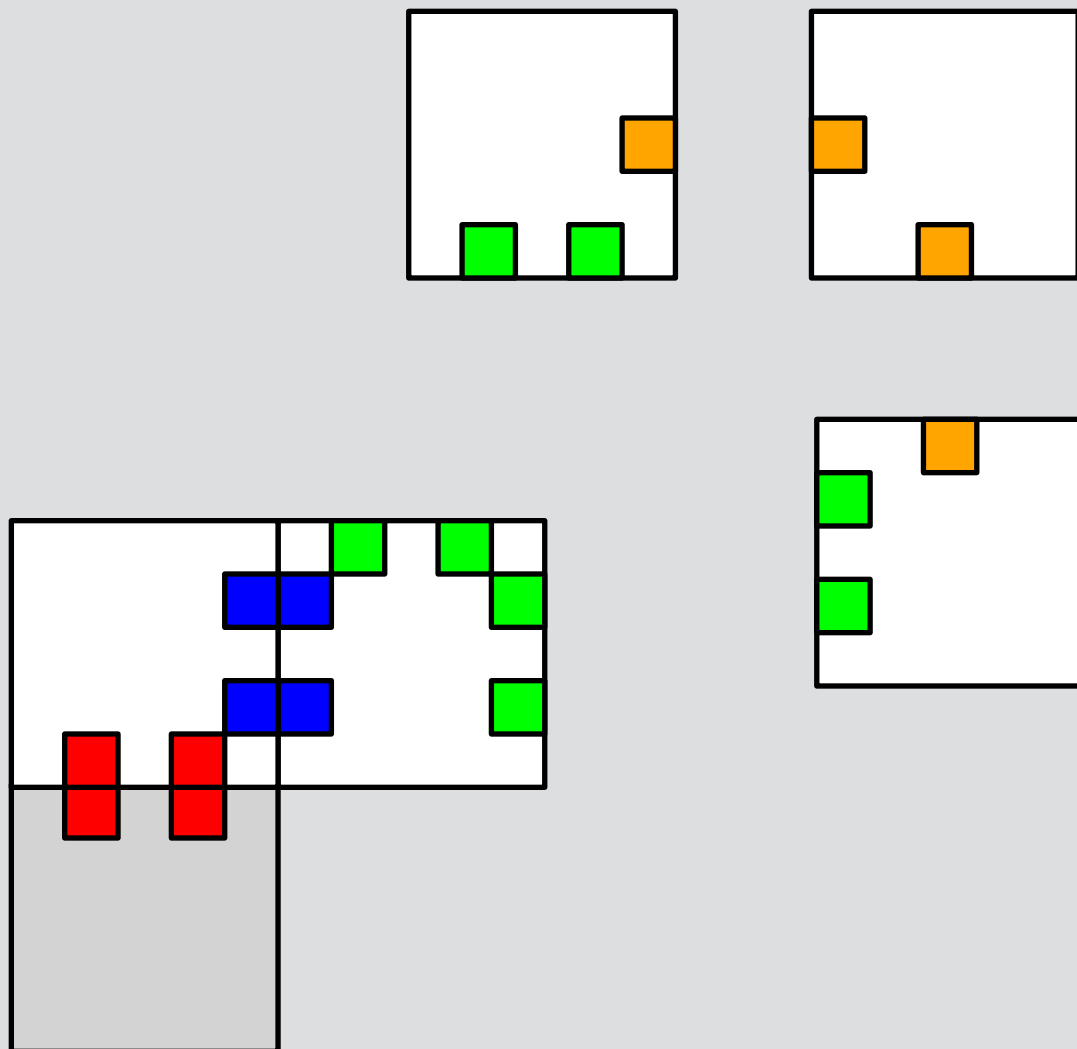


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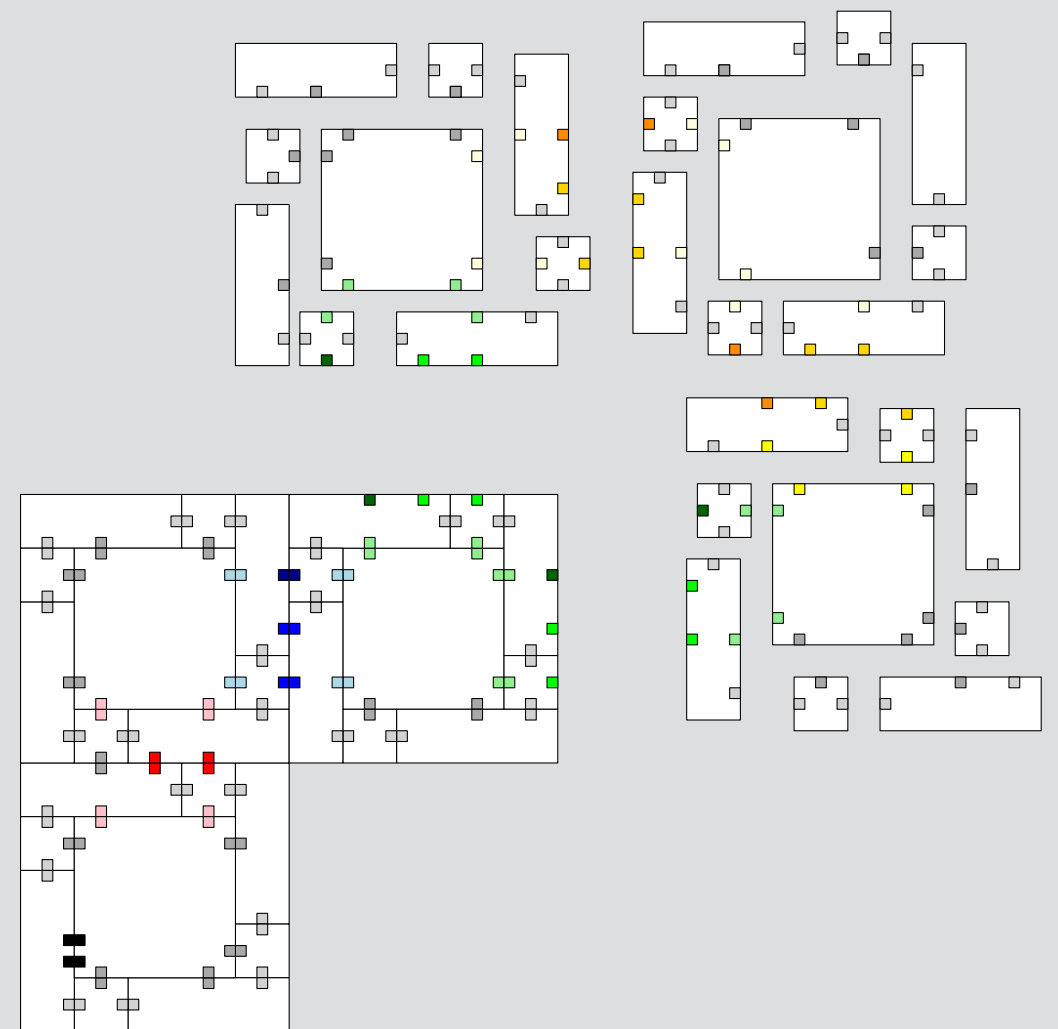


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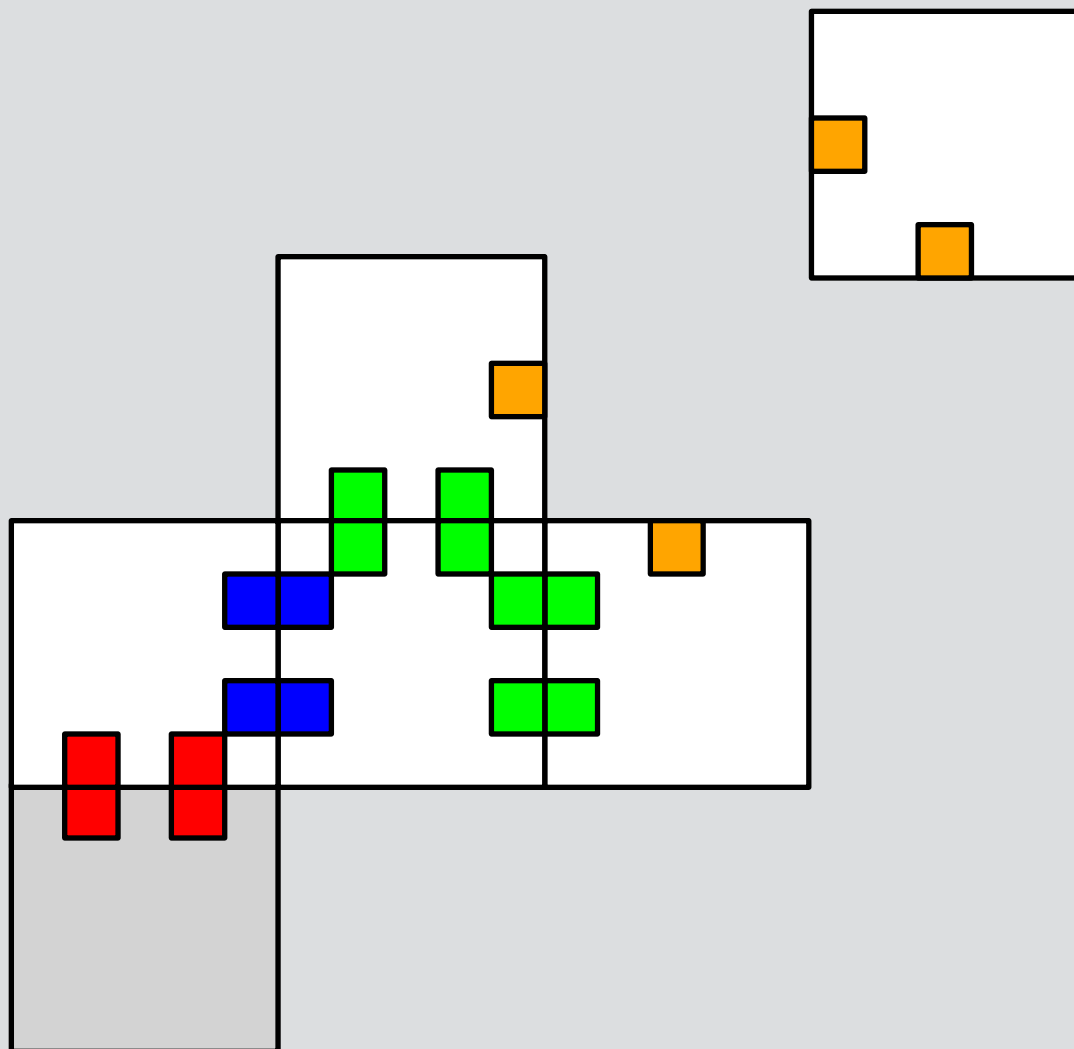


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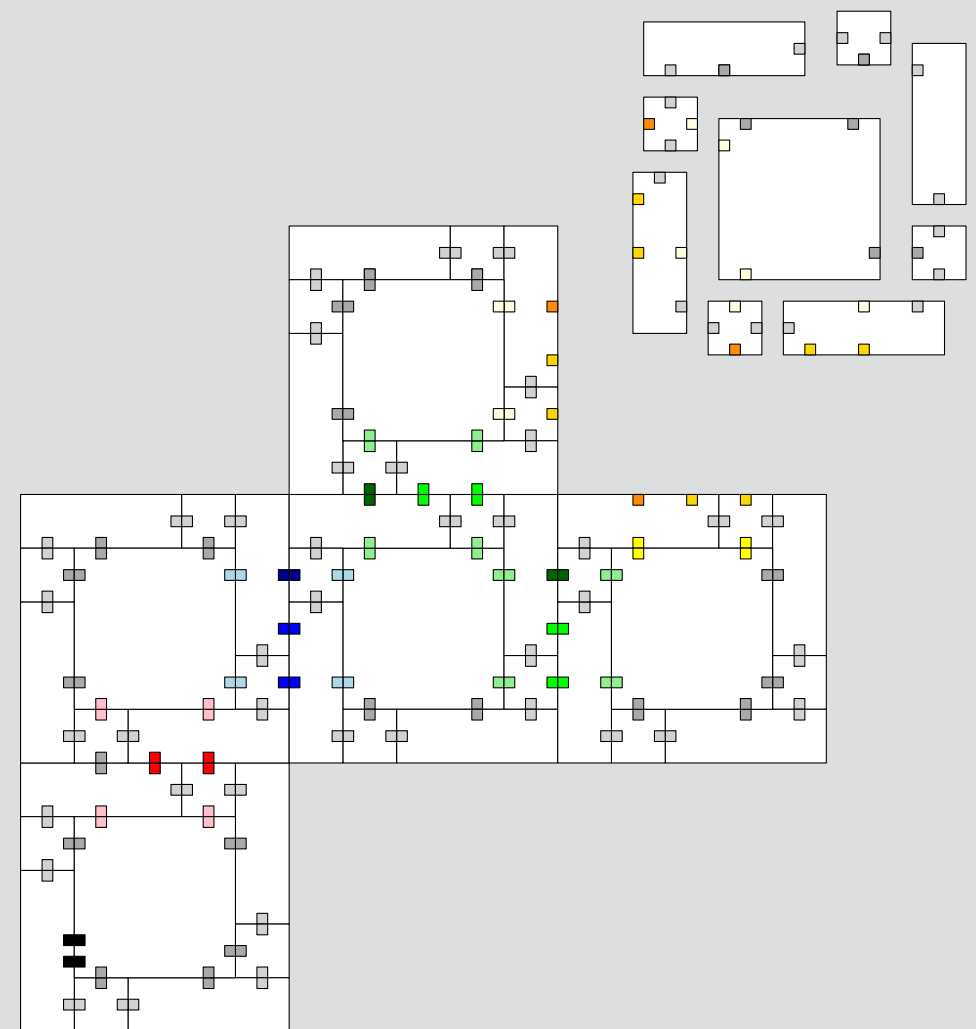


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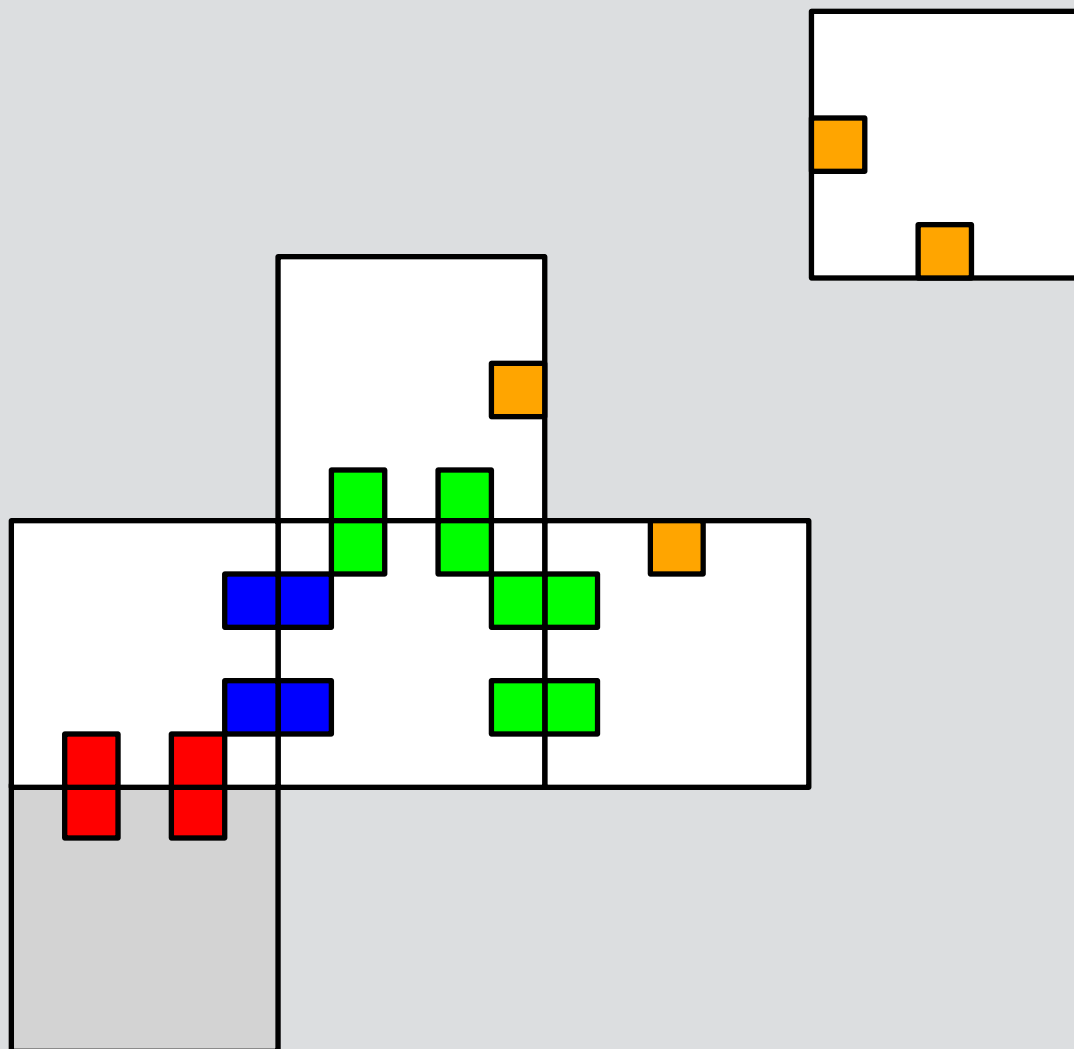


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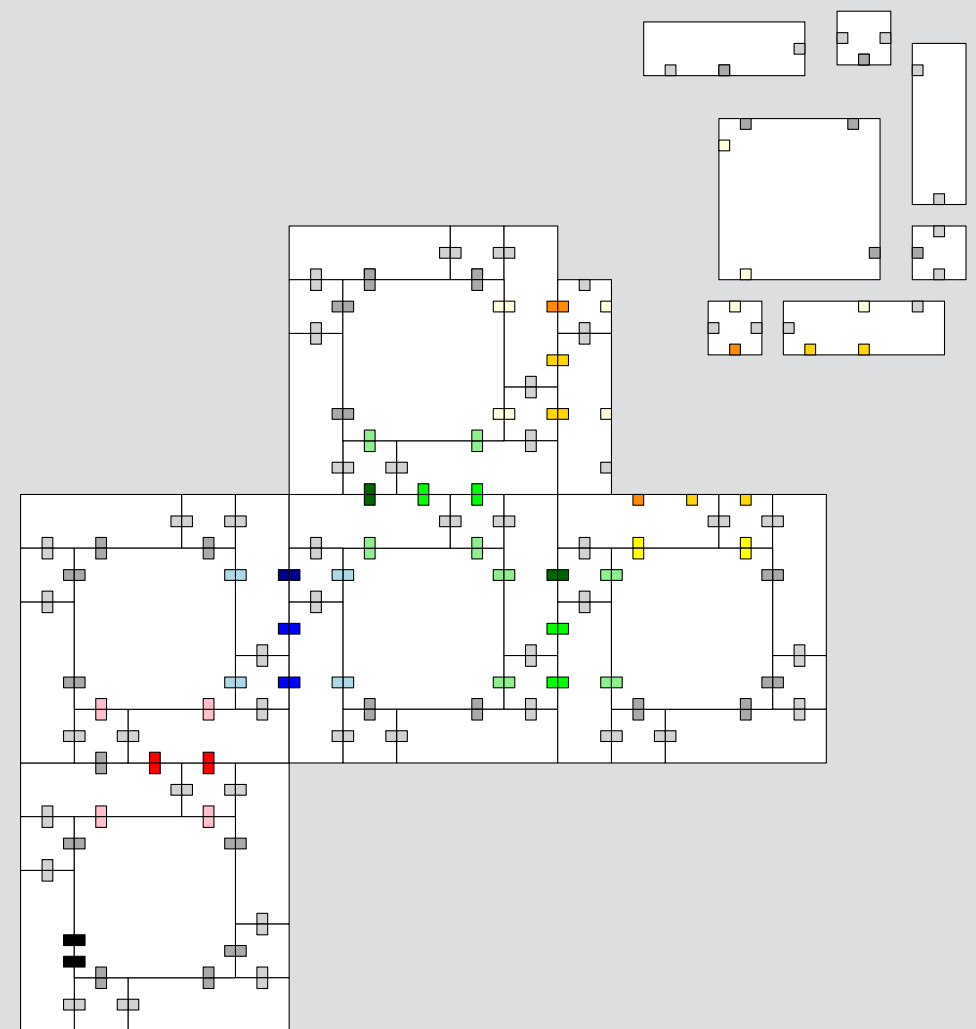


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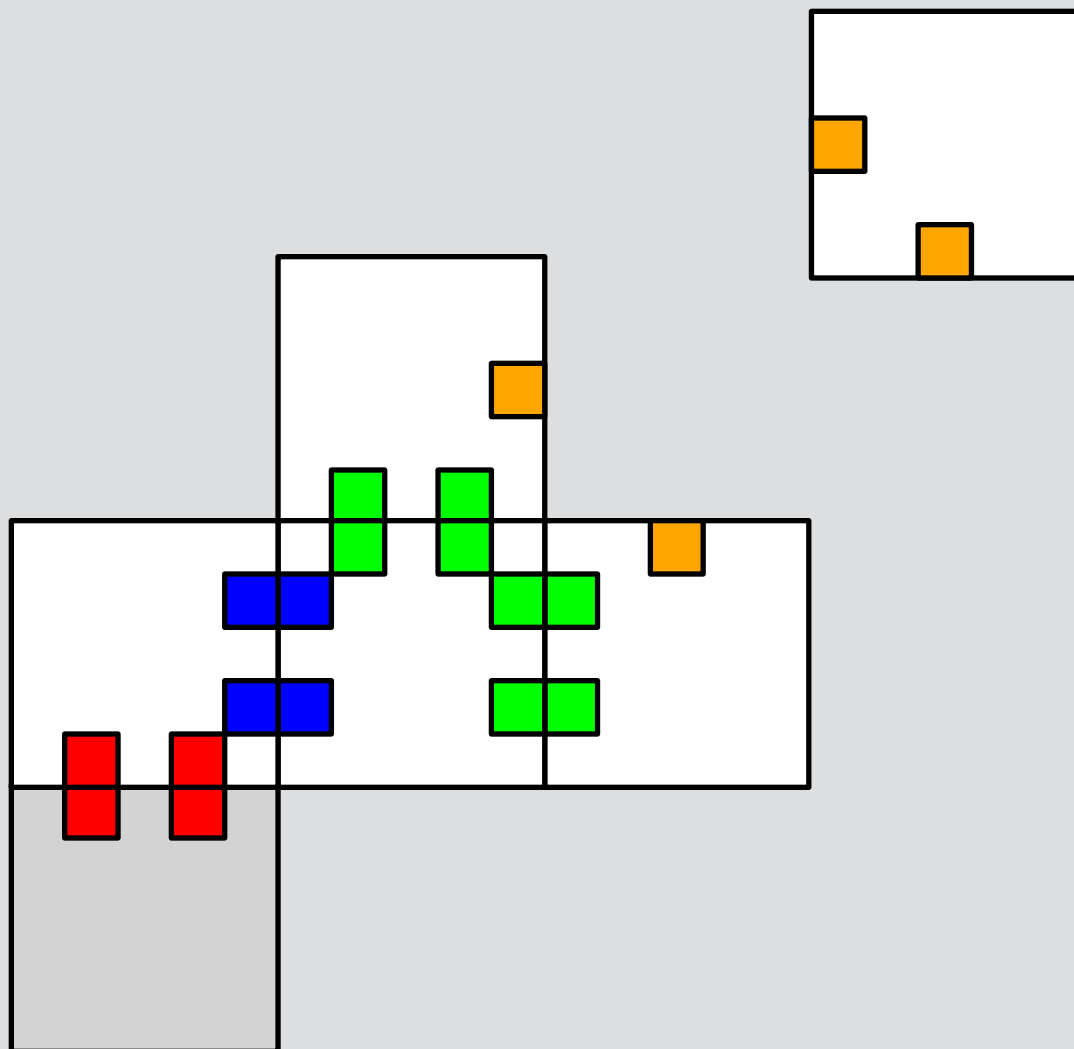


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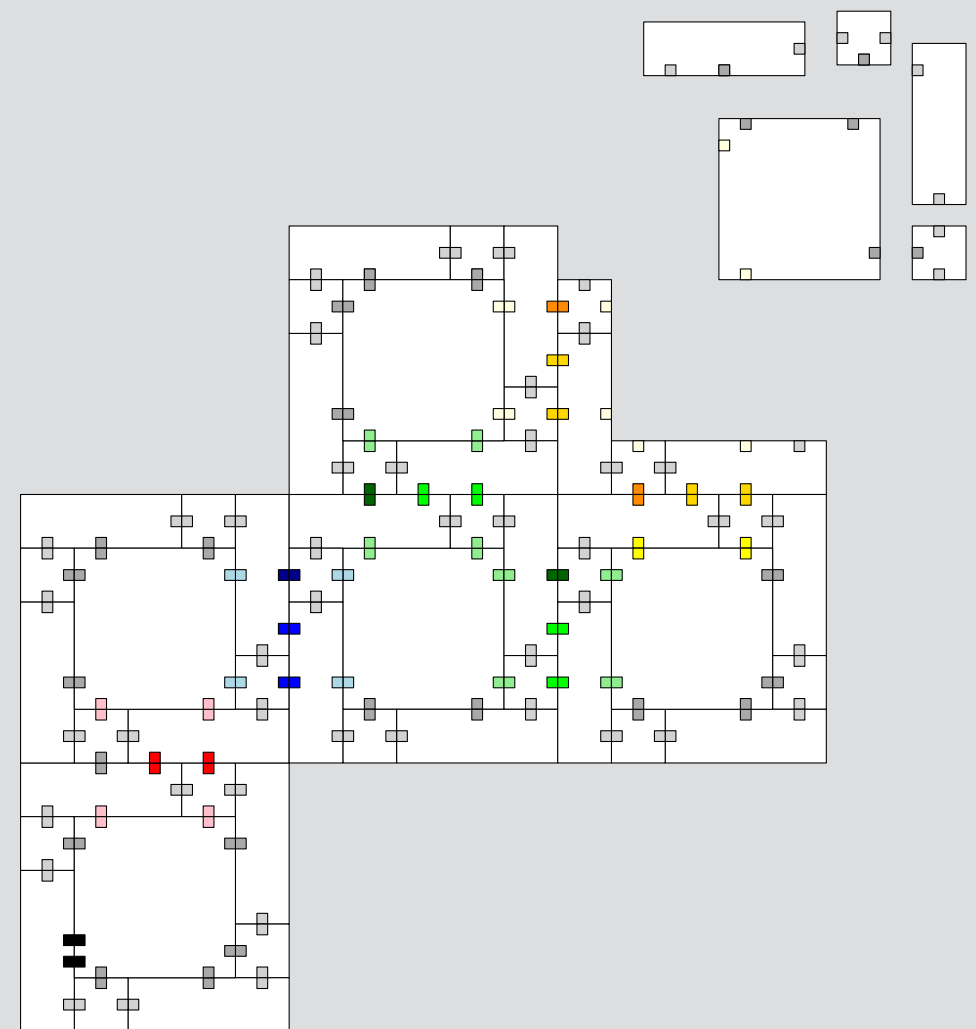


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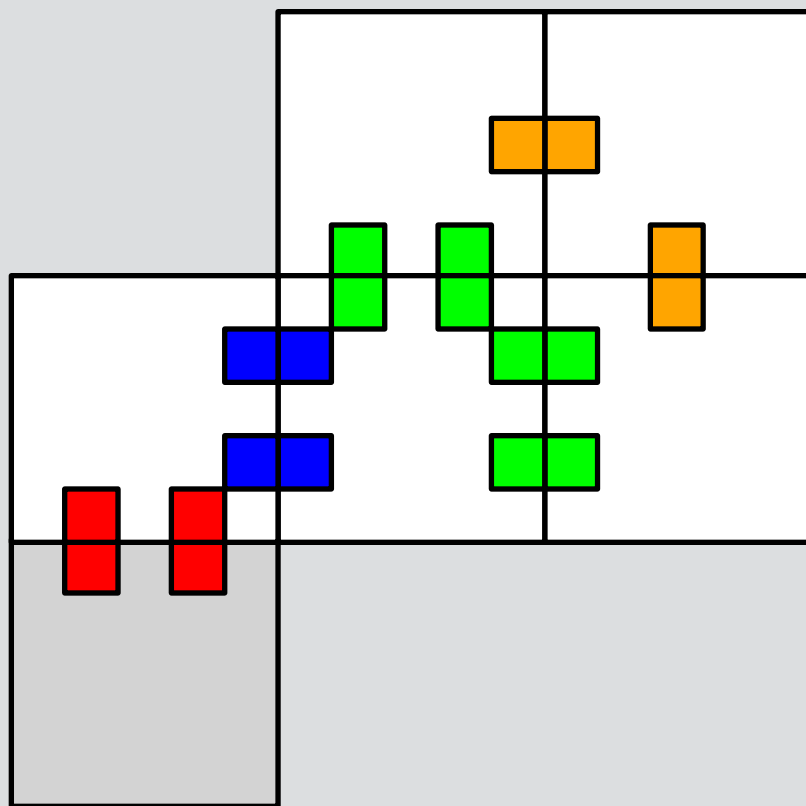


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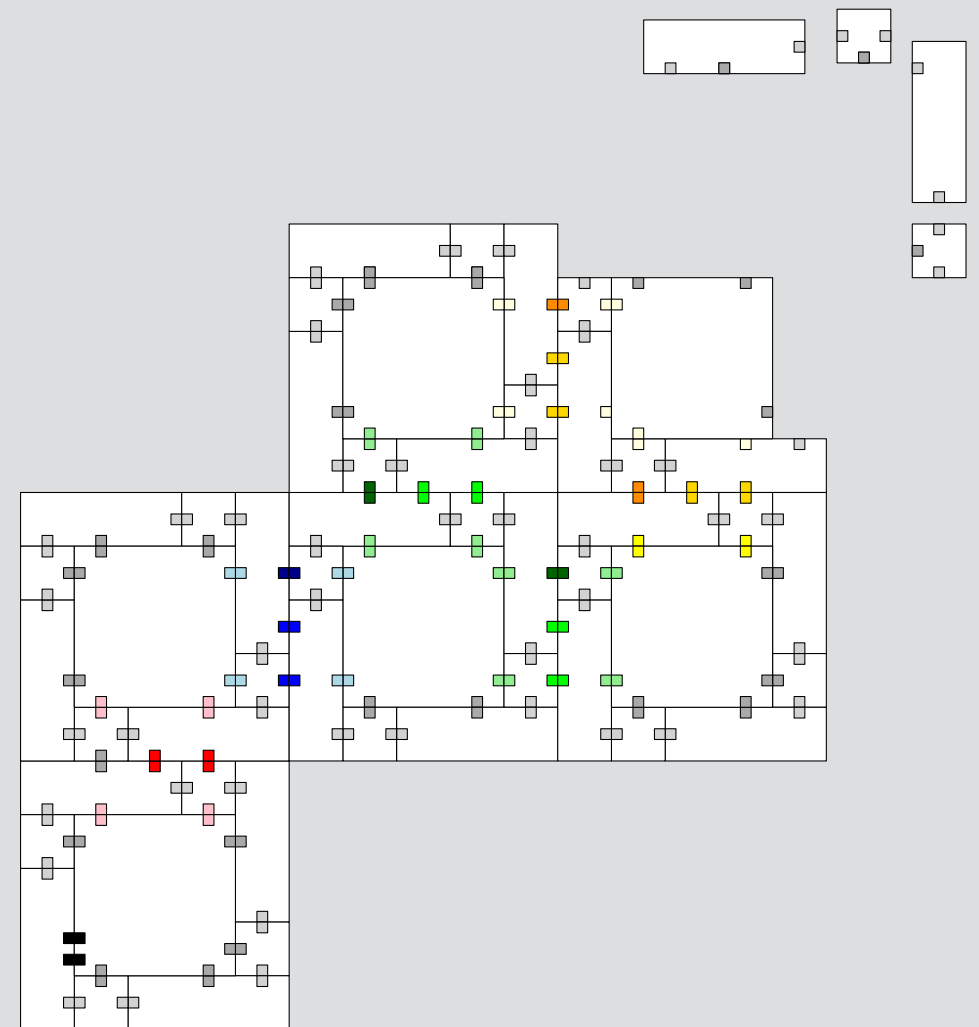


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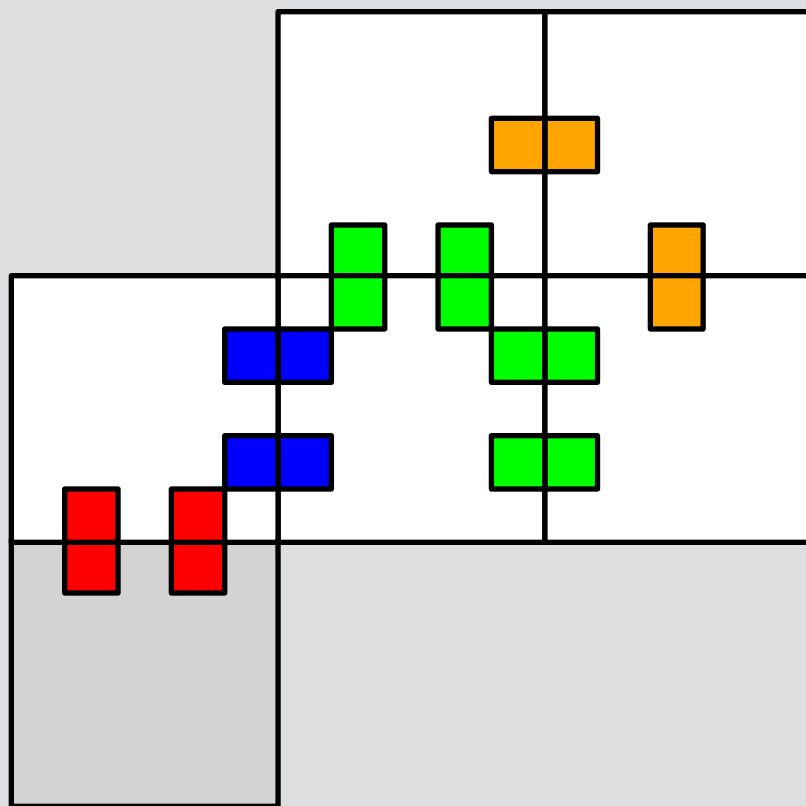


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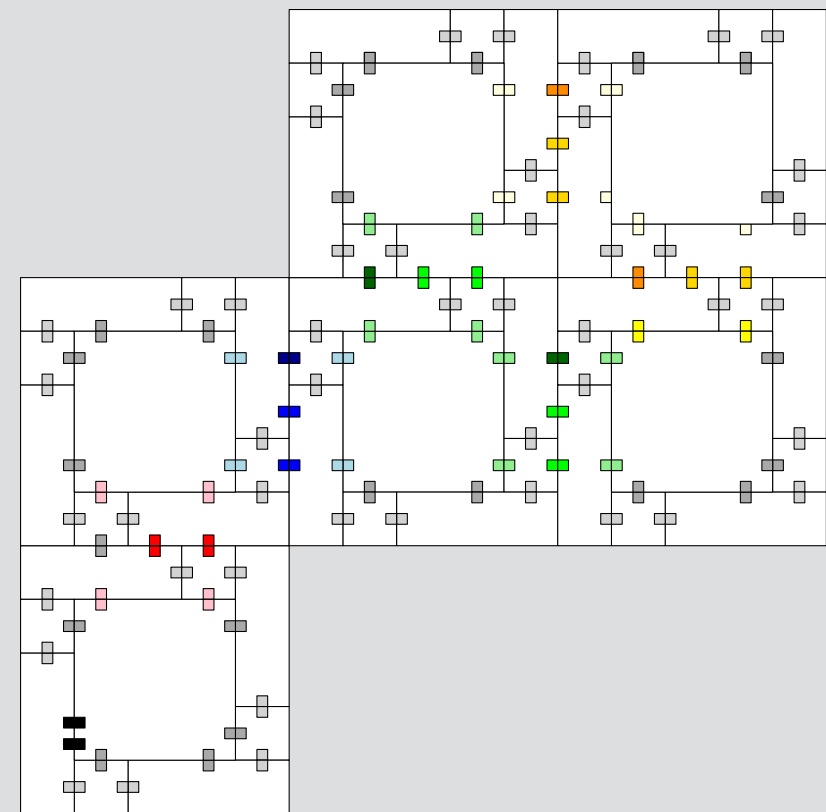


2HAM

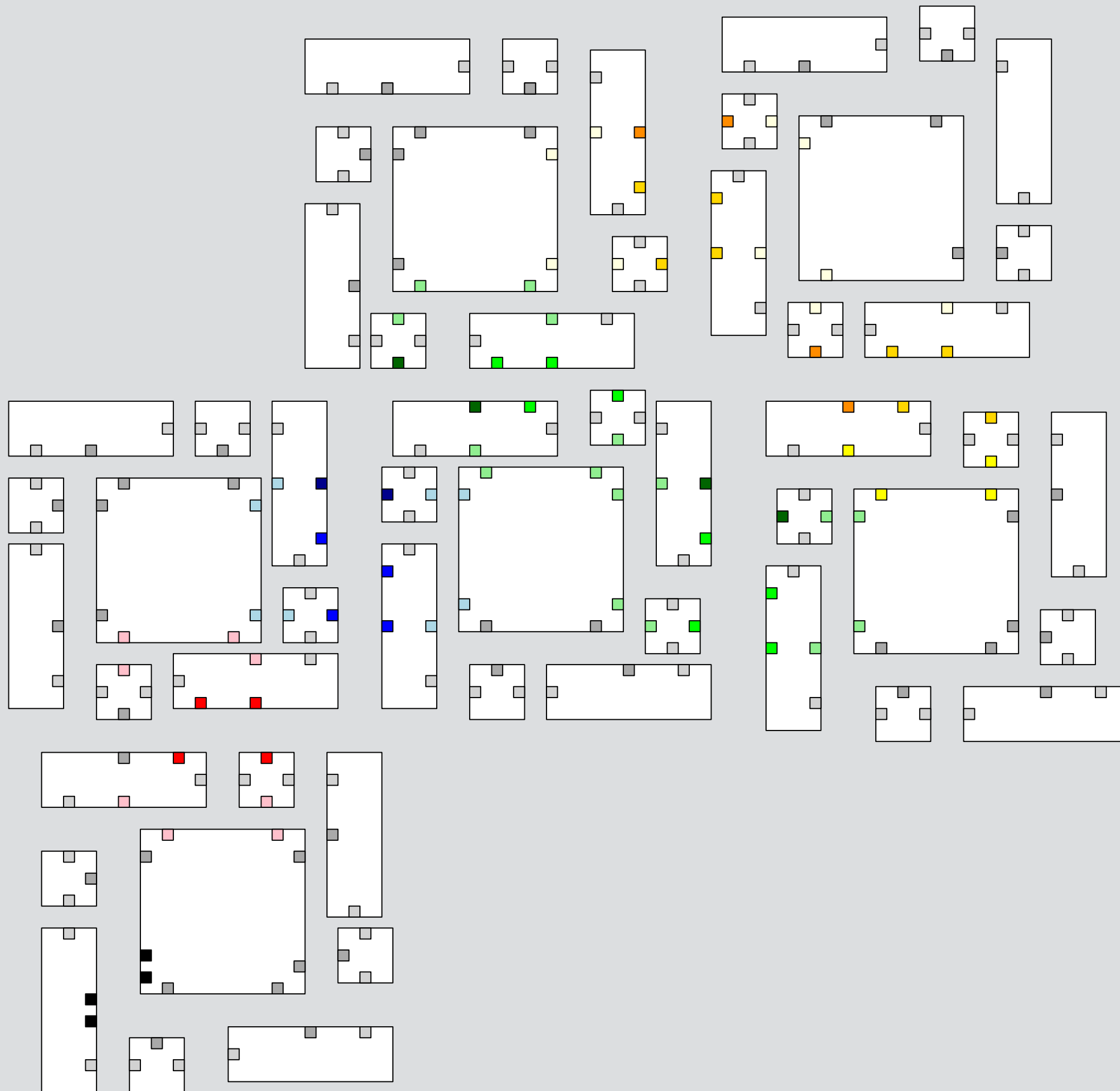
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[Cannon et al. 2013]



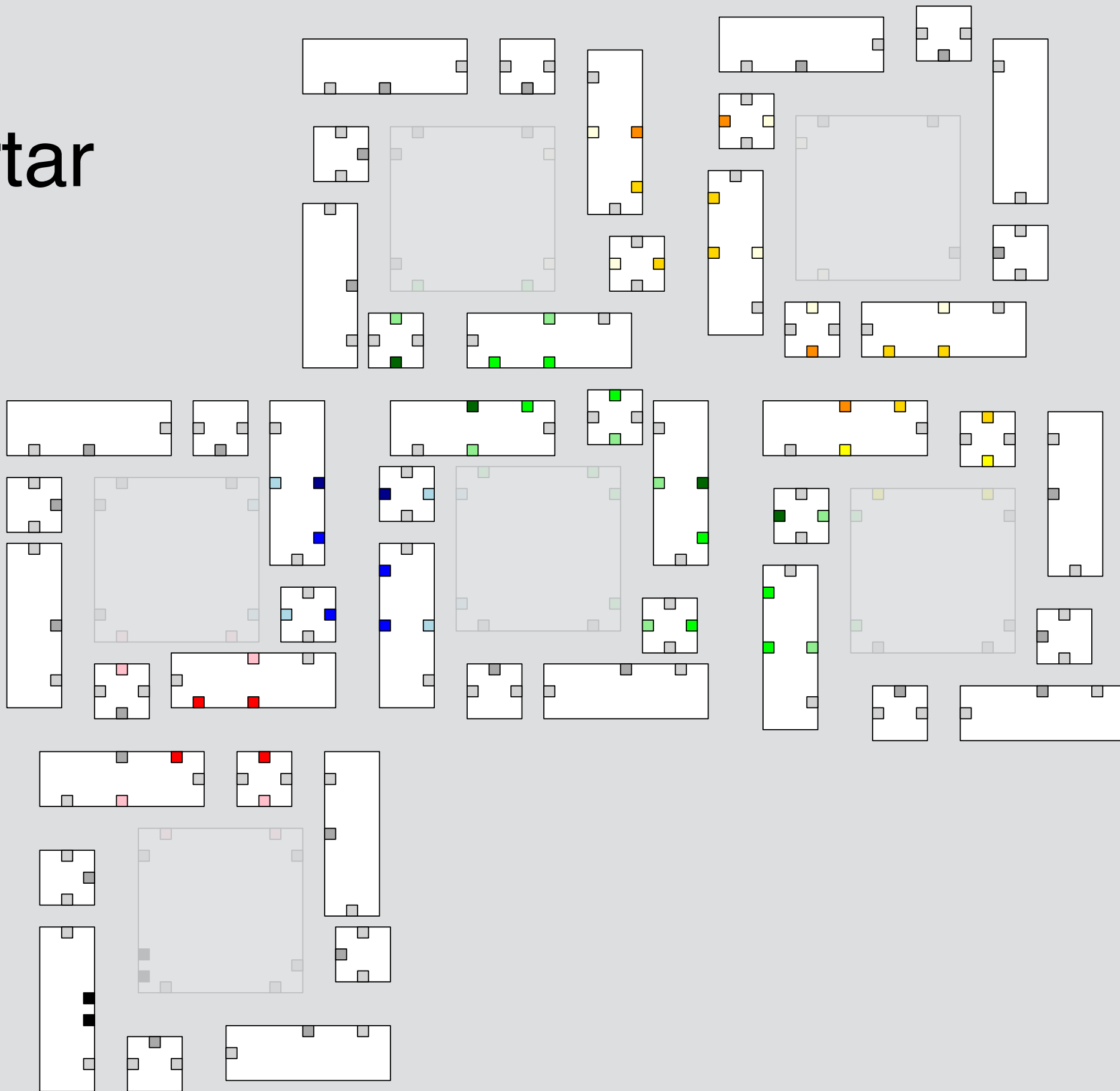
aTAM



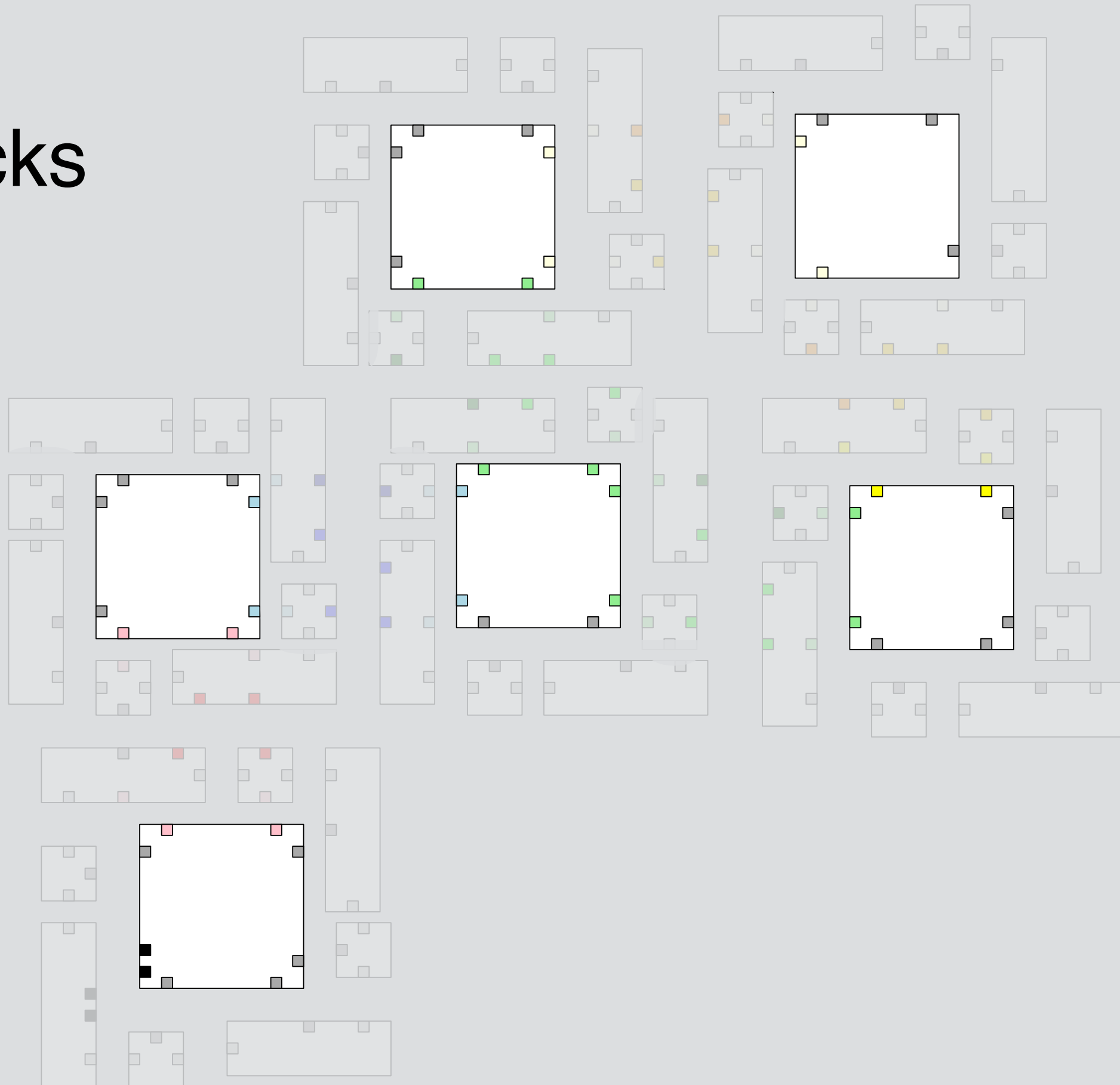
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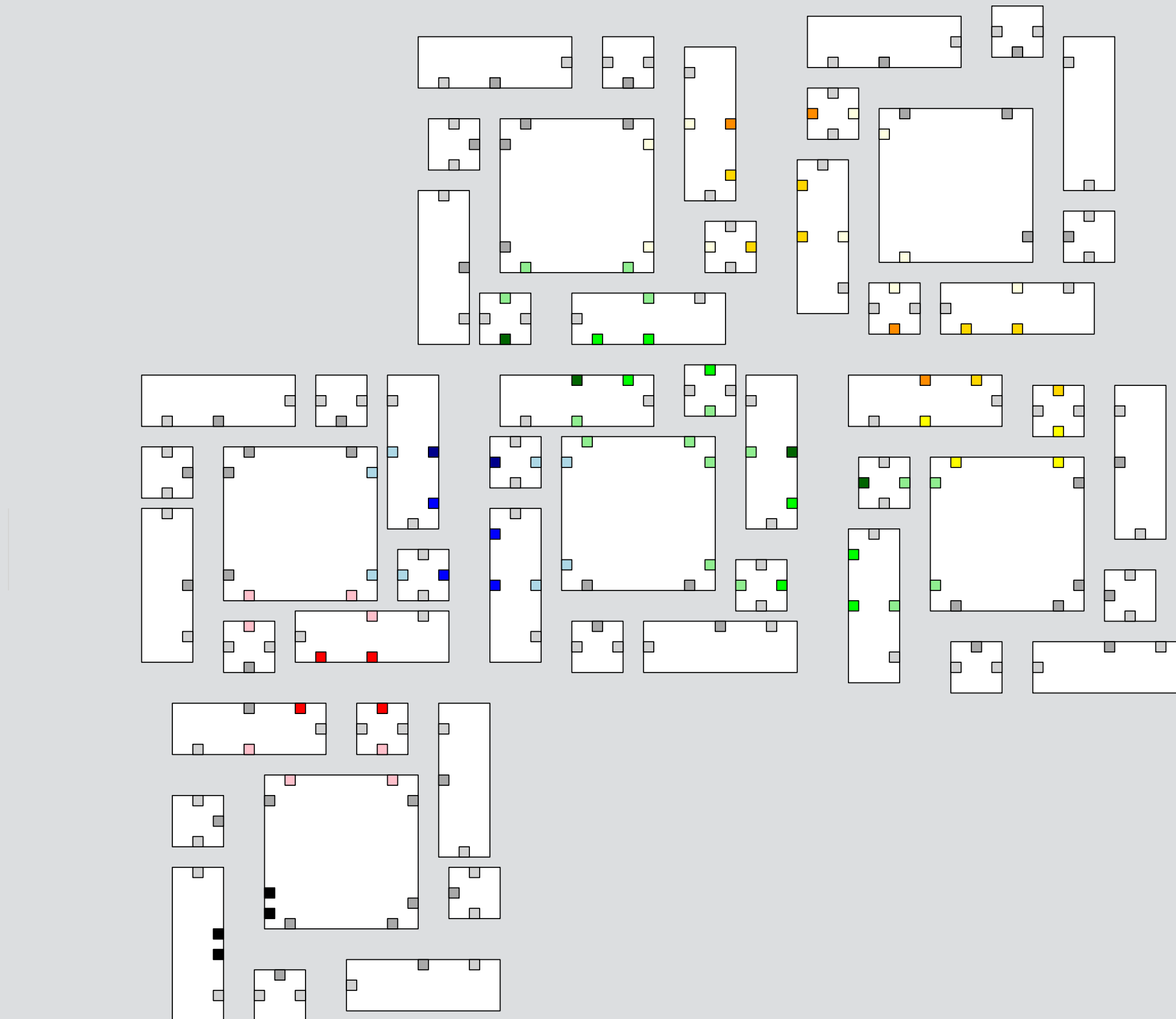


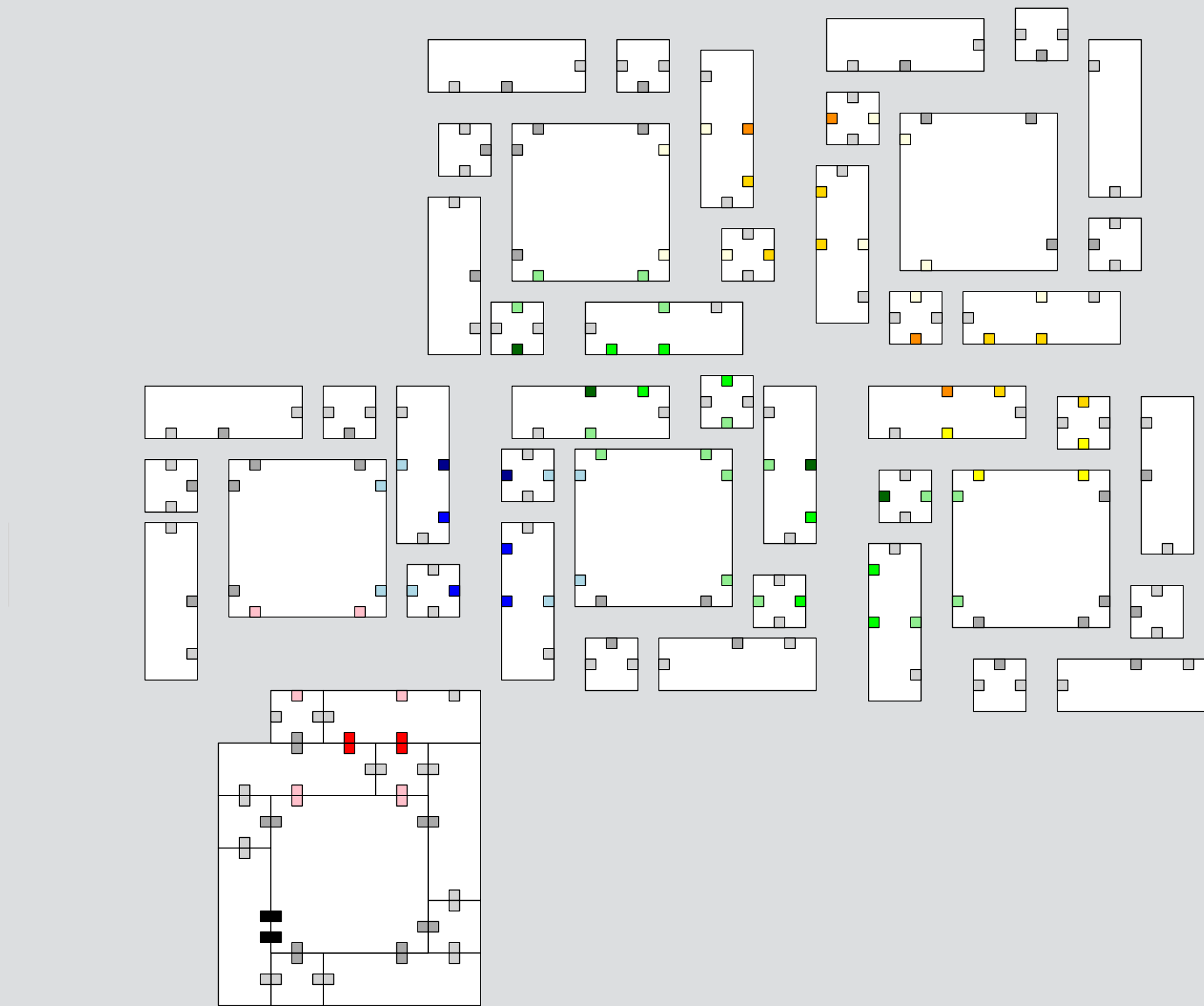
Mortar

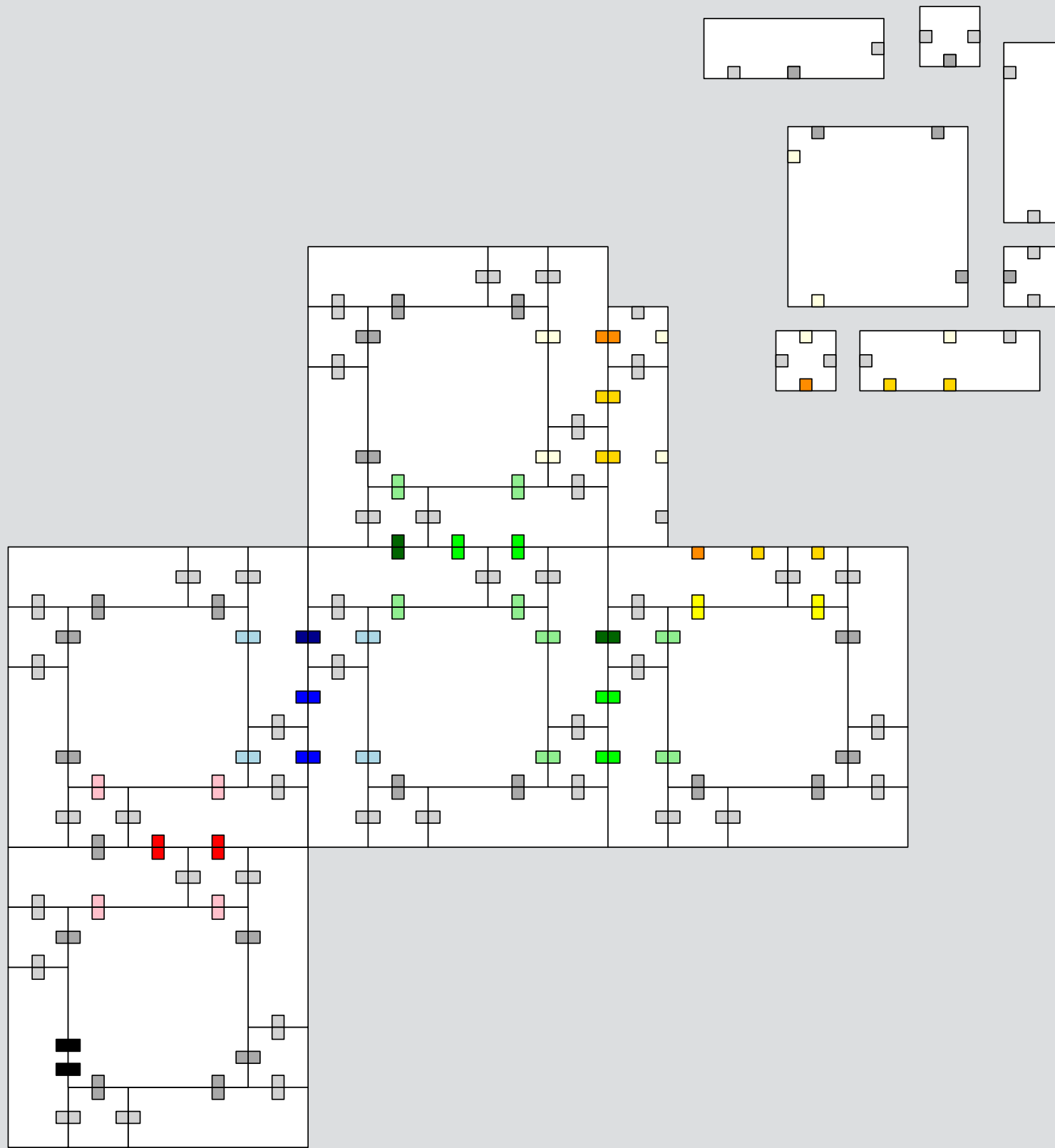


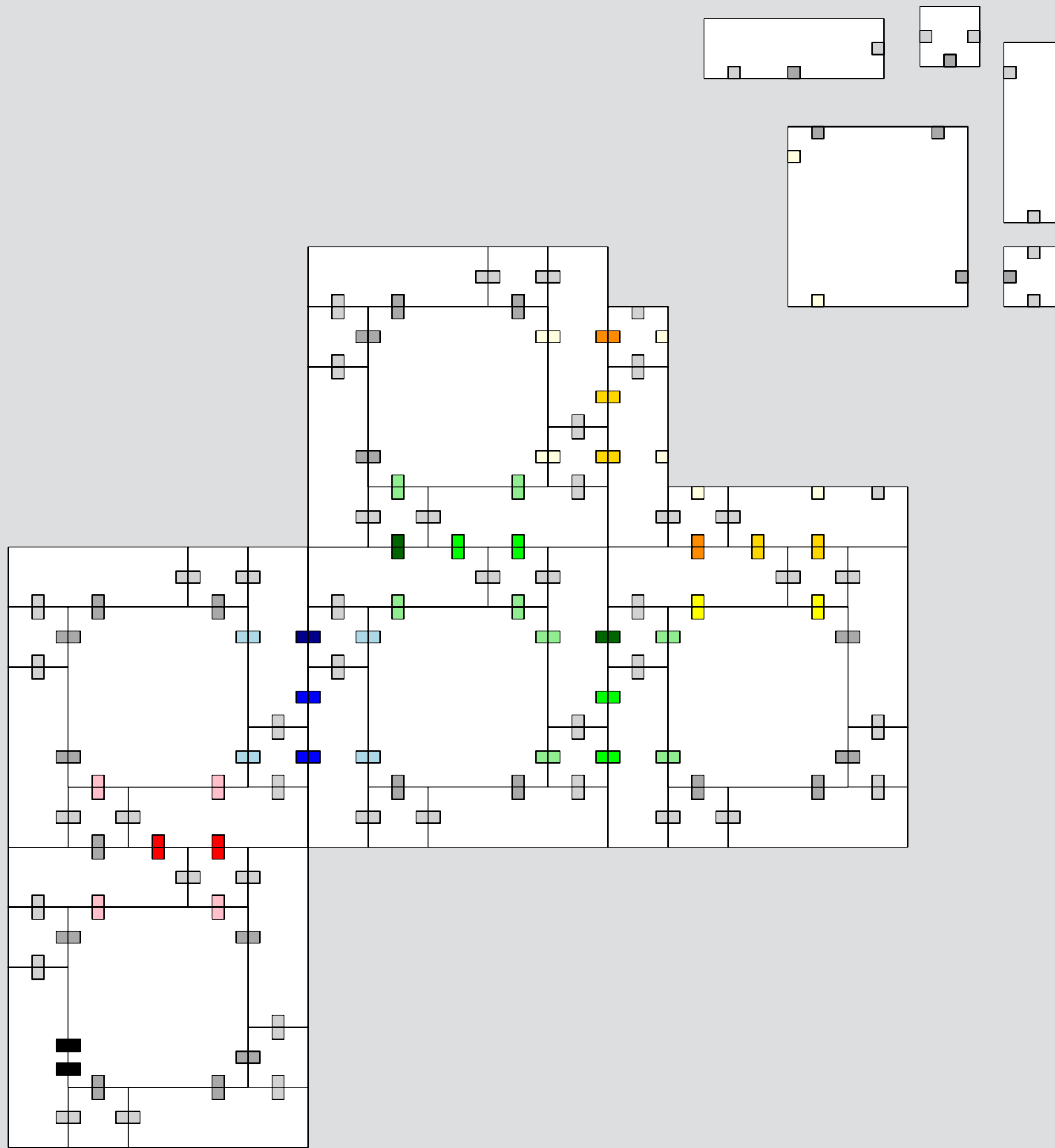
Bricks

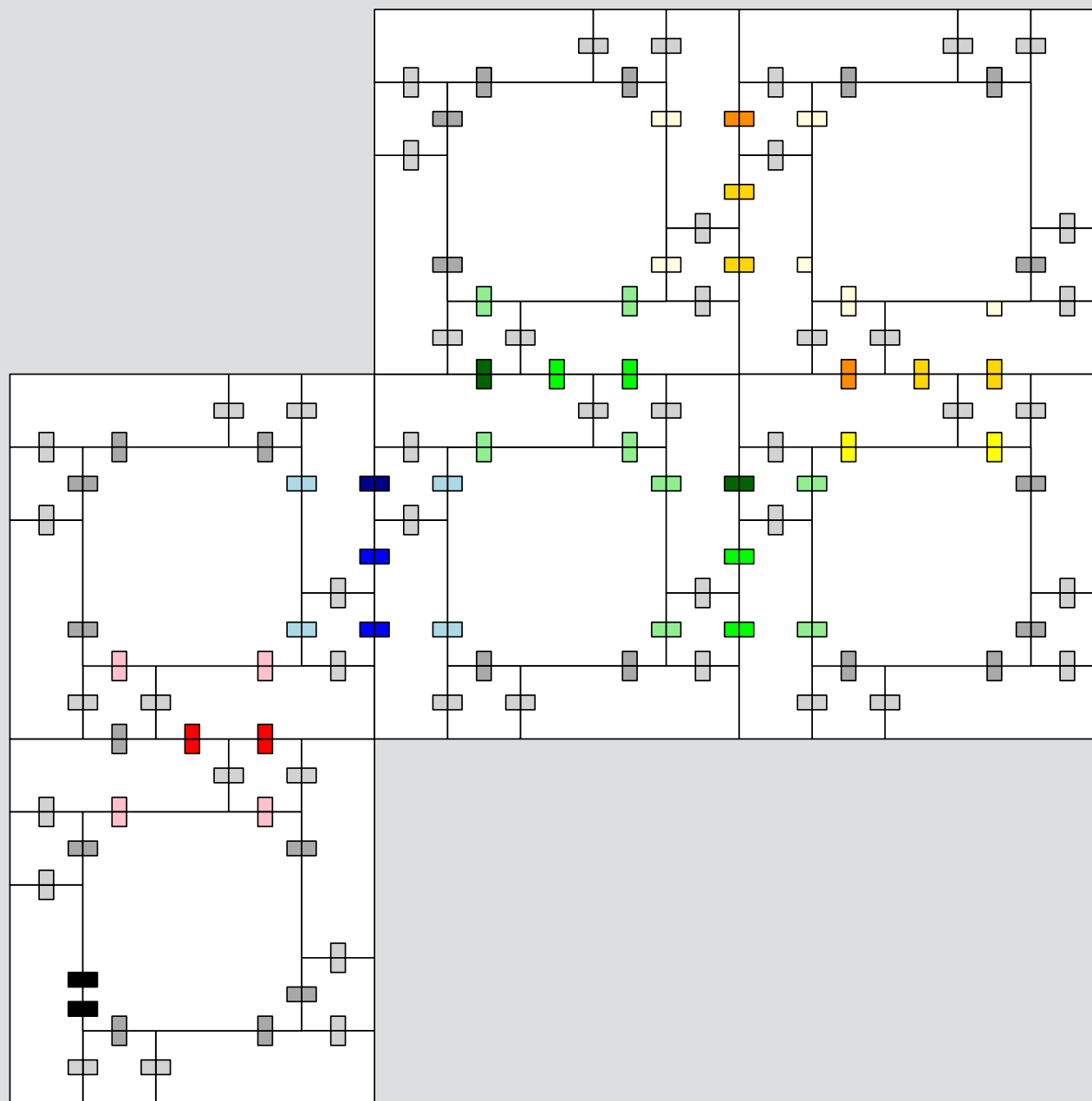


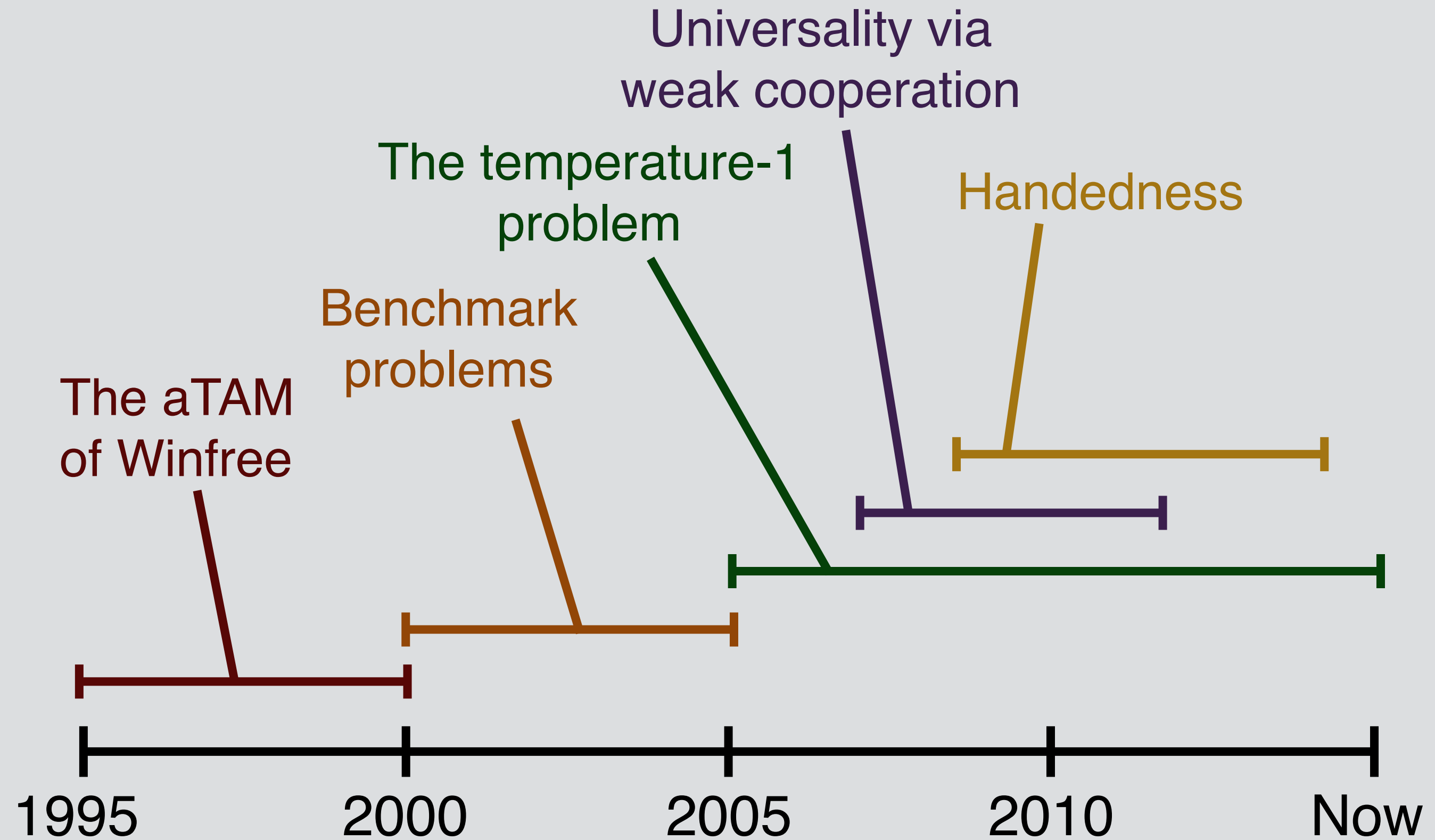


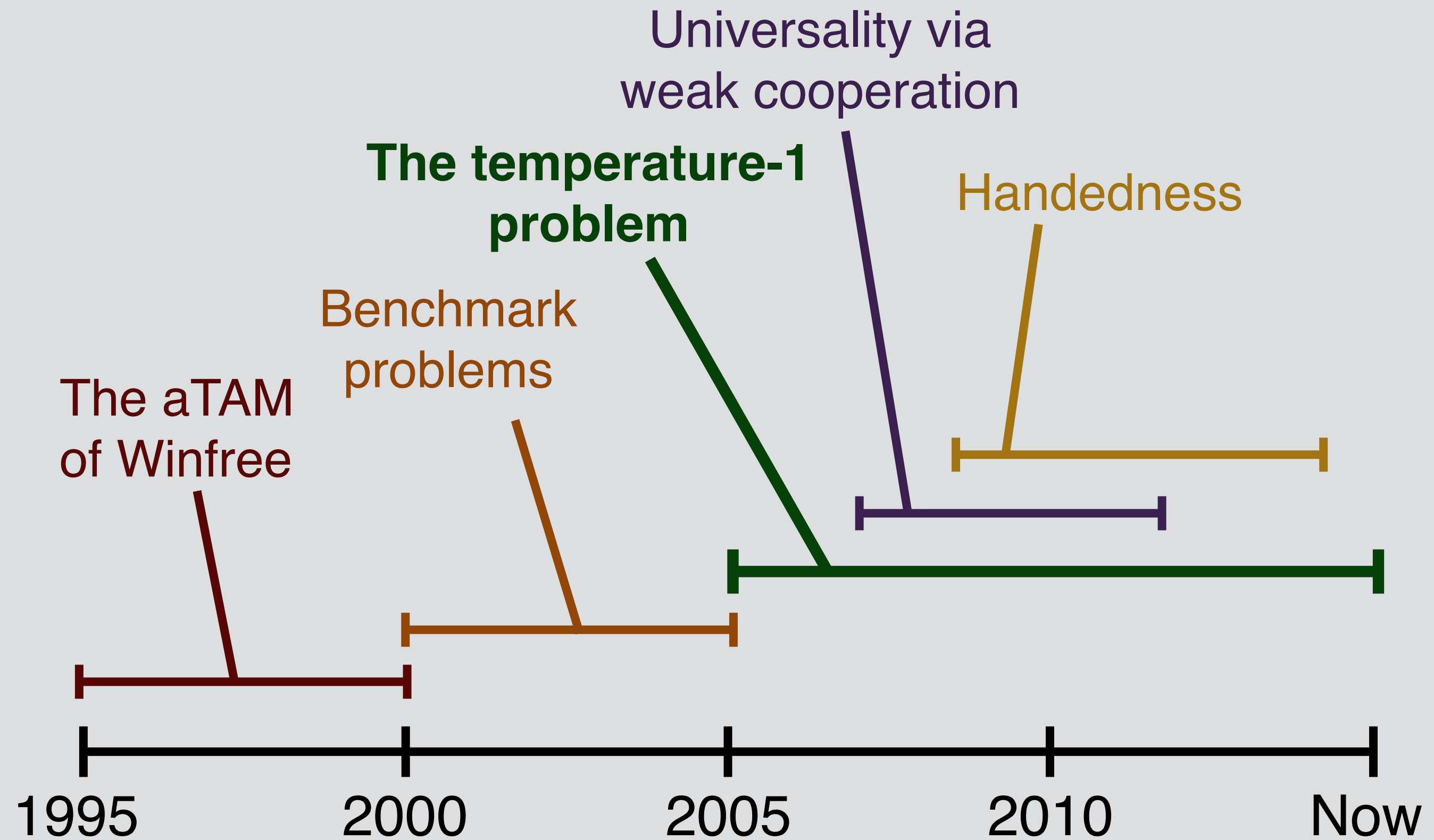


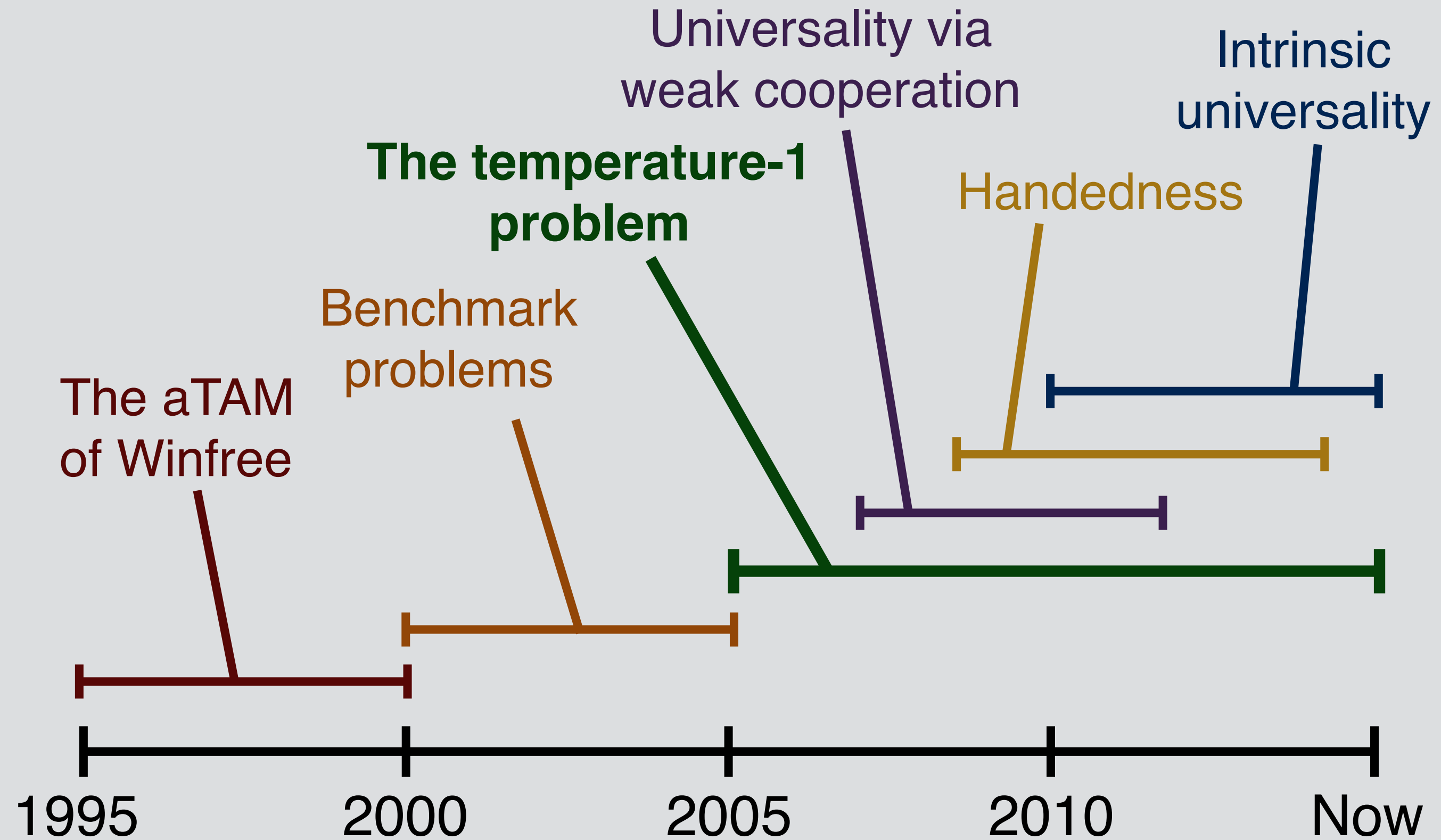






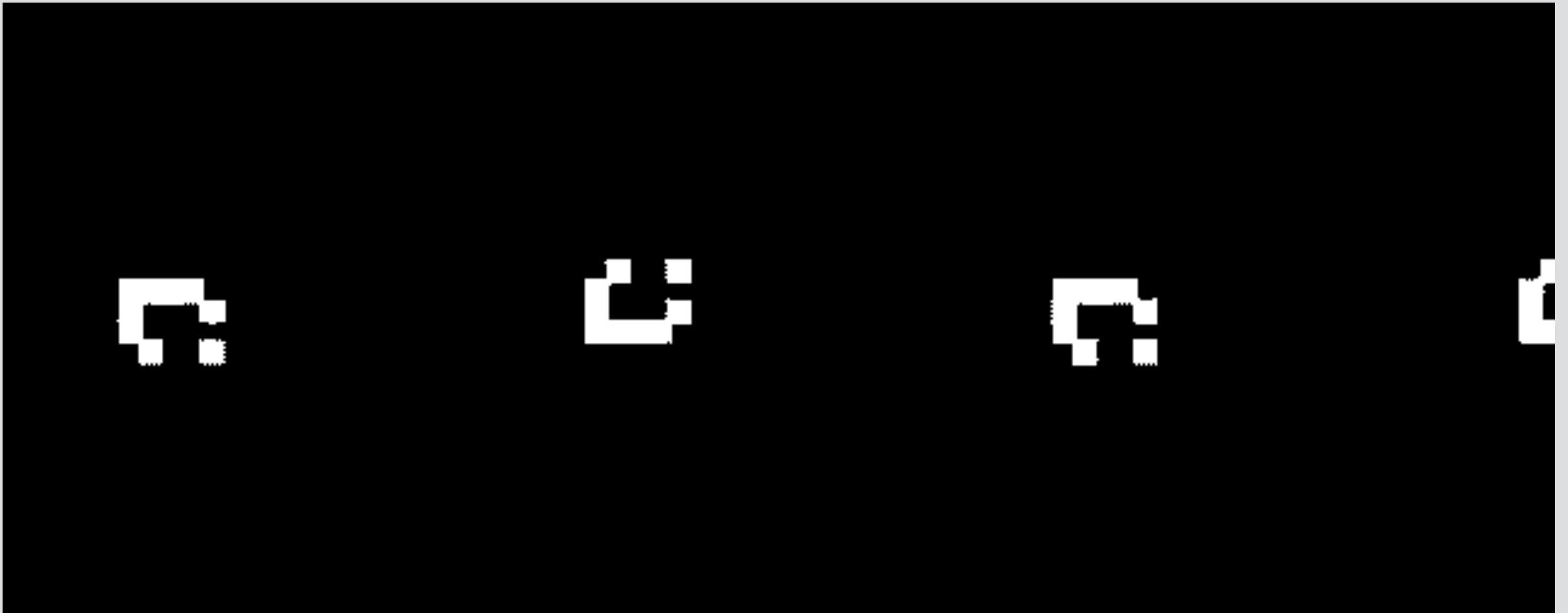






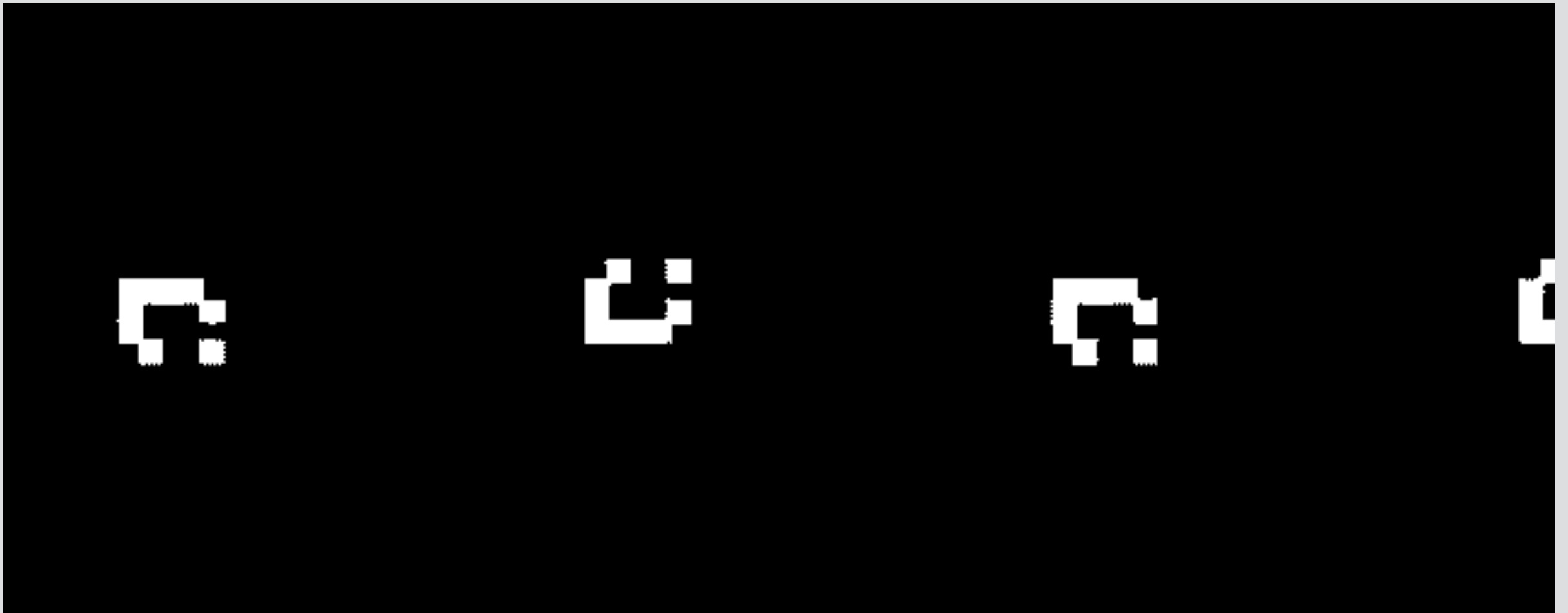
Intrinsic universality

In cellular automata:



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State of aTAM computation:

(circa 2008)

Temperature-1 universal computation is open.
(and very hard)

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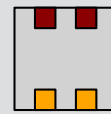
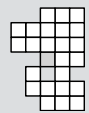
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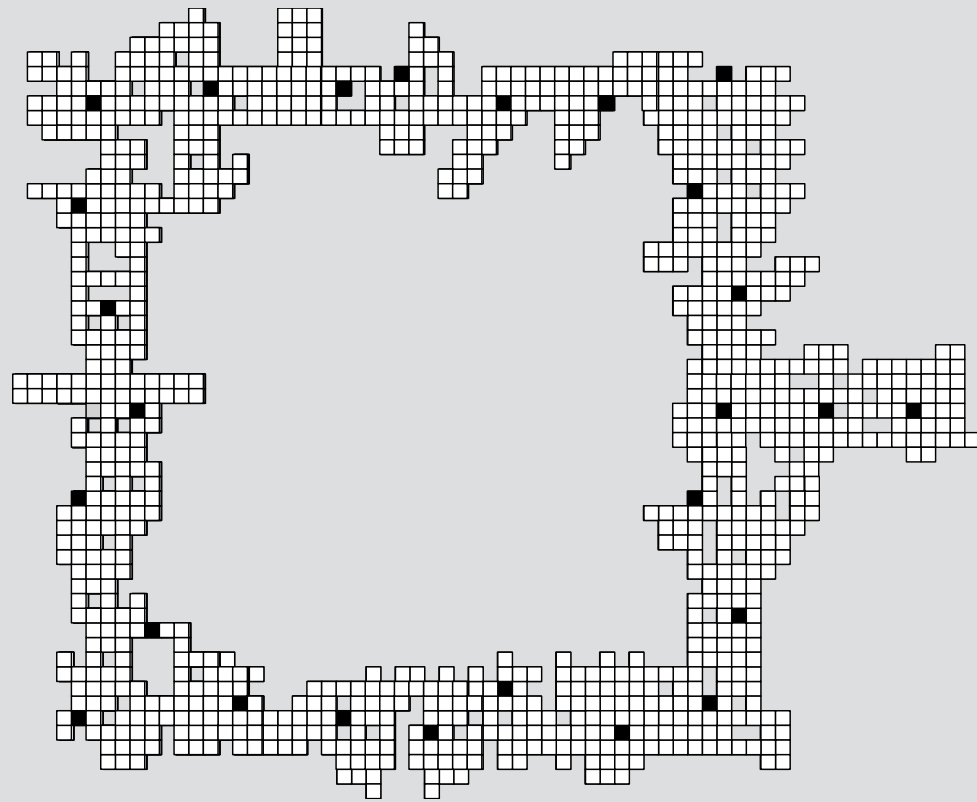
Simulation: same behavior (with scale and fuzz)



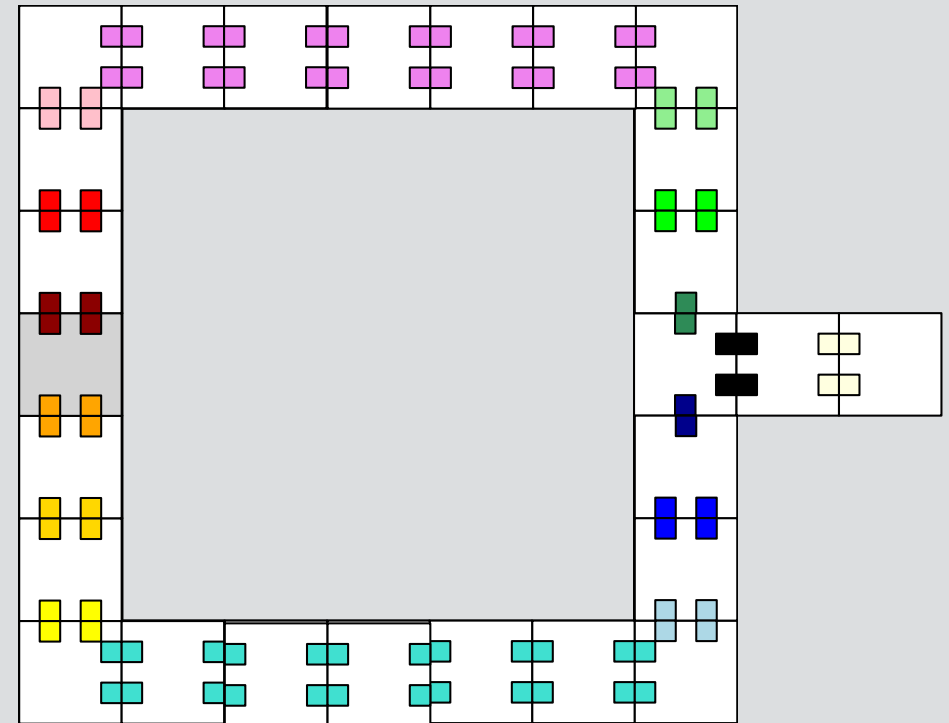
Temperature 1

Temperature 2

Simulation: same behavior (with scale and fuzz)

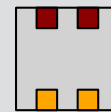
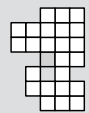


Temperature 1



Temperature 2

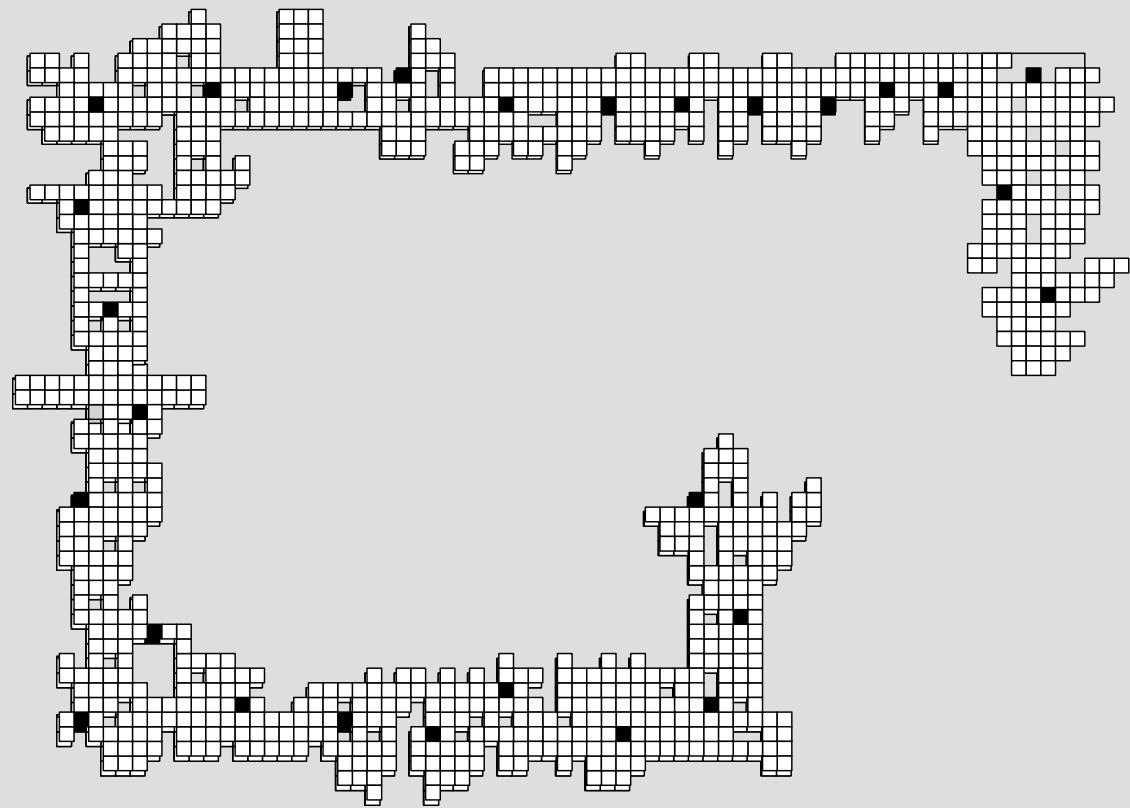
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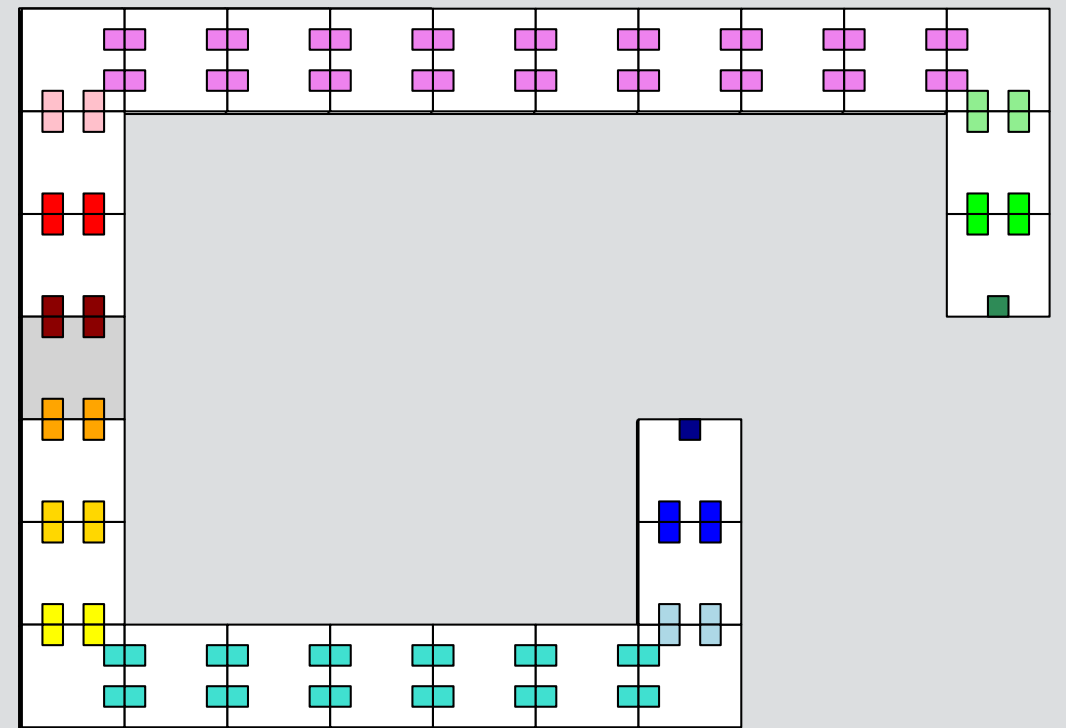
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Temperature 1



Temperature 2

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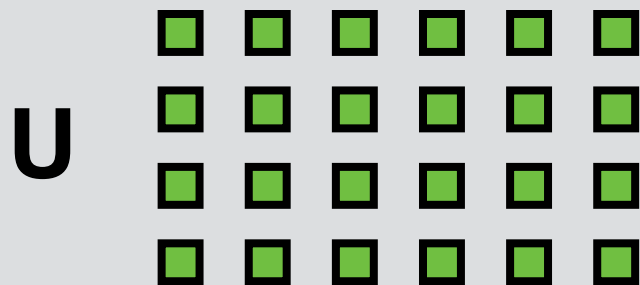
No: temp-2 is intrinsically universal for all temps.
[Doty et al. 2012]

There exists a temp-2 system that
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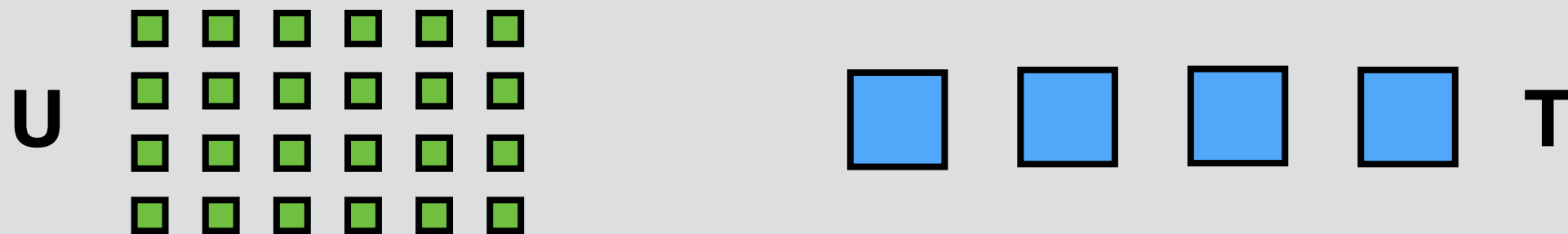


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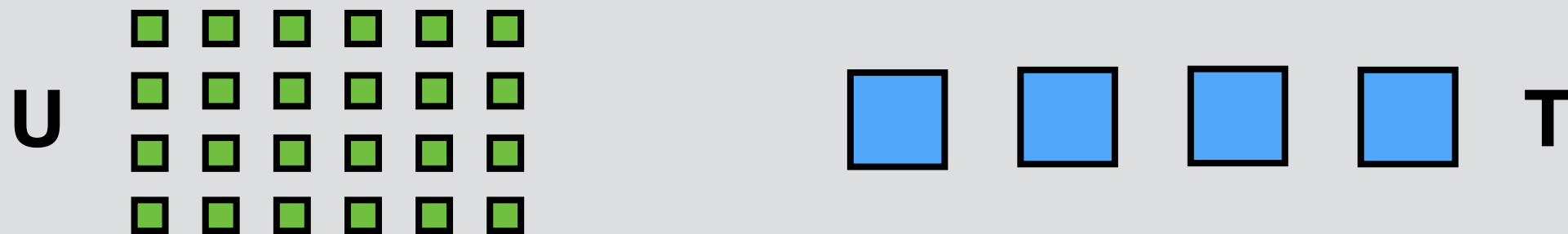
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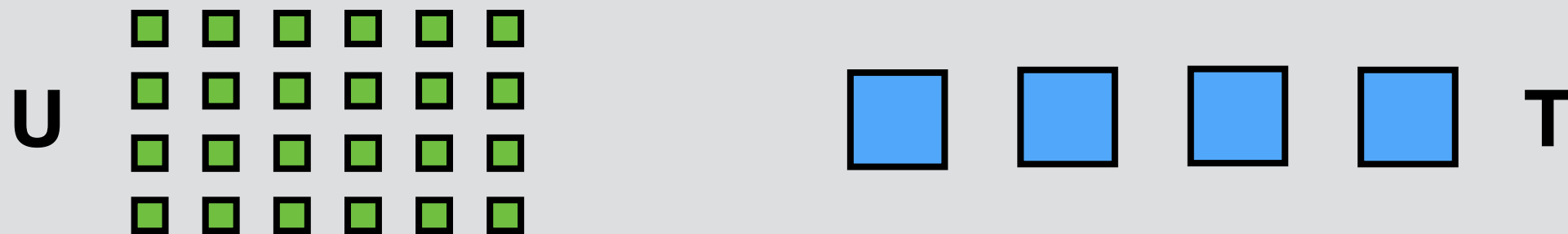
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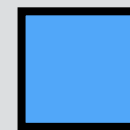
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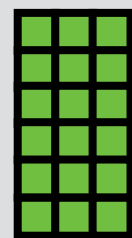
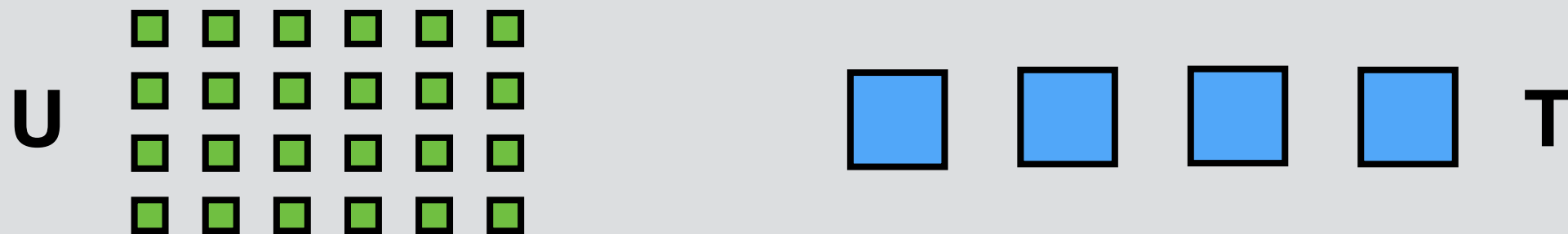


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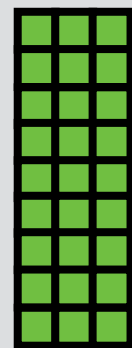
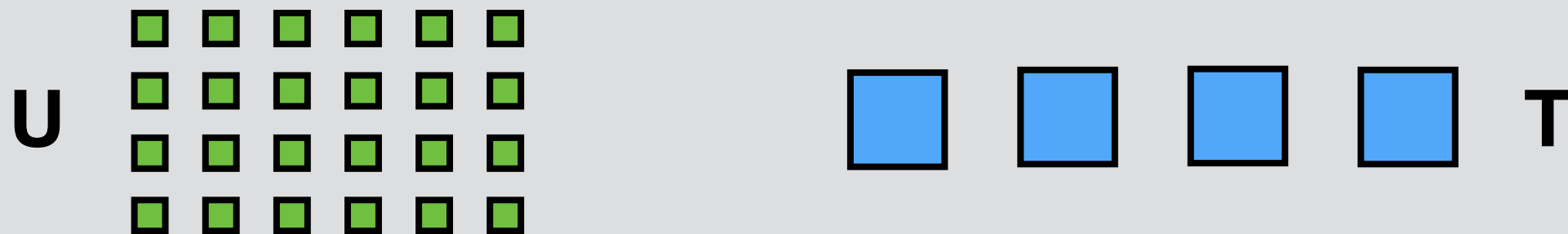


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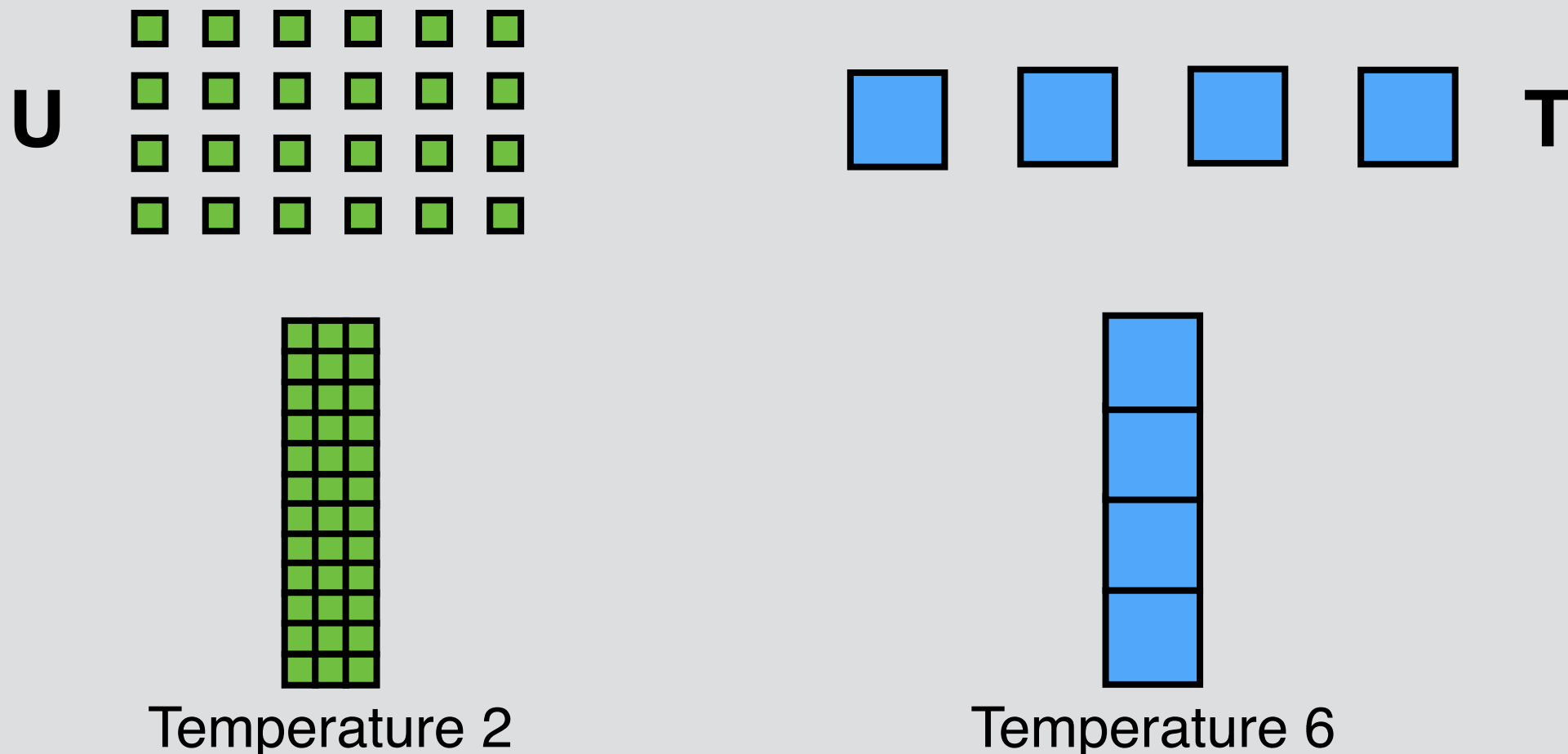


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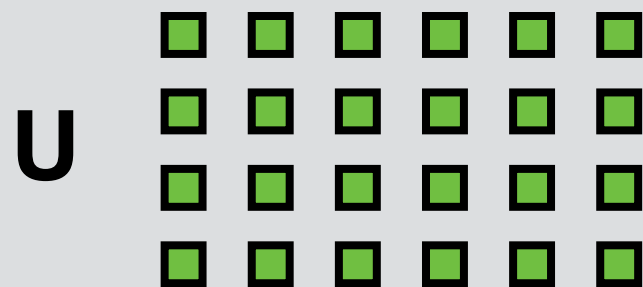
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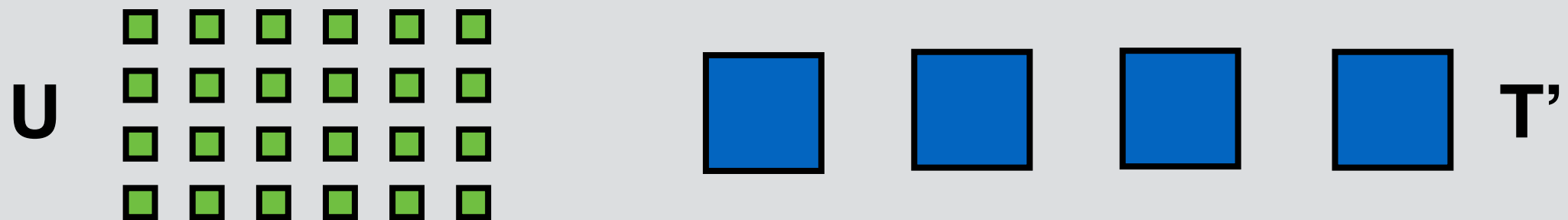


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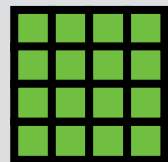
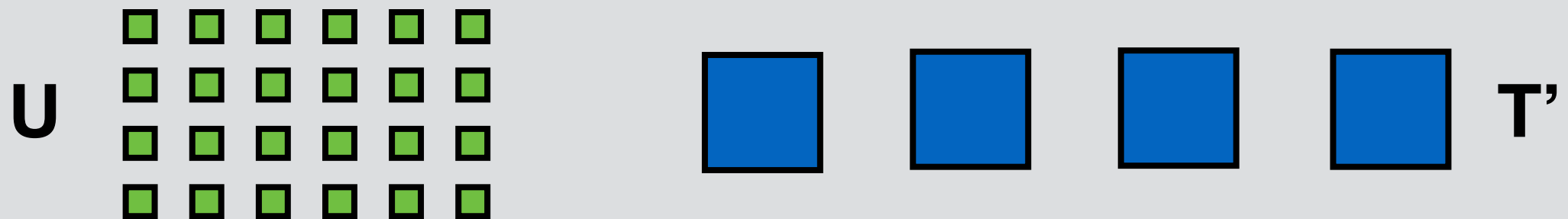
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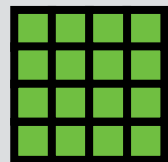
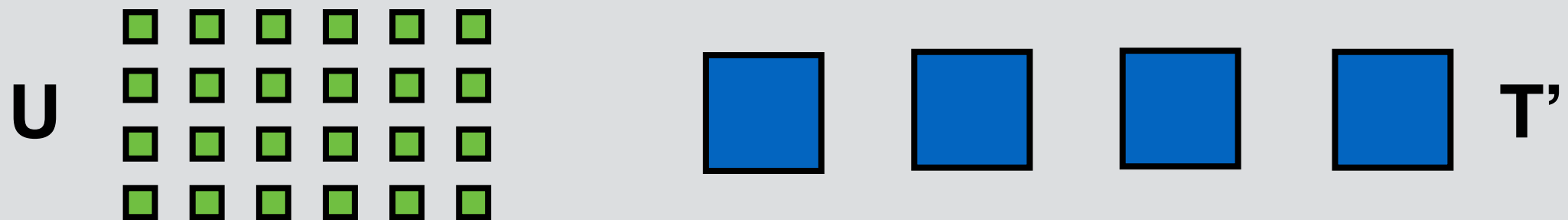
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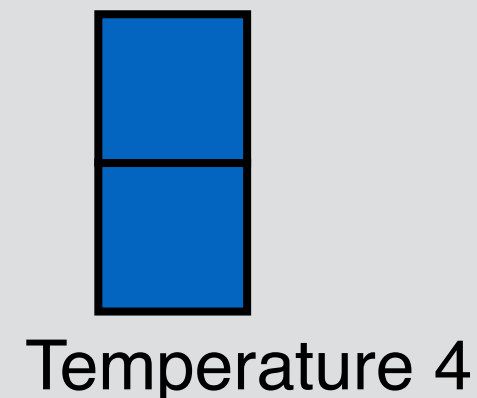
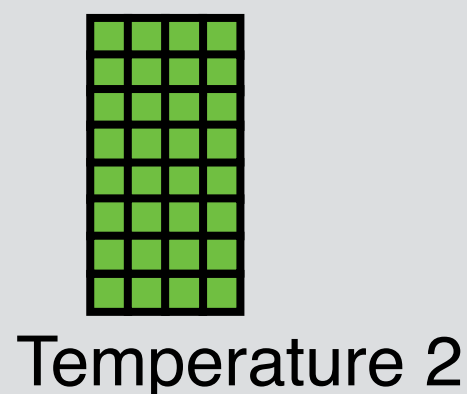
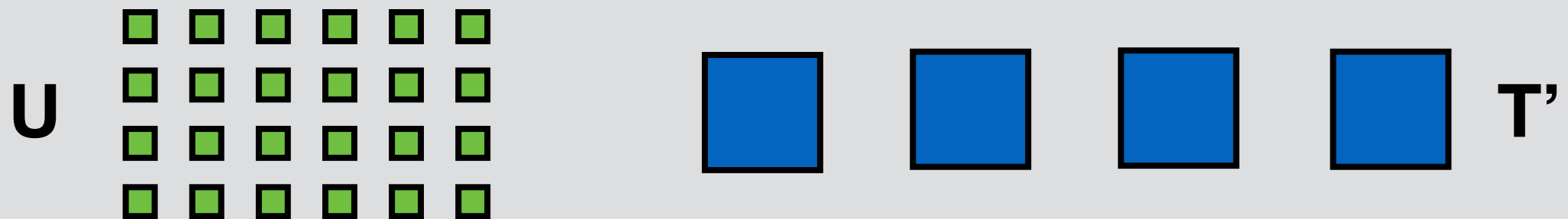


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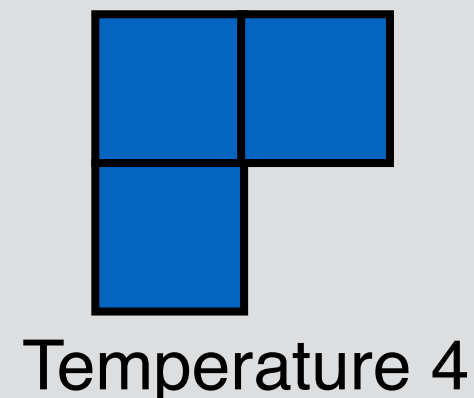
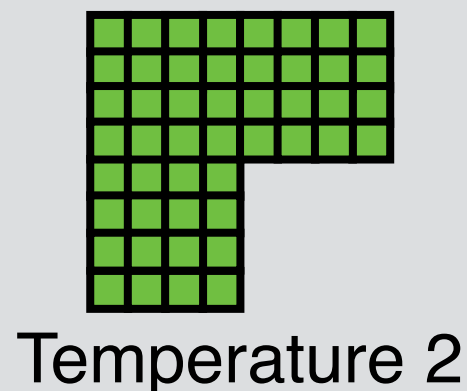
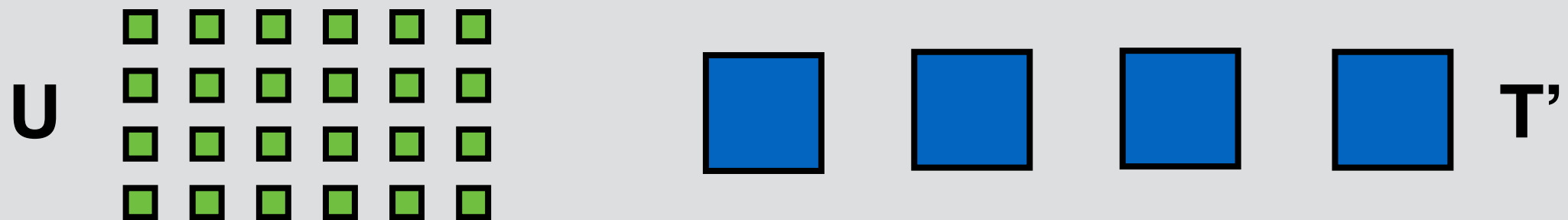
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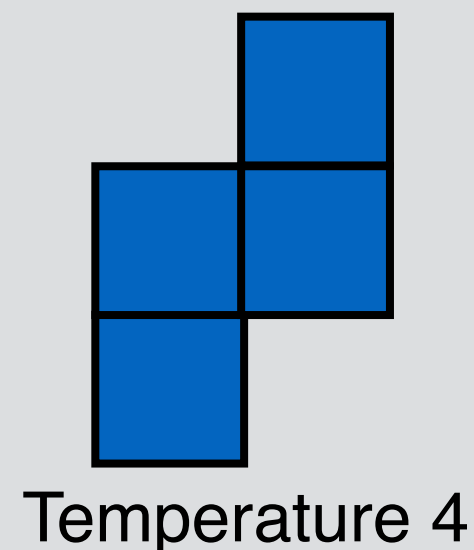
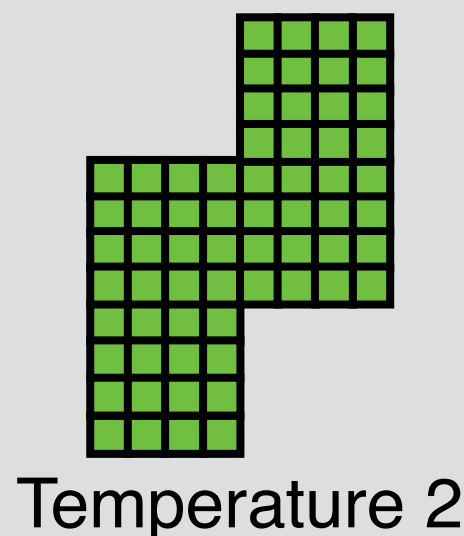
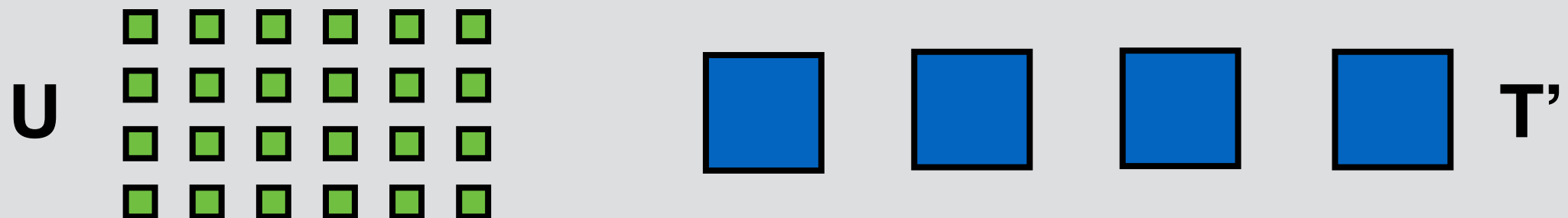
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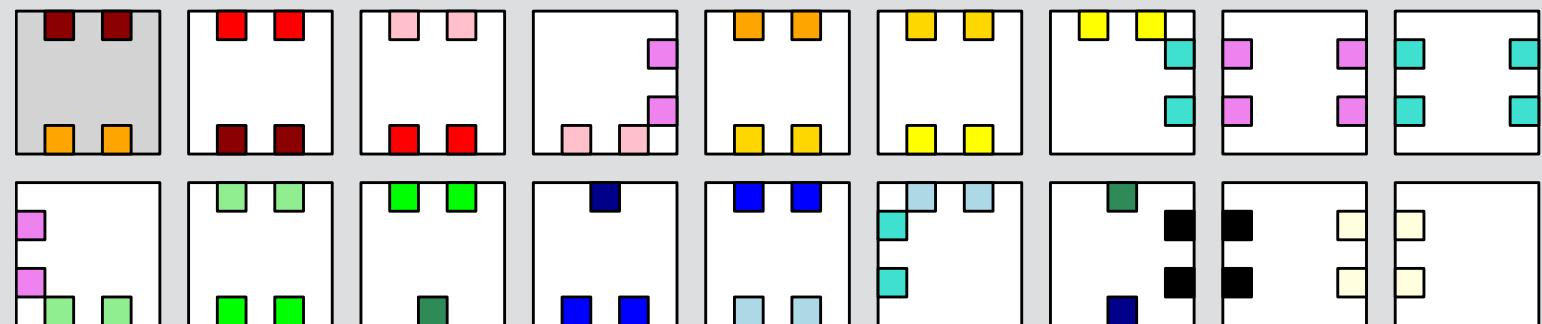


Claim: temp-1 is *intrinsically universal* for temp-2.

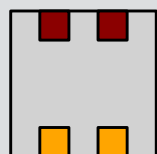
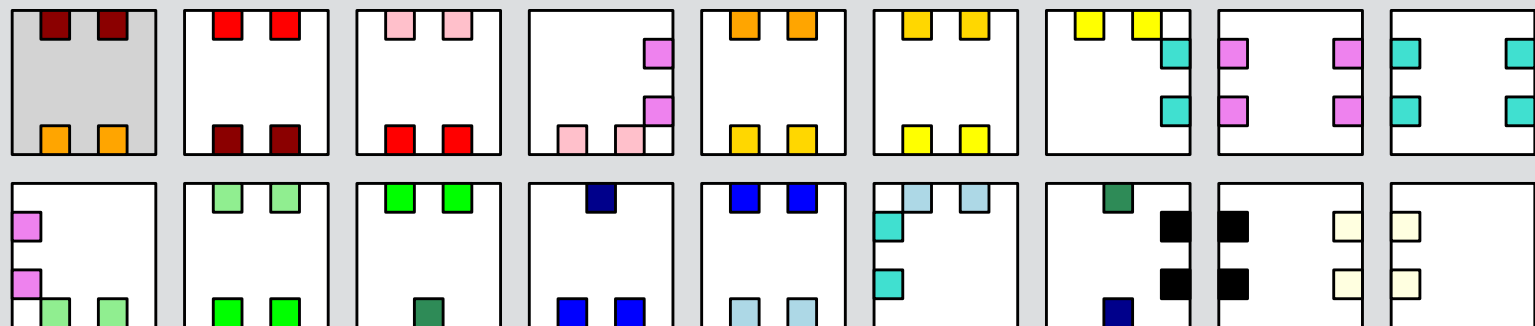
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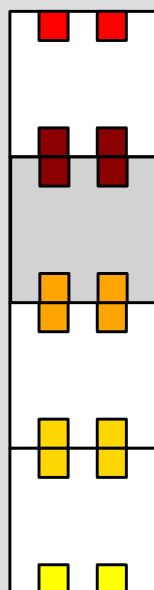
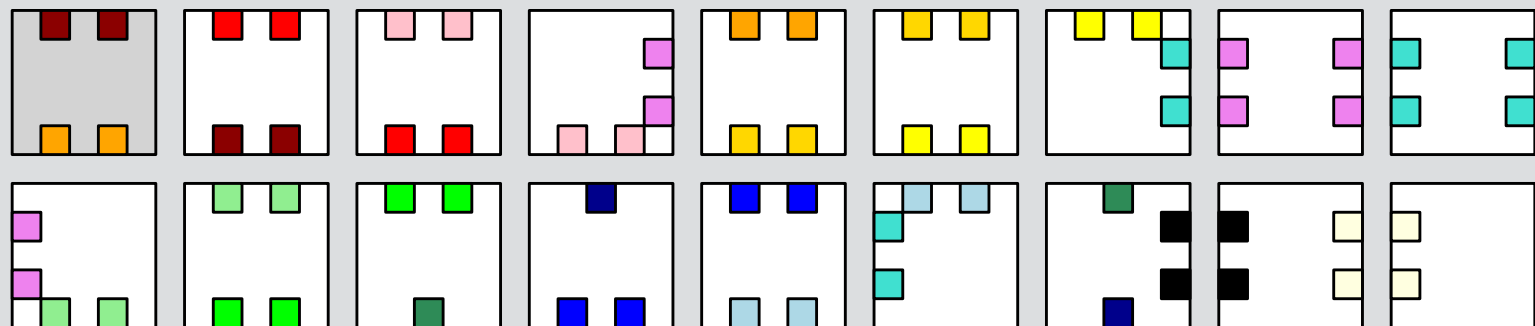
There is a temp-2 system
not simulated by any temp-1 system.

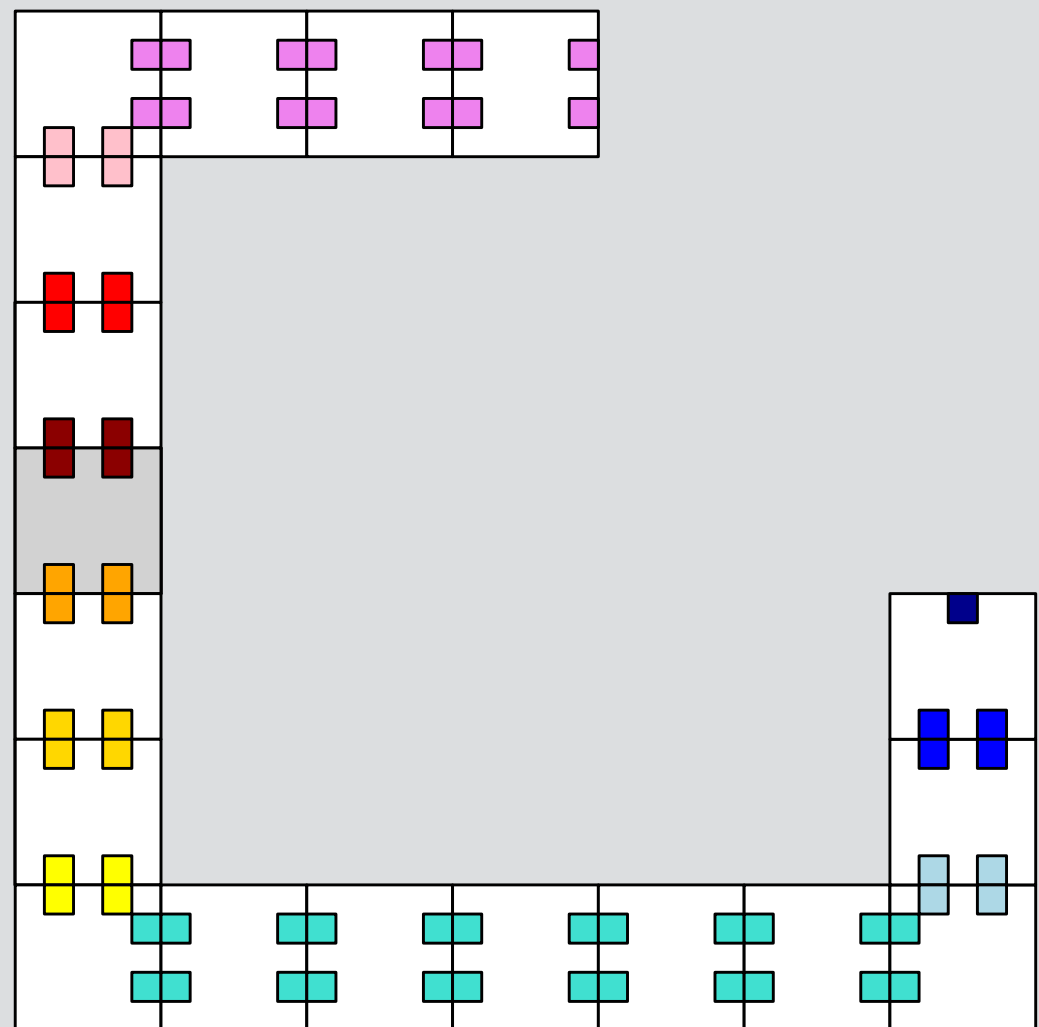
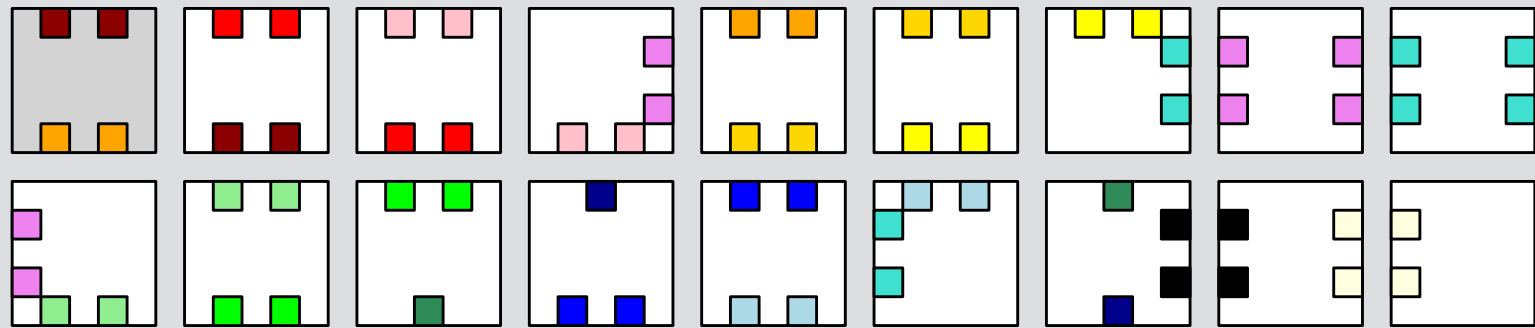
Specifically:

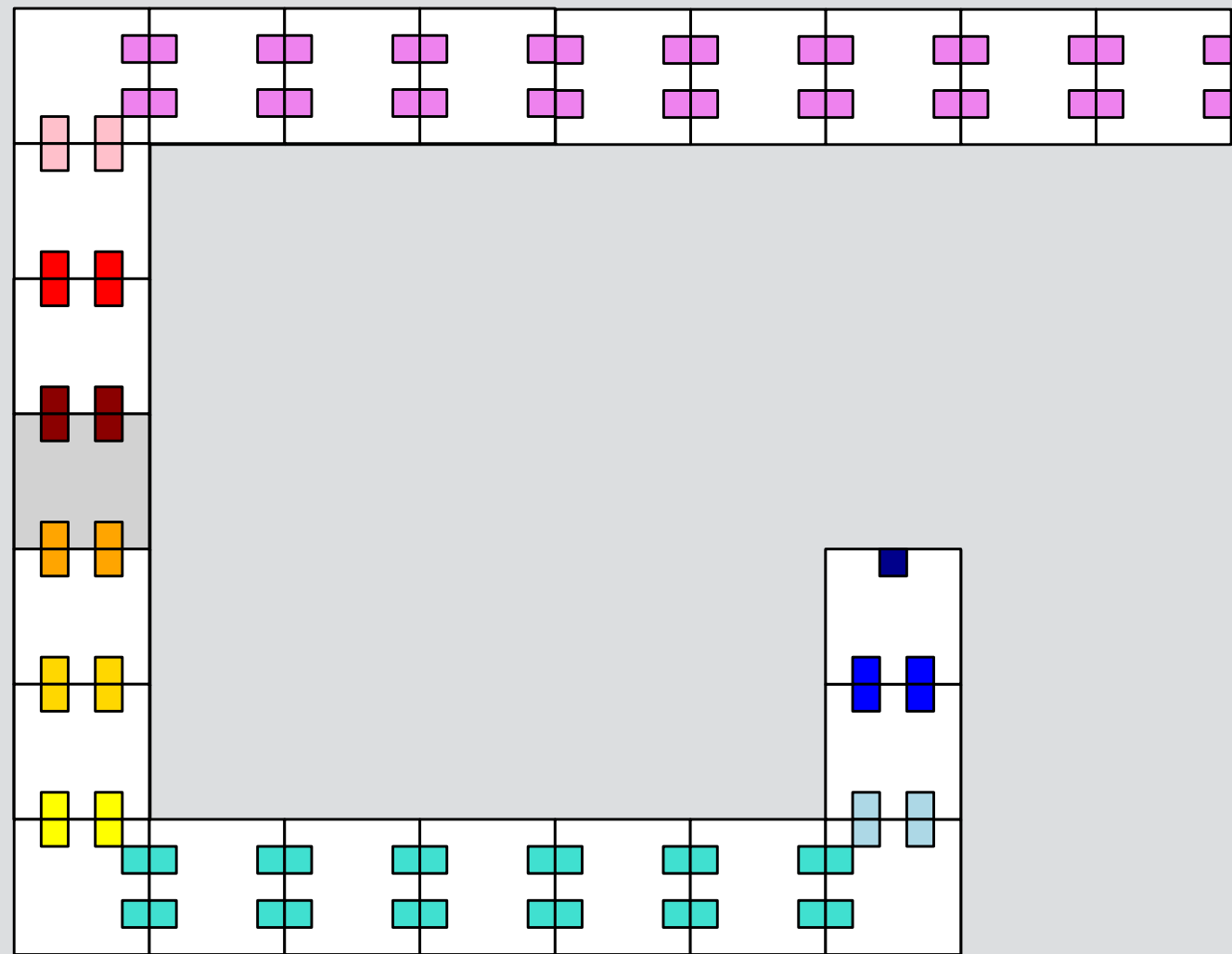
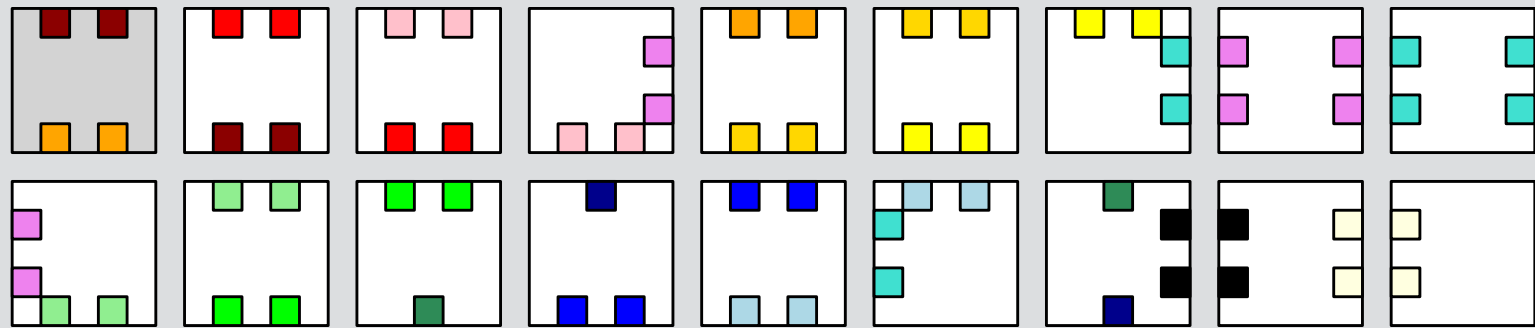


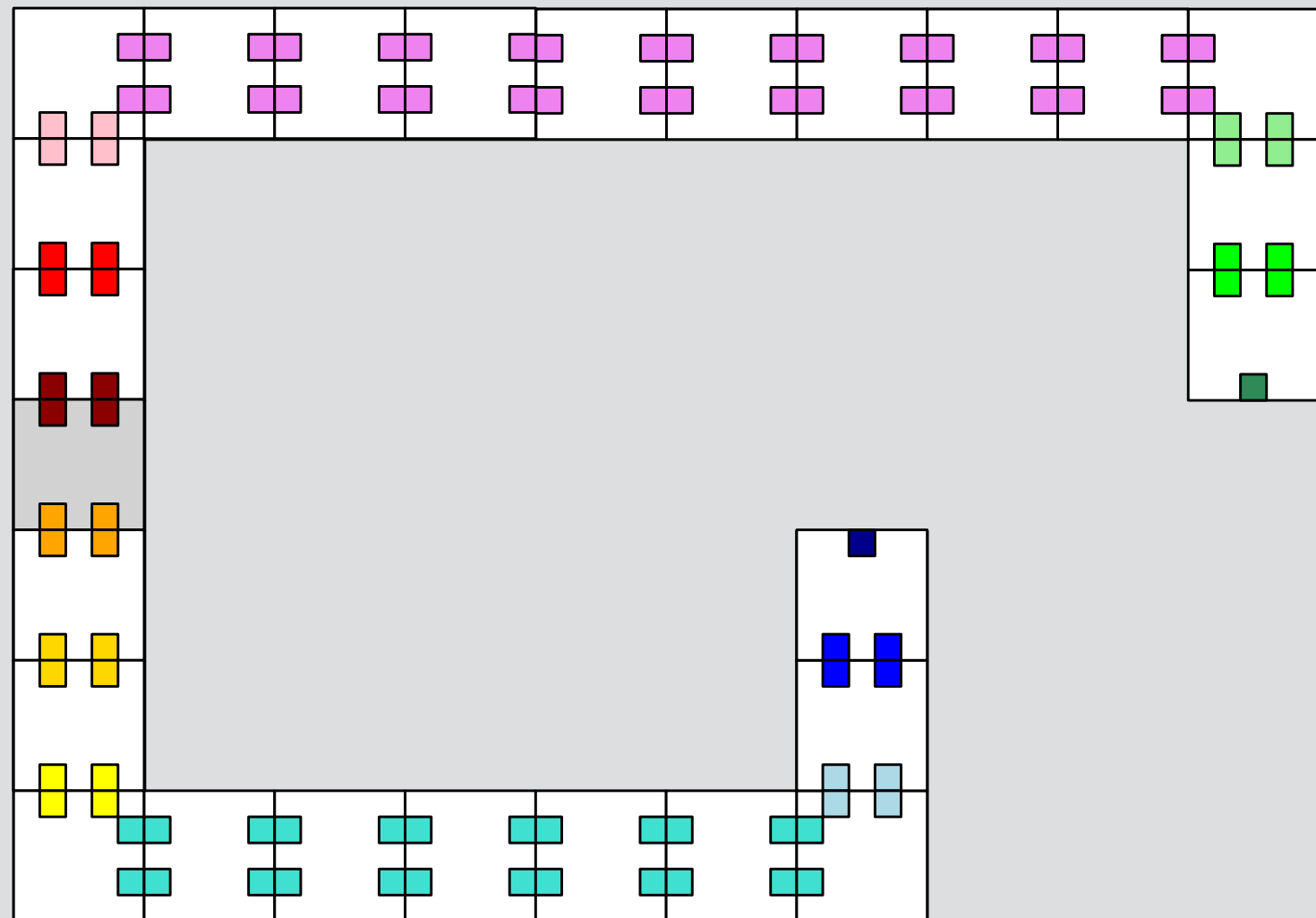
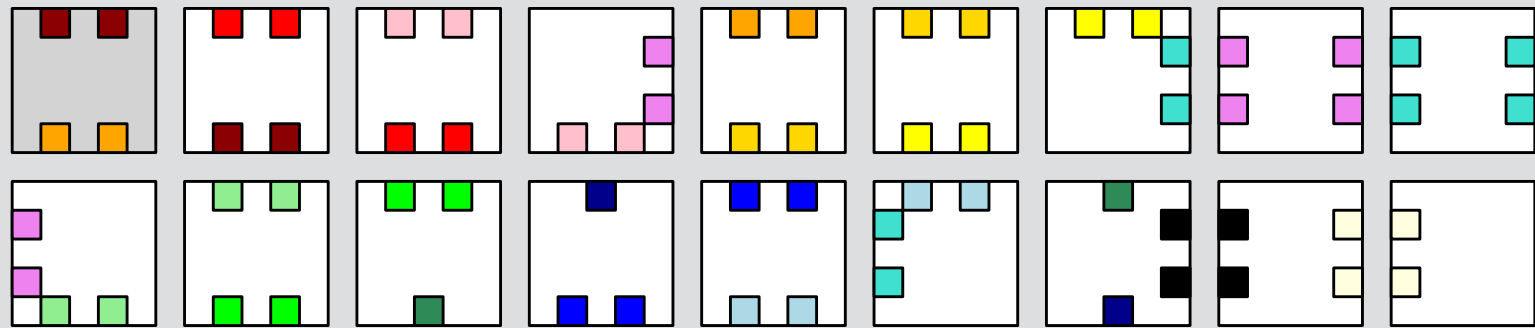
[Meunier et al. 2014]

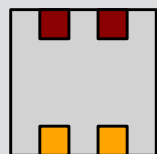
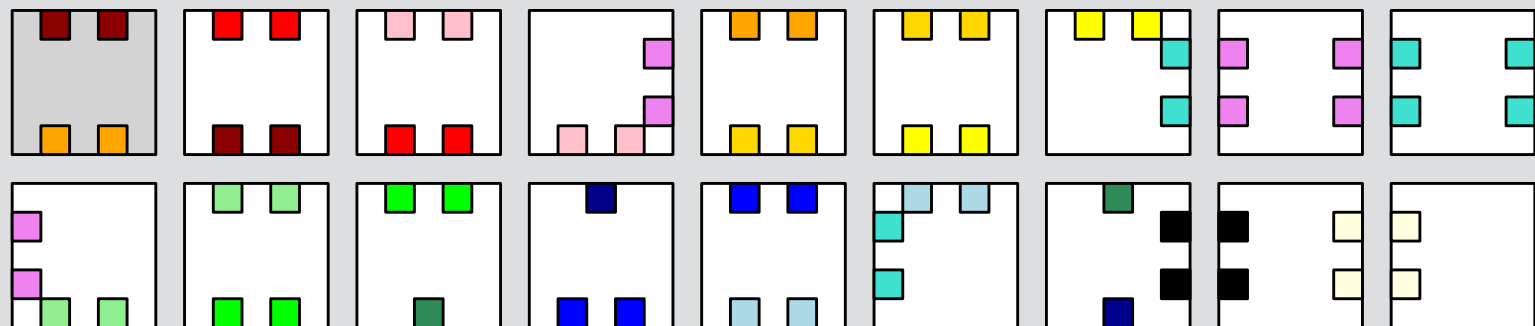


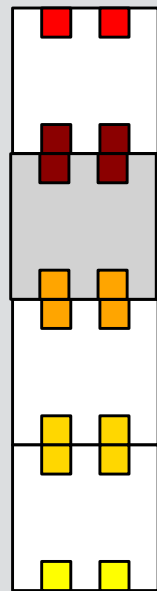
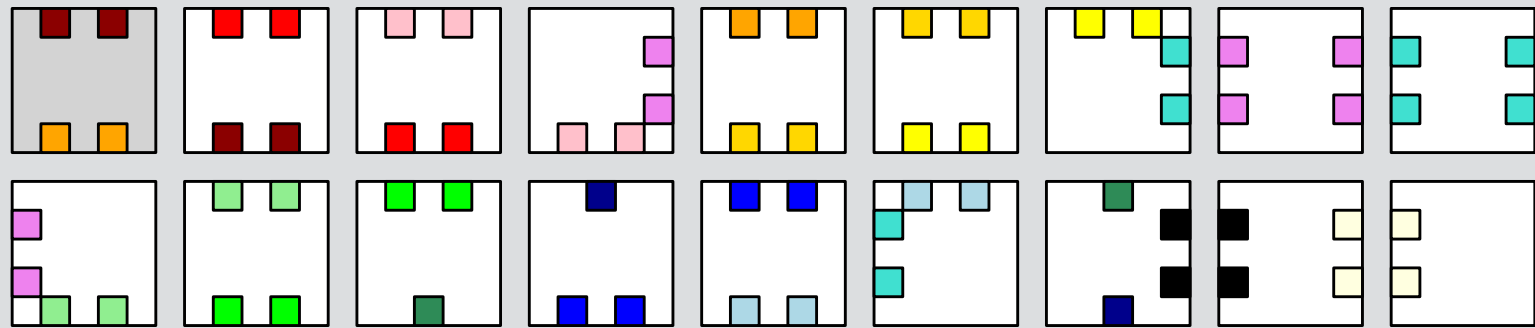


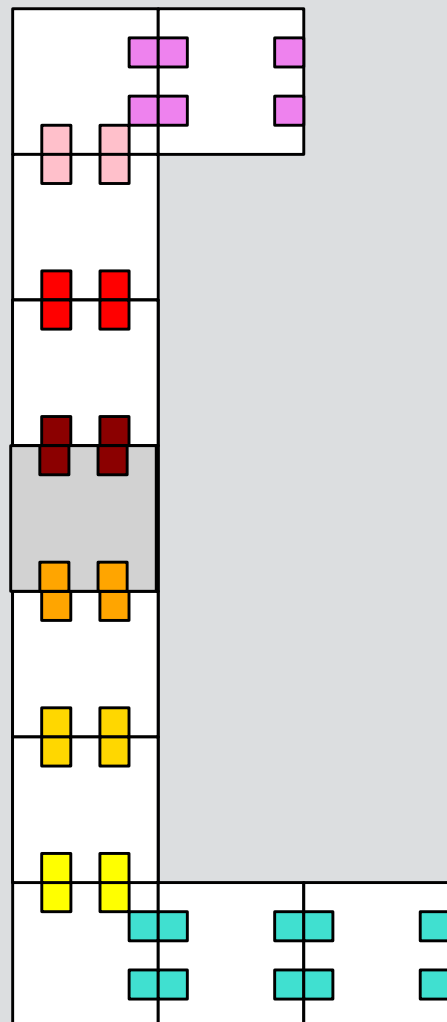
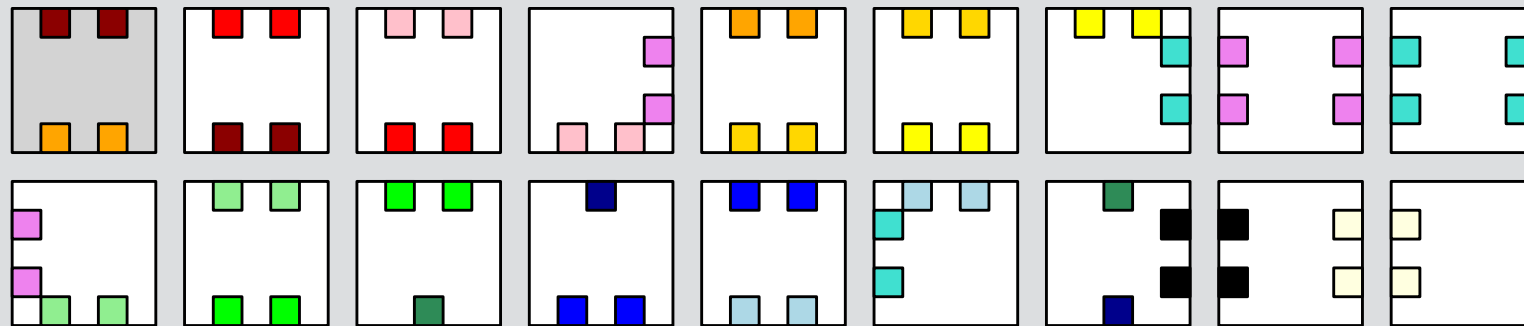


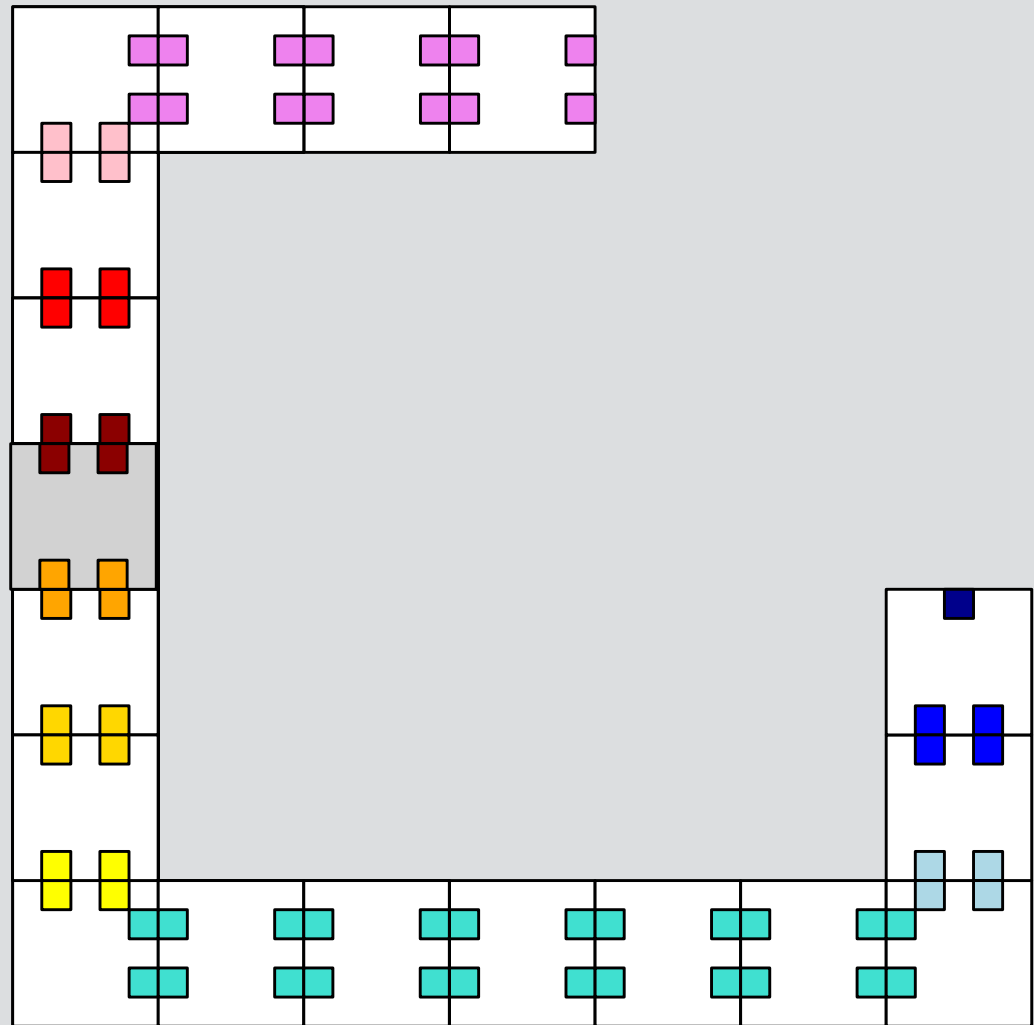
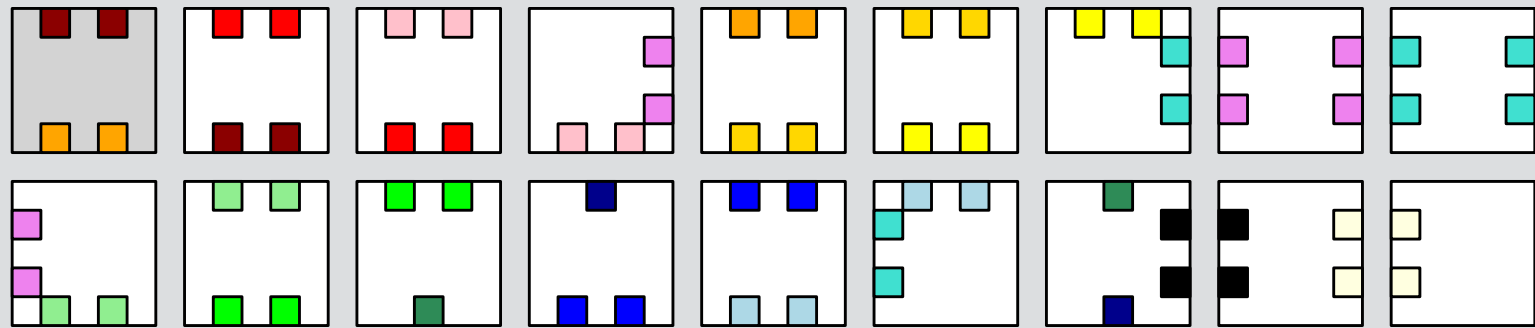


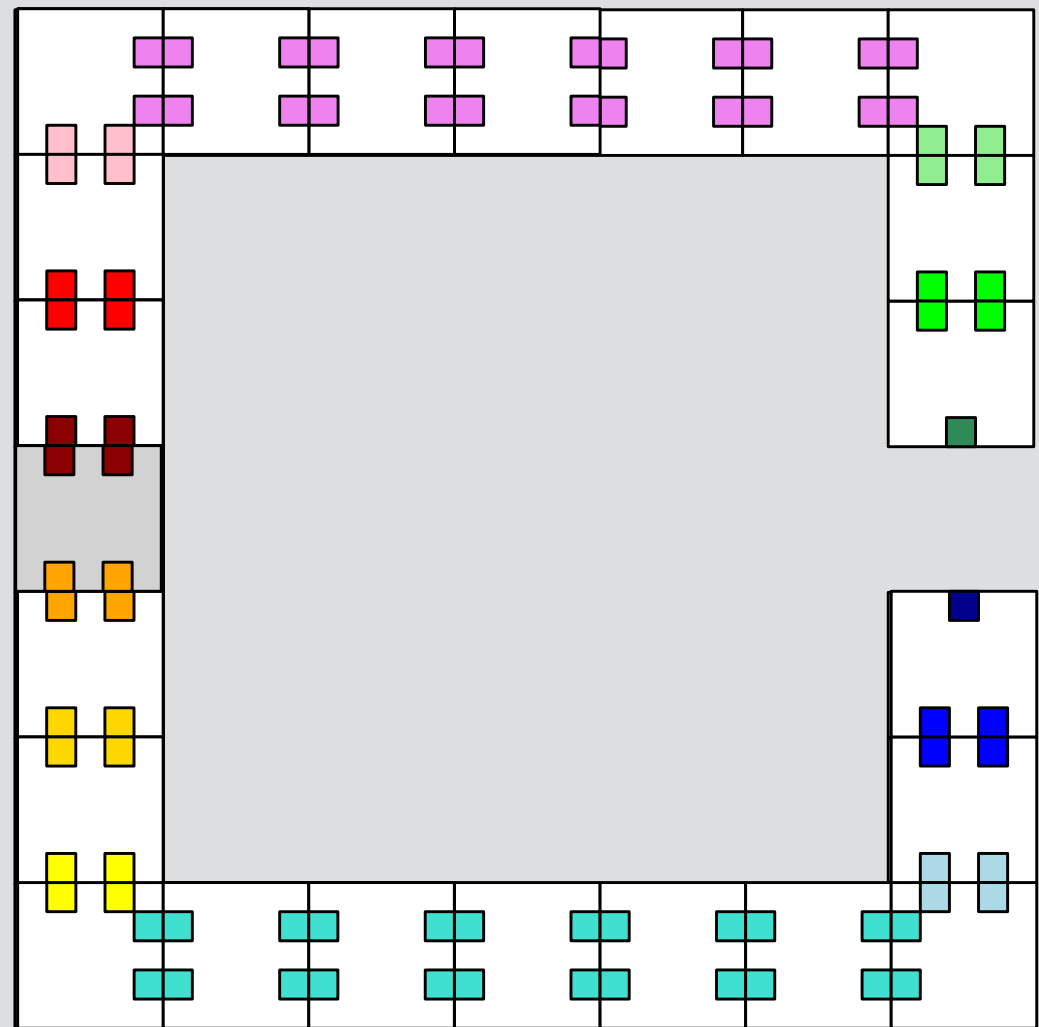
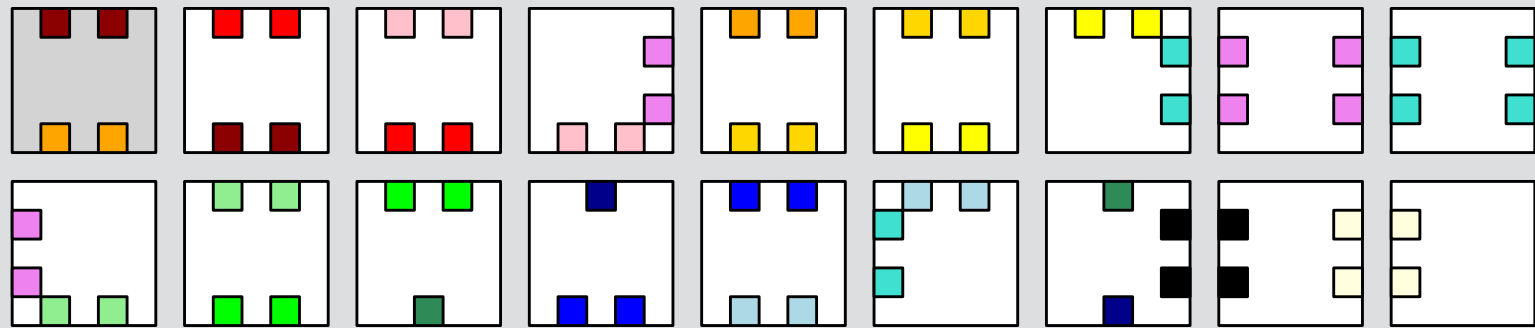


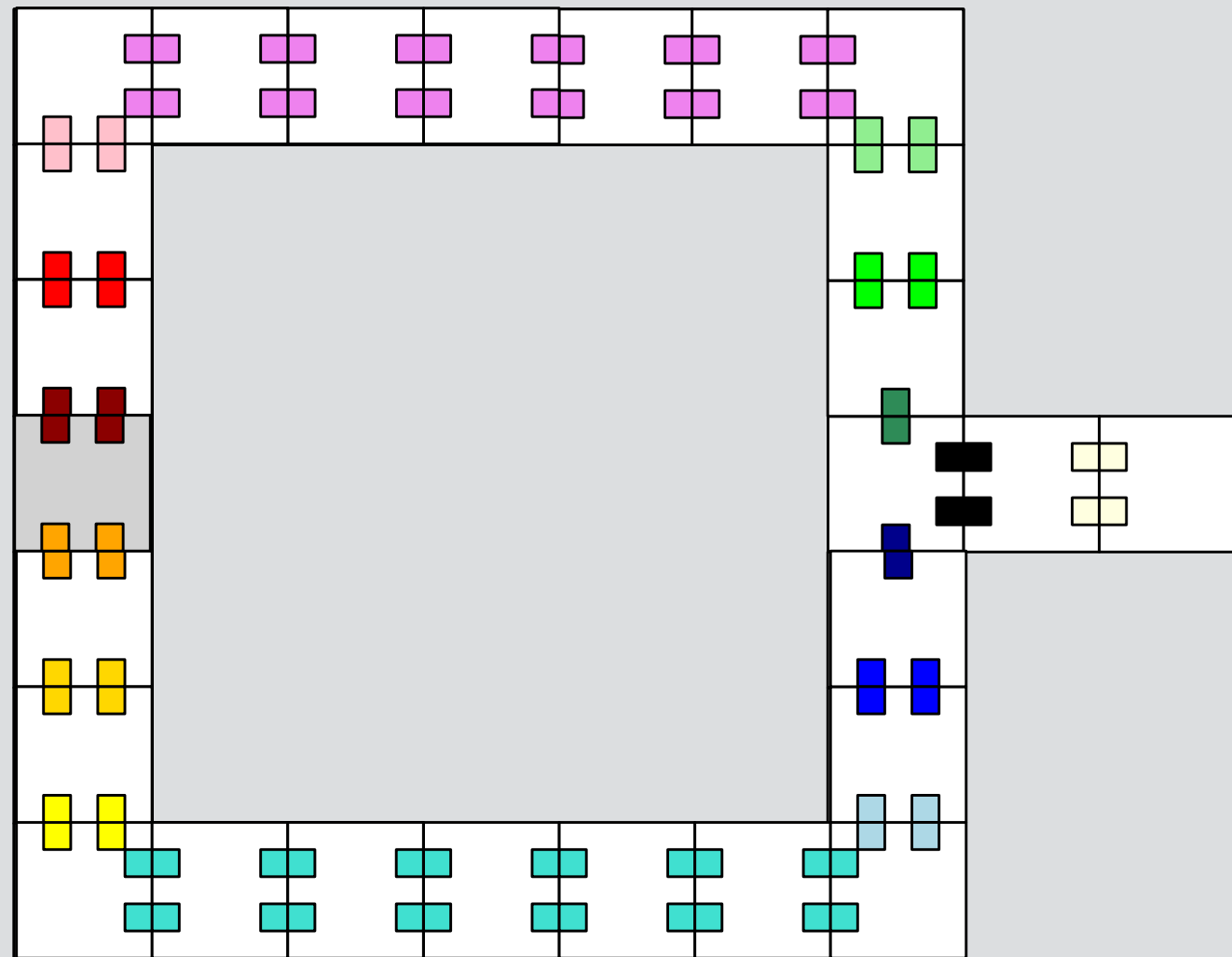
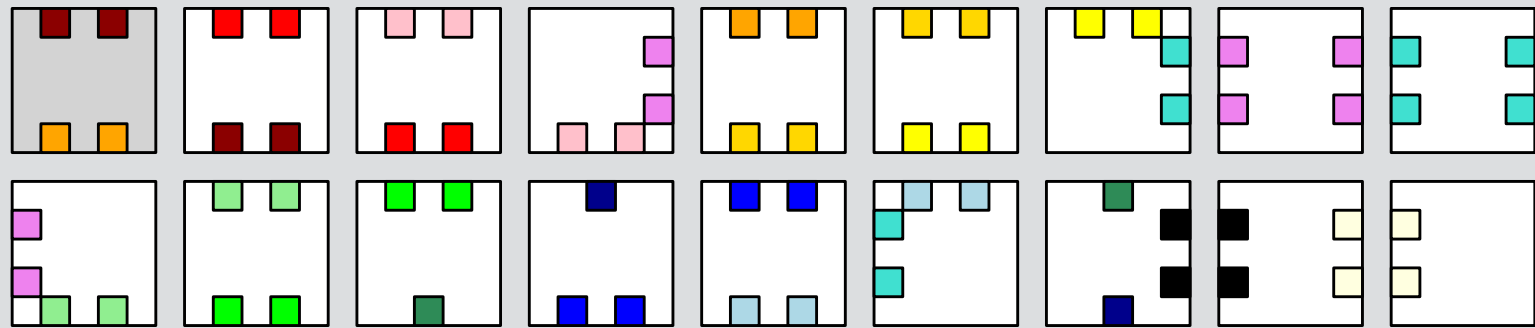


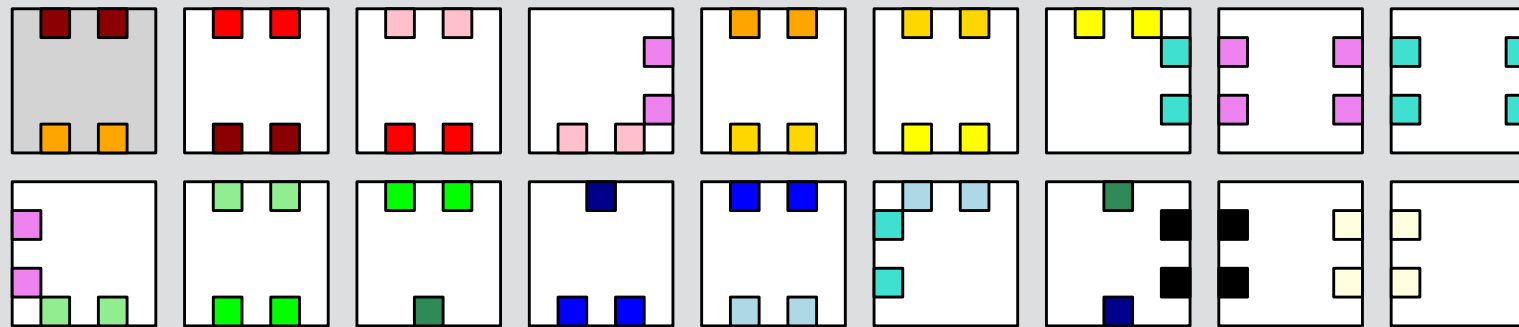




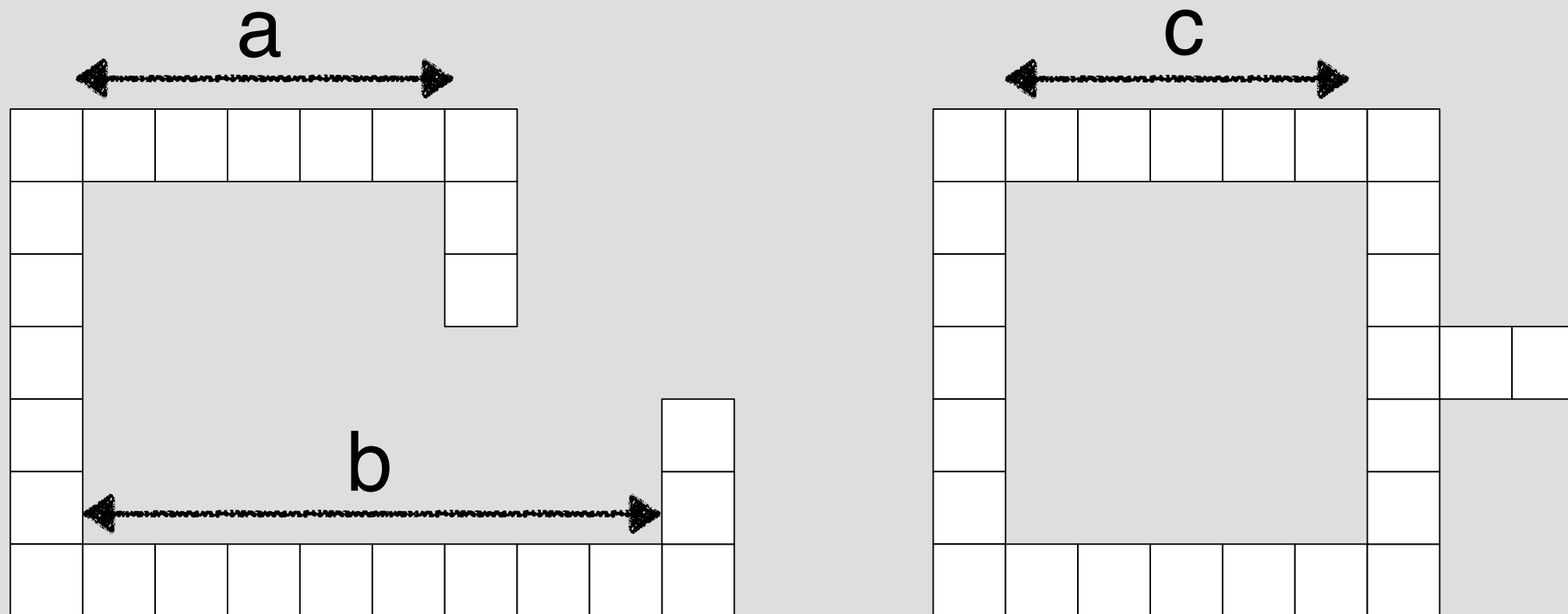






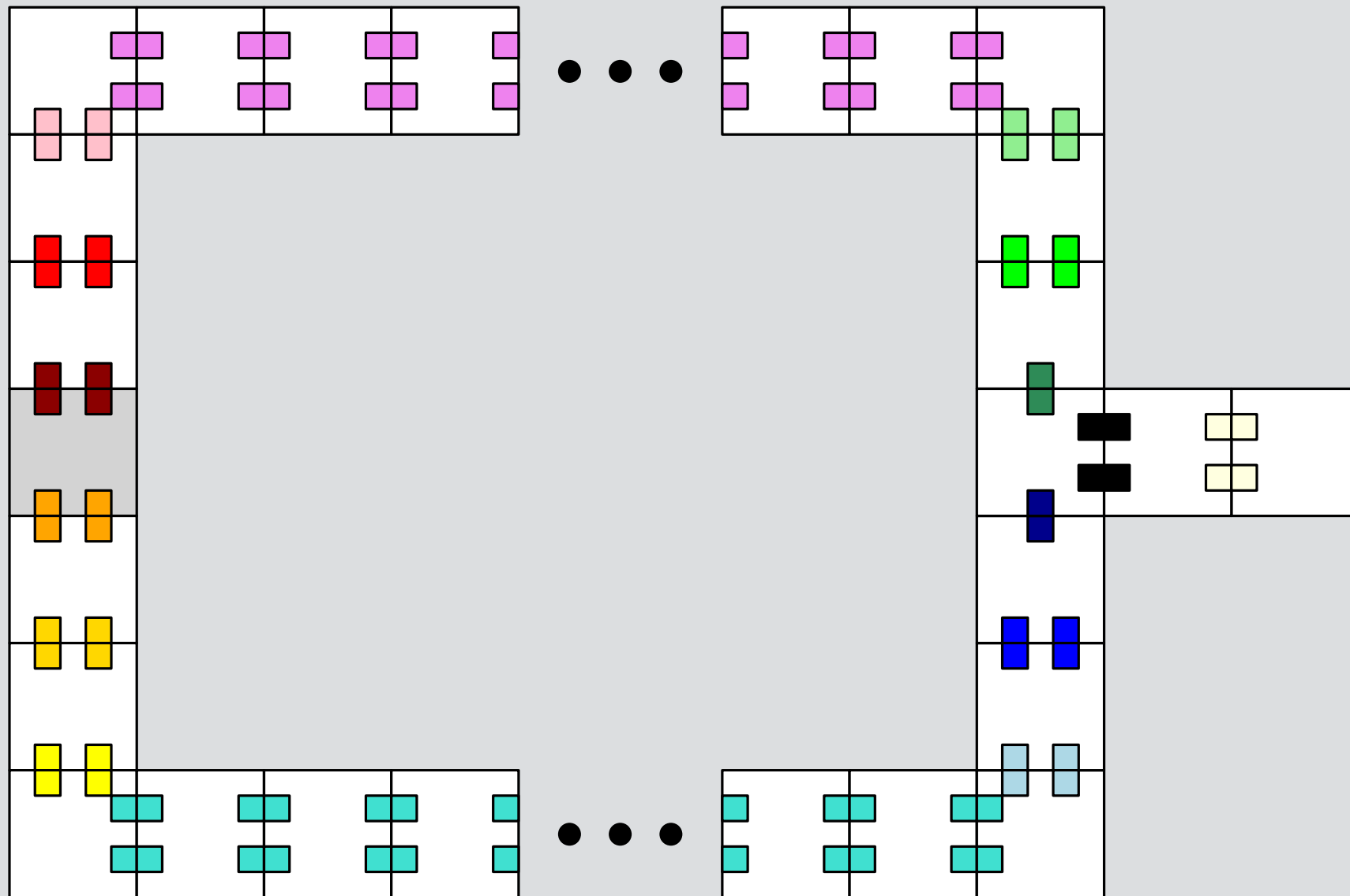


at temperature 2 assemblies

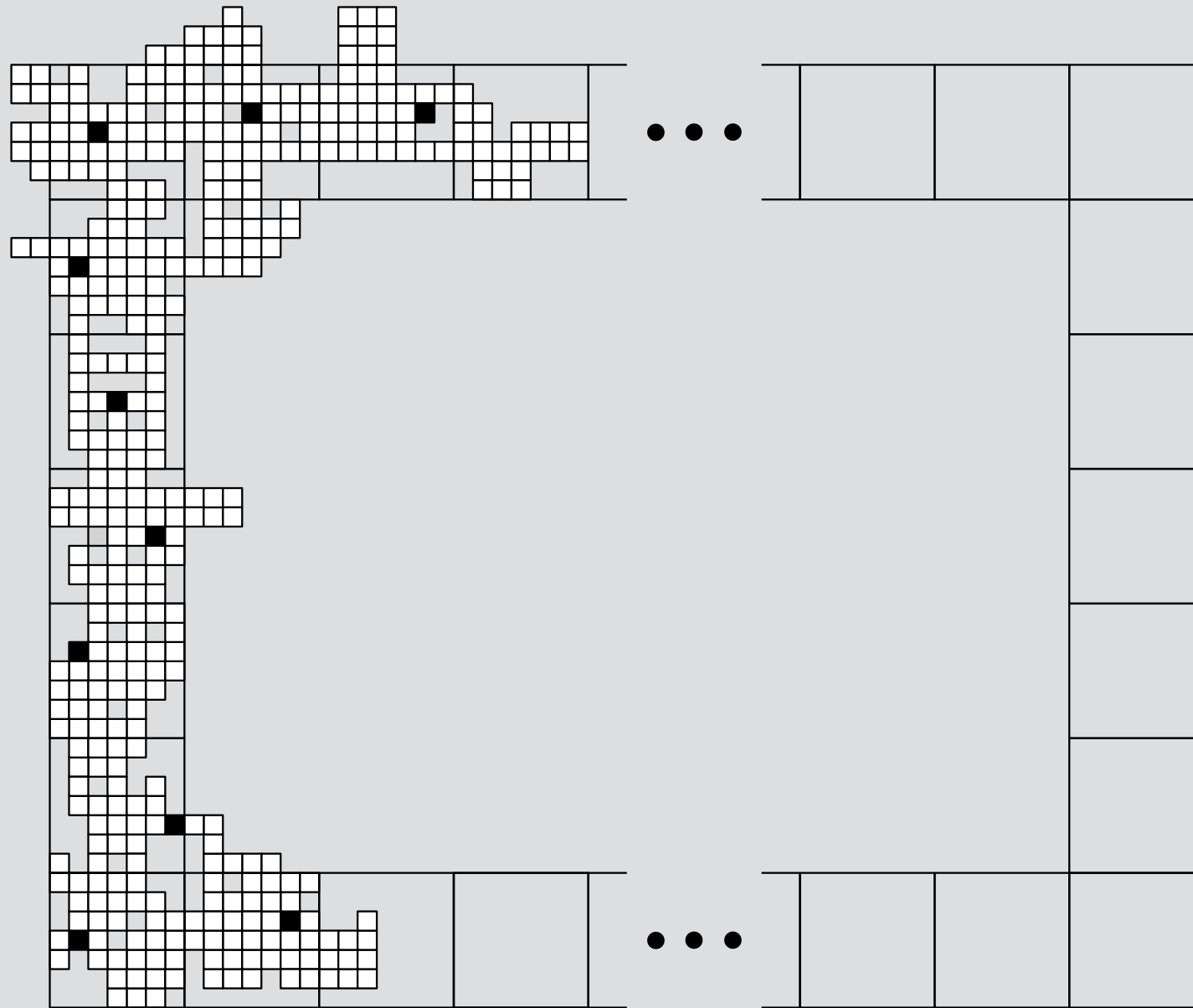


for all $a, b, c \geq 0$

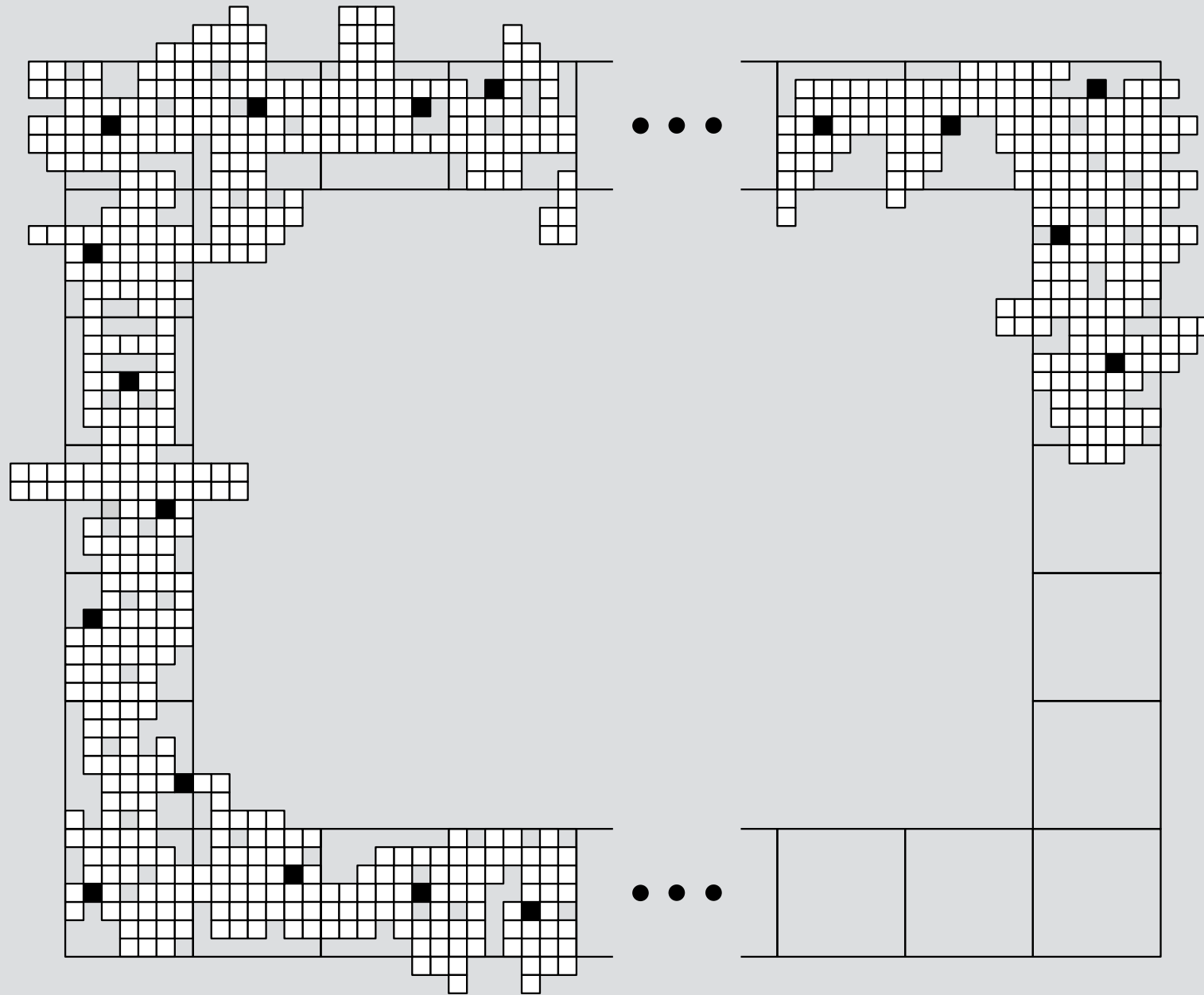
Claim: simulation will fail.



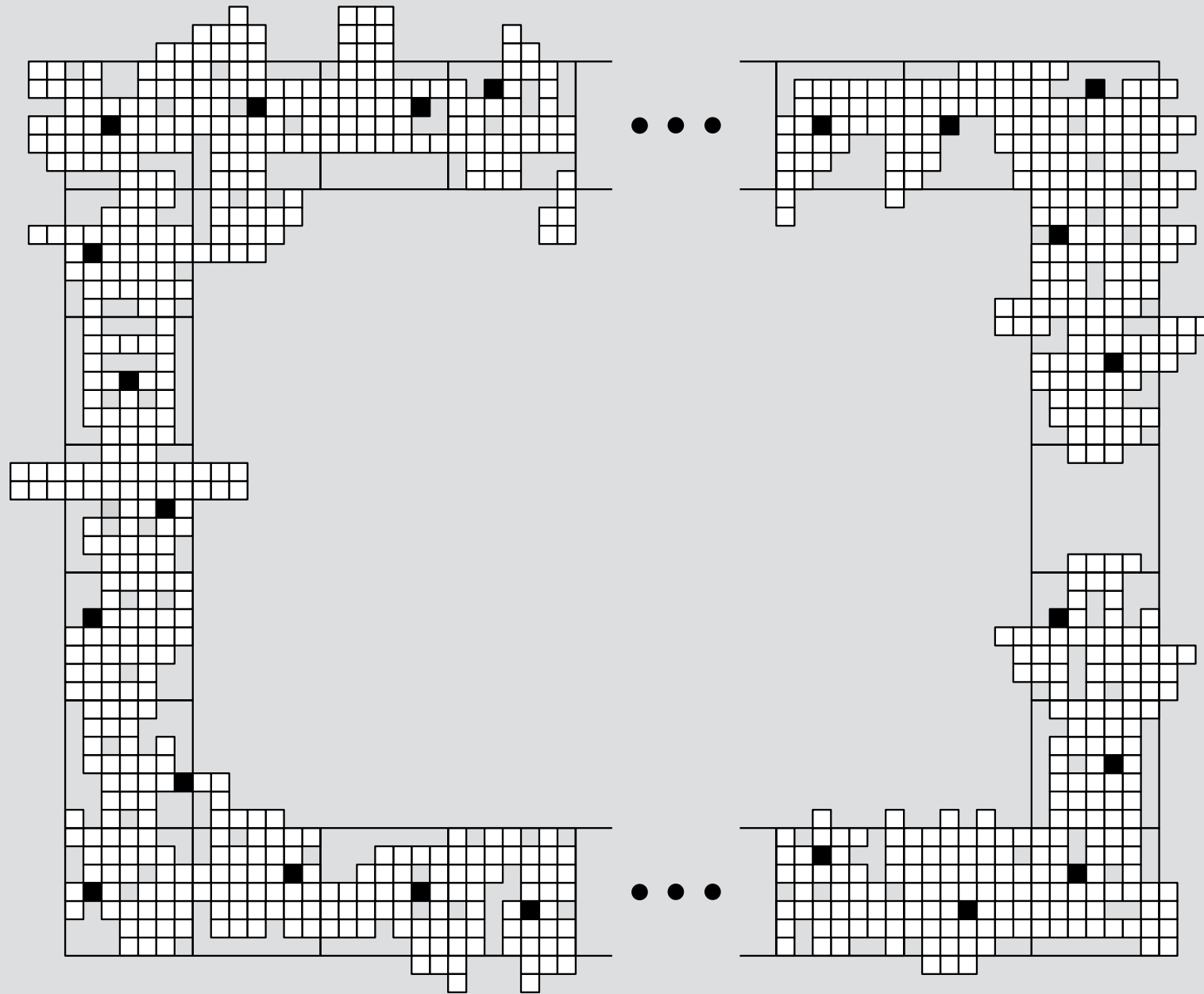
Claim: simulation will fail.



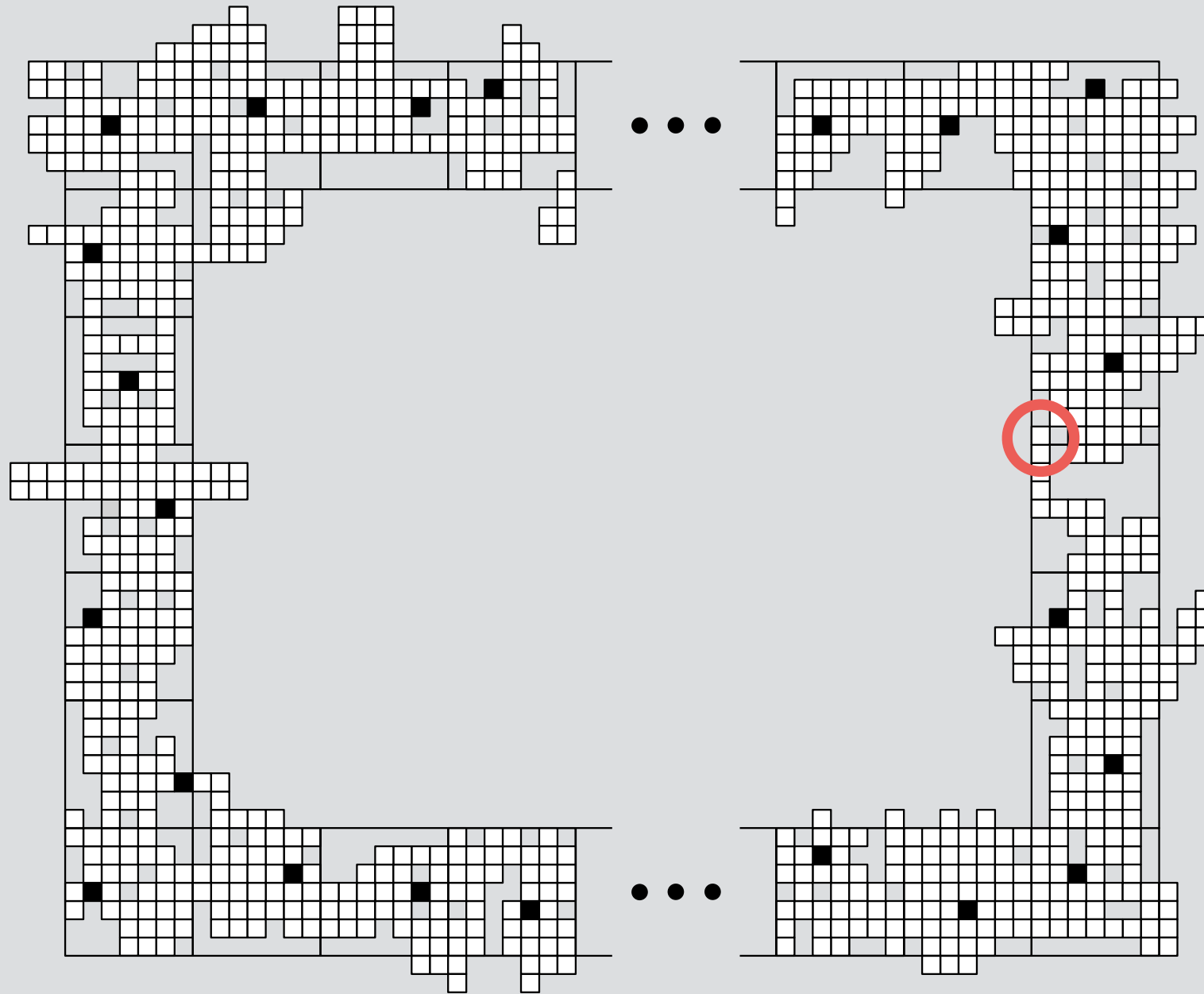
Claim: simulation will fail.



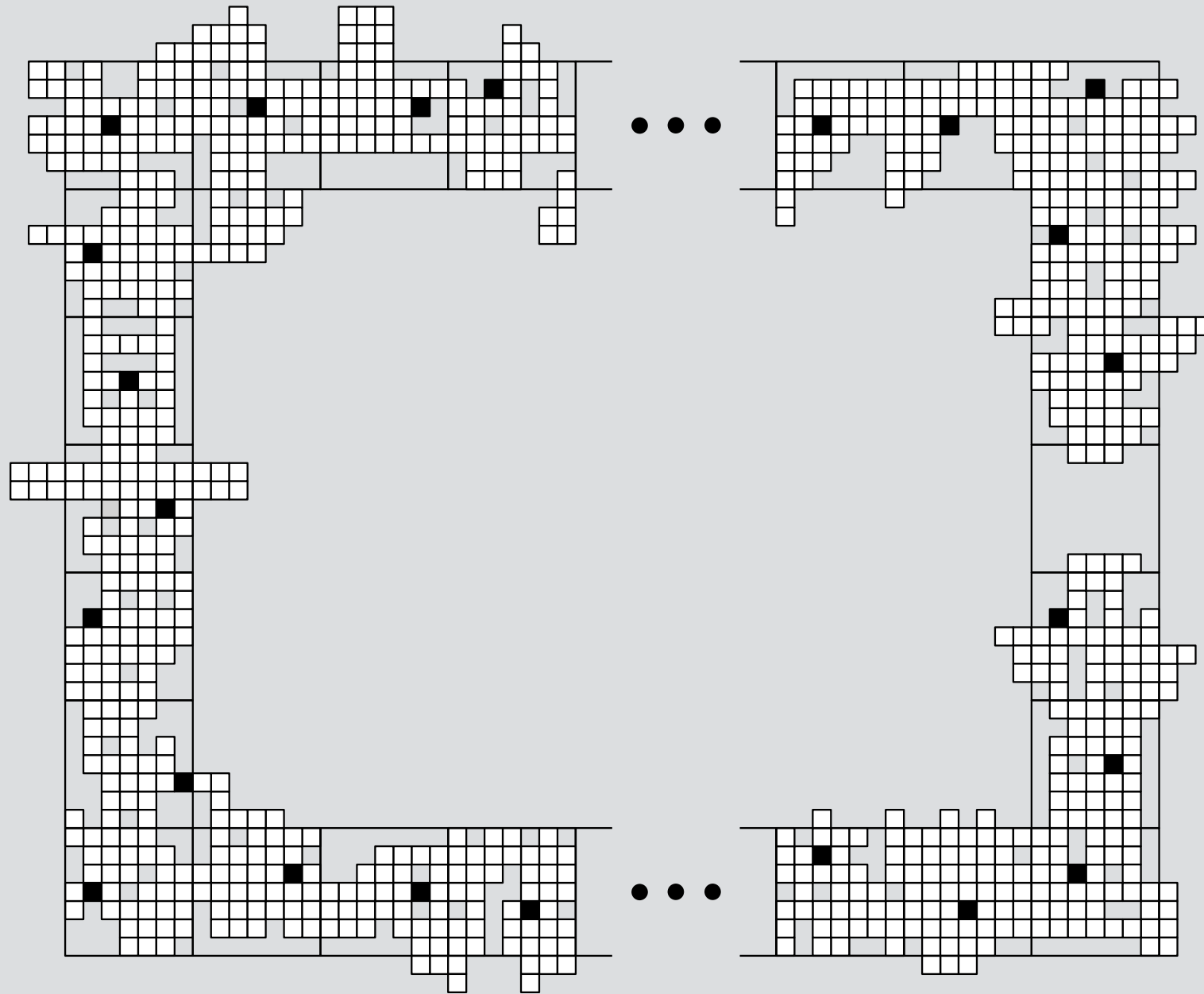
Claim: simulation will fail.



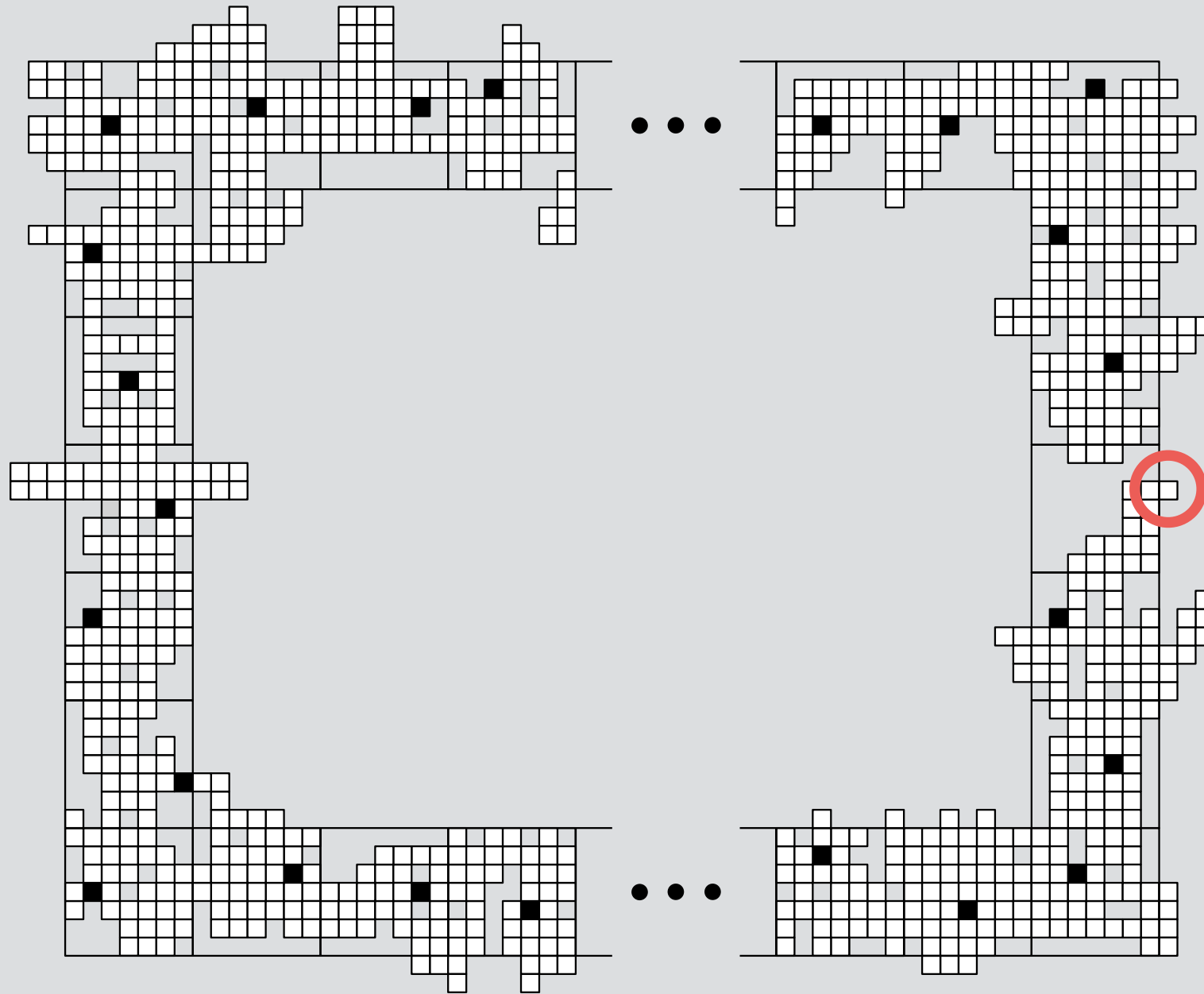
Claim: simulation will fail.



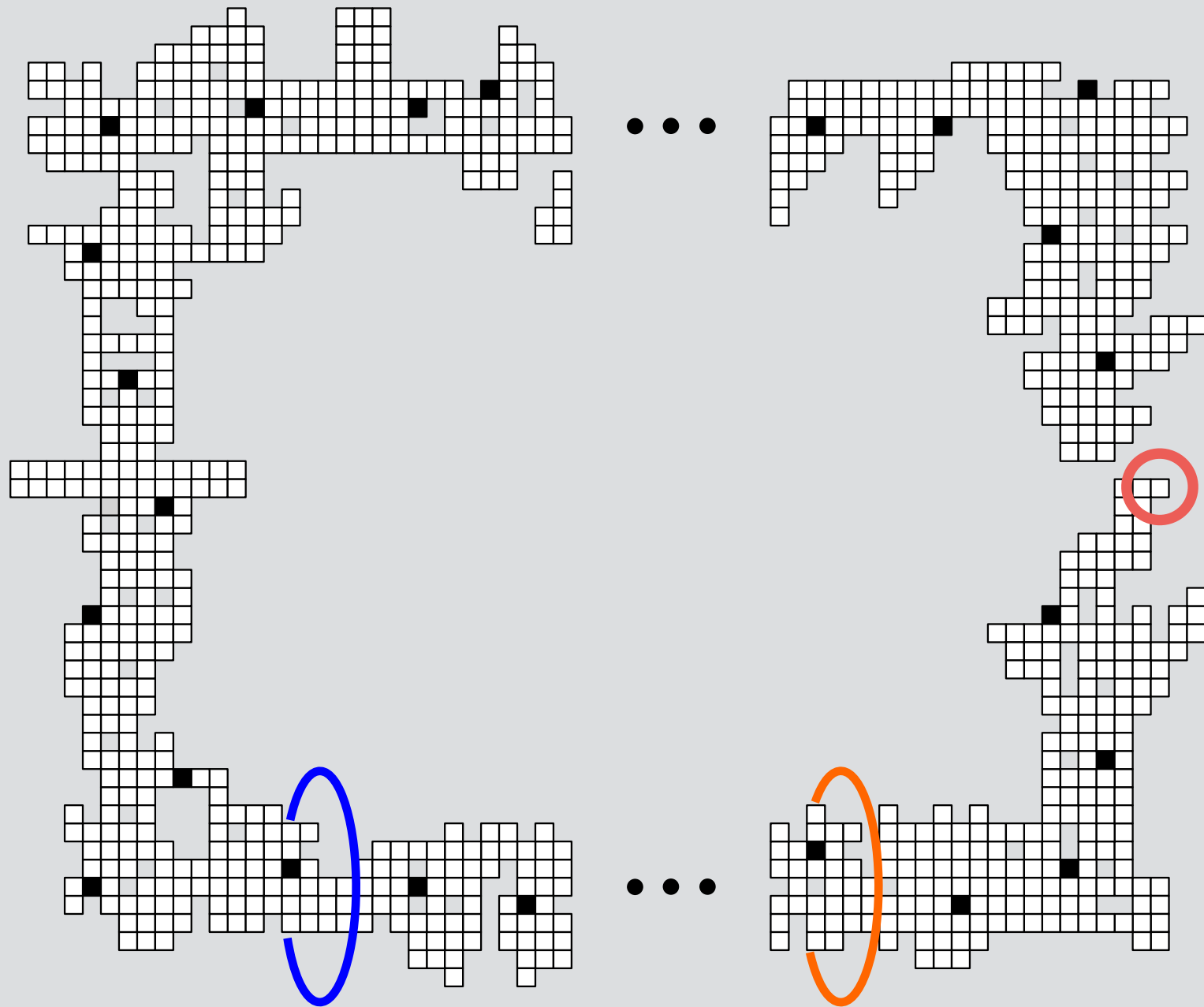
Claim: simulation will fail.



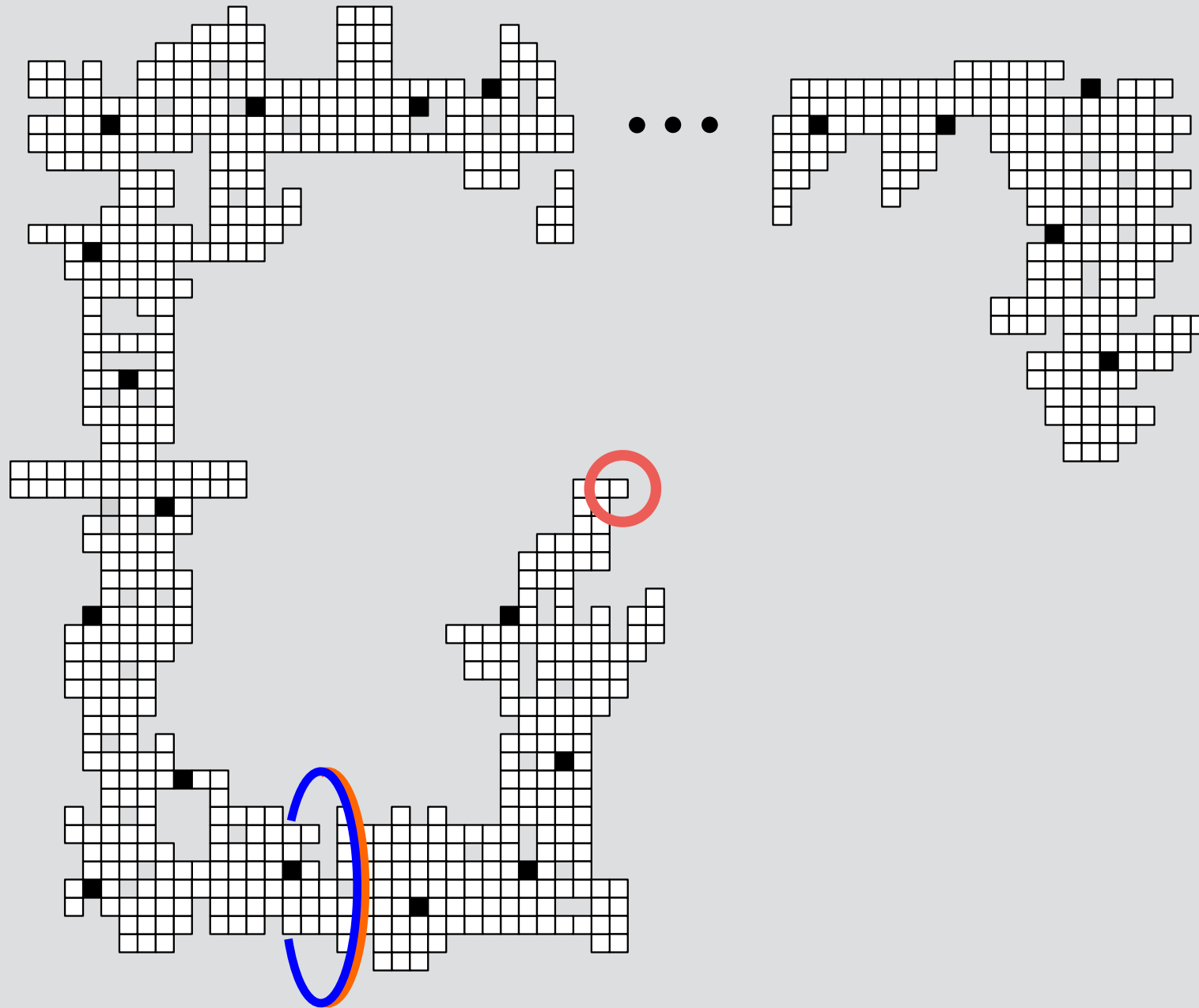
Claim: simulation will fail.



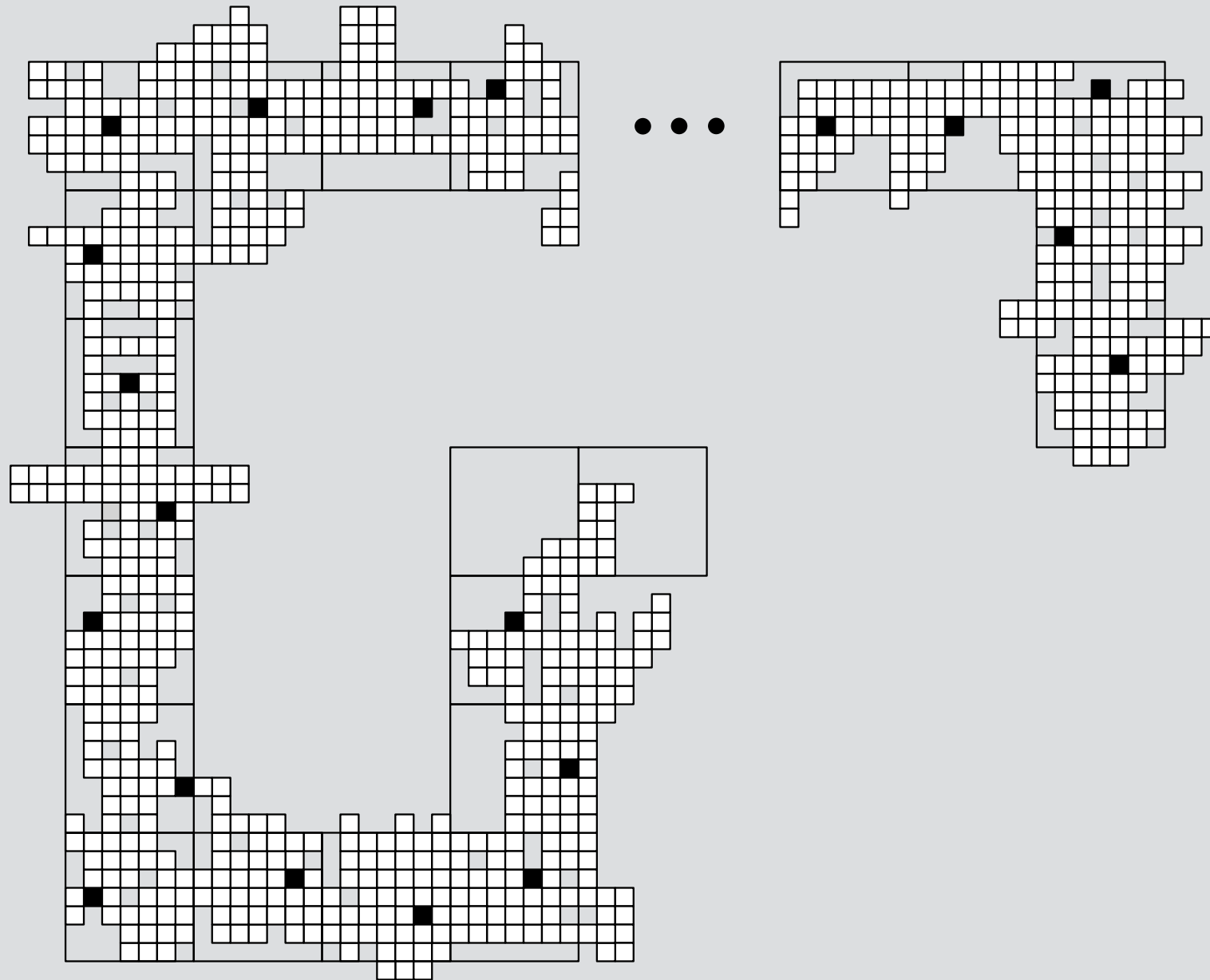
Claim: simulation will fail.



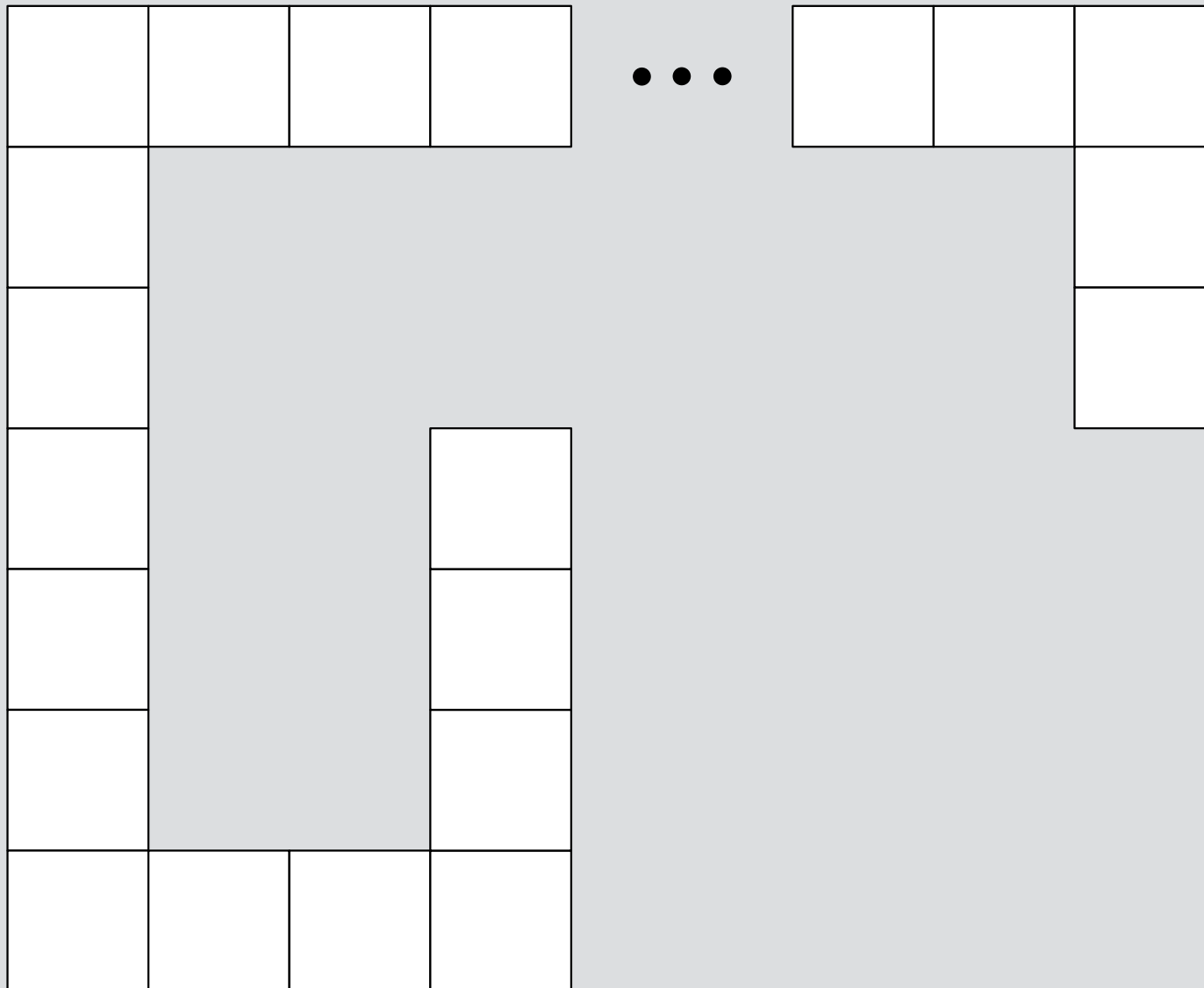
Claim: simulation will fail.



Claim: simulation will fail.

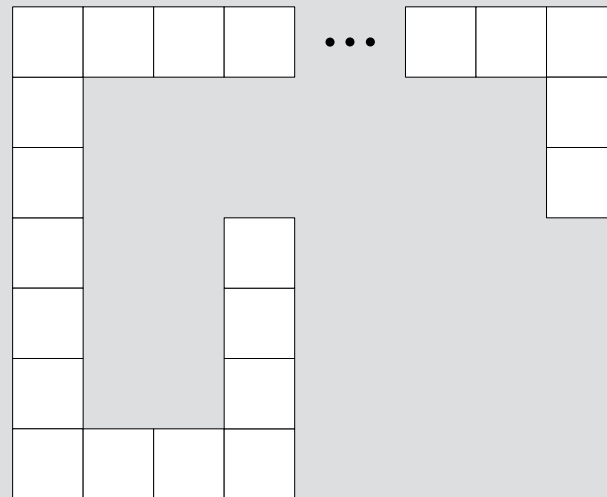


Claim: simulation will fail.

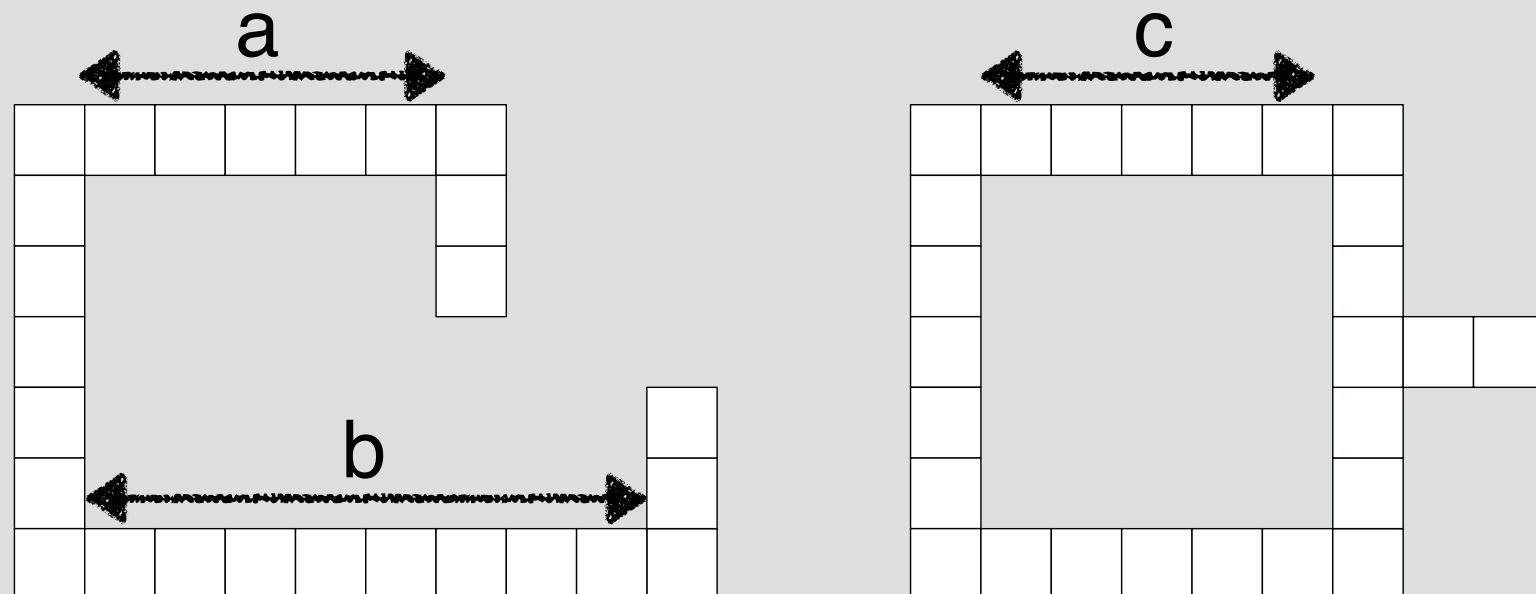


Claim: simulation will fail.

Assembled by temperature-1 “simulation”:



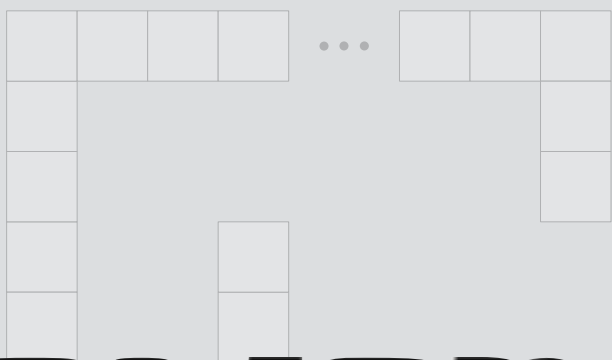
Shapes assembled by  at temperature 2:



for all $a, b, c \geq 0$

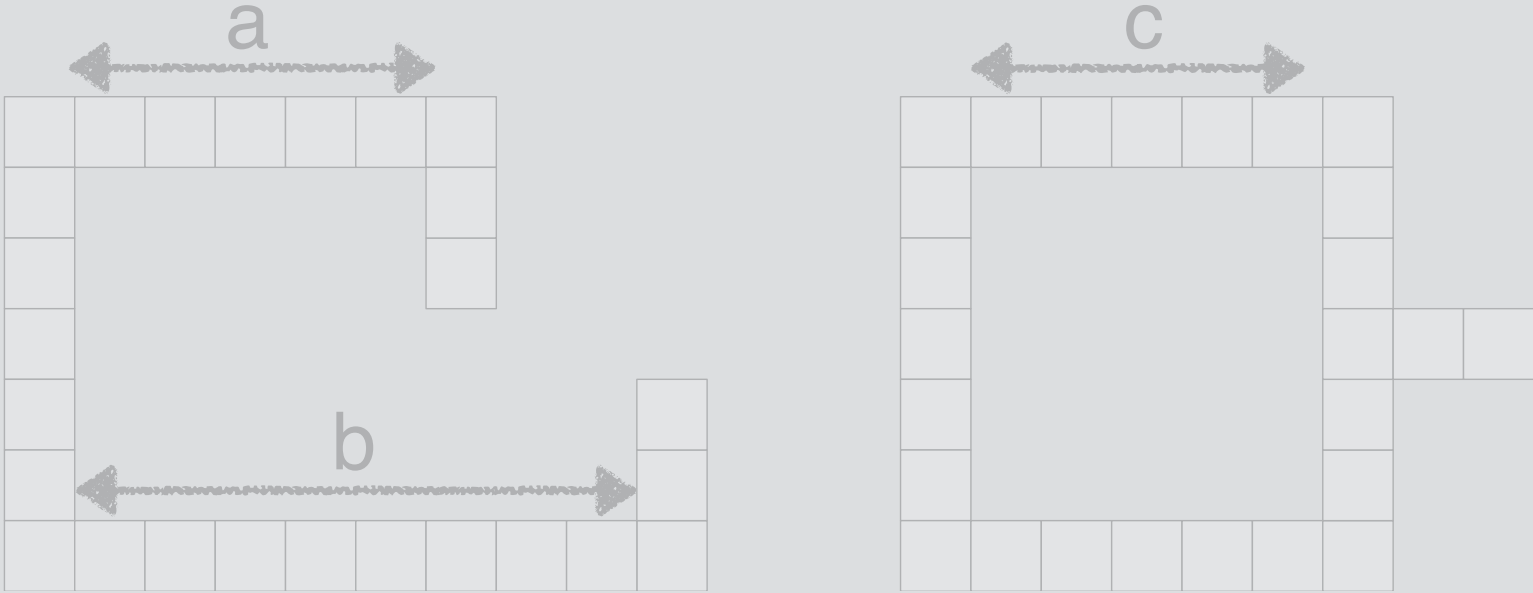
Claim: simulation will fail.

Assembled by temperature-1 “simulation”:



SIMULATION FAILED

Shapes assembled by  at temperature 2:



for all $a, b, c \geq 0$

Fruits of intrinsic universality

The tile assembly model is intrinsically universal

David Doty* Jack H. Lutz† Matthew J. Patitz‡ Robert T. Schweller§
Scott M. Summers¶ Damien Woods||

Intrinsic universality in tile self-assembly
requires cooperation

Pierre-Etienne Meunier* Matthew J. Patitz‡
Scott M. Summers† Guillaume Theyssier§ Andrew Winslow¶
Damien Woods||

The two-handed tile assembly model is not
intrinsically universal

Erik D. Demaine* Matthew J. Patitz‡ Trent A. Rogers‡
Robert T. Schweller§ Scott M. Summers¶ Damien Woods||

**Signal Transmission across Tile Assemblies:
3D Static Tiles Simulate Active Self-assembly
by 2D Signal-Passing Tiles**

Jacob Hendricks^{1,*}, Jennifer E. Padilla^{2,**},
Matthew J. Patitz^{1,*}, and Trent A. Rogers^{3,*}

**One Tile to Rule Them All:
Simulating Any Tile Assembly System
with a Single Universal Tile^{*,**}**

Erik D. Demaine¹, Martin L. Demaine¹, Sándor P. Fekete²,
Matthew J. Patitz³, Robert T. Schweller⁴,
Andrew Winslow⁵, and Damien Woods⁶

It's a Tough Nanoworld: in Tile Assembly,
Cooperation is not (strictly) more Powerful than
Competition

Florent Becker* Pierre-Étienne Meunier†

**The Simulation Powers and Limitations
of Hierarchical Self-Assembly Systems**

Jacob Hendricks^(✉), Matthew J. Patitz, and Trent A. Rogers

Department of Computer Science and Computer Engineering,
University of Arkansas, Fayetteville, AR, USA
{jhendric,patitz,tar003}@uark.edu

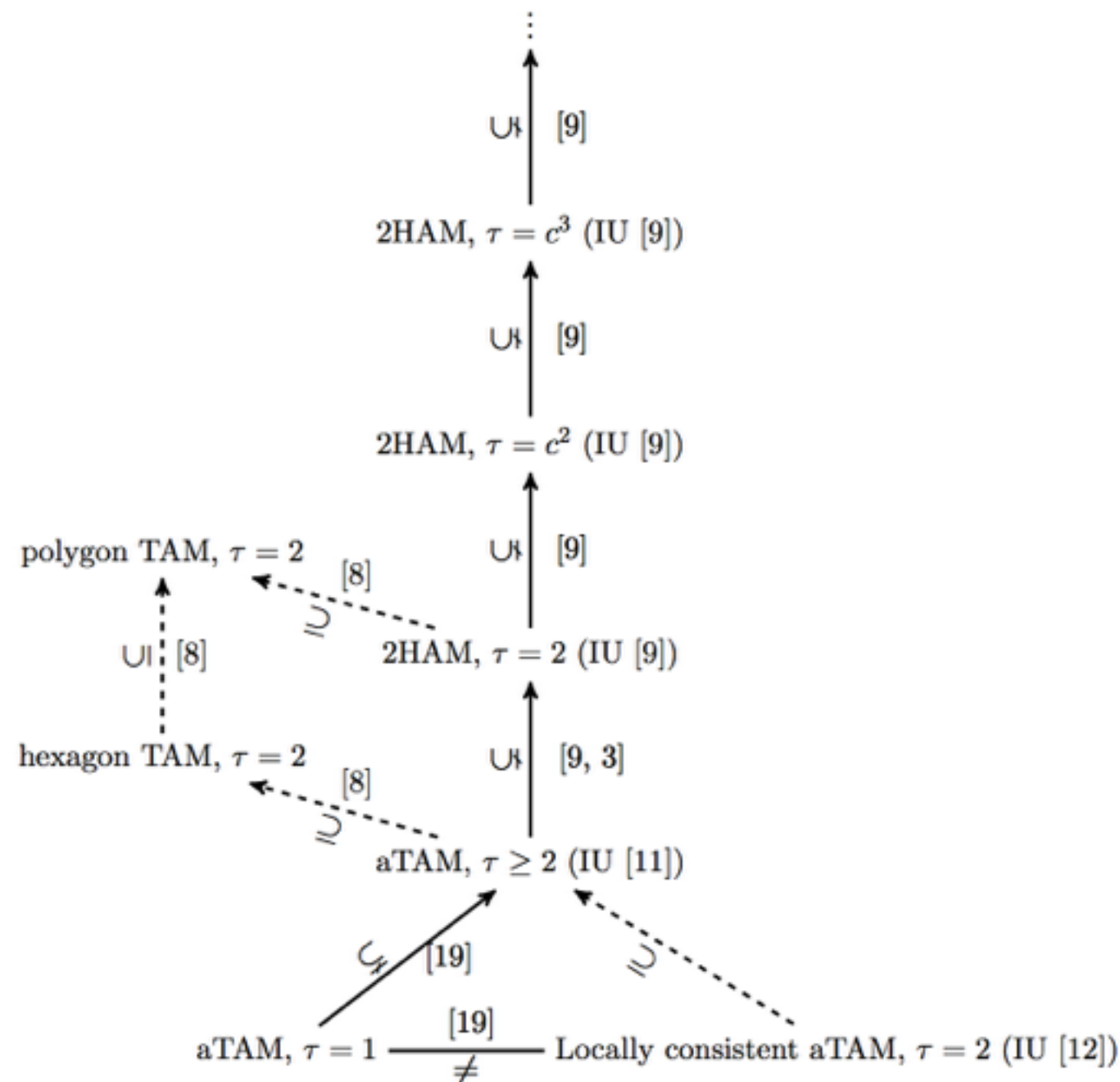
**Two Hands Are Better Than One
(up to constant factors)**

Sarah Cannon* Erik D. Demaine† Martin L. Demaine‡ Sarah Eisenstat†
Matthew J. Patitz‡ Robert Schweller† Scott M. Summers§ Andrew Winslow*

Fruits of intrinsic universality

Intrinsic universality and the computational power of self-assembly

Damien Woods*



Them All: Assembly System Universal Tile*,**

Demaine¹, Sándor P. Fekete²,
Robert T. Schweller⁴,
Damien Woods⁶

in Tile Assembly,
(*) more Powerful than
Simulation

Pierre-Étienne Meunier[†]

Strengths and Limitations of Assembly Systems

Patitz, and Trent A. Rogers

Department of Computer Engineering,
University of Arkansas, Fayetteville, AR, USA
patitz@uark.edu

More Than One Factor(s)

Demaine[†] Sarah Eisenstat[†]
Summers[§] Andrew Winslow*

The tile assembly model

David Doty* Jack H. Lutz[†]
Scott M. Summers

Intrinsic universality
requires

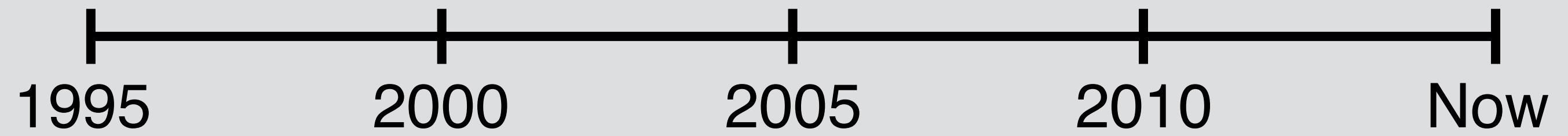
Pierre-Étienne Meunier[†]
Scott M. Summers[†] Guil
Damien Woods

The two-handed tile assembly model
is intrinsically universal

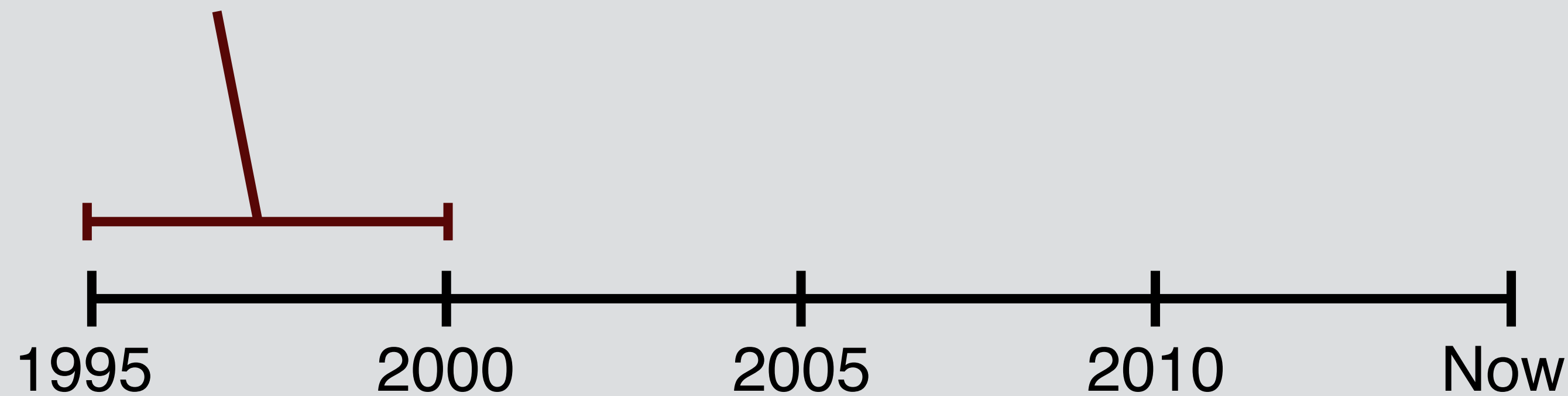
Erik D. Demaine* Mar
Robert T. Schweller[§] Scott

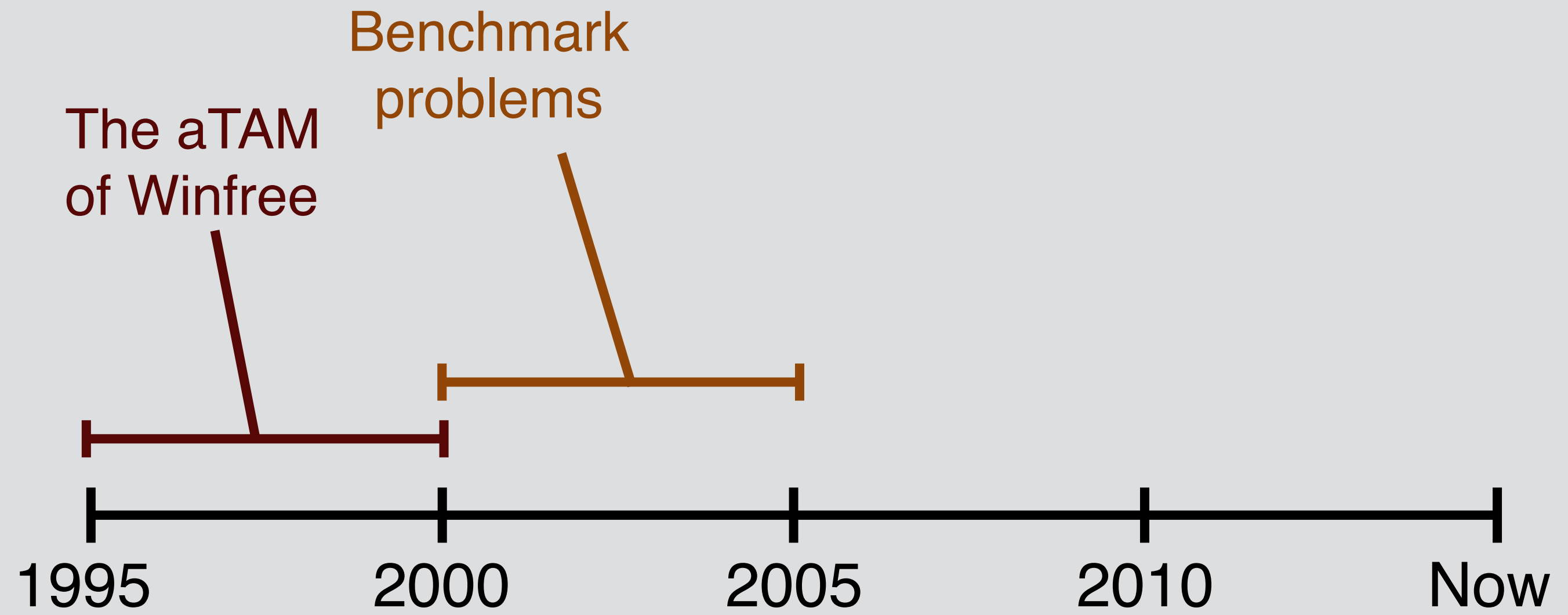
Signal Transmission
3D Static Tiles Simulated
by 2D Signal

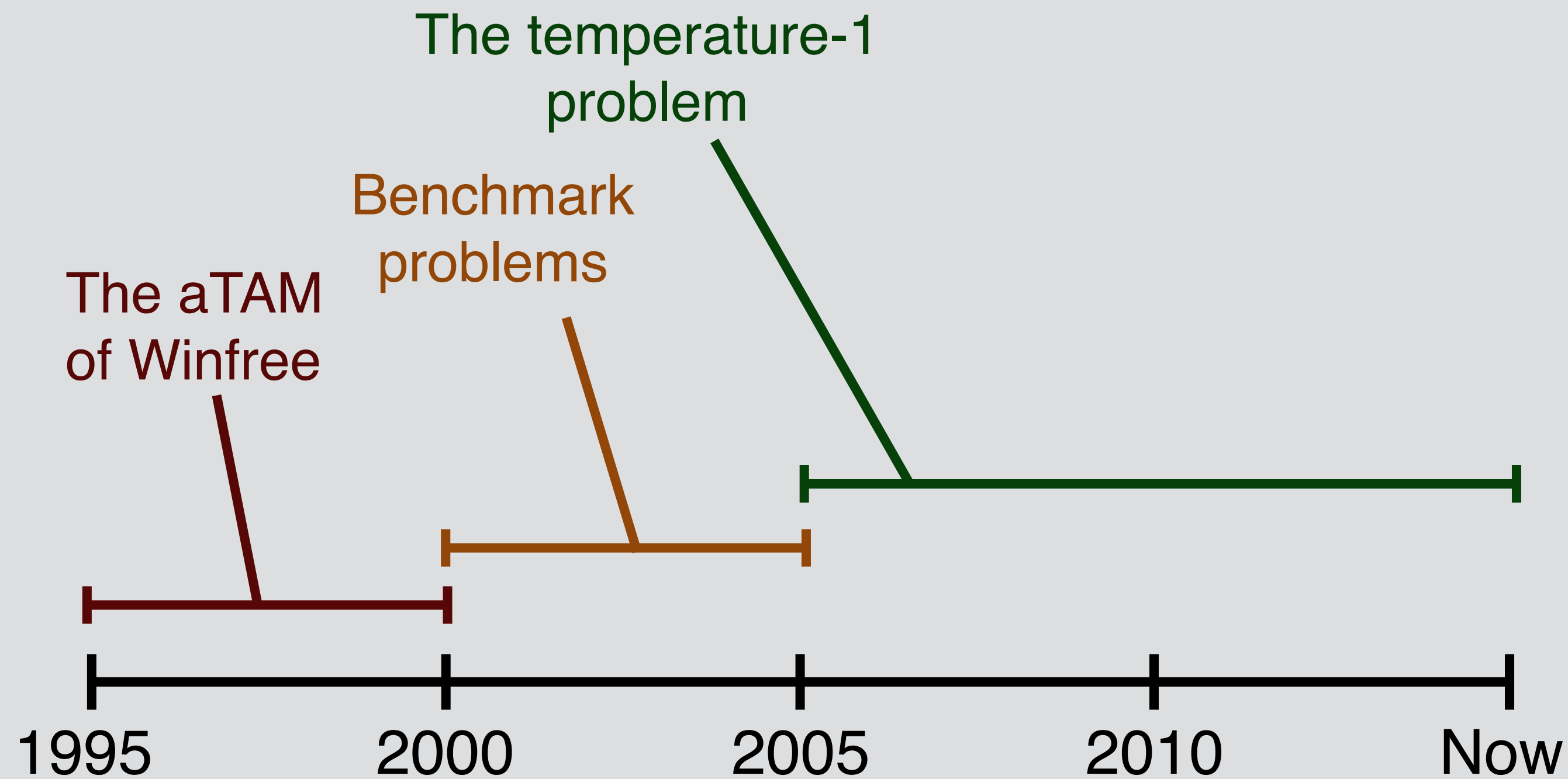
Jacob Hendrickson
Matthew J. Patitz

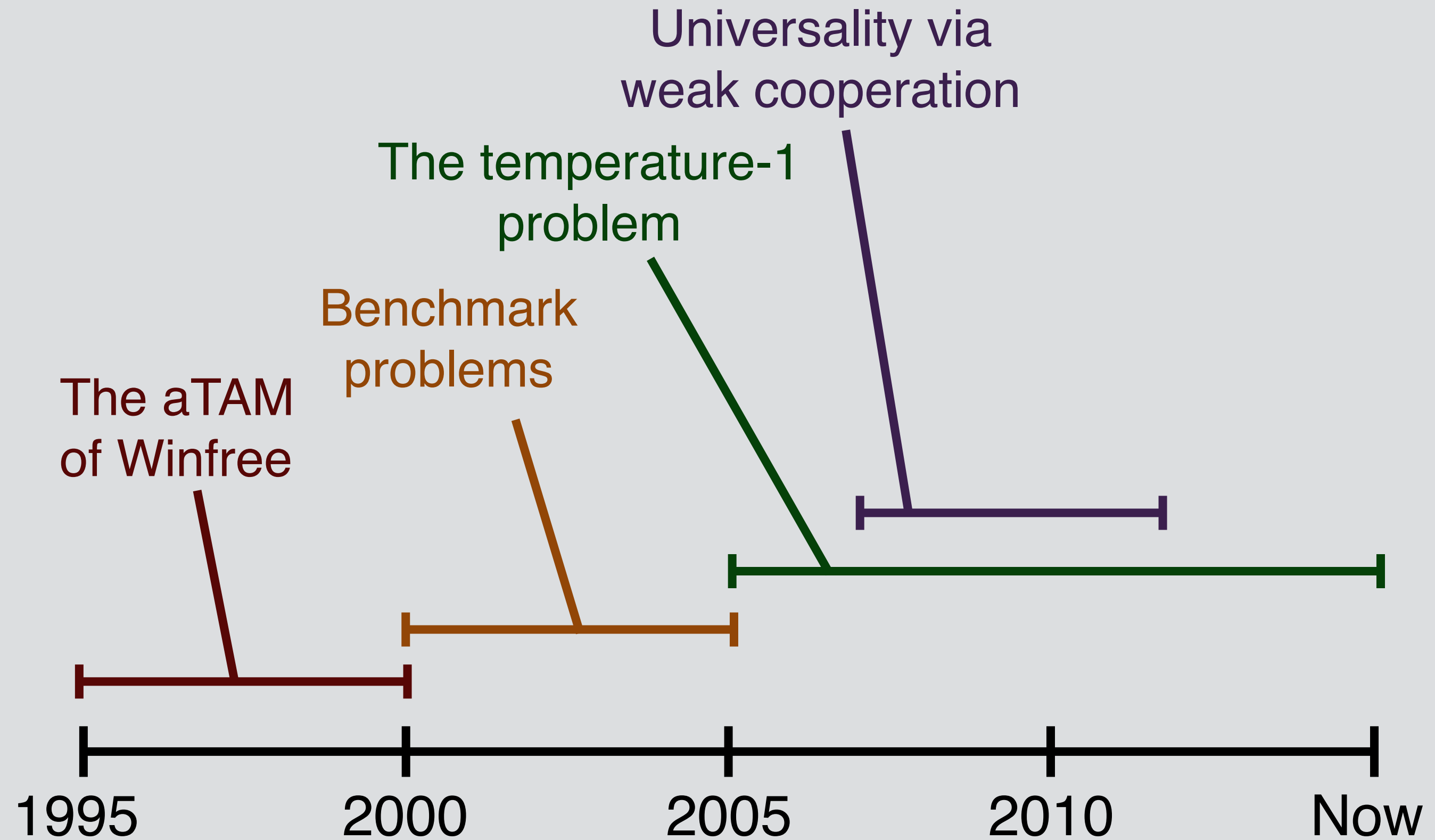


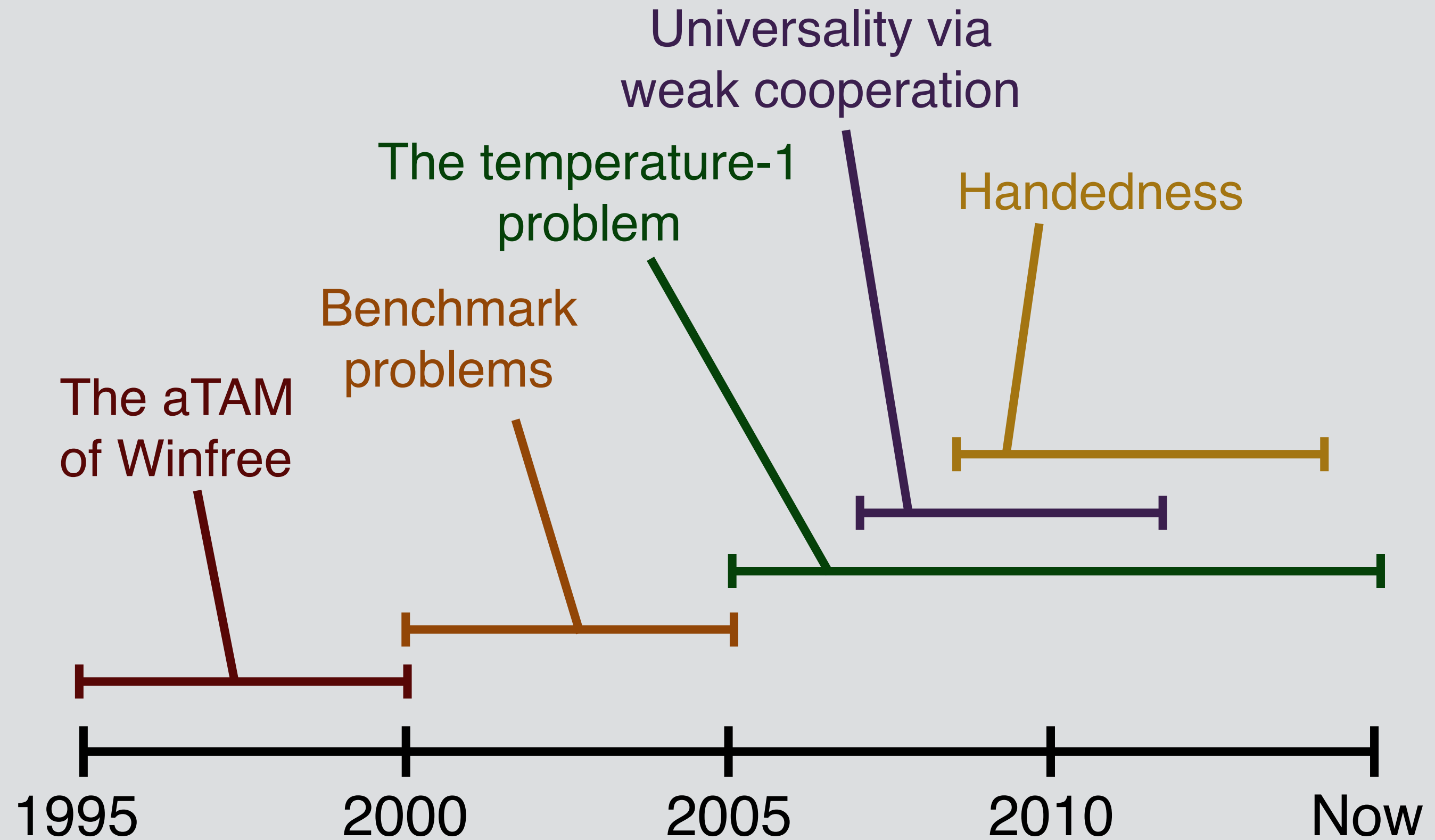
The aTAM
of Winfree

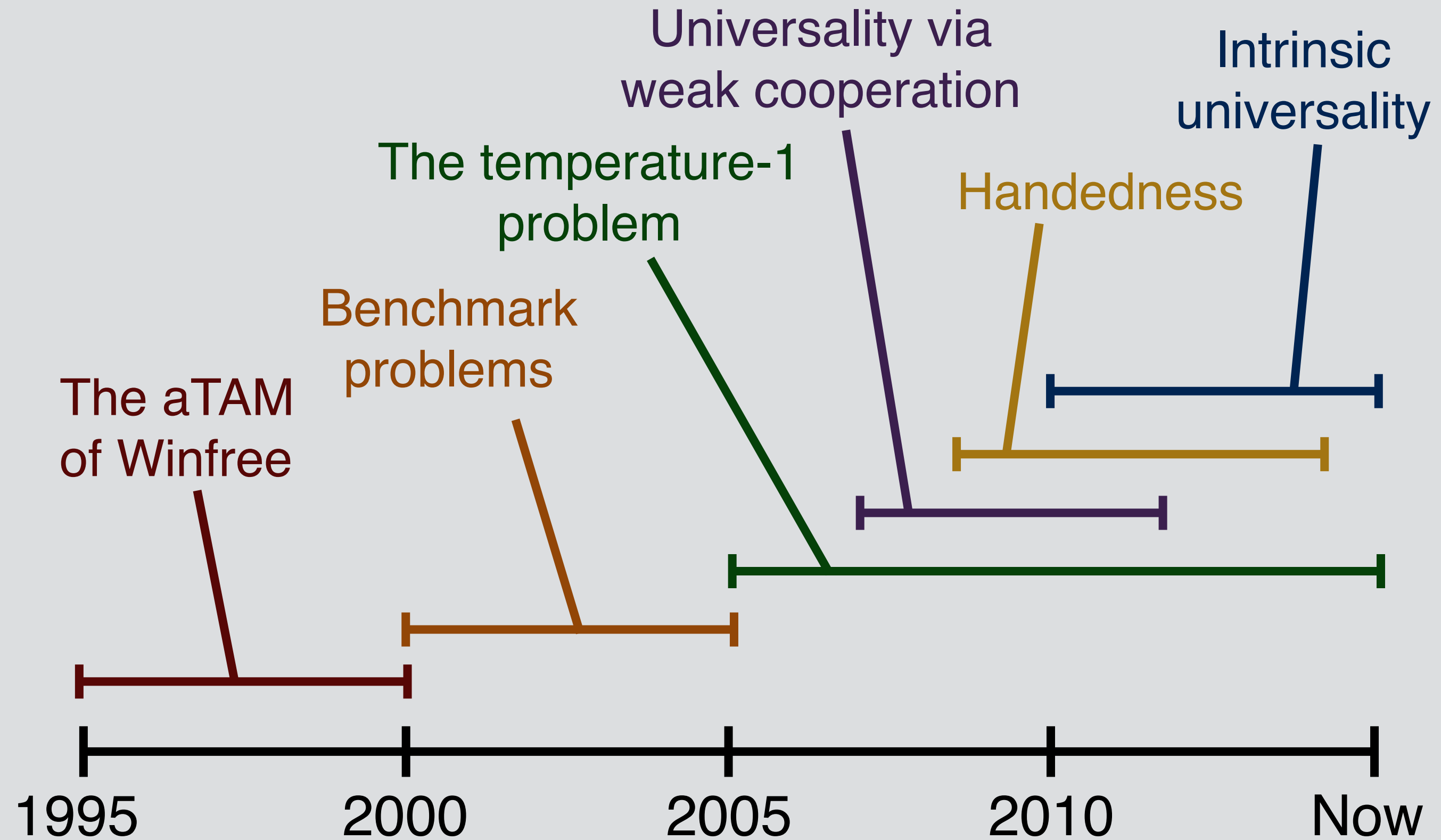












Complete references and more in:

A Brief Tour of Theoretical Tile Self-Assembly

Andrew Winslow¹

Université Libre de Bruxelles, Brussels, Belgium

`awinslow@ulb.ac.be`

Abstract. The author gives a brief historical tour of theoretical tile self-assembly via chronological sequence of reports on selected topics in the field. The result is to provide context and motivation for the these results and the field more broadly.

Complete references and more in:

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