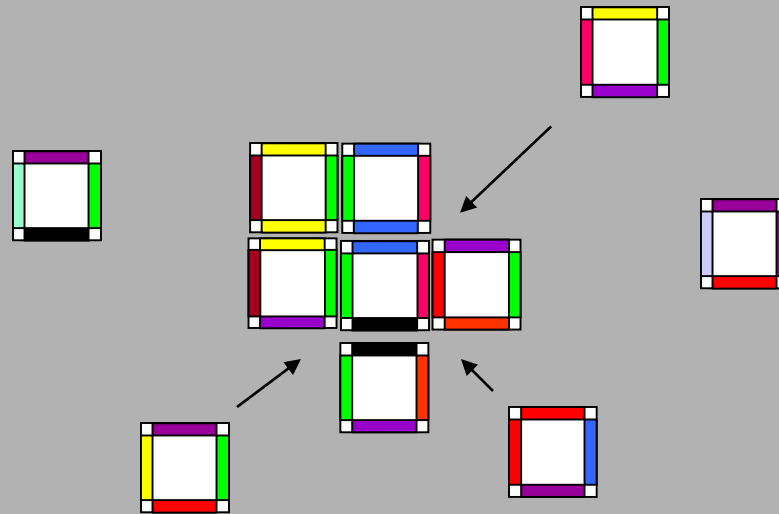
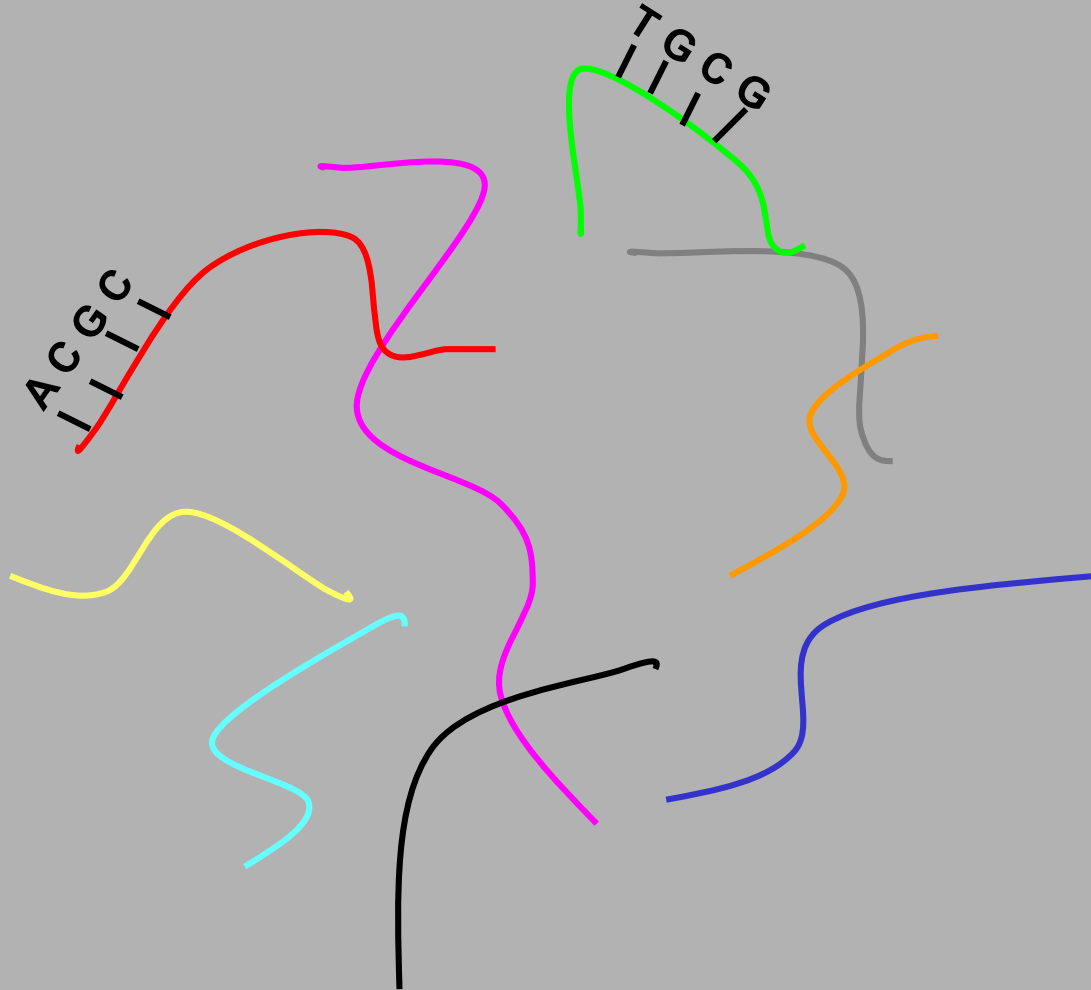


Abstract Tile Self-Assembly Model and the Complexity of Self-Assembled Rectangles

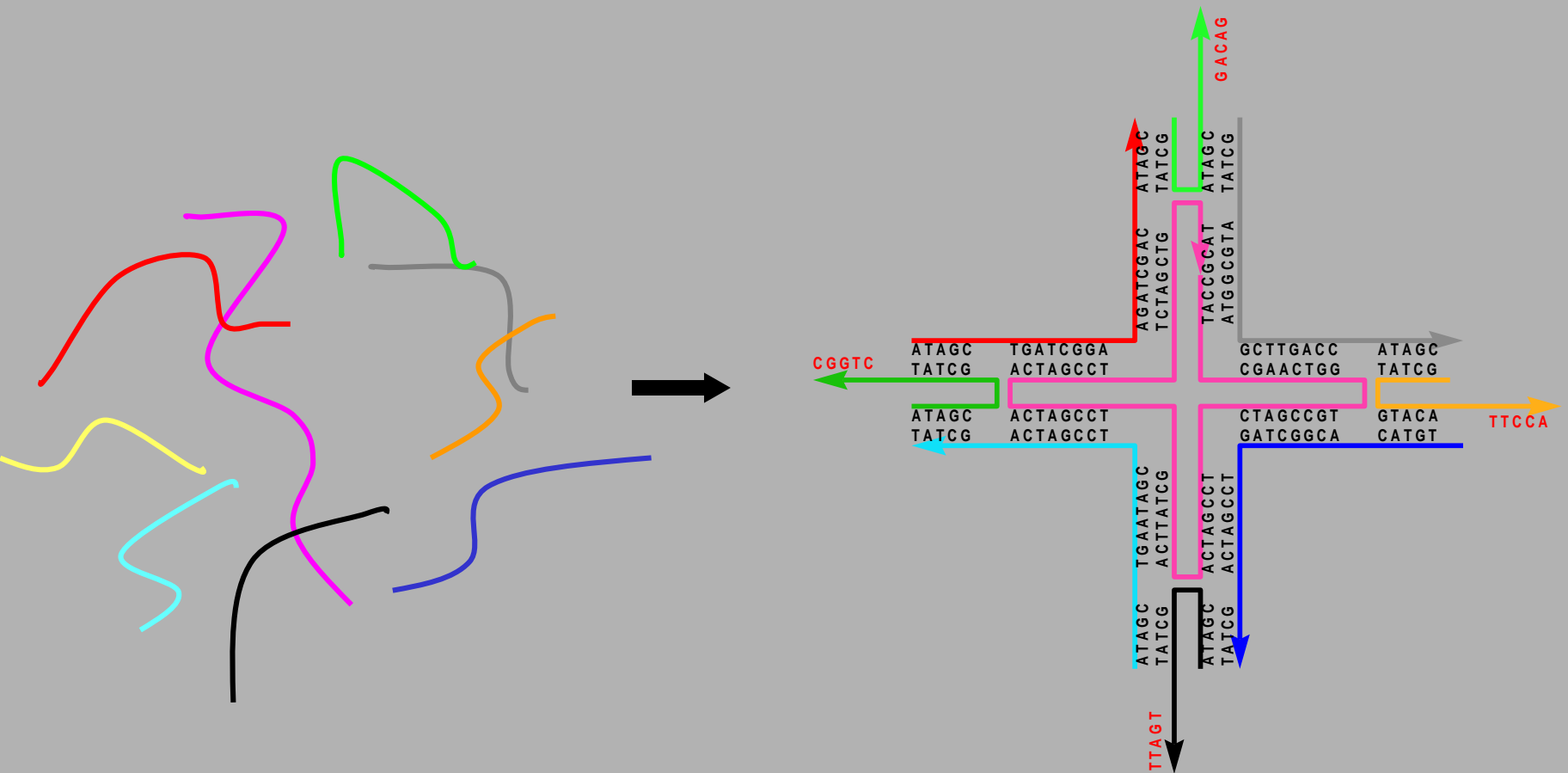


Molecular Building Blocks

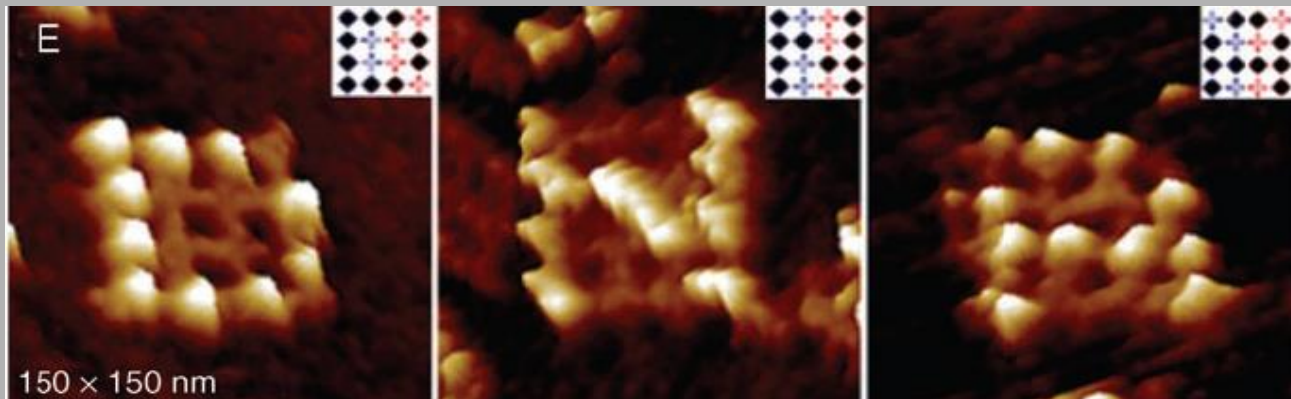
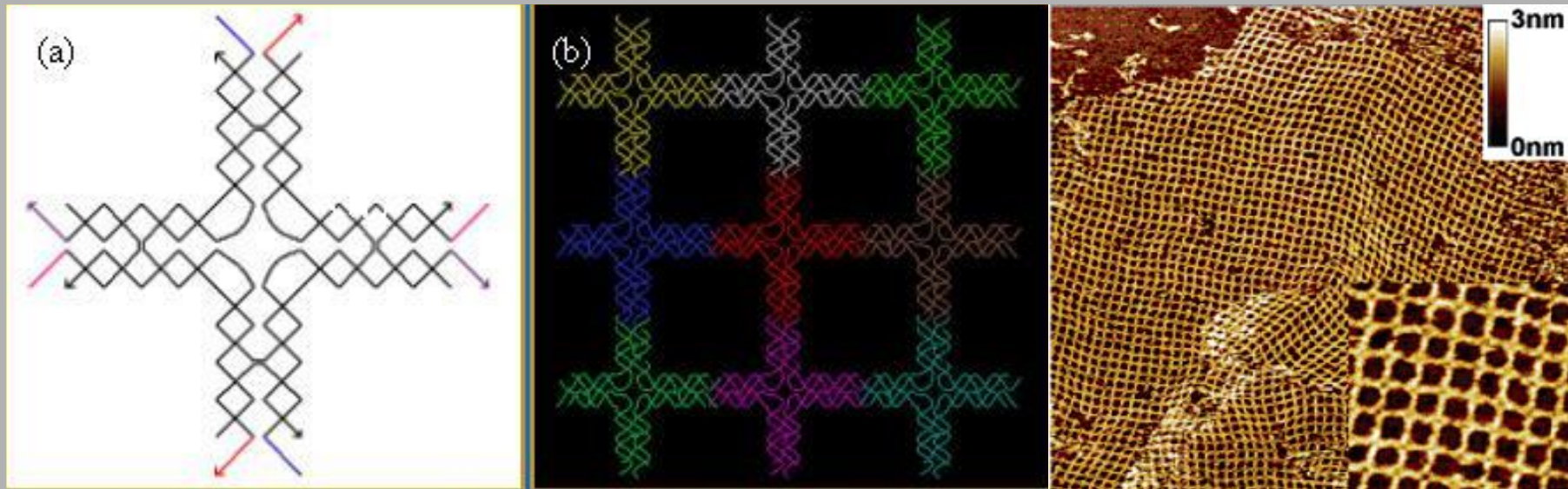


Molecular Building Blocks

[Reif's Group, Duke University]



DNA Scaffolding



[Sung Ha Park, Constantin Pistol, Sang Jung Ahn, John H. Reif, Alvin R. Lebeck, Chris Dwyer, and Thomas H. LaBean, 2006]

Self-Assembly for Circuit Patterns

[Cook, Rothmund, and Winfree, 2003]

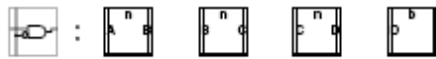
seed tile

WIRE



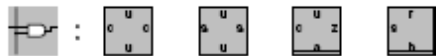
input tiles

AND-NOT

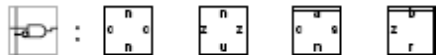


rule tiles

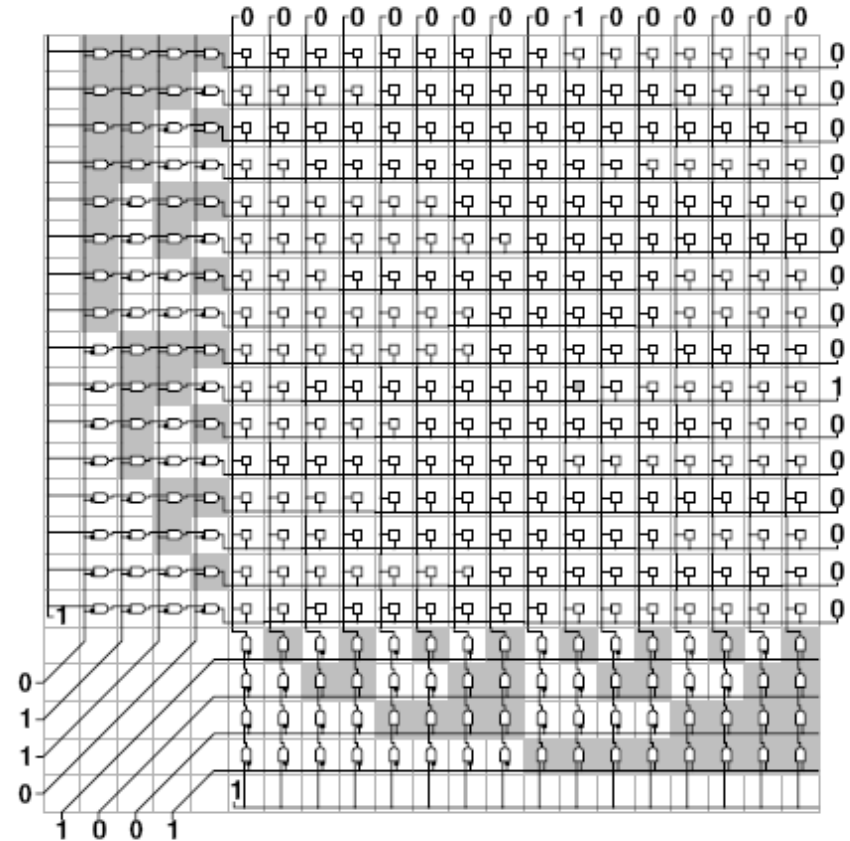
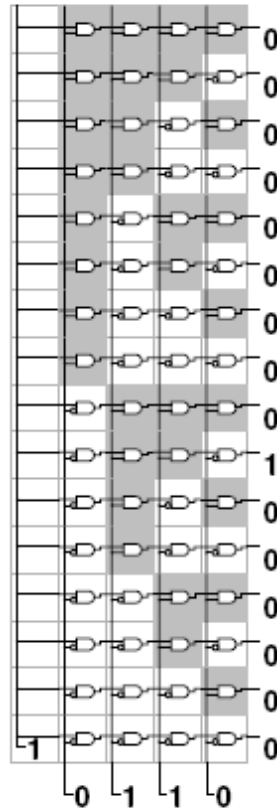
AND



AND-NOT

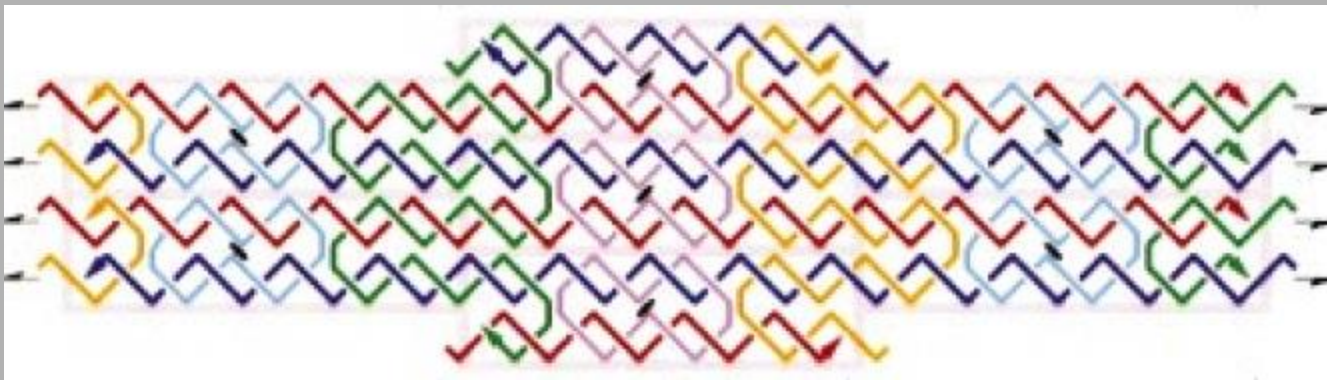
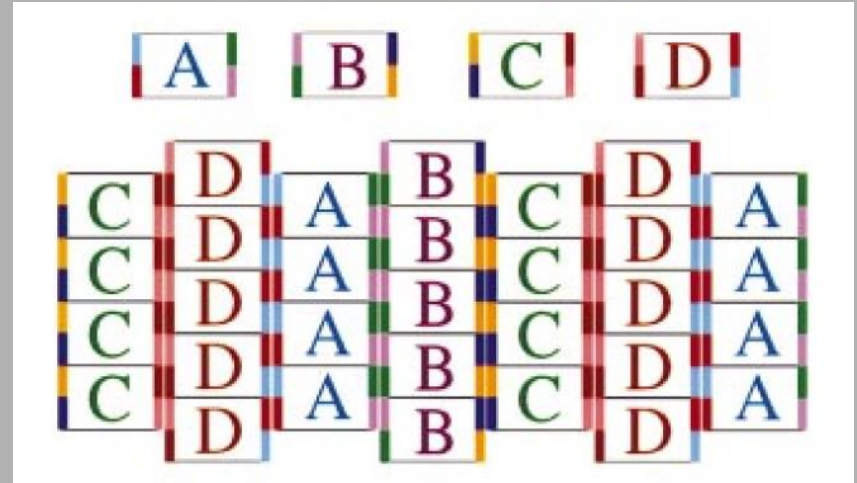
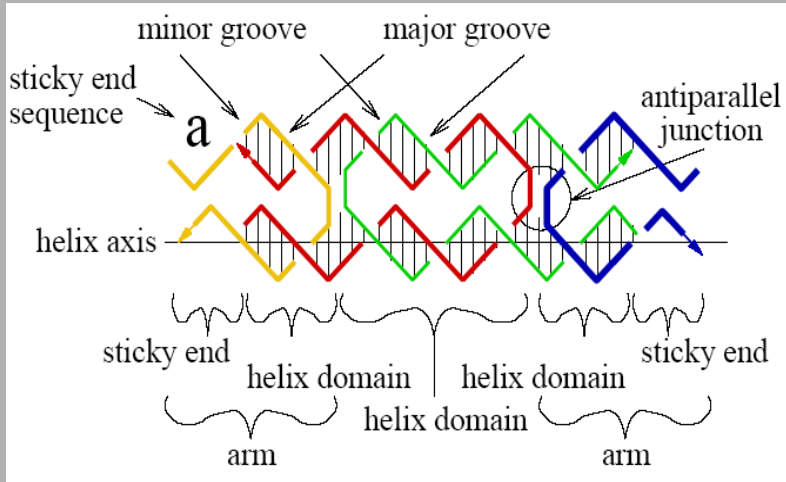


WIRE



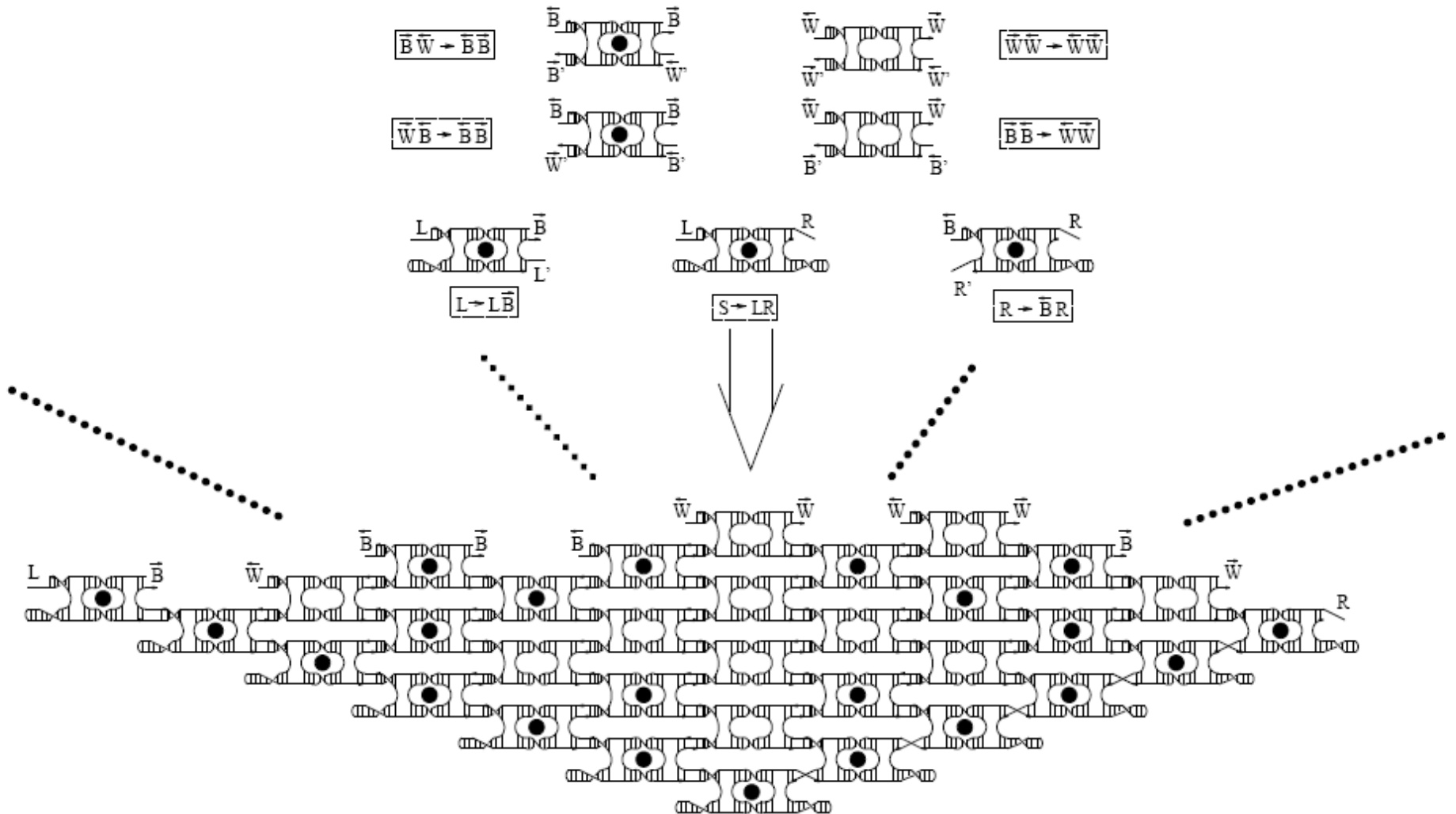
More Examples of DNA Tiles

[Winfree's Group, Cal Tech]



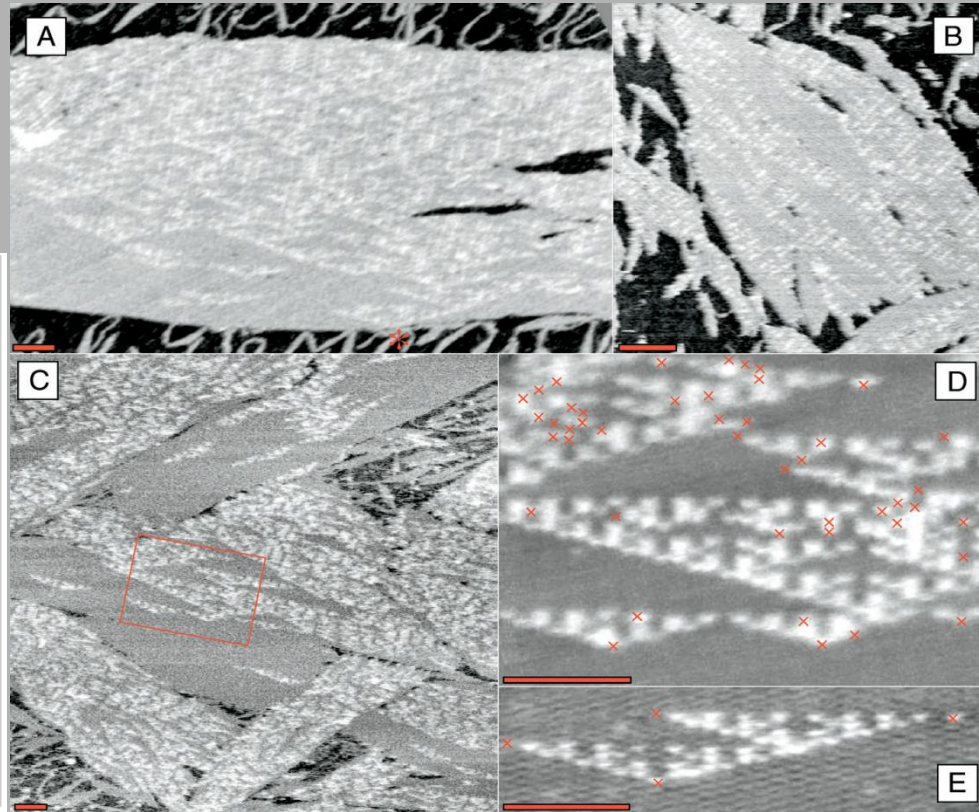
2D Self-Assembly for Turing Machines

[Winfree, Yang, and Seeman, 1998]



Simulation of Cellular Automata

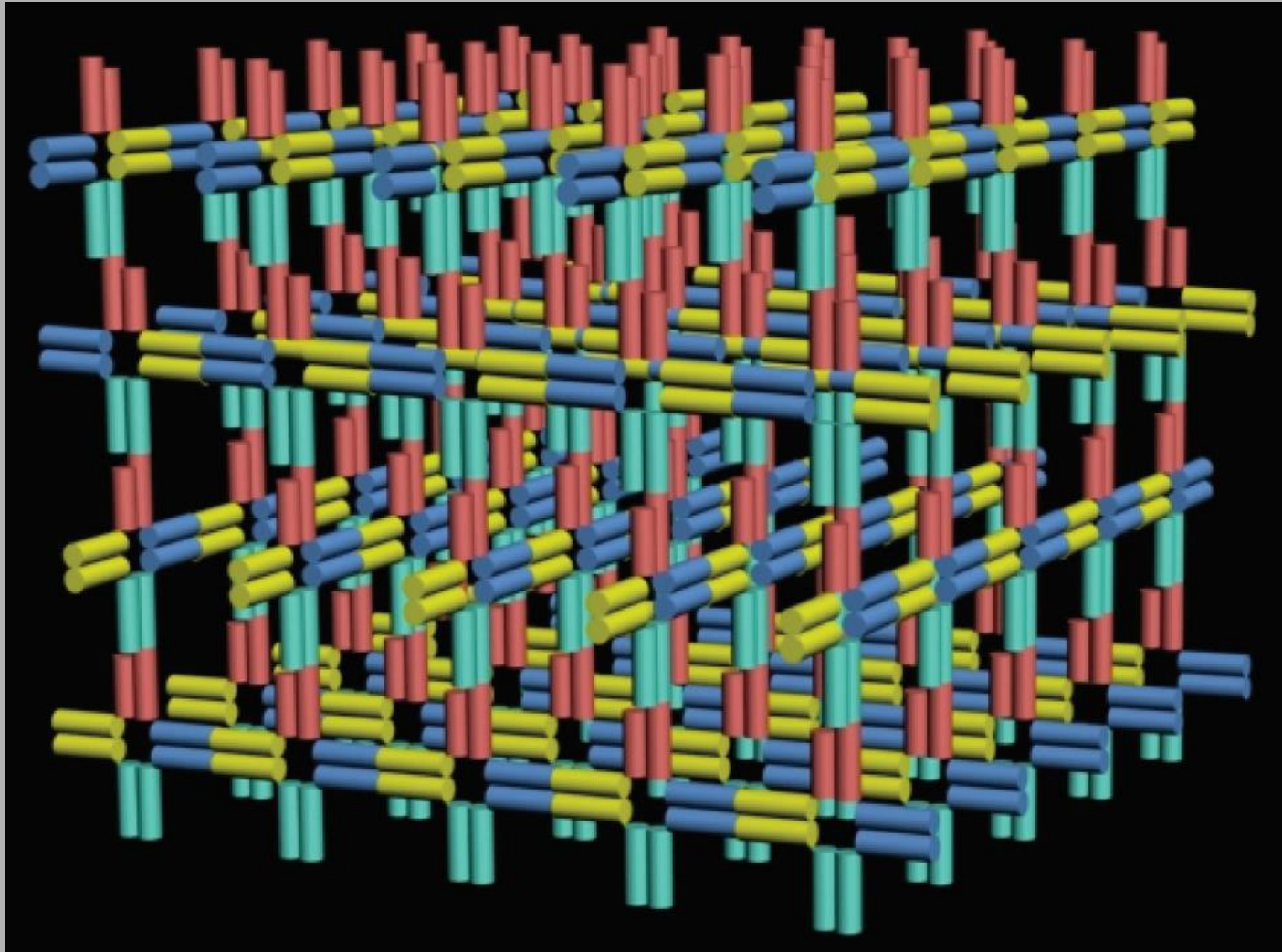
Paul Rothemund, Nick
Papadakis, Erik Winfree,
PLoS Biology 2: e424
(2004)



340nm

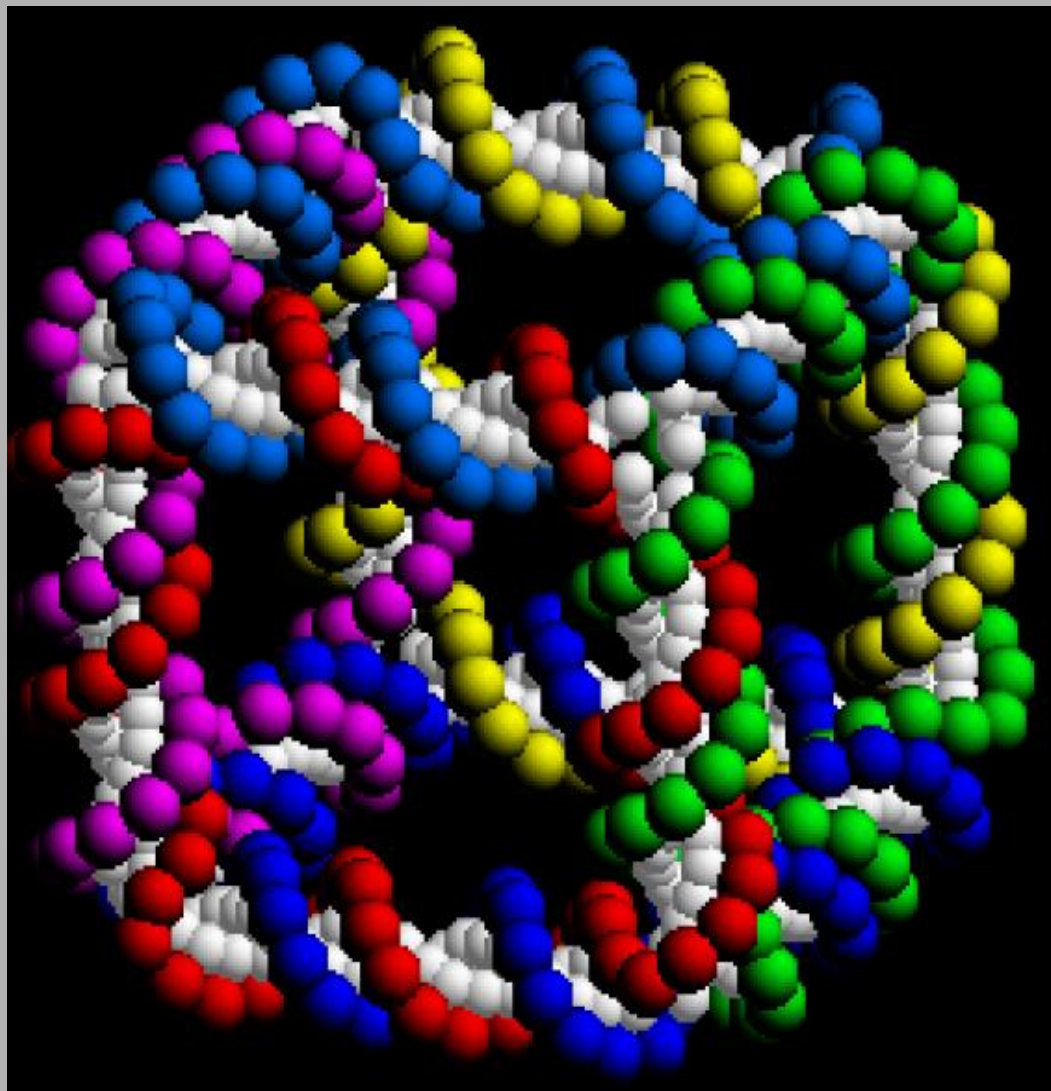
Example of 3D Self-Assembly

[Shaw, University of Southern California]



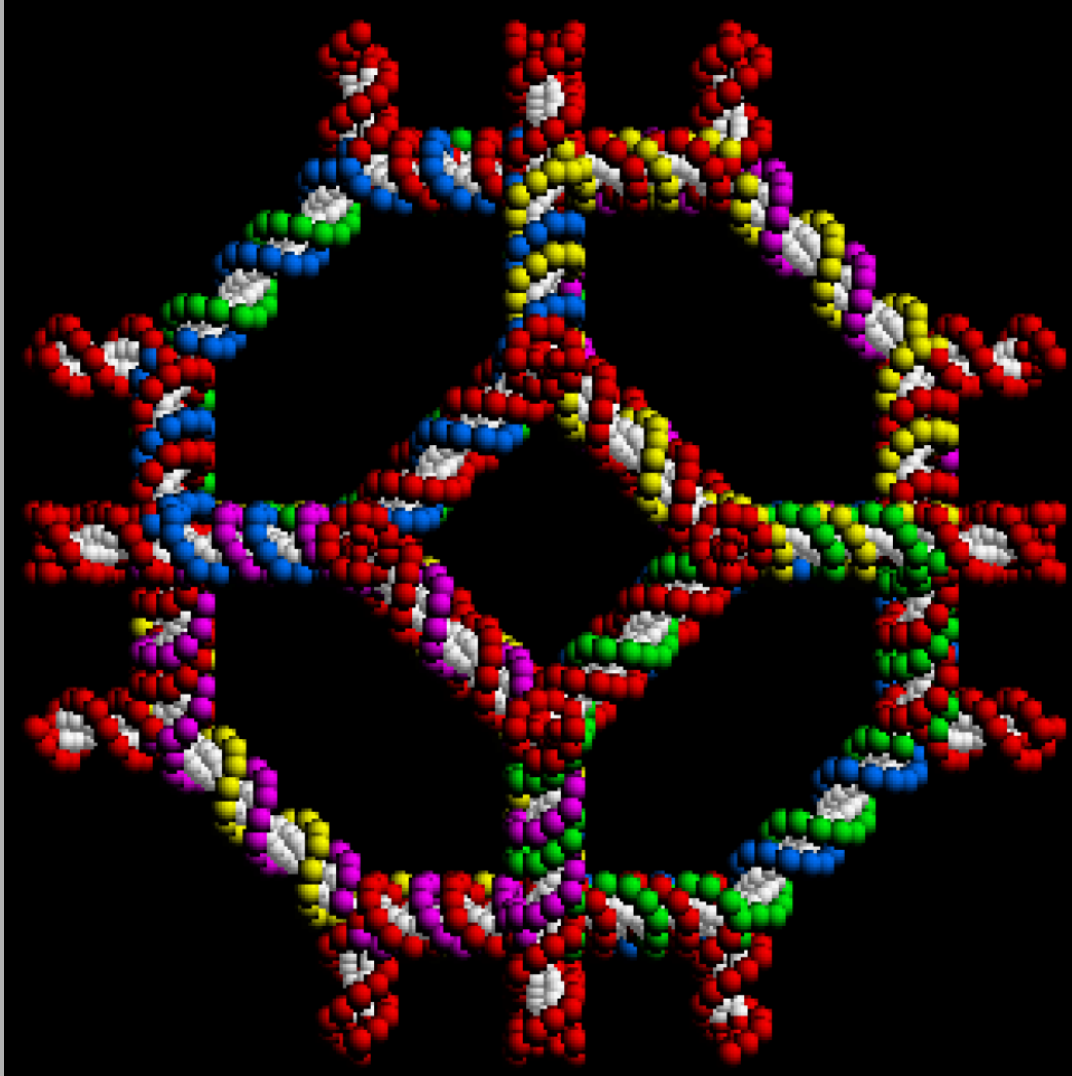
3D DNA Cube

[Seeman, New York University]



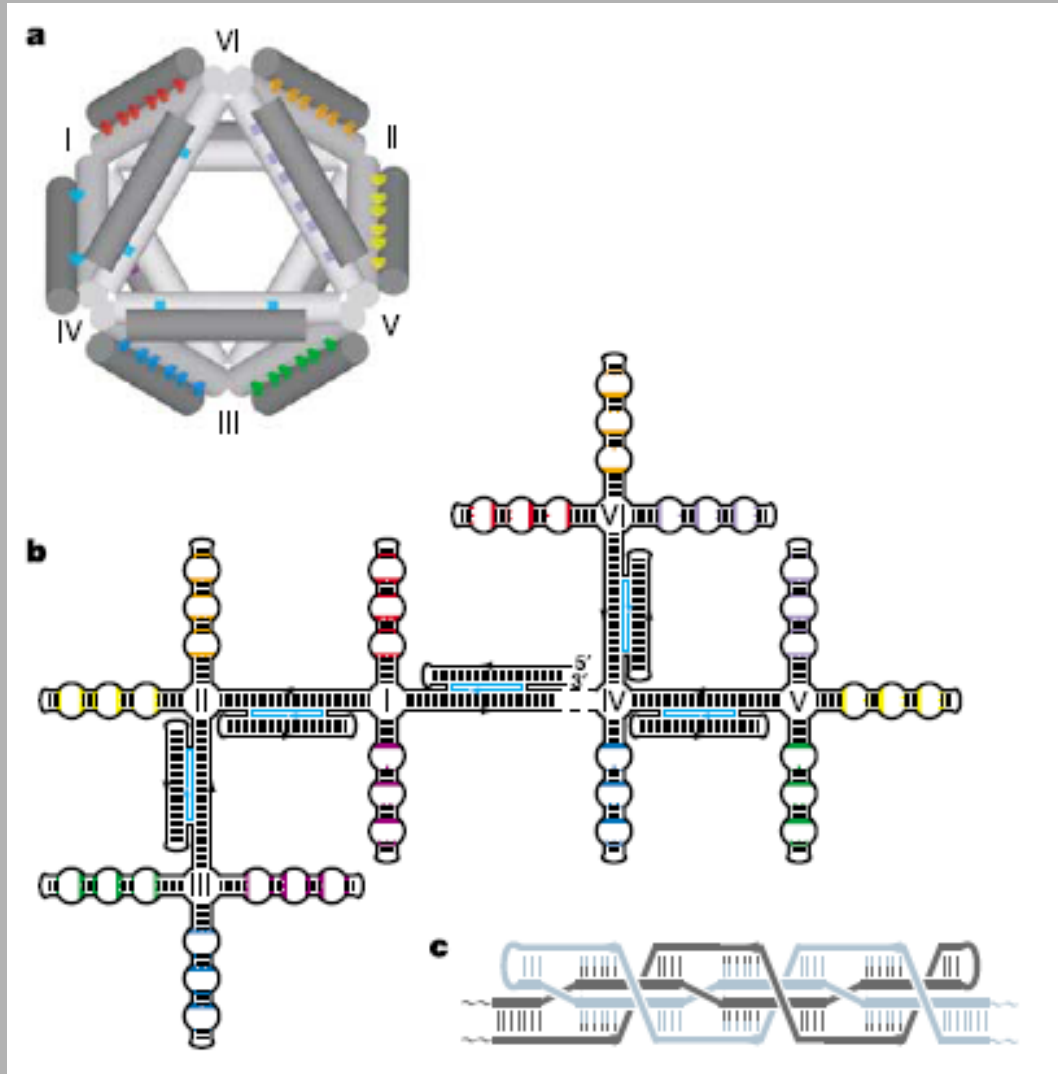
3D DNA Truncated Octahedron

[Seeman, New York University]



Clonable DNA Octahedron

[Shih, Quispe, Joyce, 2004]



Outline

- Background, Motivation
- **Model**
- Rectangle

Tile Model of Self-Assembly

(Rothemund, Winfree STOC 2000)

Tile System: $\{t, G, T, s\}$

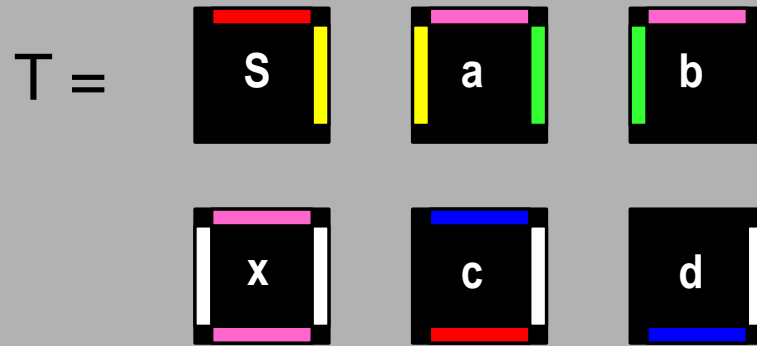
t : temperature, positive integer

G : glue function $G: \Sigma \times \Sigma \rightarrow \{0, 1, \dots, t\}$

T : tileset $\left\{ \begin{array}{c} r \\ \text{b} \left| \begin{array}{c} \text{red} \\ \text{black} \\ \text{green} \end{array} \right| \text{y} \\ g \end{array} \right\}, \left\{ \begin{array}{c} p \\ \text{y} \left| \begin{array}{c} \text{pink} \\ \text{black} \\ \text{red} \end{array} \right| \text{w} \\ r \end{array} \right\}, \left\{ \begin{array}{c} r \\ \text{b} \left| \begin{array}{c} \text{red} \\ \text{black} \\ \text{red} \end{array} \right| \text{b} \\ r \end{array} \right\}, \dots \right\}$

s : seed tile

How a tile system self assembles



$$G(y) = 2$$

$$G(g) = 2$$

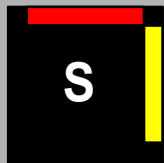
$$G(r) = 2$$

$$G(b) = 2$$

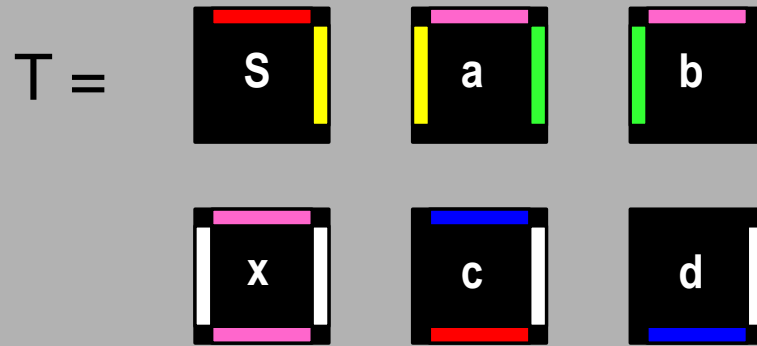
$$G(p) = 1$$

$$G(w) = 1$$

$$t = 2$$



How a tile system self assembles



$$G(y) = 2$$

$$G(g) = 2$$

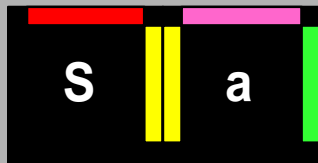
$$G(r) = 2$$

$$G(b) = 2$$

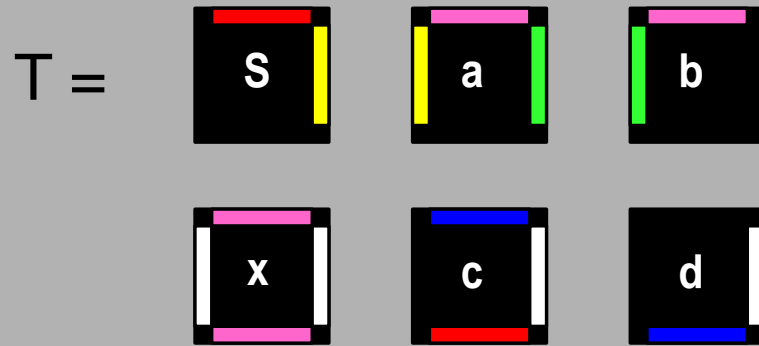
$$G(p) = 1$$

$$G(w) = 1$$

$$t = 2$$

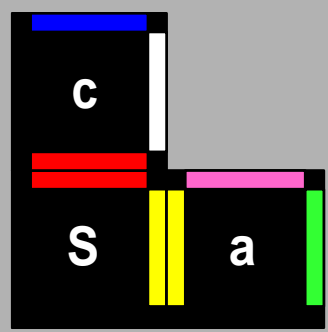


How a tile system self assembles

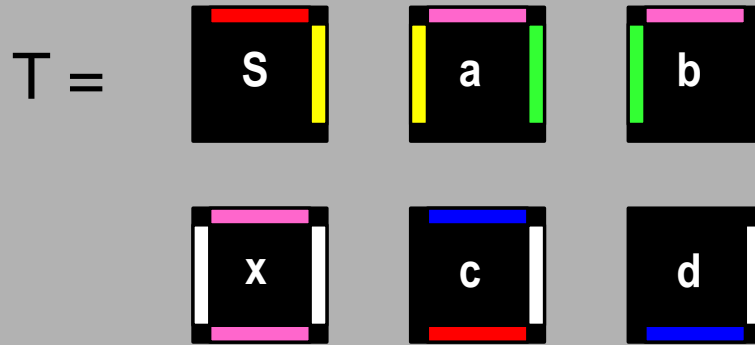


- G(y) = 2
- G(g) = 2
- G(r) = 2
- G(b) = 2
- G(p) = 1
- G(w) = 1

t = 2



How a tile system self assembles



$$G(y) = 2$$

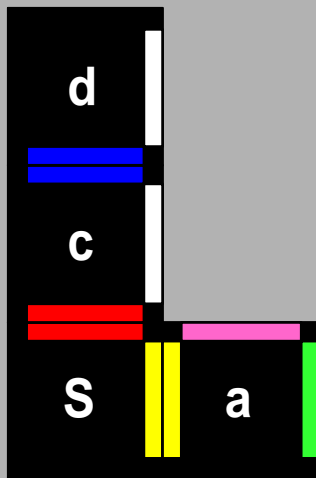
$$G(g) = 2$$

$$G(r) = 2$$

$$G(b) = 2$$

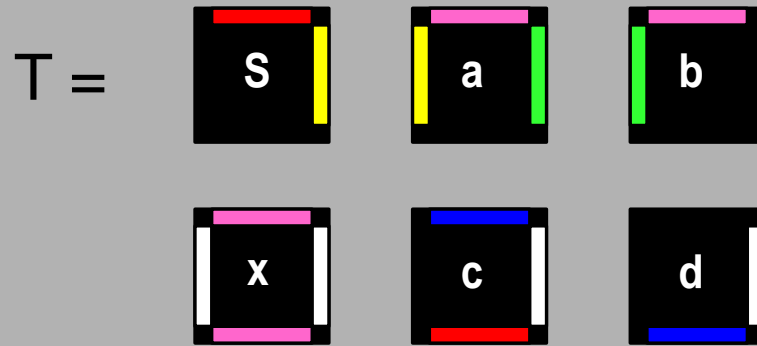
$$G(p) = 1$$

$$G(w) = 1$$



$$t = 2$$

How a tile system self assembles



$$G(y) = 2$$

$$G(g) = 2$$

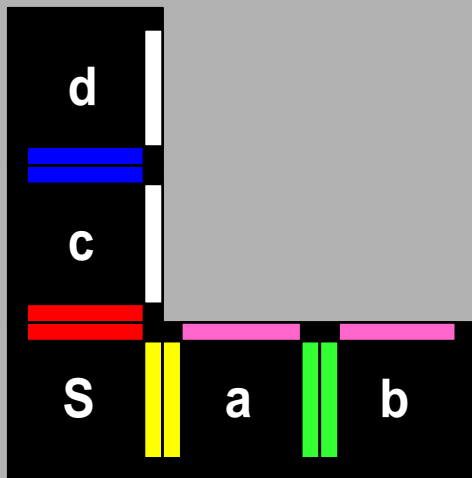
$$G(r) = 2$$

$$G(b) = 2$$

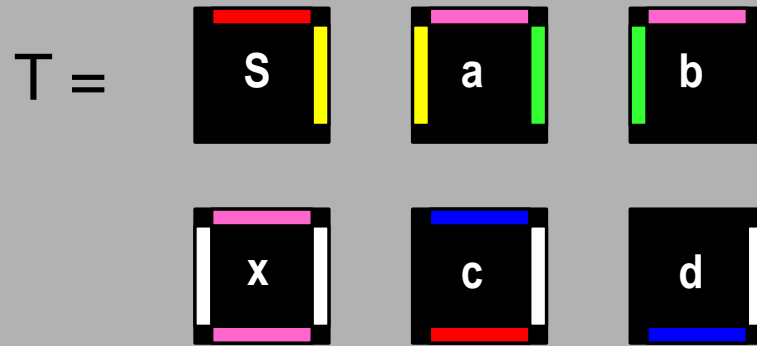
$$G(p) = 1$$

$$G(w) = 1$$

$$t = 2$$



How a tile system self assembles



$$G(y) = 2$$

$$G(g) = 2$$

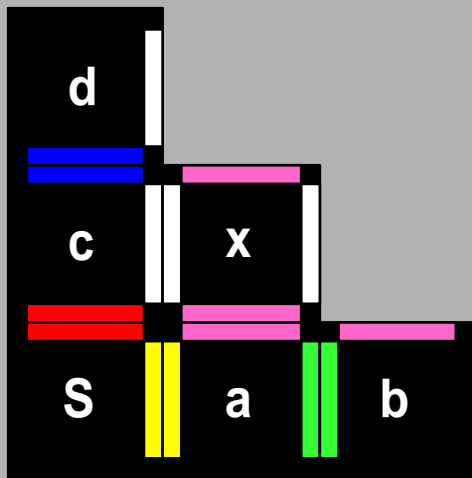
$$G(r) = 2$$

$$G(b) = 2$$

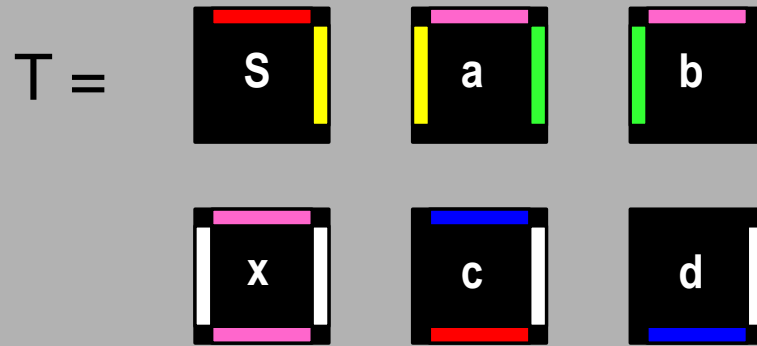
$$G(p) = 1$$

$$G(w) = 1$$

$$t = 2$$



How a tile system self assembles



$$G(y) = 2$$

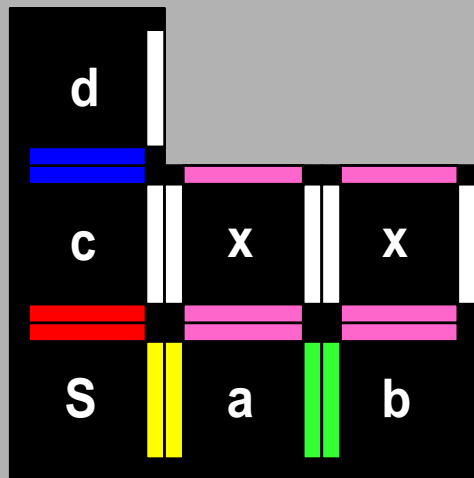
$$G(g) = 2$$

$$G(r) = 2$$

$$G(b) = 2$$

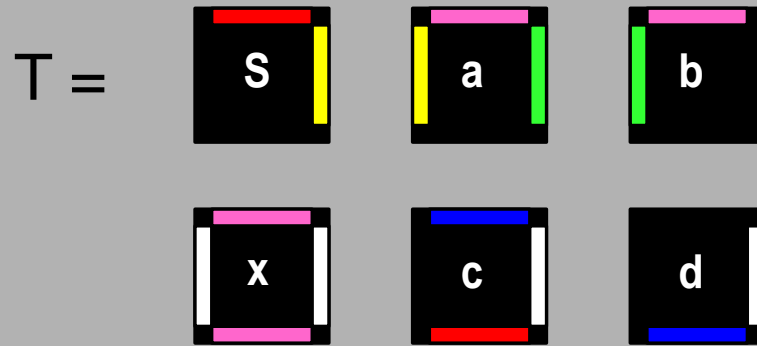
$$G(p) = 1$$

$$G(w) = 1$$



$$t = 2$$

How a tile system self assembles



$$G(y) = 2$$

$$G(g) = 2$$

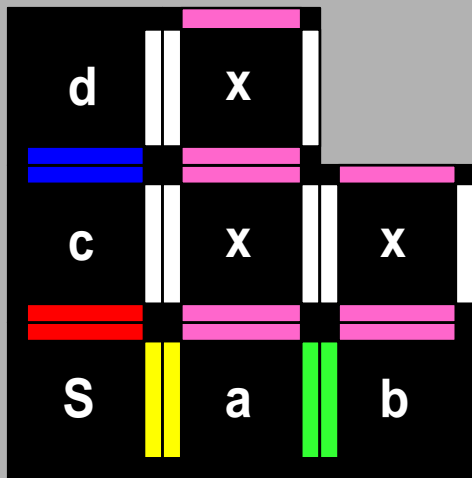
$$G(r) = 2$$

$$G(b) = 2$$

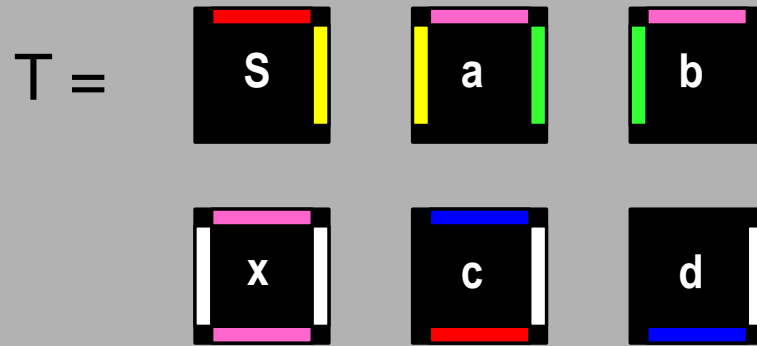
$$G(p) = 1$$

$$G(w) = 1$$

$$t = 2$$



How a tile system self assembles



$$G(y) = 2$$

$$G(g) = 2$$

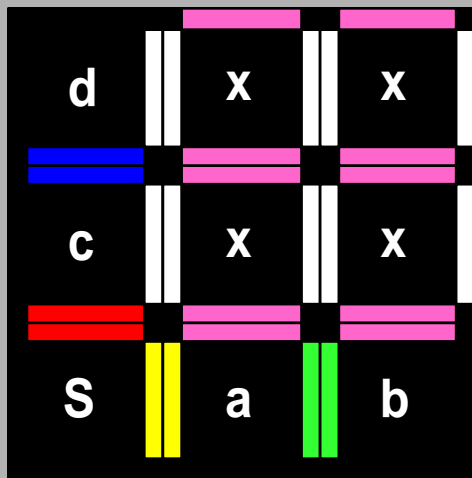
$$G(r) = 2$$

$$G(b) = 2$$

$$G(p) = 1$$

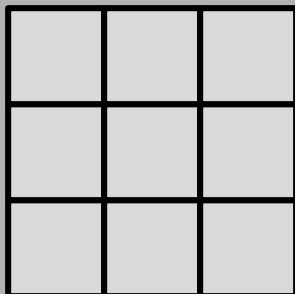
$$G(w) = 1$$

$$t = 2$$



Efficient Assembly of Shapes

- Given a Shape:



- Design an **efficient** tile system that uniquely builds the shape:

T =

$G(y) = 2$
 $G(g) = 2$
 $G(r) = 2$
 $G(b) = 2$
 $G(p) = 1$
 $G(w) = 1$

→

Alphabet of Shapes, Built with DNA Tiles

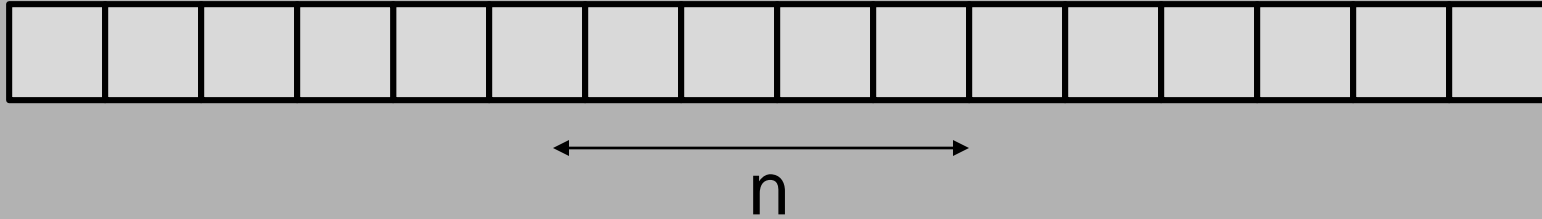


[Bryan Wei, Mingjie Dai, Peng Yin, Nature 2012]

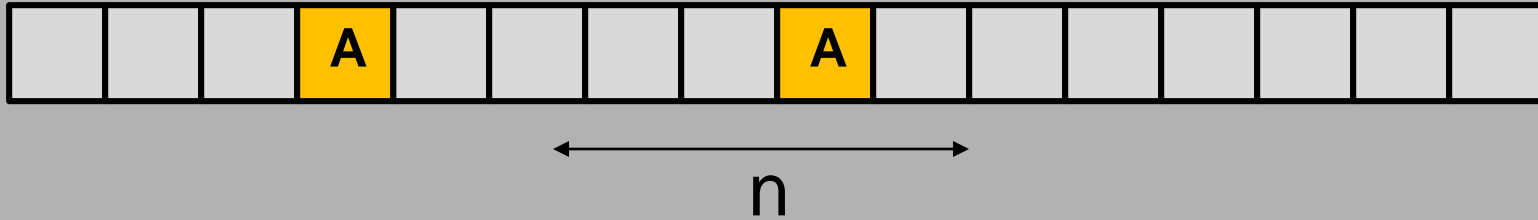
Outline

- Background, Motivation
- Model
- Rectangles

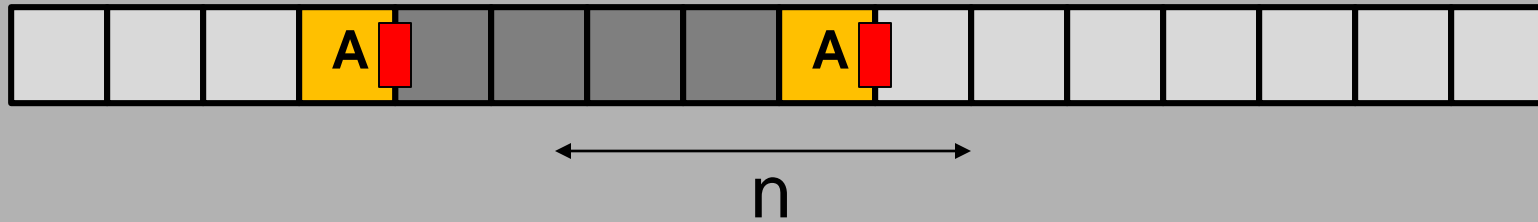
Building 1xn Lines



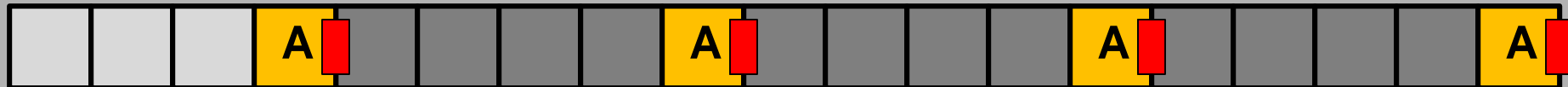
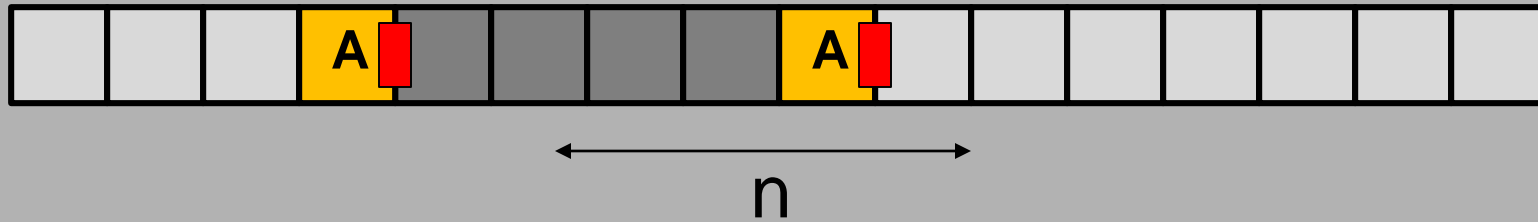
Building 1xn Lines



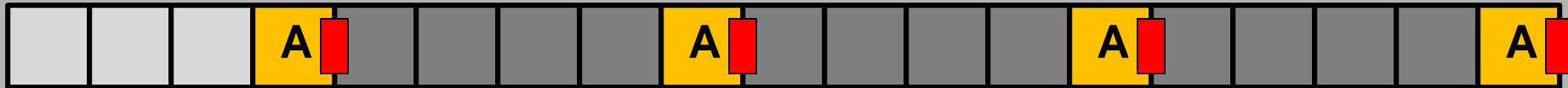
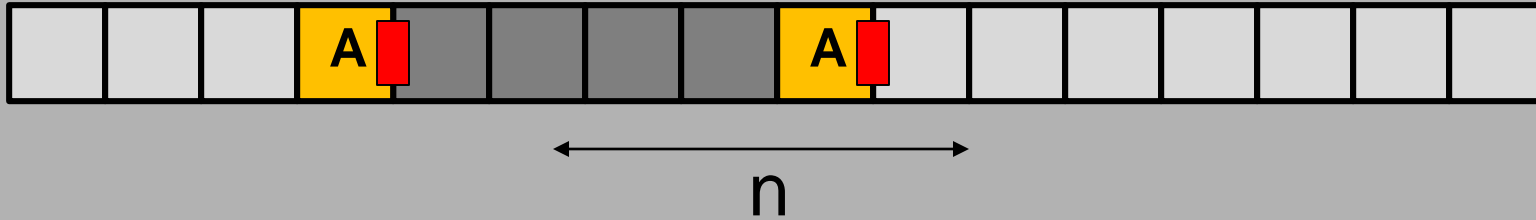
Building 1xn Lines



Building 1xn Lines

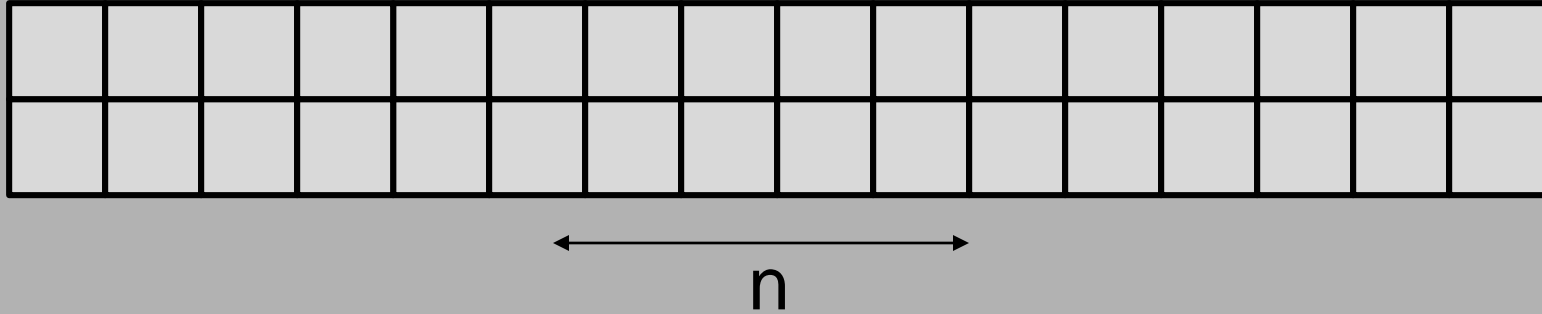


Building 1xn Lines

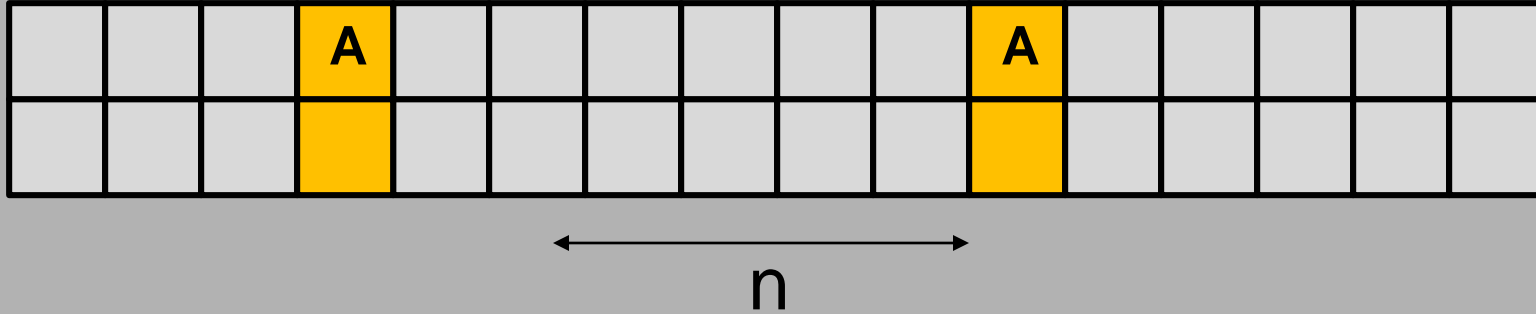


Tile Complexity: n

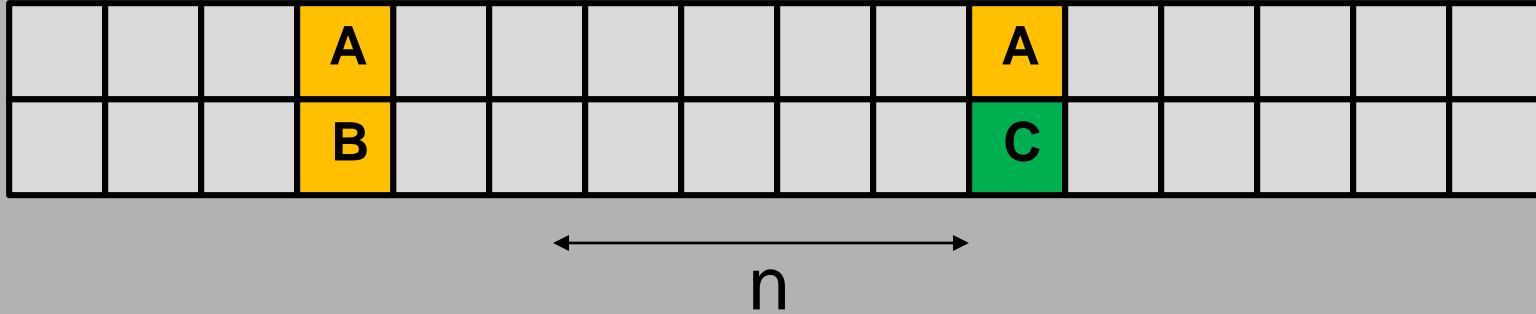
Building $2 \times n$ Rectangles



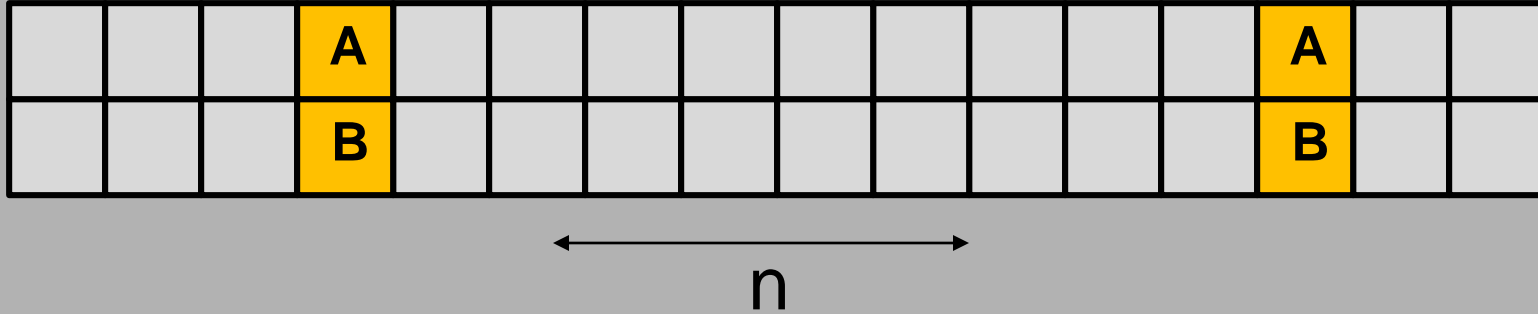
Building $2 \times n$ Rectangles



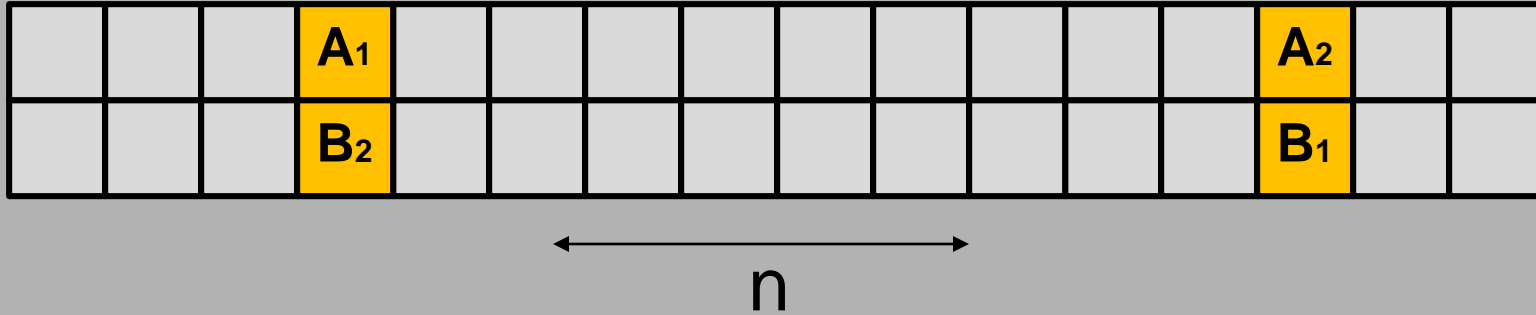
Building 2xn Rectangles



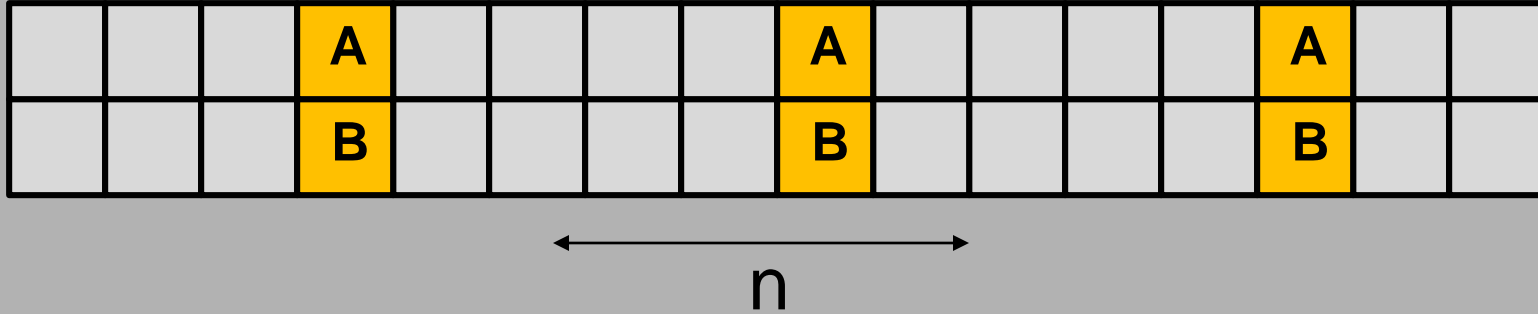
Building 2xn Rectangles



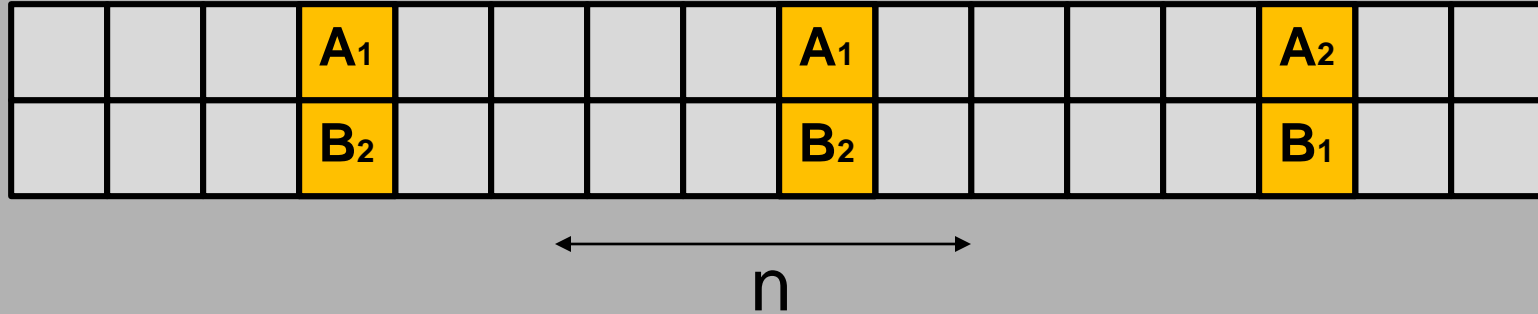
Building $2 \times n$ Rectangles



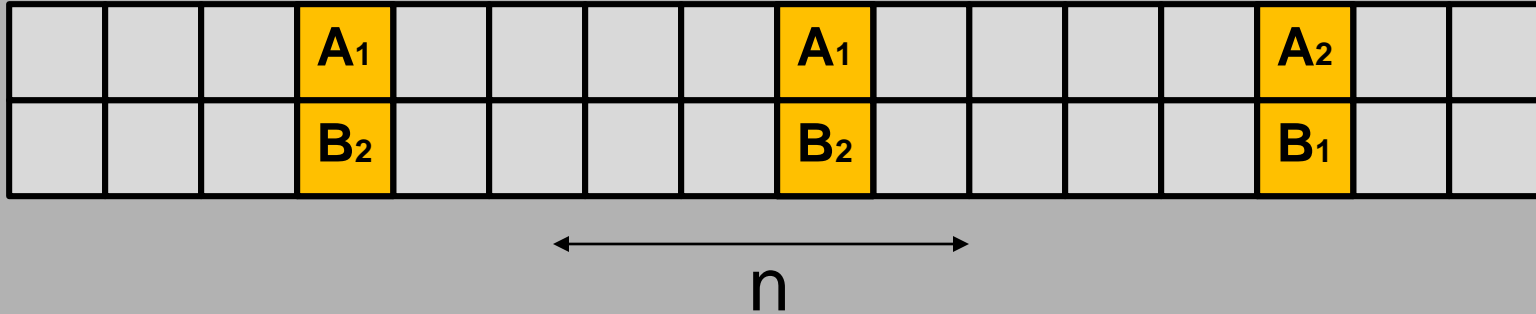
Building 2xn Rectangles



Building $2 \times n$ Rectangles

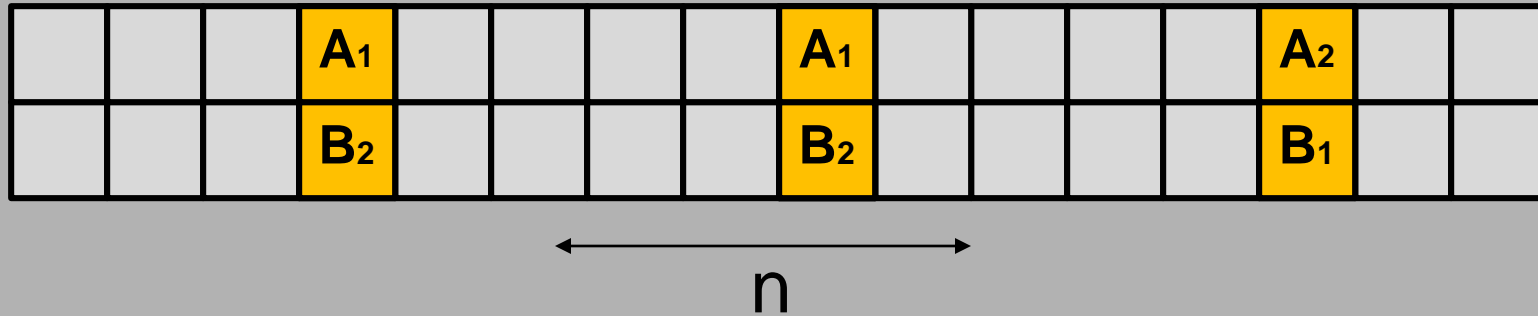


Building 2xn Rectangles



Lower Bound: $\sqrt{\frac{n}{2}} = \Omega(\sqrt{n})$

Building 2xn Rectangles



2 x n lines

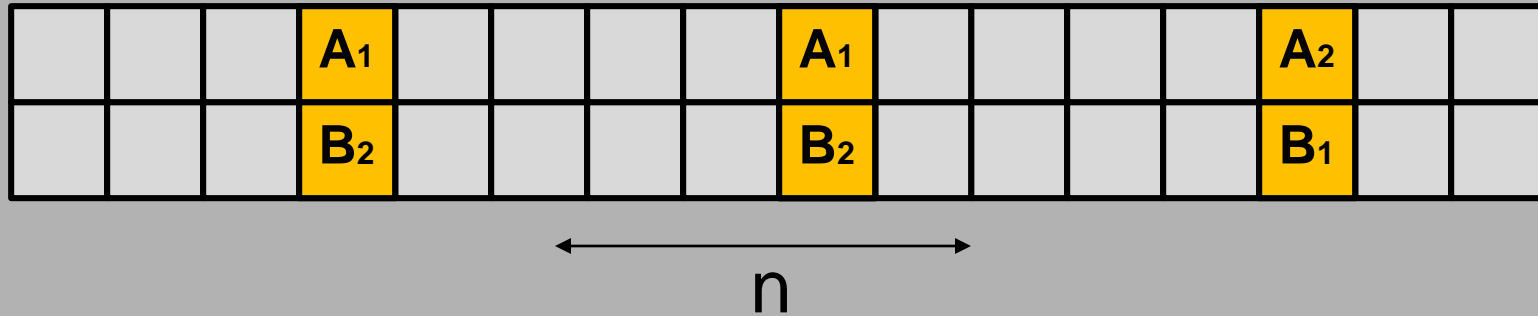
Lower Bound

Upper Bound

$$\Omega(\sqrt{n})$$

$$O(n)$$

Building 2xn Rectangles



2 x n lines

Lower Bound

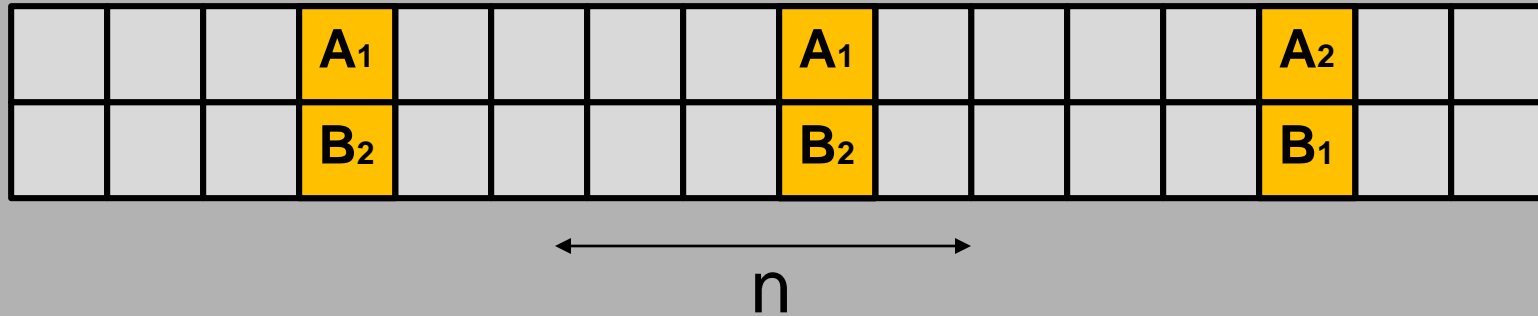
Upper Bound

$$\Omega(\sqrt{n})$$

$$O(n)$$

Can we do better than $O(n)$?

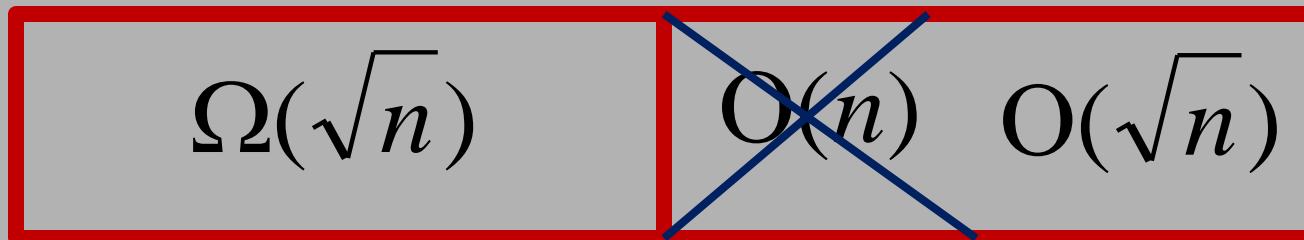
Building 2xn Rectangles



2 x n lines

Lower Bound

Upper Bound

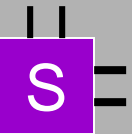
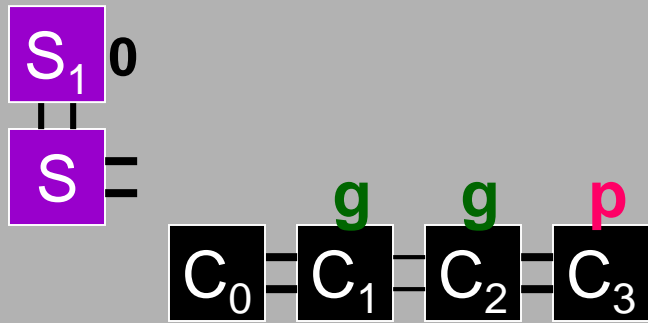


Can we do better than $O(n)$?

-YES

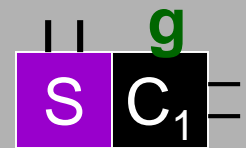
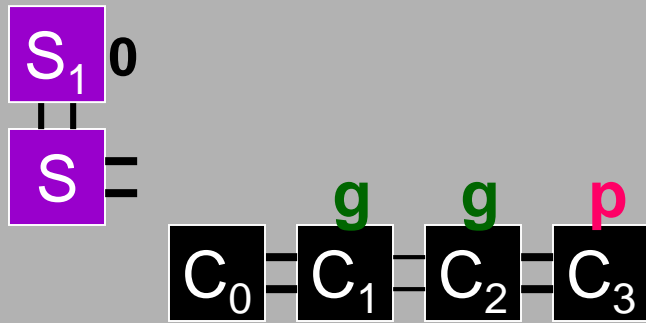
Build a 2 x 16 rectangle:

$t = 2$



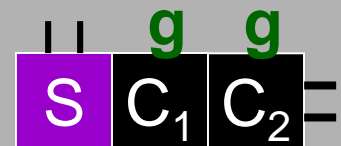
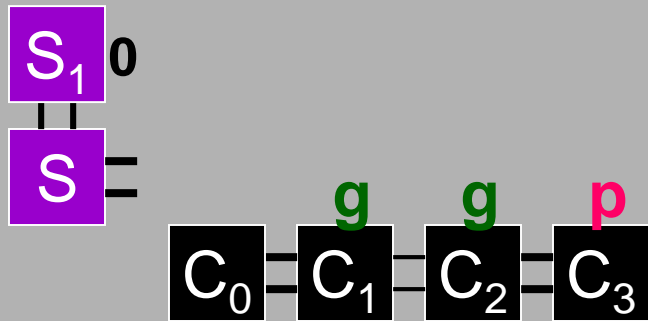
Build a 2 x 16 rectangle:

$t = 2$



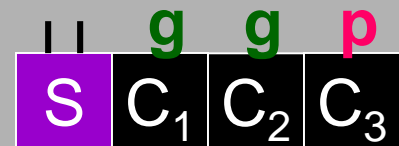
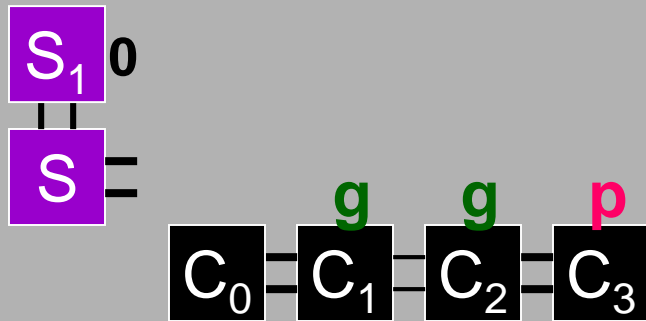
Build a 2 x 16 rectangle:

$t = 2$



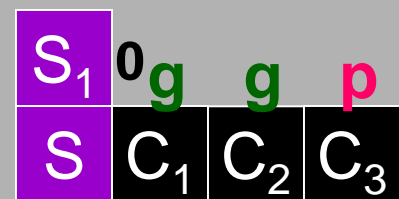
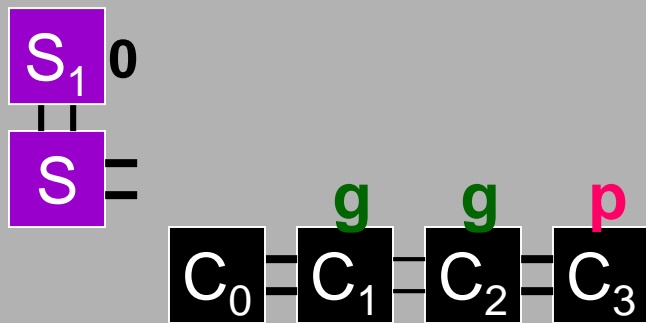
Build a 2 x 16 rectangle:

$t = 2$



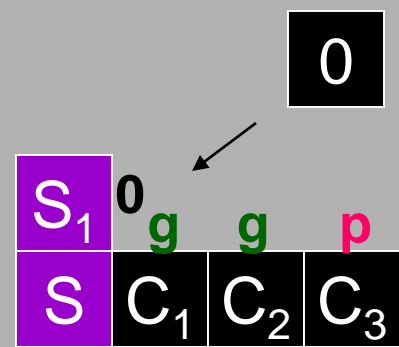
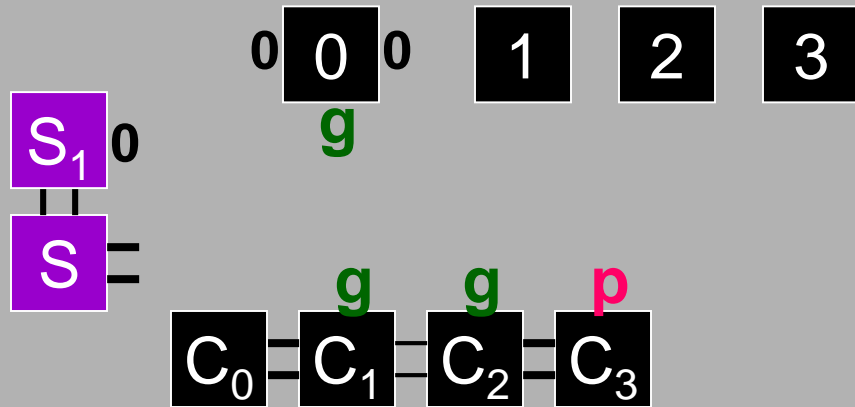
Build a 2 x 16 rectangle:

$t = 2$



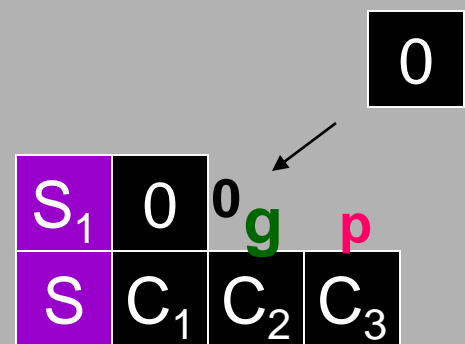
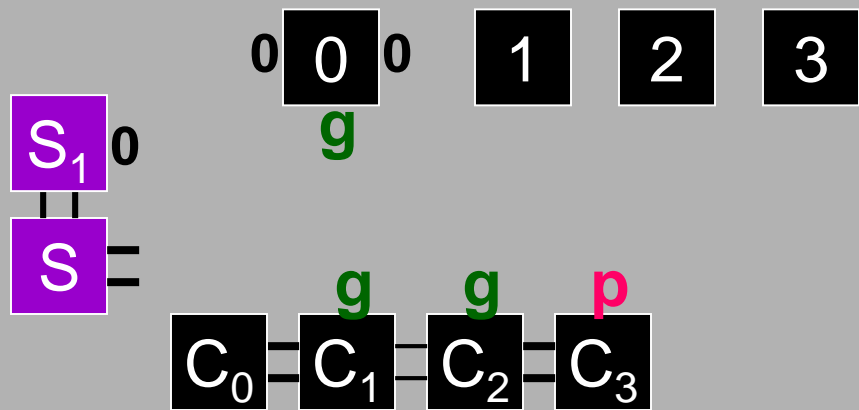
Build a 2 x 16 rectangle:

$t = 2$



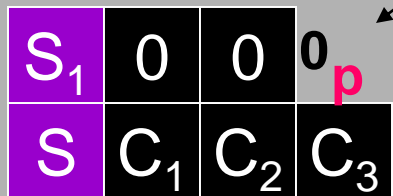
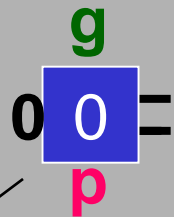
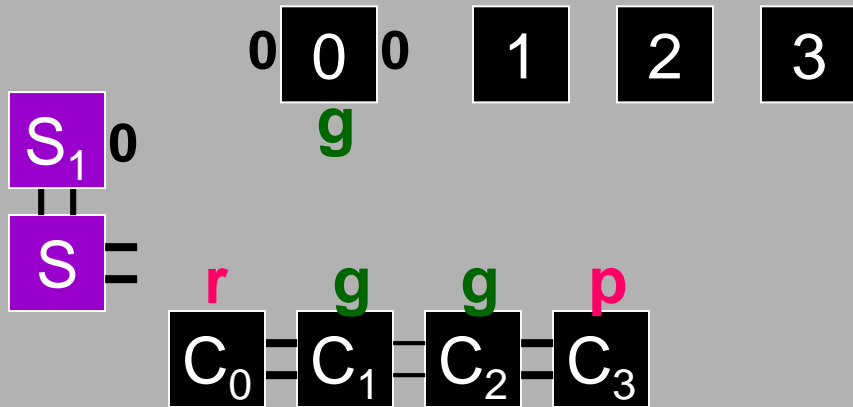
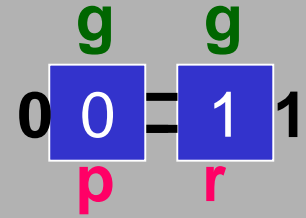
Build a 2 x 16 rectangle:

$t = 2$



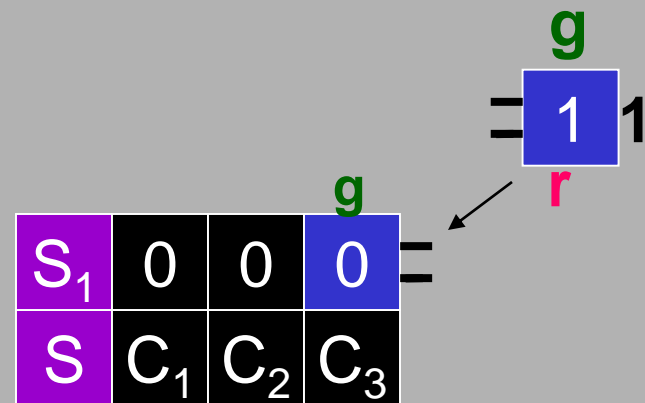
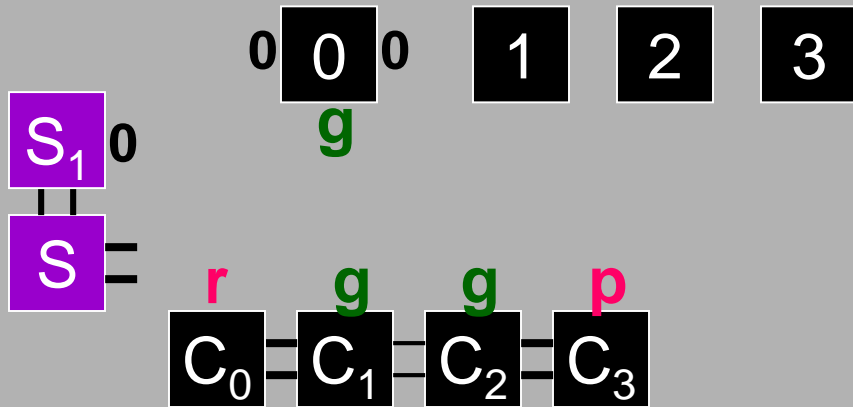
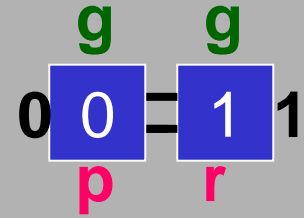
Build a 2 x 16 rectangle:

$t = 2$



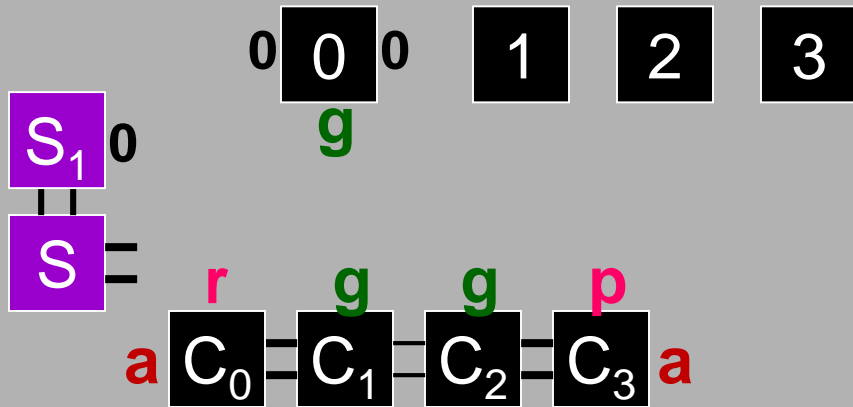
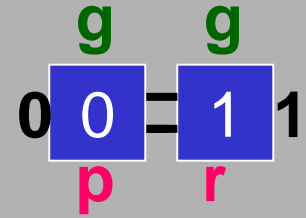
Build a 2 x 16 rectangle:

$t = 2$



Build a 2 x 16 rectangle:

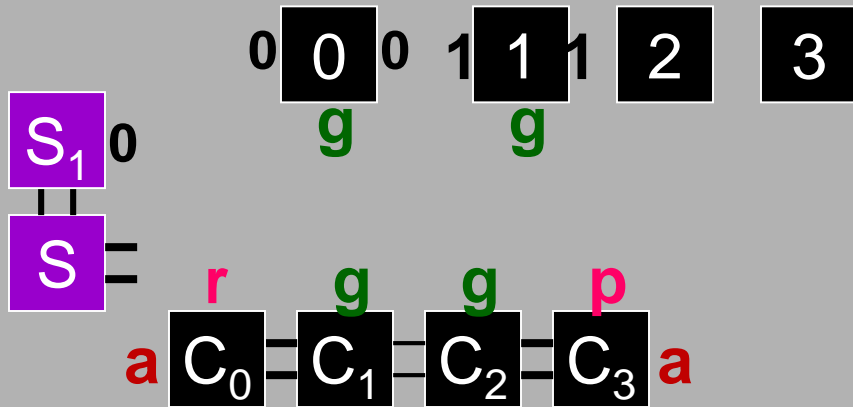
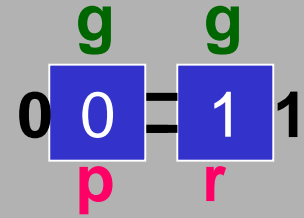
$t = 2$



S_1	0	0	0	1	1
S	C_1	C_2	C_3	a	r

Build a 2 x 16 rectangle:

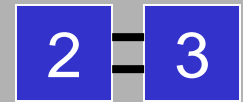
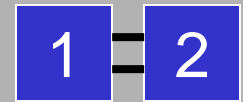
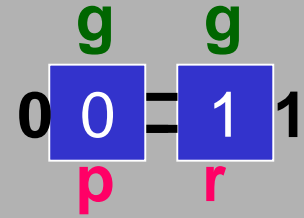
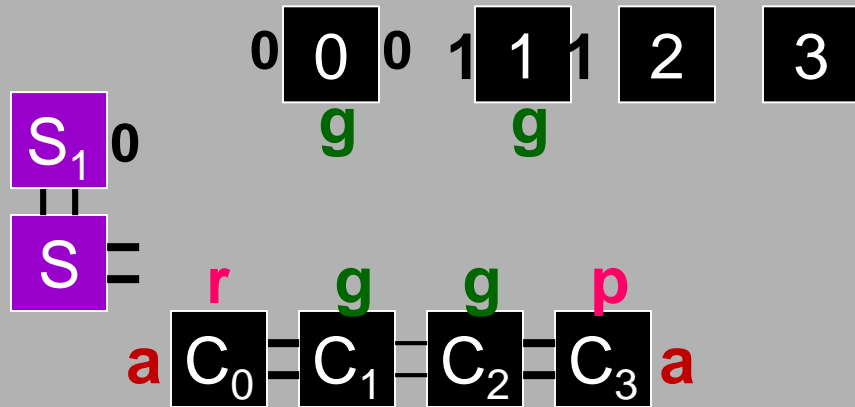
$t = 2$



S_1	0	0	0	1	¹ g	g	p
S	C_1	C_2	C_3	C_0	C_1	C_2	C_3

Build a 2 x 16 rectangle:

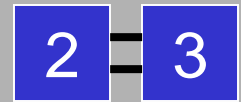
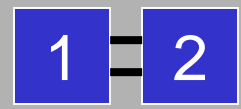
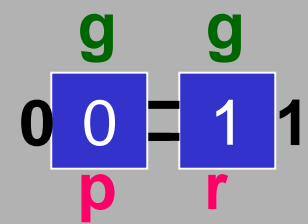
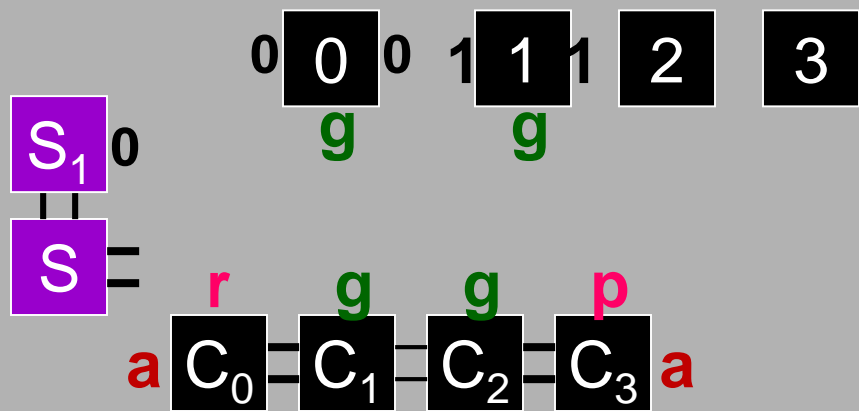
$t = 2$



S_1	0	0	0	1	1	1	1^p
S	C_1	C_2	C_3	C_0	C_1	C_2	C_3

Build a 2 x 16 rectangle:

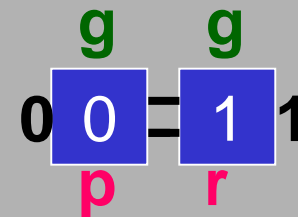
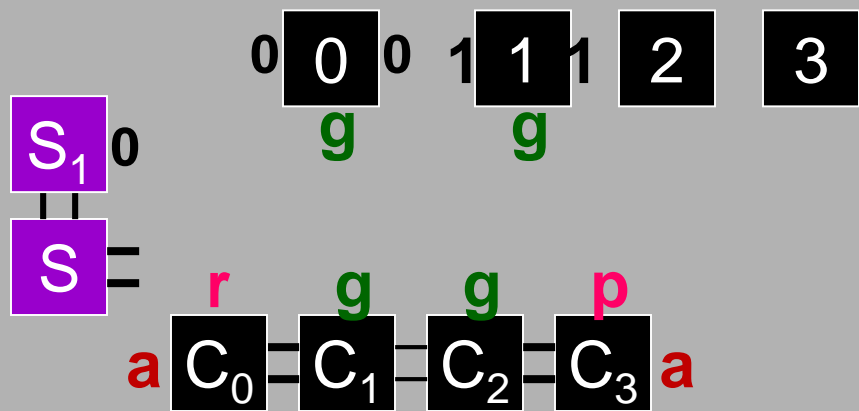
$t = 2$



S_1	0	0	0	1	1	1	1	2	2	2	2	3	3	3	3
S	C_1	C_2	C_3	C_0	C_1	C_2	C_3	C_0	C_1	C_2	C_3	C_0	C_1	C_2	C_3

Build a 2 x 16 rectangle:

$t = 2$



S_1	0	0	0	1	1	1	1	2	2	2	2	3	3	3	P
S	C_1	C_2	C_3	C_0	C_1	C_2	C_3	C_0	C_1	C_2	C_3	C_0	C_1	C_2	C_3

Build a 2 x 16 rectangle:

$$t = 2$$

S_1	0	0	0	1	1	1	1	2	2	2	2	3	3	3	P
S	C_1	C_2	C_3	C_0	C_1	C_2	C_3	C_0	C_1	C_2	C_3	C_0	C_1	C_2	C_3

2 x n lines

Lower Bound

Upper Bound

$$\Omega(\sqrt{n})$$

$$O(\sqrt{n})$$

