Exponential Replication of Patterns in the Signal Tile Assembly Model

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Abstract. Chemical self-replicators are of considerable interest in the field of nanomanufacturing and as a model for evolution. We introduce the problem of self-replication of rectangular two-dimensional patterns in the practically motivated Signal Tile Assembly Model (STAM) [9]. The STAM is based on the Tile Assembly Model (TAM) which is a mathematical model of self-assembly in which DNA tile monomers may attach to other DNA tile monomers in a programmable way. More abstractly, four-sided tiles are assigned glue types to each edge, and self-assembly occurs when singleton tiles bind to a growing assembly, if the glue types match and the glue binding strength exceeds some threshold. The signal tile extension of the TAM allows signals to be propagated across assemblies to activate glues or break apart assemblies. Here, we construct a pattern replicator that replicates a two-dimensional input pattern over some fixed alphabet of size ϕ with $O(\phi)$ tile types, $O(\phi)$ unique glues, and a signal complexity of $O(1)$. Furthermore, we show that this replication system displays exponential growth in n, the number of replicates of the initial patterned assembly.

1 Introduction

Artificial self-replicating systems have been the subject of various investigations since John von Neumann first outlined a detailed conceptual proposal for a non-biological self-replicating system [7]. Gunter von Kiedrowski, who demonstrated the first enzyme-free abiotic replication system in 1986 [17], describes a model that can be used to conceptualize template-directed self-replication [10]. In this model, minimal template-directed self-replicating systems consist of an autocatalytic template molecule, and two or more substrate molecules that bind the template molecule and join together to form another template molecule. To date, simple self-replicating systems have been demonstrated in the laboratory with nucleic acids, peptides, and other small organic molecules [11, 16, 17, 19].

Given that substrate molecules must come together without outside guidance to replicate the template, a template-directed self-replicating system is necessarily a self-assembling system. In theoretical computer science, the Tile Assembly

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Model (TAM) has become the most commonly used model to describe various self-assembly processes [18]. Many model varients have been described since Erik Winfree first introduced the TAM, however models that are most relevant to self-replicating systems are those that allow for assembly breakage. These include the enzyme staged assembly model [1], the temperature programming model [6], the signal tile assembly model [8, 9], and the use of negative glues [12].

Replication of arbitrary 0-genus shapes has been shown within the staged assembly system with the use of RNAse enzymes [1]. Replication and evolution of combinatorial 'genomes' via crystal-like growth and breakage have also been demonstrated in the laboratory using DNA tile monomers [13]. Under this replication mechanism, a DNA crystal ribbon has a sequence of information, or genome, in each row. Upon chance breakage, the daughter crystal continues to grow and copy the genome of the mother crystal. It was further shown that the fidelity of the replication process is sufficiently high for Darwinian evolution. Such simple, enzyme-free systems are of particular importance to the study of the origins of life.

A template-directed method of exponential self-replication within the tile assembly system, where the child molecule detaches from and is identical to the parent (as is found in biological systems), has not yet been described. Here, we present a theoretical basis for template-directed exponential self-replication in the practically motivated Signal Tile Assembly Model (STAM), and in doing so partially address an open question presented by Abel and colleagues [1]. Specifically, we consider the problem of self-replication of rectangular two-dimensional patterns in the STAM. The STAM is a powerful model of tile self-assembly in which activation, via binding, of a glue on an individual tile may turn other glues either on or off elsewhere on the tile [9]. In this way, signals may be propagated across distances greater than a single tile and assemblies may be broken apart. DNA strand displacement reactions provide a plausible physical basis for the signaling cascades used in the STAM. DNA strand displacement occurs when two DNA strands with at least partial complementarity hybridize with each other, which can displace pre-hybridized strands. In the STAM, these reactions may be queued to result in a cascade that ultimately turns a glue "on" by releasing a prehybridized strand. Conversely these queued reactions could turn a glue "off" by binding a free strand, thus making it unavailable to interact with other glues.

An important objective of nanotechnology is to manufacture things inexpensively, thus the prospect of self-replicating materials with useful patterns or functions is enticing. Additionally, an enzyme-free self-replicator that can support and autonomously replicate an information-bearing genome could provide the basis for a model of Darwinian evolution. Because true Darwinian selection necessitates exponential population growth [15], and this rate of growth is also desirable for low-cost manufacturing of nanoscale devices, we approach this problem with the goal of exponential growth in mind.

1.1 Outline of Paper

The Signal Tile Assembly Model of [9] is briefly defined formally in Section 2, followed by our formal definition of exponential replication. In Section 3, we present our main result: there exists a single, general purpose 2D signal tile system that exponentially replicates any rectangular 2D pattern (Theorem 1). We present the signal tile system that achieves this replication, along with a high-level sketch of how the system performs the replication, but omit a detailed analysis due to space limitations in this version.

2 Definitions

2.1 Basic Definitions

Multisets. A multiset is an ordered pair (S, m) where S is a subset of some universe set U and m is a function from U to $\mathbb{N} \bigcup \{\infty\}$ with the property that $m(x) \geq 1$ for all $x \in S$ and $m(x) = 0$ for all $x \notin S$. A multiset models a collection of items in which there are a positive number of copies $m(x)$ of each element x in the collection (called the multiplicity of x). For a multi-set $A = (S, m)$ and $x \in S$, we will use notation $A(x) = m(x)$ to refer to the multiplicity of item x. For multisets $B = (b, m)$ and $A = (a, n)$, define $B \biguplus A$ to be the multiset $(a \bigcup b, m')$ where $m'(x) = m(x) + n(x)$. If $m(x) \geq n(x)$ for all $x \in U$, then define $B - A$ to be the multiset $(b', m'(x))$ where $b' = \{x \in b | m(x) - n(x) \geq 1\}$ and $m'(x) = m(x) - n(x)$.

Patterns. Let ϕ be a set of labels that contains at least one particular label $\texttt{null} \in \phi$ which conceptually denotes a blank, non-existent label. Informally, a 2D pattern is defined to be a mapping of 2D coordinates to elements of ϕ. Further, as these patterns will denote patterns on the surface of free floating tile assemblies, we add that patterns are equal up to translation. Formally, a 2D pattern over set ϕ is any set $\{f_{\Delta_x, \Delta_y}(x, y) | \Delta_x, \Delta_y \in \mathbb{Z}\}$ where $f : \mathbb{Z}^2 \rightarrow \phi$, and $f_{\Delta_x, \Delta_y}(x, y) = f(x + \Delta_x, y + \Delta_y)$. In this paper we focus on the the class of *rectangular* patterns in which the `null` label occurs at all positions outside of a rectangular box, with positions within the box labeled arbitrarily with non `null` labels.

2.2 Signal Tile Model

In this section we define the signal tile assembly model (STAM) by defining the concepts of an *active tile* consisting of a unit square with *glue slots* along the faces of the tile, as well as *assemblies* which consist of a collection of active tiles positioned on the integer lattice. We further define a set of three *reactions* (*break* reactions, *combination* reactions, and *glue-flip* reactions) which define how a set of assemblies can change over time. Figure 1 represents each of these concepts pictorially to help clarify the following technical definitions. Please see [9] for a more detailed presentation of the STAM.

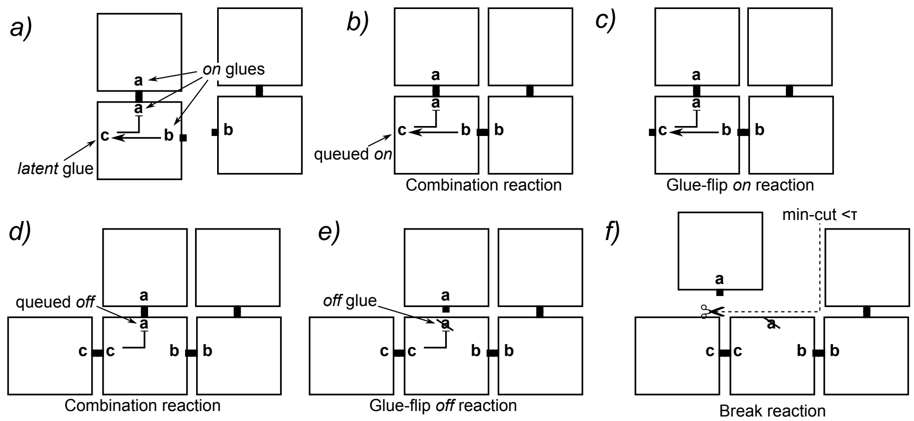

Fig. 1: This sequence (a-f) demonstrates the reaction types, glue states, and queued commands defined in the STAM.

Glue Slots. *Glue slots* are the signal tile equivalent of glues in the standard tile assembly model with the added functionality of being able to be in one of three states, *on*, *off*, or *latent*, as well as having a *queued command* of *on*, *off*, or -, denoting if the glue is queued to be turned on, turned off, or has not been queued to change state. Formally, we denote a glue slot as an ordered triple $(g, s, q) \in \Sigma \times \{on, off, latent\} \times \{on, off, -\}$ where Σ is some given set of labels referred to as the *glue type* alphabet. For a given glue slot $x = (g, s, q)$, we define the *type* of x to be g, the *state* of x to be s, and the *queued action* of x to be q.

Active Tiles. An active tile is a 4-sided unit square with each edge having a sequence of *glue slots* $g_1, \ldots g_r$ for some positive integer r, as well as an additional *label* taken from a set of symbols ϕ. For simplicity of the model, we further require that the glue type of each g_i on each tile face is the same (although state and queued commands may be different), and that the glue type of g_i is distinct from the glue type of g_j if $i \neq j$. For an active tile t, let $t_{d,i}$ denote the glue slot g_i on face d of active tile t.

Finally, an active tile t has an associated *signal function* $f_t(d, i)$ which assigns to each glue slot i on each tile side d a corresponding set of triples consisting of a glue slot, a side, and a command, which together denote which glue slots of each tile face should be turned on or off in the event that slot i on face d becomes bonded. Formally, each active tile t has an associated *signal function* $f : \{north, south, east, west\} \times \{1, \ldots r\} \rightarrow \mathcal{P}(\{north, east, south, west\} \times \{1, \ldots r\} \times \{on, off\})$. For the remainder of this paper we will use the term *tile* and *active tile* interchangeably.

Assemblies. An assembly is a set of active tiles whose centers are located at integer coordinates, and no two tiles in the set are at the same location. For an assembly A, define the weighted graph $G_A = (V, E)$ such that $V = A$, and for any pair of tiles $a, b \in V$, the weight of edge (a, b) is defined to be 0 if a and b

do not have an overlapping face, and if a and b have overlapping faces d_a and d_b, the weight is defined to be $|\{i : state(a_{d_a,i}) = state(b_{d_b,i}) = on\}|$. That is, the weight of two adjacent tiles is the total number of matching glue types from a and b's overlapping edges that are both in state on. Conceptually, each such pair of equal, on glues represents a bond between a and b and thus increases the bonding strength between the tiles by 1 unit. For a positive integer τ, an assembly A is said to be *τ-stable* if the min-cut of the bond graph G_A is at least τ. For an assembly A, there is an associated pattern $p(A)$ defined by mapping the labels of each tile to corresponding lattice positions, and mapping the `null` label to lattice positions corresponding to locations not covered by the assembly.

Reactions. A reaction is an ordered pair of sets of assemblies. Conceptually, a reaction (A, B) represents the assemblies of set A replacing themselves with the assemblies in set B. For a reaction $r = (A, B)$, let $r_{\texttt{in}}$ denote the set A, and $r_{\texttt{out}}$ denote the set B. For a set of reactions R, let $R_{\texttt{in}} = \bigcup_{r \in R} r_{\texttt{in}}$ and $R_{\texttt{out}} = \bigcup_{r \in R} r_{\texttt{out}}$.

A reaction (A, B) is said to be *valid* for a given temperature τ if it is either a *break*, *combination*, or *glue-flip* reaction as defined below:

- **Break reaction.** A reaction $(A = \{a\}, B = \{b_1, b_2\})$ with $|A| = 1$ and $|B| = 2$ is said to be a break reaction if the bond graph of a has a cut of strength less than τ that separates a into assemblies b_1 and b_2.
- **Combination reaction.** A reaction $(A = \{a_1, a_2\}, B = \{b\})$ with $|A| = 2$ and $|B| = 1$ is said to be a combination reaction if a_1 and a_2 are *combinable* into assembly b (see definition below).
- **Glue-flip reaction.** A reaction $(A = \{a\}, B = \{b\})$ with $|A| = 1$ and $|B| = 1$ is said to be a glue-flip reaction if assembly b can be obtained from assembly a by changing the state of a single glue slot x in b to either `on` from `latent` if x has queued command `on`, or `off` from `on` or `latent` if x has queued command `off`. Note that transitions among `latent`, `on`, and `off` form an acyclic graph with sink state `off`, implying glues states can be adjusted at most twice. This models the "fire once" property of signals.

Two assemblies a_1 and a_2 are said to be *combinable* if a_1 and a_2 can be translated such that a_1 and a_2 have no overlapping tile bodies, but have at least τ `on`, matching glues connecting tiles from a_1 to tiles from a_2. Given this translated pair of assemblies, consider the product assembly b to be the assemblies a_1 and a_2 merged with the queued commands for each glue slot set according to the specifications of the glue functions for each tile with newly bonded `on` glues along the cut between a_1 and a_2. In this case we say a_1 and a_2 are *combinable* into assembly b. See Figure 1 for example reactions and [9] for a more detailed presentation of the model.

Batches. A batch is a multi-set of assemblies in which elements may have either a non-negative integer multiplicity or an ∞ multiplicity. A batch B is said to be *τ-transitional* to a batch B' if the application of one of the break, combination, or transition rules at temperature τ can be applied to B to get B'. A *batch* *sequence* for some temperature τ is any sequence of batches $\langle a_1, \ldots a_r \rangle$ such that a_i is τ-transitional to a_{i+1} for each i from 1 to $r-1$.

Signal Tile System. A signal tile system is an ordered pair (B, τ) where B is a batch referred to as the *initial seed* batch, and τ is a positive integer referred to as the temperature of the system. Any batch B' is said to be *producible* by (B, τ) if there exists a valid assembly sequence $\langle B_1, \ldots, B_r \rangle$ with respect to temperature τ such that $B' = B_r$ and $B = B_1$, i.e., B' is reachable from B by a sequence of τ-transitions.

2.3 Exponential Replication

Our first primary definition towards the concept of exponential replication defines a transition between batches in which multiple reactions may occur in parallel to complete the transition. By counting the number of such parallelized transitions we are able to define the number of time steps taken for one batch to transform into another, and in turn can define the concept of exponential replication.

However, to avoid reliance on highly unlikely reactions, we parameterize our definition with a positive integer c which dictates that any feasible combination reaction should involve at least one combinate with at least multiplicity c. By doing so, our exponential replication definition will be able to exclude systems that might rely on the highly unlikely combination of low concentration combinates (but will still consider such reactions in a worst-case scenario by requiring the subsequent monotonicity requirement). The following definition formalizes this concept.

Definition 1 **((τ, c)-transitional distance).** *We say a batch B is (τ, c)-transitional to a batch B', with notation $B \rightarrow_{\tau,c} B'$, if there exists a set of reactions $R = \mathtt{COMBO} \bigcup \mathtt{BREAK} \bigcup \mathtt{FLIP}$, where COMBO, BREAK, and FLIP partition R into the combination, break, and flip type reactions, such that:*

1. *$B - R_{in}$ is defined and $B' = B - R_{in} + R_{out}$.*
2. *For each $(\{x, y\}, \{z\}) \in \mathtt{COMBO}$, the multiplicity of either x or y in $B - R_{in}$ is at least c.*

Further, we use notation $B \rightarrow^t_{\tau,c} B'$ if there exists a sequence $\langle B_1, \ldots, B_t \rangle$ such that $B_1 = B$, $B_t = B'$, and $B_i \rightarrow_{\tau,c} B_{i+1}$ for i from 1 to $t-1$. We define the (τ, c)-transitional distance from B to B' to be the smallest positive integer t such that $B \rightarrow^t_{\tau,c} B'$.

Our next primary concept used to define exponential replication is the concept of monotonicity which requires that a sequence of batches (regardless of how likely) has the property that each subsequent batch in the sequence is at least as close (in terms of (τ, c)-transition distance) to becoming an element of a given goal set of batches as any previous batch in the sequence.

Definition 2 (Monotonicity). *Let B be a batch of assemblies, τ a positive integer, and G a set of (goal) batches. We say B grows monotonically towards G at temperature τ if for all temperature τ batch sequences $\langle B, \ldots, B' \rangle$, if $B \rightarrow^{t}_{\tau,c} g$ for some $g \in G$, then $B' \rightarrow^{t'}_{\tau,c} g'$ for some $g' \in G$ and $t' \leq t$.*

Note that g' in the above definition may differ from g. This means that B is not required to grow steadily towards any particular element of G, but simply must make steady progress towards becoming an element of G.

We now apply the concepts of (τ, c)-transition distance and monotonicity to define exponential replication of patterns. Informally, an STAM system is said to replicate the pattern of an assembly a if it is always guaranteed to have a logarithmic (in n) sequence of *feasible* transitions that will create at least n copies of a shape with a's pattern for any integer n. Further, to ensure that the system makes steady progress towards the goal of n copies, we further require the property of *monotonicity* which states that the number of transitions needed to attain the goal of n copies never increases, regardless of the sequence of reactions.

Definition 3 (Exponential Replication). *Let B^n_p denote the set of all batches which contain an n or higher multiplicity assembly with pattern p. A system $T = (B, \tau)$ exponentially replicates the pattern of assembly a if for all positive integers n and c:*

1. *$B \bigcup a \rightarrow^{t}_{\tau,c} B'$ for some $B' \in B^n_{p(a)}$ and $t = O(\boldsymbol{poly}(|a|) \log(cn))$.*
2. *B grows monotonically towards $B^n_{p(a)}$.*

Given the concept of a system replicating a specific assembly, we now denote a system as a general *exponential replicator* if it replicates all patterns given some reasonable format that maps patterns to input assemblies. Let M denote a mapping from rectangular patterns over some alphabet ϕ to assemblies with the property that for any rectangular pattern w over ϕ, it must be that 1) $w = p(M(w))$ (The assembly representing pattern w must actually have pattern w), 2) all tiles in $M(w)$ with the same non-null label are the same active tile up to translation, and 3) the number of tiles in $M(w)$ is at most an additive constant larger than the size of w. Such a mapping is said to be a *valid format mapping* over ϕ. We now define what constitutes an exponential pattern replicator system.

Definition 4 (Exponential Replicator). *A system $T = (B, \tau)$ is an exponential pattern replicator for patterns over ϕ if there exists a valid format mapping M over ϕ such that for any rectangular pattern w over ϕ, $T = (B, \tau)$ exponentially replicates $M(w)$.*

3 Replication of 2D Patterns in Two Dimensions

We first informally discuss the mechanism for replication of 2D patterns in two dimensions with the tileset shown in Figure 3. Note that the same mechanism can be used for the replication of 2D patterns in three dimensions, and that in such a case, the disassembly and reassembly of the template may be omitted. For brevity, we do not show 2D pattern replication in three dimensions, as it is a trivial simplification of the process described in this paper. The replication process described here can be summarized in three phases. In the first phase, *template disassembly*, a template R containing some pattern over some alphabet ϕ is combined with the tile set that can replicate R. Initially, an inverted staircase cooperatively grows along the west face of R (Fig. 2, Phase 1). The effect of this tile growth is that each row of the original assembly R has a unique number of tiles appended to its west side. These appendages are used in reassembly later in the replication process. As the inverted staircase structure grows, rows of the original template are signaled to detach from each other. In Phase 2, the detached rows of the input assembly are available to serve as templates for the formation of *non-terminal replicates* (Fig. 2, Phase 2). Two types of replicate products are formed: *terminal replicates* (*tr*) and *non-terminal replicates* (*ntr*). While the pattern of each type of replicate is identical to that of the parent, each replicate type serves a different function. *Non-terminal replicates* may catalyze the formation of more product while *terminal* replicates serve as a final product and may not catalyze the formation of more product. After formation, this first generation of non-terminal replicates detach from the parent and enter Phase 3. In Phase 3, each *non-terminal replicate* may serve as a template for the formation of another *ntr* and a *tr* concurrently. The *tr* detaches from the parent upon completion and assembles, along with other terminal replicates, into a copy of R. Also during Phase 3, when the new *non-terminal replicate* is fully formed, it may detach from the parent and begin producing replicates (Fig. 2, Phase 3).

Theorem 1. *For any alphabet ϕ, there exists an exponential pattern replicator system $\Gamma = (T, 2)$ for patterns over ϕ. Furthermore, the seed batch T consists of $O(\phi)$ distinct singleton active tile types with a total of $O(\phi)$ unique glues.*

We prove this theorem by construction and present such a tile set below. The 12 active tile types which comprise T are depicted in Figure 3d-f. Note that the input pattern itself is not included in T. The input pattern to be replicated is of the form shown in Figure 3c, and this, together with T, comprises the initial seed batch. The pattern is mapped onto this input via the composition of the *Label* signal tiles. Figure 3a shows the tile types for a binary alphabet, while Figure 3b shows the tile type for some a_i of alphabet ϕ which consists of elements $a_1, a_2, \ldots a_\phi$.

Template disassembly and First Generation of Replicates. Upon addition of the template assembly R to the replicating tile set T, an inverted staircase forms on the west side of R (Fig. 4a). Concurrently, an end cap attaches to the east side of R. Note that while the east-side end caps are attaching to R, it is possible that an *ntr* tile type (white) found in Fig. 3e may attach to the north side of an end cap, blocking the attachment of an endcap to a row. This does not adversely affect replication, because given a temperature of 2, the template will still disassemble and the end cap may attach to rows lacking end caps following this event. Also,

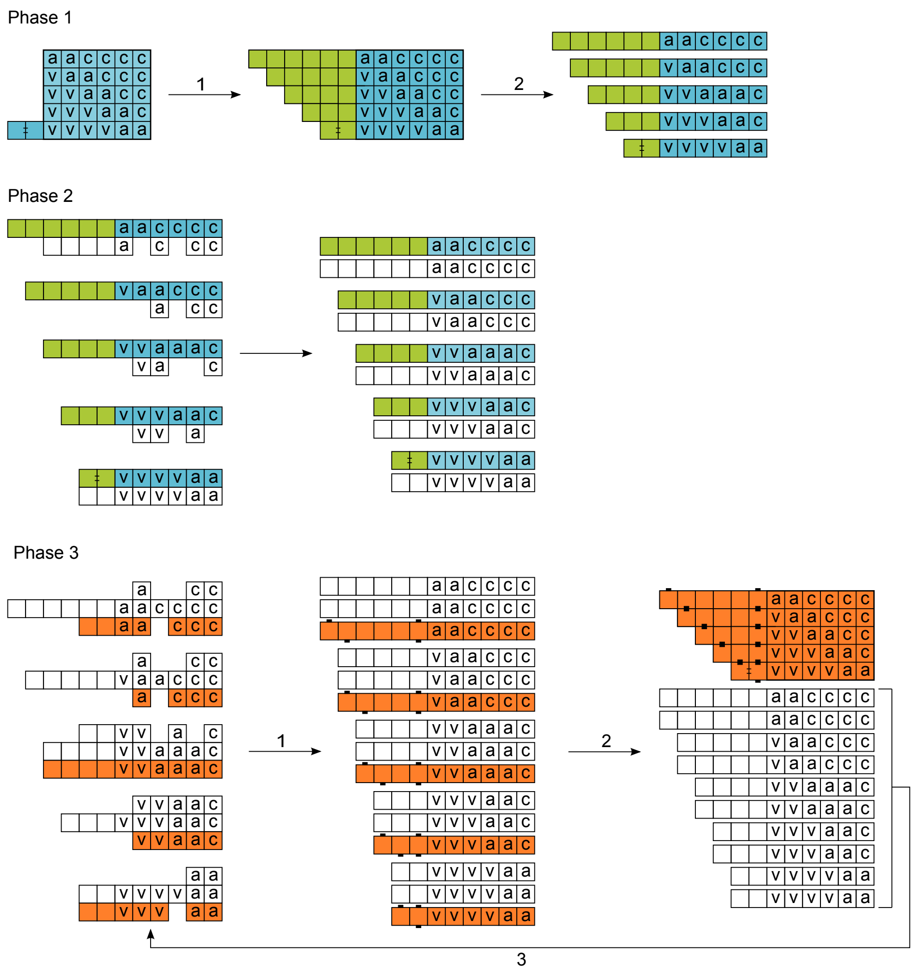

Fig. 2: The three phases shown above provide a general overview of the replication system described in this paper. In Phase 1, an inverted staircase (green) cooperatively grows along the west face of the pattern to be replicated (blue). Upon completion of the staircase, the assembly splits into distinct rows. In Phase 2, each of these distinct rows serves as a template for the production of a *non-terminal replicates* (*ntr*), shown in white, which has an identical pattern. In Phase 3, these *ntr*s serve as templates for the production of identical *ntr*s and *terminal replicates* (*tr*), which are shown in orange. The *tr*s reassemble to form a copy of the original pattern while the *ntr*s continue to serve as templates for the production of more *tr*s and *ntr*s.

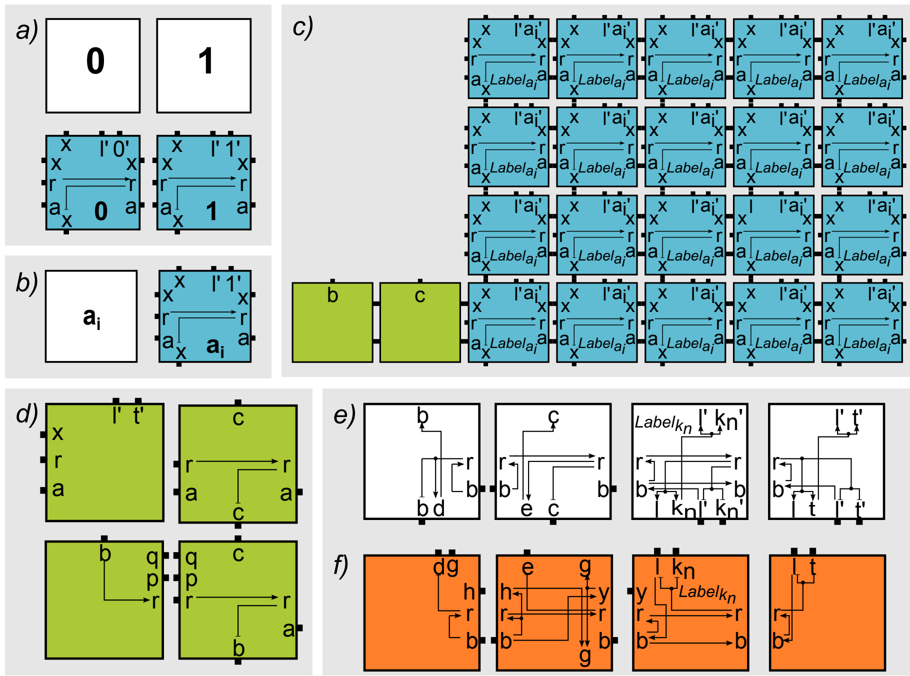

Fig. 3: a) Input assemby tile types for a binary alphabet b) The tile type for some a_i of alphabet ϕ which consists of elements $a_1, a_2, \ldots a_\phi$ c) General form of template to be replicated R d) Tiles involved in inverted staircase construction and disassembly of the original template. e) Tiles involved in formation of *non-terminal replicates*. f) Tiles involved in formation of *terminal replicates*.

given that the north face label glues a_i' of the northernmost template row are exposed, it is possible for this row to begin replicating immediately. In fact, this is necessary for the row immediately below the northernmost row to detach. Any row s of R may release the row below it by turning off its south face glues (Fig. 4b). This can occur only if the row above s has activated the b glue on the westernmost tile of s. A signal is then propagated from west to east in row s via glue r and all south-face glues of s are turned off.

Following R disassembly, label glues a_i' are exposed on the north face of each row of the input assembly. Tiles involved in ntr formation (white) may attach along the north face of the template row (blue/green) (Fig. 5a). Following attachment, west face b glues are turned on. Once the westernmost *Label* tile has attached, appendage tiles may cooperatively attach, sending a signal via b glues from west to east and turning on r glues. (Fig. 5b). After the westernmost appendage tile has attached, a signal is propagated from west to east via glue r queueing label glues a_i' on the south face of the new ntr to turn off, thus detaching the ntr from its parent (Fig. 5c). Label glues a_i are also queued *on*. These glues serve to generate a terminal replicate (tr) on the south face of the

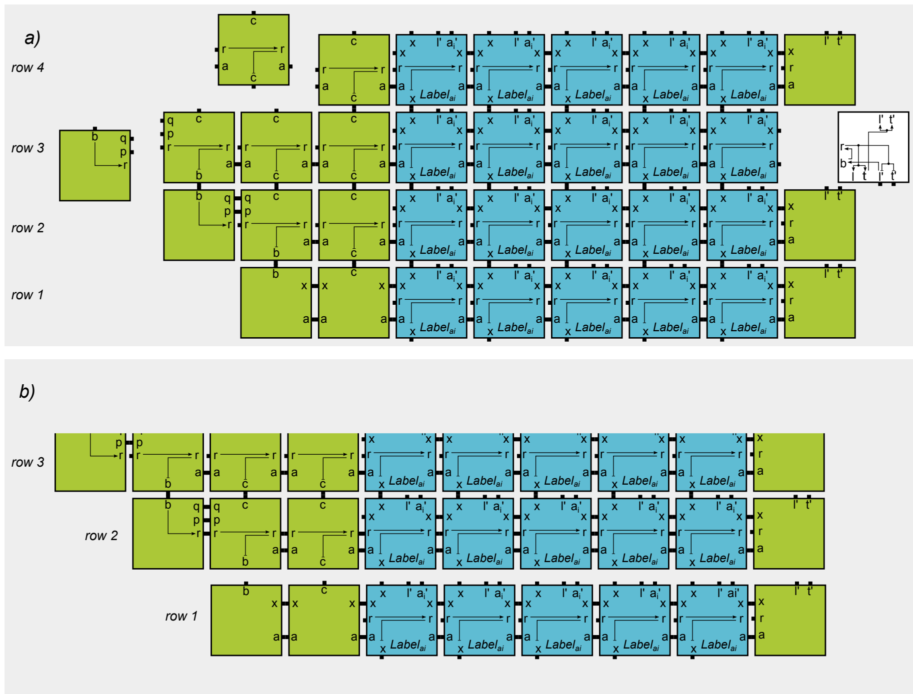

Fig. 4: a) Growth of inverted staircase along the west face of R and a cap on the east face of R. b) Row 1 is released after the b glue is activated on the westernmost tile of Row 2.

ntr (Fig. 5d). Following the detachment of the *ntr* and the parent template, the parent template is available to generate another *ntr*, while the first-generation *ntr* is immediately available to generate a *tr*.

Exponential Replication and Reassembly After the formation of the first-generation *ntr*, replication is free to proceed exponentially. Glues on the south face of the *ntr* may bind label tiles from the *tr* tile set (Fig. 6a). Upon binding, b glues are turned *on* on the west face of the *tr* label tiles, allowing for the binding of appendage tiles on the western side of the growing *tr* assembly. Upon binding of the first appendage tile (Fig. 6b), a signal is propagated through the *tr* via glue b and r glues on the west faces of the *tr* tiles. After the next appendage tile binds, the y glue on the tile adjacent to it is activated, which activates two g glues on the north and south faces of the easternmost appendage tile (Fig. 6c). These g glues will assist in proper reassembly of each row into a correct copy of the template R. Also note that upon binding a *tr* tile, label glues a_i' on the north face of the *ntr* are turned *on*. This allows for synthesis of a new *ntr* on the north side of the parent *ntr* while a new *tr* is being formed on the south face. The synthesis of a new *ntr* from a parent *ntr* is not described in detail here, as it is very similar to the process described in Figure 5. Upon attachment of

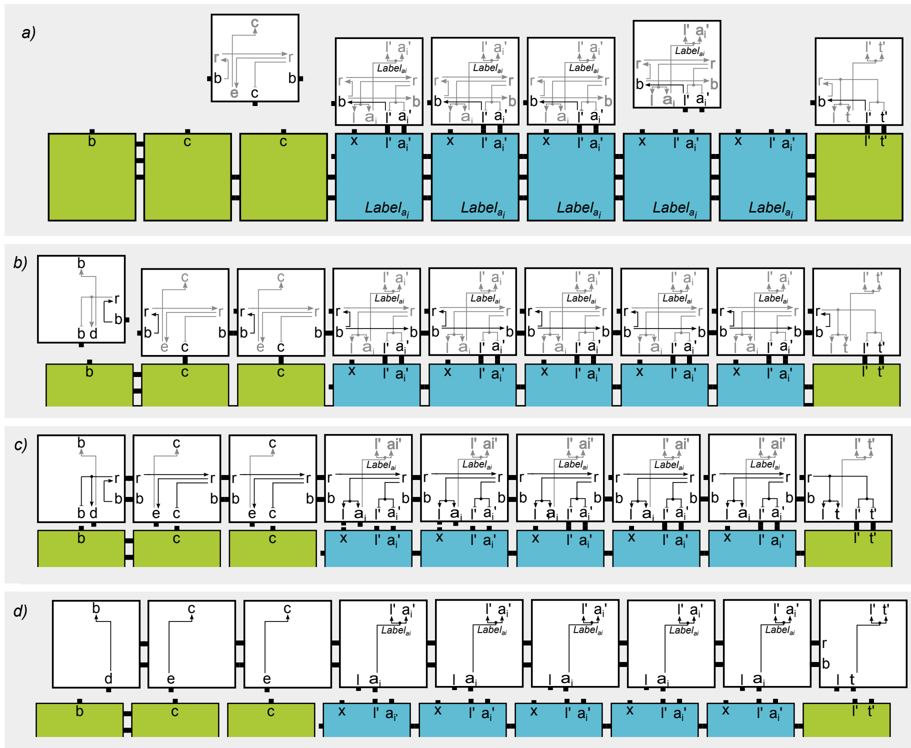

Fig. 5: The above sequence outlines details of the production of *non-terminal replicates*. For clarity, glues turned *off* and signals previously executed are not shown.

the westernmost appendage tile, a north face g glue of the tr is turned *on* as well as a south face g glue on the tile immediately adjacent to it. Additionally, a signal is propagated from west to east along the tr via glue r and the north face glues of the tr are turned *off*. The tr then detaches from the parent ntr (Fig. 6d) and is available for reassembly into a copy of the original template R while the parent ntr is available to produce a new ntr on its north face and a new tr on its south face. The alignment of g glues enables the proper reassembly of the *terminal replicates* into a copy of R (Fig. 7).

The detachment of the inverted staircase is not described here. If a signal cascade were designed such that upon the complete assembly of a copy of the original template pattern, the inverted staircase detached, it would be considered a waste product. The number of these waste assemblies would grow proportionally to the number of replicates of R. Similarly, if the replication process were somehow halted, and the copies of R harvested, the ntrs might also be considered waste. These, too, would have grown proportionally to the copies of R.

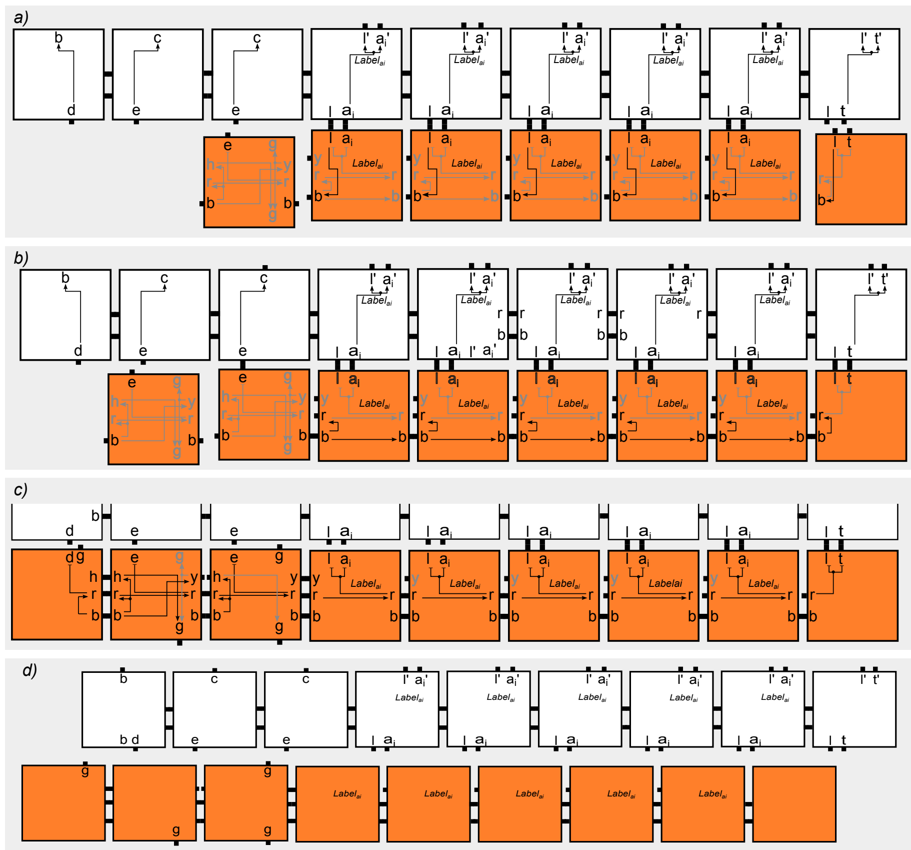

Fig. 6: The above sequence shows details of the formation of *terminal replicates*. For clarity, glues turned *off* and signals executed during template disassembly are not shown.

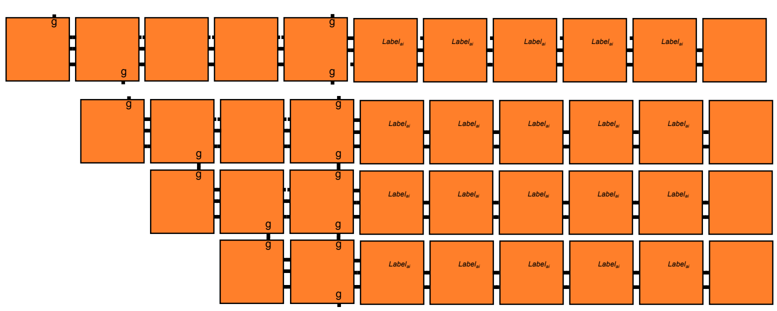

Fig. 7: *Terminal replicates* reassemble into a copy of R.

4 Future Work

The results of this paper provide several directions for future work. One interesting problem is the replication of shapes in the STAM, or more specifically, patterned shapes. One might imagine a mechanism similar to the one presented in this paper but where the growth of the inverted staircase is preceded by a "rectangularization" of the shape to be replicated. The replication of a cuboid is conceivable by extending the mechanism of template disassembly and reassembly presented in Section 3 to three dimensions where layers of the cuboid might be separated, replicated, and the replicates reassembled. Precise replication of a certain number of copies could also be possible, as was considered in [1].

Another direction for future work is studying the extent to which staged self-assembly systems can be simulated by non-staged active self-assembly systems such as the signal tile model. In [3] efficient staged algorithms are developed to assemble linear structures, while a signal tile system achieves a similar result in [9]. Shape replication through stages and RNA based tiles are used to replicate general shapes in [1], while this paper and future work suggests similar results may be obtained with signal tiles. Can the complexity of the mixing algorithm of a staged assembly algorithm be encoded into a signal tile system of similar complexity? As a first step towards such a simulation we might consider the case of 1D assemblies. Can the efficient construction of labeled linear assemblies through staging shown in [4] be efficiently simulated with a signal tile system?

A final direction for future work involves the simulation of the signal tile model through a passive model of self-assembly such as the abstract or two-handed tile assembly model [2]. Recent work has shown how restricted classes of signal tile systems can be simulated by passive 3D systems [5]. The ability for signal tile systems to perform *fuel-efficient* computation was shown to be achievable within passive 2D tile assembly given the added power of negative force glues [14]. Is it possible to simulate *any* signal tile system with the use of negative glues? Can this be done in 2D?

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