

Games, equations and dot-depth two monoids

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Abstract:

Given any finite alphabet A and positive integers m_1, \dots, m_k , congruences on A^* , denoted by $\sim(m_1, \dots, m_k)$ and related to a version of the Ehrenfeucht-Fraïssé game, are defined. Level k of the Straubing hierarchy of aperiodic monoids can be characterized in terms of the monoids $A^*/\sim(m_1, \dots, m_k)$. A natural subhierarchy of level 2 and equation systems satisfied in the corresponding varieties of monoids are defined. For $A \geq 2$, a necessary and sufficient condition is given for $A^*/\sim(m_1, \dots, m_k)$ to be of dot-depth exactly 2. Upper and lower bounds on the dot-depth of the $A^*/\sim(m_1, \dots, m_k)$ are discussed.

Article:

1. Introduction

In this paper, we present results relative to the characterization of dot-depth k monoids. This topic is of interest from the points of view of formal language theory, symbolic logic and complexity of boolean circuits. The results are obtained by a technical and detailed use of a version of the Ehrenfeucht-Fraïssé game.

Let A be a given finite alphabet. The regular languages over A are those subsets of A^* , the free monoid generated by A , constructed from the finite languages over A by the boolean operations, the concatenation product and the star. The star-free languages are those regular languages which can be obtained from the finite languages by the boolean operations and the concatenation product only. According to Schützenberger [17], $L \subseteq A^*$ is star-free if and only if its syntactic monoid $M(L)$ is finite and aperiodic. General references on the star-free languages are McNaughton and Papert [12], Eilenberg [8] or Pin [14].

Natural classifications of the star-free languages are obtained based on the alternating use of the boolean operations and the concatenation product. Let $A^+ = A^* \setminus \{1\}$, where 1 denotes the empty word. Let

$$A^+ \mathcal{B}_0 = \{L \subseteq A^+ \mid L \text{ is finite or cofinite}\},$$

$$A^+ \mathcal{B}_{k+1} = \{L \subseteq A^+ \mid L \text{ is a boolean combination of languages of the form } L_1 \dots L_n \text{ (} n \geq 1 \text{) with } L_1, \dots, L_n \in A^+ \mathcal{B}_k\}.$$

Only nonempty words over A are considered to define this hierarchy; in particular, the complement operation is applied with respect to A^+ . The language classes $A^+ \mathcal{B}_0, A^+ \mathcal{B}_1, \dots$ form the so-called dot-depth hierarchy introduced by Cohen and Brzozowski in [6]. The union of the classes $A^+ \mathcal{B}_0, A^+ \mathcal{B}_1, \dots$ is the class of star-free languages.

Our attention is directed toward a closely related and more fundamental hierarchy, this one in A^* , introduced by Straubing in [20]. Let

$$A^* \mathcal{V}_0 = \{\emptyset, A^*\} \quad \text{where } \emptyset \text{ is the empty set,}$$

$$A^* \mathcal{V}_{k+1} = \{L \subseteq A^* \mid L \text{ is a boolean combination of languages of the form } L_0 a_1 L_1 a_2 \dots a_n L_n \text{ (} n \geq 0 \text{) with } L_0, \dots, L_n \in A^* \mathcal{V}_k \text{ and } a_1, \dots, a_n \in A\}.$$

Let $A^* \mathcal{V} = \bigcup_{k \geq 0} A^* \mathcal{V}_k$. $L \subseteq A^*$ is star-free if and only if $L \in A^* \mathcal{V}_k$ for some $k \geq 0$. The dot-depth of L is the smallest such k .

For $k \geq 1$, let us define subhierarchies of $A^*\mathcal{V}$ as follows: for all $m \geq 1$, let

$$A^*\mathcal{V}_{k,m} = \{L \subseteq A^* \mid L \text{ is a boolean combination of languages of the form } L_0 a_1 L_1 a_2 \dots a_n L_n \text{ (} 0 \leq n \leq m \text{) with } L_0, \dots, L_n \in A^*\mathcal{V}_{k-1} \text{ and } a_1, \dots, a_n \in A\}.$$

We have $A^*\mathcal{V}_k = \bigcup_{m \geq 1} A^*\mathcal{V}_{k,m}$. Easily, $A^*\mathcal{V}_{k,m} \subseteq A^*\mathcal{V}_{k+1,m}$, $A^*\mathcal{V}_{k,m} \subseteq A^*\mathcal{V}_{k,m+1}$. Similarly, subhierarchies of $A^+\mathcal{B}_k$ can be defined. In $A^+\mathcal{B}_1$ several hierarchies and classes of languages have been studied; the most prominent examples are the β -hierarchy [5], also called depth-one finite cofinite hierarchy, and the class of locally testable languages.

\mathcal{W} is a $*$ -variety of languages if

(1) for every finite alphabet A , $A^*\mathcal{W}$ denotes a class of recognizable (recognizable means recognizable by a finite automaton or regular) languages over A closed under boolean operations,

(2) if $L \in A^*\mathcal{W}$ and $a \in A$, then $a^{-1}L = \{w \in A^* \mid aw \in L\}$ and $La^{-1} = \{w \in A^* \mid wa \in L\}$ are in $A^*\mathcal{W}$, and

(3) if $L \in A^*\mathcal{W}$ and $\varphi: B^* \rightarrow A^*$ is a morphism, then $L\varphi^{-1} = \{w \in B^* \mid w\varphi \in L\} \in B^*\mathcal{W}$.

Eilenberg [8] has shown that there exists a one-to-one correspondence between $*$ -varieties of languages and some classes of finite monoids called M -varieties. W is an M -variety if

(1) it is a class of finite monoids closed under division, i.e., if $M \in W$ and $M' < M$ ($<$ denotes the divide relationship between monoids), then $M' \in W$, and

(2) it is closed under finite direct product, i.e., if $M, M' \in W$, then $M \times M' \in W$.

To a given $*$ -variety of languages \mathcal{W} corresponds the M -variety $W = \{M(L) \mid L \in A^*\mathcal{W} \text{ for some } A\}$ and to a given M -variety W corresponds the $*$ -variety of languages \mathcal{W} where $A^*\mathcal{W} = \{L \subseteq A^* \mid \text{there is } M \in W \text{ recognizing } L\}$. The Straubing hierarchy gives examples of $*$ -varieties of languages. One can show that \mathcal{V} , \mathcal{V}_k and $\mathcal{V}_{k,m}$ are $*$ -varieties of languages. Let the corresponding M -varieties be denoted by V , V_k and $V_{k,m}$ respectively. V is the M -variety of aperiodic monoids. We have that for $L \in A^*$, $L \in A^*\mathcal{V}$ if and only if $M(L) \in V$, for each $k \geq 0$, $L \in A^*\mathcal{V}_k$ if and only if $M(L) \in V_k$, and for $k \geq 1$, $m \geq 1$, $L \in A^*\mathcal{V}_{k,m}$ if and only if $M(L) \in V_{k,m}$.

An outstanding open problem is whether one can decide if a star-free language has dot-depth k , i.e., can we effectively characterize the M -varieties V_k ? The variety V_0 consists of the trivial monoid alone, V_1 of all finite \mathcal{J} -trivial monoids [181]. Straubing [21] conjectured an effective characterization, based on the syntactic monoid of the language, for the case $k=2$. His characterization, formulated in terms of a novel use of categories in semigroup theory recently developed by Tilson [24], is shown to be necessary in general, and sufficient for an alphabet of two letters.

In the framework of semigroup theory, Brzozowski and Knast [4] showed that the dot-depth hierarchy is infinite. Thomas [231] gave a new proof of this result, which shows also that the Straubing hierarchy is infinite, based on a logical characterization of the dot-depth hierarchy that he obtained in [221] (Perrin and Pin [131] gave one for the Straubing hierarchy) and the following version of the Ehrenfeucht-Fraïssé game.

First, one regards a word $w \in A^*$ of length $|w|$ as a word model $w = \langle \{1, \dots, |w|\}, \langle^w (Q_a^w)_{a \in A} \rangle$ where the universe $\{1, \dots, |w|\}$ represents the set of positions of letters in w , \langle^w denotes the \langle -relation in w , Q_a^w are unary relations over $\{1, \dots, |w|\}$ containing the positions with letter a , for each $a \in A$. For a sequence $\vec{m} = (m_1, \dots, m_k)$ of positive integers, where $k \geq 0$, the game $\mathcal{G}\vec{m}(u, v)$ is played between two players I and II on the word models u and v . A play of the game consists of k moves. In the i th move, player I chooses, in u or in v , a sequence of m_i positions; then player II chooses, in the remaining word, also a sequence of m_i positions. After k moves, by

concatenating the sequences chosen from u and v , two sequences $p_1 \dots p_n$ from u and $q_1 \dots q_n$ from v have been formed where $n = m_1 + \dots + m_k$. Player II has won the play if $p_i <^u p_j$ if and only if $q_i <^v q_j$, and $Q_a^u p_i$ if and only if $Q_a^v q_i$, $a \in A$ for $1 \leq i, j \leq n$. If there is a winning strategy for player II in the game $\mathcal{G}_{\bar{m}}(u, v)$ to win each play we write $u \sim_{\bar{m}} v$. $\sim_{\bar{m}}$ naturally defines a congruence on A^* which we denote also by $\sim_{\bar{m}}$. The standard Ehrenfeucht-Fraïssé game [7] is the special case $\mathcal{G}(1, \dots, 1)(u, v)$. Thomas [22,23] and Perrin and Pin [13] infer the following congruence characterization of the A^*V_k and the $A^*V_{k,m}$, i.e., $L \in A^*V_k$ if and only if L is a union of classes of some $\sim(m_1, \dots, m_k)$ and $L \in A^*V_{k,m}$ if and only if L is a union of classes of some $\sim(m, m_2, \dots, m_k)$. This implies the following congruence characterization of the V_k and the $V_{k,m}$, i.e., $V_k = \{A^*/\sim \mid \sim \supseteq \sim(m_1, \dots, m_k)\}$ for some $m_i, i = 1, \dots, k$, and $V_{k,m} = \{A^*/\sim \mid \sim \supseteq \sim(m, m_2, \dots, m_k)\}$ for some $m_i, i = 2, \dots, k$. In [2], it was shown that for fixed (m_1, \dots, m_k) , it is decidable if a language is a union of some classes of $\sim(m_1, \dots, m_k)$, or, equivalently, it is decidable if the syntactic monoid of a language divides $A^*/\sim(m_1, \dots, m_k)$.

Let $u, v \in A^*$. A monoid M satisfies the equation $u = v$ if and only if $u\varphi = v\varphi$ for all morphisms $\varphi : A^* \rightarrow M$. One can show that the class of monoids M satisfying the equation $u = v$ is an M -variety, denoted by $W(u, v)$. Let $(u_n, v_n)_{n>0}$ be a sequence of pairs of words of A^* . Consider the following M -varieties: $W' = \bigcap_{n>0} W(u_n, v_n)$ and $W'' = \bigcup_{m>0} \bigcap_{n \geq m} W(u_n, v_n)$. We say that W' (W'') is defined (ultimately defined) by the equations $u_n = v_n$ ($n > 0$): this corresponds to the fact that a monoid M is in W' (W'') if and only if M satisfies the equations $u_n = v_n$ for all $n > 0$ (for all n sufficiently large). The equational approach to varieties is discussed in Eilenberg [8]. Eilenberg showed that every M -variety is ultimately defined by a sequence of equations. For example, the M -variety V of aperiodic monoids is ultimately defined by the equations $x^n = x^{n+1}$ ($n > 0$). The M -variety V_1 is ultimately defined by the equations $(xy)^m = (yx)^m$ and $x^m = x^{m+1}$ ($m > 0$). This gives a decision procedure for V_1 , i.e., $M \in V_1$ if and only if for all $x, y \in M$, $(xy)^m = (yx)^m$ and $x^m = x^{m+1}$ with m the cardinality of M . One can show that every M -variety generated by a single monoid is defined by a (finite or infinite) sequence of equations. $V_{1,m}$ being generated by $A^*/\sim(m)$, are the M -varieties $V_{1,m}$ defined by a finite sequence of equations? An attempt to answer this open problem was made in [3]. There, systems of equations were defined which are satisfied in the $V_{t,m}$ ([10,11] provide an equation system for level 1 of the dot-depth hierarchy). It was shown that those equation systems characterize completely $V_{1,1}$, $V_{1,2}$ and $V_{1,3}$. More precisely, $V_{1,1}$ is defined by $x = x^2$ and $xy = yx$, $V_{1,2}$ by $xyzx = xyxzx$ and $(xy)^2 = (yx)^2$, and $V_{1,3}$ by $xzyxvxy = xzxyvxy$, $ywxvxyzx = ywxyvxyzx$ and $(xy)^3 = (yx)^3$.

This paper is concerned with applications of the above mentioned congruence characterization of the V_k and the $V_{k,m}$. Other applications appear in [1-3]. [2] answers a conjecture of Pin [15] concerning tree hierarchies of monoids. The problem of finding equations satisfied in the $V_{2,m}$ problem related to the effective characterization of the $V_{2,m}$ and hence of V_2 , is the subject of Section 3. More precisely, systems of equations are defined which are satisfied in the $V_{2,m}$. In Section 4, we are interested in the following question: for an alphabet of at least two letters, find a necessary and sufficient condition for $A^*/\sim(m_1, \dots, m_k)$ to be of dot-depth exactly d . Such a condition is given for $d = 1$ and $d = 2$. It is also shown that for all sufficiently large m_i , $A^*/\sim(m_1, \dots, m_k)$ is of dot-depth exactly k . The proofs rely on some properties of the congruences $\sim_{\bar{m}}$ stated in the next section. The reader is referred to the books by Pin [14] and Enderton [9] for all the algebraic and logical terms not defined in this paper.

2. Some properties of the $\sim_{\bar{m}}$

2.1. An induction lemma

The following lemma is a basic result (similar to one in [16] regarding $\sim(1, \dots, 1)$) which allows to resolve games with $k + 1$ moves into games with k moves and thereby allows to perform induction arguments. In what follows, $u[1, p)$ ($u(p, |u|]$) denotes the segment of u to the left (right) of position p and $u(p, q)$ the segment of u between positions p and q .

Lemma 2.1. Let $\bar{m} = (m_1, \dots, m_k)$. $u \sim_{\bar{m}}(m_1, \dots, m_k) v$ if and only if

(1) for every $p_1, \dots, p_m \in u$ ($p_1 \leq \dots \leq p_m$) there are $q_1, \dots, q_m \in v$ ($q_1 \leq \dots \leq q_m$) such that

(i) $Q_a^u p_i$ if and only if $Q_a^v q_i$, $a \in A$ for $1 \leq i \leq m$,

(ii) $u[1, p_1) \sim_{\bar{m}} v[1, q_1)$,

Proof. Assume (1), (2) and (3) hold. A winning strategy for player II in the game $\mathcal{G}(1, m)(u, v)$ to win each play is described as follows. Let p be a position in u chosen by player I in the first move (the proof is similar when starting with a position in v). Assume Q_{ap}^u .

Case 1: p is among p_1, \dots, p_s , i.e., $p=p_i$ for some i , $1 \leq i \leq s$. Since (1) holds, we can consider $q = q_i$. (2) implies that Q_{aq}^v .

Case 2: $p \in u(p_i, p_{i+1})$ for some i , $1 \leq i \leq s-1$. From (3), there is $q \in v(q_i, q_{i+1})$ such that Q_{aq}^v . In either case, (1), (2), (3) and the choice of q imply that $u(p, |u|) \sim(m) v(q, |v|)$ and $u[1, p] \sim(m) v[1, q]$.

Conversely, assume $u \sim(1, m) v$. (1) and (2) obviously hold. Also, $u(p_i, p_{i+1}) \sim(1) v(q_i, q_{i+1})$ for $1 \leq i \leq s-1$. To see this, let p be in $u(p_i, p_{i+1})$ (the proof is similar when starting with q in $v(q_i, q_{i+1})$). Consider the following play of the game $\mathcal{G}(1, m)(u, v)$. Player I, in the first move, chooses p . Hence there exists q in v such that $u(p, |u|) \sim(m) v(q, |v|)$ and $u[1, p] \sim(m) v[1, q]$. Assume that $q \notin v(q_i, q_{i+1})$. Hence $q \in v[1, q_i]$ or $q \in v[q_{i+1}, |v|]$. From the choice of the p_i and the q_i , either $u(p, |u|) \not\sim(m) v(q, |v|)$ or $u[1, p] \not\sim(m) v[1, q]$. Contradiction. The result follows.

Proposition 3.2. *Let $m \geq 1$. Let $u, v \in A^*$. If $u \sim(1, m) v$, then there exists $w \in A^*$ such that u is a subword of w , v is a subword of w and $u \sim(1, m) w \sim(1, m) v$.*

Proof. Let $A = \{a_1, \dots, a_r\}$. If $r=1$, $u=v$ or $|u|, |v| \geq \mathcal{N}(1, m)$ by Section 2. For $r > 1$, let p_1, \dots, p_s ($p_1 < \dots < p_s$) be the positions which spell the first and last occurrences of every subword of length $\leq m$ in u . s is no more than $2m(r+1)^m$. Assume $Q_{a_{j_1} p_i}^u$. Since $u \sim(1, m) v$, by Lemma 3.1, the positions q_1, \dots, q_s ($q_1 < \dots < q_s$) in v which spell the first and last occurrences of every subword of length $\leq m$ in v are such that $Q_{a_{j_1} q_i}^v$ for $1 \leq i \leq s$ and $u(p_i, p_{i+1}) \sim(1) v(q_i, q_{i+1})$ for $1 \leq i \leq s-1$. Hence by Lemma 2.3, since $u(p_i, p_{i+1}) \sim(1) v(q_i, q_{i+1})$, there exists w_i such that $u(p_i, p_{i+1})$ is a subword of w_i , $v(q_i, q_{i+1})$ is a subword of w_i and $u(p_i, p_{i+1}) \sim(1) w_i \sim(1) v(q_i, q_{i+1})$. Let $w = a_{j_1} w_1 a_{j_2} w_2 \dots a_{j_{s-1}} w_{s-1} a_{j_s}$. u is a subword of w , v is a subword of w and $u \sim(1, m) w \sim(1, m) v$ by Lemma 3.1.

Now, let us define classes of equations as follows. For $m \geq 1$, $\mathcal{C}_{(1, m)}^1$ is a class of equations consisting of

$$u_1 \dots u_m x y v_1 \dots v_m = u_1 \dots u_m y x v_1 \dots v_m$$

where the u and the v are of the form $x^e y$, $y^e x$, $x y^e$ or $y x^e$ for some e , $1 \leq e \leq \mathcal{N}(1, m)$. The equation $(xy)^m xy(xy)^m = (xy)^m yx(xy)^m$ is an example.

$\mathcal{C}_{(1, m)}^2$ consists of the equations

$$u_1 \dots u_i x^{m-i} x x^{m-j} v_1 \dots v_j = u_1 \dots u_i x^{m-i} x^2 x^{m-j} v_1 \dots v_j$$

where the u and the v are as above and $0 \leq i, j \leq m$. The equation $(xy)^m x(xy)^m = (xy)^m x^2(xy)^m$ is an example.

Note that the equations in $\mathcal{C}_{(1, m)}^1$ are of the form $w_1 x y w_2 = w_1 y x w_2$ and the ones in $\mathcal{C}_{(1, m)}^2$ of the form $w_3 x w_4 = w_3 x^2 w_4$. Recall from Section 1 that $xy = yx$ and $x = x^2$ are the defining equations for $V_{1,1}$.

Theorem 3.3. *Every monoid in $V_{2,1}$ satisfies $\mathcal{C}_{(1, m)}^1 \cup \mathcal{C}_{(1, m)}^2$ for all sufficiently large m .*

Proof. It is easily seen, using Lemma 3.1, that monoids in $V_{2,1}$ satisfy $\mathcal{C}_{(1, m)}^1 \cup \mathcal{C}_{(1, m)}^2$ for some $m \geq 1$. This comes from the fact that if $M \in V_{2,1}$, then $M < A^* / \sim(1, m)$ for some $m \geq 1$. Since $A^* / \sim(1, m)$ satisfies $\mathcal{C}_{(1, m)}^1 \cup \mathcal{C}_{(1, m)}^2$, M satisfies $\mathcal{C}_{(1, m)}^1 \cup \mathcal{C}_{(1, m)}^2$. Moreover, if M in $V_{2,1}$ satisfies $\mathcal{C}_{(1, m)}^1 \cup \mathcal{C}_{(1, m)}^2$ for some $m \geq 1$, then it satisfies $\mathcal{C}_{(1, n)}^1 \cup \mathcal{C}_{(1, n)}^2$ for all $n \geq m$ since $\sim(1, n) \subseteq \sim(1, m)$ for those n .

3.2. Equations and the $V_{2, m}$ where $m > 1$

This subsection generalizes the equation systems of the preceding subsection so that the generalized equations

are satisfied in the $V_{2,m}$.

Lemma 3.4. *Let $m_1 > 1$, $m_2 \geq 1$. Let $u, v \in A^+$ and let p_1, \dots, p_s in u ($p_1 < \dots < p_s$) $q_1, \dots, q_{s'}$, in v ($q_1 < \dots < q_{s'}$) be the positions which spell the first and last occurrences of every subword of length $\leq m_2$ in u (v). $u \sim_{(m_1, m_2)} v$ if and only if*

- (1) $s = s'$,
- (2) $Q_a^u p_i$ if and only if $Q_a^v q_i$, $a \in A$ for $1 \leq i \leq s$,
- (3) $u(p_i, p_{i+1}) \sim_{(m_1-2, m_2)} v(q_i, q_{i+1})$ for $1 \leq i \leq s-1$,
- (4) for $1 \leq i \leq s-1$ and for every $p'_1, \dots, p'_{m_1-1} \in u(p_i, p_{i+1})$ ($p'_1 < \dots < p'_{m_1-1}$), there exist $q'_1, \dots, q'_{m_1-1} \in v(q_i, q_{i+1})$ ($q'_1 < \dots < q'_{m_1-1}$) such that
 - (1') $Q_a^u p'_j$ if and only if $Q_a^v q'_j$, $a \in A$ for $1 \leq j \leq m_1-1$,
 - (2') $u(p'_j, p'_{j+1}) \sim_{(m_2)} v(q'_j, q'_{j+1})$ for $1 \leq j \leq m_1-2$ and
 - (3') $u(p_i, p'_1) \sim_{(m_2)} v(q_i, q'_1)$.

Also, there exist $q'_1, \dots, q'_{m_1-1} \in v(q_i, q_{i+1})$ (which may be different from the positions which satisfy (1'), (2') and (3')) ($q'_1 < \dots < q'_{m_1-1}$) such that (1'), (2') and (3'') $u(p'_{m_1-1}, p_{i+1}) \sim_{(m_2)} v(q'_{m_1-1}, q_{i+1})$ hold. Similarly, for every $q'_1, \dots, q'_{m_1-1} \in v(q_i, q_{i+1})$ ($q'_1 < \dots < q'_{m_1-1}$), there exist $p'_1, \dots, p'_{m_1-1} \in u(p_i, p_{i+1})$ ($p'_1 < \dots < p'_{m_1-1}$) such that (1'), (2'), (3') hold (also (1'), (2'), (3'') hold) and

- (5) for $1 \leq i \leq s-1$ and for every $p'_1, \dots, p'_{m_1} \in u(p_i, p_{i+1})$ ($p'_1 < \dots < p'_{m_1}$), there exist $q'_1, \dots, q'_{m_1} \in v(q_i, q_{i+1})$ ($q'_1 < \dots < q'_{m_1}$) such that
 - (1''') $Q_a^u p'_j$ if and only if $Q_a^v q'_j$, $a \in A$ for $1 \leq j \leq m_1$ and
 - (2''') $u(p'_j, p'_{j+1}) \sim_{(m_2)} v(q'_j, q'_{j+1})$ for $1 \leq j \leq m_1-1$.

Similarly, for every $q'_1, \dots, q'_{m_1} \in v(q_i, q_{i+1})$ ($q'_1 < \dots < q'_{m_1}$), there exist $p'_1, \dots, p'_{m_1} \in u(p_i, p_{i+1})$ ($p'_1 < \dots < p'_{m_1}$) such that (1''') and (2''') hold.

Proof. Assume (1), (2), (3), (4) and (5) hold. A winning strategy for player II in the game $\mathcal{G}(m_1, m_2)(u, v)$ to win each play is described as follows. Let p'_1, \dots, p'_{m_1} ($p'_1 \leq \dots \leq p'_{m_1}$) be positions in u chosen by player I in the first move (the proof is similar when starting with positions in v).

Case 1. If some of the p'_j are among p_1, \dots, p_s , then for such a p'_j , there exists i_j , $1 \leq i_j \leq s$ such that $p'_j = p_{i_j}$. For such a p'_j , since (1) holds, we may consider $q'_j = q_{i_j}$. (2) implies that $Q_a^u p'_j$ if and only if $Q_a^v q'_j$.

Case 2. If $p'_j, p'_{j+1}, \dots, p'_{j+l} \in u(p_i, p_{i+1})$ for some i , $1 \leq i \leq s-1$, $1 \leq j \leq j+l \leq m_1$ and $l \leq m_1-3$, $p'_1, \dots, p'_{j-1} \in u[1, p_i]$ and $p'_{j+l+1}, \dots, p'_{m_1} \in u[p_{i+1}, |u|]$, then from (3), there exist $q'_j, q'_{j+1}, \dots, q'_{j+l} \in v(q_i, q_{i+1})$ ($q'_j \leq q'_{j+1} \leq \dots \leq q'_{j+l}$) such that $Q_a^u p'_r$ if and only if $Q_a^v q'_r$ for $j \leq r \leq j+l$, $u(p'_r, p'_{r+1}) \sim_{(m_2)} v(q'_r, q'_{r+1})$ for $j \leq r \leq j+l-1$, $u(p_i, p'_j) \sim_{(m_2)} v(q_i, q'_j)$ and $u(p'_{j+l}, p_{i+1}) \sim_{(m_2)} v(q'_{j+l}, q_{i+1})$.

Case 3. If $p'_j, p'_{j+1}, \dots, p'_{j+m_1-2} \in u(p_i, p_{i+1})$ and $p'_j < \dots < p'_{j+m_1-2}$ for some i , $1 \leq i \leq s-1$ ($j=1$ and $p'_{m_1} \in u[p_{i+1}, |u|]$) ($j=2$ and $p'_1 \in u[1, p_i]$ is similar), then from (4), there exist $q'_1, \dots, q'_{m_1-1} \in v(q_i, q_{i+1})$ ($q'_1 < \dots < q'_{m_1-1}$) such that (1'), (2') and (3'') hold.

Case 4. If $p'_1, \dots, p'_{m_1} \in u(p_i, p_{i+1})$ and $p'_1 < \dots < p'_{m_1}$ for some i , $1 \leq i \leq s-1$, then from (5), there exist $q'_1, \dots, q'_{m_1} \in v(q_i, q_{i+1})$ ($q'_1 < \dots < q'_{m_1}$) such that (1''') and (2''') hold.

From the choice of the p_i, q_i and q'_1, \dots, q'_{m_1} , $q'_1, \dots, q'_{m_1} \in v$ are such that $q'_1 \leq \dots \leq q'_{m_1}$, $Q_a^u p'_j$ if and only if $Q_a^v q'_j$, $a \in A$ for $1 \leq j \leq m_1$, $u[1, p'_1] \sim_{(m_2)} v[1, q'_1]$, $u(p'_j, p'_{j+1}) \sim_{(m_2)} v(q'_j, q'_{j+1})$ for $1 \leq j \leq m_1-1$ and $u(p'_{m_1}, |u|) \sim_{(m_2)} v(q'_{m_1}, |v|)$. By Lemma 2.1, $u \sim_{(m_1, m_2)} v$.

Conversely, assume $u \sim(m_1, m_2) v$. (1) and (2) obviously hold. (3) holds. To see this, let p'_1, \dots, p'_{m_1-2} ($p'_1 \leq \dots \leq p'_{m_1-2}$) in $u(p_i, p_{i+1})$ (the proof is similar when starting with q'_1, \dots, q'_{m_1-2} in $v(q_i, q_{i+1})$). Consider the following play of the game $\mathcal{G}(m_1, m_2)(u, v)$. Player I, in the first move, chooses $p_i, p'_1, \dots, p'_{m_1-2}, p_{i+1}$. Hence there exist q'_1, \dots, q'_{m_1-2} ($q'_1 \leq \dots \leq q'_{m_1-2}$) in $v(q_i, q_{i+1})$ such that $u(p_i, p'_1) \sim(m_2) v(q_i, q'_1)$, $u(p'_j, q'_{j+1}) \sim(m_2) v(q'_j, q'_{j+1})$ for $1 \leq j \leq m_1 - 3$ and $u(p'_{m_1-2}, p_{i+1}) \sim(m_2) v(q'_{m_1-2}, q_{i+1})$ (note that from the choice of the p_i and the $q_i, q'_1, \dots, q'_{m_1-2}$ must be in $v(q_i, q_{i+1})$) (4) and (5) similarly follow.

We are now interested in the M -varieties V_{2, m_1} for $m_1 > 1$. For $m_2 \geq 1$, $\mathcal{C}_{(m_1, m_2)}^1$ is a class of equations consisting of

$$\begin{aligned} & u_1 \dots u_{m_2} (xy)^{m_1+(m_1-1)m_2} (xy)(yx)^{m_1+(m_1-1)m_2} v_1 \dots v_{m_2} \\ & = u_1 \dots u_{m_2} (xy)^{m_1+(m_1-1)m_2} (yx)(yx)^{m_1+(m_1-1)m_2} v_1 \dots v_{m_2} \end{aligned}$$

where the u and the v are of the form $x^e y, y^e x, xy^e$ or yx^e for some $e, 1 \leq e \leq \mathcal{N}(m_1, m_2)$. The equation

$$\begin{aligned} & (xy)^{m_2} (xy)^{m_1+(m_1-1)m_2} (xy)(yx)^{m_1+(m_1-1)m_2} (xy)^{m_2} \\ & = (xy)^{m_2} (xy)^{m_1+(m_1-1)m_2} (yx)(yx)^{m_1+(m_1-1)m_2} (xy)^{m_2} \end{aligned}$$

is an example.

$\mathcal{C}_{(m_1, m_2)}^2$ consists of the equations

$$\begin{aligned} & u_1 \dots u_i x^{m_2-i} x^{m_1+(m_1-1)m_2} x^{m_2-j} v_1 \dots v_j \\ & = u_1 \dots u_i x^{m_2-i} x^{m_1+(m_1-1)m_2+1} x^{m_2-j} v_1 \dots v_j \end{aligned}$$

where the u and the v are as above and $0 \leq i, j \leq m_2$. The equation

$$(xy)^{m_2} x^{m_1+(m_1-1)m_2} (xy)^{m_2} = (xy)^{m_2} x^{m_1+(m_1-1)m_2+1} (xy)^{m_2}$$

is an example.

Theorem 3.5. *Let $m_1 \geq 1$. Every monoid in V_{2, m_1} satisfies $\mathcal{C}_{(m_1, m_2)}^1 \cup \mathcal{C}_{(m_1, m_2)}^2$ for all sufficiently large m_2 .*

Proof. Similar to Lemma 3.3 using the preceding lemma. The power $m_1 + (m_1-1)m_2$ in $\mathcal{C}_{(m_1, m_2)}^2$ comes from condition (5) in Lemma 3.4.

4. On the dot-depth of the $A^* / \sim(m_1, \dots, m_k)$

Let A contain at least two letters. Let $k \geq 1$. Let m_1, \dots, m_k be positive integers. We are interested in the problem of finding necessary and sufficient conditions for $A^* / \sim(m_1, \dots, m_k)$ to be of dot-depth exactly d . This section gives conditions on m_1, \dots, m_k for $d=1$ and $d=2$. Also, we show that for $k \geq 3$, and $m_i \geq 2$ for $2 \leq i \leq k - 1$, $A^* / \sim(m_1, \dots, m_k)$ is of dot-depth exactly k . Other results about upper bounds and lower bounds are also discussed.

Theorem 4.1. *Let $k \geq 1$. Let m_1, \dots, m_k be positive integers. $A^* / \sim(m_1, \dots, m_k)$ is of dot-depth exactly 1 if and only if $k = 1$.*

Proof. We show that for $m_1, m_2 \geq 1$, there is no $m > 0$ such that $A^* / \sim(m_1, m_2)$ satisfies the equation $u_m = (xy)^m = (yx)^m = v_m$, where x and y are arbitrary distinct letters. We illustrate a winning strategy for player I. (I, i) ((II, i)) denotes a position chosen by player I (II) in the i th move, $I = 1, 2$. Let $N \geq \mathcal{N}(m_1, m_2)$.

$$\begin{aligned} u_N &= \dots (xy)(xy) \\ & \quad \uparrow \uparrow (I, 2) \\ & \quad \uparrow (II, 1) \\ v_N &= \dots (yx)(yx) \\ & \quad \uparrow (I, 1) \end{aligned}$$

Player I, in the first move, chooses the last x in v_N . Player II, in the first move, has to choose the last x in u_N (if not, player I in the second move could win by choosing the last x in u_N). Player I, in the second move, chooses the last y in u_N . Player II, in the second move, cannot choose a y in v_N to the right of the previously chosen position in v_N . Hence II loses.

Theorem 4.2. Let $k \geq 3$. Let m_i , $1 \leq i \leq k$ be positive integers and $m_i \geq 2$ for $2 \leq i \leq k-1$. Then $A^*/\sim(m_1, \dots, m_k)$ is of dot-depth exactly k .

Proof. Let $m > 0$. Consider $u_m = (x^{(k-1)}y^{(k-1)})^m$, $v_m = (y^{(k-1)}x^{(k-1)})^m$ (here, $x^{(1)} = x$, $y^{(1)} = y$ and $x^{(r+1)} = (x^{(r)}y^{(r)})^m x^{(r)}(x^{(r)}y^{(r)})^m$, $y^{(r+1)} = (x^{(r)}y^{(r)})^m y^{(r)}(x^{(r)}y^{(r)})^m$). A result of Straubing [191] implies that monoids in V_{k-1} satisfy $u_m = v_m$ for all sufficiently large m . However, for every $N \geq \mathcal{N}(1, 2, \dots, 2, 1)$ where $(1, 2, \dots, 2, 1)$ is a k -tuple, $u_N \not\sim(1, 2, \dots, 2, 1) v_N$. A winning strategy for player I in the game $\mathcal{G}(1, 2, \dots, 2, 1)(u_N, v_N)$ is as follows. (I, i) ((II, i)) denotes a position chosen by player I (II) in the i th move, $i = 1, \dots, k$. Let $N \geq \mathcal{N}(m_1, \dots, m_k)$. Using $x^N \sim(m_1, \dots, m_k) x^{N+1}$ (Section 2), one sees that

$$\begin{array}{c}
 u_N \sim(m_1, \dots, m_k) \dots (x^{(k-2)}y^{(k-2)})^N x \\
 \uparrow \\
 \text{(II, 1)} \\
 (x^{(k-3)}y^{(k-3)})^N x (x^{(k-3)}y^{(k-3)})^N y (x^{(k-3)}y^{(k-3)})^N (x^{(k-2)}y^{(k-2)})^{N-2} \\
 \uparrow \qquad \qquad \qquad \uparrow \\
 (x^{(k-3)}y^{(k-3)})^N x (x^{(k-3)}y^{(k-3)})^N y (x^{(k-3)}y^{(k-3)})^N y (x^{(k-2)}y^{(k-2)})^N \\
 \uparrow \qquad \qquad \qquad \uparrow \\
 \text{(I, 2)}
 \end{array}$$

Similarly,

$$\begin{array}{c}
 v_N \sim(m_1, \dots, m_k) \dots (x^{(k-2)}y^{(k-2)})^N x \\
 \uparrow \\
 \text{(I, 1)} \\
 (x^{(k-3)}y^{(k-3)})^N x (x^{(k-3)}y^{(k-3)})^N y (x^{(k-3)}y^{(k-3)})^N \\
 \uparrow \qquad \qquad \qquad \uparrow \\
 (x^{(k-2)}y^{(k-2)})^{M_1-1} (x^{(k-3)}y^{(k-3)})^N x (x^{(k-3)}y^{(k-3)})^N \\
 \uparrow \qquad \qquad \qquad \uparrow \\
 y (x^{(k-3)}y^{(k-3)})^N x (x^{(k-3)}y^{(k-3)})^N y (x^{(k-3)}y^{(k-3)})^N (x^{(k-2)}y^{(k-2)})^{M_2} \\
 \uparrow \qquad \qquad \qquad \uparrow \\
 \text{(II, 2)}
 \end{array}$$

where $M_1 + M_2 = N - 2$. Player I, in the first move, chooses the middle x of the last $x^{(k-2)}$ followed immediately by an $x^{(k-2)}$ in v_N . Player II, in the first move, has to choose the middle x of the last $x^{(k-2)}$ followed immediately by an $x^{(k-2)}$ in u_N (if not, player I in the next $k-1$ moves could win by choosing in the second move the middle x of the last two consecutive $x^{(k-2)}$ in u_N). Player I, in the second move, chooses the middle y of the last two consecutive $y^{(k-2)}$ in u_N . Player II, in the second move, cannot choose the middle y of the last two consecutive $y^{(k-2)}$ in v_N to the right of the previously chosen position. Hence he is forced to choose two $y^{(k-2)}$ by an $x^{(k-2)}$. Player I, in the third move, chooses the middle x of the last two consecutive $x^{(k-3)}$ in v_N between the positions chosen in the preceding move by II. Player II, in the third move, cannot choose the middle x of the last two consecutive $x^{(k-3)}$ in u_N between the previously chosen position by I. Hence he is forced to choose two $x^{(k-3)}$ separated by an $y^{(k-3)}$ and so on. Player I, in the $(k-1)$ th move, chooses the last two consecutive x (or y) in v_N (or u_N) between the chosen positions in the preceding move by II. Player II, in the $(k-1)$ th move, is forced to choose two x (or y) in u_N (or v_N) separated by a y (or an x). Player I, in the last move, selects that y (or x). Player II loses since he cannot choose a y (or x) between the two consecutive x chosen in the $(k-1)$ th move by I. The result follows.

Note that the infinity of the Straubing hierarchy for an alphabet of at least two letters follows from the preceding theorem.


Theorem 4.3. Let $k \geq 2$ and d be the dot-depth of $A^*/\sim(m_1, \dots, m_{2k-2})$. Then $k \leq d \leq 2k-2$.

Proof. For $k \geq 3$, the upper bound follows from the congruence characterization of V_{2k-2} . Now, by Lemma 2.2,

$$\sim(1, \underbrace{1, \dots, 1}_{2k-4}, 1) \subseteq (1, \underbrace{2, \dots, 2}_{k-2}, 1).$$


If

$$A^*/\sim(1, \dots, 1)$$




is of dot-depth $< k$, then

$$A^*/\sim(1, 2, \dots, 2, 1)$$




is also of dot-depth $< k$ since

$$A^*/\sim(1, 2, \dots, 2, 1) < A^*/\sim(1, \dots, 1).$$



But by Theorem 4.3,

$$A^*/\sim(1, 2, \dots, 2, 1)$$



is of dot-depth k . For $k = 2$, the result follows from Theorem 4.1.

Theorem 4.4. *Let $k \geq 1$. Let m_1, \dots, m_k be positive integers. $A^*/\sim(m_1, \dots, m_k)$ is of dot-depth exactly 2 if and only if*

- (1) $k = 2$ or
- (2) $k = 3$ and $m_2 = 1$.

Proof. A result of [1] states that $A^*/\sim(m_1, m_2, m_3)$ is of dot-depth exactly 2 if and only if $m_2 = 1$. The theorem follows from that result, Theorems 4.1 and 4.3 and the fact that $u_N = (x^{(2)}y^{(2)})^N$, $v_N = (y^{(2)}x^{(2)})^N$ for $N \geq \mathcal{N}(1, 2, 1)$ in Theorem 4.2 are such that $u_N = (1, 2, 1)v_N$ and hence $u_N \not\sim(1, 1, 1)v_N$ by Lemma 2.2.

Other upper and lower bounds results follow for monoids like $A^*/\sim(1, 1, 1, 2, 1)$. Since $\sim(1, 1, 1, 2, 1) \subseteq \sim(1, 3, 2, 1)$ by Lemma 2.2, and $A^*/\sim(1, 3, 2, 1)$ is of dot-depth exactly 4 by Theorem 4.2, $A^*/\sim(1, 1, 1, 2, 1)$ is of dot-depth ≥ 4 and ≤ 5 . Similarly, for $A^*/\sim(1, 2, 1, 1, 1)$,

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