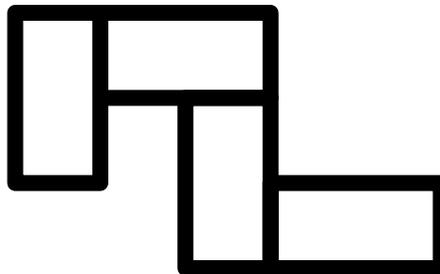
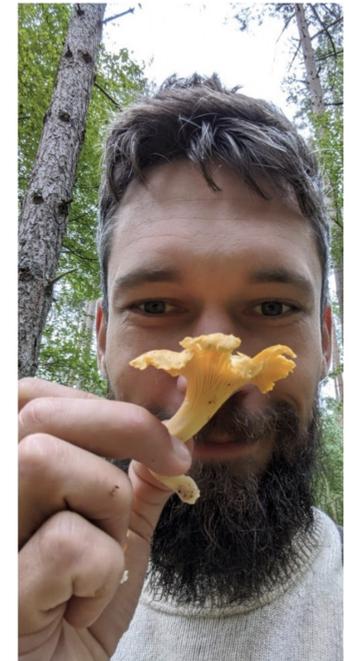
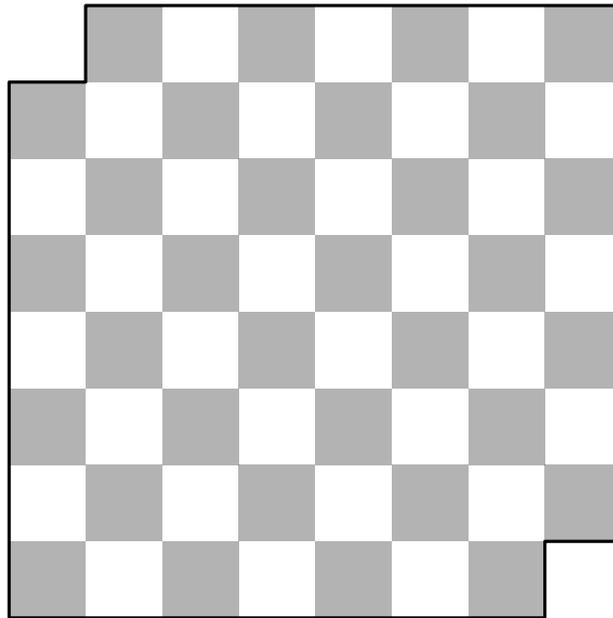


Tiling with Squares and Packing Dominos in Polynomial Time

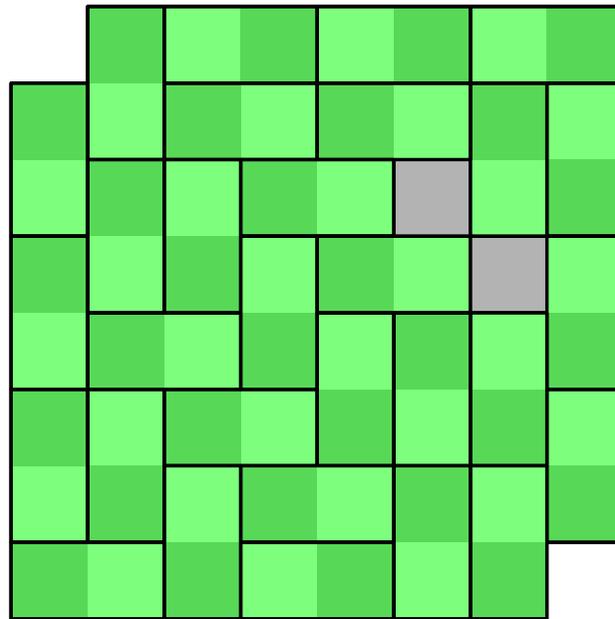
Anders Aamand, Mikkel Abrahamsen, Thomas D. Ahle, Peter M. R. Rasmussen



Max Black, 1946: Two diagonally opposite corners have been removed from a chessboard. Can 31 1×2 dominos be placed to cover the remaining squares?

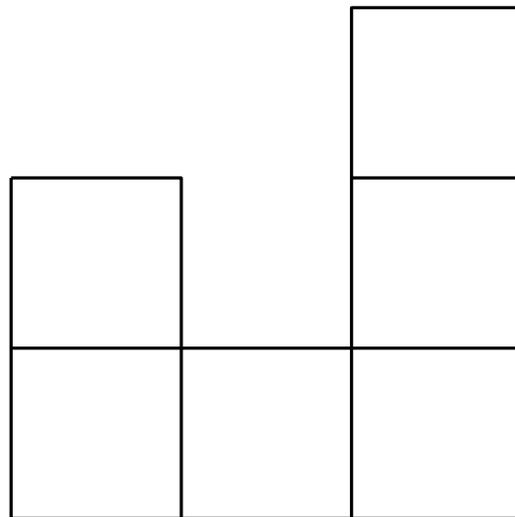


Max Black, 1946: Two diagonally opposite corners have been removed from a chessboard. Can 31 1×2 dominos be placed to cover the remaining squares?



International Mathematical Olympiad 2004:

For which m and n can an $m \times n$ rectangle be tiled with 'hooks' of the following type:



Motivation



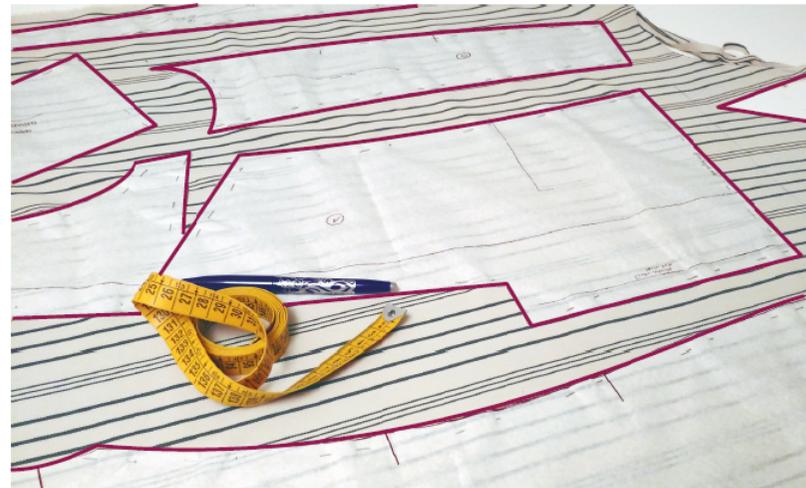
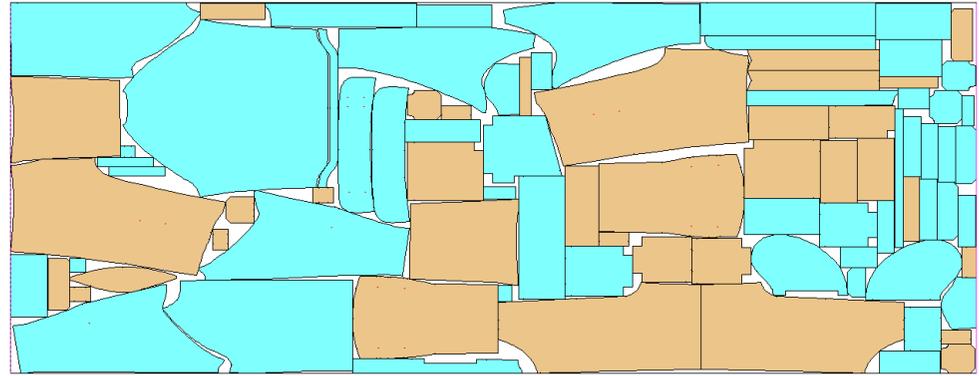
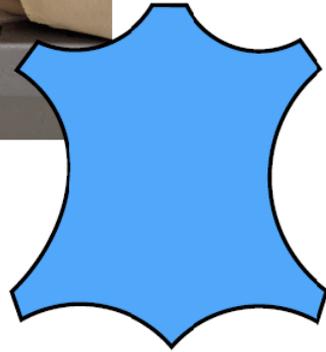
Motivation



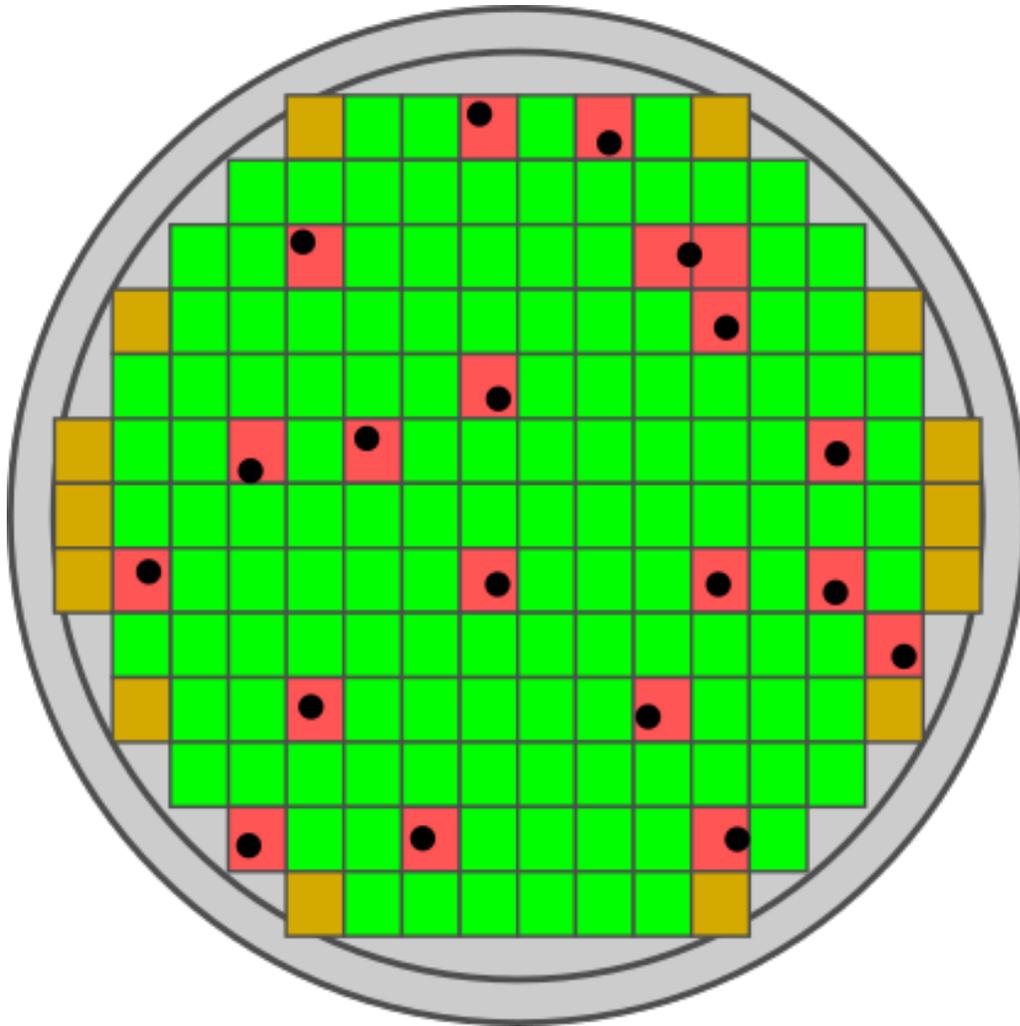
Motivation



Motivation

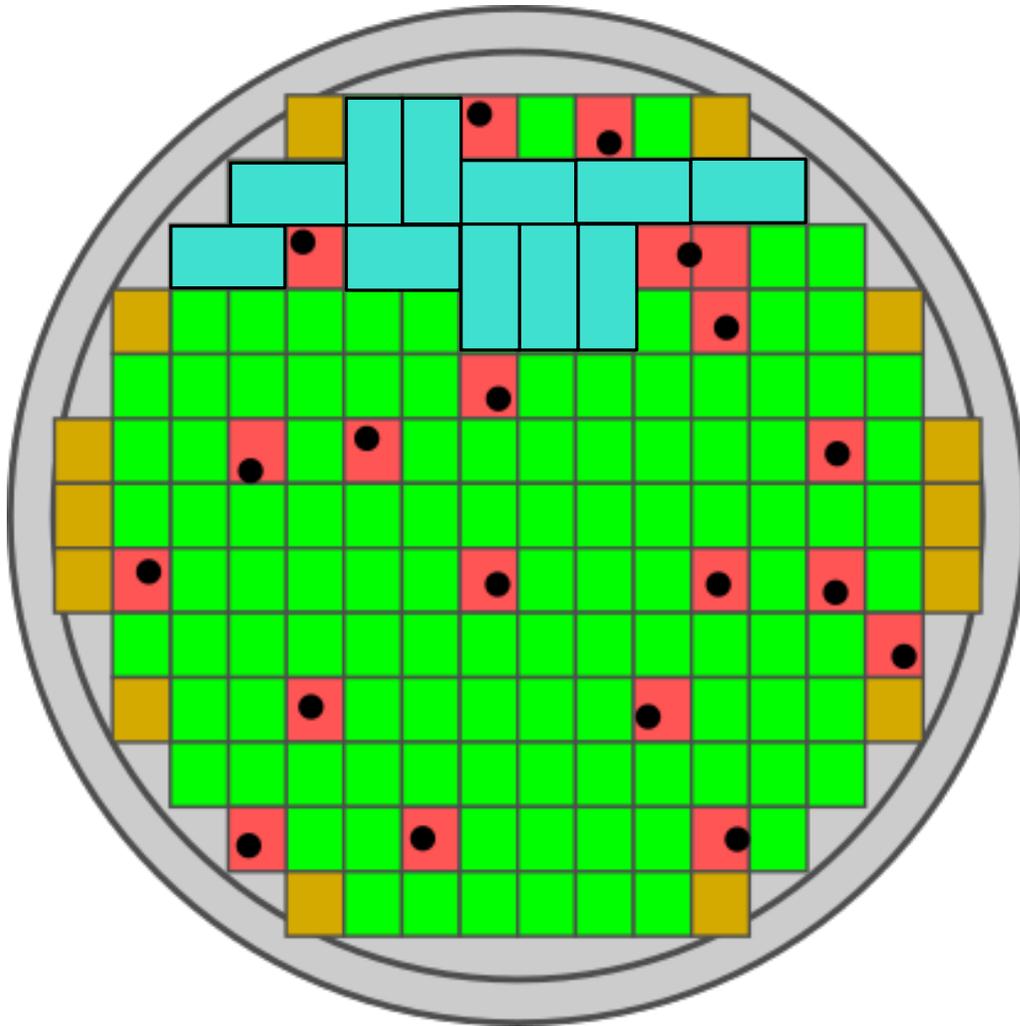


Motivation of domino packing



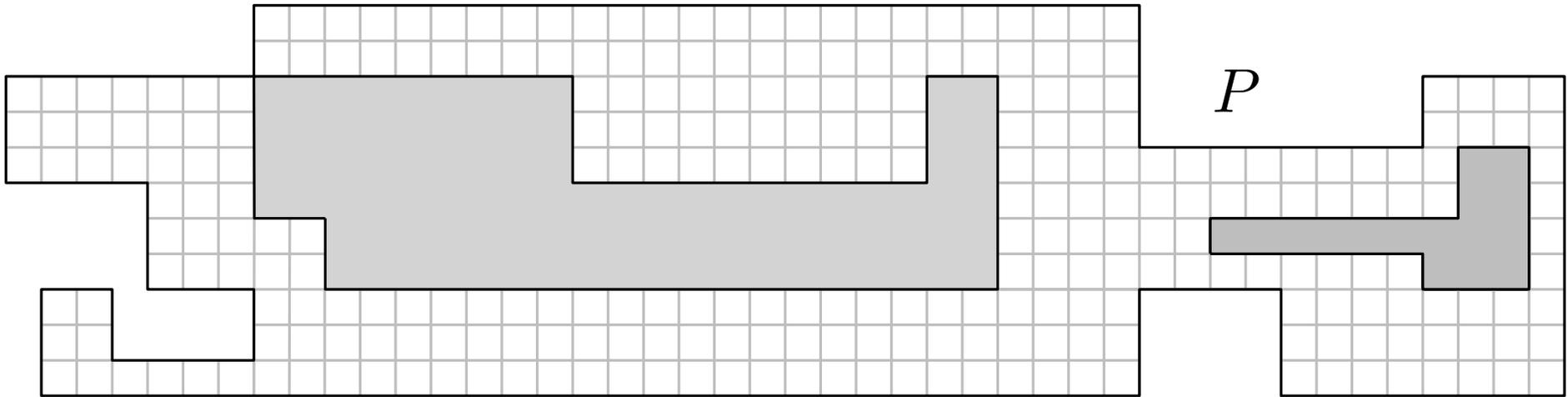
- - defect
- - defective die
- - good die
- - partial edge die

Motivation of domino packing

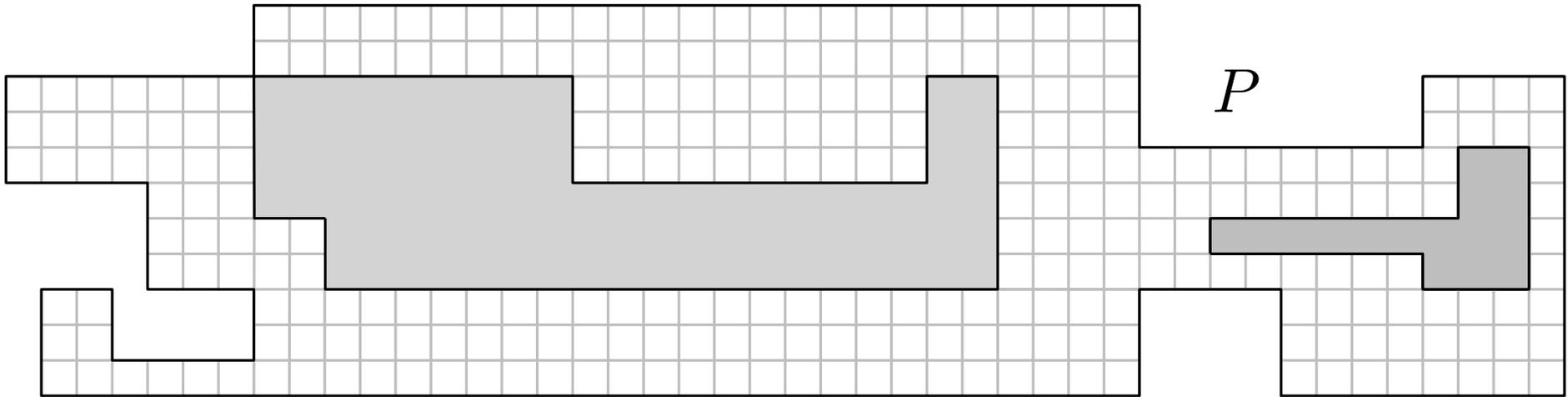


- - defect
- - defective die
- - good die
- - partial edge die

Polyomino: A polygonal region in the plane with axis-parallel edges and corners of integral coordinates.

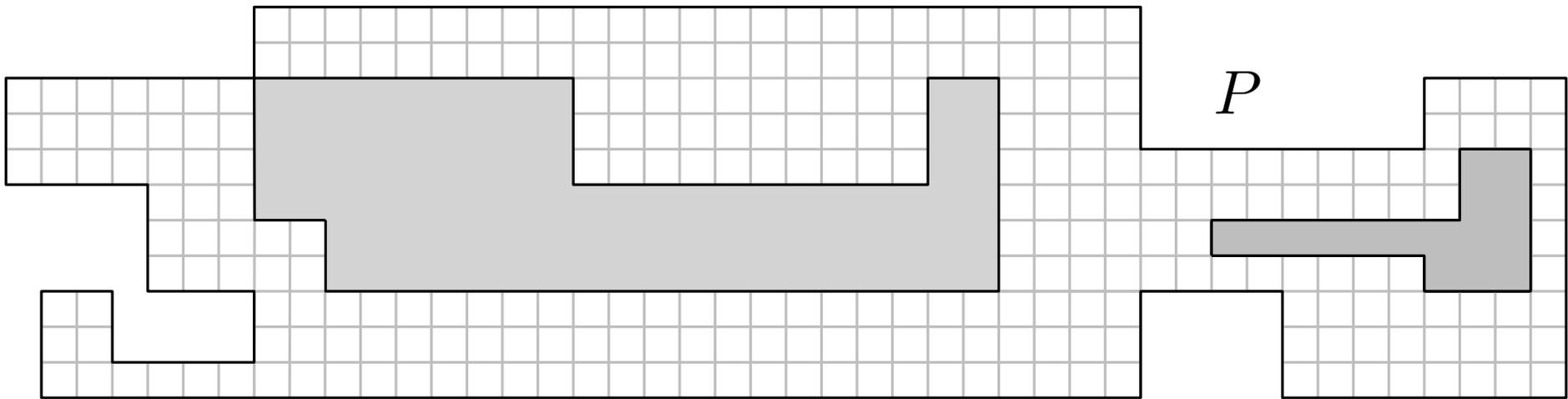


Polyomino: A polygonal region in the plane with axis-parallel edges and corners of integral coordinates.



Tiling: Can a given large polyomino P be tiled with copies of a given small polyomino Q ?

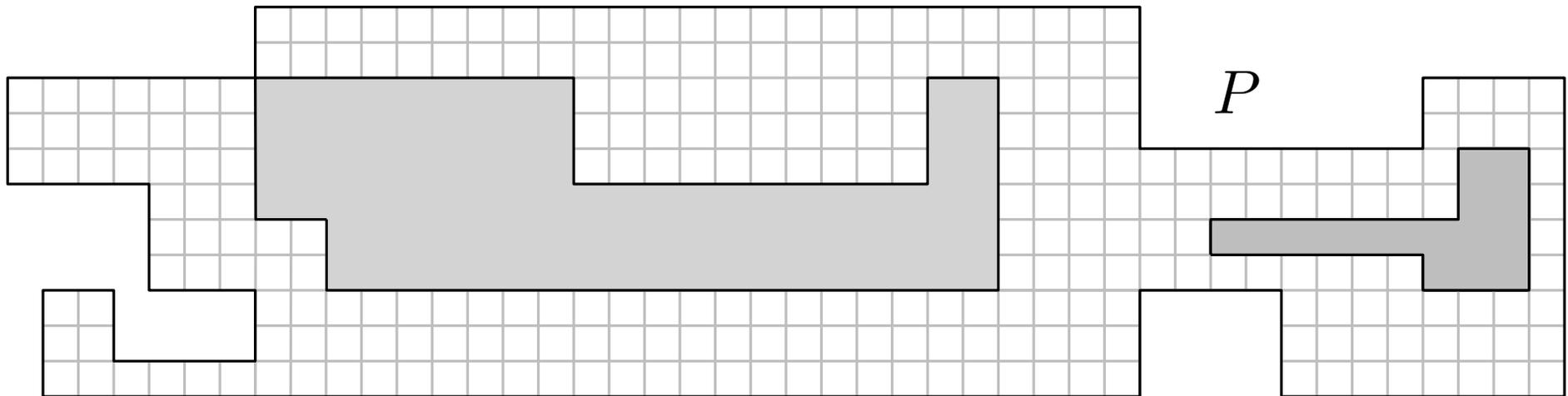
Polyomino: A polygonal region in the plane with axis-parallel edges and corners of integral coordinates.



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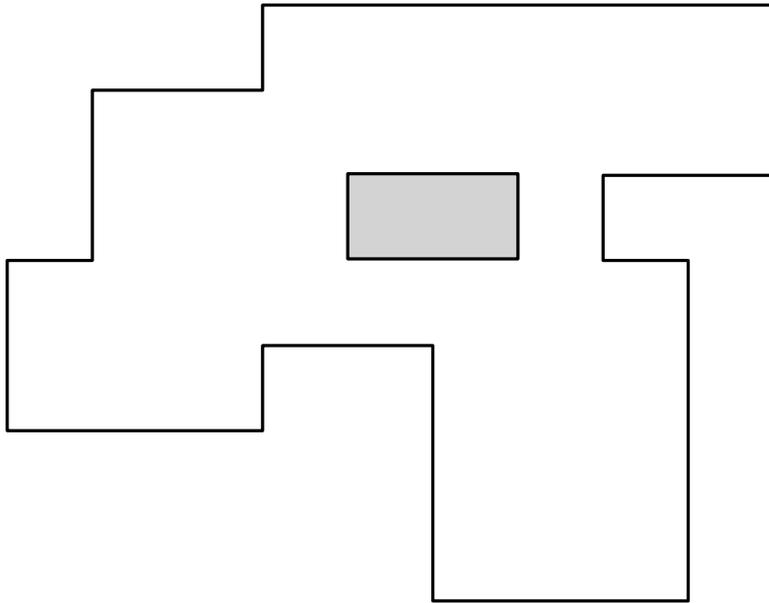


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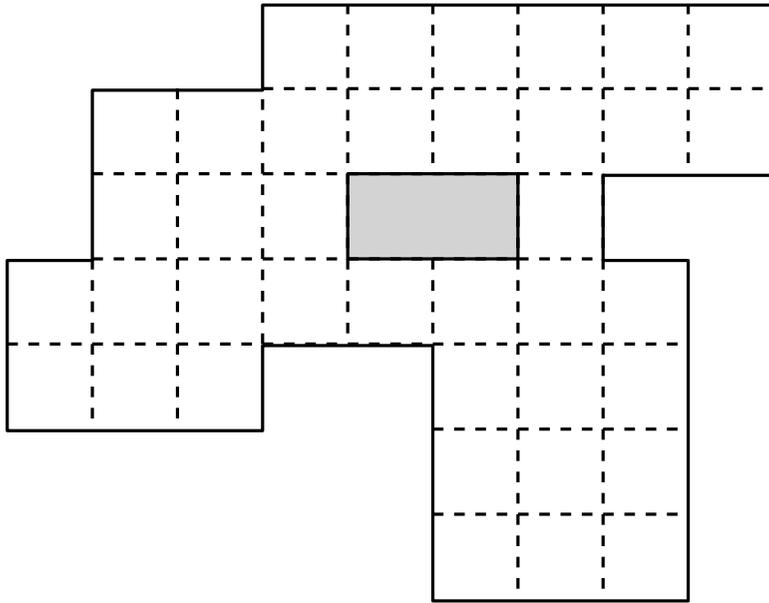
Packing: How many non-overlapping copies of Q can be fit inside P ?

Our paper: $Q \in \left\{ \begin{array}{|c|c|} \hline \square & \square \\ \hline \square & \square \\ \hline \end{array} , \begin{array}{|c|} \hline \square \\ \hline \square \\ \hline \end{array} \right\}$

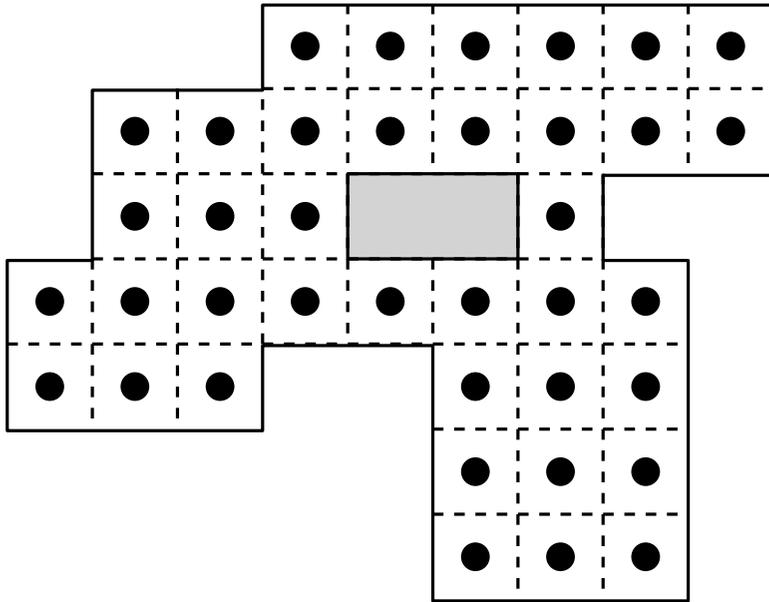
Representing a polyomino



Representing a polyomino



Representing a polyomino



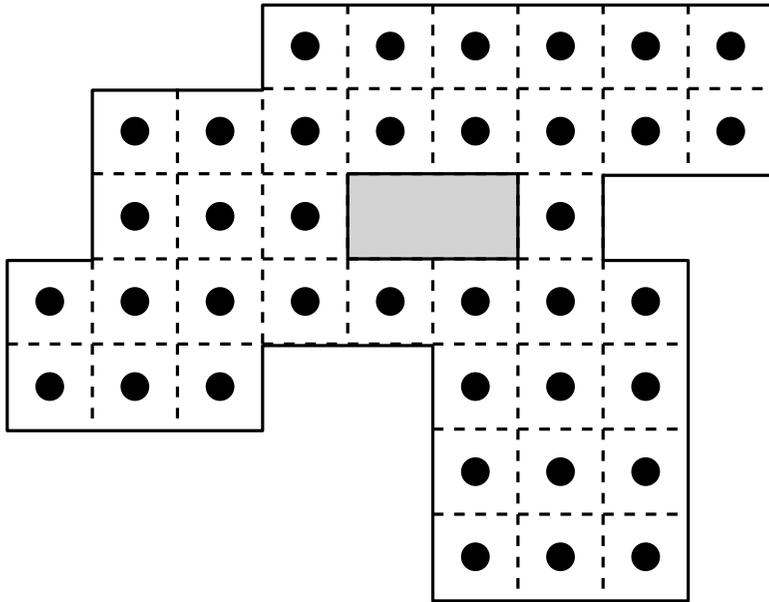
Usual way:

Store coordinates of each cell:

[• , • , • , • , • , • , ...]

Area representation

Representing a polyomino

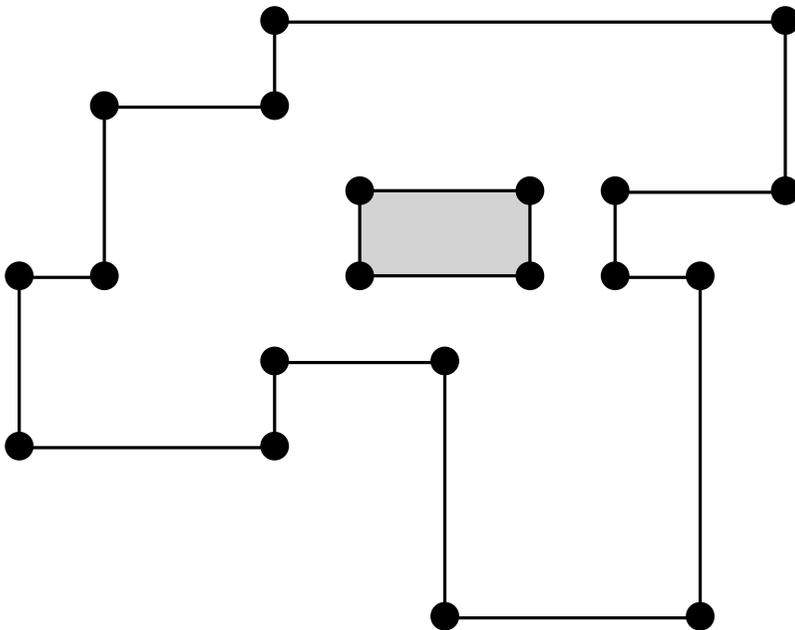


Usual way:

Store coordinates of each cell:

[•, •, •, •, •, •, ...]

Area representation

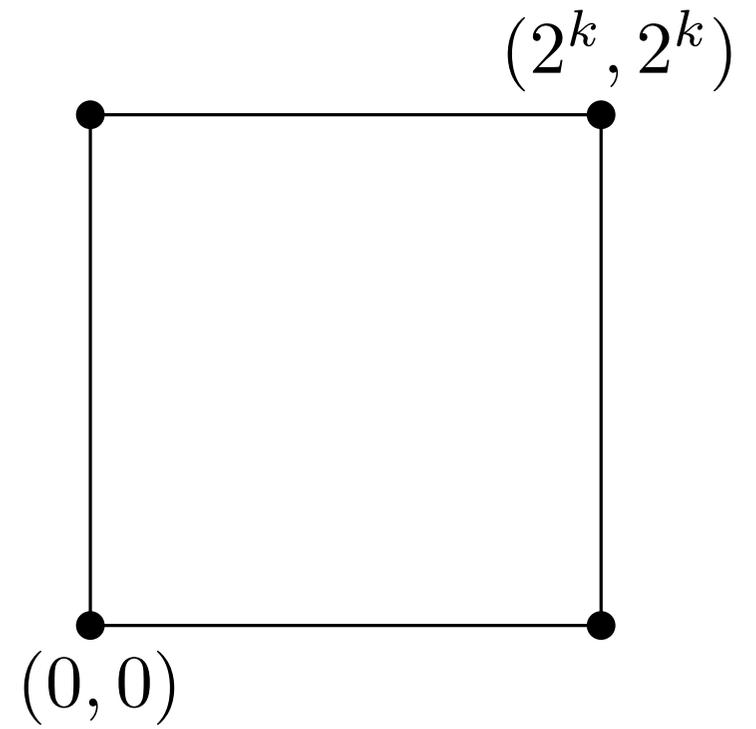


Compact way:

Store coordinates of corners.

Corner representation

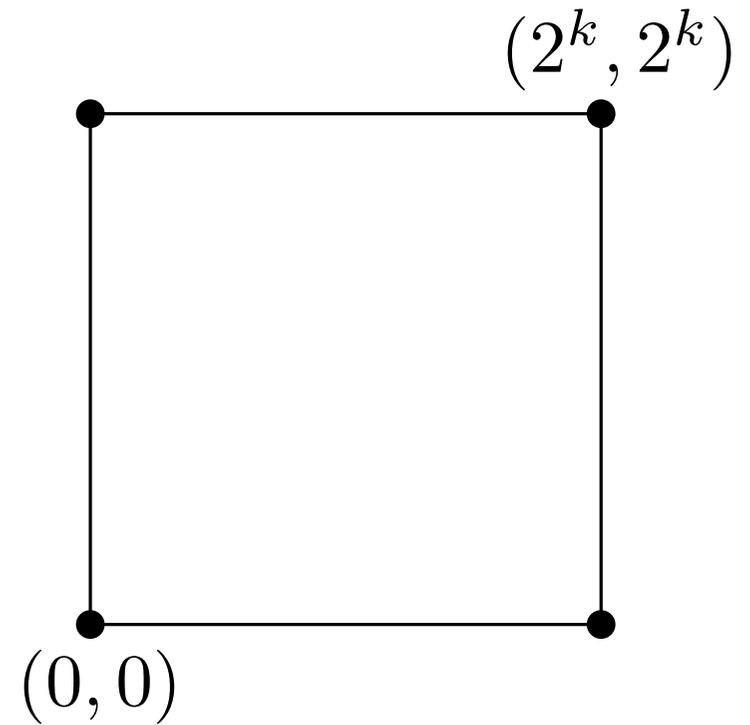
Example



Example

Corner representation:

$[(0, 0), (2^k, 0), (2^k, 2^k), (0, 2^k)]$



Example

Corner representation:

$$[(0, 0), (2^k, 0), (2^k, 2^k), (0, 2^k)]$$

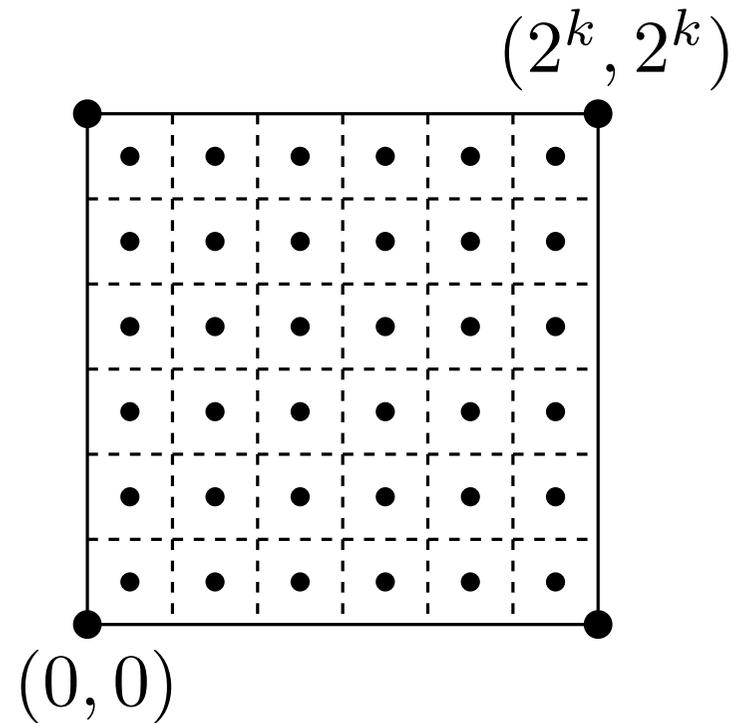
Area representation:

$$[(0, 0), (1, 0), (2, 0), \dots, (2^k, 0),$$

$$(0, 1), (1, 1), (2, 1), \dots, (2^k, 1),$$

⋮

$$(0, 2^k), (1, 2^k), (2, 2^k), \dots, (2^k, 2^k)]$$

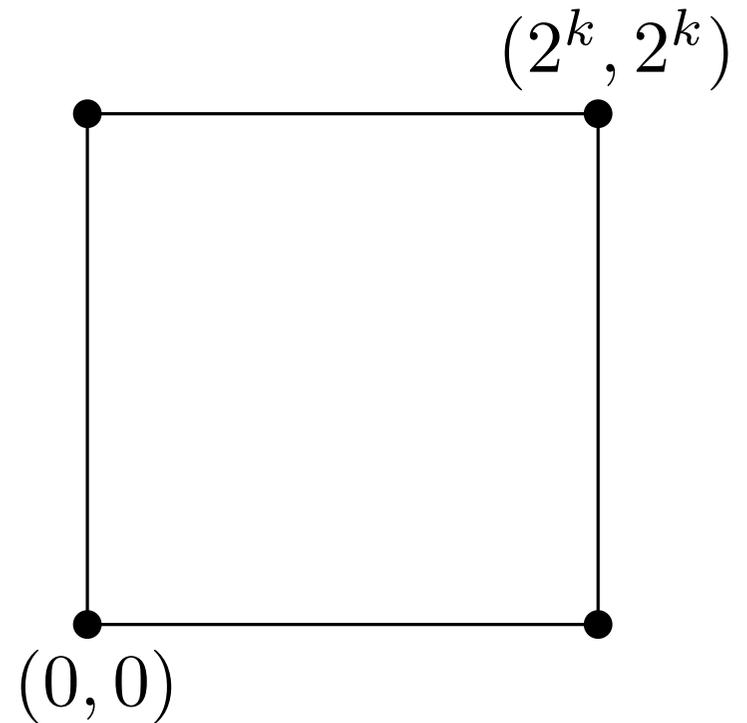


Goal

Known algorithms:

Assume area representation \Rightarrow

Time polynomial in the area.



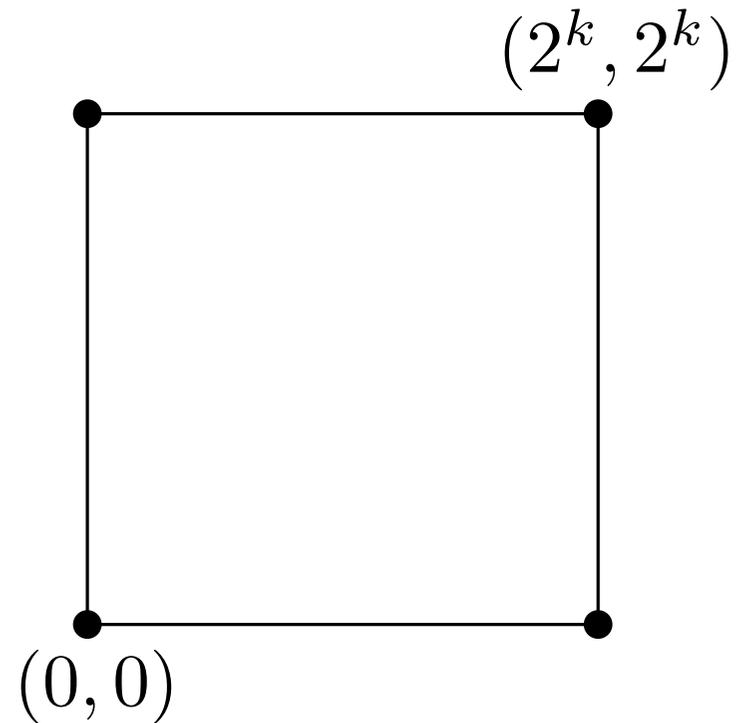
Goal

Known algorithms:

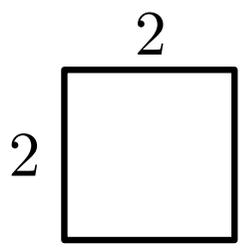
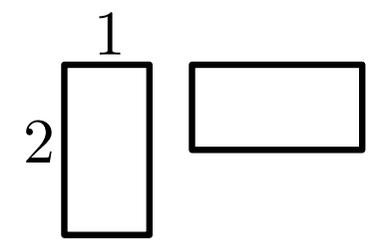
Assume area representation \Rightarrow
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Goal:

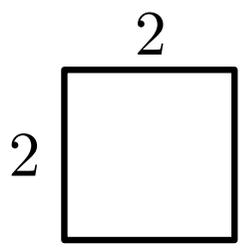
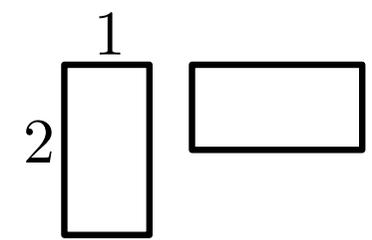
Assume corner representation.
Find algorithms with running time
 $O(\text{poly}(n))$.
 n : the number of corners.



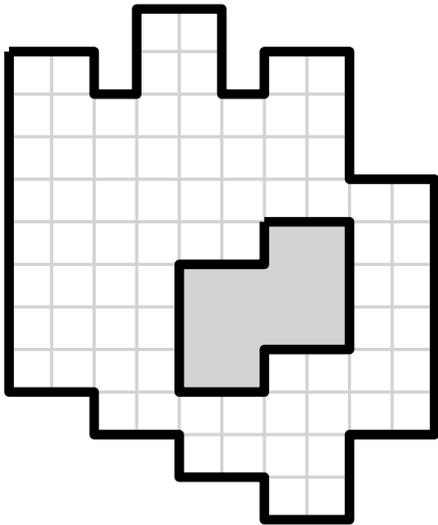
Results

Shapes	Tiling	Packing
	?	NP-complete
	?	?

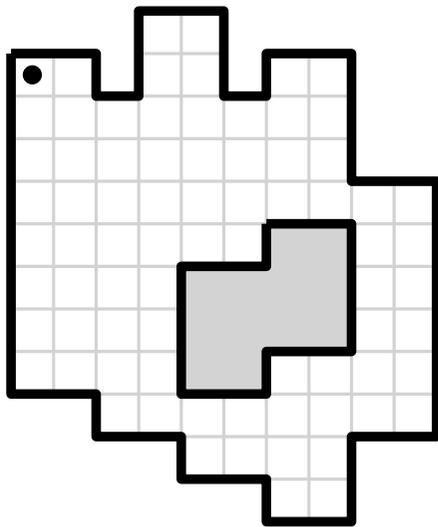
Results

Shapes	Tiling	Packing
	No holes: $O(n)$ Holes: $O(n \log n)$	NP-complete
	$\tilde{O}(n^3)$	$\tilde{O}(n^3)$

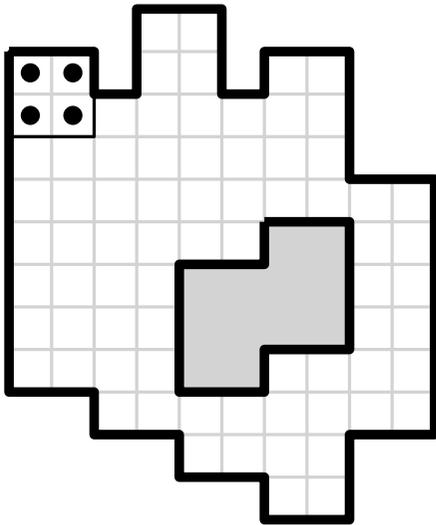
Tiling with 2×2 squares



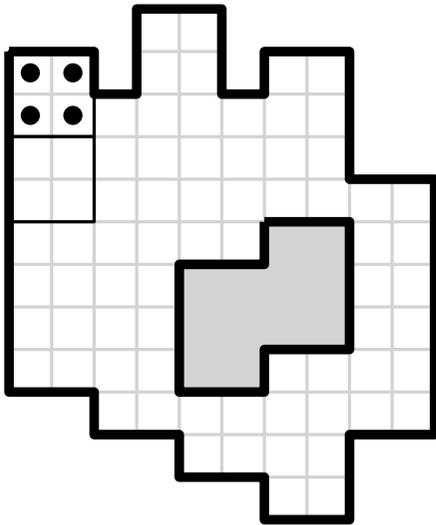
Tiling with 2×2 squares



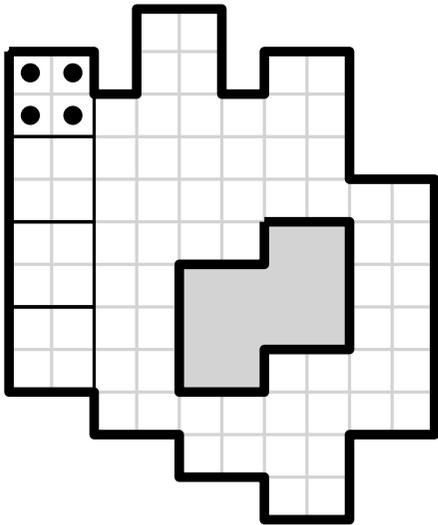
Tiling with 2×2 squares



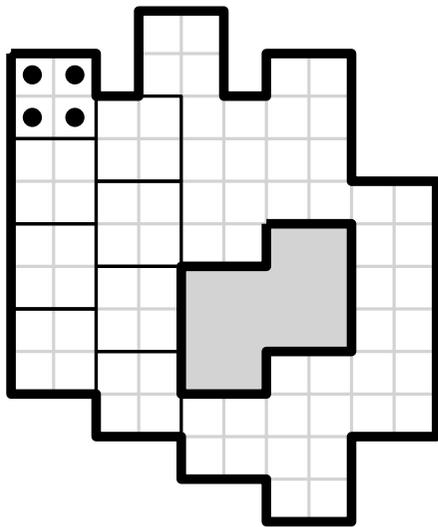
Tiling with 2×2 squares



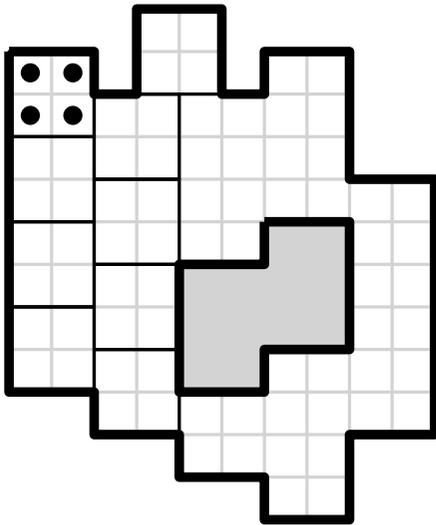
Tiling with 2×2 squares



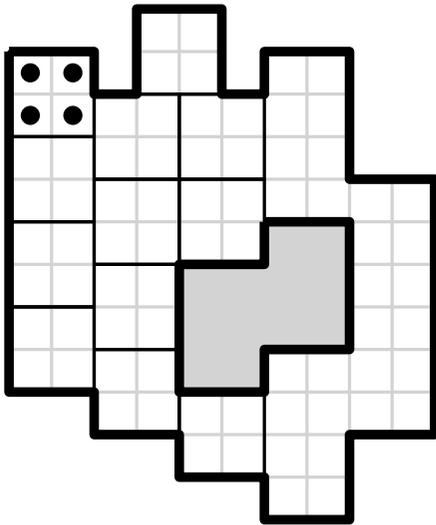
Tiling with 2×2 squares



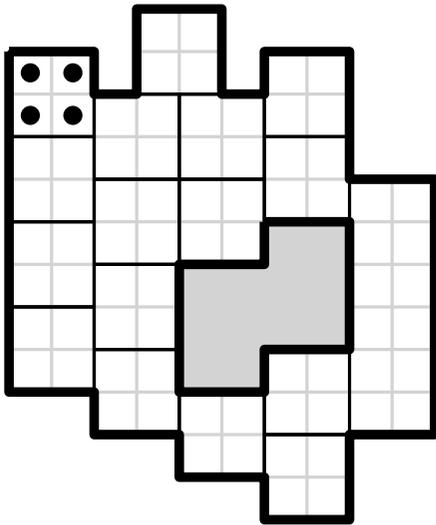
Tiling with 2×2 squares



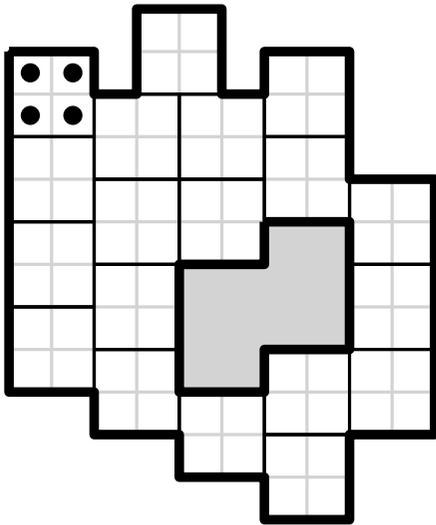
Tiling with 2×2 squares



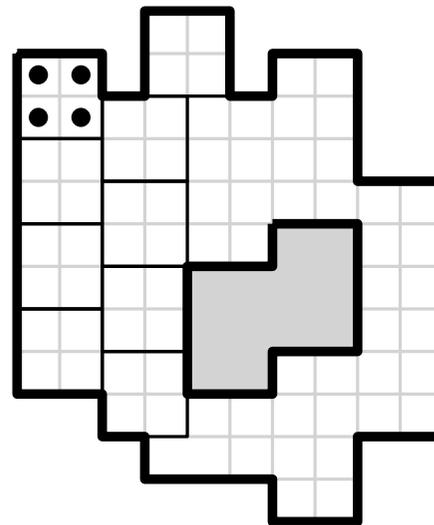
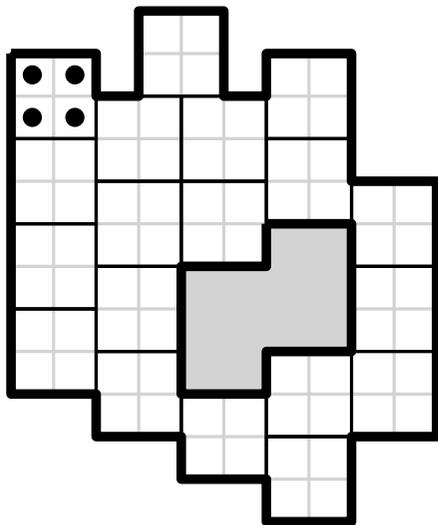
Tiling with 2×2 squares



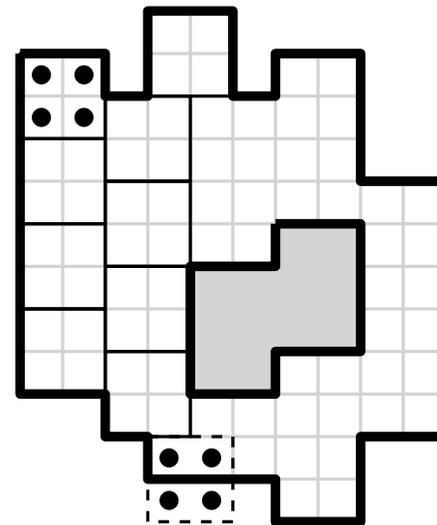
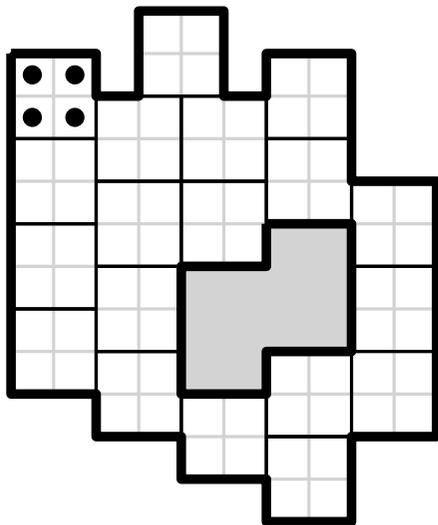
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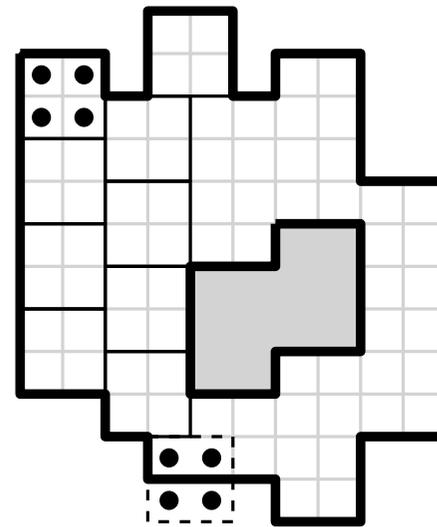
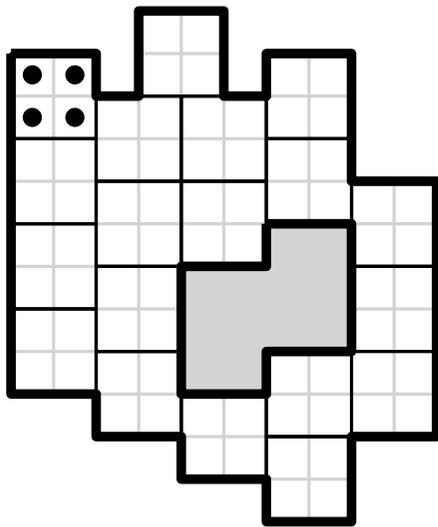
Tiling with 2×2 squares



Tiling with 2×2 squares

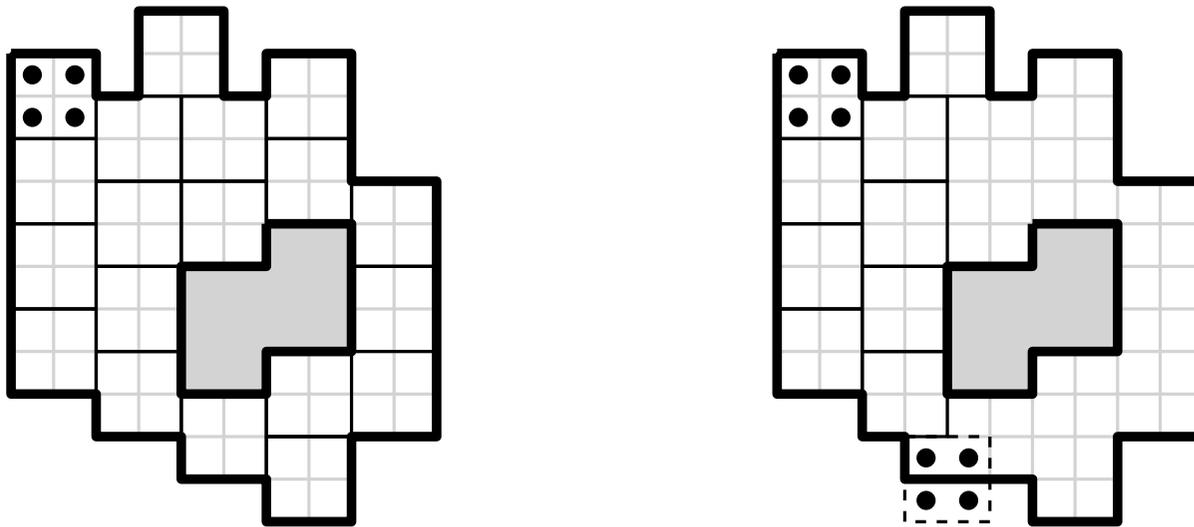


Tiling with 2×2 squares



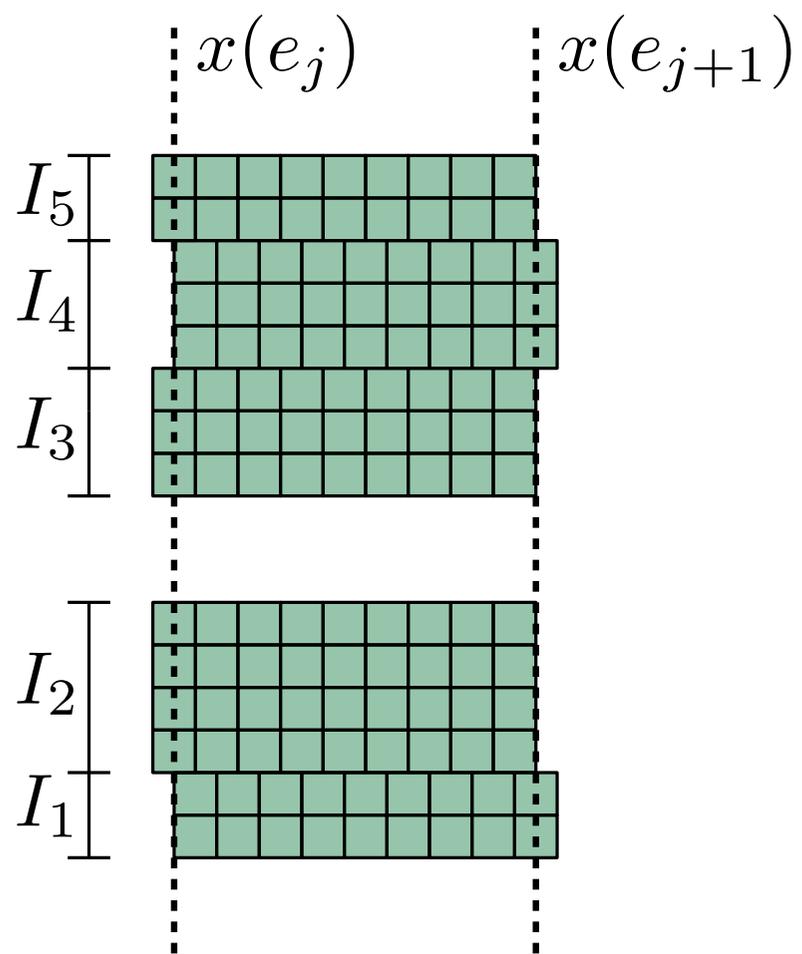
Can be done in $O(A)$ time.

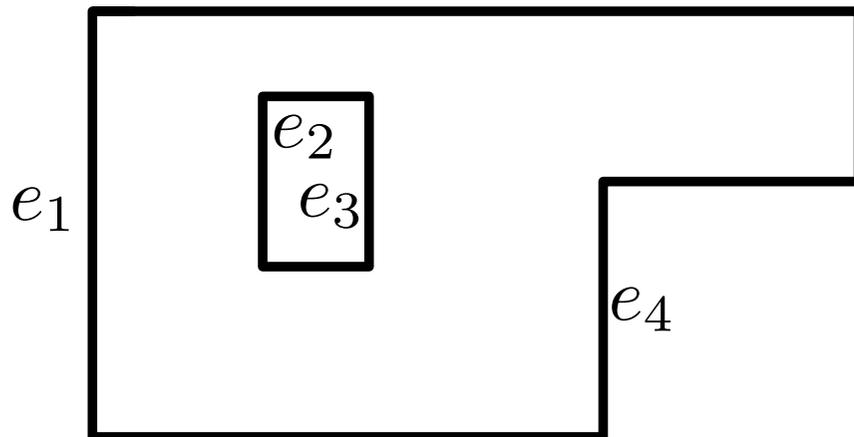
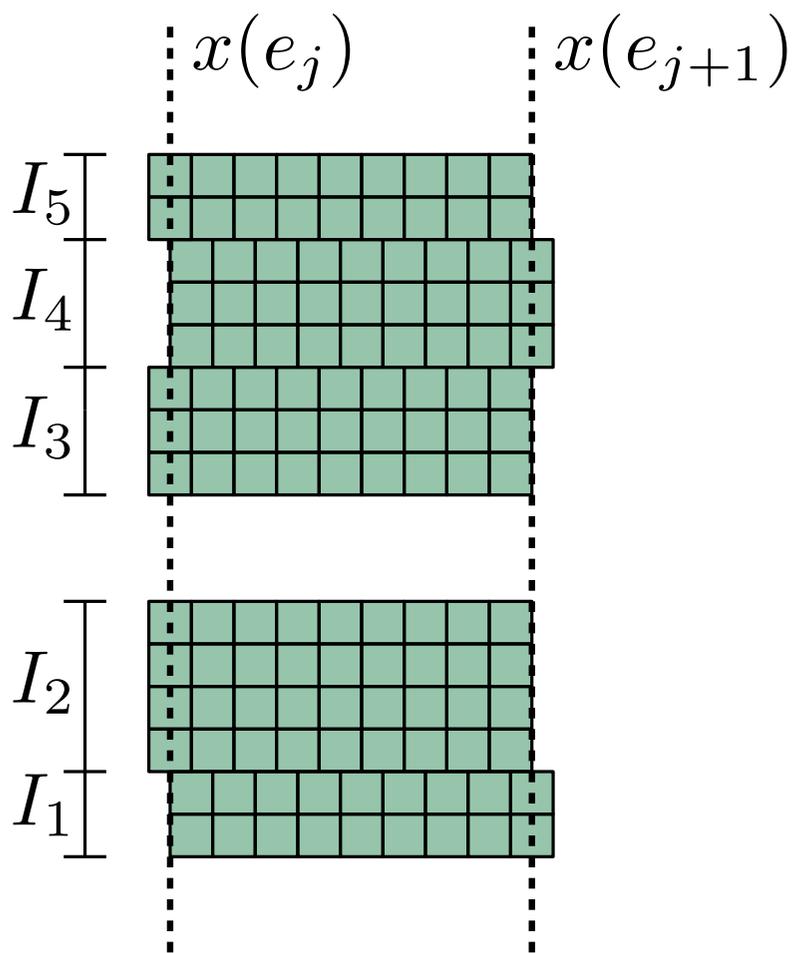
Tiling with 2×2 squares

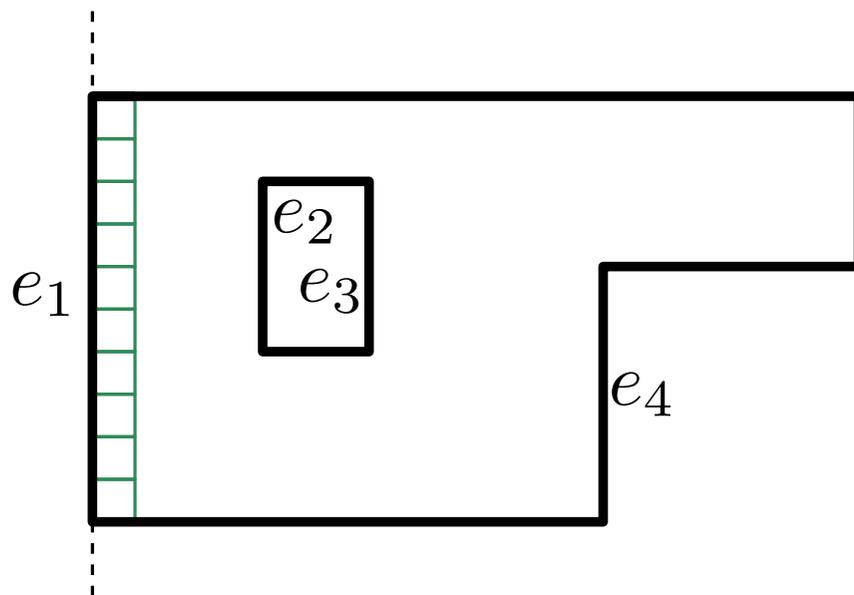
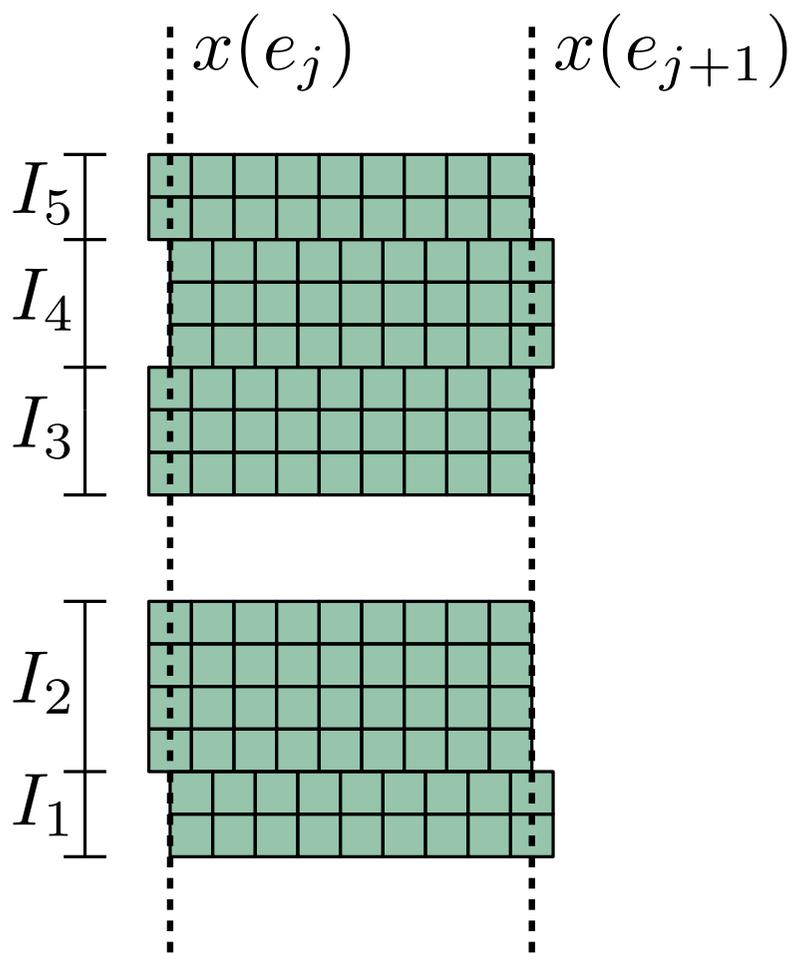


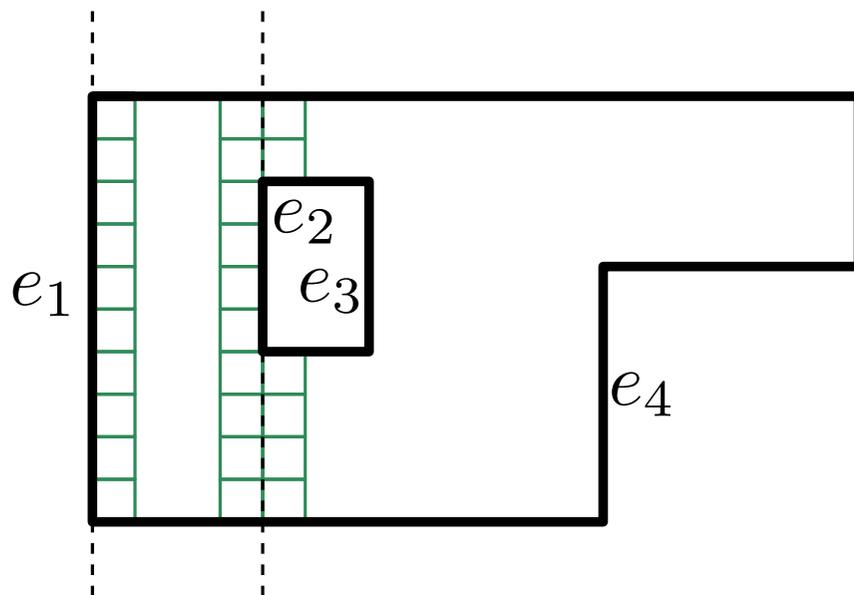
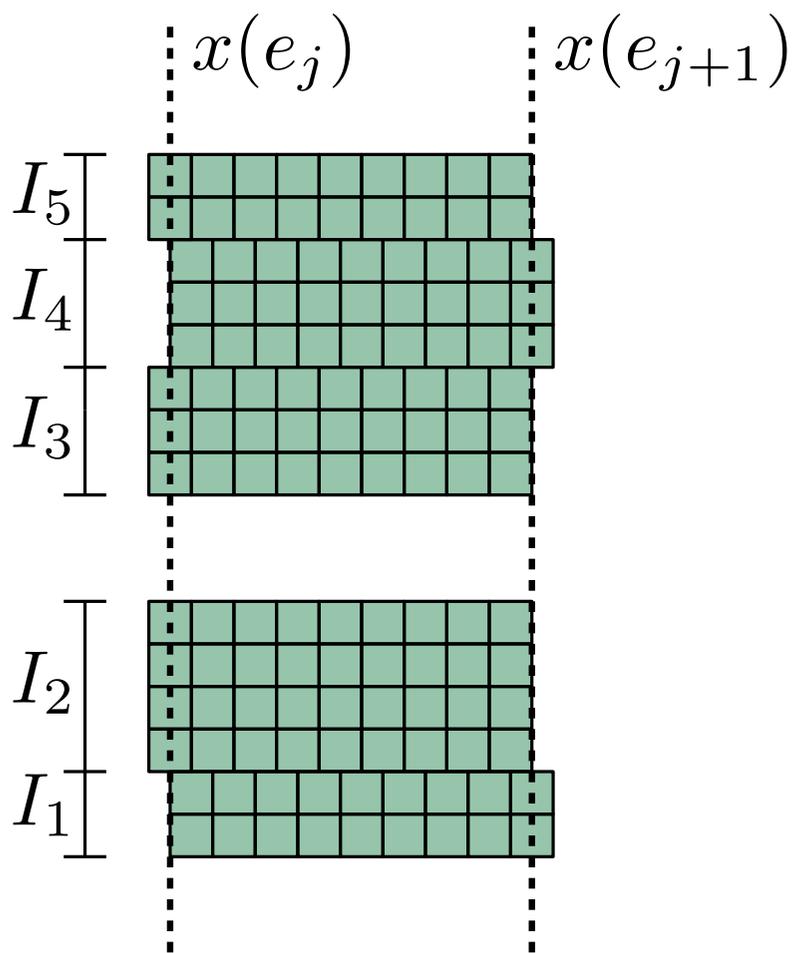
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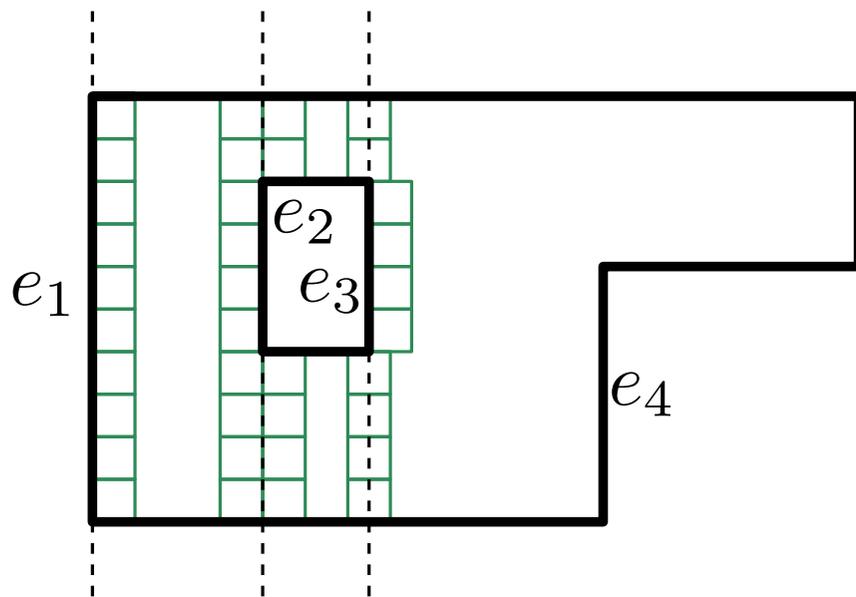
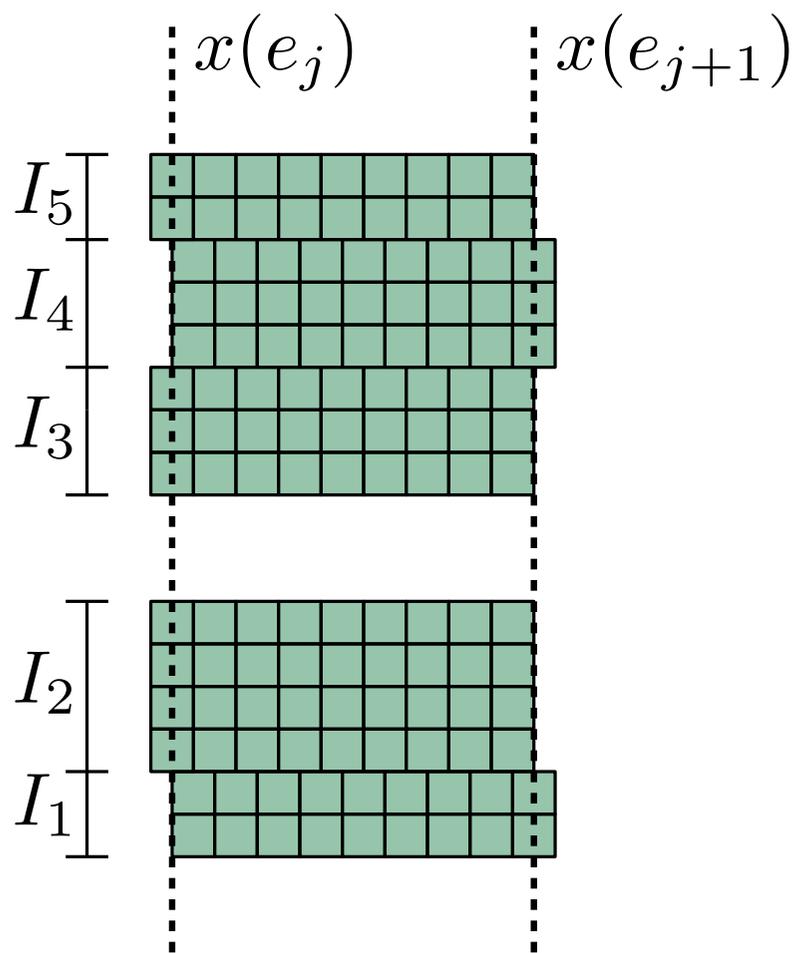
Polynomial-time algorithm but in the area of $P!$

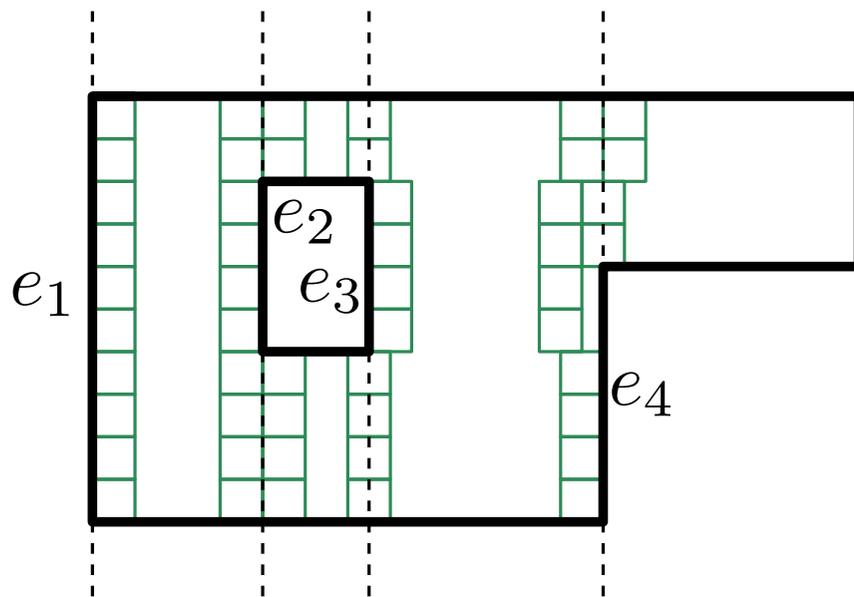
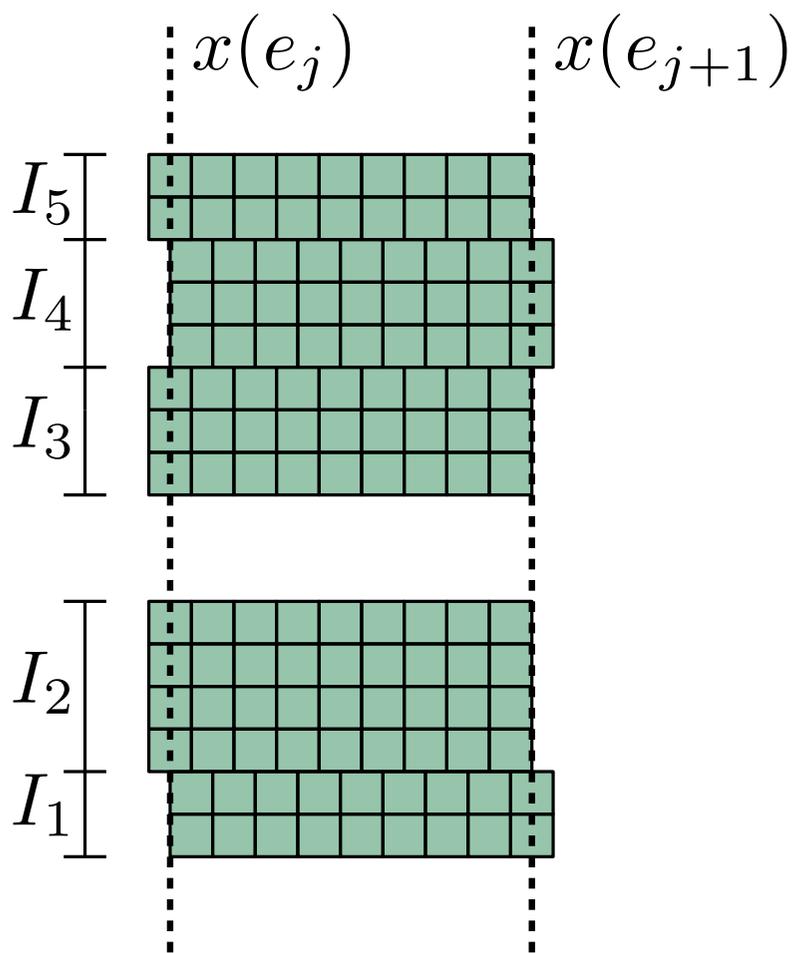


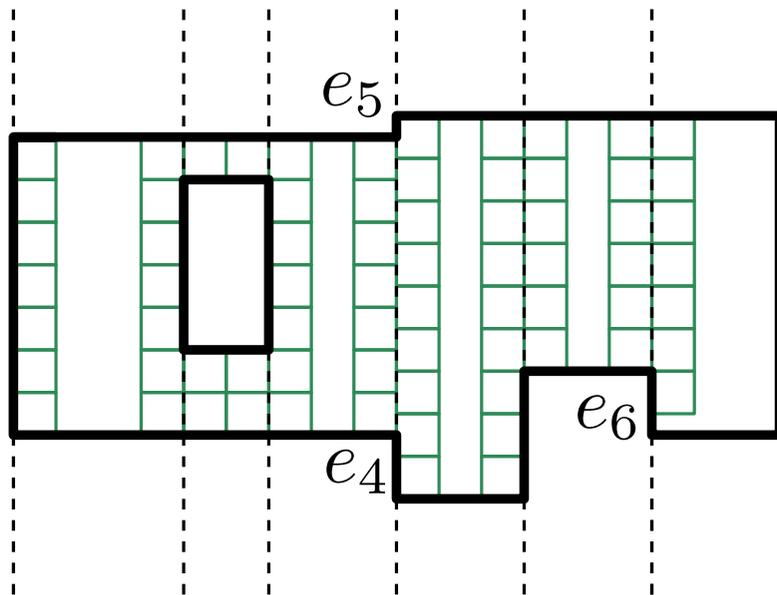
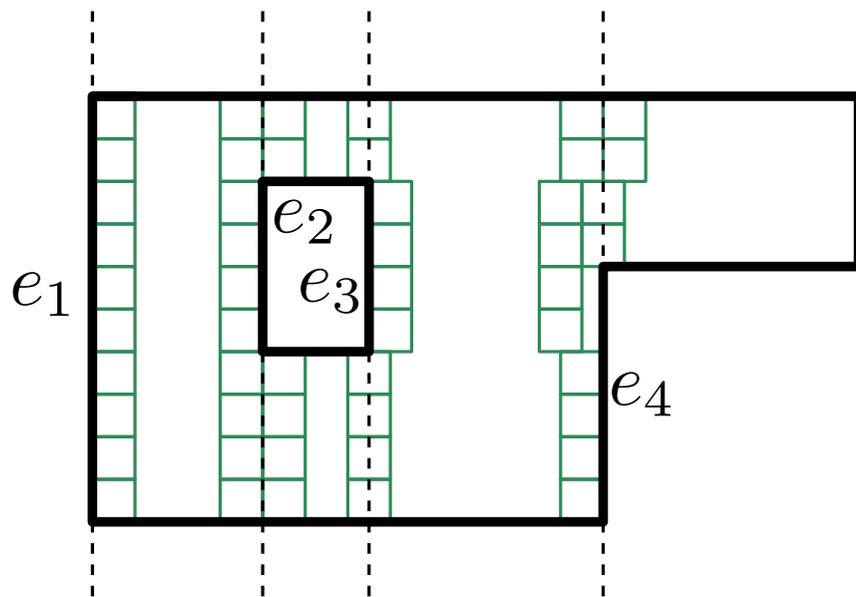
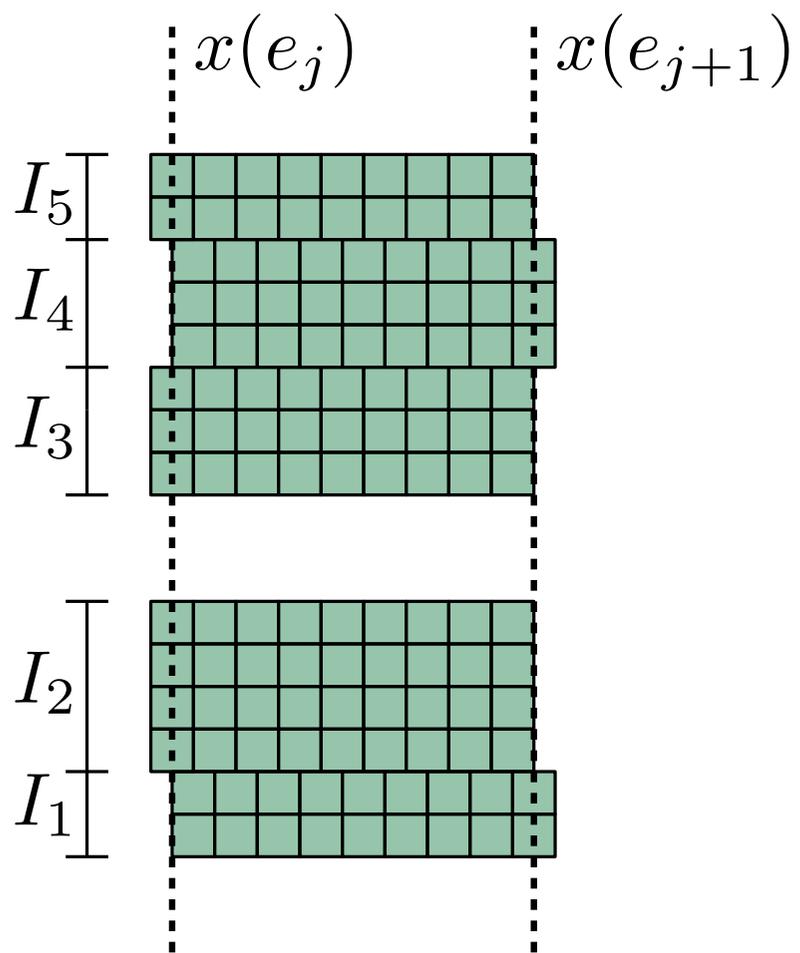




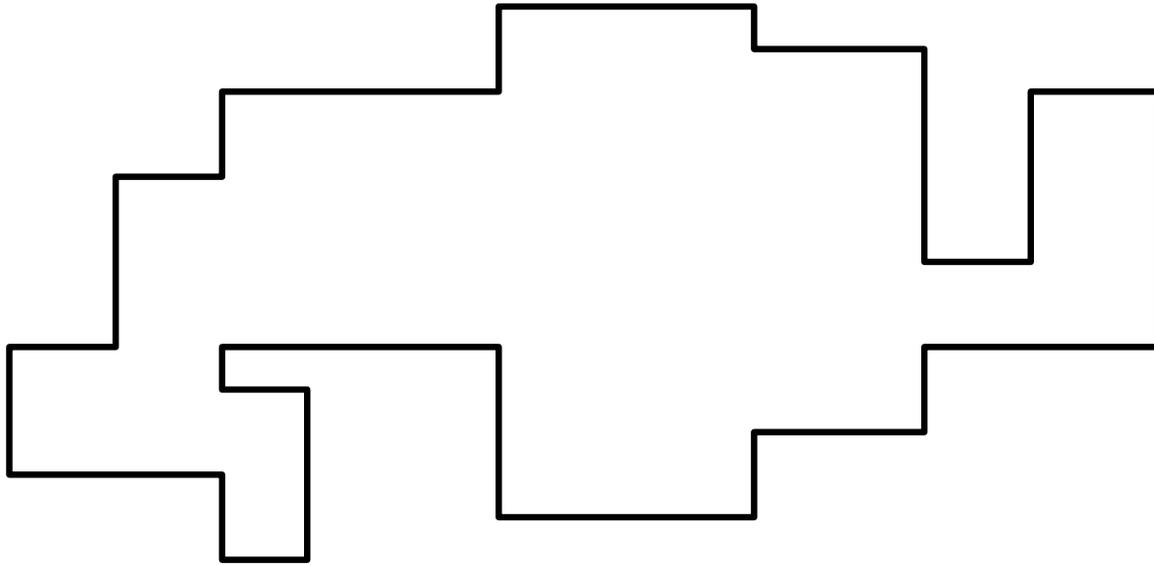




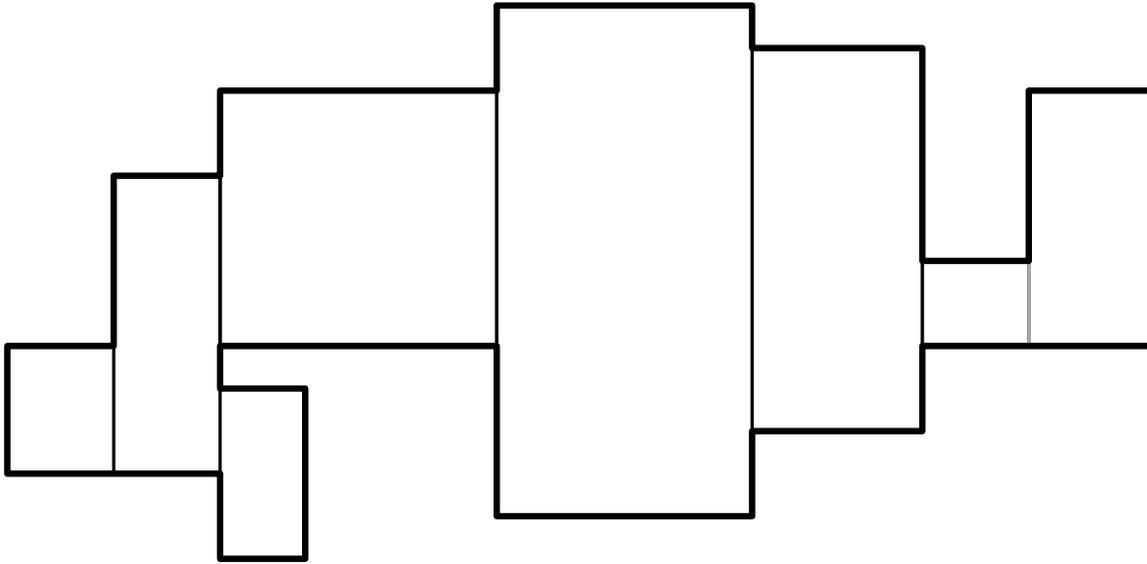




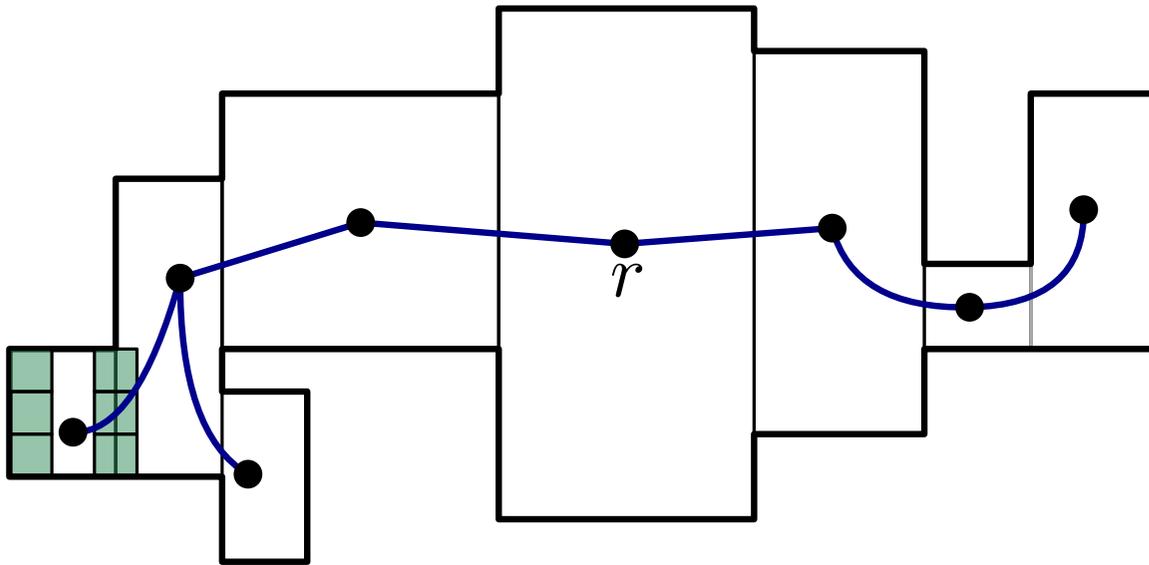
No holes: $O(n)$ time!



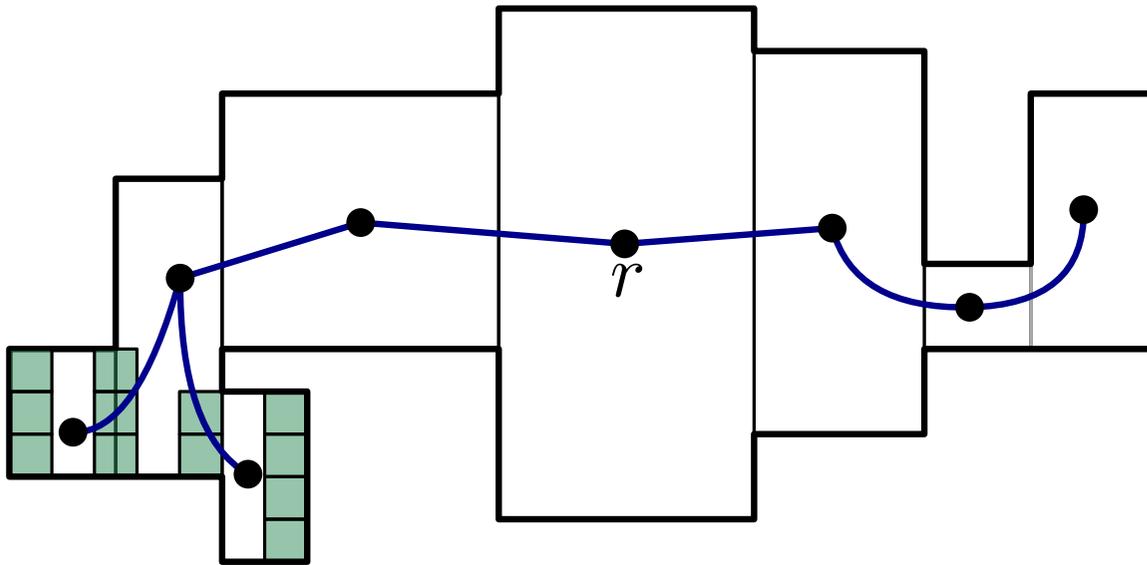
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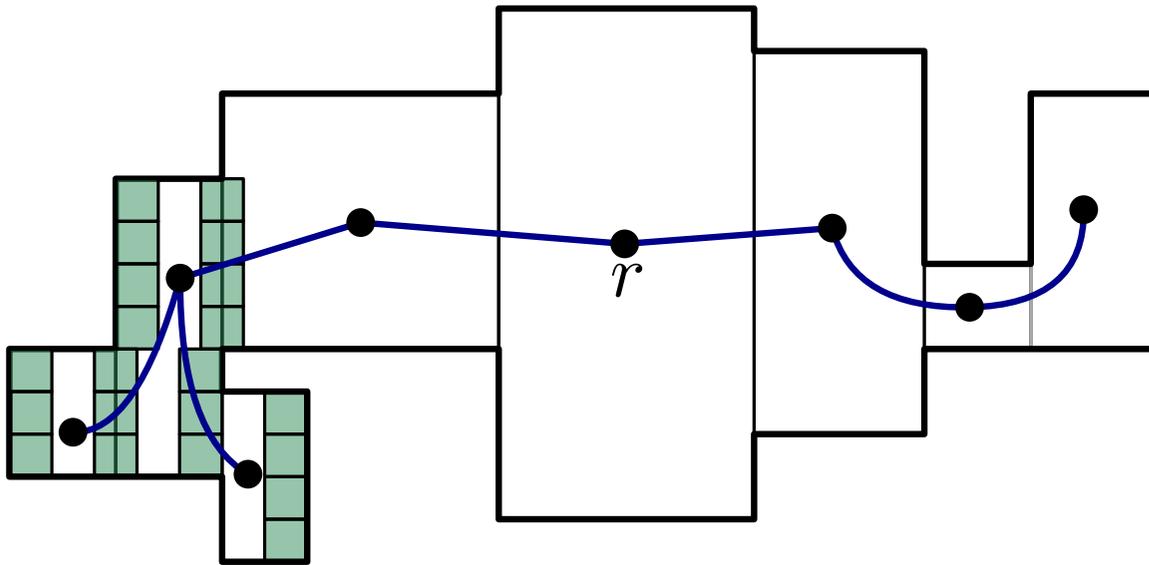
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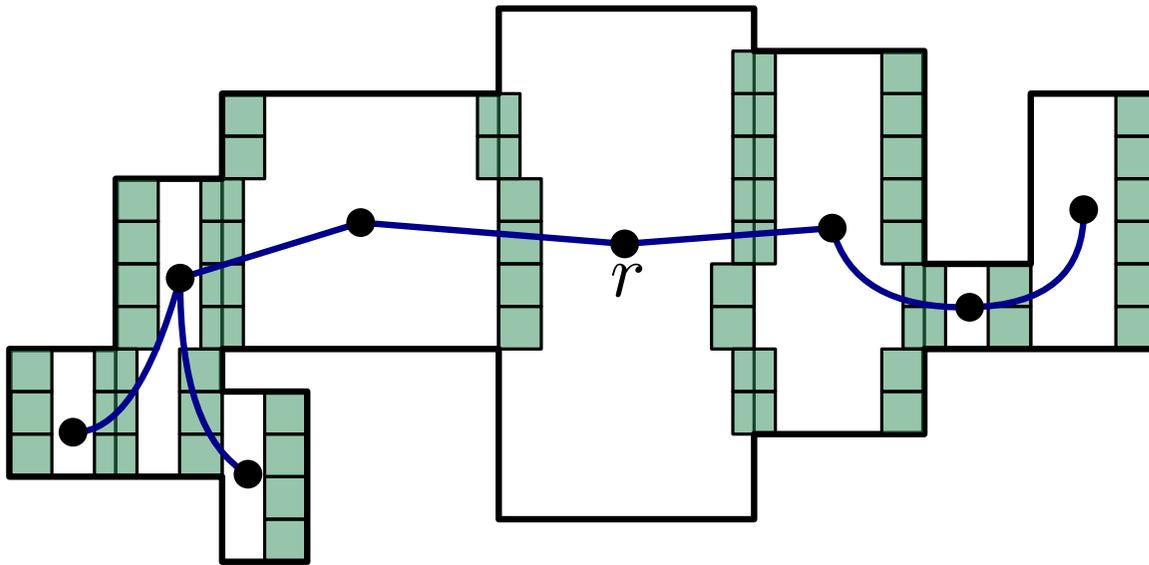
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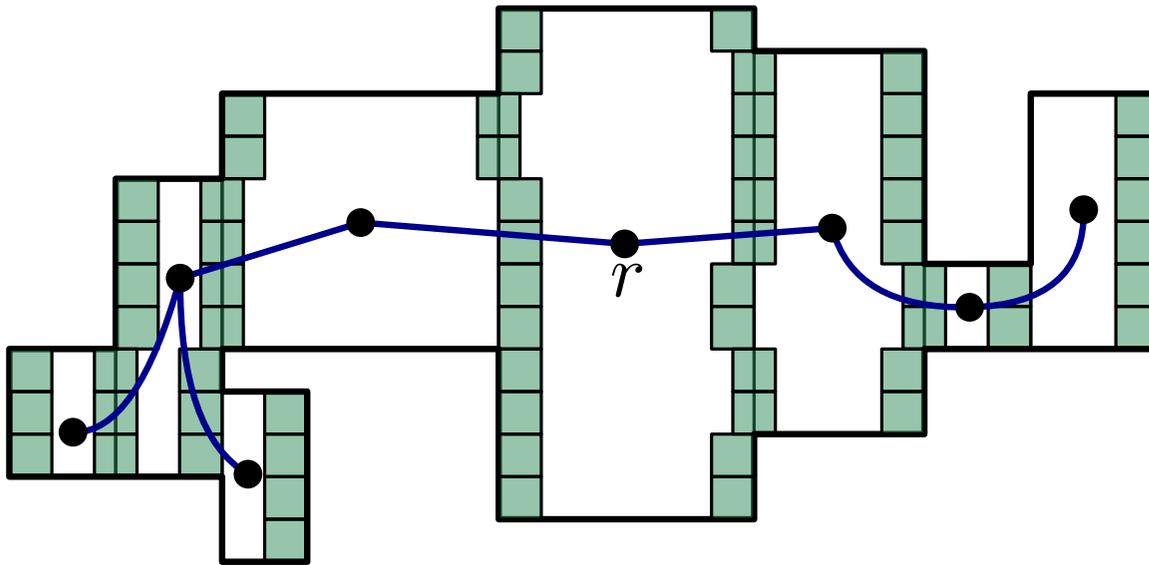
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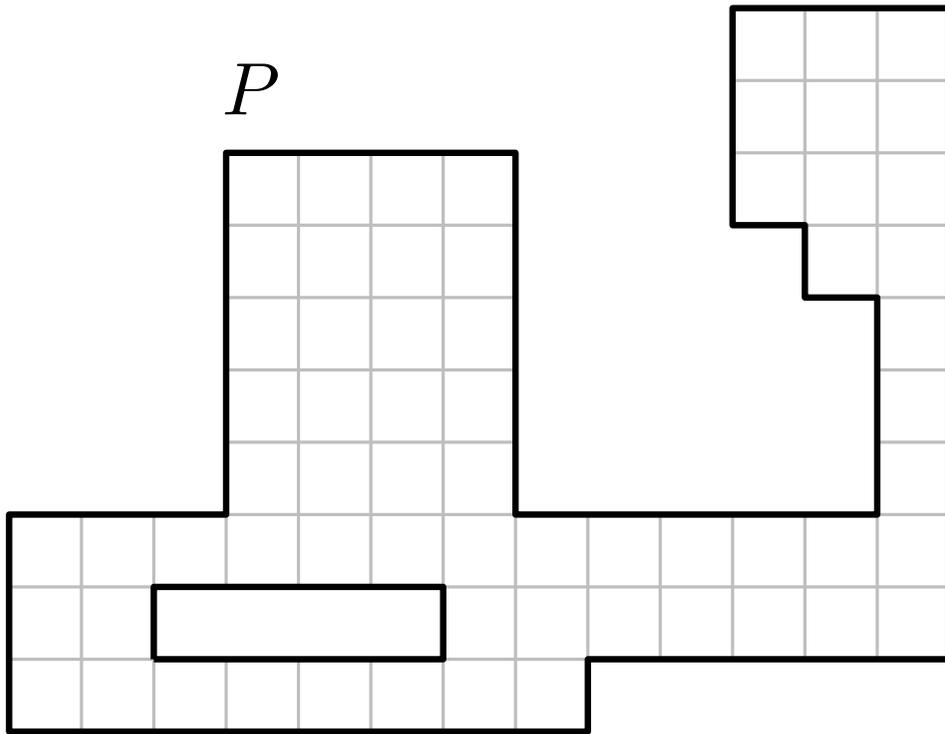
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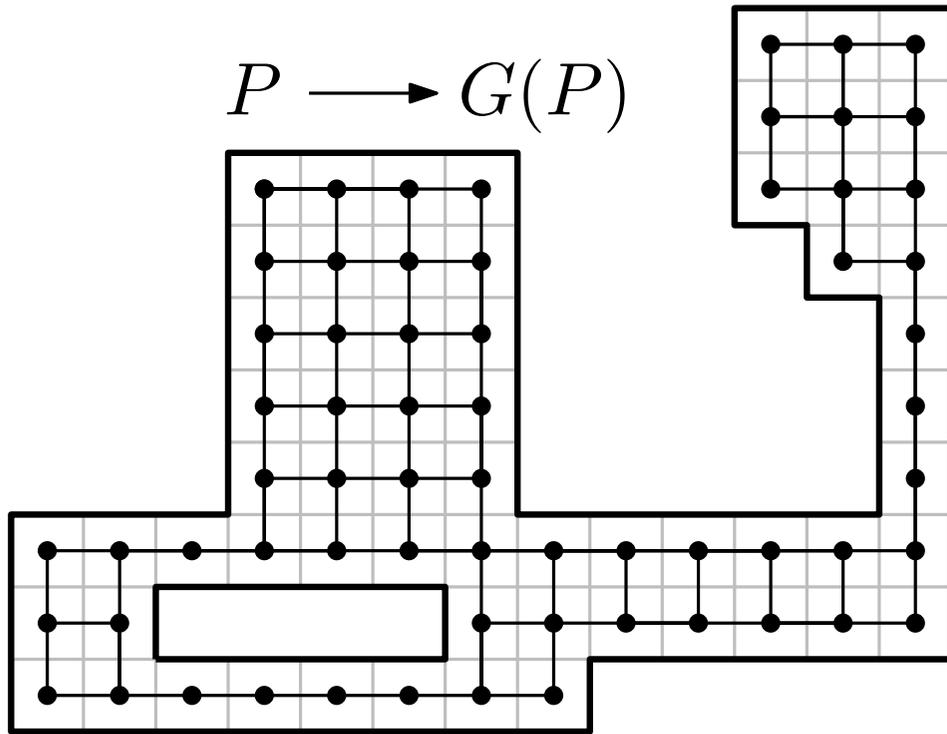
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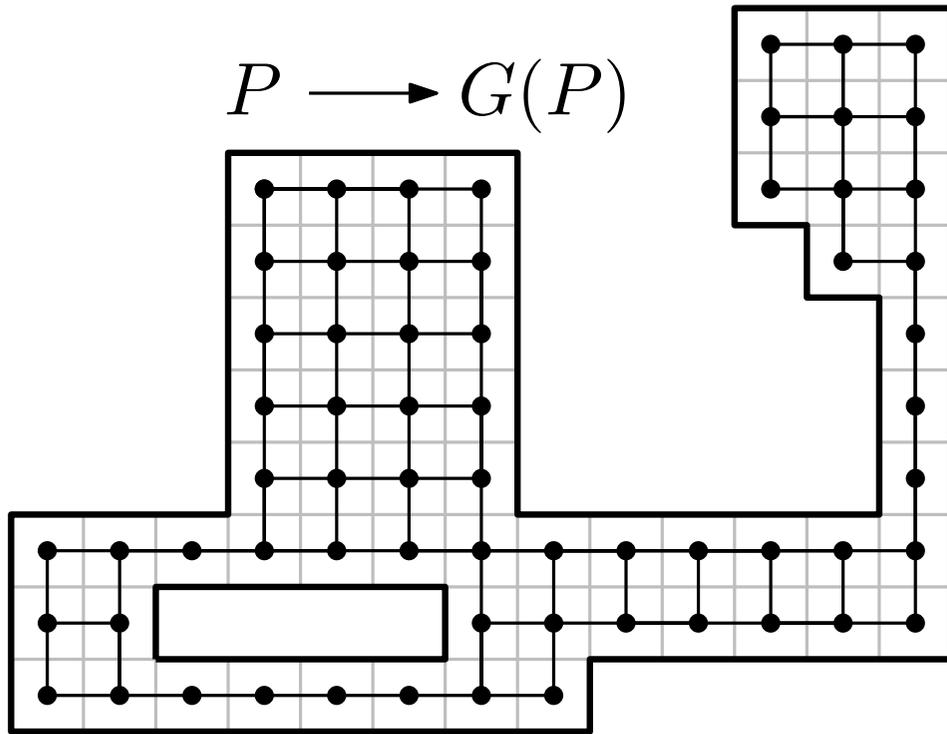
Packing dominos



Packing dominos

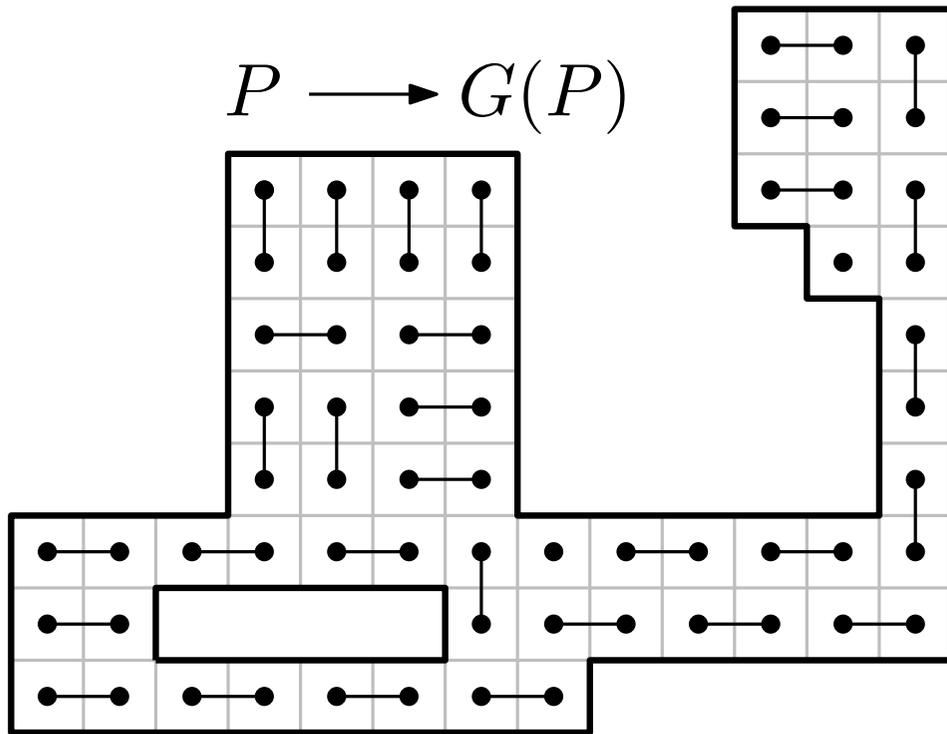


Packing dominos



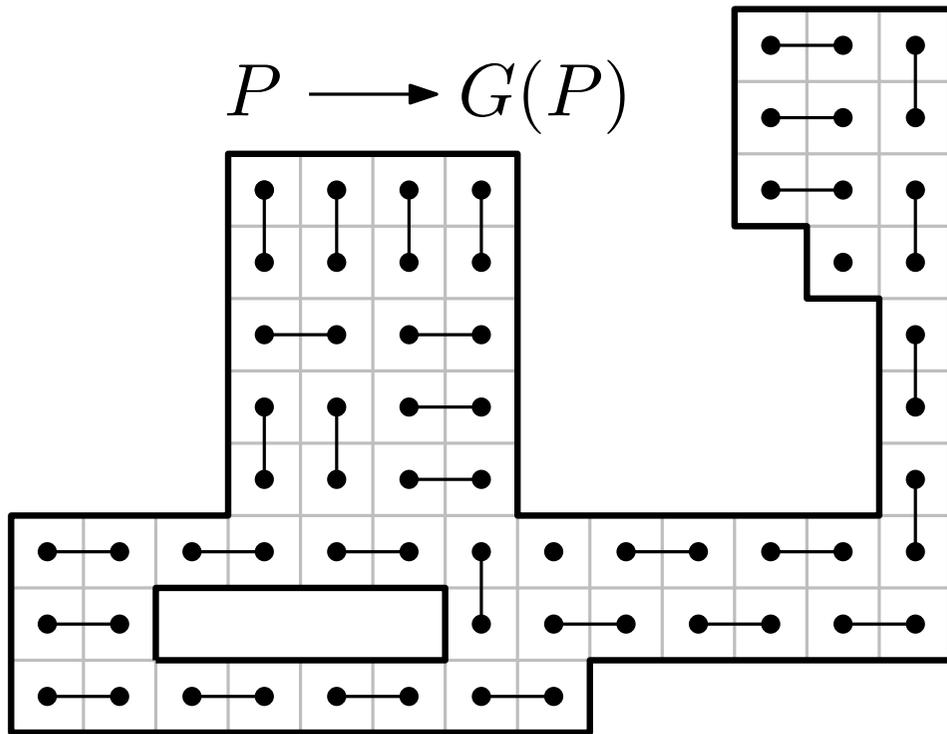
Maximum domino packing of $P \iff$ Maximum matching of $G(P)$

Packing dominos



Maximum domino packing of $P \iff$ Maximum matching of $G(P)$

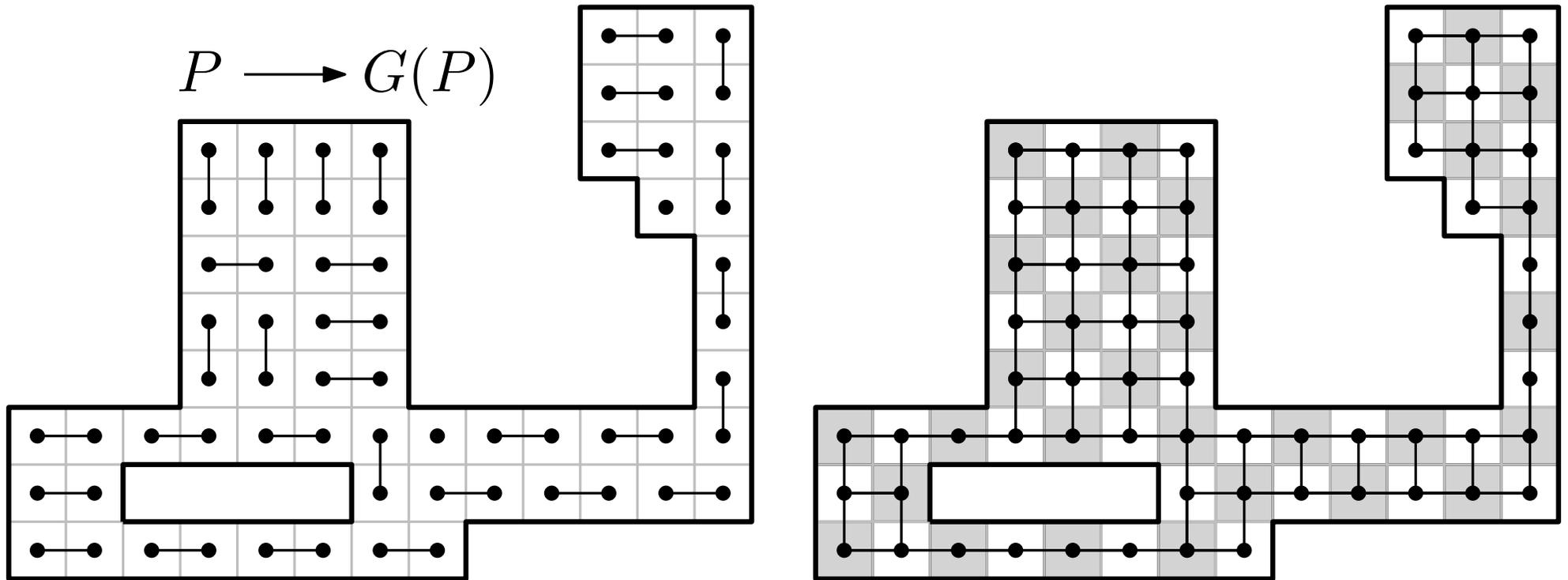
Packing dominos



Maximum domino packing of $P \leftrightarrow$ Maximum matching of $G(P)$

Time $O(A^{3/2})$ for maximum domino packing using Hopcroft-Karp, where A is the *area* of P (Berman et al. '82)

Packing dominos



Maximum domino packing of $P \leftrightarrow$ Maximum matching of $G(P)$

Time $O(A^{3/2})$ for maximum domino packing using Hopcroft-Karp, where A is the *area* of P (Berman et al. '82)

Multiple source multiple sink maximum flow: $\tilde{O}(A)$ [Borradaile et al., SICOMP 2017].

Related work – Algorithmic

Conway & Lagarias '90 and Thurston '90:
Combinatorial Group Theory approach for deciding tileability.

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Tiling a hole-free polyomino with $k \times m$ and $m \times k$ rectangles in time $O(A^2)$.

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Remila '05:

Tiling a hole-free polyomino with $k \times m$ and $k' \times m'$ rectangles in time $O(A^2)$

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All polynomial
in the area!

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This Talk

Packing Dominos in $\tilde{O}(n^3)$ time

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Assume no holes

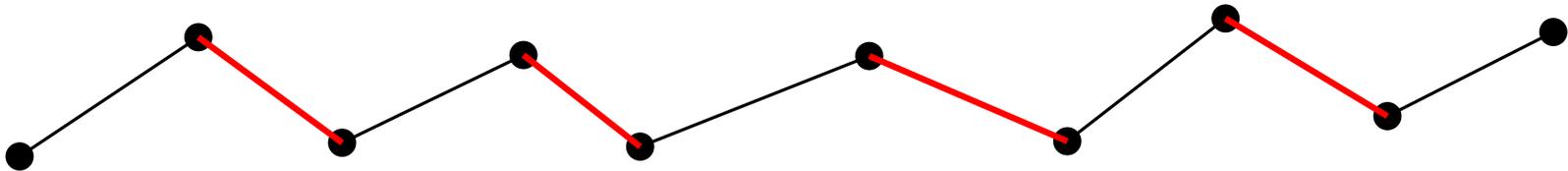
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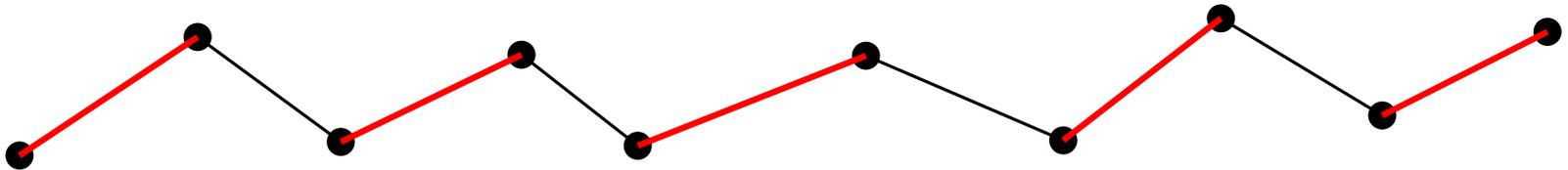
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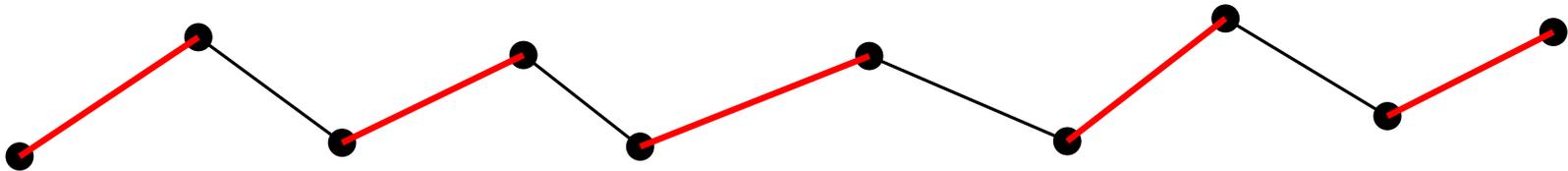
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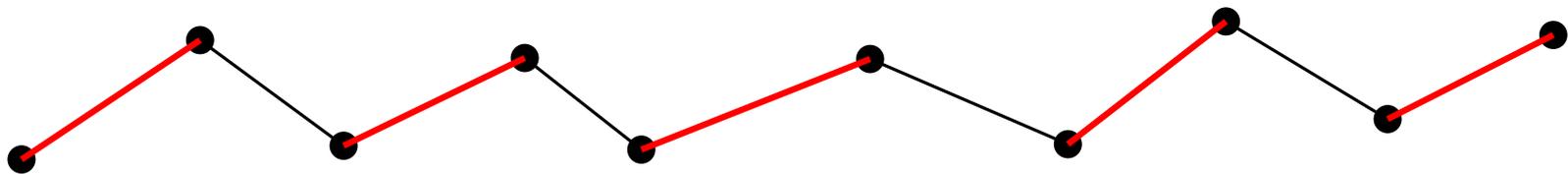


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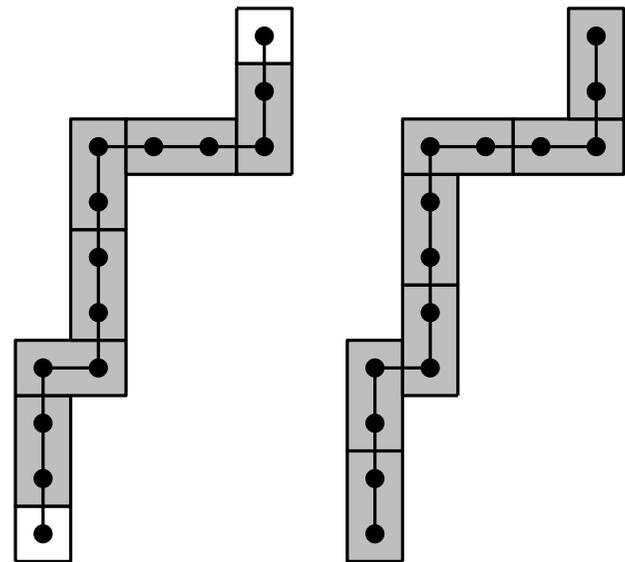
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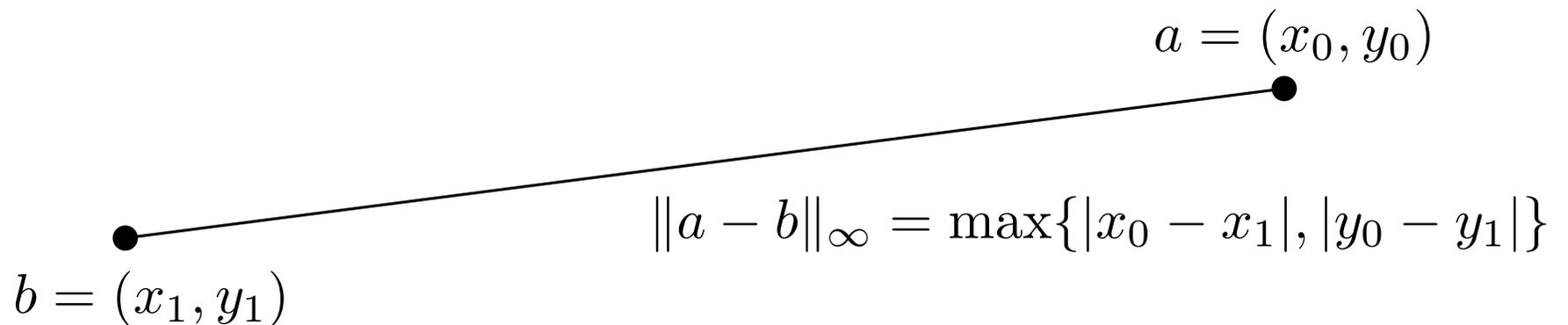


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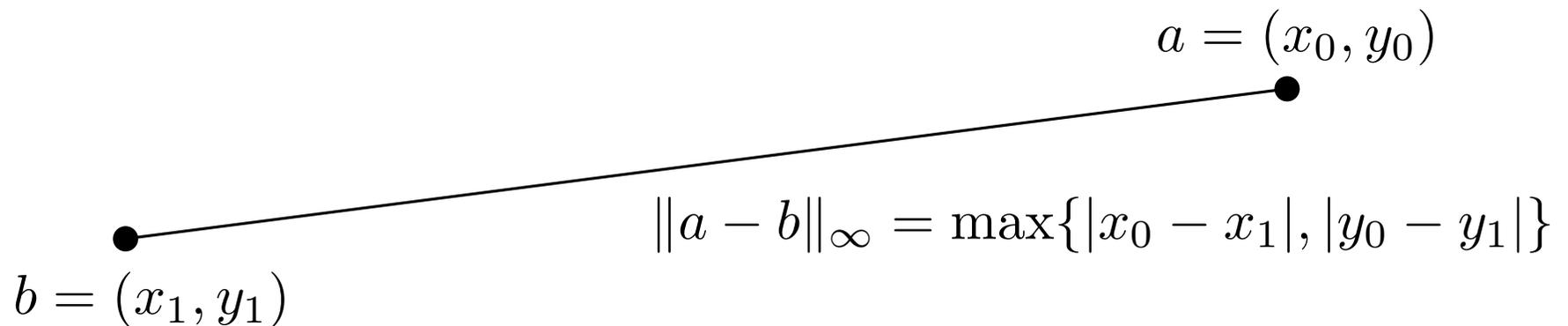


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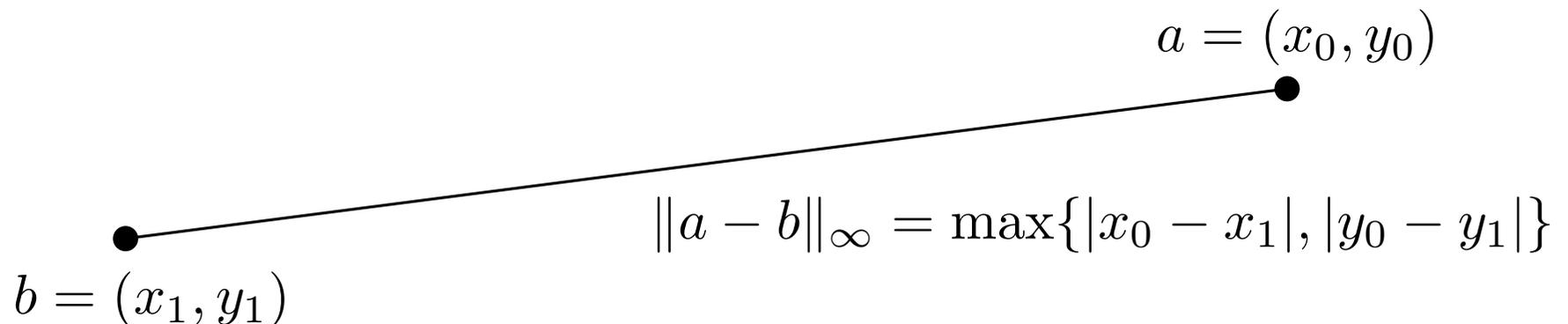
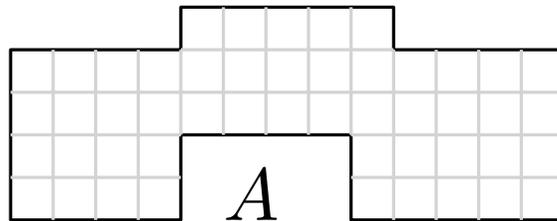


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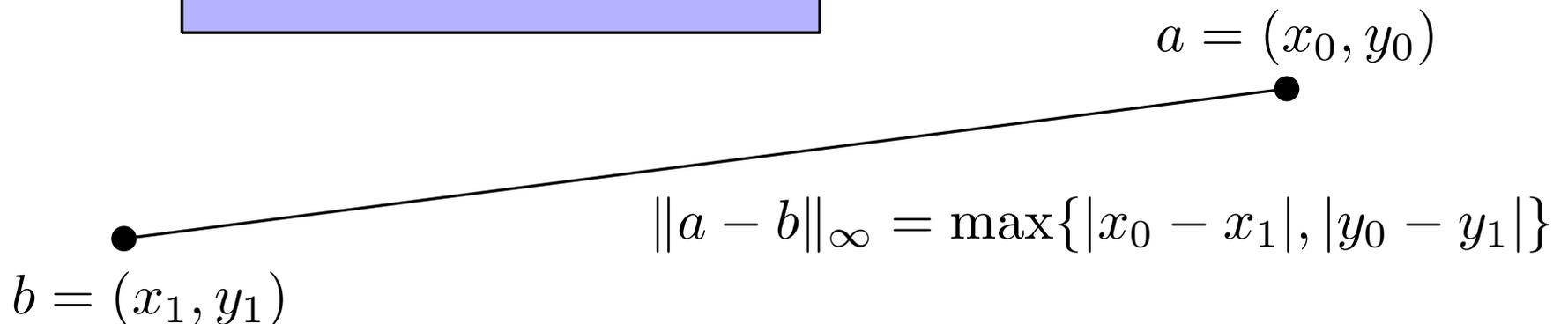
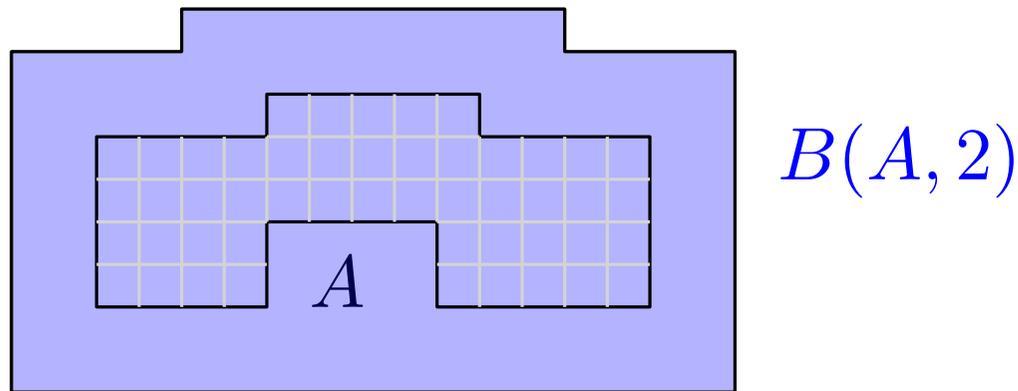


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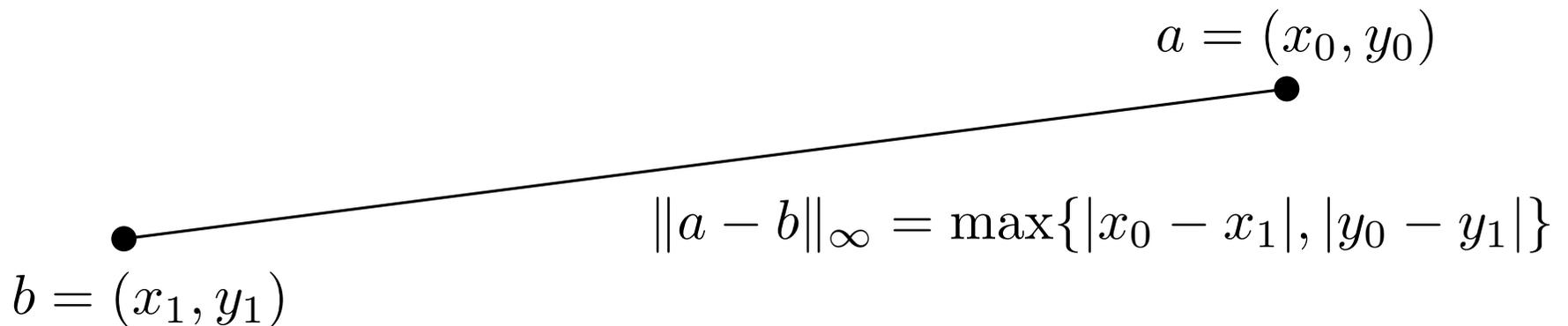
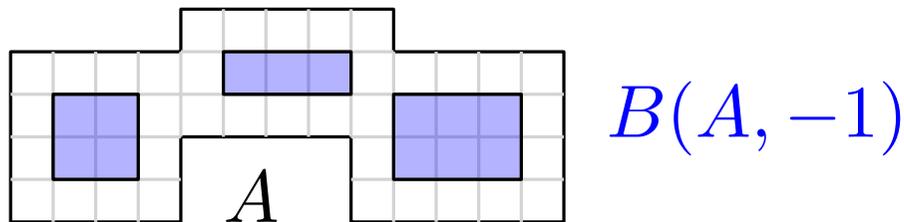


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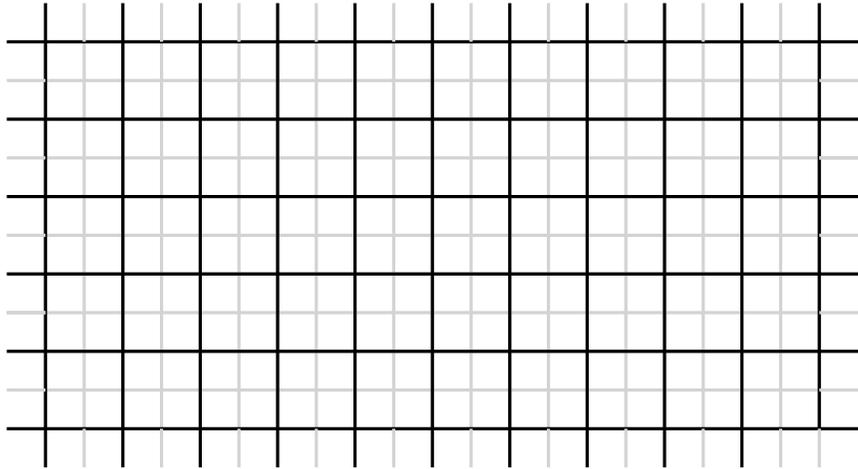
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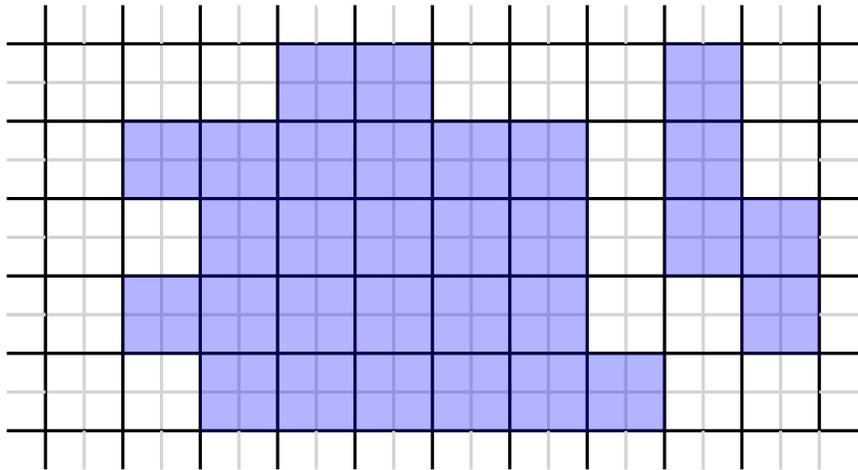
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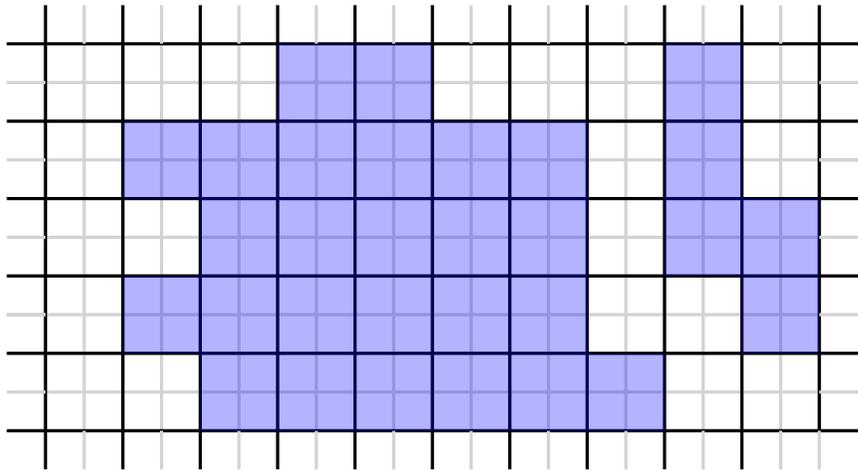
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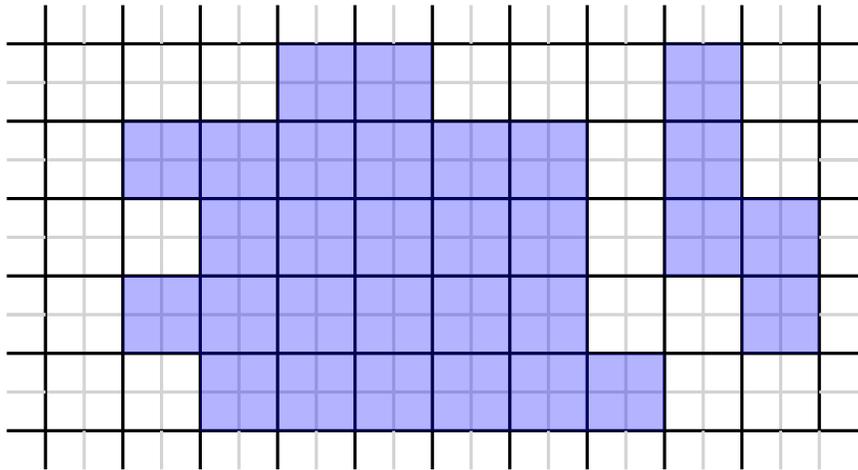
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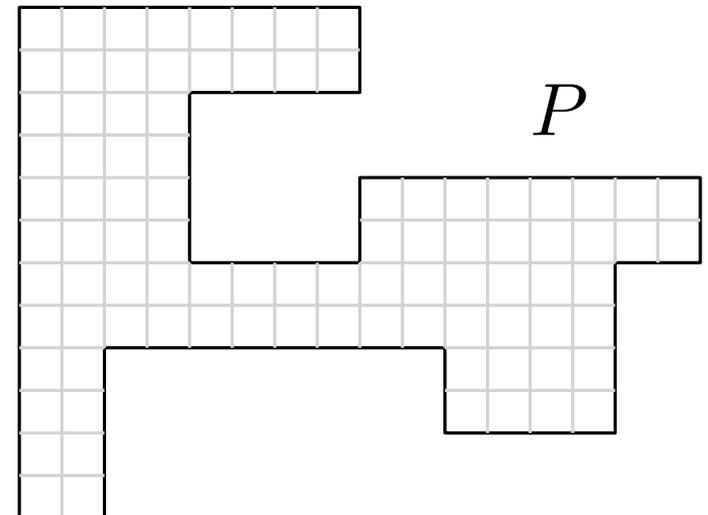
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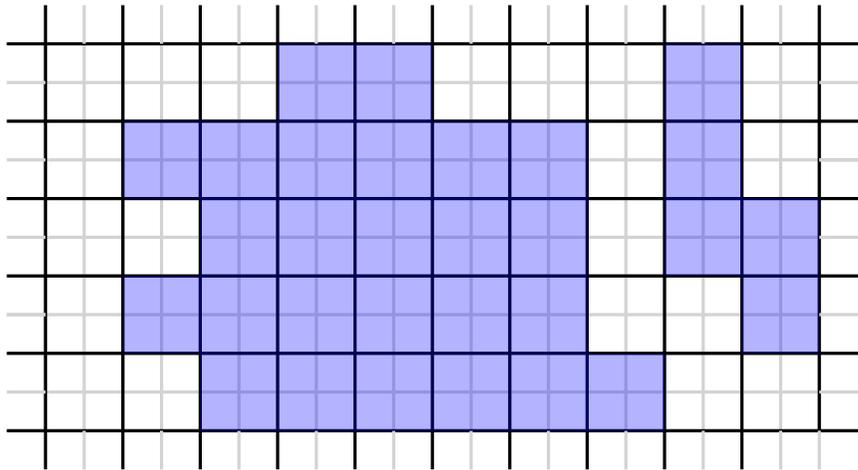


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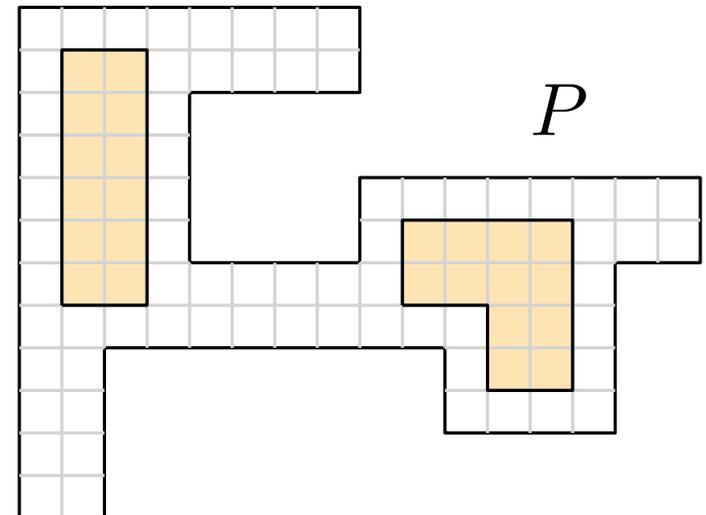


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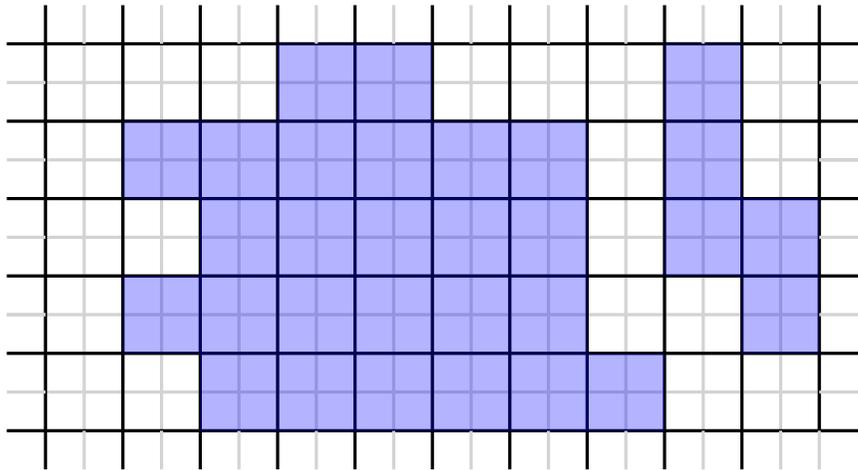


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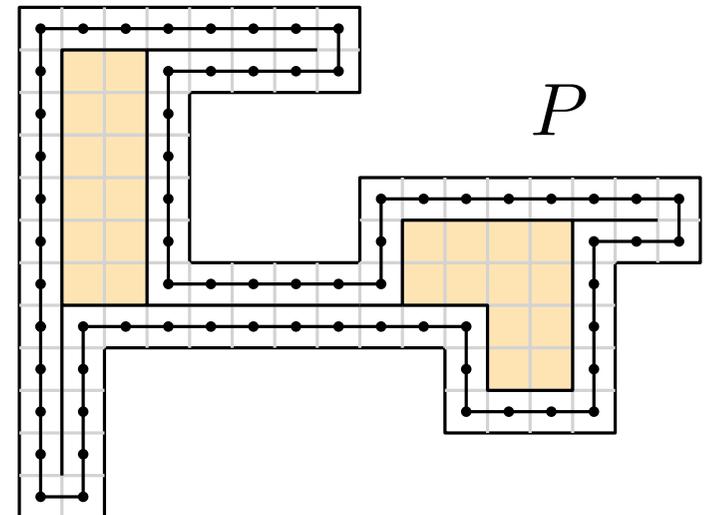


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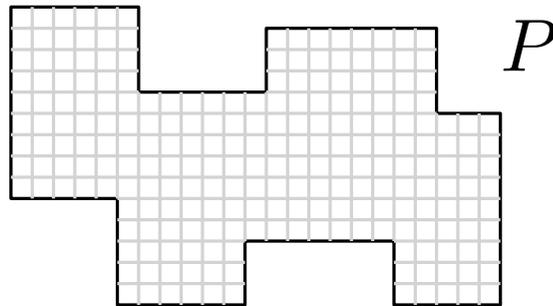


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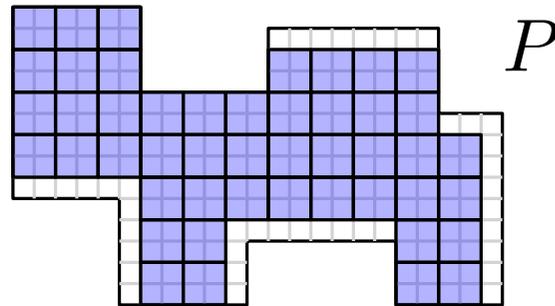
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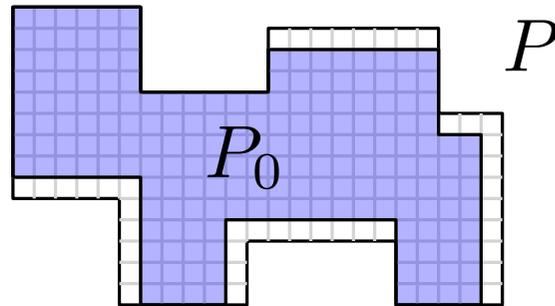
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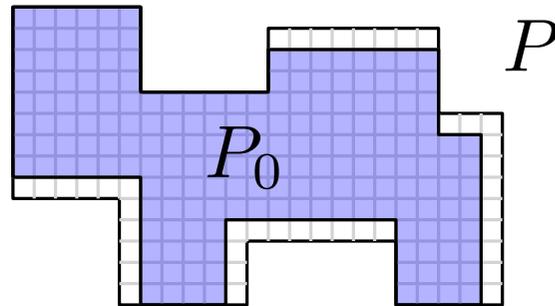
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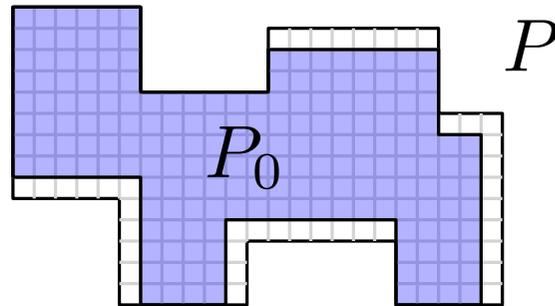
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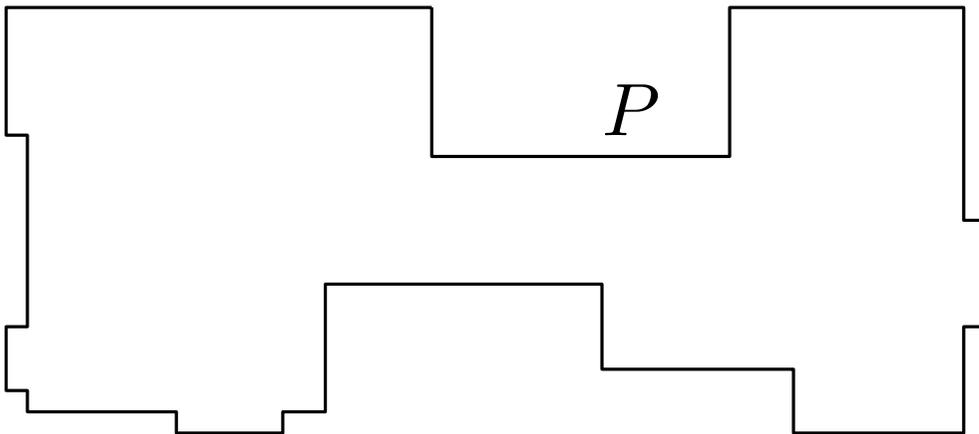
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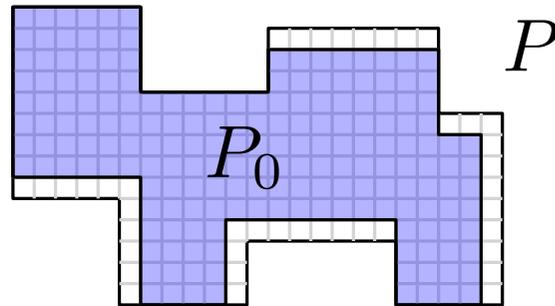


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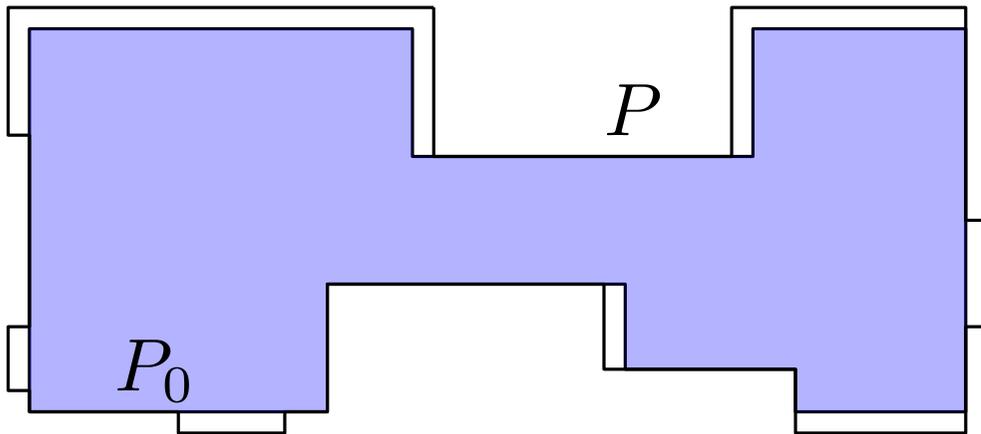


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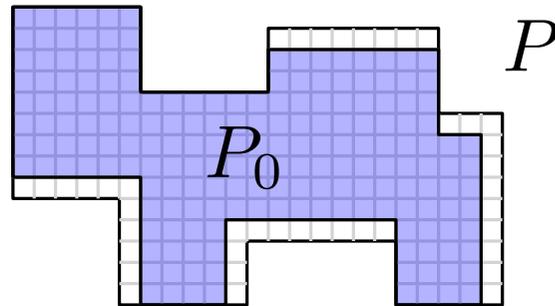


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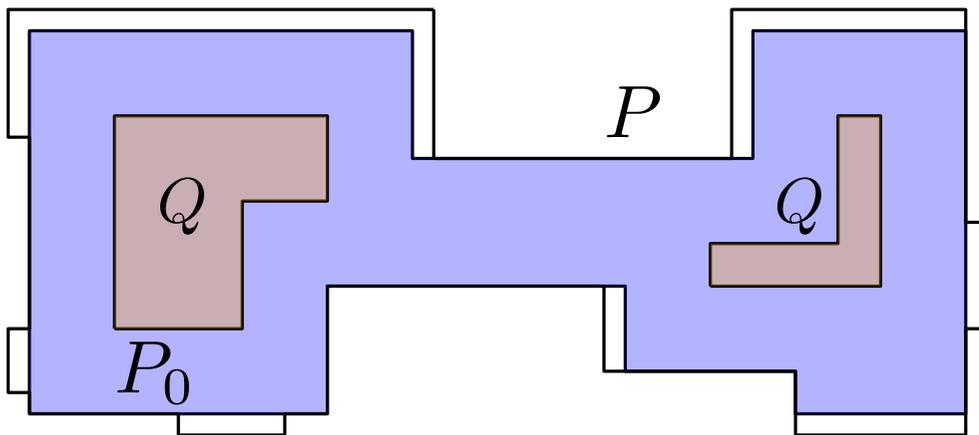


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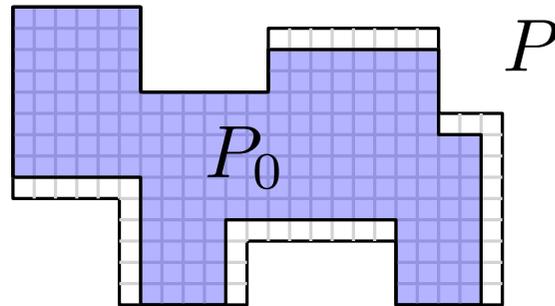


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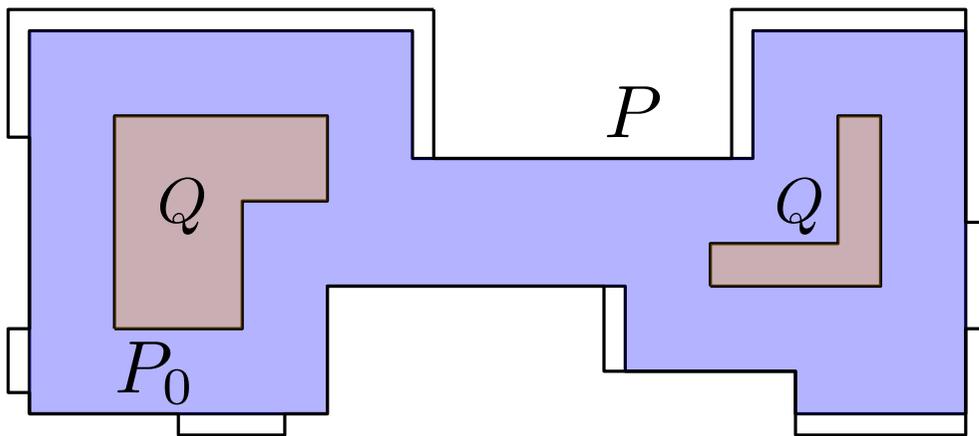


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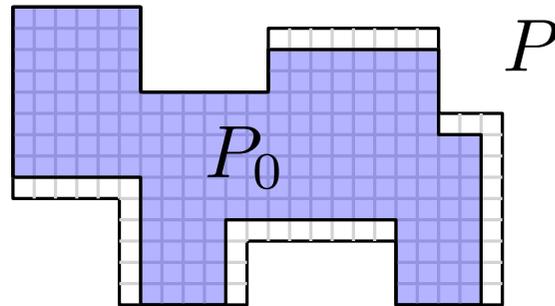
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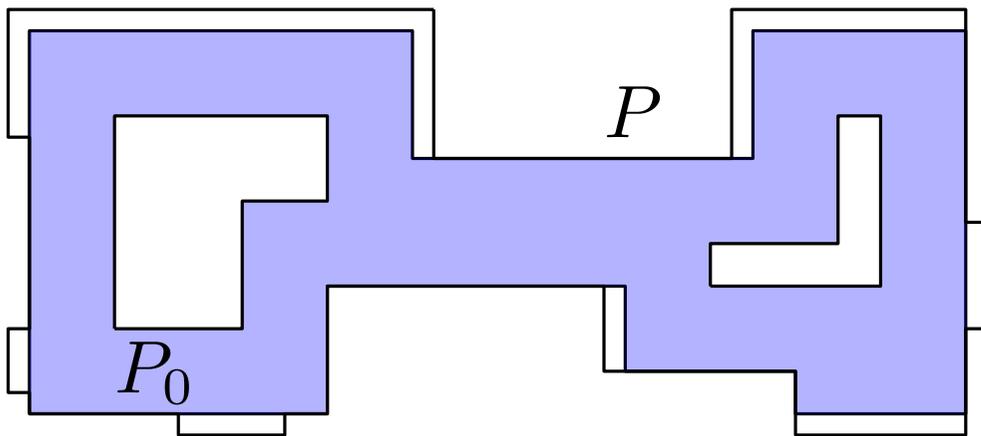
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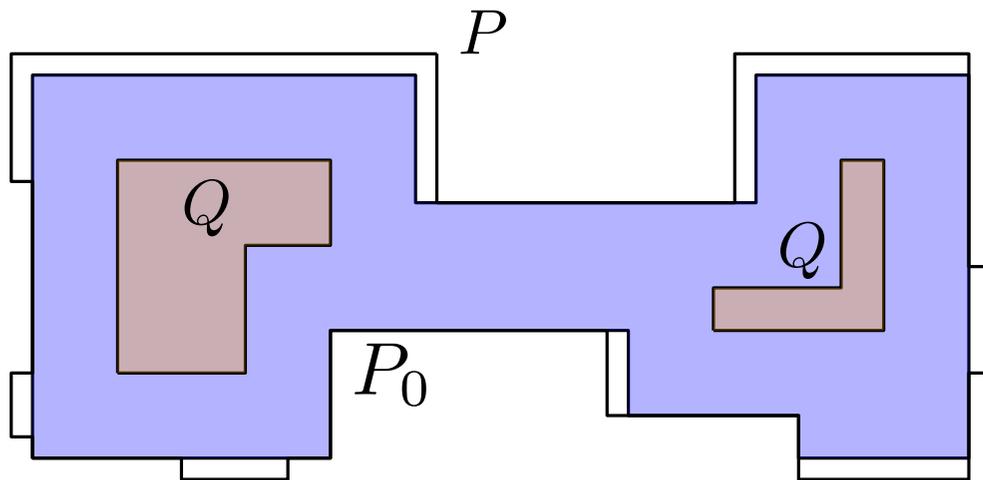
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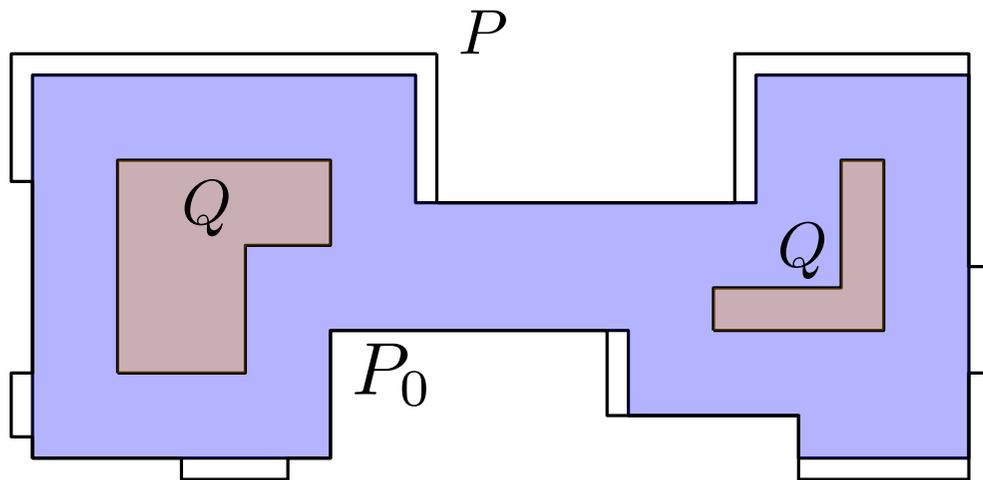
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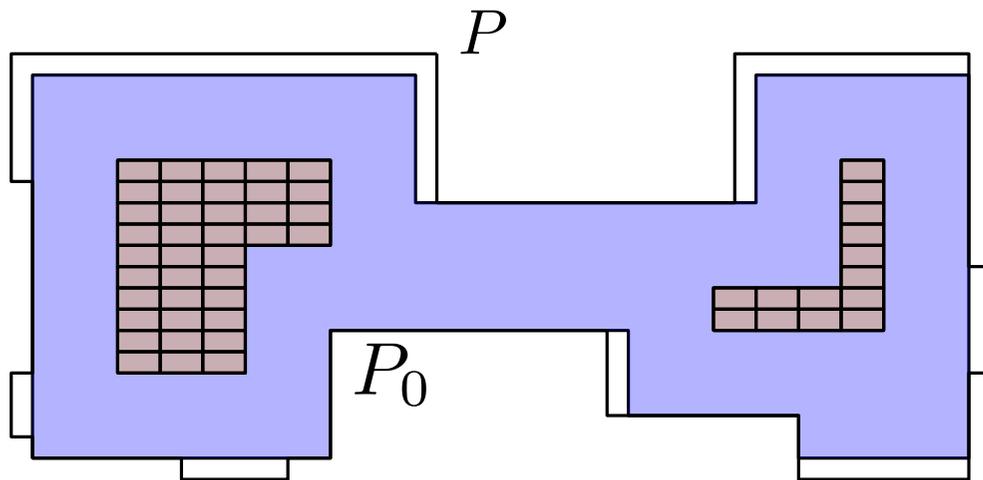


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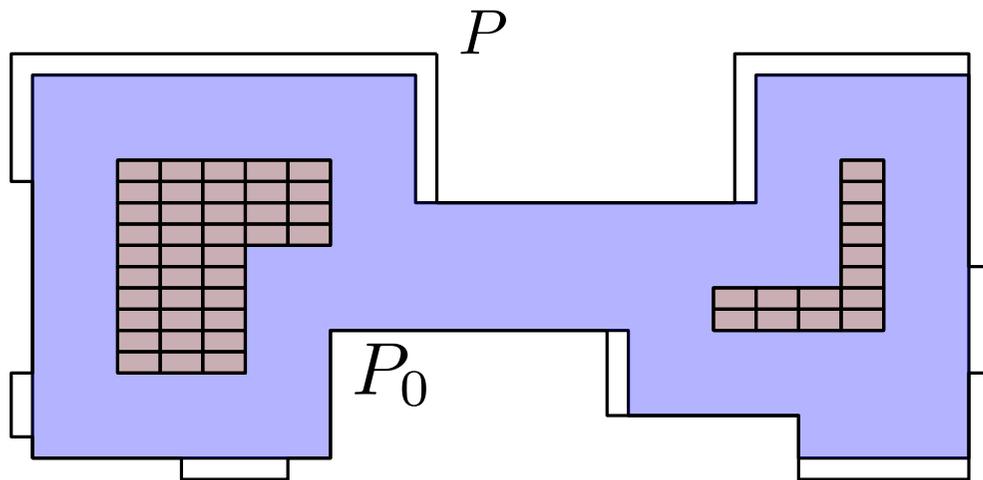
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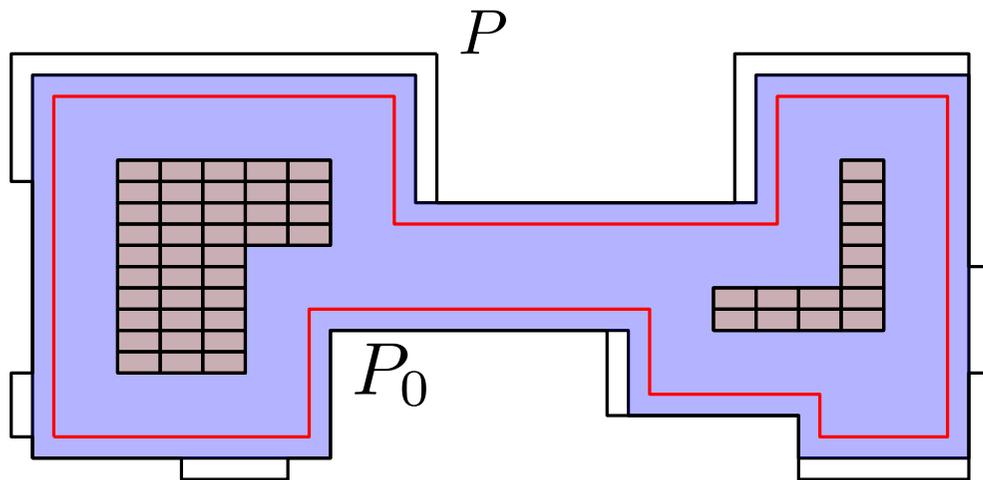
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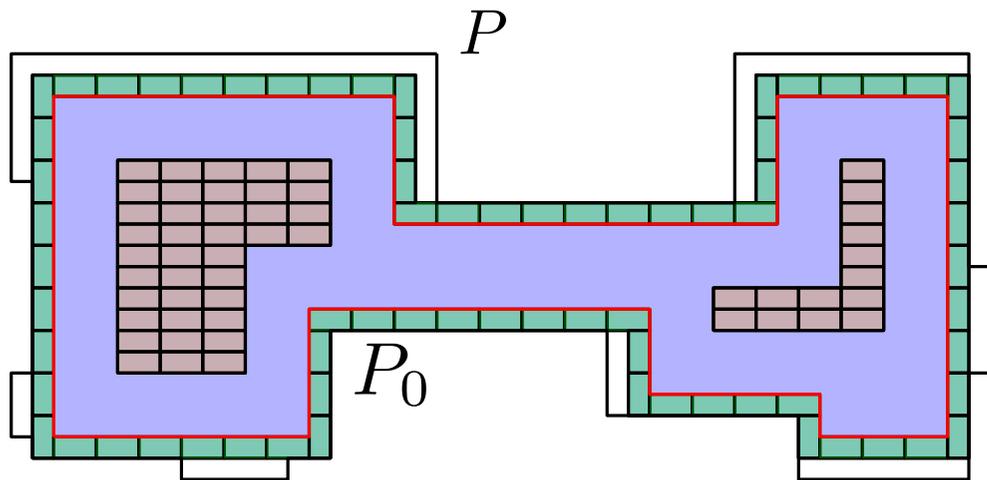
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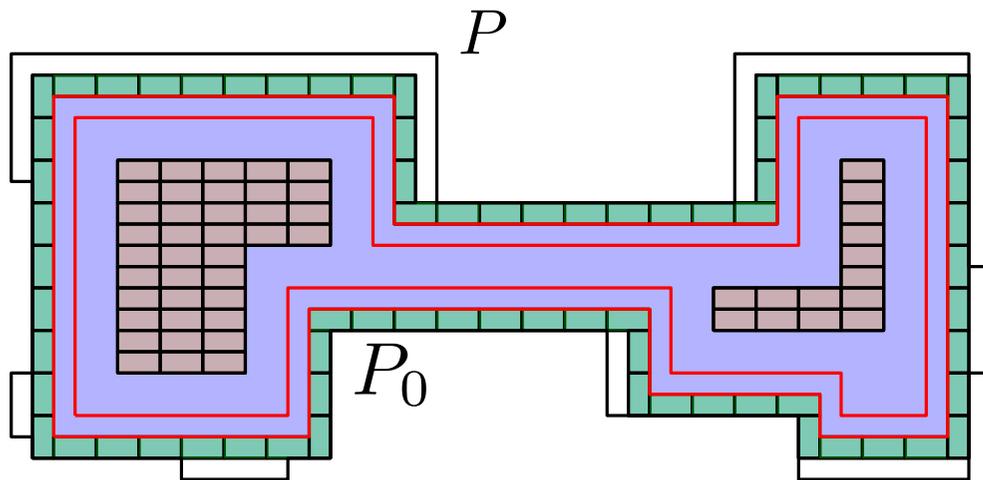
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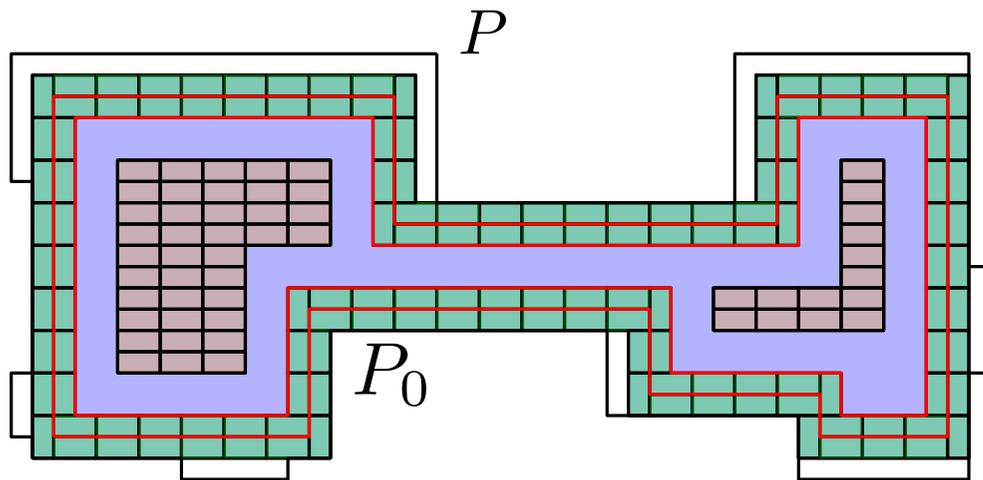
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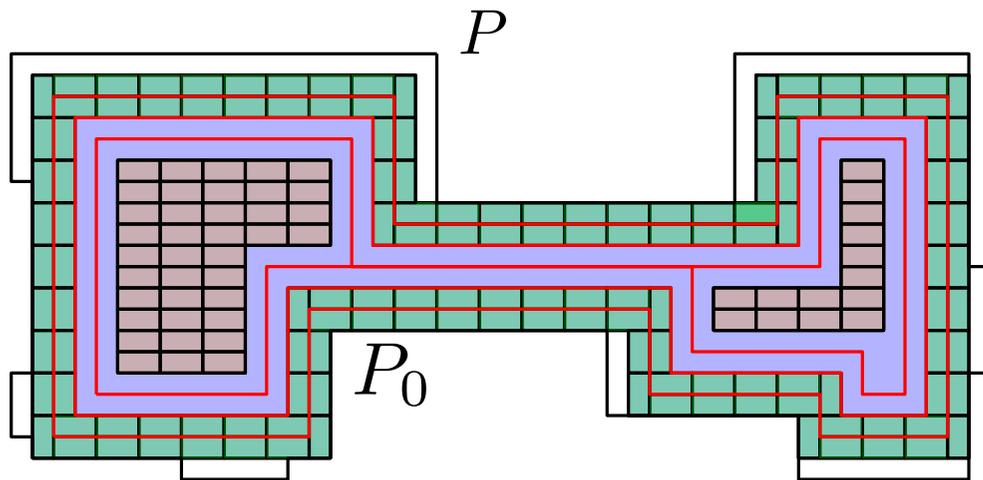
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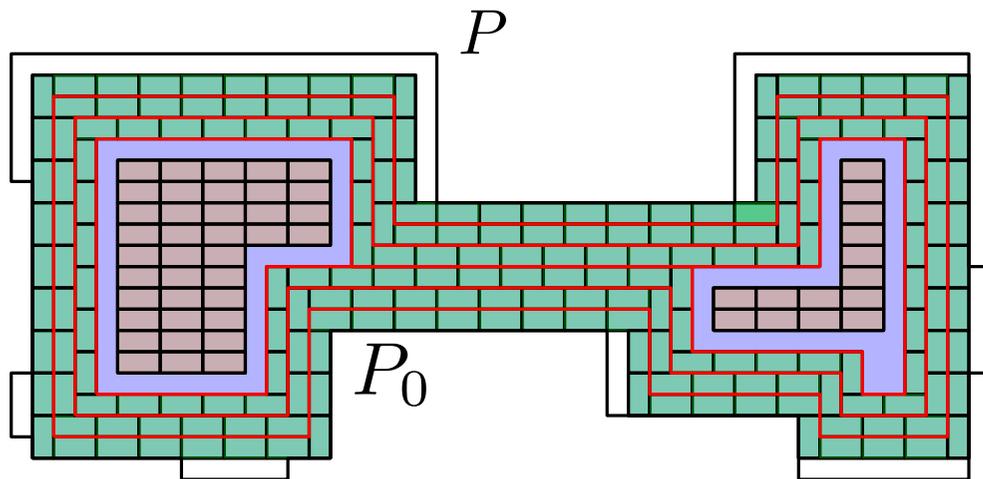
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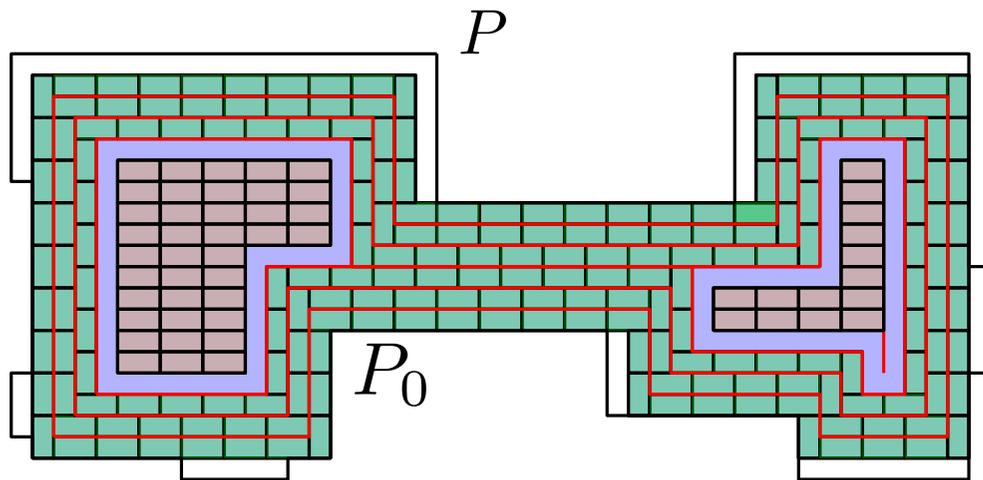
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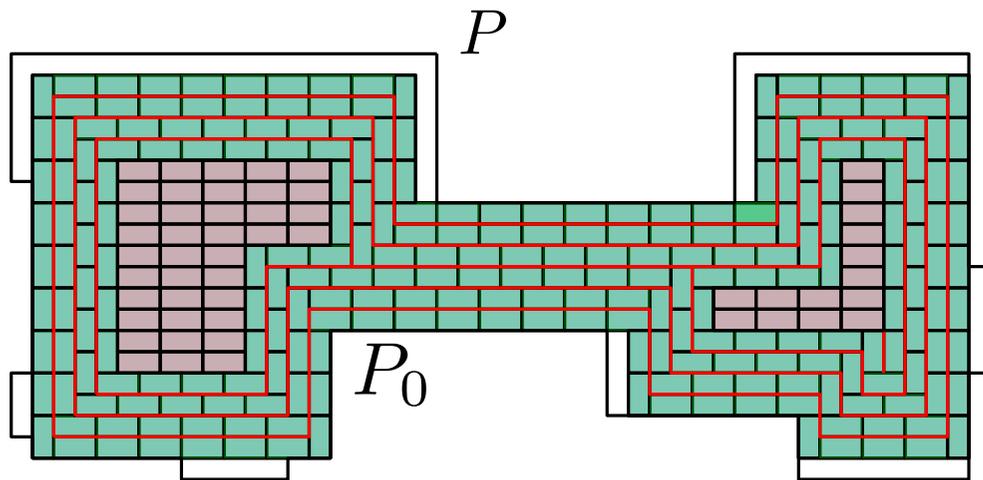
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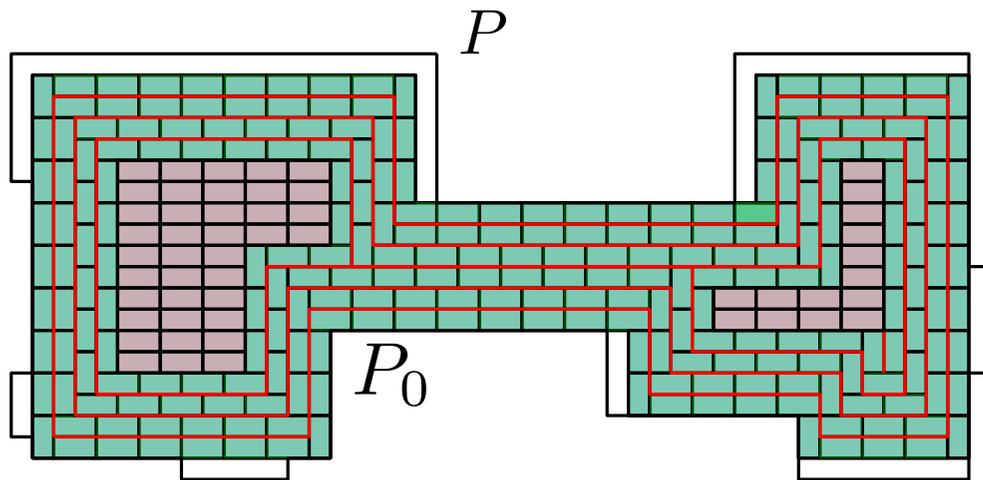
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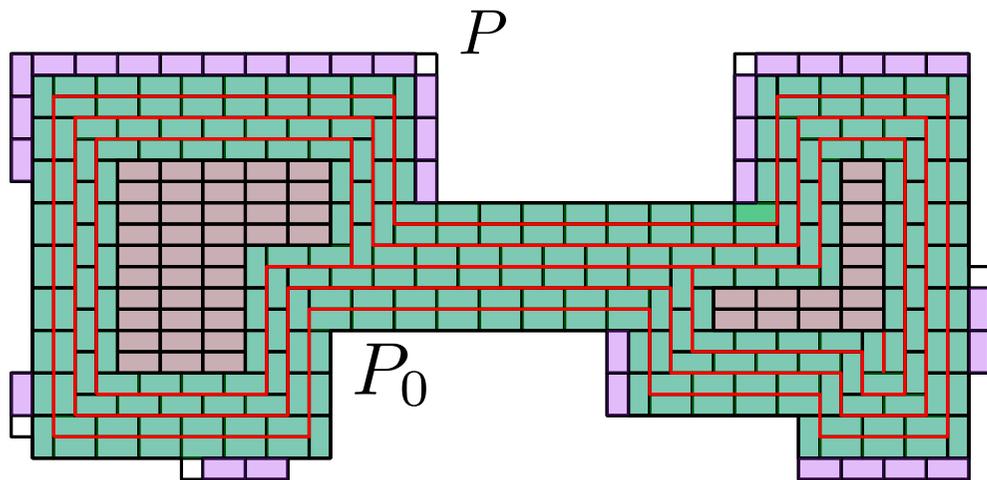


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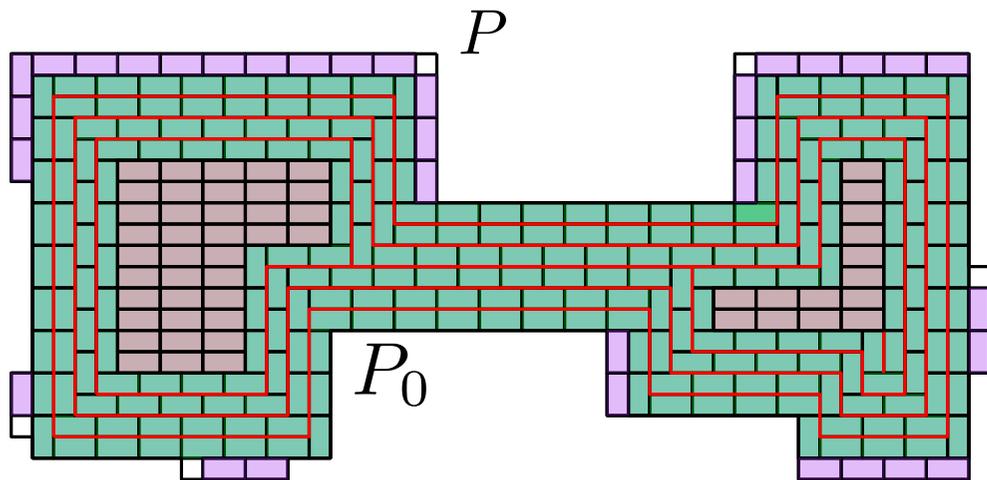


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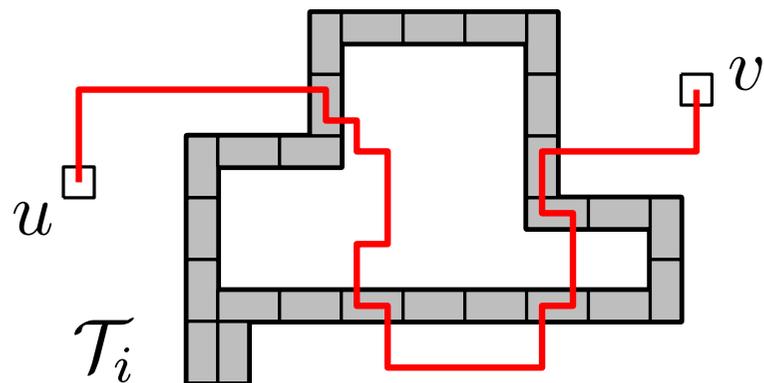
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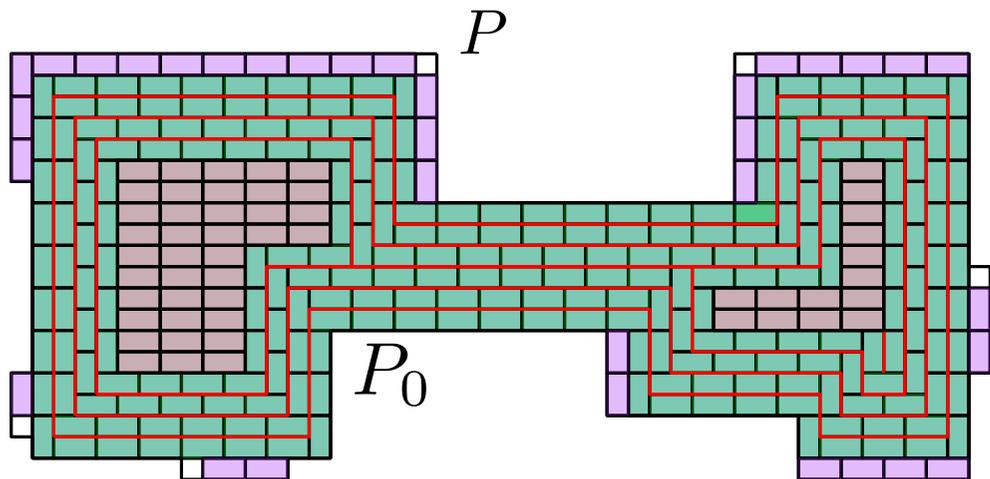
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Tile $P_0 \setminus Q$ layer by layer. Tilings $\mathcal{T}_1, \dots, \mathcal{T}_r$.

Finally pack dominos into $P \setminus P_0$, leaving at most n uncovered cells.

If covering is not maximum, use Berge's Lemma.





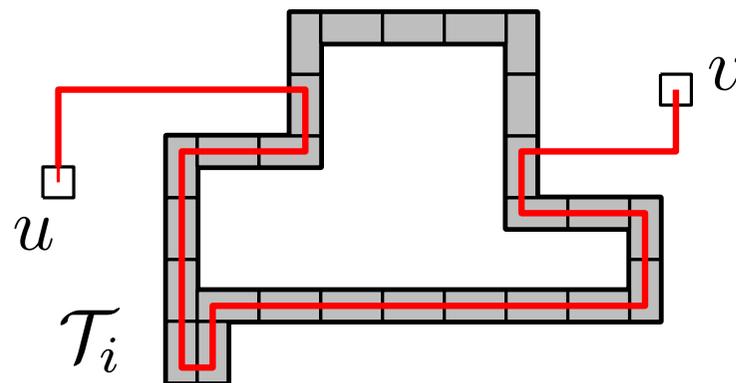
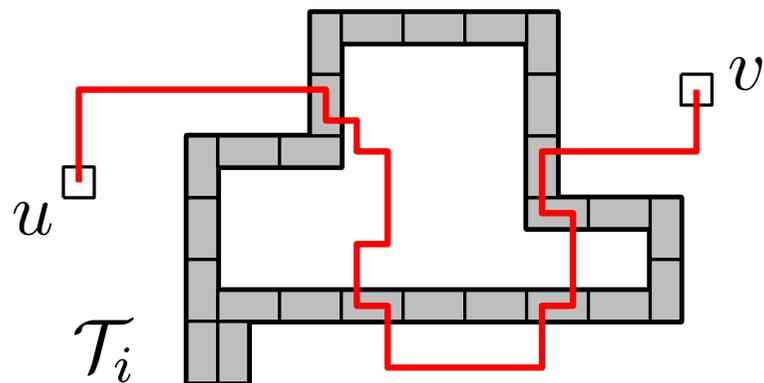
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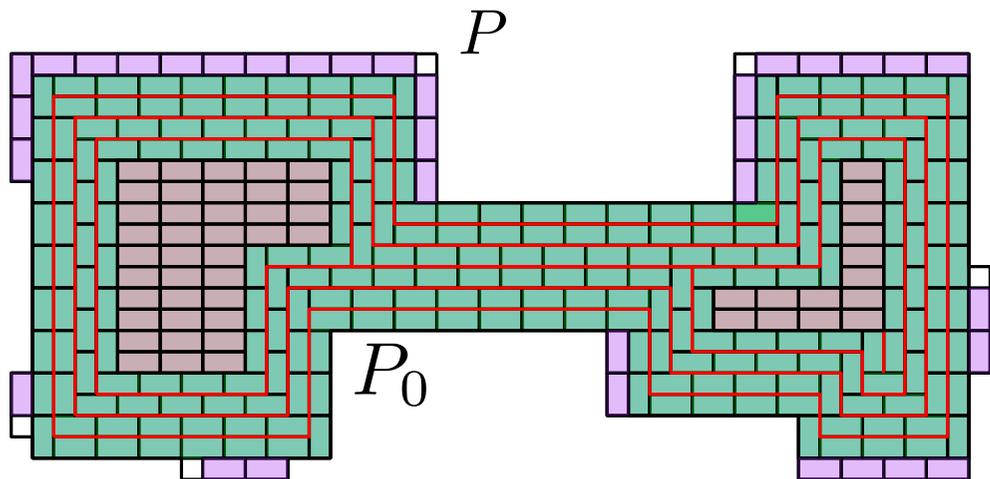
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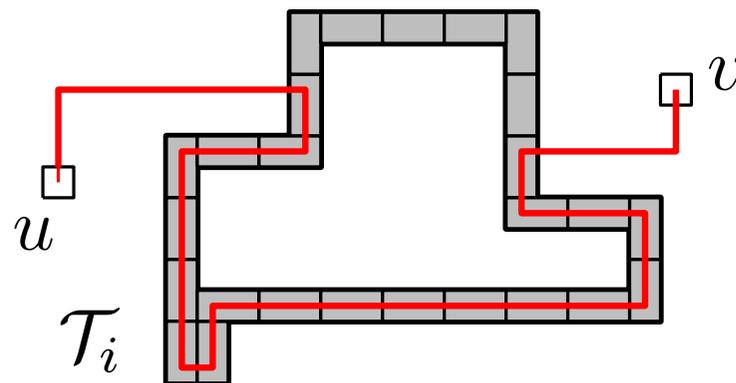
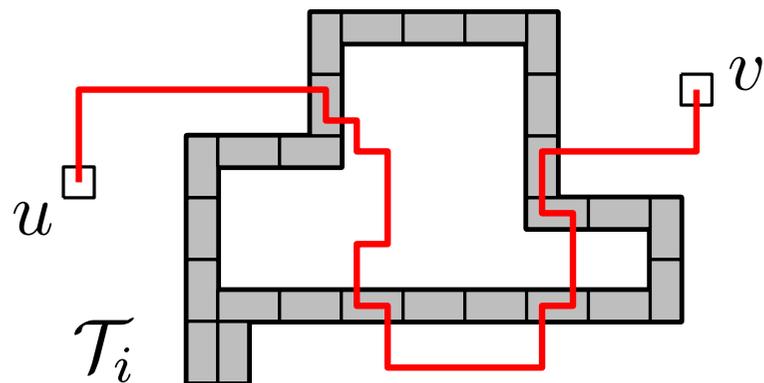
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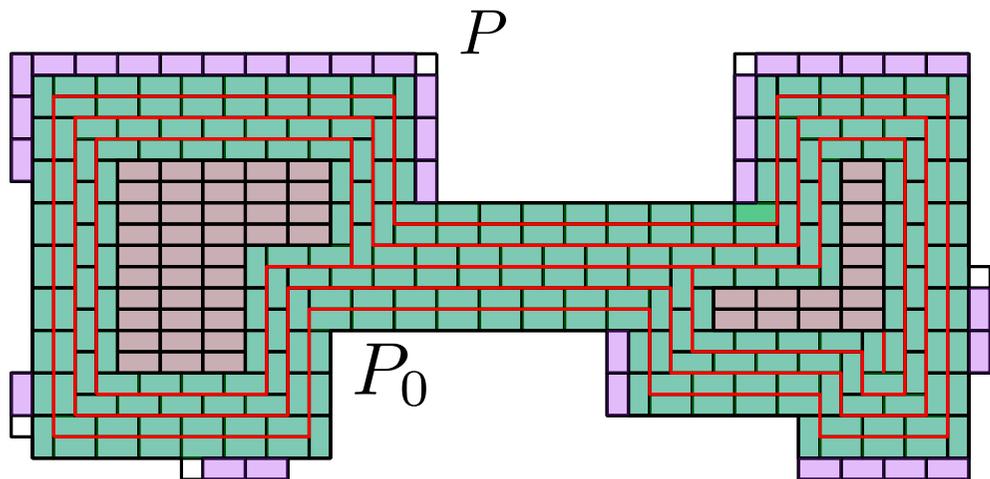
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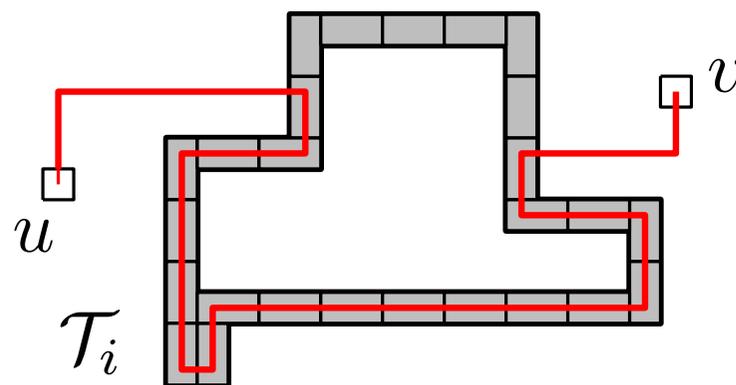
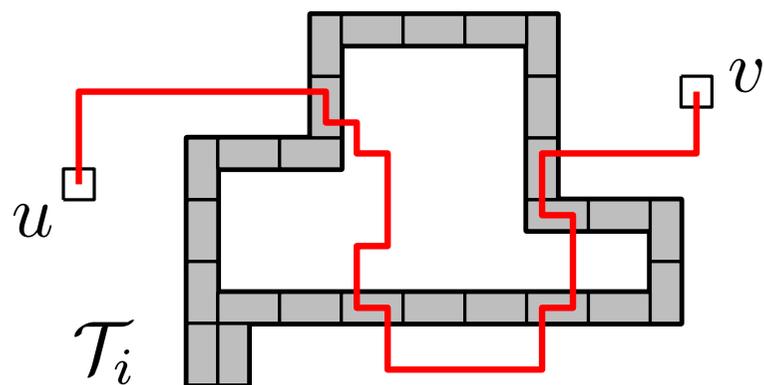


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Importantly:

P has no holes \Rightarrow

u and v are both 'outside' each of the Hamiltonian cycles.

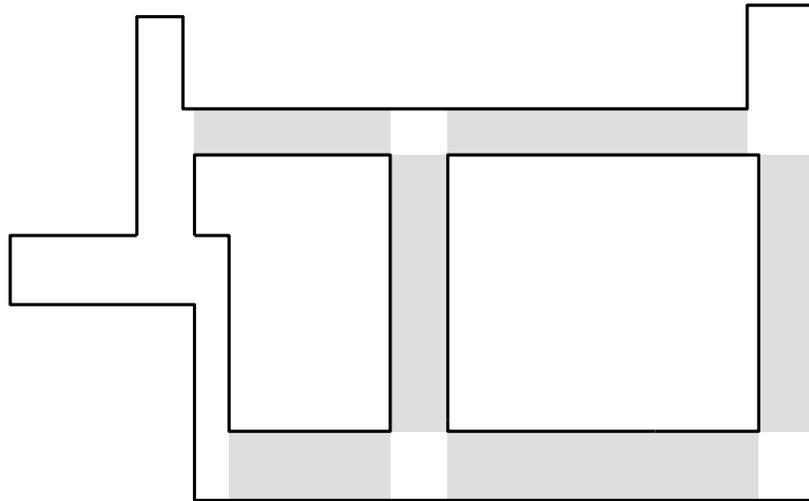


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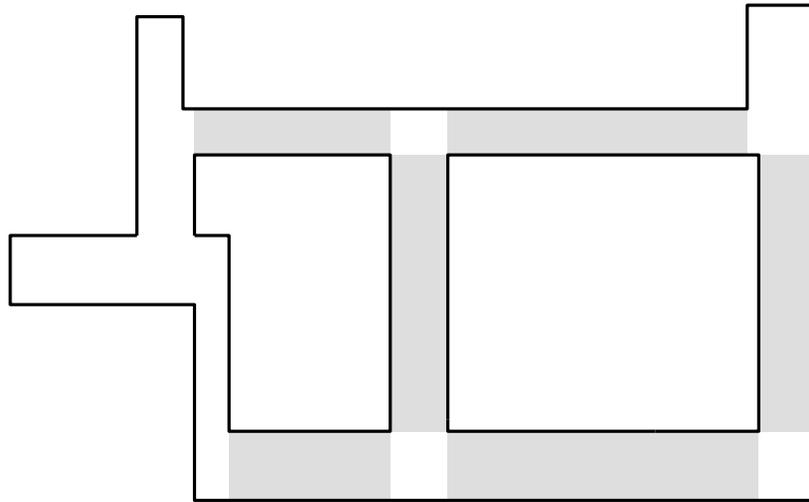
The reduced instance

Issue: There can be exponentially long and narrow 'pipes' \Rightarrow the size can be exponential.



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However, any point of $P' = P \setminus Q$ is of distance $O(n)$ to $\partial P'$

Structural Result 2: Shortening Pipes

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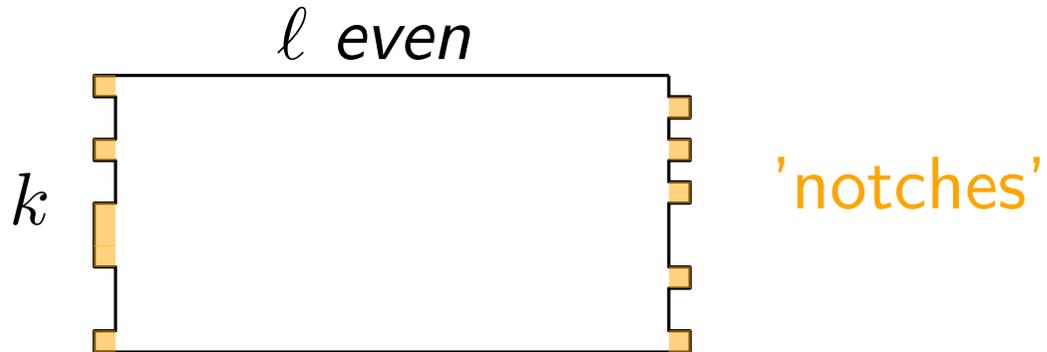
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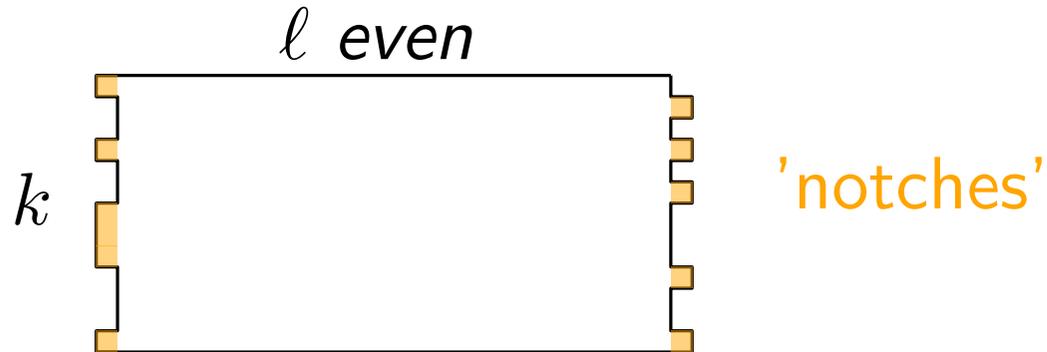
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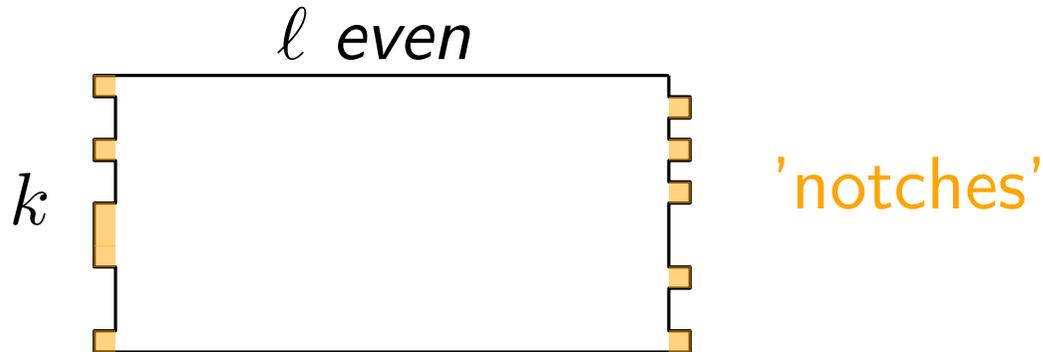
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Color black and white in chessboard fashion with b black cells and w white cells. Assume $b \geq w$.

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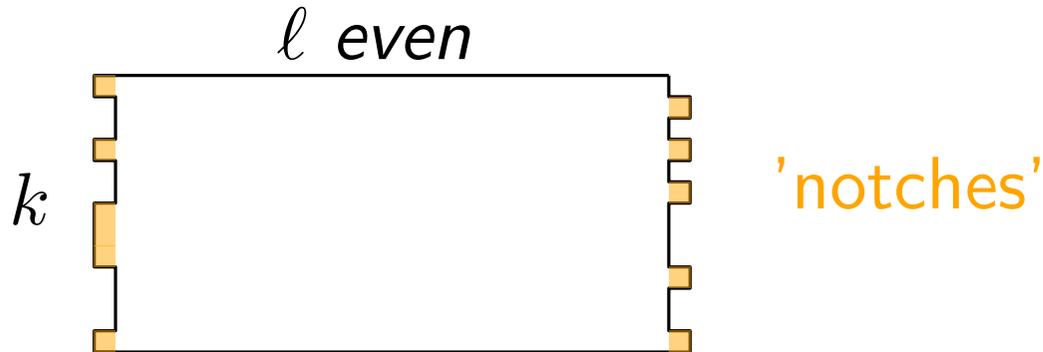


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Lemma. *If $\ell \geq 2k$, then the number of uncovered cells in a maximum domino packing is $b - w$*

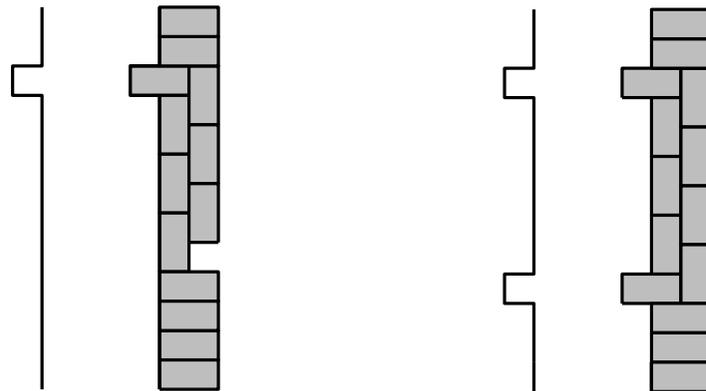
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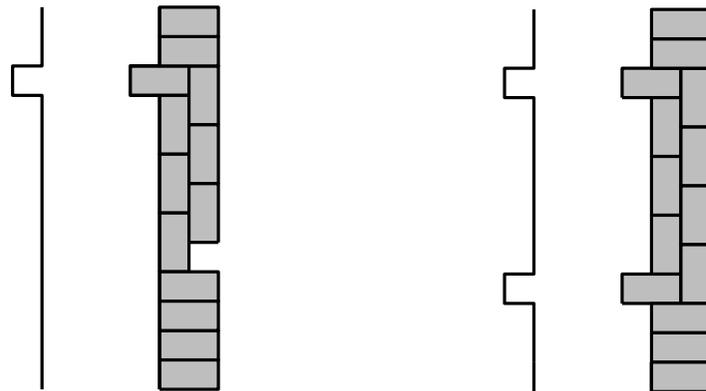
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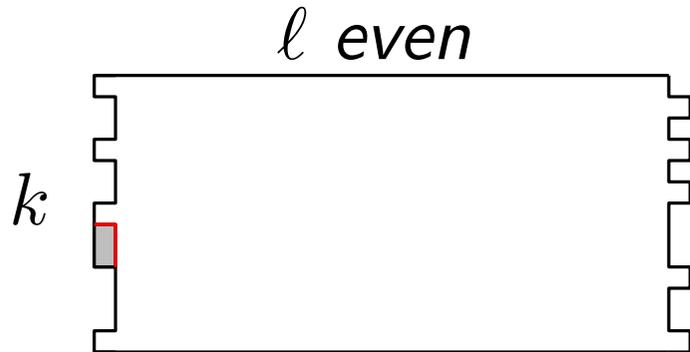
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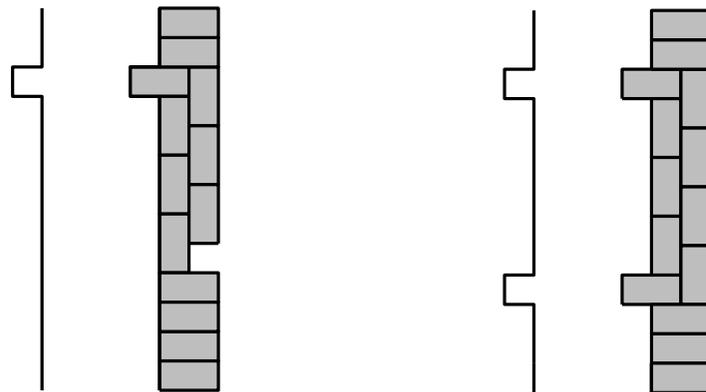
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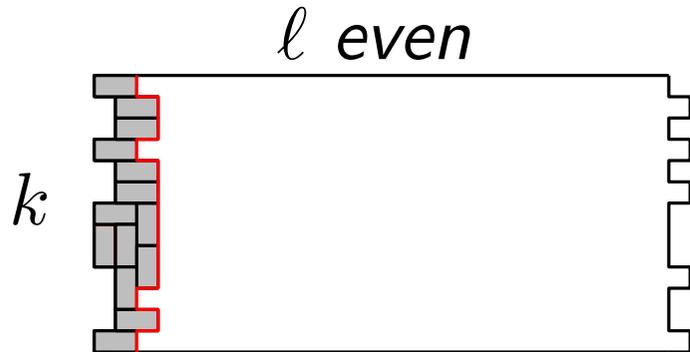
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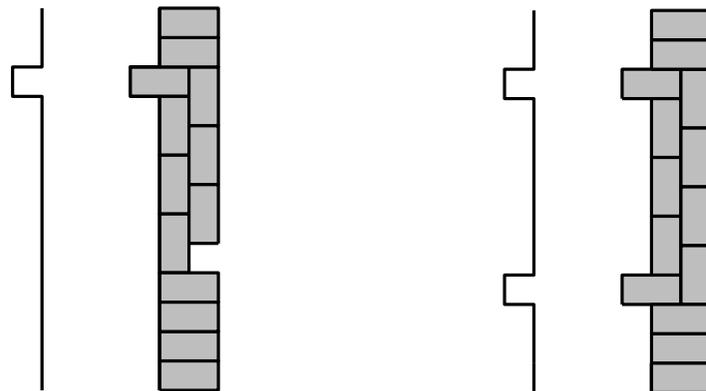
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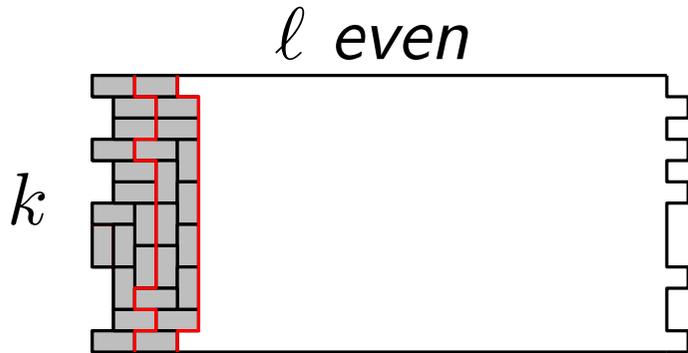
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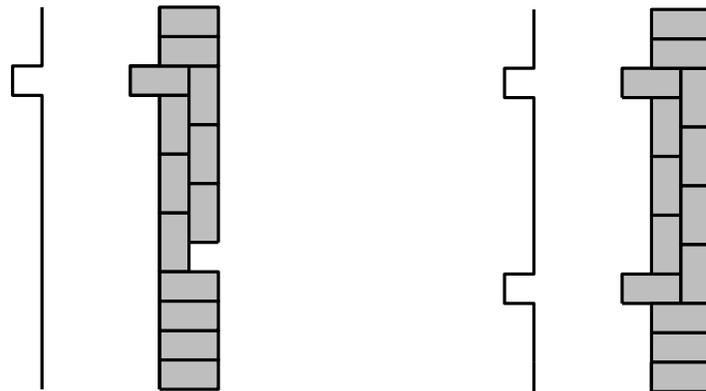
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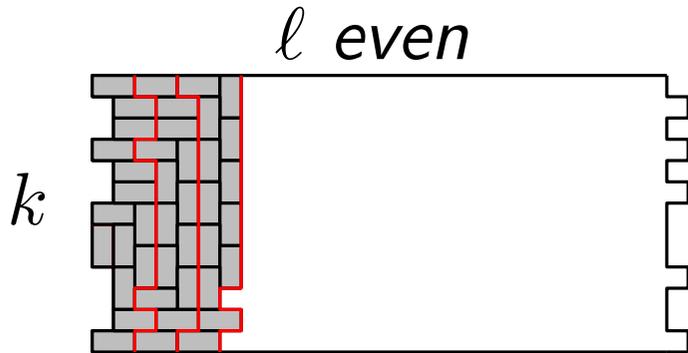
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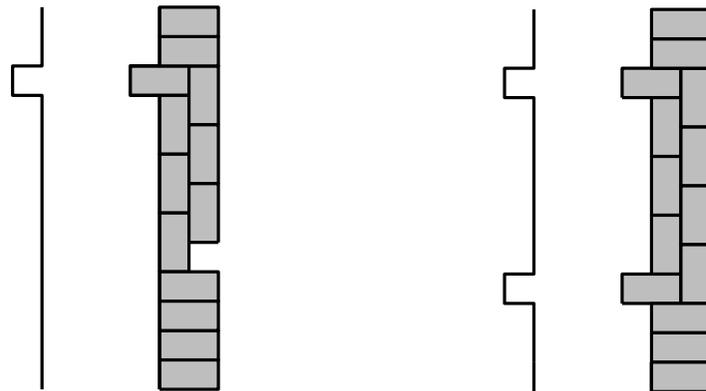
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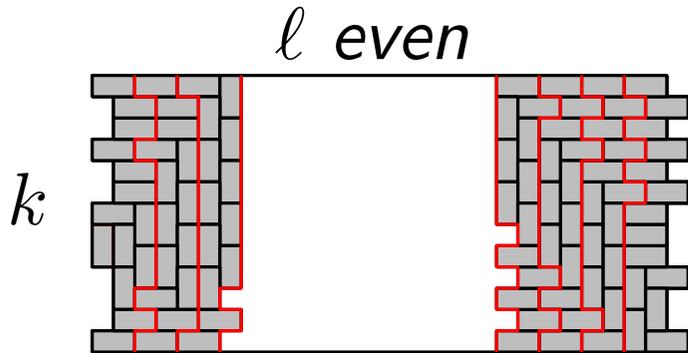
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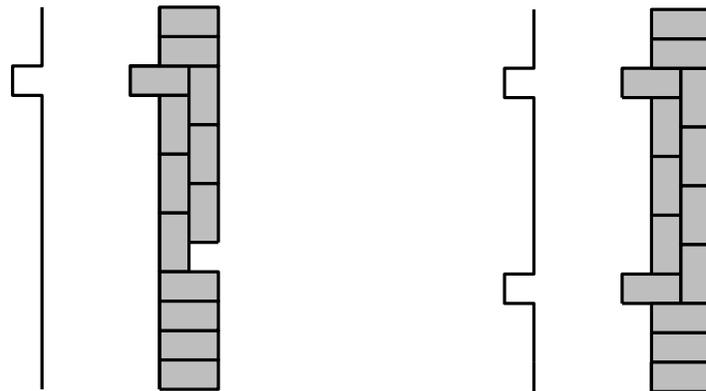
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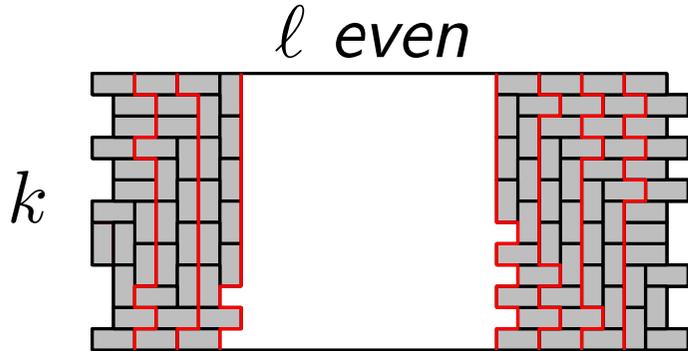
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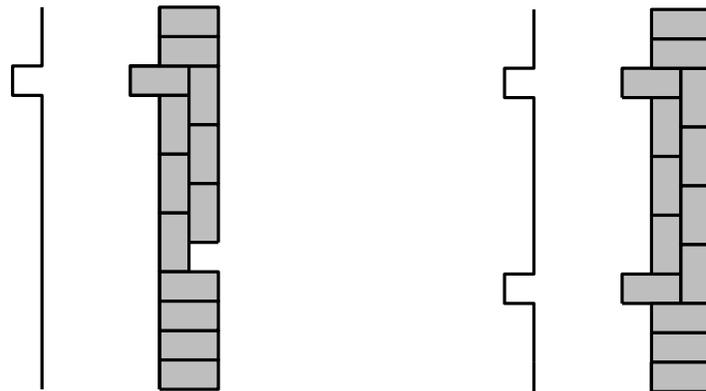
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Now fill in
horizontal
dominos

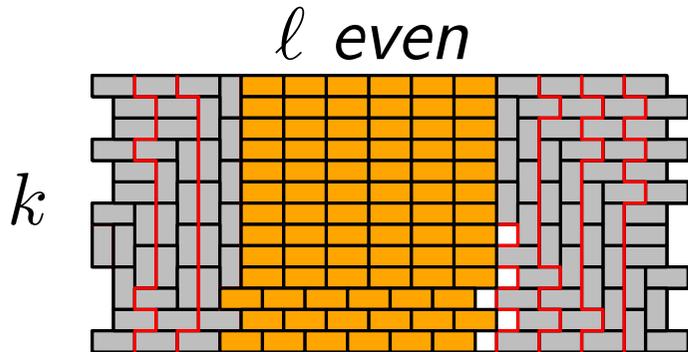
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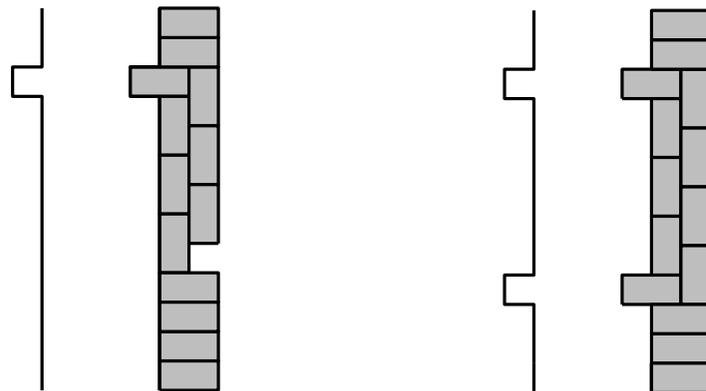
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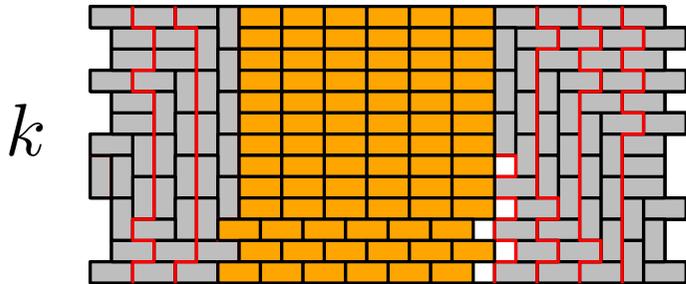
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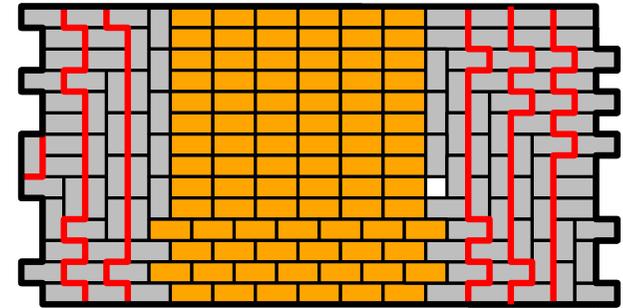
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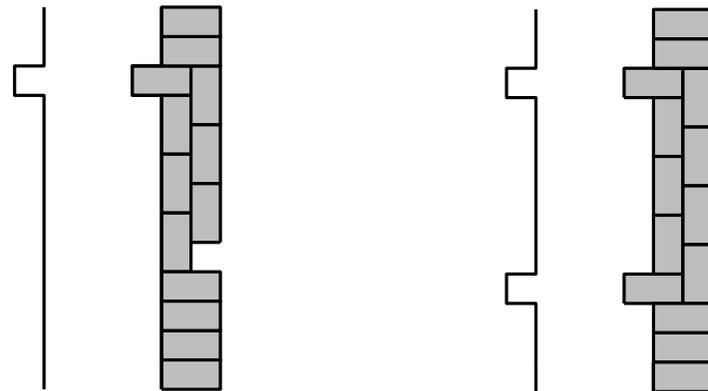


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horizontal
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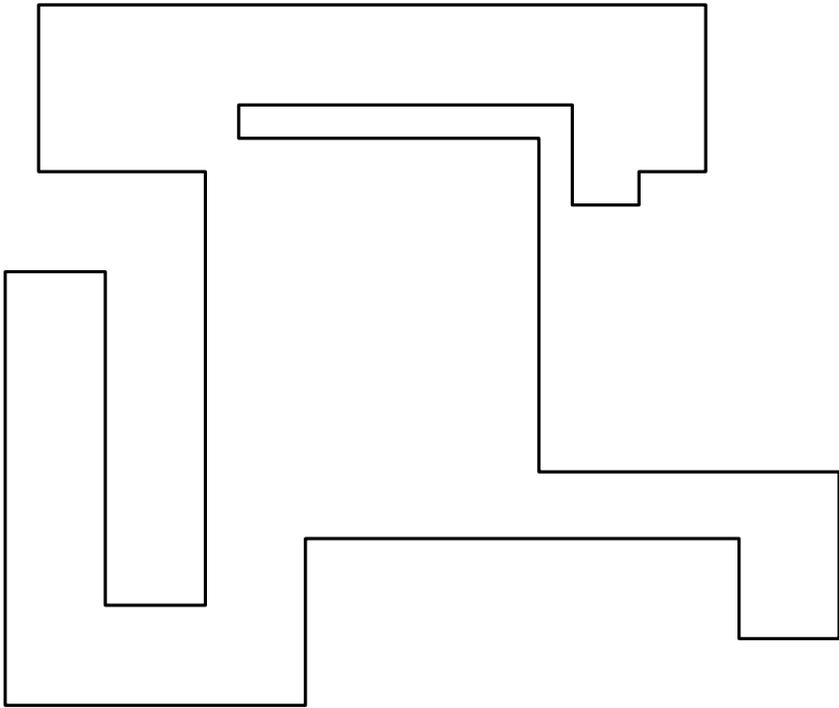
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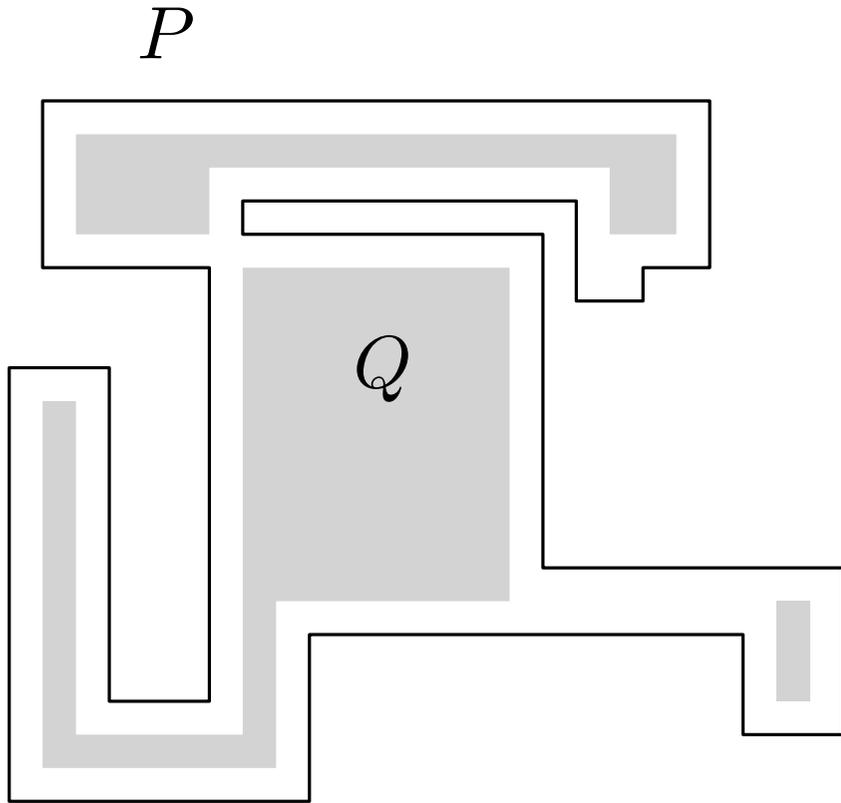


The final reduction

P

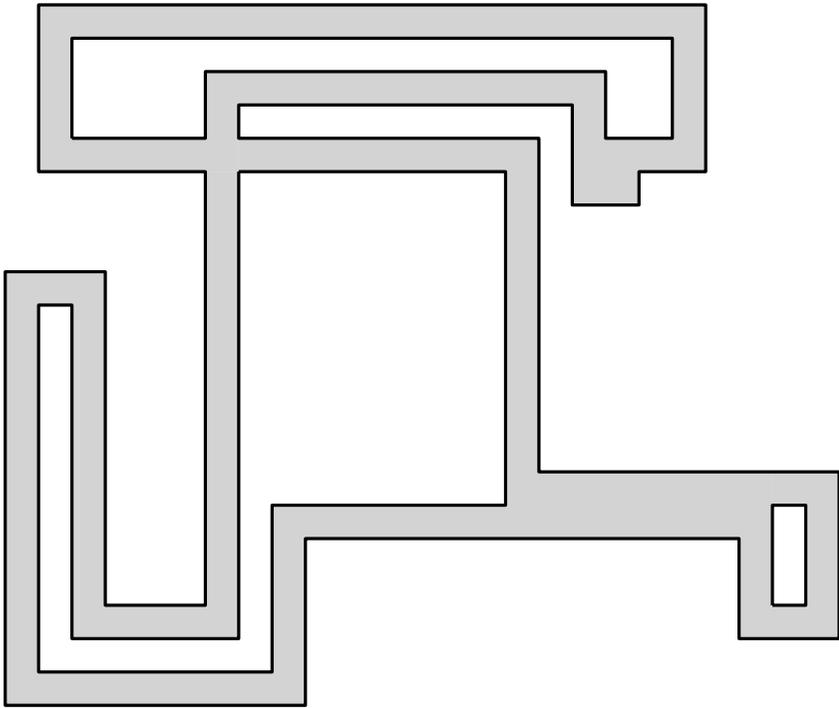


The final reduction



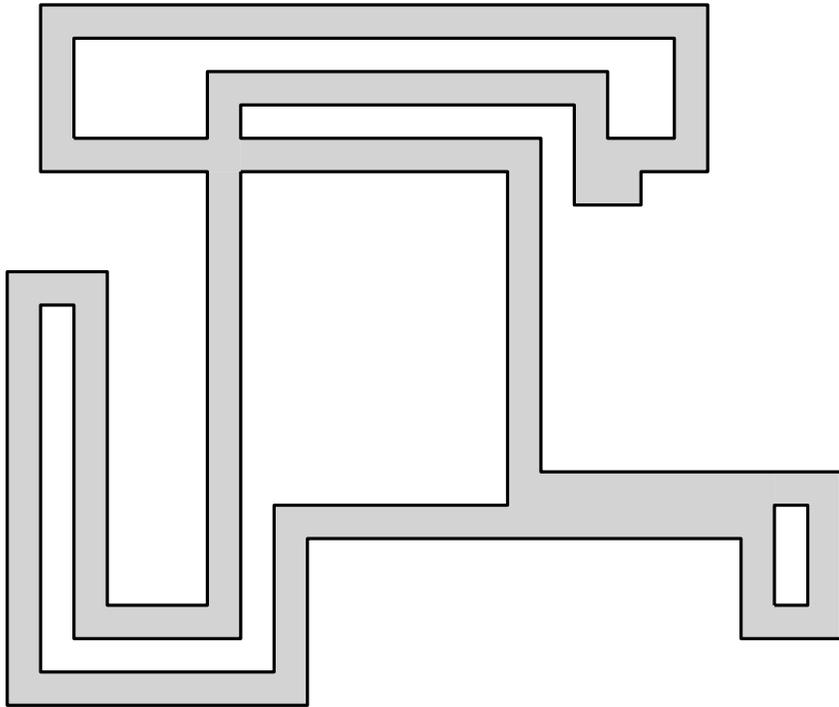
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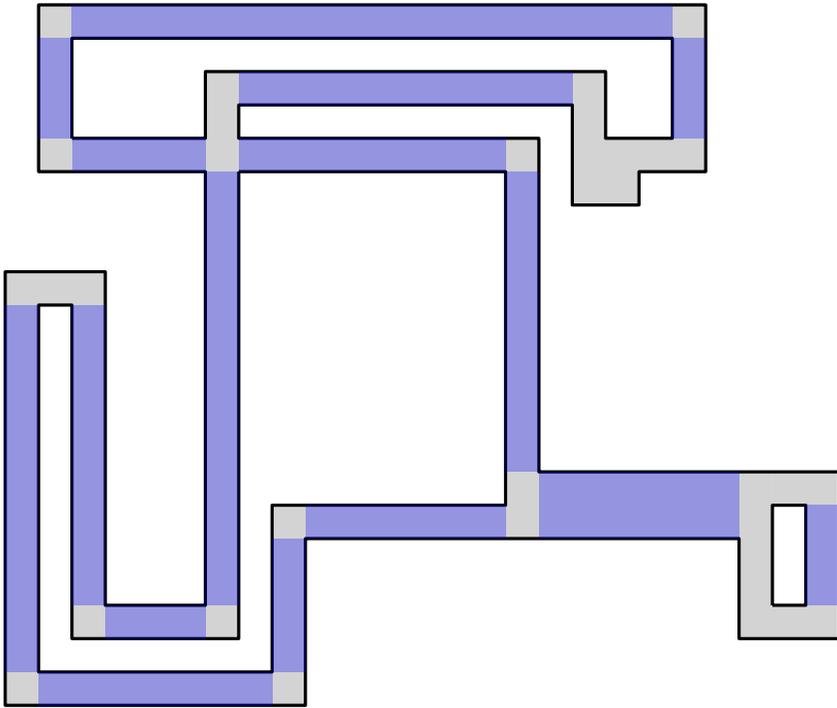
P



Find all pipes of length at least twice their width.

The final reduction

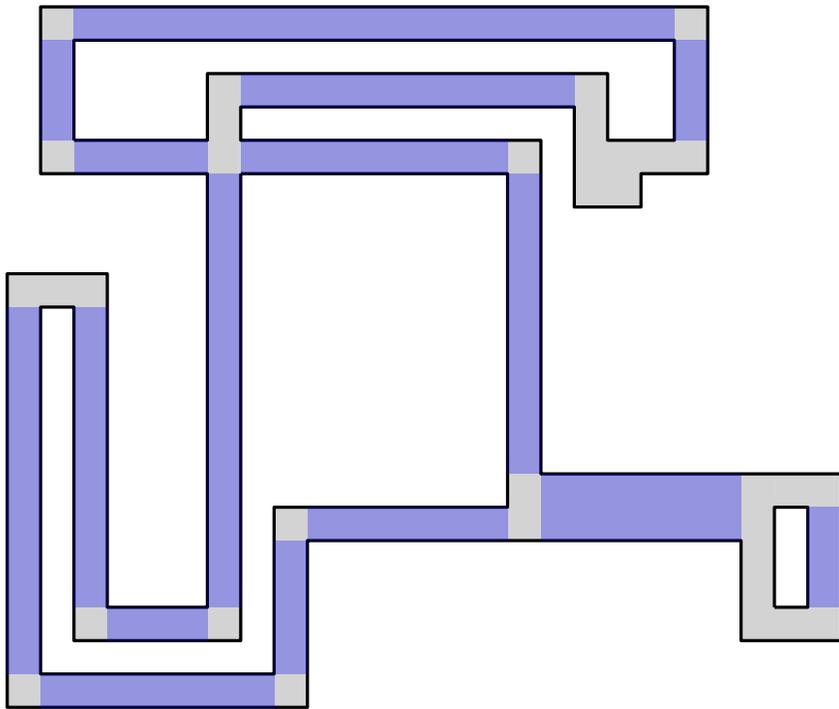
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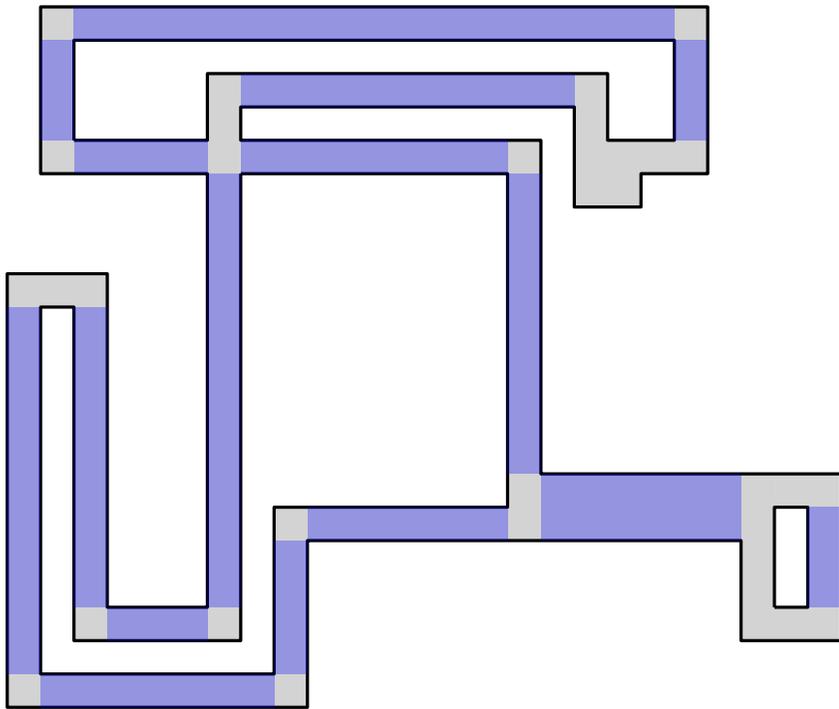


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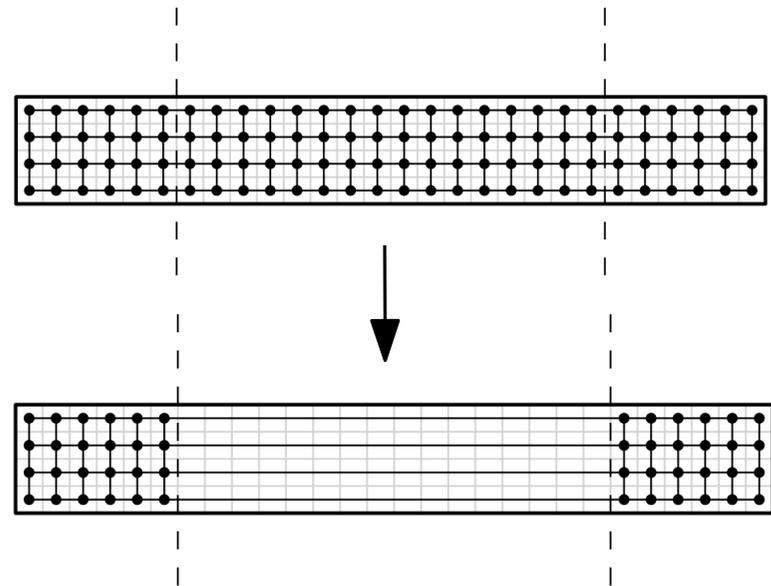
The final reduction

P

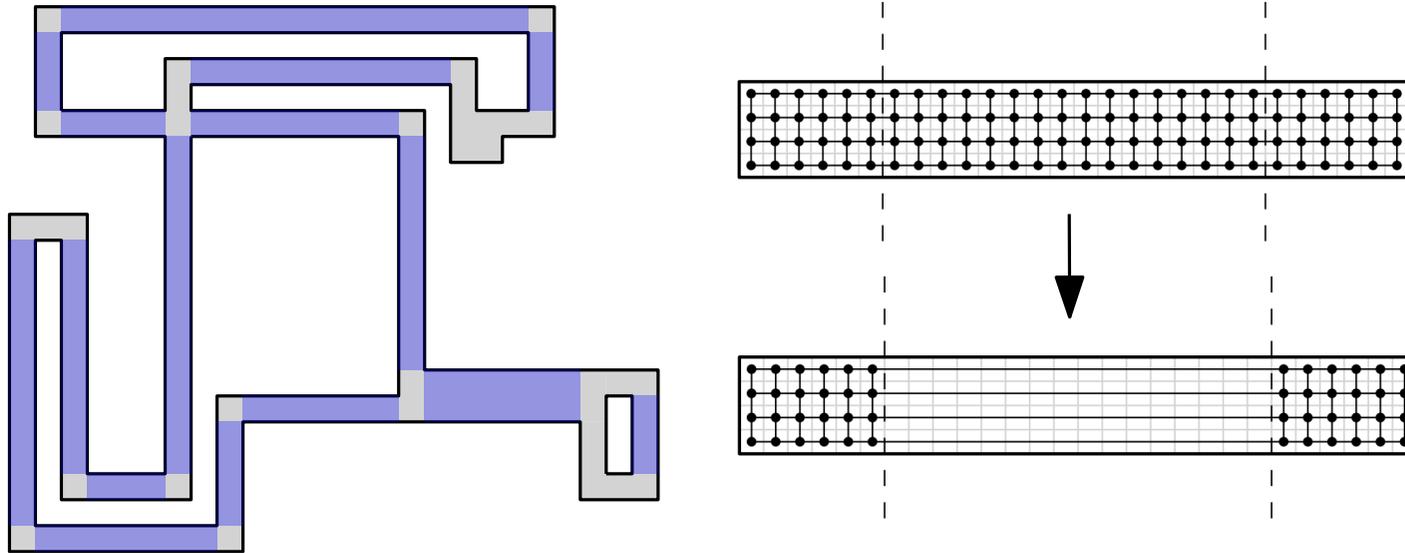


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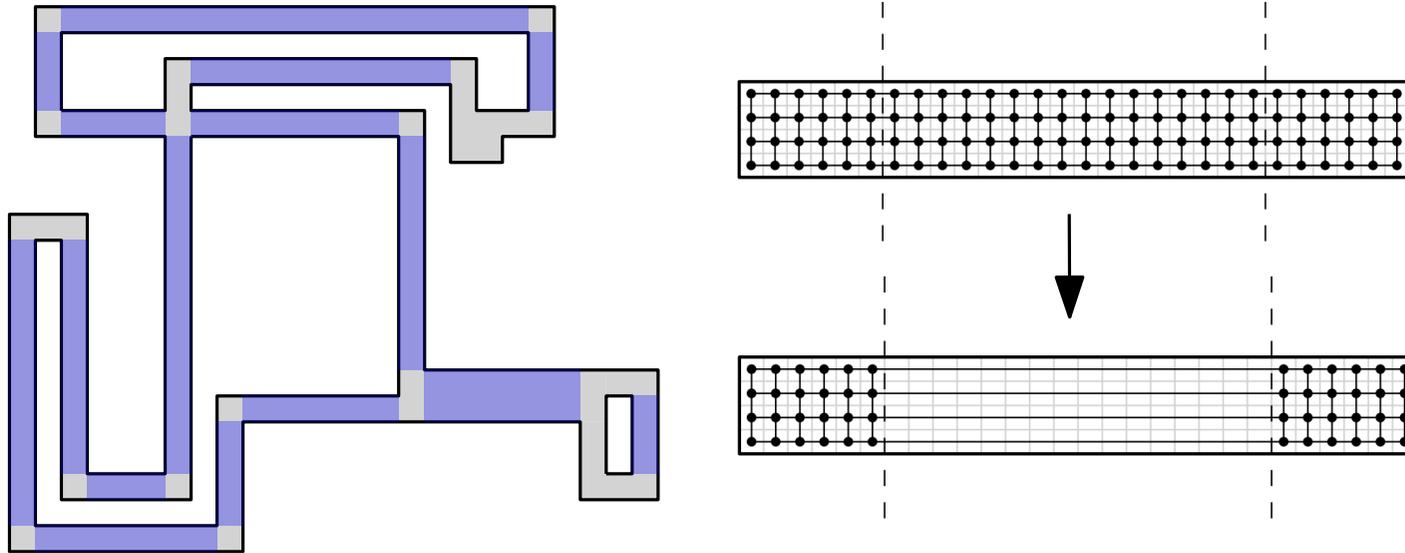


Summing up the reduction



In reduced instance G^* , each vertex is of distance $O(n)$ to a corner.

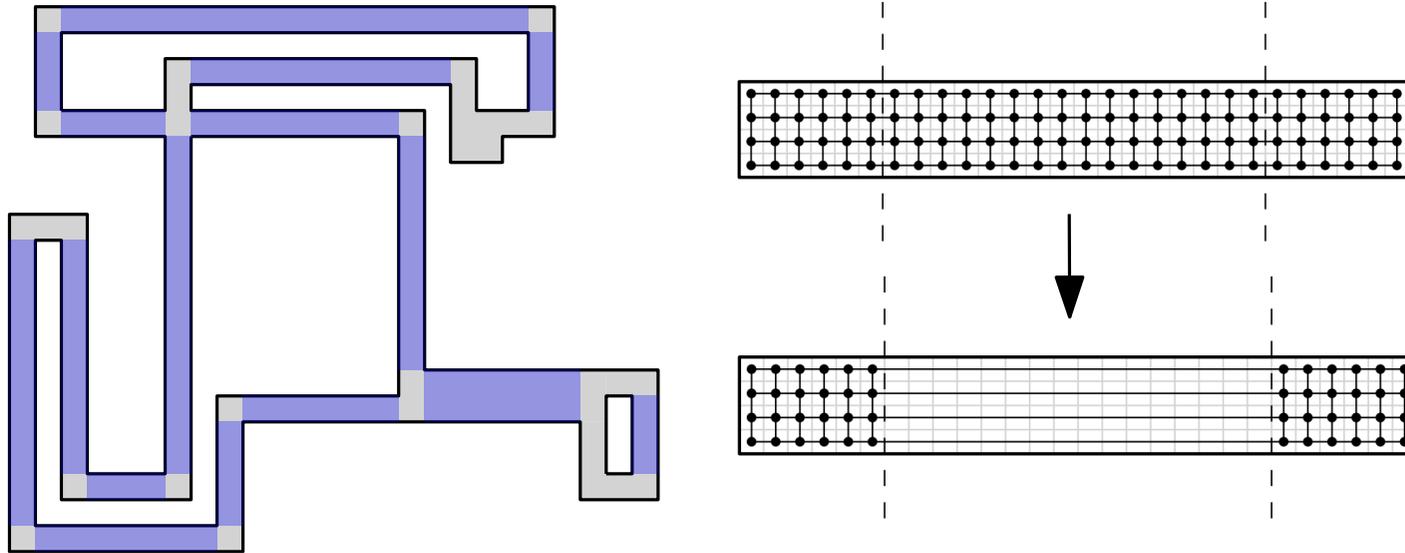
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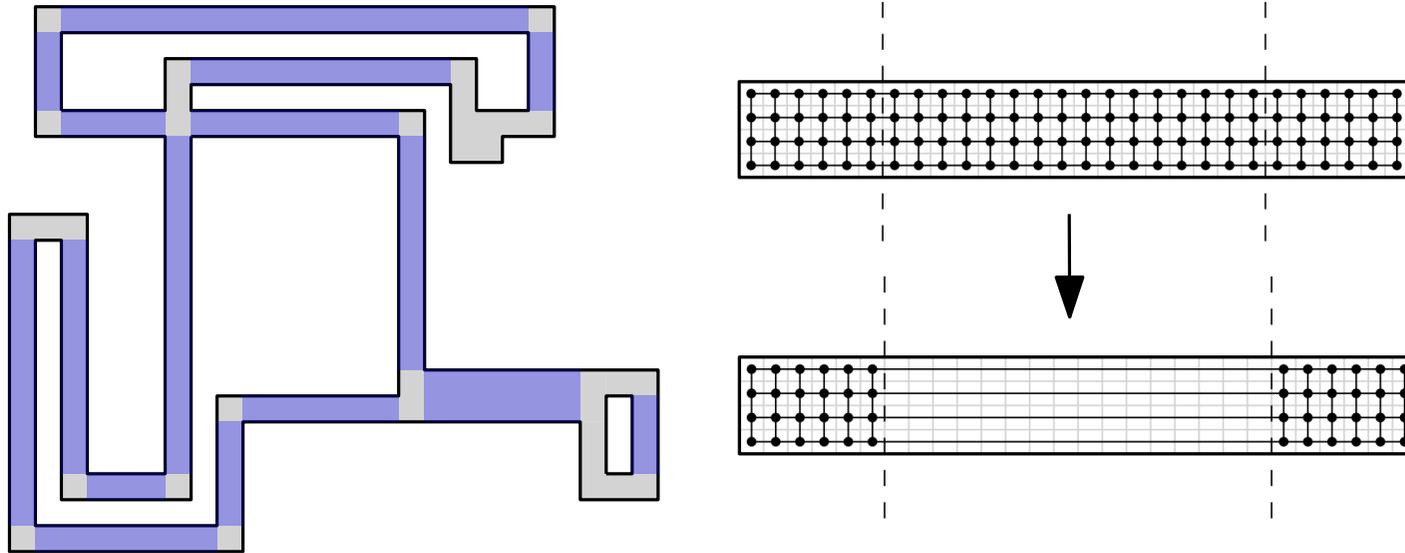


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G^* is planar and bipartite.

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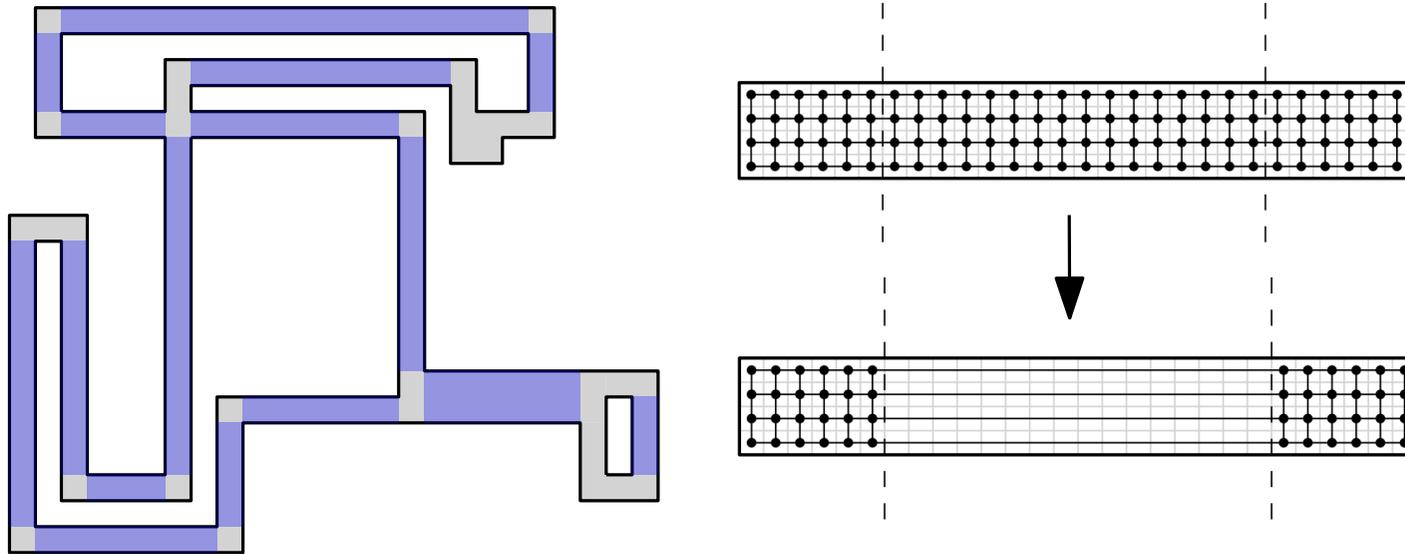
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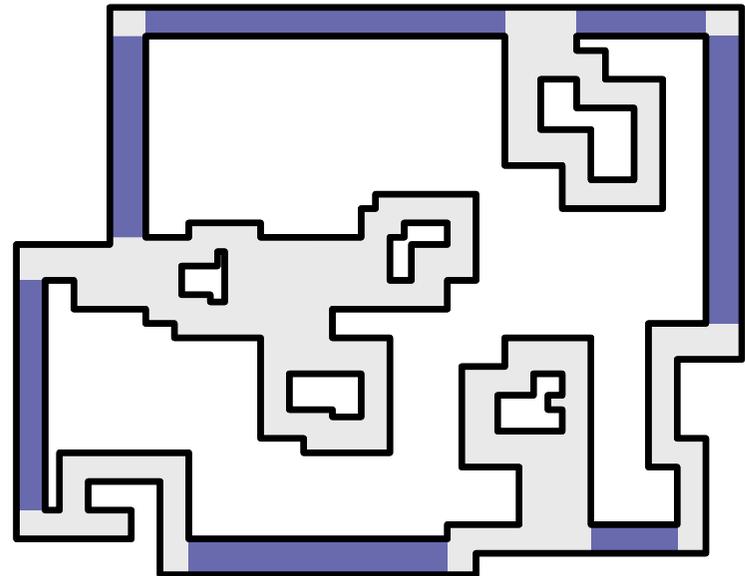
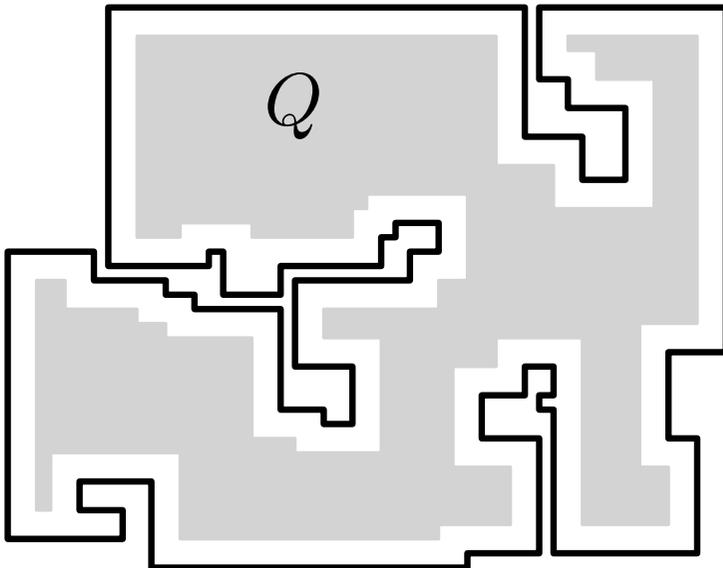
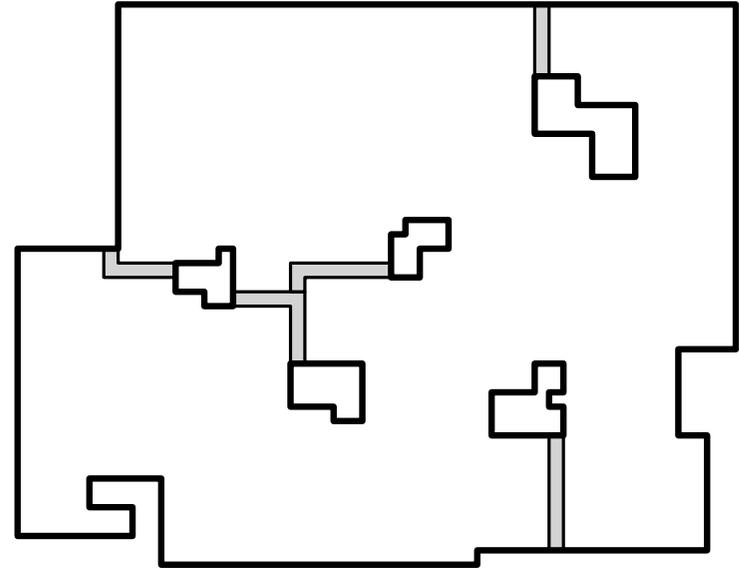
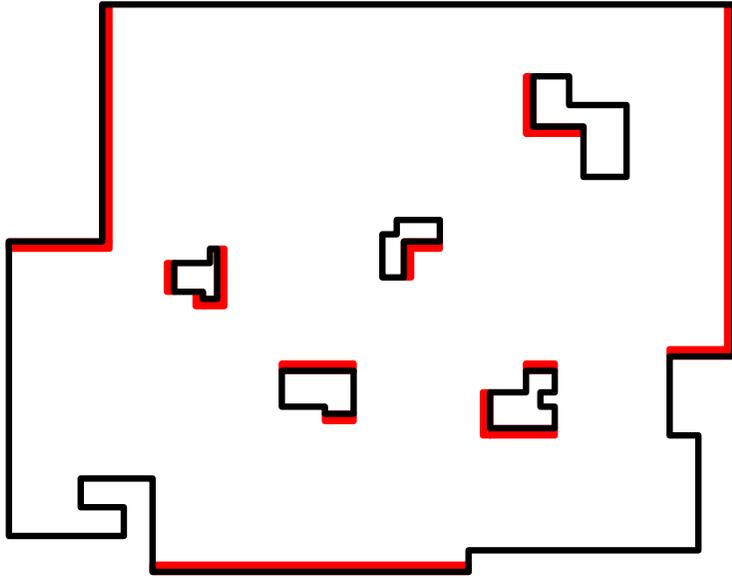
Find maximum matching M using a multiple-source multiple-sink maximum flow alg., $O(n^3 \log^3 n)$ time.

Return $|M| + \frac{\text{area}(P) - V(G^*)}{2}$.

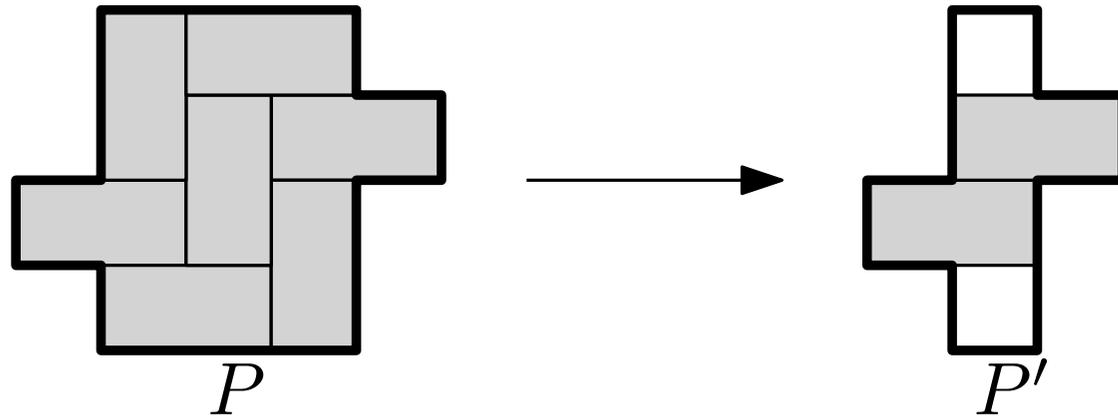
The total running time

	Running time:
Compute P_0	$O(n \log n)$
Compute offset	$O(n \log n)$
Find long pipes	$O(n \log n)$
Find maximum matching	$O(n^3 \log^3 n)$

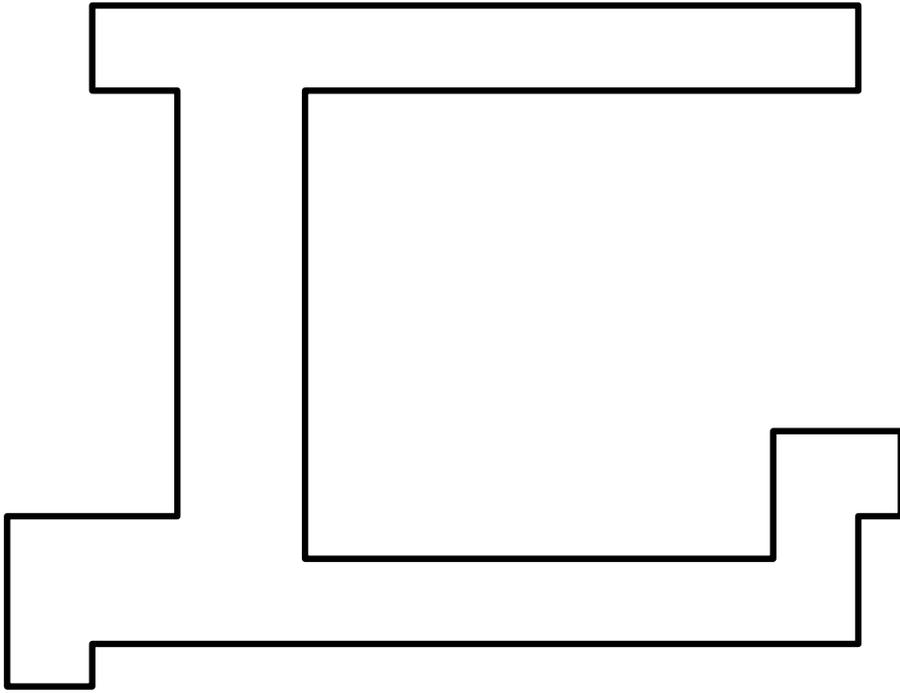
What if there are holes?



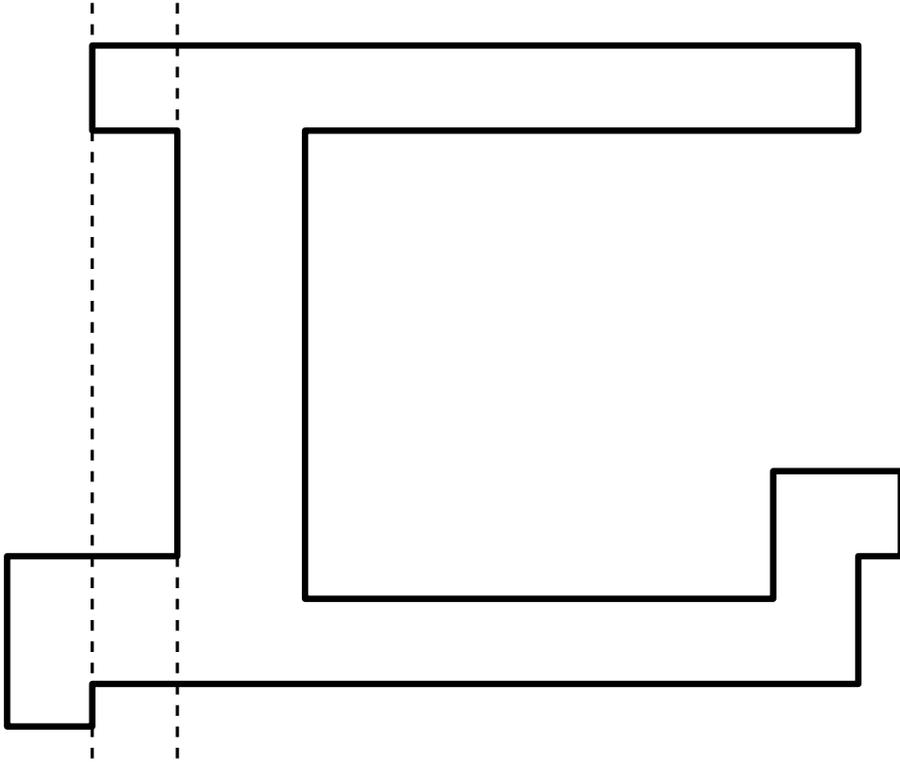
Simple algorithm



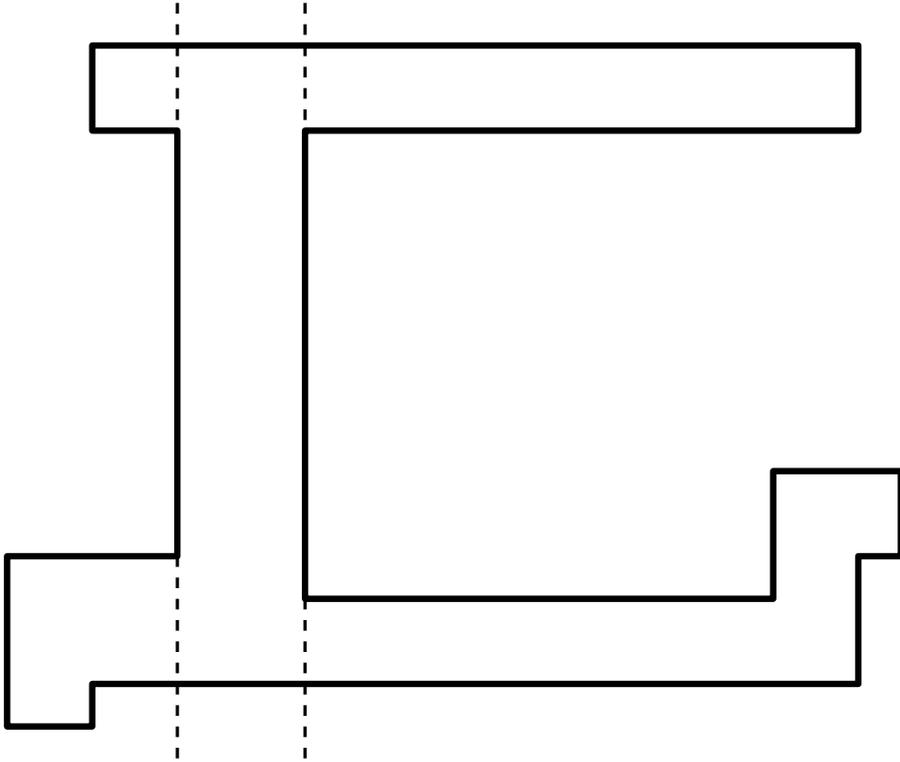
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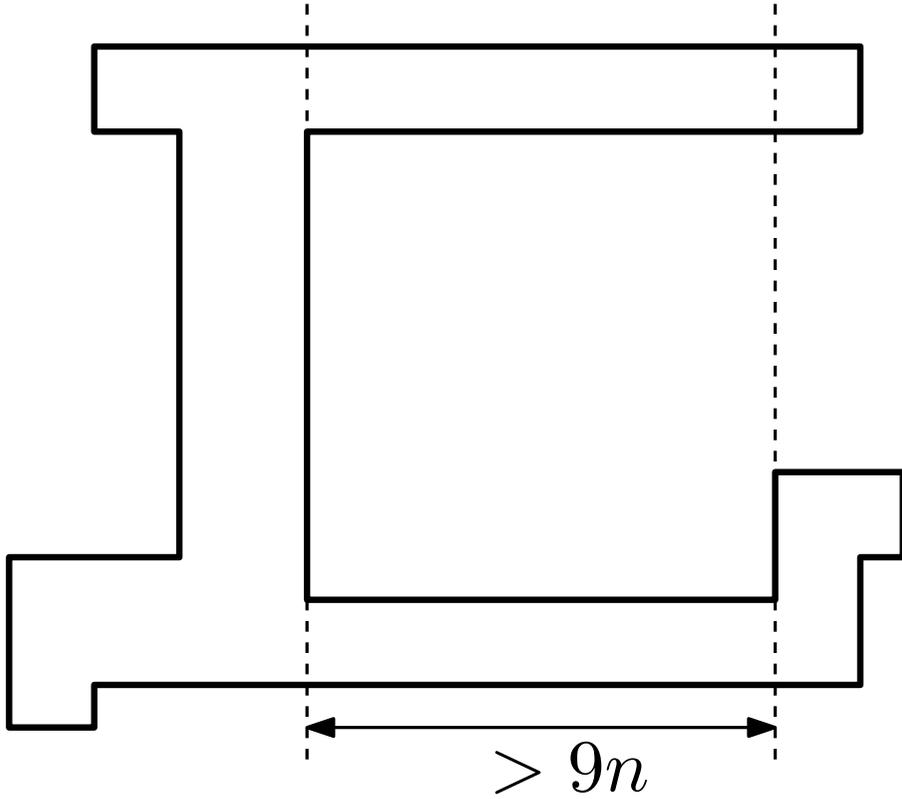
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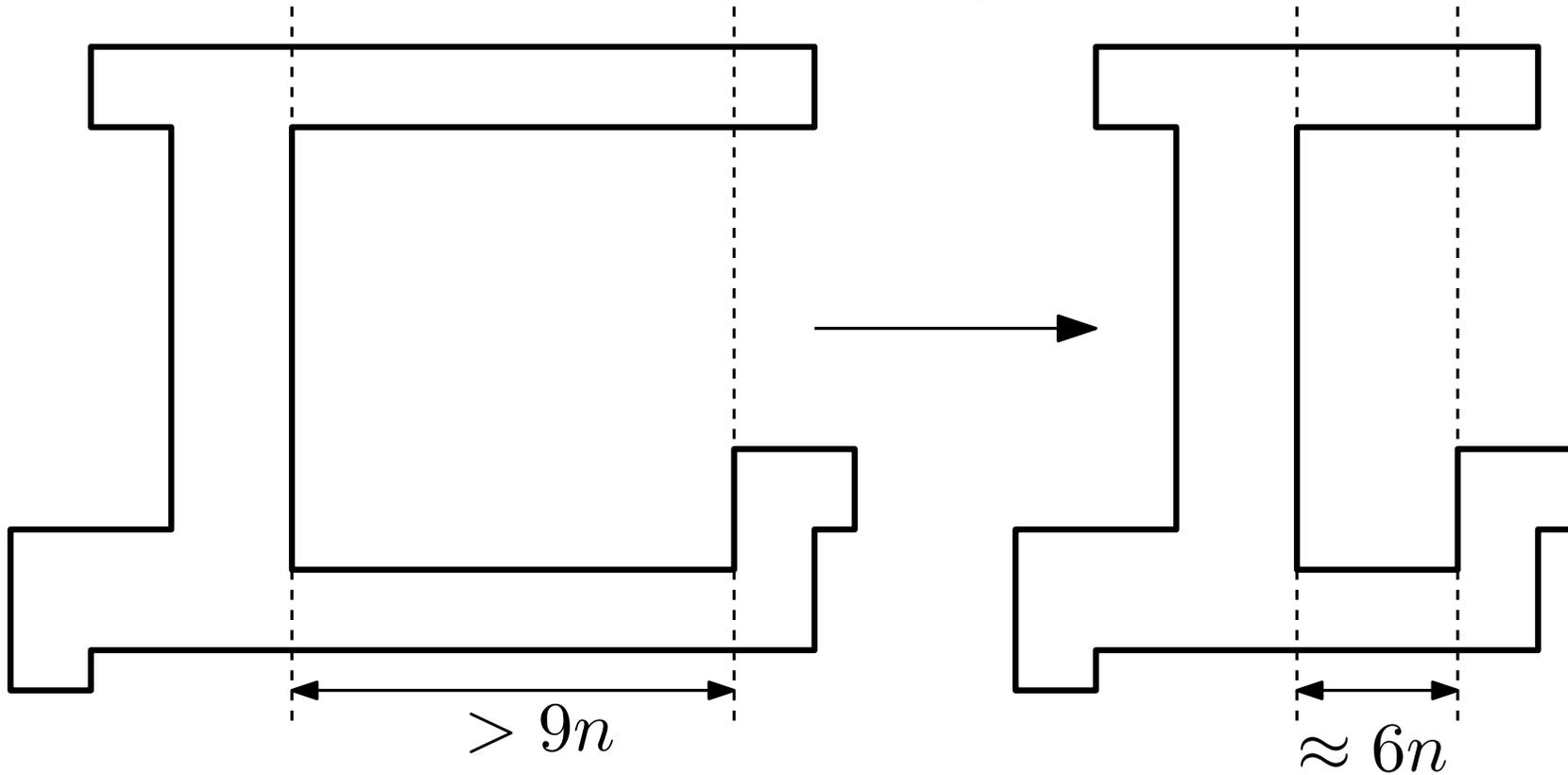
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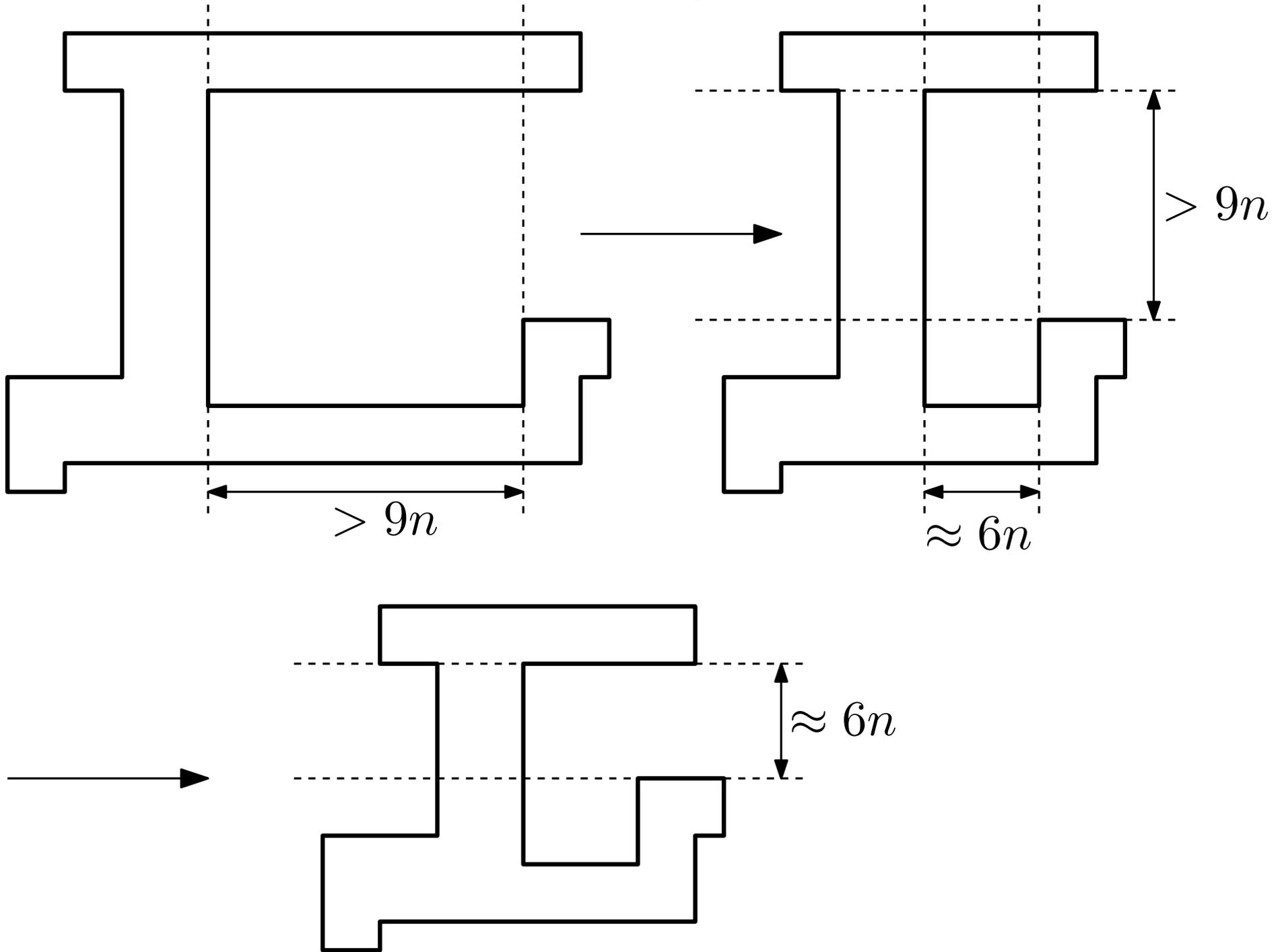
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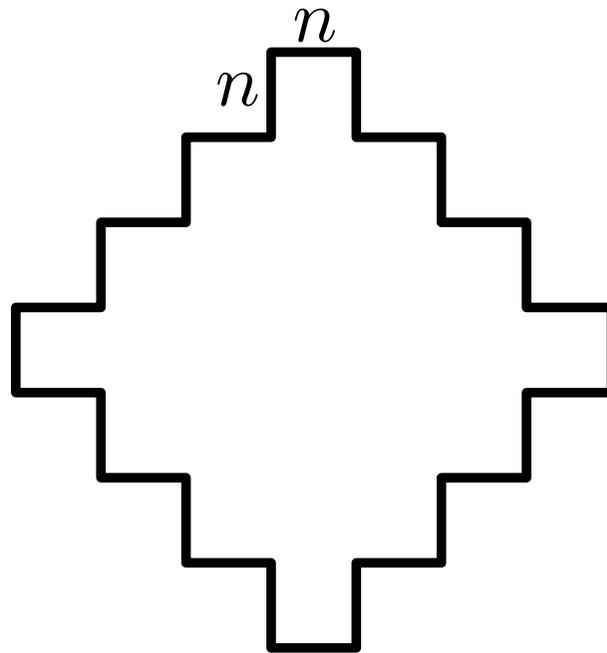
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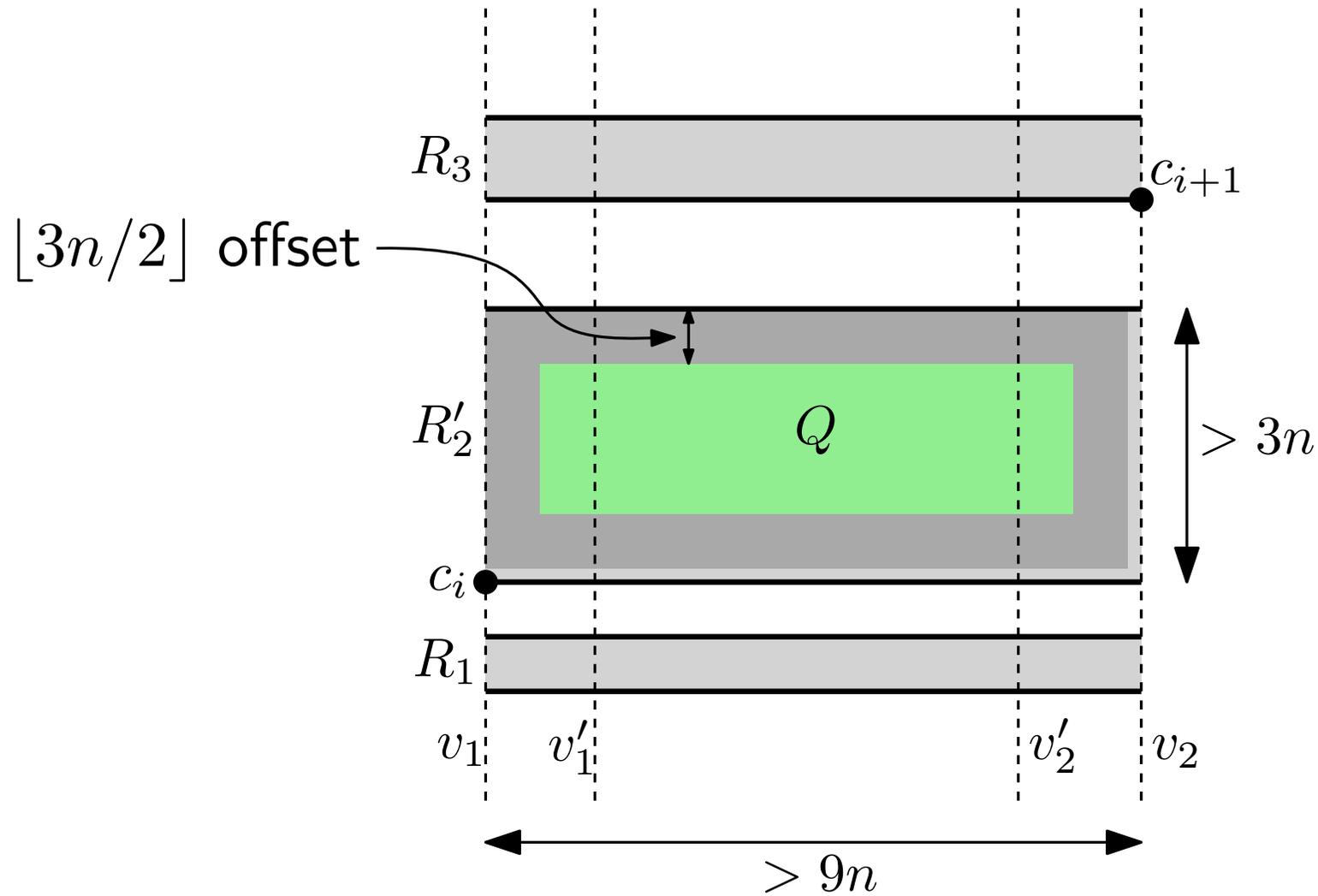


Running time



$$\tilde{O}(n^4)$$

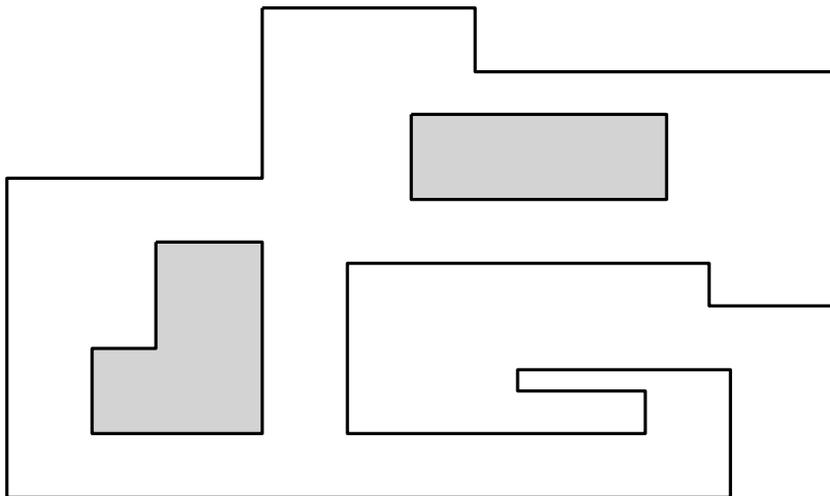
Correctness of simple algorithm



Open Problems

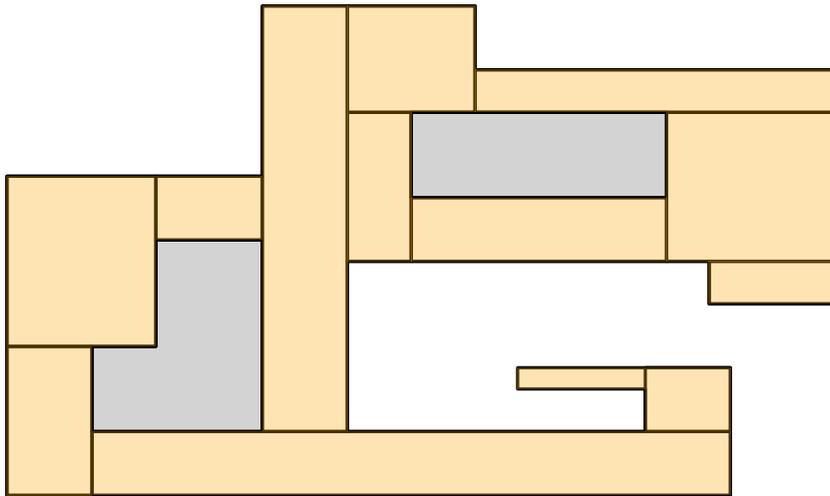
Open Problems

Can domino tiling/packing be solved faster with a reduction to a flow problem?



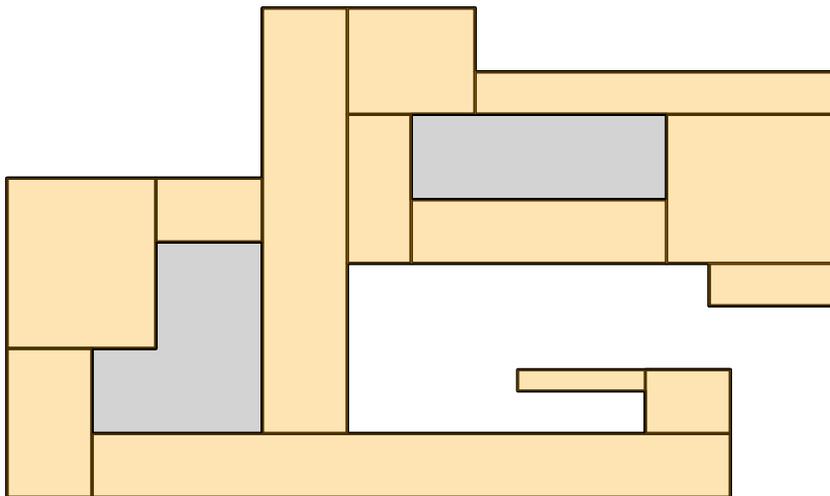
Open Problems

Can domino tiling/packing be solved faster with a reduction to a flow problem?



Open Problems

Can domino tiling/packing be solved faster with a reduction to a flow problem?



Packing 2×2 squares is NP-complete when P has holes. Can it be solved in polynomial time if P is hole-free?