

Perfectly Quilted Rectangular Snake Tilings

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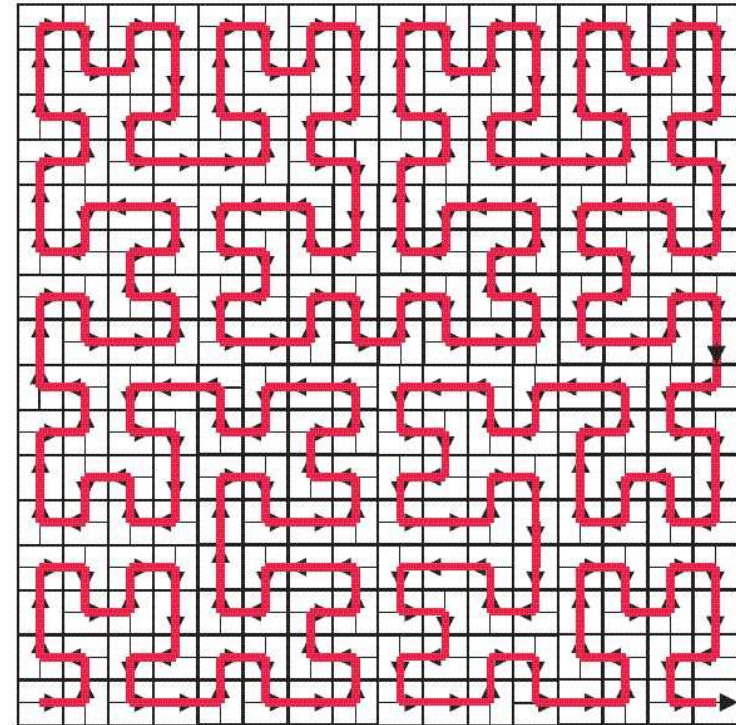
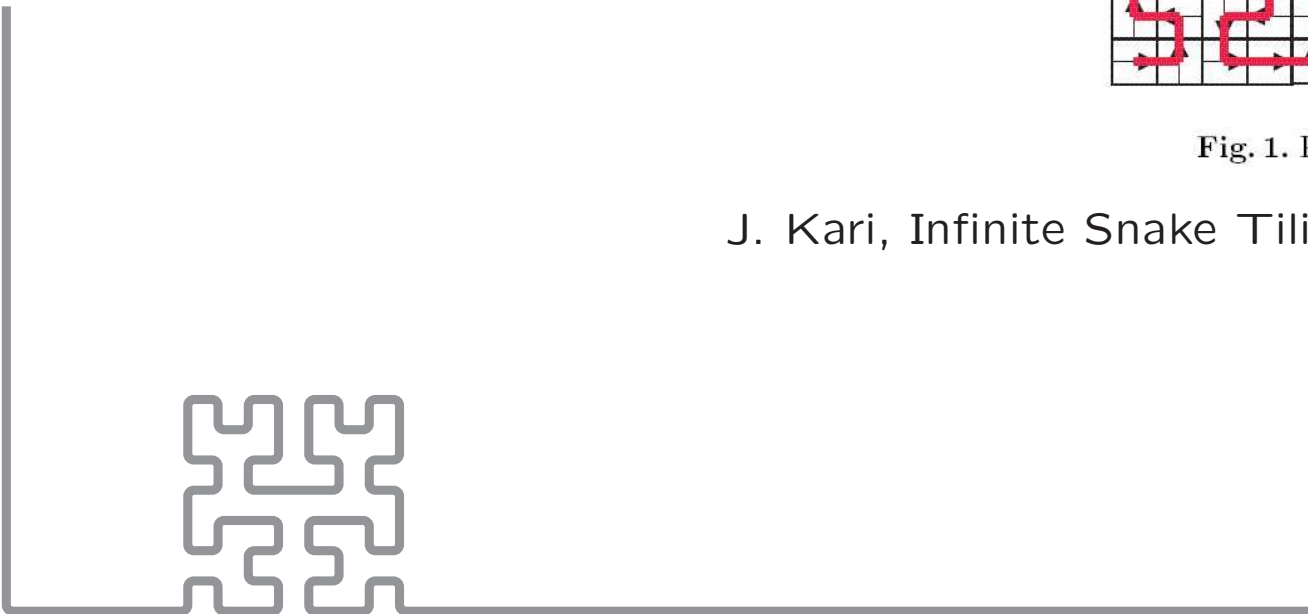


Fig. 1. Plane filling snake forced by D_0 .

J. Kari, Infinite Snake Tiling Problems, DLT2002



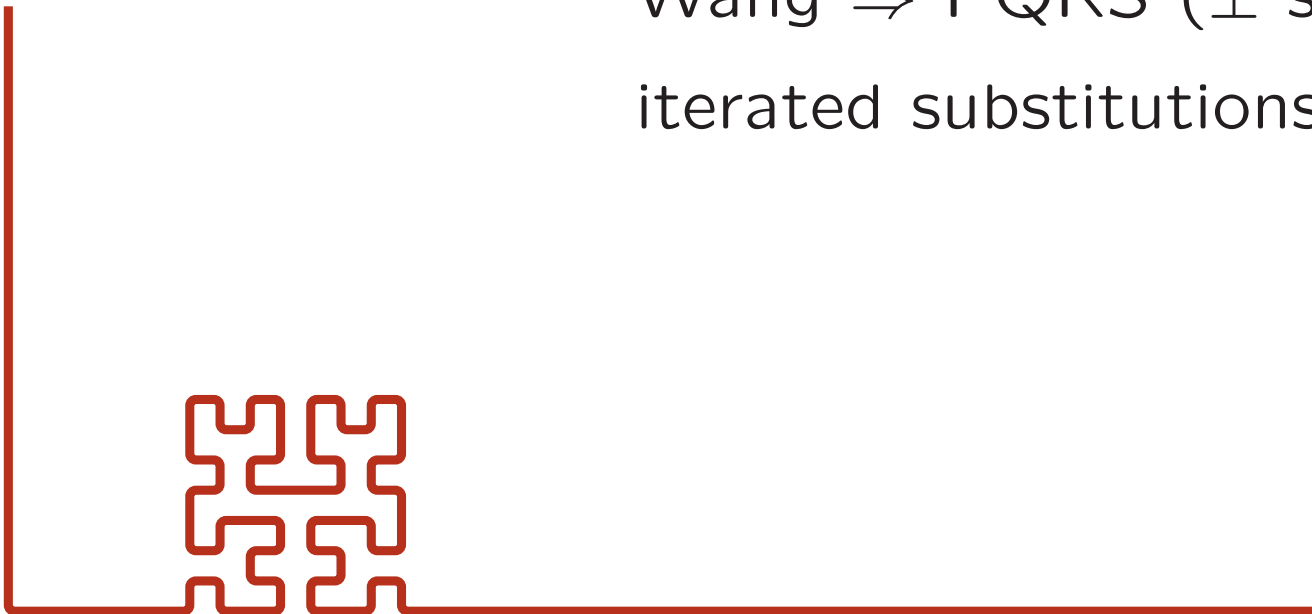
➔ two families

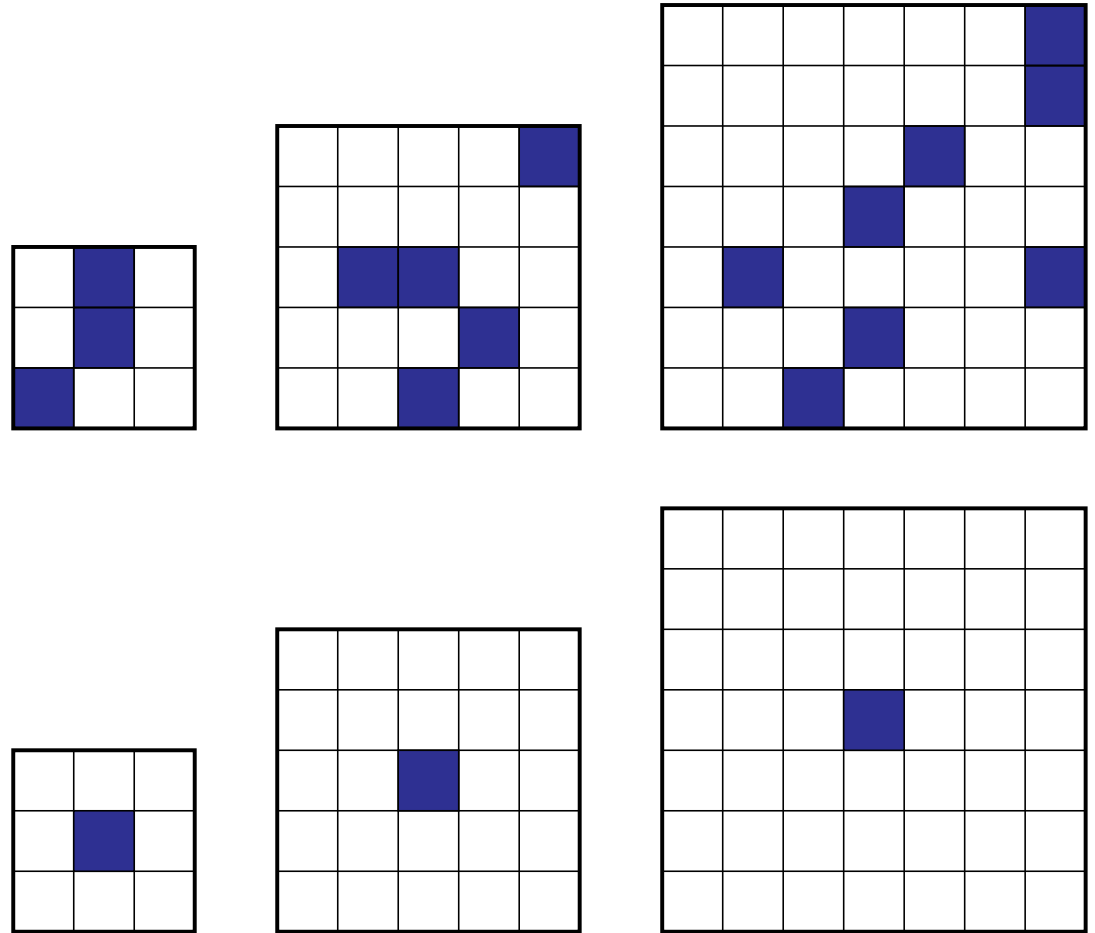
PQRS \Rightarrow Wang

undecidability

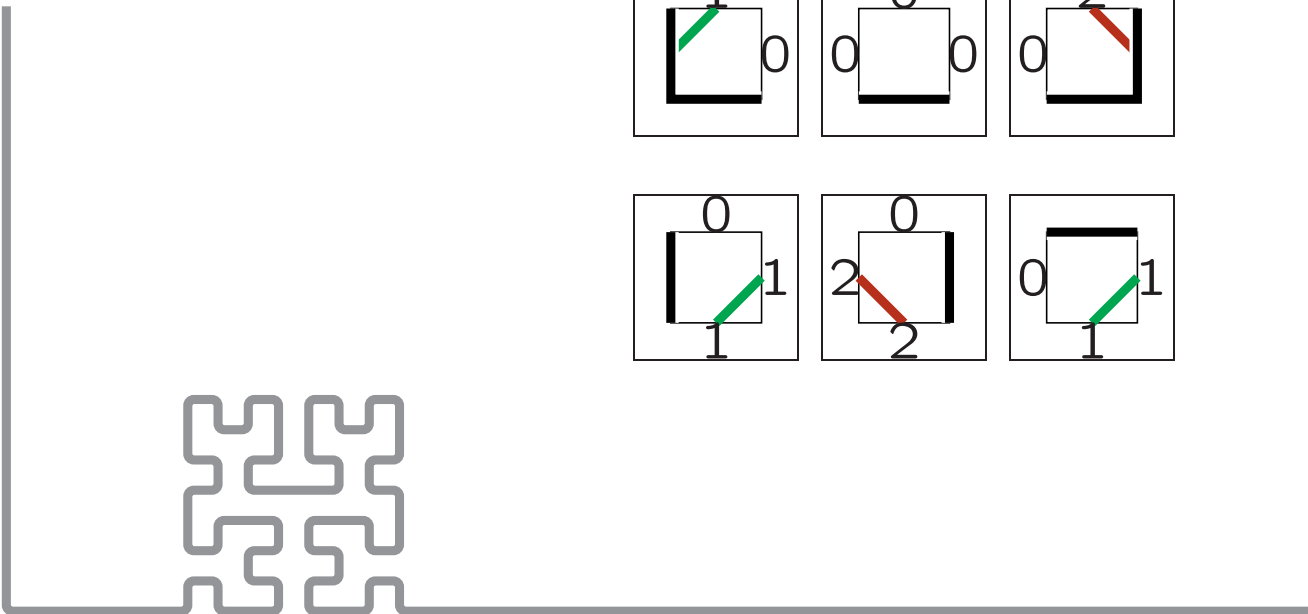
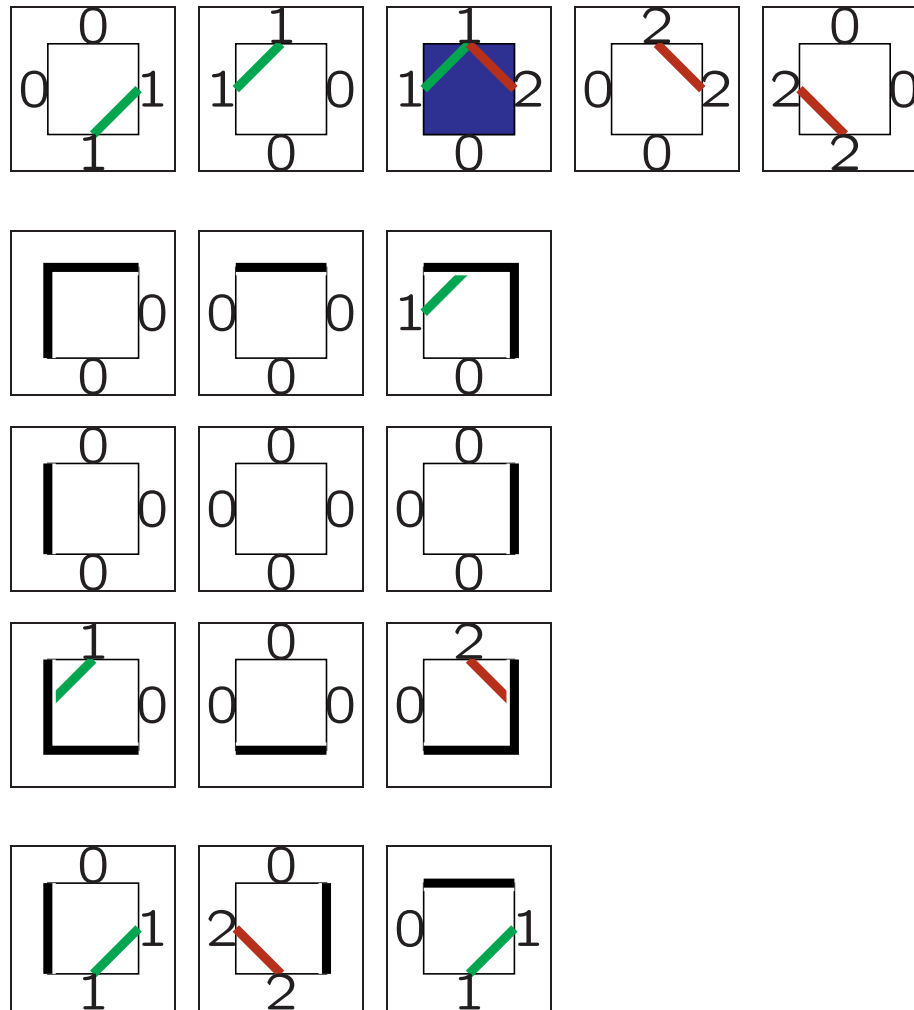
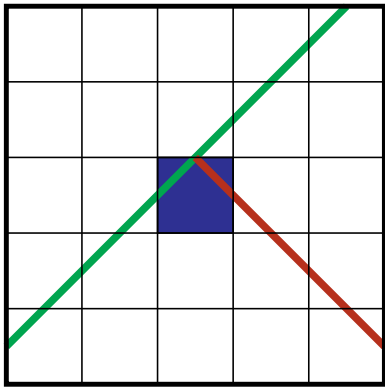
Wang \Rightarrow PQRS (\pm scaling)

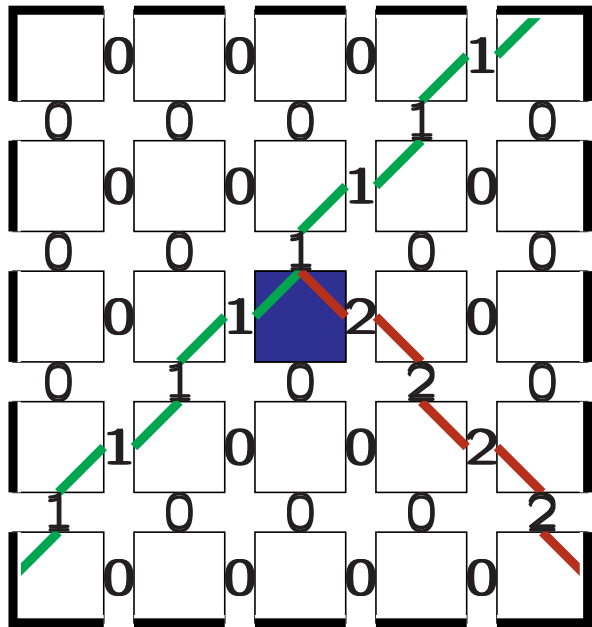
iterated substitutions





finite & rectangular




 (Σ, T, c, φ)

T tiles with four sided markings
tiling: markings match

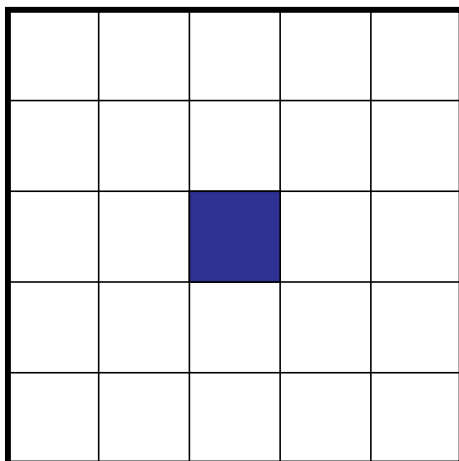
c border marking

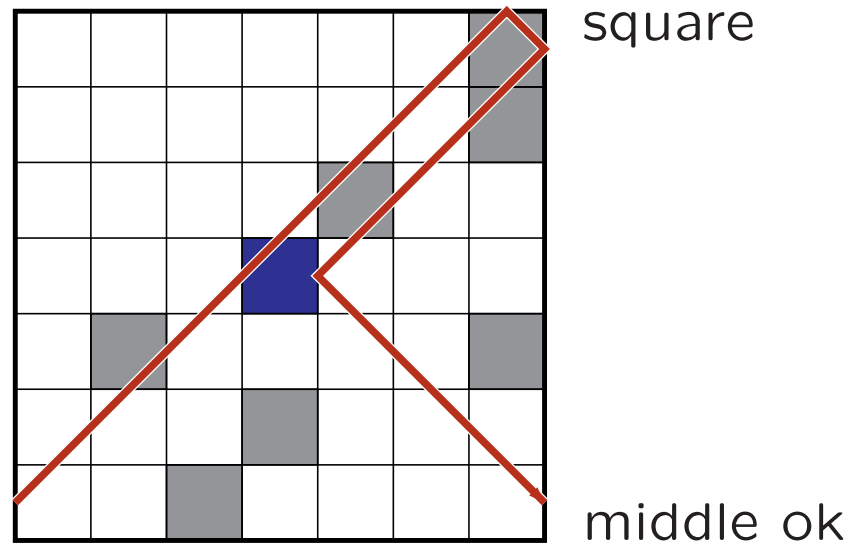
$\varphi : T \rightarrow \Sigma$ tile \mapsto 'colour'

Wang picture language

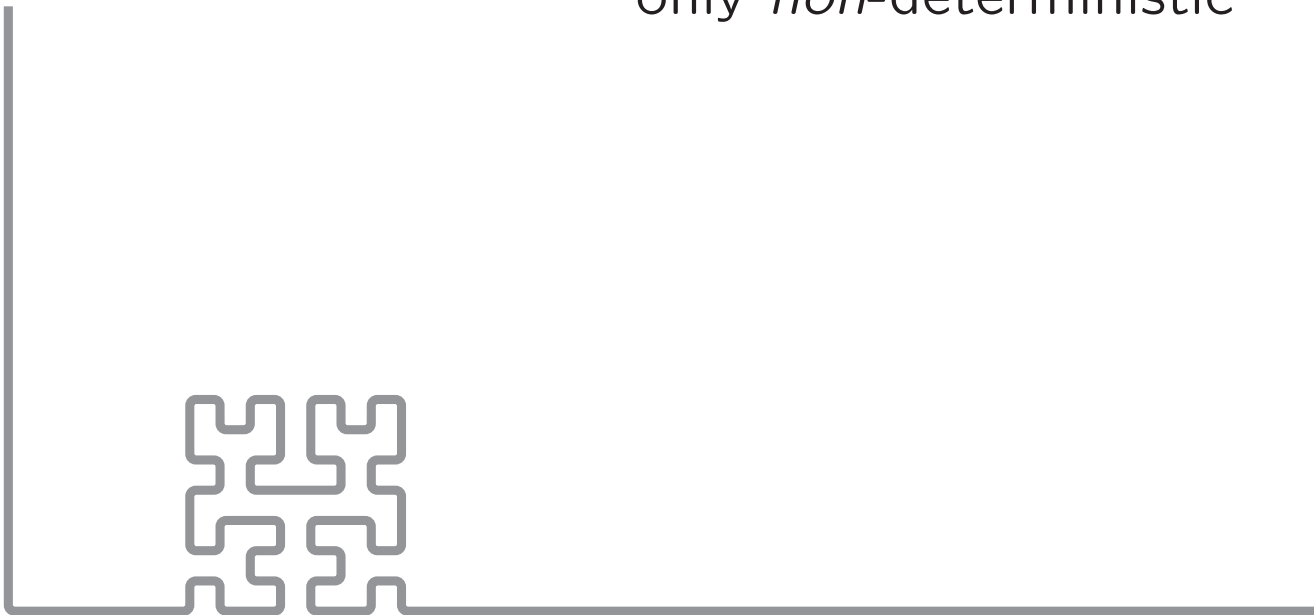
projection of local language

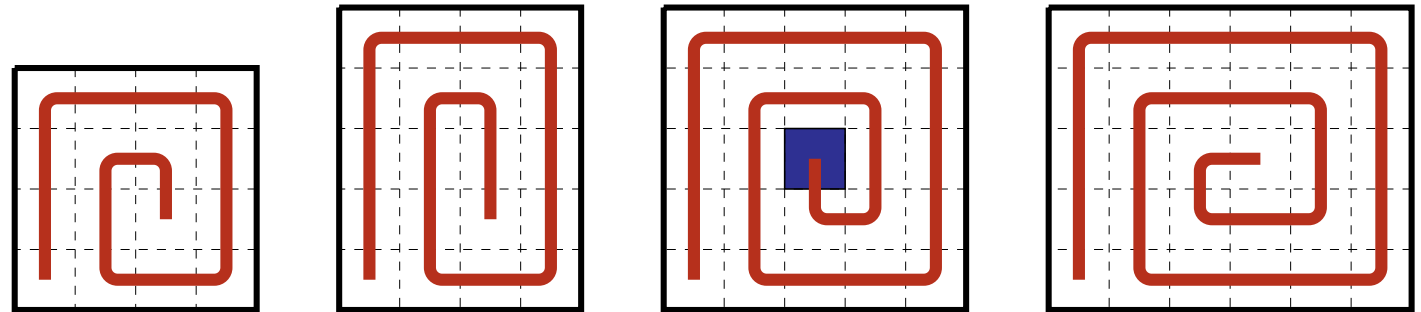
Giammarresi, Restivo: REC



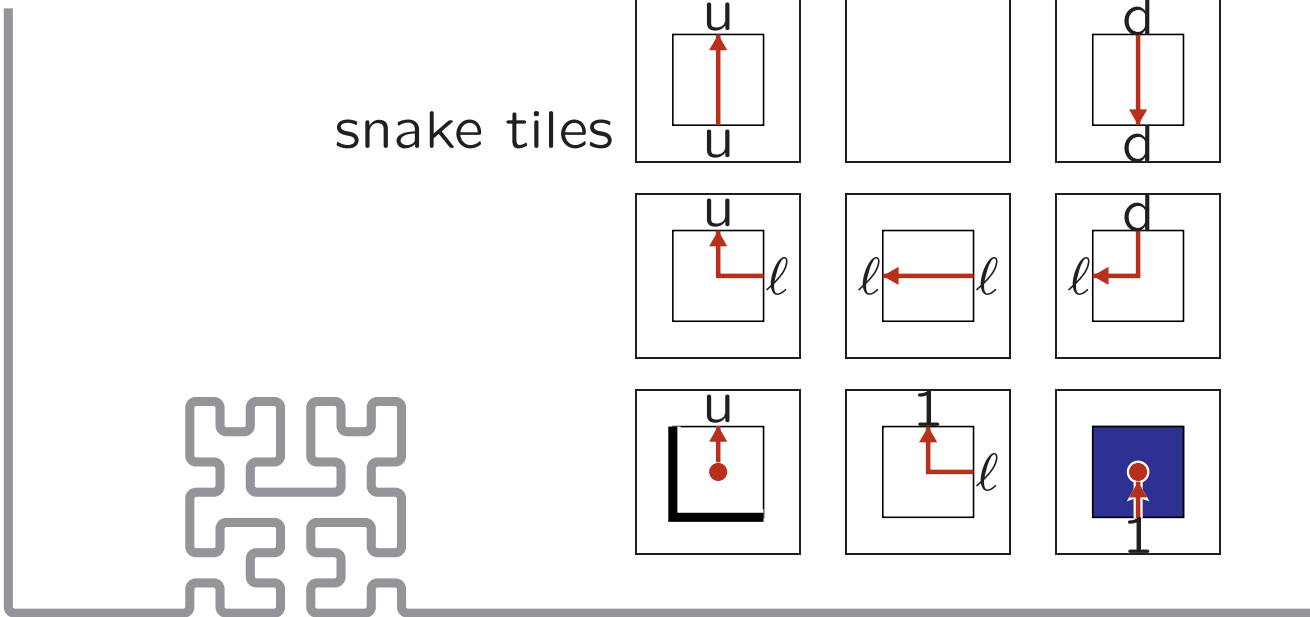
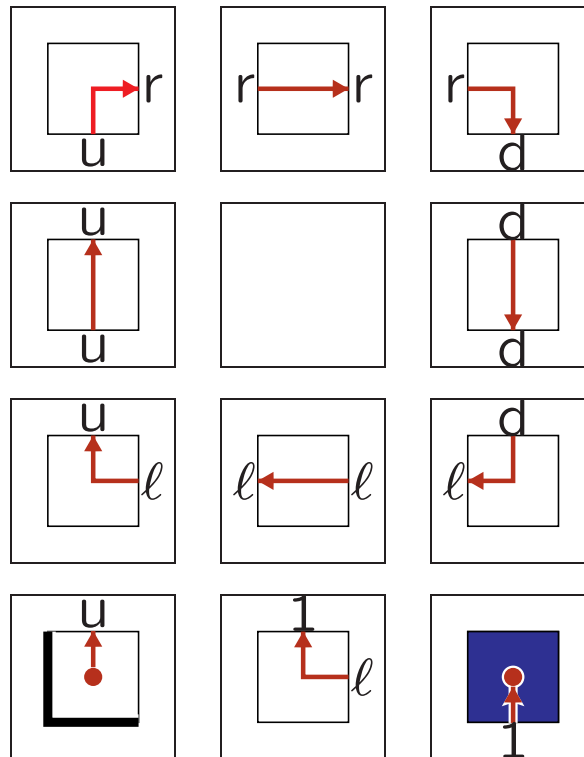


only *non-deterministic*



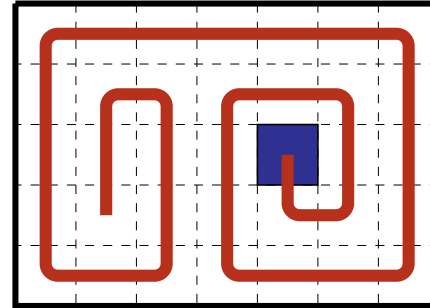


snake tiles

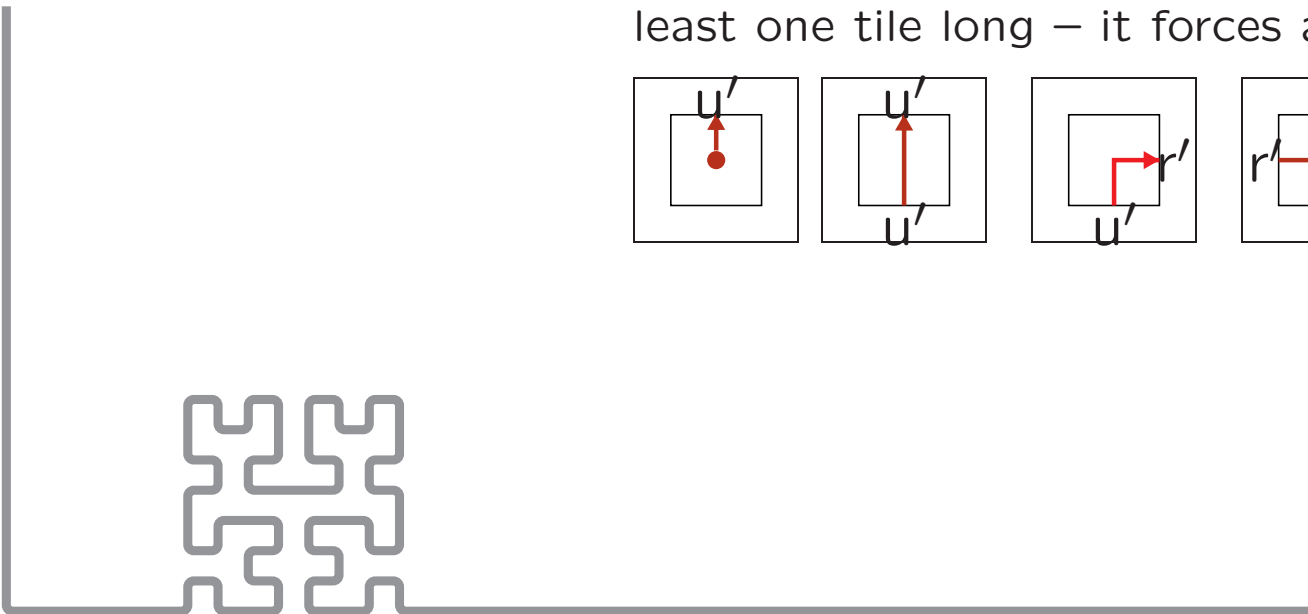
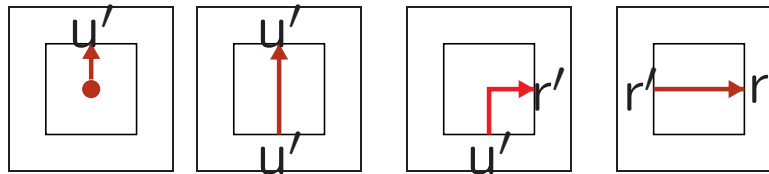


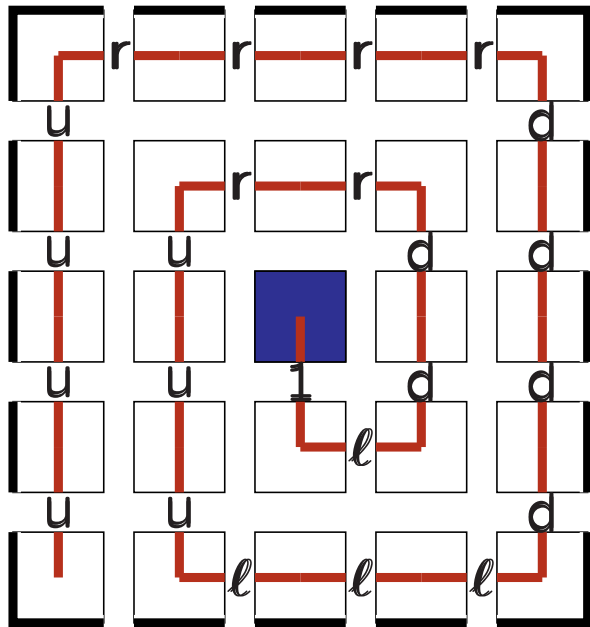
comment
(added after lecture)

if the first tile does not recognize the border, the snake may spiral inward and/or outward!



solution: make first horizontal segment to the right at least one tile long – it forces an inward spiral





rectangular snake tilings

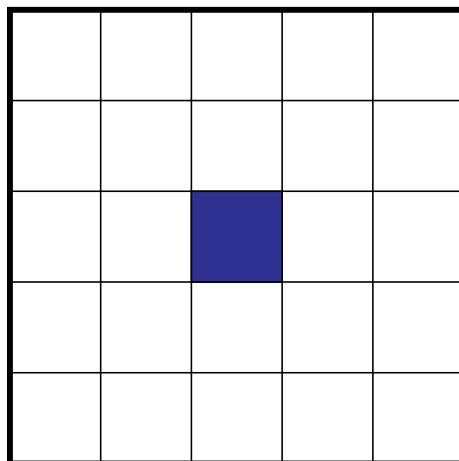
$(\Sigma, T, i, f, \varphi)$

T tiles with two sided markings
tiling: markings match
& single visit

perfectly quilting

i, f initial, final tile

$\varphi : T \rightarrow \Sigma$ tile \mapsto 'colour'



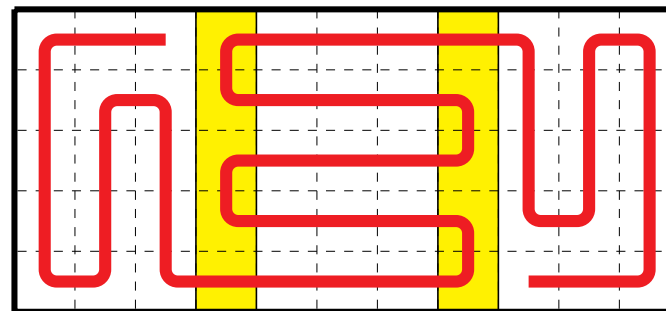
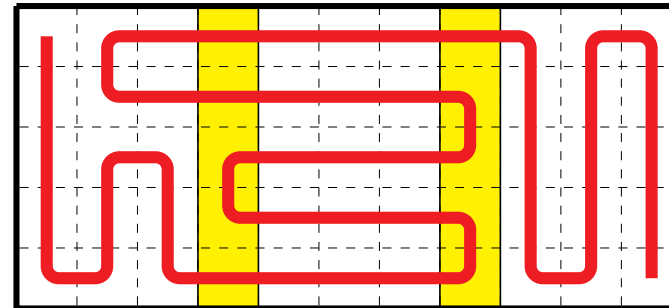
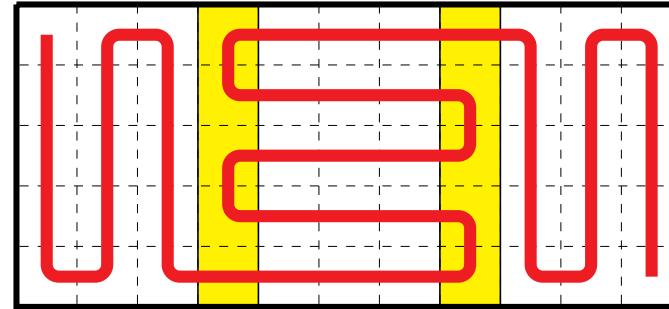
PQRS picture language

regular description

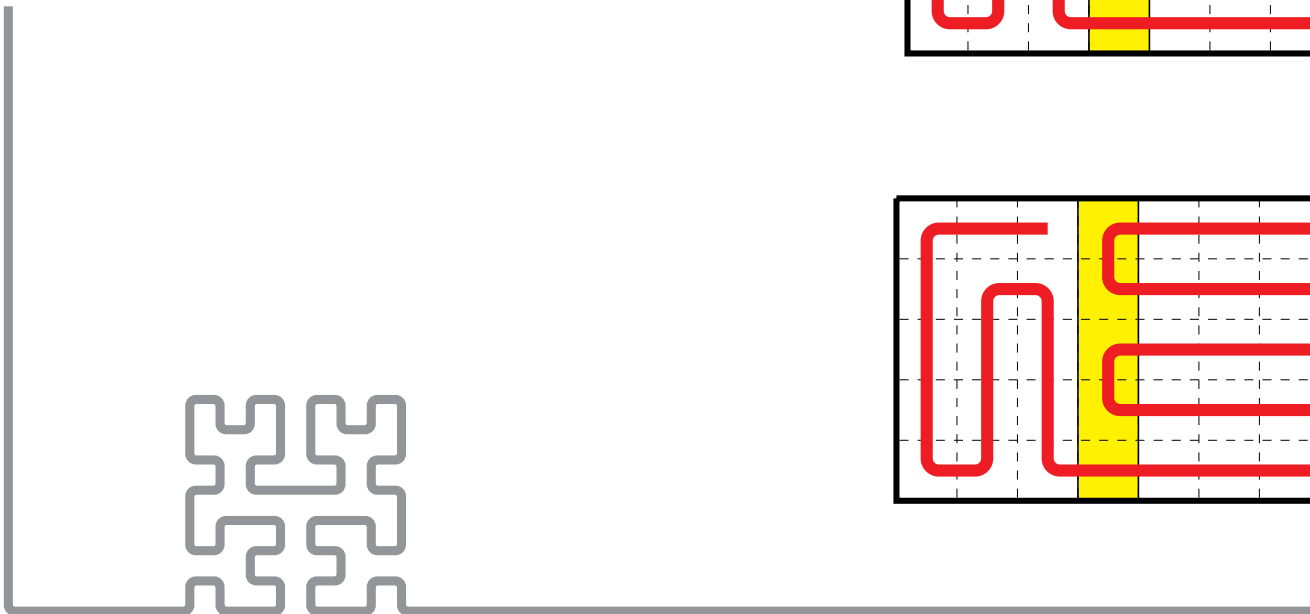
comment

(added after lecture)

again the solution at the bottom depends on the fact whether the first snake tile recognizes the border; the technical results are independent of this,

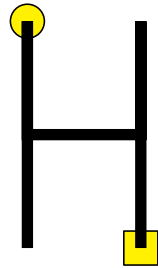


oops!



'regular description'

chain code picture language

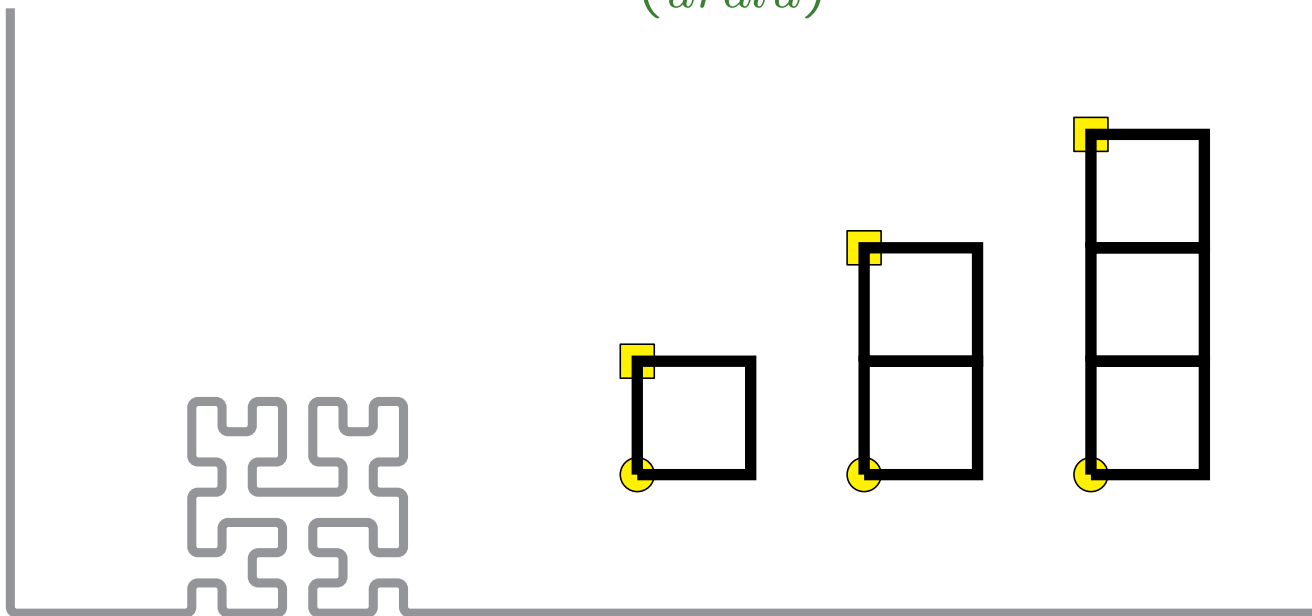


$$D = \{r, d, l, u\}$$

$$d^2urud^2$$

overlap possible

$$(urdlu)^*$$



 **Wang languages**

- four sided
- pojection local language

 **PQRS languages**

- two sided + single visit
- regular description



two families

➔ PQRS \Rightarrow Wang

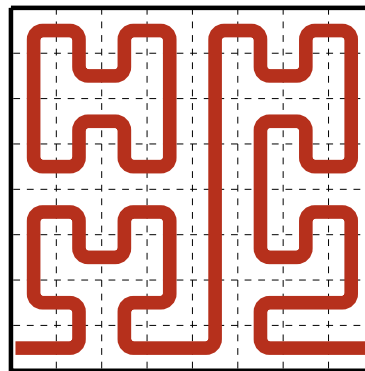
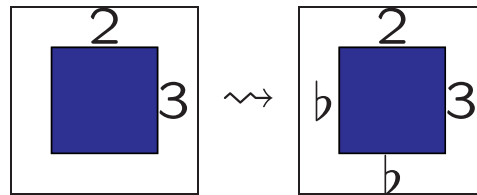
undecidability

Wang \Rightarrow PQRS (\pm scaling)

iterated substitutions



Lemma. Every PQRS language is a Wang language.

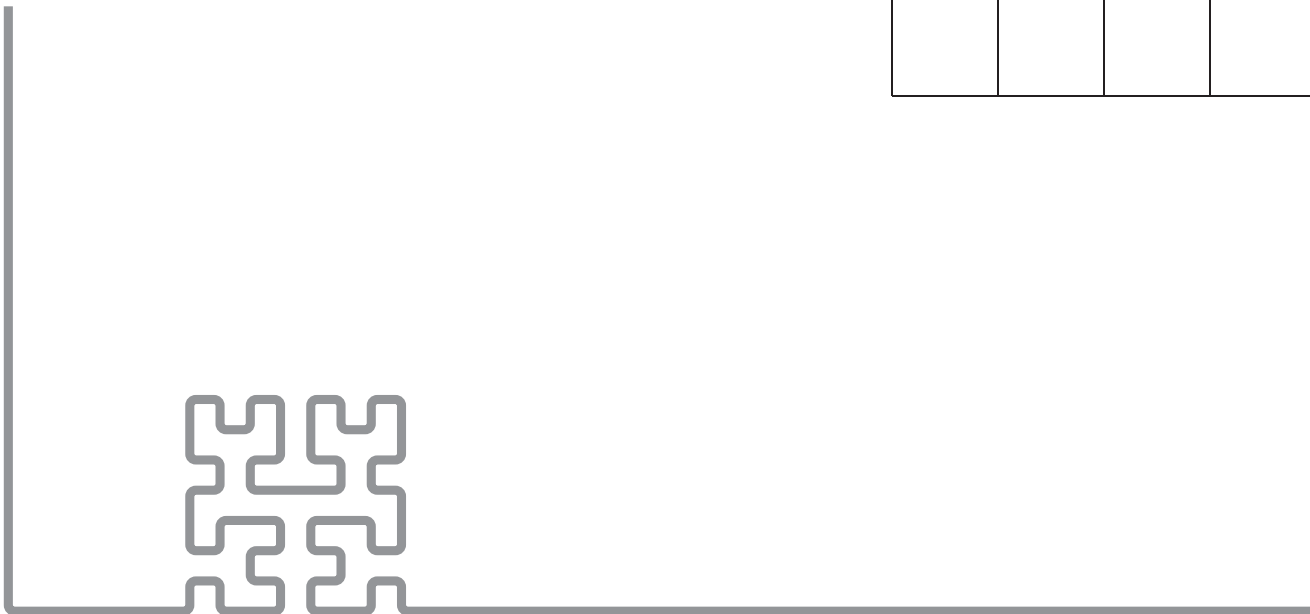


single connected snake?



	a	b	b	a	a	b	a	
	b	b	a	a	b	b	b	
	a	b	b	a	b	a	b	
	a	a	b	b	b	b	b	
	a	a	b	a	a	b	a	

using Wang tiles?

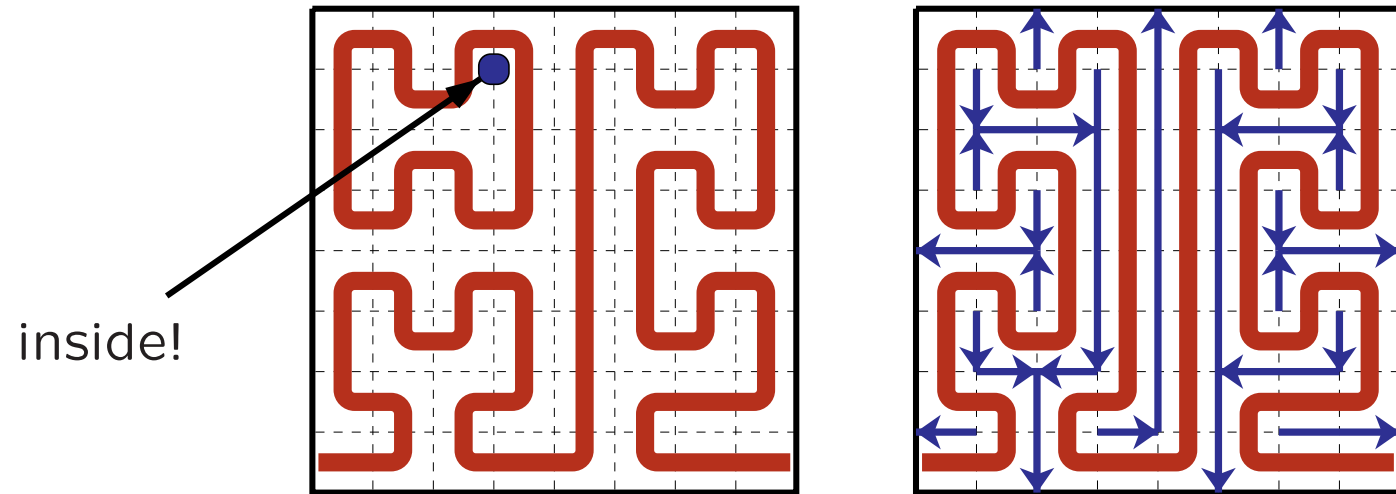


#	#	#	#	#	#	#	#	#
#	$a \rightarrow$	$b \downarrow$	$\leftarrow b$	$\leftarrow a$	$\leftarrow a$	$b \downarrow$	$a \downarrow$	#
#	$b \downarrow$	$\leftarrow b$	$\leftarrow a$	$a \rightarrow$	$b \rightarrow$	$b \rightarrow$	$b \downarrow$	#
#	a_r	$b \uparrow$	$\leftarrow b$	$a \rightarrow$	$b \uparrow$	$\leftarrow a$	$b \downarrow$	#
#	a_r	$a \uparrow$	$b \uparrow$	$\leftarrow b$	$\leftarrow b$	$\leftarrow b$	$\leftarrow b$	#
#	a_r	$a \uparrow$	$b \uparrow$	$\leftarrow a$	$\leftarrow a$	$b \uparrow$	$\leftarrow a$	#
#	#	#	#	#	#	#	#	#

Klaus Reinhardt

On Some Recognizable Picture-Languages, MFCS 1998





two families

PQRS \Rightarrow Wang

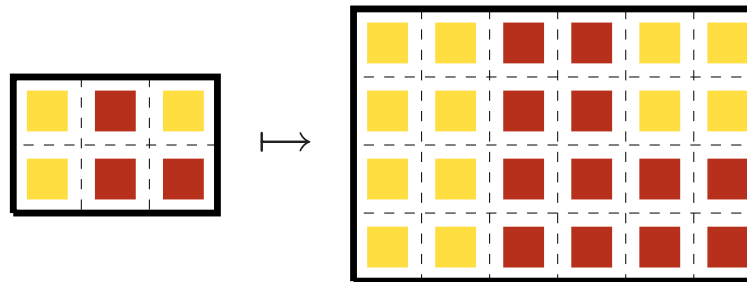
undecidability

➔ Wang \Rightarrow PQRS (\pm scaling)

iterated substitutions



multiplication



Lemma. Every **Wang** language is a **PQRS** language (after multiplication).



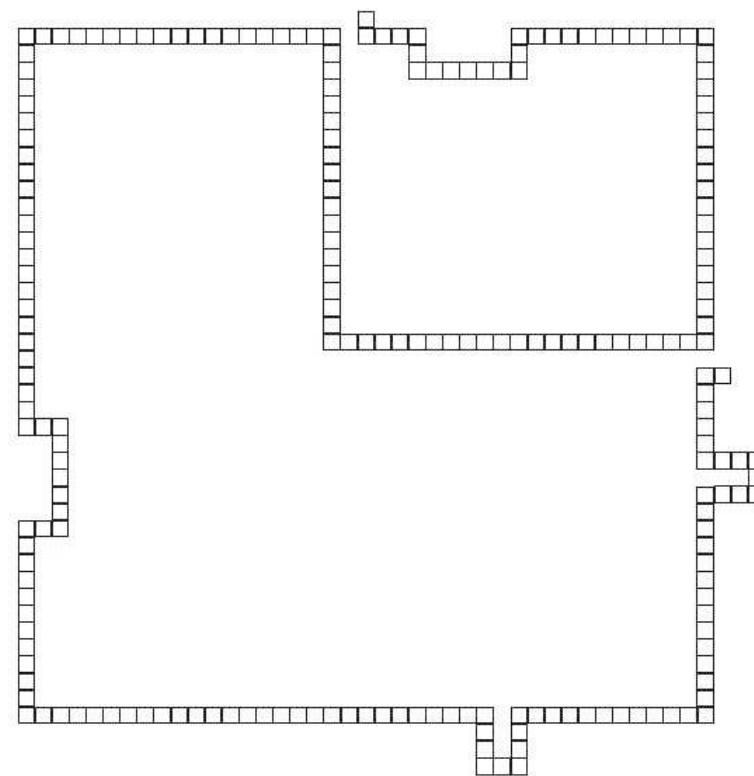
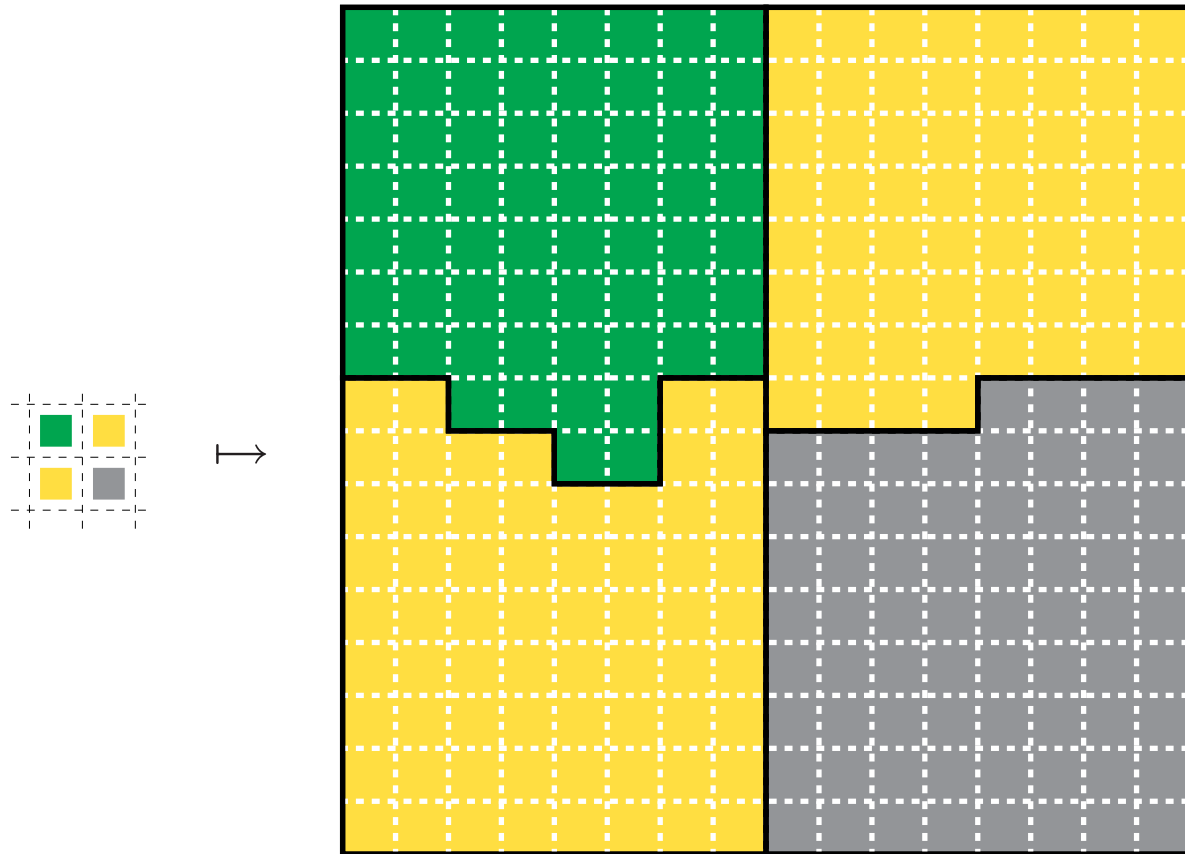


Fig. 2. A motif.

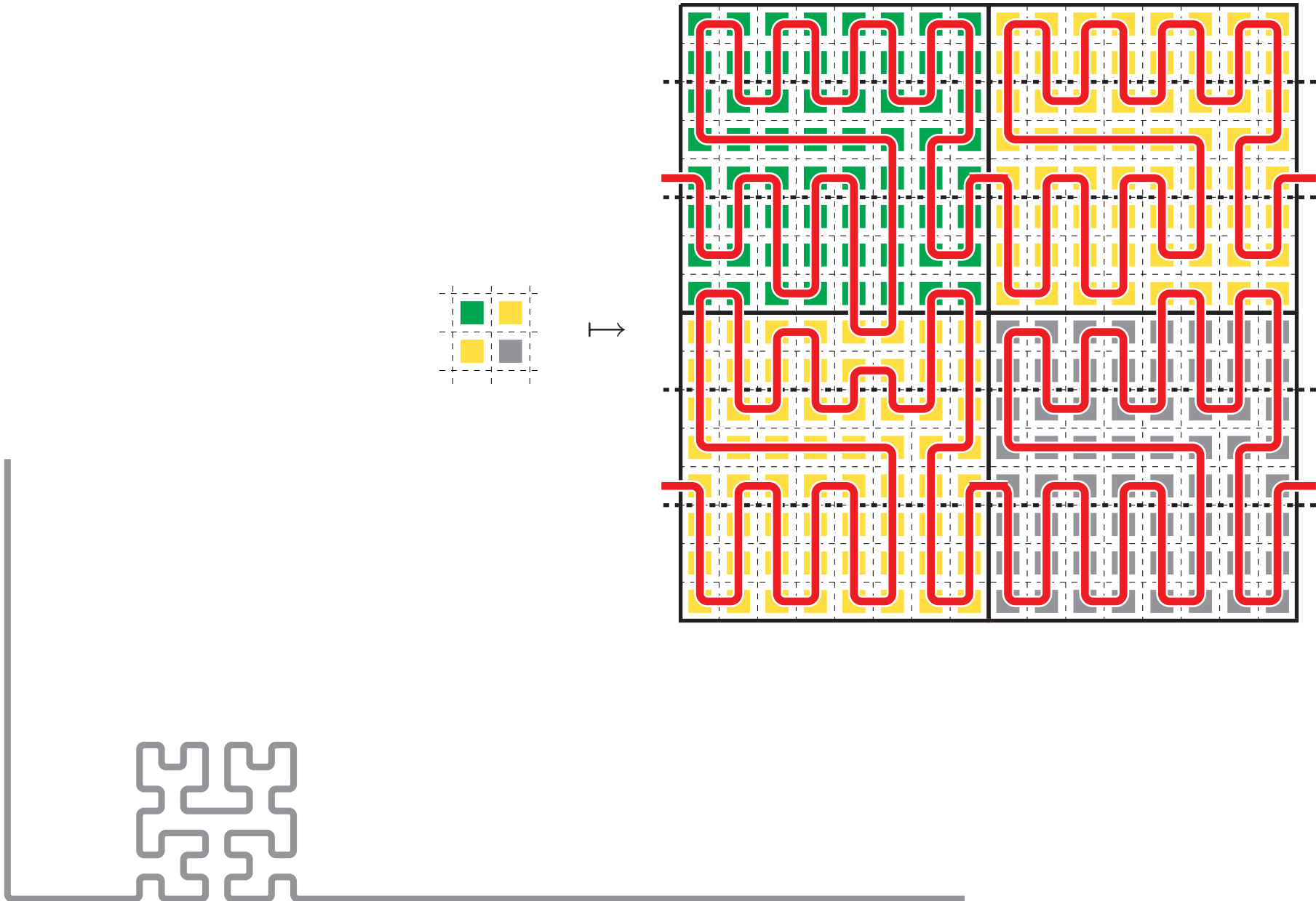
J. Kari, Infinite Snake Tiling Problems, DLT2002





four sides \mapsto two sides
horizontal: markings
vertical: form





two families

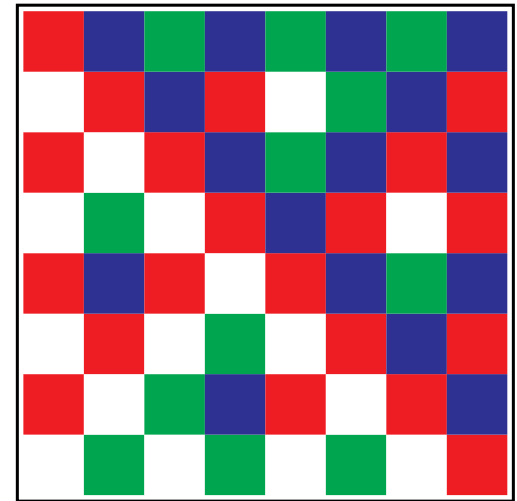
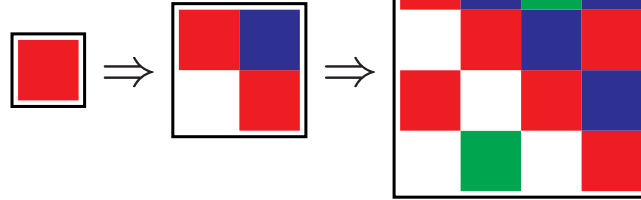
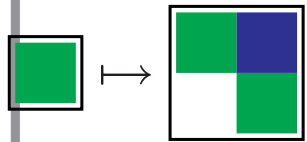
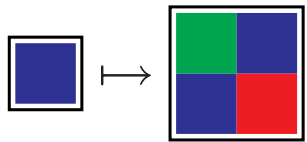
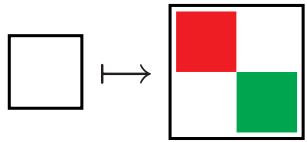
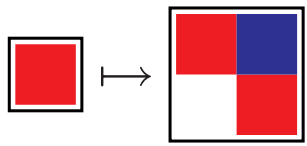
PQRS \Rightarrow Wang

undecidability

Wang \Rightarrow PQRS (\pm scaling)

➔ iterated substitutions





chair tiling



Lemma. Every *iterated substitution* defines a *Wang* language.

S. Mozes. Tilings, Substitution Systems and Dynamical Systems Generated by Them. (1989)



iterated substitution

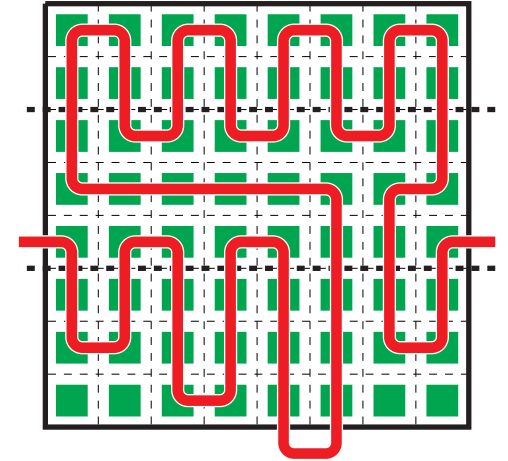
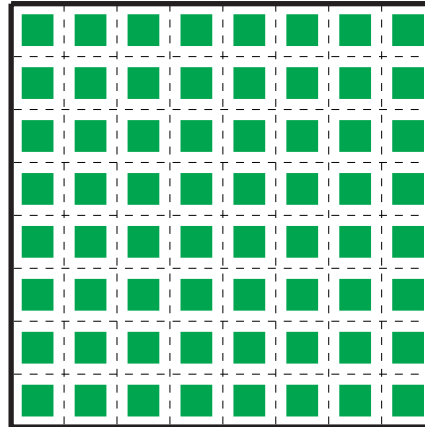
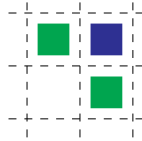
\Rightarrow Wang

\Rightarrow PQRS + multiplication

Lemma. Every *iterated substitution* defines a *PQRS* language. (no multiplication needed)

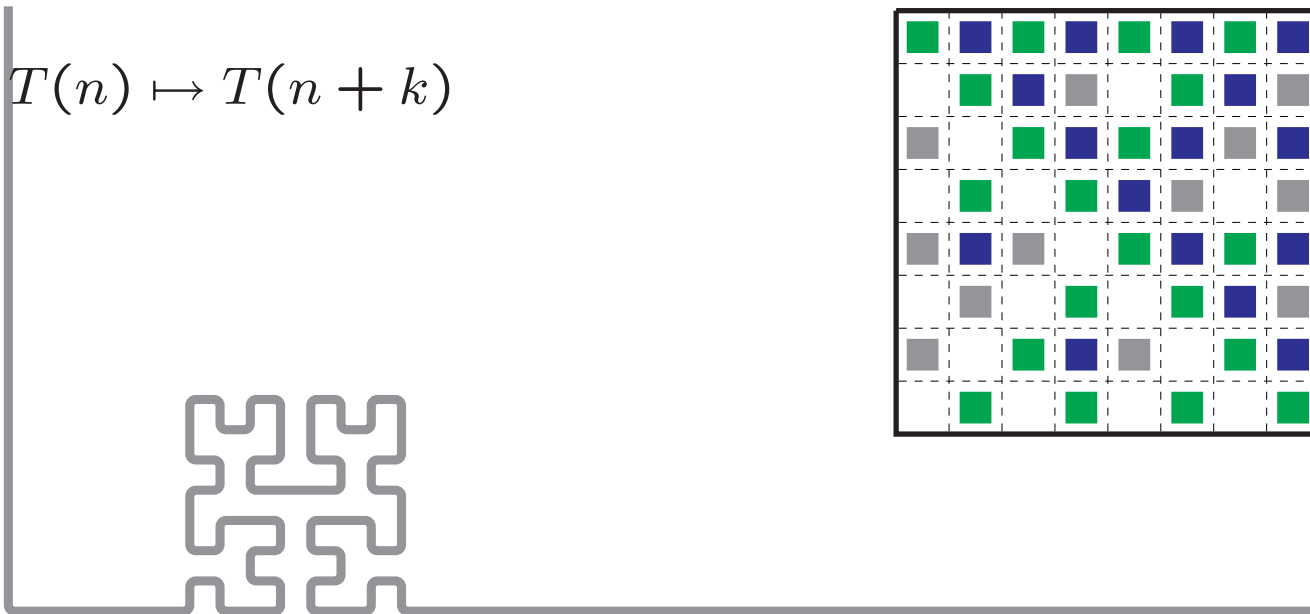
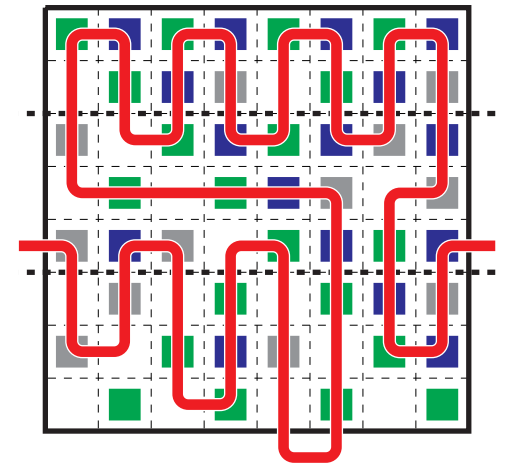
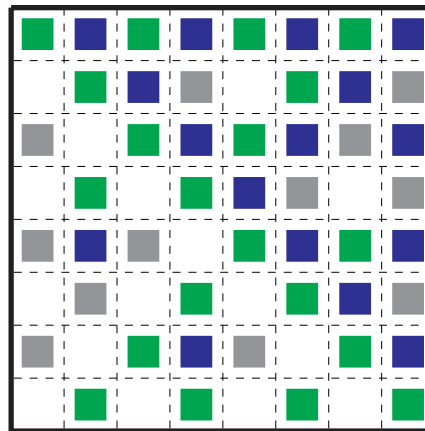


$T(n)$ n th iteration
 2^k multiplication



$T(n) \mapsto 2^k \cdot T(n)$

$T(n) \mapsto T(n + k)$



two families

PQRS \Rightarrow Wang

undecidability

Wang \Rightarrow PQRS (\pm scaling)

iterated substitutions

➔ tiles for Hilbert



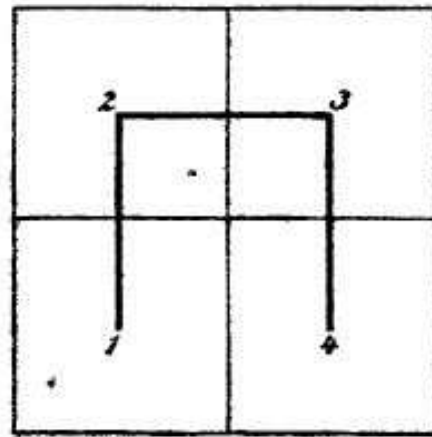


Fig. 1.

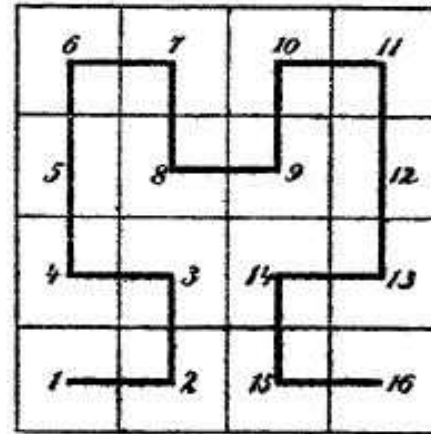


Fig. 2.

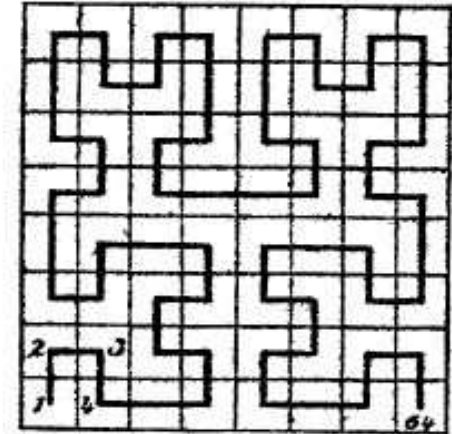
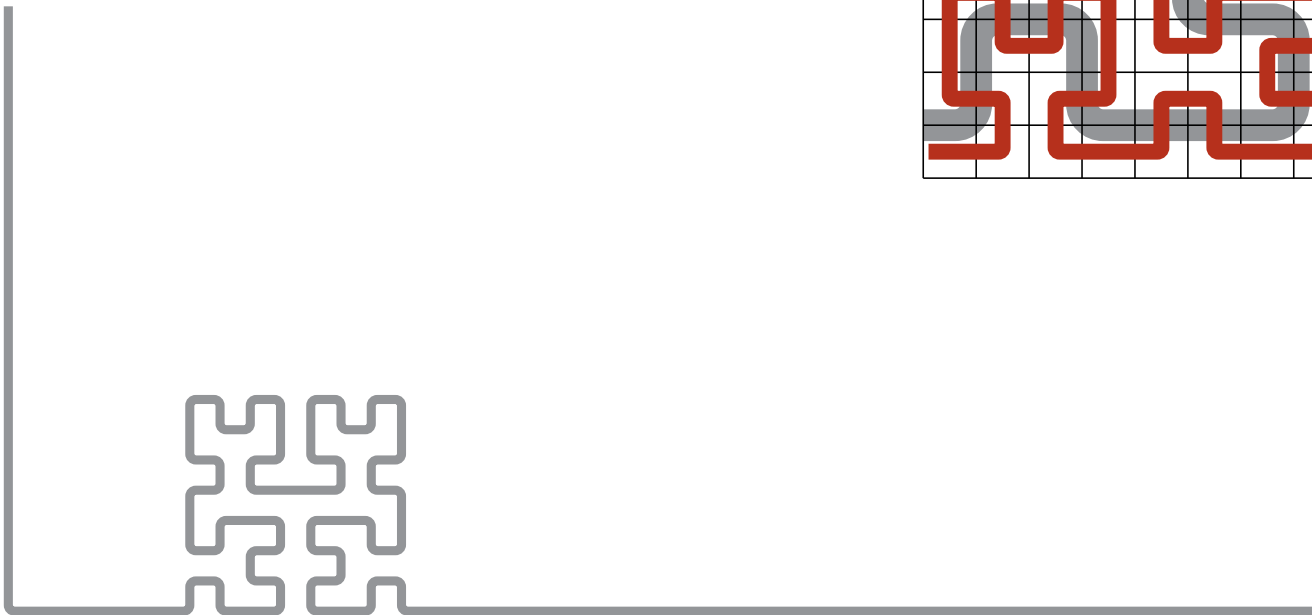
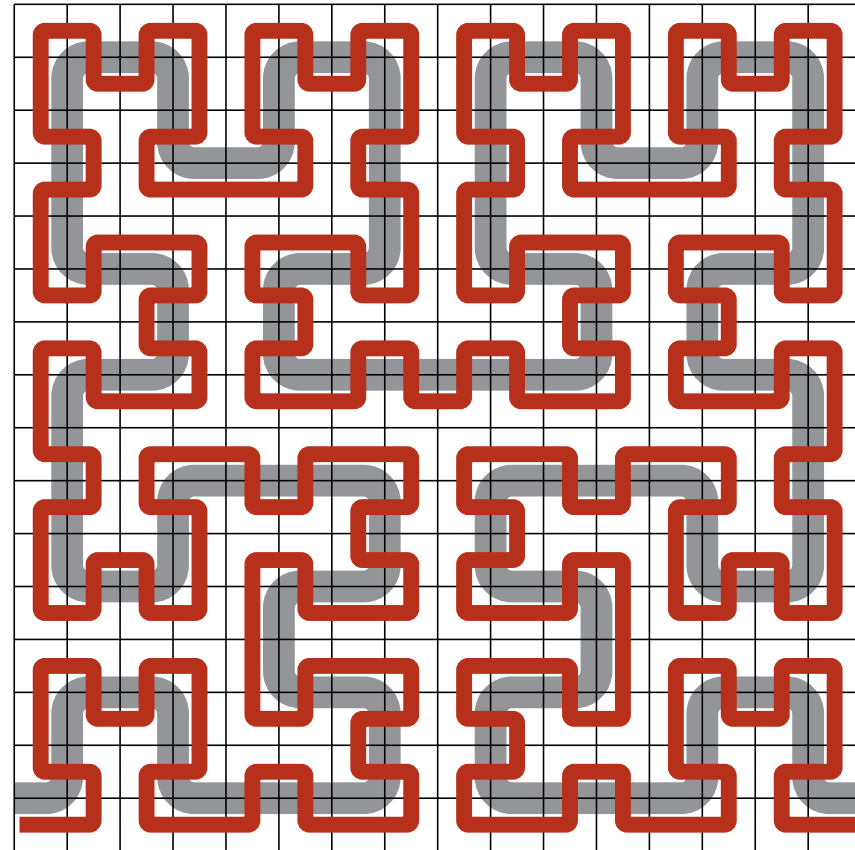


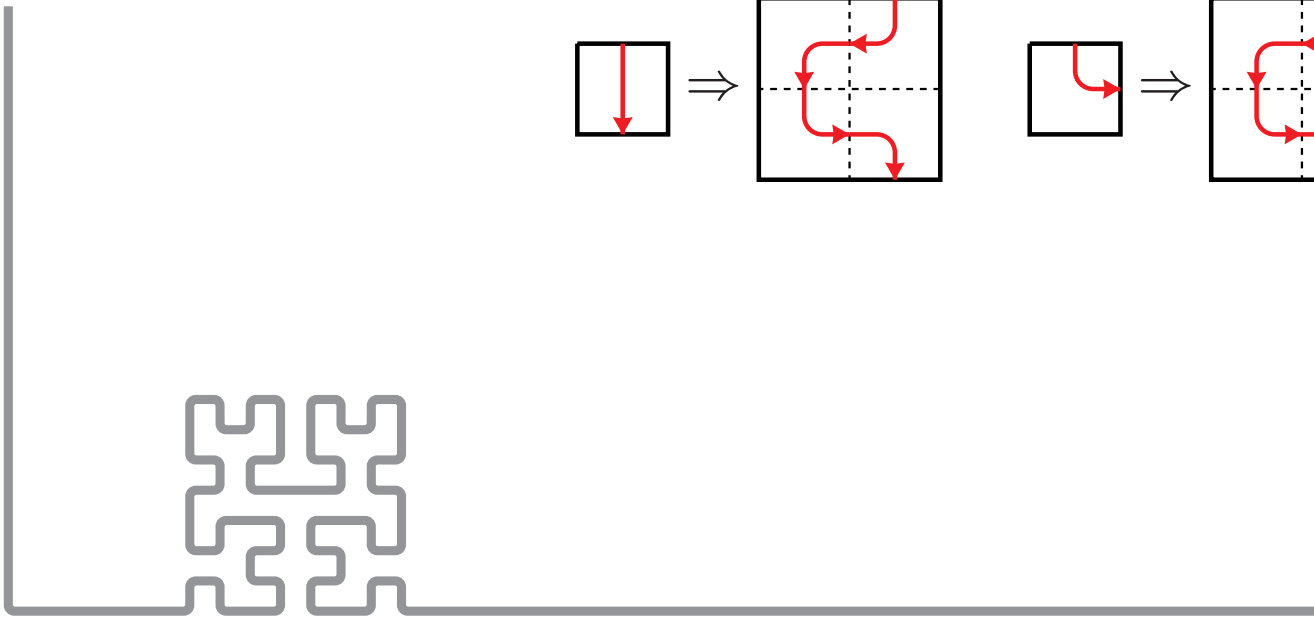
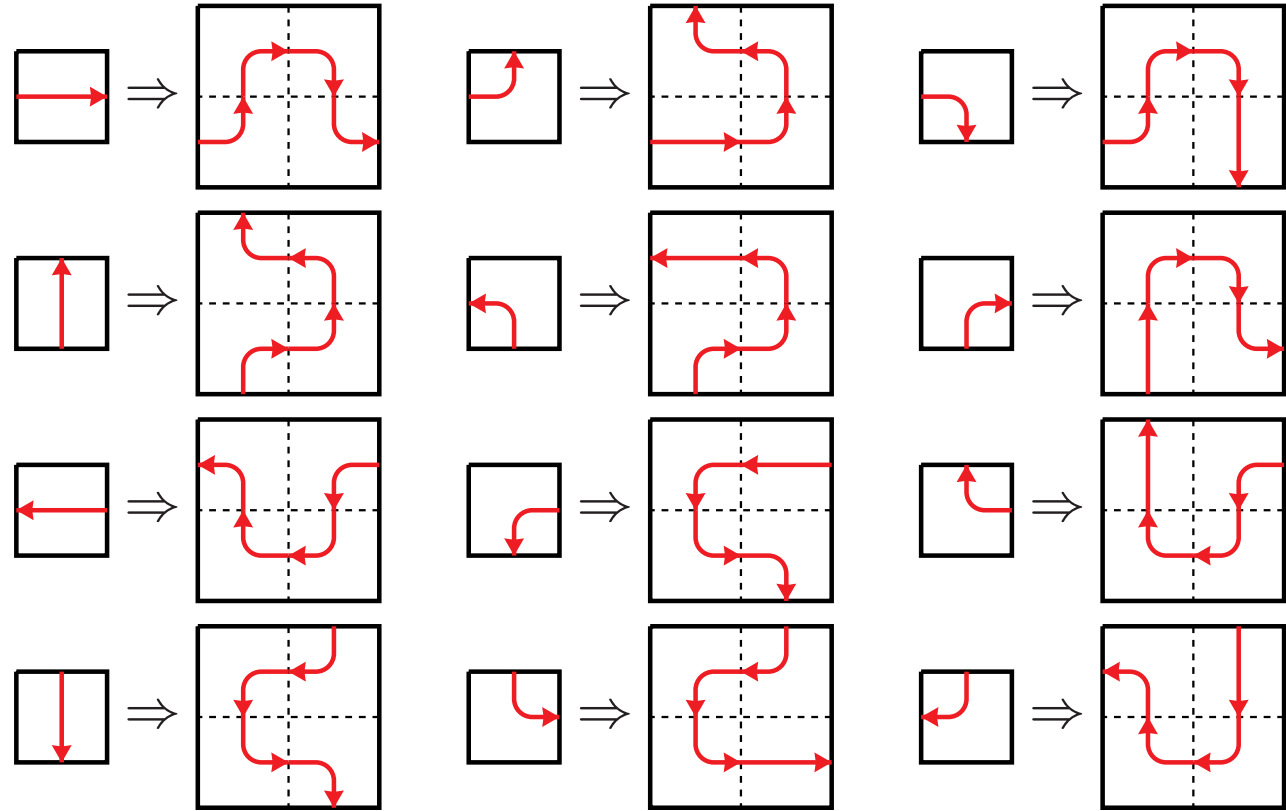
Fig. 3.

Ueber die stetige Abbildung einer Linie auf ein Flächenstück (1891)

David Hilbert in Königsberg i. Pr.







Observation. Hilbert is an iterated substitution.

Corollary. Hilbert is a PQRS language.



Observation. Hilbert is an iterated substitution.

Corollary. Hilbert is a PQRS language.

Question. *Can the snake tiles be made to follow the curve?*



kiitos!

