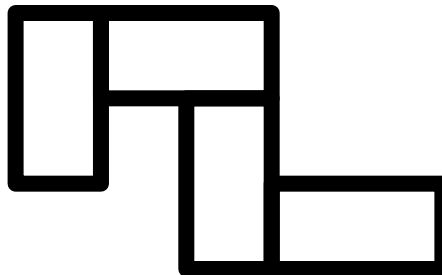
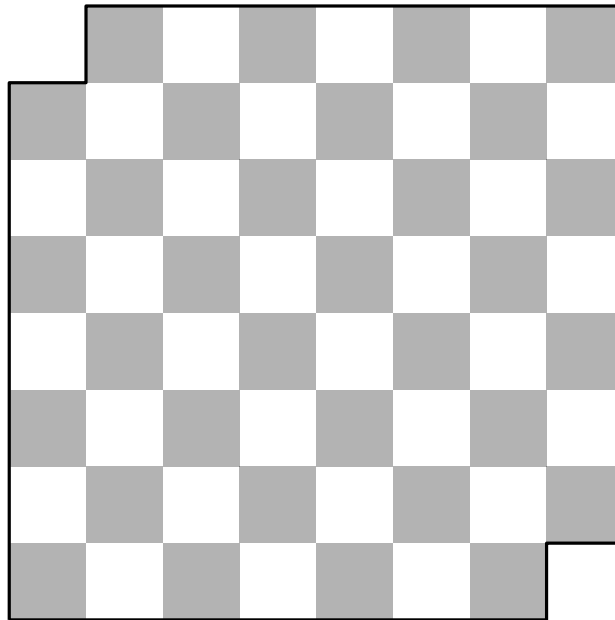


# Tiling with Squares and Packing Dominos in Polynomial Time

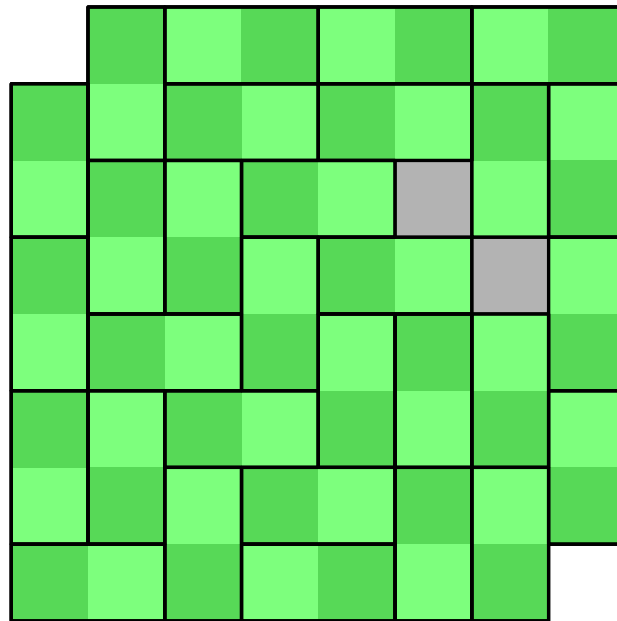
*Anders Aamand, Mikkel Abrahamsen, Thomas D. Ahle, Peter M. R. Rasmussen*



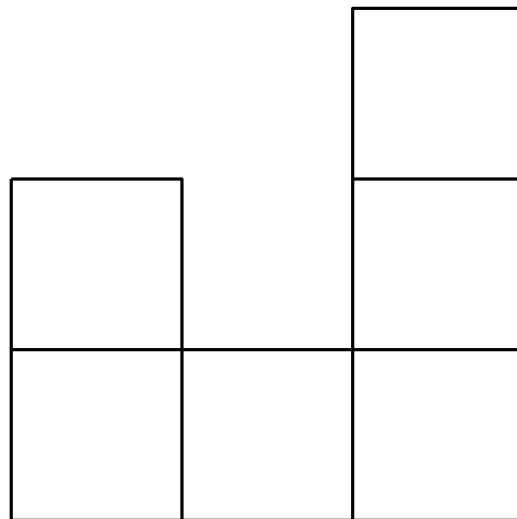
Max Black, 1946: Two diagonally opposite corners have been removed from a chessboard. Can 31  $1 \times 2$  dominos be placed to cover the remaining squares?



Max Black, 1946: Two diagonally opposite corners have been removed from a chessboard. Can 31  $1 \times 2$  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

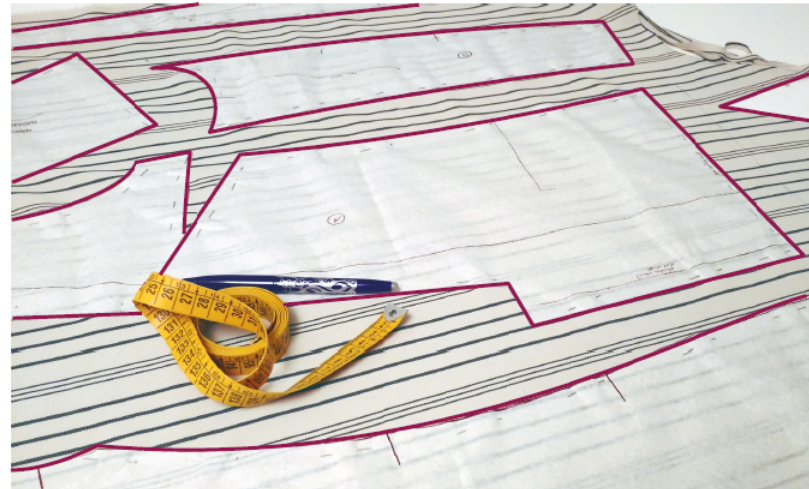
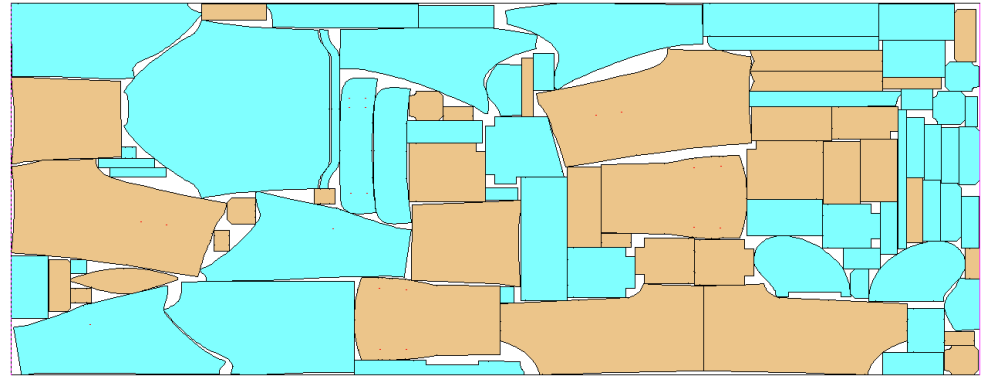
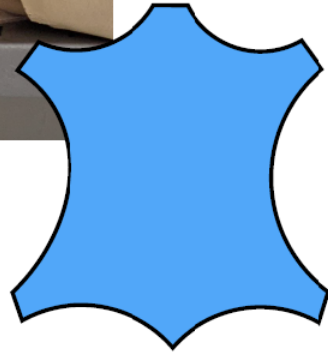




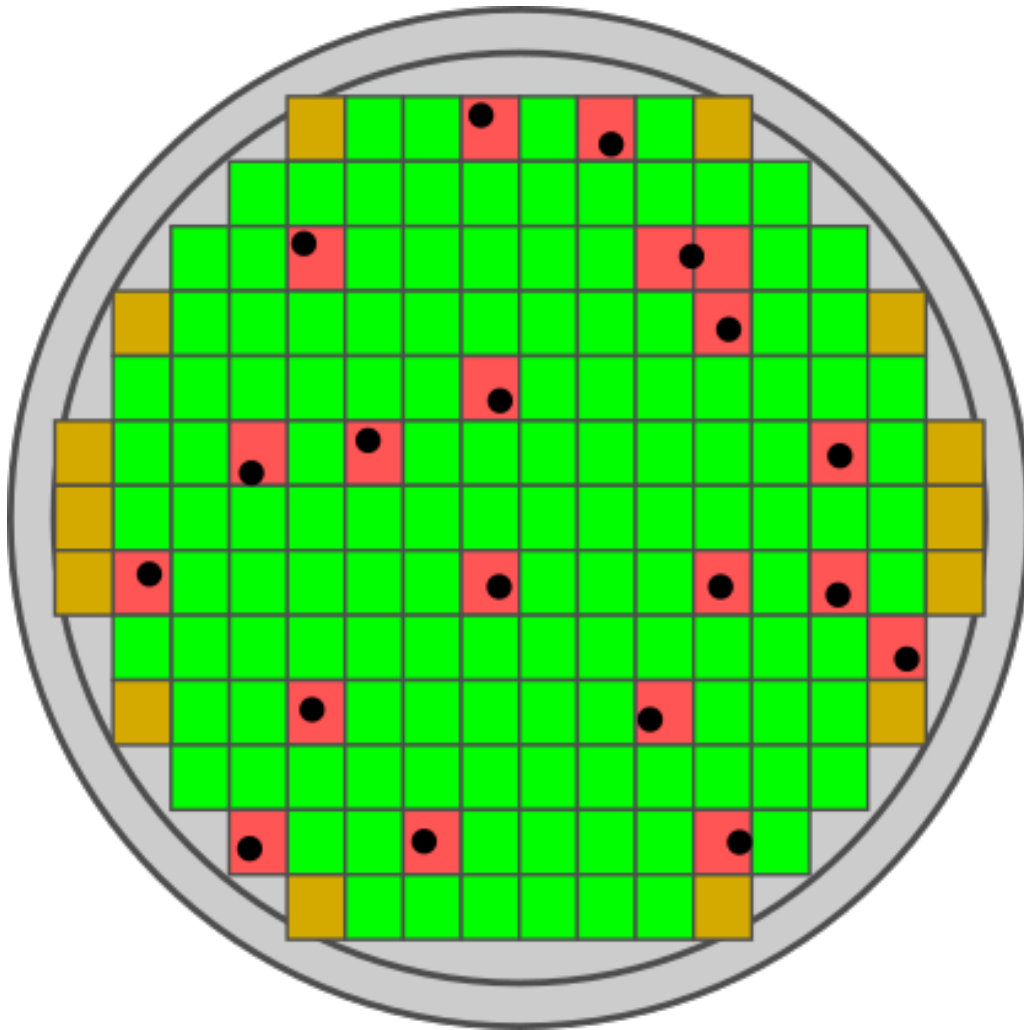
# Motivation



# Motivation

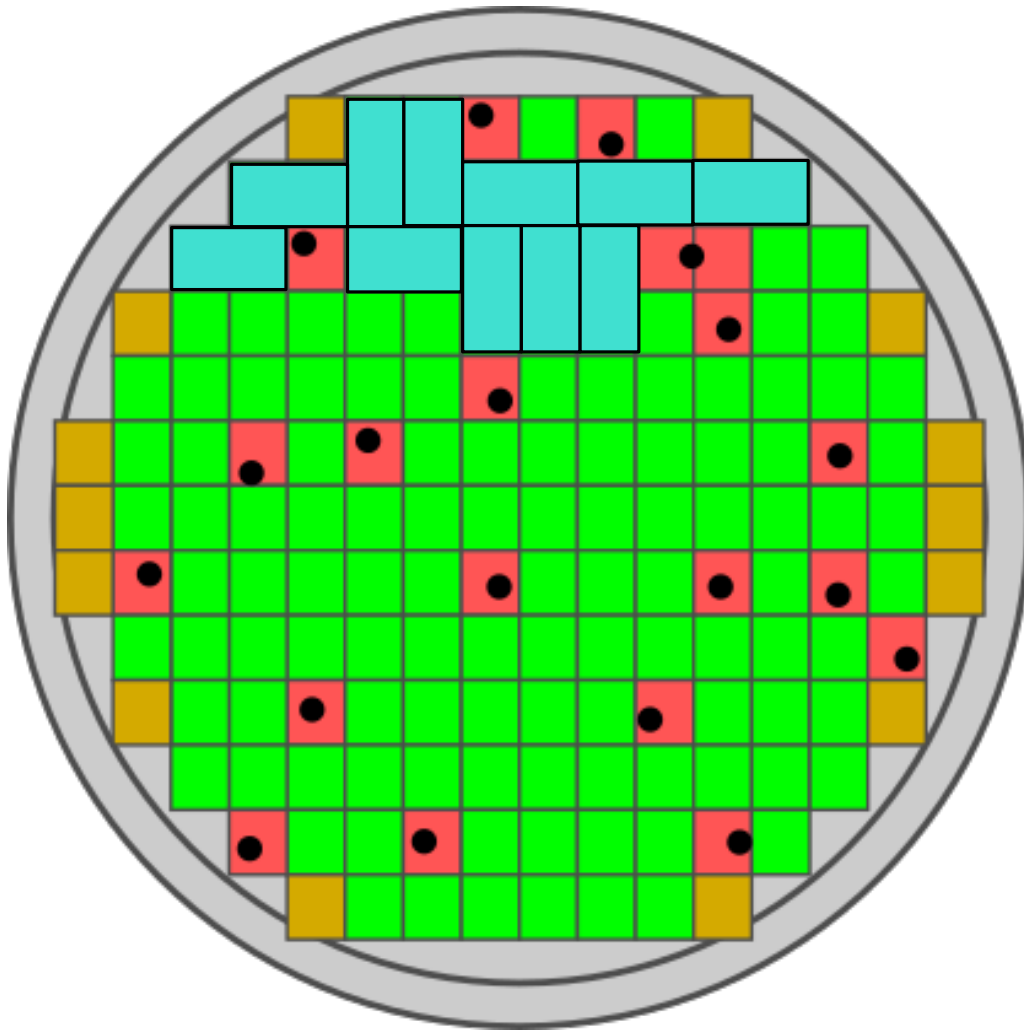


# Motivation of domino packing



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

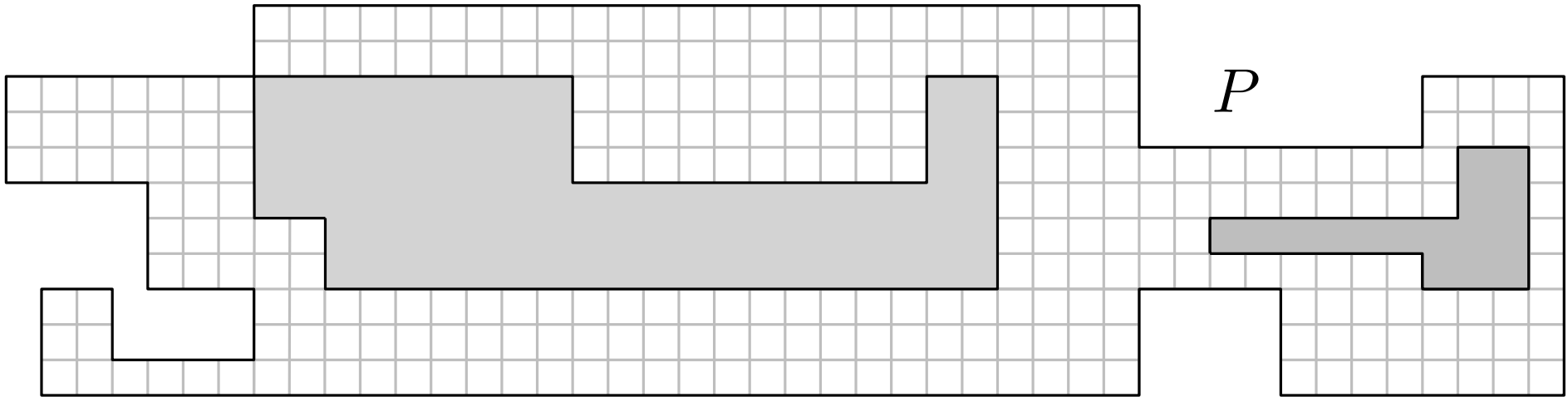
# Motivation of domino packing



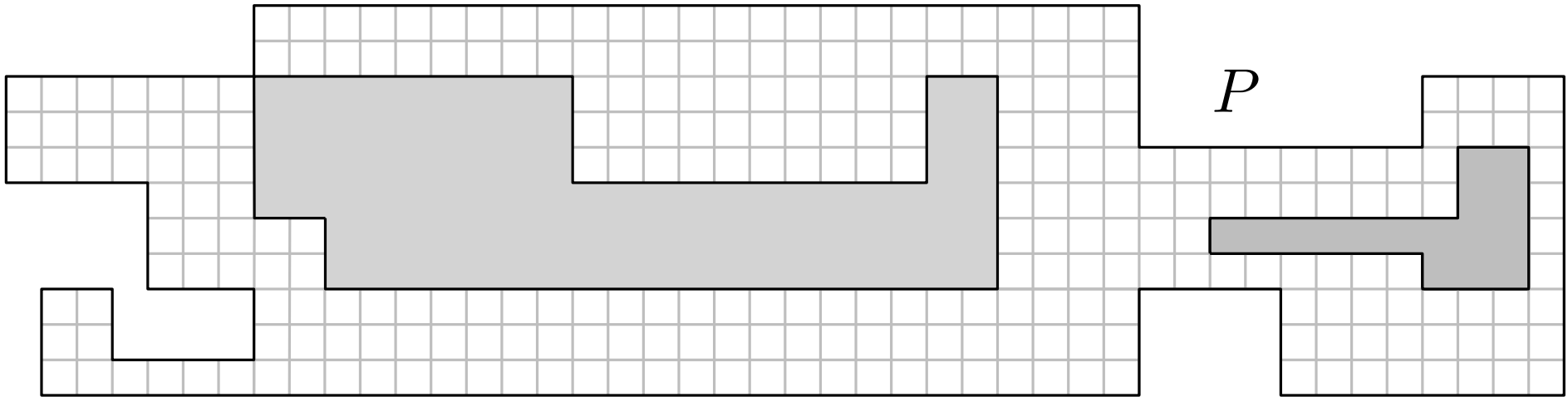
- - defect
- - defective die
- - good die
- - partial edge die



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

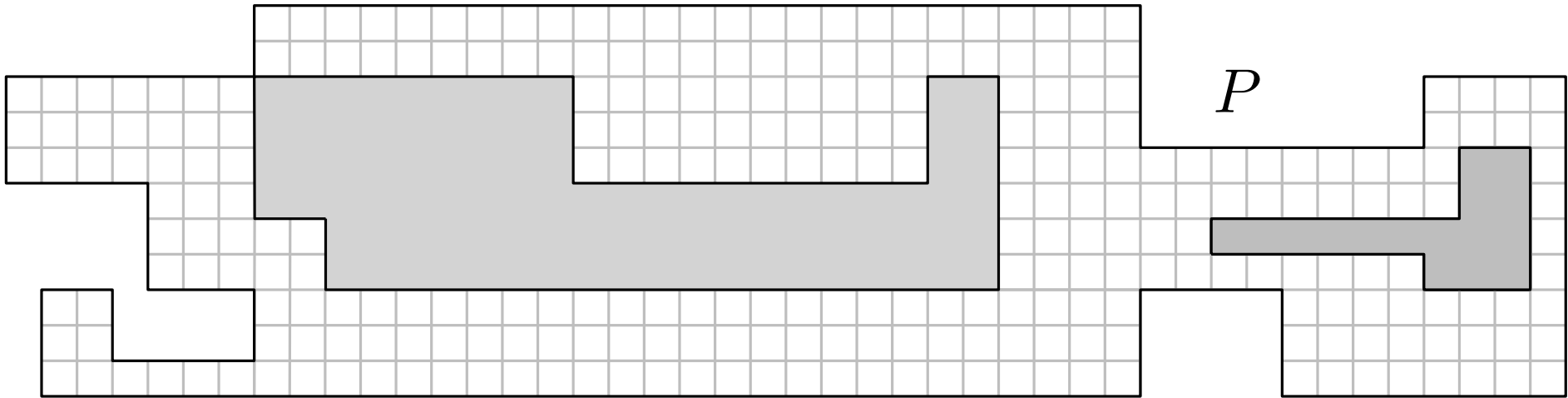


Polyomino: A polygonal region in the plane with axis-parallel edges and corners of integral coordinates.



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

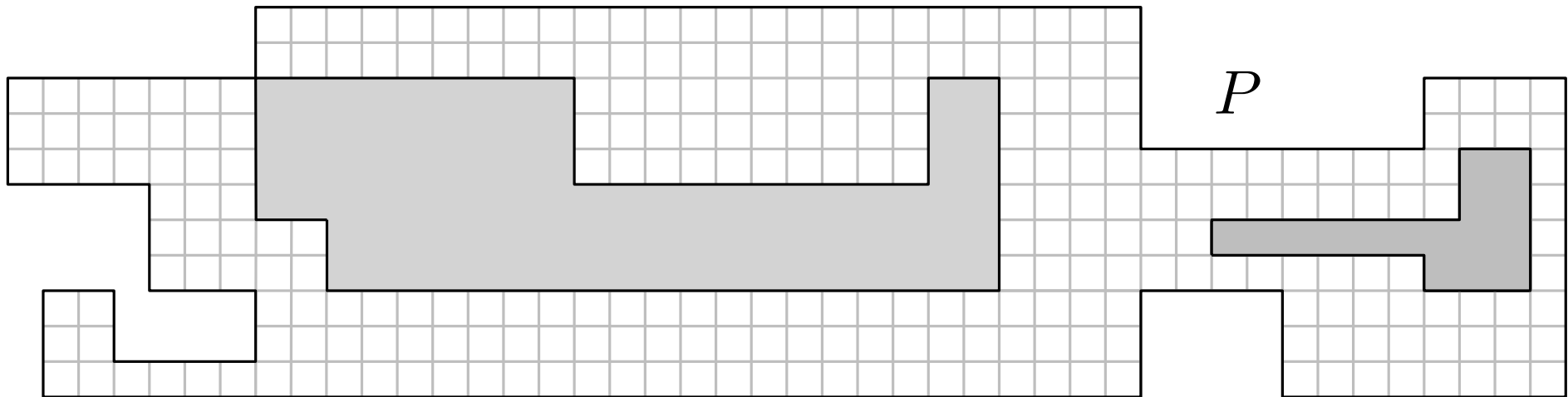
Polyomino: A polygonal region in the plane with axis-parallel edges and corners of integral coordinates.



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

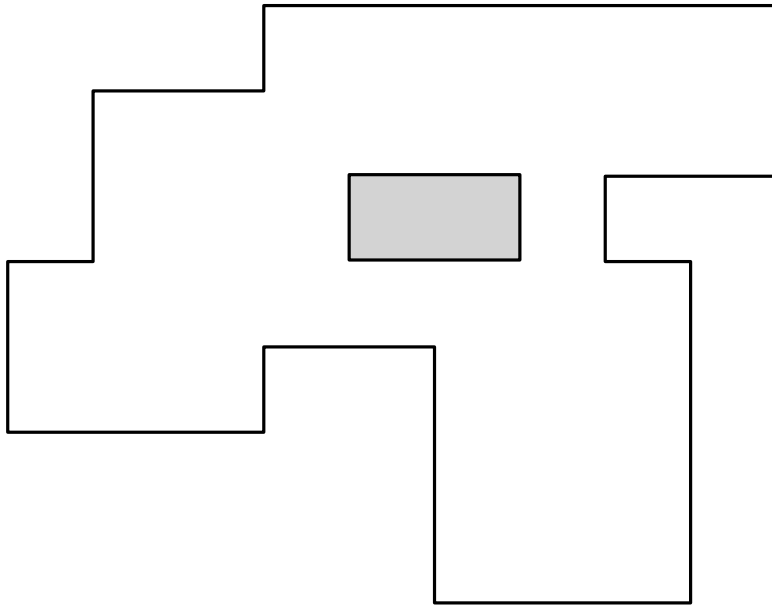


Tiling: Can a given large polyomino  $P$  be tiled with copies of a given small polyomino  $Q$ ?

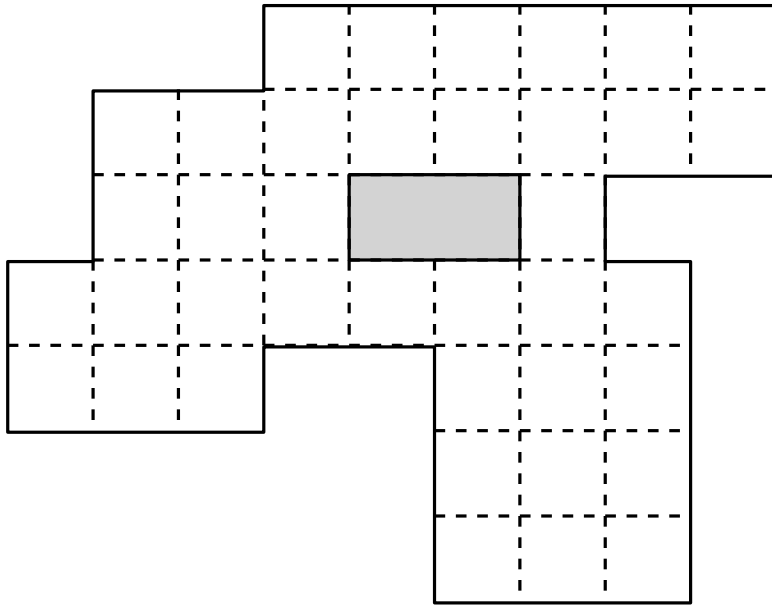
Packing: How many non-overlapping copies of  $Q$  can be fit inside  $P$ ?

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

# Representing a polyomino

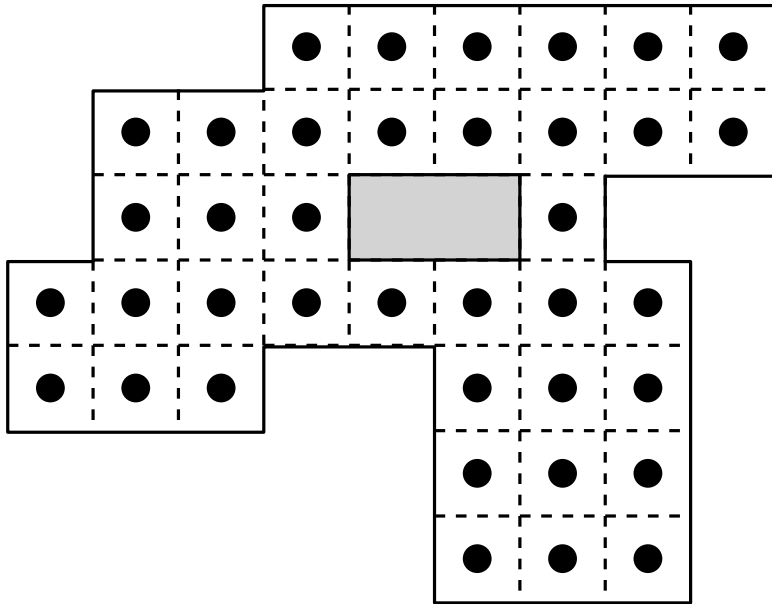


# Representing a polyomino





# Representing a polyomino



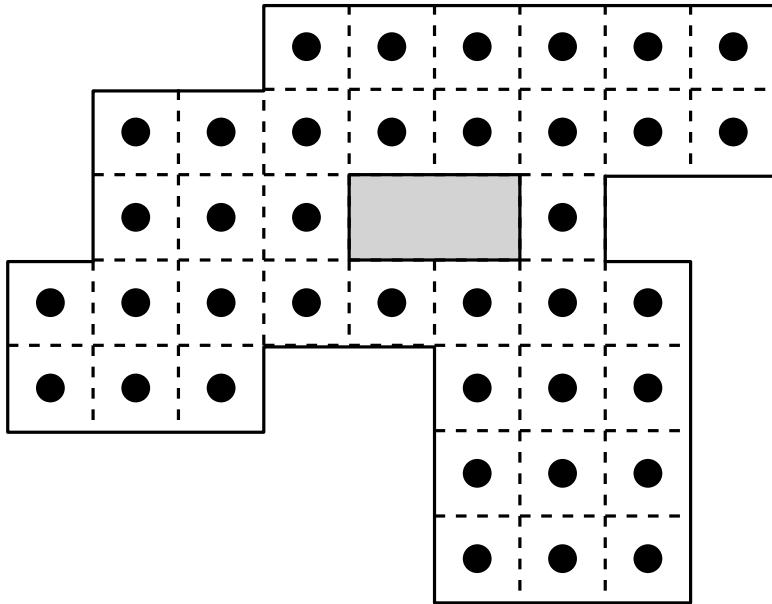
Usual way:

Store coordinates of each cell:

[• , • , • , • , • , • , ...]

*Area representation*

# Representing a polyomino

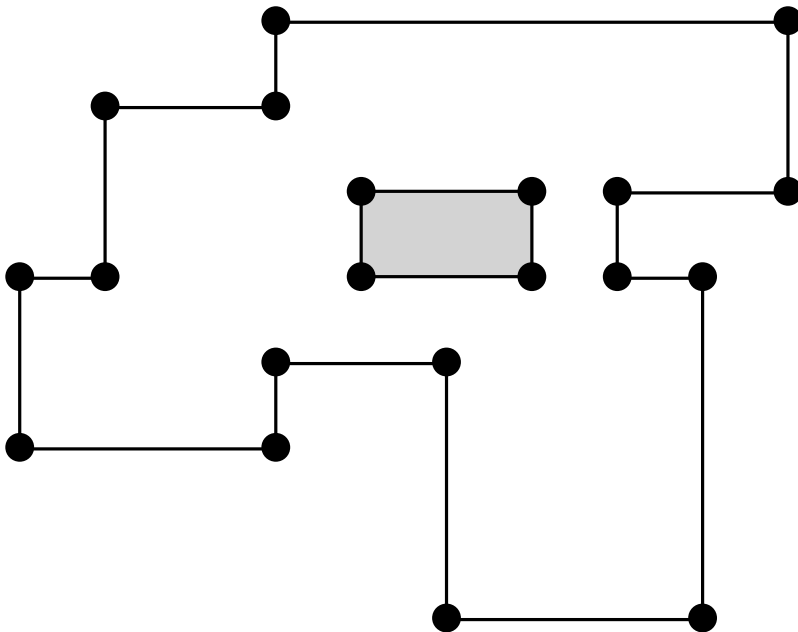


Usual way:

Store coordinates of each cell:

[• , • , • , • , • , • , ...]

*Area representation*

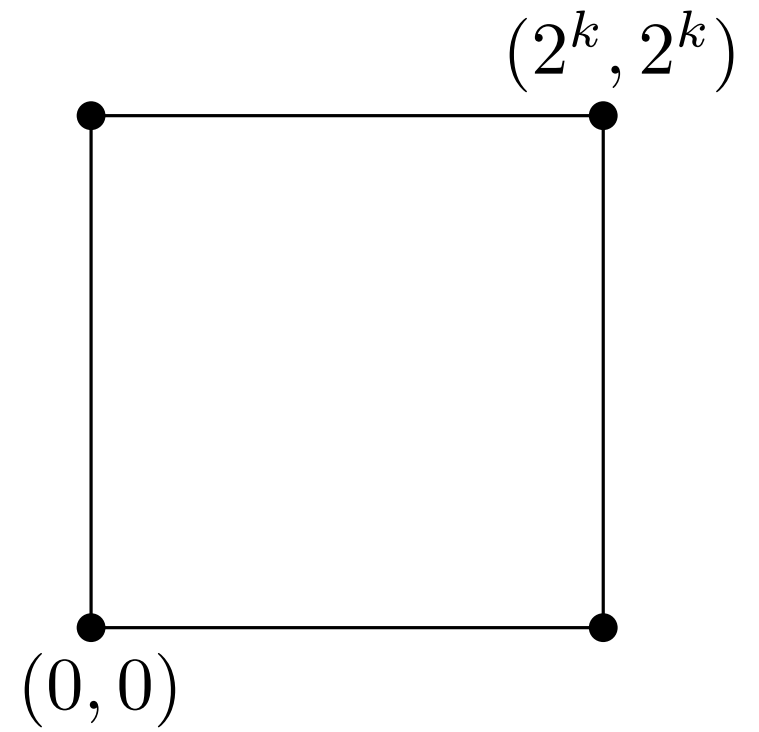


Compact way:

Store coordinates of corners.

*Corner representation*

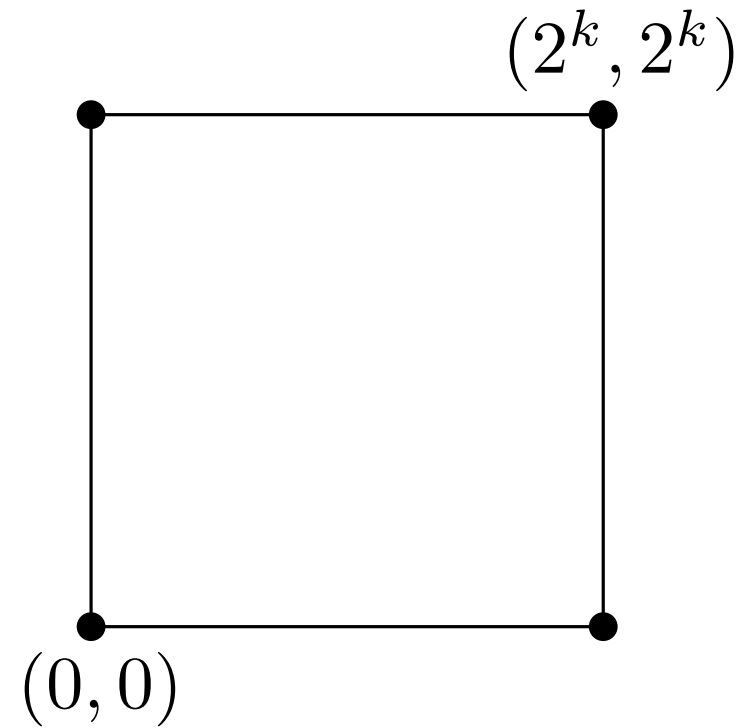
# Example



# Example

Corner representation:

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



# Example

Corner representation:

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

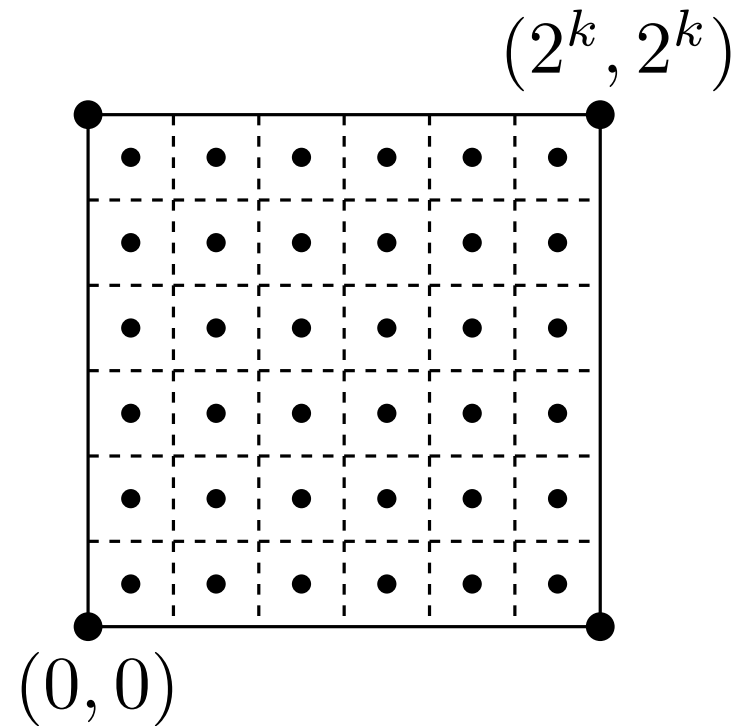
Area representation:

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

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

⋮

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

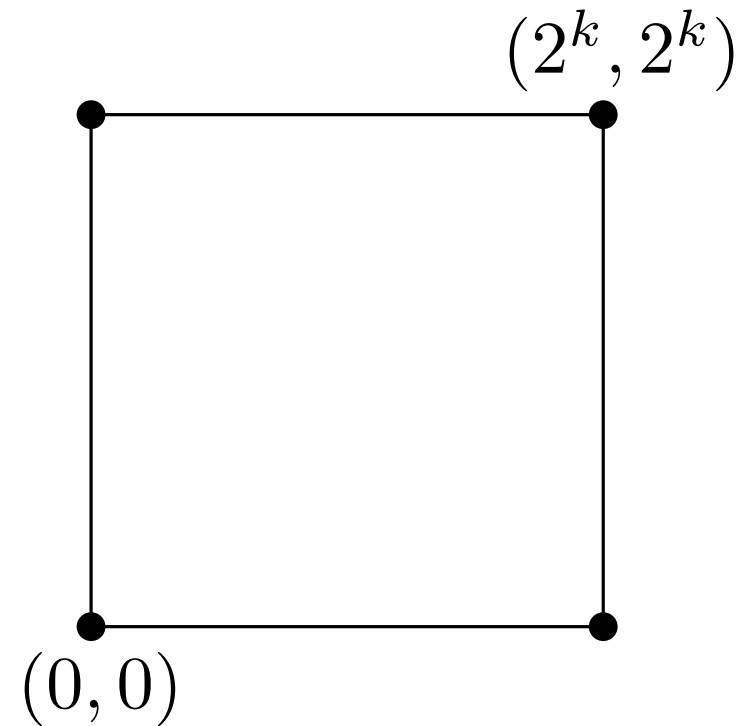


# Goal

Known algorithms:

Assume area representation  $\Rightarrow$

Time polynomial in the area.





# Goal

Known algorithms:

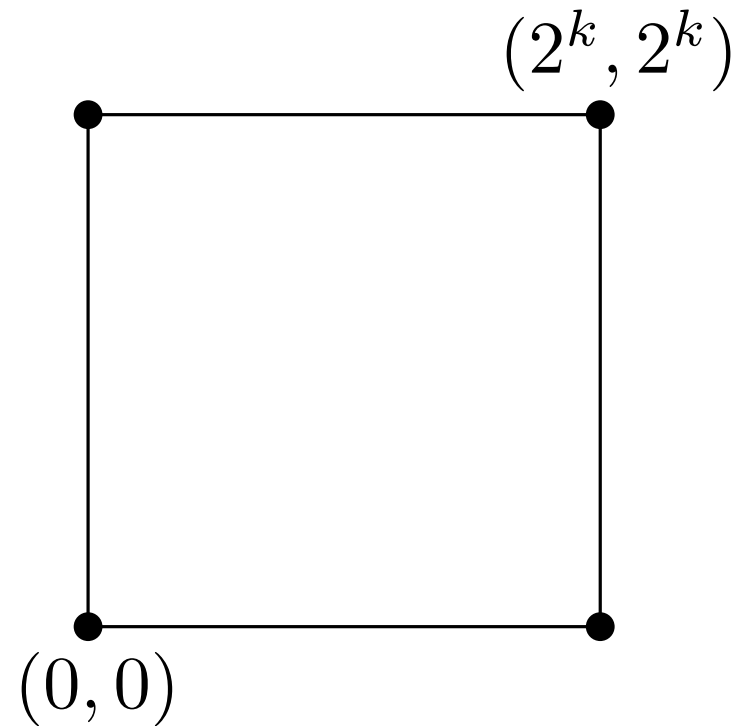
Assume area representation  $\Rightarrow$   
Time polynomial in the area.

Goal:

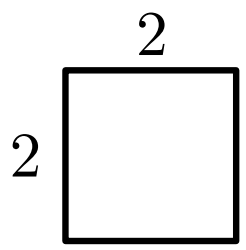
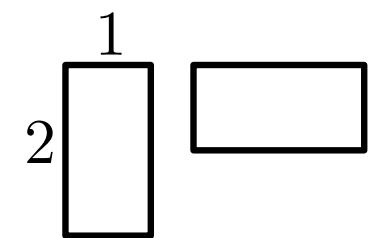
Assume corner representation.

Find algorithms with running time  
 $O(\text{poly}(n))$ .

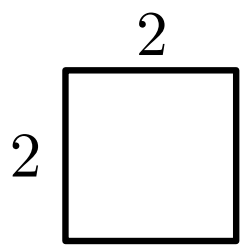
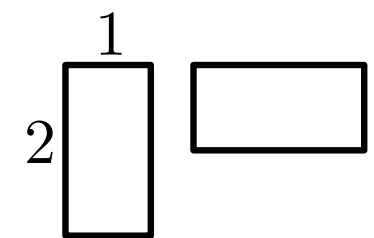
$n$ : the number of corners.



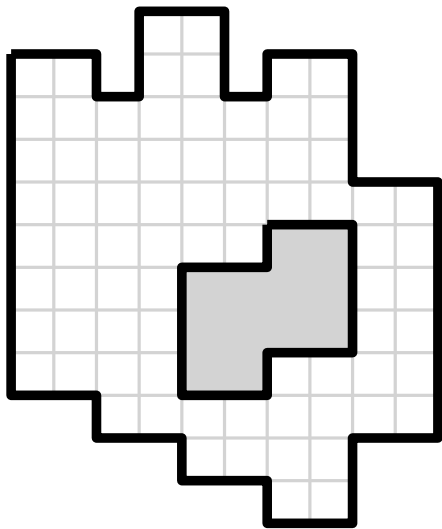
# Results

Shapes	Tiling	Packing
	?	NP-complete
	?	?

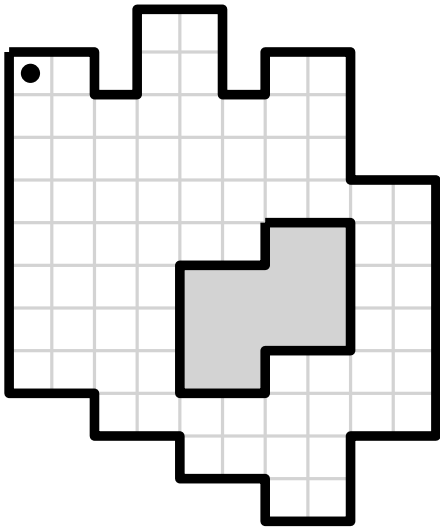
# Results

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

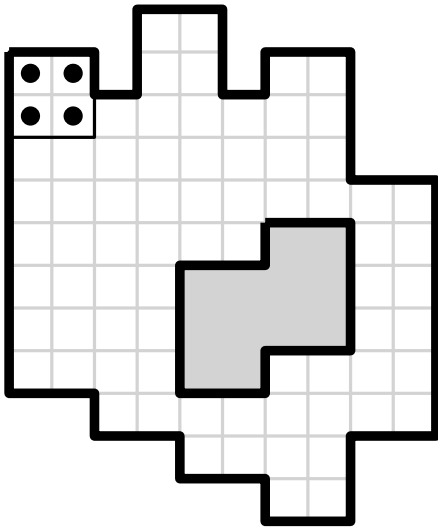
Tiling with  $2 \times 2$  squares



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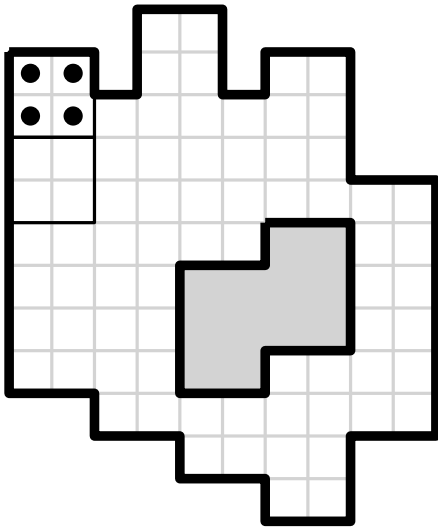


Tiling with  $2 \times 2$  squares

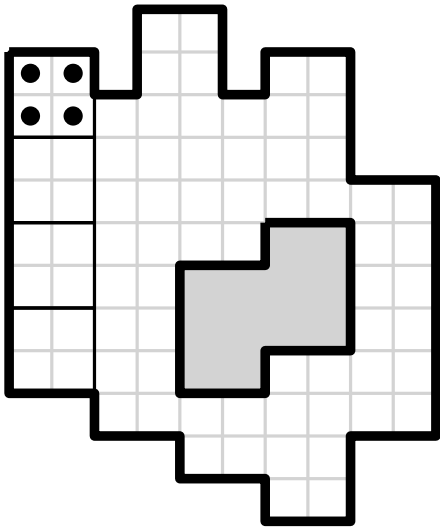




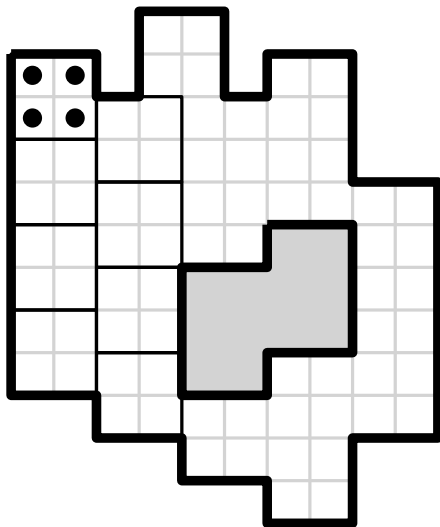
Tiling with  $2 \times 2$  squares



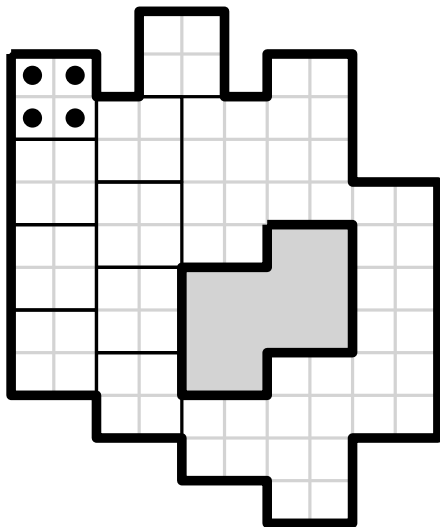
Tiling with  $2 \times 2$  squares



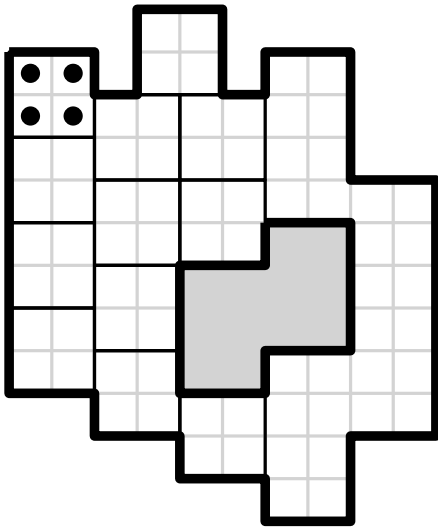
Tiling with  $2 \times 2$  squares



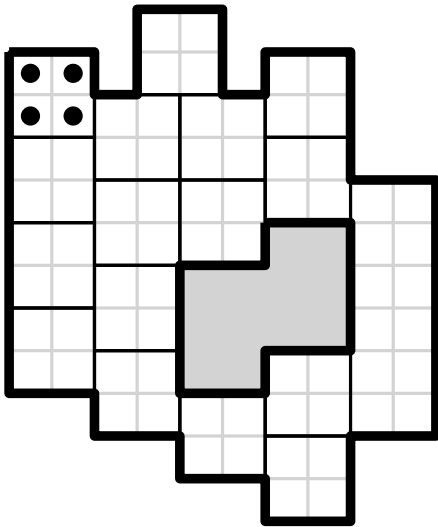
Tiling with  $2 \times 2$  squares



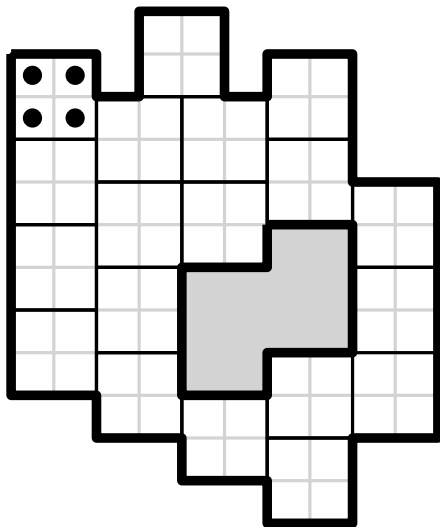
Tiling with  $2 \times 2$  squares



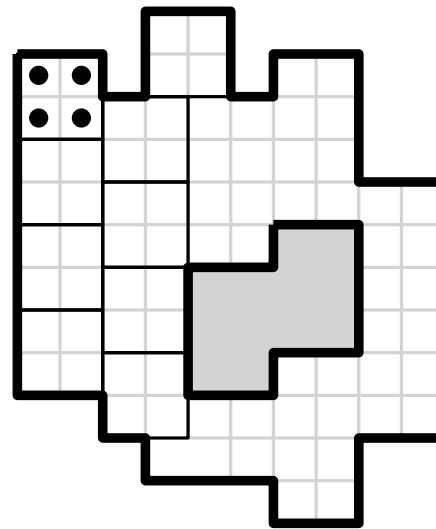
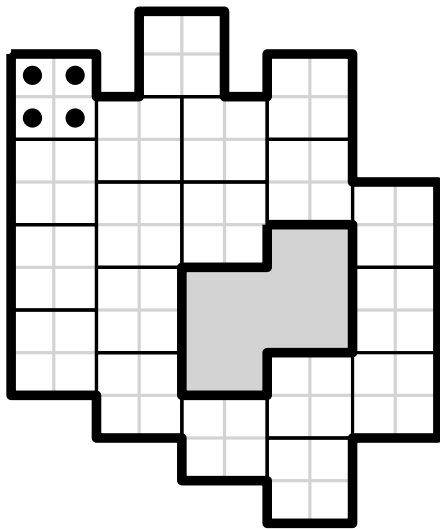
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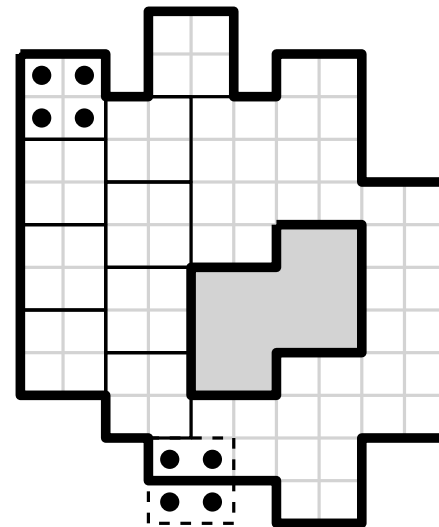
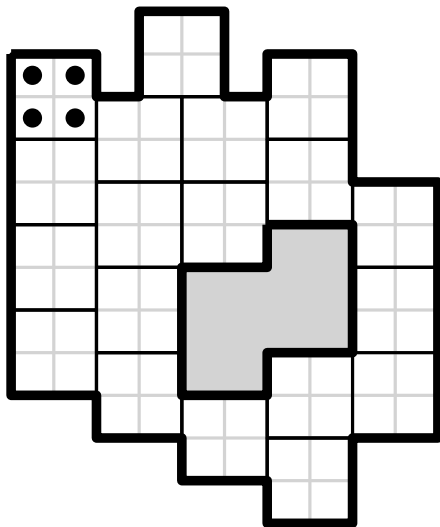


# Tiling with $2 \times 2$ squares

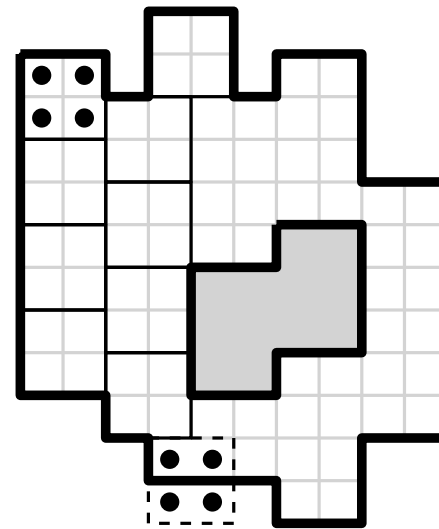
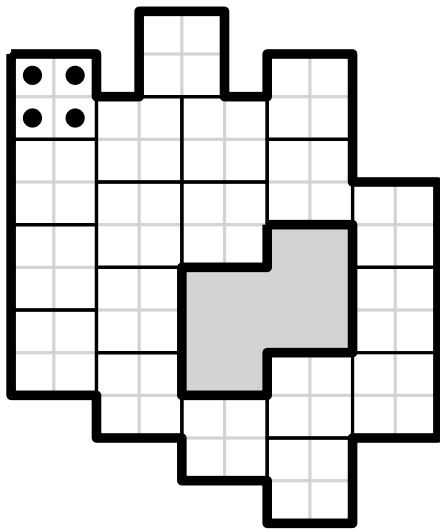




# Tiling with $2 \times 2$ squares

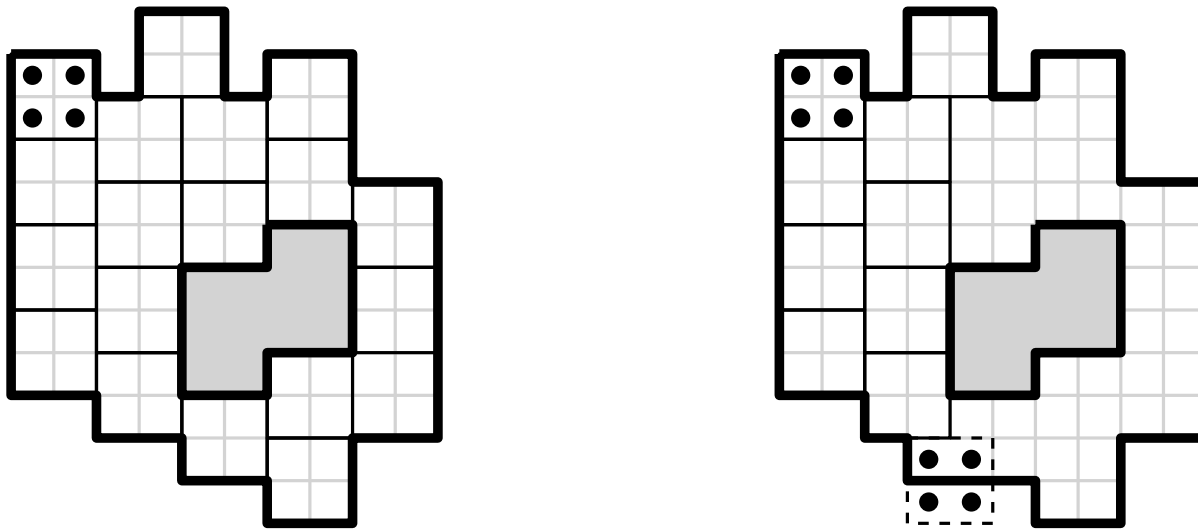


# Tiling with $2 \times 2$ squares



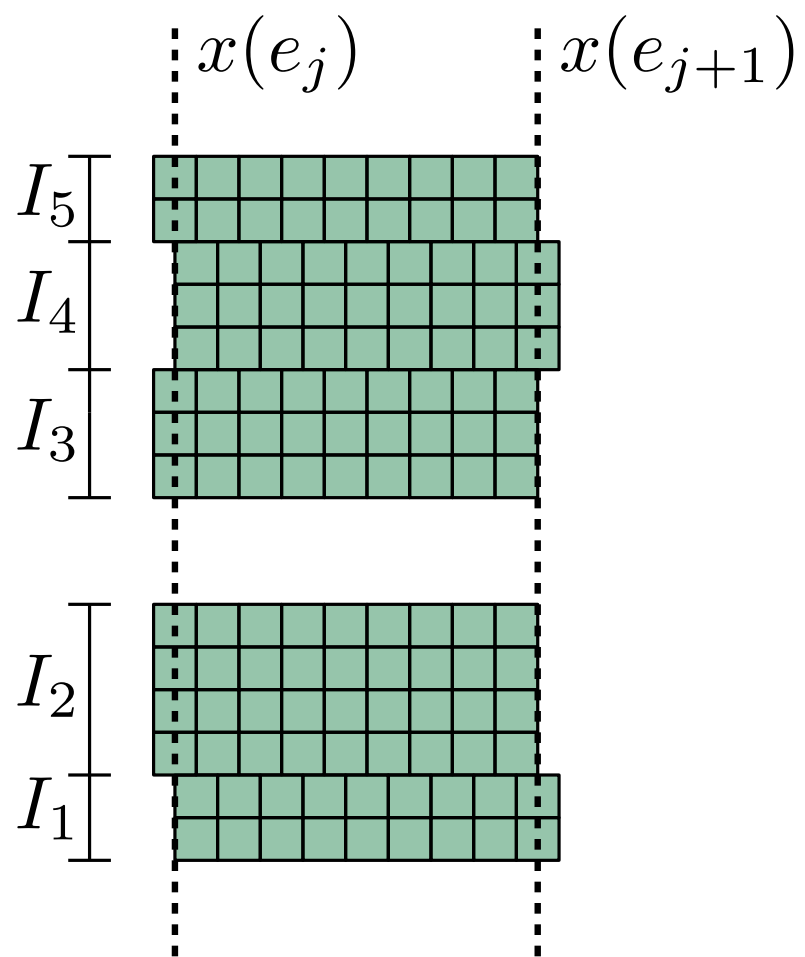
Can be done in  $O(A)$  time.

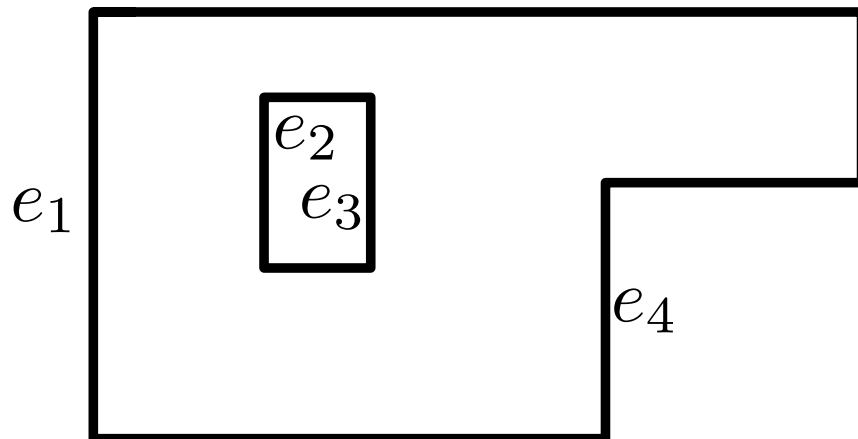
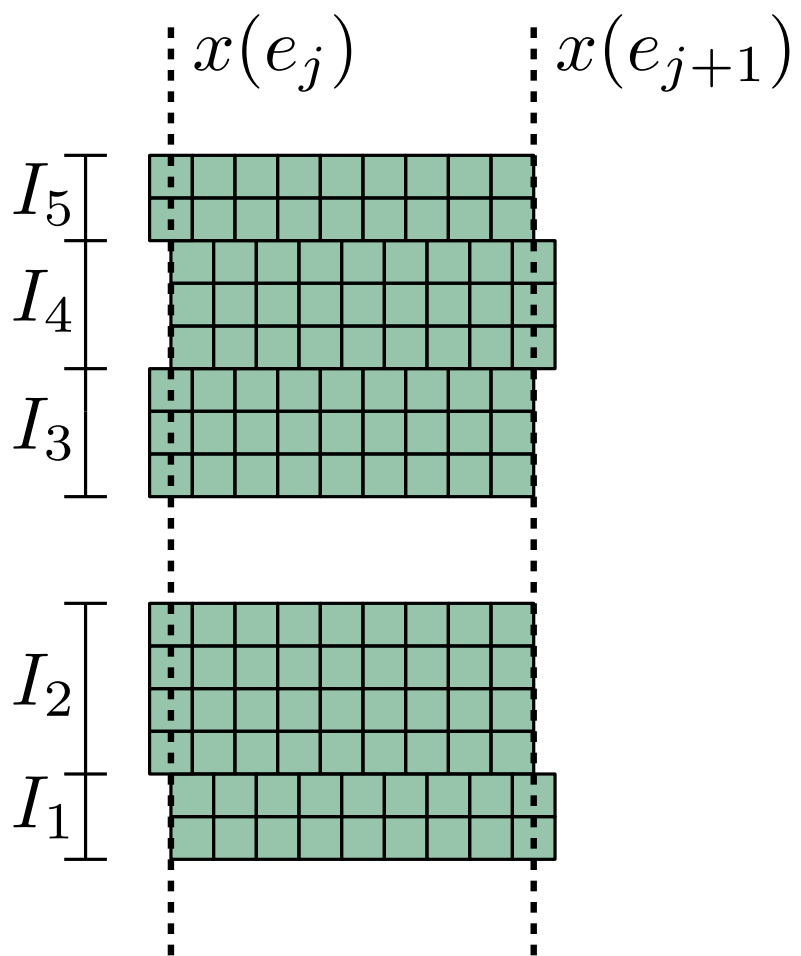
## Tiling with $2 \times 2$ squares

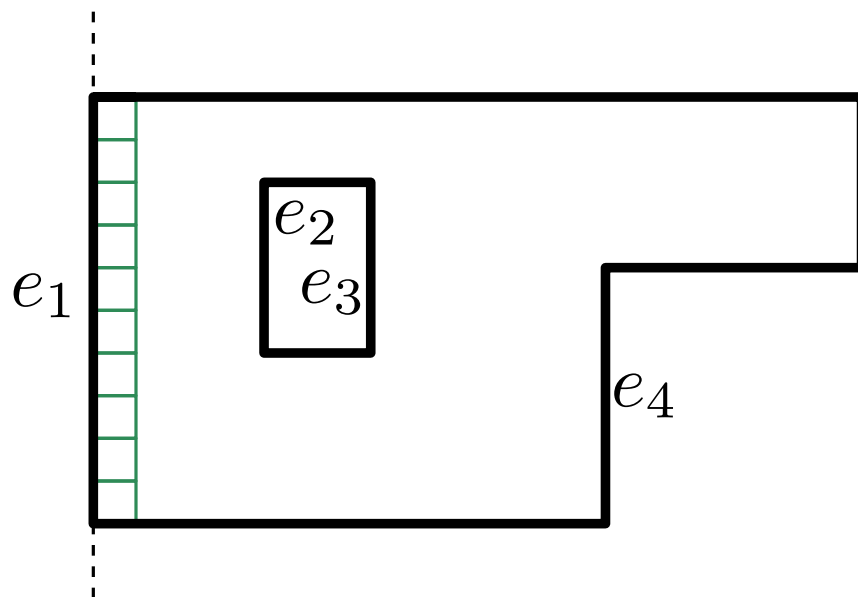
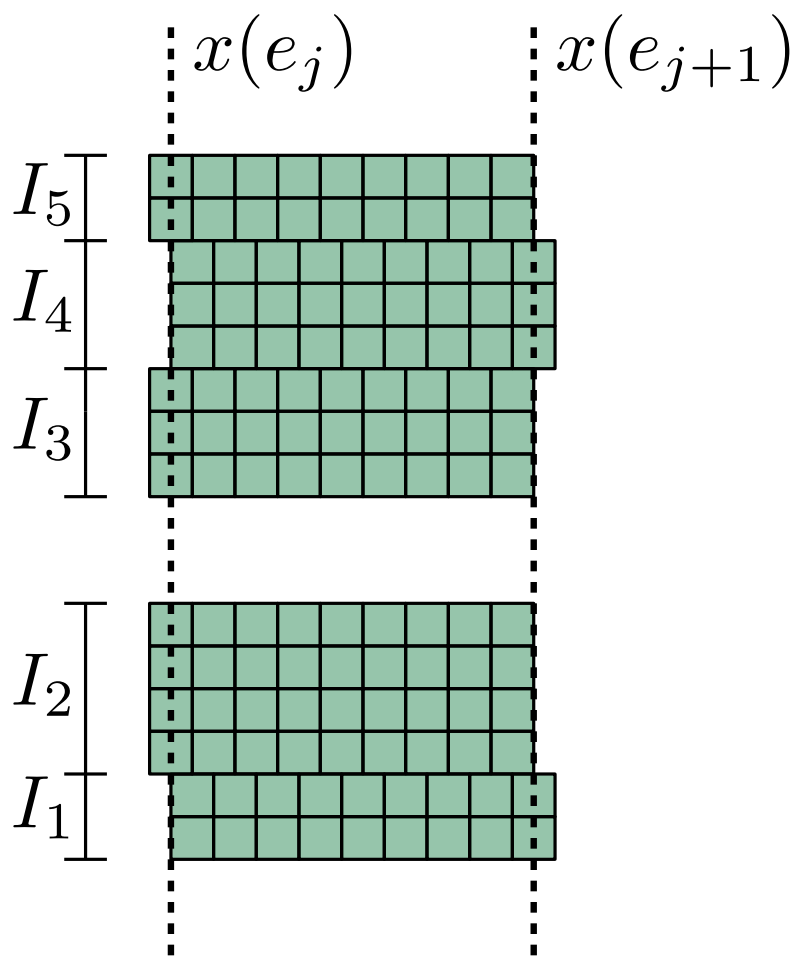


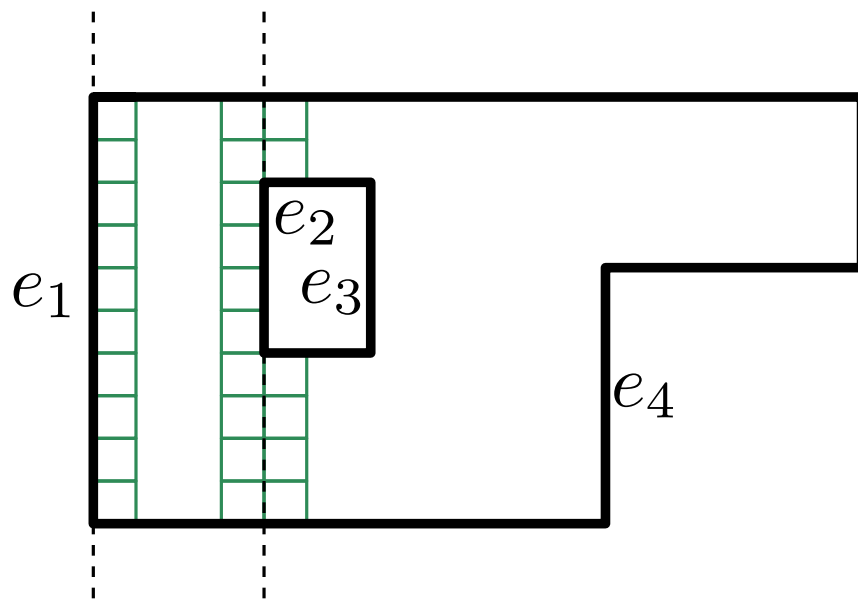
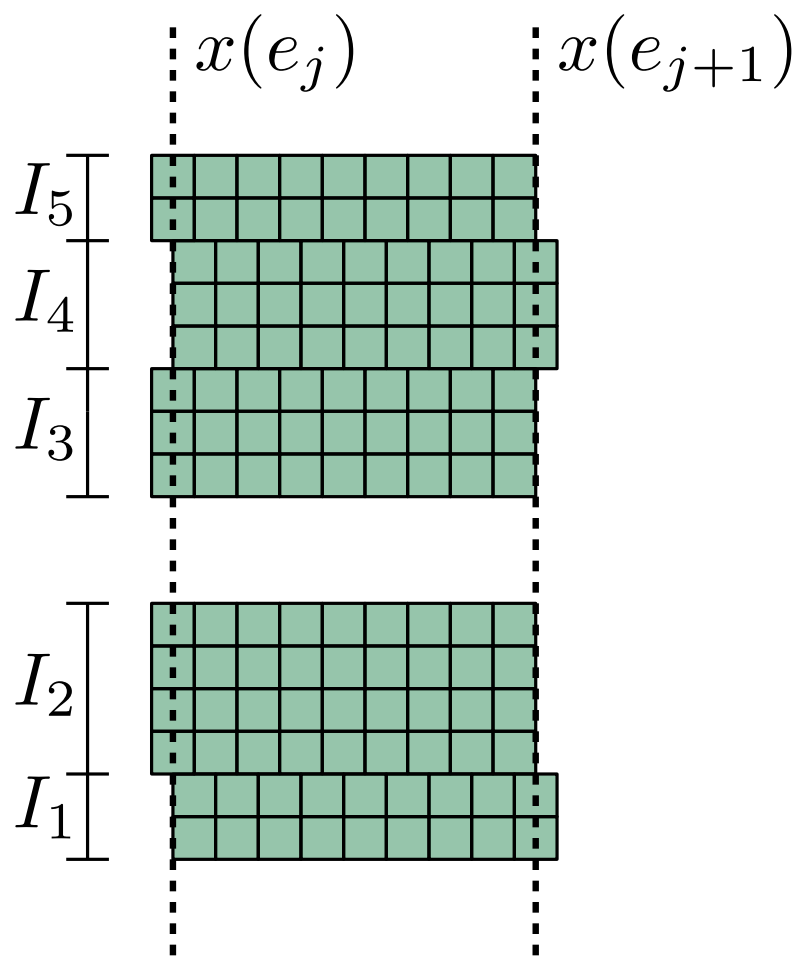
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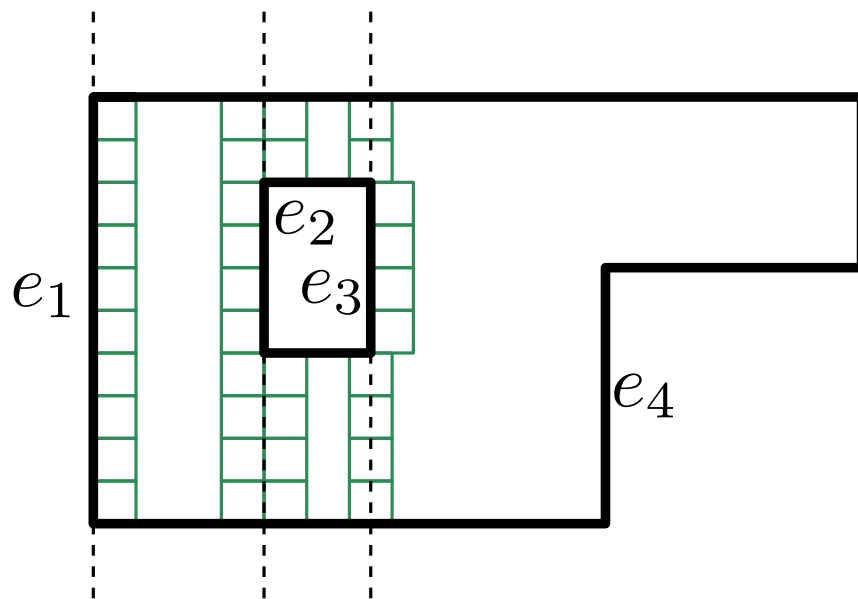
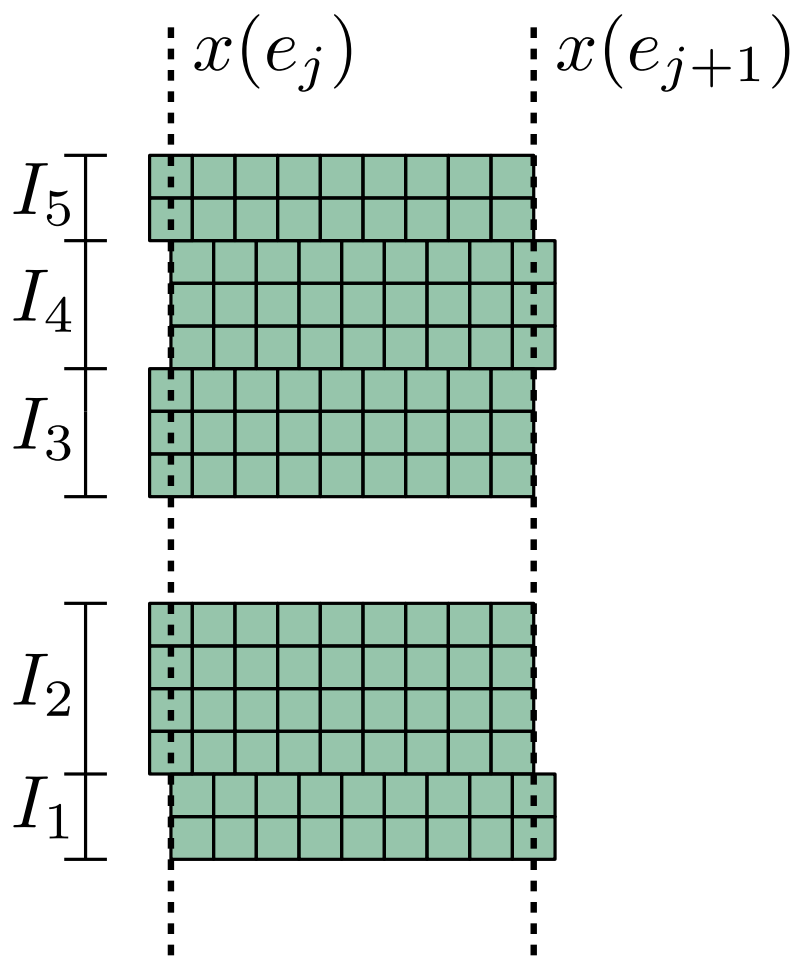
**Polynomial-time algorithm but in the area of  $P!$**



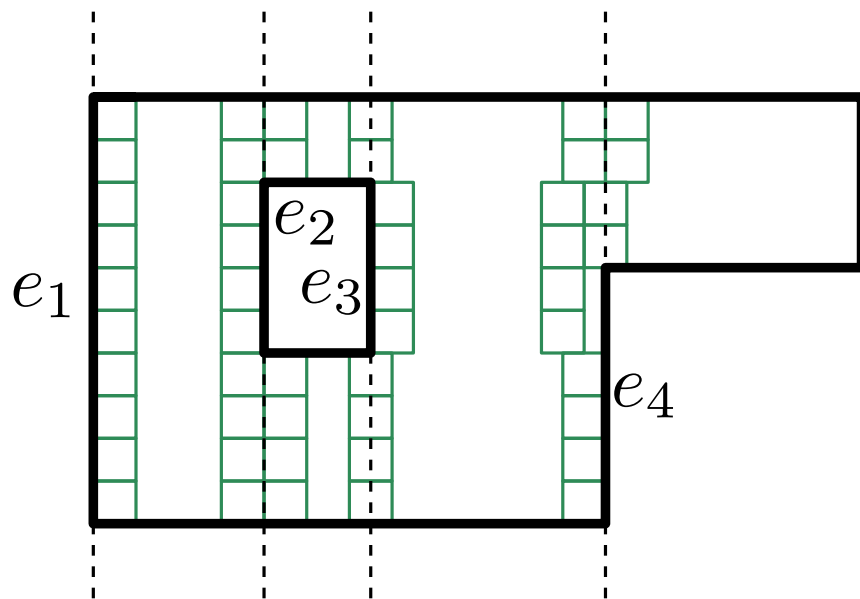
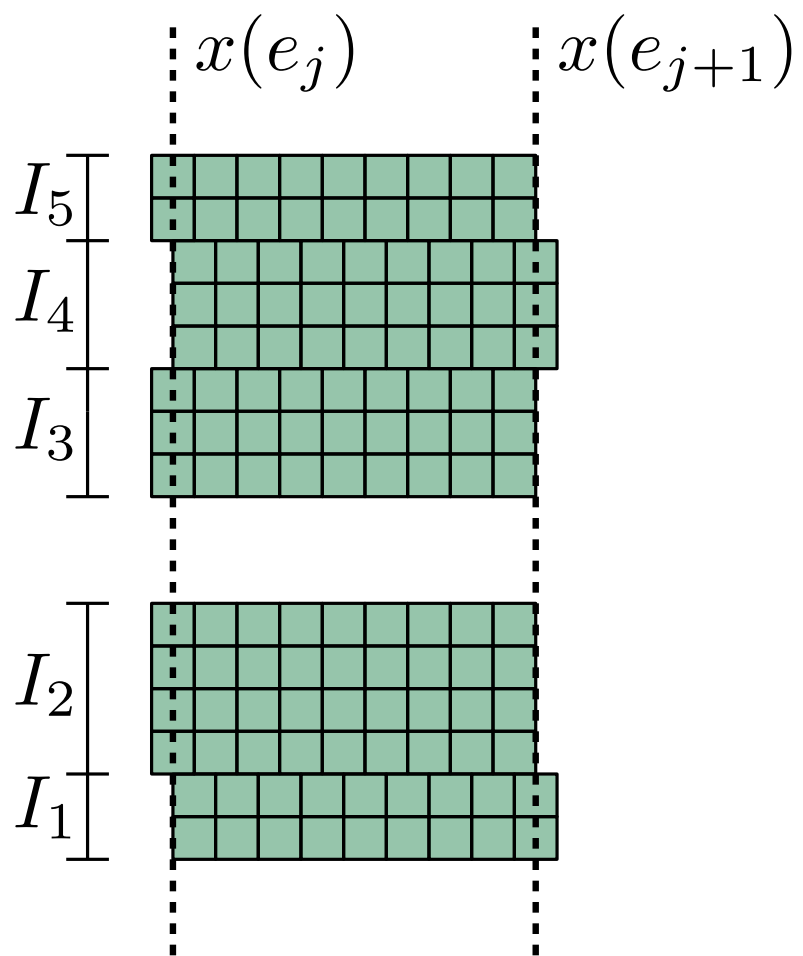


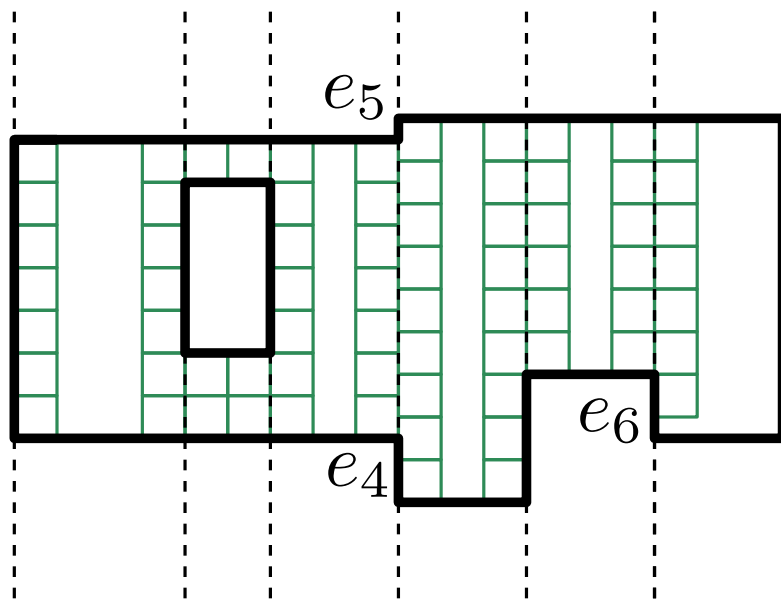
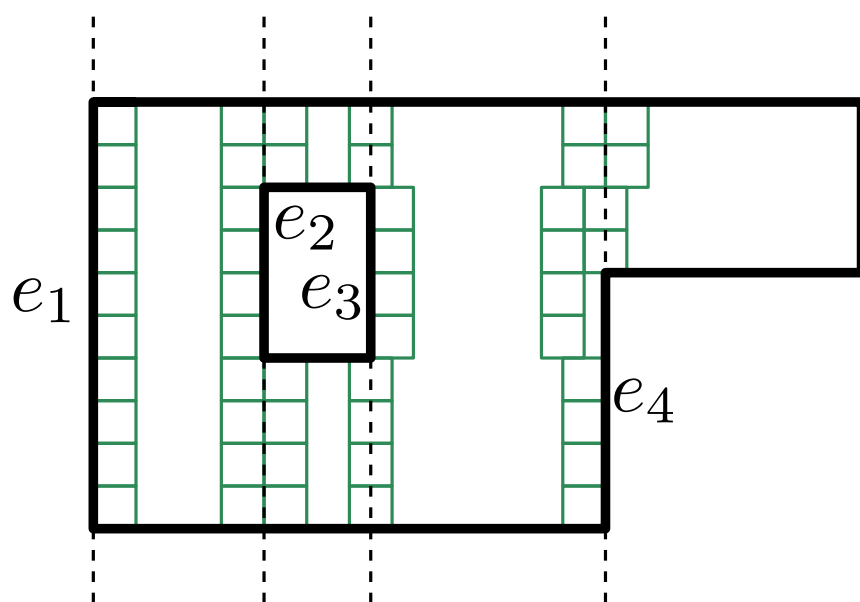
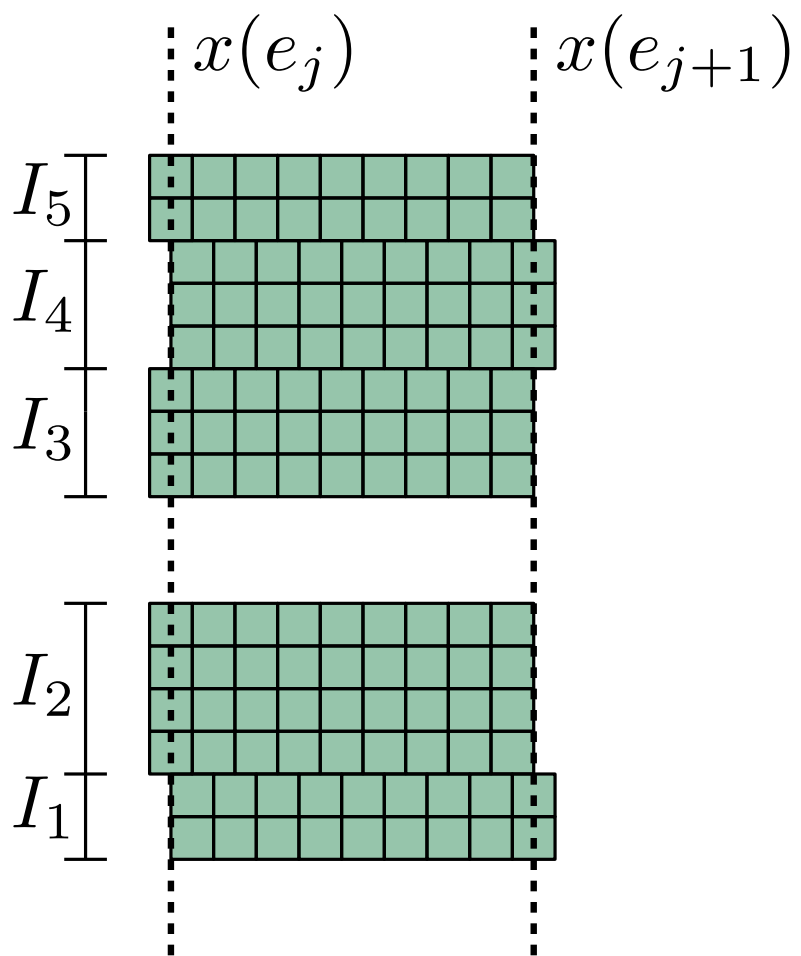




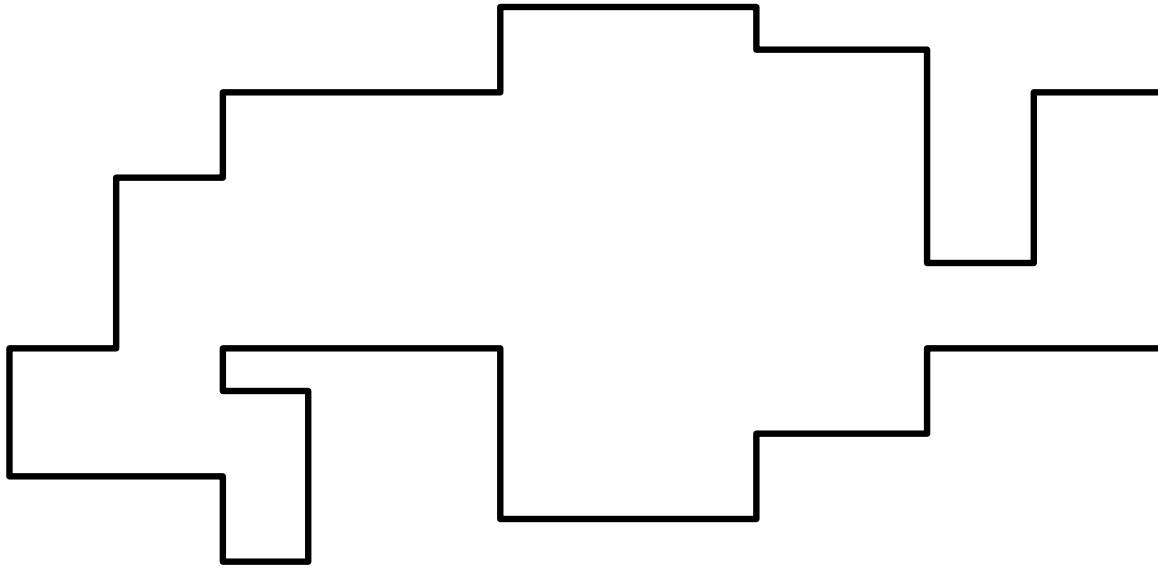




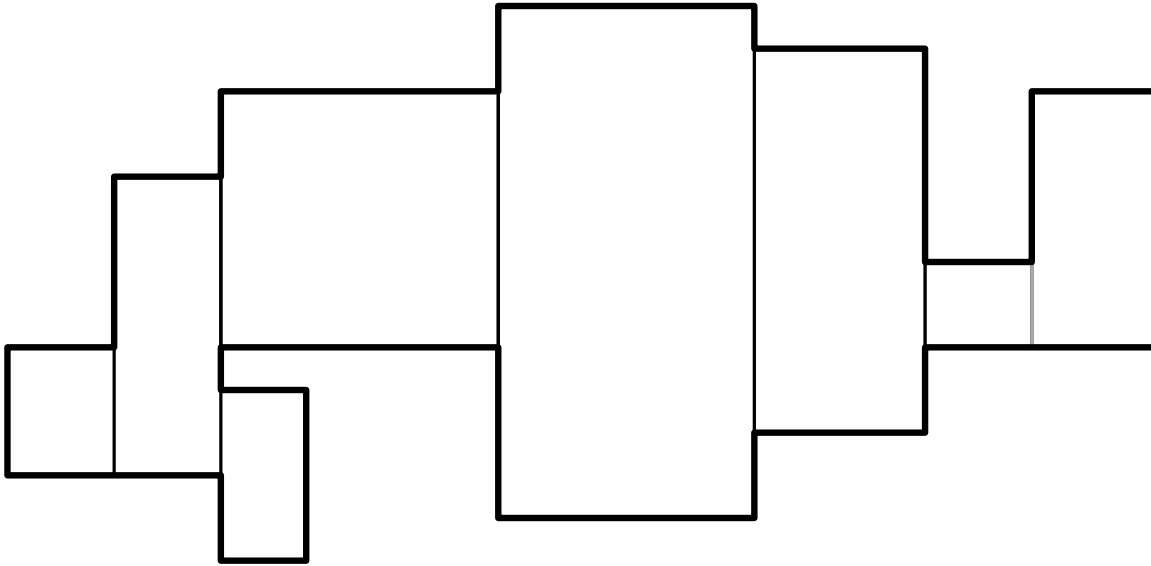




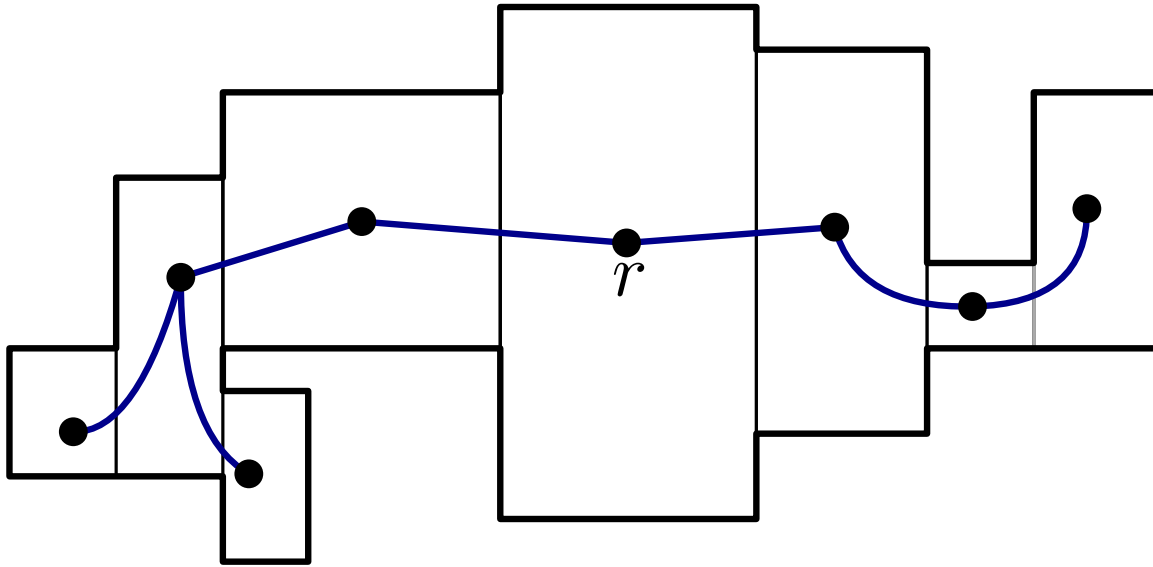
No holes:  $O(n)$  time!



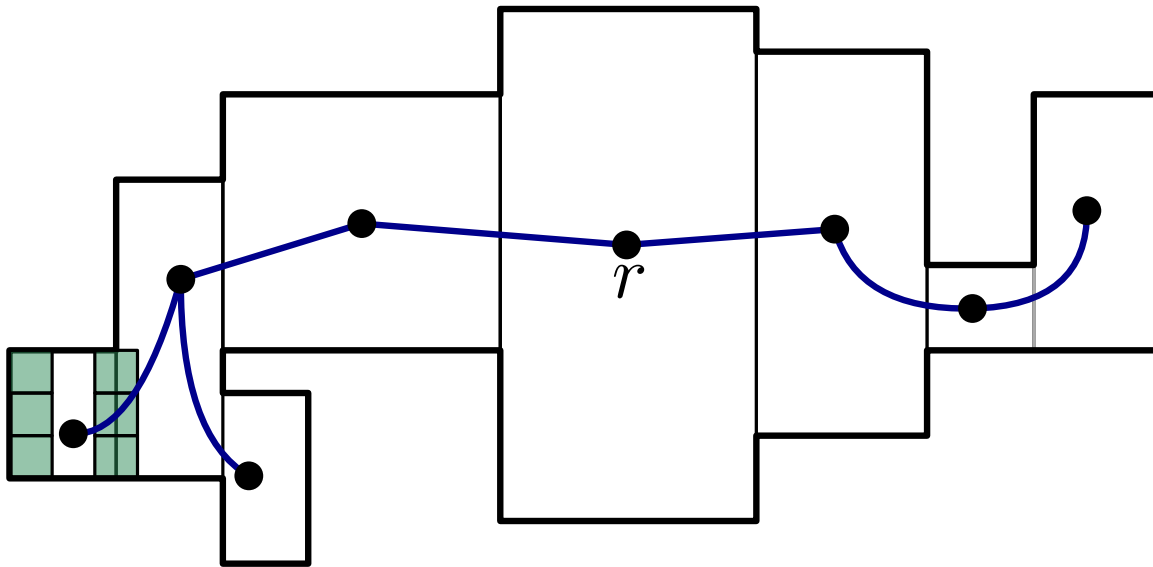
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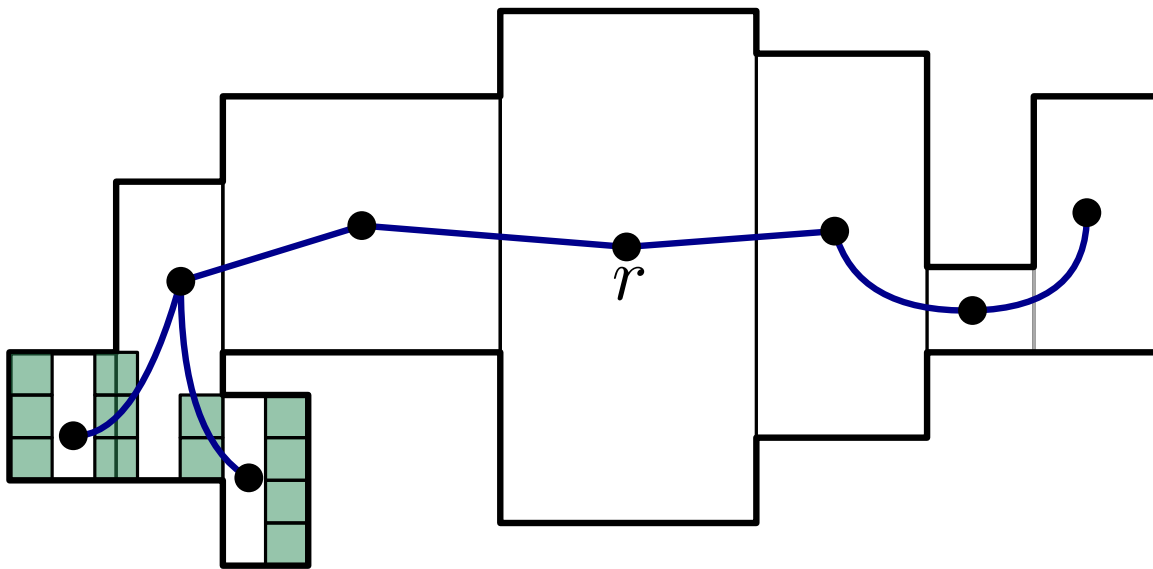
No holes:  $O(n)$  time!



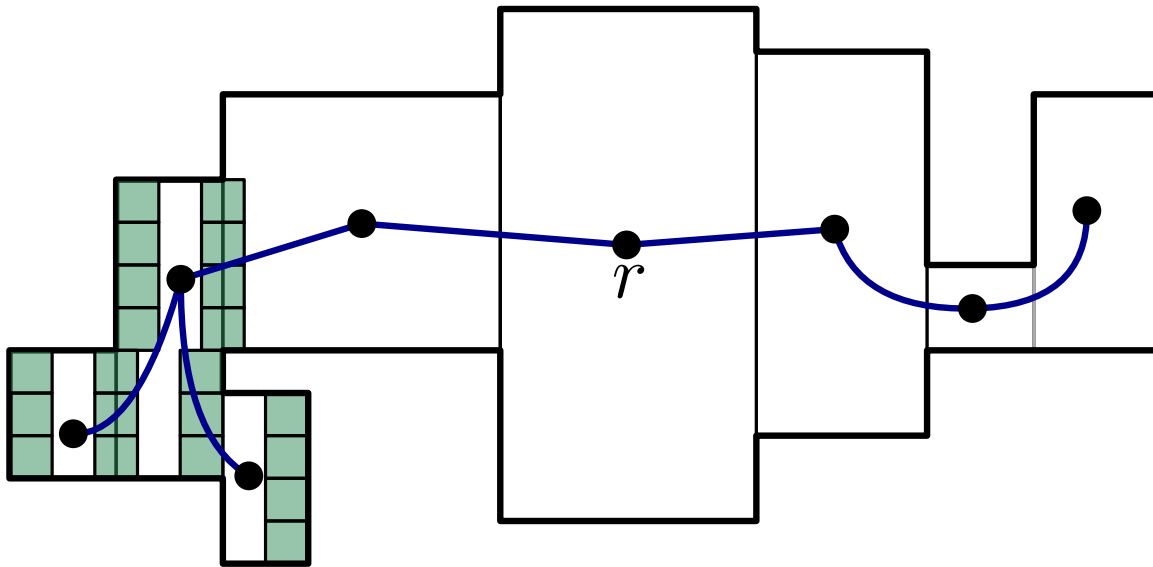
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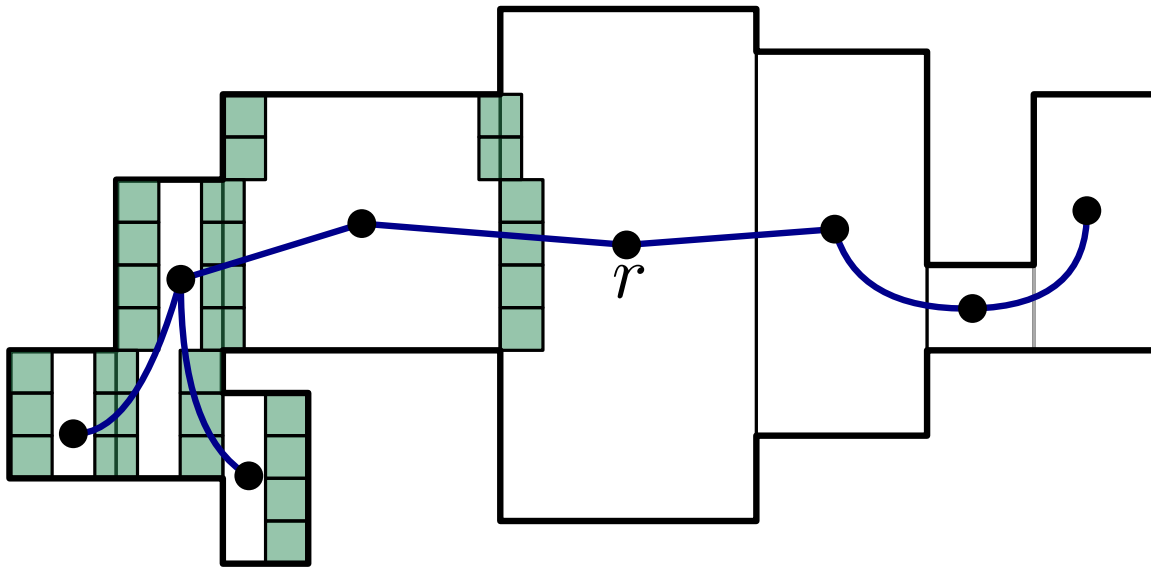


No holes:  $O(n)$  time!

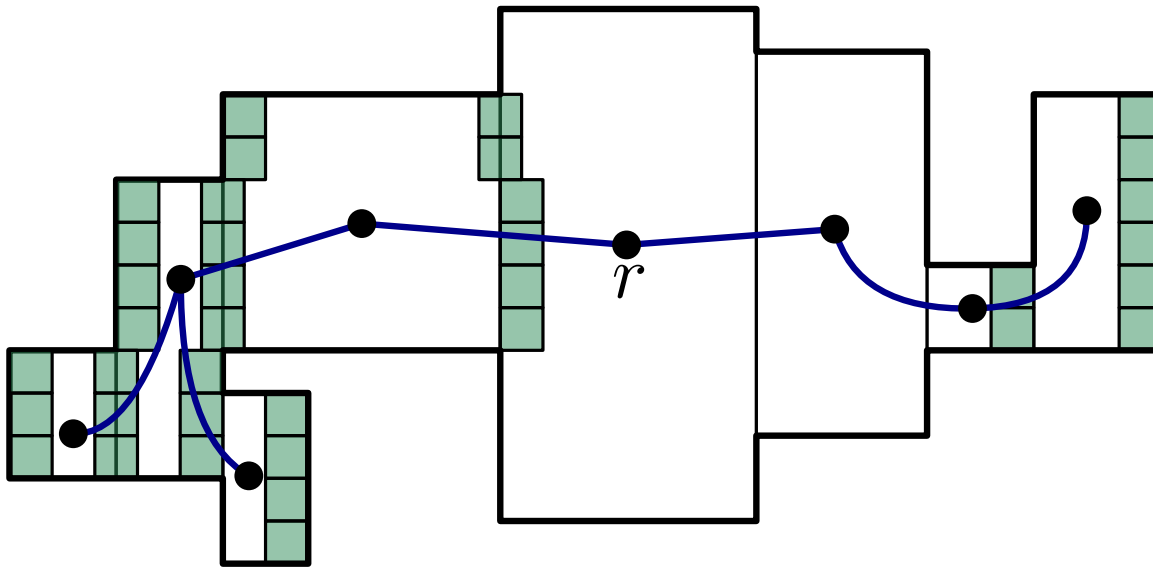




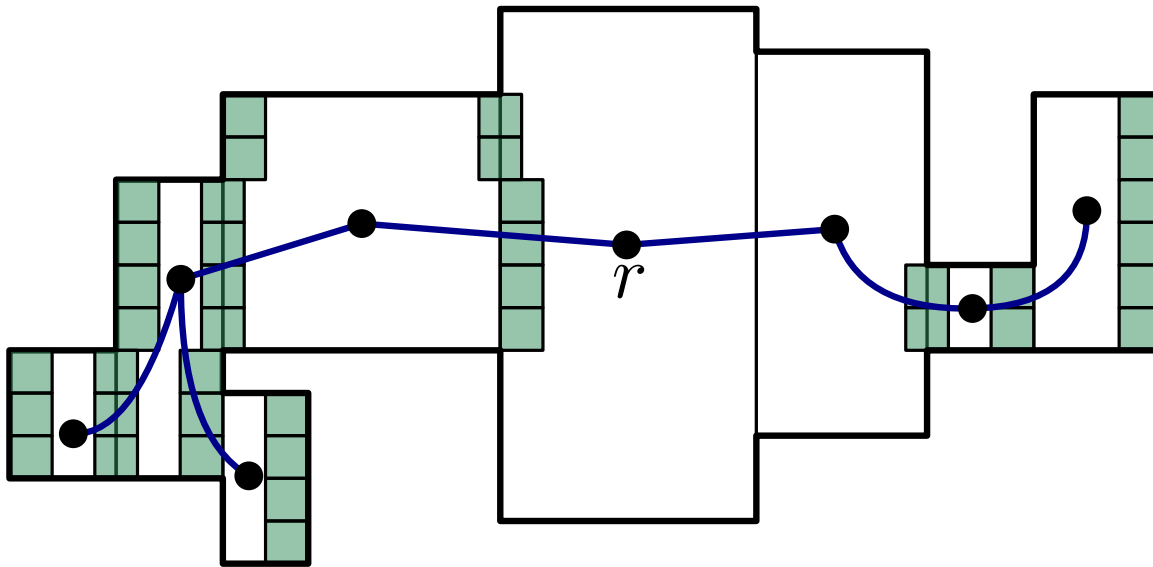
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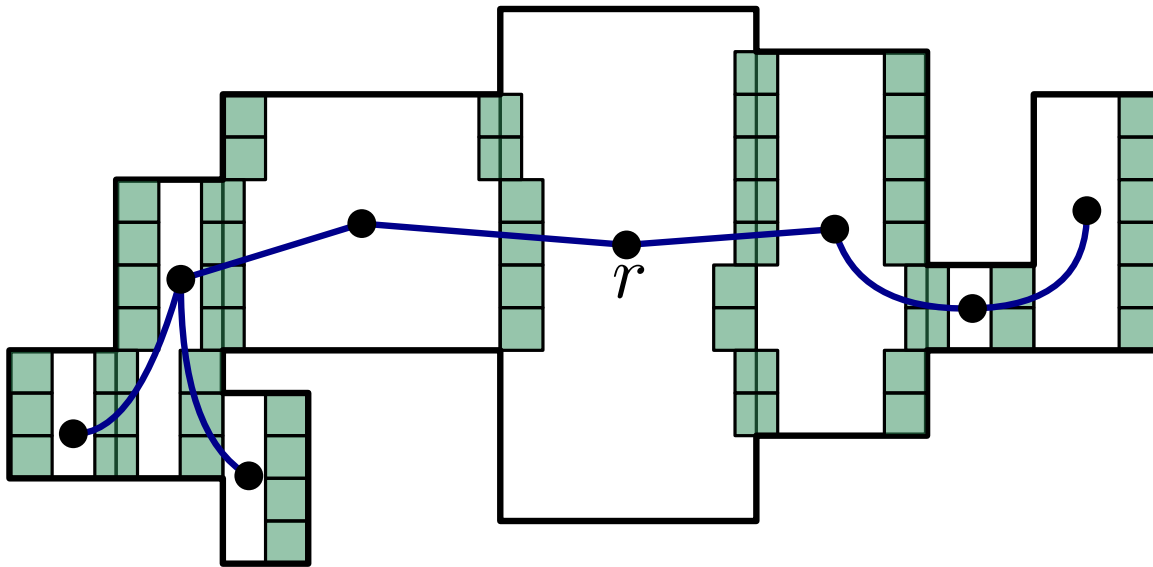
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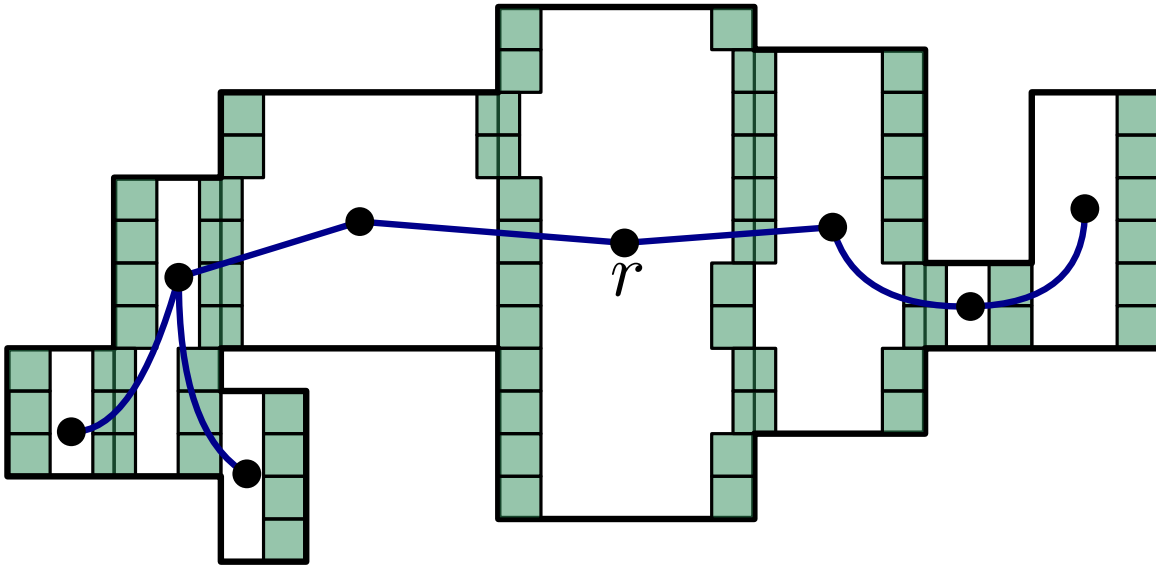
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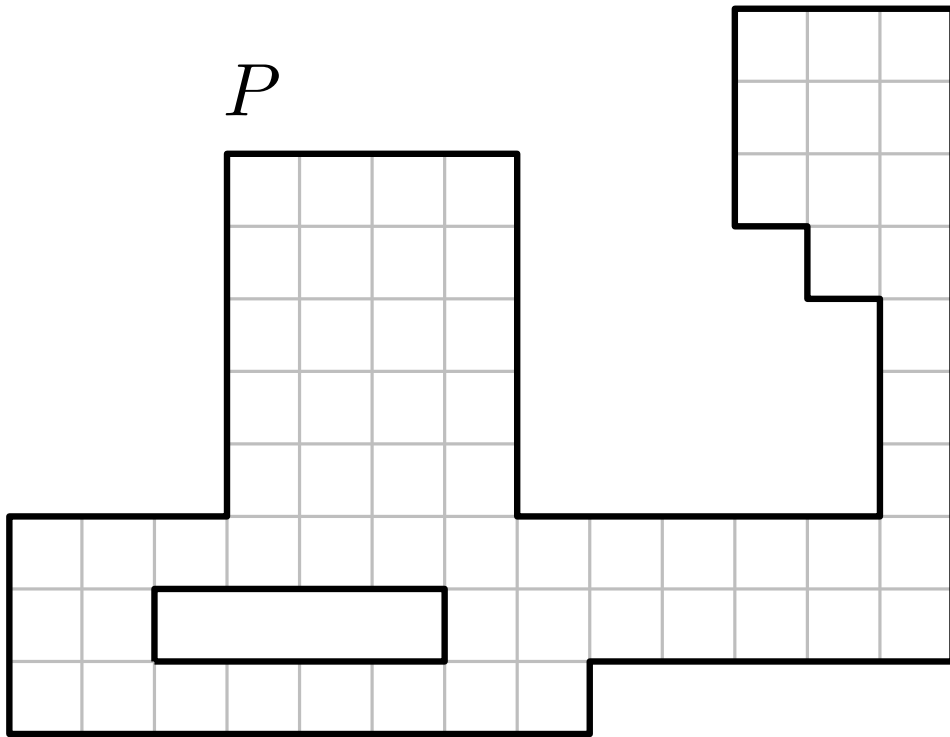


No holes:  $O(n)$  time!

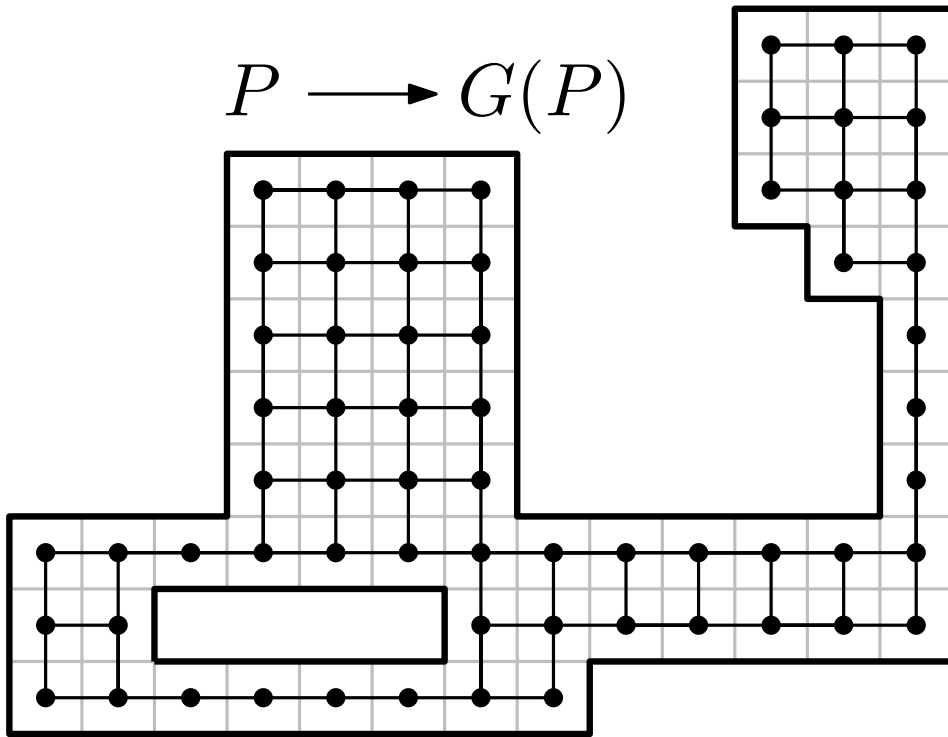




# Packing dominos

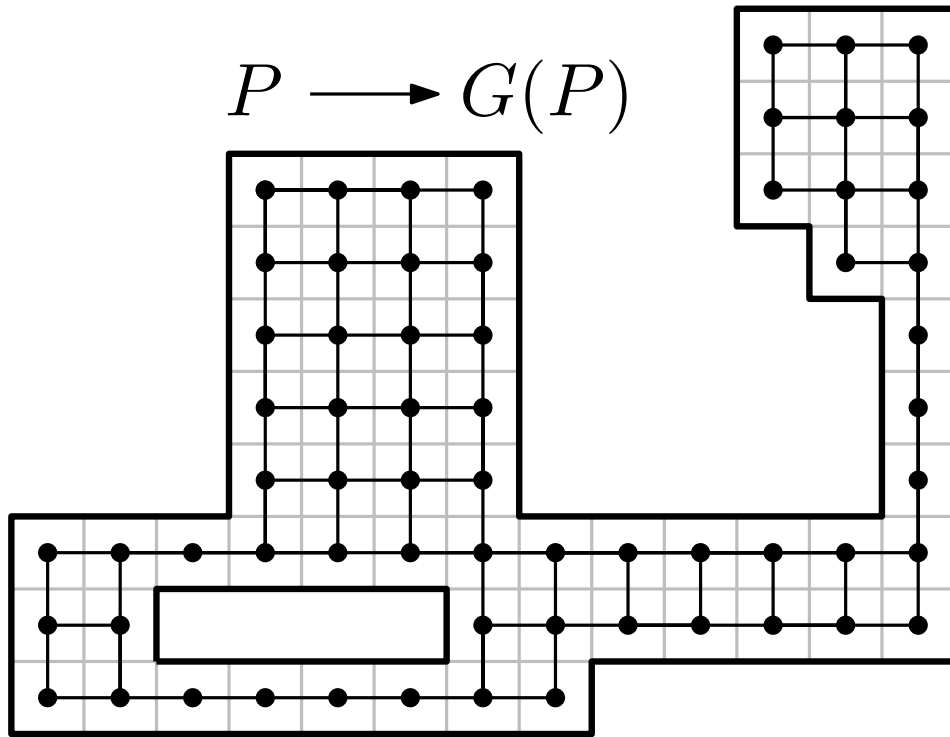


# Packing dominos



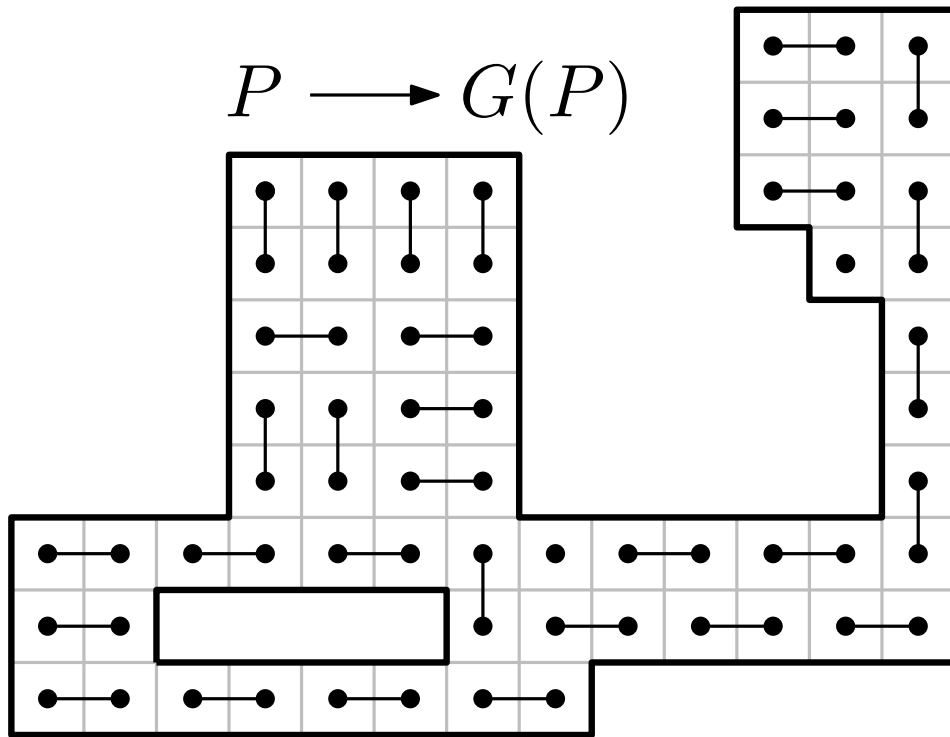


# Packing dominos



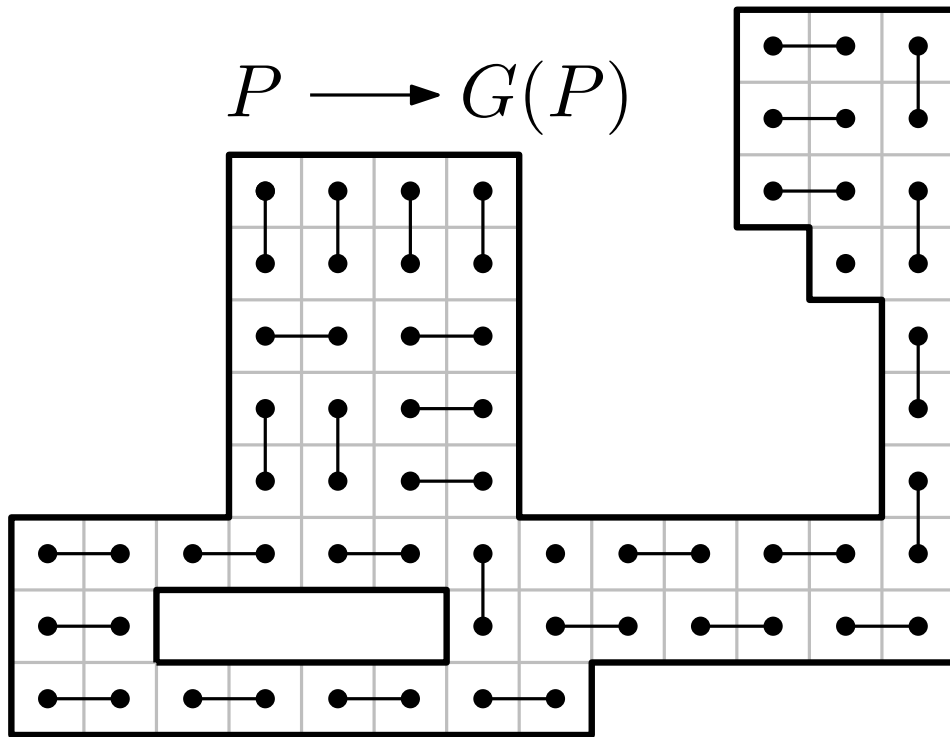
Maximum domino packing of  $P \iff$  Maximum matching of  $G(P)$

# Packing dominos



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

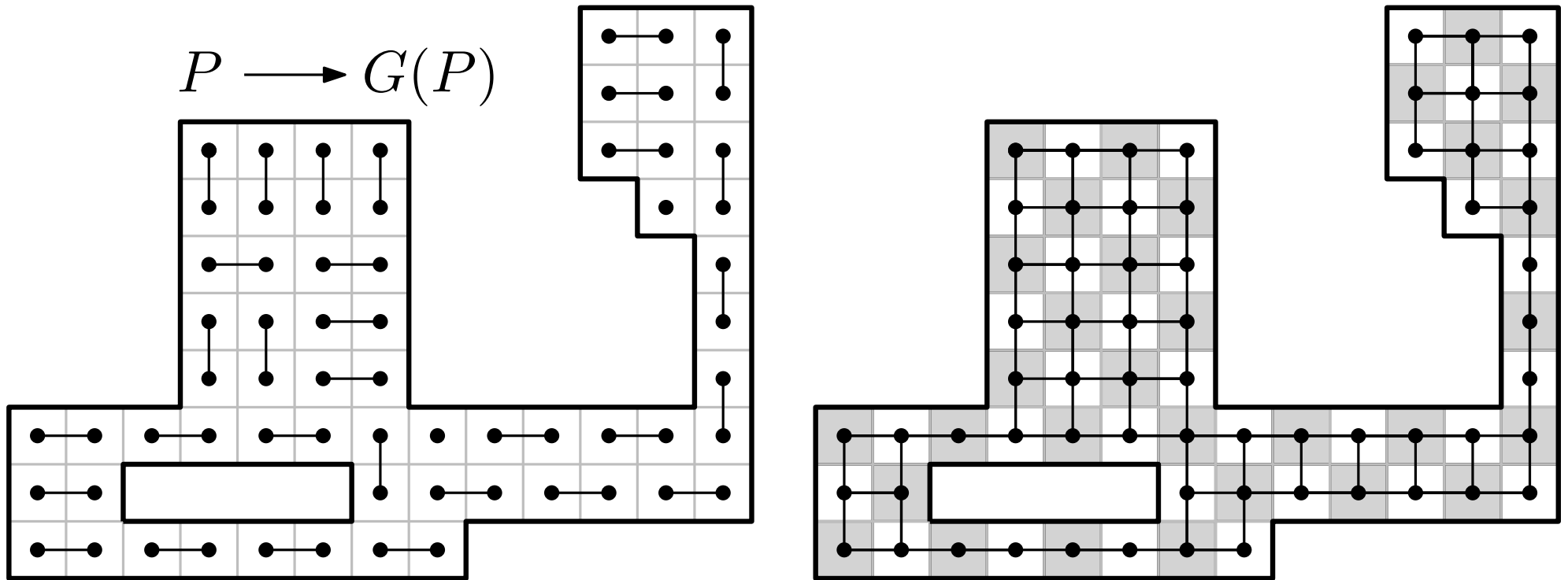
# Packing dominos



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



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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:  
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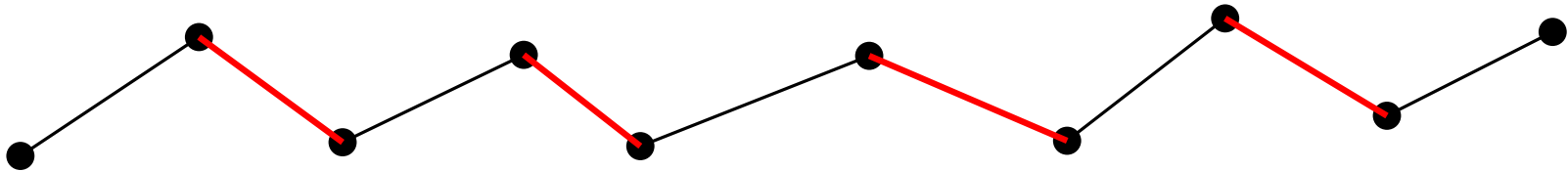
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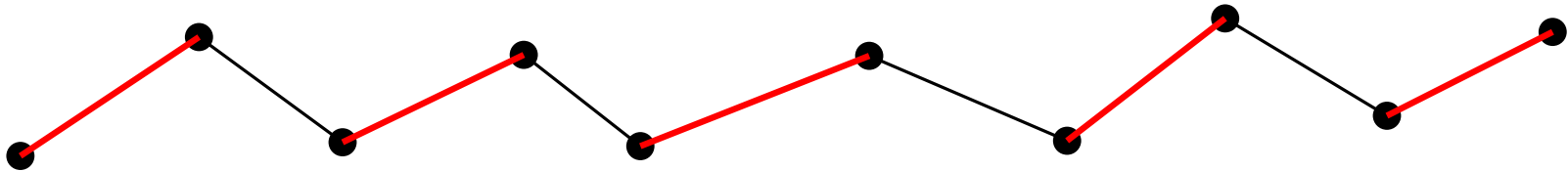




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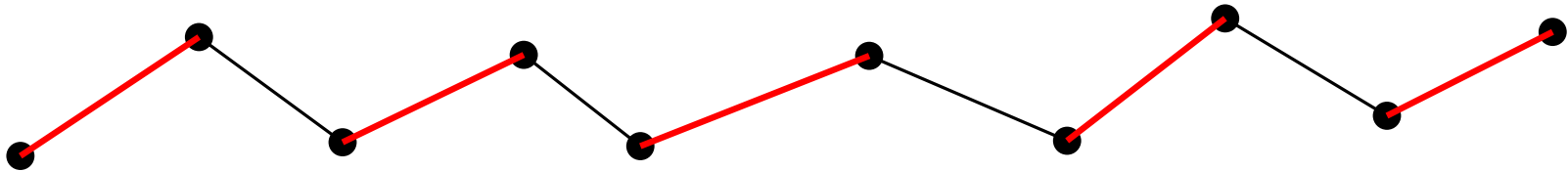
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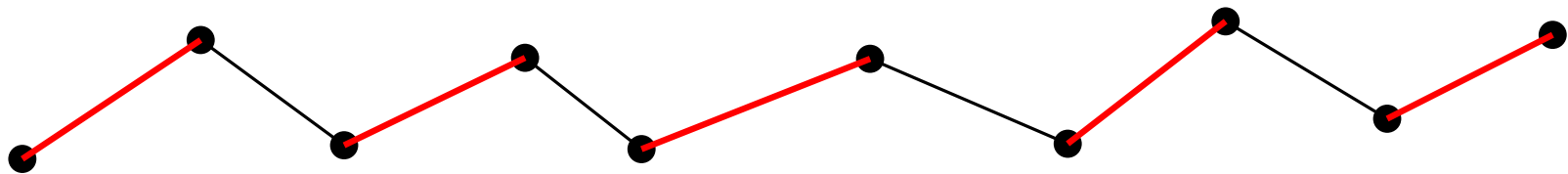


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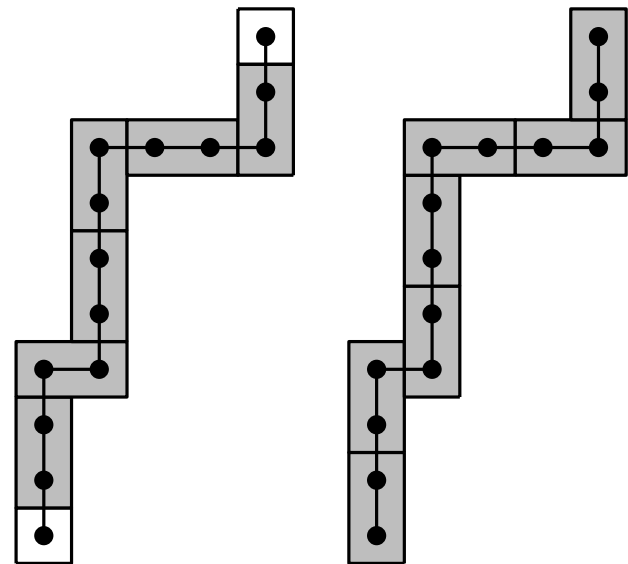
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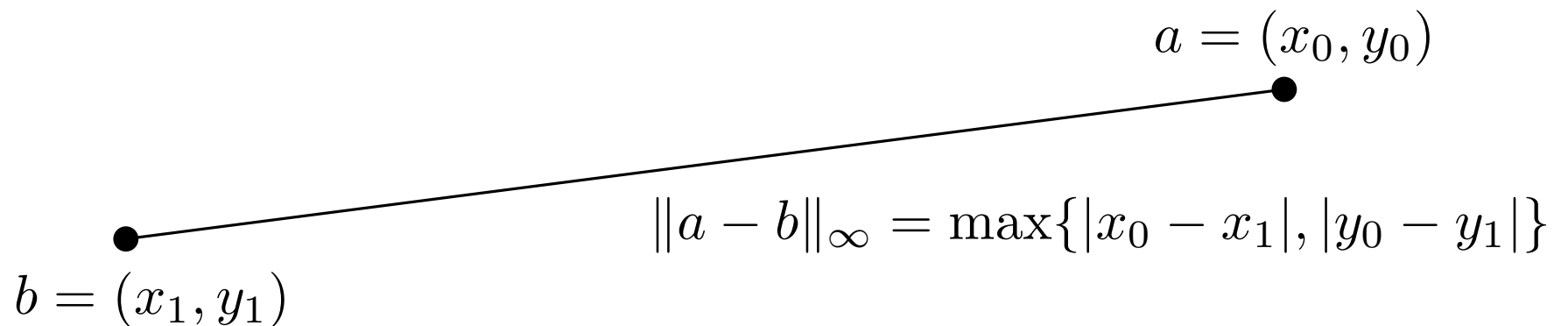


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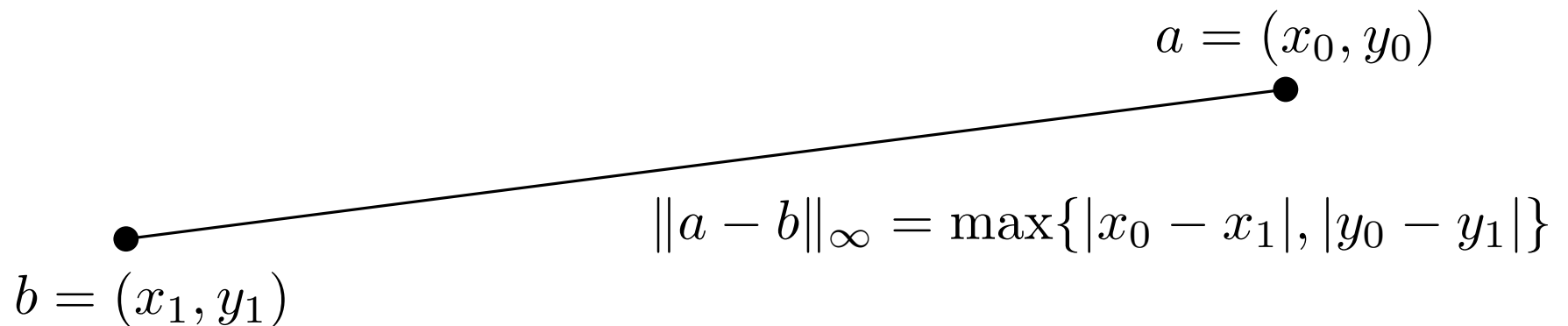


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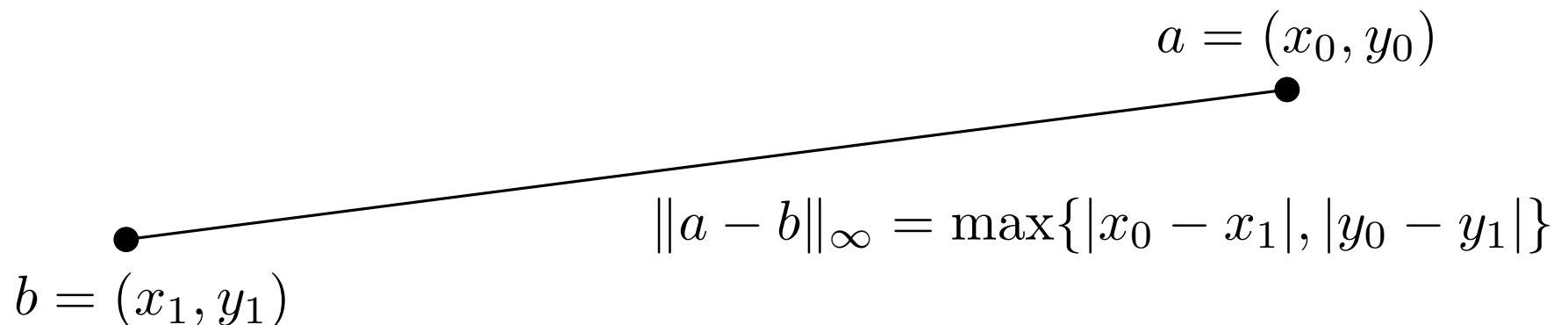
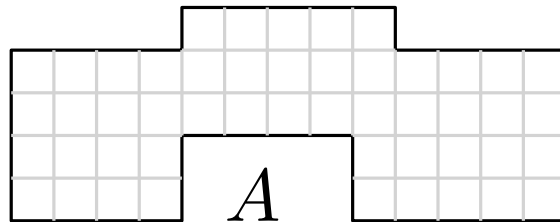


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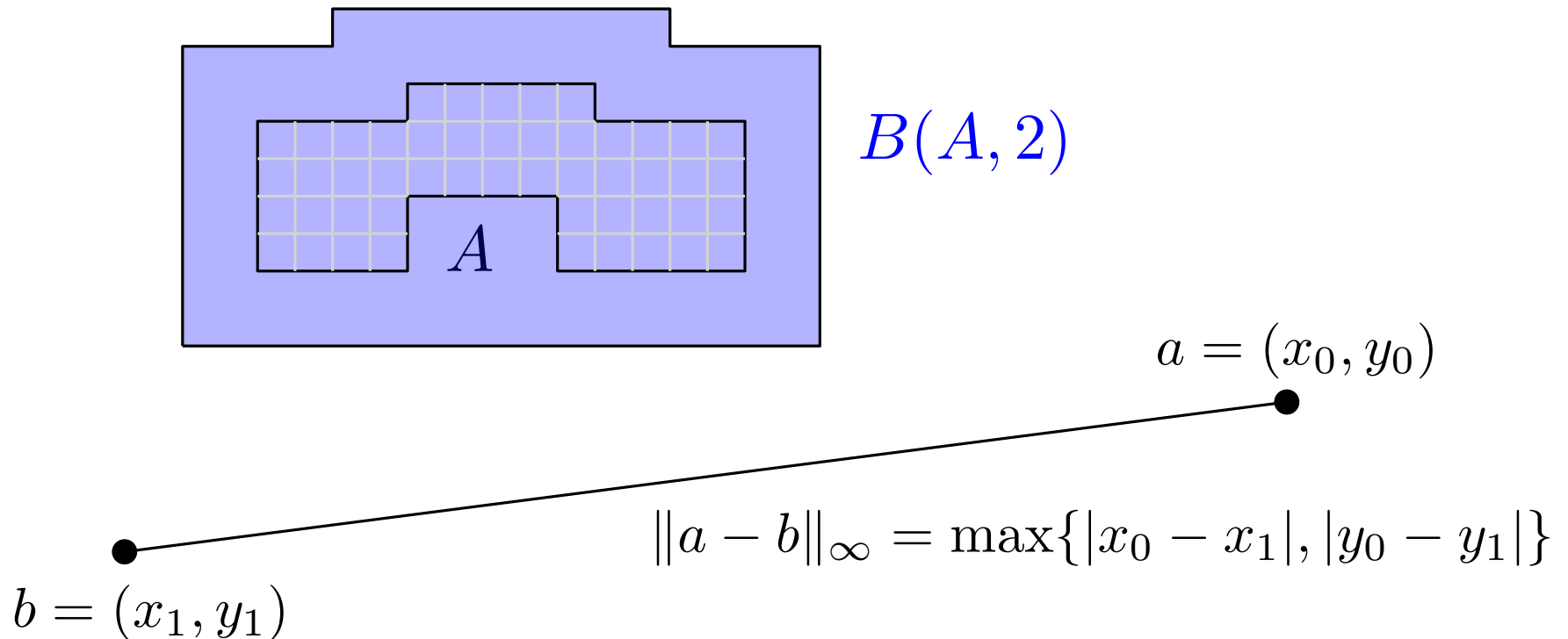


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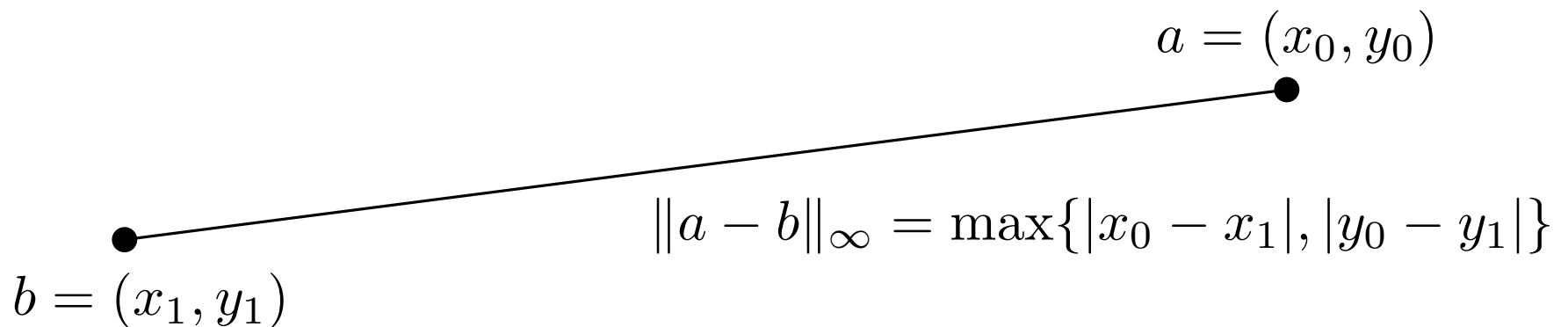
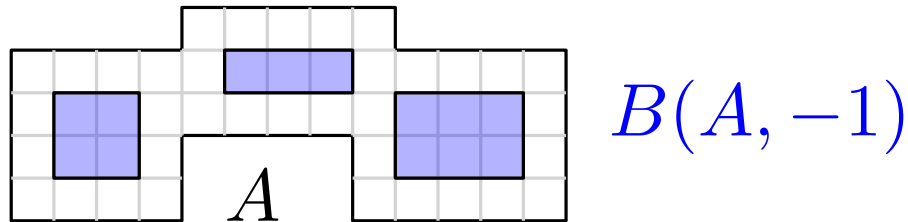


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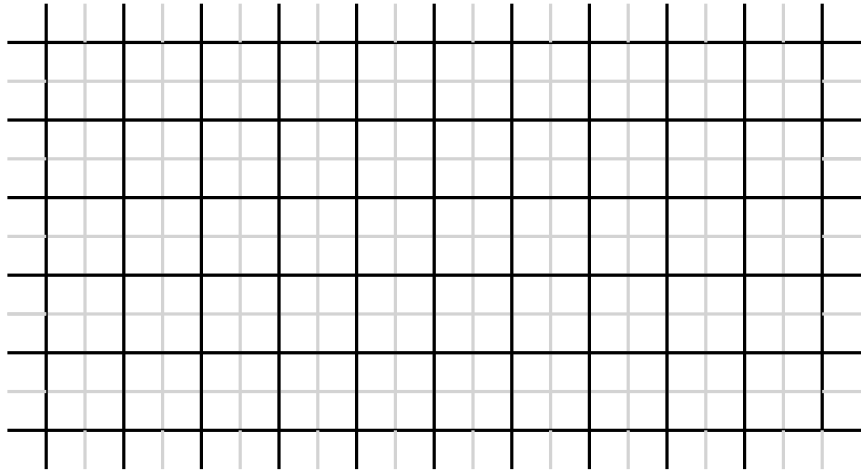
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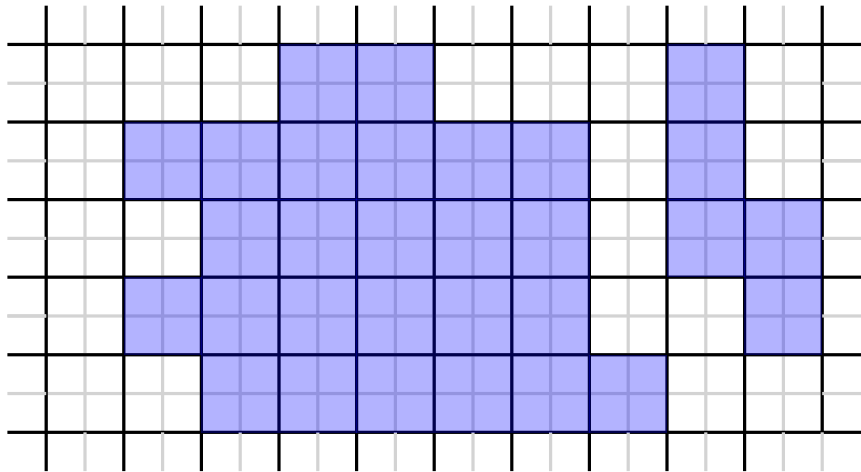
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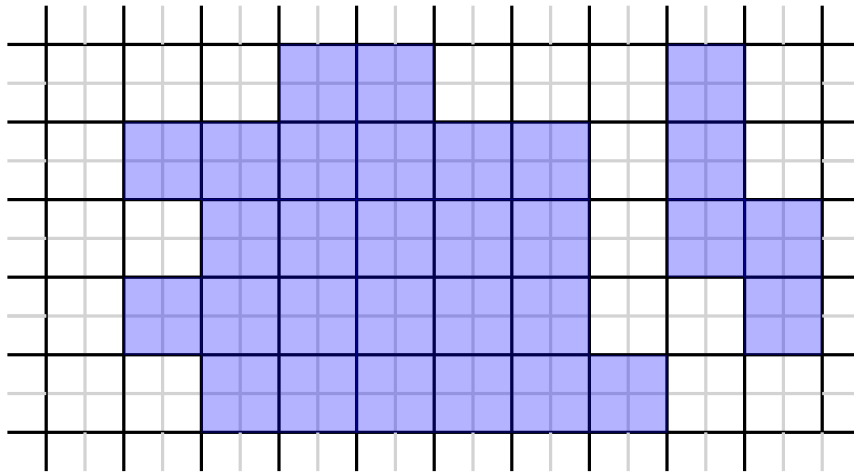
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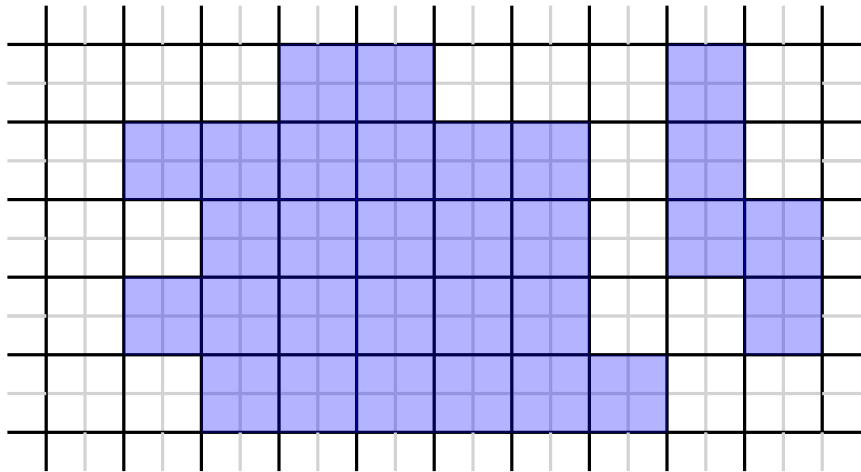
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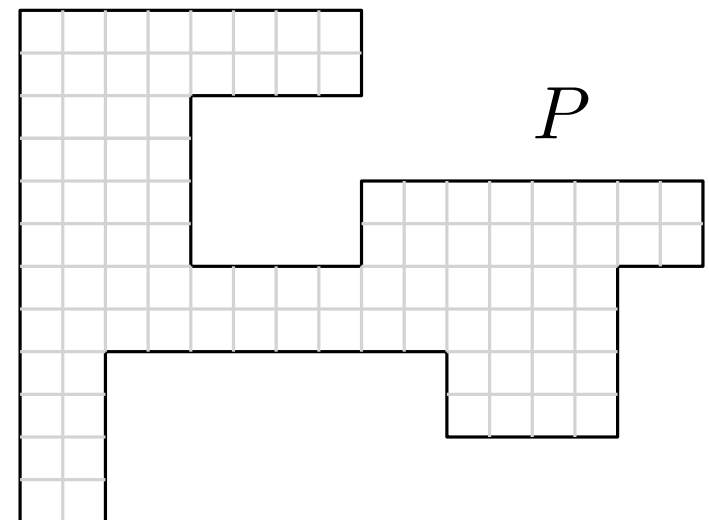
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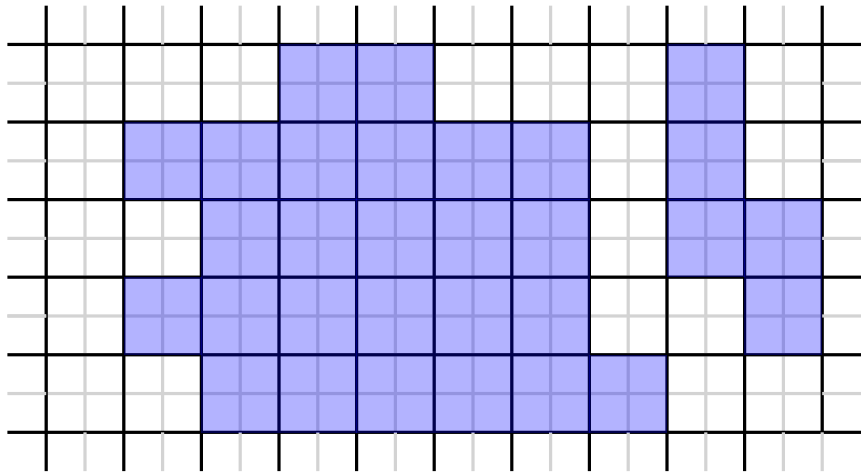


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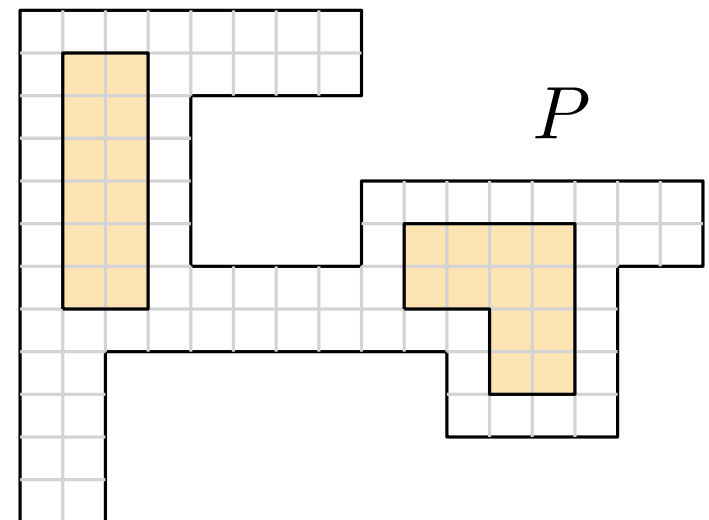


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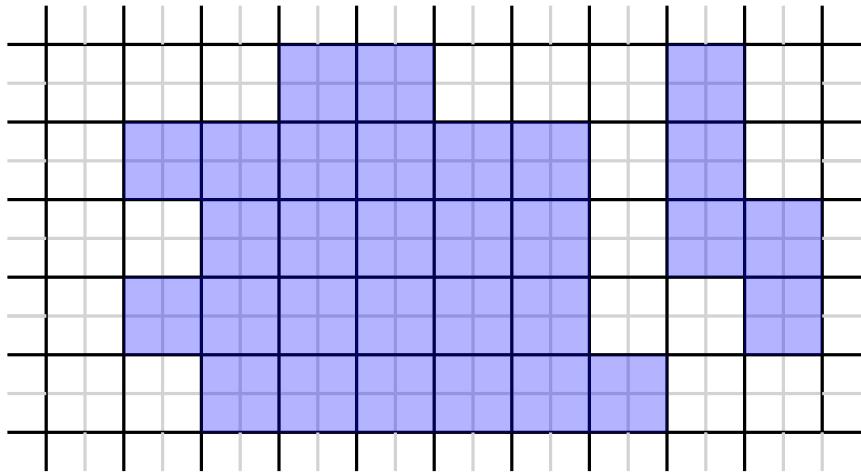


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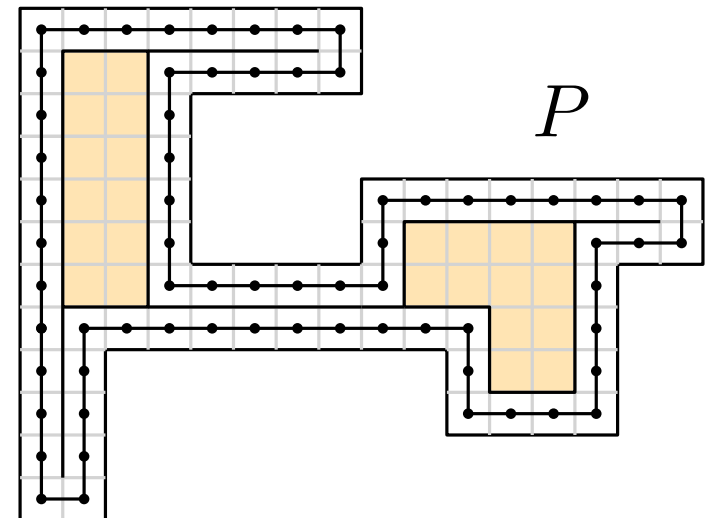


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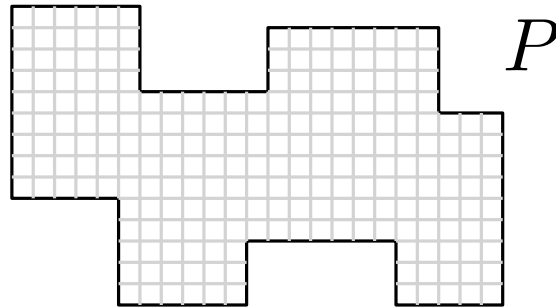


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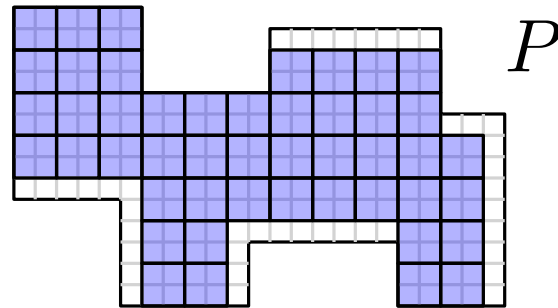
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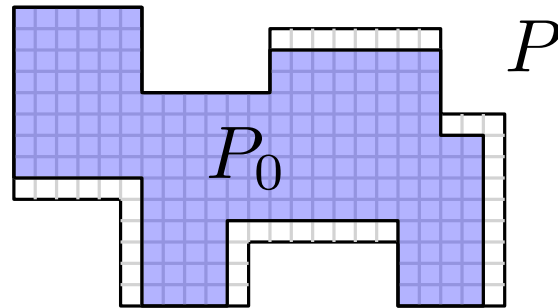
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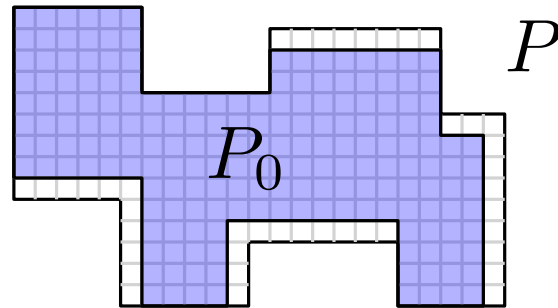
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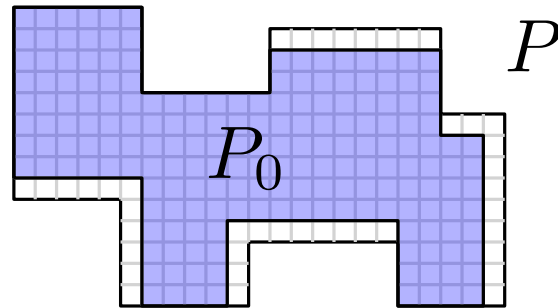
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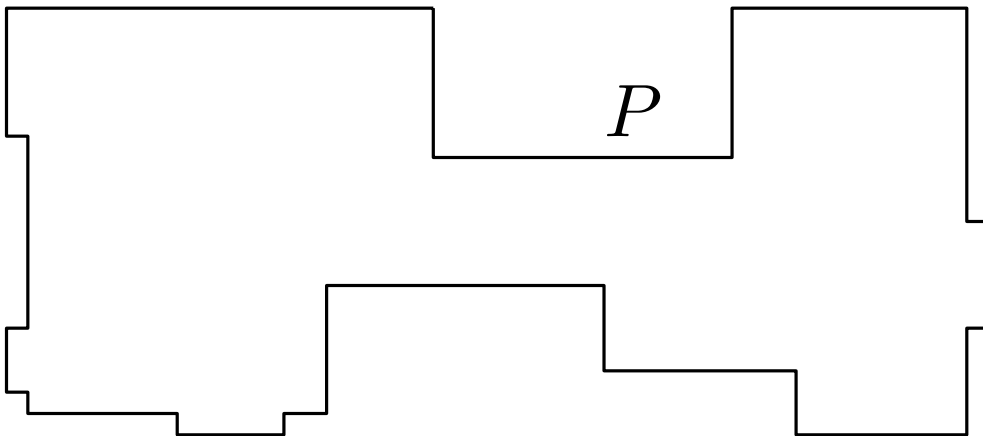
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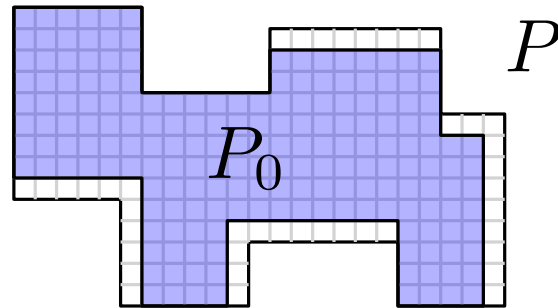


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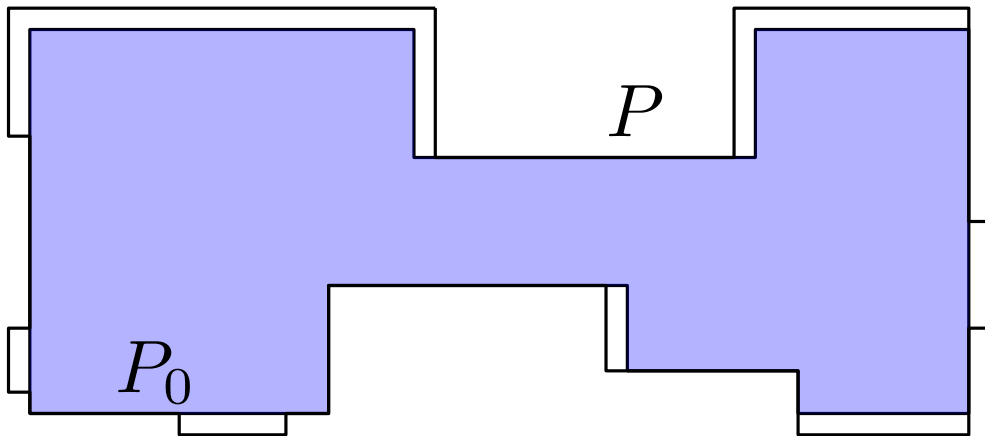


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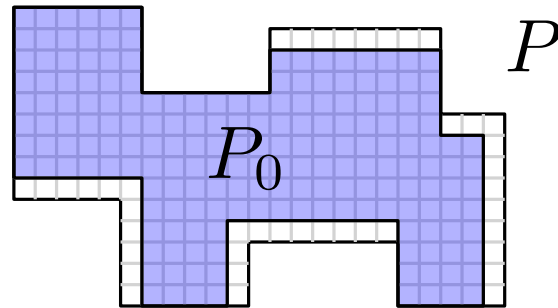


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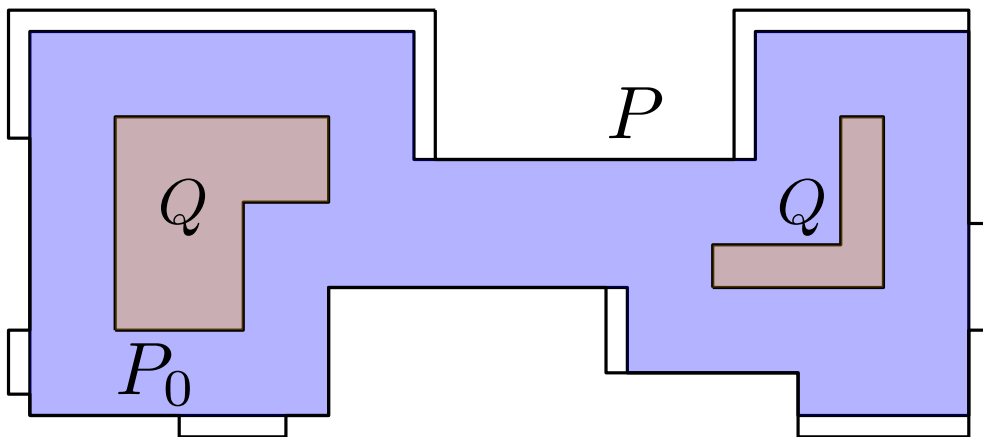


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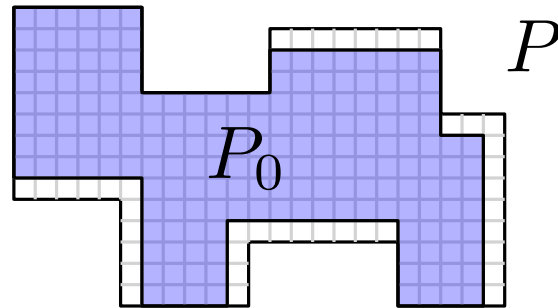


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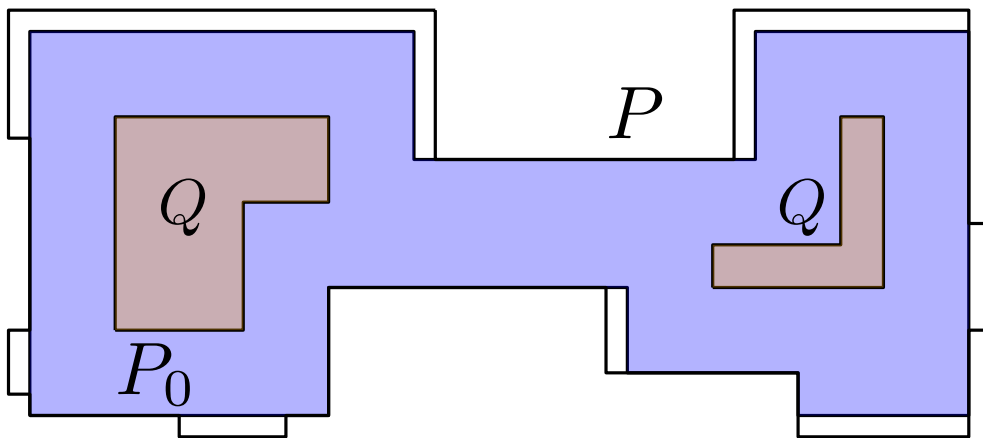


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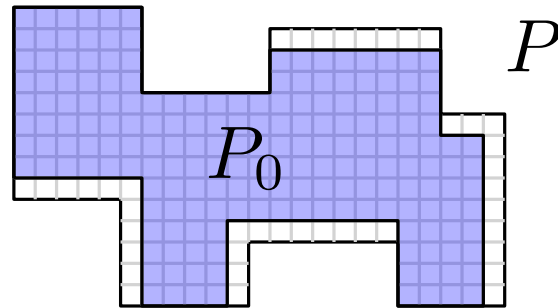
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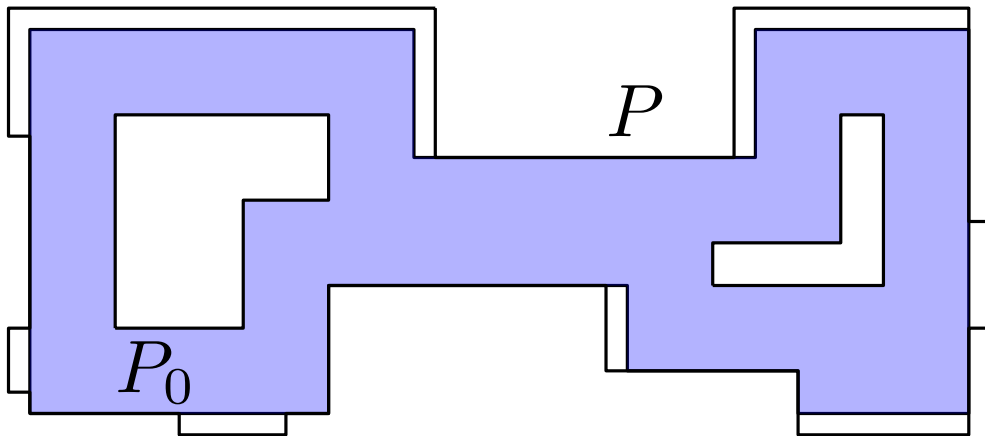
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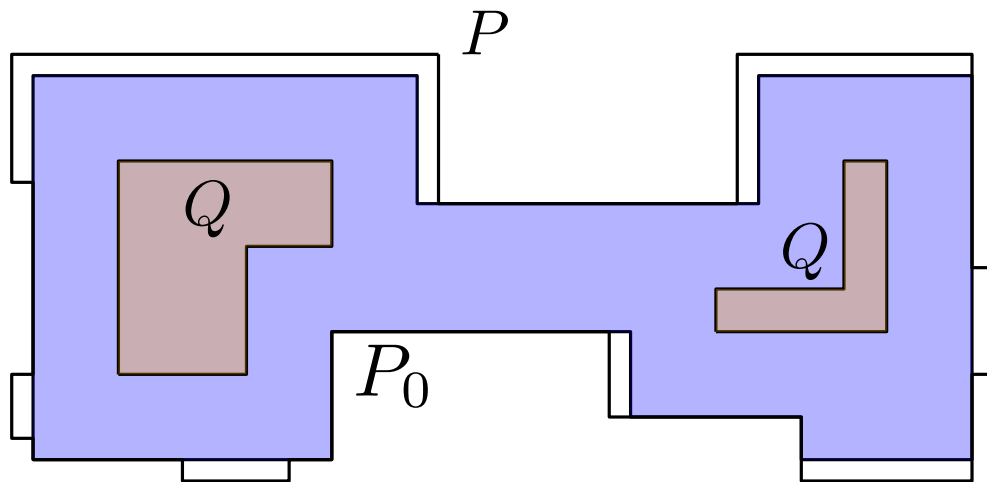


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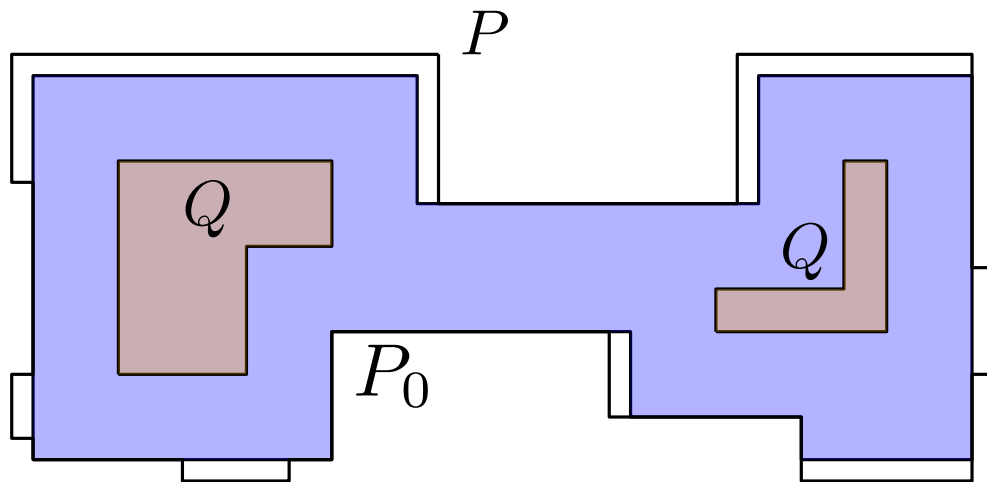


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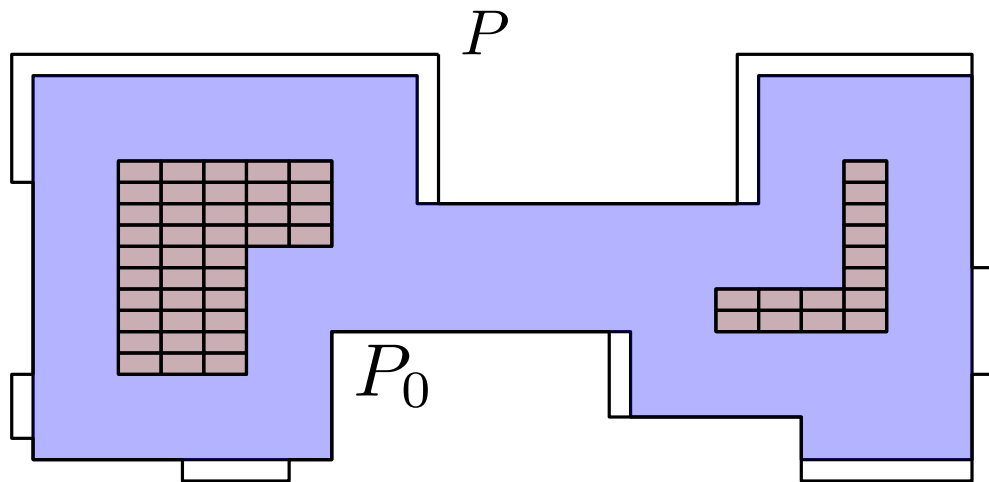


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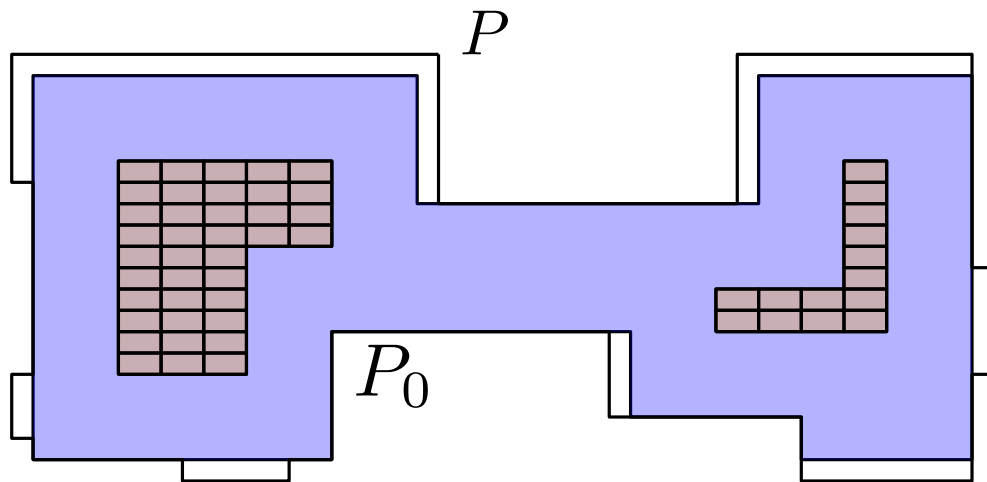
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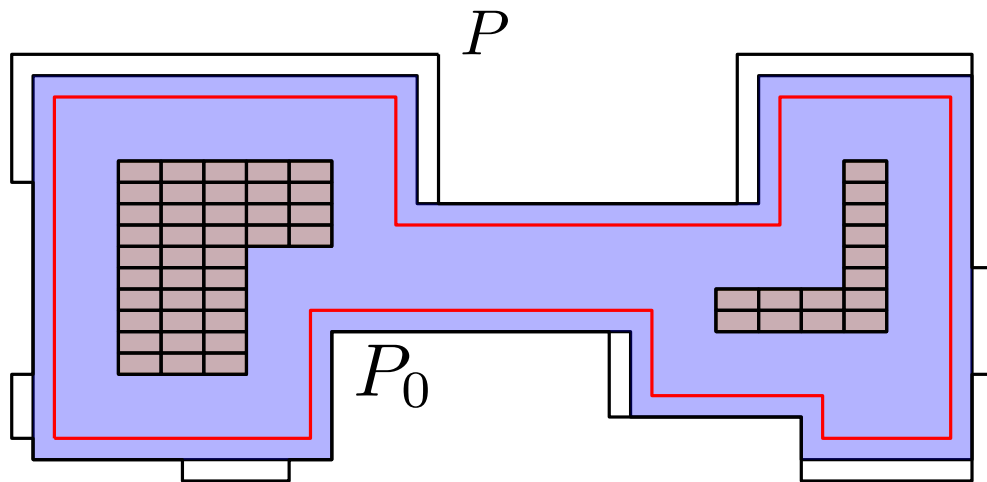
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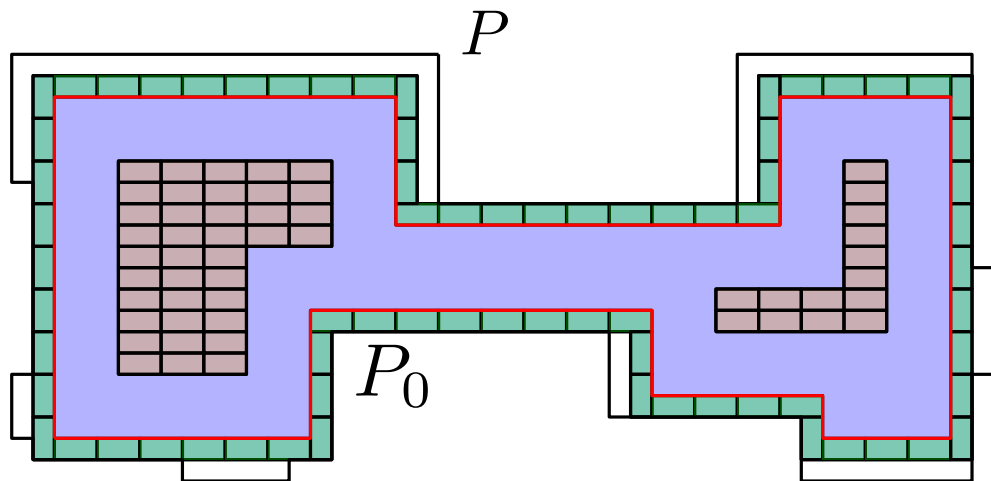
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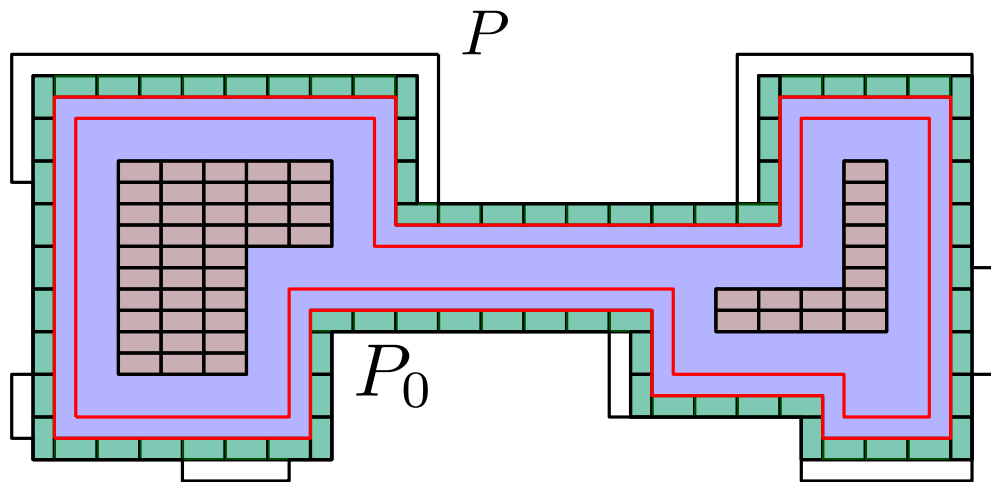
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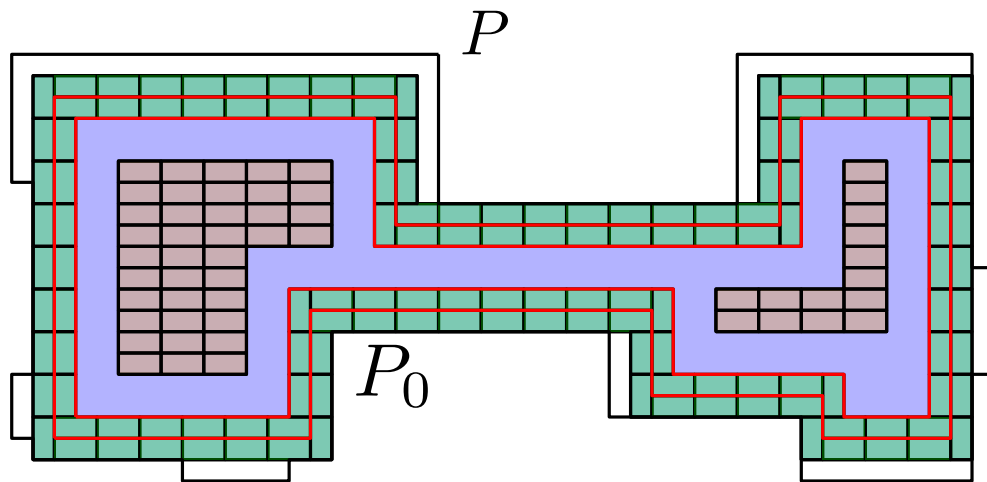
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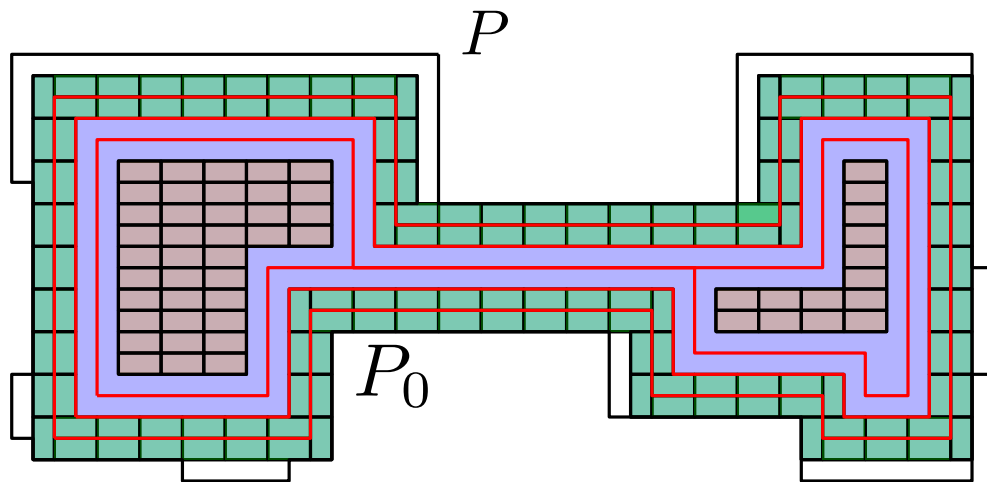


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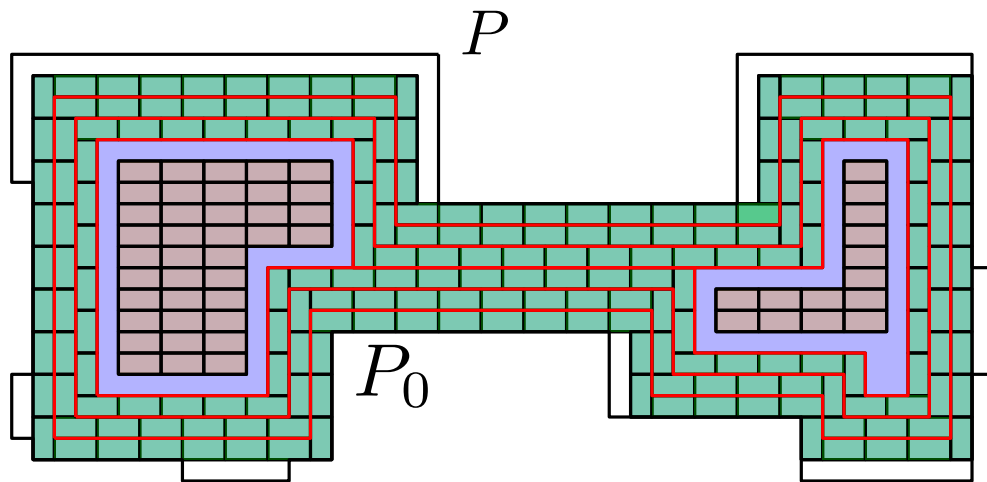




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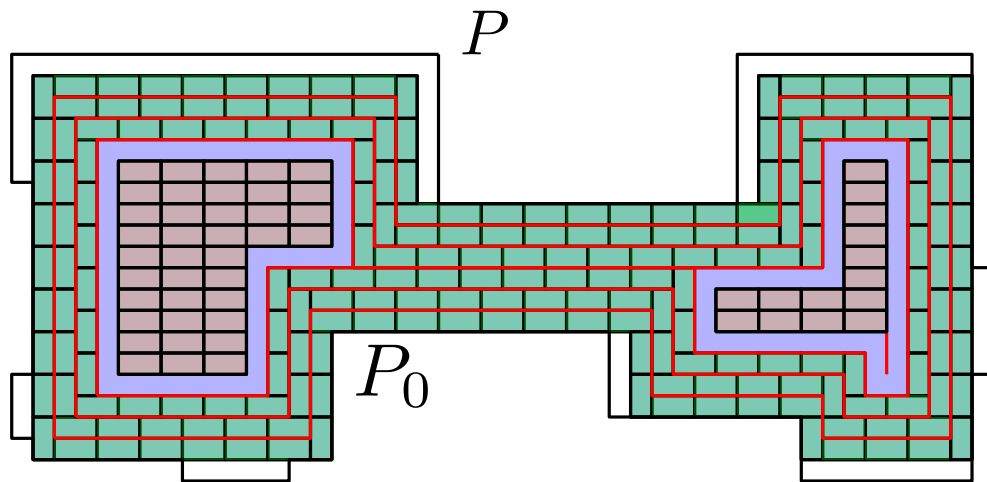
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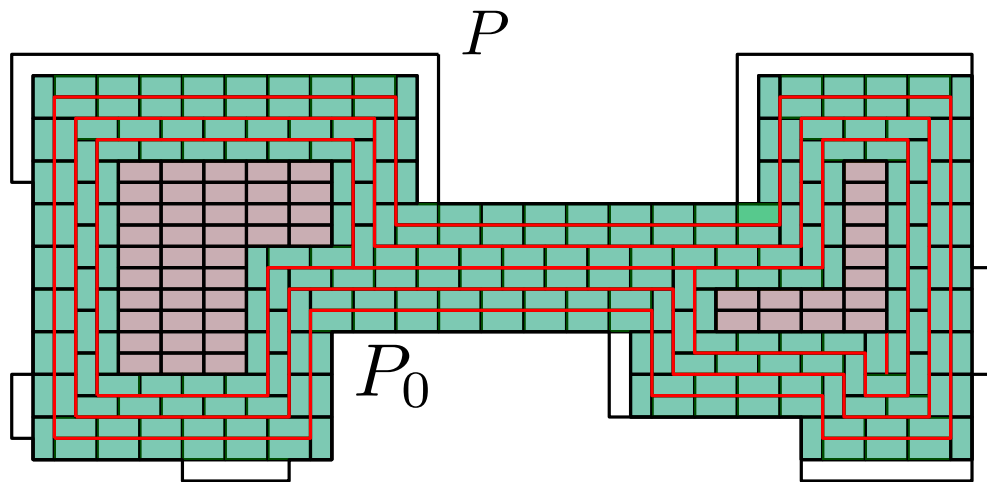
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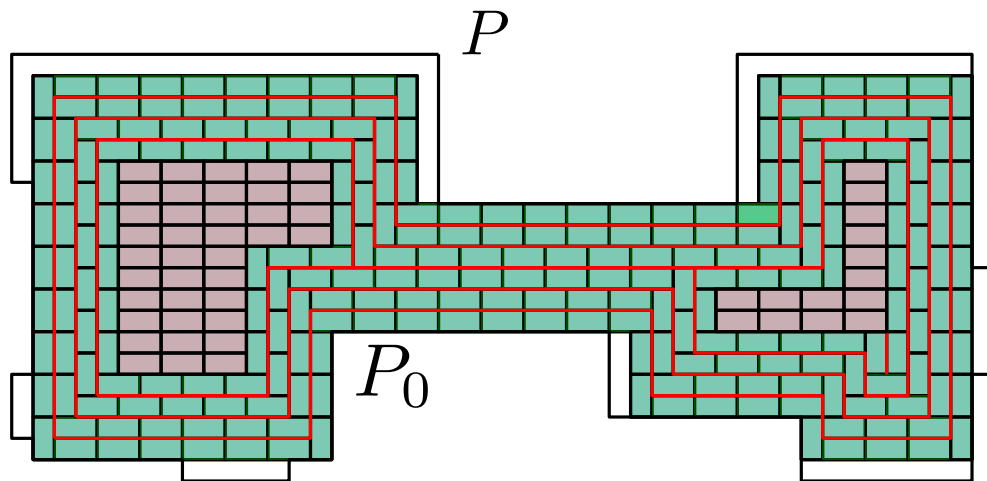
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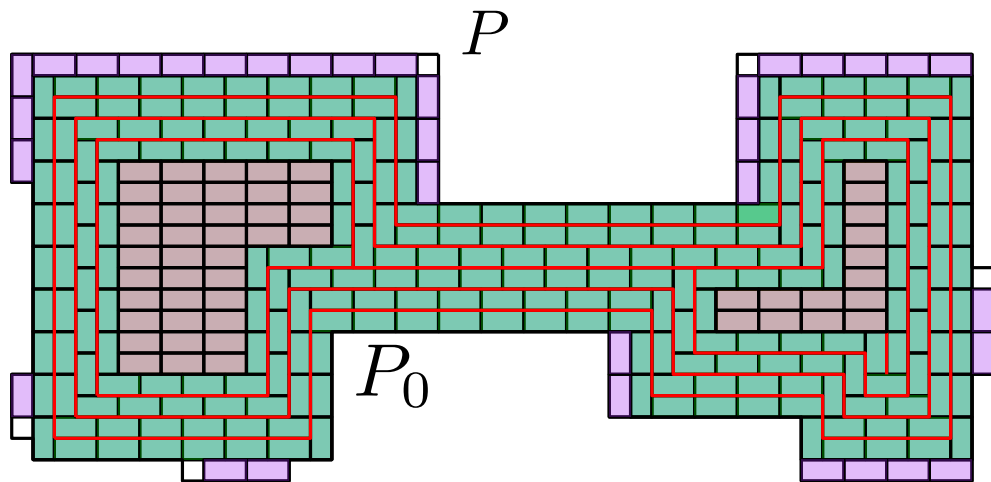


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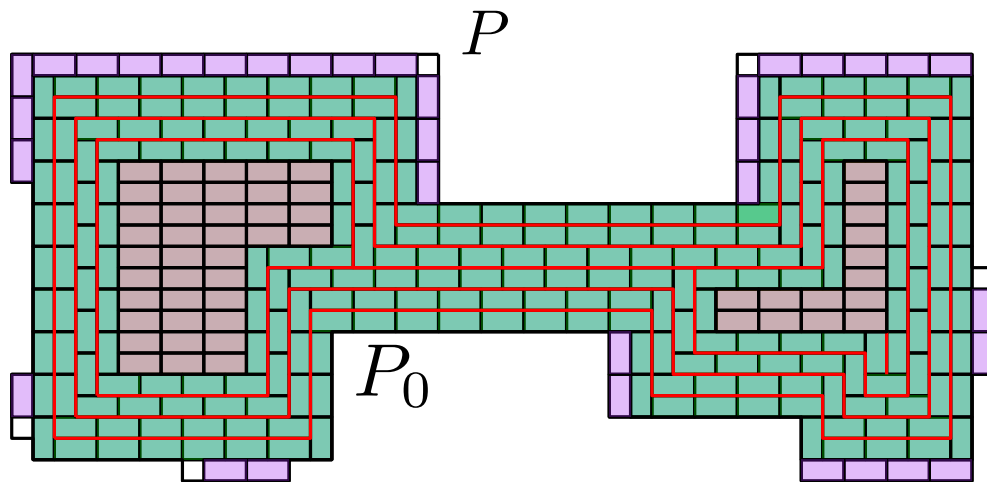


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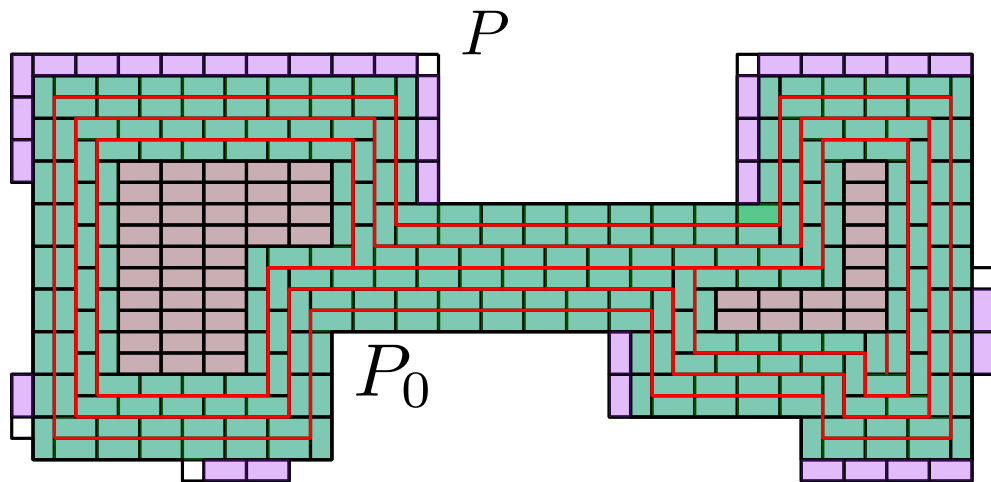
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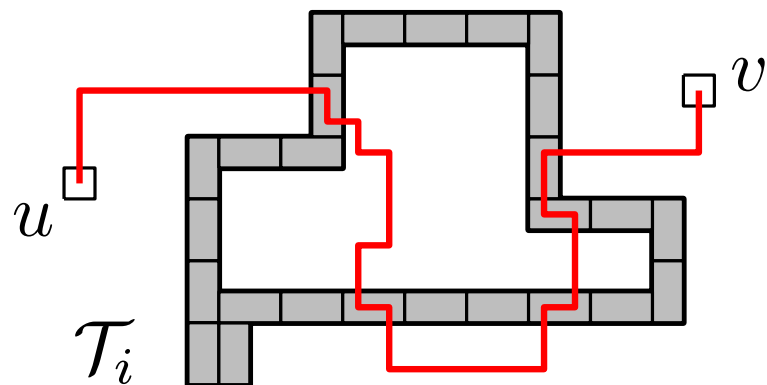
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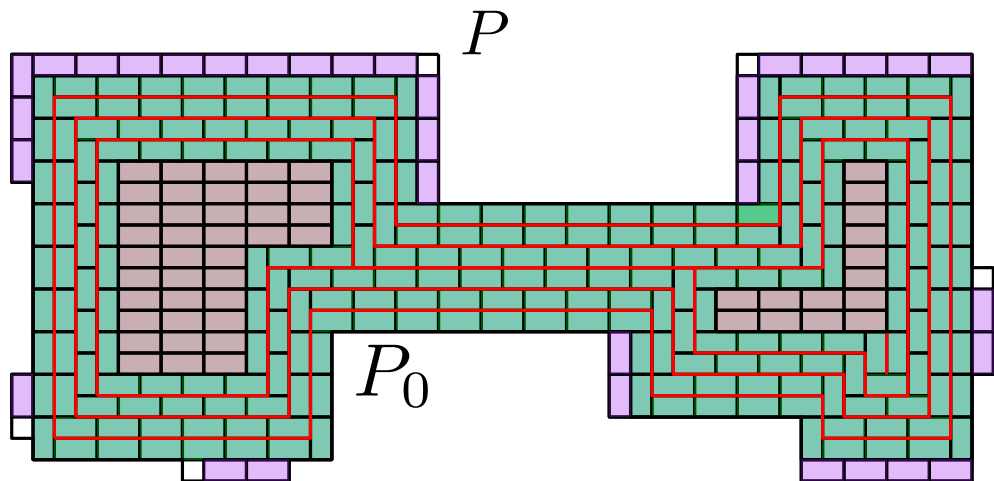
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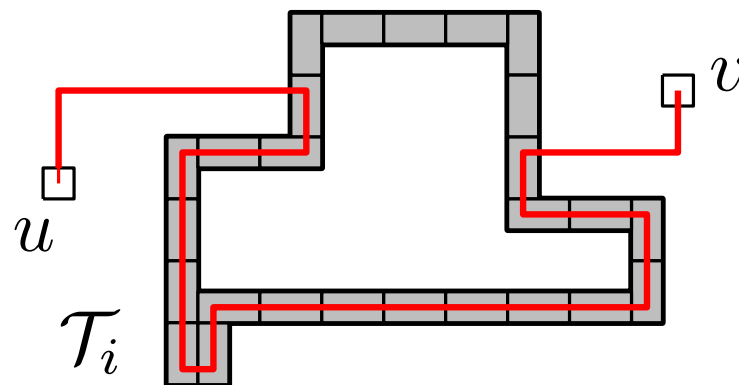
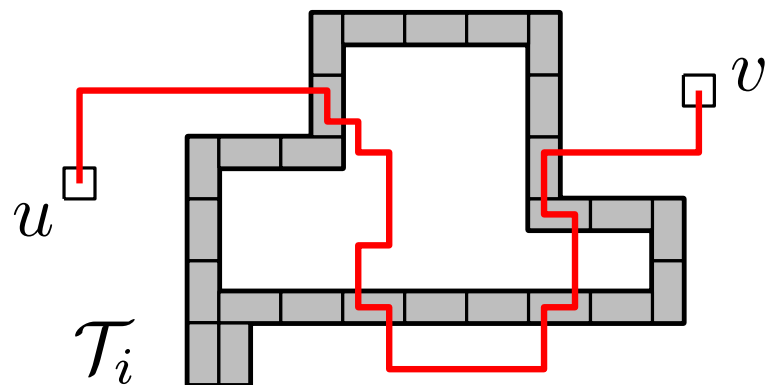
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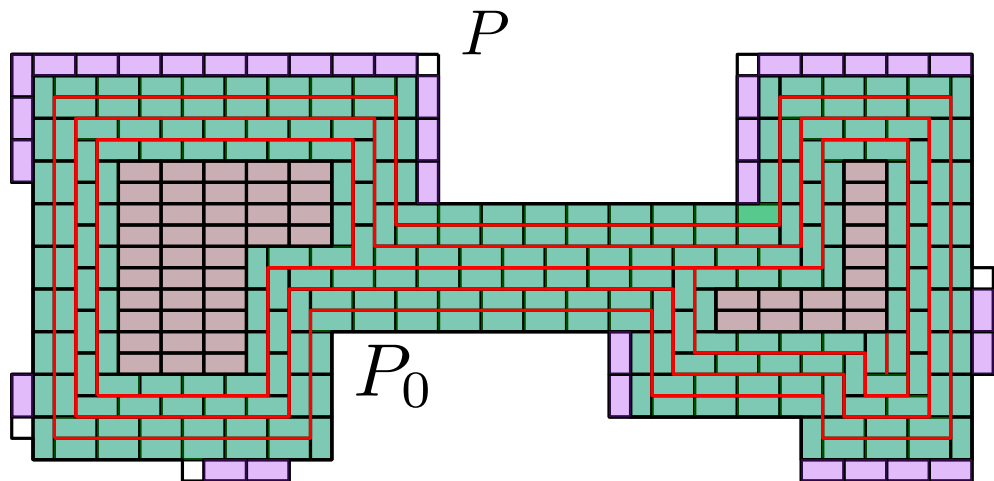
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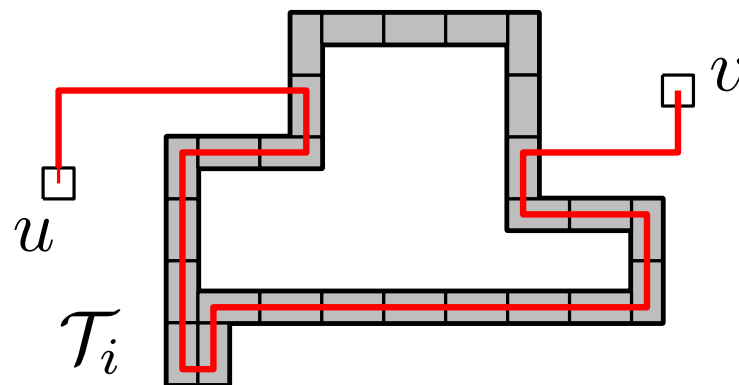
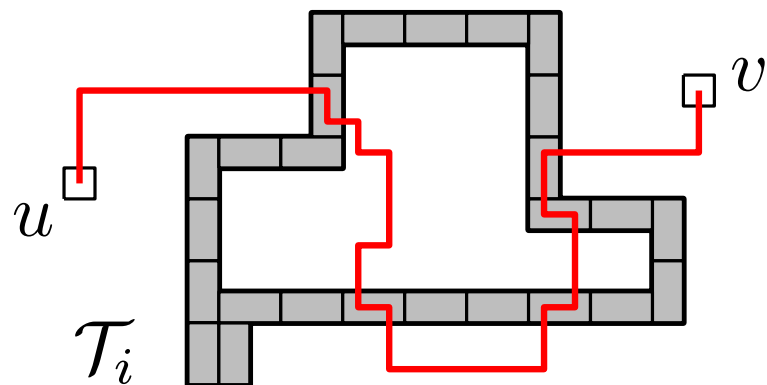
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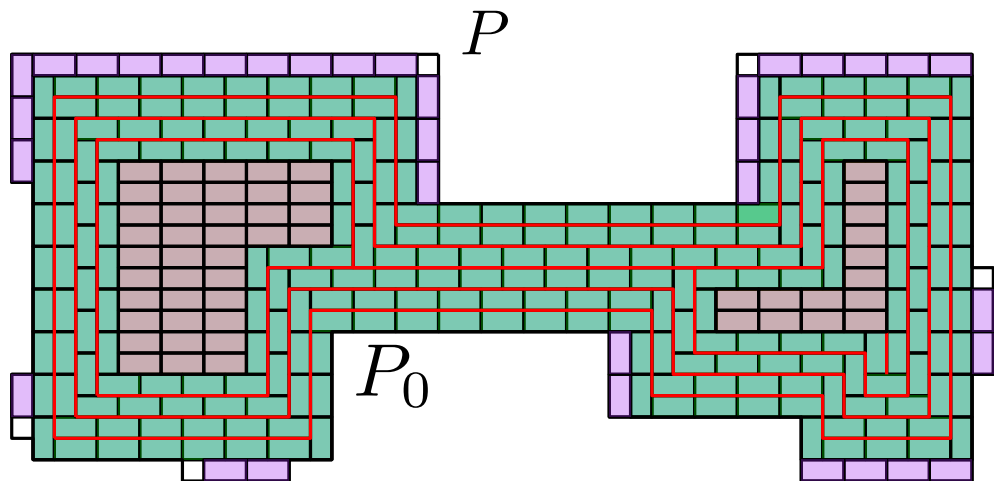
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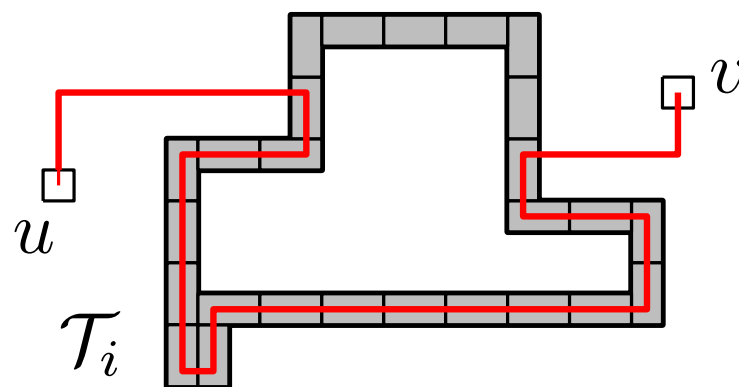
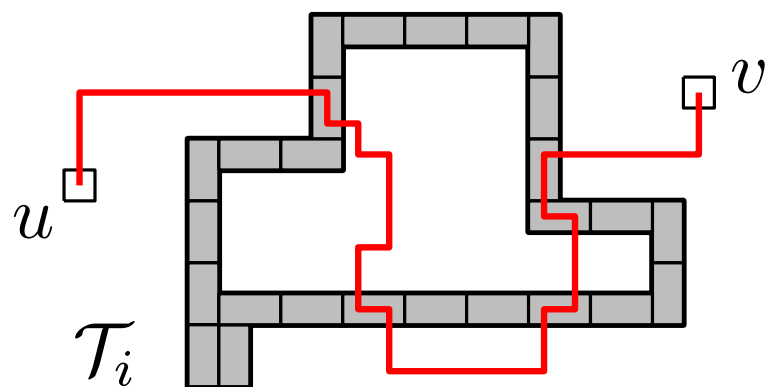


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Importantly:

$P$  has no holes  $\Rightarrow$

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

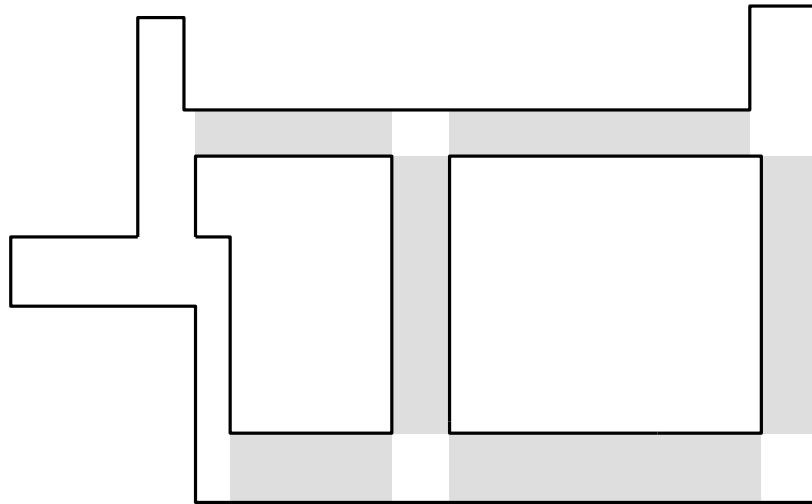


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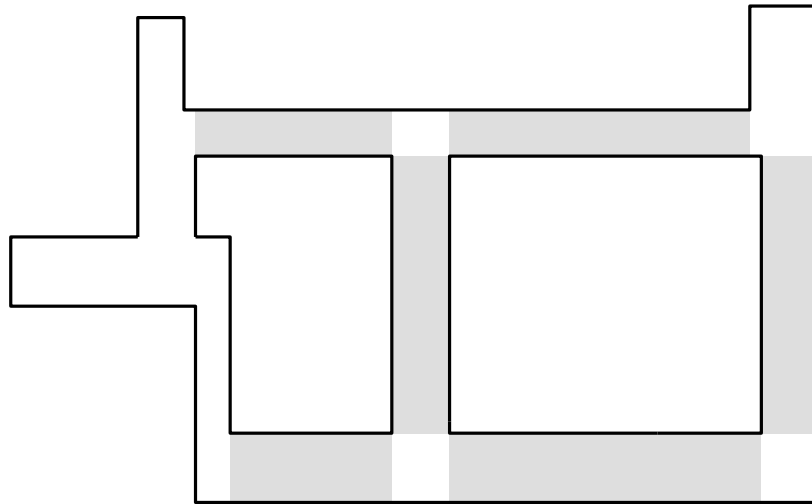
# The reduced instance

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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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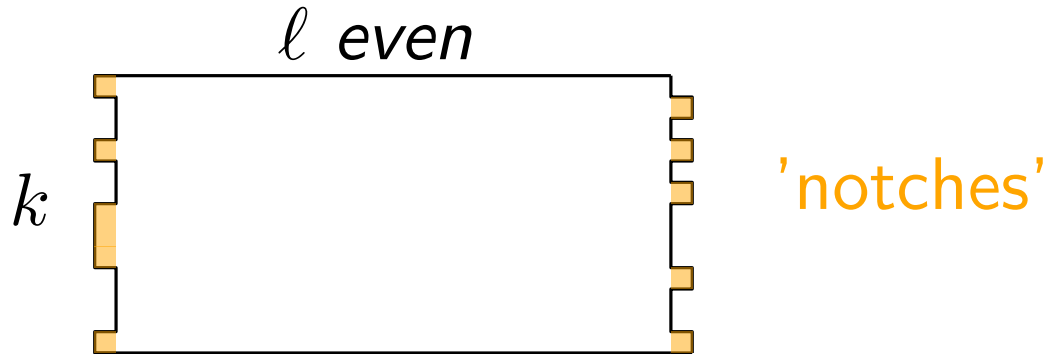
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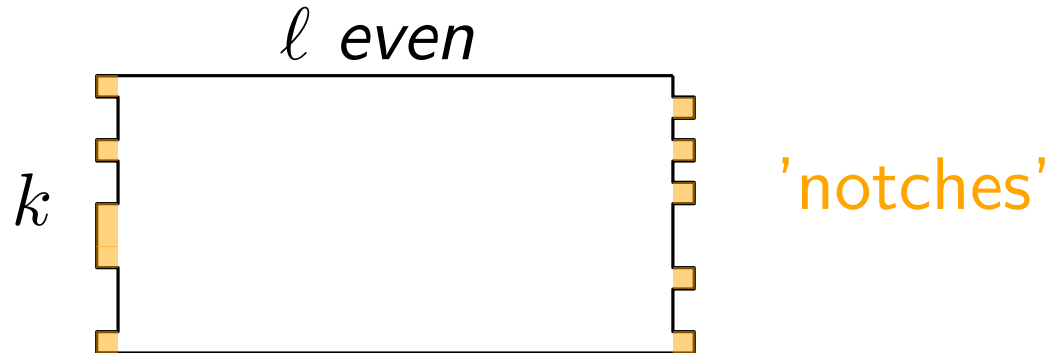
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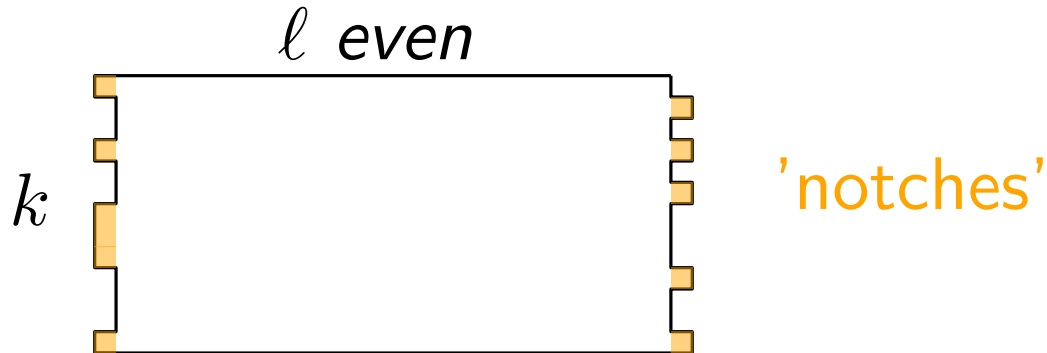
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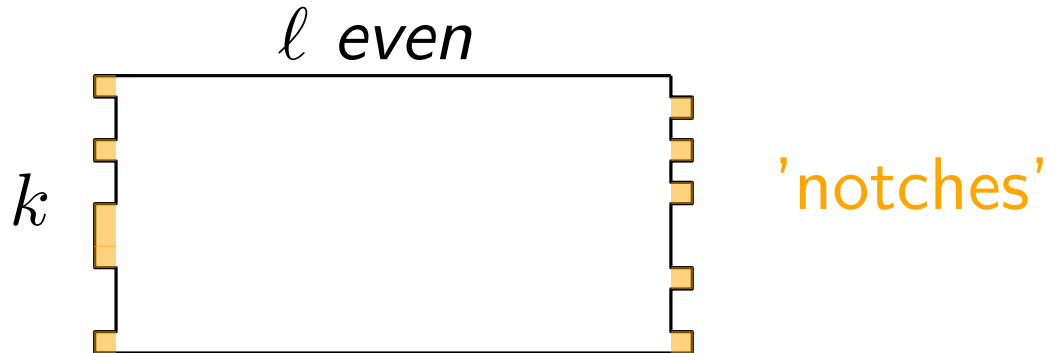


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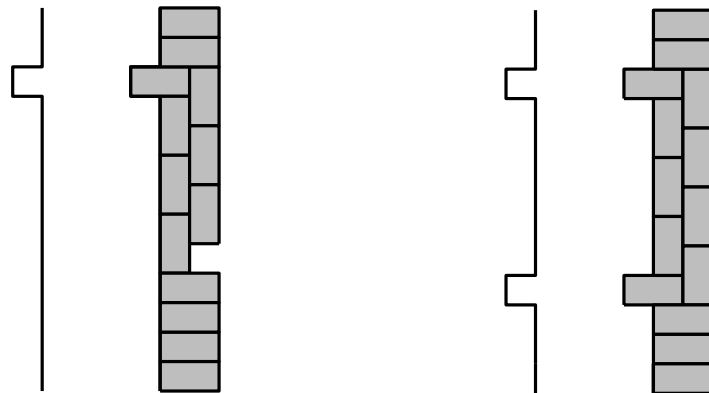
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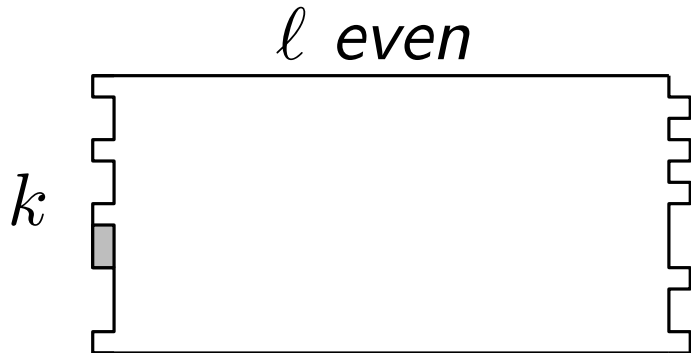
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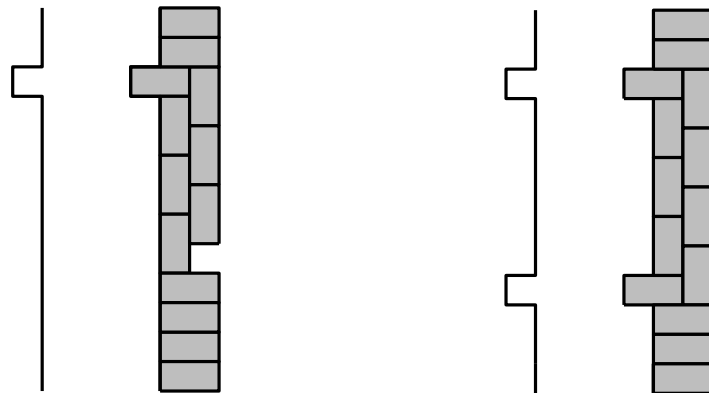
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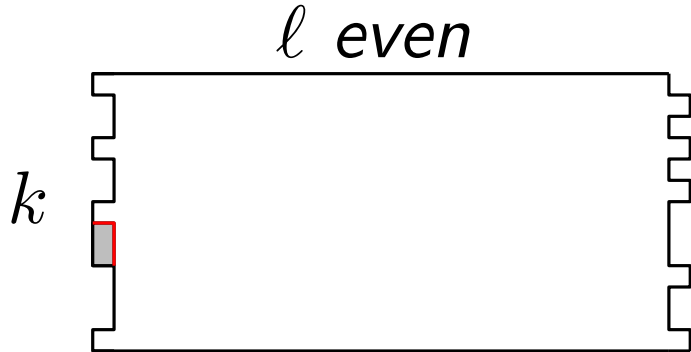
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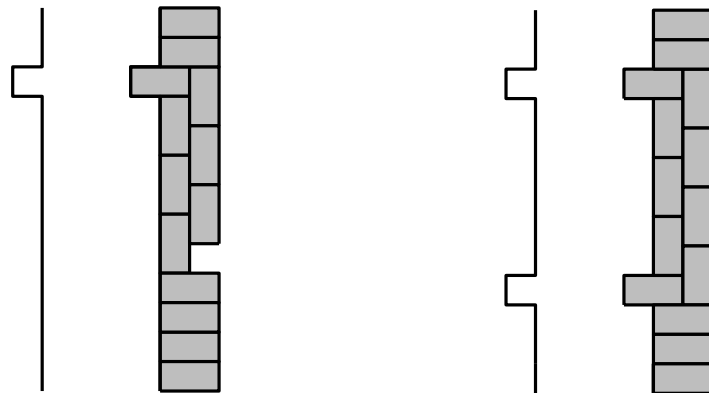
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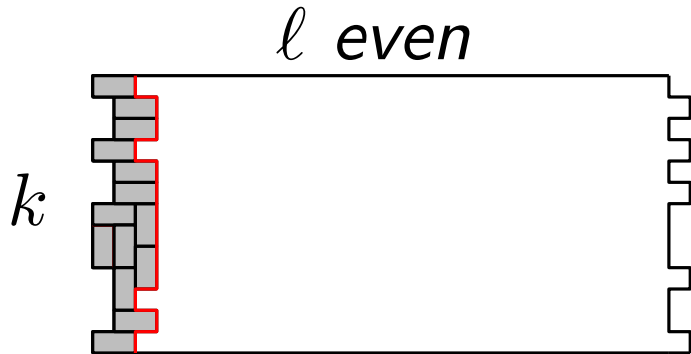
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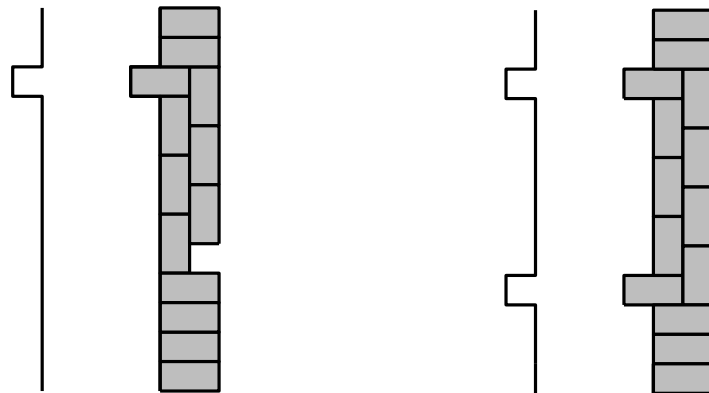
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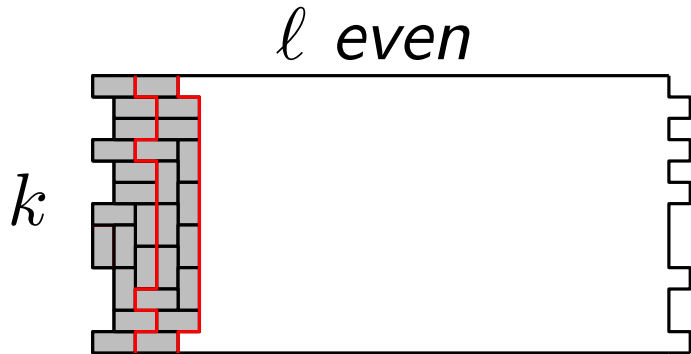
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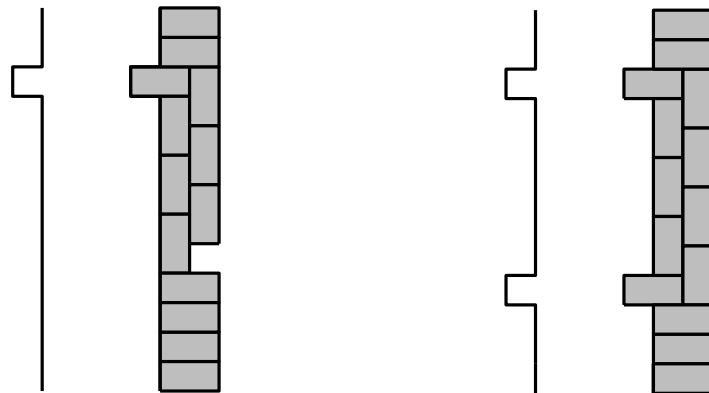
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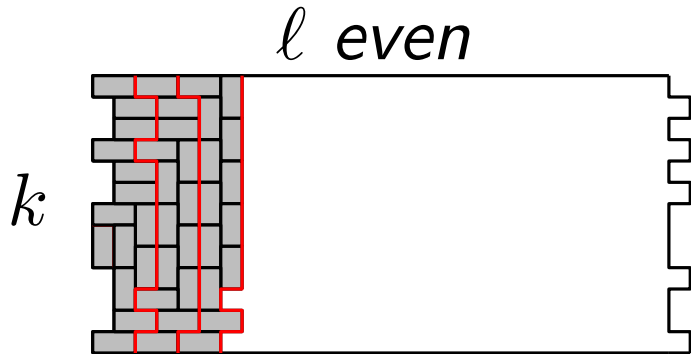
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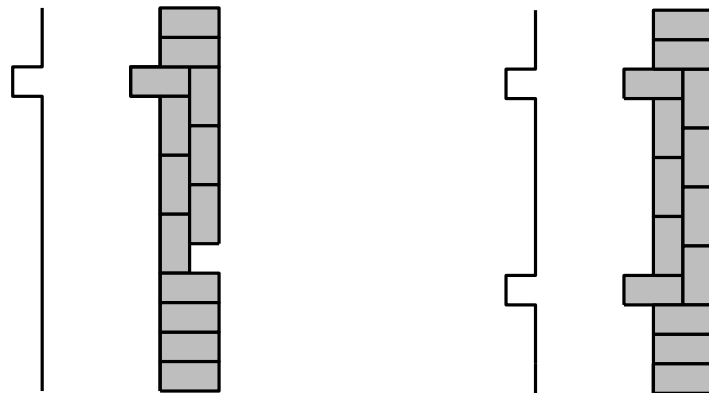
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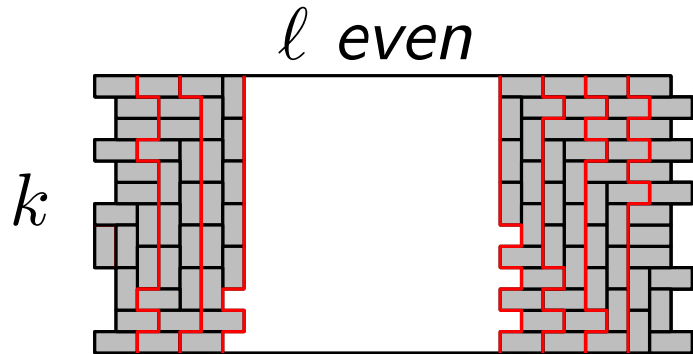
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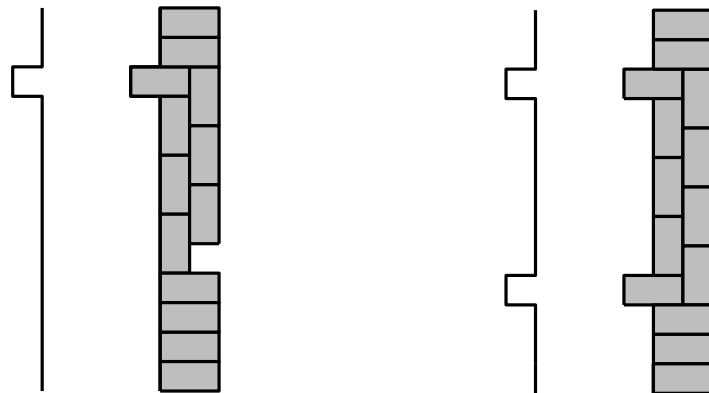
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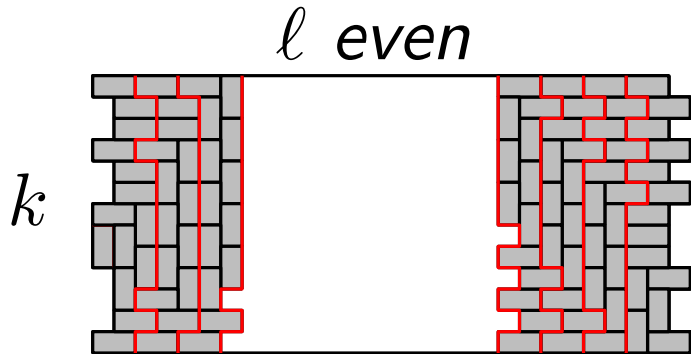
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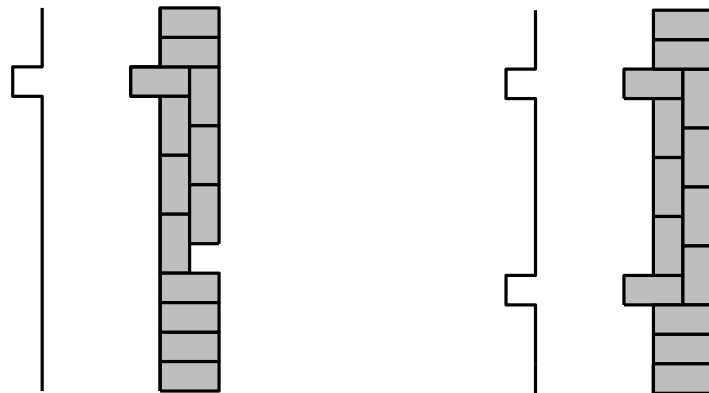
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Now fill in  
horizontal  
dominos

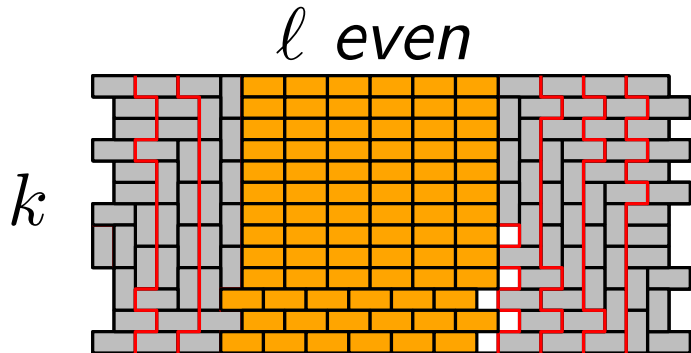
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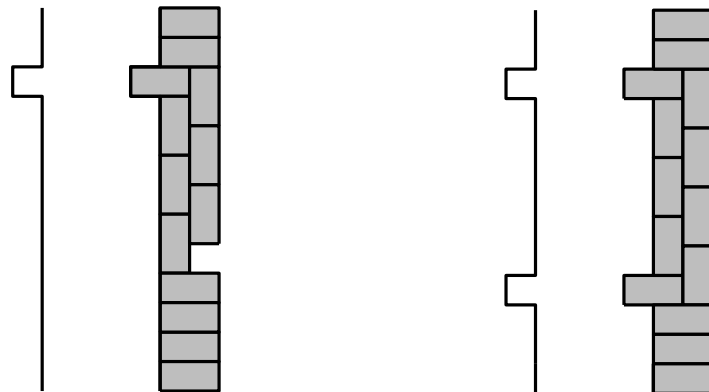
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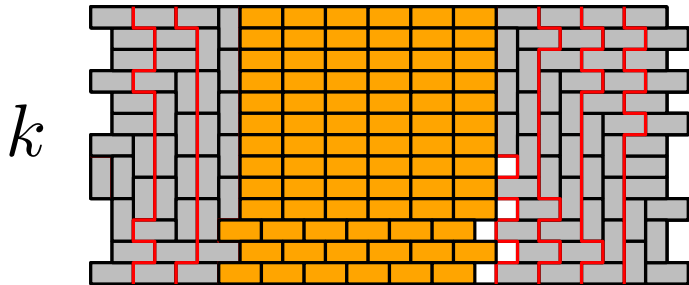
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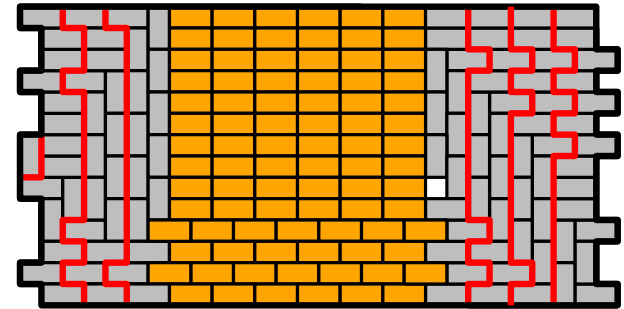
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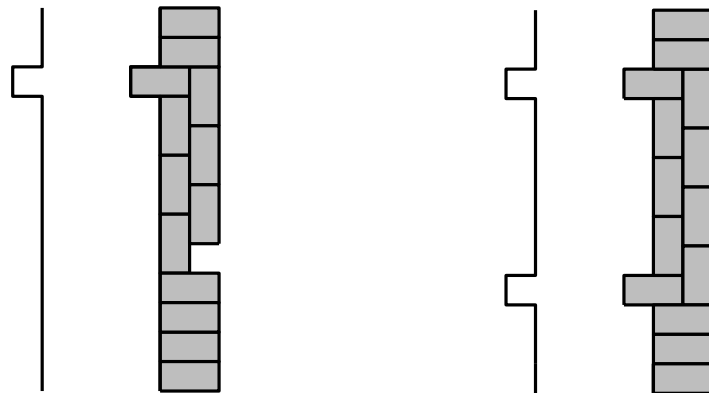


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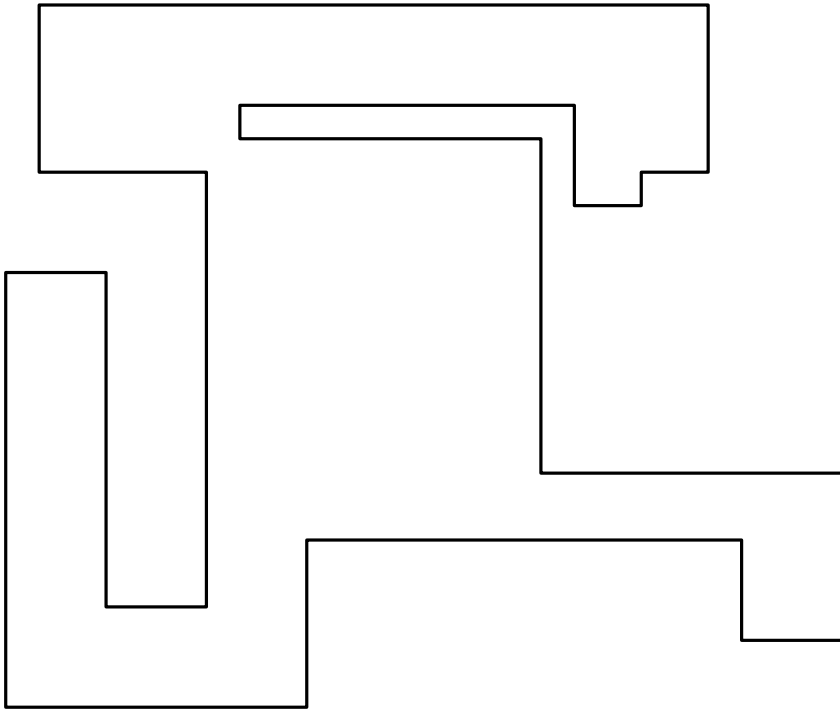
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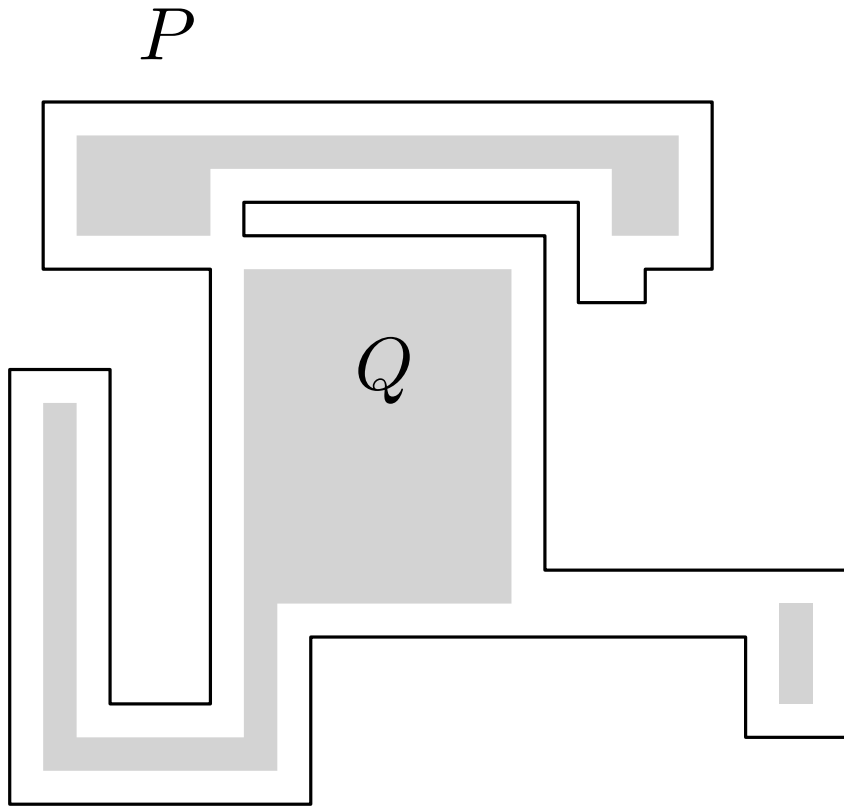


# The final reduction

$P$

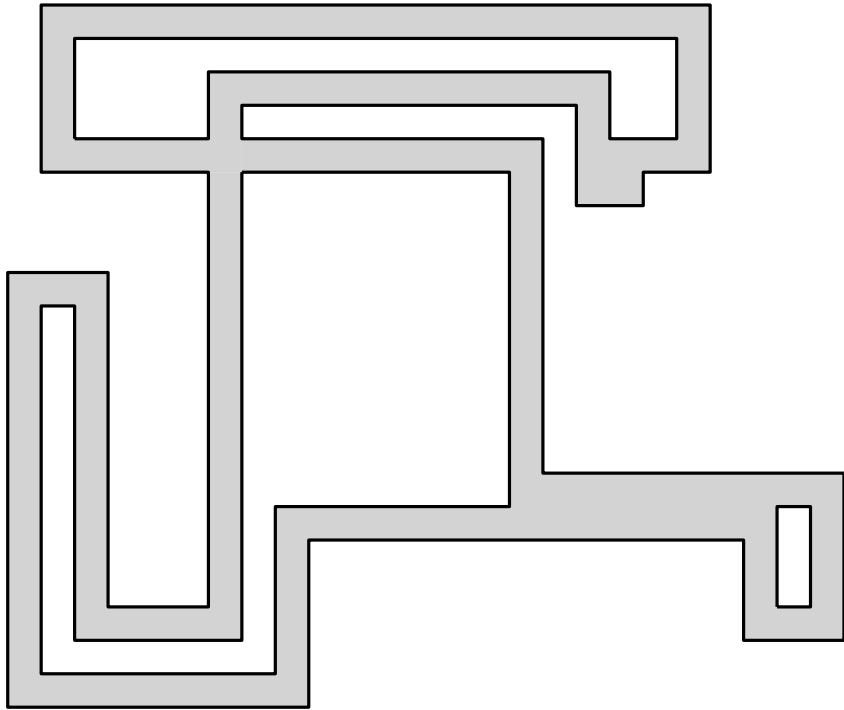


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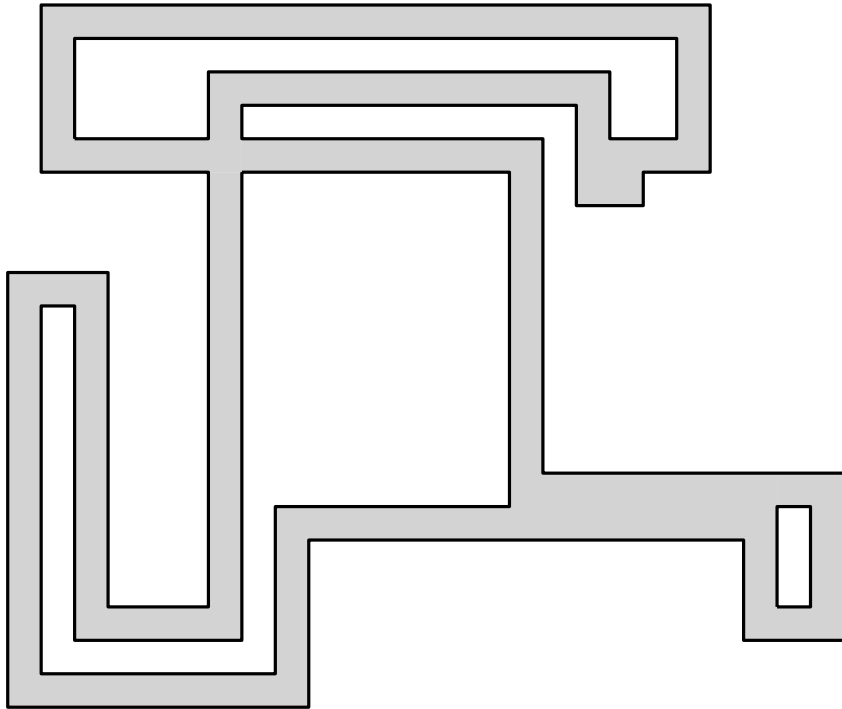
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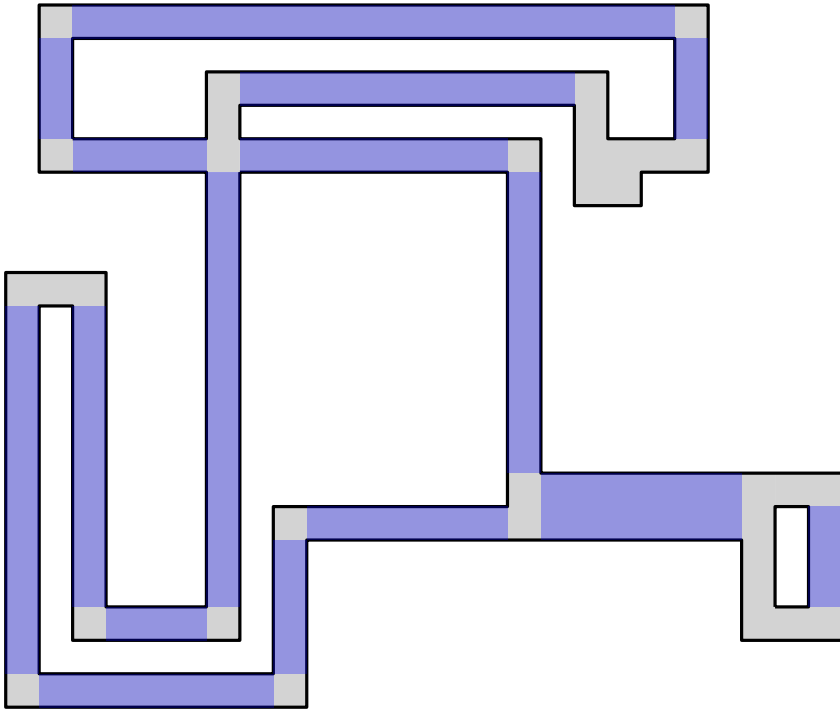
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Find all pipes of length at least twice their width.

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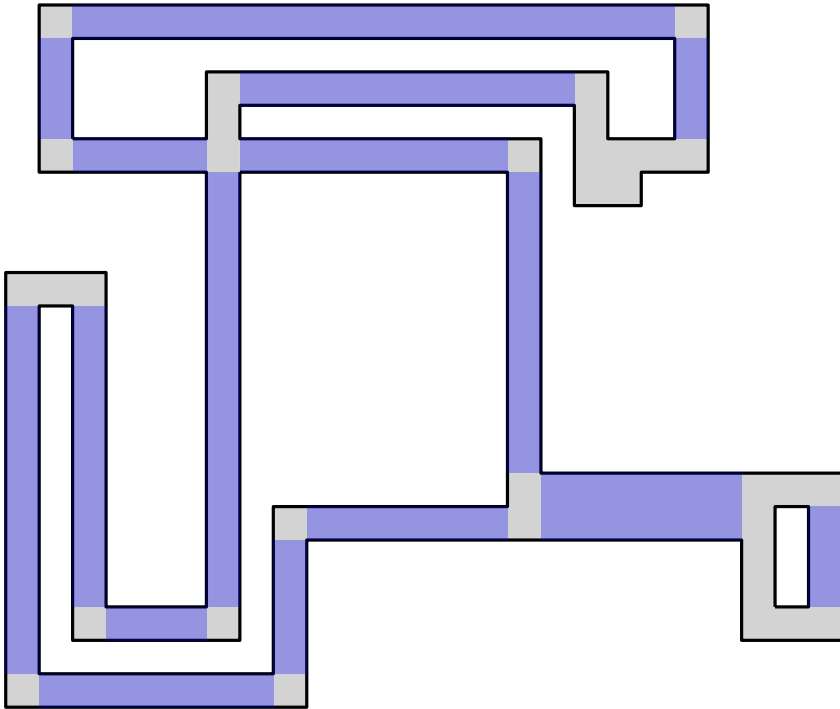
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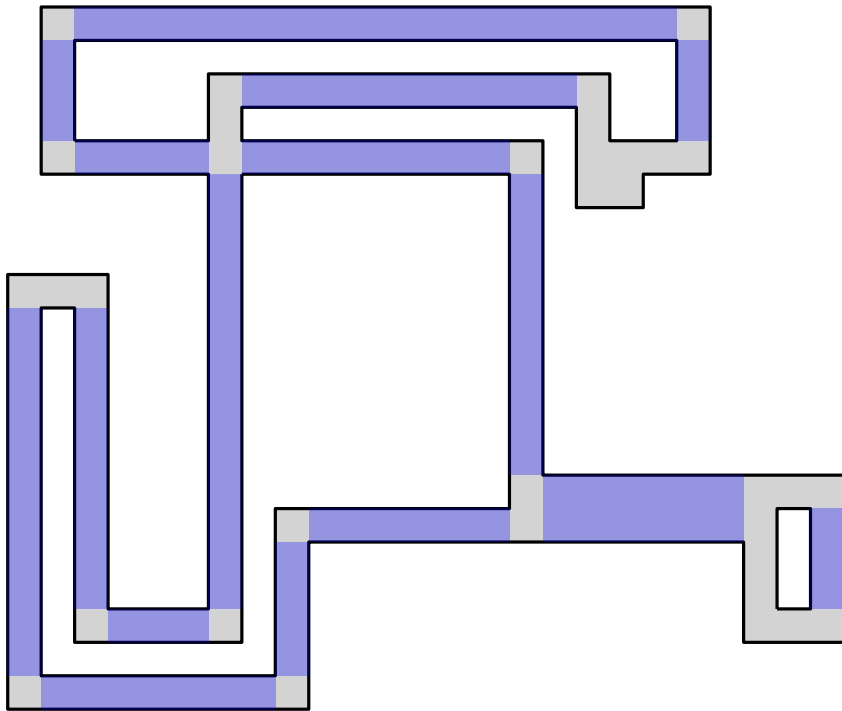


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Perform the following operation on each pipe of  $G(P')$

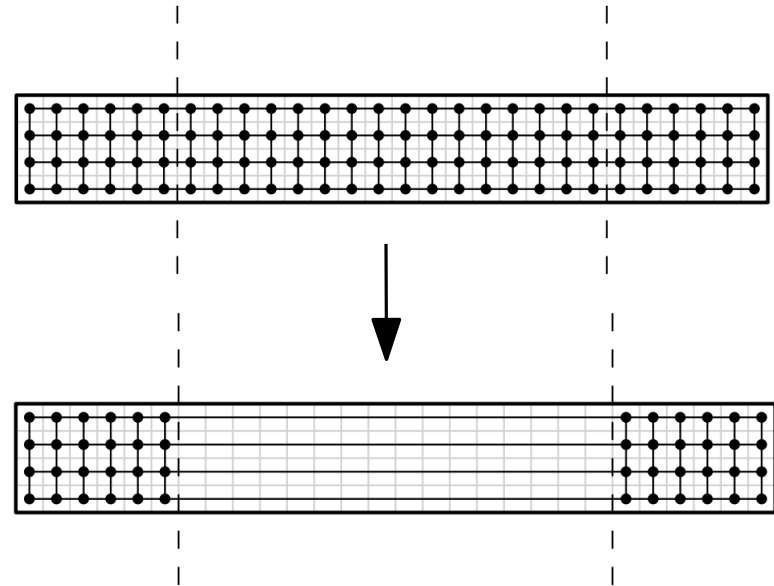
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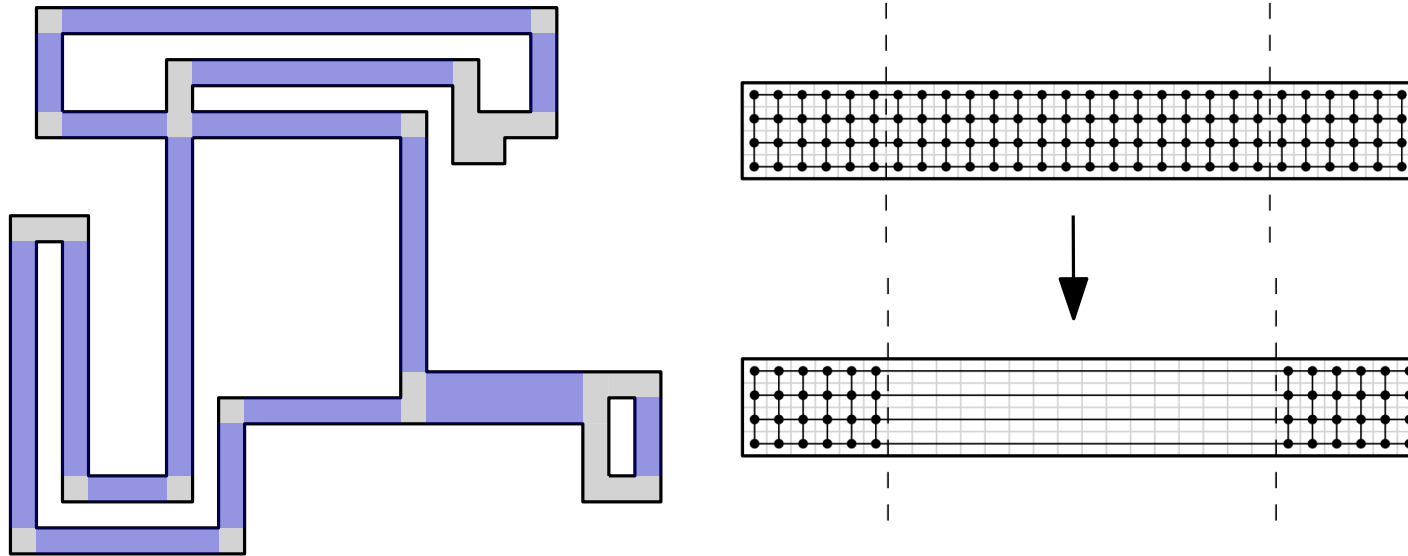
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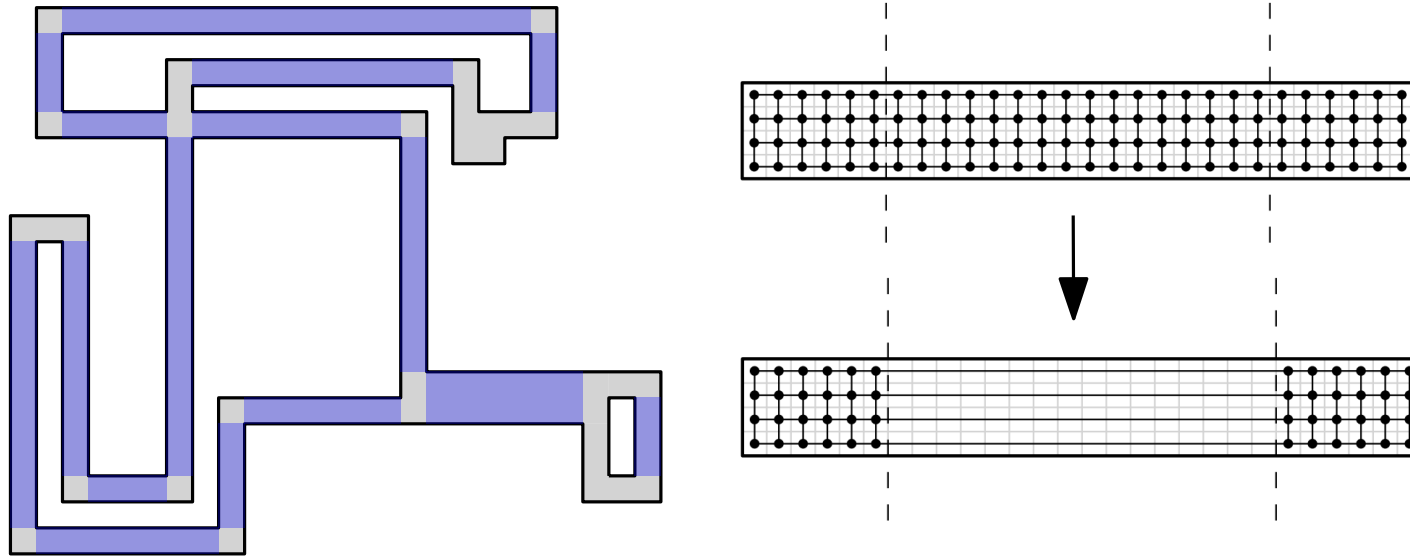


# Summing up the reduction



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

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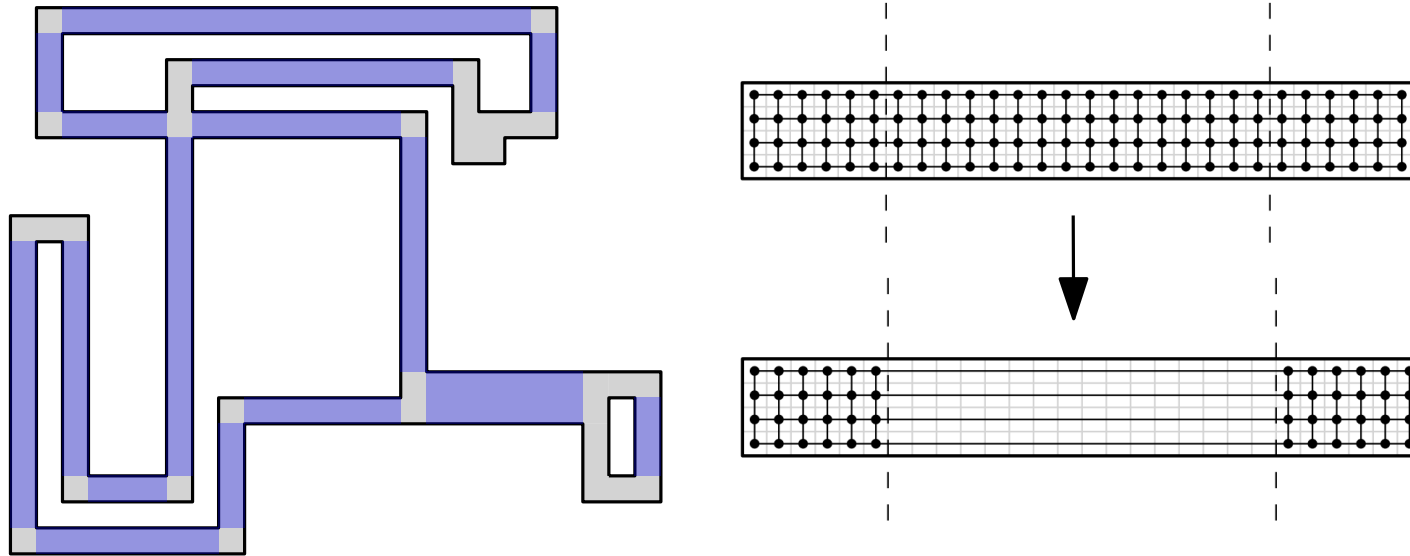


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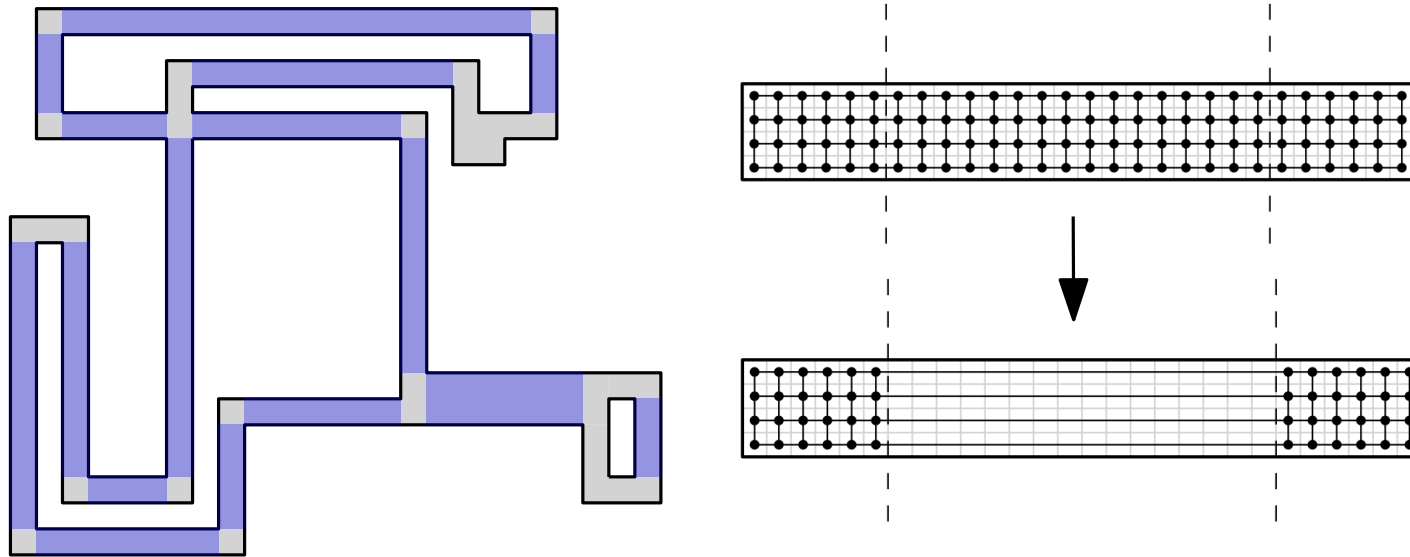


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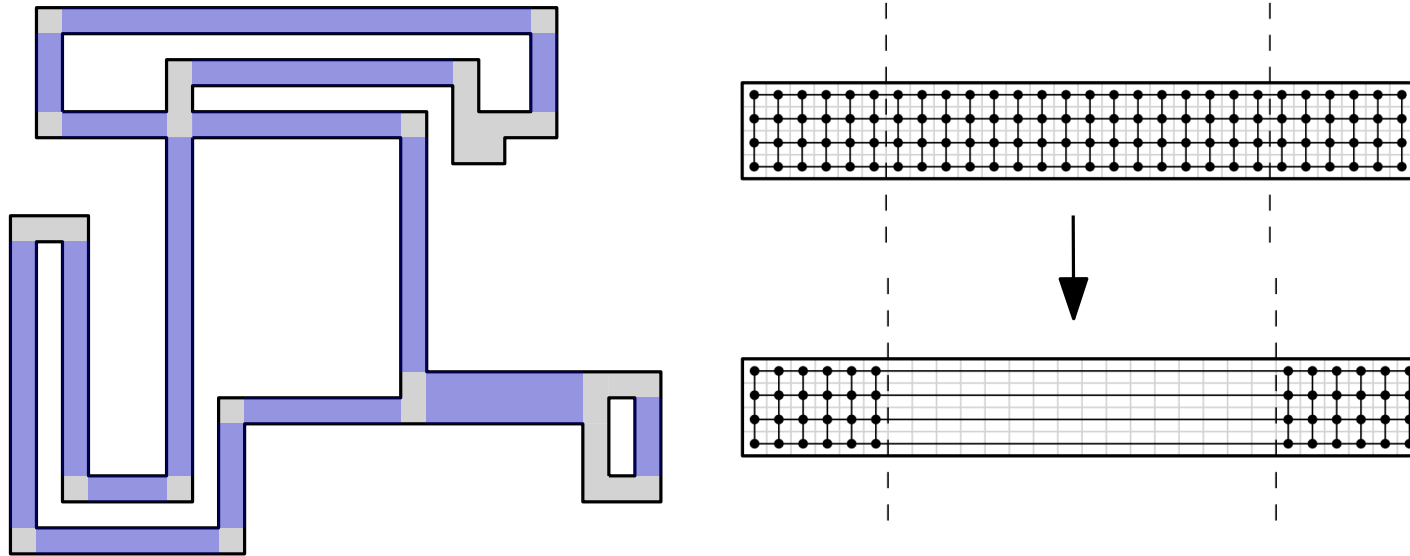
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Find maximum matching  $M$  using a multiple-source multiple-sink maximum flow alg.,  $O(n^3 \log^3 n)$  time.

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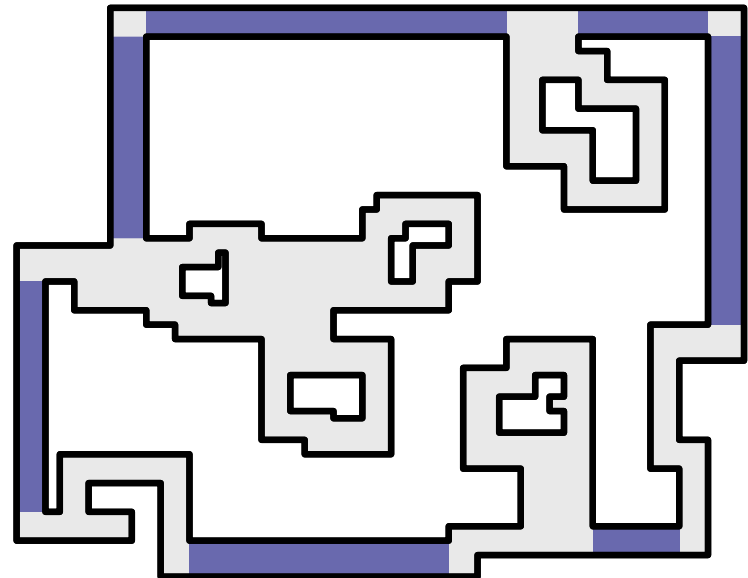
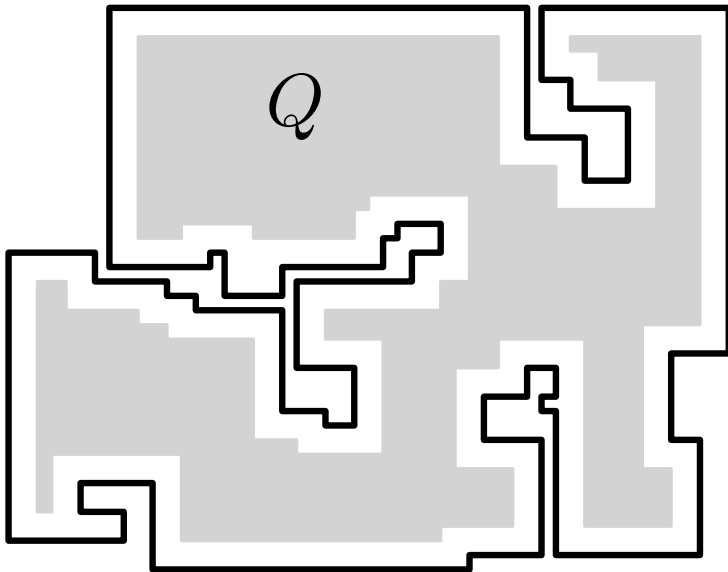
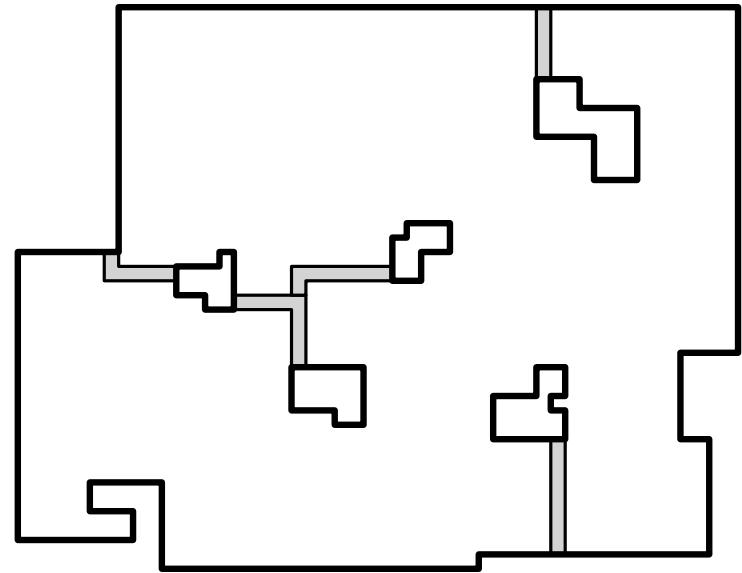
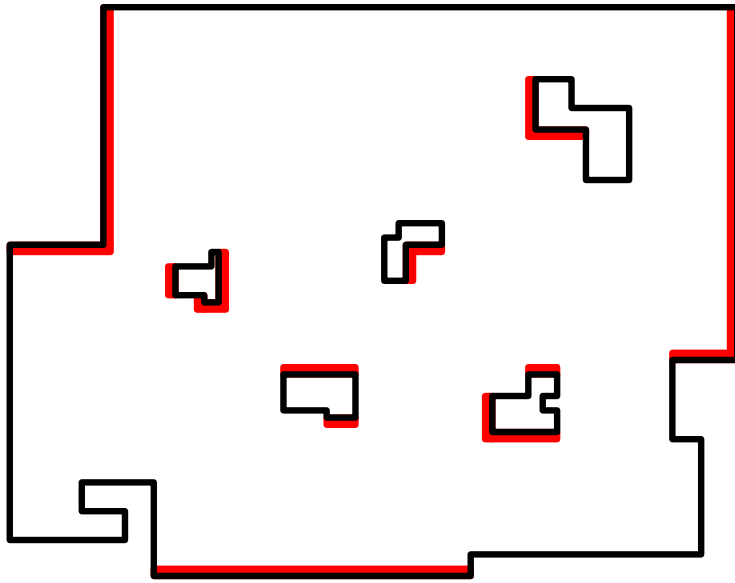
Find maximum matching  $M$  using a multiple-source multiple-sink maximum flow alg.,  $O(n^3 \log^3 n)$  time.

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

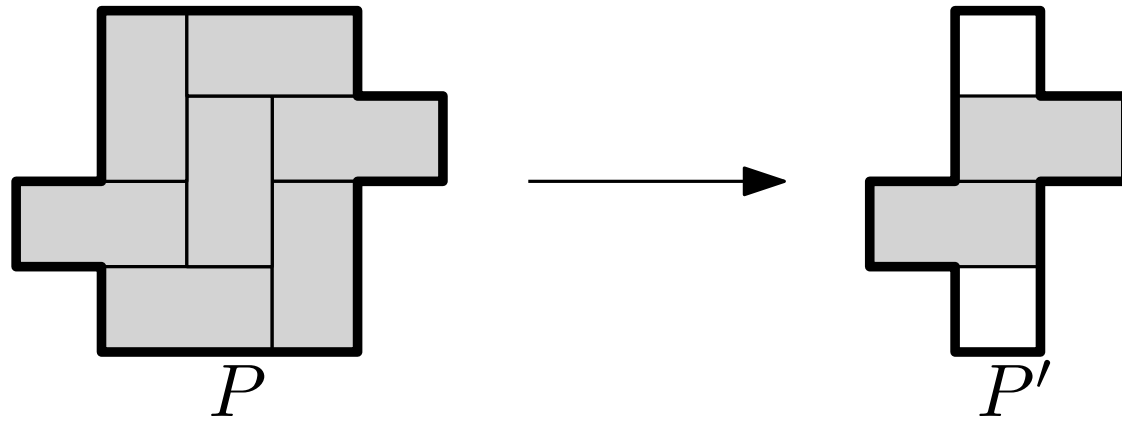
# The total running time

	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	$O(n^3 \log^3 n)$

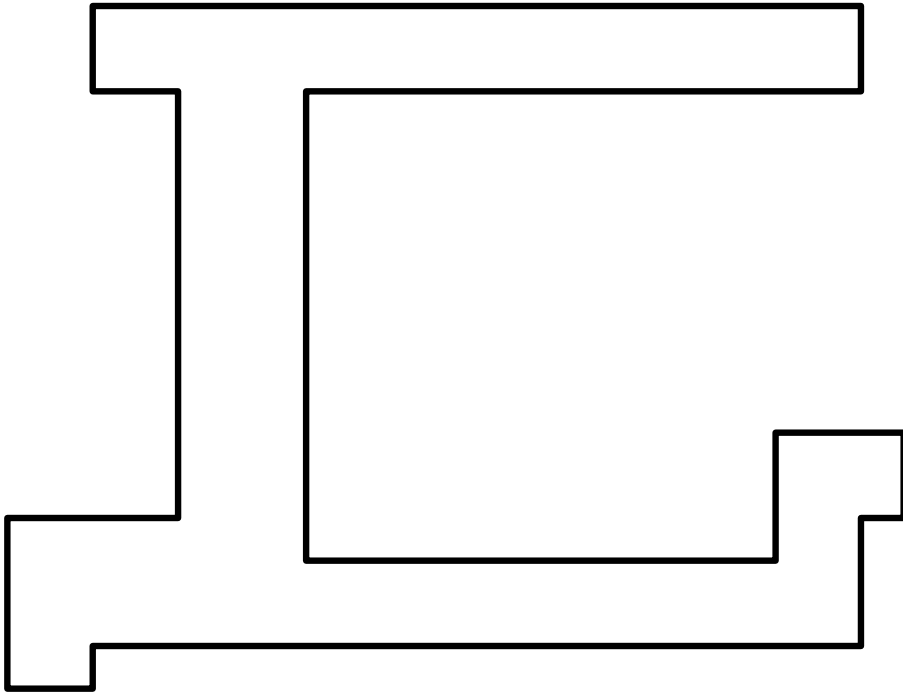
# What if there are holes?



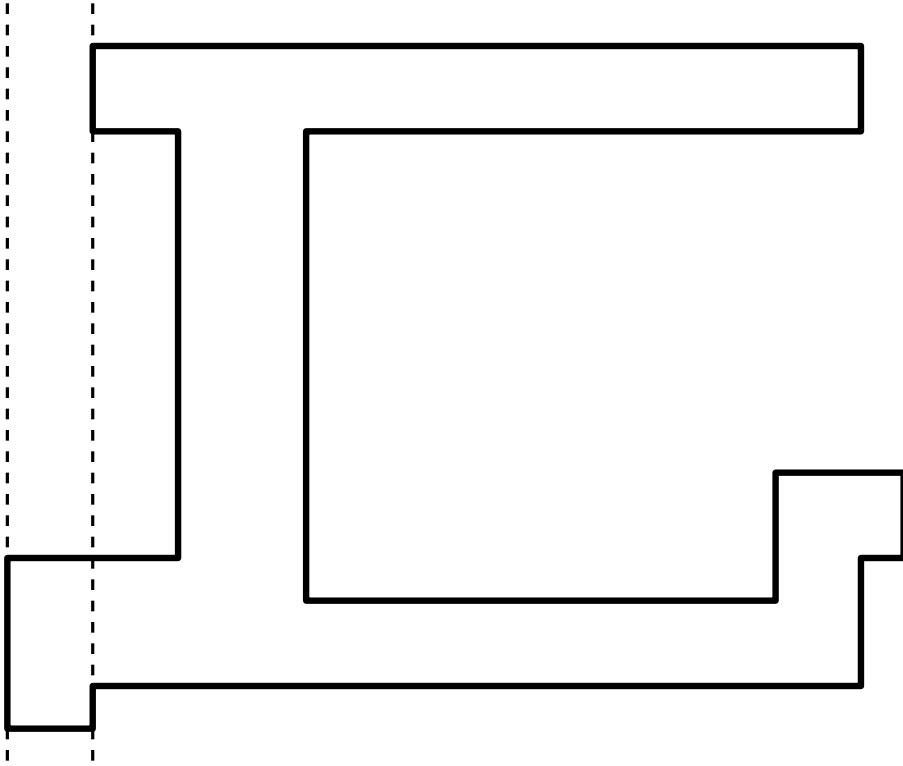
# Simple algorithm



# Simple algorithm

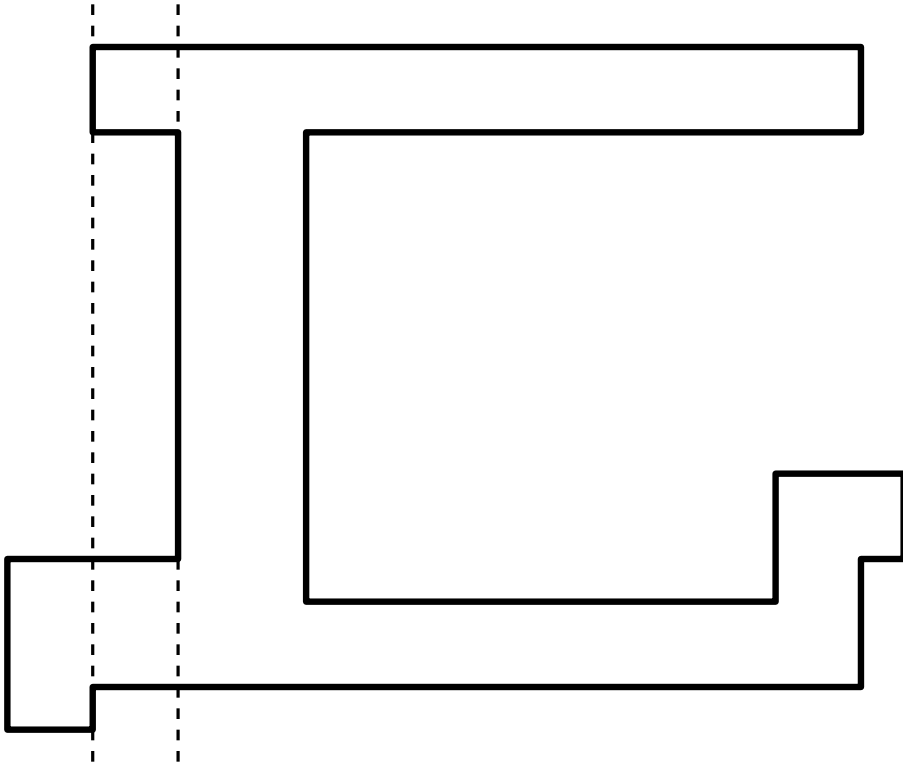


# Simple algorithm

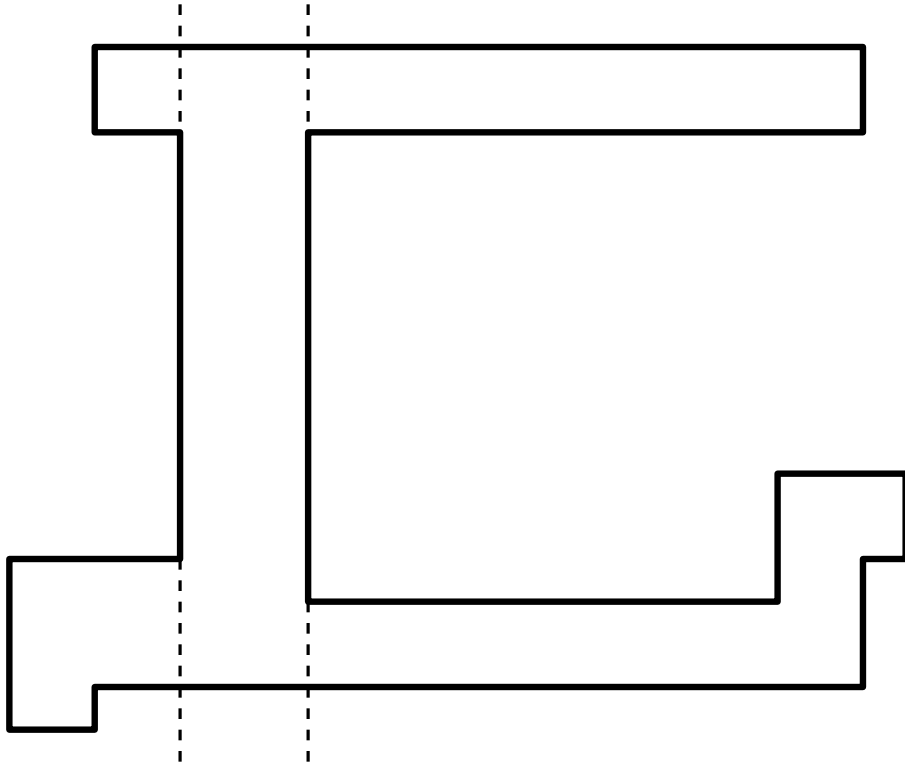




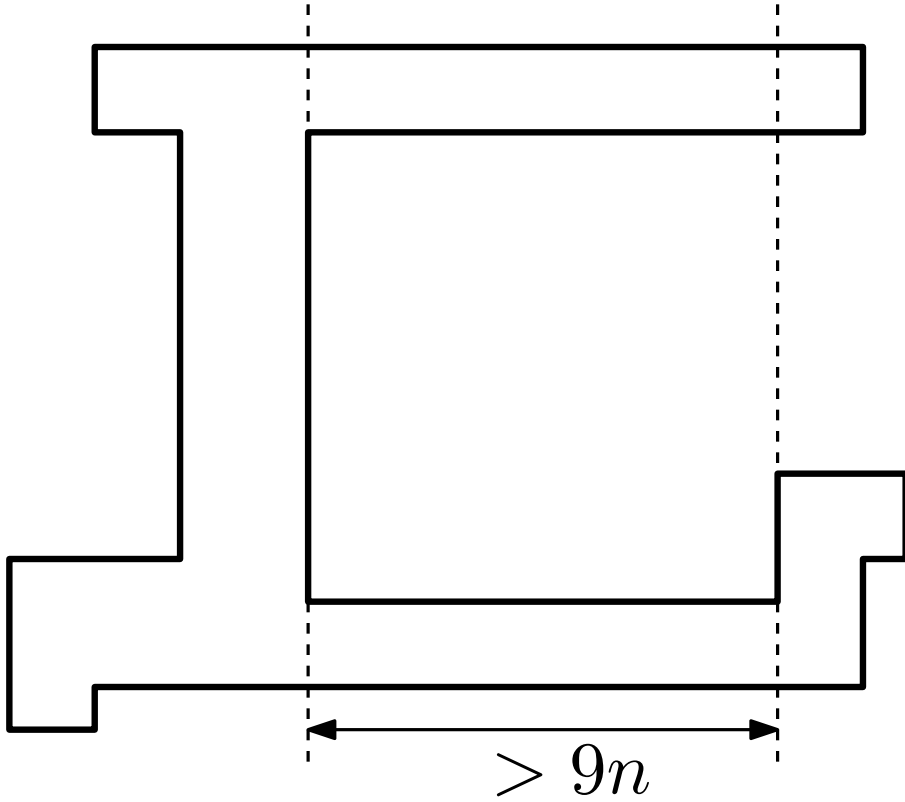
# Simple algorithm



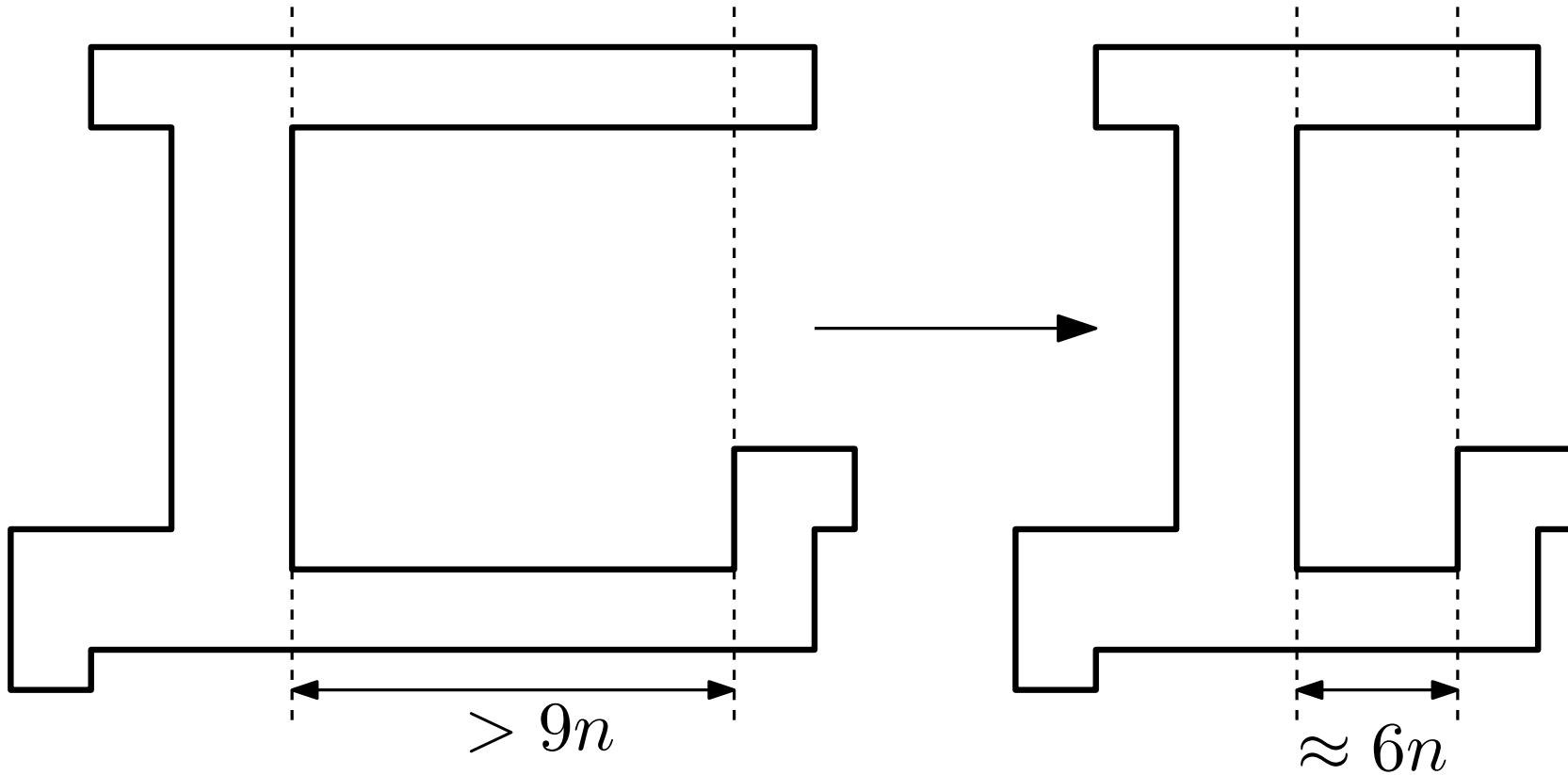
# Simple algorithm



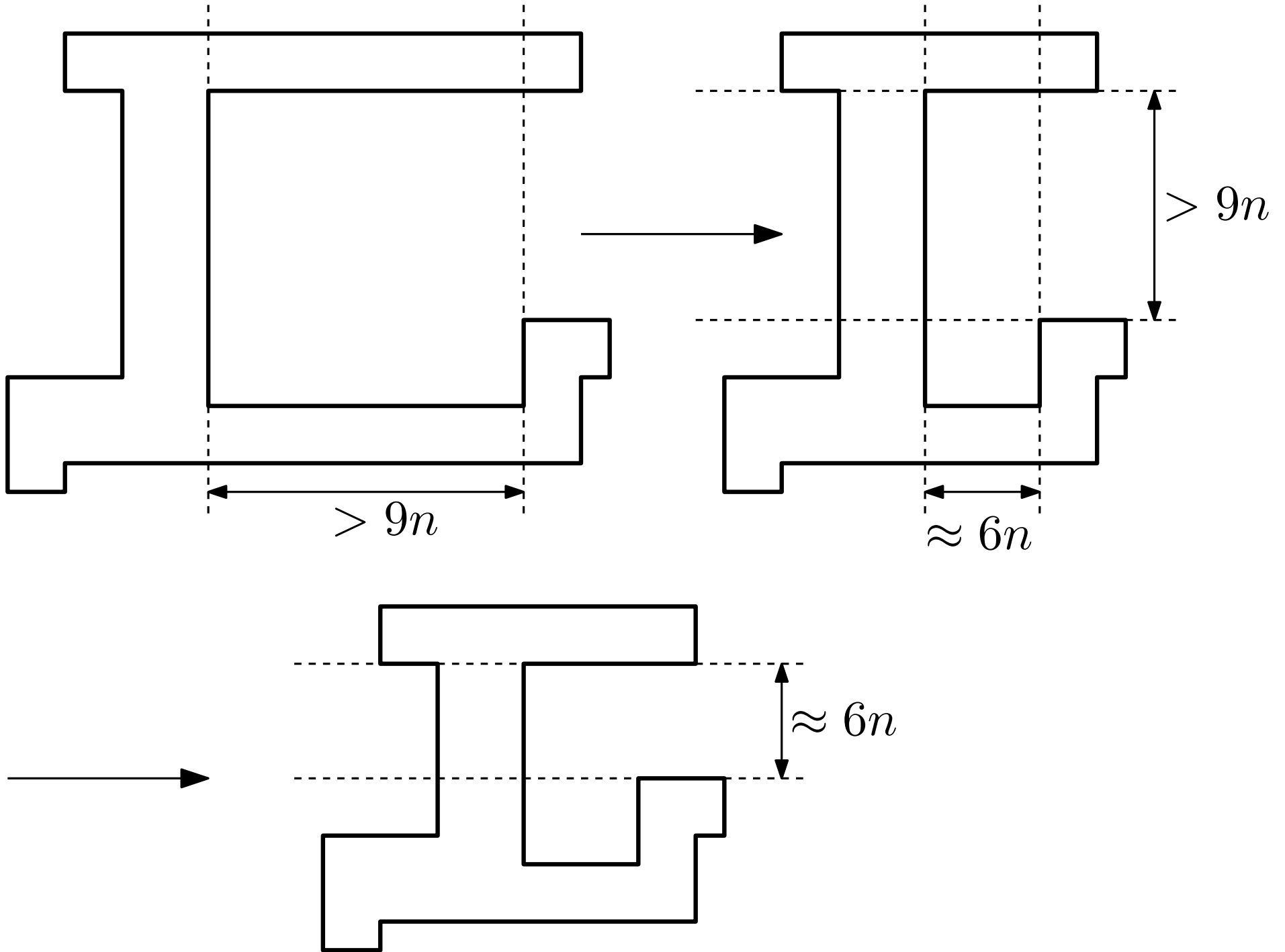
# Simple algorithm



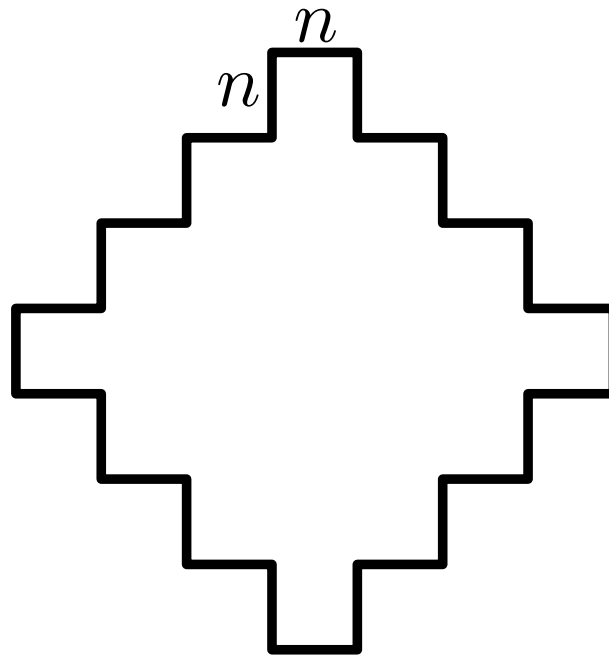
# Simple algorithm



# Simple algorithm

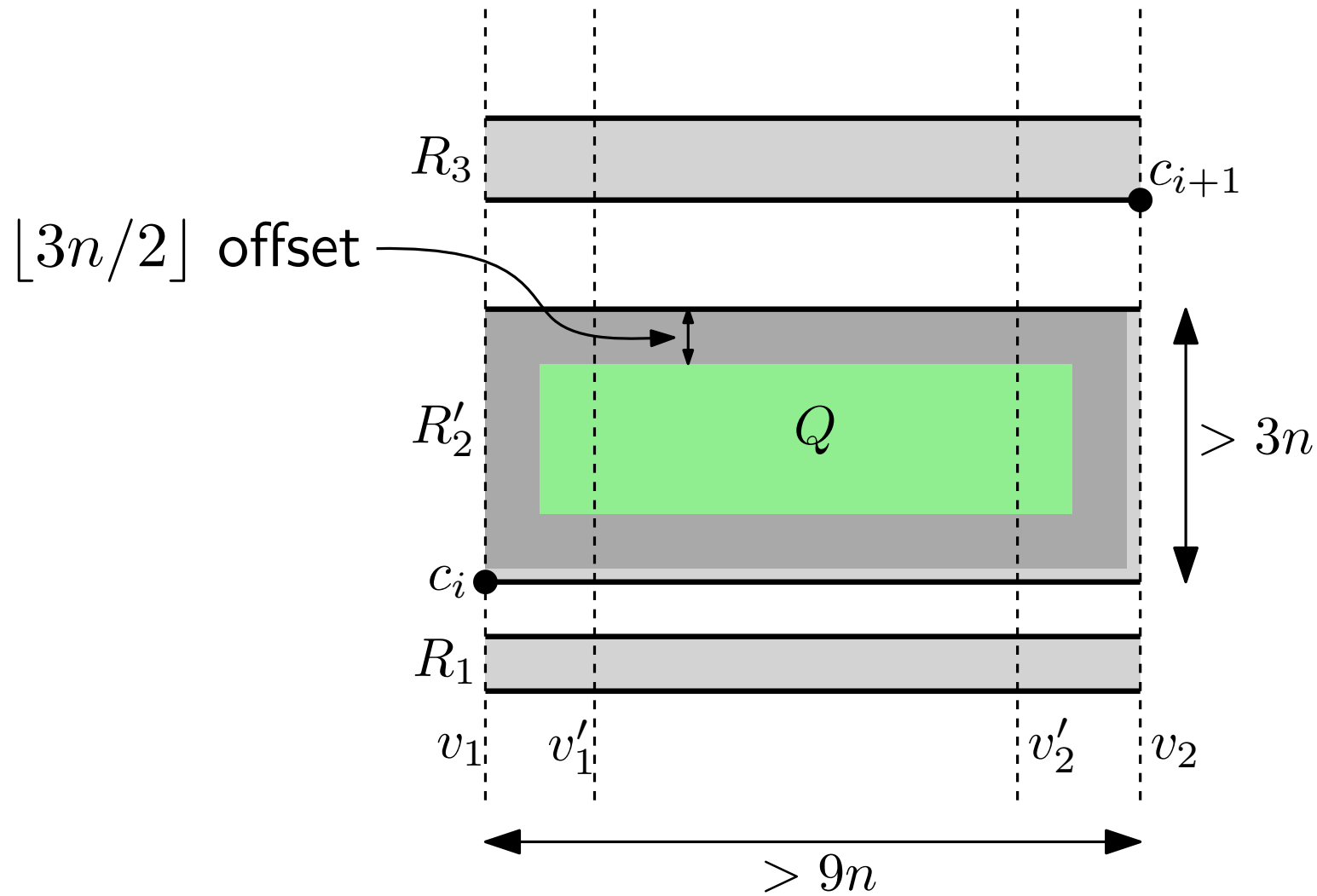


# Running time



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

# Correctness of simple algorithm

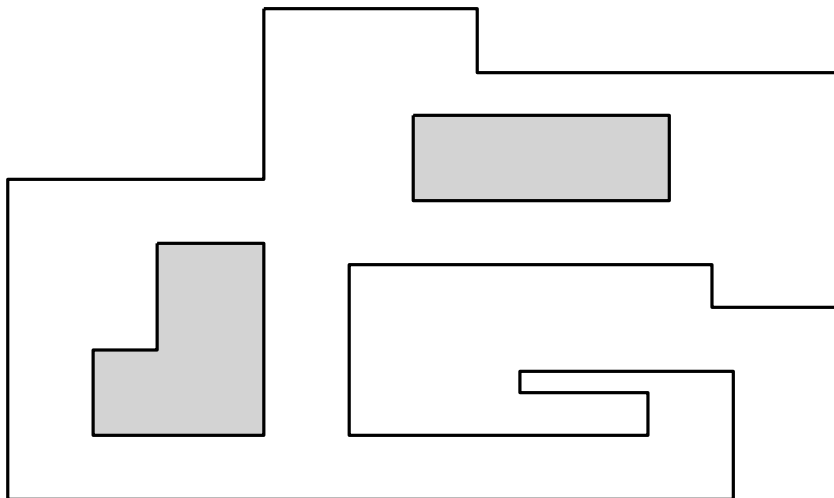


# Open Problems



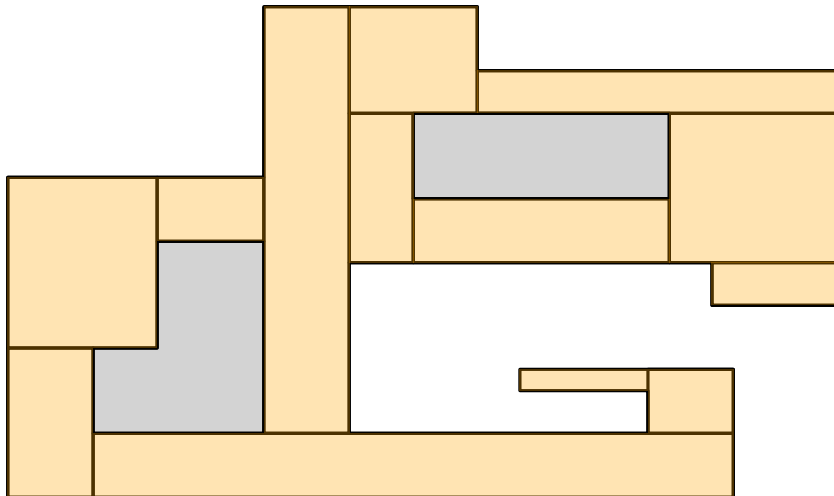
# Open Problems

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



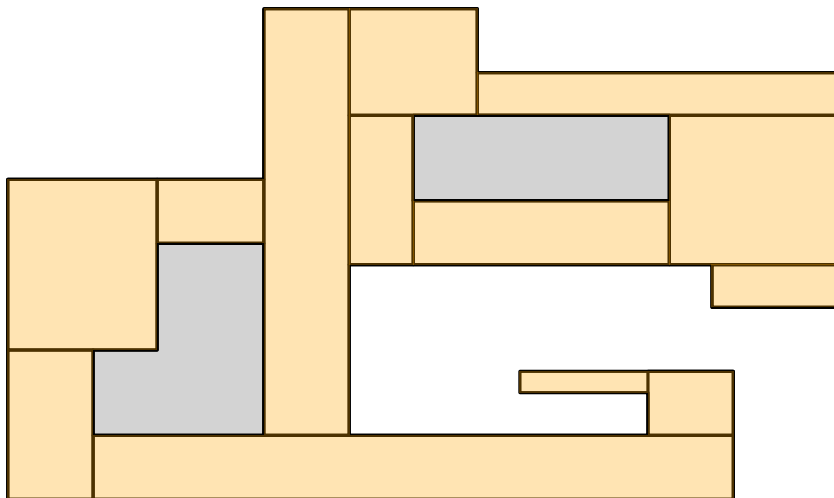
# Open Problems

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