

An Optimal Algorithm for Detecting Pseudo-Squares

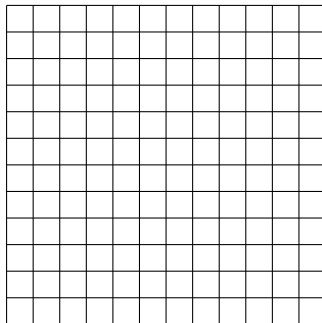
Srečko Brlek Xavier Provençal

Laboratoire de Combinatoire et d'Informatique Mathématique,
Université du Québec à Montréal,

October 25, 2006

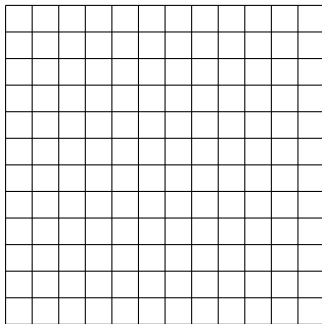
Introduction to polyominos

- Discrete plane : \mathbb{Z}^2



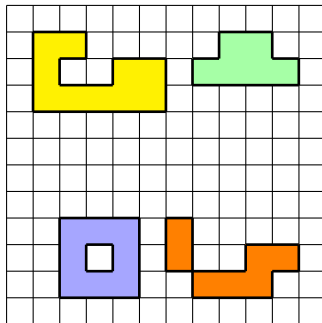
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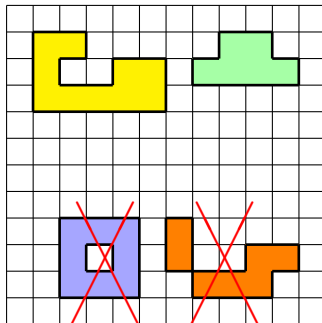
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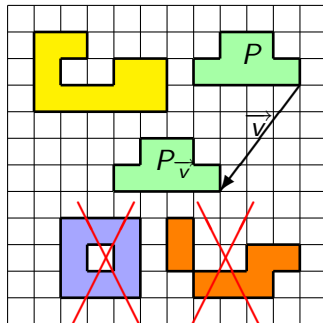
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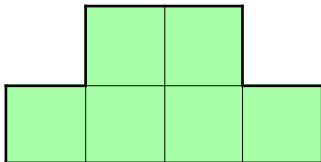
Introduction to polyominos

- Discrete plane : \mathbb{Z}^2
- **Definition** : A *polyomino* is a finite, 4-connected subset of the plane, without holes.
- **Notation** : Let P be a polyomino and \vec{v} a vector of \mathbb{Z}^2 , $P_{\vec{v}}$ will denote the image of P by de translation \vec{v} .



Freeman chain code

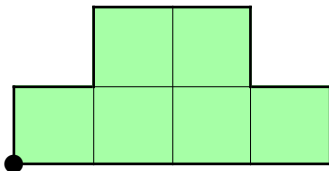
$$\Sigma = \{a, \bar{a}, b, \bar{b}\}$$



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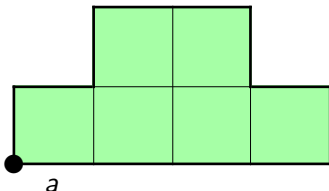


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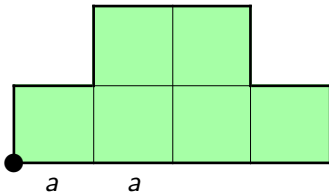


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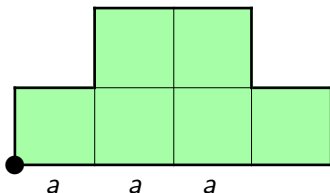


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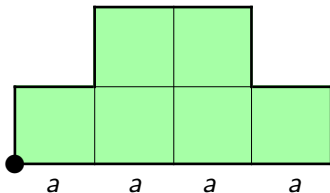


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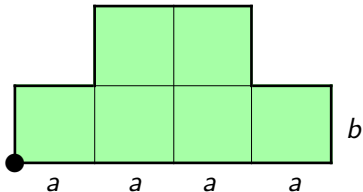


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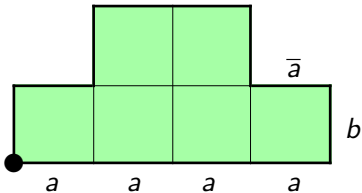


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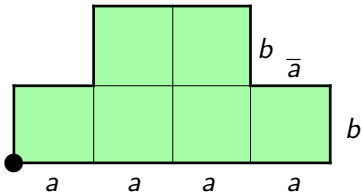


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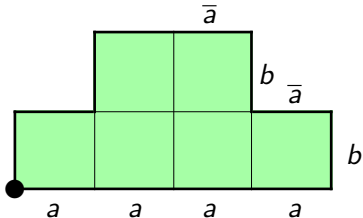


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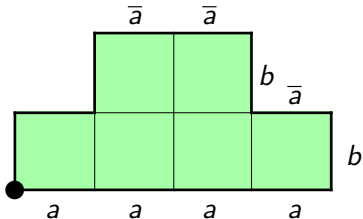


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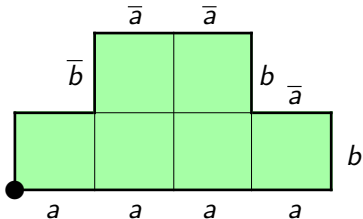


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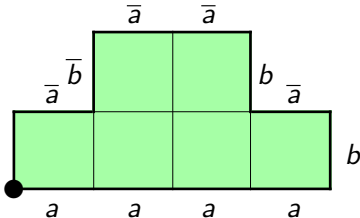


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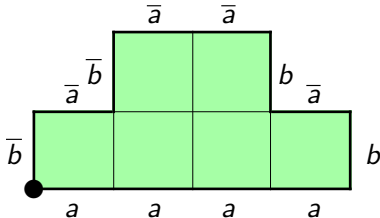


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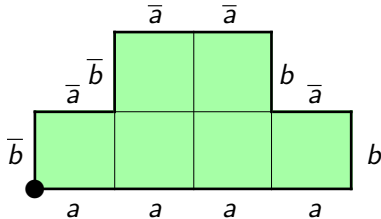
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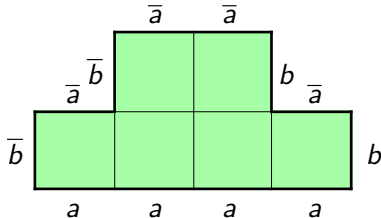
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There exist $u, v \in \Sigma^*$ such that :

$$w = uv \text{ and } w' = vu.$$

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Tilings

Definition

A tiling of the plane by a polyomino P is a set T of non-overlapping translated copies of P that covers all the plane.

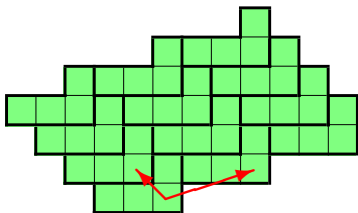
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Regular

$$\exists u, v \in \mathbb{Z}^2, T = \{P_{iu+jv} \mid i, j \in \mathbb{Z}^2\}$$



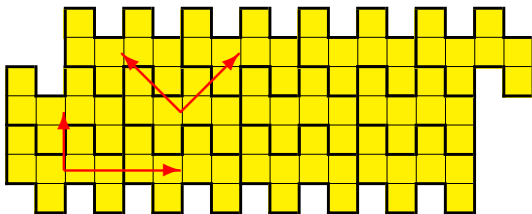
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The tiling problem

Problem

Given a word $w \in \Sigma^$ coding the border of a polyomino P , does P admits a tiling of the plane.*

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Lower bound : $\Omega(n)$

Upper bound : ???

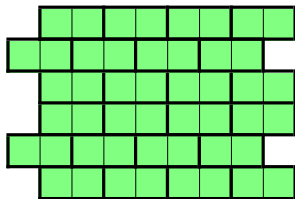
Wijshof and Van Leeuwen

1984 - Wijshof and Van Leeuwen

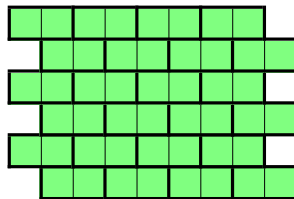
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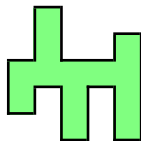


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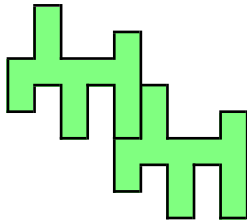
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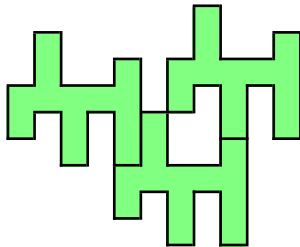
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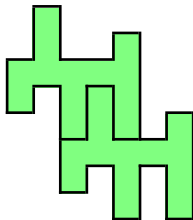
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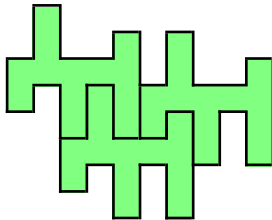
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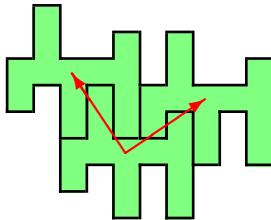
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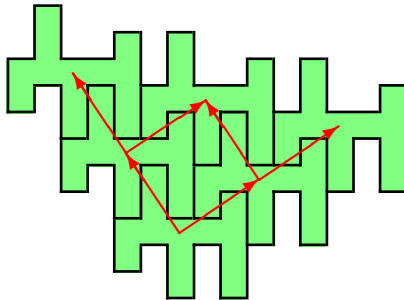
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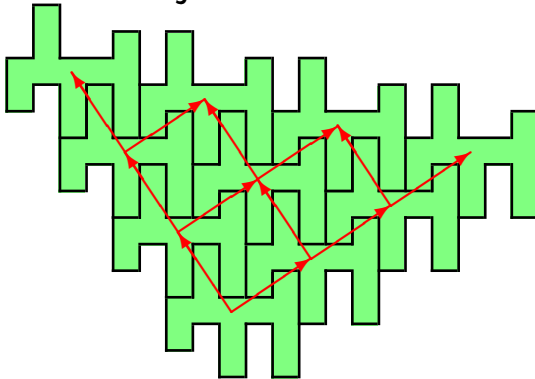
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Beauquier and Nivat

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Characterization : A polyomino P tiles the plane if and only if there exists $X, Y, Z \in \Sigma^*$ such that $w \equiv XYZ\widehat{X}\widehat{Y}\widehat{Z}$.

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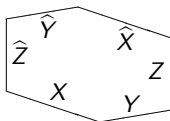
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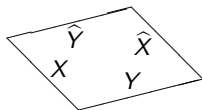
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Pseudo-hexagons



Pseudo-squares

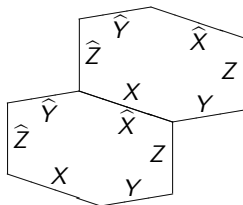


Beauquier and Nivat

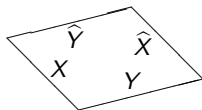
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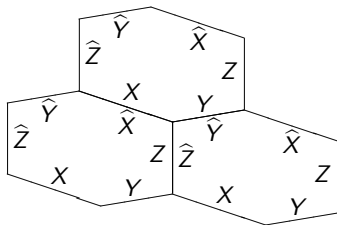


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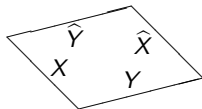
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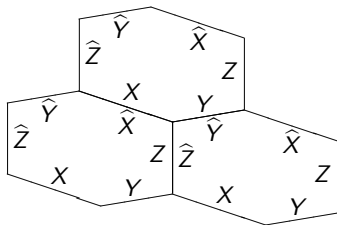


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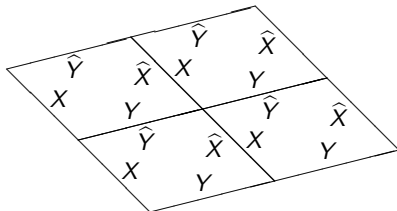
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Gambini and Vuillon

2003 - Gambini and Vuillon

$\mathcal{O}(n^2)$ algorithm using Beauquier-Nivat's characterization.

Admissible factors

Definition

Let A be a factor of the word w coding a polyomino p . A is admissible if

- $w \equiv Ax\widehat{A}y$, for x, y such that $|x| = |y|$.
- A is saturated, that is, $\text{first}(x) \neq \overline{\text{last}(x)}$ and $\text{first}(y) \neq \overline{\text{last}(y)}$.

Admissible factors

Proposition

Let \mathcal{A} be the set of all admissible factors overlapping a position α in w and $\widehat{\mathcal{A}}$ be the set of their respective homologue factors. Then, there is at least one position in w that is not covered by any element of $\mathcal{A} \cup \widehat{\mathcal{A}}$.

Admissible factors

Proposition

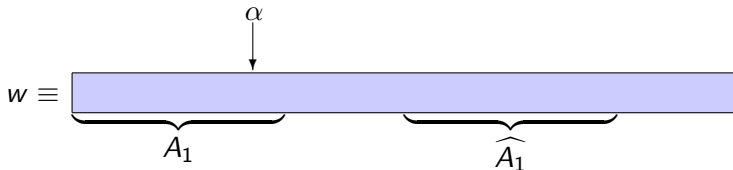
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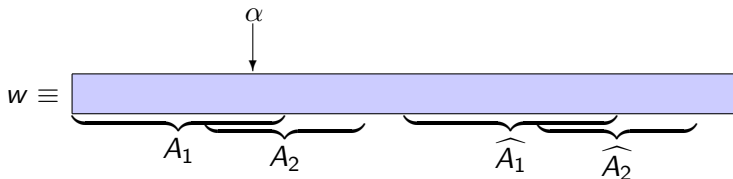
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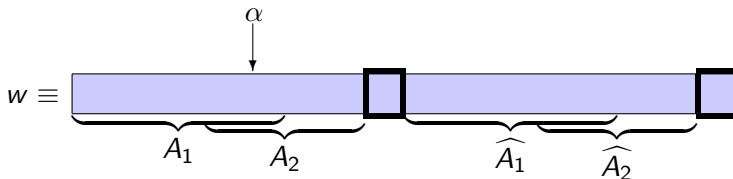
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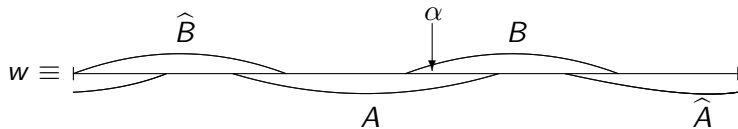
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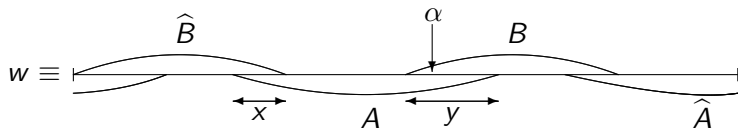
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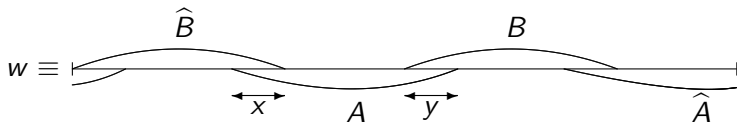


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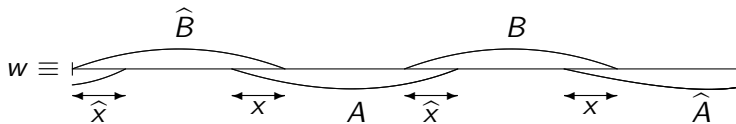
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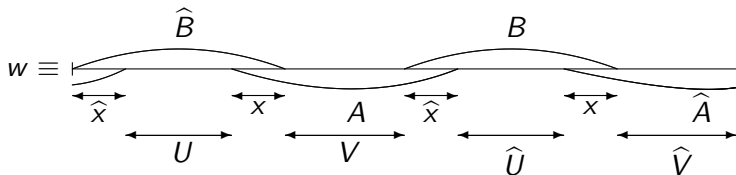
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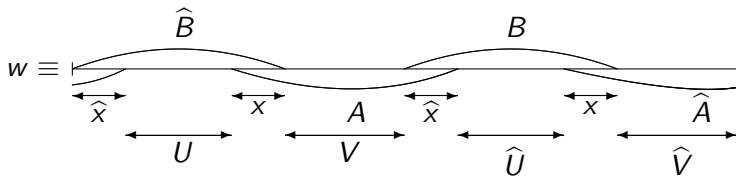
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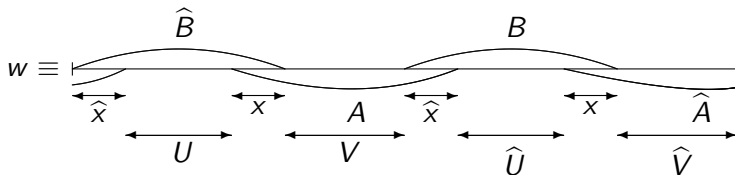
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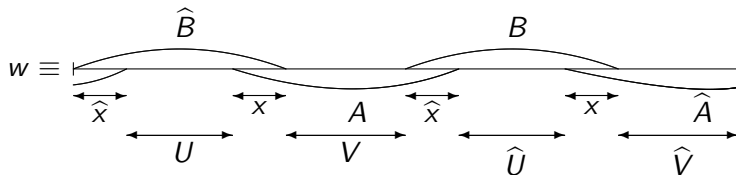
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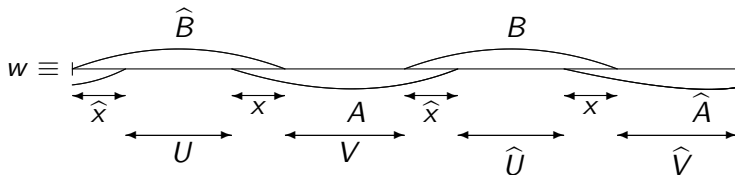
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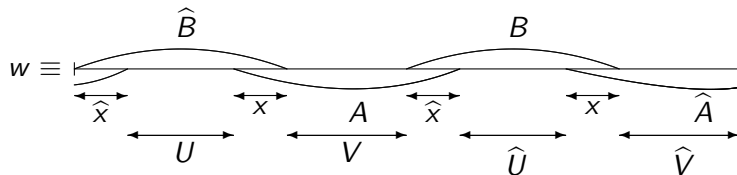
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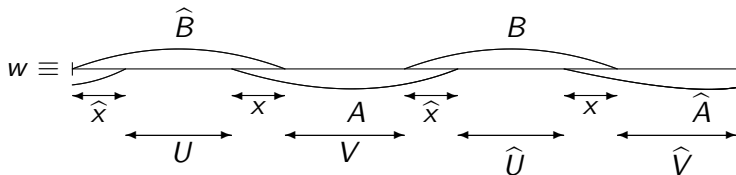
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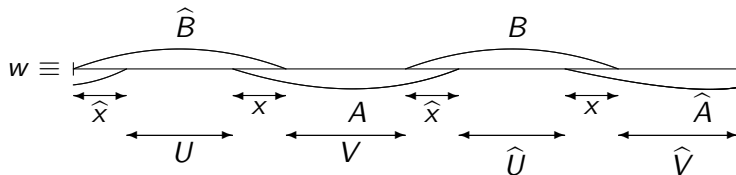
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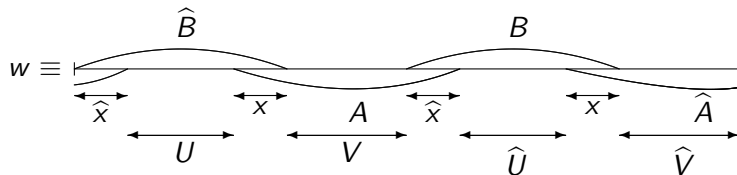
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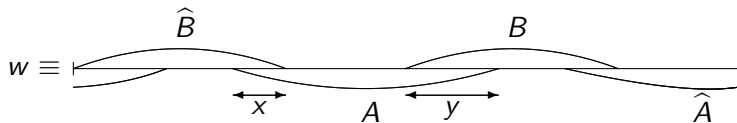
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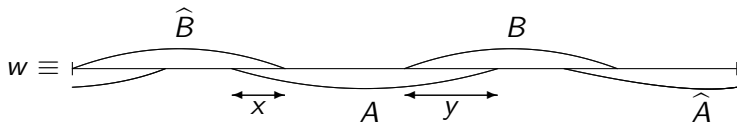
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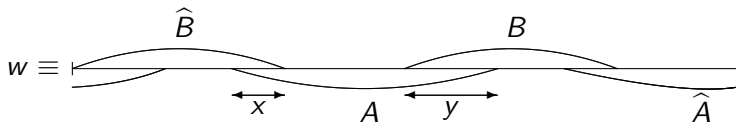
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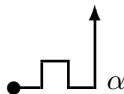
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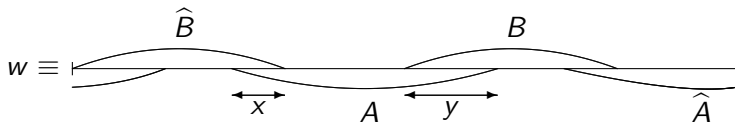


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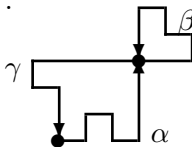


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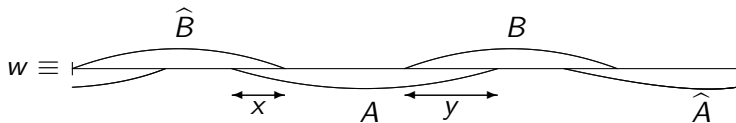


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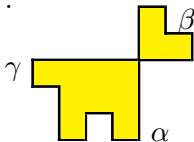


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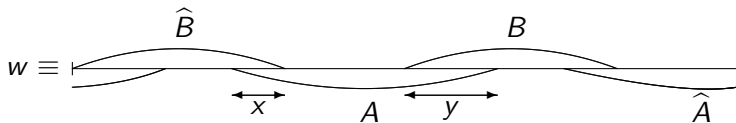


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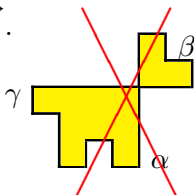


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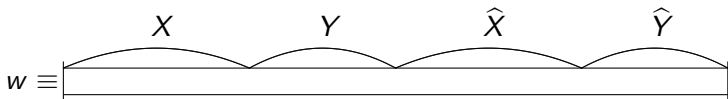
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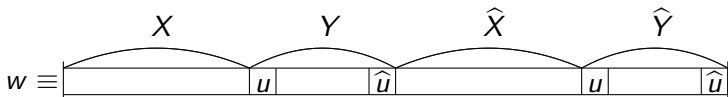
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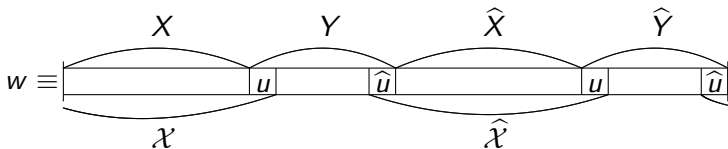
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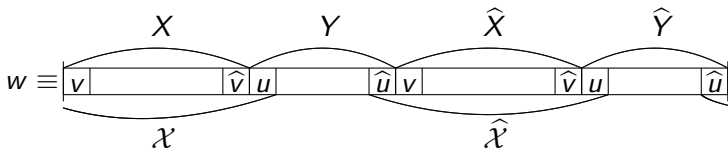
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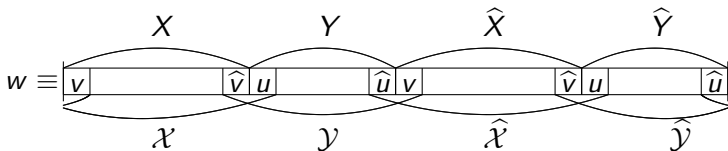
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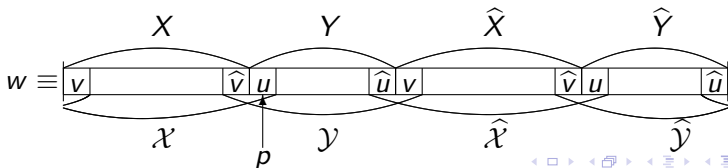
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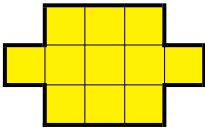
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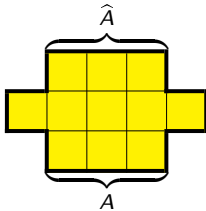
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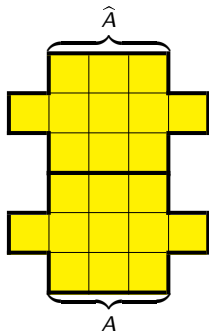
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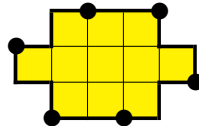
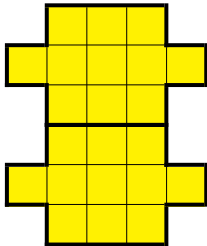
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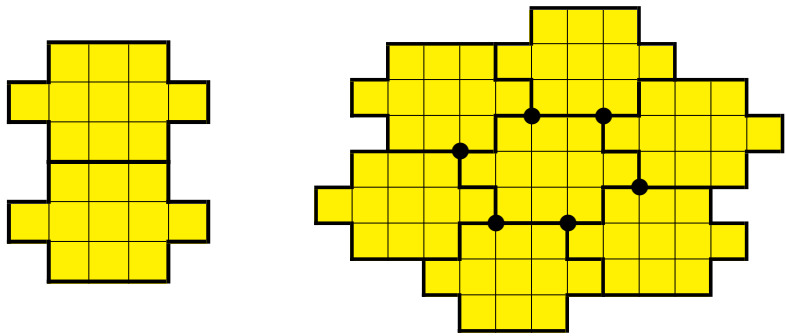
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Listing admissible factors

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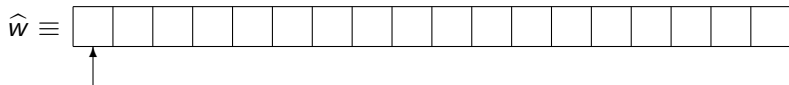
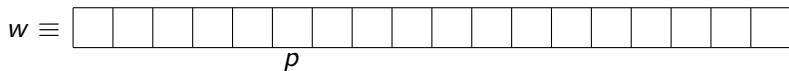
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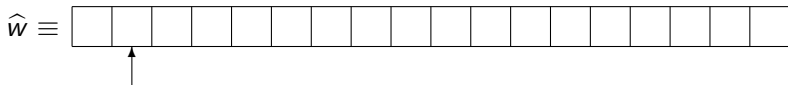
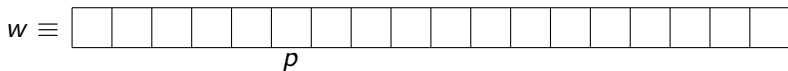


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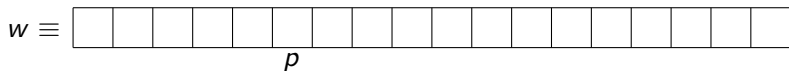


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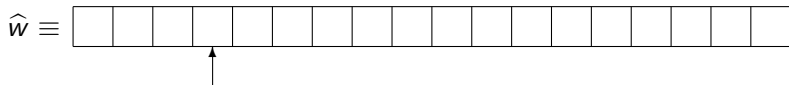
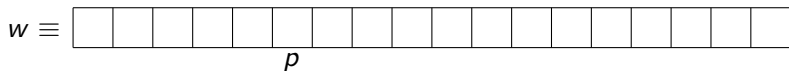


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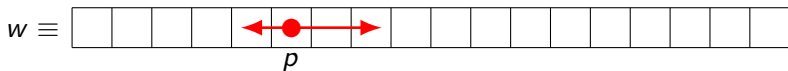


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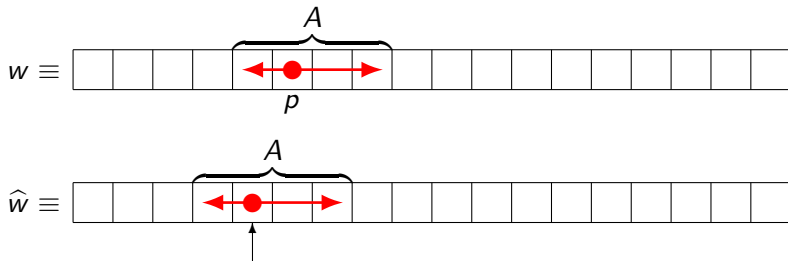


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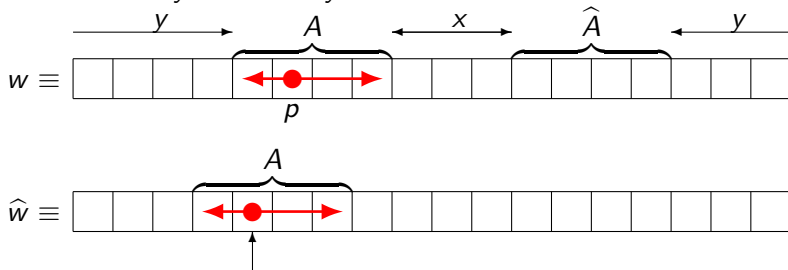


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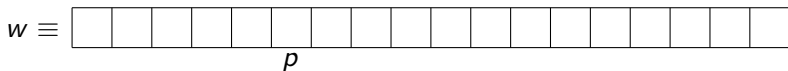


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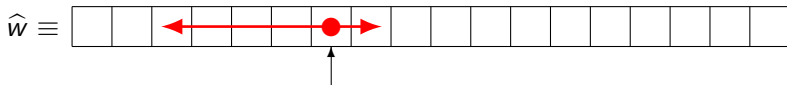
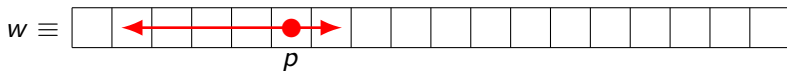


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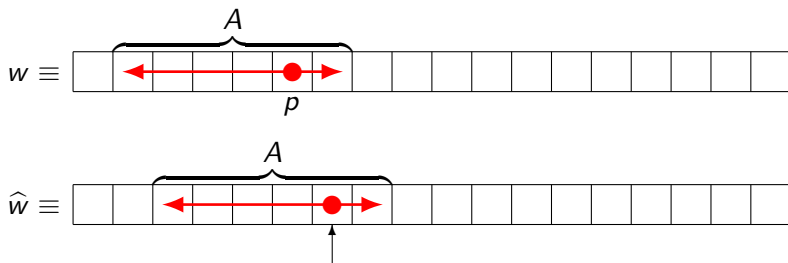


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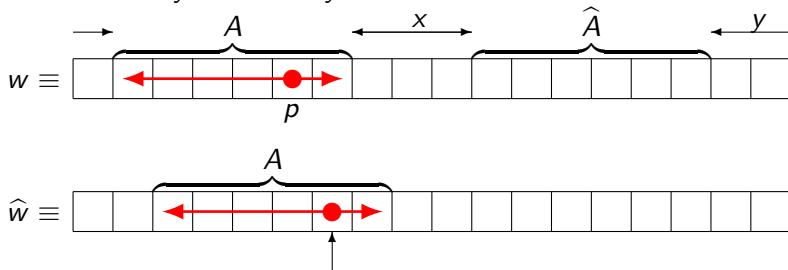


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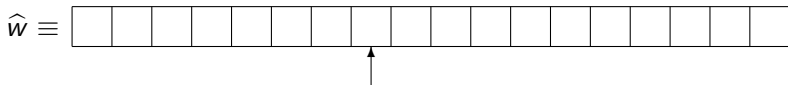
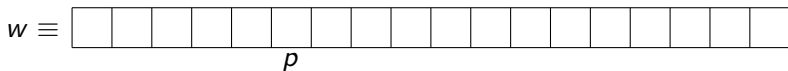


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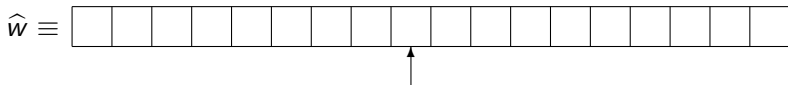
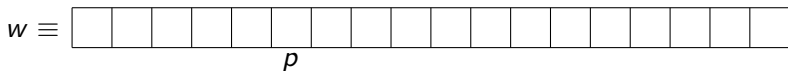


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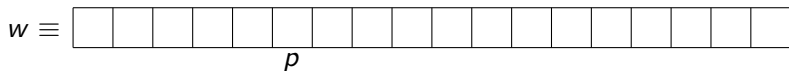


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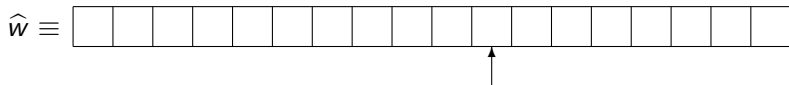
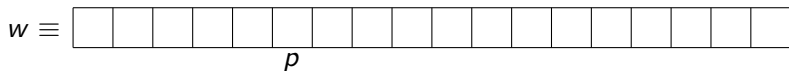


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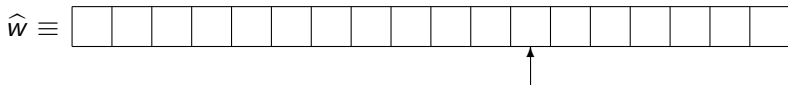
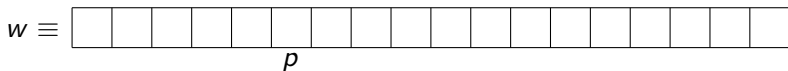


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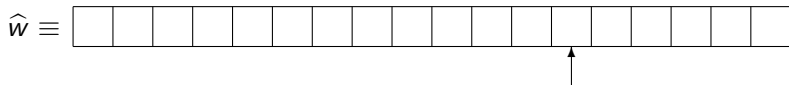
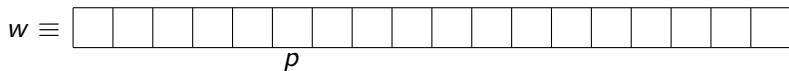


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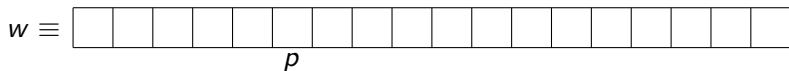


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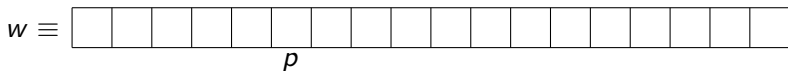


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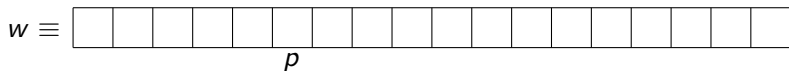


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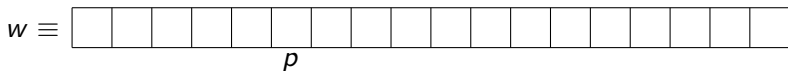


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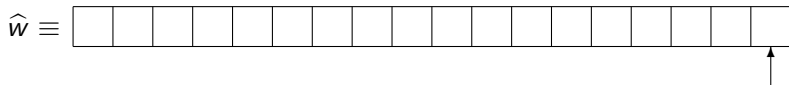
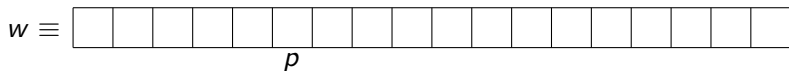


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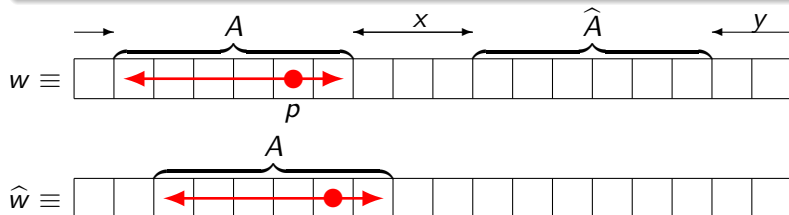
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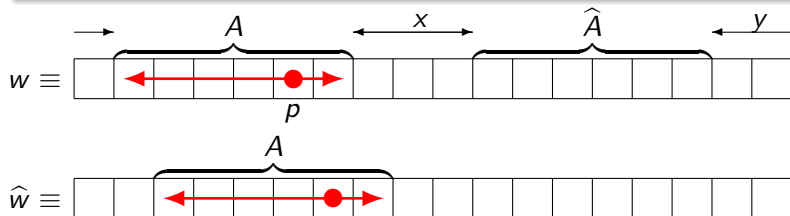
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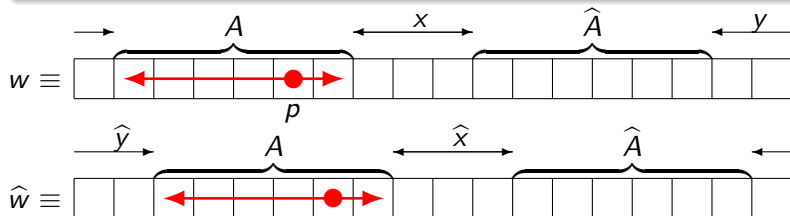


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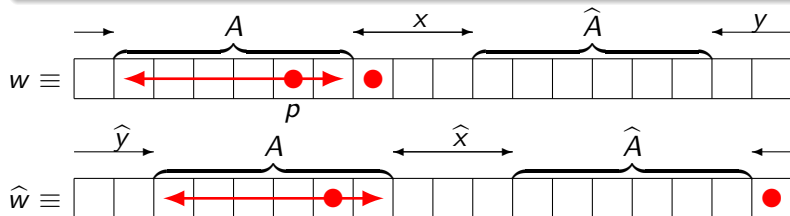
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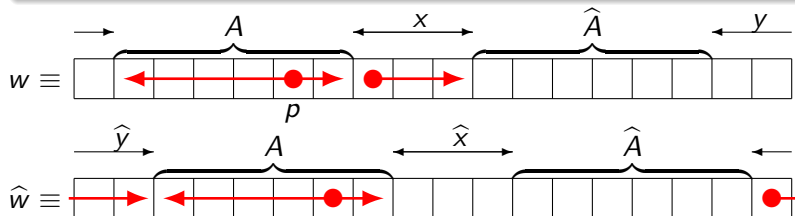
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