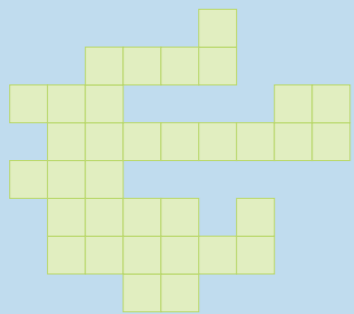


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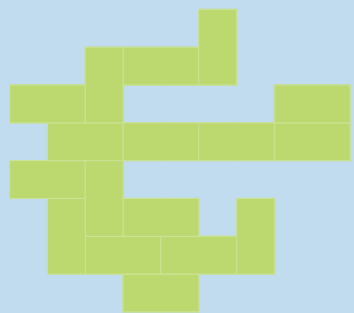
## Context

Polyominoes were introduced by S. Golomb in the 60's, as the simply connected union of unit squares drawn on the  $\mathbb{Z}^2$  lattice.

A natural question: can a given polyomino be tiled (that is, "covered") using dominoes?



In 1990, W. P. Thurston gave a *linear-time algorithm* to decide if a polyomino without holes can be tiled with dominoes [4]. For instance, here is one possible tiling of the above polyomino:

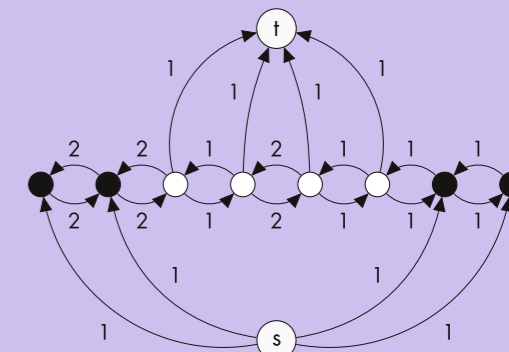
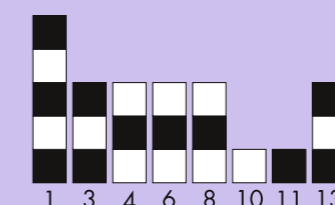
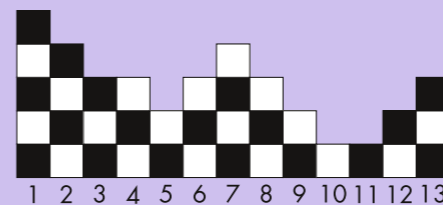


Similar results were extended to polyominoes without holes [1], but in all instances, algorithms have focused on *exact solutions*.

## MAIN RESULT

**Theorem.** There is an algorithm which is linear in the size of the input (using an optimal coding), that gives the number of uncovered squares of an optimally-tiled Manhattan polyomino.

**Principle.** We transform Manhattan polyominoes  $P$  into flow networks  $F_P$  (the nodes of which are the oddly-sized columns), and these allow us to show our "greedy planing" technique is optimal.



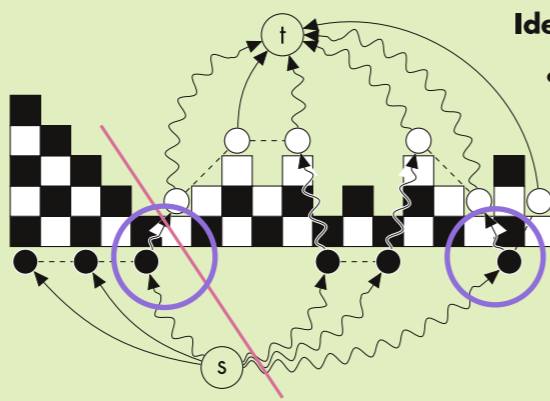
**Proposition.** Let  $P$  be a Manhattan polyomino, and  $|I_P|$  and  $|J_P|$  respectively be the number of oddly-sized columns which contain more black or white squares. Then the value  $v(P)$  be the value of the maximum flow on  $F_P$  such that

$$|I_P| + |J_P| - 2v(P) = d(P)$$

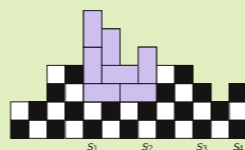
where  $d(P)$  is the number of non-covered unit squares in an optimal partial tiling of  $P$ .

**Idea.** The proofs involve:

- Our planing transformation, a ready-made way of getting rid of *two* neighboring (only even columns in between) oddly-sized columns of different colors;
- The flow network translates how this planing transformation can be applied, and the maximum flow of this network corresponds to the maximum number of oddly-sized columns we can tile at the same time.



In this second step, the bottlenecks of the network (circled above) play a crucial role, as the planing transformation can be seen in the network as the saturation of a min-path.



**Algorithm 1:** Greedy algorithm for the partial tiling of a Manhattan polyomino  $P$ , given as a list of heights of the columns.

```

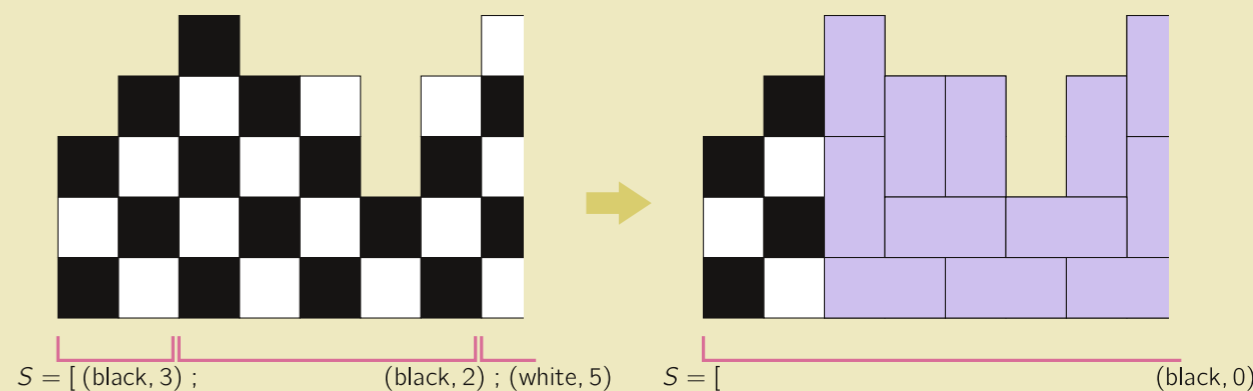
1 S ← []
2 foreach column c of P do
3   if c ≡ 1 mod 2 then /* if the column is oddly-sized */
4     Push(isBlack, c, S)
5   else
6     UpdateTop(c, S)
7     AttemptCollapse(S)
8   isBlack ← not isBlack /* the colors alternate */
9 return Size(S)

```

$S$  is a stack-like data structure, which keeps track of the oddly-sized columns, and whether it is possible to apply the planing transformation. All three "stack" operations are in  $O(1)$ .

## The AttemptCollapse operation

This operation translates the planing transformation to the stack data structure.



In the figure above, the algorithm has processed the 8 first columns of a polyomino: left, is *before* AttemptCollapse has been called; right, is *after*. The planing transformation was applied, and two oddly-sized columns were tiled (their corresponding elements were popped from  $S$ ).

The second field of the  $S$ 's remaining element is 0, because the minimum untiled-height from the remaining oddly-sized dominant column onwards is 0 (the relevant area is delimited by the red segments).

## Conjecture (and partial answer)

If a polyomino is not tileable, it is possible to determine, in *linear time*, the *maximum number of squares* that can be covered by non-overlapping dominoes.

The question remains open, but we have proved the subcase in which we restrict the class to *Manhattan polyominoes*.

## References

- [1] O. Bodini, T. Fernique, *Planar Dimer Tilings*, LNCS 3967, p. 104-113, Springer (2006).
- [2] H. N. Gabow, R. E. Tarjan, *Faster scaling algorithms for network problems*, SIAM J. Comput., Vol. 18, #5, p. 1013-1036, (1989).
- [3] J. E. Hopcroft, R. M. Karp, *An  $n^{5/2}$  algorithm for maximum matchings in bipartite graphs*, SIAM J. Comput., Vol. 2, #4, p. 225-231, (1973).
- [4] W. P. Thurston, *Conway's tiling groups*, American Mathematics Monthly 95, p. 757-773, (1990).

