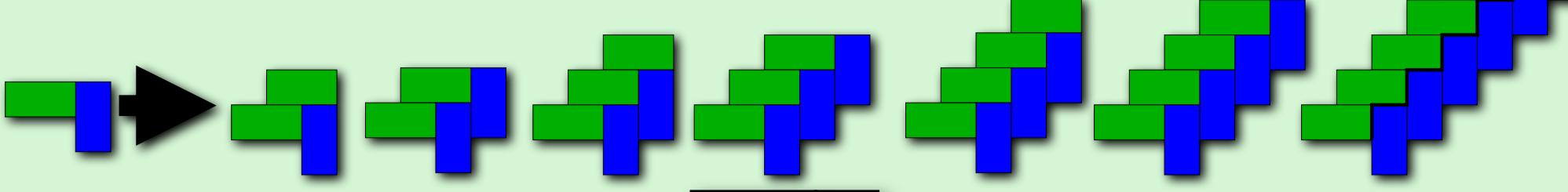


Tatami Tilings: No four tiles meet

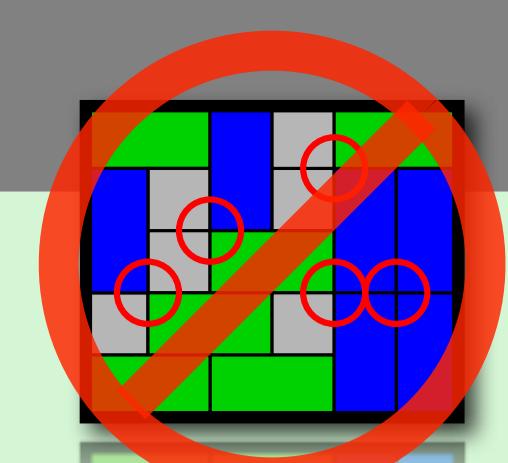
by Alejandro Erickson

Rays propagate to the boundary



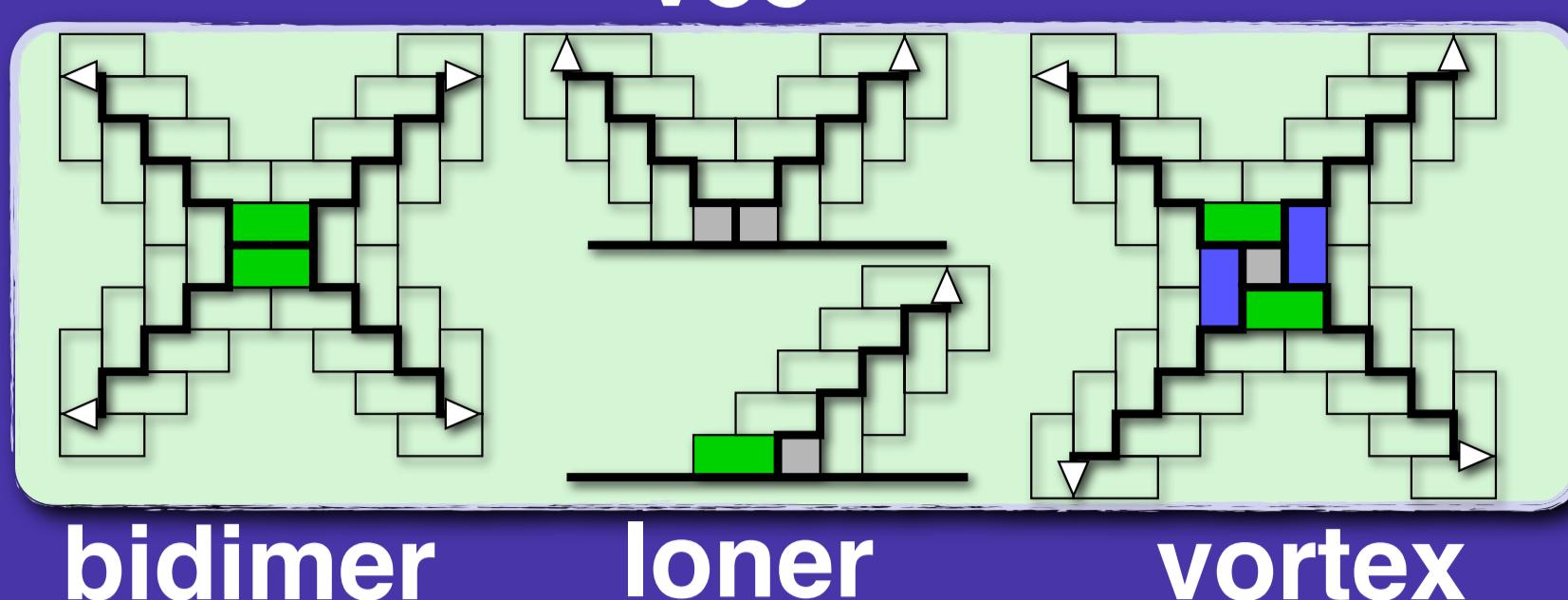
How do rays start?

1. **Bidimer:** Occurs anywhere.
2. A \square at beginning.
 - (a) **Loner:** Only on boundary.
 - (b) **Vortex:** Not on boundary.
 - (c) **Vee:** Only on boundary.



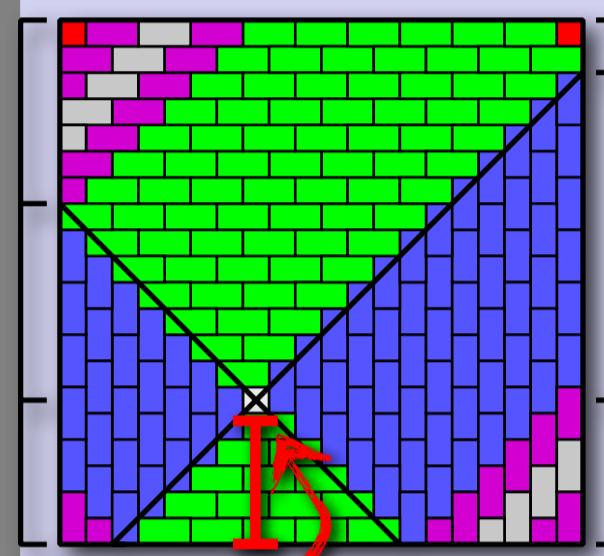
not
tatami

Theorem: Configurations in a rectangular tatami tiling are restricted to brick patterns and the following vee



Theorem: A rectangular tatami tiling is determined by the tiles on its boundary.

Enumerating tilings

 The number of \square s in a square tiling is determined by the shortest distance from a \square , \square , \square or \square to the boundary.
 \square centered 5 units from boundary

Example: A \square centered at one of these squares is 5 units from the nearest boundary. Diagonals are flipped independently to obtain different tilings.
corner diagonals

Table: Classifying tilings with $m \square$ s

Position	Type of Feature	Number of Sides	Positions per Side	Flippable diagonals
corner \square	\square or \square	4	1	$m-1$
corner \square	\square or \square	4	1	$m-2$
not a corner \square	\square or \square	4	$m-1$	$m-2$
not a corner \square	\square or \square	4	$m-2$	$m-3$

Each row contributes a term to

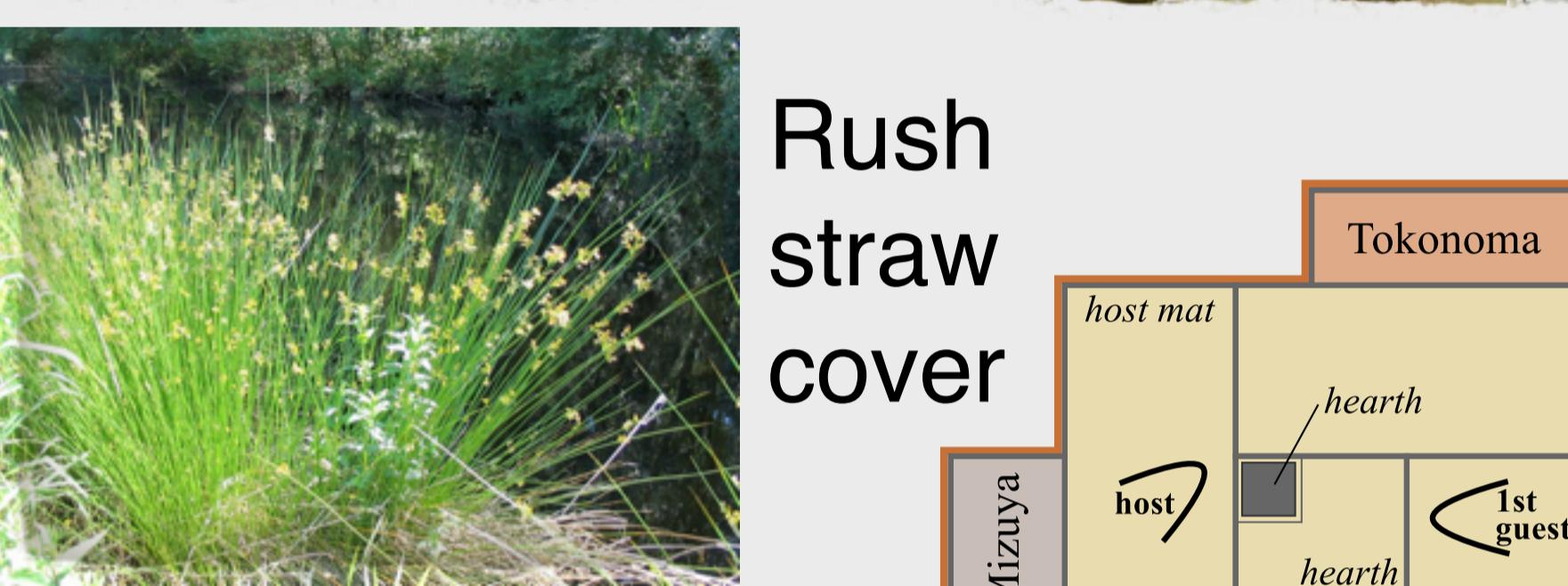
$$\begin{aligned} & 2 \cdot 4 \cdot 1 \cdot 2^{m-1} + 2 \cdot 4 \cdot 1 \cdot 2^{m-2} \\ & + 2 \cdot 4 \cdot (m-1) \cdot 2^{m-2} + 2 \cdot 4 \cdot (m-2) \cdot 2^{m-3} \\ & = 2 \cdot 2^{m+1} + 2 \cdot 2^m + (m-1)2^{m+1} + (m-2)2^m \end{aligned}$$

Theorem: The number of $n \times n$ tilings with $m < n \square$ s is

$$m2^m + (m+1)2^{m+1}$$

Theorem: The number of $n \times n$ tilings is equal to the sums of squares of all parts of all compositions of n .

Japanese Tatami Mats



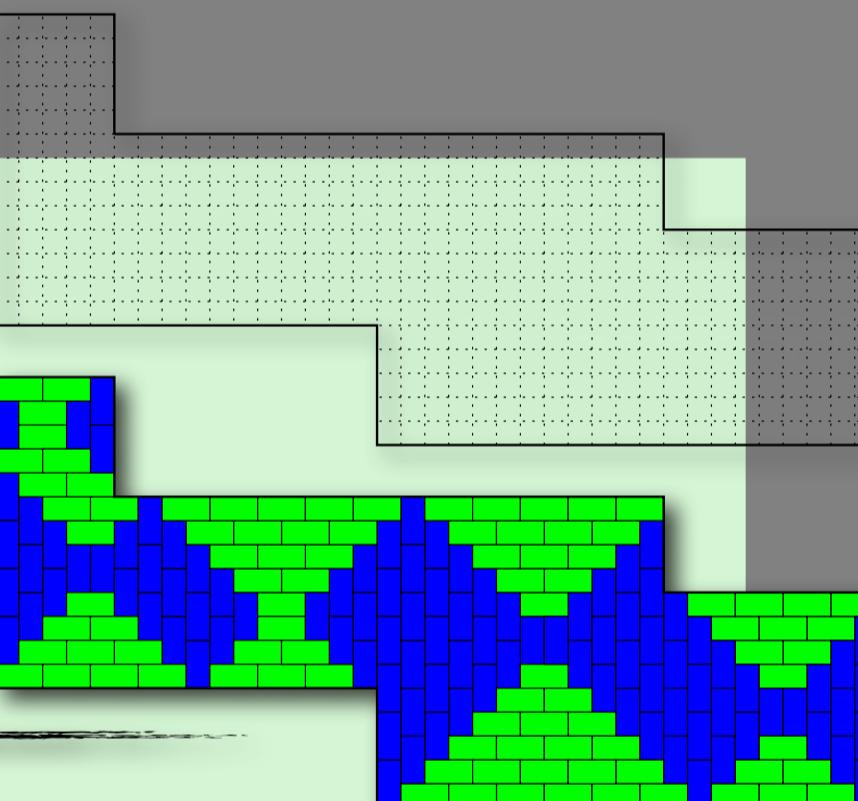
NO FOUR MATS MEET

A medley...

Algebraic
Enumeration

Complexity

What is the complexity of determining the smallest number of \square s in a tiling of a given rectilinear region?



How many tilings are there with a fixed number of \square s?

Conjecture: For $n \times n$ tilings the generating polynomial is $P(n, z) \prod_{j \geq 1} S_{\lfloor \frac{n-1}{2^j} \rfloor}(z)$, where $P(n, z)$ is an irreducible polynomial and

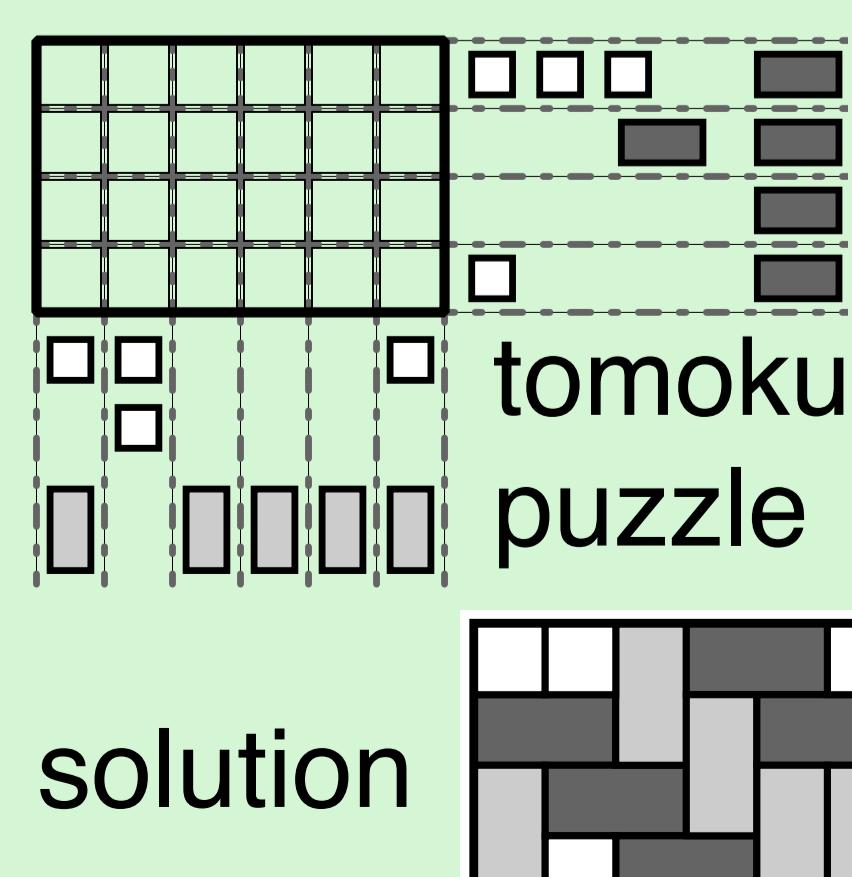
$$S_n(z) = \prod_{j=1}^n (\phi_{2j}(z))^{\lfloor \frac{n+j}{2^j} \rfloor}, \text{ for all } n \geq 1, \text{ where } \phi_n(z) \text{ is the } n\text{th cyclotomic polynomial.}$$

Combinatorial
Generation

Can rectangular tilings be generated in $O(1)$ time per tiling?
Do they form a Gray code? What representation should we use?

Tomoku

Pencil-and-paper version. Ask me for a preview of the book!

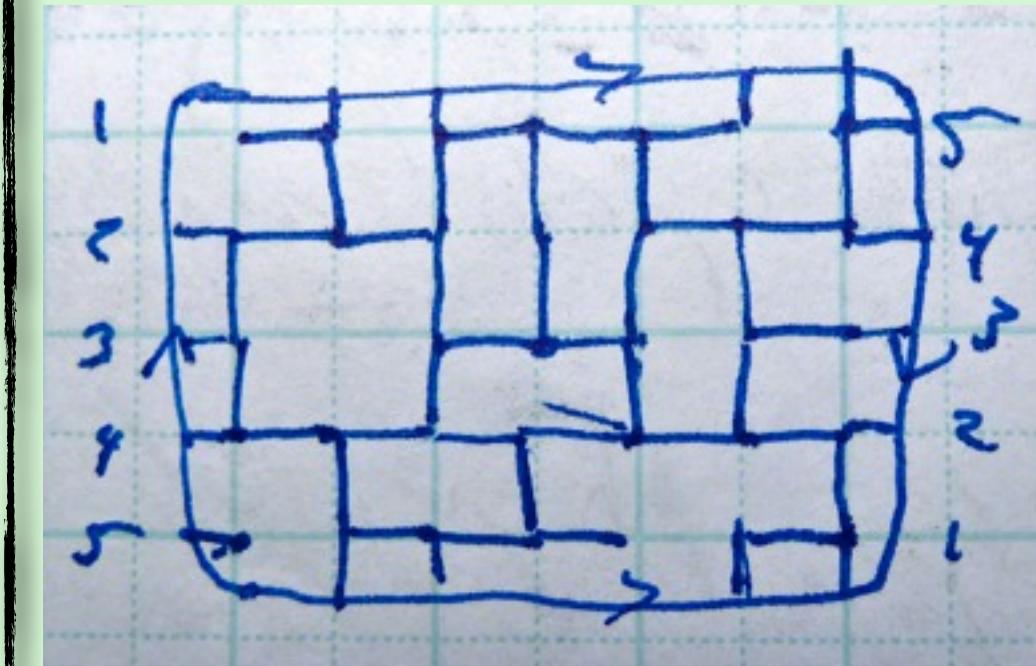


Game: Reconstruct a tiling from its tomographic row and column projections. What is the complexity of this?

Web-game playable now at alejandroerickson.com



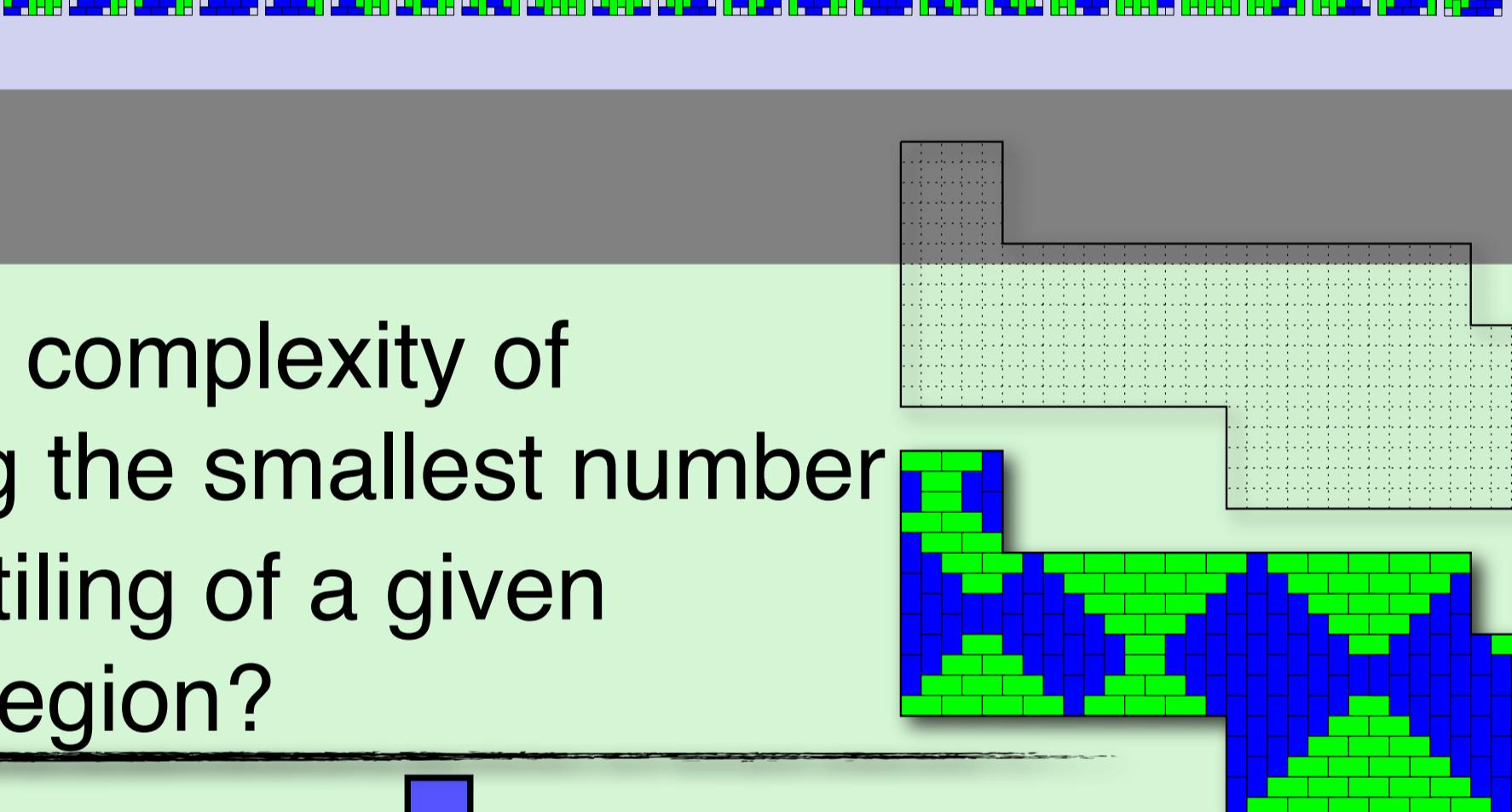
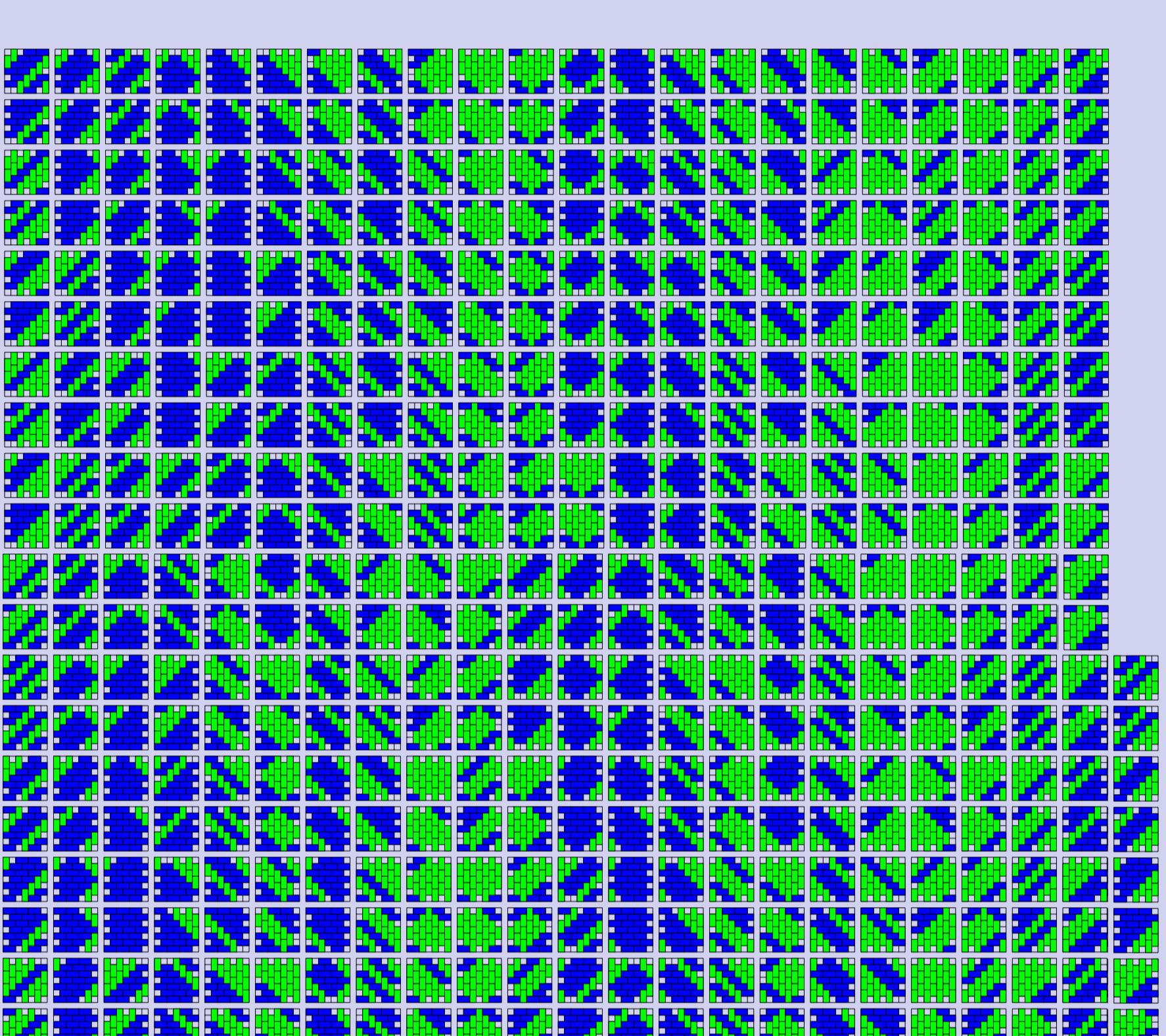
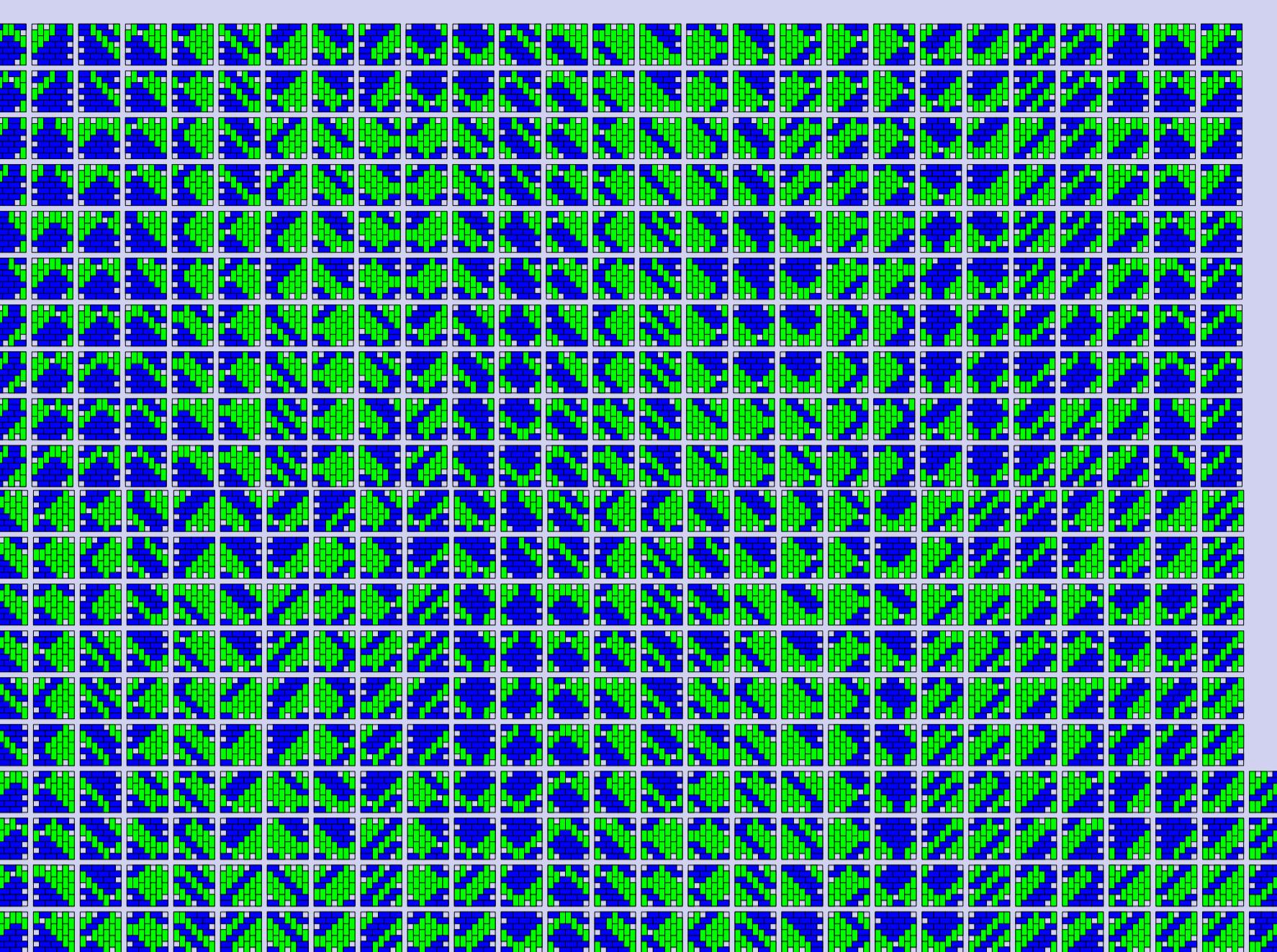
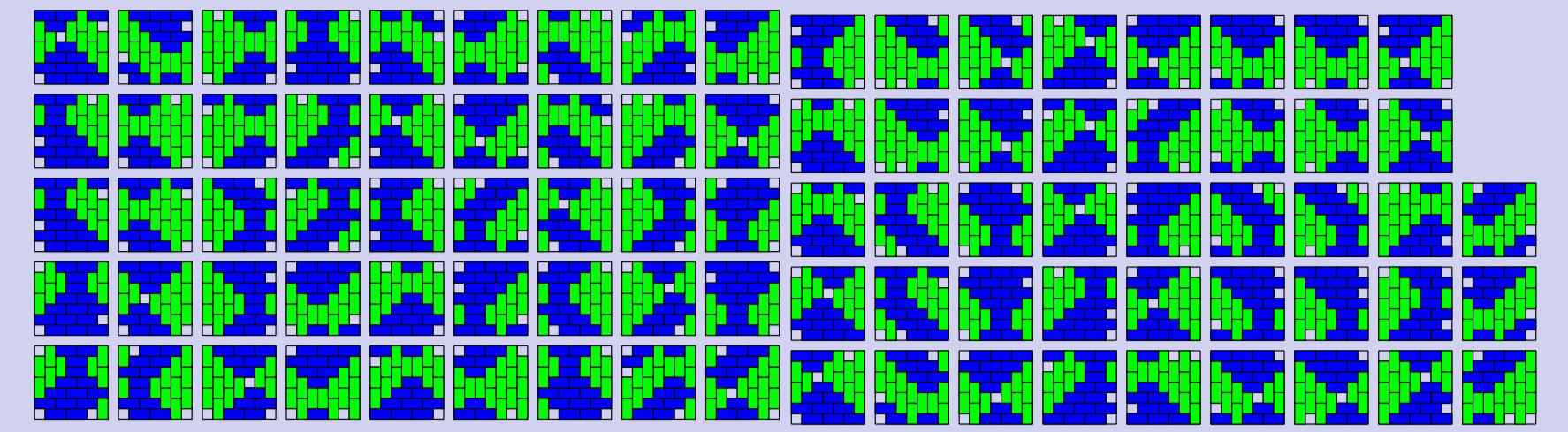
Another game: **Tatami Dots and Boxes**. Just like dots and boxes but you can't put four lines at one dot. Try playing it on a non-orientable surface!



Scoreless game on the Klein bottle. Can a player force a scoreless game?

Listing all tilings

All 7x7 tilings



\$2.99

Credits

Submit tatami related items to the **Tatami blog** at alejandroerickson.com

Funding:  University of Victoria

 NSERC CRSNG

Tatami tilings are joint work with Frank Ruskey, Mark Schurch and Jennifer Woodcock.

Artwork credits (own work unless otherwise noted):
Rice harvester by E., Yangshuo, China, 2010.
Rush straw (*Juncus effusus*) from Meggar(en.wikipedia.org).
Tatami room from <http://ristomarijanikointokyo.blogspot.com/>.
Tatami tea room floor layout from Bamse(commonswikipedia.org).
Some tiling diagrams by Frank Ruskey.