

# Hole-free Partially Directed Animals

Paolo Massazza<sup>1</sup>

<sup>1</sup>Department of Theoretical and Applied Sciences  
University of Insubria  
Varese Italy

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# Abstract

introduction

Exhaustive  
generation

We consider the problem of efficiently generating classes of polyominoes.

We present a **C**onstant **A**mortized **T**ime algorithm that uses space  $O(n)$  to generate all partially directed animals of area  $n$  having no holes

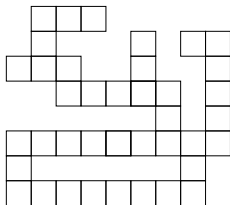
The approach can be extended to partially directed animals with a fixed number of holes.

# Polyominoes

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A **polyomino** is a finite connected set of edge-to-edge adjacent  $1 \times 1$  cells in the  $2D$  plane



- Introduced by Golomb (1954)
- Widely studied in
  - enumerative combinatorics
  - bijective combinatorics
  - two dimensional language theory
  - tiling theory
  - discrete tomography

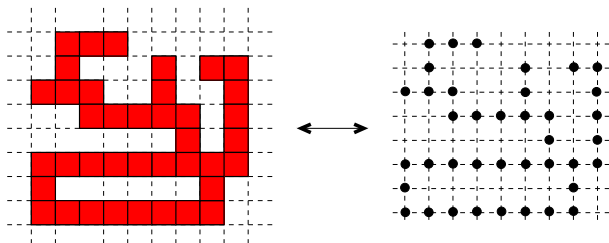
# Animals

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## Definition

An **animal** is a finite connected set of vertices of a lattice  
Animals can be seen as **duals** of polyominoes (each cell replaced by a vertex at its center - square lattice)



# Partially Directed Animals

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## Definition (PDA)

A **partially directed animal** of area  $n$  is a set of  $n$  connected elements (points) s.t. any element can be reached from a distinguished element (the root) by a path which never goes opposite to a given direction

- Used to study physical phenomena (e.g. percolation)

## Definition (Prefix-Closed Polyominoes PCPol( $n$ ))

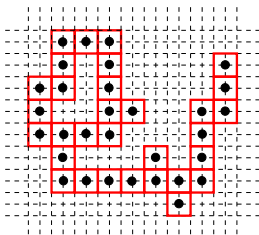
PCPol( $n$ ) is the class of polyominoes  $P$  of area  $n$  s.t. for any  $i > 0$ , the first  $i$  columns of  $P$  comprise exactly one polyomino

Fix the **Square lattice** and the direction **East**, then

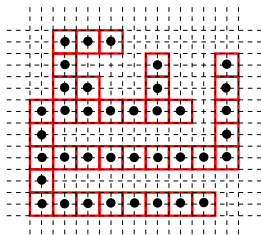
$$\text{PCPol}(n) \equiv \text{PDA}(n)$$

# Hole-Free PDAs

We are interested into an efficient algorithm for generating the set  $\text{HFPDA}(n)$  of **Hole-Free Partially Directed Animals** (*i.e.* Hole-free Prefix-closed polyominoes)



(a)



(b)

(a) a polyomino not in HFPDA

(b) a polyomino in HFPDA

# Known results

There exist efficient (CAT) algorithms for generating (w.r.t. the area)

- polyominoes [Redelmeier 1981]
- parallelogram polyominoes [Mantaci, Massazza 2011]
- L-convex polyominoes [Massazza 2012]
- convex polyominoes [Massazza 2015]
- $k$ -convex polyominoes [Brocchi, Castiglione, Massazza 2017]
- partially directed animals [Formenti, Massazza 2017]

# Notation and definitions

- a column is a sequence of segments,  
 $\mathbf{c} = (s_1, s_2, \dots, s_h)$
- a polyomino is a sequence of columns,  
 $P = (\mathbf{c}_1, \mathbf{c}_2, \dots, \mathbf{c}_k)$
- $\text{Top}(s) = y$ -coordinate of the upper cell of  $s$
- $\text{Top}(\mathbf{c}) = \text{Top}(s)$ ,  $s$  upper segment of  $\mathbf{c}$
- $s = (\text{Top}(s), A(s))$
- $\mathbf{c}_{>j} =$  part of  $\mathbf{c}$  above position  $j$
- $P_i$  is the  $i$ -th column of  $P$
- The  $i$ -prefix of  $P$  is  $P_{\leq i} = (\mathbf{c}_1, \mathbf{c}_2, \dots, \mathbf{c}_i)$
- $s \in P_i$  is left-adjacent  $\implies \exists t \in P_{i-1}$  s.t.  $s, t$  have a common edge



# Generation: a general method

We generate a family  $C$  of polyominoes in three steps:

- 1 Define  $C$  in terms of a property  $\mathcal{V}$  satisfied by  $i$ -prefixes:

$$P \in C \Leftrightarrow \forall i > 0, \mathcal{V}(P_{\leq i})$$

- 2 Define a compatibility relation  $\square$  on adjacent columns,

$$\mathcal{V}(P_{\leq i}) \wedge \mathbf{c} \square P_i \Leftrightarrow \mathcal{V}(P_{\leq i}|\mathbf{c})$$

- 3 For any  $r > 1$ , define a discrete dynamical system that generates all columns of area  $r$  that are compatible with  $P_i$

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# HFPDA generation

The previous method can be applied to HFPDA

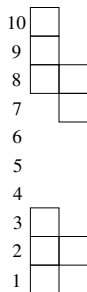
- 1 **Lemma:**  $P \in \text{HFPDA}$  iff  $\forall i > 1$  any  $s \in P_i$  is left-adjacent to **exactly one**  $t \in P_{i-1}$
- 2  $\mathbf{c} \sqsubset \mathbf{b}$  iff  $s \in \mathbf{c} \implies \exists! t \in \mathbf{b}$  s.t.  $s$  is left-adjacent to  $t$
- 3 The discrete dynamical system is based on three moves applied to segments in a column: SHIFT, SPLIT and SHIFT&SPLIT

Notation:  $\text{Comp}(\mathbf{a}, r) =$  set of columns of area  $r$  that are compatible with  $\mathbf{a}$

# The moves

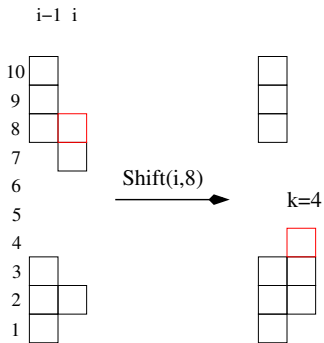
## Shift

$i-1$   $i$



## The moves

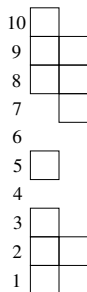
## Shift



# The moves

## Split

$i-1$   $i$

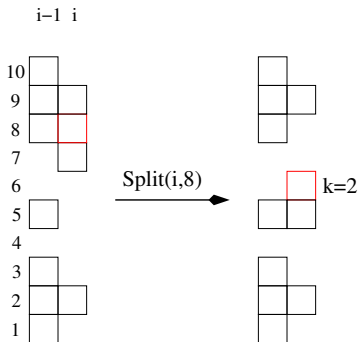


# The moves

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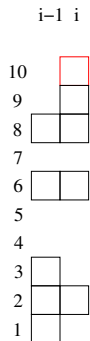
## Split





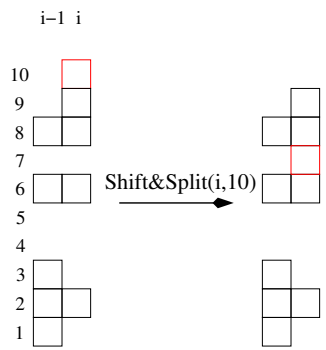
# The moves

## Shift&Split



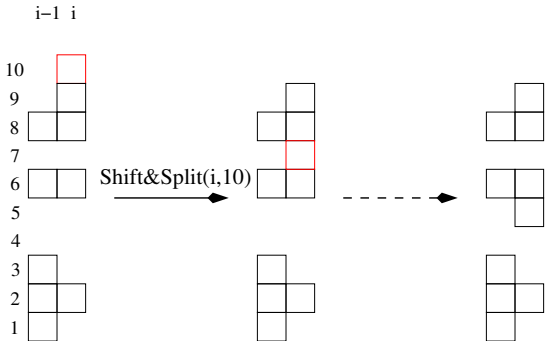
# The moves

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# The moves

## Shift&Split



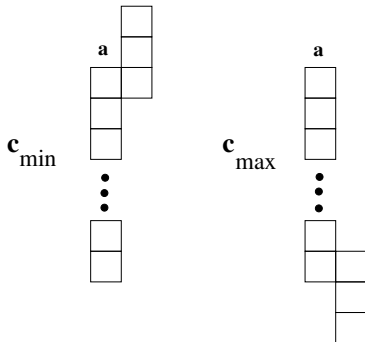
## Order on columns

We consider a total order  $\prec$  on columns

$\mathbf{b} \prec \mathbf{c} \Leftrightarrow \exists j, \mathbf{b}_{>j} = \mathbf{c}_{>j}, \mathbf{b}_{\geq j} \neq \mathbf{c}_{\geq j}, \mathbf{c}$  has an empty cell at  $j$

$$\mathbf{c}_{\min} = \min(\text{Comp}(\mathbf{a}, r)) = ((r, \text{Top}(\mathbf{a}) + r - 1))$$

$$\mathbf{c}_{\max} = \max(\text{Comp}(\mathbf{a}, r)) = ((r, \text{Bot}(\mathbf{a}))$$



**Remark:** no move occurs in  $\mathbf{c}_{\max}$

# The DDS for $\text{Comp}(\mathbf{a}, r)$

## Definition

Given  $\mathbf{a}$  and  $r > 0$ , define  $f_{\mathbf{a},r}: \text{Comp}(\mathbf{a}, r) \rightarrow \text{Comp}(\mathbf{a}, r)$

$$f_{\mathbf{a},r}(\mathbf{b}) = \begin{cases} \mathbf{c} & \mathbf{g} \xrightarrow{j} \mathbf{c} \\ \mathbf{c}_{\max} & \text{if } \mathbf{b} = \mathbf{c}_{\max} \end{cases}$$

where

- $j$  is the position of the lowest move in  $\mathbf{b}$
- $\mathbf{g}$  is the **grand ancestor** of  $\mathbf{b}$  w.r.t.  $\mathbf{a}$ , *i.e.* a suitable column that is used to obtain the column following  $\mathbf{b}$  in  $\text{Comp}(\mathbf{a}, r)$  (w.r.t.  $\prec$ )

# The grand ancestor

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Informally, the **grand ancestor** of  $\mathbf{b}$  w.r.t  $\mathbf{a}$  is a column  $\mathbf{g}$  s.t.

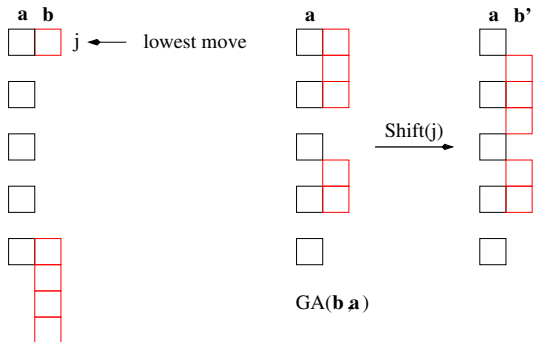
- $A(\mathbf{g}) = A(\mathbf{b})$
- $\mathbf{g}_{\geq j} = \mathbf{b}_{\geq j}$ ,  $j$  is the position of the lowest move in  $\mathbf{b}$
- $\mathbf{g}$  admits a move at  $j$
- the segment  $t$  of  $\mathbf{g}$  at  $j$  is the longest possible s.t. the move at  $j$  has the smallest shift
- the segments below  $t$  have maximal position and maximal area

# The grand ancestor

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## Example



**b'** is the smallest compatible column greater than **b**

# DDS: properties

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## Lemma

Let  $f_{\mathbf{a},r}^n$  be the  $n$ -fold composition of  $f_{\mathbf{a},r}$  with itself. Then

- 1  $f_{\mathbf{a},r}^n(\mathbf{b}) \prec f_{\mathbf{a},r}^{n+1}(\mathbf{b})$  for  $\mathbf{b} \neq \mathbf{c}_{\max}$ ;
- 2  $\bigcup_{n \in \mathbb{N}} f_{\mathbf{a},r}^n(\mathbf{c}_{\min}) = \text{Comp}(\mathbf{a}, r)$ .

where  $\mathbf{c}_{\max} = ((r, \text{Bot}(\mathbf{a})))$  and  $\mathbf{c}_{\min} = ((r, \text{Top}(\mathbf{a}) + r - 1))$



# Generation of HFPDA

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We use an inductive approach (remark:  $P_1$  consists of exactly one segment)

Given  $P_{<i}$  (already generated) call COLGEN( $i, r$ )

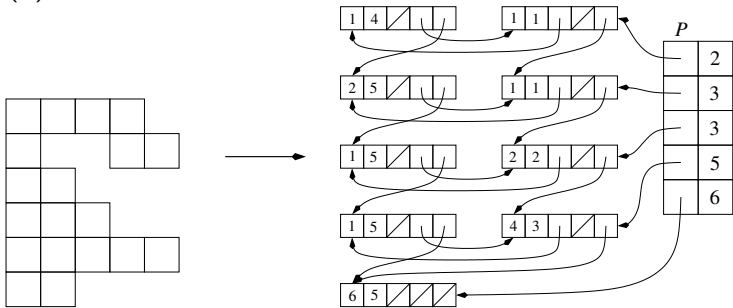
```
Procedure ColGen(i, r)
for d:=r downto 1
  P[i]:=((d, Top(P[i-1])+d-1)); \\smallest column
  if d<r then ColGen(i+1, r-d); else Output(P);
  while NOT IsFixedPoint(P[i])
    j:=GrAn(P[i], P[i-1]); \\restore grandancestor
    Move(P[i], j);
    if d<r then ColGen() else Output(P)
  endwhile
endfor
```

# Complexity

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A simple data structure allows to execute moves in time  $O(1)$



All the functions within COLGEN (apart GRAN) have cost  $O(1)$

# Complexity

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In general,  $\text{GRAN}(P_i, P_{i-1})$  runs in time  $O(A(P_{i-1}))$

## Lemma

*For each call  $G = \text{GRAN}(P_i, P_{i-1})$  with cost  $\Theta(p)$  there exists a set  $T_G$  with  $|T_G| = \Omega(p)$  s.t.*

- *each column in  $T_G$  is generated in time  $O(1)$*
- *$T_{G_1} \cap T_{G_2} = \emptyset$  for  $G_1, G_2$  with cost  $\Theta(p_1), \Theta(p_2)$*



## Lemma

*$\text{COLGEN}(i, r)$  runs in time  $O(t)$  where  $t = |\text{Comp}(P_{i-1}, r)|$*



## Theorem

*there exists a CAT algorithm for generating  $\text{HFPDA}(n)$   
(using space  $O(n)$ )*

# Conclusions

We have developed a CAT algorithm to generate HFPDA( $n$ )

## Work in progress

- Definition of similar DDSs to obtain CAT algorithms for
  - Partially directed animals with at most  $k$  holes
  - Partially directed animals with exactly  $k$  holes
- Implementation of the algorithms to obtain counting sequences