



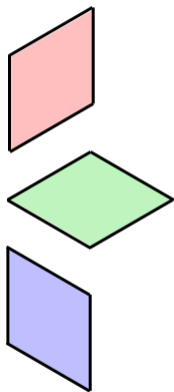
# The problem of the calissons, by rewriting

Vincent van Oostrom

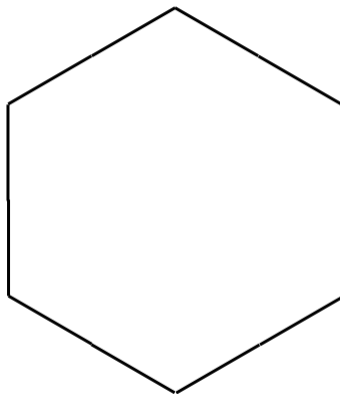
University of Sussex

vvo@sussex.ac.uk

# The problem of the calissons (David & Tomei 89)

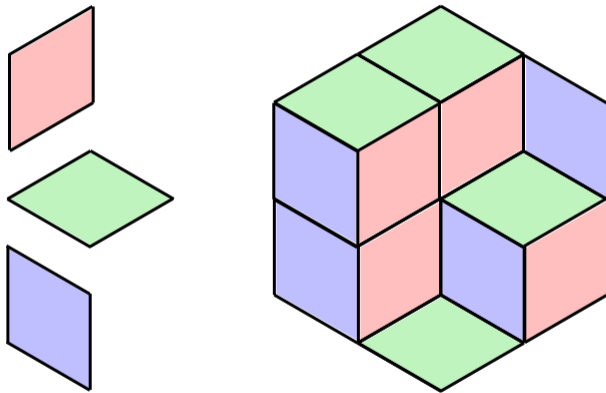


calissons

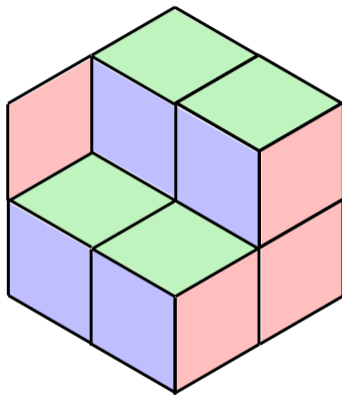
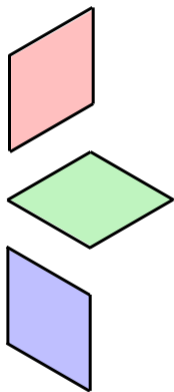


hexagonal box

# The problem of the calissons

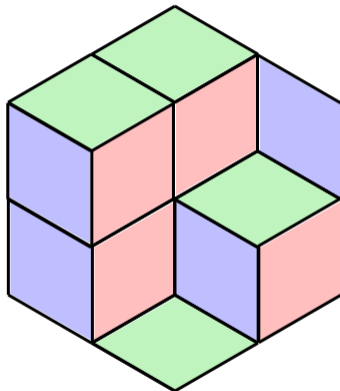
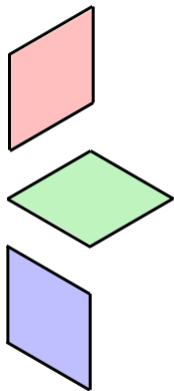


# The problem of the calissons



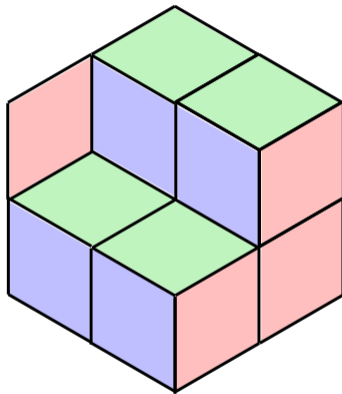
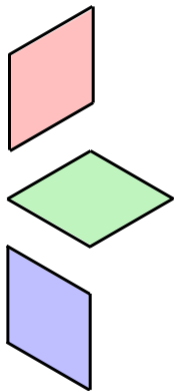
box random generator

# The problem of the calissons



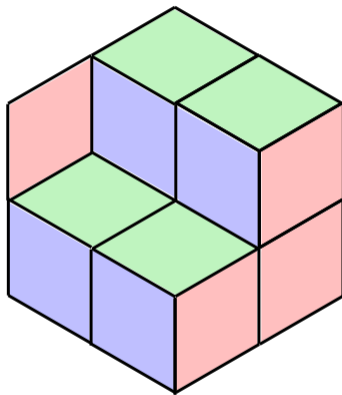
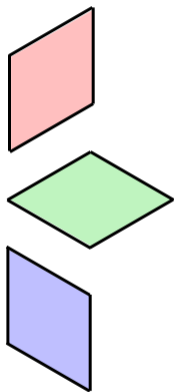
spectrum (4, 4, 4)

# The problem of the calissons



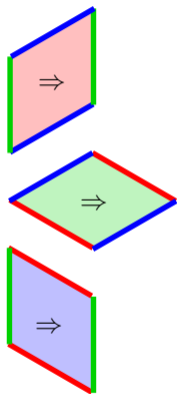
spectrum (4, 4, 4)

# The problem of the calissons by 4 confluence techniques

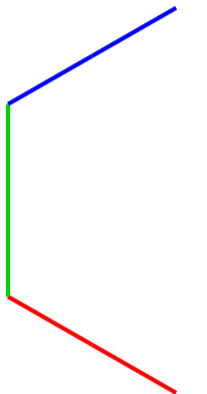


same box  $\implies$  same spectrum

# (1) random descent



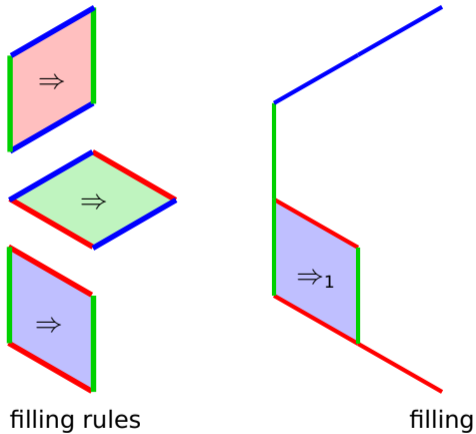
filling rules



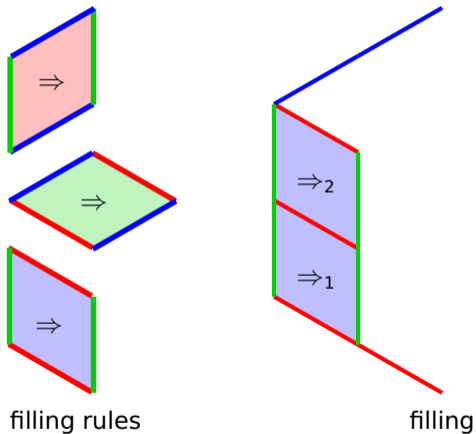
filling



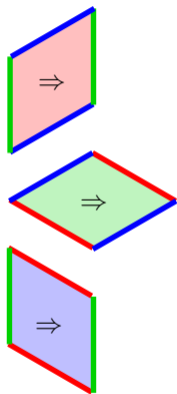
# (1) random descent



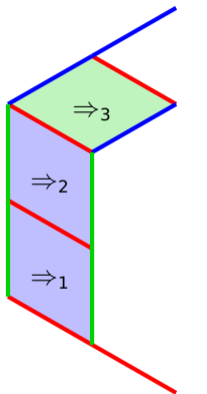
# (1) random descent



# (1) random descent

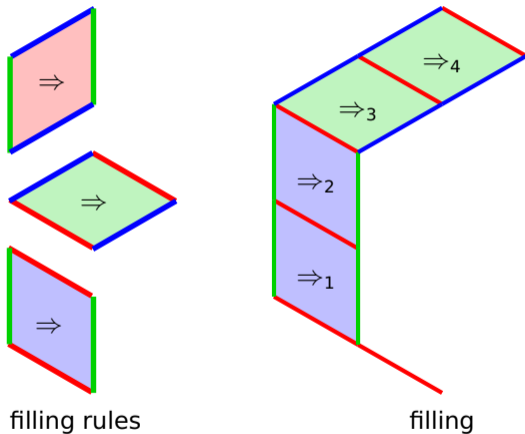


filling rules

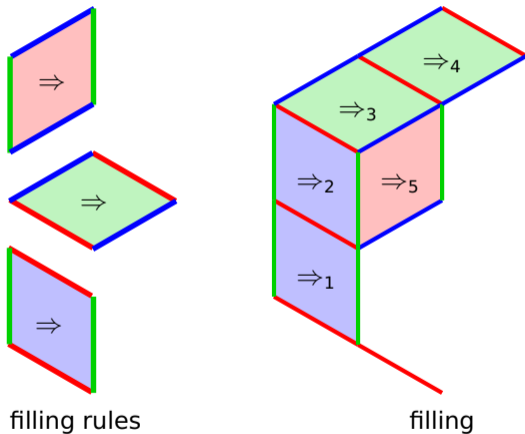


filling

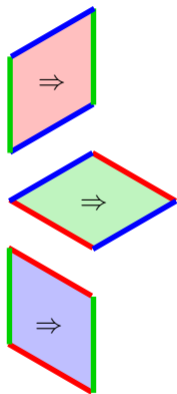
# (1) random descent



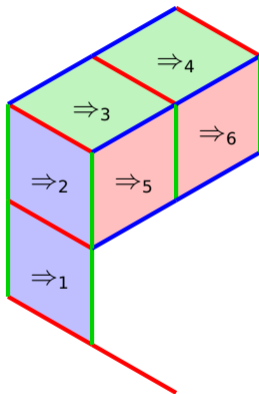
# (1) random descent



# (1) random descent

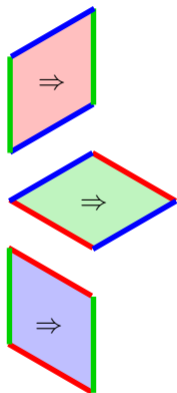


filling rules

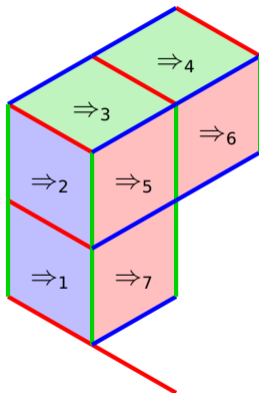


filling

# (1) random descent

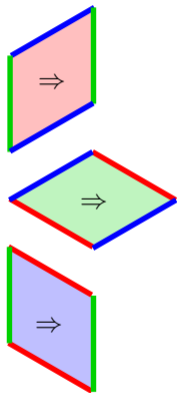


filling rules

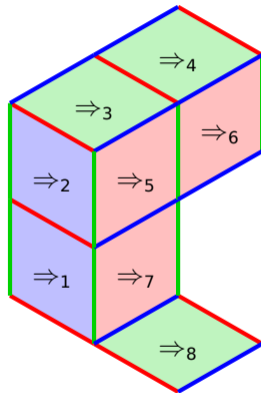


filling

# (1) random descent



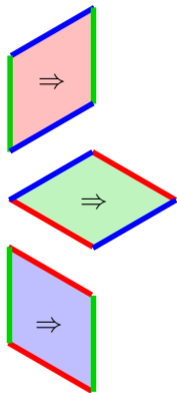
filling rules



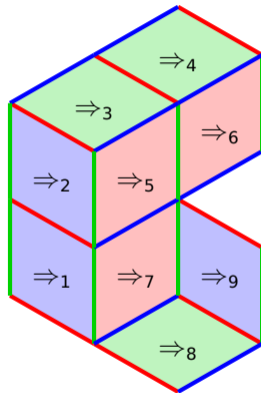
filling



# (1) random descent

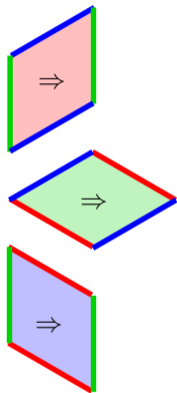


filling rules

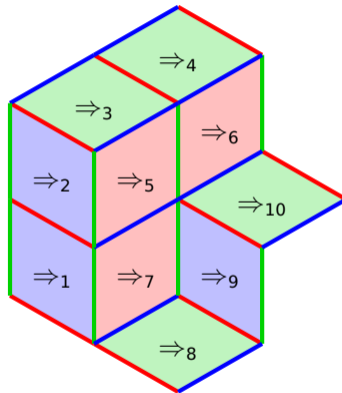


filling

# (1) random descent

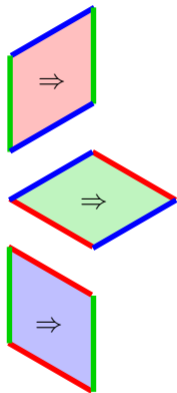


filling rules

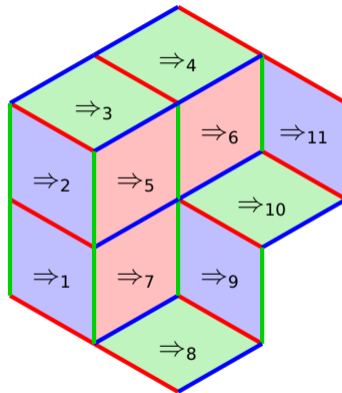


filling

# (1) random descent

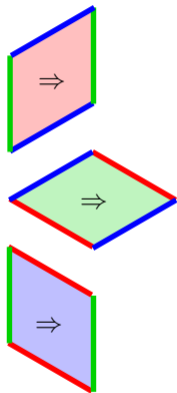


filling rules

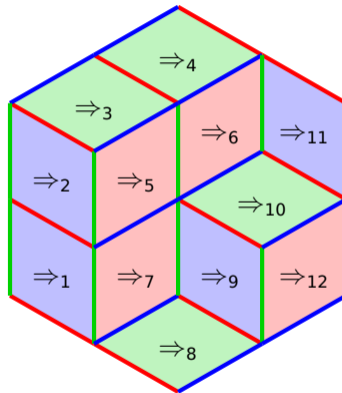


filling

# (1) random descent

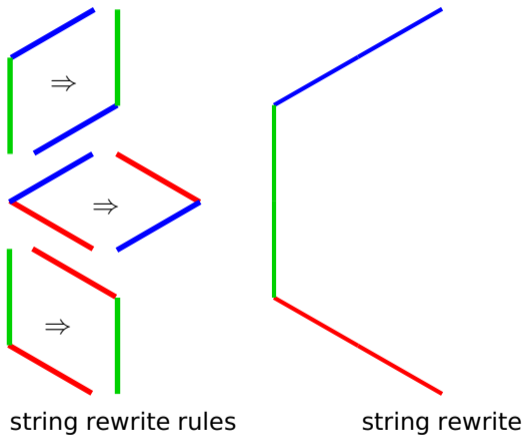


filling rules

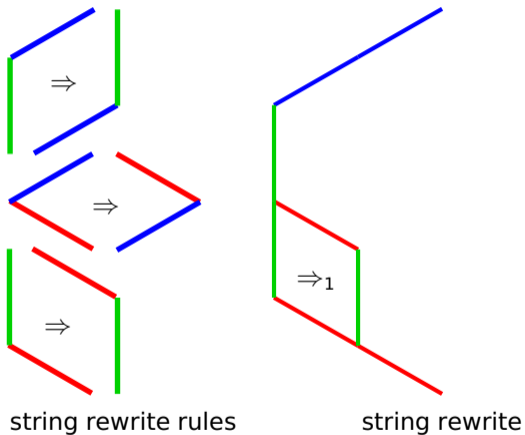


filling

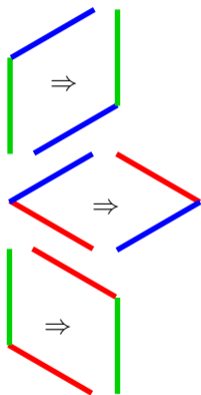
# (1) random descent



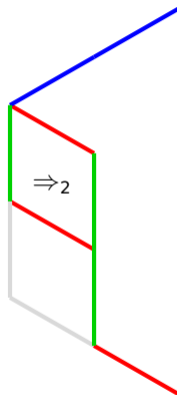
# (1) random descent



# (1) random descent

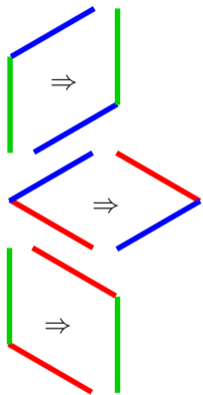


string rewrite rules

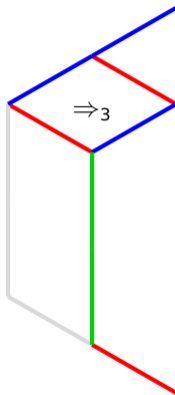


string rewrite

# (1) random descent



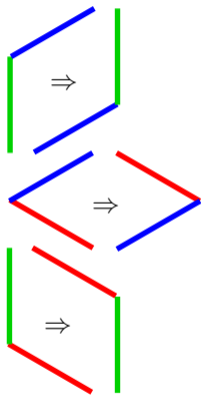
string rewrite rules



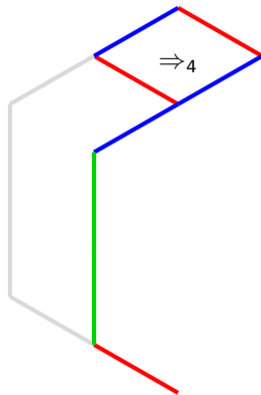
string rewrite



# (1) random descent

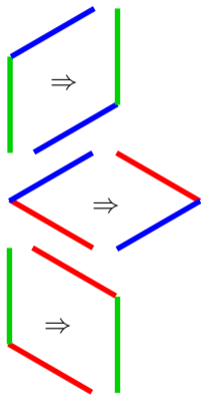


string rewrite rules

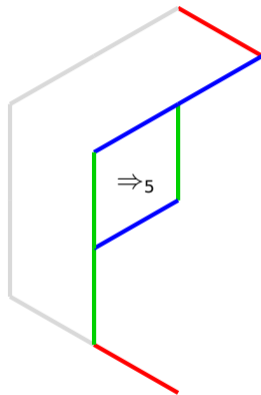


string rewrite

# (1) random descent

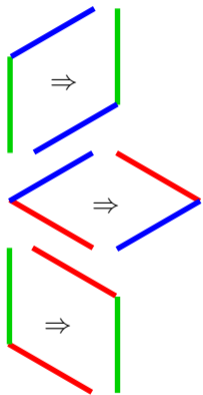


string rewrite rules

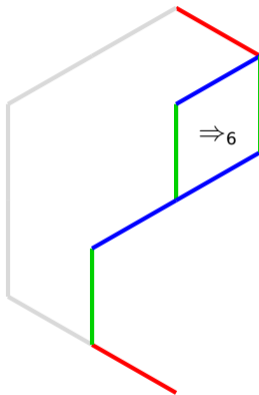


string rewrite

# (1) random descent

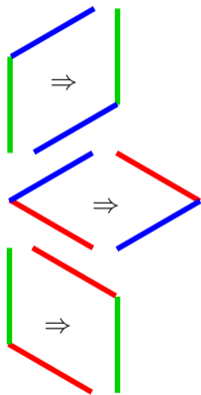


string rewrite rules

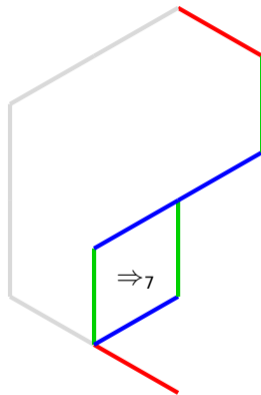


string rewrite

# (1) random descent

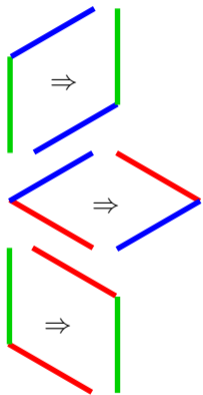


string rewrite rules

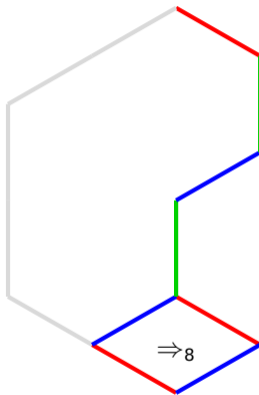


string rewrite

# (1) random descent

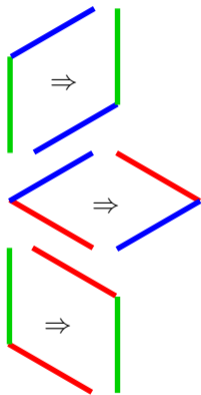


string rewrite rules

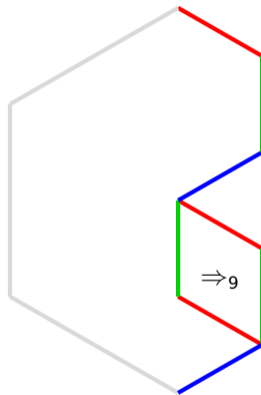


string rewrite

# (1) random descent

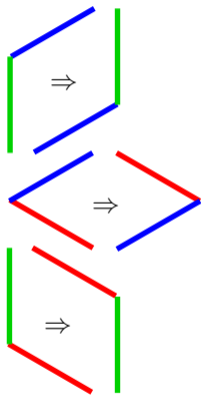


string rewrite rules

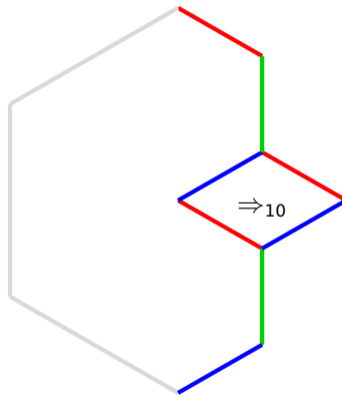


string rewrite

# (1) random descent

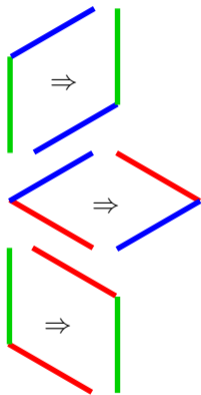


string rewrite rules

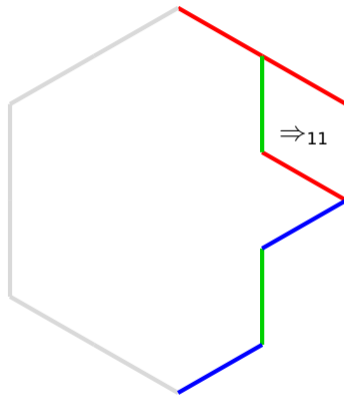


string rewrite

# (1) random descent



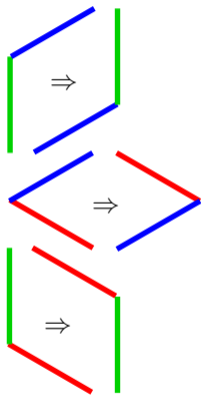
string rewrite rules



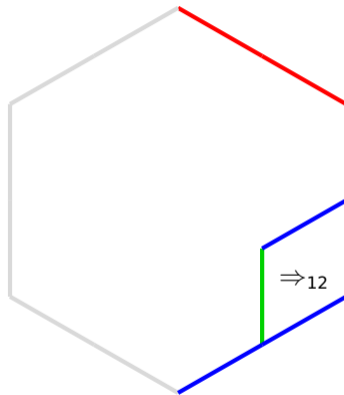
string rewrite



# (1) random descent

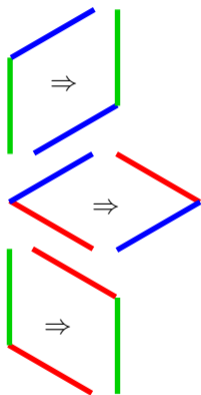


string rewrite rules

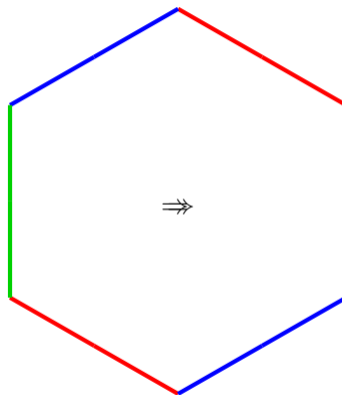


string rewrite

# (1) random descent



string rewrite rules



string rewrite

# (1) random descent

- **filling**  $\Rightarrow$  is string rewrite system over  $\{\text{red}, \text{green}, \text{blue}\}$  with rules

  $\Rightarrow$    $\Rightarrow$  

(recover hexagonal shape from associating colours to angles of lines; Logo)

# (1) random descent

- filling  $\Rightarrow$  is string rewrite system over  $\{\text{red}, \text{green}, \text{blue}\}$  with rules



- filled box  $B$  iff exists blue-green-red  $\Rightarrow$  red-green-blue filling  $B$   
(any partial filling allows some filling step toward that  $B$ )

# (1) random descent

- filling  $\Rightarrow$  is string rewrite system over  $\{\text{red}, \text{green}, \text{blue}\}$  with rules

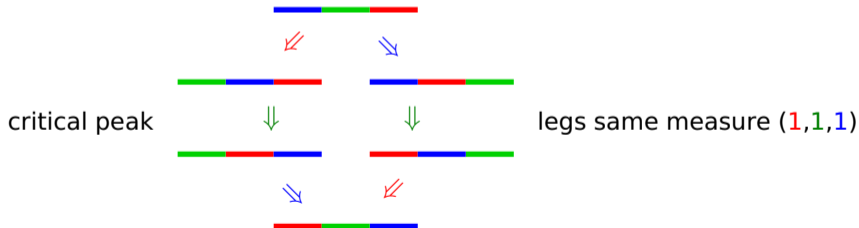


- filled box  $B$  iff exists   $\Rightarrow$   filling  $B$





- filling  $\Rightarrow$  is ordered weak Church–Rosser (OWCR) for measure on **steps**





(**measure**: mapping steps to (non-zero) elements of a **derivation** monoid)





# (1) random descent

- filling  $\Rightarrow$  is string rewrite system over  $\{\text{red}, \text{green}, \text{blue}\}$  with rules  

- filled box  $B$  iff exists  filling  $B$
- filling  $\Rightarrow$  is ordered weak Church–Rosser (OWCR) for measure on steps  
 $\Rightarrow \mapsto (1, 0, 0)$      $\Rightarrow \mapsto (0, 1, 0)$      $\Rightarrow \mapsto (0, 0, 1)$
- OWCR  $\iff$  random descent (RD) so all fillings same spectrum (= measure)  
(RD: if reduction ends in nf then all maximal such do with **same** measure;  
Newman 42,  07,  & Toyama 16)

# (1) random descent

- filling  $\Rightarrow$  is string rewrite system over  $\{\text{red}, \text{green}, \text{blue}\}$  with rules  

- filled box  $B$  iff exists  filling  $B$
- filling  $\Rightarrow$  is ordered weak Church–Rosser (OWCR) for measure on steps  
 $\Rightarrow \mapsto (1, 0, 0)$      $\Rightarrow \mapsto (0, 1, 0)$      $\Rightarrow \mapsto (0, 0, 1)$
- OWCR  $\iff$  random descent (RD) so all fillings same spectrum
- filling  $\Rightarrow$  is weakly normalising (WN) so filling fills  
( $\Rightarrow$  is sorting-by-swapping; termination of bubblesort shows WN)

# (1) random descent



- filling  $\Rightarrow$  is string rewrite system over  $\{\text{red}, \text{green}, \text{blue}\}$  with rules  

- filled box  $B$  iff exists  filling  $B$
- filling  $\Rightarrow$  is ordered weak Church–Rosser (OWCR) for measure on steps  
 $\Rightarrow \mapsto (1, 0, 0)$      $\Rightarrow \mapsto (0, 1, 0)$      $\Rightarrow \mapsto (0, 0, 1)$
- OWCR  $\iff$  random descent (RD) so all fillings same spectrum
- filling  $\Rightarrow$  is weakly normalising (WN) so filling fills

## remark

CR & SN  $\iff$  OWCR & WN ( $\forall$  22), measure on **objects**  $\iff$  on **steps**  
(answer of sorts to Barendregt–Geuvers–Klop conjecture; to when WN lifts to SN)



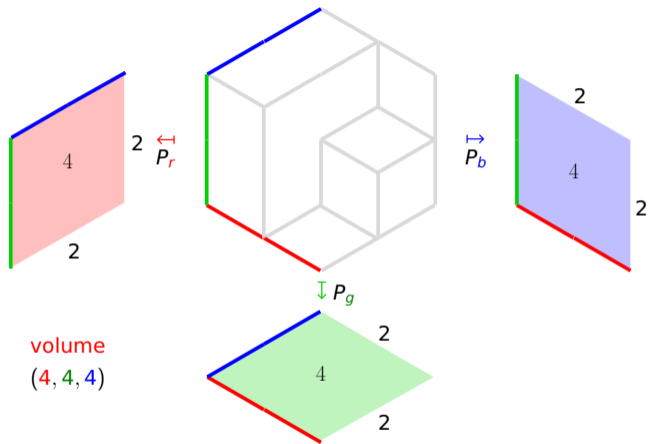
# (1) random descent

- filling  $\Rightarrow$  is string rewrite system over  $\{\text{red}, \text{green}, \text{blue}\}$  with rules  

- filled box  $B$  iff exists  filling  $B$
- filling  $\Rightarrow$  is ordered weak Church–Rosser (OWCR) for measure on **steps**  
 $\Rightarrow \mapsto (1, 0, 0)$      $\Rightarrow \mapsto (0, 1, 0)$      $\Rightarrow \mapsto (0, 0, 1)$
- OWCR  $\iff$  random descent (RD) so all fillings same spectrum
- filling  $\Rightarrow$  is weakly normalising (WN) so filling fills

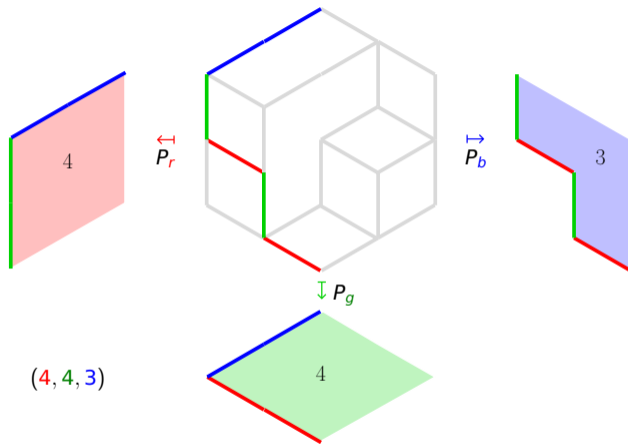
## remark

CR & SN  $\iff$  OWCR & WN ( $\forall$  22), measure on objects  $\iff$  on steps  
**measure** on **objects** decreasing for filling?

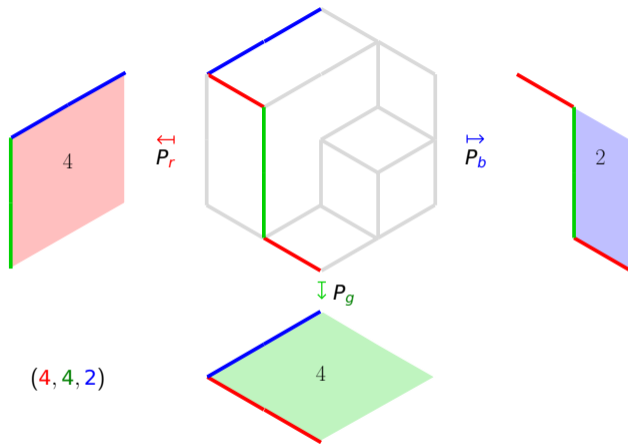
## (2) proof order



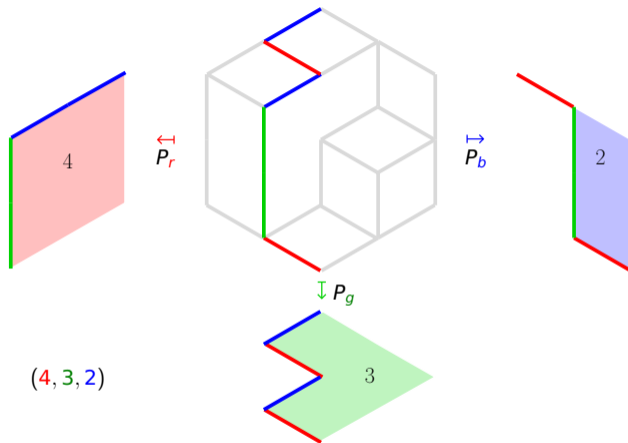
## (2) proof order



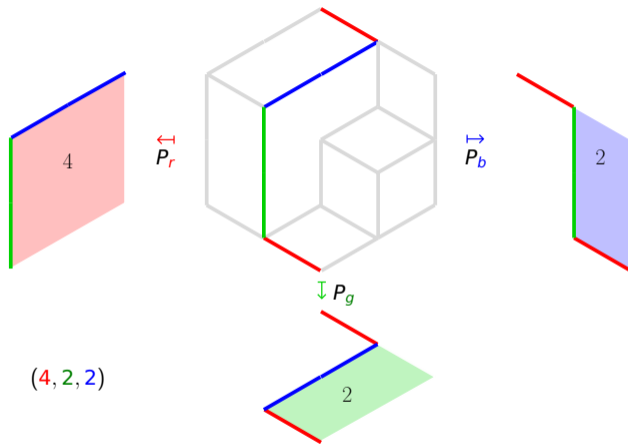
## (2) proof order



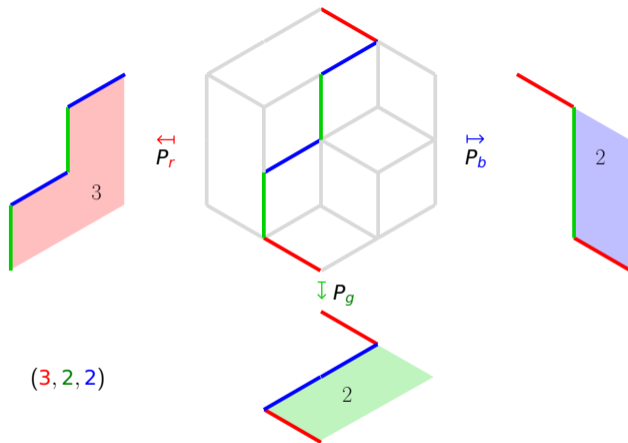
## (2) proof order



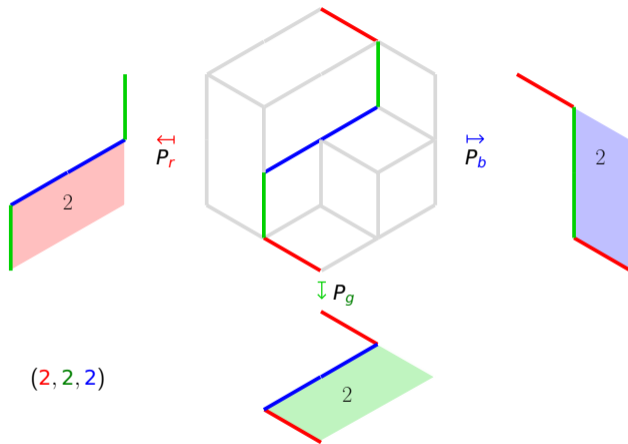
## (2) proof order



## (2) proof order

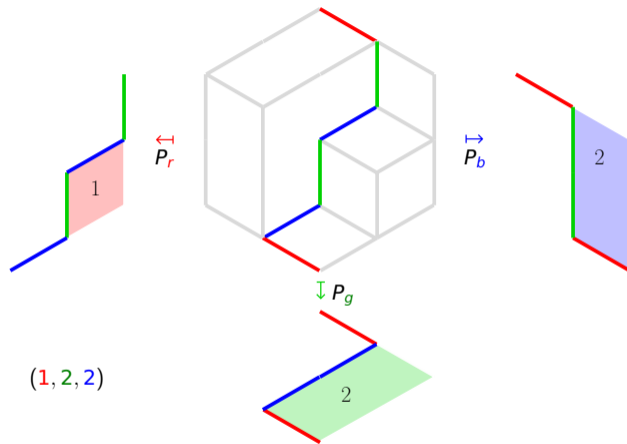


## (2) proof order

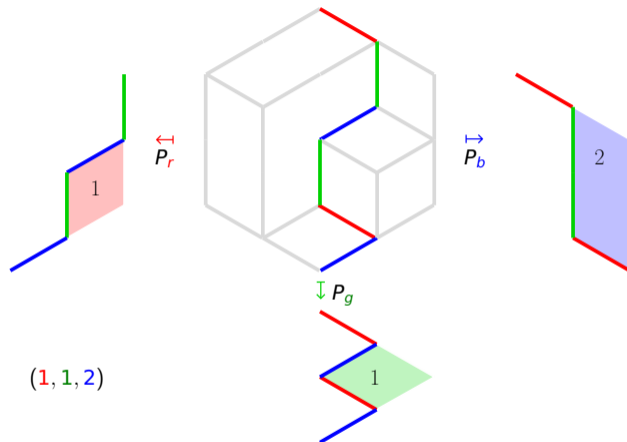




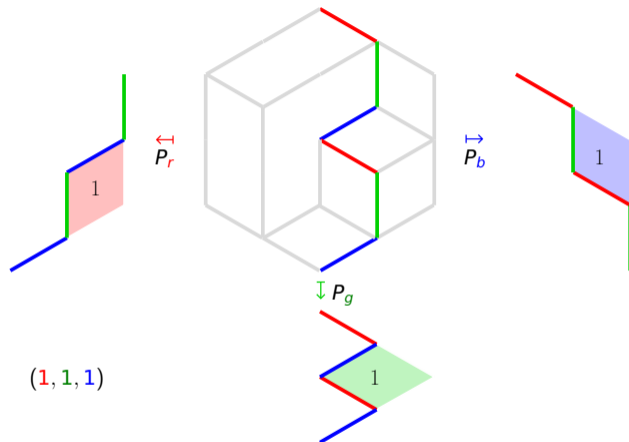
## (2) proof order



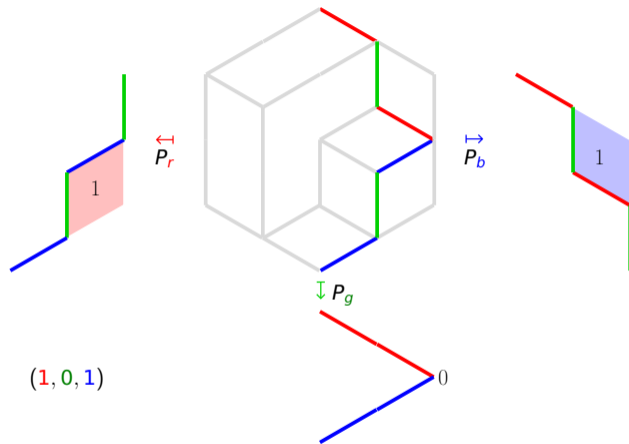
## (2) proof order



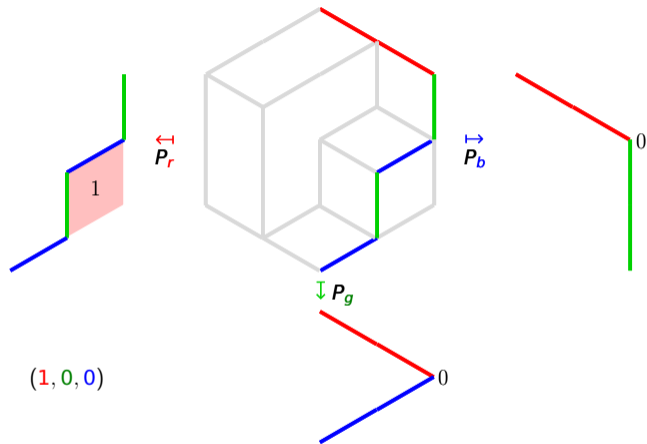
## (2) proof order



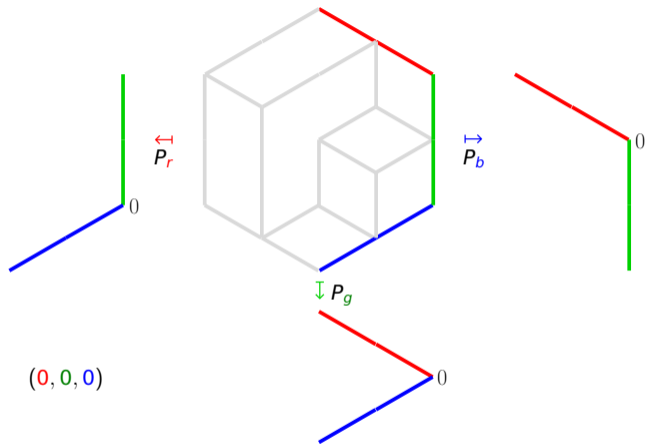
## (2) proof order



## (2) proof order



## (2) proof order






## (2) proof order

- filling  $\Rightarrow$  is string rewrite system over  $\{\text{red}, \text{green}, \text{blue}\}$  with rules






- filled box  $B$  iff exists  $\text{blue-green-red} \Rightarrow \text{red-green-blue}$  filling  $B$
- filling  $\Rightarrow$  is WN so filling fills

## (2) proof order



- filling  $\Rightarrow$  is string rewrite system over  $\{\text{red}, \text{green}, \text{blue}\}$  with rules  

- filled box  $B$  iff exists   $\Rightarrow$   filling  $B$
- filling  $\Rightarrow$  is WN so filling fills
- filling  $\Rightarrow$  **decrements** (one component of) volume  $(r, g, b)$  of path  $P$   
(**volume** of trichrome path  $P$ : triple of **areas** of projections  $P_r, P_g, P_b$   
**area** of dichrome path  $P$ : #missing calissons)




## (2) proof order

- filling  $\Rightarrow$  is string rewrite system over  $\{\text{red}, \text{green}, \text{blue}\}$  with rules  

- filled box  $B$  iff exists   $\Rightarrow$   filling  $B$
- filling  $\Rightarrow$  is WN so filling fills
- filling  $\Rightarrow$  decrements volume  $(r, g, b)$  of path  $P$  so SN
- volume of normal form path is  $(0, 0, 0)$  so spectrum = volume of initial path (initial path only depends on hexagon / box, not on filling / filled box)




## (2) proof order

- filling  $\Rightarrow$  is string rewrite system over  $\{\text{---}, \text{---}, \text{---}\}$  with rules  

- filled box  $B$  iff exists  filling  $B$
- filling  $\Rightarrow$  is WN so filling fills
- filling  $\Rightarrow$  decrements volume  $(r, g, b)$  of path  $P$  so SN
- volume of normal form path is  $(0, 0, 0)$  so spectrum = volume of initial path

### remark

**proof order** (Bachmaier & Dershowitz 94) as involutive monoid homomorphism  
**area** proof order to triple  $(\ell, a, r)$  with #missing calissons  $a$  (Felgenhauer &  13)

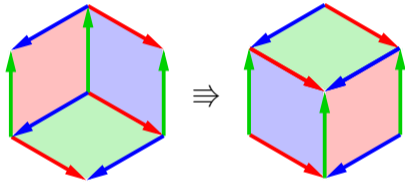
## (2) proof order

- filling  $\Rightarrow$  is string rewrite system over  $\{\text{red}, \text{green}, \text{blue}\}$  with rules  

- filled box  $B$  iff exists   $\Rightarrow$   filling  $B$
- filling  $\Rightarrow$  is WN so filling fills
- filling  $\Rightarrow$  decrements volume  $(r, g, b)$  of path  $P$  so SN
- volume of normal form path is  $(0, 0, 0)$  so spectrum = volume of initial path

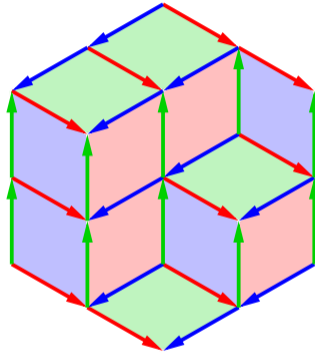
### remark

proof order as involutive monoid homomorphism  
area proof order to triple  $(\ell, a, r)$  with #missing calissons  $a$   
proofs by random descent and proof order show spectrum independent of filling  
but can different fillings be **related**?

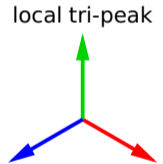
### (3) bricklaying



bricklaying rule

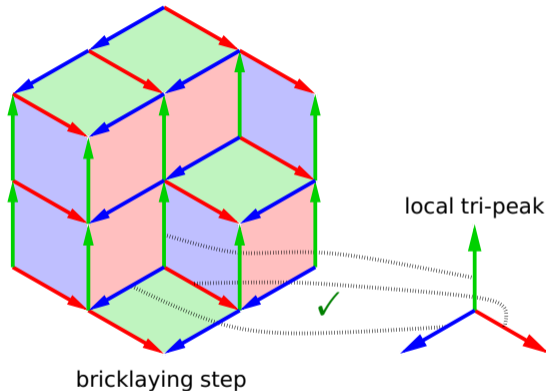
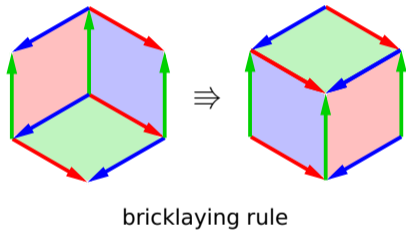


bricklaying step possible?

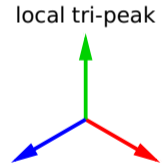
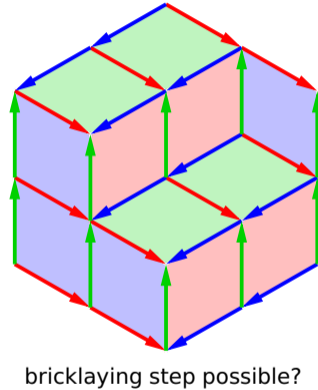
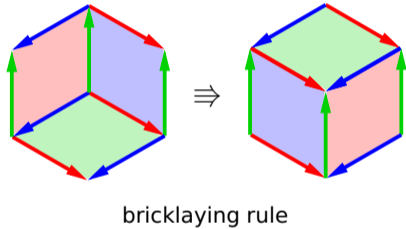


local tri-peak

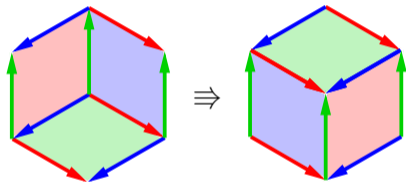
### (3) bricklaying



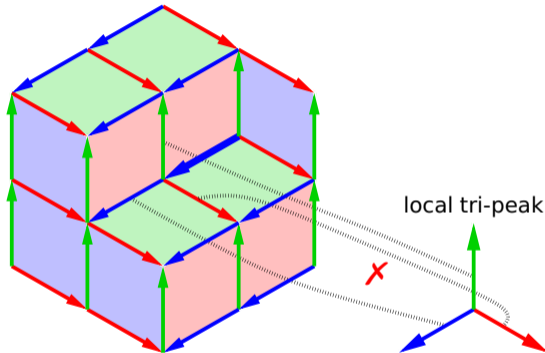
### (3) bricklaying



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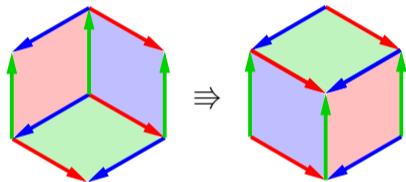


bricklaying rule

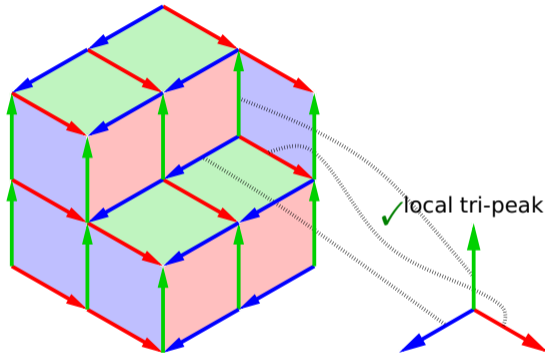


bricklaying step possible?

### (3) bricklaying



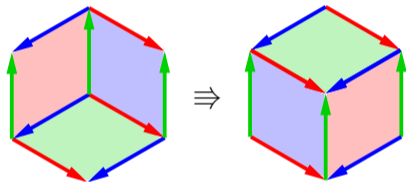
bricklaying rule



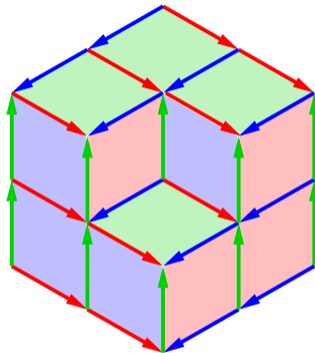
bricklaying step



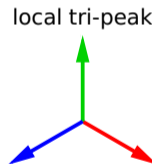
### (3) bricklaying



bricklaying rule

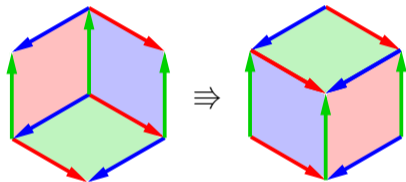


bricklaying step possible?

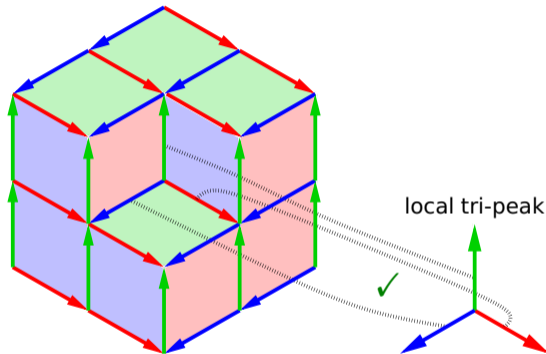


local tri-peak

### (3) bricklaying

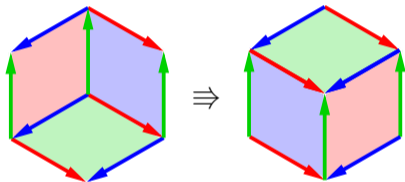


bricklaying rule

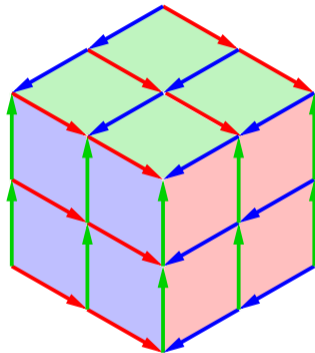


bricklaying step

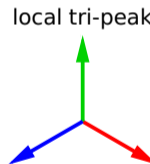
### (3) bricklaying



bricklaying rule

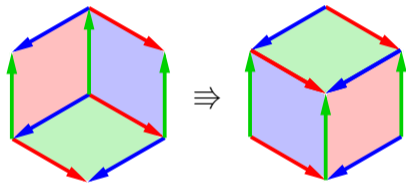


bricklaying step possible?

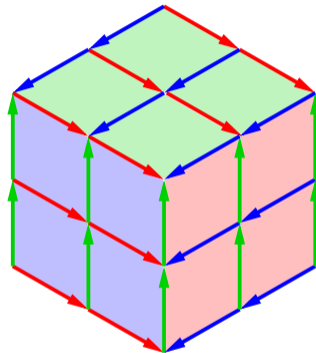


local tri-peak

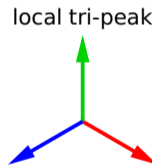
### (3) bricklaying



bricklaying rule



big brick (bricklayer)



### (3) bricklaying

- bricklaying  $\Rightarrow$  is graph rewrite system over beds  
(**bed**: plane bed-graph; **bed-graph**: dag obtained by tiling;  $\heartsuit$  23)

### (3) bricklaying

- bricklaying  $\Rightarrow$  is graph rewrite system over beds
- spectrum **per construction preserved** by bricklaying  $\Rightarrow$  steps

### (3) bricklaying

- bricklaying  $\Rightarrow$  is graph rewrite system over beds
- spectrum preserved by bricklaying  $\Rightarrow$  steps
- bricklaying  $\Rightarrow$  terminating  
(trivial; calissons closer to their origin)

### (3) bricklaying

- bricklaying  $\Rightarrow$  is graph rewrite system over beds
- spectrum preserved by bricklaying  $\Rightarrow$  steps
- bricklaying  $\Rightarrow$  terminating
- bricklaying  $\Rightarrow$  normal form iff big brick  
(out-degree edges  $\leq 3$ ; if **some** tri-peak  $\Rightarrow$  bricklaying step found by following back in-edges; if **no** tri-peaks  $\Rightarrow$  big brick; holds for bed-graphs)



### (3) bricklaying

- bricklaying  $\Rightarrow$  is graph rewrite system over beds
- spectrum preserved by bricklaying  $\Rightarrow$  steps
- bricklaying  $\Rightarrow$  terminating
- bricklaying  $\Rightarrow$  normal form iff big brick
- big brick unique for hexagon; filled boxes  $\Rightarrow$ -convertible so **same** spectrum (4 calissons of each colour)

### (3) bricklaying

- bricklaying  $\Rightarrow$  is graph rewrite system over beds
- spectrum preserved by bricklaying  $\Rightarrow$  steps
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#### remark

conversions : (2-dimensional) tiling = **beds** : (3-dimensional) **bricklaying** ;  $\heartsuit$  23

### (3) bricklaying

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#### remark

conversions : tiling = beds : bricklaying

bricklaying reduces all fillings to  $\Rightarrow$ -normal form, a big brick, unique for hexagon but characterisation of big bricks?

### (3) bricklaying

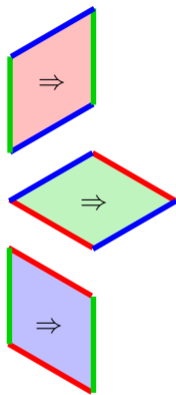
- bricklaying  $\Rightarrow$  is graph rewrite system over beds
- spectrum preserved by bricklaying  $\Rightarrow$  steps
- bricklaying  $\Rightarrow$  terminating
- bricklaying  $\Rightarrow$  normal form iff big brick
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#### remark

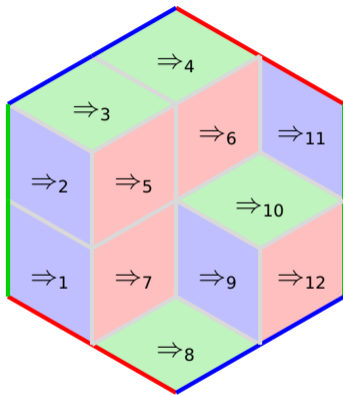
conversions : tiling = beds : bricklaying

bricklaying reduces all fillings to  $\Rightarrow$ -normal form, a big brick, unique for hexagon  
filling ( $\Rightarrow$ ) equivalent iff **projection** ( $\Downarrow$ ) equivalent; big brick **least**  $\Downarrow$ -upperbound

# (4) local undercutting; from $\Rightarrow$ -filling to $\Downarrow$ -projection

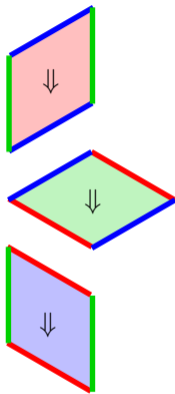


filling rules

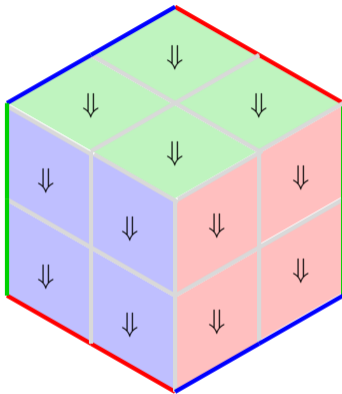


from  $\Rightarrow$ -filling

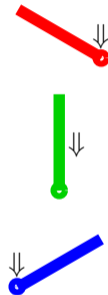
# (4) local undercutting; from $\Rightarrow$ -filling to $\Downarrow$ -projection



zap rules

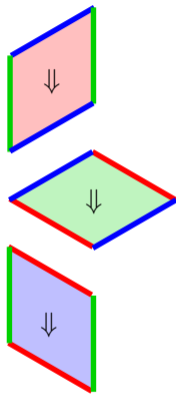


to  $\Downarrow$ -projection with **same** spectrum

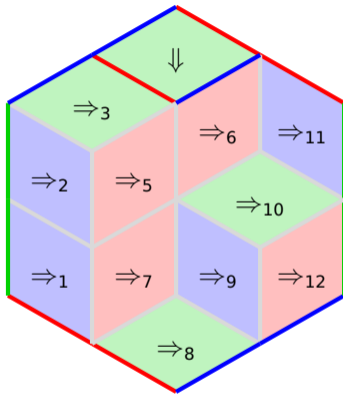


trivial zap rules

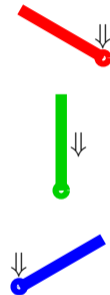
## (4) local undercutting



zap rules

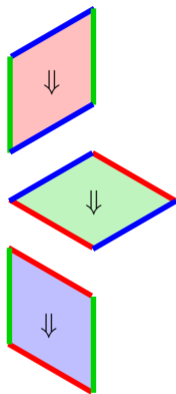


zap step

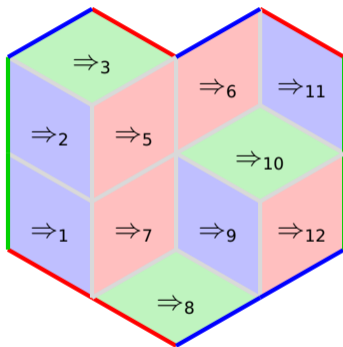


trivial zap rules

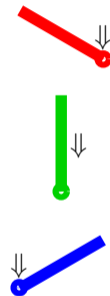
## (4) local undercutting



zap rules



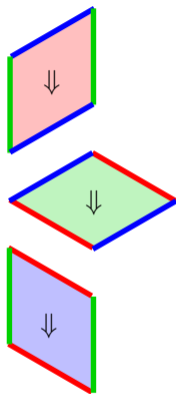
foliation (for cyclic conversion)



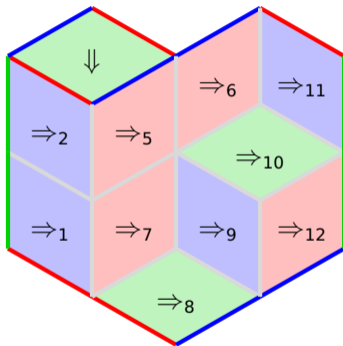
trivial zap rules



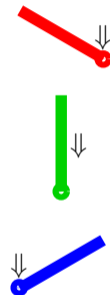
## (4) local undercutting



zap rules

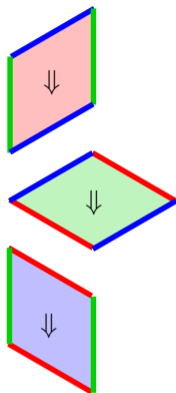


zap step

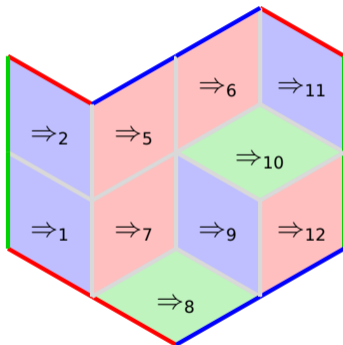


trivial zap rules

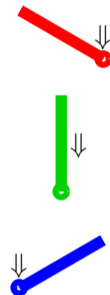
## (4) local undercutting



zap rules

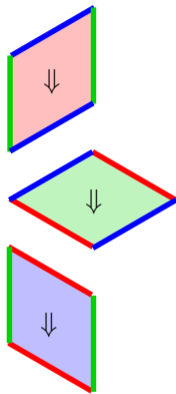


foliage

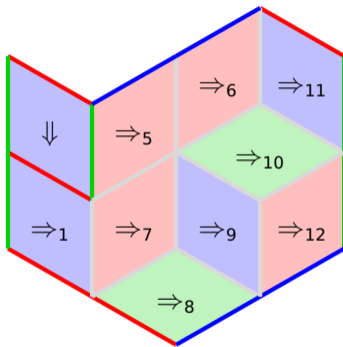


trivial zap rules

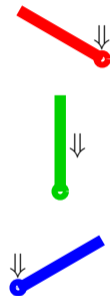
## (4) local undercutting



zap rules

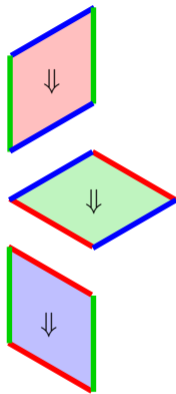


zap step

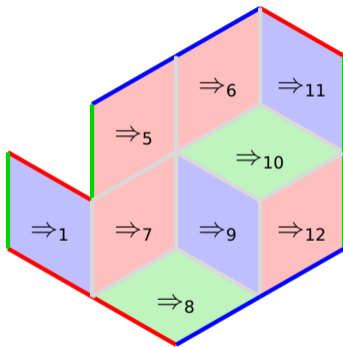


trivial zap rules

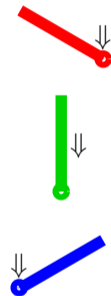
## (4) local undercutting



zap rules

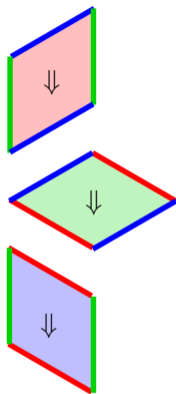


foliage

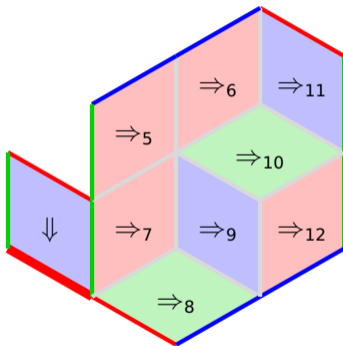


trivial zap rules

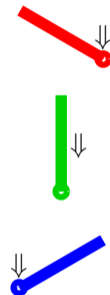
## (4) local undercutting



zap rules

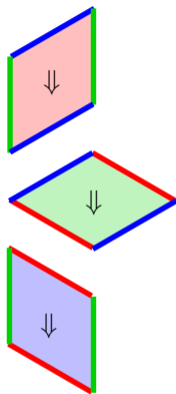


zap step

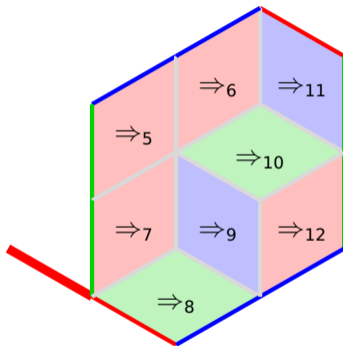


trivial zap rules

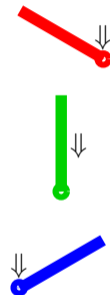
## (4) local undercutting



zap rules

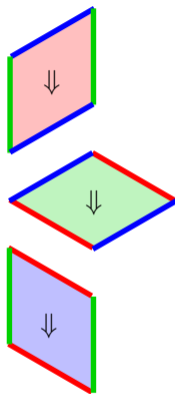


foliage

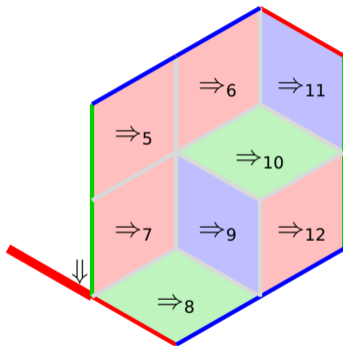


trivial zap rules

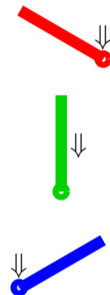
## (4) local undercutting



zap rules

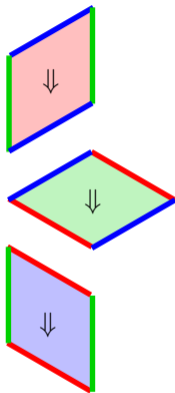


trivial zap step

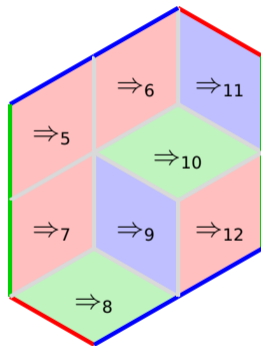


trivial zap rules

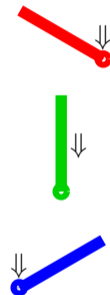
## (4) local undercutting



zap rules



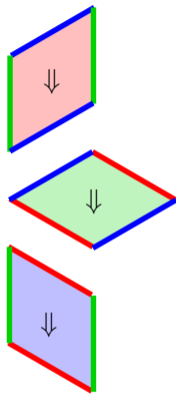
foliage



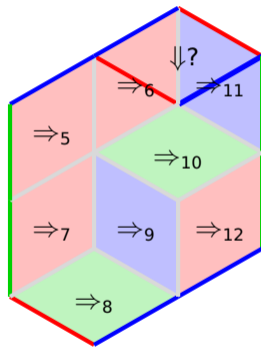
trivial zap rules



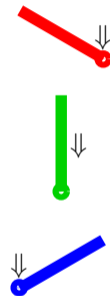
## (4) local undercutting



zap rules

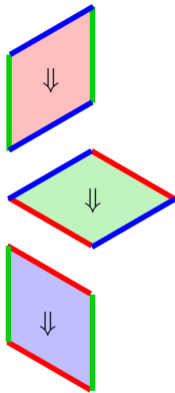


zap step incompatible with  $\Rightarrow$

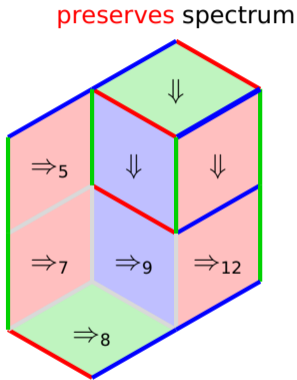


trivial zap rules

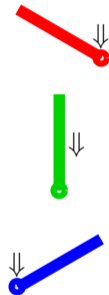
# (4) local undercutting



zap rules

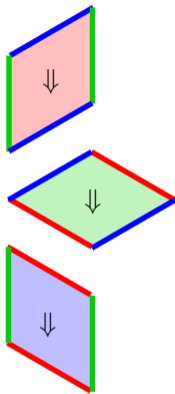


locally undercuts  $\Rightarrow$

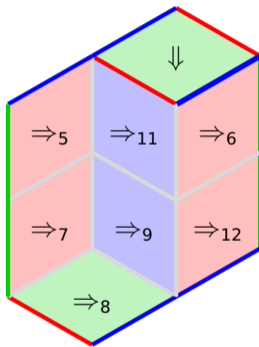


trivial zap rules

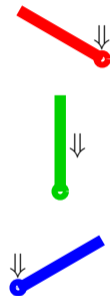
## (4) local undercutting



zap rules

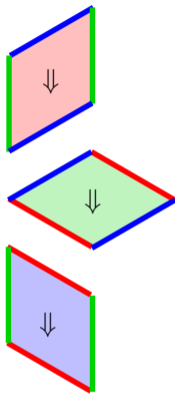


zap step compatible with  $\Rightarrow$

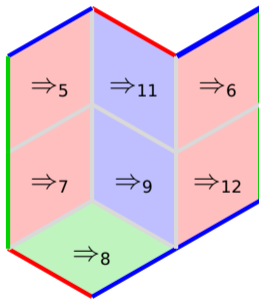


trivial zap rules

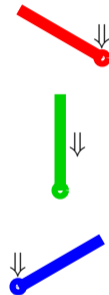
## (4) local undercutting



zap rules

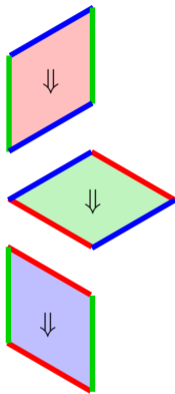


foliage

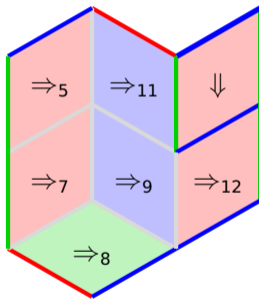


trivial zap rules

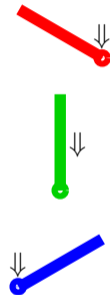
## (4) local undercutting



zap rules

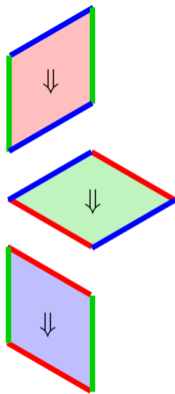


zap step

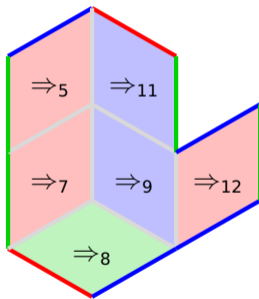


trivial zap rules

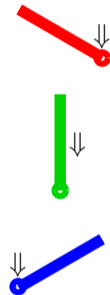
## (4) local undercutting



zap rules

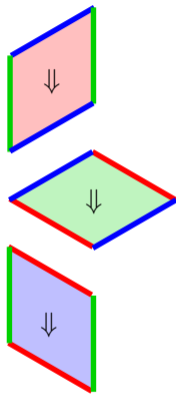


foliage

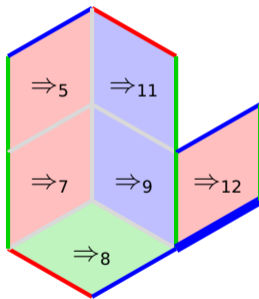


trivial zap rules

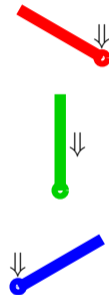
## (4) local undercutting



zap rules

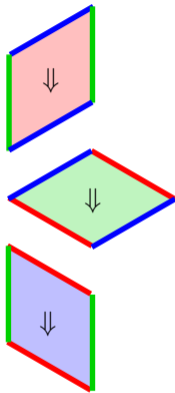


zap step

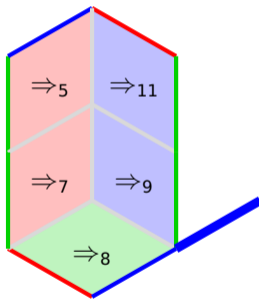


trivial zap rules

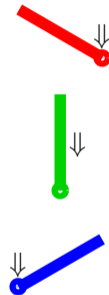
## (4) local undercutting



zap rules



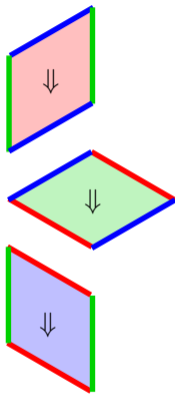
foliage



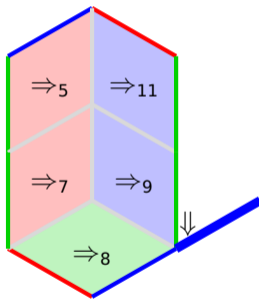
trivial zap rules



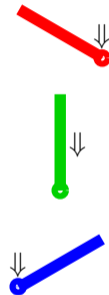
## (4) local undercutting



zap rules

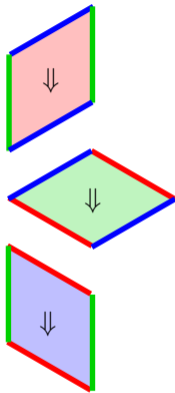


trivial zap step

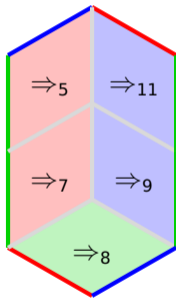


trivial zap rules

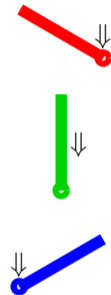
## (4) local undercutting



zap rules

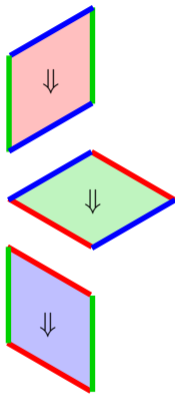


foliage

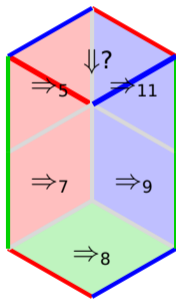


trivial zap rules

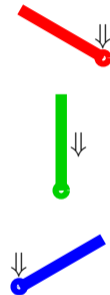
## (4) local undercutting



zap rules

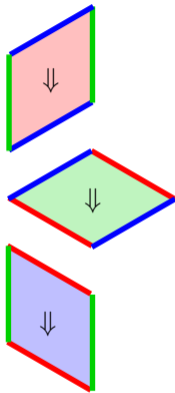


zap step incompatible with  $\Rightarrow$

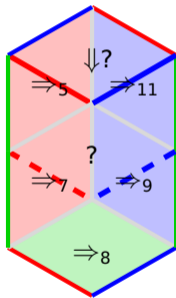


trivial zap rules

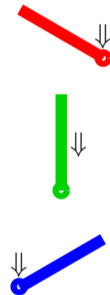
## (4) local undercutting



zap rules

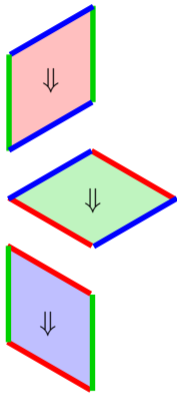


no **local** undercutting yet

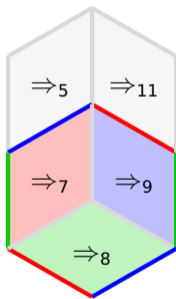


trivial zap rules

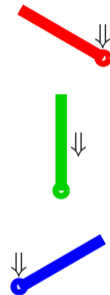
## (4) local undercutting



zap rules

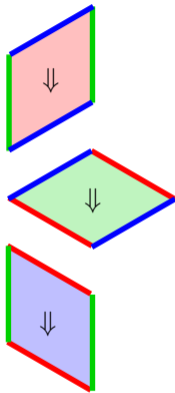


subfoliage

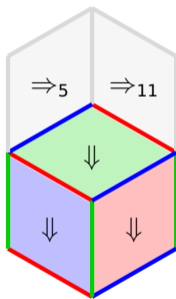


trivial zap rules

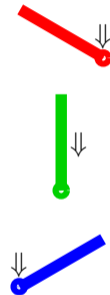
## (4) local undercutting



zap rules

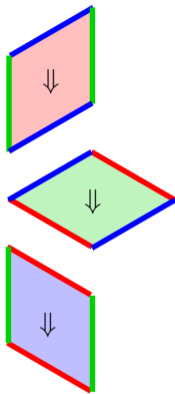


zap steps by IH for subfoliage

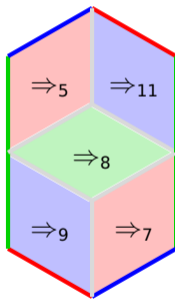


trivial zap rules

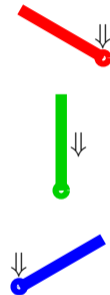
## (4) local undercutting



zap rules

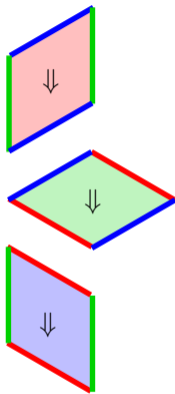


foliage

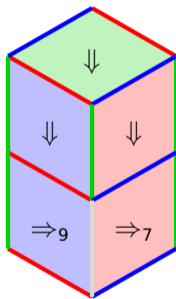


trivial zap rules

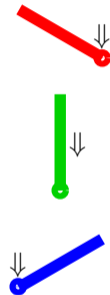
## (4) local undercutting



zap rules



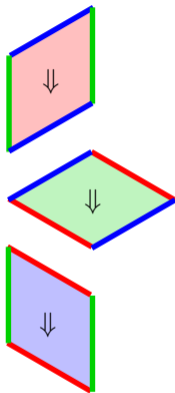
$\Downarrow$  locally undercuts  $\Rightarrow$



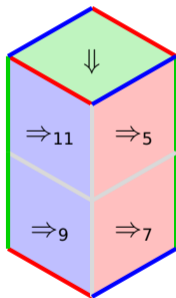
trivial zap rules



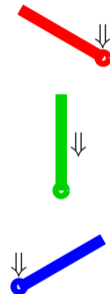
## (4) local undercutting



zap rules

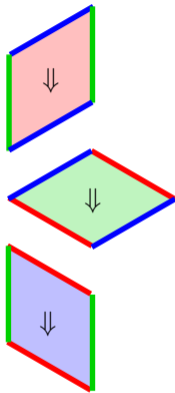


zap step compatible with  $\Rightarrow$

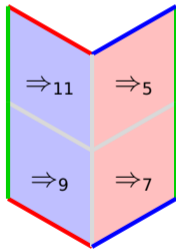


trivial zap rules

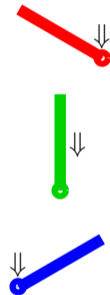
## (4) local undercutting



zap rules

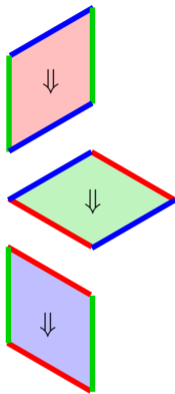


foliage

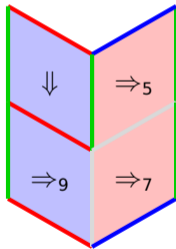


trivial zap rules

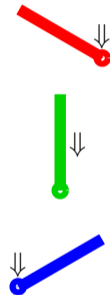
## (4) local undercutting



zap rules

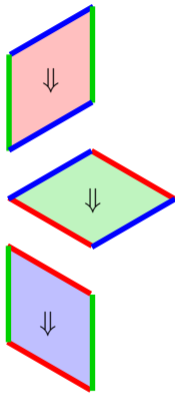


zap step

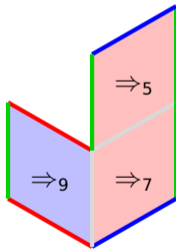


trivial zap rules

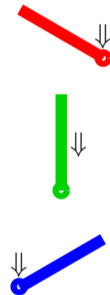
## (4) local undercutting



zap rules

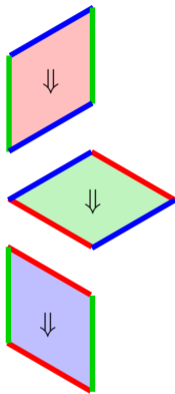


foliage

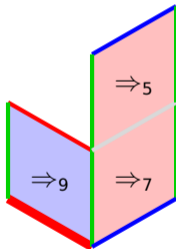


trivial zap rules

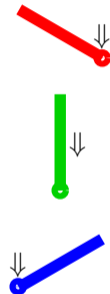
## (4) local undercutting



zap rules

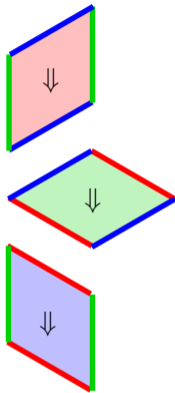


zap step

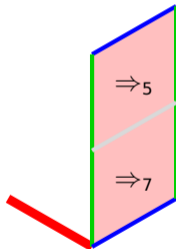


trivial zap rules

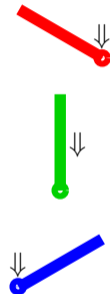
## (4) local undercutting



zap rules

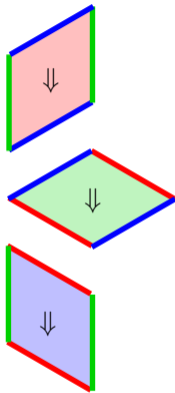


foliage

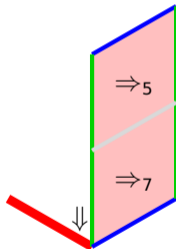


trivial zap rules

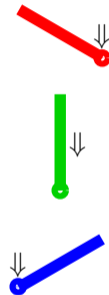
## (4) local undercutting



zap rules

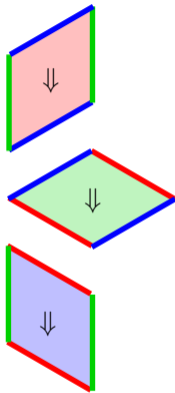


trivial zap step

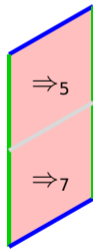


trivial zap rules

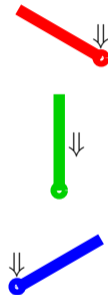
## (4) local undercutting



zap rules



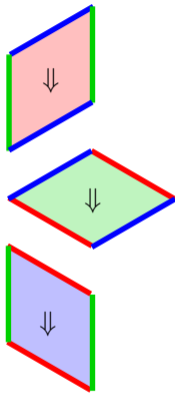
foliage



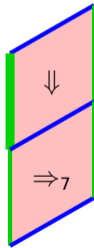
trivial zap rules



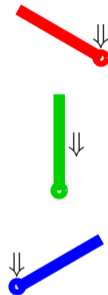
## (4) local undercutting



zap rules

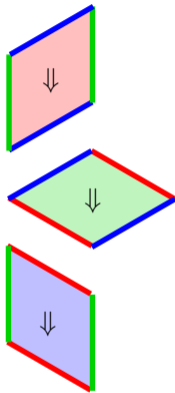


zap step

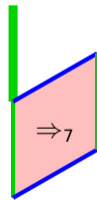


trivial zap rules

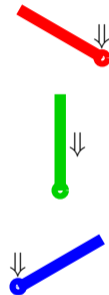
## (4) local undercutting



zap rules

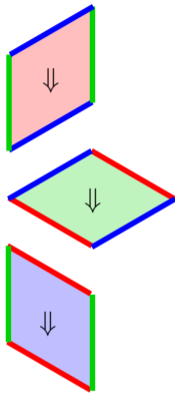


foliage

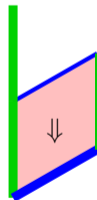


trivial zap rules

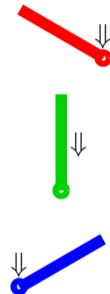
## (4) local undercutting



zap rules

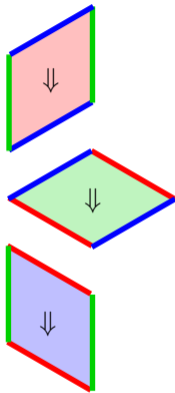


zap step

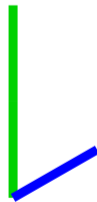


trivial zap rules

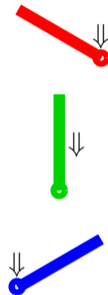
## (4) local undercutting



zap rules

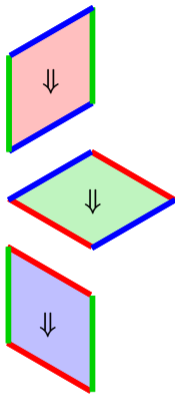


foliage

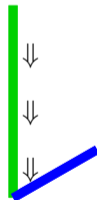


trivial zap rules

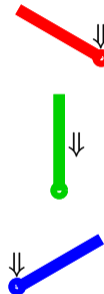
## (4) local undercutting



zap rules

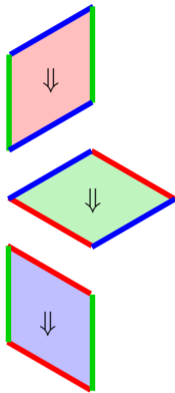


3 trivial zap steps



trivial zap rules

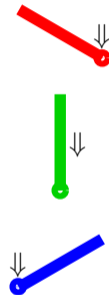
## (4) local undercutting



zap rules

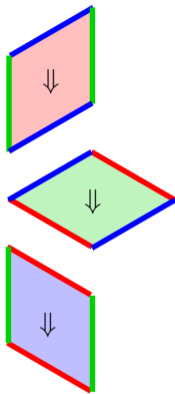


empty foliage

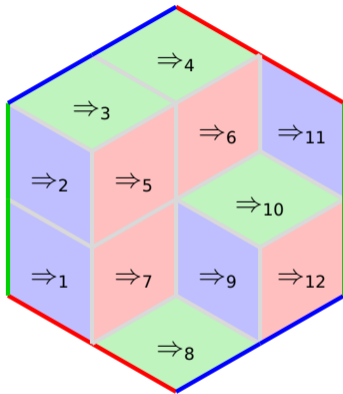


trivial zap rules

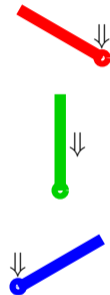
# (4) local undercutting; from $\Rightarrow$ -filling to $\Downarrow$ -projection



zap rules

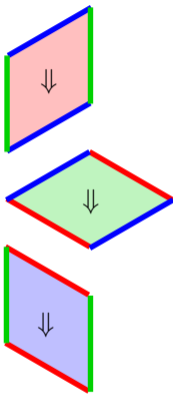


from  $\Rightarrow$ -filling

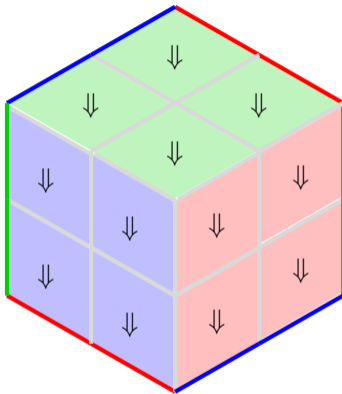


trivial zap rules

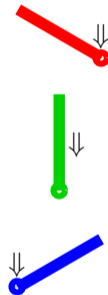
# (4) local undercutting; from $\Rightarrow$ -filling to $\Downarrow$ -projection



zap rules



to  $\Downarrow$ -projection with same spectrum

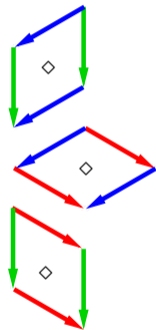


trivial zap rules

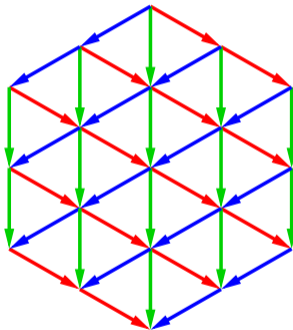


## (4) local undercutting

- calissons as **diamonds**  $\phi \diamond \psi$  and  $\phi \diamond \psi$  of **grid** rewrite system  $\rightarrow$  for hexagon filling  $\phi \cdot \chi \Rightarrow \psi \cdot v$  on reductions, projection  $\phi^{-1} \cdot \psi \Downarrow \chi \cdot v^{-1}$  on conversions



diamonds



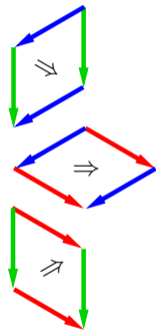
grid rewrite system  $\rightarrow$



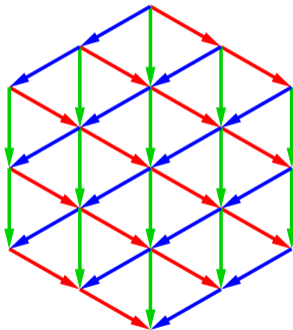
trivial diamonds

## (4) local undercutting

- calissons as diamonds  $\phi \diamond \psi$  and  $\phi \diamond \phi$  of grid rewrite system  $\rightarrow$  for hexagon filling  $\phi \cdot \chi \Rightarrow \psi \cdot v$  on reductions, projection  $\phi^{-1} \cdot \psi \Downarrow \chi \cdot v^{-1}$  on conversions



filling rules



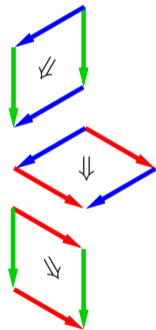
grid rewrite system  $\rightarrow$



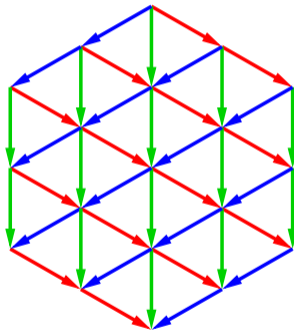
trivial filling rules

## (4) local undercutting

- calissons as diamonds  $\phi \diamond \psi$  and  $\phi \diamond \phi$  of grid rewrite system  $\rightarrow$  for hexagon filling  $\phi \cdot \chi \Rightarrow \psi \cdot v$  on reductions, **projection**  $\phi^{-1} \cdot \psi \Downarrow \chi \cdot v^{-1}$  on conversions



projection rules



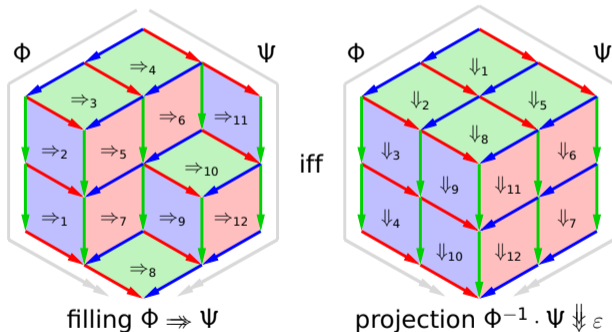
grid rewrite system  $\rightarrow$



trivial projection rules

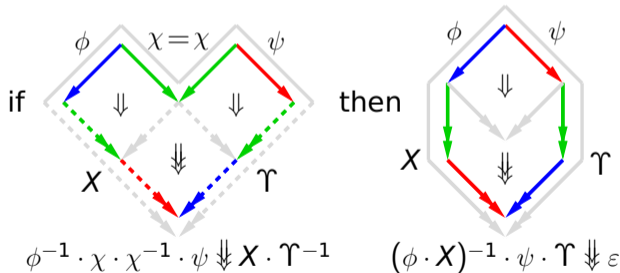
## (4) local undercutting; from $\Rightarrow$ -filling to $\Downarrow$ -projection

- calissons as diamonds  $\phi_{\chi \diamond \psi}$  and  $\phi_{\varepsilon \diamond \varepsilon}$  of grid rewrite system  $\rightarrow$  for hexagon filling  $\phi \cdot \chi \Rightarrow \psi \cdot v$  on reductions, projection  $\phi^{-1} \cdot \psi \Downarrow \chi \cdot v^{-1}$  on conversions
- $\Phi \Rightarrow \Psi$  iff  $\Phi^{-1} \cdot \Psi \Downarrow \varepsilon$  for reductions  $\Phi, \Psi$  (Lévy 78,  $\Downarrow$  & Klop & de Vrijer 98)



# (4) local undercutting; from $\Rightarrow$ -filling to $\Downarrow$ -projection

- calissons as diamonds  $\phi_{\chi \diamond \psi}$  and  $\phi_{\varepsilon \diamond \varepsilon}$  of grid rewrite system  $\rightarrow$  for hexagon filling  $\phi \cdot \chi \Rightarrow \psi \cdot v$  on reductions, projection  $\phi^{-1} \cdot \psi \Downarrow \chi \cdot v^{-1}$  on conversions
- $\Phi \Rightarrow \Psi$  iff  $\Phi^{-1} \cdot \Psi \Downarrow \varepsilon$  for reductions  $\Phi, \Psi$   
 if  $\rightarrow$  terminating and projection  $\Downarrow$  locally undercutting (LUC)  
**local undercutting; novel**, based on Dehornoy et al. 15:

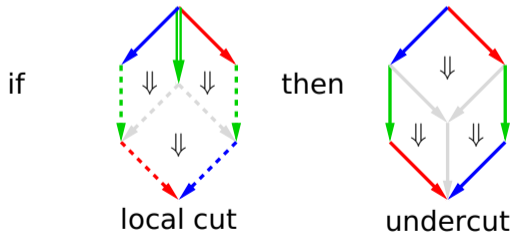


## (4) local undercutting

- calissons as diamonds  $\phi_{\chi \diamond \psi}$  and  $\phi_{\varepsilon \diamond \varepsilon}$  of grid rewrite system  $\rightarrow$  for hexagon filling  $\phi \cdot \chi \Rightarrow \psi \cdot v$  on reductions, projection  $\phi^{-1} \cdot \psi \Downarrow \chi \cdot v^{-1}$  on conversions
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if  $\rightarrow$  terminating and projection  $\Downarrow$  locally undercutting (LUC)
- grid rewrite system  $\rightarrow$  is terminating (trivial;  $\rightarrow$  is a dag)

## (4) local undercutting

- calissons as diamonds  $\phi_{\chi \diamond \psi}$  and  $\phi_{\varepsilon \diamond \varepsilon}$  of grid rewrite system  $\rightarrow$  for hexagon filling  $\phi \cdot \chi \Rightarrow \psi \cdot v$  on reductions, projection  $\phi^{-1} \cdot \psi \Downarrow \chi \cdot v^{-1}$  on conversions
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if  $\rightarrow$  terminating and projection  $\Downarrow$  locally undercutting (LUC)
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- projection  $\Downarrow$  is locally undercutting



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if  $\rightarrow$  terminating and projection  $\Downarrow$  locally undercutting (LUC)
- grid rewrite system  $\rightarrow$  is terminating
- projection  $\Downarrow$  is locally undercutting
- undercutting **preserves** spectrum so spectrum of filling and projection **same** (spectrum of projection is **unique** by random descent;  $\heartsuit$  07)



## (4) local undercutting

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### remark

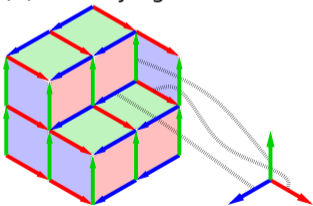
**zapping**, contracting conversion cycles to a loop, goes back to Newman 42 it is a basic tool for e.g. Finite Derivation Types (Squier 87), Garside theory (Dehornoy et al. 15), homotopy type theory (Kraus & von Raumer 23), and polygraphs (the 'polybook', Ara et al. 25)

### (1) random descent



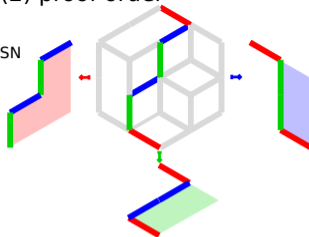
quantitative commutation

### (3) bricklaying



big brick as unique normal form of **beds**

### (2) proof order



typed involutive monoids for conversions

### (4) local undercutting



common multiple  $\implies$  **least** common multiple

upperbound  $\implies$  **least** upperbound / emph

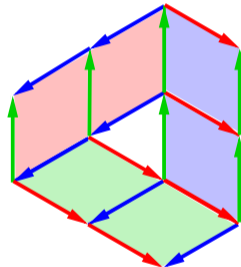
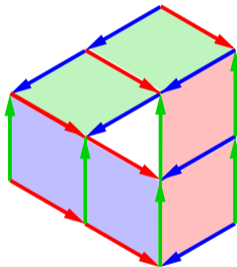
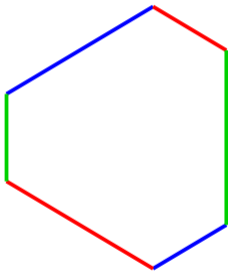
confluent  $\implies$  **orthogonal**

# Conclusions

- modern confluence techniques powerful; 4 solve problem of the calissons (for all **zonogonal** hexagons; **non-convex** boxes? Dijkstra 89)

# Conclusions

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# Conclusions

- modern confluence techniques powerful; solve problem of the calissons
- **local semi-lattice** (LSL = LUC with  $\phi_X \diamond \psi_Y$  iff  $\psi_Y \diamond \phi_X$ )  $\implies$  filling iff projection for term rewriting and positive braids; extends Dehornoy et al. 15  
(Projection Theorem: **permutation** iff **projection** equivalence (Terese 03) entails **cube**-property; Lévy 78)

# Conclusions

- modern confluence techniques powerful; solve problem of the calissons
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- **productivity** instead of **termination** of  $\rightarrow$  for filling iff projection (given LSL)? (coinduction instead of induction?)

# Conclusions

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- productivity instead of termination of  $\rightarrow$  for filling iff projection (given LSL)?
- **quantitative** tiling methods (combinatorics) for **quantitative** rewriting?

# Conclusions

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- local semi-lattice (LSL = LUC with  $\phi \diamond_X \psi$  iff  $\psi \diamond_Y \phi$ )  $\implies$  filling iff projection for term rewriting and positive braids
- productivity instead of termination of  $\rightarrow$  for filling iff projection (given LSL)?
- quantitative tiling methods for quantitative rewriting?
- contrapositive of LSL for **non-confluence**? Dehornoy et al. 15; Klop 24



# Conclusions

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## Thanks to

Jan Willem Klop for suggesting to model calissons by rewriting as in (1),(2)

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Nicolai Kraus, Yves Guiraud for discussion on Newman's II-Lemma (see paper)

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Jan Willem Klop for suggesting to model calissons by rewriting  
Nicolai Kraus, Yves Guiraud for discussion on Newman's II-Lemma  
Nils for example generator and filler (app needs WebGL)

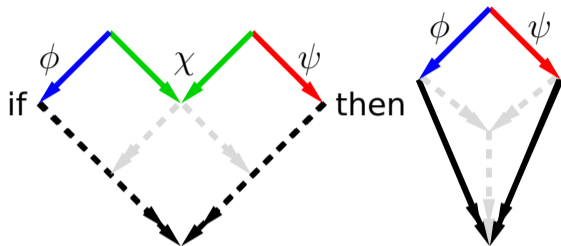
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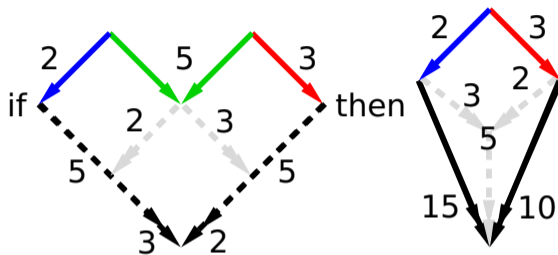
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Jan Willem Klop for suggesting to model calissons by rewriting  
Nicolai Kraus, Yves Guiraud for discussion on Newman's II-Lemma  
Nils for example generator and filler  
you for your interest

# Local undercutting / semi-lattice



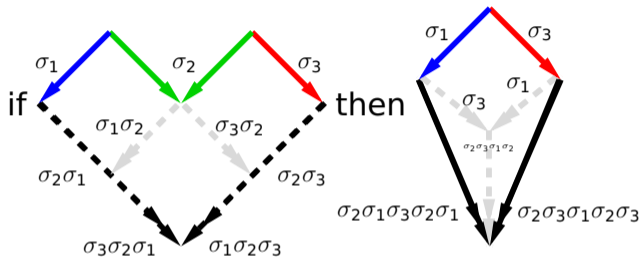
# LSL for least upperbounds



## Example (positive natural numbers with multiplication)

30 is an **upperbound** of  $\text{lcm}(2, 5)$  and  $\text{lcm}(5, 3)$   
and is so too of  $\text{lcm}(2, 3)$  obtained by **cutting** 5  
( $\text{lcm}(2, 3)$  **undercuts** the upperbound 30 of  $\text{lcm}(2, 5)$  and  $\text{lcm}(5, 3)$ )

# LSL for least common multiples



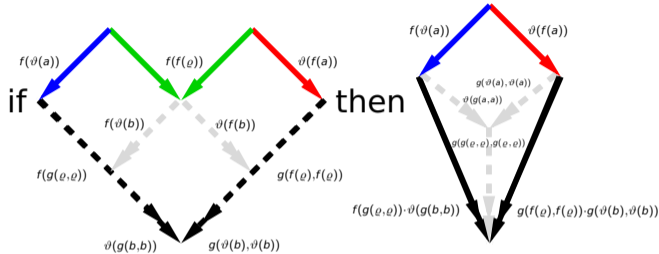
## Example (positive braids; Dehornoy et al. 15, Example II.4.20)

$\sigma_1\sigma_2\sigma_1\sigma_3\sigma_2\sigma_1$  is a **common multiple** of  $\text{lcm}(\sigma_1, \sigma_2)$  and  $\text{lcm}(\sigma_2, \sigma_3)$

and is so too of  $\text{lcm}(\sigma_1, \sigma_3)$  obtained by cutting  $\sigma_2$

(with  $\sigma_1\sigma_2\sigma_1 = \sigma_2\sigma_1\sigma_2$ ,  $\sigma_1\sigma_3 = \sigma_3\sigma_1$ ,  $\sigma_3\sigma_2\sigma_3 = \sigma_2\sigma_3\sigma_2$  on **Artin** generators  $\sigma_i$ )

# LSL for orthogonality



## Example (orthogonal TRSs; Terese 03, Figure 8.53)

$g(g(b,b), g(b,b))$  is a **common reduct** of  $f(\vartheta(a))^{-1} \cdot f(f(\rho))$  and  $f(f(\rho))^{-1} \cdot \vartheta(f(a))$  is so too of  $f(\vartheta(a))^{-1} \cdot \vartheta(f(a))$  obtained by cutting  $f(f(\rho))$  (for OTRS rules  $\rho : a \rightarrow b$  and  $\vartheta : f(x) \rightarrow g(x)$ )