


Let's count:  
Domino tilings

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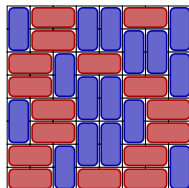


# Domino Tilings

Today we'll discuss domino tilings, where:

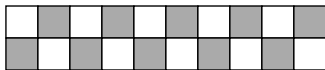
- ▶ Our **board** is made up of squares.
- ▶ Our **dominoes** have no spots and all look the same.
  - ▶ (Although, I will color the dominoes.) 
- ▶ One domino covers up two adjacent squares of the board.

A **tiling** is a placement of **non-overlapping** dominoes which **completely covers** the board.



## 2 × n board

*Question.* How many tilings are there on a 2 × n board?

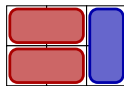
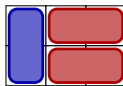
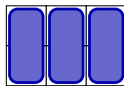


*Definition.* Let  $f_n = \#$  of ways to tile a 2 × n board.

$$f_0 = 1$$



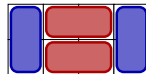
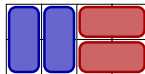
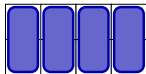
$$f_1 = 1$$



$$f_2 = 2$$

$$f_3 = 3$$

$$f_4 = 5$$



# Why Fibonacci?

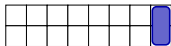
Fibonacci numbers  $f_n$  satisfy

- ▶  $f_0 = f_1 = 1$  ✓
- ▶  $f_n = f_{n-1} + f_{n-2}$  ✓

There are  $f_n$  tilings of a  $2 \times n$  board

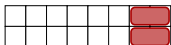
Every tiling ends in either:

- ▶ one vertical domino



- ▶ **How many?** Fill the initial  $2 \times (n-1)$  board in  $f_{n-1}$  ways.

- ▶ two horizontal dominoes



- ▶ **How many?** Fill the initial  $2 \times (n-2)$  board in  $f_{n-2}$  ways.

**Total:**  $f_{n-1} + f_{n-2}$

## Fibonacci identities

We have a new definition for Fibonacci:

$f_n$  = the number of tilings of a  $2 \times n$  board.

This *combinatorial interpretation* of the Fibonacci numbers provides a framework to prove identities.

► Did you know that  $f_{2n} = (f_n)^2 + (f_{n-1})^2$ ?

$f_1$	$f_2$	$f_3$	$f_4$	$f_5$	$f_6$	$f_7$	$f_8$	$f_9$	$f_{10}$	$f_{11}$	$f_{12}$	$f_{13}$	$f_{14}$
1	2	3	5	8	13	21	34	55	89	144	233	377	610

$$f_{14} = f_7^2 + f_6^2$$

$$610 = 441 + 169$$

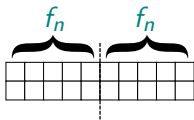
# Proof that $f_{2n} = (f_n)^2 + (f_{n-1})^2$

*Proof.* How many ways are there to tile a  $2 \times (2n)$  board?

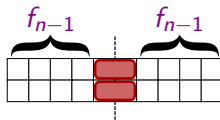
*Answer 1.* Duh,  $f_{2n}$ .

*Answer 2.* Ask whether there is a break in the middle of the tiling:

Either there is...



Or there isn't...



For a total of  $(f_n)^2 + (f_{n-1})^2$  tilings.

We counted  $f_{2n}$  in two different ways, so they must be equal.  $\square$

## Further reading:



Arthur T. Benjamin and Jennifer J. Quinn

Proofs that Really Count, MAA Press, 2003.

## 3 × n board

*Question.* How many tilings are there on a 3 × n board?



*Definition.* Let  $t_n = \#$  of ways to tile a 3 × n board.

$$t_0 = 1$$

$$t_1 = 0$$

$$t_2 = 3$$

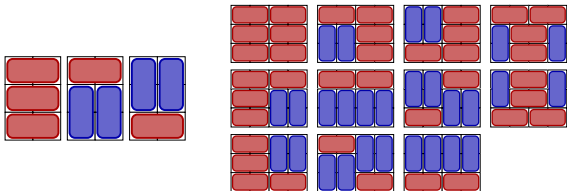
$$t_3 = 0$$

$$t_4 = 11$$

$$t_5 = 0$$

$$t_6 = 41$$

$$t_7 = 0$$





## Hunting sequences

*Question.* How many tilings are there on a  $3 \times n$  board?

- ▶ Our Sequence: 1, 3, 11, 41, ...

Go to the [Online Encyclopedia of Integer Sequences](http://oeis.org/) (OEIS).

<http://oeis.org/>

- ▶ **(Search)** Information on a sequence
  - ▶ Formula
  - ▶ Other interpretations
  - ▶ References
- ▶ **(Browse)** Learn new math
- ▶ **(Contribute)** Submit your own!

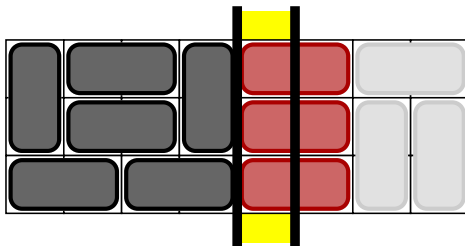
## The transfer matrix method

*Question.* How many tilings are there on a  $3 \times n$  board?

*Question.* How can we count these tilings intelligently?


*Answer.* Use the **transfer matrix method**.

- ▶ Like a finite state machine.
- ▶ Build the tiling dynamically one column at a time.
- ▶ A “state” corresponds to which squares are free in a column.
- ▶ Filling the free squares “transitions” to the next state.

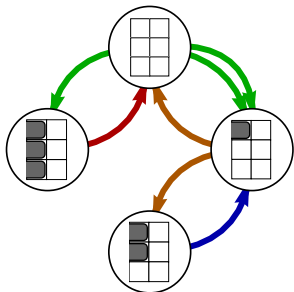


## The transfer matrix for the 3 × n board

For 3 × n tilings, the possible states are:



And the possible transitions are:



FROM:

--	--	--	--

TO:

$$\begin{matrix}
 \begin{matrix} \text{all white} \\ \text{top-left shaded} \\ \text{left column shaded} \\ \text{left column shaded} \end{matrix} \\
 \begin{matrix} \text{all white} \\ \text{top-left shaded} \\ \text{left column shaded} \\ \text{left column shaded} \end{matrix} \\
 \begin{matrix} \text{all white} \\ \text{top-left shaded} \\ \text{left column shaded} \\ \text{left column shaded} \end{matrix} \\
 \begin{matrix} \text{all white} \\ \text{top-left shaded} \\ \text{left column shaded} \\ \text{left column shaded} \end{matrix}
 \end{matrix}
 \begin{bmatrix}
 0 & \mathbf{1} & 0 & \mathbf{1} \\
 \mathbf{2} & 0 & \mathbf{1} & 0 \\
 0 & \mathbf{1} & 0 & 0 \\
 \mathbf{1} & 0 & 0 & 0
 \end{bmatrix}
 = \mathbf{A}$$

Use **a matrix** to keep track of *how many* transitions there are.

# The power of the transfer matrix

Multiply by  $\mathbf{A}$ . This shows that four steps after  $\begin{array}{|c|c|c|c|} \hline & & & \\ \hline \end{array}$ :

$$\begin{bmatrix} 0 & 1 & 0 & 1 \\ 2 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 0 \end{bmatrix}^4 \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 11 \\ 0 \\ 8 \\ 0 \end{bmatrix} \begin{array}{|c|c|c|c|} \hline & & & \\ \hline \end{array} \begin{array}{|c|c|c|c|} \hline & & & \\ \hline \end{array} \begin{array}{|c|c|c|c|} \hline & & & \\ \hline \end{array} \begin{array}{|c|c|c|c|} \hline & & & \\ \hline \end{array}$$

$$t_1 = 0$$

$$t_2 = 3$$

$$t_3 = 0$$

$$t_4 = 11$$

$$t_5 = 0$$

$$t_6 = 153$$

$$t_7 = 0$$

$$t_8 = 571$$

$$t_9 = 0$$

$$t_{10} = 2131$$

▶ A complete tiling of  $3 \times n \leftrightarrow$  ends in  $\begin{array}{|c|c|c|c|} \hline & & & \\ \hline \end{array}$

▶ # of tilings of  $3 \times n \leftrightarrow$  first entry of  $\mathbf{A}^n \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix}$

We can calculate values. Is there a formula?

## A formula for $t_n$

Solve by diagonalizing  $\mathbf{A}$ :

$$\mathbf{A} = \mathbf{P}^{-1}\mathbf{D}\mathbf{P}$$

$$\mathbf{A}^n = \mathbf{P}^{-1}\mathbf{D}^n\mathbf{P}$$

$$\mathbf{D} = \begin{bmatrix} -\sqrt{2+\sqrt{3}} & 0 & 0 & 0 \\ 0 & \sqrt{2+\sqrt{3}} & 0 & 0 \\ 0 & 0 & -\sqrt{2-\sqrt{3}} & 0 \\ 0 & 0 & 0 & \sqrt{2-\sqrt{3}} \end{bmatrix}$$

We conclude:

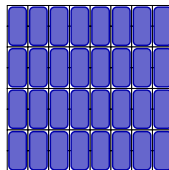
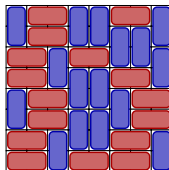
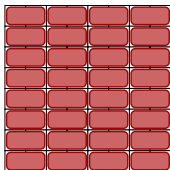
$$t_{2n} = \frac{1}{\sqrt{6}} \left( \sqrt{2-\sqrt{3}} \right)^{2n+1} + \frac{1}{\sqrt{6}} \left( \sqrt{2+\sqrt{3}} \right)^{2n+1}$$

- ▶ Method works for rectangular boards of fixed width

## On a chessboard

Back to our original question:

How many domino tilings are there on an  $8 \times 8$  board?



How many people think there are more than:

# 1,000

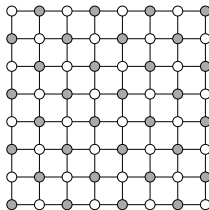
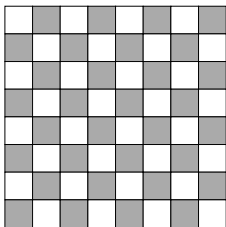
How to determine?

## A Chessboard Graph

A *graph* is a collection of *vertices* and *edges*.

A *perfect matching* is a selection of edges which pairs all vertices.

Create a graph from the chessboard:



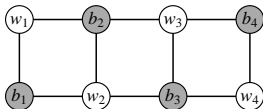
A tiling of the chessboard  $\longleftrightarrow$  A *perfect matching* of the graph.

## Chessboard Graph

*Question.* How many perfect matchings on the chessboard graph?

Create  $G$ 's adjacency matrix. (Rows: white  $w_i$ , Columns: black  $b_j$ )

$$\text{Define } m_{i,j} = \begin{cases} 1 & \text{if } w_i b_j \text{ is an edge} \\ 0 & \text{if } w_i b_j \text{ is not an edge} \end{cases}$$



$$\begin{array}{c} \\ w_1 \\ w_2 \\ w_3 \\ w_4 \end{array} \begin{bmatrix} b_1 & b_2 & b_3 & b_4 \\ 1 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 \\ 0 & 1 & 1 & 1 \\ 0 & 0 & 1 & 1 \end{bmatrix}$$

A perfect matching: Choose one in each row and one in each column.

**Sound familiar?**



## Counting domino tilings

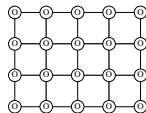
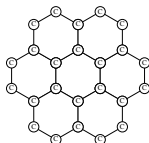
- ▶ To count domino tilings,
  - ▶ Take a determinant of a matrix
- ▶ To find a formula for the determinant,
  - ▶ Analyze the structure of the matrix.

*Answer:* For a  $2m \times 2n$  chessboard,

$$\#R_{2m \times 2n} = \prod_{j=1}^n \prod_{k=1}^m \left( 4 \cos^2 \frac{\pi j}{2n+1} + 4 \cos^2 \frac{\pi k}{2m+1} \right)$$

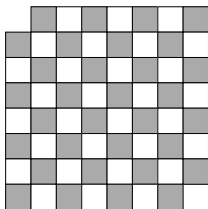
*History:*

- ▶ 1930's: Chemistry and Physics
- ▶ 1960's: Determinant method of Kasteleyn and Percus



# HOLeY Chessboard!

*One last question:* How many domino tilings on this board?

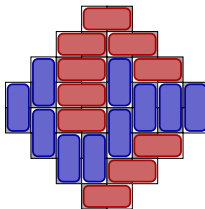
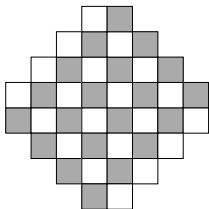


We've removed two squares — but there are now **0** tilings!

- ▶ Every domino covers two squares (1 black and 1 white)
- ▶ There are now **32** black squares and **30** white squares.

# Aztec diamonds

This board is called an Aztec diamond ( $AZ_4$ )

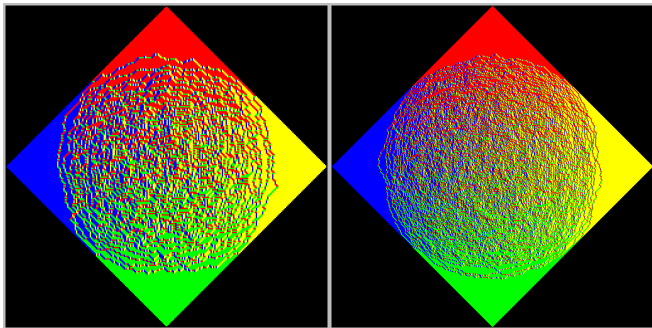


How many domino tilings are there on  $AZ_n$ ?

$$2^{\binom{n+1}{2}} = 2^{\frac{n(n+1)}{2}}$$

## Random tiling of an Aztec diamond

A **random** tiling has a surprising structure:



Pictures from: <http://tuvalu.santafe.edu/~moore/>

The *arctic circle phenomenon*.

# Thank you!

Slides available: `people.qc.cuny.edu/chanusa` > Talks



Arthur T. Benjamin and Jennifer J. Quinn

Proofs that Really Count, MAA Press, 2003.



Online Encyclopedia of Integer Sequences

<http://oeis.org>



Random Tilings (James Propp)

<http://faculty.uml.edu/jpropp/tiling/>