

An Arithmetic and Combinatorial Approach to 3D Discrete Lines

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LIAFA

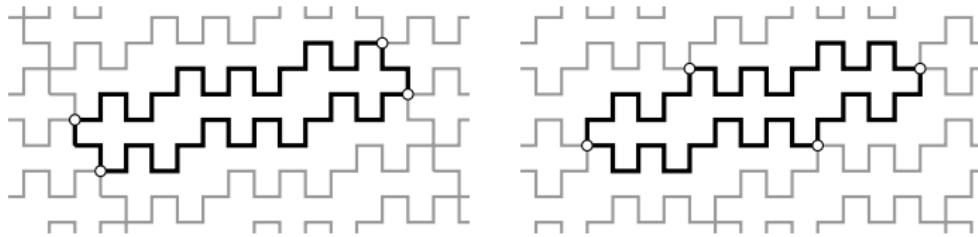
Universit   Paris-Diderot

Journ  e de rentr  e de l'  quipe automates

5 octobre 2012

Joint work with Val  rie Berth  

No Double Square tiles talk today !



Talk on double square tiles is postponed for next Wednesday, October 10th (Journée de la rentrée du LIAFA).

Plan

- 1 2D Discrete Lines
- 2 3D Discrete Lines
- 3 3D Discrete Lines from substitutions
- 4 Experimental results
- 5 Future work

Plan

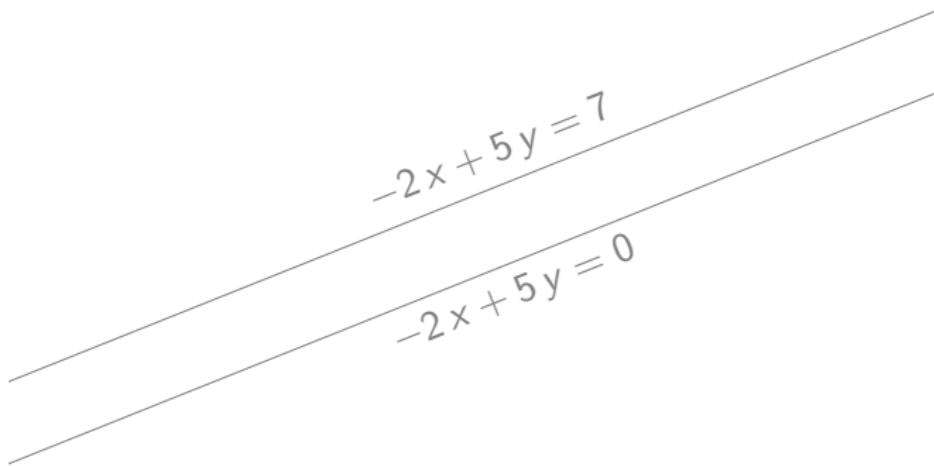
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2D Discrete Lines

$$0 < -2x + 5y \leq 7$$

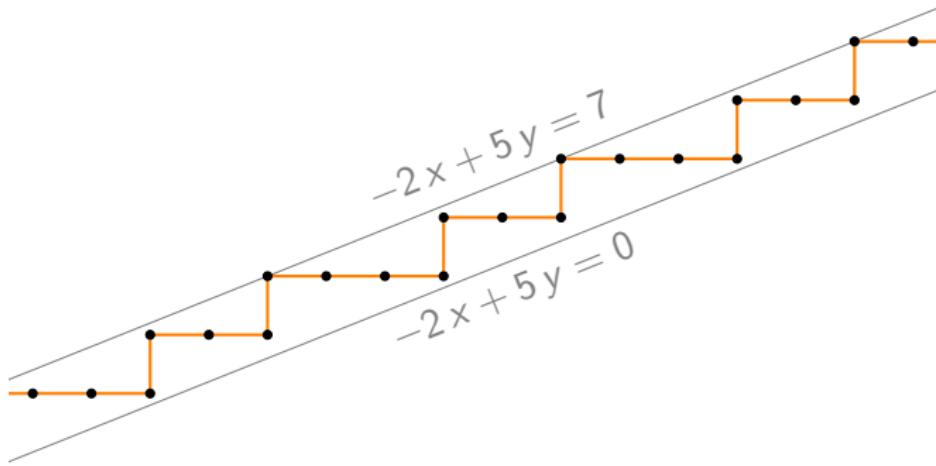
2D Discrete Lines

$$0 < -2x + 5y \leq 7$$



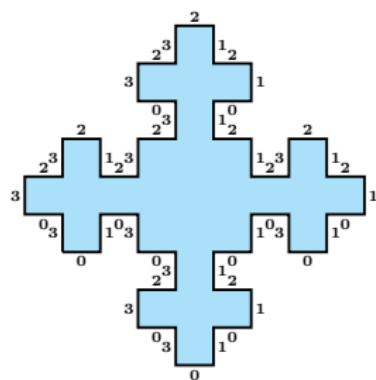
2D Discrete Lines

$$0 < -2x + 5y \leq 7$$



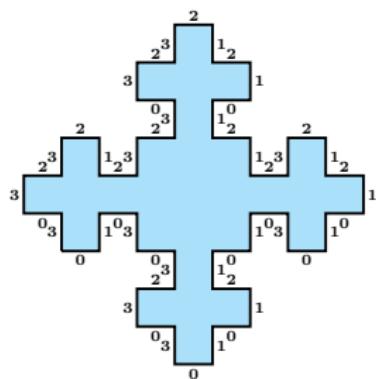
The line is 4-connected minimal and tiles the plane \mathbb{Z}^2 by translation.
For irrational slope, the factor complexity is $p(n) = n + 1$.

Factor Complexity

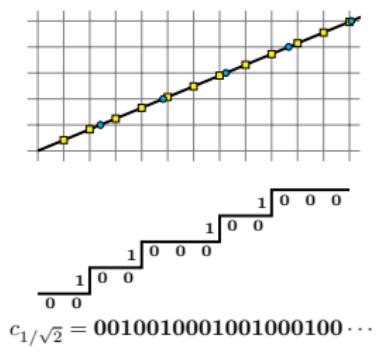


| n | $p(n)$ | $L(n)$ |
|-----|--------|--------------------------------------|
| 0 | 1 | $\{\varepsilon\}$ |
| 1 | 4 | $\{0, 1, 2, 3\}$ |
| 2 | 8 | $\{01, 03, 10, 12, 21, 23, 30, 32\}$ |
| 3 | 16 | $\{030, 212, 301, 032, 103, \dots\}$ |
| 4 | 24 | $\{1030, 2303, 0121, 1232, \dots\}$ |
| 5 | 32 | $\{21010, 10303, 32123, \dots\}$ |

Factor Complexity



| n | $p(n)$ | $L(n)$ |
|-----|--------|--------------------------------------|
| 0 | 1 | $\{\varepsilon\}$ |
| 1 | 4 | $\{0, 1, 2, 3\}$ |
| 2 | 8 | $\{01, 03, 10, 12, 21, 23, 30, 32\}$ |
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| n | $p(n)$ | $L(n)$ |
|-----|--------|---|
| 0 | 1 | $\{\varepsilon\}$ |
| 1 | 2 | $\{0, 1\}$ |
| 2 | 3 | $\{01, 10, 00\}$ |
| 3 | 4 | $\{001, 000, 010, 100\}$ |
| 4 | 5 | $\{1001, 1000, 0100, 0001, 0010\}$ |
| 5 | 6 | $\{00010, 01001, 10010, 00100, \dots\}$ |

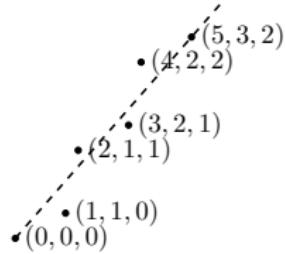
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Reveillès Discrete Line and standard model of E. Andres

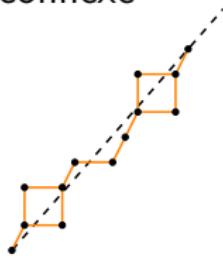
With a directive vector $(5, 3, 2)$ passing through $(0, 0, 0)$, one gets :

Reveillès (1995) :
26-connexe



$$\begin{aligned}-5/2 \leq 2x - 5z &< 5/2 \\ -5/2 \leq 3x - 5y &< 5/2\end{aligned}$$

Reveillès (1995) :
6-connexe



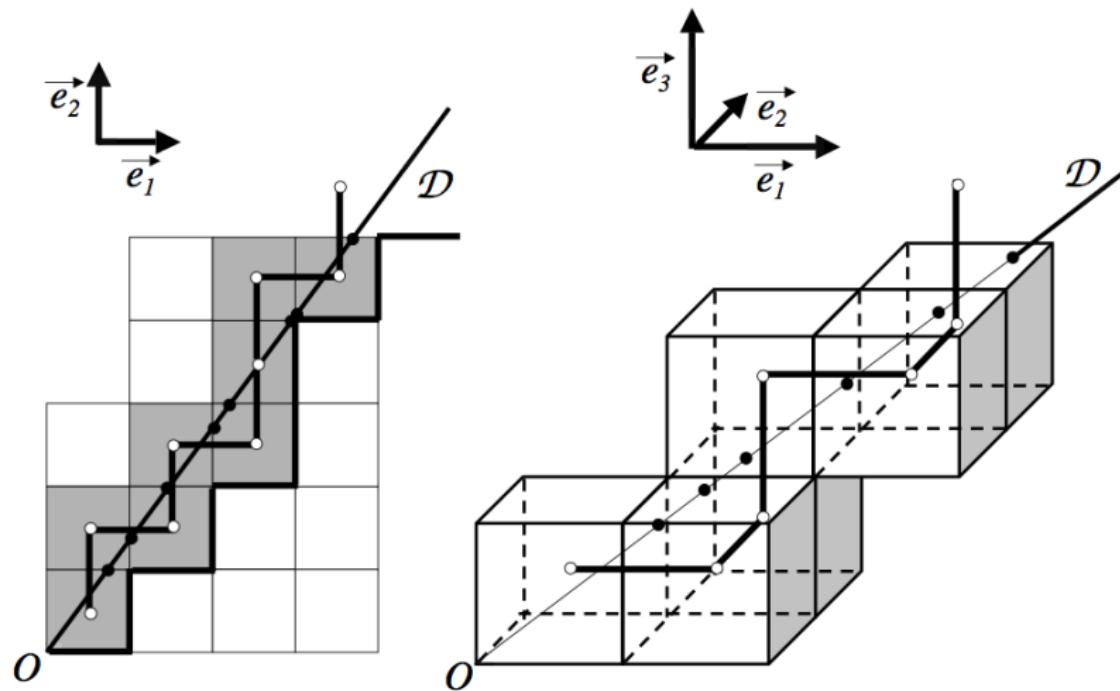
$$\begin{aligned}-7/2 \leq 2x - 5z &< 7/2 \\ -8/2 \leq 3x - 5y &< 8/2\end{aligned}$$

Andres (2003) :
6-connexe et minimale



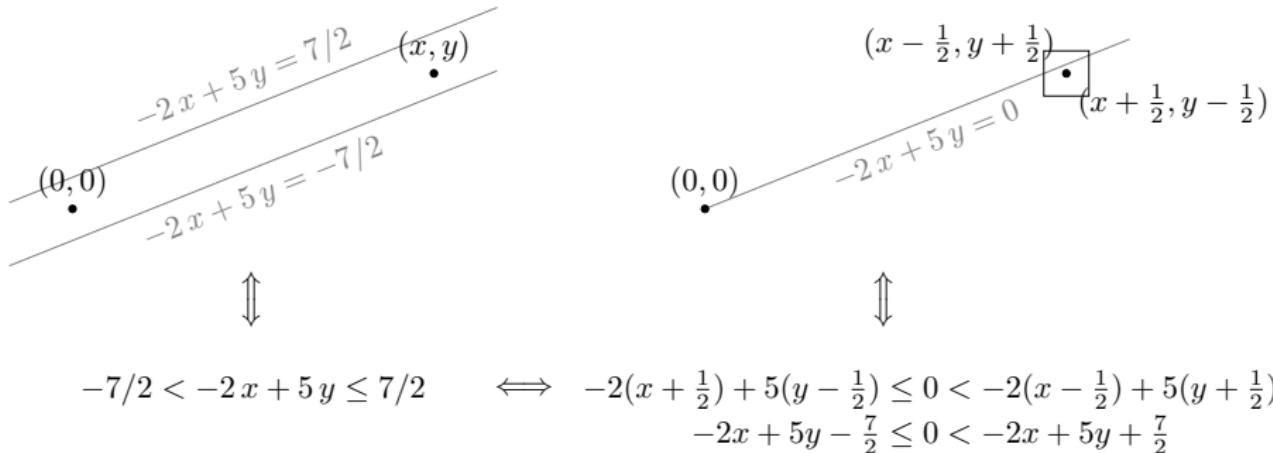
$$\begin{aligned}-7/2 \leq 2x - 5z &< 7/2 \\ -8/2 \leq 3x - 5y &< 8/2 \\ -5/2 \leq 2y - 3z &< 5/2\end{aligned}$$

Billiard in a cube



Source : J.-P. Borel, Complexity of Degenerated Three Dimensional Billiard Words,
Developments in Language Theory 4036 (2006) 386-396.

Andres 3D Discrete Lines correspond to a Billiard word



The word associated to Andres Discrete Line codes the trajectory of a billiard in a cube.

Factor Complexity of the Billiard word

Theorem (Baryshnikov, 1995 ; Bédaride, 2003)

If both the direction $(\alpha_1, \alpha_2, \alpha_3)$ and $(\alpha_1^{-1}, \alpha_2^{-1}, \alpha_3^{-1})$ are \mathbb{Q} independent, the number of factors appearing in the Billiard word in a cube is exactly $p(n) = n^2 + n + 1$.

Thus, the factor complexity of the word associated to the Andres Discrete Line is quadratic as well.

Question

Given $(\alpha_1, \alpha_2, \alpha_3) \in \mathbb{R}^3$ such that $\alpha_1 + \alpha_2 + \alpha_3 = 1$, can we construct an infinite word w over a 3-letter alphabet such that its letter frequencies is $(\alpha_1, \alpha_2, \alpha_3)$ and having a linear factor complexity ?

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Tribonacci Example from Rauzy (1982)

Let σ be the substitution $1 \mapsto 12, 2 \mapsto 13, 3 \mapsto 1$.

Iterating σ on the letter 1 yields **increasing prefixes** :

$$\sigma^1(1) = 12$$

$$\sigma^2(1) = 1213$$

$$\sigma^3(1) = 1213121$$

$$\sigma^4(1) = 1213121121312$$

$$\sigma^5(1) = 121312112131212131211213$$

$$\vdots \quad \vdots$$

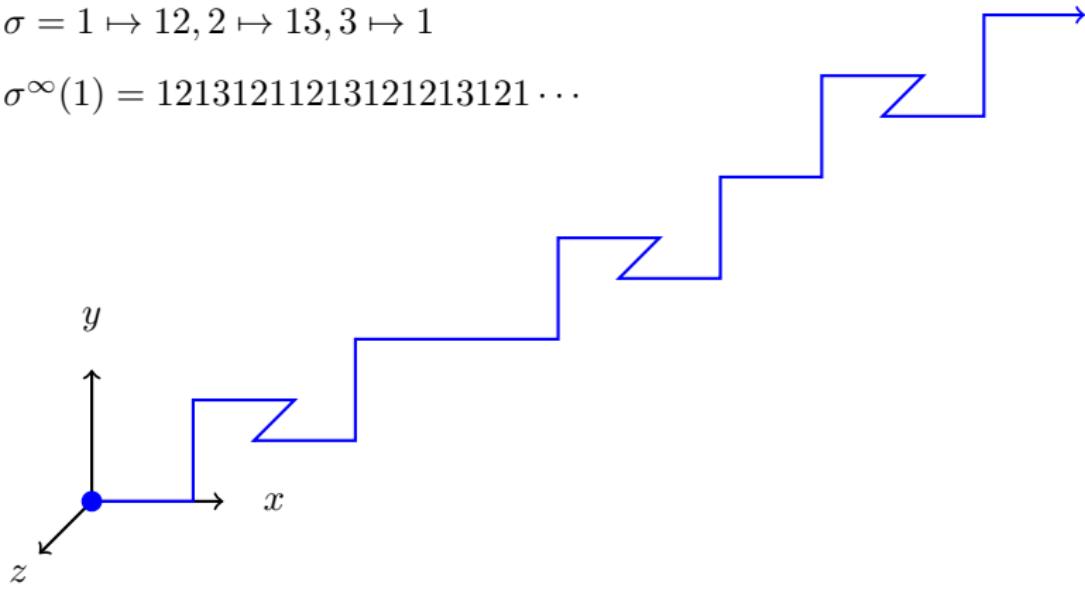
$$\sigma^\infty(1) = 1213121121312121312112131213121121312121\ldots$$

$\sigma^\infty(1)$ is the **fixed point** of σ and $M_\sigma = \begin{pmatrix} 1 & 1 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix}$ is its **incidence matrix**.

Tribonacci Example from Rauzy (1982)

$$\sigma = 1 \mapsto 12, 2 \mapsto 13, 3 \mapsto 1$$

$$\sigma^\infty(1) = 12131211213121213121 \dots$$



But, this line contains exactly $2n + 1$ factors of length n .

2D : Euclid algorithm on (11, 4)

$$\begin{array}{rcl} 11 & = & 2 \cdot 4 + 3 \\ 4 & = & 1 \cdot 3 + 1 \\ 3 & = & 3 \cdot 1 + 0 \end{array}$$

$$\frac{4}{11} = 0 + \cfrac{1}{2 + \cfrac{1}{1 + \cfrac{1}{3}}}$$

$$(11, 4) \xleftarrow{\left(\begin{array}{cc} 1 & 1 \\ 0 & 1 \end{array}\right)^2} (3, 4) \xleftarrow{\left(\begin{array}{cc} 1 & 0 \\ 1 & 1 \end{array}\right)} (3, 1) \xleftarrow{\left(\begin{array}{cc} 1 & 1 \\ 0 & 1 \end{array}\right)^3} (0, 1)$$

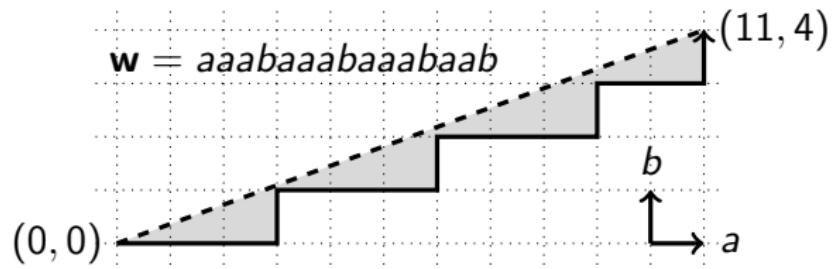
$a \mapsto a$ $a \mapsto ab$ $a \mapsto a$
 $b \mapsto aab$ $b \mapsto b$ $b \mapsto aaab$

$$\mathbf{w} = \mathbf{w}_0 \xleftarrow{} \mathbf{w}_1 \xleftarrow{} \mathbf{w}_2 \xleftarrow{} \mathbf{w}_3 = b$$

2D : Euclid algorithm on $(11, 4)$

$$\begin{array}{rcl} 11 & = & 2 \cdot 4 + 3 \\ 4 & = & 1 \cdot 3 + 1 \\ 3 & = & 3 \cdot 1 + 0 \end{array}$$

$$\frac{4}{11} = 0 + \cfrac{1}{2 + \cfrac{1}{1 + \cfrac{1}{3}}}$$



$$(11, 4) \xleftarrow{\left(\begin{array}{cc} 1 & 1 \\ 0 & 1 \end{array} \right)^2} (3, 4) \xleftarrow{\left(\begin{array}{cc} 1 & 0 \\ 1 & 1 \end{array} \right)} (3, 1) \xleftarrow{\left(\begin{array}{cc} 1 & 1 \\ 0 & 1 \end{array} \right)^3} (0, 1)$$

$$\begin{array}{rcl} a & \mapsto & a \\ b & \mapsto & aab \end{array} \quad \begin{array}{rcl} a & \mapsto & ab \\ b & \mapsto & b \end{array} \quad \begin{array}{rcl} a & \mapsto & a \\ b & \mapsto & aaab \end{array}$$

$\mathbf{w} = \mathbf{w}_0 \xleftarrow{} \mathbf{w}_1 \xleftarrow{} \mathbf{w}_2 \xleftarrow{} \mathbf{w}_3 = b$

3D : Imitation of Euclid algorithm on (7, 4, 6)

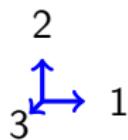
$$\begin{array}{cccccc} \left(\begin{array}{ccc} 1 & 0 & 1 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{array} \right) & \left(\begin{array}{ccc} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 1 \end{array} \right) & \left(\begin{array}{ccc} 1 & 0 & 0 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{array} \right) & \left(\begin{array}{ccc} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 2 & 0 & 1 \end{array} \right) & \left(\begin{array}{ccc} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 1 & 133 & 0 \end{array} \right) \\ (7, 4, 6) \xleftarrow{\quad \begin{array}{c} 1 \mapsto 1 \\ 2 \mapsto 2 \\ 3 \mapsto 13 \end{array}} & (1, 4, 6) \xleftarrow{\quad \begin{array}{c} 1 \mapsto 1 \\ 2 \mapsto 23 \\ 3 \mapsto 3 \end{array}} & (1, 4, 2) \xleftarrow{\quad \begin{array}{c} 1 \mapsto 1 \\ 2 \mapsto 2 \\ 3 \mapsto 223 \end{array}} & (1, 0, 2) \xleftarrow{\quad \begin{array}{c} 1 \mapsto 1 \\ 2 \mapsto 2 \\ 3 \mapsto 3 \end{array}} & (1, 0, 0) \\ \mathbf{w}_0 & \mathbf{w}_1 & \mathbf{w}_2 & \mathbf{w}_3 & \mathbf{w}_4 \end{array}$$

Its (Hausdorff) distance to the euclidean line is 1.3680.

3D : Imitation of Euclid algorithm on $(7, 4, 6)$

$$\begin{array}{cccccc} \left(\begin{array}{ccc} 1 & 0 & 1 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{array} \right) & \left(\begin{array}{ccc} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 1 \end{array} \right) & \left(\begin{array}{ccc} 1 & 0 & 0 \\ 0 & 1 & 2 \\ 0 & 0 & 1 \end{array} \right) & \left(\begin{array}{ccc} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 2 & 0 & 1 \end{array} \right) & \left(\begin{array}{ccc} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 1 & 133 & 0 \end{array} \right) \\ (7, 4, 6) \xleftarrow{\quad} (1, 4, 6) \xleftarrow{\quad} (1, 4, 2) \xleftarrow{\quad} (1, 0, 2) \xleftarrow{\quad} (1, 0, 0) \\ \begin{array}{c} 1 \mapsto 1 \\ 2 \mapsto 2 \\ 3 \mapsto 13 \end{array} \qquad \begin{array}{c} 1 \mapsto 1 \\ 2 \mapsto 23 \\ 3 \mapsto 3 \end{array} \qquad \begin{array}{c} 1 \mapsto 1 \\ 2 \mapsto 2 \\ 3 \mapsto 223 \end{array} \qquad \begin{array}{c} 1 \mapsto 133 \\ 2 \mapsto 2 \\ 3 \mapsto 3 \end{array} \\ \mathbf{w}_0 \longleftarrow \mathbf{w}_1 \longleftarrow \mathbf{w}_2 \longleftarrow \mathbf{w}_3 \longleftarrow \mathbf{w}_4 \end{array}$$

$$\mathbf{w} = \mathbf{w}_0 = 12132131321321313$$



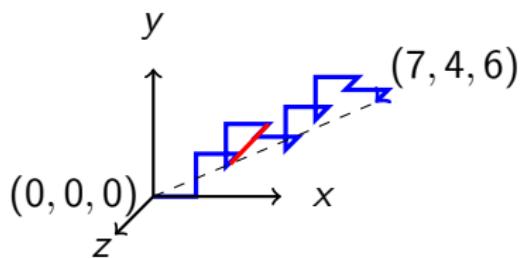
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$$\mathbf{w} = \mathbf{w}_0 = 12132131321321313$$

2
3 1



Its (Hausdorff) distance to the euclidean line is 1.3680.

3D Continued fraction algorithms

Brun's Algorithm : Subtract the second largest to the largest.

$$(7, 4, 6) \rightarrow (1, 4, 6) \rightarrow (1, 4, 2) \rightarrow (1, 2, 2) \rightarrow (1, 0, 2) \rightarrow (1, 0, 1) \rightarrow (0, 0, 1)$$

Selmer's Algorithm : Subtract the smallest to the largest.

$$\begin{aligned} (7, 4, 6) &\rightarrow (3, 4, 6) \rightarrow (3, 4, 3) \rightarrow (3, 1, 3) \rightarrow (2, 1, 3) \rightarrow (2, 1, 2) \rightarrow (1, 1, 2) \\ &\rightarrow (1, 1, 1) \rightarrow (0, 1, 1) \rightarrow (0, 0, 1) \end{aligned}$$

Poincaré's Algorithm : Subtract the smallest to the mid and the mid to the largest.

$$(7, 4, 6) \rightarrow (1, 4, 2) \rightarrow (1, 2, 1) \rightarrow (1, 1, 0) \rightarrow (1, 0, 0)$$

Arnoux-Rauzy's Algorithm : Subtract the sum of the two smallest to the largest (not always possible).

$$(7, 4, 6) \rightarrow \text{Impossible}$$

Fully subtractive's Algorithm : Subtract the smallest to the other two.

$$(7, 4, 6) \rightarrow (3, 4, 2) \rightarrow (1, 2, 2) \rightarrow (1, 1, 1) \rightarrow (1, 0, 0)$$

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Discrépance

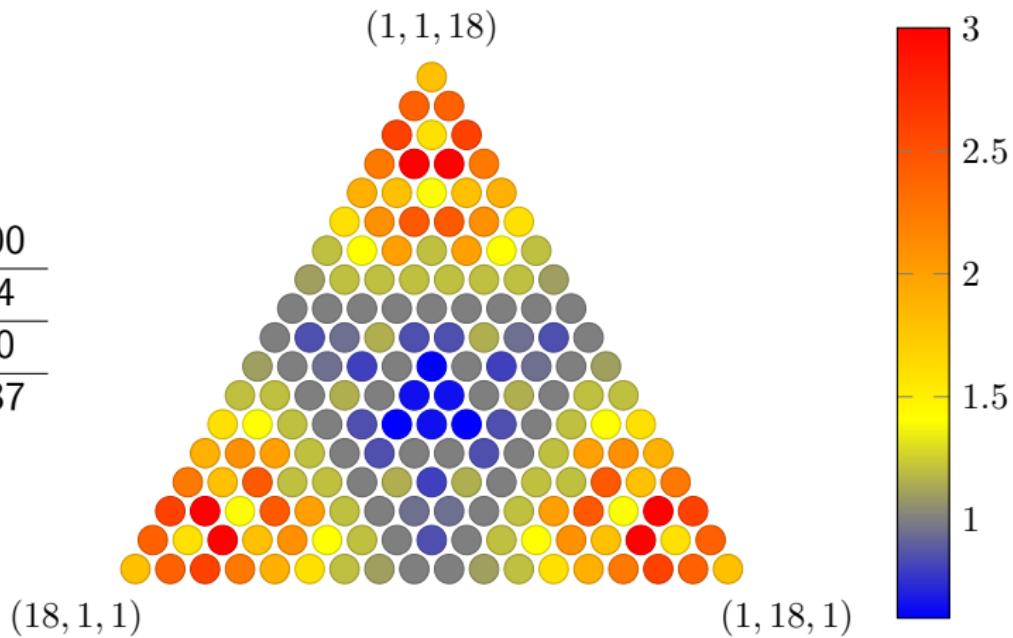
Définition

Soit C un chemin discret définissant une suite $(P_k)_{0 \leq k < n}$ de points $P_k = (x_k, y_k, z_k)$ de \mathbb{Z}^3 telle que $P_0 = (0, 0, 0)$ et $P_{n-1} = (a, b, c)$. On définit la **discrépance** du chemin comme la valeur

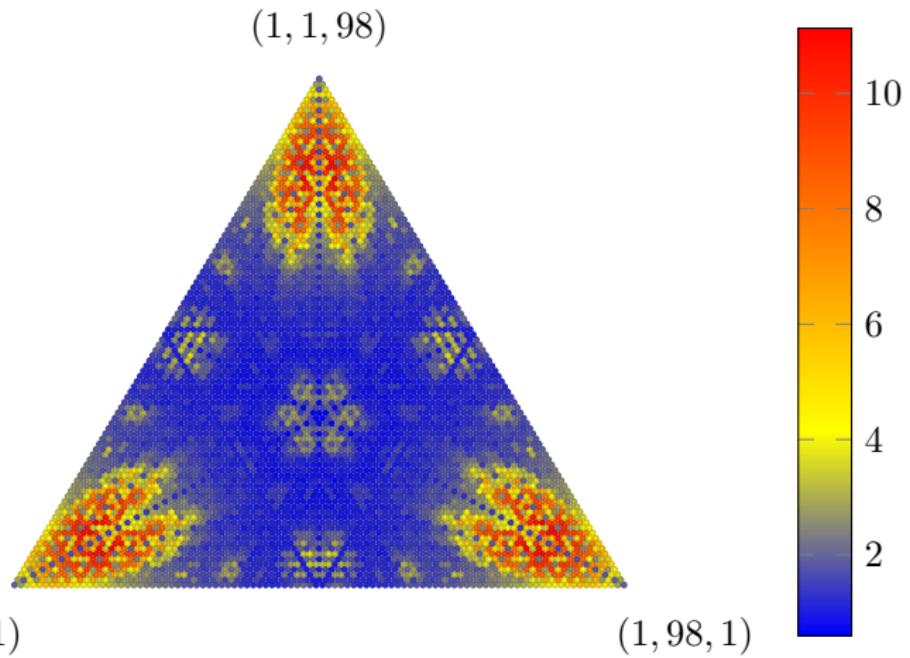
$$\max_{0 \leq k < n} \left\{ \left| \frac{a}{a+b+c}k - x_k \right|, \left| \frac{b}{a+b+c}k - y_k \right|, \left| \frac{c}{a+b+c}k - z_k \right| \right\}.$$

Discrépance pour les triplets d'entiers strictement positifs (a_1, a_2, a_3) tels que $a_1 + a_2 + a_3 = N$ et $N = 20$ pour l'algorithme **Poincaré**.

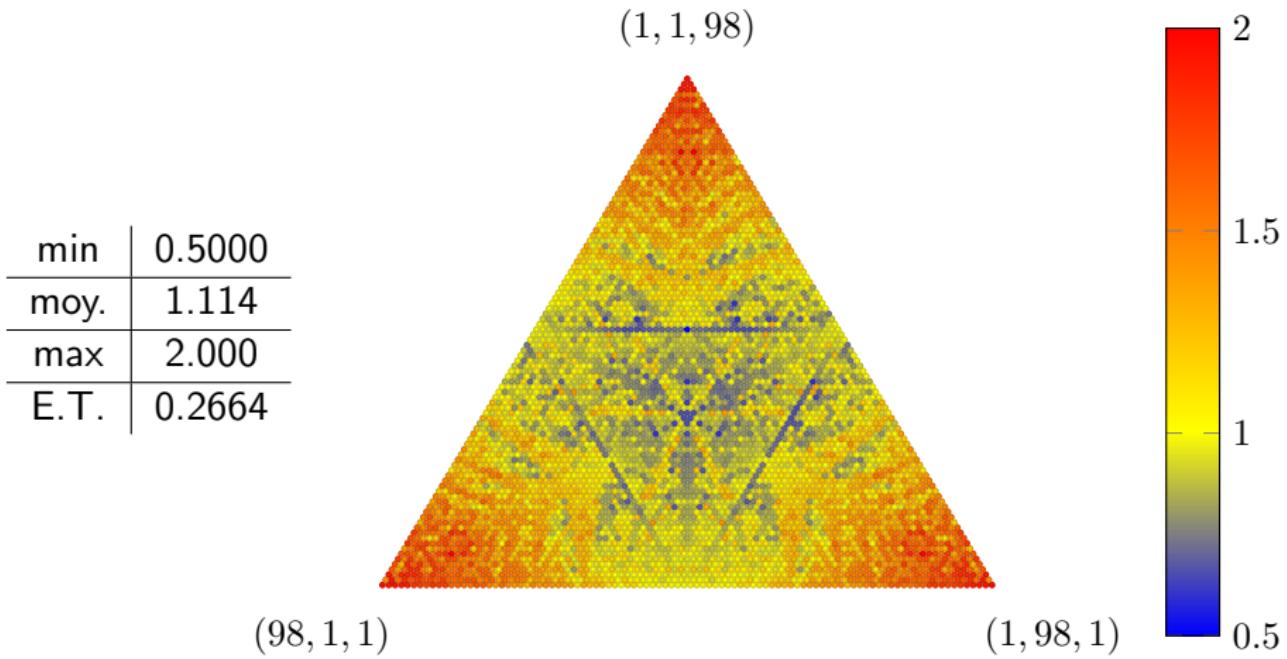
| | |
|------|--------|
| min | 0.6000 |
| moy. | 1.484 |
| max | 3.000 |
| E.T. | 0.6137 |



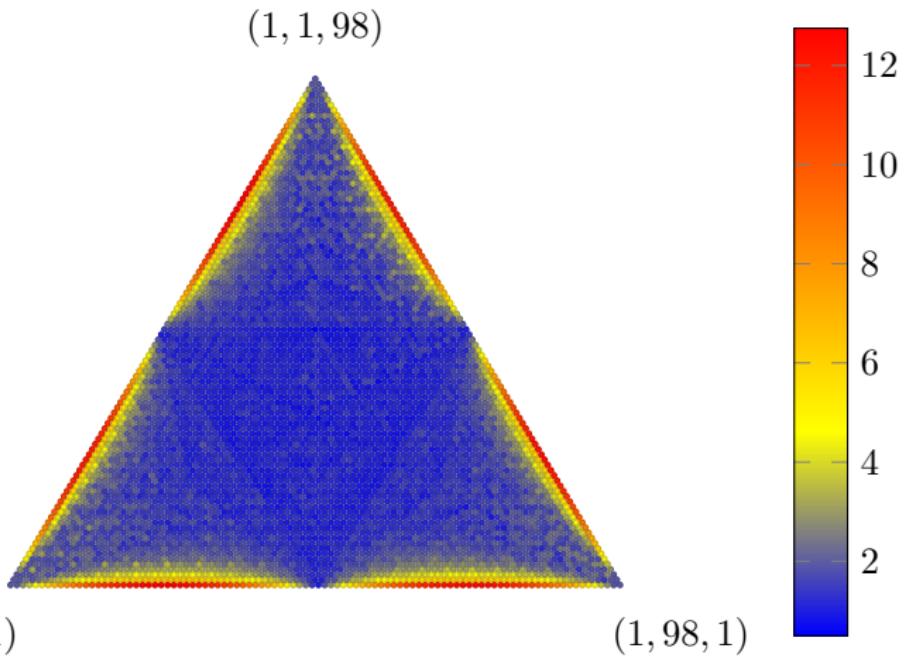
Discrépance pour les triplets d'entiers strictement positifs (a_1, a_2, a_3) tels que $a_1 + a_2 + a_3 = N$ et $N = 100$ pour l'algorithme **Poincaré**.



Discrépancy pour les triplets d'entiers strictement positifs (a_1, a_2, a_3) tels que $a_1 + a_2 + a_3 = N$ et $N = 100$ pour l'algorithme **Brun**.

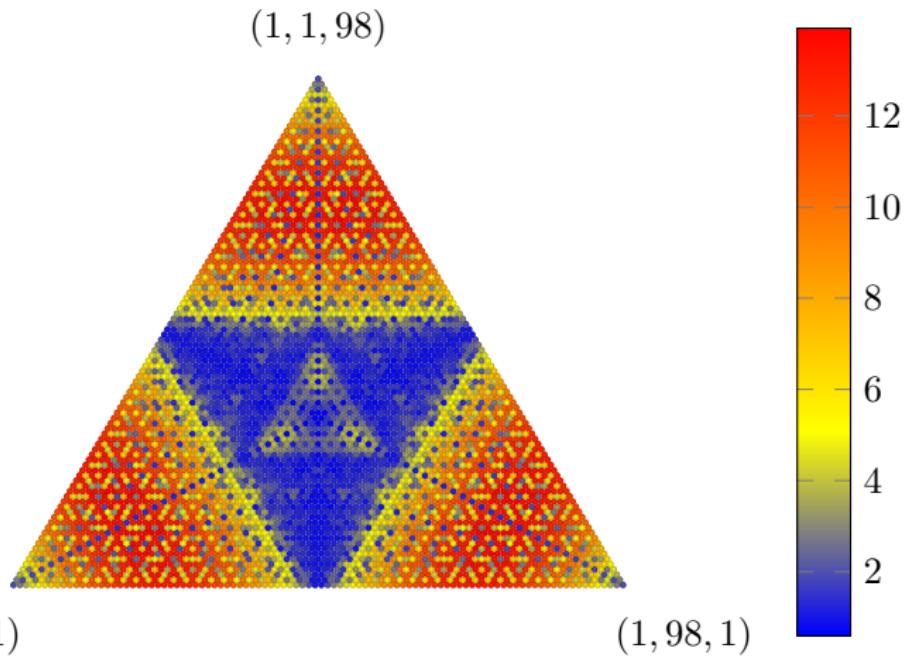


Discrépance pour les triplets d'entiers strictement positifs (a_1, a_2, a_3) tels que $a_1 + a_2 + a_3 = N$ et $N = 100$ pour l'algorithme **Selmer**.

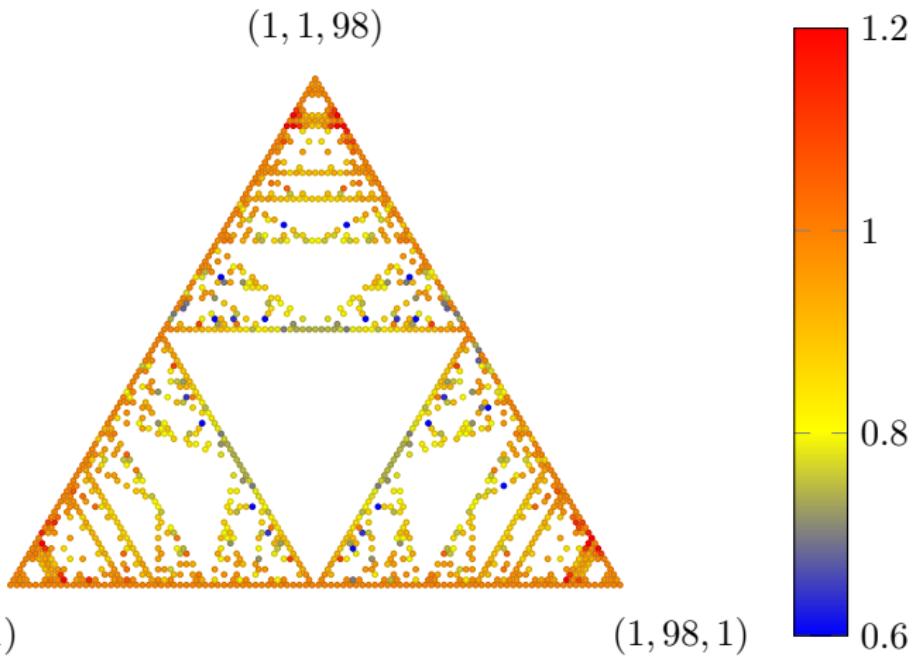


| | |
|------|--------|
| min | 0.5000 |
| moy. | 2.184 |
| max | 12.75 |
| E.T. | 2.070 |

Discrépance pour les triplets d'entiers strictement positifs (a_1, a_2, a_3) tels que $a_1 + a_2 + a_3 = N$ et $N = 100$ pour l'algorithme **Fully subtractive**.



Discrépance pour les triplets d'entiers strictement positifs (a_1, a_2, a_3) tels que $a_1 + a_2 + a_3 = N$ et $N = 100$ pour l'algorithme **Arnoux-Rauzy**.



3D Continued fraction algorithms : fusions

Arnoux-Rauzy and Selmer Do Arnoux-Rauzy if possible, otherwise Selmer.

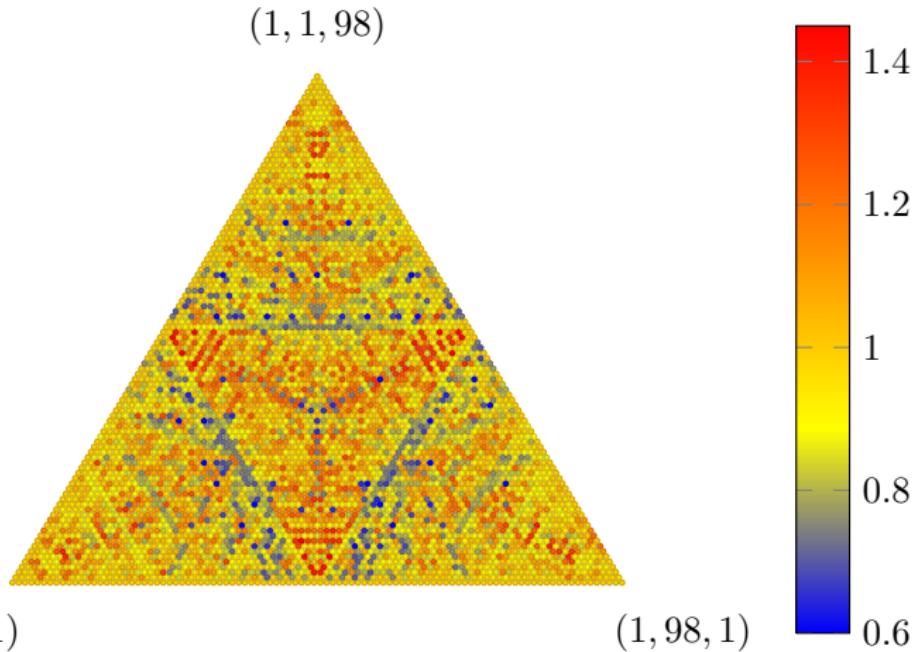
Arnoux-Rauzy and Fully Do Arnoux-Rauzy if possible, otherwise Fully subtractive.

Arnoux-Rauzy and Brun Do Arnoux-Rauzy if possible, otherwise Brun.

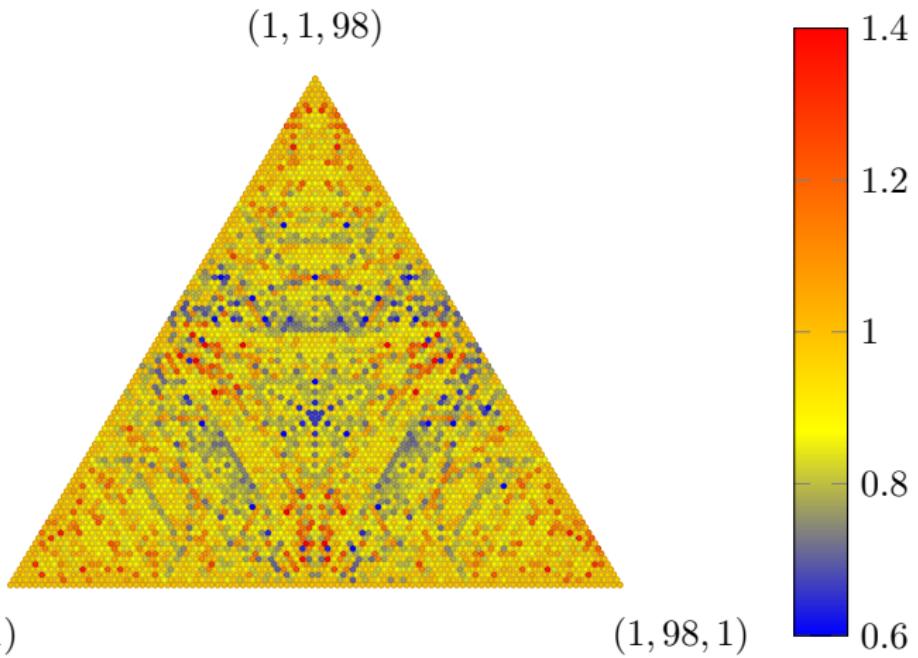
Arnoux-Rauzy and Poincaré Do Arnoux-Rauzy if possible, otherwise Poincaré.

Discrépance pour les triplets d'entiers strictement positifs (a_1, a_2, a_3) tels que $a_1 + a_2 + a_3 = N$ et $N = 100$ pour l'algorithme **Arnoux-Rauzy-Selmer**.

| | |
|------|--------|
| min | 0.6000 |
| moy. | 0.9678 |
| max | 1.450 |
| E.T. | 0.1438 |



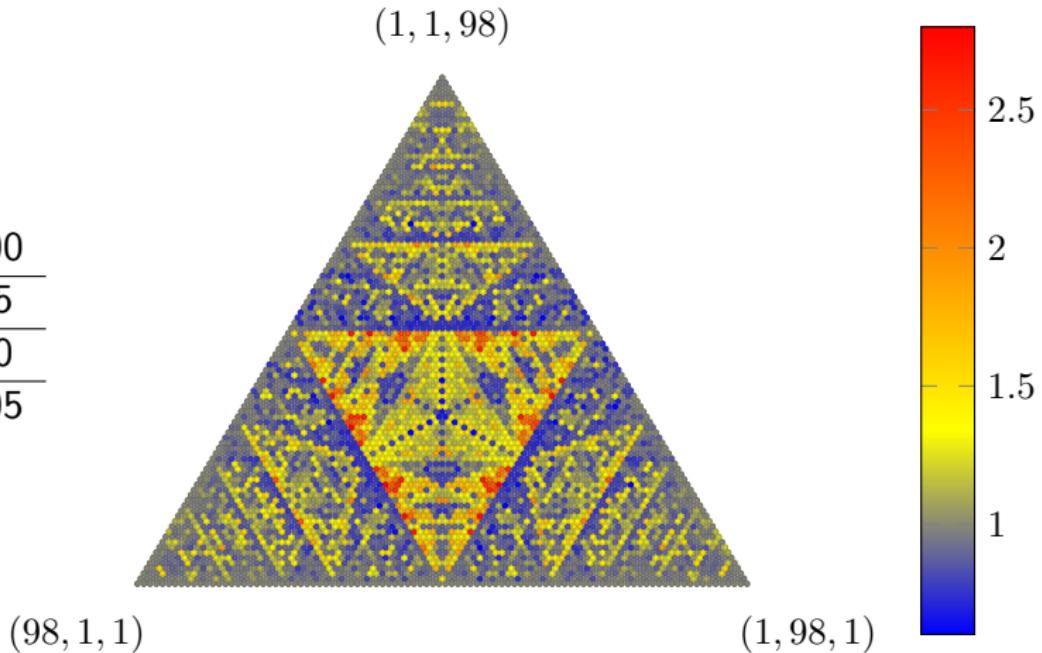
Discrépance pour les triplets d'entiers strictement positifs (a_1, a_2, a_3) tels que $a_1 + a_2 + a_3 = N$ et $N = 100$ pour l'algorithme **Arnoux-Rauzy-Brun**.



| | |
|------|--------|
| min | 0.6000 |
| moy. | 0.9132 |
| max | 1.400 |
| E.T. | 0.1143 |

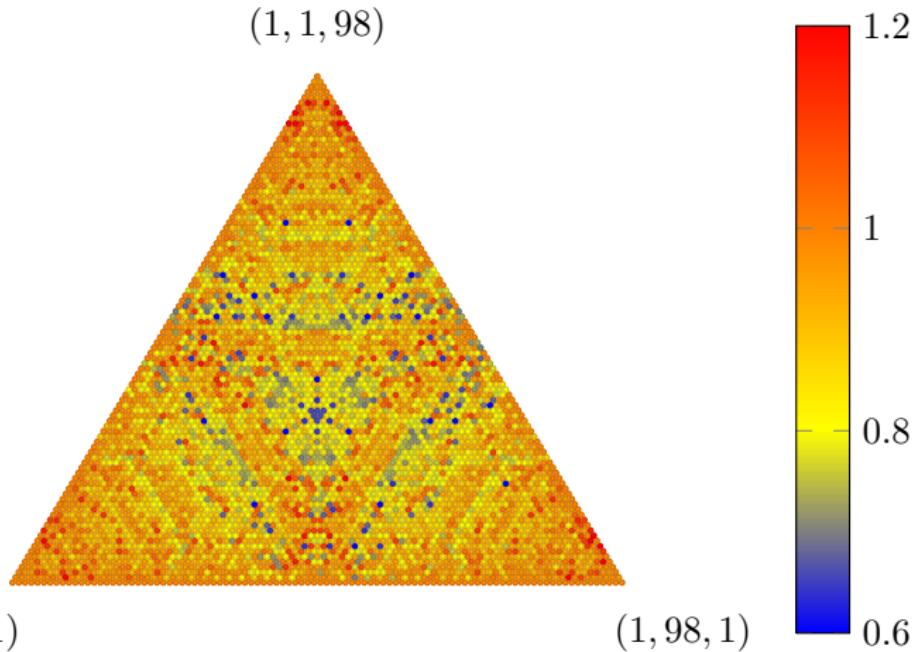
Discrépance pour les triplets d'entiers strictement positifs (a_1, a_2, a_3) tels que $a_1 + a_2 + a_3 = N$ et $N = 100$ pour l'algorithme **Arnoux-Rauzy-Fully subtractive**.

| | |
|------|--------|
| min | 0.6000 |
| moy. | 1.095 |
| max | 2.800 |
| E.T. | 0.3105 |



Discrépance pour les triplets d'entiers strictement positifs (a_1, a_2, a_3) tels que $a_1 + a_2 + a_3 = N$ et $N = 100$ pour l'algorithme **Arnoux-Rauzy-Poincaré**.

| | |
|------|---------|
| min | 0.6000 |
| moy. | 0.8941 |
| max | 1.200 |
| E.T. | 0.09733 |



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Questions

- Prove or disprove that a multidimensional continued fraction algorithm may lead to 3D discrete lines having linear complexity.
- Study ergodic properties of those previous fusion algorithms.