

**Some observations
on a substitution rule
with singular vertex atlases**

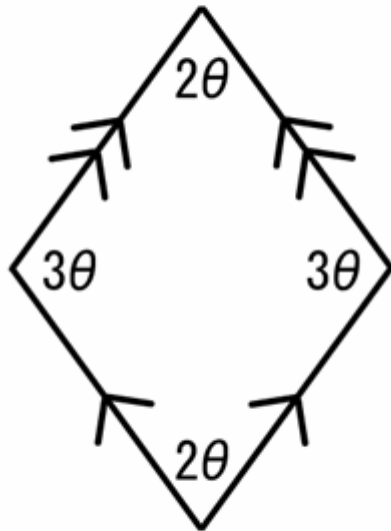
Kochi Univ.

Hiroko Hayashi

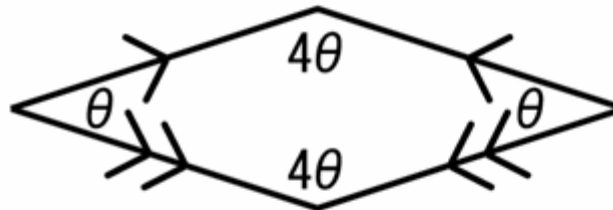
【1】 Preliminary

Penrose tiles

T

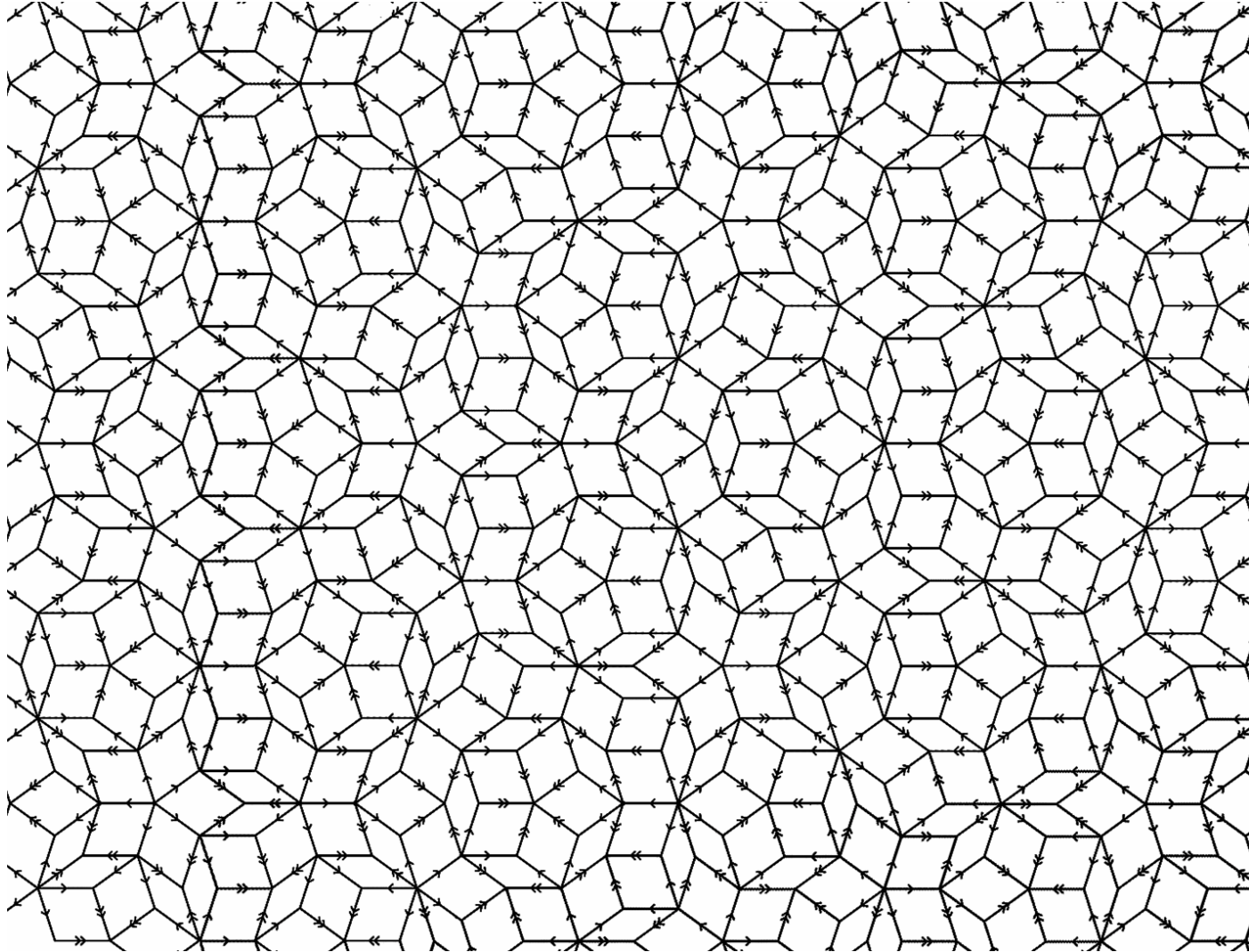


t

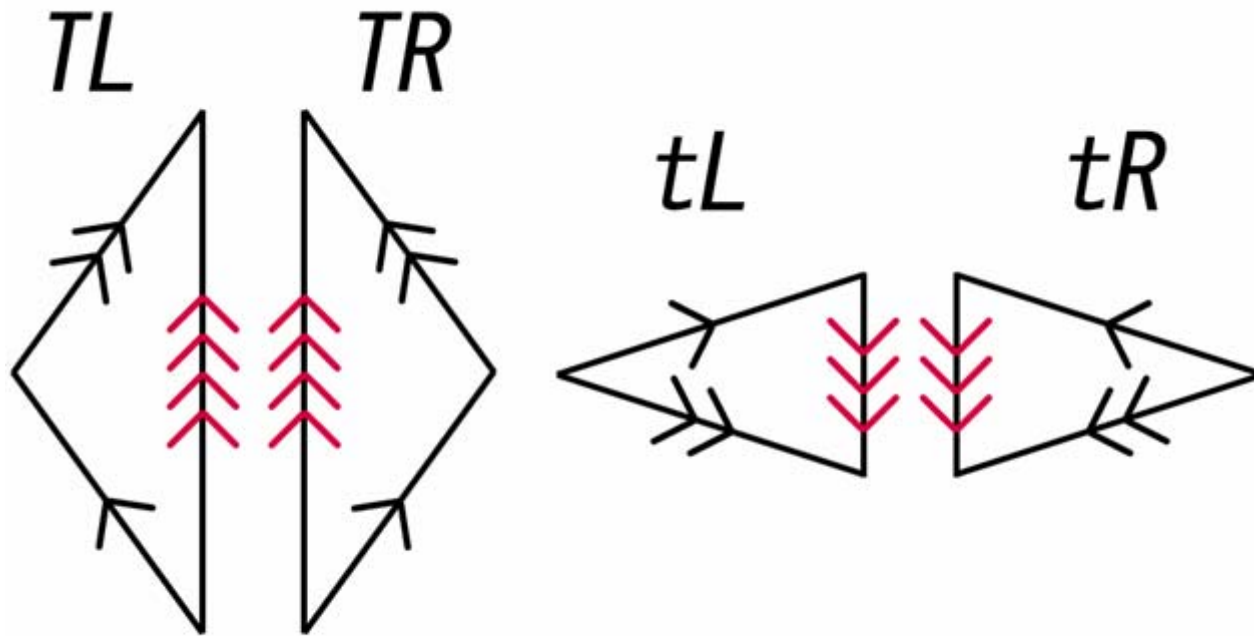


$$\theta = \frac{\pi}{5}$$

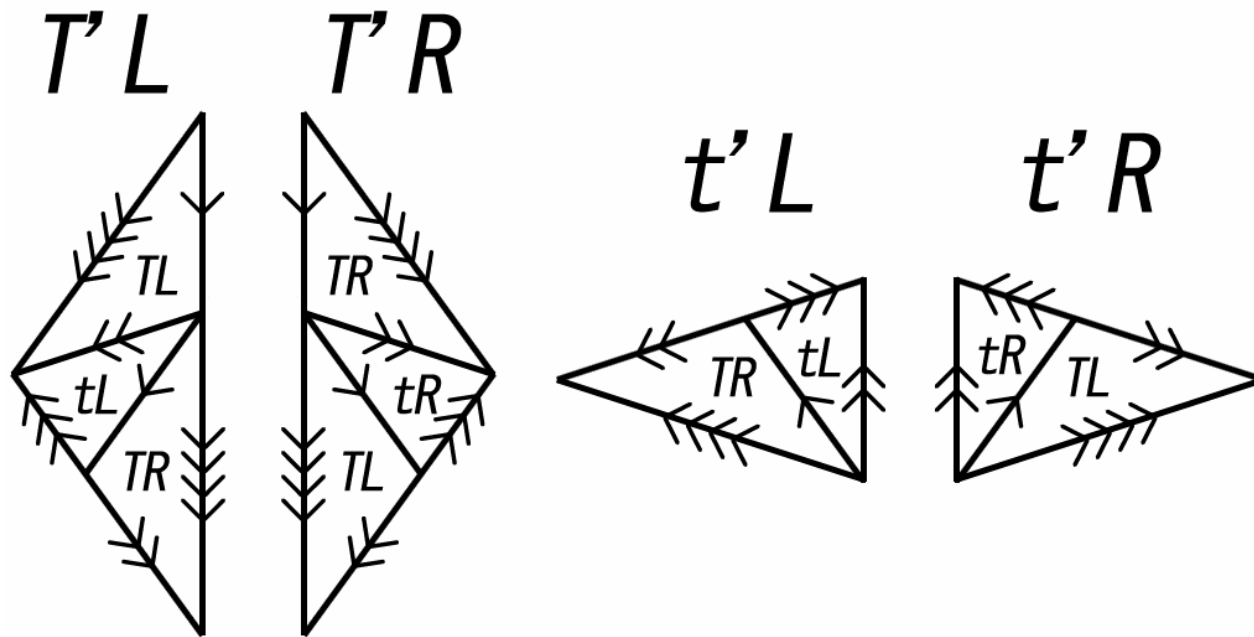
Penrose tiling



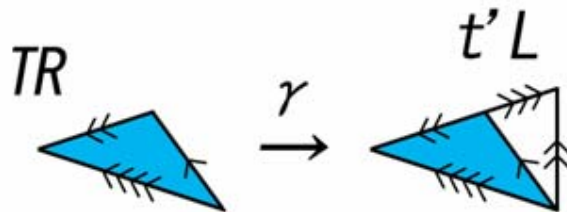
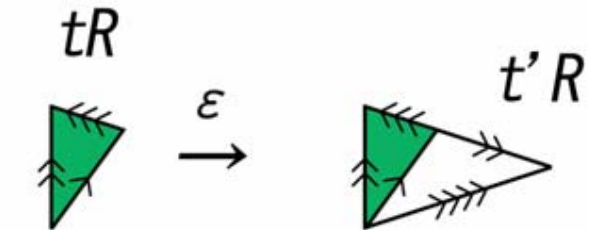
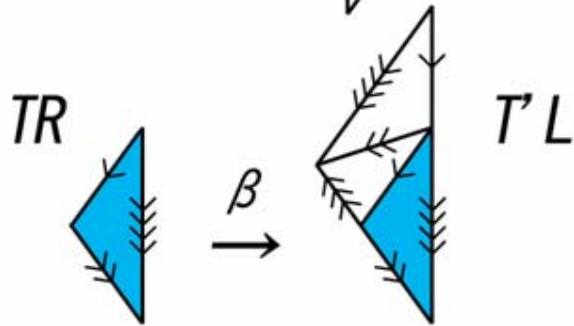
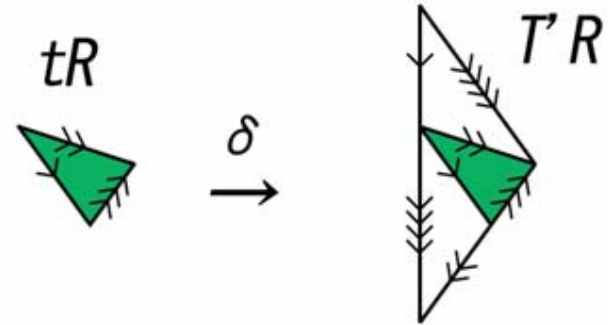
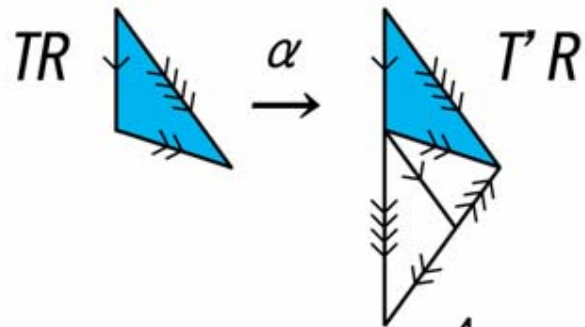
Divided Penrose tiles



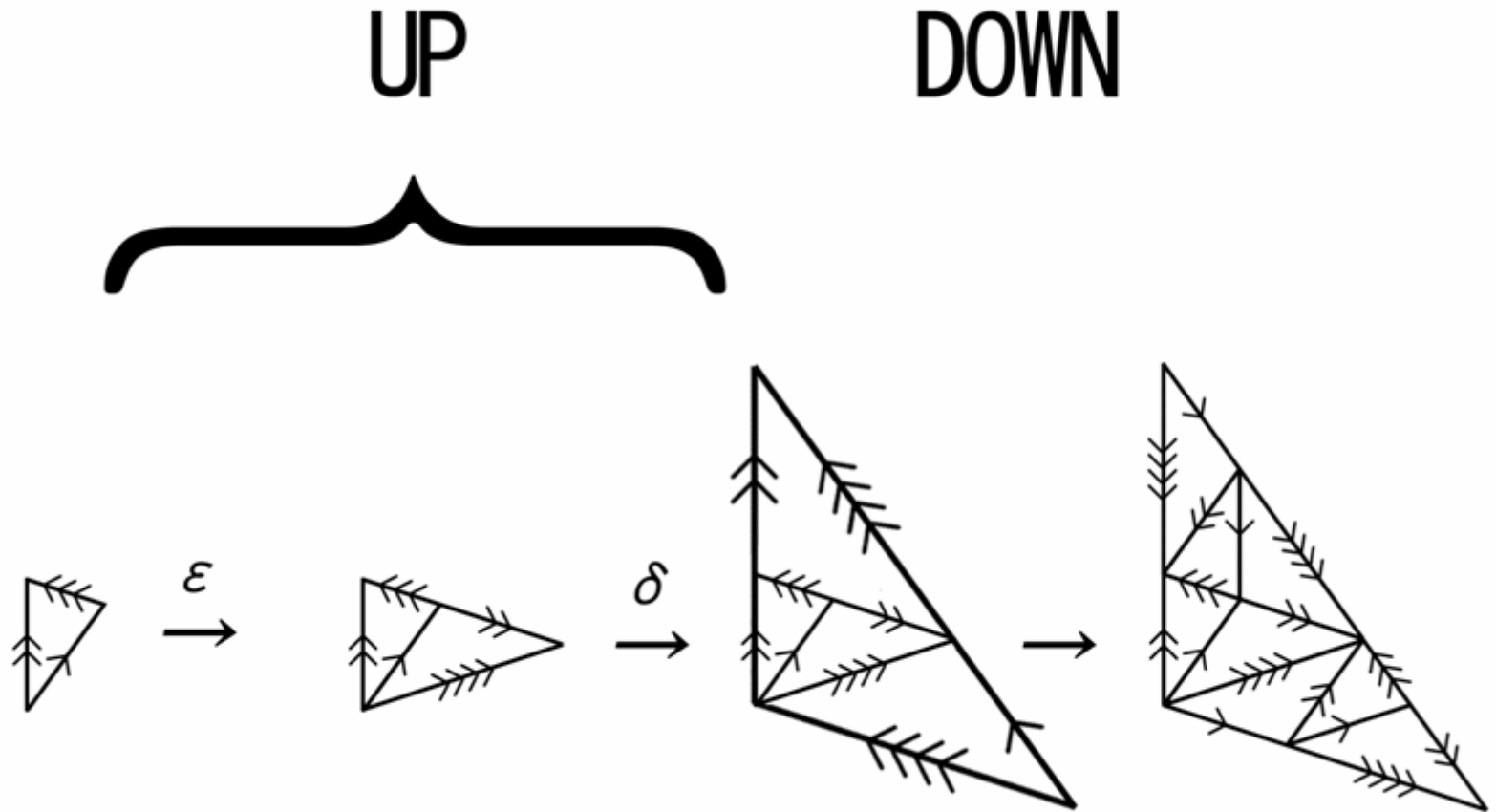
The substitution rule



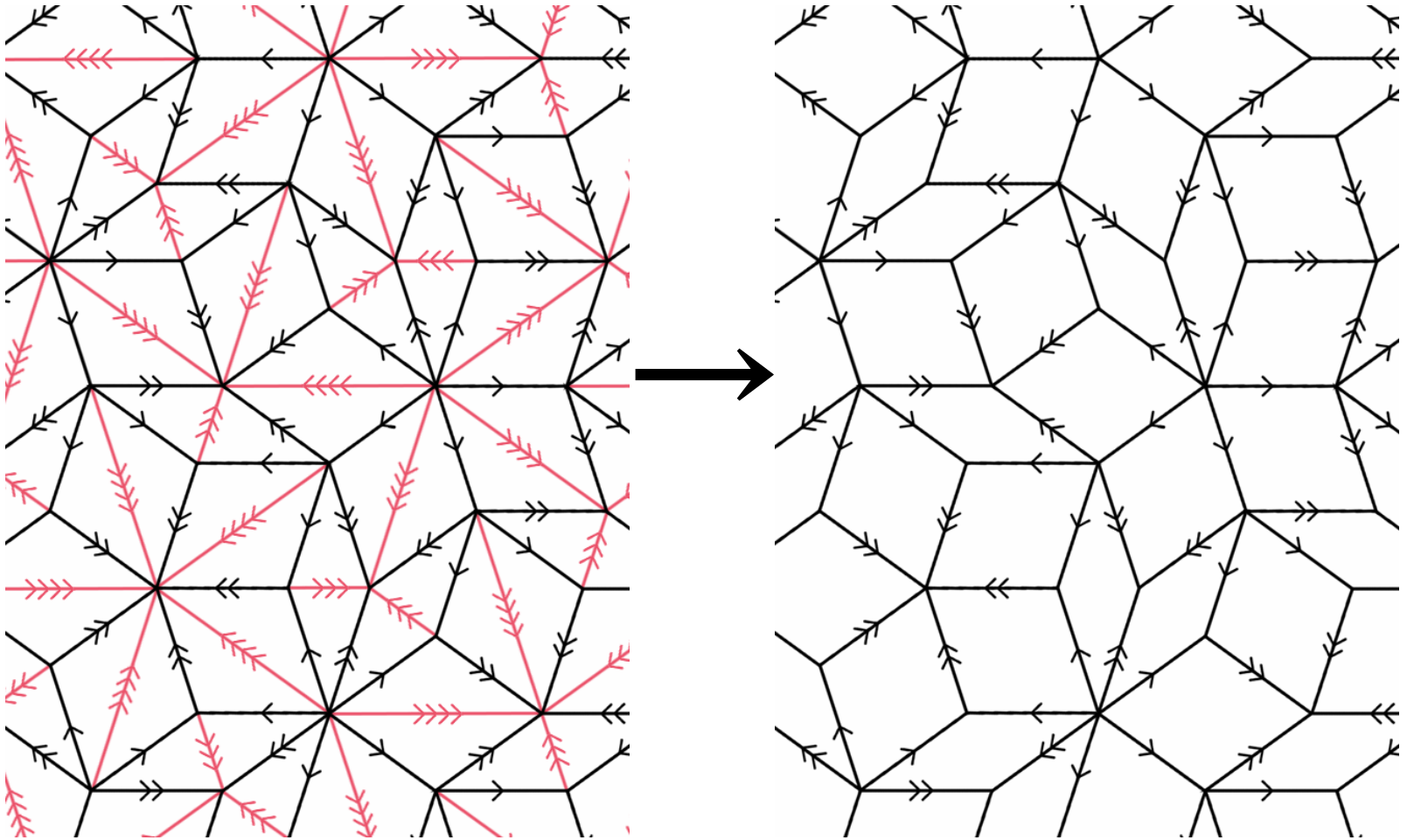
some of 21 expansions



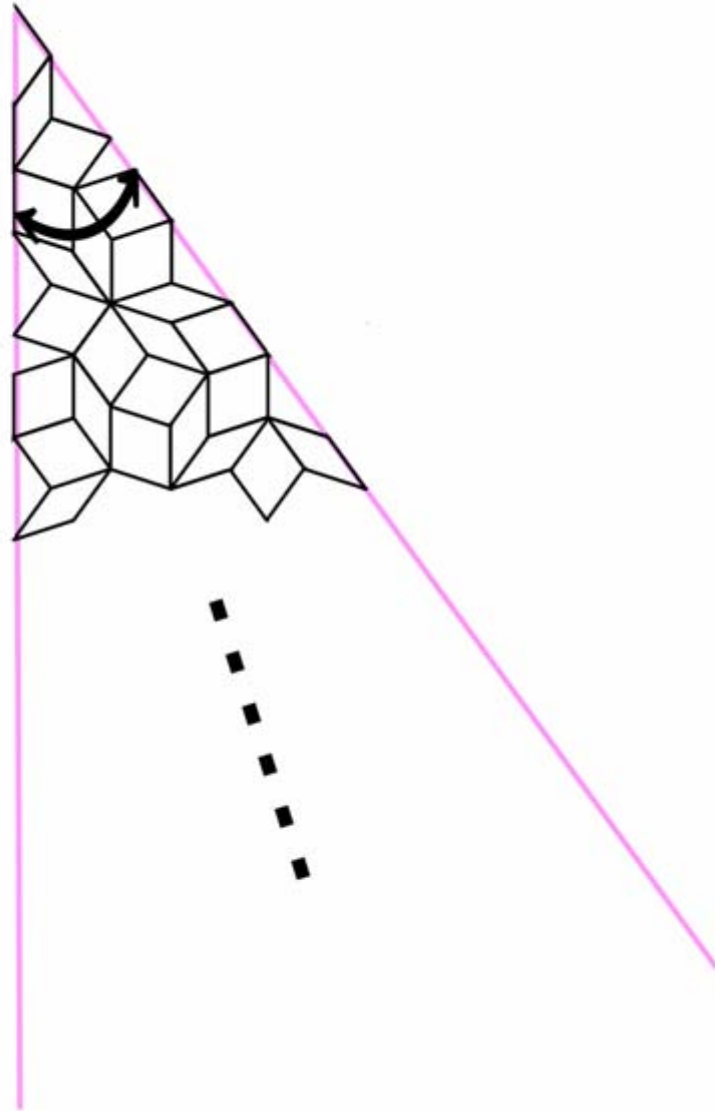
Up-down generation



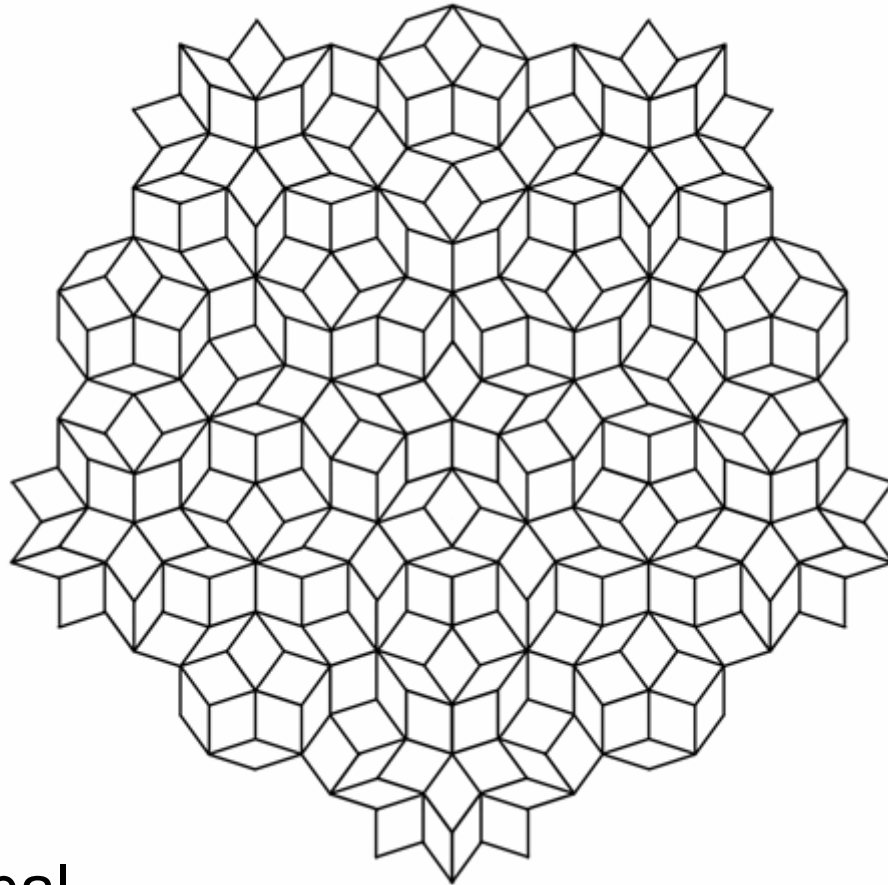
By erasing edges,
we have the Penrose tiling.



$$\frac{\pi}{5}$$

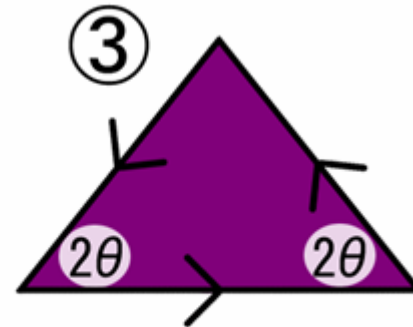
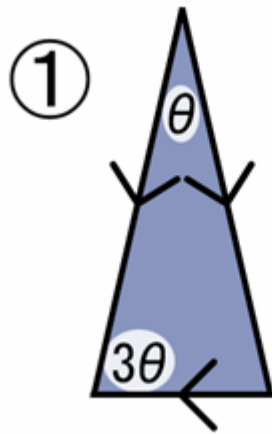


Penrose tiling

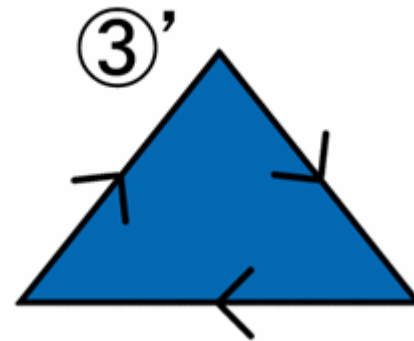
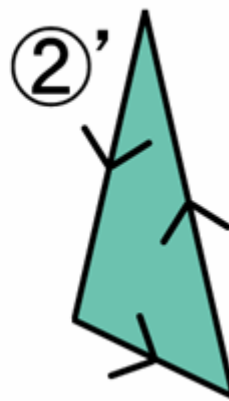
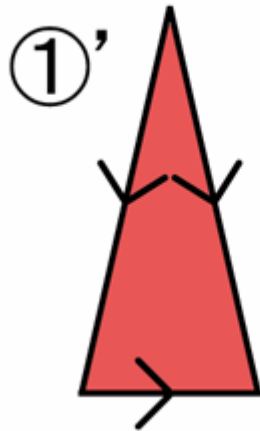


5-fold rotational
symmetry

Prototiles of Danzer tilings

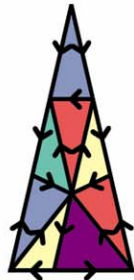
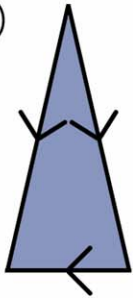


$$\theta = \frac{\pi}{7}$$

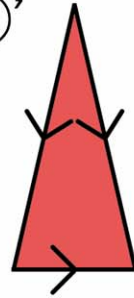


The substitution rule

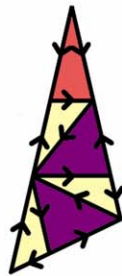
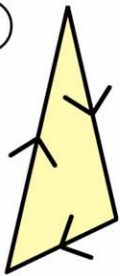
①



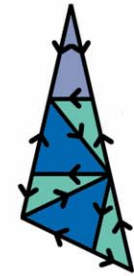
①'



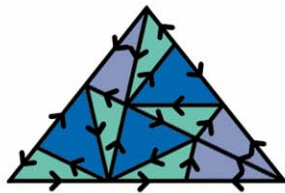
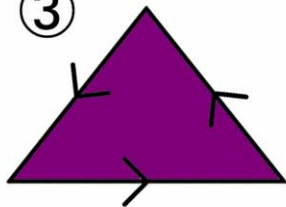
②



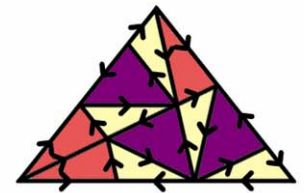
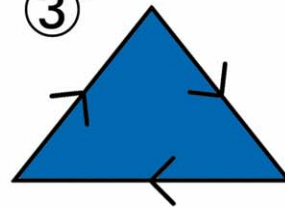
②'

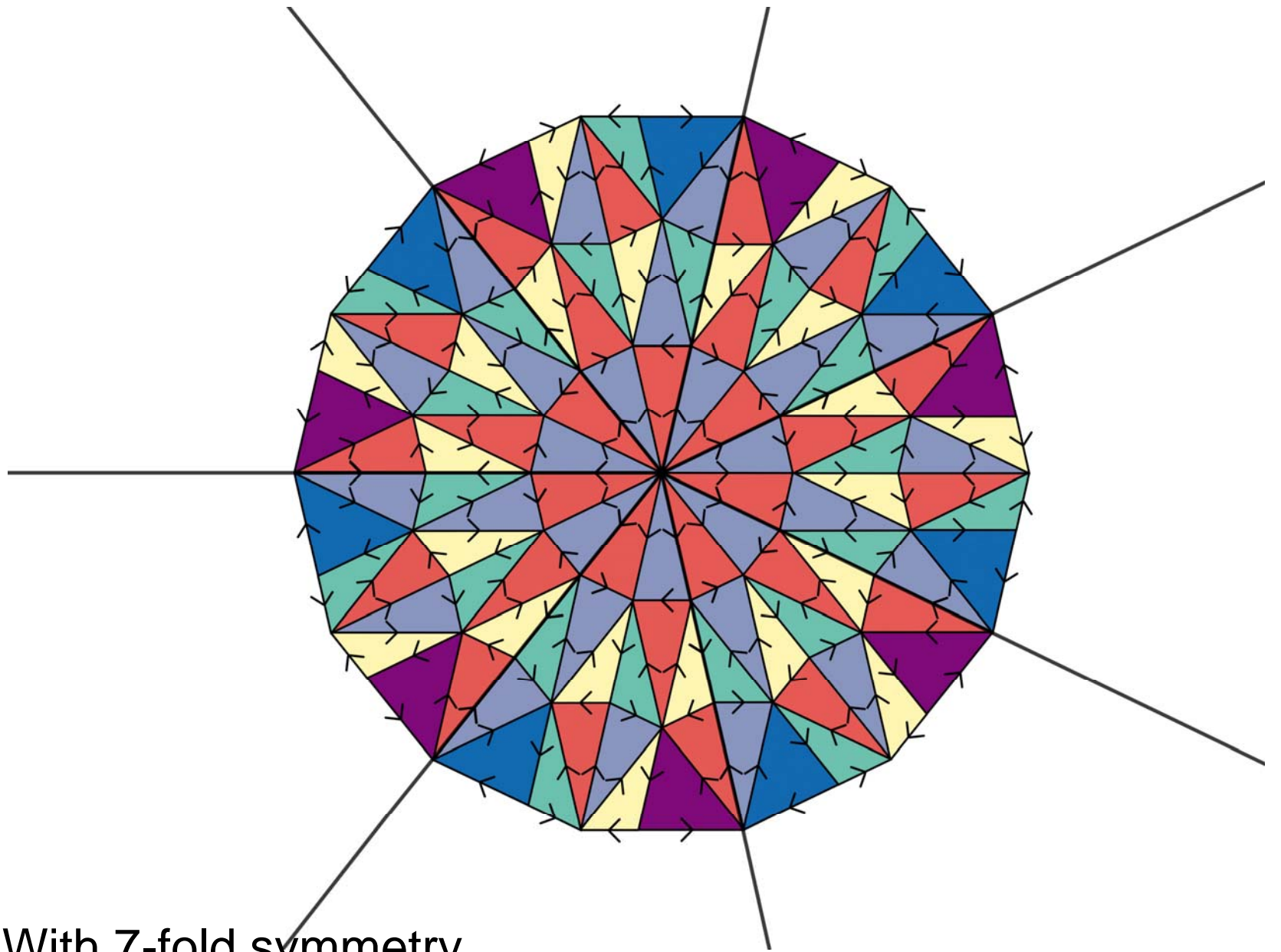


③



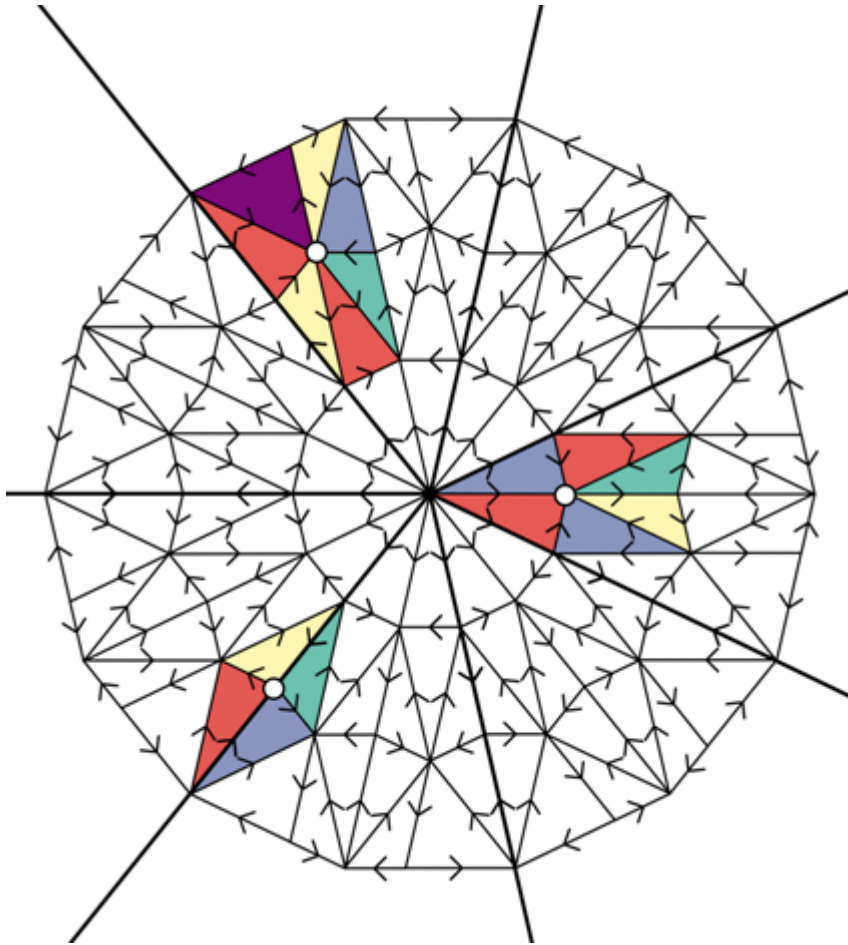
③'





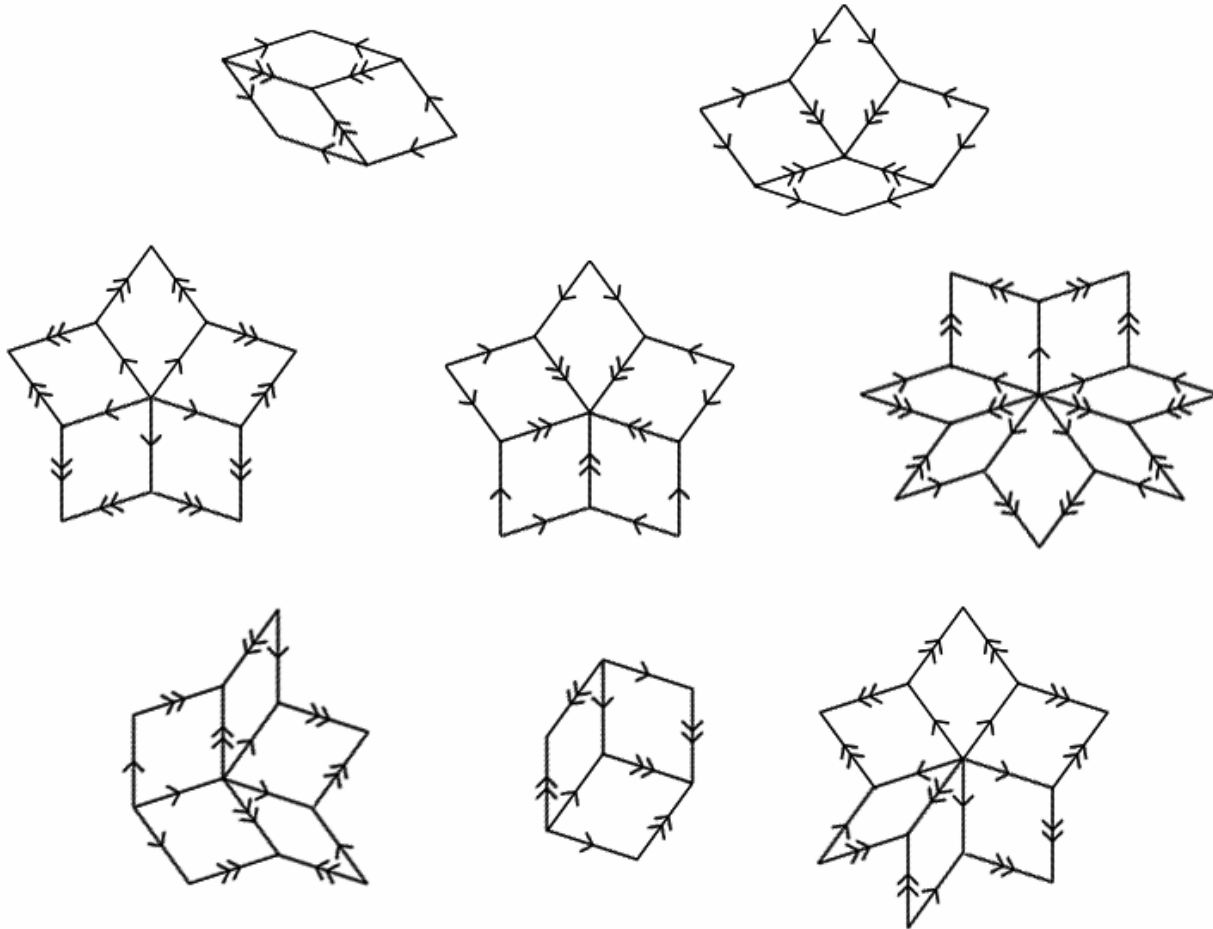
With 7-fold symmetry

Vertex atlas



- Configurations (without gap and overlapping) of tiles around a vertex is called the **vertex atlas** in a tiling.

8 kinds of vertex atlases of Penrose tiling

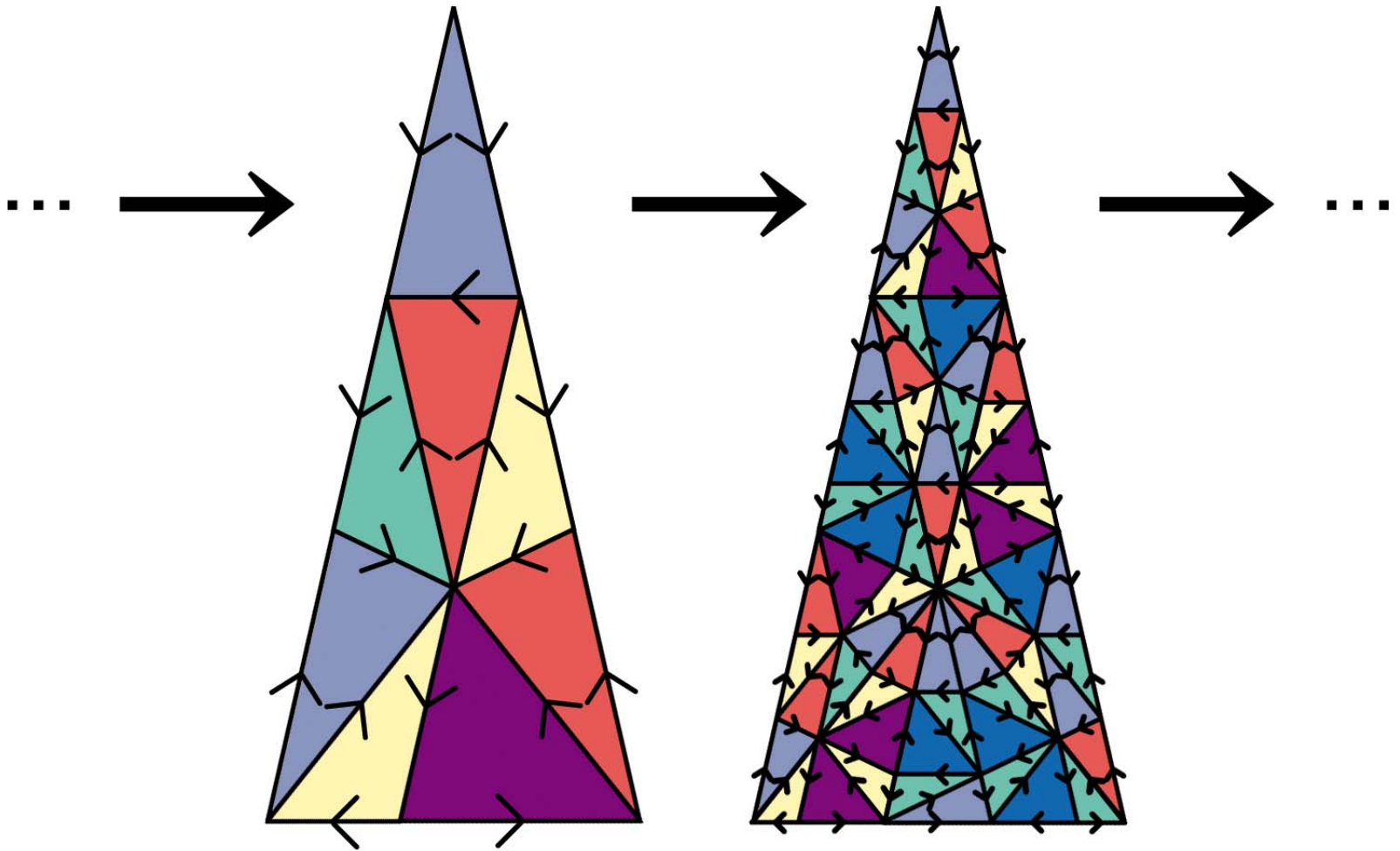


【2】 Motivation

Motivation

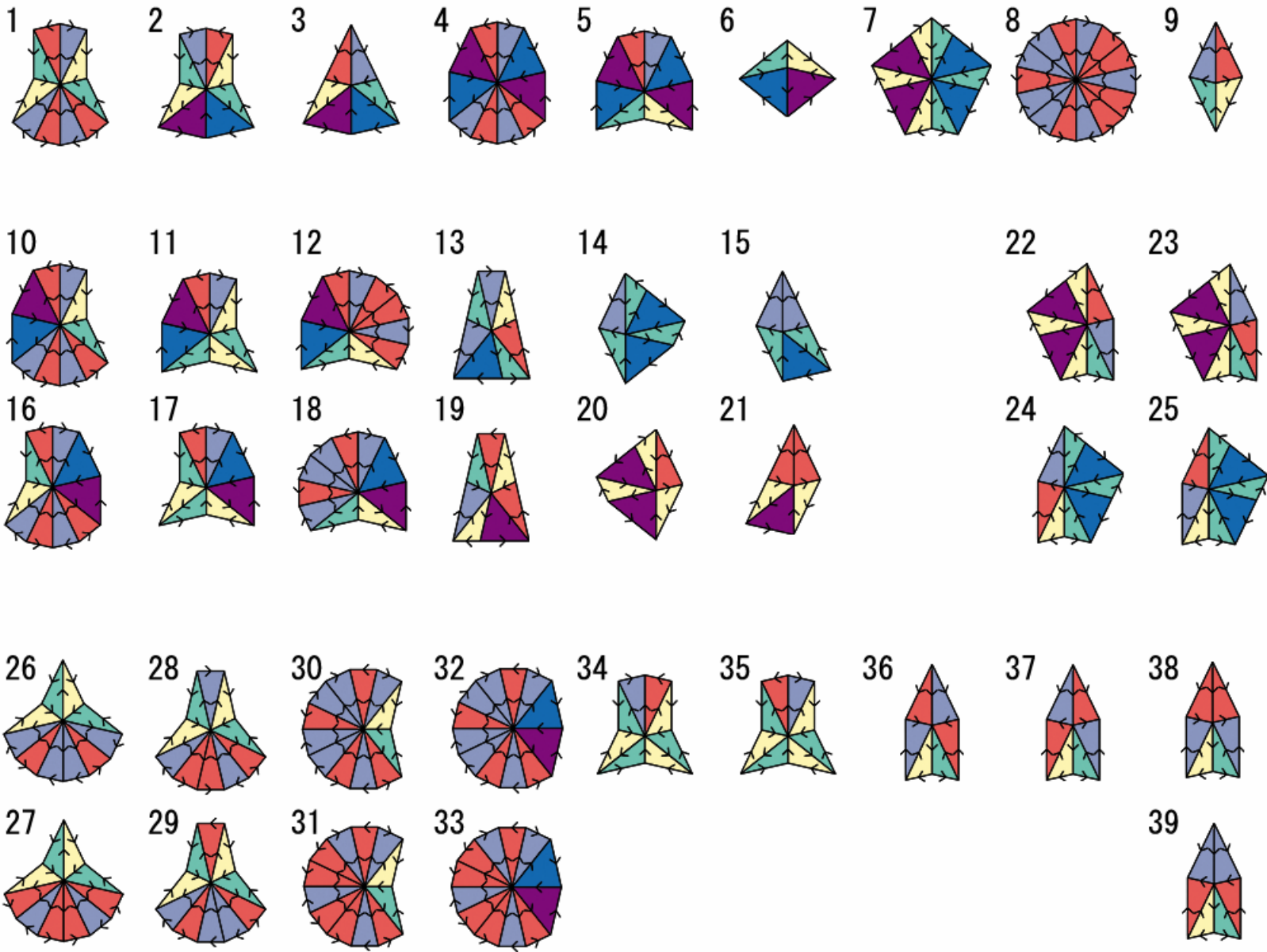
- Prof. Danzer said as a remark in the appendix of Danzer's paper that

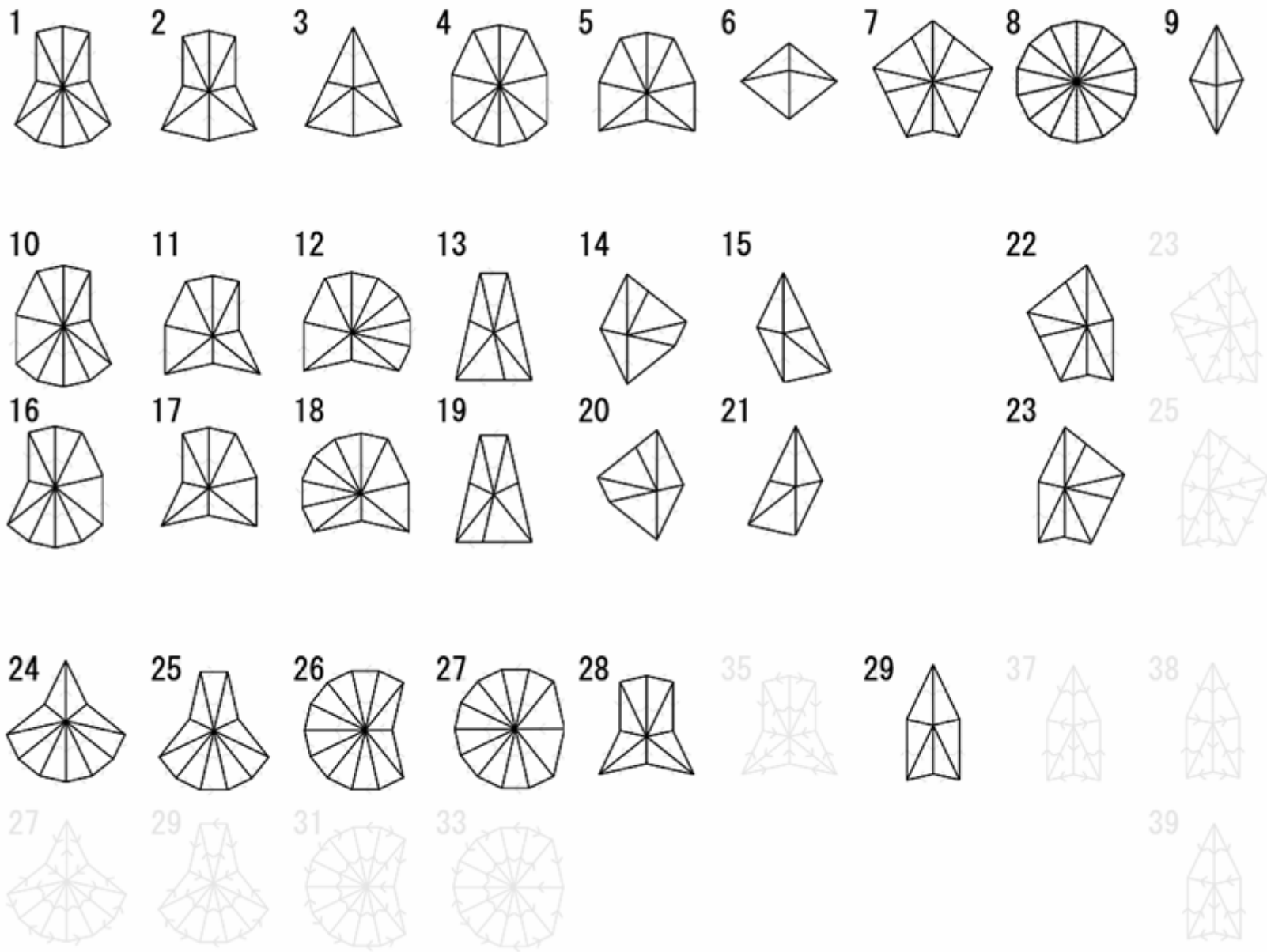
"29 kinds vertex atlases appear in the Danzer tiling, and that these vertex atlases may serve as a matching rule."



How many vertex atlases ?

- 39 vertex atlases with arrows.
(our result)
- 29 vertex atlases without arrows.
(remark of Prof. Danzer)





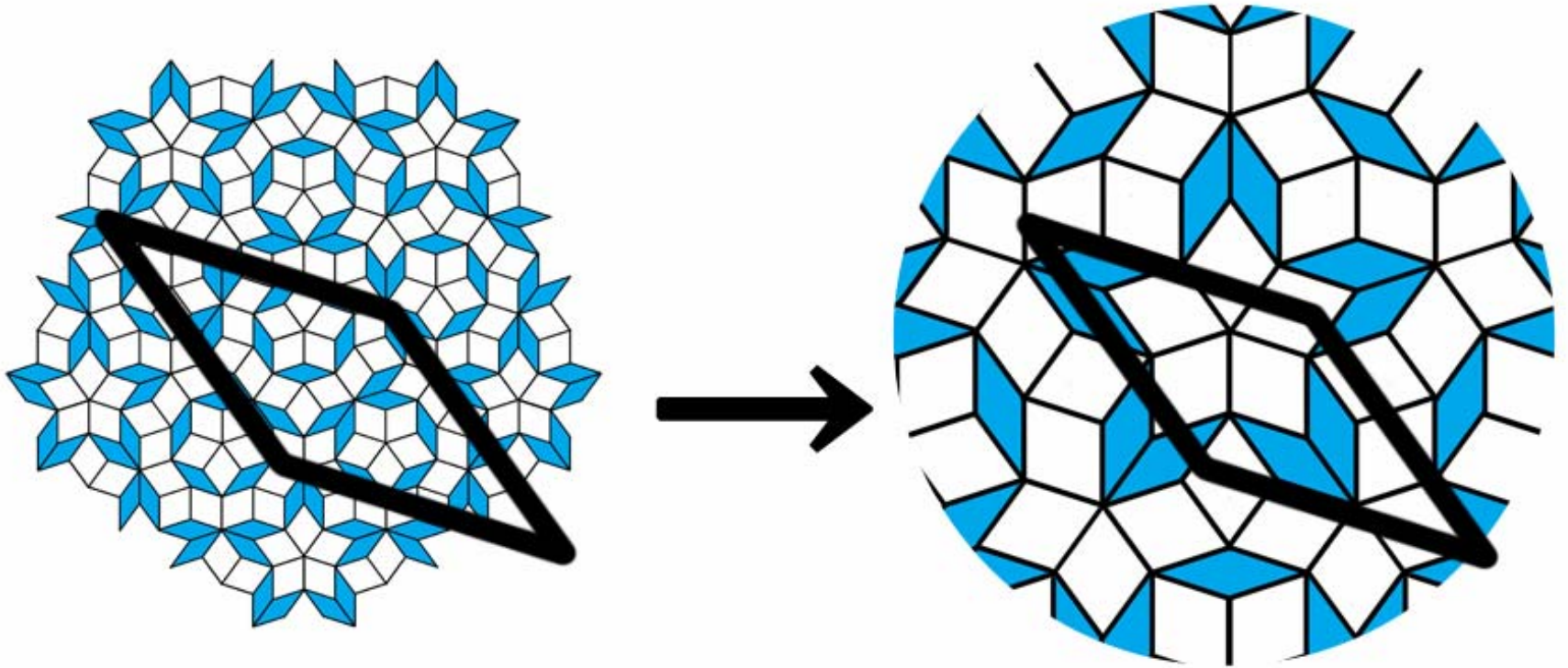
Up-down generation

- Penrose tiling and Danzer tiling with rotational symmetry cannot be constructed only by the up-down generation procedure.
- It is necessary to extend the tilings to the whole plane by using reflection and rotation.

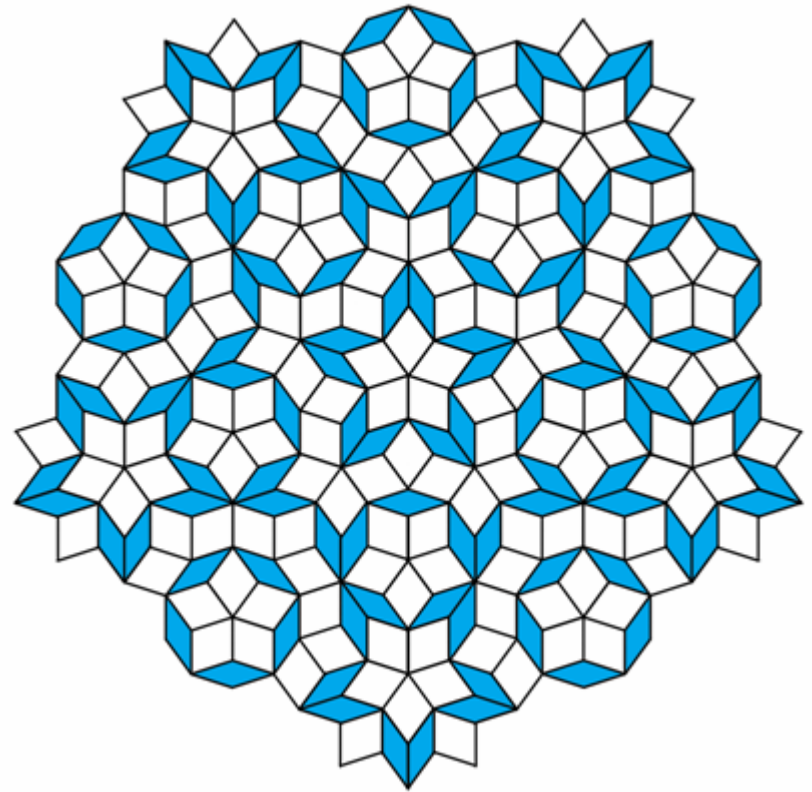
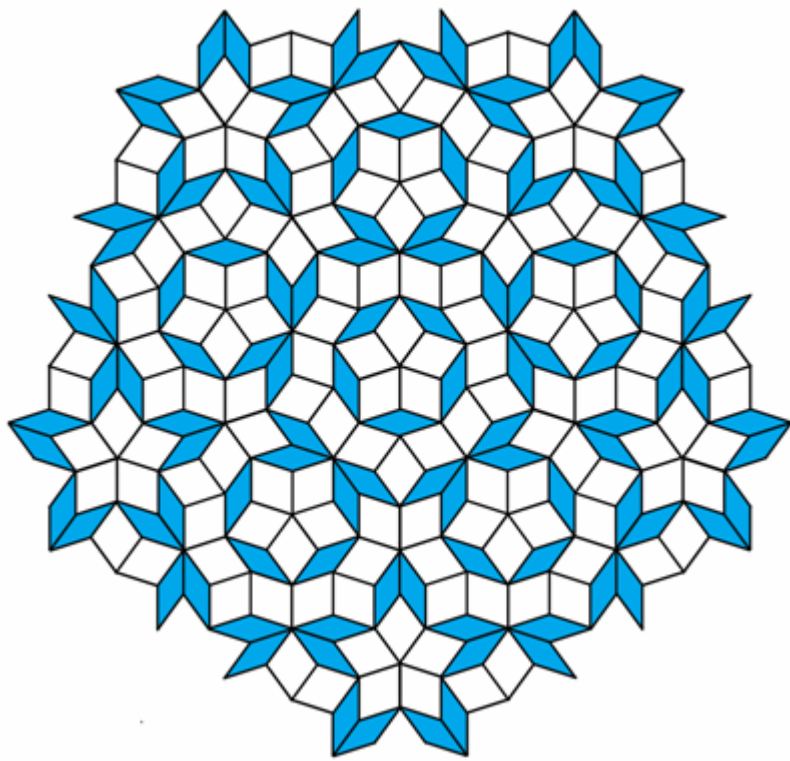
Super tile



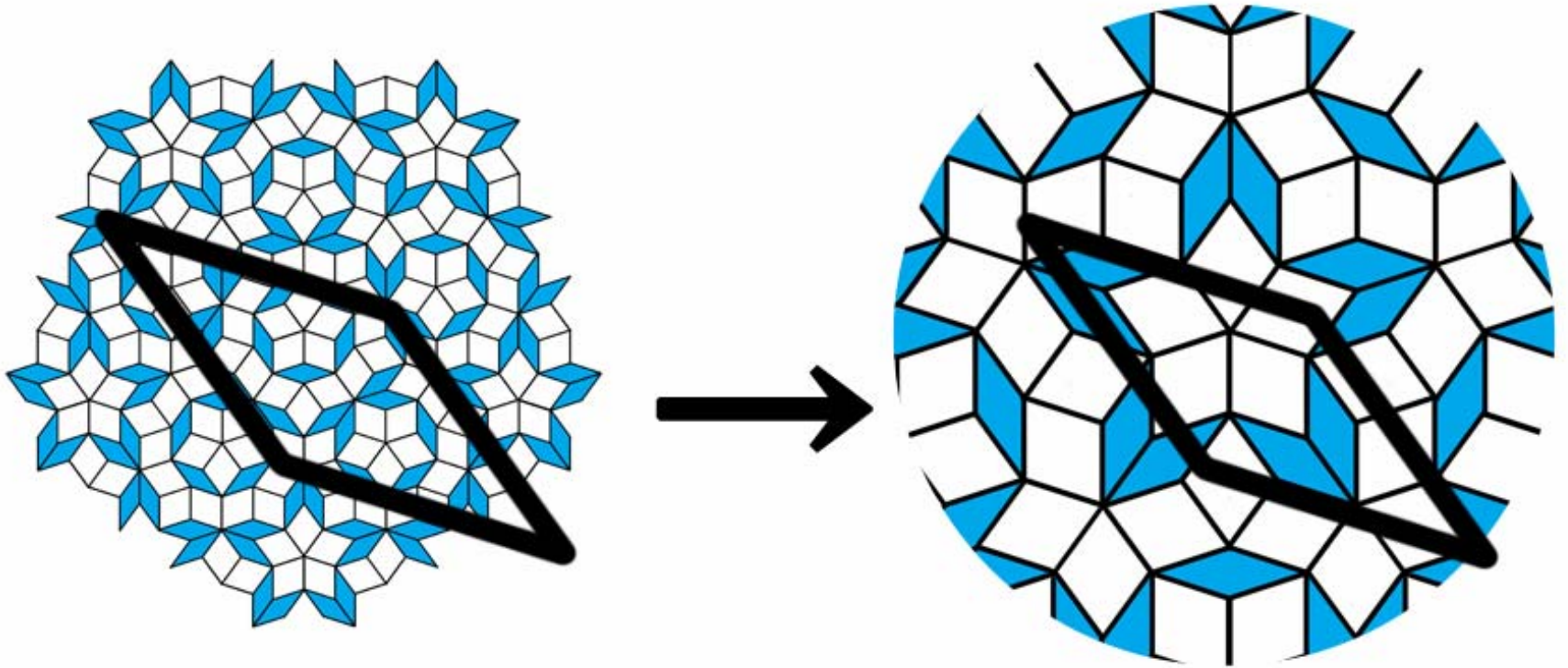
Scale-up procedure



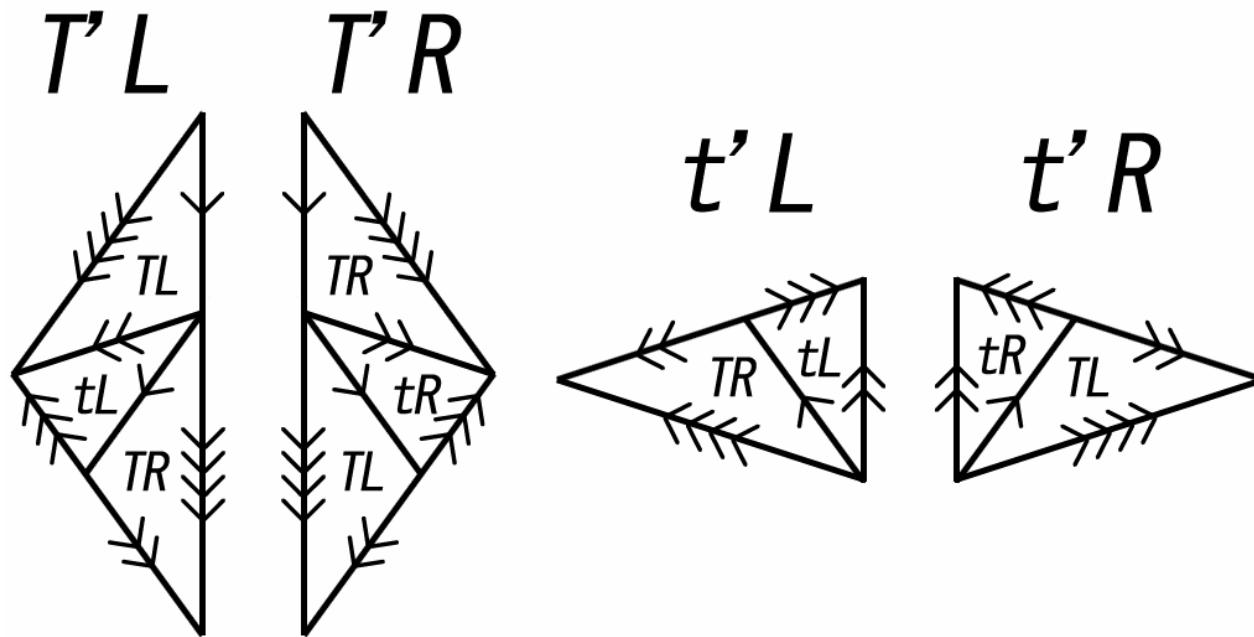
All of Penrose tilings with 5-fold symmetry



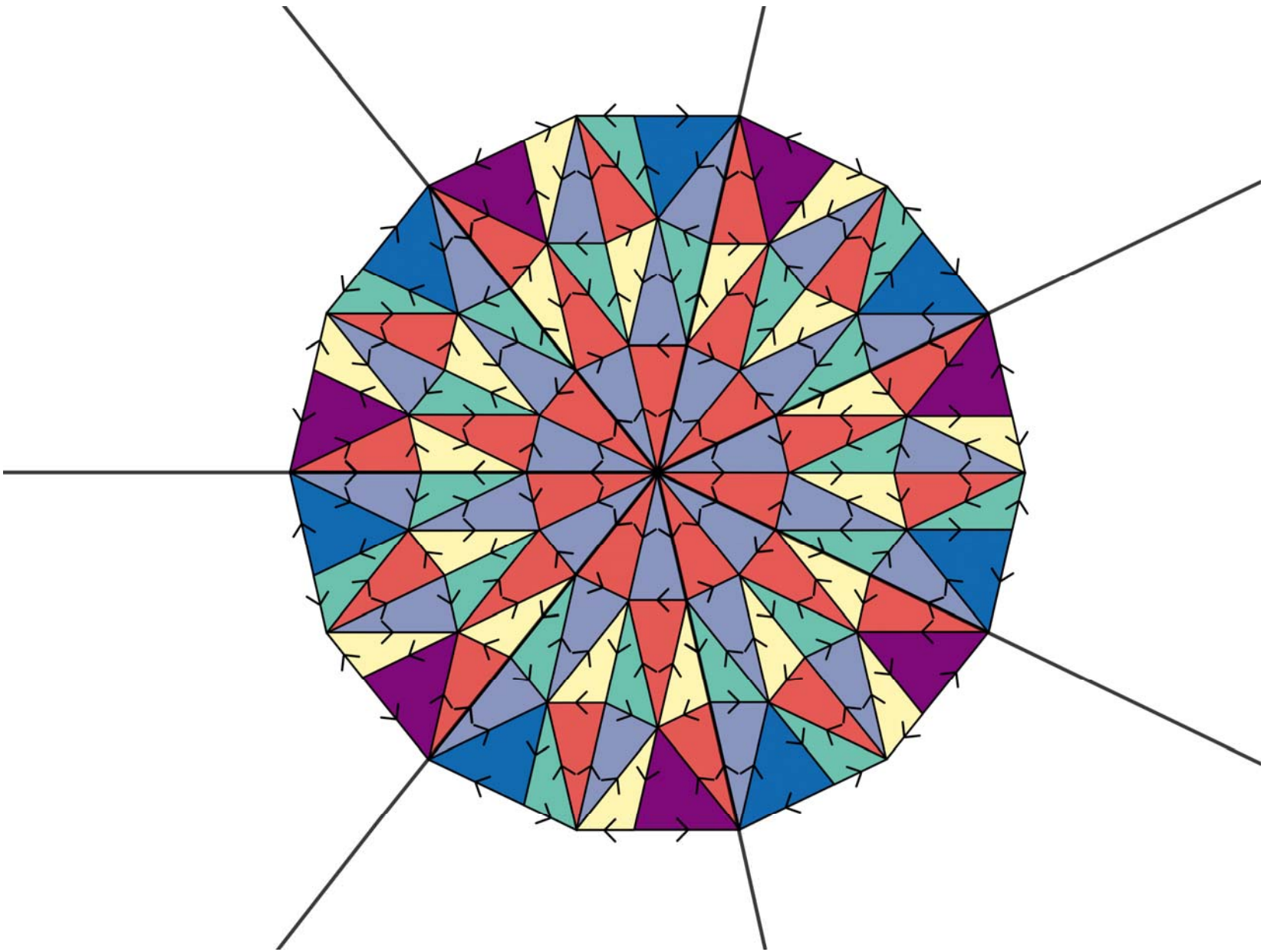
Scale-up procedure

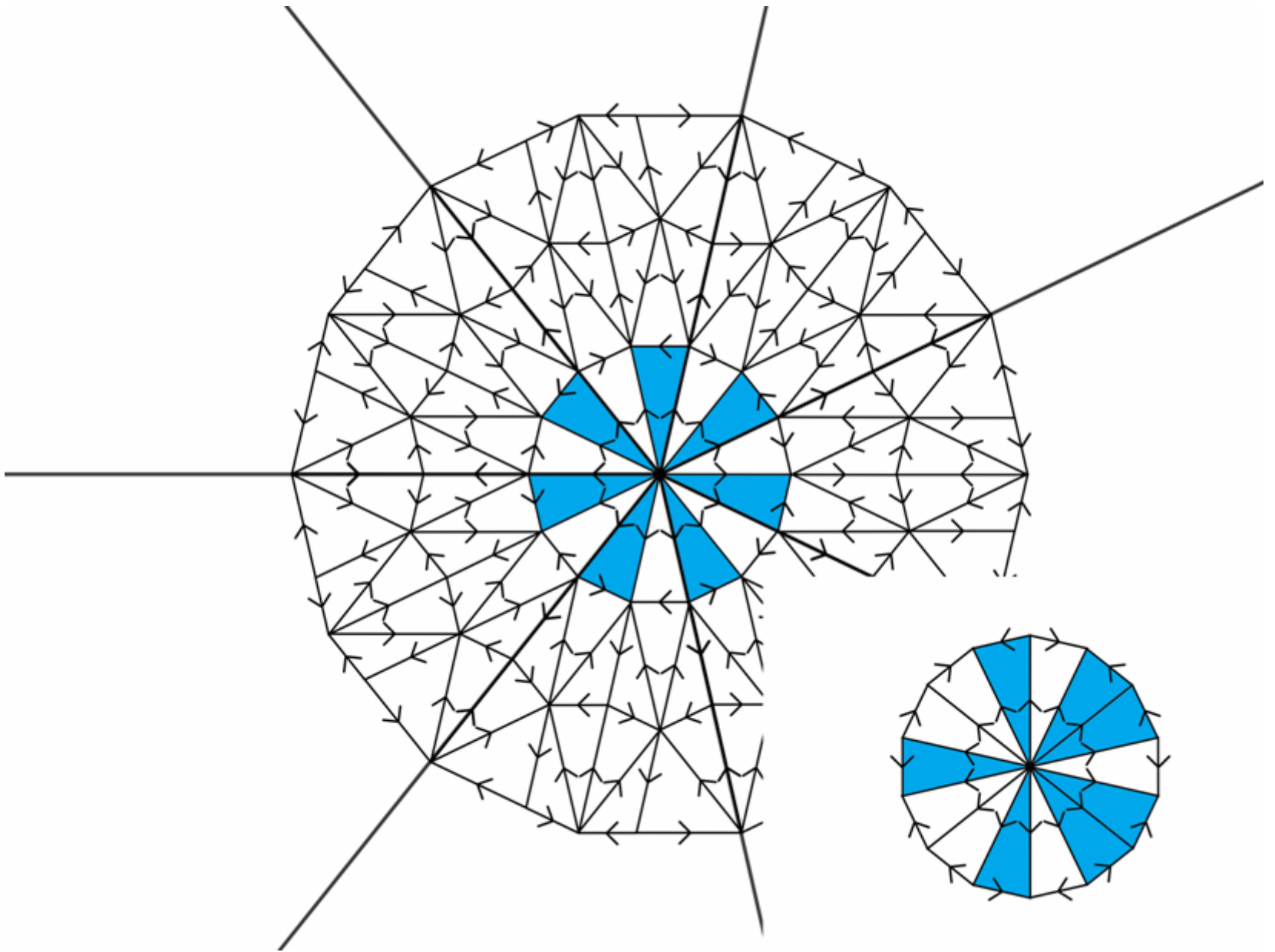


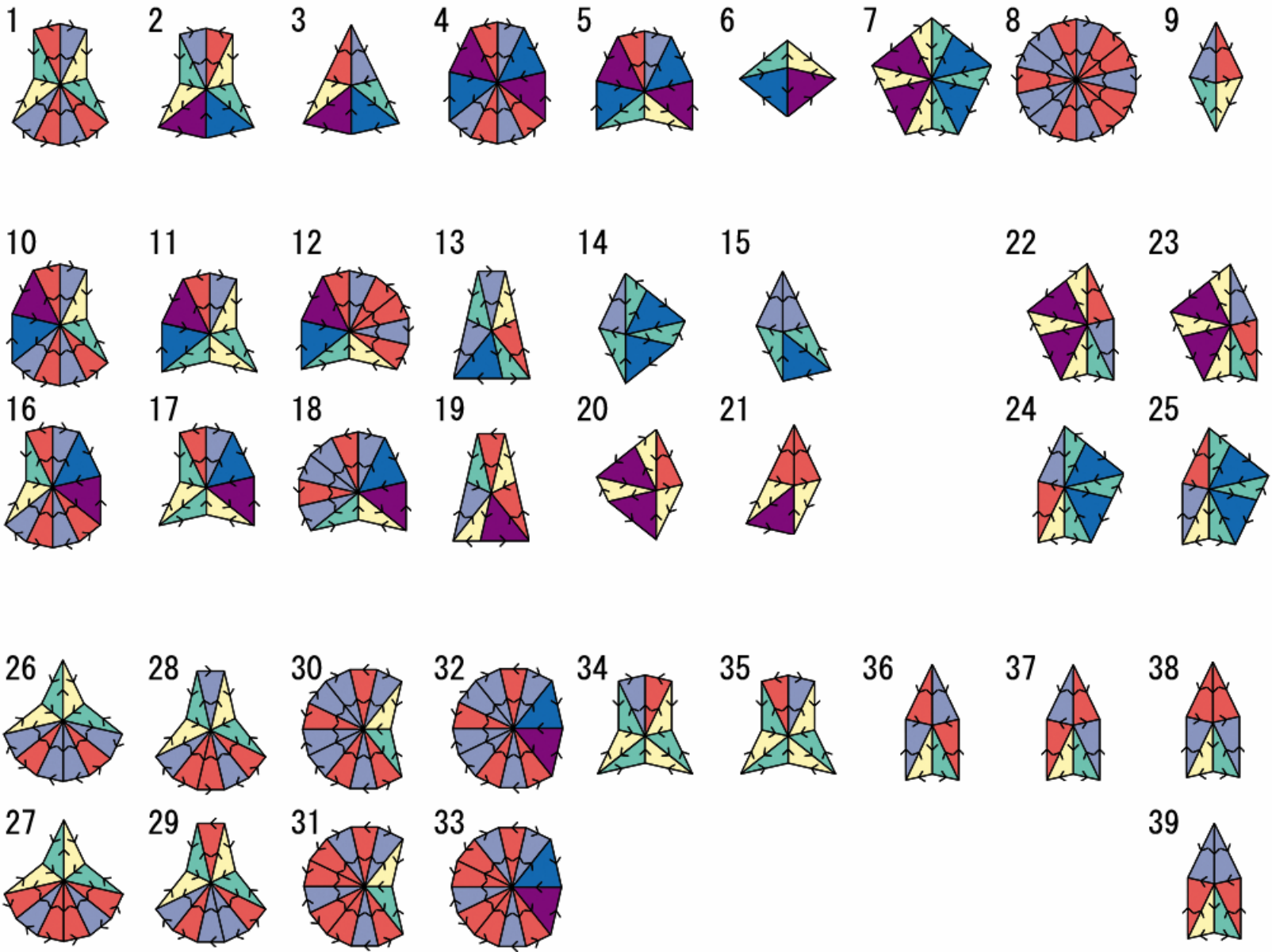
The substitution rule

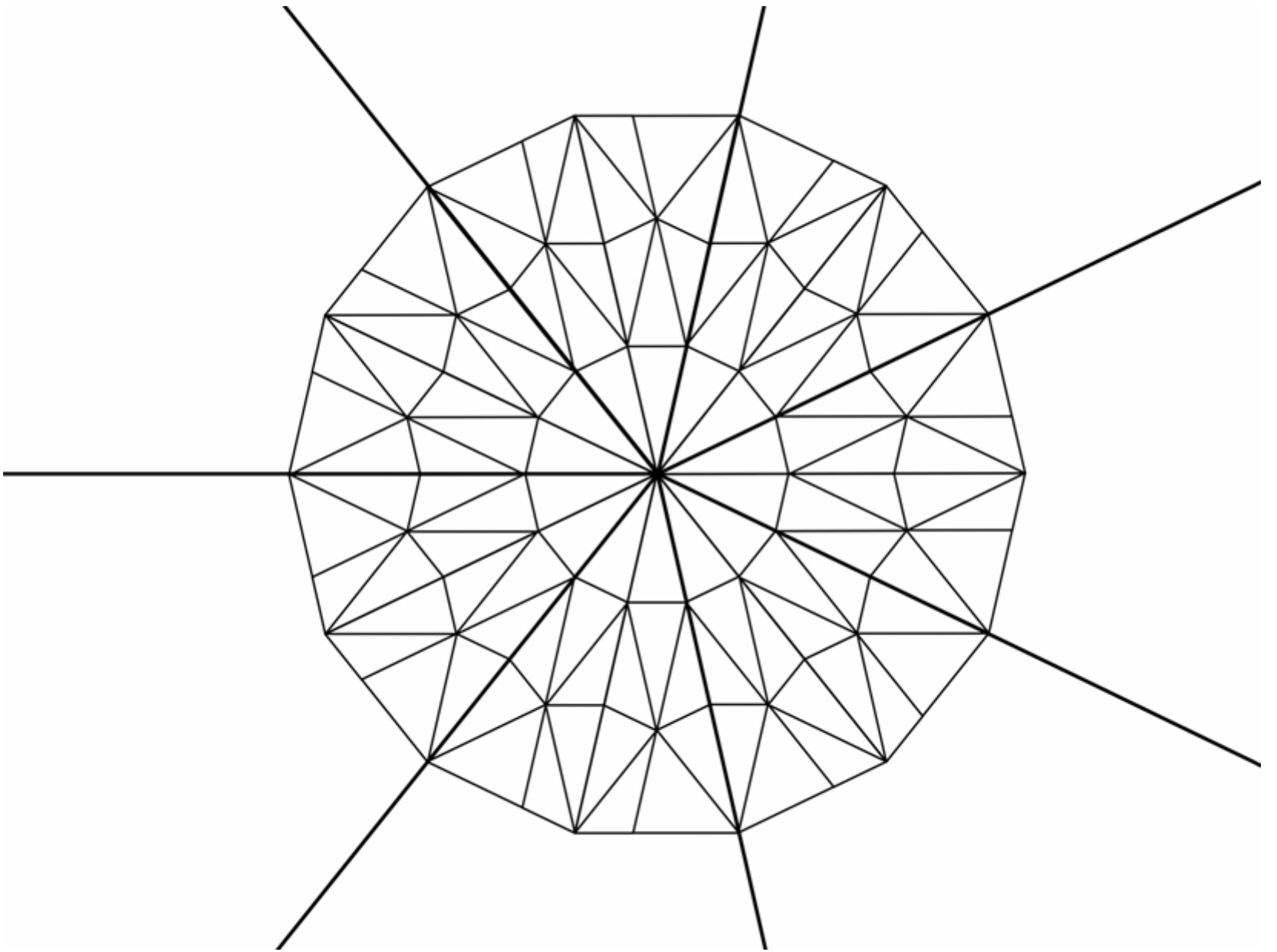


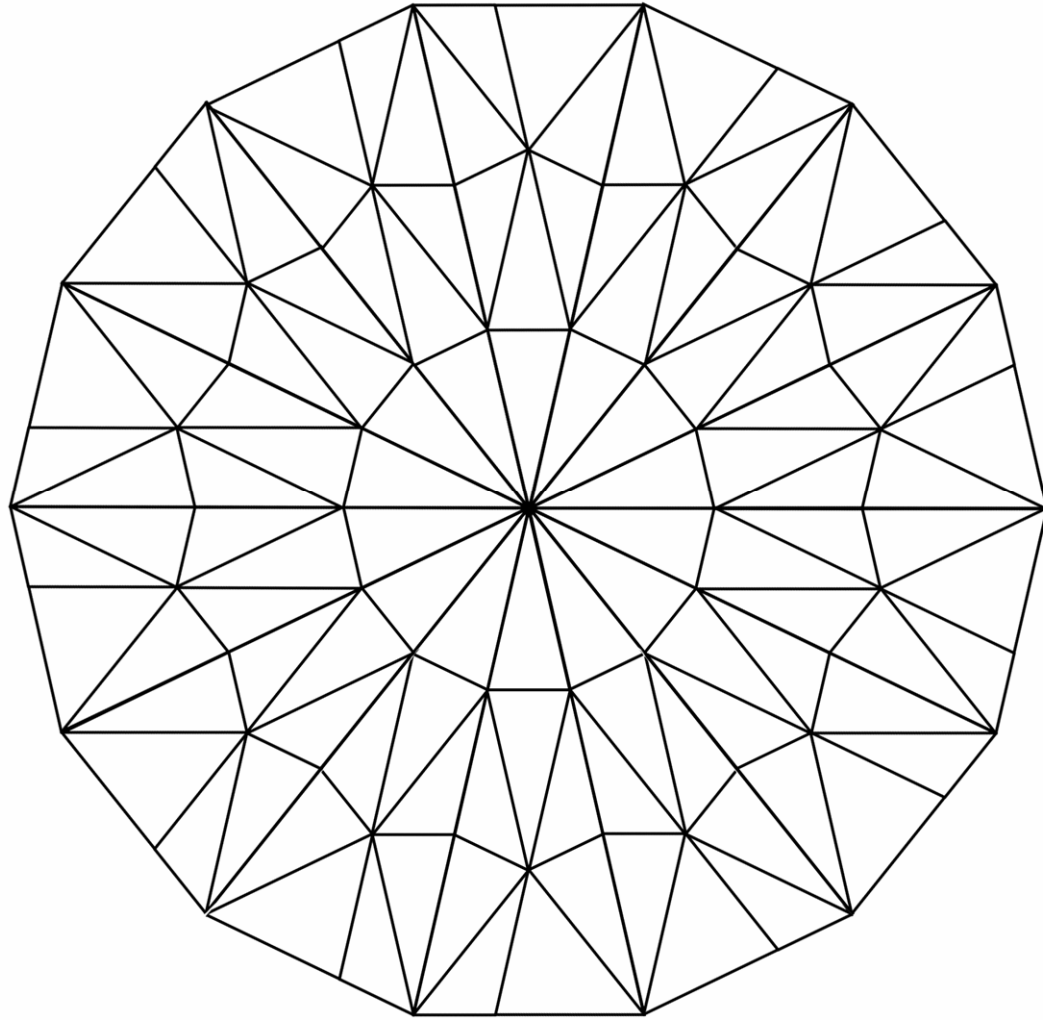
The center of 5-fold symmetry can not be found.



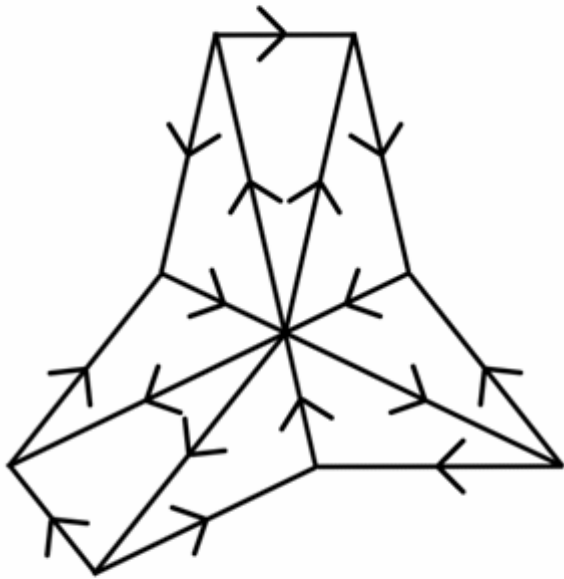




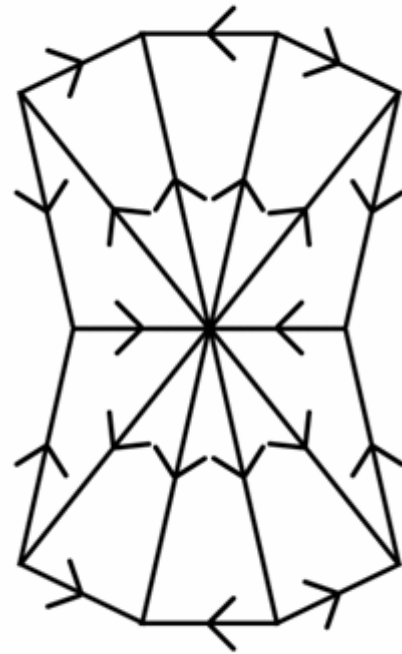




Vertex atlas



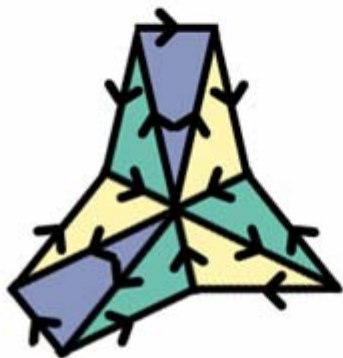
(i)



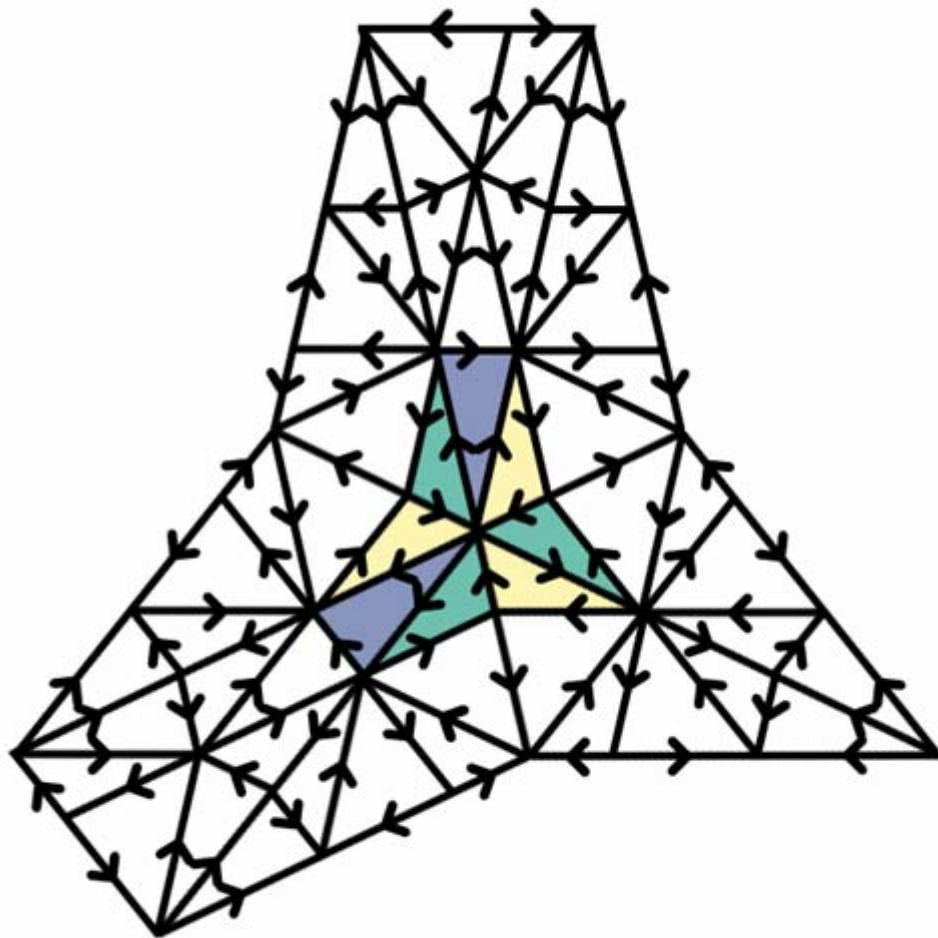
(ii)

The properties of (i) , (ii)

- These do not exist in the list of 39 vertex atlases.
- By substitution rule, the same type appears at the center when these subdivide.
- Therefore, the plane can be covered by 39 kinds of vertex atlas and substitution.
- (There is no one of (i) and (ii) in the Penrose tiling.)

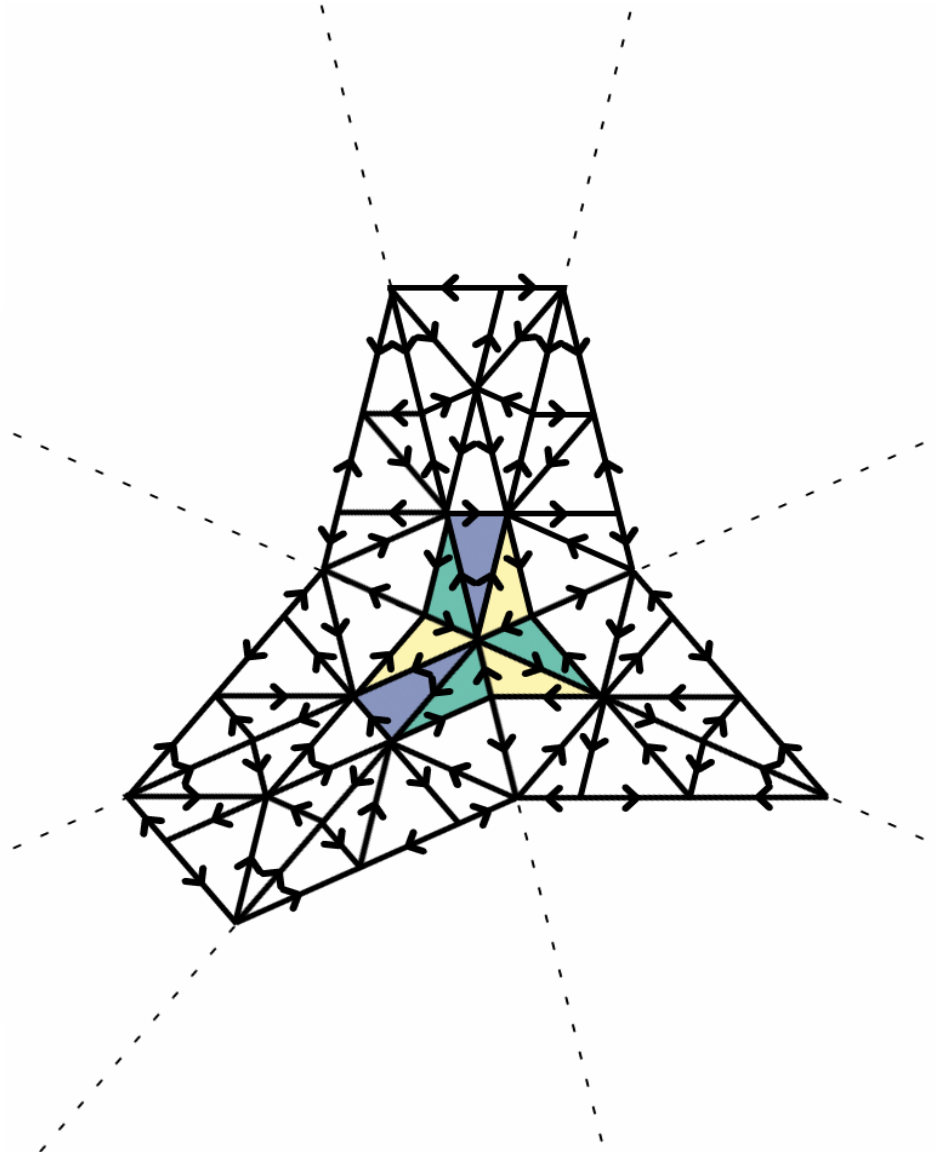
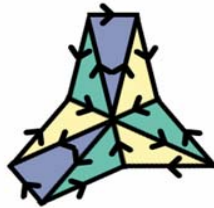


(i)

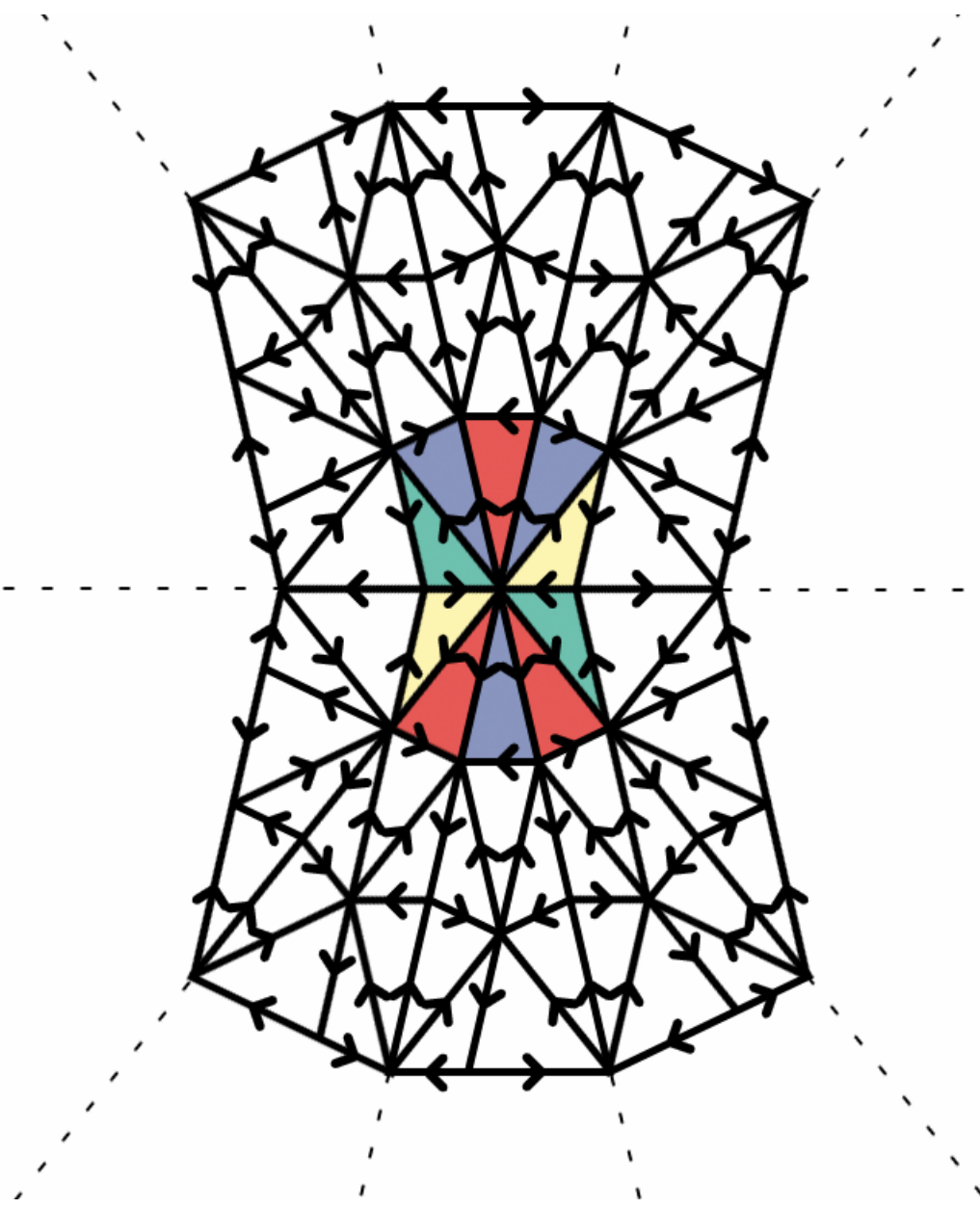


(I)

- By substitution, we have a tiling with vertex atlas (i).



- By trial and error, we can show that configuration (I) is uniquely obtained from (i).
- If a tiling have just 39 vertex atlases and the vertex atlas (i), then vertex atlas (i) appear only in one place.

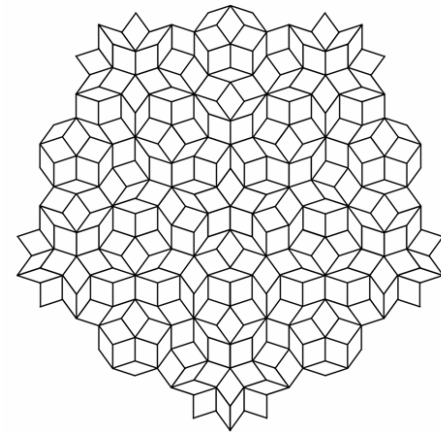
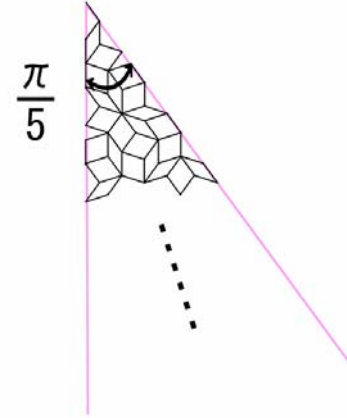


【3】 Our observations

Our questions

Question 1

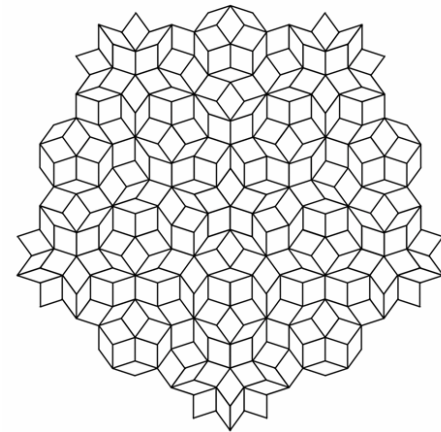
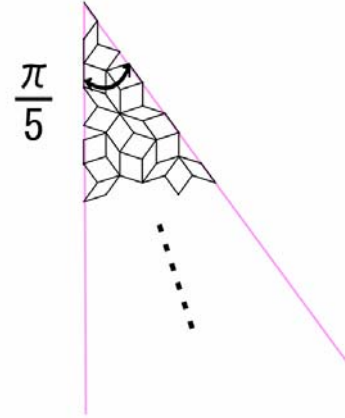
- For which n , can tilings with n -fold symmetry be constructed only by the up-down generation procedure ?



Our questions

Question 2

- How can tilings be constructed by attaching unbounded configuration?



Primitive substitution

- A substitution is primitive if the substitution rule is a linear map that can be represented by a **primitive** matrix.

Primitive matrix

- An $n \times n$ matrix A is said to be **primitive** if its entries are nonnegative integers and if there exists a positive integer k such that all the entries of A^k are positive.

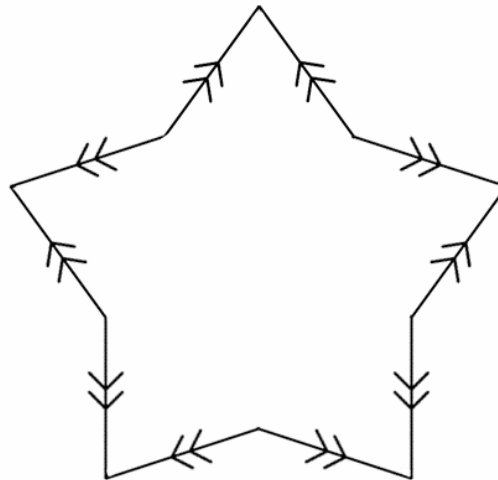
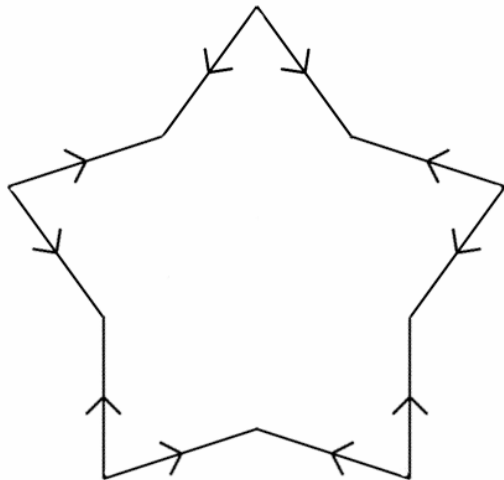
- If there is a substitution with n -fold tiling, we can make a substitution that can generate an n -fold tiling from up-down generation.

Prototiles

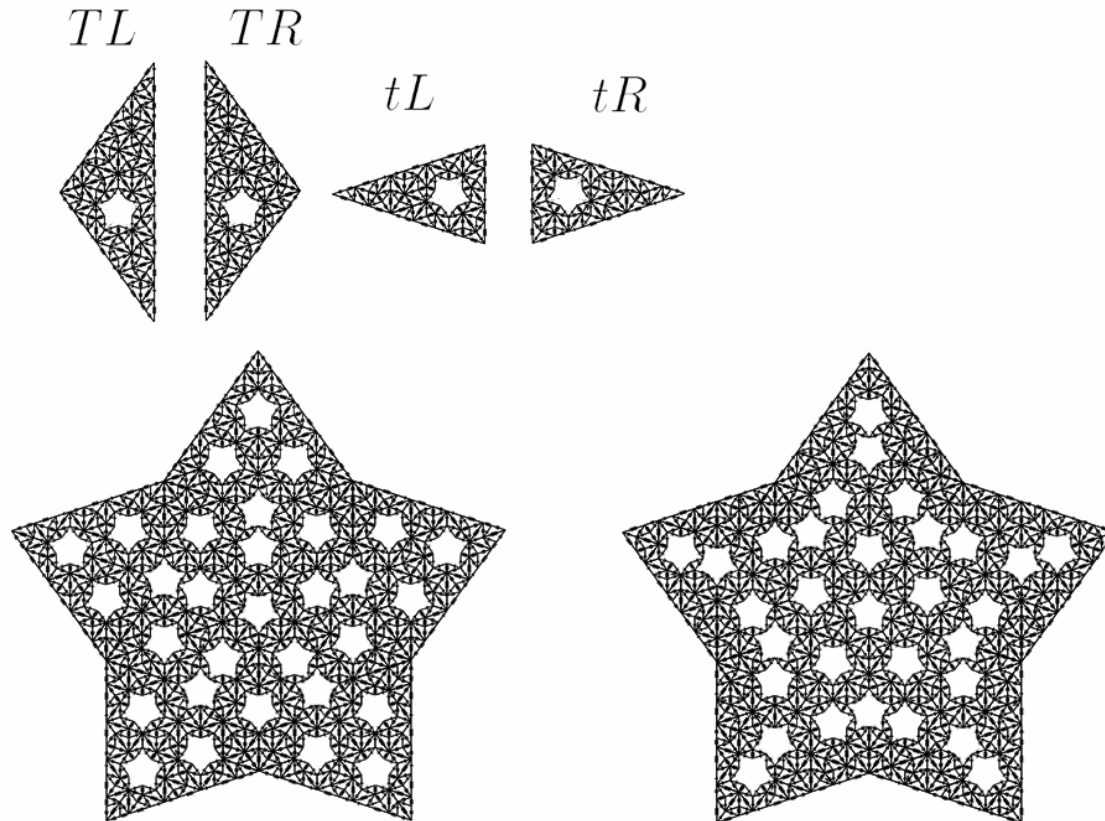
TL TR



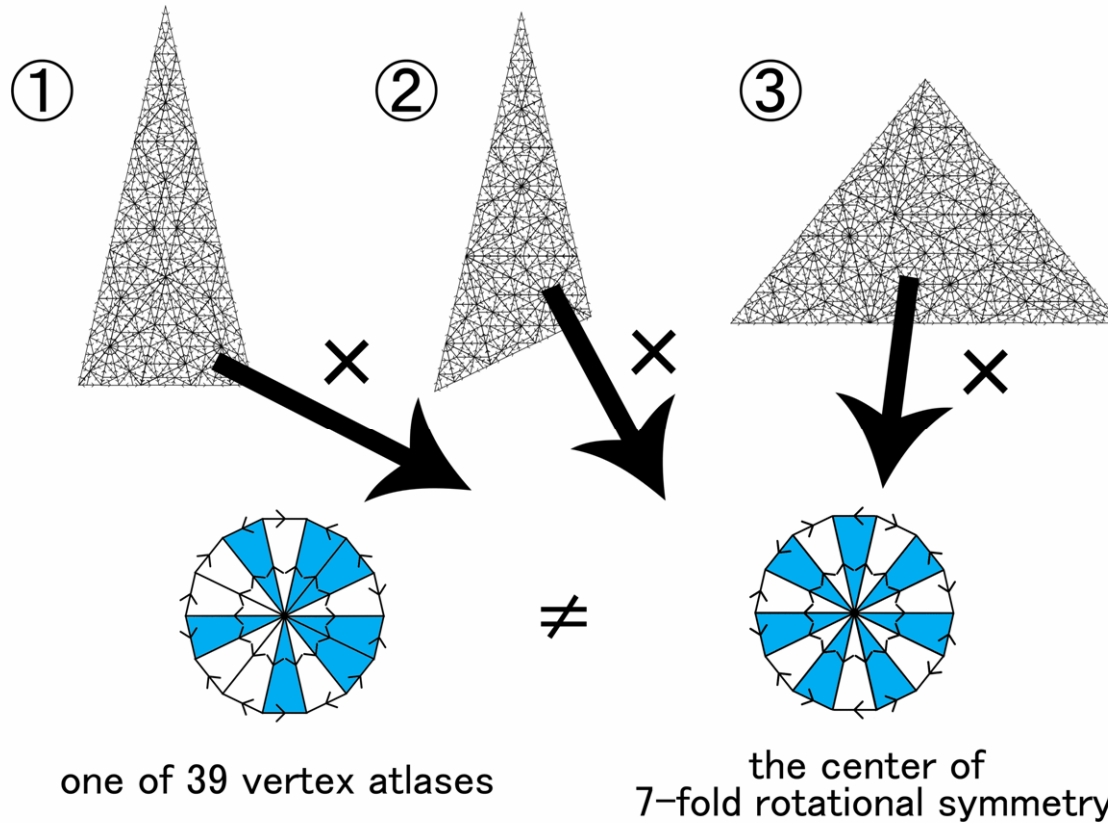
TR



Substitution



This is not primitive.



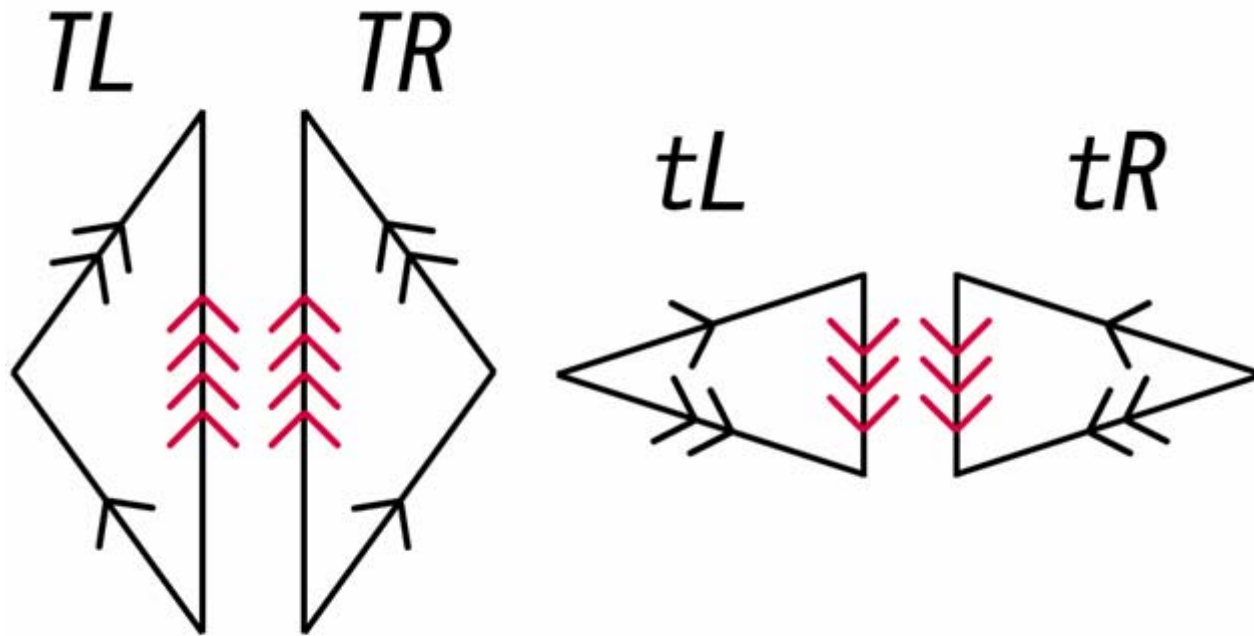
New question 1

- For which n , can tilings with n -fold symmetry be constructed only by the up-down generation procedure of some primitive substitution?

Forcing the border

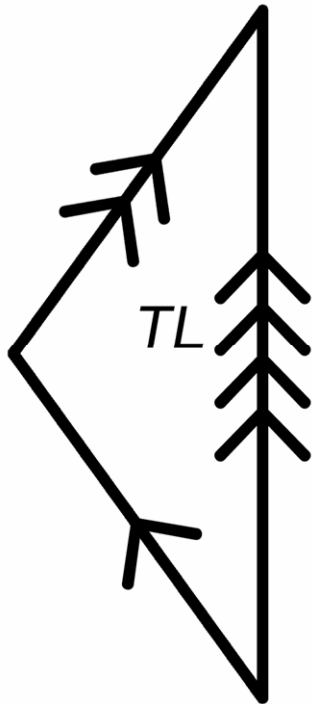
- A substitution is said to **force the border** if there exists a positive integer n such that any two level- n supertiles of the same type have the same pattern of neighboring tiles.

Divided Penrose tiles



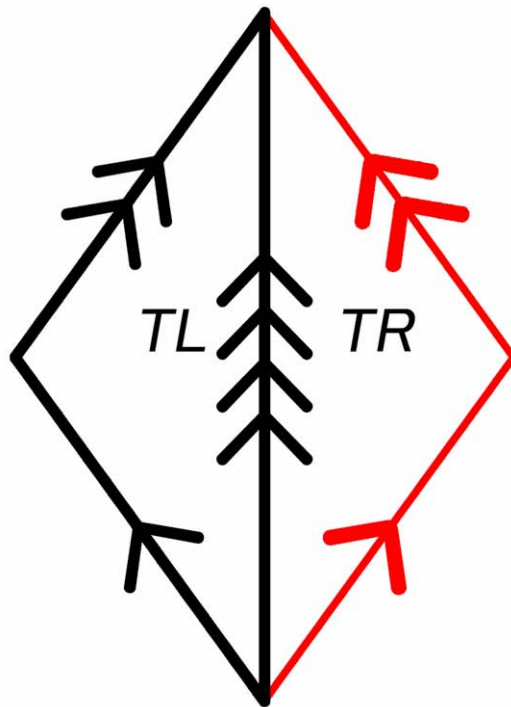
TL : level 0

TL



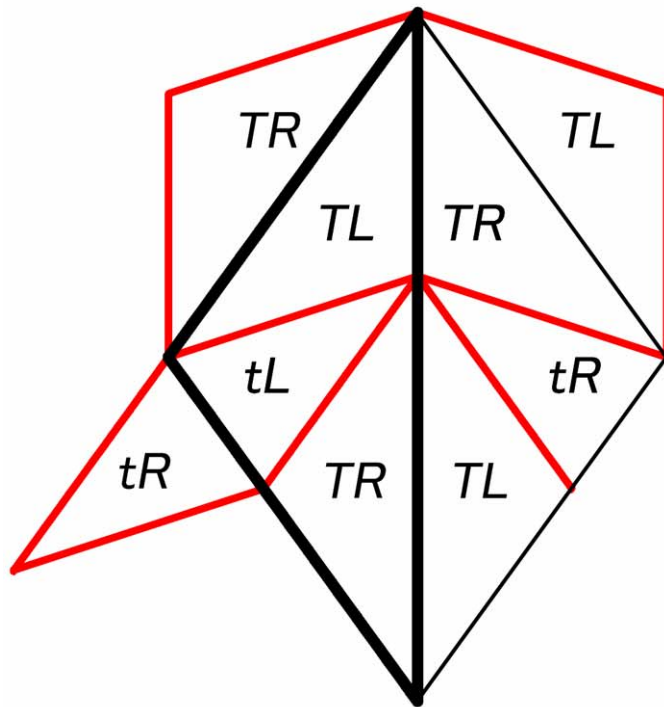
TL : level 0

TL



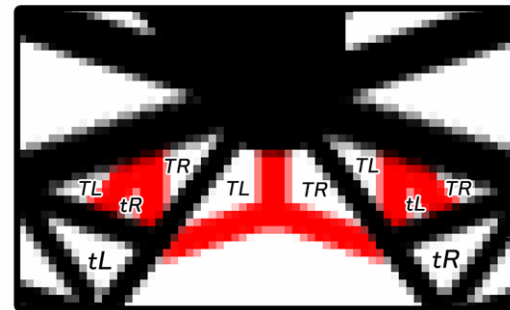
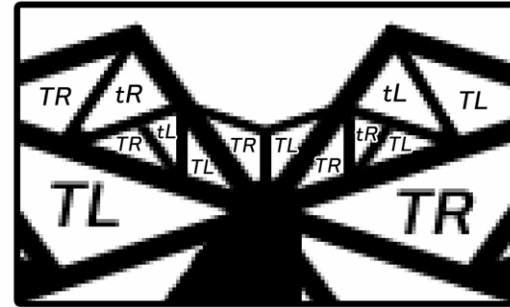
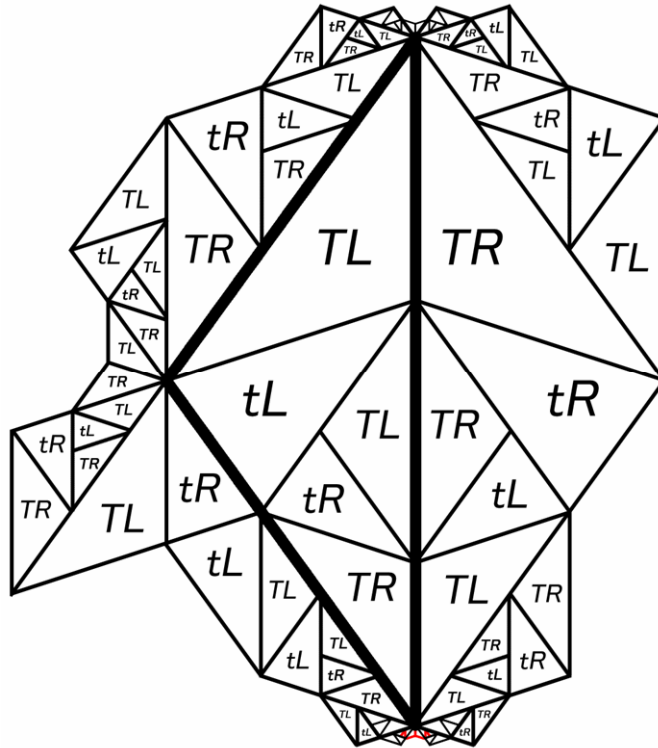
TL : level 1

TL

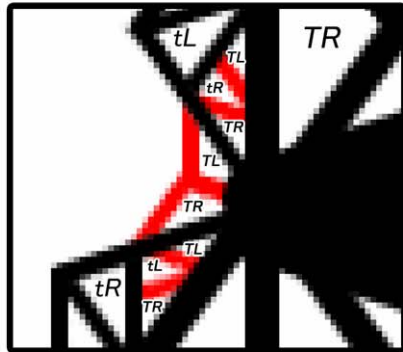


TL : level 8

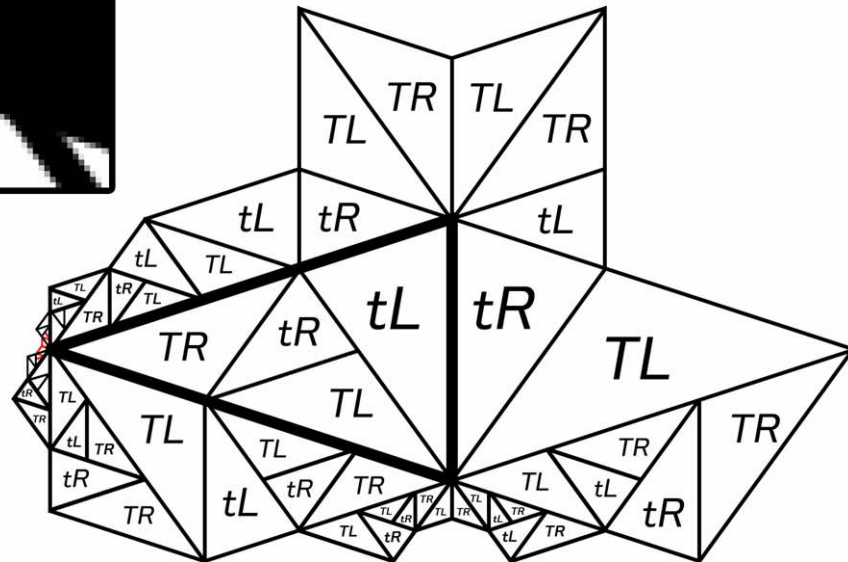
TL



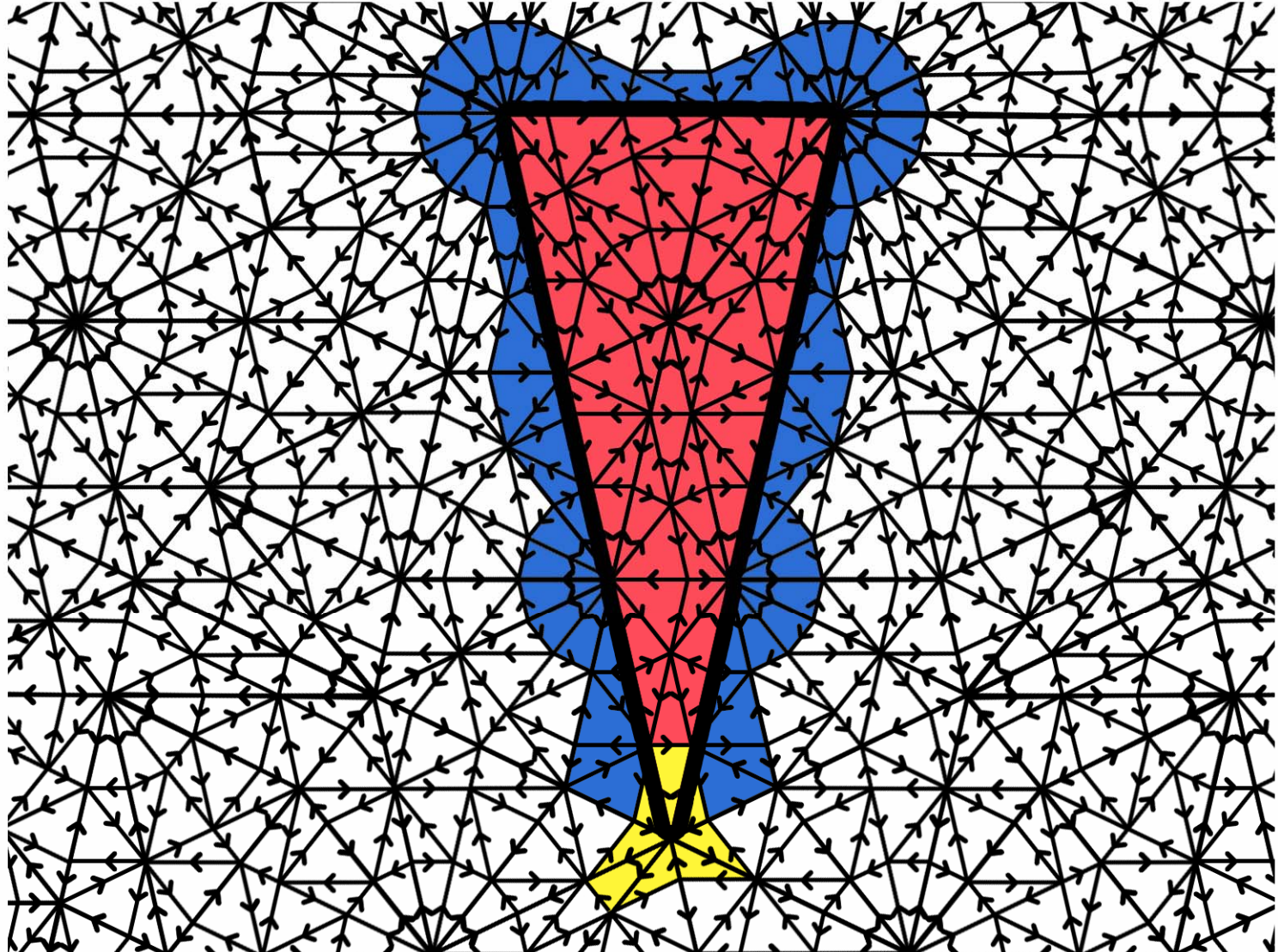
tL : level 8



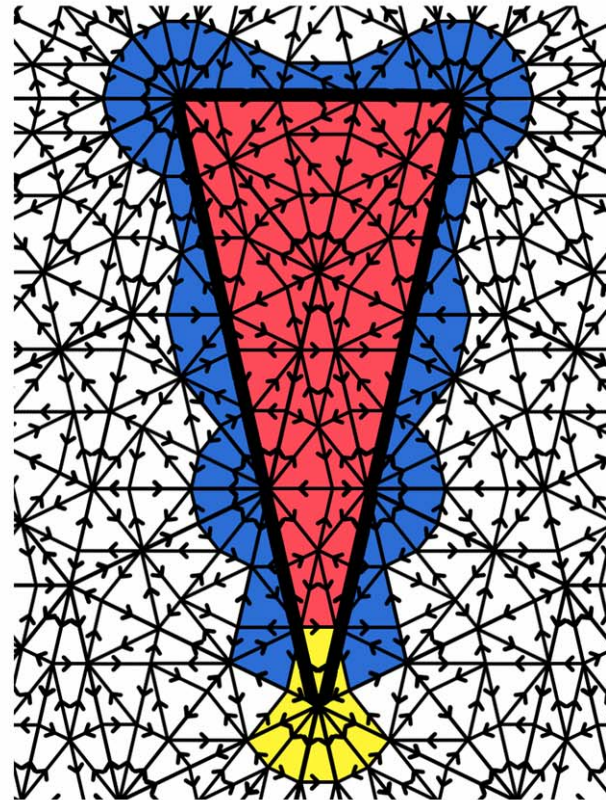
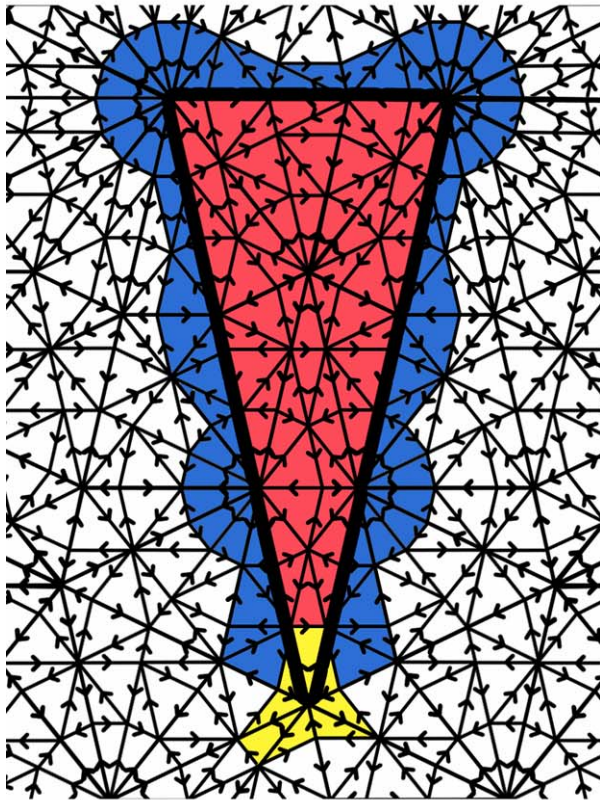
tL



red : the supertile
blue : the neighboring tiles
yellow : vertex atlas (i)



Two supertiles of the same type



- The way of attaching of Penrose tilings is unique.
- However, that of Danzer tiling is not unique.

New question 2

- Nonexistence of singular vertex atlases .
 \Leftrightarrow Forcing the boder.
iff ?
- In particular, is the attachment of unbounded configurations unique, if singular vertex atlases do not exist?