

Overlapping of Lattice Unfolding for Cuboids

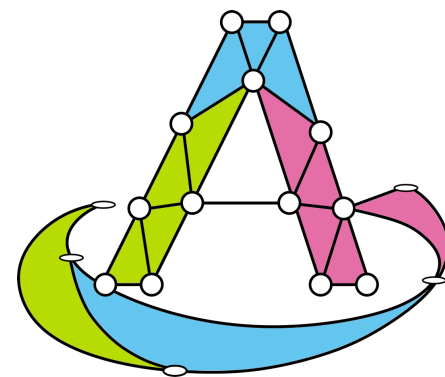
CCCG 2023

© Takumi SHIOTA[†], Tonan KAMATA[‡],
Ryuhei UEHARA[‡]

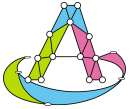
[†] Kyushu Institute of Technology, Japan

[‡] Japan Advanced Institute of
Science and Technology, Japan

August 2, 2023

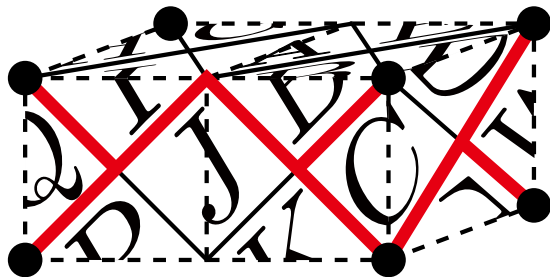


Overlapping of lattice unfolding

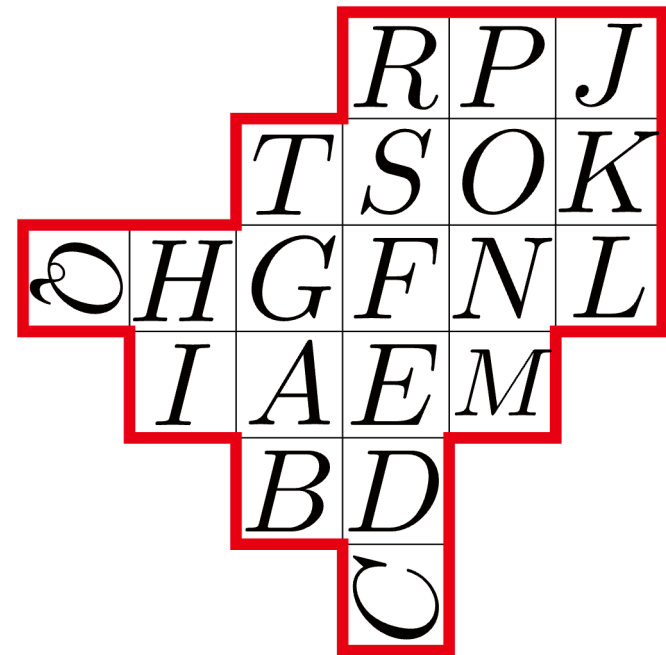


Let's consider unfolding a cuboid into a polyomino.

[Note] A *polyomino* is a polygon made by connecting multiple squares along their edges.

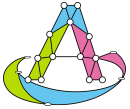


→
Unfold



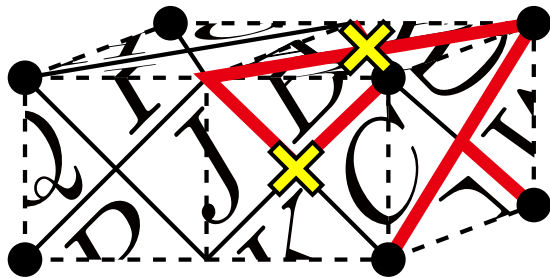
➤ Let's call this type of polyomino
“Lattice unfolding”.

Overlapping of lattice unfolding

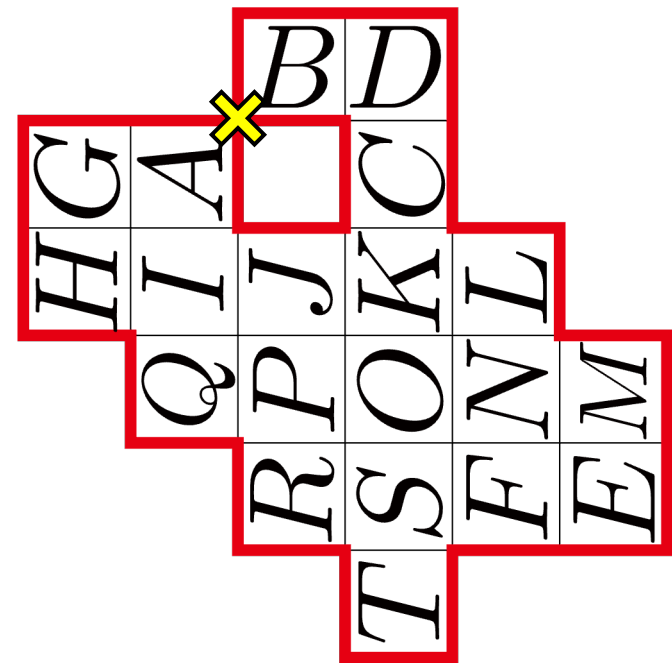


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→
Unfold



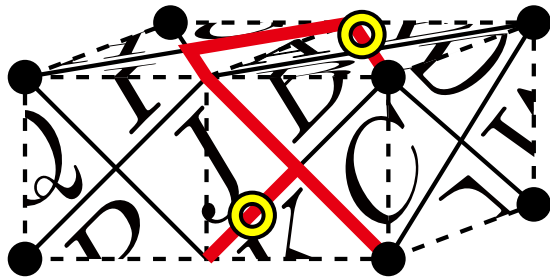
- ▶ We call this type of unfolding “**Vertices-in-touch unfolding**”.

Overlapping of lattice unfolding

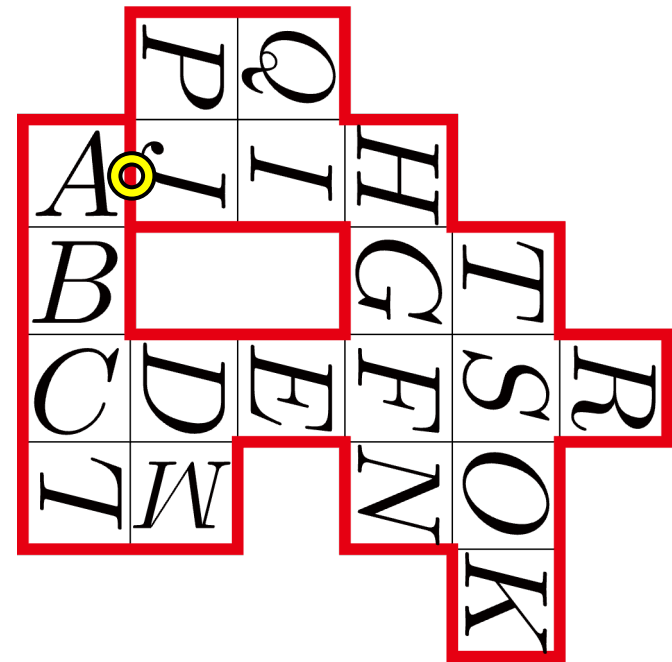


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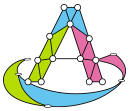


→
Unfold



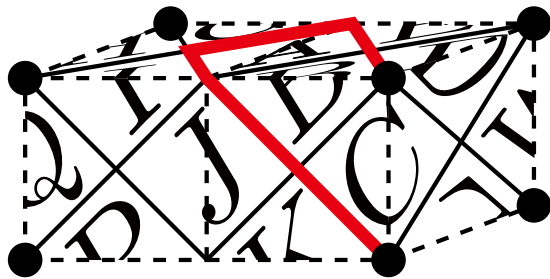
- ▶ We call this type of unfolding “Edges-in-touch unfolding”.

Overlapping of lattice unfolding

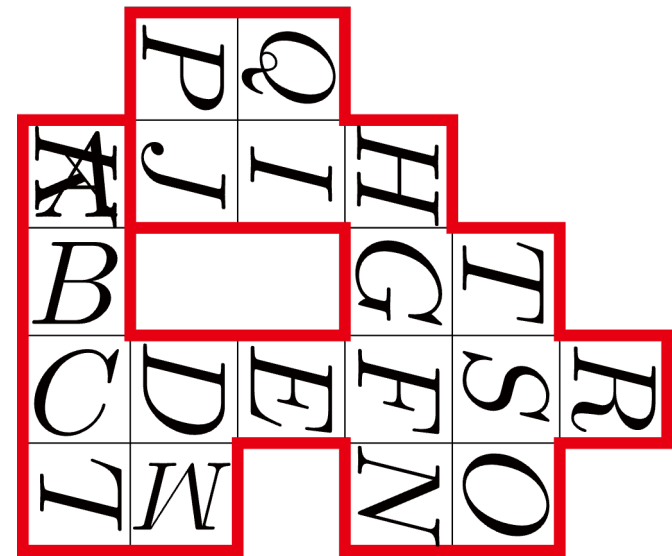


Let's consider unfolding a cuboid into a polyomino.

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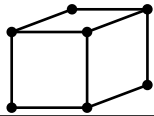
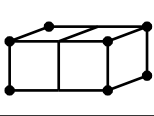
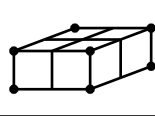
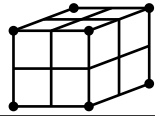
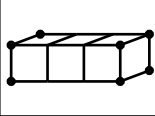
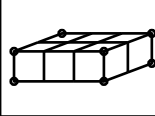
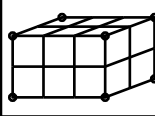
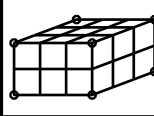
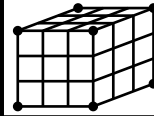
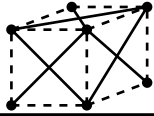
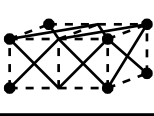
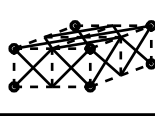
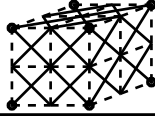
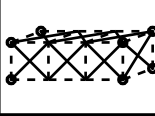
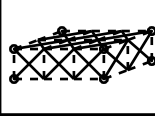
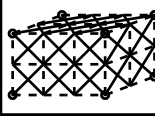
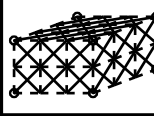
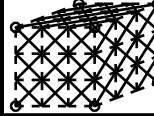
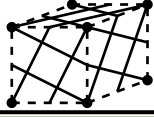

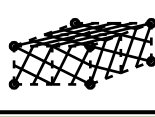
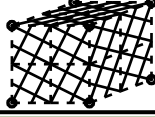
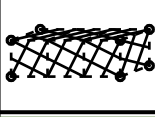
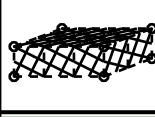
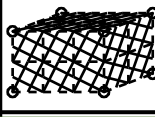
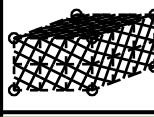

→
Unfold



- We call this type of unfolding “**Faces-in-touch unfolding**”.
- Please look at the distributed 3D models.

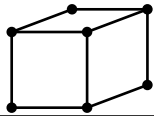
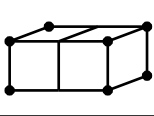
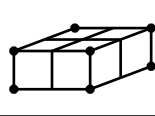
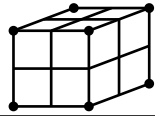
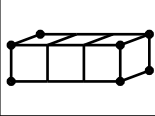
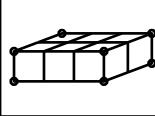
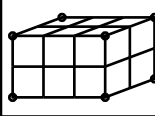
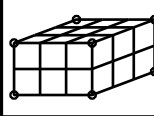
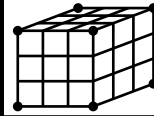
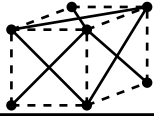
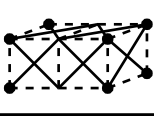
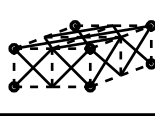
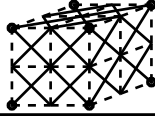
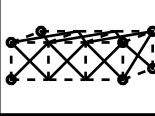
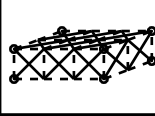
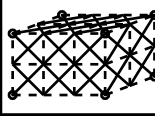
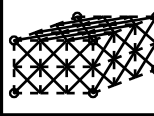
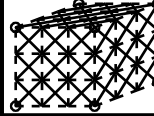
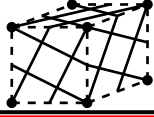

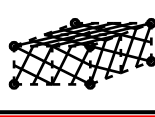

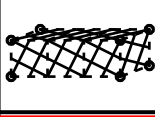
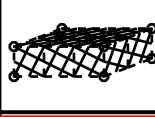
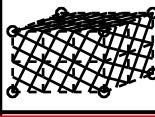
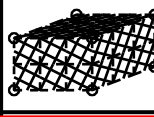

V	Vertices-in-touch
E	Edges-in-touch
F	Faces-in-touch

Background and our results

		(x, y, z)									
		(1, 1, 1)	(1, 1, 2)	(1, 2, 2)	(2, 2, 2)	(1, 1, 3)	(1, 2, 3)	(2, 2, 3)	(2, 3, 3)	(3, 3, 3)	...
(a, b) * $\text{gcd}(a, b) = 1$	(1, 0)										...
	V	No	Open	Open	Open	Yes (1x1xz)-cuboid: found by [T. Uno, 2008] Otherwise: found by [J. Mitani et al., 2008]					
	E	(Obvi.)	No (†1)	No (†2)							
	F										
	(1, 1)										...
	V	Open									
	E	Open									
	F	Open									
	(2, 1)										...
	V	Open									
	E	Open									
	F	Open									
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	
V	Open										
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V	Vertices-in-touch
E	Edges-in-touch
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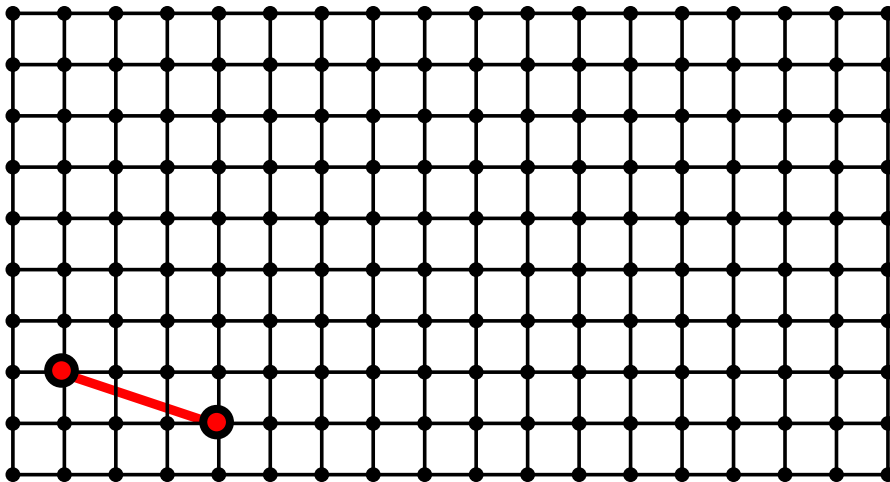
		(x, y, z)									
		(1, 1, 1)	(1, 1, 2)	(1, 2, 2)	(2, 2, 2)	(1, 1, 3)	(1, 2, 3)	(2, 2, 3)	(2, 3, 3)	(3, 3, 3)	...
$(a, b) \text{ ※ } \gcd(a, b) = 1$	(1, 0)										...
	V	No	Yes	Yes		Yes					
	E	(Obvi.)	No	Yes		(1x1xz)-cuboid: found by [T. Uno, 2008] Otherwise: found by [J. Mitani et al., 2008]					
	F	(Obvi.)	No (†1)	No	No (†2)						
	(1, 1)										...
	V	No	Yes								
	E	No	Yes								
	F	No	Yes								
	(2, 1)										...
	V	Yes									
E	Yes										
F	Yes										
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	
V	Yes										
E	Yes										
F	Yes										

Lattice cubes



Definition 1

Choose two points on a square lattice and construct a square with these two points as one side. The cuboid assembled with this square as one face is called a **lattice cube**.



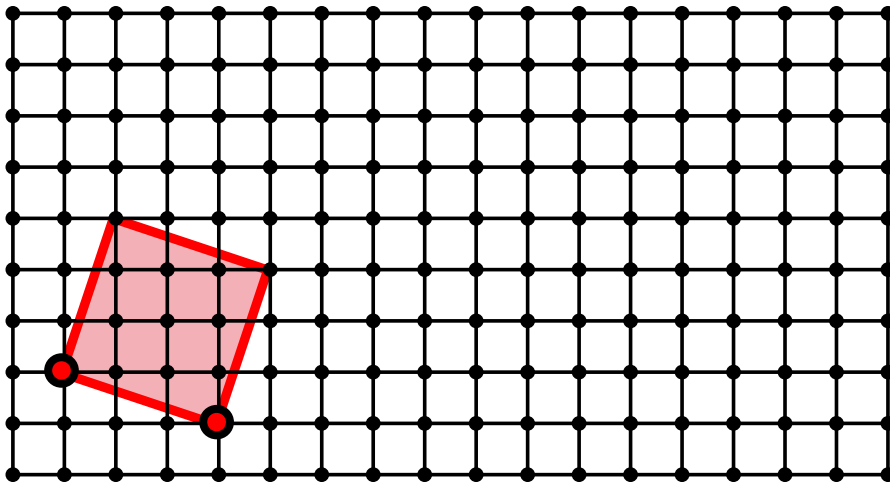
The square lattice

Lattice cubes



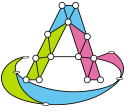
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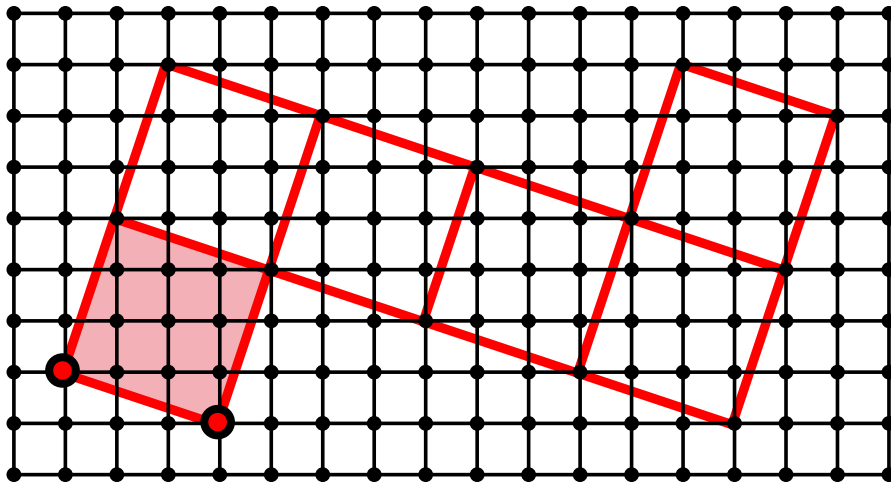
The square lattice

Lattice cubes

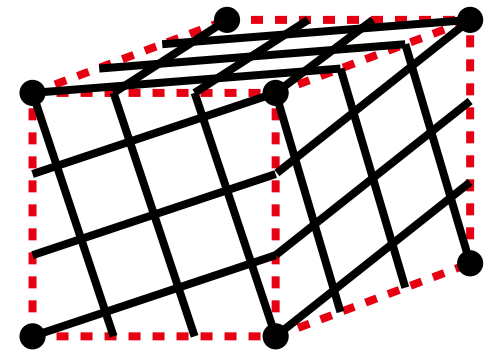


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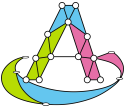


The square lattice



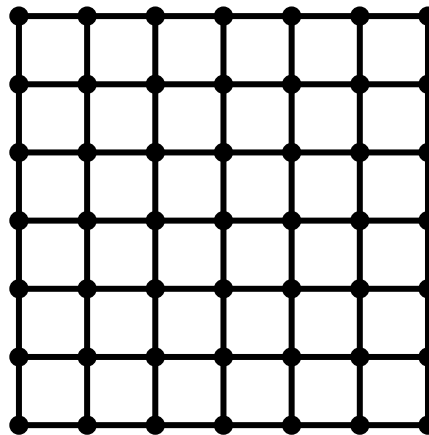
The lattice cube

The length of one edge of a cube



We assume a square lattice of unit length (=1).

- I. Choose a point $O(0,0)$ on the square lattice.
- II. Let the coordinates of point A be $(a, 0)$ and B be $(0, b)$ ($a \in \mathbb{N}$, $b \in \mathbb{N}^+$, $a \geq b$).
- III. Let $L = |AB| = \sqrt{a^2 + b^2}$ be the length of one edge of a lattice cube.

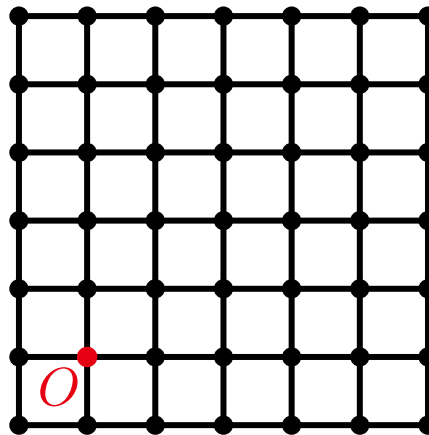


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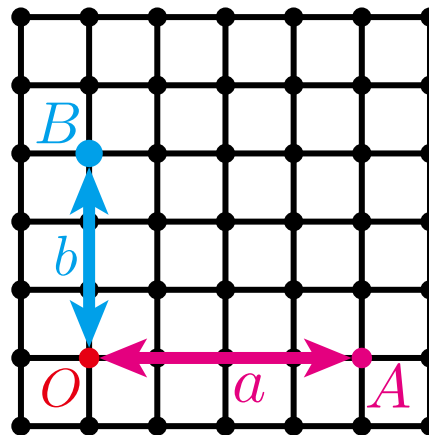


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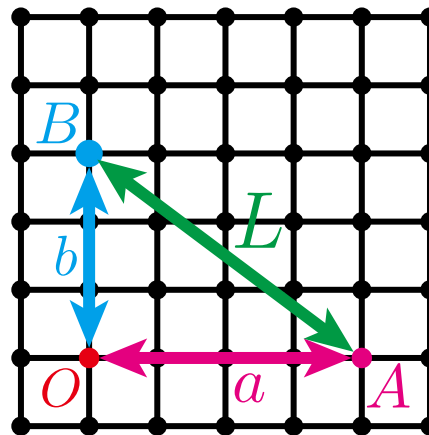


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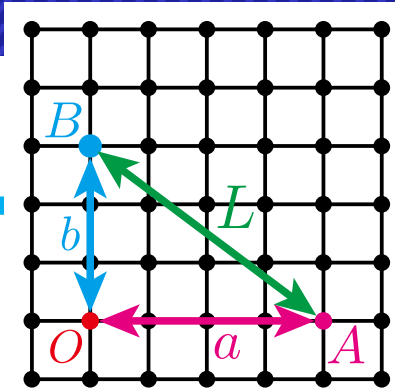


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- I. Choose a point $O(0,0)$ on the square lattice.
- II. Let the coordinates of point A be $(a, 0)$ and B be $(0, b)$ ($a \in \mathbb{N}$, $b \in \mathbb{N}^+$, $a \geq b$).
- III. Let $L = |AB| = \sqrt{a^2 + b^2}$ be the length of one edge of a lattice cube.



The side length of a cube



List of lattice cubes

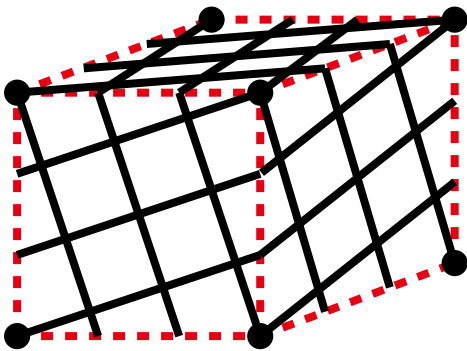
a	1	1	2	2	2	3	...
b	0	1	0	1	2	0	...
L	1	$\sqrt{2}$	2	$\sqrt{5}$	$2\sqrt{2}$	3	...
$L \times L$ square							...
$L \times L \times L$ cube							...

Lattice cuboids

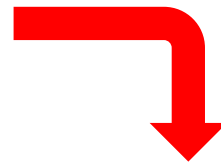


Definition 2

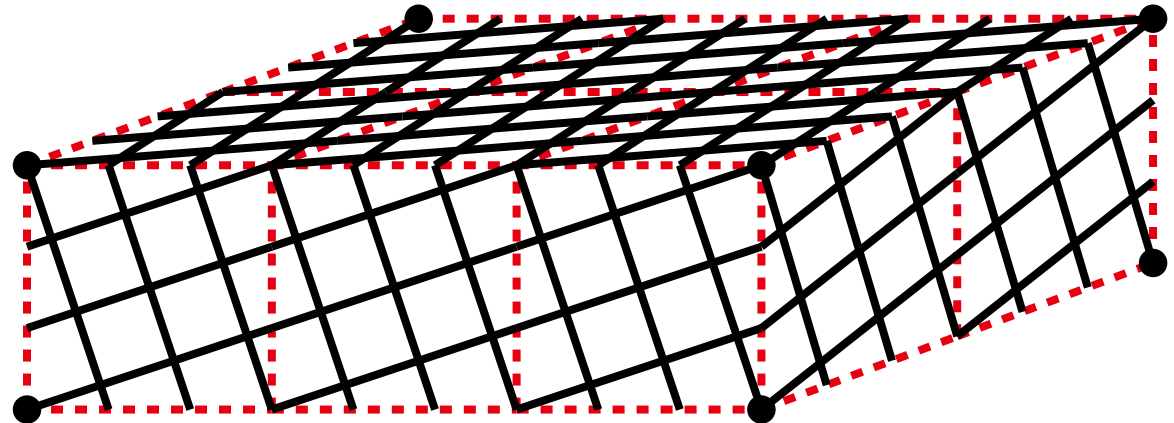
A cuboid made by connecting multiple lattice cubes is called a **lattice cuboid**. (Note: Lattice cubes \subset Lattice cuboids)



The lattice cube



Connect multiple cubes together



The lattice cuboid

The three side lengths of a cuboid

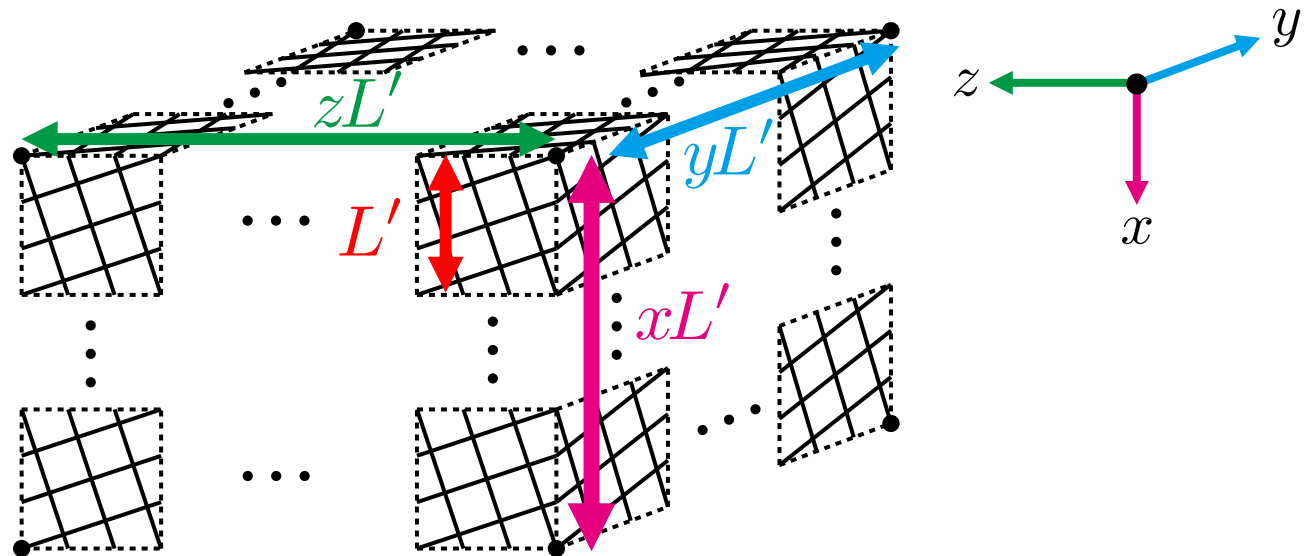


Let L' be the length of one edge of a lattice cube.

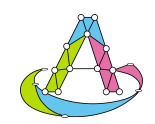
$$L' = \sqrt{a^2 + b^2} \quad (a \in \mathbb{N}^+, b \in \mathbb{N}, a \geq b, \gcd(a, b) = 1)$$

Denote the lattice cuboid as “ (xL', yL', zL') -cuboid”.

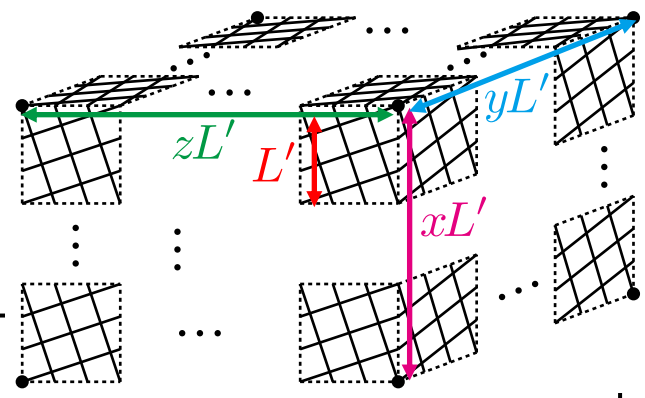
$$(x, y, z \in \mathbb{N}, x \leq y \leq z)$$



The three side lengths of a cuboid

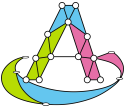


List of lattice cuboids



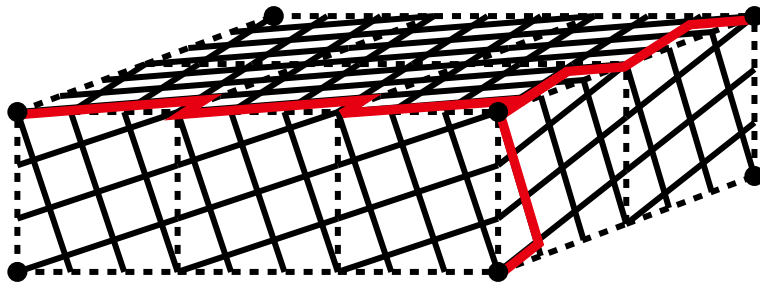
		(x, y, z)									
		(1, 1, 1)	(1, 1, 2)	(1, 2, 2)	(2, 2, 2)	(1, 1, 3)	(1, 2, 3)	(2, 2, 3)	(2, 3, 3)	(3, 3, 3)	...
$(a, b) \times \text{gcd}(a, b) = 1$	(1, 0)										...
	(1, 1)										...
	(2, 1)										...

Lattice unfolding for cuboids

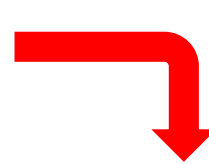


Definition 3

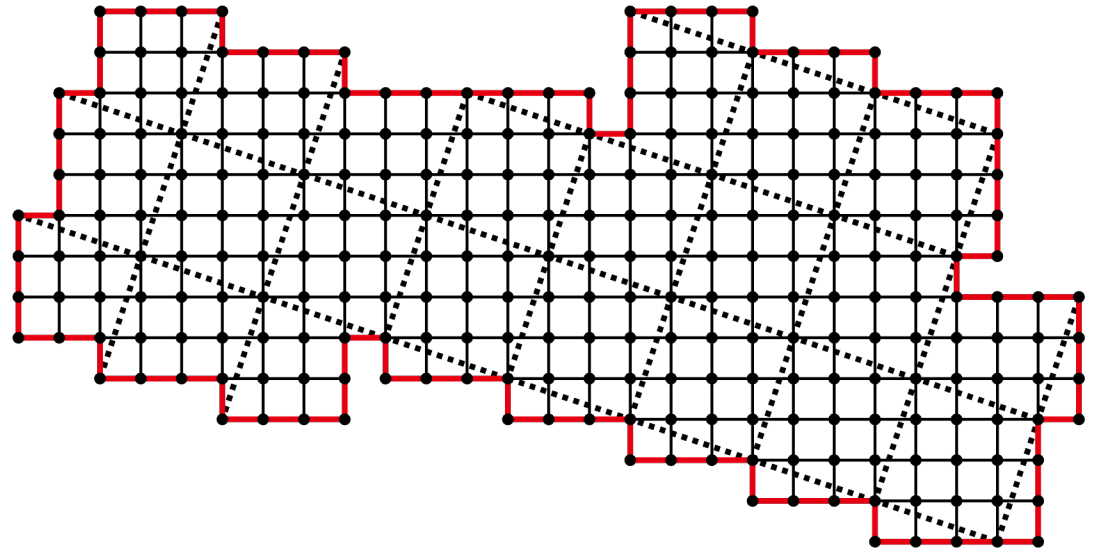
A **lattice unfolding** is a polygon obtained by cutting the face of the cuboid along the edges of unit squares.



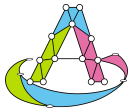
The lattice cuboid



Cut along the edges of unit squares and unfold it flat.

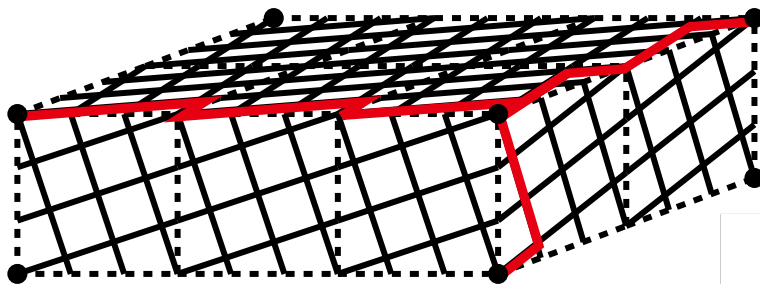


Lattice unfolding for cuboids



Definition 3

A **lattice unfolding** is a polygon obtained by cutting the face of the cuboid along the edges of unit squares.

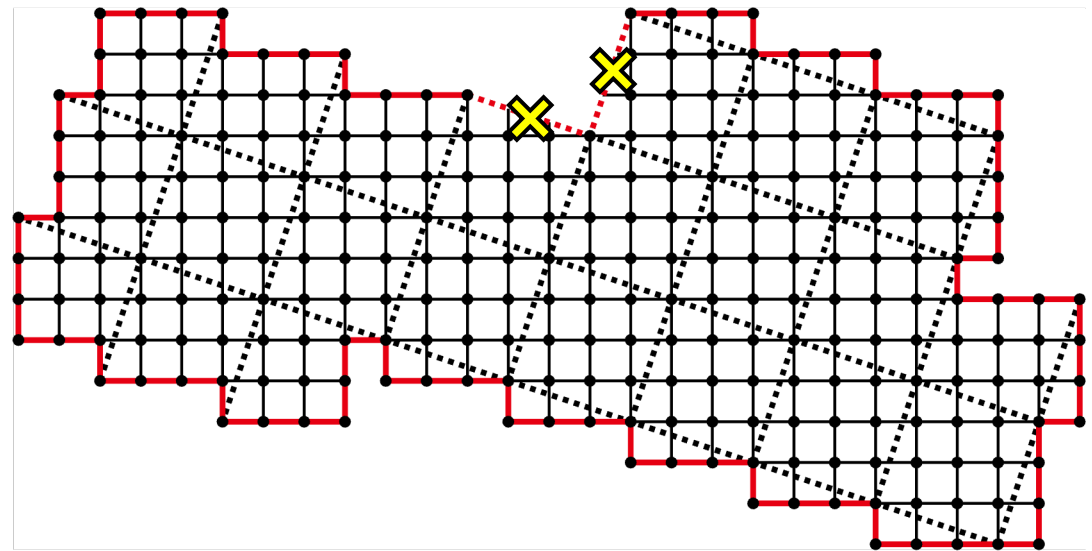


The lattice cuboid

(Note)

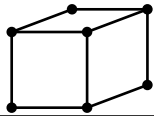
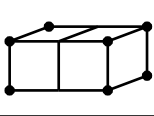
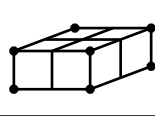
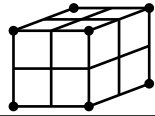
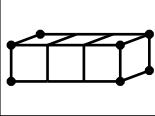
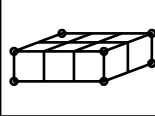
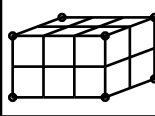
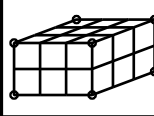
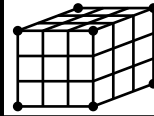
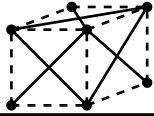
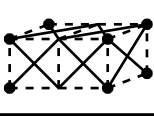
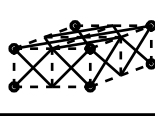
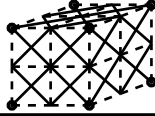
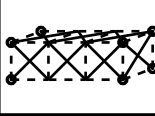
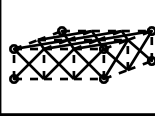
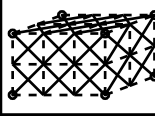
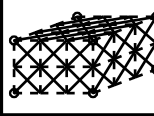
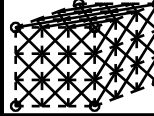
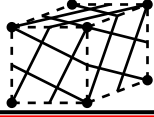

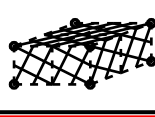

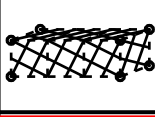
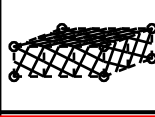
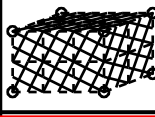
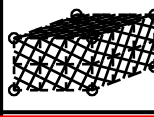

Dotted lines ----- are folding lines (No cut)

Cut along the edges of unit squares and unfold it flat.



V	Vertices-in-touch
E	Edges-in-touch
F	Faces-in-touch

Background and our results

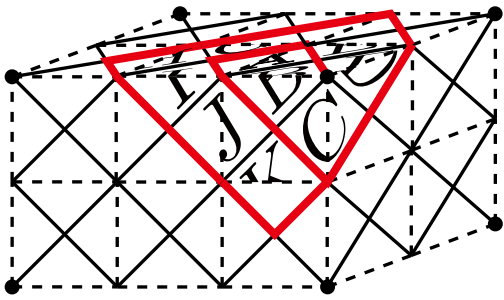
		(x, y, z)									
		(1, 1, 1)	(1, 1, 2)	(1, 2, 2)	(2, 2, 2)	(1, 1, 3)	(1, 2, 3)	(2, 2, 3)	(2, 3, 3)	(3, 3, 3)	...
$(a, b) \text{ ※ } \gcd(a, b) = 1$	(1, 0)										...
	V	No	Yes	Yes		Yes					
	E	(Obvi.)	No	Yes		(1x1xz)-cuboid: found by [T. Uno, 2008] Otherwise: found by [J. Mitani et al., 2008]					
	F	(Obvi.)	No (†1)	No	No (†2)						
	(1, 1)										...
	V	No	Yes								
	E	No	Yes								
	F	No	Yes								
	(2, 1)										...
	V	Yes									
E	Yes										
F	Yes										
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	
V	Yes										
E	Yes										
F	Yes										

V	Vertices-in-touch
E	Edges-in-touch
F	Faces-in-touch

Background and our results

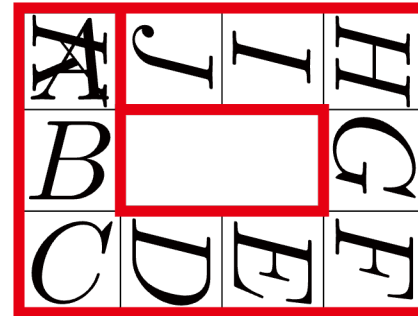
		(1, 1, 1)	(1, 1, 2)								...	
$(a, b) \text{ ※ } \gcd(a, b) = 1$	(1, 0)										...	
	V	No	Yes	Yes								
	E	(Obvi.)	No	(1×1×z)-cuboid: found by [T. Uno, 2008] Otherwise: found by [J. Mitani et al., 2008]								
	F	(Obvi.)	No (†1)	No	No (†2)							
	(1, 1)											...
	V	No	Yes									
	E	No	Yes									
	F	No	Yes									
	(2, 1)											...
	V	Yes										
E	Yes											
F	Yes											
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	
V	Yes											
E	Yes											
F	Yes											

Technique to show the existence

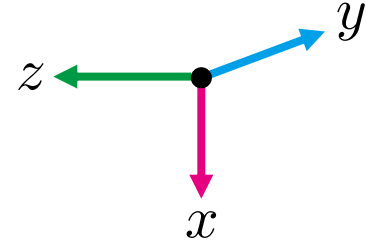


$(2\sqrt{2}, 2\sqrt{2}, 3\sqrt{2})$ -cuboid

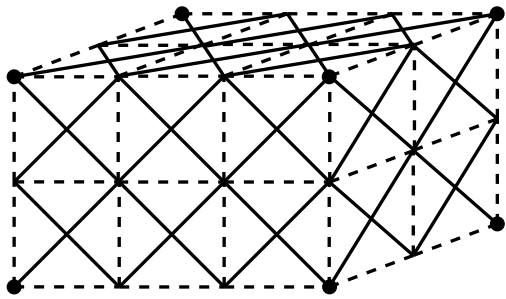

Unfold



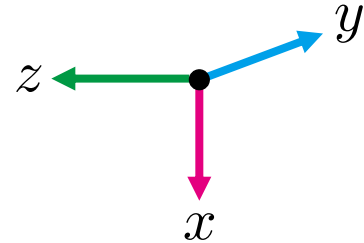
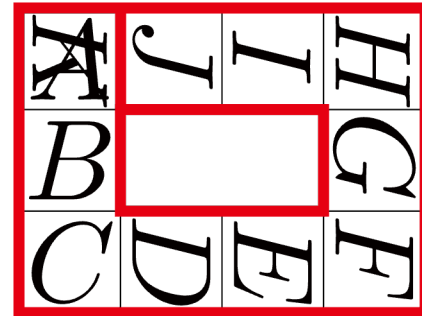
Lattice unfolding Q_1



Technique to show the existence

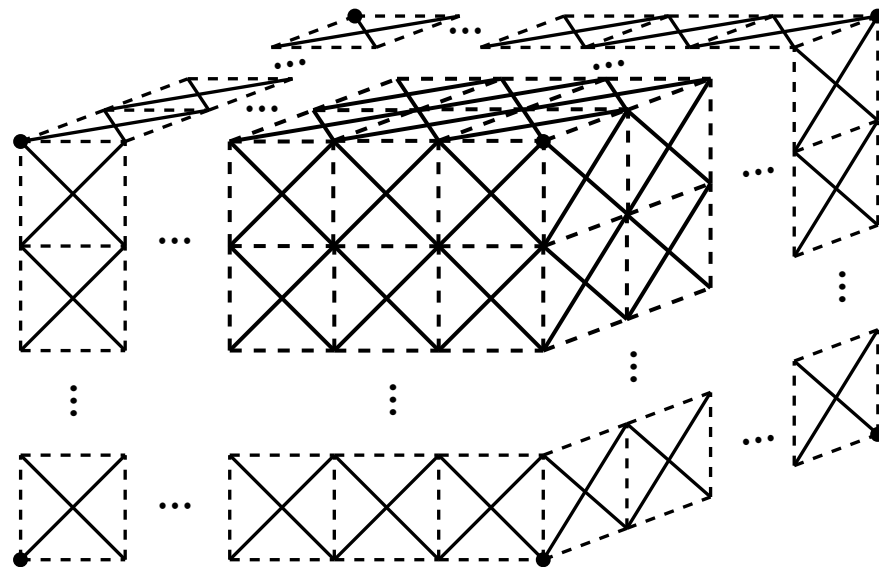


Unfold



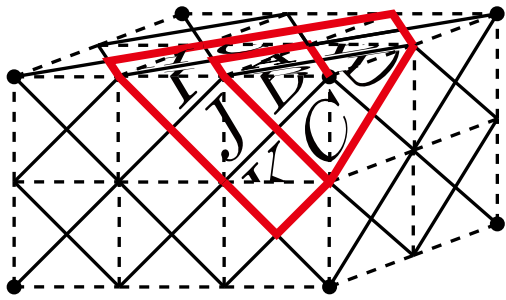
$(2\sqrt{2}, 2\sqrt{2}, 3\sqrt{2})$ -cuboid

Lattice unfolding Q_1

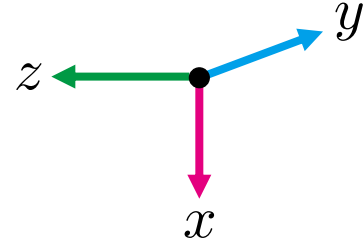
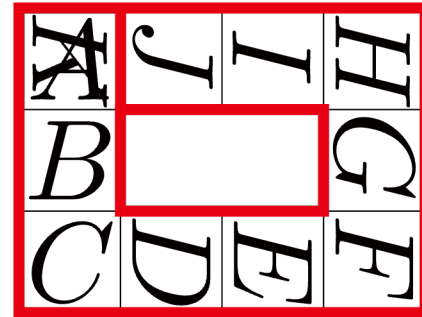


$(x\sqrt{2}, y\sqrt{2}, z\sqrt{2})$ -cuboid ($x \geq 2, y \geq 2, z \geq 3$)

Technique to show the existence



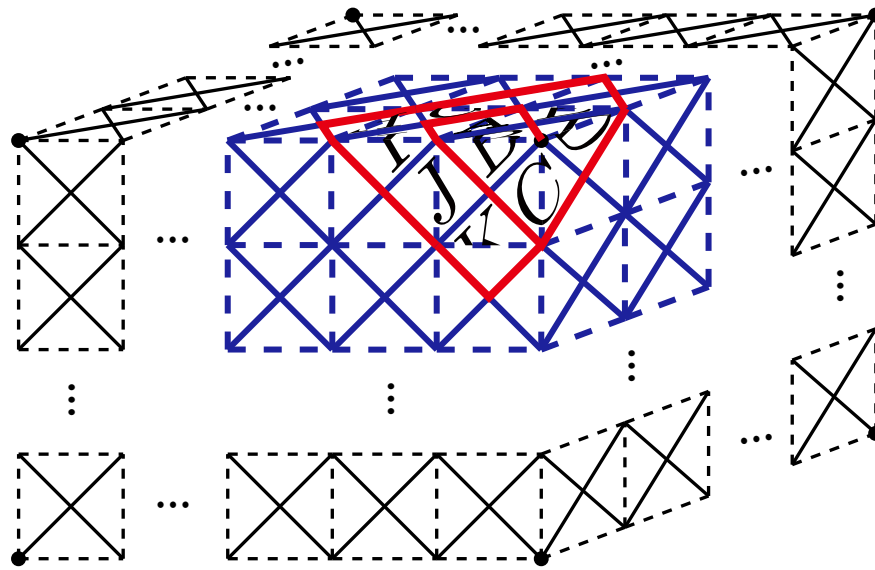
Unfold



$(2\sqrt{2}, 2\sqrt{2}, 3\sqrt{2})$ -cuboid

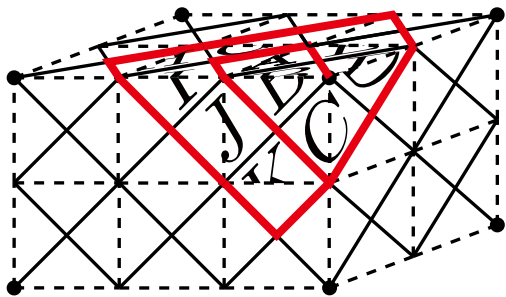
Lattice unfolding Q_1

Embed

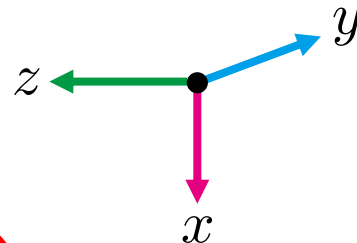
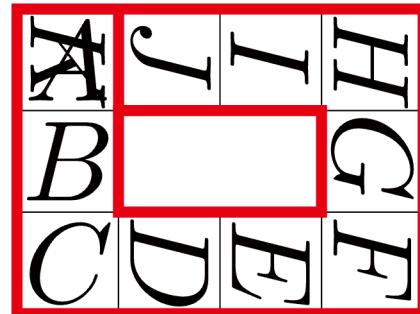


$(x\sqrt{2}, y\sqrt{2}, z\sqrt{2})$ -cuboid ($x \geq 2, y \geq 2, z \geq 3$)

Technique to show the existence



Unfold

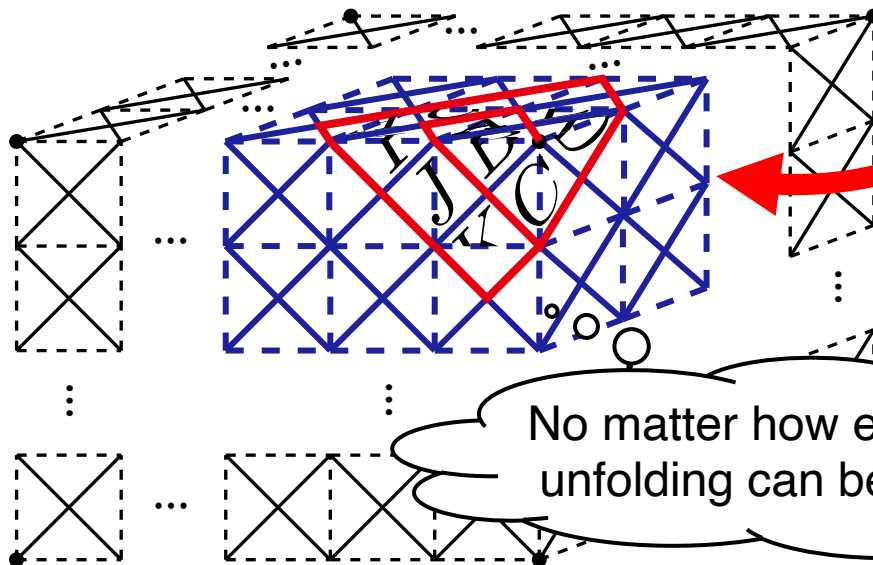


$(2\sqrt{2}, 2\sqrt{2}, 3\sqrt{2})$ -cuboid

Lattice unfolding Q_1

Embed

Embed



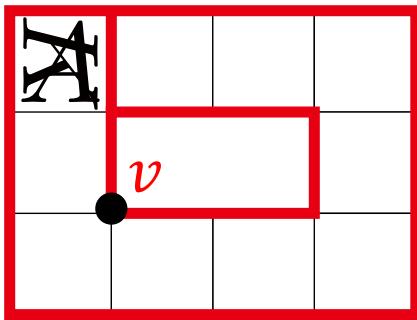
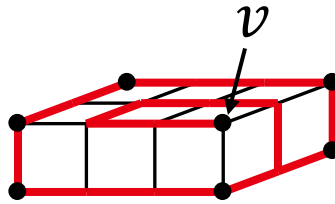
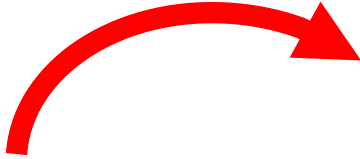
No matter how expanded, the unfolding can be embedded.

$(x\sqrt{2}, y\sqrt{2}, z\sqrt{2})$ -cuboid ($x \geq 2, y \geq 2, z \geq 3$)

Technique to show the existence

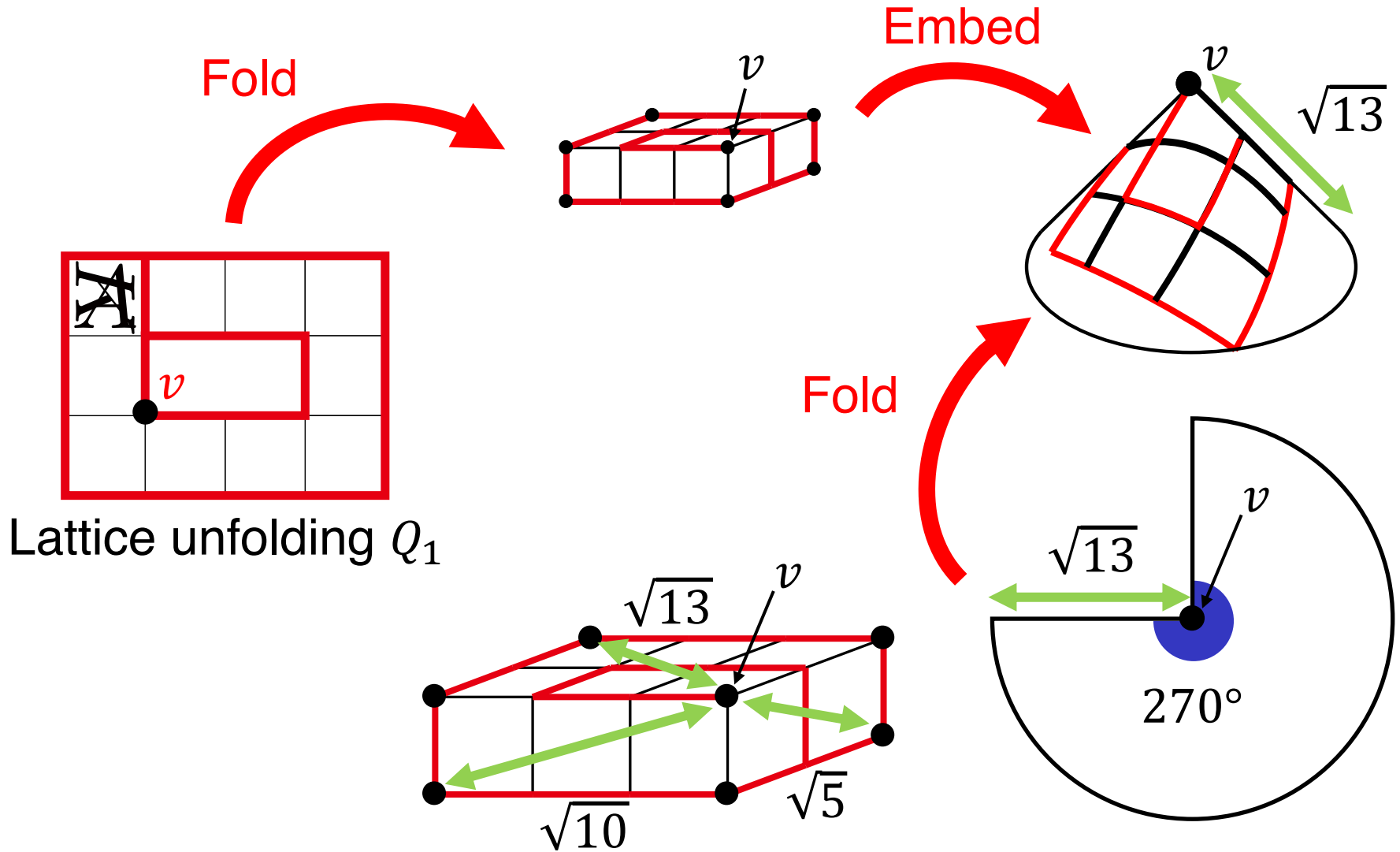


Fold



Lattice unfolding Q_1

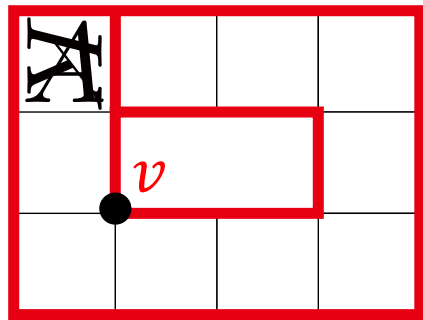
Technique to show the existence



Technique to show the existence

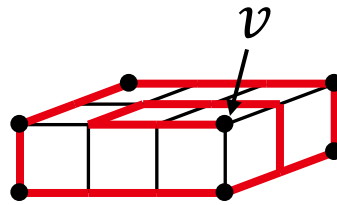


Fold

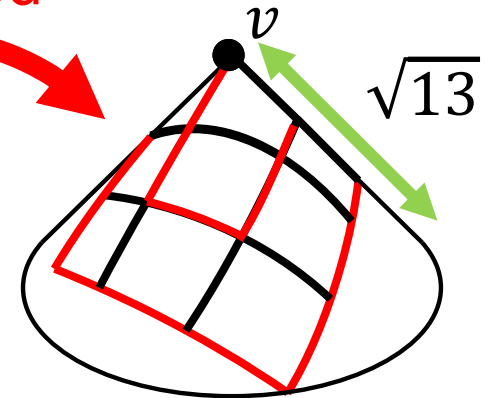


Lattice unfolding Q_1

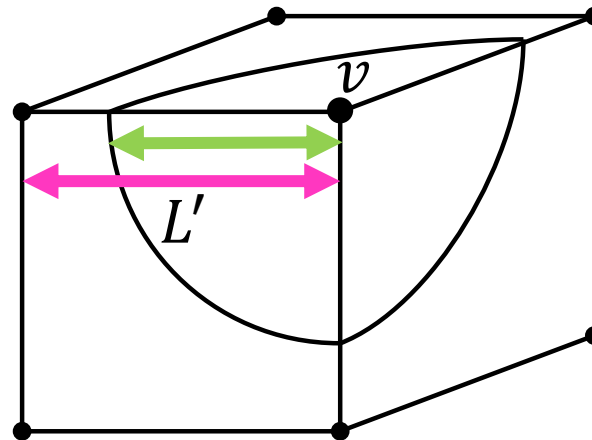
[Note] $L' = \sqrt{a^2 + b^2}$
 $(a \in \mathbb{N}^+, b \in \mathbb{N}, a \geq b)$



Embed

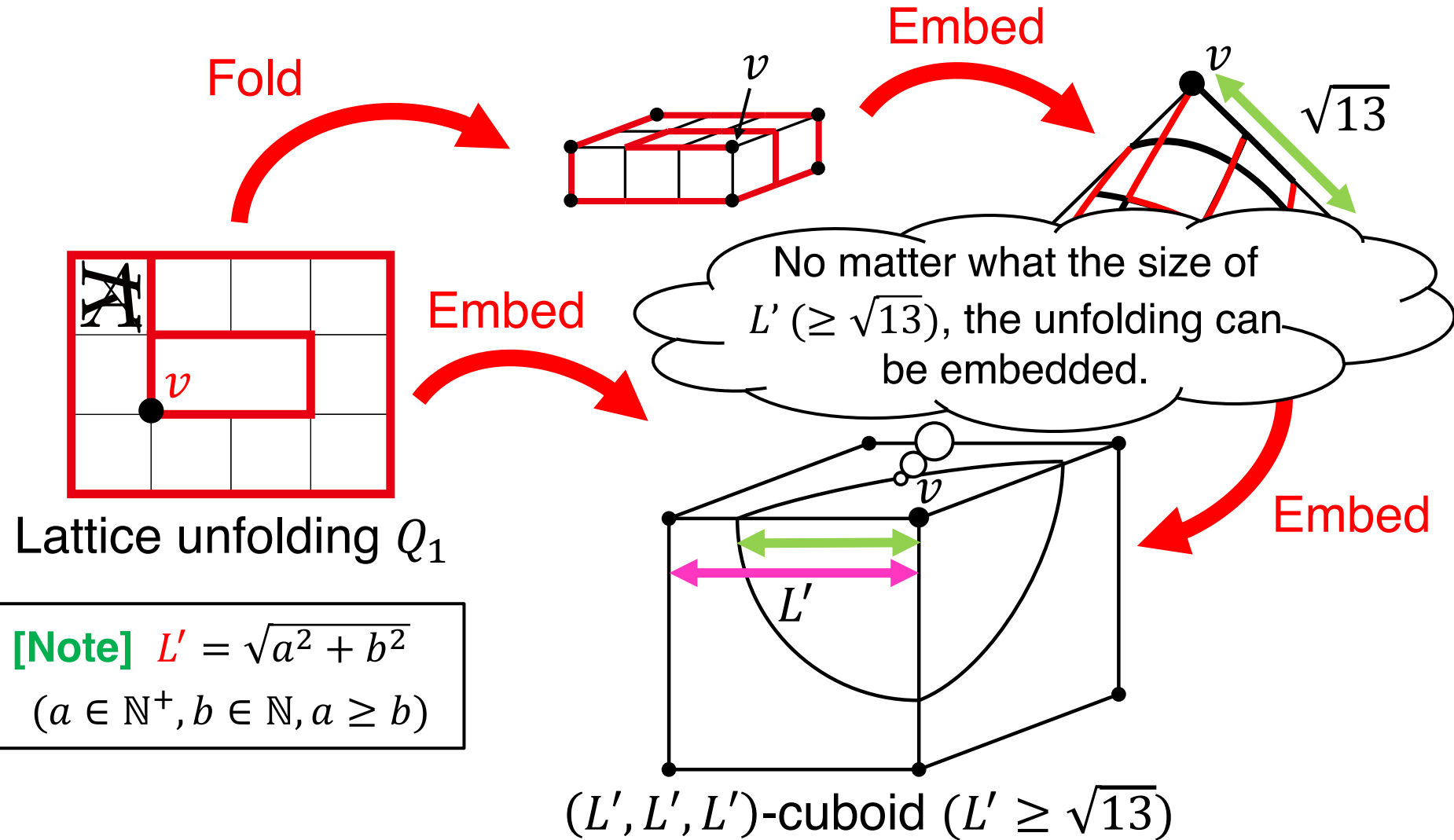


Embed



(L', L', L') -cuboid ($L' \geq \sqrt{13}$)

Technique to show the existence



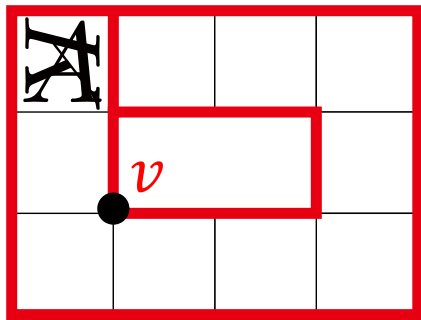
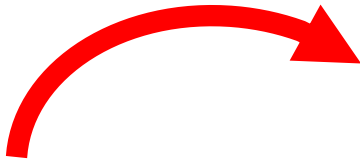
[Note] $L' = \sqrt{a^2 + b^2}$
 $(a \in \mathbb{N}^+, b \in \mathbb{N}, a \geq b)$

Technique to show the existence

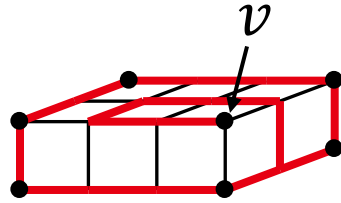


For (xL', yL', zL') -cuboid ($L' < \sqrt{13}$)

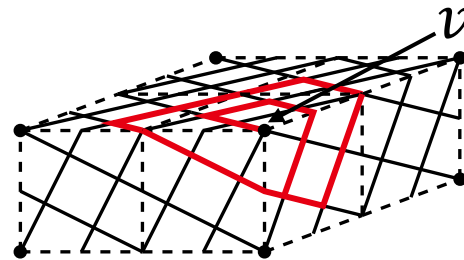
Embed



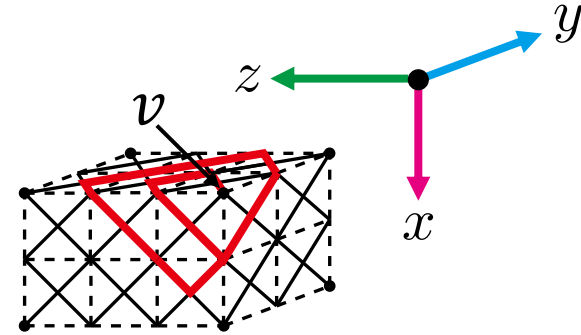
Lattice unfolding Q_1



(1,2,3)-cuboid
[J. Mitani et al., 2008]



$(\sqrt{5}, 2\sqrt{5}, 2\sqrt{5})$ -cuboid



$(2\sqrt{2}, 2\sqrt{2}, 3\sqrt{2})$ -cuboid



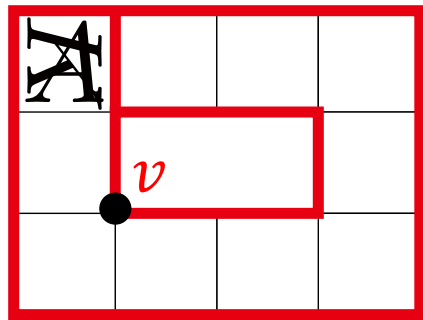
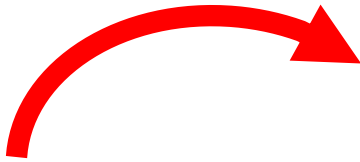
$(\sqrt{10}, \sqrt{10}, 2\sqrt{10})$ -cuboid

Technique to show the existence

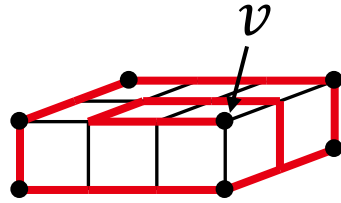


For (xL', yL', zL') -cuboid ($L' < \sqrt{13}$)

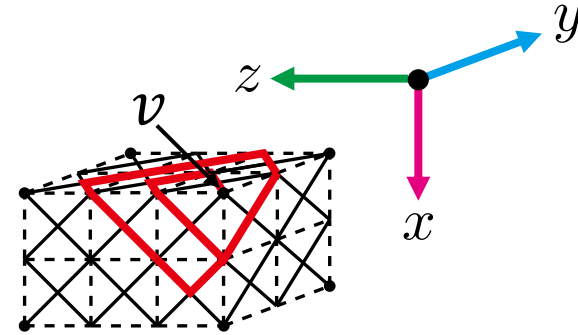
Embed



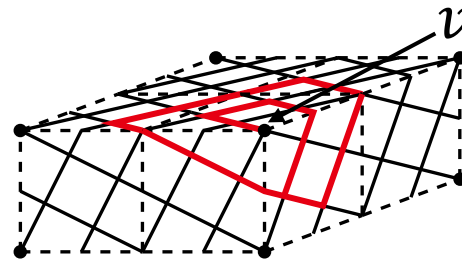
Lattice unfolding Q_1



$(1,2,3)$ -cuboid
[J. Mitani et al., 2008]



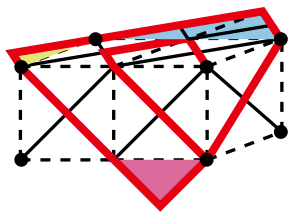
$(2\sqrt{2}, 2\sqrt{2}, 3\sqrt{2})$ -cuboid



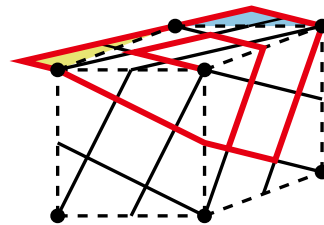
$(\sqrt{5}, 2\sqrt{5}, 2\sqrt{5})$ -cuboid



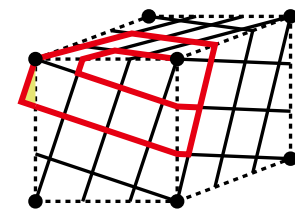
$(\sqrt{10}, \sqrt{10}, 2\sqrt{10})$ -cuboid



$(\sqrt{2}, \sqrt{2}, 2\sqrt{2})$ -cuboid



$(\sqrt{5}, \sqrt{5}, \sqrt{5})$ -cuboid



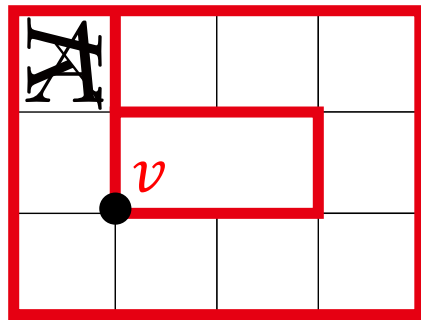
$(\sqrt{10}, \sqrt{10}, \sqrt{10})$ -cuboid

Technique to show the existence

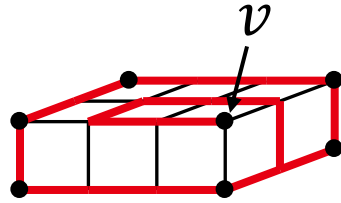


For (xL', yL', zL') -cuboid ($L' < \sqrt{13}$)

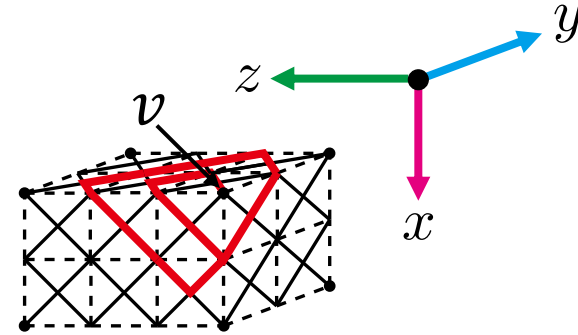
Embed



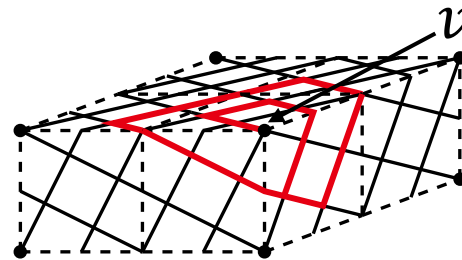
Lattice unfolding Q_1



$(1,2,3)$ -cuboid
[J. Mitani et al., 2008]



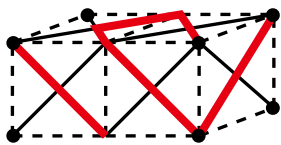
$(2\sqrt{2}, 2\sqrt{2}, 3\sqrt{2})$ -cuboid



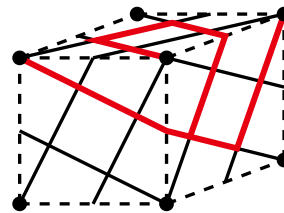
$(\sqrt{5}, 2\sqrt{5}, 2\sqrt{5})$ -cuboid



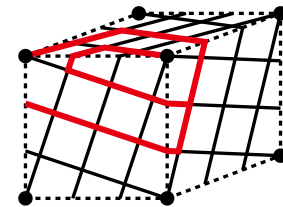
$(\sqrt{10}, \sqrt{10}, 2\sqrt{10})$ -cuboid



$(\sqrt{2}, \sqrt{2}, 2\sqrt{2})$ -cuboid



$(\sqrt{5}, \sqrt{5}, \sqrt{5})$ -cuboid



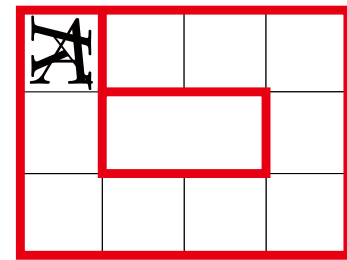
$(\sqrt{10}, \sqrt{10}, \sqrt{10})$ -cuboid

V	Vertices-in-touch
E	Edges-in-touch
F	Faces-in-touch

Background and our results

		(x, y, z)					
		(1, 1, 1)	(1, 1, 2)	(1, 2, 2)	(2, 2, 2)	(1, 1, 3)	(1, 2, 3)
$(a, b) \text{ ※ gcd}(a, b) = 1$	(1, 0)						
	V	No	Yes	Yes		Yes (1x1x3)	
	E	(Obvi.)	No	Yes		Yes (1x1x3)	
	F	(Obvi.)	No (†1)	No	No (†2)	Yes (1x1x3)	
	(1, 1)						
	V	No	Yes				
	E	No	Yes				
	F	No	Yes				
	(2, 1)						
	V	Yes					
E	Yes						
F	Yes						
⋮	⋮	⋮	⋮	⋮	⋮	⋮	
V	Yes						
E	Yes						
F	Yes						

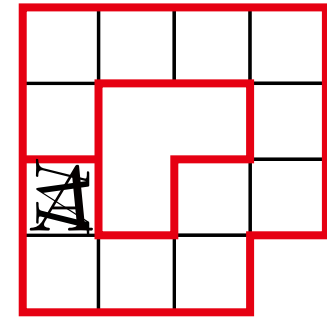
Gadgets for Faces-in-touch unfolding



Lattice unfolding Q_1

[Except]

(1,1,z)-cuboid ($z \geq 3$)



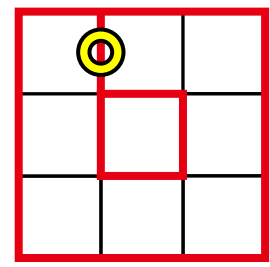
[T.Uno, 2008]

V	Vertices-in-touch
E	Edges-in-touch
F	Faces-in-touch

Background and our results

		(x, y, z)					
		(1, 1, 1)	(1, 1, 2)	(1, 2, 2)	(2, 2, 2)	(1, 1, 3)	(1, 2, 3)
$(a, b) \text{ ※ gcd}(a, b) = 1$	(1, 0)						
	V	No	Yes	Yes		Yes (1x)	
	E	(Obvi.)	No	No		No (†2)	
	F	(Obvi.)	No (†1)	No	No (†2)	Yes (1x) Other	
	(1, 1)						
	V	No	Yes				
	E	No	Yes				
	F	No	Yes				
	(2, 1)						
	V	Yes					
E	Yes						
F	Yes						
⋮	⋮	⋮	⋮	⋮	⋮	⋮	
V	Yes						
E	Yes						
F	Yes						

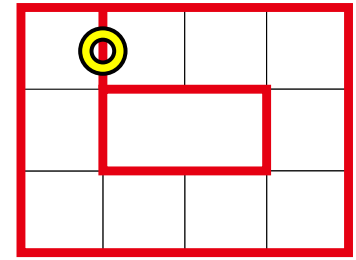
Gadgets for Edges-in-touch unfolding



Lattice unfolding Q_2

[Except]

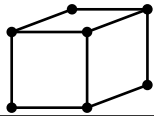
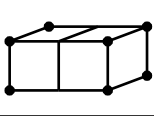
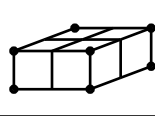
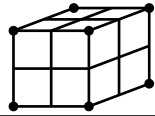
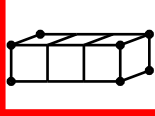
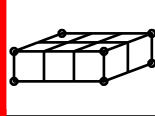
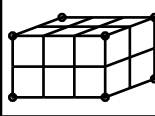
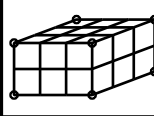
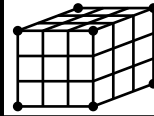
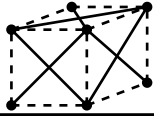
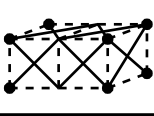
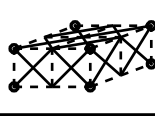
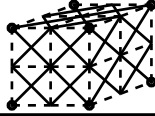
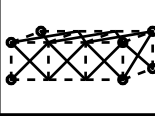
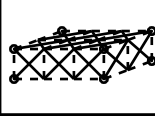
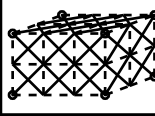
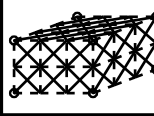
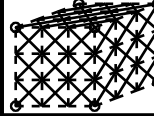
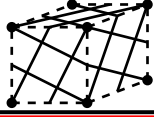

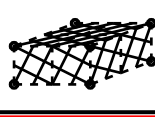

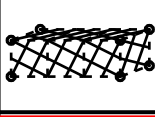




(1,1,z)-cuboid ($z \geq 3$)



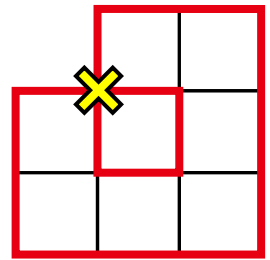
Lattice unfolding Q_1

V	Vertices-in-touch
E	Edges-in-touch
F	Faces-in-touch

Background and our results

		(x, y, z)									
		(1, 1, 1)	(1, 1, 2)	(1, 2, 2)	(2, 2, 2)	(1, 1, 3)	(1, 2, 3)	(2, 2, 3)	(2, 3, 3)	(3, 3, 3)	...
$(a, b) \text{ ※ gcd}(a, b) = 1$	(1, 0)										...
	V	No	Yes	Yes		Yes					
	E	(Obvi.)	No	Yes		Yes					
	F	(Obvi.)	No (†1)	No	No (†2)	Yes					
	(1, 1)										...
	V	No	Yes								
	E	No	Yes								
	F	No	Yes								
	(2, 1)										...
	V	Yes									
E	Yes										
F	Yes										
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	
V	Yes										
E	Yes										
F	Yes										

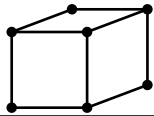
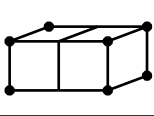
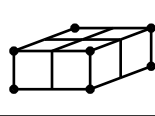
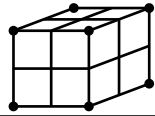
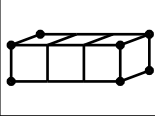
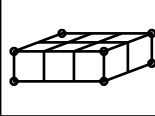
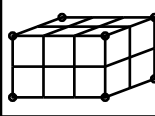
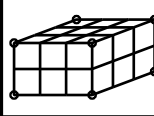
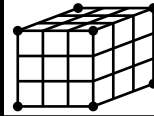
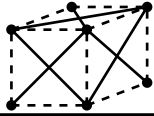
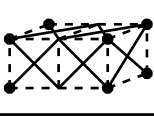
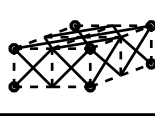
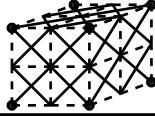
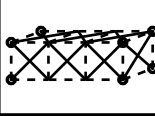
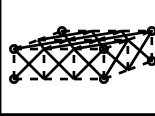
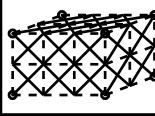
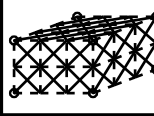
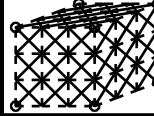
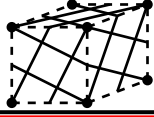

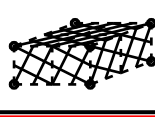

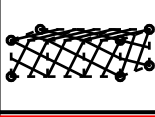
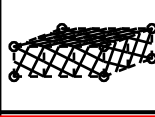
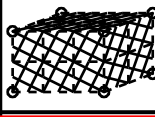
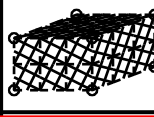

Gadgets for Vertices-in-touch unfolding



Lattice unfolding Q_3

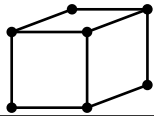
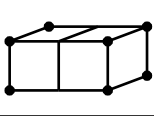
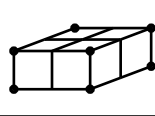
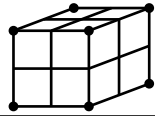
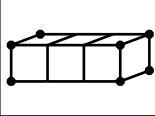
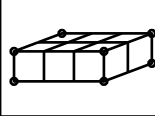
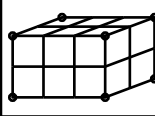
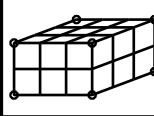
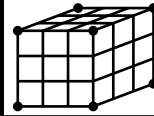
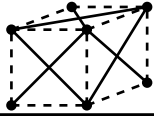
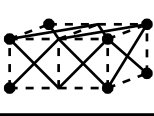
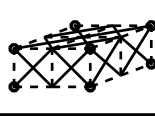
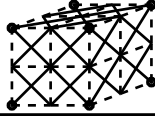
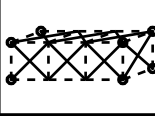
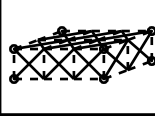
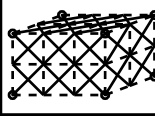
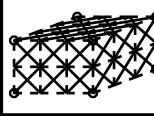
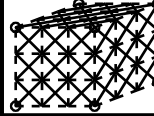
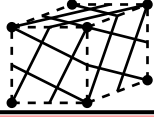

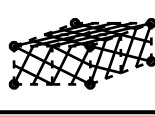
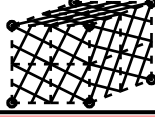
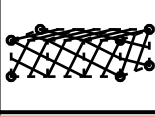




V	Vertices-in-touch
E	Edges-in-touch
F	Faces-in-touch

Background and our results

		(x, y, z)									
		(1, 1, 1)	(1, 1, 2)	(1, 2, 2)	(2, 2, 2)	(1, 1, 3)	(1, 2, 3)	(2, 2, 3)	(2, 3, 3)	(3, 3, 3)	...
$(a, b) \text{ ※ } \gcd(a, b) = 1$	(1, 0)										...
	V	No	Yes	Yes		Yes					
	E	(Obvi.)	No	Yes		(1x1xz)-cuboid: found by [T. Uno, 2008] Otherwise: found by [J. Mitani et al., 2008]					
	F	(Obvi.)	No (†1)	No	No (†2)						
	(1, 1)										...
	V	No	Yes								
	E	No	Yes								
	F	No	Yes								
	(2, 1)										...
	V	Yes									
E	Yes										
F	Yes										
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	
V	Yes										
E	Yes										
F	Yes										

V	Vertices-in-touch
E	Edges-in-touch
F	Faces-in-touch

Background and our results

		(x, y, z)									
		(1, 1, 1)	(1, 1, 2)	(1, 2, 2)	(2, 2, 2)	(1, 1, 3)	(1, 2, 3)	(2, 2, 3)	(2, 3, 3)	(3, 3, 3)	...
$(a, b) \text{ ※ gcd}(a, b) = 1$	(1, 0)										...
	V	No	Yes	Yes		Yes					
	E	No (Obvi.)	No	Yes		Yes					
	F	No (Obvi.)	No (†1)	No	No (†2)	Yes					
	(1, 1)										...
	V	No	Yes								
	E	No	Yes								
	F	No	Yes								
	(2, 1)										...
	V	Yes									
E	Yes										
F	Yes										
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	
V	Yes										
E	Yes										
F	Yes										

V	Vertices-in-touch
E	Edges-in-touch
F	Faces-in-touch

Background and our results

		(x, y, z)									
		(1, 1, 1)	(1, 1, 2)	(1, 2, 2)	(2, 2, 2)	(1, 1, 3)	(1, 2, 3)	(2, 2, 3)	(2, 3, 3)	(3, 3, 3)	...
$(a, b) \text{ ※ gcd}(a, b) = 1$	(1, 0)										...
	V	No	Yes	Yes		Yes					
	E	(Obvi.)	No	Yes		(1x1xz)-cuboid: found by [T. Uno, 2008] Otherwise: found by [J. Mitani et al., 2008]					
	F	(Obvi.)	No (†1)	No	No (†2)						
	(1, 1)										...
	V	No	No matter how they unfolded, they do not overlap.								
	E	No	No matter how they unfolded, they do not overlap.								
	F	No	No matter how they unfolded, they do not overlap.								
	(2, 1)										...
	V	Yes									
E	Yes										
F	Yes										
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	
V	Yes										
E	Yes										
F	Yes										

V	Vertices-in-touch
E	Edges-in-touch
F	Faces-in-touch

Background and our results

		(x, y, z)									
		(1, 1, 1)	(1, 1, 2)	(1, 2, 2)	(2, 2, 2)	(1, 1, 3)	(1, 2, 3)	(2, 2, 3)	(2, 3, 3)	(3, 3, 3)	...
$(a, b) \text{ * gcd}(a, b) = 1$	(1, 0)										...
	V	No	Yes	Yes		Yes					
	E	No (Obvi.)	No	Yes		Yes					
	F	No (Obvi.)	No (†1)	No	No (†2)	Yes					
	(1, 1)										...
	V	No	Yes								
	E	No	Yes								
	F	No	Yes								
	(2, 1)										...
	V	Yes									
E	Yes										
F	Yes										
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	
V	Yes										
E	Yes										
F	Yes										

Enumerate the lattice unfoldings.

V	Vertices-in-touch
E	Edges-in-touch
F	Faces-in-touch

Background and our results

		(x, y, z)									
		(1, 1, 1)	(1, 1, 2)	(1, 2, 2)	(2, 2, 2)	(1, 1, 2)	(1, 2, 2)	(2, 2, 3)	(2, 3, 3)	(3, 3, 3)	...
$(a, b) \text{ * gcd}(a, b) = 1$	(1, 0)										...
	V	No									
	E										
	F	331,776	No (†1)	No	No (†2)						
	(1, 1)										...
	V	No									
	E										
	F										
	(2, 1)										
	V										
E											
F											
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	
V	Yes										
E	Yes										
F	Yes										

301,056,000,000

31,500

29,859,840

Enumerate the lattice unfoldings.

- The number of faces increases
- The number of unfoldings rapidly increases
- We need to consider overlapping types.

V	Vertices-in-touch
E	Edges-in-touch
F	Faces-in-touch

Background and our results

		(x, y, z)									
		(1, 1, 1)	(1, 1, 2)	(1, 2, 2)	(2, 2, 2)	(1, 1, 2)	(1, 2, 2)	(2, 2, 3)	(2, 3, 3)	(3, 3, 3)	...
(a, b) * $\text{gcd}(a, b) = 1$	(1, 0)										...
	V	No									
	E										
	F	331,776	No (†1)	No	No (†2)						
	(1, 1)										...
	V	No									
	E										
	F										
	(2, 1)										
	V										
E											
F											

301,056,000,000

31,500

29,859,840

Enumerate the lattice unfoldings.

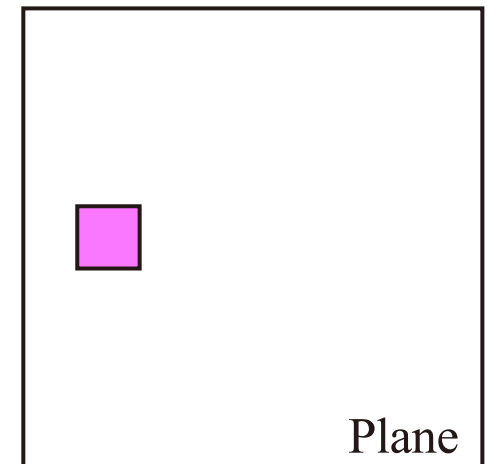
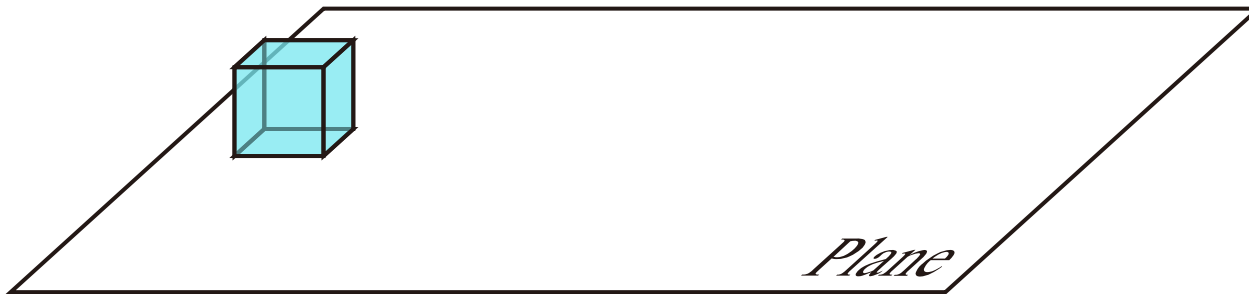
- The number of faces increases
- ➔ The number of unfoldings rapidly increases
- We need to consider overlapping types.

To check the overlap more efficiently ...
 We expand and use Rotational Unfolding [T. Shiota et al., 2023]

Technique to show the non-existence

Rotational Unfolding [T. Shiota et al., 2023]

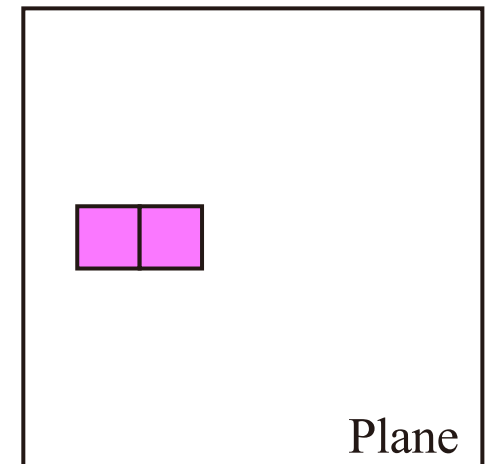
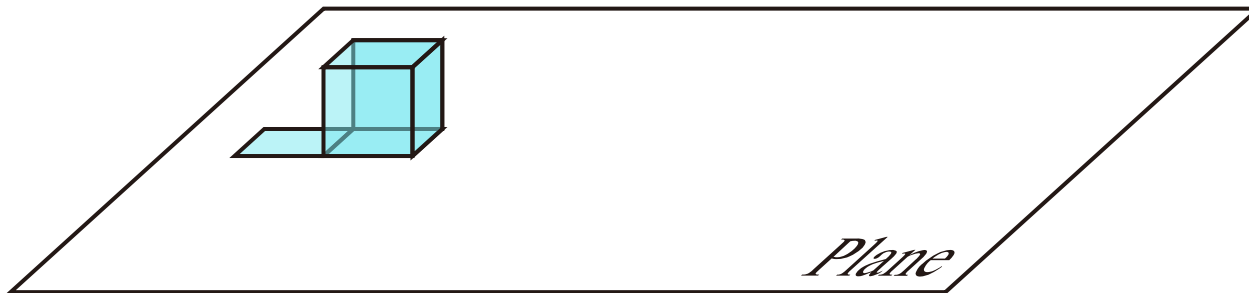
- Enumerating the path between any two faces by rolling a polyhedron.
- Checking the overlap of both end-faces of a path.



Technique to show the non-existence

Rotational Unfolding [T. Shiota et al., 2023]

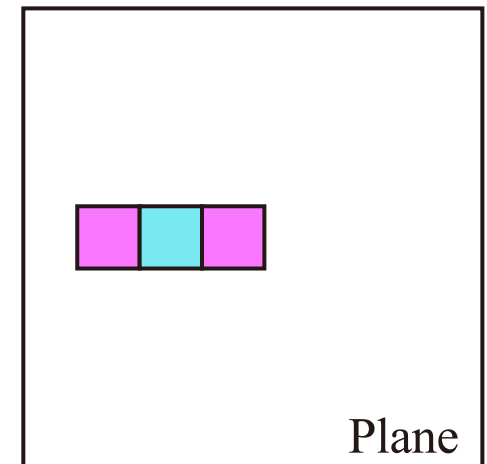
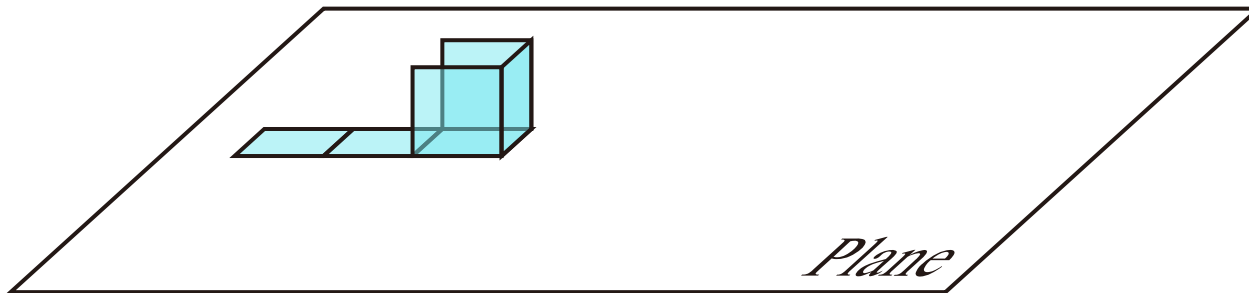
- Enumerating the path between any two faces by rolling a polyhedron.
- Checking the overlap of both end-faces of a path.



Technique to show the non-existence

Rotational Unfolding [T. Shiota et al., 2023]

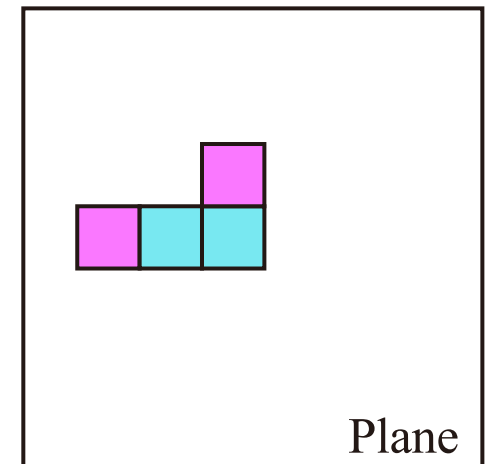
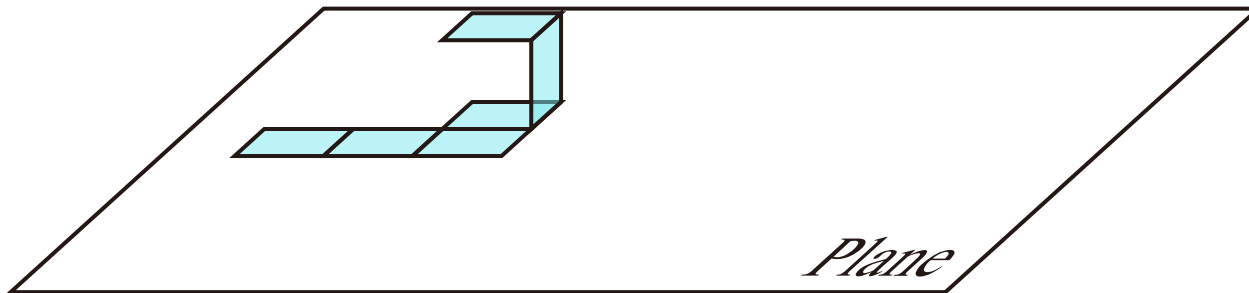
- Enumerating the path between any two faces by rolling a polyhedron.
- Checking the overlap of both end-faces of a path.



Technique to show the non-existence

Rotational Unfolding [T. Shiota et al., 2023]

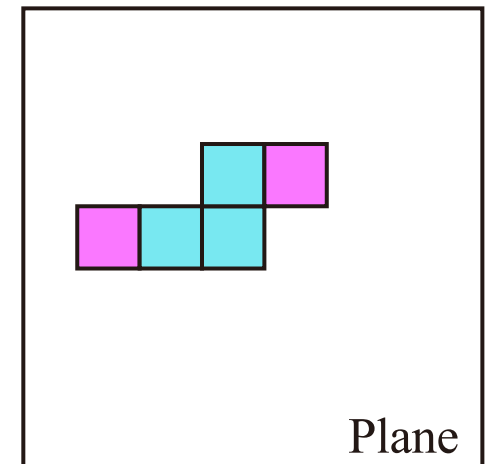
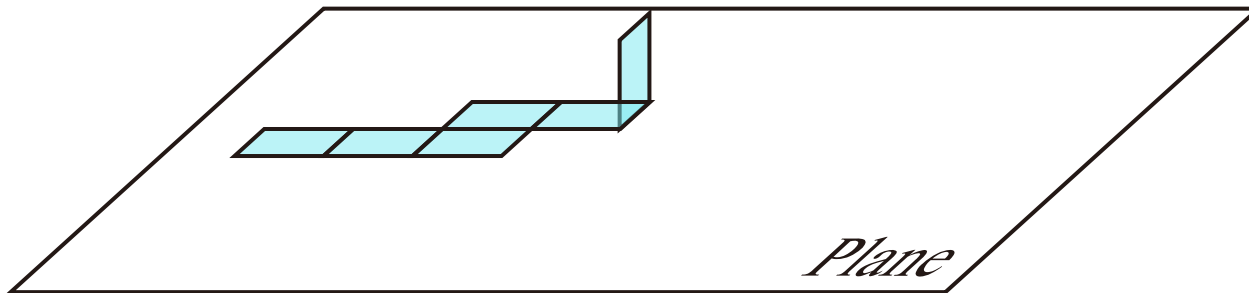
- Enumerating the path between any two faces by rolling a polyhedron.
- Checking the overlap of both end-faces of a path.



Technique to show the non-existence

Rotational Unfolding [T. Shiota et al., 2023]

- Enumerating the path between any two faces by rolling a polyhedron.
- Checking the overlap of both end-faces of a path.

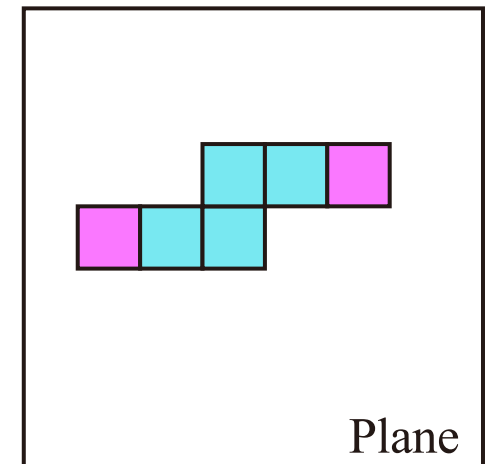
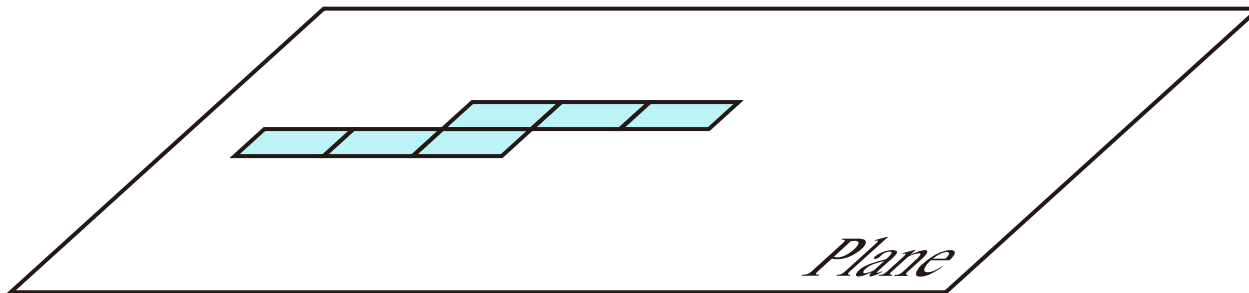


Technique to show the non-existence



Rotational Unfolding [T. Shiota et al., 2023]

- Enumerating the path between any two faces by rolling a polyhedron.
- Checking the overlap of both end-faces of a path.

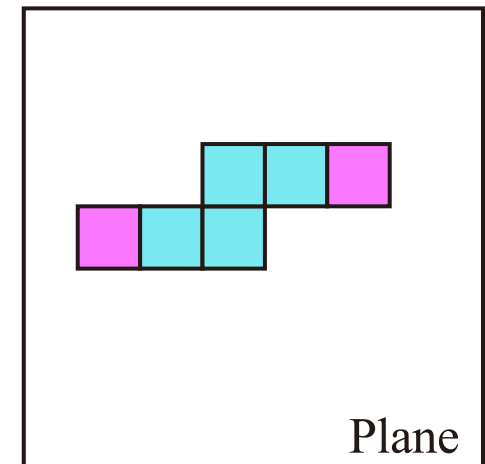
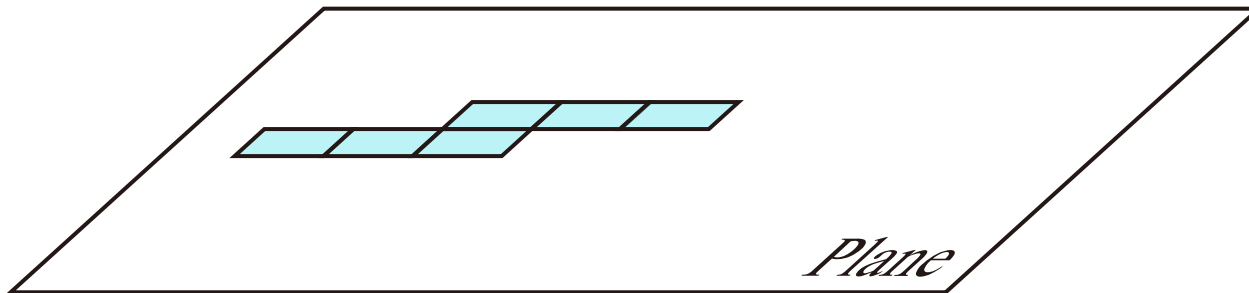


Technique to show the non-existence



Rotational Unfolding [T. Shiota et al., 2023]

- Enumerating the path between any two faces by rolling a polyhedron.
- Checking the overlap of both end-faces of a path.

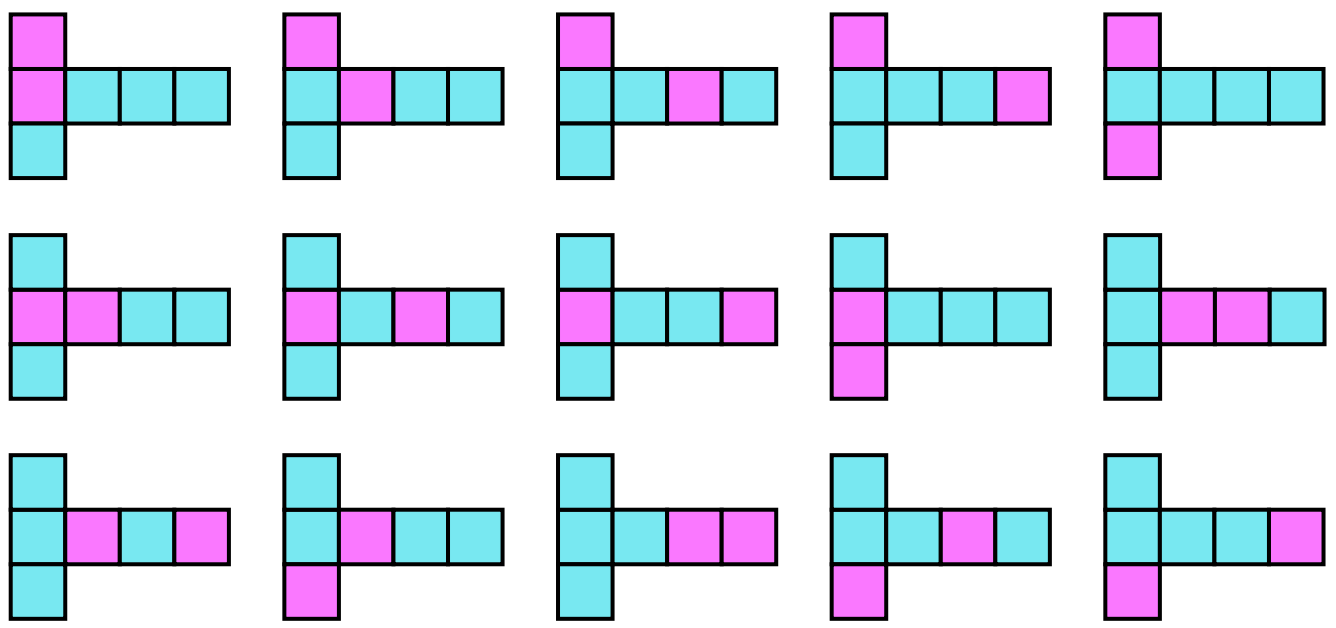


Q. Why only check the overlap of both end-faces in the path?

Technique to show the non-existence

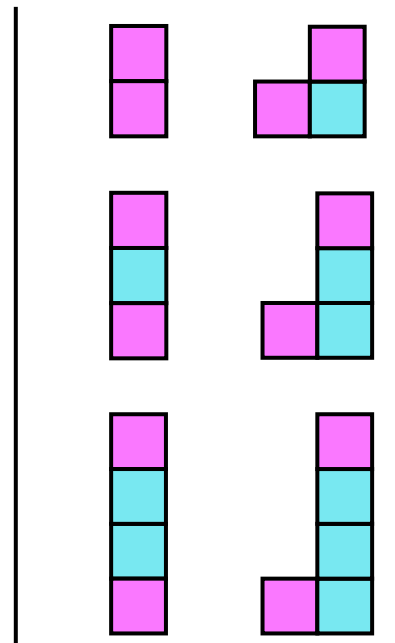
Lemma 1 [T. Shiota et al., 2023]

The path in the edge unfolding that connects two faces is one of the paths enumerated by rotational unfolding.



${}_6C_2 = 15 \text{ ways}$

Check all combinations of faces [T. Horiyama and W. Shoji, 2011]



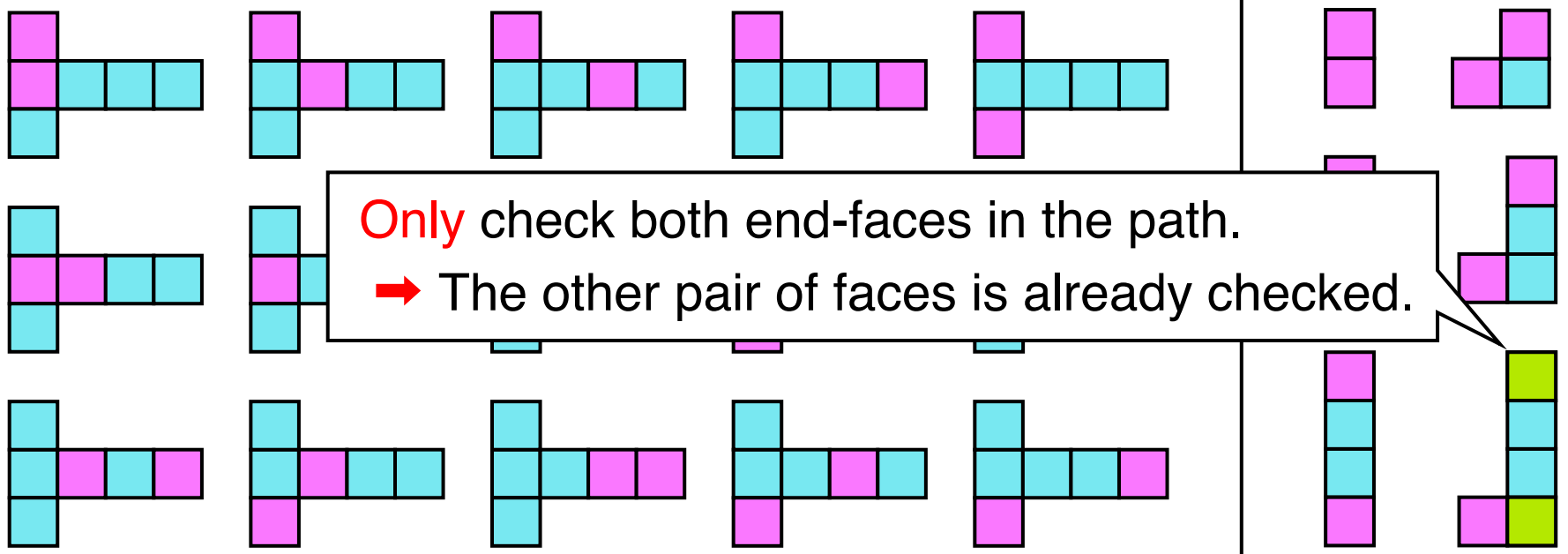
6 ways

Rotational unfolding

Technique to show the non-existence

Lemma 1 [T. Shiota et al., 2023]

The path in the edge unfolding that connects two faces is one of the paths enumerated by rotational unfolding.



${}_6C_2 = 15$ ways

6 ways

Check all combinations of faces [T. Horiyama and W. Shoji, 2011]

Rotational unfolding

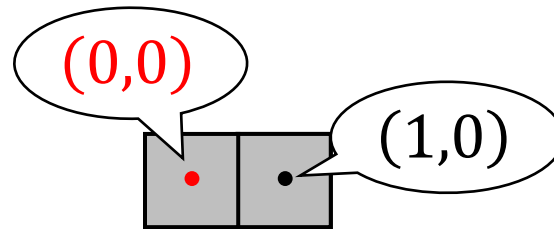
Overlap check in lattice unfoldings



In rotational unfolding, we check for overlaps with each roll.

1. Set the center coordinates of one endpoint of the path to $(x, y) = (0,0)$.
2. While rolling the cuboid, sequentially compute the center coordinates of the other endpoint.

[Note] The length of one side of the cuboid is 1.



The computation process for the other endpoint's coordinates

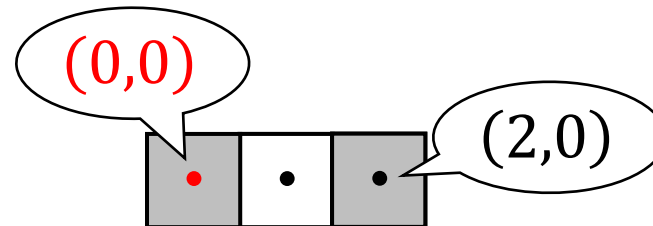
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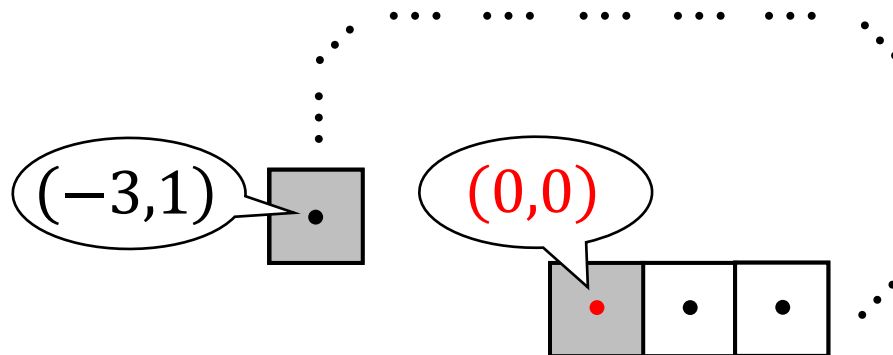
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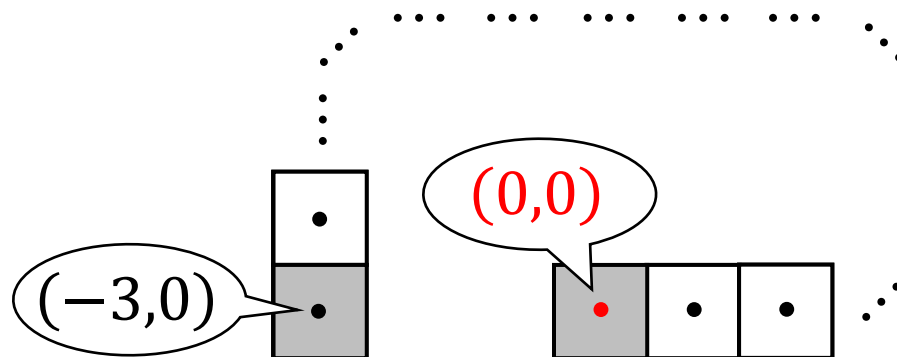
Overlap check in lattice unfoldings



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The computation process for the other endpoint's coordinates

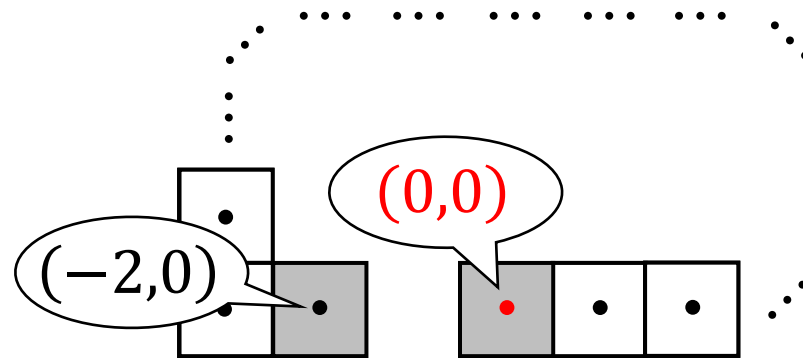
Overlap check in lattice unfoldings



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1. Set the center coordinates of one endpoint of the path to $(x, y) = (0, 0)$.
2. While rolling the cuboid, sequentially compute the center coordinates of the other endpoint.

[Note] The length of one side of the cuboid is 1.



The computation process for the other endpoint's coordinates

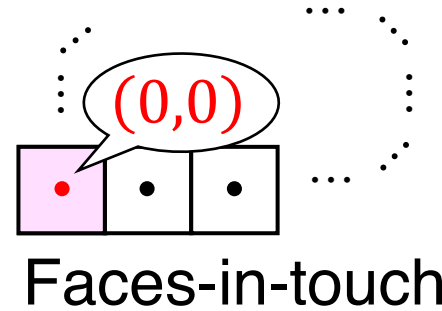
Overlap check in lattice unfoldings



The center coordinates of the other endpoint of the path are...

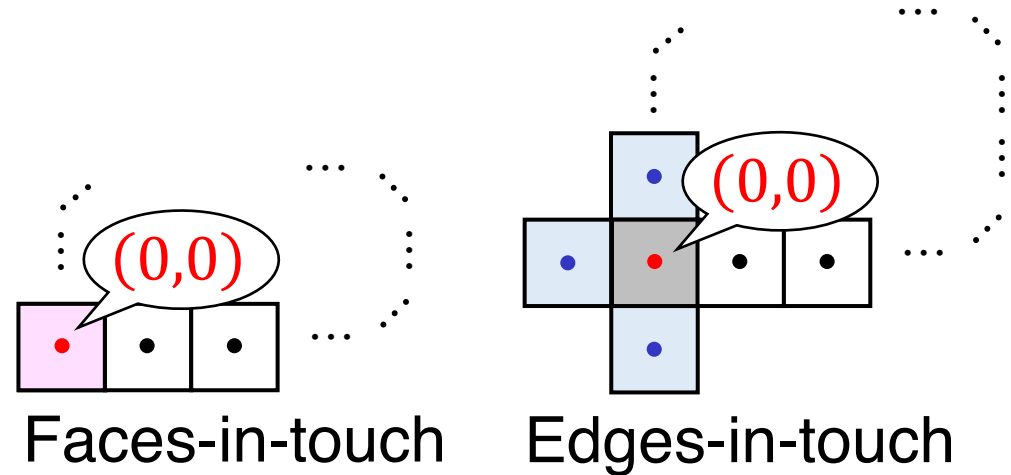
■ $(0,0)$

→ Faces-in-touch



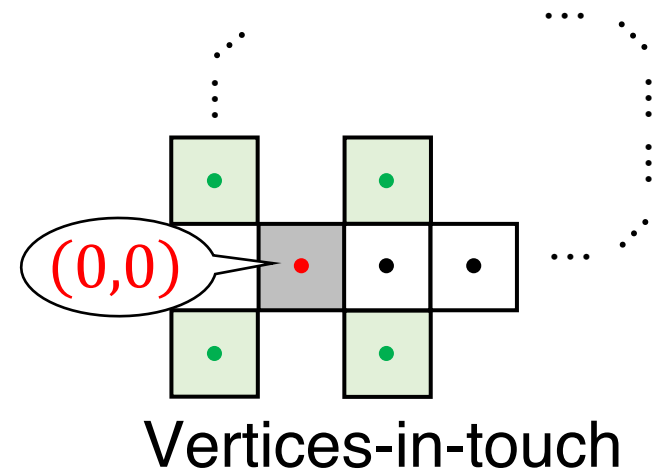
■ $(0,1), (-1,0), (0,-1)$

→ Edges-in-touch



■ $(1,1), (1,-1), (-1,-1), (-1,1)$

→ Vertices-in-touch



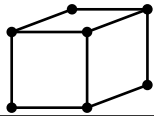
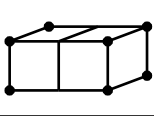
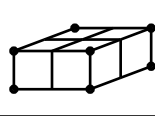
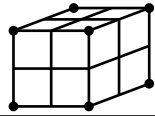
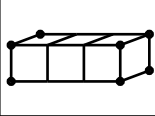
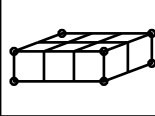
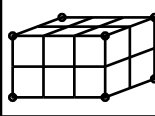
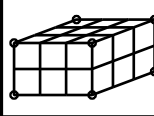
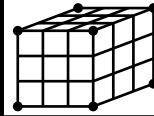
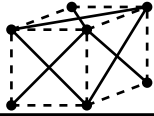
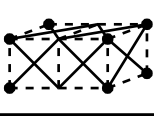
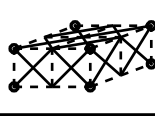
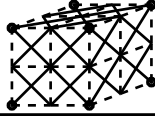
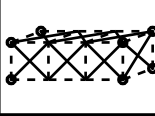
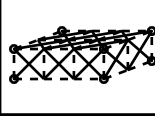
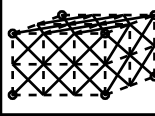
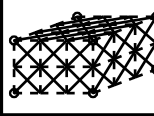
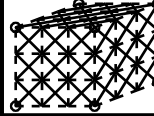
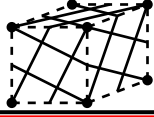

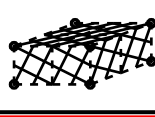

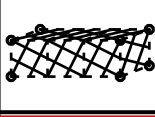
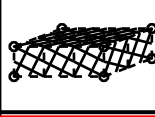
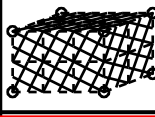
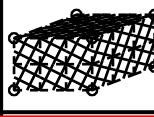

V	Vertices-in-touch
E	Edges-in-touch
F	Faces-in-touch

Background and our results

		(x, y, z)									
		(1, 1, 1)	(1, 1, 2)	(1, 2, 2)	(2, 2, 2)	(1, 1, 3)	(1, 2, 3)	(2, 2, 3)	(2, 3, 3)	(3, 3, 3)	...
$(a, b) \text{ ※ } \gcd(a, b) = 1$	(1, 0)										...
	V	No	Yes	Yes		(1x1xz)-cuboid: found by [T. Uno, 2008] Otherwise: found by [J. Mitani et al., 2008]					
	E	No (Obvi.)	No	Yes							
	F	No (Obvi.)	No (†1)	No	No (†2)						
	(1, 1)										...
	V	No	No matter how they unfolded, they do not overlap.								
	E	No									
	F	No									
	(2, 1)										...
	V	Yes									
E	Yes										
F	Yes										
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	
V	Yes										
E	Yes										
F	Yes										

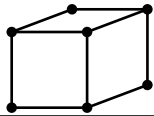
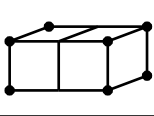
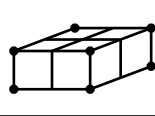
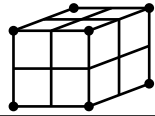
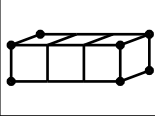
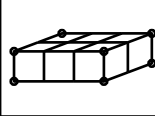
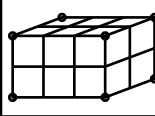
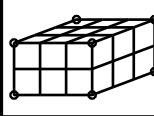
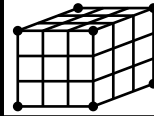
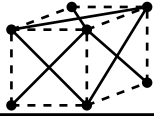
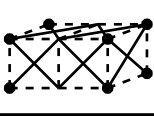
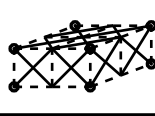
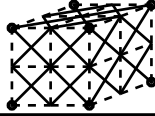
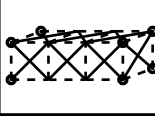
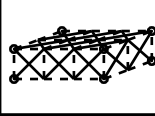
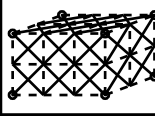
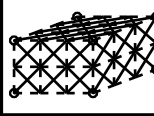
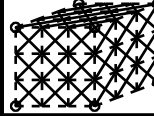
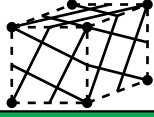

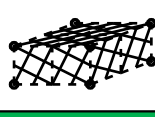

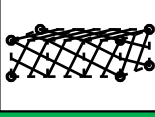




V	Vertices-in-touch
E	Edges-in-touch
F	Faces-in-touch

Background and our results

		(x, y, z)									
		(1, 1, 1)	(1, 1, 2)	(1, 2, 2)	(2, 2, 2)	(1, 1, 3)	(1, 2, 3)	(2, 2, 3)	(2, 3, 3)	(3, 3, 3)	...
$(a, b) \text{ ※ } \gcd(a, b) = 1$	(1, 0)										...
	V	No	Yes	Yes		Yes					
	E	(Obvi.)	No	Yes		(1x1xz)-cuboid: found by [T. Uno, 2008] Otherwise: found by [J. Mitani et al., 2008]					
	F	(Obvi.)	No (†1)	No	No (†2)						
	(1, 1)										...
	V	No	Yes								
	E	No	Yes								
	F	No	Yes								
	(2, 1)										...
	V	Yes									
E	Yes										
F	Yes										
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	
V	Yes										
E	Yes										
F	Yes										

V	Vertices-in-touch
E	Edges-in-touch
F	Faces-in-touch

Background and our results

		(x, y, z)									
		(1, 1, 1)	(1, 1, 2)	(1, 2, 2)	(2, 2, 2)	(1, 1, 3)	(1, 2, 3)	(2, 2, 3)	(2, 3, 3)	(3, 3, 3)	...
(a, b) * $\text{gcd}(a, b) = 1$	(1, 0)										...
	V	No	Yes	Yes		Yes					
	E	(Obvi.)	No	Yes		(1x1xz)-cuboid: found by [T. Uno, 2008] Otherwise: found by [J. Mitani et al., 2008]					
	F	(Obvi.)	No (†1)	No	No (†2)						
	(1, 1)										...
	V	No	Yes								
	E	No	Yes								
	F	No	Yes								
	(2, 1)										...

Future work: Clarify the existence of overlapping unfolding for “tetrahedron” or “octahedron” that can be constructed from the triangular lattice.

