

# Overlapping of Lattice Unfolding for Cuboids

CCCG 2023

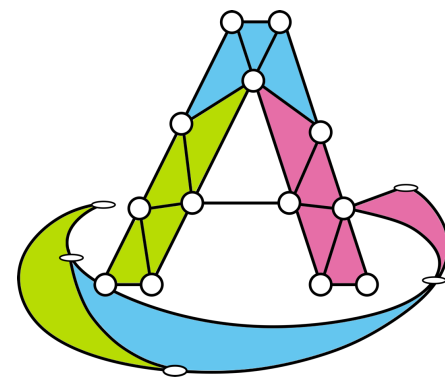
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© Takumi SHIOTA<sup>†</sup>, Tonan KAMATA<sup>‡</sup>,  
Ryuhei UEHARA<sup>‡</sup>

<sup>†</sup> Kyushu Institute of Technology, Japan

<sup>‡</sup> Japan Advanced Institute of  
Science and Technology, Japan

August 2, 2023

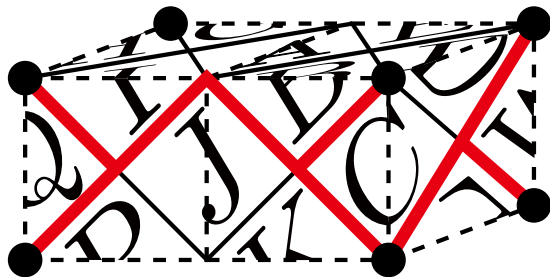


# Overlapping of lattice unfolding

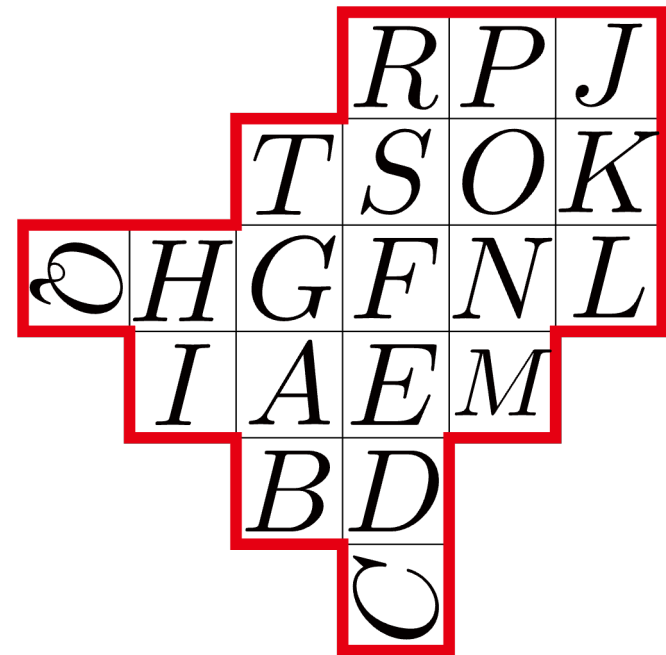


Let's consider unfolding a cuboid into a polyomino.

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



→  
Unfold



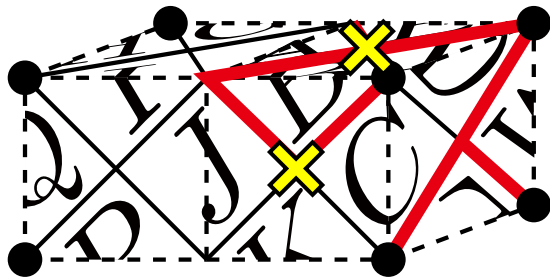
➤ Let's call this type of polyomino "Lattice unfolding".

# Overlapping of lattice unfolding

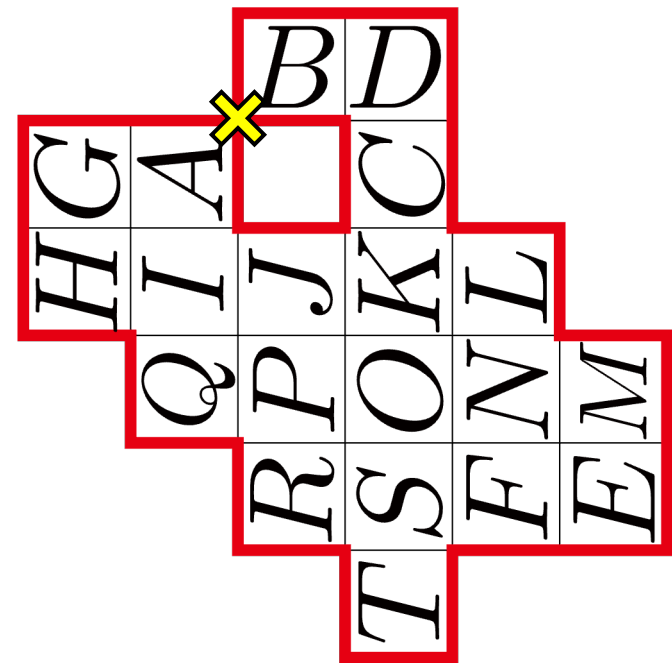


Let's consider unfolding a cuboid into a polyomino.

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

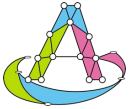


→  
Unfold



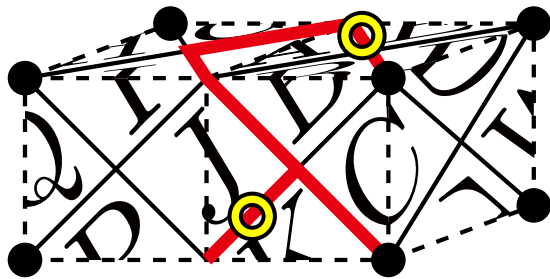
- ▶ We call this type of unfolding “**Vertices-in-touch unfolding**”.

# Overlapping of lattice unfolding

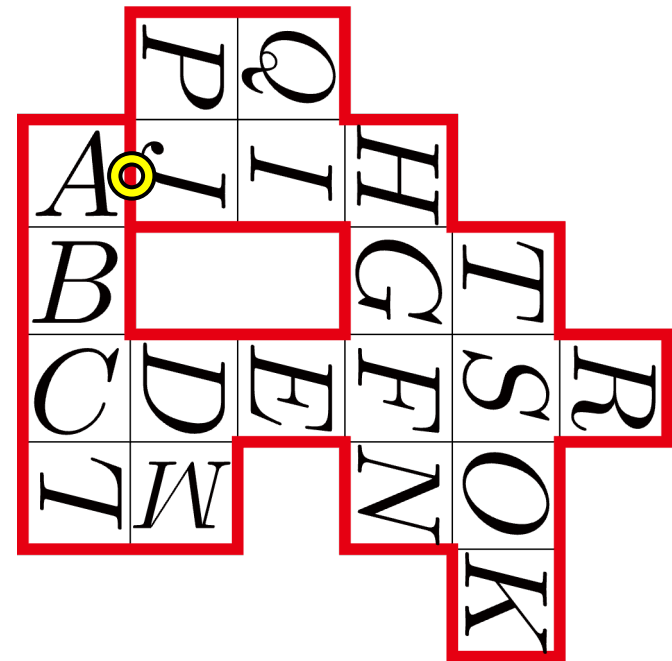


Let's consider unfolding a cuboid into a polyomino.

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



→  
Unfold



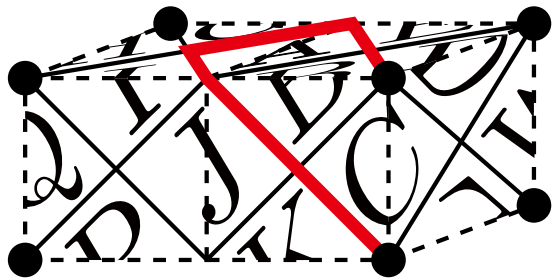
- ▶ We call this type of unfolding “Edges-in-touch unfolding”.

# Overlapping of lattice unfolding

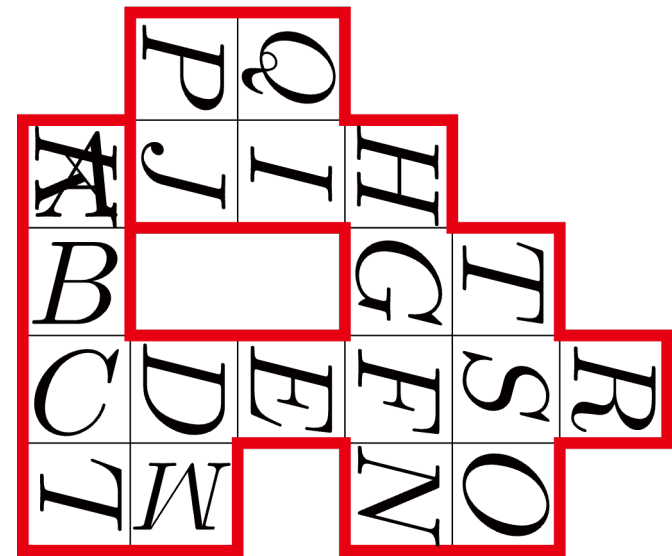


Let's consider unfolding a cuboid into a polyomino.

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



→  
Unfold



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

# Overlapping of lattice unfolding

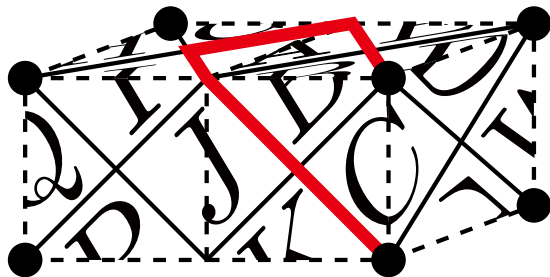


Let's consider unfolding a cuboid into a polyomino.

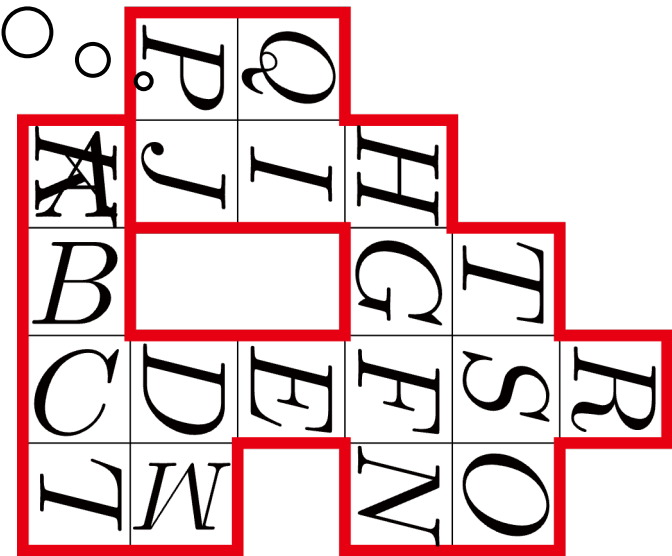
[Note

Hard to understand just looking at this figure >:(

connecting multiple



→  
Unfold



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

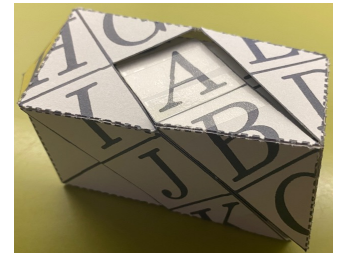
# Overlapping of lattice unfolding



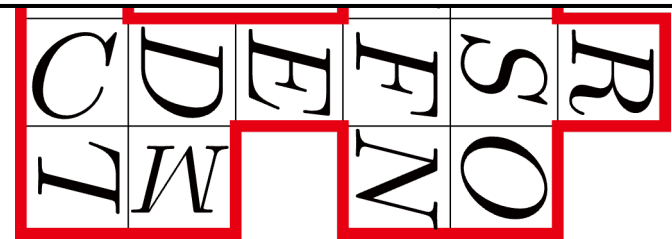
Let's consider unfolding a cuboid into a polyomino.

[Note] Hard to understand just looking at this figure >:( connecting multiple

Mr. Kamata and I distribute my hand-made 3D models of “Faces-in-touch” for each table.



Unfold



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

# Overlapping of lattice unfolding



Let's consider unfolding a cuboid into a polyomino.

[Note

Hard to understand just  
looking at this figure >:(

connecting multiple

Mr. Kamata and I distribute my hand-made  
3D models of “Faces-in-touch” for each table.

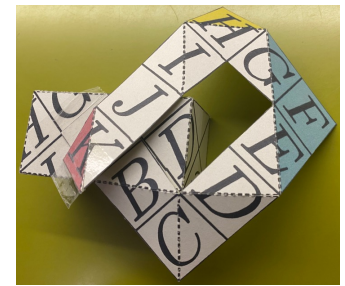


**If you get the model ...**

Please look at it and unfold the model

**After you experience how they overlap ...**

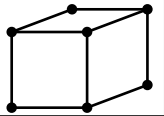
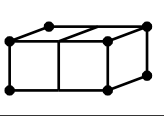
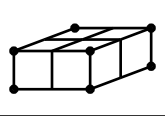
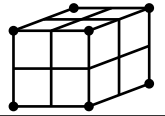
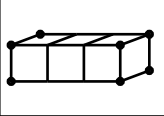
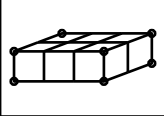
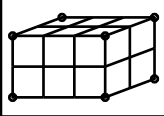
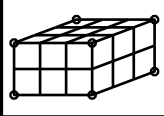
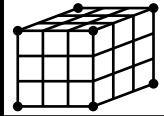
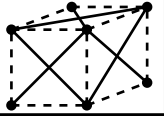
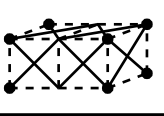
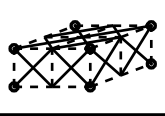
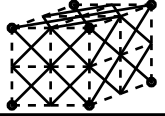
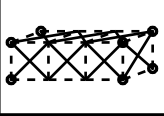
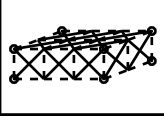
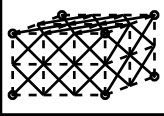
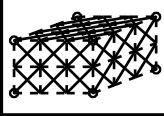
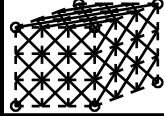

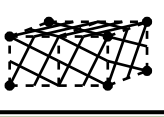
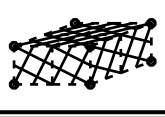

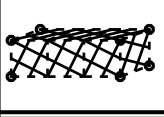
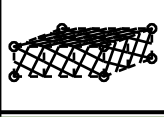
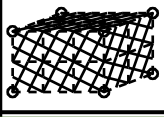
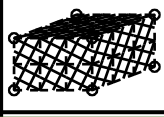

Please fold the model again & pass it turn on the left/right





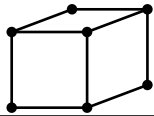
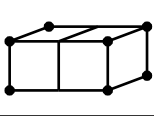
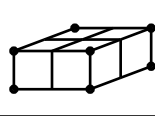
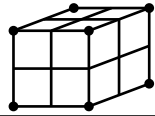
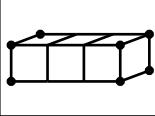
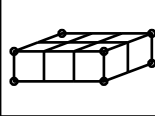
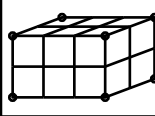
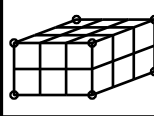
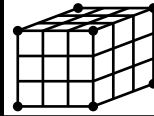
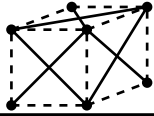
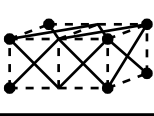
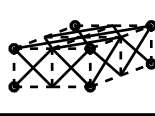
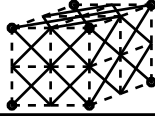
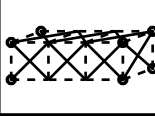
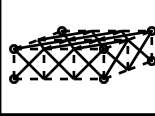
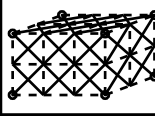
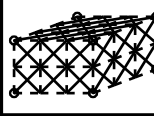
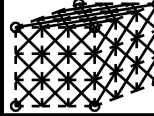
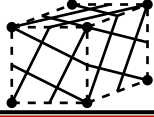

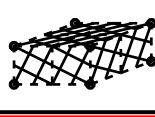

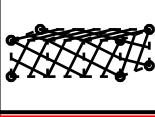
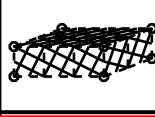
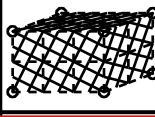
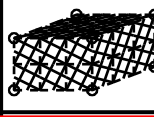

V	Vertices-in-touch
E	Edges-in-touch
F	Faces-in-touch

# 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										
E	Open										
F	Open										

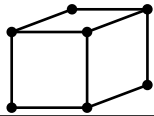
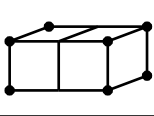
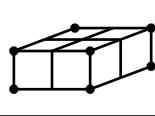
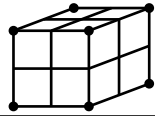
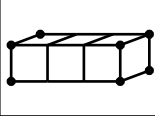
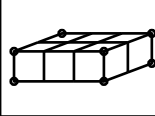
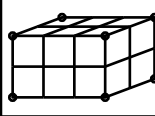
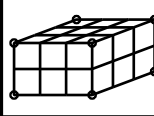
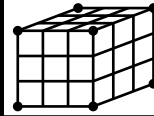
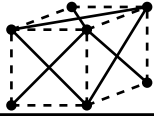
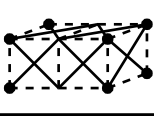
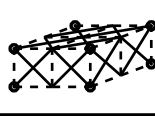
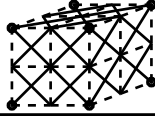
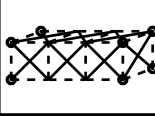
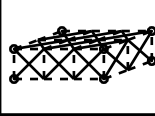
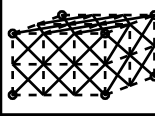
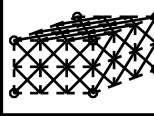
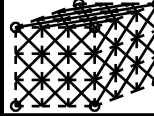
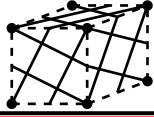

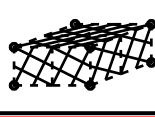
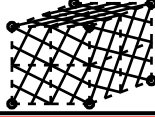
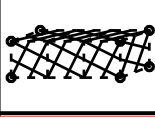
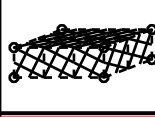
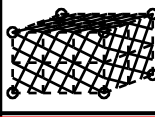
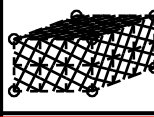
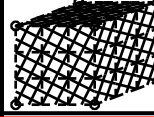
V	Vertices-in-touch
E	Edges-in-touch
F	Faces-in-touch

# 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)	...
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	F	(Obvi.)	No (†1)	No	No (†2)						
	(1, 1)										...
	V	No	Yes								
	E	No	Yes								
	F	No	Yes								
	(2, 1)										...
	V	Yes									

To help understand how to read this table ...

From the next slide, define the following three.

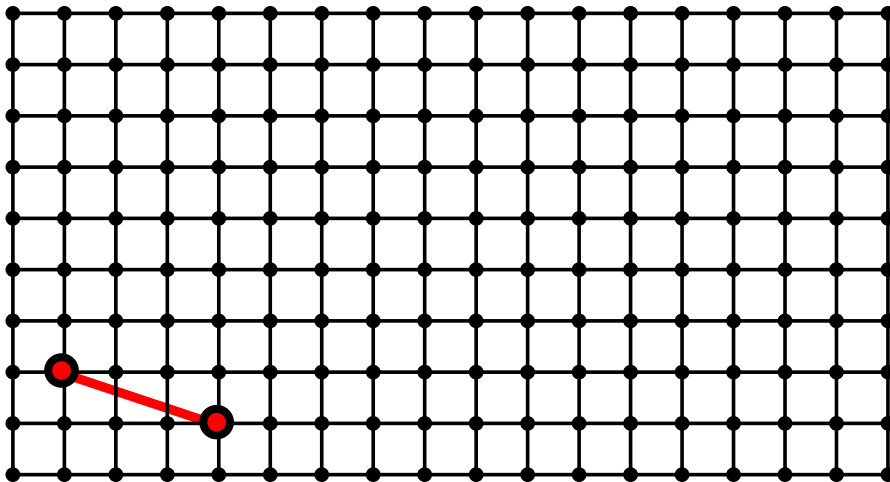
- (1) Lattice cubes
- (2) Lattice cuboids
- (3) Lattice unfoldings

# 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**.



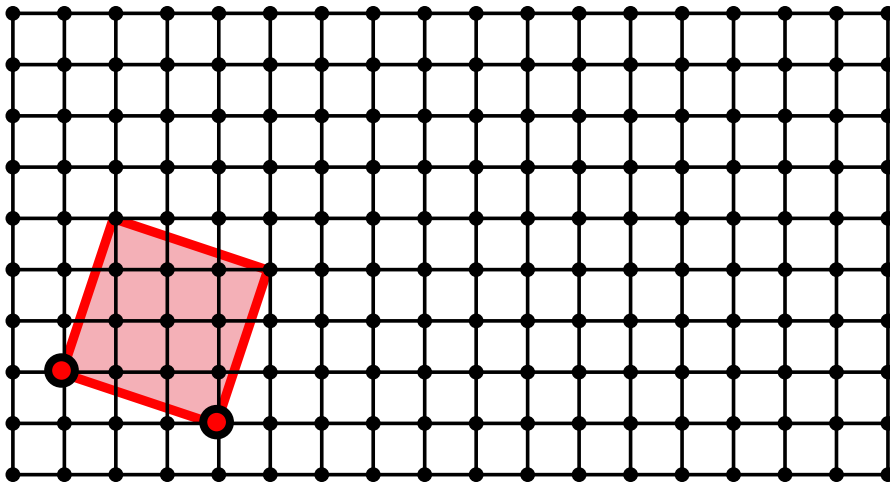
The square lattice

# Lattice cubes



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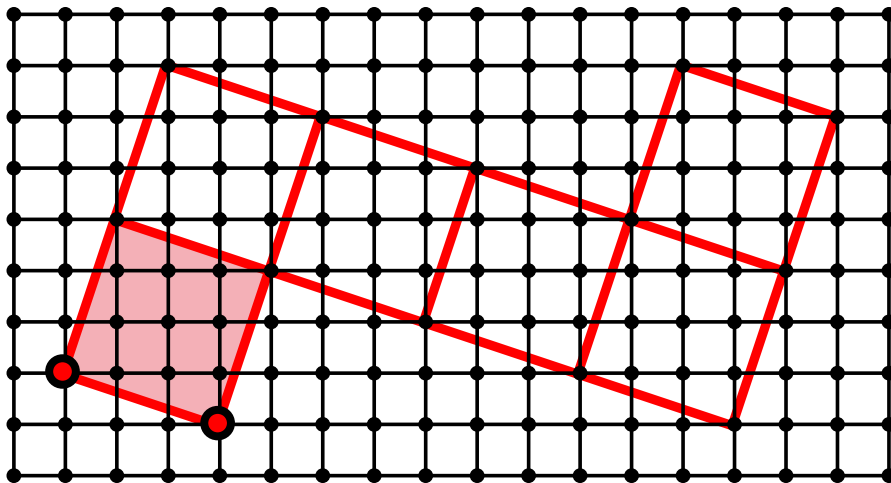
The square lattice

# Lattice cubes

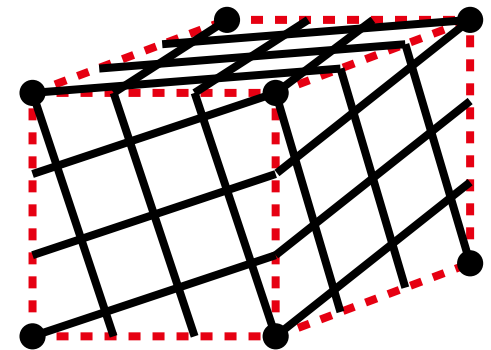


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The square lattice



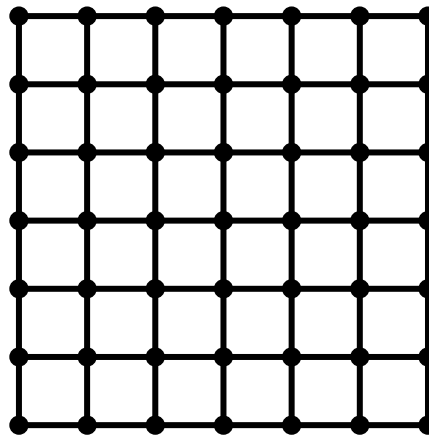
The lattice cube

# 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.

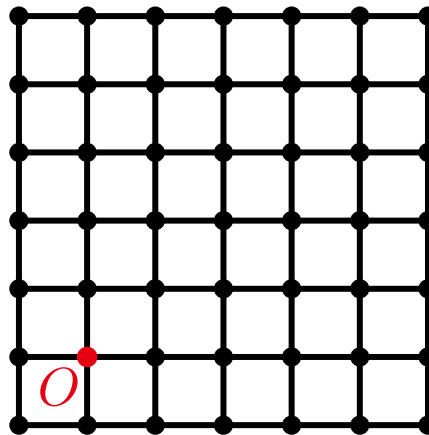


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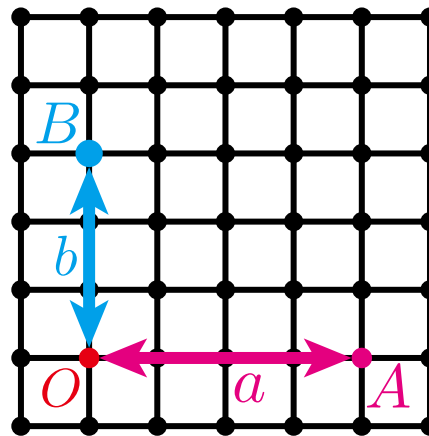


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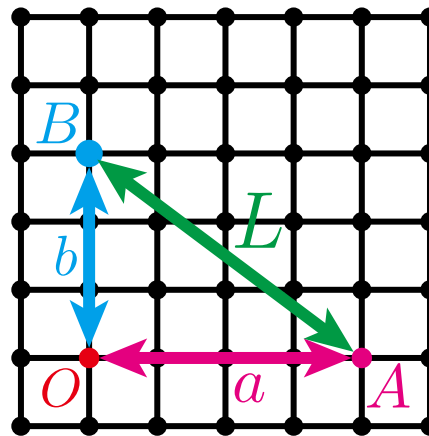


# The length of one edge of a cube

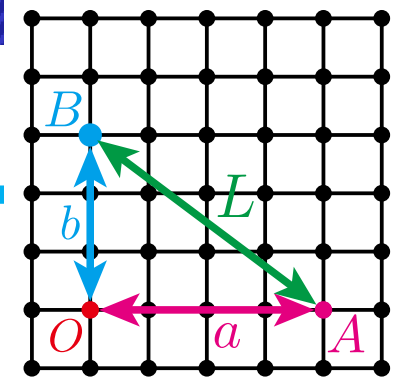


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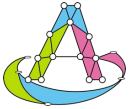
# The side length of a cube



## List of lattice cubes

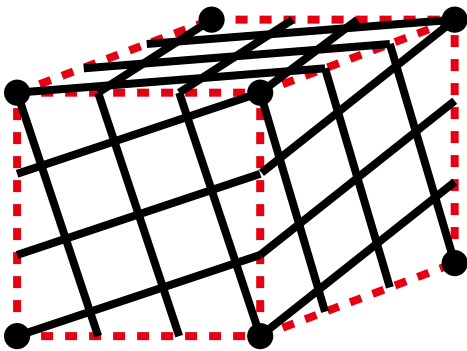
$a$	1	1	2	2	2	3	...
$b$	0	1	0	1	2	0	...
$L$	1	$\sqrt{2}$	2	$\sqrt{5}$	$2\sqrt{2}$	3	...
$L \times L$ square							...
$L \times L \times L$ cube							...

# Lattice cuboids



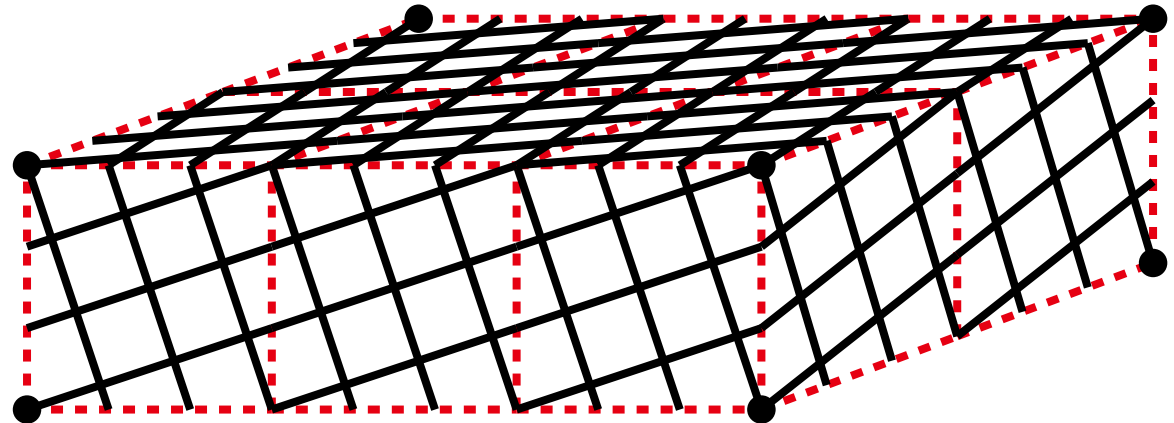
## Definition 2

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



The lattice cube

Connect multiple lattice cubes together



The lattice cuboid

# The three side lengths of a cuboid

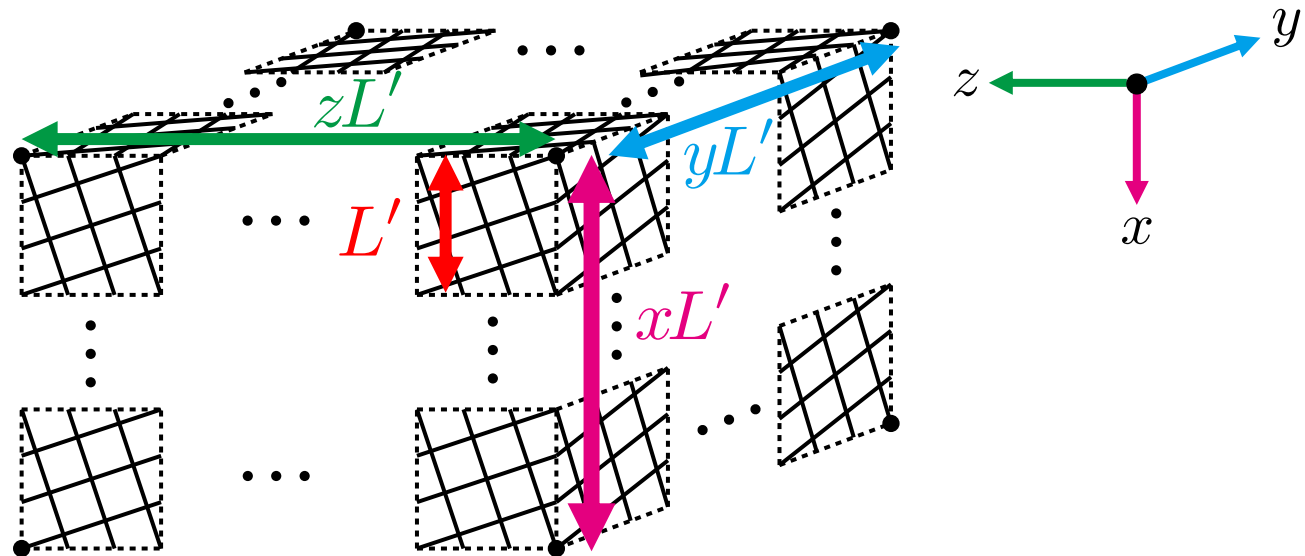


Let  $L'$  be the length of one edge of a lattice cube.

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

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

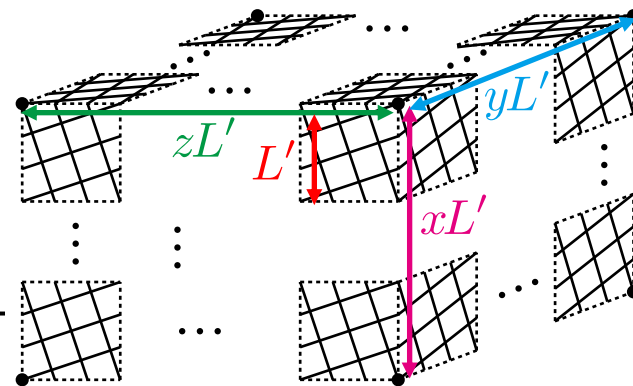
$$(x, y, z \in \mathbb{N}, x \leq y \leq z)$$



# The three side lengths of a cuboid



## List of lattice cuboids



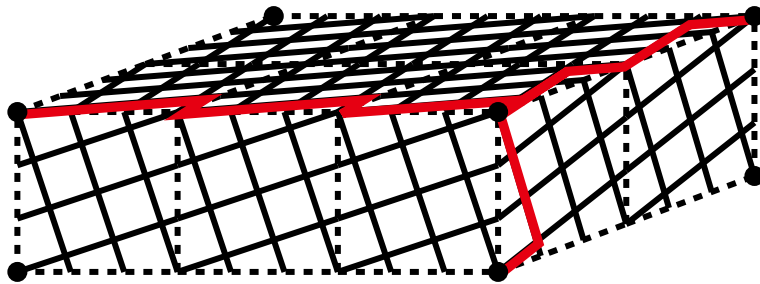
		$(x, y, z)$									
		(1, 1, 1)	(1, 1, 2)	(1, 2, 2)	(2, 2, 2)	(1, 1, 3)	(1, 2, 3)	(2, 2, 3)	(2, 3, 3)	(3, 3, 3)	...
$(a, b) \times \text{gcd}(a, b) = 1$	(1, 0)										...
	(1, 1)										...
	(2, 1)										...
	...	...	...	...	...	...	...	...	...	...	...

# Lattice unfolding for cuboids

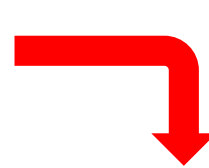


## Definition 3

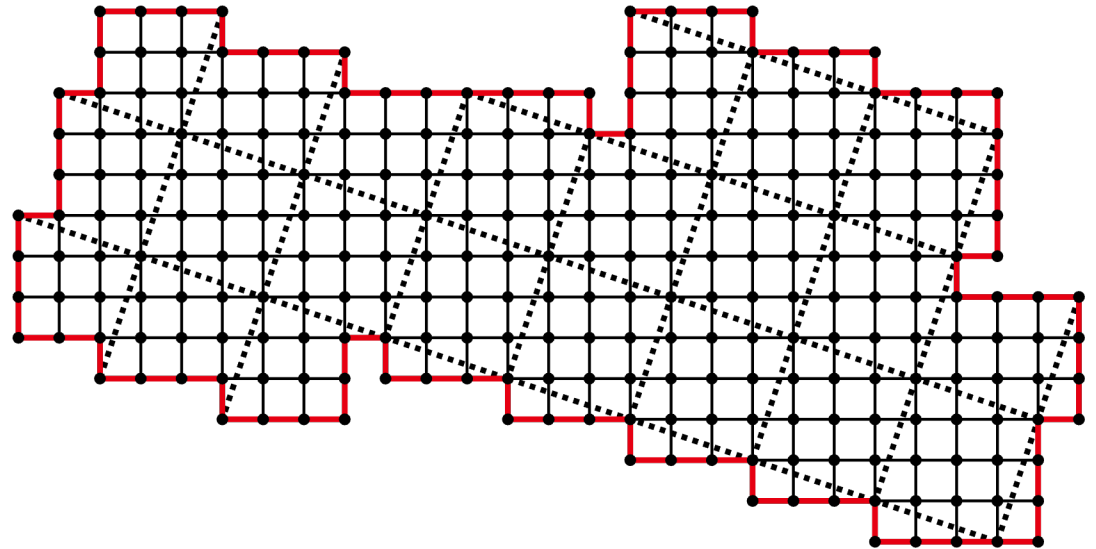
A **lattice unfolding** is a polygon obtained by cutting the face of the cuboid along the edges of unit squares.



The lattice cuboid



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

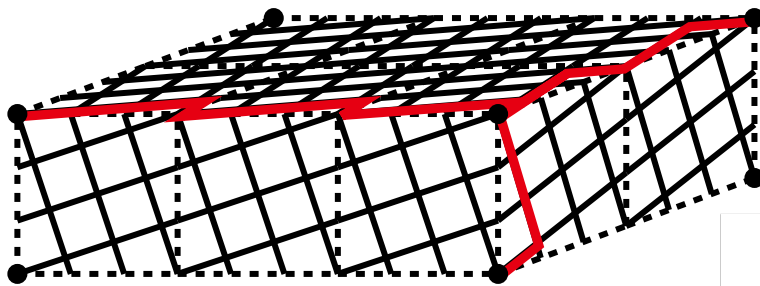


# Lattice unfolding for cuboids



## Definition 3

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

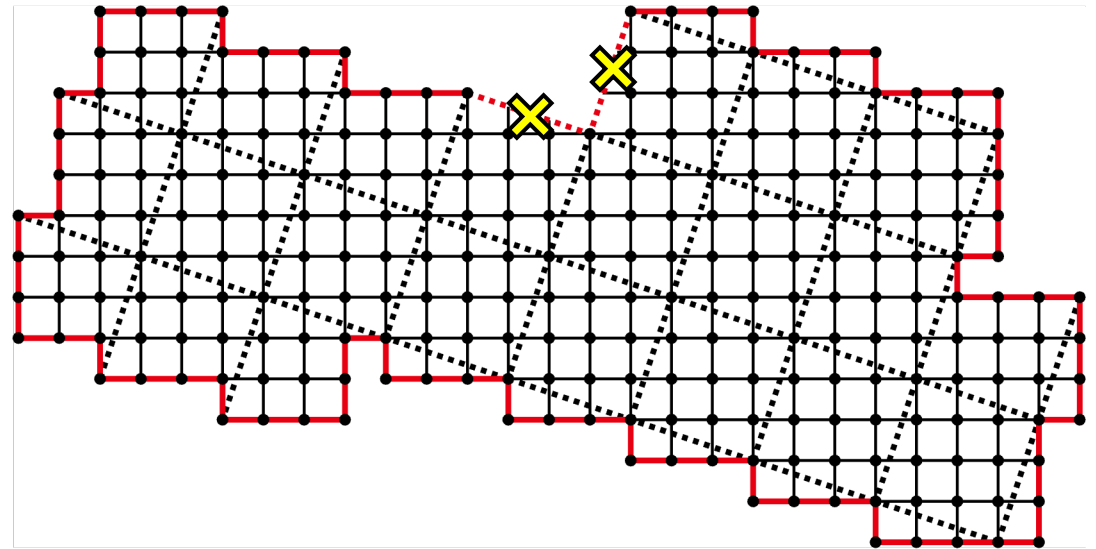


The lattice cuboid

(Note)

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

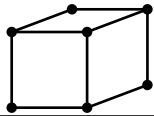
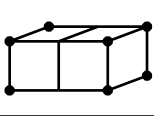
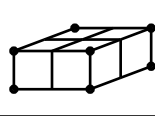
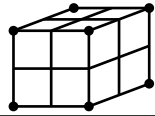
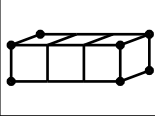
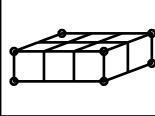
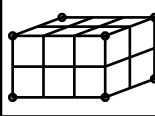
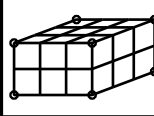
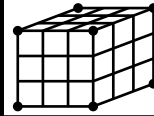
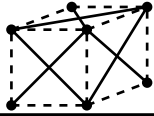
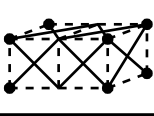
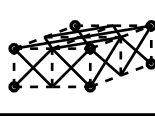
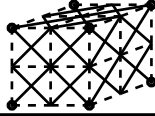
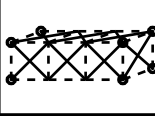
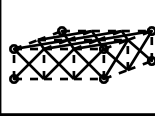
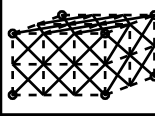
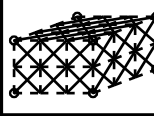
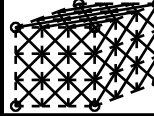
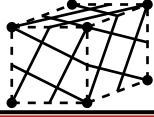

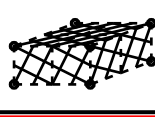

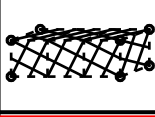
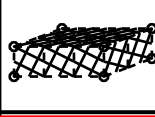
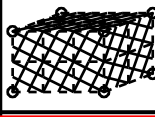
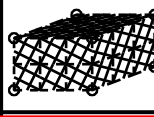

Cut along the edges of unit squares and unfold it flat.





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

# Background and our results

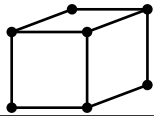
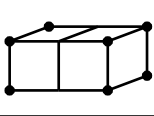
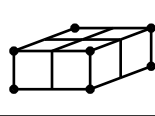
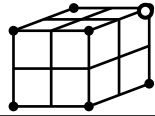
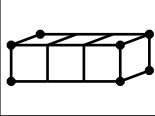
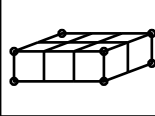
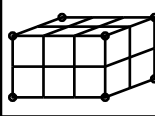
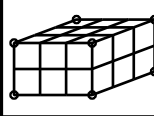
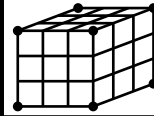
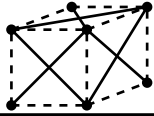
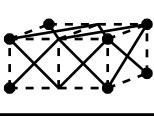
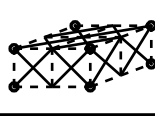
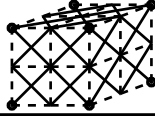
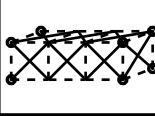
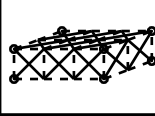
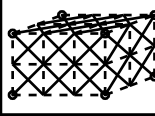
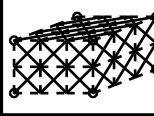
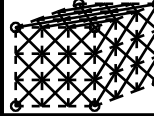
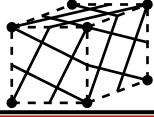

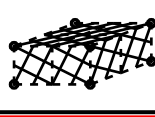

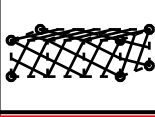
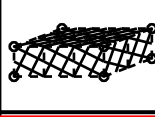
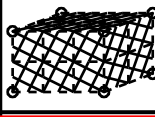
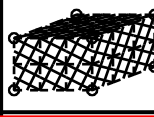

		$(x, y, z)$									
		(1, 1, 1)	(1, 1, 2)	(1, 2, 2)	(2, 2, 2)	(1, 1, 3)	(1, 2, 3)	(2, 2, 3)	(2, 3, 3)	(3, 3, 3)	...
$(a, b) \text{ ※ } \gcd(a, b) = 1$	(1, 0)										...
	V	No	Yes	Yes		Yes					
	E	(Obvi.)	No	Yes		(1x1xz)-cuboid: found by [T. Uno, 2008] Otherwise: found by [J. Mitani et al., 2008]	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

†1 : [R. Hearn, 2018] †2 : [H. Sugiura, 2018]

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

How do we prove them?

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										

†1 : [R. Hearn, 2018] †2 : [H. Sugiura, 2018]

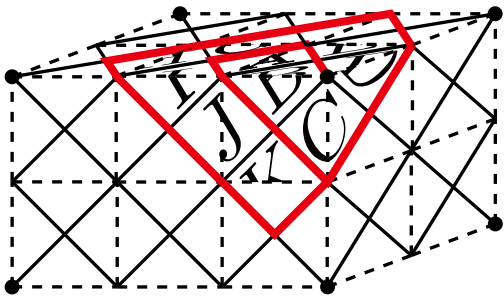
V	Vertices-in-touch
E	Edges-in-touch
F	Faces-in-touch

How do we prove them?

Results

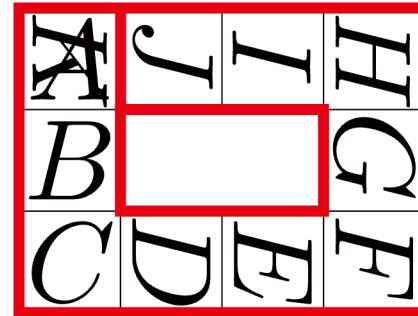
		$(x, y, z)$									
		(1, 1, 1)	(1, 1, 2)	(1, 2, 2)	(2, 2, 2)	(1, 1, 3)	(1, 2, 3)	(2, 2, 3)	(2, 3, 3)	(3, 3, 3)	...
$(a, b) \text{ ※ } \gcd(a, b) = 1$	(1, 0)										...
	V	No	Yes	Yes		Yes					
	E	(Obvi.)	No	Yes		Yes					
	F	(Obvi.)	No (†1)	No	No (†2)	Yes					
	(1, 1)										...
	V	No	Demonstrate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

# Technique to show the existence

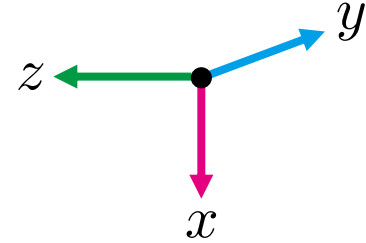


$(2\sqrt{2}, 2\sqrt{2}, 3\sqrt{2})$ -cuboid

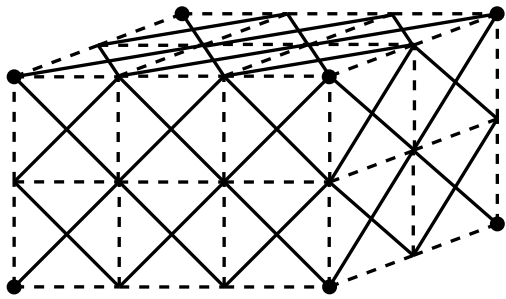
→  
Unfold



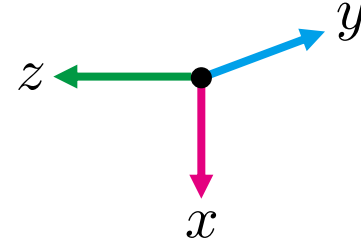
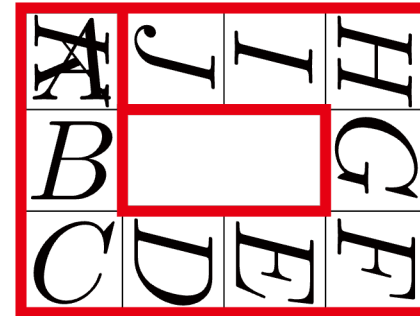
Lattice unfolding  $Q_1$



# Technique to show the existence

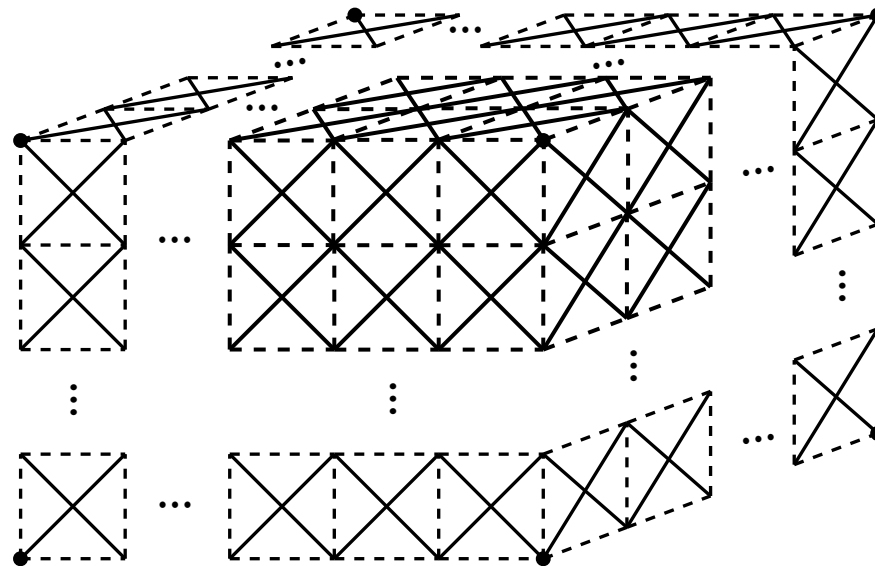


Unfold



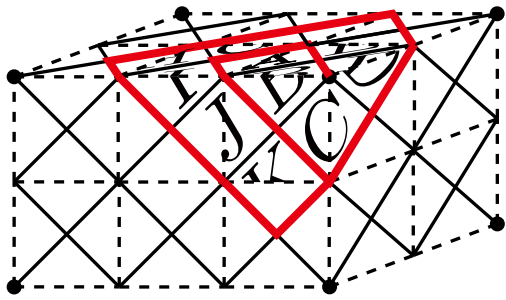
$(2\sqrt{2}, 2\sqrt{2}, 3\sqrt{2})$ -cuboid

Lattice unfolding  $Q_1$

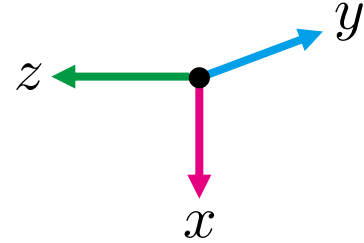
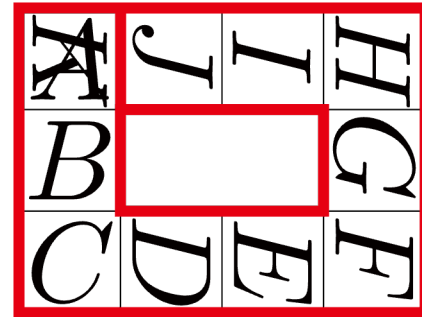


$(x\sqrt{2}, y\sqrt{2}, z\sqrt{2})$ -cuboid ( $x \geq 2, y \geq 2, z \geq 3$ )

# Technique to show the existence



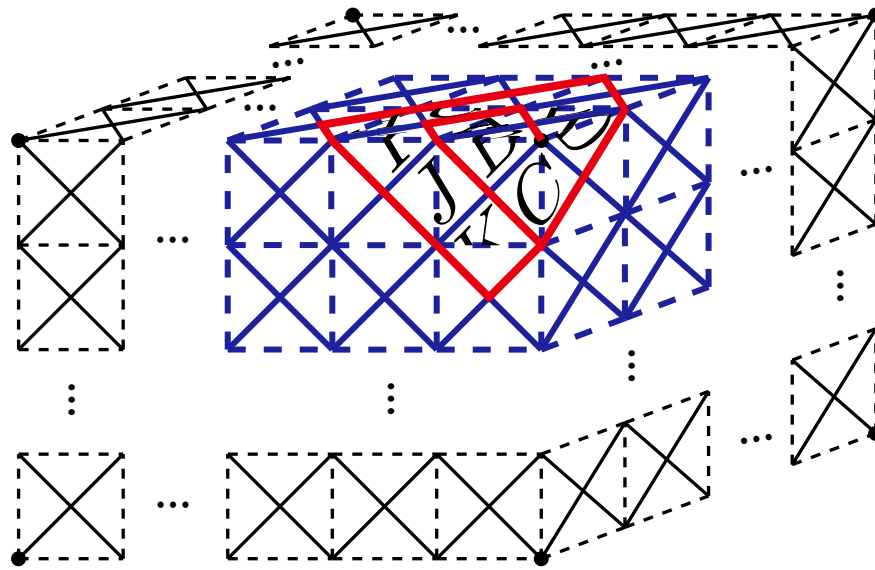
Unfold



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

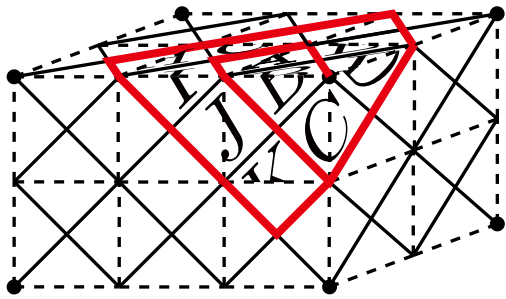
Lattice unfolding  $Q_1$

Embed

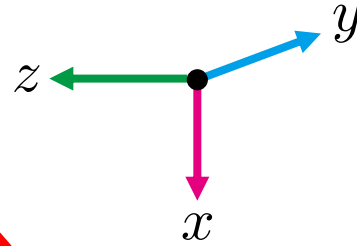
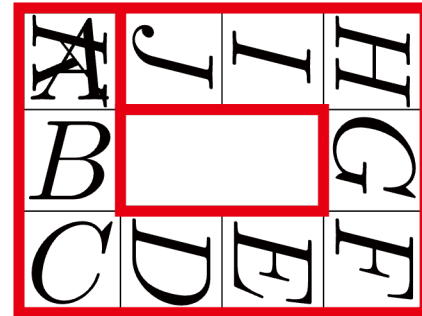


$(x\sqrt{2}, y\sqrt{2}, z\sqrt{2})$ -cuboid ( $x \geq 2, y \geq 2, z \geq 3$ )

# Technique to show the existence



Unfold

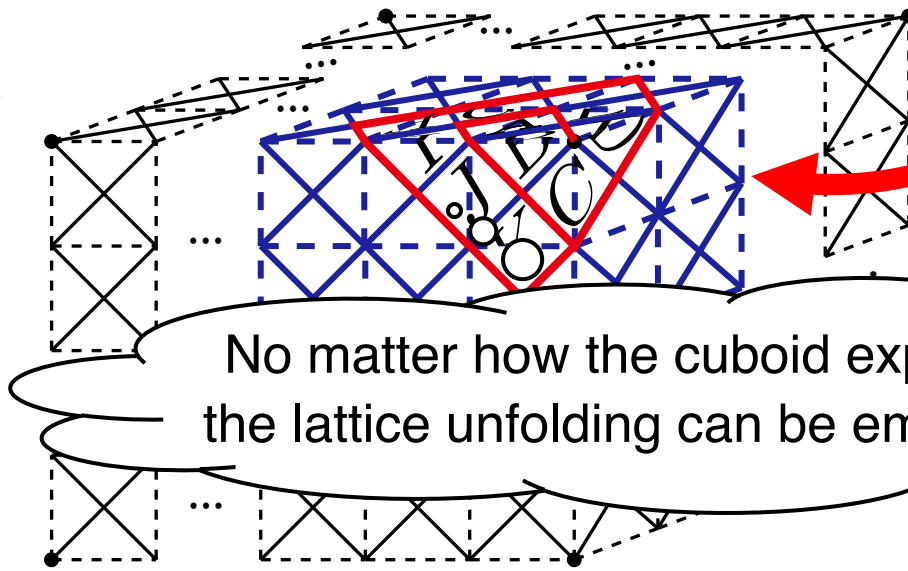


$(2\sqrt{2}, 2\sqrt{2}, 3\sqrt{2})$ -cuboid

Lattice unfolding  $Q_1$

Embed

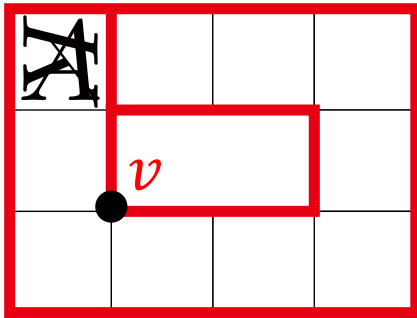
Embed



No matter how the cuboid expanded,  
the lattice 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



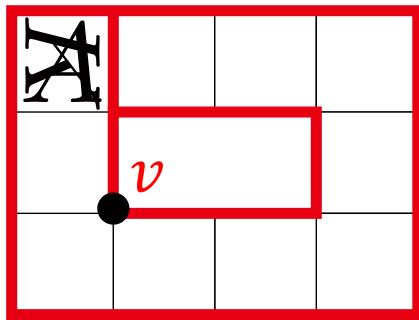
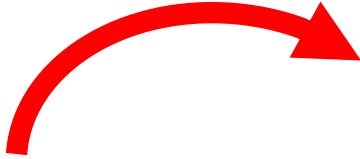
Lattice unfolding  $Q_1$



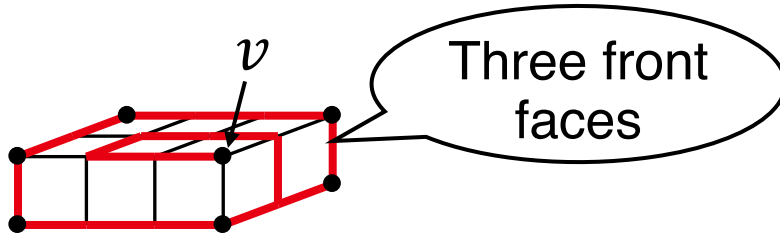
# Technique to show the existence



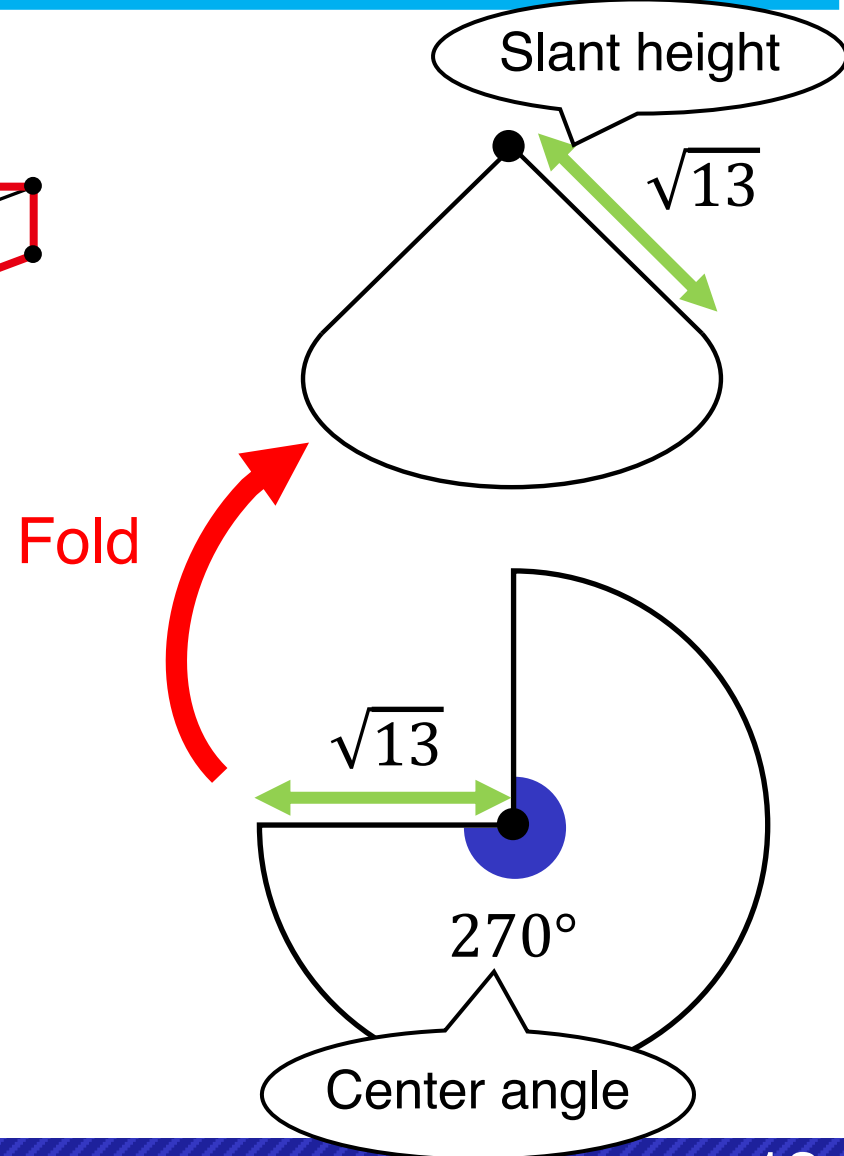
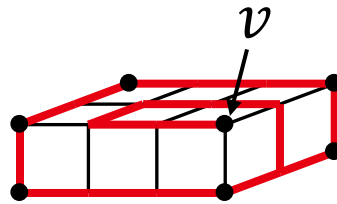
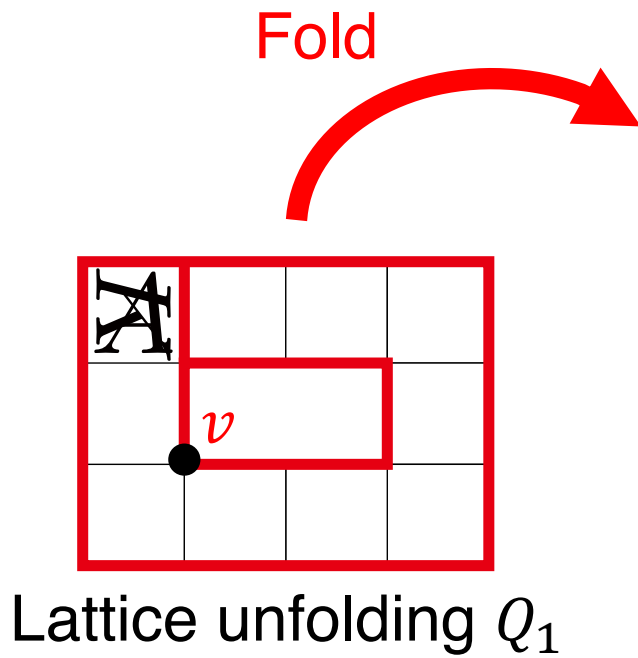
Fold



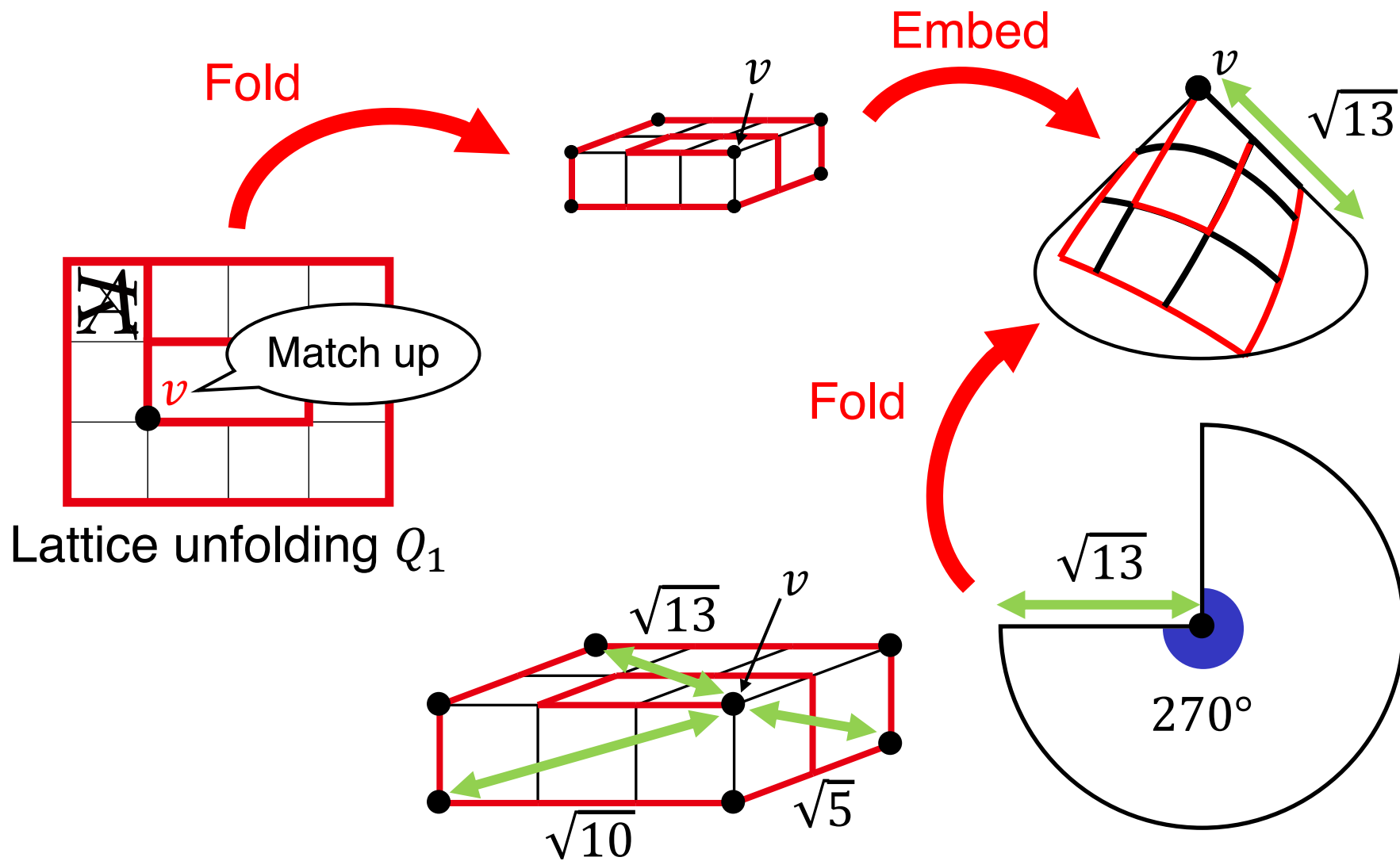
Lattice unfolding  $Q_1$



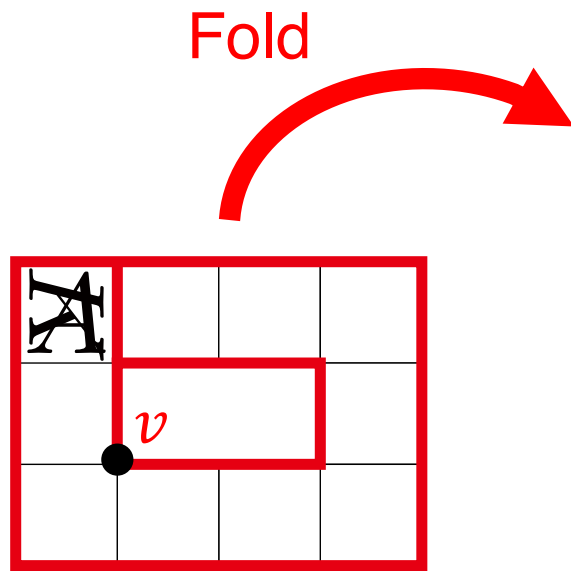
# Technique to show the existence



# Technique to show the existence

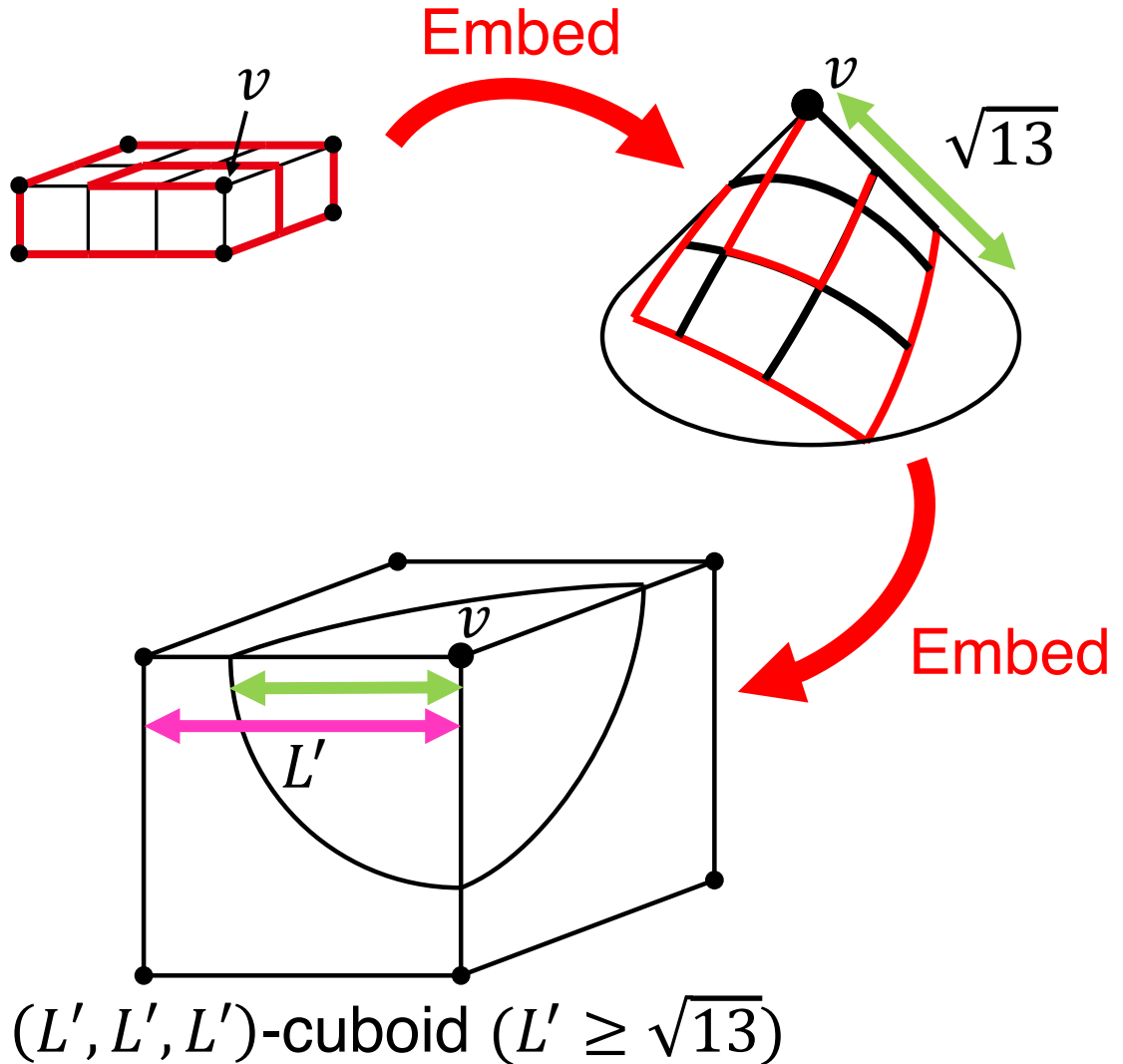


# Technique to show the existence

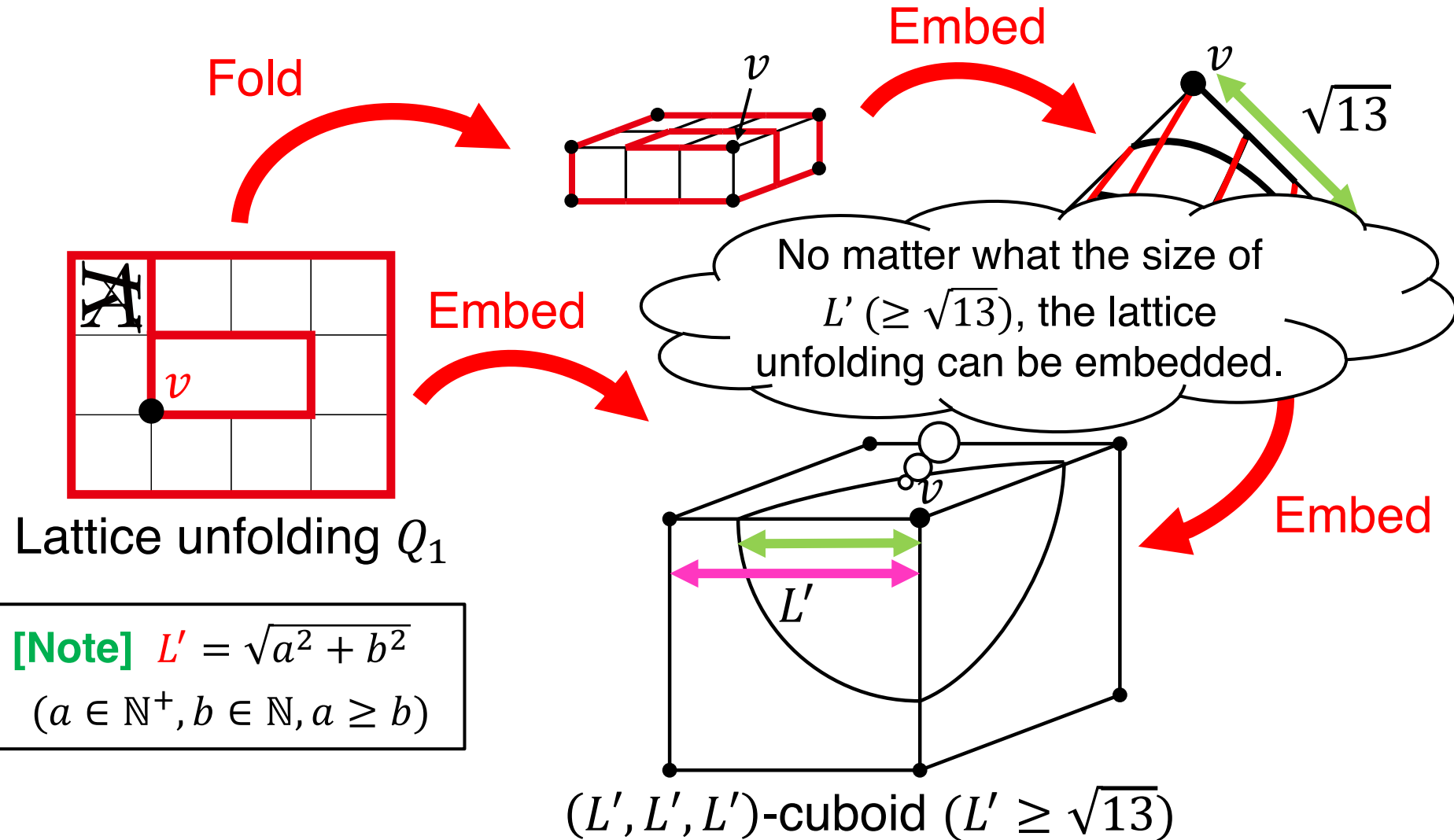


Lattice unfolding  $Q_1$

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



# Technique to show the existence



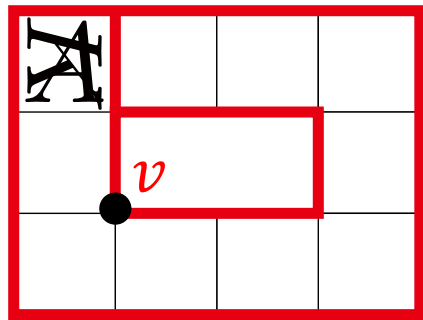
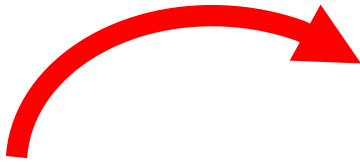
**[Note]**  $L' = \sqrt{a^2 + b^2}$   
 $(a \in \mathbb{N}^+, b \in \mathbb{N}, a \geq b)$

# Technique to show the existence

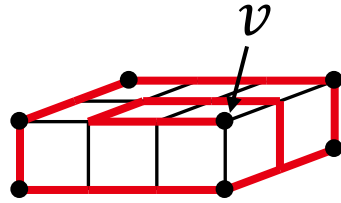


For  $(xL', yL', zL')$ -cuboid ( $L' < \sqrt{13}$ )

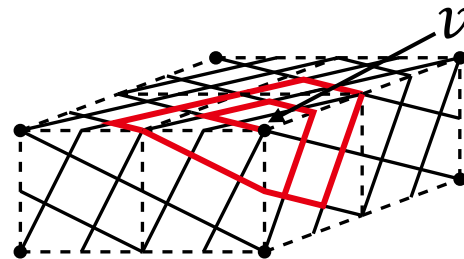
Embed



Lattice unfolding  $Q_1$

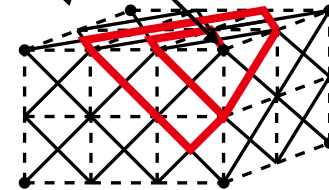


(1,2,3)-cuboid  
[J. Mitani et al., 2008]



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

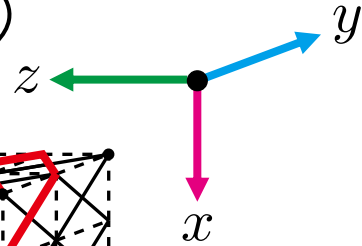
Three front faces



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



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

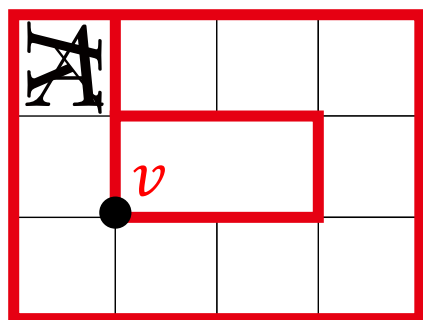


# Technique to show the existence

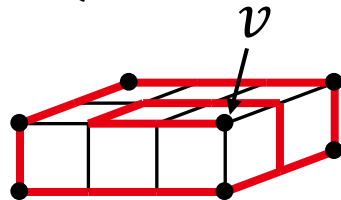


For  $(xL', yL', zL')$ -cuboid ( $L' < \sqrt{13}$ )

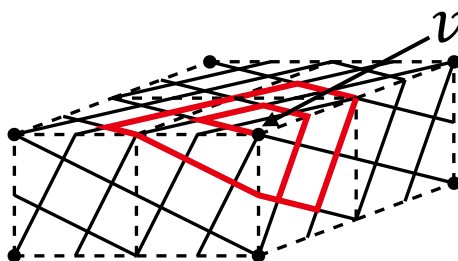
Embed



Lattice unfolding  $Q_1$



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

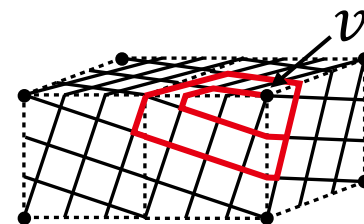


$(\sqrt{5}, 2\sqrt{5}, 2\sqrt{5})$ -cuboid

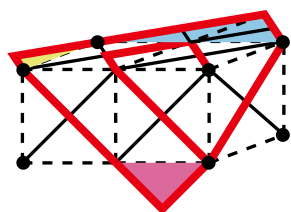
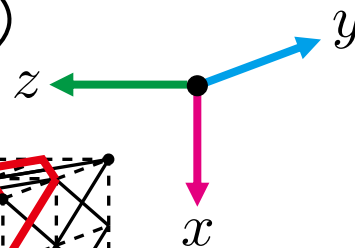
Three front faces



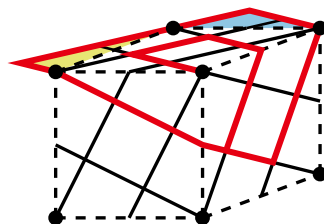
$(2\sqrt{2}, 2\sqrt{2}, 3\sqrt{2})$ -cuboid



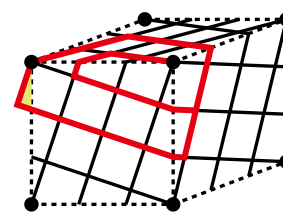
$(\sqrt{10}, \sqrt{10}, 2\sqrt{10})$ -cuboid



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



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



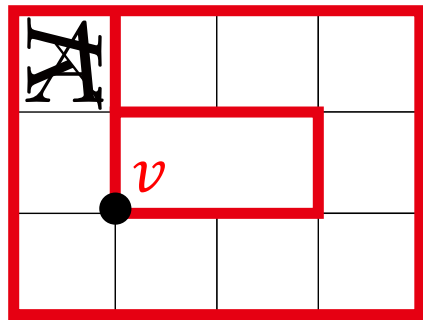
$(\sqrt{10}, \sqrt{10}, \sqrt{10})$ -cuboid

# Technique to show the existence

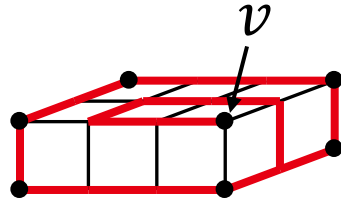
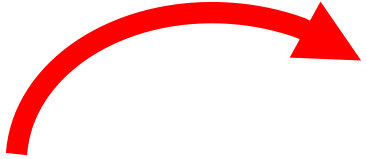


For  $(xL', yL', zL')$ -cuboid ( $L' < \sqrt{13}$ )

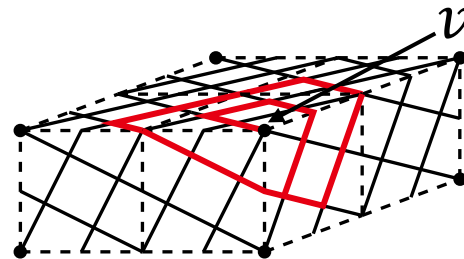
Embed



Lattice unfolding  $Q_1$

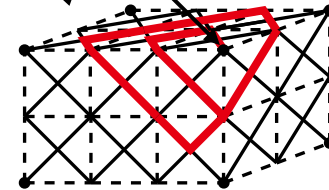


$(1,2,3)$ -cuboid  
[J. Mitani et al., 2008]

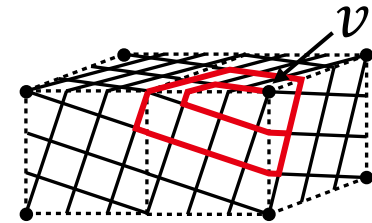


$(\sqrt{5}, 2\sqrt{5}, 2\sqrt{5})$ -cuboid

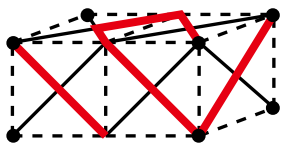
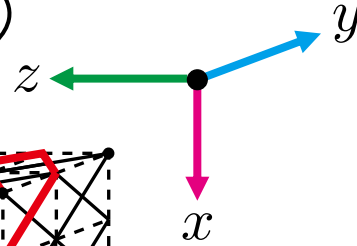
Three front faces



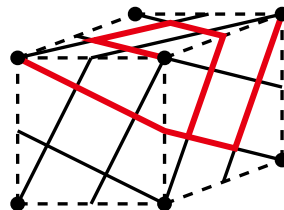
$(2\sqrt{2}, 2\sqrt{2}, 3\sqrt{2})$ -cuboid



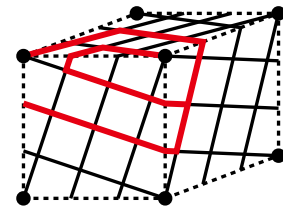
$(\sqrt{10}, \sqrt{10}, 2\sqrt{10})$ -cuboid



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



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



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

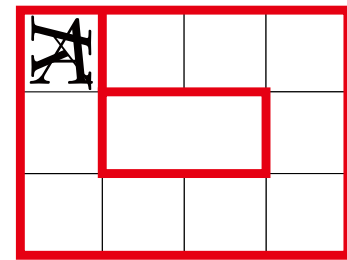


V	Vertices-in-touch
E	Edges-in-touch
F	Faces-in-touch

# 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 (1x)	Other
	E	(Obvi.)	No	No		No (†2)	
	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						

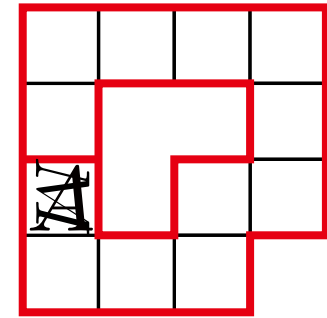
## Gadgets for Faces-in-touch unfolding



Lattice unfolding  $Q_1$

[Except]

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



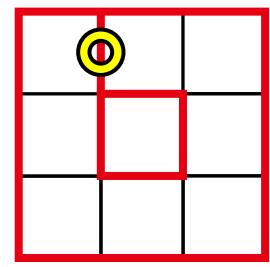
[T.Uno, 2008]

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)	Other
	E	(Obvi.)	No	No		No (†2)	
	F	(Obvi.)	No (†1)	No	No (†2)	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						

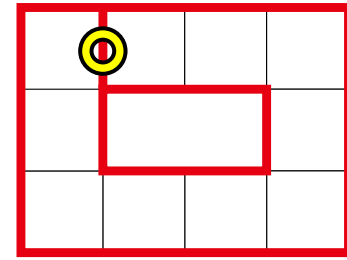
## Gadgets for Edges-in-touch unfolding



Lattice unfolding  $Q_2$

[Except]

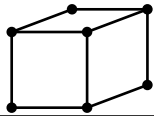
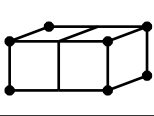
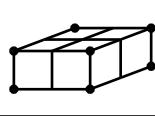
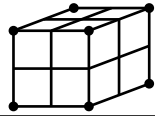
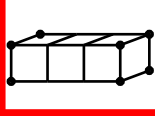
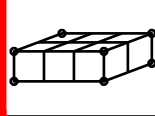
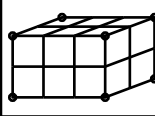
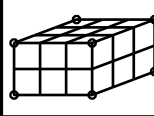
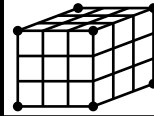
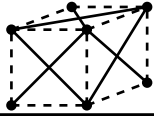
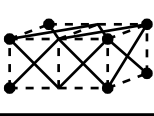
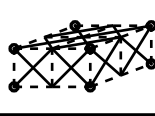
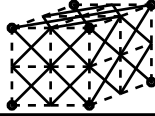
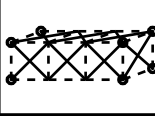
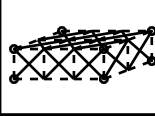
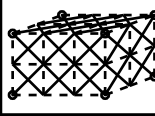
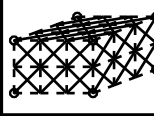
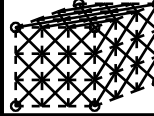
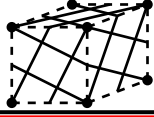

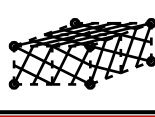

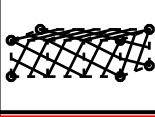




(1,1,z)-cuboid ( $z \geq 3$ )



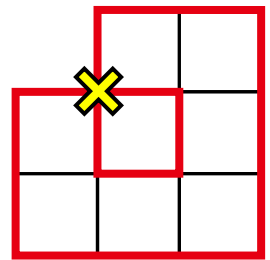
Lattice unfolding  $Q_1$

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		(1x1xz)-cuboid: found by [T. Uno, 2008]					
	F	(Obvi.)	No (†1)	No	No (†2)	Otherwise: found by [J. Mitani et al., 2008]					
	(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										

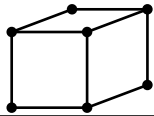
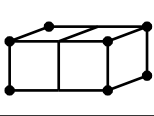
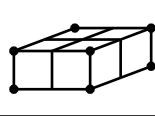
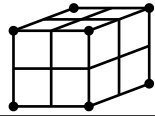
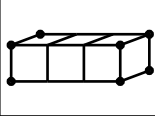
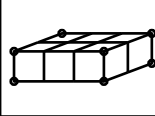
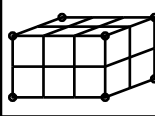
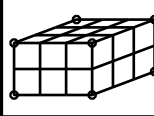
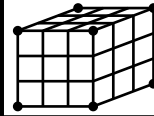
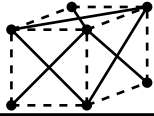
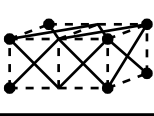
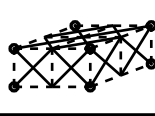
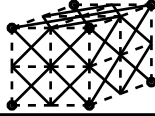
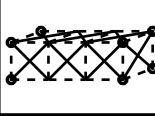
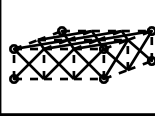
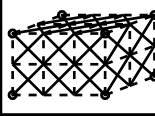
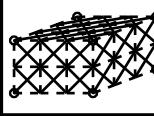
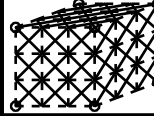
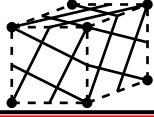

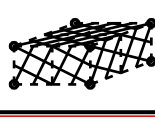

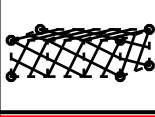
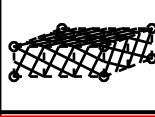
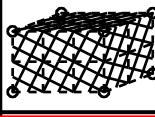
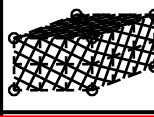

**Gadgets for Vertices-in-touch unfolding**



Lattice unfolding  $Q_3$

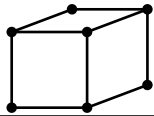
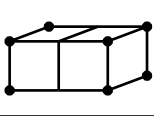
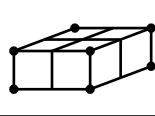
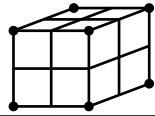
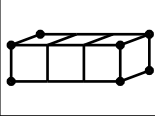
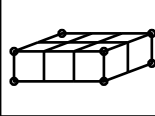
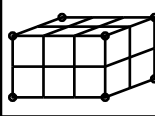
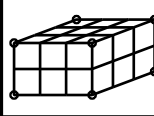
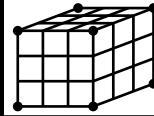
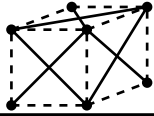
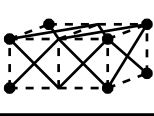
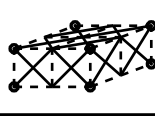
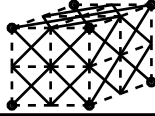
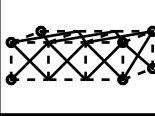
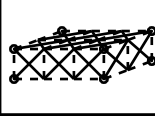
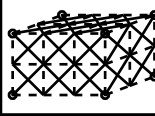
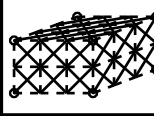
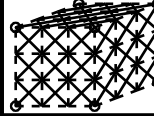
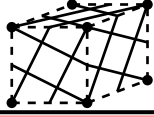

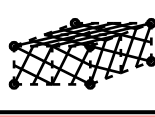
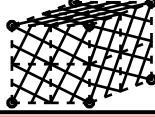
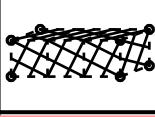




V	Vertices-in-touch
E	Edges-in-touch
F	Faces-in-touch

# 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	(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	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)	...
$(a, b)$	$\text{gcd}(a, b) = 1$										
	V					301,056,000,000					...
	E	No	31,500	29,859,840							
	F	331,776	No (†1)	No	No (†2)						
	(1, 1)										
	V	No									
	E	No									
	F	No									
	(2, 1)										
	V										
E											
F											

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]

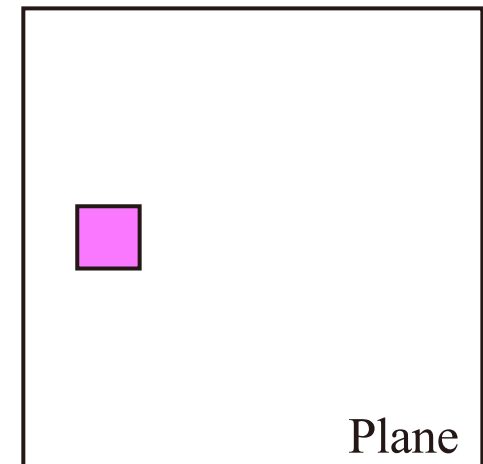
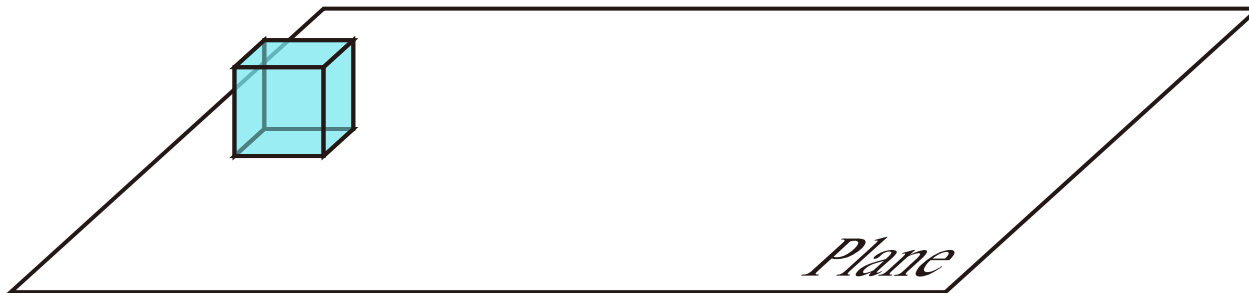
# Technique to show



Developed to check the overlaps efficiently.

## Rotational Unfolding [T. Shmoor]

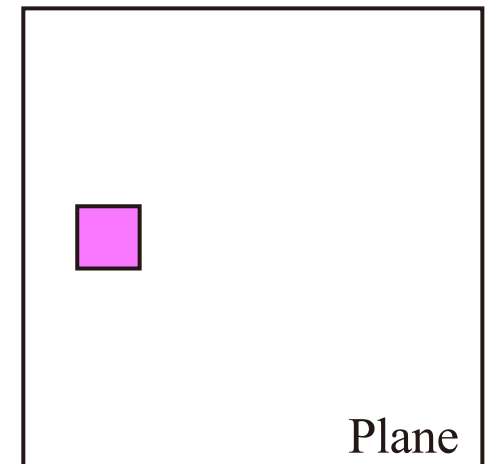
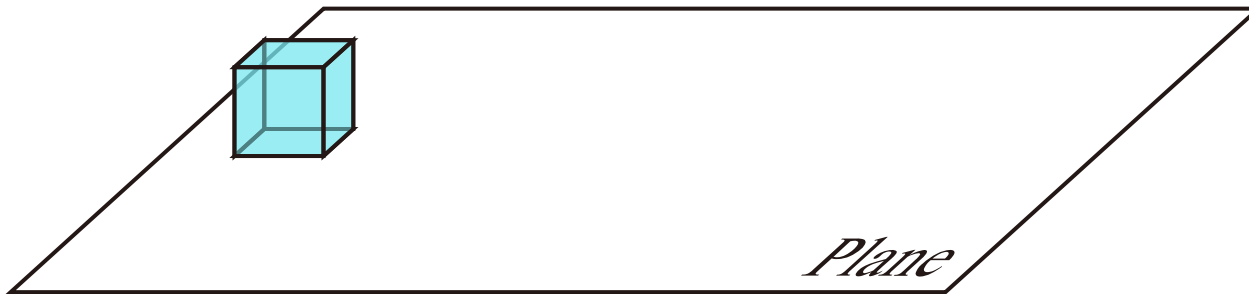
- Enumerating the path between any two faces by rolling a polyhedron.
- Checking the overlap of both end-faces of a path.



# Technique to show the non-existence

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

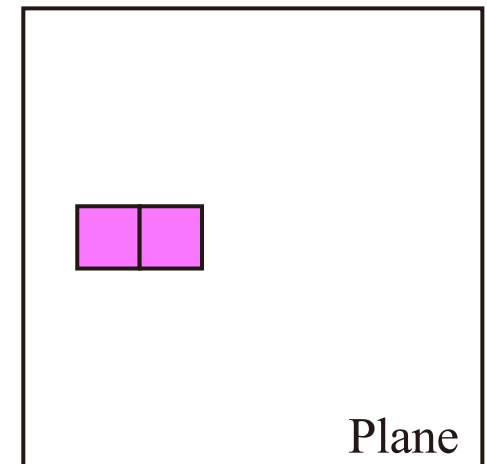
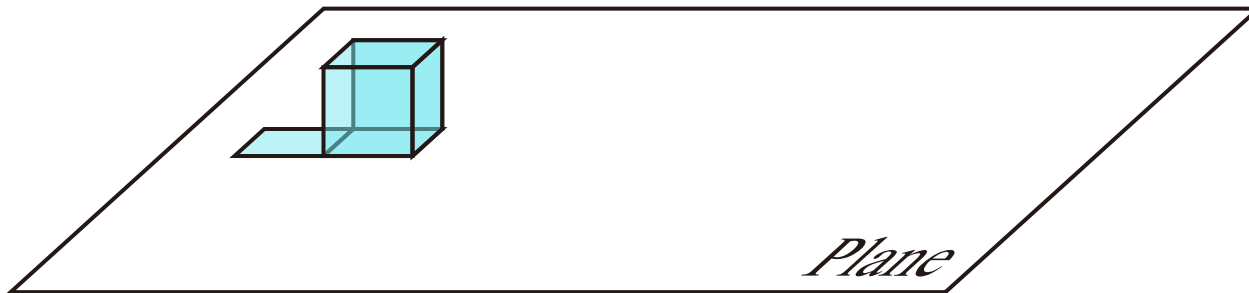
- Enumerating the path between any two faces by rolling a polyhedron.
- Checking the overlap of both end-faces of a path.



# Technique to show the non-existence

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

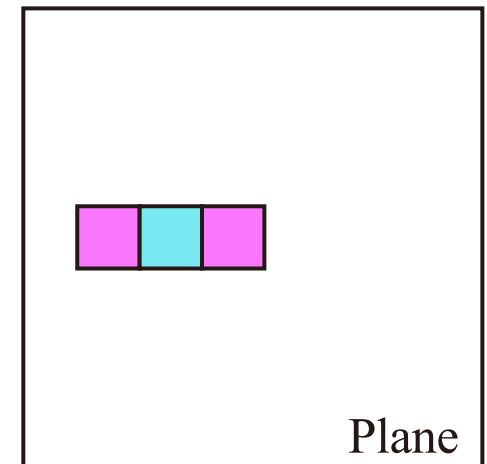
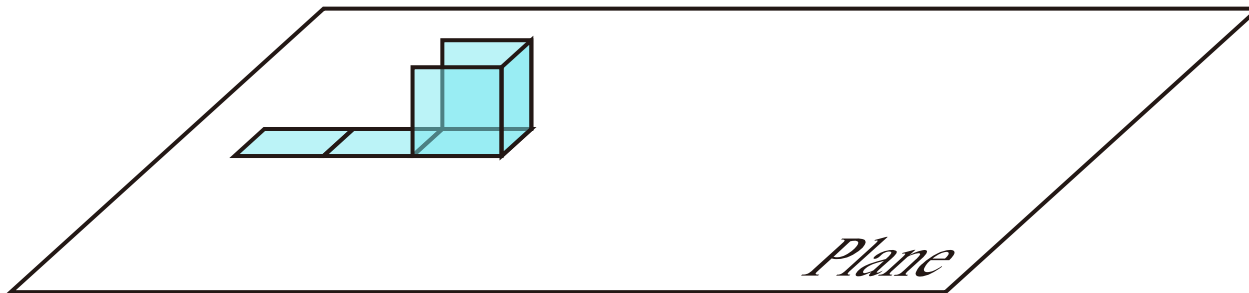
- Enumerating the path between any two faces by rolling a polyhedron.
- Checking the overlap of both end-faces of a path.



# Technique to show the non-existence

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

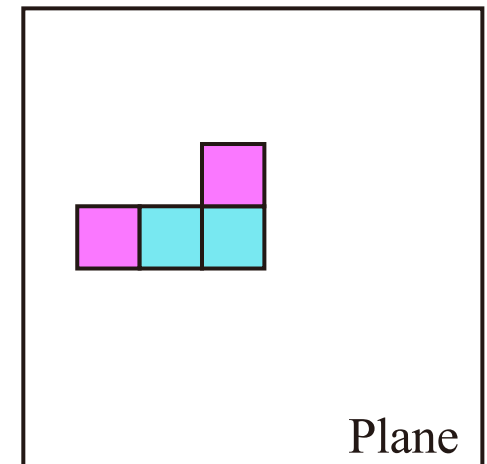
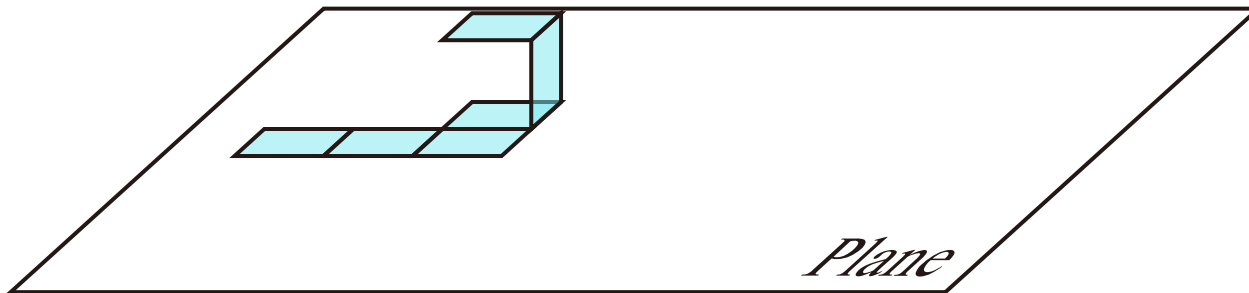
- Enumerating the path between any two faces by rolling a polyhedron.
- Checking the overlap of both end-faces of a path.



# Technique to show the non-existence

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

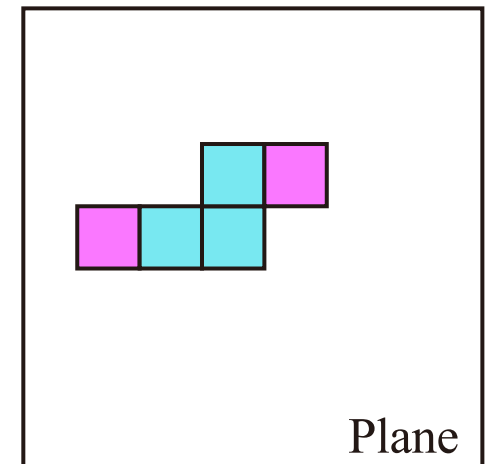
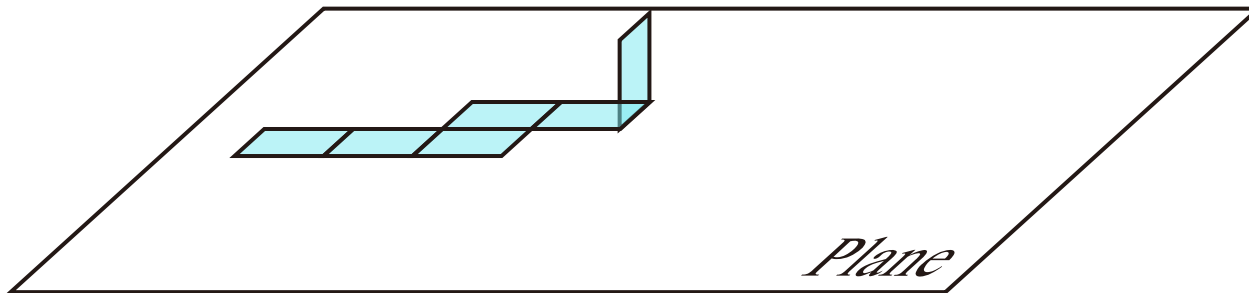
- Enumerating the path between any two faces by rolling a polyhedron.
- Checking the overlap of both end-faces of a path.



# 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.

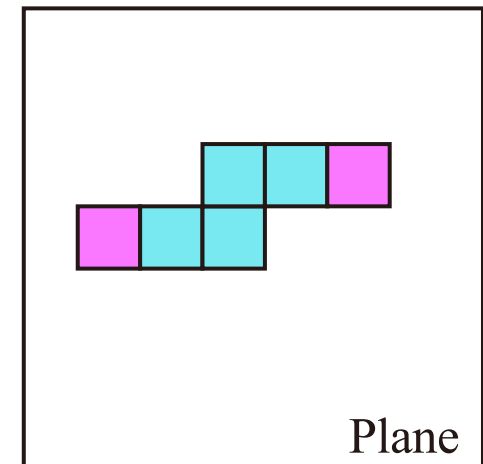
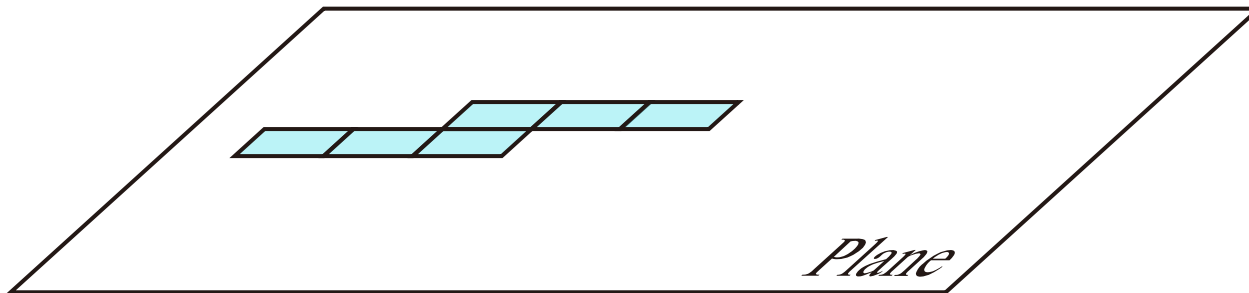


# Technique to show the non-existence



## 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.



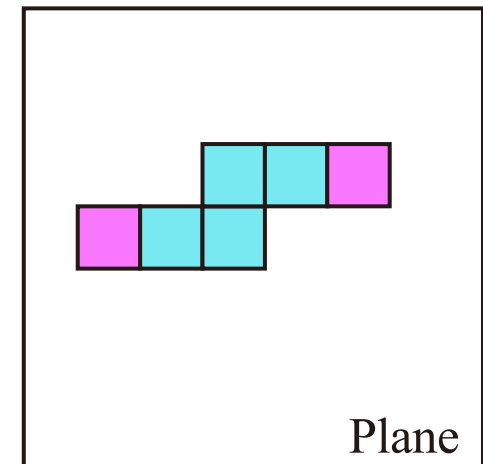
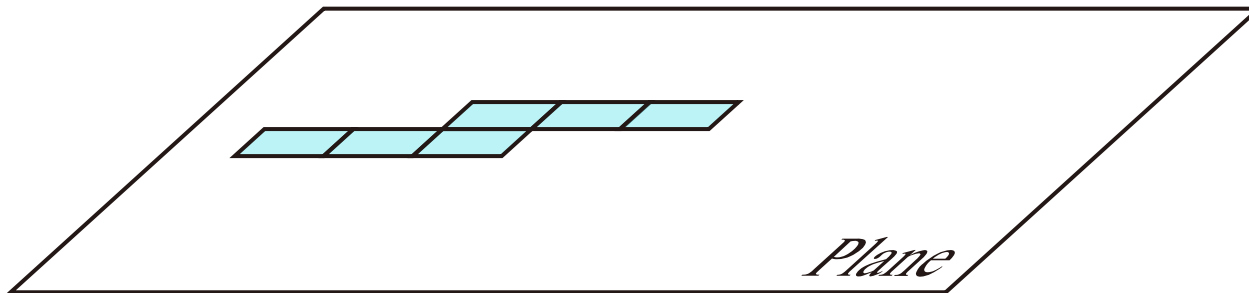


# Technique to show the non-existence



## 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.



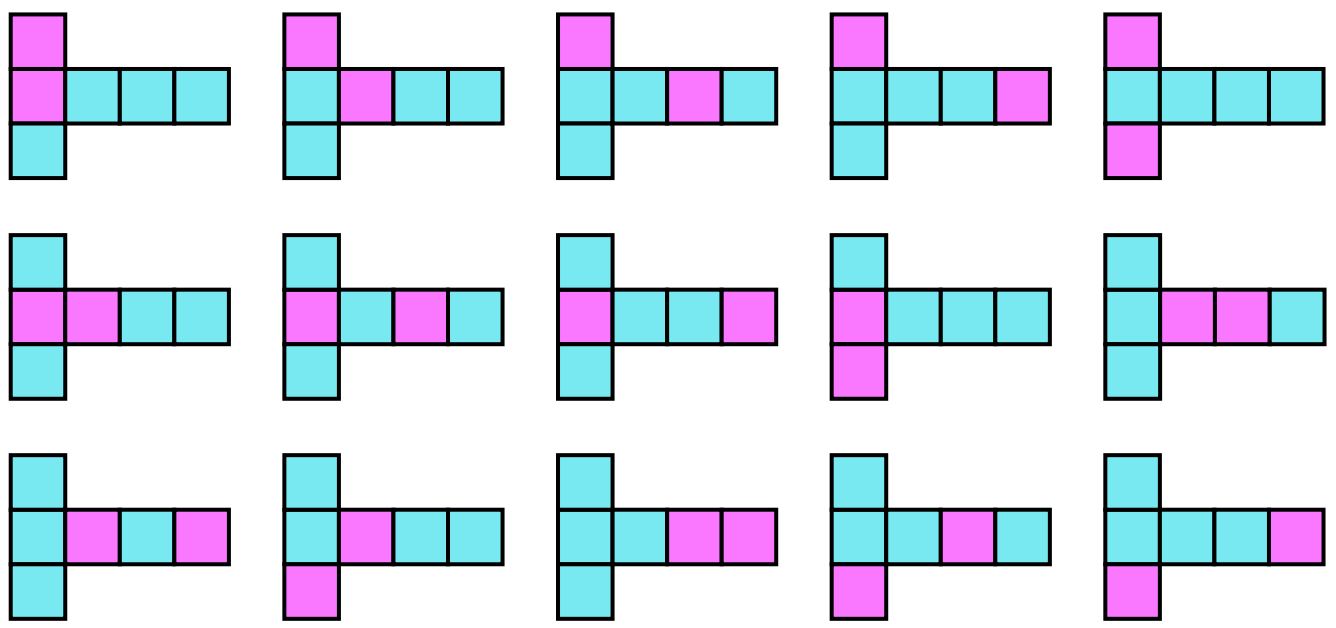
**Q.** Why only check the overlap of both end-faces in the path?

# Technique to show the non-existence



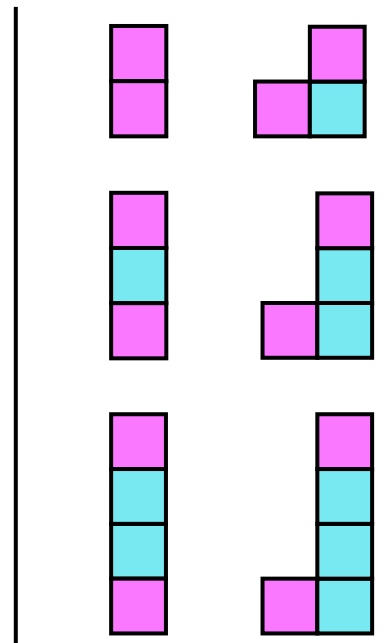
## Lemma 1 [T. Shiota et al., 2023]

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]



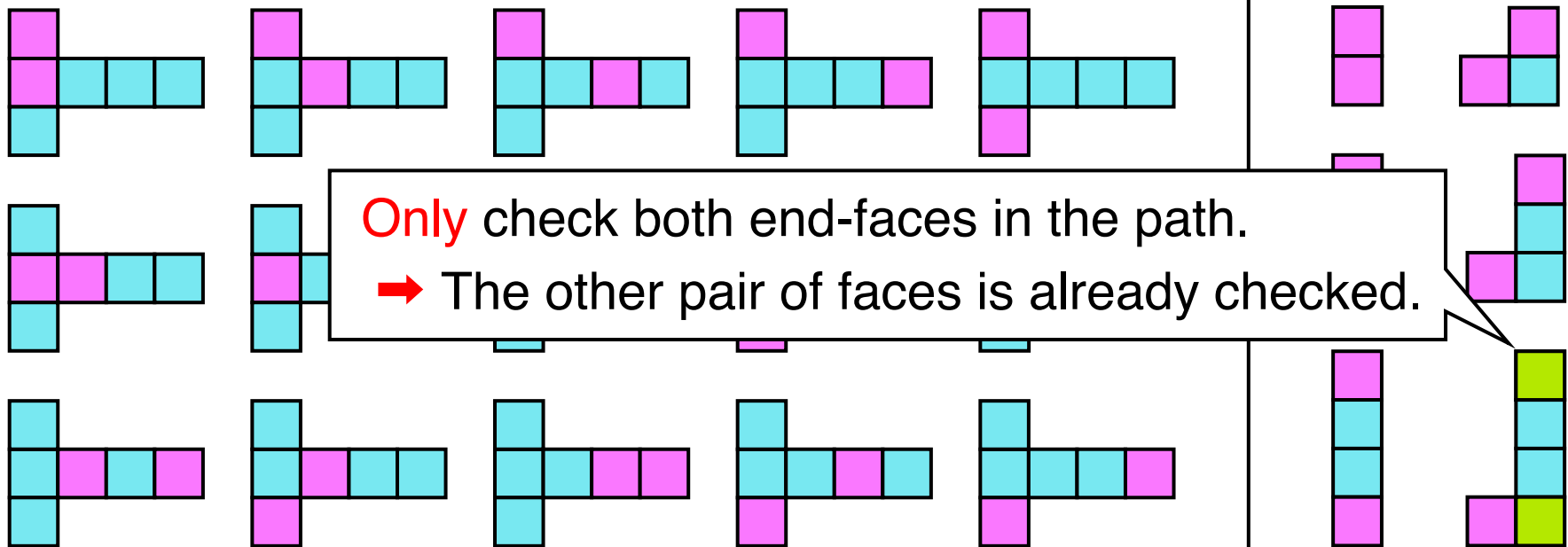
6 ways

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.



**Only** check both end-faces in the path.  
 → The other pair of faces is already checked.

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

6 ways

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

Rotational unfolding

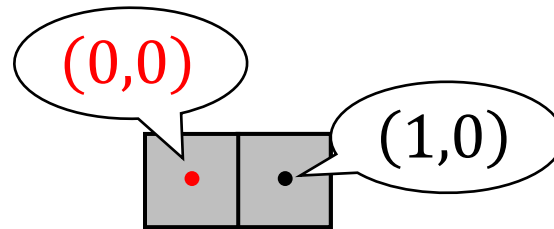
# Overlap check in lattice unfoldings



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

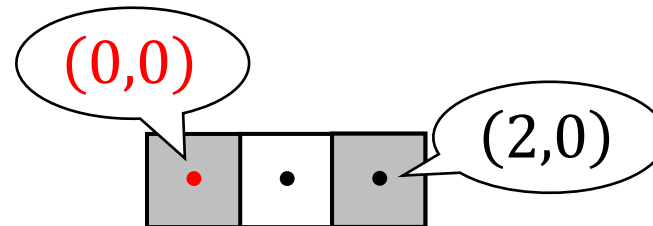
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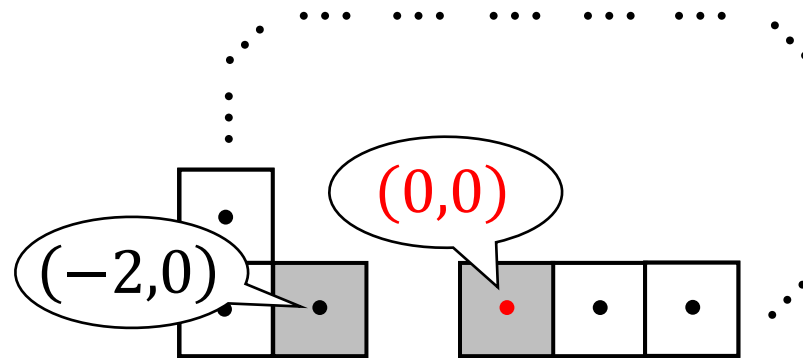
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The computation process for the other endpoint's coordinates



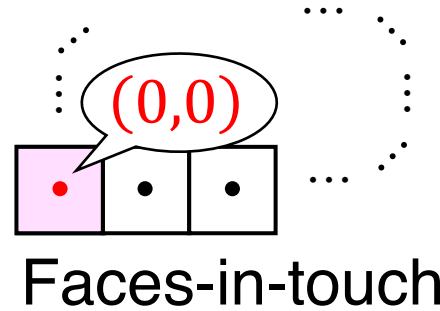
# Overlap check in lattice unfoldings



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

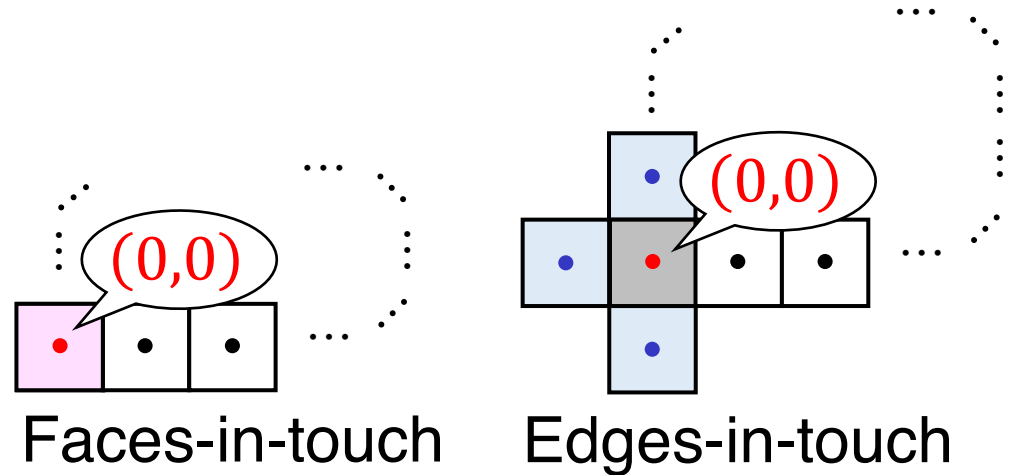
■  $(0,0)$

→ Faces-in-touch



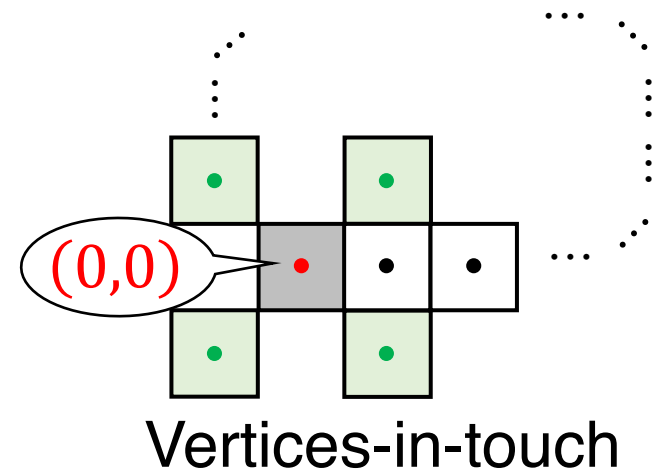
■  $(0,1), (-1,0), (0,-1)$

→ Edges-in-touch



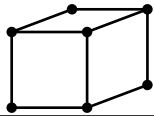
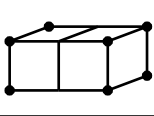
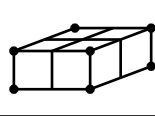
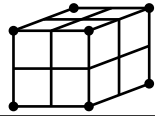
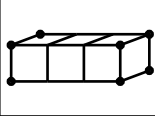
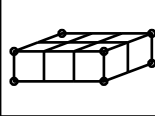
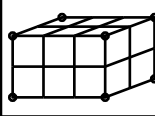
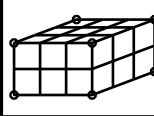
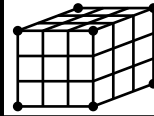
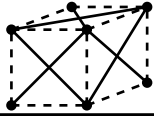
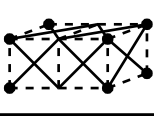
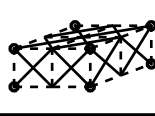
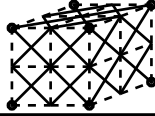
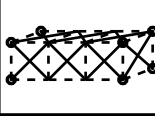
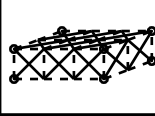
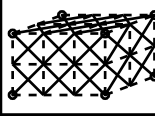
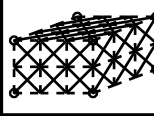
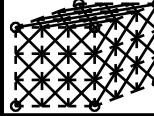
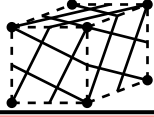

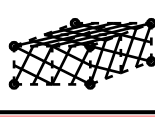
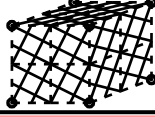
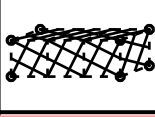




■  $(1,1), (1,-1), (-1,-1), (-1,1)$

→ Vertices-in-touch



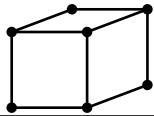
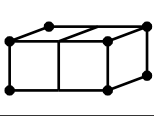
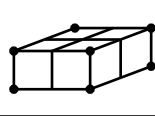
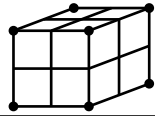
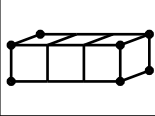
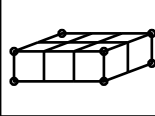
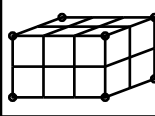
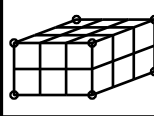
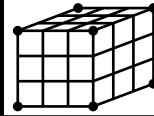
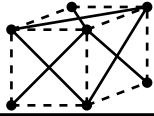
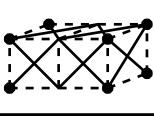
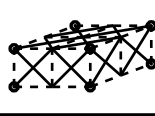
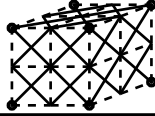
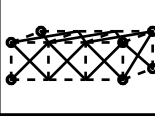
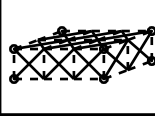
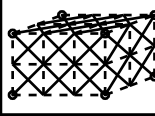
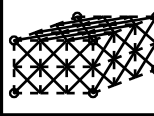
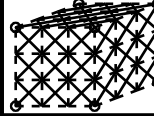
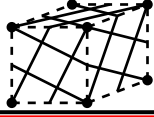

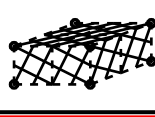

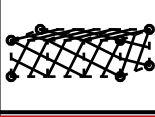
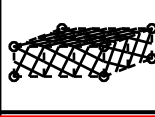
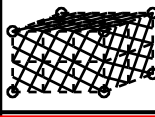
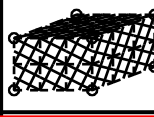

V	Vertices-in-touch
E	Edges-in-touch
F	Faces-in-touch

# 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 (†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										

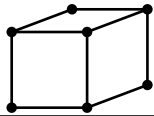
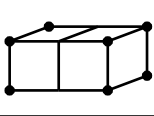
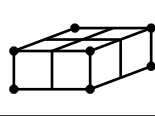
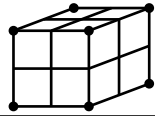
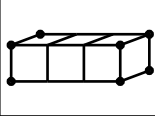
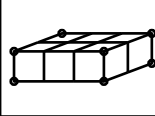
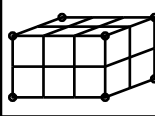
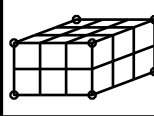
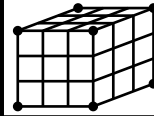
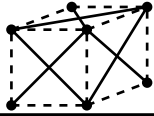
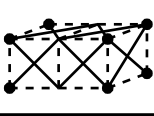
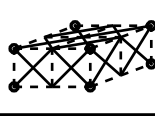
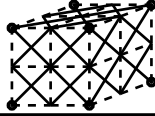
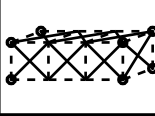
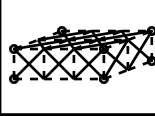
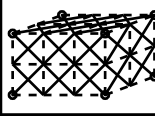
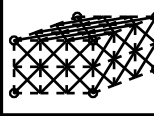
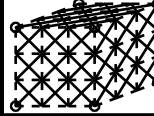
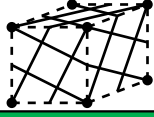

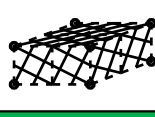

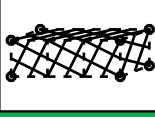




V	Vertices-in-touch
E	Edges-in-touch
F	Faces-in-touch

# 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)										...
	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.

