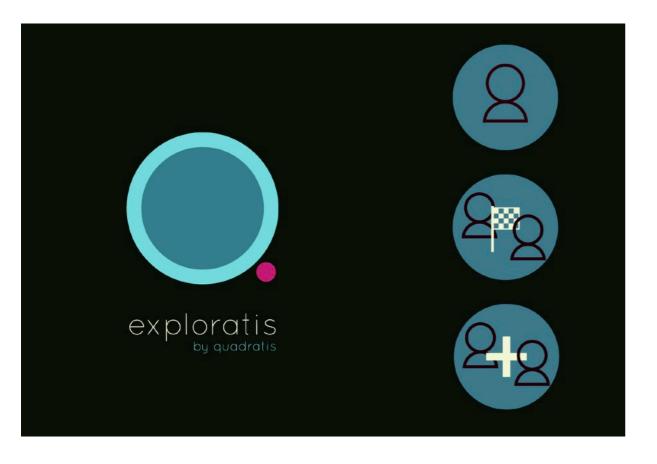
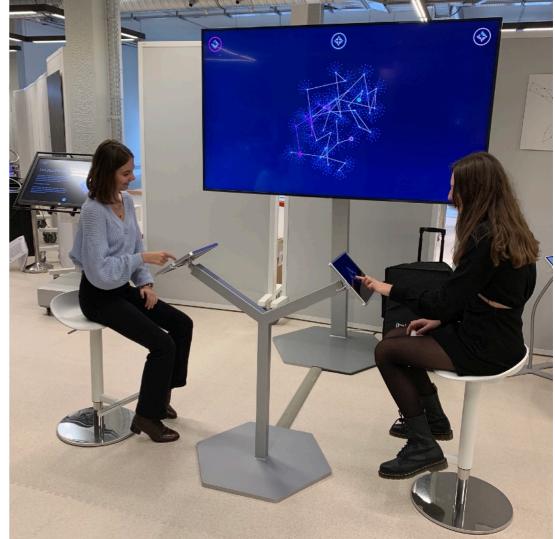
Exploring Quadratis Puzzles Hugo Parlier (Luxembourg) Paul Turner (Geneva)

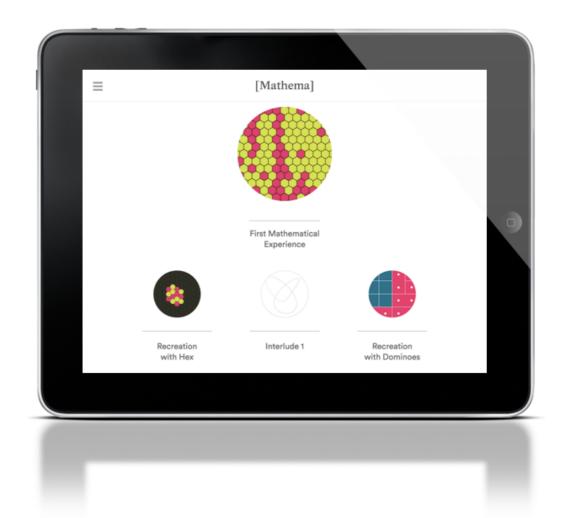














Key elements:

- engage with authentic mathematics or authentic processes of mathematics
- do not compromise with design
- use the technology in a genuine, intelligent way



Wishlist of ingredients:

- time and expertise
- funding
- talented development
 team
- publicity and communication



Difficulties:

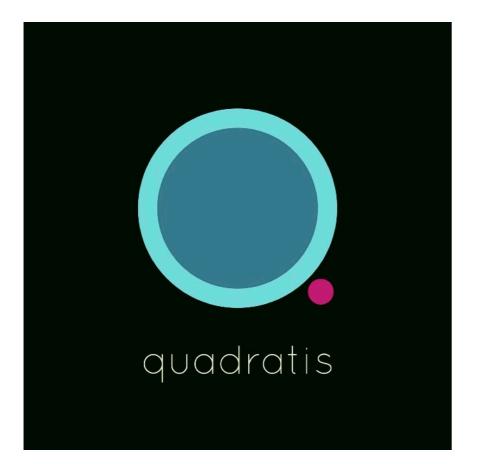
- finding time and expertise
- attracting funding
- getting talented development team
- developing a publicity and communication strategy



Post-Mathema:

- workshops
- what works best
- chromasquares + variations
- requests for more



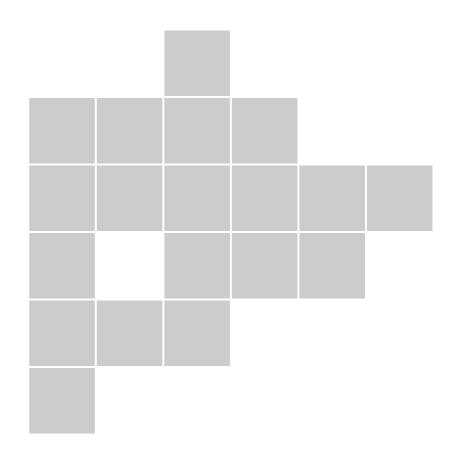


The Quadratis© puzzles are based on ideas stemming from the math of combinations, shapes and space. They were created and brought to life by the "Quadratis" team:

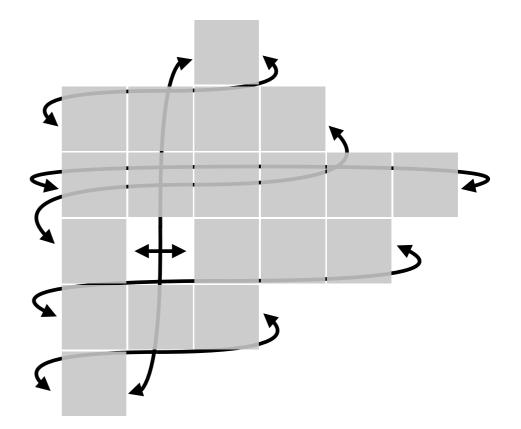
Hugo Parlier & Paul Turner Math and design

Mario Gutiérrez & Reyna Juárez Development

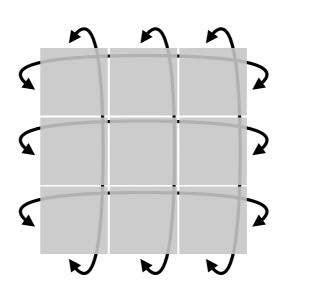
- board
- gluing of free edges
- standard gluing
- colouring

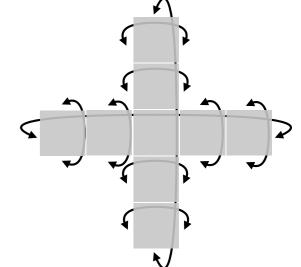


- board
- gluing of free edges
- standard gluing
- colouring



- board
- gluing of free edges
- standard gluing
- colouring

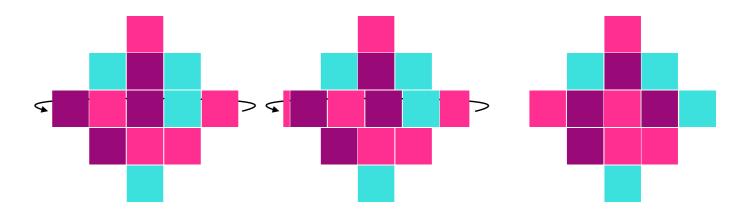




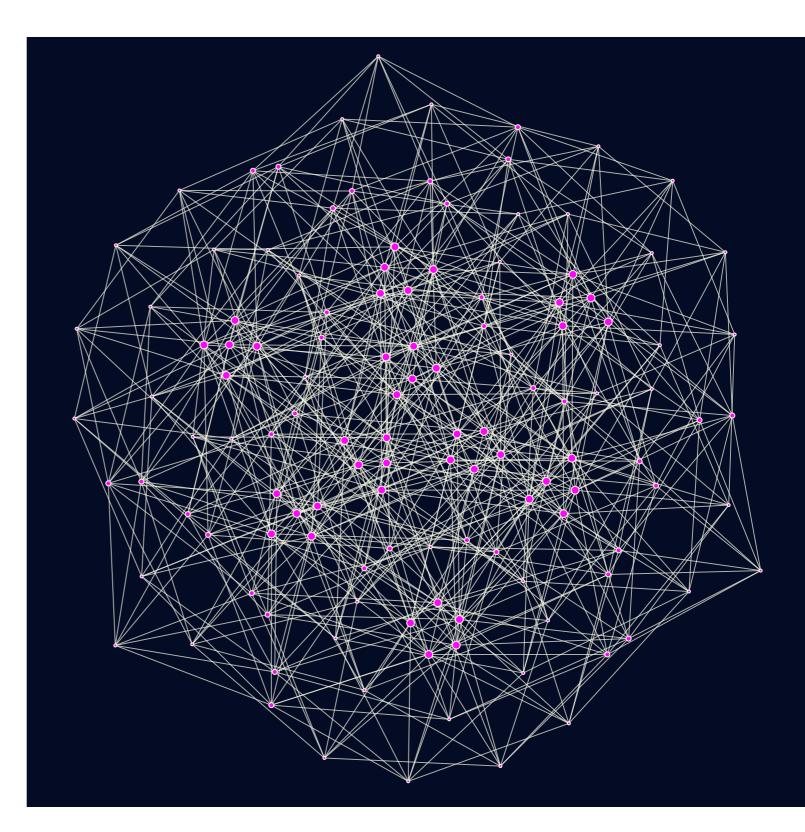
- board
- gluing of free edges
- standard gluing
- colouring

Dynamics:

- as for chroma squares
- swipe up/down
- squares falling off the end following gluing instructions



The math: the *puzzle* space of a puzzle is a graph whose vertices are configurations and where two configurations are related by an edge if they can be related by a single move.









Researchers' Days, 2018, Belval

The Simplicity of Complexity, World Expo 2021-2022



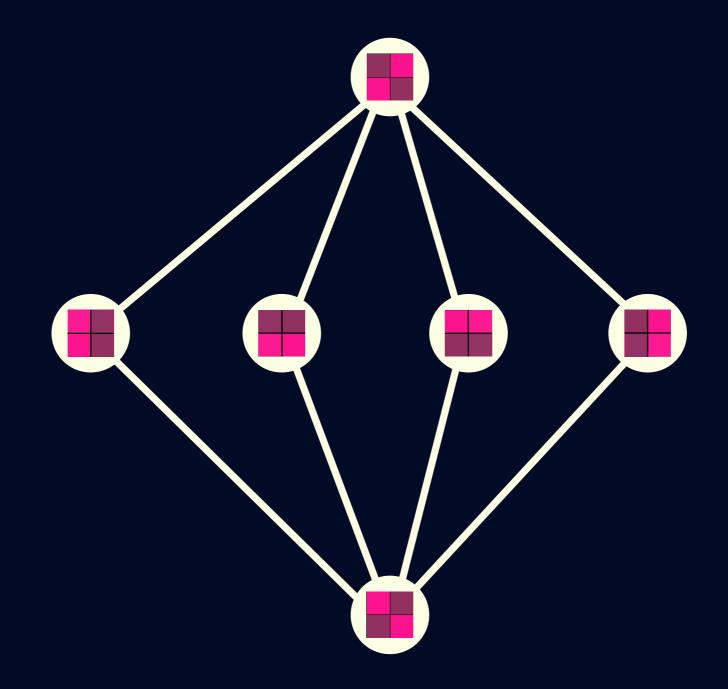


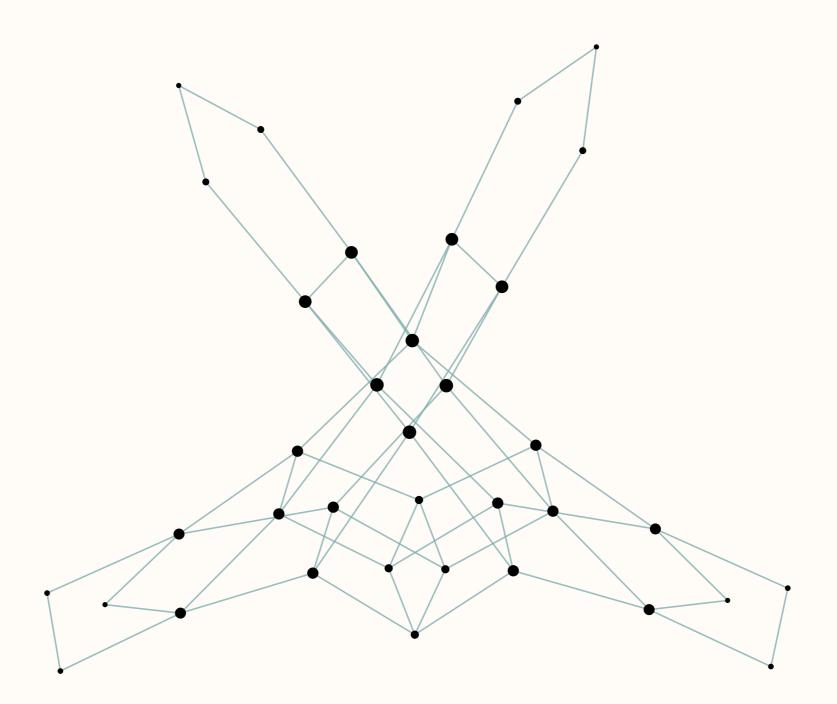


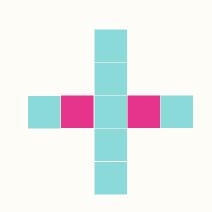


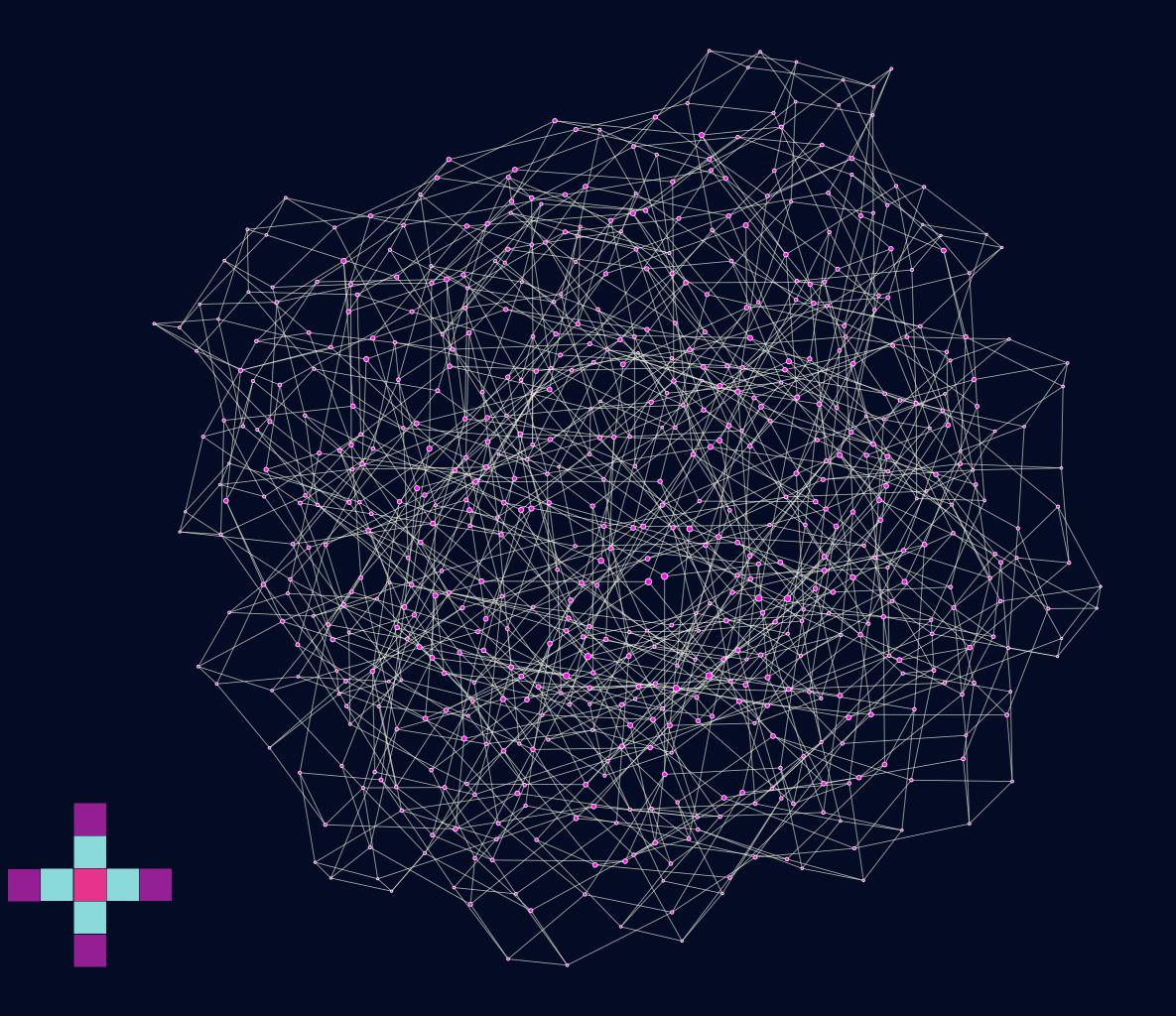
Puzzle graphs for square tiled translation surfaces

Created together with Paul Turner and brought to life with Mario Gutiérrez and Reyna Juárez

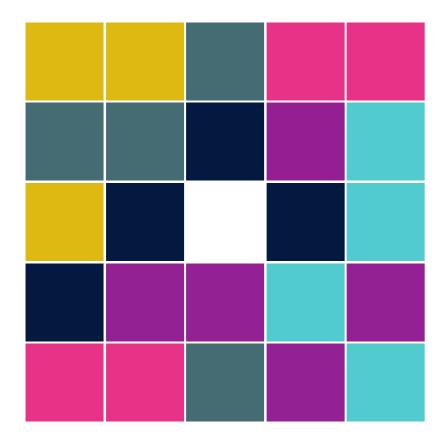




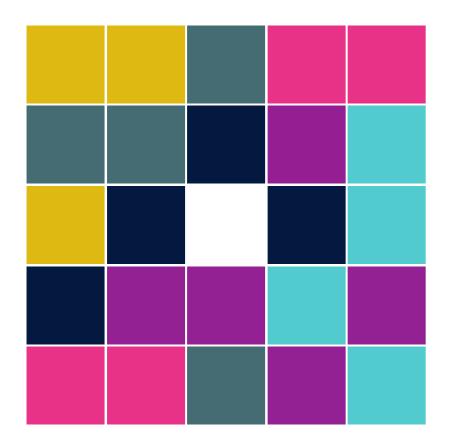




Puzzle



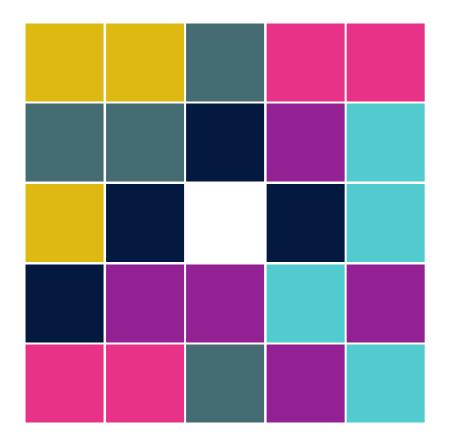
Puzzle



Size of the graph

 3×10^{12}

Puzzle

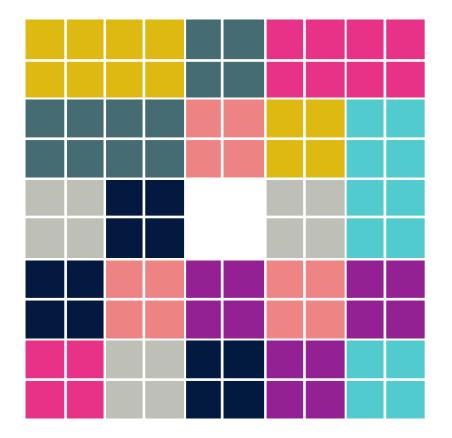


Size of the screen

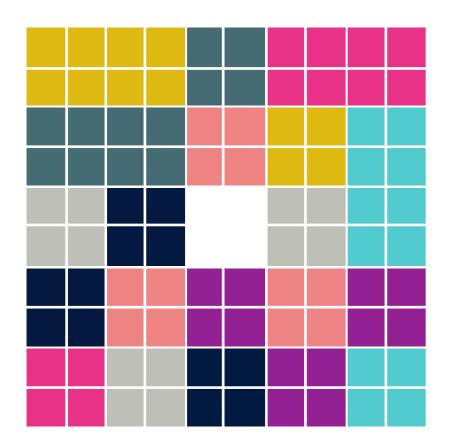
Luxembourg

Puzzle

Size of the graph



Puzzle

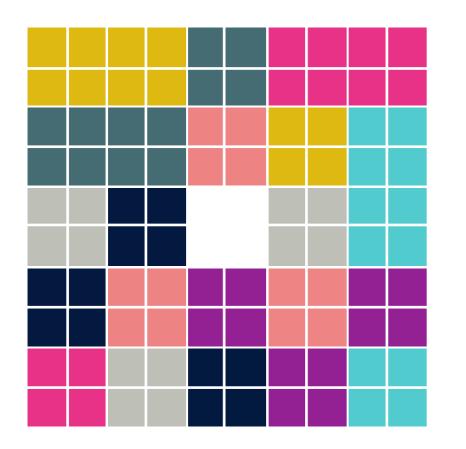


Size of the graph

 4×10^{80}

Les espaces Quadratis sont grands

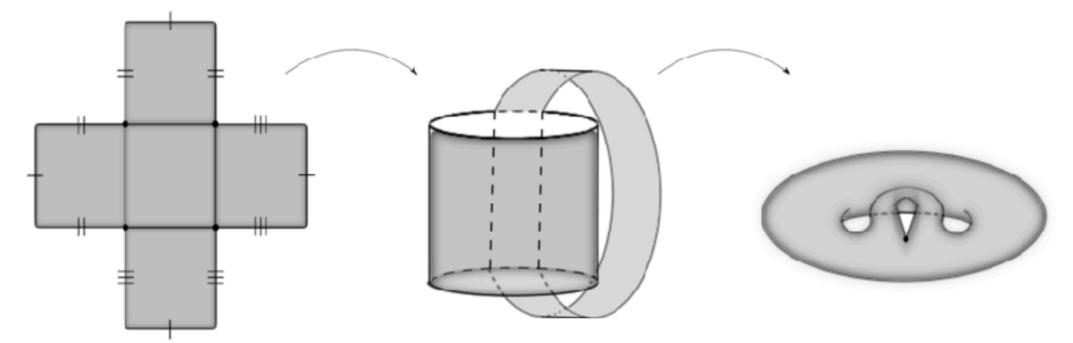
Puzzle



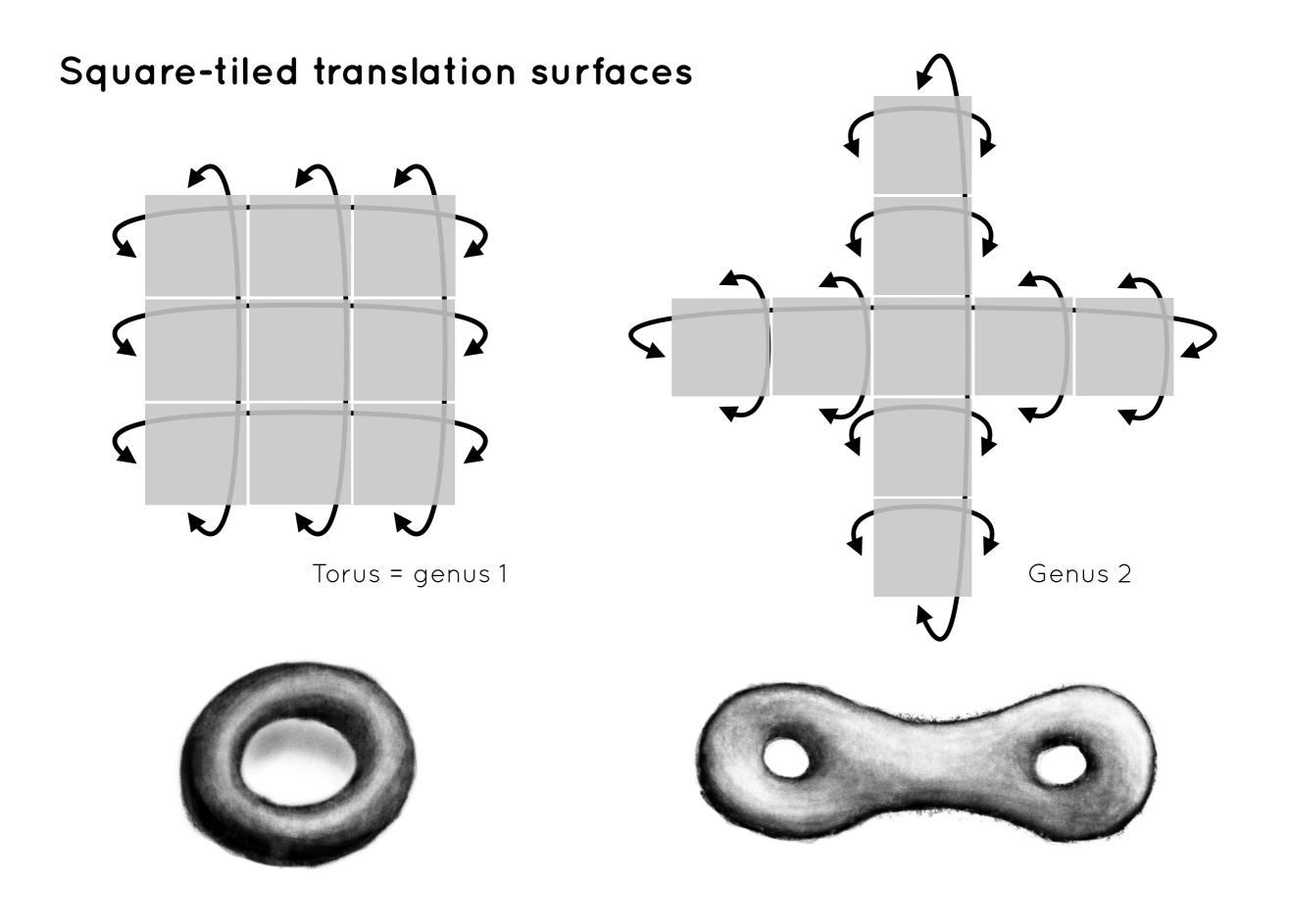
Size of the screen

Bigger than Luxembourg.

Square-tiled translation surfaces



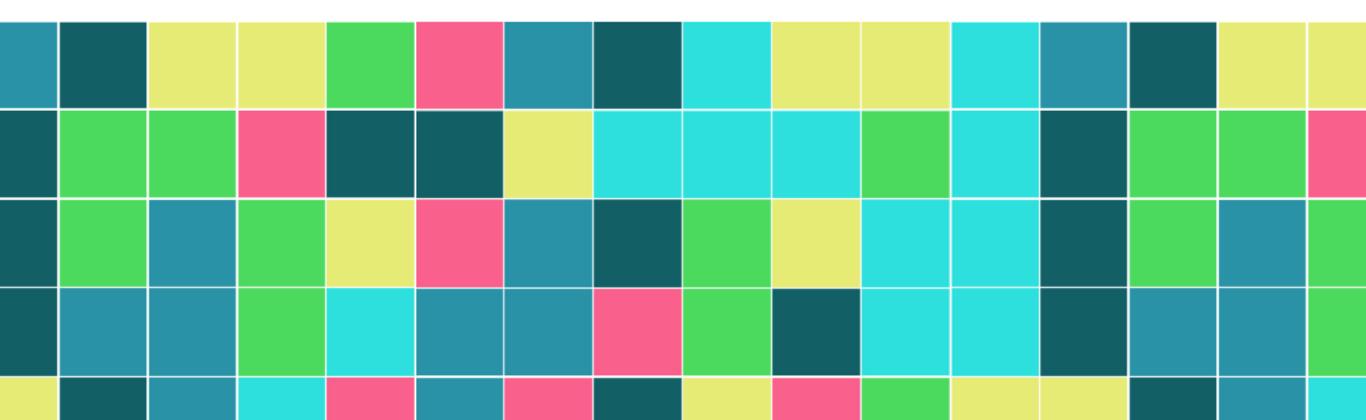
From C. Matheus' lecture notes



<u>Things we could prove about arbitrary colorings of chroma-</u> <u>squares</u>

If there are at least 2 square tiles of the same color or if n is even, then any two colorings can be joined by moves.

And this can be done in at most roughly n² moves for any coloring.

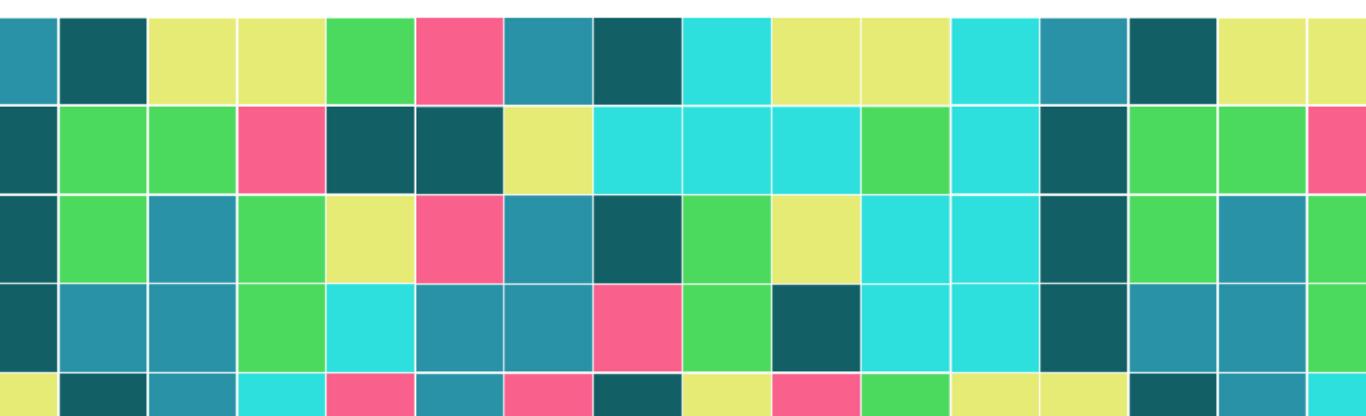


But for arbitrary shapes:

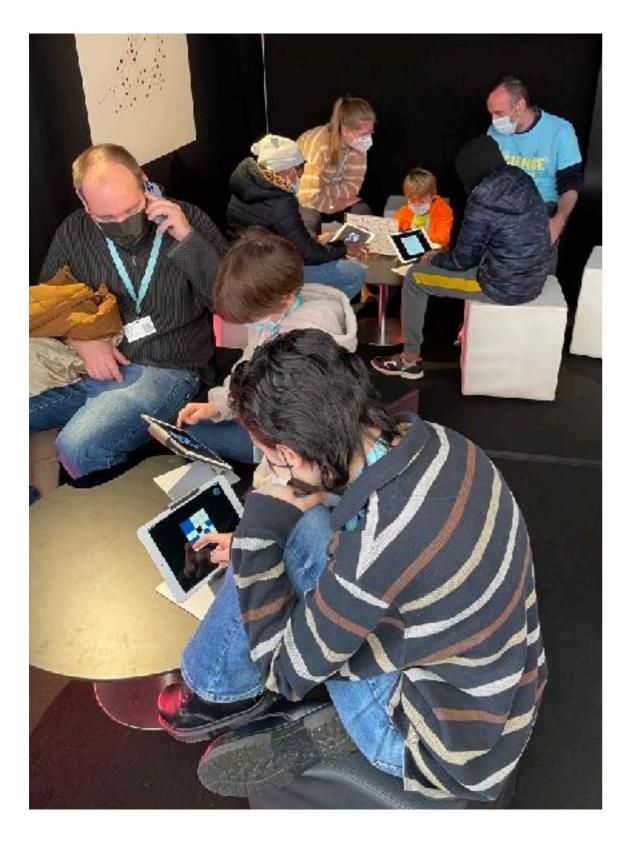
We don't have an algorithm to solve the puzzles.

Questions about connectivity, distances, and counting puzzles are related to difficult problems on translation surfaces and moduli space theory.

Related to work of many authors, e.g., Eskin, Leli vre, Okounkov, Mirzakhani.

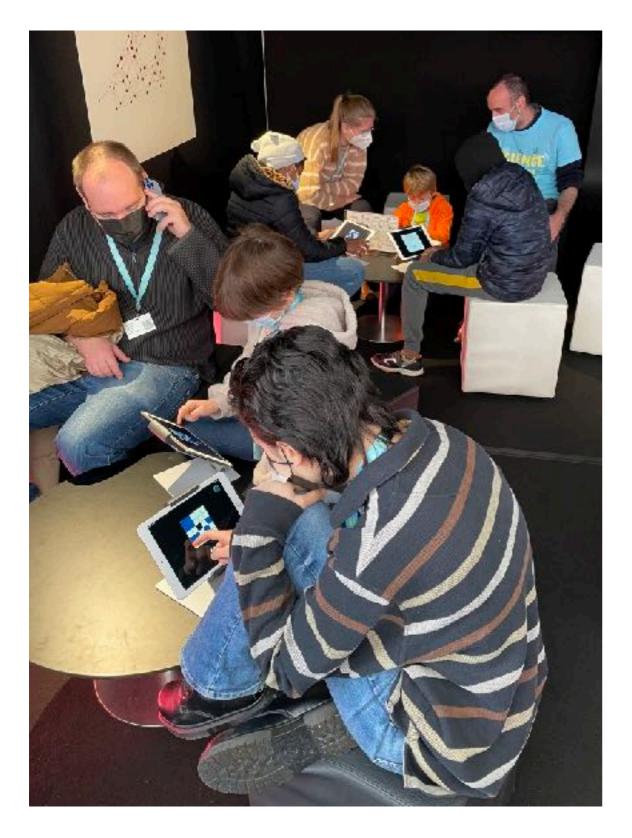


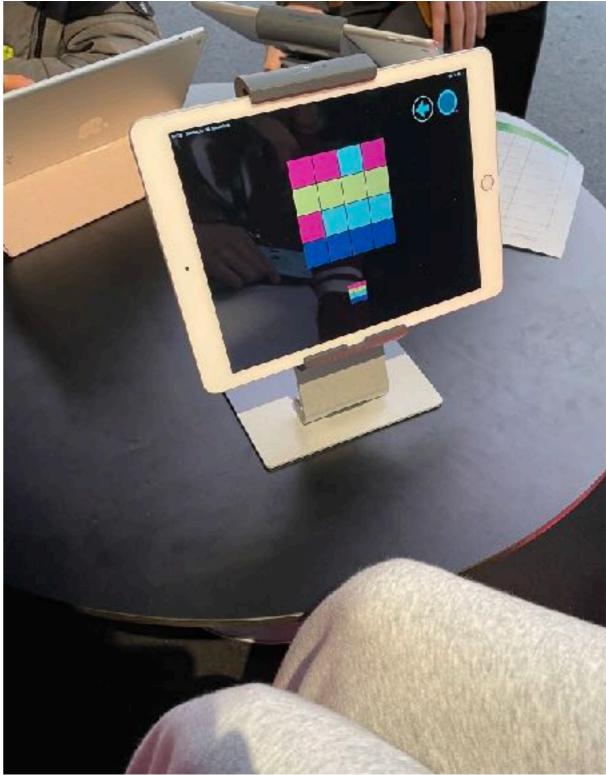
Crowdsourced research, Science Festival 2021





Crowdsourced research, Science Festival 2021







Inauguration of the Exploratis station in November 2021 Science Center, Differdange (Luxembourg)







Exploratis at the Expo



LUXEMBOURG PAVILION EXPO 2020 DUBAI





The Simplicity of Complexity, World Expo 2021



Girls exploring math (GEM), May 12, 2022, Luxembourg



ReCreate, Expo Universelle, Dubai 2022



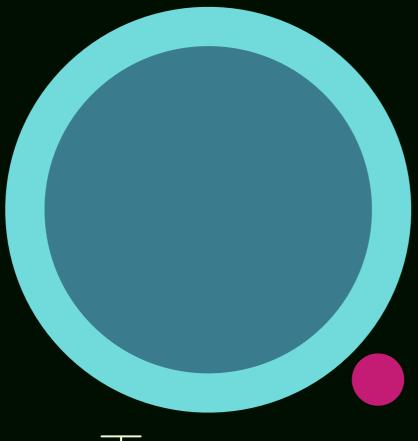
LUXEMBOURG PAVILION EXPO 2020 DUBAI

Fonds National de la Recherche Luxembourg





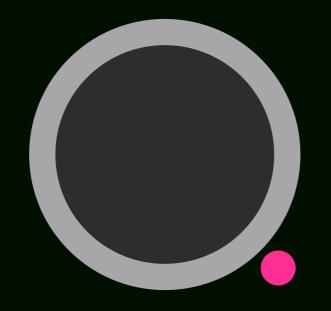
ReShape, Expo Dubai, 2022



reTrace by quadratis











Swiss National Science Foundation







LUXEMBOURG PAVILION EXPO 2020 DUBAI



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