

Fig. 11. An example of a parent *kolam* and two children *kolams* for N = 5 and J = 1.

special case of the 3 dots arranged in an equilateral triangle, are shown in Fig. 6. Did we find all possible *kolams* with N = 3? If so, how about the *kolam* on the left in Fig. 7? It turns out that this *kolam* is captured by the proposed method for N = 4, where an additional dot is placed in the middle of Fig. 7. This is discussed in the next section. The example is again illustrative of the fact that a *kolam*, once created, is distinctive in its own right, irrespective of the presence or absence of dots. *The characteristic N for a given kolam may be defined as the minimum number of dots required for generating the kolam with the above 5-step method.* However, note that when dots are removed or added to a *kolam*, the resultant *kolams* may no longer be topologically equivalent to the original *kolam*.

5. Exploring *Kolams* with 4 Dots (N = 4)

Three different configurations of parent *kolams* are shown in Fig. 8 for N = 4.

It is possible to show that parents 1 and 3 are homotopic. Such equivalence is shown in Fig. 9a, and hence they form a single parent type. However, parent 2 forms a distinct parent type as shown in Fig. 9b since parent *kolams* 1 and 2 cannot be distorted into each other without the lines crossing over the dots in two dimensions. The number of possible *kolams* for any parent *kolam* with N = 4 following rules **M**1–**M**3 and **O**1, **O**2, and **O**5 can be computed from Eq. (1) as $K = 3^{1\times4\times(4-1)/2} = 3^6 = 729$.

The 729 possible *kolams* from each parent is a large number, and so we choose here to impose additional restrictions in order to explore only a subset. For example, optional rule O6 suggests that symmetry equivalent junctions will have the same type of bond.

This allows for the symmetry of the parent phase to be preserved while bonds are formed. The various *kolams* derived from three different parent *kolams* (1, 2, and 3) in Fig. 8 under the rules of M1–M3 and O1, O2, O5, and O6 are shown in Fig. 10. For parent *Kolam* 1 in Fig. 10, there are 3 groups (g = 3) of symmetry equivalent junctions related by a vertical mirror symmetry. Thus the number of *Kolams* with J = 1 is $K = 3^3 = 27$. For both the special cases of parent *Kolam* 2 (dots forming an equilateral triangle) and *Kolam* 3 (dots forming a square), g = 2 arising from a 3-fold and 4-fold rotational axes respectively, and hence $K = 3^2 = 9$ as shown. We note that B₃X₃ with N = 4 captures the *kolam* that was missed in Fig. 7 by N = 3.

6. Conclusions

We have demonstrated a method of generating countless *kolams* from user-defined dot arrangement on a surface. This method can be mastered by anyone without the need to understand the detailed mathematics behind *kolams*. For a give number, N, of dots in any spatial arrangement on a surface, the number of possible *kolams* that follow only the mandatory rules M1–M3 is infinite, even for a 1-dot *kolam* (N = 1). However, by following additional optional rules O1 and O2, this number is finite as given by Eq. 1. Addition of rule O6 modifies this equation.

We show by example that for a given number of dots *N*, a set of parent *kolam* types exist, from which all possible *kolams* can be generated. All parent *kolams* within a single type are homotopic. Hence the resultant *kolams* from these homotopic parents will also have corresponding homotopic cousins. Though a rigorous proof for such homotopy in general has not been presented, it can be argued based on the method of construction similar to that shown in Fig. 9.

Kolams with higher N get richer and more complicated quickly. For example, Fig. 11 shows an example parent *kolam* for N = 5 and J = 1, and two possible children *kolam* arising from it. The readers are encouraged to try generating other parent and children *kolams* for this case.

There are several advantages to this simple method:

(1) It is applicable for any number of dots, N.

(2) The dots can be arranged in any configuration in 2-dimensions.

(3) While the proposed method may not always guarantee aesthetics, it is simple enough for a user to impose additional aesthetically appropriate optional rules.

(4) A computer program can vary b, J, and N for generating numerous *kolams* following the three mandatory rules, plus any number of user-defined optional rules.

This leads to the possibility of creating an interactive website or a mobile app that can help a user to generate *kolams* at will. Such an app will get the user involved in the creative process, including young children who may be introduced to art, symmetry and topology through *kolams*. The method is also applicable to generating other similar patterns such as some of the Chinese and Celtic knots.

Acknowledgments. The authors would like to thank Mikael Rechtsman and Chaoxing Liu from the Pennsylvania State University for exciting and valuable discussions. The ideas for this work tangentially originated from developing the theory of distortions funded by the National Science Foundation grant number DMR-1420620 and DMR-1210588.