4 Walls Algorithm - *NOT VERIFIED*
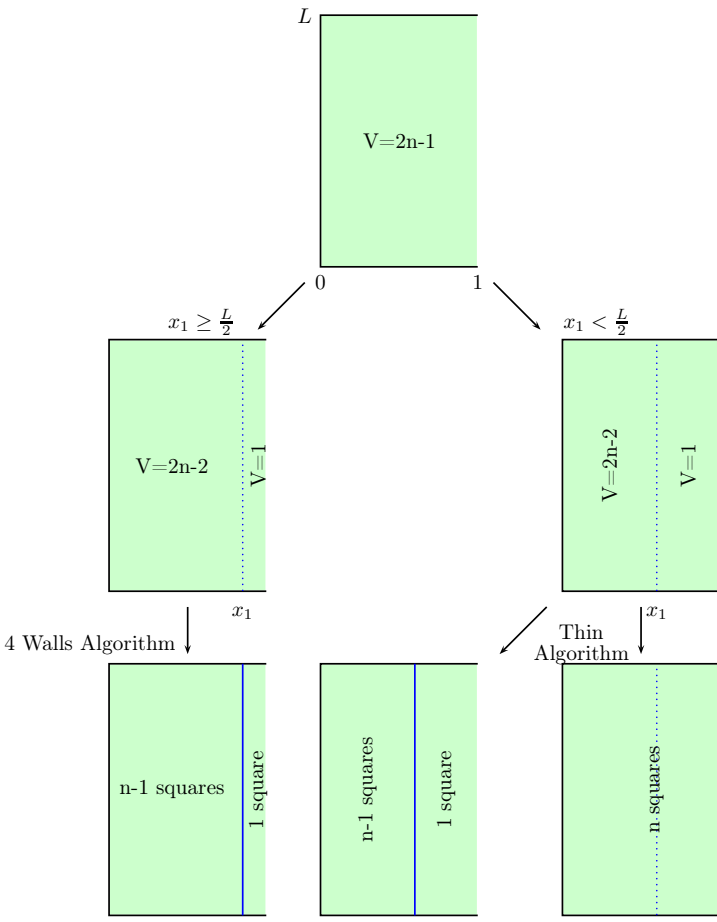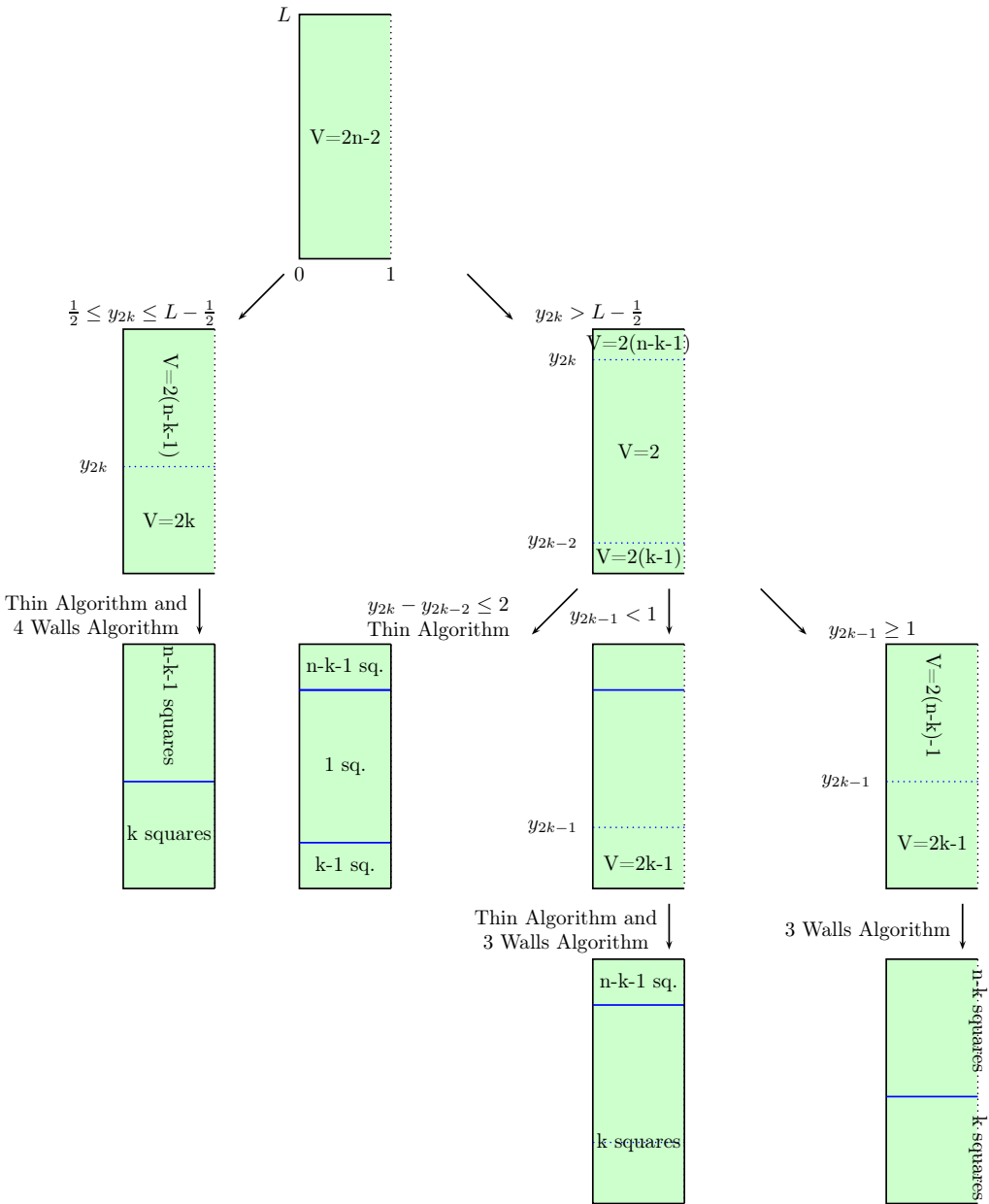*INPUT: 2-fat rectangle with a value of 2n.*
OUTPUT: n disjoint squares with a value of 1 within the 4 borders.

3 Walls Algorithm - *NOT VERIFIED*
INPUT: Rectangle with a value of $2n-1$.
OUTPUT: n disjoint squares with a value of 1 within 3 borders
(one of the longer borders is considered open).

L

V=2n-2

0   1

$\frac{1}{2} \leq y_{2k} \leq L - \frac{1}{2}$

$y_{2k} > L - \frac{1}{2}$

V=2(n-k-1)

V=2k

y_{2k}

y_{2k}

V=2(n-k-1)

V=2

y_{2k-2}

V=2(k-1)

Thin Algorithm and
4 Walls Algorithm

$y_{2k} - y_{2k-2} \leq 2$
Thin Algorithm

$y_{2k-1} < 1$

$y_{2k-1} \geq 1$

n-k-1 squares

k squares

n-k-1 sq.

1 sq.

k-1 sq.

y_{2k-1}

V=2k-1

V=2(n-k)-1

y_{2k-1}

V=2k-1

Thin Algorithm and
3 Walls Algorithm

3 Walls Algorithm

n-k-1 sq.

k squares

n-k squares

k squares

Thin Algorithm - *NOT VERIFIED*
INPUT: 2-thin rectangle with a value of $2n - 2$.
OUTPUT: $n - 1$ disjoint value-1 squares within the 4 borders,
OR n disjoint value-1 squares within 3 borders (one longer *border considered open).*