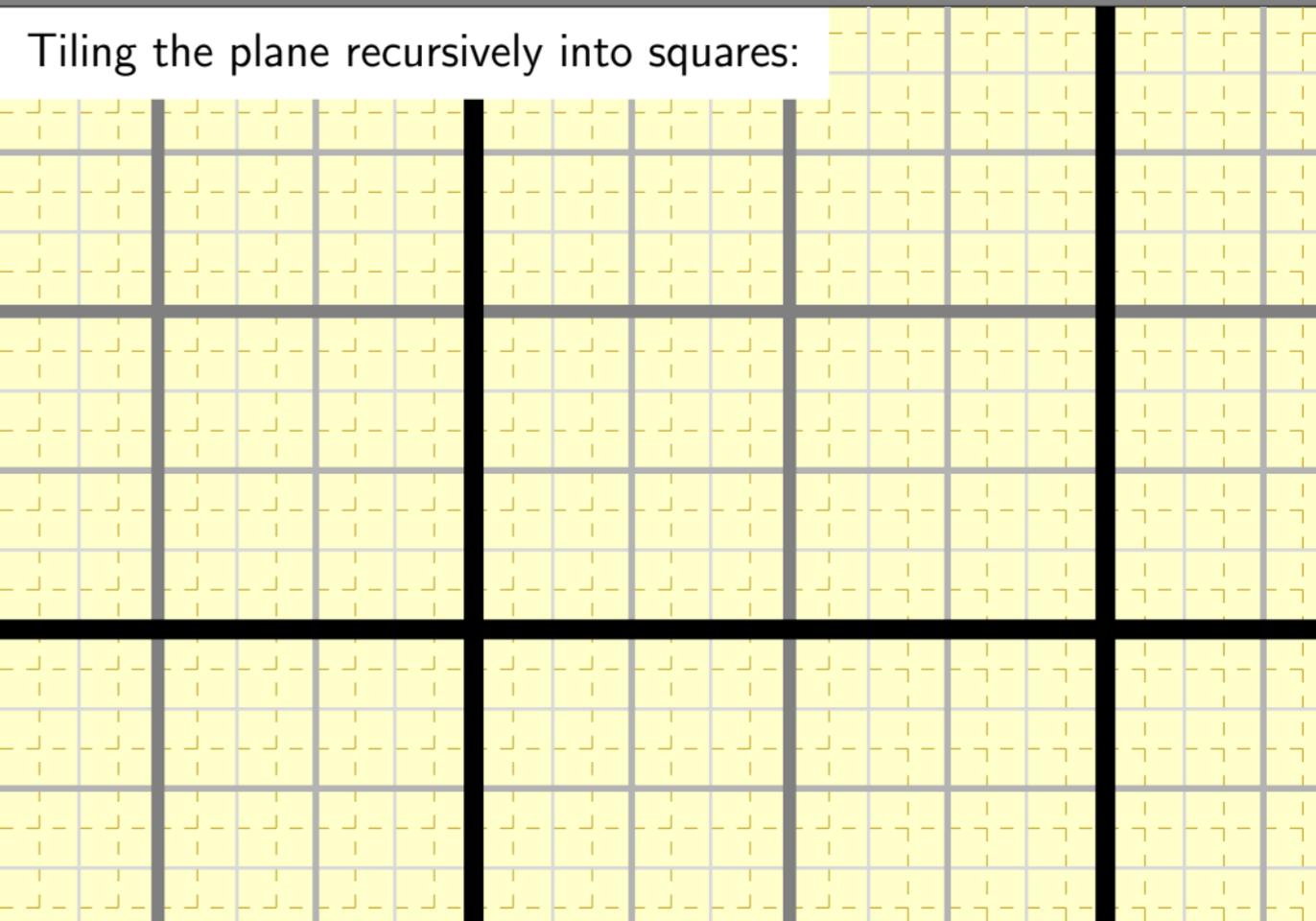
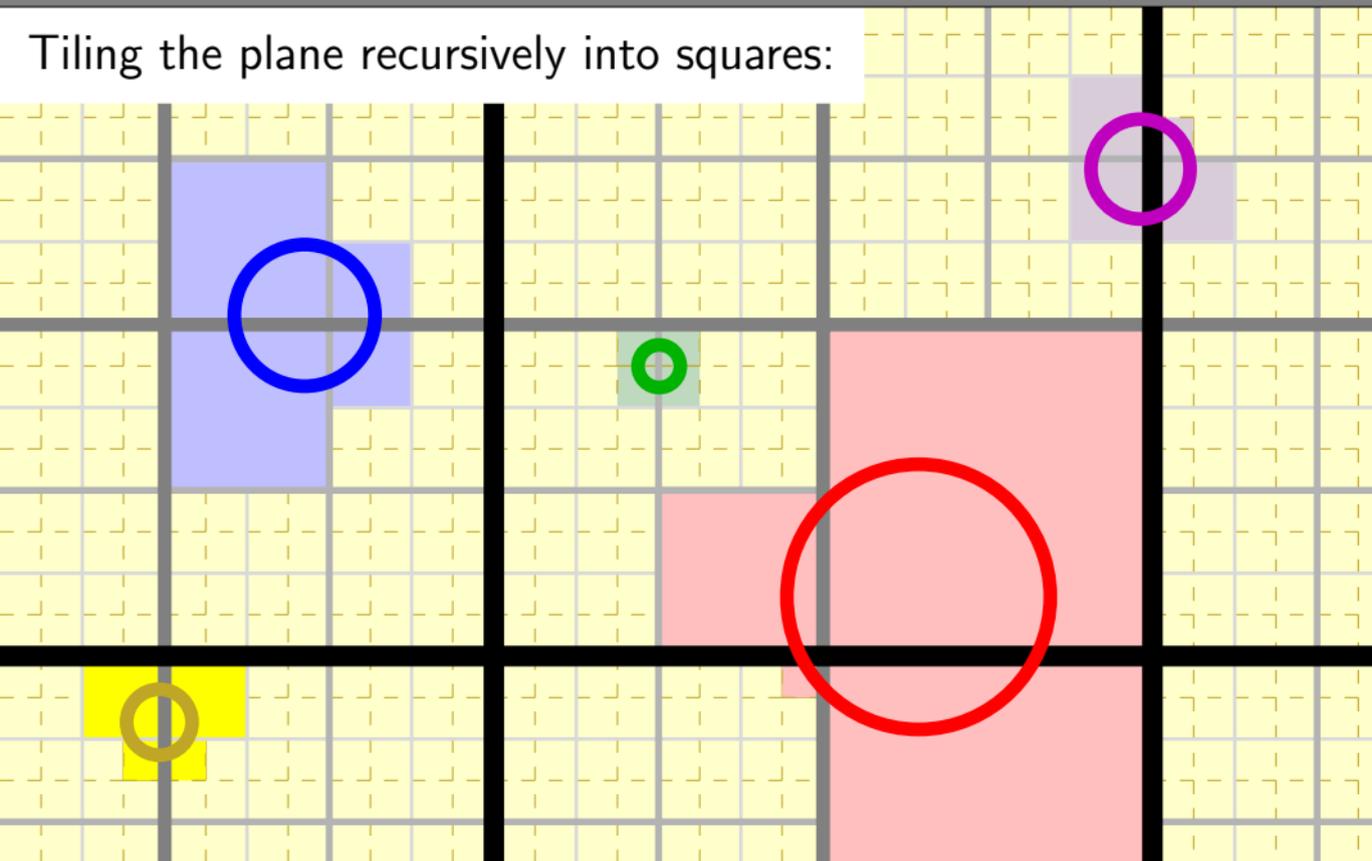


Tiling the plane recursively into squares:

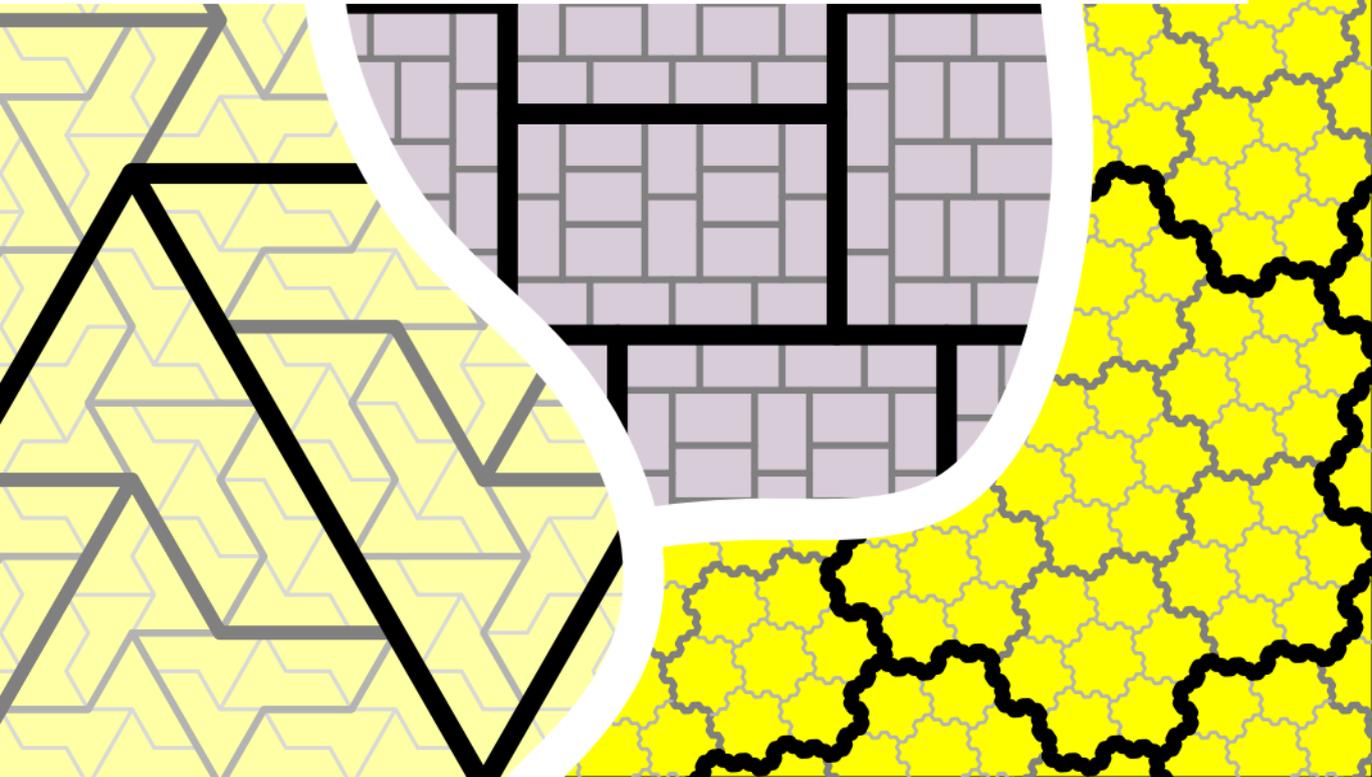


Tiling the plane recursively into squares:

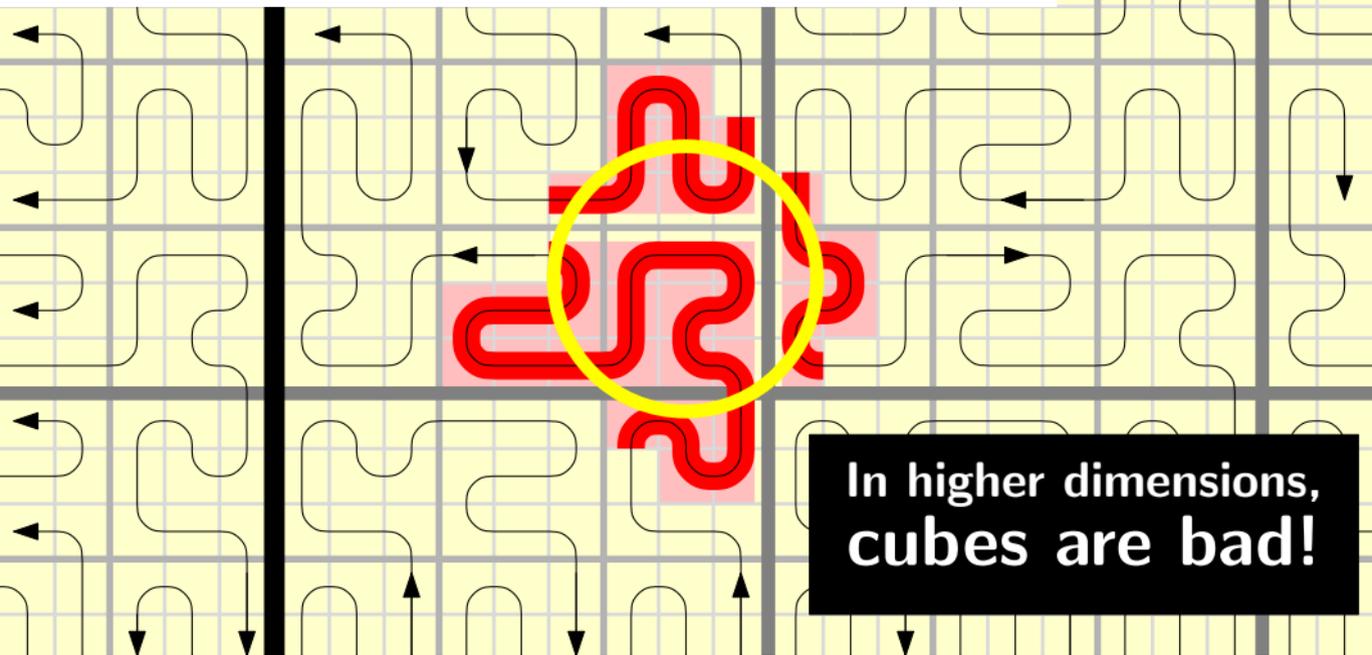


Any circle covered by ≤ 4 tiles that are not much larger

Are there recursive tilings that cover any circle with ≤ 3 tiles that are not much larger?



Sets of consecutive tiles count for one disk access



**In higher dimensions,
cubes are bad!**

Any circle covered by ≤ 3 sets that are not much larger.

Other ordered tilings with ≤ 2 sets per circle?