

Hexagonal binning algorithm

Computing hexagon grid configurations

Given range of embedding component, r_2 , number of bins along the x-axis, b_1 , and buffer proportion, q , hexagonal starting point coordinates, $s_1 = -q$, and $s_2 = -q \times r_2$. The purpose is to find width of the hexagon, a_1 , and number of bins along the y-axis, b_2 .

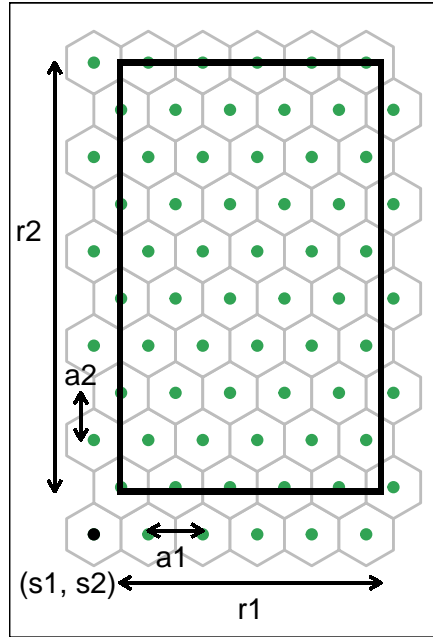


Figure 1: Hexagon binning parameters.

Geometric arguments give rise to the following constraints.

$\min a_1$ s.t.

$$s_1 - \frac{a_1}{2} < 0, \quad (1)$$

$$s_1 + (b_1 - 1) \times a_1 > 1, \quad (2)$$

$$s_2 - \frac{a_2}{2} < 0, \quad (3)$$

$$s_2 + (b_2 - 1) \times a_2 > r_2. \quad (4)$$

Since a_1 and a_2 are distances,

$$a_1, a_2 > 0.$$

Also, $(s_1, s_2) \in (-0.1, -0.05)$ as these are multiplicative offsets in the negative direction.

Equation 1 can be rearranged as,

$$a_1 > 2s_1$$

which given $s_1 < 0$ and $a_1 > 0$ will *always* be true. The same logic follows for Equation 3 and substituting $a_2 = \frac{\sqrt{3}}{2}a_1$, and $s_2 = -q \times r_2$ to Equation 3 can be written as,

$$a_1 > -\frac{4}{\sqrt{3}}qr_2$$

Also, substituting $a_2 = \frac{\sqrt{3}}{2}a_1$, $s_2 = -q \times r_2$ and rearranging Equation 4 gives:

$$a_1 > \frac{2(r_2 + qr_2)}{\sqrt{3}(b_2 - 1)}. \quad (5)$$

Similarly, Equation 2 becomes,

$$a_1 > \frac{(1 + q)}{(b_1 - 1)}. \quad (6)$$

This is a linear optimisation problem. Therefore, the optimal solution must occur on a vertex. So, by setting Equation 5 equals to Equation 6 gives,

$$\frac{2(r_2 + qr_2)}{\sqrt{3}(b_2 - 1)} = \frac{(1 + q)}{(b_1 - 1)}.$$

After rearranging this,

$$b_2 = 1 + \frac{2r_2(b_1 - 1)}{\sqrt{3}}$$

and since b_2 should be an integer,

$$b_2 = \left\lceil 1 + \frac{2r_2(b_1 - 1)}{\sqrt{3}} \right\rceil. \quad (7)$$

Furthermore, with known b_1 and b_2 , by considering Equation 2 or Equation 4 as the *binding* or *active constraint*, can compute a_1 .

If Equation 2 is active, then,

$$\frac{(1+q)}{(b_1-1)} < \frac{2(r_2+qr_2)}{\sqrt{3}(b_2-1)}.$$

Rearranging this gives,

$$r_2 > \frac{\sqrt{3}(b_2-1)}{2(b_1-1)}.$$

Therefore, if this equality is true, then $a_1 = \frac{(1+q)}{(b_1-1)}$, otherwise, $a_1 = \frac{2r_2(1+q)}{\sqrt{3}(b_2-1)}$.

Binning the data

Points are allocated to the bin that they fall in by considering the nearest centroid.

