The representation used in the 2D and 3D case, is respectively given by a pair (triplet) of real arrays, that contain the ordered distances between adjacent cutting lines (planes), and by a Boolean array with two (three) indices, which is used to encode the labels (empty/full) of the space partition cells. Such a representation can be encoded as follows, in the 2D and 3D case, respectively: << Xarray $[i_1]$ , Yarray $[i_2]>$ , BoolArray $[i_1,i_2]>$ 

<< Xarray $[i_1]$ , Yarray $[i_2]$ , Zarray $[i_3]>$ , BoolArray $[i_1,i_2,i_3]>$