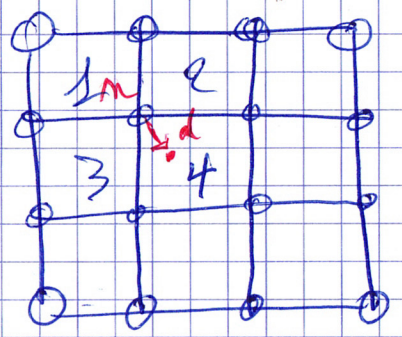
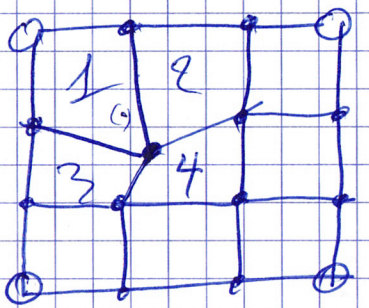
Mesh-based :

Les noeuds sont partagés.



I_1



I_2

On se bouble plus sur les blocs mais sur les noeuds :

$\forall$ noeud n, $\vec{d}_n := \vec{0} = [0, 0]^T$.

$\forall$ époque $\in [\![1, 10[\![$

$\forall$ noeud $n \in [\![1, N]\!]$

$$E^{locale}_{DFD}(d_n) = E^1_{DFD}(d_n) + E^2_{DFD}(d_n) + E^3_{DFD}(d_n) + E^4_{DFD}(d_n)$$

$i \equiv n^{\circ}$ bloc
$k \triangleq$ coin du bloc

$$\text{où } E^i_{DFD}(d_n) = \sum_{\vec{x} \in B_i} \left(I_2(\vec{\omega}(n, i)) - I_1(\vec{x}) \right)^2$$

avec nouvelle position dans I_2 : $\vec{\omega}(x, i) = \sum_{k \in [\![1,4]\!]} \phi_k(B_i) \cdot \vec{d}_k(B_i)$ ← comme node-based

$\frac{\partial E}{\partial d_n^x} = \dots$ / $\frac{\partial E}{\partial d_n^y} = \dots$ / new $d_n^x = \dots$ / new $d_n^y = \dots$ } comme node-based.

↕ noter que bougen n impacte 4 fois