

XML parsing in Rust w.r.t Base X DB System -> A Novel Algorithm by Dr.Nirmal - Current Member - ante Inst UTD Dallas TX USA/ email id - hmfg2014@gmail.com

[!] Based on these References :

[a] <https://simplabs.com/blog/2020/12/31/xml-and-rust/> ;

[b] <https://crates.io/crates/hilbert> -> Please read the material below ->

"Hilbert Curve Transform :

The **Hilbert** crate implements the highly efficient Skilling algorithm for performing the Hilbert curve transformation and its inverse for points in two dimensions on up to points with thousands of dimensions in **Rust**. The original algorithm in C may be found in this conference article: "Programming the Hilbert curve" by **John Skilling**. AIP Conference Proceedings 707, 381 (2004); <https://doi.org/10.1063/1.1751381>

Uses for the Hilbert Curve :

Researchers have discovered many uses for the Hilbert Curve, including:

- Speeding up K-Nearest neighbor search.
- Unassisted, high-dimensional clustering.
- Data compression.
- Pseudo-random number generation.
- Processing Lidar point clouds.
- Database query optimization -> **Currently we are focusing on Hilbert Curve Transform w.r.t XML + Base X Data Base System.**
- Approximate traveling salesman solutions.

[c] For more online information Please read -> <https://basex.org/> ; [**we have tested a number of important applications**]

[d] <https://www.semanticscholar.org/paper/Formalizing-Image-Processing-in-Higher-Order-by-and-D.N.T.Kumar/> ; also available on Vixra.org.

[e] <https://github.com/tejdnk-2019-ShortNotes> -> Plenty of examples for you.

Non-Profit R&D.

[THE END]