

# Hilbert Curve

ERA Praktikum

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# Introduction

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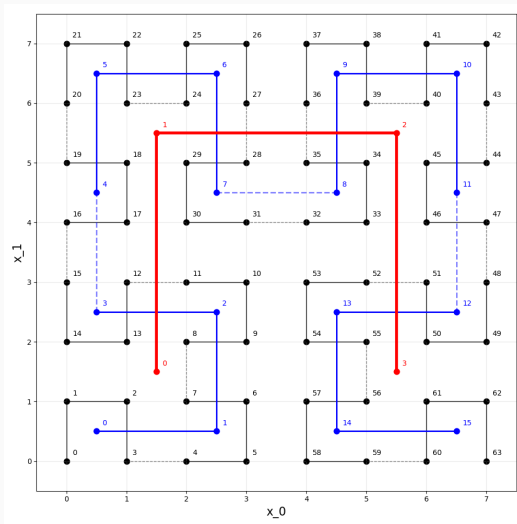
# Introduction

- space filling curve (fills a square)
- store 2D Data in 1D linear order
- used in CS image processing
- can also be extruded to fill 3D space (cube)

# Visualization

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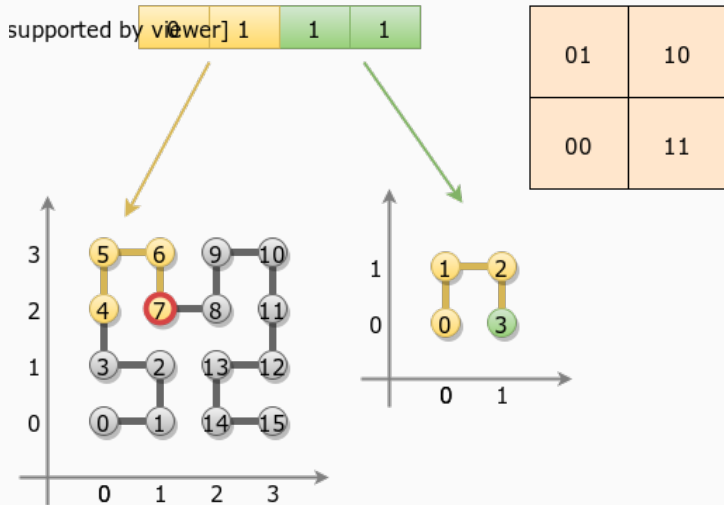
# Visualization



# Algorithm

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# Algorithm - visualized





# Algorithm - explained

- Default coordinates are  $(0,0)$   $(0,1)$   $(1,1)$   $(1,0)$
- Hilbert curve of degree  $N$  has  $4^n$  coordinate pairs
- Every coordinate number has  $2n$  bits or  $n$  pairs each 2 bits
- Bottom-up approach: Bit pairs represent position in the  $A, B, CorD$  domain

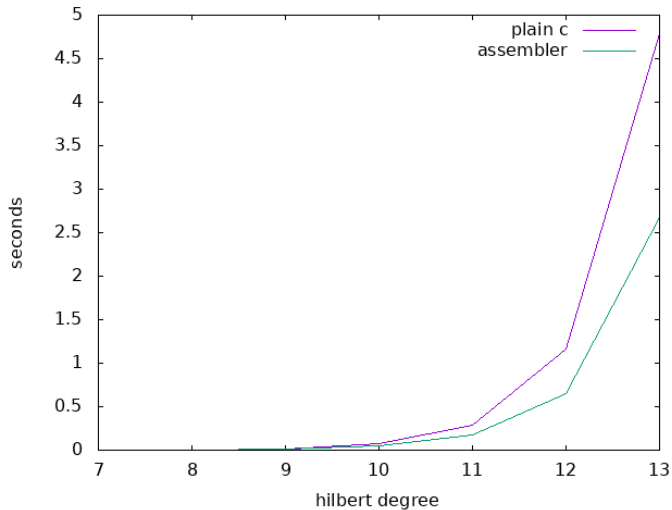
## Result and Tests

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# Time Measurement

```
clock_t start, end;  
start = clock();  
hilbert(n, x_points, y_points);  
end = clock();  
cpu_time_used = ((double) (end - start));  
cpu_time_used = cpu_time_used / CLOCKS_PER_SEC;  
printf("%.5f\n", cpu_time_used);
```

# Results



# Demo

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