

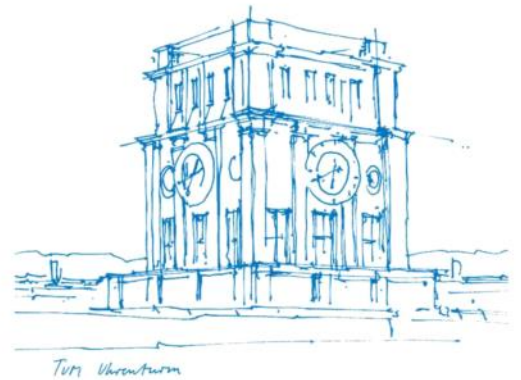
Lecture 2 - Hilbert Curve

Dienstag, 21. April 2020 21:41

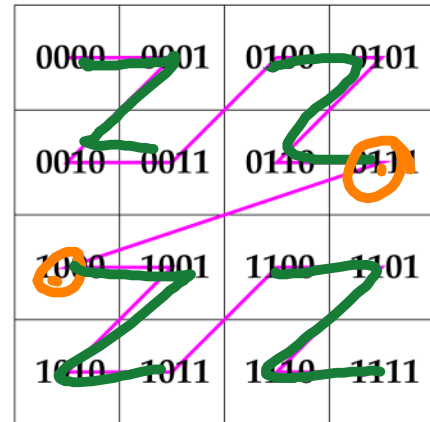
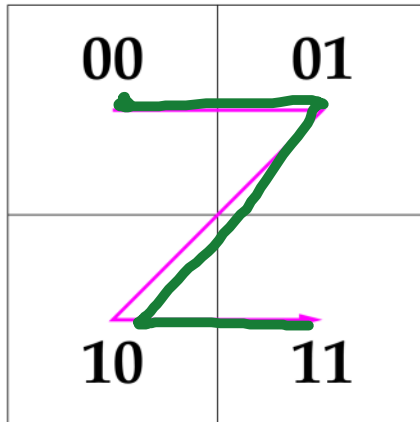
Algorithms for Scientific Computing

Space-Filling Curves

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Start: Morton Order / Cantor's Mapping



Questions:

- Can this mapping lead to a **contiguous** “curve”?
- i.e.: Can we find a **continuous** mapping?
- and: Can this continuous mapping fill the entire square?

Morton Order and Cantor's Mapping

Georg Cantor (1877):

$$0.\underbrace{0111}1001\dots \rightarrow \begin{pmatrix} 0.\color{red}{0110}\dots \\ 0.\color{blue}{1101}\dots \end{pmatrix} \begin{matrix} \times \\ \circ \end{matrix}$$

- **bijective** mapping $[0, 1] \rightarrow [0, 1]^2$
- proved identical cardinality of $[0, 1]$ and $[0, 1]^2$
- provoked the question: is there a **continuous** mapping? (i.e. a curve)

History of Space-Filling Curves

- 1877:** Georg Cantor finds a bijective mapping from the unit interval $[0, 1]$ into the unit square $[0, 1]^2$.
- 1879:** Eugen Netto proves that a **bijective mapping** $f: \mathcal{I} \rightarrow \mathcal{Q} \subset \mathbb{R}^n$ **can not be continuous** (i.e., a curve) at the same time (as long as \mathcal{Q} has a smooth boundary).
- 1886:** rigorous definition of **curves** introduced by Camille Jordan
- 1890:** Giuseppe **Peano** constructs the first space-filling curves.
- 1890:** **Hilbert** gives a geometric construction of Peano's curve; and introduces a **new example** – the **Hilbert curve**
- 1904:** **Lebesgue** curve
- 1912:** **Sierpinski** curve

Part I

Space-Filling Curves

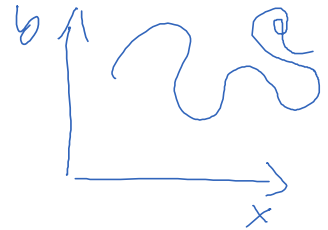
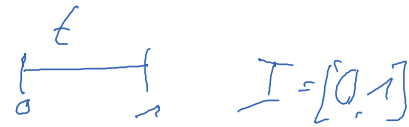
What is a Curve?

Definition (Curve)

As a **curve**, we define the image $f_*(\mathcal{I})$ of a *continuous* mapping $f: \mathcal{I} \rightarrow \mathbb{R}^n$. $x = f(t)$, $t \in \mathcal{I}$, is called **parameter representation** of the curve.

With:

- $\mathcal{I} \subset \mathbb{R}$ and \mathcal{I} is compact, usually $\mathcal{I} = [0, 1]$.
- the **image** $f_*(\mathcal{I})$ of the mapping f_* is defined as $f_*(\mathcal{I}) := \{f(t) \in \mathbb{R}^n \mid t \in \mathcal{I}\}$.
- \mathbb{R}^n may be replaced by any Euklidian vector space (norm & scalar product required).



What is a Space-filling Curve?

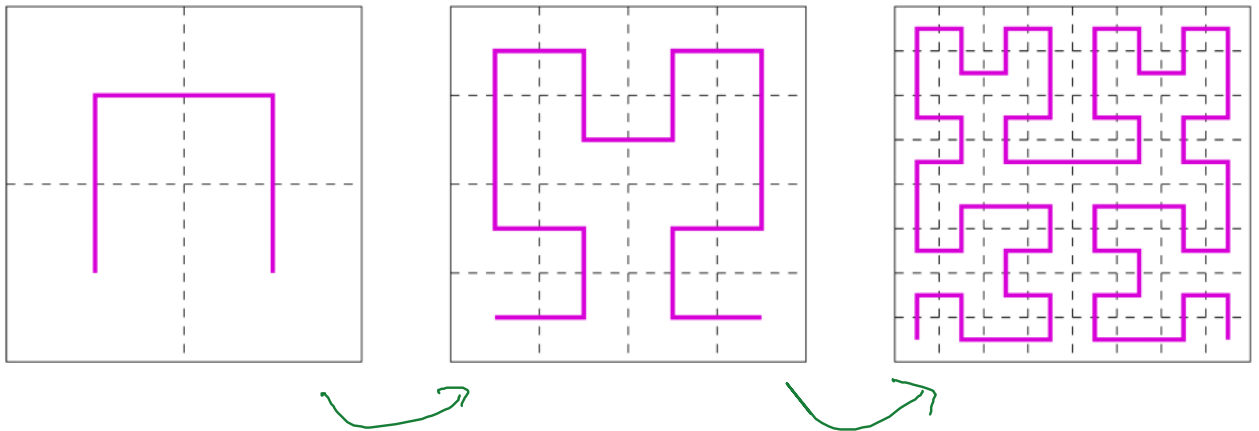
Definition (Space-filling Curve)

Given a mapping $f: \mathcal{I} \rightarrow \mathbb{R}^n$, then the corresponding curve $f_*(\mathcal{I})$ is called a **space-filling curve**, if the Jordan content (area, volume, ...) of $f_*(\mathcal{I})$ is larger than 0.

Comments:

- assume $f: \mathcal{I} \rightarrow \mathcal{Q} \subset \mathbb{R}^n$ to be **surjective** (i.e., every element in \mathcal{Q} occurs as a value of f);
then, $f_*(\mathcal{I})$ is a space-filling curve, if the area (volume) of \mathcal{Q} is positive.
- if the domain \mathcal{Q} has a smooth boundary, then there can be **no bijective mapping** $f: \mathcal{I} \rightarrow \mathcal{Q} \subset \mathbb{R}^n$, such that $f_*(\mathcal{I})$ is a space-filling curve (theorem: E. Netto, 1879).

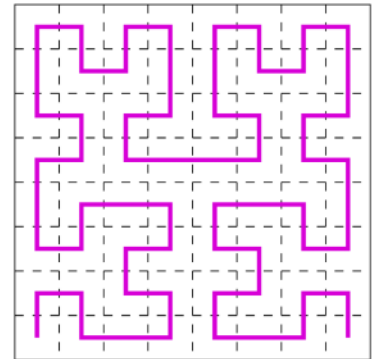
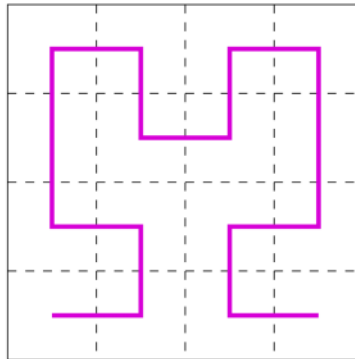
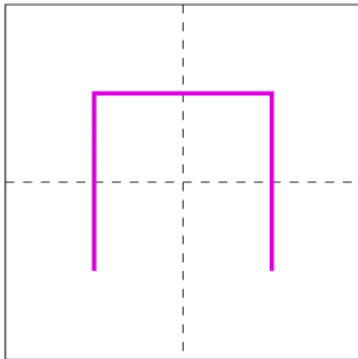
Remember: Construction of the Hilbert Order



Incremental construction of the Hilbert order:

- start with the basic pattern on 4 subsquares
- combine four numbering patterns to obtain a twice-as-large pattern
- proceed with further iterations

Remember: Construction of the Hilbert Order



Recursive construction of the Hilbert order:

- start with the basic pattern on 4 subsquares
- for an existing grid and Hilbert order:
split each cell into 4 congruent subsquares
- order 4 subsquares following the rotated basic pattern,
such that a contiguous order is obtained

Definition of the Hilbert Curve's Mapping

Definition: (Hilbert curve)

- each parameter $t \in \mathcal{I} := [0, 1]$ is contained in a sequence of intervals

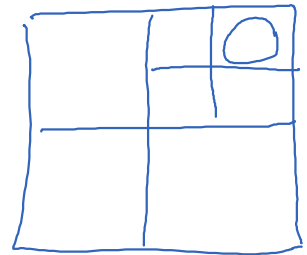
$$\mathcal{I} \supset [a_1, b_1] \supset \dots \supset [a_n, b_n] \supset \dots,$$

where each interval results from a division-by-four of the previous interval.

- each such sequence of intervals can be uniquely mapped to a corresponding sequence of 2D intervals (subsquares)
 → "uniquely mapped" based on grammar for Hilbert order
- the 2D sequence of intervals converges to a unique point q in $Q \in \mathcal{Q} := [0, 1] \times [0, 1]$ – q is defined as $h(t)$.

Theorem

$h: \mathcal{I} \rightarrow \mathcal{Q}$ defines a space-filling curve, the **Hilbert curve**.



1) h is a mapping 2) h is surjective
 3) continuity

Proof: h defines a Space-filling Curve

We need to prove:

- h is a mapping, i.e. each $t \in \mathcal{I}$ has a **unique** function value $h(t) \rightarrow$ OK, if $h(t)$ is independent of the choice of the sequence of intervals (see next chapter)
- $h: \mathcal{I} \rightarrow \mathcal{Q}$ is **surjective**:
 - for each point $q \in \mathcal{Q}$, we can construct an appropriate sequence of 2D-intervals
 - the 2D sequence corresponds in a unique way to a sequence of intervals in \mathcal{I} – this sequence defines an original value of q
 \Rightarrow every $q \in \mathcal{Q}$ occurs as an image point.
- h is **continuous**

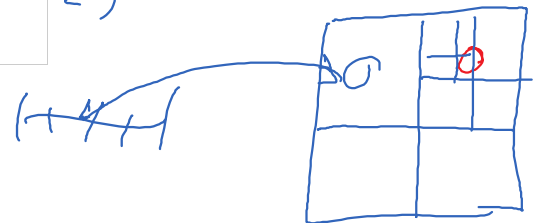
1)

2 choices

\hookrightarrow compare left + right limit

\hookrightarrow due to continuity:
left + right limits
equal

2)



Continuity of the Hilbert Curve

A function $f: \mathcal{I} \rightarrow \mathbb{R}^n$ is uniformly **continuous**, if
for each $\epsilon > 0$
a $\delta > 0$ exists, such that
for all $t_1, t_2 \in \mathcal{I}$ with $|t_1 - t_2| < \delta$, the following inequality holds:
 $\|f(t_1) - f(t_2)\|_2 < \epsilon$

Strategy for the proof:

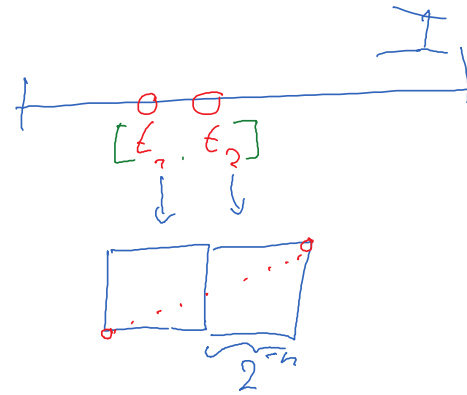
For any given parameters t_1, t_2 , we compute an estimate for the distance
 $\|h(t_1) - h(t_2)\|_2$ (functional dependence on $|t_1 - t_2|$).
 \Rightarrow for any given ϵ , we can then compute a suitable δ

Continuity of the Hilbert Curve (2)

- given: $t_1, t_2 \in \mathcal{I}$; choose an n , such that $|t_1 - t_2| < 4^{-n}$
- in the n -th iteration of the interval sequence, all interval are of length 4^{-n}
 $\Rightarrow [t_1, t_2]$ overlaps at most two neighbouring(!) intervals.
- due to construction of the Hilbert curve, the values $h(t_1)$ and $h(t_2)$ will be in neighbouring subsquares with face length 2^{-n} .
- the two neighbouring subsquares build a rectangle with a diagonal of length $2^{-n} \cdot \sqrt{5}$;
 therefore: $\|h(t_1) - h(t_2)\|_2 \leq 2^{-n} \sqrt{5}$

For a given $\epsilon > 0$, we choose an n , such that $2^{-n} \sqrt{5} < \epsilon$.

Using that n , we choose $\delta := 4^{-n}$; then, for all t_1, t_2 with $|t_1 - t_2| < \delta$, we get:
 $\|h(t_1) - h(t_2)\|_2 \leq 2^{-n} \sqrt{5} < \epsilon$. Which proves the continuity!



Part II

Arithmetisation of Space-Filling Curves

Space-filling Orders – Required Algorithms

Traversal of h -indexed objects:

- given a set of objects with “positions” $p_i \in \mathcal{Q}$
- traverse all objects, such that $\bar{h}^{-1}(p_{i_0}) < \bar{h}^{-1}(p_{i_1}) < \dots$
- solved by **grammar representation**

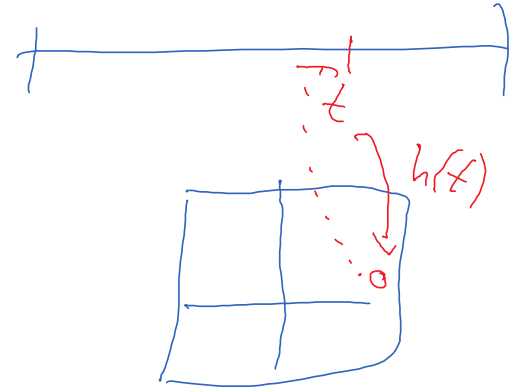
Compute mapping:

- for a given index $t \in \mathcal{I}$, compute the image $h(t)$

Compute the index of a given point:

- given $p \in \mathcal{Q}$, find a parameter t , such that $h(t) = p$
- problem: inverse of h is not unique (h not bijective!)
- define a “technically unique” inverse mapping \bar{h}^{-1}

Mapping and index computation required for random access to a data structure!



Arithmetic Formulation of the Hilbert Curve

Idea:

- interval sequence within the parameter interval \mathcal{I} corresponds to a **quaternary representation**; e.g.:

$$\left[\frac{1}{4}, \frac{2}{4}\right] = [0_4.1, 0_4.2], \quad \left[\frac{3}{4}, 1\right] = [0_4.3, 1_4.0]$$

- self-similarity**: every subsquare of the target domain contains a scaled, translated, and rotated/reflected Hilbert curve.

⇒ **Construction** of the arithmetic representation:

- find **quaternary representation of the parameter**
- use **quaternary coefficients** to determine the required sequence of operations

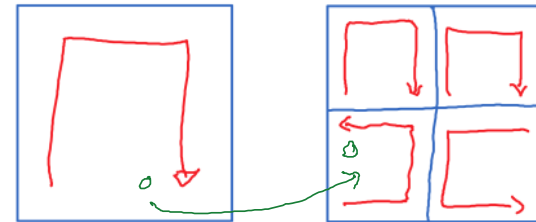
Arithmetic Formulation of the Hilbert Curve (2)

Recursive approach:

$$h(0_4.q_1q_2q_3q_4\dots) = H_{q_1} \circ h(0_4.q_2q_3q_4\dots)$$

- $\tilde{t} = 0_4.q_2q_3q_4\dots$ is the relative parameter in the subinterval $[0_4.q_1, 0_4.(q_1 + 1)]$
- $h(\tilde{t}) = h(0_4.q_2q_3q_4\dots)$ is the relative position of the curve point in the subsquare
- H_{q_1} transforms $h(\tilde{t})$ to its correct position in the unit square:
 - rotation
 - translation
- expanding the recursion equation leads to:

$$h(0_4.q_1q_2q_3q_4\dots) = H_{q_1} \circ H_{q_2} \circ H_{q_3} \circ H_{q_4} \circ \dots$$



fine

coarse

H_i

Arithmetic Formulation of the Hilbert Curve (3)

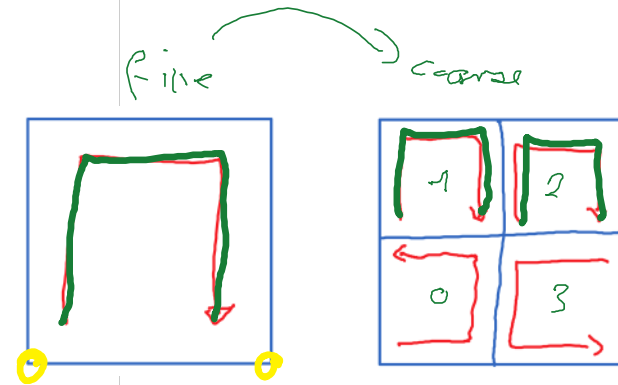
If t is given in quaternary digits, i.e. $t = 0_4.q_1q_2q_3q_4\dots$, then $h(t)$ may be represented as

$$h(0_4.q_1q_2q_3q_4\dots) = H_{q_1} \circ H_{q_2} \circ H_{q_3} \circ H_{q_4} \circ \dots \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$

using the following operators:

$$H_0 := \begin{pmatrix} x \\ y \end{pmatrix} \rightarrow \begin{pmatrix} \frac{1}{2}y \\ \frac{1}{2}x \end{pmatrix} \quad H_1 := \begin{pmatrix} x \\ y \end{pmatrix} \rightarrow \begin{pmatrix} \frac{1}{2}x \\ \frac{1}{2}y + \frac{1}{2} \end{pmatrix}$$

$$H_2 := \begin{pmatrix} x \\ y \end{pmatrix} \rightarrow \begin{pmatrix} \frac{1}{2}x + \frac{1}{2} \\ \frac{1}{2}y \end{pmatrix} \quad H_3 := \begin{pmatrix} x \\ y \end{pmatrix} \rightarrow \begin{pmatrix} -\frac{1}{2}y + 1 \\ -\frac{1}{2}x + \frac{1}{2} \end{pmatrix}$$



Streich: $1/2$

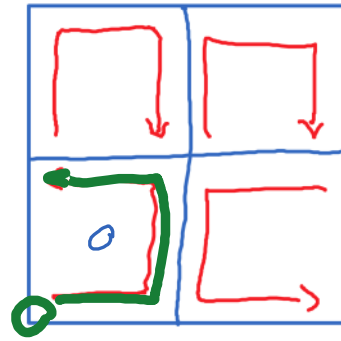
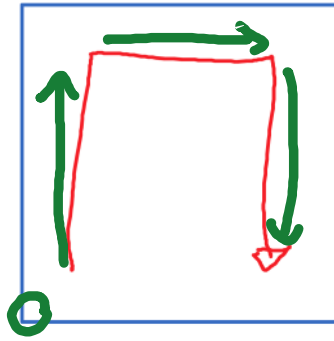
Matrix Form of the Operators H_0, \dots, H_3

In matrix notation, the operators H_0, \dots, H_3 are:

$$\begin{aligned}
 H_0 &:= \begin{pmatrix} 0 & \frac{1}{2} \\ \frac{1}{2} & 0 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} & H_1 &:= \begin{pmatrix} \frac{1}{2} & 0 \\ 0 & \frac{1}{2} \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} + \begin{pmatrix} 0 \\ \frac{1}{2} \end{pmatrix} \\
 H_2 &:= \begin{pmatrix} \frac{1}{2} & 0 \\ 0 & \frac{1}{2} \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} + \begin{pmatrix} \frac{1}{2} \\ \frac{1}{2} \end{pmatrix} & H_3 &:= \begin{pmatrix} 0 & -\frac{1}{2} \\ -\frac{1}{2} & 0 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} + \begin{pmatrix} 1 \\ \frac{1}{2} \end{pmatrix}
 \end{aligned}$$

Governing operations:

- scale with factor $\frac{1}{2}$
- translate start of the curve, e.g. $+ \begin{pmatrix} 0 \\ \frac{1}{2} \end{pmatrix}$
- reflect at x and y axis (for H_3)



$H_0 \hat{=} \text{rotation } 90^\circ = \frac{\pi}{2} \text{ clockwise.} + \text{mirror } x \text{ axis} + \text{stretch}$

$$\begin{pmatrix} \cos \alpha & \sin \alpha \\ -\sin \alpha & \cos \alpha \end{pmatrix} \alpha = \frac{\pi}{2}$$

$$\frac{1}{2} \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$$

A First Comment Concerning Uniqueness

Question:

Are the values $h(t)$ independent of the choice of quaternary representation of t concerning trailing zeros:

$$h(0_4 \cdot q_1 \dots q_n) = h(0_4 \cdot q_1 \dots q_n 000 \dots),$$

Outline of the proof:

1. compute the limit $\lim_{n \rightarrow \infty} H_0^n$ or $\lim_{n \rightarrow \infty} H_0^n \begin{pmatrix} x \\ y \end{pmatrix}$;
Result: $\lim_{n \rightarrow \infty} H_0^n \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$
2. show: $\begin{pmatrix} 0 \\ 0 \end{pmatrix}$ is a fixpoint of H_0 , i. e. $H_0 \begin{pmatrix} 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$.
 \Rightarrow independence of trailing zeros, as H_{q_n} is applied to the fixpoint!

1)

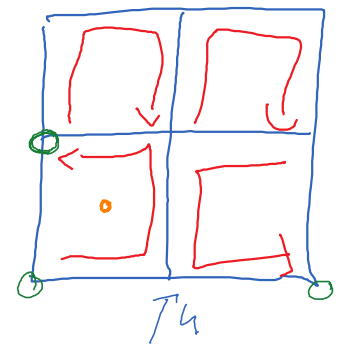
$$\begin{aligned} \lim_{n \rightarrow \infty} H_0^n \begin{pmatrix} x \\ y \end{pmatrix} &= \lim_{n \rightarrow \infty} \begin{pmatrix} 0 & 1/2 \\ 1/2 & 0 \end{pmatrix}^n \begin{pmatrix} x \\ y \end{pmatrix} \\ &= \begin{pmatrix} 0 & \lim_{n \rightarrow \infty} \left(\frac{1}{2}\right)^n \\ \lim_{n \rightarrow \infty} \left(\frac{1}{2}\right)^n & 0 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \end{aligned}$$

2)

$$H_0 \begin{pmatrix} 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 & 1/2 \\ 1/2 & 0 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$

$$\begin{aligned} t = 1/4 & \quad 0_4 \cdot 1 = 0_4 \cdot 100 \dots \\ & = H_1 \begin{pmatrix} 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ 1/2 \end{pmatrix} \end{aligned}$$

$$\begin{aligned} \underline{t} = 1/8 & = 0_4 \cdot 0200 \dots \\ & = H_0 \circ H_2 \begin{pmatrix} 0 \\ 0 \end{pmatrix} = H_0 \begin{pmatrix} 1/2 \\ 1/2 \end{pmatrix} = \begin{pmatrix} 1/4 \\ 1/4 \end{pmatrix} \end{aligned}$$



A Second Comment Concerning Uniqueness

Question:

Are the values $h(t)$ independent of the choice of quaternary representation of t , as in:

$$h(0_4.q_1 \dots \underbrace{q_n}_{\substack{\circ \\ \leftarrow}}) = h(0_4.q_1 \dots q_{n-1}(\underbrace{q_n-1}_{\text{333}} \dots)), \quad q_n \neq 0$$

(if $q_n = 0$, then consider $0_4.q_1 \dots q_n = 0_4.q_1 \dots q_{n-1}$)

Outline of the proof:

1. compute the limits $\lim_{n \rightarrow \infty} H_0^n$ and $\lim_{n \rightarrow \infty} H_3^n$.
2. for $q_n = 1, 2, 3$, show that

$$H_{q_n} \circ \lim_{n \rightarrow \infty} H_0^n = H_{q_n-1} \circ \lim_{n \rightarrow \infty} H_3^n$$

$$1.0 = 0.999\dots \\ = 0.9\bar{9}$$

$$\wedge) h(0.4.333...) = H_3 \circ H_3 \circ \dots \circ \begin{pmatrix} 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \end{pmatrix} = h(1.0.)$$

$$H_3: \underbrace{\begin{pmatrix} x \\ y \end{pmatrix}}_{=: u} \mapsto \underbrace{\begin{pmatrix} 0 & -1/2 \\ -1/2 & 0 \end{pmatrix}}_{A_3} \underbrace{\begin{pmatrix} x \\ y \end{pmatrix}}_{=: u} + \underbrace{\begin{pmatrix} 1 \\ 1/2 \end{pmatrix}}_{=: b_3}$$

$$\Rightarrow H_3: u \mapsto A_3 u + b_3 \quad \lim_{n \rightarrow \infty} A_3^n = \begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix} = \underline{0}$$

$$\hookrightarrow H^2 u = A_3(A_3 u + b_3) + b_3 = A_3^2 u + A_3 b_3 + b_3$$

$$H^3 u = A_3(A_3^2 u + A_3 b_3 + b_3) + b_3 = A_3^3 u + A_3^2 b_3 + A_3 b_3 + b_3$$

$$H^n u = A_3^n u + \underbrace{A_3^{n-1} b_3 + \dots + A_3 b_3 + b_3}_{=: A}$$

$$i = \frac{1 - 2^{1/n}}{1 - 2}$$

$$(I - A_3) \cdot (A_3^{n-1} b_3 + \dots + A_3 b_3 + b_3)$$

$$= A_3^n b_3 - A_3^{n-1} b_3 - \dots - A_3 b_3 = b_3 - A_3^n b_3 = (I - A_3^n) b_3$$

$$\Rightarrow A = (I - A_3)^{-1} (I - A_3^n) b_3$$

$$\Rightarrow \lim_{n \rightarrow \infty} H_3^n \begin{pmatrix} 0 \\ 0 \end{pmatrix} = \lim_{n \rightarrow \infty} [A_3^n \begin{pmatrix} 0 \\ 0 \end{pmatrix} + A_3^{n-1} b_3 + \dots + A_3 b_3 + b_3] \\ = \lim_{n \rightarrow \infty} [(I - A_3)^{-1} (I - A_3^n) b_3] = (I - A_3)^{-1} b_3$$

$$\Rightarrow (I - A_3) \begin{pmatrix} x \\ y \end{pmatrix} = b_3 \quad (LSE)$$

$$\left[\begin{array}{cc|c} 1 & 1/2 & 1 \\ 1/2 & 1 & 1/2 \end{array} \right] \xrightarrow{\substack{-1/2 \\ -1/2}} \left[\begin{array}{cc|c} 1 & 1/2 & 1 \\ 0 & 3/4 & 0 \end{array} \right] \Rightarrow \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \end{pmatrix} = h(0.4.333...)$$

$$H_9 \circ \lim_{n \rightarrow \infty} H_n^h = H_{9 \cdot 7} \circ \lim_{n \rightarrow \infty} H_3^h$$

to show: $H_{9n} \begin{pmatrix} 0 \\ 0 \end{pmatrix} = H_{9n-7} \begin{pmatrix} 1 \\ 0 \end{pmatrix} \quad \forall n=1,2,3$

$$\underline{n=1:} \quad H_1 \begin{pmatrix} 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 1/2 & 0 \\ 0 & 1/2 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} + \begin{pmatrix} 0 \\ 1/2 \end{pmatrix} = \begin{pmatrix} 0 \\ 1/2 \end{pmatrix} \quad \checkmark$$

$$H_0 \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 & 1/2 \\ 1/2 & 0 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ 1/2 \end{pmatrix}$$

$$\underline{n=2:} \quad H_2 \begin{pmatrix} 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 1/2 & 0 \\ 0 & 1/2 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \end{pmatrix} + \begin{pmatrix} 1/2 \\ 1/2 \end{pmatrix} = \begin{pmatrix} 1/2 \\ 1/2 \end{pmatrix} \quad \checkmark$$

$$H_1 \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 1/2 & 0 \\ 0 & 1/2 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \end{pmatrix} + \begin{pmatrix} 0 \\ 1/2 \end{pmatrix} = \begin{pmatrix} 1/2 \\ 1/2 \end{pmatrix}$$

$$\underline{n=3:} \quad H_3 \begin{pmatrix} 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 & -1/2 \\ -1/2 & 0 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \end{pmatrix} + \begin{pmatrix} 1 \\ 1/2 \end{pmatrix} = \begin{pmatrix} 1 \\ 1/2 \end{pmatrix} \quad \checkmark$$

$$H_2 \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 1/2 & 0 \\ 0 & 1/2 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} + \begin{pmatrix} 1/2 \\ 1/2 \end{pmatrix} = \begin{pmatrix} 1 \\ 1/2 \end{pmatrix}$$

Algorithm to Compute the Hilbert Mapping

Task: given a parameter t , find $h(t) = (x, y) \in \mathcal{Q}$

$$t = \text{decimal} \Rightarrow q = \lfloor 4t \rfloor$$

Most important subtasks:

1. compute quaternary digits – use multiply by 4:

$$4 \cdot 0_4 \cdot q_1 q_2 q_3 q_4 \dots = (q_1 q_2 q_3 q_4 \dots)_4$$

and cut off the integer part

2. apply operators H_q in the correct sequence – use recursion:

$$h(0_4 \cdot q_1 q_2 q_3 q_4 \dots) = H_{q_1} \circ H_{q_2} \circ H_{q_3} \circ H_{q_4} \circ \dots \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$

3. stop recursion, when a given tolerance is reached
 \Rightarrow track size of interval or set number of digits

$$r = 4t - q$$



recursive fct. call
with r instead of t

$0_4 \cdot 1$

$$\Rightarrow t = 1/4 \leadsto q_1 = \lfloor 1 \rfloor = 1, r_1 = 1 - q_1 = 0$$

$$t = 1/8$$

$$\leadsto q_1 = \lfloor 1/2 \rfloor = 0, r_1 = 1/2 - 0 = 1/2$$

$$\leadsto q_2 = \lfloor 2 \rfloor = 2, r_2 = 2 - 2 = 0$$

0.02

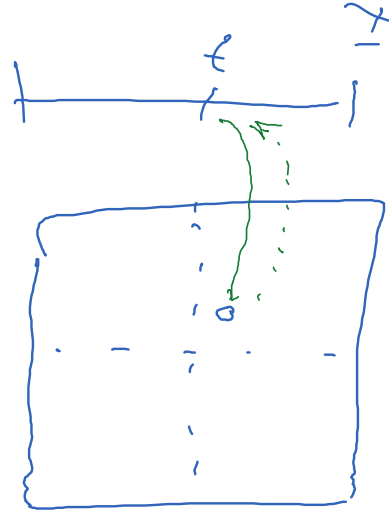
Implementation of the Hilbert Mapping

Algorithm 1 *hilbert*(t, eps)

```

1: if  $\text{eps} > 1$  then
2:   return (0, 0)
3: else
4:    $q \leftarrow \text{floor}(4 * t)$ 
5:    $r \leftarrow 4 * t - q$ 
6:    $(x, y) \leftarrow \text{hilbert}(r, 2 * \text{eps})$ 
7:   switch  $q$  do
8:     case  $q = 0$ : return  $(y/2, x/2)$ 
9:     case  $q = 1$ : return  $(x/2, y/2 + 0.5)$ 
10:    case  $q = 2$ : return  $(x/2 + 0.5, y/2 + 0.5)$ 
11:    case  $q = 3$ : return  $(-y/2 + 1.0, -x/2 + 0.5)$ 
12:   end
13: end if

```



Computing the Inverse Mapping

Task: find a parameter t , such that $h(t) = (x, y)$ for a given $(x, y) \in \mathcal{Q}$

Problem: h not bijective; hence, t is not unique

⇒ a strict inverse mapping h^{-1} does not exist

⇒ instead, compute a “technically unique” inverse \bar{h}^{-1}

Recursive Idea:

- determine the subsquare that contains (x, y)
- transform (using the inverse operations of H_0, \dots, H_3) the point (x, y) into the original domain $\rightarrow (\tilde{x}, \tilde{y})$
- recursively compute a parameter \tilde{t} that is mapped to (\tilde{x}, \tilde{y})
- depending on the subsquare, compute t from \tilde{t}

Inverse Operators of H_0, \dots, H_3

Example \rightarrow compute inverse of operator H_0 :

$$\underline{\begin{pmatrix} x \\ y \end{pmatrix} = H_0 \begin{pmatrix} \tilde{x} \\ \tilde{y} \end{pmatrix} = \begin{pmatrix} \frac{1}{2}\tilde{y} \\ \frac{1}{2}\tilde{x} \end{pmatrix}} \Rightarrow \underline{\begin{pmatrix} \tilde{x} \\ \tilde{y} \end{pmatrix} = \begin{pmatrix} 2y \\ 2x \end{pmatrix}}$$

By similar computations:

$$\begin{array}{ll} H_0^{-1} := \begin{pmatrix} x \\ y \end{pmatrix} \rightarrow \begin{pmatrix} 2y \\ 2x \end{pmatrix} & H_1^{-1} := \begin{pmatrix} x \\ y \end{pmatrix} \rightarrow \begin{pmatrix} 2x \\ 2y-1 \end{pmatrix} \\ H_2^{-1} := \begin{pmatrix} x \\ y \end{pmatrix} \rightarrow \begin{pmatrix} 2x-1 \\ 2y-1 \end{pmatrix} & H_3^{-1} := \begin{pmatrix} x \\ y \end{pmatrix} \rightarrow \begin{pmatrix} -2y+1 \\ -2x+2 \end{pmatrix} \end{array} \quad \left. \vphantom{\begin{array}{ll} H_0^{-1} \\ H_2^{-1} \end{array}} \right\}$$

Algorithm to Compute the Inverse Mapping

$\bar{h}^{-1} := \text{proc}(x, y)$

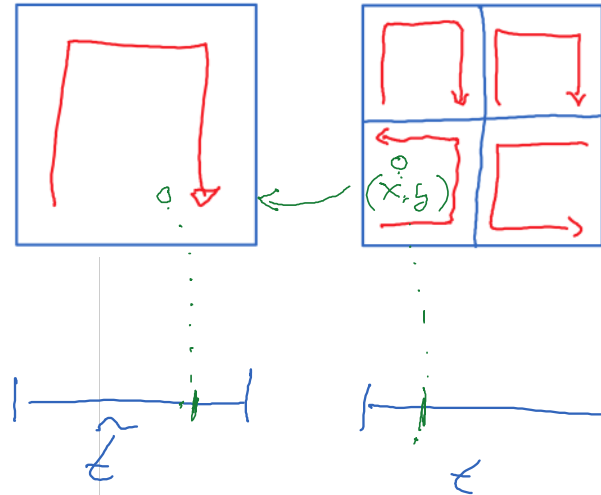
- (1) determine the subsquare $q \in \{0, \dots, 3\}$ by checking $x <> \frac{1}{2}$ and $y <> \frac{1}{2}$:

1	2
0	3

(treat cases $x, y = \frac{1}{2}$ in a unique way: either $<$ or $>$
 \Rightarrow *technically unique inverse*)

- (2) set $(\tilde{x}, \tilde{y}) := H_q^{-1}(x, y)$
 (3) recursively compute $\tilde{t} := \bar{h}^{-1}(\tilde{x}, \tilde{y})$
 (4) return $t := \frac{1}{4}(q + \tilde{t})$ as value

(stopping criterion still to be added)



Implementation of the Inverse Hilbert Mapping

Algorithm 2 *hilbertInverse*(*x*, *y*, *eps*)

```
1: if eps > 1 then return 0
2: if x ≤ 0.5 then
3:   if y ≤ 0.5 then
4:     return (0 + hilbertInverse(2 * y, 2 * x, 4 * eps))/4 ←
5:   else
6:     return (1 + hilbertInverse(2 * x, 2 * y - 1, 4 * eps))/4 ←
7:   end if
8: else
9:   if y ≤ 0.5 then
10:    return (3 + hilbertInverse(1 - 2 * y, 2 - 2 * x, 4 * eps))/4 ←
11:   else
12:    return (2 + hilbertInverse(2 * x - 1, 2 * y - 1, 4 * eps))/4 ←
13:   end if
14: end if
```

Summary

Mittwoch, 22. April 2020

11:30

- SFC definitions
- Hilbert curve
- arithmetisation