

Algorithms of Scientific Computing

Space-Filling Curves and their Applications in Scientific Computing (2)

Michael Bader

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Space-filling Curves – Algorithms

Traversal of h -indexed objects:

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

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}

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:

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

- $\tilde{t} = 0_4.q_2 q_3 q_4 \dots$ is the relative parameter in the subinterval $[0_4.q_1, 0_4.(q_1 + 1)]$
- $h(\tilde{t}) = h(0_4.q_2 q_3 q_4 \dots)$ 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:

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

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:

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

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

Matrix Form of the Operators H_0, \dots, H_3

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

$$H_0 := \begin{pmatrix} 0 & \frac{1}{2} \\ \frac{1}{2} & 0 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} \quad H_1 := \begin{pmatrix} \frac{1}{2} & 0 \\ 0 & \frac{1}{2} \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} + \begin{pmatrix} 0 \\ \frac{1}{2} \end{pmatrix}$$

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

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)

A First Comment Concerning Uniqueness

Question:

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

$$h(0_4.q_1 \dots q_n) = h(0_4.q_1 \dots q_n000\dots),$$

Outline of the proof:

1. compute the limit $\lim_{n \rightarrow \infty} H_0^n$, or $\lim_{n \rightarrow \infty} H_0^n \begin{pmatrix} x \\ y \end{pmatrix}$;

$$\text{Result: } \lim_{n \rightarrow \infty} H_0^n \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$

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!

A Second Comment Concerning Uniqueness

Question:

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

$$h(0_4.q_1 \dots q_n) = h(0_4.q_1 \dots q_{n-1}(q_n - 1)333\dots), \quad q_n \neq 0$$

(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

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

Algorithm to Compute the Hilbert Mapping

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

Most important subtasks:

1. compute quaternary digits – use multiply by 4:

$$4 \cdot 0_4.q_1q_2q_3q_4 \dots = (q_1.q_2q_3q_4 \dots)_4$$

and cut off the integer part

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

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

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

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

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

By similar computations:

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

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

Algorithm to Compute the Inverse Mapping

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

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

1	2
0	3

(treat cases $x, y = \frac{1}{2}$ in a unique way: either \llcorner or \lrcorner
 \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  $x \leq 0.5$  then
3:   if  $y \leq 0.5$  then
4:     return  $(0 + \text{hilbertInverse}(2 * y, 2 * x, 4 * eps))/4$ 
5:   else
6:     return  $(1 + \text{hilbertInverse}(2 * x, 2 * y - 1, 4 * eps))/4$ 
7:   end if
8: else
9:   if  $y \leq 0.5$  then
10:    return  $(3 + \text{hilbertInverse}(1 - 2 * y, 2 - 2 * x, 4 * eps))/4$ 
11:   else
12:    return  $(2 + \text{hilbertInverse}(2 * x - 1, 2 * y - 1, 4 * eps))/4$ 
13:   end if
14: end if
```
