

# Recursive structure of digital lines and planes in the context of image analysis

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Journées Montoires  
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# Outline

- ① Image analysis
- ② Recursive structure of digital lines
- ③ Recursive structure of digital planes

## Outline

- ① Image analysis (Why do we care)
- ② Recursive structure of digital lines (Everything is just great in 2D)
- ③ Recursive structure of digital planes (How about 3D ?)

# Part I

## Image analysis

- ① Shape analysis
- ② DSS on the boundary of digital shapes

## Image analysis

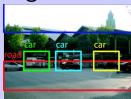
### Definition (Wikipedia)

**Image analysis** is the extraction of meaningful information from images; mainly from digital images by means of digital image processing techniques.

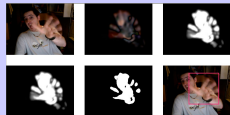
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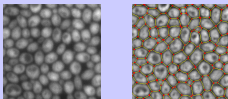
### Object recognition



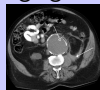
### Motion detection/tracking



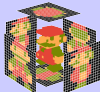
### Segmentation



### Medical imaging



### 3D reconstruction



### Optical character recognition

OCR

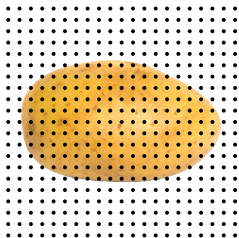
## Digitalization

Digitization :  $\text{Dig}(P) = P \cap \mathbb{Z}^d$ .



# Digitalization

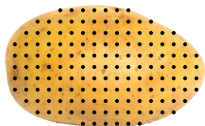
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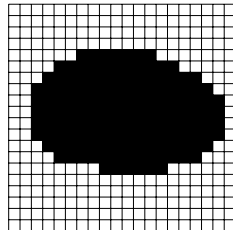
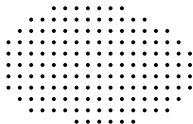


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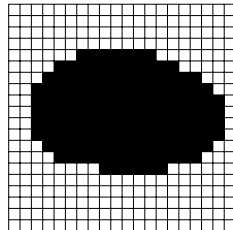
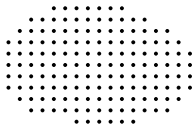
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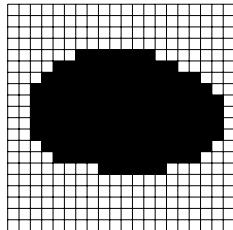
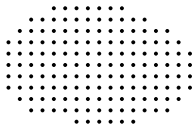
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Given  $\text{Dig}(P)$ , what can we say about  $P$  ?

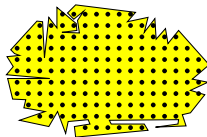
- Convexity ?
- Area ?
- Perimeter ?
- Curvature ?
- ...

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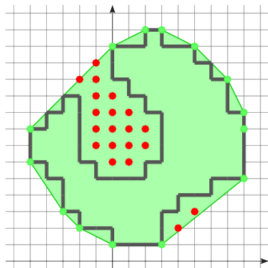
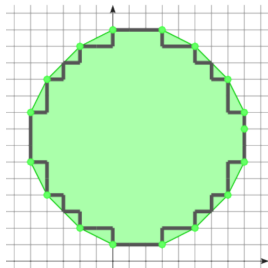
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- ...



## Definition

A digital set  $D \subset \mathbb{Z}^d$  is **digitally convex** if

- $\text{Dig}(\text{Conv}(D)) = D$ .



Definitions and characterizations :

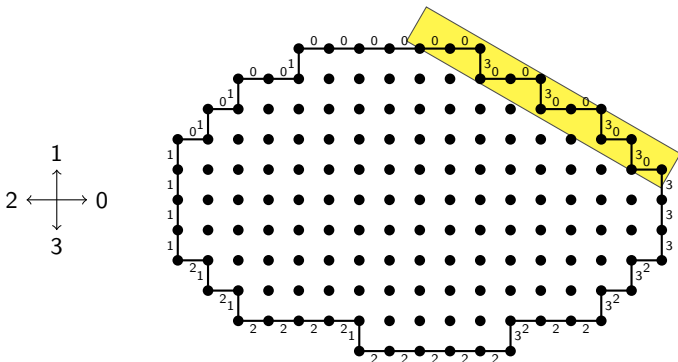
- [Minsky and Papert 1969]
- [Sklansky 1970]
- [Kim, Rosenfeld 1981]
- [Hübler, Klette, Voss 1981]
- [Chassery 1983]
- ...
- [Brlak, Lachaud, P., Reutenauer 2009]

## DSS on the boundary of a shape

### Definition

A **Digital Straight Segment** (DSS) is, equivalently :

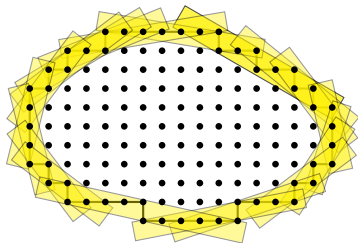
- Finite and connected part of a Digital Straight Line.
- A finite factor of a Sturmian word.
- A finite 1-balanced word.



### Definition ([Feschet, Tougne 99])

The **tangential cover** of a discrete shape is the sequence of all maximal DSS on its boundary.

## Tangential cover



### Theorem ([Debled-Rennesson, Reveilles 1995][Lachaud, Vialard, de Vieilleville 2007])

*The computation of the tangential cover take a time in  $\mathcal{O}(n)$  where  $n$  is the number of points on the boundary of the shape.*

Applications of the tangential cover include :

- Convexity test  
[Debled-Rennesson, Reiter-Doerksen 04]
- Tangent estimation  
[Feschet, Tougne 99], [Lachaud, de Vieilleville 07]
- Length estimation  
[Lachaud, de Vieilleville 07]
- Curvature estimation  
[Lachaud, Kerautret, Naegel 08]
- Automatic noise detection  
[Lachaud, Kerautret 12]

## Part II

# Recursive structure of digital lines

③ Christoffel words

④ Digital convexity

⑤ Algorithms



# Christoffel words

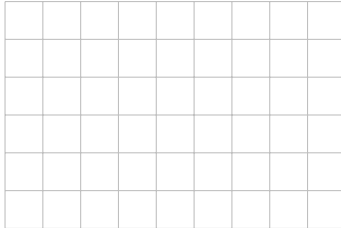
Christoffel words

Digital convexity

Algorithms

Definition ([Christoffel 1875])

A **Christoffel word** codes digital path right below a segments between two consecutive integer points



## Christoffel words

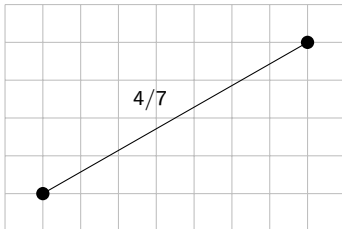
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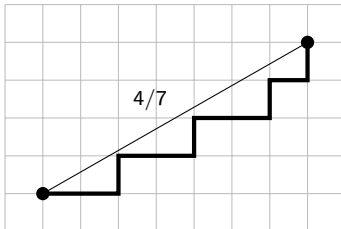
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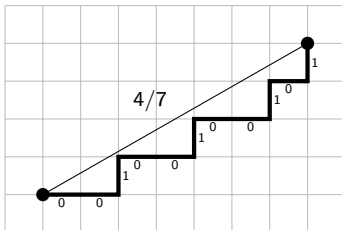
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$w = 00100100101$  is the Christoffel word of **slope**  $4/7$ .

## Christoffel words

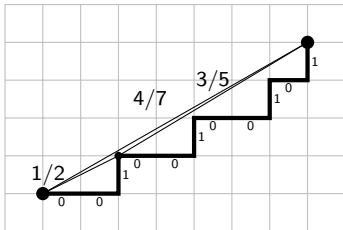
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$w = 001 \cdot 00100101$  is the Christoffel word of **slope**  $4/7$ .

Theorem ([Borel, Laubie 93])

Any Christoffel word, other than 0 and 1, can be written in a unique way as a product of **two** Christoffel words.

This is called the **standard factorization**, noted  $w = (u, v)$ .

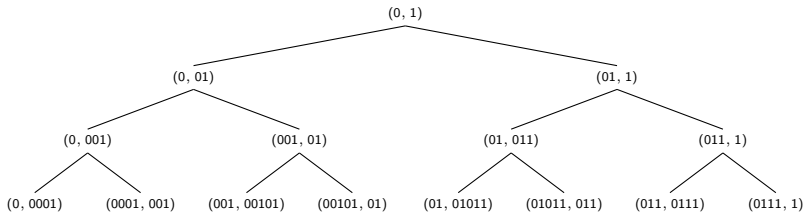
## Christoffel Tree

If  $(u, v)$  is a standard factorization, then  $(u, uv)$  and  $(uv, v)$  are standard factorizations of Christoffel words.

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The **Christoffel Tree** is the tree obtained, starting from  $(0, 1)$ , using the rule :



# Christoffel Tree

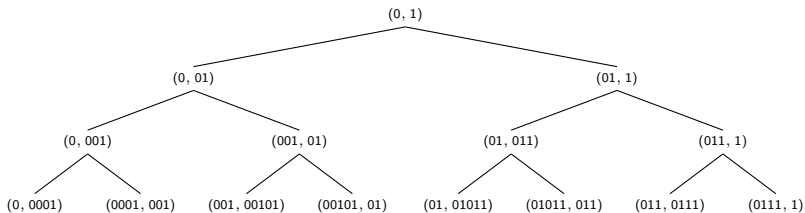
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## Theorem

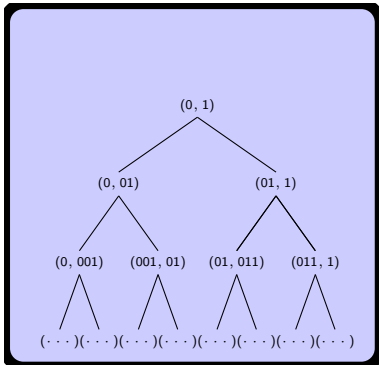
*Every Christoffel word appears exactly once in the Christoffel Tree.*



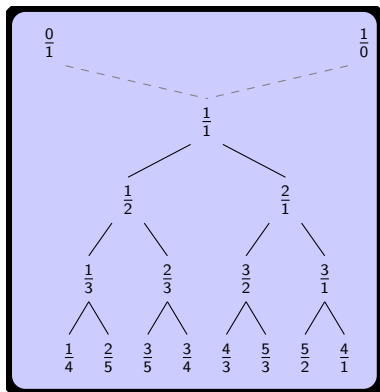


## Stern-Brocot Tree

Christoffel tree



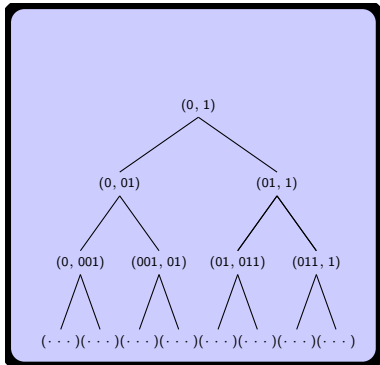
Stern-Brocot tree.



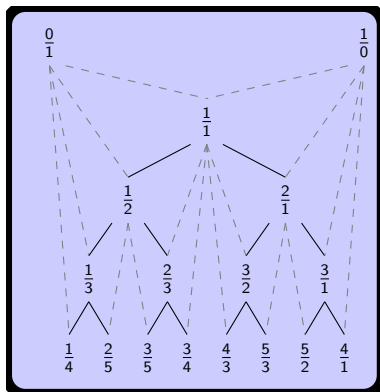
Every irreducible fraction appears exactly once in the Stern-Brocot tree.

## Stern-Brocot Tree

Christoffel tree



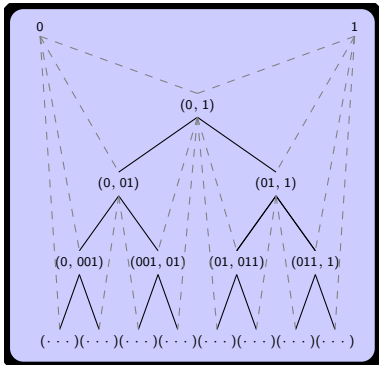
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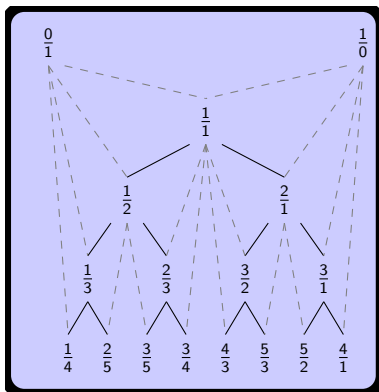
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## Stern-Brocot Tree

Christoffel tree



Stern-Brocot tree.



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## Recursive formula

### Theorem ([Berstel 92])

The Christoffel word  $c_n$  of slope  $[z_0; z_1, \dots, z_n]$  is given recursively by :

$$c_n = \begin{cases} c_{2m-2} c_{2m-1}^{z_{2m}} & \text{if } n = 2m, \\ c_{2m}^{z_{2m+1}} c_{2m-1} & \text{if } n = 2m + 1. \end{cases} \quad \text{where } c_{-1} = 1, \text{ and } c_{-2} = 0,$$

Example :  $3/4 = [0; 1, 3]$ ,

$$c_{-2} = 0,$$

$$c_{-1} = 1,$$

$$c_0 = c_{-2} \cdot c_{-1}^0 = 0 \cdot (1)^0 = 0,$$

$$c_1 = c_0^1 \cdot c_{-1} = (0)^1 \cdot 1 = 01,$$

$$c_2 = c_0 \cdot c_1^3 = 0 \cdot (01)^3 = 0010101,$$

$$c_{-2} : \bullet \text{---} \bullet$$

$$c_{-1} : \bullet$$

$$c_0 : \bullet \text{---} \bullet \cdot \left( \begin{array}{c} \bullet \\ | \\ \bullet \end{array} \right)^0 = \bullet \text{---} \bullet$$

$$c_1 : \left( \bullet \text{---} \bullet \right)^1 \cdot \begin{array}{c} \bullet \\ | \\ \bullet \end{array} = \begin{array}{c} \bullet \\ / \\ \bullet \end{array}$$

$$c_2 : \bullet \text{---} \bullet \cdot \left( \begin{array}{c} \bullet \\ / \\ \bullet \end{array} \right)^3 = \begin{array}{c} \bullet \\ / \\ \bullet \end{array} \begin{array}{c} \bullet \\ / \\ \bullet \end{array} \begin{array}{c} \bullet \\ / \\ \bullet \end{array}$$

### Corollary

*A Christoffel word that admits  $w = (u, v)$  as a proper prefix, has a prefix of the form :  $w^k v = (w, w^{k-1} v)$ .*

Identifying the longest prefix that is a Christoffel word :



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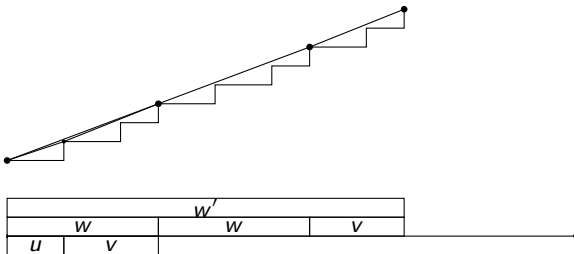
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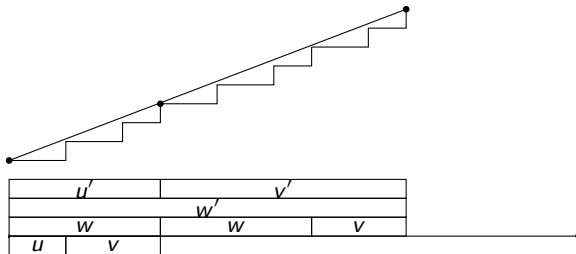




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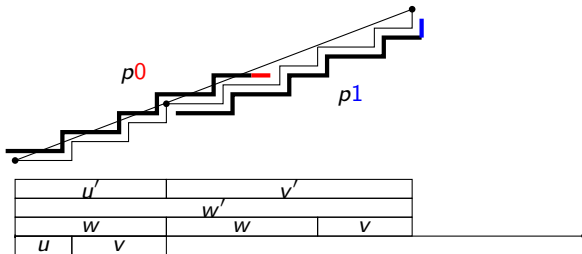
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## Corollary

A Christoffel word  $w = (u, v)$  has a prefix  $p0$  such that  $v = p1$ .

## Lexicographic order

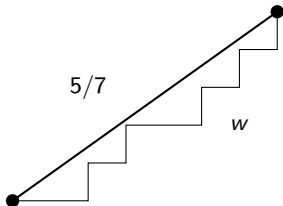
Christoffel  
words

Digital  
convexity

Algorithms

### Property

*Lexicographic order on Christoffel words correspond to the order on the slope*



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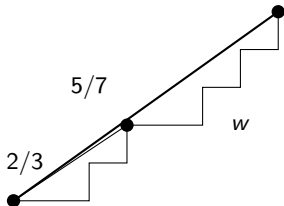
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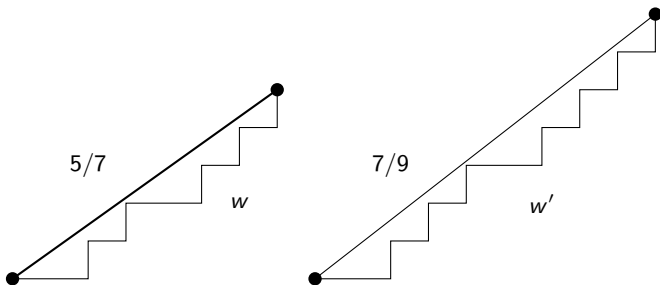
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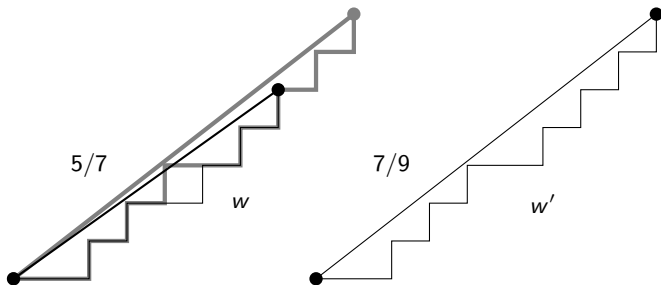
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## Definition ([Lyndon 54])

A  $w$  is a *Lyndon word* iff for every proper suffix  $s$  of  $w$ ,

$$w <_{\text{Lex}} s$$

Examples :

- 1  $aabab$  is Lyndon since  $aabab <_{\text{Lex}} \{abab, bab, ab, b\}$ ,
- 2  $abaab$  is not Lyndon, let  $aab <_{\text{Lex}} w$ .

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## Theorem ([Chen, Fox, Lyndon 58])

Every word has a unique factorization as non-increasing Lyndon words

Example :

$$\begin{aligned} & 110110110010011000 \\ = & 1 \cdot 1 \cdot 011 \cdot 011 \cdot 0010011 \cdot 0 \cdot 0 \cdot 0 \\ = & (1)^2 \cdot (011)^2 \cdot (0010011)^1 \cdot (0)^3. \end{aligned}$$



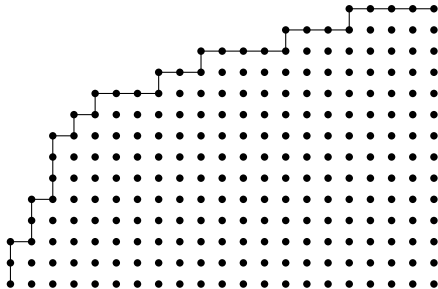
## Combinatorial view of convexity

Theorem ([Brlek, Lachaud, P., Reutenauer 09])

*The north-west part of a digital shape is convex iff its Lyndon factorization contains only Christoffel words.*

Sketch of the proof :

- Uniqueness of the Lyndon factorization.
- No integer points between a Christoffel word and its convex hull.



$$110110111010100010010000100010000$$
$$=(1)^2 \cdot 0110111 \cdot (01)^2 \cdot 001001 \cdot 000010001 \cdot (0)^4$$

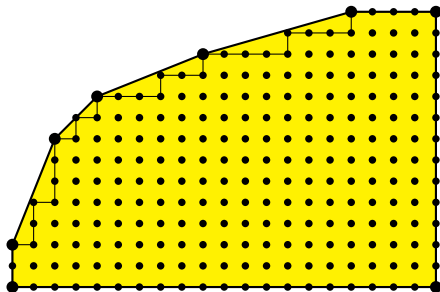
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## Duval algorithm

Recursive computation of the First Lyndon Prefix (FLP),

$w =$  



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Recursive computation of the First Lyndon Prefix (FLF),

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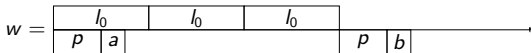
$l_0$	$l_0$	$l_0$
-------	-------	-------



① Let  $l_0$  be a Lyndon prefix and  $k$  be it's number of repetitions.

## Duval algorithm

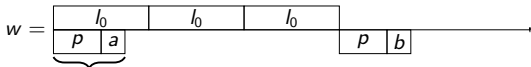
Recursive computation of the First Lyndon Prefix (FLF),



- ① Let  $l_0$  be a Lyndon prefix and  $k$  be it's number of repetitions.
- ② Identify at the first letter that is not that same than in  $l_0$ .

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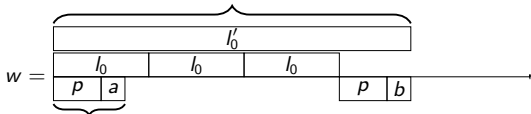
$a > b \implies$  Lyndon fact. starts by  $l_0^k$

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## Duval algorithm

Recursive computation of the First Lyndon Prefix (FLF),

$$b > a \implies l_0^k pb \text{ is a Lyndon prefix}$$



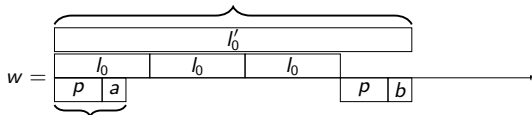
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- ② Identify at the first letter that is not that same than in  $l_0$ .
- ③ If its smaller than  $l_0$  is FLF, otherwise,  $l_0^k pb$  is a Lyndon word.

## Duval algorithm

Recursive computation of the First Lyndon Prefix (FLF),

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$$a > b \implies \text{Lyndon fact. starts by } l_0^k$$

$$\begin{array}{cccccccccccccccccccc} 0 & 0 & 1 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 1 & 0 & 0 & 1 & 0 & 0 & 0 & 1 & 0 & 0 & 1 \\ \hline & & \underbrace{\hspace{1.5em}} & & & & & & & & & & & & & & & & & & & \end{array}$$

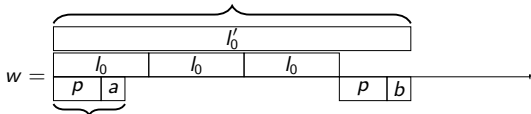
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Recursive computation of the First Lyndon Prefix (FLF),

$b > a \implies l_0^k pb$  is a Lyndon prefix



$a > b \implies$  Lyndon fact. starts by  $l_0^k$

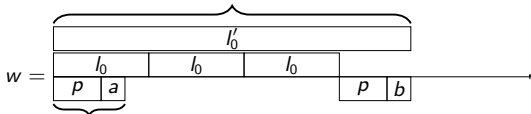
$\downarrow \downarrow$   
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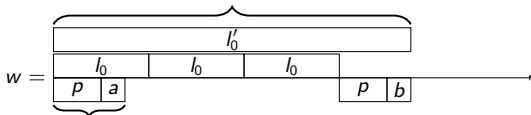


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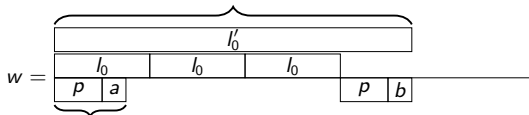
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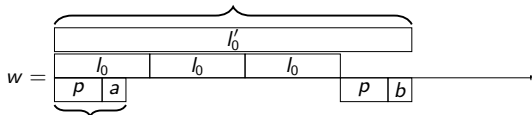


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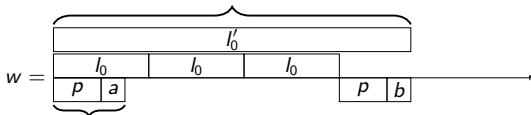
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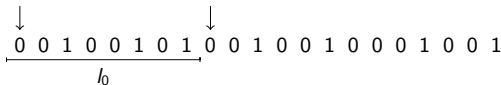
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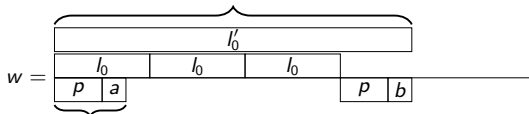
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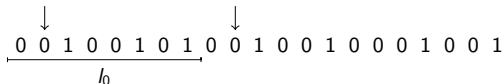
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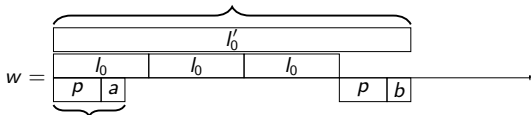


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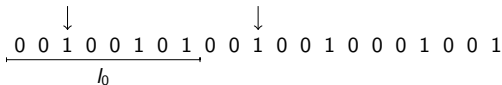
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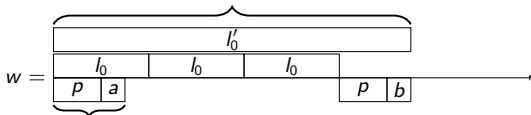


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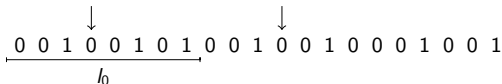
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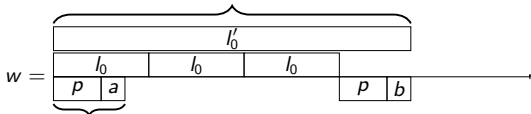


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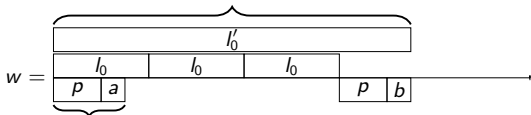


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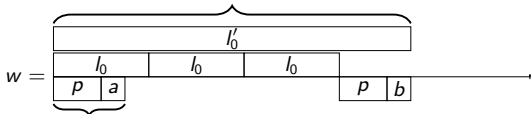


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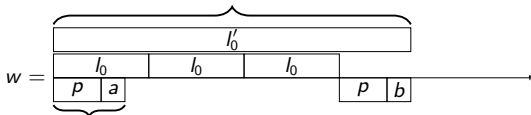


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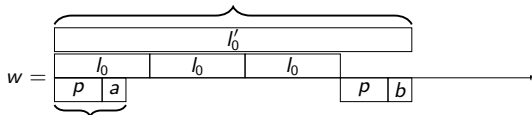


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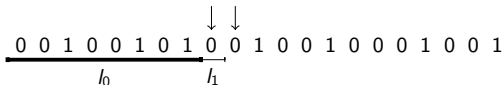
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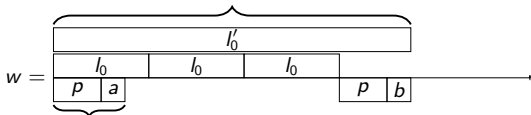
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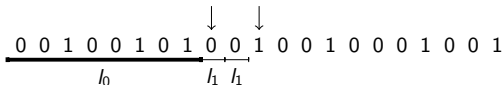
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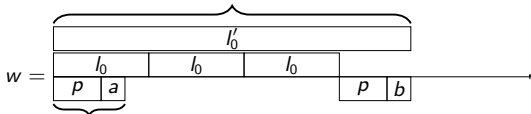


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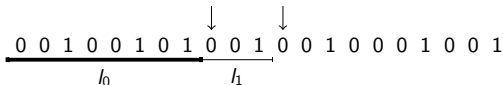
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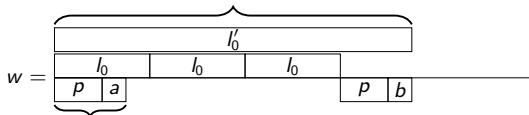


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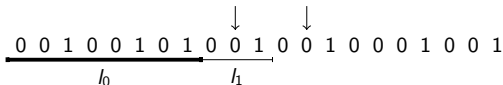
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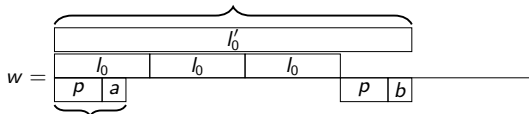


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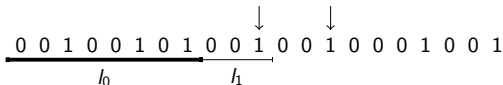
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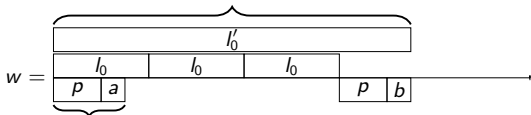


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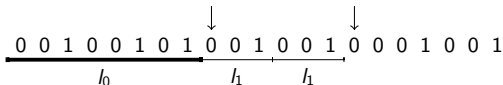
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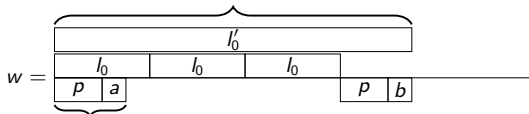


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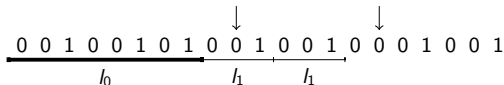
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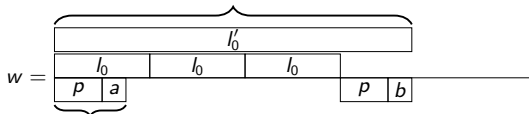


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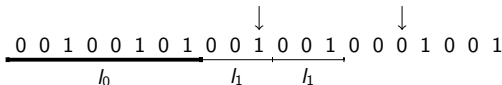
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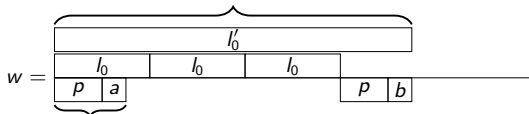


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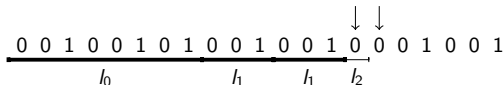
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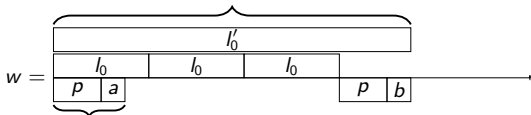
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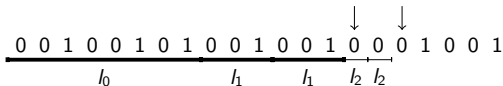
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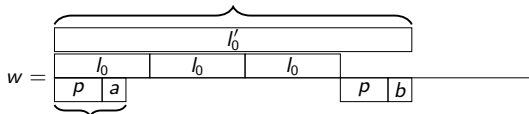


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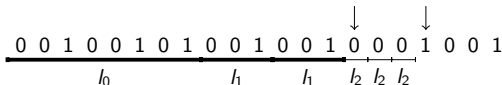
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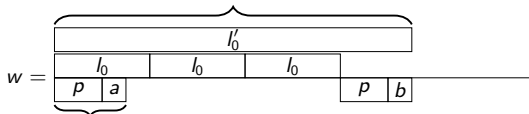


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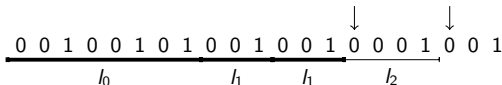
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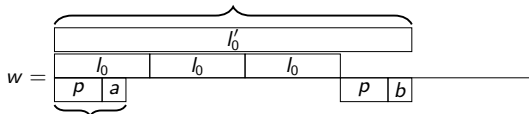


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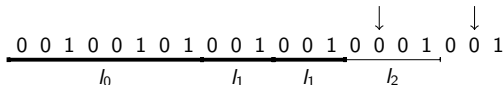
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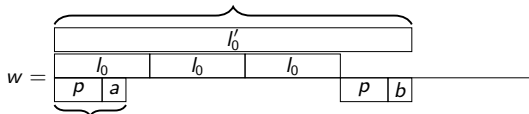


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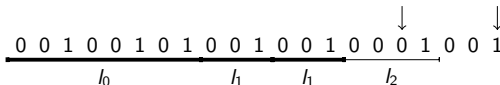
## Duval algorithm

Recursive computation of the First Lyndon Prefix (FLF),

$b > a \implies l_0^k pb$  is a Lyndon prefix



$a > b \implies$  Lyndon fact. starts by  $l_0^k$

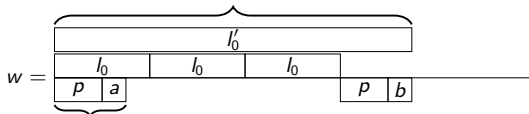


- ① Let  $l_0$  be a Lyndon prefix and  $k$  be it's number of repetitions.
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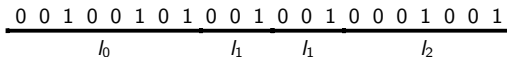
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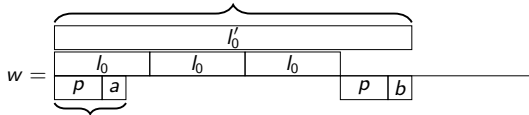


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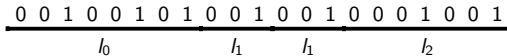
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When comparing two different letters, let  $l_0 = (u, v)$  :

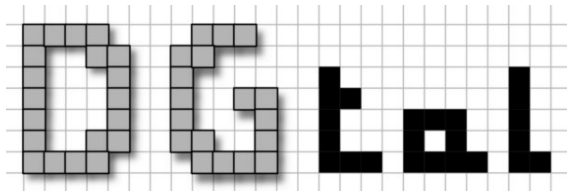
- if  $|p| = |v| - 1$  then  
 $a = 0$  and  $b = 1$  and  $l'_0$  is a Christoffel word.
- if  $|p| \neq |v| - 1$  and  $a = 1$  and  $b = 0$  then  
 $l_0$  is the first edge of the convex hull.
- if  $|p| \neq |v| - 1$  and  $a = 0$  and  $b = 1$  then  
 Shape is not convex.

Duval++

Convexity test

The Duval++ algorithm was introduced to compute a first order reconstruction of a digital shape [Lachaud, P. 11].

Toolbox based on Duval++ for the computation of the tangential cover are available as `OneBalancedWordComputer` in the DGtal library.



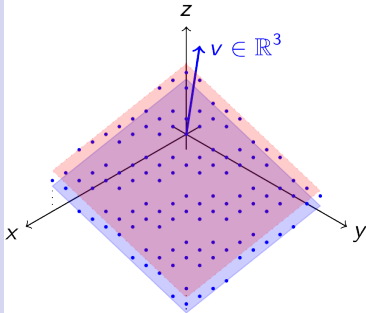


# Part III

## Recursive structure of digital planes

- ⑥ Digital planes
- ⑦ Continued fractions
- ⑧ Construction process
- ⑨ Unified view of Christoffel words and some patches of digital planes

# Arithmetic digital planes



Definition ([Reveillès 91],[Forchhammer 89])

Digital plane with **normal vector**  
 $\mathbf{v} \in \mathbb{R}^3 \setminus \{0\}$ , **shift**  $\mu \in \mathbb{R}$  and **thickness**  $\theta$ .

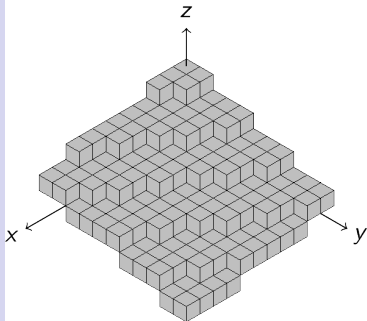
$$\mathcal{P}(\mathbf{v}, \mu, \theta) = \{\mathbf{x} \in \mathbb{Z}^3 \mid 0 \leq \langle \mathbf{v}, \mathbf{x} \rangle + \mu < \theta\}$$

In the case where  $\theta = \|\mathbf{v}\|_1$  then  $\mathcal{P}$  is called **standard**.

(we only consider  $\mu = 0$ )

- Many definitions and characterizations : [Stojmenović, Tosić 69], [Kim 84], [Kaufman 87], [Veelaert 93], [Debled-Renneson 95], [Andrès, Acharya, Sibata 97], ... [Labbé, Reutenauer 14]
- Recurrent structure : [Vuillon 96], [Arnoux, Berthé, Siegel 04] [Brimkov, Barneva 05], [Berthé 11].
- Topology : [Jamet, Toutant 09], [Domenjoud, Jamet, Toutant 09]

## Arithmetic digital planes



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## Continued fractions

Digital  
planes

Continued  
fractions

Construction  
process

Unified view

- The recursive structure of DSS given by the continued fraction development of its slope.

## Continued fractions

Digital  
planes

Continued  
fractions

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- The recursive structure of DSS given by the continued fraction development of its slope.
- Natural question : “Can we do the same in 3D ?”

## Continued fractions

Digital  
planes

Continued  
fractions

Construction  
process

Unified view

- The recursive structure of DSS given by the continued fraction development of its slope.
- Natural question : “Can we do the same in 3D ?”
- Answer is : “Yes... but its more complicated.”

## 3D continued fraction algorithms

**Euclidean** algorithm : given two number subtract the smaller to the larger.

$(5, 12) \rightarrow (5, 7) \rightarrow (5, 2) \rightarrow (3, 2) \rightarrow (1, 2) \rightarrow (1, 1) \rightarrow (1, 0)$

## 3D continued fraction algorithms

Digital  
planes

Continued  
fractions

Construction  
process

Unified view

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$(5, 12) \rightarrow (5, 7) \rightarrow (5, 2) \rightarrow (3, 2) \rightarrow (1, 2) \rightarrow (1, 1) \rightarrow (1, 0)$

Given three numbers :

- **Brun** : subtract the second largest to the largest.  
 $(3, 7, 5) \rightarrow (3, 2, 5) \rightarrow (3, 2, 2) \rightarrow (1, 2, 2) \rightarrow (1, 2, 0) \rightarrow (1, 1, 0) \rightarrow (1, 0, 0)$ .
- **Selmer** : subtract the smallest to the largest.  
 $(3, 7, 5) \rightarrow (3, 4, 5) \rightarrow (3, 4, 2) \rightarrow (3, 2, 2) \rightarrow (1, 2, 2) \rightarrow (1, 2, 0) \rightarrow (1, 1, 0) \rightarrow (1, 0, 0)$ .
- **Poincaré** : subtract the smallest to the mid and the mid to the largest.  
 $(3, 7, 5) \rightarrow (3, 2, 2) \rightarrow (1, 2, 0) \rightarrow (1, 1, 0) \rightarrow (1, 0, 0)$ .
- **Arnoux-Rauzy** : subtract the sum of the two smallest to the largest (not always possible).  
 $(3, 7, 5) \rightarrow$  impossible.
- **Fully subtractive** : subtract the smallest to the two others.  
 $(3, 7, 5) \rightarrow (3, 4, 2) \rightarrow (1, 2, 2) \rightarrow (1, 1, 1) \rightarrow (0, 0, 1)$ .
- ...



## From CF to digital plane

Given a morphism  $\sigma : \{1, 2, 3\} \mapsto \{1, 2, 3\}^*$ ,

$$E_1^*(\sigma) : \left\{ \begin{array}{l} \text{red triangle with dot} \mapsto \text{red hexagon with dot} \\ \text{green triangle with dot} \mapsto \text{green parallelogram with dot} \\ \text{blue triangle with dot} \mapsto \text{blue diamond with dot} \end{array} \right.$$

[Ito, Ohtsuki 93], [Ito, Ohtsuki 94], [Arnoux, Ito 01]

$$\begin{array}{ccccc} \text{CF algo.} & \longrightarrow & \text{Matrix} & \longrightarrow & \text{Word morphism} \\ & & & & \\ (a, b, c) & & & & \\ \downarrow & \longrightarrow & \begin{bmatrix} 1 & 1 & 1 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} & \longrightarrow & \sigma = \begin{cases} 1 \mapsto 1 \\ 2 \mapsto 12 \\ 3 \mapsto 13 \end{cases} \\ (a, b - a, c - a) & & & & \end{array}$$

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CF algo.

$\longrightarrow$

Matrix

$\longrightarrow$

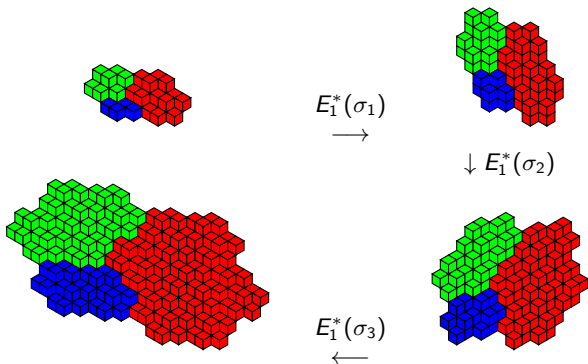
Word morphism

$$\begin{array}{ccc} (a, b, c) & & \\ \downarrow & \longrightarrow & \begin{bmatrix} 1 & 1 & 1 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \\ (a, b - a, c - a) & & \end{array} \longrightarrow \sigma = \begin{cases} 1 \mapsto 1 \\ 2 \mapsto 12 \\ 3 \mapsto 13 \end{cases}$$

Theorem ([Arnoux, Ito 01])

Let  $D_v$  be the visible faces of the voxels of  $\mathcal{P}(v, 0)$ , then if  $\sigma$  is primitive and unimodular,

$$E_1^*(\sigma)(D_v) = D_{M_\sigma^T v}.$$



- Powerfull framework for the study of digital planes
  - Generation : [Arnoux, Berthé, Ito 02] [Fernique 09], [Berthé, Bourdon, Jolivet, Siegel 13], [Furukado, Ito, Yasutomi 13]
  - Characterization : [Arnoux, Berthé, Fernique, Jamet 07], [Berthé, Fernique 11]
  - Topology : [Berthé, Lacasse, Paquin, P. 13], [Berthé, Jolivet, Siegel 14]
- Still some work to do before practical use.

## A construction guided by Fully Subtractive

The **fully subtractive** CF algorithm :

$$\mathbf{FS}((a, b, c)) = \begin{cases} (a, b - a, c - a) & \text{if } a = \min(a, b, c), \\ (a - b, b, c - b) & \text{if } b = \min(a, b, c), \\ (a - c, b - c, c) & \text{if } c = \min(a, b, c). \end{cases}$$

Given a vector  $v$ , the execution of the algorithm produces a sequence of vectors  $(v_n)_{n \geq 0}$  defined by :

- $v_0 = v$ ,
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- $v_0 = v$ ,
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If at one step,  $2\|v_n\|_\infty > \|v_n\|_1$  ( i.e. one coordinate is bigger then the sum of the two others ), then the **FS** algorithm “fails”.

Examples :

$v_0$	$(1, \pi, 10)$	$(1, \pi, 20)$
$v_1$	$(1, \pi - 1, 9)$	$(1, \pi - 1, 19)$
$v_2$	$(1, \pi - 2, 8)$	$(1, \pi - 2, 18)$
$v_3$	$(1, \pi - 3, 8)$	$(1, \pi - 3, 18)$
$v_4$	$(4 - \pi, \pi - 3, 11 - \pi)$	$(4 - \pi, \pi - 3, 21 - \pi)$
$v_5$	$(7 - 2\pi, \pi - 3, 14 - 2\pi)$	$(7 - 2\pi, \pi - 3, 24 - 2\pi)$
$\vdots$	$\vdots$	$\vdots$

# Construction guided by Fully Subtractive

Digital  
planes

Continued  
fractions

Construction  
process

Unified view

## Definition

Let  $\mathcal{K}$  be the set of vectors such that  $2\|v_n\|_\infty < \|v\|_1$  for all  $n \geq 0$ .

$$v \in \mathcal{K} \implies \lim_{n \rightarrow \infty} v_n = 0.$$

## Construction guided by Fully Subtractive

Definition ([Domenjoud,Vuillon 12],[Berthé, Jamet, Jolivet, P. 2013])

For all  $n \geq 0$ , let :

- $M_n$  be the matrix such that  $v_{n+1} = M_n v_n$ .
- $\delta_n$  be the index of the smallest coordinate of  $v_n$ .
- $\theta_n = \langle v_n, e_{\delta_n} \rangle$ . (the quantity that is subtracted to the two other coordinates of  $v_n$ ).
- $T_n = M_0^T M_1^T \cdots M_{n-1}^T e_{\delta_n}$ ,

$$\bullet \theta_n = \langle v_n, e_{\delta_n} \rangle = \langle M_{n-1} \cdots M_0 v, e_{\delta_n} \rangle = \langle v, \underbrace{M_0^T \cdots M_{n-1}^T}_{T_n} e_{\delta_n} \rangle.$$

$$\bullet \sum_{n \geq 0} \theta_n = \frac{\|v\|_1}{2}.$$

• For all finite  $I \subset \mathbb{N}$ , let  $T_I = \sum_{i \in I} T_i$ , we have :

$$\bullet 0 \leq \langle v, T_I \rangle < \frac{\|v\|_1}{2},$$

$$\bullet T_I \in \mathcal{P}(v, 0, \frac{\|v\|_1}{2}).$$

## Construction guided by Fully Subtractive

Definition ([Berthé, Domenjoud, Jamet, P. 13])

- Let  $P_0 = \{(0, 0, 0)\}$ ,
- For all  $n \geq 1$  let  $P_n = P_{n-1} \cup (T_n + P_{n-1})$

Theorem ([Domenjoud, P., Vuillon 14])

*If  $v \in \mathcal{K}$ , then  $P_\infty = \mathcal{P}(v, 0, \frac{\|v\|_1}{2})$*



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Examples :

- $v = (\beta, 2\beta + \beta^2, 1) \in \mathcal{K}$  où  $\beta$  est la racine réelle de  $x^3 + 2x^2 + 2x - 1$ .



## Construction guided by Fully Subtractive

Digital  
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$$T_0 = (1, 0, 0)$$

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$$T_3 = (1, -2, 1)$$



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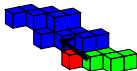
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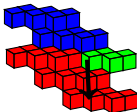
$$T_1 = (-1, 1, 0)$$

$$T_2 = (-1, 1, 0)$$

$$T_3 = (1, -2, 1)$$

$$T_4 = (1, -2, 1)$$

$$T_5 = (1, 2, -2)$$



## Construction guided by Fully Subtractive

Definition ([Berthé, Domenjoud, Jamet, P. 13])

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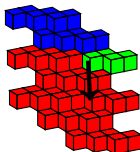
$$T_2 = (-1, 1, 0)$$

$$T_3 = (1, -2, 1)$$

$$T_4 = (1, -2, 1)$$

$$T_5 = (1, 2, -2)$$

$$T_6 = (1, 2, -2)$$





## Construction guided by Fully Subtractive

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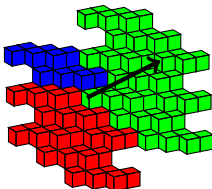
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$$\begin{aligned}T_0 &= (1, 0, 0) \\T_1 &= (-1, 1, 0) \\T_2 &= (-1, 1, 0) \\T_3 &= (1, -2, 1) \\T_4 &= (1, -2, 1) \\T_5 &= (1, 2, -2) \\T_6 &= (1, 2, -2) \\T_7 &= (-5, 1, 2)\end{aligned}$$



## Construction guided by Fully Subtractive

Digital  
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- Let  $P_0 = \{(0, 0, 0)\}$ ,
- For all  $n \geq 1$  let  $P_n = P_{n-1} \cup (T_n + P_{n-1})$

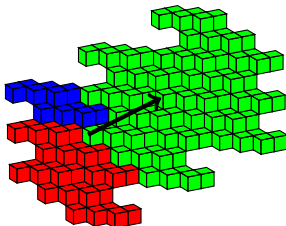
Theorem ([Domenjoud, P., Vuillon 14])

If  $v \in \mathcal{K}$ , then  $P_\infty = \mathcal{P}(v, 0, \frac{\|v\|_1}{2})$

Examples :

- $v = (\beta, 2\beta + \beta^2, 1) \in \mathcal{K}$  où  $\beta$  est la racine réelle de  $x^3 + 2x^2 + 2x - 1$ .

$T_0 = (1, 0, 0)$   
 $T_1 = (-1, 1, 0)$   
 $T_2 = (-1, 1, 0)$   
 $T_3 = (1, -2, 1)$   
 $T_4 = (1, -2, 1)$   
 $T_5 = (1, 2, -2)$   
 $T_6 = (1, 2, -2)$   
 $T_7 = (-5, 1, 2)$   
 $T_8 = (-5, 1, 2)$



## Construction guided by Fully Subtractive

Definition ([Berthé, Domenjoud, Jamet, P. 13])

- Let  $P_0 = \{(0, 0, 0)\}$ ,
- For all  $n \geq 1$  let  $P_n = P_{n-1} \cup (T_n + P_{n-1})$

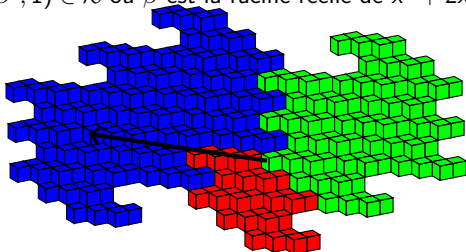
Theorem ([Domenjoud, P., Vuillon 14])

If  $v \in \mathcal{K}$ , then  $P_\infty = \mathcal{P}(v, 0, \frac{\|v\|_1}{2})$

Examples :

- $v = (\beta, 2\beta + \beta^2, 1) \in \mathcal{K}$  où  $\beta$  est la racine réelle de  $x^3 + 2x^2 + 2x - 1$ .

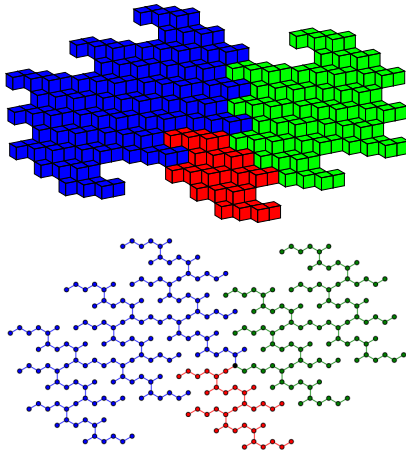
$T_0 = (1, 0, 0)$   
 $T_1 = (-1, 1, 0)$   
 $T_2 = (-1, 1, 0)$   
 $T_3 = (1, -2, 1)$   
 $T_4 = (1, -2, 1)$   
 $T_5 = (1, 2, -2)$   
 $T_6 = (1, 2, -2)$   
 $T_7 = (-5, 1, 2)$   
 $T_8 = (-5, 1, 2)$   
 $T_9 = (9, -8, 1)$



## Tree structure

Theorem ([Domenjoud, Vuillon 12])

*The adjacency graph of  $P_n$  has a tree rooted in  $\vec{0}$ .*



# Reinterpretation of the Christoffel tree

Digital planes

Continued fractions

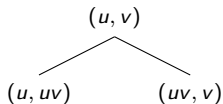
Construction process

Unified view

How to draw the Christoffel word with normal vector  $(3, 8)$  ?



- Exclude the first and the last steps, we'll add them back at the end.
- At each step, replace one side by the whole pattern.



Pattern	slope	Euclid algorithm
	$\frac{1}{1}$	$(\underline{3}, 8)$
	$\frac{1}{2}$	$(\underline{3}, 5)$
	$\frac{1}{3}$	$(3, \underline{2})$
	$\frac{2}{5}$	$(\underline{1}, 2)$
	$\frac{3}{8}$	$(1, \underline{1})$

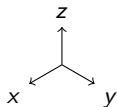
## Unified view for patches of discrete planes

Digital planes

Continued fractions

Construction process

Unified view



Pattern	Normal vector	Fully subtractive algorithm
	$(1, 1, 1)$	$(\underline{6}, 8, 11)$
	$(1, 2, 2)$	$(6, \underline{2}, 5)$
	$(2, 3, 4)$	$(4, \underline{2}, 3)$
	$(3, 4, 6)$	$(2, 2, \underline{1})$
	$(6, 8, 11)$	$(1, 1, \underline{1})$

## From pattern to digital plane

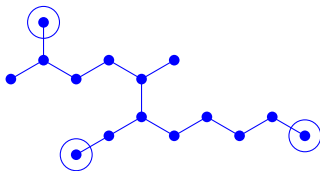
Digital  
planes

Continued  
fractions

Construction  
process

Unified view

(6, 8, 11)



# From pattern to digital plane

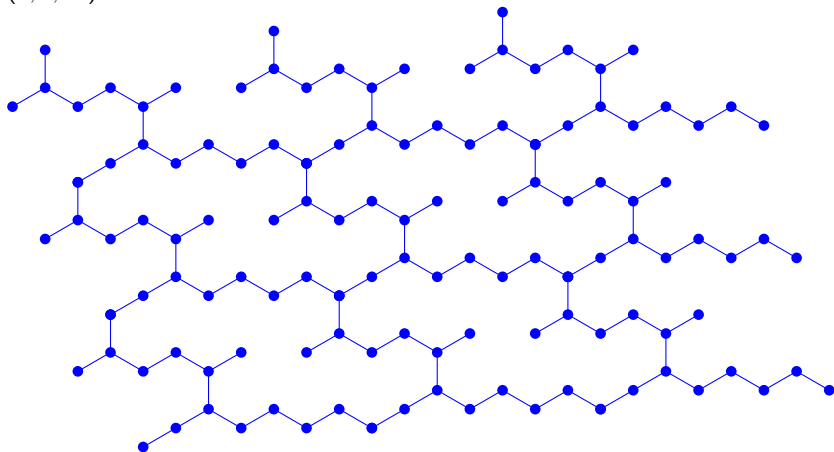
Digital  
planes

Continued  
fractions

Construction  
process

Unified view

(6, 8, 11)





# From pattern to digital plane

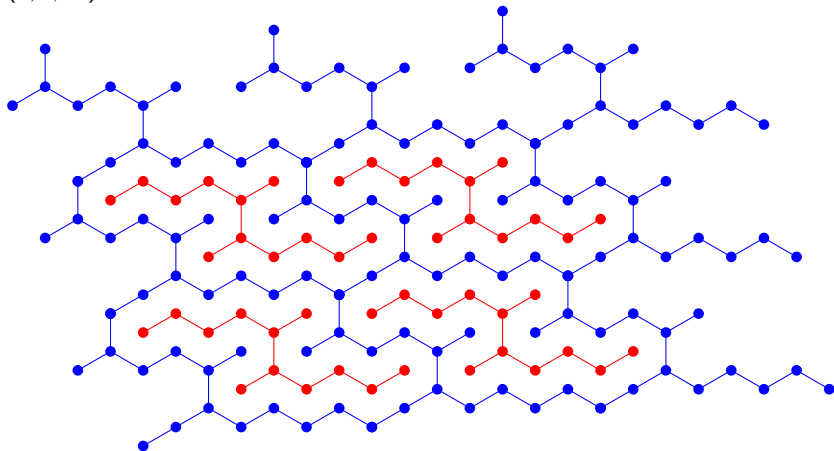
Digital  
planes

Continued  
fractions

Construction  
process

Unified view

(6, 8, 11)



# From pattern to digital plane

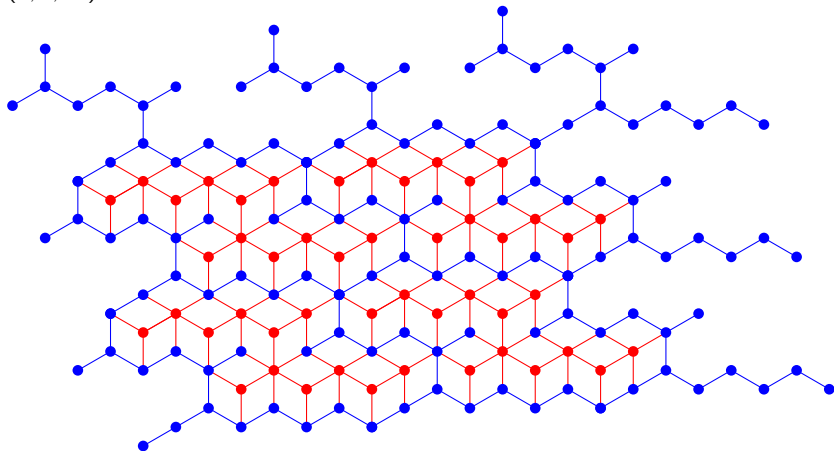
Digital  
planes

Continued  
fractions

Construction  
process

Unified view

(6, 8, 11)



Digital  
planes

Continued  
fractions

Construction  
process

Unified view

Mission accomplished ?

Mission accomplished ?

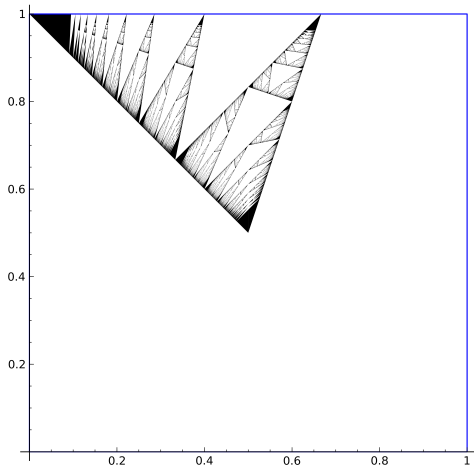
- No !

## Mission accomplished ?

- No !

Theorem ([Kraaikamp, Meester 95])

*The set  $\mathcal{K}$  is a measure-zero set.*



Construction deals only with :

- vectors of  $\mathcal{K}$ ,
- integer vectors such that  $FS$  reaches  $(1, 1, 1)$ .

$\{(x/z, y/z) \mid x \leq y \leq z \text{ and our construction deals with } (x, y, z)\}$

Merci pour votre attention

Digital  
planes

Continued  
fractions

Construction  
process

Unified view

Fin