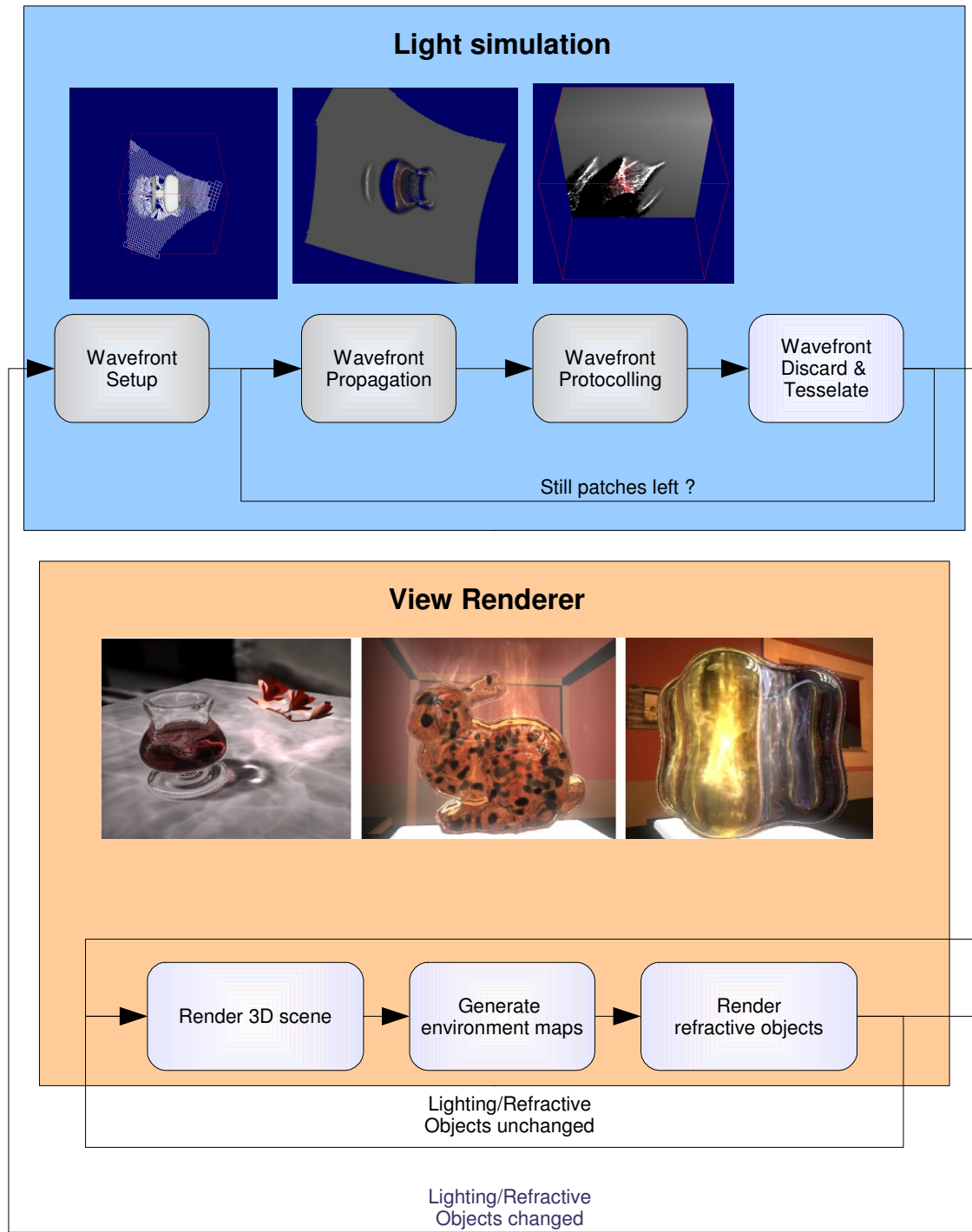
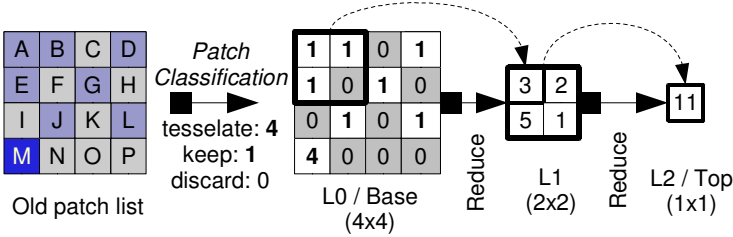
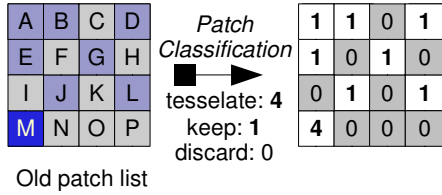


[sap_0297]
Block diagram

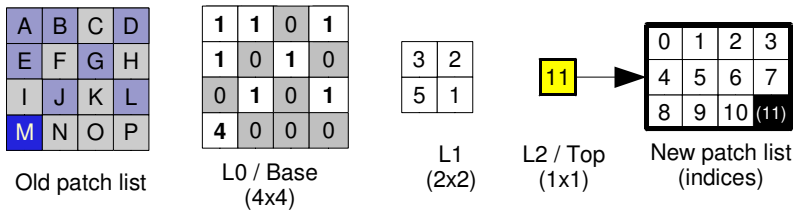


Patch list administration

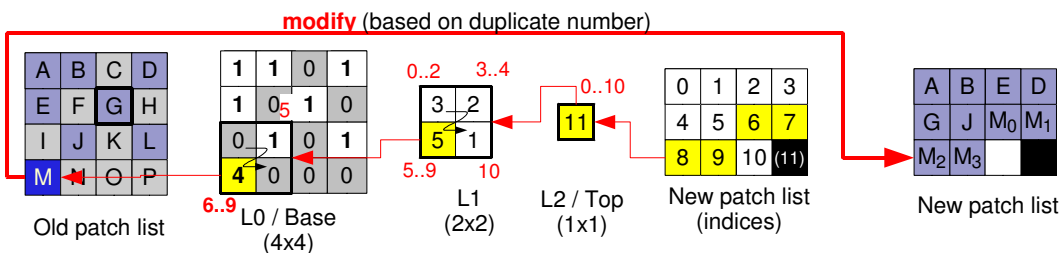
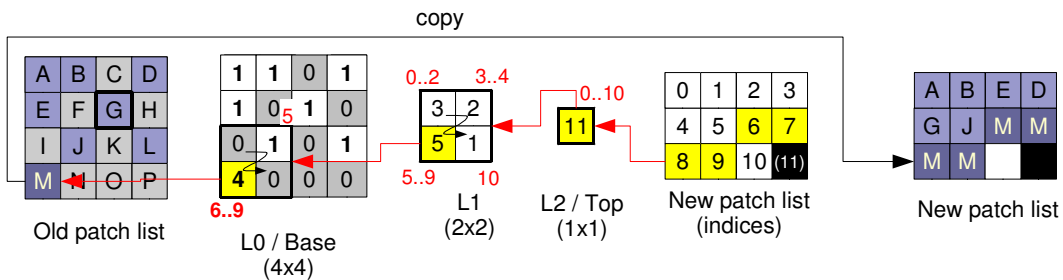
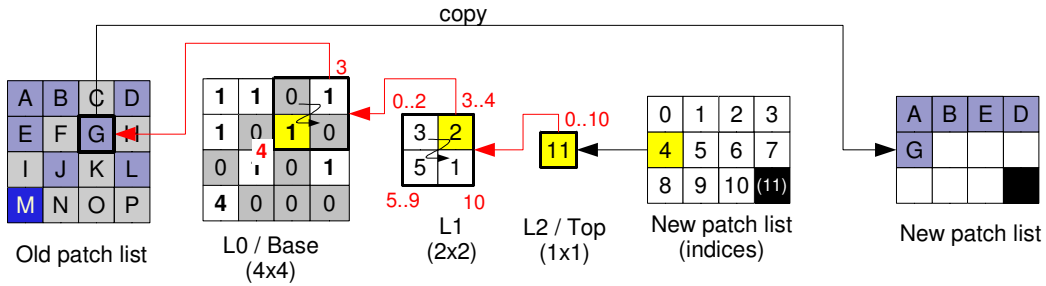
HistoPyramids and their associated algorithms dynamically reorganize the patch list on GPUs.



Top level (here: L2) delivers number of elements in new patch list (here: 11).



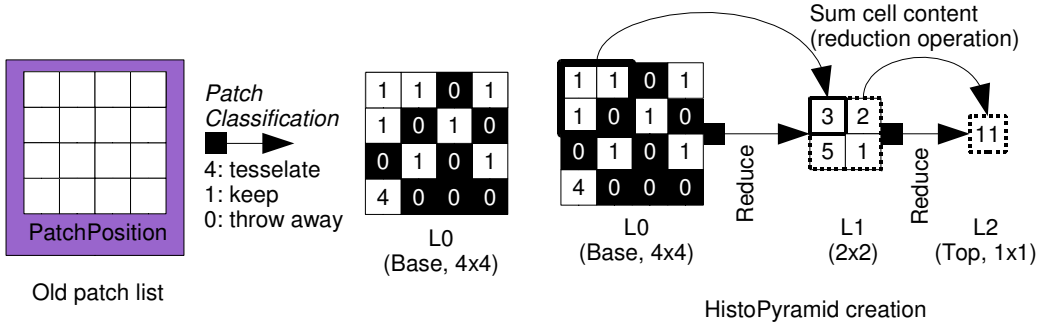
Fragment shader runs on new patch list - HistoPyramid traversal yields the afterwards old patch list entries.



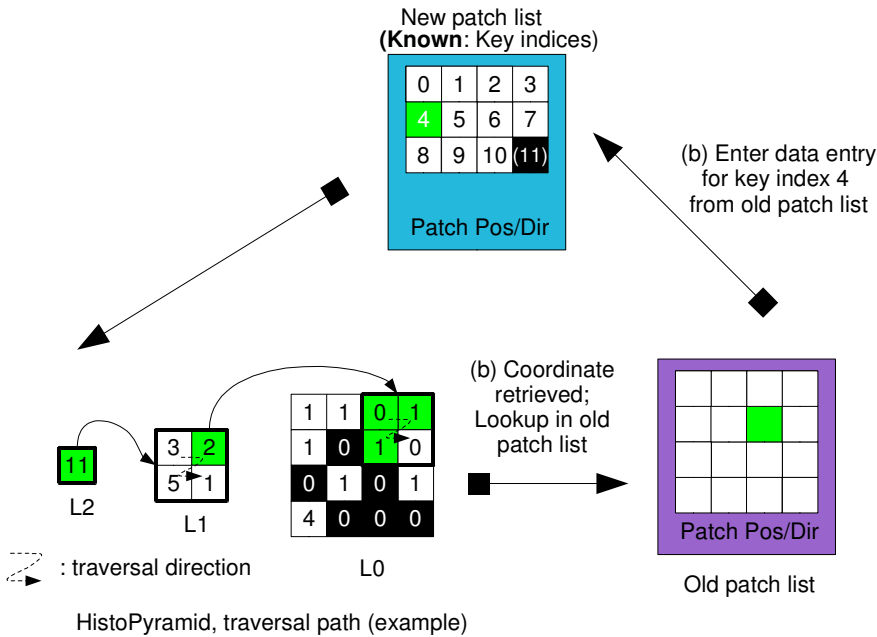
Patch list administration

HistoPyramids and their associated algorithms dynamically reorganize the patch list on GPUs.

Left: Classify patches into states according to their current position, direction, size and energy level.
 Right: Build a HistoPyramid from the classification result.



Top level (here: L2) delivers number of elements in new patch list (here: 11).
 Fragment shader runs on new patch list - HistoPyramid traversal yields the afterwardsought old patch list entries.



Tessellation case (new technique for data expansion):

Mod **A**: One entry from the old patch list maps to **four** entries in the new patch list.

This is caused by the 4 entered at the HP base level, making 4 indices yield the same coordinate in step (b).

Mod **B**: Old list patch is not copied, but modified according to the clone's number (calc. at base level traversal).

