

CASC

1.0.5

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Chapter 1

Colored Abstract Simplicial Complex (CASC) Library

Master CI: Development CI:

CASC is a modern and header-only C++ library which provides a data structure to represent arbitrary dimension abstract simplicial complexes with user-defined classes stored directly on the simplices at each dimension. This is achieved by taking advantage of the combinatorial nature of simplicial complexes and new C++ code features such as: variadic templates and automatic function return type deduction. Essentially CASC stores the full topology of the complex according to a [Hasse diagram](#). The representation of the topology is decoupled from interactions of user data through the use of metatemplate programming.

1.1 Getting Started

These instructions will get you a copy of the project up and running on your local machine for development and testing purposes.

1.1.1 Prerequisites

CASC does not have any dependencies other than the C++ standard library. If you wish to use CASC, you can use the header files right away. There is no binary library to link to, and no configured header file. CASC is a pure template library defined in the headers.

We use the CMake build system (version 3+), but only to build the documentation and unit-tests, and to automate installation.

Doxygen and Graphviz is used to generate the documentation.

To use CASC in your software all you will need is a working C++ compiler with full C++14 support. This includes:

- GCC Versions 5+
- Clang Versions 3, 5+[†]
- XCode 8+[†]

[†] Note that there is a known issue with Clang 4.x.x versioned compilers (including XCode version 9.[0-2]), where the most specialized unique specialization is not selected leading to a compiler error. The current workaround to this problem is to either use GCC or to obtain Clang version 5+ (XCode version 9.3beta+).

1.1.2 Installing

CASC is header only meaning that there is nothing to compile out of the box. To use CASC, simply copy the desired headers into your project and included as necessary. If you wish to install CASC using CMake to your system, even though the library is header only, you must first create a new folder to prevent in-source "builds".

```
mkdir build
cd build
```

Subsequently run CMake specifying the installation prefix and the path to the root level CMakeLists.txt file.

```
cmake -DCMAKE_INSTALL_PREFIX=/usr/local/ ..
make install
```

Unit tests are also packaged along with CASC and are dependent upon [Googles C++ test framework](#). If you wish to build and run the tests, set the flag `-DBUILD_CASCTESTS=on` in your CMake command. CMake will then download and build `googletest` and link it with the CASC unit tests.

```
cmake -DBUILD_CASCTESTS=on ..
make
make tests          # Run tests through make
./bin/casctests     # Alternatively run the tests directly (more verbose)
```

Additional examples provided with CASC can be built in a similar fashion by passing the `-DBUILD_CASCEXAMPLES=on` flag to CMake.

1.1.3 Documentation

A current version of the documentation is available online via [github pages](#). You can also build the documentation locally if you have Doxygen and Graphviz on your system. CMake will automatically try to find a working Doxygen installation. If Doxygen is found then the documentation can be built using `make casc_doc`. Otherwise CMake will report that it could not find Doxygen.

1.2 Versioning & Contributing

We use [Github](#) for versioning. For the versions available, please see the [releases](#). If you find a bug or wish to request additional functionality please file an issue in the [CASC Github project](#).

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1.4 License

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1.5 Acknowledgments

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Chapter 2

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the version number 2.1.]

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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```
one line to give the library's name and an idea of what it does.
Copyright (C) year  name of author
```

```
This library is free software; you can redistribute it and/or
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```
Yoyodyne, Inc., hereby disclaims all copyright interest in
the library 'Frob' (a library for tweaking knobs) written
by James Random Hacker.
```

```
signature of Ty Coon, 1 April 1990
Ty Coon, President of Vice
```

That's all there is to it!

Chapter 3

Building the documentation

The documentation for CASC can be generated locally using [Doxygen](#). You must have a working copy of doxygen installed on your machine in order to build the documentation.

If CMake is able to find your doxygen installation then the following sequence of commands will build the basic documentation.

```
cmake ..  
make casc_doc
```

3.0.1 Documentation for Developers

If you are contributing to or modifying the CASC library you may wish to document private class members or currently hidden metatemplate helper functions. Whether or not documentation for these items is generated can be controlled by modifying the default doxygen configuration: `doc/Doxyfile.in`.

To document private class functions and members toggle: `EXTRACT_PRIVATE = YES`

To enable metatemplate helper functions enable the conditional: `ENABLED_SECTIONS = detail`

Chapter 4

Frequently Asked Questions

1. Why is my simplex data not storing correctly?

If you are retrieving the data from the `SimplexID` using the dereference operator, you must retrieve the result as a reference in order to modify it. See the following example.

```
MeshType mesh = MeshType();
int key = mesh.insert({1}, 10);
auto data = *mesh.get_simplex_up({key});
data = 5;
std::cout << *mesh.get_simplex_up({key}); << std::endl // Prints 10
auto &dataRef = *mesh.get_simplex_up({key});
dataRef = 5;
std::cout << *mesh.get_simplex_up({key}) << std::endl // Prints 5
```


Chapter 5

Namespace Index

5.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

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util	Metatemplate programming utilities namespace	44

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A multiset to store simplices in a simplicial_complex	68
casc::simplicial_complex< traits >	
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util::type_get< k, T >	
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Chapter 7

File Index

7.1 File List

Here is a list of all documented files with brief descriptions:

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Chapter 8

Namespace Documentation

8.1 casc Namespace Reference

Namespace for everything CASC.

Data Structures

- struct [Orientable](#)
Class representing the orientation.
- struct [SimplexMap](#)
A multimap to represent a map of simplex indices to a set of simplices.
- struct [SimplexSet](#)
A multiset to store simplices in a [simplicial_complex](#).
- class [simplicial_complex](#)
The CASC data structure for representing simplicial complexes of arbitrary dimensionality with coloring.

Typedefs

- template<typename KeyType , typename ... Ts>
using [AbstractSimplicialComplex](#) = [simplicial_complex](#)< detail::simplicial_complex_traits_default< KeyType, Ts... > >
- template<typename T >
using [NodeSet](#) = std::unordered_set< T, simplex_set_detail::hashSimplexID< T > >
Helpful alias defining a unordered_set of simplices. See also hashSimplexID.

Functions

- template<typename Complex >
void [getStar](#) (Complex &F, [casc::SimplexSet](#)< Complex > &S, [casc::SimplexSet](#)< Complex > &dest)
Gets the star of a [SimplexSet](#).
- template<typename Complex , typename Simplex >
void [getStar](#) (Complex &F, Simplex &s, [casc::SimplexSet](#)< Complex > &dest)
Gets the star of a simplex.

- `template<typename Complex >`
`void getClosure (Complex &F, casc::SimplexSet< Complex > &S, casc::SimplexSet< Complex > &dest)`
Gets the closure of a simplex set.
- `template<typename Complex , typename Simplex >`
`void getClosure (Complex &F, Simplex &s, casc::SimplexSet< Complex > &dest)`
Compute the closure of a simplex.
- `template<typename Complex >`
`void getLink (Complex &F, casc::SimplexSet< Complex > &S, casc::SimplexSet< Complex > &dest)`
Gets the link of a [SimplexSet](#).
- `template<typename Complex , typename Simplex >`
`void getLink (Complex &F, Simplex &s, casc::SimplexSet< Complex > &dest)`
Gets the link of a simplex.
- `template<typename Complex >`
`void writeDOT (const std::string &filename, Complex &F)`
Writes out the topology of an ASC into the dot format.
- `template<typename Visitor , typename SimplexID >`
`void visit_BFS_up (Visitor &&v, typename SimplexID::complex &F, SimplexID s)`
Traverse BFS up the complex and apply a visitor function to each simplex visited.
- `template<typename Visitor , typename SimplexID >`
`void visit_BFS_down (Visitor &&v, typename SimplexID::complex &F, SimplexID s)`
Traverse BFS down the complex and apply a visitor function to each simplex visited.
- `template<typename Visitor , typename EdgeID >`
`void edge_up (Visitor &&v, typename EdgeID::complex &F, EdgeID s)`
Traverse across edges BFS.
- `template<class Complex , std::size_t level, class InsertIter >`
`void neighbors (Complex &F, typename Complex::template SimplexID< level > nid, InsertIter iter)`
Push the immediate face neighbors into the provided iterator.
- `template<class Complex , class SimplexID , class InsertIter >`
`void neighbors (Complex &F, SimplexID nid, InsertIter iter)`
This is a helper function to assist neighbors to automatically deduce the integral level.
- `template<class Complex , std::size_t level, class InsertIter >`
`void neighbors_up (Complex &F, typename Complex::template SimplexID< level > nid, InsertIter iter)`
Push the immediate coface neighbors into the provided iterator.
- `template<class Complex , class SimplexID , class InsertIter >`
`void neighbors_up (Complex &F, SimplexID nid, InsertIter iter)`
This is a helper function to assist neighbors to automatically deduce the integral level.
- `template<class Complex , std::size_t level, typename Iterator >`
`void kneighbors_up (Complex &F, int ring, std::set< typename Complex::template SimplexID< level > > &nbrs, Iterator begin, Iterator end)`
Code for returning a set of k-ring neighbors.
- `template<class Complex , class SimplexID >`
`void kneighbors_up (Complex &F, SimplexID nid, int ring, std::set< SimplexID > &nbrs)`
Helper function to help [kneighbors_up](#) to deduce the integral level of SimplexID.
- `template<class Complex , std::size_t level, typename Iterator >`
`void kneighbors (Complex &F, int ring, std::set< typename Complex::template SimplexID< level > > &nbrs, Iterator begin, Iterator end)`
Code for returning a set of k-ring neighbors.
- `template<class Complex , class SimplexID >`
`void kneighbors (Complex &F, SimplexID nid, int ring, std::set< SimplexID > &nbrs)`
Helper function to help [kneighbors](#) to deduce the integral level of SimplexID.
- `template<typename Complex >`
`void perform_removal (Complex &F, casc::SimplexSet< Complex > &S)`
Remove simplex in [SimplexSet](#) S from complex F.

- template<typename Complex >
void [perform_insertion](#) (Complex &F, typename decimation_detail::SimplexDataSet< Complex >::type &S)
Insert all simplices in [SimplexSet](#) S into complex F
- template<typename Complex , template< typename > class Callback>
void [run_user_callback](#) (Complex &F, [casc::SimplexMap](#)< Complex > &S, Callback< Complex > &&clbk, typename decimation_detail::SimplexDataSet< Complex >::type &rv)
Run the user specified callback function.
- template<typename Complex , typename Simplex , template< typename > class Callback>
void [decimate](#) (Complex &F, Simplex s, Callback< Complex > &&clbk)
Decimate a simplex of any dimension while considering any meta-data stores on decimated simplices.
- template<typename Complex , typename Simplex >
Complex::KeyType [decimateFirstHalf](#) (Complex &F, Simplex s, [SimplexMap](#)< Complex > &simplexMap)
Given a simplex to decimate generate a pre-post mapping.
- template<typename Complex >
void [decimateBackHalf](#) (Complex &F, [SimplexMap](#)< Complex > &simplexMap, typename decimation_detail::SimplexDataSet< Complex >::type &rv)
Given a simplexMap and mapped resulting data execute the decimation.
- template<typename Complex >
void [init_orientation](#) (Complex &F)
Initialize the partial ordering of the simplex edges.
- template<typename Complex >
void [clear_orientation](#) (Complex &F)
Clear the orientation of the facets.
- template<typename Complex >
std::tuple< int, bool, bool > [compute_orientation](#) (Complex &F)
Initializes and calculates the orientation of a [simplicial_complex](#).
- template<typename Complex >
std::tuple< int, bool, bool > [check_orientation](#) (Complex &F)
Checks for self consistent orientation and fill in missing orientations.
- template<std::size_t k, typename Complex >
static auto & [get](#) ([SimplexMap](#)< Complex > &S)
Get the map for a simplex dimension.
- template<std::size_t k, typename Complex >
static auto & [get](#) (const [SimplexMap](#)< Complex > &S)
This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.
- template<std::size_t k, typename Complex >
static auto & [get](#) ([SimplexSet](#)< Complex > &S)
Get the NodeSet for a simplex dimension from a [SimplexSet](#).
- template<std::size_t k, typename Complex >
static auto & [get](#) (const [SimplexSet](#)< Complex > &S)
- template<typename Complex >
bool [operator==](#) (const [SimplexSet](#)< Complex > &lhs, const [SimplexSet](#)< Complex > &rhs)
Compare if the sets are equivalent.
- template<typename Complex >
bool [operator!=](#) (const [SimplexSet](#)< Complex > &lhs, const [SimplexSet](#)< Complex > &rhs)
Compare if the sets are not equivalent.
- template<typename Complex >
static void [set_union](#) (const [SimplexSet](#)< Complex > &A, const [SimplexSet](#)< Complex > &B, [SimplexSet](#)< Complex > &dest)
Compute the set union.
- template<typename Complex >
static void [set_intersection](#) (const [SimplexSet](#)< Complex > &A, const [SimplexSet](#)< Complex > &B, [SimplexSet](#)< Complex > &dest)

Compute the set intersection.

- `template<typename Complex >`
`static void set_difference (const SimplexSet< Complex > &A, const SimplexSet< Complex > &B,
SimplexSet< Complex > &dest)`

Compute the set difference.

- `template<typename T, std::size_t k>`
`std::string to_string (const std::array< T, k > &A)`

Returns a string representation of the vertex subsimplicies of a given simplex.

8.1.1 Typedef Documentation

8.1.1.1 AbstractSimplicialComplex

```
template<typename KeyType, typename ... Ts>
using casc::AbstractSimplicialComplex = typedef simplicial\_complex< detail::simplicial_↵
complex_traits_default<KeyType, Ts...> >
```

Alias to generate a CASC from a list of traits. See also `simplicial_complex_traits_default`. Example – To create a tetrahedral mesh with integer data on all simplices:

```
auto mesh = AbstractSimplicialComplex<
    int, // KEYTYPE
    int, // Root data
    int, // Vertex data
    int, // Edge data
    int, // Face data
    int // Volume data
>();
```

8.1.2 Function Documentation

8.1.2.1 check_orientation()

```
template<typename Complex >
std::tuple<int, bool, bool> casc::check\_orientation (
    Complex & F )
```

Parameters

<i>F</i>	Simplicial_complex
----------	--------------------

Template Parameters

<i>Complex</i>	Typename of the simplicial_complex .
----------------	--

Returns

A tuple of the number of connected components, where the complex is orientable, and if it is psuedo manifold.

8.1.2.2 clear_orientation()

```
template<typename Complex >
void casc::clear_orientation (
    Complex & F )
```

Parameters

<i>F</i>	Simplicial complex of interest
----------	--------------------------------

Template Parameters

<i>Complex</i>	Typename of the simplicial complex
----------------	------------------------------------

8.1.2.3 compute_orientation()

```
template<typename Complex >
std::tuple<int, bool, bool> casc::compute_orientation (
    Complex & F )
```

Parameters

<i>F</i>	Simplicial_complex
----------	--------------------

Template Parameters

<i>Complex</i>	Typename of the simplicial_complex .
----------------	--

Returns

A tuple of the number of connected components, where the complex is orientable, and if it is psuedo manifold.

8.1.2.4 decimate()

```
template<typename Complex , typename Simplex , template< typename > class Callback>
void casc::decimate (
    Complex & F,
    Simplex s,
    Callback< Complex > && clbk )
```

Parameters

in	<i>F</i>	simplicial_complex to operate on.
in	<i>s</i>	Simplex to decimate.
in	<i>clbk</i>	Callback function to map meta-data

Template Parameters

<i>Complex</i>	Typename of the simplicial_complex
<i>Simplex</i>	Typename of the simplex
<i>Callback</i>	Typename of the template template callback functor

Alias for [SimplexSet](#)

Alias for [SimplexMap](#)

8.1.2.5 `decimateBackHalf()`

```
template<typename Complex >
void casc::decimateBackHalf (
    Complex & F,
    SimplexMap< Complex > & simplexMap,
    typename decimation_detail::SimplexDataSet< Complex >::type & rv )
```

Parameters

<i>F</i>	Simplicial complex to operate on
<i>simplexMap</i>	SimplexMap mapping simplices before and after decimation
<i>rv</i>	Resulting data for each simplex

Template Parameters

<i>Complex</i>	Typename of the complex of interest
----------------	-------------------------------------

8.1.2.6 `decimateFirstHalf()`

```
template<typename Complex , typename Simplex >
Complex::KeyType casc::decimateFirstHalf (
    Complex & F,
    Simplex s,
    SimplexMap< Complex > & simplexMap )
```

Parameters

in	<i>F</i>	simplicial_complex to operate on.
in	<i>s</i>	Simplex to decimate.
	<i>simplexMap</i>	The simplex map to populate

Template Parameters

<i>Complex</i>	Typename of the simplicial_complex
<i>Simplex</i>	Typename of the simplex

Alias for [SimplexSet](#)

8.1.2.7 edge_up()

```
template<typename Visitor , typename EdgeID >
void casc::edge_up (
    Visitor && v,
    typename EdgeID::complex & F,
    EdgeID s )
```

Parameters

in	<i>v</i>	Visitor functor to apply.
	<i>F</i>	The simplicial_complex to traverse.
in	<i>s</i>	The edge to start at.

Template Parameters

<i>Visitor</i>	Typename of the functor.
<i>EdgeID</i>	Typename of the edge.

8.1.2.8 get() [1/3]

```
template<std::size_t k, typename Complex >
static auto& casc::get (
    const SimplexSet< Complex > & S ) [inline], [static]
```

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

8.1.2.9 get() [2/3]

```
template<std::size_t k, typename Complex >
static auto& casc::get (
    SimplexMap< Complex > & S ) [inline], [static]
```

Parameters

S	SimplexMap to retrieve from.
---	--

Template Parameters

k	Simplex dimension.
<i>Complex</i>	Typename of the complex.

Returns

Returns a map of `std::Array<KeyType, k>` to [SimplexSet](#).

8.1.2.10 `get()` [3/3]

```
template<std::size_t k, typename Complex >
static auto& casc::get (
    SimplexSet< Complex > & S ) [inline], [static]
```

Parameters

<i>S</i>	SimplexSet of interest.
----------	---

Template Parameters

k	Simplex dimension desired.
<i>Complex</i>	Typename of the simplicial_complex .

Returns

A NodeSet which holds simplices of dimension 'k' and a member of [SimplexSet](#) 'S'.

8.1.2.11 `getClosure()` [1/2]

```
template<typename Complex >
void casc::getClosure (
    Complex & F,
    casc::SimplexSet< Complex > & S,
    casc::SimplexSet< Complex > & dest )
```

Parameters

in	<i>F</i>	Complex of interest.
in	<i>S</i>	SimplexSet to compute the closure of.
out	<i>dest</i>	Destination SimplexSet

Template Parameters

<i>Complex</i>	Typename of the complex.
----------------	--------------------------

8.1.2.12 `getClosure()` [2/2]

```
template<typename Complex , typename Simplex >
void casc::getClosure (
    Complex & F,
    Simplex & s,
    casc::SimplexSet< Complex > & dest )
```

Parameters

in	<i>F</i>	Complex of interest.
in	<i>s</i>	Simplex of interest.
out	<i>dest</i>	Destination SimplexSet .

Template Parameters

<i>Complex</i>	Typename of the complex.
<i>Simplex</i>	Typename of the simplex.

8.1.2.13 `getLink()` [1/2]

```
template<typename Complex >
void casc::getLink (
    Complex & F,
    casc::SimplexSet< Complex > & S,
    casc::SimplexSet< Complex > & dest )
```

Parameters

in	<i>F</i>	Complex of interest.
in	<i>S</i>	SimplexSet to get the link of.
out	<i>dest</i>	Destination SimplexSet .

Template Parameters

<i>Complex</i>	Typename of the complex.
----------------	--------------------------

8.1.2.14 getLink() [2/2]

```
template<typename Complex , typename Simplex >
void casc::getLink (
    Complex & F,
    Simplex & s,
    casc::SimplexSet< Complex > & dest )
```

Parameters

<i>F</i>	Complex of interest.
<i>s</i>	Simplex of interest.
<i>dest</i>	Destination SimplexSet .

Template Parameters

<i>Complex</i>	Typename of the complex.
<i>Simplex</i>	Typename of the simplex.

8.1.2.15 getStar() [1/2]

```
template<typename Complex >
void casc::getStar (
    Complex & F,
    casc::SimplexSet< Complex > & S,
    casc::SimplexSet< Complex > & dest )
```

Parameters

in	<i>F</i>	Complex of interest.
in	<i>S</i>	SimplexSet to compute the star of.
out	<i>dest</i>	Destination SimplexSet .

Template Parameters

<i>Complex</i>	Typename of the complex.
----------------	--------------------------

8.1.2.16 getStar() [2/2]

```
template<typename Complex , typename Simplex >
void casc::getStar (
    Complex & F,
    Simplex & s,
    casc::SimplexSet< Complex > & dest )
```

Parameters

in	<i>F</i>	Complex of interest.
	<i>s</i>	Simplex to get the star of.
out	<i>dest</i>	Destination SimplexSet .

Template Parameters

<i>Complex</i>	Typename of the complex.
<i>Simplex</i>	Typename of the simplex.

8.1.2.17 init_orientation()

```
template<typename Complex >
void casc::init_orientation (
    Complex & F )
```

Parameters

<i>F</i>	Simplicial complex of interest
----------	--------------------------------

Template Parameters

<i>Complex</i>	Typename of the simplicial complex
----------------	------------------------------------

8.1.2.18 kneighbors() [1/2]

```
template<class Complex , std::size_t level, typename Iterator >
void casc::kneighbors (
    Complex & F,
    int ring,
    std::set< typename Complex::template SimplexID< level > > & nbors,
    Iterator begin,
    Iterator end )
```

Parameters

in	<i>F</i>	The simplicial_complex to traverse.
in	<i>ring</i>	The number of rings of neighbors to collect.
out	<i>nbors</i>	Set of previously seen simplices.
in	<i>begin</i>	The begin
in	<i>end</i>	The end

Template Parameters

<i>Complex</i>	Typename of the simplicial_complex .
<i>level</i>	Simplex dimension of the simplex and neighbors.
<i>Iterator</i>	{ description }

8.1.2.19 `kneighbors()` [2/2]

```
template<class Complex , class SimplexID >
void casc::kneighbors (
    Complex & F,
    SimplexID nid,
    int ring,
    std::set< SimplexID > & nbors )
```

Parameters

in	<i>F</i>	The simplicial complex
in	<i>nid</i>	Simplex of interest to get the neighbors of.
in	<i>ring</i>	The number of rings to include as a neighbor.
out	<i>nbors</i>	Set of neighbors to populate.

Template Parameters

<i>Complex</i>	Typename of the complex.
<i>SimplexID</i>	Typename of the SimplexID.

8.1.2.20 `kneighbors_up()` [1/2]

```
template<class Complex , std::size_t level, typename Iterator >
void casc::kneighbors_up (
    Complex & F,
    int ring,
    std::set< typename Complex::template SimplexID< level > > & nbors,
    Iterator begin,
    Iterator end )
```

Parameters

in	<i>F</i>	The simplicial_complex to traverse.
in	<i>ring</i>	The number of rings of neighbors to collect.
out	<i>nbors</i>	Set of previously seen simplices.
in	<i>begin</i>	The begin
in	<i>end</i>	The end

Template Parameters

<i>Complex</i>	Typename of the simplicial_complex .
<i>level</i>	Simplex dimension of the simplex and neighbors.
<i>Iterator</i>	{ description }

8.1.2.21 kneighbors_up() [2/2]

```
template<class Complex , class SimplexID >
void casc::kneighbors_up (
    Complex & F,
    SimplexID nid,
    int ring,
    std::set< SimplexID > & nbors )
```

Parameters

in	<i>F</i>	The simplicial complex
in	<i>nid</i>	Simplex of interest to get the neighbors of.
in	<i>ring</i>	The number of rings to include as a neighbor.
out	<i>nbors</i>	Set of neighbors to populate.

Template Parameters

<i>Complex</i>	Typename of the complex.
<i>SimplexID</i>	Typename of the SimplexID.

8.1.2.22 neighbors() [1/2]

```
template<class Complex , class SimplexID , class InsertIter >
void casc::neighbors (
    Complex & F,
    SimplexID nid,
    InsertIter iter )
```

Parameters

	<i>F</i>	The simplicial complex.
in	<i>nid</i>	Simplex to get neighbors of.
in	<i>iter</i>	The iterator to push members into.

Template Parameters

<i>Complex</i>	Type of the simplicial complex
----------------	--------------------------------

Template Parameters

<i>level</i>	The integral level of the node
<i>InsertIter</i>	Typename of the iterator.

8.1.2.23 neighbors() [2/2]

```
template<class Complex , std::size_t level, class InsertIter >
void casc::neighbors (
    Complex & F,
    typename Complex::template SimplexID< level > nid,
    InsertIter iter )
```

This function gets the set of neighbors which share a common face. We compute this by traversing to all faces of the simplex of interest. Then we get all cofaces of this set. Depending on the type of iterator passed, duplicate simplices will be included or excluded. Note that this is the traditional definition of neighbor. For example, faces which share an edge are neighbors.

Parameters

	<i>F</i>	The simplicial complex
in	<i>nid</i>	Simplex to get neighbors of.
in	<i>iter</i>	The iterator to push members into.

Template Parameters

<i>Complex</i>	Type of the simplicial complex
<i>level</i>	The integral level of the node
<i>InsertIter</i>	Typename of the iterator.

8.1.2.24 neighbors_up() [1/2]

```
template<class Complex , class SimplexID , class InsertIter >
void casc::neighbors_up (
    Complex & F,
    SimplexID nid,
    InsertIter iter )
```

Parameters

	<i>F</i>	The simplicial complex.
in	<i>nid</i>	Simplex to get neighbors of.
in	<i>iter</i>	The iterator to push members into.

Template Parameters

<i>Complex</i>	Type of the simplicial complex
<i>level</i>	The integral level of the node
<i>InsertIter</i>	Typename of the iterator.

8.1.2.25 neighbors_up() [2/2]

```
template<class Complex , std::size_t level, class InsertIter >
void casc::neighbors_up (
    Complex & F,
    typename Complex::template SimplexID< level > nid,
    InsertIter iter )
```

Parameters

	<i>F</i>	The simplicial complex.
in	<i>nid</i>	Simplex to get neighbors of.
in	<i>iter</i>	The iterator to push members into.

Template Parameters

<i>Complex</i>	Type of the simplicial complex
<i>level</i>	The integral level of the node
<i>InsertIter</i>	Typename of the iterator.

8.1.2.26 operator"!=(())

```
template<typename Complex >
bool casc::operator!=(
    const SimplexSet< Complex > & lhs,
    const SimplexSet< Complex > & rhs )
```

Parameters

in	<i>lhs</i>	The left hand side
in	<i>rhs</i>	The right hand side

Template Parameters

<i>Complex</i>	Typename of the simplicial_complex .
----------------	--

Returns

True if the sets are inequal, false otherwise.

8.1.2.27 operator==()

```
template<typename Complex >
bool casc::operator== (
    const SimplexSet< Complex > & lhs,
    const SimplexSet< Complex > & rhs )
```

Parameters

in	<i>lhs</i>	The left hand side
in	<i>rhs</i>	The right hand side

Template Parameters

<i>Complex</i>	Typename of the simplicial_complex
----------------	--

Returns

True if the sets are equal, false otherwise.

8.1.2.28 perform_insertion()

```
template<typename Complex >
void casc::perform_insertion (
    Complex & F,
    typename decimation_detail::SimplexDataSet< Complex >::type & S )
```

Parameters

<i>F</i>	The simplicial_complex to insert into.
<i>S</i>	SimplexSet of simplices to insert.

Template Parameters

<i>Complex</i>	Typename of complex
----------------	---------------------

8.1.2.29 perform_removal()

```
template<typename Complex >
void casc::perform_removal (
    Complex & F,
    casc::SimplexSet< Complex > & S )
```

Parameters

<i>F</i>	The simplicial_complex to remove from.
<i>S</i>	SimplexSet of simplices to remove.

Template Parameters

<i>Complex</i>	Typename of complex
----------------	---------------------

8.1.2.30 run_user_callback()

```
template<typename Complex , template< typename > class Callback>
void casc::run_user_callback (
    Complex & F,
    casc::SimplexMap< Complex > & S,
    Callback< Complex > && clbk,
    typename decimation_detail::SimplexDataSet< Complex >::type & rv )
```

Parameters

in	<i>F</i>	The simplicial_complex
in	<i>S</i>	SimplexMap of
in	<i>clbk</i>	User specified callback functor
out	<i>rv</i>	Multi-vector to place results.

Template Parameters

<i>Complex</i>	Typename of the simplicial_complex
<i>Callback</i>	Typename of the template template callback functor

8.1.2.31 set_difference()

```
template<typename Complex >
static void casc::set_difference (
    const SimplexSet< Complex > & A,
    const SimplexSet< Complex > & B,
    SimplexSet< Complex > & dest ) [static]
```

Parameters

in	<i>A</i>	A SimplexSet
in	<i>B</i>	Another SimplexSet
out	<i>dest</i>	The destination SimplexSet .

Template Parameters

<i>Complex</i>	Typename of the simplicial_complex .
----------------	--

8.1.2.32 set_intersection()

```
template<typename Complex >
static void casc::set_intersection (
    const SimplexSet< Complex > & A,
    const SimplexSet< Complex > & B,
    SimplexSet< Complex > & dest ) [static]
```

Parameters

in	<i>A</i>	A SimplexSet
in	<i>B</i>	Another SimplexSet
out	<i>dest</i>	The destination SimplexSet .

Template Parameters

<i>Complex</i>	Typename of the simplicial_complex .
----------------	--

8.1.2.33 set_union()

```
template<typename Complex >
static void casc::set_union (
    const SimplexSet< Complex > & A,
    const SimplexSet< Complex > & B,
    SimplexSet< Complex > & dest ) [static]
```

Parameters

in	<i>A</i>	A SimplexSet
in	<i>B</i>	Another SimplexSet
out	<i>dest</i>	The destination SimplexSet .

Template Parameters

<i>Complex</i>	Typename of the simplicial_complex .
----------------	--

8.1.2.34 to_string()

```
template<typename T , std::size_t k>
std::string casc::to_string (
    const std::array< T, k > & A )
```

Parameters

in	<i>A</i>	Array containing name of a simplex.
----	----------	-------------------------------------

Template Parameters

<i>T</i>	Typename KeyType.
<i>k</i>	Dimension of the simplex.

Returns

String representation of the object.

8.1.2.35 visit_BFS_down()

```
template<typename Visitor , typename SimplexID >
void casc::visit_BFS_down (
    Visitor && v,
    typename SimplexID::complex & F,
    SimplexID s )
```

Parameters

in	<i>v</i>	Visitor functor to apply.
	<i>F</i>	The simplicial_complex to traverse.
in	<i>s</i>	The simplex to start at.

Template Parameters

<i>Visitor</i>	Typename of the functor.
<i>SimplexID</i>	Typename of the simplex.

8.1.2.36 visit_BFS_up()

```
template<typename Visitor , typename SimplexID >
void casc::visit_BFS_up (
    Visitor && v,
    typename SimplexID::complex & F,
    SimplexID s )
```

Parameters

in	<i>v</i>	Visitor functor to apply.
	<i>F</i>	The simplicial_complex to traverse.
in	<i>s</i>	The simplex to start at.

Template Parameters

<i>Visitor</i>	Typename of the functor.
<i>SimplexID</i>	Typename of the simplex.

8.1.2.37 writeDOT()

```
template<typename Complex >
void casc::writeDOT (
    const std::string & filename,
    Complex & F )
```

The resulting dot file can be rendered into an image using tools such as GraphViz.

```
dot -Tpng input.dot > output.png
```

Parameters

in	<i>filename</i>	Filename to write out to.
in	<i>F</i>	Simplicial complex to generate the DOT of.

Template Parameters

<i>Complex</i>	Typename of the simplicial complex.
----------------	-------------------------------------

8.2 index_tracker Namespace Reference

Index tracker namespace.

Namespaces

- [index_tracker_detail](#)

B-tree internal data structures.

Data Structures

- class [index_tracker](#)

Tracker of available indices implemented as a B-tree of intervals.

Functions

- template<typename T, std::size_t d>
std::ostream & **operator**<< (std::ostream &out, const [index_tracker_detail::BTreeNode](#)< T, d > *head)

8.3 index_tracker::index_tracker_detail Namespace Reference

B-tree internal data structures.

Data Structures

- struct [Interval](#)
Interval object represents a range.
- struct [BTreeNode](#)
An array based BTree.

Typedefs

- template<typename Node >
using **Pointer** = typename Node::Pointer
- template<typename Node >
using **Data** = typename Node::Data
- template<typename Node >
using **Scalar** = typename Node::Scalar

Functions

- template<typename T >
bool **operator**< (const [Interval](#)< T > &x, const [Interval](#)< T > &y)
- template<typename T >
bool **operator**> (const [Interval](#)< T > &x, const [Interval](#)< T > &y)
- template<typename T >
bool **operator**< (T x, const [Interval](#)< T > &y)
- template<typename T >
bool **operator**> (const [Interval](#)< T > &x, T y)
- template<typename T >
bool **operator**< (const [Interval](#)< T > &x, T y)
- template<typename T >
bool **operator**> (T x, const [Interval](#)< T > &y)
- template<typename T >
bool **operator**== (const [Interval](#)< T > &x, const [Interval](#)< T > &y)
- template<typename T >
std::ostream & **operator**<< (std::ostream &out, const [Interval](#)< T > &x)

- `template<typename T >`
`int merge (Interval< T > &A, T x)`
- `template<typename Node >`
`void rebalance (Pointer< Node > head, std::size_t i)`
- `template<typename Node >`
`void insert_H (Pointer< Node > head, const Data< Node > &data)`
- `template<typename Node >`
`Pointer< Node > insert (Pointer< Node > head, Data< Node > data)`
- `template<typename Node >`
`bool get (Pointer< Node > head, Data< Node > data)`
- `template<typename Node >`
`void get_replacement (Pointer< Node > head, Data< Node > &key)`
- `template<typename Node >`
`void remove_H (Pointer< Node > head, Data< Node > data)`
- `template<typename Node >`
`Pointer< Node > remove (Pointer< Node > head, Data< Node > data)`
- `template<typename Node >`
`void fill_left (Pointer< Node > head, Data< Node > &x)`
- `template<typename Node >`
`void fill_right (Pointer< Node > head, Data< Node > &x)`
- `template<typename Node >`
`void insert_scalar_H (Pointer< Node > head, Scalar< Node > data)`
- `template<typename Node >`
`Pointer< Node > insert_scalar (Pointer< Node > head, Scalar< Node > data)`
- `template<typename Node >`
`void insert_left (Pointer< Node > head, const Data< Node > &x)`
- `template<typename Node >`
`bool remove_scalar_H (Pointer< Node > head, Scalar< Node > x)`
- `template<typename Node >`
`bool remove_scalar (Pointer< Node > &head, Scalar< Node > data)`
- `template<typename Node >`
`Scalar< Node > pop_scalar (Pointer< Node > &head)`
- `template<typename Node >`
`void destruct (Pointer< Node > head)`
- `template<typename Node >`
`Data< Node > check_order (Pointer< Node > head, Data< Node > curr)`

8.4 util Namespace Reference

Metatemplate programming utilities namespace.

Data Structures

- struct [range](#)
A range object to support range based for loops.
- struct [type_holder](#)
Queue based data structure to hold list of types.
- struct [type_holder](#)< T, Ts... >
Partial specialization to allow FIFO access of typenames.
- struct [type_get](#)
Helper to get the kth element from a [type_holder](#).
- struct [type_get](#)< 0, [type_holder](#)< Ts... > >

- Specialization for terminal case.*

 - struct `type_get< k, type_holder< Ts... > >`

Specialization to recursively pop types to get the kth type.
- struct `type_map`

Map the types in C into $V<T>$.
- struct `int_type_map`

Maps an integer sequence and typename, F_i , into outholder.
- struct `type_swap`

Move a list of types from one container to another.
- struct `type_swap< TUPLE, HOLDER< Ts... > >`

Move a list of types from one container to another.
- struct `reverse_sequence`

Reverse an Integer Sequence.
- struct `remove_first_val`

General template for removing the first value from a type holder.
- struct `remove_first_val< Integer, InHolder< Integer, I, Is... > >`

Specialization for removing first integer from a sequence of compile time integers.

Functions

- template<typename T >
`range< T > make_range (T b, T e)`

Make a range object.
- template<typename T >
`range< T > make_range (std::pair< T, T > p)`

Makes a range object.
- template<class Integer , typename IntegerSequence , typename Fn , typename ... Args>
`void int_for_each (Fn &&f, Args &&... args)`

Calls a function $f.apply<k>()$ for a sequence of integer k 's.

8.4.1 Function Documentation

8.4.1.1 int_for_each()

```
template<class Integer , typename IntegerSequence , typename Fn , typename ... Args>
void util::int_for_each (
    Fn && f,
    Args &&... args )
```

Parameters

in	<i>args</i>	Arguments to f
in	<i>f</i>	Functor with <code>apply<k>()</code> method

Template Parameters

<i>Integer</i>	Integer type
<i>IntegerSequence</i>	Sequence of integers to iterate
<i>Fn</i>	Typename of functor f
<i>Args</i>	Typenames of the arguments

8.4.1.2 `make_range()` [1/2]

```
template<typename T >
range<T> util::make_range (
    std::pair< T, T > p )
```

Parameters

in	<i>p</i>	A pair containing begin and end iterators.
----	----------	--

Template Parameters

<i>T</i>	Typename of the iterator.
----------	---------------------------

Returns

Returns a range of the iterators.

8.4.1.3 `make_range()` [2/2]

```
template<typename T >
range<T> util::make_range (
    T b,
    T e )
```

Parameters

in	<i>b</i>	Iterator to the beginning.
in	<i>e</i>	Iterator to the end.

Template Parameters

<i>T</i>	Typename of the iterator.
----------	---------------------------

Returns

Returns a range of the iterators.

Chapter 9

Data Structure Documentation

9.1 index_tracker::index_tracker_detail::BTreeNode< _T, _d > Struct Template Reference

An array based BTree.

```
#include <index_tracker.h>
```

Public Types

- using **Scalar** = `_T`
- using **Data** = `Interval< Scalar >`
- using **Pointer** = `BTreeNode *`

Public Member Functions

- **BTreeNode** (const `Data` &t)
- `template<typename Iter >`
BTreeNode (Iter begin, Iter end)

Data Fields

- `std::size_t k`
- `std::array< Data, N > data`
- `std::array< Pointer, N+1 > next`

Static Public Attributes

- `static constexpr std::size_t d = _d`
- `static constexpr std::size_t N = 2*d+1`

9.1.1 Detailed Description

```
template<typename _T, std::size_t _d>
struct index_tracker::index_tracker_detail::BTreeNode< _T, _d >
```

Template Parameters

\leftrightarrow	{ description }
$\overleftarrow{\leftrightarrow}$	
T	
\leftrightarrow	{ description }
$\overleftarrow{\leftrightarrow}$	
d	

The documentation for this struct was generated from the following file:

- include/casc/index_tracker.h

9.2 casc::simplicial_complex< traits >::EdgeID< k > Struct Template Reference

External reference to an edge or a connection within the complex.

```
#include <SimplicialComplex.h>
```

Public Types

- using `complex` = `simplicial_complex< traits >`
Typename of the complex.

Public Member Functions

- `EdgeID ()`
Default constructor wraps a nullptr and dummy edge.
- `EdgeID (NodePtr< k > p, KeyType e)`
Constructor to wrap an Edge.
- `EdgeID (const EdgeID &rhs)`
Copy constructor.
- `EdgeID & operator= (const EdgeID &rhs)`
Assignment operator.
- `auto const & operator* () const`
Dereferencing an EdgeID gets the data on the edge.
- `auto & operator* ()`
Dereferencing an EdgeID gets the data on the edge.
- `KeyType key () const`
Get the key of the edge.
- `auto const & data () const`
Return the data stored on the edge.
- `auto & data ()`
Return the data stored on the edge.
- `SimplexID< k > up () const`
Get the coboundary simplex.
- `SimplexID< k-1 > down () const`
Get the simplex below.

Data Fields

- friend `simplicial_complex< traits >`
EdgeID is a friend of the complex.

Static Public Attributes

- static constexpr `std::size_t level` = `k`
The dimension of the simplex which the edge points to.

Friends

- bool `operator==` (`EdgeID` lhs, `EdgeID` rhs)
Equality of wrapped pointers and edges.
- bool `operator!=` (`EdgeID` lhs, `EdgeID` rhs)
Compare wrapped pointers and edges.
- bool `operator<=` (`EdgeID` lhs, `EdgeID` rhs)
Compare wrapped pointers and edges.
- bool `operator>=` (`EdgeID` lhs, `EdgeID` rhs)
Compare wrapped pointers and edges.
- bool `operator<` (`EdgeID` lhs, `EdgeID` rhs)
Less than defines an ordering of key types on the edges.
- bool `operator>` (`EdgeID` lhs, `EdgeID` rhs)
Greater than comparison.

9.2.1 Detailed Description

```
template<typename traits>
template<std::size_t k>
struct casc::simplicial_complex< traits >::EdgeID< k >
```

Template Parameters

<code>k</code>	The edge connects a simplex of size k-1 to a simplex of size k.
----------------	---

9.2.2 Constructor & Destructor Documentation

9.2.2.1 `EdgeID()` [1/2]

```
template<typename traits >
template<std::size_t k>
casc::simplicial_complex< traits >::EdgeID< k >::EdgeID (
    NodePtr< k > p,
    KeyType e ) [inline]
```

Parameters

in	p	Pointer to the next Node.
in	e	Key of the edge

9.2.2.2 EdgelD() [2/2]

```
template<typename traits >
template<std::size_t k>
casc::simplicial_complex< traits >::EdgeID< k >::EdgeID (
    const EdgeID< k > & rhs ) [inline]
```

Parameters

in	rhs	The right hand side
----	-------	---------------------

9.2.3 Member Function Documentation**9.2.3.1 down()**

```
template<typename traits >
template<std::size_t k>
SimplexID<k-1> casc::simplicial_complex< traits >::EdgeID< k >::down ( ) const [inline]
```

Returns

[SimplexID](#) of the simplex below the edge.

9.2.3.2 up()

```
template<typename traits >
template<std::size_t k>
SimplexID<k> casc::simplicial_complex< traits >::EdgeID< k >::up ( ) const [inline]
```

Returns

[SimplexID](#) of the simplex above the edge.

The documentation for this struct was generated from the following file:

- [include/casc/SimplicialComplex.h](#)

9.3 index_tracker::index_tracker< _T, _d > Class Template Reference

Tracker of available indices implemented as a B-tree of intervals.

```
#include <index_tracker.h>
```

Public Types

- using **Node** = index_tracker_detail::BTreeNode< _T, _d >
Typedef of BTree Node.
- using **T** = _T

Public Member Functions

- **index_tracker** ()
Number of bins.
- void **insert** (T x)
- index_tracker_detail::Scalar< **Node** > **pop** ()
- void **remove** (index_tracker_detail::Scalar< **Node** > x)
- bool **empty** () const

Static Public Attributes

- constexpr static std::size_t **d** = _d
Typename of the type to store.

Friends

- std::ostream & **operator**<< (std::ostream &out, const index_tracker &x)

9.3.1 Detailed Description

```
template<typename _T, std::size_t _d = 16>
class index_tracker::index_tracker< _T, _d >
```

Template Parameters

↔ _T	Typename of the indices
↔ _d	Max number of interval bins = 2*value+1

9.3.2 Constructor & Destructor Documentation

9.3.2.1 index_tracker()

```
template<typename _T , std::size_t _d = 16>
index_tracker::index_tracker< _T, _d >::index_tracker ( ) [inline]
```

Initialize with interval [0~max)

The documentation for this class was generated from the following file:

- include/casc/[index_tracker.h](#)

9.4 util::int_type_map< IntegerType, OutHolder, IntegerSequence, F > Struct Template Reference

Maps an integer sequence and typename, F, into outholder.

```
#include <util.h>
```

Public Types

- using [type](#) = typename detail::int_type_map_helper< IntegerType, OutHolder, IntegerSequence, F >::[type](#)
Tuple of Out<F<0>, F<1>, F<2>, ...>.

9.4.1 Detailed Description

```
template<class IntegerType, template< class ... > class OutHolder, class IntegerSequence, template< IntegerType > class F>
struct util::int_type_map< IntegerType, OutHolder, IntegerSequence, F >
```

Given an Integer Sequence $I<0, 1, 2, 3, \dots>$ and template template type $F<I>$, this function produces $Out<F<0>, F<1>, F<2>, \dots>$.

Template Parameters

<i>IntegerType</i>	Typename of an integer type
<i>OutHolder</i>	Typename of a holder for types
<i>IntegerSequence</i>	Integral sequence of types
<i>F</i>	Typename of class to be broadcast with integer

The documentation for this struct was generated from the following file:

- include/casc/[util.h](#)

9.5 index_tracker::index_tracker_detail::Interval< T > Struct Template Reference

[Interval](#) object represents a range.

```
#include <index_tracker.h>
```

Public Member Functions

- [Interval](#) ()
Default constructor.
- [Interval](#) (T a)
Construct an interval from a to a+1.
- [Interval](#) (T a, T b)
Construct an interval from a to b.
- [Interval](#) (const [Interval](#)< T > &rhs)
Copy constructor.
- [Interval](#) & [operator=](#) (const [Interval](#) &rhs)
Assignment operator overload.
- bool [has](#) (T x)
Is x in the bounds of the interval.
- T [lower](#) () const
Get the lower inclusive bound of the interval.
- T [upper](#) () const
Get the upper exclusive bound of the interval.
- T & [lower](#) ()
Get the lower inclusive bound of the interval.
- T & [upper](#) ()
Get the upper exclusive bound of the interval.
- std::size_t [size](#) ()
Get the size of the interval.

9.5.1 Detailed Description

```
template<typename T>
struct index_tracker::index_tracker_detail::Interval< T >
```

Template Parameters

<i>T</i>	Typename of the interval data
----------	-------------------------------

9.5.2 Member Function Documentation

9.5.2.1 operator=()

```
template<typename T >
Interval& index_tracker::index_tracker_detail::Interval< T >::operator= (
    const Interval< T > & rhs ) [inline]
```

Parameters

in	rhs	The right hand side
----	-----	---------------------

Returns

Reference to this

The documentation for this struct was generated from the following file:

- include/casc/[index_tracker.h](#)

9.6 casc::Orientable Struct Reference

Class representing the orientation.

```
#include <Orientable.h>
```

Data Fields

- int [orientation](#)
Integer representing +/- 1 orientation.

The documentation for this struct was generated from the following file:

- include/casc/[Orientable.h](#)

9.7 util::range< T > Struct Template Reference

A range object to support range based for loops.

```
#include <util.h>
```

Public Member Functions

- template<class C >
[range](#) (C &&c)
Construct a range for a container class.
- [range](#) (T b, T e)
Construct a range from an iterator.
- T [begin](#) ()
Get the beginning iterator.
- T [end](#) ()
Get the end iterator.

9.7.1 Detailed Description

```
template<typename T>
struct util::range< T >
```

This is a basic data structure which implements a `begin()` and `end()` functions for range based for looping added in C++11. See also `range-for`.

Template Parameters

<i>T</i>	Typename of the iterator
----------	--------------------------

9.7.2 Constructor & Destructor Documentation

9.7.2.1 range() [1/2]

```
template<typename T >
template<class C >
util::range< T >::range (
    C && c ) [inline]
```

Parameters

in	<i>c</i>	Container class which implements <code>begin()</code> and <code>end()</code> .
----	----------	--

Template Parameters

<i>C</i>	Typename of the container.
----------	----------------------------

9.7.2.2 range() [2/2]

```
template<typename T >
util::range< T >::range (
    T b,
    T e ) [inline]
```

Parameters

in	<i>b</i>	Beginning iterator
in	<i>e</i>	End iterator.

9.7.3 Member Function Documentation

9.7.3.1 begin()

```
template<typename T >
T util::range< T >::begin ( ) [inline]
```

Returns

Returns an iterator to the beginning.

9.7.3.2 end()

```
template<typename T >
T util::range< T >::end ( ) [inline]
```

Returns

Returns an iterator to the end.

The documentation for this struct was generated from the following file:

- include/casc/[util.h](#)

9.8 util::remove_first_val< Integer, IntegerSequence > Struct Template Reference

General template for removing the first value from a type holder.

```
#include <util.h>
```

9.8.1 Detailed Description

```
template<class Integer, class IntegerSequence>
struct util::remove_first_val< Integer, IntegerSequence >
```

Template Parameters

<i>Integer</i>	Typename of integer.
<i>IntegerSequence</i>	Sequence of compile time integers.

The documentation for this struct was generated from the following file:

- include/casc/[util.h](#)

9.9 util::remove_first_val< Integer, InHolder< Integer, I, Is... > > Struct Template Reference

Specialization for removing first integer from a sequence of compile time integers.

```
#include <util.h>
```

Public Types

- using [type](#) = InHolder< Integer, Is... >
Type holder with first value removed.

9.9.1 Detailed Description

```
template<class Integer, template< class, Integer... > class InHolder, Integer I, Integer... Is>
struct util::remove_first_val< Integer, InHolder< Integer, I, Is... > >
```

Template Parameters

<i>Integer</i>	Typename of integer type.
<i>InHolder</i>	Type holder of integer sequence.
<i>I</i>	The first integer
<i>Is</i>	Remaining integers

The documentation for this struct was generated from the following file:

- include/casc/[util.h](#)

9.10 util::reverse_sequence< Integer, IntegerSequence > Struct Template Reference

Reverse an Integer Sequence.

```
#include <util.h>
```

Public Types

- using [type](#) = typename detail::reverse_sequence_helper< Integer, IntegerSequence >::type
Reversed sequence of types.

9.10.1 Detailed Description

```
template<class Integer, class IntegerSequence>
struct util::reverse_sequence< Integer, IntegerSequence >
```

Template Parameters

<i>Integer</i>	Typename of an integer class.
<i>IntegerSequence</i>	Sequence of compile-time integers.

The documentation for this struct was generated from the following file:

- [include/casc/util.h](#)

9.11 `casc::simplicial_complex< traits >::SimplexID< k >` Struct Template Reference

A handle for a simplex object in the complex.

```
#include <SimplicialComplex.h>
```

Public Types

- using `complex = simplicial_complex< traits >`
Typename of the complex.

Public Member Functions

- `SimplexID ()`
Default constructor wraps a nullptr.
- `SimplexID (NodePtr< k > p)`
Constructor to wrap a NodePtr<k>.
- `SimplexID (const SimplexID &rhs)`
Copy constructor.
- `SimplexID & operator= (const SimplexID &rhs)`
Assignment operator.
- `operator std::uintptr_t () const`
Support casting to uintptr_t for hashing.
- `complex::NodeData< k > const & operator* () const`
Dereferencing a SimplexID returns the data stored.
- `complex::NodeData< k > & operator* ()`
Dereferencing a SimplexID returns the data stored.
- `complex::NodeData< k > const & data () const`
Get a handle to the stored data.
- `complex::NodeData< k > & data ()`
Get a handle to the stored data.

- `std::array< KeyType, k > indices () const`
Gets the name of a simplex as an std::Array.
- `template<class Inserter >`
`void cover_insert (Inserter pos) const`
Insert the coboundary keys of a simple into an inserter.
- `std::vector< KeyType > cover () const`
Get the coboundary keys of a simplex.
- `template<std::size_t j>`
`SimplexID< k+j > get_simplex_up (const KeyType(&s)[j]) const`
Get a coboundary simplex.
- `template<std::size_t j>`
`SimplexID< k+j > get_simplex_up (const std::array< KeyType, j > &arr) const`
Get a coboundary simplex.
- `SimplexID< k+1 > get_simplex_up (const KeyType s) const`
Convenience version of get_simplex_up when the name 's' consists of a single character.
- `template<std::size_t j>`
`SimplexID< k-j > get_simplex_down (const KeyType(&s)[j]) const`
Gets the simplex down.
- `template<std::size_t j>`
`SimplexID< k-j > get_simplex_down (const std::array< KeyType, j > &arr) const`
Gets the simplex down.
- `SimplexID< k-1 > get_simplex_down (const KeyType s) const`
Gets the simplex down.

Data Fields

- friend `simplicial_complex< traits >`
SimplexID is a friend of the complex.

Static Public Attributes

- static constexpr `std::size_t level = k`
The dimension of the simplex.

Friends

- `bool operator== (SimplexID lhs, SimplexID rhs)`
Equality of wrapped pointers.
- `bool operator!= (SimplexID lhs, SimplexID rhs)`
Inequality of wrapped pointers.
- `bool operator<= (SimplexID lhs, SimplexID rhs)`
Compare wrapped pointers.
- `bool operator>= (SimplexID lhs, SimplexID rhs)`
Compare wrapped pointers.
- `bool operator< (SimplexID lhs, SimplexID rhs)`
Compare wrapped pointers.
- `bool operator> (SimplexID lhs, SimplexID rhs)`
Compare wrapped pointers.
- `std::ostream & operator<< (std::ostream &out, const SimplexID &nid)`
Print the simplex as its name.

9.11.1 Detailed Description

```
template<typename traits>
template<std::size_t k>
struct casc::simplicial_complex< traits >::SimplexID< k >
```

[SimplexID](#) wraps a `Node*` for external handling. This way the end users are never exposed to a raw pointer. For all general purposes algorithms should use and pass `SimplexIDs` over raw pointers.

Template Parameters

<i>k</i>	The Simplex dimension.
----------	------------------------

9.11.2 Constructor & Destructor Documentation

9.11.2.1 SimplexID() [1/2]

```
template<typename traits >
template<std::size_t k>
casc::simplicial_complex< traits >::SimplexID< k >::SimplexID (
    NodePtr< k > p ) [inline]
```

Parameters

in	<i>p</i>	The <code>NodePtr</code> to wrap
----	----------	----------------------------------

9.11.2.2 SimplexID() [2/2]

```
template<typename traits >
template<std::size_t k>
casc::simplicial_complex< traits >::SimplexID< k >::SimplexID (
    const SimplexID< k > & rhs ) [inline]
```

Parameters

in	<i>rhs</i>	Another SimplexID to copy.
----	------------	--

9.11.3 Member Function Documentation

9.11.3.1 `cover()`

```
template<typename traits >
template<std::size_t k>
std::vector<KeyType> casc::simplicial_complex< traits >::SimplexID< k >::cover ( ) const
[inline]
```

Returns

A vector of coboundary indices.

9.11.3.2 `cover_insert()`

```
template<typename traits >
template<std::size_t k>
template<class Inserter >
void casc::simplicial_complex< traits >::SimplexID< k >::cover_insert (
    Inserter pos ) const [inline]
```

Parameters

<code>in</code>	<code>pos</code>	Iterator inserter
-----------------	------------------	-------------------

Template Parameters

<i>Inserter</i>	Typename of the inserter.
-----------------	---------------------------

9.11.3.3 `get_simplex_up()` [1/3]

```
template<typename traits >
template<std::size_t k>
SimplexID<k+1> casc::simplicial_complex< traits >::SimplexID< k >::get_simplex_up (
    const KeyType s ) const [inline]
```

Parameters

<code>in</code>	<code>id</code>	The identifier of a simplex.
<code>in</code>	<code>s</code>	The relative single character name of the desired simplex.

Template Parameters

<i>i</i>	The size of simplex 'id'.
----------	---------------------------

Returns

[SimplexID](#) of node corresponding to $id \cup s$.

9.11.3.4 `get_simplex_up()` [2/3]

```
template<typename traits >
template<std::size_t k>
template<std::size_t j>
SimplexID<k+j> casc::simplicial\_complex< traits >::SimplexID< k >::get_simplex_up (
    const KeyType (&) s[j] ) const [inline]
```

Parameters

in	s	Array of keys to follow
----	---	-------------------------

Template Parameters

j	Number of keys
---	----------------

Returns

The simplex up

9.11.3.5 `get_simplex_up()` [3/3]

```
template<typename traits >
template<std::size_t k>
template<std::size_t j>
SimplexID<k+j> casc::simplicial\_complex< traits >::SimplexID< k >::get_simplex_up (
    const std::array< KeyType, j > & arr ) const [inline]
```

Parameters

in	arr	Array of keys to follow
----	-----	-------------------------

Template Parameters

j	Number of keys
---	----------------

Returns

The simplex up

9.11.3.6 `indices()`

```
template<typename traits >
template<std::size_t k>
std::array<KeyType, k> casc::simplicial_complex< traits >::SimplexID< k >::indices ( ) const
[inline]
```

Parameters

in	<i>id</i>	SimplexID of the simplex of interest.
----	-----------	---

Returns

Array containing the name of 'id'.

9.11.4 Friends And Related Function Documentation

9.11.4.1 `operator<<`

```
template<typename traits >
template<std::size_t k>
std::ostream& operator<< (
    std::ostream & out,
    const SimplexID< k > & nid ) [friend]
```

Parameters

	<i>out</i>	Handle to the stream
in	<i>nid</i>	SimplexID of interest

Returns

Handle to the stream

Example

```
{ (.c) }
mesh.insert<3>({0,1,2});
std::cout << s << std::endl;
s{0,1,2}"
```

The documentation for this struct was generated from the following file:

- `include/casc/SimplicialComplex.h`

9.12 `casc::SimplexMap< Complex >` Struct Template Reference

A multimap to represent a map of simplex indices to a set of simplices.

```
#include <SimplexMap.h>
```

Public Types

- `template<std::size_t j>`
using `SimplexID` = typename `Complex::template SimplexID< j >`
Alias for SimplexID.
- using `LevelIndex` = typename `Complex::LevelIndex`
Index sequence of types from the `simplicial_complex`.
- using `cLevelIndex` = typename `util::remove_first_val< std::size_t, LevelIndex >::type`
Index sequence starting at 1.
- using `RevIndex` = typename `util::reverse_sequence< std::size_t, LevelIndex >::type`
Reversed Index sequence.
- using `cRevIndex` = typename `util::reverse_sequence< std::size_t, cLevelIndex >::type`
Reversed index sequence stops at 1.
- using `type_this` = `SimplexMap< Complex >`
Typename of this object.

Public Member Functions

- `SimplexMap ()`
Default constructor.
- `template<std::size_t k>`
`auto & get ()`
Get the map for a particular simplex dimension.
- `template<std::size_t k>`
`auto & get () const`

Friends

- `std::ostream & operator<< (std::ostream &output, const SimplexMap< Complex > &S)`
Print the `SimplexMap`.

9.12.1 Detailed Description

```
template<typename Complex>
struct casc::SimplexMap< Complex >
```

Template Parameters

<i>Complex</i>	Typename of the <code>simplicial_complex</code> .
----------------	---

9.12.2 Member Function Documentation

9.12.2.1 `get()` [1/2]

```
template<typename Complex >
template<std::size_t k>
```

```
auto& casc::SimplexMap< Complex >::get ( ) [inline]
```

Template Parameters

<i>k</i>	Simplex dimension to retrieve.
----------	--------------------------------

Returns

A map of SimplexID<k> to [SimplexSet](#).

9.12.2.2 `get()` [2/2]

```
template<typename Complex >
template<std::size_t k>
auto& casc::SimplexMap< Complex >::get ( ) const [inline]
```

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

9.12.3 Friends And Related Function Documentation

9.12.3.1 `operator<<`

```
template<typename Complex >
std::ostream& operator<< (
    std::ostream & output,
    const SimplexMap< Complex > & S ) [friend]
```

Parameters

	<i>output</i>	Handle to the stream to print to.
<i>in</i>	<i>S</i>	SimplexMap to print.

Returns

Handle to the stream.

The documentation for this struct was generated from the following file:

- `include/casc/SimplexMap.h`

9.13 `casc::SimplexSet< Complex >` Struct Template Reference

A multiset to store simplices in a [simplicial_complex](#).

```
#include <SimplexSet.h>
```

Public Types

- `template<std::size_t j>`
using `SimplexID` = `typename Complex::template SimplexID< j >`
Alias for SimplexID.
- using `LevelIndex` = `typename Complex::LevelIndex`
Index sequence of types from the [simplicial_complex](#).
- using `cLevelIndex` = `typename util::remove_first_val< std::size_t, LevelIndex >::type`
Index sequence starting at 1.
- using `RevIndex` = `typename util::reverse_sequence< std::size_t, LevelIndex >::type`
Reversed index sequence.
- using `cRevIndex` = `typename util::reverse_sequence< std::size_t, cLevelIndex >::type`
Reversed index sequence stops at 1.
- using `type_this` = `SimplexSet< Complex >`
Typename of this.
- using `SimplexIDLevel` = `typename util::int_type_map< std::size_t, std::tuple, LevelIndex, SimplexID >::type`
Tuple of SimplexIDs wrt an integral level.

Public Member Functions

- `SimplexSet ()`
Default constructor.
- `~SimplexSet ()`
Default destructor.
- `template<std::size_t k>`
`auto empty () const noexcept`
Checks if a level has no elements.
- `template<std::size_t k>`
`auto size () const noexcept`
Return the number of elements in a level.
- `void clear ()`
Clear the contents.
- `template<std::size_t k>`
`void insert (SimplexID< k > s)`
Insert a simplex into the set.
- `void insert (const SimplexSet< Complex > &s)`
Insert a [SimplexSet](#) into this.
- `template<std::size_t k>`
`void erase (SimplexID< k > s)`
Remove a simplex from the set.
- `void erase (const SimplexSet< Complex > &s)`
Remove a set of simplices.
- `template<std::size_t k>`
`auto find (const SimplexID< k > s)`

Get the simplex of interest.

- `template<std::size_t k>`
`auto find (const SimplexID< k > s) const`

Get the simplex of interest.

- `template<std::size_t k>`
`auto end ()`

Get the past-the-end iterator.

- `template<std::size_t k>`
`auto cend () const`

Get the past-the-end iterator.

- `template<std::size_t k>`
`auto begin ()`

Get an iterator to the first element of the container.

- `template<std::size_t k>`
`auto cbegin () const`

Get an iterator to the first element of the container.

- `template<std::size_t k>`
`auto & get ()`
- `template<std::size_t k>`
`auto & get () const`

Data Fields

- `util::type_map< SimplexIDLevel, NodeSet >::type tupleSet`
Tuple of NodeSets per level.

Friends

- `std::ostream & operator<< (std::ostream &output, const SimplexSet< Complex > &S)`
Print the SimplexSet.

9.13.1 Detailed Description

```
template<typename Complex>
struct casc::SimplexSet< Complex >
```

This is really a tuple of sets where each set corresponds to a simplex dimension. Many convenience functions are wrapped so this behaves much like a `std::set`.

Template Parameters

<i>Complex</i>	Typename of the simplicial_complex .
----------------	--

9.13.2 Member Function Documentation

9.13.2.1 begin()

```
template<typename Complex >
template<std::size_t k>
auto casc::SimplexSet< Complex >::begin ( ) [inline]
```

Template Parameters

<i>k</i>	The simplex dimension to get iterator of.
----------	---

Returns

Returns an iterator to the first element.

9.13.2.2 cbegin()

```
template<typename Complex >
template<std::size_t k>
auto casc::SimplexSet< Complex >::cbegin ( ) const [inline]
```

Template Parameters

<i>k</i>	The simplex dimension to get iterator of.
----------	---

Returns

Returns an iterator to the first element.

9.13.2.3 cend()

```
template<typename Complex >
template<std::size_t k>
auto casc::SimplexSet< Complex >::cend ( ) const [inline]
```

Template Parameters

<i>k</i>	The simplex dimension to get iterator of.
----------	---

Returns

Returns an iterator to the element following the last element of the set for the specified simplex dimension.

9.13.2.4 `empty()`

```
template<typename Complex >
template<std::size_t k>
auto casc::SimplexSet< Complex >::empty ( ) const [inline], [noexcept]
```

Template Parameters

<code>k</code>	Level to check.
----------------	-----------------

Returns

True if the container is empty, false otherwise.

9.13.2.5 `end()`

```
template<typename Complex >
template<std::size_t k>
auto casc::SimplexSet< Complex >::end ( ) [inline]
```

Template Parameters

<code>k</code>	The simplex dimension to get iterator of.
----------------	---

Returns

Returns an iterator to the element following the last element of the set for the specified simplex dimension.

9.13.2.6 `erase()` [1/2]

```
template<typename Complex >
void casc::SimplexSet< Complex >::erase (
    const SimplexSet< Complex > & s ) [inline]
```

Parameters

in	<code>s</code>	<code>SimplexSet</code> to remove.
----	----------------	------------------------------------

9.13.2.7 `erase()` [2/2]

```
template<typename Complex >
template<std::size_t k>
```

```
void casc::SimplexSet< Complex >::erase (
    SimplexID< k > s ) [inline]
```

Parameters

in	<i>s</i>	Simplex to remove.
----	----------	--------------------

Template Parameters

<i>k</i>	Simplex dimension of 's'.
----------	---------------------------

9.13.2.8 find() [1/2]

```
template<typename Complex >
template<std::size_t k>
auto casc::SimplexSet< Complex >::find (
    const SimplexID< k > s ) [inline]
```

Parameters

in	<i>s</i>	The simplex to search for.
----	----------	----------------------------

Template Parameters

<i>k</i>	Simplex dimension of 's'.
----------	---------------------------

Returns

Iterator to an element with key equivalent to *s*. If no such element is found, past-the-end iterator (see [end\(\)](#)) is returned.

9.13.2.9 find() [2/2]

```
template<typename Complex >
template<std::size_t k>
auto casc::SimplexSet< Complex >::find (
    const SimplexID< k > s ) const [inline]
```

Parameters

in	<i>s</i>	The simplex to search for.
----	----------	----------------------------

Template Parameters

<code>k</code>	Simplex dimension of 's'.
----------------	---------------------------

Returns

Iterator to an element with key equivalent to `s`. If no such element is found, past-the-end iterator (see [end\(\)](#)) is returned.

9.13.2.10 `insert()` [1/2]

```
template<typename Complex >
void casc::SimplexSet< Complex >::insert (
    const SimplexSet< Complex > & s ) [inline]
```

Parameters

<code>in</code>	<code>s</code>	The SimplexSet to insert.
-----------------	----------------	---

9.13.2.11 `insert()` [2/2]

```
template<typename Complex >
template<std::size_t k>
void casc::SimplexSet< Complex >::insert (
    SimplexID< k > s ) [inline]
```

Parameters

<code>in</code>	<code>s</code>	Simplex to insert.
-----------------	----------------	--------------------

Template Parameters

<code>k</code>	Simplex dimension of 's'.
----------------	---------------------------

9.13.2.12 `size()`

```
template<typename Complex >
template<std::size_t k>
auto casc::SimplexSet< Complex >::size ( ) const [inline], [noexcept]
```

Template Parameters

k	Simplex dimension to query
-----	----------------------------

Returns

Returns the number of simplices of dimension k are in the set.

9.13.3 Friends And Related Function Documentation

9.13.3.1 operator<<

```
template<typename Complex >
std::ostream& operator<< (
    std::ostream & output,
    const SimplexSet< Complex > & S ) [friend]
```

See also `casc::simplicial_complex::SimplexID::operator<<`.

Parameters

	<i>output</i>	Handle to the stream to print to.
<i>in</i>	<i>S</i>	SimplexSet to print.

Returns

Handle to the stream.

The documentation for this struct was generated from the following file:

- `include/casc/SimplexSet.h`

9.14 `casc::simplicial_complex< traits >` Class Template Reference

The CASC data structure for representing simplicial complexes of arbitrary dimensionality with coloring.

```
#include <SimplicialComplex.h>
```

Data Structures

- struct [EdgeID](#)
External reference to an edge or a connection within the complex.
- struct [SimplexID](#)
A handle for a simplex object in the complex.

Public Types

- using `KeyType` = typename traits::KeyType
Typename of simplex keys.
- using `NodeDataTypes` = typename traits::NodeTypes
Typenames of the data stored on simplices.
- using `EdgeDataTypes` = typename traits::EdgeTypes
Typenames of the data stored on edges.
- using `type_this` = `simplicial_complex< traits >`
Type of this.
- using `LevelIndex` = typename std::make_index_sequence< `numLevels` >
Index of all simplex dimensions in the complex.
- template<std::size_t k>
using `NodeData` = typename util::type_get< k, `NodeDataTypes` >::type
- template<std::size_t k>
using `EdgeData` = typename util::type_get< k, `EdgeDataTypes` >::type

Public Member Functions

- `simplicial_complex ()`
Default constructor.
- `~simplicial_complex ()`
Destruct the simplicial complex.
- template<std::size_t n>
`SimplexID< n > insert (const KeyType(&s)[n])`
Insert a simplex and all sub-simplices into the complex.
- template<std::size_t n>
`SimplexID< n > insert (const KeyType(&s)[n], const NodeData< n > &data)`
Insert a simplex and all sub-simplices into the complex along with data.
- template<std::size_t n>
`SimplexID< n > insert (const std::array< KeyType, n > &s)`
Insert a simplex named and all sub-simplices into the complex.
- template<std::size_t n>
`SimplexID< n > insert (const std::array< KeyType, n > &s, const NodeData< n > &data)`
Insert a simplex and all sub-simplices into the complex along with data.
- `KeyType add_vertex ()`
Add a new vertex to the complex.
- `KeyType add_vertex (const NodeData< 1 > &data)`
Add a new vertex to the complex with data.
- template<std::size_t n, typename Lambda >
void `get_name (SimplexID< n > id, Lambda fn) const`
Apply a lambda function the name of a simplex.
- template<std::size_t n>
std::array< `KeyType`, n > `get_name (SimplexID< n > id) const`
Gets the name of a simplex as an std::Array.
- std::array< `KeyType`, 0 > `get_name (SimplexID< 0 >) const`
Gets the name of a simplex.
- template<std::size_t n>
`SimplexID< n > get_simplex_up (const KeyType(&s)[n]) const`
Gets the simplex with name 's'.
- template<std::size_t n>
`SimplexID< n > get_simplex_up (const std::array< KeyType, n > &arr) const`

- `template<std::size_t i, std::size_t j>`
`SimplexID< i+j > get_simplex_up (const SimplexID< i > id, const KeyType(&s)[j]) const`
Get the simplex identifier which has the name 's' relative to the simplex 'id'.
- `template<std::size_t i, std::size_t j>`
`SimplexID< i+j > get_simplex_up (const SimplexID< i > id, const std::array< KeyType, j > &arr) const`
- `template<std::size_t i>`
`SimplexID< i+1 > get_simplex_up (const SimplexID< i > id, const KeyType s) const`
Convenience version of get_simplex_up when the name 's' consists of a single character.
- `SimplexID< 0 > get_simplex_up () const`
Get the root simplex.
- `template<std::size_t i, std::size_t j>`
`SimplexID< i-j > get_simplex_down (const SimplexID< i > id, const KeyType(&s)[j]) const`
Get the sub-simplex of the simplex 'id' which does not have 's' in the name.
- `template<std::size_t i, std::size_t j>`
`SimplexID< i-j > get_simplex_down (const SimplexID< i > id, const std::array< KeyType, j > &arr) const`
- `template<std::size_t i>`
`SimplexID< i-1 > get_simplex_down (const SimplexID< i > id, const KeyType s) const`
Convenience version of get_simplex_down when the name 's' consists of a single character.
- `SimplexID< 0 > get_simplex_down () const`
Get the root simplex.
- `template<std::size_t k, class Inserter >`
`void get_cover_insert (const SimplexID< k > id, Inserter pos) const`
Insert the coboundary keys of a simple into an inserter.
- `template<std::size_t k, class Lambda >`
`void get_cover (const SimplexID< k > id, Lambda fn) const`
Apply a lambda function to the coboundary keys.
- `template<std::size_t k>`
`std::vector< KeyType > get_cover (const SimplexID< k > id) const`
Get the coboundary keys of a simplex.
- `template<std::size_t k>`
`std::set< SimplexID< k+1 > > up (const std::set< SimplexID< k > > &&simplices) const`
Get the coboundary of a set of simplices.
- `template<std::size_t k>`
`std::set< SimplexID< k+1 > > up (const std::set< SimplexID< k > > &simplices) const`
Get the coboundary of a set of simplices.
- `template<std::size_t k>`
`std::set< SimplexID< k+1 > > up (const SimplexID< k > nid) const`
Get the coboundary of a simplex.
- `template<std::size_t k, class InsertIter >`
`void up (const std::set< SimplexID< k > > &&simplices, InsertIter iter) const`
- `template<std::size_t k, class InsertIter >`
`void up (const std::set< SimplexID< k > > &simplices, InsertIter iter) const`
- `template<std::size_t k, class InsertIter >`
`void up (const SimplexID< k > simplex, InsertIter iter) const`
- `template<std::size_t k>`
`std::set< SimplexID< k-1 > > down (const std::set< SimplexID< k > > &&simplices) const`
Get the boundary of a set of simplices.
- `template<std::size_t k>`
`std::set< SimplexID< k-1 > > down (const std::set< SimplexID< k > > &simplices) const`
Get the boundary of a set of simplices.
- `template<std::size_t k>`
`std::set< SimplexID< k-1 > > down (const SimplexID< k > simplex) const`
Get the boundary of a simplex.

- `template<std::size_t k, class InsertIter >`
`void down (const std::set< SimplexID< k >> &&simplices, InsertIter iter) const`
- `template<std::size_t k, class InsertIter >`
`void down (const std::set< SimplexID< k >> &simplices, InsertIter iter) const`
- `template<std::size_t k, class InsertIter >`
`void down (const SimplexID< k > simplex, InsertIter iter) const`
- `template<std::size_t k>`
`EdgeID< k+1 > get_edge_up (SimplexID< k > simplex, KeyType a)`
Gets the edge up from a simplex.
- `template<std::size_t k>`
`EdgeID< k > get_edge_down (SimplexID< k > simplex, KeyType a)`
Gets the edge down from a simplex.
- `template<std::size_t k>`
`EdgeID< k+1 > get_edge_up (SimplexID< k > simplex, KeyType a) const`
Gets the edge up from a simplex.
- `template<std::size_t k>`
`EdgeID< k > get_edge_down (SimplexID< k > simplex, KeyType a) const`
Gets the edge down from a simplex.
- `template<std::size_t k>`
`bool exists (const KeyType(&s)[k]) const`
Check whether a simplex with some name exists.
- `template<std::size_t k>`
`std::size_t size () const`
Get the number of simplices of dimension 'k'.
- `template<std::size_t k>`
`auto get_level_id ()`
Create an iterator to traverse the SimplexIDs of a dimension.
- `template<std::size_t k>`
`auto get_level_id () const`
Create an iterator to traverse the SimplexIDs of a dimension.
- `template<std::size_t k>`
`auto get_level ()`
Create an iterator to traverse the simplex data of a dimension.
- `template<std::size_t k>`
`auto get_level () const`
Create an iterator to traverse the simplex data of a dimension.
- `template<std::size_t k>`
`std::size_t remove (const KeyType(&s)[k])`
Remove a simplex and all dependent simplices by name.
- `template<std::size_t k>`
`std::size_t remove (const std::array< KeyType, k > &s)`
Remove a simplex and all dependent simplices by name.
- `template<std::size_t k>`
`std::size_t remove (SimplexID< k > s)`
Remove a simplex and all dependent simplices by SimplexID.
- `template<std::size_t k>`
`bool onBoundary (const SimplexID< k > s) const`
Checks whether a simplex is on a boundary.
- `template<std::size_t level>`
`bool nearBoundary (const SimplexID< level > s) const`
Checks whether a simplex is near a boundary.
- `template<std::size_t L, std::size_t R>`
`bool leq (SimplexID< L > lhs, SimplexID< R > rhs) const`

Less than or equal to comparison operator of two SimplexIDs.

- `template<std::size_t L, std::size_t R>`
`bool eq (SimplexID< L >, SimplexID< R >) const`

Equality comparison of two simplices.

- `template<std::size_t k>`
`bool eq (SimplexID< k > lhs, SimplexID< k > rhs) const`

Equality comparison of two simplices.

- `template<std::size_t L, std::size_t R>`
`bool lt (SimplexID< L > lhs, SimplexID< R > rhs) const`

Less than comparison of simplices.

Static Public Attributes

- static constexpr `std::size_t numLevels` = `NodeDataTypes::size`

Total number of levels in the complex.

- static constexpr `std::size_t topLevel` = `numLevels-1`

Dimension of the simplicial complex.

- static constexpr `std::size_t bdryLevel` = `numLevels-2`

Dimension of boundaries.

Friends

- struct `SimplexID`
- struct `EdgeID`

9.14.1 Detailed Description

```
template<typename traits>
class casc::simplicial_complex< traits >
```

You can create a CASC object by defining a struct containing the traits of the complex. For example:

```
struct complex_traits{
    using KeyType = int;
    using NodeTypes = util::type_holder<int,int,int,int>;
    using EdgeTypes = util::type_holder<int,int,int>;
};
using SurfaceMesh = simplicial_complex<complex_traits>;
```

This is the preferred method for creating a new CASC type. Alternatively you can use the [AbstractSimplicialComplex](#) alias to build a struct for you.

Template Parameters

<i>traits</i>	A struct defining the dimension of the complex and data to be stored on each node and edge.
---------------	---

9.14.2 Member Typedef Documentation

9.14.2.1 EdgeData

```
template<typename traits >
template<std::size_t k>
using casc::simplicial_complex< traits >::EdgeData = typename util::type_get<k, EdgeDataTypes>↔
::type
```

Convenience alias for the user specified `EdgeData<k>` typename

9.14.2.2 NodeData

```
template<typename traits >
template<std::size_t k>
using casc::simplicial_complex< traits >::NodeData = typename util::type_get<k, NodeDataTypes>↔
::type
```

Convenience alias for the user specified `NodeData<k>` typename

9.14.3 Constructor & Destructor Documentation

9.14.3.1 `~simplicial_complex()`

```
template<typename traits >
casc::simplicial_complex< traits >::~~simplicial_complex ( ) [inline]
```

Recursively go over the simplices and remove them prior to destructing the CASC object itself.

9.14.4 Member Function Documentation

9.14.4.1 `add_vertex()` [1/2]

```
template<typename traits >
KeyType casc::simplicial_complex< traits >::add_vertex ( ) [inline]
```

A list of currently unused indices are tracked using a B-tree. This function retrieves a currently unused index and creates a new vertex while returning the new key.

Returns

The key of the new vertex.

9.14.4.2 add_vertex() [2/2]

```
template<typename traits >
KeyType casc::simplicial_complex< traits >::add_vertex (
    const NodeData< 1 > & data ) [inline]
```

Returns

The key of the new vertex.

9.14.4.3 down() [1/3]

```
template<typename traits >
template<std::size_t k>
std::set<SimplexID<k-1> > casc::simplicial_complex< traits >::down (
    const SimplexID< k > simplex ) const [inline]
```

Parameters

<i>simplex</i>	The simplex of interest.
----------------	--------------------------

Template Parameters

<i>k</i>	The dimension of the simplex.
----------	-------------------------------

Returns

Set of (k-1)-simplices of which 'simplex' is a coface of.

9.14.4.4 down() [2/3]

```
template<typename traits >
template<std::size_t k>
std::set<SimplexID<k-1> > casc::simplicial_complex< traits >::down (
    const std::set< SimplexID< k > > && simplices ) const [inline]
```

Parameters

<i>simplices</i>	The set of simplicies.
------------------	------------------------

Template Parameters

<i>k</i>	The dimension of the simplices.
----------	---------------------------------

Returns

The set of boundary simplices.

9.14.4.5 `down()` [3/3]

```
template<typename traits >
template<std::size_t k>
std::set<SimplexID<k-1> > casc::simplicial_complex< traits >::down (
    const std::set< SimplexID< k > > & simplices ) const [inline]
```

Parameters

<i>simplices</i>	The set of simplices.
------------------	-----------------------

Template Parameters

<i>k</i>	The dimension of the simplices.
----------	---------------------------------

Returns

The set of boundary simplices.

9.14.4.6 `eq()` [1/2]

```
template<typename traits >
template<std::size_t k>
bool casc::simplicial_complex< traits >::eq (
    SimplexID< k > lhs,
    SimplexID< k > rhs ) const [inline]
```

Parameters

in	<i>lhs</i>	The left hand side
in	<i>rhs</i>	The right hand side

Template Parameters

<i>k</i>	Dimension of the simplices.
----------	-----------------------------

Returns

True if the names are the same.

9.14.4.7 eq() [2/2]

```

template<typename traits >
template<std::size_t L, std::size_t R>
bool casc::simplicial_complex< traits >::eq (
    SimplexID< L > ,
    SimplexID< R > ) const [inline]

```

Parameters

in	<i>lhs</i>	The left hand side
in	<i>rhs</i>	The right hand side

Template Parameters

<i>L</i>	Dimension of lhs simplex.
<i>R</i>	Dimension of rhs simplex.

Returns

Always false as $L \neq R$. The $L=R$ case is overloaded by partial specialization.

9.14.4.8 exists()

```

template<typename traits >
template<std::size_t k>
bool casc::simplicial_complex< traits >::exists (
    const KeyType (&) s[k] ) const [inline]

```

Parameters

in	<i>s</i>	C-style array of the name
----	----------	---------------------------

Template Parameters

<i>k</i>	The dimension of the simplex.
----------	-------------------------------

Returns

True if the simplex is in the complex.

9.14.4.9 get_cover() [1/2]

```

template<typename traits >
template<std::size_t k>

```

```
std::vector<KeyType> casc::simplicial_complex< traits >::get_cover (
    const SimplexID< k > id ) const [inline]
```

Parameters

in	<i>id</i>	The identifier of a simplex.
----	-----------	------------------------------

Template Parameters

<i>k</i>	The dimension of the simplex.
----------	-------------------------------

Returns

A vector of coboundary indices.

9.14.4.10 `get_cover()` [2/2]

```
template<typename traits >
template<std::size_t k, class Lambda >
void casc::simplicial_complex< traits >::get_cover (
    const SimplexID< k > id,
    Lambda fn ) const [inline]
```

Parameters

in	<i>id</i>	The identifier
in	<i>fn</i>	The function

Template Parameters

<i>k</i>	The dimension of the simplex.
<i>Lambda</i>	Typename of a functor which supports operator(KeyType).

9.14.4.11 `get_cover_insert()`

```
template<typename traits >
template<std::size_t k, class Inserter >
void casc::simplicial_complex< traits >::get_cover_insert (
    const SimplexID< k > id,
    Inserter pos ) const [inline]
```

Parameters

in	<i>id</i>	The identifier of a simplex.
in	<i>pos</i>	Iterator inserter

Template Parameters

<i>k</i>	The dimension of the simplex.
<i>Insertter</i>	Typename of the inserter.

9.14.4.12 `get_edge_down()` [1/2]

```
template<typename traits >
template<std::size_t k>
EdgeID<k> casc::simplicial_complex< traits >::get_edge_down (
    SimplexID< k > simplex,
    KeyType a ) [inline]
```

Parameters

in	<i>simplex</i>	The simplex of interest.
in	<i>a</i>	Key of the edge to get.

Template Parameters

<i>k</i>	The level of the simplex of interest
----------	--------------------------------------

Returns

The edge down.

9.14.4.13 `get_edge_down()` [2/2]

```
template<typename traits >
template<std::size_t k>
EdgeID<k> casc::simplicial_complex< traits >::get_edge_down (
    SimplexID< k > simplex,
    KeyType a ) const [inline]
```

Parameters

in	<i>simplex</i>	The simplex of interest.
in	<i>a</i>	Key of the edge to get.

Template Parameters

<i>k</i>	The level of the simplex of interest
----------	--------------------------------------

Returns

The edge down.

9.14.4.14 `get_edge_up()` [1/2]

```
template<typename traits >
template<std::size_t k>
EdgeID<k+1> casc::simplicial_complex< traits >::get_edge_up (
    SimplexID< k > simplex,
    KeyType a ) [inline]
```

Parameters

in	<i>simplex</i>	The simplex of interest.
in	<i>a</i>	Key of the edge to get.

Template Parameters

<i>k</i>	The level of the simplex of interest
----------	--------------------------------------

Returns

The edge up.

9.14.4.15 `get_edge_up()` [2/2]

```
template<typename traits >
template<std::size_t k>
EdgeID<k+1> casc::simplicial_complex< traits >::get_edge_up (
    SimplexID< k > simplex,
    KeyType a ) const [inline]
```

Parameters

in	<i>simplex</i>	The simplex of interest.
in	<i>a</i>	Key of the edge to get.

Template Parameters

<i>k</i>	The level of the simplex of interest
----------	--------------------------------------

Returns

The edge up.

9.14.4.16 get_level() [1/2]

```
template<typename traits >
template<std::size_t k>
auto casc::simplicial_complex< traits >::get_level ( ) [inline]
```

Template Parameters

<i>k</i>	The simplex dimension to traverse.
----------	------------------------------------

Returns

An iterator across the data of all k-simplices in the complex.

9.14.4.17 get_level() [2/2]

```
template<typename traits >
template<std::size_t k>
auto casc::simplicial_complex< traits >::get_level ( ) const [inline]
```

Template Parameters

<i>k</i>	The simplex dimension to traverse.
----------	------------------------------------

Returns

An iterator across the data of all k-simplices in the complex.

9.14.4.18 get_level_id() [1/2]

```
template<typename traits >
template<std::size_t k>
auto casc::simplicial_complex< traits >::get_level_id ( ) [inline]
```

Template Parameters

<i>k</i>	The simplex dimension to traverse.
----------	------------------------------------

Returns

An iterator across all k-simplices of the complex.

9.14.4.19 `get_level_id()` [2/2]

```
template<typename traits >
template<std::size_t k>
auto casc::simplicial_complex< traits >::get_level_id ( ) const [inline]
```

Template Parameters

<i>k</i>	The simplex dimension to traverse.
----------	------------------------------------

Returns

An iterator across all k-simplices of the complex.

9.14.4.20 `get_name()` [1/3]

```
template<typename traits >
std::array<KeyType, 0> casc::simplicial_complex< traits >::get_name (
    SimplexID< 0 > ) const [inline]
```

This is the explicit specialization which handles the empty set simplex.

Parameters

<i>in</i>	<i>id</i>	<code>SimplexID</code> of the simplex of interest.
-----------	-----------	--

Returns

Array containing the name of 'id'.

9.14.4.21 `get_name()` [2/3]

```
template<typename traits >
template<std::size_t n>
std::array<KeyType, n> casc::simplicial_complex< traits >::get_name (
    SimplexID< n > id ) const [inline]
```

Parameters

in	<i>id</i>	SimplexID of the simplex of interest.
----	-----------	---

Template Parameters

<i>n</i>	Size of the simplex referenced by 'id'.
----------	---

Returns

Array containing the name of 'id'.

9.14.4.22 `get_name()` [3/3]

```
template<typename traits >
template<std::size_t n, typename Lambda >
void casc::simplicial\_complex< traits >::get_name (
    SimplexID< n > id,
    Lambda fn ) const [inline]
```

Parameters

in	<i>id</i>	SimplexID of the simplex of interest.
in	<i>fn</i>	Lambda function to apply to the name of 'id'.

Template Parameters

<i>n</i>	Dimension of simplex 'id'.
<i>Lambda</i>	Functor which supports operator(KeyType).

9.14.4.23 `get_simplex_down()` [1/3]

```
template<typename traits >
SimplexID<0> casc::simplicial\_complex< traits >::get_simplex_down ( ) const [inline]
```

Returns

The root simplex.

9.14.4.24 `get_simplex_down()` [2/3]

```
template<typename traits >
template<std::size_t i>
SimplexID<i-1> casc::simplicial_complex< traits >::get_simplex_down (
    const SimplexID< i > id,
    const KeyType s ) const [inline]
```

Parameters

in	<i>id</i>	The identifier of a simplex.
in	<i>s</i>	The relative single character name of the desired simplex.

Template Parameters

<i>i</i>	The size of simplex 'id'.
----------	---------------------------

Returns

The node down.

9.14.4.25 `get_simplex_down()` [3/3]

```
template<typename traits >
template<std::size_t i, std::size_t j>
SimplexID<i-j> casc::simplicial_complex< traits >::get_simplex_down (
    const SimplexID< i > id,
    const KeyType(&) s[j] ) const [inline]
```

Parameters

in	<i>id</i>	The identifier of a simplex.
in	<i>s</i>	The relative name of the desired simplex.

Template Parameters

<i>i</i>	The size of simplex 'id'.
<i>j</i>	The length of the name 's'

Returns

The node down.

9.14.4.26 get_simplex_up() [1/4]

```
template<typename traits >
SimplexID<0> casc::simplicial_complex< traits >::get_simplex_up ( ) const [inline]
```

Returns

The root simplex.

9.14.4.27 get_simplex_up() [2/4]

```
template<typename traits >
template<std::size_t n>
SimplexID<n> casc::simplicial_complex< traits >::get_simplex_up (
    const KeyType (&) s[n] ) const [inline]
```

Parameters

in	s	Name of the simplex to find.
----	---	------------------------------

Template Parameters

n	Dimension of simplex s.
---	-------------------------

Returns

SimplexID of node corresponding to 's'.

9.14.4.28 get_simplex_up() [3/4]

```
template<typename traits >
template<std::size_t i>
SimplexID<i+1> casc::simplicial_complex< traits >::get_simplex_up (
    const SimplexID< i > id,
    const KeyType s ) const [inline]
```

Parameters

in	id	The identifier of a simplex.
in	s	The relative single character name of the desired simplex.

Template Parameters

i	The size of simplex 'id'.
---	---------------------------

Returns

`SimplexID` of node corresponding to $id \cup s$.

9.14.4.29 `get_simplex_up()` [4/4]

```
template<typename traits >
template<std::size_t i, std::size_t j>
SimplexID<i+j> casc::simplicial_complex< traits >::get_simplex_up (
    const SimplexID< i > id,
    const KeyType (&) s[j] ) const [inline]
```

Parameters

in	<i>id</i>	The identifier of a simplex.
in	<i>s</i>	The relative name of the desired simplex.

Template Parameters

<i>i</i>	The size of simplex 'id'.
<i>j</i>	The length of the name 's'.

Returns

`SimplexID` of node corresponding to $id \cup s$.

9.14.4.30 `insert()` [1/4]

```
template<typename traits >
template<std::size_t n>
SimplexID<n> casc::simplicial_complex< traits >::insert (
    const KeyType (&) s[n] ) [inline]
```

Example – insert the simplex {1,2,3}:

```
mesh.insert<3>({1,2,3});
```

Parameters

in	<i>s</i>	A C style array of vertices of simplex 's'.
----	----------	---

Template Parameters

<i>n</i>	Dimension of simplex 's'.
----------	---------------------------

9.14.4.31 insert() [2/4]

```
template<typename traits >
template<std::size_t n>
SimplexID<n> casc::simplicial_complex< traits >::insert (
    const KeyType (&) s[n],
    const NodeData< n > & data ) [inline]
```

Example – insert the simplex {1,2,3} with data:

```
mesh.insert<3>({1,2,3}, 5);
```

Parameters

in	<i>s</i>	A C style array of vertices of simplex 's'.
in	<i>data</i>	The data to be stored at the simplex 's'.

Template Parameters

<i>n</i>	Dimension of simplex 's'.
----------	---------------------------

9.14.4.32 insert() [3/4]

```
template<typename traits >
template<std::size_t n>
SimplexID<n> casc::simplicial_complex< traits >::insert (
    const std::array< KeyType, n > & s ) [inline]
```

Parameters

in	<i>s</i>	Array of vertices comprising 's'.
----	----------	-----------------------------------

Template Parameters

<i>n</i>	Dimension of simplex 's'.
----------	---------------------------

9.14.4.33 insert() [4/4]

```
template<typename traits >
template<std::size_t n>
SimplexID<n> casc::simplicial_complex< traits >::insert (
    const std::array< KeyType, n > & s,
    const NodeData< n > & data ) [inline]
```

Parameters

in	<i>s</i>	Array of vertices comprising 's'.
in	<i>data</i>	The data to be stored at the simplex 's'.

Template Parameters

<i>n</i>	Dimension of simplex 's'.
----------	---------------------------

9.14.4.34 `leq()`

```
template<typename traits >
template<std::size_t L, std::size_t R>
bool casc::simplicial_complex< traits >::leq (
    SimplexID< L > lhs,
    SimplexID< R > rhs ) const [inline]
```

Parameters

in	<i>lhs</i>	The left hand side
in	<i>rhs</i>	The right hand side

Template Parameters

<i>L</i>	Dimension of lhs simplex.
<i>R</i>	Dimension of rhs simplex.

Returns

True if lhs is rhs or a proper face of rhs.

9.14.4.35 `lt()`

```
template<typename traits >
template<std::size_t L, std::size_t R>
bool casc::simplicial_complex< traits >::lt (
    SimplexID< L > lhs,
    SimplexID< R > rhs ) const [inline]
```

Parameters

in	<i>lhs</i>	The left hand side
in	<i>rhs</i>	The right hand side

Template Parameters

<i>L</i>	Dimension of lhs simplex.
<i>R</i>	Dimension of rhs simplex.

Returns

True if lhs is a proper subface of rhs.

9.14.4.36 nearBoundary()

```
template<typename traits >
template<std::size_t level>
bool casc::simplicial_complex< traits >::nearBoundary (
    const SimplexID< level > s ) const [inline]
```

Parameters

in	<i>s</i>	SimplexID of interest
----	----------	-----------------------

Template Parameters

<i>level</i>	Dimension of the simplex
--------------	--------------------------

Returns

True if the simplex or any subsimplices are onBoundary.

9.14.4.37 onBoundary()

```
template<typename traits >
template<std::size_t k>
bool casc::simplicial_complex< traits >::onBoundary (
    const SimplexID< k > s ) const [inline]
```

Parameters

in	<i>s</i>	SimplexID of interest
----	----------	-----------------------

Template Parameters

<i>k</i>	Dimension of the simplex
----------	--------------------------

Returns

True if the simplex is a member of a topLevel-1 simplex on the boundary or if the simplex is on a boundary or if the simplex is a coboundary of a boundary topLevel-1 simplex.

9.14.4.38 `remove()` [1/3]

```
template<typename traits >
template<std::size_t k>
std::size_t casc::simplicial_complex< traits >::remove (
    const KeyType (&) s[k] ) [inline]
```

Parameters

<code>in</code>	<code>s</code>	C-style array with the name of the simplex to remove.
-----------------	----------------	---

Template Parameters

<code>k</code>	The dimension of the simplex.
----------------	-------------------------------

Returns

Integer corresponding to the number of simplices removed.

9.14.4.39 `remove()` [2/3]

```
template<typename traits >
template<std::size_t k>
std::size_t casc::simplicial_complex< traits >::remove (
    const std::array< KeyType, k > & s ) [inline]
```

Parameters

<code>in</code>	<code>s</code>	<code>std::array</code> with the name of the simplex to remove.
-----------------	----------------	---

Template Parameters

<code>k</code>	The dimension of the simplex.
----------------	-------------------------------

Returns

Integer corresponding to the number of simplices removed.

9.14.4.40 remove() [3/3]

```
template<typename traits >
template<std::size_t k>
std::size_t casc::simplicial\_complex< traits >::remove (
    SimplexID< k > s ) [inline]
```

Parameters

in	s	SimplexID of the simplex to remove.
----	---	---

Template Parameters

k	The dimension of the simplex.
---	-------------------------------

Returns

Integer corresponding to the number of simplices removed.

9.14.4.41 size()

```
template<typename traits >
template<std::size_t k>
std::size_t casc::simplicial\_complex< traits >::size ( ) const [inline]
```

Template Parameters

k	The dimension of interest.
---	----------------------------

Returns

Integer number of k-simplices in the complex.

9.14.4.42 up() [1/3]

```
template<typename traits >
template<std::size_t k>
std::set<SimplexID<k+1> > casc::simplicial\_complex< traits >::up (
    const SimplexID< k > nid ) const [inline]
```

Parameters

nid	The simplex of interest
-----	-------------------------

Template Parameters

<i>k</i>	The dimension of the simplex.
----------	-------------------------------

Returns

Set of (k+1)-simplices of which 'nid' is a face of.

9.14.4.43 `up()` [2/3]

```
template<typename traits >
template<std::size_t k>
std::set<SimplexID<k+1> > casc::simplicial_complex< traits >::up (
    const std::set< SimplexID< k > > && simplices ) const [inline]
```

Parameters

<i>simplices</i>	The set of simplices
------------------	----------------------

Template Parameters

<i>k</i>	The dimension of the simplices.
----------	---------------------------------

Returns

The set of coboundary simplices.

9.14.4.44 `up()` [3/3]

```
template<typename traits >
template<std::size_t k>
std::set<SimplexID<k+1> > casc::simplicial_complex< traits >::up (
    const std::set< SimplexID< k > > & simplices ) const [inline]
```

Parameters

<i>simplices</i>	The set of simplices
------------------	----------------------

Template Parameters

<i>k</i>	The dimension of the simplices.
----------	---------------------------------

Returns

The set of coboundary simplices.

9.14.5 Friends And Related Function Documentation**9.14.5.1 EdgeID**

```
template<typename traits >
friend struct EdgeID [friend]
```

[EdgeID](#) is a friend to [simplicial_complex](#)

9.14.5.2 SimplexID

```
template<typename traits >
friend struct SimplexID [friend]
```

[SimplexID](#) is a friend of [simplicial_complex](#)

The documentation for this class was generated from the following file:

- include/casc/[SimplicialComplex.h](#)

9.15 util::type_get< k, T > Struct Template Reference

Helper to get the kth element from a [type_holder](#).

```
#include <util.h>
```

9.15.1 Detailed Description

```
template<std::size_t k, typename T>
struct util::type_get< k, T >
```

This is the empty general template which will be later specialized.

Template Parameters

<i>k</i>	Integer index of the type to retrieve
<i>T</i>	A type_holder queue of typenames

The documentation for this struct was generated from the following file:

- [include/casc/util.h](#)

9.16 util::type_get< 0, type_holder< Ts... > > Struct Template Reference

Specialization for terminal case.

```
#include <util.h>
```

Public Types

- using [type](#) = typename [type_holder](#)< Ts... >::head
The first type of the [type_holder](#).

9.16.1 Detailed Description

```
template<typename ... Ts>
struct util::type_get< 0, type_holder< Ts... > >
```

Template Parameters

<i>Ts</i>	Following typenames
-----------	---------------------

The documentation for this struct was generated from the following file:

- [include/casc/util.h](#)

9.17 util::type_get< k, type_holder< Ts... > > Struct Template Reference

Specialization to recursively pop types to get the kth type.

```
#include <util.h>
```

Public Types

- using [type](#) = typename [type_get](#)< k-1, typename [type_holder](#)< Ts... >::tail >::type
Recurse after popping the first type off.

9.17.1 Detailed Description

```
template<std::size_t k, typename ... Ts>
struct util::type_get< k, type_holder< Ts... > >
```

Template Parameters

<i>k</i>	Integral constant of the type to get
<i>Ts</i>	List of typenames

The documentation for this struct was generated from the following file:

- `include/casc/util.h`

9.18 `util::type_holder< Ts >` Struct Template Reference

Queue based data structure to hold list of types.

```
#include <util.h>
```

Static Public Attributes

- static const std::size_t `size` = sizeof ... (Ts)
Length of the list of types.

9.18.1 Detailed Description

```
template<typename ... Ts>
struct util::type_holder< Ts >
```

Types in the `type_holder` can be accessed by accessing the `head` type. Subsequent types are in the `tail`. See also `type_get`.

Template Parameters

<i>Ts</i>	List of typenames
-----------	-------------------

The documentation for this struct was generated from the following file:

- `include/casc/util.h`

9.19 `util::type_holder< T, Ts... >` Struct Template Reference

Partial specialization to allow FIFO access of typenames.

```
#include <util.h>
```

Public Types

- using `head` = `T`
The first type.
- using `tail` = `type_holder< Ts... >`
The following types.

Static Public Attributes

- static const std::size_t `size` = 1 + `type_holder<Ts...>::size`
Length of the list of types.

9.19.1 Detailed Description

```
template<typename T, typename ... Ts>
struct util::type_holder< T, Ts... >
```

Template Parameters

<i>T</i>	The first typename
<i>Ts</i>	The following typenames

The documentation for this struct was generated from the following file:

- include/casc/[util.h](#)

9.20 util::type_map< C, V > Struct Template Reference

Map the types in C into `V<T>`.

```
#include <util.h>
```

Public Types

- using `type` = `typename detail::type_map_helper< C, V >::type`
Tuple of `C<V<T1>`, `V<T2>`, `V<T3>`, ...

9.20.1 Detailed Description

```
template<class C, template< typename > class V>
struct util::type_map< C, V >
```

Given a container of types `C<T1, T2, T3, ...>` and template type `V<T>`, this function will apply the types in C to `V<T>`. This produces `C<V<T1>`, `V<T2>`, `V<T3>`, ...

Template Parameters

<i>C</i>	Container of compile time types.
<i>V</i>	Template template class $\mathbb{V}<T>$ to map into.

The documentation for this struct was generated from the following file:

- include/casc/[util.h](#)

9.21 `util::type_swap< TUPLE, HOLDER_FULL >` Struct Template Reference

Move a list of types from one container to another.

```
#include <util.h>
```

9.21.1 Detailed Description

```
template<template< class ... > class TUPLE, typename HOLDER_FULL>
struct util::type_swap< TUPLE, HOLDER_FULL >
```

Template Parameters

<i>TUPLE</i>	Empty container
<i>HOLDER_FULL</i>	Full container

The documentation for this struct was generated from the following file:

- include/casc/[util.h](#)

9.22 `util::type_swap< TUPLE, HOLDER< Ts... > >` Struct Template Reference

Move a list of types from one container to another.

```
#include <util.h>
```

Public Types

- using [type](#) = `TUPLE< Ts... >`
Empty container filled with typenames from full container.

9.22.1 Detailed Description

```
template<template< class ... > class TUPLE, template< class ... > class HOLDER, typename ... Ts>
struct util::type_swap< TUPLE, HOLDER< Ts... > >
```

Template Parameters

<i>TUPLE</i>	Empty container
<i>HOLDER</i>	Full container
<i>Ts</i>	Typenames in full container

The documentation for this struct was generated from the following file:

- include/casc/[util.h](#)

Chapter 10

File Documentation

10.1 include/casc/CASCFunctions.h File Reference

Contains various functions that operate on simplicial complexes.

```
#include <iostream>
#include <fstream>
#include "SimplicialComplex.h"
#include "CASCTraversals.h"
#include "SimplexSet.h"
#include "stringutil.h"
```

Namespaces

- [casc](#)

Namespace for everything CASC.

Functions

- `template<typename Complex >`
`void casc::getStar (Complex &F, casc::SimplexSet< Complex > &S, casc::SimplexSet< Complex > &dest)`
Gets the star of a [SimplexSet](#).
- `template<typename Complex , typename Simplex >`
`void casc::getStar (Complex &F, Simplex &s, casc::SimplexSet< Complex > &dest)`
Gets the star of a simplex.
- `template<typename Complex >`
`void casc::getClosure (Complex &F, casc::SimplexSet< Complex > &S, casc::SimplexSet< Complex > &dest)`
Gets the closure of a simplex set.
- `template<typename Complex , typename Simplex >`
`void casc::getClosure (Complex &F, Simplex &s, casc::SimplexSet< Complex > &dest)`
Compute the closure of a simplex.
- `template<typename Complex >`
`void casc::getLink (Complex &F, casc::SimplexSet< Complex > &S, casc::SimplexSet< Complex > &dest)`
Gets the link of a [SimplexSet](#).
- `template<typename Complex , typename Simplex >`
`void casc::getLink (Complex &F, Simplex &s, casc::SimplexSet< Complex > &dest)`
Gets the link of a simplex.
- `template<typename Complex >`
`void casc::writeDOT (const std::string &filename, Complex &F)`
Writes out the topology of an ASC into the dot format.

10.2 include/casc/CASCTraversals.h File Reference

Implementations of various advanced traversals such as by neighborhood and breadth first search.

```
#include <set>
#include <vector>
#include <iostream>
#include <string>
#include <type_traits>
#include <utility>
#include <casc/casc>
```

Namespaces

- [casc](#)
Namespace for everything CASC.

Functions

- `template<typename Visitor , typename SimplexID >`
`void casc::visit_BFS_up (Visitor &&v, typename SimplexID::complex &F, SimplexID s)`
Traverse BFS up the complex and apply a visitor function to each simplex visited.
- `template<typename Visitor , typename SimplexID >`
`void casc::visit_BFS_down (Visitor &&v, typename SimplexID::complex &F, SimplexID s)`
Traverse BFS down the complex and apply a visitor function to each simplex visited.
- `template<typename Visitor , typename EdgeID >`
`void casc::edge_up (Visitor &&v, typename EdgeID::complex &F, EdgeID s)`
Traverse across edges BFS.
- `template<class Complex , std::size_t level, class InsertIter >`
`void casc::neighbors (Complex &F, typename Complex::template SimplexID< level > nid, InsertIter iter)`
Push the immediate face neighbors into the provided iterator.
- `template<class Complex , class SimplexID , class InsertIter >`
`void casc::neighbors (Complex &F, SimplexID nid, InsertIter iter)`
This is a helper function to assist neighbors to automatically deduce the integral level.
- `template<class Complex , std::size_t level, class InsertIter >`
`void casc::neighbors_up (Complex &F, typename Complex::template SimplexID< level > nid, InsertIter iter)`
Push the immediate coface neighbors into the provided iterator.
- `template<class Complex , class SimplexID , class InsertIter >`
`void casc::neighbors_up (Complex &F, SimplexID nid, InsertIter iter)`
This is a helper function to assist neighbors to automatically deduce the integral level.
- `template<class Complex , std::size_t level, typename Iterator >`
`void casc::kneighbors_up (Complex &F, int ring, std::set< typename Complex::template SimplexID< level > > &nbors, Iterator begin, Iterator end)`
Code for returning a set of k-ring neighbors.
- `template<class Complex , class SimplexID >`
`void casc::kneighbors_up (Complex &F, SimplexID nid, int ring, std::set< SimplexID > &nbors)`
Helper function to help [kneighbors_up](#) to deduce the integral level of SimplexID.
- `template<class Complex , std::size_t level, typename Iterator >`
`void casc::kneighbors (Complex &F, int ring, std::set< typename Complex::template SimplexID< level > > &nbors, Iterator begin, Iterator end)`
Code for returning a set of k-ring neighbors.
- `template<class Complex , class SimplexID >`
`void casc::kneighbors (Complex &F, SimplexID nid, int ring, std::set< SimplexID > &nbors)`
Helper function to help [kneighbors](#) to deduce the integral level of SimplexID.

10.3 include/casc/decimate.h File Reference

Meta-data aware decimation functions.

```
#include <typeinfo>
#include "SimplexSet.h"
#include "SimplexMap.h"
#include "CASCTraversals.h"
#include "CASCFunctions.h"
```

Namespaces

- [casc](#)

Namespace for everything CASC.

Functions

- template<typename Complex >
void [casc::perform_removal](#) (Complex &F, [casc::SimplexSet](#)< Complex > &S)
Remove simplex in [SimplexSet](#) S from complex F.
- template<typename Complex >
void [casc::perform_insertion](#) (Complex &F, typename decimation_detail::SimplexDataSet< Complex >::type &S)
Insert all simplices in [SimplexSet](#) S into complex F
- template<typename Complex , template< typename > class Callback>
void [casc::run_user_callback](#) (Complex &F, [casc::SimplexMap](#)< Complex > &S, Callback< Complex > &&clbk, typename decimation_detail::SimplexDataSet< Complex >::type &rv)
Run the user specified callback function.
- template<typename Complex , typename Simplex , template< typename > class Callback>
void [casc::decimate](#) (Complex &F, Simplex s, Callback< Complex > &&clbk)
Decimate a simplex of any dimension while considering any meta-data stores on decimated simplices.
- template<typename Complex , typename Simplex >
Complex::KeyType [casc::decimateFirstHalf](#) (Complex &F, Simplex s, SimplexMap< Complex > &simplexMap)
Given a simplex to decimate generate a pre-post mapping.
- template<typename Complex >
void [casc::decimateBackHalf](#) (Complex &F, SimplexMap< Complex > &simplexMap, typename decimation_detail::SimplexDataSet< Complex >::type &rv)
Given a simplexMap and mapped resulting data execute the decimation.

10.4 include/casc/index_tracker.h File Reference

B-tree based interval tracker.

```
#include <iostream>
#include <assert.h>
#include <array>
#include <vector>
#include <cstdlib>
#include <limits>
```

Data Structures

- struct `index_tracker::index_tracker_detail::Interval< T >`
Interval object represents a range.
- struct `index_tracker::index_tracker_detail::BTreeNode< _T, _d >`
An array based BTree.
- class `index_tracker::index_tracker< _T, _d >`
Tracker of available indices implemented as a B-tree of intervals.

Namespaces

- `index_tracker`
Index tracker namespace.
- `index_tracker::index_tracker_detail`
B-tree internal data structures.

Typedefs

- `template<typename Node >`
`using index_tracker::index_tracker_detail::Pointer = typename Node::Pointer`
- `template<typename Node >`
`using index_tracker::index_tracker_detail::Data = typename Node::Data`
- `template<typename Node >`
`using index_tracker::index_tracker_detail::Scalar = typename Node::Scalar`

Functions

- `template<typename T >`
`bool index_tracker::index_tracker_detail::operator< (const Interval< T > &x, const Interval< T > &y)`
- `template<typename T >`
`bool index_tracker::index_tracker_detail::operator> (const Interval< T > &x, const Interval< T > &y)`
- `template<typename T >`
`bool index_tracker::index_tracker_detail::operator< (T x, const Interval< T > &y)`
- `template<typename T >`
`bool index_tracker::index_tracker_detail::operator> (const Interval< T > &x, T y)`
- `template<typename T >`
`bool index_tracker::index_tracker_detail::operator< (const Interval< T > &x, T y)`
- `template<typename T >`
`bool index_tracker::index_tracker_detail::operator> (T x, const Interval< T > &y)`
- `template<typename T >`
`bool index_tracker::index_tracker_detail::operator== (const Interval< T > &x, const Interval< T > &y)`
- `template<typename T >`
`std::ostream & index_tracker::index_tracker_detail::operator<< (std::ostream &out, const Interval< T > &x)`
- `template<typename T >`
`int index_tracker::index_tracker_detail::merge (Interval< T > &A, T x)`
- `template<typename Node >`
`void index_tracker::index_tracker_detail::rebalance (Pointer< Node > head, std::size_t i)`
- `template<typename Node >`
`void index_tracker::index_tracker_detail::insert_H (Pointer< Node > head, const Data< Node > &data)`

- `template<typename Node >`
`Pointer< Node > index_tracker::index_tracker_detail::insert (Pointer< Node > head, Data< Node > data)`
- `template<typename Node >`
`bool index_tracker::index_tracker_detail::get (Pointer< Node > head, Data< Node > data)`
- `template<typename Node >`
`void index_tracker::index_tracker_detail::get_replacement (Pointer< Node > head, Data< Node > &key)`
- `template<typename Node >`
`void index_tracker::index_tracker_detail::remove_H (Pointer< Node > head, Data< Node > data)`
- `template<typename Node >`
`Pointer< Node > index_tracker::index_tracker_detail::remove (Pointer< Node > head, Data< Node > data)`
- `template<typename Node >`
`void index_tracker::index_tracker_detail::fill_left (Pointer< Node > head, Data< Node > &x)`
- `template<typename Node >`
`void index_tracker::index_tracker_detail::fill_right (Pointer< Node > head, Data< Node > &x)`
- `template<typename Node >`
`void index_tracker::index_tracker_detail::insert_scalar_H (Pointer< Node > head, Scalar< Node > data)`
- `template<typename Node >`
`Pointer< Node > index_tracker::index_tracker_detail::insert_scalar (Pointer< Node > head, Scalar< Node > data)`
- `template<typename Node >`
`void index_tracker::index_tracker_detail::insert_left (Pointer< Node > head, const Data< Node > &x)`
- `template<typename Node >`
`bool index_tracker::index_tracker_detail::remove_scalar_H (Pointer< Node > head, Scalar< Node > x)`
- `template<typename Node >`
`bool index_tracker::index_tracker_detail::remove_scalar (Pointer< Node > &head, Scalar< Node > data)`
- `template<typename Node >`
`Scalar< Node > index_tracker::index_tracker_detail::pop_scalar (Pointer< Node > &head)`
- `template<typename Node >`
`void index_tracker::index_tracker_detail::destruct (Pointer< Node > head)`
- `template<typename Node >`
`Data< Node > index_tracker::index_tracker_detail::check_order (Pointer< Node > head, Data< Node > > curr)`
- `template<typename T, std::size_t d>`
`std::ostream & index_tracker::operator<< (std::ostream &out, const index_tracker_detail::BTreeNode< T, d > *head)`

10.5 include/casc/Orientable.h File Reference

Data type for orientability.

```
#include <iostream>
#include <queue>
#include <set>
```

Data Structures

- struct [casc::Orientable](#)
Class representing the orientation.

Namespaces

- [casc](#)

Namespace for everything CASC.

Functions

- `template<typename Complex >`
`void casc::init_orientation (Complex &F)`
Initialize the partial ordering of the simplex edges.
- `template<typename Complex >`
`void casc::clear_orientation (Complex &F)`
Clear the orientation of the facets.
- `template<typename Complex >`
`std::tuple< int, bool, bool > casc::compute_orientation (Complex &F)`
Initializes and calculates the orientation of a [simplicial_complex](#).
- `template<typename Complex >`
`std::tuple< int, bool, bool > casc::check_orientation (Complex &F)`
Checks for self consistent orientation and fill in missing orientations.

10.6 include/casc/SimplexMap.h File Reference

SimplexMap data structure and associated convenience functions.

```
#include <array>
#include <map>
#include "util.h"
#include "stringutil.h"
```

Data Structures

- `struct casc::SimplexMap< Complex >`
A multimap to represent a map of simplex indices to a set of simplices.

Namespaces

- [casc](#)

Namespace for everything CASC.

Functions

- `template<std::size_t k, typename Complex >`
`static auto & casc::get (SimplexMap< Complex > &S)`
Get the map for a simplex dimension.
- `template<std::size_t k, typename Complex >`
`static auto & casc::get (const SimplexMap< Complex > &S)`
This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

10.7 include/casc/SimplexSet.h File Reference

SimplexSet data structure and associated convenience functions.

```
#include <algorithm>
#include <unordered_set>
#include "util.h"
```

Data Structures

- struct [casc::SimplexSet< Complex >](#)
A multiset to store simplices in a [simplicial_complex](#).

Namespaces

- [casc](#)
Namespace for everything CASC.

Functions

- template<std::size_t k, typename Complex >
static auto & [casc::get](#) (SimplexSet< Complex > &S)
Get the NodeSet for a simplex dimension from a [SimplexSet](#).
- template<std::size_t k, typename Complex >
static auto & [casc::get](#) (const SimplexSet< Complex > &S)
- template<typename Complex >
bool [casc::operator==](#) (const SimplexSet< Complex > &lhs, const SimplexSet< Complex > &rhs)
Compare if the sets are equivalent.
- template<typename Complex >
bool [casc::operator!=](#) (const SimplexSet< Complex > &lhs, const SimplexSet< Complex > &rhs)
Compare if the sets are not equivalent.
- template<typename Complex >
static void [casc::set_union](#) (const SimplexSet< Complex > &A, const SimplexSet< Complex > &B, SimplexSet< Complex > &dest)
Compute the set union.
- template<typename Complex >
static void [casc::set_intersection](#) (const SimplexSet< Complex > &A, const SimplexSet< Complex > &B, SimplexSet< Complex > &dest)
Compute the set intersection.
- template<typename Complex >
static void [casc::set_difference](#) (const SimplexSet< Complex > &A, const SimplexSet< Complex > &B, SimplexSet< Complex > &dest)
Compute the set difference.

10.8 include/casc/SimplicialComplex.h File Reference

This header contains the main CASC data structure and associated components.

```
#include <algorithm>
#include <assert.h>
#include <cstdint>
#include <map>
#include <set>
#include <iterator>
#include <array>
#include <vector>
#include <iostream>
#include <fstream>
#include <functional>
#include <type_traits>
#include <ostream>
#include <unordered_set>
#include <unordered_map>
#include <utility>
#include <stdexcept>
#include "index_tracker.h"
#include "util.h"
```

Data Structures

- class [casc::simplicial_complex< traits >](#)
The CASC data structure for representing simplicial complexes of arbitrary dimensionality with coloring.
- struct [casc::simplicial_complex< traits >::SimplexID< k >](#)
A handle for a simplex object in the complex.
- struct [casc::simplicial_complex< traits >::EdgeID< k >](#)
External reference to an edge or a connection within the complex.

Namespaces

- [casc](#)
Namespace for everything CASC.

Typedefs

- template<typename KeyType, typename ... Ts>
using [casc::AbstractSimplicialComplex](#) = simplicial_complex< detail::simplicial_complex_traits_default< KeyType, Ts... > >
- template<typename T>
using [casc::NodeSet](#) = std::unordered_set< T, simplex_set_detail::hashSimplexID< T > >
Helpful alias defining a unordered_set of simplices. See also hashSimplexID.

10.9 include/casc/stringutil.h File Reference

String utilities for CASC.

```
#include <string>
```

Namespaces

- [casc](#)
Namespace for everything CASC.

Functions

- `template<typename T, std::size_t k>`
`std::string casc::to_string (const std::array< T, k > &A)`
Returns a string representation of the vertex subsimplicies of a given simplex.

10.10 include/casc/typetraits.h File Reference

Helper functions for debugging template types.

Functions

- `template<class T >`
`CONSTEXPR14_TN static_string type_name ()`
Print the typename of an object at compile time.

10.10.1 Detailed Description

This is copied directly from this very helpful post from [Stackoverflow](#).

10.10.2 Function Documentation

10.10.2.1 `type_name()`

```
template<class T >  
CONSTEXPR14_TN static_string type_name ( )
```

Example usage:

```
std::cout << "decltype(i) is " << type_name<decltype(i)>() << '\n';
```

10.11 include/casc/util.h File Reference

Metatemplate pack expansion helpers.

```
#include <utility>
#include <array>
```

Data Structures

- struct [util::range< T >](#)
A range object to support range based for loops.
- struct [util::type_holder< Ts >](#)
Queue based data structure to hold list of types.
- struct [util::type_holder< T, Ts... >](#)
Partial specialization to allow FIFO access of typenames.
- struct [util::type_get< k, T >](#)
Helper to get the kth element from a [type_holder](#).
- struct [util::type_get< 0, type_holder< Ts... > >](#)
Specialization for terminal case.
- struct [util::type_get< k, type_holder< Ts... > >](#)
Specialization to recursively pop types to get the kth type.
- struct [util::type_map< C, V >](#)
Map the types in C into $V<T>$.
- struct [util::int_type_map< IntegerType, OutHolder, IntegerSequence, F >](#)
Maps an integer sequence and typename, F, into outholder.
- struct [util::type_swap< TUPLE, HOLDER_FULL >](#)
Move a list of types from one container to another.
- struct [util::type_swap< TUPLE, HOLDER< Ts... > >](#)
Move a list of types from one container to another.
- struct [util::reverse_sequence< Integer, IntegerSequence >](#)
Reverse an Integer Sequence.
- struct [util::remove_first_val< Integer, IntegerSequence >](#)
General template for removing the first value from a type holder.
- struct [util::remove_first_val< Integer, InHolder< Integer, I, Is... > >](#)
Specialization for removing first integer from a sequence of compile time integers.

Namespaces

- [util](#)
Metatemplate programming utilities namespace.

Functions

- template<typename T >
range< T > [util::make_range](#) (T b, T e)
Make a range object.
- template<typename T >
range< T > [util::make_range](#) (std::pair< T, T > p)
Makes a range object.
- template<class Integer, typename IntegerSequence, typename Fn, typename ... Args>
void [util::int_for_each](#) (Fn &&f, Args &&... args)
Calls a function $f.apply<k>()$ for a sequence of integer k's.

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