

C++11 code 3.3.10: Sub-problem (3-3.f), `GlobalInverseQuad()` : reversing initial permutation of vertices → [GitLab](#)

```
2  // Reverse initial permutation
3  switch (vt_zero_idx) {
4      case 1: {
5          x_hat = ((Eigen::Matrix2d() << 0., -1., 1., 0.)).finished() * x_hat +
6                  Eigen::Vector2d(1.0, 0.0);
7          break;
8      }
9      case 2: {
10         x_hat = -x_hat + Eigen::Vector2d(1.0, 1.0);
11         break;
12     }
13     case 3: {
14         x_hat = ((Eigen::Matrix2d() << 0., 1., -1., 0.)).finished() * x_hat +
15                 Eigen::Vector2d(0.0, 1.0);
16         break;
17     }
18 }
```