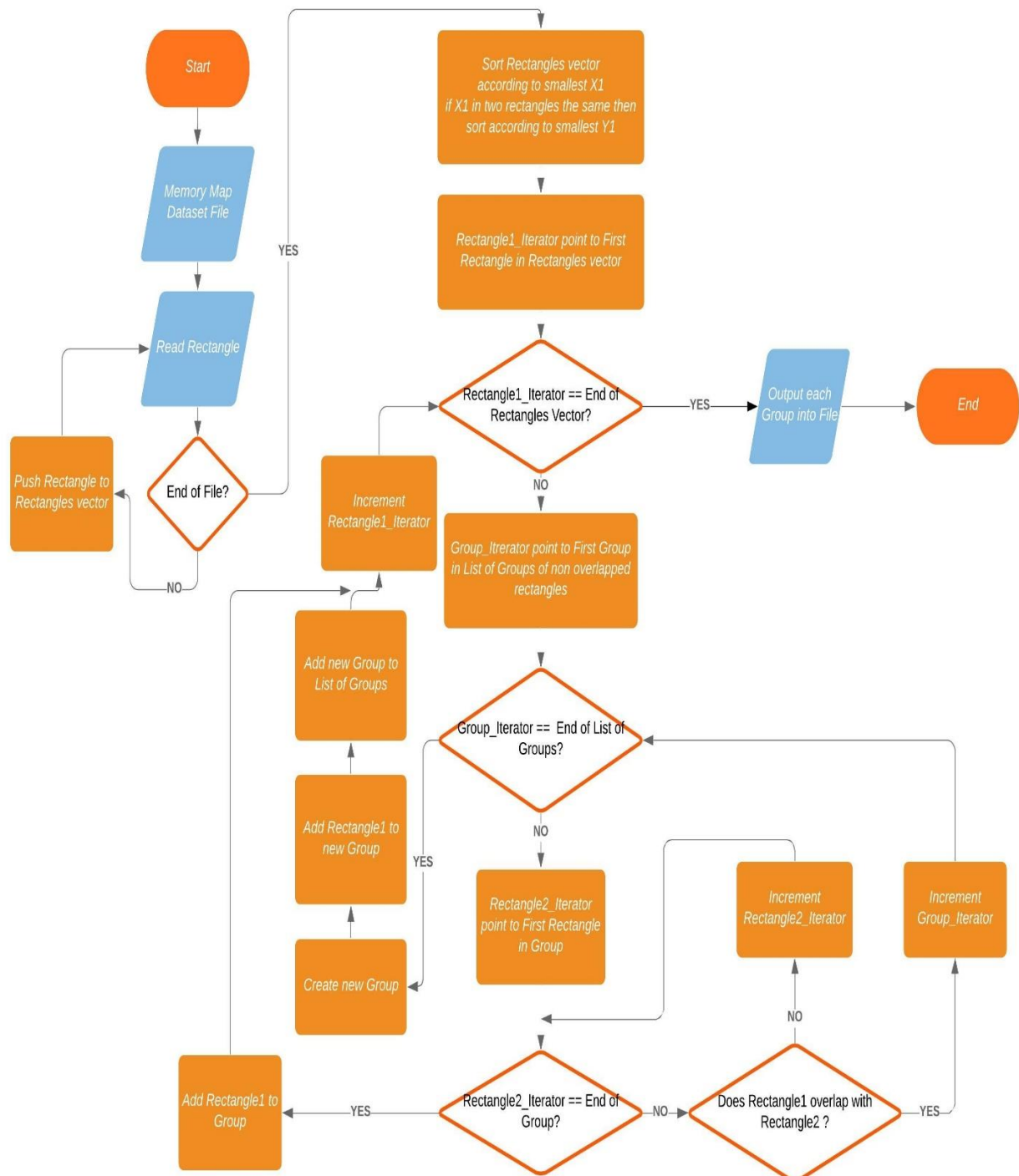


# Report

## 1. Platform Used:

- Linux (Ubuntu 18.04)

## 2. Flow Chart:



### 3. PseudoCode:

1. open data set file
2. while there are lines in the file:
  1. Read rectangle
  2. Push rectangle to rectangles vector
3. sort rectangles vector according to smallest X1 if there are rectangles have the same X1 then sort them according to smallest Y1
4. for each rectangle1 in rectangles vector:
  1. for each group in list of groups:
    1. for each rectangle2 in group:
      1. if (rectangle1 overlap with rectangle2) then:
        1. break nearest for loop to go to next group
      2. if (reached end of group) means no rectangle in group overlap with rectangle1 then:
        1. add rectangle1 to this group
        2. break nearest for loop to go to next rectangle1 in rectangles vector
    2. if (reached end of list of groups) means rectangle1 did not fit in any of the groups then:
      1. create new group
      2. add rectangle1 to new group
      3. add new group to list of groups
  5. for each group in list of groups:
    1. open output file
    2. for each rectangle in group:
      1. output rectangle to file

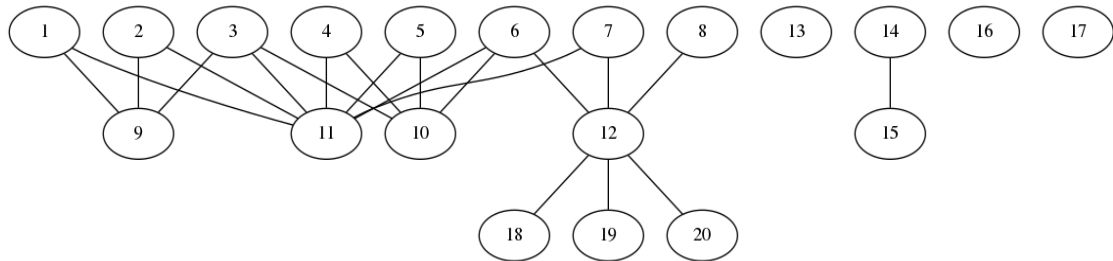
-So, this algorithm has complexity of  $O(n^2)$  as in the worst case if all rectangles overlap with each other the algorithm would compare each rectangle with all other rectangles.

## 4. Output Table:

Data Set	Number of inputs	Number of output groups	Runtime (sec)	Memory usage (MB)
data_set_1.txt	5	1	0.004	0.083
data_set_2.txt	7	2	0.003	0.092
data_set_3.txt	20	2	0.005	0.095
data_set_4.txt	39	3	0.005	0.109
data_set_5.txt	77	3	0.003	0.116
data_set_6.txt	136	5	0.004	0.152
data_set_7.txt	216	4	0.005	0.152
data_set_8.txt	460	5	0.009	0.208
data_set_9.txt	741	12	0.013	0.317
data_set_10.txt	981	5	0.015	0.327
data_set_11.txt	5793	6	0.198	1.476
data_set_12.txt	6775	6	0.277	1.559
data_set_13.txt	7538	5	0.335	1.684
data_set_14.txt	8774	7	0.446	2.626
data_set_15.txt	9188	6	0.474	2.646
data_set_16.txt	25263575			

## 5. Testing Methodology:

- I used a tool named graphviz which is a graph visualization software. By representing each two overlapping rectangles as two vertices that has edge between them. For example for data\_set\_3 the output would look like this:



- Vertices numbers represent order of insertion of rectangles in groups by the algorithm (So rectangle with label 1 would go first then rectangle 2 and so on, so until rectangle 8 all go in first group then insertion of rectangle 9 would create a second group).

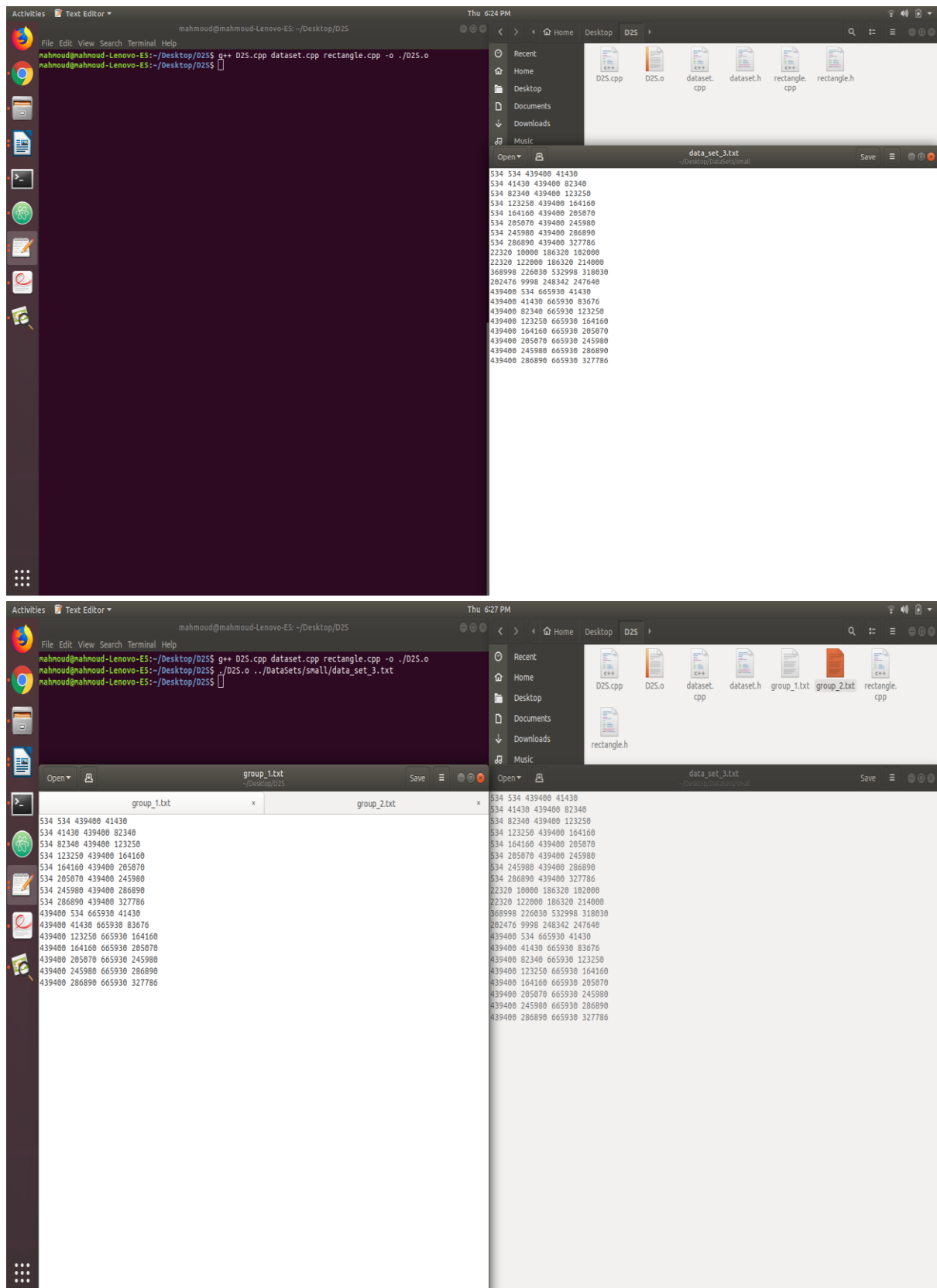
- So, for this data set the algorithm output 2 groups and as seen from visualization that is the best solution.

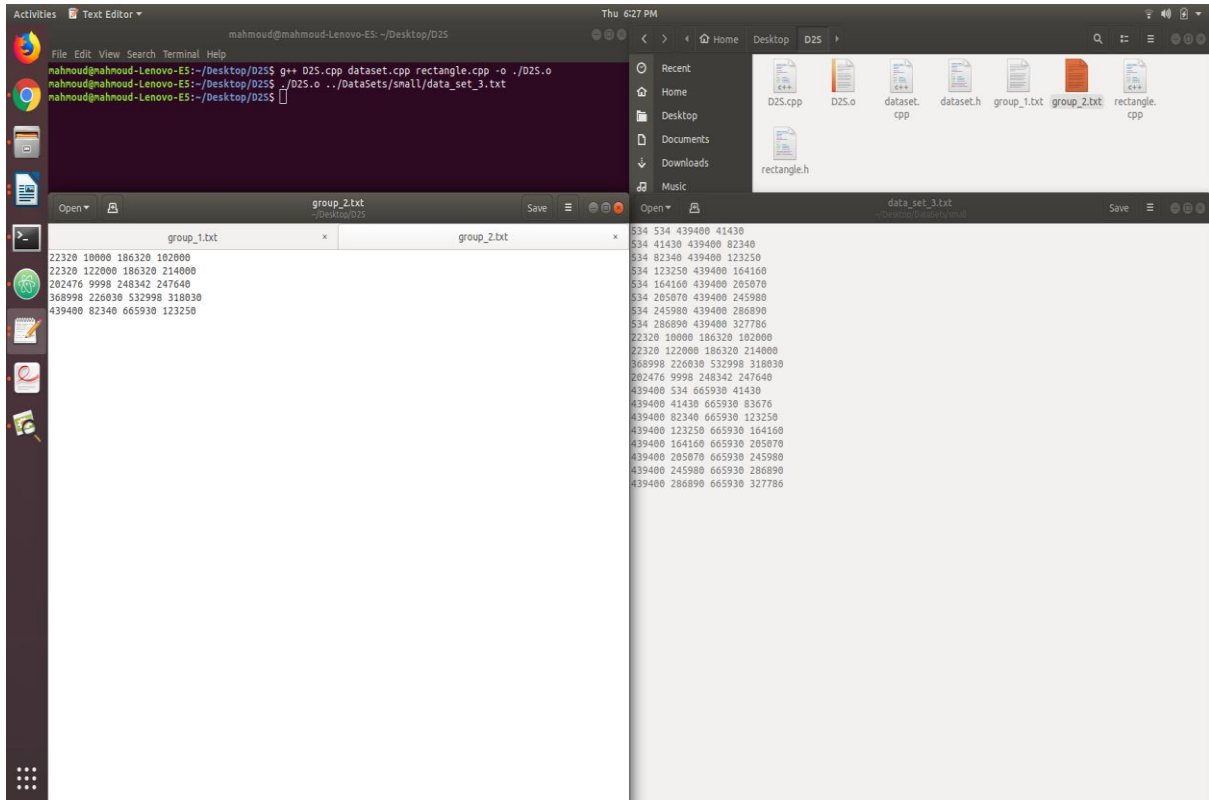
- Of Course, for large data set it would be hard to see from visualization what is the best solution. For example this is data\_set\_6 , output from algorithm is 5 groups but by sorting rectangles according to highest degree (degree of rectangle represent number of rectangles overlap this rectangle), the output would be 4 groups.

- So, I generated random rectangles don't exceed 20 rectangles and see what the algorithm output for those rectangles would be, also visualize rectangles and see if the output was the right solution.

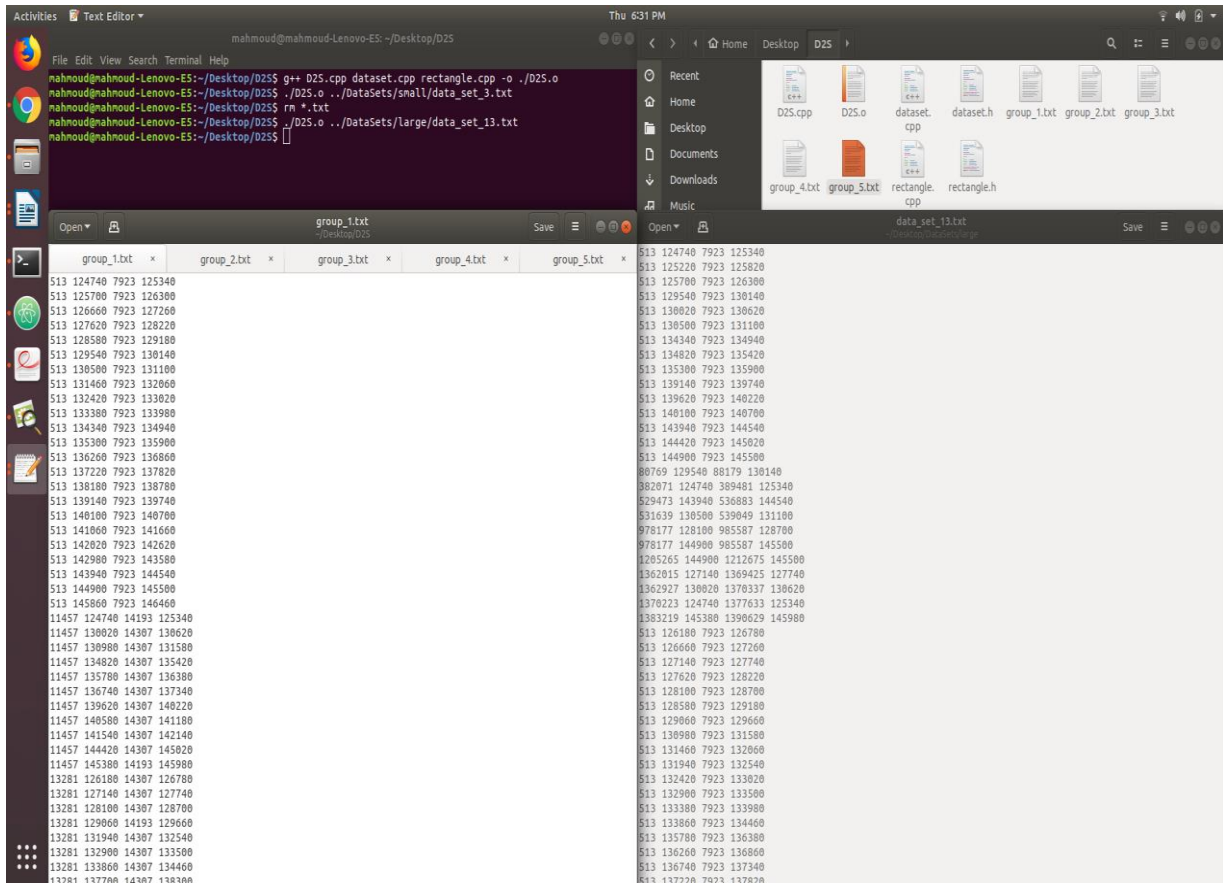
## 6. Screen Shots:

- Data\_Set\_3:



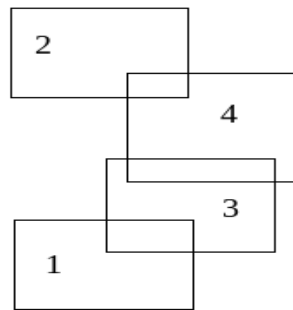


- Data\_Set\_13:



## 7. Notes:

- The algorithm does not guarantee to output minimum number of groups for all data sets. As algorithm depends on the order of insertion of rectangles into groups, because when a rectangle enter group it makes restrictions on which rectangles in data set should enter the group.
- So that is why in the beginning of algorithm I sort rectangles according to their X1. But this also does not guarantee to output minimum number of groups, but it output smaller number of groups than insertion without sorting.
- For example, this data set the algorithm would output more number of groups:



- For this data set the algorithm would insert rectangles by the order shown as it sorts them according to their X1 so after inserting first two rectangles in first group it would need another two groups for the remaining rectangles. So, it would output three groups. Although right minimum number of groups is two groups. If the algorithm sorted according to Y1 it would output two groups only.
- I tried to sort rectangles:
  - in descending order according to their degree (degree of rectangle represent number of rectangles overlap this rectangle)
  - according to smallest y1 then smallest x1. (4 groups only in data\_set\_4 and 6 groups only in data\_set\_14)
  - according to smallest x1 then smallest y1.
  - according to smallest area.
  - according to projection of bottom left point on 45-degree line.
- But sorting according to smallest x1 then smallest y1 produced smaller number of groups in most of the data sets.
- Also, this algorithm can't find solution for huge data set as algorithm has complexity of  $O(n^2)$ .