

# COFFEE LEAF RUST SOLVING: WIRELESS SENSOR NETWORK, DATA STRUCTURES AND ALGORITHMS

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# Designed data structure: Table

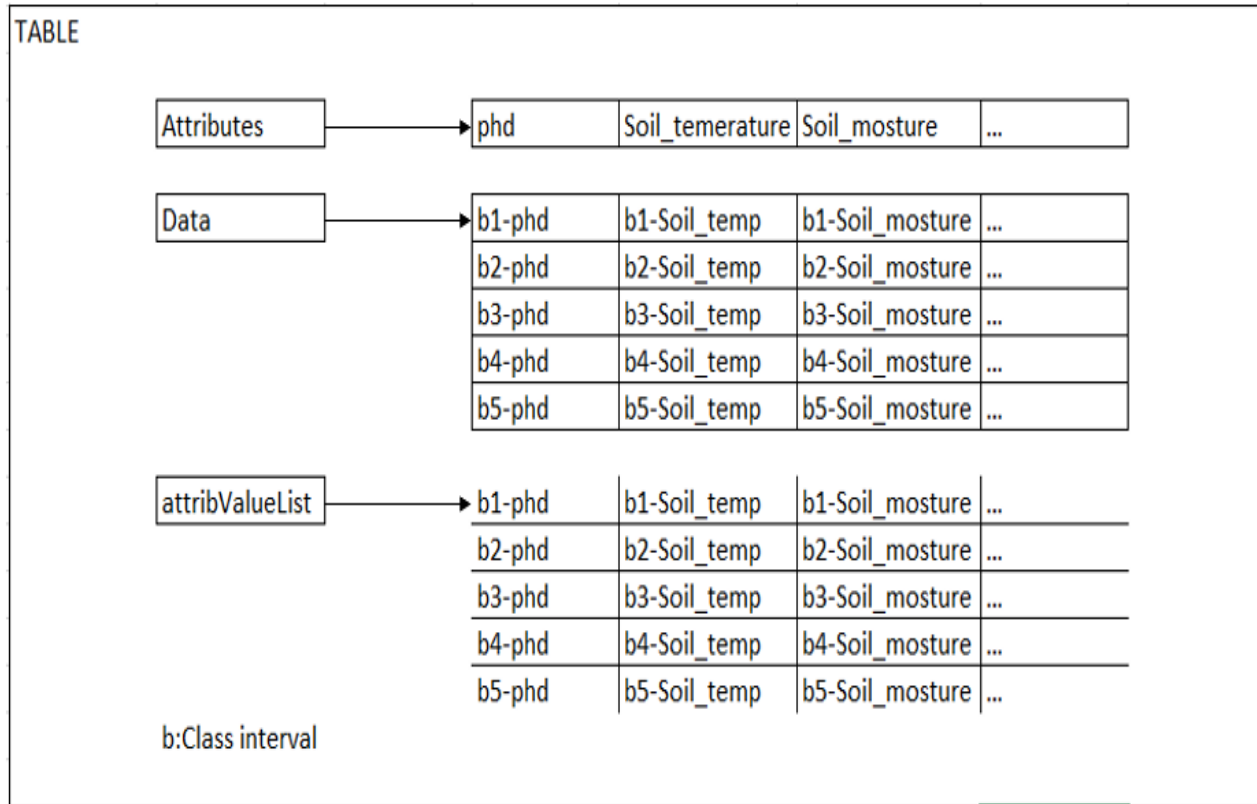


Figure 1: On the abstraction every data attribute represents a column and every data in the structure is allocated in a vector of vectors that represents the rows of the matrix

# Data Structure Operations

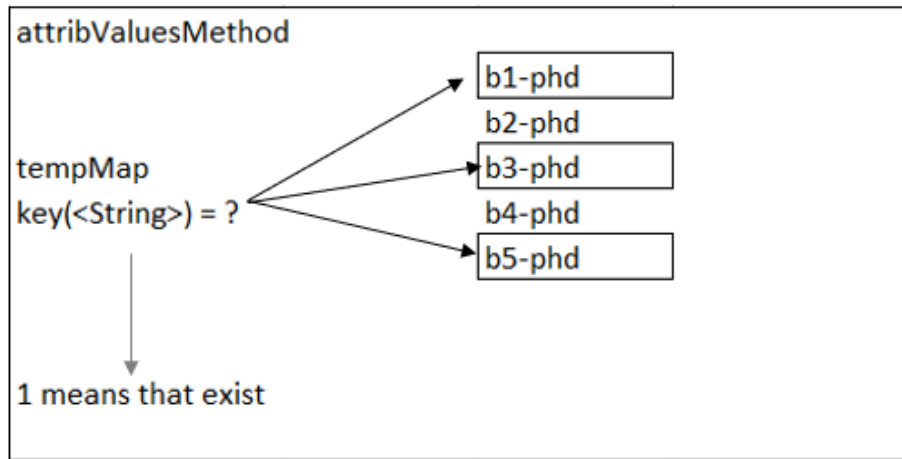


Figure 2: the `attribValue` Method contains only existent class intervals. It gives the categories on each column of the data set (already discretized).

Figure 3 : Demonstrates how the data is discretized graphically.

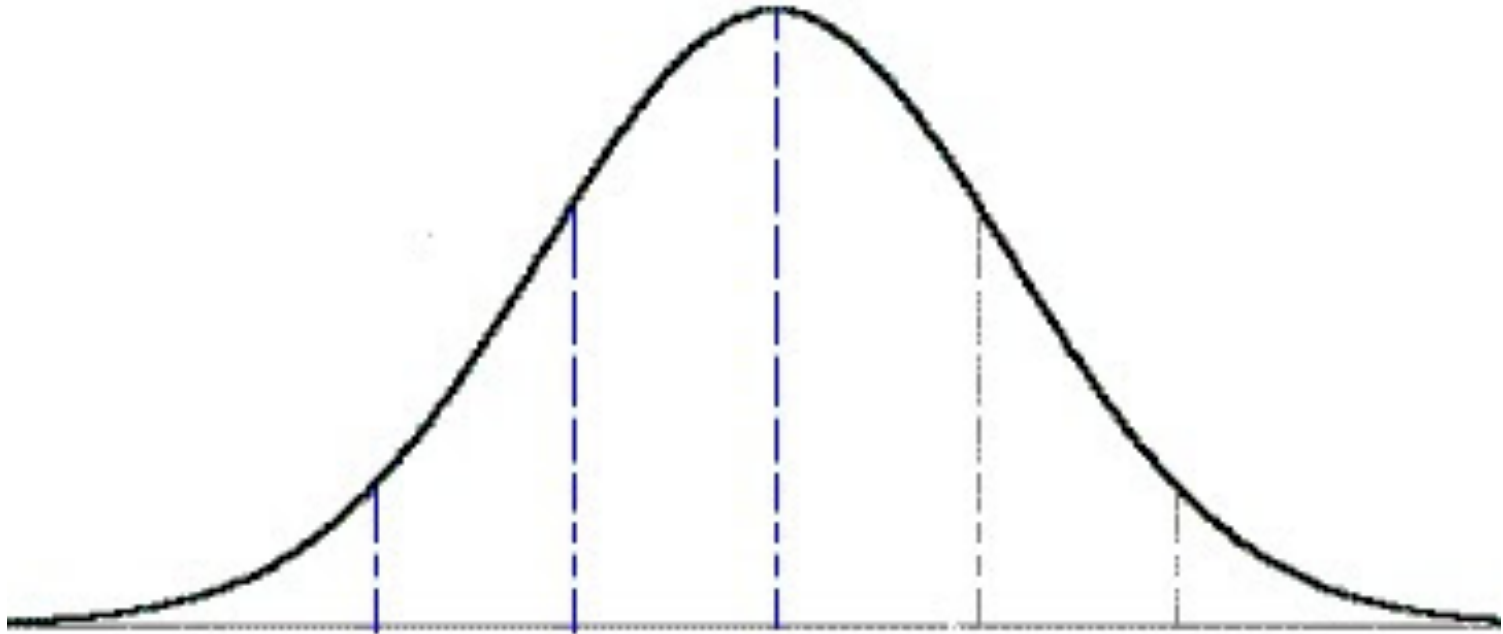
**discretizeData Method**

phd	discretization	result
210,1		b1-phd
201,1		b2-phd
301,3		b1-phd
400,5		b1-phd
500,3		b3-phd
302,3		b2-phd

iluminance	discretization	result
11403		b1-illuminance
4000		b3-illuminance
2300,1		b2-illuminance
2000,1		b2-illuminance
4050		b3-illuminance
6000		b4-illuminance

# Quartiles



# ***Design Criteria of the Data Structure***

**Attributes:** As string vectors.

**Data:** As vectors of string vectors.

**Attribute List:** As vectors of string vectors.

- The data values are stored in ArrayList to access the data in constant time and because its insert and delete qualities.
- The time complexity to access on ArrayList is  $O(1)$
- ArrayList is suited to the way we want to address the problem
- On the abstraction the columns are represented by “Attributes” and the data categorization is represented by “Attribute List”

# Designed Data Structure: BQPT

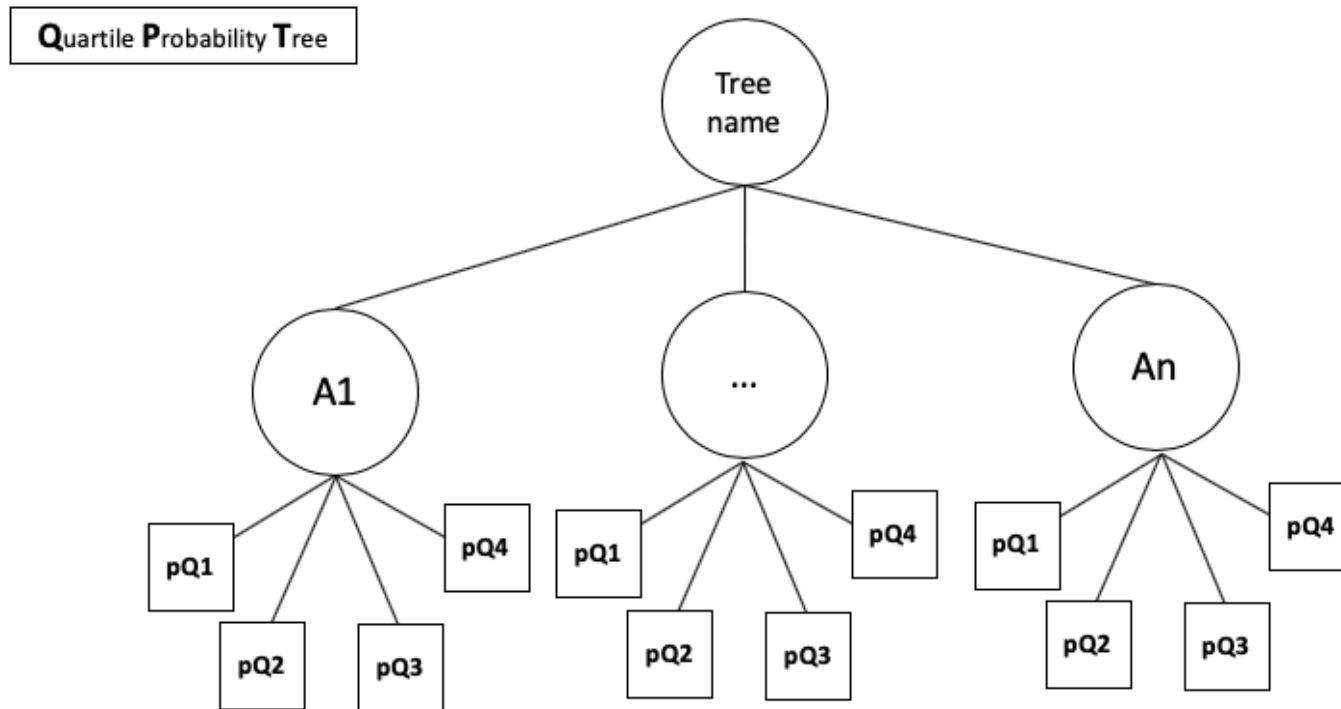
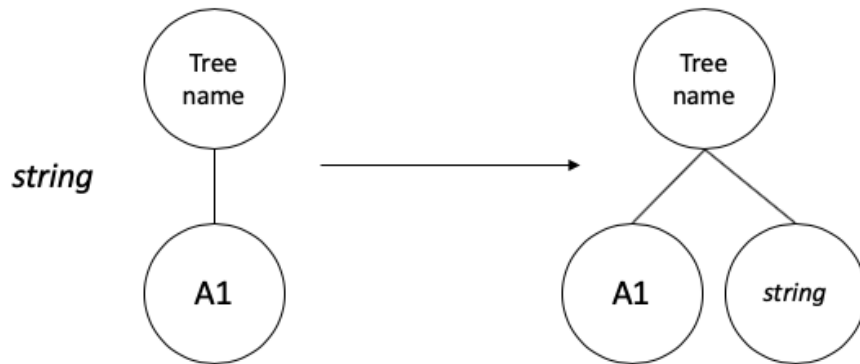


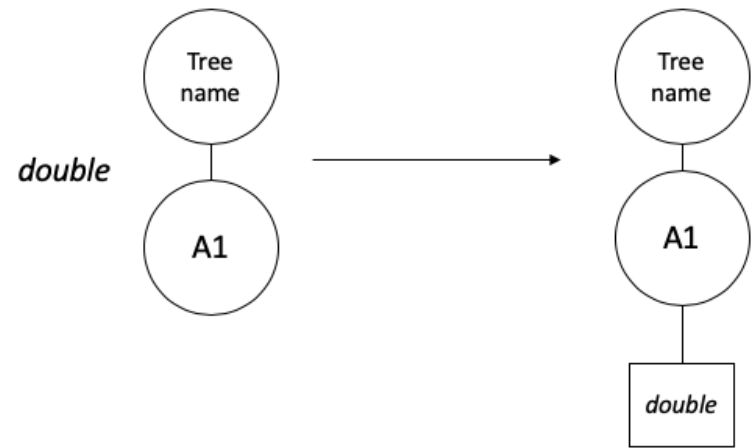
Figure 4: Abstraction of a Quartile probability tree. Each node represents a data attribute, all of them has 4 leaves; a leaf lodges a probability for the data in the class that the leaf represents

# Data structure operations

newNode(string)

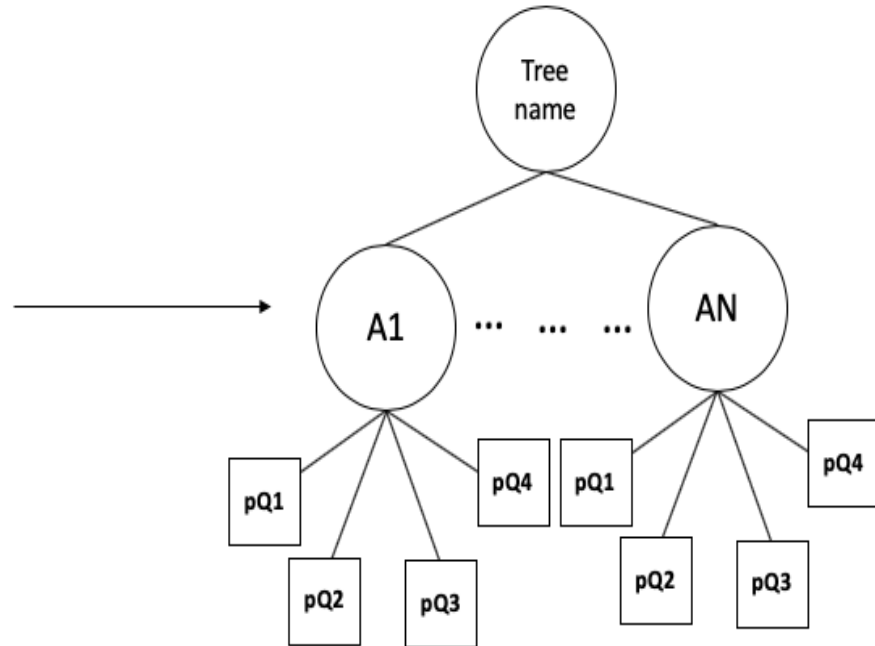


newNode(double)



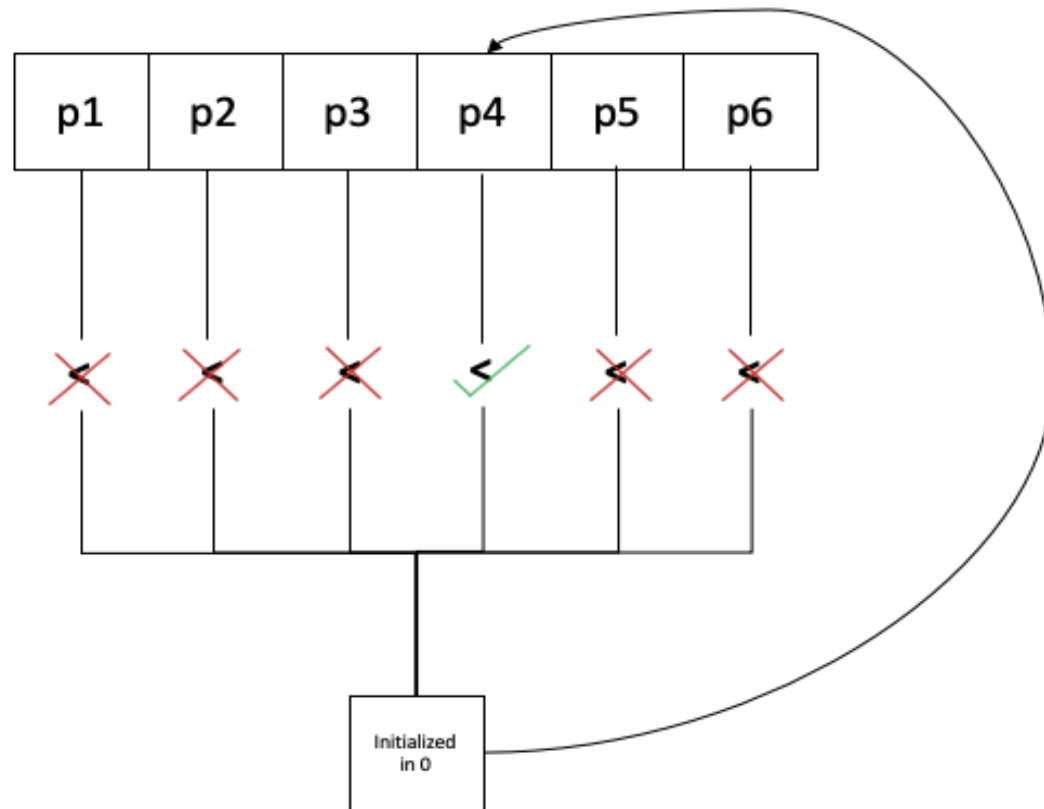
make(DataFrame)

Attribute1	Attribute2	...	AttributeN
data1_A1	data1_A2	...	data1_AN
data2_A1	data2_A2	...	data2_AN
...	...	...	...
dataN_A1	dataN_A2	...	dataN_AN





## Data probabilities for each attribute



decision(string)

MAX prob

# Complexity Table

Method	Analysis
<b>make()</b>	<b><math>O(c \log(r))</math></b>
<b>decision()</b>	<b><math>O(c^2 \cdot r^2)</math></b>

**c** : Data frame columns used to train the tree

**r** : Data frame rows used to train the tree

**c2** : Data frame columns used to predict

**r2** : Data frame rows used to predict

# *Design Criteria of the Data Structure*

- DataFrame:
  - Labels as string vectors
  - Data as vectors of double vectors
- Node:
  - Childs as vectors of nodes
  - Attribute as a string
  - Probability as double

- We need a structure that works as a tree
- Works for every dataset that can be a matrix  $n \times s$
- The distribution of the data in the class intervals using quartiles

# Time and Memory Consumption

	DataSet1(300.csv)	DataSet2(373.csv)	DataSet3(457.csv)	DataSet4(673.csv)
make()	0.000131085s	0.000161801s	0.000197267s	0.000286038s
decision()	0.00299638s	0.00373048s	0.00449591s	0.00693759s

Table 4 : Execution time of the operations of the data structure BQPT for each data set

Table 5: Memory used for the implementation of the data structure and for each dataset

	DataSet1(300.csv)	DataSet2(373.csv)	DataSet3(457.csv)	DataSet4(673.csv)
Memory Usage	3.2 MB	3.3 MB	3.6 MB	4 MB

## *Result Analysis*

<b>BQPT</b>	<b>Vectors</b>	<b>LinkedList</b>
<b>Creation</b>	0.003011 - 0.00302 (s)	0.003011 - 0.00302 (s)
<b>Memory Usage</b>	3.2 - 4 (MB)	3.0 - 3.9 (MB)
<b>Decision</b>	0.0073 - 0.0016 (s)	0.0073 - 0.0016 (s)