# References


[1] *20.2. The PR Quadtree - OpenDSA Data Structures and Algorithms Modules Collection*. URL: https://www.ida.liu.se/opendsa/Books/Everything/html/PRquadtree.html. (accessed: 09.06.2021).

[2] *20.3. KD Trees - OpenDSA Data Structures and Algorithms Modules Collection*. URL: https://www.ida.liu.se/opendsa/Books/Everything/html/KDtree.html. (accessed: 09.06.2021).

[3] Berg, Mark de et al. "Orthogonal Range Searching". In: *Computational Geometry: Algorithms and Applications*. Berlin, Heidelberg: Springer Berlin Heidelberg, 1997, pp. 93–117. ISBN: 978-3-662-03427-9. DOI: 10.1007/978-3-662-03427-9_5. URL: https://doi.org/10.1007/978-3-662-03427-9_5.

[4] Finkel, Raphael and Bentley, Jon. "Quad Trees: A Data Structure for Retrieval on Composite Keys." In: *Acta Inf.* 4 (Mar. 1974), pp. 1–9. DOI: 10.1007/BF00288933.

[5] Hastings, Erin and Mesit, Jaruwan. "Optimization of large-scale, real-time simulations by spatial hashing". In: (Jan. 2005).

[6] Li, Bo. "A Comparative Analysis of Spatial Partitioning Methods for Large-scale , Real-time Crowd Simulation". In: 2014.

[7] Pozzer, Cesar et al. "A Hash Table Construction Algorithm for Spatial Hashing Based on Linear Memory". In: vol. 2014. Nov. 2014. DOI: 10.1145/2663806.2663862.

[8] Reynolds, Craig. "Steering Behaviors For Autonomous Characters". In: (June 2002).

[9] Reynolds, Craig W. "Flocks, Herds and Schools: A Distributed Behavioral Model". In: *SIGGRAPH Comput. Graph.* 21.4 (Aug. 1987), pp. 25–34. ISSN: 0097-8930. DOI: 10.1145/37402.37406. URL: https://doi-org.focus.lib.kth.se/10.1145/37402.37406.

[10] Samet, Hanan. “The Quadtree and Related Hierarchical Data Structures”. In: *ACM Comput. Surv.* 16.2 (June 1984), pp. 187–260. ISSN: 0360-0300. DOI: 10.1145/356924.356930. URL: https://doi-org.focus.lib.kth.se/10.1145/356924.356930.

[11] *Understanding Automatic Memory Management*. https://docs.unity3d.com/Manual/UnderstandingAutomaticMemoryManagement.html. Accessed: 2021-05-11.

[12] Vermeulen, Jordi L., Hillebrand, Arne, and Geraerts, Roland. “A comparative study of k-nearest neighbour techniques in crowd simulation”. In: *Computer Animation and Virtual Worlds* 28.3-4 (2017). e1775 cav.1775, e1775. DOI: https://doi.org/10.1002/cav.1775. eprint: https://onlinelibrary.wiley.com/doi/pdf/10.1002/cav.1775. URL: https://onlinelibrary.wiley.com/doi/abs/10.1002/cav.1775.

[13] Zhou, Suiping et al. “Crowd Modeling and Simulation Technologies”. In: *ACM Trans. Model. Comput. Simul.* 20.4 (Nov. 2010). ISSN: 1049-3301. DOI: 10.1145/1842722.1842725. URL: https://doi-org.focus.lib.kth.se/10.1145/1842722.1842725.

# Appendices