

Code Docs

ArrayList of k data points in the form (v_k, i_k) is referred to as: 'originalTraj'

Sequences generated in 4 are referred to as: 'VSeq' and 'ISeq'

2N x 2N grid in 5 is referred to as: grid

Assigning positional values and initializing binary value to 0 is done in: 'this.initializeGrid()'

Half-cycle of data points in 6 is referred to as 'halfCycle'

First cell in halfCycle needs to be the first zero-crossing point. Temporarily adding a dummy cell to the front of halfCycle, this needs to be fixed when working with real data.

The loop described in 7 is coded in 'this.setWinner(Cell, int)'

The first cell in halfCycle is run through this.setWinner(Cell, int), and the winner is set, and saved as 'winner'. This is done in 'this.completeGrid()'

8 describes searching the neighbors of all the winners of only the remaining cells. To implement this, we use an if statement in this .setWinner(Cell, int), which passes on the Cell to this.searchNeighbor(Cell) only if i (which keeps track of which cell it is), is > 1 .

9 has not yet been implemented in code, as I am not sure what the predefined number is.