

CptS 415

ACNH Search Engine Project

By Team ATK

Overview

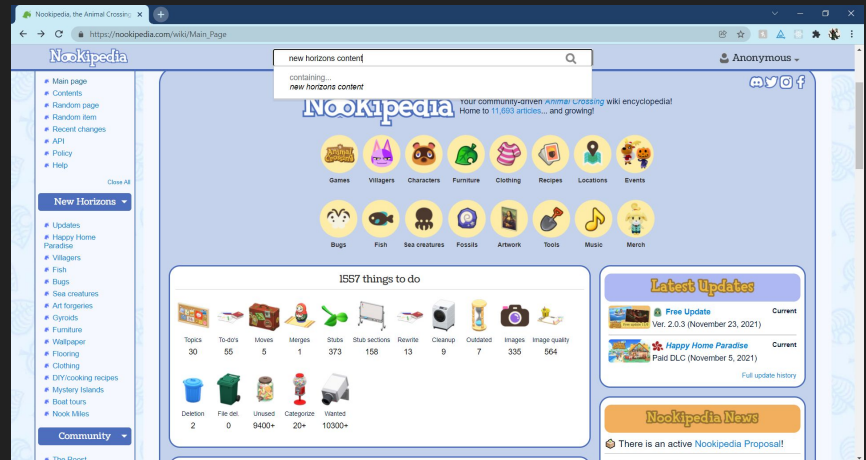
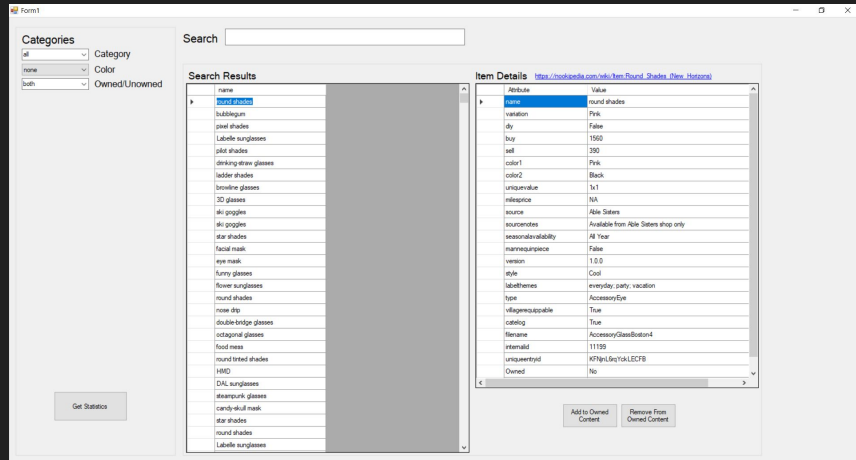
- Introduction
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Problem Statement

The only way to search for ACNH content is looking at nookipedia and making a general search for the name of the content/content type. There is no way to make more detailed searches that allow a user to include filters for what they are looking for. Also, there is no way to keep track of owned items outside of going into your game and checking to see everything you may own. Lastly, there is no way to get statistics based on what content is owned as there is no way to keep track of what content is owned. Our team aims to develop an application that provides these nonexistent features.

Project Description

The ACNH Search Engine is an application that allows the user to make detailed searches through a ACNH content database, keep track of owned items, and get statistics based on what items are owned



Data Set and Data Model

Data Set - Animal Crossing New Horizons Catalog

- 4 MB data set that contains information on all the content within ACNH
- 16,145 tuples the data set

Data Model - Row-Oriented Relational Data Model

- Data organized by rows
- Efficient in reading and writing rows

	name character varying (255)	source character varying (255)	sourcenotes character varying (255)	uniqueentryid character varying (255)
1	Aggravation	Peppy		6suhKYAAhh5QMkt64
2	Agreement	Cranky		7smqwK9J7eFBxta28
3	Amazed	Snooty		voslg4bbr4kPq57AT
4	Apologetic	Big Sister		JBKsQYCAAd7PtymQeB
5	Bashfulness	Lazy		wzvKbFrEJCseTohoz
6	Bewilderment	Cranky		WRSSRZMtM6rXfXBrR
7	Cold Chill	Big Sister		K62u2owKFDLmPCB3Q
8	Confident	Big Sister	Requires a high level of friendship	TGfHTbyLBh4f3gDQ
9	Curiosity	Peppy		SskgipgnKzm5Tsk7d
10	Daydreaming	Normal	Requires a high level of friendship	JFrTBJCEaX5R4kABT
11	Delight	All		F9DpGeqZzDeStH2bq
12	Disagreement	Big Sister		Bw5YBM6luWolMzutWg

Contributions - Alex

- Schema
 - Made the CREATE TABLE statements
- Data parser
 - Written in Python. INSERTED all data into proper tables
- GUI Application
 - Written in C#
 - Created UI Views, interactions, and flow
 - Filtering by category (SQL query)

Contributions - Trevor

- Searching and quarries
 - Creating sql queries to parse through the records
 - Creating the sql queries for finding tables and columns
- Creating index for faster searches
 - Testing indexes
 - Creating indexes
- Filtering
 - Added filtering options

Contributions - Kristian

- Owned content handling
 - XML file generation, loading, and updating
- Stats generation
 - txt file generation and updating
 - Calculations based on owned items
- Filtering improvements
 - Enables/Disables certain combo boxes if certain other filters are selected
 - Automatically apply filters to search when a selection is made
 - Owned/Unowned content filter added

Demo

Results

Searching

- Due to the smaller size of the individual tables it was hard to get the indexes to be selected
- In theory the B+tree should have sped up the search progress as by using binary search

Accuracy

- Both algorithms proved to be 100% accuracy

Data Output	Explain	Messages	Notifications
QUERY PLAN			
text			
1	Unique (cost=6.96..6.97 rows=1 width=37) (actual time=0.076..0.076 rows=0 loops=1)		
2	[...] -> Sort (cost=6.96..6.96 rows=1 width=37) (actual time=0.075..0.076 rows=0 loops=1)		
3	[...] Sort Key: name, uniqueentryid		
4	[...] Sort Method: quicksort Memory: 25kB		
5	[...] -> Seq Scan on construction (cost=0.00..6.95 rows=1 width=37) (actual time=0.069..0.069 rows=0 loops=1)		
6	[...] Filter: (((name)::text ~~ '%top%':text)		
7	[...] Rows Removed by Filter: 236		
8	Planning Time: 0.090 ms		
9	Execution Time: 0.091 ms		

Future Work

- If more items and potentially different games are added to the dataset...
- If this application evolved to contain user accounts and friends....
- If the dataset grew with gigabytes of information...
 - Parallelization.
 - MapReduce for finding items that are similar to each other
 - MapReduce for finding how finding items in a certain price range
 - MapReduce for filtering items with more complexity

Questions?