Cell record

Cell:

- id: Int. Unique cell identifier.
- lineage: String. The branch of the cell in the quadtree. It provides position and depth of the cell.
- envelope: Polygon. Geometric representation of the cell.

Lineage example

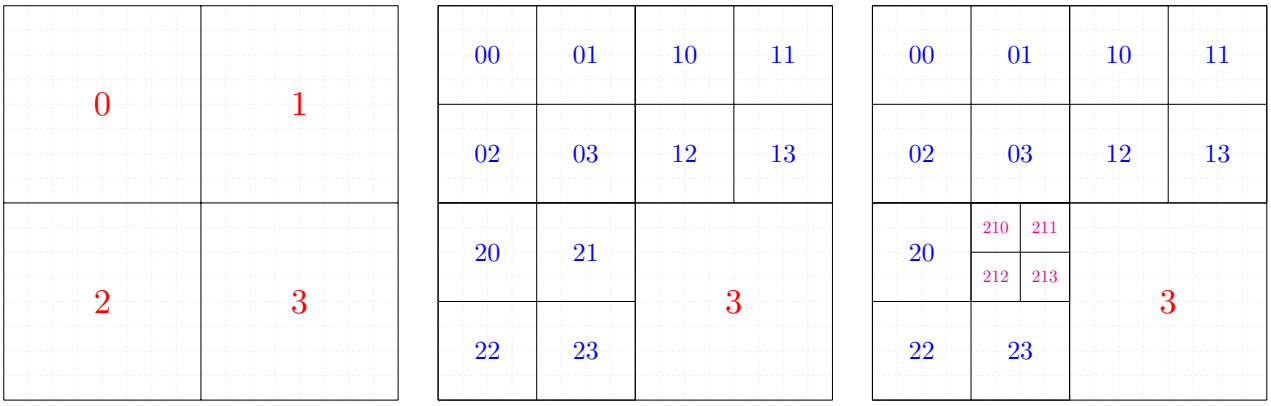

Figure 1: Lineage can provide the cell's position (string's last character) and its depth (string's length).

Algorithms

Algorithm 1 GETNEXTCELLWITHEDGES algorithm

Require: a quadtree with cell envelopes $\mathcal{Q}$ and map of cells and their edge count $\mathcal{M}$.

```
1:  function GETNEXTCELLWITHEDGES ( Q, M )
2:      C ← list of empty cells in M
3:      for each emptyCell in C do
4:          initialize cellList with emptyCell
5:          done ← false
6:          repeat
7:              c ← last cell in cellList
8:              cells, corner ← GETCELLSINCORNER(Q, c)        ▷ return 3 cells and the reference corner
9:              for each cell in cells do
10:                 check cell in M                            ▷ using cell.id
11:                 if cell has edges then
12:                     output (cellList, cell, corner)
13:                     done ← true
14:                 end if
15:             end for
16:             if not done then
17:                 nextCell ← the deepest cell in cells       ▷ using cell.lineage
18:                 add nextCell to cellList
19:             end if
20:         until done
21:     end for
22: end function
```

Algorithm 2 GETCELLSINCORNER algorithm

Require: a quadtree with cell envelopes $\mathcal{Q}$ and a cell c.

```
1:  function GETCELLSINCORNER ( Q, c )
2:      region ← last character in c.lineage
3:      switch region do
4:          case '0'
5:              corner ← left bottom corner of c.envelope
6:          case '1'
7:              corner ← right bottom corner of c.envelope
8:          case '2'
9:              corner ← left upper corner of c.envelope
10:         case '3'
11:             corner ← right upper corner of c.envelope
12:     cells ← cells which intersect corner in Q
13:     cells ← cells − c          ▷ Remove the current cell from the intersected cells
14:     return (cells, corner)
15: end function
```

Algorithms example