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

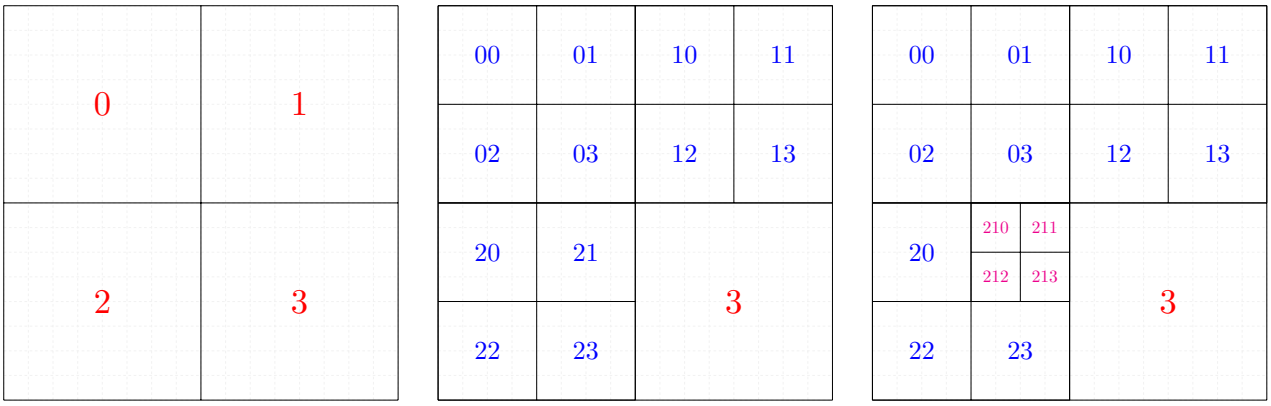

Figure 1: Lineage can provide the cell's position (string's last character) and its depth (string's length).

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:                 cells ← sort cells on basis of their depth  ▷ using cell.lineage
18:                 add cells 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
```

Lemma. *Four cells at the same level can not be empty. At least one of them must have edges in order to force the split.*

Proof. The GETCELLSINCORNER function will query the interior corner of a cell according to its position, that is the centroid of its cell parent. The only cells which can intersect that point are cells at the same level of the current cell or their children. If the 3 cells returned by GETCELLSINCORNER are empty, at least one of them must have a deeper level that the current cell. Following that cell guarantees that the search space will be shrank at each iteration. Eventually, the algorithm will reach the maximum level of the quadtree where at least one of the 3 cells returned by GETCELLSINCORNER must have edges. □

Algorithms example