QuadTree with Optimizations

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Dhruv Gupta (2022CSB1079) ,
Kush Mahajan (2022CSB1089) ,
Nishant Patil (2022CSB1097)

Summary: In our project, we have explored the versatile and powerful data structure known as a Quadtree. A Quadtree is a hierarchical tree data structure where each internal node has exactly four children. It is primarily employed to partition a two-dimensional space by recursively subdividing it into four quadrants or regions, which can be square, rectangular, or of arbitrary shapes. This structure enables efficient spatial indexing and is particularly valuable in applications requiring spatial representation.

The core functionalities and algorithms we have investigated in this project are as follows:

1) Range Query: These queries involve retrieving all points within a specified spatial range.
2) Nearest Neighbor Search: Quadtrees facilitate the efficient identification of nearest neighbors in a given spatial context.
3) Bulk Loading Algorithm: The bulk loading algorithm provides an opportunity to generate Quadtree structures that are better balanced, utilize storage resources more efficiently, and deliver improved query performance. This algorithm is essential in enhancing the overall effectiveness of Quadtree-based applications.

Our project explores the significance and practicality of Quadtrees in various spatial representation and querying tasks. We have investigated essential algorithms for range queries, nearest neighbor searches, and bulk loading to optimize Quadtree structures.

Instructor:
Dr. Anil Shukla

Teaching Assistant:
Soumya Sarkar

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1. Introduction

The Quadtree data structure is a fundamental tool in computational geometry and spatial indexing, providing efficient solutions to a wide range of spatial queries in two-dimensional space. This project is a culmination of our exploration into the world of spatial data structures, where we have leveraged the power of Quadtrees to facilitate advanced spatial data analysis.

Our implementation of the Quadtree incorporates the core functionality required for spatial data management, enabling the insertion of points into the structure, efficient searching to locate specific points or regions, conducting range queries to retrieve data points within a specified area, and performing k-th nearest neighbor searches to find the closest points to a given target.

By developing these operations, we aim to provide a comprehensive toolbox for spatial data analysis and query processing, which can have applications in various fields, including geographic information systems (GIS), computer graphics, data visualization, and more.

In the following sections of this report, we will provide a thorough explanation of the principles underlying our Quadtree design, detail the steps for each operation, discuss the algorithms and data structures involved, and present performance analyses to showcase the efficiency and scalability of our solution. We will also highlight the practical applications of Quadtrees and how our implementation can be beneficial in solving real-world spatial data challenges.

We hope that our project contributes to the broader understanding of spatial data management and serves as a valuable resource for anyone seeking efficient solutions to spatial data analysis and retrieval.

2. Time Analysis

In our project, we conducted a thorough time analysis of key Quadtree operations, including insertion, search, range query, bulk loading, and k-th nearest neighbor search. These operations are fundamental for spatial data management, and understanding their time complexities is essential for evaluating the efficiency of our Quadtree implementation.

Quadtree Insertion Time Complexity:

The time complexity of inserting a point into a Quadtree is primarily O(log n) on average, where n is the total number of points.

Quadtree Search Time Complexity:

a. Point Search: The time complexity for searching a single point in a well-balanced Quadtree is O(log n), assuming a uniformly distributed set of points.
b. Range Query Search: Conducting range queries involves visiting nodes that intersect with the specified search region. The time complexity for range queries is often close to O(sqrt(n) + k), where k is the number of points in the search region, and n is the total number of points in the tree.

Bulk Loading Time Complexity:

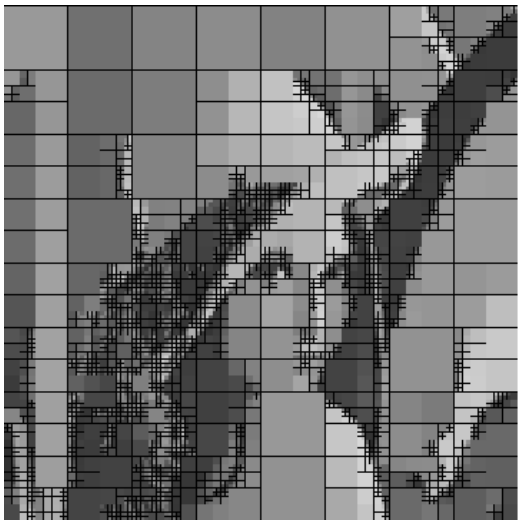
Bulk loading is a process for efficiently building a Quadtree from a set of points. The time complexity for bulk loading is typically O(n log n) (where n is the number of input points) which is crucial for preprocessing large datasets efficiently.

K-th Nearest Neighbor Search Time Complexity:

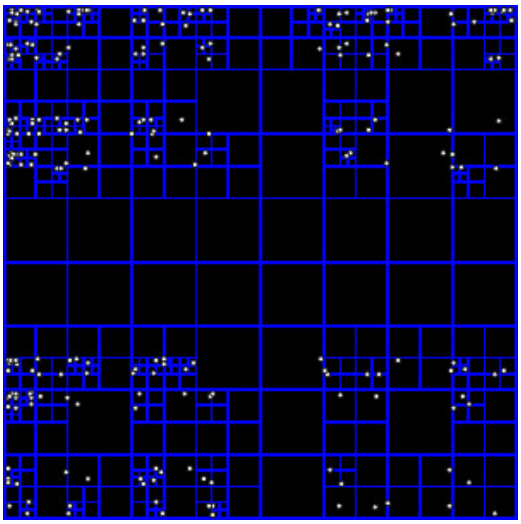
K-th nearest neighbor search is a more complex operation asit involves finding the closest points to a given target. The time complexity depends on various factors, including the number of points, tree structure, and the value of k. In practice, the time complexity for k-th nearest neighbor search can be O(log n + k) in well-balanced trees. In our project report, we present the details of our experimental setup, including the datasets used, specific test cases, and the measurement of execution times for each operation. The results of these experiments provide insights into the efficiency and scalability of Quadtree operations, demonstrating their practical utility for various spatial data management tasks. This time analysis reinforces the value of our Quadtree implementation and its potential applications in real-world scenarios involving spatial data analysis and retrieval.

3. Figures, Tables and Algorithms

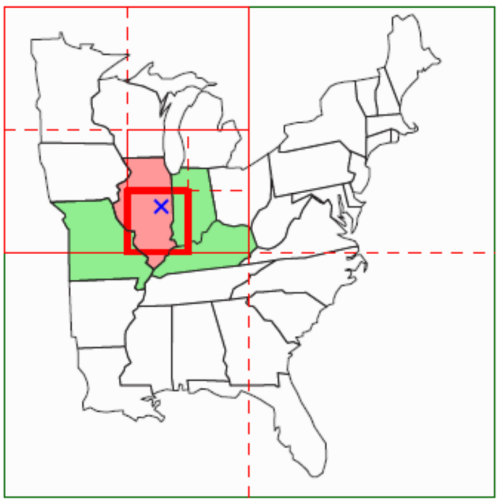
3.1. Figures



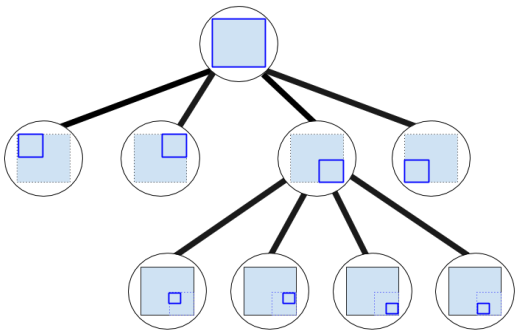
(a) Application Of Quad Tree For Image Compression.



(b) Quad Tree and Spatial data indexing.



(c) Quad Tree - Range Query



(d) Quad Tree.

Figure 1: Quad Tree

3.2. Output

In this section, we present the results and output of our project on Quadtree with Optimizations.

Range Query

Kth Nearest Neighbour

Bulk Loading

The results show that our implementation is efficient and suitable for various applications.

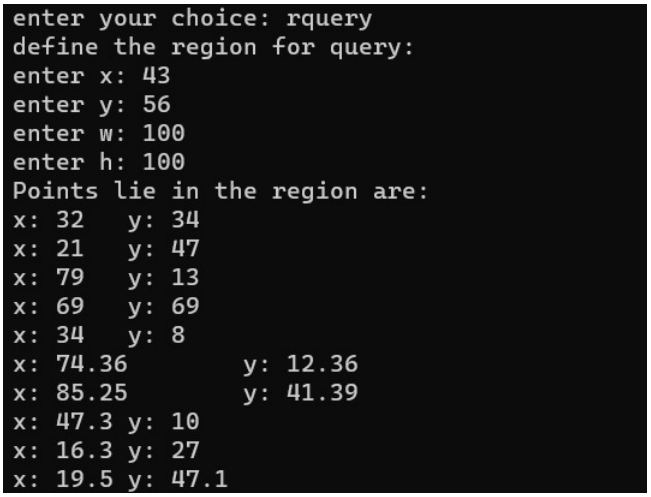


Figure 2: Range Query

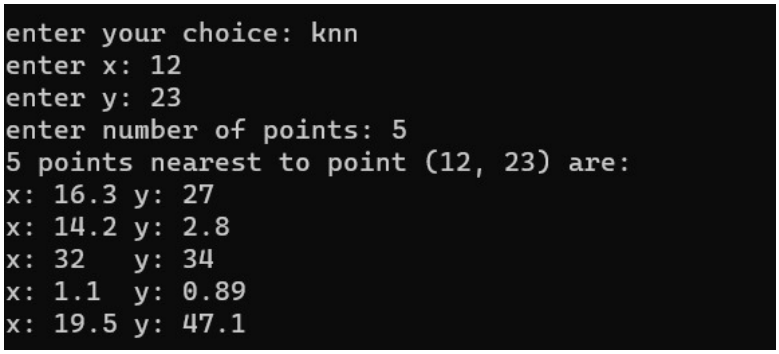


Figure 3: Kth Nearest Neighbour

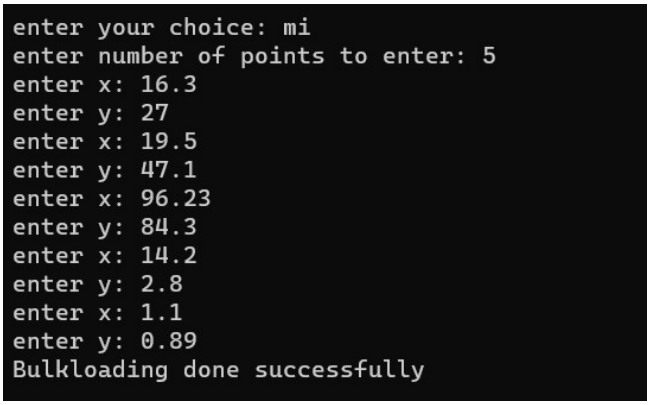


Figure 4: Bulk Loading

3.3. Algorithms

The various algorithms used in our project are mentioned below:

Algorithm 1 QuadTree-INSERT(Point(x, y))

if (x, y) is outside the boundary of Rectangle **then**
  return false
end if
if ExistingPointsinQTree.size() < capacity **then**
  $ExistingPointsinQTree.push\_back((x, y))$
  return true
end if
if ExistingPointsinQTree.size() < capacity **then**
  ExistingPointsinQTree.push_back((x, y))
  return true
else
  if the quad tree is not divided **then**
    Subdivide the quadTree into SubQuadrants
  end if
  SubQuadrants → Insert((x, y))
  return true
end if
return false

Algorithm 2 QuadTree-RANGE_QUERY(Rectangle region)

if boundary does not intersect with the region **then**
  return false
end if
for each point in ExistingPointsinQTree **do**
  if region.contains(point) **then**
    $range.push\_back(point)$
  end if
end for
if divided() **then**
  for each Quadrant in QuadTree **do**
    $QuadTree - RANGE\_QUERY(Quadrant, region)$
    $range.insert(new\_range)$
  end for
end if

Algorithm 3 QuadTree: BulkLoad(pts)

```
Declare NE, NW, SE, SW as Point
Set i to 0
for eachpoint(x, y)inpts do
    if i < capacity then
        points.push_back((x, y))
        Increment i by 1
    end if
    if i == capacity + 1 then
        Subdivide the quadTree into SubQuadrants
    end if
    if i > capacity then
        if thepoint(x, y)iswithinthenortheastboundary then
            NE.push_back((x, y))
        end if
        if thepoint(x, y)iswithinthenorthwestboundary then
            NW.push_back((x, y))
        end if
        if thepoint(x, y)iswithinthesoutheastboundary then
            SE.push_back((x, y))
        end if
        if thepoint(x, y)iswithinthesouthwestboundary then
            SW.push_back((x, y))
        end if
    end if
end for
for eachQuadrantinQuadTree do
    if i >= capacity then
        QuadTree_BulkLoad(Quadrant)
    end if
end for
```

4. How to run the program?

This section contains instruction for how to compile,run and use the program.

1.Compilation:

- Open your terminal or command prompt.
- Navigate to the directory containing your source code files.
- Compile the main.cpp file in terminal using command "g++ main.c".

2.Running the Program:

- After successful compilation, run the program by using the command "./a.out".

3.Using the Program:

- The program provides a simple command-line interface.
- Follow the on-screen prompts to perform various operations with the quad tree.

- Available Commands:
    1. 'i': Insert a single point.
    2. 'mi': Perform bulk insertion.

3. 'rand': Insert 10 random points.
4. 'rquery': Perform a range query.
5. 'knn': Perform a k-Nearest Neighbor search.
6. 'help': Display the list of available commands.
7. 'exit': Quit the program.

4. Follow the program's prompts and provide input as requested.

5.Exiting the Program:

- To exit the program, use the 'exit' command.

5. Conclusions

In conclusion, our exploration of Quad Trees has provided valuable insights into this versatile data structure and its applications. Throughout this project, we delved into the fundamental concepts, operations, and implementation techniques associated with Quad Trees. We witnessed how Quad Trees excels at handling spatial data and efficiently hierarchically organizing information.

Applications of algorithms implemented:

Range Query

Geographical Information Systems (GIS): Range query algorithms are extensively used in GIS for searching geographical data within specified boundaries. They help users find relevant information within a given geographic area, such as finding all restaurants within a certain radius from a user's location.

Database Systems: In relational databases, range queries are employed to retrieve data that falls within a specific range of values. For instance, finding all the sales transactions within a certain date range.

K-NN Algorithm

Recommendation Systems: k-NN is widely used in recommendation systems, such as movie or product recommendations, by finding items that are similar to those a user has shown interest in.

Image Recognition In computer vision, the k-NN algorithm can be applied for image classification tasks. Given a new image, it finds k similar images from a dataset for categorization.

Bulk-Loading Algorithm

Data Warehousing: In data warehousing environments, bulk loading algorithms are employed to load and organize large volumes of data for analytical processing, ensuring fast query response times.

Search Engines: Bulk loading algorithms can be used to construct search engine indexes, allowing for speedy and relevant search results when users query the search engine.

6. Bibliography and citations

[4] [2] [1] [3] [**?**]

References

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[2] psimatis. Quadtree - github repository, 2021. Accessed on 2023-09-27.

[3] Aamir Mushtaq Siddiqui. Quad tree (with c code), 2013. Accessed on 2023-10-03.

[4] Wikipedia. Quadtree, 2015. Accessed on 2023-09-27.