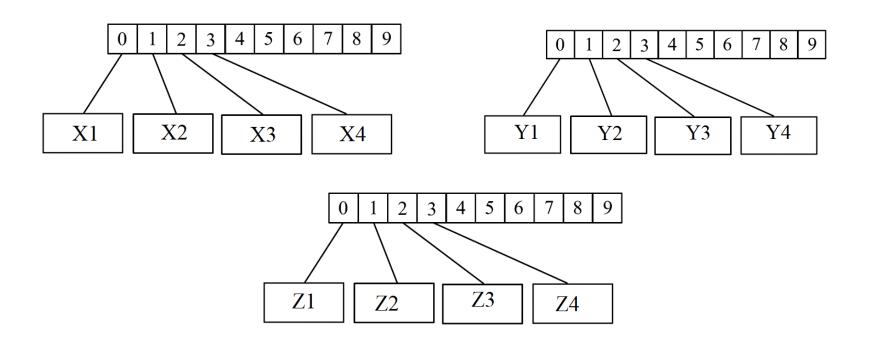
# TECHNOLOGY AND ALGORITHMS: A SOLUTION TO BEE'S EXTINCTION

Isabella Arango Restrepo Juan David Rengifo Castro Medellín, November 06



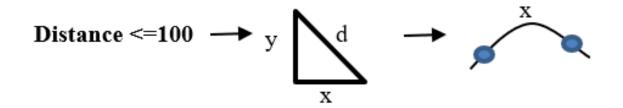
### First Data Structure Designed



*Graphic 1:* ArrayList of bee's coordinates. A coordinate is double number that represent the latitude, longitude or height.



#### Data Structure Operations



**Graphic 2:** Close bees operation with array lists. It compare two coordinates and verify if the distance between them is less than 100m.

Method	Complexity
CloseBees	$O(n^2)$

**Table 1:** Complexity of the operations of ArrayLists.



#### Design Criteria of the Data Structure

- To solve the problem it was necessary to test it with groups of data of different sizes, that is to say that this was not a constant factor.
- The data structure used should be one to which you could add many data and obtain each of its specifications (length, latitude, height).
- The add and get operation in an ArrayList have time complexity of O(1), so they were very efficient no matter the size of the data.



#### Time and Memory Consumption

Operations	10 bees	100 bees	1000 bees	10000bees
closeBees	3.33ms	23.5ms	394.67ms	23073.67ms

**Table 2:** Execution time for the method closeBees for different data sets.

	10 bees	100 bees	1000 bees	10000 bees
Memory used	2MB	3MB	4MB	7MB

**Table 3:** Memory used by different data sets.



#### **Implementation**

```
Bee #: 9756 and bee #: 9825 are at 95.36481225782188m.
Bee #: 9760 and bee #: 9778 are at 9.984817737735854m.
Bee #: 9776 and bee #: 9869 are at 82.95451199572m.
Bee #: 9780 and bee #: 9971 are at 98.03196478000936m.
Bee #: 9783 and bee #: 9938 are at 82.05503729468987m.
Bee #: 9789 and bee #: 9893 are at 97.83764463457703m.
Bee #: 9790 and bee #: 9890 are at 88.9715001086929m.
Bee #: 9794 and bee #: 9862 are at 97.65983312687356m.
Bee #: 9796 and bee #: 9808 are at 31.145866102527247m.
Bee #: 9796 and bee #: 9913 are at 97.39101155051945m.
Bee #: 9808 and bee #: 9913 are at 67.54633597178817m.
Bee #: 9814 and bee #: 9826 are at 88.14724400730923m.
Bee #: 9815 and bee #: 9843 are at 56.47192610243705m.
Bee #: 9821 and bee #: 9884 are at 47.089576835808195m.
Bee #: 9828 and bee #: 9977 are at 91.89673160472923m.
Bee #: 9833 and bee #: 9873 are at 99.87646649811163m.
Bee #: 9839 and bee #: 9990 are at 51.941878654384006m.
Bee #: 9842 and bee #: 9933 are at 85.2757801650051m.
Bee #: 9842 and bee #: 9940 are at 33.42387965690543m.
Bee #: 9843 and bee #: 9891 are at 92.3996039545545m.
Bee #: 9844 and bee #: 9944 are at 97.28517296973513m.
Bee #: 9867 and bee #: 9931 are at 93.19547494277548m.
Bee #: 9900 and bee #: 9982 are at 83.70826833887558m.
Bee #: 9901 and bee #: 9953 are at 84.85695457531075m.
Bee #: 9933 and bee #: 9940 are at 96.91435219019583m.
Bee #: 9977 and bee #: 9982 are at 70.55791587971176m.
Memoria máxima: 247MB
Memoria total: 15MB
Memoria libre: 10MB
Memoria usada: 5MB
El tiempo de ejecución es: 20527
```

```
Project.main({ });
Bee #: 3 and bee #: 9 are at 72.97838065101487m.
Bee #: 6 and bee #: 8 are at 73.17524589460847m.

Memoria máxima: 247MB
Memoria total: 15MB
Memoria libre: 9MB
Memoria usada: 6MB
El tiempo de ejecución es: 2
```

**Graphic 3:** Bees that have a distance of less than 100m between them.

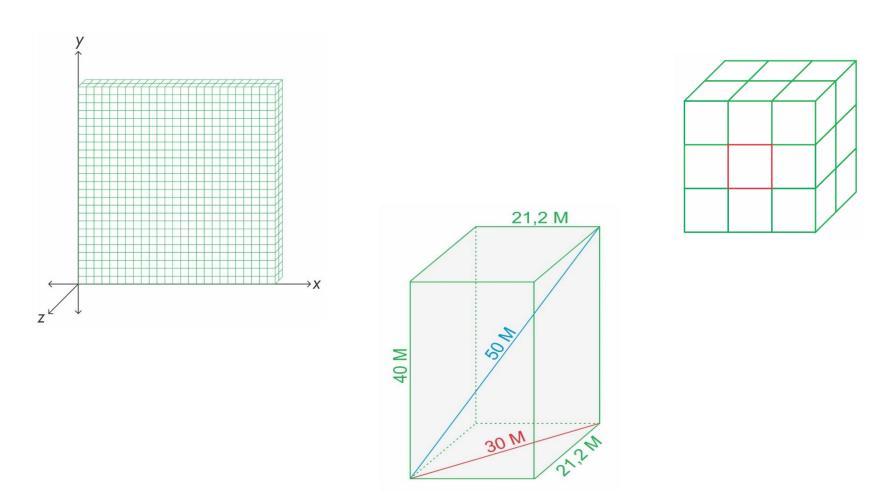


#### Second Data Structure Designed



**Graphic 4:** Map of Bello with its maximum and minimum coordinates

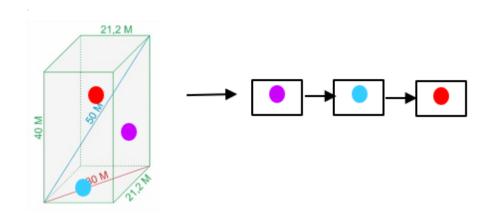




**Graphic 5:** Representation of the map divided by parallelepipeds of respective measures.



## Hash Table Operation



**Graphic 6:** Addition of bees that are in the same parallelepiped to a LinkedList.



#### Design Criteria of the Data Structure

- To reduce the time complexity of the first algorithm it was needed to choose another data structure that works well with larger data samples.
- Any operation of the data structure (Hash Table) can be done in constant time, which allows having an efficient algorithm.
- To continue with such low complexity, it was necessary to choose a good data structure to organize the elements in the same parallelepiped, taking into account that the number is not constant.



#### References

LA VANGUARDIA. Available from

https://www.lavanguardia.com/natural/20161005/41771284333/abeja-peligro-humanos.html (2016); accessed 24 August 2018.

Runestone. Available from

http://interactivepython.org/runestone/static/pythoned/SortSearch/TransformacionDeClaves.html (2012); accessed 24 August 2018.

Azure from the trenches. Available from:

https://www.azurefromthetrenches.com/introductory-guide- to-aabb-tree-collision-detection/ (2017); accessed 24 August 2018.

Wkipedia. Available form https://en.wikipedia.org/wiki/R- tree (2018); accessed 24 August 2018.

Enrique Munguía. Available from http://www.enrique7mc.com/ (2018); accessed 22 August 2018



- Evantotuts+. Available from https://gamedevelopment.tutsplus.com/tutorials/quick-tip- usequadtrees-to-detect-likely-collisions-in-2d-space-- gamedev-374 (2018); accessed 24 August 2018.
- Wikipedia. Available from https://en.wikipedia.org/wiki/Quadtree#Some\_common\_uses\_of\_quadt rees (2018); accessed 24 August 2018.
- The IUCN Red List of Threatened Species. Available from http://www.iucnredlist.org/news/nearly-one-in-ten-wild-bee-species-face-extinction-in-europe-while-the-status-of-more-than-half-remains-unknown-iucn-report (2018); accessed 24 August 2018.
- Big-O Cheat Sheet. Available from http://bigocheatsheet.com/ (2018); accessed 20 August 2018.
- Information Technology Gems. Available from http://infotechgems.blogspot.com/2011/11/java-collectionsperformance-time.html (2018); accessed 20 August 2018.

