

Sesión 2.2: Region QuadTree

CS3102 EDA

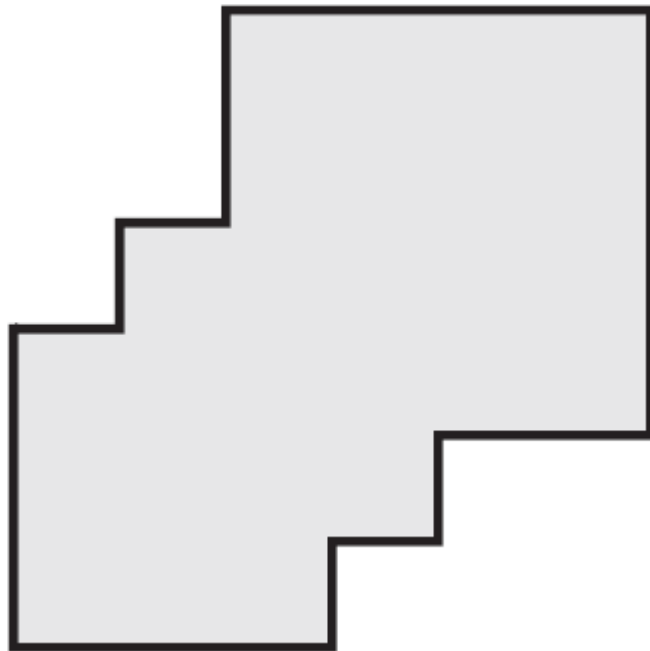
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1. Region Quadtree



1. **Region** QuadTree

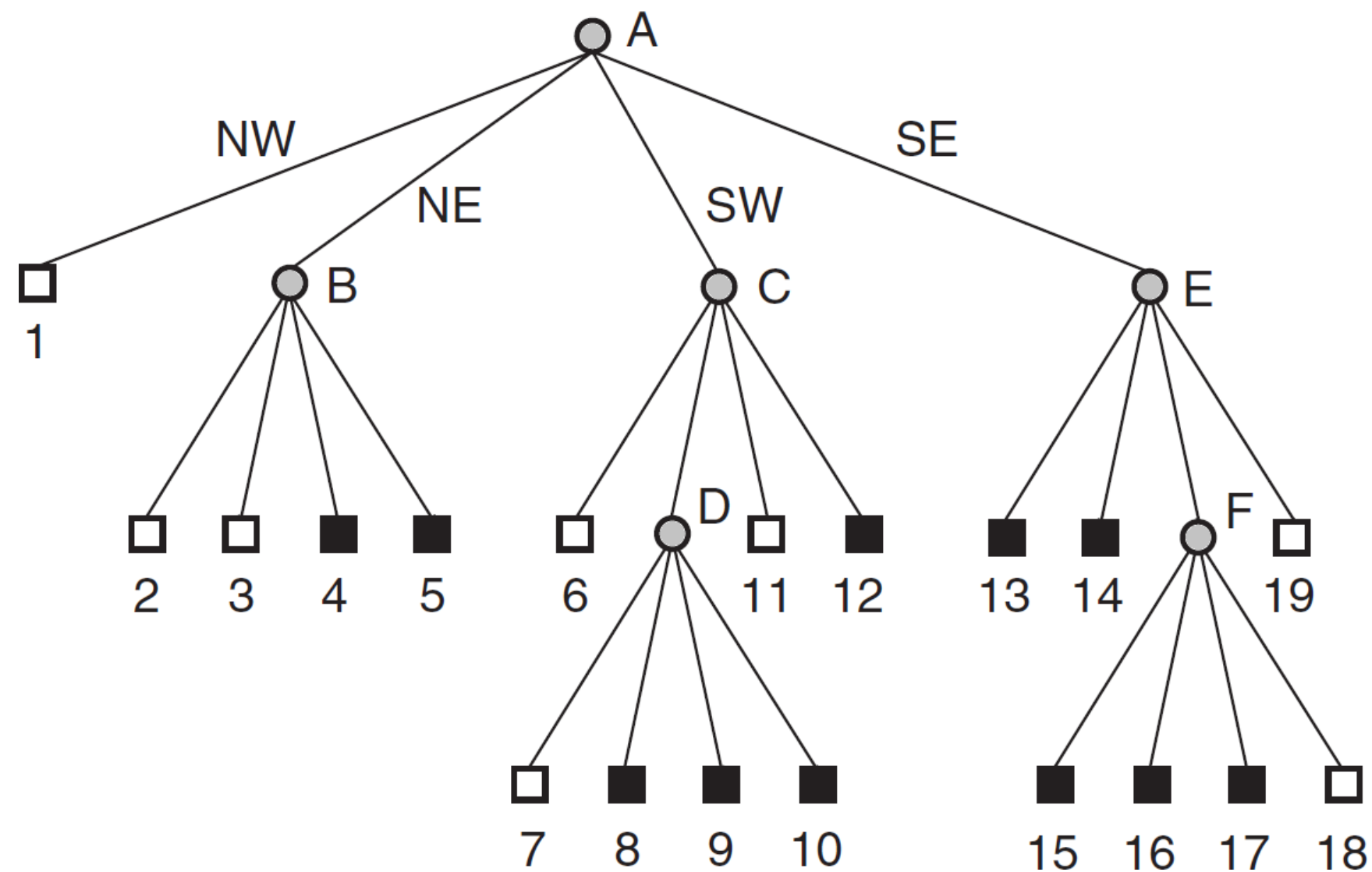
Region QuadTree



0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0
0	0	0	0	1	1	1	1
0	0	0	0	1	1	1	1
0	0	0	1	1	1	1	1
0	0	1	1	1	1	1	1
0	0	1	1	1	1	0	0
0	0	1	1	1	0	0	0

1			2	3	
			4	5	
6	7	8	13	14	
	9	10			
11	12		15	16	19
			17	18	

Region QuadTree

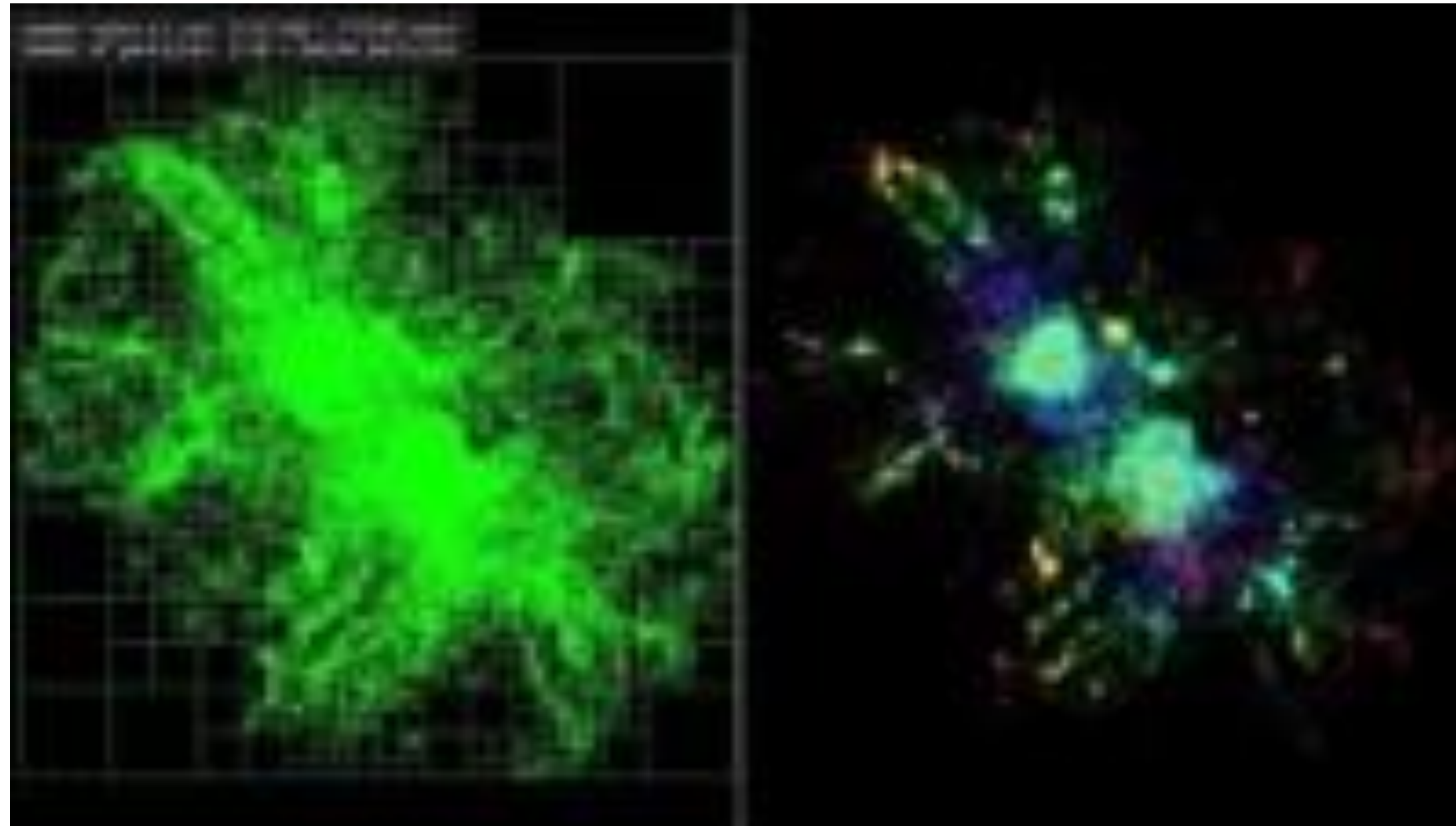


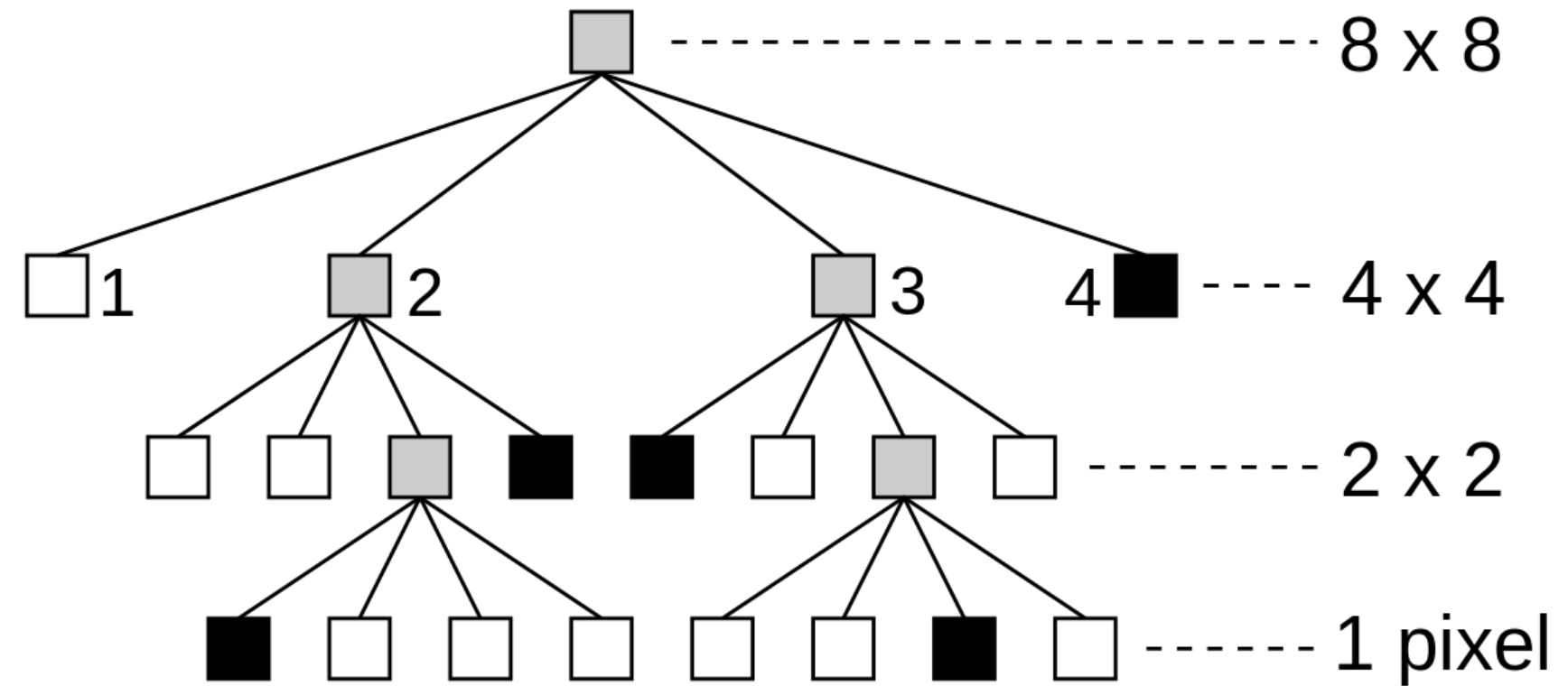
1			2	3
			4	5
6	7	8	13	14
	9	10		
11	12	15	16	19
		17	18	

Region QuadTree



Region QuadTree

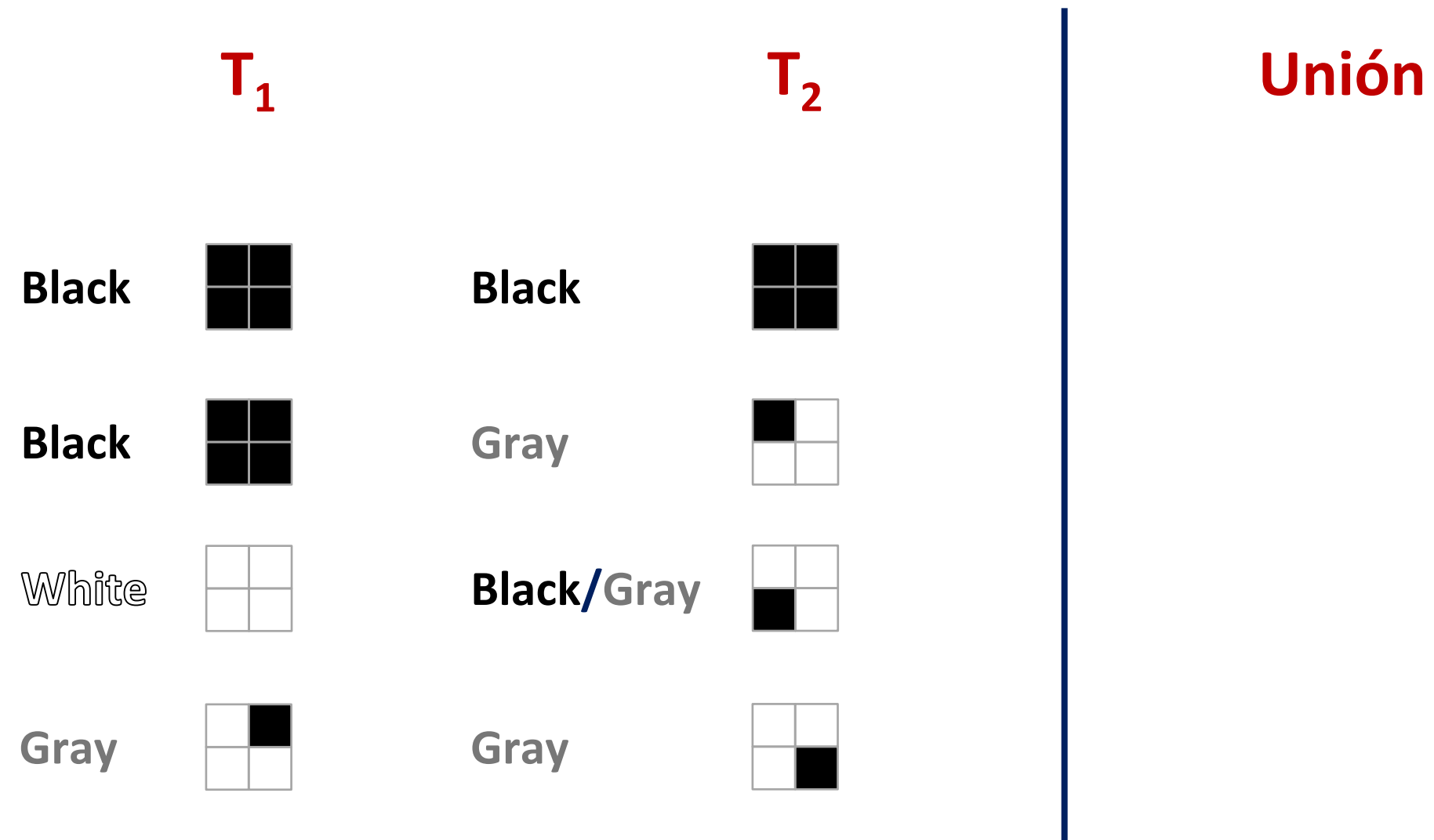




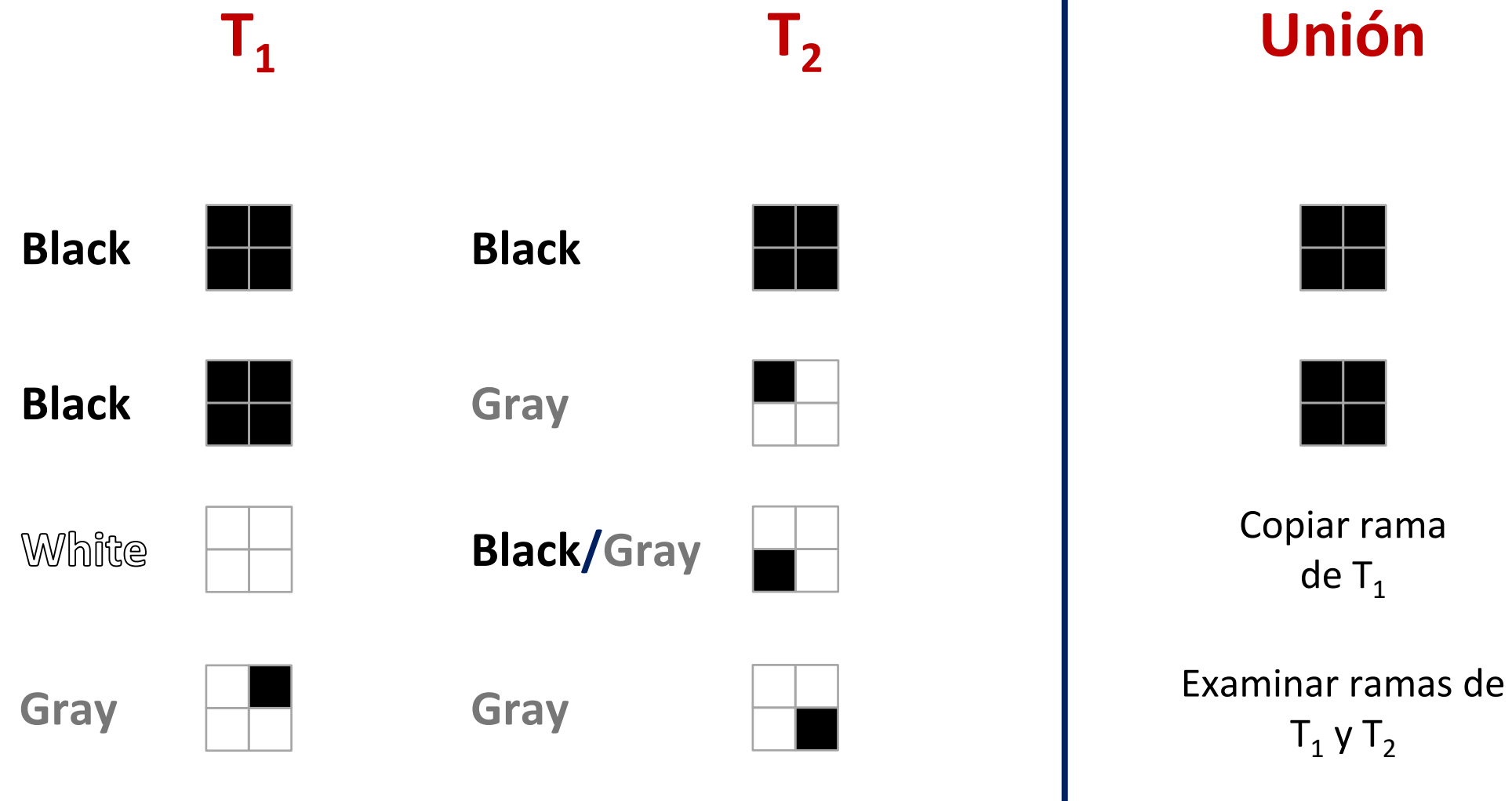
Region QuadTree



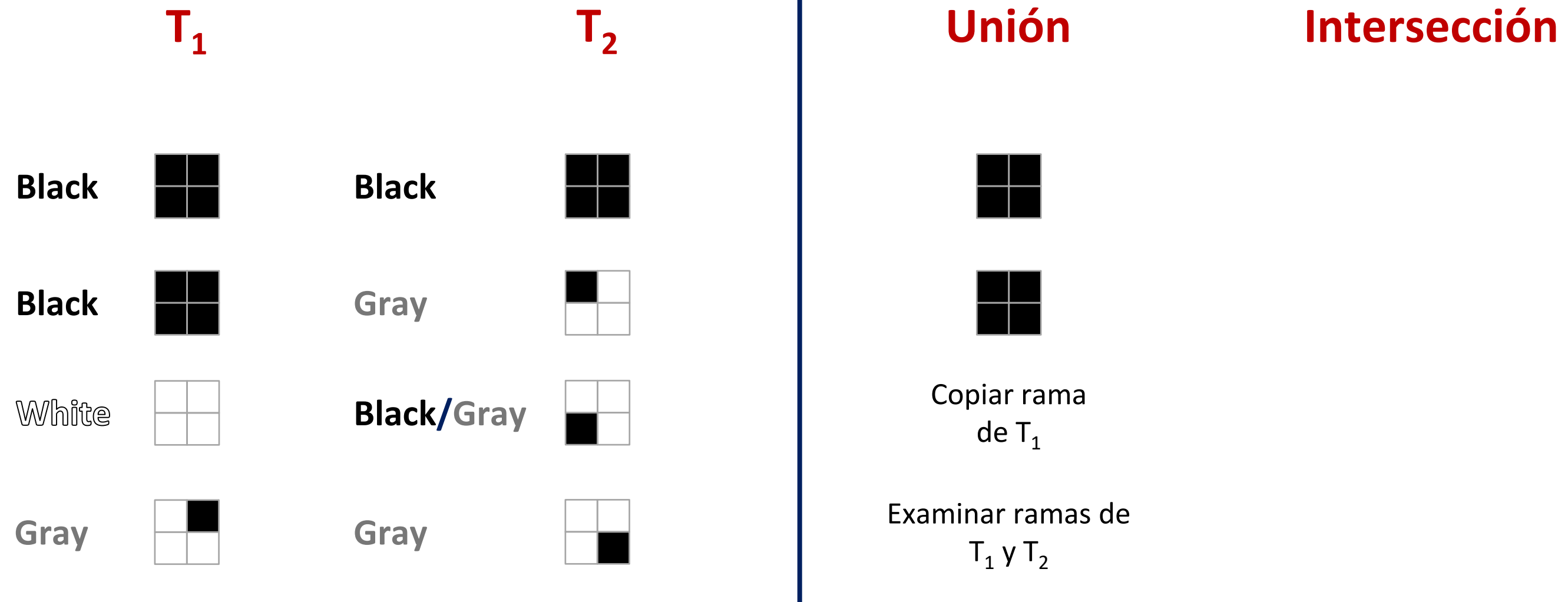
Region QuadTree



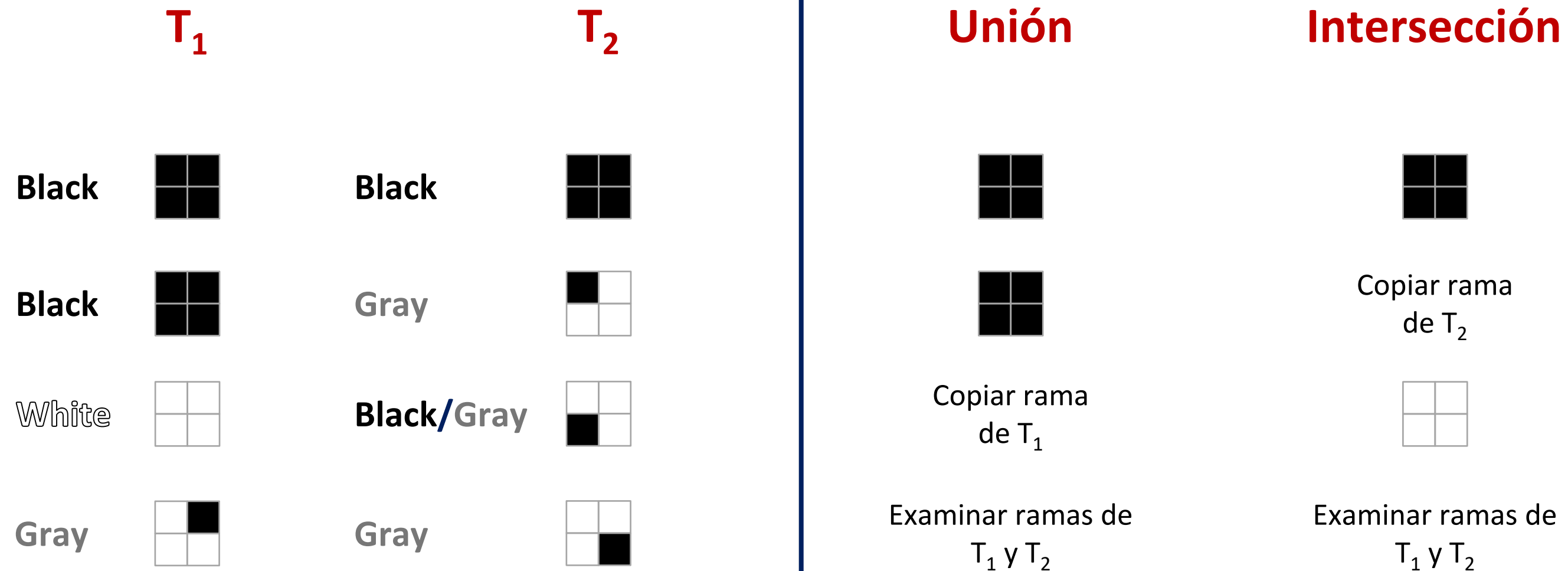
Region QuadTree



Region QuadTree



Region QuadTree



Region QuadTree

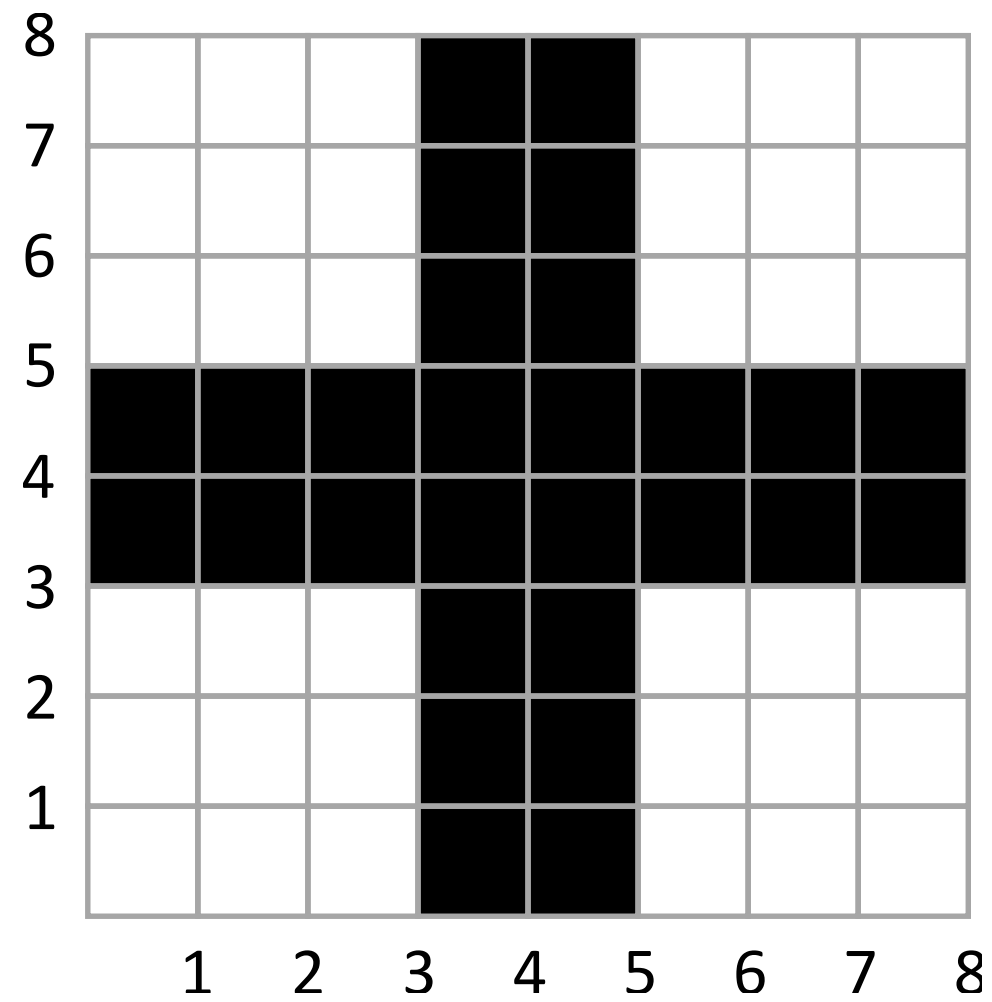


Imagen A

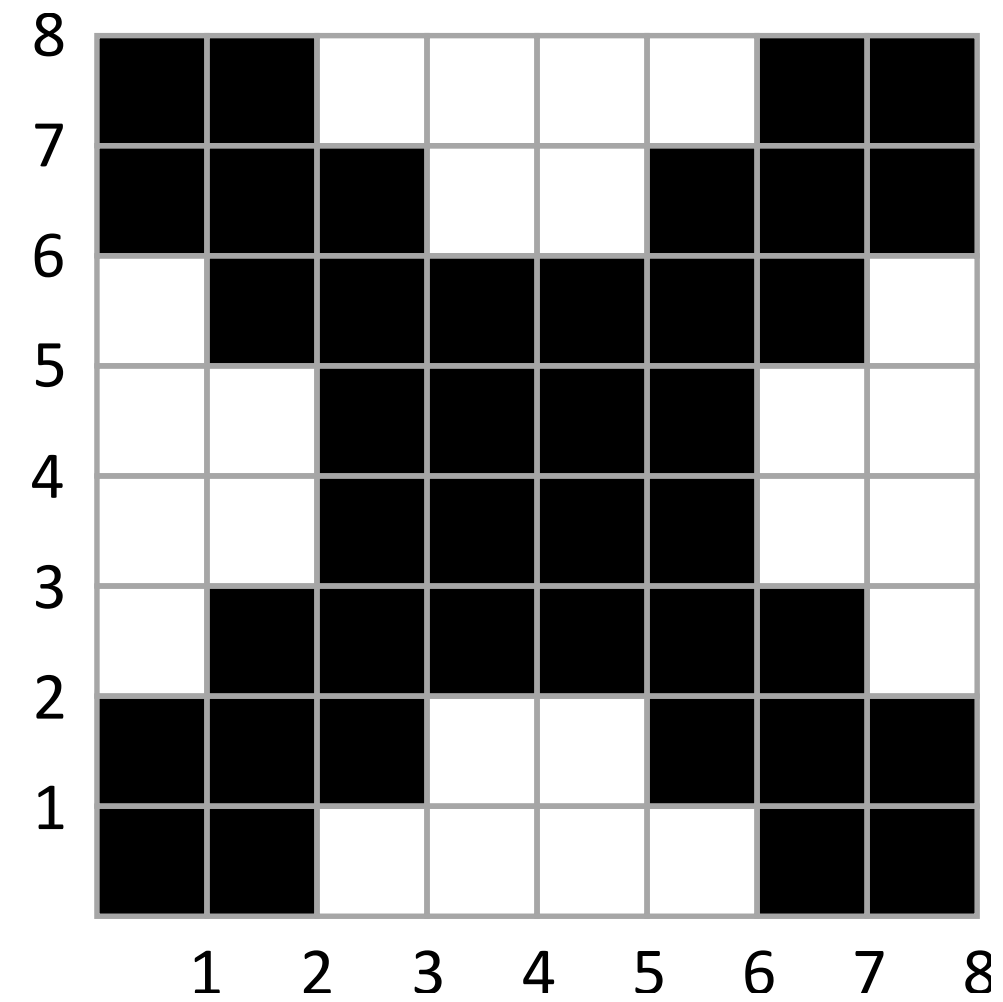
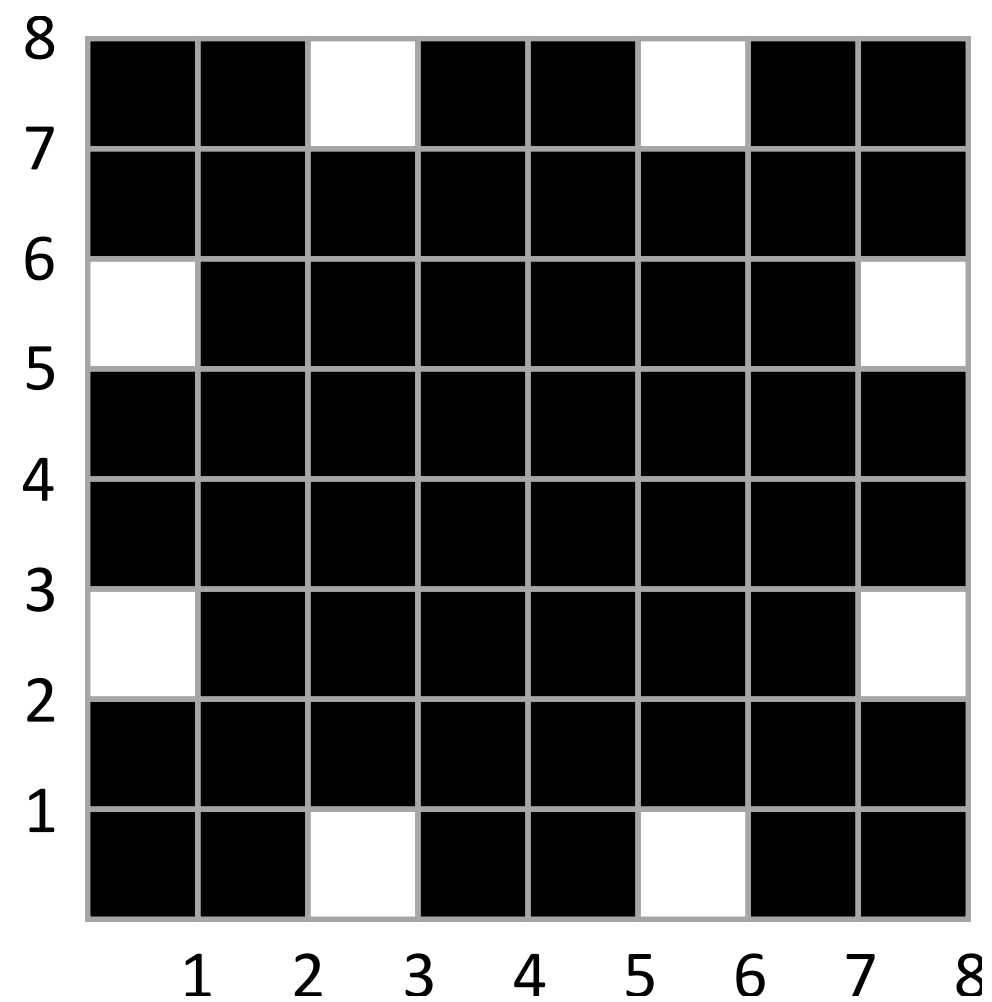
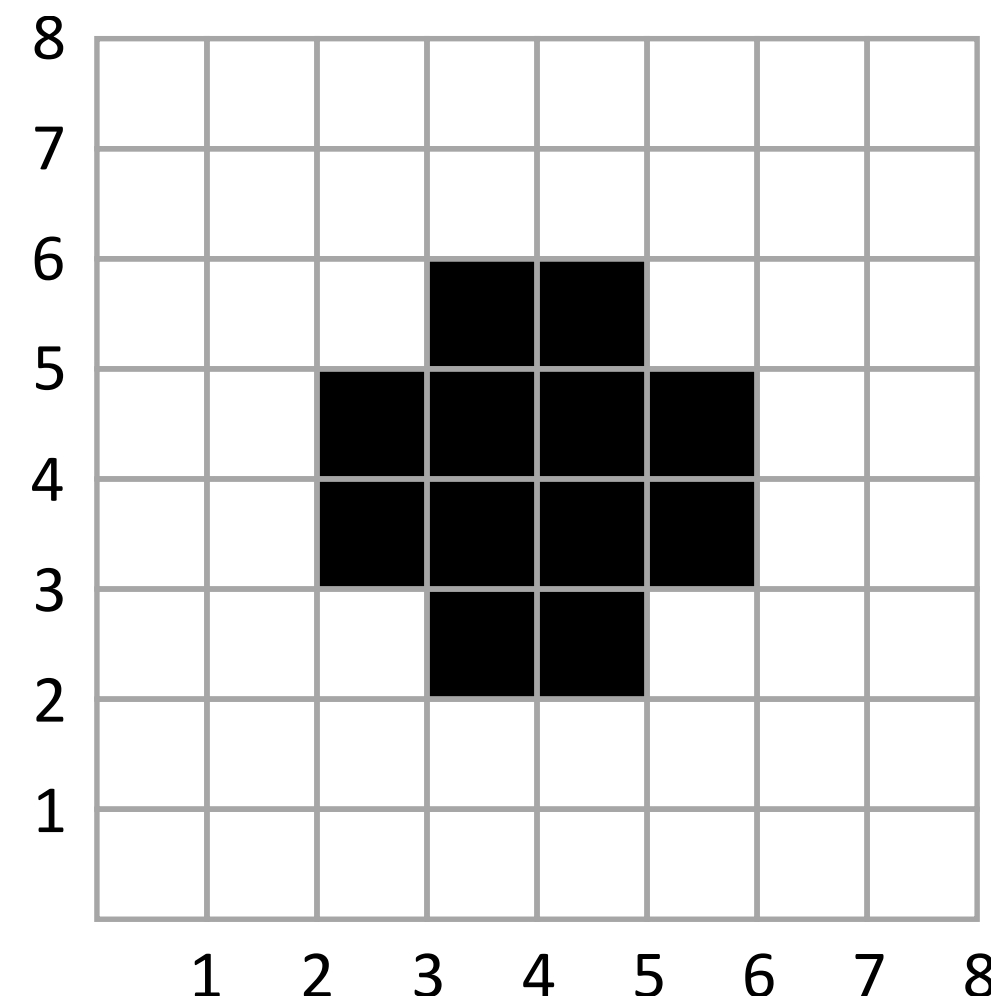


Imagen B

Region QuadTree



$A \cup B$

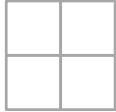
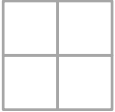
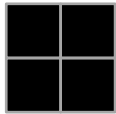
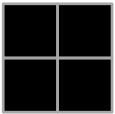
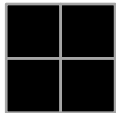
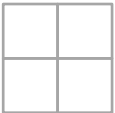
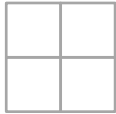
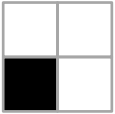
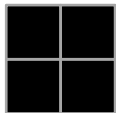
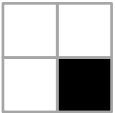
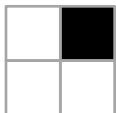
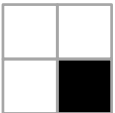


$A \cap B$

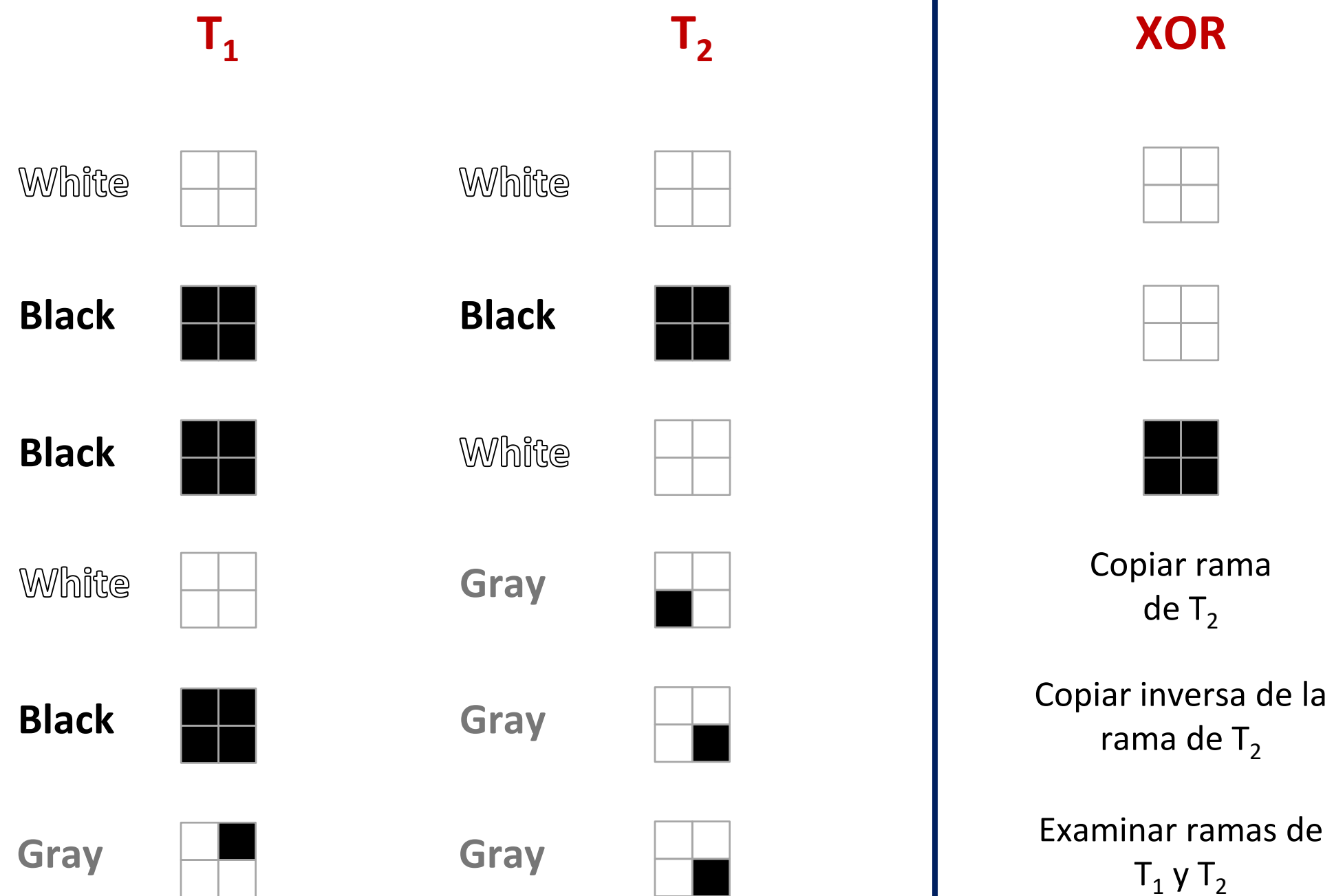
Region *QuadTree*

¿Cómo implementaría la operación XOR?

Region QuadTree

	T_1		T_2		XOR
White		White			
Black		Black			
Black		White			
White		Gray			
Black		Gray			
Gray		Gray			

Region QuadTree





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