

(1) 建树

[illegible]

```
k-NN search:
12 - 0.18
21 - 0.35
25 - 0.35
55 - 0.43
31 - 0.46
13 - 0.48
52 - 0.59
0 - 0.63
In total 64 comparison operations.
[12 21 25 55 31 13 52 0]
[0.18264528 0.35297464 0.3536302 0.42667876 0.46259296 0.47892959
0.58743535 0.63361626]
Radius search:
12 - 0.18
21 - 0.35
25 - 0.35
55 - 0.43
31 - 0.46
In total 5 neighbors within 0.500000.
There are 32 comparison operations.
```

k-NN search和Radius search的结果相互印证

这里对比了一下暴力分类和位运算的速度差异

暴力分类	位运算
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暴力分类	位运算
<pre># 根据8种情况将父结点种的点放入相应的子结点中：粗暴分类法 for point_index in point_indices: point = db[point_index, :] if point[0] < center[0] and point[1] < center[1] and point[2] < center[2]: children_point_index[0].append(point_index) elif point[0] >= center[0] and point[1] < center[1] and point[2] < center[2]: children_point_index[1].append(point_index) elif point[0] < center[0] and point[1] >= center[1] and point[2] < center[2]: children_point_index[2].append(point_index) elif point[0] >= center[0] and point[1] >= center[1] and point[2] < center[2]: children_point_index[3].append(point_index) elif point[0] < center[0] and point[1] < center[1] and point[2] >= center[2]: children_point_index[4].append(point_index) elif point[0] >= center[0] and point[1] < center[1] and point[2] >= center[2]: children_point_index[5].append(point_index) elif point[0] < center[0] and point[1] >= center[1] and point[2] >= center[2]: children_point_index[6].append(point_index) elif point[0] >= center[0] and point[1] >= center[1] and point[2] >= center[2]: children_point_index[7].append(point_index)</pre>	<pre># 根据8种情况将父结点种的点放入相应的子结点中：位运算法 for point_index in point_indices: point_db = db[point_index, :] morton_code = 0 if point_db[0] > center[0]: morton_code = morton_code 1 if point_db[1] > center[1]: morton_code = morton_code 2 if point_db[2] > center[2]: morton_code = morton_code 4 children_point_index[morton_code].append(point_index)</pre>
<pre>tree max depth: 5 Construction takes 685.169ms</pre>	<pre>tree max depth: 5 Construction takes 387.963ms</pre>

(2) 搜索

k-NN Search	Radius Search (before optimization)	Radius Search (after optimization)
<pre>k-NN search: 48423 - 0.03 53889 - 0.04 15441 - 0.04 51126 - 0.04 30379 - 0.04 40 - 0.04 14175 - 0.05 28599 - 0.05 In total 18 comparison operations. index: [48423 53889 15441 51126 30379 40 14175 28599] distance: [0.0296488 0.03587816 0.03969907 0.04173917 0.04292096 0.04339923 0.04541451 0.05062956] k-NN search takes 9.973ms</pre>	<pre>Radius search normal: 55970 - 0.02 5246 - 0.02 18381 - 0.02 24022 - 0.02 14803 - 0.03 10777 - 0.03 26280 - 0.03 16146 - 0.03 42444 - 0.03 46694 - 0.04 53458 - 0.04 26724 - 0.04 1281 - 0.04 In total 13 neighbors within 0.040000. There are 168 comparison operations. Search takes 1.994ms</pre>	<pre>Radius search fast: 55970 - 0.02 5246 - 0.02 18381 - 0.02 24022 - 0.02 14803 - 0.03 10777 - 0.03 26280 - 0.03 16146 - 0.03 42444 - 0.03 46694 - 0.04 53458 - 0.04 26724 - 0.04 1281 - 0.04 In total 13 neighbors within 0.040000. There are 168 comparison operations. Search takes 1.994ms</pre>

- 1. 为了打印出result-set list，首先设置了较小的radius，可以看到Radius Search在优化前后均找到13个相同的点
- 2. 为了对比优化前后的速度，关闭打印，设置了较大的radius，结果如下图，可以看到有较大的速度提升：

```
Radius search normal:
Search takes 354.054ms

Radius search fast:
Search takes 124.666ms
```

3. Benchmark

将三种算法（kdtree，octree，brute）的速度进行了对比（iteration=10：十次实验取平均值）：

```
db_np.shape (124668, 3)
iteration_num: 10
octree -----
Octree: build 5115.738, knn 0.499, radius 0.599, brute 9.674
kdtree -----
Kdtree: build 130.177, knn 4.289, radius 0.299, brute 9.874
```

可以看出octree建树较kdtree慢，但是在knn任务上，octree search比kdtree search快很多，而在radius search任务上，kdtree速度更快；