Spatial Trees

11-14-2011

Opening Discussion

- Minute essay comment:
    - Do any text-based games have spatial trees?
    - Remove from the quad-tree.
    - What happens above 3-D that prevents scaling?

Quad-tree

- As the name implies, this type of tree has four children at each node.

- Typical implementation starts with a box and recursively splits it in the center along x and y.

- Data goes in leaves and splitting stops when you get down to a certain number of particles.

- Octree is the equivalent in 3-D. Approach doesn't scale well above that.

kD-Tree

- This is a move flexible option that splits on a particular axis at each node. (e.g. x=3)

- Internal nodes have two children.

- Split direction can change regularly or go in the direction of greatest spread.

- Scales well to high dimensions. Can be built in a way that is perfectly balanced.

- Let's write one.

Other Options

- There are lots of options for these.

- Point based trees keep data in all nodes and split on points.

- BSP-trees used in games/graphics. (Binary Space Partition) Like kD-trees, but split can be an arbitrary plane.

- etc.

Minute Essay

- Contrast the kD-tree to the quad-tree.

- Valero will be presenting at the ACM meeting starting at 4:30.