Opening Discussion

- Minute essay comment:
  - Things to talk more about:
    - Self-balancing Trees
    - Program Hierarchy Design
    - RegEx
    - Streams
    - Recursion
    - GA for building game AI
Spatial Data Structure Review

- Grids
- Quadtree/Octree
- kD-Tree
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.
Let's take a bit of time to write a kD-tree.
Minute Essay

- Do you have any questions about how our kD-tree works?