

QuadTree Visualizer

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ABSTRACT

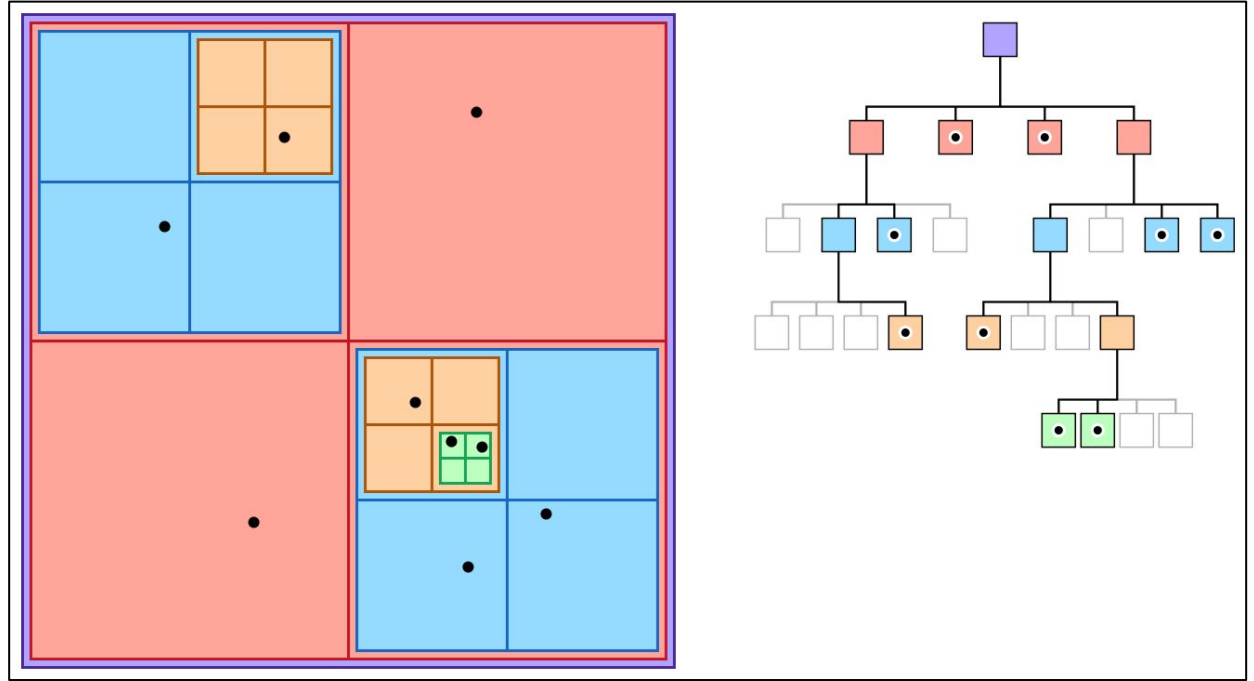
- Many digital map applications have the need to present large quantities of precise point data on the map. Such data can be weather information, the population in towns, etc. With the advancements in data science/ML, we expect such data will grow at a rapid pace. How to visualize such magnitude of data becomes a problem. QuadTree is a data structure in which each internal node has exactly four children. Quadtrees are trees implemented to efficiently store data of points on a two-dimensional space. This project aims to build an efficient visualizer for interactively visualizing the data. In this project, we will be using collision detection to illustrate the functionalities of QuadTree.

INTRODUCTION

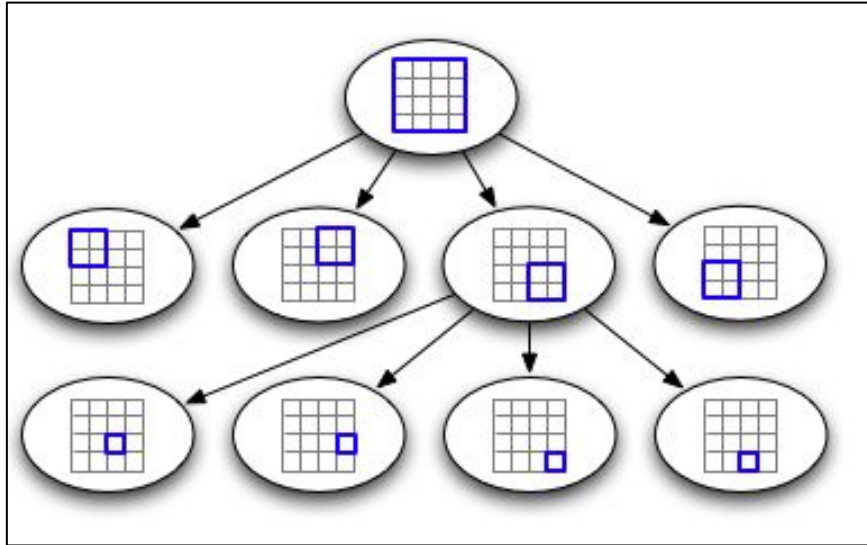
What is QuadTree?



A data structure for organizing
objects based on their locations
in a two-dimensional space.



INTRODUCTION



The QuadTree partitioning strategy divides space into four quadrants at each level. When a quadrant contains more than one object, the tree subdivides that region into four smaller quadrants, adding a level to the tree.

- So to speak in layman's term, a *quadtree* is a tree whose nodes either are leaves or have 4 children. The children are ordered 1, 2, 3, 4.

OBJECTIVES

- This project's objective is to implement a quadtree visualizer that can be helpful in understanding working of QuadTree.
- QuadTree aims to be:
 - Versatile (can be used in dynamic and static contexts)
 - Simple
 - Lightweight
 - Easy to use
 - Fast

SCOPE

- We propose to develop a QuadTree library and a visualization tool for the same.
- This project aims to build an efficient visualizer for interactively visualizing the data.
- In this project, we will be using collision detection to illustrate the functionalities of QuadTree.

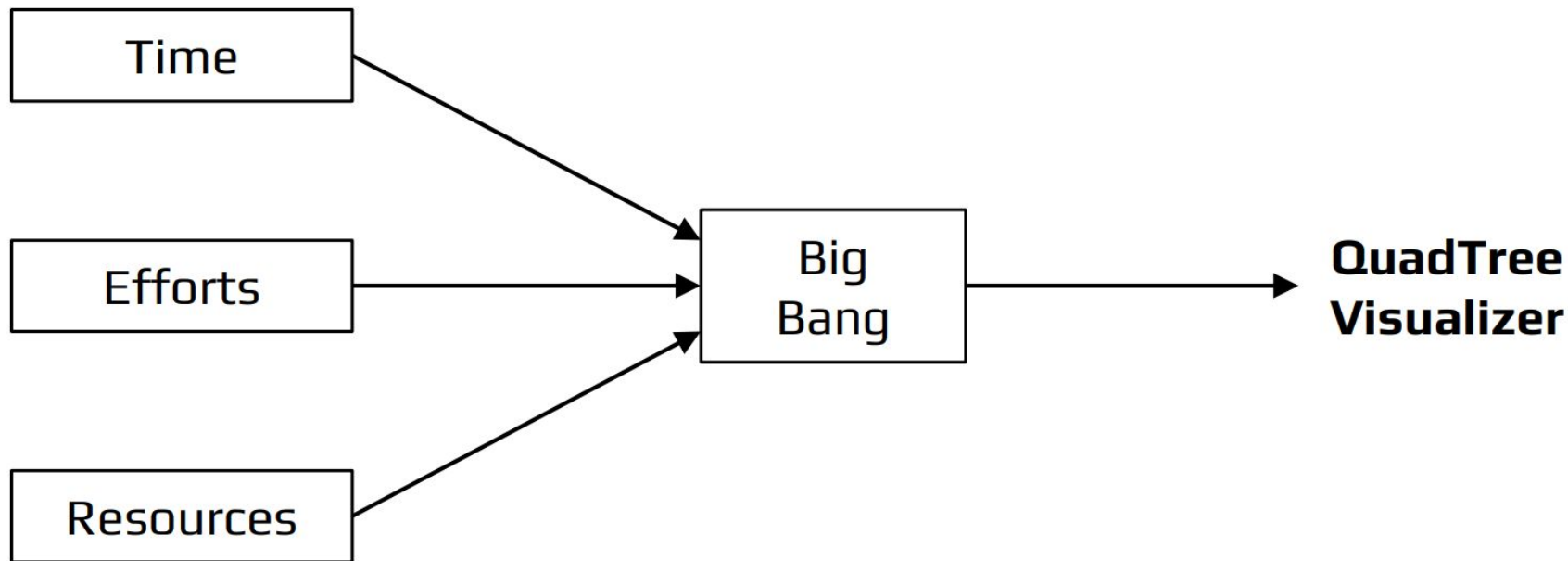
LITERATURE SURVEY

Author's Name	Title and Year of Publication	Findings
Irene Gargantini Qing Cai, Yimin Zhou	An effective way to represent quadtrees, 1982	This paper proposes a new structure very similar to quadtree, called as “linear quadtree” and different algorithms used to represent that structure. The linear quadtree saves 66% of the computer storage required by regular quadtrees.
Clifford A.Shaffer, Hanan Samet	Optimal quadtree construction algorithms, 1987	In this paper, an algorithm for constructing a quadtree in time proportionate to the number of blocks in a given picture is described.
Qing Cai, Yimin Zhou	A quadtree-based hierarchical clustering method for visualizing large point dataset, 2016	This paper introduces a new clustering method with quadtree spatial indexing. It explains a grid- based, partitioning, hierarchical clustering method on quadtree file system storage.

PROBLEM STATEMENT

- The importance of data nowadays has increased significantly, as we are living in a data driven society. Many digital map applications have the need to present large quantities of precise point data on the map. With the development of the , we expect such data will grow at a rapid pace. However, visualizing and looking for a data point in such a magnitude of data becomes a problem. We are proposing the implementation of a quadtree visualizer to visualize data more easily.

THE BIG BANG MODEL



THE BIG BANG MODEL

- There is no planning required for this.
- Suitable for small projects.
- Very few resources are required.
- As there is no proper planning hence it does not require managerial staffs.
- Easy to implement.
- It develops the skills of the newcomers.
- Very much flexible for the developers working on it.

REQUIREMENTS, TOOLS & TECHNOLOGIES

Software Requirements

- GitHub
- VSCode
- Web Browser

Hardware Requirements

- 4 GB RAM
- Any Operating System

Tools Used

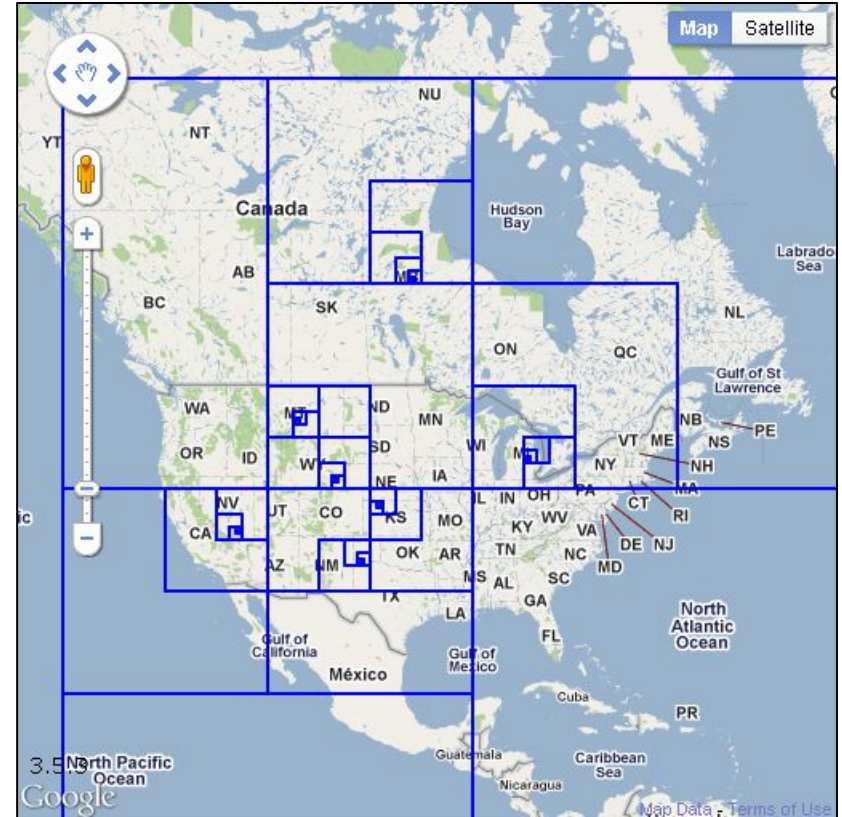
- NPM Dependencies
- CMD/Terminal

Technologies Used

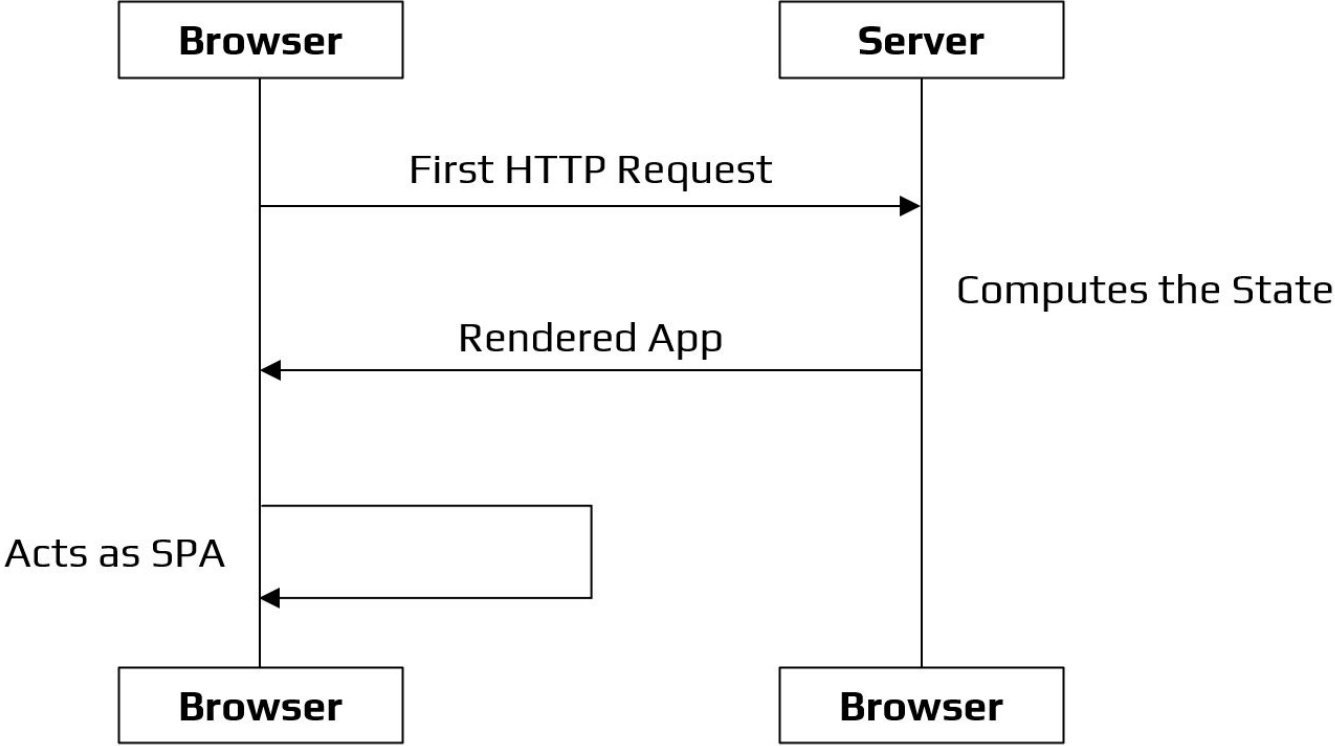
- HTML 5.0
- CSS 3.0
- JavaScript, v. ES13
- TypeScript, v.4.6.3
- Node.js, v17.9.0
- Next.js, v10.0.5
- React, v17.0.1

USE CASES

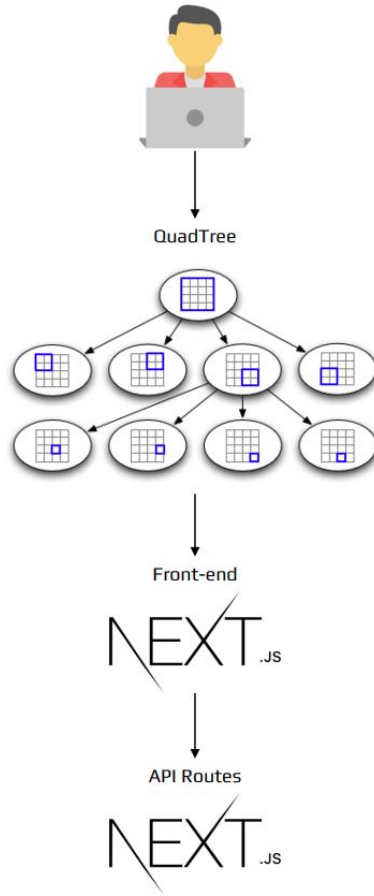
- Use Cases of QuadTree includes:
 - Image Processing
 - Sparse Data Storage
 - Spatial Indexing
- Examples:
 - Computer Graphics, Games, Movies
 - Computer Vision, CAD, Street Maps
 - (Google Maps/Google Earth)
 - Visualization (Graphing Complex Functions)



MODEL ARCHITECTURE

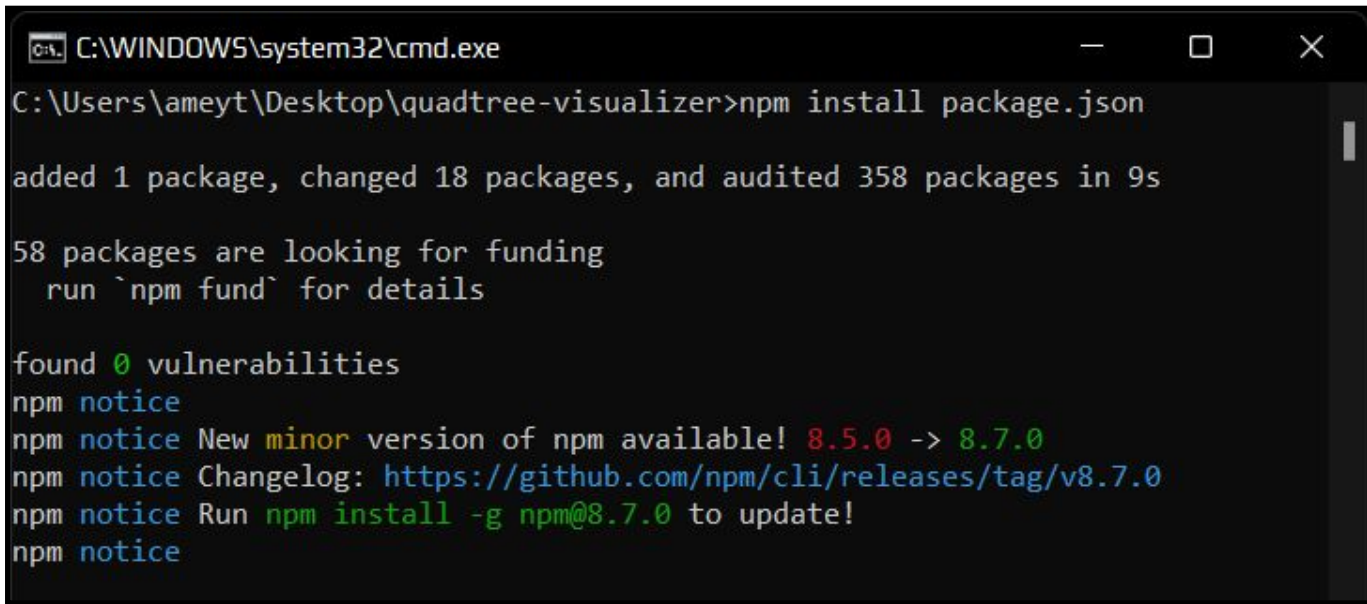


WORKFLOW OF QUADTREE VISUALIZER



EXPERIMENTAL SETUP

- Since we are using Next.js in our project, we first need to have Node.js. The web application is currently working on <http://localhost:3000>.
- To run the application locally, we need to install the packages required using the npm command: ***npm install package.json***

A screenshot of a Windows command prompt window. The title bar shows the path 'C:\WINDOWS\system32\cmd.exe'. The command prompt shows the command 'C:\Users\ameyt\Desktop\quadtree-visualizer>npm install package.json' being executed. The output shows that 1 package was added, 18 packages were changed, and 358 packages were audited in 9 seconds. It also shows that 58 packages are looking for funding and that 0 vulnerabilities were found. Finally, it shows a notice about a new minor version of npm (8.7.0) being available, with a changelog link and instructions to update using 'npm install -g npm@8.7.0'.

```
C:\WINDOWS\system32\cmd.exe
C:\Users\ameyt\Desktop\quadtree-visualizer>npm install package.json

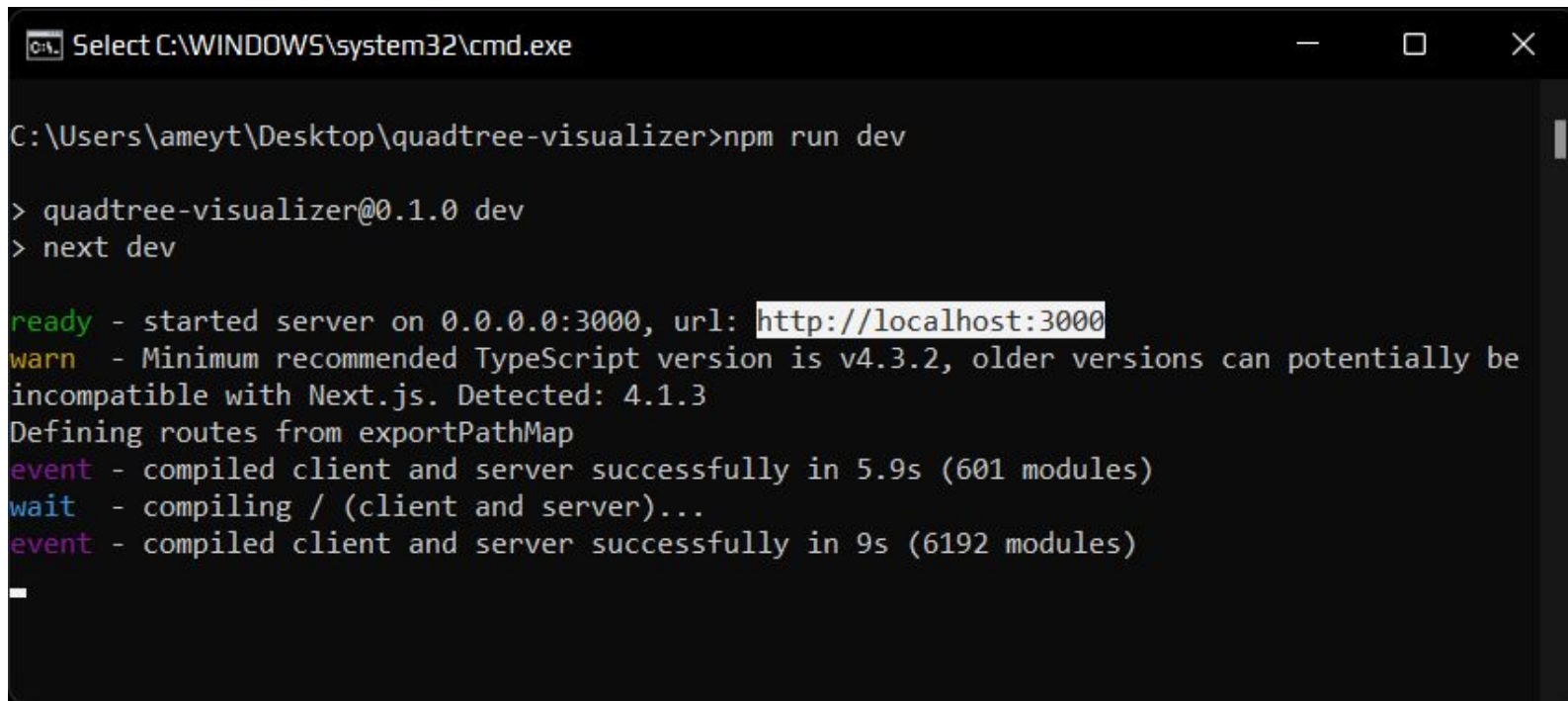
added 1 package, changed 18 packages, and audited 358 packages in 9s

58 packages are looking for funding
  run `npm fund` for details

found 0 vulnerabilities
npm notice
npm notice New minor version of npm available! 8.5.0 -> 8.7.0
npm notice Changelog: https://github.com/npm/cli/releases/tag/v8.7.0
npm notice Run `npm install -g npm@8.7.0` to update!
npm notice
```

EXPERIMENTAL SETUP

- After installing all the dependencies, we then run the command: *npm run dev*. This command will run the developer server.

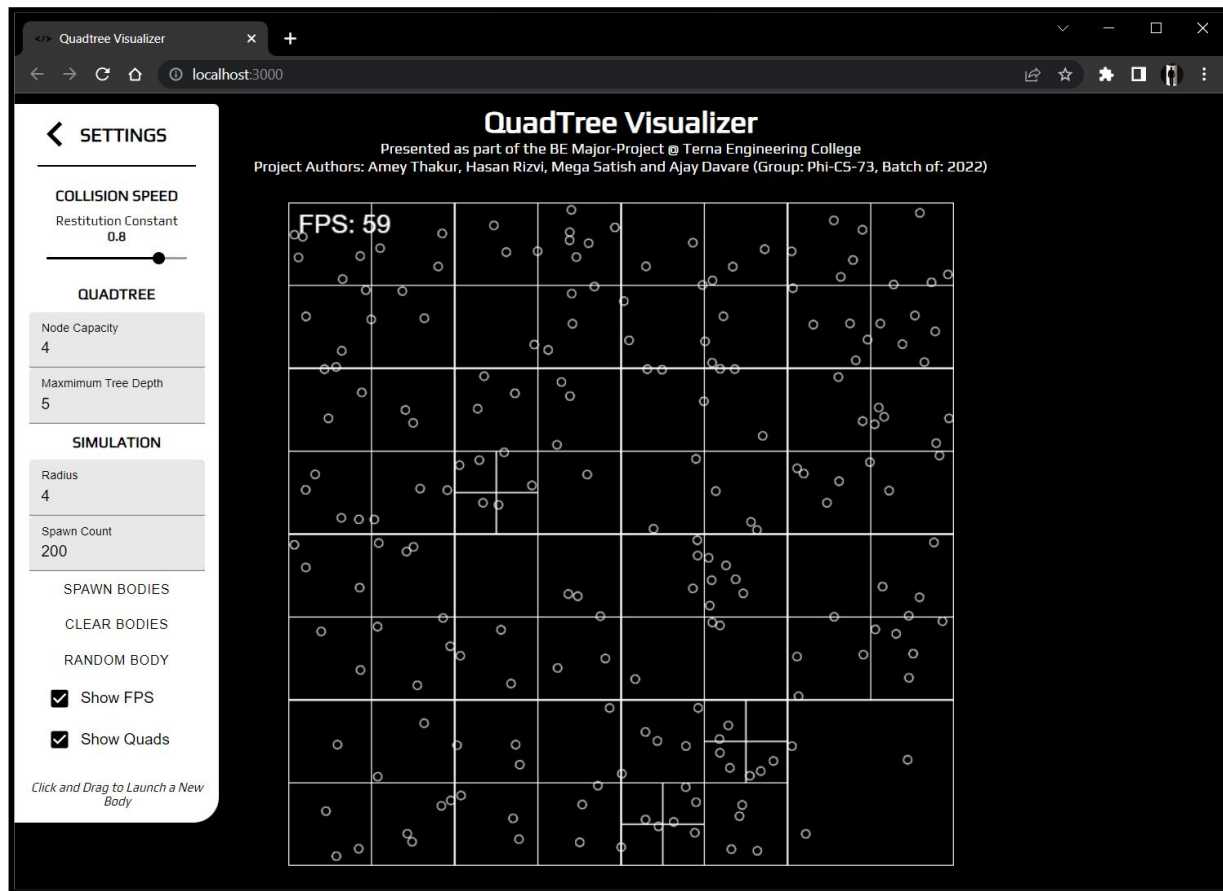


```
C:\Users\ameyt\Desktop\quadtrees-visualizer>npm run dev

> quadtrees-visualizer@0.1.0 dev
> next dev

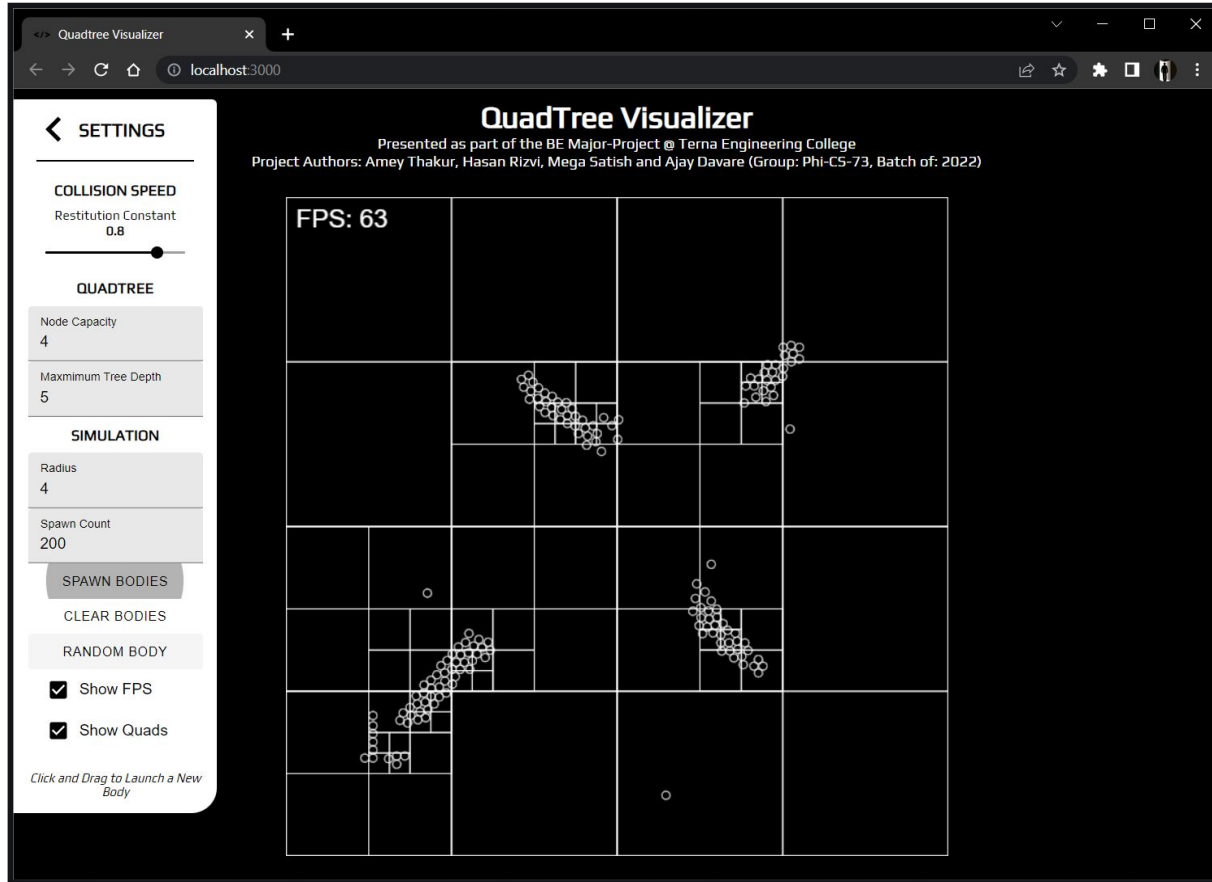
ready - started server on 0.0.0.0:3000, url: http://localhost:3000
warn - Minimum recommended TypeScript version is v4.3.2, older versions can potentially be
incompatible with Next.js. Detected: 4.1.3
Defining routes from exportPathMap
event - compiled client and server successfully in 5.9s (601 modules)
wait - compiling / (client and server)...
event - compiled client and server successfully in 9s (6192 modules)
_
```


SNAPSHOTS



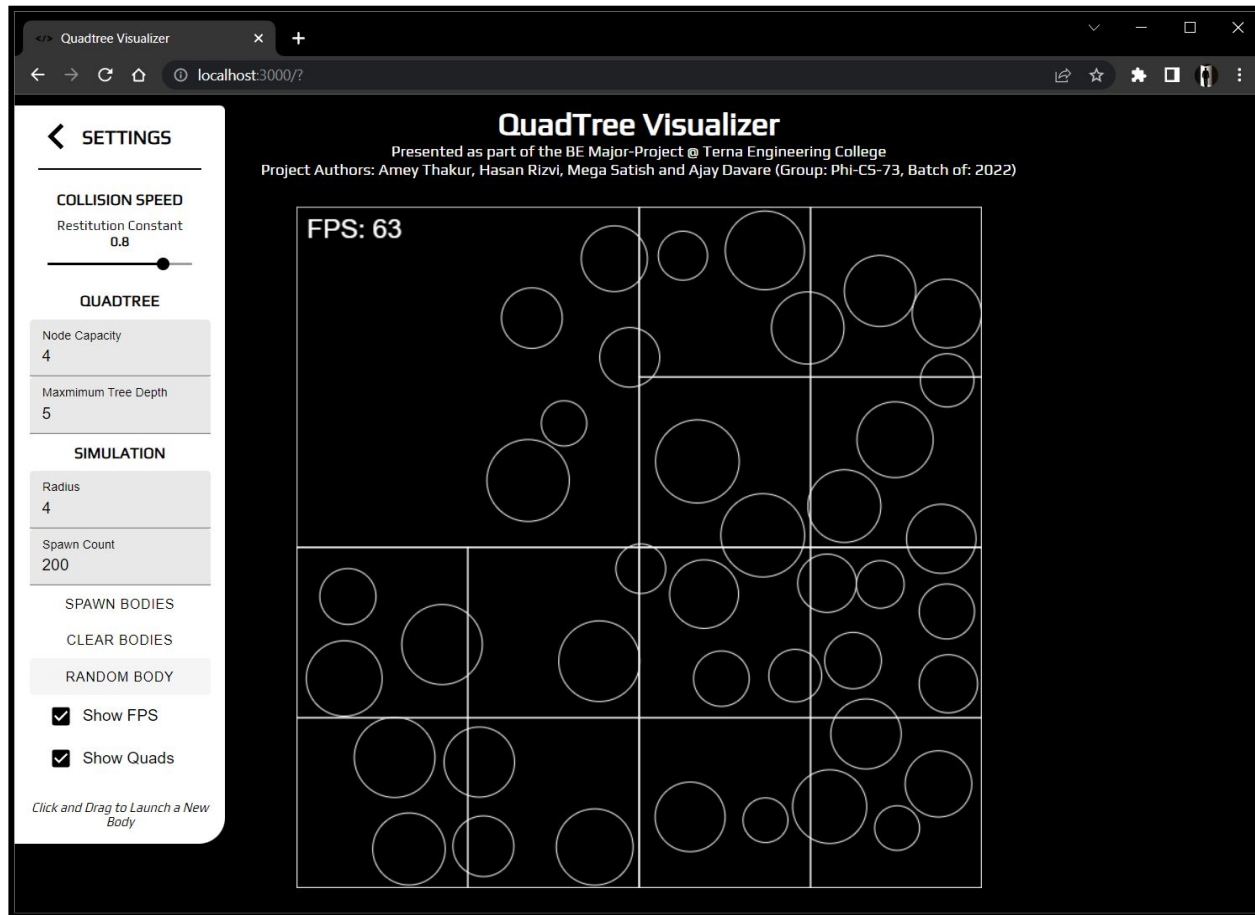
Homepage

SNAPSHOTS



Spawn Bodies

SNAPSHOTS



Random Bodies

PROJECT PLAN

QuadTree Visualizer

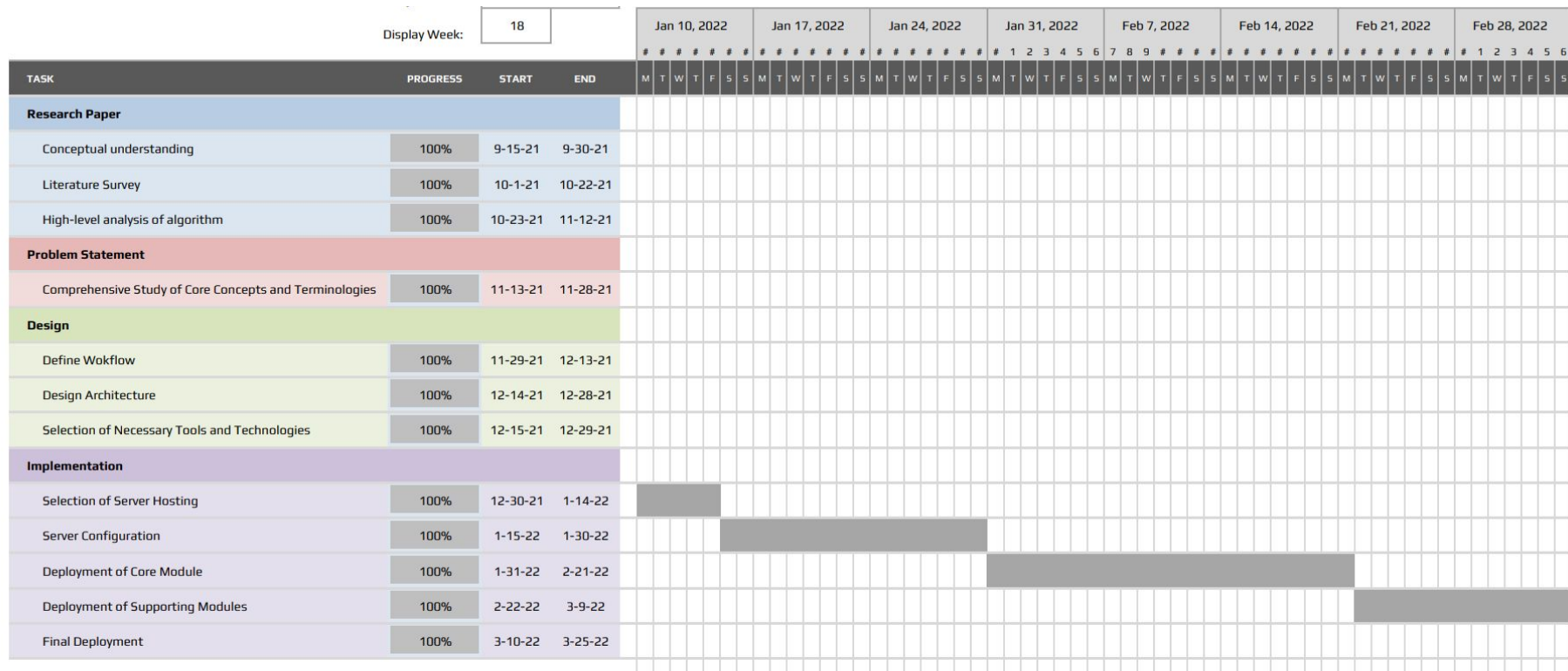
By Amey Thakur, Hasan Rizvi, Mega Satish & Ajay Davare

Project Start: Wed, 9-15-2021

Display Week: 22

TASK	PROGRESS	START	END
Research Paper			
Conceptual understanding	100%	9-15-21	9-30-21
Literature Survey	100%	10-1-21	10-22-21
High-level analysis of algorithm	100%	10-23-21	11-12-21
Problem Statement			
Comprehensive Study of Core Concepts and Terminologies	100%	11-13-21	11-28-21
Design			
Define Workflow	100%	11-29-21	12-13-21
Design Architecture	100%	12-14-21	12-28-21
Selection of Necessary Tools and Technologies	100%	12-15-21	12-29-21
Implementation			
Selection of Server Hosting	100%	12-30-21	1-14-22
Server Configuration	100%	1-15-22	1-30-22
Deployment of Core Module	100%	1-31-22	2-21-22
Deployment of Supporting Modules	100%	2-22-22	3-9-22
Final Deployment	100%	3-10-22	3-25-22

GANTT CHART



CONCLUSION

- It can be concluded quadrees are extremely powerful data structures that are still heavily under-utilised in both the industry and community applications. By the time of completion of this project we've learned to develop scalable and reusable codebases for large projects, understood the fundamentals of API build and interaction, developed a visualization tool and understood how to function in a time-bound manner and collaborate at scale across various tasks and disciplines.

WHAT HAVE WE LEARNT SO FAR...

- To adopt the practice of pair-programming and co-ordinate in a group to develop the project.
- To develop scalable and reusable codebases for large projects.
- To understand the fundamentals of API build and interaction.
- To be acclimatised with a unique data structure like Quadtree
- To understand the scope of research and public work still needed to fully utilise the power of this data structure.
- To know how to function in a time-bound manner and collaborate at scale across various tasks and disciplines.

RESEARCH PAPER

Paper Citation

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*Thank
you*