

# CS709a: Algorithms and Complexity

## Focus: Spatial Data Structures and Algorithms

Instructor: Dan Coming  
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Thursdays 4:00-6:45pm  
Office hours after class  
(or by appointment)

# Today

- Project 2 Presentations
- Project 3 Specs
- Midterm Questions?



# Tentative Calendar

- 2/12 – Paper selection due
- 2/19 – Paper Presenter: Joe
- 2/26 – Paper Presenter: Matt
  - Present Project 1 in class (Project 1 Due 2/25)
- 3/5 – Bounding volumes
- 3/12 – Nearest neighbor
- 3/14-22 Spring Break
- 3/26 – Midterm review
  - Present Project 2 in class (Project 2 Due 3/25)
- 4/2 – Paper Presenters: Mark, Scott, Cody, and Steve
- 4/9 – Midterm
- 4/16 – Present Project 3 in class (Project 3 Due 4/15)
- 4/23 – Paper Presenter: Roger
- 4/30
- 5/7-13 Finals Week
  - Final Projects and Presentations Due

# Project 3: Due 4/15 @11:59pm

- Adopt another team's Project 2 code and extend it
- Need to support triangle data (just 3 point\_t's)
  - This will affect your build/insert functions (triangles may not fit inside one bin... possibly find a way to chop up the data into pieces that fit)
- Find global pairwise intersections...
  - Triangle function has its own intersect\_triangle function
  - Main problem is figuring out which pairs of triangles to test, without testing all  $O(n^2)$  pairs



# Project 2 (continued)

- Ray Cast:

```
template <intersect_info>
```

```
bool intersect(const point_t & origin, const point_t &  
direction, intersect_info & info)
```

- Returns whether there was a hit before info.hit\_time and if there was a hit, info contains the result
- ```
template <class T> struct intersect_info {  
    T hit_time;  
    point_t hit_location;  
};
```

## Project 2 (continued)

- Add unit tests and don't break existing tests
- As before:
  - Documentation in code and a separate document providing design, implementation decisions, complexity analysis, and anything that will help the next group add collision detection
  - Presentation in class (20 minutes, plus time for questions)
- Additional details TBA as necessary – ask questions early if instructions are unclear



# Next Time

- Paper Presentations
- Study for Midterm!