

# Package ‘SearchTrees’

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**Type** Package

**Title** Spatial Search Trees

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**Description** This package provides an implementation of the QuadTree data structure. It uses this to implement fast k-Nearest Neighbor and Rectangular range lookups in 2 dimenions. The primary target is high performance interactive graphics.

**Depends** methods

**License** LGPL

**LazyLoad** yes

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 createTree

*Create a Search Tree Index*


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### Description

Create a search tree from the supplied data for use in during future lookups.

### Usage

```
createTree(data, treeType = "quad", dataType = "point", columns = if (dataType=="point") 1:2 else 1:4,
```

### Arguments

data	data.frame or matrix. Data to be indexed.
treeType	Character. Indicates type of index tree to be created. Currently only "quad" (quad trees) is supported.
dataType	Character. Indicates type of data being indexed. Currently "point", and "rect" are supported corresponding to points and rectangles, respectively. Defaults to "point".
columns	Numeric. Indicates columns in data the information to be indexed can be found. Length depends on value of dataType (2 for "point" and 4 for "rect"). Defaults to columns 1 and 2. See Details.
...	Any additional/type specific parameters to be passed to the tree creation function. These include: <b>maxDepth:</b> Numeric. Maximum depth of the tree. Defaults to 7. <b>minNodeArea:</b> Numeric. Minimum (rectangular) area to be represented by a single node. When set, this overrides maxDepth

### Details

For a point based tree, the two columns specified in columns represent the x and y values of the points.

For a rectangle based tree, four columns must be specified. These columns represent the x and y coordinates of point 1 and the x and y coordinates of point 2, in that order (where point 1 and point 2 specify the rectangle to be stored).

### Value

The class of the returned object depends on the tree type created, though all will inherit from the SearchTree S4 class and have the following slots:

ref	An external pointer to the C level data structure.
numNodes	Total number of nodes comprising the tree.
dataNodes	Number of nodes which store at least one data point.
maxDepth	Maximum depth of the tree.

maxBucket	Maximum number of data points stored in a single node.
totalData	Number of items indexed in the tree.
dataType	Type of objects stored in the tree.

**Author(s)**

Gabriel Becker

**References**

Finkel, R. A. and Bentley, J. L. "Quad Trees, a Data Structure for Retrieval on Composite Keys." Acta Informatica 4, 1-9, 1974.

**See Also**

[SearchTree](#) linkS4Class{QuadTree}

**Examples**

```
x = rnorm(100)
y = rnorm(100)
dat = cbind(x,y)
tree = createTree(dat)
```

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knnLookup

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*Perform k-Nearest Neighbors Lookup Using a Search Tree*


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**Description**

This function performs fast k-Nearest Neighbors lookup on a SearchTree object

**Usage**

```
knnLookup(tree, newx, newy, newdat, columns = 1:2, k = 5)
```

**Arguments**

tree	An object which inherits from the SearchTree S4 class.
newx	Numeric. Vector of x values for the points to look up neighbors for.
newy	Numeric. Vector of y values for the points to look up neighbors for.
newdat	Matrix or data.frame. Data containing x and y values of the points to look up neighbors for. Ignored if x and y are specified.
columns	Numeric. Columns x and y values can be found in within newdat.
k	Numeric. Number of neighbors to find for each point.

**Value**

The return value is an integer matrix indicating the indices in the original data used to create `treeE` where the nearest neighbors were found. Row indicates the indice of the new point, while column indicates the order of the `k` neighbors.

**Note**

No defined order is specified for exact ties in distance.

**Author(s)**

Gabriel Becker

**See Also**

[createTree](#) [rectLookup](#)

**Examples**

```
x = rnorm(100)
y = rnorm(100)
tree = createTree(cbind(x,y))
newx = c(0, .5)
newy = c(.5, 0)
inds = knnLookup(tree, newx, newy, k=7)

ch = rep(1, times=100)
ch[inds[1:7]] = 3
ch[inds[8:14]] = 5
cls = rep("black", times=100)
cls[inds[1:7]] = "red"
cls[inds[8:14]] = "blue"

plot(x,y, pch=ch, col = cls)
abline(v=newx[1], h = newy[1], col="red")
abline(v=newx[2], h = newy[2], col = "blue")
```

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knnLookup-methods

~~ *Methods for Function knnLookup in Package SearchTrees* ~~

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**Description**

~~ *Methods for function knnLookup in package SearchTrees* ~~

**Methods**

`signature(tree = "QuadTree")`

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QuadTree-class	Class "QuadTree"
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**Description**

A class representing a Quad Tree object for storing 2 dimensional points for efficient rectangular range and knn lookup.

**Objects from the Class**

Objects can be created by calls of the form `new("QuadTree", ...)`.

**Slots**

**ref:** Object of class "externalptr" Pointer to the internal representation of the tree  
**numNodes:** Object of class "integer" Number of nodes in the tree  
**dataNodes:** Object of class "integer" Number of nodes in the tree which are storing data  
**maxDepth:** Object of class "integer" Maximum depth of the tree.  
**maxBucket:** Object of class "integer" Maximum number of data points which are stored at a single node  
**totalData:** Object of class "integer" Number of objects stored in the tree  
**dataType:** Object of class "character" Indicates type of data stored in the tree.

**Extends**

Class "[SearchTree](#)", directly.

**Methods**

**knnLookup** signature(tree = "QuadTree"): ...  
**rectLookup** signature(tree = "QuadTree"): ...

**Note**

When using `createIndex` to create a quadTree, only two columns of the matrix/data.frame passed to the function will be used to create the tree. See the columns argument in [createTree](#)

**Author(s)**

Gabriel Becker

**See Also**

[createTree](#)

**Examples**

```
showClass("QuadTree")
```

---

`rectLookup`*Perform Rectangular Lookup in 2d Space*

---

**Description**

Determine which objects, stored in a SearchTrees indexing object, fall within a given rectangle in two-dimensional space.

**Usage**

```
rectLookup(tree, ptOne, ptTwo, xlims, ylims)
```

**Arguments**

<code>tree</code>	SearchTree. A SearchTree object to perform the lookup on.
<code>ptOne</code>	Numeric. A numeric of length two indicating x and y values for one corner of the rectangle.
<code>ptTwo</code>	Numeric. A numeric of length two indicating x and y values for the corner of the rectangle opposite to <code>ptOne</code>
<code>xlims</code>	Numeric. A numeric vector indicating the minimum and maximum x value for the rectangle. Overrides <code>ptOne</code> and <code>ptTwo</code>
<code>ylims</code>	Numeric. A numeric vector indicating the minimum and maximum y value for the rectangle. Overrides <code>ptOne</code> and <code>ptTwo</code>

**Details**

In the case of lookup for rectangular objects, any rectangle which overlaps the query rectangle will be returned.

**Value**

A numeric vector indicating the indices of the object (in the order they were in when the SearchTree object was created) which fall (at least partially) within the rectangular query.

**Author(s)**

Gabriel Becker

**See Also**

[QuadTree knnLookup](#)

**Examples**

```
x = rnorm(100)
y = rnorm(100)
x2 = x + runif(100, .5, 2)
y2 = y + runif(100, .5, 2)
dat2 = cbind(x, y, x2, y2)
tree2 = createTree(dat2, dataType="rect", columns= 1:4)
inrect = rectLookup(tree2, xlim = c(0,1), ylim=c(0, 1))
col = rgb(0, 1, 0, alpha=.5)
plot(x, y2, col="white")
rect(x[inrect], y[inrect], x2[inrect], y2[inrect], col=col)
rect(0, 0, 1, 1, col="blue", lwd=3)
```

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rectLookup-methods      *~~ Methods for Function rectLookup in Package SearchTrees ~~*

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**Description**

~~ Methods for function rectLookup in package **SearchTrees** ~~

**Methods**

signature(tree = "QuadTree")

---

SearchTree-class      *Class "SearchTree"*

---

**Description**

A virtual class representing a search tree for storing geometric points in a manner designed for efficient lookup.

**Objects from the Class**

This is a virtual class so objects of class SearchTree cannot be created directly.No methods defined with class "SearchTree" in the signature.

**Slots**

**ref:** Object of class "externalptr" Pointer to the internal representation of the tree.  
**numNodes:** Object of class "integer" Number of nodes in the tree  
**dataNodes:** Object of class "integer" Number of nodes in the tree which are storing data.  
**maxDepth:** Object of class "integer" Maximum depth of the tree  
**maxBucket:** Object of class "integer" Maximum number of data points stored in a single node  
**totalData:** Object of class "integer" Number of data objects stored in the tree.  
**dataType:** Object of class "character" Indicates type of data stored in the tree.

**Methods**

knnLookup, rectLookup

**Author(s)**

Gabriel Becker

**See Also**

[QuadTree createTree](#)



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