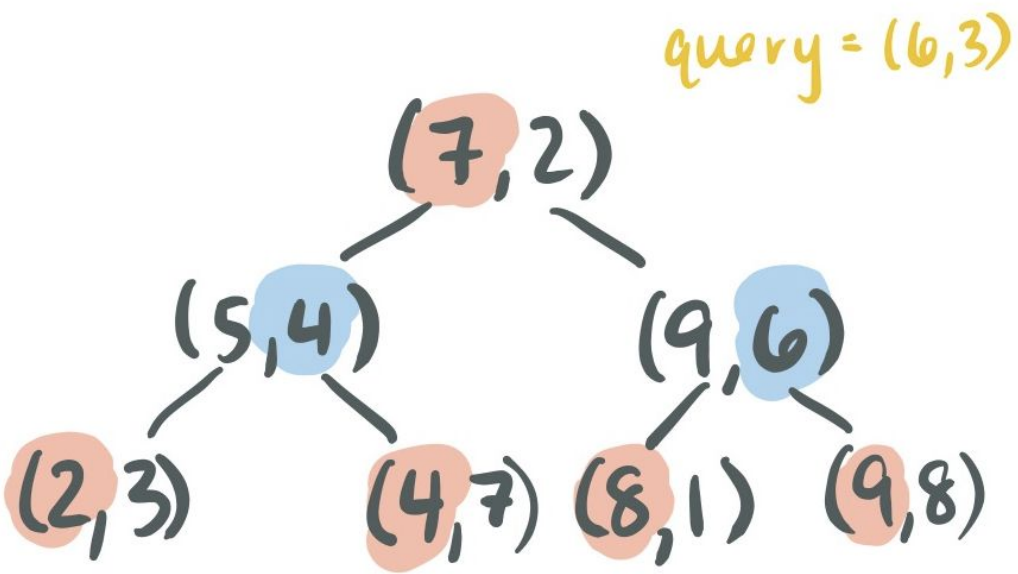
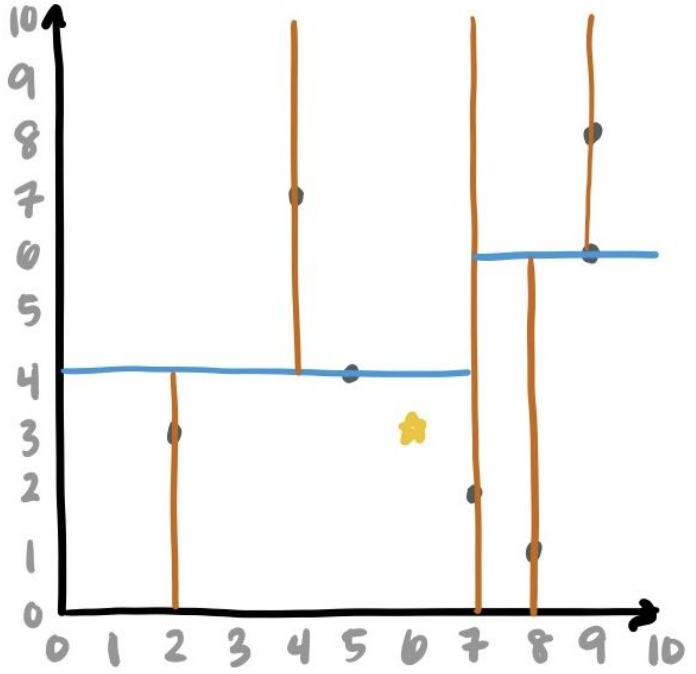
KD Trees

Learning Objectives

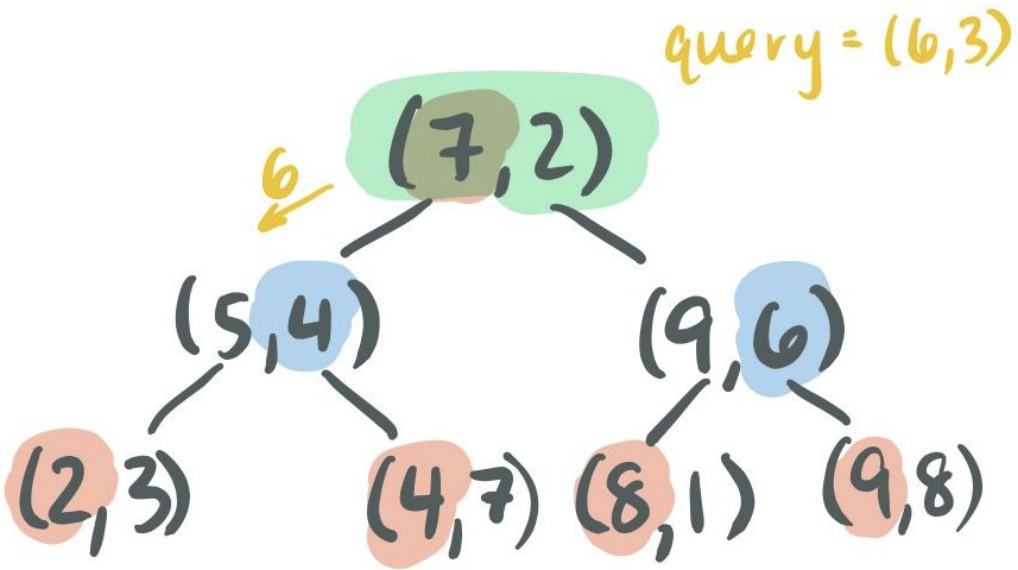
1. Use a KD Tree to find the nearest point in 2D

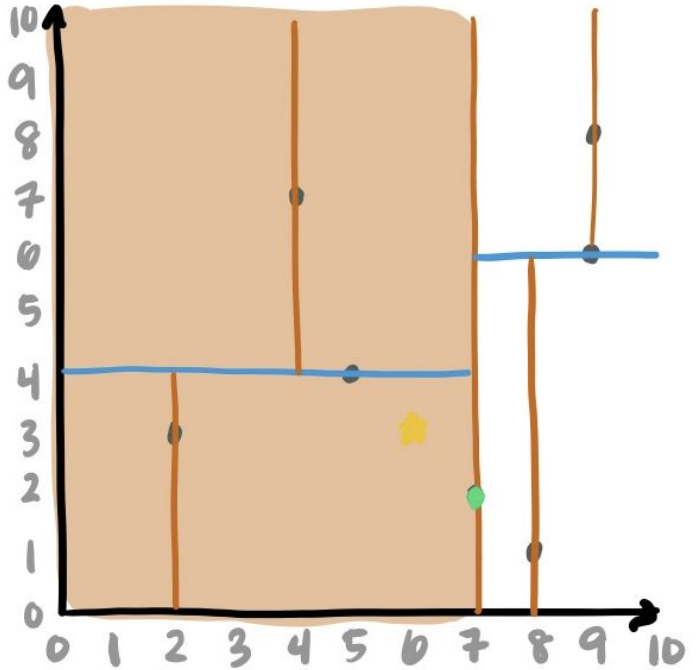
Nearest Neighbor KD Tree



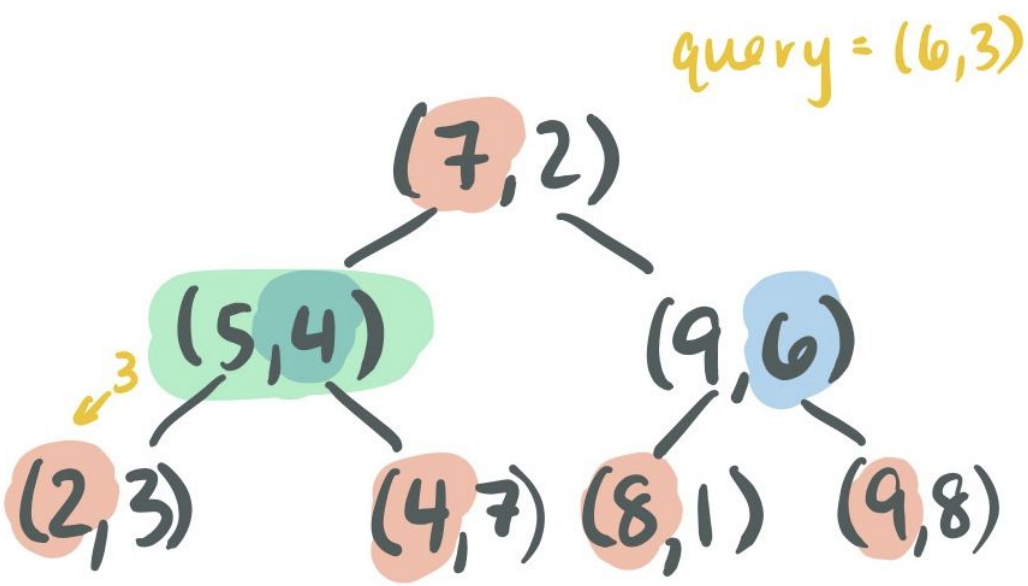


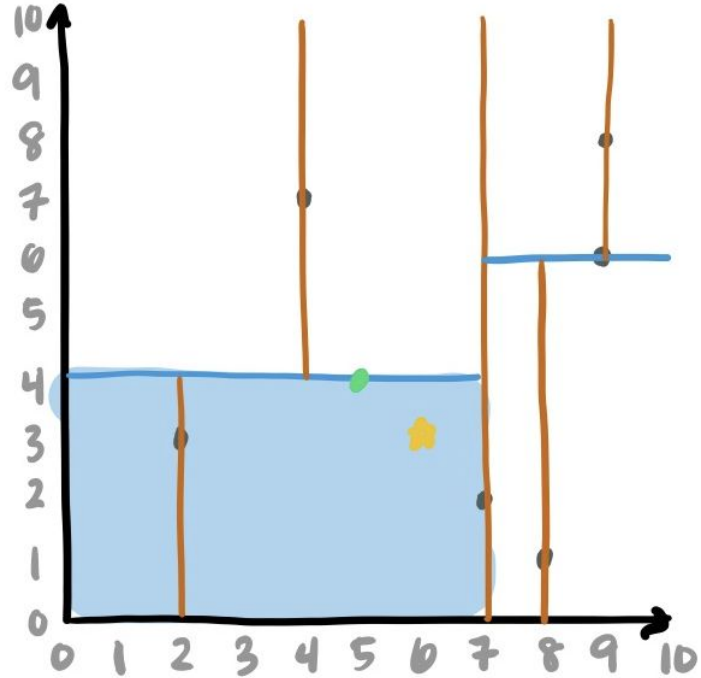
Nearest Neighbor KD Tree



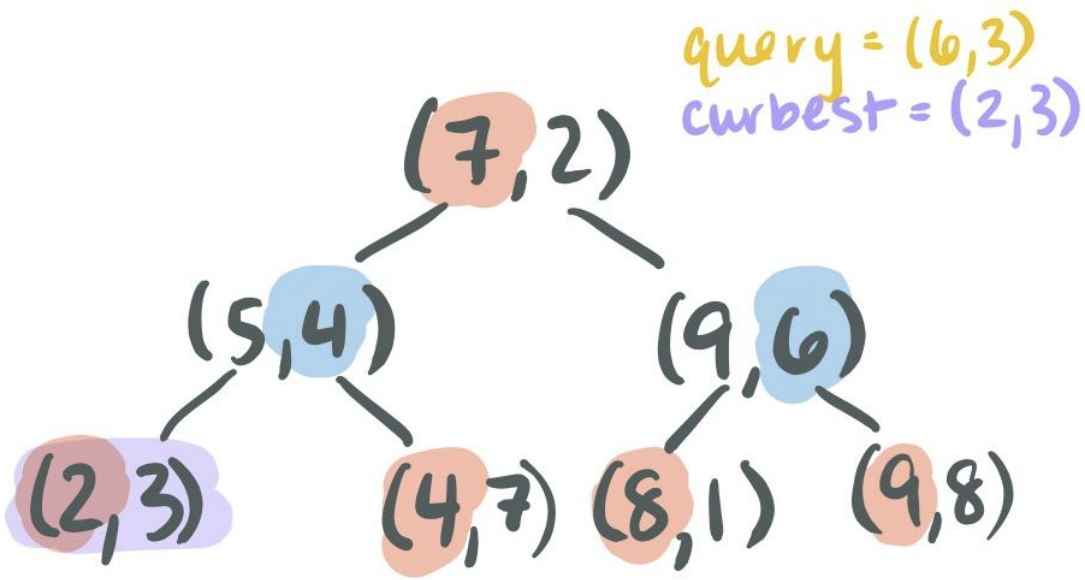


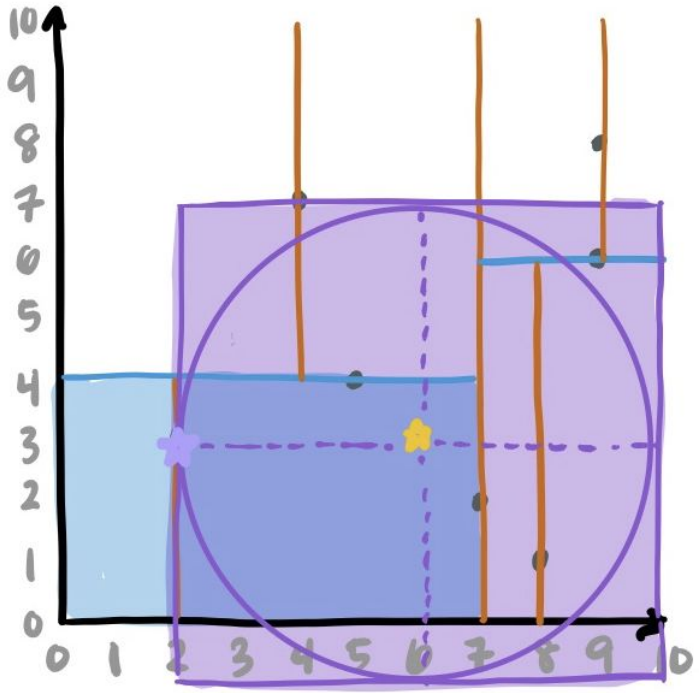
Nearest Neighbor KD Tree





Nearest Neighbor KD Tree

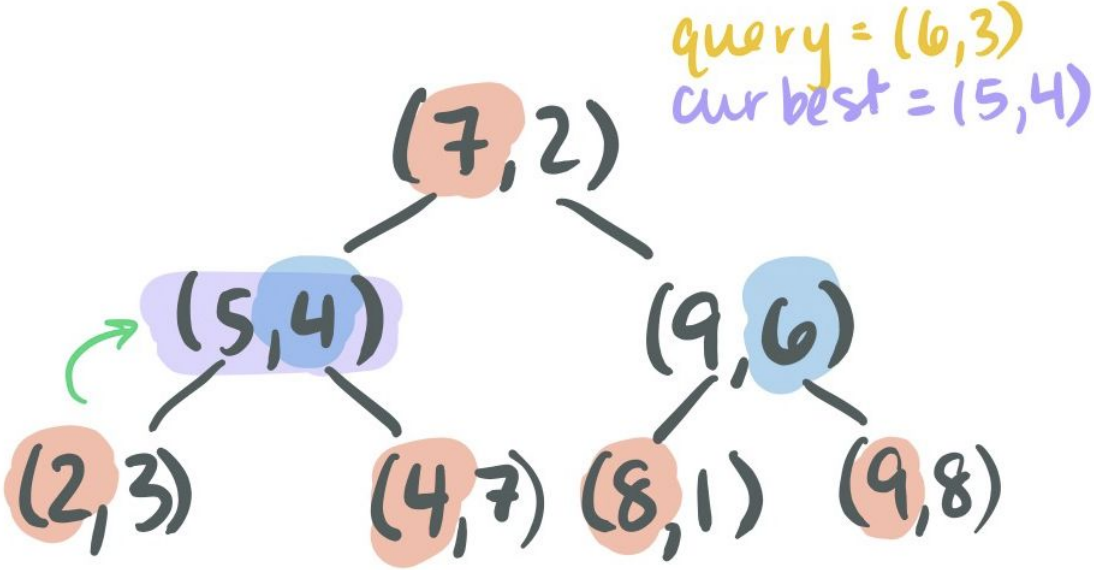


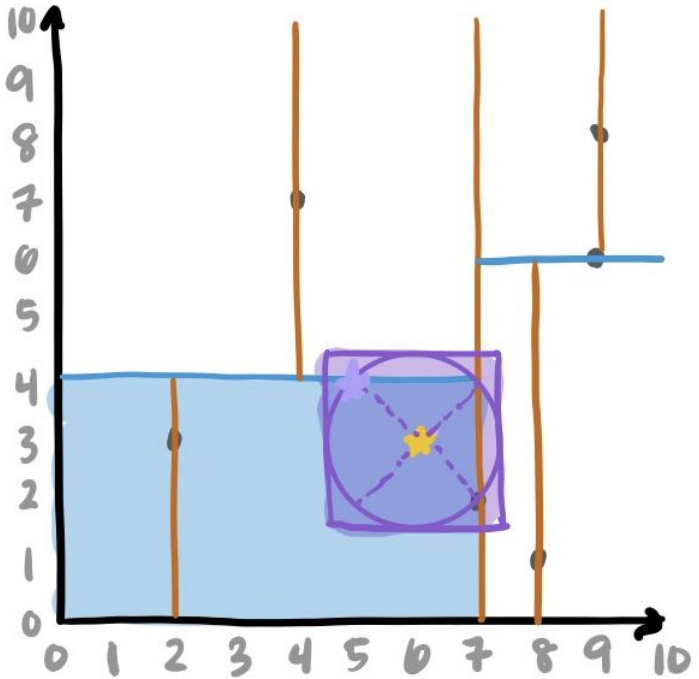


Nearest Neighbor KD Tree

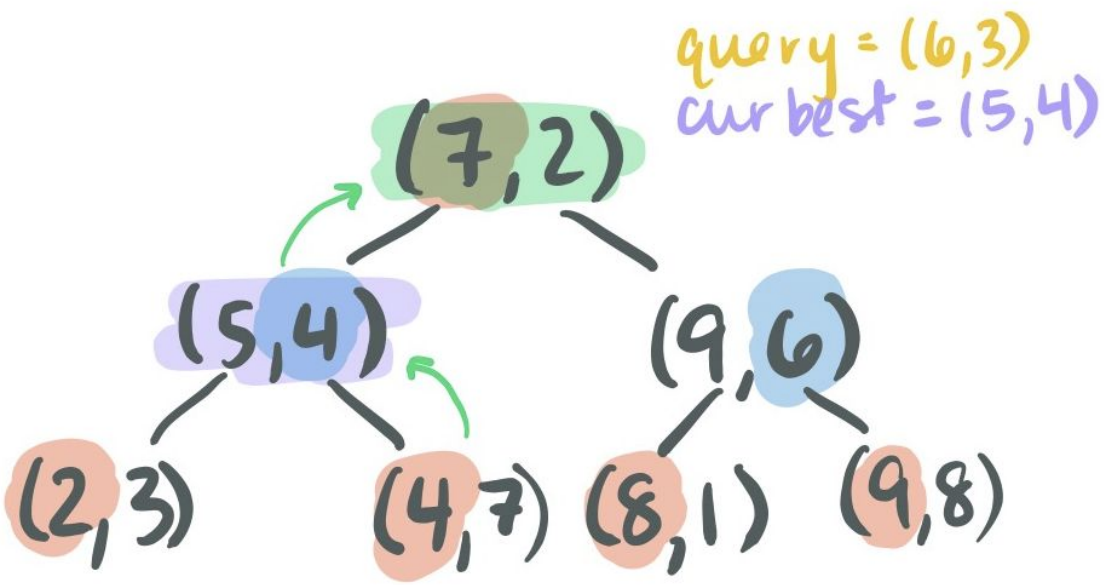
Backtracking: start recursing backwards

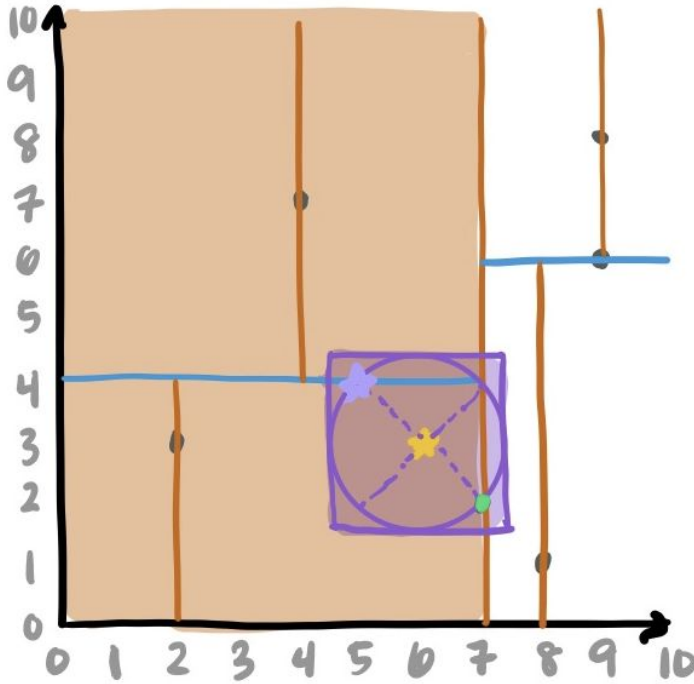
-- store “best” possibility as you trace back



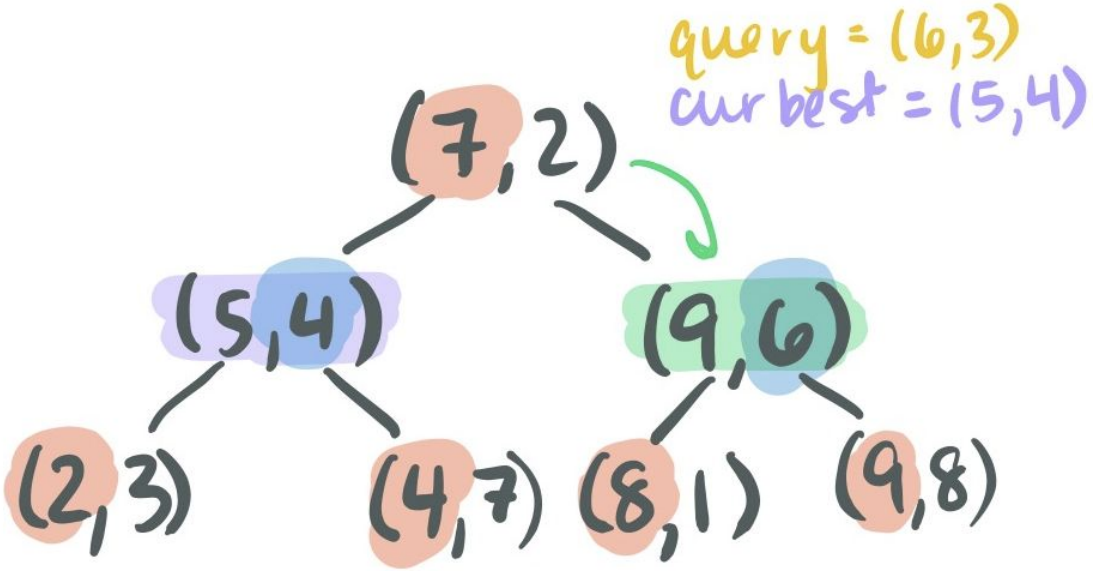


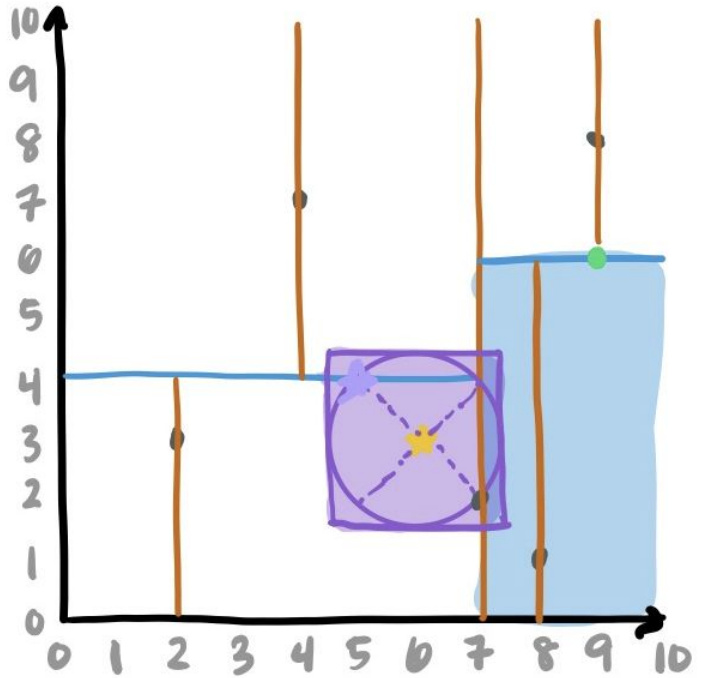
Nearest Neighbor KD Tree



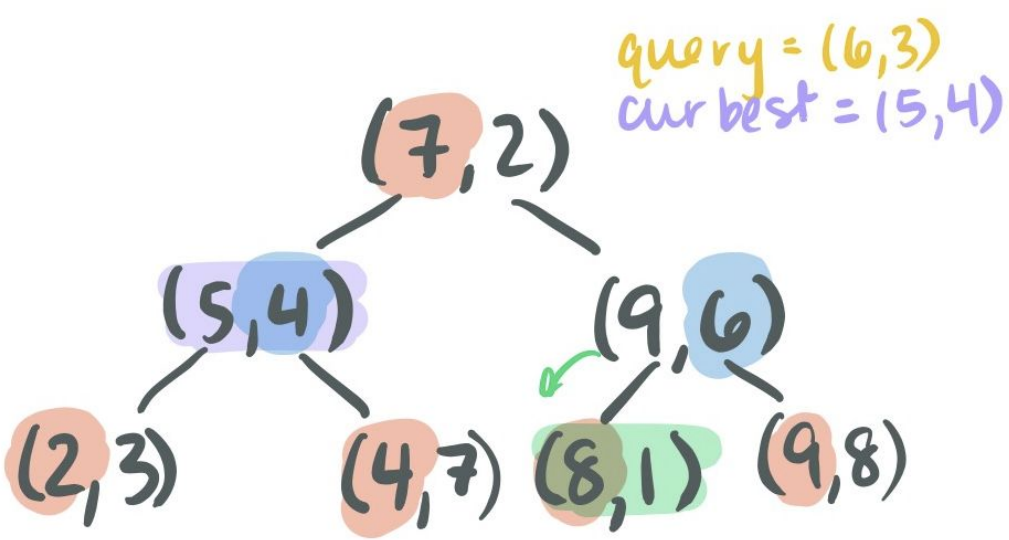


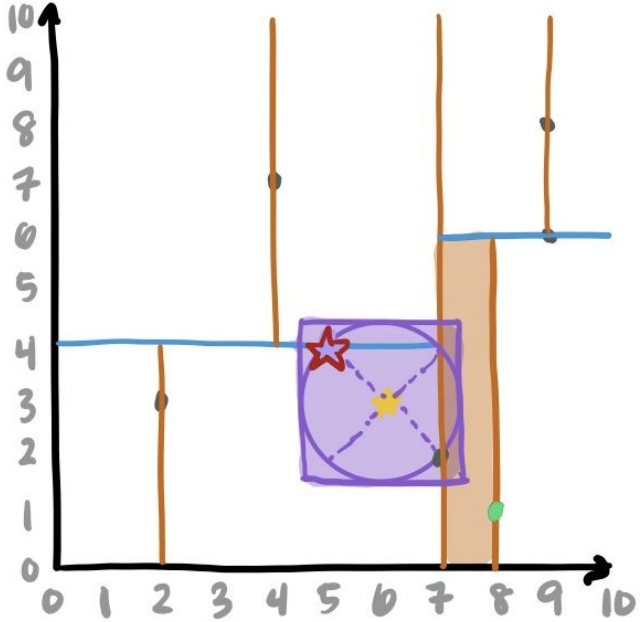
Nearest Neighbor KD Tree





Nearest Neighbor KD Tree





BEST: (5,4)