

## Referências Bibliográficas

- [1] ADELSON-VELSKY, G. M.; LANDIS, E. M.. **An algorithm for the organization of information**. Soviet Math. Dokl, 3:1259–1262, 1962. 2.5.2
- [2] AHUJA, N.. **On approaches to polygonal decomposition for hierarchical image representation**. Computer Vision, Graphics, and Image Processing, 24(2):200–214, 1983. 2.1
- [3] BELL, S.; DIAZ, B.; HOLROYD, F. ; JACKSON, M.. **Spatially referenced methods of processing raster and vector data**. Image and Vision Computing, 1(4):211–220, 1983. 2.1
- [4] BENTLEY, J. L.. **Multidimensional binary search trees used for associative searching**. Commun. ACM, 18(9):509–517, 1975. 1
- [5] BORDIGNON, A.; LEWINER, T.; LOPES, H.; TAVARES, G. ; PEREIRA, R.. **Point set compression through BSP quantization**. In: SIBGRAPI, p. 229–236. IEEE, 2006. 2.2.3
- [6] CASTRO, R.; LEWINER, T.; LOPES, H.; TAVARES, G. ; BORDIGNON, A.. **Statistical optimization of octree searches**. Computer Graphics Forum, 27(1), 2008. to appear. 1, 3
- [7] GARGANTINI, I.. **An effective way to represent quadtrees**. Commun. ACM, 25(12):905–910, 1982. 1, 2.4.2, 3.1
- [8] GOODCHILD, M. F.; GRANDFIELD, A. W.. **Optimizing raster storage: an examination of four alternatives**. In: IN PROCEEDINGS OF AUTO-CARTO 6, volumen 1, p. 400–407, Ottawa, October 1983. 2.4.1
- [9] HENRY FUCHS, Z. M. K.; NAYLOR, B. F.. **On visible surface generation by a priori tree structure**. In: SIGGRAPH'80 CONFERENCE PROCEEDINGS, SEATTLE, p. 124–133. ACM SIGGRAPH, July 1980. 1
- [10] HILBERT, D.. **Ueber stetige abbildung einer linie auf ein flachentuck**. Mathematische Annalen, p. 459–460, 1891. 2.4.1

- [11] HOARE, C. A. R.. **Notes on data structuring**. Structured programming, p. 83–174, 1972. 1
- [12] WARREN, M. S.; SALMON, J. K.. **A parallel hashed octtree N-body algorithm**. In: SUPERCOMPUTING, p. 12–21, 1993. 3.1
- [13] FRIEDMAN, J. H.; BENTLEY, J. L. ; FINKEL, R. A.. **An algorithm for finding best matches in logarithmic expected time**. Transactions on Mathematical Software, 3(3):209–226, 1977. 1
- [14] GARGANTINI, I.. **Detection of connectivity for regions represented by linear quadtrees**. Computers and Math with applications 8, 4(20):319–327, 1982. 1, 2.4.2
- [15] GARGANTINI, I.. **Linear octrees for fast processing of three-dimensional objects**. Computers Graphics and Image Processing, 20(4):365–374, 1982. 2.4.2
- [16] FINKEL, R. A.; BENTLEY, J. L.. **Quad trees: A data structure for retrieval on composite keys**. Acta Informatica, 4:1–9, 1974. 1
- [17] SAMET, H.. **Applications of spatial data structures: Computer graphics, image processing, and GIS**. Addison-Wesley Longman Publishing Co., Inc., Boston, MA, USA, 1990. 2
- [18] SAMET, H.. **The design and analysis of spatial data structures**. Addison-Wesley Longman Publishing Co., Inc., Boston, MA, USA, 1990. 2
- [19] STOCCO, L.; SCHRACK, G.. **Integer dilation and contraction for quadtrees and octrees**. In: COMMUNICATIONS, COMPUTERS AND SIGNAL PROCESSING, p. 426–428, 1995. 5.1
- [20] SCHRACK, G.. **Finding neighbors of equal size in linear quadtrees and octrees in constant time**. Computer Vision, Graphics and Image Processing, 55(3):221–230, 1992. 5
- [21] GLASSNER, A.. **Space subdivision for fast ray tracing**. IEEE Computer Graphics and Applications, 4(10):15–22, 1984. 3.1
- [22] HUNTER, G. M.. **Efficient computation and data structures for graphics**. PhD thesis, Princeton University, Princeton, NJ, USA, 1978. 1
- [23] KAWAGUCHI, E.; ENDO, T.. **On a method of binary picture representation and its application to data compression**. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2(1):27–35, January 1980. 1

- [24] KAWAGUCHI, E.; ENDO, T. ; YOKOTA, M.. **Df-expression of binary-valued picture an its relation to other pyramidal representation.** In: PROCEEDINGS OF THE FIFTH INTERNATIONAL CONFERENCE ON PATTERN RECOGNITION, p. 822–827, December 1980. 1
- [25] KLINGER, A.. **Patterns and search statistics.** Optimizing Methods in Statistics. Academic Press, 1971. 1
- [26] KLINGER, A.; DYER, C. R.. **Experiments in picture representation using regular decomposition.** Computer Graphics and Image Processing 5, 1:68–105, 1976. 1
- [27] KNUTH, D. E.. **The art of computer programming, volume 3: Sorting and Searching.** Addison Wesley Longman Publishing Co., Inc., Redwood City, CA, USA, 1973. 1, 2.5.3
- [28] MORTON, G. M.. **A computer oriented geodetic data base and a new technique in file sequencing.** Technical report, IBM, Ottawa, 1966. 1, 2.4.1
- [29] NILSSON, N.. **A mobile automation: An application of artificial intelligence techniques.** In: INTERNATIONAL JOINT CONFERENCE ON ARTIFICIAL INTELLIGENCE, p. 509–520, 1969. 1
- [30] PEANO, G.. **Sur une courbe qui remplit toute une aire plane.** Mathematische Annalen, 36:157–160, 1890. 2.4.1
- [31] REDDY, D. R.; RUBIN, S.. **Representation of three-dimensional objects.** Computer Science Department CMU-CS-78-113, Carnegie-Mellon University, April 1978. 1
- [32] WARNOCK, J. E.. **A hidden surface algorithm for computer generated halftone pictures.** PhD thesis, The University of Utah, 1969. 1
- [33] YAU, M.-M.; SRIHARI, S. N.. **A hierarchical data structure for multidimensional digital images.** Commun. ACM, 26(7):504–515, 1983. 1