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Parallel quadtree construction on collections of objects

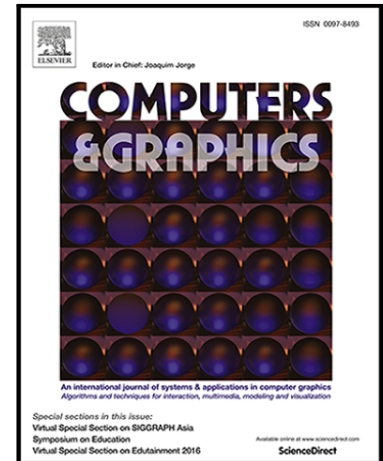
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Highlights

- A fast, parallel algorithm for quadtree computation is proposed
- The quadtree resolves between objects - no leaf cell intersects more than one object
- The algorithm is fully parallel, targeted for the GPU
- This work is the basis for adaptive distance transforms and Generalized Voronoi Diagram computation

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