Windowing Query

2D-GRQ Using PST

- Algorithm (2/2)

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```
queryPST( v , x , y1 , y2 )

❖ if ( !v || x < v.x )

    return //pruned for bad X

  if ( ( y1 < v.y ) && ( v.y < y2 ) )

    output(v) //accepted

  //else rejected for bad y

  if ( y1 ≤ v.ym )

    queryPST( v.lc, x, y1, y2 )

  //else pruned for bad y

  if ( v.ym < y2 )

    queryPST( v.rc, x, y1, y2 )

  //else pruned for bad y
```