

Geometric Range Search

Range Tree: Performance

- Beyond 2D

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❖ Let S be a set of n points in \mathcal{E}^d , $d \geq 2$

- A d -level tree for S uses $\mathcal{O}(n \log^{d-1} n)$ storage

- Such a tree can be constructed

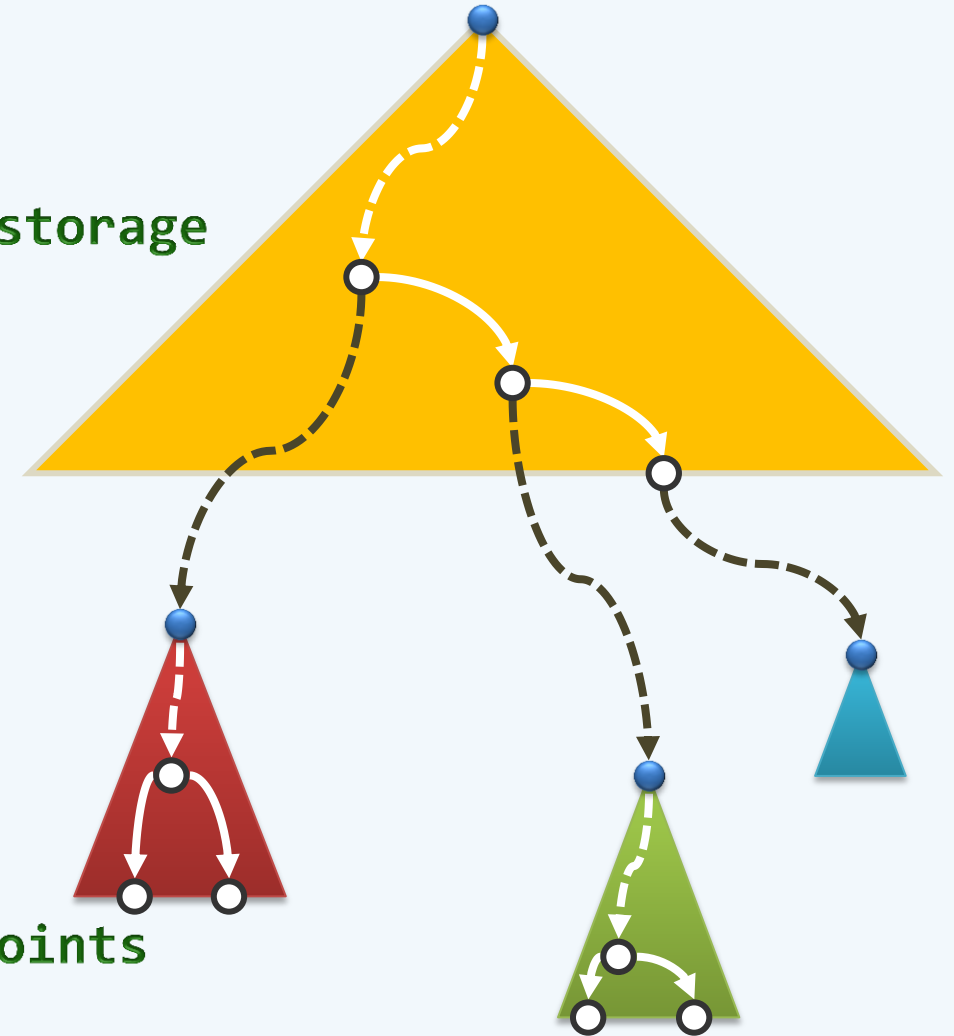
in $\mathcal{O}(n \log^{d-1} n)$ time

- Each rectangular range query of S

can be answered

in $\mathcal{O}(r + \log^d n)$ time, where

r is the number of reported points



❖ For planar case, can the query time be improved to, say, $\mathcal{O}(\log n)$?