BST Application kd-Tree: Construction



God found himself by creating.

buildKdTree(P,d)

```
// construct a 2d-(sub)tree for point (sub)set P at depth d
if ( P == {p} ) return CreateLeaf( p ) //base
root = CreateKdNode()
root->splitDirection = Even(d) ? VERTICAL : HORIZONTAL
root->splitLine = FindMedian( root->splitDirection, P ) //o(n)!
(P_1, P_2) = Divide(P, root->splitDirection, root->splitLine) //DAC
root->lChild = buildKdTree( P<sub>1</sub>, d + 1 ) //recurse
root->rChild = buildKdTree( P2, d + 1 ) //recurse
return( root )
```

Example

