

# Splitting Interval Table

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May 31, 2015

## Abstract

We present a data structure that can map a real interval to an object. This structure builds intervals by splitting an interval in two, and has amortized constant time lookup and insertion. This is a better runtime than BST interval structures, which have  $\log n$  look up and insertion time.

**Keywords.** Data Structures

## 1 Problem Statement

## 2 Proposed Solution