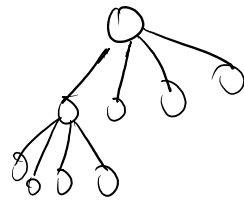


3-1)

Given a tree with arity A , h is the depth of the tree



D	Inner Node	Leaves
0	1	0
1	$A - l_1$	l_1
2	$A^2 - l_1 A - l_2$	l_2
\vdots		
$h-1$	$A^{h-2} - l_1 A^{h-3} - \dots - l_{h-1}$	l_{h-1}
h	0	$A^{h-1} - l_1 A^{h-2} - l_2 A^{h-3} - \dots - l_{h-1} A$

Here $l_1, l_2, l_3, \dots, l_{h-1}$ are the No. of Nodes which turned into leaves at depth $1, 2, \dots, h-1$,

$$I = \sum \text{inner nodes} = 1 + A - l_1 + A^2 - l_1 A - l_2 + \dots$$

$$= 1 + A + A^2 + \dots + A^{h-2}$$

$$- l_1 (1 + A + A^2 + \dots + A^{h-3})$$

$$- l_2 (1 + A + A^2 + \dots + A^{h-4})$$

$$- l_{h-1}$$

$$= \frac{A^{h-1} - 1}{A - 1} - l_1 \left(\frac{A^{h-2} - 1}{A - 1} \right) - \dots - l_{h-1} \frac{(A - 1)}{(A - 1)}$$

$$I(A-1) = (A^{h-1} - 1) - l_1 (A^{h-2} - 1) - \dots - l_{h-1} (A - 1)$$

$$I(A-1) + 1 = A^{h-1} - l_1 (A^{h-2} - 1) - \dots - l_{h-1} (A - 1) \quad \text{--- (1)}$$

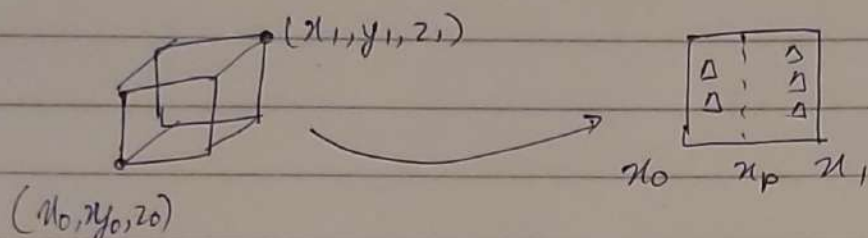
$$\begin{aligned}
 L = \sum \text{leaf nodes} &= A^{h-1} - l_1(A^{h-2}) - l_2 A^{h-3} \dots - l_{n-1} A \\
 &\quad + l_1 + l_2 + \dots + l_{n-1} \\
 &= A^{h-1} - l_1(A^{h-2} - 1) - l_2(A^{h-3} - 1) \dots - l_{n-1}(A - 1)
 \end{aligned}$$

$$I(A-1) + 1 = L$$

$$I = \frac{L-1}{A-1}$$

$$(3.2) \text{cost} = C_{\text{trav}} + \text{Prob}(\text{hit } L)^* \text{Cost}(L) + \text{Prob}(\text{hit } R)^* \text{Cost}(R)$$

$$= C_{\text{trav}} + \frac{1}{\text{SA}(C)} \{ \text{SA}(L)^* \text{triangle count}(L) + \text{SA}(R)^* \text{triangle count}(R) \}$$



Let's take the case of a ~~ring~~ simple square.

$$\text{cost} = C_{\text{trav}} + \frac{1}{\text{SA}(C)} \left\{ \text{slope} \left[(x_p - x_0) y_i + y_i z_i + z_i (x_p - x_0) \right]^2 \times \text{tri-count}(L) \right. \\ \left. + \left[(x_p - x_p) y_i + y_i z_i + z_i (x_1 - x_p) \right]^2 \times \text{tri-count}(R) \right\}$$

On solving and arranging the terms,

$$\text{cost} = m x_p + C$$

where:

$$\begin{cases} y_i = |y_1 - y_0| \\ z_i = |z_1 - z_0| \end{cases}, \quad \text{SA}(C) = \text{Surface Area of Parent Box}$$

$m = \text{slope}; C = \text{intercept}.$

To minimize the cost we need to find the split plane x_p . But we need to keep in mind that the triangle count in Left & Right is fixed. Only surface Area changes from left to right.

Hence the cost functⁿ becomes a linear function in terms of x_p . To minimize the cost we need to find the point which is close to the corners of the bounding box. (Hence x_1 or x_0) depending on the slope m .