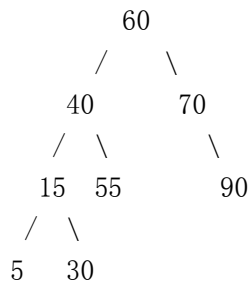
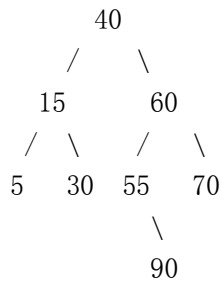
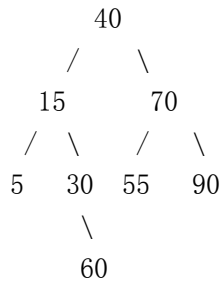


1)

First, you insert 64 in the right place,
which is as the right child of node 55

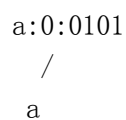


2)

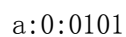
It is hard to draw the backward pointers using ASCII characters. So I will put a label on every node, and use that to set up the backward pointer. And we follow the left branch if the bit is 0.

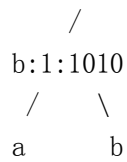
So a node looks like: <label>:<bitnumber>:<key>.

After inserting 0101:

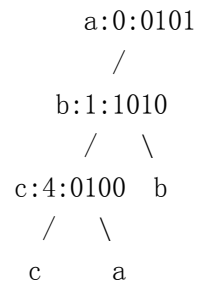


After inserting 1010:

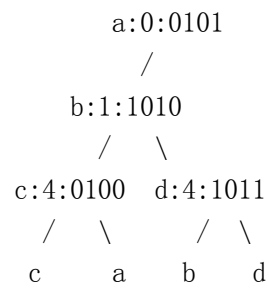




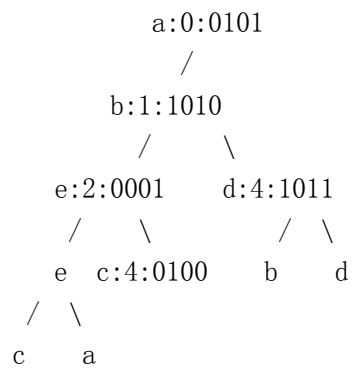
After inserting 0100:



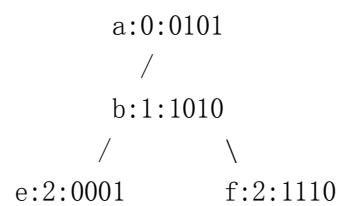
After inserting 1011:



After inserting 0001:



After inserting 1110:



5. 2D range tree

Assume we have N records with 2 keys, x and y .

A 2-D range tree is a binary tree using the range of x , while in each node we keep a sorted list based on y . The tree always splits the records in half, using a median x key value as the discriminator.

Preprocessing time P :

we need to build a sorted list on y , and another on x . Since we have the sorted list on x , we can find the discriminator easily. And since we have the sorted list on y , we can split the list in linear time on each level (there are $\log N$ levels overall). So the preprocessing time is:

$$P = N \log N + N \log N + N \log N = O(N \log N)$$

Space required S :

In each node we store an array of the records. At each level the number of records is N . So the space required is:

$$S = N \log N = O(N \log N)$$

Query time Q :

Upon each query, we start at the root, decide which branch to take by comparing the boundaries of x with the discriminator. Once we arrive a node, we use binary search on y in the array. Then we report those records that fit the query. So the query time is:

$$Q = \log N \log N + F = O((\log N)^2 + F)$$

where F is the number of records reported.