```
local function optimize(egs, cluster,leaves,row1,row2)
cluster = CLUSTER(egs)
local function order(a,b) return a.egs:betters(b.egs) end
for rank,leaf in pairs(quicksort(cluster:leaves(), order)) do
  leaf.rank = rank end
return cluster end
function CLUSTER.project(i,row)
  return cosine(i.top:dist(row, i.left), i.top:dist(row, i.right), i.c) end
 function CLUSTER.where(i,row)
      if i:leaf() then return i end
if i:project(row) <= i.border
then return i.lefts and i.lefts:where( row) or i
else return i.rights and i.rights:where(row) or i end end</pre>
      unction CLUSTER.better(i,row1,row2, where1, where2)
where1, where2 = i:where(row1), i:where(row2)
if where1.rank > where2.rank then return false
elseif where1.rank < where2.rank then return true
else return where1:xbetter(row1,row2) end end</pre>
 function CLUSTER.better(i,row1,row2,
 function CLUSTER.xbetter(i,row1,row2, x1,x2)
x1,x2 = i:project(row1), i:project(row2)
return i.egs:better(i.left, i.right) and x1 <= x2 or x1 > x2 end
 function CLUSTER.leaves(i. out)
       out = out or {}
if i:leaf() then push(out,i) end
if i:lefts then i.lefts:leaves(out) end
if i.rights then i.rights:leaves(out) end
local function optimize(egs, cluster,leaves,row1,row2)
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cluster = CLUSTER(egs, cluster,leaves,row1,row2)
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for rank,leaf in pairs(quicksort(cluster:leaves(), order)) do
leaf.rank = rank end
return cluster end
 function CLUSTER.project(i,row)
  return cosine(i.top:dist(row, i.left), i.top:dist(row, i.right), i.c) end
 function CLUSTER.where(i,row)
  if i:leaf() then return i end
  if i:project(row) <= i.border
  then return i.lefts and i.lefts:where( row) or i
  else return i.rights and i.rights:where(row) or i end end</pre>
 function CLUSTER.better(i,row1,row2, where1, where2)
where1, where2 = i:where(row1), i:where(row2)
if where1.rank > where2.rank then return false
elseif where1.rank < where2.rank then return true
else return where1:xbetter(row1,row2) end end</pre>
 function CLUSTER.xbetter(i,row1,row2, x1,x2)
x1,x2 = i:project(row1), i:project(row2)
return i.egs:better(i.left, i.right) and x1 <= x2 or x1 > x2 end
  function CLUSTER.leaves(i, out)
      out = out or {}
if i:leaf() then push(out,i) end
if i:lefs then i.lefts:leaves(out) end
if i.rights then i.rights:leaves(out) end
return out end
   cluster = CLUSTER(egs)
local function order(a,b) return a.egs:betters(b.egs) end
for rank,leaf in pairs(quicksort(cluster:leaves(), order)) do
leaf.rank = rank end
return cluster end
function CLUSTER.project(i,row)
  return cosine(i.top:dist(row, i.left), i.top:dist(row, i.right), i.c) end
 function CLUSTER.where(i,row)
      if i:leaf() then return i end
if i:project(row) <= i.border
then return i.lefts and i.lefts:where( row) or i
else return i.rights and i.rights:where(row) or i end end</pre>
function CLUSTER.better(i,row1,row2, where1, where
where1, where2 = i:where(row1), i:where(row2)
if where1.rank > where2.rank then return false
elseif where1.rank < where2.rank then return true
else return where1:xbetter(row1,row2) end end</pre>
 function CLUSTER.xbetter(i,row1,row2, x1,x2)
  x1,x2 = i:project(row1), i:project(row2)
  return i.egs:better(i.left, i.right) and x1 <= x2 or x1 > x2 end
 function CLUSTER.leaves(i, out)
      motion CLUSTEK.leaves(1, out,
out = out or {}
if i:leaf() then push(out,i) end
if i.lefts then i.lefts:leaves(out) end
if i.rights then i.rights:leaves(out) end
return out end
   clocal function optimize(egs, cluster,leaves,row1,row2)
cluster = CLUSTER(egs)
local function order(a,b) return a.egs:betters(b.egs) end
for rank,leaf in pairs(quicksort(cluster:leaves(), order)) do
  leaf.rank = rank end
return cluster end
 function CLUSTER.project(i,row)
  return cosine(i.top:dist(row, i.left), i.top:dist(row, i.right), i.c) end
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  if i:leaf() then return i end
  if i:project(row) <= i.border
  then return i.lefts and i.lefts:where( row) or i
  else return i.rights and i.rights:where(row) or i end end</pre>
 function CLUSTER.better(i,row1,row2, where1, where2,
where1, where2 = i:where(row1), i:where(row2)
if where1.rank > where2.rank then return false
elseif where1.rank < where2.rank then return true
else return where1:xbetter(row1,row2) end end</pre>
 function CLUSTER.xbetter(i,row1,row2, x1,x2)
       x1,x2 = i:project(row1), i:project(row2)
return i.egs:better(i.left, i.right) and x1 <= x2 or x1 > x2 end
 function CLUSTER.leaves(i, out)
      out = out or {}

if i:leaf() then push(out,i) end

if i:lets then i.lefts:leaves(out) end

if i.rights then i.rights:leaves(out) end

return out end
luster = CLUSTER(egs)
  local function order(a,b) return a.egs:betters(b.egs) end
  for rank,leaf in pairs(quicksort(cluster:leaves(), order)) do
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leaf.rank = rank end
return cluster end

function CLUSTER.project(i,row)
return cosine(i.top:dist(row, i.left), i.top:dist(row, i.right), i.c) end

function CLUSTER.where(i,row)
if i:leaf() then return i end
if i:project(row) <= i.border
then return i.lefts and i.lefts:where(row) or i
else return i.rights and i.rights:where(row) or i end end

function CLUSTER.better(i,row1,row2, where1, where2)
if where1.rank > where2.rank then return false
elseif where1.rank < where2.rank then return true
else return where1:xbetter(row1,row2) end end

function CLUSTER.xbetter(i,row1,row2, x1,x2)
x1,x2 = i:project(row1), i:project(row2)
return i.egs:better(i.left, i.right) and x1 <= x2 or x1 > x2 end

function CLUSTER.leaves(i, out)
out = out or {}
if i:leaf() then push(out,i) end
if i.lefts then i.lefts:leaves(out) end
if i.rights then i.rights:leaves(out) end
return out end
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