

# Advanced Balanced Search Tree

Segment Tree

Query

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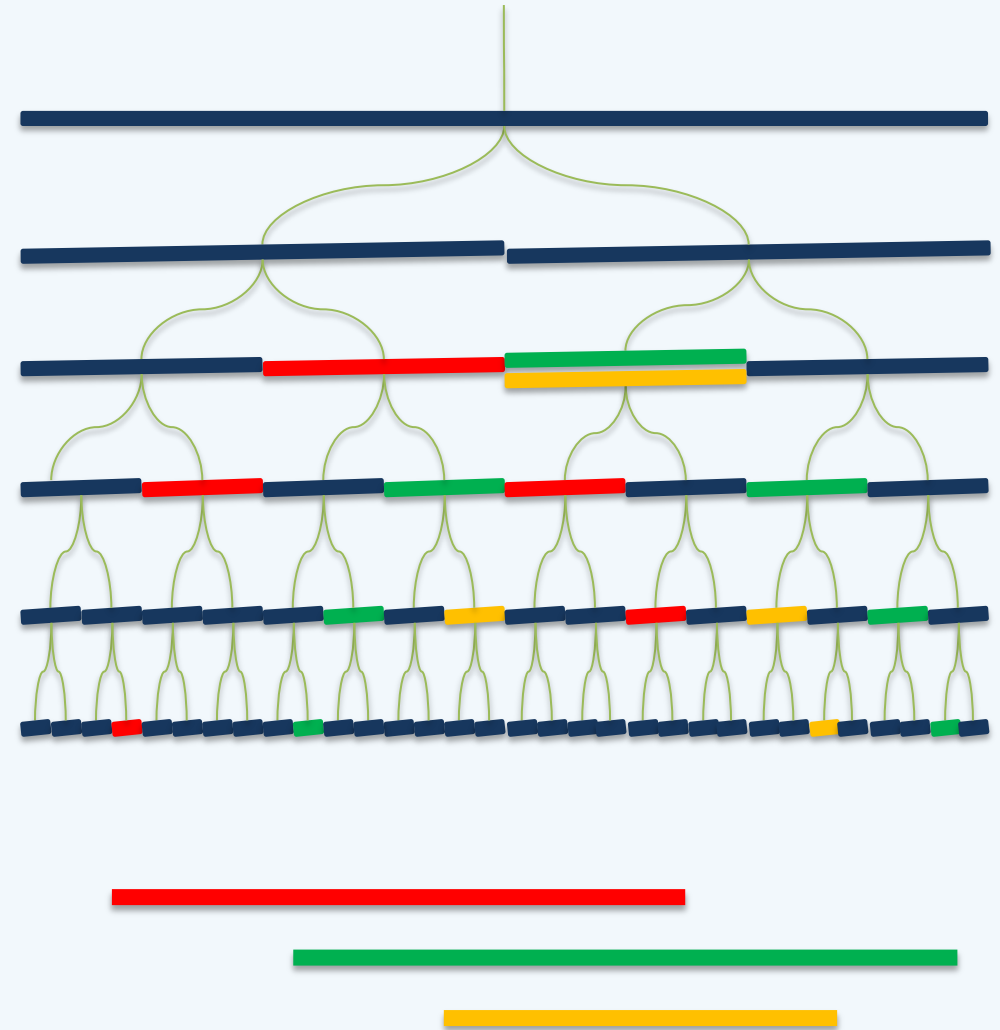
## QuerySegmentTree( v, $q_x$ )

```
❖ // Find all intervals
// in the (sub)tree rooted at v
// that contain  $q_x$ 

report all the intervals in Int(v)

if ( v is a leaf )
    return

if (  $q_x \in \text{Int}(lc(v))$  )
    QuerySegmentTree( lc(v),  $q_x$  )
else
    QuerySegmentTree( rc(v),  $q_x$  )
```



$$\mathcal{O}(r + \log n)$$

👁 Only **one** node is visited per level,

altogether  $\mathcal{O}(\log n)$  nodes

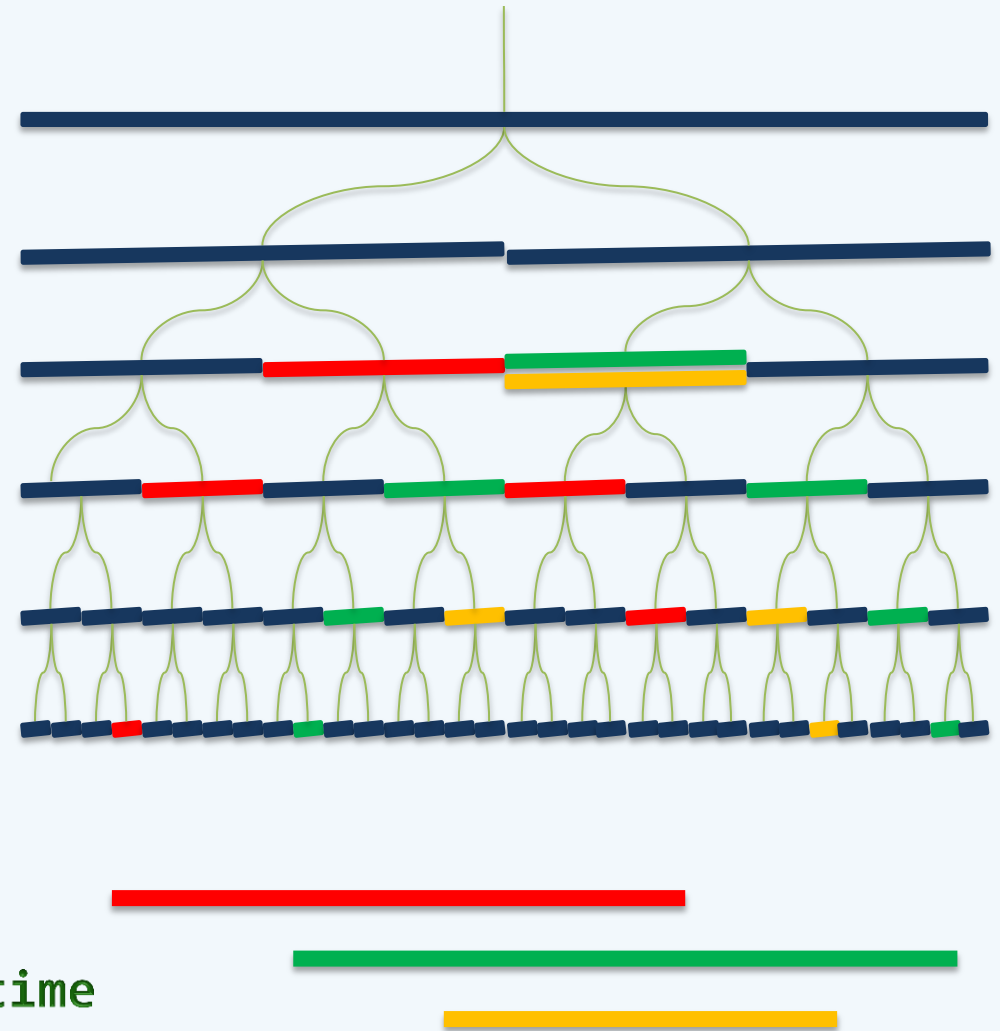
👁 At each node  $v$

- the **CS**  $\text{Int}(v)$  is reported

- in time

$$1 + |\text{Int}(v)| = \mathcal{O}(1 + r_v)$$

$\therefore$  Reporting all the intervals costs  $\mathcal{O}(r)$  time



## Conclusion

❖ For a set of  $n$  intervals,

- a segment tree of size  $O(n \log n)$

- can be built in  $O(n \log n)$  time

- which reports all intervals

containing a query point

in  $O(r + \log n)$  time

