

Advanced Balanced Search Tree

2d-Tree Structure

凡见字数，如停匀，即平分一半为上卦，一半为下卦。
如字数不均，即少一字为上卦，取天轻清之义，以多
一字为下卦，取地重浊之义

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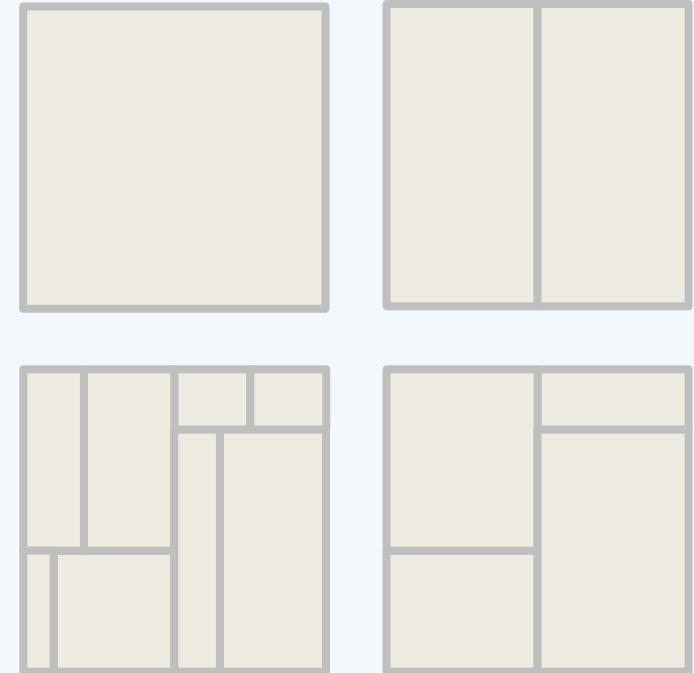
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Divide-And-Conquer

❖ To extend the BBST method to planar GRS, we

- **divide** the plane recursively and
- **arrange** the regions into a kd-tree

❖ Start with a single region (the entire plane)



Partition the region vertically/horizontally on each even/odd level

Partition the sub-regions recursively

More Details

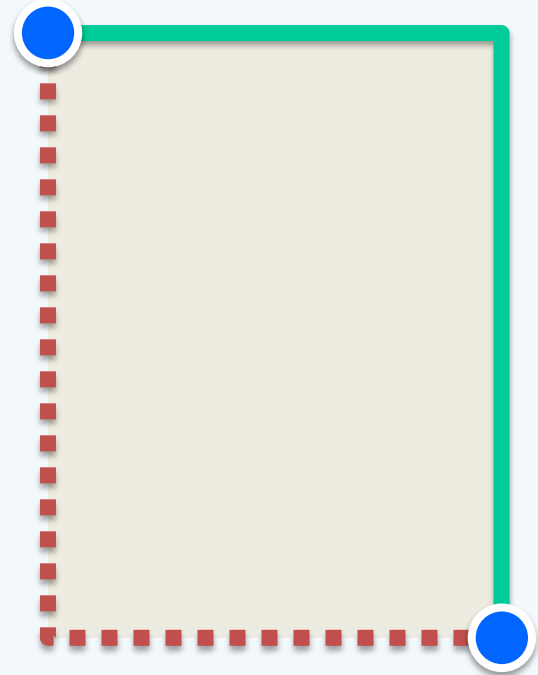
❖ To make it work,

- each partition should be done

as **evenly** as possible (at median)

- each region is defined to be **open**/**closed**

on the **left-lower**/**right-upper** sides



❖ Degeneracy assumption:

no two input points lie on a same vertical/horizontal line

Example

