

Range Tree Applications:

- Range trees can be applied to a variety of query problems

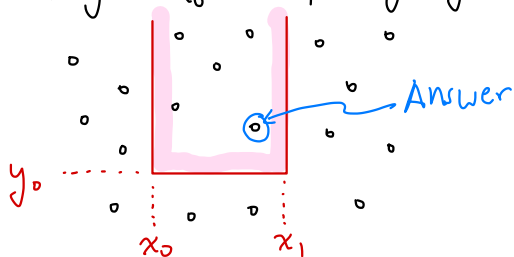
- Methods:

- Minimization/Maximization
- Transform coordinates
- Adding new coordinates

Minimization/Maximization -

3-Sided Min Query

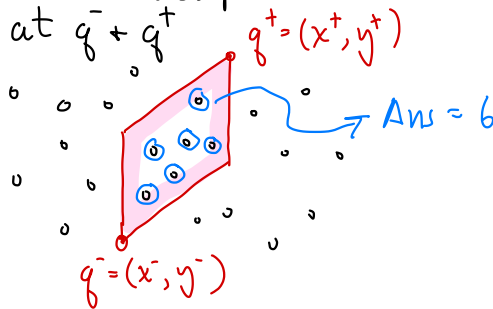
Given a set P of n pts in \mathbb{R}^2 , a query consists of x -interval $[x_0, x_1]$ and y value y_0 . Return the lowest pt in 3-sided region $x_0 \leq x \leq x_1$, + $y \geq y_0$



Transforming coordinates:

Skewed rectangle query:

Given a set P of n pts in \mathbb{R}^2 , a skewed rectangle is given by 2 pts $q^- = (x^-, y^-)$ and $q^+ = (x^+, y^+)$ and consists of pts in parallelogram with two vertical sides and two with slope +1 + corners at $q^- + q^+$

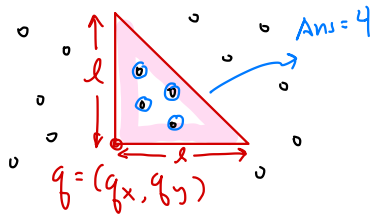


Return a count of the number of pts of P inside the skewed rectangle.

Adding New Coordinates:

NE Right Triangle Query

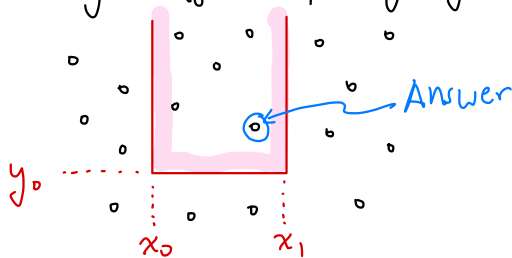
Given a set P of n pts in \mathbb{R}^2 and scalar $l > 0$, a NE triangle is a 45-45 right triangle with lower left corner at q and side length l .



Return a count of the number of pts of P lying within the triangle.

3-Sided Min Query

Return lowest in region
region $x_0 \leq x \leq x_1$ + $y \geq y_0$



Data structure:

- Build a range tree for x
- Aux. trees are range trees for y that support find larger

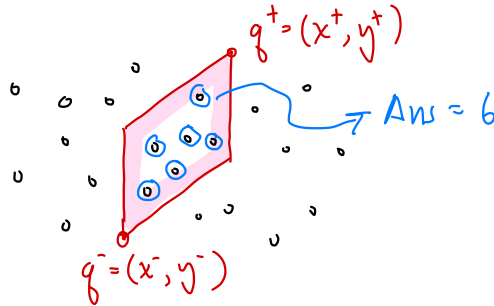
Query Processing:

- Do 1D range search in main tree for interval $[x_0, x_1]$
- For each maximal subtree in range, do find larger (y_0)
- Return smallest of these.

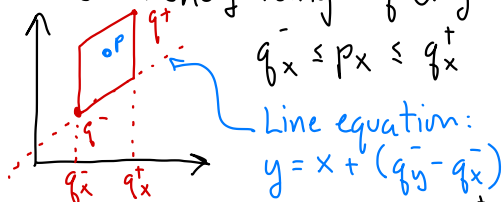
Analysis:

- Same as 2D range tree
- Space: $O(n \log n)$ Time: $O(\log^2 n)$

Skewed rectangle query:



Transform coordinates to
make orthog range query



$$p_x + (q_y^- - q_x^-) \leq p_y \leq p_x + (q_y^+ - q_x^+)$$

$$\Leftrightarrow q_y^- - q_x^- \leq p_y - p_x \leq q_y^+ - q_x^+$$

Map each $p = (p_x, p_y) \in P$
to $p' = (p'_x, p'_y) \triangleq (p_x, p_y - p_x)$

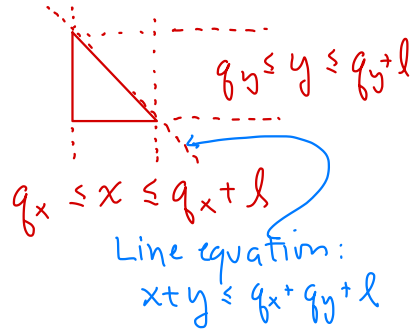
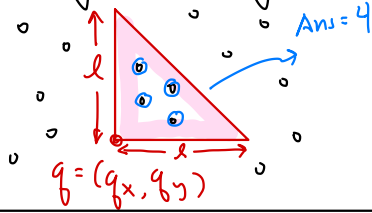
Let P' be resulting set.

Build std. range tree for
 P' . Return ans. to query

$$q_x^- \leq x \leq q_x^+$$

$$q_y^- - q_x^- \leq y \leq q_y^+ - q_x^+$$

NE Right Triangle Query



- Add new coord:

$$z = x + y$$

- Map pts:

$$p = (p_x, p_y) \rightarrow p' = (p_x, p_y, p_x + p_y)$$

- Let P' be resulting set

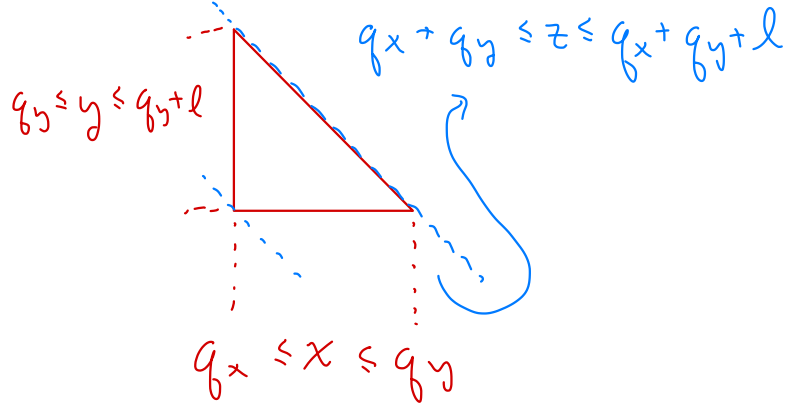
Build a 3D range tree on P'

NE triangle query becomes:

$$q_x \leq x \leq q_x + l$$

$$q_y \leq y \leq q_y + l$$

$$q_x + q_y \leq z \leq q_x + q_y + l$$



Space:

$$O(n \log^2 n)$$

Query time:

$$O(\log^3 n)$$