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# Reference Keyword Index

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Each keyword is followed by a set of numbers corresponding to the references in the bibliography with which it is associated. The result is an inverted file [1046] (see Section 1.1 in Chapter 1). The categories “general,” “high-dimensional data,” “lines,” “points,” “rectangles,” “regions,” “surfaces,” and “volumes” have been omitted since they have too many entries to be useful.

- 1-2 brother tree [1430]
- 2-3 tree [874, 2046]
- A-tree [1607]
- AdaBoost [105–108, 648, 1682]
- adaptive k-d tree [650]
- adaptively sampled distance fields (ADF) [654–655, 707, 1482]
- AESA [1535, 1929–1930]
- aggregate nearest neighbor [1463]
- aggregation query [351, 1203, 1560, 1853, 2055]
- ALGOL [1346]
- ALGOL W [137]
- algorithms [27, 422, 1043–1046, 1705]
- all nearest neighbors query [134, 226, 297, 396, 605, 1908, 2030, 2066]
- American Sign Language (ASL) images [1796]
- antialiasing [42, 1149]
- APL [928]
- approximate nearest neighbor [97–100, 202, 207, 265, 346, 387, 400, 450, 517, 608, 700, 709, 799, 882–884, 921–924, 995, 1032, 1097, 1158, 1226, 1229–1230, 1286, 1319, 1507, 1523, 1604, 1737, 1971, 1989, 2064]
- approximate Voronoi diagram (AVD) [97–98, 799]
- arc tree [776, 780]
- arrangements [543]
- array representation [477]
- artificial intelligence [1594]
- ATree [222]
- AVL tree [15]
- B-tree [57, 59, 143–144, 414, 746, 817, 874, 1091, 1151, 1165]
- B\*-tree [414]
- B<sup>+</sup>-tree [2, 414]
- balanced binary search tree [69, 766, 874, 1858, 1912–1913]
- balltree [1399–1400]
- BANG file [640–641, 645–646, 1438]
- BAR tree [490, 516–517]
- BBD-tree [100, 207, 1319]
- BD-tree [440–443, 1091, 1386–1388, 1605]
- beam tracing [436]
- best-first nearest neighbor algorithm [821, 846, 848, 853–854, 1286, 1643, 1672]
- Bézier curve [1669]
- biased B-tree [163]
- bin method [1976]
- Binary Searchable Polygonal Representation (BSPR) [293]
- binomial heap [1943]
- bintree [411, 890–891, 1041, 1052, 1088, 1436, 1658, 1661–1662, 1828, 1830, 1835–1836, 1920]
- bioinformatics database [1180, 1235–1236, 1299]
- bisector tree [978]
- bitemporal data [218]
- bk-tree [283]
- BLG-tree [1411]
- BLISS [2027]
- block-nested loop join [733]
- BoostMap [105–108]
- boundary following [493, 526, 1110, 1620, 1970]
- boundary model (BRep) [40, 139–141, 457, 767, 973, 1012, 1233, 1322, 1349, 1351, 1580, 1766, 1977–1979]
- bounded quadtree (BQT) [1100, 1496]
- branch-and-bound nearest neighbor algorithm [666, 986, 1103, 1374, 1586]
- BSP tree [18–19, 302–303, 375, 382, 438, 522, 657–658, 730, 941, 1218, 1229–1230, 1255, 1353–1359, 1409–1410, 1412, 1475–1476, 1735, 1809, 1869, 1916]
- bucket PR quadtree [1258, 1361–1362]
- bucket rectangle PM quadtree [887, 1985–1986]
- buddy system [1042]
- buddy-tree [44, 1087, 1706, 1708, 1710]
- buffer management [380]
- buffer tree [85]
- bulk insertion [347, 381, 985, 1587]
- bulk loading [85, 87, 187, 194–195, 347, 386, 679, 704, 849, 852, 856, 1154, 1160]
- BV-tree [36, 642–644, 1640]
- C [1017]
- C++ [1805]
- Cartesian tree [1944]
- cell tree [769–771, 774, 777–778]
- chain code [252–253, 313, 506, 526, 638, 1110, 1290, 1620, 1754]
- Chord method [1846–1848]
- closest pair problem [206]
- clustering [48, 200]
- collision detection [198, 298–299, 564, 895–896, 1038, 1206]
- color quantization [102]
- combinatorial algorithms [1551]
- combined index [1214]
- common subcube elimination [1969]
- compiler design [28]
- compositing [1503]
- compression [199, 518, 1039, 1148, 1250, 1646]
- computational geometry [196, 230, 499, 539–540, 625, 1130, 1282, 1325, 1423–1424, 1509, 1511, 1738, 1882, 1884–1885]
- computed tomography [802]
- computer graphics [239–240, 499, 622, 1568, 1666–1667]