

Tutorial 8: Nov 8

1. Range Trees:

Consider the following points being stored in a 2D range tree: $(2, 12)$, $(17, 77)$, $(23, 92)$, $(40, 47)$, $(55, 91)$, $(67, 27)$, $(89, 79)$, $(99, 53)$, $(10, 23)$, $(35, 7)$, $(61, 40)$, $(95, 56)$, $(22, 42)$, $(88, 15)$, $(42, 2)$.

- Draw the primary tree for this range tree.
- Draw the corresponding associate trees for the points $(88, 15)$, $(61, 40)$ and $(67, 27)$.
- Perform a range-search with the query rectangle $[35, 90] \times [5, 30]$, indicating all boundary nodes and topmost inside nodes.

2. Quadtrees:

Build a quadtree on the following points: $(1, 4)$, $(2, 5)$, $(3, 2)$, $(4, 7)$, $(7, 3)$, $(6, 1)$, $(5, 6)$, $(3, 7)$.

3. Hashing:

Consider a hash table of size 7. For each of the following scenarios insert the keys 14, 10, 20, 13, 7, 17. Then delete 14 and search for 13.

- Linear Probing with $h(k) = k \bmod 7$
- Double Hashing with $h_0(k) = k \bmod 7$ and $h_1(k) = (k \bmod 5) + 1$
- Cuckoo Hashing with $h_0(k) = k \bmod 7$ and $h_1(k) = (k \bmod 5) + 1$