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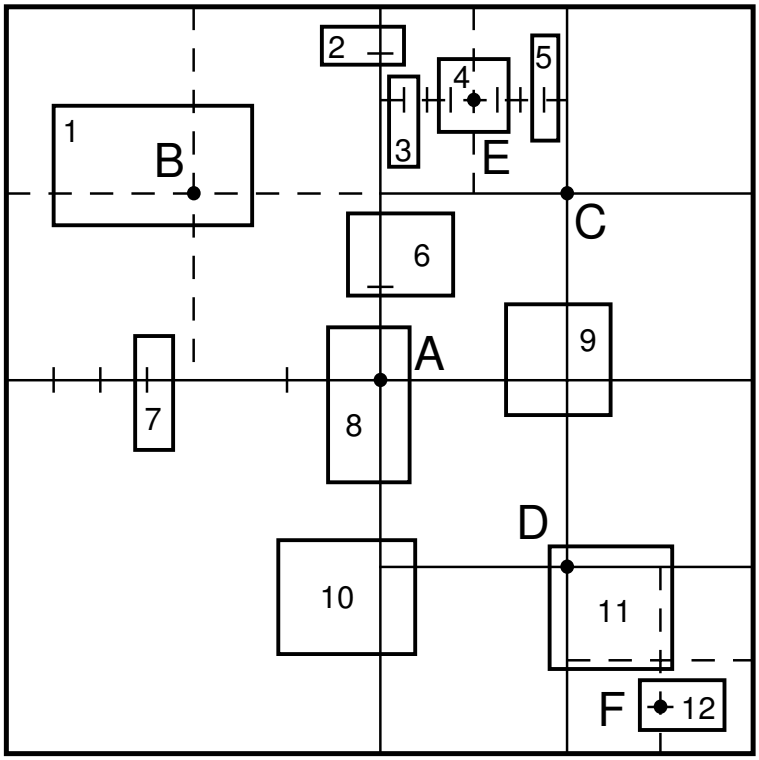

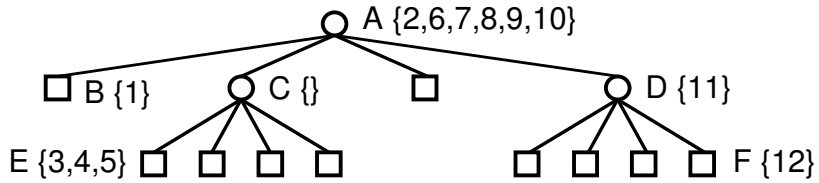

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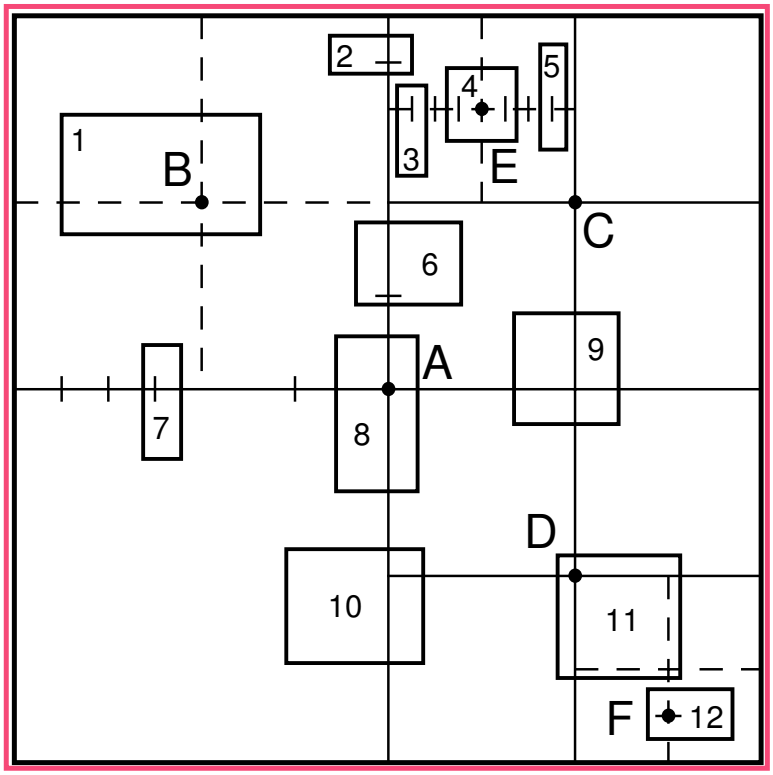

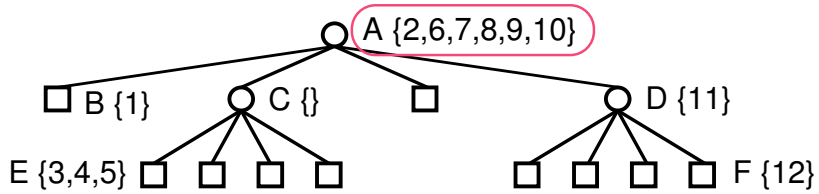

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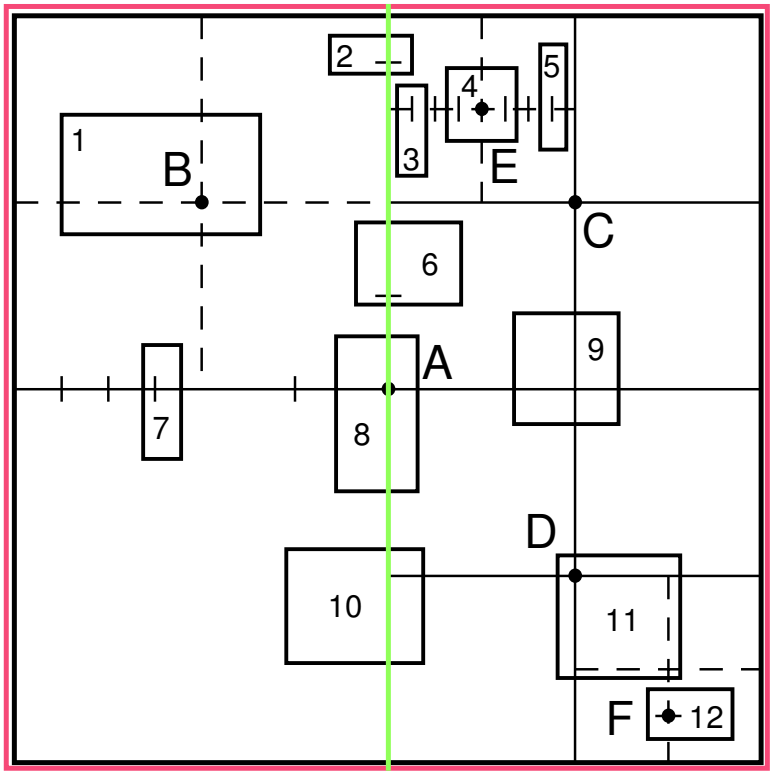
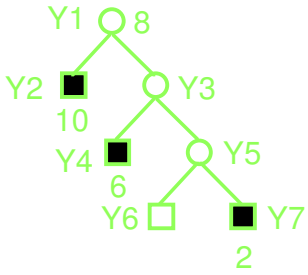
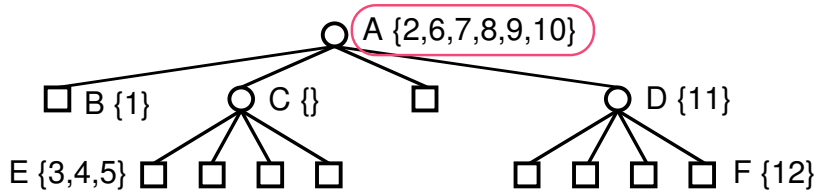


Binary tree for *y*-axis through A





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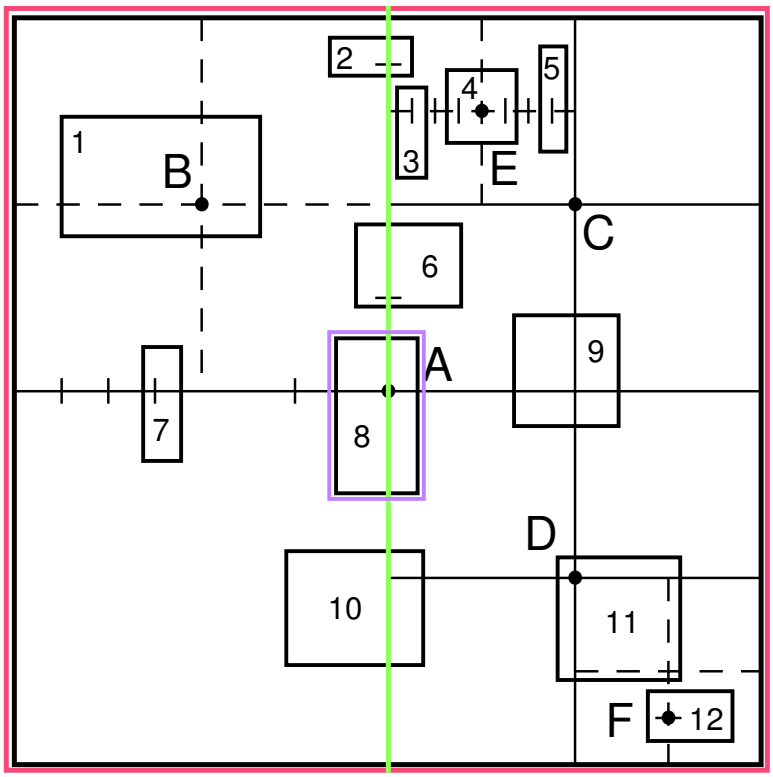

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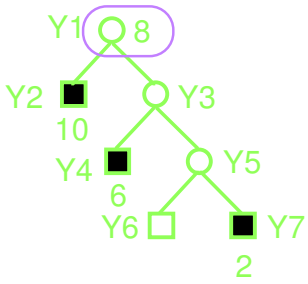

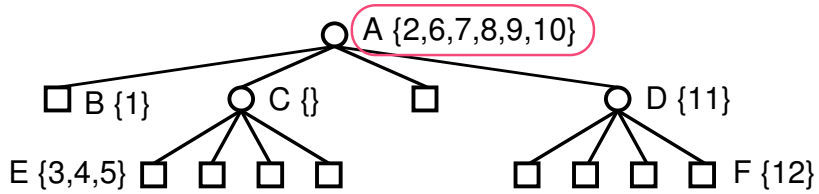

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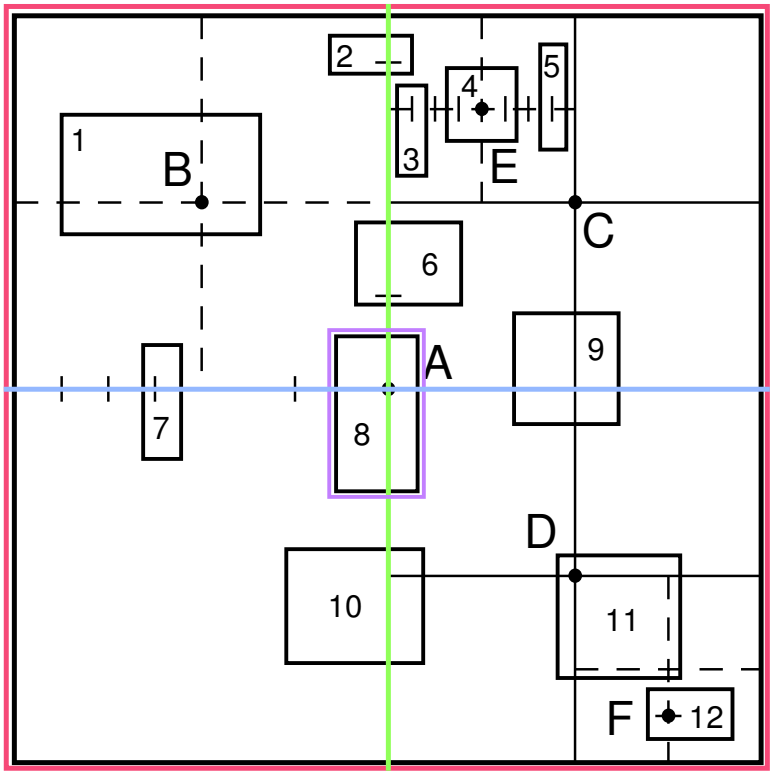

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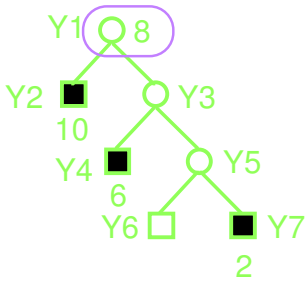

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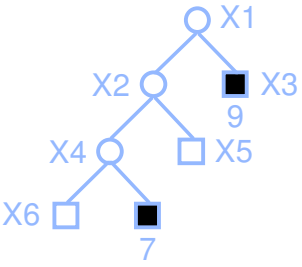

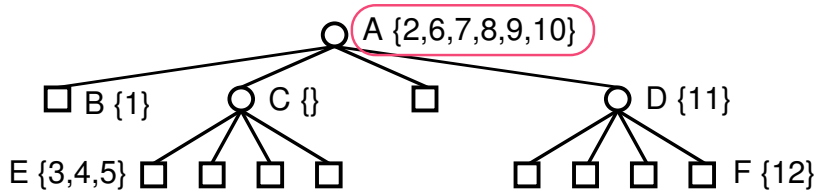

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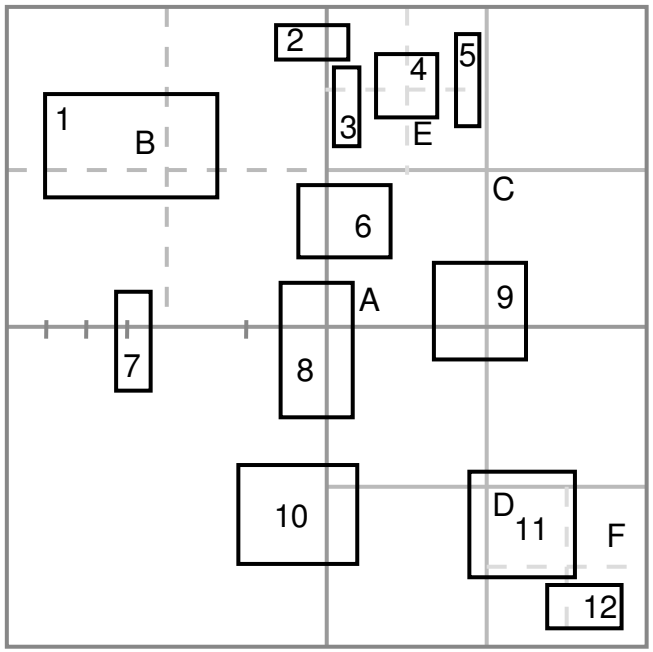

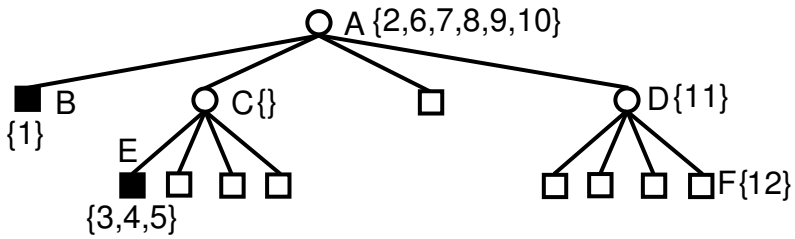

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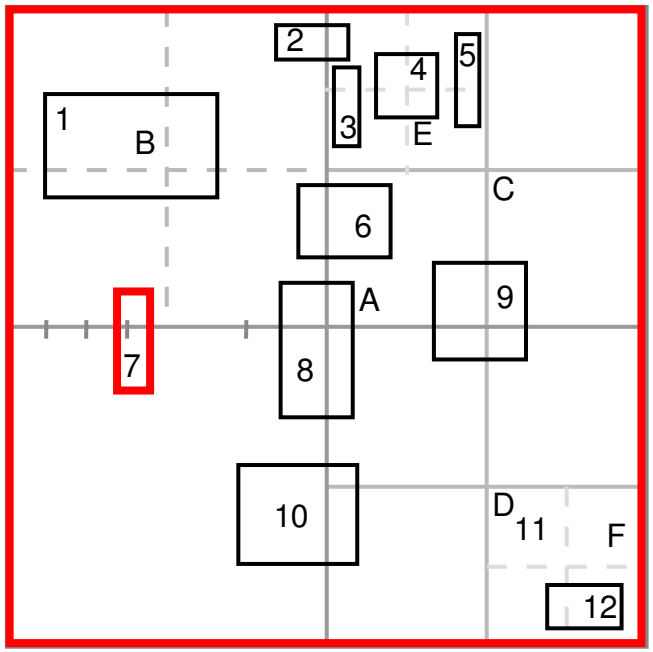

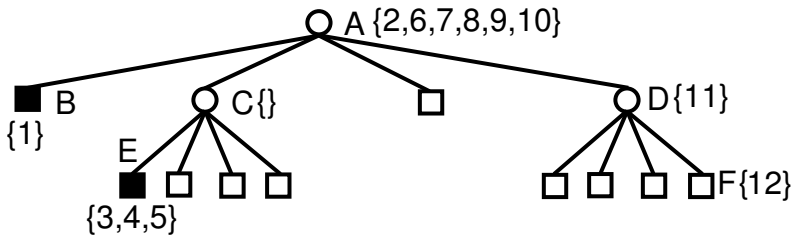

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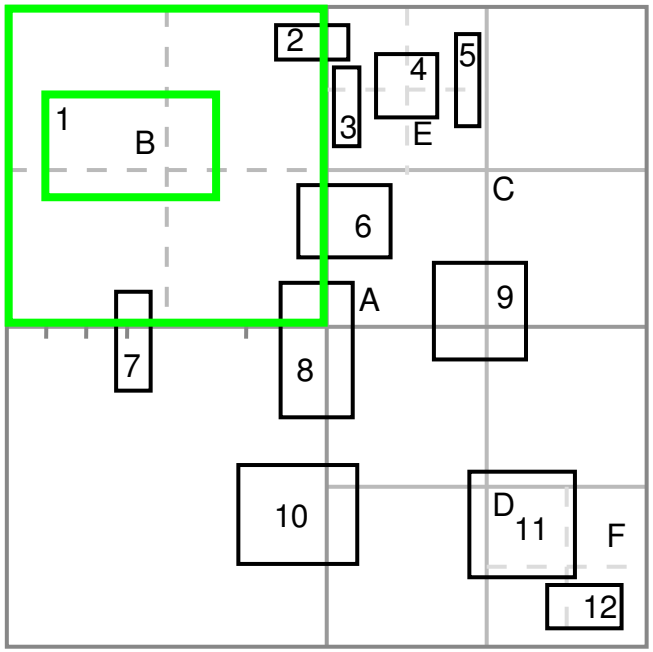

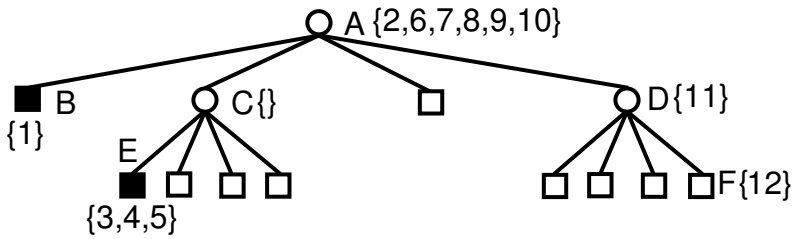

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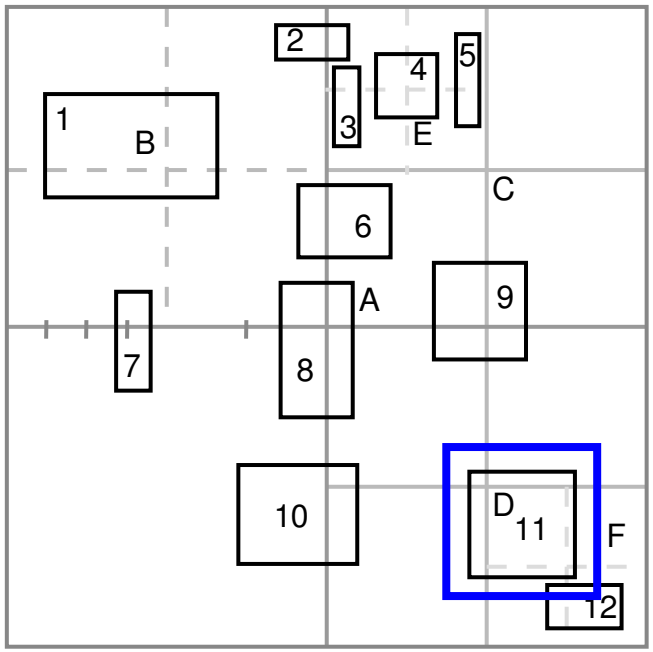

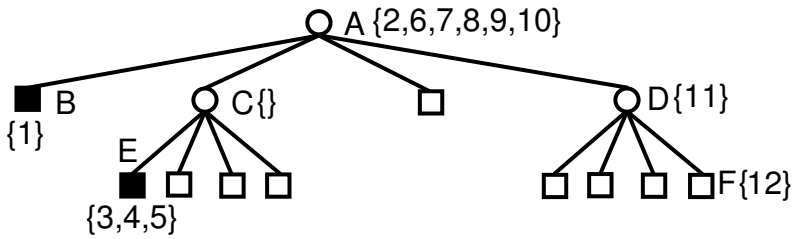

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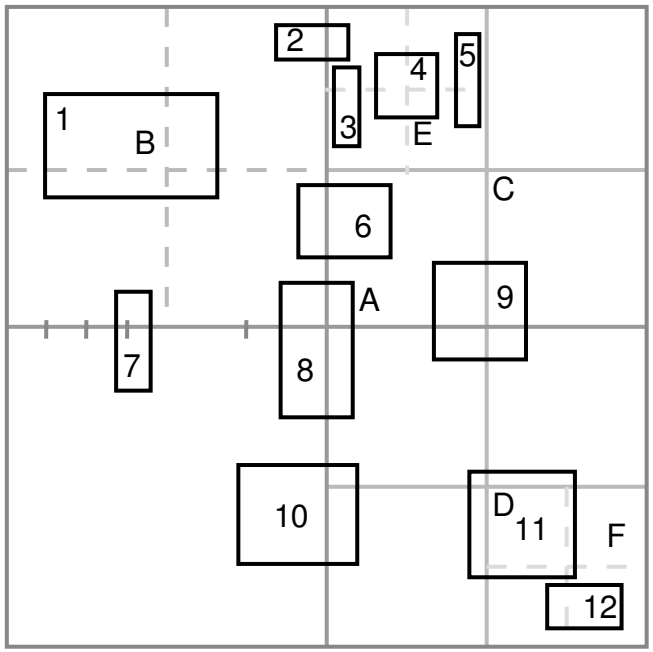

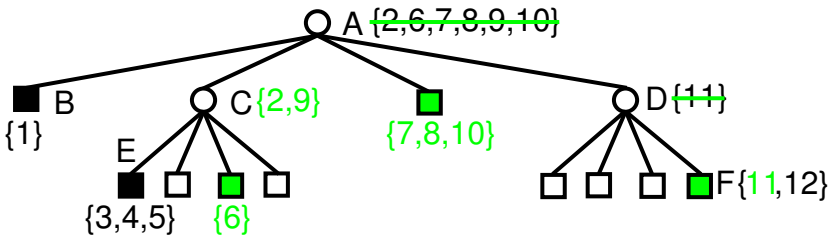

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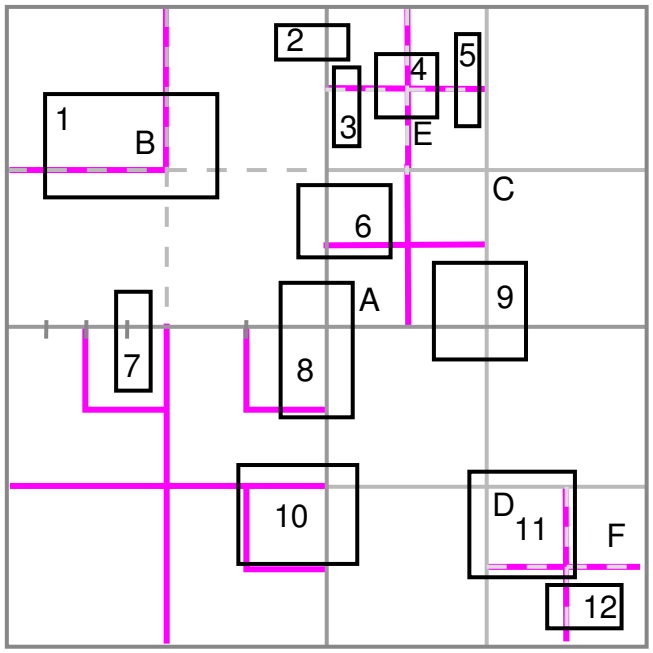

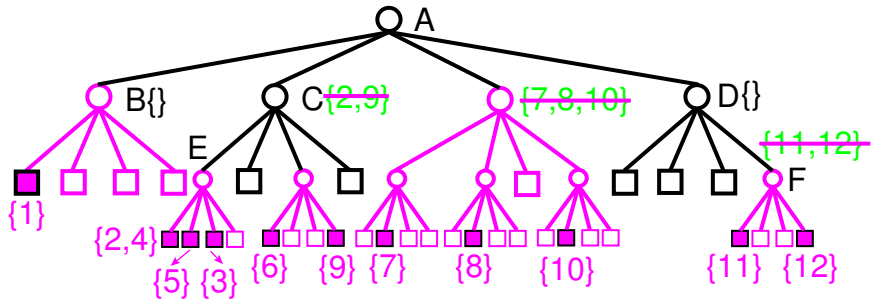

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  1. $p = 0.3$
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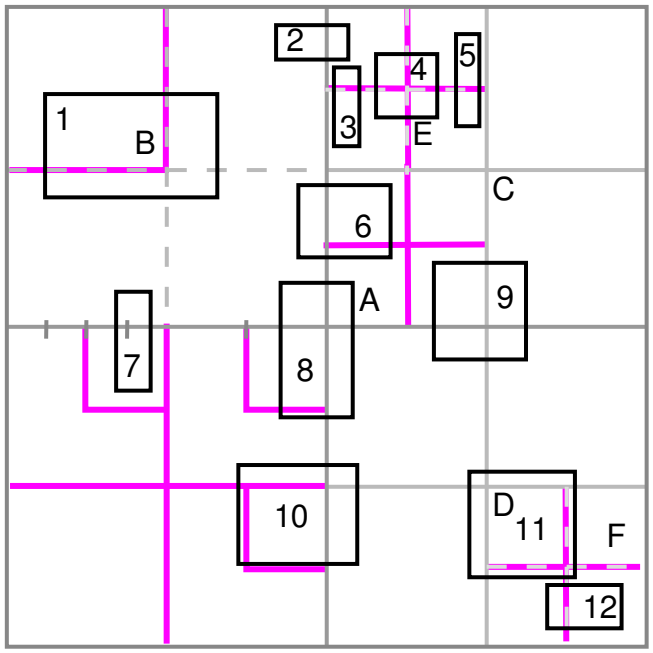
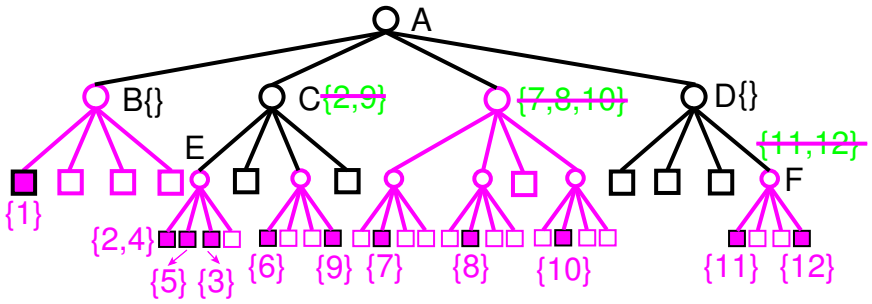
- Maximum w (i.e., minimum depth of minimum enclosing quadtree block) is a function of p and radius r of o and independent of position of centroid of o
  1. Range of possible ratios $w/2r$: $1/(1+p) \cdot w/2r < 2/p$
  2. For $p \geq 1$, restricting w and r to powers of 2, $w/2r$ takes on at most 2 values and usually just 1





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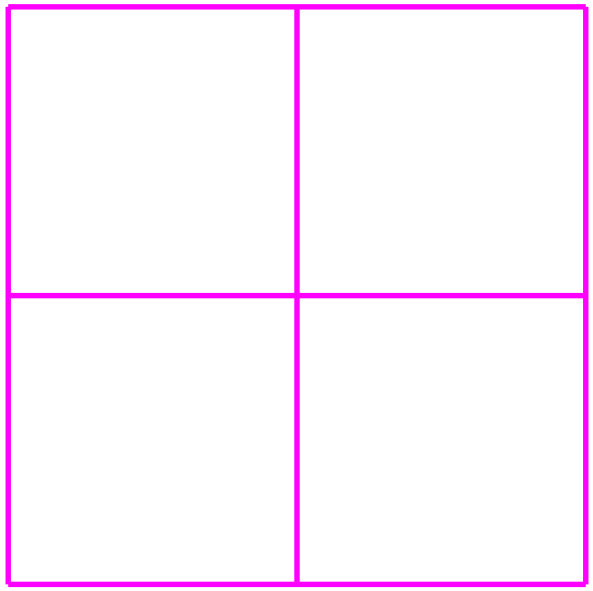

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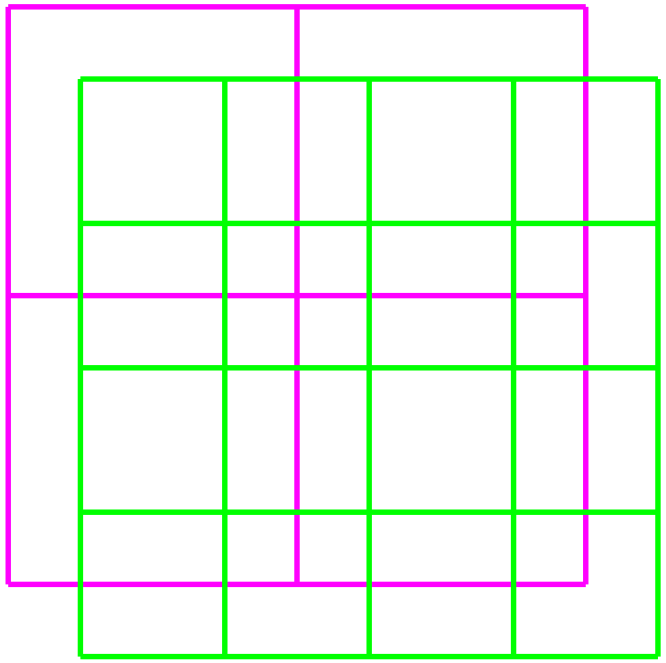

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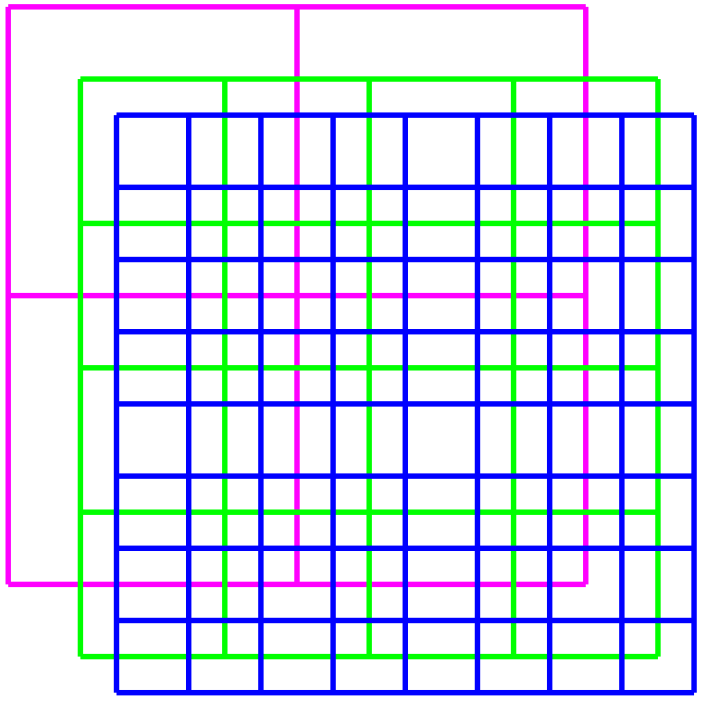

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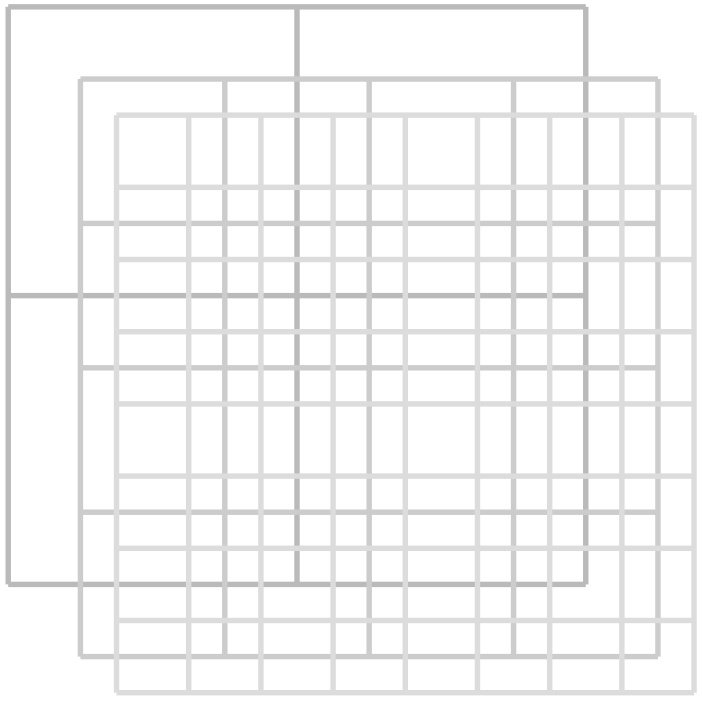

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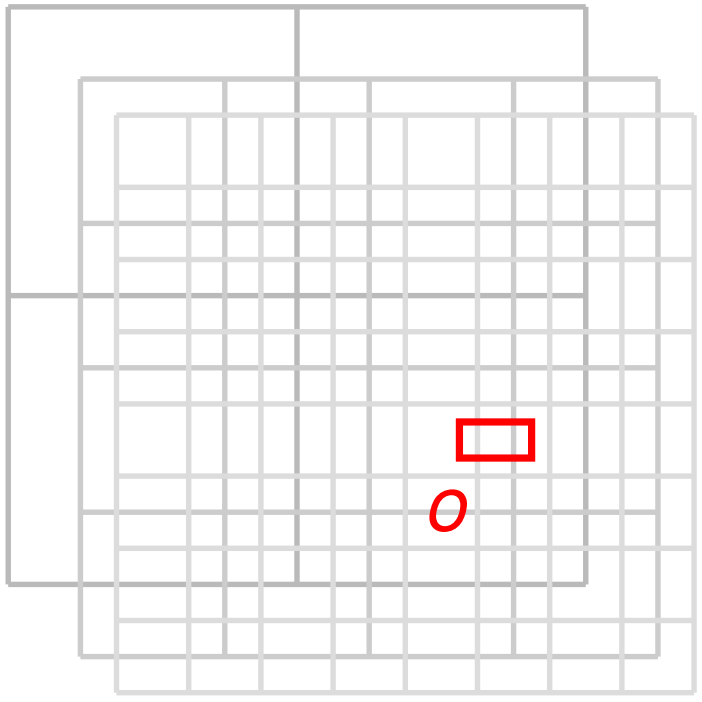

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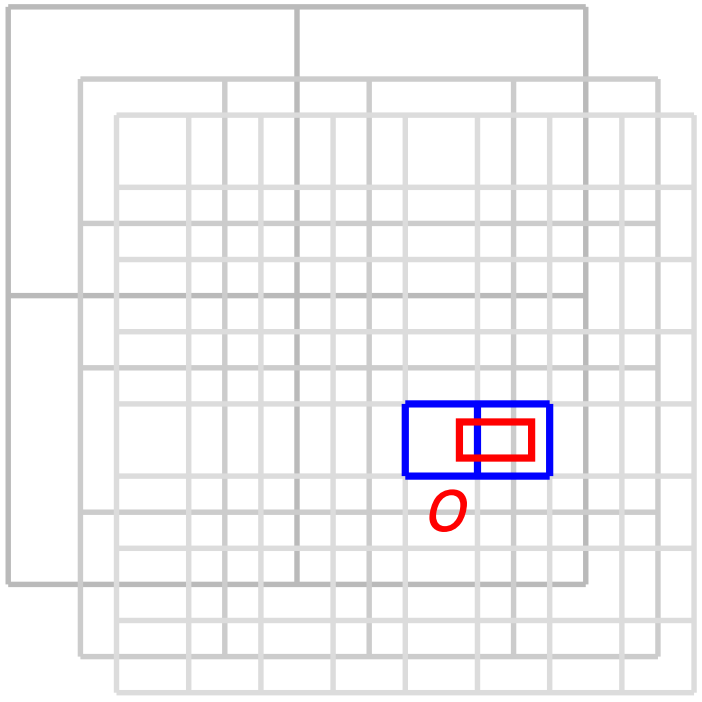

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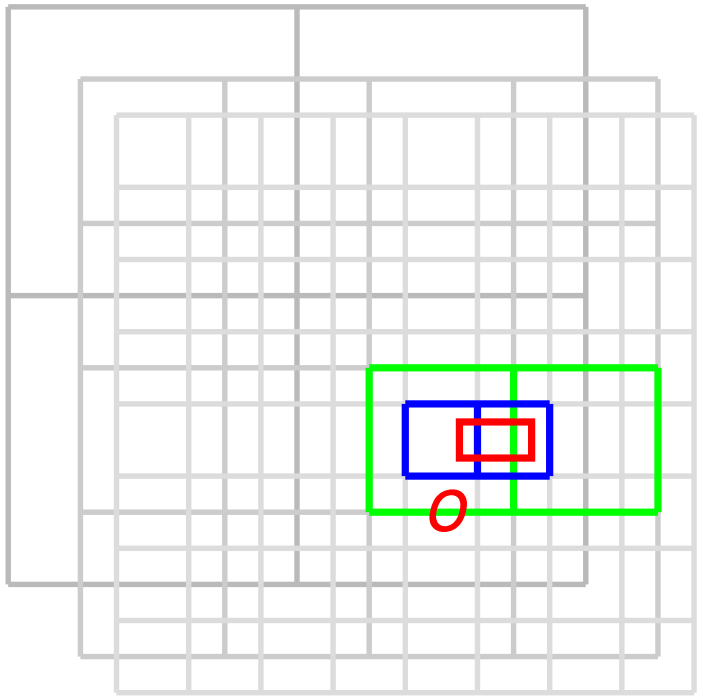

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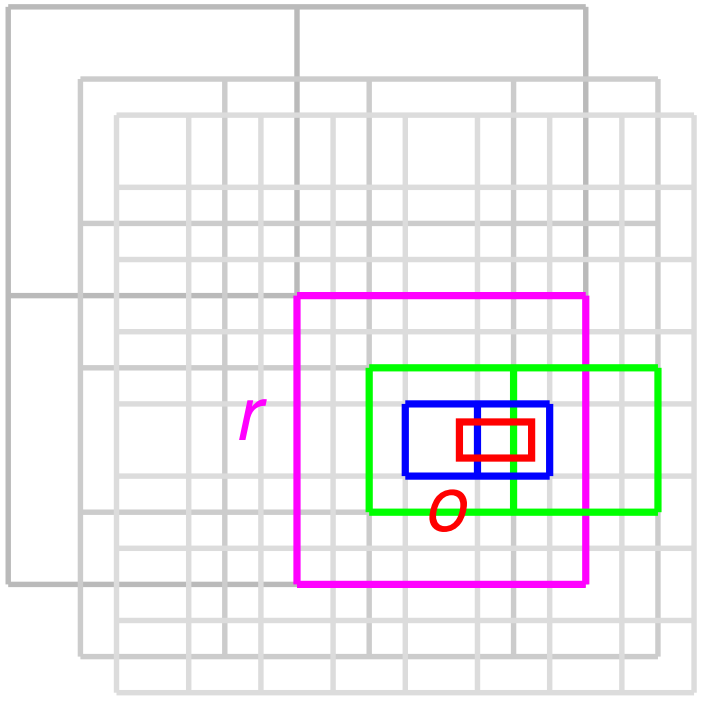

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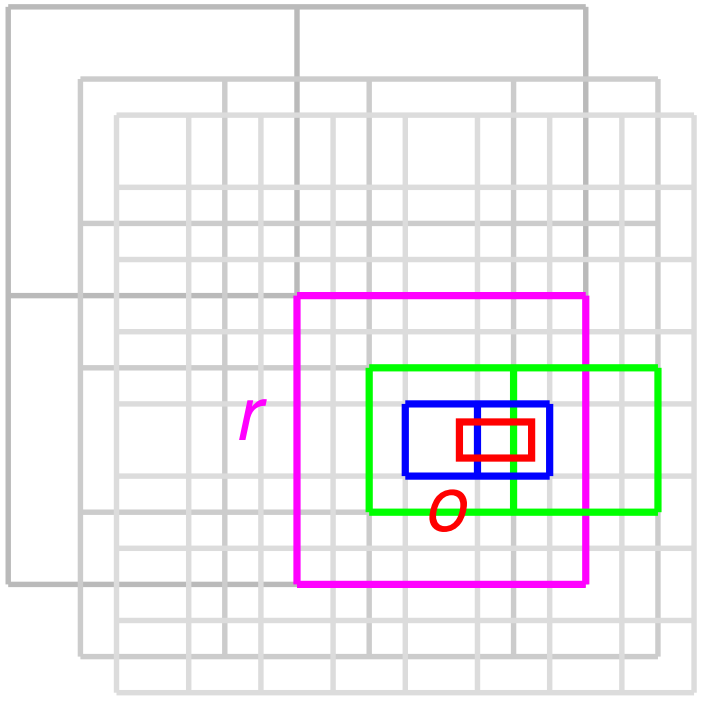

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- Summary: cover fieldtree expands the width of the quadtree blocks while the partition fieldtree shifts the positions of their centroids