## WST540: Exercise 6

Problem 1. Consider the following R-tree:


Suppose that we apply the best-first algorithm to find the nearest neighbor of the query point $q$ as shown in the picture. List the nodes in the order that they are visited by the algorithm.

Solution. $u_{1}, u_{3}, u_{6}, u_{7}$. The algorithm then terminates by reporting $e$.
Problem 2. Repeat the above by finding the 2 nearest neighbors of $q$.
Solution. $u_{1}, u_{3}, u_{6}, u_{7}$. The algorithm reports $e$, then $h$, and then terminates.
Problem 3. Calculate the $z$-values of the black points in the following figure (the data space has domain $[0,7]$ on each dimension):


## Solution.

| point | z-value |
| :---: | :---: |
| $a$ | $(010000)_{2}=16$ |
| $b$ | $(000110)_{2}=6$ |
| $c$ | $(01100)_{2}=28$ |
| $d$ | $(011011)_{2}=27$ |
| $e$ | $(100000)_{2}=32$ |
| $f$ | $(100111)_{2}=39$ |
| $g$ | $(111101)_{2}=61$ |
| $h$ | $(101011)_{2}=43$ |

Problem 4. Consider that we create an R-tree on the points in the previous problem using the method discussed in our lecture. Show the leaf MBRs of the R-tree.

## Solution.



Problem 5. Consider that a server hosts a 1d hidden dataset $D$ which contains 8 points as shown below. We want to discover the entire $D$ by issuing range queries in the way described in class. Suppose that the value of $k$ is 4 , such that whenever the query result has more than 4 points, the server always returns the first 4 points alphabetically (e.g., for a query with range [2, 7], the server returns $c, d, e, f)$. Give the queries that need to be issued by our algorithm.


Solution. We start by issuing $q_{1}=(-\infty, \infty)$. The server returns $\{a, b, c, d\}$. Hence, $q_{1}$ is divided by a 3 -way split into $q_{2}=(-\infty, 0], q_{3}=[1,1]$, and $q_{4}=[2, \infty)$. Queries with $q_{2}$ and $q_{3}$ are resolved. For $q_{4}$, the server returns $\{c, d, e, f\}$. Hence, $q_{4}$ is divided into $q_{5}=[2,2], q_{6}=[3,3]$, and $q_{7}=[4, \infty)$. The queries with these three intervals are all resolved.

