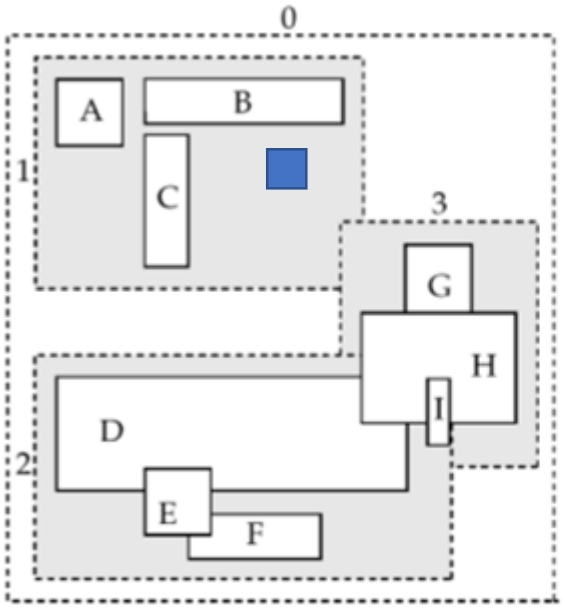
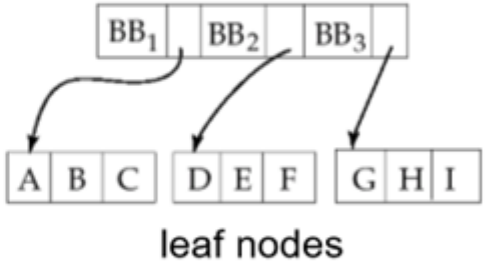
INSERT

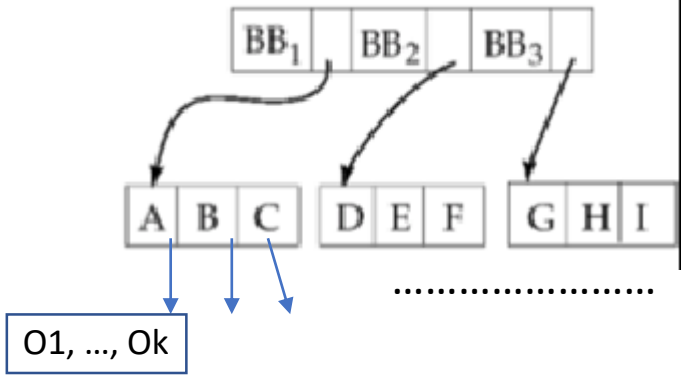


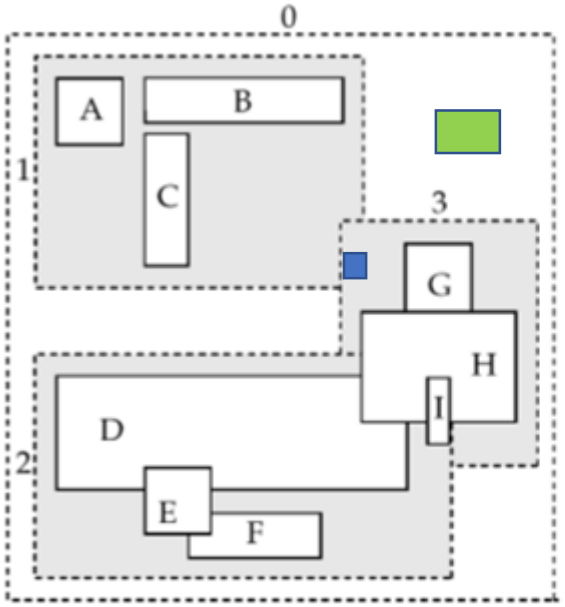
BB1



leaf nodes

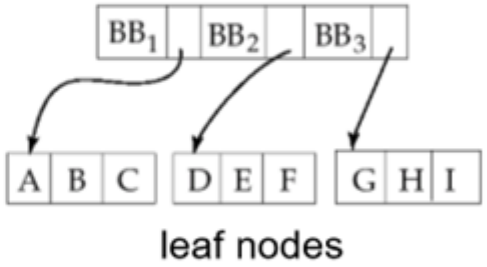
Objects are not rectangles



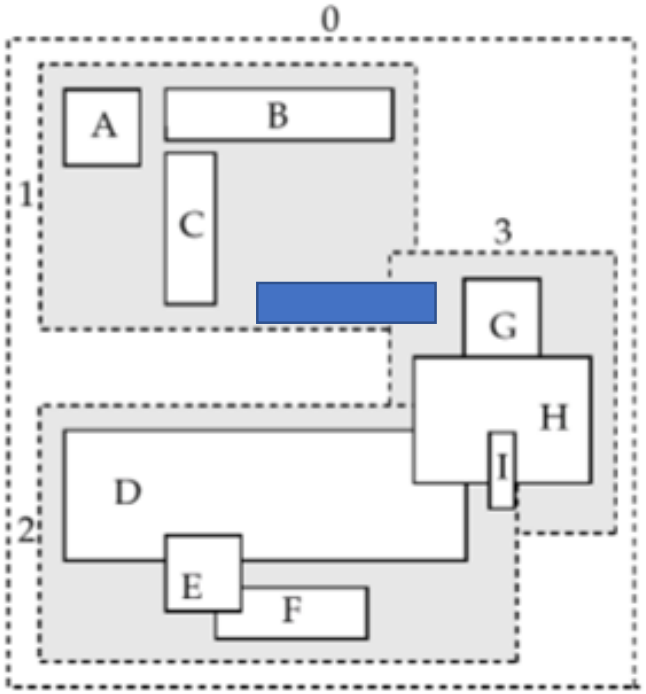


Arbitrarily BB1, BB2, BB3

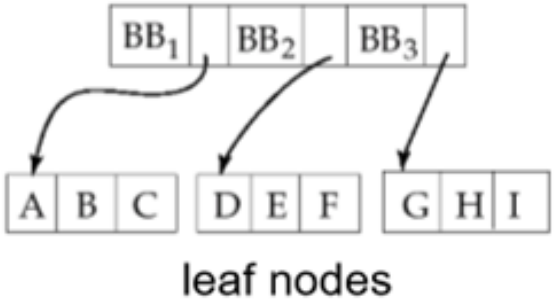
Arbitrarily BB1, BB3



leaf nodes

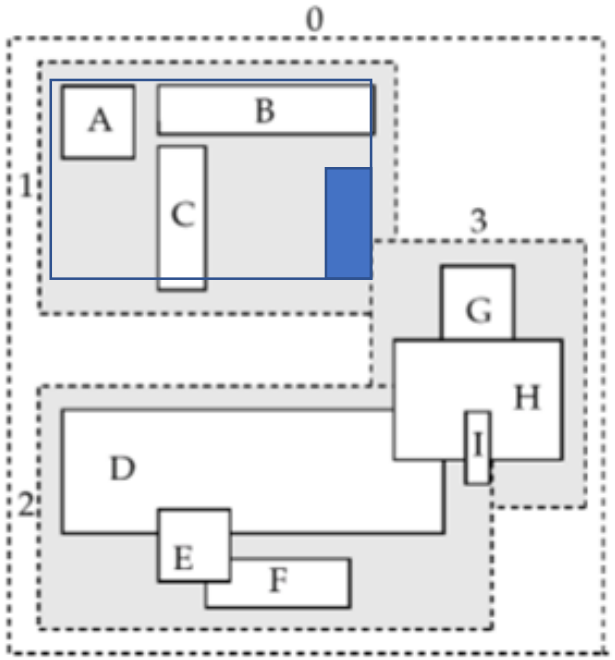


BB1

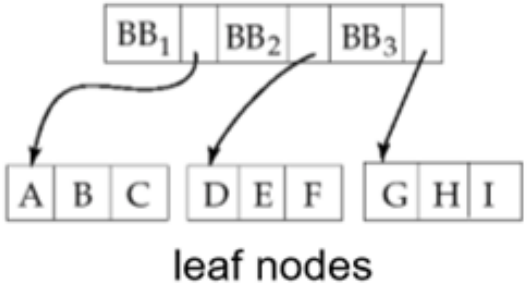


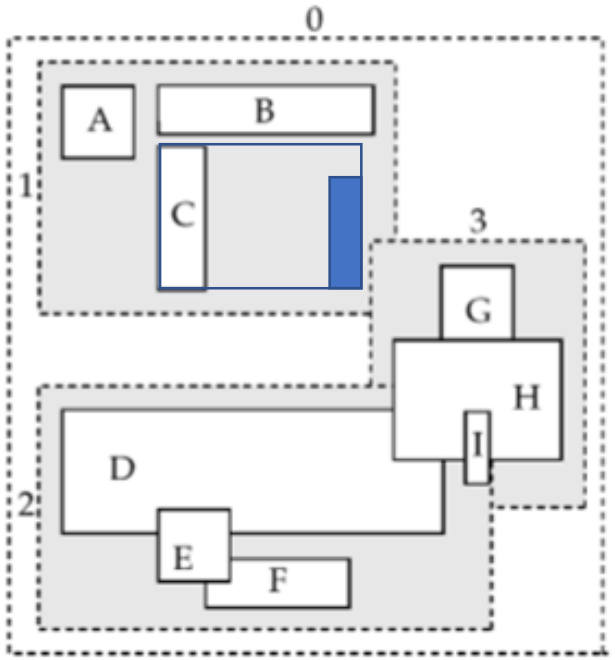
leaf nodes

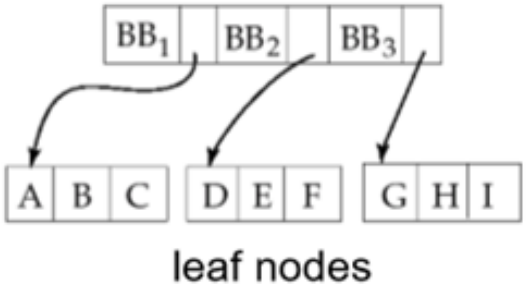
SPLIT

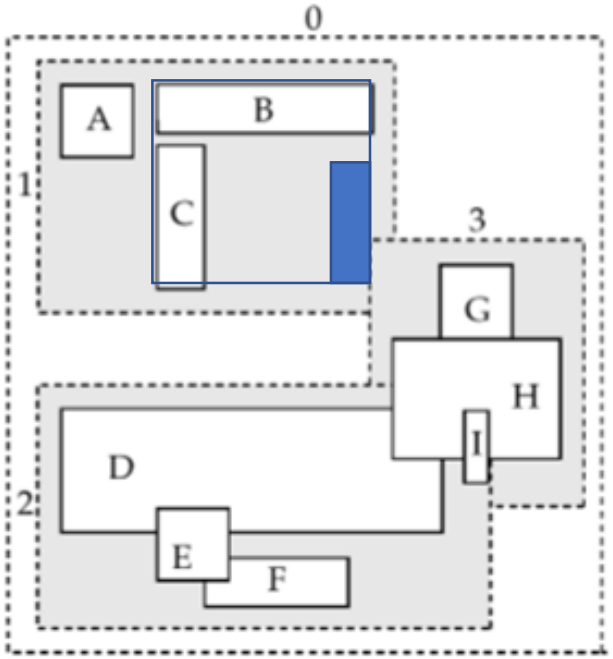


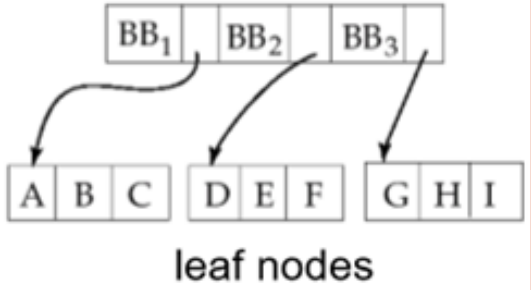
x BB1











S= A,B,C, X

S1= A S2 = x Maximum separation

B:

e1=area(S1,B), e2=area(S2,B) eB= e2-e1

C:

e1=area(S1,C), e2=area(S2,C) eC= e2-e1

eB>eC ---> S1 = A,B S2= x Maximum preference

S1 half entries ---> S1 = A,B S2 = x, C