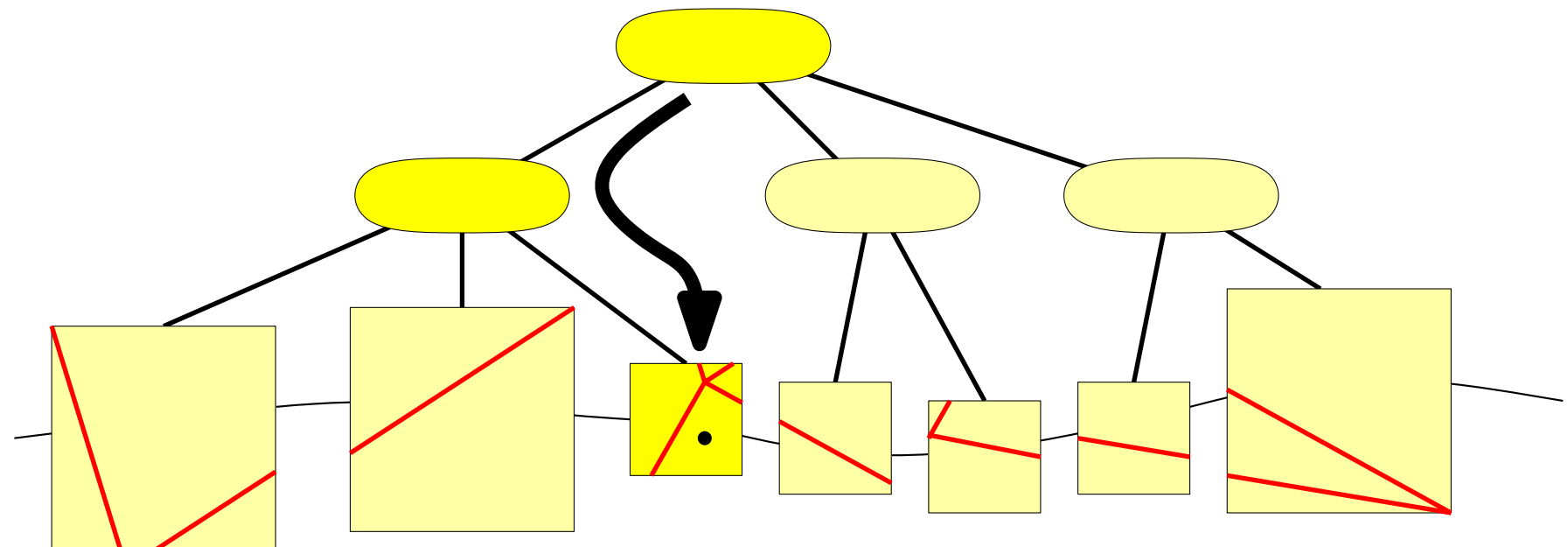
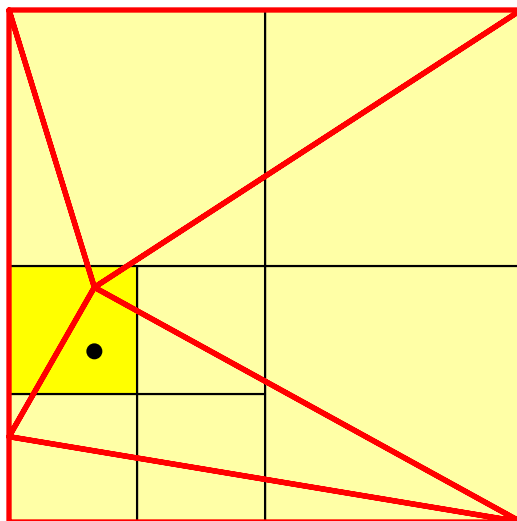
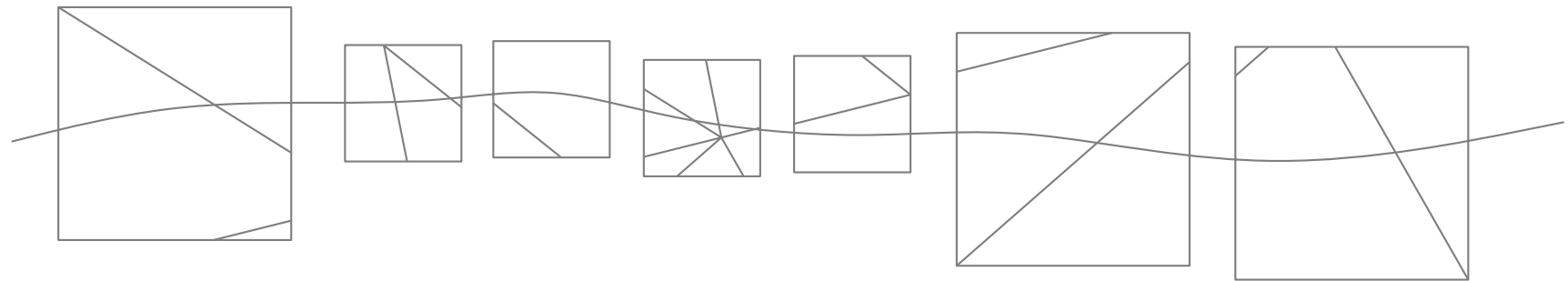
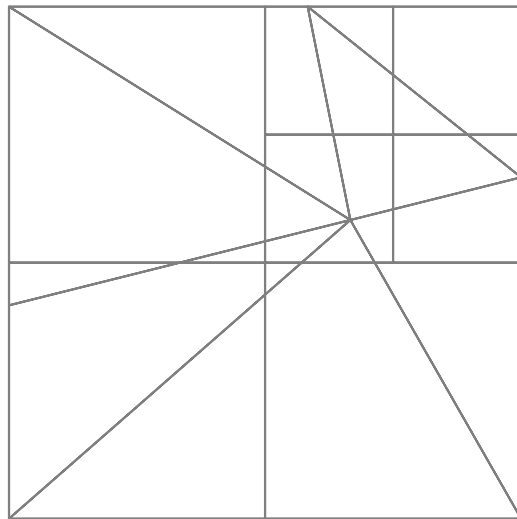


Map overlay with quadtrees in Z-order



n : number of triangles; B : disk block size

Ideally: $O(n)$ quadtree cells, $O(1)$ edges each

→ Overlay in $O(\text{scan}(n)) = O(n/B)$ I/O's.

→ Point location with B-tree in $O(\log_B n)$ I/O's.

