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Titolo	The Design of Dynamic Data Structures [[electronic resource] /] / by Mark H. Overmars
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Descrizione fisica	1 online resource (VII, 181 p.)
Collana	Lecture Notes in Computer Science, , 0302-9743 ; ; 156
Disciplina	004
Soggetti	Application software
	Computers
	Computer graphics
	Data structures (Computer science)
	Computer Applications
	Theory of Computation
	Science, Humanities and Social Sciences, multidisciplinary
	Computer Graphics
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Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
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Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	A catalog of (multi-dimensional) searching problems -- Local rebuilding (balancing) -- Partial rebuilding -- Global rebuilding -- Order decomposable set problems -- Decomposable searching problems -- Batched dynamization -- Searching in the past -- Final comments and open problems.
Sommario/riassunto	In numerous computer applications there is a need of storing large sets of objects in such a way that some questions about those objects can be answered efficiently. Data structures that store such sets of objects can be either static (built for a fixed set of objects) or dynamic (insertions of new objects and deletions of existing objects can be performed). Especially for more complex searching problems as they arise in such fields as computational geometry, database design and computer graphics, only static data structures are available. This book aims at remedying this lack of flexibility by providing a number of

general techniques for turning static data structures for searching problems into dynamic structures. Although the approach is basically theoretical, the techniques offered are often practically applicable. The book is written in such a way that it is readable for those who have some elementary knowledge of data structures and algorithms. Although this monograph was first published in 1983, it is still unique as a general treatment of methods for constructing dynamic data structures.