Dietz, Paul F.; Raman, Rajeev
Persistence, amortization and randomization. (English) Zbl 0800.68346

For the entire collection see [Zbl 0771.68001].

MSC:
- 68P05 Data structures
- 91A43 Games involving graphs
- 68R10 Graph theory (including graph drawing) in computer science

Keywords:
amortization; persistent data structures; pebble games