Point Location

Persistence

- Ephemeral Structure

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Ephemerality

❖ Typical data structures allow 2 types of operations:

- $\boxed{\text{query}}$: merely $\boxed{\text{retrieves}}$ information, whereas

- $\boxed{\text{update}}$: $\boxed{\text{changes}}$ the information represented

❖ $\boxed{\text{SOV}}$ (Sequence of Versions)

consists of all versions of

a data structure during its lifetime,

one for each update done

Ephemeral Data Structure

❖ **Both types of operations**

are restricted to

its current/last version

❖ **For an ephemeral structure**

- the SOV leading to its current version is lost; and hence

- its history graph consists of a single vertex