

Main page Contents Featured content Current events Random article Donate to Wkipedia Wkipedia store

Interaction

Help About Wikipedia Community portal Recent changes Contact page

Tools

What links here Related changes Upload file Special pages Permanent link Page information Wkidata item Cite this page

Print/export

Create a book Download as PDF Printable version

Languages

Add links

Article Talk Read Edit View histon Search Q

## Pagoda (data structure)

From Wikipedia, the free encyclopedia

In computer science, a **pagoda** is a priority queue implemented with a variant of a binary tree. The root points to its children, as in a binary tree. Every other node points back to its parent and down to its leftmost (if it is a right child) or rightmost (if it is a left child) descendant leaf. The basic operation is merge or meld, which maintains the heap property. An element is inserted by merging it as a singleton. The root is removed by merging its right and left children. Merging is bottom-up, merging the leftmost edge of one with the rightmost edge of the other.

## References [edit]

- J. Francon, G. Viennot, and J. Vuillemin, Description and analysis of an efficient priority queue representation, Proc. 19th Annual Symp. on Foundations of Computer Science. IEEE, 1978, pages 1–7.
- R. Nix, An Evaluation of Pagodas, Res. Rep. 164, Dept. of Computer Science, Yale Univ. 1988?
- Black, Paul E. "pagoda" ☑. Dictionary of Algorithms and Data Structures. NIST.

Categories: Priority queues

This page was last modified on 9 April 2013, at 07:41.

Text is available under the Oreative Commons Attribution-ShareAlike License; additional terms may apply. By using this site, you agree to the Terms of Use and Privacy Policy. Wikipedia® is a registered trademark of the Wikimedia Foundation, Inc., a non-profit organization.

Privacy policy About Wikipedia Disclaimers Contact Wikipedia Developers Mobile view



