./Platform.Data.Doublets/Converters/AddressToUnaryNumberConverter.cs

```
using System.Collections.Generic;
using Platform.Interfaces;
using Platform.Reflection;
using Platform.Numbers;

namespace Platform.Data.Doublets.Converters
{
    public class AddressToUnaryNumberConverter<TLink> : LinksOperatorBase<TLink>, IConverter<TLink>
    {
        private static readonly EqualityComparer<TLink> _equalityComparer = EqualityComparer<TLink>.Default;

        private readonly IConverter<int, TLink> _powerOf2ToUnaryNumberConverter;

        public AddressToUnaryNumberConverter(ILinks<TLink> links, IConverter<int, TLink> powerOf2ToUnaryNumberConverter) : base(links) => _powerOf2ToUnaryNumberConverter = powerOf2ToUnaryNumberConverter;

        public TLink Convert(TLink sourceAddress)
        {
            var number = sourceAddress;
            var target = Links.Constants.Null;
            for (int i = 0; i < Type<TLink>.BitsLength; i++)
            {
                if (_equalityComparer.Equals(Arithmetic.And(number, Integer<TLink>.One), Integer<TLink>.One))
                {
                    target = _equalityComparer.Equals(target, Links.Constants.Null)
                        ? _powerOf2ToUnaryNumberConverter.Convert(i)
                        : Links.GetOrCreate(_powerOf2ToUnaryNumberConverter.Convert(i), target);
                }
                number = (Integer<TLink>)((ulong)(Integer<TLink>)number >> 1); // Should be Bit.ShiftRight(number, 1)
                if (_equalityComparer.Equals(number, default))
                {
                    break;
                }
            }
            return target;
        }
    }
}
```

./Platform.Data.Doublets/Converters/LinkToItsFrequencyNumberConveter.cs

```
using System;
using System.Collections.Generic;
using Platform.Interfaces;

namespace Platform.Data.Doublets.Converters
{
    public class LinkToItsFrequencyNumberConveter<TLink> : LinksOperatorBase<TLink>, IConverter<Doublet<TLink>, TLink>
    {
        private static readonly EqualityComparer<TLink> _equalityComparer = EqualityComparer<TLink>.Default;

        private readonly IPropertyOperator<TLink, TLink> _frequencyPropertyOperator;
        private readonly IConverter<TLink> _unaryNumberToAddressConverter;

        public LinkToItsFrequencyNumberConveter(
            ILinks<TLink> links,
            IPropertyOperator<TLink, TLink> frequencyPropertyOperator,
            IConverter<TLink> unaryNumberToAddressConverter)
            : base(links)
        {
            _frequencyPropertyOperator = frequencyPropertyOperator;
            _unaryNumberToAddressConverter = unaryNumberToAddressConverter;
        }

        public TLink Convert(Doublet<TLink> doublet)
        {
            var link = Links.SearchOrDefault(doublet.Source, doublet.Target);
            if (_equalityComparer.Equals(link, Links.Constants.Null))
            {
                throw new ArgumentException($"Link ({doublet}) not found.", nameof(doublet));
            }
            var frequency = _frequencyPropertyOperator.Get(link);
```

```
            if (_equalityComparer.Equals(frequency, default))
            {
                return default;
            }
            var frequencyNumber = Links.GetSource(frequency);
            return _unaryNumberToAddressConverter.Convert(frequencyNumber);
        }
    }
}
```

./Platform.Data.Doublets/Converters/PowerOf2ToUnaryNumberConverter.cs

```
using System;
using System.Collections.Generic;
using Platform.Exceptions;
using Platform.Interfaces;
using Platform.Ranges;

namespace Platform.Data.Doublets.Converters
{
    public class PowerOf2ToUnaryNumberConverter<TLink> : LinksOperatorBase<TLink>, IConverter<int, TLink>
    {
        private static readonly EqualityComparer<TLink> _equalityComparer = EqualityComparer<TLink>.Default;

        private readonly TLink[] _unaryNumberPowersOf2;

        public PowerOf2ToUnaryNumberConverter(ILinks<TLink> links, TLink one) : base(links)
        {
            _unaryNumberPowersOf2 = new TLink[64];
            _unaryNumberPowersOf2[0] = one;
        }

        public TLink Convert(int power)
        {
            Ensure.Always.ArgumentInRange(power, new Range<int>(0, _unaryNumberPowersOf2.Length - 1), nameof(power));
            if (!_equalityComparer.Equals(_unaryNumberPowersOf2[power], default))
            {
                return _unaryNumberPowersOf2[power];
            }
            var previousPowerOf2 = Convert(power - 1);
            var powerOf2 = Links.GetOrCreate(previousPowerOf2, previousPowerOf2);
            _unaryNumberPowersOf2[power] = powerOf2;
            return powerOf2;
        }
    }
}
```

./Platform.Data.Doublets/Converters/UnaryNumberToAddressAddOperationConverter.cs

```
using System.Collections.Generic;
using System.Runtime.CompilerServices;
using Platform.Interfaces;
using Platform.Numbers;

namespace Platform.Data.Doublets.Converters
{
    public class UnaryNumberToAddressAddOperationConverter<TLink> : LinksOperatorBase<TLink>, IConverter<TLink>
    {
        private static readonly EqualityComparer<TLink> _equalityComparer = EqualityComparer<TLink>.Default;

        private Dictionary<TLink, TLink> _unaryToUInt64;
        private readonly TLink _unaryOne;

        public UnaryNumberToAddressAddOperationConverter(ILinks<TLink> links, TLink unaryOne)
            : base(links)
        {
            _unaryOne = unaryOne;
            InitUnaryToUInt64();
        }

        private void InitUnaryToUInt64()
        {
            _unaryToUInt64 = new Dictionary<TLink, TLink>
            {
                { _unaryOne, Integer<TLink>.One }
            };
            var unary = _unaryOne;
```

```
            var number = Integer<TLink>.One;
            for (var i = 1; i < 64; i++)
            {
                number = Double(number);
                _unaryToUInt64.Add(unary = Links.GetOrCreate(unary, unary), number);
            }
        }

        public TLink Convert(TLink unaryNumber)
        {
            if (_equalityComparer.Equals(unaryNumber, default))
            {
                return default;
            }
            if (_equalityComparer.Equals(unaryNumber, _unaryOne))
            {
                return Integer<TLink>.One;
            }
            var source = Links.GetSource(unaryNumber);
            var target = Links.GetTarget(unaryNumber);
            if (_equalityComparer.Equals(source, target))
            {
                return _unaryToUInt64[unaryNumber];
            }
            else
            {
                var result = _unaryToUInt64[source];
                TLink lastValue;
                while (!_unaryToUInt64.TryGetValue(target, out lastValue))
                {
                    source = Links.GetSource(target);
                    result = Arithmetic.Add(result, _unaryToUInt64[source]);
                    target = Links.GetTarget(target);
                }
                result = Arithmetic.Add(result, lastValue);
                return result;
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        private static TLink Double(TLink number) => (Integer<TLink>)((Integer<TLink>)number *
        ↪  2UL);
    }
}
```

./Platform.Data.Doublets/Converters/UnaryNumberToAddressOrOperationConverter.cs

```
using System.Collections.Generic;
using Platform.Interfaces;
using Platform.Reflection;
using Platform.Numbers;
using System.Runtime.CompilerServices;

namespace Platform.Data.Doublets.Converters
{
    public class UnaryNumberToAddressOrOperationConverter<TLink> : LinksOperatorBase<TLink>,
    ↪  IConverter<TLink>
    {
        private static readonly EqualityComparer<TLink> _equalityComparer =
        ↪  EqualityComparer<TLink>.Default;

        private readonly IDictionary<TLink, int> _unaryNumberPowerOf2Indicies;

        public UnaryNumberToAddressOrOperationConverter(ILinks<TLink> links, IConverter<int,
        ↪  TLink> powerOf2ToUnaryNumberConverter)
            : base(links)
        {
            _unaryNumberPowerOf2Indicies = new Dictionary<TLink, int>();
            for (int i = 0; i < Type<TLink>.BitsLength; i++)
            {
                _unaryNumberPowerOf2Indicies.Add(powerOf2ToUnaryNumberConverter.Convert(i), i);
            }
        }

        public TLink Convert(TLink sourceNumber)
        {
            var source = sourceNumber;
            var target = Links.Constants.Null;
            if (!_equalityComparer.Equals(source, Links.Constants.Null))
            {
```

```
                while (true)
                {
                    if (_unaryNumberPowerOf2Indicies.TryGetValue(source, out int powerOf2Index))
                    {
                        SetBit(ref target, powerOf2Index);
                        break;
                    }
                    else
                    {
                        powerOf2Index = _unaryNumberPowerOf2Indicies[Links.GetSource(source)];
                        SetBit(ref target, powerOf2Index);
                        source = Links.GetTarget(source);
                    }
                }
            }
            return target;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        private static void SetBit(ref TLink target, int powerOf2Index) => target =
        ↪  (Integer<TLink>)((Integer<TLink>)target | 1UL << powerOf2Index); // Should be
        ↪  Math.Or(target, Math.ShiftLeft(One, powerOf2Index))
    }
}
```

./Platform.Data.Doublets/Decorators/LinksCascadeUniquenessAndUsagesResolver.cs

```
namespace Platform.Data.Doublets.Decorators
{
    public class LinksCascadeUniquenessAndUsagesResolver<TLink> : LinksUniquenessResolver<TLink>
    {
        public LinksCascadeUniquenessAndUsagesResolver(ILinks<TLink> links) : base(links) { }

        protected override TLink ResolveAddressChangeConflict(TLink oldLinkAddress, TLink
        ↪  newLinkAddress)
        {
            Links.MergeUsages(oldLinkAddress, newLinkAddress);
            return base.ResolveAddressChangeConflict(oldLinkAddress, newLinkAddress);
        }
    }
}
```

./Platform.Data.Doublets/Decorators/LinksCascadeUsagesResolver.cs

```
namespace Platform.Data.Doublets.Decorators
{
    /// <remarks>
    /// <para>Must be used in conjunction with NonNullContentsLinkDeletionResolver.</para>
    /// <para>Должен использоваться вместе с NonNullContentsLinkDeletionResolver.</para>
    /// </remarks>
    public class LinksCascadeUsagesResolver<TLink> : LinksDecoratorBase<TLink>
    {
        public LinksCascadeUsagesResolver(ILinks<TLink> links) : base(links) { }

        public override void Delete(TLink linkIndex)
        {
            this.DeleteAllUsages(linkIndex);
            Links.Delete(linkIndex);
        }
    }
}
```

./Platform.Data.Doublets/Decorators/LinksDecoratorBase.cs

```
using System;
using System.Collections.Generic;
using Platform.Data.Constants;

namespace Platform.Data.Doublets.Decorators
{
    public abstract class LinksDecoratorBase<T> : ILinks<T>
    {
        public LinksCombinedConstants<T, T, int> Constants { get; }

        public ILinks<T> Links { get; }

        protected LinksDecoratorBase(ILinks<T> links)
        {
            Links = links;
            Constants = links.Constants;
        }
```

```

        public virtual T Count(IList<T> restriction) => Links.Count(restriction);

        public virtual T Each(Func<IList<T>, T> handler, IList<T> restrictions) =>
        ↪  Links.Each(handler, restrictions);

        public virtual T Create() => Links.Create();

        public virtual T Update(IList<T> restrictions) => Links.Update(restrictions);

        public virtual void Delete(T link) => Links.Delete(link);
    }
}
```

./Platform.Data.Doublets/Decorators/LinksDisposableDecoratorBase.cs

```
using System;
using System.Collections.Generic;
using Platform.Disposables;
using Platform.Data.Constants;

namespace Platform.Data.Doublets.Decorators
{
    public abstract class LinksDisposableDecoratorBase<T> : DisposableBase, ILinks<T>
    {
        public LinksCombinedConstants<T, T, int> Constants { get; }

        public ILinks<T> Links { get; }

        protected LinksDisposableDecoratorBase(ILinks<T> links)
        {
            Links = links;
            Constants = links.Constants;
        }

        public virtual T Count(IList<T> restriction) => Links.Count(restriction);

        public virtual T Each(Func<IList<T>, T> handler, IList<T> restrictions) =>
        ↪  Links.Each(handler, restrictions);

        public virtual T Create() => Links.Create();

        public virtual T Update(IList<T> restrictions) => Links.Update(restrictions);

        public virtual void Delete(T link) => Links.Delete(link);

        protected override bool AllowMultipleDisposeCalls => true;

        protected override void Dispose(bool manual, bool wasDisposed)
        {
            if (!wasDisposed)
            {
                Links.DisposeIfPossible();
            }
        }
    }
}
```

./Platform.Data.Doublets/Decorators/LinksInnerReferenceExistenceValidator.cs

```
using System;
using System.Collections.Generic;

namespace Platform.Data.Doublets.Decorators
{
    // TODO: Make LinksExternalReferenceValidator. A layer that checks each link to exist or to
    ↪  be external (hybrid link's raw number).
    public class LinksInnerReferenceExistenceValidator<TLink> : LinksDecoratorBase<TLink>
    {
        public LinksInnerReferenceExistenceValidator(ILinks<TLink> links) : base(links) { }

        public override TLink Each(Func<IList<TLink>, TLink> handler, IList<TLink> restrictions)
        {
            Links.EnsureInnerReferenceExists(restrictions, nameof(restrictions));
            return Links.Each(handler, restrictions);
        }

        public override TLink Count(IList<TLink> restriction)
        {
            Links.EnsureInnerReferenceExists(restriction, nameof(restriction));
            return Links.Count(restriction);
        }
```

```

        public override TLink Update(IList<TLink> restrictions)
        {
            // TODO: Possible values: null, ExistentLink or NonExistentHybrid(ExternalReference)
            Links.EnsureInnerReferenceExists(restrictions, nameof(restrictions));
            return Links.Update(restrictions);
        }

        public override void Delete(TLink link)
        {
            Links.EnsureLinkExists(link, nameof(link));
            Links.Delete(link);
        }
    }
}
```

./Platform.Data.Doublets/Decorators/LinksItselfConstantToSelfReferenceResolver.cs

```
using System;
using System.Collections.Generic;

namespace Platform.Data.Doublets.Decorators
{
    public class LinksItselfConstantToSelfReferenceResolver<TLink> : LinksDecoratorBase<TLink>
    {
        private static readonly EqualityComparer<TLink> _equalityComparer =
        ↪  EqualityComparer<TLink>.Default;

        public LinksItselfConstantToSelfReferenceResolver(ILinks<TLink> links) : base(links) { }

        public override TLink Each(Func<IList<TLink>, TLink> handler, IList<TLink> restrictions)
        {
            var constants = Constants;
            var itselfConstant = constants.Itself;
            var indexPartConstant = constants.IndexPart;
            var sourcePartConstant = constants.SourcePart;
            var targetPartConstant = constants.TargetPart;
            var restrictionsCount = restrictions.Count;
            if (!_equalityComparer.Equals(constants.Any, itselfConstant)
             && (((restrictionsCount > indexPartConstant) &&
              ↪  _equalityComparer.Equals(restrictions[indexPartConstant], itselfConstant))
             || ((restrictionsCount > sourcePartConstant) &&
              ↪  _equalityComparer.Equals(restrictions[sourcePartConstant], itselfConstant))
             || ((restrictionsCount > targetPartConstant) &&
              ↪  _equalityComparer.Equals(restrictions[targetPartConstant], itselfConstant))))
            {
                // Itself constant is not supported for Each method right now, skipping execution
                return constants.Continue;
            }
            return Links.Each(handler, restrictions);
        }

        public override TLink Update(IList<TLink> restrictions) =>
        ↪  Links.Update(Links.ResolveConstantAsSelfReference(Constants.Itself, restrictions));
    }
}
```

./Platform.Data.Doublets/Decorators/LinksNonExistentDependenciesCreator.cs

```
using System.Collections.Generic;

namespace Platform.Data.Doublets.Decorators
{
    /// <remarks>
    /// Not practical if newSource and newTarget are too big.
    /// To be able to use practical version we should allow to create link at any specific
    ↪  location inside ResizableDirectMemoryLinks.
    /// This in turn will require to implement not a list of empty links, but a list of ranges
    ↪  to store it more efficiently.
    /// </remarks>
    public class LinksNonExistentDependenciesCreator<TLink> : LinksDecoratorBase<TLink>
    {
        public LinksNonExistentDependenciesCreator(ILinks<TLink> links) : base(links) { }

        public override TLink Update(IList<TLink> restrictions)
        {
            var constants = Constants;
            Links.EnsureCreated(restrictions[constants.SourcePart],
            ↪  restrictions[constants.TargetPart]);
            return Links.Update(restrictions);
        }
```

```
    }
}
```

./Platform.Data.Doublets/Decorators/LinksNullConstantToSelfReferenceResolver.cs

```
using System.Collections.Generic;

namespace Platform.Data.Doublets.Decorators
{
    public class LinksNullConstantToSelfReferenceResolver<TLink> : LinksDecoratorBase<TLink>
    {
        public LinksNullConstantToSelfReferenceResolver(ILinks<TLink> links) : base(links) { }

        public override TLink Create()
        {
            var link = Links.Create();
            return Links.Update(link, link, link);
        }

        public override TLink Update(IList<TLink> restrictions) =>
        ↪ Links.Update(Links.ResolveConstantAsSelfReference(Constants.Null, restrictions));
    }
}
```

./Platform.Data.Doublets/Decorators/LinksUniquenessResolver.cs

```
using System.Collections.Generic;

namespace Platform.Data.Doublets.Decorators
{
    public class LinksUniquenessResolver<TLink> : LinksDecoratorBase<TLink>
    {
        private static readonly EqualityComparer<TLink> _equalityComparer =
        ↪ EqualityComparer<TLink>.Default;

        public LinksUniquenessResolver(ILinks<TLink> links) : base(links) { }

        public override TLink Update(IList<TLink> restrictions)
        {
            var newLinkAddress = Links.SearchOrDefault(restrictions[Constants.SourcePart],
            ↪ restrictions[Constants.TargetPart]);
            if (_equalityComparer.Equals(newLinkAddress, default))
            {
                return Links.Update(restrictions);
            }
            return ResolveAddressChangeConflict(restrictions[Constants.IndexPart],
            ↪ newLinkAddress);
        }

        protected virtual TLink ResolveAddressChangeConflict(TLink oldLinkAddress, TLink
        ↪ newLinkAddress)
        {
            if (!_equalityComparer.Equals(oldLinkAddress, newLinkAddress) &&
            ↪ Links.Exists(oldLinkAddress))
            {
                Delete(oldLinkAddress);
            }
            return newLinkAddress;
        }
    }
}
```

./Platform.Data.Doublets/Decorators/LinksUniquenessValidator.cs

```
using System.Collections.Generic;

namespace Platform.Data.Doublets.Decorators
{
    public class LinksUniquenessValidator<TLink> : LinksDecoratorBase<TLink>
    {
        public LinksUniquenessValidator(ILinks<TLink> links) : base(links) { }

        public override TLink Update(IList<TLink> restrictions)
        {
            Links.EnsureDoesNotExists(restrictions[Constants.SourcePart],
            ↪ restrictions[Constants.TargetPart]);
            return Links.Update(restrictions);
        }
    }
}
```

./Platform.Data.Doublets/Decorators/LinksUsagesValidator.cs

```
using System.Collections.Generic;

namespace Platform.Data.Doublets.Decorators
{
    public class LinksUsagesValidator<TLink> : LinksDecoratorBase<TLink>
    {
        public LinksUsagesValidator(ILinks<TLink> links) : base(links) { }

        public override TLink Update(IList<TLink> restrictions)
        {
            Links.EnsureNoUsages(restrictions[Constants.IndexPart]);
            return Links.Update(restrictions);
        }

        public override void Delete(TLink link)
        {
            Links.EnsureNoUsages(link);
            Links.Delete(link);
        }
    }
}
```

./Platform.Data.Doublets/Decorators/NonNullContentsLinkDeletionResolver.cs

```
namespace Platform.Data.Doublets.Decorators
{
    public class NonNullContentsLinkDeletionResolver<TLink> : LinksDecoratorBase<TLink>
    {
        public NonNullContentsLinkDeletionResolver(ILinks<TLink> links) : base(links) { }

        public override void Delete(TLink linkIndex)
        {
            Links.EnforceResetValues(linkIndex);
            Links.Delete(linkIndex);
        }
    }
}
```

./Platform.Data.Doublets/Decorators/UInt64Links.cs

```
using System;
using System.Collections.Generic;
using Platform.Collections;

namespace Platform.Data.Doublets.Decorators
{
    /// <summary>
    /// Представляет объект для работы с базой данных (файлом) в формате Links (массива связей).
    /// </summary>
    /// <remarks>
    /// Возможные оптимизации:
    /// Объединение в одном поле Source и Target с уменьшением до 32 бит.
    ///     + меньше объём БД
    ///     - меньше производительность
    ///     - больше ограничение на количество связей в БД)
    /// Ленивое хранение размеров поддеревьев (расчитываемое по мере использования БД)
    ///     + меньше объём БД
    ///     - больше сложность
    ///
    /// Текущее теоретическое ограничение на индекс связи, из-за использования 5 бит в размере
    ↪  поддеревьев для AVL баланса и флагов нитей: 2 в степени(64 минус 5 равно 59 ) равно 576
    ↪  460 752 303 423 488
    /// Желательно реализовать поддержку переключения между деревьями и битовыми индексами
    ↪  (битовыми строками) - вариант матрицы (выстраеваемой лениво).
    ///
    /// Решить отключать ли проверки при компиляции под Release. Т.е. исключения будут
    ↪  выбрасываться только при #if DEBUG
    /// </remarks>
    public class UInt64Links : LinksDisposableDecoratorBase<ulong>
    {
        public UInt64Links(ILinks<ulong> links) : base(links) { }

        public override ulong Each(Func<IList<ulong>, ulong> handler, IList<ulong> restrictions)
        {
            this.EnsureLinkIsAnyOrExists(restrictions);
            return Links.Each(handler, restrictions);
        }

        public override ulong Create() => Links.CreatePoint();

```

```
        public override ulong Update(IList<ulong> restrictions)
        {
            var constants = Constants;
            var nullConstant = constants.Null;
            if (restrictions.IsNullOrEmpty())
            {
                return nullConstant;
            }
            // TODO: Looks like this is a common type of exceptions linked with restrictions support
            if (restrictions.Count != 3)
            {
                throw new NotSupportedException();
            }
            var indexPartConstant = constants.IndexPart;
            var updatedLink = restrictions[indexPartConstant];
            this.EnsureLinkExists(updatedLink, $"{nameof(restrictions)}[{nameof(indexPartConstant)}]");
            var sourcePartConstant = constants.SourcePart;
            var newSource = restrictions[sourcePartConstant];
            this.EnsureLinkIsItselfOrExists(newSource, $"{nameof(restrictions)}[{nameof(sourcePartConstant)}]");
            var targetPartConstant = constants.TargetPart;
            var newTarget = restrictions[targetPartConstant];
            this.EnsureLinkIsItselfOrExists(newTarget, $"{nameof(restrictions)}[{nameof(targetPartConstant)}]");
            var existedLink = nullConstant;
            var itselfConstant = constants.Itself;
            if (newSource != itselfConstant && newTarget != itselfConstant)
            {
                existedLink = this.SearchOrDefault(newSource, newTarget);
            }
            if (existedLink == nullConstant)
            {
                var before = Links.GetLink(updatedLink);
                if (before[sourcePartConstant] != newSource || before[targetPartConstant] != newTarget)
                {
                    Links.Update(updatedLink, newSource == itselfConstant ? updatedLink : newSource,
                                              newTarget == itselfConstant ? updatedLink : newTarget);
                }
                return updatedLink;
            }
            else
            {
                return this.MergeAndDelete(updatedLink, existedLink);
            }
        }

        public override void Delete(ulong linkIndex)
        {
            Links.EnsureLinkExists(linkIndex);
            Links.EnforceResetValues(linkIndex);
            this.DeleteAllUsages(linkIndex);
            Links.Delete(linkIndex);
        }
    }
}
```

./Platform.Data.Doublets/Decorators/UniLinks.cs

```
using System;
using System.Collections.Generic;
using System.Linq;
using Platform.Collections;
using Platform.Collections.Arrays;
using Platform.Collections.Lists;
using Platform.Data.Universal;

namespace Platform.Data.Doublets.Decorators
{
    /// <remarks>
    /// What does empty pattern (for condition or substitution) mean? Nothing or Everything?
    /// Now we go with nothing. And nothing is something one, but empty, and cannot be changed by itself. But can cause creation (update from nothing) or deletion (update to nothing).
    ///
```

```
15      /// TODO: Decide to change to IDoubletLinks or not to change. (Better to create
        ↪  DefaultUniLinksBase, that contains logic itself and can be implemented using both
        ↪  IDoubletLinks and ILinks.)
16      /// </remarks>
17      internal class UniLinks<TLink> : LinksDecoratorBase<TLink>, IUniLinks<TLink>
18      {
19          private static readonly EqualityComparer<TLink> _equalityComparer =
            ↪  EqualityComparer<TLink>.Default;
20
21          public UniLinks(ILinks<TLink> links) : base(links) { }
22
23          private struct Transition
24          {
25              public IList<TLink> Before;
26              public IList<TLink> After;
27
28              public Transition(IList<TLink> before, IList<TLink> after)
29              {
30                  Before = before;
31                  After = after;
32              }
33          }
34
35          //public static readonly TLink NullConstant = Use<LinksCombinedConstants<TLink, TLink,
            ↪  int>>.Single.Null;
36          //public static readonly IReadOnlyList<TLink> NullLink = new
            ↪  ReadOnlyCollection<TLink>(new List<TLink> { NullConstant, NullConstant, NullConstant
            ↪  });
37
38          // TODO: Подумать о том, как реализовать древовидный Restriction и Substitution
            ↪  (Links-Expression)
39          public TLink Trigger(IList<TLink> restriction, Func<IList<TLink>, IList<TLink>, TLink>
            ↪  matchedHandler, IList<TLink> substitution, Func<IList<TLink>, IList<TLink>, TLink>
            ↪  substitutedHandler)
40          {
41              ////List<Transition> transitions = null;
42              ////if (!restriction.IsNullOrEmpty())
43              ////{
44              ////    // Есть причина делать проход (чтение)
45              ////    if (matchedHandler != null)
46              ////    {
47              ////        if (!substitution.IsNullOrEmpty())
48              ////        {
49              ////            // restriction => { 0, 0, 0 } | { 0 } // Create
50              ////            // substitution => { itself, 0, 0 } | { itself, itself, itself } //
                ↪  Create / Update
51              ////            // substitution => { 0, 0, 0 } | { 0 } // Delete
52              ////            transitions = new List<Transition>();
53              ////            if (Equals(substitution[Constants.IndexPart], Constants.Null))
54              ////            {
55              ////                // If index is Null, that means we always ignore every other
                ↪  value (they are also Null by definition)
56              ////                var matchDecision = matchedHandler(, NullLink);
57              ////                if (Equals(matchDecision, Constants.Break))
58              ////                    return false;
59              ////                if (!Equals(matchDecision, Constants.Skip))
60              ////                    transitions.Add(new Transition(matchedLink, newValue));
61              ////            }
62              ////            else
63              ////            {
64              ////                Func<T, bool> handler;
65              ////                handler = link =>
66              ////                {
67              ////                    var matchedLink = Memory.GetLinkValue(link);
68              ////                    var newValue = Memory.GetLinkValue(link);
69              ////                    newValue[Constants.IndexPart] = Constants.Itself;
70              ////                    newValue[Constants.SourcePart] =
                ↪  Equals(substitution[Constants.SourcePart], Constants.Itself) ?
                ↪  matchedLink[Constants.IndexPart] : substitution[Constants.SourcePart];
71              ////                    newValue[Constants.TargetPart] =
                ↪  Equals(substitution[Constants.TargetPart], Constants.Itself) ?
                ↪  matchedLink[Constants.IndexPart] : substitution[Constants.TargetPart];
72              ////                    var matchDecision = matchedHandler(matchedLink, newValue);
73              ////                    if (Equals(matchDecision, Constants.Break))
74              ////                        return false;
75              ////                    if (!Equals(matchDecision, Constants.Skip))
76              ////                        transitions.Add(new Transition(matchedLink, newValue));
77              ////                    return true;
```

```
////                 };
////                 if (!Memory.Each(handler, restriction))
////                     return Constants.Break;
////             }
////         }
////         else
////         {
////             Func<T, bool> handler = link =>
////             {
////                 var matchedLink = Memory.GetLinkValue(link);
////                 var matchDecision = matchedHandler(matchedLink, matchedLink);
////                 return !Equals(matchDecision, Constants.Break);
////             };
////             if (!Memory.Each(handler, restriction))
////                 return Constants.Break;
////         }
////     }
////     else
////     {
////         if (substitution != null)
////         {
////             transitions = new List<IList<T>>();
////             Func<T, bool> handler = link =>
////             {
////                 var matchedLink = Memory.GetLinkValue(link);
////                 transitions.Add(matchedLink);
////                 return true;
////             };
////             if (!Memory.Each(handler, restriction))
////                 return Constants.Break;
////         }
////         else
////         {
////             return Constants.Continue;
////         }
////     }
////}
////if (substitution != null)
////{
////     // Есть причина делать замену (запись)
////     if (substitutedHandler != null)
////     {
////     }
////     else
////     {
////     }
////}
////return Constants.Continue;

//if (restriction.IsNullOrEmpty()) // Create
//{
//    substitution[Constants.IndexPart] = Memory.AllocateLink();
//    Memory.SetLinkValue(substitution);
//}
//else if (substitution.IsNullOrEmpty()) // Delete
//{
//    Memory.FreeLink(restriction[Constants.IndexPart]);
//}
//else if (restriction.EqualTo(substitution)) // Read or ("repeat" the state) // Each
//{
//    // No need to collect links to list
//    // Skip == Continue
//    // No need to check substituedHandler
//    if (!Memory.Each(link => !Equals(matchedHandler(Memory.GetLinkValue(link)),
↪  Constants.Break), restriction))
//        return Constants.Break;
//}
//else // Update
//{
//    //List<IList<T>> matchedLinks = null;
//    if (matchedHandler != null)
//    {
//        matchedLinks = new List<IList<T>>();
//        Func<T, bool> handler = link =>
//        {
//            var matchedLink = Memory.GetLinkValue(link);
//            var matchDecision = matchedHandler(matchedLink);
//            if (Equals(matchDecision, Constants.Break))
```

```
155             //                 return false;
156             //             if (!Equals(matchDecision, Constants.Skip))
157             //                 matchedLinks.Add(matchedLink);
158             //             return true;
159             //         };
160             //         if (!Memory.Each(handler, restriction))
161             //             return Constants.Break;
162             //     }
163             //     if (!matchedLinks.IsNullOrEmpty())
164             //     {
165             //         var totalMatchedLinks = matchedLinks.Count;
166             //         for (var i = 0; i < totalMatchedLinks; i++)
167             //         {
168             //             var matchedLink = matchedLinks[i];
169             //             if (substitutedHandler != null)
170             //             {
171             //                 var newValue = new List<T>(); // TODO: Prepare value to update here
172             //                 // TODO: Decide is it actually needed to use Before and After
                ↪  substitution handling.
173             //                 var substitutedDecision = substitutedHandler(matchedLink,
                ↪  newValue);
174             //                 if (Equals(substitutedDecision, Constants.Break))
175             //                     return Constants.Break;
176             //                 if (Equals(substitutedDecision, Constants.Continue))
177             //                 {
178             //                     // Actual update here
179             //                     Memory.SetLinkValue(newValue);
180             //                 }
181             //                 if (Equals(substitutedDecision, Constants.Skip))
182             //                 {
183             //                     // Cancel the update. TODO: decide use separate Cancel
                ↪  constant or Skip is enough?
184             //                 }
185             //             }
186             //         }
187             //     }
188             //}
189             return Constants.Continue;
190         }
191 
192         public TLink Trigger(IList<TLink> patternOrCondition, Func<IList<TLink>, TLink>
            ↪  matchHandler, IList<TLink> substitution, Func<IList<TLink>, IList<TLink>, TLink>
            ↪  substitutionHandler)
193         {
194             if (patternOrCondition.IsNullOrEmpty() && substitution.IsNullOrEmpty())
195             {
196                 return Constants.Continue;
197             }
198             else if (patternOrCondition.EqualTo(substitution)) // Should be Each here TODO:
                ↪  Check if it is a correct condition
199             {
200                 // Or it only applies to trigger without matchHandler.
201                 throw new NotImplementedException();
202             }
203             else if (!substitution.IsNullOrEmpty()) // Creation
204             {
205                 var before = ArrayPool<TLink>.Empty;
206                 // Что должно означать False здесь? Остановиться (перестать идти) или пропустить
                    ↪  (пройти мимо) или пустить (взять)?
207                 if (matchHandler != null && _equalityComparer.Equals(matchHandler(before),
                    ↪  Constants.Break))
208                 {
209                     return Constants.Break;
210                 }
211                 var after = (IList<TLink>)substitution.ToArray();
212                 if (_equalityComparer.Equals(after[0], default))
213                 {
214                     var newLink = Links.Create();
215                     after[0] = newLink;
216                 }
217                 if (substitution.Count == 1)
218                 {
219                     after = Links.GetLink(substitution[0]);
220                 }
221                 else if (substitution.Count == 3)
222                 {
223                     Links.Update(after);
224                 }
```

```
225                     else
226                     {
227                         throw new NotSupportedException();
228                     }
229                     if (matchHandler != null)
230                     {
231                         return substitutionHandler(before, after);
232                     }
233                     return Constants.Continue;
234                 }
235                 else if (!patternOrCondition.IsNullOrEmpty()) // Deletion
236                 {
237                     if (patternOrCondition.Count == 1)
238                     {
239                         var linkToDelete = patternOrCondition[0];
240                         var before = Links.GetLink(linkToDelete);
241                         if (matchHandler != null && _equalityComparer.Equals(matchHandler(before),
                            ↪ Constants.Break))
242                         {
243                             return Constants.Break;
244                         }
245                         var after = ArrayPool<TLink>.Empty;
246                         Links.Update(linkToDelete, Constants.Null, Constants.Null);
247                         Links.Delete(linkToDelete);
248                         if (matchHandler != null)
249                         {
250                             return substitutionHandler(before, after);
251                         }
252                         return Constants.Continue;
253                     }
254                     else
255                     {
256                         throw new NotSupportedException();
257                     }
258                 }
259                 else // Replace / Update
260                 {
261                     if (patternOrCondition.Count == 1) //-V3125
262                     {
263                         var linkToUpdate = patternOrCondition[0];
264                         var before = Links.GetLink(linkToUpdate);
265                         if (matchHandler != null && _equalityComparer.Equals(matchHandler(before),
                            ↪ Constants.Break))
266                         {
267                             return Constants.Break;
268                         }
269                         var after = (IList<TLink>)substitution.ToArray(); //-V3125
270                         if (_equalityComparer.Equals(after[0], default))
271                         {
272                             after[0] = linkToUpdate;
273                         }
274                         if (substitution.Count == 1)
275                         {
276                             if (!_equalityComparer.Equals(substitution[0], linkToUpdate))
277                             {
278                                 after = Links.GetLink(substitution[0]);
279                                 Links.Update(linkToUpdate, Constants.Null, Constants.Null);
280                                 Links.Delete(linkToUpdate);
281                             }
282                         }
283                         else if (substitution.Count == 3)
284                         {
285                             Links.Update(after);
286                         }
287                         else
288                         {
289                             throw new NotSupportedException();
290                         }
291                         if (matchHandler != null)
292                         {
293                             return substitutionHandler(before, after);
294                         }
295                         return Constants.Continue;
296                     }
297                     else
298                     {
299                         throw new NotSupportedException();
300                     }
```

```
            }
        }

        /// <remarks>
        /// IList[IList[IList[T]]]
        /// |      |      |       |||
        /// |      |      |      ------ ||
        /// |      |      |       link  ||
        /// |      |       ------------- |
        /// |      |          change     |
        ///  ---------------------
        ///         changes
        /// </remarks>
        public IList<IList<IList<TLink>>> Trigger(IList<TLink> condition, IList<TLink>
        ↪ substitution)
        {
            var changes = new List<IList<IList<TLink>>>();
            Trigger(condition, AlwaysContinue, substitution, (before, after) =>
            {
                var change = new[] { before, after };
                changes.Add(change);
                return Constants.Continue;
            });
            return changes;
        }

        private TLink AlwaysContinue(IList<TLink> linkToMatch) => Constants.Continue;
    }
}
```

./Platform.Data.Doublets/DoubletComparer.cs

```
using System.Collections.Generic;
using System.Runtime.CompilerServices;

namespace Platform.Data.Doublets
{
    /// <remarks>
    /// TODO: Может стоит попробовать ref во всех методах (IRefEqualityComparer)
    /// 2x faster with comparer
    /// </remarks>
    public class DoubletComparer<T> : IEqualityComparer<Doublet<T>>
    {
        public static readonly DoubletComparer<T> Default = new DoubletComparer<T>();

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public bool Equals(Doublet<T> x, Doublet<T> y) => x.Equals(y);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public int GetHashCode(Doublet<T> obj) => obj.GetHashCode();
    }
}
```

./Platform.Data.Doublets/Doublet.cs

```
using System;
using System.Collections.Generic;

namespace Platform.Data.Doublets
{
    public struct Doublet<T> : IEquatable<Doublet<T>>
    {
        private static readonly EqualityComparer<T> _equalityComparer =
        ↪ EqualityComparer<T>.Default;

        public T Source { get; set; }
        public T Target { get; set; }

        public Doublet(T source, T target)
        {
            Source = source;
            Target = target;
        }

        public override string ToString() => $"{Source}->{Target}";

        public bool Equals(Doublet<T> other) => _equalityComparer.Equals(Source, other.Source)
        ↪ && _equalityComparer.Equals(Target, other.Target);

        public override bool Equals(object obj) => obj is Doublet<T> doublet ?
        ↪ base.Equals(doublet) : false;
```

```

        public override int GetHashCode() => (Source, Target).GetHashCode();
    }
}
```

./Platform.Data.Doublets/Hybrid.cs

```
using System;
using System.Reflection;
using Platform.Reflection;
using Platform.Converters;
using Platform.Exceptions;

namespace Platform.Data.Doublets
{
    public class Hybrid<T>
    {
        public readonly T Value;
        public bool IsNothing => Convert.ToInt64(To.Signed(Value)) == 0;
        public bool IsInternal => Convert.ToInt64(To.Signed(Value)) > 0;
        public bool IsExternal => Convert.ToInt64(To.Signed(Value)) < 0;
        public long AbsoluteValue => Numbers.Math.Abs(Convert.ToInt64(To.Signed(Value)));

        public Hybrid(T value)
        {
            Ensure.Always.IsUnsignedInteger<T>();
            Value = value;
        }

        public Hybrid(object value) => Value = To.UnsignedAs<T>(Convert.ChangeType(value,
        ↪ Type<T>.SignedVersion));

        public Hybrid(object value, bool isExternal)
        {
            var signedType = Type<T>.SignedVersion;
            var signedValue = Convert.ChangeType(value, signedType);
            var abs = typeof(Numbers.Math).GetTypeInfo().GetMethod("Abs").MakeGenericMethod(sign
            ↪ edType);
            var negate = typeof(Numbers.Math).GetTypeInfo().GetMethod("Negate").MakeGenericMetho
            ↪ d(signedType);
            var absoluteValue = abs.Invoke(null, new[] { signedValue });
            var resultValue = isExternal ? negate.Invoke(null, new[] { absoluteValue }) :
            ↪ absoluteValue;
            Value = To.UnsignedAs<T>(resultValue);
        }

        public static implicit operator Hybrid<T>(T integer) => new Hybrid<T>(integer);

        public static explicit operator Hybrid<T>(ulong integer) => new Hybrid<T>(integer);

        public static explicit operator Hybrid<T>(long integer) => new Hybrid<T>(integer);

        public static explicit operator Hybrid<T>(uint integer) => new Hybrid<T>(integer);

        public static explicit operator Hybrid<T>(int integer) => new Hybrid<T>(integer);

        public static explicit operator Hybrid<T>(ushort integer) => new Hybrid<T>(integer);

        public static explicit operator Hybrid<T>(short integer) => new Hybrid<T>(integer);

        public static explicit operator Hybrid<T>(byte integer) => new Hybrid<T>(integer);

        public static explicit operator Hybrid<T>(sbyte integer) => new Hybrid<T>(integer);

        public static implicit operator T(Hybrid<T> hybrid) => hybrid.Value;

        public static explicit operator ulong(Hybrid<T> hybrid) =>
        ↪ Convert.ToUInt64(hybrid.Value);

        public static explicit operator long(Hybrid<T> hybrid) => hybrid.AbsoluteValue;

        public static explicit operator uint(Hybrid<T> hybrid) => Convert.ToUInt32(hybrid.Value);

        public static explicit operator int(Hybrid<T> hybrid) =>
        ↪ Convert.ToInt32(hybrid.AbsoluteValue);

        public static explicit operator ushort(Hybrid<T> hybrid) =>
        ↪ Convert.ToUInt16(hybrid.Value);

        public static explicit operator short(Hybrid<T> hybrid) =>
        ↪ Convert.ToInt16(hybrid.AbsoluteValue);
```

```
67
68          public static explicit operator byte(Hybrid<T> hybrid) => Convert.ToByte(hybrid.Value);
69
70          public static explicit operator sbyte(Hybrid<T> hybrid) =>
            ↪  Convert.ToSByte(hybrid.AbsoluteValue);
71
72          public override string ToString() => IsNothing ? default(T) == null ? "Nothing" :
            ↪  default(T).ToString() : IsExternal ? $"<{AbsoluteValue}>" : Value.ToString();
73      }
74  }
```

./Platform.Data.Doublets/ILinks.cs

```
1   using Platform.Data.Constants;
2
3   namespace Platform.Data.Doublets
4   {
5       public interface ILinks<TLink> : ILinks<TLink, LinksCombinedConstants<TLink, TLink, int>>
6       {
7       }
8   }
```

./Platform.Data.Doublets/ILinksExtensions.cs

```
1   using System;
2   using System.Collections;
3   using System.Collections.Generic;
4   using System.Linq;
5   using System.Runtime.CompilerServices;
6   using Platform.Ranges;
7   using Platform.Collections.Arrays;
8   using Platform.Numbers;
9   using Platform.Random;
10  using Platform.Setters;
11  using Platform.Data.Exceptions;
12
13  namespace Platform.Data.Doublets
14  {
15      public static class ILinksExtensions
16      {
17          public static void RunRandomCreations<TLink>(this ILinks<TLink> links, long
            ↪  amountOfCreations)
18          {
19              for (long i = 0; i < amountOfCreations; i++)
20              {
21                  var linksAddressRange = new Range<ulong>(0, (Integer<TLink>)links.Count());
22                  Integer<TLink> source = RandomHelpers.Default.NextUInt64(linksAddressRange);
23                  Integer<TLink> target = RandomHelpers.Default.NextUInt64(linksAddressRange);
24                  links.CreateAndUpdate(source, target);
25              }
26          }
27
28          public static void RunRandomSearches<TLink>(this ILinks<TLink> links, long
            ↪  amountOfSearches)
29          {
30              for (long i = 0; i < amountOfSearches; i++)
31              {
32                  var linkAddressRange = new Range<ulong>(1, (Integer<TLink>)links.Count());
33                  Integer<TLink> source = RandomHelpers.Default.NextUInt64(linkAddressRange);
34                  Integer<TLink> target = RandomHelpers.Default.NextUInt64(linkAddressRange);
35                  links.SearchOrDefault(source, target);
36              }
37          }
38
39          public static void RunRandomDeletions<TLink>(this ILinks<TLink> links, long
            ↪  amountOfDeletions)
40          {
41              var min = (ulong)amountOfDeletions > (Integer<TLink>)links.Count() ? 1 :
                ↪  (Integer<TLink>)links.Count() - (ulong)amountOfDeletions;
42              for (long i = 0; i < amountOfDeletions; i++)
43              {
44                  var linksAddressRange = new Range<ulong>(min, (Integer<TLink>)links.Count());
45                  Integer<TLink> link = RandomHelpers.Default.NextUInt64(linksAddressRange);
46                  links.Delete(link);
47                  if ((Integer<TLink>)links.Count() < min)
48                  {
49                      break;
50                  }
51              }
52          }
53
```

```
        /// <remarks>
        /// TODO: Возможно есть очень простой способ это сделать.
        /// (Например просто удалить файл, или изменить его размер таким образом,
        /// чтобы удалился весь контент)
        /// Например через _header->AllocatedLinks в ResizableDirectMemoryLinks
        /// </remarks>
        public static void DeleteAll<TLink>(this ILinks<TLink> links)
        {
            var equalityComparer = EqualityComparer<TLink>.Default;
            var comparer = Comparer<TLink>.Default;
            for (var i = links.Count(); comparer.Compare(i, default) > 0; i =
            ↪  Arithmetic.Decrement(i))
            {
                links.Delete(i);
                if (!equalityComparer.Equals(links.Count(), Arithmetic.Decrement(i)))
                {
                    i = links.Count();
                }
            }
        }

        public static TLink First<TLink>(this ILinks<TLink> links)
        {
            TLink firstLink = default;
            var equalityComparer = EqualityComparer<TLink>.Default;
            if (equalityComparer.Equals(links.Count(), default))
            {
                throw new Exception("В хранилище нет связей.");
            }
            links.Each(links.Constants.Any, links.Constants.Any, link =>
            {
                firstLink = link[links.Constants.IndexPart];
                return links.Constants.Break;
            });
            if (equalityComparer.Equals(firstLink, default))
            {
                throw new Exception("В процессе поиска по хранилищу не было найдено связей.");
            }
            return firstLink;
        }

        public static bool IsInnerReference<TLink>(this ILinks<TLink> links, TLink reference)
        {
            var constants = links.Constants;
            var comparer = Comparer<TLink>.Default;
            return comparer.Compare(constants.MinPossibleIndex, reference) >= 0 &&
            ↪  comparer.Compare(reference, constants.MaxPossibleIndex) <= 0;
        }

        #region Paths

        /// <remarks>
        /// TODO: Как так? Как то что ниже может быть корректно?
        /// Скорее всего практически не применимо
        /// Предполагалось, что можно было конвертировать формируемый в проходе через
        ↪  SequenceWalker
        /// Stack в конкретный путь из Source, Target до связи, но это не всегда так.
        /// TODO: Возможно нужен метод, который именно выбрасывает исключения (EnsurePathExists)
        /// </remarks>
        public static bool CheckPathExistance<TLink>(this ILinks<TLink> links, params TLink[]
        ↪  path)
        {
            var current = path[0];
            //EnsureLinkExists(current, "path");
            if (!links.Exists(current))
            {
                return false;
            }
            var equalityComparer = EqualityComparer<TLink>.Default;
            var constants = links.Constants;
            for (var i = 1; i < path.Length; i++)
            {
                var next = path[i];
                var values = links.GetLink(current);
                var source = values[constants.SourcePart];
                var target = values[constants.TargetPart];
                if (equalityComparer.Equals(source, target) && equalityComparer.Equals(source,
                ↪  next))
                {
```

```
128                     //throw new Exception(string.Format("Невозможно выбрать путь, так как и
                        ↪  Source и Target совпадают с элементом пути {0}.", next));
129                     return false;
130                 }
131                 if (!equalityComparer.Equals(next, source) && !equalityComparer.Equals(next,
                    ↪  target))
132                 {
133                     //throw new Exception(string.Format("Невозможно продолжить путь через
                        ↪  элемент пути {0}", next));
134                     return false;
135                 }
136                 current = next;
137             }
138             return true;
139         }
140 
141         /// <remarks>
142         /// Может потребовать дополнительного стека для PathElement's при использовании
            ↪  SequenceWalker.
143         /// </remarks>
144         public static TLink GetByKeys<TLink>(this ILinks<TLink> links, TLink root, params int[]
            ↪  path)
145         {
146             links.EnsureLinkExists(root, "root");
147             var currentLink = root;
148             for (var i = 0; i < path.Length; i++)
149             {
150                 currentLink = links.GetLink(currentLink)[path[i]];
151             }
152             return currentLink;
153         }
154 
155         public static TLink GetSquareMatrixSequenceElementByIndex<TLink>(this ILinks<TLink>
            ↪  links, TLink root, ulong size, ulong index)
156         {
157             var constants = links.Constants;
158             var source = constants.SourcePart;
159             var target = constants.TargetPart;
160             if (!Numbers.Math.IsPowerOfTwo(size))
161             {
162                 throw new ArgumentOutOfRangeException(nameof(size), "Sequences with sizes other
                    ↪  than powers of two are not supported.");
163             }
164             var path = new BitArray(BitConverter.GetBytes(index));
165             var length = Bit.GetLowestPosition(size);
166             links.EnsureLinkExists(root, "root");
167             var currentLink = root;
168             for (var i = length - 1; i >= 0; i--)
169             {
170                 currentLink = links.GetLink(currentLink)[path[i] ? target : source];
171             }
172             return currentLink;
173         }
174 
175         #endregion
176 
177         /// <summary>
178         /// Возвращает индекс указанной связи.
179         /// </summary>
180         /// <param name="links">Хранилище связей.</param>
181         /// <param name="link">Связь представленная списком, состоящим из её адреса и
            ↪  содержимого.</param>
182         /// <returns>Индекс начальной связи для указанной связи.</returns>
183         [MethodImpl(MethodImplOptions.AggressiveInlining)]
184         public static TLink GetIndex<TLink>(this ILinks<TLink> links, IList<TLink> link) =>
            ↪  link[links.Constants.IndexPart];
185 
186         /// <summary>
187         /// Возвращает индекс начальной (Source) связи для указанной связи.
188         /// </summary>
189         /// <param name="links">Хранилище связей.</param>
190         /// <param name="link">Индекс связи.</param>
191         /// <returns>Индекс начальной связи для указанной связи.</returns>
192         [MethodImpl(MethodImplOptions.AggressiveInlining)]
193         public static TLink GetSource<TLink>(this ILinks<TLink> links, TLink link) =>
            ↪  links.GetLink(link)[links.Constants.SourcePart];
194 
195         /// <summary>
```

```
196         /// Возвращает индекс начальной (Source) связи для указанной связи.
197         /// </summary>
198         /// <param name="links">Хранилище связей.</param>
199         /// <param name="link">Связь представленная списком, состоящим из её адреса и
            ↪ содержимого.</param>
200         /// <returns>Индекс начальной связи для указанной связи.</returns>
201         [MethodImpl(MethodImplOptions.AggressiveInlining)]
202         public static TLink GetSource<TLink>(this ILinks<TLink> links, IList<TLink> link) =>
            ↪ link[links.Constants.SourcePart];
203
204         /// <summary>
205         /// Возвращает индекс конечной (Target) связи для указанной связи.
206         /// </summary>
207         /// <param name="links">Хранилище связей.</param>
208         /// <param name="link">Индекс связи.</param>
209         /// <returns>Индекс конечной связи для указанной связи.</returns>
210         [MethodImpl(MethodImplOptions.AggressiveInlining)]
211         public static TLink GetTarget<TLink>(this ILinks<TLink> links, TLink link) =>
            ↪ links.GetLink(link)[links.Constants.TargetPart];
212
213         /// <summary>
214         /// Возвращает индекс конечной (Target) связи для указанной связи.
215         /// </summary>
216         /// <param name="links">Хранилище связей.</param>
217         /// <param name="link">Связь представленная списком, состоящим из её адреса и
            ↪ содержимого.</param>
218         /// <returns>Индекс конечной связи для указанной связи.</returns>
219         [MethodImpl(MethodImplOptions.AggressiveInlining)]
220         public static TLink GetTarget<TLink>(this ILinks<TLink> links, IList<TLink> link) =>
            ↪ link[links.Constants.TargetPart];
221
222         /// <summary>
223         /// Выполняет проход по всем связям, соответствующим шаблону, вызывая обработчик
            ↪ (handler) для каждой подходящей связи.
224         /// </summary>
225         /// <param name="links">Хранилище связей.</param>
226         /// <param name="handler">Обработчик каждой подходящей связи.</param>
227         /// <param name="restrictions">Ограничения на содержимое связей. Каждое ограничение
            ↪ может иметь значения: Constants.Null - 0-я связь, обозначающая ссылку на пустоту,
            ↪ Any - отсутствие ограничения, 1..∞ конкретный адрес связи.</param>
228         /// <returns>True, в случае если проход по связям не был прерван и False в обратном
            ↪ случае.</returns>
229         [MethodImpl(MethodImplOptions.AggressiveInlining)]
230         public static bool Each<TLink>(this ILinks<TLink> links, Func<IList<TLink>, TLink>
            ↪ handler, params TLink[] restrictions)
231             => EqualityComparer<TLink>.Default.Equals(links.Each(handler, restrictions),
                ↪ links.Constants.Continue);
232
233         /// <summary>
234         /// Выполняет проход по всем связям, соответствующим шаблону, вызывая обработчик
            ↪ (handler) для каждой подходящей связи.
235         /// </summary>
236         /// <param name="links">Хранилище связей.</param>
237         /// <param name="source">Значение, определяющее соответствующие шаблону связи.
            ↪ (Constants.Null - 0-я связь, обозначающая ссылку на пустоту в качестве начала,
            ↪ Constants.Any - любое начало, 1..∞ конкретное начало)</param>
238         /// <param name="target">Значение, определяющее соответствующие шаблону связи.
            ↪ (Constants.Null - 0-я связь, обозначающая ссылку на пустоту в качестве конца,
            ↪ Constants.Any - любой конец, 1..∞ конкретный конец)</param>
239         /// <param name="handler">Обработчик каждой подходящей связи.</param>
240         /// <returns>True, в случае если проход по связям не был прерван и False в обратном
            ↪ случае.</returns>
241         [MethodImpl(MethodImplOptions.AggressiveInlining)]
242         public static bool Each<TLink>(this ILinks<TLink> links, TLink source, TLink target,
            ↪ Func<TLink, bool> handler)
243         {
244             var constants = links.Constants;
245             return links.Each(link => handler(link[constants.IndexPart]) ? constants.Continue :
                ↪ constants.Break, constants.Any, source, target);
246         }
247
248         /// <summary>
249         /// Выполняет проход по всем связям, соответствующим шаблону, вызывая обработчик
            ↪ (handler) для каждой подходящей связи.
250         /// </summary>
251         /// <param name="links">Хранилище связей.</param>
```

```
252         /// <param name="source">Значение, определяющее соответствующие шаблону связи.
            ↪ (Constants.Null - 0-я связь, обозначающая ссылку на пустоту в качестве начала,
            ↪ Constants.Any - любое начало, 1..∞ конкретное начало)</param>
253         /// <param name="target">Значение, определяющее соответствующие шаблону связи.
            ↪ (Constants.Null - 0-я связь, обозначающая ссылку на пустоту в качестве конца,
            ↪ Constants.Any - любой конец, 1..∞ конкретный конец)</param>
254         /// <param name="handler">Обработчик каждой подходящей связи.</param>
255         /// <returns>True, в случае если проход по связям не был прерван и False в обратном
            ↪ случае.</returns>
256         [MethodImpl(MethodImplOptions.AggressiveInlining)]
257         public static bool Each<TLink>(this ILinks<TLink> links, TLink source, TLink target,
            ↪ Func<IList<TLink>, TLink> handler)
258         {
259             var constants = links.Constants;
260             return links.Each(handler, constants.Any, source, target);
261         }
262
263         [MethodImpl(MethodImplOptions.AggressiveInlining)]
264         public static IList<IList<TLink>> All<TLink>(this ILinks<TLink> links, params TLink[]
            ↪ restrictions)
265         {
266             var constants = links.Constants;
267             int listSize = (Integer<TLink>)links.Count(restrictions);
268             var list = new IList<TLink>[listSize];
269             if (listSize > 0)
270             {
271                 var filler = new ArrayFiller<IList<TLink>, TLink>(list,
                    ↪  links.Constants.Continue);
272                 links.Each(filler.AddAndReturnConstant, restrictions);
273             }
274             return list;
275         }
276
277         /// <summary>
278         /// Возвращает значение, определяющее существует ли связь с указанными началом и концом
            ↪ в хранилище связей.
279         /// </summary>
280         /// <param name="links">Хранилище связей.</param>
281         /// <param name="source">Начало связи.</param>
282         /// <param name="target">Конец связи.</param>
283         /// <returns>Значение, определяющее существует ли связь.</returns>
284         [MethodImpl(MethodImplOptions.AggressiveInlining)]
285         public static bool Exists<TLink>(this ILinks<TLink> links, TLink source, TLink target)
            ↪ => Comparer<TLink>.Default.Compare(links.Count(links.Constants.Any, source, target),
            ↪ default) > 0;
286
287         #region Ensure
288         // TODO: May be move to EnsureExtensions or make it both there and here
289
290         [MethodImpl(MethodImplOptions.AggressiveInlining)]
291         public static void EnsureInnerReferenceExists<TLink>(this ILinks<TLink> links, TLink
            ↪ reference, string argumentName)
292         {
293             if (links.IsInnerReference(reference) && !links.Exists(reference))
294             {
295                 throw new ArgumentLinkDoesNotExistsException<TLink>(reference, argumentName);
296             }
297         }
298
299         [MethodImpl(MethodImplOptions.AggressiveInlining)]
300         public static void EnsureInnerReferenceExists<TLink>(this ILinks<TLink> links,
            ↪ IList<TLink> restrictions, string argumentName)
301         {
302             for (int i = 0; i < restrictions.Count; i++)
303             {
304                 links.EnsureInnerReferenceExists(restrictions[i], argumentName);
305             }
306         }
307
308         [MethodImpl(MethodImplOptions.AggressiveInlining)]
309         public static void EnsureLinkIsAnyOrExists<TLink>(this ILinks<TLink> links, IList<TLink>
            ↪ restrictions)
310         {
311             for (int i = 0; i < restrictions.Count; i++)
312             {
313                 links.EnsureLinkIsAnyOrExists(restrictions[i], nameof(restrictions));
314             }
```

```
315         }
316
317         [MethodImpl(MethodImplOptions.AggressiveInlining)]
318         public static void EnsureLinkIsAnyOrExists<TLink>(this ILinks<TLink> links, TLink link,
            ↪  string argumentName)
319         {
320             var equalityComparer = EqualityComparer<TLink>.Default;
321             if (!equalityComparer.Equals(link, links.Constants.Any) && !links.Exists(link))
322             {
323                 throw new ArgumentLinkDoesNotExistsException<TLink>(link, argumentName);
324             }
325         }
326
327         [MethodImpl(MethodImplOptions.AggressiveInlining)]
328         public static void EnsureLinkIsItselfOrExists<TLink>(this ILinks<TLink> links, TLink
            ↪  link, string argumentName)
329         {
330             var equalityComparer = EqualityComparer<TLink>.Default;
331             if (!equalityComparer.Equals(link, links.Constants.Itself) && !links.Exists(link))
332             {
333                 throw new ArgumentLinkDoesNotExistsException<TLink>(link, argumentName);
334             }
335         }
336
337         /// <param name="links">Хранилище связей.</param>
338         [MethodImpl(MethodImplOptions.AggressiveInlining)]
339         public static void EnsureDoesNotExists<TLink>(this ILinks<TLink> links, TLink source,
            ↪  TLink target)
340         {
341             if (links.Exists(source, target))
342             {
343                 throw new LinkWithSameValueAlreadyExistsException();
344             }
345         }
346
347         /// <param name="links">Хранилище связей.</param>
348         public static void EnsureNoUsages<TLink>(this ILinks<TLink> links, TLink link)
349         {
350             if (links.HasUsages(link))
351             {
352                 throw new ArgumentLinkHasDependenciesException<TLink>(link);
353             }
354         }
355
356         /// <param name="links">Хранилище связей.</param>
357         public static void EnsureCreated<TLink>(this ILinks<TLink> links, params TLink[]
            ↪  addresses) => links.EnsureCreated(links.Create, addresses);
358
359         /// <param name="links">Хранилище связей.</param>
360         public static void EnsurePointsCreated<TLink>(this ILinks<TLink> links, params TLink[]
            ↪  addresses) => links.EnsureCreated(links.CreatePoint, addresses);
361
362         /// <param name="links">Хранилище связей.</param>
363         public static void EnsureCreated<TLink>(this ILinks<TLink> links, Func<TLink> creator,
            ↪  params TLink[] addresses)
364         {
365             var constants = links.Constants;
366             var nonExistentAddresses = new HashSet<ulong>(addresses.Where(x =>
                ↪  !links.Exists(x)).Select(x => (ulong)(Integer<TLink>)x));
367             if (nonExistentAddresses.Count > 0)
368             {
369                 var max = nonExistentAddresses.Max();
370                 // TODO: Эту верхнюю границу нужно разрешить переопределять (проверить
                    ↪  применяется ли эта логика)
371                 max = System.Math.Min(max, (Integer<TLink>)constants.MaxPossibleIndex);
372                 var createdLinks = new List<TLink>();
373                 var equalityComparer = EqualityComparer<TLink>.Default;
374                 TLink createdLink = creator();
375                 while (!equalityComparer.Equals(createdLink, (Integer<TLink>)max))
376                 {
377                     createdLinks.Add(createdLink);
378                 }
379                 for (var i = 0; i < createdLinks.Count; i++)
380                 {
381                     if (!nonExistentAddresses.Contains((Integer<TLink>)createdLinks[i]))
382                     {
383                         links.Delete(createdLinks[i]);
384                     }
```

```
385                 }
386             }
387         }
388 
389         #endregion
390 
391         /// <param name="links">Хранилище связей.</param>
392         public static ulong CountUsages<TLink>(this ILinks<TLink> links, TLink link)
393         {
394             var constants = links.Constants;
395             var values = links.GetLink(link);
396             ulong usagesAsSource = (Integer<TLink>)links.Count(new Link<TLink>(constants.Any,
                ↪  link, constants.Any));
397             var equalityComparer = EqualityComparer<TLink>.Default;
398             if (equalityComparer.Equals(values[constants.SourcePart], link))
399             {
400                 usagesAsSource--;
401             }
402             ulong usagesAsTarget = (Integer<TLink>)links.Count(new Link<TLink>(constants.Any,
                ↪  constants.Any, link));
403             if (equalityComparer.Equals(values[constants.TargetPart], link))
404             {
405                 usagesAsTarget--;
406             }
407             return usagesAsSource + usagesAsTarget;
408         }
409 
410         /// <param name="links">Хранилище связей.</param>
411         [MethodImpl(MethodImplOptions.AggressiveInlining)]
412         public static bool HasUsages<TLink>(this ILinks<TLink> links, TLink link) =>
            ↪  links.CountUsages(link) > 0;
413 
414         /// <param name="links">Хранилище связей.</param>
415         [MethodImpl(MethodImplOptions.AggressiveInlining)]
416         public static bool Equals<TLink>(this ILinks<TLink> links, TLink link, TLink source,
            ↪  TLink target)
417         {
418             var constants = links.Constants;
419             var values = links.GetLink(link);
420             var equalityComparer = EqualityComparer<TLink>.Default;
421             return equalityComparer.Equals(values[constants.SourcePart], source) &&
                ↪  equalityComparer.Equals(values[constants.TargetPart], target);
422         }
423 
424         /// <summary>
425         /// Выполняет поиск связи с указанными Source (началом) и Target (концом).
426         /// </summary>
427         /// <param name="links">Хранилище связей.</param>
428         /// <param name="source">Индекс связи, которая является началом для искомой
            ↪  связи.</param>
429         /// <param name="target">Индекс связи, которая является концом для искомой связи.</param>
430         /// <returns>Индекс искомой связи с указанными Source (началом) и Target
            ↪  (концом).</returns>
431         [MethodImpl(MethodImplOptions.AggressiveInlining)]
432         public static TLink SearchOrDefault<TLink>(this ILinks<TLink> links, TLink source, TLink
            ↪  target)
433         {
434             var contants = links.Constants;
435             var setter = new Setter<TLink, TLink>(contants.Continue, contants.Break, default);
436             links.Each(setter.SetFirstAndReturnFalse, contants.Any, source, target);
437             return setter.Result;
438         }
439 
440         /// <param name="links">Хранилище связей.</param>
441         [MethodImpl(MethodImplOptions.AggressiveInlining)]
442         public static TLink CreatePoint<TLink>(this ILinks<TLink> links)
443         {
444             var link = links.Create();
445             return links.Update(link, link, link);
446         }
447 
448         /// <param name="links">Хранилище связей.</param>
449         [MethodImpl(MethodImplOptions.AggressiveInlining)]
450         public static TLink CreateAndUpdate<TLink>(this ILinks<TLink> links, TLink source, TLink
            ↪  target) => links.Update(links.Create(), source, target);
451 
452         /// <summary>
453         /// Обновляет связь с указанными началом (Source) и концом (Target)
```

```
454         /// на связь с указанными началом (NewSource) и концом (NewTarget).
455         /// </summary>
456         /// <param name="links">Хранилище связей.</param>
457         /// <param name="link">Индекс обновляемой связи.</param>
458         /// <param name="newSource">Индекс связи, которая является началом связи, на которую
            ↪ выполняется обновление.</param>
459         /// <param name="newTarget">Индекс связи, которая является концом связи, на которую
            ↪ выполняется обновление.</param>
460         /// <returns>Индекс обновлённой связи.</returns>
461         [MethodImpl(MethodImplOptions.AggressiveInlining)]
462         public static TLink Update<TLink>(this ILinks<TLink> links, TLink link, TLink newSource,
            ↪ TLink newTarget) => links.Update(new Link<TLink>(link, newSource, newTarget));
463
464         /// <summary>
465         /// Обновляет связь с указанными началом (Source) и концом (Target)
466         /// на связь с указанными началом (NewSource) и концом (NewTarget).
467         /// </summary>
468         /// <param name="links">Хранилище связей.</param>
469         /// <param name="restrictions">Ограничения на содержимое связей. Каждое ограничение
            ↪ может иметь значения: Constants.Null - 0-я связь, обозначающая ссылку на пустоту,
            ↪ Itself - требование установить ссылку на себя, 1..∞ конкретный адрес другой
            ↪ связи.</param>
470         /// <returns>Индекс обновлённой связи.</returns>
471         [MethodImpl(MethodImplOptions.AggressiveInlining)]
472         public static TLink Update<TLink>(this ILinks<TLink> links, params TLink[] restrictions)
473         {
474             if (restrictions.Length == 2)
475             {
476                 return links.MergeAndDelete(restrictions[0], restrictions[1]);
477             }
478             if (restrictions.Length == 4)
479             {
480                 return links.UpdateOrCreateOrGet(restrictions[0], restrictions[1],
                    ↪ restrictions[2], restrictions[3]);
481             }
482             else
483             {
484                 return links.Update(restrictions);
485             }
486         }
487
488         [MethodImpl(MethodImplOptions.AggressiveInlining)]
489         public static IList<TLink> ResolveConstantAsSelfReference<TLink>(this ILinks<TLink>
            ↪ links, TLink constant, IList<TLink> restrictions)
490         {
491             var equalityComparer = EqualityComparer<TLink>.Default;
492             var constants = links.Constants;
493             var index = restrictions[constants.IndexPart];
494             var source = restrictions[constants.SourcePart];
495             var target = restrictions[constants.TargetPart];
496             source = equalityComparer.Equals(source, constant) ? index : source;
497             target = equalityComparer.Equals(target, constant) ? index : target;
498             return new Link<TLink>(index, source, target);
499         }
500
501         /// <summary>
502         /// Создаёт связь (если она не существовала), либо возвращает индекс существующей связи
            ↪ с указанными Source (началом) и Target (концом).
503         /// </summary>
504         /// <param name="links">Хранилище связей.</param>
505         /// <param name="source">Индекс связи, которая является началом на создаваемой
            ↪ связи.</param>
506         /// <param name="target">Индекс связи, которая является концом для создаваемой
            ↪ связи.</param>
507         /// <returns>Индекс связи, с указанным Source (началом) и Target (концом)</returns>
508         [MethodImpl(MethodImplOptions.AggressiveInlining)]
509         public static TLink GetOrCreate<TLink>(this ILinks<TLink> links, TLink source, TLink
            ↪ target)
510         {
511             var link = links.SearchOrDefault(source, target);
512             if (EqualityComparer<TLink>.Default.Equals(link, default))
513             {
514                 link = links.CreateAndUpdate(source, target);
515             }
516             return link;
517         }
518
```

```
519         /// <summary>
520         /// Обновляет связь с указанными началом (Source) и концом (Target)
521         /// на связь с указанными началом (NewSource) и концом (NewTarget).
522         /// </summary>
523         /// <param name="links">Хранилище связей.</param>
524         /// <param name="source">Индекс связи, которая является началом обновляемой
    ↪  связи.</param>
525         /// <param name="target">Индекс связи, которая является концом обновляемой связи.</param>
526         /// <param name="newSource">Индекс связи, которая является началом связи, на которую
    ↪  выполняется обновление.</param>
527         /// <param name="newTarget">Индекс связи, которая является концом связи, на которую
    ↪  выполняется обновление.</param>
528         /// <returns>Индекс обновлённой связи.</returns>
529         [MethodImpl(MethodImplOptions.AggressiveInlining)]
530         public static TLink UpdateOrCreateOrGet<TLink>(this ILinks<TLink> links, TLink source,
    ↪  TLink target, TLink newSource, TLink newTarget)
531         {
532             var equalityComparer = EqualityComparer<TLink>.Default;
533             var link = links.SearchOrDefault(source, target);
534             if (equalityComparer.Equals(link, default))
535             {
536                 return links.CreateAndUpdate(newSource, newTarget);
537             }
538             if (equalityComparer.Equals(newSource, source) && equalityComparer.Equals(newTarget,
    ↪  target))
539             {
540                 return link;
541             }
542             return links.Update(link, newSource, newTarget);
543         }
544 
545         /// <summary>Удаляет связь с указанными началом (Source) и концом (Target).</summary>
546         /// <param name="links">Хранилище связей.</param>
547         /// <param name="source">Индекс связи, которая является началом удаляемой связи.</param>
548         /// <param name="target">Индекс связи, которая является концом удаляемой связи.</param>
549         [MethodImpl(MethodImplOptions.AggressiveInlining)]
550         public static TLink DeleteIfExists<TLink>(this ILinks<TLink> links, TLink source, TLink
    ↪  target)
551         {
552             var link = links.SearchOrDefault(source, target);
553             if (!EqualityComparer<TLink>.Default.Equals(link, default))
554             {
555                 links.Delete(link);
556                 return link;
557             }
558             return default;
559         }
560 
561         /// <summary>Удаляет несколько связей.</summary>
562         /// <param name="links">Хранилище связей.</param>
563         /// <param name="deletedLinks">Список адресов связей к удалению.</param>
564         [MethodImpl(MethodImplOptions.AggressiveInlining)]
565         public static void DeleteMany<TLink>(this ILinks<TLink> links, IList<TLink> deletedLinks)
566         {
567             for (int i = 0; i < deletedLinks.Count; i++)
568             {
569                 links.Delete(deletedLinks[i]);
570             }
571         }
572 
573         /// <remarks>Before execution of this method ensure that deleted link is detached (all
    ↪  values - source and target are reset to null) or it might enter into infinite
    ↪  recursion.</remarks>
574         public static void DeleteAllUsages<TLink>(this ILinks<TLink> links, TLink linkIndex)
575         {
576             var anyConstant = links.Constants.Any;
577             var usagesAsSourceQuery = new Link<TLink>(anyConstant, linkIndex, anyConstant);
578             links.DeleteByQuery(usagesAsSourceQuery);
579             var usagesAsTargetQuery = new Link<TLink>(anyConstant, linkIndex, anyConstant);
580             links.DeleteByQuery(usagesAsTargetQuery);
581         }
582 
583         public static void DeleteByQuery<TLink>(this ILinks<TLink> links, Link<TLink> query)
584         {
585             var count = (Integer<TLink>)links.Count(query);
586             if (count > 0)
587             {
588                 var queryResult = new TLink[count];
```

```
589                 var queryResultFiller = new ArrayFiller<TLink, TLink>(queryResult,
                    ↪ links.Constants.Continue);
590                 links.Each(queryResultFiller.AddFirstAndReturnConstant, query);
591                 for (var i = (long)count - 1; i >= 0; i--)
592                 {
593                     links.Delete(queryResult[i]);
594                 }
595             }
596         }
597
598         // TODO: Move to Platform.Data
599         public static bool AreValuesReset<TLink>(this ILinks<TLink> links, TLink linkIndex)
600         {
601             var nullConstant = links.Constants.Null;
602             var equalityComparer = EqualityComparer<TLink>.Default;
603             var link = links.GetLink(linkIndex);
604             for (int i = 1; i < link.Count; i++)
605             {
606                 if (!equalityComparer.Equals(link[i], nullConstant))
607                 {
608                     return false;
609                 }
610             }
611             return true;
612         }
613
614         // TODO: Create a universal version of this method in Platform.Data (with using of for
            ↪ loop)
615         public static void ResetValues<TLink>(this ILinks<TLink> links, TLink linkIndex)
616         {
617             var nullConstant = links.Constants.Null;
618             var updateRequest = new Link<TLink>(linkIndex, nullConstant, nullConstant);
619             links.Update(updateRequest);
620         }
621
622         // TODO: Create a universal version of this method in Platform.Data (with using of for
            ↪ loop)
623         public static void EnforceResetValues<TLink>(this ILinks<TLink> links, TLink linkIndex)
624         {
625             if (!links.AreValuesReset(linkIndex))
626             {
627                 links.ResetValues(linkIndex);
628             }
629         }
630
631         /// <summary>
632         /// Merging two usages graphs, all children of old link moved to be children of new link
            ↪ or deleted.
633         /// </summary>
634         public static TLink MergeUsages<TLink>(this ILinks<TLink> links, TLink oldLinkIndex,
            ↪ TLink newLinkIndex)
635         {
636             var equalityComparer = EqualityComparer<TLink>.Default;
637             if (!equalityComparer.Equals(oldLinkIndex, newLinkIndex))
638             {
639                 var constants = links.Constants;
640                 var usagesAsSourceQuery = new Link<TLink>(constants.Any, oldLinkIndex,
                    ↪ constants.Any);
641                 long usagesAsSourceCount = (Integer<TLink>)links.Count(usagesAsSourceQuery);
642                 var usagesAsTargetQuery = new Link<TLink>(constants.Any, constants.Any,
                    ↪ oldLinkIndex);
643                 long usagesAsTargetCount = (Integer<TLink>)links.Count(usagesAsTargetQuery);
644                 var isStandalonePoint = Point<TLink>.IsFullPoint(links.GetLink(oldLinkIndex)) &&
                    ↪ usagesAsSourceCount == 1 && usagesAsTargetCount == 1;
645                 if (!isStandalonePoint)
646                 {
647                     var totalUsages = usagesAsSourceCount + usagesAsTargetCount;
648                     if (totalUsages > 0)
649                     {
650                         var usages = ArrayPool.Allocate<TLink>(totalUsages);
651                         var usagesFiller = new ArrayFiller<TLink, TLink>(usages,
                            ↪ links.Constants.Continue);
652                         var i = 0L;
653                         if (usagesAsSourceCount > 0)
654                         {
655                             links.Each(usagesFiller.AddFirstAndReturnConstant,
                                ↪ usagesAsSourceQuery);
656                             for (; i < usagesAsSourceCount; i++)
```

```
                                {
                                    var usage = usages[i];
                                    if (!equalityComparer.Equals(usage, oldLinkIndex))
                                    {
                                        links.Update(usage, newLinkIndex, links.GetTarget(usage));
                                    }
                                }
                            }
                            if (usagesAsTargetCount > 0)
                            {
                                links.Each(usagesFiller.AddFirstAndReturnConstant,
                                ↪  usagesAsTargetQuery);
                                for (; i < usages.Length; i++)
                                {
                                    var usage = usages[i];
                                    if (!equalityComparer.Equals(usage, oldLinkIndex))
                                    {
                                        links.Update(usage, links.GetSource(usage), newLinkIndex);
                                    }
                                }
                            }
                            ArrayPool.Free(usages);
                        }
                    }
                }
                return newLinkIndex;
            }

            /// <summary>
            /// Replace one link with another (replaced link is deleted, children are updated or
            ↪  deleted).
            /// </summary>
            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            public static TLink MergeAndDelete<TLink>(this ILinks<TLink> links, TLink oldLinkIndex,
            ↪  TLink newLinkIndex)
            {
                var equalityComparer = EqualityComparer<TLink>.Default;
                if (!equalityComparer.Equals(oldLinkIndex, newLinkIndex))
                {
                    links.MergeUsages(oldLinkIndex, newLinkIndex);
                    links.Delete(oldLinkIndex);
                }
                return newLinkIndex;
            }
        }
    }
```

./Platform.Data.Doublets/Incrementers/FrequencyIncrementer.cs

```
using System.Collections.Generic;
using Platform.Interfaces;

namespace Platform.Data.Doublets.Incrementers
{
    public class FrequencyIncrementer<TLink> : LinksOperatorBase<TLink>, IIncrementer<TLink>
    {
        private static readonly EqualityComparer<TLink> _equalityComparer =
        ↪  EqualityComparer<TLink>.Default;

        private readonly TLink _frequencyMarker;
        private readonly TLink _unaryOne;
        private readonly IIncrementer<TLink> _unaryNumberIncrementer;

        public FrequencyIncrementer(ILinks<TLink> links, TLink frequencyMarker, TLink unaryOne,
        ↪  IIncrementer<TLink> unaryNumberIncrementer)
            : base(links)
        {
            _frequencyMarker = frequencyMarker;
            _unaryOne = unaryOne;
            _unaryNumberIncrementer = unaryNumberIncrementer;
        }

        public TLink Increment(TLink frequency)
        {
            if (_equalityComparer.Equals(frequency, default))
            {
                return Links.GetOrCreate(_unaryOne, _frequencyMarker);
            }
            var source = Links.GetSource(frequency);
            var incrementedSource = _unaryNumberIncrementer.Increment(source);
```

```
            return Links.GetOrCreate(incrementedSource, _frequencyMarker);
        }
    }
}
```

./Platform.Data.Doublets/Incrementers/LinkFrequencyIncrementer.cs

```
using System.Collections.Generic;
using Platform.Interfaces;

namespace Platform.Data.Doublets.Incrementers
{
    public class LinkFrequencyIncrementer<TLink> : LinksOperatorBase<TLink>, IIncrementer<IList<TLink>>
    {
        private readonly IPropertyOperator<TLink, TLink> _frequencyPropertyOperator;
        private readonly IIncrementer<TLink> _frequencyIncrementer;

        public LinkFrequencyIncrementer(ILinks<TLink> links, IPropertyOperator<TLink, TLink> frequencyPropertyOperator, IIncrementer<TLink> frequencyIncrementer)
            : base(links)
        {
            _frequencyPropertyOperator = frequencyPropertyOperator;
            _frequencyIncrementer = frequencyIncrementer;
        }

        /// <remarks>Sequence itseft is not changed, only frequency of its doublets is incremented.</remarks>
        public IList<TLink> Increment(IList<TLink> sequence) // TODO: May be move to ILinksExtensions or make SequenceDoubletsFrequencyIncrementer
        {
            for (var i = 1; i < sequence.Count; i++)
            {
                Increment(Links.GetOrCreate(sequence[i - 1], sequence[i]));
            }
            return sequence;
        }

        public void Increment(TLink link)
        {
            var previousFrequency = _frequencyPropertyOperator.Get(link);
            var frequency = _frequencyIncrementer.Increment(previousFrequency);
            _frequencyPropertyOperator.Set(link, frequency);
        }
    }
}
```

./Platform.Data.Doublets/Incrementers/UnaryNumberIncrementer.cs

```
using System.Collections.Generic;
using Platform.Interfaces;

namespace Platform.Data.Doublets.Incrementers
{
    public class UnaryNumberIncrementer<TLink> : LinksOperatorBase<TLink>, IIncrementer<TLink>
    {
        private static readonly EqualityComparer<TLink> _equalityComparer = EqualityComparer<TLink>.Default;

        private readonly TLink _unaryOne;

        public UnaryNumberIncrementer(ILinks<TLink> links, TLink unaryOne) : base(links) => _unaryOne = unaryOne;

        public TLink Increment(TLink unaryNumber)
        {
            if (_equalityComparer.Equals(unaryNumber, _unaryOne))
            {
                return Links.GetOrCreate(_unaryOne, _unaryOne);
            }
            var source = Links.GetSource(unaryNumber);
            var target = Links.GetTarget(unaryNumber);
            if (_equalityComparer.Equals(source, target))
            {
                return Links.GetOrCreate(unaryNumber, _unaryOne);
            }
            else
            {
                return Links.GetOrCreate(source, Increment(target));
            }
        }
```

```
    }
}
```

./Platform.Data.Doublets/ISynchronizedLinks.cs
```
using Platform.Data.Constants;

namespace Platform.Data.Doublets
{
    public interface ISynchronizedLinks<TLink> : ISynchronizedLinks<TLink, ILinks<TLink>,
    ↪  LinksCombinedConstants<TLink, TLink, int>>, ILinks<TLink>
    {
    }
}
```

./Platform.Data.Doublets/Link.cs
```
using System;
using System.Collections;
using System.Collections.Generic;
using Platform.Exceptions;
using Platform.Ranges;
using Platform.Singletons;
using Platform.Collections.Lists;
using Platform.Data.Constants;

namespace Platform.Data.Doublets
{
    /// <summary>
    /// Структура описывающая уникальную связь.
    /// </summary>
    public struct Link<TLink> : IEquatable<Link<TLink>>, IReadOnlyList<TLink>, IList<TLink>
    {
        public static readonly Link<TLink> Null = new Link<TLink>();

        private static readonly LinksCombinedConstants<bool, TLink, int> _constants =
        ↪  Default<LinksCombinedConstants<bool, TLink, int>>.Instance;
        private static readonly EqualityComparer<TLink> _equalityComparer =
        ↪  EqualityComparer<TLink>.Default;

        private const int Length = 3;

        public readonly TLink Index;
        public readonly TLink Source;
        public readonly TLink Target;

        public Link(params TLink[] values)
        {
            Index = values.Length > _constants.IndexPart ? values[_constants.IndexPart] :
            ↪  _constants.Null;
            Source = values.Length > _constants.SourcePart ? values[_constants.SourcePart] :
            ↪  _constants.Null;
            Target = values.Length > _constants.TargetPart ? values[_constants.TargetPart] :
            ↪  _constants.Null;
        }

        public Link(IList<TLink> values)
        {
            Index = values.Count > _constants.IndexPart ? values[_constants.IndexPart] :
            ↪  _constants.Null;
            Source = values.Count > _constants.SourcePart ? values[_constants.SourcePart] :
            ↪  _constants.Null;
            Target = values.Count > _constants.TargetPart ? values[_constants.TargetPart] :
            ↪  _constants.Null;
        }

        public Link(TLink index, TLink source, TLink target)
        {
            Index = index;
            Source = source;
            Target = target;
        }

        public Link(TLink source, TLink target)
            : this(_constants.Null, source, target)
        {
            Source = source;
            Target = target;
        }

        public static Link<TLink> Create(TLink source, TLink target) => new Link<TLink>(source,
        ↪  target);
```

```
57
58          public override int GetHashCode() => (Index, Source, Target).GetHashCode();
59
60          public bool IsNull() => _equalityComparer.Equals(Index, _constants.Null)
61                                  && _equalityComparer.Equals(Source, _constants.Null)
62                                  && _equalityComparer.Equals(Target, _constants.Null);
63
64          public override bool Equals(object other) => other is Link<TLink> &&
            ↪  Equals((Link<TLink>)other);
65
66          public bool Equals(Link<TLink> other) => _equalityComparer.Equals(Index, other.Index)
67                                                   && _equalityComparer.Equals(Source, other.Source)
68                                                   && _equalityComparer.Equals(Target, other.Target);
69
70          public static string ToString(TLink index, TLink source, TLink target) => $"({index}:
            ↪  {source}->{target})";
71
72          public static string ToString(TLink source, TLink target) => $"({source}->{target})";
73
74          public static implicit operator TLink[](Link<TLink> link) => link.ToArray();
75
76          public static implicit operator Link<TLink>(TLink[] linkArray) => new
            ↪  Link<TLink>(linkArray);
77
78          public override string ToString() => _equalityComparer.Equals(Index, _constants.Null) ?
            ↪  ToString(Source, Target) : ToString(Index, Source, Target);
79
80          #region IList
81
82          public int Count => Length;
83
84          public bool IsReadOnly => true;
85
86          public TLink this[int index]
87          {
88              get
89              {
90                  Ensure.Always.ArgumentInRange(index, new Range<int>(0, Length - 1),
                    ↪  nameof(index));
91                  if (index == _constants.IndexPart)
92                  {
93                      return Index;
94                  }
95                  if (index == _constants.SourcePart)
96                  {
97                      return Source;
98                  }
99                  if (index == _constants.TargetPart)
100                 {
101                     return Target;
102                 }
103                 throw new NotSupportedException(); // Impossible path due to
                    ↪  Ensure.ArgumentInRange
104             }
105             set => throw new NotSupportedException();
106         }
107
108         IEnumerator IEnumerable.GetEnumerator() => GetEnumerator();
109
110         public IEnumerator<TLink> GetEnumerator()
111         {
112             yield return Index;
113             yield return Source;
114             yield return Target;
115         }
116
117         public void Add(TLink item) => throw new NotSupportedException();
118
119         public void Clear() => throw new NotSupportedException();
120
121         public bool Contains(TLink item) => IndexOf(item) >= 0;
122
123         public void CopyTo(TLink[] array, int arrayIndex)
124         {
125             Ensure.Always.ArgumentNotNull(array, nameof(array));
126             Ensure.Always.ArgumentInRange(arrayIndex, new Range<int>(0, array.Length - 1),
                ↪  nameof(arrayIndex));
127             if (arrayIndex + Length > array.Length)
128             {
```

```
                throw new InvalidOperationException();
            }
            array[arrayIndex++] = Index;
            array[arrayIndex++] = Source;
            array[arrayIndex] = Target;
        }

        public bool Remove(TLink item) => Throw.A.NotSupportedExceptionAndReturn<bool>();

        public int IndexOf(TLink item)
        {
            if (_equalityComparer.Equals(Index, item))
            {
                return _constants.IndexPart;
            }
            if (_equalityComparer.Equals(Source, item))
            {
                return _constants.SourcePart;
            }
            if (_equalityComparer.Equals(Target, item))
            {
                return _constants.TargetPart;
            }
            return -1;
        }

        public void Insert(int index, TLink item) => throw new NotSupportedException();

        public void RemoveAt(int index) => throw new NotSupportedException();

        #endregion
    }
}
```

./Platform.Data.Doublets/LinkExtensions.cs

```
namespace Platform.Data.Doublets
{
    public static class LinkExtensions
    {
        public static bool IsFullPoint<TLink>(this Link<TLink> link) =>
        ↪ Point<TLink>.IsFullPoint(link);
        public static bool IsPartialPoint<TLink>(this Link<TLink> link) =>
        ↪ Point<TLink>.IsPartialPoint(link);
    }
}
```

./Platform.Data.Doublets/LinksOperatorBase.cs

```
namespace Platform.Data.Doublets
{
    public abstract class LinksOperatorBase<TLink>
    {
        protected readonly ILinks<TLink> Links;
        protected LinksOperatorBase(ILinks<TLink> links) => Links = links;
    }
}
```

./Platform.Data.Doublets/PropertyOperators/DefaultLinkPropertyOperator.cs

```
using System.Linq;
using System.Collections.Generic;
using Platform.Interfaces;

namespace Platform.Data.Doublets.PropertyOperators
{
    public class DefaultLinkPropertyOperator<TLink> : LinksOperatorBase<TLink>,
    ↪ IPropertiesOperator<TLink, TLink, TLink>
    {
        private static readonly EqualityComparer<TLink> _equalityComparer =
        ↪ EqualityComparer<TLink>.Default;

        public DefaultLinkPropertyOperator(ILinks<TLink> links) : base(links)
        {
        }

        public TLink GetValue(TLink @object, TLink property)
        {
            var objectProperty = Links.SearchOrDefault(@object, property);
            if (_equalityComparer.Equals(objectProperty, default))
            {
                return default;
```

```
            }
            var valueLink = Links.All(Links.Constants.Any, objectProperty).SingleOrDefault();
            if (valueLink == null)
            {
                return default;
            }
            var value = Links.GetTarget(valueLink[Links.Constants.IndexPart]);
            return value;
        }

        public void SetValue(TLink @object, TLink property, TLink value)
        {
            var objectProperty = Links.GetOrCreate(@object, property);
            Links.DeleteMany(Links.All(Links.Constants.Any, objectProperty).Select(link =>
            ↪  link[Links.Constants.IndexPart]).ToList());
            Links.GetOrCreate(objectProperty, value);
        }
    }
}
```

./Platform.Data.Doublets/PropertyOperators/FrequencyPropertyOperator.cs

```
using System.Collections.Generic;
using Platform.Interfaces;

namespace Platform.Data.Doublets.PropertyOperators
{
    public class FrequencyPropertyOperator<TLink> : LinksOperatorBase<TLink>,
    ↪  IPropertyOperator<TLink, TLink>
    {
        private static readonly EqualityComparer<TLink> _equalityComparer =
        ↪  EqualityComparer<TLink>.Default;

        private readonly TLink _frequencyPropertyMarker;
        private readonly TLink _frequencyMarker;

        public FrequencyPropertyOperator(ILinks<TLink> links, TLink frequencyPropertyMarker,
        ↪  TLink frequencyMarker) : base(links)
        {
            _frequencyPropertyMarker = frequencyPropertyMarker;
            _frequencyMarker = frequencyMarker;
        }

        public TLink Get(TLink link)
        {
            var property = Links.SearchOrDefault(link, _frequencyPropertyMarker);
            var container = GetContainer(property);
            var frequency = GetFrequency(container);
            return frequency;
        }

        private TLink GetContainer(TLink property)
        {
            var frequencyContainer = default(TLink);
            if (_equalityComparer.Equals(property, default))
            {
                return frequencyContainer;
            }
            Links.Each(candidate =>
            {
                var candidateTarget = Links.GetTarget(candidate);
                var frequencyTarget = Links.GetTarget(candidateTarget);
                if (_equalityComparer.Equals(frequencyTarget, _frequencyMarker))
                {
                    frequencyContainer = Links.GetIndex(candidate);
                    return Links.Constants.Break;
                }
                return Links.Constants.Continue;
            }, Links.Constants.Any, property, Links.Constants.Any);
            return frequencyContainer;
        }

        private TLink GetFrequency(TLink container) => _equalityComparer.Equals(container,
        ↪  default) ? default : Links.GetTarget(container);

        public void Set(TLink link, TLink frequency)
        {
            var property = Links.GetOrCreate(link, _frequencyPropertyMarker);
            var container = GetContainer(property);
            if (_equalityComparer.Equals(container, default))
```

```
            {
                Links.GetOrCreate(property, frequency);
            }
            else
            {
                Links.Update(container, property, frequency);
            }
        }
    }
}
```

./Platform.Data.Doublets/ResizableDirectMemory/ResizableDirectMemoryLinks.cs

```
using System;
using System.Collections.Generic;
using System.Runtime.CompilerServices;
using System.Runtime.InteropServices;
using Platform.Disposables;
using Platform.Singletons;
using Platform.Collections.Arrays;
using Platform.Numbers;
using Platform.Unsafe;
using Platform.Memory;
using Platform.Data.Exceptions;
using Platform.Data.Constants;
using static Platform.Numbers.Arithmetic;

#pragma warning disable 0649
#pragma warning disable 169
#pragma warning disable 618

// ReSharper disable StaticMemberInGenericType
// ReSharper disable BuiltInTypeReferenceStyle
// ReSharper disable MemberCanBePrivate.Local
// ReSharper disable UnusedMember.Local

namespace Platform.Data.Doublets.ResizableDirectMemory
{
    public partial class ResizableDirectMemoryLinks<TLink> : DisposableBase, ILinks<TLink>
    {
        private static readonly EqualityComparer<TLink> _equalityComparer =
        ↪  EqualityComparer<TLink>.Default;
        private static readonly Comparer<TLink> _comparer = Comparer<TLink>.Default;

        /// <summary>Возвращает размер одной связи в байтах.</summary>
        public static readonly int LinkSizeInBytes = Structure<Link>.Size;

        public static readonly int LinkHeaderSizeInBytes = Structure<LinksHeader>.Size;

        public static readonly long DefaultLinksSizeStep = LinkSizeInBytes * 1024 * 1024;

        private struct Link
        {
            public static readonly int SourceOffset = Marshal.OffsetOf(typeof(Link),
            ↪  nameof(Source)).ToInt32();
            public static readonly int TargetOffset = Marshal.OffsetOf(typeof(Link),
            ↪  nameof(Target)).ToInt32();
            public static readonly int LeftAsSourceOffset = Marshal.OffsetOf(typeof(Link),
            ↪  nameof(LeftAsSource)).ToInt32();
            public static readonly int RightAsSourceOffset = Marshal.OffsetOf(typeof(Link),
            ↪  nameof(RightAsSource)).ToInt32();
            public static readonly int SizeAsSourceOffset = Marshal.OffsetOf(typeof(Link),
            ↪  nameof(SizeAsSource)).ToInt32();
            public static readonly int LeftAsTargetOffset = Marshal.OffsetOf(typeof(Link),
            ↪  nameof(LeftAsTarget)).ToInt32();
            public static readonly int RightAsTargetOffset = Marshal.OffsetOf(typeof(Link),
            ↪  nameof(RightAsTarget)).ToInt32();
            public static readonly int SizeAsTargetOffset = Marshal.OffsetOf(typeof(Link),
            ↪  nameof(SizeAsTarget)).ToInt32();

            public TLink Source;
            public TLink Target;
            public TLink LeftAsSource;
            public TLink RightAsSource;
            public TLink SizeAsSource;
            public TLink LeftAsTarget;
            public TLink RightAsTarget;
            public TLink SizeAsTarget;

            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            public static TLink GetSource(IntPtr pointer) => (pointer +
            ↪  SourceOffset).GetValue<TLink>();
```

```
60              [MethodImpl(MethodImplOptions.AggressiveInlining)]
61              public static TLink GetTarget(IntPtr pointer) => (pointer +
                ↪  TargetOffset).GetValue<TLink>();
62              [MethodImpl(MethodImplOptions.AggressiveInlining)]
63              public static TLink GetLeftAsSource(IntPtr pointer) => (pointer +
                ↪  LeftAsSourceOffset).GetValue<TLink>();
64              [MethodImpl(MethodImplOptions.AggressiveInlining)]
65              public static TLink GetRightAsSource(IntPtr pointer) => (pointer +
                ↪  RightAsSourceOffset).GetValue<TLink>();
66              [MethodImpl(MethodImplOptions.AggressiveInlining)]
67              public static TLink GetSizeAsSource(IntPtr pointer) => (pointer +
                ↪  SizeAsSourceOffset).GetValue<TLink>();
68              [MethodImpl(MethodImplOptions.AggressiveInlining)]
69              public static TLink GetLeftAsTarget(IntPtr pointer) => (pointer +
                ↪  LeftAsTargetOffset).GetValue<TLink>();
70              [MethodImpl(MethodImplOptions.AggressiveInlining)]
71              public static TLink GetRightAsTarget(IntPtr pointer) => (pointer +
                ↪  RightAsTargetOffset).GetValue<TLink>();
72              [MethodImpl(MethodImplOptions.AggressiveInlining)]
73              public static TLink GetSizeAsTarget(IntPtr pointer) => (pointer +
                ↪  SizeAsTargetOffset).GetValue<TLink>();
74
75              [MethodImpl(MethodImplOptions.AggressiveInlining)]
76              public static void SetSource(IntPtr pointer, TLink value) => (pointer +
                ↪  SourceOffset).SetValue(value);
77              [MethodImpl(MethodImplOptions.AggressiveInlining)]
78              public static void SetTarget(IntPtr pointer, TLink value) => (pointer +
                ↪  TargetOffset).SetValue(value);
79              [MethodImpl(MethodImplOptions.AggressiveInlining)]
80              public static void SetLeftAsSource(IntPtr pointer, TLink value) => (pointer +
                ↪  LeftAsSourceOffset).SetValue(value);
81              [MethodImpl(MethodImplOptions.AggressiveInlining)]
82              public static void SetRightAsSource(IntPtr pointer, TLink value) => (pointer +
                ↪  RightAsSourceOffset).SetValue(value);
83              [MethodImpl(MethodImplOptions.AggressiveInlining)]
84              public static void SetSizeAsSource(IntPtr pointer, TLink value) => (pointer +
                ↪  SizeAsSourceOffset).SetValue(value);
85              [MethodImpl(MethodImplOptions.AggressiveInlining)]
86              public static void SetLeftAsTarget(IntPtr pointer, TLink value) => (pointer +
                ↪  LeftAsTargetOffset).SetValue(value);
87              [MethodImpl(MethodImplOptions.AggressiveInlining)]
88              public static void SetRightAsTarget(IntPtr pointer, TLink value) => (pointer +
                ↪  RightAsTargetOffset).SetValue(value);
89              [MethodImpl(MethodImplOptions.AggressiveInlining)]
90              public static void SetSizeAsTarget(IntPtr pointer, TLink value) => (pointer +
                ↪  SizeAsTargetOffset).SetValue(value);
91          }
92
93          private struct LinksHeader
94          {
95              public static readonly int AllocatedLinksOffset =
                ↪  Marshal.OffsetOf(typeof(LinksHeader), nameof(AllocatedLinks)).ToInt32();
96              public static readonly int ReservedLinksOffset =
                ↪  Marshal.OffsetOf(typeof(LinksHeader), nameof(ReservedLinks)).ToInt32();
97              public static readonly int FreeLinksOffset = Marshal.OffsetOf(typeof(LinksHeader),
                ↪  nameof(FreeLinks)).ToInt32();
98              public static readonly int FirstFreeLinkOffset =
                ↪  Marshal.OffsetOf(typeof(LinksHeader), nameof(FirstFreeLink)).ToInt32();
99              public static readonly int FirstAsSourceOffset =
                ↪  Marshal.OffsetOf(typeof(LinksHeader), nameof(FirstAsSource)).ToInt32();
100             public static readonly int FirstAsTargetOffset =
                ↪  Marshal.OffsetOf(typeof(LinksHeader), nameof(FirstAsTarget)).ToInt32();
101             public static readonly int LastFreeLinkOffset =
                ↪  Marshal.OffsetOf(typeof(LinksHeader), nameof(LastFreeLink)).ToInt32();
102
103             public TLink AllocatedLinks;
104             public TLink ReservedLinks;
105             public TLink FreeLinks;
106             public TLink FirstFreeLink;
107             public TLink FirstAsSource;
108             public TLink FirstAsTarget;
109             public TLink LastFreeLink;
110             public TLink Reserved8;
111
112             [MethodImpl(MethodImplOptions.AggressiveInlining)]
113             public static TLink GetAllocatedLinks(IntPtr pointer) => (pointer +
                ↪  AllocatedLinksOffset).GetValue<TLink>();
```

```
114             [MethodImpl(MethodImplOptions.AggressiveInlining)]
115             public static TLink GetReservedLinks(IntPtr pointer) => (pointer +
                ↪  ReservedLinksOffset).GetValue<TLink>();
116             [MethodImpl(MethodImplOptions.AggressiveInlining)]
117             public static TLink GetFreeLinks(IntPtr pointer) => (pointer +
                ↪  FreeLinksOffset).GetValue<TLink>();
118             [MethodImpl(MethodImplOptions.AggressiveInlining)]
119             public static TLink GetFirstFreeLink(IntPtr pointer) => (pointer +
                ↪  FirstFreeLinkOffset).GetValue<TLink>();
120             [MethodImpl(MethodImplOptions.AggressiveInlining)]
121             public static TLink GetFirstAsSource(IntPtr pointer) => (pointer +
                ↪  FirstAsSourceOffset).GetValue<TLink>();
122             [MethodImpl(MethodImplOptions.AggressiveInlining)]
123             public static TLink GetFirstAsTarget(IntPtr pointer) => (pointer +
                ↪  FirstAsTargetOffset).GetValue<TLink>();
124             [MethodImpl(MethodImplOptions.AggressiveInlining)]
125             public static TLink GetLastFreeLink(IntPtr pointer) => (pointer +
                ↪  LastFreeLinkOffset).GetValue<TLink>();
126
127             [MethodImpl(MethodImplOptions.AggressiveInlining)]
128             public static IntPtr GetFirstAsSourcePointer(IntPtr pointer) => pointer +
                ↪  FirstAsSourceOffset;
129             [MethodImpl(MethodImplOptions.AggressiveInlining)]
130             public static IntPtr GetFirstAsTargetPointer(IntPtr pointer) => pointer +
                ↪  FirstAsTargetOffset;
131
132             [MethodImpl(MethodImplOptions.AggressiveInlining)]
133             public static void SetAllocatedLinks(IntPtr pointer, TLink value) => (pointer +
                ↪  AllocatedLinksOffset).SetValue(value);
134             [MethodImpl(MethodImplOptions.AggressiveInlining)]
135             public static void SetReservedLinks(IntPtr pointer, TLink value) => (pointer +
                ↪  ReservedLinksOffset).SetValue(value);
136             [MethodImpl(MethodImplOptions.AggressiveInlining)]
137             public static void SetFreeLinks(IntPtr pointer, TLink value) => (pointer +
                ↪  FreeLinksOffset).SetValue(value);
138             [MethodImpl(MethodImplOptions.AggressiveInlining)]
139             public static void SetFirstFreeLink(IntPtr pointer, TLink value) => (pointer +
                ↪  FirstFreeLinkOffset).SetValue(value);
140             [MethodImpl(MethodImplOptions.AggressiveInlining)]
141             public static void SetFirstAsSource(IntPtr pointer, TLink value) => (pointer +
                ↪  FirstAsSourceOffset).SetValue(value);
142             [MethodImpl(MethodImplOptions.AggressiveInlining)]
143             public static void SetFirstAsTarget(IntPtr pointer, TLink value) => (pointer +
                ↪  FirstAsTargetOffset).SetValue(value);
144             [MethodImpl(MethodImplOptions.AggressiveInlining)]
145             public static void SetLastFreeLink(IntPtr pointer, TLink value) => (pointer +
                ↪  LastFreeLinkOffset).SetValue(value);
146         }
147
148         private readonly long _memoryReservationStep;
149
150         private readonly IResizableDirectMemory _memory;
151         private IntPtr _header;
152         private IntPtr _links;
153
154         private LinksTargetsTreeMethods _targetsTreeMethods;
155         private LinksSourcesTreeMethods _sourcesTreeMethods;
156
157         // TODO: Возможно чтобы гарантированно проверять на то, является ли связь удалённой,
                ↪  нужно использовать не список а дерево, так как так можно быстрее проверить на
                ↪  наличие связи внутри
158         private UnusedLinksListMethods _unusedLinksListMethods;
159
160         /// <summary>
161         /// Возвращает общее число связей находящихся в хранилище.
162         /// </summary>
163         private TLink Total => Subtract(LinksHeader.GetAllocatedLinks(_header),
                ↪  LinksHeader.GetFreeLinks(_header));
164
165         public LinksCombinedConstants<TLink, TLink, int> Constants { get; }
166
167         public ResizableDirectMemoryLinks(string address)
168             : this(address, DefaultLinksSizeStep)
169         {
170         }
171
172         /// <summary>
```

```
173         /// Создаёт экземпляр базы данных Links в файле по указанному адресу, с указанным
            ↪ минимальным шагом расширения базы данных.
174         /// </summary>
175         /// <param name="address">Полный пусть к файлу базы данных.</param>
176         /// <param name="memoryReservationStep">Минимальный шаг расширения базы данных в
            ↪ байтах.</param>
177         public ResizableDirectMemoryLinks(string address, long memoryReservationStep)
178             : this(new FileMappedResizableDirectMemory(address, memoryReservationStep),
                ↪ memoryReservationStep)
179         {
180         }
181
182         public ResizableDirectMemoryLinks(IResizableDirectMemory memory)
183             : this(memory, DefaultLinksSizeStep)
184         {
185         }
186
187         public ResizableDirectMemoryLinks(IResizableDirectMemory memory, long
            ↪ memoryReservationStep)
188         {
189             Constants = Default<LinksCombinedConstants<TLink, TLink, int>>.Instance;
190             _memory = memory;
191             _memoryReservationStep = memoryReservationStep;
192             if (memory.ReservedCapacity < memoryReservationStep)
193             {
194                 memory.ReservedCapacity = memoryReservationStep;
195             }
196             SetPointers(_memory);
197             // Гарантия корректности _memory.UsedCapacity относительно _header->AllocatedLinks
198             _memory.UsedCapacity = ((long)(Integer<TLink>)LinksHeader.GetAllocatedLinks(_header)
                ↪ * LinkSizeInBytes) + LinkHeaderSizeInBytes;
199             // Гарантия корректности _header->ReservedLinks относительно _memory.ReservedCapacity
200             LinksHeader.SetReservedLinks(_header, (Integer<TLink>)((_memory.ReservedCapacity -
                ↪ LinkHeaderSizeInBytes) / LinkSizeInBytes));
201         }
202
203         [MethodImpl(MethodImplOptions.AggressiveInlining)]
204         public TLink Count(IList<TLink> restrictions)
205         {
206             // Если нет ограничений, тогда возвращаем общее число связей находящихся в хранилище.
207             if (restrictions.Count == 0)
208             {
209                 return Total;
210             }
211             if (restrictions.Count == 1)
212             {
213                 var index = restrictions[Constants.IndexPart];
214                 if (_equalityComparer.Equals(index, Constants.Any))
215                 {
216                     return Total;
217                 }
218                 return Exists(index) ? Integer<TLink>.One : Integer<TLink>.Zero;
219             }
220             if (restrictions.Count == 2)
221             {
222                 var index = restrictions[Constants.IndexPart];
223                 var value = restrictions[1];
224                 if (_equalityComparer.Equals(index, Constants.Any))
225                 {
226                     if (_equalityComparer.Equals(value, Constants.Any))
227                     {
228                         return Total; // Any - как отсутствие ограничения
229                     }
230                     return Add(_sourcesTreeMethods.CountUsages(value),
                        ↪ _targetsTreeMethods.CountUsages(value));
231                 }
232                 else
233                 {
234                     if (!Exists(index))
235                     {
236                         return Integer<TLink>.Zero;
237                     }
238                     if (_equalityComparer.Equals(value, Constants.Any))
239                     {
240                         return Integer<TLink>.One;
241                     }
242                     var storedLinkValue = GetLinkUnsafe(index);
243                     if (_equalityComparer.Equals(Link.GetSource(storedLinkValue), value) ||
```

```
244                         _equalityComparer.Equals(Link.GetTarget(storedLinkValue), value))
245                     {
246                         return Integer<TLink>.One;
247                     }
248                     return Integer<TLink>.Zero;
249                 }
250             }
251             if (restrictions.Count == 3)
252             {
253                 var index = restrictions[Constants.IndexPart];
254                 var source = restrictions[Constants.SourcePart];
255                 var target = restrictions[Constants.TargetPart];
256 
257                 if (_equalityComparer.Equals(index, Constants.Any))
258                 {
259                     if (_equalityComparer.Equals(source, Constants.Any) &&
                        ↪  _equalityComparer.Equals(target, Constants.Any))
260                     {
261                         return Total;
262                     }
263                     else if (_equalityComparer.Equals(source, Constants.Any))
264                     {
265                         return _targetsTreeMethods.CountUsages(target);
266                     }
267                     else if (_equalityComparer.Equals(target, Constants.Any))
268                     {
269                         return _sourcesTreeMethods.CountUsages(source);
270                     }
271                     else //if(source != Any && target != Any)
272                     {
273                         // Эквивалент Exists(source, target) => Count(Any, source, target) > 0
274                         var link = _sourcesTreeMethods.Search(source, target);
275                         return _equalityComparer.Equals(link, Constants.Null) ?
                            ↪  Integer<TLink>.Zero : Integer<TLink>.One;
276                     }
277                 }
278                 else
279                 {
280                     if (!Exists(index))
281                     {
282                         return Integer<TLink>.Zero;
283                     }
284                     if (_equalityComparer.Equals(source, Constants.Any) &&
                        ↪  _equalityComparer.Equals(target, Constants.Any))
285                     {
286                         return Integer<TLink>.One;
287                     }
288                     var storedLinkValue = GetLinkUnsafe(index);
289                     if (!_equalityComparer.Equals(source, Constants.Any) &&
                        ↪  !_equalityComparer.Equals(target, Constants.Any))
290                     {
291                         if (_equalityComparer.Equals(Link.GetSource(storedLinkValue), source) &&
292                             _equalityComparer.Equals(Link.GetTarget(storedLinkValue), target))
293                         {
294                             return Integer<TLink>.One;
295                         }
296                         return Integer<TLink>.Zero;
297                     }
298                     var value = default(TLink);
299                     if (_equalityComparer.Equals(source, Constants.Any))
300                     {
301                         value = target;
302                     }
303                     if (_equalityComparer.Equals(target, Constants.Any))
304                     {
305                         value = source;
306                     }
307                     if (_equalityComparer.Equals(Link.GetSource(storedLinkValue), value) ||
308                         _equalityComparer.Equals(Link.GetTarget(storedLinkValue), value))
309                     {
310                         return Integer<TLink>.One;
311                     }
312                     return Integer<TLink>.Zero;
313                 }
314             }
315             throw new NotSupportedException("Другие размеры и способы ограничений не
                ↪  поддерживаются.");
316         }
```

```
317
318         [MethodImpl(MethodImplOptions.AggressiveInlining)]
319         public TLink Each(Func<IList<TLink>, TLink> handler, IList<TLink> restrictions)
320         {
321             if (restrictions.Count == 0)
322             {
323                 for (TLink link = Integer<TLink>.One; _comparer.Compare(link,
                        (Integer<TLink>)LinksHeader.GetAllocatedLinks(_header)) <= 0; link =
                        Increment(link))
324                 {
325                     if (Exists(link) && _equalityComparer.Equals(handler(GetLinkStruct(link)),
                            Constants.Break))
326                     {
327                         return Constants.Break;
328                     }
329                 }
330
331                 return Constants.Continue;
332             }
333             if (restrictions.Count == 1)
334             {
335                 var index = restrictions[Constants.IndexPart];
336                 if (_equalityComparer.Equals(index, Constants.Any))
337                 {
338                     return Each(handler, ArrayPool<TLink>.Empty);
339                 }
340                 if (!Exists(index))
341                 {
342                     return Constants.Continue;
343                 }
344                 return handler(GetLinkStruct(index));
345             }
346             if (restrictions.Count == 2)
347             {
348                 var index = restrictions[Constants.IndexPart];
349                 var value = restrictions[1];
350                 if (_equalityComparer.Equals(index, Constants.Any))
351                 {
352                     if (_equalityComparer.Equals(value, Constants.Any))
353                     {
354                         return Each(handler, ArrayPool<TLink>.Empty);
355                     }
356                     if (_equalityComparer.Equals(Each(handler, new[] { index, value,
                            Constants.Any }), Constants.Break))
357                     {
358                         return Constants.Break;
359                     }
360                     return Each(handler, new[] { index, Constants.Any, value });
361                 }
362                 else
363                 {
364                     if (!Exists(index))
365                     {
366                         return Constants.Continue;
367                     }
368                     if (_equalityComparer.Equals(value, Constants.Any))
369                     {
370                         return handler(GetLinkStruct(index));
371                     }
372                     var storedLinkValue = GetLinkUnsafe(index);
373                     if (_equalityComparer.Equals(Link.GetSource(storedLinkValue), value) ||
374                         _equalityComparer.Equals(Link.GetTarget(storedLinkValue), value))
375                     {
376                         return handler(GetLinkStruct(index));
377                     }
378                     return Constants.Continue;
379                 }
380             }
381             if (restrictions.Count == 3)
382             {
383                 var index = restrictions[Constants.IndexPart];
384                 var source = restrictions[Constants.SourcePart];
385                 var target = restrictions[Constants.TargetPart];
386                 if (_equalityComparer.Equals(index, Constants.Any))
387                 {
388                     if (_equalityComparer.Equals(source, Constants.Any) &&
                            _equalityComparer.Equals(target, Constants.Any))
389                     {
```

```
390                         return Each(handler, ArrayPool<TLink>.Empty);
391                     }
392                     else if (_equalityComparer.Equals(source, Constants.Any))
393                     {
394                         return _targetsTreeMethods.EachUsage(target, handler);
395                     }
396                     else if (_equalityComparer.Equals(target, Constants.Any))
397                     {
398                         return _sourcesTreeMethods.EachUsage(source, handler);
399                     }
400                     else //if(source != Any && target != Any)
401                     {
402                         var link = _sourcesTreeMethods.Search(source, target);
403                         return _equalityComparer.Equals(link, Constants.Null) ?
                            ↪ Constants.Continue : handler(GetLinkStruct(link));
404                     }
405                 }
406                 else
407                 {
408                     if (!Exists(index))
409                     {
410                         return Constants.Continue;
411                     }
412                     if (_equalityComparer.Equals(source, Constants.Any) &&
                        ↪ _equalityComparer.Equals(target, Constants.Any))
413                     {
414                         return handler(GetLinkStruct(index));
415                     }
416                     var storedLinkValue = GetLinkUnsafe(index);
417                     if (!_equalityComparer.Equals(source, Constants.Any) &&
                        ↪ !_equalityComparer.Equals(target, Constants.Any))
418                     {
419                         if (_equalityComparer.Equals(Link.GetSource(storedLinkValue), source) &&
420                             _equalityComparer.Equals(Link.GetTarget(storedLinkValue), target))
421                         {
422                             return handler(GetLinkStruct(index));
423                         }
424                         return Constants.Continue;
425                     }
426                     var value = default(TLink);
427                     if (_equalityComparer.Equals(source, Constants.Any))
428                     {
429                         value = target;
430                     }
431                     if (_equalityComparer.Equals(target, Constants.Any))
432                     {
433                         value = source;
434                     }
435                     if (_equalityComparer.Equals(Link.GetSource(storedLinkValue), value) ||
436                         _equalityComparer.Equals(Link.GetTarget(storedLinkValue), value))
437                     {
438                         return handler(GetLinkStruct(index));
439                     }
440                     return Constants.Continue;
441                 }
442             }
443             throw new NotSupportedException("Другие размеры и способы ограничений не
                ↪ поддерживаются.");
444         }
445 
446         /// <remarks>
447         /// TODO: Возможно можно перемещать значения, если указан индекс, но значение существует
                ↪ в другом месте (но не в менеджере памяти, а в логике Links)
448         /// </remarks>
449         [MethodImpl(MethodImplOptions.AggressiveInlining)]
450         public TLink Update(IList<TLink> values)
451         {
452             var linkIndex = values[Constants.IndexPart];
453             var link = GetLinkUnsafe(linkIndex);
454             // Будет корректно работать только в том случае, если пространство выделенной связи
                ↪ предварительно заполнено нулями
455             if (!_equalityComparer.Equals(Link.GetSource(link), Constants.Null))
456             {
457                 _sourcesTreeMethods.Detach(LinksHeader.GetFirstAsSourcePointer(_header),
                    ↪ linkIndex);
458             }
459             if (!_equalityComparer.Equals(Link.GetTarget(link), Constants.Null))
460             {
```

```
461                 _targetsTreeMethods.Detach(LinksHeader.GetFirstAsTargetPointer(_header),
                    ↪ linkIndex);
462             }
463             Link.SetSource(link, values[Constants.SourcePart]);
464             Link.SetTarget(link, values[Constants.TargetPart]);
465             if (!_equalityComparer.Equals(Link.GetSource(link), Constants.Null))
466             {
467                 _sourcesTreeMethods.Attach(LinksHeader.GetFirstAsSourcePointer(_header),
                    ↪ linkIndex);
468             }
469             if (!_equalityComparer.Equals(Link.GetTarget(link), Constants.Null))
470             {
471                 _targetsTreeMethods.Attach(LinksHeader.GetFirstAsTargetPointer(_header),
                    ↪ linkIndex);
472             }
473             return linkIndex;
474         }
475 
476         [MethodImpl(MethodImplOptions.AggressiveInlining)]
477         public Link<TLink> GetLinkStruct(TLink linkIndex)
478         {
479             var link = GetLinkUnsafe(linkIndex);
480             return new Link<TLink>(linkIndex, Link.GetSource(link), Link.GetTarget(link));
481         }
482 
483         [MethodImpl(MethodImplOptions.AggressiveInlining)]
484         private IntPtr GetLinkUnsafe(TLink linkIndex) => _links.GetElement(LinkSizeInBytes,
            ↪ linkIndex);
485 
486         /// <remarks>
487         /// TODO: Возможно нужно будет заполнение нулями, если внешнее API ими не заполняет
            ↪ пространство
488         /// </remarks>
489         public TLink Create()
490         {
491             var freeLink = LinksHeader.GetFirstFreeLink(_header);
492             if (!_equalityComparer.Equals(freeLink, Constants.Null))
493             {
494                 _unusedLinksListMethods.Detach(freeLink);
495             }
496             else
497             {
498                 if (_comparer.Compare(LinksHeader.GetAllocatedLinks(_header),
                    ↪ Constants.MaxPossibleIndex) > 0)
499                 {
500                     throw new
                        ↪ LinksLimitReachedException((Integer<TLink>)Constants.MaxPossibleIndex);
501                 }
502                 if (_comparer.Compare(LinksHeader.GetAllocatedLinks(_header),
                    ↪ Decrement(LinksHeader.GetReservedLinks(_header))) >= 0)
503                 {
504                     _memory.ReservedCapacity += _memoryReservationStep;
505                     SetPointers(_memory);
506                     LinksHeader.SetReservedLinks(_header,
                        ↪ (Integer<TLink>)(_memory.ReservedCapacity / LinkSizeInBytes));
507                 }
508                 LinksHeader.SetAllocatedLinks(_header,
                    ↪ Increment(LinksHeader.GetAllocatedLinks(_header)));
509                 _memory.UsedCapacity += LinkSizeInBytes;
510                 freeLink = LinksHeader.GetAllocatedLinks(_header);
511             }
512             return freeLink;
513         }
514 
515         public void Delete(TLink link)
516         {
517             if (_comparer.Compare(link, LinksHeader.GetAllocatedLinks(_header)) < 0)
518             {
519                 _unusedLinksListMethods.AttachAsFirst(link);
520             }
521             else if (_equalityComparer.Equals(link, LinksHeader.GetAllocatedLinks(_header)))
522             {
523                 LinksHeader.SetAllocatedLinks(_header,
                    ↪ Decrement(LinksHeader.GetAllocatedLinks(_header)));
524                 _memory.UsedCapacity -= LinkSizeInBytes;
525                 // Убираем все связи, находящиеся в списке свободных в конце файла, до тех пор,
                    ↪ пока не дойдём до первой существующей связи
526                 // Позволяет оптимизировать количество выделенных связей (AllocatedLinks)
```

```
527                 while ((_comparer.Compare(LinksHeader.GetAllocatedLinks(_header),
                    ↪  Integer<TLink>.Zero) > 0) &&
                    ↪  IsUnusedLink(LinksHeader.GetAllocatedLinks(_header)))
528                 {
529                     _unusedLinksListMethods.Detach(LinksHeader.GetAllocatedLinks(_header));
530                     LinksHeader.SetAllocatedLinks(_header,
                        ↪  Decrement(LinksHeader.GetAllocatedLinks(_header)));
531                     _memory.UsedCapacity -= LinkSizeInBytes;
532                 }
533             }
534         }
535 
536         /// <remarks>
537         /// TODO: Возможно это должно быть событием, вызываемым из IMemory, в том случае, если
            ↪  адрес реально поменялся
538         ///
539         /// Указатель this.links может быть в том же месте,
540         /// так как 0-я связь не используется и имеет такой же размер как Header,
541         /// поэтому header размещается в том же месте, что и 0-я связь
542         /// </remarks>
543         private void SetPointers(IDirectMemory memory)
544         {
545             if (memory == null)
546             {
547                 _links = IntPtr.Zero;
548                 _header = _links;
549                 _unusedLinksListMethods = null;
550                 _targetsTreeMethods = null;
551                 _unusedLinksListMethods = null;
552             }
553             else
554             {
555                 _links = memory.Pointer;
556                 _header = _links;
557                 _sourcesTreeMethods = new LinksSourcesTreeMethods(this);
558                 _targetsTreeMethods = new LinksTargetsTreeMethods(this);
559                 _unusedLinksListMethods = new UnusedLinksListMethods(_links, _header);
560             }
561         }
562 
563         [MethodImpl(MethodImplOptions.AggressiveInlining)]
564         private bool Exists(TLink link)
565             => (_comparer.Compare(link, Constants.MinPossibleIndex) >= 0)
566             && (_comparer.Compare(link, LinksHeader.GetAllocatedLinks(_header)) <= 0)
567             && !IsUnusedLink(link);
568 
569         [MethodImpl(MethodImplOptions.AggressiveInlining)]
570         private bool IsUnusedLink(TLink link)
571             => _equalityComparer.Equals(LinksHeader.GetFirstFreeLink(_header), link)
572             || (_equalityComparer.Equals(Link.GetSizeAsSource(GetLinkUnsafe(link)),
                ↪  Constants.Null)
573             && !_equalityComparer.Equals(Link.GetSource(GetLinkUnsafe(link)), Constants.Null));
574 
575         #region DisposableBase
576 
577         protected override bool AllowMultipleDisposeCalls => true;
578 
579         protected override void Dispose(bool manual, bool wasDisposed)
580         {
581             if (!wasDisposed)
582             {
583                 SetPointers(null);
584                 _memory.DisposeIfPossible();
585             }
586         }
587 
588         #endregion
589     }
590 }
```

./Platform.Data.Doublets/ResizableDirectMemory/ResizableDirectMemoryLinks.ListMethods.cs

```
1  using System;
2  using Platform.Unsafe;
3  using Platform.Collections.Methods.Lists;
4 
5  namespace Platform.Data.Doublets.ResizableDirectMemory
6  {
7      partial class ResizableDirectMemoryLinks<TLink>
8      {
9          private class UnusedLinksListMethods : CircularDoublyLinkedListMethods<TLink>
```

```
        {
            private readonly IntPtr _links;
            private readonly IntPtr _header;

            public UnusedLinksListMethods(IntPtr links, IntPtr header)
            {
                _links = links;
                _header = header;
            }

            protected override TLink GetFirst() => (_header +
            ↪  LinksHeader.FirstFreeLinkOffset).GetValue<TLink>();

            protected override TLink GetLast() => (_header +
            ↪  LinksHeader.LastFreeLinkOffset).GetValue<TLink>();

            protected override TLink GetPrevious(TLink element) =>
            ↪  (_links.GetElement(LinkSizeInBytes, element) +
            ↪  Link.SourceOffset).GetValue<TLink>();

            protected override TLink GetNext(TLink element) =>
            ↪  (_links.GetElement(LinkSizeInBytes, element) +
            ↪  Link.TargetOffset).GetValue<TLink>();

            protected override TLink GetSize() => (_header +
            ↪  LinksHeader.FreeLinksOffset).GetValue<TLink>();

            protected override void SetFirst(TLink element) => (_header +
            ↪  LinksHeader.FirstFreeLinkOffset).SetValue(element);

            protected override void SetLast(TLink element) => (_header +
            ↪  LinksHeader.LastFreeLinkOffset).SetValue(element);

            protected override void SetPrevious(TLink element, TLink previous) =>
            ↪  (_links.GetElement(LinkSizeInBytes, element) +
            ↪  Link.SourceOffset).SetValue(previous);

            protected override void SetNext(TLink element, TLink next) =>
            ↪  (_links.GetElement(LinkSizeInBytes, element) + Link.TargetOffset).SetValue(next);

            protected override void SetSize(TLink size) => (_header +
            ↪  LinksHeader.FreeLinksOffset).SetValue(size);
        }
    }
}
```

./Platform.Data.Doublets/ResizableDirectMemory/ResizableDirectMemoryLinks.TreeMethods.cs

```
using System;
using System.Text;
using System.Collections.Generic;
using System.Runtime.CompilerServices;
using Platform.Numbers;
using Platform.Unsafe;
using Platform.Collections.Methods.Trees;
using Platform.Data.Constants;

namespace Platform.Data.Doublets.ResizableDirectMemory
{
    partial class ResizableDirectMemoryLinks<TLink>
    {
        private abstract class LinksTreeMethodsBase :
        ↪  SizedAndThreadedAVLBalancedTreeMethods<TLink>
        {
            private readonly ResizableDirectMemoryLinks<TLink> _memory;
            private readonly LinksCombinedConstants<TLink, TLink, int> _constants;
            protected readonly IntPtr Links;
            protected readonly IntPtr Header;

            protected LinksTreeMethodsBase(ResizableDirectMemoryLinks<TLink> memory)
            {
                Links = memory._links;
                Header = memory._header;
                _memory = memory;
                _constants = memory.Constants;
            }

            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            protected abstract TLink GetTreeRoot();

            [MethodImpl(MethodImplOptions.AggressiveInlining)]
```

```
33              protected abstract TLink GetBasePartValue(TLink link);
34
35              public TLink this[TLink index]
36              {
37                  get
38                  {
39                      var root = GetTreeRoot();
40                      if (GreaterOrEqualThan(index, GetSize(root)))
41                      {
42                          return GetZero();
43                      }
44                      while (!EqualToZero(root))
45                      {
46                          var left = GetLeftOrDefault(root);
47                          var leftSize = GetSizeOrZero(left);
48                          if (LessThan(index, leftSize))
49                          {
50                              root = left;
51                              continue;
52                          }
53                          if (IsEquals(index, leftSize))
54                          {
55                              return root;
56                          }
57                          root = GetRightOrDefault(root);
58                          index = Subtract(index, Increment(leftSize));
59                      }
60                      return GetZero(); // TODO: Impossible situation exception (only if tree
                        ↪  structure broken)
61                  }
62              }
63
64              // TODO: Return indices range instead of references count
65              public TLink CountUsages(TLink link)
66              {
67                  var root = GetTreeRoot();
68                  var total = GetSize(root);
69                  var totalRightIgnore = GetZero();
70                  while (!EqualToZero(root))
71                  {
72                      var @base = GetBasePartValue(root);
73                      if (LessOrEqualThan(@base, link))
74                      {
75                          root = GetRightOrDefault(root);
76                      }
77                      else
78                      {
79                          totalRightIgnore = Add(totalRightIgnore, Increment(GetRightSize(root)));
80                          root = GetLeftOrDefault(root);
81                      }
82                  }
83                  root = GetTreeRoot();
84                  var totalLeftIgnore = GetZero();
85                  while (!EqualToZero(root))
86                  {
87                      var @base = GetBasePartValue(root);
88                      if (GreaterOrEqualThan(@base, link))
89                      {
90                          root = GetLeftOrDefault(root);
91                      }
92                      else
93                      {
94                          totalLeftIgnore = Add(totalLeftIgnore, Increment(GetLeftSize(root)));
95
96                          root = GetRightOrDefault(root);
97                      }
98                  }
99                  return Subtract(Subtract(total, totalRightIgnore), totalLeftIgnore);
100             }
101
102             public TLink EachUsage(TLink link, Func<IList<TLink>, TLink> handler)
103             {
104                 var root = GetTreeRoot();
105                 if (EqualToZero(root))
106                 {
107                     return _constants.Continue;
108                 }
109                 TLink first = GetZero(), current = root;
```

```
                while (!EqualToZero(current))
                {
                    var @base = GetBasePartValue(current);
                    if (GreaterOrEqualThan(@base, link))
                    {
                        if (IsEquals(@base, link))
                        {
                            first = current;
                        }
                        current = GetLeftOrDefault(current);
                    }
                    else
                    {
                        current = GetRightOrDefault(current);
                    }
                }
                if (!EqualToZero(first))
                {
                    current = first;
                    while (true)
                    {
                        if (IsEquals(handler(_memory.GetLinkStruct(current)), _constants.Break))
                        {
                            return _constants.Break;
                        }
                        current = GetNext(current);
                        if (EqualToZero(current) || !IsEquals(GetBasePartValue(current), link))
                        {
                            break;
                        }
                    }
                }
                return _constants.Continue;
            }

            protected override void PrintNodeValue(TLink node, StringBuilder sb)
            {
                sb.Append(' ');
                sb.Append((Links.GetElement(LinkSizeInBytes, node) +
                ↪  Link.SourceOffset).GetValue<TLink>());
                sb.Append('-');
                sb.Append('>');
                sb.Append((Links.GetElement(LinkSizeInBytes, node) +
                ↪  Link.TargetOffset).GetValue<TLink>());
            }
        }

        private class LinksSourcesTreeMethods : LinksTreeMethodsBase
        {
            public LinksSourcesTreeMethods(ResizableDirectMemoryLinks<TLink> memory)
                : base(memory)
            {
            }

            protected override IntPtr GetLeftPointer(TLink node) =>
            ↪  Links.GetElement(LinkSizeInBytes, node) + Link.LeftAsSourceOffset;

            protected override IntPtr GetRightPointer(TLink node) =>
            ↪  Links.GetElement(LinkSizeInBytes, node) + Link.RightAsSourceOffset;

            protected override TLink GetLeftValue(TLink node) =>
            ↪  (Links.GetElement(LinkSizeInBytes, node) +
            ↪  Link.LeftAsSourceOffset).GetValue<TLink>();

            protected override TLink GetRightValue(TLink node) =>
            ↪  (Links.GetElement(LinkSizeInBytes, node) +
            ↪  Link.RightAsSourceOffset).GetValue<TLink>();

            protected override TLink GetSize(TLink node)
            {
                var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
                ↪  Link.SizeAsSourceOffset).GetValue<TLink>();
                return Bit.PartialRead(previousValue, 5, -5);
            }

            protected override void SetLeft(TLink node, TLink left) =>
            ↪  (Links.GetElement(LinkSizeInBytes, node) +
            ↪  Link.LeftAsSourceOffset).SetValue(left);
```

```
177
178             protected override void SetRight(TLink node, TLink right) =>
                ↪  (Links.GetElement(LinkSizeInBytes, node) +
                ↪  Link.RightAsSourceOffset).SetValue(right);
179
180             protected override void SetSize(TLink node, TLink size)
181             {
182                 var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
                    ↪  Link.SizeAsSourceOffset).GetValue<TLink>();
183                 (Links.GetElement(LinkSizeInBytes, node) +
                    ↪  Link.SizeAsSourceOffset).SetValue(Bit.PartialWrite(previousValue, size, 5,
                    ↪  -5));
184             }
185
186             protected override bool GetLeftIsChild(TLink node)
187             {
188                 var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
                    ↪  Link.SizeAsSourceOffset).GetValue<TLink>();
189                 return (Integer<TLink>)Bit.PartialRead(previousValue, 4, 1);
190             }
191
192             protected override void SetLeftIsChild(TLink node, bool value)
193             {
194                 var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
                    ↪  Link.SizeAsSourceOffset).GetValue<TLink>();
195                 var modified = Bit.PartialWrite(previousValue, (TLink)(Integer<TLink>)value, 4,
                    ↪  1);
196                 (Links.GetElement(LinkSizeInBytes, node) +
                    ↪  Link.SizeAsSourceOffset).SetValue(modified);
197             }
198
199             protected override bool GetRightIsChild(TLink node)
200             {
201                 var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
                    ↪  Link.SizeAsSourceOffset).GetValue<TLink>();
202                 return (Integer<TLink>)Bit.PartialRead(previousValue, 3, 1);
203             }
204
205             protected override void SetRightIsChild(TLink node, bool value)
206             {
207                 var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
                    ↪  Link.SizeAsSourceOffset).GetValue<TLink>();
208                 var modified = Bit.PartialWrite(previousValue, (TLink)(Integer<TLink>)value, 3,
                    ↪  1);
209                 (Links.GetElement(LinkSizeInBytes, node) +
                    ↪  Link.SizeAsSourceOffset).SetValue(modified);
210             }
211
212             protected override sbyte GetBalance(TLink node)
213             {
214                 var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
                    ↪  Link.SizeAsSourceOffset).GetValue<TLink>();
215                 var value = (ulong)(Integer<TLink>)Bit.PartialRead(previousValue, 0, 3);
216                 var unpackedValue = (sbyte)((value & 4) > 0 ? ((value & 4) << 5) | value & 3 |
                    ↪  124 : value & 3);
217                 return unpackedValue;
218             }
219
220             protected override void SetBalance(TLink node, sbyte value)
221             {
222                 var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
                    ↪  Link.SizeAsSourceOffset).GetValue<TLink>();
223                 var packagedValue = (TLink)(Integer<TLink>)((((byte)value >> 5) & 4) | value &
                    ↪  3);
224                 var modified = Bit.PartialWrite(previousValue, packagedValue, 0, 3);
225                 (Links.GetElement(LinkSizeInBytes, node) +
                    ↪  Link.SizeAsSourceOffset).SetValue(modified);
226             }
227
228             protected override bool FirstIsToTheLeftOfSecond(TLink first, TLink second)
229             {
230                 var firstSource = (Links.GetElement(LinkSizeInBytes, first) +
                    ↪  Link.SourceOffset).GetValue<TLink>();
231                 var secondSource = (Links.GetElement(LinkSizeInBytes, second) +
                    ↪  Link.SourceOffset).GetValue<TLink>();
232                 return LessThan(firstSource, secondSource) ||
```

```
233                     (IsEquals(firstSource, secondSource) &&
                            LessThan((Links.GetElement(LinkSizeInBytes, first) +
                        ↪   Link.TargetOffset).GetValue<TLink>(),
                        ↪   (Links.GetElement(LinkSizeInBytes, second) +
                        ↪   Link.TargetOffset).GetValue<TLink>()));
234             }
235
236             protected override bool FirstIsToTheRightOfSecond(TLink first, TLink second)
237             {
238                 var firstSource = (Links.GetElement(LinkSizeInBytes, first) +
                    ↪   Link.SourceOffset).GetValue<TLink>();
239                 var secondSource = (Links.GetElement(LinkSizeInBytes, second) +
                    ↪   Link.SourceOffset).GetValue<TLink>();
240                 return GreaterThan(firstSource, secondSource) ||
241                        (IsEquals(firstSource, secondSource) &&
                            GreaterThan((Links.GetElement(LinkSizeInBytes, first) +
                        ↪   Link.TargetOffset).GetValue<TLink>(),
                        ↪   (Links.GetElement(LinkSizeInBytes, second) +
                        ↪   Link.TargetOffset).GetValue<TLink>()));
242             }
243
244             protected override TLink GetTreeRoot() => (Header +
                ↪   LinksHeader.FirstAsSourceOffset).GetValue<TLink>();
245
246             protected override TLink GetBasePartValue(TLink link) =>
                ↪   (Links.GetElement(LinkSizeInBytes, link) + Link.SourceOffset).GetValue<TLink>();
247
248             /// <summary>
249             /// Выполняет поиск и возвращает индекс связи с указанными Source (началом) и Target
                ↪   (концом)
250             /// по дереву (индексу) связей, отсортированному по Source, а затем по Target.
251             /// </summary>
252             /// <param name="source">Индекс связи, которая является началом на искомой
                ↪   связи.</param>
253             /// <param name="target">Индекс связи, которая является концом на искомой
                ↪   связи.</param>
254             /// <returns>Индекс искомой связи.</returns>
255             public TLink Search(TLink source, TLink target)
256             {
257                 var root = GetTreeRoot();
258                 while (!EqualToZero(root))
259                 {
260                     var rootSource = (Links.GetElement(LinkSizeInBytes, root) +
                        ↪   Link.SourceOffset).GetValue<TLink>();
261                     var rootTarget = (Links.GetElement(LinkSizeInBytes, root) +
                        ↪   Link.TargetOffset).GetValue<TLink>();
262                     if (FirstIsToTheLeftOfSecond(source, target, rootSource, rootTarget)) //
                        ↪   node.Key < root.Key
263                     {
264                         root = GetLeftOrDefault(root);
265                     }
266                     else if (FirstIsToTheRightOfSecond(source, target, rootSource, rootTarget))
                        ↪   // node.Key > root.Key
267                     {
268                         root = GetRightOrDefault(root);
269                     }
270                     else // node.Key == root.Key
271                     {
272                         return root;
273                     }
274                 }
275                 return GetZero();
276             }
277
278             [MethodImpl(MethodImplOptions.AggressiveInlining)]
279             private bool FirstIsToTheLeftOfSecond(TLink firstSource, TLink firstTarget, TLink
                ↪   secondSource, TLink secondTarget) => LessThan(firstSource, secondSource) ||
                ↪   (IsEquals(firstSource, secondSource) && LessThan(firstTarget, secondTarget));
280
281             [MethodImpl(MethodImplOptions.AggressiveInlining)]
282             private bool FirstIsToTheRightOfSecond(TLink firstSource, TLink firstTarget, TLink
                ↪   secondSource, TLink secondTarget) => GreaterThan(firstSource, secondSource) ||
                ↪   (IsEquals(firstSource, secondSource) && GreaterThan(firstTarget, secondTarget));
283         }
284
285         private class LinksTargetsTreeMethods : LinksTreeMethodsBase
286         {
```

```
287                 public LinksTargetsTreeMethods(ResizableDirectMemoryLinks<TLink> memory)
288                     : base(memory)
289                 {
290                 }
291
292                 protected override IntPtr GetLeftPointer(TLink node) =>
                    ↪ Links.GetElement(LinkSizeInBytes, node) + Link.LeftAsTargetOffset;
293
294                 protected override IntPtr GetRightPointer(TLink node) =>
                    ↪ Links.GetElement(LinkSizeInBytes, node) + Link.RightAsTargetOffset;
295
296                 protected override TLink GetLeftValue(TLink node) =>
                    ↪ (Links.GetElement(LinkSizeInBytes, node) +
                    ↪ Link.LeftAsTargetOffset).GetValue<TLink>();
297
298                 protected override TLink GetRightValue(TLink node) =>
                    ↪ (Links.GetElement(LinkSizeInBytes, node) +
                    ↪ Link.RightAsTargetOffset).GetValue<TLink>();
299
300                 protected override TLink GetSize(TLink node)
301                 {
302                     var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
                        ↪ Link.SizeAsTargetOffset).GetValue<TLink>();
303                     return Bit.PartialRead(previousValue, 5, -5);
304                 }
305
306                 protected override void SetLeft(TLink node, TLink left) =>
                    ↪ (Links.GetElement(LinkSizeInBytes, node) +
                    ↪ Link.LeftAsTargetOffset).SetValue(left);
307
308                 protected override void SetRight(TLink node, TLink right) =>
                    ↪ (Links.GetElement(LinkSizeInBytes, node) +
                    ↪ Link.RightAsTargetOffset).SetValue(right);
309
310                 protected override void SetSize(TLink node, TLink size)
311                 {
312                     var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
                        ↪ Link.SizeAsTargetOffset).GetValue<TLink>();
313                     (Links.GetElement(LinkSizeInBytes, node) +
                        ↪ Link.SizeAsTargetOffset).SetValue(Bit.PartialWrite(previousValue, size, 5,
                        ↪ -5));
314                 }
315
316                 protected override bool GetLeftIsChild(TLink node)
317                 {
318                     var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
                        ↪ Link.SizeAsTargetOffset).GetValue<TLink>();
319                     return (Integer<TLink>)Bit.PartialRead(previousValue, 4, 1);
320                 }
321
322                 protected override void SetLeftIsChild(TLink node, bool value)
323                 {
324                     var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
                        ↪ Link.SizeAsTargetOffset).GetValue<TLink>();
325                     var modified = Bit.PartialWrite(previousValue, (TLink)(Integer<TLink>)value, 4,
                        ↪ 1);
326                     (Links.GetElement(LinkSizeInBytes, node) +
                        ↪ Link.SizeAsTargetOffset).SetValue(modified);
327                 }
328
329                 protected override bool GetRightIsChild(TLink node)
330                 {
331                     var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
                        ↪ Link.SizeAsTargetOffset).GetValue<TLink>();
332                     return (Integer<TLink>)Bit.PartialRead(previousValue, 3, 1);
333                 }
334
335                 protected override void SetRightIsChild(TLink node, bool value)
336                 {
337                     var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
                        ↪ Link.SizeAsTargetOffset).GetValue<TLink>();
338                     var modified = Bit.PartialWrite(previousValue, (TLink)(Integer<TLink>)value, 3,
                        ↪ 1);
339                     (Links.GetElement(LinkSizeInBytes, node) +
                        ↪ Link.SizeAsTargetOffset).SetValue(modified);
340                 }
341
```

```
342             protected override sbyte GetBalance(TLink node)
343             {
344                 var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
                    ↪ Link.SizeAsTargetOffset).GetValue<TLink>();
345                 var value = (ulong)(Integer<TLink>)Bit.PartialRead(previousValue, 0, 3);
346                 var unpackedValue = (sbyte)((value & 4) > 0 ? ((value & 4) << 5) | value & 3 |
                    ↪ 124 : value & 3);
347                 return unpackedValue;
348             }
349 
350             protected override void SetBalance(TLink node, sbyte value)
351             {
352                 var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
                    ↪ Link.SizeAsTargetOffset).GetValue<TLink>();
353                 var packagedValue = (TLink)(Integer<TLink>)((((byte)value >> 5) & 4) | value &
                    ↪ 3);
354                 var modified = Bit.PartialWrite(previousValue, packagedValue, 0, 3);
355                 (Links.GetElement(LinkSizeInBytes, node) +
                    ↪ Link.SizeAsTargetOffset).SetValue(modified);
356             }
357 
358             protected override bool FirstIsToTheLeftOfSecond(TLink first, TLink second)
359             {
360                 var firstTarget = (Links.GetElement(LinkSizeInBytes, first) +
                    ↪ Link.TargetOffset).GetValue<TLink>();
361                 var secondTarget = (Links.GetElement(LinkSizeInBytes, second) +
                    ↪ Link.TargetOffset).GetValue<TLink>();
362                 return LessThan(firstTarget, secondTarget) ||
363                        (IsEquals(firstTarget, secondTarget) &&
                           ↪ LessThan((Links.GetElement(LinkSizeInBytes, first) +
                           ↪ Link.SourceOffset).GetValue<TLink>(),
                           ↪ (Links.GetElement(LinkSizeInBytes, second) +
                           ↪ Link.SourceOffset).GetValue<TLink>()));
364             }
365 
366             protected override bool FirstIsToTheRightOfSecond(TLink first, TLink second)
367             {
368                 var firstTarget = (Links.GetElement(LinkSizeInBytes, first) +
                    ↪ Link.TargetOffset).GetValue<TLink>();
369                 var secondTarget = (Links.GetElement(LinkSizeInBytes, second) +
                    ↪ Link.TargetOffset).GetValue<TLink>();
370                 return GreaterThan(firstTarget, secondTarget) ||
371                        (IsEquals(firstTarget, secondTarget) &&
                           ↪ GreaterThan((Links.GetElement(LinkSizeInBytes, first) +
                           ↪ Link.SourceOffset).GetValue<TLink>(),
                           ↪ (Links.GetElement(LinkSizeInBytes, second) +
                           ↪ Link.SourceOffset).GetValue<TLink>()));
372             }
373 
374             protected override TLink GetTreeRoot() => (Header +
                ↪ LinksHeader.FirstAsTargetOffset).GetValue<TLink>();
375 
376             protected override TLink GetBasePartValue(TLink link) =>
                ↪ (Links.GetElement(LinkSizeInBytes, link) + Link.TargetOffset).GetValue<TLink>();
377         }
378     }
379 }
```

./Platform.Data.Doublets/ResizableDirectMemory/UInt64ResizableDirectMemoryLinks.cs

```
1  using System;
2  using System.Collections.Generic;
3  using System.Runtime.CompilerServices;
4  using Platform.Disposables;
5  using Platform.Collections.Arrays;
6  using Platform.Singletons;
7  using Platform.Memory;
8  using Platform.Data.Exceptions;
9  using Platform.Data.Constants;
10 
11 //#define ENABLE_TREE_AUTO_DEBUG_AND_VALIDATION
12 
13 #pragma warning disable 0649
14 #pragma warning disable 169
15 
16 // ReSharper disable BuiltInTypeReferenceStyle
17 
18 namespace Platform.Data.Doublets.ResizableDirectMemory
19 {
```

```
20      using id = UInt64;
21
22      public unsafe partial class UInt64ResizableDirectMemoryLinks : DisposableBase, ILinks<id>
23      {
24          /// <summary>Возвращает размер одной связи в байтах.</summary>
25          /// <remarks>
26          /// Используется только во вне класса, не рекомедуется использовать внутри.
27          /// Так как во вне не обязательно будет доступен unsafe C#.
28          /// </remarks>
29          public static readonly int LinkSizeInBytes = sizeof(Link);
30
31          public static readonly long DefaultLinksSizeStep = LinkSizeInBytes * 1024 * 1024;
32
33          private struct Link
34          {
35              public id Source;
36              public id Target;
37              public id LeftAsSource;
38              public id RightAsSource;
39              public id SizeAsSource;
40              public id LeftAsTarget;
41              public id RightAsTarget;
42              public id SizeAsTarget;
43          }
44
45          private struct LinksHeader
46          {
47              public id AllocatedLinks;
48              public id ReservedLinks;
49              public id FreeLinks;
50              public id FirstFreeLink;
51              public id FirstAsSource;
52              public id FirstAsTarget;
53              public id LastFreeLink;
54              public id Reserved8;
55          }
56
57          private readonly long _memoryReservationStep;
58
59          private readonly IResizableDirectMemory _memory;
60          private LinksHeader* _header;
61          private Link* _links;
62
63          private LinksTargetsTreeMethods _targetsTreeMethods;
64          private LinksSourcesTreeMethods _sourcesTreeMethods;
65
66          // TODO: Возможно чтобы гарантированно проверять на то, является ли связь удалённой,
            ↪  нужно использовать не список а дерево, так как так можно быстрее проверить на
            ↪  наличие связи внутри
67          private UnusedLinksListMethods _unusedLinksListMethods;
68
69          /// <summary>
70          /// Возвращает общее число связей находящихся в хранилище.
71          /// </summary>
72          private id Total => _header->AllocatedLinks - _header->FreeLinks;
73
74          // TODO: Дать возможность переопределять в конструкторе
75          public LinksCombinedConstants<id, id, int> Constants { get; }
76
77          public UInt64ResizableDirectMemoryLinks(string address) : this(address,
            ↪  DefaultLinksSizeStep) { }
78
79          /// <summary>
80          /// Создаёт экземпляр базы данных Links в файле по указанному адресу, с указанным
            ↪  минимальным шагом расширения базы данных.
81          /// </summary>
82          /// <param name="address">Полный пусть к файлу базы данных.</param>
83          /// <param name="memoryReservationStep">Минимальный шаг расширения базы данных в
            ↪  байтах.</param>
84          public UInt64ResizableDirectMemoryLinks(string address, long memoryReservationStep) :
            ↪  this(new FileMappedResizableDirectMemory(address, memoryReservationStep),
            ↪  memoryReservationStep) { }
85
86          public UInt64ResizableDirectMemoryLinks(IResizableDirectMemory memory) : this(memory,
            ↪  DefaultLinksSizeStep) { }
87
88          public UInt64ResizableDirectMemoryLinks(IResizableDirectMemory memory, long
            ↪  memoryReservationStep)
89          {
90              Constants = Default<LinksCombinedConstants<id, id, int>>.Instance;
91              _memory = memory;
```

```
92              _memoryReservationStep = memoryReservationStep;
93              if (memory.ReservedCapacity < memoryReservationStep)
94              {
95                  memory.ReservedCapacity = memoryReservationStep;
96              }
97              SetPointers(_memory);
98              // Гарантия корректности _memory.UsedCapacity относительно _header->AllocatedLinks
99              _memory.UsedCapacity = ((long)_header->AllocatedLinks * sizeof(Link)) +
                ↪  sizeof(LinksHeader);
100             // Гарантия корректности _header->ReservedLinks относительно _memory.ReservedCapacity
101             _header->ReservedLinks = (id)((_memory.ReservedCapacity - sizeof(LinksHeader)) /
                ↪  sizeof(Link));
102         }
103
104         [MethodImpl(MethodImplOptions.AggressiveInlining)]
105         public id Count(IList<id> restrictions)
106         {
107             // Если нет ограничений, тогда возвращаем общее число связей находящихся в хранилище.
108             if (restrictions.Count == 0)
109             {
110                 return Total;
111             }
112             if (restrictions.Count == 1)
113             {
114                 var index = restrictions[Constants.IndexPart];
115                 if (index == Constants.Any)
116                 {
117                     return Total;
118                 }
119                 return Exists(index) ? 1UL : 0UL;
120             }
121             if (restrictions.Count == 2)
122             {
123                 var index = restrictions[Constants.IndexPart];
124                 var value = restrictions[1];
125                 if (index == Constants.Any)
126                 {
127                     if (value == Constants.Any)
128                     {
129                         return Total; // Any - как отсутствие ограничения
130                     }
131                     return _sourcesTreeMethods.CountUsages(value)
132                          + _targetsTreeMethods.CountUsages(value);
133                 }
134                 else
135                 {
136                     if (!Exists(index))
137                     {
138                         return 0;
139                     }
140                     if (value == Constants.Any)
141                     {
142                         return 1;
143                     }
144                     var storedLinkValue = GetLinkUnsafe(index);
145                     if (storedLinkValue->Source == value ||
146                         storedLinkValue->Target == value)
147                     {
148                         return 1;
149                     }
150                     return 0;
151                 }
152             }
153             if (restrictions.Count == 3)
154             {
155                 var index = restrictions[Constants.IndexPart];
156                 var source = restrictions[Constants.SourcePart];
157                 var target = restrictions[Constants.TargetPart];
158                 if (index == Constants.Any)
159                 {
160                     if (source == Constants.Any && target == Constants.Any)
161                     {
162                         return Total;
163                     }
164                     else if (source == Constants.Any)
165                     {
166                         return _targetsTreeMethods.CountUsages(target);
167                     }
```

```
                    else if (target == Constants.Any)
                    {
                        return _sourcesTreeMethods.CountUsages(source);
                    }
                    else //if(source != Any && target != Any)
                    {
                        // Эквивалент Exists(source, target) => Count(Any, source, target) > 0
                        var link = _sourcesTreeMethods.Search(source, target);
                        return link == Constants.Null ? 0UL : 1UL;
                    }
                }
                else
                {
                    if (!Exists(index))
                    {
                        return 0;
                    }
                    if (source == Constants.Any && target == Constants.Any)
                    {
                        return 1;
                    }
                    var storedLinkValue = GetLinkUnsafe(index);
                    if (source != Constants.Any && target != Constants.Any)
                    {
                        if (storedLinkValue->Source == source &&
                            storedLinkValue->Target == target)
                        {
                            return 1;
                        }
                        return 0;
                    }
                    var value = default(id);
                    if (source == Constants.Any)
                    {
                        value = target;
                    }
                    if (target == Constants.Any)
                    {
                        value = source;
                    }
                    if (storedLinkValue->Source == value ||
                        storedLinkValue->Target == value)
                    {
                        return 1;
                    }
                    return 0;
                }
            }
            throw new NotSupportedException("Другие размеры и способы ограничений не
            ↪  поддерживаются.");
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public id Each(Func<IList<id>, id> handler, IList<id> restrictions)
        {
            if (restrictions.Count == 0)
            {
                for (id link = 1; link <= _header->AllocatedLinks; link++)
                {
                    if (Exists(link))
                    {
                        if (handler(GetLinkStruct(link)) == Constants.Break)
                        {
                            return Constants.Break;
                        }
                    }
                }
                return Constants.Continue;
            }
            if (restrictions.Count == 1)
            {
                var index = restrictions[Constants.IndexPart];
                if (index == Constants.Any)
                {
                    return Each(handler, ArrayPool<ulong>.Empty);
                }
                if (!Exists(index))
                {
                    return Constants.Continue;
```

```
246                 }
247                 return handler(GetLinkStruct(index));
248             }
249             if (restrictions.Count == 2)
250             {
251                 var index = restrictions[Constants.IndexPart];
252                 var value = restrictions[1];
253                 if (index == Constants.Any)
254                 {
255                     if (value == Constants.Any)
256                     {
257                         return Each(handler, ArrayPool<ulong>.Empty);
258                     }
259                     if (Each(handler, new[] { index, value, Constants.Any }) == Constants.Break)
260                     {
261                         return Constants.Break;
262                     }
263                     return Each(handler, new[] { index, Constants.Any, value });
264                 }
265                 else
266                 {
267                     if (!Exists(index))
268                     {
269                         return Constants.Continue;
270                     }
271                     if (value == Constants.Any)
272                     {
273                         return handler(GetLinkStruct(index));
274                     }
275                     var storedLinkValue = GetLinkUnsafe(index);
276                     if (storedLinkValue->Source == value ||
277                         storedLinkValue->Target == value)
278                     {
279                         return handler(GetLinkStruct(index));
280                     }
281                     return Constants.Continue;
282                 }
283             }
284             if (restrictions.Count == 3)
285             {
286                 var index = restrictions[Constants.IndexPart];
287                 var source = restrictions[Constants.SourcePart];
288                 var target = restrictions[Constants.TargetPart];
289                 if (index == Constants.Any)
290                 {
291                     if (source == Constants.Any && target == Constants.Any)
292                     {
293                         return Each(handler, ArrayPool<ulong>.Empty);
294                     }
295                     else if (source == Constants.Any)
296                     {
297                         return _targetsTreeMethods.EachReference(target, handler);
298                     }
299                     else if (target == Constants.Any)
300                     {
301                         return _sourcesTreeMethods.EachReference(source, handler);
302                     }
303                     else //if(source != Any && target != Any)
304                     {
305                         var link = _sourcesTreeMethods.Search(source, target);
306                         return link == Constants.Null ? Constants.Continue :
                            ↪ handler(GetLinkStruct(link));
307                     }
308                 }
309                 else
310                 {
311                     if (!Exists(index))
312                     {
313                         return Constants.Continue;
314                     }
315                     if (source == Constants.Any && target == Constants.Any)
316                     {
317                         return handler(GetLinkStruct(index));
318                     }
319                     var storedLinkValue = GetLinkUnsafe(index);
320                     if (source != Constants.Any && target != Constants.Any)
321                     {
322                         if (storedLinkValue->Source == source &&
```

```
                            storedLinkValue->Target == target)
                        {
                            return handler(GetLinkStruct(index));
                        }
                        return Constants.Continue;
                    }
                    var value = default(id);
                    if (source == Constants.Any)
                    {
                        value = target;
                    }
                    if (target == Constants.Any)
                    {
                        value = source;
                    }
                    if (storedLinkValue->Source == value ||
                        storedLinkValue->Target == value)
                    {
                        return handler(GetLinkStruct(index));
                    }
                    return Constants.Continue;
                }
            }
            throw new NotSupportedException("Другие размеры и способы ограничений не
            ↪  поддерживаются.");
        }

        /// <remarks>
        /// TODO: Возможно можно перемещать значения, если указан индекс, но значение существует
        ↪  в другом месте (но не в менеджере памяти, а в логике Links)
        /// </remarks>
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public id Update(IList<id> values)
        {
            var linkIndex = values[Constants.IndexPart];
            var link = GetLinkUnsafe(linkIndex);
            // Будет корректно работать только в том случае, если пространство выделенной связи
            ↪  предварительно заполнено нулями
            if (link->Source != Constants.Null)
            {
                _sourcesTreeMethods.Detach(new IntPtr(&_header->FirstAsSource), linkIndex);
            }
            if (link->Target != Constants.Null)
            {
                _targetsTreeMethods.Detach(new IntPtr(&_header->FirstAsTarget), linkIndex);
            }
#if ENABLE_TREE_AUTO_DEBUG_AND_VALIDATION
            var leftTreeSize = _sourcesTreeMethods.GetSize(new IntPtr(&_header->FirstAsSource));
            var rightTreeSize = _targetsTreeMethods.GetSize(new IntPtr(&_header->FirstAsTarget));
            if (leftTreeSize != rightTreeSize)
            {
                throw new Exception("One of the trees is broken.");
            }
#endif
            link->Source = values[Constants.SourcePart];
            link->Target = values[Constants.TargetPart];
            if (link->Source != Constants.Null)
            {
                _sourcesTreeMethods.Attach(new IntPtr(&_header->FirstAsSource), linkIndex);
            }
            if (link->Target != Constants.Null)
            {
                _targetsTreeMethods.Attach(new IntPtr(&_header->FirstAsTarget), linkIndex);
            }
#if ENABLE_TREE_AUTO_DEBUG_AND_VALIDATION
            leftTreeSize = _sourcesTreeMethods.GetSize(new IntPtr(&_header->FirstAsSource));
            rightTreeSize = _targetsTreeMethods.GetSize(new IntPtr(&_header->FirstAsTarget));
            if (leftTreeSize != rightTreeSize)
            {
                throw new Exception("One of the trees is broken.");
            }
#endif
            return linkIndex;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        private IList<id> GetLinkStruct(id linkIndex)
        {
```

```
398             var link = GetLinkUnsafe(linkIndex);
399             return new UInt64Link(linkIndex, link->Source, link->Target);
400         }
401 
402         [MethodImpl(MethodImplOptions.AggressiveInlining)]
403         private Link* GetLinkUnsafe(id linkIndex) => &_links[linkIndex];
404 
405         /// <remarks>
406         /// TODO: Возможно нужно будет заполнение нулями, если внешнее API ими не заполняет
            ↪ пространство
407         /// </remarks>
408         public id Create()
409         {
410             var freeLink = _header->FirstFreeLink;
411             if (freeLink != Constants.Null)
412             {
413                 _unusedLinksListMethods.Detach(freeLink);
414             }
415             else
416             {
417                 if (_header->AllocatedLinks > Constants.MaxPossibleIndex)
418                 {
419                     throw new LinksLimitReachedException(Constants.MaxPossibleIndex);
420                 }
421                 if (_header->AllocatedLinks >= _header->ReservedLinks - 1)
422                 {
423                     _memory.ReservedCapacity += _memoryReservationStep;
424                     SetPointers(_memory);
425                     _header->ReservedLinks = (id)(_memory.ReservedCapacity / sizeof(Link));
426                 }
427                 _header->AllocatedLinks++;
428                 _memory.UsedCapacity += sizeof(Link);
429                 freeLink = _header->AllocatedLinks;
430             }
431             return freeLink;
432         }
433 
434         public void Delete(id link)
435         {
436             if (link < _header->AllocatedLinks)
437             {
438                 _unusedLinksListMethods.AttachAsFirst(link);
439             }
440             else if (link == _header->AllocatedLinks)
441             {
442                 _header->AllocatedLinks--;
443                 _memory.UsedCapacity -= sizeof(Link);
444                 // Убираем все связи, находящиеся в списке свободных в конце файла, до тех пор,
                    ↪ пока не дойдём до первой существующей связи
445                 // Позволяет оптимизировать количество выделенных связей (AllocatedLinks)
446                 while (_header->AllocatedLinks > 0 && IsUnusedLink(_header->AllocatedLinks))
447                 {
448                     _unusedLinksListMethods.Detach(_header->AllocatedLinks);
449                     _header->AllocatedLinks--;
450                     _memory.UsedCapacity -= sizeof(Link);
451                 }
452             }
453         }
454 
455         /// <remarks>
456         /// TODO: Возможно это должно быть событием, вызываемым из IMemory, в том случае, если
            ↪ адрес реально поменялся
457         ///
458         /// Указатель this.links может быть в том же месте,
459         /// так как 0-я связь не используется и имеет такой же размер как Header,
460         /// поэтому header размещается в том же месте, что и 0-я связь
461         /// </remarks>
462         private void SetPointers(IResizableDirectMemory memory)
463         {
464             if (memory == null)
465             {
466                 _header = null;
467                 _links = null;
468                 _unusedLinksListMethods = null;
469                 _targetsTreeMethods = null;
470                 _unusedLinksListMethods = null;
471             }
472             else
473             {
```

```
                _header = (LinksHeader*)(void*)memory.Pointer;
                _links = (Link*)(void*)memory.Pointer;
                _sourcesTreeMethods = new LinksSourcesTreeMethods(this);
                _targetsTreeMethods = new LinksTargetsTreeMethods(this);
                _unusedLinksListMethods = new UnusedLinksListMethods(_links, _header);
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        private bool Exists(id link) => link >= Constants.MinPossibleIndex && link <=
        ↪  _header->AllocatedLinks && !IsUnusedLink(link);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        private bool IsUnusedLink(id link) => _header->FirstFreeLink == link
                                           || (_links[link].SizeAsSource == Constants.Null &&
                                           ↪  _links[link].Source != Constants.Null);

        #region Disposable

        protected override bool AllowMultipleDisposeCalls => true;

        protected override void Dispose(bool manual, bool wasDisposed)
        {
            if (!wasDisposed)
            {
                SetPointers(null);
                _memory.DisposeIfPossible();
            }
        }

        #endregion
    }
}
```

./Platform.Data.Doublets/ResizableDirectMemory/UInt64ResizableDirectMemoryLinks.ListMethods.cs

```
using Platform.Collections.Methods.Lists;

namespace Platform.Data.Doublets.ResizableDirectMemory
{
    unsafe partial class UInt64ResizableDirectMemoryLinks
    {
        private class UnusedLinksListMethods : CircularDoublyLinkedListMethods<ulong>
        {
            private readonly Link* _links;
            private readonly LinksHeader* _header;

            public UnusedLinksListMethods(Link* links, LinksHeader* header)
            {
                _links = links;
                _header = header;
            }

            protected override ulong GetFirst() => _header->FirstFreeLink;

            protected override ulong GetLast() => _header->LastFreeLink;

            protected override ulong GetPrevious(ulong element) => _links[element].Source;

            protected override ulong GetNext(ulong element) => _links[element].Target;

            protected override ulong GetSize() => _header->FreeLinks;

            protected override void SetFirst(ulong element) => _header->FirstFreeLink = element;

            protected override void SetLast(ulong element) => _header->LastFreeLink = element;

            protected override void SetPrevious(ulong element, ulong previous) =>
            ↪  _links[element].Source = previous;

            protected override void SetNext(ulong element, ulong next) => _links[element].Target
            ↪  = next;

            protected override void SetSize(ulong size) => _header->FreeLinks = size;
        }
    }
}
```

./Platform.Data.Doublets/ResizableDirectMemory/UInt64ResizableDirectMemoryLinks.TreeMethods.cs

```
using System;
using System.Collections.Generic;
```

```
using System.Runtime.CompilerServices;
using System.Text;
using Platform.Collections.Methods.Trees;
using Platform.Data.Constants;

namespace Platform.Data.Doublets.ResizableDirectMemory
{
    unsafe partial class UInt64ResizableDirectMemoryLinks
    {
        private abstract class LinksTreeMethodsBase :
        ↪ SizedAndThreadedAVLBalancedTreeMethods<ulong>
        {
            private readonly UInt64ResizableDirectMemoryLinks _memory;
            private readonly LinksCombinedConstants<ulong, ulong, int> _constants;
            protected readonly Link* Links;
            protected readonly LinksHeader* Header;

            protected LinksTreeMethodsBase(UInt64ResizableDirectMemoryLinks memory)
            {
                Links = memory._links;
                Header = memory._header;
                _memory = memory;
                _constants = memory.Constants;
            }

            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            protected abstract ulong GetTreeRoot();

            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            protected abstract ulong GetBasePartValue(ulong link);

            public ulong this[ulong index]
            {
                get
                {
                    var root = GetTreeRoot();
                    if (index >= GetSize(root))
                    {
                        return 0;
                    }
                    while (root != 0)
                    {
                        var left = GetLeftOrDefault(root);
                        var leftSize = GetSizeOrZero(left);
                        if (index < leftSize)
                        {
                            root = left;
                            continue;
                        }
                        if (index == leftSize)
                        {
                            return root;
                        }
                        root = GetRightOrDefault(root);
                        index -= leftSize + 1;
                    }
                    return 0; // TODO: Impossible situation exception (only if tree structure
                    ↪ broken)
                }
            }

            // TODO: Return indices range instead of references count
            public ulong CountUsages(ulong link)
            {
                var root = GetTreeRoot();
                var total = GetSize(root);
                var totalRightIgnore = 0UL;
                while (root != 0)
                {
                    var @base = GetBasePartValue(root);
                    if (@base <= link)
                    {
                        root = GetRightOrDefault(root);
                    }
                    else
                    {
                        totalRightIgnore += GetRightSize(root) + 1;
                        root = GetLeftOrDefault(root);
                    }
                }
```

```
            root = GetTreeRoot();
            var totalLeftIgnore = 0UL;
            while (root != 0)
            {
                var @base = GetBasePartValue(root);
                if (@base >= link)
                {
                    root = GetLeftOrDefault(root);
                }
                else
                {
                    totalLeftIgnore += GetLeftSize(root) + 1;
                    root = GetRightOrDefault(root);
                }
            }
            return total - totalRightIgnore - totalLeftIgnore;
        }

        public ulong EachReference(ulong link, Func<IList<ulong>, ulong> handler)
        {
            var root = GetTreeRoot();
            if (root == 0)
            {
                return _constants.Continue;
            }
            ulong first = 0, current = root;
            while (current != 0)
            {
                var @base = GetBasePartValue(current);
                if (@base >= link)
                {
                    if (@base == link)
                    {
                        first = current;
                    }
                    current = GetLeftOrDefault(current);
                }
                else
                {
                    current = GetRightOrDefault(current);
                }
            }
            if (first != 0)
            {
                current = first;
                while (true)
                {
                    if (handler(_memory.GetLinkStruct(current)) == _constants.Break)
                    {
                        return _constants.Break;
                    }
                    current = GetNext(current);
                    if (current == 0 || GetBasePartValue(current) != link)
                    {
                        break;
                    }
                }
            }
            return _constants.Continue;
        }

        protected override void PrintNodeValue(ulong node, StringBuilder sb)
        {
            sb.Append(' ');
            sb.Append(Links[node].Source);
            sb.Append('-');
            sb.Append('>');
            sb.Append(Links[node].Target);
        }
    }

    private class LinksSourcesTreeMethods : LinksTreeMethodsBase
    {
        public LinksSourcesTreeMethods(UInt64ResizableDirectMemoryLinks memory)
            : base(memory)
        {
        }

```

```
159             protected override IntPtr GetLeftPointer(ulong node) => new
                ↪  IntPtr(&Links[node].LeftAsSource);
160
161             protected override IntPtr GetRightPointer(ulong node) => new
                ↪  IntPtr(&Links[node].RightAsSource);
162
163             protected override ulong GetLeftValue(ulong node) => Links[node].LeftAsSource;
164
165             protected override ulong GetRightValue(ulong node) => Links[node].RightAsSource;
166
167             protected override ulong GetSize(ulong node)
168             {
169                 var previousValue = Links[node].SizeAsSource;
170                 //return Math.PartialRead(previousValue, 5, -5);
171                 return (previousValue & 4294967264) >> 5;
172             }
173
174             protected override void SetLeft(ulong node, ulong left) => Links[node].LeftAsSource
                ↪  = left;
175
176             protected override void SetRight(ulong node, ulong right) =>
                ↪  Links[node].RightAsSource = right;
177
178             protected override void SetSize(ulong node, ulong size)
179             {
180                 var previousValue = Links[node].SizeAsSource;
181                 //var modified = Math.PartialWrite(previousValue, size, 5, -5);
182                 var modified = (previousValue & 31) | ((size & 134217727) << 5);
183                 Links[node].SizeAsSource = modified;
184             }
185
186             protected override bool GetLeftIsChild(ulong node)
187             {
188                 var previousValue = Links[node].SizeAsSource;
189                 //return (Integer)Math.PartialRead(previousValue, 4, 1);
190                 return (previousValue & 16) >> 4 == 1UL;
191             }
192
193             protected override void SetLeftIsChild(ulong node, bool value)
194             {
195                 var previousValue = Links[node].SizeAsSource;
196                 //var modified = Math.PartialWrite(previousValue, (ulong)(Integer)value, 4, 1);
197                 var modified = (previousValue & 4294967279) | ((value ? 1UL : 0UL) << 4);
198                 Links[node].SizeAsSource = modified;
199             }
200
201             protected override bool GetRightIsChild(ulong node)
202             {
203                 var previousValue = Links[node].SizeAsSource;
204                 //return (Integer)Math.PartialRead(previousValue, 3, 1);
205                 return (previousValue & 8) >> 3 == 1UL;
206             }
207
208             protected override void SetRightIsChild(ulong node, bool value)
209             {
210                 var previousValue = Links[node].SizeAsSource;
211                 //var modified = Math.PartialWrite(previousValue, (ulong)(Integer)value, 3, 1);
212                 var modified = (previousValue & 4294967287) | ((value ? 1UL : 0UL) << 3);
213                 Links[node].SizeAsSource = modified;
214             }
215
216             protected override sbyte GetBalance(ulong node)
217             {
218                 var previousValue = Links[node].SizeAsSource;
219                 //var value = Math.PartialRead(previousValue, 0, 3);
220                 var value = previousValue & 7;
221                 var unpackedValue = (sbyte)((value & 4) > 0 ? ((value & 4) << 5) | value & 3 |
                    ↪  124 : value & 3);
222                 return unpackedValue;
223             }
224
225             protected override void SetBalance(ulong node, sbyte value)
226             {
227                 var previousValue = Links[node].SizeAsSource;
228                 var packagedValue = (ulong)((((byte)value >> 5) & 4) | value & 3);
229                 //var modified = Math.PartialWrite(previousValue, packagedValue, 0, 3);
230                 var modified = (previousValue & 4294967288) | (packagedValue & 7);
231                 Links[node].SizeAsSource = modified;
```

```
232             }
233
234             protected override bool FirstIsToTheLeftOfSecond(ulong first, ulong second)
235                 => Links[first].Source < Links[second].Source ||
236                   (Links[first].Source == Links[second].Source && Links[first].Target <
                    ↪  Links[second].Target);
237
238             protected override bool FirstIsToTheRightOfSecond(ulong first, ulong second)
239                 => Links[first].Source > Links[second].Source ||
240                   (Links[first].Source == Links[second].Source && Links[first].Target >
                    ↪  Links[second].Target);
241
242             protected override ulong GetTreeRoot() => Header->FirstAsSource;
243
244             protected override ulong GetBasePartValue(ulong link) => Links[link].Source;
245
246             /// <summary>
247             /// Выполняет поиск и возвращает индекс связи с указанными Source (началом) и Target
                ↪  (концом)
248             /// по дереву (индексу) связей, отсортированному по Source, а затем по Target.
249             /// </summary>
250             /// <param name="source">Индекс связи, которая является началом на искомой
                ↪  связи.</param>
251             /// <param name="target">Индекс связи, которая является концом на искомой
                ↪  связи.</param>
252             /// <returns>Индекс искомой связи.</returns>
253             public ulong Search(ulong source, ulong target)
254             {
255                 var root = Header->FirstAsSource;
256                 while (root != 0)
257                 {
258                     var rootSource = Links[root].Source;
259                     var rootTarget = Links[root].Target;
260                     if (FirstIsToTheLeftOfSecond(source, target, rootSource, rootTarget)) //
                        ↪  node.Key < root.Key
261                     {
262                         root = GetLeftOrDefault(root);
263                     }
264                     else if (FirstIsToTheRightOfSecond(source, target, rootSource, rootTarget))
                        ↪  // node.Key > root.Key
265                     {
266                         root = GetRightOrDefault(root);
267                     }
268                     else // node.Key == root.Key
269                     {
270                         return root;
271                     }
272                 }
273                 return 0;
274             }
275
276             [MethodImpl(MethodImplOptions.AggressiveInlining)]
277             private static bool FirstIsToTheLeftOfSecond(ulong firstSource, ulong firstTarget,
                ↪  ulong secondSource, ulong secondTarget)
278                 => firstSource < secondSource || (firstSource == secondSource && firstTarget <
                    ↪  secondTarget);
279
280             [MethodImpl(MethodImplOptions.AggressiveInlining)]
281             private static bool FirstIsToTheRightOfSecond(ulong firstSource, ulong firstTarget,
                ↪  ulong secondSource, ulong secondTarget)
282                 => firstSource > secondSource || (firstSource == secondSource && firstTarget >
                    ↪  secondTarget);
283
284             [MethodImpl(MethodImplOptions.AggressiveInlining)]
285             protected override void ClearNode(ulong node)
286             {
287                 Links[node].LeftAsSource = 0UL;
288                 Links[node].RightAsSource = 0UL;
289                 Links[node].SizeAsSource = 0UL;
290             }
291
292             [MethodImpl(MethodImplOptions.AggressiveInlining)]
293             protected override ulong GetZero() => 0UL;
294
295             [MethodImpl(MethodImplOptions.AggressiveInlining)]
296             protected override ulong GetOne() => 1UL;
297
298             [MethodImpl(MethodImplOptions.AggressiveInlining)]
```

```
299             protected override ulong GetTwo() => 2UL;
300
301             [MethodImpl(MethodImplOptions.AggressiveInlining)]
302             protected override bool ValueEqualToZero(IntPtr pointer) =>
                ↪  *(ulong*)pointer.ToPointer() == 0UL;
303
304             [MethodImpl(MethodImplOptions.AggressiveInlining)]
305             protected override bool EqualToZero(ulong value) => value == 0UL;
306
307             [MethodImpl(MethodImplOptions.AggressiveInlining)]
308             protected override bool IsEquals(ulong first, ulong second) => first == second;
309
310             [MethodImpl(MethodImplOptions.AggressiveInlining)]
311             protected override bool GreaterThanZero(ulong value) => value > 0UL;
312
313             [MethodImpl(MethodImplOptions.AggressiveInlining)]
314             protected override bool GreaterThan(ulong first, ulong second) => first > second;
315
316             [MethodImpl(MethodImplOptions.AggressiveInlining)]
317             protected override bool GreaterOrEqualThan(ulong first, ulong second) => first >=
                ↪  second;
318
319             [MethodImpl(MethodImplOptions.AggressiveInlining)]
320             protected override bool GreaterOrEqualThanZero(ulong value) => true; // value >= 0
                ↪  is always true for ulong
321
322             [MethodImpl(MethodImplOptions.AggressiveInlining)]
323             protected override bool LessOrEqualThanZero(ulong value) => value == 0; // value is
                ↪  always >= 0 for ulong
324
325             [MethodImpl(MethodImplOptions.AggressiveInlining)]
326             protected override bool LessOrEqualThan(ulong first, ulong second) => first <=
                ↪  second;
327
328             [MethodImpl(MethodImplOptions.AggressiveInlining)]
329             protected override bool LessThanZero(ulong value) => false; // value < 0 is always
                ↪  false for ulong
330
331             [MethodImpl(MethodImplOptions.AggressiveInlining)]
332             protected override bool LessThan(ulong first, ulong second) => first < second;
333
334             [MethodImpl(MethodImplOptions.AggressiveInlining)]
335             protected override ulong Increment(ulong value) => ++value;
336
337             [MethodImpl(MethodImplOptions.AggressiveInlining)]
338             protected override ulong Decrement(ulong value) => --value;
339
340             [MethodImpl(MethodImplOptions.AggressiveInlining)]
341             protected override ulong Add(ulong first, ulong second) => first + second;
342
343             [MethodImpl(MethodImplOptions.AggressiveInlining)]
344             protected override ulong Subtract(ulong first, ulong second) => first - second;
345         }
346
347         private class LinksTargetsTreeMethods : LinksTreeMethodsBase
348         {
349             public LinksTargetsTreeMethods(UInt64ResizableDirectMemoryLinks memory)
350                 : base(memory)
351             {
352             }
353
354             //protected override IntPtr GetLeft(ulong node) => new
                ↪  IntPtr(&Links[node].LeftAsTarget);
355
356             //protected override IntPtr GetRight(ulong node) => new
                ↪  IntPtr(&Links[node].RightAsTarget);
357
358             //protected override ulong GetSize(ulong node) => Links[node].SizeAsTarget;
359
360             //protected override void SetLeft(ulong node, ulong left) =>
                ↪  Links[node].LeftAsTarget = left;
361
362             //protected override void SetRight(ulong node, ulong right) =>
                ↪  Links[node].RightAsTarget = right;
363
364             //protected override void SetSize(ulong node, ulong size) =>
                ↪  Links[node].SizeAsTarget = size;
365
```

```
366             protected override IntPtr GetLeftPointer(ulong node) => new
                ↪  IntPtr(&Links[node].LeftAsTarget);
367
368             protected override IntPtr GetRightPointer(ulong node) => new
                ↪  IntPtr(&Links[node].RightAsTarget);
369
370             protected override ulong GetLeftValue(ulong node) => Links[node].LeftAsTarget;
371
372             protected override ulong GetRightValue(ulong node) => Links[node].RightAsTarget;
373
374             protected override ulong GetSize(ulong node)
375             {
376                 var previousValue = Links[node].SizeAsTarget;
377                 //return Math.PartialRead(previousValue, 5, -5);
378                 return (previousValue & 4294967264) >> 5;
379             }
380
381             protected override void SetLeft(ulong node, ulong left) => Links[node].LeftAsTarget
                ↪  = left;
382
383             protected override void SetRight(ulong node, ulong right) =>
                ↪  Links[node].RightAsTarget = right;
384
385             protected override void SetSize(ulong node, ulong size)
386             {
387                 var previousValue = Links[node].SizeAsTarget;
388                 //var modified = Math.PartialWrite(previousValue, size, 5, -5);
389                 var modified = (previousValue & 31) | ((size & 134217727) << 5);
390                 Links[node].SizeAsTarget = modified;
391             }
392
393             protected override bool GetLeftIsChild(ulong node)
394             {
395                 var previousValue = Links[node].SizeAsTarget;
396                 //return (Integer)Math.PartialRead(previousValue, 4, 1);
397                 return (previousValue & 16) >> 4 == 1UL;
398                 // TODO: Check if this is possible to use
399                 //var nodeSize = GetSize(node);
400                 //var left = GetLeftValue(node);
401                 //var leftSize = GetSizeOrZero(left);
402                 //return leftSize > 0 && nodeSize > leftSize;
403             }
404
405             protected override void SetLeftIsChild(ulong node, bool value)
406             {
407                 var previousValue = Links[node].SizeAsTarget;
408                 //var modified = Math.PartialWrite(previousValue, (ulong)(Integer)value, 4, 1);
409                 var modified = (previousValue & 4294967279) | ((value ? 1UL : 0UL) << 4);
410                 Links[node].SizeAsTarget = modified;
411             }
412
413             protected override bool GetRightIsChild(ulong node)
414             {
415                 var previousValue = Links[node].SizeAsTarget;
416                 //return (Integer)Math.PartialRead(previousValue, 3, 1);
417                 return (previousValue & 8) >> 3 == 1UL;
418                 // TODO: Check if this is possible to use
419                 //var nodeSize = GetSize(node);
420                 //var right = GetRightValue(node);
421                 //var rightSize = GetSizeOrZero(right);
422                 //return rightSize > 0 && nodeSize > rightSize;
423             }
424
425             protected override void SetRightIsChild(ulong node, bool value)
426             {
427                 var previousValue = Links[node].SizeAsTarget;
428                 //var modified = Math.PartialWrite(previousValue, (ulong)(Integer)value, 3, 1);
429                 var modified = (previousValue & 4294967287) | ((value ? 1UL : 0UL) << 3);
430                 Links[node].SizeAsTarget = modified;
431             }
432
433             protected override sbyte GetBalance(ulong node)
434             {
435                 var previousValue = Links[node].SizeAsTarget;
436                 //var value = Math.PartialRead(previousValue, 0, 3);
437                 var value = previousValue & 7;
438                 var unpackedValue = (sbyte)((value & 4) > 0 ? ((value & 4) << 5) | value & 3 |
                    ↪  124 : value & 3);
```

```
                return unpackedValue;
            }

            protected override void SetBalance(ulong node, sbyte value)
            {
                var previousValue = Links[node].SizeAsTarget;
                var packagedValue = (ulong)((((byte)value >> 5) & 4) | value & 3);
                //var modified = Math.PartialWrite(previousValue, packagedValue, 0, 3);
                var modified = (previousValue & 4294967288) | (packagedValue & 7);
                Links[node].SizeAsTarget = modified;
            }

            protected override bool FirstIsToTheLeftOfSecond(ulong first, ulong second)
                => Links[first].Target < Links[second].Target ||
                  (Links[first].Target == Links[second].Target && Links[first].Source <
                  ↪  Links[second].Source);

            protected override bool FirstIsToTheRightOfSecond(ulong first, ulong second)
                => Links[first].Target > Links[second].Target ||
                  (Links[first].Target == Links[second].Target && Links[first].Source >
                  ↪  Links[second].Source);

            protected override ulong GetTreeRoot() => Header->FirstAsTarget;

            protected override ulong GetBasePartValue(ulong link) => Links[link].Target;

            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            protected override void ClearNode(ulong node)
            {
                Links[node].LeftAsTarget = OUL;
                Links[node].RightAsTarget = OUL;
                Links[node].SizeAsTarget = OUL;
            }
        }
    }
}
```

./Platform.Data.Doublets/Sequences/Converters/BalancedVariantConverter.cs

```
using System.Collections.Generic;

namespace Platform.Data.Doublets.Sequences.Converters
{
    public class BalancedVariantConverter<TLink> : LinksListToSequenceConverterBase<TLink>
    {
        public BalancedVariantConverter(ILinks<TLink> links) : base(links) { }

        public override TLink Convert(IList<TLink> sequence)
        {
            var length = sequence.Count;
            if (length < 1)
            {
                return default;
            }
            if (length == 1)
            {
                return sequence[0];
            }
            // Make copy of next layer
            if (length > 2)
            {
                // TODO: Try to use stackalloc (which at the moment is not working with
                ↪  generics) but will be possible with Sigil
                var halvedSequence = new TLink[(length / 2) + (length % 2)];
                HalveSequence(halvedSequence, sequence, length);
                sequence = halvedSequence;
                length = halvedSequence.Length;
            }
            // Keep creating layer after layer
            while (length > 2)
            {
                HalveSequence(sequence, sequence, length);
                length = (length / 2) + (length % 2);
            }
            return Links.GetOrCreate(sequence[0], sequence[1]);
        }

        private void HalveSequence(IList<TLink> destination, IList<TLink> source, int length)
        {
            var loopedLength = length - (length % 2);
```

```
            for (var i = 0; i < loopedLength; i += 2)
            {
                destination[i / 2] = Links.GetOrCreate(source[i], source[i + 1]);
            }
            if (length > loopedLength)
            {
                destination[length / 2] = source[length - 1];
            }
        }
    }
}
```

./Platform.Data.Doublets/Sequences/Converters/CompressingConverter.cs

```
using System;
using System.Collections.Generic;
using System.Runtime.CompilerServices;
using Platform.Interfaces;
using Platform.Collections;
using Platform.Singletons;
using Platform.Numbers;
using Platform.Data.Constants;
using Platform.Data.Doublets.Sequences.Frequencies.Cache;

namespace Platform.Data.Doublets.Sequences.Converters
{
    /// <remarks>
    /// TODO: Возможно будет лучше если алгоритм будет выполняться полностью изолированно от Links на этапе сжатия.
    ///     А именно будет создаваться временный список пар необходимых для выполнения сжатия, в таком случае тип значения элемента массива может быть любым, как char так и ulong.
    ///     Как только список/словарь пар был выявлен можно разом выполнить создание всех этих пар, а так же разом выполнить замену.
    /// </remarks>
    public class CompressingConverter<TLink> : LinksListToSequenceConverterBase<TLink>
    {
        private static readonly LinksCombinedConstants<bool, TLink, long> _constants = Default<LinksCombinedConstants<bool, TLink, long>>.Instance;
        private static readonly EqualityComparer<TLink> _equalityComparer = EqualityComparer<TLink>.Default;
        private static readonly Comparer<TLink> _comparer = Comparer<TLink>.Default;

        private readonly IConverter<IList<TLink>, TLink> _baseConverter;
        private readonly LinkFrequenciesCache<TLink> _doubletFrequenciesCache;
        private readonly TLink _minFrequencyToCompress;
        private readonly bool _doInitialFrequenciesIncrement;
        private Doublet<TLink> _maxDoublet;
        private LinkFrequency<TLink> _maxDoubletData;

        private struct HalfDoublet
        {
            public TLink Element;
            public LinkFrequency<TLink> DoubletData;

            public HalfDoublet(TLink element, LinkFrequency<TLink> doubletData)
            {
                Element = element;
                DoubletData = doubletData;
            }

            public override string ToString() => $"{Element}: ({DoubletData})";
        }

        public CompressingConverter(ILinks<TLink> links, IConverter<IList<TLink>, TLink> baseConverter, LinkFrequenciesCache<TLink> doubletFrequenciesCache)
            : this(links, baseConverter, doubletFrequenciesCache, Integer<TLink>.One, true)
        {
        }

        public CompressingConverter(ILinks<TLink> links, IConverter<IList<TLink>, TLink> baseConverter, LinkFrequenciesCache<TLink> doubletFrequenciesCache, bool doInitialFrequenciesIncrement)
            : this(links, baseConverter, doubletFrequenciesCache, Integer<TLink>.One, doInitialFrequenciesIncrement)
        {
        }

        public CompressingConverter(ILinks<TLink> links, IConverter<IList<TLink>, TLink> baseConverter, LinkFrequenciesCache<TLink> doubletFrequenciesCache, TLink minFrequencyToCompress, bool doInitialFrequenciesIncrement)
            : base(links)
```

```
57          {
58              _baseConverter = baseConverter;
59              _doubletFrequenciesCache = doubletFrequenciesCache;
60              if (_comparer.Compare(minFrequencyToCompress, Integer<TLink>.One) < 0)
61              {
62                  minFrequencyToCompress = Integer<TLink>.One;
63              }
64              _minFrequencyToCompress = minFrequencyToCompress;
65              _doInitialFrequenciesIncrement = doInitialFrequenciesIncrement;
66              ResetMaxDoublet();
67          }
68
69          public override TLink Convert(IList<TLink> source) =>
            ↪  _baseConverter.Convert(Compress(source));
70
71          /// <remarks>
72          /// Original algorithm idea: https://en.wikipedia.org/wiki/Byte_pair_encoding .
73          /// Faster version (doublets' frequencies dictionary is not recreated).
74          /// </remarks>
75          private IList<TLink> Compress(IList<TLink> sequence)
76          {
77              if (sequence.IsNullOrEmpty())
78              {
79                  return null;
80              }
81              if (sequence.Count == 1)
82              {
83                  return sequence;
84              }
85              if (sequence.Count == 2)
86              {
87                  return new[] { Links.GetOrCreate(sequence[0], sequence[1]) };
88              }
89              // TODO: arraypool with min size (to improve cache locality) or stackallow with Sigil
90              var copy = new HalfDoublet[sequence.Count];
91              Doublet<TLink> doublet = default;
92              for (var i = 1; i < sequence.Count; i++)
93              {
94                  doublet.Source = sequence[i - 1];
95                  doublet.Target = sequence[i];
96                  LinkFrequency<TLink> data;
97                  if (_doInitialFrequenciesIncrement)
98                  {
99                      data = _doubletFrequenciesCache.IncrementFrequency(ref doublet);
100                 }
101                 else
102                 {
103                     data = _doubletFrequenciesCache.GetFrequency(ref doublet);
104                     if (data == null)
105                     {
106                         throw new NotSupportedException("If you ask not to increment
                            ↪  frequencies, it is expected that all frequencies for the sequence
                            ↪  are prepared.");
107                     }
108                 }
109                 copy[i - 1].Element = sequence[i - 1];
110                 copy[i - 1].DoubletData = data;
111                 UpdateMaxDoublet(ref doublet, data);
112             }
113             copy[sequence.Count - 1].Element = sequence[sequence.Count - 1];
114             copy[sequence.Count - 1].DoubletData = new LinkFrequency<TLink>();
115             if (_comparer.Compare(_maxDoubletData.Frequency, default) > 0)
116             {
117                 var newLength = ReplaceDoublets(copy);
118                 sequence = new TLink[newLength];
119                 for (int i = 0; i < newLength; i++)
120                 {
121                     sequence[i] = copy[i].Element;
122                 }
123             }
124             return sequence;
125         }
126
127         /// <remarks>
128         /// Original algorithm idea: https://en.wikipedia.org/wiki/Byte_pair_encoding
129         /// </remarks>
130         private int ReplaceDoublets(HalfDoublet[] copy)
131         {
132             var oldLength = copy.Length;
```

```
133             var newLength = copy.Length;
134             while (_comparer.Compare(_maxDoubletData.Frequency, default) > 0)
135             {
136                 var maxDoubletSource = _maxDoublet.Source;
137                 var maxDoubletTarget = _maxDoublet.Target;
138                 if (_equalityComparer.Equals(_maxDoubletData.Link, _constants.Null))
139                 {
140                     _maxDoubletData.Link = Links.GetOrCreate(maxDoubletSource, maxDoubletTarget);
141                 }
142                 var maxDoubletReplacementLink = _maxDoubletData.Link;
143                 oldLength--;
144                 var oldLengthMinusTwo = oldLength - 1;
145                 // Substitute all usages
146                 int w = 0, r = 0; // (r == read, w == write)
147                 for (; r < oldLength; r++)
148                 {
149                     if (_equalityComparer.Equals(copy[r].Element, maxDoubletSource) &&
                        ↪ _equalityComparer.Equals(copy[r + 1].Element, maxDoubletTarget))
150                     {
151                         if (r > 0)
152                         {
153                             var previous = copy[w - 1].Element;
154                             copy[w - 1].DoubletData.DecrementFrequency();
155                             copy[w - 1].DoubletData =
                                ↪ _doubletFrequenciesCache.IncrementFrequency(previous,
                                ↪ maxDoubletReplacementLink);
156                         }
157                         if (r < oldLengthMinusTwo)
158                         {
159                             var next = copy[r + 2].Element;
160                             copy[r + 1].DoubletData.DecrementFrequency();
161                             copy[w].DoubletData = _doubletFrequenciesCache.IncrementFrequency(ma
                                ↪ xDoubletReplacementLink,
                                ↪ next);
162                         }
163                         copy[w++].Element = maxDoubletReplacementLink;
164                         r++;
165                         newLength--;
166                     }
167                     else
168                     {
169                         copy[w++] = copy[r];
170                     }
171                 }
172                 if (w < newLength)
173                 {
174                     copy[w] = copy[r];
175                 }
176                 oldLength = newLength;
177                 ResetMaxDoublet();
178                 UpdateMaxDoublet(copy, newLength);
179             }
180             return newLength;
181         }
182 
183         [MethodImpl(MethodImplOptions.AggressiveInlining)]
184         private void ResetMaxDoublet()
185         {
186             _maxDoublet = new Doublet<TLink>();
187             _maxDoubletData = new LinkFrequency<TLink>();
188         }
189 
190         [MethodImpl(MethodImplOptions.AggressiveInlining)]
191         private void UpdateMaxDoublet(HalfDoublet[] copy, int length)
192         {
193             Doublet<TLink> doublet = default;
194             for (var i = 1; i < length; i++)
195             {
196                 doublet.Source = copy[i - 1].Element;
197                 doublet.Target = copy[i].Element;
198                 UpdateMaxDoublet(ref doublet, copy[i - 1].DoubletData);
199             }
200         }
201 
202         [MethodImpl(MethodImplOptions.AggressiveInlining)]
203         private void UpdateMaxDoublet(ref Doublet<TLink> doublet, LinkFrequency<TLink> data)
204         {
205             var frequency = data.Frequency;
206             var maxFrequency = _maxDoubletData.Frequency;
```

```
207             //if (frequency > _minFrequencyToCompress && (maxFrequency < frequency ||
                ↪  (maxFrequency == frequency && doublet.Source + doublet.Target < /* gives better
                ↪  compression string data (and gives collisions quickly) */ _maxDoublet.Source +
                ↪  _maxDoublet.Target)))
208             if (_comparer.Compare(frequency, _minFrequencyToCompress) > 0 &&
209                (_comparer.Compare(maxFrequency, frequency) < 0 ||
                    ↪  (_equalityComparer.Equals(maxFrequency, frequency) &&
                    ↪  _comparer.Compare(Arithmetic.Add(doublet.Source, doublet.Target),
                    ↪  Arithmetic.Add(_maxDoublet.Source, _maxDoublet.Target)) > 0))) /* gives
                    ↪  better stability and better compression on sequent data and even on rundom
                    ↪  numbers data (but gives collisions anyway) */
210             {
211                 _maxDoublet = doublet;
212                 _maxDoubletData = data;
213             }
214         }
215     }
216 }
```

./Platform.Data.Doublets/Sequences/Converters/LinksListToSequenceConverterBase.cs

```
1  using System.Collections.Generic;
2  using Platform.Interfaces;
3
4  namespace Platform.Data.Doublets.Sequences.Converters
5  {
6      public abstract class LinksListToSequenceConverterBase<TLink> : IConverter<IList<TLink>,
       ↪  TLink>
7      {
8          protected readonly ILinks<TLink> Links;
9          public LinksListToSequenceConverterBase(ILinks<TLink> links) => Links = links;
10         public abstract TLink Convert(IList<TLink> source);
11     }
12 }
```

./Platform.Data.Doublets/Sequences/Converters/OptimalVariantConverter.cs

```
1  using System.Collections.Generic;
2  using System.Linq;
3  using Platform.Interfaces;
4
5  namespace Platform.Data.Doublets.Sequences.Converters
6  {
7      public class OptimalVariantConverter<TLink> : LinksListToSequenceConverterBase<TLink>
8      {
9          private static readonly EqualityComparer<TLink> _equalityComparer =
           ↪  EqualityComparer<TLink>.Default;
10         private static readonly Comparer<TLink> _comparer = Comparer<TLink>.Default;
11
12         private readonly IConverter<IList<TLink>> _sequenceToItsLocalElementLevelsConverter;
13
14         public OptimalVariantConverter(ILinks<TLink> links, IConverter<IList<TLink>>
           ↪  sequenceToItsLocalElementLevelsConverter) : base(links)
15             => _sequenceToItsLocalElementLevelsConverter =
                ↪  sequenceToItsLocalElementLevelsConverter;
16
17         public override TLink Convert(IList<TLink> sequence)
18         {
19             var length = sequence.Count;
20             if (length == 1)
21             {
22                 return sequence[0];
23             }
24             var links = Links;
25             if (length == 2)
26             {
27                 return links.GetOrCreate(sequence[0], sequence[1]);
28             }
29             sequence = sequence.ToArray();
30             var levels = _sequenceToItsLocalElementLevelsConverter.Convert(sequence);
31             while (length > 2)
32             {
33                 var levelRepeat = 1;
34                 var currentLevel = levels[0];
35                 var previousLevel = levels[0];
36                 var skipOnce = false;
37                 var w = 0;
38                 for (var i = 1; i < length; i++)
39                 {
40                     if (_equalityComparer.Equals(currentLevel, levels[i]))
41                     {
```

```
                        levelRepeat++;
                        skipOnce = false;
                        if (levelRepeat == 2)
                        {
                            sequence[w] = links.GetOrCreate(sequence[i - 1], sequence[i]);
                            var newLevel = i >= length - 1 ?
                                GetPreviousLowerThanCurrentOrCurrent(previousLevel,
                                ↪ currentLevel) :
                                i < 2 ?
                                GetNextLowerThanCurrentOrCurrent(currentLevel, levels[i + 1]) :
                                GetGreatestNeigbourLowerThanCurrentOrCurrent(previousLevel,
                                ↪ currentLevel, levels[i + 1]);
                            levels[w] = newLevel;
                            previousLevel = currentLevel;
                            w++;
                            levelRepeat = 0;
                            skipOnce = true;
                        }
                        else if (i == length - 1)
                        {
                            sequence[w] = sequence[i];
                            levels[w] = levels[i];
                            w++;
                        }
                    }
                    else
                    {
                        currentLevel = levels[i];
                        levelRepeat = 1;
                        if (skipOnce)
                        {
                            skipOnce = false;
                        }
                        else
                        {
                            sequence[w] = sequence[i - 1];
                            levels[w] = levels[i - 1];
                            previousLevel = levels[w];
                            w++;
                        }
                        if (i == length - 1)
                        {
                            sequence[w] = sequence[i];
                            levels[w] = levels[i];
                            w++;
                        }
                    }
                }
                length = w;
            }
            return links.GetOrCreate(sequence[0], sequence[1]);
        }

        private static TLink GetGreatestNeigbourLowerThanCurrentOrCurrent(TLink previous, TLink
        ↪ current, TLink next)
        {
            return _comparer.Compare(previous, next) > 0
                ? _comparer.Compare(previous, current) < 0 ? previous : current
                : _comparer.Compare(next, current) < 0 ? next : current;
        }

        private static TLink GetNextLowerThanCurrentOrCurrent(TLink current, TLink next) =>
        ↪ _comparer.Compare(next, current) < 0 ? next : current;

        private static TLink GetPreviousLowerThanCurrentOrCurrent(TLink previous, TLink current)
        ↪ => _comparer.Compare(previous, current) < 0 ? previous : current;
    }
}
```

./Platform.Data.Doublets/Sequences/Converters/SequenceToItsLocalElementLevelsConverter.cs

```
using System.Collections.Generic;
using Platform.Interfaces;

namespace Platform.Data.Doublets.Sequences.Converters
{
    public class SequenceToItsLocalElementLevelsConverter<TLink> : LinksOperatorBase<TLink>,
    ↪ IConverter<IList<TLink>>
    {
        private static readonly Comparer<TLink> _comparer = Comparer<TLink>.Default;
```

```
        private readonly IConverter<Doublet<TLink>, TLink> _linkToItsFrequencyToNumberConveter;
        public SequenceToItsLocalElementLevelsConverter(ILinks<TLink> links,
        ↪  IConverter<Doublet<TLink>, TLink> linkToItsFrequencyToNumberConveter) : base(links)
        ↪  => _linkToItsFrequencyToNumberConveter = linkToItsFrequencyToNumberConveter;
        public IList<TLink> Convert(IList<TLink> sequence)
        {
            var levels = new TLink[sequence.Count];
            levels[0] = GetFrequencyNumber(sequence[0], sequence[1]);
            for (var i = 1; i < sequence.Count - 1; i++)
            {
                var previous = GetFrequencyNumber(sequence[i - 1], sequence[i]);
                var next = GetFrequencyNumber(sequence[i], sequence[i + 1]);
                levels[i] = _comparer.Compare(previous, next) > 0 ? previous : next;
            }
            levels[levels.Length - 1] = GetFrequencyNumber(sequence[sequence.Count - 2],
            ↪  sequence[sequence.Count - 1]);
            return levels;
        }

        public TLink GetFrequencyNumber(TLink source, TLink target) =>
        ↪  _linkToItsFrequencyToNumberConveter.Convert(new Doublet<TLink>(source, target));
    }
}
```

./Platform.Data.Doublets/Sequences/CreteriaMatchers/DefaultSequenceElementCreteriaMatcher.cs

```
using Platform.Interfaces;

namespace Platform.Data.Doublets.Sequences.CreteriaMatchers
{
    public class DefaultSequenceElementCreteriaMatcher<TLink> : LinksOperatorBase<TLink>,
    ↪  ICriterionMatcher<TLink>
    {
        public DefaultSequenceElementCreteriaMatcher(ILinks<TLink> links) : base(links) { }
        public bool IsMatched(TLink argument) => Links.IsPartialPoint(argument);
    }
}
```

./Platform.Data.Doublets/Sequences/CreteriaMatchers/MarkedSequenceCreteriaMatcher.cs

```
using System.Collections.Generic;
using Platform.Interfaces;

namespace Platform.Data.Doublets.Sequences.CreteriaMatchers
{
    public class MarkedSequenceCreteriaMatcher<TLink> : ICriterionMatcher<TLink>
    {
        private static readonly EqualityComparer<TLink> _equalityComparer =
        ↪  EqualityComparer<TLink>.Default;

        private readonly ILinks<TLink> _links;
        private readonly TLink _sequenceMarkerLink;

        public MarkedSequenceCreteriaMatcher(ILinks<TLink> links, TLink sequenceMarkerLink)
        {
            _links = links;
            _sequenceMarkerLink = sequenceMarkerLink;
        }

        public bool IsMatched(TLink sequenceCandidate)
            => _equalityComparer.Equals(_links.GetSource(sequenceCandidate), _sequenceMarkerLink)
            || !_equalityComparer.Equals(_links.SearchOrDefault(_sequenceMarkerLink,
            ↪  sequenceCandidate), _links.Constants.Null);
    }
}
```

./Platform.Data.Doublets/Sequences/DefaultSequenceAppender.cs

```
using System.Collections.Generic;
using Platform.Collections.Stacks;
using Platform.Data.Doublets.Sequences.HeightProviders;
using Platform.Data.Sequences;

namespace Platform.Data.Doublets.Sequences
{
    public class DefaultSequenceAppender<TLink> : LinksOperatorBase<TLink>,
    ↪  ISequenceAppender<TLink>
    {
        private static readonly EqualityComparer<TLink> _equalityComparer =
        ↪  EqualityComparer<TLink>.Default;

        private readonly IStack<TLink> _stack;
```

```
13          private readonly ISequenceHeightProvider<TLink> _heightProvider;
14
15          public DefaultSequenceAppender(ILinks<TLink> links, IStack<TLink> stack,
            ↪  ISequenceHeightProvider<TLink> heightProvider)
16              : base(links)
17          {
18              _stack = stack;
19              _heightProvider = heightProvider;
20          }
21
22          public TLink Append(TLink sequence, TLink appendant)
23          {
24              var cursor = sequence;
25              while (!_equalityComparer.Equals(_heightProvider.Get(cursor), default))
26              {
27                  var source = Links.GetSource(cursor);
28                  var target = Links.GetTarget(cursor);
29                  if (_equalityComparer.Equals(_heightProvider.Get(source),
                    ↪  _heightProvider.Get(target)))
30                  {
31                      break;
32                  }
33                  else
34                  {
35                      _stack.Push(source);
36                      cursor = target;
37                  }
38              }
39              var left = cursor;
40              var right = appendant;
41              while (!_equalityComparer.Equals(cursor = _stack.Pop(), Links.Constants.Null))
42              {
43                  right = Links.GetOrCreate(left, right);
44                  left = cursor;
45              }
46              return Links.GetOrCreate(left, right);
47          }
48      }
49  }
```

./Platform.Data.Doublets/Sequences/DuplicateSegmentsCounter.cs

```
1   using System.Collections.Generic;
2   using System.Linq;
3   using Platform.Interfaces;
4
5   namespace Platform.Data.Doublets.Sequences
6   {
7       public class DuplicateSegmentsCounter<TLink> : ICounter<int>
8       {
9           private readonly IProvider<IList<KeyValuePair<IList<TLink>, IList<TLink>>>>
            ↪  _duplicateFragmentsProvider;
10          public DuplicateSegmentsCounter(IProvider<IList<KeyValuePair<IList<TLink>,
            ↪  IList<TLink>>>> duplicateFragmentsProvider) => _duplicateFragmentsProvider =
            ↪  duplicateFragmentsProvider;
11          public int Count() => _duplicateFragmentsProvider.Get().Sum(x => x.Value.Count);
12      }
13  }
```

./Platform.Data.Doublets/Sequences/DuplicateSegmentsProvider.cs

```
1   using System;
2   using System.Linq;
3   using System.Collections.Generic;
4   using Platform.Interfaces;
5   using Platform.Collections;
6   using Platform.Collections.Lists;
7   using Platform.Collections.Segments;
8   using Platform.Collections.Segments.Walkers;
9   using Platform.Singletons;
10  using Platform.Numbers;
11  using Platform.Data.Sequences;
12
13  namespace Platform.Data.Doublets.Sequences
14  {
15      public class DuplicateSegmentsProvider<TLink> :
        ↪  DictionaryBasedDuplicateSegmentsWalkerBase<TLink>,
        ↪  IProvider<IList<KeyValuePair<IList<TLink>, IList<TLink>>>>
16      {
17          private readonly ILinks<TLink> _links;
18          private readonly ISequences<TLink> _sequences;
19          private HashSet<KeyValuePair<IList<TLink>, IList<TLink>>> _groups;
```

```
20          private BitString _visited;
21
22          private class ItemEquilityComparer : IEqualityComparer<KeyValuePair<IList<TLink>,
            ↪  IList<TLink>>>
23          {
24              private readonly IListEqualityComparer<TLink> _listComparer;
25              public ItemEquilityComparer() => _listComparer =
                ↪  Default<IListEqualityComparer<TLink>>.Instance;
26              public bool Equals(KeyValuePair<IList<TLink>, IList<TLink>> left,
                ↪  KeyValuePair<IList<TLink>, IList<TLink>> right) =>
                ↪  _listComparer.Equals(left.Key, right.Key) && _listComparer.Equals(left.Value,
                ↪  right.Value);
27              public int GetHashCode(KeyValuePair<IList<TLink>, IList<TLink>> pair) =>
                ↪  (_listComparer.GetHashCode(pair.Key),
                ↪  _listComparer.GetHashCode(pair.Value)).GetHashCode();
28          }
29
30          private class ItemComparer : IComparer<KeyValuePair<IList<TLink>, IList<TLink>>>
31          {
32              private readonly IListComparer<TLink> _listComparer;
33
34              public ItemComparer() => _listComparer = Default<IListComparer<TLink>>.Instance;
35
36              public int Compare(KeyValuePair<IList<TLink>, IList<TLink>> left,
                ↪  KeyValuePair<IList<TLink>, IList<TLink>> right)
37              {
38                  var intermediateResult = _listComparer.Compare(left.Key, right.Key);
39                  if (intermediateResult == 0)
40                  {
41                      intermediateResult = _listComparer.Compare(left.Value, right.Value);
42                  }
43                  return intermediateResult;
44              }
45          }
46
47          public DuplicateSegmentsProvider(ILinks<TLink> links, ISequences<TLink> sequences)
48              : base(minimumStringSegmentLength: 2)
49          {
50              _links = links;
51              _sequences = sequences;
52          }
53
54          public IList<KeyValuePair<IList<TLink>, IList<TLink>>> Get()
55          {
56              _groups = new HashSet<KeyValuePair<IList<TLink>,
                ↪  IList<TLink>>>(Default<ItemEquilityComparer>.Instance);
57              var count = _links.Count();
58              _visited = new BitString((long)(Integer<TLink>)count + 1);
59              _links.Each(link =>
60              {
61                  var linkIndex = _links.GetIndex(link);
62                  var linkBitIndex = (long)(Integer<TLink>)linkIndex;
63                  if (!_visited.Get(linkBitIndex))
64                  {
65                      var sequenceElements = new List<TLink>();
66                      _sequences.EachPart(sequenceElements.AddAndReturnTrue, linkIndex);
67                      if (sequenceElements.Count > 2)
68                      {
69                          WalkAll(sequenceElements);
70                      }
71                  }
72                  return _links.Constants.Continue;
73              });
74              var resultList = _groups.ToList();
75              var comparer = Default<ItemComparer>.Instance;
76              resultList.Sort(comparer);
77  #if DEBUG
78              foreach (var item in resultList)
79              {
80                  PrintDuplicates(item);
81              }
82  #endif
83              return resultList;
84          }
85
86          protected override Segment<TLink> CreateSegment(IList<TLink> elements, int offset, int
            ↪  length) => new Segment<TLink>(elements, offset, length);
87
88          protected override void OnDublicateFound(Segment<TLink> segment)
```

```
89          {
90              var duplicates = CollectDuplicatesForSegment(segment);
91              if (duplicates.Count > 1)
92              {
93                  _groups.Add(new KeyValuePair<IList<TLink>, IList<TLink>>(segment.ToArray(),
                        ↪ duplicates));
94              }
95          }
96
97          private List<TLink> CollectDuplicatesForSegment(Segment<TLink> segment)
98          {
99              var duplicates = new List<TLink>();
100             var readAsElement = new HashSet<TLink>();
101             _sequences.Each(sequence =>
102             {
103                 duplicates.Add(sequence);
104                 readAsElement.Add(sequence);
105                 return true; // Continue
106             }, segment);
107             if (duplicates.Any(x => _visited.Get((Integer<TLink>)x)))
108             {
109                 return new List<TLink>();
110             }
111             foreach (var duplicate in duplicates)
112             {
113                 var duplicateBitIndex = (long)(Integer<TLink>)duplicate;
114                 _visited.Set(duplicateBitIndex);
115             }
116             if (_sequences is Sequences sequencesExperiments)
117             {
118                 var partiallyMatched = sequencesExperiments.GetAllPartiallyMatchingSequences4((H
                        ↪ ashSet<ulong>)(object)readAsElement,
                        ↪ (IList<ulong>)segment);
119                 foreach (var partiallyMatchedSequence in partiallyMatched)
120                 {
121                     TLink sequenceIndex = (Integer<TLink>)partiallyMatchedSequence;
122                     duplicates.Add(sequenceIndex);
123                 }
124             }
125             duplicates.Sort();
126             return duplicates;
127         }
128
129         private void PrintDuplicates(KeyValuePair<IList<TLink>, IList<TLink>> duplicatesItem)
130         {
131             if (!(_links is ILinks<ulong> ulongLinks))
132             {
133                 return;
134             }
135             var duplicatesKey = duplicatesItem.Key;
136             var keyString = UnicodeMap.FromLinksToString((IList<ulong>)duplicatesKey);
137             Console.WriteLine($"> {keyString} ({string.Join(", ", duplicatesKey)})");
138             var duplicatesList = duplicatesItem.Value;
139             for (int i = 0; i < duplicatesList.Count; i++)
140             {
141                 ulong sequenceIndex = (Integer<TLink>)duplicatesList[i];
142                 var formatedSequenceStructure = ulongLinks.FormatStructure(sequenceIndex, x =>
                        ↪ Point<ulong>.IsPartialPoint(x), (sb, link) => _ =
                        ↪ UnicodeMap.IsCharLink(link.Index) ?
                        ↪ sb.Append(UnicodeMap.FromLinkToChar(link.Index)) : sb.Append(link.Index));
143                 Console.WriteLine(formatedSequenceStructure);
144                 var sequenceString = UnicodeMap.FromSequenceLinkToString(sequenceIndex,
                        ↪ ulongLinks);
145                 Console.WriteLine(sequenceString);
146             }
147             Console.WriteLine();
148         }
149     }
150 }
```

./Platform.Data.Doublets/Sequences/Frequencies/Cache/FrequenciesCacheBasedLinkFrequencyIncrementer.cs

```
1  using System.Collections.Generic;
2  using Platform.Interfaces;
3
4  namespace Platform.Data.Doublets.Sequences.Frequencies.Cache
5  {
6      public class FrequenciesCacheBasedLinkFrequencyIncrementer<TLink> :
       ↪ IIncrementer<IList<TLink>>
```

```
    {
        private readonly LinkFrequenciesCache<TLink> _cache;

        public FrequenciesCacheBasedLinkFrequencyIncrementer(LinkFrequenciesCache<TLink> cache)
        ↪  => _cache = cache;

        /// <remarks>Sequence itseft is not changed, only frequency of its doublets is
        ↪  incremented.</remarks>
        public IList<TLink> Increment(IList<TLink> sequence)
        {
            _cache.IncrementFrequencies(sequence);
            return sequence;
        }
    }
}
```

./Platform.Data.Doublets/Sequences/Frequencies/Cache/FrequenciesCacheBasedLinkToItsFrequencyNumberConve

```
using Platform.Interfaces;

namespace Platform.Data.Doublets.Sequences.Frequencies.Cache
{
    public class FrequenciesCacheBasedLinkToItsFrequencyNumberConverter<TLink> :
    ↪  IConverter<Doublet<TLink>, TLink>
    {
        private readonly LinkFrequenciesCache<TLink> _cache;
        public
        ↪  FrequenciesCacheBasedLinkToItsFrequencyNumberConverter(LinkFrequenciesCache<TLink>
        ↪  cache) => _cache = cache;
        public TLink Convert(Doublet<TLink> source) => _cache.GetFrequency(ref source).Frequency;
    }
}
```

./Platform.Data.Doublets/Sequences/Frequencies/Cache/LinkFrequenciesCache.cs

```
using System;
using System.Collections.Generic;
using System.Runtime.CompilerServices;
using Platform.Interfaces;
using Platform.Numbers;

namespace Platform.Data.Doublets.Sequences.Frequencies.Cache
{
    /// <remarks>
    /// Can be used to operate with many CompressingConverters (to keep global frequencies data
    ↪  between them).
    /// TODO: Extract interface to implement frequencies storage inside Links storage
    /// </remarks>
    public class LinkFrequenciesCache<TLink> : LinksOperatorBase<TLink>
    {
        private static readonly EqualityComparer<TLink> _equalityComparer =
        ↪  EqualityComparer<TLink>.Default;
        private static readonly Comparer<TLink> _comparer = Comparer<TLink>.Default;

        private readonly Dictionary<Doublet<TLink>, LinkFrequency<TLink>> _doubletsCache;
        private readonly ICounter<TLink, TLink> _frequencyCounter;

        public LinkFrequenciesCache(ILinks<TLink> links, ICounter<TLink, TLink> frequencyCounter)
            : base(links)
        {
            _doubletsCache = new Dictionary<Doublet<TLink>, LinkFrequency<TLink>>(4096,
            ↪  DoubletComparer<TLink>.Default);
            _frequencyCounter = frequencyCounter;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public LinkFrequency<TLink> GetFrequency(TLink source, TLink target)
        {
            var doublet = new Doublet<TLink>(source, target);
            return GetFrequency(ref doublet);
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public LinkFrequency<TLink> GetFrequency(ref Doublet<TLink> doublet)
        {
            _doubletsCache.TryGetValue(doublet, out LinkFrequency<TLink> data);
            return data;
        }

        public void IncrementFrequencies(IList<TLink> sequence)
        {
```

```
            for (var i = 1; i < sequence.Count; i++)
            {
                IncrementFrequency(sequence[i - 1], sequence[i]);
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public LinkFrequency<TLink> IncrementFrequency(TLink source, TLink target)
        {
            var doublet = new Doublet<TLink>(source, target);
            return IncrementFrequency(ref doublet);
        }

        public void PrintFrequencies(IList<TLink> sequence)
        {
            for (var i = 1; i < sequence.Count; i++)
            {
                PrintFrequency(sequence[i - 1], sequence[i]);
            }
        }

        public void PrintFrequency(TLink source, TLink target)
        {
            var number = GetFrequency(source, target).Frequency;
            Console.WriteLine("({0},{1}) - {2}", source, target, number);
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public LinkFrequency<TLink> IncrementFrequency(ref Doublet<TLink> doublet)
        {
            if (_doubletsCache.TryGetValue(doublet, out LinkFrequency<TLink> data))
            {
                data.IncrementFrequency();
            }
            else
            {
                var link = Links.SearchOrDefault(doublet.Source, doublet.Target);
                data = new LinkFrequency<TLink>(Integer<TLink>.One, link);
                if (!_equalityComparer.Equals(link, default))
                {
                    data.Frequency = Arithmetic.Add(data.Frequency,
                    ↪  _frequencyCounter.Count(link));
                }
                _doubletsCache.Add(doublet, data);
            }
            return data;
        }

        public void ValidateFrequencies()
        {
            foreach (var entry in _doubletsCache)
            {
                var value = entry.Value;
                var linkIndex = value.Link;
                if (!_equalityComparer.Equals(linkIndex, default))
                {
                    var frequency = value.Frequency;
                    var count = _frequencyCounter.Count(linkIndex);
                    // TODO: Why `frequency` always greater than `count` by 1?
                    if (((_comparer.Compare(frequency, count) > 0) &&
                    ↪  (_comparer.Compare(Arithmetic.Subtract(frequency, count),
                    ↪  Integer<TLink>.One) > 0))
                     || ((_comparer.Compare(count, frequency) > 0) &&
                     ↪  (_comparer.Compare(Arithmetic.Subtract(count, frequency),
                     ↪  Integer<TLink>.One) > 0)))
                    {
                        throw new InvalidOperationException("Frequencies validation failed.");
                    }
                }
                //else
                //{
                //    if (value.Frequency > 0)
                //    {
                //        var frequency = value.Frequency;
                //        linkIndex = _createLink(entry.Key.Source, entry.Key.Target);
                //        var count = _countLinkFrequency(linkIndex);

```

```
                //        if ((frequency > count && frequency - count > 1) || (count > frequency
                ↪  && count - frequency > 1))
                //            throw new Exception("Frequencies validation failed.");
                //    }
                //}
            }
        }
    }
}
```

./Platform.Data.Doublets/Sequences/Frequencies/Cache/LinkFrequency.cs

```
using System.Runtime.CompilerServices;
using Platform.Numbers;

namespace Platform.Data.Doublets.Sequences.Frequencies.Cache
{
    public class LinkFrequency<TLink>
    {
        public TLink Frequency { get; set; }
        public TLink Link { get; set; }

        public LinkFrequency(TLink frequency, TLink link)
        {
            Frequency = frequency;
            Link = link;
        }

        public LinkFrequency() { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public void IncrementFrequency() => Frequency = Arithmetic<TLink>.Increment(Frequency);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public void DecrementFrequency() => Frequency = Arithmetic<TLink>.Decrement(Frequency);

        public override string ToString() => $"F: {Frequency}, L: {Link}";
    }
}
```

./Platform.Data.Doublets/Sequences/Frequencies/Counters/MarkedSequenceSymbolFrequencyOneOffCounter.cs

```
using Platform.Interfaces;

namespace Platform.Data.Doublets.Sequences.Frequencies.Counters
{
    public class MarkedSequenceSymbolFrequencyOneOffCounter<TLink> :
    ↪  SequenceSymbolFrequencyOneOffCounter<TLink>
    {
        private readonly ICriterionMatcher<TLink> _markedSequenceMatcher;

        public MarkedSequenceSymbolFrequencyOneOffCounter(ILinks<TLink> links,
        ↪  ICriterionMatcher<TLink> markedSequenceMatcher, TLink sequenceLink, TLink symbol)
            : base(links, sequenceLink, symbol)
            => _markedSequenceMatcher = markedSequenceMatcher;

        public override TLink Count()
        {
            if (!_markedSequenceMatcher.IsMatched(_sequenceLink))
            {
                return default;
            }
            return base.Count();
        }
    }
}
```

./Platform.Data.Doublets/Sequences/Frequencies/Counters/SequenceSymbolFrequencyOneOffCounter.cs

```
using System.Collections.Generic;
using Platform.Interfaces;
using Platform.Numbers;
using Platform.Data.Sequences;

namespace Platform.Data.Doublets.Sequences.Frequencies.Counters
{
    public class SequenceSymbolFrequencyOneOffCounter<TLink> : ICounter<TLink>
    {
        private static readonly EqualityComparer<TLink> _equalityComparer =
        ↪  EqualityComparer<TLink>.Default;
        private static readonly Comparer<TLink> _comparer = Comparer<TLink>.Default;

```

```
13          protected readonly ILinks<TLink> _links;
14          protected readonly TLink _sequenceLink;
15          protected readonly TLink _symbol;
16          protected TLink _total;
17
18          public SequenceSymbolFrequencyOneOffCounter(ILinks<TLink> links, TLink sequenceLink,
            ↪  TLink symbol)
19          {
20              _links = links;
21              _sequenceLink = sequenceLink;
22              _symbol = symbol;
23              _total = default;
24          }
25
26          public virtual TLink Count()
27          {
28              if (_comparer.Compare(_total, default) > 0)
29              {
30                  return _total;
31              }
32              StopableSequenceWalker.WalkRight(_sequenceLink, _links.GetSource, _links.GetTarget,
                ↪  IsElement, VisitElement);
33              return _total;
34          }
35
36          private bool IsElement(TLink x) => _equalityComparer.Equals(x, _symbol) ||
            ↪  _links.IsPartialPoint(x); // TODO: Use SequenceElementCreteriaMatcher instead of
            ↪  IsPartialPoint
37
38          private bool VisitElement(TLink element)
39          {
40              if (_equalityComparer.Equals(element, _symbol))
41              {
42                  _total = Arithmetic.Increment(_total);
43              }
44              return true;
45          }
46      }
47  }
```

./Platform.Data.Doublets/Sequences/Frequencies/Counters/TotalMarkedSequenceSymbolFrequencyCounter.cs

```
1   using Platform.Interfaces;
2
3   namespace Platform.Data.Doublets.Sequences.Frequencies.Counters
4   {
5       public class TotalMarkedSequenceSymbolFrequencyCounter<TLink> : ICounter<TLink, TLink>
6       {
7           private readonly ILinks<TLink> _links;
8           private readonly ICriterionMatcher<TLink> _markedSequenceMatcher;
9
10          public TotalMarkedSequenceSymbolFrequencyCounter(ILinks<TLink> links,
            ↪  ICriterionMatcher<TLink> markedSequenceMatcher)
11          {
12              _links = links;
13              _markedSequenceMatcher = markedSequenceMatcher;
14          }
15
16          public TLink Count(TLink argument) => new
            ↪  TotalMarkedSequenceSymbolFrequencyOneOffCounter<TLink>(_links,
            ↪  _markedSequenceMatcher, argument).Count();
17      }
18  }
```

./Platform.Data.Doublets/Sequences/Frequencies/Counters/TotalMarkedSequenceSymbolFrequencyOneOffCounter

```
1   using Platform.Interfaces;
2   using Platform.Numbers;
3
4   namespace Platform.Data.Doublets.Sequences.Frequencies.Counters
5   {
6       public class TotalMarkedSequenceSymbolFrequencyOneOffCounter<TLink> :
        ↪  TotalSequenceSymbolFrequencyOneOffCounter<TLink>
7       {
8           private readonly ICriterionMatcher<TLink> _markedSequenceMatcher;
9
10          public TotalMarkedSequenceSymbolFrequencyOneOffCounter(ILinks<TLink> links,
            ↪  ICriterionMatcher<TLink> markedSequenceMatcher, TLink symbol) : base(links, symbol)
11              => _markedSequenceMatcher = markedSequenceMatcher;
12
13          protected override void CountSequenceSymbolFrequency(TLink link)
14          {
```

```
            var symbolFrequencyCounter = new
            ↪  MarkedSequenceSymbolFrequencyOneOffCounter<TLink>(_links,
            ↪  _markedSequenceMatcher, link, _symbol);
            _total = Arithmetic.Add(_total, symbolFrequencyCounter.Count());
        }
    }
}
```

./Platform.Data.Doublets/Sequences/Frequencies/Counters/TotalSequenceSymbolFrequencyCounter.cs

```
using Platform.Interfaces;

namespace Platform.Data.Doublets.Sequences.Frequencies.Counters
{
    public class TotalSequenceSymbolFrequencyCounter<TLink> : ICounter<TLink, TLink>
    {
        private readonly ILinks<TLink> _links;
        public TotalSequenceSymbolFrequencyCounter(ILinks<TLink> links) => _links = links;
        public TLink Count(TLink symbol) => new
        ↪  TotalSequenceSymbolFrequencyOneOffCounter<TLink>(_links, symbol).Count();
    }
}
```

./Platform.Data.Doublets/Sequences/Frequencies/Counters/TotalSequenceSymbolFrequencyOneOffCounter.cs

```
using System.Collections.Generic;
using Platform.Interfaces;
using Platform.Numbers;

namespace Platform.Data.Doublets.Sequences.Frequencies.Counters
{
    public class TotalSequenceSymbolFrequencyOneOffCounter<TLink> : ICounter<TLink>
    {
        private static readonly EqualityComparer<TLink> _equalityComparer =
        ↪  EqualityComparer<TLink>.Default;
        private static readonly Comparer<TLink> _comparer = Comparer<TLink>.Default;

        protected readonly ILinks<TLink> _links;
        protected readonly TLink _symbol;
        protected readonly HashSet<TLink> _visits;
        protected TLink _total;

        public TotalSequenceSymbolFrequencyOneOffCounter(ILinks<TLink> links, TLink symbol)
        {
            _links = links;
            _symbol = symbol;
            _visits = new HashSet<TLink>();
            _total = default;
        }

        public TLink Count()
        {
            if (_comparer.Compare(_total, default) > 0 || _visits.Count > 0)
            {
                return _total;
            }
            CountCore(_symbol);
            return _total;
        }

        private void CountCore(TLink link)
        {
            var any = _links.Constants.Any;
            if (_equalityComparer.Equals(_links.Count(any, link), default))
            {
                CountSequenceSymbolFrequency(link);
            }
            else
            {
                _links.Each(EachElementHandler, any, link);
            }
        }

        protected virtual void CountSequenceSymbolFrequency(TLink link)
        {
            var symbolFrequencyCounter = new SequenceSymbolFrequencyOneOffCounter<TLink>(_links,
            ↪  link, _symbol);
            _total = Arithmetic.Add(_total, symbolFrequencyCounter.Count());
        }

        private TLink EachElementHandler(IList<TLink> doublet)
        {
```

```
            var constants = _links.Constants;
            var doubletIndex = doublet[constants.IndexPart];
            if (_visits.Add(doubletIndex))
            {
                CountCore(doubletIndex);
            }
            return constants.Continue;
        }
    }
}
```

./Platform.Data.Doublets/Sequences/HeightProviders/CachedSequenceHeightProvider.cs

```
using System.Collections.Generic;
using Platform.Interfaces;

namespace Platform.Data.Doublets.Sequences.HeightProviders
{
    public class CachedSequenceHeightProvider<TLink> : LinksOperatorBase<TLink>,
    ↪ ISequenceHeightProvider<TLink>
    {
        private static readonly EqualityComparer<TLink> _equalityComparer =
        ↪ EqualityComparer<TLink>.Default;

        private readonly TLink _heightPropertyMarker;
        private readonly ISequenceHeightProvider<TLink> _baseHeightProvider;
        private readonly IConverter<TLink> _addressToUnaryNumberConverter;
        private readonly IConverter<TLink> _unaryNumberToAddressConverter;
        private readonly IPropertiesOperator<TLink, TLink, TLink> _propertyOperator;

        public CachedSequenceHeightProvider(
            ILinks<TLink> links,
            ISequenceHeightProvider<TLink> baseHeightProvider,
            IConverter<TLink> addressToUnaryNumberConverter,
            IConverter<TLink> unaryNumberToAddressConverter,
            TLink heightPropertyMarker,
            IPropertiesOperator<TLink, TLink, TLink> propertyOperator)
            : base(links)
        {
            _heightPropertyMarker = heightPropertyMarker;
            _baseHeightProvider = baseHeightProvider;
            _addressToUnaryNumberConverter = addressToUnaryNumberConverter;
            _unaryNumberToAddressConverter = unaryNumberToAddressConverter;
            _propertyOperator = propertyOperator;
        }

        public TLink Get(TLink sequence)
        {
            TLink height;
            var heightValue = _propertyOperator.GetValue(sequence, _heightPropertyMarker);
            if (_equalityComparer.Equals(heightValue, default))
            {
                height = _baseHeightProvider.Get(sequence);
                heightValue = _addressToUnaryNumberConverter.Convert(height);
                _propertyOperator.SetValue(sequence, _heightPropertyMarker, heightValue);
            }
            else
            {
                height = _unaryNumberToAddressConverter.Convert(heightValue);
            }
            return height;
        }
    }
}
```

./Platform.Data.Doublets/Sequences/HeightProviders/DefaultSequenceRightHeightProvider.cs

```
using Platform.Interfaces;
using Platform.Numbers;

namespace Platform.Data.Doublets.Sequences.HeightProviders
{
    public class DefaultSequenceRightHeightProvider<TLink> : LinksOperatorBase<TLink>,
    ↪ ISequenceHeightProvider<TLink>
    {
        private readonly ICriterionMatcher<TLink> _elementMatcher;

        public DefaultSequenceRightHeightProvider(ILinks<TLink> links, ICriterionMatcher<TLink>
        ↪ elementMatcher) : base(links) => _elementMatcher = elementMatcher;

        public TLink Get(TLink sequence)
        {
```

```
            var height = default(TLink);
            var pairOrElement = sequence;
            while (!_elementMatcher.IsMatched(pairOrElement))
            {
                pairOrElement = Links.GetTarget(pairOrElement);
                height = Arithmetic.Increment(height);
            }
            return height;
        }
    }
}
```

./Platform.Data.Doublets/Sequences/HeightProviders/ISequenceHeightProvider.cs

```
using Platform.Interfaces;

namespace Platform.Data.Doublets.Sequences.HeightProviders
{
    public interface ISequenceHeightProvider<TLink> : IProvider<TLink, TLink>
    {
    }
}
```

./Platform.Data.Doublets/Sequences/Sequences.cs

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Runtime.CompilerServices;
using Platform.Collections;
using Platform.Collections.Lists;
using Platform.Threading.Synchronization;
using Platform.Singletons;
using LinkIndex = System.UInt64;
using Platform.Data.Constants;
using Platform.Data.Sequences;
using Platform.Data.Doublets.Sequences.Walkers;

namespace Platform.Data.Doublets.Sequences
{
    /// <summary>
    /// Представляет коллекцию последовательностей связей.
    /// </summary>
    /// <remarks>
    /// Обязательно реализовать атомарность каждого публичного метода.
    ///
    /// TODO:
    ///
    /// !!! Повышение вероятности повторного использования групп (подпоследовательностей), через естественную группировку по unicode типам, все whitespace вместе, все символы вместе, все числа вместе и т.п.
    /// + использовать ровно сбалансированный вариант, чтобы уменьшать вложенность (глубину графа)
    ///
    /// x*y - найти все связи между, в последовательностях любой формы, если не стоит ограничитель на то, что является последовательностью, а что нет,
    /// то находятся любые структуры связей, которые содержат эти элементы именно в таком порядке.
    ///
    /// Рост последовательности слева и справа.
    /// Поиск со звёздочкой.
    /// URL, PURL - реестр используемых во вне ссылок на ресурсы,
    /// так же проблема может быть решена при реализации дистанционных триггеров.
    /// Нужны ли уникальные указатели вообще?
    /// Что если обращение к информации будет происходить через содержимое всегда?
    ///
    /// Писать тесты.
    ///
    ///
    /// Можно убрать зависимость от конкретной реализации Links,
    /// на зависимость от абстрактного элемента, который может быть представлен несколькими способами.
    ///
    /// Можно ли как-то сделать один общий интерфейс
    ///
    ///
    /// Блокчейн и/или гит для распределённой записи транзакций.
    ///
    /// </remarks>
    public partial class Sequences : ISequences<ulong> // IList<string>, IList<ulong[]> (после завершения реализации Sequences)
```

```
51      {
52          private static readonly LinksCombinedConstants<bool, ulong, long> _constants =
            ↪  Default<LinksCombinedConstants<bool, ulong, long>>.Instance;
53
54          /// <summary>Возвращает значение ulong, обозначающее любое количество связей.</summary>
55          public const ulong ZeroOrMany = ulong.MaxValue;
56
57          public SequencesOptions<ulong> Options;
58          public readonly SynchronizedLinks<ulong> Links;
59          public readonly ISynchronization Sync;
60
61          public Sequences(SynchronizedLinks<ulong> links)
62              : this(links, new SequencesOptions<ulong>())
63          {
64          }
65
66          public Sequences(SynchronizedLinks<ulong> links, SequencesOptions<ulong> options)
67          {
68              Links = links;
69              Sync = links.SyncRoot;
70              Options = options;
71
72              Options.ValidateOptions();
73              Options.InitOptions(Links);
74          }
75
76          public bool IsSequence(ulong sequence)
77          {
78              return Sync.ExecuteReadOperation(() =>
79              {
80                  if (Options.UseSequenceMarker)
81                  {
82                      return Options.MarkedSequenceMatcher.IsMatched(sequence);
83                  }
84                  return !Links.Unsync.IsPartialPoint(sequence);
85              });
86          }
87
88          [MethodImpl(MethodImplOptions.AggressiveInlining)]
89          private ulong GetSequenceByElements(ulong sequence)
90          {
91              if (Options.UseSequenceMarker)
92              {
93                  return Links.SearchOrDefault(Options.SequenceMarkerLink, sequence);
94              }
95              return sequence;
96          }
97
98          private ulong GetSequenceElements(ulong sequence)
99          {
100             if (Options.UseSequenceMarker)
101             {
102                 var linkContents = new UInt64Link(Links.GetLink(sequence));
103                 if (linkContents.Source == Options.SequenceMarkerLink)
104                 {
105                     return linkContents.Target;
106                 }
107                 if (linkContents.Target == Options.SequenceMarkerLink)
108                 {
109                     return linkContents.Source;
110                 }
111             }
112             return sequence;
113         }
114
115         #region Count
116
117         public ulong Count(params ulong[] sequence)
118         {
119             if (sequence.Length == 0)
120             {
121                 return Links.Count(_constants.Any, Options.SequenceMarkerLink, _constants.Any);
122             }
123             if (sequence.Length == 1) // Первая связь это адрес
124             {
125                 if (sequence[0] == _constants.Null)
126                 {
127                     return 0;
128                 }
129                 if (sequence[0] == _constants.Any)
```

```
            {
                return Count();
            }
            if (Options.UseSequenceMarker)
            {
                return Links.Count(_constants.Any, Options.SequenceMarkerLink, sequence[0]);
            }
            return Links.Exists(sequence[0]) ? 1UL : 0;
        }
        throw new NotImplementedException();
    }

    private ulong CountUsages(params ulong[] restrictions)
    {
        if (restrictions.Length == 0)
        {
            return 0;
        }
        if (restrictions.Length == 1) // Первая связь это адрес
        {
            if (restrictions[0] == _constants.Null)
            {
                return 0;
            }
            if (Options.UseSequenceMarker)
            {
                var elementsLink = GetSequenceElements(restrictions[0]);
                var sequenceLink = GetSequenceByElements(elementsLink);
                if (sequenceLink != _constants.Null)
                {
                    return Links.Count(sequenceLink) + Links.Count(elementsLink) - 1;
                }
                return Links.Count(elementsLink);
            }
            return Links.Count(restrictions[0]);
        }
        throw new NotImplementedException();
    }

    #endregion

    #region Create

    public ulong Create(params ulong[] sequence)
    {
        return Sync.ExecuteWriteOperation(() =>
        {
            if (sequence.IsNullOrEmpty())
            {
                return _constants.Null;
            }
            Links.EnsureEachLinkExists(sequence);
            return CreateCore(sequence);
        });
    }

    private ulong CreateCore(params ulong[] sequence)
    {
        if (Options.UseIndex)
        {
            Options.Indexer.Index(sequence);
        }
        var sequenceRoot = default(ulong);
        if (Options.EnforceSingleSequenceVersionOnWriteBasedOnExisting)
        {
            var matches = Each(sequence);
            if (matches.Count > 0)
            {
                sequenceRoot = matches[0];
            }
        }
        else if (Options.EnforceSingleSequenceVersionOnWriteBasedOnNew)
        {
            return CompactCore(sequence);
        }
        if (sequenceRoot == default)
        {
            sequenceRoot = Options.LinksToSequenceConverter.Convert(sequence);
```

```
208             }
209             if (Options.UseSequenceMarker)
210             {
211                 Links.Unsync.CreateAndUpdate(Options.SequenceMarkerLink, sequenceRoot);
212             }
213             return sequenceRoot; // Возвращаем корень последовательности (т.е. сами элементы)
214         }
215 
216         #endregion
217 
218         #region Each
219 
220         public List<ulong> Each(params ulong[] sequence)
221         {
222             var results = new List<ulong>();
223             Each(results.AddAndReturnTrue, sequence);
224             return results;
225         }
226 
227         public bool Each(Func<ulong, bool> handler, IList<ulong> sequence)
228         {
229             return Sync.ExecuteReadOperation(() =>
230             {
231                 if (sequence.IsNullOrEmpty())
232                 {
233                     return true;
234                 }
235                 Links.EnsureEachLinkIsAnyOrExists(sequence);
236                 if (sequence.Count == 1)
237                 {
238                     var link = sequence[0];
239                     if (link == _constants.Any)
240                     {
241                         return Links.Unsync.Each(_constants.Any, _constants.Any, handler);
242                     }
243                     return handler(link);
244                 }
245                 if (sequence.Count == 2)
246                 {
247                     return Links.Unsync.Each(sequence[0], sequence[1], handler);
248                 }
249                 if (Options.UseIndex && !Options.Indexer.CheckIndex(sequence))
250                 {
251                     return false;
252                 }
253                 return EachCore(handler, sequence);
254             });
255         }
256 
257         private bool EachCore(Func<ulong, bool> handler, IList<ulong> sequence)
258         {
259             var matcher = new Matcher(this, sequence, new HashSet<LinkIndex>(), handler);
260             // TODO: Find out why matcher.HandleFullMatched executed twice for the same sequence
                ↪  Id.
261             Func<ulong, bool> innerHandler = Options.UseSequenceMarker ? (Func<ulong,
                ↪  bool>)matcher.HandleFullMatchedSequence : matcher.HandleFullMatched;
262             //if (sequence.Length >= 2)
263             if (!StepRight(innerHandler, sequence[0], sequence[1]))
264             {
265                 return false;
266             }
267             var last = sequence.Count - 2;
268             for (var i = 1; i < last; i++)
269             {
270                 if (!PartialStepRight(innerHandler, sequence[i], sequence[i + 1]))
271                 {
272                     return false;
273                 }
274             }
275             if (sequence.Count >= 3)
276             {
277                 if (!StepLeft(innerHandler, sequence[sequence.Count - 2],
                    ↪  sequence[sequence.Count - 1]))
278                 {
279                     return false;
280                 }
281             }
282             return true;
283         }
```

```
284
285         private bool PartialStepRight(Func<ulong, bool> handler, ulong left, ulong right)
286         {
287             return Links.Unsync.Each(_constants.Any, left, doublet =>
288             {
289                 if (!StepRight(handler, doublet, right))
290                 {
291                     return false;
292                 }
293                 if (left != doublet)
294                 {
295                     return PartialStepRight(handler, doublet, right);
296                 }
297                 return true;
298             });
299         }
300
301         private bool StepRight(Func<ulong, bool> handler, ulong left, ulong right) =>
    ↪  Links.Unsync.Each(left, _constants.Any, rightStep => TryStepRightUp(handler, right,
    ↪  rightStep));
302
303         private bool TryStepRightUp(Func<ulong, bool> handler, ulong right, ulong stepFrom)
304         {
305             var upStep = stepFrom;
306             var firstSource = Links.Unsync.GetTarget(upStep);
307             while (firstSource != right && firstSource != upStep)
308             {
309                 upStep = firstSource;
310                 firstSource = Links.Unsync.GetSource(upStep);
311             }
312             if (firstSource == right)
313             {
314                 return handler(stepFrom);
315             }
316             return true;
317         }
318
319         private bool StepLeft(Func<ulong, bool> handler, ulong left, ulong right) =>
    ↪  Links.Unsync.Each(_constants.Any, right, leftStep => TryStepLeftUp(handler, left,
    ↪  leftStep));
320
321         private bool TryStepLeftUp(Func<ulong, bool> handler, ulong left, ulong stepFrom)
322         {
323             var upStep = stepFrom;
324             var firstTarget = Links.Unsync.GetSource(upStep);
325             while (firstTarget != left && firstTarget != upStep)
326             {
327                 upStep = firstTarget;
328                 firstTarget = Links.Unsync.GetTarget(upStep);
329             }
330             if (firstTarget == left)
331             {
332                 return handler(stepFrom);
333             }
334             return true;
335         }
336
337         #endregion
338
339         #region Update
340
341         public ulong Update(ulong[] sequence, ulong[] newSequence)
342         {
343             if (sequence.IsNullOrEmpty() && newSequence.IsNullOrEmpty())
344             {
345                 return _constants.Null;
346             }
347             if (sequence.IsNullOrEmpty())
348             {
349                 return Create(newSequence);
350             }
351             if (newSequence.IsNullOrEmpty())
352             {
353                 Delete(sequence);
354                 return _constants.Null;
355             }
356             return Sync.ExecuteWriteOperation(() =>
357             {
358                 Links.EnsureEachLinkIsAnyOrExists(sequence);
```

```
359                 Links.EnsureEachLinkExists(newSequence);
360                 return UpdateCore(sequence, newSequence);
361             });
362         }
363 
364         private ulong UpdateCore(ulong[] sequence, ulong[] newSequence)
365         {
366             ulong bestVariant;
367             if (Options.EnforceSingleSequenceVersionOnWriteBasedOnNew &&
                ↪  !sequence.EqualTo(newSequence))
368             {
369                 bestVariant = CompactCore(newSequence);
370             }
371             else
372             {
373                 bestVariant = CreateCore(newSequence);
374             }
375             // TODO: Check all options only ones before loop execution
376             // Возможно нужно две версии Each, возвращающий фактические последовательности и с
                ↪  маркером,
377             // или возможно даже возвращать и тот и тот вариант. С другой стороны все варианты
                ↪  можно получить имея только фактические последовательности.
378             foreach (var variant in Each(sequence))
379             {
380                 if (variant != bestVariant)
381                 {
382                     UpdateOneCore(variant, bestVariant);
383                 }
384             }
385             return bestVariant;
386         }
387 
388         private void UpdateOneCore(ulong sequence, ulong newSequence)
389         {
390             if (Options.UseGarbageCollection)
391             {
392                 var sequenceElements = GetSequenceElements(sequence);
393                 var sequenceElementsContents = new UInt64Link(Links.GetLink(sequenceElements));
394                 var sequenceLink = GetSequenceByElements(sequenceElements);
395                 var newSequenceElements = GetSequenceElements(newSequence);
396                 var newSequenceLink = GetSequenceByElements(newSequenceElements);
397                 if (Options.UseCascadeUpdate || CountUsages(sequence) == 0)
398                 {
399                     if (sequenceLink != _constants.Null)
400                     {
401                         Links.Unsync.MergeUsages(sequenceLink, newSequenceLink);
402                     }
403                     Links.Unsync.MergeUsages(sequenceElements, newSequenceElements);
404                 }
405                 ClearGarbage(sequenceElementsContents.Source);
406                 ClearGarbage(sequenceElementsContents.Target);
407             }
408             else
409             {
410                 if (Options.UseSequenceMarker)
411                 {
412                     var sequenceElements = GetSequenceElements(sequence);
413                     var sequenceLink = GetSequenceByElements(sequenceElements);
414                     var newSequenceElements = GetSequenceElements(newSequence);
415                     var newSequenceLink = GetSequenceByElements(newSequenceElements);
416                     if (Options.UseCascadeUpdate || CountUsages(sequence) == 0)
417                     {
418                         if (sequenceLink != _constants.Null)
419                         {
420                             Links.Unsync.MergeUsages(sequenceLink, newSequenceLink);
421                         }
422                         Links.Unsync.MergeUsages(sequenceElements, newSequenceElements);
423                     }
424                 }
425                 else
426                 {
427                     if (Options.UseCascadeUpdate || CountUsages(sequence) == 0)
428                     {
429                         Links.Unsync.MergeUsages(sequence, newSequence);
430                     }
431                 }
432             }
433         }
```

```
434
435         #endregion
436
437         #region Delete
438
439         public void Delete(params ulong[] sequence)
440         {
441             Sync.ExecuteWriteOperation(() =>
442             {
443                 // TODO: Check all options only ones before loop execution
444                 foreach (var linkToDelete in Each(sequence))
445                 {
446                     DeleteOneCore(linkToDelete);
447                 }
448             });
449         }
450
451         private void DeleteOneCore(ulong link)
452         {
453             if (Options.UseGarbageCollection)
454             {
455                 var sequenceElements = GetSequenceElements(link);
456                 var sequenceElementsContents = new UInt64Link(Links.GetLink(sequenceElements));
457                 var sequenceLink = GetSequenceByElements(sequenceElements);
458                 if (Options.UseCascadeDelete || CountUsages(link) == 0)
459                 {
460                     if (sequenceLink != _constants.Null)
461                     {
462                         Links.Unsync.Delete(sequenceLink);
463                     }
464                     Links.Unsync.Delete(link);
465                 }
466                 ClearGarbage(sequenceElementsContents.Source);
467                 ClearGarbage(sequenceElementsContents.Target);
468             }
469             else
470             {
471                 if (Options.UseSequenceMarker)
472                 {
473                     var sequenceElements = GetSequenceElements(link);
474                     var sequenceLink = GetSequenceByElements(sequenceElements);
475                     if (Options.UseCascadeDelete || CountUsages(link) == 0)
476                     {
477                         if (sequenceLink != _constants.Null)
478                         {
479                             Links.Unsync.Delete(sequenceLink);
480                         }
481                         Links.Unsync.Delete(link);
482                     }
483                 }
484                 else
485                 {
486                     if (Options.UseCascadeDelete || CountUsages(link) == 0)
487                     {
488                         Links.Unsync.Delete(link);
489                     }
490                 }
491             }
492         }
493
494         #endregion
495
496         #region Compactification
497
498         /// <remarks>
499         /// bestVariant можно выбирать по максимальному числу использований,
500         /// но балансированный позволяет гарантировать уникальность (если есть возможность,
501         /// гарантировать его использование в других местах).
502         ///
503         /// Получается этот метод должен игнорировать Options.EnforceSingleSequenceVersionOnWrite
504         /// </remarks>
505         public ulong Compact(params ulong[] sequence)
506         {
507             return Sync.ExecuteWriteOperation(() =>
508             {
509                 if (sequence.IsNullOrEmpty())
510                 {
511                     return _constants.Null;
512                 }
```

```
513                 Links.EnsureEachLinkExists(sequence);
514                 return CompactCore(sequence);
515             });
516         }
517 
518         [MethodImpl(MethodImplOptions.AggressiveInlining)]
519         private ulong CompactCore(params ulong[] sequence) => UpdateCore(sequence, sequence);
520 
521         #endregion
522 
523         #region Garbage Collection
524 
525         /// <remarks>
526         /// TODO: Добавить дополнительный обработчик / событие CanBeDeleted которое можно
            ↪  определить извне или в унаследованном классе
527         /// </remarks>
528         [MethodImpl(MethodImplOptions.AggressiveInlining)]
529         private bool IsGarbage(ulong link) => link != Options.SequenceMarkerLink &&
            ↪  !Links.Unsync.IsPartialPoint(link) && Links.Count(link) == 0;
530 
531         private void ClearGarbage(ulong link)
532         {
533             if (IsGarbage(link))
534             {
535                 var contents = new UInt64Link(Links.GetLink(link));
536                 Links.Unsync.Delete(link);
537                 ClearGarbage(contents.Source);
538                 ClearGarbage(contents.Target);
539             }
540         }
541 
542         #endregion
543 
544         #region Walkers
545 
546         public bool EachPart(Func<ulong, bool> handler, ulong sequence)
547         {
548             return Sync.ExecuteReadOperation(() =>
549             {
550                 var links = Links.Unsync;
551                 var walker = new RightSequenceWalker<ulong>(links);
552                 foreach (var part in walker.Walk(sequence))
553                 {
554                     if (!handler(links.GetIndex(part)))
555                     {
556                         return false;
557                     }
558                 }
559                 return true;
560             });
561         }
562 
563         public class Matcher : RightSequenceWalker<ulong>
564         {
565             private readonly Sequences _sequences;
566             private readonly IList<LinkIndex> _patternSequence;
567             private readonly HashSet<LinkIndex> _linksInSequence;
568             private readonly HashSet<LinkIndex> _results;
569             private readonly Func<ulong, bool> _stopableHandler;
570             private readonly HashSet<ulong> _readAsElements;
571             private int _filterPosition;
572 
573             public Matcher(Sequences sequences, IList<LinkIndex> patternSequence,
                ↪  HashSet<LinkIndex> results, Func<LinkIndex, bool> stopableHandler,
                ↪  HashSet<LinkIndex> readAsElements = null)
574                 : base(sequences.Links.Unsync)
575             {
576                 _sequences = sequences;
577                 _patternSequence = patternSequence;
578                 _linksInSequence = new HashSet<LinkIndex>(patternSequence.Where(x => x !=
                    ↪  _constants.Any && x != ZeroOrMany));
579                 _results = results;
580                 _stopableHandler = stopableHandler;
581                 _readAsElements = readAsElements;
582             }
583 
584             protected override bool IsElement(IList<ulong> link) => base.IsElement(link) ||
                ↪  (_readAsElements != null && _readAsElements.Contains(Links.GetIndex(link))) ||
                ↪  _linksInSequence.Contains(Links.GetIndex(link));
585 
```

```
586             public bool FullMatch(LinkIndex sequenceToMatch)
587             {
588                 _filterPosition = 0;
589                 foreach (var part in Walk(sequenceToMatch))
590                 {
591                     if (!FullMatchCore(Links.GetIndex(part)))
592                     {
593                         break;
594                     }
595                 }
596                 return _filterPosition == _patternSequence.Count;
597             }
598 
599             private bool FullMatchCore(LinkIndex element)
600             {
601                 if (_filterPosition == _patternSequence.Count)
602                 {
603                     _filterPosition = -2; // Длиннее чем нужно
604                     return false;
605                 }
606                 if (_patternSequence[_filterPosition] != _constants.Any
607                  && element != _patternSequence[_filterPosition])
608                 {
609                     _filterPosition = -1;
610                     return false; // Начинается/Продолжается иначе
611                 }
612                 _filterPosition++;
613                 return true;
614             }
615 
616             public void AddFullMatchedToResults(ulong sequenceToMatch)
617             {
618                 if (FullMatch(sequenceToMatch))
619                 {
620                     _results.Add(sequenceToMatch);
621                 }
622             }
623 
624             public bool HandleFullMatched(ulong sequenceToMatch)
625             {
626                 if (FullMatch(sequenceToMatch) && _results.Add(sequenceToMatch))
627                 {
628                     return _stopableHandler(sequenceToMatch);
629                 }
630                 return true;
631             }
632 
633             public bool HandleFullMatchedSequence(ulong sequenceToMatch)
634             {
635                 var sequence = _sequences.GetSequenceByElements(sequenceToMatch);
636                 if (sequence != _constants.Null && FullMatch(sequenceToMatch) &&
                    ↪  _results.Add(sequenceToMatch))
637                 {
638                     return _stopableHandler(sequence);
639                 }
640                 return true;
641             }
642 
643             /// <remarks>
644             /// TODO: Add support for LinksConstants.Any
645             /// </remarks>
646             public bool PartialMatch(LinkIndex sequenceToMatch)
647             {
648                 _filterPosition = -1;
649                 foreach (var part in Walk(sequenceToMatch))
650                 {
651                     if (!PartialMatchCore(Links.GetIndex(part)))
652                     {
653                         break;
654                     }
655                 }
656                 return _filterPosition == _patternSequence.Count - 1;
657             }
658 
659             private bool PartialMatchCore(LinkIndex element)
660             {
661                 if (_filterPosition == (_patternSequence.Count - 1))
662                 {
663                     return false; // Нашлось
```

```
                }
                if (_filterPosition >= 0)
                {
                    if (element == _patternSequence[_filterPosition + 1])
                    {
                        _filterPosition++;
                    }
                    else
                    {
                        _filterPosition = -1;
                    }
                }
                if (_filterPosition < 0)
                {
                    if (element == _patternSequence[0])
                    {
                        _filterPosition = 0;
                    }
                }
                return true; // Ищем дальше
            }

            public void AddPartialMatchedToResults(ulong sequenceToMatch)
            {
                if (PartialMatch(sequenceToMatch))
                {
                    _results.Add(sequenceToMatch);
                }
            }

            public bool HandlePartialMatched(ulong sequenceToMatch)
            {
                if (PartialMatch(sequenceToMatch))
                {
                    return _stopableHandler(sequenceToMatch);
                }
                return true;
            }

            public void AddAllPartialMatchedToResults(IEnumerable<ulong> sequencesToMatch)
            {
                foreach (var sequenceToMatch in sequencesToMatch)
                {
                    if (PartialMatch(sequenceToMatch))
                    {
                        _results.Add(sequenceToMatch);
                    }
                }
            }

            public void AddAllPartialMatchedToResultsAndReadAsElements(IEnumerable<ulong>
            ↪  sequencesToMatch)
            {
                foreach (var sequenceToMatch in sequencesToMatch)
                {
                    if (PartialMatch(sequenceToMatch))
                    {
                        _readAsElements.Add(sequenceToMatch);
                        _results.Add(sequenceToMatch);
                    }
                }
            }
        }

        #endregion
    }
}
```

./Platform.Data.Doublets/Sequences/Sequences.Experiments.cs

```
using System;
using LinkIndex = System.UInt64;
using System.Collections.Generic;
using Stack = System.Collections.Generic.Stack<ulong>;
using System.Linq;
using System.Text;
using Platform.Collections;
using Platform.Numbers;
using Platform.Data.Exceptions;
using Platform.Data.Sequences;
```

```
11  using Platform.Data.Doublets.Sequences.Frequencies.Counters;
12  using Platform.Data.Doublets.Sequences.Walkers;
13
14  namespace Platform.Data.Doublets.Sequences
15  {
16      partial class Sequences
17      {
18          #region Create All Variants (Not Practical)
19
20          /// <remarks>
21          /// Number of links that is needed to generate all variants for
22          /// sequence of length N corresponds to https://oeis.org/A014143/list sequence.
23          /// </remarks>
24          public ulong[] CreateAllVariants2(ulong[] sequence)
25          {
26              return Sync.ExecuteWriteOperation(() =>
27              {
28                  if (sequence.IsNullOrEmpty())
29                  {
30                      return new ulong[0];
31                  }
32                  Links.EnsureEachLinkExists(sequence);
33                  if (sequence.Length == 1)
34                  {
35                      return sequence;
36                  }
37                  return CreateAllVariants2Core(sequence, 0, sequence.Length - 1);
38              });
39          }
40
41          private ulong[] CreateAllVariants2Core(ulong[] sequence, long startAt, long stopAt)
42          {
43  #if DEBUG
44              if ((stopAt - startAt) < 0)
45              {
46                  throw new ArgumentOutOfRangeException(nameof(startAt), "startAt должен быть
                    ↪  меньше или равен stopAt");
47              }
48  #endif
49              if ((stopAt - startAt) == 0)
50              {
51                  return new[] { sequence[startAt] };
52              }
53              if ((stopAt - startAt) == 1)
54              {
55                  return new[] { Links.Unsync.CreateAndUpdate(sequence[startAt], sequence[stopAt])
                    ↪  };
56              }
57              var variants = new ulong[(ulong)Numbers.Math.Catalan(stopAt - startAt)];
58              var last = 0;
59              for (var splitter = startAt; splitter < stopAt; splitter++)
60              {
61                  var left = CreateAllVariants2Core(sequence, startAt, splitter);
62                  var right = CreateAllVariants2Core(sequence, splitter + 1, stopAt);
63                  for (var i = 0; i < left.Length; i++)
64                  {
65                      for (var j = 0; j < right.Length; j++)
66                      {
67                          var variant = Links.Unsync.CreateAndUpdate(left[i], right[j]);
68                          if (variant == _constants.Null)
69                          {
70                              throw new NotImplementedException("Creation cancellation is not
                                ↪  implemented.");
71                          }
72                          variants[last++] = variant;
73                      }
74                  }
75              }
76              return variants;
77          }
78
79          public List<ulong> CreateAllVariants1(params ulong[] sequence)
80          {
81              return Sync.ExecuteWriteOperation(() =>
82              {
83                  if (sequence.IsNullOrEmpty())
84                  {
85                      return new List<ulong>();
```

```
            }
            Links.Unsync.EnsureEachLinkExists(sequence);
            if (sequence.Length == 1)
            {
                return new List<ulong> { sequence[0] };
            }
            var results = new List<ulong>((int)Numbers.Math.Catalan(sequence.Length));
            return CreateAllVariants1Core(sequence, results);
        });
    }

    private List<ulong> CreateAllVariants1Core(ulong[] sequence, List<ulong> results)
    {
        if (sequence.Length == 2)
        {
            var link = Links.Unsync.CreateAndUpdate(sequence[0], sequence[1]);
            if (link == _constants.Null)
            {
                throw new NotImplementedException("Creation cancellation is not
                ↪  implemented.");
            }
            results.Add(link);
            return results;
        }
        var innerSequenceLength = sequence.Length - 1;
        var innerSequence = new ulong[innerSequenceLength];
        for (var li = 0; li < innerSequenceLength; li++)
        {
            var link = Links.Unsync.CreateAndUpdate(sequence[li], sequence[li + 1]);
            if (link == _constants.Null)
            {
                throw new NotImplementedException("Creation cancellation is not
                ↪  implemented.");
            }
            for (var isi = 0; isi < li; isi++)
            {
                innerSequence[isi] = sequence[isi];
            }
            innerSequence[li] = link;
            for (var isi = li + 1; isi < innerSequenceLength; isi++)
            {
                innerSequence[isi] = sequence[isi + 1];
            }
            CreateAllVariants1Core(innerSequence, results);
        }
        return results;
    }

    #endregion

    public HashSet<ulong> Each1(params ulong[] sequence)
    {
        var visitedLinks = new HashSet<ulong>(); // Заменить на bitstring
        Each1(link =>
        {
            if (!visitedLinks.Contains(link))
            {
                visitedLinks.Add(link); // изучить почему случаются повторы
            }
            return true;
        }, sequence);
        return visitedLinks;
    }

    private void Each1(Func<ulong, bool> handler, params ulong[] sequence)
    {
        if (sequence.Length == 2)
        {
            Links.Unsync.Each(sequence[0], sequence[1], handler);
        }
        else
        {
            var innerSequenceLength = sequence.Length - 1;
            for (var li = 0; li < innerSequenceLength; li++)
            {
                var left = sequence[li];
                var right = sequence[li + 1];
                if (left == 0 && right == 0)
```

```
                {
                    continue;
                }
                var linkIndex = li;
                ulong[] innerSequence = null;
                Links.Unsync.Each(left, right, doublet =>
                {
                    if (innerSequence == null)
                    {
                        innerSequence = new ulong[innerSequenceLength];
                        for (var isi = 0; isi < linkIndex; isi++)
                        {
                            innerSequence[isi] = sequence[isi];
                        }
                        for (var isi = linkIndex + 1; isi < innerSequenceLength; isi++)
                        {
                            innerSequence[isi] = sequence[isi + 1];
                        }
                    }
                    innerSequence[linkIndex] = doublet;
                    Each1(handler, innerSequence);
                    return _constants.Continue;
                });
            }
        }
    }

    public HashSet<ulong> EachPart(params ulong[] sequence)
    {
        var visitedLinks = new HashSet<ulong>(); // Заменить на bitstring
        EachPartCore(link =>
        {
            if (!visitedLinks.Contains(link))
            {
                visitedLinks.Add(link); // изучить почему случаются повторы
            }
            return true;
        }, sequence);
        return visitedLinks;
    }

    public void EachPart(Func<ulong, bool> handler, params ulong[] sequence)
    {
        var visitedLinks = new HashSet<ulong>(); // Заменить на bitstring
        EachPartCore(link =>
        {
            if (!visitedLinks.Contains(link))
            {
                visitedLinks.Add(link); // изучить почему случаются повторы
                return handler(link);
            }
            return true;
        }, sequence);
    }

    private void EachPartCore(Func<ulong, bool> handler, params ulong[] sequence)
    {
        if (sequence.IsNullOrEmpty())
        {
            return;
        }
        Links.EnsureEachLinkIsAnyOrExists(sequence);
        if (sequence.Length == 1)
        {
            var link = sequence[0];
            if (link > 0)
            {
                handler(link);
            }
            else
            {
                Links.Each(_constants.Any, _constants.Any, handler);
            }
        }
        else if (sequence.Length == 2)
        {
            //_links.Each(sequence[0], sequence[1], handler);
            //  o_|      x_o ...
            // x_|        |___|
```

```
                Links.Each(sequence[1], _constants.Any, doublet =>
                {
                    var match = Links.SearchOrDefault(sequence[0], doublet);
                    if (match != _constants.Null)
                    {
                        handler(match);
                    }
                    return true;
                });
                // |_x      ... x_o
                //  |_o      |___|
                Links.Each(_constants.Any, sequence[0], doublet =>
                {
                    var match = Links.SearchOrDefault(doublet, sequence[1]);
                    if (match != 0)
                    {
                        handler(match);
                    }
                    return true;
                });
                //           ._x o_.
                //            |___|
                PartialStepRight(x => handler(x), sequence[0], sequence[1]);
            }
            else
            {
                // TODO: Implement other variants
                return;
            }
        }

        private void PartialStepRight(Action<ulong> handler, ulong left, ulong right)
        {
            Links.Unsync.Each(_constants.Any, left, doublet =>
            {
                StepRight(handler, doublet, right);
                if (left != doublet)
                {
                    PartialStepRight(handler, doublet, right);
                }
                return true;
            });
        }

        private void StepRight(Action<ulong> handler, ulong left, ulong right)
        {
            Links.Unsync.Each(left, _constants.Any, rightStep =>
            {
                TryStepRightUp(handler, right, rightStep);
                return true;
            });
        }

        private void TryStepRightUp(Action<ulong> handler, ulong right, ulong stepFrom)
        {
            var upStep = stepFrom;
            var firstSource = Links.Unsync.GetTarget(upStep);
            while (firstSource != right && firstSource != upStep)
            {
                upStep = firstSource;
                firstSource = Links.Unsync.GetSource(upStep);
            }
            if (firstSource == right)
            {
                handler(stepFrom);
            }
        }

        // TODO: Test
        private void PartialStepLeft(Action<ulong> handler, ulong left, ulong right)
        {
            Links.Unsync.Each(right, _constants.Any, doublet =>
            {
                StepLeft(handler, left, doublet);
                if (right != doublet)
                {
                    PartialStepLeft(handler, left, doublet);
                }
                return true;
```

```
320             });
321         }
322 
323         private void StepLeft(Action<ulong> handler, ulong left, ulong right)
324         {
325             Links.Unsync.Each(_constants.Any, right, leftStep =>
326             {
327                 TryStepLeftUp(handler, left, leftStep);
328                 return true;
329             });
330         }
331 
332         private void TryStepLeftUp(Action<ulong> handler, ulong left, ulong stepFrom)
333         {
334             var upStep = stepFrom;
335             var firstTarget = Links.Unsync.GetSource(upStep);
336             while (firstTarget != left && firstTarget != upStep)
337             {
338                 upStep = firstTarget;
339                 firstTarget = Links.Unsync.GetTarget(upStep);
340             }
341             if (firstTarget == left)
342             {
343                 handler(stepFrom);
344             }
345         }
346 
347         private bool StartsWith(ulong sequence, ulong link)
348         {
349             var upStep = sequence;
350             var firstSource = Links.Unsync.GetSource(upStep);
351             while (firstSource != link && firstSource != upStep)
352             {
353                 upStep = firstSource;
354                 firstSource = Links.Unsync.GetSource(upStep);
355             }
356             return firstSource == link;
357         }
358 
359         private bool EndsWith(ulong sequence, ulong link)
360         {
361             var upStep = sequence;
362             var lastTarget = Links.Unsync.GetTarget(upStep);
363             while (lastTarget != link && lastTarget != upStep)
364             {
365                 upStep = lastTarget;
366                 lastTarget = Links.Unsync.GetTarget(upStep);
367             }
368             return lastTarget == link;
369         }
370 
371         public List<ulong> GetAllMatchingSequences0(params ulong[] sequence)
372         {
373             return Sync.ExecuteReadOperation(() =>
374             {
375                 var results = new List<ulong>();
376                 if (sequence.Length > 0)
377                 {
378                     Links.EnsureEachLinkExists(sequence);
379                     var firstElement = sequence[0];
380                     if (sequence.Length == 1)
381                     {
382                         results.Add(firstElement);
383                         return results;
384                     }
385                     if (sequence.Length == 2)
386                     {
387                         var doublet = Links.SearchOrDefault(firstElement, sequence[1]);
388                         if (doublet != _constants.Null)
389                         {
390                             results.Add(doublet);
391                         }
392                         return results;
393                     }
394                     var linksInSequence = new HashSet<ulong>(sequence);
395                     void handler(ulong result)
396                     {
397                         var filterPosition = 0;
```

```
                        StopableSequenceWalker.WalkRight(result, Links.Unsync.GetSource,
                        ↪  Links.Unsync.GetTarget,
                            x => linksInSequence.Contains(x) || Links.Unsync.GetTarget(x) == x,
                            ↪  x =>
                            {
                                if (filterPosition == sequence.Length)
                                {
                                    filterPosition = -2; // Длиннее чем нужно
                                    return false;
                                }
                                if (x != sequence[filterPosition])
                                {
                                    filterPosition = -1;
                                    return false; // Начинается иначе
                                }
                                filterPosition++;

                                return true;
                            });
                        if (filterPosition == sequence.Length)
                        {
                            results.Add(result);
                        }
                    }
                    if (sequence.Length >= 2)
                    {
                        StepRight(handler, sequence[0], sequence[1]);
                    }
                    var last = sequence.Length - 2;
                    for (var i = 1; i < last; i++)
                    {
                        PartialStepRight(handler, sequence[i], sequence[i + 1]);
                    }
                    if (sequence.Length >= 3)
                    {
                        StepLeft(handler, sequence[sequence.Length - 2],
                        ↪  sequence[sequence.Length - 1]);
                    }
                }
                return results;
            });
        }

        public HashSet<ulong> GetAllMatchingSequences1(params ulong[] sequence)
        {
            return Sync.ExecuteReadOperation(() =>
            {
                var results = new HashSet<ulong>();
                if (sequence.Length > 0)
                {
                    Links.EnsureEachLinkExists(sequence);
                    var firstElement = sequence[0];
                    if (sequence.Length == 1)
                    {
                        results.Add(firstElement);
                        return results;
                    }
                    if (sequence.Length == 2)
                    {
                        var doublet = Links.SearchOrDefault(firstElement, sequence[1]);
                        if (doublet != _constants.Null)
                        {
                            results.Add(doublet);
                        }
                        return results;
                    }
                    var matcher = new Matcher(this, sequence, results, null);
                    if (sequence.Length >= 2)
                    {
                        StepRight(matcher.AddFullMatchedToResults, sequence[0], sequence[1]);
                    }
                    var last = sequence.Length - 2;
                    for (var i = 1; i < last; i++)
                    {
                        PartialStepRight(matcher.AddFullMatchedToResults, sequence[i],
                        ↪  sequence[i + 1]);
                    }
                    if (sequence.Length >= 3)
```

```
                {
                    StepLeft(matcher.AddFullMatchedToResults, sequence[sequence.Length - 2],
                    ↪  sequence[sequence.Length - 1]);
                }
            }
            return results;
        });
    }

    public const int MaxSequenceFormatSize = 200;

    public string FormatSequence(LinkIndex sequenceLink, params LinkIndex[] knownElements)
    ↪  => FormatSequence(sequenceLink, (sb, x) => sb.Append(x), true, knownElements);

    public string FormatSequence(LinkIndex sequenceLink, Action<StringBuilder, LinkIndex>
    ↪  elementToString, bool insertComma, params LinkIndex[] knownElements) =>
    ↪  Links.SyncRoot.ExecuteReadOperation(() => FormatSequence(Links.Unsync, sequenceLink,
    ↪  elementToString, insertComma, knownElements));

    private string FormatSequence(ILinks<LinkIndex> links, LinkIndex sequenceLink,
    ↪  Action<StringBuilder, LinkIndex> elementToString, bool insertComma, params
    ↪  LinkIndex[] knownElements)
    {
        var linksInSequence = new HashSet<ulong>(knownElements);
        //var entered = new HashSet<ulong>();
        var sb = new StringBuilder();
        sb.Append('{');
        if (links.Exists(sequenceLink))
        {
            StopableSequenceWalker.WalkRight(sequenceLink, links.GetSource, links.GetTarget,
                x => linksInSequence.Contains(x) || links.IsPartialPoint(x), element => //
                ↪  entered.AddAndReturnVoid, x => { }, entered.DoNotContains
                {
                    if (insertComma && sb.Length > 1)
                    {
                        sb.Append(',');
                    }
                    //if (entered.Contains(element))
                    //{
                    //    sb.Append('{');
                    //    elementToString(sb, element);
                    //    sb.Append('}');
                    //}
                    //else
                    elementToString(sb, element);
                    if (sb.Length < MaxSequenceFormatSize)
                    {
                        return true;
                    }
                    sb.Append(insertComma ? ", ..." : "...");
                    return false;
                });
        }
        sb.Append('}');
        return sb.ToString();
    }

    public string SafeFormatSequence(LinkIndex sequenceLink, params LinkIndex[]
    ↪  knownElements) => SafeFormatSequence(sequenceLink, (sb, x) => sb.Append(x), true,
    ↪  knownElements);

    public string SafeFormatSequence(LinkIndex sequenceLink, Action<StringBuilder,
    ↪  LinkIndex> elementToString, bool insertComma, params LinkIndex[] knownElements) =>
    ↪  Links.SyncRoot.ExecuteReadOperation(() => SafeFormatSequence(Links.Unsync,
    ↪  sequenceLink, elementToString, insertComma, knownElements));

    private string SafeFormatSequence(ILinks<LinkIndex> links, LinkIndex sequenceLink,
    ↪  Action<StringBuilder, LinkIndex> elementToString, bool insertComma, params
    ↪  LinkIndex[] knownElements)
    {
        var linksInSequence = new HashSet<ulong>(knownElements);
        var entered = new HashSet<ulong>();
        var sb = new StringBuilder();
        sb.Append('{');
        if (links.Exists(sequenceLink))
        {
            StopableSequenceWalker.WalkRight(sequenceLink, links.GetSource, links.GetTarget,
```

```
                    x => linksInSequence.Contains(x) || links.IsFullPoint(x),
                    ↪ entered.AddAndReturnVoid, x => { }, entered.DoNotContains, element =>
                    {
                        if (insertComma && sb.Length > 1)
                        {
                            sb.Append(',');
                        }
                        if (entered.Contains(element))
                        {
                            sb.Append('{');
                            elementToString(sb, element);
                            sb.Append('}');
                        }
                        else
                        {
                            elementToString(sb, element);
                        }
                        if (sb.Length < MaxSequenceFormatSize)
                        {
                            return true;
                        }
                        sb.Append(insertComma ? ", ..." : "...");
                        return false;
                    });
            }
            sb.Append('}');
            return sb.ToString();
        }

        public List<ulong> GetAllPartiallyMatchingSequences0(params ulong[] sequence)
        {
            return Sync.ExecuteReadOperation(() =>
            {
                if (sequence.Length > 0)
                {
                    Links.EnsureEachLinkExists(sequence);
                    var results = new HashSet<ulong>();
                    for (var i = 0; i < sequence.Length; i++)
                    {
                        AllUsagesCore(sequence[i], results);
                    }
                    var filteredResults = new List<ulong>();
                    var linksInSequence = new HashSet<ulong>(sequence);
                    foreach (var result in results)
                    {
                        var filterPosition = -1;
                        StopableSequenceWalker.WalkRight(result, Links.Unsync.GetSource,
                        ↪ Links.Unsync.GetTarget,
                            x => linksInSequence.Contains(x) || Links.Unsync.GetTarget(x) == x,
                            ↪ x =>
                            {
                                if (filterPosition == (sequence.Length - 1))
                                {
                                    return false;
                                }
                                if (filterPosition >= 0)
                                {
                                    if (x == sequence[filterPosition + 1])
                                    {
                                        filterPosition++;
                                    }
                                    else
                                    {
                                        return false;
                                    }
                                }
                                if (filterPosition < 0)
                                {
                                    if (x == sequence[0])
                                    {
                                        filterPosition = 0;
                                    }
                                }
                                return true;
                            });
                        if (filterPosition == (sequence.Length - 1))
                        {
                            filteredResults.Add(result);
```

```
                    }
                }
                return filteredResults;
            }
            return new List<ulong>();
        });
    }

    public HashSet<ulong> GetAllPartiallyMatchingSequences1(params ulong[] sequence)
    {
        return Sync.ExecuteReadOperation(() =>
        {
            if (sequence.Length > 0)
            {
                Links.EnsureEachLinkExists(sequence);
                var results = new HashSet<ulong>();
                for (var i = 0; i < sequence.Length; i++)
                {
                    AllUsagesCore(sequence[i], results);
                }
                var filteredResults = new HashSet<ulong>();
                var matcher = new Matcher(this, sequence, filteredResults, null);
                matcher.AddAllPartialMatchedToResults(results);
                return filteredResults;
            }
            return new HashSet<ulong>();
        });
    }

    public bool GetAllPartiallyMatchingSequences2(Func<ulong, bool> handler, params ulong[]
    ↪  sequence)
    {
        return Sync.ExecuteReadOperation(() =>
        {
            if (sequence.Length > 0)
            {
                Links.EnsureEachLinkExists(sequence);

                var results = new HashSet<ulong>();
                var filteredResults = new HashSet<ulong>();
                var matcher = new Matcher(this, sequence, filteredResults, handler);
                for (var i = 0; i < sequence.Length; i++)
                {
                    if (!AllUsagesCore1(sequence[i], results, matcher.HandlePartialMatched))
                    {
                        return false;
                    }
                }
                return true;
            }
            return true;
        });
    }

    //public HashSet<ulong> GetAllPartiallyMatchingSequences3(params ulong[] sequence)
    //{
    //    return Sync.ExecuteReadOperation(() =>
    //    {
    //        if (sequence.Length > 0)
    //        {
    //            _links.EnsureEachLinkIsAnyOrExists(sequence);

    //            var firstResults = new HashSet<ulong>();
    //            var lastResults = new HashSet<ulong>();

    //            var first = sequence.First(x => x != LinksConstants.Any);
    //            var last = sequence.Last(x => x != LinksConstants.Any);

    //            AllUsagesCore(first, firstResults);
    //            AllUsagesCore(last, lastResults);

    //            firstResults.IntersectWith(lastResults);

    //            //for (var i = 0; i < sequence.Length; i++)
    //            //    AllUsagesCore(sequence[i], results);

    //            var filteredResults = new HashSet<ulong>();
    //            var matcher = new Matcher(this, sequence, filteredResults, null);
    //            matcher.AddAllPartialMatchedToResults(firstResults);
```

```
687             //             return filteredResults;
688             //         }
689 
690             //         return new HashSet<ulong>();
691             //     });
692             //}
693 
694             public HashSet<ulong> GetAllPartiallyMatchingSequences3(params ulong[] sequence)
695             {
696                 return Sync.ExecuteReadOperation(() =>
697                 {
698                     if (sequence.Length > 0)
699                     {
700                         Links.EnsureEachLinkIsAnyOrExists(sequence);
701                         var firstResults = new HashSet<ulong>();
702                         var lastResults = new HashSet<ulong>();
703                         var first = sequence.First(x => x != _constants.Any);
704                         var last = sequence.Last(x => x != _constants.Any);
705                         AllUsagesCore(first, firstResults);
706                         AllUsagesCore(last, lastResults);
707                         firstResults.IntersectWith(lastResults);
708                         //for (var i = 0; i < sequence.Length; i++)
709                         //    AllUsagesCore(sequence[i], results);
710                         var filteredResults = new HashSet<ulong>();
711                         var matcher = new Matcher(this, sequence, filteredResults, null);
712                         matcher.AddAllPartialMatchedToResults(firstResults);
713                         return filteredResults;
714                     }
715                     return new HashSet<ulong>();
716                 });
717             }
718 
719             public HashSet<ulong> GetAllPartiallyMatchingSequences4(HashSet<ulong> readAsElements,
    ↪  IList<ulong> sequence)
720             {
721                 return Sync.ExecuteReadOperation(() =>
722                 {
723                     if (sequence.Count > 0)
724                     {
725                         Links.EnsureEachLinkExists(sequence);
726                         var results = new HashSet<LinkIndex>();
727                         //var nextResults = new HashSet<ulong>();
728                         //for (var i = 0; i < sequence.Length; i++)
729                         //{
730                         //    AllUsagesCore(sequence[i], nextResults);
731                         //    if (results.IsNullOrEmpty())
732                         //    {
733                         //        results = nextResults;
734                         //        nextResults = new HashSet<ulong>();
735                         //    }
736                         //    else
737                         //    {
738                         //        results.IntersectWith(nextResults);
739                         //        nextResults.Clear();
740                         //    }
741                         //}
742                         var collector1 = new AllUsagesCollector1(Links.Unsync, results);
743                         collector1.Collect(Links.Unsync.GetLink(sequence[0]));
744                         var next = new HashSet<ulong>();
745                         for (var i = 1; i < sequence.Count; i++)
746                         {
747                             var collector = new AllUsagesCollector1(Links.Unsync, next);
748                             collector.Collect(Links.Unsync.GetLink(sequence[i]));
749 
750                             results.IntersectWith(next);
751                             next.Clear();
752                         }
753                         var filteredResults = new HashSet<ulong>();
754                         var matcher = new Matcher(this, sequence, filteredResults, null,
                         ↪  readAsElements);
755                         matcher.AddAllPartialMatchedToResultsAndReadAsElements(results.OrderBy(x =>
                         ↪  x)); // OrderBy is a Hack
756                         return filteredResults;
757                     }
758                     return new HashSet<ulong>();
759                 });
760             }
761 
```

```
762         // Does not work
763         public HashSet<ulong> GetAllPartiallyMatchingSequences5(HashSet<ulong> readAsElements,
            ↪  params ulong[] sequence)
764         {
765             var visited = new HashSet<ulong>();
766             var results = new HashSet<ulong>();
767             var matcher = new Matcher(this, sequence, visited, x => { results.Add(x); return
                ↪  true; }, readAsElements);
768             var last = sequence.Length - 1;
769             for (var i = 0; i < last; i++)
770             {
771                 PartialStepRight(matcher.PartialMatch, sequence[i], sequence[i + 1]);
772             }
773             return results;
774         }
775
776         public List<ulong> GetAllPartiallyMatchingSequences(params ulong[] sequence)
777         {
778             return Sync.ExecuteReadOperation(() =>
779             {
780                 if (sequence.Length > 0)
781                 {
782                     Links.EnsureEachLinkExists(sequence);
783                     //var firstElement = sequence[0];
784                     //if (sequence.Length == 1)
785                     //{
786                     //    //results.Add(firstElement);
787                     //    return results;
788                     //}
789                     //if (sequence.Length == 2)
790                     //{
791                     //    //var doublet = _links.SearchCore(firstElement, sequence[1]);
792                     //    //if (doublet != Doublets.Links.Null)
793                     //    //    results.Add(doublet);
794                     //    return results;
795                     //}
796                     //var lastElement = sequence[sequence.Length - 1];
797                     //Func<ulong, bool> handler = x =>
798                     //{
799                     //    if (StartsWith(x, firstElement) && EndsWith(x, lastElement))
                        ↪  results.Add(x);
800                     //    return true;
801                     //};
802                     //if (sequence.Length >= 2)
803                     //    StepRight(handler, sequence[0], sequence[1]);
804                     //var last = sequence.Length - 2;
805                     //for (var i = 1; i < last; i++)
806                     //    PartialStepRight(handler, sequence[i], sequence[i + 1]);
807                     //if (sequence.Length >= 3)
808                     //    StepLeft(handler, sequence[sequence.Length - 2],
                        ↪  sequence[sequence.Length - 1]);
809                     //////if (sequence.Length == 1)
810                     //////{
811                     //////    throw new NotImplementedException(); // all sequences, containing
                        ↪  this element?
812                     //////}
813                     //////if (sequence.Length == 2)
814                     //////{
815                     //////    var results = new List<ulong>();
816                     //////    PartialStepRight(results.Add, sequence[0], sequence[1]);
817                     //////    return results;
818                     //////}
819                     //////var matches = new List<List<ulong>>();
820                     //////var last = sequence.Length - 1;
821                     //////for (var i = 0; i < last; i++)
822                     //////{
823                     //////    var results = new List<ulong>();
824                     //////    //StepRight(results.Add, sequence[i], sequence[i + 1]);
825                     //////    PartialStepRight(results.Add, sequence[i], sequence[i + 1]);
826                     //////    if (results.Count > 0)
827                     //////        matches.Add(results);
828                     //////    else
829                     //////        return results;
830                     //////    if (matches.Count == 2)
831                     //////    {
832                     //////        var merged = new List<ulong>();
833                     //////        for (var j = 0; j < matches[0].Count; j++)
```

```
                    //////            for (var k = 0; k < matches[1].Count; k++)
                    //////                CloseInnerConnections(merged.Add, matches[0][j],
                    ↪  matches[1][k]);
                    //////        if (merged.Count > 0)
                    //////            matches = new List<List<ulong>> { merged };
                    //////        else
                    //////            return new List<ulong>();
                    //////    }
                    //////}
                    //////if (matches.Count > 0)
                    //////{
                    //////    var usages = new HashSet<ulong>();
                    //////    for (int i = 0; i < sequence.Length; i++)
                    //////    {
                    //////        AllUsagesCore(sequence[i], usages);
                    //////    }
                    //////    //for (int i = 0; i < matches[0].Count; i++)
                    //////    //    AllUsagesCore(matches[0][i], usages);
                    //////    //usages.UnionWith(matches[0]);
                    //////    return usages.ToList();
                    //////}
                    var firstLinkUsages = new HashSet<ulong>();
                    AllUsagesCore(sequence[0], firstLinkUsages);
                    firstLinkUsages.Add(sequence[0]);
                    //var previousMatchings = firstLinkUsages.ToList(); //new List<ulong>() {
                    ↪  sequence[0] }; // or all sequences, containing this element?
                    //return GetAllPartiallyMatchingSequencesCore(sequence, firstLinkUsages,
                    ↪  1).ToList();
                    var results = new HashSet<ulong>();
                    foreach (var match in GetAllPartiallyMatchingSequencesCore(sequence,
                    ↪  firstLinkUsages, 1))
                    {
                        AllUsagesCore(match, results);
                    }
                    return results.ToList();
                }
                return new List<ulong>();
            });
        }

        /// <remarks>
        /// TODO: Может потробоваться ограничение на уровень глубины рекурсии
        /// </remarks>
        public HashSet<ulong> AllUsages(ulong link)
        {
            return Sync.ExecuteReadOperation(() =>
            {
                var usages = new HashSet<ulong>();
                AllUsagesCore(link, usages);
                return usages;
            });
        }

        // При сборе всех использований (последовательностей) можно сохранять обратный путь к
        ↪  той связи с которой начинался поиск (STTTSSSTT),
        // причём достаточно одного бита для хранения перехода влево или вправо
        private void AllUsagesCore(ulong link, HashSet<ulong> usages)
        {
            bool handler(ulong doublet)
            {
                if (usages.Add(doublet))
                {
                    AllUsagesCore(doublet, usages);
                }
                return true;
            }
            Links.Unsync.Each(link, _constants.Any, handler);
            Links.Unsync.Each(_constants.Any, link, handler);
        }

        public HashSet<ulong> AllBottomUsages(ulong link)
        {
            return Sync.ExecuteReadOperation(() =>
            {
                var visits = new HashSet<ulong>();
                var usages = new HashSet<ulong>();
                AllBottomUsagesCore(link, visits, usages);
                return usages;
```

```
907             });
908         }
909 
910         private void AllBottomUsagesCore(ulong link, HashSet<ulong> visits, HashSet<ulong>
        ↪  usages)
911         {
912             bool handler(ulong doublet)
913             {
914                 if (visits.Add(doublet))
915                 {
916                     AllBottomUsagesCore(doublet, visits, usages);
917                 }
918                 return true;
919             }
920             if (Links.Unsync.Count(_constants.Any, link) == 0)
921             {
922                 usages.Add(link);
923             }
924             else
925             {
926                 Links.Unsync.Each(link, _constants.Any, handler);
927                 Links.Unsync.Each(_constants.Any, link, handler);
928             }
929         }
930 
931         public ulong CalculateTotalSymbolFrequencyCore(ulong symbol)
932         {
933             if (Options.UseSequenceMarker)
934             {
935                 var counter = new TotalMarkedSequenceSymbolFrequencyOneOffCounter<ulong>(Links,
                    ↪  Options.MarkedSequenceMatcher, symbol);
936                 return counter.Count();
937             }
938             else
939             {
940                 var counter = new TotalSequenceSymbolFrequencyOneOffCounter<ulong>(Links,
                    ↪  symbol);
941                 return counter.Count();
942             }
943         }
944 
945         private bool AllUsagesCore1(ulong link, HashSet<ulong> usages, Func<ulong, bool>
        ↪  outerHandler)
946         {
947             bool handler(ulong doublet)
948             {
949                 if (usages.Add(doublet))
950                 {
951                     if (!outerHandler(doublet))
952                     {
953                         return false;
954                     }
955                     if (!AllUsagesCore1(doublet, usages, outerHandler))
956                     {
957                         return false;
958                     }
959                 }
960                 return true;
961             }
962             return Links.Unsync.Each(link, _constants.Any, handler)
963                 && Links.Unsync.Each(_constants.Any, link, handler);
964         }
965 
966         public void CalculateAllUsages(ulong[] totals)
967         {
968             var calculator = new AllUsagesCalculator(Links, totals);
969             calculator.Calculate();
970         }
971 
972         public void CalculateAllUsages2(ulong[] totals)
973         {
974             var calculator = new AllUsagesCalculator2(Links, totals);
975             calculator.Calculate();
976         }
977 
978         private class AllUsagesCalculator
979         {
980             private readonly SynchronizedLinks<ulong> _links;
```

```
981             private readonly ulong[] _totals;
982
983             public AllUsagesCalculator(SynchronizedLinks<ulong> links, ulong[] totals)
984             {
985                 _links = links;
986                 _totals = totals;
987             }
988
989             public void Calculate() => _links.Each(_constants.Any, _constants.Any,
                ↪  CalculateCore);
990
991             private bool CalculateCore(ulong link)
992             {
993                 if (_totals[link] == 0)
994                 {
995                     var total = 1UL;
996                     _totals[link] = total;
997                     var visitedChildren = new HashSet<ulong>();
998                     bool linkCalculator(ulong child)
999                     {
1000                        if (link != child && visitedChildren.Add(child))
1001                        {
1002                            total += _totals[child] == 0 ? 1 : _totals[child];
1003                        }
1004                        return true;
1005                    }
1006                    _links.Unsync.Each(link, _constants.Any, linkCalculator);
1007                    _links.Unsync.Each(_constants.Any, link, linkCalculator);
1008                    _totals[link] = total;
1009                }
1010                return true;
1011            }
1012        }
1013
1014        private class AllUsagesCalculator2
1015        {
1016            private readonly SynchronizedLinks<ulong> _links;
1017            private readonly ulong[] _totals;
1018
1019            public AllUsagesCalculator2(SynchronizedLinks<ulong> links, ulong[] totals)
1020            {
1021                _links = links;
1022                _totals = totals;
1023            }
1024
1025            public void Calculate() => _links.Each(_constants.Any, _constants.Any,
                ↪  CalculateCore);
1026
1027            private bool IsElement(ulong link)
1028            {
1029                //_linksInSequence.Contains(link) ||
1030                return _links.Unsync.GetTarget(link) == link || _links.Unsync.GetSource(link) ==
                    ↪  link;
1031            }
1032
1033            private bool CalculateCore(ulong link)
1034            {
1035                // TODO: Проработать защиту от зацикливания
1036                // Основано на SequenceWalker.WalkLeft
1037                Func<ulong, ulong> getSource = _links.Unsync.GetSource;
1038                Func<ulong, ulong> getTarget = _links.Unsync.GetTarget;
1039                Func<ulong, bool> isElement = IsElement;
1040                void visitLeaf(ulong parent)
1041                {
1042                    if (link != parent)
1043                    {
1044                        _totals[parent]++;
1045                    }
1046                }
1047                void visitNode(ulong parent)
1048                {
1049                    if (link != parent)
1050                    {
1051                        _totals[parent]++;
1052                    }
1053                }
1054                var stack = new Stack();
1055                var element = link;
1056                if (isElement(element))
```

```
                {
                    visitLeaf(element);
                }
                else
                {
                    while (true)
                    {
                        if (isElement(element))
                        {
                            if (stack.Count == 0)
                            {
                                break;
                            }
                            element = stack.Pop();
                            var source = getSource(element);
                            var target = getTarget(element);
                            // Обработка элемента
                            if (isElement(target))
                            {
                                visitLeaf(target);
                            }
                            if (isElement(source))
                            {
                                visitLeaf(source);
                            }
                            element = source;
                        }
                        else
                        {
                            stack.Push(element);
                            visitNode(element);
                            element = getTarget(element);
                        }
                    }
                }
                _totals[link]++;
                return true;
            }
        }

        private class AllUsagesCollector
        {
            private readonly ILinks<ulong> _links;
            private readonly HashSet<ulong> _usages;

            public AllUsagesCollector(ILinks<ulong> links, HashSet<ulong> usages)
            {
                _links = links;
                _usages = usages;
            }

            public bool Collect(ulong link)
            {
                if (_usages.Add(link))
                {
                    _links.Each(link, _constants.Any, Collect);
                    _links.Each(_constants.Any, link, Collect);
                }
                return true;
            }
        }

        private class AllUsagesCollector1
        {
            private readonly ILinks<ulong> _links;
            private readonly HashSet<ulong> _usages;
            private readonly ulong _continue;

            public AllUsagesCollector1(ILinks<ulong> links, HashSet<ulong> usages)
            {
                _links = links;
                _usages = usages;
                _continue = _links.Constants.Continue;
            }

            public ulong Collect(IList<ulong> link)
            {
                var linkIndex = _links.GetIndex(link);
                if (_usages.Add(linkIndex))
                {
```

```
                    _links.Each(Collect, _constants.Any, linkIndex);
                }
                return _continue;
            }
        }

        private class AllUsagesCollector2
        {
            private readonly ILinks<ulong> _links;
            private readonly BitString _usages;

            public AllUsagesCollector2(ILinks<ulong> links, BitString usages)
            {
                _links = links;
                _usages = usages;
            }

            public bool Collect(ulong link)
            {
                if (_usages.Add((long)link))
                {
                    _links.Each(link, _constants.Any, Collect);
                    _links.Each(_constants.Any, link, Collect);
                }
                return true;
            }
        }

        private class AllUsagesIntersectingCollector
        {
            private readonly SynchronizedLinks<ulong> _links;
            private readonly HashSet<ulong> _intersectWith;
            private readonly HashSet<ulong> _usages;
            private readonly HashSet<ulong> _enter;

            public AllUsagesIntersectingCollector(SynchronizedLinks<ulong> links, HashSet<ulong>
            ↪  intersectWith, HashSet<ulong> usages)
            {
                _links = links;
                _intersectWith = intersectWith;
                _usages = usages;
                _enter = new HashSet<ulong>(); // защита от зацикливания
            }

            public bool Collect(ulong link)
            {
                if (_enter.Add(link))
                {
                    if (_intersectWith.Contains(link))
                    {
                        _usages.Add(link);
                    }
                    _links.Unsync.Each(link, _constants.Any, Collect);
                    _links.Unsync.Each(_constants.Any, link, Collect);
                }
                return true;
            }
        }

        private void CloseInnerConnections(Action<ulong> handler, ulong left, ulong right)
        {
            TryStepLeftUp(handler, left, right);
            TryStepRightUp(handler, right, left);
        }

        private void AllCloseConnections(Action<ulong> handler, ulong left, ulong right)
        {
            // Direct
            if (left == right)
            {
                handler(left);
            }
            var doublet = Links.Unsync.SearchOrDefault(left, right);
            if (doublet != _constants.Null)
            {
                handler(doublet);
            }
            // Inner
            CloseInnerConnections(handler, left, right);
            // Outer
```

```
1216                StepLeft(handler, left, right);
1217                StepRight(handler, left, right);
1218                PartialStepRight(handler, left, right);
1219                PartialStepLeft(handler, left, right);
1220            }
1221
1222            private HashSet<ulong> GetAllPartiallyMatchingSequencesCore(ulong[] sequence,
                ↪  HashSet<ulong> previousMatchings, long startAt)
1223            {
1224                if (startAt >= sequence.Length) // ?
1225                {
1226                    return previousMatchings;
1227                }
1228                var secondLinkUsages = new HashSet<ulong>();
1229                AllUsagesCore(sequence[startAt], secondLinkUsages);
1230                secondLinkUsages.Add(sequence[startAt]);
1231                var matchings = new HashSet<ulong>();
1232                //for (var i = 0; i < previousMatchings.Count; i++)
1233                foreach (var secondLinkUsage in secondLinkUsages)
1234                {
1235                    foreach (var previousMatching in previousMatchings)
1236                    {
1237                        //AllCloseConnections(matchings.AddAndReturnVoid, previousMatching,
                            ↪  secondLinkUsage);
1238                        StepRight(matchings.AddAndReturnVoid, previousMatching, secondLinkUsage);
1239                        TryStepRightUp(matchings.AddAndReturnVoid, secondLinkUsage,
                            ↪  previousMatching);
1240                        //PartialStepRight(matchings.AddAndReturnVoid, secondLinkUsage,
                            ↪  sequence[startAt]); // почему-то эта ошибочная запись приводит к
                            ↪  желаемым результам.
1241                        PartialStepRight(matchings.AddAndReturnVoid, previousMatching,
                            ↪  secondLinkUsage);
1242                    }
1243                }
1244                if (matchings.Count == 0)
1245                {
1246                    return matchings;
1247                }
1248                return GetAllPartiallyMatchingSequencesCore(sequence, matchings, startAt + 1); // ??
1249            }
1250
1251            private static void EnsureEachLinkIsAnyOrZeroOrManyOrExists(SynchronizedLinks<ulong>
                ↪  links, params ulong[] sequence)
1252            {
1253                if (sequence == null)
1254                {
1255                    return;
1256                }
1257                for (var i = 0; i < sequence.Length; i++)
1258                {
1259                    if (sequence[i] != _constants.Any && sequence[i] != ZeroOrMany &&
                        ↪  !links.Exists(sequence[i]))
1260                    {
1261                        throw new ArgumentLinkDoesNotExistsException<ulong>(sequence[i],
                            ↪  $"patternSequence[{i}]");
1262                    }
1263                }
1264            }
1265
1266            // Pattern Matching -> Key To Triggers
1267            public HashSet<ulong> MatchPattern(params ulong[] patternSequence)
1268            {
1269                return Sync.ExecuteReadOperation(() =>
1270                {
1271                    patternSequence = Simplify(patternSequence);
1272                    if (patternSequence.Length > 0)
1273                    {
1274                        EnsureEachLinkIsAnyOrZeroOrManyOrExists(Links, patternSequence);
1275                        var uniqueSequenceElements = new HashSet<ulong>();
1276                        for (var i = 0; i < patternSequence.Length; i++)
1277                        {
1278                            if (patternSequence[i] != _constants.Any && patternSequence[i] !=
                                ↪  ZeroOrMany)
1279                            {
1280                                uniqueSequenceElements.Add(patternSequence[i]);
1281                            }
1282                        }
```

```
                var results = new HashSet<ulong>();
                foreach (var uniqueSequenceElement in uniqueSequenceElements)
                {
                    AllUsagesCore(uniqueSequenceElement, results);
                }
                var filteredResults = new HashSet<ulong>();
                var matcher = new PatternMatcher(this, patternSequence, filteredResults);
                matcher.AddAllPatternMatchedToResults(results);
                return filteredResults;
            }
            return new HashSet<ulong>();
        });
    }

    // Найти все возможные связи между указанным списком связей.
    // Находит связи между всеми указанными связями в любом порядке.
    // TODO: решить что делать с повторами (когда одни и те же элементы встречаются
    ↪  несколько раз в последовательности)
    public HashSet<ulong> GetAllConnections(params ulong[] linksToConnect)
    {
        return Sync.ExecuteReadOperation(() =>
        {
            var results = new HashSet<ulong>();
            if (linksToConnect.Length > 0)
            {
                Links.EnsureEachLinkExists(linksToConnect);
                AllUsagesCore(linksToConnect[0], results);
                for (var i = 1; i < linksToConnect.Length; i++)
                {
                    var next = new HashSet<ulong>();
                    AllUsagesCore(linksToConnect[i], next);
                    results.IntersectWith(next);
                }
            }
            return results;
        });
    }

    public HashSet<ulong> GetAllConnections1(params ulong[] linksToConnect)
    {
        return Sync.ExecuteReadOperation(() =>
        {
            var results = new HashSet<ulong>();
            if (linksToConnect.Length > 0)
            {
                Links.EnsureEachLinkExists(linksToConnect);
                var collector1 = new AllUsagesCollector(Links.Unsync, results);
                collector1.Collect(linksToConnect[0]);
                var next = new HashSet<ulong>();
                for (var i = 1; i < linksToConnect.Length; i++)
                {
                    var collector = new AllUsagesCollector(Links.Unsync, next);
                    collector.Collect(linksToConnect[i]);
                    results.IntersectWith(next);
                    next.Clear();
                }
            }
            return results;
        });
    }

    public HashSet<ulong> GetAllConnections2(params ulong[] linksToConnect)
    {
        return Sync.ExecuteReadOperation(() =>
        {
            var results = new HashSet<ulong>();
            if (linksToConnect.Length > 0)
            {
                Links.EnsureEachLinkExists(linksToConnect);
                var collector1 = new AllUsagesCollector(Links, results);
                collector1.Collect(linksToConnect[0]);
                //AllUsagesCore(linksToConnect[0], results);
                for (var i = 1; i < linksToConnect.Length; i++)
                {
                    var next = new HashSet<ulong>();
                    var collector = new AllUsagesIntersectingCollector(Links, results, next);
                    collector.Collect(linksToConnect[i]);
                    //AllUsagesCore(linksToConnect[i], next);
```

```
1360                         //results.IntersectWith(next);
1361                         results = next;
1362                     }
1363                 }
1364                 return results;
1365             });
1366         }
1367 
1368         public List<ulong> GetAllConnections3(params ulong[] linksToConnect)
1369         {
1370             return Sync.ExecuteReadOperation(() =>
1371             {
1372                 var results = new BitString((long)Links.Unsync.Count() + 1); // new
                     ↪  BitArray((int)_links.Total + 1);
1373                 if (linksToConnect.Length > 0)
1374                 {
1375                     Links.EnsureEachLinkExists(linksToConnect);
1376                     var collector1 = new AllUsagesCollector2(Links.Unsync, results);
1377                     collector1.Collect(linksToConnect[0]);
1378                     for (var i = 1; i < linksToConnect.Length; i++)
1379                     {
1380                         var next = new BitString((long)Links.Unsync.Count() + 1); //new
                             ↪  BitArray((int)_links.Total + 1);
1381                         var collector = new AllUsagesCollector2(Links.Unsync, next);
1382                         collector.Collect(linksToConnect[i]);
1383                         results = results.And(next);
1384                     }
1385                 }
1386                 return results.GetSetUInt64Indices();
1387             });
1388         }
1389 
1390         private static ulong[] Simplify(ulong[] sequence)
1391         {
1392             // Считаем новый размер последовательности
1393             long newLength = 0;
1394             var zeroOrManyStepped = false;
1395             for (var i = 0; i < sequence.Length; i++)
1396             {
1397                 if (sequence[i] == ZeroOrMany)
1398                 {
1399                     if (zeroOrManyStepped)
1400                     {
1401                         continue;
1402                     }
1403                     zeroOrManyStepped = true;
1404                 }
1405                 else
1406                 {
1407                     //if (zeroOrManyStepped) Is it efficient?
1408                     zeroOrManyStepped = false;
1409                 }
1410                 newLength++;
1411             }
1412             // Строим новую последовательность
1413             zeroOrManyStepped = false;
1414             var newSequence = new ulong[newLength];
1415             long j = 0;
1416             for (var i = 0; i < sequence.Length; i++)
1417             {
1418                 //var current = zeroOrManyStepped;
1419                 //zeroOrManyStepped = patternSequence[i] == zeroOrMany;
1420                 //if (current && zeroOrManyStepped)
1421                 //    continue;
1422                 //var newZeroOrManyStepped = patternSequence[i] == zeroOrMany;
1423                 //if (zeroOrManyStepped && newZeroOrManyStepped)
1424                 //    continue;
1425                 //zeroOrManyStepped = newZeroOrManyStepped;
1426                 if (sequence[i] == ZeroOrMany)
1427                 {
1428                     if (zeroOrManyStepped)
1429                     {
1430                         continue;
1431                     }
1432                     zeroOrManyStepped = true;
1433                 }
1434                 else
1435                 {
1436                     //if (zeroOrManyStepped) Is it efficient?
```

```
                zeroOrManyStepped = false;
            }
            newSequence[j++] = sequence[i];
        }
        return newSequence;
    }

    public static void TestSimplify()
    {
        var sequence = new ulong[] { ZeroOrMany, ZeroOrMany, 2, 3, 4, ZeroOrMany,
        ↪  ZeroOrMany, ZeroOrMany, 4, ZeroOrMany, ZeroOrMany, ZeroOrMany };
        var simplifiedSequence = Simplify(sequence);
    }

    public List<ulong> GetSimilarSequences() => new List<ulong>();

    public void Prediction()
    {
        //_links
        //sequences
    }

    #region From Triplets

    //public static void DeleteSequence(Link sequence)
    //{
    //}

    public List<ulong> CollectMatchingSequences(ulong[] links)
    {
        if (links.Length == 1)
        {
            throw new Exception("Подпоследовательности с одним элементом не
            ↪  поддерживаются.");
        }
        var leftBound = 0;
        var rightBound = links.Length - 1;
        var left = links[leftBound++];
        var right = links[rightBound--];
        var results = new List<ulong>();
        CollectMatchingSequences(left, leftBound, links, right, rightBound, ref results);
        return results;
    }

    private void CollectMatchingSequences(ulong leftLink, int leftBound, ulong[]
    ↪  middleLinks, ulong rightLink, int rightBound, ref List<ulong> results)
    {
        var leftLinkTotalReferers = Links.Unsync.Count(leftLink);
        var rightLinkTotalReferers = Links.Unsync.Count(rightLink);
        if (leftLinkTotalReferers <= rightLinkTotalReferers)
        {
            var nextLeftLink = middleLinks[leftBound];
            var elements = GetRightElements(leftLink, nextLeftLink);
            if (leftBound <= rightBound)
            {
                for (var i = elements.Length - 1; i >= 0; i--)
                {
                    var element = elements[i];
                    if (element != 0)
                    {
                        CollectMatchingSequences(element, leftBound + 1, middleLinks,
                        ↪  rightLink, rightBound, ref results);
                    }
                }
            }
            else
            {
                for (var i = elements.Length - 1; i >= 0; i--)
                {
                    var element = elements[i];
                    if (element != 0)
                    {
                        results.Add(element);
                    }
                }
            }
        }
        else
```

```
            {
                var nextRightLink = middleLinks[rightBound];
                var elements = GetLeftElements(rightLink, nextRightLink);
                if (leftBound <= rightBound)
                {
                    for (var i = elements.Length - 1; i >= 0; i--)
                    {
                        var element = elements[i];
                        if (element != 0)
                        {
                            CollectMatchingSequences(leftLink, leftBound, middleLinks,
                            ↪  elements[i], rightBound - 1, ref results);
                        }
                    }
                }
                else
                {
                    for (var i = elements.Length - 1; i >= 0; i--)
                    {
                        var element = elements[i];
                        if (element != 0)
                        {
                            results.Add(element);
                        }
                    }
                }
            }
        }

        public ulong[] GetRightElements(ulong startLink, ulong rightLink)
        {
            var result = new ulong[5];
            TryStepRight(startLink, rightLink, result, 0);
            Links.Each(_constants.Any, startLink, couple =>
            {
                if (couple != startLink)
                {
                    if (TryStepRight(couple, rightLink, result, 2))
                    {
                        return false;
                    }
                }
                return true;
            });
            if (Links.GetTarget(Links.GetTarget(startLink)) == rightLink)
            {
                result[4] = startLink;
            }
            return result;
        }

        public bool TryStepRight(ulong startLink, ulong rightLink, ulong[] result, int offset)
        {
            var added = 0;
            Links.Each(startLink, _constants.Any, couple =>
            {
                if (couple != startLink)
                {
                    var coupleTarget = Links.GetTarget(couple);
                    if (coupleTarget == rightLink)
                    {
                        result[offset] = couple;
                        if (++added == 2)
                        {
                            return false;
                        }
                    }
                    else if (Links.GetSource(coupleTarget) == rightLink) // coupleTarget.Linker
                    ↪  == Net.And &&
                    {
                        result[offset + 1] = couple;
                        if (++added == 2)
                        {
                            return false;
                        }
                    }
                }
                return true;
```

```
            });
            return added > 0;
        }

        public ulong[] GetLeftElements(ulong startLink, ulong leftLink)
        {
            var result = new ulong[5];
            TryStepLeft(startLink, leftLink, result, 0);
            Links.Each(startLink, _constants.Any, couple =>
            {
                if (couple != startLink)
                {
                    if (TryStepLeft(couple, leftLink, result, 2))
                    {
                        return false;
                    }
                }
                return true;
            });
            if (Links.GetSource(Links.GetSource(leftLink)) == startLink)
            {
                result[4] = leftLink;
            }
            return result;
        }

        public bool TryStepLeft(ulong startLink, ulong leftLink, ulong[] result, int offset)
        {
            var added = 0;
            Links.Each(_constants.Any, startLink, couple =>
            {
                if (couple != startLink)
                {
                    var coupleSource = Links.GetSource(couple);
                    if (coupleSource == leftLink)
                    {
                        result[offset] = couple;
                        if (++added == 2)
                        {
                            return false;
                        }
                    }
                    else if (Links.GetTarget(coupleSource) == leftLink) // coupleSource.Linker
                    ↪  == Net.And &&
                    {
                        result[offset + 1] = couple;
                        if (++added == 2)
                        {
                            return false;
                        }
                    }
                }
                return true;
            });
            return added > 0;
        }

        #endregion

        #region Walkers

        public class PatternMatcher : RightSequenceWalker<ulong>
        {
            private readonly Sequences _sequences;
            private readonly ulong[] _patternSequence;
            private readonly HashSet<LinkIndex> _linksInSequence;
            private readonly HashSet<LinkIndex> _results;

            #region Pattern Match

            enum PatternBlockType
            {
                Undefined,
                Gap,
                Elements
            }

            struct PatternBlock
            {
                public PatternBlockType Type;
```

```
1666                public long Start;
1667                public long Stop;
1668            }
1669
1670            private readonly List<PatternBlock> _pattern;
1671            private int _patternPosition;
1672            private long _sequencePosition;
1673
1674            #endregion
1675
1676            public PatternMatcher(Sequences sequences, LinkIndex[] patternSequence,
                ↪  HashSet<LinkIndex> results)
1677                : base(sequences.Links.Unsync)
1678            {
1679                _sequences = sequences;
1680                _patternSequence = patternSequence;
1681                _linksInSequence = new HashSet<LinkIndex>(patternSequence.Where(x => x !=
                    ↪  _constants.Any && x != ZeroOrMany));
1682                _results = results;
1683                _pattern = CreateDetailedPattern();
1684            }
1685
1686            protected override bool IsElement(IList<ulong> link) =>
                ↪  _linksInSequence.Contains(Links.GetIndex(link)) || base.IsElement(link);
1687
1688            public bool PatternMatch(LinkIndex sequenceToMatch)
1689            {
1690                _patternPosition = 0;
1691                _sequencePosition = 0;
1692                foreach (var part in Walk(sequenceToMatch))
1693                {
1694                    if (!PatternMatchCore(Links.GetIndex(part)))
1695                    {
1696                        break;
1697                    }
1698                }
1699                return _patternPosition == _pattern.Count || (_patternPosition == _pattern.Count
                    ↪  - 1 && _pattern[_patternPosition].Start == 0);
1700            }
1701
1702            private List<PatternBlock> CreateDetailedPattern()
1703            {
1704                var pattern = new List<PatternBlock>();
1705                var patternBlock = new PatternBlock();
1706                for (var i = 0; i < _patternSequence.Length; i++)
1707                {
1708                    if (patternBlock.Type == PatternBlockType.Undefined)
1709                    {
1710                        if (_patternSequence[i] == _constants.Any)
1711                        {
1712                            patternBlock.Type = PatternBlockType.Gap;
1713                            patternBlock.Start = 1;
1714                            patternBlock.Stop = 1;
1715                        }
1716                        else if (_patternSequence[i] == ZeroOrMany)
1717                        {
1718                            patternBlock.Type = PatternBlockType.Gap;
1719                            patternBlock.Start = 0;
1720                            patternBlock.Stop = long.MaxValue;
1721                        }
1722                        else
1723                        {
1724                            patternBlock.Type = PatternBlockType.Elements;
1725                            patternBlock.Start = i;
1726                            patternBlock.Stop = i;
1727                        }
1728                    }
1729                    else if (patternBlock.Type == PatternBlockType.Elements)
1730                    {
1731                        if (_patternSequence[i] == _constants.Any)
1732                        {
1733                            pattern.Add(patternBlock);
1734                            patternBlock = new PatternBlock
1735                            {
1736                                Type = PatternBlockType.Gap,
1737                                Start = 1,
1738                                Stop = 1
1739                            };
1740                        }
1741                        else if (_patternSequence[i] == ZeroOrMany)
```

```
                    {
                        pattern.Add(patternBlock);
                        patternBlock = new PatternBlock
                        {
                            Type = PatternBlockType.Gap,
                            Start = 0,
                            Stop = long.MaxValue
                        };
                    }
                    else
                    {
                        patternBlock.Stop = i;
                    }
                }
                else // patternBlock.Type == PatternBlockType.Gap
                {
                    if (_patternSequence[i] == _constants.Any)
                    {
                        patternBlock.Start++;
                        if (patternBlock.Stop < patternBlock.Start)
                        {
                            patternBlock.Stop = patternBlock.Start;
                        }
                    }
                    else if (_patternSequence[i] == ZeroOrMany)
                    {
                        patternBlock.Stop = long.MaxValue;
                    }
                    else
                    {
                        pattern.Add(patternBlock);
                        patternBlock = new PatternBlock
                        {
                            Type = PatternBlockType.Elements,
                            Start = i,
                            Stop = i
                        };
                    }
                }
            }
            if (patternBlock.Type != PatternBlockType.Undefined)
            {
                pattern.Add(patternBlock);
            }
            return pattern;
        }

        ///* match: search for regexp anywhere in text */
        //int match(char* regexp, char* text)
        //{
        //    do
        //    {
        //    } while (*text++ != '\0');
        //    return 0;
        //}

        ///* matchhere: search for regexp at beginning of text */
        //int matchhere(char* regexp, char* text)
        //{
        //    if (regexp[0] == '\0')
        //        return 1;
        //    if (regexp[1] == '*')
        //        return matchstar(regexp[0], regexp + 2, text);
        //    if (regexp[0] == '$' && regexp[1] == '\0')
        //        return *text == '\0';
        //    if (*text != '\0' && (regexp[0] == '.' || regexp[0] == *text))
        //        return matchhere(regexp + 1, text + 1);
        //    return 0;
        //}

        ///* matchstar: search for c*regexp at beginning of text */
        //int matchstar(int c, char* regexp, char* text)
        //{
        //    do
        //    {    /* a * matches zero or more instances */
        //        if (matchhere(regexp, text))
        //            return 1;
        //    } while (*text != '\0' && (*text++ == c || c == '.'));
        //    return 0;
```

```
1821            //}
1822
1823            //private void GetNextPatternElement(out LinkIndex element, out long mininumGap, out
                ↪  long maximumGap)
1824            //{
1825            //    mininumGap = 0;
1826            //    maximumGap = 0;
1827            //    element = 0;
1828            //    for (; _patternPosition < _patternSequence.Length; _patternPosition++)
1829            //    {
1830            //        if (_patternSequence[_patternPosition] == Doublets.Links.Null)
1831            //            mininumGap++;
1832            //        else if (_patternSequence[_patternPosition] == ZeroOrMany)
1833            //            maximumGap = long.MaxValue;
1834            //        else
1835            //            break;
1836            //    }
1837
1838            //    if (maximumGap < mininumGap)
1839            //        maximumGap = mininumGap;
1840            //}
1841
1842            private bool PatternMatchCore(LinkIndex element)
1843            {
1844                if (_patternPosition >= _pattern.Count)
1845                {
1846                    _patternPosition = -2;
1847                    return false;
1848                }
1849                var currentPatternBlock = _pattern[_patternPosition];
1850                if (currentPatternBlock.Type == PatternBlockType.Gap)
1851                {
1852                    //var currentMatchingBlockLength = (_sequencePosition -
                        ↪  _lastMatchedBlockPosition);
1853                    if (_sequencePosition < currentPatternBlock.Start)
1854                    {
1855                        _sequencePosition++;
1856                        return true; // Двигаемся дальше
1857                    }
1858                    // Это последний блок
1859                    if (_pattern.Count == _patternPosition + 1)
1860                    {
1861                        _patternPosition++;
1862                        _sequencePosition = 0;
1863                        return false; // Полное соответствие
1864                    }
1865                    else
1866                    {
1867                        if (_sequencePosition > currentPatternBlock.Stop)
1868                        {
1869                            return false; // Соответствие невозможно
1870                        }
1871                        var nextPatternBlock = _pattern[_patternPosition + 1];
1872                        if (_patternSequence[nextPatternBlock.Start] == element)
1873                        {
1874                            if (nextPatternBlock.Start < nextPatternBlock.Stop)
1875                            {
1876                                _patternPosition++;
1877                                _sequencePosition = 1;
1878                            }
1879                            else
1880                            {
1881                                _patternPosition += 2;
1882                                _sequencePosition = 0;
1883                            }
1884                        }
1885                    }
1886                }
1887                else // currentPatternBlock.Type == PatternBlockType.Elements
1888                {
1889                    var patternElementPosition = currentPatternBlock.Start + _sequencePosition;
1890                    if (_patternSequence[patternElementPosition] != element)
1891                    {
1892                        return false; // Соответствие невозможно
1893                    }
1894                    if (patternElementPosition == currentPatternBlock.Stop)
1895                    {
1896                        _patternPosition++;
1897                        _sequencePosition = 0;
```

```
                    }
                    else
                    {
                        _sequencePosition++;
                    }
                }
                return true;
                //if (_patternSequence[_patternPosition] != element)
                //    return false;
                //else
                //{
                //    _sequencePosition++;
                //    _patternPosition++;
                //    return true;
                //}
                ////////
                //if (_filterPosition == _patternSequence.Length)
                //{
                //    _filterPosition = -2; // Длиннее чем нужно
                //    return false;
                //}
                //if (element != _patternSequence[_filterPosition])
                //{
                //    _filterPosition = -1;
                //    return false; // Начинается иначе
                //}
                //_filterPosition++;
                //if (_filterPosition == (_patternSequence.Length - 1))
                //    return false;
                //if (_filterPosition >= 0)
                //{
                //    if (element == _patternSequence[_filterPosition + 1])
                //        _filterPosition++;
                //    else
                //        return false;
                //}
                //if (_filterPosition < 0)
                //{
                //    if (element == _patternSequence[0])
                //        _filterPosition = 0;
                //}
            }

            public void AddAllPatternMatchedToResults(IEnumerable<ulong> sequencesToMatch)
            {
                foreach (var sequenceToMatch in sequencesToMatch)
                {
                    if (PatternMatch(sequenceToMatch))
                    {
                        _results.Add(sequenceToMatch);
                    }
                }
            }
        }

        #endregion
    }
}
```

./Platform.Data.Doublets/Sequences/Sequences.Experiments.ReadSequence.cs

```
//#define USEARRAYPOOL
using System;
using System.Runtime.CompilerServices;
#if USEARRAYPOOL
using Platform.Collections;
#endif

namespace Platform.Data.Doublets.Sequences
{
    partial class Sequences
    {
        public ulong[] ReadSequenceCore(ulong sequence, Func<ulong, bool> isElement)
        {
            var links = Links.Unsync;
            var length = 1;
            var array = new ulong[length];
            array[0] = sequence;

            if (isElement(sequence))
```

```
            {
                return array;
            }

            bool hasElements;
            do
            {
                length *= 2;
#if USEARRAYPOOL
                var nextArray = ArrayPool.Allocate<ulong>(length);
#else
                var nextArray = new ulong[length];
#endif
                hasElements = false;
                for (var i = 0; i < array.Length; i++)
                {
                    var candidate = array[i];
                    if (candidate == 0)
                    {
                        continue;
                    }
                    var doubletOffset = i * 2;
                    if (isElement(candidate))
                    {
                        nextArray[doubletOffset] = candidate;
                    }
                    else
                    {
                        var link = links.GetLink(candidate);
                        var linkSource = links.GetSource(link);
                        var linkTarget = links.GetTarget(link);
                        nextArray[doubletOffset] = linkSource;
                        nextArray[doubletOffset + 1] = linkTarget;
                        if (!hasElements)
                        {
                            hasElements = !(isElement(linkSource) && isElement(linkTarget));
                        }
                    }
                }
#if USEARRAYPOOL
                if (array.Length > 1)
                {
                    ArrayPool.Free(array);
                }
#endif
                array = nextArray;
            }
            while (hasElements);
            var filledElementsCount = CountFilledElements(array);
            if (filledElementsCount == array.Length)
            {
                return array;
            }
            else
            {
                return CopyFilledElements(array, filledElementsCount);
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        private static ulong[] CopyFilledElements(ulong[] array, int filledElementsCount)
        {
            var finalArray = new ulong[filledElementsCount];
            for (int i = 0, j = 0; i < array.Length; i++)
            {
                if (array[i] > 0)
                {
                    finalArray[j] = array[i];
                    j++;
                }
            }
#if USEARRAYPOOL
            ArrayPool.Free(array);
#endif
            return finalArray;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        private static int CountFilledElements(ulong[] array)
        {
```

```
            var count = 0;
            for (var i = 0; i < array.Length; i++)
            {
                if (array[i] > 0)
                {
                    count++;
                }
            }
            return count;
        }
    }
}
```

./Platform.Data.Doublets/Sequences/SequencesExtensions.cs

```
using Platform.Data.Sequences;
using System.Collections.Generic;

namespace Platform.Data.Doublets.Sequences
{
    public static class SequencesExtensions
    {
        public static TLink Create<TLink>(this ISequences<TLink> sequences, IList<TLink[]>
        ↪  groupedSequence)
        {
            var finalSequence = new TLink[groupedSequence.Count];
            for (var i = 0; i < finalSequence.Length; i++)
            {
                var part = groupedSequence[i];
                finalSequence[i] = part.Length == 1 ? part[0] : sequences.Create(part);
            }
            return sequences.Create(finalSequence);
        }
    }
}
```

./Platform.Data.Doublets/Sequences/SequencesIndexer.cs

```
using System.Collections.Generic;

namespace Platform.Data.Doublets.Sequences
{
    public class SequencesIndexer<TLink>
    {
        private static readonly EqualityComparer<TLink> _equalityComparer =
        ↪  EqualityComparer<TLink>.Default;

        private readonly ISynchronizedLinks<TLink> _links;
        private readonly TLink _null;

        public SequencesIndexer(ISynchronizedLinks<TLink> links)
        {
            _links = links;
            _null = _links.Constants.Null;
        }

        /// <summary>
        /// Индексирует последовательность глобально, и возвращает значение,
        /// определяющие была ли запрошенная последовательность проиндексирована ранее.
        /// </summary>
        /// <param name="sequence">Последовательность для индексации.</param>
        /// <returns>
        /// True если последовательность уже была проиндексирована ранее и
        /// False если последовательность была проиндексирована только что.
        /// </returns>
        public bool Index(TLink[] sequence)
        {
            var indexed = true;
            var i = sequence.Length;
            while (--i >= 1 && (indexed =
            ↪  !_equalityComparer.Equals(_links.SearchOrDefault(sequence[i - 1], sequence[i]),
            ↪  _null))) { }
            for (; i >= 1; i--)
            {
                _links.GetOrCreate(sequence[i - 1], sequence[i]);
            }
            return indexed;
        }

        public bool BulkIndex(TLink[] sequence)
        {
```

```
            var indexed = true;
            var i = sequence.Length;
            var links = _links.Unsync;
            _links.SyncRoot.ExecuteReadOperation(() =>
            {
                while (--i >= 1 && (indexed =
                ↪  !_equalityComparer.Equals(links.SearchOrDefault(sequence[i - 1],
                ↪  sequence[i]), _null))) { }
            });
            if (indexed == false)
            {
                _links.SyncRoot.ExecuteWriteOperation(() =>
                {
                    for (; i >= 1; i--)
                    {
                        links.GetOrCreate(sequence[i - 1], sequence[i]);
                    }
                });
            }
            return indexed;
        }

        public bool BulkIndexUnsync(TLink[] sequence)
        {
            var indexed = true;
            var i = sequence.Length;
            var links = _links.Unsync;
            while (--i >= 1 && (indexed =
            ↪  !_equalityComparer.Equals(links.SearchOrDefault(sequence[i - 1], sequence[i]),
            ↪  _null))) { }
            for (; i >= 1; i--)
            {
                links.GetOrCreate(sequence[i - 1], sequence[i]);
            }
            return indexed;
        }

        public bool CheckIndex(IList<TLink> sequence)
        {
            var indexed = true;
            var i = sequence.Count;
            while (--i >= 1 && (indexed =
            ↪  !_equalityComparer.Equals(_links.SearchOrDefault(sequence[i - 1], sequence[i]),
            ↪  _null))) { }
            return indexed;
        }
    }
}
```

./Platform.Data.Doublets/Sequences/SequencesOptions.cs

```
using System;
using System.Collections.Generic;
using Platform.Interfaces;
using Platform.Data.Doublets.Sequences.Frequencies.Cache;
using Platform.Data.Doublets.Sequences.Frequencies.Counters;
using Platform.Data.Doublets.Sequences.Converters;
using Platform.Data.Doublets.Sequences.CreteriaMatchers;

namespace Platform.Data.Doublets.Sequences
{
    public class SequencesOptions<TLink> // TODO: To use type parameter <TLink> the
    ↪  ILinks<TLink> must contain GetConstants function.
    {
        private static readonly EqualityComparer<TLink> _equalityComparer =
        ↪  EqualityComparer<TLink>.Default;

        public TLink SequenceMarkerLink { get; set; }
        public bool UseCascadeUpdate { get; set; }
        public bool UseCascadeDelete { get; set; }
        public bool UseIndex { get; set; } // TODO: Update Index on sequence update/delete.
        public bool UseSequenceMarker { get; set; }
        public bool UseCompression { get; set; }
        public bool UseGarbageCollection { get; set; }
        public bool EnforceSingleSequenceVersionOnWriteBasedOnExisting { get; set; }
        public bool EnforceSingleSequenceVersionOnWriteBasedOnNew { get; set; }

        public MarkedSequenceCreteriaMatcher<TLink> MarkedSequenceMatcher { get; set; }
        public IConverter<IList<TLink>, TLink> LinksToSequenceConverter { get; set; }
        public SequencesIndexer<TLink> Indexer { get; set; }
```

```
28
29          // TODO: Реализовать компактификацию при чтении
30          //public bool EnforceSingleSequenceVersionOnRead { get; set; }
31          //public bool UseRequestMarker { get; set; }
32          //public bool StoreRequestResults { get; set; }
33
34          public void InitOptions(ISynchronizedLinks<TLink> links)
35          {
36              if (UseSequenceMarker)
37              {
38                  if (_equalityComparer.Equals(SequenceMarkerLink, links.Constants.Null))
39                  {
40                      SequenceMarkerLink = links.CreatePoint();
41                  }
42                  else
43                  {
44                      if (!links.Exists(SequenceMarkerLink))
45                      {
46                          var link = links.CreatePoint();
47                          if (!_equalityComparer.Equals(link, SequenceMarkerLink))
48                          {
49                              throw new InvalidOperationException("Cannot recreate sequence marker
                                ↪  link.");
50                          }
51                      }
52                  }
53                  if (MarkedSequenceMatcher == null)
54                  {
55                      MarkedSequenceMatcher = new MarkedSequenceCreteriaMatcher<TLink>(links,
                        ↪  SequenceMarkerLink);
56                  }
57              }
58              var balancedVariantConverter = new BalancedVariantConverter<TLink>(links);
59              if (UseCompression)
60              {
61                  if (LinksToSequenceConverter == null)
62                  {
63                      ICounter<TLink, TLink> totalSequenceSymbolFrequencyCounter;
64                      if (UseSequenceMarker)
65                      {
66                          totalSequenceSymbolFrequencyCounter = new
                            ↪  TotalMarkedSequenceSymbolFrequencyCounter<TLink>(links,
                            ↪  MarkedSequenceMatcher);
67                      }
68                      else
69                      {
70                          totalSequenceSymbolFrequencyCounter = new
                            ↪  TotalSequenceSymbolFrequencyCounter<TLink>(links);
71                      }
72                      var doubletFrequenciesCache = new LinkFrequenciesCache<TLink>(links,
                        ↪  totalSequenceSymbolFrequencyCounter);
73                      var compressingConverter = new CompressingConverter<TLink>(links,
                        ↪  balancedVariantConverter, doubletFrequenciesCache);
74                      LinksToSequenceConverter = compressingConverter;
75                  }
76              }
77              else
78              {
79                  if (LinksToSequenceConverter == null)
80                  {
81                      LinksToSequenceConverter = balancedVariantConverter;
82                  }
83              }
84              if (UseIndex && Indexer == null)
85              {
86                  Indexer = new SequencesIndexer<TLink>(links);
87              }
88          }
89
90          public void ValidateOptions()
91          {
92              if (UseGarbageCollection && !UseSequenceMarker)
93              {
94                  throw new NotSupportedException("To use garbage collection UseSequenceMarker
                    ↪  option must be on.");
95              }
96          }
97      }
```

```
}
```

./Platform.Data.Doublets/Sequences/UnicodeMap.cs

```
using System;
using System.Collections.Generic;
using System.Globalization;
using System.Runtime.CompilerServices;
using System.Text;
using Platform.Data.Sequences;

namespace Platform.Data.Doublets.Sequences
{
    public class UnicodeMap
    {
        public static readonly ulong FirstCharLink = 1;
        public static readonly ulong LastCharLink = FirstCharLink + char.MaxValue;
        public static readonly ulong MapSize = 1 + char.MaxValue;

        private readonly ILinks<ulong> _links;
        private bool _initialized;

        public UnicodeMap(ILinks<ulong> links) => _links = links;

        public static UnicodeMap InitNew(ILinks<ulong> links)
        {
            var map = new UnicodeMap(links);
            map.Init();
            return map;
        }

        public void Init()
        {
            if (_initialized)
            {
                return;
            }
            _initialized = true;
            var firstLink = _links.CreatePoint();
            if (firstLink != FirstCharLink)
            {
                _links.Delete(firstLink);
            }
            else
            {
                for (var i = FirstCharLink + 1; i <= LastCharLink; i++)
                {
                    // From NIL to It (NIL -> Character) transformation meaning, (or infinite amount of NIL characters before actual Character)
                    var createdLink = _links.CreatePoint();
                    _links.Update(createdLink, firstLink, createdLink);
                    if (createdLink != i)
                    {
                        throw new InvalidOperationException("Unable to initialize UTF 16 table.");
                    }
                }
            }
        }

        // 0 - null link
        // 1 - nil character (0 character)
        // ...
        // 65536 (0(1) + 65535 = 65536 possible values)

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static ulong FromCharToLink(char character) => (ulong)character + 1;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static char FromLinkToChar(ulong link) => (char)(link - 1);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static bool IsCharLink(ulong link) => link <= MapSize;

        public static string FromLinksToString(IList<ulong> linksList)
        {
            var sb = new StringBuilder();
            for (int i = 0; i < linksList.Count; i++)
            {
                sb.Append(FromLinkToChar(linksList[i]));
            }
```

```
76              return sb.ToString();
77          }
78
79          public static string FromSequenceLinkToString(ulong link, ILinks<ulong> links)
80          {
81              var sb = new StringBuilder();
82              if (links.Exists(link))
83              {
84                  StopableSequenceWalker.WalkRight(link, links.GetSource, links.GetTarget,
85                      x => x <= MapSize || links.GetSource(x) == x || links.GetTarget(x) == x,
                        ↪  element =>
86                      {
87                          sb.Append(FromLinkToChar(element));
88                          return true;
89                      });
90              }
91              return sb.ToString();
92          }
93
94          public static ulong[] FromCharsToLinkArray(char[] chars) => FromCharsToLinkArray(chars,
            ↪  chars.Length);
95
96          public static ulong[] FromCharsToLinkArray(char[] chars, int count)
97          {
98              // char array to ulong array
99              var linksSequence = new ulong[count];
100             for (var i = 0; i < count; i++)
101             {
102                 linksSequence[i] = FromCharToLink(chars[i]);
103             }
104             return linksSequence;
105         }
106
107         public static ulong[] FromStringToLinkArray(string sequence)
108         {
109             // char array to ulong array
110             var linksSequence = new ulong[sequence.Length];
111             for (var i = 0; i < sequence.Length; i++)
112             {
113                 linksSequence[i] = FromCharToLink(sequence[i]);
114             }
115             return linksSequence;
116         }
117
118         public static List<ulong[]> FromStringToLinkArrayGroups(string sequence)
119         {
120             var result = new List<ulong[]>();
121             var offset = 0;
122             while (offset < sequence.Length)
123             {
124                 var currentCategory = CharUnicodeInfo.GetUnicodeCategory(sequence[offset]);
125                 var relativeLength = 1;
126                 var absoluteLength = offset + relativeLength;
127                 while (absoluteLength < sequence.Length &&
128                        currentCategory ==
                           ↪  CharUnicodeInfo.GetUnicodeCategory(sequence[absoluteLength]))
129                 {
130                     relativeLength++;
131                     absoluteLength++;
132                 }
133                 // char array to ulong array
134                 var innerSequence = new ulong[relativeLength];
135                 var maxLength = offset + relativeLength;
136                 for (var i = offset; i < maxLength; i++)
137                 {
138                     innerSequence[i - offset] = FromCharToLink(sequence[i]);
139                 }
140                 result.Add(innerSequence);
141                 offset += relativeLength;
142             }
143             return result;
144         }
145
146         public static List<ulong[]> FromLinkArrayToLinkArrayGroups(ulong[] array)
147         {
148             var result = new List<ulong[]>();
149             var offset = 0;
150             while (offset < array.Length)
151             {
```

```
                var relativeLength = 1;
                if (array[offset] <= LastCharLink)
                {
                    var currentCategory =
                    ↪ CharUnicodeInfo.GetUnicodeCategory(FromLinkToChar(array[offset]));
                    var absoluteLength = offset + relativeLength;
                    while (absoluteLength < array.Length &&
                           array[absoluteLength] <= LastCharLink &&
                           currentCategory == CharUnicodeInfo.GetUnicodeCategory(FromLinkToChar(
                           ↪ array[absoluteLength])))
                    {
                        relativeLength++;
                        absoluteLength++;
                    }
                }
                else
                {
                    var absoluteLength = offset + relativeLength;
                    while (absoluteLength < array.Length && array[absoluteLength] > LastCharLink)
                    {
                        relativeLength++;
                        absoluteLength++;
                    }
                }
                // copy array
                var innerSequence = new ulong[relativeLength];
                var maxLength = offset + relativeLength;
                for (var i = offset; i < maxLength; i++)
                {
                    innerSequence[i - offset] = array[i];
                }
                result.Add(innerSequence);
                offset += relativeLength;
            }
            return result;
        }
    }
}
```

./Platform.Data.Doublets/Sequences/Walkers/LeftSequenceWalker.cs

```
using System.Collections.Generic;
using System.Runtime.CompilerServices;

namespace Platform.Data.Doublets.Sequences.Walkers
{
    public class LeftSequenceWalker<TLink> : SequenceWalkerBase<TLink>
    {
        public LeftSequenceWalker(ILinks<TLink> links) : base(links) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected override IList<TLink> GetNextElementAfterPop(IList<TLink> element) =>
        ↪ Links.GetLink(Links.GetSource(element));

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected override IList<TLink> GetNextElementAfterPush(IList<TLink> element) =>
        ↪ Links.GetLink(Links.GetTarget(element));

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected override IEnumerable<IList<TLink>> WalkContents(IList<TLink> element)
        {
            var start = Links.Constants.IndexPart + 1;
            for (var i = element.Count - 1; i >= start; i--)
            {
                var partLink = Links.GetLink(element[i]);
                if (IsElement(partLink))
                {
                    yield return partLink;
                }
            }
        }
    }
}
```

./Platform.Data.Doublets/Sequences/Walkers/RightSequenceWalker.cs

```
using System.Collections.Generic;
using System.Runtime.CompilerServices;

namespace Platform.Data.Doublets.Sequences.Walkers
{
```

```
    public class RightSequenceWalker<TLink> : SequenceWalkerBase<TLink>
    {
        public RightSequenceWalker(ILinks<TLink> links) : base(links) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected override IList<TLink> GetNextElementAfterPop(IList<TLink> element) =>
        ↪ Links.GetLink(Links.GetTarget(element));

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected override IList<TLink> GetNextElementAfterPush(IList<TLink> element) =>
        ↪ Links.GetLink(Links.GetSource(element));

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected override IEnumerable<IList<TLink>> WalkContents(IList<TLink> element)
        {
            for (var i = Links.Constants.IndexPart + 1; i < element.Count; i++)
            {
                var partLink = Links.GetLink(element[i]);
                if (IsElement(partLink))
                {
                    yield return partLink;
                }
            }
        }
    }
}
```

./Platform.Data.Doublets/Sequences/Walkers/SequenceWalkerBase.cs

```
using System.Collections.Generic;
using System.Runtime.CompilerServices;
using Platform.Data.Sequences;

namespace Platform.Data.Doublets.Sequences.Walkers
{
    public abstract class SequenceWalkerBase<TLink> : LinksOperatorBase<TLink>,
    ↪ ISequenceWalker<TLink>
    {
        // TODO: Use IStack indead of System.Collections.Generic.Stack, but IStack should
        ↪  contain IsEmpty property
        private readonly Stack<IList<TLink>> _stack;

        protected SequenceWalkerBase(ILinks<TLink> links) : base(links) => _stack = new
        ↪ Stack<IList<TLink>>();

        public IEnumerable<IList<TLink>> Walk(TLink sequence)
        {
            if (_stack.Count > 0)
            {
                _stack.Clear(); // This can be replaced with while(!_stack.IsEmpty) _stack.Pop()
            }
            var element = Links.GetLink(sequence);
            if (IsElement(element))
            {
                yield return element;
            }
            else
            {
                while (true)
                {
                    if (IsElement(element))
                    {
                        if (_stack.Count == 0)
                        {
                            break;
                        }
                        element = _stack.Pop();
                        foreach (var output in WalkContents(element))
                        {
                            yield return output;
                        }
                        element = GetNextElementAfterPop(element);
                    }
                    else
                    {
                        _stack.Push(element);
                        element = GetNextElementAfterPush(element);
                    }
                }
            }
```

```
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected virtual bool IsElement(IList<TLink> elementLink) =>
        ↪ Point<TLink>.IsPartialPointUnchecked(elementLink);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected abstract IList<TLink> GetNextElementAfterPop(IList<TLink> element);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected abstract IList<TLink> GetNextElementAfterPush(IList<TLink> element);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected abstract IEnumerable<IList<TLink>> WalkContents(IList<TLink> element);
    }
}
```

./Platform.Data.Doublets/Stacks/Stack.cs

```
using System.Collections.Generic;
using Platform.Collections.Stacks;

namespace Platform.Data.Doublets.Stacks
{
    public class Stack<TLink> : IStack<TLink>
    {
        private static readonly EqualityComparer<TLink> _equalityComparer =
        ↪ EqualityComparer<TLink>.Default;

        private readonly ILinks<TLink> _links;
        private readonly TLink _stack;

        public bool IsEmpty => _equalityComparer.Equals(Peek(), _stack);

        public Stack(ILinks<TLink> links, TLink stack)
        {
            _links = links;
            _stack = stack;
        }

        private TLink GetStackMarker() => _links.GetSource(_stack);

        private TLink GetTop() => _links.GetTarget(_stack);

        public TLink Peek() => _links.GetTarget(GetTop());

        public TLink Pop()
        {
            var element = Peek();
            if (!_equalityComparer.Equals(element, _stack))
            {
                var top = GetTop();
                var previousTop = _links.GetSource(top);
                _links.Update(_stack, GetStackMarker(), previousTop);
                _links.Delete(top);
            }
            return element;
        }

        public void Push(TLink element) => _links.Update(_stack, GetStackMarker(),
        ↪ _links.GetOrCreate(GetTop(), element));
    }
}
```

./Platform.Data.Doublets/Stacks/StackExtensions.cs

```
namespace Platform.Data.Doublets.Stacks
{
    public static class StackExtensions
    {
        public static TLink CreateStack<TLink>(this ILinks<TLink> links, TLink stackMarker)
        {
            var stackPoint = links.CreatePoint();
            var stack = links.Update(stackPoint, stackMarker, stackPoint);
            return stack;
        }

        public static void DeleteStack<TLink>(this ILinks<TLink> links, TLink stack) =>
        ↪ links.Delete(stack);
    }
}
```

./Platform.Data.Doublets/SynchronizedLinks.cs

```
using System;
using System.Collections.Generic;
using Platform.Data.Constants;
using Platform.Data.Doublets;
using Platform.Threading.Synchronization;

namespace Platform.Data.Doublets
{
    /// <remarks>
    /// TODO: Autogeneration of synchronized wrapper (decorator).
    /// TODO: Try to unfold code of each method using IL generation for performance improvements.
    /// TODO: Or even to unfold multiple layers of implementations.
    /// </remarks>
    public class SynchronizedLinks<T> : ISynchronizedLinks<T>
    {
        public LinksCombinedConstants<T, T, int> Constants { get; }
        public ISynchronization SyncRoot { get; }
        public ILinks<T> Sync { get; }
        public ILinks<T> Unsync { get; }

        public SynchronizedLinks(ILinks<T> links) : this(new ReaderWriterLockSynchronization(), links) { }

        public SynchronizedLinks(ISynchronization synchronization, ILinks<T> links)
        {
            SyncRoot = synchronization;
            Sync = this;
            Unsync = links;
            Constants = links.Constants;
        }

        public T Count(IList<T> restriction) => SyncRoot.ExecuteReadOperation(restriction, Unsync.Count);
        public T Each(Func<IList<T>, T> handler, IList<T> restrictions) => SyncRoot.ExecuteReadOperation(handler, restrictions, (handler1, restrictions1) => Unsync.Each(handler1, restrictions1));
        public T Create() => SyncRoot.ExecuteWriteOperation(Unsync.Create);
        public T Update(IList<T> restrictions) => SyncRoot.ExecuteWriteOperation(restrictions, Unsync.Update);
        public void Delete(T link) => SyncRoot.ExecuteWriteOperation(link, Unsync.Delete);

        //public T Trigger(IList<T> restriction, Func<IList<T>, IList<T>, T> matchedHandler, IList<T> substitution, Func<IList<T>, IList<T>, T> substitutedHandler)
        //{
        //    if (restriction != null && substitution != null && !substitution.EqualTo(restriction))
        //        return SyncRoot.ExecuteWriteOperation(restriction, matchedHandler, substitution, substitutedHandler, Unsync.Trigger);

        //    return SyncRoot.ExecuteReadOperation(restriction, matchedHandler, substitution, substitutedHandler, Unsync.Trigger);
        //}
    }
}
```

./Platform.Data.Doublets/UInt64Link.cs

```
using System;
using System.Collections;
using System.Collections.Generic;
using Platform.Exceptions;
using Platform.Ranges;
using Platform.Singletons;
using Platform.Collections.Lists;
using Platform.Data.Constants;

namespace Platform.Data.Doublets
{
    /// <summary>
    /// Структура описывающая уникальную связь.
    /// </summary>
    public struct UInt64Link : IEquatable<UInt64Link>, IReadOnlyList<ulong>, IList<ulong>
    {
        private static readonly LinksCombinedConstants<bool, ulong, int> _constants = Default<LinksCombinedConstants<bool, ulong, int>>.Instance;

        private const int Length = 3;

        public readonly ulong Index;
        public readonly ulong Source;
```

```
23          public readonly ulong Target;
24
25          public static readonly UInt64Link Null = new UInt64Link();
26
27          public UInt64Link(params ulong[] values)
28          {
29              Index = values.Length > _constants.IndexPart ? values[_constants.IndexPart] :
                ↪  _constants.Null;
30              Source = values.Length > _constants.SourcePart ? values[_constants.SourcePart] :
                ↪  _constants.Null;
31              Target = values.Length > _constants.TargetPart ? values[_constants.TargetPart] :
                ↪  _constants.Null;
32          }
33
34          public UInt64Link(IList<ulong> values)
35          {
36              Index = values.Count > _constants.IndexPart ? values[_constants.IndexPart] :
                ↪  _constants.Null;
37              Source = values.Count > _constants.SourcePart ? values[_constants.SourcePart] :
                ↪  _constants.Null;
38              Target = values.Count > _constants.TargetPart ? values[_constants.TargetPart] :
                ↪  _constants.Null;
39          }
40
41          public UInt64Link(ulong index, ulong source, ulong target)
42          {
43              Index = index;
44              Source = source;
45              Target = target;
46          }
47
48          public UInt64Link(ulong source, ulong target)
49              : this(_constants.Null, source, target)
50          {
51              Source = source;
52              Target = target;
53          }
54
55          public static UInt64Link Create(ulong source, ulong target) => new UInt64Link(source,
            ↪  target);
56
57          public override int GetHashCode() => (Index, Source, Target).GetHashCode();
58
59          public bool IsNull() => Index == _constants.Null
60                                  && Source == _constants.Null
61                                  && Target == _constants.Null;
62
63          public override bool Equals(object other) => other is UInt64Link &&
            ↪  Equals((UInt64Link)other);
64
65          public bool Equals(UInt64Link other) => Index == other.Index
66                                                  && Source == other.Source
67                                                  && Target == other.Target;
68
69          public static string ToString(ulong index, ulong source, ulong target) => $"({index}:
            ↪  {source}->{target})";
70
71          public static string ToString(ulong source, ulong target) => $"({source}->{target})";
72
73          public static implicit operator ulong[](UInt64Link link) => link.ToArray();
74
75          public static implicit operator UInt64Link(ulong[] linkArray) => new
            ↪  UInt64Link(linkArray);
76
77          public override string ToString() => Index == _constants.Null ? ToString(Source, Target)
            ↪  : ToString(Index, Source, Target);
78
79          #region IList
80
81          public ulong this[int index]
82          {
83              get
84              {
85                  Ensure.Always.ArgumentInRange(index, new Range<int>(0, Length - 1),
                    ↪  nameof(index));
86                  if (index == _constants.IndexPart)
87                  {
88                      return Index;
89                  }
```

```
                if (index == _constants.SourcePart)
                {
                    return Source;
                }
                if (index == _constants.TargetPart)
                {
                    return Target;
                }
                throw new NotSupportedException(); // Impossible path due to
                ↪  Ensure.ArgumentInRange
            }
            set => throw new NotSupportedException();
        }

        public int Count => Length;

        public bool IsReadOnly => true;

        IEnumerator IEnumerable.GetEnumerator() => GetEnumerator();

        public IEnumerator<ulong> GetEnumerator()
        {
            yield return Index;
            yield return Source;
            yield return Target;
        }

        public void Add(ulong item) => throw new NotSupportedException();

        public void Clear() => throw new NotSupportedException();

        public bool Contains(ulong item) => IndexOf(item) >= 0;

        public void CopyTo(ulong[] array, int arrayIndex)
        {
            Ensure.Always.ArgumentNotNull(array, nameof(array));
            Ensure.Always.ArgumentInRange(arrayIndex, new Range<int>(0, array.Length - 1),
            ↪  nameof(arrayIndex));
            if (arrayIndex + Length > array.Length)
            {
                throw new ArgumentException();
            }
            array[arrayIndex++] = Index;
            array[arrayIndex++] = Source;
            array[arrayIndex] = Target;
        }

        public bool Remove(ulong item) => Throw.A.NotSupportedExceptionAndReturn<bool>();

        public int IndexOf(ulong item)
        {
            if (Index == item)
            {
                return _constants.IndexPart;
            }
            if (Source == item)
            {
                return _constants.SourcePart;
            }
            if (Target == item)
            {
                return _constants.TargetPart;
            }

            return -1;
        }

        public void Insert(int index, ulong item) => throw new NotSupportedException();

        public void RemoveAt(int index) => throw new NotSupportedException();

        #endregion
    }
}
```

./Platform.Data.Doublets/UInt64LinkExtensions.cs

```
namespace Platform.Data.Doublets
{
    public static class UInt64LinkExtensions
    {
```

```
        public static bool IsFullPoint(this UInt64Link link) => Point<ulong>.IsFullPoint(link);
        public static bool IsPartialPoint(this UInt64Link link) =>
            Point<ulong>.IsPartialPoint(link);
    }
}
```

./Platform.Data.Doublets/UInt64LinksExtensions.cs

```
using System;
using System.Text;
using System.Collections.Generic;
using Platform.Singletons;
using Platform.Data.Constants;
using Platform.Data.Exceptions;
using Platform.Data.Doublets.Sequences;

namespace Platform.Data.Doublets
{
    public static class UInt64LinksExtensions
    {
        public static readonly LinksCombinedConstants<bool, ulong, int> Constants =
            Default<LinksCombinedConstants<bool, ulong, int>>.Instance;

        public static void UseUnicode(this ILinks<ulong> links) => UnicodeMap.InitNew(links);

        public static void EnsureEachLinkExists(this ILinks<ulong> links, IList<ulong> sequence)
        {
            if (sequence == null)
            {
                return;
            }
            for (var i = 0; i < sequence.Count; i++)
            {
                if (!links.Exists(sequence[i]))
                {
                    throw new ArgumentLinkDoesNotExistsException<ulong>(sequence[i],
                        $"sequence[{i}]");
                }
            }
        }

        public static void EnsureEachLinkIsAnyOrExists(this ILinks<ulong> links, IList<ulong>
            sequence)
        {
            if (sequence == null)
            {
                return;
            }
            for (var i = 0; i < sequence.Count; i++)
            {
                if (sequence[i] != Constants.Any && !links.Exists(sequence[i]))
                {
                    throw new ArgumentLinkDoesNotExistsException<ulong>(sequence[i],
                        $"sequence[{i}]");
                }
            }
        }

        public static bool AnyLinkIsAny(this ILinks<ulong> links, params ulong[] sequence)
        {
            if (sequence == null)
            {
                return false;
            }
            var constants = links.Constants;
            for (var i = 0; i < sequence.Length; i++)
            {
                if (sequence[i] == constants.Any)
                {
                    return true;
                }
            }
            return false;
        }

        public static string FormatStructure(this ILinks<ulong> links, ulong linkIndex,
            Func<UInt64Link, bool> isElement, bool renderIndex = false, bool renderDebug = false)
        {
            var sb = new StringBuilder();
            var visited = new HashSet<ulong>();
```

```
68              links.AppendStructure(sb, visited, linkIndex, isElement, (innerSb, link) =>
                ↪  innerSb.Append(link.Index), renderIndex, renderDebug);
69              return sb.ToString();
70          }
71
72          public static string FormatStructure(this ILinks<ulong> links, ulong linkIndex,
                ↪  Func<UInt64Link, bool> isElement, Action<StringBuilder, UInt64Link> appendElement,
                ↪  bool renderIndex = false, bool renderDebug = false)
73          {
74              var sb = new StringBuilder();
75              var visited = new HashSet<ulong>();
76              links.AppendStructure(sb, visited, linkIndex, isElement, appendElement, renderIndex,
                ↪  renderDebug);
77              return sb.ToString();
78          }
79
80          public static void AppendStructure(this ILinks<ulong> links, StringBuilder sb,
                ↪  HashSet<ulong> visited, ulong linkIndex, Func<UInt64Link, bool> isElement,
                ↪  Action<StringBuilder, UInt64Link> appendElement, bool renderIndex = false, bool
                ↪  renderDebug = false)
81          {
82              if (sb == null)
83              {
84                  throw new ArgumentNullException(nameof(sb));
85              }
86              if (linkIndex == Constants.Null || linkIndex == Constants.Any || linkIndex ==
                ↪  Constants.Itself)
87              {
88                  return;
89              }
90              if (links.Exists(linkIndex))
91              {
92                  if (visited.Add(linkIndex))
93                  {
94                      sb.Append('(');
95                      var link = new UInt64Link(links.GetLink(linkIndex));
96                      if (renderIndex)
97                      {
98                          sb.Append(link.Index);
99                          sb.Append(':');
100                     }
101                     if (link.Source == link.Index)
102                     {
103                         sb.Append(link.Index);
104                     }
105                     else
106                     {
107                         var source = new UInt64Link(links.GetLink(link.Source));
108                         if (isElement(source))
109                         {
110                             appendElement(sb, source);
111                         }
112                         else
113                         {
114                             links.AppendStructure(sb, visited, source.Index, isElement,
                                ↪  appendElement, renderIndex);
115                         }
116                     }
117                     sb.Append(' ');
118                     if (link.Target == link.Index)
119                     {
120                         sb.Append(link.Index);
121                     }
122                     else
123                     {
124                         var target = new UInt64Link(links.GetLink(link.Target));
125                         if (isElement(target))
126                         {
127                             appendElement(sb, target);
128                         }
129                         else
130                         {
131                             links.AppendStructure(sb, visited, target.Index, isElement,
                                ↪  appendElement, renderIndex);
132                         }
133                     }
134                     sb.Append(')');
135                 }
```

```
                else
                {
                    if (renderDebug)
                    {
                        sb.Append('*');
                    }
                    sb.Append(linkIndex);
                }
            }
            else
            {
                if (renderDebug)
                {
                    sb.Append('~');
                }
                sb.Append(linkIndex);
            }
        }
    }
}
```

./Platform.Data.Doublets/UInt64LinksTransactionsLayer.cs

```
using System;
using System.Linq;
using System.Collections.Generic;
using System.IO;
using System.Runtime.CompilerServices;
using System.Threading;
using System.Threading.Tasks;
using Platform.Disposables;
using Platform.Timestamps;
using Platform.Unsafe;
using Platform.IO;
using Platform.Data.Doublets.Decorators;

namespace Platform.Data.Doublets
{
    public class UInt64LinksTransactionsLayer : LinksDisposableDecoratorBase<ulong> //-V3073
    {
        /// <remarks>
        /// Альтернативные варианты хранения трансформации (элемента транзакции):
        ///
        /// private enum TransitionType
        /// {
        ///     Creation,
        ///     UpdateOf,
        ///     UpdateTo,
        ///     Deletion
        /// }
        ///
        /// private struct Transition
        /// {
        ///     public ulong TransactionId;
        ///     public UniqueTimestamp Timestamp;
        ///     public TransactionItemType Type;
        ///     public Link Source;
        ///     public Link Linker;
        ///     public Link Target;
        /// }
        ///
        /// Или
        ///
        /// public struct TransitionHeader
        /// {
        ///     public ulong TransactionIdCombined;
        ///     public ulong TimestampCombined;
        ///
        ///     public ulong TransactionId
        ///     {
        ///         get
        ///         {
        ///             return (ulong) mask & TransactionIdCombined;
        ///         }
        ///     }
        ///
        ///     public UniqueTimestamp Timestamp
        ///     {
        ///         get
        ///         {
```

```
///             return (UniqueTimestamp)mask & TransactionIdCombined;
///         }
///     }
///
///     public TransactionItemType Type
///     {
///         get
///         {
///             // Использовать по одному биту из TransactionId и Timestamp,
///             // для значения в 2 бита, которое представляет тип операции
///             throw new NotImplementedException();
///         }
///     }
/// }
///
/// private struct Transition
/// {
///     public TransitionHeader Header;
///     public Link Source;
///     public Link Linker;
///     public Link Target;
/// }
///
/// </remarks>
public struct Transition
{
    public static readonly long Size = Structure<Transition>.Size;

    public readonly ulong TransactionId;
    public readonly UInt64Link Before;
    public readonly UInt64Link After;
    public readonly Timestamp Timestamp;

    public Transition(UniqueTimestampFactory uniqueTimestampFactory, ulong transactionId, UInt64Link before, UInt64Link after)
    {
        TransactionId = transactionId;
        Before = before;
        After = after;
        Timestamp = uniqueTimestampFactory.Create();
    }

    public Transition(UniqueTimestampFactory uniqueTimestampFactory, ulong transactionId, UInt64Link before)
        : this(uniqueTimestampFactory, transactionId, before, default)
    {
    }

    public Transition(UniqueTimestampFactory uniqueTimestampFactory, ulong transactionId)
        : this(uniqueTimestampFactory, transactionId, default, default)
    {
    }

    public override string ToString() => $"{Timestamp} {TransactionId}: {Before} => {After}";
}

/// <remarks>
/// Другие варианты реализации транзакций (атомарности):
///     1. Разделение хранения значения связи ((Source Target) или (Source Linker Target)) и индексов.
///     2. Хранение трансформаций/операций в отдельном хранилище Links, но дополнительно потребуется решить вопрос
///        со ссылками на внешние идентификаторы, или как-то иначе решить вопрос с пересечениями идентификаторов.
///
/// Где хранить промежуточный список транзакций?
///
/// В оперативной памяти:
///  Минусы:
///     1. Может усложнить систему, если она будет функционировать самостоятельно,
///     так как нужно отдельно выделять память под список трансформаций.
///     2. Выделенной оперативной памяти может не хватить, в том случае,
///     если транзакция использует слишком много трансформаций.
///         -> Можно использовать жёсткий диск для слишком длинных транзакций.
///         -> Максимальный размер списка трансформаций можно ограничить / задать константой.
///     3. При подтверждении транзакции (Commit) все трансформации записываются разом создавая задержку.
```

```
129         ///
130         /// На жёстком диске:
131         ///  Минусы:
132         ///     1. Длительный отклик, на запись каждой трансформации.
133         ///     2. Лог транзакций дополнительно наполняется отменёнными транзакциями.
134         ///         -> Это может решаться упаковкой/исключением дублирующих операций.
135         ///         -> Также это может решаться тем, что короткие транзакции вообще
136         ///            не будут записываться в случае отката.
137         ///     3. Перед тем как выполнять отмену операций транзакции нужно дождаться пока все
        ↪  операции (трансформации)
138         ///        будут записаны в лог.
139         ///
140         /// </remarks>
141         public class Transaction : DisposableBase
142         {
143             private readonly Queue<Transition> _transitions;
144             private readonly UInt64LinksTransactionsLayer _layer;
145             public bool IsCommitted { get; private set; }
146             public bool IsReverted { get; private set; }
147
148             public Transaction(UInt64LinksTransactionsLayer layer)
149             {
150                 _layer = layer;
151                 if (_layer._currentTransactionId != 0)
152                 {
153                     throw new NotSupportedException("Nested transactions not supported.");
154                 }
155                 IsCommitted = false;
156                 IsReverted = false;
157                 _transitions = new Queue<Transition>();
158                 SetCurrentTransaction(layer, this);
159             }
160
161             public void Commit()
162             {
163                 EnsureTransactionAllowsWriteOperations(this);
164                 while (_transitions.Count > 0)
165                 {
166                     var transition = _transitions.Dequeue();
167                     _layer._transitions.Enqueue(transition);
168                 }
169                 _layer._lastCommitedTransactionId = _layer._currentTransactionId;
170                 IsCommitted = true;
171             }
172
173             private void Revert()
174             {
175                 EnsureTransactionAllowsWriteOperations(this);
176                 var transitionsToRevert = new Transition[_transitions.Count];
177                 _transitions.CopyTo(transitionsToRevert, 0);
178                 for (var i = transitionsToRevert.Length - 1; i >= 0; i--)
179                 {
180                     _layer.RevertTransition(transitionsToRevert[i]);
181                 }
182                 IsReverted = true;
183             }
184
185             public static void SetCurrentTransaction(UInt64LinksTransactionsLayer layer,
            ↪  Transaction transaction)
186             {
187                 layer._currentTransactionId = layer._lastCommitedTransactionId + 1;
188                 layer._currentTransactionTransitions = transaction._transitions;
189                 layer._currentTransaction = transaction;
190             }
191
192             public static void EnsureTransactionAllowsWriteOperations(Transaction transaction)
193             {
194                 if (transaction.IsReverted)
195                 {
196                     throw new InvalidOperationException("Transation is reverted.");
197                 }
198                 if (transaction.IsCommitted)
199                 {
200                     throw new InvalidOperationException("Transation is commited.");
201                 }
202             }
203
204             protected override void Dispose(bool manual, bool wasDisposed)
205             {
```

```
206                 if (!wasDisposed && _layer != null && !_layer.IsDisposed)
207                 {
208                     if (!IsCommitted && !IsReverted)
209                     {
210                         Revert();
211                     }
212                     _layer.ResetCurrentTransation();
213                 }
214             }
215         }
216 
217         public static readonly TimeSpan DefaultPushDelay = TimeSpan.FromSeconds(0.1);
218 
219         private readonly string _logAddress;
220         private readonly FileStream _log;
221         private readonly Queue<Transition> _transitions;
222         private readonly UniqueTimestampFactory _uniqueTimestampFactory;
223         private Task _transitionsPusher;
224         private Transition _lastCommitedTransition;
225         private ulong _currentTransactionId;
226         private Queue<Transition> _currentTransactionTransitions;
227         private Transaction _currentTransaction;
228         private ulong _lastCommitedTransactionId;
229 
230         public UInt64LinksTransactionsLayer(ILinks<ulong> links, string logAddress)
231             : base(links)
232         {
233             if (string.IsNullOrWhiteSpace(logAddress))
234             {
235                 throw new ArgumentNullException(nameof(logAddress));
236             }
237             // В первой строке файла хранится последняя закоммиченную транзакцию.
238             // При запуске это используется для проверки удачного закрытия файла лога.
239             // In the first line of the file the last committed transaction is stored.
240             // On startup, this is used to check that the log file is successfully closed.
241             var lastCommitedTransition = FileHelpers.ReadFirstOrDefault<Transition>(logAddress);
242             var lastWrittenTransition = FileHelpers.ReadLastOrDefault<Transition>(logAddress);
243             if (!lastCommitedTransition.Equals(lastWrittenTransition))
244             {
245                 Dispose();
246                 throw new NotSupportedException("Database is damaged, autorecovery is not
                    ↪  supported yet.");
247             }
248             if (lastCommitedTransition.Equals(default(Transition)))
249             {
250                 FileHelpers.WriteFirst(logAddress, lastCommitedTransition);
251             }
252             _lastCommitedTransition = lastCommitedTransition;
253             // TODO: Think about a better way to calculate or store this value
254             var allTransitions = FileHelpers.ReadAll<Transition>(logAddress);
255             _lastCommitedTransactionId = allTransitions.Max(x => x.TransactionId);
256             _uniqueTimestampFactory = new UniqueTimestampFactory();
257             _logAddress = logAddress;
258             _log = FileHelpers.Append(logAddress);
259             _transitions = new Queue<Transition>();
260             _transitionsPusher = new Task(TransitionsPusher);
261             _transitionsPusher.Start();
262         }
263 
264         public IList<ulong> GetLinkValue(ulong link) => Links.GetLink(link);
265 
266         public override ulong Create()
267         {
268             var createdLinkIndex = Links.Create();
269             var createdLink = new UInt64Link(Links.GetLink(createdLinkIndex));
270             CommitTransition(new Transition(_uniqueTimestampFactory, _currentTransactionId,
                ↪  default, createdLink));
271             return createdLinkIndex;
272         }
273 
274         public override ulong Update(IList<ulong> parts)
275         {
276             var linkIndex = parts[Constants.IndexPart];
277             var beforeLink = new UInt64Link(Links.GetLink(linkIndex));
278             linkIndex = Links.Update(parts);
279             var afterLink = new UInt64Link(Links.GetLink(linkIndex));
280             CommitTransition(new Transition(_uniqueTimestampFactory, _currentTransactionId,
                ↪  beforeLink, afterLink));
281             return linkIndex;
```

```
282         }
283
284         public override void Delete(ulong link)
285         {
286             var deletedLink = new UInt64Link(Links.GetLink(link));
287             Links.Delete(link);
288             CommitTransition(new Transition(_uniqueTimestampFactory, _currentTransactionId,
                ↪  deletedLink, default));
289         }
290
291         [MethodImpl(MethodImplOptions.AggressiveInlining)]
292         private Queue<Transition> GetCurrentTransitions() => _currentTransactionTransitions ??
                ↪  _transitions;
293
294         private void CommitTransition(Transition transition)
295         {
296             if (_currentTransaction != null)
297             {
298                 Transaction.EnsureTransactionAllowsWriteOperations(_currentTransaction);
299             }
300             var transitions = GetCurrentTransitions();
301             transitions.Enqueue(transition);
302         }
303
304         private void RevertTransition(Transition transition)
305         {
306             if (transition.After.IsNull()) // Revert Deletion with Creation
307             {
308                 Links.Create();
309             }
310             else if (transition.Before.IsNull()) // Revert Creation with Deletion
311             {
312                 Links.Delete(transition.After.Index);
313             }
314             else // Revert Update
315             {
316                 Links.Update(new[] { transition.After.Index, transition.Before.Source,
                        ↪  transition.Before.Target });
317             }
318         }
319
320         private void ResetCurrentTransation()
321         {
322             _currentTransactionId = 0;
323             _currentTransactionTransitions = null;
324             _currentTransaction = null;
325         }
326
327         private void PushTransitions()
328         {
329             if (_log == null || _transitions == null)
330             {
331                 return;
332             }
333             for (var i = 0; i < _transitions.Count; i++)
334             {
335                 var transition = _transitions.Dequeue();
336
337                 _log.Write(transition);
338                 _lastCommitedTransition = transition;
339             }
340         }
341
342         private void TransitionsPusher()
343         {
344             while (!IsDisposed && _transitionsPusher != null)
345             {
346                 Thread.Sleep(DefaultPushDelay);
347                 PushTransitions();
348             }
349         }
350
351         public Transaction BeginTransaction() => new Transaction(this);
352
353         private void DisposeTransitions()
354         {
355             try
356             {
357                 var pusher = _transitionsPusher;
```

```
                if (pusher != null)
                {
                    _transitionsPusher = null;
                    pusher.Wait();
                }
                if (_transitions != null)
                {
                    PushTransitions();
                }
                _log.DisposeIfPossible();
                FileHelpers.WriteFirst(_logAddress, _lastCommitedTransition);
            }
            catch
            {
            }
        }

        #region DisposalBase

        protected override void Dispose(bool manual, bool wasDisposed)
        {
            if (!wasDisposed)
            {
                DisposeTransitions();
            }
            base.Dispose(manual, wasDisposed);
        }

        #endregion
    }
}
```

./Platform.Data.Doublets.Tests/ComparisonTests.cs

```
using System;
using System.Collections.Generic;
using Xunit;
using Platform.Diagnostics;

namespace Platform.Data.Doublets.Tests
{
    public static class ComparisonTests
    {
        protected class UInt64Comparer : IComparer<ulong>
        {
            public int Compare(ulong x, ulong y) => x.CompareTo(y);
        }

        private static int Compare(ulong x, ulong y) => x.CompareTo(y);

        [Fact]
        public static void GreaterOrEqualPerfomanceTest()
        {
            const int N = 1000000;

            ulong x = 10;
            ulong y = 500;

            bool result = false;

            var ts1 = Performance.Measure(() =>
            {
                for (int i = 0; i < N; i++)
                {
                    result = Compare(x, y) >= 0;
                }
            });

            var comparer1 = Comparer<ulong>.Default;

            var ts2 = Performance.Measure(() =>
            {
                for (int i = 0; i < N; i++)
                {
                    result = comparer1.Compare(x, y) >= 0;
                }
            });

            Func<ulong, ulong, int> compareReference = comparer1.Compare;

            var ts3 = Performance.Measure(() =>
```

```
            {
                for (int i = 0; i < N; i++)
                {
                    result = compareReference(x, y) >= 0;
                }
            });

            var comparer2 = new UInt64Comparer();

            var ts4 = Performance.Measure(() =>
            {
                for (int i = 0; i < N; i++)
                {
                    result = comparer2.Compare(x, y) >= 0;
                }
            });

            Console.WriteLine($"{ts1} {ts2} {ts3} {ts4} {result}");
        }
    }
}
```

./Platform.Data.Doublets.Tests/DoubletLinksTests.cs

```
using System.Collections.Generic;
using Xunit;
using Platform.Reflection;
using Platform.Numbers;
using Platform.Memory;
using Platform.Scopes;
using Platform.Setters;
using Platform.Data.Doublets.ResizableDirectMemory;

namespace Platform.Data.Doublets.Tests
{
    public static class DoubletLinksTests
    {
        [Fact]
        public static void UInt64CRUDTest()
        {
            using (var scope = new Scope<Types<HeapResizableDirectMemory,
            ↪ ResizableDirectMemoryLinks<ulong>>>())
            {
                scope.Use<ILinks<ulong>>().TestCRUDOperations();
            }
        }

        [Fact]
        public static void UInt32CRUDTest()
        {
            using (var scope = new Scope<Types<HeapResizableDirectMemory,
            ↪ ResizableDirectMemoryLinks<uint>>>())
            {
                scope.Use<ILinks<uint>>().TestCRUDOperations();
            }
        }

        [Fact]
        public static void UInt16CRUDTest()
        {
            using (var scope = new Scope<Types<HeapResizableDirectMemory,
            ↪ ResizableDirectMemoryLinks<ushort>>>())
            {
                scope.Use<ILinks<ushort>>().TestCRUDOperations();
            }
        }

        [Fact]
        public static void UInt8CRUDTest()
        {
            using (var scope = new Scope<Types<HeapResizableDirectMemory,
            ↪ ResizableDirectMemoryLinks<byte>>>())
            {
                scope.Use<ILinks<byte>>().TestCRUDOperations();
            }
        }

        private static void TestCRUDOperations<T>(this ILinks<T> links)
        {
            var constants = links.Constants;
```

```
53
54              var equalityComparer = EqualityComparer<T>.Default;
55
56              // Create Link
57              Assert.True(equalityComparer.Equals(links.Count(), Integer<T>.Zero));
58
59              var setter = new Setter<T>(constants.Null);
60              links.Each(constants.Any, constants.Any, setter.SetAndReturnTrue);
61
62              Assert.True(equalityComparer.Equals(setter.Result, constants.Null));
63
64              var linkAddress = links.Create();
65
66              var link = new Link<T>(links.GetLink(linkAddress));
67
68              Assert.True(link.Count == 3);
69              Assert.True(equalityComparer.Equals(link.Index, linkAddress));
70              Assert.True(equalityComparer.Equals(link.Source, constants.Null));
71              Assert.True(equalityComparer.Equals(link.Target, constants.Null));
72
73              Assert.True(equalityComparer.Equals(links.Count(), Integer<T>.One));
74
75              // Get first link
76              setter = new Setter<T>(constants.Null);
77              links.Each(constants.Any, constants.Any, setter.SetAndReturnFalse);
78
79              Assert.True(equalityComparer.Equals(setter.Result, linkAddress));
80
81              // Update link to reference itself
82              links.Update(linkAddress, linkAddress, linkAddress);
83
84              link = new Link<T>(links.GetLink(linkAddress));
85
86              Assert.True(equalityComparer.Equals(link.Source, linkAddress));
87              Assert.True(equalityComparer.Equals(link.Target, linkAddress));
88
89              // Update link to reference null (prepare for delete)
90              var updated = links.Update(linkAddress, constants.Null, constants.Null);
91
92              Assert.True(equalityComparer.Equals(updated, linkAddress));
93
94              link = new Link<T>(links.GetLink(linkAddress));
95
96              Assert.True(equalityComparer.Equals(link.Source, constants.Null));
97              Assert.True(equalityComparer.Equals(link.Target, constants.Null));
98
99              // Delete link
100             links.Delete(linkAddress);
101
102             Assert.True(equalityComparer.Equals(links.Count(), Integer<T>.Zero));
103
104             setter = new Setter<T>(constants.Null);
105             links.Each(constants.Any, constants.Any, setter.SetAndReturnTrue);
106
107             Assert.True(equalityComparer.Equals(setter.Result, constants.Null));
108         }
109
110         [Fact]
111         public static void UInt64RawNumbersCRUDTest()
112         {
113             using (var scope = new Scope<Types<HeapResizableDirectMemory,
                ↪ ResizableDirectMemoryLinks<ulong>>>())
114             {
115                 scope.Use<ILinks<ulong>>().TestRawNumbersCRUDOperations();
116             }
117         }
118
119         [Fact]
120         public static void UInt32RawNumbersCRUDTest()
121         {
122             using (var scope = new Scope<Types<HeapResizableDirectMemory,
                ↪ ResizableDirectMemoryLinks<uint>>>())
123             {
124                 scope.Use<ILinks<uint>>().TestRawNumbersCRUDOperations();
125             }
126         }
127
128         [Fact]
129         public static void UInt16RawNumbersCRUDTest()
```

```
130         {
131             using (var scope = new Scope<Types<HeapResizableDirectMemory,
                ↪ ResizableDirectMemoryLinks<ushort>>>())
132             {
133                 scope.Use<ILinks<ushort>>().TestRawNumbersCRUDOperations();
134             }
135         }
136
137         [Fact]
138         public static void UInt8RawNumbersCRUDTest()
139         {
140             using (var scope = new Scope<Types<HeapResizableDirectMemory,
                ↪ ResizableDirectMemoryLinks<byte>>>())
141             {
142                 scope.Use<ILinks<byte>>().TestRawNumbersCRUDOperations();
143             }
144         }
145
146         private static void TestRawNumbersCRUDOperations<T>(this ILinks<T> links)
147         {
148             // Constants
149             var constants = links.Constants;
150             var equalityComparer = EqualityComparer<T>.Default;
151
152             var h106E = new Hybrid<T>(106L, isExternal: true);
153             var h107E = new Hybrid<T>(-char.ConvertFromUtf32(107)[0]);
154             var h108E = new Hybrid<T>(-108L);
155
156             Assert.Equal(106L, h106E.AbsoluteValue);
157             Assert.Equal(107L, h107E.AbsoluteValue);
158             Assert.Equal(108L, h108E.AbsoluteValue);
159
160             // Create Link (External -> External)
161             var linkAddress1 = links.Create();
162
163             links.Update(linkAddress1, h106E, h108E);
164
165             var link1 = new Link<T>(links.GetLink(linkAddress1));
166
167             Assert.True(equalityComparer.Equals(link1.Source, h106E));
168             Assert.True(equalityComparer.Equals(link1.Target, h108E));
169
170             // Create Link (Internal -> External)
171             var linkAddress2 = links.Create();
172
173             links.Update(linkAddress2, linkAddress1, h108E);
174
175             var link2 = new Link<T>(links.GetLink(linkAddress2));
176
177             Assert.True(equalityComparer.Equals(link2.Source, linkAddress1));
178             Assert.True(equalityComparer.Equals(link2.Target, h108E));
179
180             // Create Link (Internal -> Internal)
181             var linkAddress3 = links.Create();
182
183             links.Update(linkAddress3, linkAddress1, linkAddress2);
184
185             var link3 = new Link<T>(links.GetLink(linkAddress3));
186
187             Assert.True(equalityComparer.Equals(link3.Source, linkAddress1));
188             Assert.True(equalityComparer.Equals(link3.Target, linkAddress2));
189
190             // Search for created link
191             var setter1 = new Setter<T>(constants.Null);
192             links.Each(h106E, h108E, setter1.SetAndReturnFalse);
193
194             Assert.True(equalityComparer.Equals(setter1.Result, linkAddress1));
195
196             // Search for nonexistent link
197             var setter2 = new Setter<T>(constants.Null);
198             links.Each(h106E, h107E, setter2.SetAndReturnFalse);
199
200             Assert.True(equalityComparer.Equals(setter2.Result, constants.Null));
201
202             // Update link to reference null (prepare for delete)
203             var updated = links.Update(linkAddress3, constants.Null, constants.Null);
204
205             Assert.True(equalityComparer.Equals(updated, linkAddress3));
206
207             link3 = new Link<T>(links.GetLink(linkAddress3));
```

```
208
209             Assert.True(equalityComparer.Equals(link3.Source, constants.Null));
210             Assert.True(equalityComparer.Equals(link3.Target, constants.Null));
211
212             // Delete link
213             links.Delete(linkAddress3);
214
215             Assert.True(equalityComparer.Equals(links.Count(), Integer<T>.Two));
216
217             var setter3 = new Setter<T>(constants.Null);
218             links.Each(constants.Any, constants.Any, setter3.SetAndReturnTrue);
219
220             Assert.True(equalityComparer.Equals(setter3.Result, linkAddress2));
221         }
222
223         // TODO: Test layers
224     }
225 }
```

./Platform.Data.Doublets.Tests/EqualityTests.cs

```
1  using System;
2  using System.Collections.Generic;
3  using Xunit;
4  using Platform.Diagnostics;
5
6  namespace Platform.Data.Doublets.Tests
7  {
8      public static class EqualityTests
9      {
10         protected class UInt64EqualityComparer : IEqualityComparer<ulong>
11         {
12             public bool Equals(ulong x, ulong y) => x == y;
13
14             public int GetHashCode(ulong obj) => obj.GetHashCode();
15         }
16
17         private static bool Equals1<T>(T x, T y) => Equals(x, y);
18
19         private static bool Equals2<T>(T x, T y) => x.Equals(y);
20
21         private static bool Equals3(ulong x, ulong y) => x == y;
22
23         [Fact]
24         public static void EqualsPerfomanceTest()
25         {
26             const int N = 1000000;
27
28             ulong x = 10;
29             ulong y = 500;
30
31             bool result = false;
32
33             var ts1 = Performance.Measure(() =>
34             {
35                 for (int i = 0; i < N; i++)
36                 {
37                     result = Equals1(x, y);
38                 }
39             });
40
41             var ts2 = Performance.Measure(() =>
42             {
43                 for (int i = 0; i < N; i++)
44                 {
45                     result = Equals2(x, y);
46                 }
47             });
48
49             var ts3 = Performance.Measure(() =>
50             {
51                 for (int i = 0; i < N; i++)
52                 {
53                     result = Equals3(x, y);
54                 }
55             });
56
57             var equalityComparer1 = EqualityComparer<ulong>.Default;
58
59             var ts4 = Performance.Measure(() =>
60             {
```

```
                for (int i = 0; i < N; i++)
                {
                    result = equalityComparer1.Equals(x, y);
                }
            });

            var equalityComparer2 = new UInt64EqualityComparer();

            var ts5 = Performance.Measure(() =>
            {
                for (int i = 0; i < N; i++)
                {
                    result = equalityComparer2.Equals(x, y);
                }
            });

            Func<ulong, ulong, bool> equalityComparer3 = equalityComparer2.Equals;

            var ts6 = Performance.Measure(() =>
            {
                for (int i = 0; i < N; i++)
                {
                    result = equalityComparer3(x, y);
                }
            });

            var comparer = Comparer<ulong>.Default;

            var ts7 = Performance.Measure(() =>
            {
                for (int i = 0; i < N; i++)
                {
                    result = comparer.Compare(x, y) == 0;
                }
            });

            Assert.True(ts2 < ts1);
            Assert.True(ts3 < ts2);
            Assert.True(ts5 < ts4);
            Assert.True(ts5 < ts6);

            Console.WriteLine($"{ts1} {ts2} {ts3} {ts4} {ts5} {ts6} {ts7} {result}");
        }
    }
}
```

./Platform.Data.Doublets.Tests/LinksTests.cs

```
using System;
using System.Collections.Generic;
using System.Diagnostics;
using System.IO;
using System.Text;
using System.Threading;
using System.Threading.Tasks;
using Xunit;
using Platform.Disposables;
using Platform.IO;
using Platform.Ranges;
using Platform.Random;
using Platform.Timestamps;
using Platform.Singletons;
using Platform.Counters;
using Platform.Diagnostics;
using Platform.Data.Constants;
using Platform.Data.Doublets.ResizableDirectMemory;
using Platform.Data.Doublets.Decorators;

namespace Platform.Data.Doublets.Tests
{
    public static class LinksTests
    {
        private static readonly LinksCombinedConstants<bool, ulong, int> _constants =
        ↪  Default<LinksCombinedConstants<bool, ulong, int>>.Instance;

        private const long Iterations = 10 * 1024;

        #region Concept

        [Fact]
        public static void MultipleCreateAndDeleteTest()
        {
```

```
            //const int N = 21;

            using (var scope = new TempLinksTestScope())
            {
                var links = scope.Links;

                for (var N = 0; N < 100; N++)
                {
                    var random = new System.Random(N);

                    var created = 0;
                    var deleted = 0;

                    for (var i = 0; i < N; i++)
                    {
                        var linksCount = links.Count();

                        var createPoint = random.NextBoolean();

                        if (linksCount > 2 && createPoint)
                        {
                            var linksAddressRange = new Range<ulong>(1, linksCount);
                            var source = random.NextUInt64(linksAddressRange);
                            var target = random.NextUInt64(linksAddressRange); //-V3086

                            var resultLink = links.CreateAndUpdate(source, target);
                            if (resultLink > linksCount)
                            {
                                created++;
                            }
                        }
                        else
                        {
                            links.Create();
                            created++;
                        }
                    }

                    Assert.True(created == (int)links.Count());

                    for (var i = 0; i < N; i++)
                    {
                        var link = (ulong)i + 1;
                        if (links.Exists(link))
                        {
                            links.Delete(link);
                            deleted++;
                        }
                    }

                    Assert.True(links.Count() == 0);
                }
            }
        }

        [Fact]
        public static void CascadeUpdateTest()
        {
            var itself = _constants.Itself;

            using (var scope = new TempLinksTestScope(useLog: true))
            {
                var links = scope.Links;

                var l1 = links.Create();
                var l2 = links.Create();

                l2 = links.Update(l2, l2, l1, l2);

                links.CreateAndUpdate(l2, itself);
                links.CreateAndUpdate(l2, itself);

                l2 = links.Update(l2, l1);

                links.Delete(l2);

                Global.Trash = links.Count();

                links.Unsync.DisposeIfPossible(); // Close links to access log

```

```
114                 Global.Trash = FileHelpers.ReadAll<UInt64LinksTransactionsLayer.Transition>(scop
                    ↪ e.TempTransactionLogFilename);
115             }
116         }
117 
118         [Fact]
119         public static void BasicTransactionLogTest()
120         {
121             using (var scope = new TempLinksTestScope(useLog: true))
122             {
123                 var links = scope.Links;
124                 var l1 = links.Create();
125                 var l2 = links.Create();
126 
127                 Global.Trash = links.Update(l2, l2, l1, l2);
128 
129                 links.Delete(l1);
130 
131                 links.Unsync.DisposeIfPossible(); // Close links to access log
132 
133                 Global.Trash = FileHelpers.ReadAll<UInt64LinksTransactionsLayer.Transition>(scop
                    ↪ e.TempTransactionLogFilename);
134             }
135         }
136 
137         [Fact]
138         public static void TransactionAutoRevertedTest()
139         {
140             // Auto Reverted (Because no commit at transaction)
141             using (var scope = new TempLinksTestScope(useLog: true))
142             {
143                 var links = scope.Links;
144                 var transactionsLayer = (UInt64LinksTransactionsLayer)scope.MemoryAdapter;
145                 using (var transaction = transactionsLayer.BeginTransaction())
146                 {
147                     var l1 = links.Create();
148                     var l2 = links.Create();
149 
150                     links.Update(l2, l2, l1, l2);
151                 }
152 
153                 Assert.Equal(0UL, links.Count());
154 
155                 links.Unsync.DisposeIfPossible();
156 
157                 var transitions = FileHelpers.ReadAll<UInt64LinksTransactionsLayer.Transition>(s
                    ↪ cope.TempTransactionLogFilename);
158                 Assert.Single(transitions);
159             }
160         }
161 
162         [Fact]
163         public static void TransactionUserCodeErrorNoDataSavedTest()
164         {
165             // User Code Error (Autoreverted), no data saved
166             var itself = _constants.Itself;
167 
168             TempLinksTestScope lastScope = null;
169             try
170             {
171                 using (var scope = lastScope = new TempLinksTestScope(deleteFiles: false,
                    ↪ useLog: true))
172                 {
173                     var links = scope.Links;
174                     var transactionsLayer = (UInt64LinksTransactionsLayer)((LinksDisposableDecor
                        ↪ atorBase<ulong>)links.Unsync).Links;
175                     using (var transaction = transactionsLayer.BeginTransaction())
176                     {
177                         var l1 = links.CreateAndUpdate(itself, itself);
178                         var l2 = links.CreateAndUpdate(itself, itself);
179 
180                         l2 = links.Update(l2, l2, l1, l2);
181 
182                         links.CreateAndUpdate(l2, itself);
183                         links.CreateAndUpdate(l2, itself);
184 
185                         //Global.Trash = FileHelpers.ReadAll<UInt64LinksTransactionsLayer.Transi
                            ↪ tion>(scope.TempTransactionLogFilename);
186 
```

```
                    l2 = links.Update(l2, l1);

                    links.Delete(l2);

                    ExceptionThrower();

                    transaction.Commit();
                }

                Global.Trash = links.Count();
            }
        }
        catch
        {
            Assert.False(lastScope == null);

            var transitions = FileHelpers.ReadAll<UInt64LinksTransactionsLayer.Transition>(lastScope.TempTransactionLogFilename);

            Assert.True(transitions.Length == 1 && transitions[0].Before.IsNull() && transitions[0].After.IsNull());

            lastScope.DeleteFiles();
        }
    }

    [Fact]
    public static void TransactionUserCodeErrorSomeDataSavedTest()
    {
        // User Code Error (Autoreverted), some data saved
        var itself = _constants.Itself;

        TempLinksTestScope lastScope = null;
        try
        {
            ulong l1;
            ulong l2;

            using (var scope = new TempLinksTestScope(useLog: true))
            {
                var links = scope.Links;
                l1 = links.CreateAndUpdate(itself, itself);
                l2 = links.CreateAndUpdate(itself, itself);

                l2 = links.Update(l2, l2, l1, l2);

                links.CreateAndUpdate(l2, itself);
                links.CreateAndUpdate(l2, itself);

                links.Unsync.DisposeIfPossible();

                Global.Trash = FileHelpers.ReadAll<UInt64LinksTransactionsLayer.Transition>(scope.TempTransactionLogFilename);
            }

            using (var scope = lastScope = new TempLinksTestScope(deleteFiles: false, useLog: true))
            {
                var links = scope.Links;
                var transactionsLayer = (UInt64LinksTransactionsLayer)links.Unsync;
                using (var transaction = transactionsLayer.BeginTransaction())
                {
                    l2 = links.Update(l2, l1);

                    links.Delete(l2);

                    ExceptionThrower();

                    transaction.Commit();
                }

                Global.Trash = links.Count();
            }
        }
        catch
        {
            Assert.False(lastScope == null);

            Global.Trash = FileHelpers.ReadAll<UInt64LinksTransactionsLayer.Transition>(lastScope.TempTransactionLogFilename);
```

```
262
263                 lastScope.DeleteFiles();
264             }
265         }
266
267         [Fact]
268         public static void TransactionCommit()
269         {
270             var itself = _constants.Itself;
271
272             var tempDatabaseFilename = Path.GetTempFileName();
273             var tempTransactionLogFilename = Path.GetTempFileName();
274
275             // Commit
276             using (var memoryAdapter = new UInt64LinksTransactionsLayer(new
                ↪ UInt64ResizableDirectMemoryLinks(tempDatabaseFilename),
                ↪ tempTransactionLogFilename))
277             using (var links = new UInt64Links(memoryAdapter))
278             {
279                 using (var transaction = memoryAdapter.BeginTransaction())
280                 {
281                     var l1 = links.CreateAndUpdate(itself, itself);
282                     var l2 = links.CreateAndUpdate(itself, itself);
283
284                     Global.Trash = links.Update(l2, l2, l1, l2);
285
286                     links.Delete(l1);
287
288                     transaction.Commit();
289                 }
290
291                 Global.Trash = links.Count();
292             }
293
294             Global.Trash = FileHelpers.ReadAll<UInt64LinksTransactionsLayer.Transition>(tempTran
                ↪ sactionLogFilename);
295         }
296
297         [Fact]
298         public static void TransactionDamage()
299         {
300             var itself = _constants.Itself;
301
302             var tempDatabaseFilename = Path.GetTempFileName();
303             var tempTransactionLogFilename = Path.GetTempFileName();
304
305             // Commit
306             using (var memoryAdapter = new UInt64LinksTransactionsLayer(new
                ↪ UInt64ResizableDirectMemoryLinks(tempDatabaseFilename),
                ↪ tempTransactionLogFilename))
307             using (var links = new UInt64Links(memoryAdapter))
308             {
309                 using (var transaction = memoryAdapter.BeginTransaction())
310                 {
311                     var l1 = links.CreateAndUpdate(itself, itself);
312                     var l2 = links.CreateAndUpdate(itself, itself);
313
314                     Global.Trash = links.Update(l2, l2, l1, l2);
315
316                     links.Delete(l1);
317
318                     transaction.Commit();
319                 }
320
321                 Global.Trash = links.Count();
322             }
323
324             Global.Trash = FileHelpers.ReadAll<UInt64LinksTransactionsLayer.Transition>(tempTran
                ↪ sactionLogFilename);
325
326             // Damage database
327
328             FileHelpers.WriteFirst(tempTransactionLogFilename, new
                ↪ UInt64LinksTransactionsLayer.Transition(new UniqueTimestampFactory(), 555));
329
330             // Try load damaged database
331             try
332             {
333                 // TODO: Fix
```

```
334                 using (var memoryAdapter = new UInt64LinksTransactionsLayer(new
                    ↪  UInt64ResizableDirectMemoryLinks(tempDatabaseFilename),
                    ↪  tempTransactionLogFilename))
335                 using (var links = new UInt64Links(memoryAdapter))
336                 {
337                     Global.Trash = links.Count();
338                 }
339             }
340             catch (NotSupportedException ex)
341             {
342                 Assert.True(ex.Message == "Database is damaged, autorecovery is not supported
                    ↪  yet.");
343             }
344 
345             Global.Trash = FileHelpers.ReadAll<UInt64LinksTransactionsLayer.Transition>(tempTran
                ↪  sactionLogFilename);
346 
347             File.Delete(tempDatabaseFilename);
348             File.Delete(tempTransactionLogFilename);
349         }
350 
351         [Fact]
352         public static void Bug1Test()
353         {
354             var tempDatabaseFilename = Path.GetTempFileName();
355             var tempTransactionLogFilename = Path.GetTempFileName();
356 
357             var itself = _constants.Itself;
358 
359             // User Code Error (Autoreverted), some data saved
360             try
361             {
362                 ulong l1;
363                 ulong l2;
364 
365                 using (var memoryAdapter = new UInt64LinksTransactionsLayer(new
                    ↪  UInt64ResizableDirectMemoryLinks(tempDatabaseFilename),
                    ↪  tempTransactionLogFilename))
366                 using (var links = new UInt64Links(memoryAdapter))
367                 {
368                     l1 = links.CreateAndUpdate(itself, itself);
369                     l2 = links.CreateAndUpdate(itself, itself);
370 
371                     l2 = links.Update(l2, l2, l1, l2);
372 
373                     links.CreateAndUpdate(l2, itself);
374                     links.CreateAndUpdate(l2, itself);
375                 }
376 
377                 Global.Trash = FileHelpers.ReadAll<UInt64LinksTransactionsLayer.Transition>(temp
                    ↪  TransactionLogFilename);
378 
379                 using (var memoryAdapter = new UInt64LinksTransactionsLayer(new
                    ↪  UInt64ResizableDirectMemoryLinks(tempDatabaseFilename),
                    ↪  tempTransactionLogFilename))
380                 using (var links = new UInt64Links(memoryAdapter))
381                 {
382                     using (var transaction = memoryAdapter.BeginTransaction())
383                     {
384                         l2 = links.Update(l2, l1);
385 
386                         links.Delete(l2);
387 
388                         ExceptionThrower();
389 
390                         transaction.Commit();
391                     }
392 
393                     Global.Trash = links.Count();
394                 }
395             }
396             catch
397             {
398                 Global.Trash = FileHelpers.ReadAll<UInt64LinksTransactionsLayer.Transition>(temp
                    ↪  TransactionLogFilename);
399             }
400 
401             File.Delete(tempDatabaseFilename);
```

```
            File.Delete(tempTransactionLogFilename);
        }

        private static void ExceptionThrower()
        {
            throw new Exception();
        }

        [Fact]
        public static void PathsTest()
        {
            var source = _constants.SourcePart;
            var target = _constants.TargetPart;

            using (var scope = new TempLinksTestScope())
            {
                var links = scope.Links;
                var l1 = links.CreatePoint();
                var l2 = links.CreatePoint();

                var r1 = links.GetByKeys(l1, source, target, source);
                var r2 = links.CheckPathExistance(l2, l2, l2, l2);
            }
        }

        [Fact]
        public static void RecursiveStringFormattingTest()
        {
            using (var scope = new TempLinksTestScope(useSequences: true))
            {
                var links = scope.Links;
                var sequences = scope.Sequences; // TODO: Auto use sequences on Sequences getter.

                var a = links.CreatePoint();
                var b = links.CreatePoint();
                var c = links.CreatePoint();

                var ab = links.CreateAndUpdate(a, b);
                var cb = links.CreateAndUpdate(c, b);
                var ac = links.CreateAndUpdate(a, c);

                a = links.Update(a, c, b);
                b = links.Update(b, a, c);
                c = links.Update(c, a, b);

                Debug.WriteLine(links.FormatStructure(ab, link => link.IsFullPoint(), true));
                Debug.WriteLine(links.FormatStructure(cb, link => link.IsFullPoint(), true));
                Debug.WriteLine(links.FormatStructure(ac, link => link.IsFullPoint(), true));

                Assert.True(links.FormatStructure(cb, link => link.IsFullPoint(), true) ==
                ↪  "(5:(4:5 (6:5 4)) 6)");
                Assert.True(links.FormatStructure(ac, link => link.IsFullPoint(), true) ==
                ↪  "(6:(5:(4:5 6) 6) 4)");
                Assert.True(links.FormatStructure(ab, link => link.IsFullPoint(), true) ==
                ↪  "(4:(5:4 (6:5 4)) 6)");

                // TODO: Think how to build balanced syntax tree while formatting structure (eg.
                ↪  "(4:(5:4 6) (6:5 4)") instead of "(4:(5:4 (6:5 4)) 6)"

                Assert.True(sequences.SafeFormatSequence(cb, DefaultFormatter, false) ==
                ↪  "{{5}{5}{4}{6}}");
                Assert.True(sequences.SafeFormatSequence(ac, DefaultFormatter, false) ==
                ↪  "{{5}{6}{6}{4}}");
                Assert.True(sequences.SafeFormatSequence(ab, DefaultFormatter, false) ==
                ↪  "{{4}{5}{4}{6}}");
            }
        }

        private static void DefaultFormatter(StringBuilder sb, ulong link)
        {
            sb.Append(link.ToString());
        }

        #endregion

        #region Performance

        /*
        public static void RunAllPerformanceTests()
```

```
474         {
475             try
476             {
477                 links.TestLinksInSteps();
478             }
479             catch (Exception ex)
480             {
481                 ex.WriteToConsole();
482             }
483 
484             return;
485 
486             try
487             {
488                 //ThreadPool.SetMaxThreads(2, 2);
489 
490                 // Запускаем все тесты дважды, чтобы первоначальная инициализация не повлияла на
    ↪ результат
491                 // Также это дополнительно помогает в отладке
492                 // Увеличивает вероятность попадания информации в кэши
493                 for (var i = 0; i < 10; i++)
494                 {
495                     //0 - 10 ГБ
496                     //Каждые 100 МБ срез цифр
497 
498                     //links.TestGetSourceFunction();
499                     //links.TestGetSourceFunctionInParallel();
500                     //links.TestGetTargetFunction();
501                     //links.TestGetTargetFunctionInParallel();
502                     links.Create64BillionLinks();
503 
504                     links.TestRandomSearchFixed();
505                     //links.Create64BillionLinksInParallel();
506                     links.TestEachFunction();
507                     //links.TestForeach();
508                     //links.TestParallelForeach();
509                 }
510 
511                 links.TestDeletionOfAllLinks();
512 
513             }
514             catch (Exception ex)
515             {
516                 ex.WriteToConsole();
517             }
518         }*/
519 
520          /*
521         public static void TestLinksInSteps()
522         {
523             const long gibibyte = 1024 * 1024 * 1024;
524             const long mebibyte = 1024 * 1024;
525 
526             var totalLinksToCreate = gibibyte /
    ↪ Platform.Links.Data.Core.Doublets.Links.LinkSizeInBytes;
527             var linksStep = 102 * mebibyte /
    ↪ Platform.Links.Data.Core.Doublets.Links.LinkSizeInBytes;
528 
529             var creationMeasurements = new List<TimeSpan>();
530             var searchMeasuremets = new List<TimeSpan>();
531             var deletionMeasurements = new List<TimeSpan>();
532 
533             GetBaseRandomLoopOverhead(linksStep);
534             GetBaseRandomLoopOverhead(linksStep);
535 
536             var stepLoopOverhead = GetBaseRandomLoopOverhead(linksStep);
537 
538             ConsoleHelpers.Debug("Step loop overhead: {0}.", stepLoopOverhead);
539 
540             var loops = totalLinksToCreate / linksStep;
541 
542             for (int i = 0; i < loops; i++)
543             {
544                 creationMeasurements.Add(Measure(() => links.RunRandomCreations(linksStep)));
545                 searchMeasuremets.Add(Measure(() => links.RunRandomSearches(linksStep)));
546 
547                 Console.Write("\rC + S {0}/{1}", i + 1, loops);
548             }
549 
550             ConsoleHelpers.Debug();
```

```
551
552             for (int i = 0; i < loops; i++)
553             {
554                 deletionMeasurements.Add(Measure(() => links.RunRandomDeletions(linksStep)));
555
556                 Console.Write("\rD {0}/{1}", i + 1, loops);
557             }
558
559             ConsoleHelpers.Debug();
560
561             ConsoleHelpers.Debug("C S D");
562
563             for (int i = 0; i < loops; i++)
564             {
565                 ConsoleHelpers.Debug("{0} {1} {2}", creationMeasurements[i],
    ↪  searchMeasuremets[i], deletionMeasurements[i]);
566             }
567
568             ConsoleHelpers.Debug("C S D (no overhead)");
569
570             for (int i = 0; i < loops; i++)
571             {
572                 ConsoleHelpers.Debug("{0} {1} {2}", creationMeasurements[i] - stepLoopOverhead,
    ↪  searchMeasuremets[i] - stepLoopOverhead, deletionMeasurements[i] - stepLoopOverhead);
573             }
574
575             ConsoleHelpers.Debug("All tests done. Total links left in database: {0}.",
    ↪  links.Total);
576         }
577
578         private static void CreatePoints(this Platform.Links.Data.Core.Doublets.Links links, long
    ↪  amountToCreate)
579         {
580             for (long i = 0; i < amountToCreate; i++)
581                 links.Create(0, 0);
582         }
583
584          private static TimeSpan GetBaseRandomLoopOverhead(long loops)
585          {
586              return Measure(() =>
587              {
588                  ulong maxValue = RandomHelpers.DefaultFactory.NextUInt64();
589                  ulong result = 0;
590                  for (long i = 0; i < loops; i++)
591                  {
592                      var source = RandomHelpers.DefaultFactory.NextUInt64(maxValue);
593                      var target = RandomHelpers.DefaultFactory.NextUInt64(maxValue);
594
595                      result += maxValue + source + target;
596                  }
597                  Global.Trash = result;
598              });
599          }
600           */
601
602          [Fact(Skip = "performance test")]
603          public static void GetSourceTest()
604          {
605              using (var scope = new TempLinksTestScope())
606              {
607                  var links = scope.Links;
608                  ConsoleHelpers.Debug("Testing GetSource function with {0} Iterations.",
                     ↪  Iterations);
609
610                  ulong counter = 0;
611
612                  //var firstLink = links.First();
613                  // Создаём одну связь, из которой будет производить считывание
614                  var firstLink = links.Create();
615
616                  var sw = Stopwatch.StartNew();
617
618                  // Тестируем саму функцию
619                  for (ulong i = 0; i < Iterations; i++)
620                  {
621                      counter += links.GetSource(firstLink);
622                  }
623
624                  var elapsedTime = sw.Elapsed;
```

```
625
626                 var iterationsPerSecond = Iterations / elapsedTime.TotalSeconds;
627
628                 // Удаляем связь, из которой производилось считывание
629                 links.Delete(firstLink);
630
631                 ConsoleHelpers.Debug(
632                     "{0} Iterations of GetSource function done in {1} ({2} Iterations per
                        ↪  second), counter result: {3}",
633                     Iterations, elapsedTime, (long)iterationsPerSecond, counter);
634             }
635         }
636
637         [Fact(Skip = "performance test")]
638         public static void GetSourceInParallel()
639         {
640             using (var scope = new TempLinksTestScope())
641             {
642                 var links = scope.Links;
643                 ConsoleHelpers.Debug("Testing GetSource function with {0} Iterations in
                    ↪  parallel.", Iterations);
644
645                 long counter = 0;
646
647                 //var firstLink = links.First();
648                 var firstLink = links.Create();
649
650                 var sw = Stopwatch.StartNew();
651
652                 // Тестируем саму функцию
653                 Parallel.For(0, Iterations, x =>
654                 {
655                     Interlocked.Add(ref counter, (long)links.GetSource(firstLink));
656                     //Interlocked.Increment(ref counter);
657                 });
658
659                 var elapsedTime = sw.Elapsed;
660
661                 var iterationsPerSecond = Iterations / elapsedTime.TotalSeconds;
662
663                 links.Delete(firstLink);
664
665                 ConsoleHelpers.Debug(
666                     "{0} Iterations of GetSource function done in {1} ({2} Iterations per
                        ↪  second), counter result: {3}",
667                     Iterations, elapsedTime, (long)iterationsPerSecond, counter);
668             }
669         }
670
671         [Fact(Skip = "performance test")]
672         public static void TestGetTarget()
673         {
674             using (var scope = new TempLinksTestScope())
675             {
676                 var links = scope.Links;
677                 ConsoleHelpers.Debug("Testing GetTarget function with {0} Iterations.",
                    ↪  Iterations);
678
679                 ulong counter = 0;
680
681                 //var firstLink = links.First();
682                 var firstLink = links.Create();
683
684                 var sw = Stopwatch.StartNew();
685
686                 for (ulong i = 0; i < Iterations; i++)
687                 {
688                     counter += links.GetTarget(firstLink);
689                 }
690
691                 var elapsedTime = sw.Elapsed;
692
693                 var iterationsPerSecond = Iterations / elapsedTime.TotalSeconds;
694
695                 links.Delete(firstLink);
696
697                 ConsoleHelpers.Debug(
698                     "{0} Iterations of GetTarget function done in {1} ({2} Iterations per
                        ↪  second), counter result: {3}",
```

```
699                     Iterations, elapsedTime, (long)iterationsPerSecond, counter);
700             }
701         }
702 
703         [Fact(Skip = "performance test")]
704         public static void TestGetTargetInParallel()
705         {
706             using (var scope = new TempLinksTestScope())
707             {
708                 var links = scope.Links;
709                 ConsoleHelpers.Debug("Testing GetTarget function with {0} Iterations in
                    ↪  parallel.", Iterations);
710 
711                 long counter = 0;
712 
713                 //var firstLink = links.First();
714                 var firstLink = links.Create();
715 
716                 var sw = Stopwatch.StartNew();
717 
718                 Parallel.For(0, Iterations, x =>
719                 {
720                     Interlocked.Add(ref counter, (long)links.GetTarget(firstLink));
721                     //Interlocked.Increment(ref counter);
722                 });
723 
724                 var elapsedTime = sw.Elapsed;
725 
726                 var iterationsPerSecond = Iterations / elapsedTime.TotalSeconds;
727 
728                 links.Delete(firstLink);
729 
730                 ConsoleHelpers.Debug(
731                     "{0} Iterations of GetTarget function done in {1} ({2} Iterations per
                        ↪  second), counter result: {3}",
732                     Iterations, elapsedTime, (long)iterationsPerSecond, counter);
733             }
734         }
735 
736         // TODO: Заполнить базу данных перед тестом
737         /*
738         [Fact]
739         public void TestRandomSearchFixed()
740         {
741             var tempFilename = Path.GetTempFileName();
742 
743             using (var links = new Platform.Links.Data.Core.Doublets.Links(tempFilename,
    ↪  DefaultLinksSizeStep))
744             {
745                 long iterations = 64 * 1024 * 1024 /
    ↪  Platform.Links.Data.Core.Doublets.Links.LinkSizeInBytes;
746 
747                 ulong counter = 0;
748                 var maxLink = links.Total;
749 
750                 ConsoleHelpers.Debug("Testing Random Search with {0} Iterations.", iterations);
751 
752                 var sw = Stopwatch.StartNew();
753 
754                 for (var i = iterations; i > 0; i--)
755                 {
756                     var source =
    ↪  RandomHelpers.DefaultFactory.NextUInt64(LinksConstants.MinPossibleIndex, maxLink);
757                     var target =
    ↪  RandomHelpers.DefaultFactory.NextUInt64(LinksConstants.MinPossibleIndex, maxLink);
758 
759                     counter += links.Search(source, target);
760                 }
761 
762                 var elapsedTime = sw.Elapsed;
763 
764                 var iterationsPerSecond = iterations / elapsedTime.TotalSeconds;
765 
766                 ConsoleHelpers.Debug("{0} Iterations of Random Search done in {1} ({2}
    ↪  Iterations per second), c: {3}", iterations, elapsedTime, (long)iterationsPerSecond,
    ↪  counter);
767             }
768 
769             File.Delete(tempFilename);
```

```
770         }*/
771
772         [Fact(Skip = "useless: 0(0), was dependent on creation tests")]
773         public static void TestRandomSearchAll()
774         {
775             using (var scope = new TempLinksTestScope())
776             {
777                 var links = scope.Links;
778                 ulong counter = 0;
779
780                 var maxLink = links.Count();
781
782                 var iterations = links.Count();
783
784                 ConsoleHelpers.Debug("Testing Random Search with {0} Iterations.",
                    ↪  links.Count());
785
786                 var sw = Stopwatch.StartNew();
787
788                 for (var i = iterations; i > 0; i--)
789                 {
790                     var linksAddressRange = new Range<ulong>(_constants.MinPossibleIndex,
                        ↪  maxLink);
791
792                     var source = RandomHelpers.Default.NextUInt64(linksAddressRange);
793                     var target = RandomHelpers.Default.NextUInt64(linksAddressRange);
794
795                     counter += links.SearchOrDefault(source, target);
796                 }
797
798                 var elapsedTime = sw.Elapsed;
799
800                 var iterationsPerSecond = iterations / elapsedTime.TotalSeconds;
801
802                 ConsoleHelpers.Debug("{0} Iterations of Random Search done in {1} ({2}
                    ↪  Iterations per second), c: {3}",
803                      iterations, elapsedTime, (long)iterationsPerSecond, counter);
804             }
805         }
806
807         [Fact(Skip = "useless: 0(0), was dependent on creation tests")]
808         public static void TestEach()
809         {
810             using (var scope = new TempLinksTestScope())
811             {
812                 var links = scope.Links;
813
814                 var counter = new Counter<IList<ulong>, ulong>(links.Constants.Continue);
815
816                 ConsoleHelpers.Debug("Testing Each function.");
817
818                 var sw = Stopwatch.StartNew();
819
820                 links.Each(counter.IncrementAndReturnTrue);
821
822                 var elapsedTime = sw.Elapsed;
823
824                 var linksPerSecond = counter.Count / elapsedTime.TotalSeconds;
825
826                 ConsoleHelpers.Debug("{0} Iterations of Each's handler function done in {1} ({2}
                    ↪  links per second)",
827                     counter, elapsedTime, (long)linksPerSecond);
828             }
829         }
830
831         /*
832         [Fact]
833         public static void TestForeach()
834         {
835             var tempFilename = Path.GetTempFileName();
836
837             using (var links = new Platform.Links.Data.Core.Doublets.Links(tempFilename,
    ↪  DefaultLinksSizeStep))
838             {
839                 ulong counter = 0;
840
841                 ConsoleHelpers.Debug("Testing foreach through links.");
842
843                 var sw = Stopwatch.StartNew();
844
```

```
                //foreach (var link in links)
                //{
                //    counter++;
                //}

                var elapsedTime = sw.Elapsed;

                var linksPerSecond = (double)counter / elapsedTime.TotalSeconds;

                ConsoleHelpers.Debug("{0} Iterations of Foreach's handler block done in {1} ({2} links per second)", counter, elapsedTime, (long)linksPerSecond);
            }

            File.Delete(tempFilename);
        }
        */

        /*
        [Fact]
        public static void TestParallelForeach()
        {
            var tempFilename = Path.GetTempFileName();

            using (var links = new Platform.Links.Data.Core.Doublets.Links(tempFilename, DefaultLinksSizeStep))
            {

                long counter = 0;

                ConsoleHelpers.Debug("Testing parallel foreach through links.");

                var sw = Stopwatch.StartNew();

                //Parallel.ForEach((IEnumerable<ulong>)links, x =>
                //{
                //    Interlocked.Increment(ref counter);
                //});

                var elapsedTime = sw.Elapsed;

                var linksPerSecond = (double)counter / elapsedTime.TotalSeconds;

                ConsoleHelpers.Debug("{0} Iterations of Parallel Foreach's handler block done in {1} ({2} links per second)", counter, elapsedTime, (long)linksPerSecond);
            }

            File.Delete(tempFilename);
        }
        */

        [Fact(Skip = "performance test")]
        public static void Create64BillionLinks()
        {
            using (var scope = new TempLinksTestScope())
            {
                var links = scope.Links;
                var linksBeforeTest = links.Count();

                long linksToCreate = 64 * 1024 * 1024 / UInt64ResizableDirectMemoryLinks.LinkSizeInBytes;

                ConsoleHelpers.Debug("Creating {0} links.", linksToCreate);

                var elapsedTime = Performance.Measure(() =>
                {
                    for (long i = 0; i < linksToCreate; i++)
                    {
                        links.Create();
                    }
                });

                var linksCreated = links.Count() - linksBeforeTest;
                var linksPerSecond = linksCreated / elapsedTime.TotalSeconds;

                ConsoleHelpers.Debug("Current links count: {0}.", links.Count());

                ConsoleHelpers.Debug("{0} links created in {1} ({2} links per second)", linksCreated, elapsedTime,
                    (long)linksPerSecond);
```

```
            }
        }

        [Fact(Skip = "performance test")]
        public static void Create64BillionLinksInParallel()
        {
            using (var scope = new TempLinksTestScope())
            {
                var links = scope.Links;
                var linksBeforeTest = links.Count();

                var sw = Stopwatch.StartNew();

                long linksToCreate = 64 * 1024 * 1024 /
                ↪  UInt64ResizableDirectMemoryLinks.LinkSizeInBytes;

                ConsoleHelpers.Debug("Creating {0} links in parallel.", linksToCreate);

                Parallel.For(0, linksToCreate, x => links.Create());

                var elapsedTime = sw.Elapsed;

                var linksCreated = links.Count() - linksBeforeTest;
                var linksPerSecond = linksCreated / elapsedTime.TotalSeconds;

                ConsoleHelpers.Debug("{0} links created in {1} ({2} links per second)",
                ↪  linksCreated, elapsedTime,
                    (long)linksPerSecond);
            }
        }

        [Fact(Skip = "useless: 0(0), was dependent on creation tests")]
        public static void TestDeletionOfAllLinks()
        {
            using (var scope = new TempLinksTestScope())
            {
                var links = scope.Links;
                var linksBeforeTest = links.Count();

                ConsoleHelpers.Debug("Deleting all links");

                var elapsedTime = Performance.Measure(links.DeleteAll);

                var linksDeleted = linksBeforeTest - links.Count();
                var linksPerSecond = linksDeleted / elapsedTime.TotalSeconds;

                ConsoleHelpers.Debug("{0} links deleted in {1} ({2} links per second)",
                ↪  linksDeleted, elapsedTime,
                    (long)linksPerSecond);
            }
        }

        #endregion
    }
}
```

./Platform.Data.Doublets.Tests/OptimalVariantSequenceTests.cs

```
using System;
using System.Linq;
using System.Collections.Generic;
using Xunit;
using Platform.Interfaces;
using Platform.Data.Doublets.Sequences;
using Platform.Data.Doublets.Sequences.Frequencies.Cache;
using Platform.Data.Doublets.Sequences.Frequencies.Counters;
using Platform.Data.Doublets.Sequences.Converters;
using Platform.Data.Doublets.PropertyOperators;
using Platform.Data.Doublets.Incrementers;
using Platform.Data.Doublets.Converters;

namespace Platform.Data.Doublets.Tests
{
    public static class OptimalVariantSequenceTests
    {
        private const string SequenceExample = "зеленела зелёная зелень";

        [Fact]
        public static void LinksBasedFrequencyStoredOptimalVariantSequenceTest()
        {
            using (var scope = new TempLinksTestScope(useSequences: true))
            {
```

```
25                  var links = scope.Links;
26                  var sequences = scope.Sequences;
27                  var constants = links.Constants;
28
29                  links.UseUnicode();
30
31                  var sequence = UnicodeMap.FromStringToLinkArray(SequenceExample);
32
33                  var meaningRoot = links.CreatePoint();
34                  var unaryOne = links.CreateAndUpdate(meaningRoot, constants.Itself);
35                  var frequencyMarker = links.CreateAndUpdate(meaningRoot, constants.Itself);
36                  var frequencyPropertyMarker = links.CreateAndUpdate(meaningRoot,
                    ↪  constants.Itself);
37
38                  var unaryNumberToAddressConveter = new
                    ↪  UnaryNumberToAddressAddOperationConverter<ulong>(links, unaryOne);
39                  var unaryNumberIncrementer = new UnaryNumberIncrementer<ulong>(links, unaryOne);
40                  var frequencyIncrementer = new FrequencyIncrementer<ulong>(links,
                    ↪  frequencyMarker, unaryOne, unaryNumberIncrementer);
41                  var frequencyPropertyOperator = new FrequencyPropertyOperator<ulong>(links,
                    ↪  frequencyPropertyMarker, frequencyMarker);
42                  var linkFrequencyIncrementer = new LinkFrequencyIncrementer<ulong>(links,
                    ↪  frequencyPropertyOperator, frequencyIncrementer);
43                  var linkToItsFrequencyNumberConverter = new
                    ↪  LinkToItsFrequencyNumberConveter<ulong>(links, frequencyPropertyOperator,
                    ↪  unaryNumberToAddressConveter);
44                  var sequenceToItsLocalElementLevelsConverter = new
                    ↪  SequenceToItsLocalElementLevelsConverter<ulong>(links,
                    ↪  linkToItsFrequencyNumberConverter);
45                  var optimalVariantConverter = new OptimalVariantConverter<ulong>(links,
                    ↪  sequenceToItsLocalElementLevelsConverter);
46
47                  ExecuteTest(links, sequences, sequence,
                    ↪  sequenceToItsLocalElementLevelsConverter, linkFrequencyIncrementer,
                    ↪  optimalVariantConverter);
48              }
49          }
50
51          [Fact]
52          public static void DictionaryBasedFrequencyStoredOptimalVariantSequenceTest()
53          {
54              using (var scope = new TempLinksTestScope(useSequences: true))
55              {
56                  var links = scope.Links;
57                  var sequences = scope.Sequences;
58
59                  links.UseUnicode();
60
61                  var sequence = UnicodeMap.FromStringToLinkArray(SequenceExample);
62
63                  var linksToFrequencies = new Dictionary<ulong, ulong>();
64
65                  var totalSequenceSymbolFrequencyCounter = new
                    ↪  TotalSequenceSymbolFrequencyCounter<ulong>(links);
66
67                  var linkFrequenciesCache = new LinkFrequenciesCache<ulong>(links,
                    ↪  totalSequenceSymbolFrequencyCounter);
68
69                  var linkFrequencyIncrementer = new
                    ↪  FrequenciesCacheBasedLinkFrequencyIncrementer<ulong>(linkFrequenciesCache);
70                  var linkToItsFrequencyNumberConverter = new FrequenciesCacheBasedLinkToItsFreque
                    ↪  ncyNumberConverter<ulong>(linkFrequenciesCache);
71
72                  var sequenceToItsLocalElementLevelsConverter = new
                    ↪  SequenceToItsLocalElementLevelsConverter<ulong>(links,
                    ↪  linkToItsFrequencyNumberConverter);
73                  var optimalVariantConverter = new OptimalVariantConverter<ulong>(links,
                    ↪  sequenceToItsLocalElementLevelsConverter);
74
75                  ExecuteTest(links, sequences, sequence,
                    ↪  sequenceToItsLocalElementLevelsConverter, linkFrequencyIncrementer,
                    ↪  optimalVariantConverter);
76              }
77          }
78
```

```
        private static void ExecuteTest(SynchronizedLinks<ulong> links, Sequences.Sequences sequences, ulong[] sequence, SequenceToItsLocalElementLevelsConverter<ulong> sequenceToItsLocalElementLevelsConverter, IIncrementer<IList<ulong>> linkFrequencyIncrementer, OptimalVariantConverter<ulong> optimalVariantConverter)
        {
            linkFrequencyIncrementer.Increment(sequence);

            var levels = sequenceToItsLocalElementLevelsConverter.Convert(sequence);

            var optimalVariant = optimalVariantConverter.Convert(sequence);

            var readSequence1 = sequences.ReadSequenceCore(optimalVariant, links.IsPartialPoint);

            Assert.True(sequence.SequenceEqual(readSequence1));
        }
    }
}
```

./Platform.Data.Doublets.Tests/ReadSequenceTests.cs

```
using System;
using System.Collections.Generic;
using System.Diagnostics;
using System.Linq;
using Xunit;
using Platform.Data.Sequences;
using Platform.Data.Doublets.Sequences.Converters;

namespace Platform.Data.Doublets.Tests
{
    public static class ReadSequenceTests
    {
        [Fact]
        public static void ReadSequenceTest()
        {
            const long sequenceLength = 2000;

            using (var scope = new TempLinksTestScope(useSequences: true))
            {
                var links = scope.Links;
                var sequences = scope.Sequences;

                var sequence = new ulong[sequenceLength];
                for (var i = 0; i < sequenceLength; i++)
                {
                    sequence[i] = links.Create();
                }

                var balancedVariantConverter = new BalancedVariantConverter<ulong>(links);

                var sw1 = Stopwatch.StartNew();
                var balancedVariant = balancedVariantConverter.Convert(sequence); sw1.Stop();

                var sw2 = Stopwatch.StartNew();
                var readSequence1 = sequences.ReadSequenceCore(balancedVariant, links.IsPartialPoint); sw2.Stop();

                var sw3 = Stopwatch.StartNew();
                var readSequence2 = new List<ulong>();
                SequenceWalker.WalkRight(balancedVariant,
                                         links.GetSource,
                                         links.GetTarget,
                                         links.IsPartialPoint,
                                         readSequence2.Add);
                sw3.Stop();

                Assert.True(sequence.SequenceEqual(readSequence1));

                Assert.True(sequence.SequenceEqual(readSequence2));

                // Assert.True(sw2.Elapsed < sw3.Elapsed);

                Console.WriteLine($"Stack-based walker: {sw3.Elapsed}, Level-based reader: {sw2.Elapsed}");

                for (var i = 0; i < sequenceLength; i++)
                {
                    links.Delete(sequence[i]);
                }
            }
        }
```

```
    }
}
```

./Platform.Data.Doublets.Tests/ResizableDirectMemoryLinksTests.cs

```
using System.IO;
using Xunit;
using Platform.Singletons;
using Platform.Memory;
using Platform.Data.Constants;
using Platform.Data.Doublets.ResizableDirectMemory;

namespace Platform.Data.Doublets.Tests
{
    public static class ResizableDirectMemoryLinksTests
    {
        private static readonly LinksCombinedConstants<ulong, ulong, int> _constants = Default<LinksCombinedConstants<ulong, ulong, int>>.Instance;

        [Fact]
        public static void BasicFileMappedMemoryTest()
        {
            var tempFilename = Path.GetTempFileName();
            using (var memoryAdapter = new UInt64ResizableDirectMemoryLinks(tempFilename))
            {
                memoryAdapter.TestBasicMemoryOperations();
            }
            File.Delete(tempFilename);
        }

        [Fact]
        public static void BasicHeapMemoryTest()
        {
            using (var memory = new HeapResizableDirectMemory(UInt64ResizableDirectMemoryLinks.DefaultLinksSizeStep))
            using (var memoryAdapter = new UInt64ResizableDirectMemoryLinks(memory, UInt64ResizableDirectMemoryLinks.DefaultLinksSizeStep))
            {
                memoryAdapter.TestBasicMemoryOperations();
            }
        }

        private static void TestBasicMemoryOperations(this ILinks<ulong> memoryAdapter)
        {
            var link = memoryAdapter.Create();
            memoryAdapter.Delete(link);
        }

        [Fact]
        public static void NonexistentReferencesHeapMemoryTest()
        {
            using (var memory = new HeapResizableDirectMemory(UInt64ResizableDirectMemoryLinks.DefaultLinksSizeStep))
            using (var memoryAdapter = new UInt64ResizableDirectMemoryLinks(memory, UInt64ResizableDirectMemoryLinks.DefaultLinksSizeStep))
            {
                memoryAdapter.TestNonexistentReferences();
            }
        }

        private static void TestNonexistentReferences(this ILinks<ulong> memoryAdapter)
        {
            var link = memoryAdapter.Create();
            memoryAdapter.Update(link, ulong.MaxValue, ulong.MaxValue);
            var resultLink = _constants.Null;
            memoryAdapter.Each(foundLink =>
            {
                resultLink = foundLink[_constants.IndexPart];
                return _constants.Break;
            }, _constants.Any, ulong.MaxValue, ulong.MaxValue);
            Assert.True(resultLink == link);
            Assert.True(memoryAdapter.Count(ulong.MaxValue) == 0);
            memoryAdapter.Delete(link);
        }
    }
}
```

./Platform.Data.Doublets.Tests/ScopeTests.cs

```
using Xunit;
using Platform.Scopes;
```

```
using Platform.Memory;
using Platform.Data.Doublets.ResizableDirectMemory;
using Platform.Data.Doublets.Decorators;

namespace Platform.Data.Doublets.Tests
{
    public static class ScopeTests
    {
        [Fact]
        public static void SingleDependencyTest()
        {
            using (var scope = new Scope())
            {
                scope.IncludeAssemblyOf<IMemory>();
                var instance = scope.Use<IDirectMemory>();
                Assert.IsType<HeapResizableDirectMemory>(instance);
            }
        }

        [Fact]
        public static void CascadeDependencyTest()
        {
            using (var scope = new Scope())
            {
                scope.Include<TemporaryFileMappedResizableDirectMemory>();
                scope.Include<UInt64ResizableDirectMemoryLinks>();
                var instance = scope.Use<ILinks<ulong>>();
                Assert.IsType<UInt64ResizableDirectMemoryLinks>(instance);
            }
        }

        [Fact]
        public static void FullAutoResolutionTest()
        {
            using (var scope = new Scope(autoInclude: true, autoExplore: true))
            {
                var instance = scope.Use<UInt64Links>();
                Assert.IsType<UInt64Links>(instance);
            }
        }
    }
}
```

./Platform.Data.Doublets.Tests/SequencesTests.cs

```
using System;
using System.Collections.Generic;
using System.Diagnostics;
using System.Linq;
using Xunit;
using Platform.Collections;
using Platform.Random;
using Platform.IO;
using Platform.Singletons;
using Platform.Data.Constants;
using Platform.Data.Doublets.Sequences;
using Platform.Data.Doublets.Sequences.Frequencies.Cache;
using Platform.Data.Doublets.Sequences.Frequencies.Counters;
using Platform.Data.Doublets.Sequences.Converters;

namespace Platform.Data.Doublets.Tests
{
    public static class SequencesTests
    {
        private static readonly LinksCombinedConstants<bool, ulong, int> _constants =
        ↪ Default<LinksCombinedConstants<bool, ulong, int>>.Instance;

        static SequencesTests()
        {
            // Trigger static constructor to not mess with perfomance measurements
            _ = BitString.GetBitMaskFromIndex(1);
        }

        [Fact]
        public static void CreateAllVariantsTest()
        {
            const long sequenceLength = 8;

            using (var scope = new TempLinksTestScope(useSequences: true))
            {
                var links = scope.Links;
```

```
            var sequences = scope.Sequences;

            var sequence = new ulong[sequenceLength];
            for (var i = 0; i < sequenceLength; i++)
            {
                sequence[i] = links.Create();
            }

            var sw1 = Stopwatch.StartNew();
            var results1 = sequences.CreateAllVariants1(sequence); sw1.Stop();

            var sw2 = Stopwatch.StartNew();
            var results2 = sequences.CreateAllVariants2(sequence); sw2.Stop();

            Assert.True(results1.Count > results2.Length);
            Assert.True(sw1.Elapsed > sw2.Elapsed);

            for (var i = 0; i < sequenceLength; i++)
            {
                links.Delete(sequence[i]);
            }

            Assert.True(links.Count() == 0);
        }
    }

    //[Fact]
    //public void CUDTest()
    //{
    //    var tempFilename = Path.GetTempFileName();

    //    const long sequenceLength = 8;

    //    const ulong itself = LinksConstants.Itself;

    //    using (var memoryAdapter = new ResizableDirectMemoryLinks(tempFilename,
    ↪  DefaultLinksSizeStep))
    //    using (var links = new Links(memoryAdapter))
    //    {
    //        var sequence = new ulong[sequenceLength];
    //        for (var i = 0; i < sequenceLength; i++)
    //            sequence[i] = links.Create(itself, itself);


    //        SequencesOptions o = new SequencesOptions();

    // TODO: Из числа в bool значения o.UseSequenceMarker = ((value & 1) != 0)
    //        o.


    //        var sequences = new Sequences(links);

    //        var sw1 = Stopwatch.StartNew();
    //        var results1 = sequences.CreateAllVariants1(sequence); sw1.Stop();

    //        var sw2 = Stopwatch.StartNew();
    //        var results2 = sequences.CreateAllVariants2(sequence); sw2.Stop();

    //        Assert.True(results1.Count > results2.Length);
    //        Assert.True(sw1.Elapsed > sw2.Elapsed);

    //        for (var i = 0; i < sequenceLength; i++)
    //            links.Delete(sequence[i]);
    //    }

    //    File.Delete(tempFilename);
    //}

    [Fact]
    public static void AllVariantsSearchTest()
    {
        const long sequenceLength = 8;

        using (var scope = new TempLinksTestScope(useSequences: true))
        {
            var links = scope.Links;
            var sequences = scope.Sequences;

            var sequence = new ulong[sequenceLength];
            for (var i = 0; i < sequenceLength; i++)
```

```
115                 {
116                     sequence[i] = links.Create();
117                 }
118 
119                 var createResults = sequences.CreateAllVariants2(sequence).Distinct().ToArray();
120 
121                 //for (int i = 0; i < createResults.Length; i++)
122                 //    sequences.Create(createResults[i]);
123 
124                 var sw0 = Stopwatch.StartNew();
125                 var searchResults0 = sequences.GetAllMatchingSequences0(sequence); sw0.Stop();
126 
127                 var sw1 = Stopwatch.StartNew();
128                 var searchResults1 = sequences.GetAllMatchingSequences1(sequence); sw1.Stop();
129 
130                 var sw2 = Stopwatch.StartNew();
131                 var searchResults2 = sequences.Each1(sequence); sw2.Stop();
132 
133                 var sw3 = Stopwatch.StartNew();
134                 var searchResults3 = sequences.Each(sequence); sw3.Stop();
135 
136                 var intersection0 = createResults.Intersect(searchResults0).ToList();
137                 Assert.True(intersection0.Count == searchResults0.Count);
138                 Assert.True(intersection0.Count == createResults.Length);
139 
140                 var intersection1 = createResults.Intersect(searchResults1).ToList();
141                 Assert.True(intersection1.Count == searchResults1.Count);
142                 Assert.True(intersection1.Count == createResults.Length);
143 
144                 var intersection2 = createResults.Intersect(searchResults2).ToList();
145                 Assert.True(intersection2.Count == searchResults2.Count);
146                 Assert.True(intersection2.Count == createResults.Length);
147 
148                 var intersection3 = createResults.Intersect(searchResults3).ToList();
149                 Assert.True(intersection3.Count == searchResults3.Count);
150                 Assert.True(intersection3.Count == createResults.Length);
151 
152                 for (var i = 0; i < sequenceLength; i++)
153                 {
154                     links.Delete(sequence[i]);
155                 }
156             }
157         }
158 
159         [Fact]
160         public static void BalancedVariantSearchTest()
161         {
162             const long sequenceLength = 200;
163 
164             using (var scope = new TempLinksTestScope(useSequences: true))
165             {
166                 var links = scope.Links;
167                 var sequences = scope.Sequences;
168 
169                 var sequence = new ulong[sequenceLength];
170                 for (var i = 0; i < sequenceLength; i++)
171                 {
172                     sequence[i] = links.Create();
173                 }
174 
175                 var balancedVariantConverter = new BalancedVariantConverter<ulong>(links);
176 
177                 var sw1 = Stopwatch.StartNew();
178                 var balancedVariant = balancedVariantConverter.Convert(sequence); sw1.Stop();
179 
180                 var sw2 = Stopwatch.StartNew();
181                 var searchResults2 = sequences.GetAllMatchingSequences0(sequence); sw2.Stop();
182 
183                 var sw3 = Stopwatch.StartNew();
184                 var searchResults3 = sequences.GetAllMatchingSequences1(sequence); sw3.Stop();
185 
186                 // На количестве в 200 элементов это будет занимать вечность
187                 //var sw4 = Stopwatch.StartNew();
188                 //var searchResults4 = sequences.Each(sequence); sw4.Stop();
189 
190                 Assert.True(searchResults2.Count == 1 && balancedVariant == searchResults2[0]);
191 
192                 Assert.True(searchResults3.Count == 1 && balancedVariant ==
                    ↪ searchResults3.First());
193 
```

```
194                 //Assert.True(sw1.Elapsed < sw2.Elapsed);
195
196                 for (var i = 0; i < sequenceLength; i++)
197                 {
198                     links.Delete(sequence[i]);
199                 }
200             }
201         }
202
203         [Fact]
204         public static void AllPartialVariantsSearchTest()
205         {
206             const long sequenceLength = 8;
207
208             using (var scope = new TempLinksTestScope(useSequences: true))
209             {
210                 var links = scope.Links;
211                 var sequences = scope.Sequences;
212
213                 var sequence = new ulong[sequenceLength];
214                 for (var i = 0; i < sequenceLength; i++)
215                 {
216                     sequence[i] = links.Create();
217                 }
218
219                 var createResults = sequences.CreateAllVariants2(sequence);
220
221                 //var createResultsStrings = createResults.Select(x => x + ": " +
                    ↪ sequences.FormatSequence(x)).ToList();
222                 //Global.Trash = createResultsStrings;
223
224                 var partialSequence = new ulong[sequenceLength - 2];
225
226                 Array.Copy(sequence, 1, partialSequence, 0, (int)sequenceLength - 2);
227
228                 var sw1 = Stopwatch.StartNew();
229                 var searchResults1 =
                    ↪ sequences.GetAllPartiallyMatchingSequences0(partialSequence); sw1.Stop();
230
231                 var sw2 = Stopwatch.StartNew();
232                 var searchResults2 =
                    ↪ sequences.GetAllPartiallyMatchingSequences1(partialSequence); sw2.Stop();
233
234                 //var sw3 = Stopwatch.StartNew();
235                 //var searchResults3 =
                    ↪ sequences.GetAllPartiallyMatchingSequences2(partialSequence); sw3.Stop();
236
237                 var sw4 = Stopwatch.StartNew();
238                 var searchResults4 =
                    ↪ sequences.GetAllPartiallyMatchingSequences3(partialSequence); sw4.Stop();
239
240                 //Global.Trash = searchResults3;
241
242                 //var searchResults1Strings = searchResults1.Select(x => x + ": " +
                    ↪ sequences.FormatSequence(x)).ToList();
243                 //Global.Trash = searchResults1Strings;
244
245                 var intersection1 = createResults.Intersect(searchResults1).ToList();
246                 Assert.True(intersection1.Count == createResults.Length);
247
248                 var intersection2 = createResults.Intersect(searchResults2).ToList();
249                 Assert.True(intersection2.Count == createResults.Length);
250
251                 var intersection4 = createResults.Intersect(searchResults4).ToList();
252                 Assert.True(intersection4.Count == createResults.Length);
253
254                 for (var i = 0; i < sequenceLength; i++)
255                 {
256                     links.Delete(sequence[i]);
257                 }
258             }
259         }
260
261         [Fact]
262         public static void BalancedPartialVariantsSearchTest()
263         {
264             const long sequenceLength = 200;
265
266             using (var scope = new TempLinksTestScope(useSequences: true))
```

```
        {
            var links = scope.Links;
            var sequences = scope.Sequences;

            var sequence = new ulong[sequenceLength];
            for (var i = 0; i < sequenceLength; i++)
            {
                sequence[i] = links.Create();
            }

            var balancedVariantConverter = new BalancedVariantConverter<ulong>(links);

            var balancedVariant = balancedVariantConverter.Convert(sequence);

            var partialSequence = new ulong[sequenceLength - 2];

            Array.Copy(sequence, 1, partialSequence, 0, (int)sequenceLength - 2);

            var sw1 = Stopwatch.StartNew();
            var searchResults1 =
            ↪  sequences.GetAllPartiallyMatchingSequences0(partialSequence); sw1.Stop();

            var sw2 = Stopwatch.StartNew();
            var searchResults2 =
            ↪  sequences.GetAllPartiallyMatchingSequences1(partialSequence); sw2.Stop();

            Assert.True(searchResults1.Count == 1 && balancedVariant == searchResults1[0]);

            Assert.True(searchResults2.Count == 1 && balancedVariant ==
            ↪  searchResults2.First());

            for (var i = 0; i < sequenceLength; i++)
            {
                links.Delete(sequence[i]);
            }
        }
    }

    [Fact(Skip = "Correct implementation is pending")]
    public static void PatternMatchTest()
    {
        var zeroOrMany = Sequences.Sequences.ZeroOrMany;

        using (var scope = new TempLinksTestScope(useSequences: true))
        {
            var links = scope.Links;
            var sequences = scope.Sequences;

            var e1 = links.Create();
            var e2 = links.Create();

            var sequence = new[]
            {
                e1, e2, e1, e2 // mama / papa
            };

            var balancedVariantConverter = new BalancedVariantConverter<ulong>(links);

            var balancedVariant = balancedVariantConverter.Convert(sequence);

            // 1: [1]
            // 2: [2]
            // 3: [1,2]
            // 4: [1,2,1,2]

            var doublet = links.GetSource(balancedVariant);

            var matchedSequences1 = sequences.MatchPattern(e2, e1, zeroOrMany);

            Assert.True(matchedSequences1.Count == 0);

            var matchedSequences2 = sequences.MatchPattern(zeroOrMany, e2, e1);

            Assert.True(matchedSequences2.Count == 0);

            var matchedSequences3 = sequences.MatchPattern(e1, zeroOrMany, e1);

            Assert.True(matchedSequences3.Count == 0);

            var matchedSequences4 = sequences.MatchPattern(e1, zeroOrMany, e2);
```

```
344
345                 Assert.Contains(doublet, matchedSequences4);
346                 Assert.Contains(balancedVariant, matchedSequences4);
347
348                 for (var i = 0; i < sequence.Length; i++)
349                 {
350                     links.Delete(sequence[i]);
351                 }
352             }
353         }
354
355         [Fact]
356         public static void IndexTest()
357         {
358             using (var scope = new TempLinksTestScope(new SequencesOptions<ulong> { UseIndex =
                ↪ true }, useSequences: true))
359             {
360                 var links = scope.Links;
361                 var sequences = scope.Sequences;
362                 var indexer = sequences.Options.Indexer;
363
364                 var e1 = links.Create();
365                 var e2 = links.Create();
366
367                 var sequence = new[]
368                 {
369                     e1, e2, e1, e2 // mama / papa
370                 };
371
372                 Assert.False(indexer.Index(sequence));
373
374                 Assert.True(indexer.Index(sequence));
375             }
376         }
377
378         /// <summary>Imported from https://raw.githubusercontent.com/wiki/Konard/LinksPlatform/%
            ↪ D0%9E-%D1%82%D0%BE%D0%BC%2C-%D0%BA%D0%B0%D0%BA-%D0%B2%D1%81%D1%91-%D0%BD%D0%B0%D1%87
            ↪ %D0%B8%D0%BD%D0%B0%D0%BB%D0%BE%D1%81%D1%8C.md</summary>
379         private static readonly string _exampleText =
380             @"([english
                ↪ version](https://github.com/Konard/LinksPlatform/wiki/About-the-beginning))
381
382 Обозначение пустоты, какое оно? Темнота ли это? Там где отсутствие света, отсутствие фотонов
    ↪ (носителей света)? Или это то, что полностью отражает свет? Пустой белый лист бумаги? Там
    ↪ где есть место для нового начала? Разве пустота это не характеристика пространства?
    ↪ Пространство это то, что можно чем-то наполнить?
383
384 [![чёрное пространство, белое
    ↪ пространство](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/1.png
    ↪ ""чёрное пространство, белое пространство"")](https://raw.githubusercontent.com/Konard/Links
    ↪ Platform/master/doc/Intro/1.png)
385
386 Что может быть минимальным рисунком, образом, графикой? Может быть это точка? Это ли простейшая
    ↪ форма? Но есть ли у точки размер? Цвет? Масса? Координаты? Время существования?
387
388 [![чёрное пространство, чёрная
    ↪ точка](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/2.png
    ↪ ""чёрное пространство, чёрная
    ↪ точка"")](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/2.png)
389
390 А что если повторить? Сделать копию? Создать дубликат? Из одного сделать два? Может это быть
    ↪ так? Инверсия? Отражение? Сумма?
391
392 [![белая точка, чёрная
    ↪ точка](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/3.png ""белая
    ↪ точка, чёрная
    ↪ точка"")](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/3.png)
393
394 А что если мы вообразим движение? Нужно ли время? Каким самым коротким будет путь? Что будет
    ↪ если этот путь зафиксировать? Запомнить след? Как две точки становятся линией? Чертой?
    ↪ Гранью? Разделителем? Единицей?
395
396 [![две белые точки, чёрная вертикальная
    ↪ линия](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/4.png ""две
    ↪ белые точки, чёрная вертикальная
    ↪ линия"")](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/4.png)
397
```

Можно ли замкнуть движение? Может ли это быть кругом? Можно ли замкнуть время? Или остаётся только спираль? Но что если замкнуть предел? Создать ограничение, разделение? Получится замкнутая область? Полностью отделённая от всего остального? Но что это всё остальное? Что можно делить? В каком направлении? Ничего или всё? Пустота или полнота? Начало или конец? Или может быть это единица и ноль? Дуальность? Противоположность? А что будет с кругом если у него нет размера? Будет ли круг точкой? Точка состоящая из точек?

[![белая вертикальная линия, чёрный круг](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/5.png ""белая вертикальная линия, чёрный круг"")](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/5.png)

Как ещё можно использовать грань, черту, линию? А что если она может что-то соединять, может тогда её нужно повернуть? Почему то, что перпендикулярно вертикальному горизонтально? Горизонт? Инвертирует ли это смысл? Что такое смысл? Из чего состоит смысл? Существует ли элементарная единица смысла?

[![белый круг, чёрная горизонтальная линия](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/6.png ""белый круг, чёрная горизонтальная линия"")](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/6.png)

Соединять, допустим, а какой смысл в этом есть ещё? Что если помимо смысла ""соединить, связать"", есть ещё и смысл направления ""от начала к концу""? От предка к потомку? От родителя к ребёнку? От общего к частному?

[![белая горизонтальная линия, чёрная горизонтальная стрелка](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/7.png ""белая горизонтальная линия, чёрная горизонтальная стрелка"")](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/7.png)

Шаг назад. Возьмём опять отделённую область, которая лишь та же замкнутая линия, что ещё она может представлять собой? Объект? Но в чём его суть? Разве не в том, что у него есть граница, разделяющая внутреннее и внешнее? Допустим связь, стрелка, линия соединяет два объекта, как бы это выглядело?

[![белая связь, чёрная направленная связь](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/8.png ""белая связь, чёрная направленная связь"")](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/8.png)

Допустим у нас есть смысл ""связать"" и смысл ""направления"", много ли это нам даёт? Много ли вариантов интерпретации? А что если уточнить, каким именно образом выполнена связь? Что если можно задать ей чёткий, конкретный смысл? Что это будет? Тип? Глагол? Связка? Действие? Трансформация? Переход из состояния в состояние? Или всё это и есть объект, суть которого в его конечном состоянии, если конечно конец определён направлением?

[![белая обычная и направленная связи, чёрная типизированная связь](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/9.png ""белая обычная и направленная связи, чёрная типизированная связь"")](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/9.png)

А что если всё это время, мы смотрели на суть как бы снаружи? Можно ли взглянуть на это изнутри? Что будет внутри объектов? Объекты ли это? Или это связи? Может ли эта структура описать сама себя? Но что тогда получится, разве это не рекурсия? Может это фрактал?

[![белая обычная и направленная связи с рекурсивной внутренней структурой, чёрная типизированная связь с рекурсивной внутренней структурой](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/10.png ""белая обычная и направленная связи с рекурсивной внутренней структурой, чёрная типизированная связь с рекурсивной внутренней структурой"")](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/10.png)

На один уровень внутрь (вниз)? Или на один уровень во вне (вверх)? Или это можно назвать шагом рекурсии или фрактала?

[![белая обычная и направленная связи с двойной рекурсивной внутренней структурой, чёрная типизированная связь с двойной рекурсивной внутренней структурой](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/11.png ""белая обычная и направленная связи с двойной рекурсивной внутренней структурой, чёрная типизированная связь с двойной рекурсивной внутренней структурой"")](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/11.png)

Последовательность? Массив? Список? Множество? Объект? Таблица? Элементы? Цвета? Символы? Буквы? Слово? Цифры? Число? Алфавит? Дерево? Сеть? Граф? Гиперграф?

```
[![белая обычная и направленная связи со структурой из 8 цветных элементов последовательности, чёрная типизированная связь со структурой из 8 цветных элементов последовательности](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/12.png ""белая обычная и направленная связи со структурой из 8 цветных элементов последовательности, чёрная типизированная связь со структурой из 8 цветных элементов последовательности"")](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/12.png)

...

[![анимация](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/intro-animation-500.gif ""анимация"")](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/intro-animation-500.gif)";


        private static readonly string _exampleLoremIpsumText =
            @"Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.
Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.";

        [Fact]
        public static void CompressionTest()
        {
            using (var scope = new TempLinksTestScope(useSequences: true))
            {
                var links = scope.Links;
                var sequences = scope.Sequences;

                var e1 = links.Create();
                var e2 = links.Create();

                var sequence = new[]
                {
                    e1, e2, e1, e2 // mama / papa / template [(m/p), a] { [1] [2] [1] [2] }
                };

                var balancedVariantConverter = new BalancedVariantConverter<ulong>(links.Unsync);
                var totalSequenceSymbolFrequencyCounter = new TotalSequenceSymbolFrequencyCounter<ulong>(links.Unsync);
                var doubletFrequenciesCache = new LinkFrequenciesCache<ulong>(links.Unsync, totalSequenceSymbolFrequencyCounter);
                var compressingConverter = new CompressingConverter<ulong>(links.Unsync, balancedVariantConverter, doubletFrequenciesCache);

                var compressedVariant = compressingConverter.Convert(sequence);

                // 1: [1]       (1->1) point
                // 2: [2]       (2->2) point
                // 3: [1,2]     (1->2) doublet
                // 4: [1,2,1,2] (3->3) doublet

                Assert.True(links.GetSource(links.GetSource(compressedVariant)) == sequence[0]);
                Assert.True(links.GetTarget(links.GetSource(compressedVariant)) == sequence[1]);
                Assert.True(links.GetSource(links.GetTarget(compressedVariant)) == sequence[2]);
                Assert.True(links.GetTarget(links.GetTarget(compressedVariant)) == sequence[3]);

                var source = _constants.SourcePart;
                var target = _constants.TargetPart;

                Assert.True(links.GetByKeys(compressedVariant, source, source) == sequence[0]);
                Assert.True(links.GetByKeys(compressedVariant, source, target) == sequence[1]);
                Assert.True(links.GetByKeys(compressedVariant, target, source) == sequence[2]);
                Assert.True(links.GetByKeys(compressedVariant, target, target) == sequence[3]);

                // 4 - length of sequence
                Assert.True(links.GetSquareMatrixSequenceElementByIndex(compressedVariant, 4, 0) == sequence[0]);
                Assert.True(links.GetSquareMatrixSequenceElementByIndex(compressedVariant, 4, 1) == sequence[1]);
                Assert.True(links.GetSquareMatrixSequenceElementByIndex(compressedVariant, 4, 2) == sequence[2]);
                Assert.True(links.GetSquareMatrixSequenceElementByIndex(compressedVariant, 4, 3) == sequence[3]);
            }
        }

        [Fact]
        public static void CompressionEfficiencyTest()
```

```
490             {
491                 var strings = _exampleLoremIpsumText.Split(new[] { '\n', '\r' },
                    ↪ StringSplitOptions.RemoveEmptyEntries);
492                 var arrays = strings.Select(UnicodeMap.FromStringToLinkArray).ToArray();
493                 var totalCharacters = arrays.Select(x => x.Length).Sum();
494
495                 using (var scope1 = new TempLinksTestScope(useSequences: true))
496                 using (var scope2 = new TempLinksTestScope(useSequences: true))
497                 using (var scope3 = new TempLinksTestScope(useSequences: true))
498                 {
499                     scope1.Links.Unsync.UseUnicode();
500                     scope2.Links.Unsync.UseUnicode();
501                     scope3.Links.Unsync.UseUnicode();
502
503                     var balancedVariantConverter1 = new
                        ↪ BalancedVariantConverter<ulong>(scope1.Links.Unsync);
504                     var totalSequenceSymbolFrequencyCounter = new
                        ↪ TotalSequenceSymbolFrequencyCounter<ulong>(scope1.Links.Unsync);
505                     var linkFrequenciesCache1 = new LinkFrequenciesCache<ulong>(scope1.Links.Unsync,
                        ↪ totalSequenceSymbolFrequencyCounter);
506                     var compressor1 = new CompressingConverter<ulong>(scope1.Links.Unsync,
                        ↪ balancedVariantConverter1, linkFrequenciesCache1,
                        ↪ doInitialFrequenciesIncrement: false);
507
508                     var compressor2 = scope2.Sequences;
509                     var compressor3 = scope3.Sequences;
510
511                     var constants = Default<LinksCombinedConstants<bool, ulong, int>>.Instance;
512
513                     var sequences = compressor3;
514                     //var meaningRoot = links.CreatePoint();
515                     //var unaryOne = links.CreateAndUpdate(meaningRoot, constants.Itself);
516                     //var frequencyMarker = links.CreateAndUpdate(meaningRoot, constants.Itself);
517                     //var frequencyPropertyMarker = links.CreateAndUpdate(meaningRoot,
                        ↪ constants.Itself);
518
519                     //var unaryNumberToAddressConveter = new
                        ↪ UnaryNumberToAddressAddOperationConverter<ulong>(links, unaryOne);
520                     //var unaryNumberIncrementer = new UnaryNumberIncrementer<ulong>(links,
                        ↪ unaryOne);
521                     //var frequencyIncrementer = new FrequencyIncrementer<ulong>(links,
                        ↪ frequencyMarker, unaryOne, unaryNumberIncrementer);
522                     //var frequencyPropertyOperator = new FrequencyPropertyOperator<ulong>(links,
                        ↪ frequencyPropertyMarker, frequencyMarker);
523                     //var linkFrequencyIncrementer = new LinkFrequencyIncrementer<ulong>(links,
                        ↪ frequencyPropertyOperator, frequencyIncrementer);
524                     //var linkToItsFrequencyNumberConverter = new
                        ↪ LinkToItsFrequencyNumberConveter<ulong>(links, frequencyPropertyOperator,
                        ↪ unaryNumberToAddressConveter);
525
526                     var linkFrequenciesCache3 = new LinkFrequenciesCache<ulong>(scope3.Links.Unsync,
                        ↪ totalSequenceSymbolFrequencyCounter);
527
528                     var linkToItsFrequencyNumberConverter = new FrequenciesCacheBasedLinkToItsFreque
                        ↪ ncyNumberConverter<ulong>(linkFrequenciesCache3);
529
530                     var sequenceToItsLocalElementLevelsConverter = new
                        ↪ SequenceToItsLocalElementLevelsConverter<ulong>(scope3.Links.Unsync,
                        ↪ linkToItsFrequencyNumberConverter);
531                     var optimalVariantConverter = new
                        ↪ OptimalVariantConverter<ulong>(scope3.Links.Unsync,
                        ↪ sequenceToItsLocalElementLevelsConverter);
532
533                     var compressed1 = new ulong[arrays.Length];
534                     var compressed2 = new ulong[arrays.Length];
535                     var compressed3 = new ulong[arrays.Length];
536
537                     var START = 0;
538                     var END = arrays.Length;
539
540                     //for (int i = START; i < END; i++)
541                     //    linkFrequenciesCache1.IncrementFrequencies(arrays[i]);
542
543                     var initialCount1 = scope2.Links.Unsync.Count();
544
545                     var sw1 = Stopwatch.StartNew();
546
547                     for (int i = START; i < END; i++)
```

```
548                 {
549                     linkFrequenciesCache1.IncrementFrequencies(arrays[i]);
550                     compressed1[i] = compressor1.Convert(arrays[i]);
551                 }
552 
553                 var elapsed1 = sw1.Elapsed;
554 
555                 var balancedVariantConverter2 = new
                    ↪  BalancedVariantConverter<ulong>(scope2.Links.Unsync);
556 
557                 var initialCount2 = scope2.Links.Unsync.Count();
558 
559                 var sw2 = Stopwatch.StartNew();
560 
561                 for (int i = START; i < END; i++)
562                 {
563                     compressed2[i] = balancedVariantConverter2.Convert(arrays[i]);
564                 }
565 
566                 var elapsed2 = sw2.Elapsed;
567 
568                 for (int i = START; i < END; i++)
569                 {
570                     linkFrequenciesCache3.IncrementFrequencies(arrays[i]);
571                 }
572 
573                 var initialCount3 = scope3.Links.Unsync.Count();
574 
575                 var sw3 = Stopwatch.StartNew();
576 
577                 for (int i = START; i < END; i++)
578                 {
579                     //linkFrequenciesCache3.IncrementFrequencies(arrays[i]);
580                     compressed3[i] = optimalVariantConverter.Convert(arrays[i]);
581                 }
582 
583                 var elapsed3 = sw3.Elapsed;
584 
585                 Console.WriteLine($"Compressor: {elapsed1}, Balanced variant: {elapsed2},
                    ↪  Optimal variant: {elapsed3}");
586 
587                 // Assert.True(elapsed1 > elapsed2);
588 
589                 // Checks
590                 for (int i = START; i < END; i++)
591                 {
592                     var sequence1 = compressed1[i];
593                     var sequence2 = compressed2[i];
594                     var sequence3 = compressed3[i];
595 
596                     var decompress1 = UnicodeMap.FromSequenceLinkToString(sequence1,
                        ↪  scope1.Links.Unsync);
597 
598                     var decompress2 = UnicodeMap.FromSequenceLinkToString(sequence2,
                        ↪  scope2.Links.Unsync);
599 
600                     var decompress3 = UnicodeMap.FromSequenceLinkToString(sequence3,
                        ↪  scope3.Links.Unsync);
601 
602                     var structure1 = scope1.Links.Unsync.FormatStructure(sequence1, link =>
                        ↪  link.IsPartialPoint());
603                     var structure2 = scope2.Links.Unsync.FormatStructure(sequence2, link =>
                        ↪  link.IsPartialPoint());
604                     var structure3 = scope3.Links.Unsync.FormatStructure(sequence3, link =>
                        ↪  link.IsPartialPoint());
605 
606                     //if (sequence1 != Constants.Null && sequence2 != Constants.Null &&
                        ↪  arrays[i].Length > 3)
607                     //    Assert.False(structure1 == structure2);
608                     //if (sequence3 != Constants.Null && sequence2 != Constants.Null &&
                        ↪  arrays[i].Length > 3)
609                     //    Assert.False(structure3 == structure2);
610 
611                     Assert.True(strings[i] == decompress1 && decompress1 == decompress2);
612                     Assert.True(strings[i] == decompress3 && decompress3 == decompress2);
613                 }
614 
615                 Assert.True((int)(scope1.Links.Unsync.Count() - initialCount1) <
                    ↪  totalCharacters);
```

```
616                 Assert.True((int)(scope2.Links.Unsync.Count() - initialCount2) <
                    ↪ totalCharacters);
617                 Assert.True((int)(scope3.Links.Unsync.Count() - initialCount3) <
                    ↪ totalCharacters);
618
619                 Console.WriteLine($"{(double)(scope1.Links.Unsync.Count() - initialCount1) /
                    ↪ totalCharacters} | {(double)(scope2.Links.Unsync.Count() - initialCount2) /
                    ↪ totalCharacters} | {(double)(scope3.Links.Unsync.Count() - initialCount3) /
                    ↪ totalCharacters}");
620
621                 Assert.True(scope1.Links.Unsync.Count() - initialCount1 <
                    ↪ scope2.Links.Unsync.Count() - initialCount2);
622                 Assert.True(scope3.Links.Unsync.Count() - initialCount3 <
                    ↪ scope2.Links.Unsync.Count() - initialCount2);
623
624                 var duplicateProvider1 = new
                    ↪ DuplicateSegmentsProvider<ulong>(scope1.Links.Unsync, scope1.Sequences);
625                 var duplicateProvider2 = new
                    ↪ DuplicateSegmentsProvider<ulong>(scope2.Links.Unsync, scope2.Sequences);
626                 var duplicateProvider3 = new
                    ↪ DuplicateSegmentsProvider<ulong>(scope3.Links.Unsync, scope3.Sequences);
627
628                 var duplicateCounter1 = new DuplicateSegmentsCounter<ulong>(duplicateProvider1);
629                 var duplicateCounter2 = new DuplicateSegmentsCounter<ulong>(duplicateProvider2);
630                 var duplicateCounter3 = new DuplicateSegmentsCounter<ulong>(duplicateProvider3);
631
632                 var duplicates1 = duplicateCounter1.Count();
633
634                 ConsoleHelpers.Debug("------");
635
636                 var duplicates2 = duplicateCounter2.Count();
637
638                 ConsoleHelpers.Debug("------");
639
640                 var duplicates3 = duplicateCounter3.Count();
641
642                 Console.WriteLine($"{duplicates1} | {duplicates2} | {duplicates3}");
643
644                 linkFrequenciesCache1.ValidateFrequencies();
645                 linkFrequenciesCache3.ValidateFrequencies();
646             }
647         }
648
649         [Fact]
650         public static void CompressionStabilityTest()
651         {
652             // TODO: Fix bug (do a separate test)
653             //const ulong minNumbers = 0;
654             //const ulong maxNumbers = 1000;
655
656             const ulong minNumbers = 10000;
657             const ulong maxNumbers = 12500;
658
659             var strings = new List<string>();
660
661             for (ulong i = minNumbers; i < maxNumbers; i++)
662             {
663                 strings.Add(i.ToString());
664             }
665
666             var arrays = strings.Select(UnicodeMap.FromStringToLinkArray).ToArray();
667             var totalCharacters = arrays.Select(x => x.Length).Sum();
668
669             using (var scope1 = new TempLinksTestScope(useSequences: true, sequencesOptions: new
                    ↪ SequencesOptions<ulong> { UseCompression = true,
                    ↪ EnforceSingleSequenceVersionOnWriteBasedOnExisting = true }))
670             using (var scope2 = new TempLinksTestScope(useSequences: true))
671             {
672                 scope1.Links.UseUnicode();
673                 scope2.Links.UseUnicode();
674
675                 //var compressor1 = new Compressor(scope1.Links.Unsync, scope1.Sequences);
676                 var compressor1 = scope1.Sequences;
677                 var compressor2 = scope2.Sequences;
678
679                 var compressed1 = new ulong[arrays.Length];
680                 var compressed2 = new ulong[arrays.Length];
681
682                 var sw1 = Stopwatch.StartNew();
```

```
683
684                 var START = 0;
685                 var END = arrays.Length;
686
687                 // Collisions proved (cannot be solved by max doublet comparison, no stable rule)
688                 // Stability issue starts at 10001 or 11000
689                 //for (int i = START; i < END; i++)
690                 //{
691                 //    var first = compressor1.Compress(arrays[i]);
692                 //    var second = compressor1.Compress(arrays[i]);
693
694                 //    if (first == second)
695                 //        compressed1[i] = first;
696                 //    else
697                 //    {
698                 //        // TODO: Find a solution for this case
699                 //    }
700                 //}
701
702                 for (int i = START; i < END; i++)
703                 {
704                     var first = compressor1.Create(arrays[i]);
705                     var second = compressor1.Create(arrays[i]);
706
707                     if (first == second)
708                     {
709                         compressed1[i] = first;
710                     }
711                     else
712                     {
713                         // TODO: Find a solution for this case
714                     }
715                 }
716
717                 var elapsed1 = sw1.Elapsed;
718
719                 var balancedVariantConverter = new BalancedVariantConverter<ulong>(scope2.Links);
720
721                 var sw2 = Stopwatch.StartNew();
722
723                 for (int i = START; i < END; i++)
724                 {
725                     var first = balancedVariantConverter.Convert(arrays[i]);
726                     var second = balancedVariantConverter.Convert(arrays[i]);
727
728                     if (first == second)
729                     {
730                         compressed2[i] = first;
731                     }
732                 }
733
734                 var elapsed2 = sw2.Elapsed;
735
736                 Debug.WriteLine($"Compressor: {elapsed1}, Balanced sequence creator:
                    {elapsed2}");
737
738                 Assert.True(elapsed1 > elapsed2);
739
740                 // Checks
741                 for (int i = START; i < END; i++)
742                 {
743                     var sequence1 = compressed1[i];
744                     var sequence2 = compressed2[i];
745
746                     if (sequence1 != _constants.Null && sequence2 != _constants.Null)
747                     {
748                         var decompress1 = UnicodeMap.FromSequenceLinkToString(sequence1,
                            scope1.Links);
749
750                         var decompress2 = UnicodeMap.FromSequenceLinkToString(sequence2,
                            scope2.Links);
751
752                         //var structure1 = scope1.Links.FormatStructure(sequence1, link =>
                            link.IsPartialPoint());
753                         //var structure2 = scope2.Links.FormatStructure(sequence2, link =>
                            link.IsPartialPoint());
754
755                         //if (sequence1 != Constants.Null && sequence2 != Constants.Null &&
                            arrays[i].Length > 3)
```

```
                        //    Assert.False(structure1 == structure2);

                        Assert.True(strings[i] == decompress1 && decompress1 == decompress2);
                    }
                }

                Assert.True((int)(scope1.Links.Count() - UnicodeMap.MapSize) < totalCharacters);
                Assert.True((int)(scope2.Links.Count() - UnicodeMap.MapSize) < totalCharacters);

                Debug.WriteLine($"{(double)(scope1.Links.Count() - UnicodeMap.MapSize) /
                ↪  totalCharacters} | {(double)(scope2.Links.Count() - UnicodeMap.MapSize) /
                ↪  totalCharacters}");

                Assert.True(scope1.Links.Count() <= scope2.Links.Count());

                //compressor1.ValidateFrequencies();
            }
        }

        [Fact]
        public static void RundomNumbersCompressionQualityTest()
        {
            const ulong N = 500;

            //const ulong minNumbers = 10000;
            //const ulong maxNumbers = 20000;

            //var strings = new List<string>();

            //for (ulong i = 0; i < N; i++)
            //    strings.Add(RandomHelpers.DefaultFactory.NextUInt64(minNumbers,
            ↪  maxNumbers).ToString());

            var strings = new List<string>();

            for (ulong i = 0; i < N; i++)
            {
                strings.Add(RandomHelpers.Default.NextUInt64().ToString());
            }

            strings = strings.Distinct().ToList();

            var arrays = strings.Select(UnicodeMap.FromStringToLinkArray).ToArray();
            var totalCharacters = arrays.Select(x => x.Length).Sum();

            using (var scope1 = new TempLinksTestScope(useSequences: true, sequencesOptions: new
            ↪  SequencesOptions<ulong> { UseCompression = true,
            ↪  EnforceSingleSequenceVersionOnWriteBasedOnExisting = true }))
            using (var scope2 = new TempLinksTestScope(useSequences: true))
            {
                scope1.Links.UseUnicode();
                scope2.Links.UseUnicode();

                var compressor1 = scope1.Sequences;
                var compressor2 = scope2.Sequences;

                var compressed1 = new ulong[arrays.Length];
                var compressed2 = new ulong[arrays.Length];

                var sw1 = Stopwatch.StartNew();

                var START = 0;
                var END = arrays.Length;

                for (int i = START; i < END; i++)
                {
                    compressed1[i] = compressor1.Create(arrays[i]);
                }

                var elapsed1 = sw1.Elapsed;

                var balancedVariantConverter = new BalancedVariantConverter<ulong>(scope2.Links);

                var sw2 = Stopwatch.StartNew();

                for (int i = START; i < END; i++)
                {
                    compressed2[i] = balancedVariantConverter.Convert(arrays[i]);
                }

```

```
831                 var elapsed2 = sw2.Elapsed;
832
833                 Debug.WriteLine($"Compressor: {elapsed1}, Balanced sequence creator:
                    ↪ {elapsed2}");
834
835                 Assert.True(elapsed1 > elapsed2);
836
837                 // Checks
838                 for (int i = START; i < END; i++)
839                 {
840                     var sequence1 = compressed1[i];
841                     var sequence2 = compressed2[i];
842
843                     if (sequence1 != _constants.Null && sequence2 != _constants.Null)
844                     {
845                         var decompress1 = UnicodeMap.FromSequenceLinkToString(sequence1,
                            ↪ scope1.Links);
846
847                         var decompress2 = UnicodeMap.FromSequenceLinkToString(sequence2,
                            ↪ scope2.Links);
848
849                         Assert.True(strings[i] == decompress1 && decompress1 == decompress2);
850                     }
851                 }
852
853                 Assert.True((int)(scope1.Links.Count() - UnicodeMap.MapSize) < totalCharacters);
854                 Assert.True((int)(scope2.Links.Count() - UnicodeMap.MapSize) < totalCharacters);
855
856                 Debug.WriteLine($"{(double)(scope1.Links.Count() - UnicodeMap.MapSize) /
                    ↪ totalCharacters} | {(double)(scope2.Links.Count() - UnicodeMap.MapSize) /
                    ↪ totalCharacters}");
857
858                 // Can be worse than balanced variant
859                 //Assert.True(scope1.Links.Count() <= scope2.Links.Count());
860
861                 //compressor1.ValidateFrequencies();
862             }
863         }
864
865         [Fact]
866         public static void AllTreeBreakDownAtSequencesCreationBugTest()
867         {
868             // Made out of AllPossibleConnectionsTest test.
869
870             //const long sequenceLength = 5; //100% bug
871             const long sequenceLength = 4; //100% bug
872             //const long sequenceLength = 3; //100% _no_bug (ok)
873
874             using (var scope = new TempLinksTestScope(useSequences: true))
875             {
876                 var links = scope.Links;
877                 var sequences = scope.Sequences;
878
879                 var sequence = new ulong[sequenceLength];
880                 for (var i = 0; i < sequenceLength; i++)
881                 {
882                     sequence[i] = links.Create();
883                 }
884
885                 var createResults = sequences.CreateAllVariants2(sequence);
886
887                 Global.Trash = createResults;
888
889                 for (var i = 0; i < sequenceLength; i++)
890                 {
891                     links.Delete(sequence[i]);
892                 }
893             }
894         }
895
896         [Fact]
897         public static void AllPossibleConnectionsTest()
898         {
899             const long sequenceLength = 5;
900
901             using (var scope = new TempLinksTestScope(useSequences: true))
902             {
903                 var links = scope.Links;
904                 var sequences = scope.Sequences;
```

```
905
906                 var sequence = new ulong[sequenceLength];
907                 for (var i = 0; i < sequenceLength; i++)
908                 {
909                     sequence[i] = links.Create();
910                 }
911
912                 var createResults = sequences.CreateAllVariants2(sequence);
913                 var reverseResults = sequences.CreateAllVariants2(sequence.Reverse().ToArray());
914
915                 for (var i = 0; i < 1; i++)
916                 {
917                     var sw1 = Stopwatch.StartNew();
918                     var searchResults1 = sequences.GetAllConnections(sequence); sw1.Stop();
919
920                     var sw2 = Stopwatch.StartNew();
921                     var searchResults2 = sequences.GetAllConnections1(sequence); sw2.Stop();
922
923                     var sw3 = Stopwatch.StartNew();
924                     var searchResults3 = sequences.GetAllConnections2(sequence); sw3.Stop();
925
926                     var sw4 = Stopwatch.StartNew();
927                     var searchResults4 = sequences.GetAllConnections3(sequence); sw4.Stop();
928
929                     Global.Trash = searchResults3;
930                     Global.Trash = searchResults4; //-V3008
931
932                     var intersection1 = createResults.Intersect(searchResults1).ToList();
933                     Assert.True(intersection1.Count == createResults.Length);
934
935                     var intersection2 = reverseResults.Intersect(searchResults1).ToList();
936                     Assert.True(intersection2.Count == reverseResults.Length);
937
938                     var intersection0 = searchResults1.Intersect(searchResults2).ToList();
939                     Assert.True(intersection0.Count == searchResults2.Count);
940
941                     var intersection3 = searchResults2.Intersect(searchResults3).ToList();
942                     Assert.True(intersection3.Count == searchResults3.Count);
943
944                     var intersection4 = searchResults3.Intersect(searchResults4).ToList();
945                     Assert.True(intersection4.Count == searchResults4.Count);
946                 }
947
948                 for (var i = 0; i < sequenceLength; i++)
949                 {
950                     links.Delete(sequence[i]);
951                 }
952             }
953         }
954
955         [Fact(Skip = "Correct implementation is pending")]
956         public static void CalculateAllUsagesTest()
957         {
958             const long sequenceLength = 3;
959
960             using (var scope = new TempLinksTestScope(useSequences: true))
961             {
962                 var links = scope.Links;
963                 var sequences = scope.Sequences;
964
965                 var sequence = new ulong[sequenceLength];
966                 for (var i = 0; i < sequenceLength; i++)
967                 {
968                     sequence[i] = links.Create();
969                 }
970
971                 var createResults = sequences.CreateAllVariants2(sequence);
972
973                 //var reverseResults =
                 ↪  sequences.CreateAllVariants2(sequence.Reverse().ToArray());
974
975                 for (var i = 0; i < 1; i++)
976                 {
977                     var linksTotalUsages1 = new ulong[links.Count() + 1];
978
979                     sequences.CalculateAllUsages(linksTotalUsages1);
980
981                     var linksTotalUsages2 = new ulong[links.Count() + 1];
982
983                     sequences.CalculateAllUsages2(linksTotalUsages2);
```

```
984
985                     var intersection1 = linksTotalUsages1.Intersect(linksTotalUsages2).ToList();
986                     Assert.True(intersection1.Count == linksTotalUsages2.Length);
987                 }
988
989                 for (var i = 0; i < sequenceLength; i++)
990                 {
991                     links.Delete(sequence[i]);
992                 }
993             }
994         }
995     }
996 }
```

./Platform.Data.Doublets.Tests/TempLinksTestScope.cs

```
1  using System.IO;
2  using Platform.Disposables;
3  using Platform.Data.Doublets.ResizableDirectMemory;
4  using Platform.Data.Doublets.Sequences;
5  using Platform.Data.Doublets.Decorators;
6
7  namespace Platform.Data.Doublets.Tests
8  {
9      public class TempLinksTestScope : DisposableBase
10     {
11         public readonly ILinks<ulong> MemoryAdapter;
12         public readonly SynchronizedLinks<ulong> Links;
13         public readonly Sequences.Sequences Sequences;
14         public readonly string TempFilename;
15         public readonly string TempTransactionLogFilename;
16         private readonly bool _deleteFiles;
17
18         public TempLinksTestScope(bool deleteFiles = true, bool useSequences = false, bool
           ↪  useLog = false)
19             : this(new SequencesOptions<ulong>(), deleteFiles, useSequences, useLog)
20         {
21         }
22
23         public TempLinksTestScope(SequencesOptions<ulong> sequencesOptions, bool deleteFiles =
           ↪  true, bool useSequences = false, bool useLog = false)
24         {
25             _deleteFiles = deleteFiles;
26             TempFilename = Path.GetTempFileName();
27             TempTransactionLogFilename = Path.GetTempFileName();
28
29             var coreMemoryAdapter = new UInt64ResizableDirectMemoryLinks(TempFilename);
30
31             MemoryAdapter = useLog ? (ILinks<ulong>)new
               ↪  UInt64LinksTransactionsLayer(coreMemoryAdapter, TempTransactionLogFilename) :
               ↪  coreMemoryAdapter;
32
33             Links = new SynchronizedLinks<ulong>(new UInt64Links(MemoryAdapter));
34             if (useSequences)
35             {
36                 Sequences = new Sequences.Sequences(Links, sequencesOptions);
37             }
38         }
39
40         protected override void Dispose(bool manual, bool wasDisposed)
41         {
42             if (!wasDisposed)
43             {
44                 Links.Unsync.DisposeIfPossible();
45                 if (_deleteFiles)
46                 {
47                     DeleteFiles();
48                 }
49             }
50         }
51
52         public void DeleteFiles()
53         {
54             File.Delete(TempFilename);
55             File.Delete(TempTransactionLogFilename);
56         }
57     }
58 }
```

./Platform.Data.Doublets.Tests/UnaryNumberConvertersTests.cs

```
using Xunit;
using Platform.Random;
using Platform.Data.Doublets.Converters;

namespace Platform.Data.Doublets.Tests
{
    public static class UnaryNumberConvertersTests
    {
        [Fact]
        public static void ConvertersTest()
        {
            using (var scope = new TempLinksTestScope())
            {
                const int N = 10;
                var links = scope.Links;
                var meaningRoot = links.CreatePoint();
                var one = links.CreateAndUpdate(meaningRoot, links.Constants.Itself);
                var powerOf2ToUnaryNumberConverter = new
                ↪  PowerOf2ToUnaryNumberConverter<ulong>(links, one);
                var toUnaryNumberConverter = new AddressToUnaryNumberConverter<ulong>(links,
                ↪  powerOf2ToUnaryNumberConverter);
                var random = new System.Random(0);
                ulong[] numbers = new ulong[N];
                ulong[] unaryNumbers = new ulong[N];
                for (int i = 0; i < N; i++)
                {
                    numbers[i] = random.NextUInt64();
                    unaryNumbers[i] = toUnaryNumberConverter.Convert(numbers[i]);
                }
                var fromUnaryNumberConverterUsingOrOperation = new
                ↪  UnaryNumberToAddressOrOperationConverter<ulong>(links,
                ↪  powerOf2ToUnaryNumberConverter);
                var fromUnaryNumberConverterUsingAddOperation = new
                ↪  UnaryNumberToAddressAddOperationConverter<ulong>(links, one);
                for (int i = 0; i < N; i++)
                {
                    Assert.Equal(numbers[i],
                    ↪  fromUnaryNumberConverterUsingOrOperation.Convert(unaryNumbers[i]));
                    Assert.Equal(numbers[i],
                    ↪  fromUnaryNumberConverterUsingAddOperation.Convert(unaryNumbers[i]));
                }
            }
        }
    }
}
```

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