

LinksPlatform's Platform.Data.Doublets Class Library

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

```

1  using System.Collections.Generic;
2  using Platform.Interfaces;
3  using Platform.Reflection;
4  using Platform.Numbers;
5
6  namespace Platform.Data.Doublets.Converters
7  {
8      public class AddressToUnaryNumberConverter<TLink> : LinksOperatorBase<TLink>,
9          ⇩ IConverter<TLink>
10     {
11         private static readonly EqualityComparer<TLink> _equalityComparer =
12             ⇩ EqualityComparer<TLink>.Default;
13
14         private readonly IConverter<int, TLink> _powerOf2ToUnaryNumberConverter;
15
16         public AddressToUnaryNumberConverter(ILinks<TLink> links, IConverter<int, TLink>
17             ⇩ powerOf2ToUnaryNumberConverter) : base(links) => _powerOf2ToUnaryNumberConverter =
18             ⇩ powerOf2ToUnaryNumberConverter;
19
20         public TLink Convert(TLink sourceAddress)
21         {
22             var number = sourceAddress;
23             var nullConstant = Links.Constants.Null;
24             var one = Integer<TLink>.One;
25             var target = nullConstant;
26             for (int i = 0; !_equalityComparer.Equals(number, default) && i <
27                 ⇩ Type<TLink>.BitsLength; i++)
28             {
29                 if (_equalityComparer.Equals(Arithmetic.And(number, one), one))
30                 {
31                     target = _equalityComparer.Equals(target, nullConstant)
32                         ? _powerOf2ToUnaryNumberConverter.Convert(i)
33                         : Links.GetOrCreate(_powerOf2ToUnaryNumberConverter.Convert(i), target);
34                 }
35                 number = (Integer<TLink>)((ulong)(Integer<TLink>)number >> 1); // Should be
36                 ⇩ Bit.ShiftRight(number, 1)
37             }
38             return target;
39         }
40     }
41 }

```

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

```

1  using System;
2  using System.Collections.Generic;
3  using Platform.Interfaces;
4
5  namespace Platform.Data.Doublets.Converters
6  {
7      public class LinkToItsFrequencyNumberConveter<TLink> : LinksOperatorBase<TLink>,
8          ⇩ IConverter<Doublet<TLink>, TLink>
9     {
10         private static readonly EqualityComparer<TLink> _equalityComparer =
11             ⇩ EqualityComparer<TLink>.Default;
12
13         private readonly IPropertyOperator<TLink, TLink> _frequencyPropertyOperator;
14         private readonly IConverter<TLink> _unaryNumberToAddressConverter;
15
16         public LinkToItsFrequencyNumberConveter(
17             ILinks<TLink> links,
18             IPropertyOperator<TLink, TLink> frequencyPropertyOperator,
19             IConverter<TLink> unaryNumberToAddressConverter)
20             : base(links)
21         {
22             _frequencyPropertyOperator = frequencyPropertyOperator;
23             _unaryNumberToAddressConverter = unaryNumberToAddressConverter;
24         }
25
26         public TLink Convert(Doublet<TLink> doublet)
27         {
28             var link = Links.SearchOrDefault(doublet.Source, doublet.Target);
29             if (_equalityComparer.Equals(link, Links.Constants.Null))
30             {
31                 throw new ArgumentException($"Link ({doublet}) not found.", nameof(doublet));
32             }
33             var frequency = _frequencyPropertyOperator.Get(link);
34             if (_equalityComparer.Equals(frequency, default))
35             {

```

```

34         return default;
35     }
36     var frequencyNumber = Links.GetSource(frequency);
37     return _unaryNumberToAddressConverter.Convert(frequencyNumber);
38 }
39 }
40 }

```

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

```

1 using System.Collections.Generic;
2 using Platform.Exceptions;
3 using Platform.Interfaces;
4 using Platform.Ranges;
5
6 namespace Platform.Data.Doublets.Converters
7 {
8     public class PowerOf2ToUnaryNumberConverter<TLink> : LinksOperatorBase<TLink>,
9         ⇨ IConverter<int, TLink>
10    {
11        private static readonly EqualityComparer<TLink> _equalityComparer =
12            ⇨ EqualityComparer<TLink>.Default;
13
14        private readonly TLink[] _unaryNumberPowersOf2;
15
16        public PowerOf2ToUnaryNumberConverter(ILinks<TLink> links, TLink one) : base(links)
17        {
18            _unaryNumberPowersOf2 = new TLink[64];
19            _unaryNumberPowersOf2[0] = one;
20        }
21
22        public TLink Convert(int power)
23        {
24            Ensure.Always.ArgumentInRange(power, new Range<int>(0, _unaryNumberPowersOf2.Length
25                ⇨ - 1), nameof(power));
26            if (!_equalityComparer.Equals(_unaryNumberPowersOf2[power], default))
27            {
28                return _unaryNumberPowersOf2[power];
29            }
30            var previousPowerOf2 = Convert(power - 1);
31            var powerOf2 = Links.GetOrCreate(previousPowerOf2, previousPowerOf2);
32            _unaryNumberPowersOf2[power] = powerOf2;
33            return powerOf2;
34        }
35    }
36 }

```

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

```

1 using System.Collections.Generic;
2 using System.Runtime.CompilerServices;
3 using Platform.Interfaces;
4 using Platform.Numbers;
5
6 namespace Platform.Data.Doublets.Converters
7 {
8     public class UnaryNumberToAddressAddOperationConverter<TLink> : LinksOperatorBase<TLink>,
9         ⇨ IConverter<TLink>
10    {
11        private static readonly EqualityComparer<TLink> _equalityComparer =
12            ⇨ EqualityComparer<TLink>.Default;
13
14        private Dictionary<TLink, TLink> _unaryToUInt64;
15        private readonly TLink _unaryOne;
16
17        public UnaryNumberToAddressAddOperationConverter(ILinks<TLink> links, TLink unaryOne)
18            : base(links)
19        {
20            _unaryOne = unaryOne;
21            InitUnaryToUInt64();
22        }
23
24        private void InitUnaryToUInt64()
25        {
26            var one = Integer<TLink>.One;
27            _unaryToUInt64 = new Dictionary<TLink, TLink>
28            {
29                { _unaryOne, one }
30            };
31            var unary = _unaryOne;
32            var number = one;
33            for (var i = 1; i < 64; i++)

```

```

32     {
33         unary = Links.GetOrCreate(unary, unary);
34         number = Double(number);
35         _unaryToUInt64.Add(unary, number);
36     }
37 }
38
39 public TLink Convert(TLink unaryNumber)
40 {
41     if (_equalityComparer.Equals(unaryNumber, default))
42     {
43         return default;
44     }
45     if (_equalityComparer.Equals(unaryNumber, _unaryOne))
46     {
47         return Integer<TLink>.One;
48     }
49     var source = Links.GetSource(unaryNumber);
50     var target = Links.GetTarget(unaryNumber);
51     if (_equalityComparer.Equals(source, target))
52     {
53         return _unaryToUInt64[unaryNumber];
54     }
55     else
56     {
57         var result = _unaryToUInt64[source];
58         TLink lastValue;
59         while (!_unaryToUInt64.TryGetValue(target, out lastValue))
60         {
61             source = Links.GetSource(target);
62             result = Arithmetic<TLink>.Add(result, _unaryToUInt64[source]);
63             target = Links.GetTarget(target);
64         }
65         result = Arithmetic<TLink>.Add(result, lastValue);
66         return result;
67     }
68 }
69
70 [MethodImpl(MethodImplOptions.AggressiveInlining)]
71 private static TLink Double(TLink number) => (Integer<TLink>)((Integer<TLink>)number *
72     ↪ 2UL);
73 }

```

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

```

1  using System.Collections.Generic;
2  using Platform.Interfaces;
3  using Platform.Reflection;
4  using Platform.Numbers;
5  using System.Runtime.CompilerServices;
6
7  namespace Platform.Data.Doublets.Converters
8  {
9      public class UnaryNumberToAddressOrOperationConverter<TLink> : LinksOperatorBase<TLink>,
10         ↪ IConverter<TLink>
11     {
12         private static readonly EqualityComparer<TLink> _equalityComparer =
13             ↪ EqualityComparer<TLink>.Default;
14
15         private readonly IDictionary<TLink, int> _unaryNumberPowerOf2Indicies;
16
17         public UnaryNumberToAddressOrOperationConverter(ILinks<TLink> links, IConverter<int,
18             ↪ TLink> powerOf2ToUnaryNumberConverter)
19             : base(links)
20         {
21             _unaryNumberPowerOf2Indicies = new Dictionary<TLink, int>();
22             for (int i = 0; i < Type<TLink>.BitsLength; i++)
23             {
24                 _unaryNumberPowerOf2Indicies.Add(powerOf2ToUnaryNumberConverter.Convert(i), i);
25             }
26         }
27
28         public TLink Convert(TLink sourceNumber)
29         {
30             var nullConstant = Links.Constants.Null;
31             var source = sourceNumber;
32             var target = nullConstant;
33             if (!_equalityComparer.Equals(source, nullConstant))
34             {

```

```

32         while (true)
33         {
34             if (_unaryNumberPowerOf2Indicies.TryGetValue(source, out int powerOf2Index))
35             {
36                 SetBit(ref target, powerOf2Index);
37                 break;
38             }
39             else
40             {
41                 powerOf2Index = _unaryNumberPowerOf2Indicies[Links.GetSource(source)];
42                 SetBit(ref target, powerOf2Index);
43                 source = Links.GetTarget(source);
44             }
45         }
46     }
47     return target;
48 }
49
50 [MethodImpl(MethodImplOptions.AggressiveInlining)]
51 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))
52 }
53 }

```

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

```

1 namespace Platform.Data.Doublets.Decorators
2 {
3     public class LinksCascadeUniquenessAndUsagesResolver<TLink> : LinksUniquenessResolver<TLink>
4     {
5         public LinksCascadeUniquenessAndUsagesResolver(ILinks<TLink> links) : base(links) { }
6
7         protected override TLink ResolveAddressChangeConflict(TLink oldLinkAddress, TLink
            ↪ newLinkAddress)
8         {
9             Links.MergeUsages(oldLinkAddress, newLinkAddress);
10            return base.ResolveAddressChangeConflict(oldLinkAddress, newLinkAddress);
11        }
12    }
13 }

```

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

```

1 namespace Platform.Data.Doublets.Decorators
2 {
3     /// <remarks>
4     /// <para>Must be used in conjunction with NonNullContentsLinkDeletionResolver.</para>
5     /// <para>Должен использоваться вместе с NonNullContentsLinkDeletionResolver.</para>
6     /// </remarks>
7     public class LinksCascadeUsagesResolver<TLink> : LinksDecoratorBase<TLink>
8     {
9         public LinksCascadeUsagesResolver(ILinks<TLink> links) : base(links) { }
10
11         public override void Delete(TLink linkIndex)
12         {
13             this.DeleteAllUsages(linkIndex);
14             Links.Delete(linkIndex);
15         }
16     }
17 }

```

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

```

1 using System;
2 using System.Collections.Generic;
3 using Platform.Data.Constants;
4
5 namespace Platform.Data.Doublets.Decorators
6 {
7     public abstract class LinksDecoratorBase<TLink> : LinksOperatorBase<TLink>, ILinks<TLink>
8     {
9         public LinksCombinedConstants<TLink, TLink, int> Constants { get; }
10        protected LinksDecoratorBase(ILinks<TLink> links) : base(links) => Constants =
            ↪ links.Constants;
11        public virtual TLink Count(IList<TLink> restriction) => Links.Count(restriction);
12        public virtual TLink Each(Func<IList<TLink>, TLink> handler, IList<TLink> restrictions)
            ↪ => Links.Each(handler, restrictions);
13        public virtual TLink Create() => Links.Create();
14        public virtual TLink Update(IList<TLink> restrictions) => Links.Update(restrictions);
15        public virtual void Delete(TLink link) => Links.Delete(link);

```

```
16     }
17 }
```

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

```
1 using System;
2 using System.Collections.Generic;
3 using Platform.Disposables;
4 using Platform.Data.Constants;
5
6 namespace Platform.Data.Doublets.Decorators
7 {
8     public abstract class LinksDisposableDecoratorBase<TLink> : DisposableBase, ILinks<TLink>
9     {
10         public LinksCombinedConstants<TLink, TLink, int> Constants { get; }
11
12         public ILinks<TLink> Links { get; }
13
14         protected LinksDisposableDecoratorBase(ILinks<TLink> links)
15         {
16             Links = links;
17             Constants = links.Constants;
18         }
19
20         public virtual TLink Count(IList<TLink> restriction) => Links.Count(restriction);
21
22         public virtual TLink Each(Func<IList<TLink>, TLink> handler, IList<TLink> restrictions)
23             => Links.Each(handler, restrictions);
24
25         public virtual TLink Create() => Links.Create();
26
27         public virtual TLink Update(IList<TLink> restrictions) => Links.Update(restrictions);
28
29         public virtual void Delete(TLink link) => Links.Delete(link);
30
31         protected override bool AllowMultipleDisposeCalls => true;
32
33         protected override void Dispose(bool manual, bool wasDisposed)
34         {
35             if (!wasDisposed)
36             {
37                 Links.DisposeIfPossible();
38             }
39         }
40     }
41 }
```

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

```
1 using System;
2 using System.Collections.Generic;
3
4 namespace Platform.Data.Doublets.Decorators
5 {
6     // TODO: Make LinksExternalReferenceValidator. A layer that checks each link to exist or to
7     // be external (hybrid link's raw number).
8     public class LinksInnerReferenceExistenceValidator<TLink> : LinksDecoratorBase<TLink>
9     {
10         public LinksInnerReferenceExistenceValidator(ILinks<TLink> links) : base(links) { }
11
12         public override TLink Each(Func<IList<TLink>, TLink> handler, IList<TLink> restrictions)
13         {
14             Links.EnsureInnerReferenceExists(restrictions, nameof(restrictions));
15             return Links.Each(handler, restrictions);
16         }
17
18         public override TLink Count(IList<TLink> restriction)
19         {
20             Links.EnsureInnerReferenceExists(restriction, nameof(restriction));
21             return Links.Count(restriction);
22         }
23
24         public override TLink Update(IList<TLink> restrictions)
25         {
26             // TODO: Possible values: null, ExistentLink or NonExistentHybrid(ExternalReference)
27             Links.EnsureInnerReferenceExists(restrictions, nameof(restrictions));
28             return Links.Update(restrictions);
29         }
30
31         public override void Delete(TLink link)
32         {
33             Links.EnsureLinkExists(link, nameof(link));
34         }
35     }
36 }
```

```

33         Links.Delete(link);
34     }
35 }
36 }

```

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

```

1  using System;
2  using System.Collections.Generic;
3
4  namespace Platform.Data.Doublets.Decorators
5  {
6      public class LinksItselfConstantToSelfReferenceResolver<TLink> : LinksDecoratorBase<TLink>
7      {
8          private static readonly EqualityComparer<TLink> _equalityComparer =
9              ↳ EqualityComparer<TLink>.Default;
10
11          public LinksItselfConstantToSelfReferenceResolver(ILinks<TLink> links) : base(links) { }
12
13          public override TLink Each(Func<IList<TLink>, TLink> handler, IList<TLink> restrictions)
14          {
15              var constants = Constants;
16              var itselfConstant = constants.Itself;
17              var indexPartConstant = constants.IndexPart;
18              var sourcePartConstant = constants.SourcePart;
19              var targetPartConstant = constants.TargetPart;
20              var restrictionsCount = restrictions.Count;
21              if (!_equalityComparer.Equals(constants.Any, itselfConstant)
22                  && ((restrictionsCount > indexPartConstant) &&
23                      ↳ _equalityComparer.Equals(restrictions[indexPartConstant], itselfConstant))
24                  || ((restrictionsCount > sourcePartConstant) &&
25                      ↳ _equalityComparer.Equals(restrictions[sourcePartConstant], itselfConstant))
26                  || ((restrictionsCount > targetPartConstant) &&
27                      ↳ _equalityComparer.Equals(restrictions[targetPartConstant], itselfConstant))))
28              {
29                  // Itself constant is not supported for Each method right now, skipping execution
30                  return constants.Continue;
31              }
32              return Links.Each(handler, restrictions);
33          }
34
35          public override TLink Update(IList<TLink> restrictions) =>
36              ↳ Links.Update(Links.ResolveConstantAsSelfReference(Constants.Itself, restrictions));
37      }
38 }

```

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

```

1  using System.Collections.Generic;
2
3  namespace Platform.Data.Doublets.Decorators
4  {
5      /// <remarks>
6      /// Not practical if newSource and newTarget are too big.
7      /// To be able to use practical version we should allow to create link at any specific
8      ↳ location inside ResizableDirectMemoryLinks.
9      /// This in turn will require to implement not a list of empty links, but a list of ranges
10     ↳ to store it more efficiently.
11     /// </remarks>
12     public class LinksNonExistentDependenciesCreator<TLink> : LinksDecoratorBase<TLink>
13     {
14         public LinksNonExistentDependenciesCreator(ILinks<TLink> links) : base(links) { }
15
16         public override TLink Update(IList<TLink> restrictions)
17         {
18             var constants = Constants;
19             Links.EnsureCreated(restrictions[constants.SourcePart],
20                 ↳ restrictions[constants.TargetPart]);
21             return Links.Update(restrictions);
22         }
23     }
24 }

```

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

```

1  using System.Collections.Generic;
2
3  namespace Platform.Data.Doublets.Decorators
4  {
5      public class LinksNullConstantToSelfReferenceResolver<TLink> : LinksDecoratorBase<TLink>
6      {
7          public LinksNullConstantToSelfReferenceResolver(ILinks<TLink> links) : base(links) { }

```

```

8
9     public override TLink Create()
10    {
11        var link = Links.Create();
12        return Links.Update(link, link, link);
13    }
14
15    public override TLink Update(IList<TLink> restrictions) =>
16        ↪ Links.Update(Links.ResolveConstantAsSelfReference(Constants.Null, restrictions));
17 }

```

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

```

1 using System.Collections.Generic;
2
3 namespace Platform.Data.Doublets.Decorators
4 {
5     public class LinksUniquenessResolver<TLink> : LinksDecoratorBase<TLink>
6     {
7         private static readonly EqualityComparer<TLink> _equalityComparer =
8             ↪ EqualityComparer<TLink>.Default;
9
10        public LinksUniquenessResolver(ILinks<TLink> links) : base(links) { }
11
12        public override TLink Update(IList<TLink> restrictions)
13        {
14            var newLinkAddress = Links.SearchOrDefault(restrictions[Constants.SourcePart],
15                ↪ restrictions[Constants.TargetPart]);
16            if (_equalityComparer.Equals(newLinkAddress, default))
17            {
18                return Links.Update(restrictions);
19            }
20            return ResolveAddressChangeConflict(restrictions[Constants.IndexPart],
21                ↪ newLinkAddress);
22        }
23
24        protected virtual TLink ResolveAddressChangeConflict(TLink oldLinkAddress, TLink
25            ↪ newLinkAddress)
26        {
27            if (!_equalityComparer.Equals(oldLinkAddress, newLinkAddress) &&
28                ↪ Links.Exists(oldLinkAddress))
29            {
30                Delete(oldLinkAddress);
31            }
32            return newLinkAddress;
33        }
34    }
35 }

```

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

```

1 using System.Collections.Generic;
2
3 namespace Platform.Data.Doublets.Decorators
4 {
5     public class LinksUniquenessValidator<TLink> : LinksDecoratorBase<TLink>
6     {
7         public LinksUniquenessValidator(ILinks<TLink> links) : base(links) { }
8
9         public override TLink Update(IList<TLink> restrictions)
10        {
11            Links.EnsureDoesNotExists(restrictions[Constants.SourcePart],
12                ↪ restrictions[Constants.TargetPart]);
13            return Links.Update(restrictions);
14        }
15    }
16 }

```

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

```

1 using System.Collections.Generic;
2
3 namespace Platform.Data.Doublets.Decorators
4 {
5     public class LinksUsagesValidator<TLink> : LinksDecoratorBase<TLink>
6     {
7         public LinksUsagesValidator(ILinks<TLink> links) : base(links) { }
8
9         public override TLink Update(IList<TLink> restrictions)
10        {

```

```

11         Links.EnsureNoUsages(restrictions[Constants.IndexPart]);
12         return Links.Update(restrictions);
13     }
14
15     public override void Delete(TLink link)
16     {
17         Links.EnsureNoUsages(link);
18         Links.Delete(link);
19     }
20 }
21 }

```

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

```

1 namespace Platform.Data.Doublets.Decorators
2 {
3     public class NonNullContentsLinkDeletionResolver<TLink> : LinksDecoratorBase<TLink>
4     {
5         public NonNullContentsLinkDeletionResolver(ILinks<TLink> links) : base(links) { }
6
7         public override void Delete(TLink linkIndex)
8         {
9             Links.EnforceResetValues(linkIndex);
10            Links.Delete(linkIndex);
11        }
12    }
13 }

```

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

```

1 using System;
2 using System.Collections.Generic;
3 using Platform.Collections;
4
5 namespace Platform.Data.Doublets.Decorators
6 {
7     /// <summary>
8     /// Представляет объект для работы с базой данных (файлом) в формате Links (массива связей).
9     /// </summary>
10    /// <remarks>
11    /// Возможные оптимизации:
12    /// Объединение в одном поле Source и Target с уменьшением до 32 бит.
13    ///     + меньше объём БД
14    ///     - меньше производительность
15    ///     - больше ограничение на количество связей в БД)
16    /// Ленивое хранение размеров поддеревьев (расчитываемое по мере использования БД)
17    ///     + меньше объём БД
18    ///     - больше сложность
19    ///
20    /// Текущее теоретическое ограничение на индекс связи, из-за использования 5 бит в размере
21    ///     ↳ поддеревьев для AVL баланса и флагов нитей: 2 в степени(64 минус 5 равно 59 ) равно 576
22    ///     ↳ 460 752 303 423 488
23    /// Желательно реализовать поддержку переключения между деревьями и битовыми индексами
24    ///     ↳ (битовыми строками) - вариант матрицы (выстраиваемой лениво).
25    ///
26    /// Решить отключать ли проверки при компиляции под Release. Т.е. исключения будут
27    ///     ↳ выбрасываться только при #if DEBUG
28    /// </remarks>
29    public class UInt64Links : LinksDisposableDecoratorBase<ulong>
30    {
31        public UInt64Links(ILinks<ulong> links) : base(links) { }
32
33        public override ulong Each(Func<IList<ulong>, ulong> handler, IList<ulong> restrictions)
34        {
35            this.EnsureLinkIsAnyOrExists(restrictions);
36            return Links.Each(handler, restrictions);
37        }
38
39        public override ulong Create() => Links.CreatePoint();
40
41        public override ulong Update(IList<ulong> restrictions)
42        {
43            var constants = Constants;
44            var nullConstant = constants.Null;
45            if (restrictions.IsNullOrEmpty())
46            {
47                return nullConstant;
48            }
49            // TODO: Looks like this is a common type of exceptions linked with restrictions
50            //     ↳ support
51            if (restrictions.Count != 3)

```



```

47     {
48         throw new NotSupportedException();
49     }
50     var indexPartConstant = constants.IndexPart;
51     var updatedLink = restrictions[indexPartConstant];
52     this.EnsureLinkExists(updatedLink,
53         ↪ $"{nameof(restrictions)}[{nameof(indexPartConstant)}]");
54     var sourcePartConstant = constants.SourcePart;
55     var newSource = restrictions[sourcePartConstant];
56     this.EnsureLinkIsItselfOrExists(newSource,
57         ↪ $"{nameof(restrictions)}[{nameof(sourcePartConstant)}]");
58     var targetPartConstant = constants.TargetPart;
59     var newTarget = restrictions[targetPartConstant];
60     this.EnsureLinkIsItselfOrExists(newTarget,
61         ↪ $"{nameof(restrictions)}[{nameof(targetPartConstant)}]");
62     var existedLink = nullConstant;
63     var itselfConstant = constants.Itself;
64     if (newSource != itselfConstant && newTarget != itselfConstant)
65     {
66         existedLink = this.SearchOrDefault(newSource, newTarget);
67     }
68     if (existedLink == nullConstant)
69     {
70         var before = Links.GetLink(updatedLink);
71         if (before[sourcePartConstant] != newSource || before[targetPartConstant] !=
72             ↪ newTarget)
73         {
74             Links.Update(updatedLink, newSource == itselfConstant ? updatedLink :
75                 ↪ newSource,
76                 newTarget == itselfConstant ? updatedLink :
77                     ↪ newTarget);
78         }
79         return updatedLink;
80     }
81     else
82     {
83         return this.MergeAndDelete(updatedLink, existedLink);
84     }
85 }
86
87 public override void Delete(ulong linkIndex)
88 {
89     Links.EnsureLinkExists(linkIndex);
90     Links.EnforceResetValues(linkIndex);
91     this.DeleteAllUsages(linkIndex);
92     Links.Delete(linkIndex);
93 }
94 }
95 }

```

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

```

1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using Platform.Collections;
5  using Platform.Collections.Arrays;
6  using Platform.Collections.Lists;
7  using Platform.Data.Universal;
8
9  namespace Platform.Data.Doublets.Decorators
10 {
11     /// <remarks>
12     /// What does empty pattern (for condition or substitution) mean? Nothing or Everything?
13     /// Now we go with nothing. And nothing is something one, but empty, and cannot be changed
14     ↪ by itself. But can cause creation (update from nothing) or deletion (update to nothing).
15     ///
16     /// TODO: Decide to change to IDoubletLinks or not to change. (Better to create
17     ↪ DefaultUniLinksBase, that contains logic itself and can be implemented using both
18     ↪ IDoubletLinks and ILinks.)
19     /// </remarks>
20     internal class UniLinks<TLink> : LinksDecoratorBase<TLink>, IUniLinks<TLink>
21     {
22         private static readonly EqualityComparer<TLink> _equalityComparer =
23             ↪ EqualityComparer<TLink>.Default;
24
25         public UniLinks(ILinks<TLink> links) : base(links) { }
26
27         private struct Transition
28         {

```

```

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,
36     ↳ int>>.Single.Null;
37 //public static readonly IReadOnlyList<TLink> NullLink = new
38     ↳ ReadOnlyCollection<TLink>(new List<TLink> { NullConstant, NullConstant, NullConstant
39     ↳ });
40
41 // TODO: Подумать о том, как реализовать древовидный Restriction и Substitution
42     ↳ (Links-Expression)
43 public TLink Trigger(IList<TLink> restriction, Func<IList<TLink>, IList<TLink>, TLink>
44     ↳ matchedHandler, IList<TLink> substitution, Func<IList<TLink>, IList<TLink>, TLink>
45     ↳ substitutedHandler)
46 {
47     /////List<Transition> transitions = null;
48     /////if (!restriction.IsNullOrEmpty())
49     /////{
50     /////    // Есть причина делать проход (чтение)
51     /////    if (matchedHandler != null)
52     /////    {
53     /////        if (!substitution.IsNullOrEmpty())
54     /////        {
55     /////            // restriction => { 0, 0, 0 } | { 0 } // Create
56     /////            // substitution => { itself, 0, 0 } | { itself, itself, itself } //
57     ↳ Create / Update
58     /////            // substitution => { 0, 0, 0 } | { 0 } // Delete
59     /////            transitions = new List<Transition>();
60     /////            if (Equals(substitution[Constants.IndexPart], Constants.Null))
61     /////            {
62     /////                // If index is Null, that means we always ignore every other
63     ↳ value (they are also Null by definition)
64     /////                var matchDecision = matchedHandler(, NullLink);
65     /////                if (Equals(matchDecision, Constants.Break))
66     /////                    return false;
67     /////                if (!Equals(matchDecision, Constants.Skip))
68     /////                    transitions.Add(new Transition(matchedLink, newValue));
69     /////            }
70     /////            else
71     /////            {
72     /////                Func<T, bool> handler;
73     /////                handler = link =>
74     /////                {
75     /////                    var matchedLink = Memory.GetLinkValue(link);
76     /////                    var newValue = Memory.GetLinkValue(link);
77     /////                    newValue[Constants.IndexPart] = Constants.Itself;
78     /////                    newValue[Constants.SourcePart] =
79     ↳ Equals(substitution[Constants.SourcePart], Constants.Itself) ?
80     ↳ matchedLink[Constants.IndexPart] : substitution[Constants.SourcePart];
81     /////                    newValue[Constants.TargetPart] =
82     ↳ Equals(substitution[Constants.TargetPart], Constants.Itself) ?
83     ↳ matchedLink[Constants.IndexPart] : substitution[Constants.TargetPart];
84     /////                    var matchDecision = matchedHandler(matchedLink, newValue);
85     /////                    if (Equals(matchDecision, Constants.Break))
86     /////                        return false;
87     /////                    if (!Equals(matchDecision, Constants.Skip))
88     /////                        transitions.Add(new Transition(matchedLink, newValue));
89     /////                    return true;
90     /////                };
91     /////                if (!Memory.Each(handler, restriction))
92     /////                    return Constants.Break;
93     /////            }
94     /////        }
95     /////    }
96     /////    else
97     /////    {
98     /////        Func<T, bool> handler = link =>
99     /////        {
100     /////            var matchedLink = Memory.GetLinkValue(link);
101     /////            var matchDecision = matchedHandler(matchedLink, matchedLink);
102     /////            return !Equals(matchDecision, Constants.Break);

```

```

90         ///};
91         ///         if (!Memory.Each(handler, restriction))
92         ///             return Constants.Break;
93         ///     }
94         /// }
95         /// else
96         /// {
97         ///     if (substitution != null)
98         ///     {
99         ///         transitions = new List<IList<T>>();
100        ///         Func<T, bool> handler = link =>
101        ///         {
102        ///             var matchedLink = Memory.GetLinkValue(link);
103        ///             transitions.Add(matchedLink);
104        ///             return true;
105        ///         };
106        ///         if (!Memory.Each(handler, restriction))
107        ///             return Constants.Break;
108        ///     }
109        ///     else
110        ///     {
111        ///         return Constants.Continue;
112        ///     }
113        /// }
114        ///}
115        ///if (substitution != null)
116        ///{
117        ///    // Есть причина делать замену (запись)
118        ///    if (substitutedHandler != null)
119        ///    {
120        ///    }
121        ///    else
122        ///    {
123        ///    }
124        ///}
125        ///return Constants.Continue;
126
127        ///if (restriction.IsNullOrEmpty()) // Create
128        ///{
129        ///    substitution[Constants.IndexPart] = Memory.AllocateLink();
130        ///    Memory.SetLinkValue(substitution);
131        ///}
132        ///else if (substitution.IsNullOrEmpty()) // Delete
133        ///{
134        ///    Memory.FreeLink(restriction[Constants.IndexPart]);
135        ///}
136        ///else if (restriction.EqualTo(substitution)) // Read or ("repeat" the state) // Each
137        ///{
138        ///    // No need to collect links to list
139        ///    // Skip == Continue
140        ///    // No need to check substitutedHandler
141        ///    if (!Memory.Each(link => !Equals(matchedHandler(Memory.GetLinkValue(link)),
142        ///        ↪ Constants.Break), restriction))
143        ///        return Constants.Break;
144        ///}
145        ///else // Update
146        ///{
147        ///    //List<IList<T>> matchedLinks = null;
148        ///    if (matchedHandler != null)
149        ///    {
150        ///        matchedLinks = new List<IList<T>>();
151        ///        Func<T, bool> handler = link =>
152        ///        {
153        ///            var matchedLink = Memory.GetLinkValue(link);
154        ///            var matchDecision = matchedHandler(matchedLink);
155        ///            if (Equals(matchDecision, Constants.Break))
156        ///                return false;
157        ///            if (!Equals(matchDecision, Constants.Skip))
158        ///                matchedLinks.Add(matchedLink);
159        ///            return true;
160        ///        };
161        ///        if (!Memory.Each(handler, restriction))
162        ///            return Constants.Break;
163        ///    }
164        ///    if (!matchedLinks.IsNullOrEmpty())
165        ///    {
166        ///        var totalMatchedLinks = matchedLinks.Count;
167        ///        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
173         //              substitution handling.
174         //              var substitutedDecision = substitutedHandler(matchedLink,
175         //              newValue);
176         //              if (Equals(substitutedDecision, Constants.Break))
177         //                  return Constants.Break;
178         //              if (Equals(substitutedDecision, Constants.Continue))
179         //              {
180         //                  // Actual update here
181         //                  Memory.SetLinkValue(newValue);
182         //              }
183         //              if (Equals(substitutedDecision, Constants.Skip))
184         //              {
185         //                  // Cancel the update. TODO: decide use separate Cancel
186         //                  // constant or Skip is enough?
187         //              }
188         //          }
189         //      }
190         //  }
191         //  }
192         //  }
193         return Constants.Continue;
194     }
195
196     public TLink Trigger(IList<TLink> patternOrCondition, Func<IList<TLink>, TLink>
197     matchHandler, IList<TLink> substitution, Func<IList<TLink>, IList<TLink>, TLink>
198     substitutionHandler)
199     {
200         if (patternOrCondition.IsNullOrEmpty() && substitution.IsNullOrEmpty())
201         {
202             return Constants.Continue;
203         }
204         else if (patternOrCondition.EqualTo(substitution)) // Should be Each here TODO:
205         // Check if it is a correct condition
206         {
207             // Or it only applies to trigger without matchHandler.
208             throw new NotImplementedException();
209         }
210         else if (!substitution.IsNullOrEmpty()) // Creation
211         {
212             var before = ArrayPool<TLink>.Empty;
213             // Что должно означать False здесь? Остановиться (перестать идти) или пропустить
214             // (пройти мимо) или пустить (взять)?
215             if (matchHandler != null && _equalityComparer.Equals(matchHandler(before),
216             Constants.Break))
217             {
218                 return Constants.Break;
219             }
220             var after = (IList<TLink>)substitution.ToArray();
221             if (_equalityComparer.Equals(after[0], default))
222             {
223                 var newLink = Links.Create();
224                 after[0] = newLink;
225             }
226             if (substitution.Count == 1)
227             {
228                 after = Links.GetLink(substitution[0]);
229             }
230             else if (substitution.Count == 3)
231             {
232                 Links.Update(after);
233             }
234             else
235             {
236                 throw new NotSupportedException();
237             }
238             if (matchHandler != null)
239             {
240                 return substitutionHandler(before, after);
241             }
242             return Constants.Continue;
243         }
244         else if (!patternOrCondition.IsNullOrEmpty()) // Deletion
245         {

```

```

if (patternOrCondition.Count == 1)
{
    var linkToDelete = patternOrCondition[0];
    var before = Links.GetLink(linkToDelete);
    if (matchHandler != null && _equalityComparer.Equals(matchHandler(before),
        ↪ Constants.Break))
    {
        return Constants.Break;
    }
    var after = ArrayPool<TLink>.Empty;
    Links.Update(linkToDelete, Constants.Null, Constants.Null);
    Links.Delete(linkToDelete);
    if (matchHandler != null)
    {
        return substitutionHandler(before, after);
    }
    return Constants.Continue;
}
else
{
    throw new NotSupportedException();
}
}
else // Replace / Update
{
    if (patternOrCondition.Count == 1) //-V3125
    {
        var linkToUpdate = patternOrCondition[0];
        var before = Links.GetLink(linkToUpdate);
        if (matchHandler != null && _equalityComparer.Equals(matchHandler(before),
            ↪ Constants.Break))
        {
            return Constants.Break;
        }
        var after = (IList<TLink>)substitution.ToArray(); //-V3125
        if (_equalityComparer.Equals(after[0], default))
        {
            after[0] = linkToUpdate;
        }
        if (substitution.Count == 1)
        {
            if (!_equalityComparer.Equals(substitution[0], linkToUpdate))
            {
                after = Links.GetLink(substitution[0]);
                Links.Update(linkToUpdate, Constants.Null, Constants.Null);
                Links.Delete(linkToUpdate);
            }
        }
        else if (substitution.Count == 3)
        {
            Links.Update(after);
        }
        else
        {
            throw new NotSupportedException();
        }
        if (matchHandler != null)
        {
            return substitutionHandler(before, after);
        }
        return Constants.Continue;
    }
    else
    {
        throw new NotSupportedException();
    }
}
}
}

/// <remarks>
/// IList[IList[IList[T]]]
/// |         |         |         |
/// |         |         |-----|
/// |         |         |   link   |
/// |         |-----|
/// |         |   change   |
/// |-----|
/// |   changes   |
/// |

```

```

313     /// </remarks>
314     public IList<IList<IList<TLink>>> Trigger(IList<TLink> condition, IList<TLink>
        ↳ substitution)
315     {
316         var changes = new List<IList<IList<TLink>>>();
317         Trigger(condition, AlwaysContinue, substitution, (before, after) =>
318         {
319             var change = new[] { before, after };
320             changes.Add(change);
321             return Constants.Continue;
322         });
323         return changes;
324     }
325
326     private TLink AlwaysContinue(IList<TLink> linkToMatch) => Constants.Continue;
327 }
328 }

```

./Platform.Data.Doublets/DoubletComparer.cs

```

1  using System.Collections.Generic;
2  using System.Runtime.CompilerServices;
3
4  namespace Platform.Data.Doublets
5  {
6      /// <remarks>
7      /// TODO: Может стоит попробовать ref во всех методах (IRefEqualityComparer)
8      /// 2x faster with comparer
9      /// </remarks>
10     public class DoubletComparer<T> : IEqualityComparer<Doublet<T>>
11     {
12         public static readonly DoubletComparer<T> Default = new DoubletComparer<T>();
13
14         [MethodImpl(MethodImplOptions.AggressiveInlining)]
15         public bool Equals(Doublet<T> x, Doublet<T> y) => x.Equals(y);
16
17         [MethodImpl(MethodImplOptions.AggressiveInlining)]
18         public int GetHashCode(Doublet<T> obj) => obj.GetHashCode();
19     }
20 }

```

./Platform.Data.Doublets/Doublet.cs

```

1  using System;
2  using System.Collections.Generic;
3
4  namespace Platform.Data.Doublets
5  {
6      public struct Doublet<T> : IEquatable<Doublet<T>>
7      {
8          private static readonly EqualityComparer<T> _equalityComparer =
            ↳ EqualityComparer<T>.Default;
9
10         public T Source { get; set; }
11         public T Target { get; set; }
12
13         public Doublet(T source, T target)
14         {
15             Source = source;
16             Target = target;
17         }
18
19         public override string ToString() => $"{Source}->{Target}";
20
21         public bool Equals(Doublet<T> other) => _equalityComparer.Equals(Source, other.Source)
            ↳ && _equalityComparer.Equals(Target, other.Target);
22
23         public override bool Equals(object obj) => obj is Doublet<T> doublet ?
            ↳ base.Equals(doublet) : false;
24
25         public override int GetHashCode() => (Source, Target).GetHashCode();
26     }
27 }

```

./Platform.Data.Doublets/Hybrid.cs

```

1  using System;
2  using System.Reflection;
3  using Platform.Reflection;
4  using Platform.Converters;
5  using Platform.Exceptions;
6

```

```

7 namespace Platform.Data.Doublets
8 {
9     public class Hybrid<T>
10    {
11        public readonly T Value;
12        public bool IsNothing => Convert.ToInt64(To.Signed(Value)) == 0;
13        public bool IsInternal => Convert.ToInt64(To.Signed(Value)) > 0;
14        public bool IsExternal => Convert.ToInt64(To.Signed(Value)) < 0;
15        public long AbsoluteValue => Numbers.Math.Abs(Convert.ToInt64(To.Signed(Value)));
16
17        public Hybrid(T value)
18        {
19            Ensure.Always.IsUnsignedInteger<T>();
20            Value = value;
21        }
22
23        public Hybrid(object value) => Value = To.UnsignedAs<T>(Convert.ChangeType(value,
24            ↪ Type<T>.SignedVersion));
25
26        public Hybrid(object value, bool isExternal)
27        {
28            var signedType = Type<T>.SignedVersion;
29            var signedValue = Convert.ChangeType(value, signedType);
30            var abs = typeof(Numbers.Math).GetTypeInfo().GetMethod("Abs").MakeGenericMethod(sign
31            ↪ edType);
32            var negate = typeof(Numbers.Math).GetTypeInfo().GetMethod("Negate").MakeGenericMetho
33            ↪ d(signedType);
34            var absoluteValue = abs.Invoke(null, new[] { signedValue });
35            var resultValue = isExternal ? negate.Invoke(null, new[] { absoluteValue }) :
36            ↪ absoluteValue;
37            Value = To.UnsignedAs<T>(resultValue);
38        }
39
40        public static implicit operator Hybrid<T>(T integer) => new Hybrid<T>(integer);
41
42        public static explicit operator Hybrid<T>(ulong integer) => new Hybrid<T>(integer);
43
44        public static explicit operator Hybrid<T>(long integer) => new Hybrid<T>(integer);
45
46        public static explicit operator Hybrid<T>(uint integer) => new Hybrid<T>(integer);
47
48        public static explicit operator Hybrid<T>(int integer) => new Hybrid<T>(integer);
49
50        public static explicit operator Hybrid<T>(ushort integer) => new Hybrid<T>(integer);
51
52        public static explicit operator Hybrid<T>(short integer) => new Hybrid<T>(integer);
53
54        public static explicit operator Hybrid<T>(byte integer) => new Hybrid<T>(integer);
55
56        public static explicit operator Hybrid<T>(sbyte integer) => new Hybrid<T>(integer);
57
58        public static implicit operator T(Hybrid<T> hybrid) => hybrid.Value;
59
60        public static explicit operator ulong(Hybrid<T> hybrid) =>
61            ↪ Convert.ToUInt64(hybrid.Value);
62
63        public static explicit operator long(Hybrid<T> hybrid) => hybrid.AbsoluteValue;
64
65        public static explicit operator uint(Hybrid<T> hybrid) => Convert.ToUInt32(hybrid.Value);
66
67        public static explicit operator int(Hybrid<T> hybrid) =>
68            ↪ Convert.ToInt32(hybrid.AbsoluteValue);
69
70        public static explicit operator ushort(Hybrid<T> hybrid) =>
71            ↪ Convert.ToUInt16(hybrid.Value);
72
73        public static explicit operator short(Hybrid<T> hybrid) =>
74            ↪ Convert.ToInt16(hybrid.AbsoluteValue);
75
76        public static explicit operator byte(Hybrid<T> hybrid) => Convert.ToByte(hybrid.Value);
77
78        public static explicit operator sbyte(Hybrid<T> hybrid) =>
79            ↪ Convert.ToSByte(hybrid.AbsoluteValue);
80
81        public override string ToString() => IsNothing ? default(T) == null ? "Nothing" :
82            ↪ default(T).ToString() : IsExternal ? $"{AbsoluteValue}" : Value.ToString();
83    }
84 }

```

```

./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
18             ↳ amountOfCreations)
19         {
20             for (long i = 0; i < amountOfCreations; i++)
21             {
22                 var linksAddressRange = new Range<ulong>(0, (Integer<TLink>)links.Count());
23                 Integer<TLink> source = RandomHelpers.Default.NextUInt64(linksAddressRange);
24                 Integer<TLink> target = RandomHelpers.Default.NextUInt64(linksAddressRange);
25                 links.CreateAndUpdate(source, target);
26             }
27
28             public static void RunRandomSearches<TLink>(this ILinks<TLink> links, long
29                 ↳ amountOfSearches)
30             {
31                 for (long i = 0; i < amountOfSearches; i++)
32                 {
33                     var linkAddressRange = new Range<ulong>(1, (Integer<TLink>)links.Count());
34                     Integer<TLink> source = RandomHelpers.Default.NextUInt64(linkAddressRange);
35                     Integer<TLink> target = RandomHelpers.Default.NextUInt64(linkAddressRange);
36                     links.SearchOrDefault(source, target);
37                 }
38
39                 public static void RunRandomDeletions<TLink>(this ILinks<TLink> links, long
40                     ↳ amountOfDeletions)
41                 {
42                     var min = (ulong)amountOfDeletions > (Integer<TLink>)links.Count() ? 1 :
43                         ↳ (Integer<TLink>)links.Count() - (ulong)amountOfDeletions;
44                     for (long i = 0; i < amountOfDeletions; i++)
45                     {
46                         var linksAddressRange = new Range<ulong>(min, (Integer<TLink>)links.Count());
47                         Integer<TLink> link = RandomHelpers.Default.NextUInt64(linksAddressRange);
48                         links.Delete(link);
49                         if ((Integer<TLink>)links.Count() < min)
50                         {
51                             break;
52                         }
53                     }
54                 }
55
56                 /// <remarks>
57                 /// TODO: Возможно есть очень простой способ это сделать.
58                 /// (Например просто удалить файл, или изменить его размер таким образом,
59                 /// чтобы удалился весь контент)
60                 /// Например через _header->AllocatedLinks в ResizableDirectMemoryLinks
61                 /// </remarks>
62                 public static void DeleteAll<TLink>(this ILinks<TLink> links)
63                 {
64                     var equalityComparer = EqualityComparer<TLink>.Default;
65                     var comparer = Comparer<TLink>.Default;

```



```

64     for (var i = links.Count(); comparer.Compare(i, default) > 0; i =
        ↪ Arithmetic.Decrement(i))
65     {
66         links.Delete(i);
67         if (!equalityComparer.Equals(links.Count(), Arithmetic.Decrement(i)))
68         {
69             i = links.Count();
70         }
71     }
72 }
73
74 public static TLink First<TLink>(this ILinks<TLink> links)
75 {
76     TLink firstLink = default;
77     var equalityComparer = EqualityComparer<TLink>.Default;
78     if (equalityComparer.Equals(links.Count(), default))
79     {
80         throw new Exception("В хранилище нет связей.");
81     }
82     links.Each(links.Constants.Any, links.Constants.Any, link =>
83     {
84         firstLink = link[links.Constants.IndexPart];
85         return links.Constants.Break;
86     });
87     if (equalityComparer.Equals(firstLink, default))
88     {
89         throw new Exception("В процессе поиска по хранилищу не было найдено связей.");
90     }
91     return firstLink;
92 }
93
94 public static bool IsInnerReference<TLink>(this ILinks<TLink> links, TLink reference)
95 {
96     var constants = links.Constants;
97     var comparer = Comparer<TLink>.Default;
98     return comparer.Compare(constants.MinPossibleIndex, reference) >= 0 &&
        ↪ comparer.Compare(reference, constants.MaxPossibleIndex) <= 0;
99 }
100
101 #region Paths
102
103 /// <remarks>
104 /// TODO: Как так? Как то что ниже может быть корректно?
105 /// Скорее всего практически не применимо
106 /// Предполагалось, что можно было конвертировать формируемый в проходе через
        ↪ SequenceWalker
107 /// Stack в конкретный путь из Source, Target до связи, но это не всегда так.
108 /// TODO: Возможно нужен метод, который именно выбрасывает исключения (EnsurePathExists)
109 /// </remarks>
110 public static bool CheckPathExistance<TLink>(this ILinks<TLink> links, params TLink[]
        ↪ path)
111 {
112     var current = path[0];
113     //EnsureLinkExists(current, "path");
114     if (!links.Exists(current))
115     {
116         return false;
117     }
118     var equalityComparer = EqualityComparer<TLink>.Default;
119     var constants = links.Constants;
120     for (var i = 1; i < path.Length; i++)
121     {
122         var next = path[i];
123         var values = links.GetLink(current);
124         var source = values[constants.SourcePart];
125         var target = values[constants.TargetPart];
126         if (equalityComparer.Equals(source, target) && equalityComparer.Equals(source,
            ↪ next))
127         {
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
143   ↳ SequenceWalker.
144 /// </remarks>
145 public static TLink GetByKeyes<TLink>(this ILinks<TLink> links, TLink root, params int[]
146   ↳ path)
147 {
148     links.EnsureLinkExists(root, "root");
149     var currentLink = root;
150     for (var i = 0; i < path.Length; i++)
151     {
152         currentLink = links.GetLink(currentLink)[path[i]];
153     }
154     return currentLink;
155 }
156
157 public static TLink GetSquareMatrixSequenceElementByIndex<TLink>(this ILinks<TLink>
158   ↳ links, TLink root, ulong size, ulong index)
159 {
160     var constants = links.Constants;
161     var source = constants.SourcePart;
162     var target = constants.TargetPart;
163     if (!Numbers.Math.IsPowerOfTwo(size))
164     {
165         throw new ArgumentOutOfRangeException(nameof(size), "Sequences with sizes other
166           ↳ than powers of two are not supported.");
167     }
168     var path = new BitArray(BitConverter.GetBytes(index));
169     var length = Bit.GetLowestPosition(size);
170     links.EnsureLinkExists(root, "root");
171     var currentLink = root;
172     for (var i = length - 1; i >= 0; i--)
173     {
174         currentLink = links.GetLink(currentLink)[path[i] ? target : source];
175     }
176     return currentLink;
177 }
178
179 #endregion
180
181 /// <summary>
182 /// Возвращает индекс указанной связи.
183 /// </summary>
184 /// <param name="links">Хранилище связей.</param>
185 /// <param name="link">Связь представленная списком, состоящим из её адреса и
186   ↳ содержимого.</param>
187 /// <returns>Индекс начальной связи для указанной связи.</returns>
188 [MethodImpl(MethodImplOptions.AggressiveInlining)]
189 public static TLink GetIndex<TLink>(this ILinks<TLink> links, IList<TLink> link) =>
190   ↳ link[links.Constants.IndexPart];
191
192 /// <summary>
193 /// Возвращает индекс начальной (Source) связи для указанной связи.
194 /// </summary>
195 /// <param name="links">Хранилище связей.</param>
196 /// <param name="link">Индекс связи.</param>
197 /// <returns>Индекс начальной связи для указанной связи.</returns>
198 [MethodImpl(MethodImplOptions.AggressiveInlining)]
199 public static TLink GetSource<TLink>(this ILinks<TLink> links, TLink link) =>
200   ↳ links.GetLink(link)[links.Constants.SourcePart];
201
202 /// <summary>
203 /// Возвращает индекс начальной (Source) связи для указанной связи.
204 /// </summary>
205 /// <param name="links">Хранилище связей.</param>
206 /// <param name="link">Связь представленная списком, состоящим из её адреса и
207   ↳ содержимого.</param>
208 /// <returns>Индекс начальной связи для указанной связи.</returns>
209 [MethodImpl(MethodImplOptions.AggressiveInlining)]
210 public static TLink GetSource<TLink>(this ILinks<TLink> links, IList<TLink> link) =>
211   ↳ 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) =>
212     ↪ links.GetLink(link)[links.Constants.TargetPart];
213
214 /// <summary>
215 /// Возвращает индекс конечной (Target) связи для указанной связи.
216 /// </summary>
217 /// <param name="links">Хранилище связей.</param>
218 /// <param name="link">Связь представленная списком, состоящим из её адреса и
219     ↪ содержимого.</param>
220 /// <returns>Индекс конечной связи для указанной связи.</returns>
221 [MethodImpl(MethodImplOptions.AggressiveInlining)]
222 public static TLink GetTarget<TLink>(this ILinks<TLink> links, IList<TLink> link) =>
223     ↪ link[links.Constants.TargetPart];
224
225 /// <summary>
226 /// Выполняет проход по всем связям, соответствующим шаблону, вызывая обработчик
227     ↪ (handler) для каждой подходящей связи.
228 /// </summary>
229 /// <param name="links">Хранилище связей.</param>
230 /// <param name="handler">Обработчик каждой подходящей связи.</param>
231 /// <param name="restrictions">Ограничения на содержимое связей. Каждое ограничение
232     ↪ может иметь значения: Constants.Null - 0-я связь, обозначающая ссылку на пустоту,
233     ↪ Any - отсутствие ограничения, 1..∞ конкретный адрес связи.</param>
234 /// <returns>True, в случае если проход по связям не был прерван и False в обратном
235     ↪ случае.</returns>
236 [MethodImpl(MethodImplOptions.AggressiveInlining)]
237 public static bool Each<TLink>(this ILinks<TLink> links, Func<IList<TLink>, TLink>
238     ↪ handler, params TLink[] restrictions)
239     => EqualityComparer<TLink>.Default.Equals(links.Each(handler, restrictions),
240     ↪ links.Constants.Continue);
241
242 /// <summary>
243 /// Выполняет проход по всем связям, соответствующим шаблону, вызывая обработчик
244     ↪ (handler) для каждой подходящей связи.
245 /// </summary>
246 /// <param name="links">Хранилище связей.</param>
247 /// <param name="source">Значение, определяющее соответствующие шаблону связи.
248     ↪ (Constants.Null - 0-я связь, обозначающая ссылку на пустоту в качестве начала,
249     ↪ Constants.Any - любое начало, 1..∞ конкретное начало)</param>
250 /// <param name="target">Значение, определяющее соответствующие шаблону связи.
251     ↪ (Constants.Null - 0-я связь, обозначающая ссылку на пустоту в качестве конца,
252     ↪ Constants.Any - любой конец, 1..∞ конкретный конец)</param>
253 /// <param name="handler">Обработчик каждой подходящей связи.</param>
254 /// <returns>True, в случае если проход по связям не был прерван и False в обратном
255     ↪ случае.</returns>
256 [MethodImpl(MethodImplOptions.AggressiveInlining)]
257 public static bool Each<TLink>(this ILinks<TLink> links, TLink source, TLink target,
258     ↪ Func<TLink, bool> handler)
259 {
260     var constants = links.Constants;
261     return links.Each(link => handler(link[constants.IndexPart]) ? constants.Continue :
262     ↪ constants.Break, constants.Any, source, target);
263 }
264
265 /// <summary>
266 /// Выполняет проход по всем связям, соответствующим шаблону, вызывая обработчик
267     ↪ (handler) для каждой подходящей связи.
268 /// </summary>
269 /// <param name="links">Хранилище связей.</param>
270 /// <param name="source">Значение, определяющее соответствующие шаблону связи.
271     ↪ (Constants.Null - 0-я связь, обозначающая ссылку на пустоту в качестве начала,
272     ↪ Constants.Any - любое начало, 1..∞ конкретное начало)</param>
273 /// <param name="target">Значение, определяющее соответствующие шаблону связи.
274     ↪ (Constants.Null - 0-я связь, обозначающая ссылку на пустоту в качестве конца,
275     ↪ Constants.Any - любой конец, 1..∞ конкретный конец)</param>
276 /// <param name="handler">Обработчик каждой подходящей связи.</param>
277 /// <returns>True, в случае если проход по связям не был прерван и False в обратном
278     ↪ 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     long arraySize = (Integer<TLink>)links.Count(restrictions);
267     var array = new IList<TLink>[arraySize];
268     if (arraySize > 0)
269     {
270         var filler = new ArrayFiller<IList<TLink>, TLink>(array,
            ↳ links.Constants.Continue);
271         links.Each(filler.AddAndReturnConstant, restrictions);
272     }
273     return array;
274 }
275
276 [MethodImpl(MethodImplOptions.AggressiveInlining)]
277 public static IList<TLink> AllIndices<TLink>(this ILinks<TLink> links, params TLink[]
    ↳ restrictions)
278 {
279     long arraySize = (Integer<TLink>)links.Count(restrictions);
280     var array = new TLink[arraySize];
281     if (arraySize > 0)
282     {
283         var filler = new ArrayFiller<TLink, TLink>(array, links.Constants.Continue);
284         links.Each(filler.AddFirstAndReturnConstant, restrictions);
285     }
286     return array;
287 }
288
289 /// <summary>
290 /// Возвращает значение, определяющее существует ли связь с указанными началом и концом
    ↳ в хранилище связей.
291 /// </summary>
292 /// <param name="links">Хранилище связей.</param>
293 /// <param name="source">Начало связи.</param>
294 /// <param name="target">Конец связи.</param>
295 /// <returns>Значение, определяющее существует ли связь.</returns>
296 [MethodImpl(MethodImplOptions.AggressiveInlining)]
297 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;
298
299 #region Ensure
300 // TODO: May be move to EnsureExtensions or make it both there and here
301
302 [MethodImpl(MethodImplOptions.AggressiveInlining)]
303 public static void EnsureInnerReferenceExists<TLink>(this ILinks<TLink> links, TLink
    ↳ reference, string argumentName)
304 {
305     if (links.IsInnerReference(reference) && !links.Exists(reference))
306     {
307         throw new ArgumentLinkDoesNotExistsException<TLink>(reference, argumentName);
308     }
309 }
310
311 [MethodImpl(MethodImplOptions.AggressiveInlining)]
312 public static void EnsureInnerReferenceExists<TLink>(this ILinks<TLink> links,
    ↳ IList<TLink> restrictions, string argumentName)
313 {
314     for (int i = 0; i < restrictions.Count; i++)
315     {
316         links.EnsureInnerReferenceExists(restrictions[i], argumentName);
317     }
318 }
319
320 [MethodImpl(MethodImplOptions.AggressiveInlining)]
321 public static void EnsureLinkIsAnyOrExists<TLink>(this ILinks<TLink> links, IList<TLink>
    ↳ restrictions)
322 {
323     for (int i = 0; i < restrictions.Count; i++)

```

```

324     {
325         links.EnsureLinkIsAnyOrExists(restrictions[i], nameof(restrictions));
326     }
327 }
328
329 [MethodImpl(MethodImplOptions.AggressiveInlining)]
330 public static void EnsureLinkIsAnyOrExists<TLink>(this ILinks<TLink> links, TLink link,
331     ↪ string argumentName)
332 {
333     var equalityComparer = EqualityComparer<TLink>.Default;
334     if (!equalityComparer.Equals(link, links.Constants.Any) && !links.Exists(link))
335     {
336         throw new ArgumentLinkDoesNotExistsException<TLink>(link, argumentName);
337     }
338 }
339
340 [MethodImpl(MethodImplOptions.AggressiveInlining)]
341 public static void EnsureLinkIsItselfOrExists<TLink>(this ILinks<TLink> links, TLink
342     ↪ link, string argumentName)
343 {
344     var equalityComparer = EqualityComparer<TLink>.Default;
345     if (!equalityComparer.Equals(link, links.Constants.Itself) && !links.Exists(link))
346     {
347         throw new ArgumentLinkDoesNotExistsException<TLink>(link, argumentName);
348     }
349 }
350
351 /// <param name="links">Хранилище связей.</param>
352 [MethodImpl(MethodImplOptions.AggressiveInlining)]
353 public static void EnsureDoesNotExists<TLink>(this ILinks<TLink> links, TLink source,
354     ↪ TLink target)
355 {
356     if (links.Exists(source, target))
357     {
358         throw new LinkWithSameValueAlreadyExistsException();
359     }
360 }
361
362 /// <param name="links">Хранилище связей.</param>
363 public static void EnsureNoUsages<TLink>(this ILinks<TLink> links, TLink link)
364 {
365     if (links.HasUsages(link))
366     {
367         throw new ArgumentLinkHasDependenciesException<TLink>(link);
368     }
369 }
370
371 /// <param name="links">Хранилище связей.</param>
372 public static void EnsureCreated<TLink>(this ILinks<TLink> links, params TLink[]
373     ↪ addresses) => links.EnsureCreated(links.Create, addresses);
374
375 /// <param name="links">Хранилище связей.</param>
376 public static void EnsurePointsCreated<TLink>(this ILinks<TLink> links, params TLink[]
377     ↪ addresses) => links.EnsureCreated(links.CreatePoint, addresses);
378
379 /// <param name="links">Хранилище связей.</param>
380 public static void EnsureCreated<TLink>(this ILinks<TLink> links, Func<TLink> creator,
381     ↪ params TLink[] addresses)
382 {
383     var constants = links.Constants;
384     var nonExistentAddresses = new HashSet<ulong>(addresses.Where(x =>
385     ↪ !links.Exists(x)).Select(x => (ulong)(Integer<TLink>)x));
386     if (nonExistentAddresses.Count > 0)
387     {
388         var max = nonExistentAddresses.Max();
389         // TODO: Эту верхнюю границу нужно разрешить переопределять (проверить
390         ↪ применяется ли эта логика)
391         max = System.Math.Min(max, (Integer<TLink>)constants.MaxPossibleIndex);
392         var createdLinks = new List<TLink>();
393         var equalityComparer = EqualityComparer<TLink>.Default;
394         TLink createdLink = creator();
395         while (!equalityComparer.Equals(createdLink, (Integer<TLink>)max))
396         {
397             createdLinks.Add(createdLink);
398         }
399         for (var i = 0; i < createdLinks.Count; i++)
400         {
401             if (!nonExistentAddresses.Contains((Integer<TLink>)createdLinks[i]))

```

```

394         {
395             links.Delete(createdLinks[i]);
396         }
397     }
398 }
399 }
400
401 #endregion
402
403 /// <param name="links">Хранилище связей.</param>
404 public static ulong CountUsages<TLink>(this ILinks<TLink> links, TLink link)
405 {
406     var constants = links.Constants;
407     var values = links.GetLink(link);
408     ulong usagesAsSource = (Integer<TLink>)links.Count(new Link<TLink>(constants.Any,
409         ↪ link, constants.Any));
410     var equalityComparer = EqualityComparer<TLink>.Default;
411     if (equalityComparer.Equals(values[constants.SourcePart], link))
412     {
413         usagesAsSource--;
414     }
415     ulong usagesAsTarget = (Integer<TLink>)links.Count(new Link<TLink>(constants.Any,
416         ↪ constants.Any, link));
417     if (equalityComparer.Equals(values[constants.TargetPart], link))
418     {
419         usagesAsTarget--;
420     }
421     return usagesAsSource + usagesAsTarget;
422 }
423
424 /// <param name="links">Хранилище связей.</param>
425 [MethodImpl(MethodImplOptions.AggressiveInlining)]
426 public static bool HasUsages<TLink>(this ILinks<TLink> links, TLink link) =>
427     ↪ links.CountUsages(link) > 0;
428
429 /// <param name="links">Хранилище связей.</param>
430 [MethodImpl(MethodImplOptions.AggressiveInlining)]
431 public static bool Equals<TLink>(this ILinks<TLink> links, TLink link, TLink source,
432     ↪ TLink target)
433 {
434     var constants = links.Constants;
435     var values = links.GetLink(link);
436     var equalityComparer = EqualityComparer<TLink>.Default;
437     return equalityComparer.Equals(values[constants.SourcePart], source) &&
438         ↪ equalityComparer.Equals(values[constants.TargetPart], target);
439 }
440
441 /// <summary>
442 /// Выполняет поиск связи с указанными Source (началом) и Target (концом).
443 /// </summary>
444 /// <param name="links">Хранилище связей.</param>
445 /// <param name="source">Индекс связи, которая является началом для искомой
446     ↪ связи.</param>
447 /// <param name="target">Индекс связи, которая является концом для искомой связи.</param>
448 /// <returns>Индекс искомой связи с указанными Source (началом) и Target
449     ↪ (концом).</returns>
450 [MethodImpl(MethodImplOptions.AggressiveInlining)]
451 public static TLink SearchOrDefault<TLink>(this ILinks<TLink> links, TLink source, TLink
452     ↪ target)
453 {
454     var constants = links.Constants;
455     var setter = new Setter<TLink, TLink>(constants.Continue, constants.Break, default);
456     links.Each(setter.SetFirstAndReturnFalse, constants.Any, source, target);
457     return setter.Result;
458 }
459
460 /// <param name="links">Хранилище связей.</param>
461 [MethodImpl(MethodImplOptions.AggressiveInlining)]
462 public static TLink CreatePoint<TLink>(this ILinks<TLink> links)
463 {
464     var link = links.Create();
465     return links.Update(link, link, link);
466 }
467
468 /// <param name="links">Хранилище связей.</param>
469 [MethodImpl(MethodImplOptions.AggressiveInlining)]
470 public static TLink CreateAndUpdate<TLink>(this ILinks<TLink> links, TLink source, TLink
471     ↪ target) => links.Update(links.Create(), source, target);

```

```

463 /// <summary>
464 /// Обновляет связь с указанными началом (Source) и концом (Target)
465 /// на связь с указанными началом (NewSource) и концом (NewTarget).
466 /// </summary>
467 /// <param name="links">Хранилище связей.</param>
468 /// <param name="link">Индекс обновляемой связи.</param>
469 /// <param name="newSource">Индекс связи, которая является началом связи, на которую
470   ↳ выполняется обновление.</param>
471 /// <param name="newTarget">Индекс связи, которая является концом связи, на которую
472   ↳ выполняется обновление.</param>
473 /// <returns>Индекс обновлённой связи.</returns>
474 [MethodImpl(MethodImplOptions.AggressiveInlining)]
475 public static TLink Update<TLink>(this ILinks<TLink> links, TLink link, TLink newSource,
476   ↳ TLink newTarget) => links.Update(new Link<TLink>(link, newSource, newTarget));
477
478 /// <summary>
479 /// Обновляет связь с указанными началом (Source) и концом (Target)
480 /// на связь с указанными началом (NewSource) и концом (NewTarget).
481 /// </summary>
482 /// <param name="links">Хранилище связей.</param>
483 /// <param name="restrictions">Ограничения на содержимое связей. Каждое ограничение
484   ↳ может иметь значения: Constants.Null - 0-я связь, обозначающая ссылку на пустоту,
485   ↳ Itself - требование установить ссылку на себя, 1.. $\infty$  конкретный адрес другой
486   ↳ связи.</param>
487 /// <returns>Индекс обновлённой связи.</returns>
488 [MethodImpl(MethodImplOptions.AggressiveInlining)]
489 public static TLink Update<TLink>(this ILinks<TLink> links, params TLink[] restrictions)
490 {
491     if (restrictions.Length == 2)
492     {
493         return links.MergeAndDelete(restrictions[0], restrictions[1]);
494     }
495     if (restrictions.Length == 4)
496     {
497         return links.UpdateOrCreateOrGet(restrictions[0], restrictions[1],
498           ↳ restrictions[2], restrictions[3]);
499     }
500     else
501     {
502         return links.Update(restrictions);
503     }
504 }
505
506 [MethodImpl(MethodImplOptions.AggressiveInlining)]
507 public static IList<TLink> ResolveConstantAsSelfReference<TLink>(this ILinks<TLink>
508   ↳ links, TLink constant, IList<TLink> restrictions)
509 {
510     var equalityComparer = EqualityComparer<TLink>.Default;
511     var constants = links.Constants;
512     var index = restrictions[constants.IndexPart];
513     var source = restrictions[constants.SourcePart];
514     var target = restrictions[constants.TargetPart];
515     source = equalityComparer.Equals(source, constant) ? index : source;
516     target = equalityComparer.Equals(target, constant) ? index : target;
517     return new Link<TLink>(index, source, target);
518 }
519
520 /// <summary>
521 /// Создаёт связь (если она не существовала), либо возвращает индекс существующей связи
522   ↳ с указанными Source (началом) и Target (концом).
523 /// </summary>
524 /// <param name="links">Хранилище связей.</param>
525 /// <param name="source">Индекс связи, которая является началом на создаваемой
526   ↳ связи.</param>
527 /// <param name="target">Индекс связи, которая является концом для создаваемой
528   ↳ связи.</param>
529 /// <returns>Индекс связи, с указанным Source (началом) и Target (концом)</returns>
530 [MethodImpl(MethodImplOptions.AggressiveInlining)]
531 public static TLink GetOrCreate<TLink>(this ILinks<TLink> links, TLink source, TLink
532   ↳ target)
533 {
534     var link = links.SearchOrDefault(source, target);
535     if (EqualityComparer<TLink>.Default.Equals(link, default))
536     {
537         link = links.CreateAndUpdate(source, target);
538     }
539 }

```

```

528     return link;
529 }
530
531 /// <summary>
532 /// Обновляет связь с указанными началом (Source) и концом (Target)
533 /// на связь с указанными началом (NewSource) и концом (NewTarget).
534 /// </summary>
535 /// <param name="links">Хранилище связей.</param>
536 /// <param name="source">Индекс связи, которая является началом обновляемой
    → связи.</param>
537 /// <param name="target">Индекс связи, которая является концом обновляемой связи.</param>
538 /// <param name="newSource">Индекс связи, которая является началом связи, на которую
    → выполняется обновление.</param>
539 /// <param name="newTarget">Индекс связи, которая является концом связи, на которую
    → выполняется обновление.</param>
540 /// <returns>Индекс обновлённой связи.</returns>
541 [MethodImpl(MethodImplOptions.AggressiveInlining)]
542 public static TLink UpdateOrCreateGet<TLink>(this ILinks<TLink> links, TLink source,
    → TLink target, TLink newSource, TLink newTarget)
543 {
544     var equalityComparer = EqualityComparer<TLink>.Default;
545     var link = links.SearchOrDefault(source, target);
546     if (equalityComparer.Equals(link, default))
547     {
548         return links.CreateAndUpdate(newSource, newTarget);
549     }
550     if (equalityComparer.Equals(newSource, source) && equalityComparer.Equals(newTarget,
    → target))
551     {
552         return link;
553     }
554     return links.Update(link, newSource, newTarget);
555 }
556
557 /// <summary>Удаляет связь с указанными началом (Source) и концом (Target).</summary>
558 /// <param name="links">Хранилище связей.</param>
559 /// <param name="source">Индекс связи, которая является началом удаляемой связи.</param>
560 /// <param name="target">Индекс связи, которая является концом удаляемой связи.</param>
561 [MethodImpl(MethodImplOptions.AggressiveInlining)]
562 public static TLink DeleteIfExists<TLink>(this ILinks<TLink> links, TLink source, TLink
    → target)
563 {
564     var link = links.SearchOrDefault(source, target);
565     if (!EqualityComparer<TLink>.Default.Equals(link, default))
566     {
567         links.Delete(link);
568         return link;
569     }
570     return default;
571 }
572
573 /// <summary>Удаляет несколько связей.</summary>
574 /// <param name="links">Хранилище связей.</param>
575 /// <param name="deletedLinks">Список адресов связей к удалению.</param>
576 [MethodImpl(MethodImplOptions.AggressiveInlining)]
577 public static void DeleteMany<TLink>(this ILinks<TLink> links, IList<TLink> deletedLinks)
578 {
579     for (int i = 0; i < deletedLinks.Count; i++)
580     {
581         links.Delete(deletedLinks[i]);
582     }
583 }
584
585 /// <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>
586 public static void DeleteAllUsages<TLink>(this ILinks<TLink> links, TLink linkIndex)
587 {
588     var anyConstant = links.Constants.Any;
589     var usagesAsSourceQuery = new Link<TLink>(anyConstant, linkIndex, anyConstant);
590     links.DeleteByQuery(usagesAsSourceQuery);
591     var usagesAsTargetQuery = new Link<TLink>(anyConstant, linkIndex, anyConstant);
592     links.DeleteByQuery(usagesAsTargetQuery);
593 }
594
595 public static void DeleteByQuery<TLink>(this ILinks<TLink> links, Link<TLink> query)
596 {
597     var count = (Integer<TLink>)links.Count(query);

```



```

598     if (count > 0)
599     {
600         var queryResult = new TLink[count];
601         var queryResultFiller = new ArrayFiller<TLink, TLink>(queryResult,
        ↪ links.Constants.Continue);
602         links.Each(queryResultFiller.AddFirstAndReturnConstant, query);
603         for (var i = (long)count - 1; i >= 0; i--)
604         {
605             links.Delete(queryResult[i]);
606         }
607     }
608 }
609
610 // TODO: Move to Platform.Data
611 public static bool AreValuesReset<TLink>(this ILinks<TLink> links, TLink linkIndex)
612 {
613     var nullConstant = links.Constants.Null;
614     var equalityComparer = EqualityComparer<TLink>.Default;
615     var link = links.GetLink(linkIndex);
616     for (int i = 1; i < link.Count; i++)
617     {
618         if (!equalityComparer.Equals(link[i], nullConstant))
619         {
620             return false;
621         }
622     }
623     return true;
624 }
625
626 // TODO: Create a universal version of this method in Platform.Data (with using of for
        ↪ loop)
627 public static void ResetValues<TLink>(this ILinks<TLink> links, TLink linkIndex)
628 {
629     var nullConstant = links.Constants.Null;
630     var updateRequest = new Link<TLink>(linkIndex, nullConstant, nullConstant);
631     links.Update(updateRequest);
632 }
633
634 // TODO: Create a universal version of this method in Platform.Data (with using of for
        ↪ loop)
635 public static void EnforceResetValues<TLink>(this ILinks<TLink> links, TLink linkIndex)
636 {
637     if (!links.AreValuesReset(linkIndex))
638     {
639         links.ResetValues(linkIndex);
640     }
641 }
642
643 /// <summary>
644 /// Merging two usages graphs, all children of old link moved to be children of new link
        ↪ or deleted.
645 /// </summary>
646 public static TLink MergeUsages<TLink>(this ILinks<TLink> links, TLink oldLinkIndex,
        ↪ TLink newLinkIndex)
647 {
648     var equalityComparer = EqualityComparer<TLink>.Default;
649     if (!equalityComparer.Equals(oldLinkIndex, newLinkIndex))
650     {
651         var constants = links.Constants;
652         var usagesAsSourceQuery = new Link<TLink>(constants.Any, oldLinkIndex,
        ↪ constants.Any);
653         long usagesAsSourceCount = (Integer<TLink>)links.Count(usagesAsSourceQuery);
654         var usagesAsTargetQuery = new Link<TLink>(constants.Any, constants.Any,
        ↪ oldLinkIndex);
655         long usagesAsTargetCount = (Integer<TLink>)links.Count(usagesAsTargetQuery);
656         var isStandalonePoint = Point<TLink>.IsFullPoint(links.GetLink(oldLinkIndex)) &&
        ↪ usagesAsSourceCount == 1 && usagesAsTargetCount == 1;
657         if (!isStandalonePoint)
658         {
659             var totalUsages = usagesAsSourceCount + usagesAsTargetCount;
660             if (totalUsages > 0)
661             {
662                 var usages = ArrayPool.Allocate<TLink>(totalUsages);
663                 var usagesFiller = new ArrayFiller<TLink, TLink>(usages,
        ↪ links.Constants.Continue);
664                 var i = 0L;
665                 if (usagesAsSourceCount > 0)
666                 {

```

```

667         links.Each(usagesFiller.AddFirstAndReturnConstant,
        ↪ usagesAsSourceQuery);
668     for (; i < usagesAsSourceCount; i++)
669     {
670         var usage = usages[i];
671         if (!equalityComparer.Equals(usage, oldLinkIndex))
672         {
673             links.Update(usage, newLinkIndex, links.GetTarget(usage));
674         }
675     }
676 }
677 if (usagesAsTargetCount > 0)
678 {
679     links.Each(usagesFiller.AddFirstAndReturnConstant,
        ↪ usagesAsTargetQuery);
680     for (; i < usages.Length; i++)
681     {
682         var usage = usages[i];
683         if (!equalityComparer.Equals(usage, oldLinkIndex))
684         {
685             links.Update(usage, links.GetSource(usage), newLinkIndex);
686         }
687     }
688 }
689 ArrayPool.Free(usages);
690 }
691 }
692 }
693 return newLinkIndex;
694 }
695
696 /// <summary>
697 /// Replace one link with another (replaced link is deleted, children are updated or
        ↪ deleted).
698 /// </summary>
699 [MethodImpl(MethodImplOptions.AggressiveInlining)]
700 public static TLink MergeAndDelete<TLink>(this ILinks<TLink> links, TLink oldLinkIndex,
        ↪ TLink newLinkIndex)
701 {
702     var equalityComparer = EqualityComparer<TLink>.Default;
703     if (!equalityComparer.Equals(oldLinkIndex, newLinkIndex))
704     {
705         links.MergeUsages(oldLinkIndex, newLinkIndex);
706         links.Delete(oldLinkIndex);
707     }
708     return newLinkIndex;
709 }
710 }
711 }

```

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

```

1  using System.Collections.Generic;
2  using Platform.Interfaces;
3
4  namespace Platform.Data.Doublets.Incrementers
5  {
6      public class FrequencyIncrementer<TLink> : LinksOperatorBase<TLink>, IIncrementer<TLink>
7      {
8          private static readonly EqualityComparer<TLink> _equalityComparer =
            ↪ EqualityComparer<TLink>.Default;
9
10         private readonly TLink _frequencyMarker;
11         private readonly TLink _unaryOne;
12         private readonly IIncrementer<TLink> _unaryNumberIncrementer;
13
14         public FrequencyIncrementer(ILinks<TLink> links, TLink frequencyMarker, TLink unaryOne,
            ↪ IIncrementer<TLink> unaryNumberIncrementer)
            : base(links)
15         {
16             _frequencyMarker = frequencyMarker;
17             _unaryOne = unaryOne;
18             _unaryNumberIncrementer = unaryNumberIncrementer;
19         }
20
21         public TLink Increment(TLink frequency)
22         {
23             if (_equalityComparer.Equals(frequency, default))
24             {
25                 return Links.GetOrCreate(_unaryOne, _frequencyMarker);
26             }
27         }
28     }
29 }

```

```

27     }
28     var source = Links.GetSource(frequency);
29     var incrementedSource = _unaryNumberIncrementer.Increment(source);
30     return Links.GetOrCreate(incrementedSource, _frequencyMarker);
31 }
32 }
33 }

```

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

```

1 using System.Collections.Generic;
2 using Platform.Interfaces;
3
4 namespace Platform.Data.Doublets.Incrementers
5 {
6     public class UnaryNumberIncrementer<TLink> : LinksOperatorBase<TLink>, IIncrementer<TLink>
7     {
8         private static readonly EqualityComparer<TLink> _equalityComparer =
9             ↳ EqualityComparer<TLink>.Default;
10
11         private readonly TLink _unaryOne;
12
13         public UnaryNumberIncrementer(ILinks<TLink> links, TLink unaryOne) : base(links) =>
14             ↳ _unaryOne = unaryOne;
15
16         public TLink Increment(TLink unaryNumber)
17         {
18             if (_equalityComparer.Equals(unaryNumber, _unaryOne))
19             {
20                 return Links.GetOrCreate(_unaryOne, _unaryOne);
21             }
22             var source = Links.GetSource(unaryNumber);
23             var target = Links.GetTarget(unaryNumber);
24             if (_equalityComparer.Equals(source, target))
25             {
26                 return Links.GetOrCreate(unaryNumber, _unaryOne);
27             }
28             else
29             {
30                 return Links.GetOrCreate(source, Increment(target));
31             }
32         }
33     }
34 }

```

./Platform.Data.Doublets/ISynchronizedLinks.cs

```

1 using Platform.Data.Constants;
2
3 namespace Platform.Data.Doublets
4 {
5     public interface ISynchronizedLinks<TLink> : ISynchronizedLinks<TLink, ILinks<TLink>,
6         ↳ LinksCombinedConstants<TLink, TLink, int>>, ILinks<TLink>
7     {
8     }
9 }

```

./Platform.Data.Doublets/Link.cs

```

1 using System;
2 using System.Collections;
3 using System.Collections.Generic;
4 using Platform.Exceptions;
5 using Platform.Ranges;
6 using Platform.Singletons;
7 using Platform.Collections.Lists;
8 using Platform.Data.Constants;
9
10 namespace Platform.Data.Doublets
11 {
12     /// <summary>
13     /// Структура описывающая уникальную связь.
14     /// </summary>
15     public struct Link<TLink> : IEquatable<Link<TLink>>, IReadOnlyList<TLink>, IList<TLink>
16     {
17         public static readonly Link<TLink> Null = new Link<TLink>();
18
19         private static readonly LinksCombinedConstants<bool, TLink, int> _constants =
20             ↳ Default<LinksCombinedConstants<bool, TLink, int>>.Instance;
21         private static readonly EqualityComparer<TLink> _equalityComparer =
22             ↳ EqualityComparer<TLink>.Default;
23
24         private const int Length = 3;
25     }
26 }

```

```

23
24 public readonly TLink Index;
25 public readonly TLink Source;
26 public readonly TLink Target;
27
28 public Link(params TLink[] values)
29 {
30     Index = values.Length > _constants.IndexPart ? values[_constants.IndexPart] :
31         ↪ _constants.Null;
32     Source = values.Length > _constants.SourcePart ? values[_constants.SourcePart] :
33         ↪ _constants.Null;
34     Target = values.Length > _constants.TargetPart ? values[_constants.TargetPart] :
35         ↪ _constants.Null;
36 }
37
38 public Link(ICollection<TLink> values)
39 {
40     Index = values.Count > _constants.IndexPart ? values[_constants.IndexPart] :
41         ↪ _constants.Null;
42     Source = values.Count > _constants.SourcePart ? values[_constants.SourcePart] :
43         ↪ _constants.Null;
44     Target = values.Count > _constants.TargetPart ? values[_constants.TargetPart] :
45         ↪ _constants.Null;
46 }
47
48 public Link(TLink index, TLink source, TLink target)
49 {
50     Index = index;
51     Source = source;
52     Target = target;
53 }
54
55 public Link(TLink source, TLink target)
56 : this(_constants.Null, source, target)
57 {
58     Source = source;
59     Target = target;
60 }
61
62 public static Link<TLink> Create(TLink source, TLink target) => new Link<TLink>(source,
63     ↪ target);
64
65 public override int GetHashCode() => (Index, Source, Target).GetHashCode();
66
67 public bool IsNull() => _equalityComparer.Equals(Index, _constants.Null)
68     && _equalityComparer.Equals(Source, _constants.Null)
69     && _equalityComparer.Equals(Target, _constants.Null);
70
71 public override bool Equals(object other) => other is Link<TLink> &&
72     ↪ Equals((Link<TLink>)other);
73
74 public bool Equals(Link<TLink> other) => _equalityComparer.Equals(Index, other.Index)
75     && _equalityComparer.Equals(Source, other.Source)
76     && _equalityComparer.Equals(Target, other.Target);
77
78 public static string ToString(TLink index, TLink source, TLink target) => $"{index}:
79     ↪ {source}->{target}";
80
81 public static string ToString(TLink source, TLink target) => $"{source}->{target}";
82
83 public static implicit operator TLink[] (Link<TLink> link) => link.ToArray();
84
85 public static implicit operator Link<TLink>(TLink[] linkArray) => new
86     ↪ Link<TLink>(linkArray);
87
88 public override string ToString() => _equalityComparer.Equals(Index, _constants.Null) ?
89     ↪ ToString(Source, Target) : ToString(Index, Source, Target);
90
91 #region IList
92
93 public int Count => Length;
94
95 public bool IsReadOnly => true;
96
97 public TLink this[int index]
98 {
99     get
100     {
101         Ensure.Always.ArgumentInRange(index, new Range<int>(0, Length - 1),
102             ↪ 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     {
129         throw new InvalidOperationException();
130     }
131     array[arrayIndex++] = Index;
132     array[arrayIndex++] = Source;
133     array[arrayIndex] = Target;
134 }
135
136 public bool Remove(TLink item) => Throw.A.NotSupportedExceptionAndReturn<bool>();
137
138 public int IndexOf(TLink item)
139 {
140     if (_equalityComparer.Equals(Index, item))
141     {
142         return _constants.IndexPart;
143     }
144     if (_equalityComparer.Equals(Source, item))
145     {
146         return _constants.SourcePart;
147     }
148     if (_equalityComparer.Equals(Target, item))
149     {
150         return _constants.TargetPart;
151     }
152     return -1;
153 }
154
155 public void Insert(int index, TLink item) => throw new NotSupportedException();
156
157 public void RemoveAt(int index) => throw new NotSupportedException();
158
159 #endregion
160 }
161 }

```

./Platform.Data.Doublets/LinkExtensions.cs

```

1 namespace Platform.Data.Doublets
2 {
3     public static class LinkExtensions
4     {

```

```

5         public static bool IsFullPoint<TLink>(this Link<TLink> link) =>
        ↪ Point<TLink>.IsFullPoint(link);
6         public static bool IsPartialPoint<TLink>(this Link<TLink> link) =>
        ↪ Point<TLink>.IsPartialPoint(link);
7     }
8 }

```

./Platform.Data.Doublets/LinksOperatorBase.cs

```

1 namespace Platform.Data.Doublets
2 {
3     public abstract class LinksOperatorBase<TLink>
4     {
5         public ILinks<TLink> Links { get; }
6         protected LinksOperatorBase(ILinks<TLink> links) => Links = links;
7     }
8 }

```

./Platform.Data.Doublets/PropertyOperators/PropertiesOperator.cs

```

1 using System.Linq;
2 using System.Collections.Generic;
3 using Platform.Interfaces;
4
5 namespace Platform.Data.Doublets.PropertyOperators
6 {
7     public class PropertiesOperator<TLink> : LinksOperatorBase<TLink>,
8     ↪ IPropertiesOperator<TLink, TLink, TLink>
9     {
10         private static readonly EqualityComparer<TLink> _equalityComparer =
11         ↪ EqualityComparer<TLink>.Default;
12
13         public PropertiesOperator(ILinks<TLink> links) : base(links) { }
14
15         public TLink GetValue(TLink @object, TLink property)
16         {
17             var objectProperty = Links.SearchOrDefault(@object, property);
18             if (_equalityComparer.Equals(objectProperty, default))
19             {
20                 return default;
21             }
22             var valueLink = Links.All(Links.Constants.Any, objectProperty).SingleOrDefault();
23             if (valueLink == null)
24             {
25                 return default;
26             }
27             return Links.GetTarget(valueLink[Links.Constants.IndexPart]);
28         }
29
30         public void SetValue(TLink @object, TLink property, TLink value)
31         {
32             var objectProperty = Links.GetOrCreate(@object, property);
33             Links.DeleteMany(Links.AllIndices(Links.Constants.Any, objectProperty));
34             Links.GetOrCreate(objectProperty, value);
35         }
36     }
37 }

```

./Platform.Data.Doublets/PropertyOperators/PropertyOperator.cs

```

1 using System.Collections.Generic;
2 using Platform.Interfaces;
3
4 namespace Platform.Data.Doublets.PropertyOperators
5 {
6     public class PropertyOperator<TLink> : LinksOperatorBase<TLink>, IPropertyOperator<TLink,
7     ↪ TLink>
8     {
9         private static readonly EqualityComparer<TLink> _equalityComparer =
10         ↪ EqualityComparer<TLink>.Default;
11
12         private readonly TLink _propertyMarker;
13         private readonly TLink _propertyValueMarker;
14
15         public PropertyOperator(ILinks<TLink> links, TLink propertyMarker, TLink
16         ↪ propertyValueMarker) : base(links)
17         {
18             _propertyMarker = propertyMarker;
19             _propertyValueMarker = propertyValueMarker;
20         }
21
22         public TLink Get(TLink link)
23         {
24             var objectProperty = Links.GetOrCreate(link, _propertyMarker);
25             Links.DeleteMany(Links.AllIndices(Links.Constants.Any, objectProperty));
26             Links.GetOrCreate(objectProperty, _propertyValueMarker);
27         }
28     }
29 }

```

```

20     {
21         var property = Links.SearchOrDefault(link, _propertyMarker);
22         var container = GetContainer(property);
23         var value = GetValue(container);
24         return value;
25     }
26
27     private TLink GetContainer(TLink property)
28     {
29         var valueContainer = default(TLink);
30         if (_equalityComparer.Equals(property, default))
31         {
32             return valueContainer;
33         }
34         var constants = Links.Constants;
35         var countinueConstant = constants.Continue;
36         var breakConstant = constants.Break;
37         var anyConstant = constants.Any;
38         var query = new Link<TLink>(anyConstant, property, anyConstant);
39         Links.Each(candidate =>
40         {
41             var candidateTarget = Links.GetTarget(candidate);
42             var valueTarget = Links.GetTarget(candidateTarget);
43             if (_equalityComparer.Equals(valueTarget, _propertyValueMarker))
44             {
45                 valueContainer = Links.GetIndex(candidate);
46                 return breakConstant;
47             }
48             return countinueConstant;
49         }, query);
50         return valueContainer;
51     }
52
53     private TLink GetValue(TLink container) => _equalityComparer.Equals(container, default)
54     ↪ ? default : Links.GetTarget(container);
55
56     public void Set(TLink link, TLink value)
57     {
58         var property = Links.GetOrCreate(link, _propertyMarker);
59         var container = GetContainer(property);
60         if (_equalityComparer.Equals(container, default))
61         {
62             Links.GetOrCreate(property, value);
63         }
64         else
65         {
66             Links.Update(container, property, value);
67         }
68     }
69 }

```

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

```

1  using System;
2  using System.Collections.Generic;
3  using System.Runtime.CompilerServices;
4  using System.Runtime.InteropServices;
5  using Platform.Disposables;
6  using Platform.Singletons;
7  using Platform.Collections.Arrays;
8  using Platform.Numbers;
9  using Platform.Unsafe;
10 using Platform.Memory;
11 using Platform.Data.Exceptions;
12 using Platform.Data.Constants;
13 using static Platform.Numbers.Arithmetic;
14
15 #pragma warning disable 0649
16 #pragma warning disable 169
17 #pragma warning disable 618
18
19 // ReSharper disable StaticMemberInGenericType
20 // ReSharper disable BuiltInTypeReferenceStyle
21 // ReSharper disable MemberCanBePrivate.Local
22 // ReSharper disable UnusedMember.Local
23
24 namespace Platform.Data.Doublets.ResizableDirectMemory
25 {
26     public partial class ResizableDirectMemoryLinks<TLink> : DisposableBase, ILinks<TLink>
27     {

```

```

28 private static readonly EqualityComparer<TLink> _equalityComparer =
    ↳ EqualityComparer<TLink>.Default;
29 private static readonly Comparer<TLink> _comparer = Comparer<TLink>.Default;
30
31 /// <summary>Возвращает размер одной связи в байтах.</summary>
32 public static readonly int LinkSizeInBytes = Structure<Link>.Size;
33
34 public static readonly int LinkHeaderSizeInBytes = Structure<LinkHeader>.Size;
35
36 public static readonly long DefaultLinksSizeStep = LinkSizeInBytes * 1024 * 1024;
37
38 private struct Link
39 {
40     public static readonly int SourceOffset = Marshal.OffsetOf(typeof(Link),
        ↳ nameof(Source)).ToInt32();
41     public static readonly int TargetOffset = Marshal.OffsetOf(typeof(Link),
        ↳ nameof(Target)).ToInt32();
42     public static readonly int LeftAsSourceOffset = Marshal.OffsetOf(typeof(Link),
        ↳ nameof(LeftAsSource)).ToInt32();
43     public static readonly int RightAsSourceOffset = Marshal.OffsetOf(typeof(Link),
        ↳ nameof(RightAsSource)).ToInt32();
44     public static readonly int SizeAsSourceOffset = Marshal.OffsetOf(typeof(Link),
        ↳ nameof(SizeAsSource)).ToInt32();
45     public static readonly int LeftAsTargetOffset = Marshal.OffsetOf(typeof(Link),
        ↳ nameof(LeftAsTarget)).ToInt32();
46     public static readonly int RightAsTargetOffset = Marshal.OffsetOf(typeof(Link),
        ↳ nameof(RightAsTarget)).ToInt32();
47     public static readonly int SizeAsTargetOffset = Marshal.OffsetOf(typeof(Link),
        ↳ nameof(SizeAsTarget)).ToInt32();
48
49     public TLink Source;
50     public TLink Target;
51     public TLink LeftAsSource;
52     public TLink RightAsSource;
53     public TLink SizeAsSource;
54     public TLink LeftAsTarget;
55     public TLink RightAsTarget;
56     public TLink SizeAsTarget;
57
58     [MethodImpl(MethodImplOptions.AggressiveInlining)]
59     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 путь 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),
231                 ↪ _targetsTreeMethods.CountUsages(value));
232         }
233         else
234         {
235             if (!Exists(index))
236             {
237                 return Integer<TLink>.Zero;
238             }
239             if (_equalityComparer.Equals(value, Constants.Any))
240             {
241                 return Integer<TLink>.One;
242             }
243             var storedLinkValue = GetLinkUnsafe(index);
244             if (_equalityComparer.Equals(Link.GetSource(storedLinkValue), value) ||
245                 _equalityComparer.Equals(Link.GetTarget(storedLinkValue), value))
246             {
247                 return Integer<TLink>.One;
248             }
249             return Integer<TLink>.Zero;
250         }
251     }
252     if (restrictions.Count == 3)
253     {
254         var index = restrictions[Constants.IndexPart];
255         var source = restrictions[Constants.SourcePart];
256         var target = restrictions[Constants.TargetPart];
257         if (_equalityComparer.Equals(index, Constants.Any))
258         {
259             if (_equalityComparer.Equals(source, Constants.Any) &&
260                 ↪ _equalityComparer.Equals(target, Constants.Any))
261             {
262                 return Total;
263             }
264             else if (_equalityComparer.Equals(source, Constants.Any))
265             {
266                 return _targetsTreeMethods.CountUsages(target);
267             }
268             else if (_equalityComparer.Equals(target, Constants.Any))
269             {
270                 return _sourcesTreeMethods.CountUsages(source);
271             }
272             else //if(source != Any && target != Any)
273             {
274                 // Эквивалент Exists(source, target) => Count(Any, source, target) > 0
275                 var link = _sourcesTreeMethods.Search(source, target);
276                 return _equalityComparer.Equals(link, Constants.Null) ?
277                     ↪ Integer<TLink>.Zero : Integer<TLink>.One;
278             }
279         }
280         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         return Constants.Continue;
331     }
332     if (restrictions.Count == 1)
333     {
334         var index = restrictions[Constants.IndexPart];
335         if (_equalityComparer.Equals(index, Constants.Any))
336         {
337             return Each(handler, ArrayPool<TLink>.Empty);
338         }
339         if (!Exists(index))
340         {
341             return Constants.Continue;
342         }
343         return handler(GetLinkStruct(index));
344     }
345     if (restrictions.Count == 2)
346     {
347         var index = restrictions[Constants.IndexPart];
348         var value = restrictions[1];
349         if (_equalityComparer.Equals(index, Constants.Any))
350

```

```

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,
357         ↪ Constants.Any })), Constants.Break))
358     {
359         return Constants.Break;
360     }
361     return Each(handler, new[] { index, Constants.Any, value });
362 }
363 else
364 {
365     if (!Exists(index))
366     {
367         return Constants.Continue;
368     }
369     if (_equalityComparer.Equals(value, Constants.Any))
370     {
371         return handler(GetLinkStruct(index));
372     }
373     var storedLinkValue = GetLinkUnsafe(index);
374     if (_equalityComparer.Equals(Link.GetSource(storedLinkValue), value) ||
375         ↪ _equalityComparer.Equals(Link.GetTarget(storedLinkValue), value))
376     {
377         return handler(GetLinkStruct(index));
378     }
379     return Constants.Continue;
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) &&
389             ↪ _equalityComparer.Equals(target, Constants.Any))
390         {
391             return Each(handler, ArrayPool<TLink>.Empty);
392         }
393         else if (_equalityComparer.Equals(source, Constants.Any))
394         {
395             return _targetsTreeMethods.EachUsage(target, handler);
396         }
397         else if (_equalityComparer.Equals(target, Constants.Any))
398         {
399             return _sourcesTreeMethods.EachUsage(source, handler);
400         }
401         else //if(source != Any && target != Any)
402         {
403             var link = _sourcesTreeMethods.Search(source, target);
404             return _equalityComparer.Equals(link, Constants.Null) ?
405                 ↪ Constants.Continue : handler(GetLinkStruct(link));
406         }
407     }
408 }
409 else
410 {
411     if (!Exists(index))
412     {
413         return Constants.Continue;
414     }
415     if (_equalityComparer.Equals(source, Constants.Any) &&
416         ↪ _equalityComparer.Equals(target, Constants.Any))
417     {
418         return handler(GetLinkStruct(index));
419     }
420     var storedLinkValue = GetLinkUnsafe(index);
421     if (!_equalityComparer.Equals(source, Constants.Any) &&
422         ↪ !_equalityComparer.Equals(target, Constants.Any))
423     {
424         if (_equalityComparer.Equals(Link.GetSource(storedLinkValue), source) &&
425             ↪ _equalityComparer.Equals(Link.GetTarget(storedLinkValue), target))
426         {
427             return handler(GetLinkStruct(index));
428         }
429     }
430 }

```

```

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),
458             ↳ linkIndex);
459     }
460     if (!_equalityComparer.Equals(Link.GetTarget(link), Constants.Null))
461     {
462         _targetsTreeMethods.Detach(LinksHeader.GetFirstAsTargetPointer(_header),
463             ↳ linkIndex);
464     }
465     Link.SetSource(link, values[Constants.SourcePart]);
466     Link.SetTarget(link, values[Constants.TargetPart]);
467     if (!_equalityComparer.Equals(Link.GetSource(link), Constants.Null))
468     {
469         _sourcesTreeMethods.Attach(LinksHeader.GetFirstAsSourcePointer(_header),
470             ↳ linkIndex);
471     }
472     if (!_equalityComparer.Equals(Link.GetTarget(link), Constants.Null))
473     {
474         _targetsTreeMethods.Attach(LinksHeader.GetFirstAsTargetPointer(_header),
475             ↳ linkIndex);
476     }
477     return linkIndex;
478 }
479
480 [MethodImpl(MethodImplOptions.AggressiveInlining)]
481 public Link<TLink> GetLinkStruct(TLink linkIndex)
482 {
483     var link = GetLinkUnsafe(linkIndex);
484     return new Link<TLink>(linkIndex, Link.GetSource(link), Link.GetTarget(link));
485 }
486
487 [MethodImpl(MethodImplOptions.AggressiveInlining)]
488 private IntPtr GetLinkUnsafe(TLink linkIndex) => _links.GetElement(LinkSizeInBytes,
    ↳ linkIndex);
489
490 /// <remarks>
491 /// TODO: Возможно нужно будет заполнение нулями, если внешнее API ими не заполняет
    ↳ пространство
492 /// </remarks>
493 public TLink Create()
494 {
495     var freeLink = LinksHeader.GetFirstFreeLink(_header);
496     if (!_equalityComparer.Equals(freeLink, Constants.Null))

```

```

493     {
494         _unusedLinksListMethods.Detach(freeLink);
495     }
496     else
497     {
498         if (_comparer.Compare(LinksHeader.GetAllocatedLinks(_header),
499             ↪ Constants.MaxPossibleIndex) > 0)
500         {
501             throw new
502                 ↪ LinksLimitReachedException((Integer<TLink>)Constants.MaxPossibleIndex);
503         }
504         if (_comparer.Compare(LinksHeader.GetAllocatedLinks(_header),
505             ↪ Decrement(LinksHeader.GetReservedLinks(_header))) >= 0)
506         {
507             _memory.ReservedCapacity += _memory.ReservationStep;
508             SetPointers(_memory);
509             LinksHeader.SetReservedLinks(_header,
510                 ↪ (Integer<TLink>)(_memory.ReservedCapacity / LinkSizeInBytes));
511         }
512         LinksHeader.SetAllocatedLinks(_header,
513             ↪ Increment(LinksHeader.GetAllocatedLinks(_header)));
514         _memory.UsedCapacity += LinkSizeInBytes;
515         freeLink = LinksHeader.GetAllocatedLinks(_header);
516     }
517     return freeLink;
518 }
519
520 public void Delete(TLink link)
521 {
522     if (_comparer.Compare(link, LinksHeader.GetAllocatedLinks(_header)) < 0)
523     {
524         _unusedLinksListMethods.AttachAsFirst(link);
525     }
526     else if (_equalityComparer.Equals(link, LinksHeader.GetAllocatedLinks(_header)))
527     {
528         LinksHeader.SetAllocatedLinks(_header,
529             ↪ Decrement(LinksHeader.GetAllocatedLinks(_header)));
530         _memory.UsedCapacity -= LinkSizeInBytes;
531         // Убираем все связи, находящиеся в списке свободных в конце файла, до тех пор,
532         // пока не дойдём до первой существующей связи
533         // Позволяет оптимизировать количество выделенных связей (AllocatedLinks)
534         while ((_comparer.Compare(LinksHeader.GetAllocatedLinks(_header),
535             ↪ Integer<TLink>.Zero) > 0) &&
536             ↪ IsUnusedLink(LinksHeader.GetAllocatedLinks(_header)))
537         {
538             _unusedLinksListMethods.Detach(LinksHeader.GetAllocatedLinks(_header));
539             LinksHeader.SetAllocatedLinks(_header,
540                 ↪ Decrement(LinksHeader.GetAllocatedLinks(_header)));
541             _memory.UsedCapacity -= LinkSizeInBytes;
542         }
543     }
544 }
545
546 /// <remarks>
547 /// TODO: Возможно это должно быть событием, вызываемым из IMemory, в том случае, если
548 ↪ адрес реально поменялся
549 ///
550 /// Указатель this.links может быть в том же месте,
551 /// так как 0-я связь не используется и имеет такой же размер как Header,
552 /// поэтому header размещается в том же месте, что и 0-я связь
553 /// </remarks>
554 private void SetPointers(IDirectMemory memory)
555 {
556     if (memory == null)
557     {
558         _links = IntPtr.Zero;
559         _header = _links;
560         _unusedLinksListMethods = null;
561         _targetsTreeMethods = null;
562         _unusedLinksListMethods = null;
563     }
564     else
565     {
566         _links = memory.Pointer;
567         _header = _links;
568         _sourcesTreeMethods = new LinksSourcesTreeMethods(this);
569         _targetsTreeMethods = new LinksTargetsTreeMethods(this);
570         _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)),
573         ↪ Constants.Null)
574         && !_equalityComparer.Equals(Link.GetSource(GetLinkUnsafe(link)), Constants.Null));
575
576 #region DisposableBase
577
578 protected override bool AllowMultipleDisposeCalls => true;
579
580 protected override void Dispose(bool manual, bool wasDisposed)
581 {
582     if (!wasDisposed)
583     {
584         SetPointers(null);
585         _memory.DisposeIfPossible();
586     }
587 }
588
589 #endregion
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>
10          {
11              private readonly IntPtr _links;
12              private readonly IntPtr _header;
13
14              public UnusedLinksListMethods(IntPtr links, IntPtr header)
15              {
16                  _links = links;
17                  _header = header;
18              }
19
20              protected override TLink GetFirst() => (_header +
21                  ↪ LinksHeader.FirstFreeLinkOffset).GetValue<TLink>();
22
23              protected override TLink GetLast() => (_header +
24                  ↪ LinksHeader.LastFreeLinkOffset).GetValue<TLink>();
25
26              protected override TLink GetPrevious(TLink element) =>
27                  ↪ (_links.GetElement(LinkSizeInBytes, element) +
28                  ↪ Link.SourceOffset).GetValue<TLink>();
29
30              protected override TLink GetNext(TLink element) =>
31                  ↪ (_links.GetElement(LinkSizeInBytes, element) +
32                  ↪ Link.TargetOffset).GetValue<TLink>();
33
34              protected override TLink GetSize() => (_header +
35                  ↪ LinksHeader.FreeLinksOffset).GetValue<TLink>();
36
37              protected override void SetFirst(TLink element) => (_header +
38                  ↪ LinksHeader.FirstFreeLinkOffset).SetValue(element);
39
40              protected override void SetLast(TLink element) => (_header +
41                  ↪ LinksHeader.LastFreeLinkOffset).SetValue(element);
42
43              protected override void SetPrevious(TLink element, TLink previous) =>
44                  ↪ (_links.GetElement(LinkSizeInBytes, element) +
45                  ↪ Link.SourceOffset).SetValue(previous);

```



```

35
36     protected override void SetNext(TLink element, TLink next) =>
        ↳ (_links.GetElement(LinkSizeInBytes, element) + Link.TargetOffset).SetValue(next);
37
38     protected override void SetSize(TLink size) => (_header +
        ↳ LinksHeader.FreeLinksOffset).SetValue(size);
39
40     }
41 }

```

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

```

1  using System;
2  using System.Text;
3  using System.Collections.Generic;
4  using System.Runtime.CompilerServices;
5  using Platform.Numbers;
6  using Platform.Unsafe;
7  using Platform.Collections.Methods.Trees;
8  using Platform.Data.Constants;
9
10 namespace Platform.Data.Doublets.ResizableDirectMemory
11 {
12     partial class ResizableDirectMemoryLinks<TLink>
13     {
14         private abstract class LinksTreeMethodsBase :
15             ↳ SizedAndThreadedAVLBalancedTreeMethods<TLink>
16         {
17             private readonly ResizableDirectMemoryLinks<TLink> _memory;
18             private readonly LinksCombinedConstants<TLink, TLink, int> _constants;
19             protected readonly IntPtr Links;
20             protected readonly IntPtr Header;
21
22             LinksTreeMethodsBase(ResizableDirectMemoryLinks<TLink> memory)
23             {
24                 Links = memory._links;
25                 Header = memory._header;
26                 _memory = memory;
27                 _constants = memory.Constants;
28
29                 [MethodImpl(MethodImplOptions.AggressiveInlining)]
30                 protected abstract TLink GetTreeRoot();
31
32                 [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
61                             ↳ structure broken)
62                     }
63                 }
64
65                 // TODO: Return indices range instead of references count
66                 public TLink CountUsages(TLink link)
67                 {
68                     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             root = GetRightOrDefault(root);
96         }
97     }
98     return Subtract(Subtract(total, totalRightIgnore), totalLeftIgnore);
99 }
100
101 public TLink EachUsage(TLink link, Func<IList<TLink>, TLink> handler)
102 {
103     var root = GetTreeRoot();
104     if (EqualToZero(root))
105     {
106         return _constants.Continue;
107     }
108     TLink first = GetZero(), current = root;
109     while (!EqualToZero(current))
110     {
111         var @base = GetBasePartValue(current);
112         if (GreaterOrEqualThan(@base, link))
113         {
114             if (IsEquals(@base, link))
115             {
116                 first = current;
117             }
118             current = GetLeftOrDefault(current);
119         }
120         else
121         {
122             current = GetRightOrDefault(current);
123         }
124     }
125     if (!EqualToZero(first))
126     {
127         current = first;
128         while (true)
129         {
130             if (IsEquals(handler(_memory.GetLinkStruct(current)), _constants.Break))
131             {
132                 return _constants.Break;
133             }
134             current = GetNext(current);
135             if (EqualToZero(current) || !IsEquals(GetBasePartValue(current), link))
136             {
137                 break;
138             }
139         }
140     }
141     return _constants.Continue;
142 }
143
144 protected override void PrintNodeValue(TLink node, StringBuilder sb)
145 {
146

```

```

147         sb.Append(' ');
148         sb.Append((Links.GetElement(LinkSizeInBytes, node) +
149             ↳ Link.SourceOffset).GetValue<TLink>());
150         sb.Append('-');
151         sb.Append('>');
152         sb.Append((Links.GetElement(LinkSizeInBytes, node) +
153             ↳ Link.TargetOffset).GetValue<TLink>());
154     }
155 }
156
157 private class LinksSourcesTreeMethods : LinksTreeMethodsBase
158 {
159     public LinksSourcesTreeMethods(ResizableDirectMemoryLinks<TLink> memory)
160         : base(memory)
161     {
162     }
163
164     protected override IntPtr GetLeftPointer(TLink node) =>
165         ↳ Links.GetElement(LinkSizeInBytes, node) + Link.LeftAsSourceOffset;
166
167     protected override IntPtr GetRightPointer(TLink node) =>
168         ↳ Links.GetElement(LinkSizeInBytes, node) + Link.RightAsSourceOffset;
169
170     protected override TLink GetLeftValue(TLink node) =>
171         ↳ (Links.GetElement(LinkSizeInBytes, node) +
172         ↳ Link.LeftAsSourceOffset).GetValue<TLink>();
173
174     protected override TLink GetRightValue(TLink node) =>
175         ↳ (Links.GetElement(LinkSizeInBytes, node) +
176         ↳ Link.RightAsSourceOffset).GetValue<TLink>();
177
178     protected override TLink GetSize(TLink node)
179     {
180         var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
181             ↳ Link.SizeAsSourceOffset).GetValue<TLink>();
182         return Bit.PartialRead(previousValue, 5, -5);
183     }
184
185     protected override void SetLeft(TLink node, TLink left) =>
186         ↳ (Links.GetElement(LinkSizeInBytes, node) +
187         ↳ Link.LeftAsSourceOffset).SetValue(left);
188
189     protected override void SetRight(TLink node, TLink right) =>
190         ↳ (Links.GetElement(LinkSizeInBytes, node) +
191         ↳ Link.RightAsSourceOffset).SetValue(right);
192
193     protected override void SetSize(TLink node, TLink size)
194     {
195         var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
196             ↳ Link.SizeAsSourceOffset).GetValue<TLink>();
197         (Links.GetElement(LinkSizeInBytes, node) +
198             ↳ Link.SizeAsSourceOffset).SetValue(Bit.PartialWrite(previousValue, size, 5,
199             ↳ -5));
200     }
201
202     protected override bool GetLeftIsChild(TLink node)
203     {
204         var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
205             ↳ Link.SizeAsSourceOffset).GetValue<TLink>();
206         return (Integer<TLink>)Bit.PartialRead(previousValue, 4, 1);
207     }
208
209     protected override void SetLeftIsChild(TLink node, bool value)
210     {
211         var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
212             ↳ Link.SizeAsSourceOffset).GetValue<TLink>();
213         var modified = Bit.PartialWrite(previousValue, (TLink)(Integer<TLink>)value, 4,
214             ↳ 1);
215         (Links.GetElement(LinkSizeInBytes, node) +
216             ↳ Link.SizeAsSourceOffset).SetValue(modified);
217     }
218
219     protected override bool GetRightIsChild(TLink node)
220     {
221         var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
222             ↳ Link.SizeAsSourceOffset).GetValue<TLink>();
223         return (Integer<TLink>)Bit.PartialRead(previousValue, 3, 1);
224     }
225 }

```

```

203 }
204
205 protected override void SetRightIsChild(TLink node, bool value)
206 {
207     var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
208         ↪ Link.SizeAsSourceOffset).GetValue<TLink>();
209     var modified = Bit.PartialWrite(previousValue, (TLink)(Integer<TLink>)value, 3,
210         ↪ 1);
211     (Links.GetElement(LinkSizeInBytes, node) +
212         ↪ Link.SizeAsSourceOffset).SetValue(modified);
213 }
214
215 protected override sbyte GetBalance(TLink node)
216 {
217     var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
218         ↪ Link.SizeAsSourceOffset).GetValue<TLink>();
219     var value = (ulong)(Integer<TLink>)Bit.PartialRead(previousValue, 0, 3);
220     var unpackedValue = (sbyte)((value & 4) > 0 ? ((value & 4) << 5) | value & 3 |
221         ↪ 124 : value & 3);
222     return unpackedValue;
223 }
224
225 protected override void SetBalance(TLink node, sbyte value)
226 {
227     var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
228         ↪ Link.SizeAsSourceOffset).GetValue<TLink>();
229     var packagedValue = (TLink)(Integer<TLink>)(((byte)value >> 5) & 4) | value &
230         ↪ 3);
231     var modified = Bit.PartialWrite(previousValue, packagedValue, 0, 3);
232     (Links.GetElement(LinkSizeInBytes, node) +
233         ↪ Link.SizeAsSourceOffset).SetValue(modified);
234 }
235
236 protected override bool FirstIsToTheLeftOfSecond(TLink first, TLink second)
237 {
238     var firstSource = (Links.GetElement(LinkSizeInBytes, first) +
239         ↪ Link.SourceOffset).GetValue<TLink>();
240     var secondSource = (Links.GetElement(LinkSizeInBytes, second) +
241         ↪ Link.SourceOffset).GetValue<TLink>();
242     return LessThan(firstSource, secondSource) ||
243         (IsEquals(firstSource, secondSource) &&
244         ↪ LessThan((Links.GetElement(LinkSizeInBytes, first) +
245         ↪ Link.TargetOffset).GetValue<TLink>(),
246         ↪ (Links.GetElement(LinkSizeInBytes, second) +
247         ↪ Link.TargetOffset).GetValue<TLink>()));
248 }
249
250 protected override bool FirstIsToTheRightOfSecond(TLink first, TLink second)
251 {
252     var firstSource = (Links.GetElement(LinkSizeInBytes, first) +
253         ↪ Link.SourceOffset).GetValue<TLink>();
254     var secondSource = (Links.GetElement(LinkSizeInBytes, second) +
255         ↪ Link.SourceOffset).GetValue<TLink>();
256     return GreaterThan(firstSource, secondSource) ||
257         (IsEquals(firstSource, secondSource) &&
258         ↪ GreaterThan((Links.GetElement(LinkSizeInBytes, first) +
259         ↪ Link.TargetOffset).GetValue<TLink>(),
260         ↪ (Links.GetElement(LinkSizeInBytes, second) +
261         ↪ Link.TargetOffset).GetValue<TLink>()));
262 }
263
264 protected override TLink GetTreeRoot() => (Header +
265     ↪ LinksHeader.FirstAsSourceOffset).GetValue<TLink>();
266
267 protected override TLink GetBasePartValue(TLink link) =>
268     ↪ (Links.GetElement(LinkSizeInBytes, link) + Link.SourceOffset).GetValue<TLink>();
269
270 /// <summary>
271 /// Выполняет поиск и возвращает индекс связи с указанными Source (началом) и Target
272     ↪ (концом)
273 /// по дереву (индексу) связей, отсортированному по Source, а затем по Target.
274 /// </summary>
275 /// <param name="source">Индекс связи, которая является началом на искомой
276     ↪ связи.</param>
277 /// <param name="target">Индекс связи, которая является концом на искомой
278     ↪ 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) +
261                 ↪ Link.SourceOffset).GetValue<TLink>();
262             var rootTarget = (Links.GetElement(LinkSizeInBytes, root) +
263                 ↪ Link.TargetOffset).GetValue<TLink>();
264             if (FirstIsToTheLeftOfSecond(source, target, rootSource, rootTarget)) //
265                 ↪ node.Key < root.Key
266             {
267                 root = GetLeftOrDefault(root);
268             }
269             else if (FirstIsToTheRightOfSecond(source, target, rootSource, rootTarget))
270                 ↪ // node.Key > root.Key
271             {
272                 root = GetRightOrDefault(root);
273             }
274             else // node.Key == root.Key
275             {
276                 return root;
277             }
278         }
279         return GetZero();
280     }
281
282     [MethodImpl(MethodImplOptions.AggressiveInlining)]
283     private bool FirstIsToTheLeftOfSecond(TLink firstSource, TLink firstTarget, TLink
284         ↪ secondSource, TLink secondTarget) => LessThan(firstSource, secondSource) ||
285         ↪ (IsEquals(firstSource, secondSource) && LessThan(firstTarget, secondTarget));
286
287     [MethodImpl(MethodImplOptions.AggressiveInlining)]
288     private bool FirstIsToTheRightOfSecond(TLink firstSource, TLink firstTarget, TLink
289         ↪ secondSource, TLink secondTarget) => GreaterThan(firstSource, secondSource) ||
290         ↪ (IsEquals(firstSource, secondSource) && GreaterThan(firstTarget, secondTarget));
291 }
292
293 private class LinksTargetsTreeMethods : LinksTreeMethodsBase
294 {
295     public LinksTargetsTreeMethods(ResizableDirectMemoryLinks<TLink> memory)
296         : base(memory)
297     {
298     }
299
300     protected override IntPtr GetLeftPointer(TLink node) =>
301         ↪ Links.GetElement(LinkSizeInBytes, node) + Link.LeftAsTargetOffset;
302
303     protected override IntPtr GetRightPointer(TLink node) =>
304         ↪ Links.GetElement(LinkSizeInBytes, node) + Link.RightAsTargetOffset;
305
306     protected override TLink GetLeftValue(TLink node) =>
307         ↪ (Links.GetElement(LinkSizeInBytes, node) +
308         ↪ Link.LeftAsTargetOffset).GetValue<TLink>();
309
310     protected override TLink GetRightValue(TLink node) =>
311         ↪ (Links.GetElement(LinkSizeInBytes, node) +
312         ↪ Link.RightAsTargetOffset).GetValue<TLink>();
313
314     protected override TLink GetSize(TLink node)
315     {
316         var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
317             ↪ Link.SizeAsTargetOffset).GetValue<TLink>();
318         return Bit.PartialRead(previousValue, 5, -5);
319     }
320
321     protected override void SetLeft(TLink node, TLink left) =>
322         ↪ (Links.GetElement(LinkSizeInBytes, node) +
323         ↪ Link.LeftAsTargetOffset).SetValue(left);
324
325     protected override void SetRight(TLink node, TLink right) =>
326         ↪ (Links.GetElement(LinkSizeInBytes, node) +
327         ↪ Link.RightAsTargetOffset).SetValue(right);
328
329     protected override void SetSize(TLink node, TLink size)
330     {
331     }

```

```

312     var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
313         ↪ Link.SizeAsTargetOffset).GetValue<TLink>();
314     (Links.GetElement(LinkSizeInBytes, node) +
315         ↪ Link.SizeAsTargetOffset).SetValue(Bit.PartialWrite(previousValue, size, 5,
316         ↪ -5));
317 }
318
319 protected override bool GetLeftIsChild(TLink node)
320 {
321     var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
322         ↪ Link.SizeAsTargetOffset).GetValue<TLink>();
323     return (Integer<TLink>)Bit.PartialRead(previousValue, 4, 1);
324 }
325
326 protected override void SetLeftIsChild(TLink node, bool value)
327 {
328     var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
329         ↪ Link.SizeAsTargetOffset).GetValue<TLink>();
330     var modified = Bit.PartialWrite(previousValue, (TLink)(Integer<TLink>)value, 4,
331         ↪ 1);
332     (Links.GetElement(LinkSizeInBytes, node) +
333         ↪ Link.SizeAsTargetOffset).SetValue(modified);
334 }
335
336 protected override bool GetRightIsChild(TLink node)
337 {
338     var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
339         ↪ Link.SizeAsTargetOffset).GetValue<TLink>();
340     return (Integer<TLink>)Bit.PartialRead(previousValue, 3, 1);
341 }
342
343 protected override void SetRightIsChild(TLink node, bool value)
344 {
345     var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
346         ↪ Link.SizeAsTargetOffset).GetValue<TLink>();
347     var modified = Bit.PartialWrite(previousValue, (TLink)(Integer<TLink>)value, 3,
348         ↪ 1);
349     (Links.GetElement(LinkSizeInBytes, node) +
350         ↪ Link.SizeAsTargetOffset).SetValue(modified);
351 }
352
353 protected override sbyte GetBalance(TLink node)
354 {
355     var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
356         ↪ Link.SizeAsTargetOffset).GetValue<TLink>();
357     var value = (ulong)(Integer<TLink>)Bit.PartialRead(previousValue, 0, 3);
358     var unpackedValue = (sbyte)((value & 4) > 0 ? ((value & 4) << 5) | value & 3 |
359         ↪ 124 : value & 3);
360     return unpackedValue;
361 }
362
363 protected override void SetBalance(TLink node, sbyte value)
364 {
365     var previousValue = (Links.GetElement(LinkSizeInBytes, node) +
366         ↪ Link.SizeAsTargetOffset).GetValue<TLink>();
367     var packagedValue = (TLink)(Integer<TLink>)((((byte)value >> 5) & 4) | value &
368         ↪ 3);
369     var modified = Bit.PartialWrite(previousValue, packagedValue, 0, 3);
370     (Links.GetElement(LinkSizeInBytes, node) +
371         ↪ Link.SizeAsTargetOffset).SetValue(modified);
372 }
373
374 protected override bool FirstIsToTheLeftOfSecond(TLink first, TLink second)
375 {
376     var firstTarget = (Links.GetElement(LinkSizeInBytes, first) +
377         ↪ Link.TargetOffset).GetValue<TLink>();
378     var secondTarget = (Links.GetElement(LinkSizeInBytes, second) +
379         ↪ Link.TargetOffset).GetValue<TLink>();
380     return LessThan(firstTarget, secondTarget) ||
381         (IsEquals(firstTarget, secondTarget) &&
382         ↪ LessThan((Links.GetElement(LinkSizeInBytes, first) +
383         ↪ Link.SourceOffset).GetValue<TLink>(),
384         ↪ (Links.GetElement(LinkSizeInBytes, second) +
385         ↪ Link.SourceOffset).GetValue<TLink>()));
386 }
387
388 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 рекомендуется 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,
67   ↳ нужно использовать не список а дерево, так как так можно быстрее проверить на
68   ↳ наличие связи внутри
69 private UnusedLinksListMethods _unusedLinksListMethods;
70
71 /// <summary>
72 /// Возвращает общее число связей находящихся в хранилище.
73 /// </summary>
74 private id Total => _header->AllocatedLinks - _header->FreeLinks;
75
76 // TODO: Дать возможность переопределять в конструкторе
77 public LinksCombinedConstants<id, id, int> Constants { get; }
78
79 public UInt64ResizableDirectMemoryLinks(string address) : this(address,
80   ↳ DefaultLinksSizeStep) { }
81
82 /// <summary>
83 /// Создаёт экземпляр базы данных Links в файле по указанному адресу, с указанным
84   ↳ минимальным шагом расширения базы данных.
85 /// </summary>
86 /// <param name="address">Полный путь к файлу базы данных.</param>
87 /// <param name="memoryReservationStep">Минимальный шаг расширения базы данных в
88   ↳ байтах.</param>
89 public UInt64ResizableDirectMemoryLinks(string address, long memoryReservationStep) :
90   ↳ this(new FileMappedResizableDirectMemory(address, memoryReservationStep),
91   ↳ memoryReservationStep) { }
92
93 public UInt64ResizableDirectMemoryLinks(IResizableDirectMemory memory) : this(memory,
94   ↳ DefaultLinksSizeStep) { }
95
96 public UInt64ResizableDirectMemoryLinks(IResizableDirectMemory memory, long
97   ↳ memoryReservationStep)
98 {
99     Constants = Default<LinksCombinedConstants<id, id, int>>.Instance;
100     _memory = memory;
101     _memoryReservationStep = memoryReservationStep;
102     if (memory.ReservedCapacity < memoryReservationStep)
103     {
104         memory.ReservedCapacity = memoryReservationStep;
105     }
106     SetPointers(_memory);
107     // Гарантия корректности _memory.UsedCapacity относительно _header->AllocatedLinks
108     _memory.UsedCapacity = ((long)_header->AllocatedLinks * sizeof(Link)) +
109   ↳ sizeof(LinksHeader);
110     // Гарантия корректности _header->ReservedLinks относительно _memory.ReservedCapacity
111     _header->ReservedLinks = (id)((_memory.ReservedCapacity - sizeof(LinksHeader)) /
112   ↳ sizeof(Link));
113 }
114
115 [MethodImpl(MethodImplOptions.AggressiveInlining)]
116 public id Count(IList<id> restrictions)
117 {
118     // Если нет ограничений, тогда возвращаем общее число связей находящихся в хранилище.
119     if (restrictions.Count == 0)
120     {
121         return Total;
122     }
123     if (restrictions.Count == 1)
124     {
125         var index = restrictions[Constants.IndexPart];
126         if (index == Constants.Any)
127         {
128             return Total;
129         }
130         return Exists(index) ? 1UL : 0UL;
131     }
132     if (restrictions.Count == 2)
133     {
134         var index = restrictions[Constants.IndexPart];
135         var value = restrictions[1];
136         if (index == Constants.Any)
137         {

```



```

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         }
168         else if (target == Constants.Any)
169         {
170             return _sourcesTreeMethods.CountUsages(source);
171         }
172         else //if(source != Any && target != Any)
173         {
174             // Эквивалент Exists(source, target) => Count(Any, source, target) > 0
175             var link = _sourcesTreeMethods.Search(source, target);
176             return link == Constants.Null ? OUL : 1UL;
177         }
178     }
179     else
180     {
181         if (!Exists(index))
182         {
183             return 0;
184         }
185         if (source == Constants.Any && target == Constants.Any)
186         {
187             return 1;
188         }
189         var storedLinkValue = GetLinkUnsafe(index);
190         if (source != Constants.Any && target != Constants.Any)
191         {
192             if (storedLinkValue->Source == source &&
193                 storedLinkValue->Target == target)
194             {
195                 return 1;
196             }
197             return 0;
198         }
199         var value = default(id);
200         if (source == Constants.Any)
201         {
202             value = target;
203         }
204         if (target == Constants.Any)
205         {

```

```

206         value = source;
207     }
208     if (storedLinkValue->Source == value ||
209         storedLinkValue->Target == value)
210     {
211         return 1;
212     }
213     return 0;
214 }
215 }
216 throw new NotSupportedException("Другие размеры и способы ограничений не
    ↳ поддерживаются.");
217 }
218
219 [MethodImpl(MethodImplOptions.AggressiveInlining)]
220 public id Each(Func<IList<id>, id> handler, IList<id> restrictions)
221 {
222     if (restrictions.Count == 0)
223     {
224         for (id link = 1; link <= _header->AllocatedLinks; link++)
225         {
226             if (Exists(link))
227             {
228                 if (handler(GetLinkStruct(link)) == Constants.Break)
229                 {
230                     return Constants.Break;
231                 }
232             }
233         }
234         return Constants.Continue;
235     }
236     if (restrictions.Count == 1)
237     {
238         var index = restrictions[Constants.IndexPart];
239         if (index == Constants.Any)
240         {
241             return Each(handler, ArrayPool<ulong>.Empty);
242         }
243         if (!Exists(index))
244         {
245             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     }

```

```

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 :
307                     ↪ handler(GetLinkStruct(link));
308             }
309         }
310         else
311         {
312             if (!Exists(index))
313             {
314                 return Constants.Continue;
315             }
316             if (source == Constants.Any && target == Constants.Any)
317             {
318                 return handler(GetLinkStruct(index));
319             }
320             var storedLinkValue = GetLinkUnsafe(index);
321             if (source != Constants.Any && target != Constants.Any)
322             {
323                 if (storedLinkValue->Source == source &&
324                     storedLinkValue->Target == target)
325                 {
326                     return handler(GetLinkStruct(index));
327                 }
328                 return Constants.Continue;
329             }
330             var value = default(id);
331             if (source == Constants.Any)
332             {
333                 value = target;
334             }
335             if (target == Constants.Any)
336             {
337                 value = source;
338             }
339             if (storedLinkValue->Source == value ||
340                 storedLinkValue->Target == value)
341             {
342                 return handler(GetLinkStruct(index));
343             }
344             return Constants.Continue;
345         }
346     }
347     throw new NotSupportedException("Другие размеры и способы ограничений не
348         ↪ поддерживаются.");
349 }
350
351 /// <remarks>
352 /// TODO: Возможно можно перемещать значения, если указан индекс, но значение существует
353 /// ↪ в другом месте (но не в менеджере памяти, а в логике Links)
354 /// </remarks>
355 [MethodImpl(MethodImplOptions.AggressiveInlining)]
356 public id Update(IList<id> values)
357 {
358     var linkIndex = values[Constants.IndexPart];
359     var link = GetLinkUnsafe(linkIndex);

```

```

357 // Будет корректно работать только в том случае, если пространство выделенной связи
358 ↪ предварительно заполнено нулями
359 if (link->Source != Constants.Null)
360 {
361     _sourcesTreeMethods.Detach(new IntPtr(&_header->FirstAsSource), linkIndex);
362 }
363 if (link->Target != Constants.Null)
364 {
365     _targetsTreeMethods.Detach(new IntPtr(&_header->FirstAsTarget), linkIndex);
366 }
367 #if ENABLE_TREE_AUTO_DEBUG_AND_VALIDATION
368 var leftTreeSize = _sourcesTreeMethods.GetSize(new IntPtr(&_header->FirstAsSource));
369 var rightTreeSize = _targetsTreeMethods.GetSize(new IntPtr(&_header->FirstAsTarget));
370 if (leftTreeSize != rightTreeSize)
371 {
372     throw new Exception("One of the trees is broken.");
373 }
374 #endif
375 link->Source = values[Constants.SourcePart];
376 link->Target = values[Constants.TargetPart];
377 if (link->Source != Constants.Null)
378 {
379     _sourcesTreeMethods.Attach(new IntPtr(&_header->FirstAsSource), linkIndex);
380 }
381 if (link->Target != Constants.Null)
382 {
383     _targetsTreeMethods.Attach(new IntPtr(&_header->FirstAsTarget), linkIndex);
384 }
385 #if ENABLE_TREE_AUTO_DEBUG_AND_VALIDATION
386 leftTreeSize = _sourcesTreeMethods.GetSize(new IntPtr(&_header->FirstAsSource));
387 rightTreeSize = _targetsTreeMethods.GetSize(new IntPtr(&_header->FirstAsTarget));
388 if (leftTreeSize != rightTreeSize)
389 {
390     throw new Exception("One of the trees is broken.");
391 }
392 #endif
393 return linkIndex;
394 }
395 [MethodImpl(MethodImplOptions.AggressiveInlining)]
396 private IList<id> GetLinkStruct(id linkIndex)
397 {
398     var link = GetLinkUnsafe(linkIndex);
399     return new UInt64Link(linkIndex, link->Source, link->Target);
400 }
401 [MethodImpl(MethodImplOptions.AggressiveInlining)]
402 private Link* GetLinkUnsafe(id linkIndex) => &_amp;links[linkIndex];
403
404 /// <remarks>
405 /// TODO: Возможно нужно будет заполнение нулями, если внешнее API ими не заполняет
406 ↪ 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 += _memory.ReservationStep;
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,
445         //   ↳ пока не дойдём до первой существующей связи
446         // Позволяет оптимизировать количество выделенных связей (AllocatedLinks)
447         while (_header->AllocatedLinks > 0 && IsUnusedLink(_header->AllocatedLinks))
448         {
449             _unusedLinksListMethods.Detach(_header->AllocatedLinks);
450             _header->AllocatedLinks--;
451             _memory.UsedCapacity -= sizeof(Link);
452         }
453     }
454 }
455
456 /// <remarks>
457 /// TODO: Возможно это должно быть событием, вызываемым из IMemory, в том случае, если
458 ///   ↳ адрес реально поменялся
459 ///
460 /// Указатель this.links может быть в том же месте,
461 /// так как 0-я связь не используется и имеет такой же размер как Header,
462 /// поэтому header размещается в том же месте, что и 0-я связь
463 /// </remarks>
464 private void SetPointers(IResizableDirectMemory memory)
465 {
466     if (memory == null)
467     {
468         _header = null;
469         _links = null;
470         _unusedLinksListMethods = null;
471         _targetsTreeMethods = null;
472         _unusedLinksListMethods = null;
473     }
474     else
475     {
476         _header = (LinksHeader*)(void*)memory.Pointer;
477         _links = (Link*)(void*)memory.Pointer;
478         _sourcesTreeMethods = new LinksSourcesTreeMethods(this);
479         _targetsTreeMethods = new LinksTargetsTreeMethods(this);
480         _unusedLinksListMethods = new UnusedLinksListMethods(_links, _header);
481     }
482 }
483
484 [MethodImpl(MethodImplOptions.AggressiveInlining)]
485 private bool Exists(id link) => link >= Constants.MinPossibleIndex && link <=
486   ↳ _header->AllocatedLinks && !IsUnusedLink(link);
487
488 [MethodImpl(MethodImplOptions.AggressiveInlining)]
489 private bool IsUnusedLink(id link) => _header->FirstFreeLink == link
490   || (_links[link].SizeAsSource == Constants.Null &&
491   ↳ _links[link].Source != Constants.Null);
492
493 #region Disposable
494
495 protected override bool AllowMultipleDisposeCalls => true;
496
497 protected override void Dispose(bool manual, bool wasDisposed)
498 {
499     if (!wasDisposed)
500     {
501         SetPointers(null);
502         _memory.DisposeIfPossible();
503     }
504 }
505
506 #endregion
507 }
508

```

```

3 namespace Platform.Data.Doublets.ResizableDirectMemory
4 {
5     unsafe partial class UInt64ResizableDirectMemoryLinks
6     {
7         private class UnusedLinksListMethods : CircularDoublyLinkedListMethods<ulong>
8         {
9             private readonly Link* _links;
10            private readonly LinksHeader* _header;
11
12            public UnusedLinksListMethods(Link* links, LinksHeader* header)
13            {
14                _links = links;
15                _header = header;
16            }
17
18            protected override ulong GetFirst() => _header->FirstFreeLink;
19
20            protected override ulong GetLast() => _header->LastFreeLink;
21
22            protected override ulong GetPrevious(ulong element) => _links[element].Source;
23
24            protected override ulong GetNext(ulong element) => _links[element].Target;
25
26            protected override ulong GetSize() => _header->FreeLinks;
27
28            protected override void SetFirst(ulong element) => _header->FirstFreeLink = element;
29
30            protected override void SetLast(ulong element) => _header->LastFreeLink = element;
31
32            protected override void SetPrevious(ulong element, ulong previous) =>
33                ↪ _links[element].Source = previous;
34
35            protected override void SetNext(ulong element, ulong next) => _links[element].Target
36                ↪ = next;
37
38            protected override void SetSize(ulong size) => _header->FreeLinks = size;
39        }
40    }
41 }

```

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

```

1 using System;
2 using System.Collections.Generic;
3 using System.Runtime.CompilerServices;
4 using System.Text;
5 using Platform.Collections.Methods.Trees;
6 using Platform.Data.Constants;
7
8 namespace Platform.Data.Doublets.ResizableDirectMemory
9 {
10     unsafe partial class UInt64ResizableDirectMemoryLinks
11     {
12         private abstract class LinksTreeMethodsBase :
13             ↪ SizedAndThreadedAVLBalancedTreeMethods<ulong>
14         {
15             private readonly UInt64ResizableDirectMemoryLinks _memory;
16             private readonly LinksCombinedConstants<ulong, ulong, int> _constants;
17             protected readonly Link* Links;
18             protected readonly LinksHeader* Header;
19
20             protected LinksTreeMethodsBase(UInt64ResizableDirectMemoryLinks memory)
21             {
22                 Links = memory._links;
23                 Header = memory._header;
24                 _memory = memory;
25                 _constants = memory.Constants;
26             }
27
28             [MethodImpl(MethodImplOptions.AggressiveInlining)]
29             protected abstract ulong GetTreeRoot();
30
31             [MethodImpl(MethodImplOptions.AggressiveInlining)]
32             protected abstract ulong GetBasePartValue(ulong link);
33
34             public ulong this[ulong index]
35             {
36                 get
37                 {
38                     var root = GetTreeRoot();
39                     if (index >= GetSize(root))
40                     {

```

```

40         return 0;
41     }
42     while (root != 0)
43     {
44         var left = GetLeftOrDefault(root);
45         var leftSize = GetSizeOrZero(left);
46         if (index < leftSize)
47         {
48             root = left;
49             continue;
50         }
51         if (index == leftSize)
52         {
53             return root;
54         }
55         root = GetRightOrDefault(root);
56         index -= leftSize + 1;
57     }
58     return 0; // TODO: Impossible situation exception (only if tree structure
59     ↪ broken)
60 }
61
62 // TODO: Return indices range instead of references count
63 public ulong CountUsages(ulong link)
64 {
65     var root = GetTreeRoot();
66     var total = GetSize(root);
67     var totalRightIgnore = 0UL;
68     while (root != 0)
69     {
70         var @base = GetBasePartValue(root);
71         if (@base <= link)
72         {
73             root = GetRightOrDefault(root);
74         }
75         else
76         {
77             totalRightIgnore += GetRightSize(root) + 1;
78             root = GetLeftOrDefault(root);
79         }
80     }
81     root = GetTreeRoot();
82     var totalLeftIgnore = 0UL;
83     while (root != 0)
84     {
85         var @base = GetBasePartValue(root);
86         if (@base >= link)
87         {
88             root = GetLeftOrDefault(root);
89         }
90         else
91         {
92             totalLeftIgnore += GetLeftSize(root) + 1;
93             root = GetRightOrDefault(root);
94         }
95     }
96     return total - totalRightIgnore - totalLeftIgnore;
97 }
98
99 public ulong EachReference(ulong link, Func<IList<ulong>, ulong> handler)
100 {
101     var root = GetTreeRoot();
102     if (root == 0)
103     {
104         return _constants.Continue;
105     }
106     ulong first = 0, current = root;
107     while (current != 0)
108     {
109         var @base = GetBasePartValue(current);
110         if (@base >= link)
111         {
112             if (@base == link)
113             {
114                 first = current;
115             }
116             current = GetLeftOrDefault(current);
117         }

```

```

118         else
119         {
120             current = GetRightOrDefault(current);
121         }
122     }
123     if (first != 0)
124     {
125         current = first;
126         while (true)
127         {
128             if (handler(_memory.GetLinkStruct(current)) == _constants.Break)
129             {
130                 return _constants.Break;
131             }
132             current = GetNext(current);
133             if (current == 0 || GetBasePartValue(current) != link)
134             {
135                 break;
136             }
137         }
138     }
139     return _constants.Continue;
140 }
141
142 protected override void PrintNodeValue(ulong node, StringBuilder sb)
143 {
144     sb.Append(' ');
145     sb.Append(Links[node].Source);
146     sb.Append('-');
147     sb.Append('>');
148     sb.Append(Links[node].Target);
149 }
150
151 private class LinksSourcesTreeMethods : LinksTreeMethodsBase
152 {
153     public LinksSourcesTreeMethods(UInt64ResizableDirectMemoryLinks memory)
154         : base(memory)
155     {
156     }
157
158     protected override IntPtr GetLeftPointer(ulong node) => new
159         ↳ IntPtr(&Links[node].LeftAsSource);
160
161     protected override IntPtr GetRightPointer(ulong node) => new
162         ↳ IntPtr(&Links[node].RightAsSource);
163
164     protected override ulong GetLeftValue(ulong node) => Links[node].LeftAsSource;
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
175         ↳ = left;
176
177     protected override void SetRight(ulong node, ulong right) =>
178         ↳ Links[node].RightAsSource = right;
179
180     protected override void SetSize(ulong node, ulong size)
181     {
182         var previousValue = Links[node].SizeAsSource;
183         //var modified = Math.PartialWrite(previousValue, size, 5, -5);
184         var modified = (previousValue & 31) | ((size & 134217727) << 5);
185         Links[node].SizeAsSource = modified;
186     }
187
188     protected override bool GetLeftIsChild(ulong node)
189     {
190         var previousValue = Links[node].SizeAsSource;
191         //return (Integer)Math.PartialRead(previousValue, 4, 1);
192         return (previousValue & 16) >> 4 == 1UL;
193     }
194 }

```



```

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
248 ↳ (концом)
249 /// по дереву (индексу) связей, отсортированному по Source, а затем по Target.
250 /// </summary>
251 /// <param name="source">Индекс связи, которая является началом на искомой
252 ↳ связи.</param>
253 /// <param name="target">Индекс связи, которая является концом на искомой
254 ↳ связи.</param>
255 /// <returns>Индекс искомой связи.</returns>
256 public ulong Search(ulong source, ulong target)
257 {
258     var root = Header->FirstAsSource;
259     while (root != 0)
260     {
261         var rootSource = Links[root].Source;
262         var rootTarget = Links[root].Target;
263         if (FirstIsToTheLeftOfSecond(source, target, rootSource, rootTarget)) //
            ↳ node.Key < root.Key
            {
                root = GetLeftOrDefault(root);
            }
        }
    }

```

```

264         else if (FirstIsToTheRightOfSecond(source, target, rootSource, rootTarget))
265             ↪ // node.Key > root.Key
266         {
267             root = GetRightOrDefault(root);
268         }
269         else // node.Key == root.Key
270         {
271             return root;
272         }
273     }
274     return 0;
275 }
276
277 [MethodImpl(MethodImplOptions.AggressiveInlining)]
278 private static bool FirstIsToTheLeftOfSecond(ulong firstSource, ulong firstTarget,
279 ↪     ulong secondSource, ulong secondTarget)
280     => firstSource < secondSource || (firstSource == secondSource && firstTarget <
281     ↪     secondTarget);
282
283 [MethodImpl(MethodImplOptions.AggressiveInlining)]
284 private static bool FirstIsToTheRightOfSecond(ulong firstSource, ulong firstTarget,
285 ↪     ulong secondSource, ulong secondTarget)
286     => firstSource > secondSource || (firstSource == secondSource && firstTarget >
287     ↪     secondTarget);
288
289 [MethodImpl(MethodImplOptions.AggressiveInlining)]
290 protected override void ClearNode(ulong node)
291 {
292     Links[node].LeftAsSource = OUL;
293     Links[node].RightAsSource = OUL;
294     Links[node].SizeAsSource = OUL;
295 }
296
297 [MethodImpl(MethodImplOptions.AggressiveInlining)]
298 protected override ulong GetZero() => OUL;
299
300 [MethodImpl(MethodImplOptions.AggressiveInlining)]
301 protected override ulong GetOne() => 1UL;
302
303 [MethodImpl(MethodImplOptions.AggressiveInlining)]
304 protected override ulong GetTwo() => 2UL;
305
306 [MethodImpl(MethodImplOptions.AggressiveInlining)]
307 protected override bool ValueEqualToZero(IntPtr pointer) =>
308     ↪ *(ulong*)pointer.ToPointer() == OUL;
309
310 [MethodImpl(MethodImplOptions.AggressiveInlining)]
311 protected override bool EqualToZero(ulong value) => value == OUL;
312
313 [MethodImpl(MethodImplOptions.AggressiveInlining)]
314 protected override bool IsEquals(ulong first, ulong second) => first == second;
315
316 [MethodImpl(MethodImplOptions.AggressiveInlining)]
317 protected override bool GreaterThanZero(ulong value) => value > OUL;
318
319 [MethodImpl(MethodImplOptions.AggressiveInlining)]
320 protected override bool GreaterThan(ulong first, ulong second) => first > second;
321
322 [MethodImpl(MethodImplOptions.AggressiveInlining)]
323 protected override bool GreaterOrEqualThan(ulong first, ulong second) => first >=
324     ↪ second;
325
326 [MethodImpl(MethodImplOptions.AggressiveInlining)]
327 protected override bool GreaterOrEqualThanZero(ulong value) => true; // value >= 0
328     ↪ is always true for ulong
329
330 [MethodImpl(MethodImplOptions.AggressiveInlining)]
331 protected override bool LessOrEqualThanZero(ulong value) => value == 0; // value is
332     ↪ always >= 0 for ulong
333
334 [MethodImpl(MethodImplOptions.AggressiveInlining)]
335 protected override bool LessOrEqualThan(ulong first, ulong second) => first <=
336     ↪ second;
337
338 [MethodImpl(MethodImplOptions.AggressiveInlining)]
339 protected override bool LessThanZero(ulong value) => false; // value < 0 is always
340     ↪ false for ulong
341
342 [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
355     ↪ IntPtr(&Links[node].LeftAsTarget);
356
357     //protected override IntPtr GetRight(ulong node) => new
358     ↪ IntPtr(&Links[node].RightAsTarget);
359
360     //protected override ulong GetSize(ulong node) => Links[node].SizeAsTarget;
361
362     //protected override void SetLeft(ulong node, ulong left) =>
363     ↪ Links[node].LeftAsTarget = left;
364
365     //protected override void SetRight(ulong node, ulong right) =>
366     ↪ Links[node].RightAsTarget = right;
367
368     //protected override void SetSize(ulong node, ulong size) =>
369     ↪ Links[node].SizeAsTarget = size;
370
371     protected override IntPtr GetLeftPointer(ulong node) => new
372     ↪ IntPtr(&Links[node].LeftAsTarget);
373
374     protected override IntPtr GetRightPointer(ulong node) => new
375     ↪ IntPtr(&Links[node].RightAsTarget);
376
377     protected override ulong GetLeftValue(ulong node) => Links[node].LeftAsTarget;
378
379     protected override ulong GetRightValue(ulong node) => Links[node].RightAsTarget;
380
381     protected override ulong GetSize(ulong node)
382     {
383         var previousValue = Links[node].SizeAsTarget;
384         //return Math.PartialRead(previousValue, 5, -5);
385         return (previousValue & 4294967264) >> 5;
386     }
387
388     protected override void SetLeft(ulong node, ulong left) => Links[node].LeftAsTarget
389     ↪ = left;
390
391     protected override void SetRight(ulong node, ulong right) =>
392     ↪ Links[node].RightAsTarget = right;
393
394     protected override void SetSize(ulong node, ulong size)
395     {
396         var previousValue = Links[node].SizeAsTarget;
397         //var modified = Math.PartialWrite(previousValue, size, 5, -5);
398         var modified = (previousValue & 31) | ((size & 134217727) << 5);
399         Links[node].SizeAsTarget = modified;
400     }
401
402     protected override bool GetLeftIsChild(ulong node)
403     {
404         var previousValue = Links[node].SizeAsTarget;
405         //return (Integer)Math.PartialRead(previousValue, 4, 1);
406         return (previousValue & 16) >> 4 == 1UL;
407         // TODO: Check if this is possible to use
408         //var nodeSize = GetSize(node);
409         //var left = GetLeftValue(node);
410         //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 |
439             ↪ 124 : value & 3);
440         return unpackedValue;
441     }
442
443     protected override void SetBalance(ulong node, sbyte value)
444     {
445         var previousValue = Links[node].SizeAsTarget;
446         var packagedValue = (ulong)((((byte)value >> 5) & 4) | value & 3);
447         //var modified = Math.PartialWrite(previousValue, packagedValue, 0, 3);
448         var modified = (previousValue & 4294967288) | (packagedValue & 7);
449         Links[node].SizeAsTarget = modified;
450     }
451
452     protected override bool FirstIsToTheLeftOfSecond(ulong first, ulong second)
453     => Links[first].Target < Links[second].Target ||
454         (Links[first].Target == Links[second].Target && Links[first].Source <
455             ↪ Links[second].Source);
456
457     protected override bool FirstIsToTheRightOfSecond(ulong first, ulong second)
458     => Links[first].Target > Links[second].Target ||
459         (Links[first].Target == Links[second].Target && Links[first].Source >
460             ↪ Links[second].Source);
461
462     protected override ulong GetTreeRoot() => Header->FirstAsTarget;
463
464     protected override ulong GetBasePartValue(ulong link) => Links[link].Target;
465
466     [MethodImpl(MethodImplOptions.AggressiveInlining)]
467     protected override void ClearNode(ulong node)
468     {
469         Links[node].LeftAsTarget = 0UL;
470         Links[node].RightAsTarget = 0UL;
471         Links[node].SizeAsTarget = 0UL;
472     }
473 }

```

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

```

1 using System.Collections.Generic;
2
3 namespace Platform.Data.Doublets.Sequences.Converters

```

```

4 {
5     public class BalancedVariantConverter<TLink> : LinksListToSequenceConverterBase<TLink>
6     {
7         public BalancedVariantConverter(ILinks<TLink> links) : base(links) { }
8
9         public override TLink Convert(IList<TLink> sequence)
10        {
11            var length = sequence.Count;
12            if (length < 1)
13            {
14                return default;
15            }
16            if (length == 1)
17            {
18                return sequence[0];
19            }
20            // Make copy of next layer
21            if (length > 2)
22            {
23                // TODO: Try to use stackalloc (which at the moment is not working with
24                //      ↪ generics) but will be possible with Sigil
25                var halvedSequence = new TLink[(length / 2) + (length % 2)];
26                HalveSequence(halvedSequence, sequence, length);
27                sequence = halvedSequence;
28                length = halvedSequence.Length;
29            }
30            // Keep creating layer after layer
31            while (length > 2)
32            {
33                HalveSequence(sequence, sequence, length);
34                length = (length / 2) + (length % 2);
35            }
36            return Links.GetOrCreate(sequence[0], sequence[1]);
37        }
38
39        private void HalveSequence(IList<TLink> destination, IList<TLink> source, int length)
40        {
41            var loopedLength = length - (length % 2);
42            for (var i = 0; i < loopedLength; i += 2)
43            {
44                destination[i / 2] = Links.GetOrCreate(source[i], source[i + 1]);
45            }
46            if (length > loopedLength)
47            {
48                destination[length / 2] = source[length - 1];
49            }
50        }
51    }

```

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

```

1 using System;
2 using System.Collections.Generic;
3 using System.Runtime.CompilerServices;
4 using Platform.Interfaces;
5 using Platform.Collections;
6 using Platform.Singletons;
7 using Platform.Numbers;
8 using Platform.Data.Constants;
9 using Platform.Data.Doublets.Sequences.Frequencies.Cache;
10
11 namespace Platform.Data.Doublets.Sequences.Converters
12 {
13     /// <remarks>
14     /// TODO: Возможно будет лучше если алгоритм будет выполняться полностью изолированно от
15     ///      ↪ Links на этапе сжатия.
16     /// А именно будет создаваться временный список пар необходимых для выполнения сжатия, в
17     ///      ↪ таком случае тип значения элемента массива может быть любым, как char так и ulong.
18     /// Как только список/словарь пар был выявлен можно разом выполнить создание всех этих
19     ///      ↪ пар, а так же разом выполнить замену.
20     /// </remarks>
21     public class CompressingConverter<TLink> : LinksListToSequenceConverterBase<TLink>
22     {
23         private static readonly LinksCombinedConstants<bool, TLink, long> _constants =
24             ↪ Default<LinksCombinedConstants<bool, TLink, long>>.Instance;
25         private static readonly EqualityComparer<TLink> _equalityComparer =
26             ↪ EqualityComparer<TLink>.Default;
27         private static readonly Comparer<TLink> _comparer = Comparer<TLink>.Default;
28
29         private readonly IConverter<IList<TLink>, TLink> _baseConverter;

```

```

25 private readonly LinkFrequenciesCache<TLink> _doubletFrequenciesCache;
26 private readonly TLink _minFrequencyToCompress;
27 private readonly bool _doInitialFrequenciesIncrement;
28 private Doublet<TLink> _maxDoublet;
29 private LinkFrequency<TLink> _maxDoubletData;
30
31 private struct HalfDoublet
32 {
33     public TLink Element;
34     public LinkFrequency<TLink> DoubletData;
35
36     public HalfDoublet(TLink element, LinkFrequency<TLink> doubletData)
37     {
38         Element = element;
39         DoubletData = doubletData;
40     }
41
42     public override string ToString() => $"{Element}: ({DoubletData})";
43 }
44
45 public CompressingConverter(ILinks<TLink> links, IConverter<IList<TLink>, TLink>
46     ↪ baseConverter, LinkFrequenciesCache<TLink> doubletFrequenciesCache)
47     : this(links, baseConverter, doubletFrequenciesCache, Integer<TLink>.One, true)
48 {
49 }
50
51 public CompressingConverter(ILinks<TLink> links, IConverter<IList<TLink>, TLink>
52     ↪ baseConverter, LinkFrequenciesCache<TLink> doubletFrequenciesCache, bool
53     ↪ doInitialFrequenciesIncrement)
54     : this(links, baseConverter, doubletFrequenciesCache, Integer<TLink>.One,
55     ↪ doInitialFrequenciesIncrement)
56 {
57 }
58
59 public CompressingConverter(ILinks<TLink> links, IConverter<IList<TLink>, TLink>
60     ↪ baseConverter, LinkFrequenciesCache<TLink> doubletFrequenciesCache, TLink
61     ↪ minFrequencyToCompress, bool doInitialFrequenciesIncrement)
62     : base(links)
63 {
64     _baseConverter = baseConverter;
65     _doubletFrequenciesCache = doubletFrequenciesCache;
66     if (_comparer.Compare(minFrequencyToCompress, Integer<TLink>.One) < 0)
67     {
68         minFrequencyToCompress = Integer<TLink>.One;
69     }
70     _minFrequencyToCompress = minFrequencyToCompress;
71     _doInitialFrequenciesIncrement = doInitialFrequenciesIncrement;
72     ResetMaxDoublet();
73 }
74
75 public override TLink Convert(IList<TLink> source) =>
76     ↪ _baseConverter.Convert(Compress(source));
77
78 /// <remarks>
79 /// Original algorithm idea: https://en.wikipedia.org/wiki/Byte\_pair\_encoding .
80 /// Faster version (doublets' frequencies dictionary is not recreated).
81 /// </remarks>
82 private IList<TLink> Compress(IList<TLink> sequence)
83 {
84     if (sequence.IsNullOrEmpty())
85     {
86         return null;
87     }
88     if (sequence.Count == 1)
89     {
90         return sequence;
91     }
92     if (sequence.Count == 2)
93     {
94         return new[] { Links.GetOrCreate(sequence[0], sequence[1]) };
95     }
96     // TODO: arraypool with min size (to improve cache locality) or stackalloc with Sigil
97     var copy = new HalfDoublet[sequence.Count];
98     Doublet<TLink> doublet = default;
99     for (var i = 1; i < sequence.Count; i++)
100     {
101         doublet.Source = sequence[i - 1];
102         doublet.Target = sequence[i];
103         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
107                     ↪ frequencies, it is expected that all frequencies for the sequence
108                     ↪ are prepared.");
109             }
110             copy[i - 1].Element = sequence[i - 1];
111             copy[i - 1].DoubletData = data;
112             UpdateMaxDoublet(ref doublet, data);
113         }
114         copy[sequence.Count - 1].Element = sequence[sequence.Count - 1];
115         copy[sequence.Count - 1].DoubletData = new LinkFrequency<TLink>();
116         if (_comparer.Compare(_maxDoubletData.Frequency, default) > 0)
117         {
118             var newLength = ReplaceDoublets(copy);
119             sequence = new TLink[newLength];
120             for (int i = 0; i < newLength; i++)
121             {
122                 sequence[i] = copy[i].Element;
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) &&
150                         ↪ _equalityComparer.Equals(copy[r + 1].Element, maxDoubletTarget))
151                     {
152                         if (r > 0)
153                         {
154                             var previous = copy[w - 1].Element;
155                             copy[w - 1].DoubletData.DecrementFrequency();
156                             copy[w - 1].DoubletData =
157                                 ↪ _doubletFrequenciesCache.IncrementFrequency(previous,
158                                 ↪ maxDoubletReplacementLink);
159                         }
160                         if (r < oldLengthMinusTwo)
161                         {
162                             var next = copy[r + 2].Element;
163                             copy[r + 1].DoubletData.DecrementFrequency();
164                             copy[w].DoubletData = _doubletFrequenciesCache.IncrementFrequency(maxDoubletReplacementLink,
165                                 ↪ next);
166                         }
167                         copy[w++].Element = maxDoubletReplacementLink;
168                         r++;
169                         newLength--;
170                     }
171                     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 ||
208     ↪ (maxFrequency == frequency && doublet.Source + doublet.Target < /* gives better
209     ↪ compression string data (and gives collisions quickly) */ _maxDoublet.Source +
210     ↪ _maxDoublet.Target)))
211     if (_comparer.Compare(frequency, _minFrequencyToCompress) > 0 &&
212     ↪ (_comparer.Compare(maxFrequency, frequency) < 0 ||
213     ↪ (_equalityComparer.Equals(maxFrequency, frequency) &&
214     ↪ _comparer.Compare(Arithmetic.Add(doublet.Source, doublet.Target),
215     ↪ Arithmetic.Add(_maxDoublet.Source, _maxDoublet.Target)) > 0))) /* gives
216     ↪ better stability and better compression on sequent data and even on random
217     ↪ numbers data (but gives collisions anyway) */
218     {
219         _maxDoublet = doublet;
220         _maxDoubletData = data;
221     }
222 }
223 }
224 }
225 }
226 }

```

./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>,
7     ↪ TLink>
8     {
9         protected readonly ILinks<TLink> Links;
10        public LinksListToSequenceConverterBase(ILinks<TLink> links) => Links = links;
11        public abstract TLink Convert(IList<TLink> source);
12    }
13 }

```

./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 =
10             ↳ EqualityComparer<TLink>.Default;
11         private static readonly Comparer<TLink> _comparer = Comparer<TLink>.Default;
12
13         private readonly IConverter<IList<TLink>> _sequenceToItsLocalElementLevelsConverter;
14
15         public OptimalVariantConverter(ILinks<TLink> links, IConverter<IList<TLink>>
16             ↳ sequenceToItsLocalElementLevelsConverter) : base(links)
17             => _sequenceToItsLocalElementLevelsConverter =
18                 ↳ sequenceToItsLocalElementLevelsConverter;
19
20         public override TLink Convert(IList<TLink> sequence)
21         {
22             var length = sequence.Count;
23             if (length == 1)
24             {
25                 return sequence[0];
26             }
27             var links = Links;
28             if (length == 2)
29             {
30                 return links.GetOrCreate(sequence[0], sequence[1]);
31             }
32             sequence = sequence.ToArray();
33             var levels = _sequenceToItsLocalElementLevelsConverter.Convert(sequence);
34             while (length > 2)
35             {
36                 var levelRepeat = 1;
37                 var currentLevel = levels[0];
38                 var previousLevel = levels[0];
39                 var skipOnce = false;
40                 var w = 0;
41                 for (var i = 1; i < length; i++)
42                 {
43                     if (_equalityComparer.Equals(currentLevel, levels[i]))
44                     {
45                         levelRepeat++;
46                         skipOnce = false;
47                         if (levelRepeat == 2)
48                         {
49                             sequence[w] = links.GetOrCreate(sequence[i - 1], sequence[i]);
50                             var newLevel = i >= length - 1 ?
51                                 GetPreviousLowerThanCurrentOrCurrent(previousLevel,
52                                     ↳ currentLevel) :
53                                 i < 2 ?
54                                     GetNextLowerThanCurrentOrCurrent(currentLevel, levels[i + 1]) :
55                                     GetGreatestNeighbourLowerThanCurrentOrCurrent(previousLevel,
56                                         ↳ currentLevel, levels[i + 1]);
57                             levels[w] = newLevel;
58                             previousLevel = currentLevel;
59                             w++;
60                             levelRepeat = 0;
61                             skipOnce = true;
62                         }
63                     }
64                     else if (i == length - 1)
65                     {
66                         sequence[w] = sequence[i];
67                         levels[w] = levels[i];
68                         w++;
69                     }
70                 }
71                 else
72                 {
73                     currentLevel = levels[i];
74                     levelRepeat = 1;
75                     if (skipOnce)
76                     {
77                         skipOnce = false;
78                     }
79                     else
80                     {
81                         sequence[w] = sequence[i - 1];
82                         levels[w] = levels[i - 1];
83                         previousLevel = levels[w];
84                         w++;
85                     }
86                 }
87                 if (i == length - 1)

```

```

81         {
82             sequence[w] = sequence[i];
83             levels[w] = levels[i];
84             w++;
85         }
86     }
87 }
88 length = w;
89 }
90 return links.GetOrCreate(sequence[0], sequence[1]);
91 }
92
93 private static TLink GetGreatestNeighbourLowerThanCurrentOrCurrent(TLink previous, TLink
    ↪ current, TLink next)
94 {
95     return _comparer.Compare(previous, next) > 0
96         ? _comparer.Compare(previous, current) < 0 ? previous : current
97         : _comparer.Compare(next, current) < 0 ? next : current;
98 }
99
100 private static TLink GetNextLowerThanCurrentOrCurrent(TLink current, TLink next) =>
    ↪ _comparer.Compare(next, current) < 0 ? next : current;
101
102 private static TLink GetPreviousLowerThanCurrentOrCurrent(TLink previous, TLink current)
    ↪ => _comparer.Compare(previous, current) < 0 ? previous : current;
103 }
104 }

```

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

```

1 using System.Collections.Generic;
2 using Platform.Interfaces;
3
4 namespace Platform.Data.Doublets.Sequences.Converters
5 {
6     public class SequenceToItsLocalElementLevelsConverter<TLink> : LinksOperatorBase<TLink>,
    ↪ IConverter<ILink<TLink>>
7     {
8         private static readonly Comparer<TLink> _comparer = Comparer<TLink>.Default;
9
10        private readonly IConverter<Doublet<TLink>, TLink> _linkToItsFrequencyToNumberConveter;
11
12        public SequenceToItsLocalElementLevelsConverter(ILinks<TLink> links,
    ↪ IConverter<Doublet<TLink>, TLink> linkToItsFrequencyToNumberConveter) : base(links)
    ↪ => _linkToItsFrequencyToNumberConveter = linkToItsFrequencyToNumberConveter;
13
14        public ILink<TLink> Convert(ILink<TLink> sequence)
15        {
16            var levels = new TLink[sequence.Count];
17            levels[0] = GetFrequencyNumber(sequence[0], sequence[1]);
18            for (var i = 1; i < sequence.Count - 1; i++)
19            {
20                var previous = GetFrequencyNumber(sequence[i - 1], sequence[i]);
21                var next = GetFrequencyNumber(sequence[i], sequence[i + 1]);
22                levels[i] = _comparer.Compare(previous, next) > 0 ? previous : next;
23            }
24            levels[levels.Length - 1] = GetFrequencyNumber(sequence[sequence.Count - 2],
    ↪ sequence[sequence.Count - 1]);
25            return levels;
26        }
27
28        public TLink GetFrequencyNumber(TLink source, TLink target) =>
    ↪ _linkToItsFrequencyToNumberConveter.Convert(new Doublet<TLink>(source, target));
29    }
30 }

```

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

```

1 using Platform.Interfaces;
2
3 namespace Platform.Data.Doublets.Sequences.CreteriaMatchers
4 {
5     public class DefaultSequenceElementCriterionMatcher<TLink> : LinksOperatorBase<TLink>,
    ↪ ICriterionMatcher<TLink>
6     {
7         public DefaultSequenceElementCriterionMatcher(ILinks<TLink> links) : base(links) { }
8         public bool IsMatched(TLink argument) => Links.IsPartialPoint(argument);
9     }
10 }

```

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

```
1 using System.Collections.Generic;
2 using Platform.Interfaces;
3
4 namespace Platform.Data.Doublets.Sequences.CreteriaMatchers
5 {
6     public class MarkedSequenceCriterionMatcher<TLink> : ICriterionMatcher<TLink>
7     {
8         private static readonly EqualityComparer<TLink> _equalityComparer =
9             ↳ EqualityComparer<TLink>.Default;
10
11         private readonly ILinks<TLink> _links;
12         private readonly TLink _sequenceMarkerLink;
13
14         public MarkedSequenceCriterionMatcher(ILinks<TLink> links, TLink sequenceMarkerLink)
15         {
16             _links = links;
17             _sequenceMarkerLink = sequenceMarkerLink;
18         }
19
20         public bool IsMatched(TLink sequenceCandidate)
21         => _equalityComparer.Equals(_links.GetSource(sequenceCandidate), _sequenceMarkerLink)
22         || !_equalityComparer.Equals(_links.SearchOrDefault(_sequenceMarkerLink,
23             ↳ sequenceCandidate), _links.Constants.Null);
24     }
25 }
```

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

```
1 using System.Collections.Generic;
2 using Platform.Collections.Stacks;
3 using Platform.Data.Doublets.Sequences.HeightProviders;
4 using Platform.Data.Sequences;
5
6 namespace Platform.Data.Doublets.Sequences
7 {
8     public class DefaultSequenceAppender<TLink> : LinksOperatorBase<TLink>,
9         ↳ ISequenceAppender<TLink>
10     {
11         private static readonly EqualityComparer<TLink> _equalityComparer =
12             ↳ EqualityComparer<TLink>.Default;
13
14         private readonly IStack<TLink> _stack;
15         private readonly ISequenceHeightProvider<TLink> _heightProvider;
16
17         public DefaultSequenceAppender(ILinks<TLink> links, IStack<TLink> stack,
18             ↳ ISequenceHeightProvider<TLink> heightProvider)
19             : base(links)
20         {
21             _stack = stack;
22             _heightProvider = heightProvider;
23         }
24
25         public TLink Append(TLink sequence, TLink appendant)
26         {
27             var cursor = sequence;
28             while (!_equalityComparer.Equals(_heightProvider.Get(cursor), default))
29             {
30                 var source = Links.GetSource(cursor);
31                 var target = Links.GetTarget(cursor);
32                 if (_equalityComparer.Equals(_heightProvider.Get(source),
33                     ↳ _heightProvider.Get(target)))
34                 {
35                     break;
36                 }
37                 else
38                 {
39                     _stack.Push(source);
40                     cursor = target;
41                 }
42             }
43             var left = cursor;
44             var right = appendant;
45             while (!_equalityComparer.Equals(cursor = _stack.Pop(), Links.Constants.Null))
46             {
47                 right = Links.GetOrCreate(left, right);
48                 left = cursor;
49             }
50             return Links.GetOrCreate(left, right);
51         }
52     }
53 }
```

```
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>>>>
10             ↪ _duplicateFragmentsProvider;
11         public DuplicateSegmentsCounter(IProvider<IList<KeyValuePair<IList<TLink>,
12             ↪ IList<TLink>>>> duplicateFragmentsProvider) => _duplicateFragmentsProvider =
13             ↪ duplicateFragmentsProvider;
14         public int Count() => _duplicateFragmentsProvider.Get().Sum(x => x.Value.Count);
15     }
16 }
```

```
./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> :
16         ↪ DictionaryBasedDuplicateSegmentsWalkerBase<TLink>,
17         ↪ IProvider<IList<KeyValuePair<IList<TLink>, IList<TLink>>>>
18     {
19         private readonly ILinks<TLink> _links;
20         private readonly ISequences<TLink> _sequences;
21         private HashSet<KeyValuePair<IList<TLink>, IList<TLink>>> _groups;
22         private BitString _visited;
23
24         private class ItemEquilityComparer : IEqualityComparer<KeyValuePair<IList<TLink>,
25             ↪ IList<TLink>>>
26         {
27             private readonly IListEqualityComparer<TLink> _listComparer;
28             public ItemEquilityComparer() => _listComparer =
29                 ↪ Default<IListEqualityComparer<TLink>>.Instance;
30             public bool Equals(KeyValuePair<IList<TLink>, IList<TLink>> left,
31                 ↪ KeyValuePair<IList<TLink>, IList<TLink>> right) =>
32                 ↪ _listComparer.Equals(left.Key, right.Key) && _listComparer.Equals(left.Value,
33                 ↪ right.Value);
34             public int GetHashCode(KeyValuePair<IList<TLink>, IList<TLink>> pair) =>
35                 ↪ (_listComparer.GetHashCode(pair.Key),
36                 ↪ _listComparer.GetHashCode(pair.Value)).GetHashCode();
37         }
38
39         private class ItemComparer : IComparer<KeyValuePair<IList<TLink>, IList<TLink>>>
40         {
41             private readonly IListComparer<TLink> _listComparer;
42
43             public ItemComparer() => _listComparer = Default<IListComparer<TLink>>.Instance;
44
45             public int Compare(KeyValuePair<IList<TLink>, IList<TLink>> left,
46                 ↪ KeyValuePair<IList<TLink>, IList<TLink>> right)
47             {
48                 var intermediateResult = _listComparer.Compare(left.Key, right.Key);
49                 if (intermediateResult == 0)
50                 {
51                     intermediateResult = _listComparer.Compare(left.Value, right.Value);
52                 }
53                 return intermediateResult;
54             }
55         }
56
57         public DuplicateSegmentsProvider(ILinks<TLink> links, ISequences<TLink> sequences)
58             : base(minimumStringSegmentLength: 2)
59         {
60         }
61     }
62 }
```

```

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>,
57         ↳ IList<TLink>>>(Default<ItemEqualityComparer>.Instance);
58     var count = _links.Count();
59     _visited = new BitString((long)(Integer<TLink>)count + 1);
60     _links.Each(link =>
61     {
62         var linkIndex = _links.GetIndex(link);
63         var linkBitIndex = (long)(Integer<TLink>)linkIndex;
64         if (!_visited.Get(linkBitIndex))
65         {
66             var sequenceElements = new List<TLink>();
67             _sequences.EachPart(sequenceElements.AddAndReturnTrue, linkIndex);
68             if (sequenceElements.Count > 2)
69             {
70                 WalkAll(sequenceElements);
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
87     ↳ length) => new Segment<TLink>(elements, offset, length);
88
89 protected override void OnDuplicateFound(Segment<TLink> segment)
90 {
91     var duplicates = CollectDuplicatesForSegment(segment);
92     if (duplicates.Count > 1)
93     {
94         _groups.Add(new KeyValuePair<IList<TLink>, IList<TLink>>(segment.ToArray(),
95             ↳ duplicates));
96     }
97 }
98
99 private List<TLink> CollectDuplicatesForSegment(Segment<TLink> segment)
100 {
101     var duplicates = new List<TLink>();
102     var readAsElement = new HashSet<TLink>();
103     _sequences.Each(sequence =>
104     {
105         duplicates.Add(sequence);
106         readAsElement.Add(sequence);
107         return true; // Continue
108     }, segment);
109     if (duplicates.Any(x => _visited.Get((Integer<TLink>)x)))
110     {
111         return new List<TLink>();
112     }
113     foreach (var duplicate in duplicates)
114     {
115         var duplicateBitIndex = (long)(Integer<TLink>)duplicate;
116         _visited.Set(duplicateBitIndex);
117     }
118     if (_sequences is Sequences sequencesExperiments)
119     {
120         var partiallyMatched = sequencesExperiments.GetAllPartiallyMatchingSequences4((H
121             ↳ ashSet<ulong>)(object)readAsElement,
122             ↳ (IList<ulong>)segment);
123         foreach (var partiallyMatchedSequence in partiallyMatched)
124         {
125             TLink sequenceIndex = (Integer<TLink>)partiallyMatchedSequence;
126             duplicates.Add(sequenceIndex);
127         }
128     }
129 }

```

```

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 formattedSequenceStructure = 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(formattedSequenceStructure);
144         var sequenceString = UnicodeMap.FromSequenceLinkToString(sequenceIndex,
            ↳ ulongLinks);
145         Console.WriteLine(sequenceString);
146     }
147     Console.WriteLine();
148 }
149 }
150 }

```

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

```

1 using System;
2 using System.Collections.Generic;
3 using System.Runtime.CompilerServices;
4 using Platform.Interfaces;
5 using Platform.Numbers;
6
7 namespace Platform.Data.Doublets.Sequences.Frequencies.Cache
8 {
9     /// <remarks>
10     /// Can be used to operate with many CompressingConverters (to keep global frequencies data
11     ↳ between them).
12     /// TODO: Extract interface to implement frequencies storage inside Links storage
13     /// </remarks>
14     public class LinkFrequenciesCache<TLink> : LinksOperatorBase<TLink>
15     {
16         private static readonly EqualityComparer<TLink> _equalityComparer =
17             ↳ EqualityComparer<TLink>.Default;
18         private static readonly Comparer<TLink> _comparer = Comparer<TLink>.Default;
19
20         private readonly Dictionary<Doublet<TLink>, LinkFrequency<TLink>> _doubletsCache;
21         private readonly ICounter<TLink, TLink> _frequencyCounter;
22
23         public LinkFrequenciesCache(ILinks<TLink> links, ICounter<TLink, TLink> frequencyCounter)
24             : base(links)
25         {
26             _doubletsCache = new Dictionary<Doublet<TLink>, LinkFrequency<TLink>>(4096,
27                 ↳ DoubletComparer<TLink>.Default);
28             _frequencyCounter = frequencyCounter;
29         }
30
31         [MethodImpl(MethodImplOptions.AggressiveInlining)]
32         public LinkFrequency<TLink> GetFrequency(TLink source, TLink target)
33         {
34             var doublet = new Doublet<TLink>(source, target);
35             return GetFrequency(ref doublet);
36         }
37
38         [MethodImpl(MethodImplOptions.AggressiveInlining)]
39         public LinkFrequency<TLink> GetFrequency(ref Doublet<TLink> doublet)
40         {
41             _doubletsCache.TryGetValue(doublet, out LinkFrequency<TLink> data);
42             return data;
43         }
44
45         public void IncrementFrequencies(IList<TLink> sequence)
46     }
47 }

```

```

43 {
44     for (var i = 1; i < sequence.Count; i++)
45     {
46         IncrementFrequency(sequence[i - 1], sequence[i]);
47     }
48 }
49
50 [MethodImpl(MethodImplOptions.AggressiveInlining)]
51 public LinkFrequency<TLink> IncrementFrequency(TLink source, TLink target)
52 {
53     var doublet = new Doublet<TLink>(source, target);
54     return IncrementFrequency(ref doublet);
55 }
56
57 public void PrintFrequencies(IList<TLink> sequence)
58 {
59     for (var i = 1; i < sequence.Count; i++)
60     {
61         PrintFrequency(sequence[i - 1], sequence[i]);
62     }
63 }
64
65 public void PrintFrequency(TLink source, TLink target)
66 {
67     var number = GetFrequency(source, target).Frequency;
68     Console.WriteLine("{0},{1}) - {2}", source, target, number);
69 }
70
71 [MethodImpl(MethodImplOptions.AggressiveInlining)]
72 public LinkFrequency<TLink> IncrementFrequency(ref Doublet<TLink> doublet)
73 {
74     if (_doubletsCache.TryGetValue(doublet, out LinkFrequency<TLink> data))
75     {
76         data.IncrementFrequency();
77     }
78     else
79     {
80         var link = Links.SearchOrDefault(doublet.Source, doublet.Target);
81         data = new LinkFrequency<TLink>(Integer<TLink>.One, link);
82         if (!_equalityComparer.Equals(link, default))
83         {
84             data.Frequency = Arithmetic.Add(data.Frequency,
85                 ↪ _frequencyCounter.Count(link));
86         }
87         _doubletsCache.Add(doublet, data);
88     }
89     return data;
90 }
91
92 public void ValidateFrequencies()
93 {
94     foreach (var entry in _doubletsCache)
95     {
96         var value = entry.Value;
97         var linkIndex = value.Link;
98         if (!_equalityComparer.Equals(linkIndex, default))
99         {
100             var frequency = value.Frequency;
101             var count = _frequencyCounter.Count(linkIndex);
102             // TODO: Why `frequency` always greater than `count` by 1?
103             if (((_comparer.Compare(frequency, count) > 0) &&
104                 ↪ (_comparer.Compare(Arithmetic.Subtract(frequency, count),
105                 ↪ Integer<TLink>.One) > 0))
106                 || ((_comparer.Compare(count, frequency) > 0) &&
107                 ↪ (_comparer.Compare(Arithmetic.Subtract(count, frequency),
108                 ↪ Integer<TLink>.One) > 0)))
109             {
110                 throw new InvalidOperationException("Frequencies validation failed.");
111             }
112             //else
113             //{
114                 if (value.Frequency > 0)
115                 {
116                     var frequency = value.Frequency;
117                     linkIndex = _createLink(entry.Key.Source, entry.Key.Target);
118                     var count = _countLinkFrequency(linkIndex);
119                 }
120             //}
121         }
122     }
123 }

```

```

116         //         if ((frequency > count && frequency - count > 1) || (count > frequency
117             ↳ && count - frequency > 1))
118             //         throw new Exception("Frequencies validation failed.");
119         //     }
120     //}
121 }
122 }
123 }

```

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

```

1 using System.Runtime.CompilerServices;
2 using Platform.Numbers;
3
4 namespace Platform.Data.Doublets.Sequences.Frequencies.Cache
5 {
6     public class LinkFrequency<TLink>
7     {
8         public TLink Frequency { get; set; }
9         public TLink Link { get; set; }
10
11         public LinkFrequency(TLink frequency, TLink link)
12         {
13             Frequency = frequency;
14             Link = link;
15         }
16
17         public LinkFrequency() { }
18
19         [MethodImpl(MethodImplOptions.AggressiveInlining)]
20         public void IncrementFrequency() => Frequency = Arithmetic<TLink>.Increment(Frequency);
21
22         [MethodImpl(MethodImplOptions.AggressiveInlining)]
23         public void DecrementFrequency() => Frequency = Arithmetic<TLink>.Decrement(Frequency);
24
25         public override string ToString() => $"F: {Frequency}, L: {Link}";
26     }
27 }

```

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

```

1 using Platform.Interfaces;
2
3 namespace Platform.Data.Doublets.Sequences.Frequencies.Cache
4 {
5     public class FrequenciesCacheBasedLinkToItsFrequencyNumberConverter<TLink> :
6         ↳ IConverter<Doublet<TLink>, TLink>
7     {
8         private readonly LinkFrequenciesCache<TLink> _cache;
9         public
10         ↳ FrequenciesCacheBasedLinkToItsFrequencyNumberConverter(LinkFrequenciesCache<TLink>
11         ↳ cache) => _cache = cache;
12         public TLink Convert(Doublet<TLink> source) => _cache.GetFrequency(ref source).Frequency;
13     }
14 }

```

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

```

1 using Platform.Interfaces;
2
3 namespace Platform.Data.Doublets.Sequences.Frequencies.Counters
4 {
5     public class MarkedSequenceSymbolFrequencyOneOffCounter<TLink> :
6         ↳ SequenceSymbolFrequencyOneOffCounter<TLink>
7     {
8         private readonly ICriterionMatcher<TLink> _markedSequenceMatcher;
9
10         public MarkedSequenceSymbolFrequencyOneOffCounter(ILinks<TLink> links,
11         ↳ ICriterionMatcher<TLink> markedSequenceMatcher, TLink sequenceLink, TLink symbol)
12         : base(links, sequenceLink, symbol)
13         => _markedSequenceMatcher = markedSequenceMatcher;
14
15         public override TLink Count()
16         {
17             if (!_markedSequenceMatcher.IsMatched(_sequenceLink))
18             {
19                 return default;
20             }
21             return base.Count();
22         }
23     }
24 }

```


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

```
1 using System.Collections.Generic;
2 using Platform.Interfaces;
3 using Platform.Numbers;
4 using Platform.Data.Sequences;
5
6 namespace Platform.Data.Doublets.Sequences.Frequencies.Counters
7 {
8     public class SequenceSymbolFrequencyOneOffCounter<TLink> : ICounter<TLink>
9     {
10         private static readonly EqualityComparer<TLink> _equalityComparer =
11             ↪ EqualityComparer<TLink>.Default;
12         private static readonly Comparer<TLink> _comparer = Comparer<TLink>.Default;
13
14         protected readonly ILinks<TLink> _links;
15         protected readonly TLink _sequenceLink;
16         protected readonly TLink _symbol;
17         protected TLink _total;
18
19         public SequenceSymbolFrequencyOneOffCounter(ILinks<TLink> links, TLink sequenceLink,
20             ↪ TLink symbol)
21         {
22             _links = links;
23             _sequenceLink = sequenceLink;
24             _symbol = symbol;
25             _total = default;
26         }
27
28         public virtual TLink Count()
29         {
30             if (_comparer.Compare(_total, default) > 0)
31             {
32                 return _total;
33             }
34             StopableSequenceWalker.WalkRight(_sequenceLink, _links.GetSource, _links.GetTarget,
35                 ↪ IsElement, VisitElement);
36             return _total;
37         }
38
39         private bool IsElement(TLink x) => _equalityComparer.Equals(x, _symbol) ||
40             ↪ _links.IsPartialPoint(x); // TODO: Use SequenceElementCriteriaMatcher instead of
41             ↪ IsPartialPoint
42
43         private bool VisitElement(TLink element)
44         {
45             if (_equalityComparer.Equals(element, _symbol))
46             {
47                 _total = Arithmetic.Increment(_total);
48             }
49             return true;
50         }
51     }
52 }
```

./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,
11             ↪ ICriterionMatcher<TLink> markedSequenceMatcher)
12         {
13             _links = links;
14             _markedSequenceMatcher = markedSequenceMatcher;
15         }
16
17         public TLink Count(TLink argument) => new
18             ↪ TotalMarkedSequenceSymbolFrequencyOneOffCounter<TLink>(_links,
19             ↪ _markedSequenceMatcher, argument).Count();
20     }
21 }
```

./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> :
7         ↪ TotalSequenceSymbolFrequencyOneOffCounter<TLink>
8     {
9         private readonly ICriterionMatcher<TLink> _markedSequenceMatcher;
10
11         public TotalMarkedSequenceSymbolFrequencyOneOffCounter(ILinks<TLink> links,
12             ↪ ICriterionMatcher<TLink> markedSequenceMatcher, TLink symbol)
13             : base(links, symbol)
14             => _markedSequenceMatcher = markedSequenceMatcher;
15
16         protected override void CountSequenceSymbolFrequency(TLink link)
17         {
18             var symbolFrequencyCounter = new
19                 ↪ MarkedSequenceSymbolFrequencyOneOffCounter<TLink>(_links,
20                 ↪ _markedSequenceMatcher, link, _symbol);
21             _total = Arithmetic.Add(_total, symbolFrequencyCounter.Count());
22         }
23     }
24 }

```

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

```

1 using Platform.Interfaces;
2
3 namespace Platform.Data.Doublets.Sequences.Frequencies.Counters
4 {
5     public class TotalSequenceSymbolFrequencyCounter<TLink> : ICounter<TLink, TLink>
6     {
7         private readonly ILinks<TLink> _links;
8         public TotalSequenceSymbolFrequencyCounter(ILinks<TLink> links) => _links = links;
9         public TLink Count(TLink symbol) => new
10             ↪ TotalSequenceSymbolFrequencyOneOffCounter<TLink>(_links, symbol).Count();
11     }
12 }

```

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

```

1 using System.Collections.Generic;
2 using Platform.Interfaces;
3 using Platform.Numbers;
4
5 namespace Platform.Data.Doublets.Sequences.Frequencies.Counters
6 {
7     public class TotalSequenceSymbolFrequencyOneOffCounter<TLink> : ICounter<TLink>
8     {
9         private static readonly EqualityComparer<TLink> _equalityComparer =
10             ↪ EqualityComparer<TLink>.Default;
11         private static readonly Comparer<TLink> _comparer = Comparer<TLink>.Default;
12
13         protected readonly ILinks<TLink> _links;
14         protected readonly TLink _symbol;
15         protected readonly HashSet<TLink> _visits;
16         protected TLink _total;
17
18         public TotalSequenceSymbolFrequencyOneOffCounter(ILinks<TLink> links, TLink symbol)
19         {
20             _links = links;
21             _symbol = symbol;
22             _visits = new HashSet<TLink>();
23             _total = default;
24         }
25
26         public TLink Count()
27         {
28             if (_comparer.Compare(_total, default) > 0 || _visits.Count > 0)
29             {
30                 return _total;
31             }
32             CountCore(_symbol);
33             return _total;
34         }
35
36         private void CountCore(TLink link)
37         {
38             var any = _links.Constants.Any;
39             if (_equalityComparer.Equals(_links.Count(any, link), default))
40             {
41                 CountSequenceSymbolFrequency(link);
42             }
43         }
44     }
45 }

```

```

42         else
43         {
44             _links.Each(EachElementHandler, any, link);
45         }
46     }
47
48     protected virtual void CountSequenceSymbolFrequency(TLink link)
49     {
50         var symbolFrequencyCounter = new SequenceSymbolFrequencyOneOffCounter<TLink>(_links,
51             ↪ link, _symbol);
52         _total = Arithmetic.Add(_total, symbolFrequencyCounter.Count());
53     }
54
55     private TLink EachElementHandler(IList<TLink> doublet)
56     {
57         var constants = _links.Constants;
58         var doubletIndex = doublet[constants.IndexPart];
59         if (_visits.Add(doubletIndex))
60         {
61             CountCore(doubletIndex);
62         }
63         return constants.Continue;
64     }
65 }

```

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

```

1  using System.Collections.Generic;
2  using Platform.Interfaces;
3
4  namespace Platform.Data.Doublets.Sequences.HeightProviders
5  {
6      public class CachedSequenceHeightProvider<TLink> : LinksOperatorBase<TLink>,
7          ↪ ISequenceHeightProvider<TLink>
8      {
9          private static readonly EqualityComparer<TLink> _equalityComparer =
10             ↪ EqualityComparer<TLink>.Default;
11
12         private readonly TLink _heightPropertyMarker;
13         private readonly ISequenceHeightProvider<TLink> _baseHeightProvider;
14         private readonly IConverter<TLink> _addressToUnaryNumberConverter;
15         private readonly IConverter<TLink> _unaryNumberToAddressConverter;
16         private readonly IPropertiesOperator<TLink, TLink, TLink> _propertyOperator;
17
18         public CachedSequenceHeightProvider(
19             ILinks<TLink> links,
20             ISequenceHeightProvider<TLink> baseHeightProvider,
21             IConverter<TLink> addressToUnaryNumberConverter,
22             IConverter<TLink> unaryNumberToAddressConverter,
23             TLink heightPropertyMarker,
24             IPropertiesOperator<TLink, TLink, TLink> propertyOperator)
25             : base(links)
26         {
27             _heightPropertyMarker = heightPropertyMarker;
28             _baseHeightProvider = baseHeightProvider;
29             _addressToUnaryNumberConverter = addressToUnaryNumberConverter;
30             _unaryNumberToAddressConverter = unaryNumberToAddressConverter;
31             _propertyOperator = propertyOperator;
32         }
33
34         public TLink Get(TLink sequence)
35         {
36             TLink height;
37             var heightValue = _propertyOperator.GetValue(sequence, _heightPropertyMarker);
38             if (_equalityComparer.Equals(heightValue, default))
39             {
40                 height = _baseHeightProvider.Get(sequence);
41                 heightValue = _addressToUnaryNumberConverter.Convert(height);
42                 _propertyOperator.SetValue(sequence, _heightPropertyMarker, heightValue);
43             }
44             else
45             {
46                 height = _unaryNumberToAddressConverter.Convert(heightValue);
47             }
48             return height;
49         }
50     }
51 }

```

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

```
1 using Platform.Interfaces;
2 using Platform.Numbers;
3
4 namespace Platform.Data.Doublets.Sequences.HeightProviders
5 {
6     public class DefaultSequenceRightHeightProvider<TLink> : LinksOperatorBase<TLink>,
7         ↳ ISequenceHeightProvider<TLink>
8     {
9         private readonly ICriterionMatcher<TLink> _elementMatcher;
10
11         public DefaultSequenceRightHeightProvider(ILinks<TLink> links, ICriterionMatcher<TLink>
12             ↳ elementMatcher) : base(links) => _elementMatcher = elementMatcher;
13
14         public TLink Get(TLink sequence)
15         {
16             var height = default(TLink);
17             var pairOrElement = sequence;
18             while (!_elementMatcher.IsMatched(pairOrElement))
19             {
20                 pairOrElement = Links.GetTarget(pairOrElement);
21                 height = Arithmetic.Increment(height);
22             }
23             return height;
24         }
25     }
26 }
```

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

```
1 using Platform.Interfaces;
2
3 namespace Platform.Data.Doublets.Sequences.HeightProviders
4 {
5     public interface ISequenceHeightProvider<TLink> : IProvider<TLink, TLink>
6     {
7     }
8 }
```

./Platform.Data.Doublets/Sequences/Indexes/CachedFrequencyIncrementingSequenceIndex.cs

```
1 using System.Collections.Generic;
2 using Platform.Data.Doublets.Sequences.Frequencies.Cache;
3
4 namespace Platform.Data.Doublets.Sequences.Indexes
5 {
6     public class CachedFrequencyIncrementingSequenceIndex<TLink> : ISequenceIndex<TLink>
7     {
8         private static readonly EqualityComparer<TLink> _equalityComparer =
9             ↳ EqualityComparer<TLink>.Default;
10
11         private readonly LinkFrequenciesCache<TLink> _cache;
12
13         public CachedFrequencyIncrementingSequenceIndex(LinkFrequenciesCache<TLink> cache) =>
14             ↳ _cache = cache;
15
16         public bool Add(ICollection<TLink> sequence)
17         {
18             var indexed = true;
19             var i = sequence.Count;
20             while (--i >= 1 && (indexed = IsIndexedWithIncrement(sequence[i - 1], sequence[i])))
21             {
22             }
23             for (; i >= 1; i--)
24             {
25                 _cache.IncrementFrequency(sequence[i - 1], sequence[i]);
26             }
27             return indexed;
28         }
29
30         private bool IsIndexedWithIncrement(TLink source, TLink target)
31         {
32             var frequency = _cache.GetFrequency(source, target);
33             if (frequency == null)
34             {
35                 return false;
36             }
37             var indexed = !_equalityComparer.Equals(frequency.Frequency, default);
38             if (indexed)
39             {
40                 _cache.IncrementFrequency(source, target);
41             }
42             return indexed;
43         }
44     }
45 }
```

```

39     }
40
41     public bool MightContain(ICollection<TLink> sequence)
42     {
43         var indexed = true;
44         var i = sequence.Count;
45         while (--i >= 1 && (indexed = IsIndexed(sequence[i - 1], sequence[i]))) { }
46         return indexed;
47     }
48
49     private bool IsIndexed(TLink source, TLink target)
50     {
51         var frequency = _cache.GetFrequency(source, target);
52         if (frequency == null)
53         {
54             return false;
55         }
56         return !_equalityComparer.Equals(frequency.Frequency, default);
57     }
58 }
59 }

```

./Platform.Data.Doublets/Sequences/Indexes/FrequencyIncrementingSequenceIndex.cs

```

1  using Platform.Interfaces;
2  using System.Collections.Generic;
3
4  namespace Platform.Data.Doublets.Sequences.Indexes
5  {
6      public class FrequencyIncrementingSequenceIndex<TLink> : SequenceIndex<TLink>,
7          ↳ ISequenceIndex<TLink>
8      {
9          private static readonly EqualityComparer<TLink> _equalityComparer =
10             ↳ EqualityComparer<TLink>.Default;
11
12         private readonly IPropertyOperator<TLink, TLink> _frequencyPropertyOperator;
13         private readonly IIncrementer<TLink> _frequencyIncrementer;
14
15         public FrequencyIncrementingSequenceIndex(ICollection<TLink> links, IPropertyOperator<TLink,
16             ↳ TLink> frequencyPropertyOperator, IIncrementer<TLink> frequencyIncrementer)
17             : base(links)
18         {
19             _frequencyPropertyOperator = frequencyPropertyOperator;
20             _frequencyIncrementer = frequencyIncrementer;
21         }
22
23         public override bool Add(ICollection<TLink> sequence)
24         {
25             var indexed = true;
26             var i = sequence.Count;
27             while (--i >= 1 && (indexed = IsIndexedWithIncrement(sequence[i - 1], sequence[i])))
28                 ↳ { }
29             for (; i >= 1; i--)
30             {
31                 Increment(links.GetOrCreate(sequence[i - 1], sequence[i]));
32             }
33             return indexed;
34         }
35
36         private bool IsIndexedWithIncrement(TLink source, TLink target)
37         {
38             var link = links.SearchOrDefault(source, target);
39             var indexed = !_equalityComparer.Equals(link, default);
40             if (indexed)
41             {
42                 Increment(link);
43             }
44             return indexed;
45         }
46
47         private void Increment(TLink link)
48         {
49             var previousFrequency = _frequencyPropertyOperator.Get(link);
50             var frequency = _frequencyIncrementer.Increment(previousFrequency);
51             _frequencyPropertyOperator.Set(link, frequency);
52         }
53     }
54 }

```

./Platform.Data.Doublets/Sequences/Indexes/ISequenceIndex.cs

```
1 using System.Collections.Generic;
2
3 namespace Platform.Data.Doublets.Sequences.Indexes
4 {
5     public interface ISequenceIndex<TLink>
6     {
7         /// <summary>
8         /// Индексирует последовательность глобально, и возвращает значение,
9         /// определяющие была ли запрошенная последовательность проиндексирована ранее.
10        /// </summary>
11        /// <param name="sequence">Последовательность для индексации.</param>
12        bool Add(IList<TLink> sequence);
13
14        bool MightContain(IList<TLink> sequence);
15    }
16 }
```

./Platform.Data.Doublets/Sequences/Indexes/SequenceIndex.cs

```
1 using System.Collections.Generic;
2
3 namespace Platform.Data.Doublets.Sequences.Indexes
4 {
5     public class SequenceIndex<TLink> : LinksOperatorBase<TLink>, ISequenceIndex<TLink>
6     {
7         private static readonly EqualityComparer<TLink> _equalityComparer =
8             ↳ EqualityComparer<TLink>.Default;
9
10        public SequenceIndex(ILinks<TLink> links) : base(links) { }
11
12        public virtual bool Add(IList<TLink> sequence)
13        {
14            var indexed = true;
15            var i = sequence.Count;
16            while (--i >= 1 && (indexed =
17                ↳ !_equalityComparer.Equals(Links.SearchOrDefault(sequence[i - 1], sequence[i]),
18                ↳ default))) { }
19            for (; i >= 1; i--)
20            {
21                Links.GetOrCreate(sequence[i - 1], sequence[i]);
22            }
23            return indexed;
24        }
25
26        public virtual bool MightContain(IList<TLink> sequence)
27        {
28            var indexed = true;
29            var i = sequence.Count;
30            while (--i >= 1 && (indexed =
31                ↳ !_equalityComparer.Equals(Links.SearchOrDefault(sequence[i - 1], sequence[i]),
32                ↳ default))) { }
33            return indexed;
34        }
35    }
36 }
```

./Platform.Data.Doublets/Sequences/Indexes/SynchronizedSequenceIndex.cs

```
1 using System.Collections.Generic;
2
3 namespace Platform.Data.Doublets.Sequences.Indexes
4 {
5     public class SynchronizedSequenceIndex<TLink> : ISequenceIndex<TLink>
6     {
7         private static readonly EqualityComparer<TLink> _equalityComparer =
8             ↳ EqualityComparer<TLink>.Default;
9
10        private readonly ISynchronizedLinks<TLink> _links;
11
12        public SynchronizedSequenceIndex(ISynchronizedLinks<TLink> links) => _links = links;
13
14        public bool Add(IList<TLink> sequence)
15        {
16            var indexed = true;
17            var i = sequence.Count;
18            var links = _links.Unsync;
19            _links.SyncRoot.ExecuteReadOperation(() =>
20            {
21                while (--i >= 1 && (indexed =
22                    ↳ !_equalityComparer.Equals(links.SearchOrDefault(sequence[i - 1],
23                    ↳ sequence[i]), default))) { }
24            }
25        }
26    }
27 }
```

```

21     });
22     if (!indexed)
23     {
24         _links.SyncRoot.ExecuteWriteOperation(() =>
25         {
26             for (; i >= 1; i--)
27             {
28                 links.GetOrCreate(sequence[i - 1], sequence[i]);
29             }
30         });
31     }
32     return indexed;
33 }
34
35 public bool MightContain(ICollection<TLink> sequence)
36 {
37     var links = _links.Unsync;
38     return _links.SyncRoot.ExecuteReadOperation(() =>
39     {
40         var indexed = true;
41         var i = sequence.Count;
42         while (--i >= 1 && (indexed =
43             ↪ !_equalityComparer.Equals(links.SearchOrCreate(sequence[i - 1],
44             ↪ sequence[i]), default))) { }
45         return indexed;
46     });
47 }

```

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

```

1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Runtime.CompilerServices;
5  using Platform.Collections;
6  using Platform.Collections.Lists;
7  using Platform.Threading.Synchronization;
8  using Platform.Singletons;
9  using LinkIndex = System.UInt64;
10 using Platform.Data.Constants;
11 using Platform.Data.Sequences;
12 using Platform.Data.Doublets.Sequences.Walkers;
13 using Platform.Collections.Stacks;
14
15 namespace Platform.Data.Doublets.Sequences
16 {
17     /// <summary>
18     /// Представляет коллекцию последовательностей связей.
19     /// </summary>
20     /// <remarks>
21     /// Обязательно реализовать атомарность каждого публичного метода.
22     ///
23     /// TODO:
24     ///
25     /// !!! Повышение вероятности повторного использования групп (подпоследовательностей),
26     /// через естественную группировку по unicode типам, все whitespace вместе, все символы
27     ↪ вместе, все числа вместе и т.п.
28     /// + использовать ровно сбалансированный вариант, чтобы уменьшать вложенность (глубину
29     ↪ графа)
30     ///
31     /// х*у - найти все связи между, в последовательностях любой формы, если не стоит
32     ↪ ограничитель на то, что является последовательностью, а что нет,
33     /// то находятся любые структуры связей, которые содержат эти элементы именно в таком
34     ↪ порядке.
35     ///
36     /// Рост последовательности слева и справа.
37     /// Поиск со звездочкой.
38     /// URL, PURL - реестр используемых во вне ссылок на ресурсы,
39     /// так же проблема может быть решена при реализации дистанционных триггеров.
40     /// Нужны ли уникальные указатели вообще?
41     /// Что если обращение к информации будет происходить через содержимое всегда?
42     ///
43     /// Писать тесты.
44     ///
45     /// Можно убрать зависимость от конкретной реализации Links,
46     /// на зависимость от абстрактного элемента, который может быть представлен несколькими
47     ↪ способами.
48     ///

```

```

45  /// Можно ли как-то сделать один общий интерфейс
46  ///
47  ///
48  /// Блокчейн и/или гит для распределённой записи транзакций.
49  ///
50  /// </remarks>
51  public partial class Sequences : ISequences<ulong> // IList<string>, IList<ulong[]> (после
    ↳ завершения реализации Sequences)
52  {
53      private static readonly LinksCombinedConstants<bool, ulong, long> _constants =
        ↳ Default<LinksCombinedConstants<bool, ulong, long>>.Instance;
54
55      /// <summary>Возвращает значение ulong, обозначающее любое количество связей.</summary>
56      public const ulong ZeroOrMany = ulong.MaxValue;
57
58      public SequencesOptions<ulong> Options;
59      public readonly SynchronizedLinks<ulong> Links;
60      public readonly ISynchronization Sync;
61
62      public Sequences(SynchronizedLinks<ulong> links)
63          : this(links, new SequencesOptions<ulong>())
64      {
65      }
66
67      public Sequences(SynchronizedLinks<ulong> links, SequencesOptions<ulong> options)
68      {
69          Links = links;
70          Sync = links.SyncRoot;
71          Options = options;
72
73          Options.ValidateOptions();
74          Options.InitOptions(Links);
75      }
76
77      public bool IsSequence(ulong sequence)
78      {
79          return Sync.ExecuteReadOperation(() =>
80          {
81              if (Options.UseSequenceMarker)
82              {
83                  return Options.MarkedSequenceMatcher.IsMatched(sequence);
84              }
85              return !Links.Unsync.IsPartialPoint(sequence);
86          });
87      }
88
89      [MethodImpl(MethodImplOptions.AggressiveInlining)]
90      private ulong GetSequenceByElements(ulong sequence)
91      {
92          if (Options.UseSequenceMarker)
93          {
94              return Links.SearchOrDefault(Options.SequenceMarkerLink, sequence);
95          }
96          return sequence;
97      }
98
99      private ulong GetSequenceElements(ulong sequence)
100     {
101         if (Options.UseSequenceMarker)
102         {
103             var linkContents = new UInt64Link(Links.GetLink(sequence));
104             if (linkContents.Source == Options.SequenceMarkerLink)
105             {
106                 return linkContents.Target;
107             }
108             if (linkContents.Target == Options.SequenceMarkerLink)
109             {
110                 return linkContents.Source;
111             }
112         }
113         return sequence;
114     }
115
116     #region Count
117
118     public ulong Count(params ulong[] sequence)
119     {
120         if (sequence.Length == 0)
121         {

```



```

122         return Links.Count(_constants.Any, Options.SequenceMarkerLink, _constants.Any);
123     }
124     if (sequence.Length == 1) // Первая связь это адрес
125     {
126         if (sequence[0] == _constants.Null)
127         {
128             return 0;
129         }
130         if (sequence[0] == _constants.Any)
131         {
132             return Count();
133         }
134         if (Options.UseSequenceMarker)
135         {
136             return Links.Count(_constants.Any, Options.SequenceMarkerLink, sequence[0]);
137         }
138         return Links.Exists(sequence[0]) ? 1UL : 0;
139     }
140     throw new NotImplementedException();
141 }
142
143 private ulong CountUsages(params ulong[] restrictions)
144 {
145     if (restrictions.Length == 0)
146     {
147         return 0;
148     }
149     if (restrictions.Length == 1) // Первая связь это адрес
150     {
151         if (restrictions[0] == _constants.Null)
152         {
153             return 0;
154         }
155         if (Options.UseSequenceMarker)
156         {
157             var elementsLink = GetSequenceElements(restrictions[0]);
158             var sequenceLink = GetSequenceByElements(elementsLink);
159             if (sequenceLink != _constants.Null)
160             {
161                 return Links.Count(sequenceLink) + Links.Count(elementsLink) - 1;
162             }
163             return Links.Count(elementsLink);
164         }
165         return Links.Count(restrictions[0]);
166     }
167     throw new NotImplementedException();
168 }
169
170 #endregion
171
172 #region Create
173
174 public ulong Create(params ulong[] sequence)
175 {
176     return Sync.ExecuteWriteOperation(() =>
177     {
178         if (sequence.IsNullOrEmpty())
179         {
180             return _constants.Null;
181         }
182         Links.EnsureEachLinkExists(sequence);
183         return CreateCore(sequence);
184     });
185 }
186
187 private ulong CreateCore(params ulong[] sequence)
188 {
189     if (Options.UseIndex)
190     {
191         Options.Index.Add(sequence);
192     }
193     var sequenceRoot = default(ulong);
194     if (Options.EnforceSingleSequenceVersionOnWriteBasedOnExisting)
195     {
196         var matches = Each(sequence);
197         if (matches.Count > 0)
198         {
199             sequenceRoot = matches[0];
200         }

```

```

201     }
202     else if (Options.EnforceSingleSequenceVersionOnWriteBasedOnNew)
203     {
204         return CompactCore(sequence);
205     }
206     if (sequenceRoot == default)
207     {
208         sequenceRoot = Options.LinksToSequenceConverter.Convert(sequence);
209     }
210     if (Options.UseSequenceMarker)
211     {
212         Links.Unsync.CreateAndUpdate(Options.SequenceMarkerLink, sequenceRoot);
213     }
214     return sequenceRoot; // Возвращаем корень последовательности (т.е. сами элементы)
215 }
216
217 #endregion
218
219 #region Each
220
221 public List<ulong> Each(params ulong[] sequence)
222 {
223     var results = new List<ulong>();
224     Each(results.AddAndReturnTrue, sequence);
225     return results;
226 }
227
228 public bool Each(Func<ulong, bool> handler, IList<ulong> sequence)
229 {
230     return Sync.ExecuteReadOperation(() =>
231     {
232         if (sequence.IsNullOrEmpty())
233         {
234             return true;
235         }
236         Links.EnsureEachLinkIsAnyOrExists(sequence);
237         if (sequence.Count == 1)
238         {
239             var link = sequence[0];
240             if (link == _constants.Any)
241             {
242                 return Links.Unsync.Each(_constants.Any, _constants.Any, handler);
243             }
244             return handler(link);
245         }
246         if (sequence.Count == 2)
247         {
248             return Links.Unsync.Each(sequence[0], sequence[1], handler);
249         }
250         if (Options.UseIndex && !Options.Index.MightContain(sequence))
251         {
252             return false;
253         }
254         return EachCore(handler, sequence);
255     });
256 }
257
258 private bool EachCore(Func<ulong, bool> handler, IList<ulong> sequence)
259 {
260     var matcher = new Matcher(this, sequence, new HashSet<LinkIndex>(), handler);
261     // TODO: Find out why matcher.HandleFullMatched executed twice for the same sequence
262     // ↳ Id.
263     Func<ulong, bool> innerHandler = Options.UseSequenceMarker ? (Func<ulong,
264     // ↳ bool>)matcher.HandleFullMatchedSequence : matcher.HandleFullMatched;
265     //if (sequence.Length >= 2)
266     if (!StepRight(innerHandler, sequence[0], sequence[1]))
267     {
268         return false;
269     }
270     var last = sequence.Count - 2;
271     for (var i = 1; i < last; i++)
272     {
273         if (!PartialStepRight(innerHandler, sequence[i], sequence[i + 1]))
274         {
275             return false;
276         }
277     }
278     if (sequence.Count >= 3)
279     {

```

```

278         if (!StepLeft(innerHandler, sequence[sequence.Count - 2],
279             ↪ sequence[sequence.Count - 1]))
280         {
281             return false;
282         }
283     }
284     return true;
285 }
286 private bool PartialStepRight(Func<ulong, bool> handler, ulong left, ulong right)
287 {
288     return Links.Unsync.Each(_constants.Any, left, doublet =>
289     {
290         if (!StepRight(handler, doublet, right))
291         {
292             return false;
293         }
294         if (left != doublet)
295         {
296             return PartialStepRight(handler, doublet, right);
297         }
298         return true;
299     });
300 }
301
302 private bool StepRight(Func<ulong, bool> handler, ulong left, ulong right) =>
303     ↪ Links.Unsync.Each(left, _constants.Any, rightStep => TryStepRightUp(handler, right,
304     ↪ rightStep));
305
306 private bool TryStepRightUp(Func<ulong, bool> handler, ulong right, ulong stepFrom)
307 {
308     var upStep = stepFrom;
309     var firstSource = Links.Unsync.GetTarget(upStep);
310     while (firstSource != right && firstSource != upStep)
311     {
312         upStep = firstSource;
313         firstSource = Links.Unsync.GetSource(upStep);
314     }
315     if (firstSource == right)
316     {
317         return handler(stepFrom);
318     }
319     return true;
320 }
321
322 private bool StepLeft(Func<ulong, bool> handler, ulong left, ulong right) =>
323     ↪ Links.Unsync.Each(_constants.Any, right, leftStep => TryStepLeftUp(handler, left,
324     ↪ leftStep));
325
326 private bool TryStepLeftUp(Func<ulong, bool> handler, ulong left, ulong stepFrom)
327 {
328     var upStep = stepFrom;
329     var firstTarget = Links.Unsync.GetSource(upStep);
330     while (firstTarget != left && firstTarget != upStep)
331     {
332         upStep = firstTarget;
333         firstTarget = Links.Unsync.GetTarget(upStep);
334     }
335     if (firstTarget == left)
336     {
337         return handler(stepFrom);
338     }
339     return true;
340 }
341
342 #endregion
343
344 #region Update
345
346 public ulong Update(ulong[] sequence, ulong[] newSequence)
347 {
348     if (sequence.IsNullOrEmpty() && newSequence.IsNullOrEmpty())
349     {
350         return _constants.Null;
351     }
352     if (sequence.IsNullOrEmpty())
353     {
354         return Create(newSequence);
355     }

```

```

352     if (newSequence.IsNullOrEmpty())
353     {
354         Delete(sequence);
355         return _constants.Null;
356     }
357     return Sync.ExecuteWriteOperation(() =>
358     {
359         Links.EnsureEachLinkIsAnyOrExists(sequence);
360         Links.EnsureEachLinkExists(newSequence);
361         return UpdateCore(sequence, newSequence);
362     });
363 }
364
365 private ulong UpdateCore(ulong[] sequence, ulong[] newSequence)
366 {
367     ulong bestVariant;
368     if (Options.EnforceSingleSequenceVersionOnWriteBasedOnNew &&
369         ↪ !sequence.EqualTo(newSequence))
370     {
371         bestVariant = CompactCore(newSequence);
372     }
373     else
374     {
375         bestVariant = CreateCore(newSequence);
376     }
377     // TODO: Check all options only ones before loop execution
378     // Возможно нужно две версии Each, возвращающий фактические последовательности и с
379     ↪ маркером,
380     // или возможно даже возвращать и тот и тот вариант. С другой стороны все варианты
381     ↪ можно получить имея только фактические последовательности.
382     foreach (var variant in Each(sequence))
383     {
384         if (variant != bestVariant)
385         {
386             UpdateOneCore(variant, bestVariant);
387         }
388     }
389     return bestVariant;
390 }
391
392 private void UpdateOneCore(ulong sequence, ulong newSequence)
393 {
394     if (Options.UseGarbageCollection)
395     {
396         var sequenceElements = GetSequenceElements(sequence);
397         var sequenceElementsContents = new UInt64Link(Links.GetLink(sequenceElements));
398         var sequenceLink = GetSequenceByElements(sequenceElements);
399         var newSequenceElements = GetSequenceElements(newSequence);
400         var newSequenceLink = GetSequenceByElements(newSequenceElements);
401         if (Options.UseCascadeUpdate || CountUsages(sequence) == 0)
402         {
403             if (sequenceLink != _constants.Null)
404             {
405                 Links.Unsync.MergeUsages(sequenceLink, newSequenceLink);
406             }
407             Links.Unsync.MergeUsages(sequenceElements, newSequenceElements);
408         }
409         ClearGarbage(sequenceElementsContents.Source);
410         ClearGarbage(sequenceElementsContents.Target);
411     }
412     else
413     {
414         if (Options.UseSequenceMarker)
415         {
416             var sequenceElements = GetSequenceElements(sequence);
417             var sequenceLink = GetSequenceByElements(sequenceElements);
418             var newSequenceElements = GetSequenceElements(newSequence);
419             var newSequenceLink = GetSequenceByElements(newSequenceElements);
420             if (Options.UseCascadeUpdate || CountUsages(sequence) == 0)
421             {
422                 if (sequenceLink != _constants.Null)
423                 {
424                     Links.Unsync.MergeUsages(sequenceLink, newSequenceLink);
425                 }
426                 Links.Unsync.MergeUsages(sequenceElements, newSequenceElements);
427             }
428         }
429         else

```

```

427         {
428             if (Options.UseCascadeUpdate || CountUsages(sequence) == 0)
429             {
430                 Links.Unsync.MergeUsages(sequence, newSequence);
431             }
432         }
433     }
434 }
435
436 #endregion
437
438 #region Delete
439
440 public void Delete(params ulong[] sequence)
441 {
442     Sync.ExecuteWriteOperation(() =>
443     {
444         // TODO: Check all options only ones before loop execution
445         foreach (var linkToDelete in Each(sequence))
446         {
447             DeleteOneCore(linkToDelete);
448         }
449     });
450 }
451
452 private void DeleteOneCore(ulong link)
453 {
454     if (Options.UseGarbageCollection)
455     {
456         var sequenceElements = GetSequenceElements(link);
457         var sequenceElementsContents = new UInt64Link(Links.GetLink(sequenceElements));
458         var sequenceLink = GetSequenceByElements(sequenceElements);
459         if (Options.UseCascadeDelete || CountUsages(link) == 0)
460         {
461             if (sequenceLink != _constants.Null)
462             {
463                 Links.Unsync.Delete(sequenceLink);
464             }
465             Links.Unsync.Delete(link);
466         }
467         ClearGarbage(sequenceElementsContents.Source);
468         ClearGarbage(sequenceElementsContents.Target);
469     }
470     else
471     {
472         if (Options.UseSequenceMarker)
473         {
474             var sequenceElements = GetSequenceElements(link);
475             var sequenceLink = GetSequenceByElements(sequenceElements);
476             if (Options.UseCascadeDelete || CountUsages(link) == 0)
477             {
478                 if (sequenceLink != _constants.Null)
479                 {
480                     Links.Unsync.Delete(sequenceLink);
481                 }
482                 Links.Unsync.Delete(link);
483             }
484         }
485         else
486         {
487             if (Options.UseCascadeDelete || CountUsages(link) == 0)
488             {
489                 Links.Unsync.Delete(link);
490             }
491         }
492     }
493 }
494
495 #endregion
496
497 #region Compactification
498
499 /// <remarks>
500 /// bestVariant можно выбирать по максимальному числу использований,
501 /// но балансированный позволяет гарантировать уникальность (если есть возможность,
502 /// гарантировать его использование в других местах).
503 ///
504 /// Получается этот метод должен игнорировать Options.EnforceSingleSequenceVersionOnWrite
505 /// </remarks>

```

```

506 public ulong Compact(params ulong[] sequence)
507 {
508     return Sync.ExecuteWriteOperation(() =>
509     {
510         if (sequence.IsNullOrEmpty())
511         {
512             return _constants.Null;
513         }
514         Links.EnsureEachLinkExists(sequence);
515         return CompactCore(sequence);
516     });
517 }
518
519 [MethodImpl(MethodImplOptions.AggressiveInlining)]
520 private ulong CompactCore(params ulong[] sequence) => UpdateCore(sequence, sequence);
521
522 #endregion
523
524 #region Garbage Collection
525
526 /// <remarks>
527 /// TODO: Добавить дополнительный обработчик / событие CanBeDeleted которое можно
528 /// ↳ определить извне или в унаследованном классе
529 /// </remarks>
530 [MethodImpl(MethodImplOptions.AggressiveInlining)]
531 private bool IsGarbage(ulong link) => link != Options.SequenceMarkerLink &&
532     ↳ !Links.Unsync.IsPartialPoint(link) && Links.Count(link) == 0;
533
534 private void ClearGarbage(ulong link)
535 {
536     if (IsGarbage(link))
537     {
538         var contents = new UInt64Link(Links.GetLink(link));
539         Links.Unsync.Delete(link);
540         ClearGarbage(contents.Source);
541         ClearGarbage(contents.Target);
542     }
543 }
544
545 #endregion
546
547 #region Walkers
548
549 public bool EachPart(Func<ulong, bool> handler, ulong sequence)
550 {
551     return Sync.ExecuteReadOperation(() =>
552     {
553         var links = Links.Unsync;
554         foreach (var part in Options.Walker.Walk(sequence))
555         {
556             if (!handler(part))
557             {
558                 return false;
559             }
560         }
561         return true;
562     });
563 }
564
565 public class Matcher : RightSequenceWalker<ulong>
566 {
567     private readonly Sequences _sequences;
568     private readonly IList<LinkIndex> _patternSequence;
569     private readonly HashSet<LinkIndex> _linksInSequence;
570     private readonly HashSet<LinkIndex> _results;
571     private readonly Func<ulong, bool> _stopableHandler;
572     private readonly HashSet<ulong> _readAsElements;
573     private int _filterPosition;
574
575     public Matcher(Sequences sequences, IList<LinkIndex> patternSequence,
576         ↳ HashSet<LinkIndex> results, Func<LinkIndex, bool> stopableHandler,
577         ↳ HashSet<LinkIndex> readAsElements = null)
578         : base(sequences.Links.Unsync, new DefaultStack<ulong>())
579     {
580         _sequences = sequences;
581         _patternSequence = patternSequence;
582         _linksInSequence = new HashSet<LinkIndex>(patternSequence.Where(x => x !=
583             ↳ _constants.Any && x != ZeroOrMany));
584         _results = results;
585         _stopableHandler = stopableHandler;

```

```

581     _readAsElements = readAsElements;
582 }
583
584 protected override bool IsElement(ulong link) => base.IsElement(link) ||
↪  ( _readAsElements != null && _readAsElements.Contains(link) ) ||
↪  _linksInSequence.Contains(link);
585
586 public bool FullMatch(LinkIndex sequenceToMatch)
587 {
588     _filterPosition = 0;
589     foreach (var part in Walk(sequenceToMatch))
590     {
591         if (!FullMatchCore(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
        && element != _patternSequence[_filterPosition])
607     {
608         _filterPosition = -1;
609         return false; // Начинается/Продолжается иначе
610     }
611     _filterPosition++;
612     return true;
613 }
614
615 public void AddFullMatchedToResults(ulong sequenceToMatch)
616 {
617     if (FullMatch(sequenceToMatch))
618     {
619         _results.Add(sequenceToMatch);
620     }
621 }
622
623 public bool HandleFullMatched(ulong sequenceToMatch)
624 {
625     if (FullMatch(sequenceToMatch) && _results.Add(sequenceToMatch))
626     {
627         return _stopableHandler(sequenceToMatch);
628     }
629     return true;
630 }
631
632 public bool HandleFullMatchedSequence(ulong sequenceToMatch)
633 {
634     var sequence = _sequences.GetSequenceByElements(sequenceToMatch);
635     if (sequence != _constants.Null && FullMatch(sequenceToMatch) &&
        ↪  _results.Add(sequenceToMatch))
636     {
637         return _stopableHandler(sequence);
638     }
639     return true;
640 }
641
642 /// <remarks>
643 /// TODO: Add support for LinksConstants.Any
644 /// </remarks>
645 public bool PartialMatch(LinkIndex sequenceToMatch)
646 {
647     _filterPosition = -1;
648     foreach (var part in Walk(sequenceToMatch))
649     {
650         if (!PartialMatchCore(part))
651         {
652             break;
653         }
654     }
655     return _filterPosition == _patternSequence.Count - 1;
656 }

```

```

657     }
658
659     private bool PartialMatchCore(LinkIndex element)
660     {
661         if (_filterPosition == (_patternSequence.Count - 1))
662         {
663             return false; // Нашлось
664         }
665         if (_filterPosition >= 0)
666         {
667             if (element == _patternSequence[_filterPosition + 1])
668             {
669                 _filterPosition++;
670             }
671             else
672             {
673                 _filterPosition = -1;
674             }
675         }
676         if (_filterPosition < 0)
677         {
678             if (element == _patternSequence[0])
679             {
680                 _filterPosition = 0;
681             }
682         }
683         return true; // Ищем дальше
684     }
685
686     public void AddPartialMatchedToResults(ulong sequenceToMatch)
687     {
688         if (PartialMatch(sequenceToMatch))
689         {
690             _results.Add(sequenceToMatch);
691         }
692     }
693
694     public bool HandlePartialMatched(ulong sequenceToMatch)
695     {
696         if (PartialMatch(sequenceToMatch))
697         {
698             return _stopableHandler(sequenceToMatch);
699         }
700         return true;
701     }
702
703     public void AddAllPartialMatchedToResults(IEnumerable<ulong> sequencesToMatch)
704     {
705         foreach (var sequenceToMatch in sequencesToMatch)
706         {
707             if (PartialMatch(sequenceToMatch))
708             {
709                 _results.Add(sequenceToMatch);
710             }
711         }
712     }
713
714     public void AddAllPartialMatchedToResultsAndReadAsElements(IEnumerable<ulong>
↵ sequencesToMatch)
715     {
716         foreach (var sequenceToMatch in sequencesToMatch)
717         {
718             if (PartialMatch(sequenceToMatch))
719             {
720                 _readAsElements.Add(sequenceToMatch);
721                 _results.Add(sequenceToMatch);
722             }
723         }
724     }
725 }
726
727 #endregion
728 }
729 }

```

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

```

1 using System;
2 using LinkIndex = System.UInt64;
3 using System.Collections.Generic;

```



```

4  using Stack = System.Collections.Generic.Stack<ulong>;
5  using System.Linq;
6  using System.Text;
7  using Platform.Collections;
8  using Platform.Data.Exceptions;
9  using Platform.Data.Sequences;
10 using Platform.Data.Doublets.Sequences.Frequencies.Counters;
11 using Platform.Data.Doublets.Sequences.Walkers;
12 using Platform.Collections.Stacks;
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
47                         ↪ меньше или равен stopAt");
48                 }
49                 #endif
50                 if ((stopAt - startAt) == 0)
51                 {
52                     return new[] { sequence[startAt] };
53                 }
54                 if ((stopAt - startAt) == 1)
55                 {
56                     return new[] { Links.Unsync.CreateAndUpdate(sequence[startAt], sequence[stopAt])
57                         ↪ };
58                 }
59                 var variants = new ulong[(ulong)Numbers.Math.Catalan(stopAt - startAt)];
60                 var last = 0;
61                 for (var splitter = startAt; splitter < stopAt; splitter++)
62                 {
63                     var left = CreateAllVariants2Core(sequence, startAt, splitter);
64                     var right = CreateAllVariants2Core(sequence, splitter + 1, stopAt);
65                     for (var i = 0; i < left.Length; i++)
66                     {
67                         for (var j = 0; j < right.Length; j++)
68                         {
69                             var variant = Links.Unsync.CreateAndUpdate(left[i], right[j]);
70                             if (variant == _constants.Null)
71                             {
72                                 throw new NotImplementedException("Creation cancellation is not
73                                     ↪ implemented.");
74                             }
75                             variants[last++] = variant;
76                         }
77                     }
78                 }
79                 return variants;
80             }
81
82             public List<ulong> CreateAllVariants1(params ulong[] sequence)

```

```

80 {
81     return Sync.ExecuteWriteOperation(() =>
82     {
83         if (sequence.IsNullOrEmpty())
84         {
85             return new List<ulong>();
86         }
87         Links.Unsync.EnsureEachLinkExists(sequence);
88         if (sequence.Length == 1)
89         {
90             return new List<ulong> { sequence[0] };
91         }
92         var results = new List<ulong>((int)Numbers.Math.Catalan(sequence.Length));
93         return CreateAllVariants1Core(sequence, results);
94     });
95 }
96
97 private List<ulong> CreateAllVariants1Core(ulong[] sequence, List<ulong> results)
98 {
99     if (sequence.Length == 2)
100     {
101         var link = Links.Unsync.CreateAndUpdate(sequence[0], sequence[1]);
102         if (link == _constants.Null)
103         {
104             throw new NotImplementedException("Creation cancellation is not
105                 ↳ implemented.");
106         }
107         results.Add(link);
108         return results;
109     }
110     var innerSequenceLength = sequence.Length - 1;
111     var innerSequence = new ulong[innerSequenceLength];
112     for (var li = 0; li < innerSequenceLength; li++)
113     {
114         var link = Links.Unsync.CreateAndUpdate(sequence[li], sequence[li + 1]);
115         if (link == _constants.Null)
116         {
117             throw new NotImplementedException("Creation cancellation is not
118                 ↳ implemented.");
119         }
120         for (var isi = 0; isi < li; isi++)
121         {
122             innerSequence[isi] = sequence[isi];
123         }
124         innerSequence[li] = link;
125         for (var isi = li + 1; isi < innerSequenceLength; isi++)
126         {
127             innerSequence[isi] = sequence[isi + 1];
128         }
129         CreateAllVariants1Core(innerSequence, results);
130     }
131     return results;
132 }
133
134 #endregion
135
136 public HashSet<ulong> Each1(params ulong[] sequence)
137 {
138     var visitedLinks = new HashSet<ulong>(); // Заменить на bitstring
139     Each1(link =>
140     {
141         if (!visitedLinks.Contains(link))
142         {
143             visitedLinks.Add(link); // изучить почему случаются повторы
144         }
145         return true;
146     }, sequence);
147     return visitedLinks;
148 }
149
150 private void Each1(Func<ulong, bool> handler, params ulong[] sequence)
151 {
152     if (sequence.Length == 2)
153     {
154         Links.Unsync.Each(sequence[0], sequence[1], handler);
155     }
156     else
157     {
158

```

```

156     var innerSequenceLength = sequence.Length - 1;
157     for (var li = 0; li < innerSequenceLength; li++)
158     {
159         var left = sequence[li];
160         var right = sequence[li + 1];
161         if (left == 0 && right == 0)
162         {
163             continue;
164         }
165         var linkIndex = li;
166         ulong[] innerSequence = null;
167         Links.Unsync.Each(left, right, doublet =>
168         {
169             if (innerSequence == null)
170             {
171                 innerSequence = new ulong[innerSequenceLength];
172                 for (var isi = 0; isi < linkIndex; isi++)
173                 {
174                     innerSequence[isi] = sequence[isi];
175                 }
176                 for (var isi = linkIndex + 1; isi < innerSequenceLength; isi++)
177                 {
178                     innerSequence[isi] = sequence[isi + 1];
179                 }
180             }
181             innerSequence[linkIndex] = doublet;
182             Each1(handler, innerSequence);
183             return _constants.Continue;
184         });
185     }
186 }
187
188
189 public HashSet<ulong> EachPart(params ulong[] sequence)
190 {
191     var visitedLinks = new HashSet<ulong>(); // Заменить на bitstring
192     EachPartCore(link =>
193     {
194         if (!visitedLinks.Contains(link))
195         {
196             visitedLinks.Add(link); // изучить почему случаются повторы
197         }
198         return true;
199     }, sequence);
200     return visitedLinks;
201 }
202
203 public void EachPart(Func<ulong, bool> handler, params ulong[] sequence)
204 {
205     var visitedLinks = new HashSet<ulong>(); // Заменить на bitstring
206     EachPartCore(link =>
207     {
208         if (!visitedLinks.Contains(link))
209         {
210             visitedLinks.Add(link); // изучить почему случаются повторы
211             return handler(link);
212         }
213         return true;
214     }, sequence);
215 }
216
217 private void EachPartCore(Func<ulong, bool> handler, params ulong[] sequence)
218 {
219     if (sequence.IsNullOrEmpty())
220     {
221         return;
222     }
223     Links.EnsureEachLinkIsAnyOrExists(sequence);
224     if (sequence.Length == 1)
225     {
226         var link = sequence[0];
227         if (link > 0)
228         {
229             handler(link);
230         }
231         else
232         {
233             Links.Each(_constants.Any, _constants.Any, handler);
234         }
235     }
236 }

```

```

235 }
236 else if (sequence.Length == 2)
237 {
238     //_links.Each(sequence[0], sequence[1], handler);
239     // o_|      x_o ...
240     // x_|      |___|
241     Links.Each(sequence[1], _constants.Any, doublet =>
242     {
243         var match = Links.SearchOrDefault(sequence[0], doublet);
244         if (match != _constants.Null)
245         {
246             handler(match);
247         }
248         return true;
249     });
250     // |_x      ... x_o
251     // |_o      |___|
252     Links.Each(_constants.Any, sequence[0], doublet =>
253     {
254         var match = Links.SearchOrDefault(doublet, sequence[1]);
255         if (match != 0)
256         {
257             handler(match);
258         }
259         return true;
260     });
261     //      . _x o _ .
262     //      |___|
263     PartialStepRight(x => handler(x), sequence[0], sequence[1]);
264 }
265 else
266 {
267     // TODO: Implement other variants
268     return;
269 }
270 }
271
272 private void PartialStepRight(Action<ulong> handler, ulong left, ulong right)
273 {
274     Links.Unsync.Each(_constants.Any, left, doublet =>
275     {
276         StepRight(handler, doublet, right);
277         if (left != doublet)
278         {
279             PartialStepRight(handler, doublet, right);
280         }
281         return true;
282     });
283 }
284
285 private void StepRight(Action<ulong> handler, ulong left, ulong right)
286 {
287     Links.Unsync.Each(left, _constants.Any, rightStep =>
288     {
289         TryStepRightUp(handler, right, rightStep);
290         return true;
291     });
292 }
293
294 private void TryStepRightUp(Action<ulong> handler, ulong right, ulong stepFrom)
295 {
296     var upStep = stepFrom;
297     var firstSource = Links.Unsync.GetTarget(upStep);
298     while (firstSource != right && firstSource != upStep)
299     {
300         upStep = firstSource;
301         firstSource = Links.Unsync.GetSource(upStep);
302     }
303     if (firstSource == right)
304     {
305         handler(stepFrom);
306     }
307 }
308
309 // TODO: Test
310 private void PartialStepLeft(Action<ulong> handler, ulong left, ulong right)
311 {
312     Links.Unsync.Each(right, _constants.Any, doublet =>
313     {

```

```

314         StepLeft(handler, left, doublet);
315         if (right != doublet)
316         {
317             PartialStepLeft(handler, left, doublet);
318         }
319         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;
398         StopableSequenceWalker.WalkRight(result, Links.Unsync.GetSource,
399             ↪ Links.Unsync.GetTarget,
400             x => linksInSequence.Contains(x) || Links.Unsync.GetTarget(x) == x,
401             ↪ x =>
402             {
403                 if (filterPosition == sequence.Length)
404                 {
405                     filterPosition = -2; // Длиннее чем нужно
406                     return false;
407                 }
408                 if (x != sequence[filterPosition])
409                 {
410                     filterPosition = -1;
411                     return false; // Начинается иначе
412                 }
413                 filterPosition++;
414                 return true;
415             });
416         if (filterPosition == sequence.Length)
417         {
418             results.Add(result);
419         }
420     }
421     if (sequence.Length >= 2)
422     {
423         StepRight(handler, sequence[0], sequence[1]);
424     }
425     var last = sequence.Length - 2;
426     for (var i = 1; i < last; i++)
427     {
428         PartialStepRight(handler, sequence[i], sequence[i + 1]);
429     }
430     if (sequence.Length >= 3)
431     {
432         StepLeft(handler, sequence[sequence.Length - 2],
433             ↪ sequence[sequence.Length - 1]);
434     }
435     }
436     return results;
437 }
438 });
439
440 public HashSet<ulong> GetAllMatchingSequences1(params ulong[] sequence)
441 {
442     return Sync.ExecuteReadOperation(() =>
443     {
444         var results = new HashSet<ulong>();
445         if (sequence.Length > 0)
446         {
447             Links.EnsureEachLinkExists(sequence);
448             var firstElement = sequence[0];
449             if (sequence.Length == 1)
450             {
451                 results.Add(firstElement);
452                 return results;
453             }
454             if (sequence.Length == 2)
455             {
456                 var doublet = Links.SearchOrDefault(firstElement, sequence[1]);
457                 if (doublet != _constants.Null)
458                 {
459                     results.Add(doublet);
460                 }
461                 return results;
462             }
463             var matcher = new Matcher(this, sequence, results, null);
464             if (sequence.Length >= 2)
465             {
466                 StepRight(matcher.AddFullMatchedToResults, sequence[0], sequence[1]);
467             }
468             var last = sequence.Length - 2;
469             for (var i = 1; i < last; i++)
470             {

```

```

469         PartialStepRight(matcher.AddFullMatchedToResults, sequence[i],
470             ↪ sequence[i + 1]);
471     }
472     if (sequence.Length >= 3)
473     {
474         StepLeft(matcher.AddFullMatchedToResults, sequence[sequence.Length - 2],
475             ↪ sequence[sequence.Length - 1]);
476     }
477     return results;
478 });
479 }
480
481 public const int MaxSequenceFormatSize = 200;
482
483 public string FormatSequence(LinkIndex sequenceLink, params LinkIndex[] knownElements)
484     ↪ => FormatSequence(sequenceLink, (sb, x) => sb.Append(x), true, knownElements);
485
486 public string FormatSequence(LinkIndex sequenceLink, Action<StringBuilder, LinkIndex>
487     ↪ elementToString, bool insertComma, params LinkIndex[] knownElements) =>
488     ↪ Links.SyncRoot.ExecuteReadOperation(() => FormatSequence(Links.Unsync, sequenceLink,
489     ↪ elementToString, insertComma, knownElements));
490
491 private string FormatSequence(ILinks<LinkIndex> links, LinkIndex sequenceLink,
492     ↪ Action<StringBuilder, LinkIndex> elementToString, bool insertComma, params
493     ↪ LinkIndex[] knownElements)
494 {
495     var linksInSequence = new HashSet<ulong>(knownElements);
496     //var entered = new HashSet<ulong>();
497     var sb = new StringBuilder();
498     sb.Append('{');
499     if (links.Exists(sequenceLink))
500     {
501         StopableSequenceWalker.WalkRight(sequenceLink, links.GetSource, links.GetTarget,
502             x => linksInSequence.Contains(x) || links.IsPartialPoint(x), element => //
503             ↪ entered.AddAndReturnVoid, x => { }, entered.DoNotContains
504         {
505             if (insertComma && sb.Length > 1)
506             {
507                 sb.Append(',');
508             }
509             //if (entered.Contains(element))
510             //{
511             //    sb.Append('{');
512             //    elementToString(sb, element);
513             //    sb.Append('}');
514             //}
515             //else
516             elementToString(sb, element);
517             if (sb.Length < MaxSequenceFormatSize)
518             {
519                 return true;
520             }
521             sb.Append(insertComma ? ", ..." : "...");
522             return false;
523         });
524     }
525     sb.Append('}');
526     return sb.ToString();
527 }
528
529 public string SafeFormatSequence(LinkIndex sequenceLink, params LinkIndex[]
530     ↪ knownElements) => SafeFormatSequence(sequenceLink, (sb, x) => sb.Append(x), true,
531     ↪ knownElements);
532
533 public string SafeFormatSequence(LinkIndex sequenceLink, Action<StringBuilder,
534     ↪ LinkIndex> elementToString, bool insertComma, params LinkIndex[] knownElements) =>
535     ↪ Links.SyncRoot.ExecuteReadOperation(() => SafeFormatSequence(Links.Unsync,
536     ↪ sequenceLink, elementToString, insertComma, knownElements));
537
538 private string SafeFormatSequence(ILinks<LinkIndex> links, LinkIndex sequenceLink,
539     ↪ Action<StringBuilder, LinkIndex> elementToString, bool insertComma, params
540     ↪ LinkIndex[] knownElements)
541 {
542     var linksInSequence = new HashSet<ulong>(knownElements);
543     var entered = new HashSet<ulong>();
544     var sb = new StringBuilder();

```

```

530 sb.Append('{');
531 if (links.Exists(sequenceLink))
532 {
533     StopableSequenceWalker.WalkRight(sequenceLink, links.GetSource, links.GetTarget,
534         x => linksInSequence.Contains(x) || links.IsFullPoint(x),
535         entered.AddAndReturnVoid, x => { }, entered.DoNotContains, element =>
536         {
537             if (insertComma && sb.Length > 1)
538             {
539                 sb.Append(',');
540             }
541             if (entered.Contains(element))
542             {
543                 sb.Append('{');
544                 elementToString(sb, element);
545                 sb.Append('}');
546             }
547             else
548             {
549                 elementToString(sb, element);
550             }
551             if (sb.Length < MaxSequenceFormatSize)
552             {
553                 return true;
554             }
555             sb.Append(insertComma ? ", ..." : "...");
556             return false;
557         });
558 }
559 sb.Append('}');
560 return sb.ToString();
561 }
562
563 public List<ulong> GetAllPartiallyMatchingSequences0(params ulong[] sequence)
564 {
565     return Sync.ExecuteReadOperation(() =>
566     {
567         if (sequence.Length > 0)
568         {
569             Links.EnsureEachLinkExists(sequence);
570             var results = new HashSet<ulong>();
571             for (var i = 0; i < sequence.Length; i++)
572             {
573                 AllUsagesCore(sequence[i], results);
574             }
575             var filteredResults = new List<ulong>();
576             var linksInSequence = new HashSet<ulong>(sequence);
577             foreach (var result in results)
578             {
579                 var filterPosition = -1;
580                 StopableSequenceWalker.WalkRight(result, Links.Unsync.GetSource,
581                     Links.Unsync.GetTarget,
582                     x => linksInSequence.Contains(x) || Links.Unsync.GetTarget(x) == x,
583                     x =>
584                     {
585                         if (filterPosition == (sequence.Length - 1))
586                         {
587                             return false;
588                         }
589                         if (filterPosition >= 0)
590                         {
591                             if (x == sequence[filterPosition + 1])
592                             {
593                                 filterPosition++;
594                             }
595                             else
596                             {
597                                 return false;
598                             }
599                         }
600                         if (filterPosition < 0)
601                         {
602                             if (x == sequence[0])
603                             {
604                                 filterPosition = 0;
605                             }
606                         }
607                     }
608                 return true;
609             }
610         }
611     });
612 }

```



```

605         });
606         if (filterPosition == (sequence.Length - 1))
607         {
608             filteredResults.Add(result);
609         }
610     }
611     return filteredResults;
612 }
613 return new List<ulong>();
614 });
615 }
616
617 public HashSet<ulong> GetAllPartiallyMatchingSequences1(params ulong[] sequence)
618 {
619     return Sync.ExecuteReadOperation(() =>
620     {
621         if (sequence.Length > 0)
622         {
623             Links.EnsureEachLinkExists(sequence);
624             var results = new HashSet<ulong>();
625             for (var i = 0; i < sequence.Length; i++)
626             {
627                 AllUsagesCore(sequence[i], results);
628             }
629             var filteredResults = new HashSet<ulong>();
630             var matcher = new Matcher(this, sequence, filteredResults, null);
631             matcher.AddAllPartialMatchedToResults(results);
632             return filteredResults;
633         }
634         return new HashSet<ulong>();
635     });
636 }
637
638 public bool GetAllPartiallyMatchingSequences2(Func<ulong, bool> handler, params ulong[]
639 → sequence)
640 {
641     return Sync.ExecuteReadOperation(() =>
642     {
643         if (sequence.Length > 0)
644         {
645             Links.EnsureEachLinkExists(sequence);
646
647             var results = new HashSet<ulong>();
648             var filteredResults = new HashSet<ulong>();
649             var matcher = new Matcher(this, sequence, filteredResults, handler);
650             for (var i = 0; i < sequence.Length; i++)
651             {
652                 if (!AllUsagesCore1(sequence[i], results, matcher.HandlePartialMatched))
653                 {
654                     return false;
655                 }
656             }
657             return true;
658         }
659         return true;
660     });
661 }
662
663 //public HashSet<ulong> GetAllPartiallyMatchingSequences3(params ulong[] sequence)
664 //{
665 //    return Sync.ExecuteReadOperation(() =>
666 //    {
667 //        if (sequence.Length > 0)
668 //        {
669 //            _links.EnsureEachLinkIsAnyOrExists(sequence);
670 //
671 //            var firstResults = new HashSet<ulong>();
672 //            var lastResults = new HashSet<ulong>();
673 //
674 //            var first = sequence.First(x => x != LinksConstants.Any);
675 //            var last = sequence.Last(x => x != LinksConstants.Any);
676 //
677 //            AllUsagesCore(first, firstResults);
678 //            AllUsagesCore(last, lastResults);
679 //
680 //            firstResults.IntersectWith(lastResults);
681 //
682 //            //for (var i = 0; i < sequence.Length; i++)
683 //            //    AllUsagesCore(sequence[i], results);

```

```

683 //         var filteredResults = new HashSet<ulong>();
684 //         var matcher = new Matcher(this, sequence, filteredResults, null);
685 //         matcher.AddAllPartialMatchedToResults(firstResults);
686 //         return filteredResults;
687 //     }
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,
720 → IList<ulong> sequence)
721 {
722     return Sync.ExecuteReadOperation(() =>
723     {
724         if (sequence.Count > 0)
725         {
726             Links.EnsureEachLinkExists(sequence);
727             var results = new HashSet<LinkIndex>();
728             //var nextResults = new HashSet<ulong>();
729             //for (var i = 0; i < sequence.Length; i++)
730             //{
731             //    AllUsagesCore(sequence[i], nextResults);
732             //    if (results.IsNullOrEmpty())
733             //    {
734             //        results = nextResults;
735             //        nextResults = new HashSet<ulong>();
736             //    }
737             //    else
738             //    {
739             //        results.IntersectWith(nextResults);
740             //        nextResults.Clear();
741             //    }
742             //}
743             var collector1 = new AllUsagesCollector1(Links.Unsync, results);
744             collector1.Collect(Links.Unsync.GetLink(sequence[0]));
745             var next = new HashSet<ulong>();
746             for (var i = 1; i < sequence.Count; i++)
747             {
748                 var collector = new AllUsagesCollector1(Links.Unsync, next);
749                 collector.Collect(Links.Unsync.GetLink(sequence[i]));
750
751                 results.IntersectWith(next);
752                 next.Clear();
753             }
754             var filteredResults = new HashSet<ulong>();
755             var matcher = new Matcher(this, sequence, filteredResults, null,
756 → readAsElements);
757             matcher.AddAllPartialMatchedToResultsAndReadAsElements(results.OrderBy(x =>
758 → x)); // OrderBy is a Hack
759             return filteredResults;
760         }
761     });
762 }

```

```

758         return new HashSet<ulong>();
759     });
760 }
761
762 // Does not work
763 public HashSet<ulong> GetAllPartiallyMatchingSequences5(HashSet<ulong> readAsElements,
764     ↪ params ulong[] sequence)
765 {
766     var visited = new HashSet<ulong>();
767     var results = new HashSet<ulong>();
768     var matcher = new Matcher(this, sequence, visited, x => { results.Add(x); return
769     ↪ true; }, readAsElements);
770     var last = sequence.Length - 1;
771     for (var i = 0; i < last; i++)
772     {
773         PartialStepRight(matcher.PartialMatch, sequence[i], sequence[i + 1]);
774     }
775     return results;
776 }
777
778 public List<ulong> GetAllPartiallyMatchingSequences(params ulong[] sequence)
779 {
780     return Sync.ExecuteReadOperation(() =>
781     {
782         if (sequence.Length > 0)
783         {
784             Links.EnsureEachLinkExists(sequence);
785             //var firstElement = sequence[0];
786             //if (sequence.Length == 1)
787             //{
788             //    //results.Add(firstElement);
789             //    return results;
790             //}
791             //if (sequence.Length == 2)
792             //{
793             //    //var doublet = _links.SearchCore(firstElement, sequence[1]);
794             //    //if (doublet != Doublets.Links.Null)
795             //    //    results.Add(doublet);
796             //    return results;
797             //}
798             //var lastElement = sequence[sequence.Length - 1];
799             //Func<ulong, bool> handler = x =>
800             //{
801             //    if (StartsWith(x, firstElement) && EndsWith(x, lastElement))
802             //    ↪ results.Add(x);
803             //    return true;
804             //};
805             //if (sequence.Length >= 2)
806             //    StepRight(handler, sequence[0], sequence[1]);
807             //var last = sequence.Length - 2;
808             //for (var i = 1; i < last; i++)
809             //    PartialStepRight(handler, sequence[i], sequence[i + 1]);
810             //if (sequence.Length >= 3)
811             //    StepLeft(handler, sequence[sequence.Length - 2],
812             //    ↪ sequence[sequence.Length - 1]);
813             //if (sequence.Length == 1)
814             //if (sequence.Length == 2)
815             //if (sequence.Length == 2)
816             //if (sequence.Length == 2)
817             //if (sequence.Length == 2)
818             //if (sequence.Length == 2)
819             //if (sequence.Length == 2)
820             //if (sequence.Length == 2)
821             //if (sequence.Length == 2)
822             //if (sequence.Length == 2)
823             //if (sequence.Length == 2)
824             //if (sequence.Length == 2)
825             //if (sequence.Length == 2)
826             //if (sequence.Length == 2)
827             //if (sequence.Length == 2)
828             //if (sequence.Length == 2)
829             //if (sequence.Length == 2)

```

```

830         if (matches.Count == 2)
831         {
832             var merged = new List<ulong>();
833             for (var j = 0; j < matches[0].Count; j++)
834                 for (var k = 0; k < matches[1].Count; k++)
835                     CloseInnerConnections(merged.Add, matches[0][j],
836                                     ↪ matches[1][k]);
837             if (merged.Count > 0)
838                 matches = new List<List<ulong>> { merged };
839             else
840                 return new List<ulong>();
841         }
842         if (matches.Count > 0)
843         {
844             var usages = new HashSet<ulong>();
845             for (int i = 0; i < sequence.Length; i++)
846             {
847                 AllUsagesCore(sequence[i], usages);
848             }
849             //for (int i = 0; i < matches[0].Count; i++)
850             //    AllUsagesCore(matches[0][i], usages);
851             //usages.UnionWith(matches[0]);
852             return usages.ToList();
853         }
854         var firstLinkUsages = new HashSet<ulong>();
855         AllUsagesCore(sequence[0], firstLinkUsages);
856         firstLinkUsages.Add(sequence[0]);
857         //var previousMatchings = firstLinkUsages.ToList(); //new List<ulong>() {
858         ↪ sequence[0] }; // or all sequences, containing this element?
859         //return GetAllPartiallyMatchingSequencesCore(sequence, firstLinkUsages,
860         ↪ 1).ToList();
861         var results = new HashSet<ulong>();
862         foreach (var match in GetAllPartiallyMatchingSequencesCore(sequence,
863         ↪ firstLinkUsages, 1))
864         {
865             AllUsagesCore(match, results);
866         }
867         return results.ToList();
868     }
869     return new List<ulong>();
870 });
871
872 /// <remarks>
873 /// TODO: Может потребоваться ограничение на уровень глубины рекурсии
874 /// </remarks>
875 public HashSet<ulong> AllUsages(ulong link)
876 {
877     return Sync.ExecuteReadOperation(() =>
878     {
879         var usages = new HashSet<ulong>();
880         AllUsagesCore(link, usages);
881         return usages;
882     });
883 }
884
885 // При сборе всех использований (последовательностей) можно сохранять обратный путь к
886 ↪ той связи с которой начинался поиск (STTTSSSTT),
887 // причём достаточно одного бита для хранения перехода влево или вправо
888 private void AllUsagesCore(ulong link, HashSet<ulong> usages)
889 {
890     bool handler(ulong doublet)
891     {
892         if (usages.Add(doublet))
893         {
894             AllUsagesCore(doublet, usages);
895         }
896         return true;
897     }
898     Links.Unsync.Each(link, _constants.Any, handler);
899     Links.Unsync.Each(_constants.Any, link, handler);
900 }
901
902 public HashSet<ulong> AllBottomUsages(ulong link)
903 {
904     return Sync.ExecuteReadOperation(() =>

```

```

902     {
903         var visits = new HashSet<ulong>();
904         var usages = new HashSet<ulong>();
905         AllBottomUsagesCore(link, visits, usages);
906         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)
    && Links.Unsync.Each(_constants.Any, link, handler);
963 }
964
965 public void CalculateAllUsages(ulong[] totals)
966 {
967     var calculator = new AllUsagesCalculator(Links, totals);
968     calculator.Calculate();
969 }
970
971 public void CalculateAllUsages2(ulong[] totals)
972 {
973     var calculator = new AllUsagesCalculator2(Links, totals);
974     calculator.Calculate();
975 }

```

```

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

```

```

1052     }
1053 }
1054 var stack = new Stack();
1055 var element = link;
1056 if (isElement(element))
1057 {
1058     visitLeaf(element);
1059 }
1060 else
1061 {
1062     while (true)
1063     {
1064         if (isElement(element))
1065         {
1066             if (stack.Count == 0)
1067             {
1068                 break;
1069             }
1070             element = stack.Pop();
1071             var source = getSource(element);
1072             var target = getTarget(element);
1073             // Обработка элемента
1074             if (isElement(target))
1075             {
1076                 visitLeaf(target);
1077             }
1078             if (isElement(source))
1079             {
1080                 visitLeaf(source);
1081             }
1082             element = source;
1083         }
1084         else
1085         {
1086             stack.Push(element);
1087             visitNode(element);
1088             element = getTarget(element);
1089         }
1090     }
1091 }
1092 _totals[link]++;
1093 return true;
1094 }
1095 }
1096
1097 private class AllUsagesCollector
1098 {
1099     private readonly ILinks<ulong> _links;
1100     private readonly HashSet<ulong> _usages;
1101
1102     public AllUsagesCollector(ILinks<ulong> links, HashSet<ulong> usages)
1103     {
1104         _links = links;
1105         _usages = usages;
1106     }
1107
1108     public bool Collect(ulong link)
1109     {
1110         if (_usages.Add(link))
1111         {
1112             _links.Each(link, _constants.Any, Collect);
1113             _links.Each(_constants.Any, link, Collect);
1114         }
1115         return true;
1116     }
1117 }
1118
1119 private class AllUsagesCollector1
1120 {
1121     private readonly ILinks<ulong> _links;
1122     private readonly HashSet<ulong> _usages;
1123     private readonly ulong _continue;
1124
1125     public AllUsagesCollector1(ILinks<ulong> links, HashSet<ulong> usages)
1126     {
1127         _links = links;
1128         _usages = usages;
1129         _continue = _links.Constants.Continue;
1130     }
1131 }

```

```

1132     public ulong Collect(IList<ulong> link)
1133     {
1134         var linkIndex = _links.GetIndex(link);
1135         if (_usages.Add(linkIndex))
1136         {
1137             _links.Each(Collect, _constants.Any, linkIndex);
1138         }
1139         return _continue;
1140     }
1141 }
1142
1143 private class AllUsagesCollector2
1144 {
1145     private readonly ILinks<ulong> _links;
1146     private readonly BitString _usages;
1147
1148     public AllUsagesCollector2(ILinks<ulong> links, BitString usages)
1149     {
1150         _links = links;
1151         _usages = usages;
1152     }
1153
1154     public bool Collect(ulong link)
1155     {
1156         if (_usages.Add((long)link))
1157         {
1158             _links.Each(link, _constants.Any, Collect);
1159             _links.Each(_constants.Any, link, Collect);
1160         }
1161         return true;
1162     }
1163 }
1164
1165 private class AllUsagesIntersectingCollector
1166 {
1167     private readonly SynchronizedLinks<ulong> _links;
1168     private readonly HashSet<ulong> _intersectWith;
1169     private readonly HashSet<ulong> _usages;
1170     private readonly HashSet<ulong> _enter;
1171
1172     public AllUsagesIntersectingCollector(SynchronizedLinks<ulong> links, HashSet<ulong>
↵ intersectWith, HashSet<ulong> usages)
1173     {
1174         _links = links;
1175         _intersectWith = intersectWith;
1176         _usages = usages;
1177         _enter = new HashSet<ulong>(); // защита от зацикливания
1178     }
1179
1180     public bool Collect(ulong link)
1181     {
1182         if (_enter.Add(link))
1183         {
1184             if (_intersectWith.Contains(link))
1185             {
1186                 _usages.Add(link);
1187             }
1188             _links.Unsync.Each(link, _constants.Any, Collect);
1189             _links.Unsync.Each(_constants.Any, link, Collect);
1190         }
1191         return true;
1192     }
1193 }
1194
1195 private void CloseInnerConnections(Action<ulong> handler, ulong left, ulong right)
1196 {
1197     TryStepLeftUp(handler, left, right);
1198     TryStepRightUp(handler, right, left);
1199 }
1200
1201 private void AllCloseConnections(Action<ulong> handler, ulong left, ulong right)
1202 {
1203     // Direct
1204     if (left == right)
1205     {
1206         handler(left);
1207     }
1208     var doublet = Links.Unsync.SearchOrDefault(left, right);
1209     if (doublet != _constants.Null)
1210     {

```



```

1211     handler(doubling);
1212 }
1213 // Inner
1214 CloseInnerConnections(handler, left, right);
1215 // 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,
1223     ↳ HashSet<ulong> previousMatchings, long startAt)
1224 {
1225     if (startAt >= sequence.Length) // ?
1226     {
1227         return previousMatchings;
1228     }
1229     var secondLinkUsages = new HashSet<ulong>();
1230     AllUsagesCore(sequence[startAt], secondLinkUsages);
1231     secondLinkUsages.Add(sequence[startAt]);
1232     var matchings = new HashSet<ulong>();
1233     //for (var i = 0; i < previousMatchings.Count; i++)
1234     foreach (var secondLinkUsage in secondLinkUsages)
1235     {
1236         foreach (var previousMatching in previousMatchings)
1237         {
1238             //AllCloseConnections(matchings.AddAndReturnVoid, previousMatching,
1239             ↳ secondLinkUsage);
1240             StepRight(matchings.AddAndReturnVoid, previousMatching, secondLinkUsage);
1241             TryStepRightUp(matchings.AddAndReturnVoid, secondLinkUsage,
1242             ↳ previousMatching);
1243             //PartialStepRight(matchings.AddAndReturnVoid, secondLinkUsage,
1244             ↳ sequence[startAt]); // почему-то эта ошибочная запись приводит к
1245             ↳ желаемым результатам.
1246             PartialStepRight(matchings.AddAndReturnVoid, previousMatching,
1247             ↳ secondLinkUsage);
1248         }
1249     }
1250     if (matchings.Count == 0)
1251     {
1252         return matchings;
1253     }
1254     return GetAllPartiallyMatchingSequencesCore(sequence, matchings, startAt + 1); // ??
1255 }
1256
1257 private static void EnsureEachLinkIsAnyOrZeroOrManyOrExists(SynchronizedLinks<ulong>
1258     ↳ links, params ulong[] sequence)
1259 {
1260     if (sequence == null)
1261     {
1262         return;
1263     }
1264     for (var i = 0; i < sequence.Length; i++)
1265     {
1266         if (sequence[i] != _constants.Any && sequence[i] != ZeroOrMany &&
1267             ↳ !links.Exists(sequence[i]))
1268         {
1269             throw new ArgumentLinkDoesNotExistsException<ulong>(sequence[i],
1270             ↳ $"patternSequence[{i}]");
1271         }
1272     }
1273 }
1274
1275 // Pattern Matching -> Key To Triggers
1276 public HashSet<ulong> MatchPattern(params ulong[] patternSequence)
1277 {
1278     return Sync.ExecuteReadOperation(() =>
1279     {
1280         patternSequence = Simplify(patternSequence);
1281         if (patternSequence.Length > 0)
1282         {
1283             EnsureEachLinkIsAnyOrZeroOrManyOrExists(Links, patternSequence);
1284             var uniqueSequenceElements = new HashSet<ulong>();
1285             for (var i = 0; i < patternSequence.Length; i++)
1286             {

```

```

1278         if (patternSequence[i] != _constants.Any && patternSequence[i] !=
1279             ↪ ZeroOrMany)
1280         {
1281             uniqueSequenceElements.Add(patternSequence[i]);
1282         }
1283     var results = new HashSet<ulong>();
1284     foreach (var uniqueSequenceElement in uniqueSequenceElements)
1285     {
1286         AllUsagesCore(uniqueSequenceElement, results);
1287     }
1288     var filteredResults = new HashSet<ulong>();
1289     var matcher = new PatternMatcher(this, patternSequence, filteredResults);
1290     matcher.AddAllPatternMatchedToResults(results);
1291     return filteredResults;
1292 }
1293 return new HashSet<ulong>();
1294 });
1295 }
1296
1297 // Найти все возможные связи между указанным списком связей.
1298 // Находит связи между всеми указанными связями в любом порядке.
1299 // TODO: решить что делать с повторами (когда одни и те же элементы встречаются
1300 ↪ несколько раз в последовательности)
1301 public HashSet<ulong> GetAllConnections(params ulong[] linksToConnect)
1302 {
1303     return Sync.ExecuteReadOperation(() =>
1304     {
1305         var results = new HashSet<ulong>();
1306         if (linksToConnect.Length > 0)
1307         {
1308             Links.EnsureEachLinkExists(linksToConnect);
1309             AllUsagesCore(linksToConnect[0], results);
1310             for (var i = 1; i < linksToConnect.Length; i++)
1311             {
1312                 var next = new HashSet<ulong>();
1313                 AllUsagesCore(linksToConnect[i], next);
1314                 results.IntersectWith(next);
1315             }
1316             return results;
1317         }
1318     });
1319 }
1320 public HashSet<ulong> GetAllConnections1(params ulong[] linksToConnect)
1321 {
1322     return Sync.ExecuteReadOperation(() =>
1323     {
1324         var results = new HashSet<ulong>();
1325         if (linksToConnect.Length > 0)
1326         {
1327             Links.EnsureEachLinkExists(linksToConnect);
1328             var collector1 = new AllUsagesCollector(Links.Unsync, results);
1329             collector1.Collect(linksToConnect[0]);
1330             var next = new HashSet<ulong>();
1331             for (var i = 1; i < linksToConnect.Length; i++)
1332             {
1333                 var collector = new AllUsagesCollector(Links.Unsync, next);
1334                 collector.Collect(linksToConnect[i]);
1335                 results.IntersectWith(next);
1336                 next.Clear();
1337             }
1338             return results;
1339         }
1340     });
1341 }
1342 public HashSet<ulong> GetAllConnections2(params ulong[] linksToConnect)
1343 {
1344     return Sync.ExecuteReadOperation(() =>
1345     {
1346         var results = new HashSet<ulong>();
1347         if (linksToConnect.Length > 0)
1348         {
1349             Links.EnsureEachLinkExists(linksToConnect);
1350             var collector1 = new AllUsagesCollector(Links, results);
1351             collector1.Collect(linksToConnect[0]);
1352             //AllUsagesCore(linksToConnect[0], results);
1353

```

```

1354         for (var i = 1; i < linksToConnect.Length; i++)
1355         {
1356             var next = new HashSet<ulong>();
1357             var collector = new AllUsagesIntersectingCollector(Links, results, next);
1358             collector.Collect(linksToConnect[i]);
1359             //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
1373         ↪ BitArray((int)_links.Total + 1);
1374         if (linksToConnect.Length > 0)
1375         {
1376             Links.EnsureEachLinkExists(linksToConnect);
1377             var collector1 = new AllUsagesCollector2(Links.Unsync, results);
1378             collector1.Collect(linksToConnect[0]);
1379             for (var i = 1; i < linksToConnect.Length; i++)
1380             {
1381                 var next = new BitString((long)Links.Unsync.Count() + 1); //new
1382                 ↪ BitArray((int)_links.Total + 1);
1383                 var collector = new AllUsagesCollector2(Links.Unsync, next);
1384                 collector.Collect(linksToConnect[i]);
1385                 results = results.And(next);
1386             }
1387             return results.GetSetUInt64Indices();
1388         }
1389     });
1390 }
1391
1392 private static ulong[] Simplify(ulong[] sequence)
1393 {
1394     // Считаем новый размер последовательности
1395     long newLength = 0;
1396     var zeroOrManyStepped = false;
1397     for (var i = 0; i < sequence.Length; i++)
1398     {
1399         if (sequence[i] == ZeroOrMany)
1400         {
1401             if (zeroOrManyStepped)
1402             {
1403                 continue;
1404             }
1405             zeroOrManyStepped = true;
1406         }
1407         else
1408         {
1409             //if (zeroOrManyStepped) Is it efficient?
1410             zeroOrManyStepped = false;
1411         }
1412         newLength++;
1413     }
1414     // Строим новую последовательность
1415     zeroOrManyStepped = false;
1416     var newSequence = new ulong[newLength];
1417     long j = 0;
1418     for (var i = 0; i < sequence.Length; i++)
1419     {
1420         //var current = zeroOrManyStepped;
1421         //zeroOrManyStepped = patternSequence[i] == zeroOrMany;
1422         //if (current && zeroOrManyStepped)
1423         //    continue;
1424         //var newZeroOrManyStepped = patternSequence[i] == zeroOrMany;
1425         //if (zeroOrManyStepped && newZeroOrManyStepped)
1426         //    continue;
1427         //zeroOrManyStepped = newZeroOrManyStepped;
1428         if (sequence[i] == ZeroOrMany)
1429         {
1430             if (zeroOrManyStepped)
1431             {
1432                 continue;

```

```

1431         }
1432         zeroOrManyStepped = true;
1433     }
1434     else
1435     {
1436         //if (zeroOrManyStepped) Is it efficient?
1437         zeroOrManyStepped = false;
1438     }
1439     newSequence[j++] = sequence[i];
1440 }
1441 return newSequence;
1442 }
1443
1444 public static void TestSimplify()
1445 {
1446     var sequence = new ulong[] { ZeroOrMany, ZeroOrMany, 2, 3, 4, ZeroOrMany,
1447     ↪ ZeroOrMany, ZeroOrMany, 4, ZeroOrMany, ZeroOrMany, ZeroOrMany };
1448     var simplifiedSequence = Simplify(sequence);
1449 }
1450
1451 public List<ulong> GetSimilarSequences() => new List<ulong>();
1452
1453 public void Prediction()
1454 {
1455     //_links
1456     //_sequences
1457 }
1458
1459 #region From Triplets
1460
1461 //public static void DeleteSequence(Link sequence)
1462 //{
1463 //}
1464
1465 public List<ulong> CollectMatchingSequences(ulong[] links)
1466 {
1467     if (links.Length == 1)
1468     {
1469         throw new Exception("Подпоследовательности с одним элементом не
1470     ↪ поддерживаются.");
1471     }
1472     var leftBound = 0;
1473     var rightBound = links.Length - 1;
1474     var left = links[leftBound++];
1475     var right = links[rightBound--];
1476     var results = new List<ulong>();
1477     CollectMatchingSequences(left, leftBound, links, right, rightBound, ref results);
1478     return results;
1479 }
1480
1481 private void CollectMatchingSequences(ulong leftLink, int leftBound, ulong[]
1482     ↪ middleLinks, ulong rightLink, int rightBound, ref List<ulong> results)
1483 {
1484     var leftLinkTotalReferers = Links.Unsync.Count(leftLink);
1485     var rightLinkTotalReferers = Links.Unsync.Count(rightLink);
1486     if (leftLinkTotalReferers <= rightLinkTotalReferers)
1487     {
1488         var nextLeftLink = middleLinks[leftBound];
1489         var elements = GetRightElements(leftLink, nextLeftLink);
1490         if (leftBound <= rightBound)
1491         {
1492             for (var i = elements.Length - 1; i >= 0; i--)
1493             {
1494                 var element = elements[i];
1495                 if (element != 0)
1496                 {
1497                     CollectMatchingSequences(element, leftBound + 1, middleLinks,
1498     ↪ rightLink, rightBound, ref results);
1499                 }
1500             }
1501         }
1502     }
1503     else
1504     {
1505         for (var i = elements.Length - 1; i >= 0; i--)
1506         {
1507             var element = elements[i];
1508             if (element != 0)
1509             {
1510                 results.Add(element);
1511             }
1512         }
1513     }
1514 }

```

```

1506     }
1507 }
1508 }
1509 }
1510 else
1511 {
1512     var nextRightLink = middleLinks[rightBound];
1513     var elements = GetLeftElements(rightLink, nextRightLink);
1514     if (leftBound <= rightBound)
1515     {
1516         for (var i = elements.Length - 1; i >= 0; i--)
1517         {
1518             var element = elements[i];
1519             if (element != 0)
1520             {
1521                 CollectMatchingSequences(leftLink, leftBound, middleLinks,
1522                     ↪ elements[i], rightBound - 1, ref results);
1523             }
1524         }
1525     }
1526     else
1527     {
1528         for (var i = elements.Length - 1; i >= 0; i--)
1529         {
1530             var element = elements[i];
1531             if (element != 0)
1532             {
1533                 results.Add(element);
1534             }
1535         }
1536     }
1537 }
1538 }
1539
1540 public ulong[] GetRightElements(ulong startLink, ulong rightLink)
1541 {
1542     var result = new ulong[5];
1543     TryStepRight(startLink, rightLink, result, 0);
1544     Links.Each(_constants.Any, startLink, couple =>
1545     {
1546         if (couple != startLink)
1547         {
1548             if (TryStepRight(couple, rightLink, result, 2))
1549             {
1550                 return false;
1551             }
1552             return true;
1553         });
1554     if (Links.GetTarget(Links.GetTarget(startLink)) == rightLink)
1555     {
1556         result[4] = startLink;
1557     }
1558     return result;
1559 }
1560
1561 public bool TryStepRight(ulong startLink, ulong rightLink, ulong[] result, int offset)
1562 {
1563     var added = 0;
1564     Links.Each(startLink, _constants.Any, couple =>
1565     {
1566         if (couple != startLink)
1567         {
1568             var coupleTarget = Links.GetTarget(couple);
1569             if (coupleTarget == rightLink)
1570             {
1571                 result[offset] = couple;
1572                 if (++added == 2)
1573                 {
1574                     return false;
1575                 }
1576             }
1577             else if (Links.GetSource(coupleTarget) == rightLink) // coupleTarget.Linker
1578                 ↪ == Net.And &&
1579             {
1580                 result[offset + 1] = couple;
1581                 if (++added == 2)
1582                 {

```

```

1582         return false;
1583     }
1584 }
1585 }
1586     return true;
1587 });
1588     return added > 0;
1589 }
1590
1591 public ulong[] GetLeftElements(ulong startLink, ulong leftLink)
1592 {
1593     var result = new ulong[5];
1594     TryStepLeft(startLink, leftLink, result, 0);
1595     Links.Each(startLink, _constants.Any, couple =>
1596     {
1597         if (couple != startLink)
1598         {
1599             if (TryStepLeft(couple, leftLink, result, 2))
1600             {
1601                 return false;
1602             }
1603         }
1604         return true;
1605     });
1606     if (Links.GetSource(Links.GetSource(leftLink)) == startLink)
1607     {
1608         result[4] = leftLink;
1609     }
1610     return result;
1611 }
1612
1613 public bool TryStepLeft(ulong startLink, ulong leftLink, ulong[] result, int offset)
1614 {
1615     var added = 0;
1616     Links.Each(_constants.Any, startLink, couple =>
1617     {
1618         if (couple != startLink)
1619         {
1620             var coupleSource = Links.GetSource(couple);
1621             if (coupleSource == leftLink)
1622             {
1623                 result[offset] = couple;
1624                 if (++added == 2)
1625                 {
1626                     return false;
1627                 }
1628             }
1629             else if (Links.GetTarget(coupleSource) == leftLink) // coupleSource.Linker
1630                 ↪ == Net.And &&
1631             {
1632                 result[offset + 1] = couple;
1633                 if (++added == 2)
1634                 {
1635                     return false;
1636                 }
1637             }
1638         }
1639         return true;
1640     });
1641     return added > 0;
1642 }
1643
1644 #endregion
1645
1646 #region Walkers
1647
1648 public class PatternMatcher : RightSequenceWalker<ulong>
1649 {
1650     private readonly Sequences _sequences;
1651     private readonly ulong[] _patternSequence;
1652     private readonly HashSet<LinkIndex> _linksInSequence;
1653     private readonly HashSet<LinkIndex> _results;
1654
1655     #region Pattern Match
1656
1657     enum PatternBlockType
1658     {
1659         Undefined,
1660         Gap,
1661         Elements
1662     }

```

```

1661 }
1662
1663 struct PatternBlock
1664 {
1665     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,
1677     ↳ HashSet<LinkIndex> results)
1678     : base(sequences.Links.Unsync, new DefaultStack<ulong>())
1679 {
1680     _sequences = sequences;
1681     _patternSequence = patternSequence;
1682     _linksInSequence = new HashSet<LinkIndex>(patternSequence.Where(x => x !=
1683     ↳ _constants.Any && x != ZeroOrMany));
1684     _results = results;
1685     _pattern = CreateDetailedPattern();
1686 }
1687
1688 protected override bool IsElement(ulong link) => _linksInSequence.Contains(link) ||
1689     ↳ base.IsElement(link);
1690
1691 public bool PatternMatch(LinkIndex sequenceToMatch)
1692 {
1693     _patternPosition = 0;
1694     _sequencePosition = 0;
1695     foreach (var part in Walk(sequenceToMatch))
1696     {
1697         if (!PatternMatchCore(part))
1698         {
1699             break;
1700         }
1701     }
1702     return _patternPosition == _pattern.Count || (_patternPosition == _pattern.Count
1703     ↳ - 1 && _pattern[_patternPosition].Start == 0);
1704 }
1705
1706 private List<PatternBlock> CreateDetailedPattern()
1707 {
1708     var pattern = new List<PatternBlock>();
1709     var patternBlock = new PatternBlock();
1710     for (var i = 0; i < _patternSequence.Length; i++)
1711     {
1712         if (patternBlock.Type == PatternBlockType.Undefined)
1713         {
1714             if (_patternSequence[i] == _constants.Any)
1715             {
1716                 patternBlock.Type = PatternBlockType.Gap;
1717                 patternBlock.Start = 1;
1718                 patternBlock.Stop = 1;
1719             }
1720             else if (_patternSequence[i] == ZeroOrMany)
1721             {
1722                 patternBlock.Type = PatternBlockType.Gap;
1723                 patternBlock.Start = 0;
1724                 patternBlock.Stop = long.MaxValue;
1725             }
1726             else
1727             {
1728                 patternBlock.Type = PatternBlockType.Elements;
1729                 patternBlock.Start = i;
1730                 patternBlock.Stop = i;
1731             }
1732         }
1733         else if (patternBlock.Type == PatternBlockType.Elements)
1734         {
1735             if (_patternSequence[i] == _constants.Any)
1736             {
1737                 pattern.Add(patternBlock);
1738                 patternBlock = new PatternBlock
1739                 {
1740                     Type = PatternBlockType.Gap,

```

```

1737         Start = 1,
1738         Stop = 1
1739     };
1740 }
1741 else if (_patternSequence[i] == ZeroOrMany)
1742 {
1743     pattern.Add(patternBlock);
1744     patternBlock = new PatternBlock
1745     {
1746         Type = PatternBlockType.Gap,
1747         Start = 0,
1748         Stop = long.MaxValue
1749     };
1750 }
1751 else
1752 {
1753     patternBlock.Stop = i;
1754 }
1755 }
1756 else // patternBlock.Type == PatternBlockType.Gap
1757 {
1758     if (_patternSequence[i] == _constants.Any)
1759     {
1760         patternBlock.Start++;
1761         if (patternBlock.Stop < patternBlock.Start)
1762         {
1763             patternBlock.Stop = patternBlock.Start;
1764         }
1765     }
1766     else if (_patternSequence[i] == ZeroOrMany)
1767     {
1768         patternBlock.Stop = long.MaxValue;
1769     }
1770     else
1771     {
1772         pattern.Add(patternBlock);
1773         patternBlock = new PatternBlock
1774         {
1775             Type = PatternBlockType.Elements,
1776             Start = i,
1777             Stop = i
1778         };
1779     }
1780 }
1781 }
1782 if (patternBlock.Type != PatternBlockType.Undefined)
1783 {
1784     pattern.Add(patternBlock);
1785 }
1786 return pattern;
1787 }
1788
1789 /* match: search for regexp anywhere in text */
1790 int match(char* regexp, char* text)
1791 {
1792     do
1793     {
1794         } while (*text++ != '\0');
1795     return 0;
1796 }
1797
1798 /* matchhere: search for regexp at beginning of text */
1799 int matchhere(char* regexp, char* text)
1800 {
1801     if (regexp[0] == '\0')
1802         return 1;
1803     if (regexp[1] == '*')
1804         return matchstar(regexp[0], regexp + 2, text);
1805     if (regexp[0] == '$' && regexp[1] == '\0')
1806         return *text == '\0';
1807     if (*text != '\0' && (regexp[0] == '.' || regexp[0] == *text))
1808         return matchhere(regexp + 1, text + 1);
1809     return 0;
1810 }
1811
1812 /* matchstar: search for c*regexp at beginning of text */
1813 int matchstar(int c, char* regexp, char* text)
1814 {
1815     do

```



```

1816 // { /* a * matches zero or more instances */
1817 //     if (matchhere(regexp, text))
1818 //         return 1;
1819 // } while (*text != '\0' && (*text++ == c || c == '.'));
1820 // return 0;
1821 //}
1822
1823 //private void GetNextPatternElement(out LinkIndex element, out long mininumGap, out
1824 //    ↳ long maximumGap)
1825 //{
1826 //    mininumGap = 0;
1827 //    maximumGap = 0;
1828 //    element = 0;
1829 //    for (; _patternPosition < _patternSequence.Length; _patternPosition++)
1830 //    {
1831 //        if (_patternSequence[_patternPosition] == Doublets.Links.Null)
1832 //            mininumGap++;
1833 //        else if (_patternSequence[_patternPosition] == ZeroOrMany)
1834 //            maximumGap = long.MaxValue;
1835 //        else
1836 //            break;
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 -
1853         //    ↳ _lastMatchedBlockPosition);
1854         if (_sequencePosition < currentPatternBlock.Start)
1855         {
1856             _sequencePosition++;
1857             return true; // Двигаемся дальше
1858         }
1859         // Это последний блок
1860         if (_pattern.Count == _patternPosition + 1)
1861         {
1862             _patternPosition++;
1863             _sequencePosition = 0;
1864             return false; // Полное соответствие
1865         }
1866         else
1867         {
1868             if (_sequencePosition > currentPatternBlock.Stop)
1869             {
1870                 return false; // Соответствие невозможно
1871             }
1872             var nextPatternBlock = _pattern[_patternPosition + 1];
1873             if (_patternSequence[nextPatternBlock.Start] == element)
1874             {
1875                 if (nextPatternBlock.Start < nextPatternBlock.Stop)
1876                 {
1877                     _patternPosition++;
1878                     _sequencePosition = 1;
1879                 }
1880                 else
1881                 {
1882                     _patternPosition += 2;
1883                     _sequencePosition = 0;
1884                 }
1885             }
1886         }
1887     }
1888     else // currentPatternBlock.Type == PatternBlockType.Elements
1889     {
1890         var patternElementPosition = currentPatternBlock.Start + _sequencePosition;
1891         if (_patternSequence[patternElementPosition] != element)
1892         {
1893             return false; // Соответствие невозможно
1894         }
1895     }
1896 }

```

```

1893     }
1894     if (patternElementPosition == currentPatternBlock.Stop)
1895     {
1896         _patternPosition++;
1897         _sequencePosition = 0;
1898     }
1899     else
1900     {
1901         _sequencePosition++;
1902     }
1903 }
1904 return true;
1905 //if (_patternSequence[_patternPosition] != element)
1906 //    return false;
1907 //else
1908 //{
1909 //    _sequencePosition++;
1910 //    _patternPosition++;
1911 //    return true;
1912 //}
1913 //if (_filterPosition == _patternSequence.Length)
1914 //{
1915 //    _filterPosition = -2; // Длиннее чем нужно
1916 //    return false;
1917 //}
1918 //if (element != _patternSequence[_filterPosition])
1919 //{
1920 //    _filterPosition = -1;
1921 //    return false; // Начинается иначе
1922 //}
1923 //_filterPosition++;
1924 //if (_filterPosition == (_patternSequence.Length - 1))
1925 //    return false;
1926 //if (_filterPosition >= 0)
1927 //{
1928 //    if (element == _patternSequence[_filterPosition + 1])
1929 //        _filterPosition++;
1930 //    else
1931 //        return false;
1932 //}
1933 //if (_filterPosition < 0)
1934 //{
1935 //    if (element == _patternSequence[0])
1936 //        _filterPosition = 0;
1937 //}
1938 }
1939
1940 public void AddAllPatternMatchedToResults(IEnumerable<ulong> sequencesToMatch)
1941 {
1942     foreach (var sequenceToMatch in sequencesToMatch)
1943     {
1944         if (PatternMatch(sequenceToMatch))
1945         {
1946             _results.Add(sequenceToMatch);
1947         }
1948     }
1949 }
1950
1951 }
1952
1953 #endregion
1954
1955 }

```

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

```

1 using Platform.Collections.Lists;
2 using Platform.Data.Sequences;
3 using System.Collections.Generic;
4
5 namespace Platform.Data.Doublets.Sequences
6 {
7     public static class SequencesExtensions
8     {
9         public static TLink Create<TLink>(this ISequences<TLink> sequences, IList<TLink[]>
10             ↪ groupedSequence)
11         {
12             var finalSequence = new TLink[groupedSequence.Count];
13             for (var i = 0; i < finalSequence.Length; i++)
14             {

```

```

14         var part = groupedSequence[i];
15         finalSequence[i] = part.Length == 1 ? part[0] : sequences.Create(part);
16     }
17     return sequences.Create(finalSequence);
18 }
19
20 public static IList<TLink> ToList<TLink>(this ISequences<TLink> sequences, TLink
    ↳ sequence)
21 {
22     var list = new List<TLink>();
23     sequences.EachPart(list.AddAndReturnTrue, sequence);
24     return list;
25 }
26 }
27 }

```

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

```

1  using System;
2  using System.Collections.Generic;
3  using Platform.Interfaces;
4  using Platform.Collections.Stacks;
5  using Platform.Data.Doublets.Sequences.Frequencies.Cache;
6  using Platform.Data.Doublets.Sequences.Frequencies.Counters;
7  using Platform.Data.Doublets.Sequences.Converters;
8  using Platform.Data.Doublets.Sequences.CriteriaMatchers;
9  using Platform.Data.Doublets.Sequences.Walkers;
10 using Platform.Data.Doublets.Sequences.Indexes;
11
12 namespace Platform.Data.Doublets.Sequences
13 {
14     public class SequencesOptions<TLink> // TODO: To use type parameter <TLink> the
    ↳ ILinks<TLink> must contain GetConstants function.
15     {
16         private static readonly EqualityComparer<TLink> _equalityComparer =
    ↳ EqualityComparer<TLink>.Default;
17
18         public TLink SequenceMarkerLink { get; set; }
19         public bool UseCascadeUpdate { get; set; }
20         public bool UseCascadeDelete { get; set; }
21         public bool UseIndex { get; set; } // TODO: Update Index on sequence update/delete.
22         public bool UseSequenceMarker { get; set; }
23         public bool UseCompression { get; set; }
24         public bool UseGarbageCollection { get; set; }
25         public bool EnforceSingleSequenceVersionOnWriteBasedOnExisting { get; set; }
26         public bool EnforceSingleSequenceVersionOnWriteBasedOnNew { get; set; }
27
28         public MarkedSequenceCriterionMatcher<TLink> MarkedSequenceMatcher { get; set; }
29         public IConverter<IList<TLink>, TLink> LinksToSequenceConverter { get; set; }
30         public ISequenceIndex<TLink> Index { get; set; }
31         public ISequenceWalker<TLink> Walker { get; set; }
32
33         // TODO: Реализовать компактификацию при чтении
34         //public bool EnforceSingleSequenceVersionOnRead { get; set; }
35         //public bool UseRequestMarker { get; set; }
36         //public bool StoreRequestResults { get; set; }
37
38         public void InitOptions(ISynchronizedLinks<TLink> links)
39         {
40             if (UseSequenceMarker)
41             {
42                 if (_equalityComparer.Equals(SequenceMarkerLink, links.Constants.Null))
43                 {
44                     SequenceMarkerLink = links.CreatePoint();
45                 }
46                 else
47                 {
48                     if (!links.Exists(SequenceMarkerLink))
49                     {
50                         var link = links.CreatePoint();
51                         if (!_equalityComparer.Equals(link, SequenceMarkerLink))
52                         {
53                             throw new InvalidOperationException("Cannot recreate sequence marker
    ↳ link.");
54                         }
55                     }
56                 }
57             }
58             if (MarkedSequenceMatcher == null)
59             {

```

```

59         MarkedSequenceMatcher = new MarkedSequenceCriterionMatcher<TLink>(links,
60             ↪ SequenceMarkerLink);
61     }
62     }
63     var balancedVariantConverter = new BalancedVariantConverter<TLink>(links);
64     if (UseCompression)
65     {
66         if (LinksToSequenceConverter == null)
67         {
68             ICounter<TLink, TLink> totalSequenceSymbolFrequencyCounter;
69             if (UseSequenceMarker)
70             {
71                 totalSequenceSymbolFrequencyCounter = new
72                     ↪ TotalMarkedSequenceSymbolFrequencyCounter<TLink>(links,
73                     ↪ MarkedSequenceMatcher);
74             }
75             else
76             {
77                 totalSequenceSymbolFrequencyCounter = new
78                     ↪ TotalSequenceSymbolFrequencyCounter<TLink>(links);
79             }
80             var doubletFrequenciesCache = new LinkFrequenciesCache<TLink>(links,
81                 ↪ totalSequenceSymbolFrequencyCounter);
82             var compressingConverter = new CompressingConverter<TLink>(links,
83                 ↪ balancedVariantConverter, doubletFrequenciesCache);
84             LinksToSequenceConverter = compressingConverter;
85         }
86     }
87     else
88     {
89         if (LinksToSequenceConverter == null)
90         {
91             LinksToSequenceConverter = balancedVariantConverter;
92         }
93     }
94     if (UseIndex && Index == null)
95     {
96         Index = new SequenceIndex<TLink>(links);
97     }
98     if (Walker == null)
99     {
100         Walker = new RightSequenceWalker<TLink>(links, new DefaultStack<TLink>());
101     }
102 }
103
104 public void ValidateOptions()
105 {
106     if (UseGarbageCollection && !UseSequenceMarker)
107     {
108         throw new NotSupportedException("To use garbage collection UseSequenceMarker
109             ↪ option must be on.");
110     }
111 }
112 }
113 }
114 }
115 }
116 }

```

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

```

1  using System;
2  using System.Collections.Generic;
3  using System.Globalization;
4  using System.Runtime.CompilerServices;
5  using System.Text;
6  using Platform.Data.Sequences;
7
8  namespace Platform.Data.Doublets.Sequences
9  {
10     public class UnicodeMap
11     {
12         public static readonly ulong FirstCharLink = 1;
13         public static readonly ulong LastCharLink = FirstCharLink + char.MaxValue;
14         public static readonly ulong MapSize = 1 + char.MaxValue;
15
16         private readonly ILinks<ulong> _links;
17         private bool _initialized;
18
19         public UnicodeMap(ILinks<ulong> links) => _links = links;
20
21         public static UnicodeMap InitNew(ILinks<ulong> links)
22         {

```

```

23     var map = new UnicodeMap(links);
24     map.Init();
25     return map;
26 }
27
28 public void Init()
29 {
30     if (!_initialized)
31     {
32         return;
33     }
34     _initialized = true;
35     var firstLink = _links.CreatePoint();
36     if (firstLink != FirstCharLink)
37     {
38         _links.Delete(firstLink);
39     }
40     else
41     {
42         for (var i = FirstCharLink + 1; i <= LastCharLink; i++)
43         {
44             // From NIL to It (NIL -> Character) transformation meaning, (or infinite
45             // ↪ amount of NIL characters before actual Character)
46             var createdLink = _links.CreatePoint();
47             _links.Update(createdLink, firstLink, createdLink);
48             if (createdLink != i)
49             {
50                 throw new InvalidOperationException("Unable to initialize UTF 16
51                 ↪ table.");
52             }
53         }
54     }
55
56     // 0 - null link
57     // 1 - nil character (0 character)
58     // ...
59     // 65536 (0(1) + 65535 = 65536 possible values)
60
61     [MethodImpl(MethodImplOptions.AggressiveInlining)]
62     public static ulong FromCharToLink(char character) => (ulong)character + 1;
63
64     [MethodImpl(MethodImplOptions.AggressiveInlining)]
65     public static char FromLinkToChar(ulong link) => (char)(link - 1);
66
67     [MethodImpl(MethodImplOptions.AggressiveInlining)]
68     public static bool IsCharLink(ulong link) => link <= MapSize;
69
70     public static string FromLinksToString(IList<ulong> linksList)
71     {
72         var sb = new StringBuilder();
73         for (int i = 0; i < linksList.Count; i++)
74         {
75             sb.Append(FromLinkToChar(linksList[i]));
76         }
77         return sb.ToString();
78     }
79
80     public static string FromSequenceLinkToString(ulong link, ILinks<ulong> links)
81     {
82         var sb = new StringBuilder();
83         if (links.Exists(link))
84         {
85             StopableSequenceWalker.WalkRight(link, links.GetSource, links.GetTarget,
86             x => x <= MapSize || links.GetSource(x) == x || links.GetTarget(x) == x,
87             ↪ element =>
88             {
89                 sb.Append(FromLinkToChar(element));
90                 return true;
91             }
92             );
93         }
94         return sb.ToString();
95     }
96
97     public static ulong[] FromCharsToLinkArray(char[] chars) => FromCharsToLinkArray(chars,
98     ↪ chars.Length);
99
100    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 ==
129                 ↪ CharUnicodeInfo.GetUnicodeCategory(sequence[absoluteLength]))
130             {
131                 relativeLength++;
132                 absoluteLength++;
133             }
134             // char array to ulong array
135             var innerSequence = new ulong[relativeLength];
136             var maxLength = offset + relativeLength;
137             for (var i = offset; i < maxLength; i++)
138             {
139                 innerSequence[i - offset] = FromCharToLink(sequence[i]);
140             }
141             result.Add(innerSequence);
142             offset += relativeLength;
143         }
144         return result;
145     }
146
147     public static List<ulong[]> FromLinkArrayToLinkArrayGroups(ulong[] array)
148     {
149         var result = new List<ulong[]>();
150         var offset = 0;
151         while (offset < array.Length)
152         {
153             var relativeLength = 1;
154             if (array[offset] <= LastCharLink)
155             {
156                 var currentCategory =
157                 ↪ CharUnicodeInfo.GetUnicodeCategory(FromLinkToChar(array[offset]));
158                 var absoluteLength = offset + relativeLength;
159                 while (absoluteLength < array.Length &&
160                     array[absoluteLength] <= LastCharLink &&
161                     currentCategory == CharUnicodeInfo.GetUnicodeCategory(FromLinkToChar(
162                     ↪ array[absoluteLength])))
163                 {
164                     relativeLength++;
165                     absoluteLength++;
166                 }
167             }
168             else
169             {
170                 var absoluteLength = offset + relativeLength;
171                 while (absoluteLength < array.Length && array[absoluteLength] > LastCharLink)
172                 {
173                     relativeLength++;
174                     absoluteLength++;
175                 }
176             }
177         }
178         return result;
179     }

```

```

173     }
174     // copy array
175     var innerSequence = new ulong[relativeLength];
176     var maxLength = offset + relativeLength;
177     for (var i = offset; i < maxLength; i++)
178     {
179         innerSequence[i - offset] = array[i];
180     }
181     result.Add(innerSequence);
182     offset += relativeLength;
183 }
184 return result;
185 }
186 }
187 }

```

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

```

1 using System.Collections.Generic;
2
3 namespace Platform.Data.Doublets.Sequences.Walkers
4 {
5     public interface ISequenceWalker<TLink>
6     {
7         IEnumerable<TLink> Walk(TLink sequence);
8     }
9 }

```

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

```

1 using System.Collections.Generic;
2 using System.Runtime.CompilerServices;
3 using Platform.Collections.Stacks;
4
5 namespace Platform.Data.Doublets.Sequences.Walkers
6 {
7     public class LeftSequenceWalker<TLink> : SequenceWalkerBase<TLink>
8     {
9         public LeftSequenceWalker(ILinks<TLink> links, IStack<TLink> stack) : base(links, stack)
10         {
11             [MethodImpl(MethodImplOptions.AggressiveInlining)]
12             protected override TLink GetNextElementAfterPop(TLink element) =>
13                 Links.GetSource(element);
14
15             [MethodImpl(MethodImplOptions.AggressiveInlining)]
16             protected override TLink GetNextElementAfterPush(TLink element) =>
17                 Links.GetTarget(element);
18
19             [MethodImpl(MethodImplOptions.AggressiveInlining)]
20             protected override IEnumerable<TLink> WalkContents(TLink element)
21             {
22                 var parts = Links.GetLink(element);
23                 var start = Links.Constants.IndexPart + 1;
24                 for (var i = parts.Count - 1; i >= start; i--)
25                 {
26                     var part = parts[i];
27                     if (IsElement(part))
28                     {
29                         yield return part;
30                     }
31                 }
32             }
33         }
34     }
35 }

```

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

```

1 using System.Collections.Generic;
2 using System.Runtime.CompilerServices;
3
4 // #define USEARRAYPOOL
5 #if USEARRAYPOOL
6 using Platform.Collections;
7 #endif
8
9 namespace Platform.Data.Doublets.Sequences.Walkers
10 {
11     public class LeveledSequenceWalker<TLink> : LinksOperatorBase<TLink>, ISequenceWalker<TLink>
12     {
13         private static readonly EqualityComparer<TLink> _equalityComparer =
14             EqualityComparer<TLink>.Default;
15     }
16 }

```

```

14 public LeveledSequenceWalker(ILinks<TLink> links) : base(links) { }
15
16 public IEnumerable<TLink> Walk(TLink sequence) => ToArray(sequence);
17
18 [MethodImpl(MethodImplOptions.AggressiveInlining)]
19 protected virtual bool IsElement(TLink elementLink) => Links.IsPartialPoint(elementLink);
20
21 public TLink[] ToArray(TLink sequence)
22 {
23     var length = 1;
24     var array = new TLink[length];
25     array[0] = sequence;
26     if (IsElement(sequence))
27     {
28         return array;
29     }
30     bool hasElements;
31     do
32     {
33         length *= 2;
34 #if USEARRAYPOOL
35         var nextArray = ArrayPool.Allocate<ulong>(length);
36 #else
37         var nextArray = new TLink[length];
38 #endif
39         hasElements = false;
40         for (var i = 0; i < array.Length; i++)
41         {
42             var candidate = array[i];
43             if (!_equalityComparer.Equals(array[i], default))
44             {
45                 continue;
46             }
47             var doubletOffset = i * 2;
48             if (IsElement(candidate))
49             {
50                 nextArray[doubletOffset] = candidate;
51             }
52             else
53             {
54                 var link = Links.GetLink(candidate);
55                 var linkSource = Links.GetSource(link);
56                 var linkTarget = Links.GetTarget(link);
57                 nextArray[doubletOffset] = linkSource;
58                 nextArray[doubletOffset + 1] = linkTarget;
59                 if (!hasElements)
60                 {
61                     hasElements = !(IsElement(linkSource) && IsElement(linkTarget));
62                 }
63             }
64         }
65     }
66 #if USEARRAYPOOL
67     if (array.Length > 1)
68     {
69         ArrayPool.Free(array);
70     }
71 #endif
72     array = nextArray;
73 }
74 while (hasElements);
75 var filledElementsCount = CountFilledElements(array);
76 if (filledElementsCount == array.Length)
77 {
78     return array;
79 }
80 else
81 {
82     return CopyFilledElements(array, filledElementsCount);
83 }
84 }
85
86 [MethodImpl(MethodImplOptions.AggressiveInlining)]
87 private static TLink[] CopyFilledElements(TLink[] array, int filledElementsCount)
88 {
89     var finalArray = new TLink[filledElementsCount];
90     for (int i = 0, j = 0; i < array.Length; i++)
91     {
92         if (!_equalityComparer.Equals(array[i], default))

```



```

93         {
94             finalArray[j] = array[i];
95             j++;
96         }
97     }
98     #if USEARRAYPOOL
99         ArrayPool.Free(array);
100    #endif
101    return finalArray;
102 }
103
104 [MethodImpl(MethodImplOptions.AggressiveInlining)]
105 private static int CountFilledElements(TLink[] array)
106 {
107     var count = 0;
108     for (var i = 0; i < array.Length; i++)
109     {
110         if (!_equalityComparer.Equals(array[i], default))
111         {
112             count++;
113         }
114     }
115     return count;
116 }
117 }
118 }

```

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

```

1  using System.Collections.Generic;
2  using System.Runtime.CompilerServices;
3  using Platform.Collections.Stacks;
4
5  namespace Platform.Data.Doublets.Sequences.Walkers
6  {
7      public class RightSequenceWalker<TLink> : SequenceWalkerBase<TLink>
8      {
9          public RightSequenceWalker(ILinks<TLink> links, IStack<TLink> stack) : base(links,
10             ↪ stack) { }
11
12          [MethodImpl(MethodImplOptions.AggressiveInlining)]
13          protected override TLink GetNextElementAfterPop(TLink element) =>
14             ↪ Links.GetTarget(element);
15
16          [MethodImpl(MethodImplOptions.AggressiveInlining)]
17          protected override TLink GetNextElementAfterPush(TLink element) =>
18             ↪ Links.GetSource(element);
19
20          [MethodImpl(MethodImplOptions.AggressiveInlining)]
21          protected override IEnumerable<TLink> WalkContents(TLink element)
22          {
23              var parts = Links.GetLink(element);
24              for (var i = Links.Constants.IndexPart + 1; i < parts.Count; i++)
25              {
26                  var part = parts[i];
27                  if (IsElement(part))
28                  {
29                      yield return part;
30                  }
31              }
32          }
33      }
34  }

```

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

```

1  using System.Collections.Generic;
2  using System.Runtime.CompilerServices;
3  using Platform.Collections.Stacks;
4
5  namespace Platform.Data.Doublets.Sequences.Walkers
6  {
7      public abstract class SequenceWalkerBase<TLink> : LinksOperatorBase<TLink>,
8             ↪ ISequenceWalker<TLink>
9      {
10         private readonly IStack<TLink> _stack;
11
12         protected SequenceWalkerBase(ILinks<TLink> links, IStack<TLink> stack) : base(links) =>
13             ↪ _stack = stack;
14
15         public IEnumerable<TLink> Walk(TLink sequence)

```

```

14 {
15     _stack.Clear();
16     var element = sequence;
17     if (IsElement(element))
18     {
19         yield return element;
20     }
21     else
22     {
23         while (true)
24         {
25             if (IsElement(element))
26             {
27                 if (_stack.IsEmpty)
28                 {
29                     break;
30                 }
31                 element = _stack.Pop();
32                 foreach (var output in WalkContents(element))
33                 {
34                     yield return output;
35                 }
36                 element = GetNextElementAfterPop(element);
37             }
38             else
39             {
40                 _stack.Push(element);
41                 element = GetNextElementAfterPush(element);
42             }
43         }
44     }
45 }
46
47 [MethodImpl(MethodImplOptions.AggressiveInlining)]
48 protected virtual bool IsElement(TLink elementLink) => Links.IsPartialPoint(elementLink);
49
50 [MethodImpl(MethodImplOptions.AggressiveInlining)]
51 protected abstract TLink GetNextElementAfterPop(TLink element);
52
53 [MethodImpl(MethodImplOptions.AggressiveInlining)]
54 protected abstract TLink GetNextElementAfterPush(TLink element);
55
56 [MethodImpl(MethodImplOptions.AggressiveInlining)]
57 protected abstract IEnumerable<TLink> WalkContents(TLink element);
58 }
59 }

```

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

```

1 using System.Collections.Generic;
2 using Platform.Collections.Stacks;
3
4 namespace Platform.Data.Doublets.Stacks
5 {
6     public class Stack<TLink> : IStack<TLink>
7     {
8         private static readonly EqualityComparer<TLink> _equalityComparer =
9             ↳ EqualityComparer<TLink>.Default;
10
11         private readonly ILinks<TLink> _links;
12         private readonly TLink _stack;
13
14         public bool IsEmpty => _equalityComparer.Equals(Peek(), _stack);
15
16         public Stack(ILinks<TLink> links, TLink stack)
17         {
18             _links = links;
19             _stack = stack;
20         }
21
22         private TLink GetStackMarker() => _links.GetSource(_stack);
23
24         private TLink GetTop() => _links.GetTarget(_stack);
25
26         public TLink Peek() => _links.GetTarget(GetTop());
27
28         public TLink Pop()
29         {
30             var element = Peek();
31             if (!_equalityComparer.Equals(element, _stack))

```

```

32         var top = GetTop();
33         var previousTop = _links.GetSource(top);
34         _links.Update(_stack, GetStackMarker(), previousTop);
35         _links.Delete(top);
36     }
37     return element;
38 }
39
40 public void Push(TLink element) => _links.Update(_stack, GetStackMarker(),
    ↪ _links.GetOrCreate(GetTop(), element));
41 }
42 }

```

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

```

1 namespace Platform.Data.Doublets.Stacks
2 {
3     public static class StackExtensions
4     {
5         public static TLink CreateStack<TLink>(this ILinks<TLink> links, TLink stackMarker)
6         {
7             var stackPoint = links.CreatePoint();
8             var stack = links.Update(stackPoint, stackMarker, stackPoint);
9             return stack;
10        }
11    }
12 }

```

./Platform.Data.Doublets/SynchronizedLinks.cs

```

1 using System;
2 using System.Collections.Generic;
3 using Platform.Data.Constants;
4 using Platform.Data.Doublets;
5 using Platform.Threading.Synchronization;
6
7 namespace Platform.Data.Doublets
8 {
9     /// <remarks>
10    /// TODO: Autogeneration of synchronized wrapper (decorator).
11    /// TODO: Try to unfold code of each method using IL generation for performance improvements.
12    /// TODO: Or even to unfold multiple layers of implementations.
13    /// </remarks>
14    public class SynchronizedLinks<T> : ISynchronizedLinks<T>
15    {
16        public LinksCombinedConstants<T, T, int> Constants { get; }
17        public ISynchronization SyncRoot { get; }
18        public ILinks<T> Sync { get; }
19        public ILinks<T> Unsync { get; }
20
21        public SynchronizedLinks(ILinks<T> links) : this(new ReaderWriterLockSynchronization(),
    ↪ links) { }
22
23        public SynchronizedLinks(ISynchronization synchronization, ILinks<T> links)
24        {
25            SyncRoot = synchronization;
26            Sync = this;
27            Unsync = links;
28            Constants = links.Constants;
29        }
30
31        public T Count(IList<T> restriction) => SyncRoot.ExecuteReadOperation(restriction,
    ↪ Unsync.Count);
32        public T Each(Func<IList<T>, T> handler, IList<T> restrictions) =>
    ↪ SyncRoot.ExecuteReadOperation(handler, restrictions, (handler1, restrictions1) =>
    ↪ Unsync.Each(handler1, restrictions1));
33        public T Create() => SyncRoot.ExecuteWriteOperation(Unsync.Create);
34        public T Update(IList<T> restrictions) => SyncRoot.ExecuteWriteOperation(restrictions,
    ↪ Unsync.Update);
35        public void Delete(T link) => SyncRoot.ExecuteWriteOperation(link, Unsync.Delete);
36
37        //public T Trigger(IList<T> restriction, Func<IList<T>, IList<T>, T> matchedHandler,
    ↪ IList<T> substitution, Func<IList<T>, IList<T>, T> substitutedHandler)
38        //{
39        //    if (restriction != null && substitution != null &&
    ↪ !substitution.EqualTo(restriction))
40        //        return SyncRoot.ExecuteWriteOperation(restriction, matchedHandler,
    ↪ substitution, substitutedHandler, Unsync.Trigger);
41
42        //    return SyncRoot.ExecuteReadOperation(restriction, matchedHandler, substitution,
    ↪ substitutedHandler, Unsync.Trigger);

```

```

43     //}
44 }
45 }

```

./Platform.Data.Doublets/UInt64Link.cs

```

1  using System;
2  using System.Collections;
3  using System.Collections.Generic;
4  using Platform.Exceptions;
5  using Platform.Ranges;
6  using Platform.Singletons;
7  using Platform.Collections.Lists;
8  using Platform.Data.Constants;
9
10 namespace Platform.Data.Doublets
11 {
12     /// <summary>
13     /// Структура описывающая уникальную связь.
14     /// </summary>
15     public struct UInt64Link : IEquatable<UInt64Link>, IReadOnlyList<ulong>, IList<ulong>
16     {
17         private static readonly LinksCombinedConstants<bool, ulong, int> _constants =
18             ↪ Default<LinksCombinedConstants<bool, ulong, int>>.Instance;
19
20         private const int Length = 3;
21
22         public readonly ulong Index;
23         public readonly ulong Source;
24         public readonly ulong Target;
25
26         public static readonly UInt64Link Null = new UInt64Link();
27
28         public UInt64Link(params ulong[] values)
29         {
30             Index = values.Length > _constants.IndexPart ? values[_constants.IndexPart] :
31                 ↪ _constants.Null;
32             Source = values.Length > _constants.SourcePart ? values[_constants.SourcePart] :
33                 ↪ _constants.Null;
34             Target = values.Length > _constants.TargetPart ? values[_constants.TargetPart] :
35                 ↪ _constants.Null;
36         }
37
38         public UInt64Link(IList<ulong> values)
39         {
40             Index = values.Count > _constants.IndexPart ? values[_constants.IndexPart] :
41                 ↪ _constants.Null;
42             Source = values.Count > _constants.SourcePart ? values[_constants.SourcePart] :
43                 ↪ _constants.Null;
44             Target = values.Count > _constants.TargetPart ? values[_constants.TargetPart] :
45                 ↪ _constants.Null;
46         }
47
48         public UInt64Link(ulong index, ulong source, ulong target)
49         {
50             Index = index;
51             Source = source;
52             Target = target;
53         }
54
55         public UInt64Link(ulong source, ulong target)
56             : this(_constants.Null, source, target)
57         {
58             Source = source;
59             Target = target;
60         }
61
62         public static UInt64Link Create(ulong source, ulong target) => new UInt64Link(source,
63             ↪ target);
64
65         public override int GetHashCode() => (Index, Source, Target).GetHashCode();
66
67         public bool IsNull() => Index == _constants.Null
68             && Source == _constants.Null
69             && Target == _constants.Null;
70
71         public override bool Equals(object other) => other is UInt64Link &&
72             ↪ Equals((UInt64Link)other);
73
74         public bool Equals(UInt64Link other) => Index == other.Index
75             && Source == other.Source
76             && Target == other.Target;
77     }
78 }

```

```

68 public static string ToString(ulong index, ulong source, ulong target) => $"({index}:
69     ↳ {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
76     ↳ UInt64Link(linkArray);
77
78 public override string ToString() => Index == _constants.Null ? ToString(Source, Target)
79     ↳ : ToString(Index, Source, Target);
80
81 #region IList
82
83 public ulong this[int index]
84 {
85     get
86     {
87         Ensure.Always.ArgumentInRange(index, new Range<int>(0, Length - 1),
88             ↳ nameof(index));
89         if (index == _constants.IndexPart)
90         {
91             return Index;
92         }
93         if (index == _constants.SourcePart)
94         {
95             return Source;
96         }
97         if (index == _constants.TargetPart)
98         {
99             return Target;
100         }
101         throw new NotSupportedException(); // Impossible path due to
102             ↳ Ensure.ArgumentInRange
103     }
104     set => throw new NotSupportedException();
105 }
106
107 public int Count => Length;
108
109 public bool IsReadOnly => true;
110
111 IEnumerator IEnumerable.GetEnumerator() => GetEnumerator();
112
113 public IEnumerator<ulong> GetEnumerator()
114 {
115     yield return Index;
116     yield return Source;
117     yield return Target;
118 }
119
120 public void Add(ulong item) => throw new NotSupportedException();
121
122 public void Clear() => throw new NotSupportedException();
123
124 public bool Contains(ulong item) => IndexOf(item) >= 0;
125
126 public void CopyTo(ulong[] array, int arrayIndex)
127 {
128     Ensure.Always.ArgumentNotNull(array, nameof(array));
129     Ensure.Always.ArgumentInRange(arrayIndex, new Range<int>(0, array.Length - 1),
130         ↳ nameof(arrayIndex));
131     if (arrayIndex + Length > array.Length)
132     {
133         throw new ArgumentException();
134     }
135     array[arrayIndex++] = Index;
136     array[arrayIndex++] = Source;
137     array[arrayIndex] = Target;
138 }
139
140 public bool Remove(ulong item) => Throw.A.NotSupportedExceptionAndReturn<bool>();
141
142 public int IndexOf(ulong item)
143 {
144     if (Index == item)
145     {

```

```

141         return _constants.IndexPart;
142     }
143     if (Source == item)
144     {
145         return _constants.SourcePart;
146     }
147     if (Target == item)
148     {
149         return _constants.TargetPart;
150     }
151     return -1;
152 }
153
154
155 public void Insert(int index, ulong item) => throw new NotSupportedException();
156
157 public void RemoveAt(int index) => throw new NotSupportedException();
158
159 #endregion
160 }
161 }

```

./Platform.Data.Doublets/UInt64LinkExtensions.cs

```

1 namespace Platform.Data.Doublets
2 {
3     public static class UInt64LinkExtensions
4     {
5         public static bool IsFullPoint(this UInt64Link link) => Point<ulong>.IsFullPoint(link);
6         public static bool IsPartialPoint(this UInt64Link link) =>
7             ↪ Point<ulong>.IsPartialPoint(link);
8     }
9 }

```

./Platform.Data.Doublets/UInt64LinksExtensions.cs

```

1 using System;
2 using System.Text;
3 using System.Collections.Generic;
4 using Platform.Singletons;
5 using Platform.Data.Constants;
6 using Platform.Data.Exceptions;
7 using Platform.Data.Doublets.Sequences;
8
9 namespace Platform.Data.Doublets
10 {
11     public static class UInt64LinksExtensions
12     {
13         public static readonly LinksCombinedConstants<bool, ulong, int> Constants =
14             ↪ Default<LinksCombinedConstants<bool, ulong, int>>.Instance;
15
16         public static void UseUnicode(this ILinks<ulong> links) => UnicodeMap.InitNew(links);
17
18         public static void EnsureEachLinkExists(this ILinks<ulong> links, IList<ulong> sequence)
19         {
20             if (sequence == null)
21             {
22                 return;
23             }
24             for (var i = 0; i < sequence.Count; i++)
25             {
26                 if (!links.Exists(sequence[i]))
27                 {
28                     throw new ArgumentLinkDoesNotExistsException<ulong>(sequence[i],
29                         ↪ $"sequence[{i}]");
30                 }
31             }
32         }
33
34         public static void EnsureEachLinkIsAnyOrExists(this ILinks<ulong> links, IList<ulong>
35             ↪ sequence)
36         {
37             if (sequence == null)
38             {
39                 return;
40             }
41             for (var i = 0; i < sequence.Count; i++)
42             {
43                 if (sequence[i] != Constants.Any && !links.Exists(sequence[i]))
44                 {
45                     throw new ArgumentLinkDoesNotExistsException<ulong>(sequence[i],
46                         ↪ $"sequence[{i}]");
47                 }
48             }
49         }
50     }
51 }

```

```

43     }
44 }
45 }
46
47 public static bool AnyLinkIsAny(this ILinks<ulong> links, params ulong[] sequence)
48 {
49     if (sequence == null)
50     {
51         return false;
52     }
53     var constants = links.Constants;
54     for (var i = 0; i < sequence.Length; i++)
55     {
56         if (sequence[i] == constants.Any)
57         {
58             return true;
59         }
60     }
61     return false;
62 }
63
64 public static string FormatStructure(this ILinks<ulong> links, ulong linkIndex,
65     ↪ Func<UInt64Link, bool> isElement, bool renderIndex = false, bool renderDebug = false)
66 {
67     var sb = new StringBuilder();
68     var visited = new HashSet<ulong>();
69     links.AppendStructure(sb, visited, linkIndex, isElement, (innerSb, link) =>
70     ↪ innerSb.Append(link.Index), renderIndex, renderDebug);
71     return sb.ToString();
72 }
73
74 public static string FormatStructure(this ILinks<ulong> links, ulong linkIndex,
75     ↪ Func<UInt64Link, bool> isElement, Action<StringBuilder, UInt64Link> appendElement,
76     ↪ bool renderIndex = false, bool renderDebug = false)
77 {
78     var sb = new StringBuilder();
79     var visited = new HashSet<ulong>();
80     links.AppendStructure(sb, visited, linkIndex, isElement, appendElement, renderIndex,
81     ↪ renderDebug);
82     return sb.ToString();
83 }
84
85 public static void AppendStructure(this ILinks<ulong> links, StringBuilder sb,
86     ↪ HashSet<ulong> visited, ulong linkIndex, Func<UInt64Link, bool> isElement,
87     ↪ Action<StringBuilder, UInt64Link> appendElement, bool renderIndex = false, bool
88     ↪ renderDebug = false)
89 {
90     if (sb == null)
91     {
92         throw new ArgumentNullException(nameof(sb));
93     }
94     if (linkIndex == Constants.Null || linkIndex == Constants.Any || linkIndex ==
95     ↪ Constants.Itself)
96     {
97         return;
98     }
99     if (links.Exists(linkIndex))
100     {
101         if (visited.Add(linkIndex))
102         {
103             sb.Append('(');
104             var link = new UInt64Link(links.GetLink(linkIndex));
105             if (renderIndex)
106             {
107                 sb.Append(link.Index);
108                 sb.Append(':');
109             }
110             if (link.Source == link.Index)
111             {
112                 sb.Append(link.Index);
113             }
114             else
115             {
116                 var source = new UInt64Link(links.GetLink(link.Source));
117                 if (isElement(source))
118                 {
119                     appendElement(sb, source);
120                 }
121             }
122         }
123     }
124 }

```

```

112         else
113         {
114             links.AppendStructure(sb, visited, source.Index, isElement,
115                 ↪ appendElement, renderIndex);
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,
132                     ↪ appendElement, renderIndex);
133             }
134             sb.Append(' ');
135         }
136         else
137         {
138             if (renderDebug)
139             {
140                 sb.Append('*');
141             }
142             sb.Append(linkIndex);
143         }
144     }
145     else
146     {
147         if (renderDebug)
148         {
149             sb.Append('~');
150         }
151         sb.Append(linkIndex);
152     }
153 }
154 }
155 }

```

./Platform.Data.Doublets/UInt64LinksTransactionsLayer.cs

```

1  using System;
2  using System.Linq;
3  using System.Collections.Generic;
4  using System.IO;
5  using System.Runtime.CompilerServices;
6  using System.Threading;
7  using System.Threading.Tasks;
8  using Platform.Disposables;
9  using Platform.Timestamps;
10 using Platform.Unsafe;
11 using Platform.IO;
12 using Platform.Data.Doublets.Decorators;
13
14 namespace Platform.Data.Doublets
15 {
16     public class UInt64LinksTransactionsLayer : LinksDisposableDecoratorBase //-V3073
17     {
18         /// <remarks>
19         /// Альтернативные варианты хранения трансформации (элемента транзакции):
20         ///
21         /// private enum TransitionType
22         /// {
23         ///     Creation,
24         ///     UpdateOf,
25         ///     UpdateTo,
26         ///     Deletion
27         /// }
28         ///
29         /// private struct Transition
30         /// {
31         ///     public ulong TransactionId;

```



```

32     ///     public UniqueTimestamp Timestamp;
33     ///     public TransactionItemType Type;
34     ///     public Link Source;
35     ///     public Link Linker;
36     ///     public Link Target;
37     /// }
38     ///
39     /// Или
40     ///
41     /// public struct TransitionHeader
42     /// {
43     ///     public ulong TransactionIdCombined;
44     ///     public ulong TimestampCombined;
45     ///
46     ///     public ulong TransactionId
47     ///     {
48     ///         get
49     ///         {
50     ///             return (ulong) mask & TransactionIdCombined;
51     ///         }
52     ///     }
53     ///
54     ///     public UniqueTimestamp Timestamp
55     ///     {
56     ///         get
57     ///         {
58     ///             return (UniqueTimestamp)mask & TransactionIdCombined;
59     ///         }
60     ///     }
61     ///
62     ///     public TransactionItemType Type
63     ///     {
64     ///         get
65     ///         {
66     ///             // Использовать по одному биту из TransactionId и Timestamp,
67     ///             // для значения в 2 бита, которое представляет тип операции
68     ///             throw new NotImplementedException();
69     ///         }
70     ///     }
71     /// }
72     ///
73     /// private struct Transition
74     /// {
75     ///     public TransitionHeader Header;
76     ///     public Link Source;
77     ///     public Link Linker;
78     ///     public Link Target;
79     /// }
80     ///
81     /// </remarks>
82     public struct Transition
83     {
84         public static readonly long Size = Structure<Transition>.Size;
85
86         public readonly ulong TransactionId;
87         public readonly UInt64Link Before;
88         public readonly UInt64Link After;
89         public readonly Timestamp Timestamp;
90
91         public Transition(UniqueTimestampFactory uniqueTimestampFactory, ulong
92             ↪ transactionId, UInt64Link before, UInt64Link after)
93         {
94             TransactionId = transactionId;
95             Before = before;
96             After = after;
97             Timestamp = uniqueTimestampFactory.Create();
98         }
99
100        public Transition(UniqueTimestampFactory uniqueTimestampFactory, ulong
101            ↪ transactionId, UInt64Link before)
102            : this(uniqueTimestampFactory, transactionId, before, default)
103        {
104        }
105
106        public Transition(UniqueTimestampFactory uniqueTimestampFactory, ulong transactionId)
107            : this(uniqueTimestampFactory, transactionId, default, default)
108        {
109        }

```

```

109         public override string ToString() => $"{Timestamp} {TransactionId}: {Before} =>
110             ↳ {After}";
111     }
112     /// <remarks>
113     /// Другие варианты реализации транзакций (атомарности):
114     ///     1. Разделение хранения значения связи ((Source Target) или (Source Linker
115     ///     ↳ Target)) и индексов.
116     ///     2. Хранение трансформаций/операций в отдельном хранилище Links, но дополнительно
117     ///     ↳ потребуется решить вопрос
118     ///     ↳ со ссылками на внешние идентификаторы, или как-то иначе решить вопрос с
119     ///     ↳ пересечениями идентификаторов.
120     ///
121     /// Где хранить промежуточный список транзакций?
122     ///
123     /// В оперативной памяти:
124     ///     Минусы:
125     ///     1. Может усложнить систему, если она будет функционировать самостоятельно,
126     ///     так как нужно отдельно выделять память под список трансформаций.
127     ///     2. Выделенной оперативной памяти может не хватить, в том случае,
128     ///     если транзакция использует слишком много трансформаций.
129     ///     ↳ Можно использовать жёсткий диск для слишком длинных транзакций.
130     ///     ↳ Максимальный размер списка трансформаций можно ограничить / задать
131     ///     ↳ константой.
132     ///     3. При подтверждении транзакции (Commit) все трансформации записываются разом
133     ///     ↳ создавая задержку.
134     ///
135     /// На жёстком диске:
136     ///     Минусы:
137     ///     1. Длительный отклик, на запись каждой трансформации.
138     ///     2. Лог транзакций дополнительно наполняется отменёнными транзакциями.
139     ///     ↳ Это может решаться упаковкой/исключением дублирующих операций.
140     ///     ↳ Также это может решаться тем, что короткие транзакции вообще
141     ///     ↳ не будут записываться в случае отката.
142     ///     3. Перед тем как выполнять отмену операций транзакции нужно дождаться пока все
143     ///     ↳ операции (трансформации)
144     ///     ↳ будут записаны в лог.
145     /// </remarks>
146     public class Transaction : DisposableBase
147     {
148         private readonly Queue<Transition> _transitions;
149         private readonly UInt64LinksTransactionsLayer _layer;
150         public bool IsCommitted { get; private set; }
151         public bool IsReverted { get; private set; }
152
153         public Transaction(UInt64LinksTransactionsLayer layer)
154         {
155             _layer = layer;
156             if (_layer._currentTransactionId != 0)
157             {
158                 throw new NotSupportedException("Nested transactions not supported.");
159             }
160             IsCommitted = false;
161             IsReverted = false;
162             _transitions = new Queue<Transition>();
163             SetCurrentTransaction(layer, this);
164         }
165
166         public void Commit()
167         {
168             EnsureTransactionAllowsWriteOperations(this);
169             while (_transitions.Count > 0)
170             {
171                 var transition = _transitions.Dequeue();
172                 _layer._transitions.Enqueue(transition);
173             }
174             _layer._lastCommittedTransactionId = _layer._currentTransactionId;
175             IsCommitted = true;
176         }
177
178         private void Revert()
179         {
180             EnsureTransactionAllowsWriteOperations(this);
181             var transitionsToRevert = new Transition[_transitions.Count];
182             _transitions.CopyTo(transitionsToRevert, 0);
183             for (var i = transitionsToRevert.Length - 1; i >= 0; i--)
184             {

```

```

180         _layer.RevertTransition(transitionsToRevert[i]);
181     }
182     IsReverted = true;
183 }
184
185 public static void SetCurrentTransaction(UInt64LinksTransactionsLayer layer,
186     ↪ Transaction transaction)
187 {
188     layer._currentTransactionId = layer._lastCommittedTransactionId + 1;
189     layer._currentTransactionTransitions = transaction._transitions;
190     layer._currentTransaction = transaction;
191 }
192
193 public static void EnsureTransactionAllowsWriteOperations(Transaction transaction)
194 {
195     if (transaction.IsReverted)
196     {
197         throw new InvalidOperationException("Transation is reverted.");
198     }
199     if (transaction.IsCommitted)
200     {
201         throw new InvalidOperationException("Transation is committed.");
202     }
203 }
204
205 protected override void Dispose(bool manual, bool wasDisposed)
206 {
207     if (!wasDisposed && _layer != null && !_layer.IsDisposed)
208     {
209         if (!IsCommitted && !IsReverted)
210         {
211             Revert();
212         }
213         _layer.ResetCurrentTransation();
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 _lastCommittedTransition;
225 private ulong _currentTransactionId;
226 private Queue<Transition> _currentTransactionTransitions;
227 private Transaction _currentTransaction;
228 private ulong _lastCommittedTransactionId;
229
230 public UInt64LinksTransactionsLayer(ILinks<ulong> links, string logAddress)
231     : base(links)
232 {
233     if (string.IsNullOrEmpty(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 lastCommittedTransition = FileHelpers.ReadFirstOrDefault<Transition>(logAddress);
242     var lastWrittenTransition = FileHelpers.ReadLastOrDefault<Transition>(logAddress);
243     if (!lastCommittedTransition.Equals(lastWrittenTransition))
244     {
245         Dispose();
246         throw new NotSupportedException("Database is damaged, autorecovery is not
247             ↪ supported yet.");
248     }
249     if (lastCommittedTransition.Equals(default(Transition)))
250     {
251         FileHelpers.WriteFirst(logAddress, lastCommittedTransition);
252     }
253     _lastCommittedTransition = lastCommittedTransition;
254     // TODO: Think about a better way to calculate or store this value
255     var allTransitions = FileHelpers.ReadAll<Transition>(logAddress);
256     _lastCommittedTransactionId = allTransitions.Max(x => x.TransactionId);
257     _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,
271     ↪ default, createdLink));
272     return createdLinkIndex;
273 }
274
275 public override ulong Update(IList<ulong> parts)
276 {
277     var linkIndex = parts[Constants.IndexPart];
278     var beforeLink = new UInt64Link(Links.GetLink(linkIndex));
279     linkIndex = Links.Update(parts);
280     var afterLink = new UInt64Link(Links.GetLink(linkIndex));
281     CommitTransition(new Transition(_uniqueTimestampFactory, _currentTransactionId,
282     ↪ beforeLink, afterLink));
283     return linkIndex;
284 }
285
286 public override void Delete(ulong link)
287 {
288     var deletedLink = new UInt64Link(Links.GetLink(link));
289     Links.Delete(link);
290     CommitTransition(new Transition(_uniqueTimestampFactory, _currentTransactionId,
291     ↪ deletedLink, default));
292 }
293
294 [MethodImpl(MethodImplOptions.AggressiveInlining)]
295 private Queue<Transition> GetCurrentTransitions() => _currentTransactionTransitions ??
296     ↪ _transitions;
297
298 private void CommitTransition(Transition transition)
299 {
300     if (_currentTransaction != null)
301     {
302         Transaction.EnsureTransactionAllowsWriteOperations(_currentTransaction);
303     }
304     var transitions = GetCurrentTransitions();
305     transitions.Enqueue(transition);
306 }
307
308 private void RevertTransition(Transition transition)
309 {
310     if (transition.After.IsNull()) // Revert Deletion with Creation
311     {
312         Links.Create();
313     }
314     else if (transition.Before.IsNull()) // Revert Creation with Deletion
315     {
316         Links.Delete(transition.After.Index);
317     }
318     else // Revert Update
319     {
320         Links.Update(new[] { transition.After.Index, transition.Before.Source,
321         ↪ transition.Before.Target });
322     }
323 }
324
325 private void ResetCurrentTransation()
326 {
327     _currentTransactionId = 0;
328     _currentTransactionTransitions = null;
329     _currentTransaction = null;
330 }
331
332 private void PushTransitions()
333 {
334     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             _lastCommittedTransition = 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;
358             if (pusher != null)
359             {
360                 _transitionsPusher = null;
361                 pusher.Wait();
362             }
363             if (_transitions != null)
364             {
365                 PushTransitions();
366             }
367             _log.DisposeIfPossible();
368             FileHelpers.WriteFirst(_logAddress, _lastCommittedTransition);
369         }
370         catch
371         {
372         }
373     }
374
375     #region DisposalBase
376
377     protected override void Dispose(bool manual, bool wasDisposed)
378     {
379         if (!wasDisposed)
380         {
381             DisposeTransitions();
382         }
383         base.Dispose(manual, wasDisposed);
384     }
385
386     #endregion
387 }
388 }

```

./Platform.Data.Doublets.Tests/ComparisonTests.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 ComparisonTests
9      {
10         protected class UInt64Comparer : IComparer

```

```

20     const int N = 1000000;
21
22     ulong x = 10;
23     ulong y = 500;
24
25     bool result = false;
26
27     var ts1 = Performance.Measure(() =>
28     {
29         for (int i = 0; i < N; i++)
30         {
31             result = Compare(x, y) >= 0;
32         }
33     });
34
35     var comparer1 = Comparer<ulong>.Default;
36
37     var ts2 = Performance.Measure(() =>
38     {
39         for (int i = 0; i < N; i++)
40         {
41             result = comparer1.Compare(x, y) >= 0;
42         }
43     });
44
45     Func<ulong, ulong, int> compareReference = comparer1.Compare;
46
47     var ts3 = Performance.Measure(() =>
48     {
49         for (int i = 0; i < N; i++)
50         {
51             result = compareReference(x, y) >= 0;
52         }
53     });
54
55     var comparer2 = new UInt64Comparer();
56
57     var ts4 = Performance.Measure(() =>
58     {
59         for (int i = 0; i < N; i++)
60         {
61             result = comparer2.Compare(x, y) >= 0;
62         }
63     });
64
65     Console.WriteLine($"{ts1} {ts2} {ts3} {ts4} {result}");
66 }
67 }
68 }

```

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

```

1  using System.Collections.Generic;
2  using Xunit;
3  using Platform.Reflection;
4  using Platform.Numbers;
5  using Platform.Memory;
6  using Platform.Scopes;
7  using Platform.Setters;
8  using Platform.Data.Doublets.ResizableDirectMemory;
9
10 namespace Platform.Data.Doublets.Tests
11 {
12     public static class DoubletLinksTests
13     {
14         [Fact]
15         public static void UInt64CRUDTest()
16         {
17             using (var scope = new Scope<Types<HeapResizableDirectMemory,
18                 ↳ ResizableDirectMemoryLinks<ulong>>>())
19             {
20                 scope.Use<ILinks<ulong>>().TestCRUDOperations();
21             }
22
23             [Fact]
24             public static void UInt32CRUDTest()
25             {
26                 using (var scope = new Scope<Types<HeapResizableDirectMemory,
27                 ↳ ResizableDirectMemoryLinks<uint>>>())
28             {

```

```

28         scope.Use<ILinks<uint>>>().TestCRUDOperations();
29     }
30 }
31
32 [Fact]
33 public static void UInt16CRUDTest()
34 {
35     using (var scope = new Scope<Types<HeapResizableDirectMemory,
36         ↳ ResizableDirectMemoryLinks<ushort>>>())
37     {
38         scope.Use<ILinks<ushort>>>().TestCRUDOperations();
39     }
40
41 [Fact]
42 public static void UInt8CRUDTest()
43 {
44     using (var scope = new Scope<Types<HeapResizableDirectMemory,
45         ↳ ResizableDirectMemoryLinks<byte>>>())
46     {
47         scope.Use<ILinks<byte>>>().TestCRUDOperations();
48     }
49
50 private static void TestCRUDOperations<T>(this ILinks<T> links)
51 {
52     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     Assert.True(equalityComparer.Equals(setter.Result, constants.Null));
107 }
108
109 [Fact]
110 public static void UInt64RawNumbersCRUDTest()
111 {
112     using (var scope = new Scope<Types<HeapResizableDirectMemory,
113         ↳ 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,
123         ↳ ResizableDirectMemoryLinks<uint>>>())
124     {
125         scope.Use<ILinks<uint>>().TestRawNumbersCRUDOperations();
126     }
127 }
128
129 [Fact]
130 public static void UInt16RawNumbersCRUDTest()
131 {
132     using (var scope = new Scope<Types<HeapResizableDirectMemory,
133         ↳ ResizableDirectMemoryLinks<ushort>>>())
134     {
135         scope.Use<ILinks<ushort>>().TestRawNumbersCRUDOperations();
136     }
137 }
138
139 [Fact]
140 public static void UInt8RawNumbersCRUDTest()
141 {
142     using (var scope = new Scope<Types<HeapResizableDirectMemory,
143         ↳ ResizableDirectMemoryLinks<byte>>>())
144     {
145         scope.Use<ILinks<byte>>().TestRawNumbersCRUDOperations();
146     }
147 }
148
149 private static void TestRawNumbersCRUDOperations<T>(this ILinks<T> links)
150 {
151     // Constants
152     var constants = links.Constants;
153     var equalityComparer = EqualityComparer<T>.Default;
154
155     var h106E = new Hybrid<T>(106L, isExternal: true);
156     var h107E = new Hybrid<T>(-char.ConvertFromUtf32(107)[0]);
157     var h108E = new Hybrid<T>(-108L);
158
159     Assert.Equal(106L, h106E.AbsoluteValue);
160     Assert.Equal(107L, h107E.AbsoluteValue);
161     Assert.Equal(108L, h108E.AbsoluteValue);
162
163     // Create Link (External -> External)
164     var linkAddress1 = links.Create();
165
166     links.Update(linkAddress1, h106E, h108E);
167
168     var link1 = new Link<T>(links.GetLink(linkAddress1));
169
170     Assert.True(equalityComparer.Equals(link1.Source, h106E));
171     Assert.True(equalityComparer.Equals(link1.Target, h108E));
172
173     // Create Link (Internal -> External)
174     var linkAddress2 = links.Create();
175
176     links.Update(linkAddress2, linkAddress1, h108E);
177
178     var link2 = new Link<T>(links.GetLink(linkAddress2));
179
180     Assert.True(equalityComparer.Equals(link2.Source, linkAddress1));
181     Assert.True(equalityComparer.Equals(link2.Target, h108E));
182
183     // 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 EqualsPerformanceTest()
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     {
61         for (int i = 0; i < N; i++)
62         {
63             result = equalityComparer1.Equals(x, y);
64         }
65     });
66
67     var equalityComparer2 = new UInt64EqualityComparer();
68
69     var ts5 = Performance.Measure(() =>
70     {
71         for (int i = 0; i < N; i++)
72         {
73             result = equalityComparer2.Equals(x, y);
74         }
75     });
76
77     Func<ulong, ulong, bool> equalityComparer3 = equalityComparer2.Equals;
78
79     var ts6 = Performance.Measure(() =>
80     {
81         for (int i = 0; i < N; i++)
82         {
83             result = equalityComparer3(x, y);
84         }
85     });
86
87     var comparer = Comparer<ulong>.Default;
88
89     var ts7 = Performance.Measure(() =>
90     {
91         for (int i = 0; i < N; i++)
92         {
93             result = comparer.Compare(x, y) == 0;
94         }
95     });
96
97     Assert.True(ts2 < ts1);
98     Assert.True(ts3 < ts2);
99     Assert.True(ts5 < ts4);
100    Assert.True(ts5 < ts6);
101
102    Console.WriteLine($"{{ts1}} {{ts2}} {{ts3}} {{ts4}} {{ts5}} {{ts6}} {{ts7}} {{result}}");
103    }
104 }
105 }

```

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

```

1 using System;
2 using System.Collections.Generic;
3 using System.Diagnostics;
4 using System.IO;
5 using System.Text;
6 using System.Threading;

```

```

7 using System.Threading.Tasks;
8 using Xunit;
9 using Platform.Disposables;
10 using Platform.IO;
11 using Platform.Ranges;
12 using Platform.Random;
13 using Platform.Timestamps;
14 using Platform.Singletons;
15 using Platform.Counters;
16 using Platform.Diagnostics;
17 using Platform.Data.Constants;
18 using Platform.Data.Doublets.ResizableDirectMemory;
19 using Platform.Data.Doublets.Decorators;
20
21 namespace Platform.Data.Doublets.Tests
22 {
23     public static class LinksTests
24     {
25         private static readonly LinksCombinedConstants<bool, ulong, int> _constants =
26             ↳ Default<LinksCombinedConstants<bool, ulong, int>>.Instance;
27
28         private const long Iterations = 10 * 1024;
29
30         #region Concept
31
32         [Fact]
33         public static void MultipleCreateAndDeleteTest()
34         {
35             //const int N = 21;
36
37             using (var scope = new TempLinksTestScope())
38             {
39                 var links = scope.Links;
40
41                 for (var N = 0; N < 100; N++)
42                 {
43                     var random = new System.Random(N);
44
45                     var created = 0;
46                     var deleted = 0;
47
48                     for (var i = 0; i < N; i++)
49                     {
50                         var linksCount = links.Count();
51
52                         var createPoint = random.NextBoolean();
53
54                         if (linksCount > 2 && createPoint)
55                         {
56                             var linksAddressRange = new Range<ulong>(1, linksCount);
57                             var source = random.NextUInt64(linksAddressRange);
58                             var target = random.NextUInt64(linksAddressRange); //-V3086
59
60                             var resultLink = links.CreateAndUpdate(source, target);
61                             if (resultLink > linksCount)
62                             {
63                                 created++;
64                             }
65                         }
66                         else
67                         {
68                             links.Create();
69                             created++;
70                         }
71                     }
72
73                     Assert.True(created == (int)links.Count());
74
75                     for (var i = 0; i < N; i++)
76                     {
77                         var link = (ulong)i + 1;
78                         if (links.Exists(link))
79                         {
80                             links.Delete(link);
81                             deleted++;
82                         }
83                     }
84
85                     Assert.True(links.Count() == 0);
86                 }
87             }
88         }
89     }
90 }

```

```

87     }
88
89     [Fact]
90     public static void CascadeUpdateTest()
91     {
92         var itself = _constants.Itself;
93
94         using (var scope = new TempLinksTestScope(useLog: true))
95         {
96             var links = scope.Links;
97
98             var l1 = links.Create();
99             var l2 = links.Create();
100
101             l2 = links.Update(l2, l2, l1, l2);
102
103             links.CreateAndUpdate(l2, itself);
104             links.CreateAndUpdate(l2, itself);
105
106             l2 = links.Update(l2, l1);
107
108             links.Delete(l2);
109
110             Global.Trash = links.Count();
111
112             links.Unsync.DisposeIfPossible(); // Close links to access log
113
114             Global.Trash = FileHelpers.ReadAll<UInt64LinksTransactionsLayer.Transition>(scope
115                 ↪ e.TempTransactionLogFilename);
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>(scope
134                 ↪ e.TempTransactionLogFilename);
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
158                 ↪ cope.TempTransactionLogFilename);
159             Assert.Single(transitions);
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,
172             ↪ useLog: true))
173         {
174             var links = scope.Links;
175             var transactionsLayer = (UInt64LinksTransactionsLayer)((LinksDisposableDecor_
176             ↪ atorBase<ulong>)links.Unsync).Links;
177             using (var transaction = transactionsLayer.BeginTransaction())
178             {
179                 var l1 = links.CreateAndUpdate(itself, itself);
180                 var l2 = links.CreateAndUpdate(itself, itself);
181
182                 l2 = links.Update(l2, l2, l1, l2);
183
184                 links.CreateAndUpdate(l2, itself);
185                 links.CreateAndUpdate(l2, itself);
186
187                 //Global.Trash = FileHelpers.ReadAll<UInt64LinksTransactionsLayer.Transi_
188                 ↪ tion>(scope.TempTransactionLogFilename);
189
190                 l2 = links.Update(l2, l1);
191
192                 links.Delete(l2);
193
194                 ExceptionThrower();
195
196                 transaction.Commit();
197             }
198             Global.Trash = links.Count();
199         }
200     }
201     catch
202     {
203         Assert.False(lastScope == null);
204
205         var transitions = FileHelpers.ReadAll<UInt64LinksTransactionsLayer.Transition>(l_
206         ↪ astScope.TempTransactionLogFilename);
207
208         Assert.True(transitions.Length == 1 && transitions[0].Before.IsNull() &&
209         ↪ transitions[0].After.IsNull());
210
211         lastScope.DeleteFiles();
212     }
213 }
214
215 [Fact]
216 public static void TransactionUserCodeErrorSomeDataSavedTest()
217 {
218     // User Code Error (Autoreverted), some data saved
219     var itself = _constants.Itself;
220
221     TempLinksTestScope lastScope = null;
222     try
223     {
224         ulong l1;
225         ulong l2;
226
227         using (var scope = new TempLinksTestScope(useLog: true))
228         {
229             var links = scope.Links;
230             l1 = links.CreateAndUpdate(itself, itself);
231             l2 = links.CreateAndUpdate(itself, itself);
232
233             l2 = links.Update(l2, l2, l1, l2);
234
235             links.CreateAndUpdate(l2, itself);
236             links.CreateAndUpdate(l2, itself);
237
238             links.Unsync.DisposeIfPossible();
239
240             Global.Trash = FileHelpers.ReadAll<UInt64LinksTransactionsLayer.Transition>(
241             ↪ scope.TempTransactionLogFilename);

```

```

237     }
238
239     using (var scope = lastScope = new TempLinksTestScope(deleteFiles: false,
240     ↪ useLog: true))
241     {
242         var links = scope.Links;
243         var transactionsLayer = (UInt64LinksTransactionsLayer)links.Unsync;
244         using (var transaction = transactionsLayer.BeginTransaction())
245         {
246             l2 = links.Update(l2, l1);
247
248             links.Delete(l2);
249
250             ExceptionThrower();
251
252             transaction.Commit();
253         }
254         Global.Trash = links.Count();
255     }
256 }
257 catch
258 {
259     Assert.False(lastScope == null);
260
261     Global.Trash = FileHelpers.ReadAll<UInt64LinksTransactionsLayer.Transition>(last
262     ↪ Scope.TempTransactionLogFilename);
263
264     lastScope.DeleteFiles();
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
277     ↪ UInt64ResizableDirectMemoryLinks(tempDatabaseFilename),
278     ↪ tempTransactionLogFilename))
279     using (var links = new UInt64Links(memoryAdapter))
280     {
281         using (var transaction = memoryAdapter.BeginTransaction())
282         {
283             var l1 = links.CreateAndUpdate(itself, itself);
284             var l2 = links.CreateAndUpdate(itself, itself);
285
286             Global.Trash = links.Update(l2, l2, l1, l2);
287
288             links.Delete(l1);
289
290             transaction.Commit();
291         }
292         Global.Trash = links.Count();
293     }
294
295     Global.Trash = FileHelpers.ReadAll<UInt64LinksTransactionsLayer.Transition>(tempTran
296     ↪ sactionLogFilename);
297 }
298
299 [Fact]
300 public static void TransactionDamage()
301 {
302     var itself = _constants.Itself;
303
304     var tempDatabaseFilename = Path.GetTempFileName();
305     var tempTransactionLogFilename = Path.GetTempFileName();
306
307     // Commit
308     using (var memoryAdapter = new UInt64LinksTransactionsLayer(new
309     ↪ UInt64ResizableDirectMemoryLinks(tempDatabaseFilename),
310     ↪ tempTransactionLogFilename))
311     using (var links = new UInt64Links(memoryAdapter))
312     {

```

```

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>(tempTransactionLogFilename);
325
326     // Damage database
327
328     FileHelpers.WriteFirst(tempTransactionLogFilename, new
329     ↪ UInt64LinksTransactionsLayer.Transition(new UniqueTimestampFactory(), 555));
330
331     // Try load damaged database
332     try
333     {
334         // TODO: Fix
335         using (var memoryAdapter = new UInt64LinksTransactionsLayer(new
336         ↪ UInt64ResizableDirectMemoryLinks(tempDatabaseFilename),
337         ↪ tempTransactionLogFilename))
338         using (var links = new UInt64Links(memoryAdapter))
339         {
340             Global.Trash = links.Count();
341         }
342     }
343     catch (NotSupportedException ex)
344     {
345         Assert.True(ex.Message == "Database is damaged, autorecovery is not supported
346         ↪ yet.");
347     }
348
349     Global.Trash = FileHelpers.ReadAll<UInt64LinksTransactionsLayer.Transition>(tempTransactionLogFilename);
350
351     File.Delete(tempDatabaseFilename);
352     File.Delete(tempTransactionLogFilename);
353 }
354
355 [Fact]
356 public static void Bug1Test()
357 {
358     var tempDatabaseFilename = Path.GetTempFileName();
359     var tempTransactionLogFilename = Path.GetTempFileName();
360
361     var itself = _constants.Itself;
362
363     // User Code Error (Autoreverted), some data saved
364     try
365     {
366         ulong l1;
367         ulong l2;
368
369         using (var memoryAdapter = new UInt64LinksTransactionsLayer(new
370         ↪ UInt64ResizableDirectMemoryLinks(tempDatabaseFilename),
371         ↪ tempTransactionLogFilename))
372         using (var links = new UInt64Links(memoryAdapter))
373         {
374             l1 = links.CreateAndUpdate(itself, itself);
375             l2 = links.CreateAndUpdate(itself, itself);
376
377             l2 = links.Update(l2, l2, l1, l2);
378
379             links.CreateAndUpdate(l2, itself);
380             links.CreateAndUpdate(l2, itself);
381         }
382
383         Global.Trash = FileHelpers.ReadAll<UInt64LinksTransactionsLayer.Transition>(tempTransactionLogFilename);

```

```

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         links.Delete(l2);
386         ExceptionThrower();
387         transaction.Commit();
388     }
389     Global.Trash = links.Count();
390 }
391 }
392 catch
393 {
394     Global.Trash = FileHelpers.ReadAll<UInt64LinksTransactionsLayer.Transition>(temp
        ↳ TransactionLogFilename);
395 }
396 File.Delete(tempDatabaseFilename);
397 File.Delete(tempTransactionLogFilename);
398 }
399
400 private static void ExceptionThrower()
401 {
402     throw new Exception();
403 }
404
405 [Fact]
406 public static void PathsTest()
407 {
408     var source = _constants.SourcePart;
409     var target = _constants.TargetPart;
410
411     using (var scope = new TempLinksTestScope())
412     {
413         var links = scope.Links;
414         var l1 = links.CreatePoint();
415         var l2 = links.CreatePoint();
416
417         var r1 = links.GetByKeys(l1, source, target, source);
418         var r2 = links.CheckPathExistence(l2, l2, l2, l2);
419     }
420 }
421
422 [Fact]
423 public static void RecursiveStringFormattingTest()
424 {
425     using (var scope = new TempLinksTestScope(useSequences: true))
426     {
427         var links = scope.Links;
428         var sequences = scope.Sequences; // TODO: Auto use sequences on Sequences getter.
429
430         var a = links.CreatePoint();
431         var b = links.CreatePoint();
432         var c = links.CreatePoint();
433
434         var ab = links.CreateAndUpdate(a, b);
435         var cb = links.CreateAndUpdate(c, b);
436         var ac = links.CreateAndUpdate(a, c);
437
438         a = links.Update(a, c, b);
439         b = links.Update(b, a, c);
440         c = links.Update(c, a, b);
441
442         Debug.WriteLine(links.FormatStructure(ab, link => link.IsFullPoint(), true));
443         Debug.WriteLine(links.FormatStructure(cb, link => link.IsFullPoint(), true));
444         Debug.WriteLine(links.FormatStructure(ac, link => link.IsFullPoint(), true));
445
446         Assert.True(links.FormatStructure(cb, link => link.IsFullPoint(), true) ==
            ↳ "(5:(4:5 (6:5 4)) 6)");
447         Assert.True(links.FormatStructure(ac, link => link.IsFullPoint(), true) ==
            ↳ "(6:(5:(4:5 6) 6) 4)");
448     }
449 }
450
451
452

```



```

453 Assert.True(links.FormatStructure(ab, link => link.IsFullPoint(), true) ==
    ↳ "(4:(5:4 (6:5 4)) 6)");
454
455 // 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)"
456
457 Assert.True(sequences.SafeFormatSequence(cb, DefaultFormatter, false) ==
    ↳ "{5}{5}{4}{6}");
458 Assert.True(sequences.SafeFormatSequence(ac, DefaultFormatter, false) ==
    ↳ "{5}{6}{6}{4}");
459 Assert.True(sequences.SafeFormatSequence(ab, DefaultFormatter, false) ==
    ↳ "{4}{5}{4}{6}");
460 }
461 }
462
463 private static void DefaultFormatter(StringBuilder sb, ulong link)
464 {
465     sb.Append(link.ToString());
466 }
467
468 #endregion
469
470 #region Performance
471
472 /*
473 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     catch (Exception ex)
514     {
515         ex.WriteToConsole();
516     }
517 }*/
518
519 /*
520 public static void TestLinksInSteps()
521 {
522     const long gibibyte = 1024 * 1024 * 1024;
523     const long mebibyte = 1024 * 1024;
524
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 searchMeasurements = 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             searchMeasurements.Add(Measure(() => links.RunRandomSearches(linksStep)));
546
547             Console.WriteLine("\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.WriteLine("\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],
↳ searchMeasurements[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,
↳ searchMeasurements[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.",
609                 ↪ Iterations);
610
611             ulong counter = 0;
612
613             //var firstLink = links.First();
614             // Создаём одну связь, из которой будет производить считывание
615             var firstLink = links.Create();
616
617             var sw = Stopwatch.StartNew();
618
619             // Тестируем саму функцию
620             for (ulong i = 0; i < Iterations; i++)
621             {
622                 counter += links.GetSource(firstLink);
623             }
624
625             var elapsedTime = sw.Elapsed;
626
627             var iterationsPerSecond = Iterations / elapsedTime.TotalSeconds;
628
629             // Удаляем связь, из которой производилось считывание
630             links.Delete(firstLink);
631
632             ConsoleHelpers.Debug(
633                 "{0} Iterations of GetSource function done in {1} ({2} Iterations per
634                 ↪ second), counter result: {3}",
635                 Iterations, elapsedTime, (long)iterationsPerSecond, counter);
636         }
637
638     [Fact(Skip = "performance test")]
639     public static void GetSourceInParallel()
640     {
641         using (var scope = new TempLinksTestScope())
642         {
643             var links = scope.Links;
644             ConsoleHelpers.Debug("Testing GetSource function with {0} Iterations in
645                 ↪ parallel.", Iterations);
646
647             long counter = 0;
648
649             //var firstLink = links.First();
650             var firstLink = links.Create();
651
652             var sw = Stopwatch.StartNew();
653
654             // Тестируем саму функцию
655             Parallel.For(0, Iterations, x =>
656             {
657                 Interlocked.Add(ref counter, (long)links.GetSource(firstLink));
658                 //Interlocked.Increment(ref counter);
659             });
660
661             var elapsedTime = sw.Elapsed;
662
663             var iterationsPerSecond = Iterations / elapsedTime.TotalSeconds;
664
665             links.Delete(firstLink);
666
667             ConsoleHelpers.Debug(
668                 "{0} Iterations of GetSource function done in {1} ({2} Iterations per
669                 ↪ second), counter result: {3}",
670                 Iterations, elapsedTime, (long)iterationsPerSecond, counter);
671         }
672     }
673
674     [Fact(Skip = "performance test")]
675     public static void TestGetTarget()
676     {

```

```

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}",
        Iterations, elapsedTime, (long)iterationsPerSecond, counter);
699 }
700 }
701
702 [Fact(Skip = "performance test")]
703 public static void TestGetTargetInParallel()
704 {
705     using (var scope = new TempLinksTestScope())
706     {
707         var links = scope.Links;
708         ConsoleHelpers.Debug("Testing GetTarget function with {0} Iterations in
        ↪ parallel.", Iterations);
709
710         long counter = 0;
711
712         //var firstLink = links.First();
713         var firstLink = links.Create();
714
715         var sw = Stopwatch.StartNew();
716
717         Parallel.For(0, Iterations, x =>
718         {
719             Interlocked.Add(ref counter, (long)links.GetTarget(firstLink));
720             //Interlocked.Increment(ref counter);
721         });
722
723         var elapsedTime = sw.Elapsed;
724
725         var iterationsPerSecond = Iterations / elapsedTime.TotalSeconds;
726
727         links.Delete(firstLink);
728
729         ConsoleHelpers.Debug(
730             "{0} Iterations of GetTarget function done in {1} ({2} Iterations per
        ↪ second), counter result: {3}",
        Iterations, elapsedTime, (long)iterationsPerSecond, counter);
731     }
732 }
733
734 // TODO: Заполнить базу данных перед тестом
735 /*
736 [Fact]
737 public void TestRandomSearchFixed()
738 {
739     var tempFilename = Path.GetTempFileName();
740
741     using (var links = new Platform.Links.Data.Core.Doublets.Links(tempFilename,
        ↪ DefaultLinksSizeStep))
742     {
743         long iterations = 64 * 1024 * 1024 /
        ↪ Platform.Links.Data.Core.Doublets.Links.LinkSizeInBytes;
744     }
745 }
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}",
            iterations, elapsedTime, (long)iterationsPerSecond, counter);
803     }
804 }
805
806 [Fact(Skip = "useless: 0(0), was dependent on creation tests")]
807 public static void TestEach()
808 {
809     using (var scope = new TempLinksTestScope())
810     {
811         var links = scope.Links;
812
813         var counter = new Counter<IList<ulong>, ulong>(links.Constants.Continue);
814
815         ConsoleHelpers.Debug("Testing Each function.");
816
817         var sw = Stopwatch.StartNew();
818
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)",
            counter, elapsedTime, (long)linksPerSecond);
827     }
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
845         //foreach (var link in links)
846         //{
847             //    counter++;
848         //}
849
850         var elapsedTime = sw.Elapsed;
851
852         var linksPerSecond = (double)counter / elapsedTime.TotalSeconds;
853
854         ConsoleHelpers.Debug("{0} Iterations of Foreach's handler block done in {1} ({2}
↪     links per second)", counter, elapsedTime, (long)linksPerSecond);
855     }
856
857     File.Delete(tempFilename);
858 }
859 */
860
861 /*
862 [Fact]
863 public static void TestParallelForeach()
864 {
865     var tempFilename = Path.GetTempFileName();
866
867     using (var links = new Platform.Links.Data.Core.Doublets.Links(tempFilename,
↪     DefaultLinksSizeStep))
868     {
869         long counter = 0;
870
871         ConsoleHelpers.Debug("Testing parallel foreach through links.");
872
873         var sw = Stopwatch.StartNew();
874
875         //Parallel.ForEach((IEnumerable<ulong>)links, x =>
876         //{
877             //    Interlocked.Increment(ref counter);
878         //});
879
880         var elapsedTime = sw.Elapsed;
881
882         var linksPerSecond = (double)counter / elapsedTime.TotalSeconds;
883
884         ConsoleHelpers.Debug("{0} Iterations of Parallel Foreach's handler block done in
↪     {1} ({2} links per second)", counter, elapsedTime, (long)linksPerSecond);
885     }
886
887     File.Delete(tempFilename);
888 }
889 */
890
891 [Fact(Skip = "performance test")]
892 public static void Create64BillionLinks()
893 {
894

```

```

895     using (var scope = new TempLinksTestScope())
896     {
897         var links = scope.Links;
898         var linksBeforeTest = links.Count();
899
900         long linksToCreate = 64 * 1024 * 1024 /
901             ↳ UInt64ResizableDirectMemoryLinks.LinkSizeInBytes;
902
903         ConsoleHelpers.Debug("Creating {0} links.", linksToCreate);
904
905         var elapsedTime = Performance.Measure(() =>
906         {
907             for (long i = 0; i < linksToCreate; i++)
908             {
909                 links.Create();
910             }
911         });
912
913         var linksCreated = links.Count() - linksBeforeTest;
914         var linksPerSecond = linksCreated / elapsedTime.TotalSeconds;
915
916         ConsoleHelpers.Debug("Current links count: {0}.", links.Count());
917
918         ConsoleHelpers.Debug("{0} links created in {1} ({2} links per second)",
919             ↳ linksCreated, elapsedTime,
920             (long)linksPerSecond);
921     }
922 }
923
924 [Fact(Skip = "performance test")]
925 public static void Create64BillionLinksInParallel()
926 {
927     using (var scope = new TempLinksTestScope())
928     {
929         var links = scope.Links;
930         var linksBeforeTest = links.Count();
931
932         var sw = Stopwatch.StartNew();
933
934         long linksToCreate = 64 * 1024 * 1024 /
935             ↳ UInt64ResizableDirectMemoryLinks.LinkSizeInBytes;
936
937         ConsoleHelpers.Debug("Creating {0} links in parallel.", linksToCreate);
938
939         Parallel.For(0, linksToCreate, x => links.Create());
940
941         var elapsedTime = sw.Elapsed;
942
943         var linksCreated = links.Count() - linksBeforeTest;
944         var linksPerSecond = linksCreated / elapsedTime.TotalSeconds;
945
946         ConsoleHelpers.Debug("{0} links created in {1} ({2} links per second)",
947             ↳ linksCreated, elapsedTime,
948             (long)linksPerSecond);
949     }
950 }
951
952 [Fact(Skip = "useless: 0(0), was dependent on creation tests")]
953 public static void TestDeletionOfAllLinks()
954 {
955     using (var scope = new TempLinksTestScope())
956     {
957         var links = scope.Links;
958         var linksBeforeTest = links.Count();
959
960         ConsoleHelpers.Debug("Deleting all links");
961
962         var elapsedTime = Performance.Measure(links.DeleteAll);
963
964         var linksDeleted = linksBeforeTest - links.Count();
965         var linksPerSecond = linksDeleted / elapsedTime.TotalSeconds;
966
967         ConsoleHelpers.Debug("{0} links deleted in {1} ({2} links per second)",
968             ↳ linksDeleted, elapsedTime,
969             (long)linksPerSecond);
970     }
971 }
972
973 #endregion
974 }

```

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

```

1  using System;
2  using System.Linq;
3  using System.Collections.Generic;
4  using Xunit;
5  using Platform.Data.Doublets.Sequences;
6  using Platform.Data.Doublets.Sequences.Frequencies.Cache;
7  using Platform.Data.Doublets.Sequences.Frequencies.Counters;
8  using Platform.Data.Doublets.Sequences.Converters;
9  using Platform.Data.Doublets.PropertyOperators;
10 using Platform.Data.Doublets.Incrementers;
11 using Platform.Data.Doublets.Converters;
12 using Platform.Data.Doublets.Sequences.Walkers;
13 using Platform.Data.Doublets.Sequences.Indexes;
14
15 namespace Platform.Data.Doublets.Tests
16 {
17     public static class OptimalVariantSequenceTests
18     {
19         private const string SequenceExample = "зеленела зелёная зелень";
20
21         [Fact]
22         public static void LinksBasedFrequencyStoredOptimalVariantSequenceTest()
23         {
24             using (var scope = new TempLinksTestScope(useSequences: false))
25             {
26                 var links = scope.Links;
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,
37                     ↪ constants.Itself);
38
39                 var unaryNumberToAddressConveter = new
40                     ↪ UnaryNumberToAddressAddOperationConverter<ulong>(links, unaryOne);
41                 var unaryNumberIncrementer = new UnaryNumberIncrementer<ulong>(links, unaryOne);
42                 var frequencyIncrementer = new FrequencyIncrementer<ulong>(links,
43                     ↪ frequencyMarker, unaryOne, unaryNumberIncrementer);
44                 var frequencyPropertyOperator = new PropertyOperator<ulong>(links,
45                     ↪ frequencyPropertyMarker, frequencyMarker);
46                 var index = new FrequencyIncrementingSequenceIndex<ulong>(links,
47                     ↪ frequencyPropertyOperator, frequencyIncrementer);
48                 var linkToItsFrequencyNumberConverter = new
49                     ↪ LinkToItsFrequencyNumberConveter<ulong>(links, frequencyPropertyOperator,
50                     ↪ unaryNumberToAddressConveter);
51                 var sequenceToItsLocalElementLevelsConverter = new
52                     ↪ SequenceToItsLocalElementLevelsConverter<ulong>(links,
53                     ↪ linkToItsFrequencyNumberConverter);
54                 var optimalVariantConverter = new OptimalVariantConverter<ulong>(links,
55                     ↪ sequenceToItsLocalElementLevelsConverter);
56
57                 var sequences = new Sequences.Sequences(links, new SequencesOptions<ulong>() {
58                     ↪ Walker = new LeveledSequenceWalker<ulong>(links) });
59
60                 ExecuteTest(links, sequences, sequence,
61                     ↪ sequenceToItsLocalElementLevelsConverter, index, optimalVariantConverter);
62             }
63
64             [Fact]
65             public static void DictionaryBasedFrequencyStoredOptimalVariantSequenceTest()
66             {
67                 using (var scope = new TempLinksTestScope(useSequences: false))
68                 {
69                     var links = scope.Links;
70
71                     links.UseUnicode();
72
73                     var sequence = UnicodeMap.FromStringToLinkArray(SequenceExample);
74
75                     var linksToFrequencies = new Dictionary<ulong, ulong>();
76
77
78
79
80
81
82
83
84
85
86
87
88
89
90
91
92
93
94
95
96
97
98
99
100

```



```

66     var totalSequenceSymbolFrequencyCounter = new
        ↳ TotalSequenceSymbolFrequencyCounter<ulong>(links);
67
68     var linkFrequenciesCache = new LinkFrequenciesCache<ulong>(links,
        ↳ totalSequenceSymbolFrequencyCounter);
69
70     var index = new
        ↳ CachedFrequencyIncrementingSequenceIndex<ulong>(linkFrequenciesCache);
71     var linkToItsFrequencyNumberConverter = new FrequenciesCacheBasedLinkToItsFrequencyNumberConverter<ulong>(linkFrequenciesCache);
72
73     var sequenceToItsLocalElementLevelsConverter = new
        ↳ SequenceToItsLocalElementLevelsConverter<ulong>(links,
        ↳ linkToItsFrequencyNumberConverter);
74     var optimalVariantConverter = new OptimalVariantConverter<ulong>(links,
        ↳ sequenceToItsLocalElementLevelsConverter);
75
76     var sequences = new Sequences.Sequences(links, new SequencesOptions<ulong>() {
        ↳ Walker = new LeveledSequenceWalker<ulong>(links) });
77
78     ExecuteTest(links, sequences, sequence,
        ↳ sequenceToItsLocalElementLevelsConverter, index, optimalVariantConverter);
79 }
80
81
82 private static void ExecuteTest(SynchronizedLinks<ulong> links, Sequences.Sequences
    ↳ sequences, ulong[] sequence, SequenceToItsLocalElementLevelsConverter<ulong>
    ↳ sequenceToItsLocalElementLevelsConverter, ISequenceIndex<ulong> index,
    ↳ OptimalVariantConverter<ulong> optimalVariantConverter)
83 {
84     index.Add(sequence);
85
86     var optimalVariant = optimalVariantConverter.Convert(sequence);
87
88     var readSequence1 = sequences.ToList(optimalVariant);
89
90     Assert.True(sequence.SequenceEqual(readSequence1));
91 }
92 }
93 }

```

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

```

1  using System;
2  using System.Collections.Generic;
3  using System.Diagnostics;
4  using System.Linq;
5  using Xunit;
6  using Platform.Data.Sequences;
7  using Platform.Data.Doublets.Sequences.Converters;
8  using Platform.Data.Doublets.Sequences.Walkers;
9  using Platform.Data.Doublets.Sequences;
10
11 namespace Platform.Data.Doublets.Tests
12 {
13     public static class ReadSequenceTests
14     {
15         [Fact]
16         public static void ReadSequenceTest()
17         {
18             const long sequenceLength = 2000;
19
20             using (var scope = new TempLinksTestScope(useSequences: false))
21             {
22                 var links = scope.Links;
23                 var sequences = new Sequences.Sequences(links, new SequencesOptions<ulong>() {
                    ↳ Walker = new LeveledSequenceWalker<ulong>(links) });;;
24
25                 var sequence = new ulong[sequenceLength];
26                 for (var i = 0; i < sequenceLength; i++)
27                 {
28                     sequence[i] = links.Create();
29                 }
30
31                 var balancedVariantConverter = new BalancedVariantConverter<ulong>(links);
32
33                 var sw1 = Stopwatch.StartNew();
34                 var balancedVariant = balancedVariantConverter.Convert(sequence); sw1.Stop();
35
36                 var sw2 = Stopwatch.StartNew();

```

```

37     var readSequence1 = sequences.ToList(balancedVariant); sw2.Stop();
38
39     var sw3 = Stopwatch.StartNew();
40     var readSequence2 = new List<ulong>();
41     SequenceWalker.WalkRight(balancedVariant,
42                             links.GetSource,
43                             links.GetTarget,
44                             links.IsPartialPoint,
45                             readSequence2.Add);
46
47     sw3.Stop();
48
49     Assert.True(sequence.SequenceEqual(readSequence1));
50
51     Assert.True(sequence.SequenceEqual(readSequence2));
52
53     // Assert.True(sw2.Elapsed < sw3.Elapsed);
54
55     Console.WriteLine($"Stack-based walker: {sw3.Elapsed}, Level-based reader:
56     ↪ {sw2.Elapsed}");
57
58     for (var i = 0; i < sequenceLength; i++)
59     {
60         links.Delete(sequence[i]);
61     }
62 }
63 }

```

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

```

1  using System.IO;
2  using Xunit;
3  using Platform.Singletons;
4  using Platform.Memory;
5  using Platform.Data.Constants;
6  using Platform.Data.Doublets.ResizableDirectMemory;
7
8  namespace Platform.Data.Doublets.Tests
9  {
10     public static class ResizableDirectMemoryLinksTests
11     {
12         private static readonly LinksCombinedConstants<ulong, ulong, int> _constants =
13             ↪ Default<LinksCombinedConstants<ulong, ulong, int>>.Instance;
14
15         [Fact]
16         public static void BasicFileMappedMemoryTest()
17         {
18             var tempFilename = Path.GetTempFileName();
19             using (var memoryAdapter = new UInt64ResizableDirectMemoryLinks(tempFilename))
20             {
21                 memoryAdapter.TestBasicMemoryOperations();
22             }
23             File.Delete(tempFilename);
24
25             [Fact]
26             public static void BasicHeapMemoryTest()
27             {
28                 using (var memory = new
29                     ↪ HeapResizableDirectMemory(UInt64ResizableDirectMemoryLinks.DefaultLinksSizeStep))
30                 using (var memoryAdapter = new UInt64ResizableDirectMemoryLinks(memory,
31                     ↪ UInt64ResizableDirectMemoryLinks.DefaultLinksSizeStep))
32                 {
33                     memoryAdapter.TestBasicMemoryOperations();
34                 }
35
36                 private static void TestBasicMemoryOperations(this ILinks<ulong> memoryAdapter)
37                 {
38                     var link = memoryAdapter.Create();
39                     memoryAdapter.Delete(link);
40                 }
41
42                 [Fact]
43                 public static void NonexistentReferencesHeapMemoryTest()
44                 {
45                     using (var memory = new
46                         ↪ HeapResizableDirectMemory(UInt64ResizableDirectMemoryLinks.DefaultLinksSizeStep))

```

```

45         using (var memoryAdapter = new UInt64ResizableDirectMemoryLinks(memory,
46             ↪ UInt64ResizableDirectMemoryLinks.DefaultLinksSizeStep))
47         {
48             memoryAdapter.TestNonexistentReferences();
49         }
50     }
51     private static void TestNonexistentReferences(this ILinks<ulong> memoryAdapter)
52     {
53         var link = memoryAdapter.Create();
54         memoryAdapter.Update(link, ulong.MaxValue, ulong.MaxValue);
55         var resultLink = _constants.Null;
56         memoryAdapter.Each(foundLink =>
57         {
58             resultLink = foundLink[_constants.IndexPart];
59             return _constants.Break;
60         }, _constants.Any, ulong.MaxValue, ulong.MaxValue);
61         Assert.True(resultLink == link);
62         Assert.True(memoryAdapter.Count(ulong.MaxValue) == 0);
63         memoryAdapter.Delete(link);
64     }
65 }
66 }

```

./Platform.Data.Doublets.Tests/ScopeTests.cs

```

1  using Xunit;
2  using Platform.Scopes;
3  using Platform.Memory;
4  using Platform.Data.Doublets.ResizableDirectMemory;
5  using Platform.Data.Doublets.Decorators;
6
7  namespace Platform.Data.Doublets.Tests
8  {
9      public static class ScopeTests
10     {
11         [Fact]
12         public static void SingleDependencyTest()
13         {
14             using (var scope = new Scope())
15             {
16                 scope.IncludeAssemblyOf<IMemory>();
17                 var instance = scope.Use<IDirectMemory>();
18                 Assert.IsType<HeapResizableDirectMemory>(instance);
19             }
20         }
21
22         [Fact]
23         public static void CascadeDependencyTest()
24         {
25             using (var scope = new Scope())
26             {
27                 scope.Include<TemporaryFileMappedResizableDirectMemory>();
28                 scope.Include<UInt64ResizableDirectMemoryLinks>();
29                 var instance = scope.Use<ILinks<ulong>>();
30                 Assert.IsType<UInt64ResizableDirectMemoryLinks>(instance);
31             }
32         }
33
34         [Fact]
35         public static void FullAutoResolutionTest()
36         {
37             using (var scope = new Scope(autoInclude: true, autoExplore: true))
38             {
39                 var instance = scope.Use<UInt64Links>();
40                 Assert.IsType<UInt64Links>(instance);
41             }
42         }
43     }
44 }

```

./Platform.Data.Doublets.Tests/SequencesTests.cs

```

1  using System;
2  using System.Collections.Generic;
3  using System.Diagnostics;
4  using System.Linq;
5  using Xunit;
6  using Platform.Collections;
7  using Platform.Random;
8  using Platform.IO;

```

```

9 using Platform.Singletons;
10 using Platform.Data.Constants;
11 using Platform.Data.Doublets.Sequences;
12 using Platform.Data.Doublets.Sequences.Frequencies.Cache;
13 using Platform.Data.Doublets.Sequences.Frequencies.Counters;
14 using Platform.Data.Doublets.Sequences.Converters;
15
16 namespace Platform.Data.Doublets.Tests
17 {
18     public static class SequencesTests
19     {
20         private static readonly LinksCombinedConstants<bool, ulong, int> _constants =
21             ↪ Default<LinksCombinedConstants<bool, ulong, int>>.Instance;
22
23         static SequencesTests()
24         {
25             // Trigger static constructor to not mess with performance measurements
26             _ = BitString.GetBitMaskFromIndex(1);
27         }
28
29         [Fact]
30         public static void CreateAllVariantsTest()
31         {
32             const long sequenceLength = 8;
33
34             using (var scope = new TempLinksTestScope(useSequences: true))
35             {
36                 var links = scope.Links;
37                 var sequences = scope.Sequences;
38
39                 var sequence = new ulong[sequenceLength];
40                 for (var i = 0; i < sequenceLength; i++)
41                 {
42                     sequence[i] = links.Create();
43                 }
44
45                 var sw1 = Stopwatch.StartNew();
46                 var results1 = sequences.CreateAllVariants1(sequence); sw1.Stop();
47
48                 var sw2 = Stopwatch.StartNew();
49                 var results2 = sequences.CreateAllVariants2(sequence); sw2.Stop();
50
51                 Assert.True(results1.Count > results2.Length);
52                 Assert.True(sw1.Elapsed > sw2.Elapsed);
53
54                 for (var i = 0; i < sequenceLength; i++)
55                 {
56                     links.Delete(sequence[i]);
57                 }
58
59                 Assert.True(links.Count() == 0);
60             }
61
62             //[Fact]
63             //public void CUDTest()
64             //{
65             //    var tempFilename = Path.GetTempFileName();
66
67             //    const long sequenceLength = 8;
68
69             //    const ulong itself = LinksConstants.Itself;
70
71             //    using (var memoryAdapter = new ResizableDirectMemoryLinks(tempFilename,
72             //        ↪ DefaultLinksSizeStep))
73             //    using (var links = new Links(memoryAdapter))
74             //    {
75             //        var sequence = new ulong[sequenceLength];
76             //        for (var i = 0; i < sequenceLength; i++)
77             //            sequence[i] = links.Create(itself, itself);
78
79             //        SequencesOptions o = new SequencesOptions();
80
81             //        TODO: Из числа в bool значения o.UseSequenceMarker = ((value & 1) != 0)
82             //        o.
83
84             //        var sequences = new Sequences(links);
85
86

```

```

87 //         var sw1 = Stopwatch.StartNew();
88 //         var results1 = sequences.CreateAllVariants1(sequence); sw1.Stop();
89
90 //         var sw2 = Stopwatch.StartNew();
91 //         var results2 = sequences.CreateAllVariants2(sequence); sw2.Stop();
92
93 //         Assert.True(results1.Count > results2.Length);
94 //         Assert.True(sw1.Elapsed > sw2.Elapsed);
95
96 //         for (var i = 0; i < sequenceLength; i++)
97 //             links.Delete(sequence[i]);
98 //     }
99
100 //     File.Delete(tempFilename);
101 // }
102
103 [Fact]
104 public static void AllVariantsSearchTest()
105 {
106     const long sequenceLength = 8;
107
108     using (var scope = new TempLinksTestScope(useSequences: true))
109     {
110         var links = scope.Links;
111         var sequences = scope.Sequences;
112
113         var sequence = new ulong[sequenceLength];
114         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 ==
193         ↪ searchResults3.First());
194
195     //Assert.True(sw1.Elapsed < sw2.Elapsed);
196
197     for (var i = 0; i < sequenceLength; i++)
198     {
199         links.Delete(sequence[i]);
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 + ": " +
222             ↪ sequences.FormatSequence(x)).ToList();
223         //Global.Trash = createResultsStrings;
224
225         var partialSequence = new ulong[sequenceLength - 2];
226
227         Array.Copy(sequence, 1, partialSequence, 0, (int)sequenceLength - 2);
228
229         var sw1 = Stopwatch.StartNew();
230         var searchResults1 =
231             ↪ sequences.GetAllPartiallyMatchingSequences0(partialSequence); sw1.Stop();
232
233         var sw2 = Stopwatch.StartNew();
234         var searchResults2 =
235             ↪ sequences.GetAllPartiallyMatchingSequences1(partialSequence); sw2.Stop();
236
237         //var sw3 = Stopwatch.StartNew();
238         //var searchResults3 =
239             ↪ sequences.GetAllPartiallyMatchingSequences2(partialSequence); sw3.Stop();
240
241         var sw4 = Stopwatch.StartNew();
242         var searchResults4 =
243             ↪ sequences.GetAllPartiallyMatchingSequences3(partialSequence); sw4.Stop();
244     }
245 }

```

```

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))
267     {
268         var links = scope.Links;
269         var sequences = scope.Sequences;
270
271         var sequence = new ulong[sequenceLength];
272         for (var i = 0; i < sequenceLength; i++)
273         {
274             sequence[i] = links.Create();
275         }
276
277         var balancedVariantConverter = new BalancedVariantConverter<ulong>(links);
278
279         var balancedVariant = balancedVariantConverter.Convert(sequence);
280
281         var partialSequence = new ulong[sequenceLength - 2];
282
283         Array.Copy(sequence, 1, partialSequence, 0, (int)sequenceLength - 2);
284
285         var sw1 = Stopwatch.StartNew();
286         var searchResults1 =
287             ↳ sequences.GetAllPartiallyMatchingSequences0(partialSequence); sw1.Stop();
288
289         var sw2 = Stopwatch.StartNew();
290         var searchResults2 =
291             ↳ sequences.GetAllPartiallyMatchingSequences1(partialSequence); sw2.Stop();
292
293         Assert.True(searchResults1.Count == 1 && balancedVariant == searchResults1[0]);
294
295         Assert.True(searchResults2.Count == 1 && balancedVariant ==
296             ↳ searchResults2.First());
297
298         for (var i = 0; i < sequenceLength; i++)
299         {
300             links.Delete(sequence[i]);
301         }
302     }
303 }
304
305 [Fact(Skip = "Correct implementation is pending")]
306 public static void PatternMatchTest()
307 {
308     var zeroOrMany = Sequences.Sequences.ZeroOrMany;
309
310     using (var scope = new TempLinksTestScope(useSequences: true))
311     {
312         var links = scope.Links;
313         var sequences = scope.Sequences;
314
315         var e1 = links.Create();
316         var e2 = links.Create();
317
318         var sequence = new[]

```

```

316     {
317         e1, e2, e1, e2 // mama / papa
318     };
319
320     var balancedVariantConverter = new BalancedVariantConverter<ulong>(links);
321
322     var balancedVariant = balancedVariantConverter.Convert(sequence);
323
324     // 1: [1]
325     // 2: [2]
326     // 3: [1,2]
327     // 4: [1,2,1,2]
328
329     var doublet = links.GetSource(balancedVariant);
330
331     var matchedSequences1 = sequences.MatchPattern(e2, e1, zeroOrMany);
332
333     Assert.True(matchedSequences1.Count == 0);
334
335     var matchedSequences2 = sequences.MatchPattern(zeroOrMany, e2, e1);
336
337     Assert.True(matchedSequences2.Count == 0);
338
339     var matchedSequences3 = sequences.MatchPattern(e1, zeroOrMany, e1);
340
341     Assert.True(matchedSequences3.Count == 0);
342
343     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 [Fact]
355 public static void IndexTest()
356 {
357     using (var scope = new TempLinksTestScope(new SequencesOptions<ulong> { UseIndex =
358         ↪ true }, useSequences: true))
359     {
360         var links = scope.Links;
361         var sequences = scope.Sequences;
362         var index = sequences.Options.Index;
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(index.MightContain(sequence));
373
374         index.Add(sequence);
375
376         Assert.True(index.MightContain(sequence));
377     }
378 }
379
380 /// <summary>Imported from https://raw.githubusercontent.com/Konard/LinksPlatform/%
381 ↪ 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
382 ↪ %D0%B8%D0%BD%D0%B0%D0%BB%D0%BE%D1%81%D1%8C.md</summary>
383 private static readonly string _exampleText =
384     ↪ @"([english
385     ↪ version] (https://github.com/Konard/LinksPlatform/wiki/About-the-beginning))

```

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?

386 [![чёрное пространство, белое
↳ пространство](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/1.png
↳ "чёрное пространство, белое пространство")](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/1.png)

387

388 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?

389

390 [![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)

391

392 А что если повторить? Сделать копию? Создать дубликат? Из одного сделать два? Может это быть
↳ так? Инверсия? Отражение? Сумма?

393

394 [![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)

395

396 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?
↳ Грань? Разделителем? Единицей?

397

398 [![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)

399

400 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?

401

402 [![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)

403

404 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?

405

406 [![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)

407

408 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?

409

410 [![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)

411

412 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?

413

414 [![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)

415

416 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?

417

```

418  [![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)
419
420  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?
421
422  [![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)
423
424  На один уровень внутрь (вниз)? Или на один уровень во вне (вверх)? Или это можно назвать шагом
    ↳  рекурсии или фрактала?
425
426  [![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)
427
428  Последовательность? Массив? Список? Множество? Объект? Таблица? Элементы? Цвета? Символы? Буквы?
    ↳  Слово? Цифры? Число? Алфавит? Дерево? Сеть? Граф? Гиперграф?
429
430  [![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)
431
432  ...
433
434  [![анимация](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/intro-anim
    ↳  ation-500.gif
    ↳  "анимация")](https://raw.githubusercontent.com/Konard/LinksPlatform/master/doc/Intro/intro
    ↳  -animation-500.gif)";
435
436
437      private static readonly string _exampleLoremIpsumText =
438          @"Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor
    ↳  incididunt ut labore et dolore magna aliqua.
439  Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo
    ↳  consequat.";
440
441      [Fact]
442      public static void CompressionTest()
443      {
444          using (var scope = new TempLinksTestScope(useSequences: true))
445          {
446              var links = scope.Links;
447              var sequences = scope.Sequences;
448
449              var e1 = links.Create();
450              var e2 = links.Create();
451
452              var sequence = new[]
453              {
454                  e1, e2, e1, e2 // mama / papa / template [(m/p), a] { [1] [2] [1] [2] }
455              };
456
457              var balancedVariantConverter = new BalancedVariantConverter<ulong>(links.Unsync);
458              var totalSequenceSymbolFrequencyCounter = new
    ↳  TotalSequenceSymbolFrequencyCounter<ulong>(links.Unsync);
459              var doubletFrequenciesCache = new LinkFrequenciesCache<ulong>(links.Unsync,
    ↳  totalSequenceSymbolFrequencyCounter);
460              var compressingConverter = new CompressingConverter<ulong>(links.Unsync,
    ↳  balancedVariantConverter, doubletFrequenciesCache);
461
462              var compressedVariant = compressingConverter.Convert(sequence);
463
464              // 1: [1]          (1->1) point
465              // 2: [2]          (2->2) point
466              // 3: [1,2]        (1->2) doublet

```

```

467 // 4: [1,2,1,2] (3->3) doublet
468
469 Assert.True(links.GetSource(links.GetSource(compressedVariant)) == sequence[0]);
470 Assert.True(links.GetTarget(links.GetSource(compressedVariant)) == sequence[1]);
471 Assert.True(links.GetSource(links.GetTarget(compressedVariant)) == sequence[2]);
472 Assert.True(links.GetTarget(links.GetTarget(compressedVariant)) == sequence[3]);
473
474 var source = _constants.SourcePart;
475 var target = _constants.TargetPart;
476
477 Assert.True(links.GetByKeys(compressedVariant, source, source) == sequence[0]);
478 Assert.True(links.GetByKeys(compressedVariant, source, target) == sequence[1]);
479 Assert.True(links.GetByKeys(compressedVariant, target, source) == sequence[2]);
480 Assert.True(links.GetByKeys(compressedVariant, target, target) == sequence[3]);
481
482 // 4 - length of sequence
483 Assert.True(links.GetSquareMatrixSequenceElementByIndex(compressedVariant, 4, 0)
484     ↪ == sequence[0]);
485 Assert.True(links.GetSquareMatrixSequenceElementByIndex(compressedVariant, 4, 1)
486     ↪ == sequence[1]);
487 Assert.True(links.GetSquareMatrixSequenceElementByIndex(compressedVariant, 4, 2)
488     ↪ == sequence[2]);
489 Assert.True(links.GetSquareMatrixSequenceElementByIndex(compressedVariant, 4, 3)
490     ↪ == sequence[3]);
491 }
492 }
493
494 [Fact]
495 public static void CompressionEfficiencyTest()
496 {
497     var strings = _exampleLoremIpsumText.Split(new[] { '\n', '\r' },
498         ↪ StringSplitOptions.RemoveEmptyEntries);
499     var arrays = strings.Select(UnicodeMap.FromStringToLinkArray).ToArray();
500     var totalCharacters = arrays.Select(x => x.Length).Sum();
501
502     using (var scope1 = new TempLinksTestScope(useSequences: true))
503     using (var scope2 = new TempLinksTestScope(useSequences: true))
504     using (var scope3 = new TempLinksTestScope(useSequences: true))
505     {
506         scope1.Links.Unsync.UseUnicode();
507         scope2.Links.Unsync.UseUnicode();
508         scope3.Links.Unsync.UseUnicode();
509
510         var balancedVariantConverter1 = new
511             ↪ BalancedVariantConverter<ulong>(scope1.Links.Unsync);
512         var totalSequenceSymbolFrequencyCounter = new
513             ↪ TotalSequenceSymbolFrequencyCounter<ulong>(scope1.Links.Unsync);
514         var linkFrequenciesCache1 = new LinkFrequenciesCache<ulong>(scope1.Links.Unsync,
515             ↪ totalSequenceSymbolFrequencyCounter);
516         var compressor1 = new CompressingConverter<ulong>(scope1.Links.Unsync,
517             ↪ balancedVariantConverter1, linkFrequenciesCache1,
518             ↪ doInitialFrequenciesIncrement: false);
519
520         var compressor2 = scope2.Sequences;
521         var compressor3 = scope3.Sequences;
522
523         var constants = Default<LinksCombinedConstants<bool, ulong, int>>.Instance;
524         var sequences = compressor3;
525         //var meaningRoot = links.CreatePoint();
526         //var unaryOne = links.CreateAndUpdate(meaningRoot, constants.Itself);
527         //var frequencyMarker = links.CreateAndUpdate(meaningRoot, constants.Itself);
528         //var frequencyPropertyMarker = links.CreateAndUpdate(meaningRoot,
529             ↪ constants.Itself);
530
531         //var unaryNumberToAddressConveter = new
532             ↪ UnaryNumberToAddressAddOperationConverter<ulong>(links, unaryOne);
533         //var unaryNumberIncrementer = new UnaryNumberIncrementer<ulong>(links,
534             ↪ unaryOne);
535         //var frequencyIncrementer = new FrequencyIncrementer<ulong>(links,
536             ↪ frequencyMarker, unaryOne, unaryNumberIncrementer);
537         //var frequencyPropertyOperator = new FrequencyPropertyOperator<ulong>(links,
538             ↪ frequencyPropertyMarker, frequencyMarker);
539         //var linkFrequencyIncrementer = new LinkFrequencyIncrementer<ulong>(links,
540             ↪ frequencyPropertyOperator, frequencyIncrementer);
541         //var linkToItsFrequencyNumberConverter = new
542             ↪ LinkToItsFrequencyNumberConveter<ulong>(links, frequencyPropertyOperator,
543             ↪ unaryNumberToAddressConveter);

```

```

527
528     var linkFrequenciesCache3 = new LinkFrequenciesCache<ulong>(scope3.Links.Unsync,
529     ↪ totalSequenceSymbolFrequencyCounter);
530
531     var linkToItsFrequencyNumberConverter = new FrequenciesCacheBasedLinkToItsFrequencyNumberConverter<ulong>(linkFrequenciesCache3);
532
533     var sequenceToItsLocalElementLevelsConverter = new
534     ↪ SequenceToItsLocalElementLevelsConverter<ulong>(scope3.Links.Unsync,
535     ↪ linkToItsFrequencyNumberConverter);
536     var optimalVariantConverter = new
537     ↪ OptimalVariantConverter<ulong>(scope3.Links.Unsync,
538     ↪ sequenceToItsLocalElementLevelsConverter);
539
540     var compressed1 = new ulong[arrays.Length];
541     var compressed2 = new ulong[arrays.Length];
542     var compressed3 = new ulong[arrays.Length];
543
544     var START = 0;
545     var END = arrays.Length;
546
547     //for (int i = START; i < END; i++)
548     //    linkFrequenciesCache1.IncrementFrequencies(arrays[i]);
549
550     var initialCount1 = scope2.Links.Unsync.Count();
551
552     var sw1 = Stopwatch.StartNew();
553
554     for (int i = START; i < END; i++)
555     {
556         linkFrequenciesCache1.IncrementFrequencies(arrays[i]);
557         compressed1[i] = compressor1.Convert(arrays[i]);
558     }
559
560     var elapsed1 = sw1.Elapsed;
561
562     var balancedVariantConverter2 = new
563     ↪ BalancedVariantConverter<ulong>(scope2.Links.Unsync);
564
565     var initialCount2 = scope2.Links.Unsync.Count();
566
567     var sw2 = Stopwatch.StartNew();
568
569     for (int i = START; i < END; i++)
570     {
571         compressed2[i] = balancedVariantConverter2.Convert(arrays[i]);
572     }
573
574     var elapsed2 = sw2.Elapsed;
575
576     for (int i = START; i < END; i++)
577     {
578         linkFrequenciesCache3.IncrementFrequencies(arrays[i]);
579     }
580
581     var initialCount3 = scope3.Links.Unsync.Count();
582
583     var sw3 = Stopwatch.StartNew();
584
585     for (int i = START; i < END; i++)
586     {
587         //linkFrequenciesCache3.IncrementFrequencies(arrays[i]);
588         compressed3[i] = optimalVariantConverter.Convert(arrays[i]);
589     }
590
591     var elapsed3 = sw3.Elapsed;
592
593     Console.WriteLine($"Compressor: {elapsed1}, Balanced variant: {elapsed2},
594     ↪ Optimal variant: {elapsed3}");
595
596     // Assert.True(elapsed1 > elapsed2);
597
598     // Checks
599     for (int i = START; i < END; i++)
600     {
601         var sequence1 = compressed1[i];
602         var sequence2 = compressed2[i];
603         var sequence3 = compressed3[i];

```

```

598         var decompress1 = UnicodeMap.FromSequenceLinkToString(sequence1,
599             ↳ scope1.Links.Unsync);
600         var decompress2 = UnicodeMap.FromSequenceLinkToString(sequence2,
601             ↳ scope2.Links.Unsync);
602         var decompress3 = UnicodeMap.FromSequenceLinkToString(sequence3,
603             ↳ scope3.Links.Unsync);
604         var structure1 = scope1.Links.Unsync.FormatStructure(sequence1, link =>
605             ↳ link.IsPartialPoint());
606         var structure2 = scope2.Links.Unsync.FormatStructure(sequence2, link =>
607             ↳ link.IsPartialPoint());
608         var structure3 = scope3.Links.Unsync.FormatStructure(sequence3, link =>
609             ↳ link.IsPartialPoint());
610         //if (sequence1 != Constants.Null && sequence2 != Constants.Null &&
611             ↳ arrays[i].Length > 3)
612         //    Assert.False(structure1 == structure2);
613         //if (sequence3 != Constants.Null && sequence2 != Constants.Null &&
614             ↳ arrays[i].Length > 3)
615         //    Assert.False(structure3 == structure2);
616         Assert.True(strings[i] == decompress1 && decompress1 == decompress2);
617         Assert.True(strings[i] == decompress3 && decompress3 == decompress2);
618     }
619
620     Assert.True((int)(scope1.Links.Unsync.Count() - initialCount1) <
621         ↳ totalCharacters);
622     Assert.True((int)(scope2.Links.Unsync.Count() - initialCount2) <
623         ↳ totalCharacters);
624     Assert.True((int)(scope3.Links.Unsync.Count() - initialCount3) <
625         ↳ totalCharacters);
626
627     Console.WriteLine($"{(double)(scope1.Links.Unsync.Count() - initialCount1) /
628         ↳ totalCharacters} | {(double)(scope2.Links.Unsync.Count() - initialCount2) /
629         ↳ totalCharacters} | {(double)(scope3.Links.Unsync.Count() - initialCount3) /
630         ↳ totalCharacters}");
631
632     Assert.True(scope1.Links.Unsync.Count() - initialCount1 <
633         ↳ scope2.Links.Unsync.Count() - initialCount2);
634     Assert.True(scope3.Links.Unsync.Count() - initialCount3 <
635         ↳ scope2.Links.Unsync.Count() - initialCount2);
636
637     var duplicateProvider1 = new
638         ↳ DuplicateSegmentsProvider<ulong>(scope1.Links.Unsync, scope1.Sequences);
639     var duplicateProvider2 = new
640         ↳ DuplicateSegmentsProvider<ulong>(scope2.Links.Unsync, scope2.Sequences);
641     var duplicateProvider3 = new
642         ↳ DuplicateSegmentsProvider<ulong>(scope3.Links.Unsync, scope3.Sequences);
643
644     var duplicateCounter1 = new DuplicateSegmentsCounter<ulong>(duplicateProvider1);
645     var duplicateCounter2 = new DuplicateSegmentsCounter<ulong>(duplicateProvider2);
646     var duplicateCounter3 = new DuplicateSegmentsCounter<ulong>(duplicateProvider3);
647
648     var duplicates1 = duplicateCounter1.Count();
649
650     ConsoleHelpers.Debug("-----");
651
652     var duplicates2 = duplicateCounter2.Count();
653
654     ConsoleHelpers.Debug("-----");
655
656     var duplicates3 = duplicateCounter3.Count();
657
658     Console.WriteLine($"{duplicates1} | {duplicates2} | {duplicates3}");
659
660     linkFrequenciesCache1.ValidateFrequencies();
661     linkFrequenciesCache3.ValidateFrequencies();
662 }
663
664 [Fact]
665 public static void CompressionStabilityTest()
666 {
667     // TODO: Fix bug (do a separate test)
668     //const ulong minNumbers = 0;
669     //const ulong maxNumbers = 1000;

```

```

657     const ulong minNumbers = 10000;
658     const ulong maxNumbers = 12500;
659
660
661     var strings = new List<string>();
662
663     for (ulong i = minNumbers; i < maxNumbers; i++)
664     {
665         strings.Add(i.ToString());
666     }
667
668     var arrays = strings.Select(UnicodeMap.FromStringToLinkArray).ToArray();
669     var totalCharacters = arrays.Select(x => x.Length).Sum();
670
671     using (var scope1 = new TempLinksTestScope(useSequences: true, sequencesOptions: new
        ↳ SequencesOptions<ulong> { UseCompression = true,
        ↳ EnforceSingleSequenceVersionOnWriteBasedOnExisting = true }))
672     using (var scope2 = new TempLinksTestScope(useSequences: true))
673     {
674         scope1.Links.UseUnicode();
675         scope2.Links.UseUnicode();
676
677         //var compressor1 = new Compressor(scope1.Links.Unsync, scope1.Sequences);
678         var compressor1 = scope1.Sequences;
679         var compressor2 = scope2.Sequences;
680
681         var compressed1 = new ulong[arrays.Length];
682         var compressed2 = new ulong[arrays.Length];
683
684         var sw1 = Stopwatch.StartNew();
685
686         var START = 0;
687         var END = arrays.Length;
688
689         // Collisions proved (cannot be solved by max doublet comparison, no stable rule)
690         // Stability issue starts at 10001 or 11000
691         //for (int i = START; i < END; i++)
692         //{
693             //    var first = compressor1.Compress(arrays[i]);
694             //    var second = compressor1.Compress(arrays[i]);
695
696             //    if (first == second)
697             //        compressed1[i] = first;
698             //    else
699             //    {
700                 //    // TODO: Find a solution for this case
701             //    }
702         //}
703
704         for (int i = START; i < END; i++)
705         {
706             var first = compressor1.Create(arrays[i]);
707             var second = compressor1.Create(arrays[i]);
708
709             if (first == second)
710             {
711                 compressed1[i] = first;
712             }
713             else
714             {
715                 // TODO: Find a solution for this case
716             }
717         }
718
719         var elapsed1 = sw1.Elapsed;
720
721         var balancedVariantConverter = new BalancedVariantConverter<ulong>(scope2.Links);
722
723         var sw2 = Stopwatch.StartNew();
724
725         for (int i = START; i < END; i++)
726         {
727             var first = balancedVariantConverter.Convert(arrays[i]);
728             var second = balancedVariantConverter.Convert(arrays[i]);
729
730             if (first == second)
731             {
732                 compressed2[i] = first;
733             }
734         }

```

```

735     var elapsed2 = sw2.Elapsed;
736
737     Debug.WriteLine($"Compressor: {elapsed1}, Balanced sequence creator:
738         ↳ {elapsed2}");
739
740     Assert.True(elapsed1 > elapsed2);
741
742     // Checks
743     for (int i = START; i < END; i++)
744     {
745         var sequence1 = compressed1[i];
746         var sequence2 = compressed2[i];
747
748         if (sequence1 != _constants.Null && sequence2 != _constants.Null)
749         {
750             var decompress1 = UnicodeMap.FromSequenceLinkToString(sequence1,
751                 ↳ scope1.Links);
752
753             var decompress2 = UnicodeMap.FromSequenceLinkToString(sequence2,
754                 ↳ scope2.Links);
755
756             //var structure1 = scope1.Links.FormatStructure(sequence1, link =>
757                 ↳ link.IsPartialPoint());
758             //var structure2 = scope2.Links.FormatStructure(sequence2, link =>
759                 ↳ link.IsPartialPoint());
760
761             //if (sequence1 != Constants.Null && sequence2 != Constants.Null &&
762                 ↳ arrays[i].Length > 3)
763             //    Assert.False(structure1 == structure2);
764
765             Assert.True(strings[i] == decompress1 && decompress1 == decompress2);
766         }
767     }
768
769     Assert.True((int)(scope1.Links.Count() - UnicodeMap.MapSize) < totalCharacters);
770     Assert.True((int)(scope2.Links.Count() - UnicodeMap.MapSize) < totalCharacters);
771
772     Debug.WriteLine($"{{(double)(scope1.Links.Count() - UnicodeMap.MapSize) /
773         ↳ totalCharacters}} | {{(double)(scope2.Links.Count() - UnicodeMap.MapSize) /
774         ↳ totalCharacters}}");
775
776     Assert.True(scope1.Links.Count() <= scope2.Links.Count());
777
778     //compressor1.ValidateFrequencies();
779 }
780
781 [Fact]
782 public static void RandomNumbersCompressionQualityTest()
783 {
784     const ulong N = 500;
785
786     //const ulong minNumbers = 10000;
787     //const ulong maxNumbers = 20000;
788
789     //var strings = new List<string>();
790
791     //for (ulong i = 0; i < N; i++)
792     //    strings.Add(RandomHelpers.DefaultFactory.NextUInt64(minNumbers,
793         ↳ maxNumbers).ToString());
794
795     var strings = new List<string>();
796
797     for (ulong i = 0; i < N; i++)
798     {
799         strings.Add(RandomHelpers.Default.NextUInt64().ToString());
800     }
801
802     strings = strings.Distinct().ToList();
803
804     var arrays = strings.Select(UnicodeMap.FromStringToLinkArray).ToArray();
805     var totalCharacters = arrays.Select(x => x.Length).Sum();
806
807     using (var scope1 = new TempLinksTestScope(useSequences: true, sequencesOptions: new
808         ↳ SequencesOptions<ulong> { UseCompression = true,
809         ↳ EnforceSingleSequenceVersionOnWriteBasedOnExisting = true }))
810     using (var scope2 = new TempLinksTestScope(useSequences: true))

```

```

802     {
803         scope1.Links.UseUnicode();
804         scope2.Links.UseUnicode();
805
806         var compressor1 = scope1.Sequences;
807         var compressor2 = scope2.Sequences;
808
809         var compressed1 = new ulong[arrays.Length];
810         var compressed2 = new ulong[arrays.Length];
811
812         var sw1 = Stopwatch.StartNew();
813
814         var START = 0;
815         var END = arrays.Length;
816
817         for (int i = START; i < END; i++)
818         {
819             compressed1[i] = compressor1.Create(arrays[i]);
820         }
821
822         var elapsed1 = sw1.Elapsed;
823
824         var balancedVariantConverter = new BalancedVariantConverter<ulong>(scope2.Links);
825
826         var sw2 = Stopwatch.StartNew();
827
828         for (int i = START; i < END; i++)
829         {
830             compressed2[i] = balancedVariantConverter.Convert(arrays[i]);
831         }
832
833         var elapsed2 = sw2.Elapsed;
834
835         Debug.WriteLine($"Compressor: {elapsed1}, Balanced sequence creator:
836             ↳ {elapsed2}");
837
838         Assert.True(elapsed1 > elapsed2);
839
840         // Checks
841         for (int i = START; i < END; i++)
842         {
843             var sequence1 = compressed1[i];
844             var sequence2 = compressed2[i];
845
846             if (sequence1 != _constants.Null && sequence2 != _constants.Null)
847             {
848                 var decompress1 = UnicodeMap.FromSequenceLinkToString(sequence1,
849                     ↳ scope1.Links);
850
851                 var decompress2 = UnicodeMap.FromSequenceLinkToString(sequence2,
852                     ↳ scope2.Links);
853
854                 Assert.True(strings[i] == decompress1 && decompress1 == decompress2);
855             }
856         }
857
858         Assert.True((int)(scope1.Links.Count() - UnicodeMap.MapSize) < totalCharacters);
859         Assert.True((int)(scope2.Links.Count() - UnicodeMap.MapSize) < totalCharacters);
860
861         Debug.WriteLine($"{{(double)(scope1.Links.Count() - UnicodeMap.MapSize) /
862             ↳ totalCharacters}} | {{(double)(scope2.Links.Count() - UnicodeMap.MapSize) /
863             ↳ totalCharacters}}");
864
865         // Can be worse than balanced variant
866         //Assert.True(scope1.Links.Count() <= scope2.Links.Count());
867
868         //compressor1.ValidateFrequencies();
869     }
870 }
871
872 [Fact]
873 public static void AllTreeBreakDownAtSequencesCreationBugTest()
874 {
875     // Made out of AllPossibleConnectionsTest test.
876
877     //const long sequenceLength = 5; //100% bug
878     const long sequenceLength = 4; //100% bug
879     //const long sequenceLength = 3; //100% _no_bug (ok)
880
881     using (var scope = new TempLinksTestScope(useSequences: true))

```



```

877     {
878         var links = scope.Links;
879         var sequences = scope.Sequences;
880
881         var sequence = new ulong[sequenceLength];
882         for (var i = 0; i < sequenceLength; i++)
883         {
884             sequence[i] = links.Create();
885         }
886
887         var createResults = sequences.CreateAllVariants2(sequence);
888
889         Global.Trash = createResults;
890
891         for (var i = 0; i < sequenceLength; i++)
892         {
893             links.Delete(sequence[i]);
894         }
895     }
896 }
897
898 [Fact]
899 public static void AllPossibleConnectionsTest()
900 {
901     const long sequenceLength = 5;
902
903     using (var scope = new TempLinksTestScope(useSequences: true))
904     {
905         var links = scope.Links;
906         var sequences = scope.Sequences;
907
908         var sequence = new ulong[sequenceLength];
909         for (var i = 0; i < sequenceLength; i++)
910         {
911             sequence[i] = links.Create();
912         }
913
914         var createResults = sequences.CreateAllVariants2(sequence);
915         var reverseResults = sequences.CreateAllVariants2(sequence.Reverse().ToArray());
916
917         for (var i = 0; i < 1; i++)
918         {
919             var sw1 = Stopwatch.StartNew();
920             var searchResults1 = sequences.GetAllConnections(sequence); sw1.Stop();
921
922             var sw2 = Stopwatch.StartNew();
923             var searchResults2 = sequences.GetAllConnections1(sequence); sw2.Stop();
924
925             var sw3 = Stopwatch.StartNew();
926             var searchResults3 = sequences.GetAllConnections2(sequence); sw3.Stop();
927
928             var sw4 = Stopwatch.StartNew();
929             var searchResults4 = sequences.GetAllConnections3(sequence); sw4.Stop();
930
931             Global.Trash = searchResults3;
932             Global.Trash = searchResults4; //-V3008
933
934             var intersection1 = createResults.Intersect(searchResults1).ToList();
935             Assert.True(intersection1.Count == createResults.Length);
936
937             var intersection2 = reverseResults.Intersect(searchResults1).ToList();
938             Assert.True(intersection2.Count == reverseResults.Length);
939
940             var intersection0 = searchResults1.Intersect(searchResults2).ToList();
941             Assert.True(intersection0.Count == searchResults2.Count);
942
943             var intersection3 = searchResults2.Intersect(searchResults3).ToList();
944             Assert.True(intersection3.Count == searchResults3.Count);
945
946             var intersection4 = searchResults3.Intersect(searchResults4).ToList();
947             Assert.True(intersection4.Count == searchResults4.Count);
948         }
949
950         for (var i = 0; i < sequenceLength; i++)
951         {
952             links.Delete(sequence[i]);
953         }
954     }
955 }
956

```

```

957 [Fact(Skip = "Correct implementation is pending")]
958 public static void CalculateAllUsagesTest()
959 {
960     const long sequenceLength = 3;
961
962     using (var scope = new TempLinksTestScope(useSequences: true))
963     {
964         var links = scope.Links;
965         var sequences = scope.Sequences;
966
967         var sequence = new ulong[sequenceLength];
968         for (var i = 0; i < sequenceLength; i++)
969         {
970             sequence[i] = links.Create();
971         }
972
973         var createResults = sequences.CreateAllVariants2(sequence);
974
975         //var reverseResults =
976         ↪ sequences.CreateAllVariants2(sequence.Reverse().ToArray());
977
978         for (var i = 0; i < 1; i++)
979         {
980             var linksTotalUsages1 = new ulong[links.Count() + 1];
981             sequences.CalculateAllUsages(linksTotalUsages1);
982
983             var linksTotalUsages2 = new ulong[links.Count() + 1];
984             sequences.CalculateAllUsages2(linksTotalUsages2);
985
986             var intersection1 = linksTotalUsages1.Intersect(linksTotalUsages2).ToList();
987             Assert.True(intersection1.Count == linksTotalUsages2.Length);
988         }
989
990         for (var i = 0; i < sequenceLength; i++)
991         {
992             links.Delete(sequence[i]);
993         }
994     }
995 }
996 }
997 }
998 }

```

./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
19             ↪ useLog = false)
20             : this(new SequencesOptions<ulong>(), deleteFiles, useSequences, useLog)
21         {
22         }
23
24         public TempLinksTestScope(SequencesOptions<ulong> sequencesOptions, bool deleteFiles =
25             ↪ true, bool useSequences = false, bool useLog = false)
26         {
27             _deleteFiles = deleteFiles;
28             TempFilename = Path.GetTempFileName();
29             TempTransactionLogFilename = Path.GetTempFileName();
30
31             var coreMemoryAdapter = new UInt64ResizableDirectMemoryLinks(TempFilename);
32
33             MemoryAdapter = useLog ? (ILinks<ulong>)new
34                 ↪ UInt64LinksTransactionsLayer(coreMemoryAdapter, TempTransactionLogFilename) :
35                 ↪ 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

```

1  using Xunit;
2  using Platform.Random;
3  using Platform.Data.Doublets.Converters;
4
5  namespace Platform.Data.Doublets.Tests
6  {
7      public static class UnaryNumberConvertersTests
8      {
9          [Fact]
10         public static void ConvertersTest()
11         {
12             using (var scope = new TempLinksTestScope())
13             {
14                 const int N = 10;
15                 var links = scope.Links;
16                 var meaningRoot = links.CreatePoint();
17                 var one = links.CreateAndUpdate(meaningRoot, links.Constants.Itself);
18                 var powerOf2ToUnaryNumberConverter = new
19                     ↪ PowerOf2ToUnaryNumberConverter<ulong>(links, one);
20                 var toUnaryNumberConverter = new AddressToUnaryNumberConverter<ulong>(links,
21                     ↪ powerOf2ToUnaryNumberConverter);
22                 var random = new System.Random(0);
23                 ulong[] numbers = new ulong[N];
24                 ulong[] unaryNumbers = new ulong[N];
25                 for (int i = 0; i < N; i++)
26                 {
27                     numbers[i] = random.NextUInt64();
28                     unaryNumbers[i] = toUnaryNumberConverter.Convert(numbers[i]);
29                 }
30                 var fromUnaryNumberConverterUsingOrOperation = new
31                     ↪ UnaryNumberToAddressOrOperationConverter<ulong>(links,
32                     ↪ powerOf2ToUnaryNumberConverter);
33                 var fromUnaryNumberConverterUsingAddOperation = new
34                     ↪ UnaryNumberToAddressAddOperationConverter<ulong>(links, one);
35                 for (int i = 0; i < N; i++)
36                 {
37                     Assert.Equal(numbers[i],
38                         ↪ fromUnaryNumberConverterUsingOrOperation.Convert(unaryNumbers[i]));
39                     Assert.Equal(numbers[i],
40                         ↪ fromUnaryNumberConverterUsingAddOperation.Convert(unaryNumbers[i]));
41                 }
42             }
43         }
44     }
45 }

```

Index

- ./Platform.Data.Doublets.Tests/ComparisonTests.cs, 133
- ./Platform.Data.Doublets.Tests/DoubletLinksTests.cs, 134
- ./Platform.Data.Doublets.Tests/EqualityTests.cs, 137
- ./Platform.Data.Doublets.Tests/LinksTests.cs, 138
- ./Platform.Data.Doublets.Tests/OptimalVariantSequenceTests.cs, 152
- ./Platform.Data.Doublets.Tests/ReadSequenceTests.cs, 153
- ./Platform.Data.Doublets.Tests/ResizableDirectMemoryLinksTests.cs, 154
- ./Platform.Data.Doublets.Tests/ScopeTests.cs, 155
- ./Platform.Data.Doublets.Tests/SequencesTests.cs, 155
- ./Platform.Data.Doublets.Tests/TempLinksTestScope.cs, 170
- ./Platform.Data.Doublets.Tests/UnaryNumberConvertersTests.cs, 171
- ./Platform.Data.Doublets/Converters/AddressToUnaryNumberConverter.cs, 1
- ./Platform.Data.Doublets/Converters/LinkToltsFrequencyNumberConveter.cs, 1
- ./Platform.Data.Doublets/Converters/PowerOf2ToUnaryNumberConverter.cs, 2
- ./Platform.Data.Doublets/Converters/UnaryNumberToAddressAddOperationConverter.cs, 2
- ./Platform.Data.Doublets/Converters/UnaryNumberToAddressOrOperationConverter.cs, 3
- ./Platform.Data.Doublets/Decorators/LinksCascadeUniquenessAndUsagesResolver.cs, 4
- ./Platform.Data.Doublets/Decorators/LinksCascadeUsagesResolver.cs, 4
- ./Platform.Data.Doublets/Decorators/LinksDecoratorBase.cs, 4
- ./Platform.Data.Doublets/Decorators/LinksDisposableDecoratorBase.cs, 5
- ./Platform.Data.Doublets/Decorators/LinksInnerReferenceExistenceValidator.cs, 5
- ./Platform.Data.Doublets/Decorators/LinksItselfConstantToSelfReferenceResolver.cs, 6
- ./Platform.Data.Doublets/Decorators/LinksNonExistentDependenciesCreator.cs, 6
- ./Platform.Data.Doublets/Decorators/LinksNullConstantToSelfReferenceResolver.cs, 6
- ./Platform.Data.Doublets/Decorators/LinksUniquenessResolver.cs, 7
- ./Platform.Data.Doublets/Decorators/LinksUniquenessValidator.cs, 7
- ./Platform.Data.Doublets/Decorators/LinksUsagesValidator.cs, 7
- ./Platform.Data.Doublets/Decorators/NonNullContentsLinkDeletionResolver.cs, 8
- ./Platform.Data.Doublets/Decorators/UInt64Links.cs, 8
- ./Platform.Data.Doublets/Decorators/UniLinks.cs, 9
- ./Platform.Data.Doublets/Doublet.cs, 14
- ./Platform.Data.Doublets/DoubletComparer.cs, 14
- ./Platform.Data.Doublets/Hybrid.cs, 14
- ./Platform.Data.Doublets/ILinks.cs, 15
- ./Platform.Data.Doublets/ILinksExtensions.cs, 16
- ./Platform.Data.Doublets/ISynchronizedLinks.cs, 27
- ./Platform.Data.Doublets/Incrementers/FrequencyIncrementer.cs, 26
- ./Platform.Data.Doublets/Incrementers/UnaryNumberIncrementer.cs, 27
- ./Platform.Data.Doublets/Link.cs, 27
- ./Platform.Data.Doublets/LinkExtensions.cs, 29
- ./Platform.Data.Doublets/LinksOperatorBase.cs, 30
- ./Platform.Data.Doublets/PropertyOperators/PropertiesOperator.cs, 30
- ./Platform.Data.Doublets/PropertyOperators/PropertyOperator.cs, 30
- ./Platform.Data.Doublets/ResizableDirectMemory/ResizableDirectMemoryLinks.ListMethods.cs, 40
- ./Platform.Data.Doublets/ResizableDirectMemory/ResizableDirectMemoryLinks.TreeMethods.cs, 41
- ./Platform.Data.Doublets/ResizableDirectMemory/ResizableDirectMemoryLinks.cs, 31
- ./Platform.Data.Doublets/ResizableDirectMemory/UInt64ResizableDirectMemoryLinks.ListMethods.cs, 53
- ./Platform.Data.Doublets/ResizableDirectMemory/UInt64ResizableDirectMemoryLinks.TreeMethods.cs, 54
- ./Platform.Data.Doublets/ResizableDirectMemory/UInt64ResizableDirectMemoryLinks.cs, 47
- ./Platform.Data.Doublets/Sequences/Converters/BalancedVariantConverter.cs, 60
- ./Platform.Data.Doublets/Sequences/Converters/CompressingConverter.cs, 61
- ./Platform.Data.Doublets/Sequences/Converters/LinksListToSequenceConverterBase.cs, 64
- ./Platform.Data.Doublets/Sequences/Converters/OptimalVariantConverter.cs, 64
- ./Platform.Data.Doublets/Sequences/Converters/SequenceToltsLocalElementLevelsConverter.cs, 66
- ./Platform.Data.Doublets/Sequences/CreteriaMatchers/DefaultSequenceElementCriterionMatcher.cs, 66
- ./Platform.Data.Doublets/Sequences/CreteriaMatchers/MarkedSequenceCriterionMatcher.cs, 66
- ./Platform.Data.Doublets/Sequences/DefaultSequenceAppender.cs, 67
- ./Platform.Data.Doublets/Sequences/DuplicateSegmentsCounter.cs, 68
- ./Platform.Data.Doublets/Sequences/DuplicateSegmentsProvider.cs, 68
- ./Platform.Data.Doublets/Sequences/Frequencies/Cache/LinkFrequenciesCache.cs, 70
- ./Platform.Data.Doublets/Sequences/Frequencies/Cache/LinkFrequency.cs, 72
- ./Platform.Data.Doublets/Sequences/Frequencies/Cache/LinkToltsFrequencyValueConverter.cs, 72
- ./Platform.Data.Doublets/Sequences/Frequencies/Counters/MarkedSequenceSymbolFrequencyOneOffCounter.cs, 72
- ./Platform.Data.Doublets/Sequences/Frequencies/Counters/SequenceSymbolFrequencyOneOffCounter.cs, 73
- ./Platform.Data.Doublets/Sequences/Frequencies/Counters/TotalMarkedSequenceSymbolFrequencyCounter.cs, 73
- ./Platform.Data.Doublets/Sequences/Frequencies/Counters/TotalMarkedSequenceSymbolFrequencyOneOffCounter.cs, 73

./Platform.Data.Doublets/Sequences/Frequencies/Counters/TotalSequenceSymbolFrequencyCounter.cs, 74
./Platform.Data.Doublets/Sequences/Frequencies/Counters/TotalSequenceSymbolFrequencyOneOffCounter.cs, 74
./Platform.Data.Doublets/Sequences/HeightProviders/CachedSequenceHeightProvider.cs, 75
./Platform.Data.Doublets/Sequences/HeightProviders/DefaultSequenceRightHeightProvider.cs, 75
./Platform.Data.Doublets/Sequences/HeightProviders/ISequenceHeightProvider.cs, 76
./Platform.Data.Doublets/Sequences/Indexes/CachedFrequencyIncrementingSequenceIndex.cs, 76
./Platform.Data.Doublets/Sequences/Indexes/FrequencyIncrementingSequenceIndex.cs, 77
./Platform.Data.Doublets/Sequences/Indexes/ISequenceIndex.cs, 77
./Platform.Data.Doublets/Sequences/Indexes/SequenceIndex.cs, 78
./Platform.Data.Doublets/Sequences/Indexes/SynchronizedSequenceIndex.cs, 78
./Platform.Data.Doublets/Sequences/Sequences.Experiments.cs, 88
./Platform.Data.Doublets/Sequences/Sequences.cs, 79
./Platform.Data.Doublets/Sequences/SequencesExtensions.cs, 114
./Platform.Data.Doublets/Sequences/SequencesOptions.cs, 115
./Platform.Data.Doublets/Sequences/UnicodeMap.cs, 116
./Platform.Data.Doublets/Sequences/Walkers/ISequenceWalker.cs, 119
./Platform.Data.Doublets/Sequences/Walkers/LeftSequenceWalker.cs, 119
./Platform.Data.Doublets/Sequences/Walkers/LeveledSequenceWalker.cs, 119
./Platform.Data.Doublets/Sequences/Walkers/RightSequenceWalker.cs, 121
./Platform.Data.Doublets/Sequences/Walkers/SequenceWalkerBase.cs, 121
./Platform.Data.Doublets/Stacks/Stack.cs, 122
./Platform.Data.Doublets/Stacks/StackExtensions.cs, 123
./Platform.Data.Doublets/SynchronizedLinks.cs, 123
./Platform.Data.Doublets/UInt64Link.cs, 124
./Platform.Data.Doublets/UInt64LinkExtensions.cs, 126
./Platform.Data.Doublets/UInt64LinksExtensions.cs, 126
./Platform.Data.Doublets/UInt64LinksTransactionsLayer.cs, 128