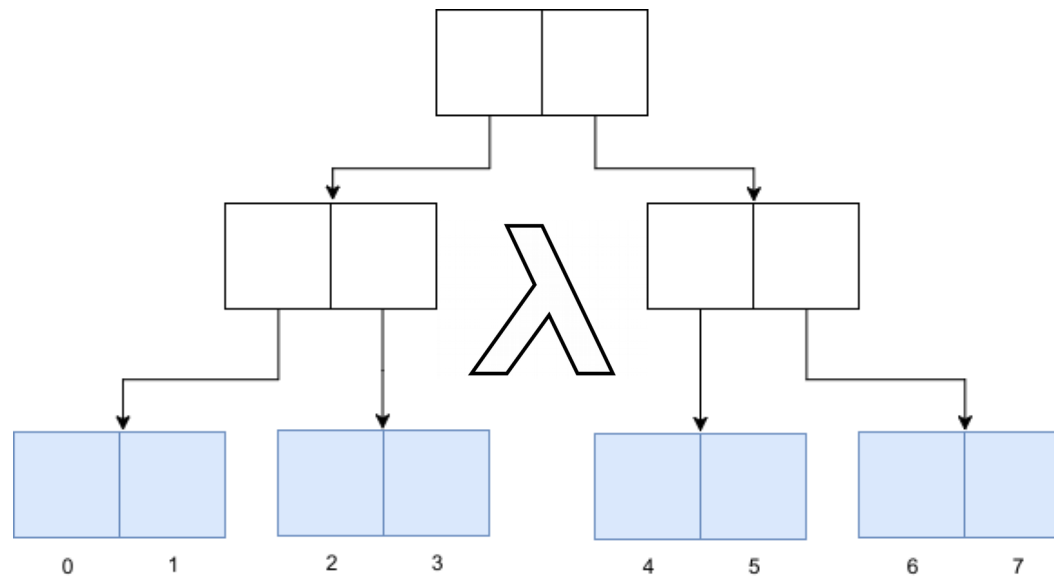


Marvellous Functional Datastructures: The Vector





Hello!

- Robert



Hello!

- Robert
- Scala & Clojure



Hello!

- Robert
- Scala & Clojure
- Obsessed with FP



Vectors: An Introduction

- What are Vectors?



Vectors: An Introduction

- What are Vectors?
- **H**ash **A**rray **M**apped **T**ries (HAMT)



Vectors: An Introduction

- What are Vectors?
- **H**ash **A**rray **M**apped **T**ries (HAMT)
 - Tries?



Vectors: An Introduction

- What are Vectors?
- **H**ash **A**rray **M**apped **T**ries (HAMT)
 - Tries?
 - Trie, Radix Tree, Prefix Tree



Vectors: An Introduction

- What are Vectors?
- **H**ash **A**rray **M**apped **T**ries (HAMT)
 - Tries?
 - Trie, Radix Tree, Prefix Tree
 - Structured based on their contents



Vectors: An Introduction

- Tries:
 - tee, try, add, aid, map, see, sit



Vectors: An Introduction

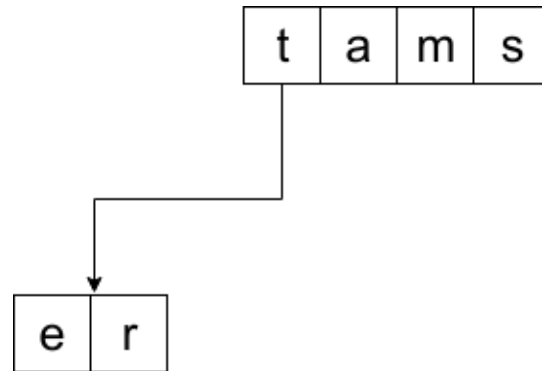
- Tries:
 - tee, try, add, aid, map, see, sit

t	a	m	s
---	---	---	---



Vectors: An Introduction

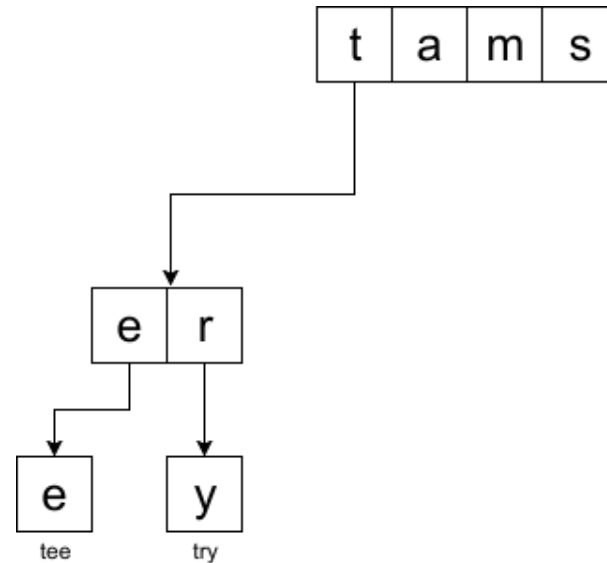
- Tries:
 - tee, try, add, aid, map, see, sit





Vectors: An Introduction

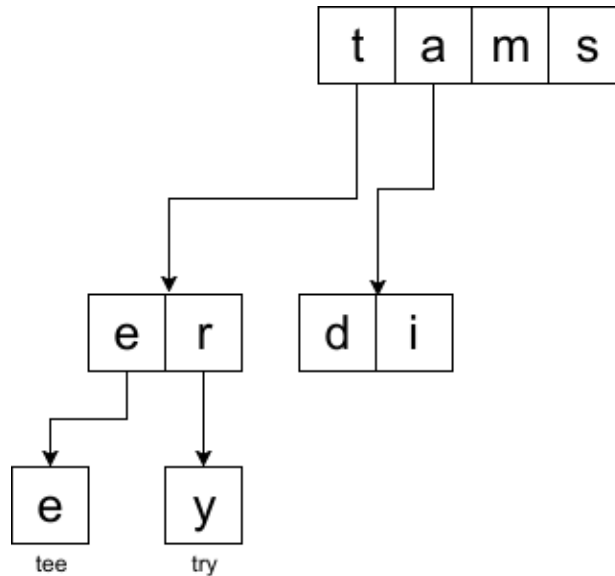
- Tries:
 - tee, try, add, aid, map, see, sit





Vectors: An Introduction

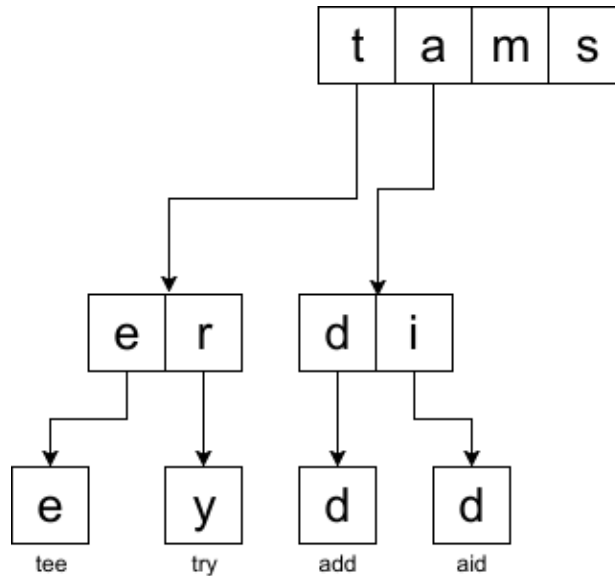
- Tries:
 - tee, try, add, aid, map, see, sit





Vectors: An Introduction

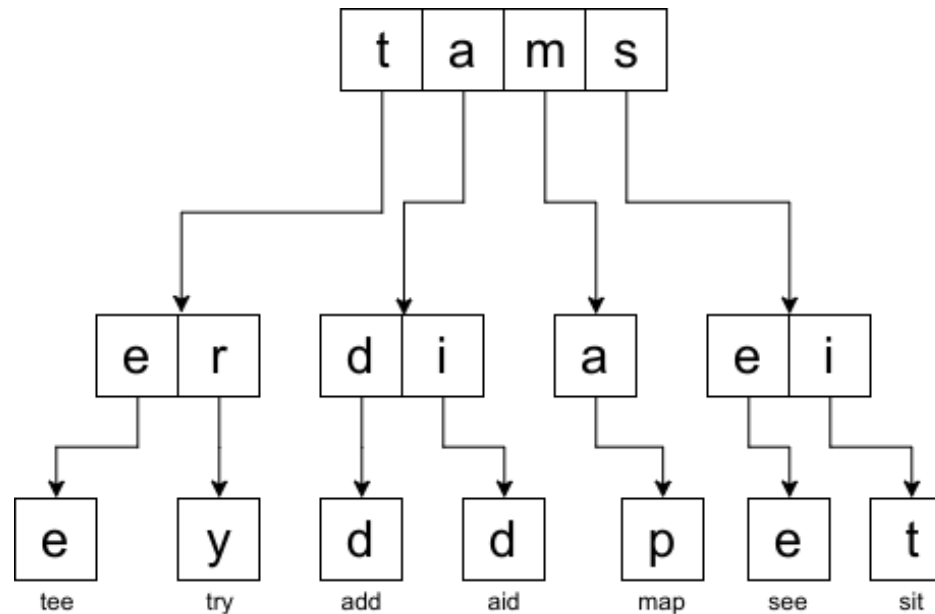
- Tries:
 - tee, try, add, aid, map, see, sit





Vectors: An Introduction

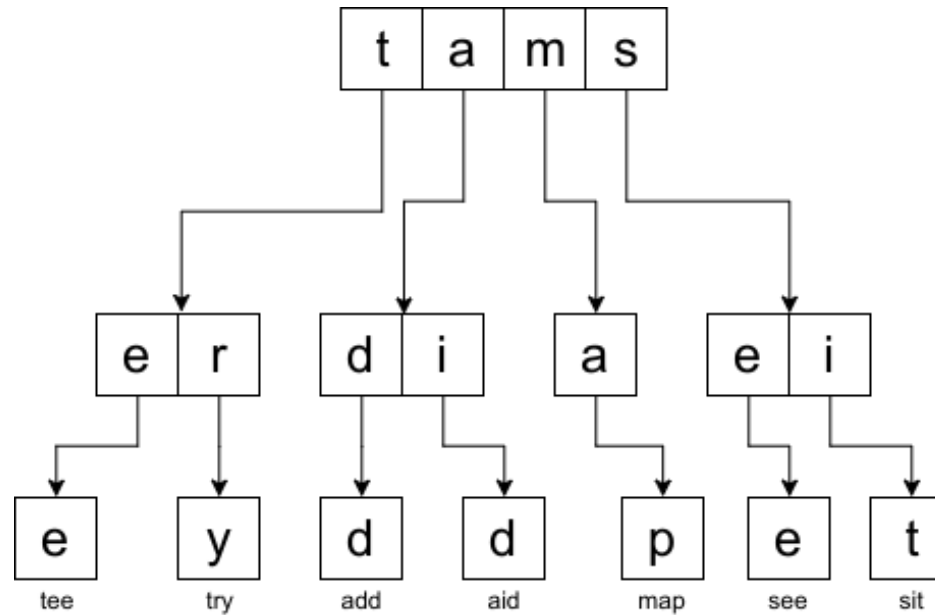
- Tries:
 - tee, try, add, aid, map, see, sit





Vectors: An Introduction

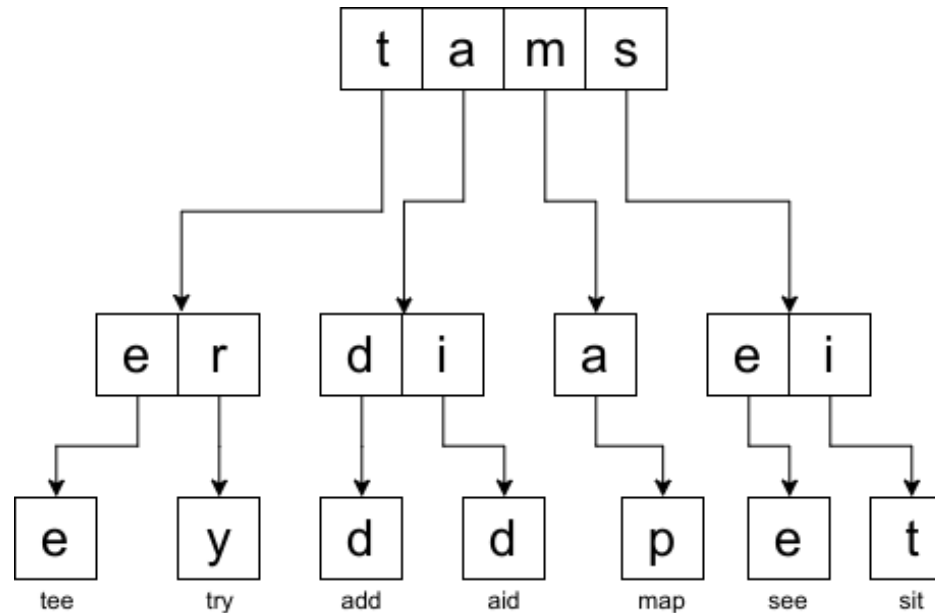
- Tries:
 - Assume we want to lookup “add”





Vectors: An Introduction

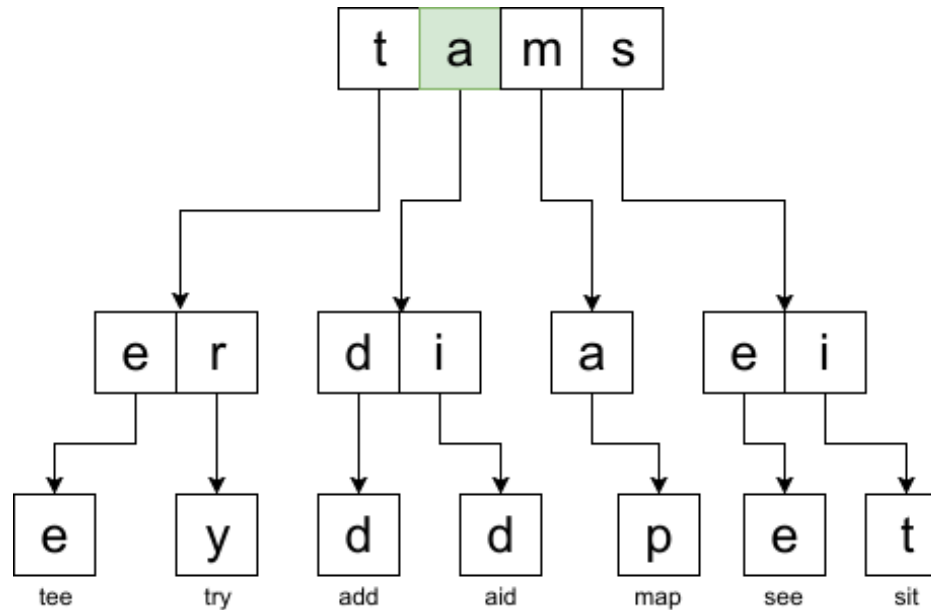
- Tries:
 - Assume we want to lookup “add”
 - Split: a - d - d





Vectors: An Introduction

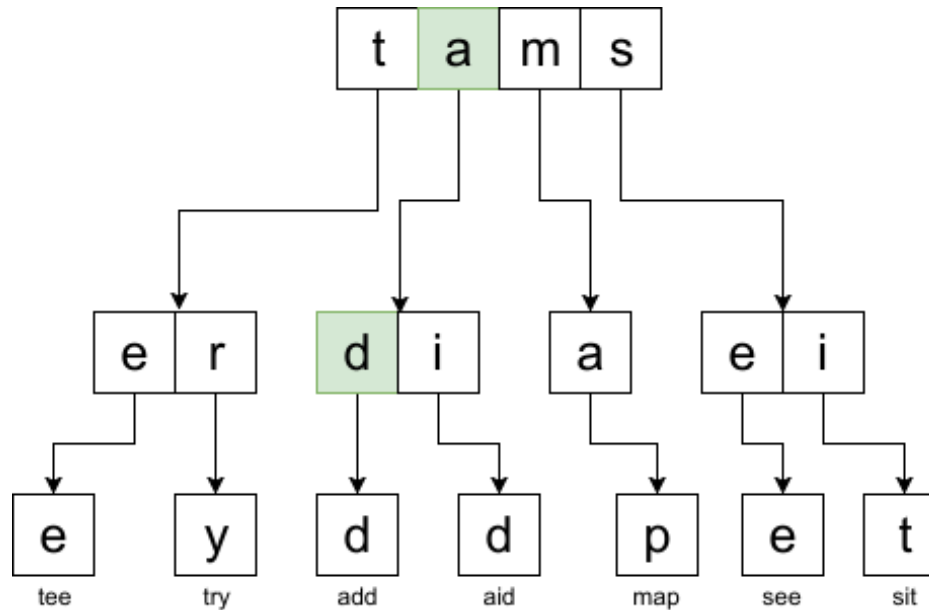
- Tries:
 - Assume we want to lookup “add”
 - Split: a - d - d





Vectors: An Introduction

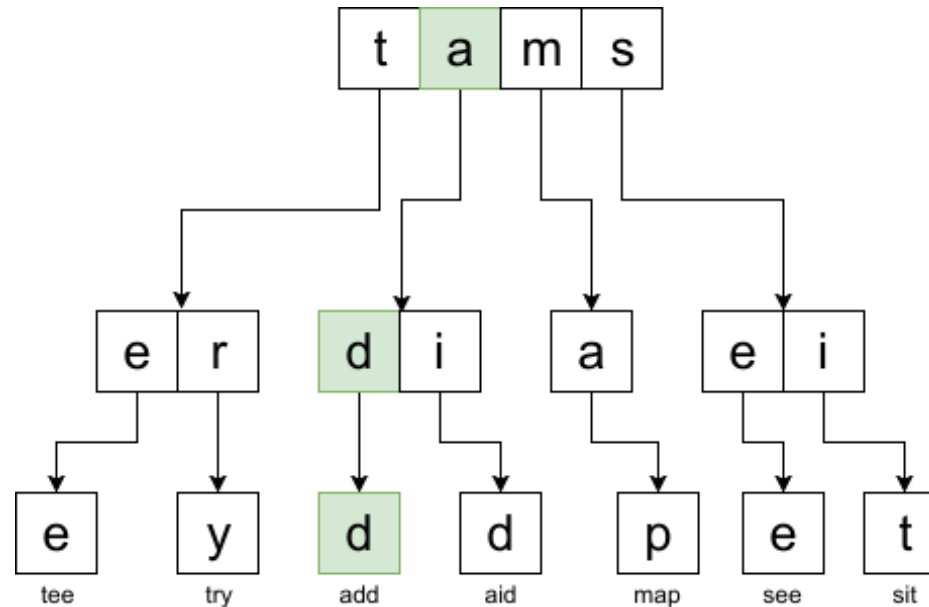
- Tries:
 - Assume we want to lookup “add”
 - Split: a - d - d





Vectors: An Introduction

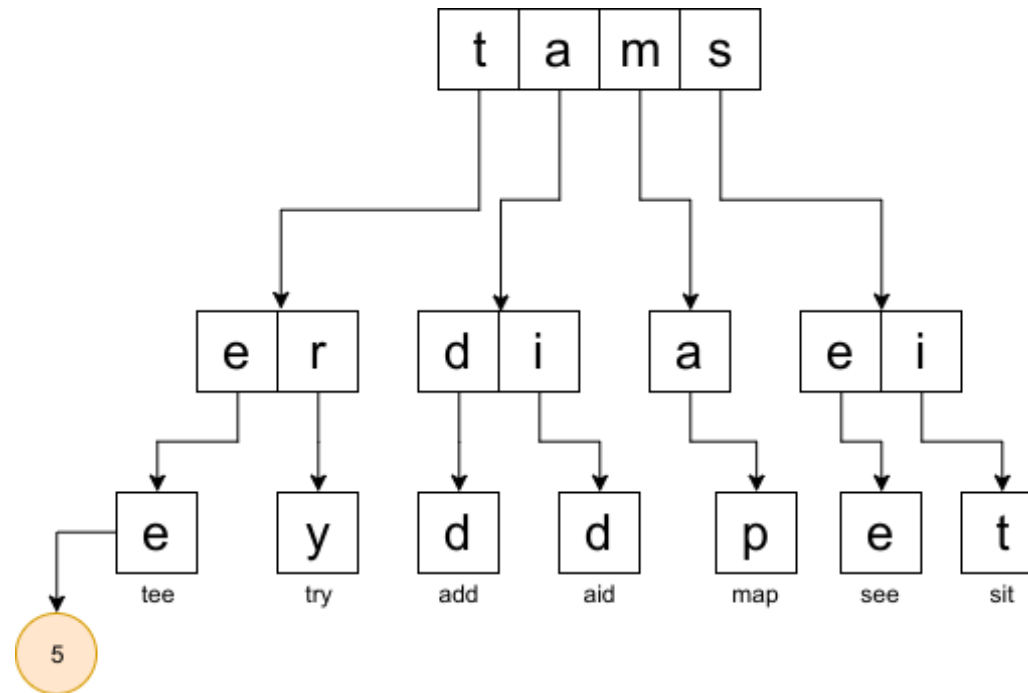
- Tries:
 - Assume we want to lookup “add”
 - Split: a - d - d





Vectors: An Introduction

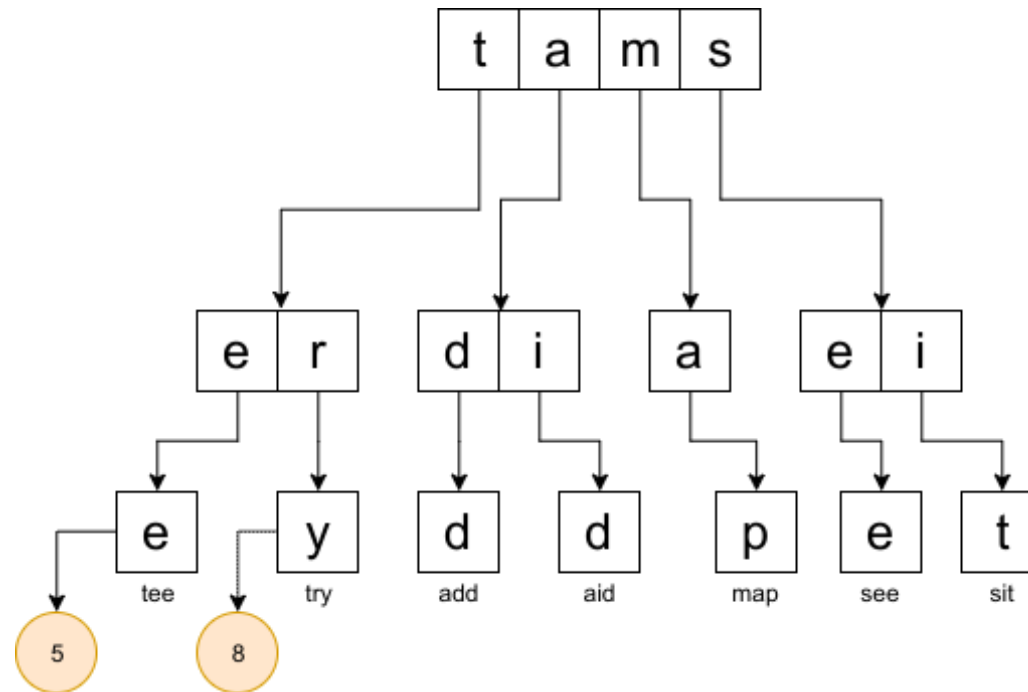
- Trie Maps:
 - Associate value with leaf node





Vectors: An Introduction

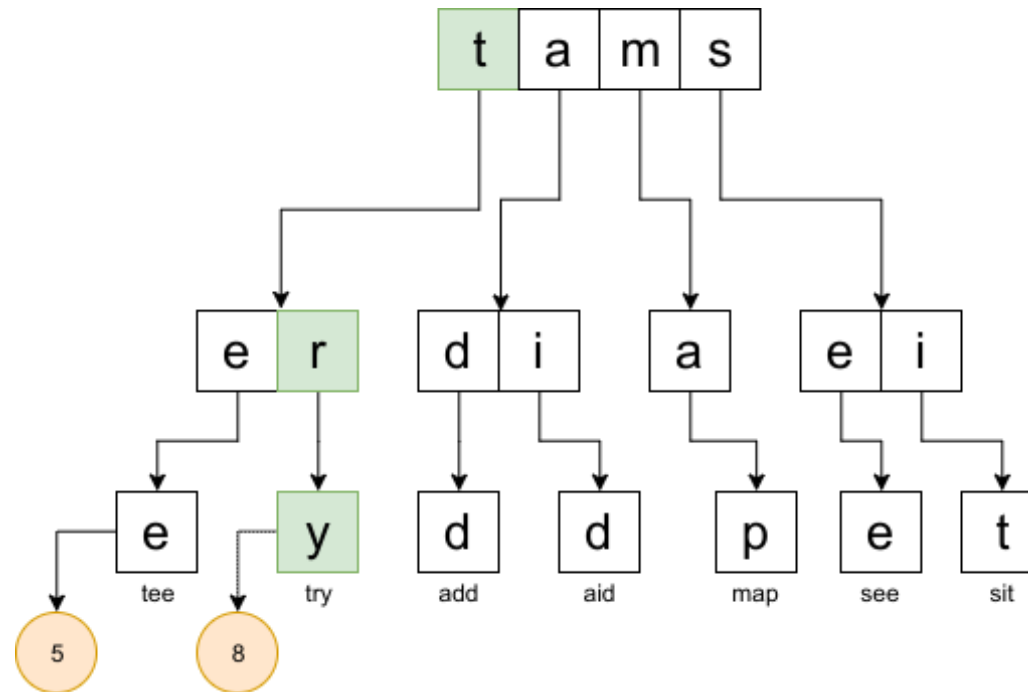
- Trie Maps:
 - Associate value with leaf node





Vectors: An Introduction

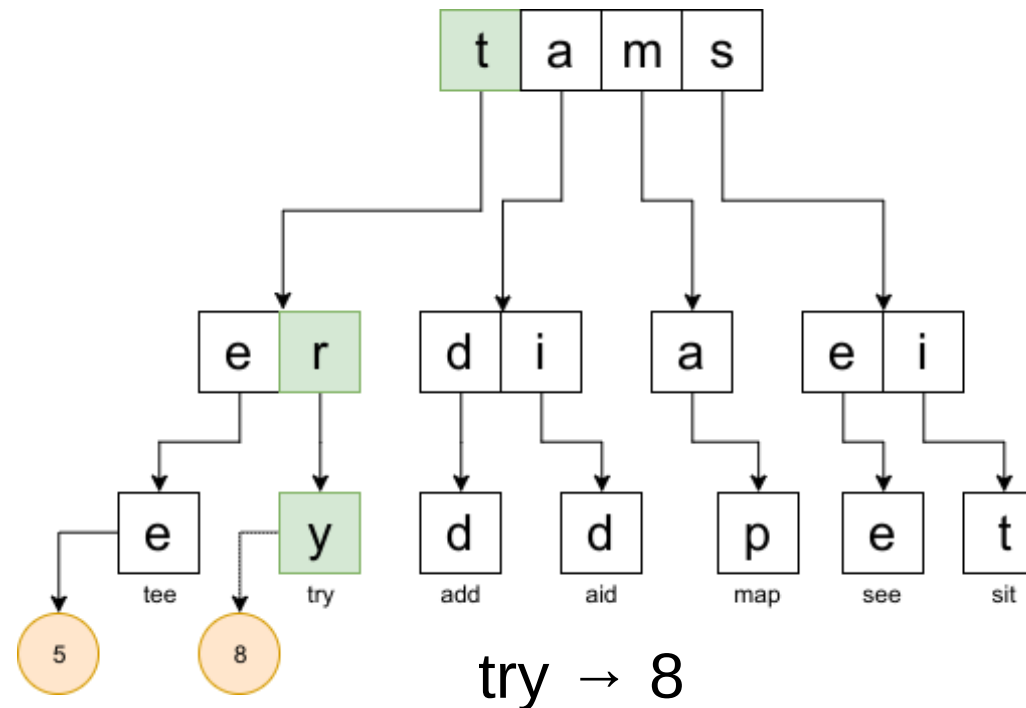
- Trie Maps:
 - Associate value with leaf node
 - Look-up: “try”





Vectors: An Introduction

- Trie Maps:
 - Associate value with leaf node
 - Look-up: “try”





Vectors: An Introduction

- Hash Array Mapped Tries:
 - Tries with hash ranges



Vectors: An Introduction

- Hash Array Mapped Tries:
 - Tries with hash ranges
 - Hash-Maps!



Vectors: An Introduction

- Hash Array Mapped Tries:
 - Tries with hash ranges
 - Hash-Maps!
- Vectors:
 - HAMTs with ranges of integers



Vectors: An Introduction

- Indexing a trie:



Vectors: An Introduction

- Indexing a trie:
 1. Fixed branching factors (power of 2):
 $M = 2^b$



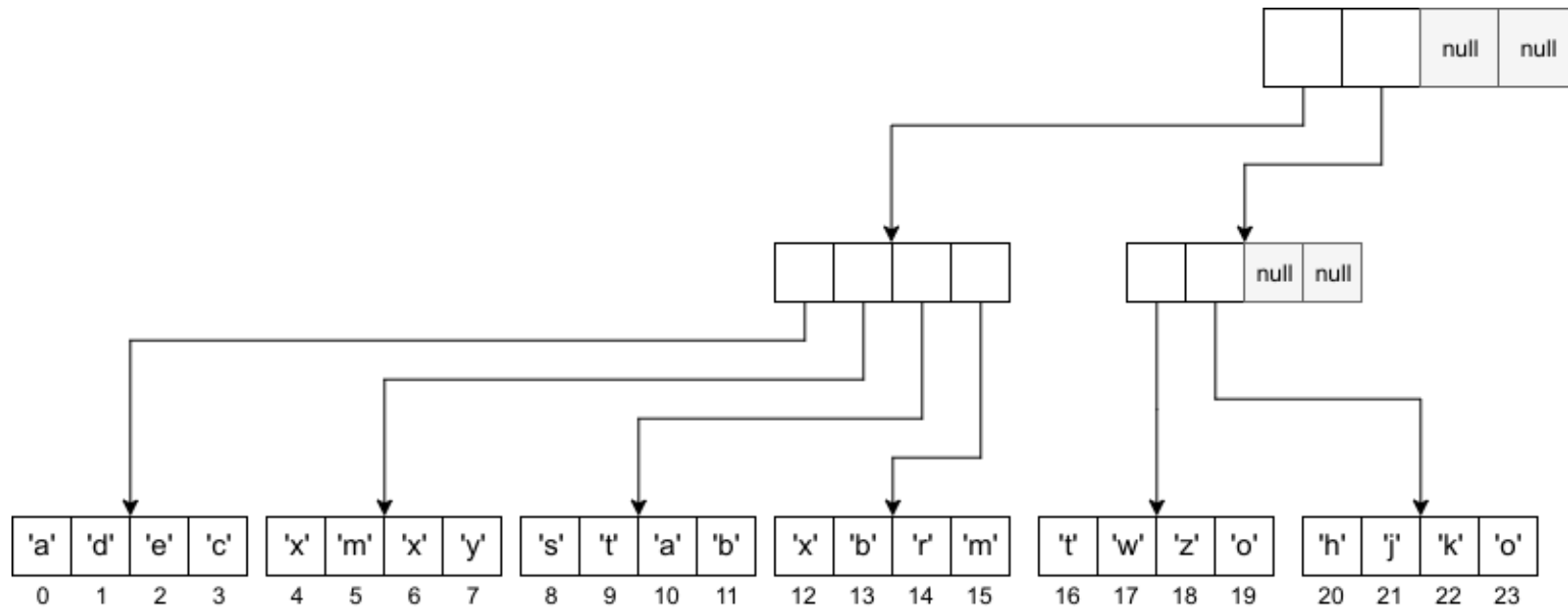
Vectors: An Introduction

- Indexing a trie:
 1. Fixed branching factors (power of 2):
 $M = 2^b$
 2. Indexes are binary => Trie is bit-mapped



How to vector

Branching factor: 4
Height: 2

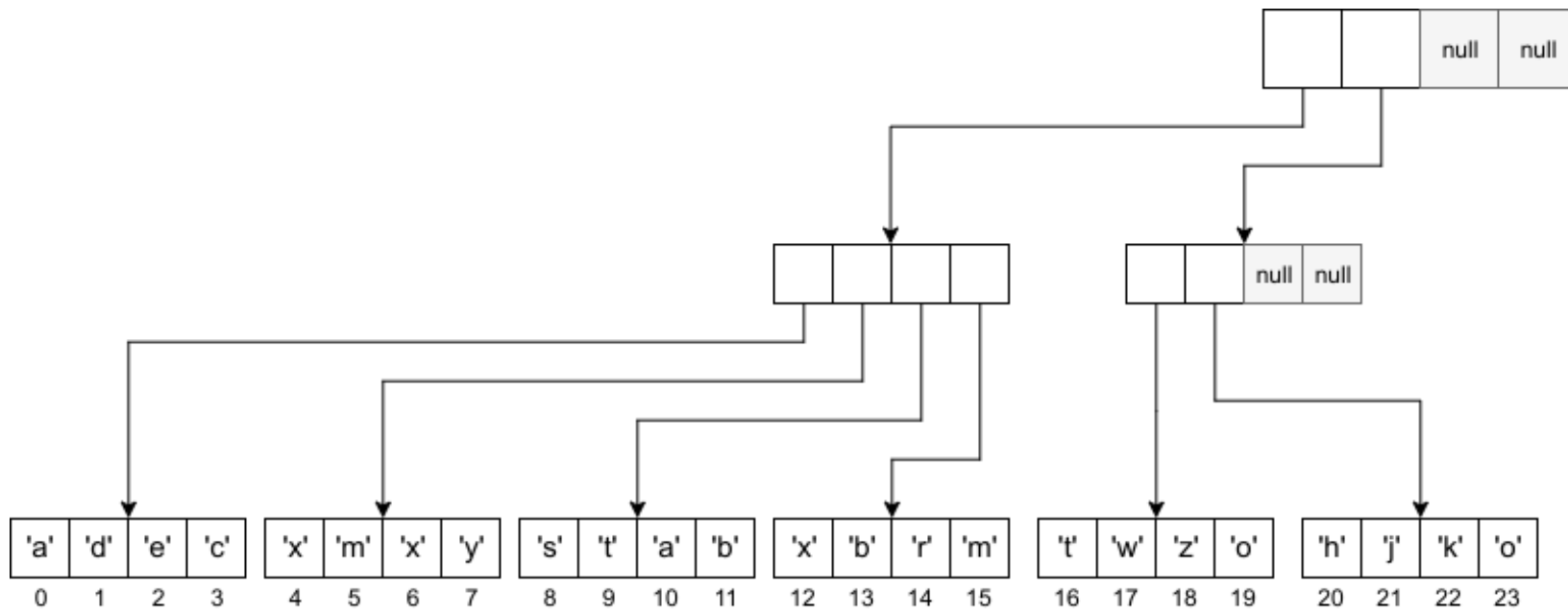




How to vector

Branching factor: 4
Height: 2

Look-up: 17

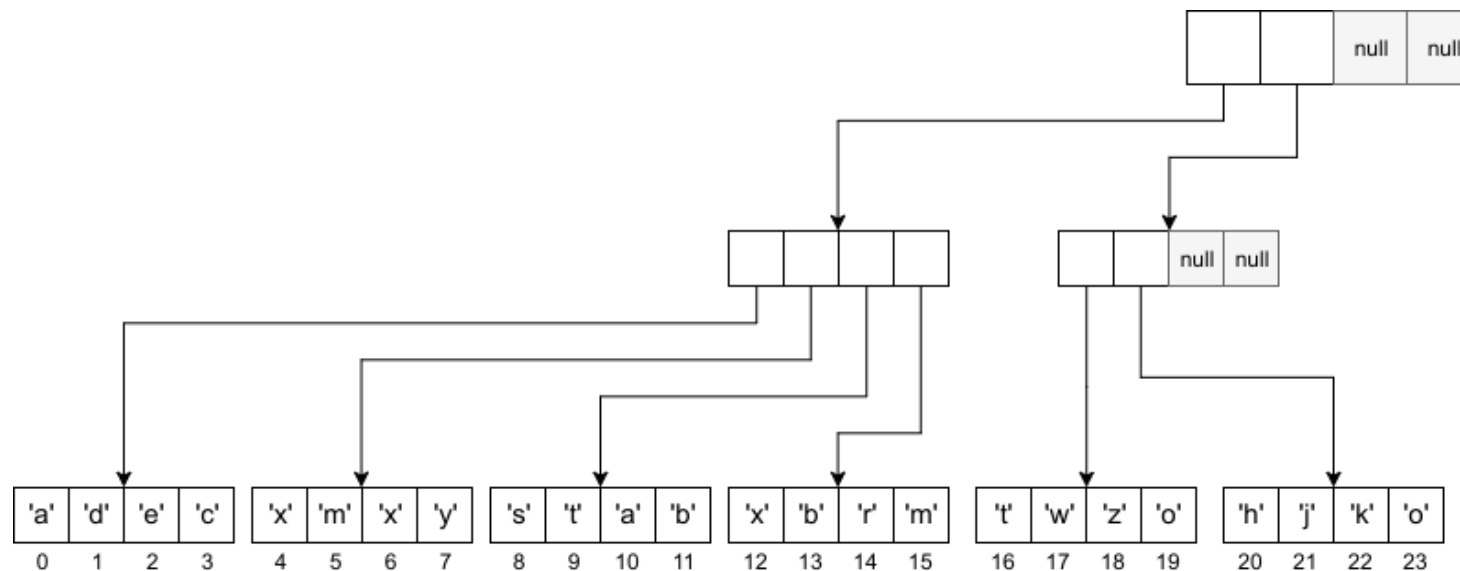




How to vector

Branching factor: 4
Height: 2

Look-up: 17



17 =

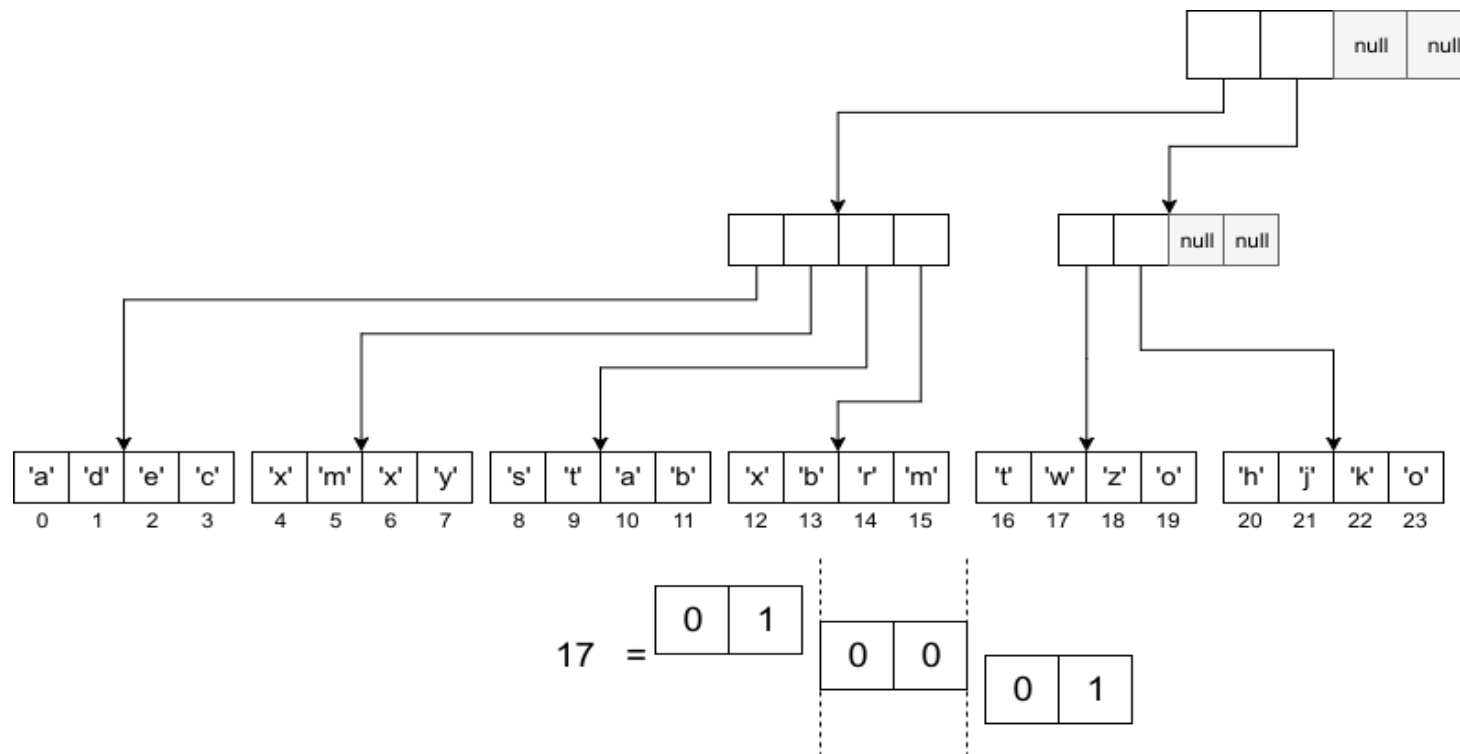
0	1	0	0	0	1
---	---	---	---	---	---



How to vector

Branching factor: 4
Height: 2

Look-up: 17



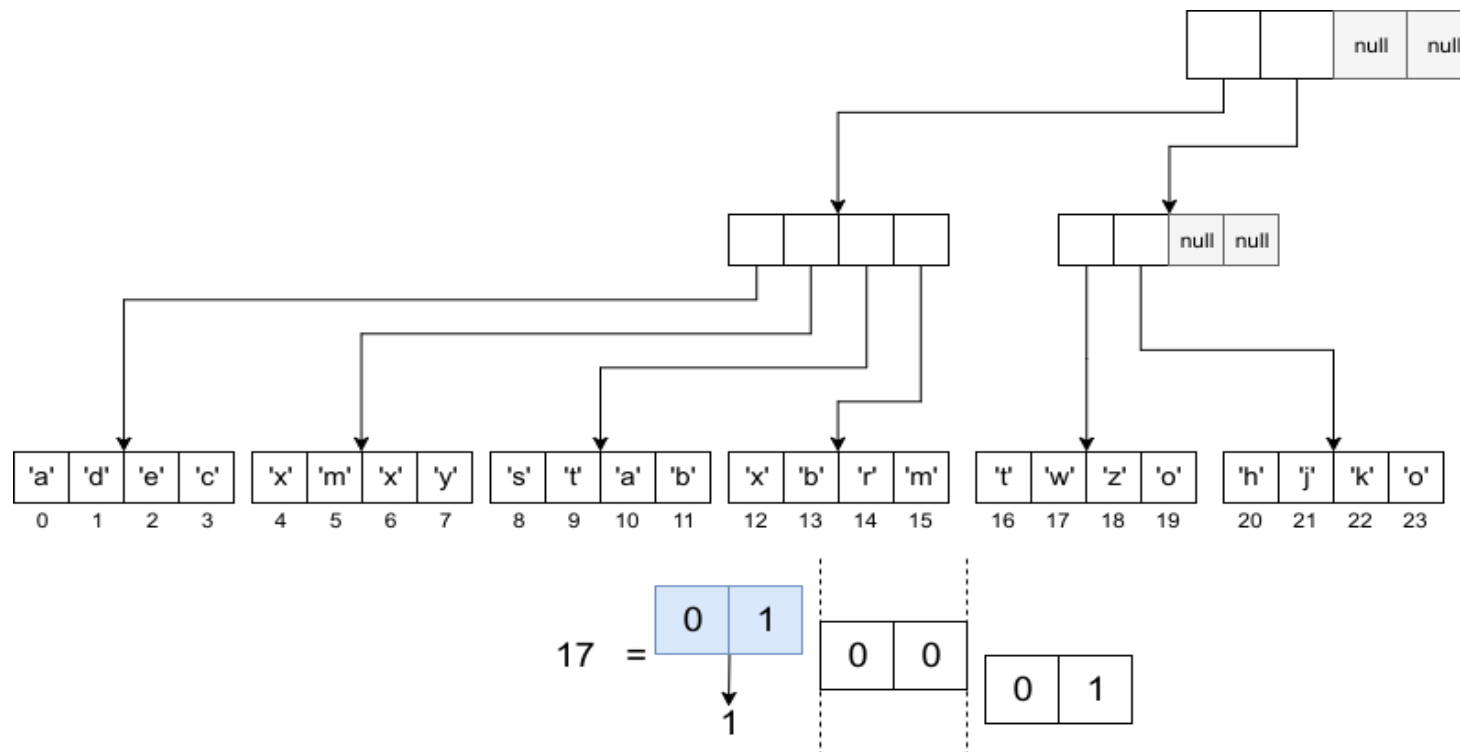


How to vector

Branching factor: 4

Height: 2

Look-up: 17

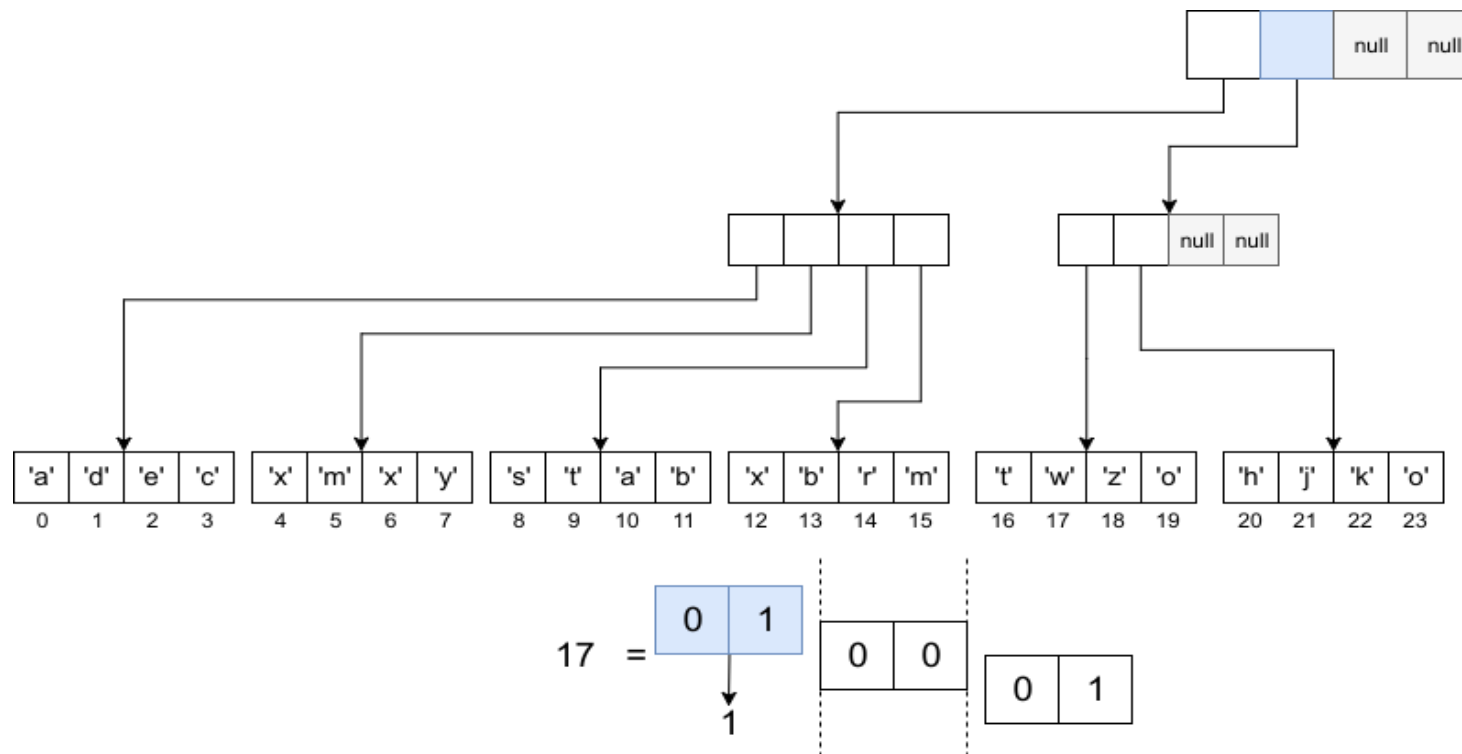




How to vector

Branching factor: 4
Height: 2

Look-up: 17

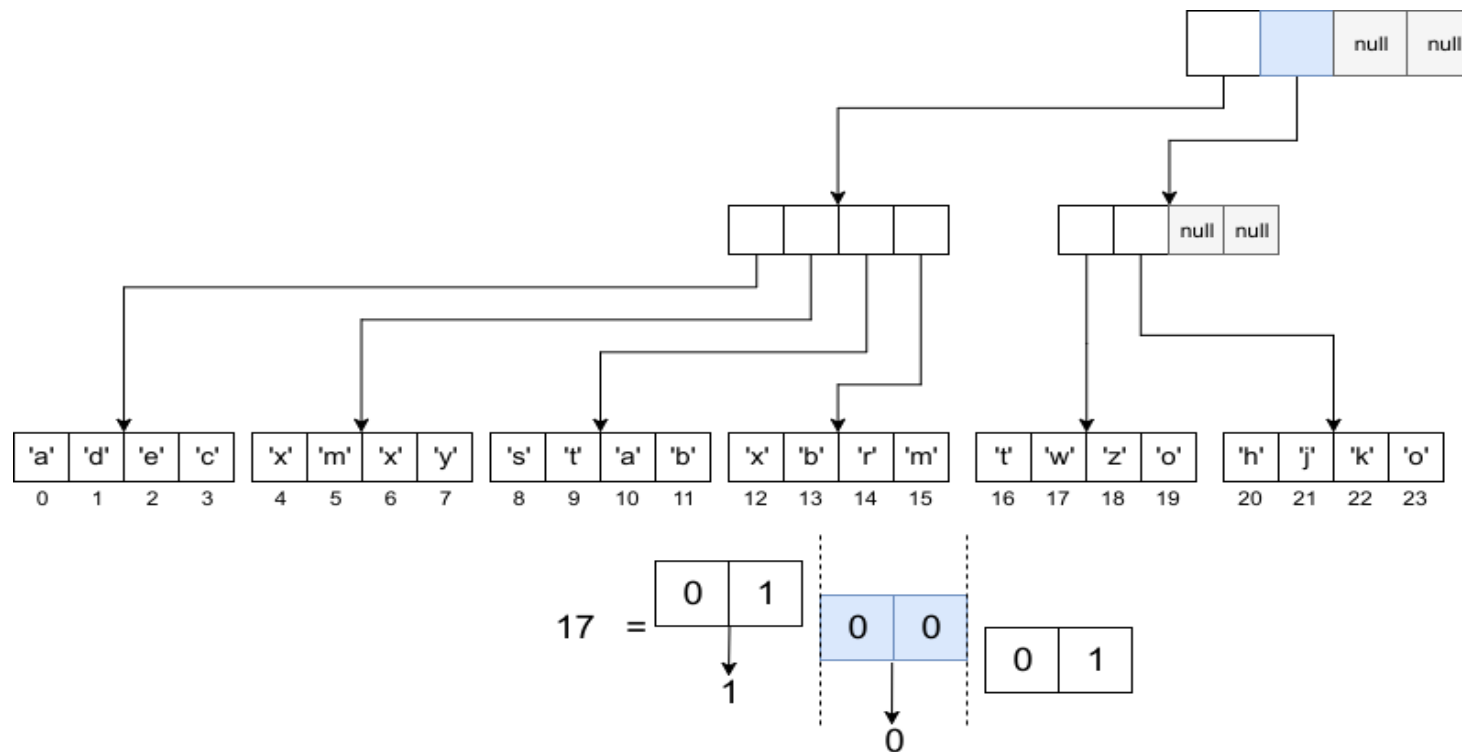




How to vector

Branching factor: 4
Height: 2

Look-up: 17

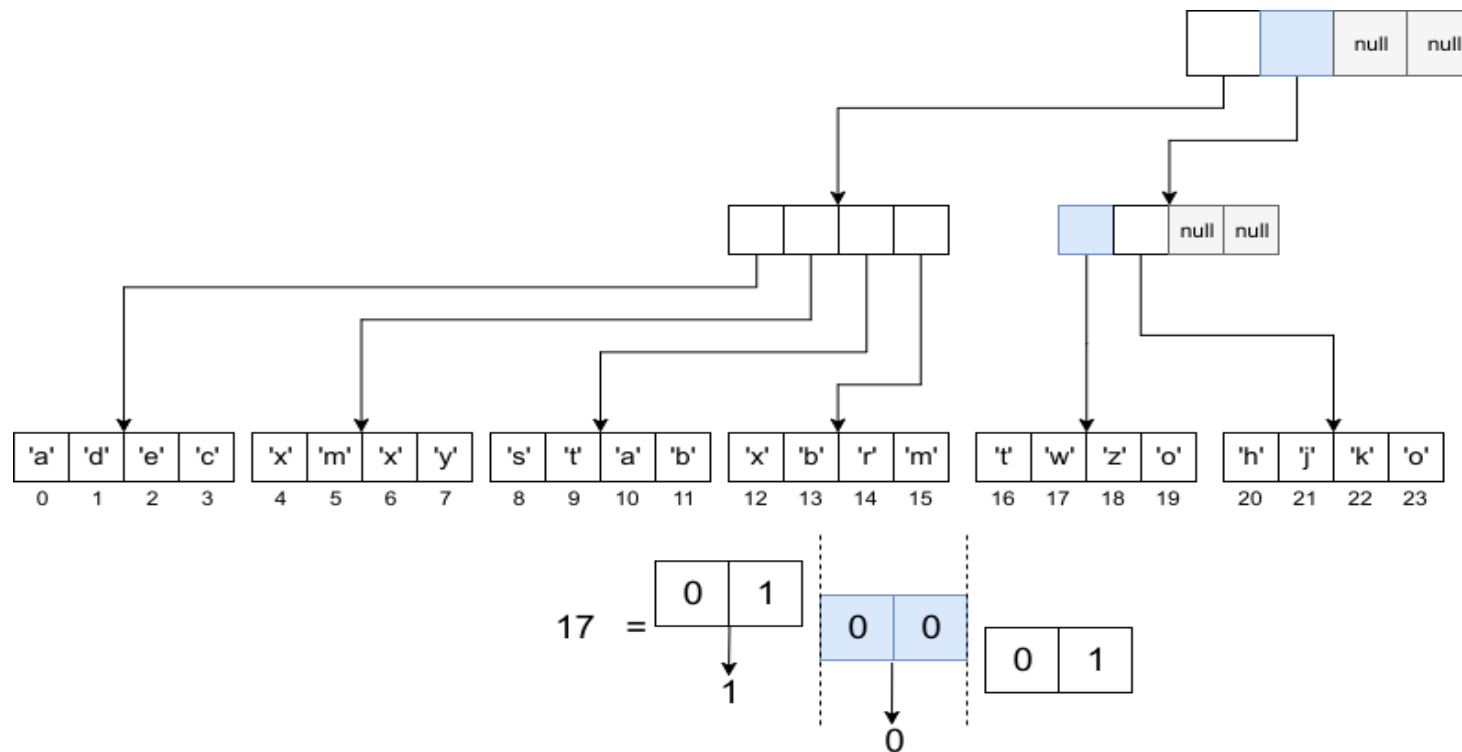




How to vector

Branching factor: 4
Height: 2

Look-up: 17

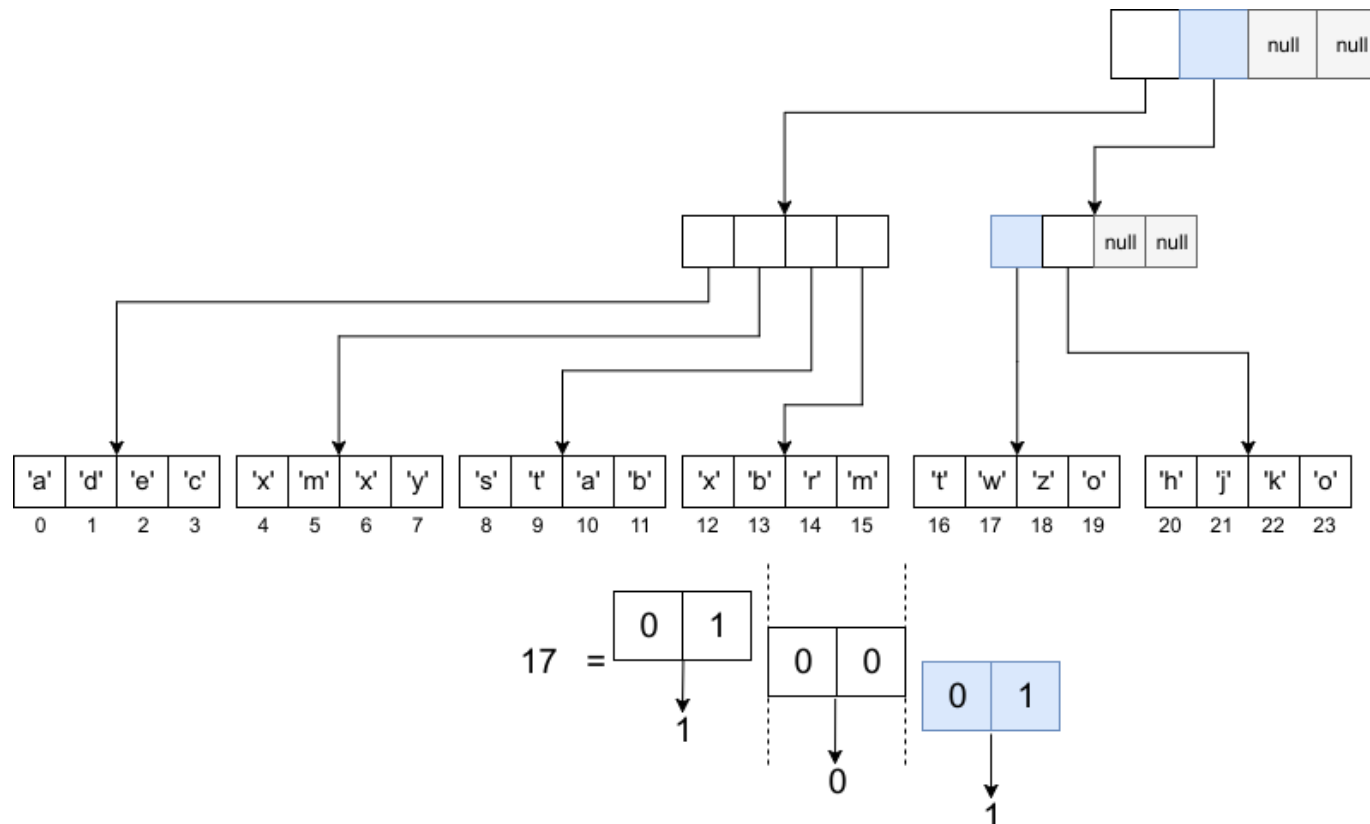


How to vector

Branching factor: 4

Height: 2

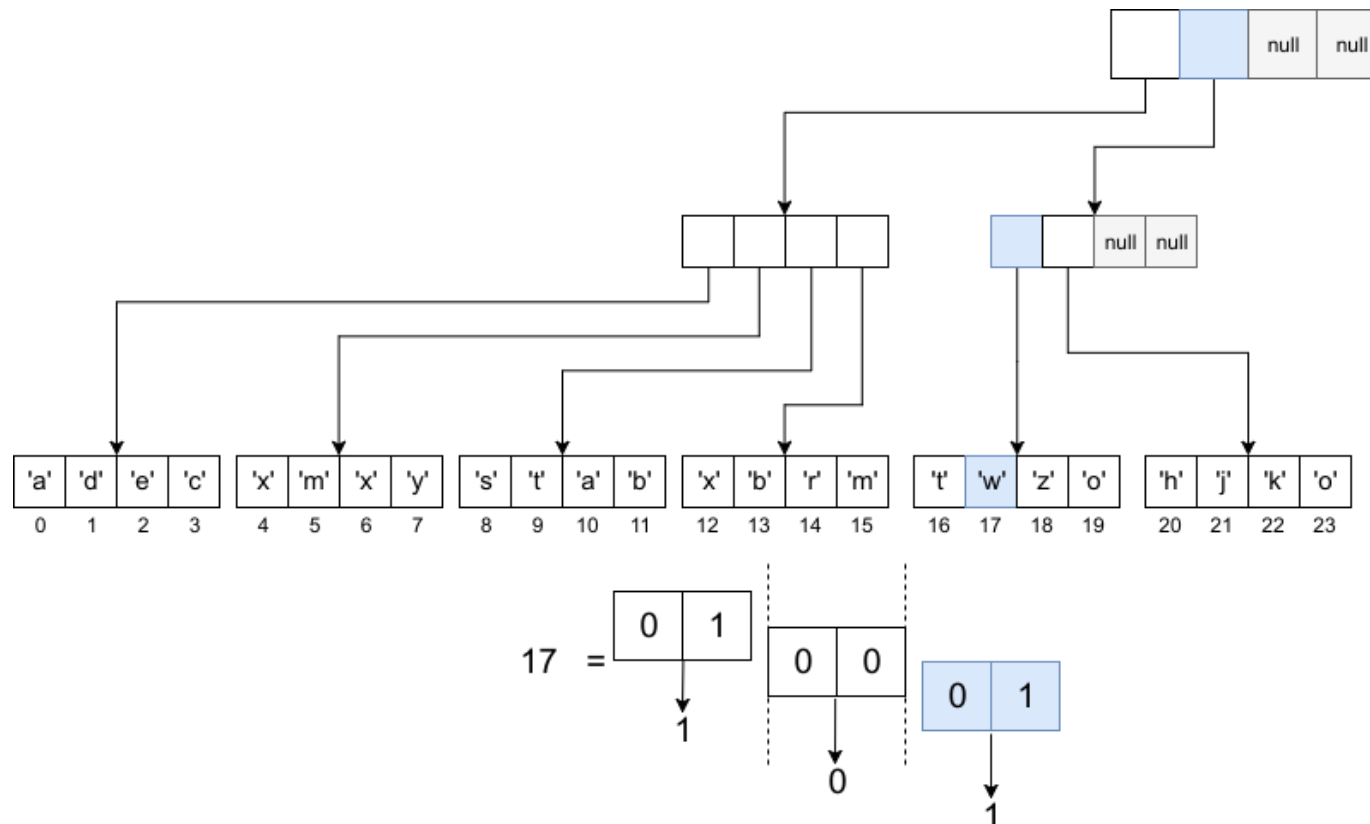
Look-up: 17



How to vector

Branching factor: 4
Height: 2

Look-up: 17

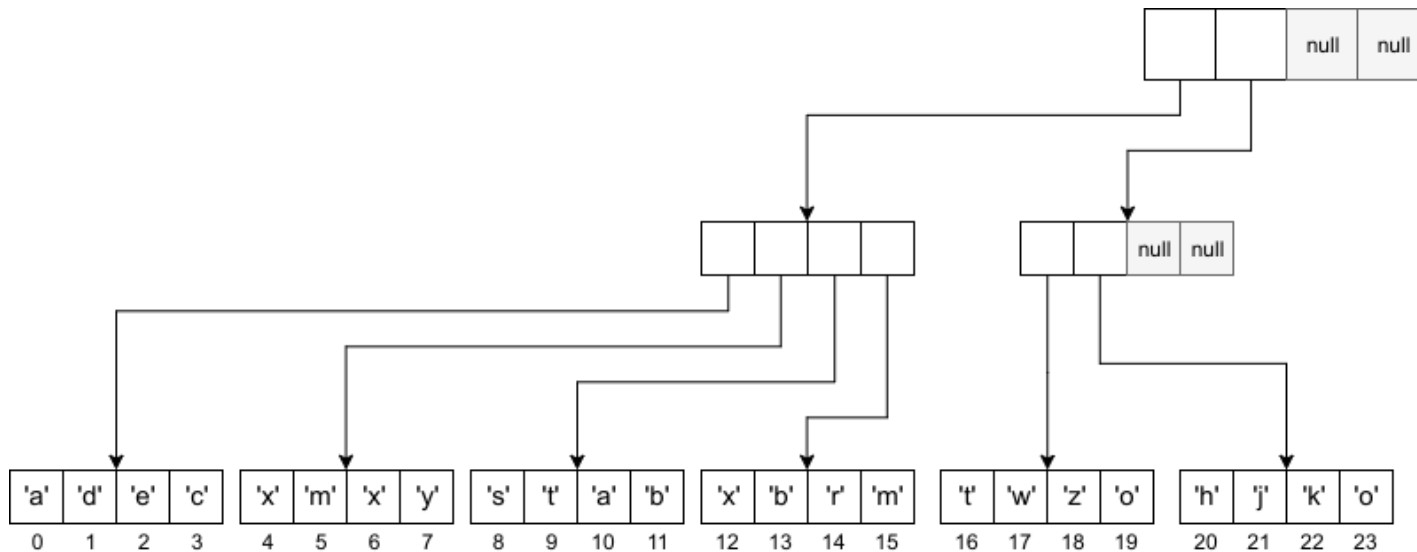




How to vector

Branching factor: 4
Height: 2

Append: 'n' → index 24



'n' = 24

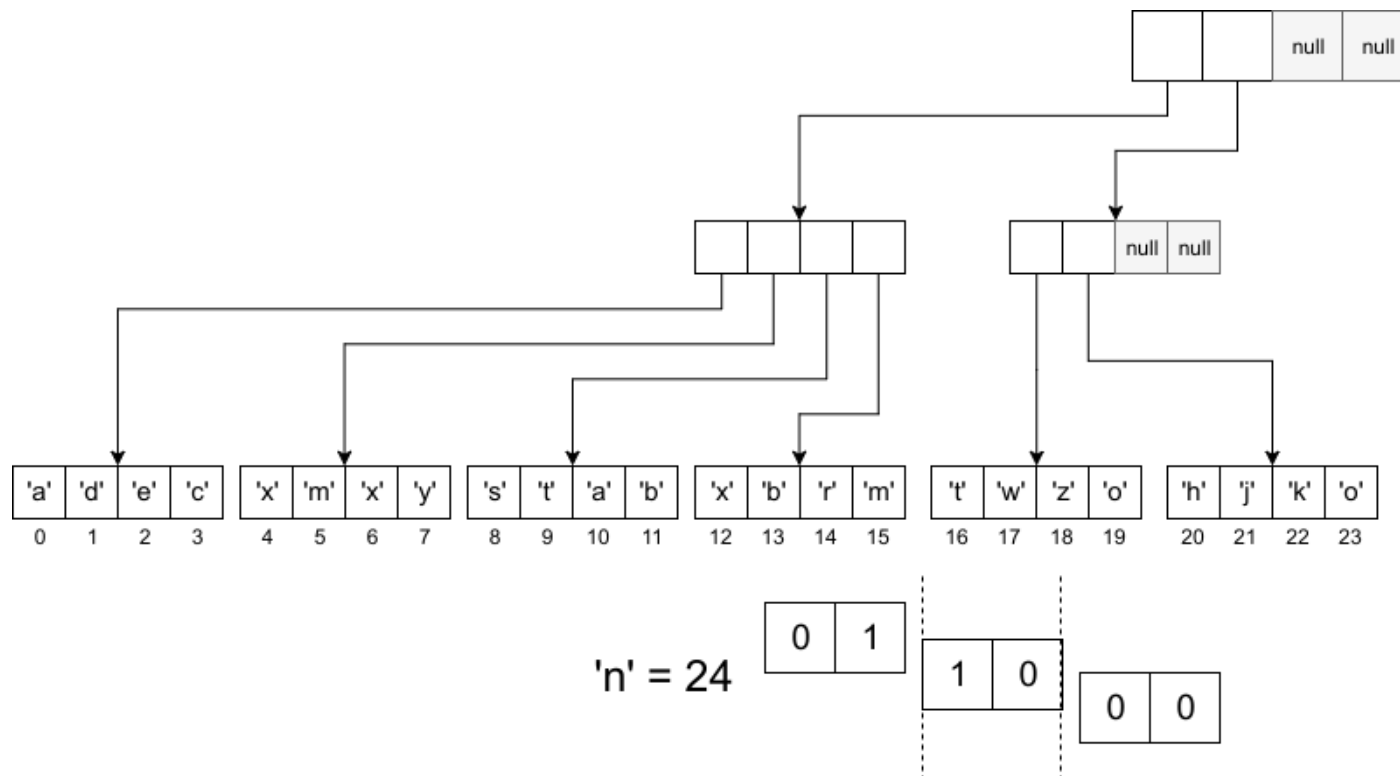


How to vector

Branching factor: 4

Height: 2

Append: 'n' → index 24

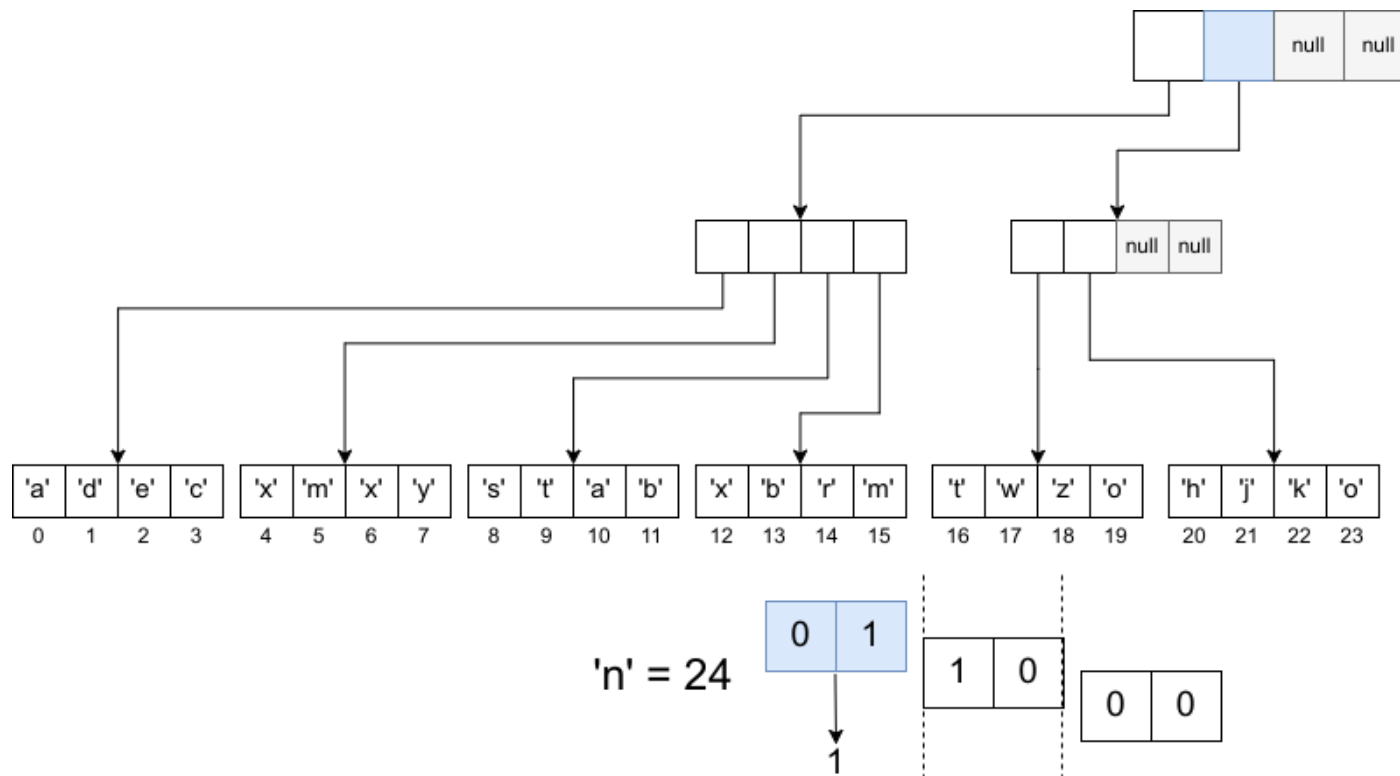




How to vector

Branching factor: 4
Height: 2

Append: 'n' → index 24

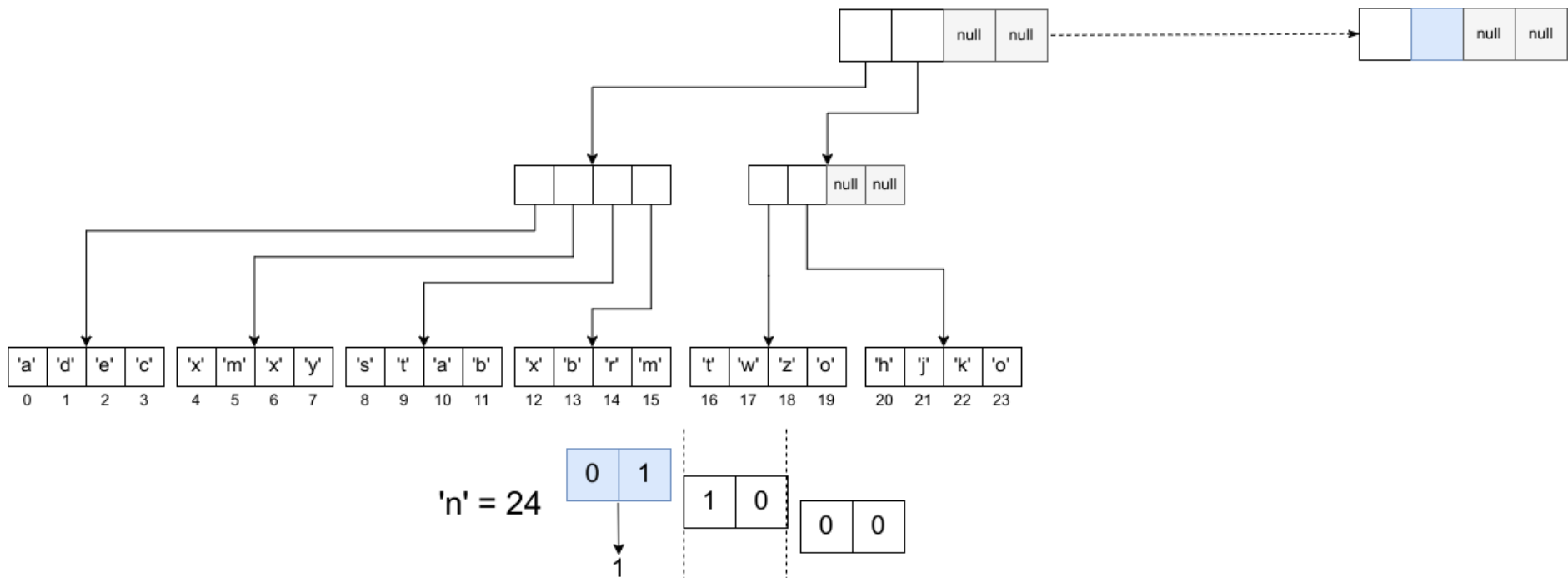




How to vector

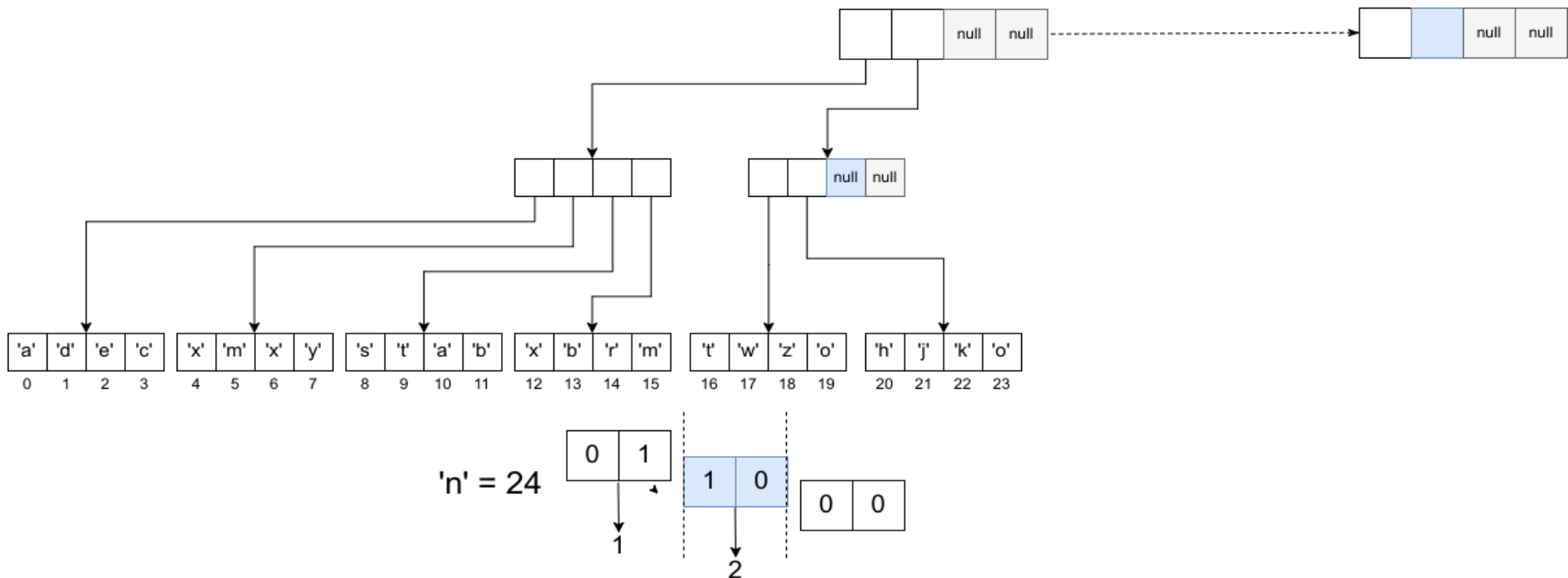
Branching factor: 4
Height: 2

Append: 'n' → index 24





Append: 'n' → index 24

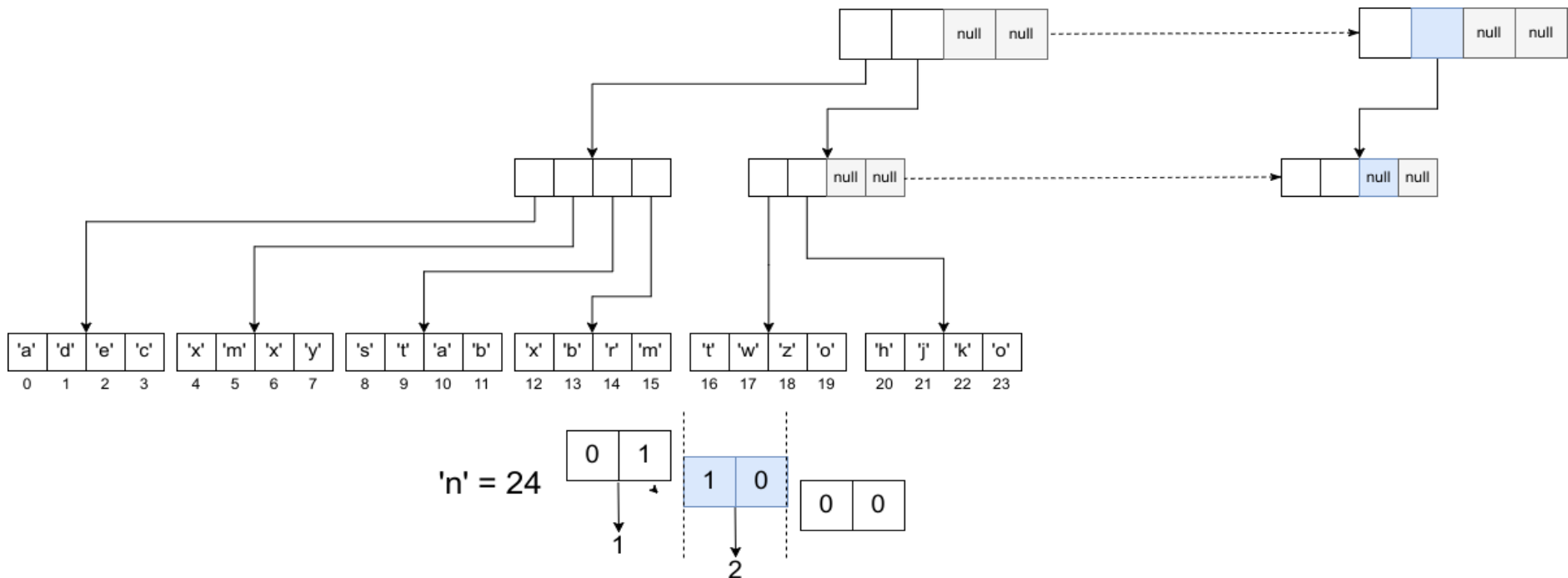




How to vector

Branching factor: 4
Height: 2

Append: 'n' → index 24

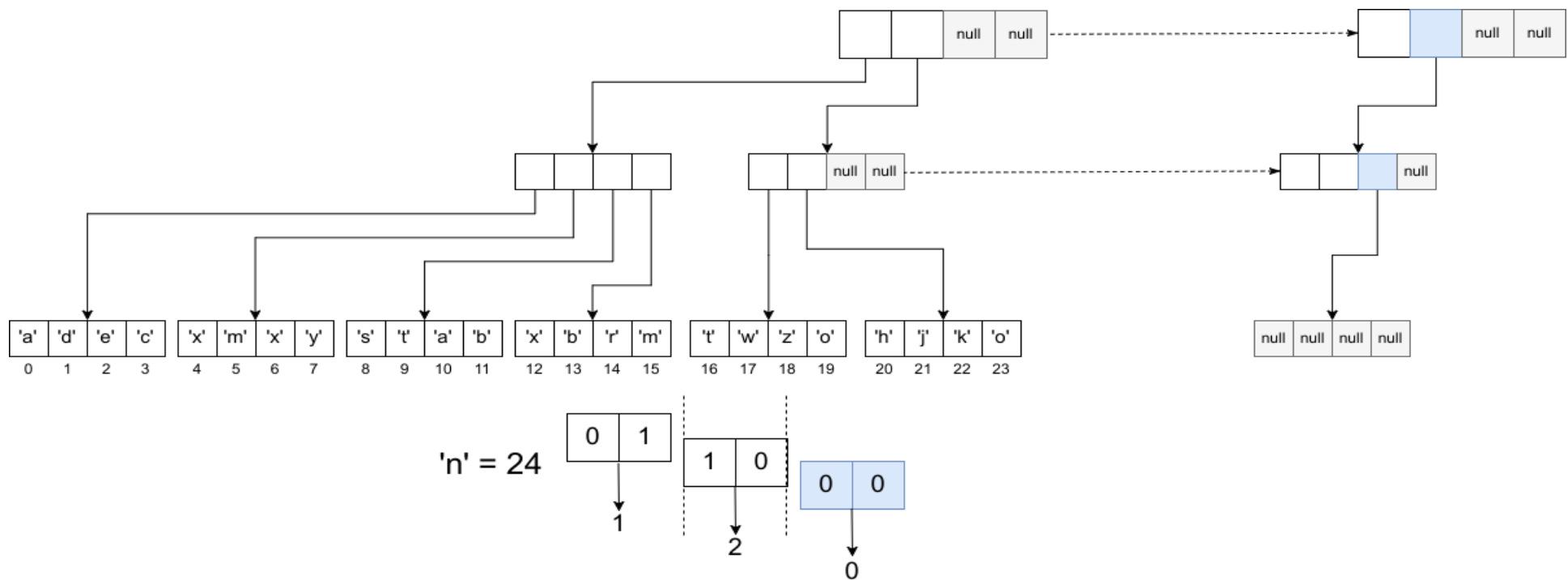




How to vector

Branching factor: 4
Height: 2

Append: 'n' → index 24

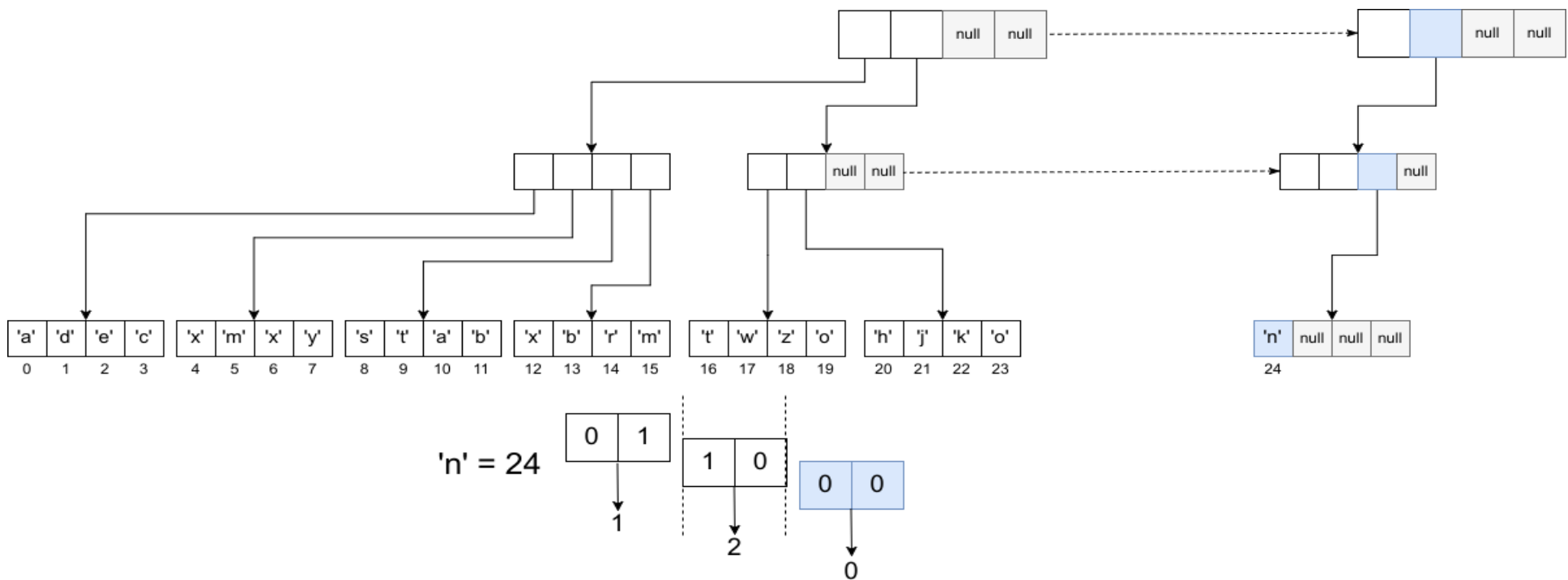




How to vector

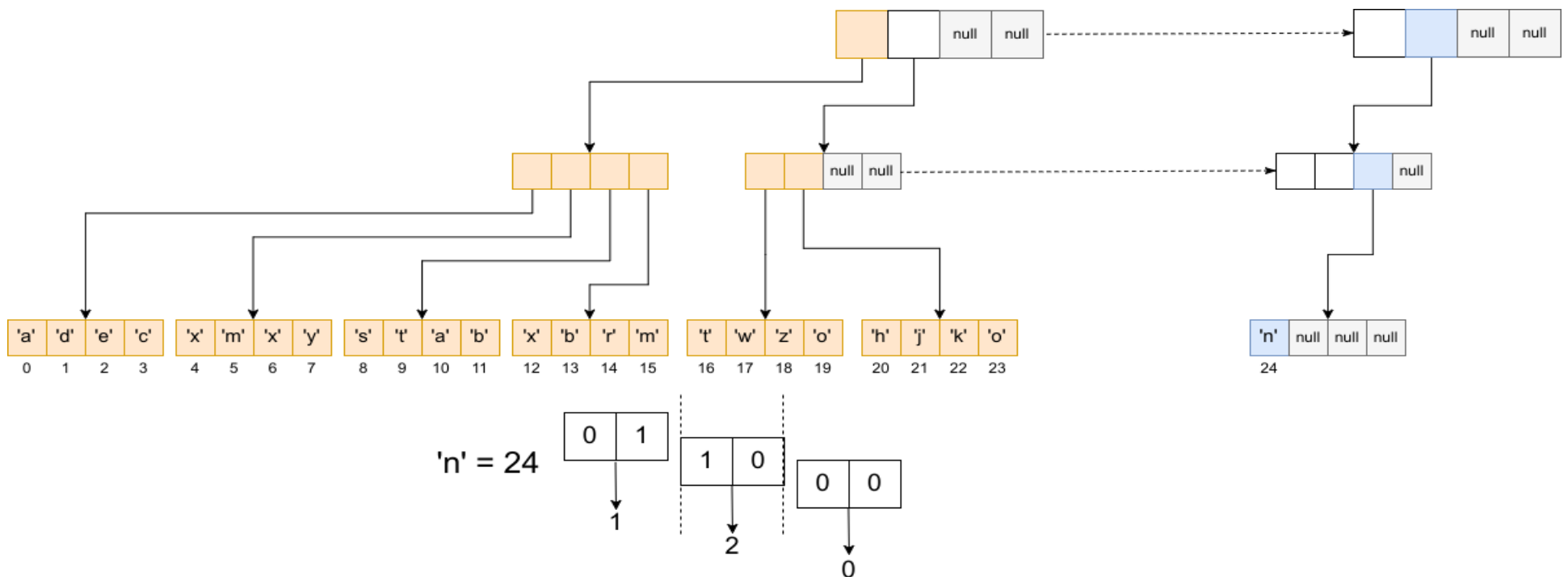
Branching factor: 4
Height: 2

Append: 'n' → index 24





Append: 'n' → index 24



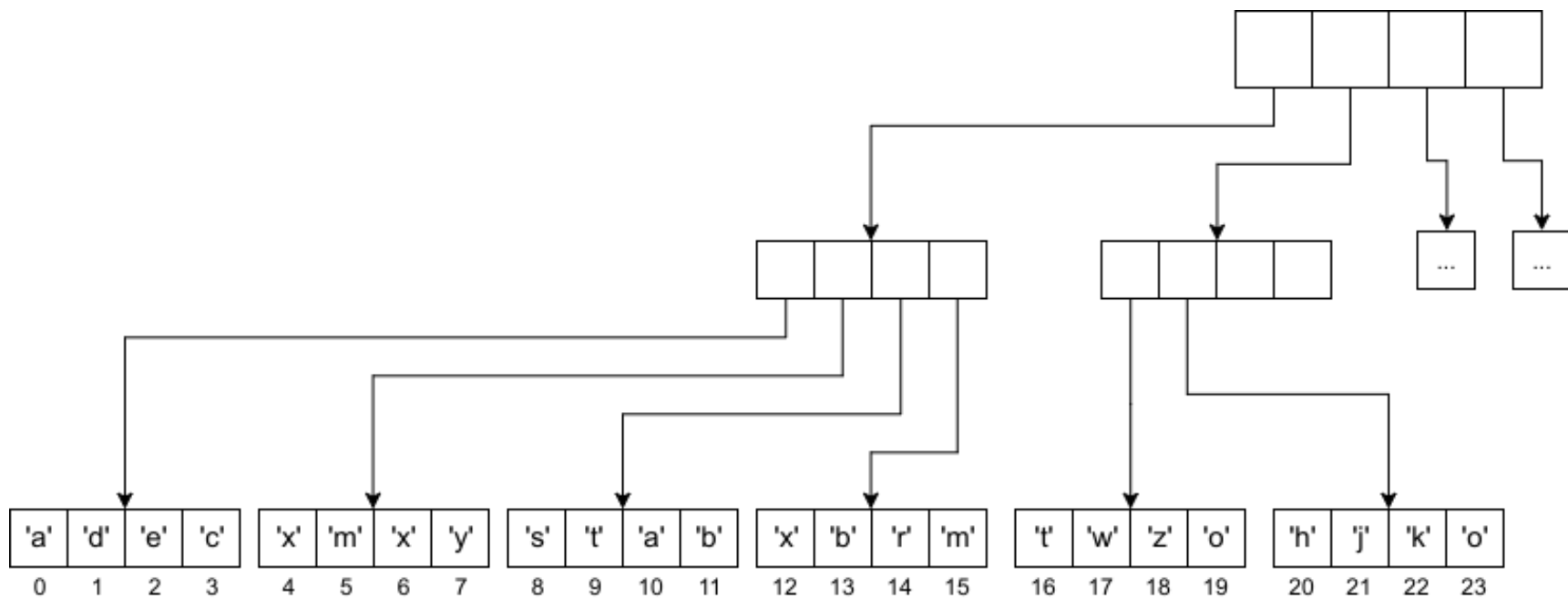


How to vector

Branching factor: 4

Height: 2

Append when full



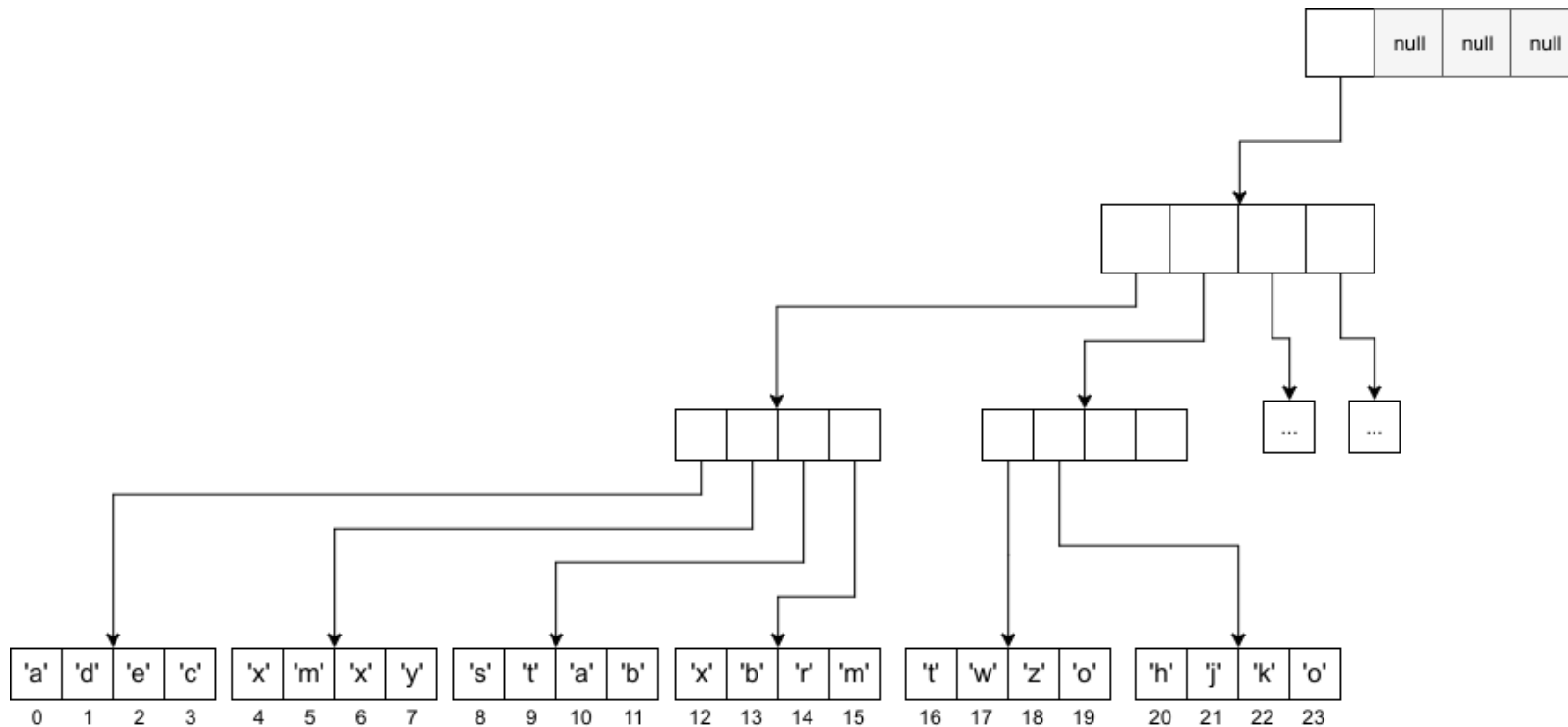


How to vector

Branching factor: 4

Height: **3**

Append when full

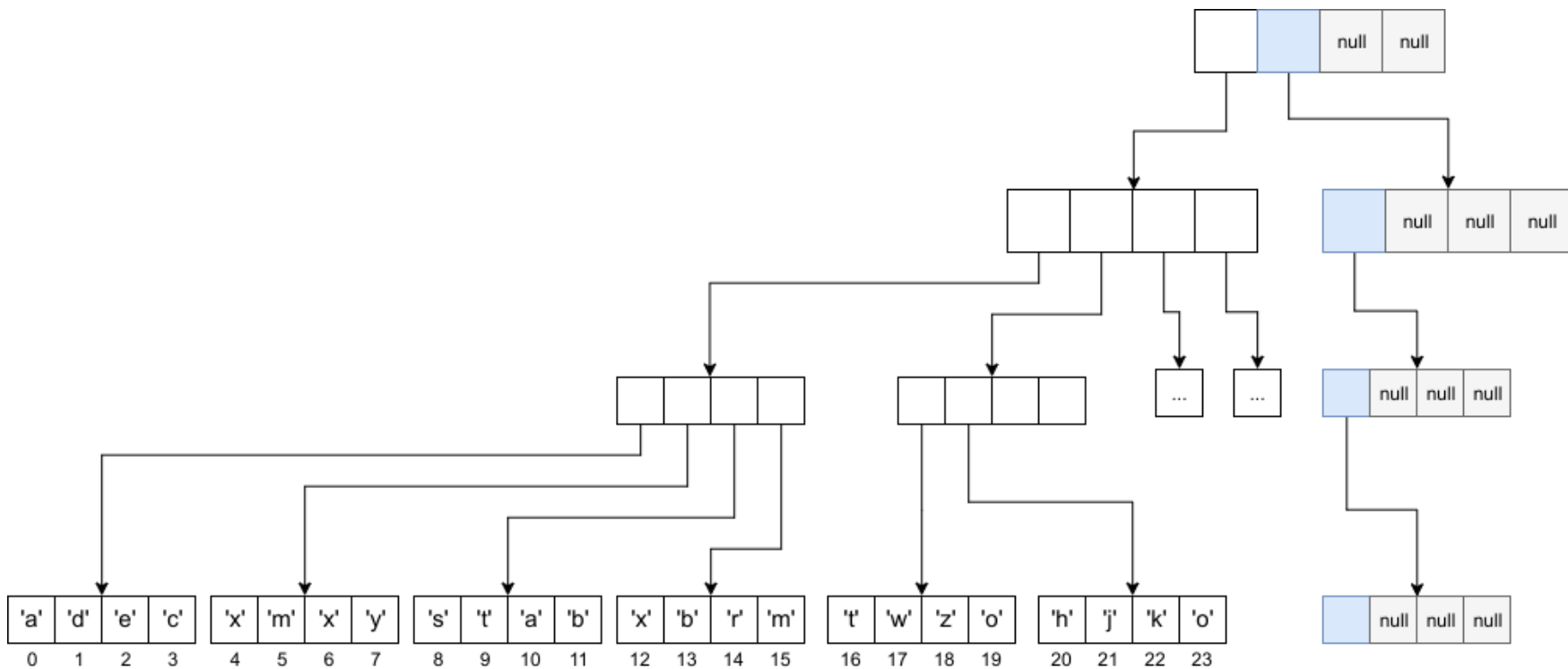




How to vector

Branching factor: 4
Height: **3**

Append when full



How to vector (properly this time)



- You don't implement binary nonsense

How to vector (properly this time)



- You don't implement binary nonsense
- Calculate with bitwise operations



How to vector (properly this time)

- You don't implement binary nonsense
- Calculate with bitwise operations
- Index with formula:

$$f(i, h) = (i \gg \text{shift}) \& (M - 1)$$

$$\text{shift} = h * \mathbf{b} \quad (M = 2^{\mathbf{b}})$$

M = branching factor



Vectors: In the wild

- Why \log_2 ?



Vectors: In the wild

- Why \log_2 ?
 - Branching factor influences:



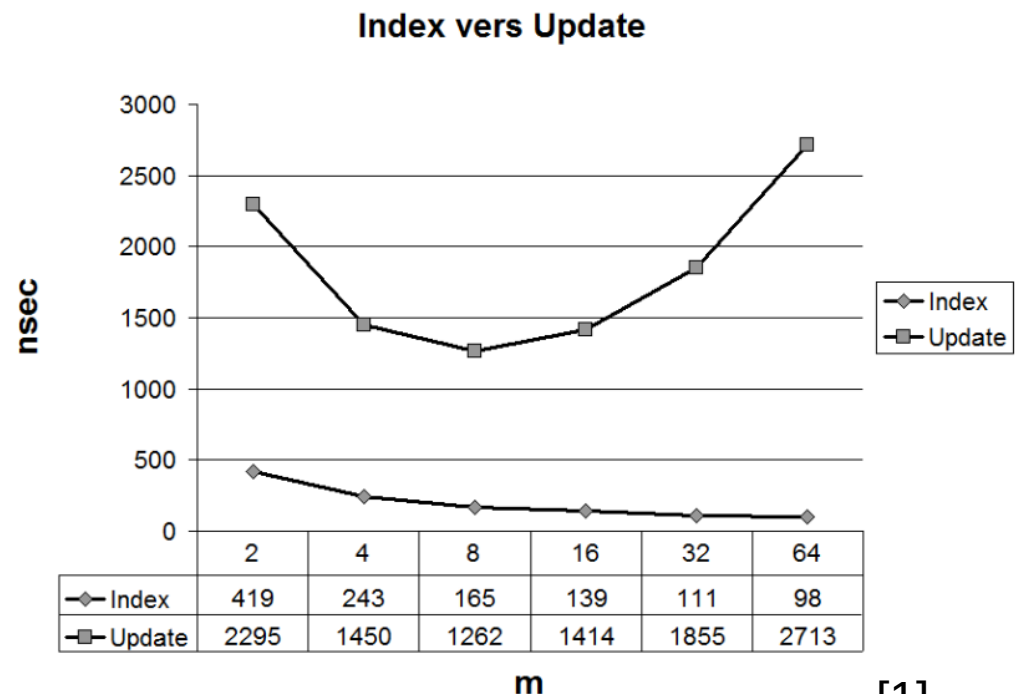
Vectors: In the wild

- Why $\log_2 32$?
 - Branching factor influences:
 - Look-up, iteration
 - Appension, update



Vectors: In the wild

- Why log32?
 - Branching factor influences:
 - Look-up, iteration
 - Appension, update





Vectors: In the wild

- Scala Vector:
 - (on average) $O(1)$ update
 - (on average) $O(1)$ look-up



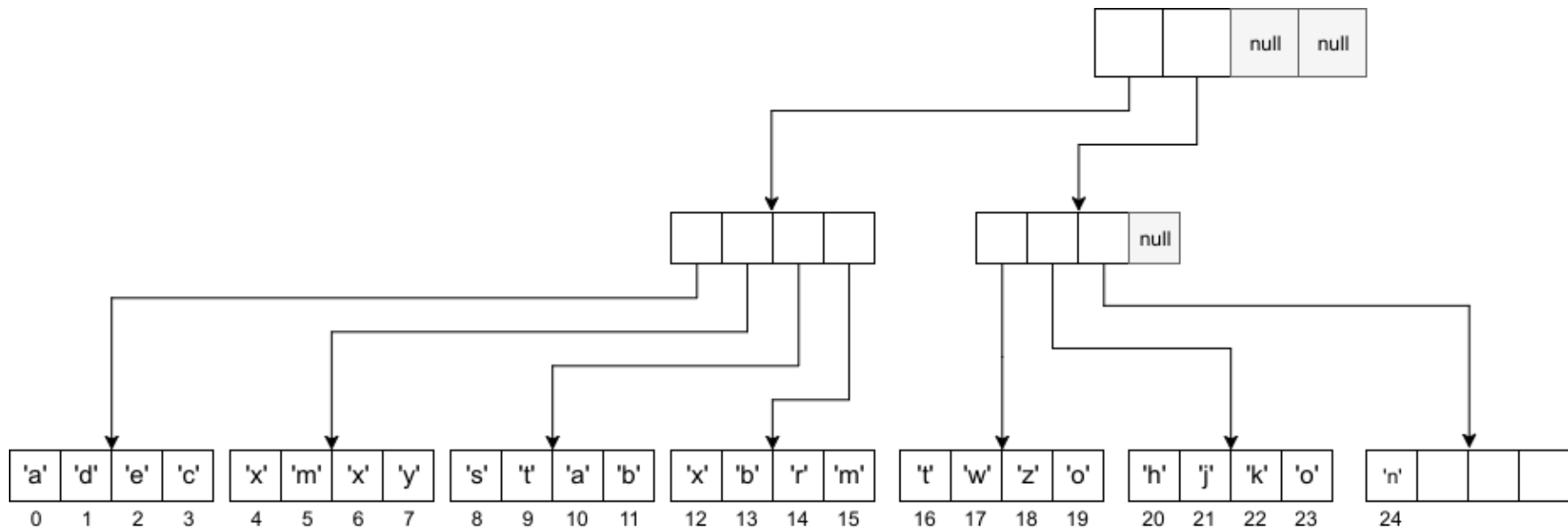
Vectors: In the wild

- Scala Vector:
 - (on average) $O(1)$ update
 - (on average) $O(1)$ look-up
- Clojure Vector:
 - $O(1)$ appension
 - $O(1)$ last
 - $O(1)$ pop



Clojure Vector

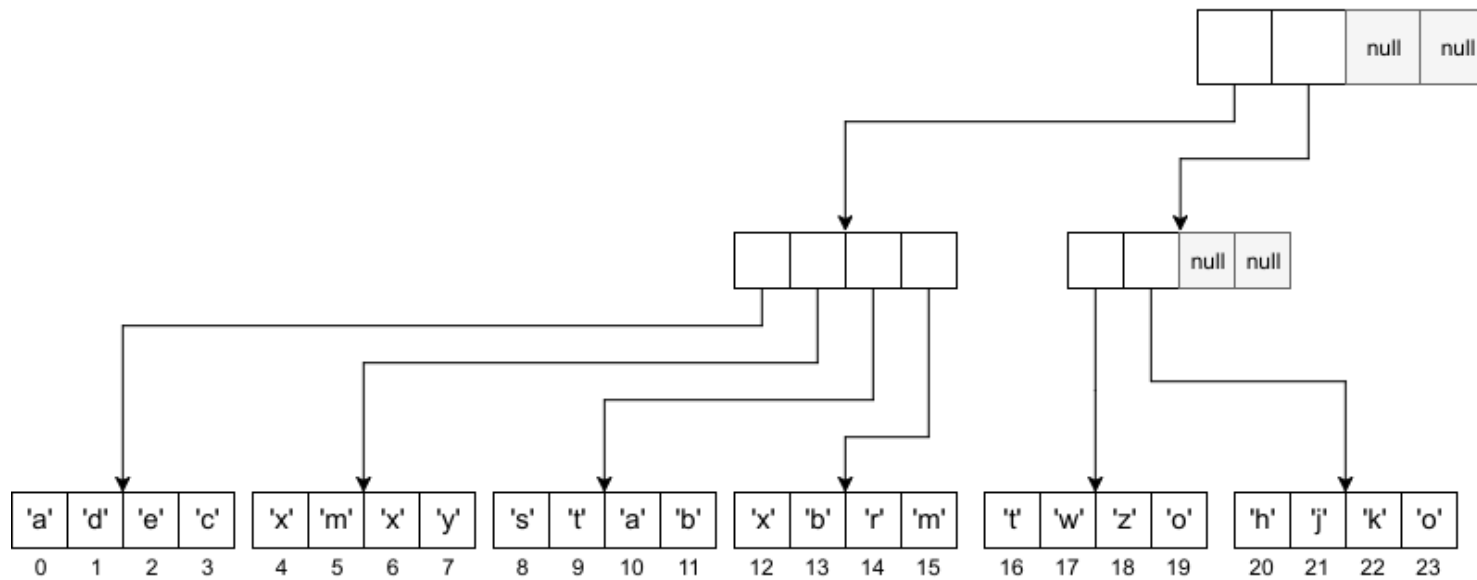
- Tail





Closure Vector

- Tail



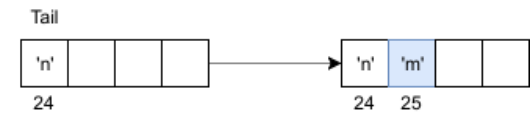
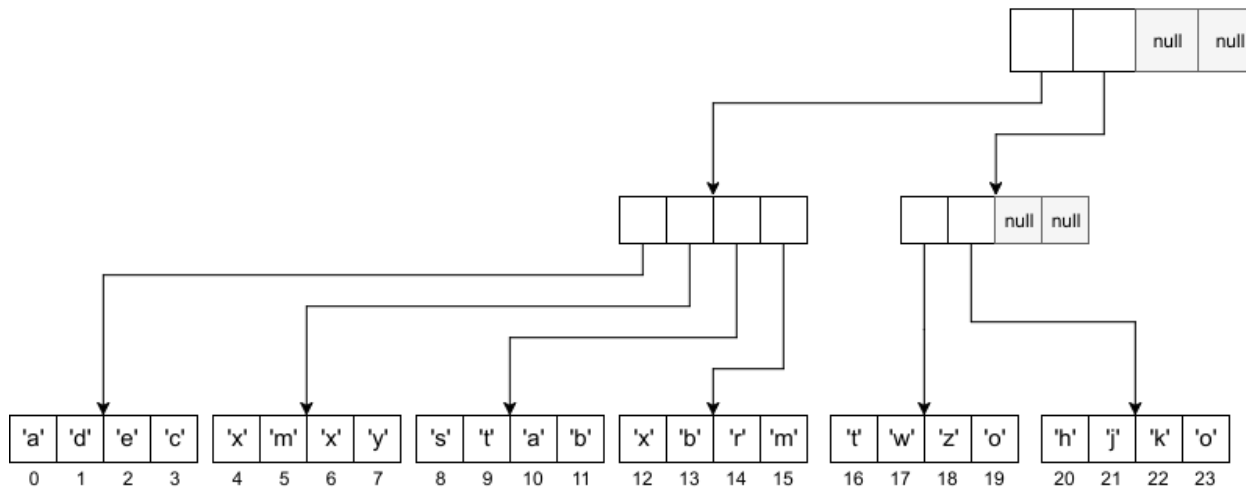
Tail
24

'n'			
-----	--	--	--



Clojure Vector

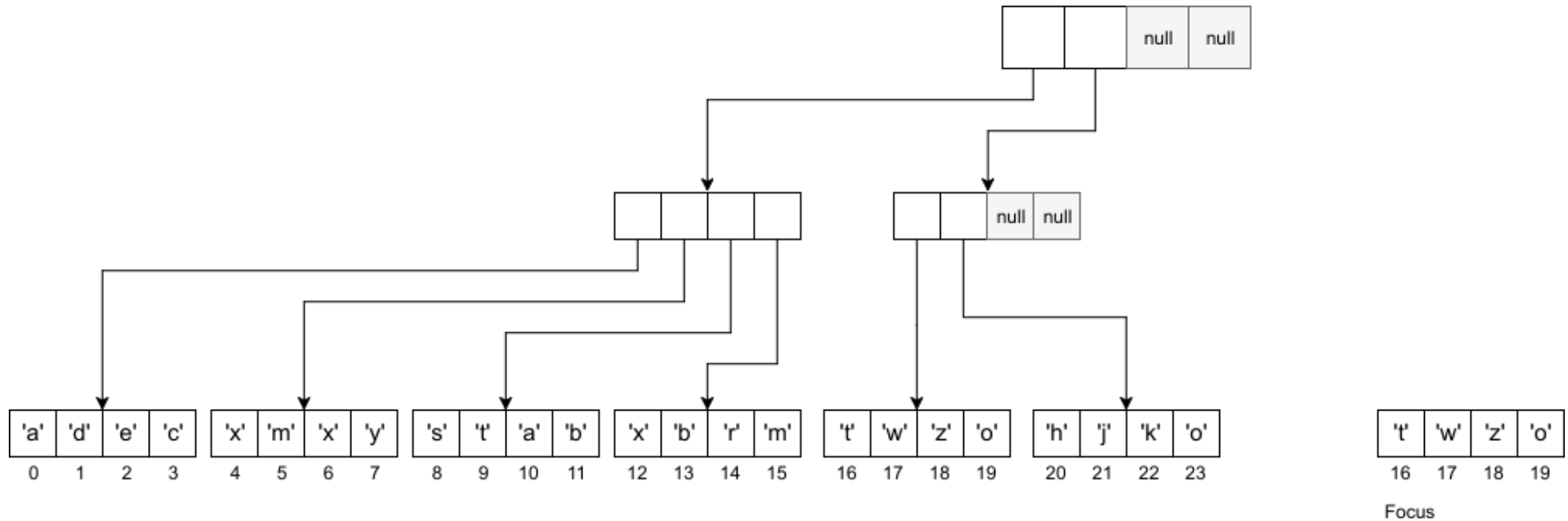
- Tail





Scala Vector

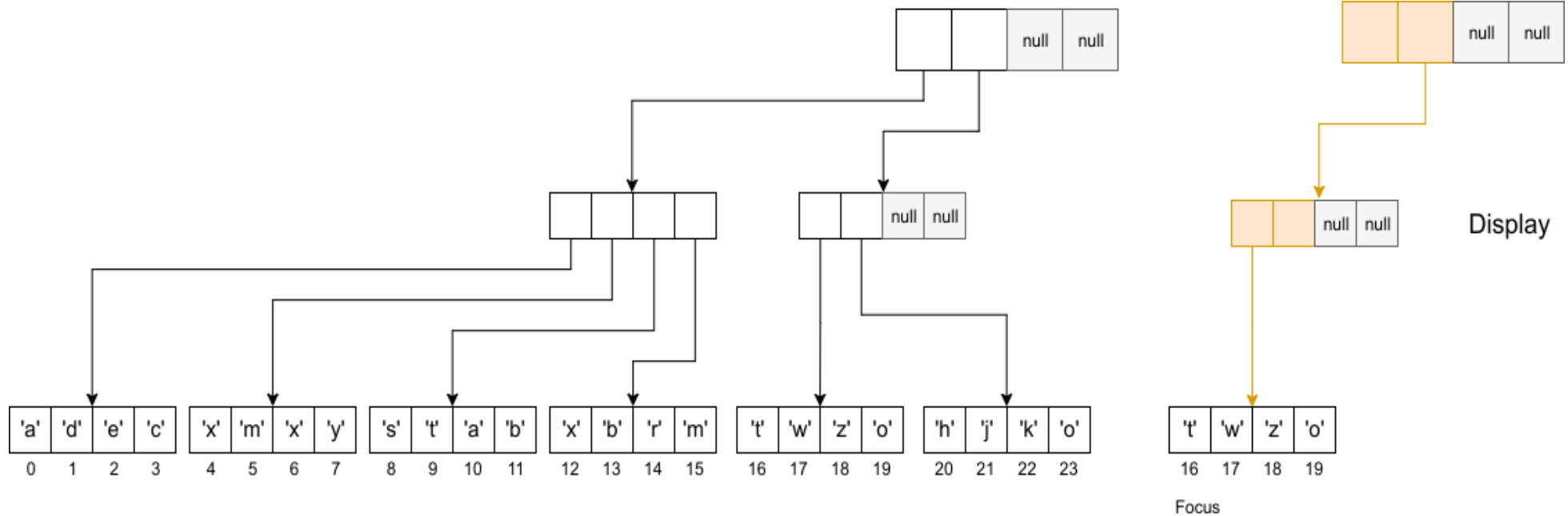
- Focus





Scala Vector

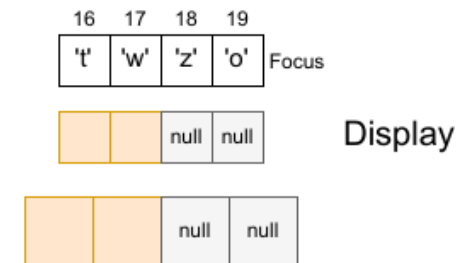
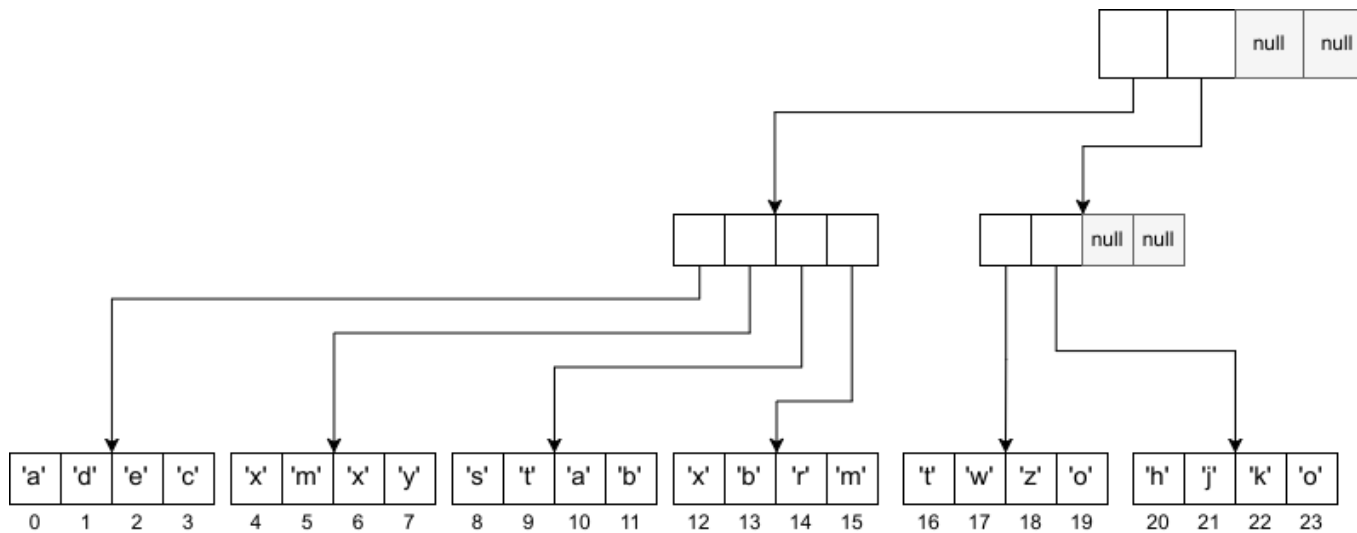
- Focus with Display





Scala Vector

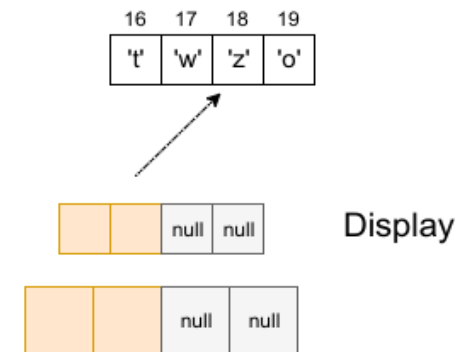
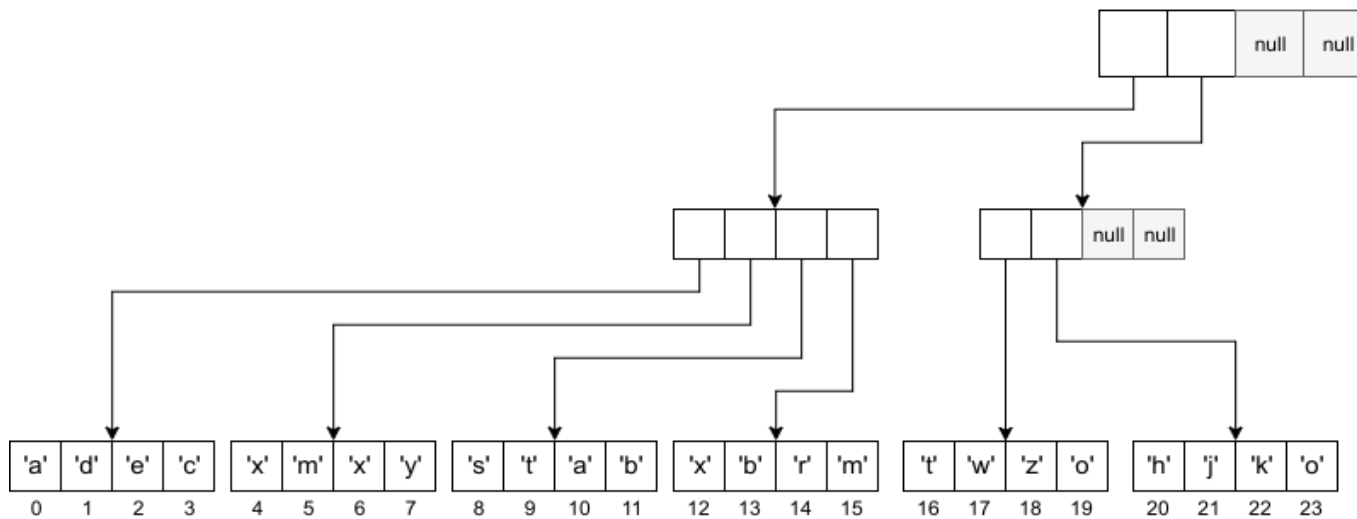
- Focus with Display





Scala Vector

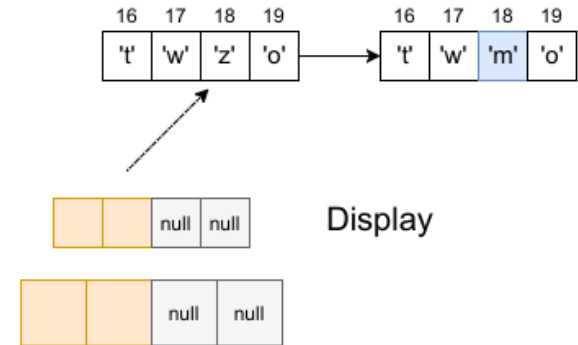
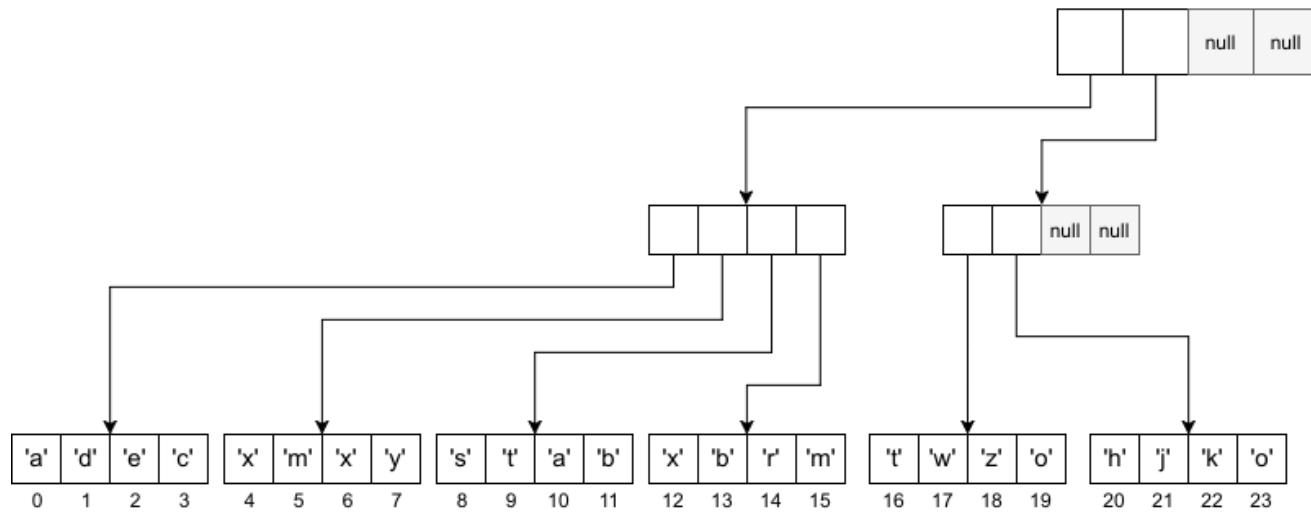
- Focus with Display





Scala Vector

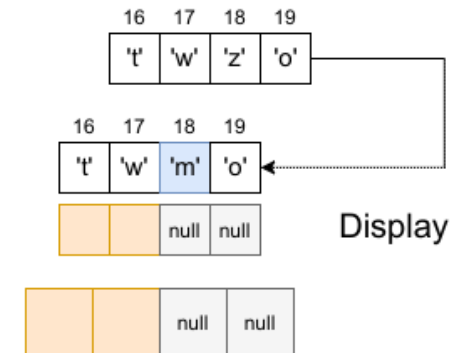
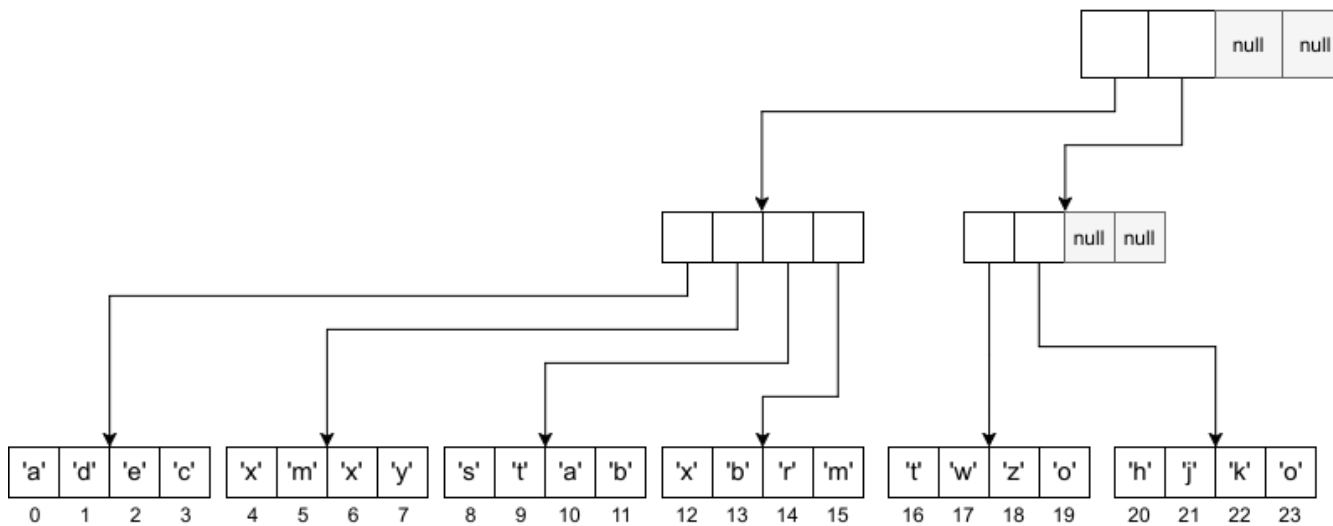
- Focus with Display





Scala Vector

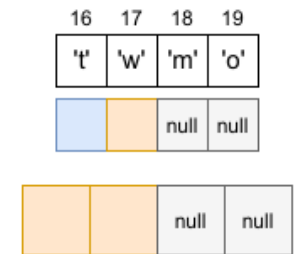
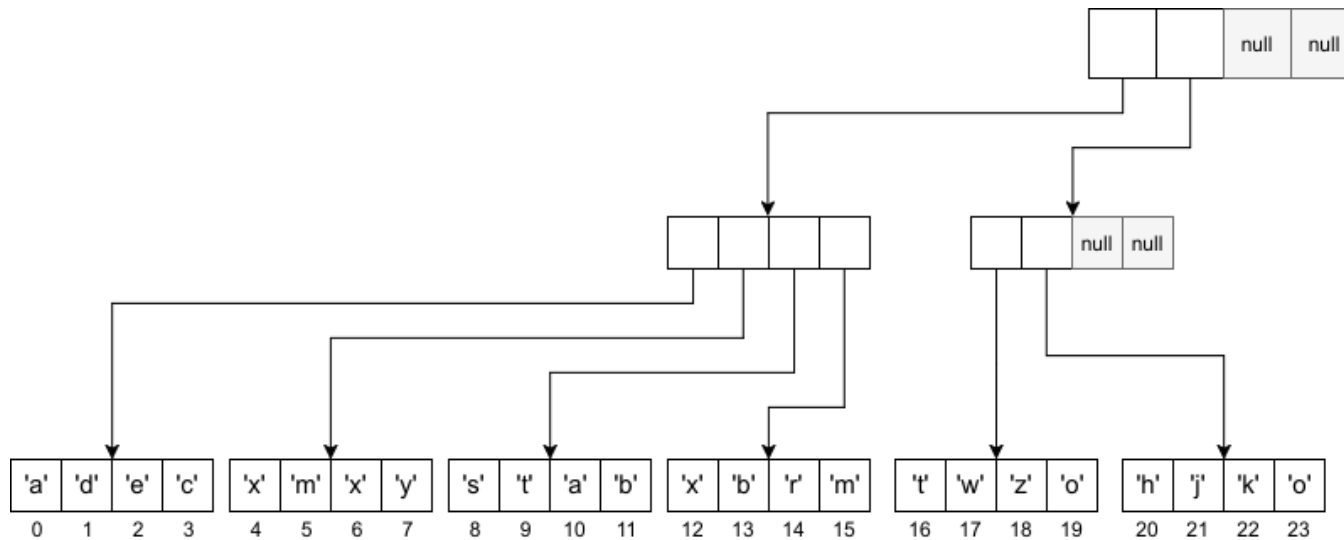
- Focus with Display





Scala Vector

- Focus with Display



Display



Vectors: An Implementation



Thank you!

Presentation: <https://github.com/AvramRobert/marvellous-functional-datastructures>

[1] <https://infoscience.epfl.ch/record/169879/files/RMTrees.pdf>