Partial Persistent Data-structure

Pointer Machine Model

Ephemeral Linked List

Operations:

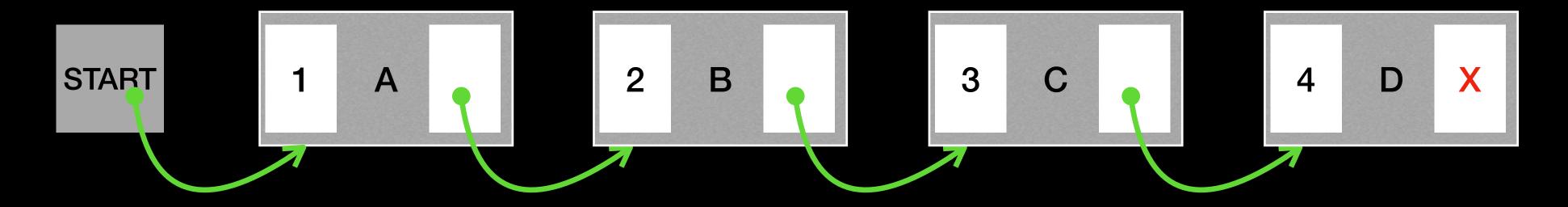
- start = init(): To initiate linked list and "start" pointer holds the starting position
- add(x, y) : Add new node x after y
- remove(x): Remove node x
- iterate_over_LL(): Iterate over the whole linked list
- update(f_i,x,val): Update the i-th field in node x to new value 'val'

Ephemeral Linkedlist

Node structure

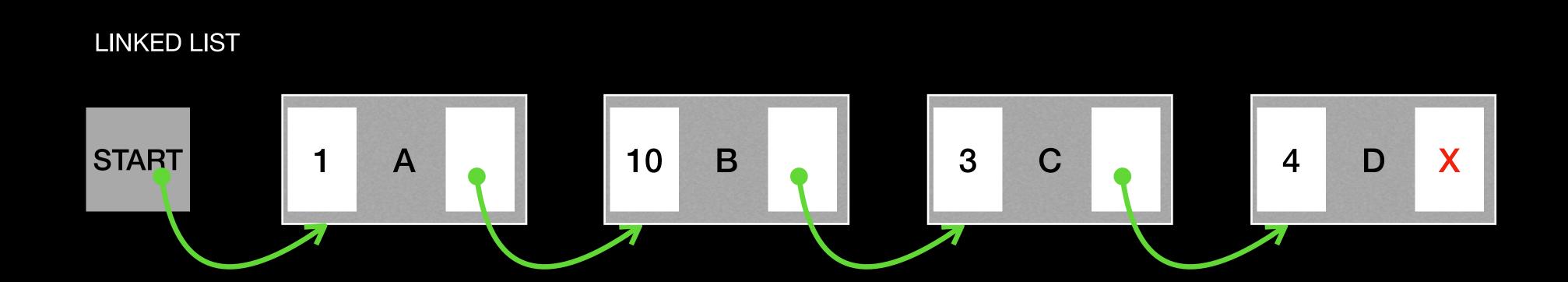


LINKED LIST

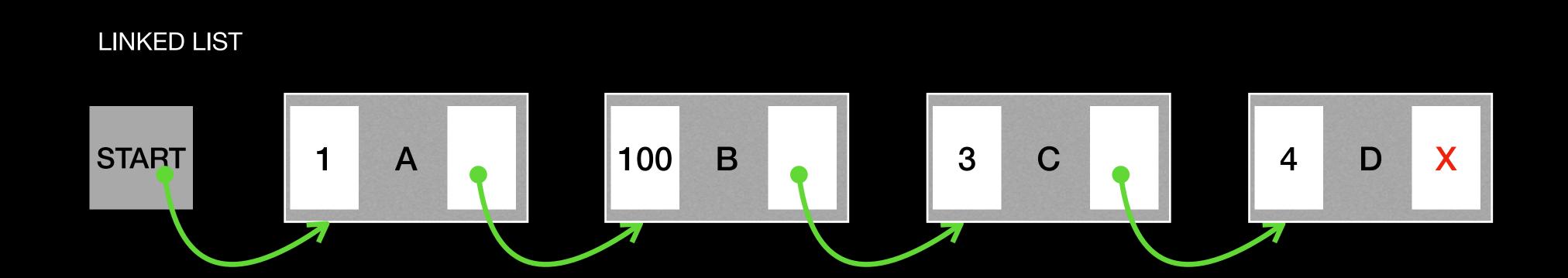


HERE IN-DEGREE OF A NODE IS <= 1 AND OUT-DEGREE OF A NODE IS <=1

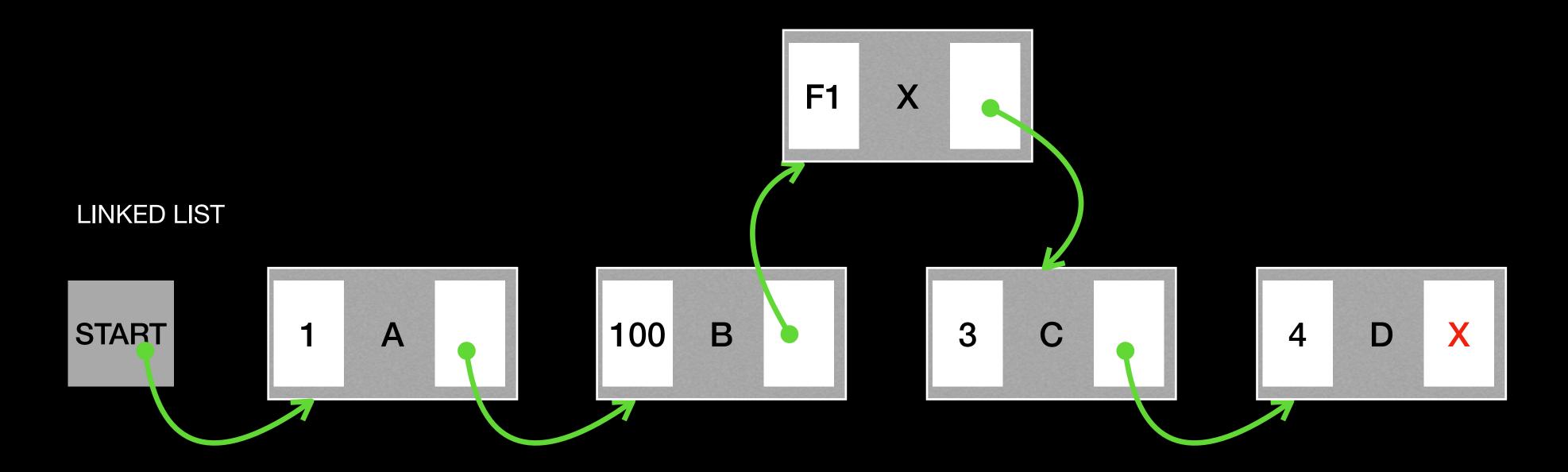
update(f1,B,10)



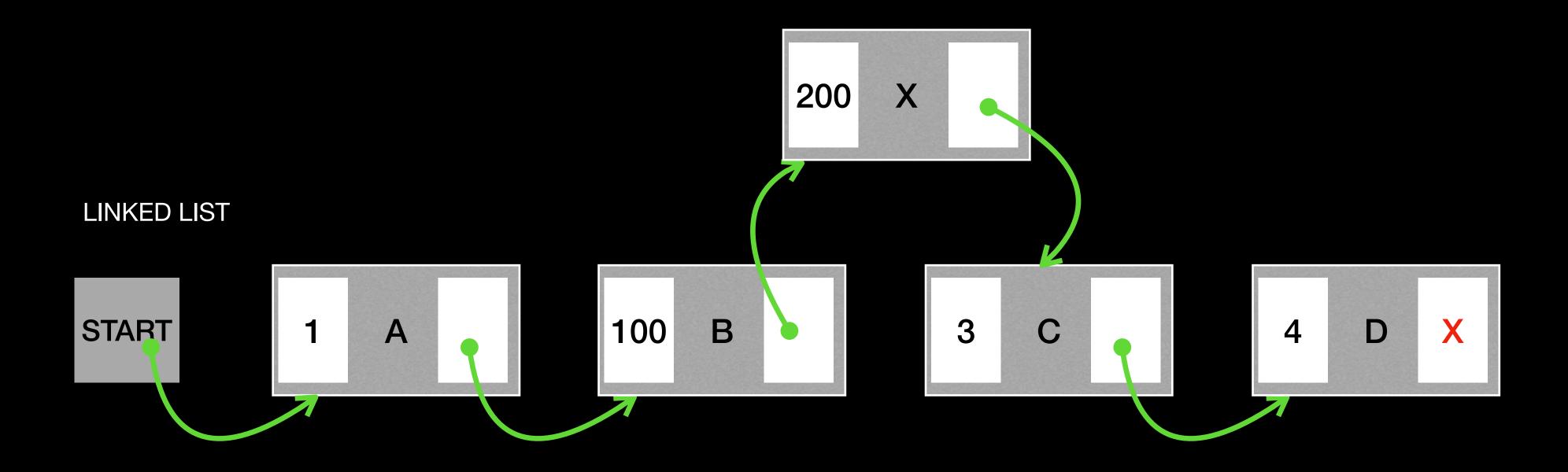
update(f1,B,100)



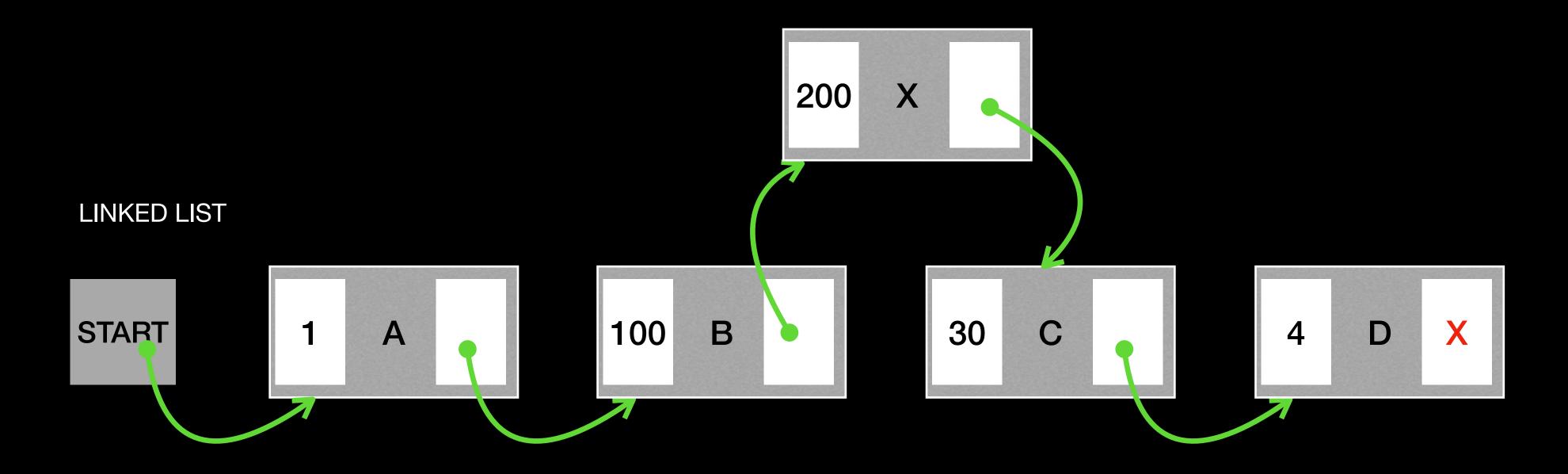
SOME OPERATIONS add(B,X)



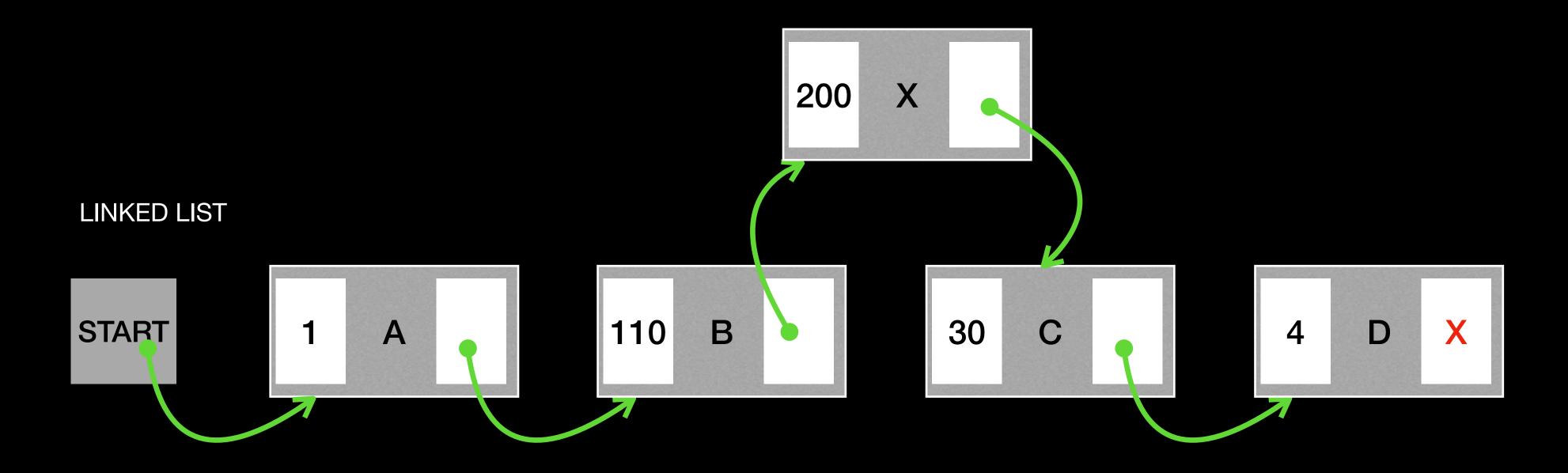
update(f1,X,200)



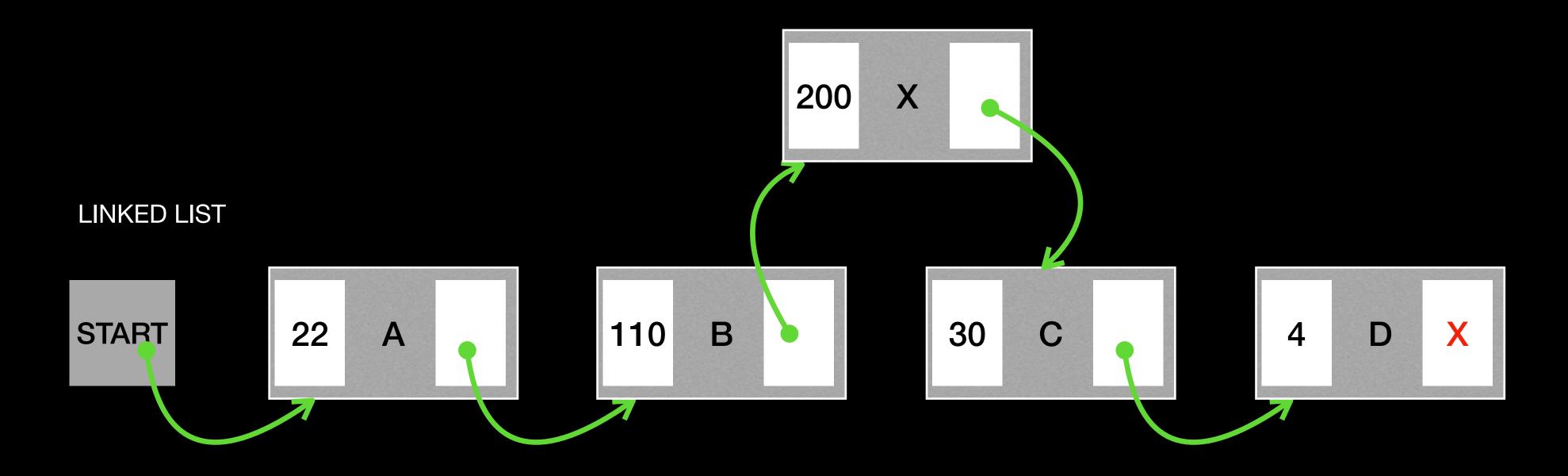
update(f1,C,30)



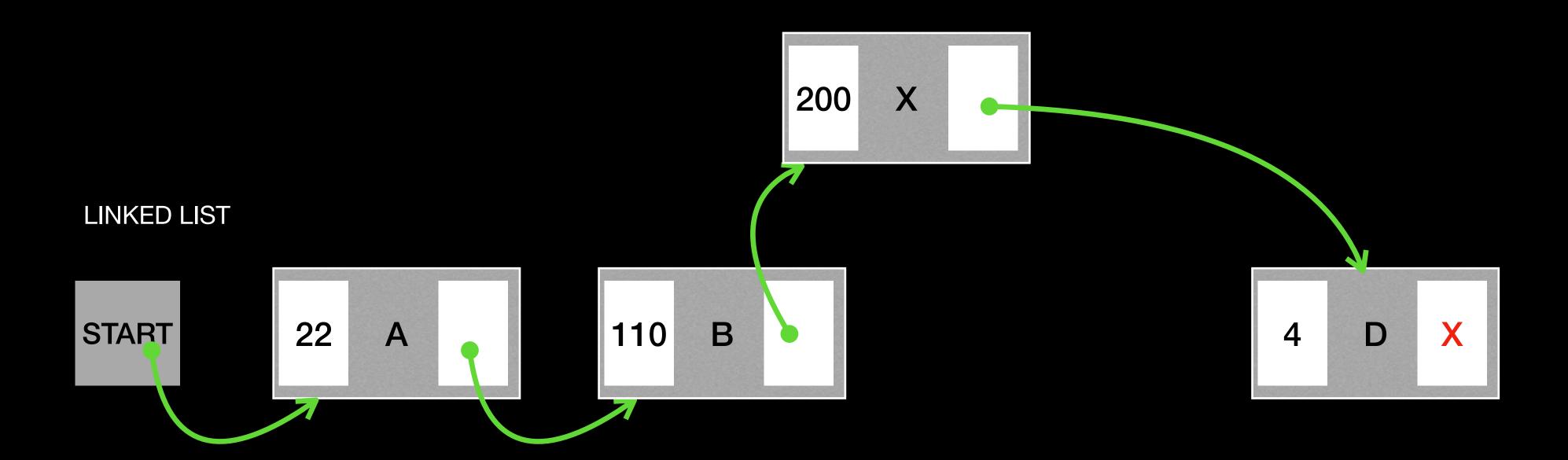
update(f1,B,110)



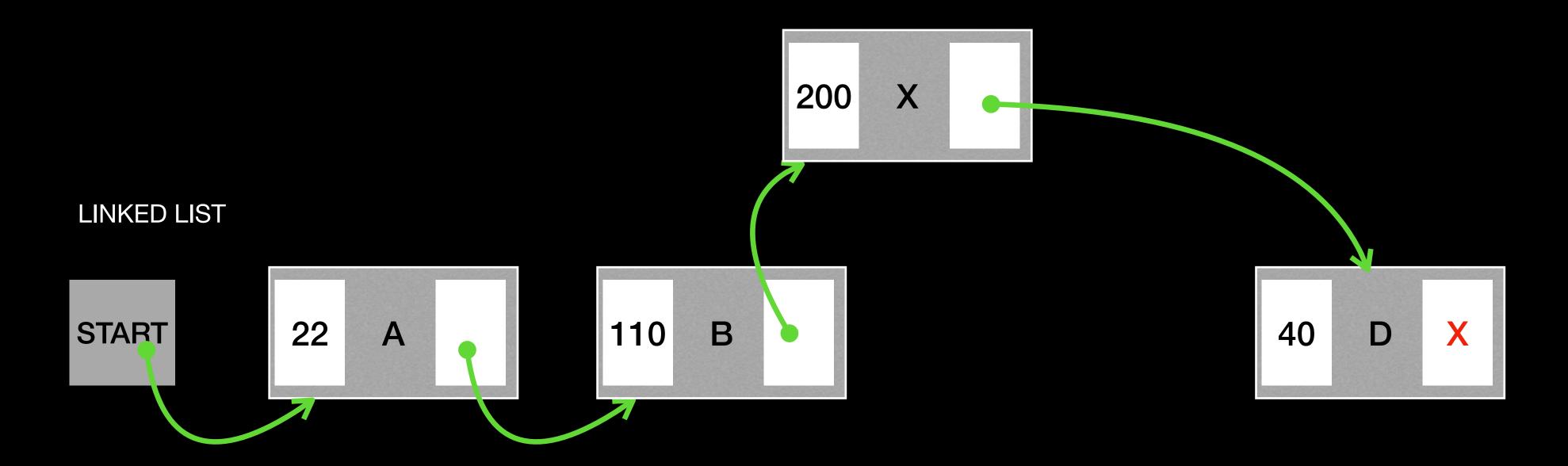
update(f1,A,22)



SOME OPERATIONS remove(C)



update(f1,D,40)



Persistent Linked List

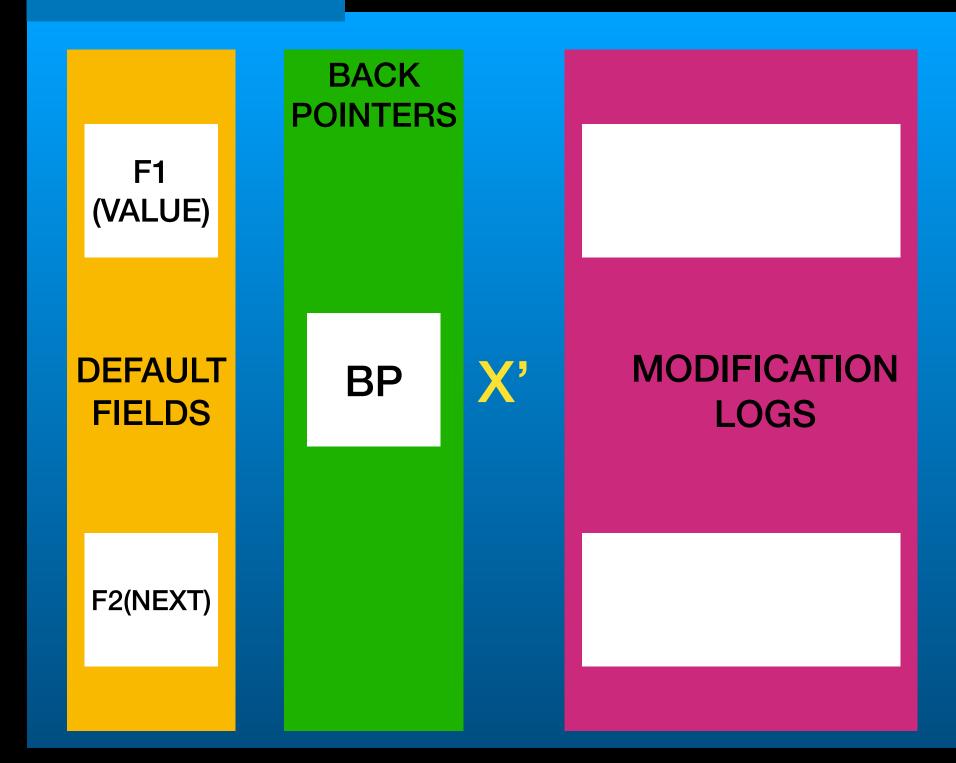
Operations:

- start = init(): To initiate linked list and "start" pointer holds the starting position in v0
- add(x, y) : Add new node x after y and update the version
- remove(x): Remove node x and update the version
- iterate_over_LL(v): Iterate over the whole linked list in version v
- update(f_i,x,val): Update the i-th field in node x to new value 'val' and update the version

Persistent Linked List Node

VERSION REDIRECTOR MODULE DEFAULT VERSION BACK POINTERS F1 (VALUE) **MODIFICATION** DEFAULT X BP LOGS **FIELDS** F2(NEXT)

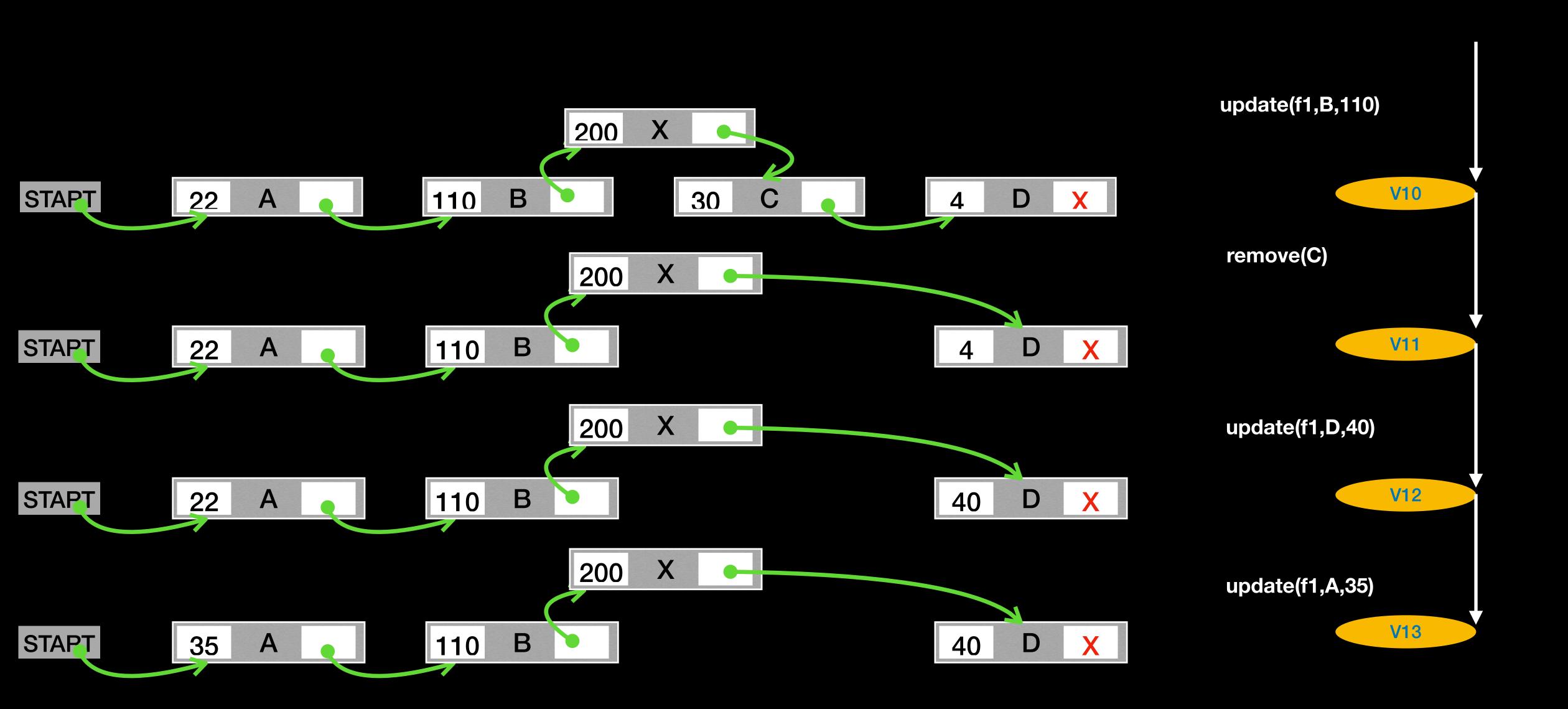
DEFAULT VERSION



Ephemeral List and Corresponding Versions



Ephemeral List and Corresponding Versions (contd.)



IMPLEMENTATION IN PERSISTENT POINTER MACHINE MODEL



START MODULE

add(START,A,1)

MODULE		
Ver	block	
1	Α	

V1				
1		BACK DINTER S	3	
DEFAULT FIELDS	ľ	X	Α	MODIFICATION LOGS
Х				

START MODULE

add(B,A,2)



Ver	block
1	А

Ver	block	
2	В	

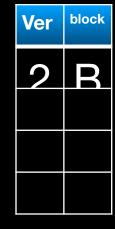
	V1				
		BA ⁽ POIN			
	1	POIN			
	FAULT ELDS	×	(Α	MODIFICATION LOGS
	В				
L	В				
	1/2			1	
	V2	BA	CK		
Г	2	POIN	TE/k		
	FAULT			В	MODIFICATION
FI	ELDS				LOGS
	X				

START MODULE

add(C,B,3)

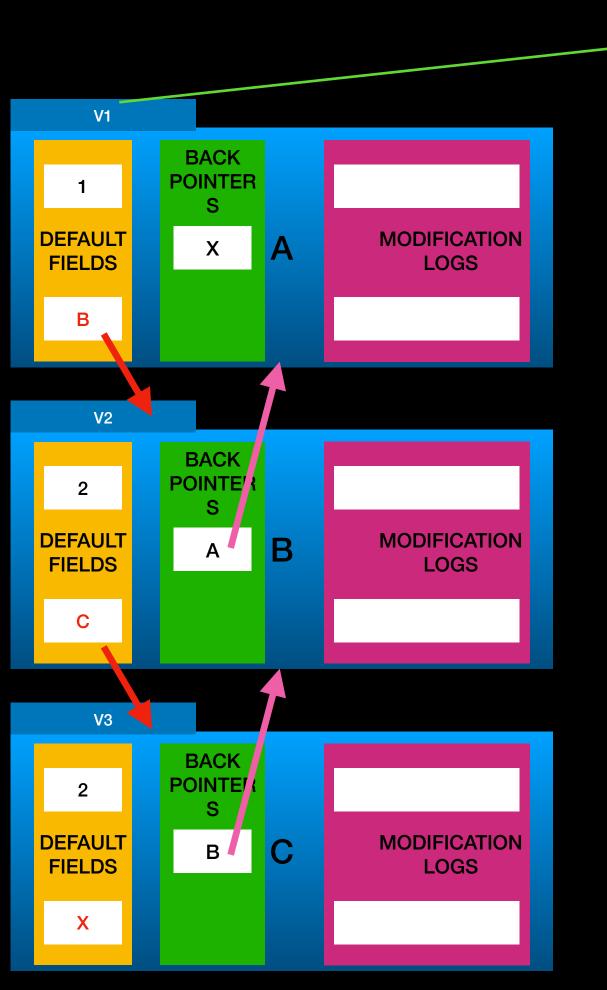


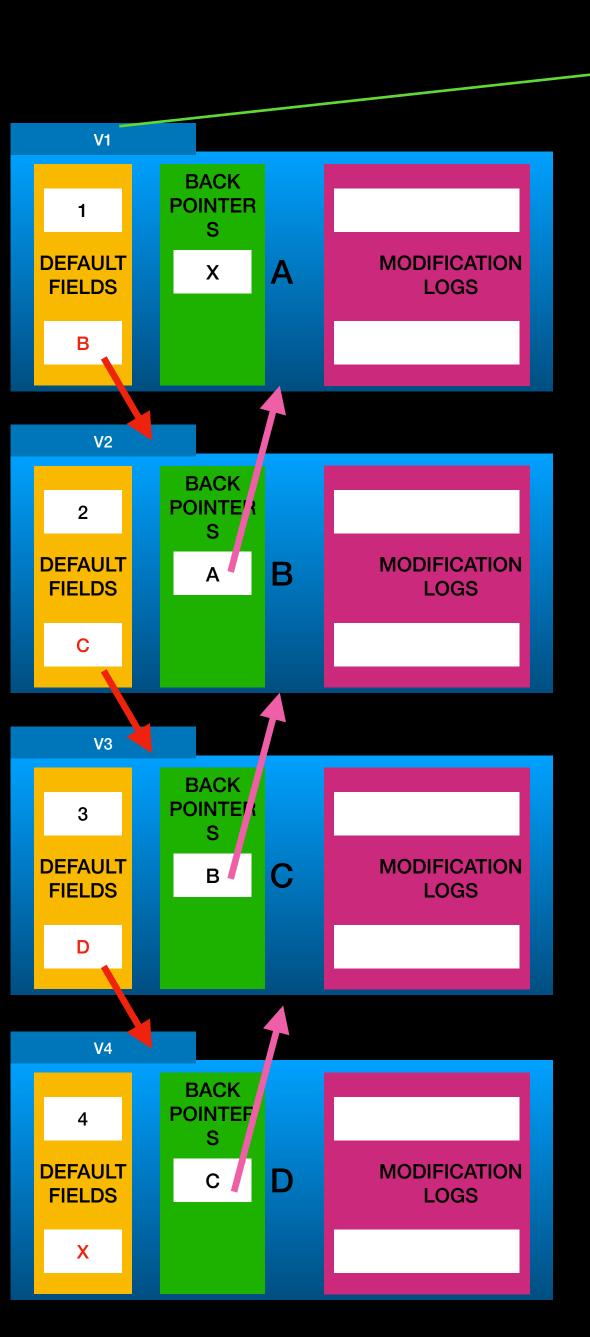






Ver	block
3	C





redirector Module

Ver block

1 A

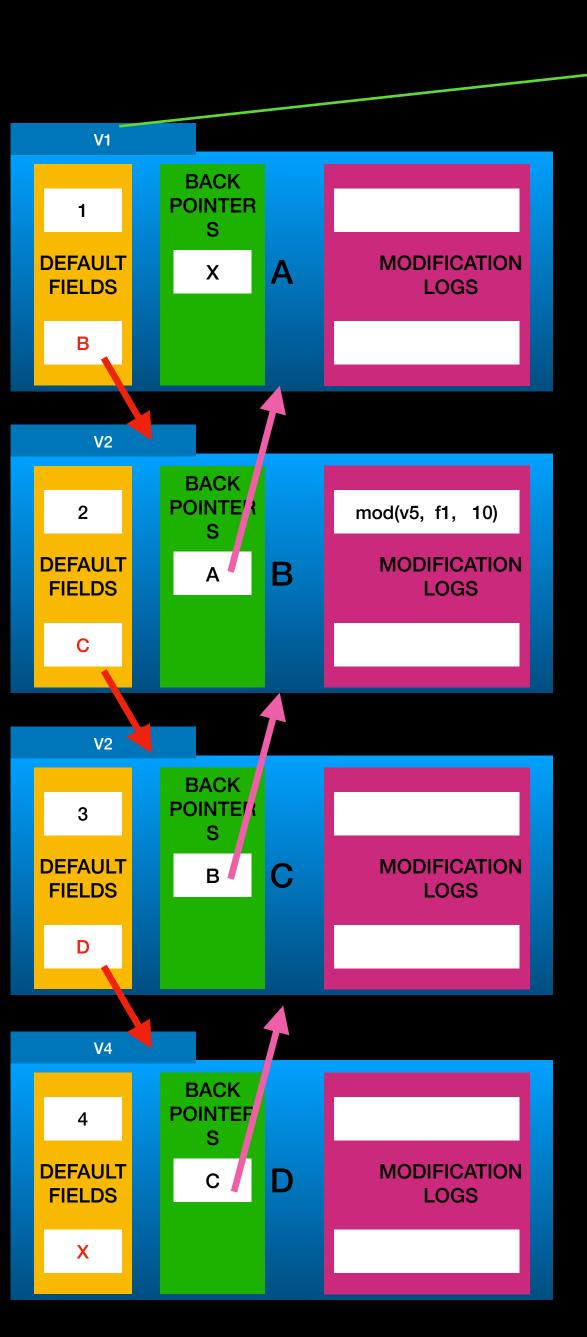
VERSION REDIRECTOR MODULE

WODULL		
Ver	block	
2	R	

VERSION REDIRECTOR MODULE

Ver	block
3	C

Ver	block



REDIRECTOR MODULE		
Ver	block	
	Α	

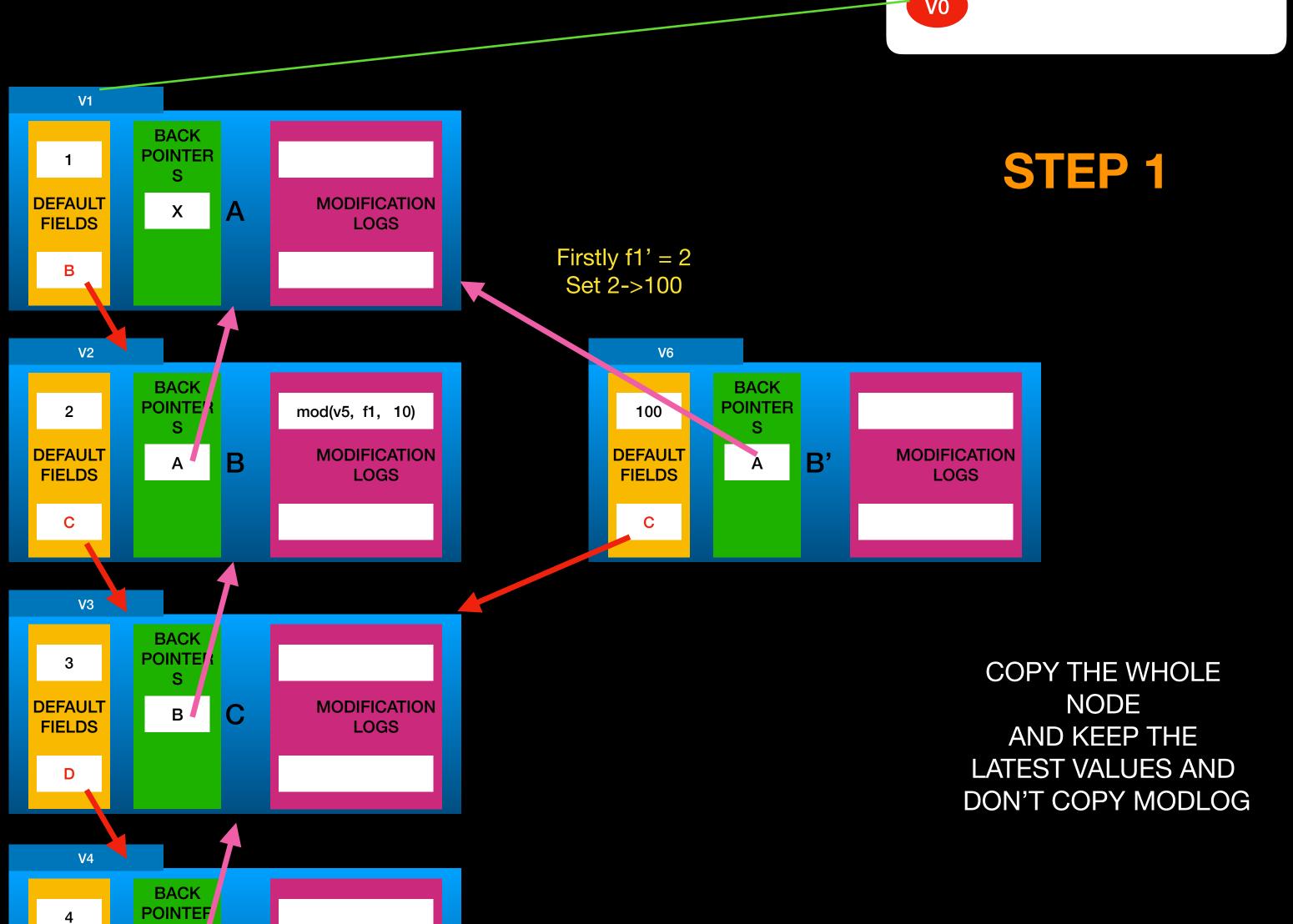
VERSION REDIRECTOR MODULE

Ver	block
2	R



Ver	block
3	C

Ver	block
4	D



DEFAULT

FIELDS

c D

MODIFICATION

LOGS

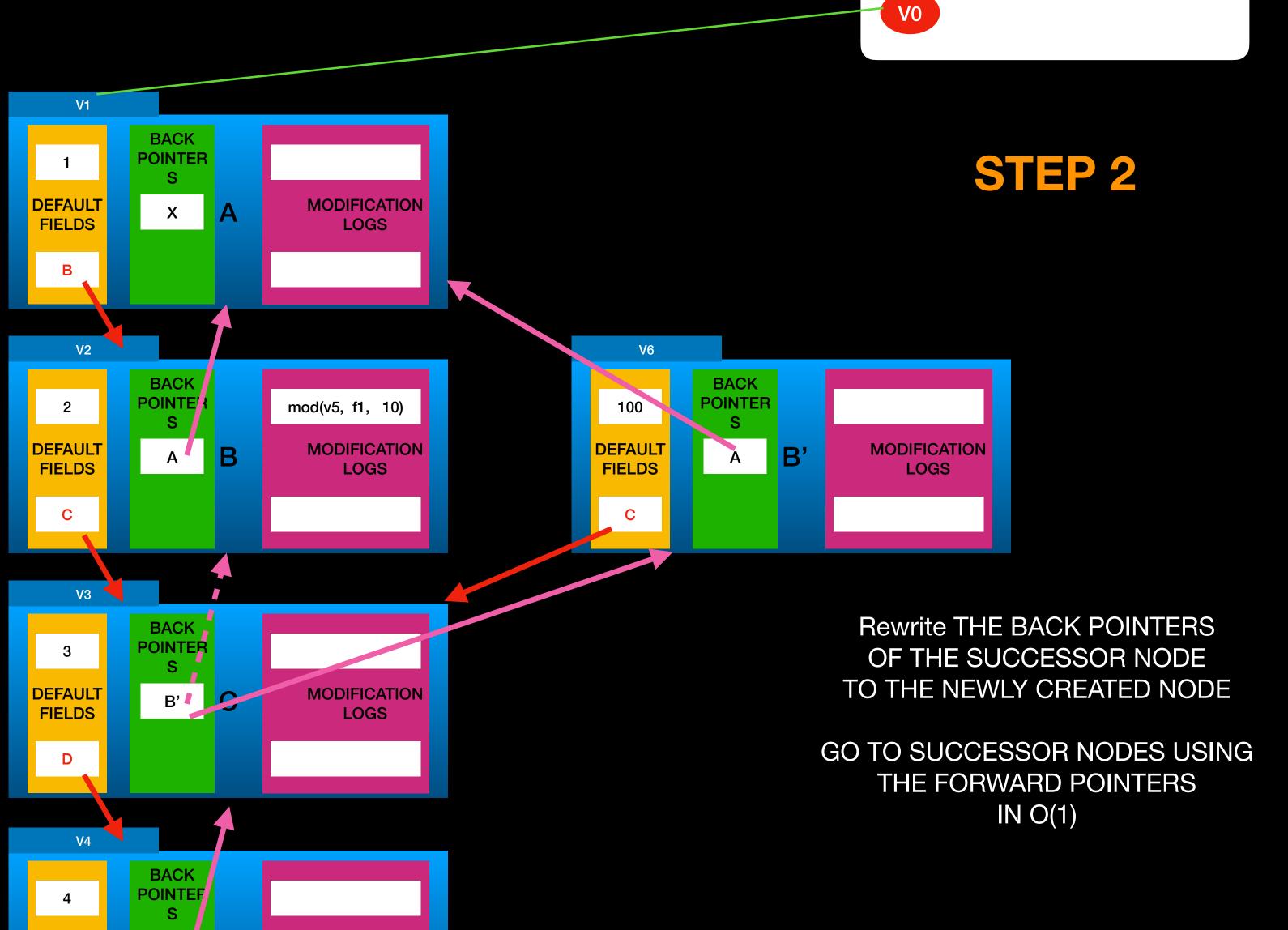
MODULE	
Ver	block
1	А

Ver	block
2	В
6	B'

Ver	block
3	С

Ver	block
4	D

MOE	ULE
er	block
4	D



DEFAULT

FIELDS

c D

MODIFICATION

LOGS

REDIRECTOR MODULE

Ver	block
1	А

VERSION REDIRECTOR MODULE

2 6	B B'

VERSION REDIRECTOR MODULE

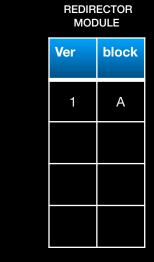
Ver	block
3	С

Ver	block
4	D

GO TO ANCESTOR NODES RECURSIVELY

AND DO

update(f2,cur_node,NEW_NODE)



VERSION REDIRECTOR MODULE

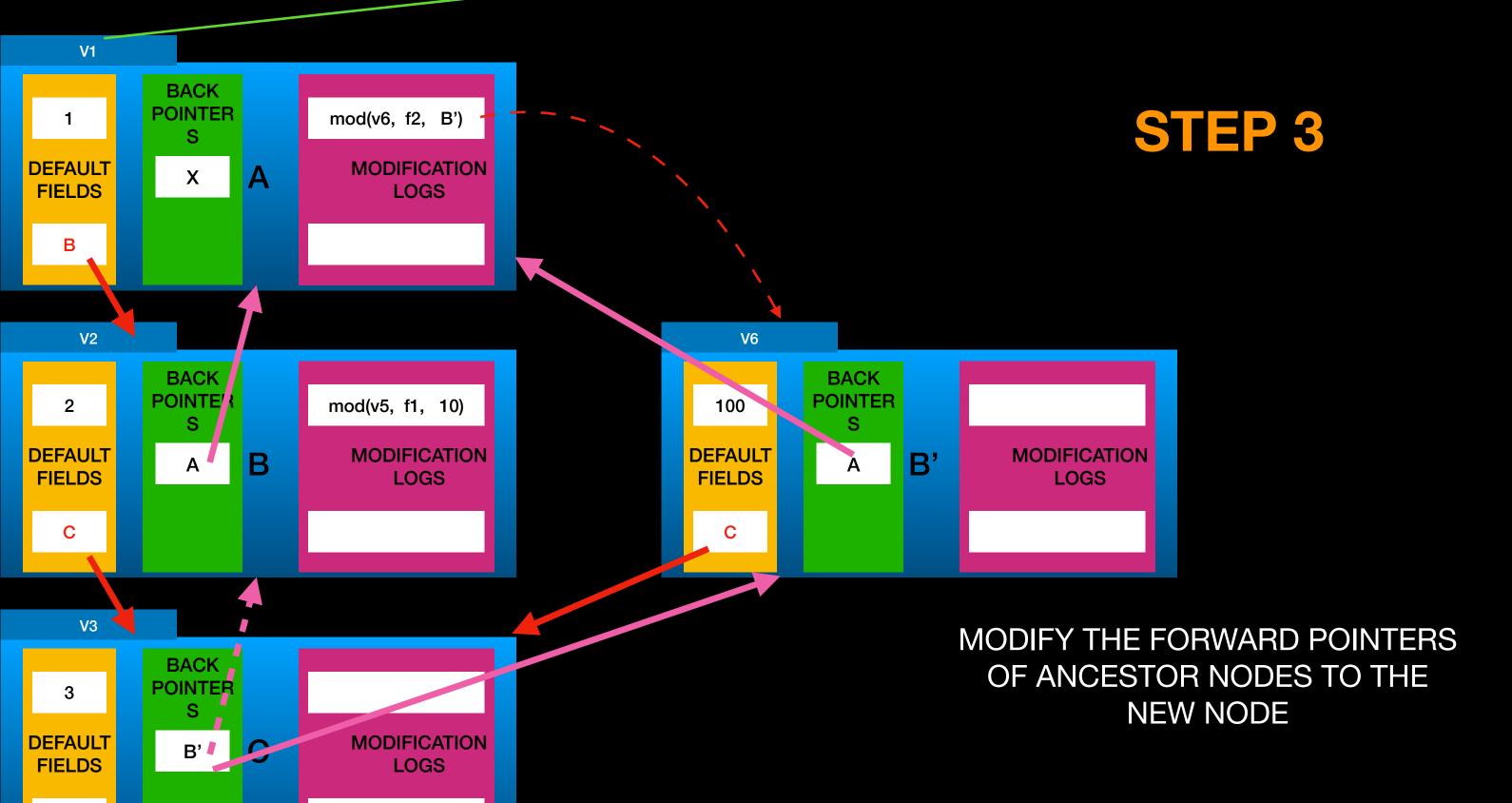
Ver	block
2	В
6	B'

VERSION REDIRECTOR MODULE

Ver	block
3	С

VERSION REDIRECTOR MODULE

4	D



POINTER

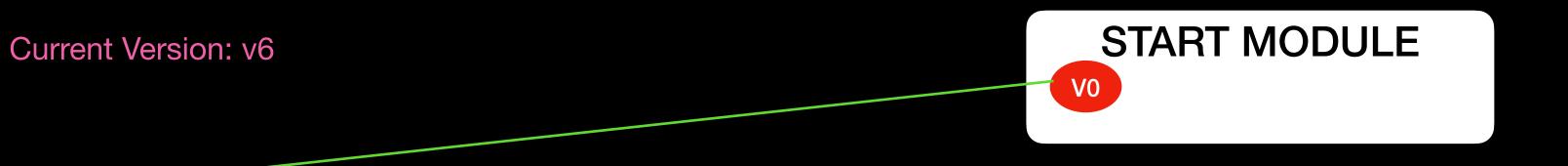
c D

MODIFICATION

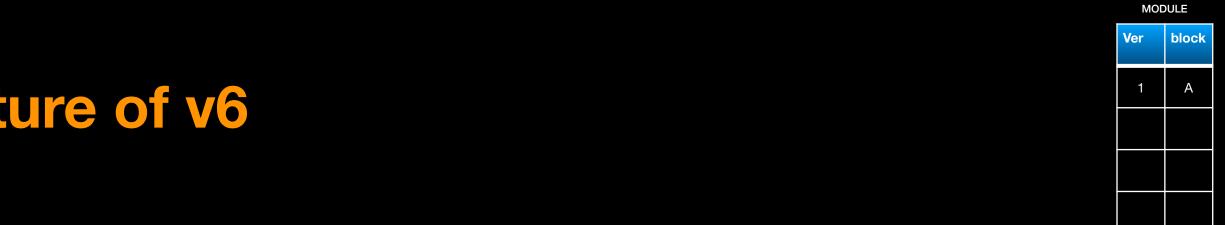
LOGS

DEFAULT

FIELDS



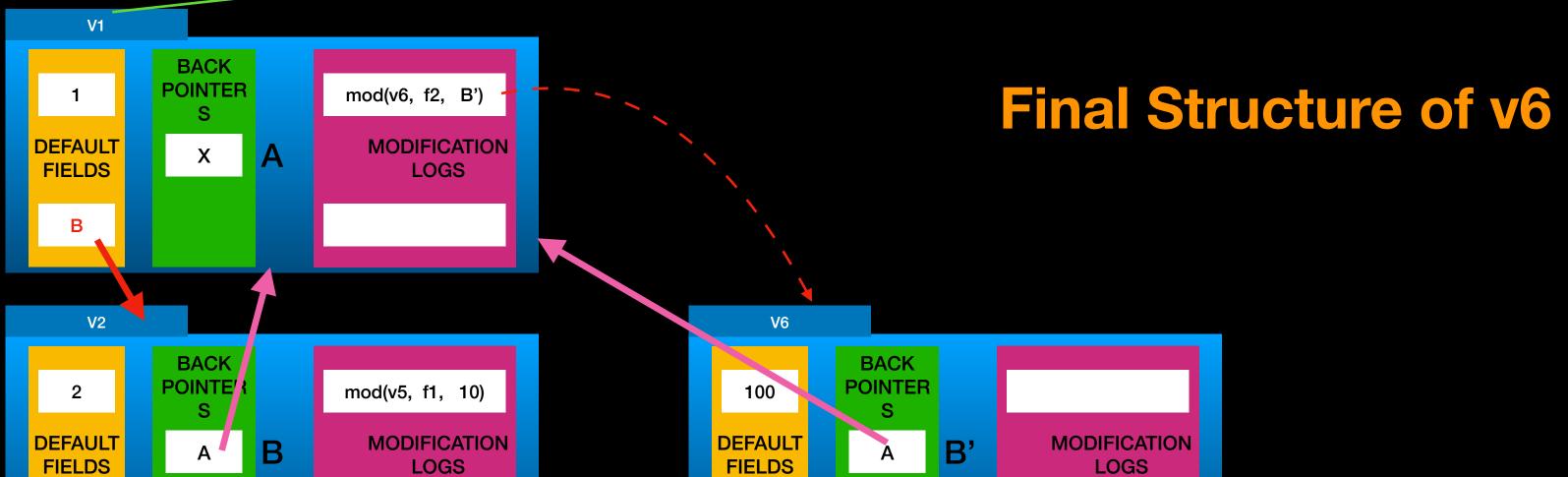
LOGS



Ver	block
2	В
6	B'

Ver	block
3	С

Ver	block
4	D



LOGS

MODIFICATION

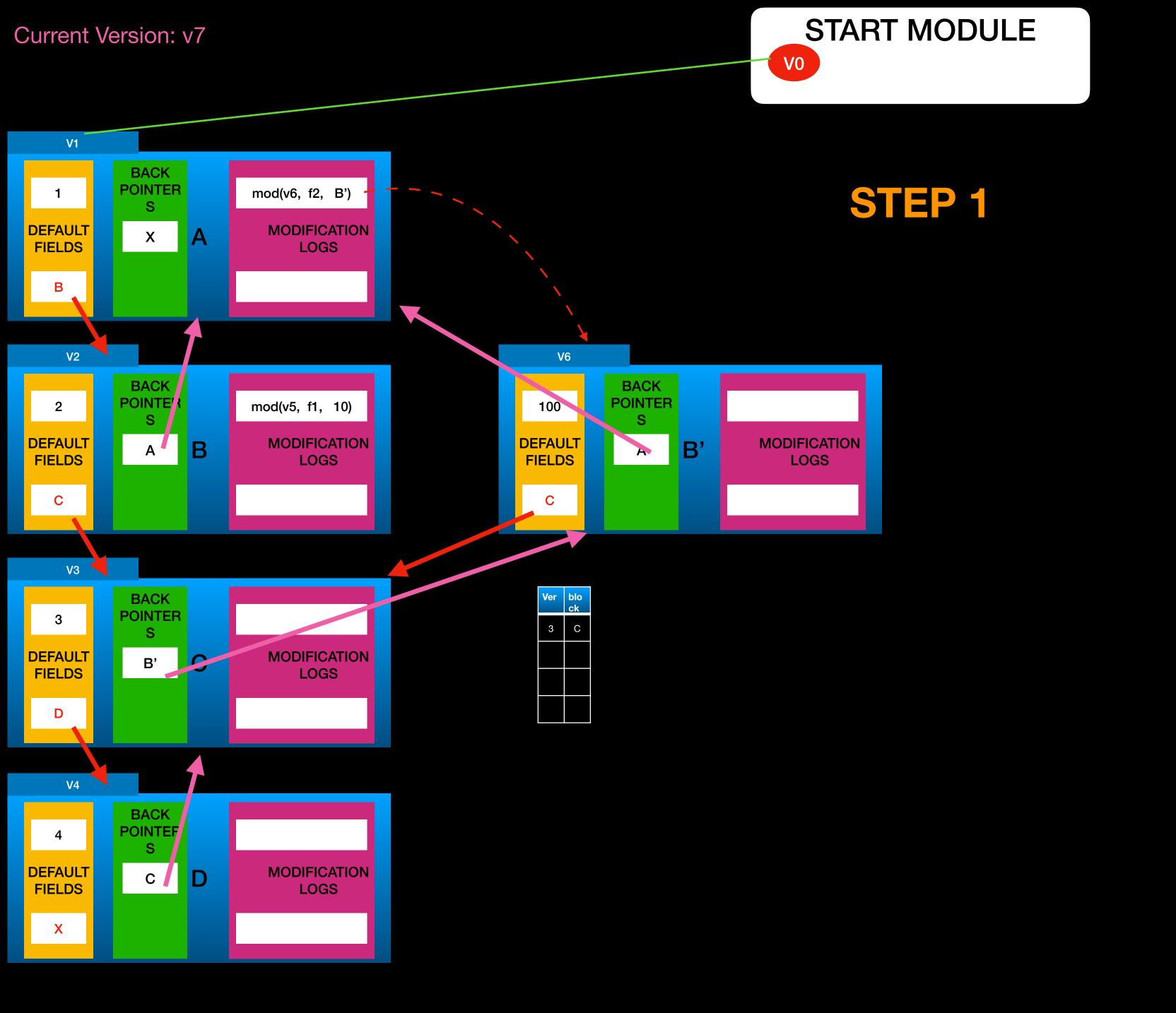
LOGS

			4	
V 4				
		ACK		
4	PO	INTER S		
DEFAULT FIELDS		С	D	MODIFICATION LOGS
Х				

BACK POINTER

DEFAULT

FIELDS



add(X,C,_)

add(X,C,_) consists of

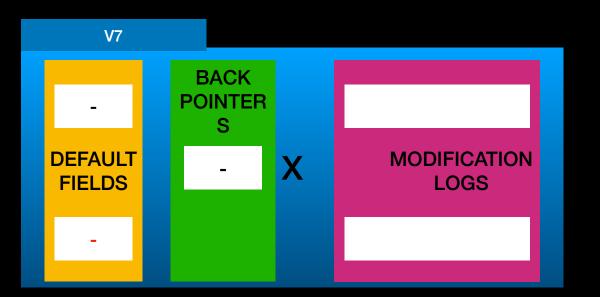
Create node X		
Modify f2 of B' to X		
Modify f2 of X to C + Set BP of X to B'		
Update BP of C to X		
Set f1 of X		

VERSION REDIRECTOR MODULE

Ver	block
1	Α

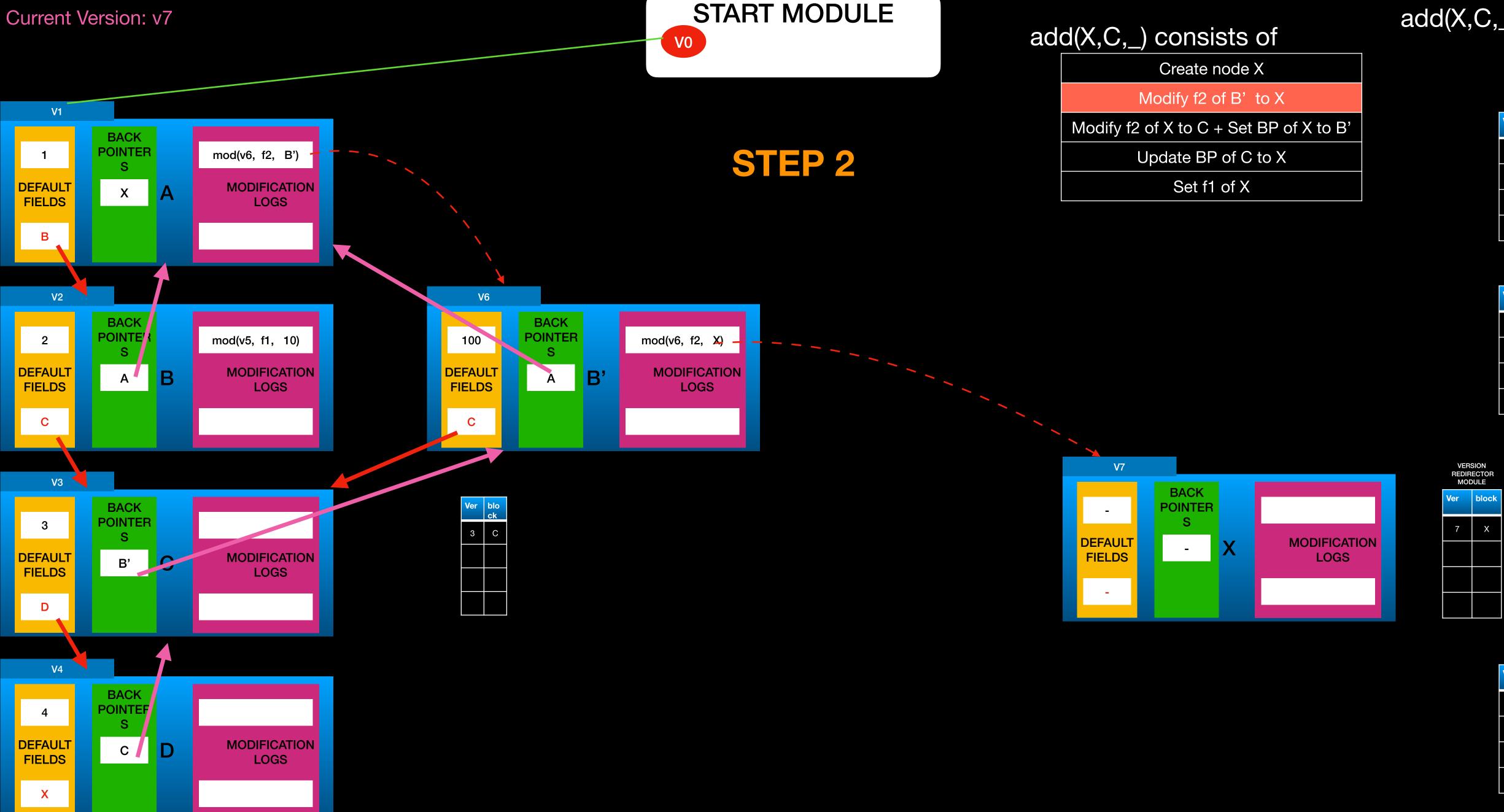
VERSION REDIRECTOR MODULE

Ver	block
2	В
6	B'



REDIRECTOR MODULE			
	Ver	block	
	7	Х	

Ver	block
4	D

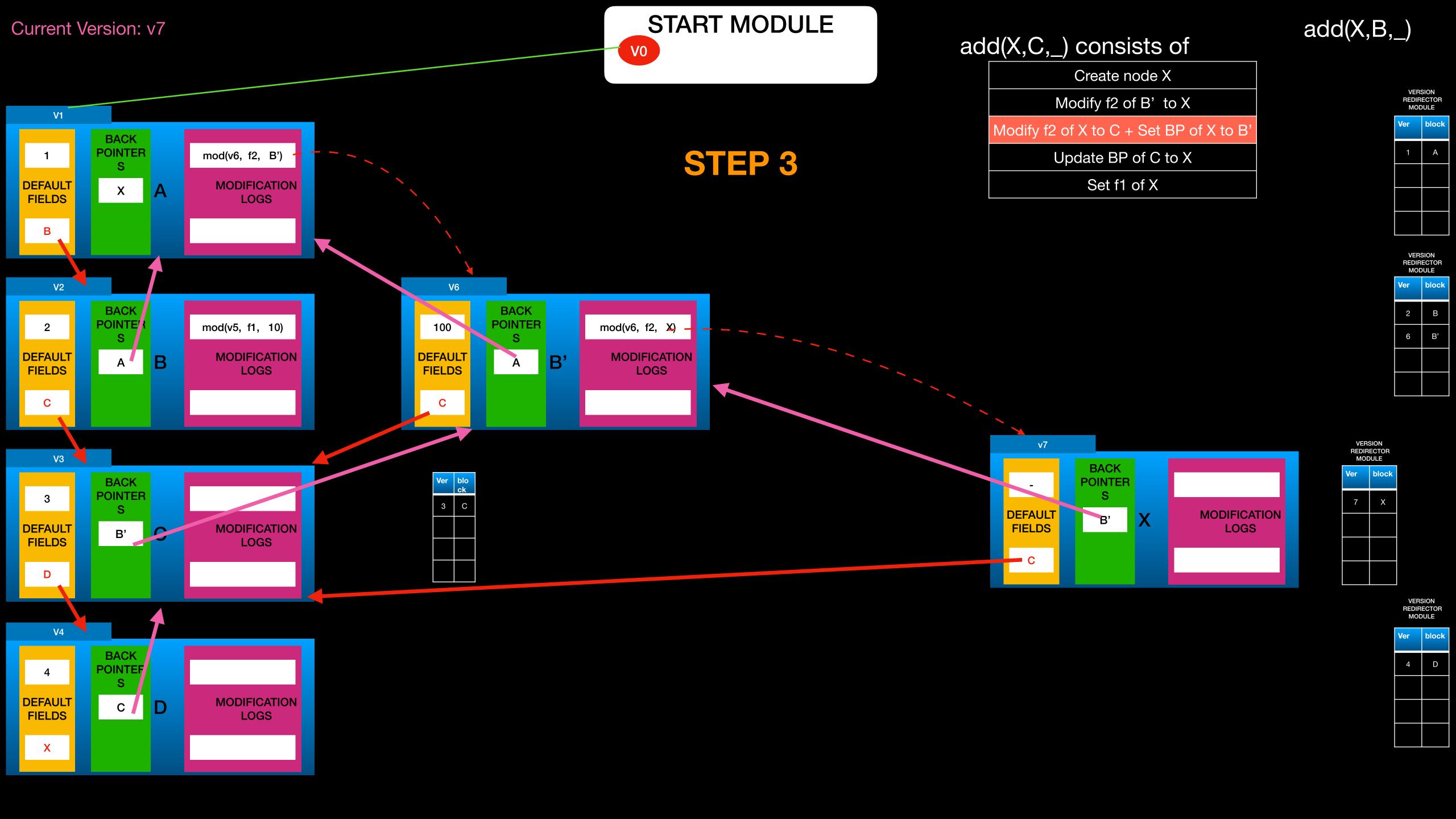


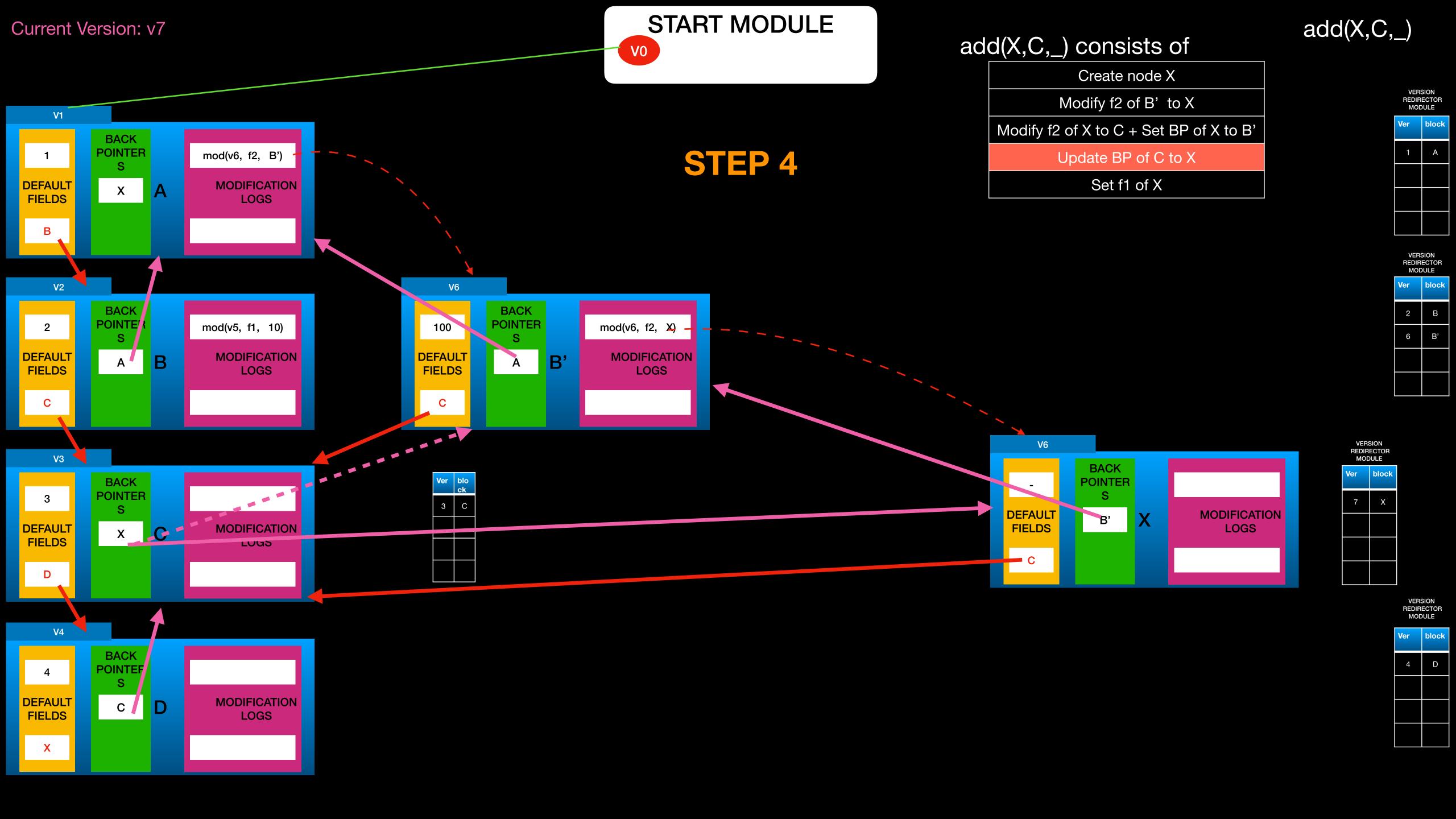
add(X,C,_)

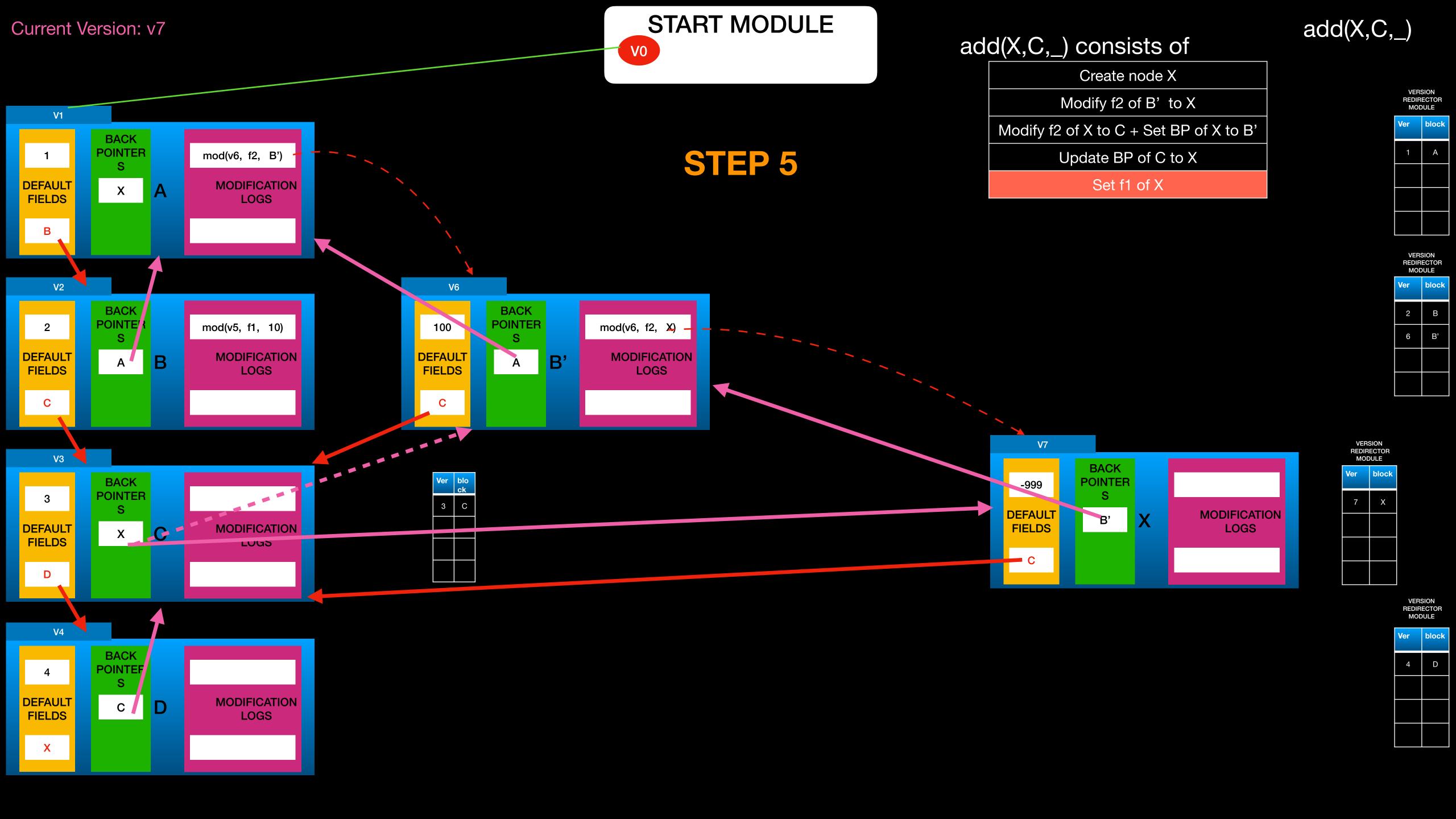
Ver	block
1	А

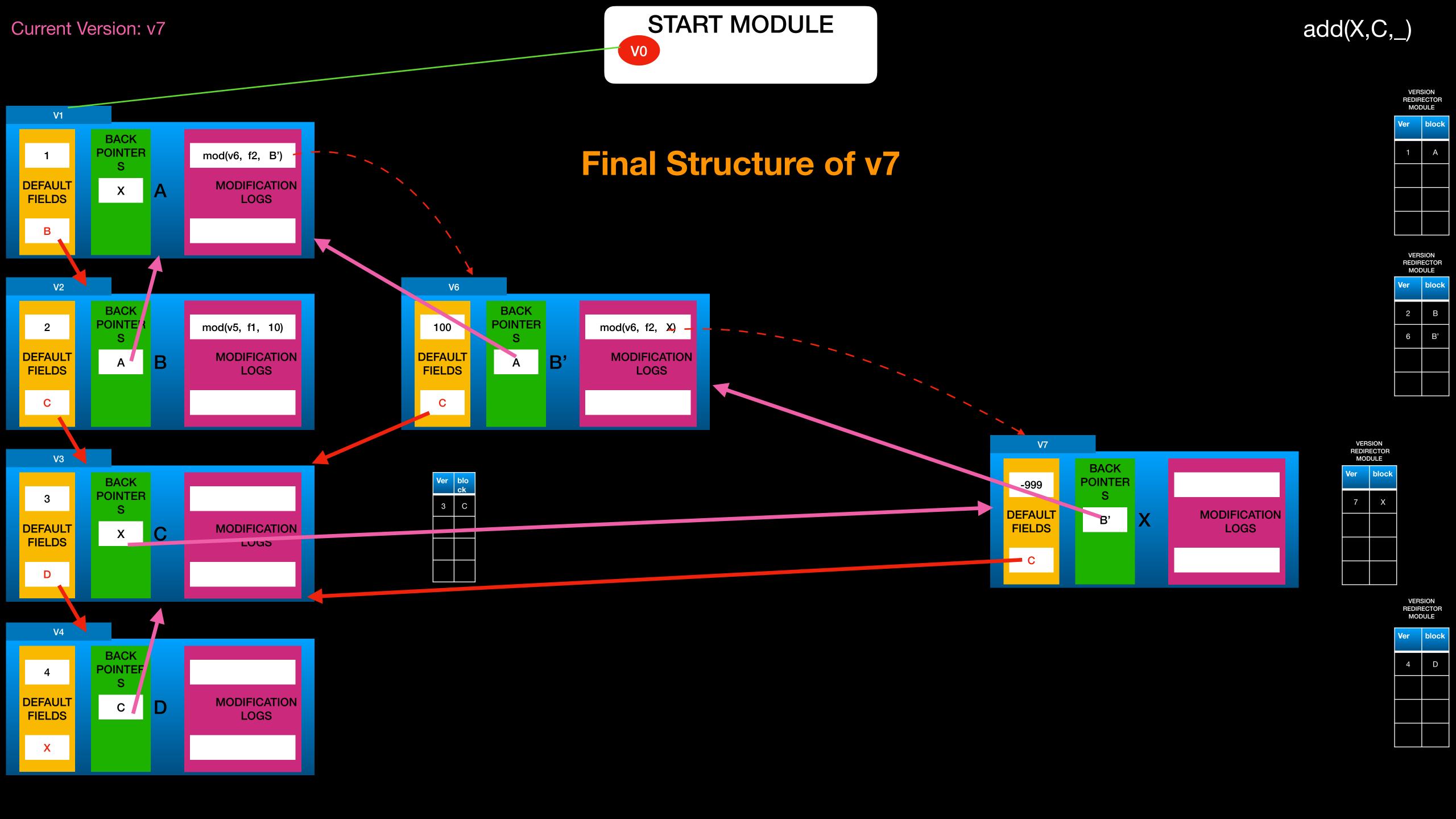
Ver	block
2	В
6	B'

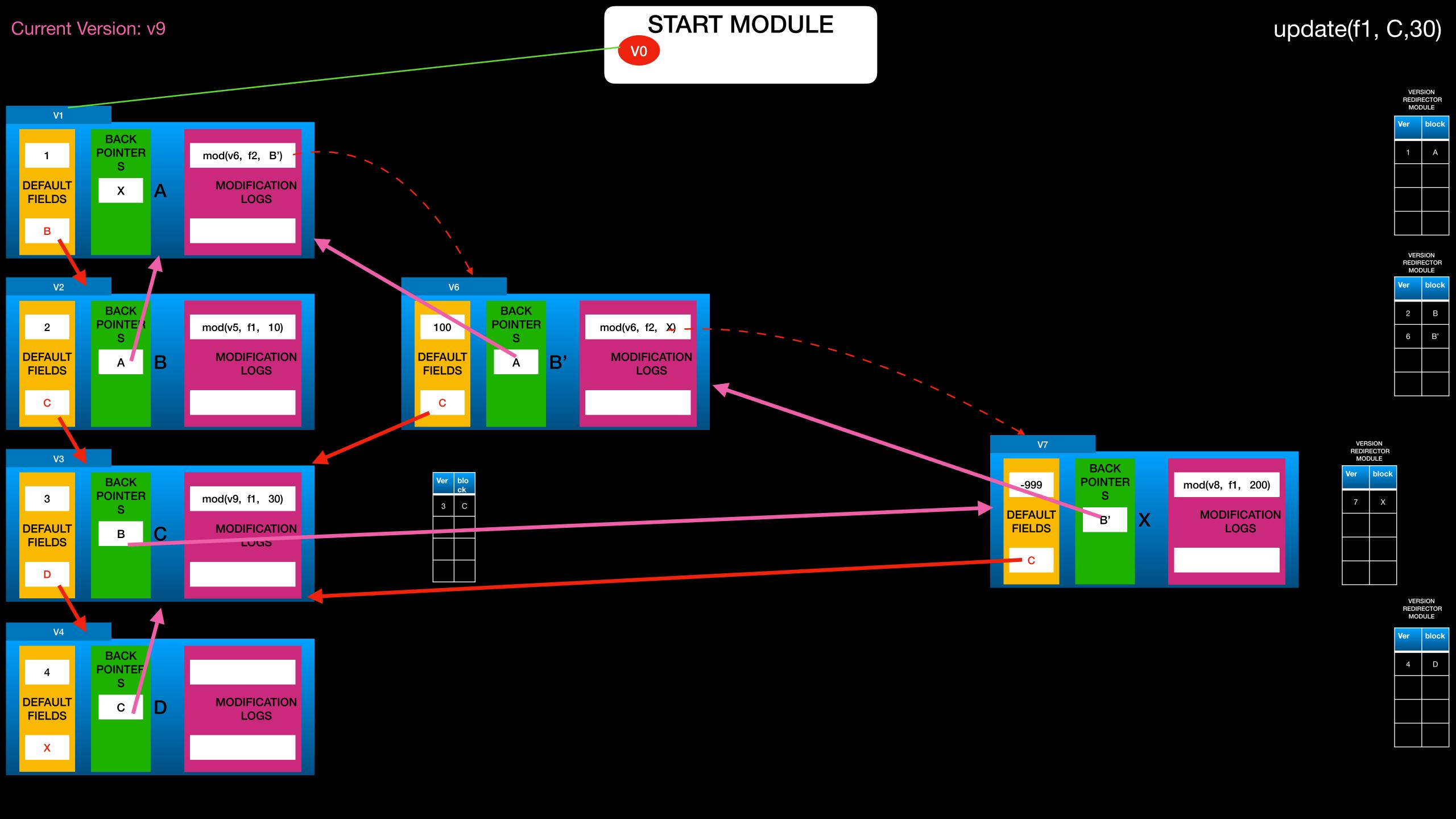
Ver	block	
4	D	











Ver	block
1	А

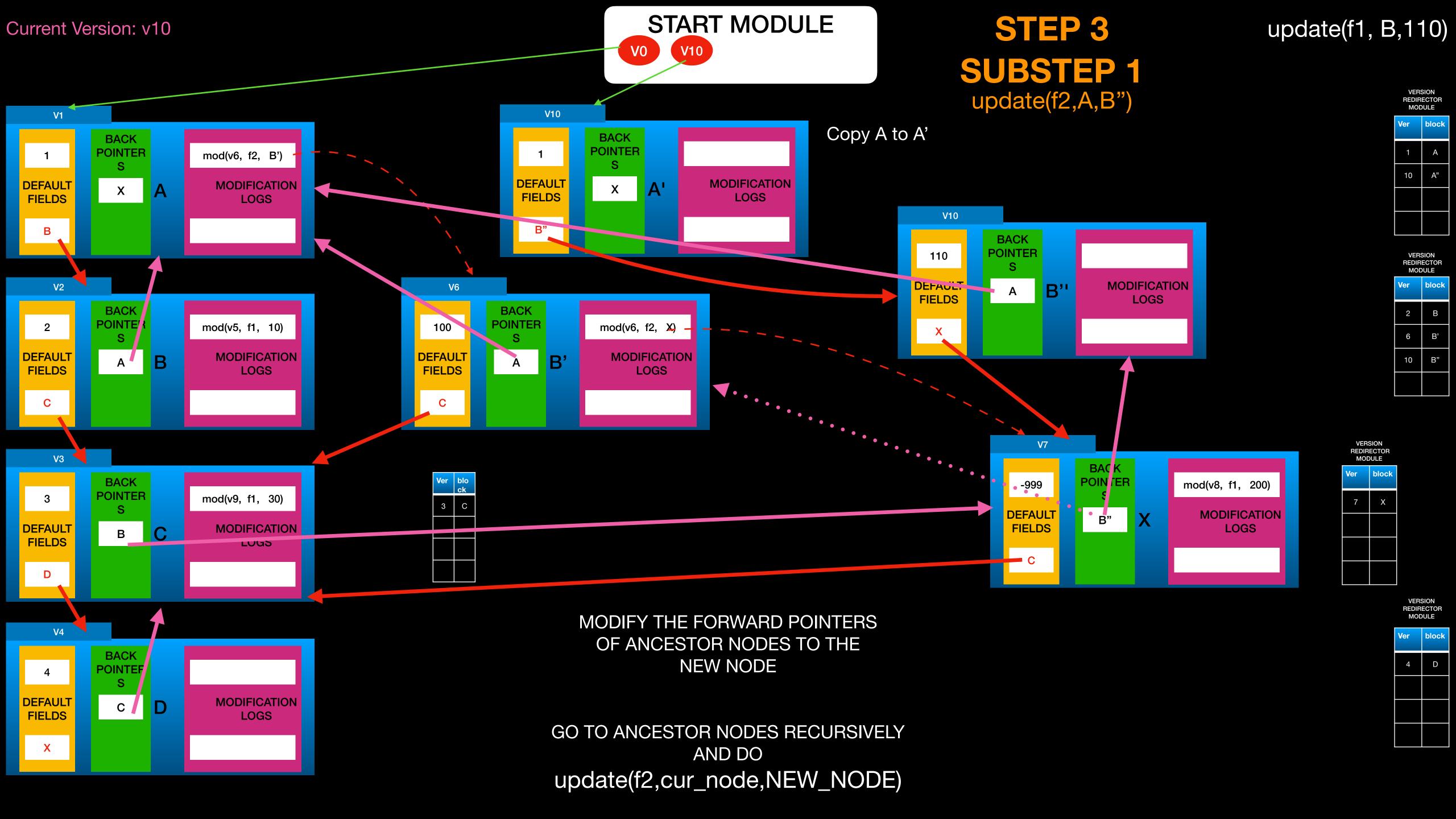
Ver	block
2	В
6	B'
10	В"

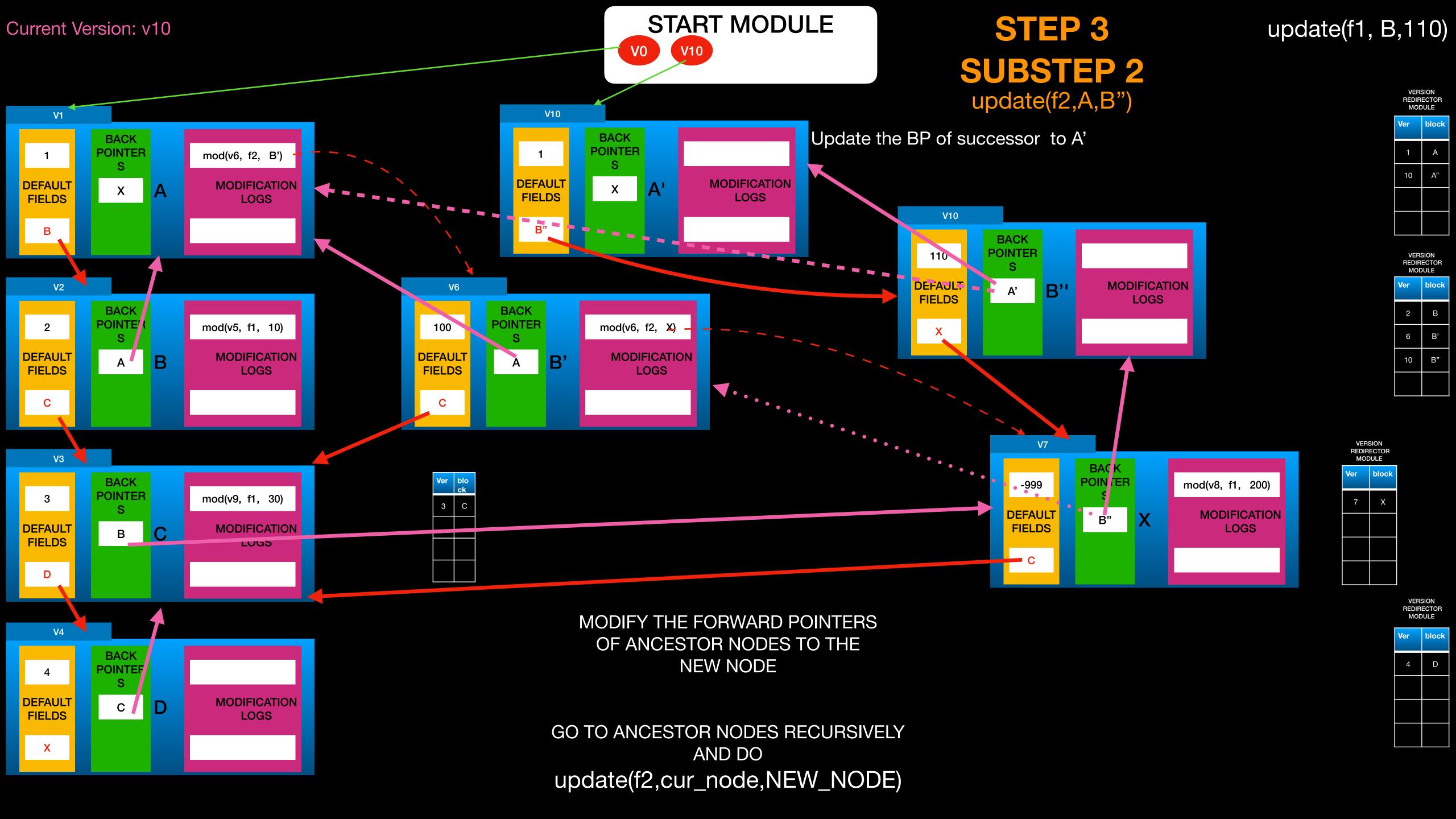
VERSION REDIRECTOR

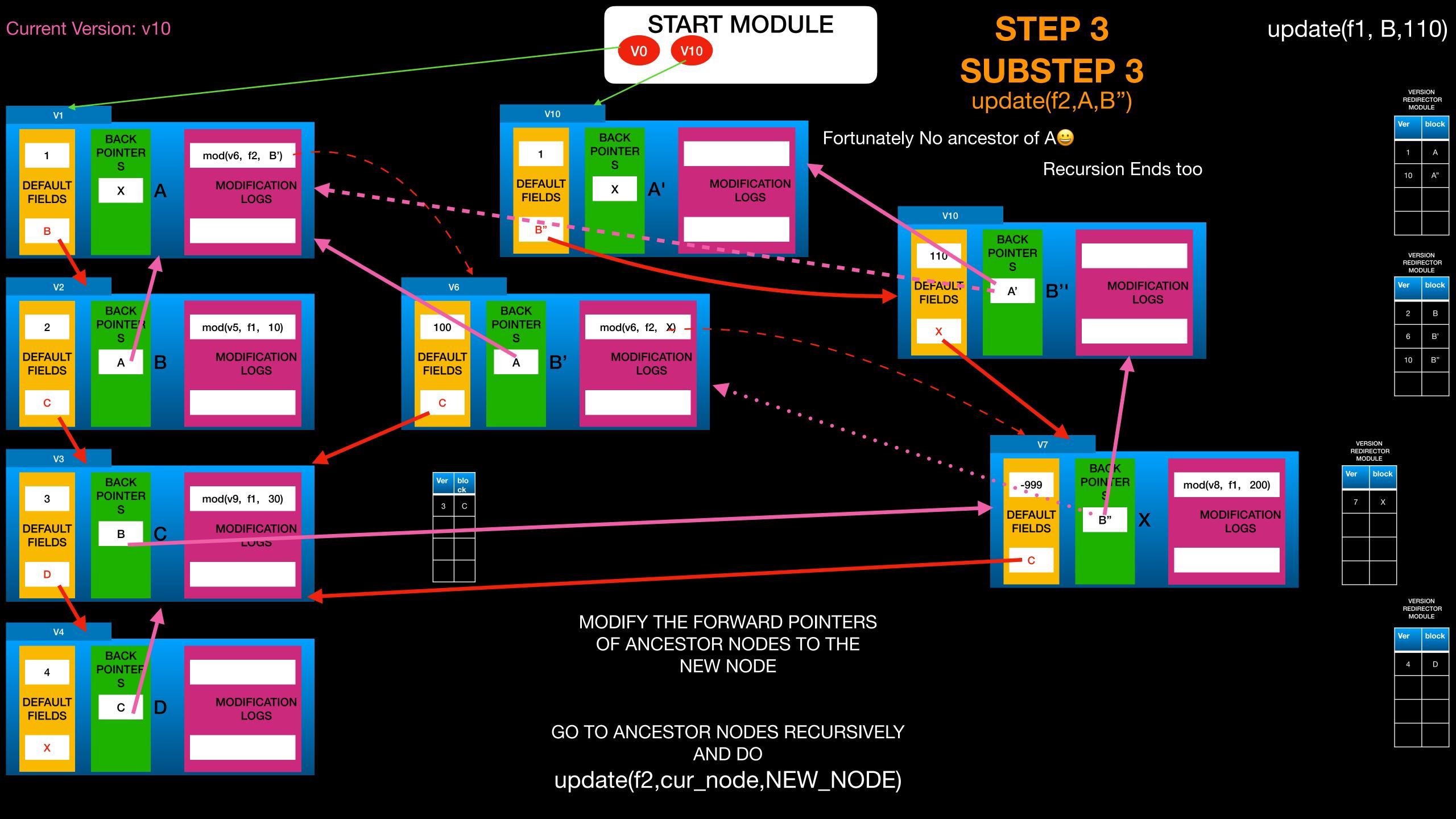
Ver	block
4	D

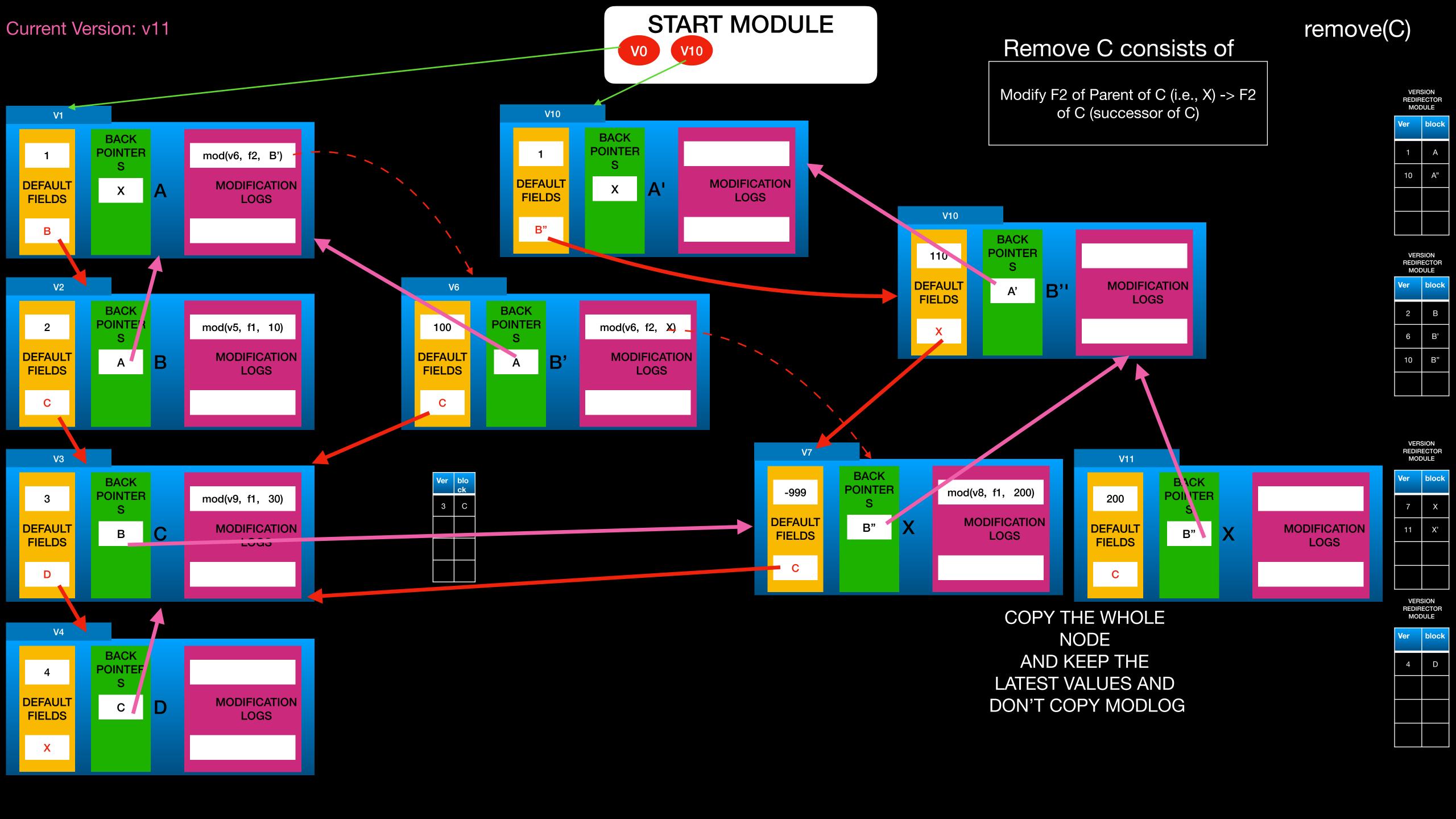
В

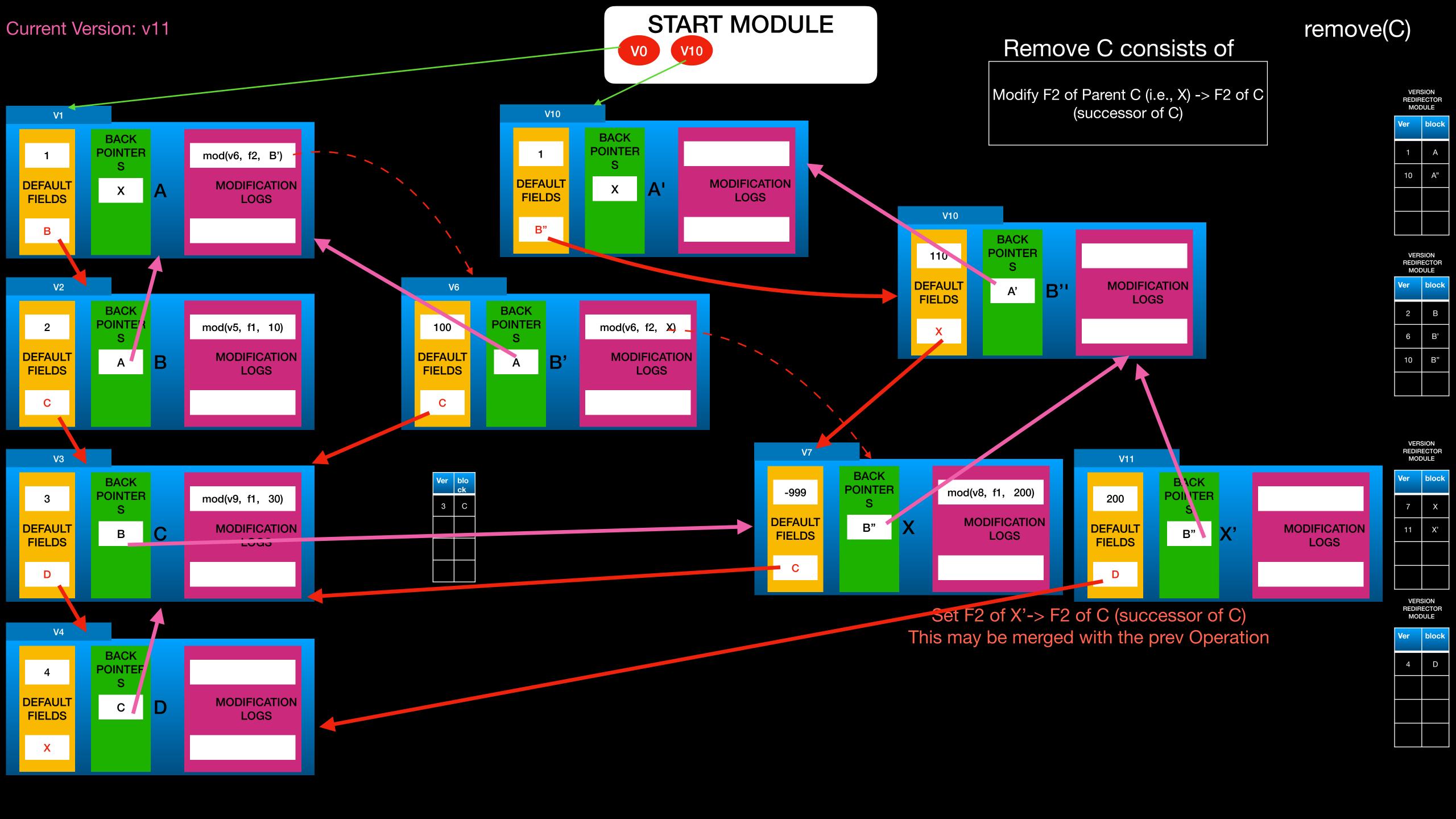
B'

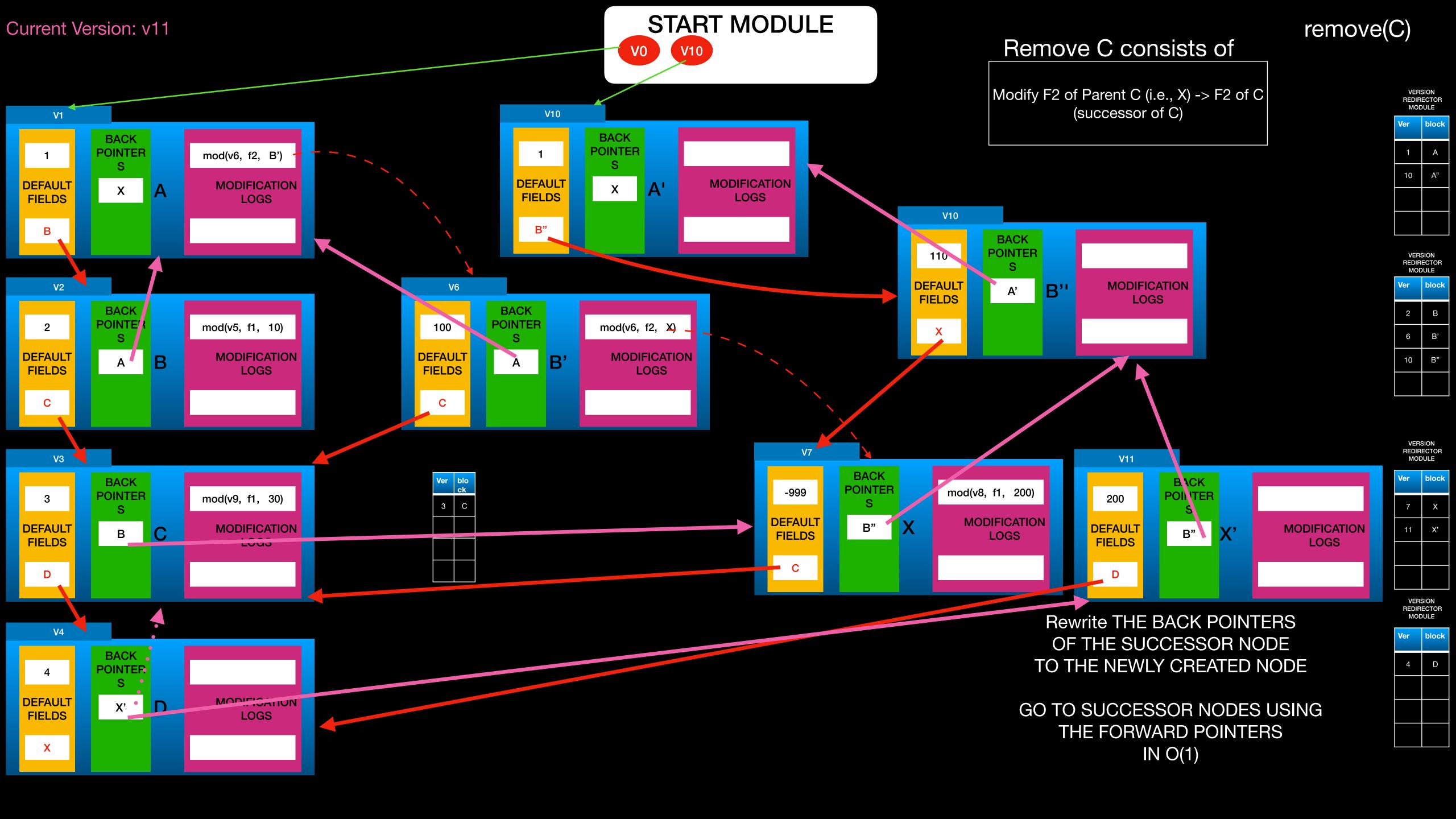


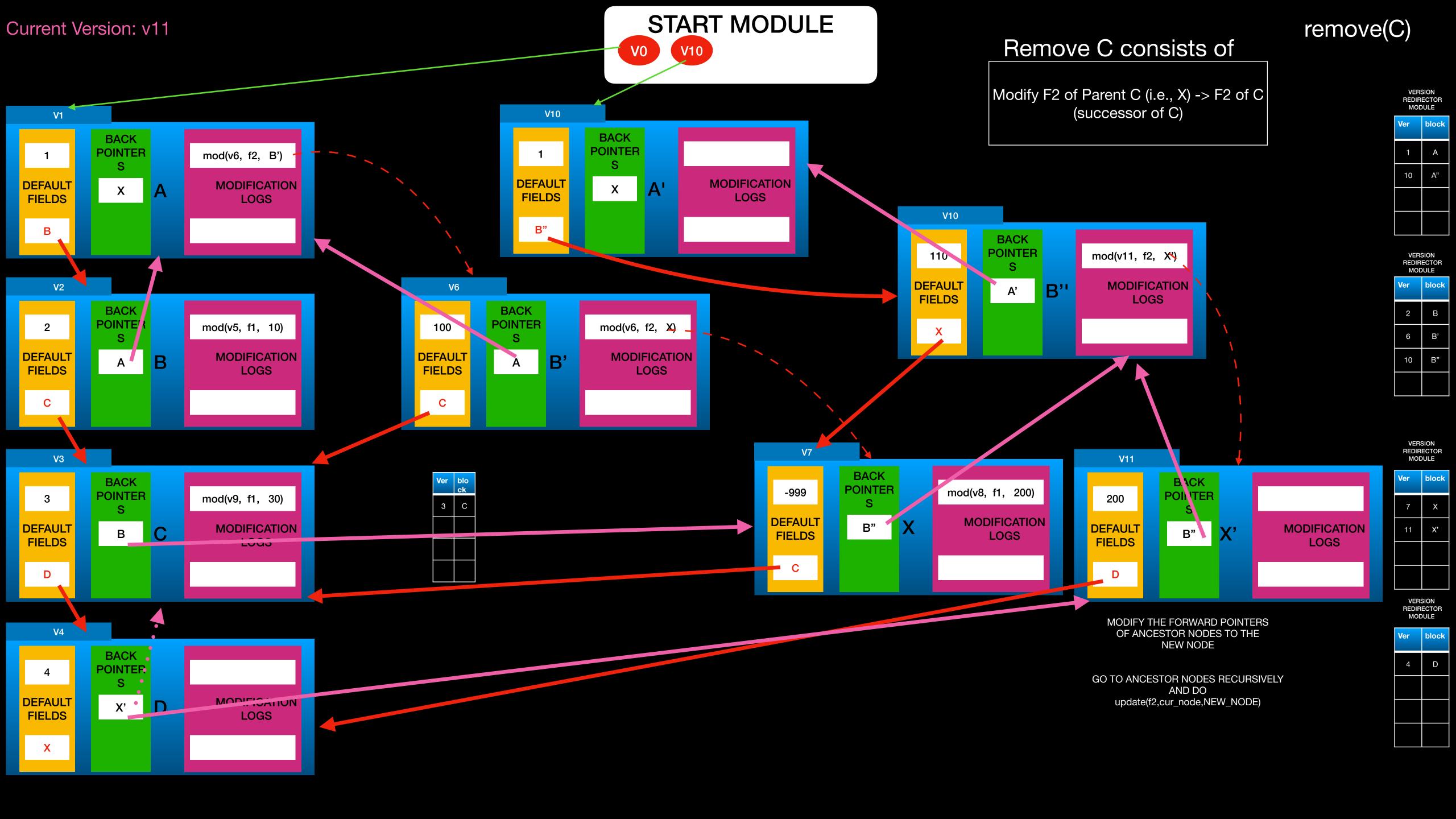


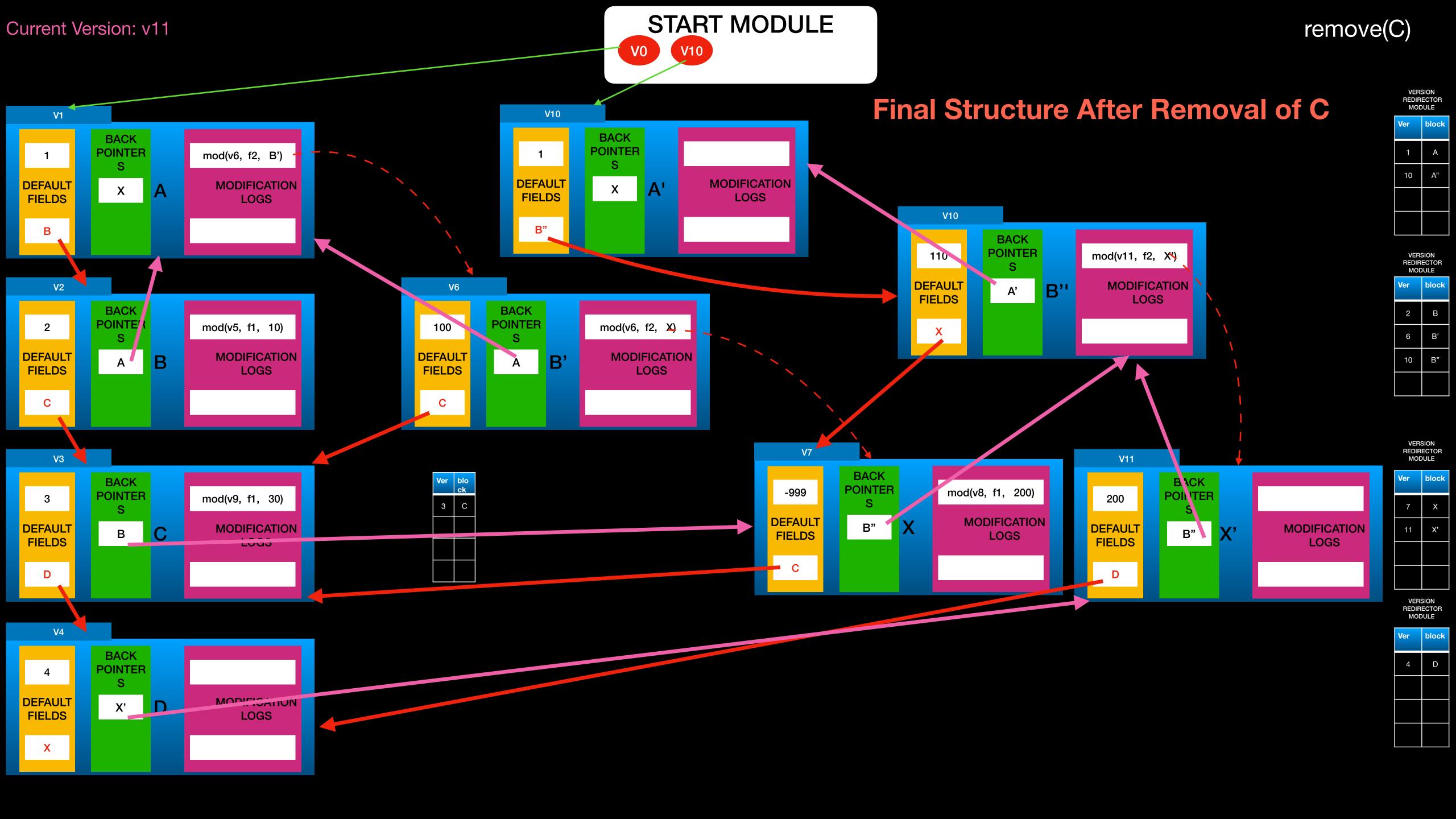


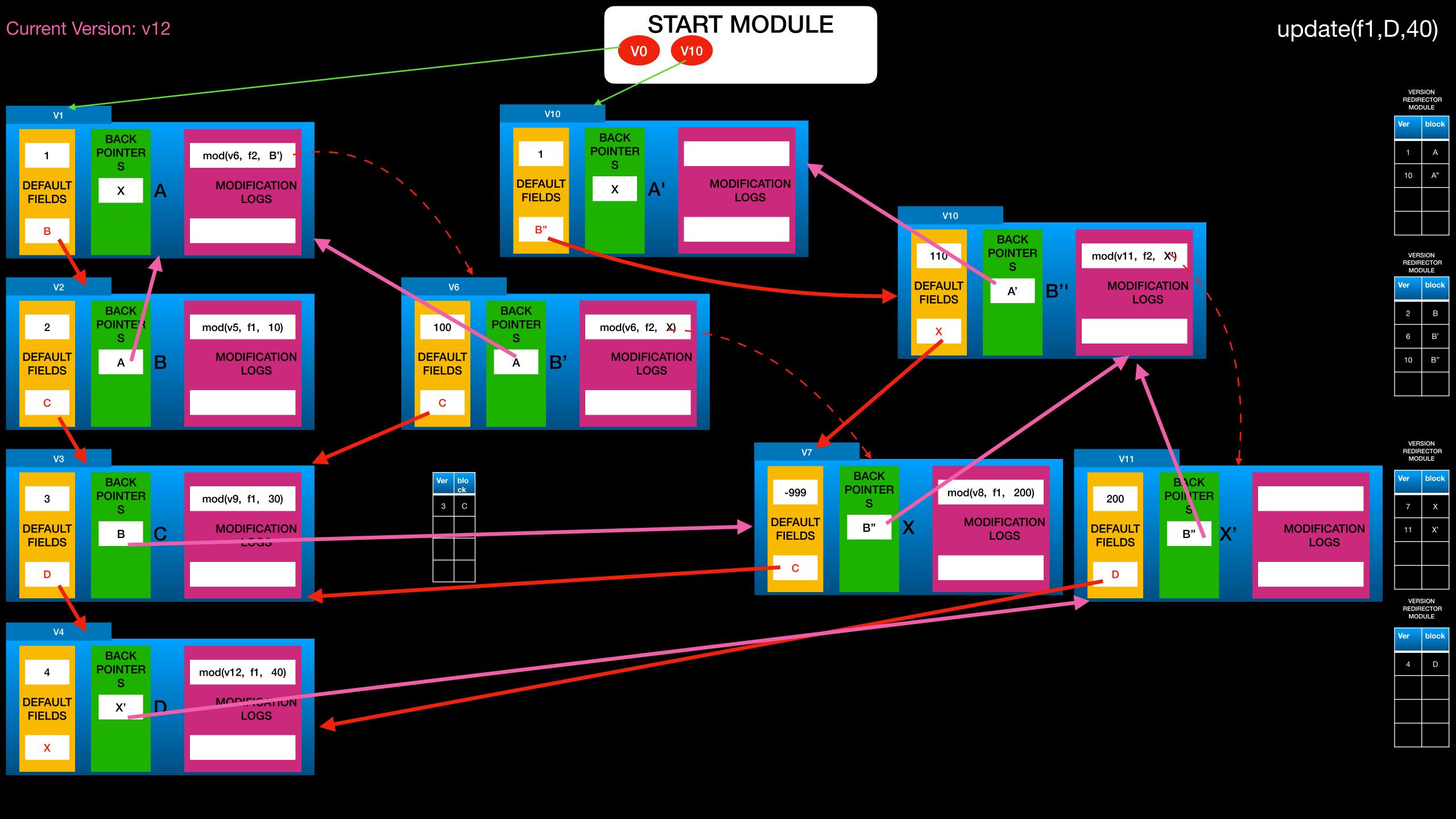


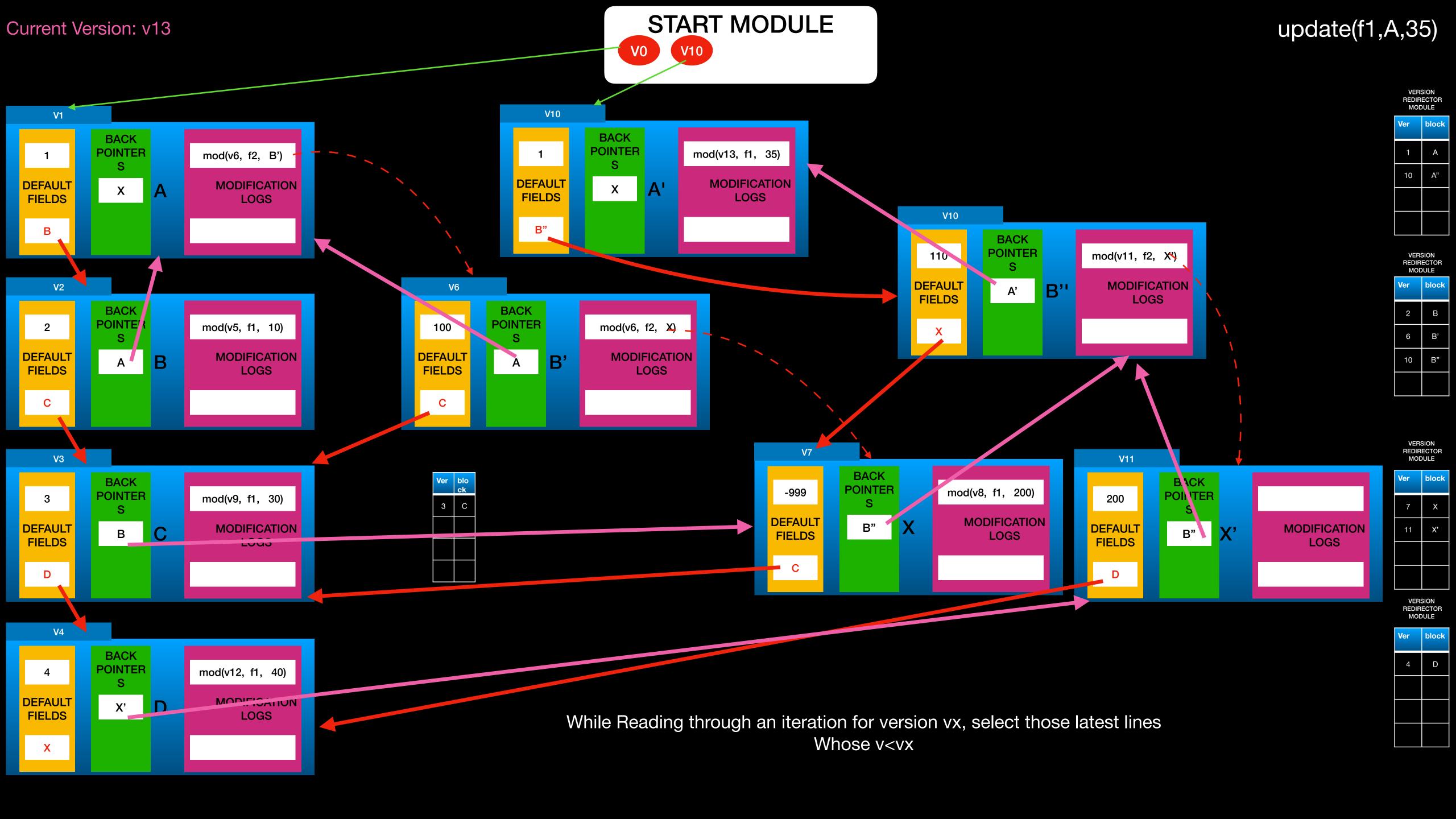








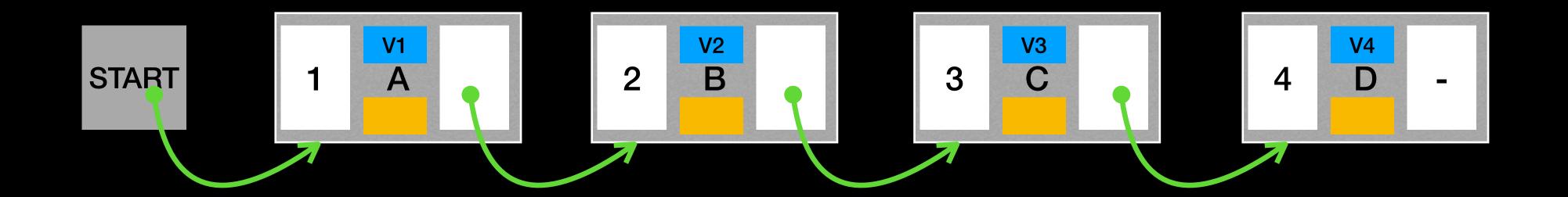


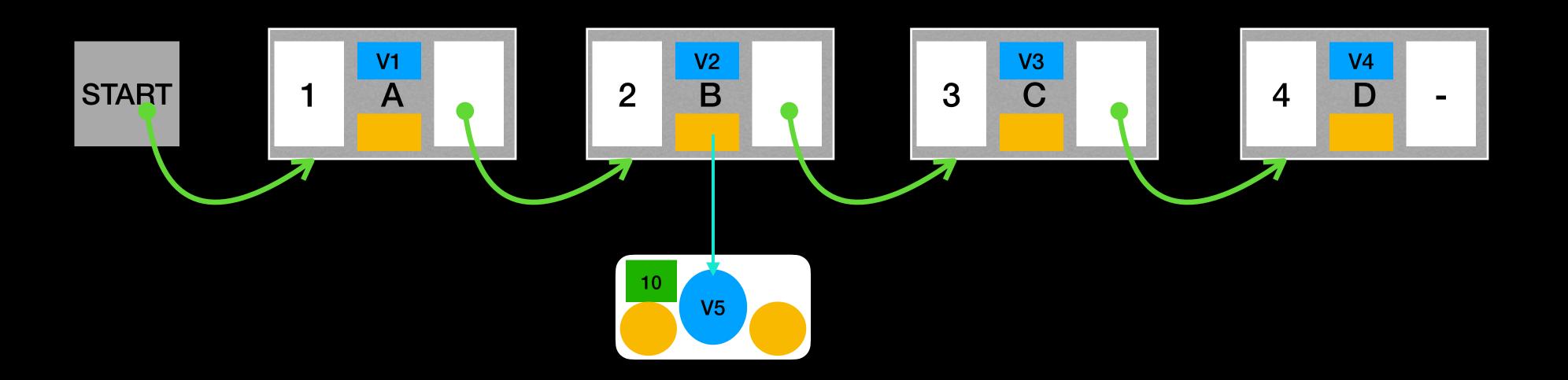


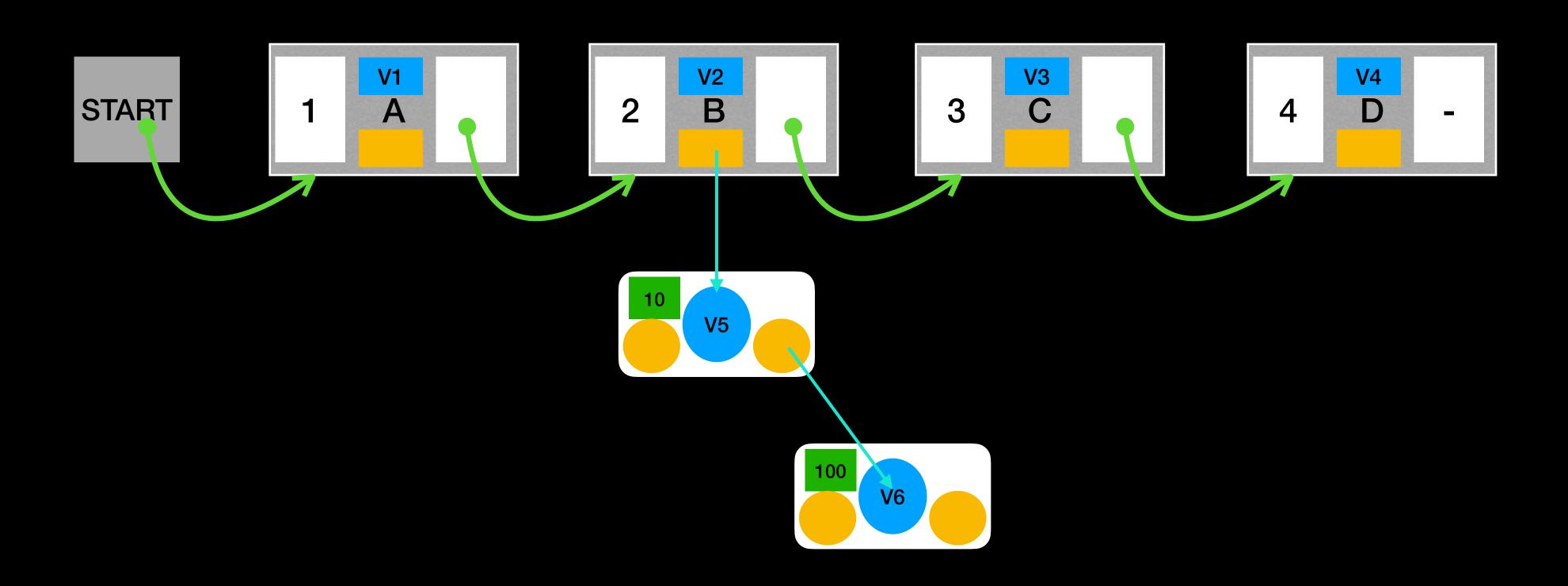
iterate LL_at_v(vx) To print the list at v_x

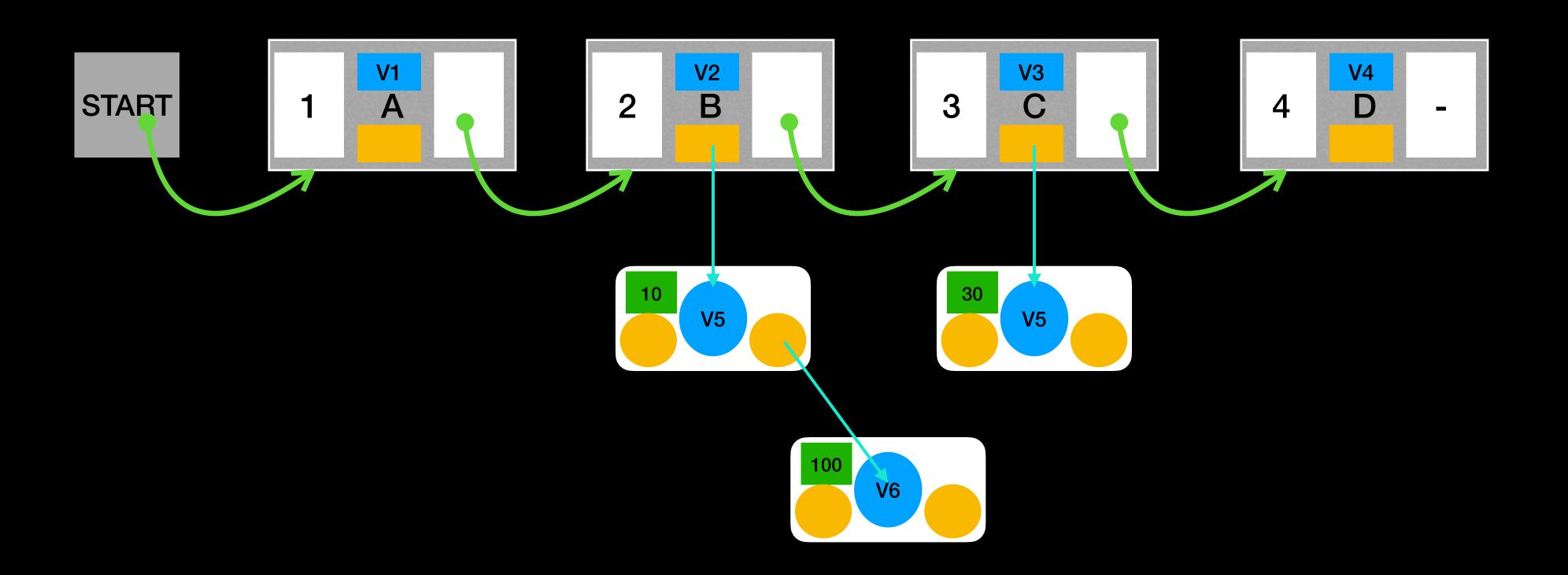
- Start from start module
- Choose those lines whose version IS JUST LESS THAN OR EQUAL TO v_x
 (as, suppose if we are traversing for v5, either v0,v1,v2,v3, v4 or v5 can be on
 that path, lines>v5 can't be on that).
- The word "JUST LESS" is written because if a NODE has two version lines in that, e.g. v2 and v4 and we are searching for v5, then we should prefer v4 line over v2.

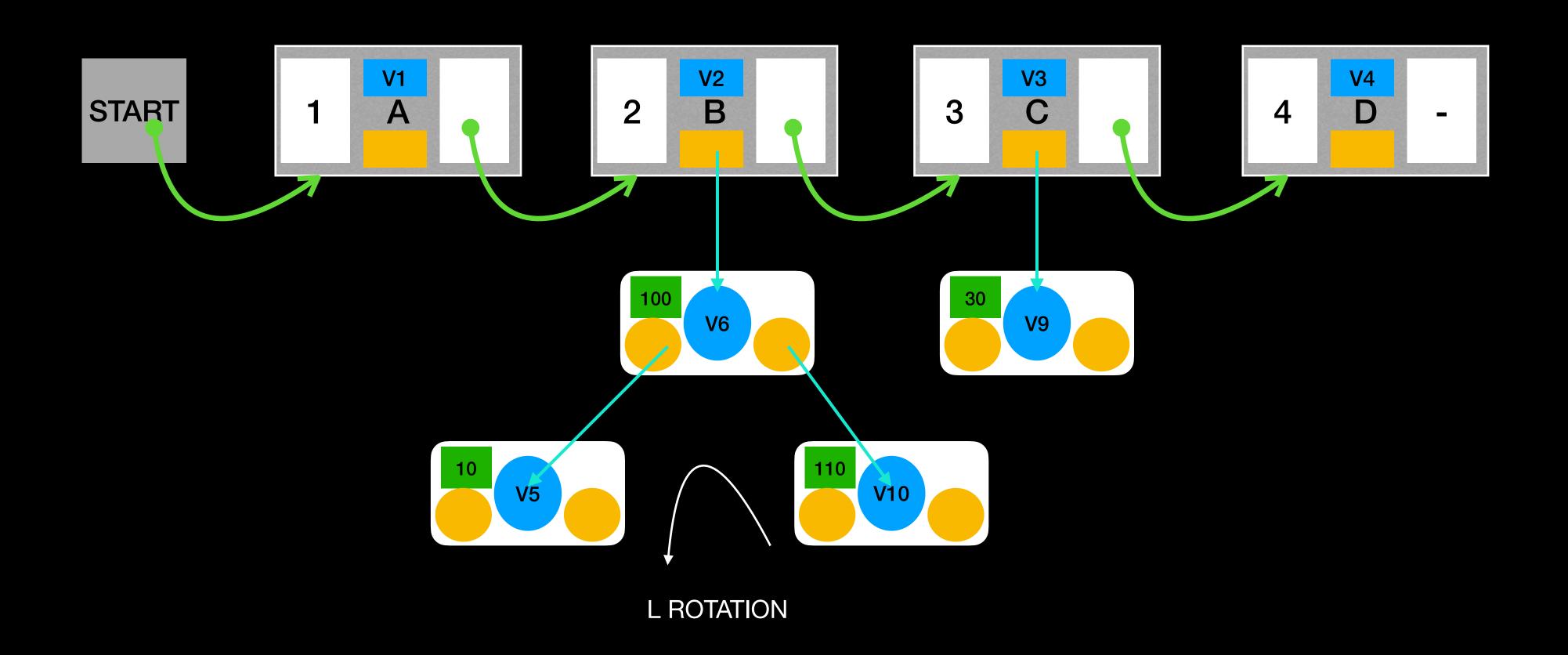
Normal Implementation (using balanced BST [may use just LL])





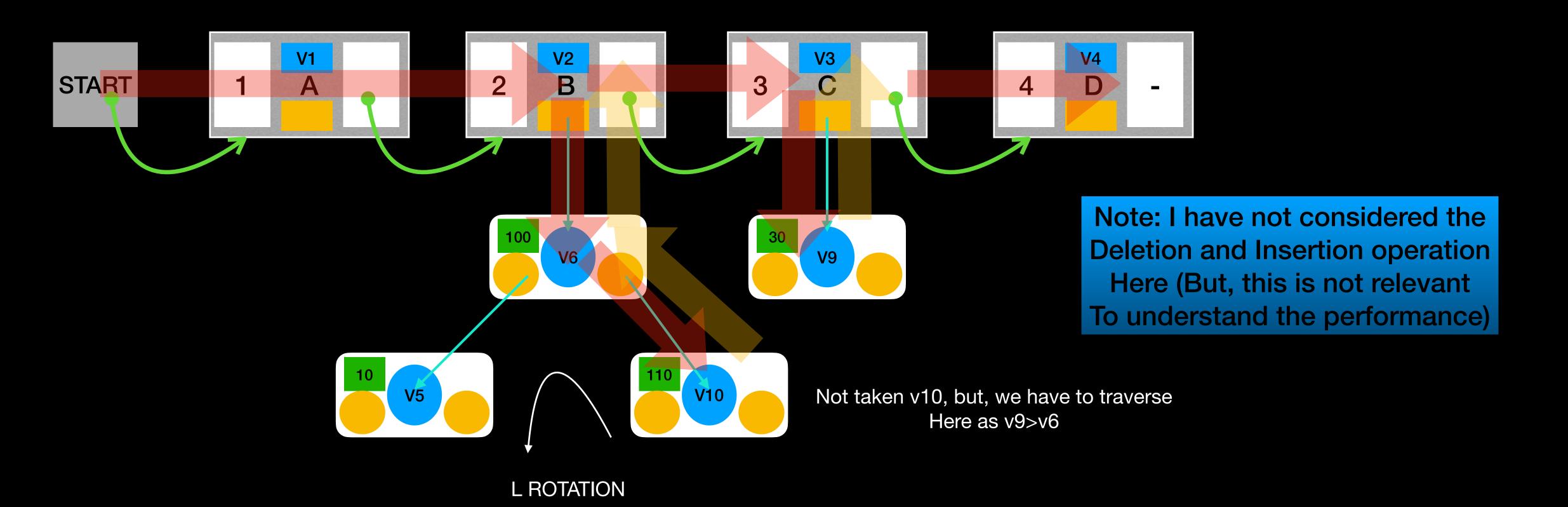






Normal Implementation (using balanced BST) (Reading v9)

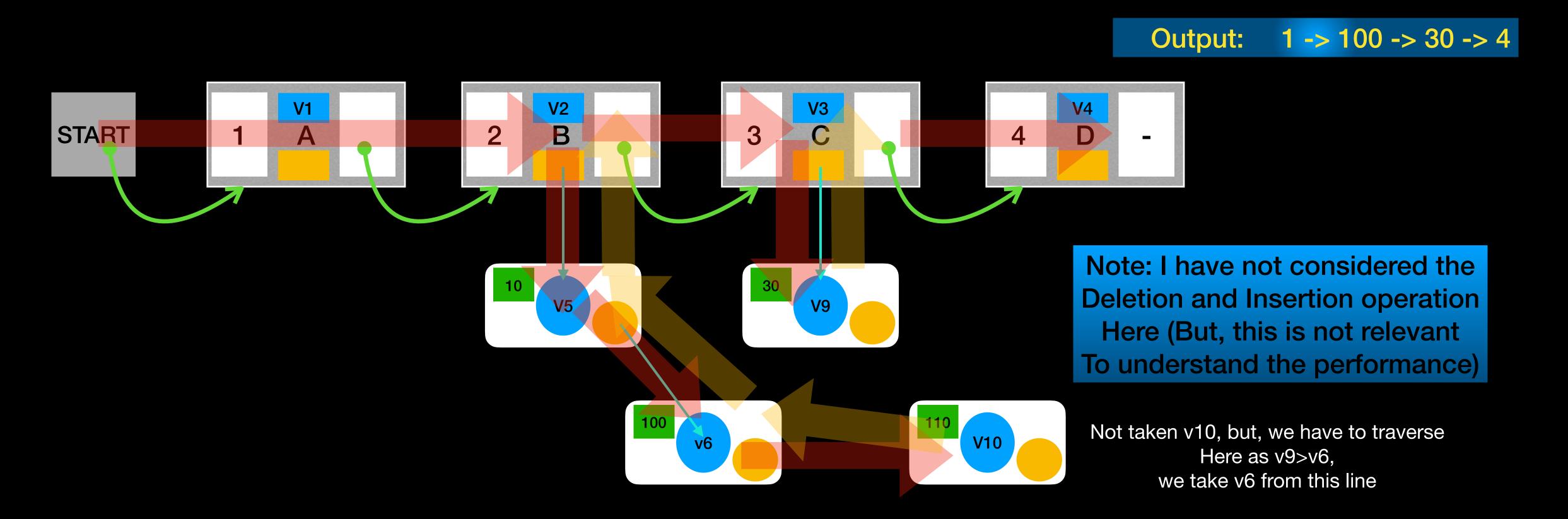
Output: 1 -> 100 -> 30 -> 4



So, the time complexity of reading list v9 ... n * O(log m) n is length of LL and m is is #mods per node

Also the creation of the AVL of version to node Takes O(log m) each time

Normal Implementation (Using List) (Reading v9)



So, the time complexity of reading list v9 ... n * O(m) n is length of LL and m is is #mods per node

The creation of the List of version to node Takes O(1) each time

Pointer Machine (Reading v9)

We are taking O(2k.n)->O(n) time for iterating over the Linked List Here k is the in-degree (Here 1) of the DS

We are taking O(2) <u>amortised time</u> for modifying/adding each node to the Linked List Here k is the in-degree (Here 1) of the DS

