# Shareable Data Structures

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## 1 Introduction

The study of Data Structures is an essential early stage in any Computing programme, and needs to be revisited later on when the student has mastered threading. Early exercises on threading illustrate the need for locking using example programs containing unsafe data structures such as arrays. Students quickly learn that the standard string data type in modern languages such as Java and C# is immutable, but are often not told why: even if they are taught that this is to enable sharing of strings, they may fail to appreciate that other data structures can also benefit from being made safe, immutable and shareable. Telling them that in these languages “strings are values” only serves to obscure the real issue.

With a shared unsafe data structure, locking is needed to avoid concurrent access, and if there are many such structures, deadlock can be a problem. Using safe structures will not avoid locking altogether, but can greatly reduce it, as we will show in this booklet. In this booklet we will study the advantages and disadvantages of using dense arrays compared with more complex shareable indexed structures. Unless otherwise signalled, everything in this booklet applies equally to Java and C#, and nearly always also to other imperative programming languages. For the code examples though we need to choose a language, and C# is used here. In most cases the only change needed to convert the code from C# to Java is to replace the keyword **readonly** by **final**. Where the Java version contains interesting differences this is explained in the text.

### Value Semantics

Strings as values were mentioned above. In fact, the notion of value semantics is key to our approach in this booklet. Whatever type S you are working with, S should have value semantics. This means that if I place a value x of type S into a variable v, any subsequent changes to x will not be visible from v. Thus, every assignment of a value of any shareable type S assigns a snapshot of that value, as at the time of the assignment. This is just what happens when we assign an integer or a string.

But importantly, as we are told when we begin programming, this is not the case with structured data. When we use such everyday structures as lists, arrays, stacks, trees, or enumerators/iterators, we have to be careful to copy the data elementwise (“cloning”) when a snapshot is what we want. Sharing these data structures is a nuisance in a multi-threaded program (such as one with graphic user interface) they need to be locked by any method that modifies them. We even have to be careful when a parameter is passed into a method “by value”. If the parameter is an array in C# or Java, there is nothing to stop the method from modifying it, so it is “the programmer’s responsibility” to ensure that nothing unexpected happens as a result. These habits make the task of programming unnecessarily complex.

In this little book I want to present a useful set of data structures that all have value semantics but still cover the same needs as the standard collection types listed above. To emphasise that these are all shareable in the above sense the type names will begin with S. We will also use generics a lot for strong typing: so we will have classes such as SList<T>, SMap<K,V> etc. As we will see they all have the property that their fields are all *readonly* or *final*.

But, as with strings, that does not make them less useful. If you manipulate a string in C# or Java, you get a new string. In just the same way, the method to change the nth entry in an SList will return a new SList. This ensures that the previous value remains accessible as long as anyone has a copy of it. And as we shall see, because any substructure will also be shareable, much of the substructure will be the same as in the previous value, so that this strategy ends up reducing memory allocation operations.

Programmers brought up with Pascal or Lisp will be very comfortable with these classes and their implementation.

There is a place for unsafe data structures such as arrays. They can be used as local variables and where needed for using standard library methods. For example, array sorting algorithms can be safely done using unsafe arrays provided the arrays are copied beforehand. There is also nothing wrong with using an unsafe data structure as a parameter for a constructor of a shareable type.

We will still need locking somewhere, as our application will surely have some variable data. *Any method that modifies the fields of an object containing such data should still lock the object*, as otherwise some important changes will get lost sooner or later. Obviously this does not apply if all of the fields are readonly as they can only be modified in the constructor, and nobody else has access to the object at this time. (C# and Java both prevent some uses of **this** inside a constructor.)

### First Steps: a safe Linked List

We begin with an introduction to the terms used in the above discussion, by means of the simplest structures encountered by students: List and Linked List. As normally defined, both are unsafe, even though documentation tells us that their methods are thread-safe.

Instances or values are stored in one or more memory locations, e.g.

Fred

Where a value occupies more than one location (as here) it is helpful to show the origin or starting position. A variable is something that refers to a value: a variable also needs a memory location to hold it: what it holds is either null or a reference to the current value.

s

Fred

String s = "Fred";

If I now have another variable, String t and assign t= s, both of these will refer to the same place in memory. There are no methods that allow the value Fred to change. But either t or s can be made to refer to a different string, or be null (not point to anything). We will illustrate a reference with an arrow, and a null pointer with a diagonal.

Java and C# go to quite a lot of trouble to pretend that the same sort of picture is accurate for simple values such as int. But it is not really the case. If I have int x=17; and set int y=x; there are two different memory locations, both with the value 17. But as with strings there are no methods that can change the value 17. If I now say x = x+1, it will place the value 18 into x. This has exactly the same effect as if x now pointed to a location containing 18. Even though Java also has a reference class Integer that really does point to an integer value, the behaviour will appear to be the same.

**Example 1:** Java always (and C# by default) passes method arguments by value. We can add a new entry to a List **a** either by passing it as a value parameter **x** to a function that calls **x**.Add(**n**), or by simply calling **a**.Add(**n**) . In both cases **a** will have been modified. *If someone else has a copy of the list* ***a****, it will be modified as well.* If we want to avoid this behaviour, we need to make an elementwise copy of the List (this used to be called a clone).

We will return to the List structure later. We turn first to consider the linked list.

**Example 2:** Consider a simple Linked List data structure:

class ListOfInt {int element; ListOfInt next;}

If I have an instance **a** of this class (so **a** is not null), it is the head of a list of integers, and contains at least one. But if I let anyone have a copy of this list, there is nothing to stop them changing the value of the first element, or any of the links.

**Example 3:** Consider a *shareable* Link data structure:

public class SListOfInt {

public readonly int element;

public readonly SListOfInt next;

public SListOfInt(int e, SListOfInt n) { element = e; next = n; }

// more methods may get added here

}

Readonly is an access modifier that ensures that a value can be assigned in the constructor, but then cannot be changed. It is well implemented in C# and Java.

Now I can share an instance of this class in the sure knowledge that no-one can change it. Moreover, no method of this class can change the list represented by an instance. However, if I have a variable of this class, such as SListOfInt **a** , I can always change **a** to refer to a different instance. I can even make a refer to a longer list by a statement such as **a** = new SListOfInt(22,**a**); . But importantly, anyone with a copy of my old list will see no changes.

Now in either of these linked list structures we need to allocate a piece of memory for each element of the list. This does require some extra resources provided by our programming library and/or operating system: a memory allocator and a garbage collector. If we have a very large linked list we might be tempted to “save resources” by using an array of int instead. But notice that when we added a new entry at the head of a long list, we did not need to copy the whole thing. We would probably have had to do so if it was an array (especially if someone else wanted to keep the original version).

A major advantage with the shareable list is that we never need to check for a cycle. The constructor always creates a new head and no next-pointer can be altered to point to it.

**Example 4:** A function to test if a given int is in the list:

public bool Contains(int x)

{

return x == element || (next?.Contains(x) ?? false);

}

This definition is recursive, and in some systems its execution will cause the stack to grow temporarily in the worst case by N stack frames, where N is the length of the list. But it is a very special sort of recursion, called tail recursion, and many programming language implementations will automatically replace it by an equaivalent loop. If ours does not, we could program the loop ourselves:

**(Example 4a)**

public bool Contains(int x)

{

for (var a = this; a != null; a = a.next)

if (x == element)

return true;

return false;

}

We will leave this alterative mechanism to further examples of tail recursion as an exercise for the reader.

**Example 5:** Let us add a method to the SListOfInt class, to remove the **n**th element (n>=0).

public SListOfInt RemoveAt(int n) {

if (n==0)

return next;

return new SListOfInt(element,next.RemoveAt(n-1));

}

Now, anyone who has a copy of the list will see no change, but I have a new list. Importantly, we did not make a copy of the whole thing first, and if the list is long we can see that most of the links are common to both lists. Again we could replace the tail recursion with a loop if we wanted.

Programmers familiar with the usual implementations of List<T> need to remember that is x is an SList<T>, then

x.RemoveAt(1);

will do nothing (except possibly throw an exception if x has only one element). It is important to remember to write

x = x.RemoveAt(1);

if you now expect x to be the shortened list. Reminder: if this x is a field in another data structure **a**, you must lock the data structure before doing this, e.g.

lock(a) { a.x = a.x.RemoveAt(1); }

**Example 6:** Another method could insert a new element at position n in the list (n>=0):

public SListOfInt InsertAt(int x, int n) {

if (n==0)

return new SListOfInt(x,this);

return new SListOfInt(element,next.InsertAt(x,n-1));

}

In both of these examples, there is a point (**n**) in the list where we have made changes: we had to allocate **n** or **n**+1 new pieces of memory, for the path from the head of the list to where we resume the old list. The statements that we use when n==0 (at this stage the recursion has reached the head of the list) simply reuse the pieces of memory that made up the previous value.

Note that this method does not allow us to create the first entry in a list. For that we need the constructor. Since an empty list would be null, for a method that works even for an empty list you will want either (a) a static method (and as we will see that will cause problems in Java for generic classes) or (b) use a two stage mechanism where SlistOfInt is an object containg a readonly pointer to the start of the list. We will come back to these options later.

**Example 7:** We need at least one method that accesses the list. In C# we can implement a subscript method:

public int this[int n]

{

get { return (n == 0) ? element : next[n - 1]; }

}

And something similar in Java (would need to be called something like getAt(int i) . Note some C# 2017 shortcut tricks here:

**Example 8:** Here is another tail-recursive property to get the length of the list:

public int Length

{

get { return 1 + (next?.Length ?? 0); }

}

The Length property uses a shortcut mechanism for C#. The ?. means if the left-hand side is not null, evaluate the right hand side, otherwise return null. The ?? means if the left hand side is null, use the right hand side. So the method is equivalent to

public int Length

{

get { return (next!=null)? next.Length +1 : 1; }

}

In Java this is a method getLength() as Java does not have properties.

Some people like facilities such as Length and subscripts: they can make a complicated data structure look encouragingly like an array, which may be more familiar. But it might lead a tired programmer to write a very innefficient version of the Contains function:

public bool Contains(int x)

{

for (var i = 0; i < Length; i++)

if (this[i]== x)

return true;

return false;

}

In fact, we are so used to loops of this sort that we should pause and make some criticisms of the foreach (Iterator) concept found in many programming languages. Typically the iterator programming paradigm implements foreach loops by having a method on the data structure (called GetEnumerator() or begin()) return an iterator; and once we have an iterator there should be methods such as hasNext() or end() to say if we have reched the end of the list, ++ or next() or MoveNext() to advance the iterator, and \* or .Current to give the object at the current position. The details vary from one language to another (the above examples are variously from C++, C# and Java), but in no published case is there any way of implementing a shareable iterator of any sort, as all of them assume the same iterator object is kept during the iteration.

On the other hand, the pattern we have for traversing our list with a loop (Example 4a) looks great. Instead of an Iterator, we will use Bookmarks. We will have a function First() giving a Bookmark for the first element (if any) of a structure, and if we have a Bookmark we can have a function Next() that gives the a Bookmark for the next item in the structure (if any). Either of these can be null indicating that the list is empty or has no more entries.

We could formalise this by the following interfaces:

public interface Shareable

{

Bookmark First();

}

public interface Bookmark

{

Bookmark Next();

Shareable Value();

int Position();

}

Then the pattern for traversing a list (whenever we need to) becomes

for (var b = list?.First(); b != null; b = b.Next())

DoSomethingWith(b.Value());

We will do something very like this using generic definitions starting with the next section.

Summary: The SListOfInt class.

public class SListOfInt

{

public readonly int element;

public readonly SListOfInt next;

public SListOfInt(int e, SListOfInt n) { element = e; next = n; }

public bool Contains(int x)

{

return x == element || (next?.Contains(x) ?? false);

}

public int this[int n]

{

get { return (n == 0) ? element : next[n - 1]; }

}

public int Length

{

get { return 1 + (next?.Length ?? 0); }

}

public SListOfInt InsertAt(int x, int n)

{

if (n == 0)

return new SListOfInt(x, this);

return new SListOfInt(element, next.InsertAt(x, n - 1));

}

public SListOfInt RemoveAt(int n)

{

if (n == 0)

return next;

return new SListOfInt(element, next.RemoveAt(n - 1));

}

}

### Classes or Structs?

Despite everything found in books if a struct has mutable fields then it will never have value semantics. In this booklet the distinction between classes and structs is not important. But for best results use classes for shareable types: assignment of a value (creation of a snapshot) is a single machine instruction.

A small advantage of using structs for your own shareable types in C# is that you can declare them as readonly struct, and this restriction will also apply to any structure inheriting from your shareable type. But there is currently no way to impose this as a constraint on a generic type parameter, so for the reason given above, you may prefer to stick to shareable class types as suggested here.

### Using the code in this booklet

I don’t like having to include a huge library in my executable software when I only want one or two classes. All of the class definitions in the remaining sections of this booklet will be made available on shareabledata.org in separate class files. The C# files will conform to Windows line termination, and the Java files will conform to Linux line termination (this policy will be kept under review).

All of the code uses the latest versions of C# and Java at the time of writing.

Importantly, the classes are made freely available for you to use. I would love to receive suggestions for improving them: email me at [Malcolm.crowe@uws.ac.uk](mailto:Malcolm.crowe@uws.ac.uk) .

## 2 List and Array

In this chapter we give a generally-useful shareable SList<T> class. Instances of this class will be shareable lists whose elements have type T: T should be a shareable type. Unfortunately, there isn’t currently a way of enforcing this.

namespace Shareable

{

public class SList<T> // where T: readonly

{

public readonly T element;

public readonly SList<T> next;

public SList(T e,SList<T> n) { element = e; next = n; }

public static SList<T> New(params T[] els)

{

SList<T> r = null;

for (var i = els.Length - 1; i >= 0; i--)

r = new SList<T>(els[i], r);

return r;

}

public int Length

{

get { return next?.Length ?? 0 + 1; }

}

/// <summary>

/// Note that the first entry in the list must be made by the constructor.

/// </summary>

/// <param name="x">The new node</param>

/// <param name="n">The position in the list (n>=0, Length>n)</param>

/// <returns>the new list</returns>

public SList<T> InsertAt(T x, int n)

{

if (n == 0)

return new SList<T>(x, this);

// if (n<0 || next==null) throw Exception("");

return new SList<T>(element, next.InsertAt(x, n - 1));

}

public SList<T> RemoveAt(int n)

{

if (n == 0)

return next;

// if (n<0 || next==null) throw Exception("");

return new SList<T>(element, next.RemoveAt(n - 1));

}

public SList<T> UpdateAt(T x,int n)

{

if (n == 0)

return new SList<T>(x, next);

// if (n<0 || next==null) throw Exception("");

return new SList<T>(element, next.UpdateAt(x, n - 1));

}

public T[] ToArray()

{

var r = new T[Length];

var i = 0;

for (var x = this; x != null; x = x.next)

r[i++] = x.element;

return r;

}

}

}

This is not much to add about the three methods InsertAt, RemoveAt and UpdateAt, which are very similar to the two methods of the last chapter.

The New method is not available in Java. It provides a way of creating an SList<T> from a (possibly empty) array T[] .The params keyword means that a client program can write SList<T>.New(a,b,c) if a, b, and c are of type T, as well as SList<T>.New(t) where t is an array of type T. Without the keyword params you would need to write SList<T>.New(new T[]{a,b,c}) . The New method is declared static because we don’t need to have an Slist<T> already, and it can’t be a ordinary constructor unless we are sure the parameter T[] is non-empty.

In Java we provide instead a constructor that works provided the given array is non-empty and throws an exception otherwise.

Finally, the ToArray() method is similar to the corresponding method in the usual List<T> class in returning an ordinary array of T. When compiling the Java version we need to suppress warnings as Java does not like generic array creation and we need an unchecked type conversion instead.

### Array

For completeness we include a shareable array class SArray<T>, but it is not very useful in practice.

public class SArray<T> : Shareable<T>

{

public readonly T[] elements;

public SArray(T[] els)

{

elements = new T[els.Length];

for (var i = 0; i <els.Length; i++)

elements[i] = els[i];

}

public int Length

{

get { return elements.Length; }

}

public SArray<T> InsertAt(int n,params T[] els)

{

var x = new T[elements.Length + els.Length];

for (int i = 0; i < n; i++)

x[i] = elements[i];

for (int i = 0; i < els.Length; i++)

x[i + n] = els[i];

for (int i = n; i < elements.Length; i++)

x[i + els.Length] = elements[i];

return new SArray<T>(x);

}

public SArray<T> RemoveAt(int n)

{

var x = new T[elements.Length - 1];

for (int i = 0; i < n; i++)

x[i] = elements[i];

for (int i = n; i < elements.Length; i++)

x[i - 1] = elements[i];

return new SArray<T>(x);

}

public SArray<T> UpdateAt(T x, int n)

{

var a = new T[elements.Length];

for (int i = 0; i < n; i++)

a[i] = elements[i];

a[n] = x;

for (int i = n+1; i < elements.Length; i++)

a[i] = elements[i];

return new SArray<T>(a);

}

public T[] ToArray()

{

// DO NOT simply "return elements"! Copy the array first

var r = new T[elements.Length];

for (var b=First(); b!=null; b=b.Next())

r[b.\_pos] = b.value();

return r;

}

public Bookmark<T> First()

{

return SArrayBookmark<T>.New(this);

}

}

public class SArrayBookmark<T> : Bookmark<T>

{

public readonly SArray<T> \_a;

public int \_pos;

SArrayBookmark(SArray<T> a,int p)

{

\_a = a; \_pos = p;

}

public static SArrayBookmark<T> New(SArray<T> a)

{

return (a == null || a.elements.Length==0)? null

: new SArrayBookmark<T>(a,0);

}

public Bookmark<T> Next()

{

return (\_pos+1 >= \_a.elements.Length) ? null

: new SArrayBookmark<T>(\_a, \_pos+1);

}

public T Value()

{

return \_a.elements[\_pos];

}

}

There is a lot of copying going on here, and wasteful reallocation of memory. If the length of the array is likely to be large and/or there are a lot of changes, it will be generally faster and less memory-intensive to use SList<T> instead.

However, we can see that this time there was a need to create a separate shareable Bookmark class for the SArray<T> . Notice that the bookmark retains a memory of the snapshot it is working on, and the current position in the array. This enables the bookmark to conbtinue to traverse the snapshot it has been given even if the oiriginal source of the array has modified it. Moreover, anyone we give this Bookmark to will be able to continue using the related snapshot.

An objection might be that any shareable copy of the SArray<T> is immutable, and we don’t need a separate Bookmark class to traverse it. This is perfectly true: but we provide a Bookmark class (conforming to our standard pattern) for the same reason that ordinary arrays in Java have iterators. It means that we can get used to traversing any Shareable structure the same way. As an illustration, we have used our traversal pattern in the ToArray() implementation.

## 3 Binary Search Trees

Recall that a search tree can be used to sort an array of items. The code for an unbalanced search tree is very simple, but it will perform very badly for sorting if the data is already in order:

/// <summary>

/// Implementation of an UNBALANCED binary search tree

/// </summary>

/// <typeparam name="T"></typeparam>

public class SSearchTree<T> where T : System.IComparable

{

public readonly T node;

public readonly SSearchTree<T> left, right;

public SSearchTree(T n,SSearchTree<T> lf,SSearchTree<T> rg)

{

node = n;

left = lf;

right = rg;

}

public static SSearchTree<T> New(T[] a)

{

if (a.Length == 0)

return null;

var r = new SSearchTree<T>(a[0], null, null);

for (var i = 1; i < a.Length; i++)

r = r.Add(a[i]);

return r;

}

/// <summary>

/// Note that the first entry in the tree will be made by the constructor.

/// </summary>

/// <param name="n"></param>

/// <returns></returns>

public SSearchTree<T> Add(T n)

{

var c = n.CompareTo(node);

if (c <= 0)

return new SSearchTree<T>(node,

left?.Add(n) ?? new SSearchTree<T>(n, null, null),right);

else

return new SSearchTree<T>(node, left,

right?.Add(n) ?? new SSearchTree<T>(n, null, null));

}

public bool Contains(T n)

{

var c = n.CompareTo(node);

return (c == 0) ? true : (c < 0) ? (left?.Contains(n) ?? false) :

(right?.Contains(n) ?? false);

}

public int count

{

get { return 1 + (left?.count ?? 0) + (right?.count ?? 0); }

}

void Traverse(T[] a,ref int i)

{

left?.Traverse(a, ref i);

a[i++] = node;

right?.Traverse(a, ref i);

}

public T[] ToArray()

{

var r = new T[count];

int i = 0;

Traverse(r, ref i);

return r;

}

}

In the next chapter we will present a B\*-tree implementation for SMap<K,V>, and we will find that SMap<T,bool> gives a more efficient sorting algorithm.

For now we observe that in the worst case Add-ing a node to a tree of size N might create N new nodes. This means that the worst case for building a tree of size N will involve N(N-1)+1 steps. This is not good.

On the other hand the code is very safe, as cycles cannot occur.