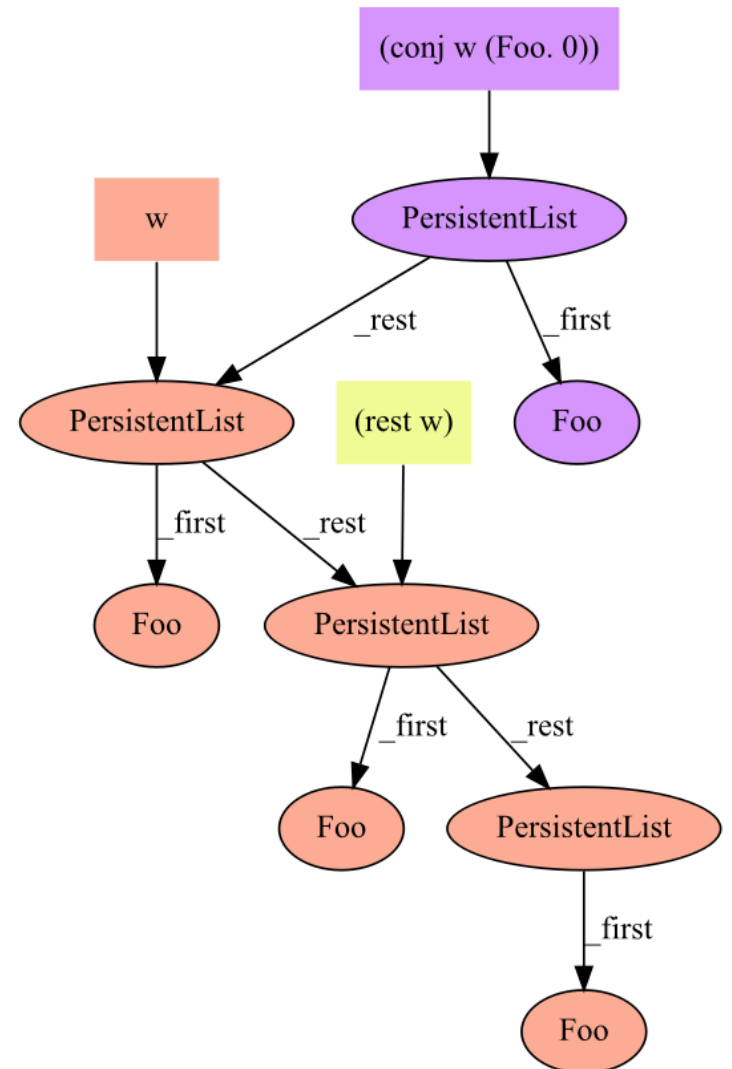


# Immutable Collections from Clojure and Scala

Steven Reynolds  
steven@geotoolkit.net



Clojure Houston User Group



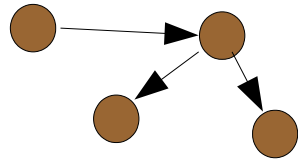
Slides & graphs will be available at  
[www.slreynolds.net](http://www.slreynolds.net)

Code is on github:  
<http://stevenreyn.github.io/RegionViewer/>

# Immutable Collections

## Why bother?

- Simpler to maintain consistent state



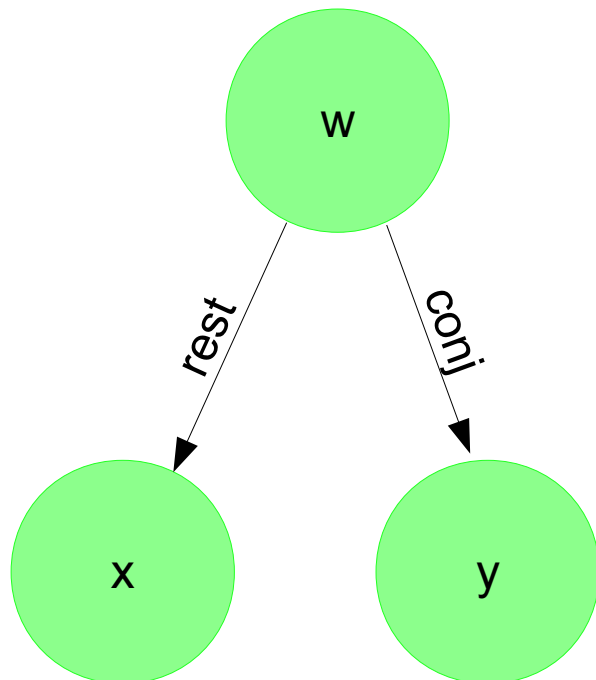
- Automatically thread safe
- Good for big data (D. Wampller)

# Immutable Data Structures don't change

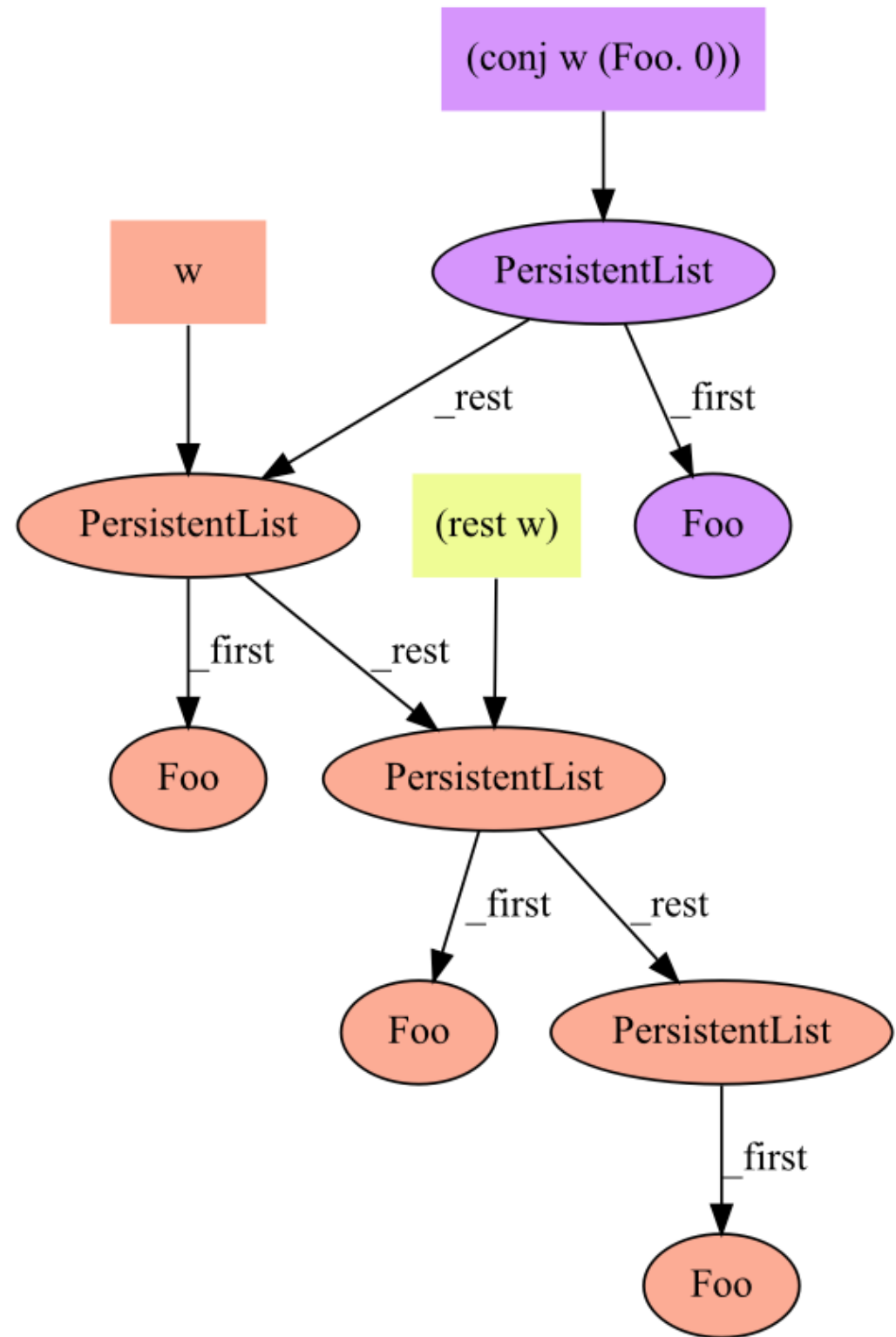
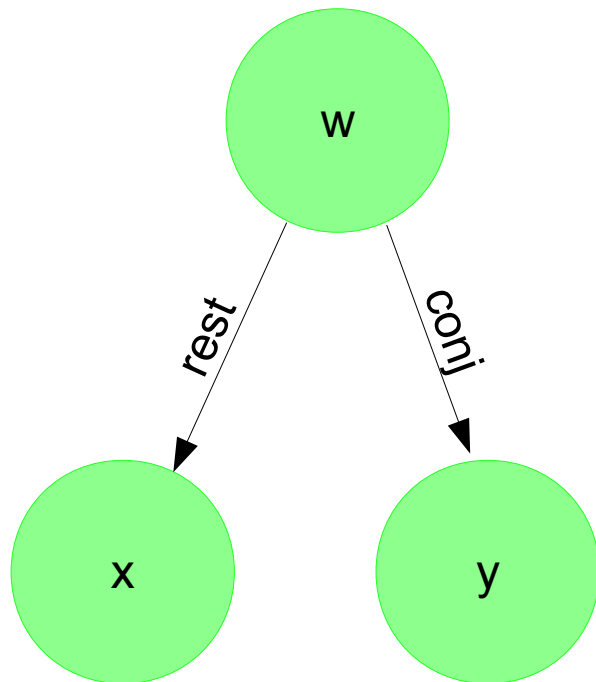
```
(let [w (list ...)  
      x (rest w)  
      y (conj w (Foo. 0))]  
  ...
```



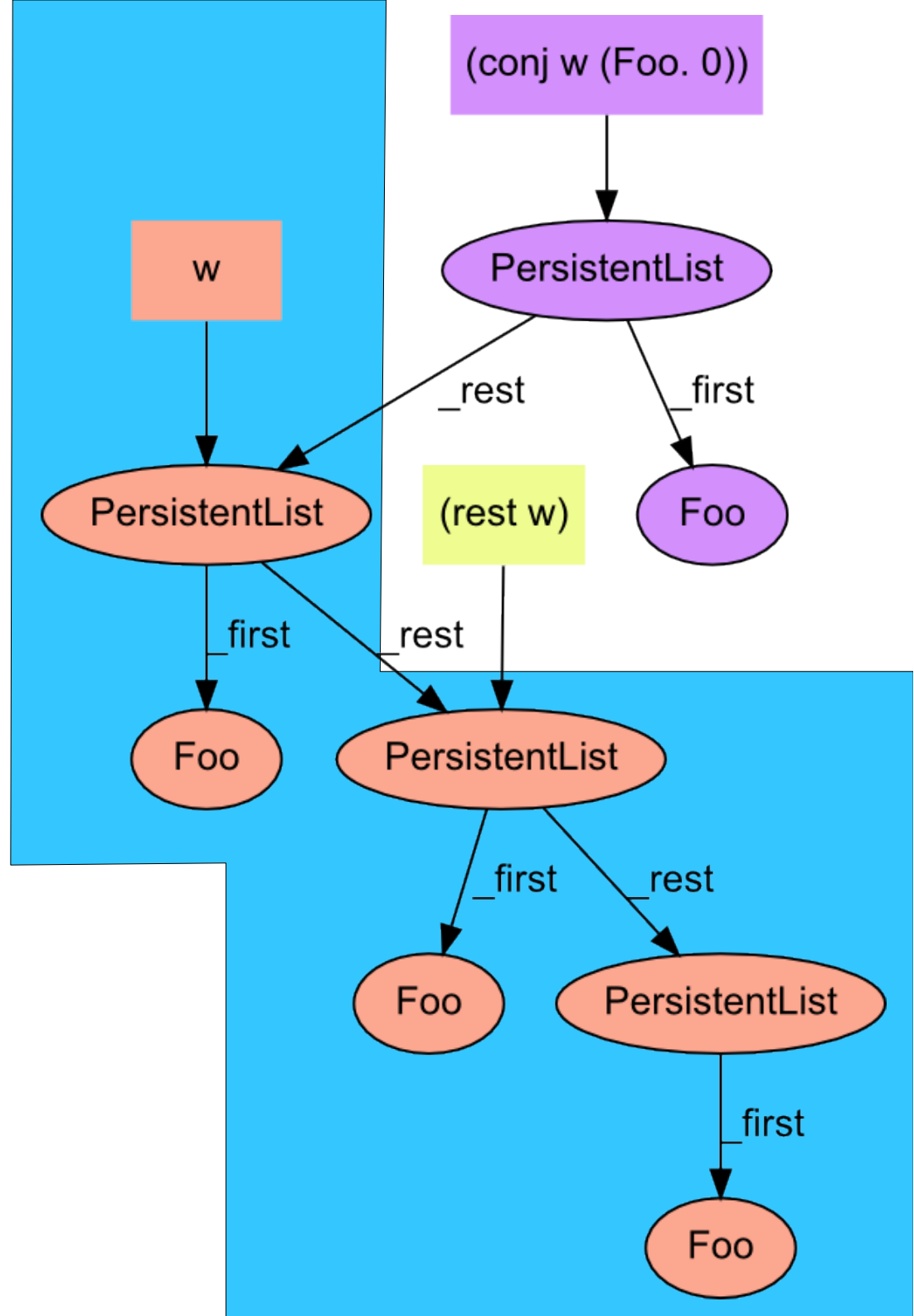
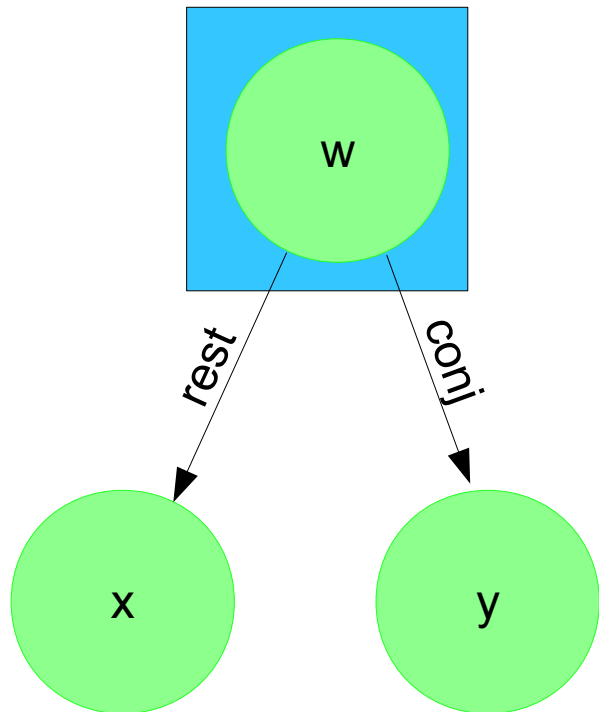
When you operate on one,  
You get back a new one



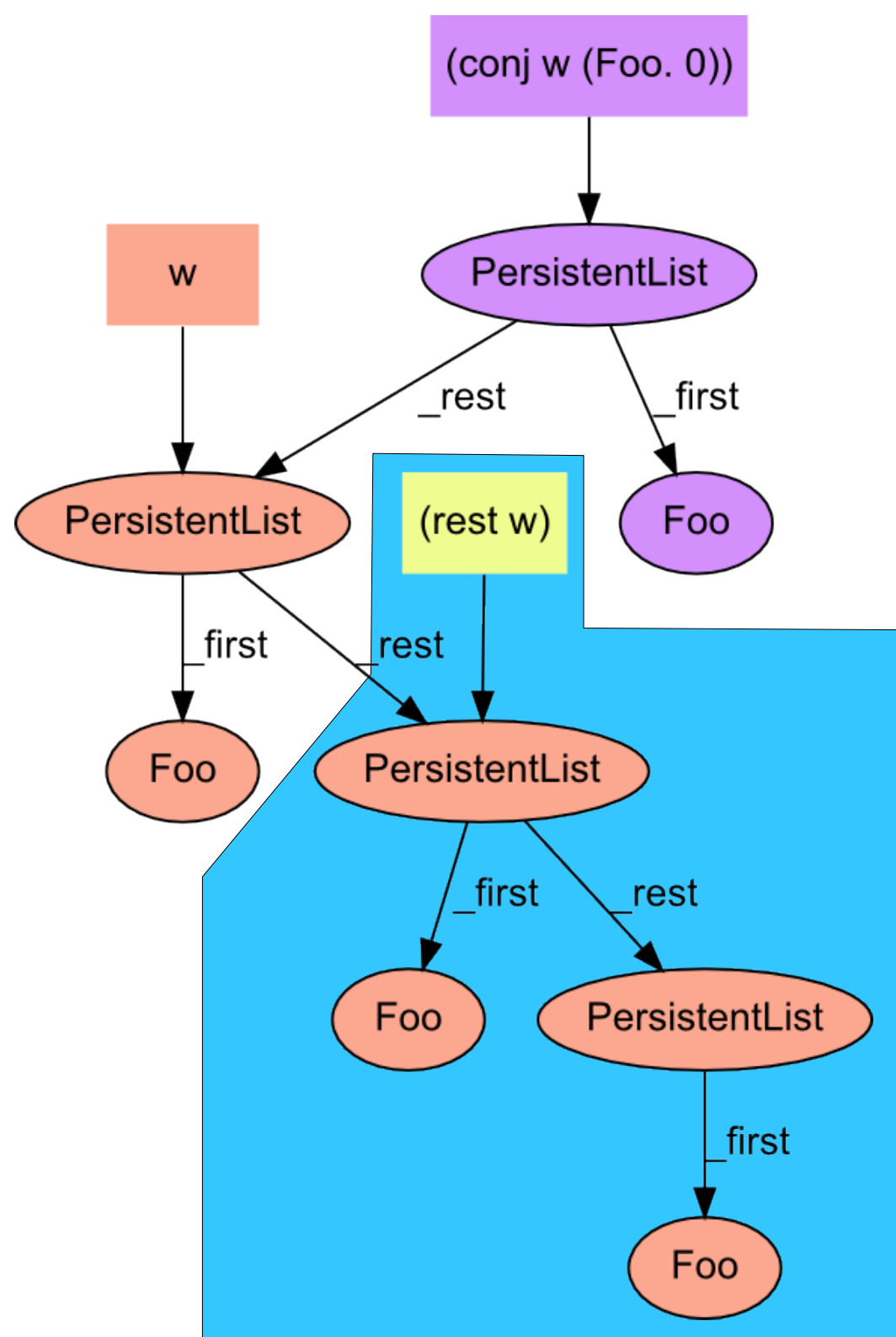
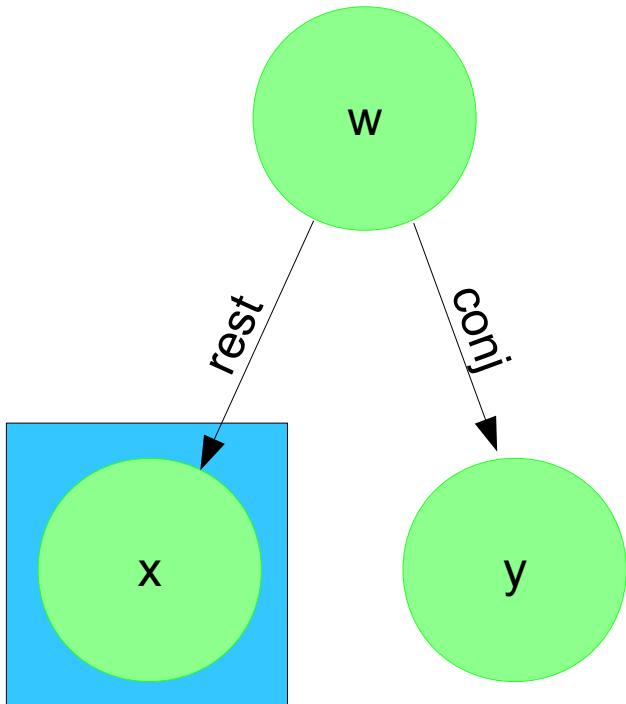
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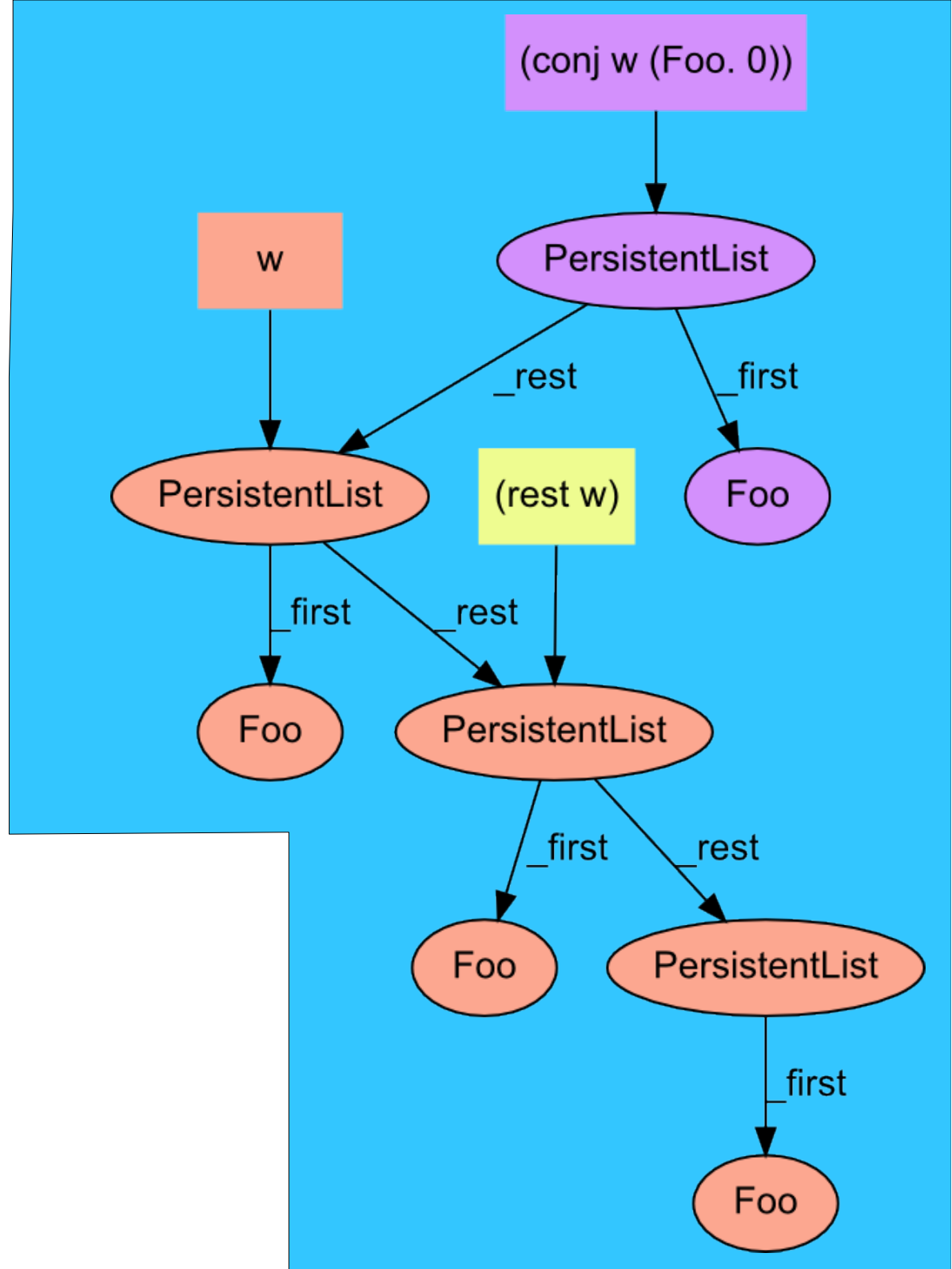
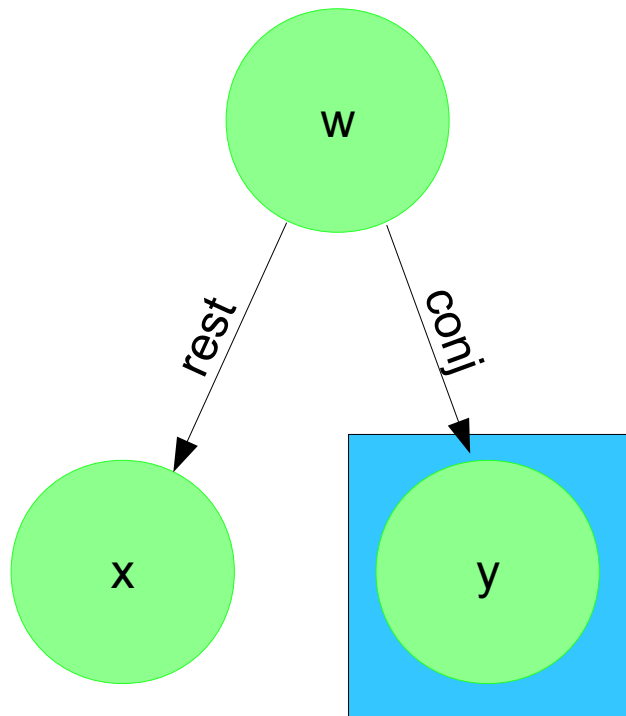


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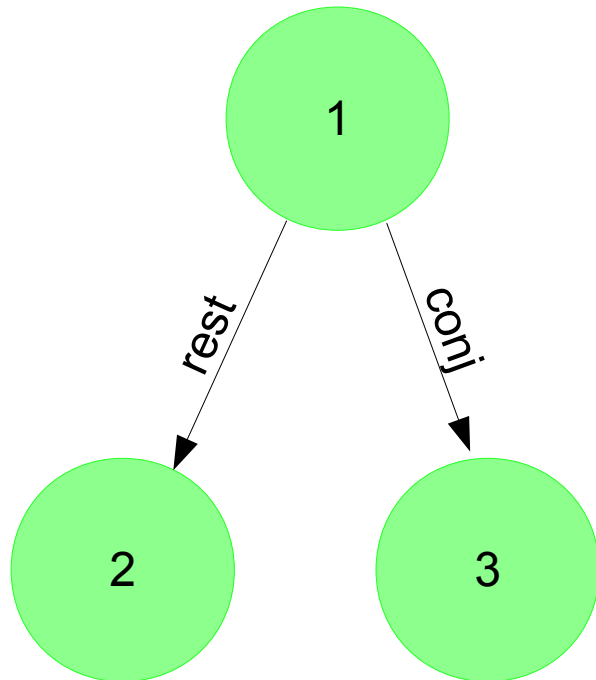


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```

...



```
(let [w (list ...)  
      x (rest w)  
      y (conj w (Foo. 0))]  
  ...
```



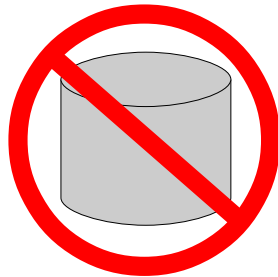
Multiple versions of  
the same data structure

# Equivalent Adjectives

Immutable DS – They don't change

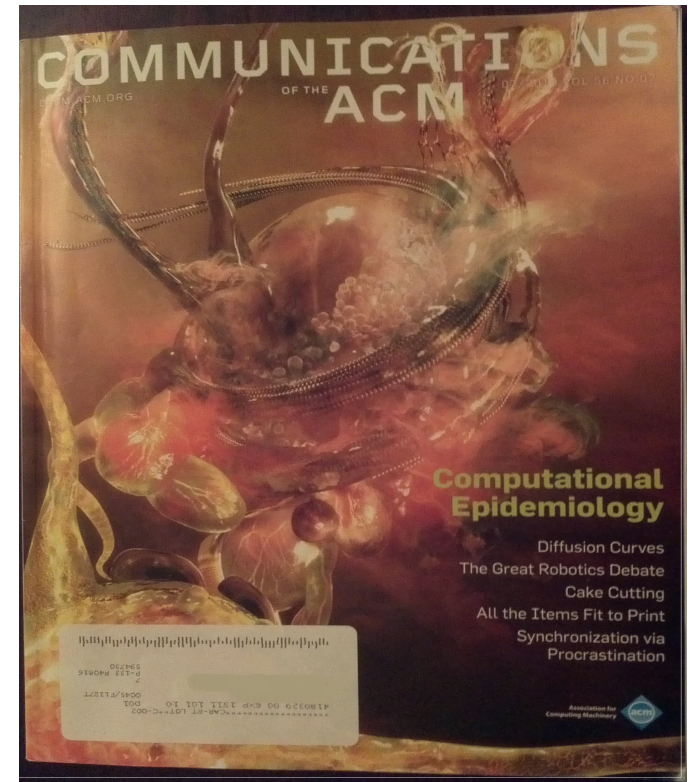
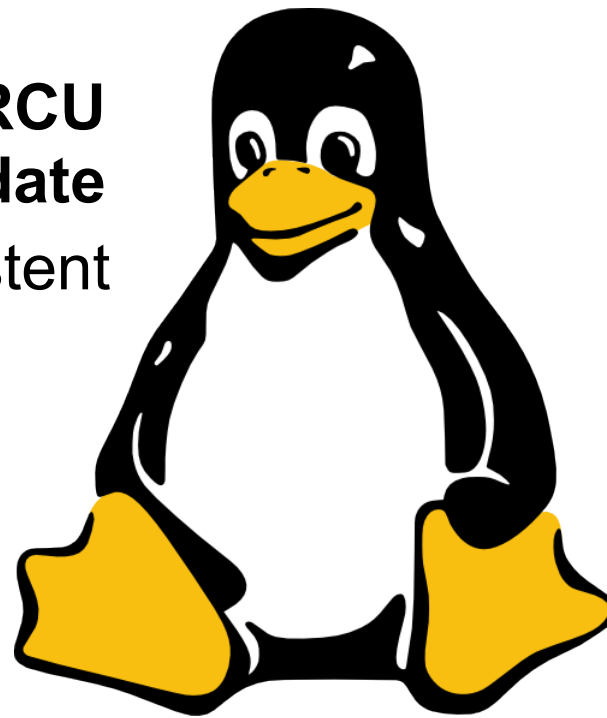
Functional DS – Code does not mutate data or re-assign variables

Persistent DS – You can access and use old versions



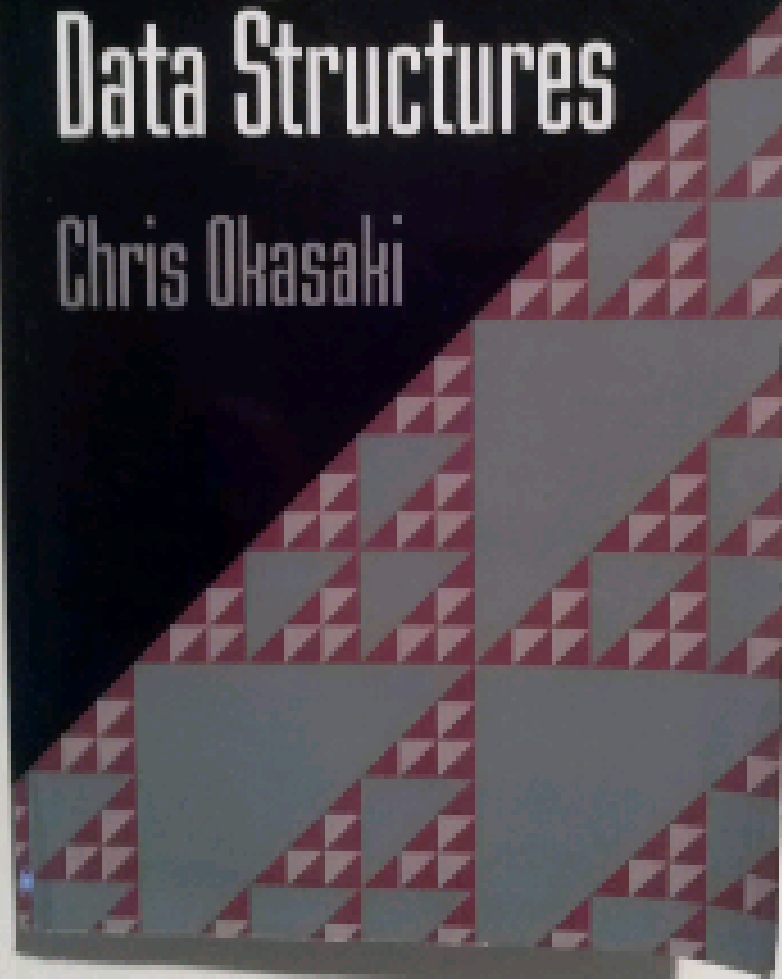
Persistent Data Structures are very common

**RCU**  
**Read Copy Update**  
Partially Persistent



# Purely Functional Data Structures

Chris Okasaki



... functional programming's stricture against destructive updates (i.e. assignments) is a staggering handicap, tantamount to confiscating a master chef's knives.

- Chris Okasaki



# Warning



Graphs show internal details that may change  
Based on clojure 1.5.1 and scala 2.10.2

# Outline of Talk

Introduction

Familiar Java objects

List

Map

Vector

Clojure and Scala

Clojure Transients

Scala par

Measured Performance

show graphs here

# Hash Array Mapped Trie (HAMT)

Phil Bagwell

It's a tree  
Hash(Key) encoded in path from root }  a trie

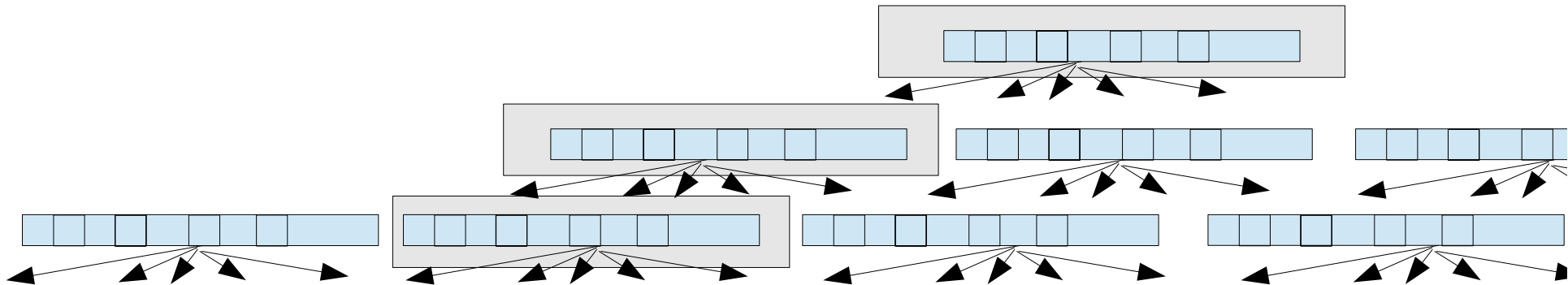
5 bits of the hash at a time  
32 way branching - broad and shallow

Uses integer bitmap to indicate occupied hash slots =>  
elements array is densely packed

# Update

We keep the previous tree  
Add new nodes where needed

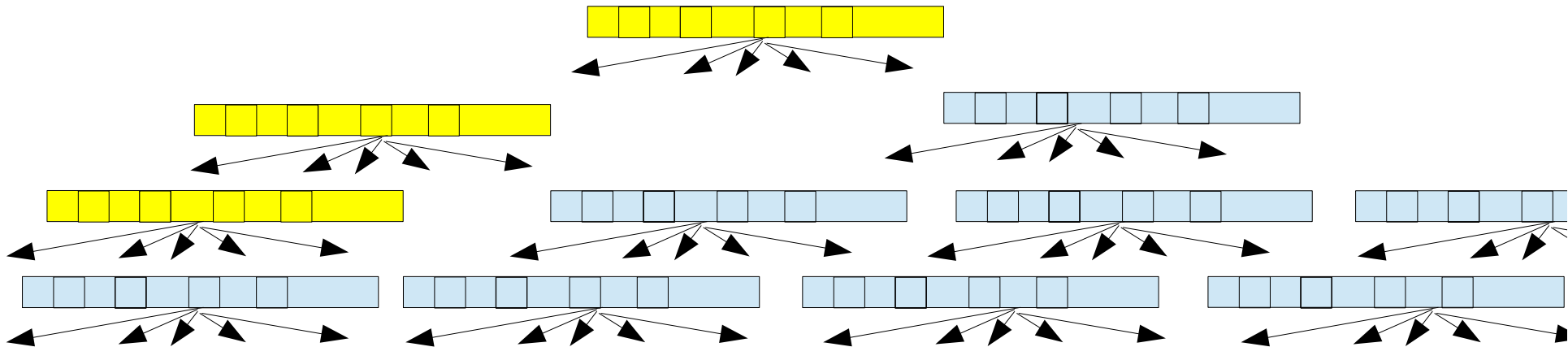
Path Copying



# Update

We keep the previous tree  
Add new nodes where needed

Path Copying



Cost is  $O(\log_{32} n)$

Effectively constant

show graphs here

# Transients

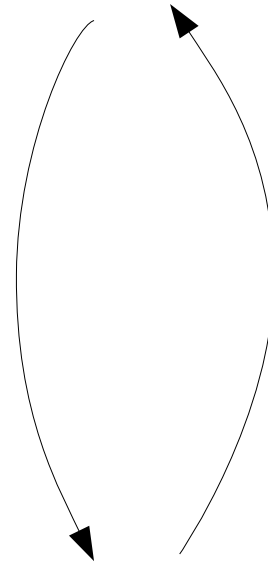
Clojure

Persistent

transient

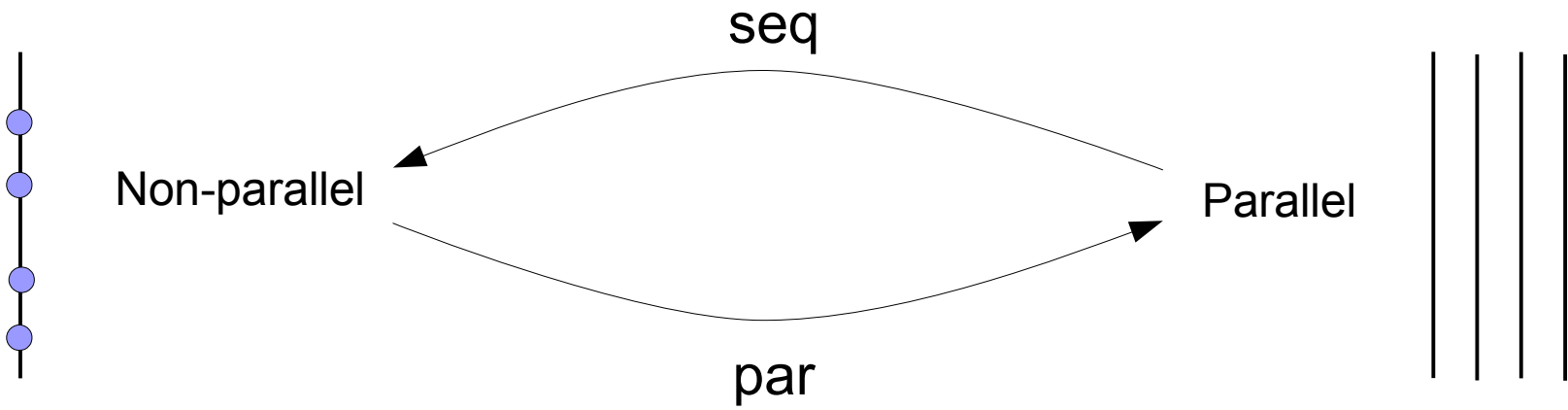
persistent!

Transient



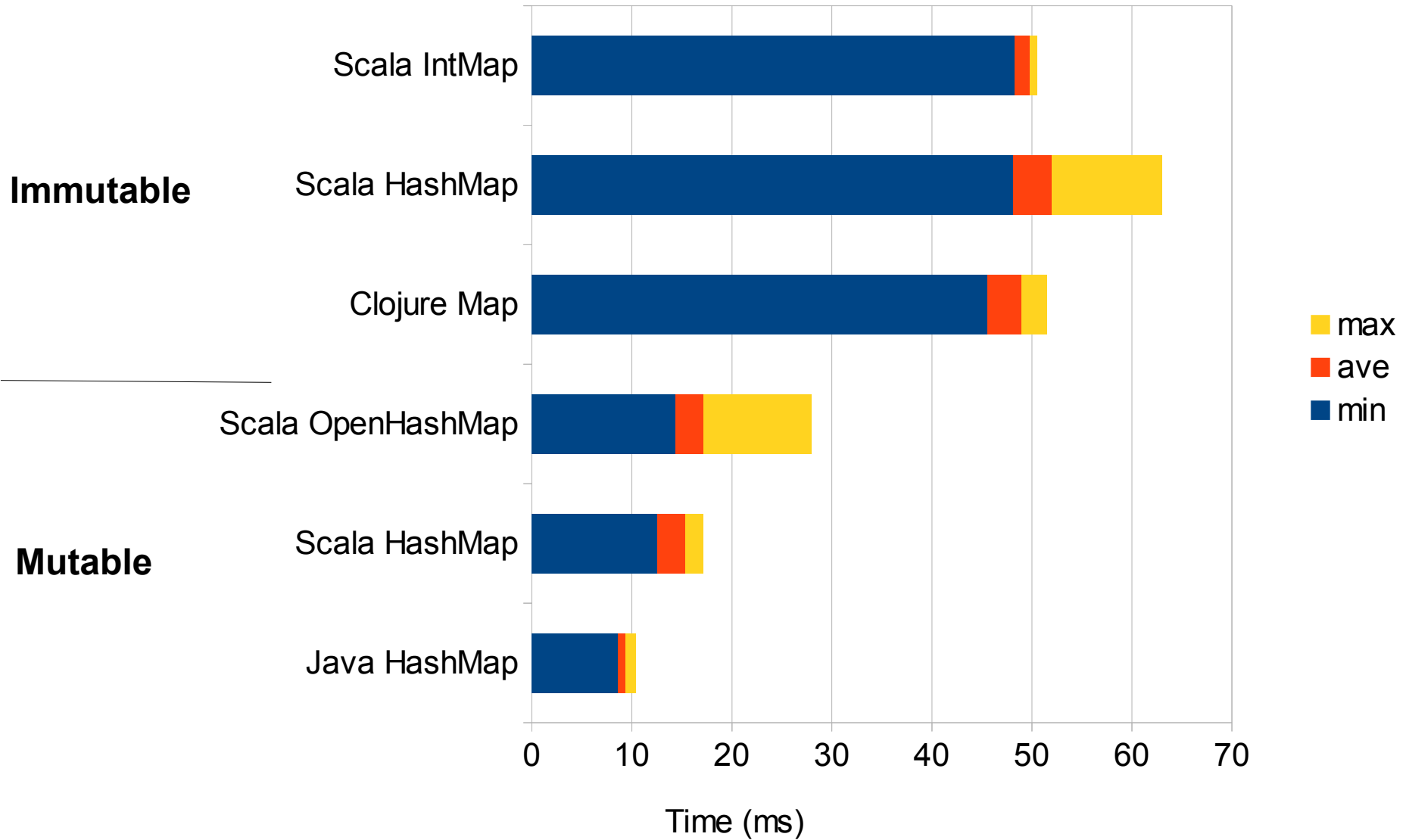
# Parallel

Scala

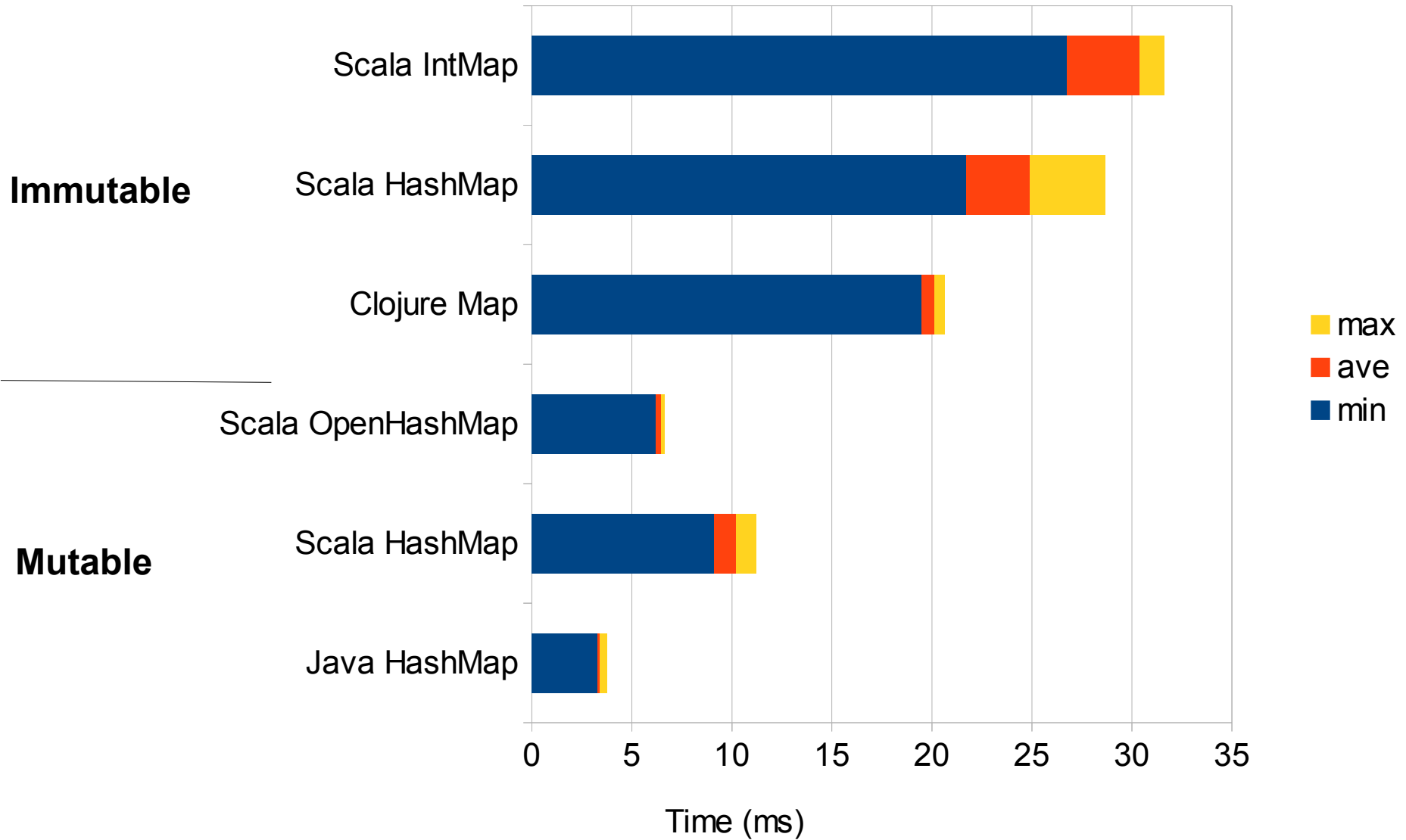


show graphs here

## Map Insertion Tests



## Map Access Tests



# Thank you

Phil Bagwell, Aleksandar Prokopec, Tiark Rompf  
Rich Hickey  
Martin Orderski  
Clojure Developers  
Scala Developers  
Chris Okasaki  
GraphViz Project

## URLs

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github:

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