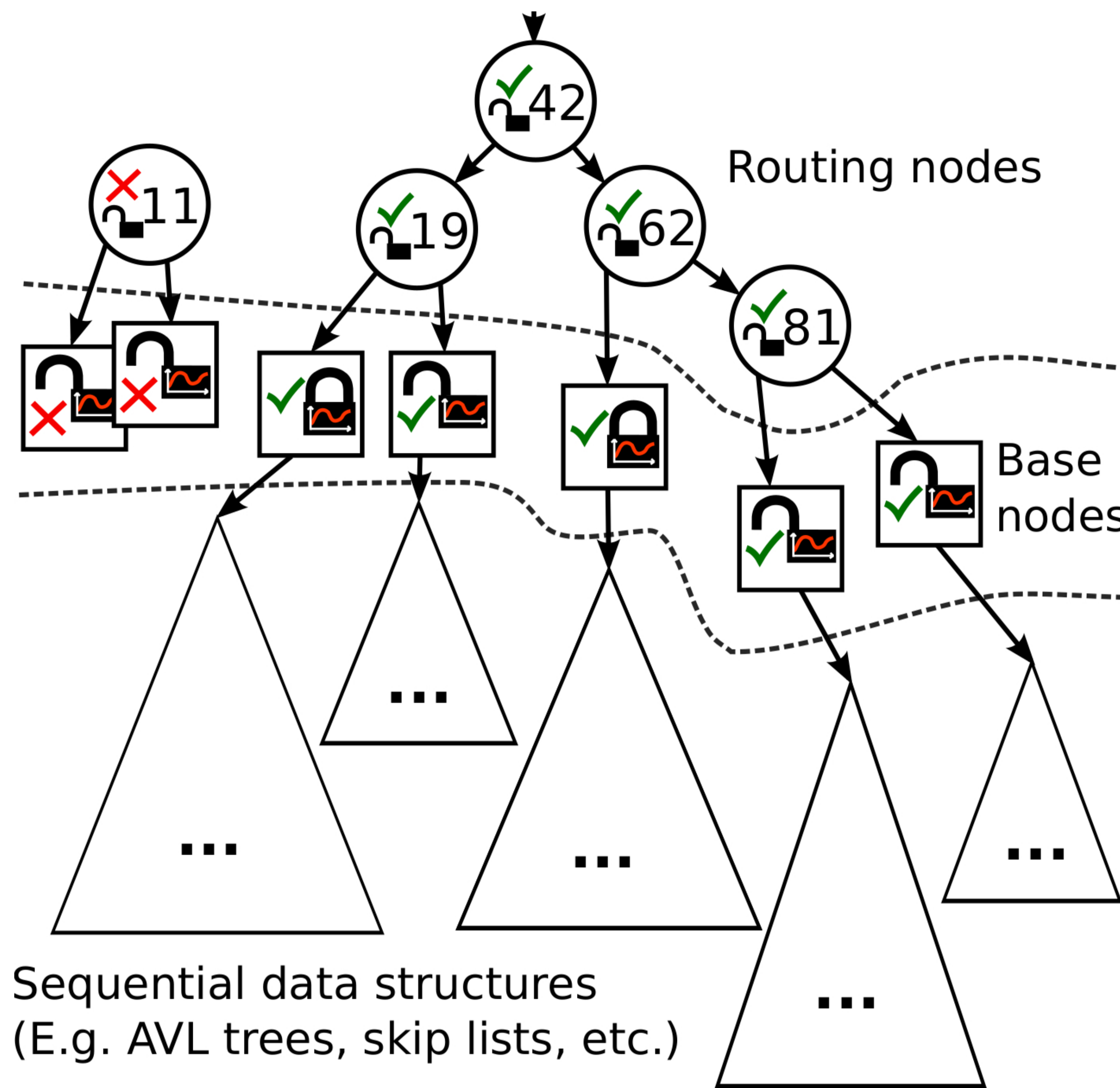


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# Contention Adapting Search Trees (CA trees)

A concurrent data structure for sets and maps



Sequential data structures  
(E.g. AVL trees, skip lists, etc.)

## Why use CA trees?

- **Efficient and scalable** insert, remove, bulk updates, linearizable range queries etc
- **Low sequential overhead**
- **Flexible** since skip lists, AVL trees, etc. can be plugged in as sequential data structures
- **Self-adapting to fit access pattern**
- **Very short traversal of mutable data** when mutable pointer to immutable data structure is used as the sequential data structure
- Gives **excellent performance for linearizable range queries** (even when they are very large)

## Experiments

$w:x\%$   $r:y\%$   $q:z\%-r$  where  $x\%$  insert and remove operations,  $y\%$  lookup operations and  $x\%$  range queries with maximum range size  $r$ . Number of items in set  $\approx 500000$ .

**KiWi** = From "KiWi: A Key-Value Map for Scalable Real-Time Analytics, PPOPP'2016"

**k-ary** = From "Range queries in non-blocking k-ary search trees, OPODIS'2012"

**SnapTree** = From "A practical concurrent binary search tree, PPOPP'2010"

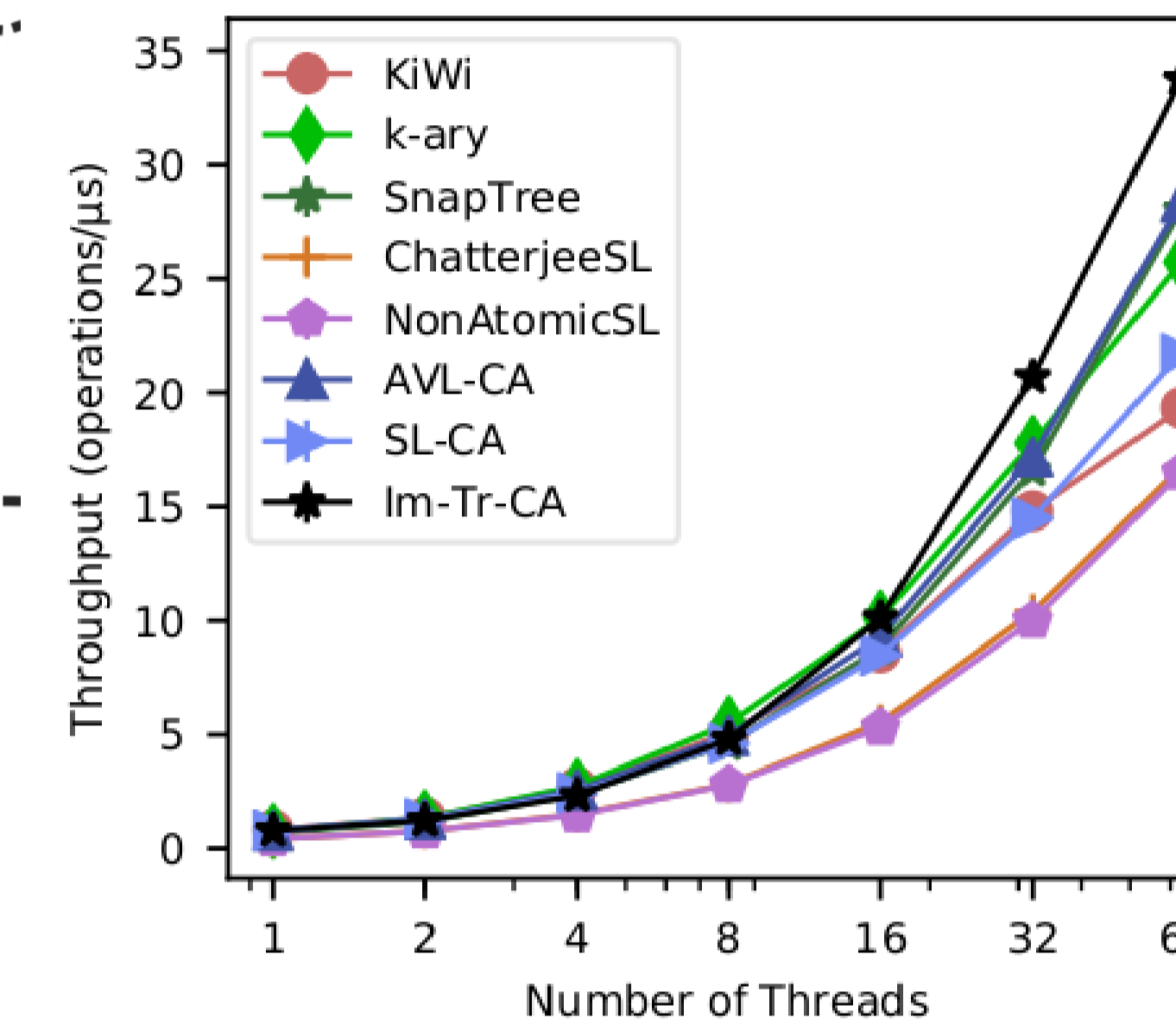
**ChatterjeeSL** = From "Lock-free linearizable 1-dimensional range queries, ICDCN'2017"

**NonAtomicSkipList** = ConcurrentSkipListMap from Java's standard library

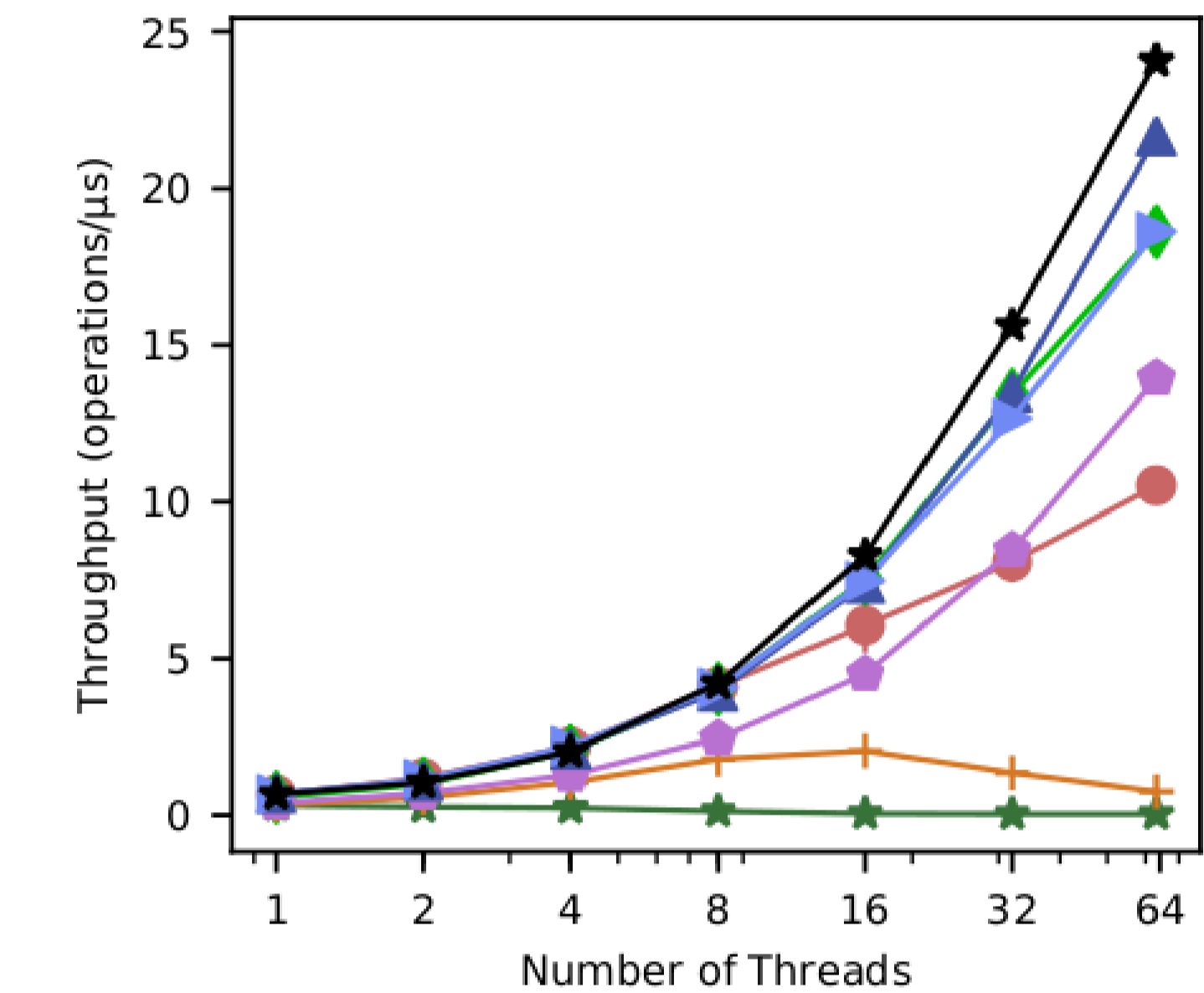
**AVL-CA** = CA tree using AVL tree as sequential data structure, LCPC'2015

**SL-CA** = CA tree using skip list with fat nodes as sequential data structure, LCPC'2015

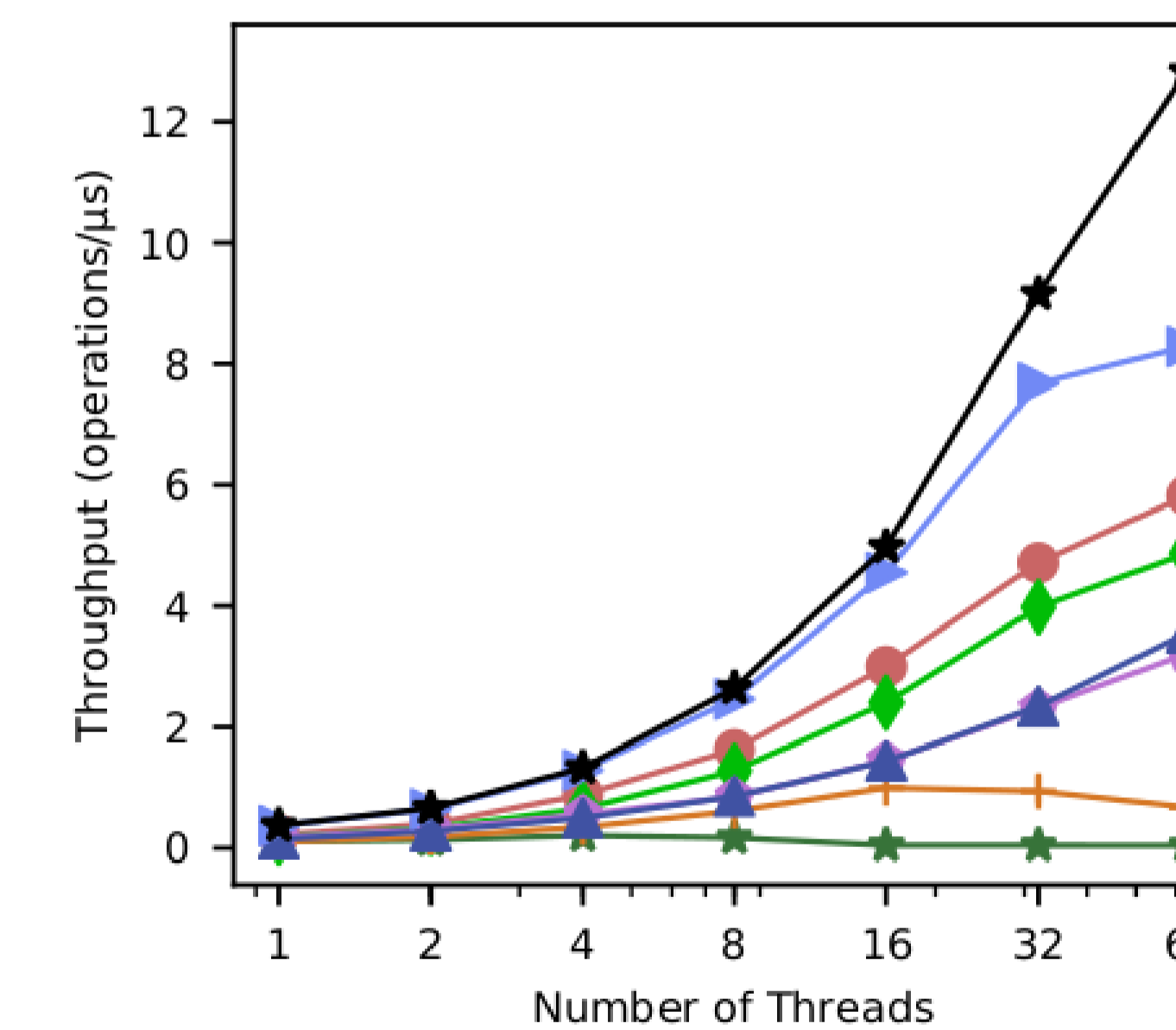
**Im-Tr-CA** = CA tree using a mutable reference to immutable treap as sequential data structure (ICCSW'2017)



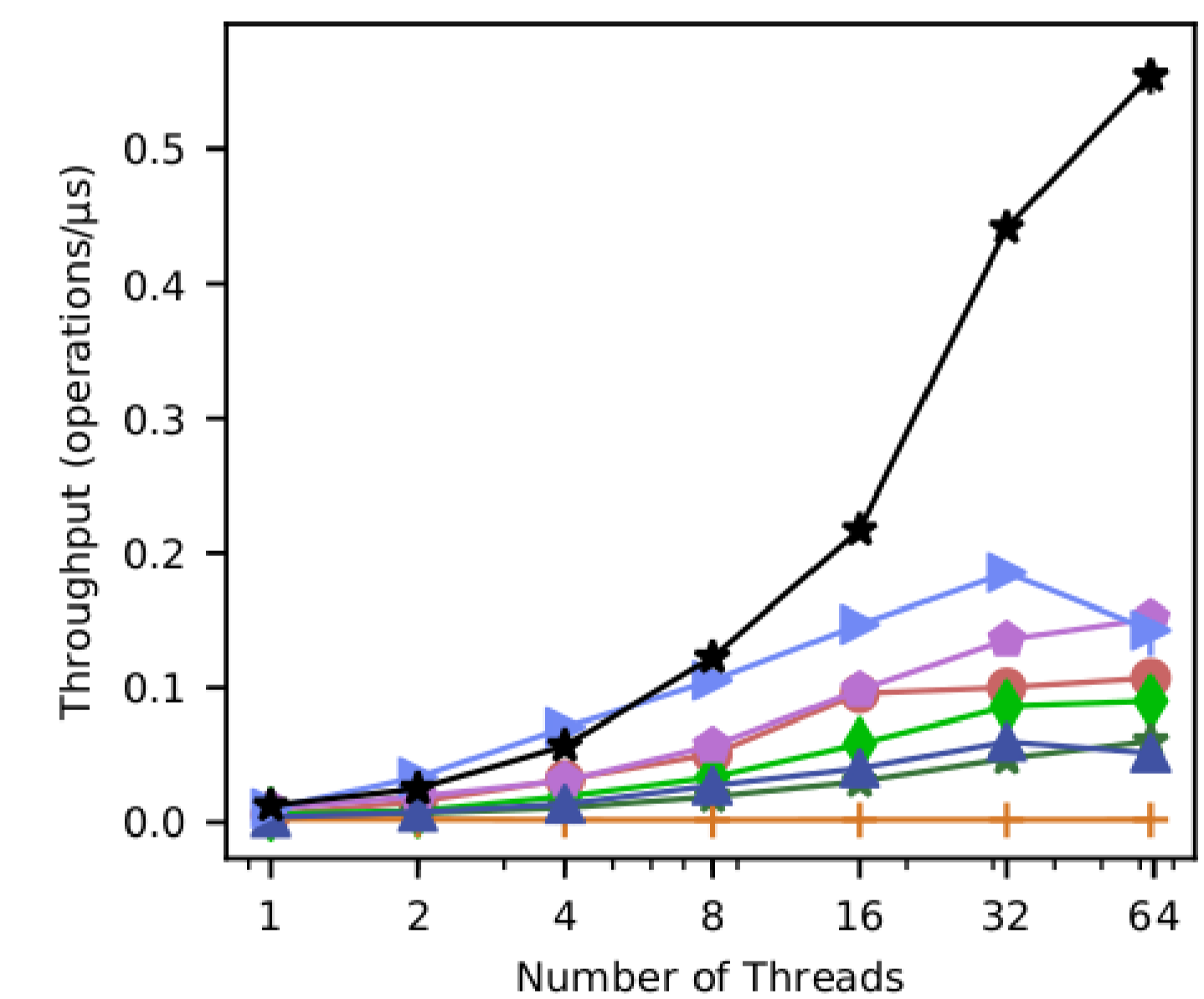
(a)  $w:20\%$   $r:80\%$



(b)  $w:20\%$   $r:55\%$   $q:25\%-10$



(c)  $w:20\%$   $r:55\%$   $q:25\%-1000$



(d)  $w:20\%$   $r:55\%$   $q:25\%-100000$

## Publications

- Faster Concurrent Range Queries with Contention Adapting Search Trees Using Immutable Data, ICCSW'2017
- Efficient Support for Range Queries and Range Updates Using Contention Adapting Search Trees, LCPC'2015
- Contention Adapting Search Trees, ISPD'2015
- More Scalable Ordered Set for ETS Using Adaptation, ACM Workshop on Erlang, 2014

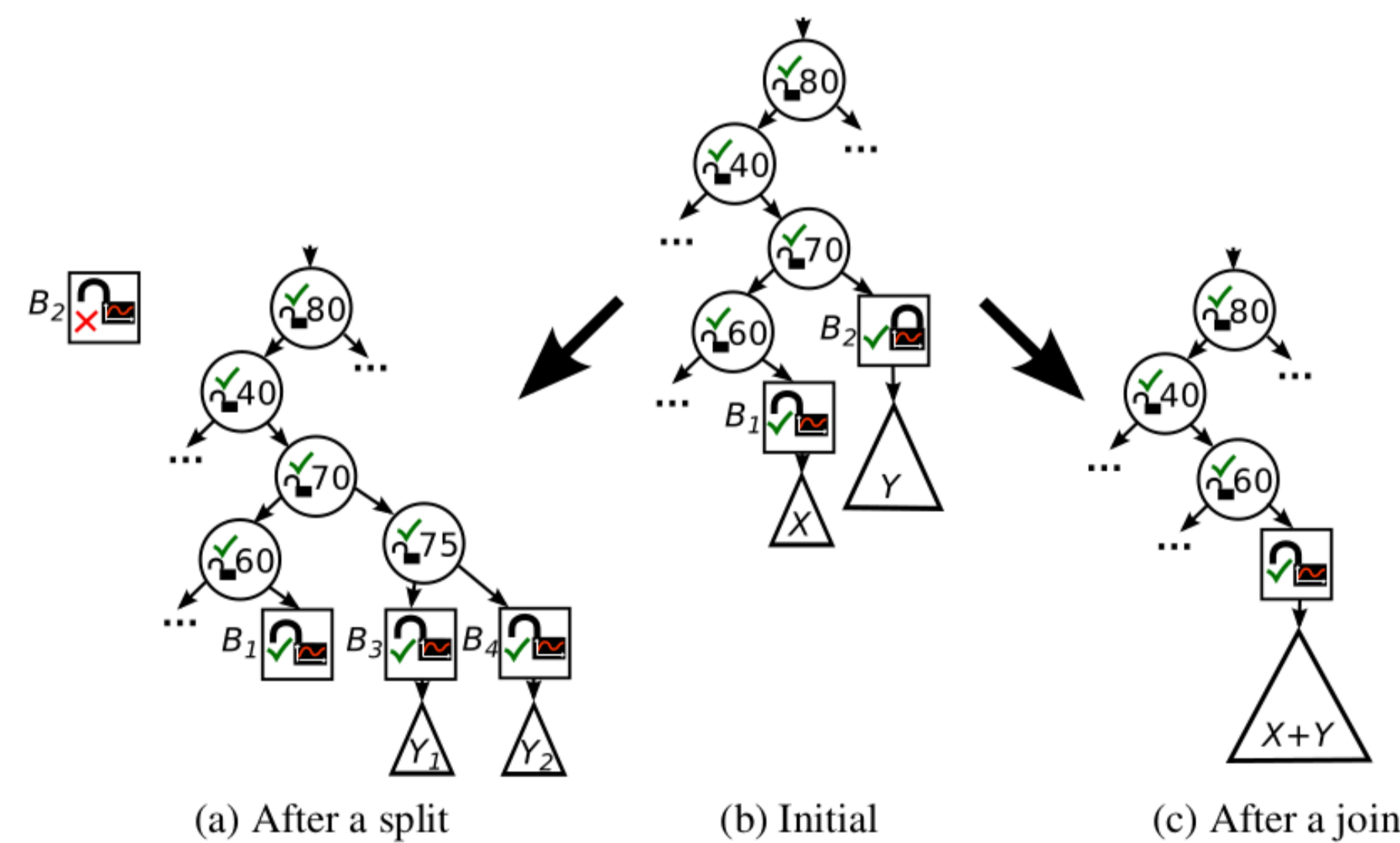
## More info

[http://www.it.uu.se/research/group/languages/software/ca\\_tree](http://www.it.uu.se/research/group/languages/software/ca_tree)



## How does it work?

- Information about contention and operations that benefit from fewer base nodes is collected in the base node locks (see right)
- Splits a base node when the estimated contention is above a threshold and joins two base nodes when the estimated contention is below a threshold (see down)



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