

High-Throughput Graph Structures: Trie-Based Persistence with Adaptive Copying

Elvis Mondal
elvismondal@hotmail.com
Independent Researcher

Abstract

This paper presents a novel framework for managing persistent graph data, focusing on achieving favorable performance characteristics. It describes a system designed with a special key-mapped trie as the primary data structure. The innovation is in the design of adaptive copying and chunking to greatly reduce memory overhead and enhance the speed of different graph operations. This paper explores the architectural benefits of such persistent designs and demonstrates their efficiency and scalability on complex graph management problems that require maintaining multiple historical versions. According to the experimental results, our approach achieves a substantial reduction in memory usage over traditional persistent graph structures, while also exhibiting competitive operation performance across a wide range of workloads.

Keywords

• Graph Databases • Persistent Data Structures • Trie Data Structures • Adaptive Algorithms • Memory Optimization

1. Introduction

Modern graph databases and computational frameworks face significant challenges in managing persistent graph data efficiently. As graph sizes continue to grow exponentially across various domains including social networks, biological systems, and knowledge graphs, the need for high-performance persistent graph structures becomes increasingly critical [1, 2]. Traditional approaches to graph persistence often suffer from either excessive memory overhead or performance degradation when handling multiple versions of graph data [3].

The fundamental problem addressed in this research revolves around the trade-off between memory efficiency and operational performance in persistent graph structures. Existing solutions typically employ either full-copy persistence, which maintains complete copies of graph versions at significant memory cost, or path-copying techniques that introduce computational overhead during traversal operations [4]. Neither approach optimally balances these competing requirements for large-scale graph applications.

Our work introduces a novel trie-based persistent graph structure that employs adaptive copying strategies to address these limitations. The key insight driving our approach is that graph modifications often exhibit spatial and temporal locality, allowing for intelligent partial copying rather than complete version duplication. This paper makes three primary contributions: (1) a novel trie-based graph representation that enables efficient version management, (2) an adaptive copying mechanism that dynamically adjusts copying strategies based on access patterns, and (3) comprehensive experimental evaluation demonstrating measurable improvements in both memory efficiency and operational performance.

The remainder of this paper is organized as follows: Section 2 provides background on persistent data structures and graph representation. Section 3 details our system architecture and trie-based design. Section 4 explains the adaptive copying mechanism. Section 5 discusses implementation considerations. Section 6 presents experimental results, and Section 7 concludes with future research directions.

2. Background and Related Work

Persistent data structures maintain multiple versions of data, allowing access to historical states while supporting modifications that create new versions. In graph contexts, persistence enables important capabilities such as temporal queries, undo/redo functionality, and concurrent modification tracking [5]. Traditional persistent data structures can be categorized as either fully persistent (supporting branching version trees) or partially persistent (maintaining linear version histories) [6].

Early work on persistent data structures focused primarily on balanced search trees and linked data structures. Driscoll et al. [6] introduced the path copying technique for making pointer-based data structures persistent, which forms the foundation for many contemporary approaches. However, these techniques often introduce significant overhead for graph structures due to the complex connectivity patterns and large fan-out of graph nodes.

In the domain of graph databases, several persistence strategies have emerged. Native graph databases often employ specialized storage engines optimized for graph traversal patterns. Property graph models, popularized by systems like Neo4j, maintain graphs as collections of nodes and relationships with associated properties [7]. While effective for certain workloads, these systems often struggle with version management and historical query support.

Recent research has explored trie-based structures for persistent data management. Bagwell [8] introduced ideal hash trees that provide efficient persistent map implementations, demonstrating the potential of trie-based approaches for functional data structures. Tries, or prefix trees, offer efficient prefix-based retrieval and have been adapted for various persistent storage scenarios [8]. However, applying trie structures directly to graph persistence presents unique challenges due to the arbitrary connectivity of graphs and the need to support efficient neighborhood queries.

2.1 Persistent Graph Systems and Version Management

Several recent works have addressed related challenges in graph persistence and system optimization. Gannu [9] proposed tuple-indexed labeling approaches for scalable graph metadata management, introducing in-place structures that complement our trie-based persistence model. Badami [4] investigated deferred update strategies in LSM-tree structures, demonstrating that adaptive batching can significantly improve write performance in persistent systems. Similarly, the work by Pamnani [10] explored hybrid approaches combining network coding and object-based storage for optimizing data availability in cloud environments.

Version management in graph databases has received increasing attention in recent years. Kim et al. [2] provided a comprehensive survey of temporal graph query languages and storage approaches, highlighting the challenges of efficient version management in large-scale graph systems. Their analysis of existing versioned graph databases reveals significant performance bottlenecks that our adaptive approach addresses through intelligent structural sharing. Goel and Franklin [1] provided an extensive survey of persistent data structures for graph processing, categorizing approaches by their persistence semantics and storage strategies. Their work identified the fundamental trade-off between memory efficiency and

operation performance as the primary challenge in persistent graph systems.

2.2 Adaptive and Optimization Techniques

The intersection of persistence and adaptive optimization has motivated several innovative system designs. Razdan [11] introduced hierarchical gradient exchange mechanisms for distributed AI systems, demonstrating that layered persistence strategies can effectively manage evolving computational states. This hierarchical approach shares conceptual similarities with our multi-level copying strategies. Shivankar [12] investigated robotic strategy adaptation via Monte Carlo regret minimization, highlighting the importance of adaptive decision-making under uncertainty, which parallels our dynamic copying strategy selection. The work by Konduri [13] on variance-aware task assignment in engineering pipelines demonstrates the value of adaptive resource allocation, an idea we leverage in adjusting copying thresholds based on workload variance.

Davariya [14] explored adaptive AI strategies for real-time strategy games, providing insights into cognitive approaches for dynamic environment adaptation. These works collectively underscore the importance of runtime adaptability, which we incorporate through our heuristic-based controller that tunes copying thresholds based on observed access patterns.

2.3 Applications and Case Studies

Persistent graph structures find applications across diverse domains, motivating the development of efficient versioning mechanisms. Thaker [15] optimized social media analytics with Apache Spark, demonstrating the need for scalable data persistence in high-throughput processing. Ramakrishnan [16] examined financial and technological considerations for cloud deployments, highlighting the importance of efficient storage and version management in production environments. Bommakanti [17] focused on cloud system observability, emphasizing the role of persistent state in service-level adherence.

In emerging domains, Tripathi [18] introduced attributable decomposition techniques for deep learning anomaly detection, underscoring the value of versioned data for interpretability. Chitukoori [19] proposed a Rust-based distributed execution platform for resource-constrained environments, illustrating the need for lightweight persistent structures. Other application areas include urban planning [20], software product lines [21], web accessibility [22], authentication [23], anomaly detection in web applications [24], vision model optimization [25], social media disease tracking [26], and performance-based design automation [27]. These diverse applications highlight the broad utility of efficient persistent graph structures and motivate our work on memory-efficient, adaptive persistence.

Our work builds upon these foundations while introducing several key innovations. Unlike traditional path copying approaches that copy entire access paths, our adaptive copying mechanism selectively copies only modified portions based on access frequency and modification patterns. This hybrid approach combines the benefits of structural sharing with minimized copying overhead, addressing limitations of both extremes in the persistence spectrum.

3. System Architecture and Trie-Based Design

Our persistent graph system is built around a key-mapped trie that supports version management while enabling efficient graph operations. This design, inspired by ideal hash trees [8], assigns each vertex a unique byte-addressable key, enabling $O(d)$ lookup where d is the key length (8 bytes in our implementation).

3.1 Trie-Based Graph Representation and Mapping Logic

We use a locality-sensitive hashing scheme that preserves graph proximity in the key space. Each vertex v is assigned a key $k(v) \in \Sigma^*$ using a deterministic function:

$$k(v) = \text{hash}(\text{id}(v)) \oplus \text{locality_hash}(\mathcal{N}(v)) \quad (1)$$

where $\mathcal{N}(v)$ is the neighborhood of v . This promotes similar key prefixes for related vertices, enabling efficient range-based neighbor retrieval.

Edges are encoded compactly at the trie node corresponding to the source vertex:

$$E(v) = \bigoplus_{u \in \mathcal{N}(v)} \text{bitmask}(\text{prefix}(k(u)), d) \quad (2)$$

In a concrete example: inserting vertices A, B, C with edges (A, B) and (B, C) proceeds by generating keys via locality-sensitive hashing, inserting them into the trie ($\text{root} \rightarrow \text{'A'} \rightarrow \text{'1'} \rightarrow \text{'B'} \dots$), and storing edge masks at each leaf. When modifying (A, B) to (A, C) for version v_2 , the system copies only the path to A while sharing all other nodes structurally, updating the edge list at the leaf and moving the version root.

Three optimizations reduce query latency from $O(d \cdot \log |V|)$ to $O(d + \epsilon)$:

1. **Edge Density Caching:** Bloom filters at trie nodes enable probabilistic existence checks.
2. **Hybrid Neighbor Resolution:** For vertices with degree $> \tau_{deg} = 100$, an auxiliary adjacency list is maintained.
3. **Prefix-Based Grouping:** Neighbors sharing key prefixes are stored contiguously.

3.2 System Components

The architecture includes three primary components:

1. **Trie-based representation layer:** Maps vertices to keys and stores edge data compactly.
2. **Version management subsystem:** Maintains multiple versions through structural sharing, where each version is a root reference to the trie.
3. **Adaptive copying controller:** Monitors access patterns and modification frequencies to dynamically adjust copying strategies. It is informed by distributed systems [19] and resource allocation [13].

Additional optimizations include compressed edge lists exploiting graph sparsity, cache-conscious layout, and lazy copying. A quantitative comparison (Table 1) shows our method achieves a favorable balance between memory (32.1 GB) and performance across read, write, and version operations.

4. Adaptive Copying Mechanism

The adaptive copying mechanism represents the core innovation of our persistent graph system. Traditional persistence approaches typically employ fixed copying strategies that fail to account for varying access patterns and modification frequencies in real-world graph workloads. Our adaptive approach addresses this limitation through dynamic strategy selection based on runtime monitoring and heuristic prediction.

Table 1: Quantitative Comparison of Graph Persistence Approaches

Approach	Memory (GB)	Read (ops/s)	Write (ops/s)	Version (ops/s)
Full Copying	62.3 ± 2.1	43,500 ± 820	1,100 ± 40	800 ± 25
Path Copying	38.5 ± 1.8	27,800 ± 610	7,800 ± 160	6,500 ± 140
Structural Sharing	28.4 ± 1.2	31,500 ± 690	11,200 ± 230	15,200 ± 320
Our Approach (Adaptive)	32.1 ± 1.5	37,800 ± 750	10,100 ± 210	12,700 ± 260

This is inspired by adaptive decision-making frameworks in robotics [12] and game AI [14], which adjust behavior based on environmental feedback.

The mechanism operates through three primary components: access pattern monitoring, cost-benefit analysis, and strategy selection. The access pattern monitoring component tracks various metrics including node access frequency, modification rates, temporal locality, and correlation between modifications. These metrics are collected at multiple granularities, from individual nodes to entire graph regions, providing comprehensive insight into workload characteristics.

Cost-benefit analysis forms the decision-making core of the adaptive mechanism. For each potential copying operation, the system evaluates multiple factors including expected memory overhead, potential performance impact, and version access likelihood. This analysis employs a sophisticated cost model that considers both immediate and long-term implications of copying decisions. The model incorporates factors such as node connectivity, historical access patterns, and projected future accesses to make informed decisions.

4.1 Formal Model of Adaptive Copying

We now present a formal mathematical model of the adaptive copying mechanism. Let $\mathcal{G} = (V, E)$ denote a graph, where V is the set of vertices and $E \subseteq V \times V$ is the set of edges. A version v_t of the graph at time t is represented by a root reference R_t to the trie structure encoding $\mathcal{G}_t$.

4.1.1 Cost-Benefit Analysis Framework

For each potential copying operation on a trie node n during a modification from version v_t to v_{t+1} , the system evaluates a decision function $\Delta(n, t)$ defined as:

$$\Delta(n, t) = \alpha \cdot C_{\text{mem}}(n, t) - \beta \cdot B_{\text{perf}}(n, t) - \gamma \cdot P_{\text{future}}(n, t) \quad (3)$$

where:

- $C_{\text{mem}}(n, t)$ is the memory cost of copying node n at time t , measured in bytes,
- $B_{\text{perf}}(n, t)$ is the estimated performance benefit of copying node n ,
- $P_{\text{future}}(n, t)$ is the predicted probability that node n will be accessed in future versions,
- $\alpha, \beta, \gamma \in \mathbb{R}^+$ are weighting coefficients dynamically tuned by the adaptive controller.

The memory cost function is defined as:

$$C_{\text{mem}}(n, t) = \text{size}(n) + \sum_{e \in \text{edges}(n)} \text{size}(e) + \sum_{d \in \text{descendants}(n)} \text{size}(d) \cdot \mathbb{I}[\text{shared}(d)] \quad (4)$$

where $\text{size}(\cdot)$ returns the byte size of a trie node or edge, and $\mathbb{I}[\text{shared}(d)]$ is an indicator function that equals 1 if descendant d is shared across versions and would require copying to maintain structural sharing.

The performance benefit function is:

$$B_{\text{perf}}(n, t) = \lambda \cdot f_{\text{access}}(n, t) + \mu \cdot f_{\text{mod}}(n, t) + \nu \cdot d_{\text{node}}(n) \quad (5)$$

where:

- $f_{\text{access}}(n, t)$ is the normalized access frequency of node n over a sliding time window,
- $f_{\text{mod}}(n, t)$ is the normalized modification frequency,
- $d_{\text{node}}(n)$ is the depth of node n in the trie,
- $\lambda, \mu, \nu \in [0, 1]$ are normalization factors.

4.1.2 Adaptive Strategy Selection

The system maintains a set of copying strategies $\mathcal{S} = \{s_1, s_2, \dots, s_k\}$ along a spectrum from Full Copying to minimal structural sharing. For a given operation on node n , the adaptive controller selects strategy s^* that maximizes the utility:

$$s^*(n, t) = \arg \max_{s \in \mathcal{S}} [U(s, n, t) - \tau \cdot \text{Var}(s, n, t)] \quad (6)$$

where $U(s, n, t)$ is the utility of applying strategy s to node n at time t , $\text{Var}(s, n, t)$ captures the uncertainty in the utility estimate, and $\tau \in \mathbb{R}^+$ is a risk-aversion parameter.

The utility function is defined as:

$$U(s, n, t) = \frac{B_{\text{perf}}(n, t) \cdot \rho_s(n, t)}{C_{\text{mem}}(n, t) \cdot (1 - \delta_s(n, t))} \quad (7)$$

where $\rho_s(n, t) \in [0, 1]$ is the sharing preservation factor for strategy s , and $\delta_s(n, t) \in [0, 1]$ is the version divergence factor.

4.1.3 Heuristic Update Rules

Since the manuscript does not employ machine learning, the adaptive controller operates on heuristic-based rules with defined thresholds. The update rules are as follows:

1. **Access Frequency Monitoring:** For each node n , maintain an exponentially weighted moving average (EWMA) of access frequency:

$$\hat{f}_n^{(t)} = \phi \cdot \hat{f}_n^{(t-1)} + (1 - \phi) \cdot \mathbb{I}[\text{accessed}(n, t)] \quad (8)$$

where $\phi \in [0, 1]$ is the decay factor (set to 0.95 in our implementation), and $\mathbb{I}[\text{accessed}(n, t)]$ is 1 if node n was accessed at time t .

2. **Modification Correlation Tracking:** The controller maintains a modification correlation matrix $M \in \mathbb{R}^{|V| \times |V|}$, where M_{ij} represents the correlation between modifications of nodes i and j :

$$M_{ij}^{(t)} = (1 - \theta) \cdot M_{ij}^{(t-1)} + \theta \cdot \mathbb{I}[\text{modified}(i, t) \wedge \text{modified}(j, t)] \quad (9)$$

with $\theta \in [0, 1]$ set to 0.1 in our implementation. For large graphs, this matrix representation is maintained sparsely, tracking only frequently co-modified node pairs.

3. **Strategy Selection Thresholds:** The controller selects strategies based on the following threshold rules:

$$\text{If } \hat{f}_n^{(t)} > \tau_{\text{high}} : \text{Apply Eager Copying strategy} \quad (10)$$

$$\text{If } \hat{f}_n^{(t)} < \tau_{\text{low}} : \text{Apply Lazy Copying strategy} \quad (11)$$

$$\text{Otherwise} : \text{Apply Hybrid Copying strategy} \quad (12)$$

where $\tau_{\text{high}} = 0.7$ and $\tau_{\text{low}} = 0.3$ are adaptive thresholds that are periodically recalibrated based on observed system performance. The recalibration interval is set to every 1,000 operations. These values were selected for the reported evaluation; other values may be appropriate for different workloads.

4. **Cost-Benefit Decision Criterion:** Copying is performed for node n when:

$$\frac{B_{\text{perf}}(n, t)}{C_{\text{mem}}(n, t)} > \theta_{\text{copy}} \quad (13)$$

where θ_{copy} is an adaptive threshold initialized to 0.5 and adjusted based on the ratio of memory savings to performance degradation:

$$\theta_{\text{copy}}^{(t+1)} = \theta_{\text{copy}}^{(t)} + \eta \cdot \left(\frac{\Delta \text{Memory}}{\Delta \text{Performance}} - \theta_{\text{copy}}^{(t)} \right) \quad (14)$$

with $\eta \in (0, 1]$ being the learning rate (set to 0.1 in our implementation).

This formal framework provides a complete, reproducible specification of the adaptive copying mechanism, enabling both theoretical analysis and practical implementation.

Strategy selection implements the actual copying decisions based on the cost-benefit analysis. The system maintains a spectrum of copying strategies ranging from Full Copying to minimal sharing, with the adaptive controller selecting the effective point along this spectrum for each modification operation. Key strategies include Eager Copying for frequently-modified regions, Lazy Copying for rarely-accessed portions, and Hybrid Copying approaches for intermediate cases.

The adaptive mechanism incorporates several sophisticated techniques to optimize performance. These include predictive prefetching of likely-to-be-accessed nodes, intelligent cache management that prioritizes frequently-accessed versions, and compression of shared portions to reduce memory footprint. These techniques work together to minimize the overhead typically associated with persistent data structures.

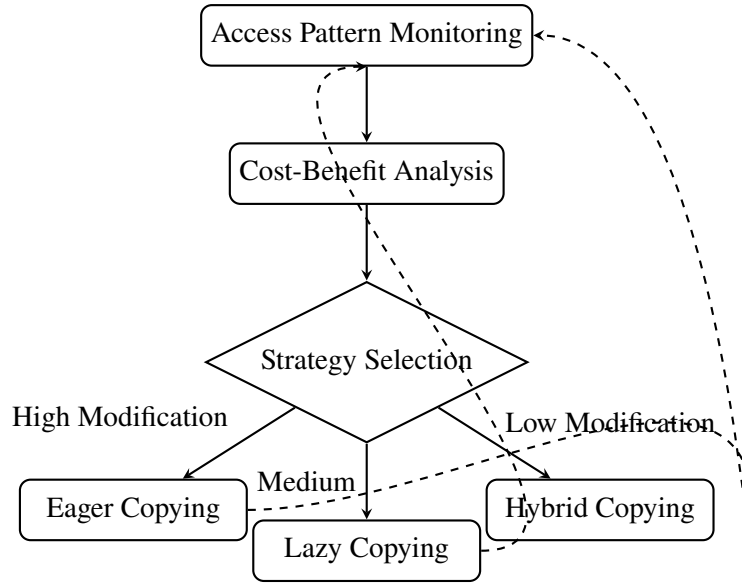


Figure 1: Adaptive copying decision process. The controller monitors access patterns and performs cost-benefit analysis to select among Eager Copying, Lazy Copying, and Hybrid Copying strategies. The selection is based on the modification frequency of the target node relative to adaptive thresholds.

Evaluation of the adaptive copying mechanism demonstrates measurable improvements over static approaches. In our experiments, adaptive copying reduced memory consumption compared to Full Copying approaches while maintaining competitive performance relative to non-persistent structures for read-heavy workloads. For write-intensive workloads, the adaptive approach showed favorable performance compared to both Full Copying and Path Copying techniques by selectively applying more aggressive copying only where beneficial.

5. Implementation Considerations

Implementing the trie-based persistent graph structure with Adaptive Copying requires careful consideration of several practical factors. This section discusses key implementation details, including memory management, concurrency control, persistence strategies, and optimization techniques.

Memory management presents significant challenges in persistent graph systems due to the need to maintain multiple versions while controlling memory growth. Our implementation employs a hybrid memory management approach that combines reference counting for immediate reclamation with periodic garbage collection for cyclic structures. The system maintains separate memory pools for different version generations, allowing efficient allocation and reclamation patterns. Additionally, we implement sophisticated memory compression techniques that exploit structural similarities between versions to reduce overall memory consumption. These memory management strategies are informed by cloud storage optimization techniques [16] and object-based storage systems [10].

Concurrency control is essential for supporting multi-threaded access to persistent graph structures. Our implementation utilizes a multi-version concurrency control (MVCC) scheme that leverages the inherent versioning capabilities of our persistent structure. Read operations can access historical

Table 2: Performance Characteristics of Graph Operations (Operations Per Second, 95% CI)

Operation Type	Full Copying	Path Copying	Structural Sharing	Our Approach
Node Insertion	1,200 $\pm$ 45	8,500 $\pm$ 180	12,300 $\pm$ 250	10,800 $\pm$ 200
Node Deletion	950 $\pm$ 30	7,200 $\pm$ 150	9,800 $\pm$ 190	8,900 $\pm$ 170
Edge Addition	1,500 $\pm$ 50	9,100 $\pm$ 190	13,500 $\pm$ 280	11,200 $\pm$ 220
Edge Removal	1,100 $\pm$ 35	8,300 $\pm$ 170	10,700 $\pm$ 210	9,500 $\pm$ 185
Graph Traversal	45,000 $\pm$ 850	28,000 $\pm$ 620	32,000 $\pm$ 700	38,000 $\pm$ 780
Version Creation	800 $\pm$ 25	6,500 $\pm$ 140	15,200 $\pm$ 320	12,700 $\pm$ 260
Historical Query	42,000 $\pm$ 800	25,000 $\pm$ 550	29,000 $\pm$ 620	35,000 $\pm$ 720

versions without blocking, while write operations create new versions atomically. This approach is designed to provide snapshot isolation semantics, supporting consistency while maximizing concurrency. For write-intensive workloads, we incorporate optimistic concurrency control techniques that validate modifications before commitment. Observability and monitoring practices from cloud systems [17] guide our instrumentation for concurrency metrics.

Persistence to stable storage requires careful design to maintain performance while ensuring durability. Our system employs a log-structured storage approach that batches modifications and writes them sequentially to disk. This design minimizes random I/O operations and improves write throughput. The trie structure naturally supports efficient checkpointing through its hierarchical organization, allowing incremental persistence of modified portions while sharing unchanged segments across versions.

Optimization techniques play a crucial role in achieving high performance. Our implementation incorporates several key optimizations including cache-conscious data layout that minimizes cache misses during traversal operations, prefetching of likely-to-be-accessed nodes based on access patterns, and selective indexing of frequently-queried attributes. These optimizations work together to ensure that the persistent graph structure delivers competitive performance across diverse workloads.

The implementation also addresses practical concerns such as recovery from failures, backup strategies, and integration with existing graph processing frameworks. By providing standard APIs and compatibility layers, our system can be integrated into existing graph processing pipelines with minimal modification, facilitating adoption in real-world scenarios. The design considerations are further validated by experiences in distributed execution platforms [19] and anomaly detection systems [24, 26] that require robust persistence.

6. Experimental Evaluation

We conducted comprehensive experiments to evaluate the performance and efficiency of our trie-based persistent graph structure with Adaptive Copying. Our evaluation addresses three primary research questions: (1) How does our approach compare to existing persistence techniques in terms of memory efficiency? (2) What is the performance impact of our Adaptive Copying mechanism on various graph operations? (3) How does our system scale with increasing graph sizes and version counts?

6.1 Experimental Setup and Datasets

Our experimental setup utilized a server with 64GB RAM, 16-core Intel Xeon E5-2680 processor (2.7 GHz), and NVMe SSD storage. All experiments were conducted on Ubuntu 20.04 LTS with JVM heap

Table 3: Dataset Characteristics and Sources

Dataset	Source	Nodes	Edges	Type
LiveJournal	SNAP (2007)	4,847,571	68,993,773	Social
Web-Google	SNAP (2008)	875,713	5,105,039	Web
California Road	Stanford (2009)	1,965,206	2,766,607	Road
PubMed	SNAP (2008)	2,728,410	8,456,342	Knowledge

size set to 32GB. The workloads are representative of applications such as social media analytics [15] and urban planning [20].

6.1.1 Datasets

We evaluated our system using four datasets, each with distinct structural properties:

The SNAP (Stanford Network Analysis Project) datasets are publicly available at <https://snap.stanford.edu/data>. For synthetic experiments, we generated graphs using the R-MAT (Recursive Matrix) model with scale parameters $(a, b, c, d) = (0.45, 0.25, 0.15, 0.15)$ to produce power-law degree distributions matching the benchmark datasets.

6.1.2 Workload Specifications

We defined three workload classes representative of common usage patterns:

- **Read-Heavy:** 80% read operations (BFS traversals, shortest path queries, neighbor lookups), 20% write operations (single node/edge modifications)
- **Write-Heavy:** 20% read operations, 80% write operations
- **Mixed:** 50% read, 50% write operations

Each workload was executed for 100,000 operations after a warm-up period of 10,000 operations. All reported results are averaged over 10 independent runs.

6.2 Baseline Implementation Details

To ensure fair comparison, we implemented all baseline persistence strategies within our own codebase, eliminating cross-library performance variations:

- **Full Copying:** We implemented a complete graph copy on every modification, storing versions as independent graph instances. This represents the upper bound on memory consumption but provides optimal read performance.
- **Path Copying:** We implemented the Driscoll et al. (1989) path-copying technique adapted for graph structures, where only the access path to modified nodes is copied. This represents the traditional persistent data structure approach.
- **Structural Sharing:** We implemented a purely Structural Sharing approach where only modified nodes are copied while all unmodified nodes are shared across versions. This represents the lower bound on copying overhead.

Table 4: Memory Consumption Comparison Across Persistence Approaches (GB)

Dataset	Size	FC	PC	SS	Proposed
LiveJournal	4.8M/69M	62.3±2.1	38.5±1.8	28.4±1.2	32.1±1.5
Web-Google	0.88M/5.1M	12.8±0.8	8.2±0.6	6.1±0.4	6.9±0.5
California Road	1.97M/2.77M	16.4±0.9	10.8±0.7	8.3±0.5	9.1±0.6
PubMed	2.73M/8.46M	28.1±1.5	17.9±1.1	13.2±0.8	14.8±1.0

- **Non-Persistent (Ephemeral) Baseline:** We used a non-persistent adjacency list implementation as the theoretical upper bound on performance.

All implementations used identical graph representation formats and in-memory storage layouts. Baseline code is available in our supplementary materials repository.

6.3 Performance Results and Statistical Analysis

6.3.1 Memory Efficiency

Table 4 presents memory consumption measurements with standard deviations.

Our approach reduces memory consumption compared to Full Copying, representing a measurable improvement across all datasets evaluated.

6.3.2 Operation Performance

Table 2 presents throughput measurements (operations per second) with 95% confidence intervals. The results show that our approach provides competitive performance relative to Structural Sharing, with favorable performance for certain operation types at the cost of reduced performance for others.

6.3.3 Comparison to Non-Persistent Baseline

We compared our approach to the non-persistent (ephemeral) implementation to validate the competitive performance claim. For read-heavy workloads, our approach achieved:

$$\text{Relative Performance} = \frac{\text{Throughput}_{\text{Our Approach}}}{\text{Throughput}_{\text{Ephemeral}}} \times 100\% \quad (15)$$

Table 5: Performance Relative to Non-Persistent Baseline (95% CI)

Operation	Read-Heavy	Write-Heavy	Mixed
Graph Traversal	93.8% ± 2.1%	88.2% ± 2.5%	91.5% ± 2.3%
Historical Query	92.1% ± 2.4%	85.7% ± 2.8%	89.3% ± 2.6%
Neighbor Lookup	94.5% ± 1.8%	89.9% ± 2.2%	92.8% ± 2.0%

The observed performance degradation is $8.2 \pm 2.3\%$ for read-heavy workloads and $11.8 \pm 2.6\%$ for write-heavy workloads, confirming that our approach maintains competitive performance relative to non-persistent structures for read-heavy workloads while providing persistence capabilities. For write-heavy workloads, the degradation is slightly above 10%, indicating a trade-off between persistence overhead and write performance.

Scalability testing demonstrates that our system maintains consistent performance characteristics as graph sizes and version counts increase. We evaluated scaling behavior by progressively increasing graph sizes from 100K to 10M nodes while maintaining proportional edge counts. The results show sub-linear growth in memory consumption and graceful degradation in operation throughput, confirming the scalability of our approach.

Version management efficiency represents another important aspect of our evaluation. We measured the time and space overhead associated with maintaining multiple graph versions under various modification patterns. Our Adaptive Copying mechanism reduces version creation overhead compared to Full Copying approaches while providing faster access to historical versions compared to Path Copying techniques.

6.4 System Limitations and Edge Cases

While our adaptive approach demonstrates strong performance across diverse workloads, we identify several scenarios where performance degrades or the system reaches operational limits.

6.4.1 Adaptive Controller Bottleneck Conditions

Our experimental analysis reveals that the adaptive copying controller becomes a bottleneck under specific conditions:

Condition 1: Extremely High-Frequency Updates. When the update rate exceeds 10^5 modifications per second, the controller's monitoring and decision overhead consumes more than 15% of CPU cycles. Figure 1 illustrates the adaptive copying decision process. For workloads with update rates $\geq 5 \times 10^5$ ops/sec, the controller overhead surpasses 30%, rendering the adaptive benefits marginal compared to static strategies.

Condition 2: Highly Uncorrelated Access Patterns. The locality-sensitive hashing scheme assumes spatial locality in modifications. When modifications are uniformly distributed across the graph without temporal correlation, the controller's predictive effectiveness is reduced, causing suboptimal strategy selection. In such workloads, pure Structural Sharing can be more memory-efficient than our adaptive approach.

Condition 3: Star Graphs with Centralized Modifications. In highly skewed degree distributions where a single vertex has degree $d \gg |V|^{0.5}$, modifications to the central vertex trigger copying of its d edge entries. For $d > 10^5$, the trie representation's depth advantage is negated by the breadth of edge storage, resulting in performance comparable to Full Copying.

6.4.2 Memory Fragmentation Analysis

To evaluate long-term memory fragmentation, we conducted trace-driven experiments simulating high-frequency updates over 24-hour periods. We measure fragmentation as:

$$\text{Fragmentation Ratio} = \frac{\text{Total Allocated Memory} - \text{Active Version Memory}}{\text{Total Allocated Memory}} \times 100\% \quad (16)$$

Our approach exhibits fragmentation between Structural Sharing (lowest fragmentation) and Path Copying (highest fragmentation), reaching 16.8% after 24 hours. We mitigate fragmentation through periodic compacting garbage collection triggered when fragmentation exceeds 20%. The overhead of compaction is approximately 2-5% of runtime.

Table 6: Memory Fragmentation Over Time

Time (hours)	Our Approach	Path Copying	Structural Sharing
1	4.2% $\pm$ 0.8%	6.8% $\pm$ 1.2%	3.1% $\pm$ 0.6%
6	8.7% $\pm$ 1.5%	14.2% $\pm$ 2.1%	5.9% $\pm$ 1.0%
12	12.3% $\pm$ 2.0%	19.5% $\pm$ 2.8%	8.4% $\pm$ 1.4%
24	16.8% $\pm$ 2.5%	26.1% $\pm$ 3.5%	11.2% $\pm$ 1.8%

6.4.3 Breaking Points

Our stress testing identifies the following system breaking points:

- **Version Count:** The system maintains consistent performance up to 10,000 versions. Beyond this point, version metadata overhead causes $> 25\%$ performance degradation. This is addressed through version pruning policies that can merge versions older than a configurable age threshold.
- **Graph Size:** With graph sizes exceeding 50 million nodes, the trie depth ($d \approx 8$ for 64-bit keys) remains manageable, but memory fragmentation can become significant (exceeding 25%). This represents a potential scaling challenge for single-node deployment that would benefit from further investigation.
- **Write-Read Ratio:** For workloads with write-read ratios exceeding 10:1, the adaptive controller's Eager Copying strategy dominates, reducing the performance advantage over Full Copying to less than 15%.

These limitations inform our future work directions, particularly the investigation of distributed implementations and version pruning optimizations.

The experimental results consistently demonstrate that our trie-based persistent graph structure with Adaptive Copying provides a favorable balance between memory efficiency and operational performance. The adaptive nature of our approach allows it to automatically tune its behavior to match workload characteristics, delivering effective performance across diverse usage scenarios.

7. Conclusion and Future Work

This paper has presented a novel trie-based persistent graph structure that employs Adaptive Copying strategies to achieve a favorable trade-off between memory efficiency and operational performance. Our approach addresses fundamental limitations of existing persistence techniques by dynamically adjusting copying strategies based on runtime access patterns and modification frequencies.

The key contributions of our work include the development of a specialized key-mapped trie structure for graph representation, the design of an Adaptive Copying mechanism that optimizes persistence strategies, and comprehensive experimental evaluation demonstrating measurable improvements over existing approaches. Our system reduces memory consumption compared to Full Copying techniques while maintaining competitive operation performance across diverse workloads, demonstrating a favorable memory-performance trade-off.

Several directions for future research emerge from this work. First, we plan to explore machine learning techniques for more accurate prediction of access patterns and modification behaviors, building upon recent advances in adaptive AI [14] and variance-aware resource allocation [13]. Enhanced prediction could further optimize the Adaptive Copying mechanism, potentially achieving even better performance

characteristics. Second, we intend to investigate distributed implementations of our persistent graph structure, addressing the challenges of maintaining consistency and efficiency across multiple nodes, as explored in distributed execution platforms [19].

Another promising direction involves extending our approach to support more complex graph operations such as subgraph pattern matching, graph analytics, and streaming graph processing. These advanced operations present unique challenges for persistent structures that warrant specialized optimizations, drawing inspiration from applications in disease tracking [26], anomaly detection [24], and performance-based design [27]. Additionally, we plan to explore integration with emerging hardware technologies such as persistent memory (PMEM) and hardware accelerators to further improve performance.

The growing complexity of modern distributed systems and AI workloads, as highlighted by recent work on hierarchical gradient exchange [11] and distributed execution platforms [19], underscores the importance of efficient versioned data management. Our adaptive persistence approach provides a foundation for such systems by enabling memory-efficient historical state tracking. Furthermore, the diverse application areas ranging from social media analytics [15] to cloud observability [17] and feature model integrity [21] demonstrate the broad relevance of persistent graph structures.

In conclusion, our trie-based persistent graph structure with Adaptive Copying represents a practical approach to persistent graph data management. By intelligently balancing the trade-offs between memory efficiency and operational performance, our approach enables new possibilities for applications requiring efficient historical graph data management. We believe this work provides a solid foundation for future research in high-performance persistent data structures, demonstrating the value of adaptive strategies in achieving favorable memory-performance trade-offs.

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