Spectrum of Engineering Sciences
ISSN (e) 3007-3138 (p) 3007-312X Volume 3, Issue 11, 2025

THE FUTURE OF ALGORITHMS: TRANSFORMING DATA STRUCTURES FOR REAL-TIME, AI-POWERED PROBLEM SOLVING

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DOI: https://doi.org/

Keywords
real-time systems, learned data structures, reinforcement learning, concurrent indexes, tail latency, energy-proportional computing, algorithmic accountability

Article History
Received on 20 September 2025
Accepted on 02 October 2025
Published on 27 October 2025

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Abstract
The collapse of Dennard scaling and the explosion of real-time artificial intelligence (AI) workloads are forcing a fundamental re-examination of the classical algorithm–data-structure dichotomy. Traditional indexes that optimize asymptotic complexity on RAM-style machines are increasingly memory-bound, energy-bound, and unable to exploit the time-varying structure of modern data. We present AdaStruct, a self-evolving data-structure fabric that embeds lightweight reinforcement-learning (RL) agents inside every node of a concurrent skip list. The agents continuously rewrite pointer topologies, compress hot paths, and migrate data across NUMA domains to minimize tail latency for streaming inference queries. Over 42 days of production traffic at 1.8 million queries per second, AdaStruct reduced 99th-percentile (P99) latency by 27 %, cut DRAM energy by 19 %, and improved last-level-cache hit rate by 31 % compared with the state-of-the-art learned index APEX. Unlike prior learned structures, AdaStruct provides worst-case O(log n) guarantees, real-time rollback, and interpretable action logs that satisfy European Union General Data Protection Regulation (GDPR) algorithmic-accountability requirements. We further demonstrate generalization to priority queues and graphs, opening a design space in which data structures co-design themselves with the algorithms that traverse them.

1. INTRODUCTION

Computer science has long treated algorithms and data structures as orthogonal artifacts: an algorithm specifies a sequence of operations, whereas a data structure organizes bits so that those operations meet a complexity bound. This separation of concerns, immortalized in textbooks such as *Introduction to Algorithms* (Cormen et al., 2022), was forged in an era when CPU cycles were the scarce resource and memory latency was predictable. Three disruptive trends invalidate those assumptions.

First, edge devices, autonomous vehicles, and high-frequency trading platforms generate more than 100 TB of data per second globally (IDC, 2023). A growing fraction must be processed *in situ* because back-hauling it to the cloud violates hard deadlines—for example, 10 ms end-to-end for vehicle-to-vehicle collision avoidance (3GPP, 2022).

Second, hardware is no longer a reliable substrate for predictable performance. Modern non-uniform memory access (NUMA) machines expose four to eight memory controllers per socket, each with asymmetric latency and bandwidth that fluctuates with thermal throttling (Intel Corporation, 2021). The end of Moore's Law has shifted optimization from frequency to heterogeneity: a single server now contains CPUs, GPUs, FPGAs, and neural processing units, each with distinct coherence models.

Third, the rise of AI-native applications means that the algorithm itself is a moving target. Deep-learning models evolve continuously through online learning, reinforcement learning, or federated updates. The data structures that serve embedding tables, feature stores, and parameter servers must therefore co-evolve with models whose access patterns are non-stationary by design.

These observations motivate a new contract between algorithms and data structures: instead of static optimization, we need *real-time, AI-powered co-design* in which data structures observe, learn, and reconfigure themselves concurrently with algorithm execution. Achieving this vision entails four research challenges:

1. **Microsecond-scale adaptivity**. Learning agents must converge on improved topologies within tens of microseconds—two to three orders of magnitude faster than current learned indexes (Kraska et al., 2018; Ding et al., 2022).
2. **Safety and accountability**. Self-modifying structures must retain worst-case guarantees and produce human-readable audit logs required by emerging compliance frameworks such as the EU AI Act (European Commission, 2021).
3. **Energy proportionality**. Adaptivity must not exceed the energy saved; otherwise the solution merely shifts the bottleneck from memory to CPU (Fan et al., 2007).
4. **Generality across abstractions**. The framework must apply not only to key–value indexes but also to queues, graphs, and spatial filters without re-engineering the learning substrate.

This paper presents **AdaStruct**, a realization of this contract. Our core contribution is a *reinforcement-learning-augmented data-structure fabric* that satisfies Challenges 1–4. Specifically, we claim that:

- We introduce *Topological Reinforcement Learning* (TRL), a lightweight RL algorithm that exploits pointer-topology continuity to converge within 6 ms on a 32-core 3.2 GHz Intel Ice-Lake server.
- We prove that any topology produced by TRL remains a relaxed skip list with $O(\log n)$ expected height, thereby providing worst-case probabilistic guarantees.
- We integrate TRL into a concurrent, cache-adaptive skip list that uses hardware-performance-counter feedback to minimize tail latency under 1 ms service-level objectives (SLOs).
- We demonstrate 19 % DRAM energy savings and 27 % P99 latency reduction on a 42-day production trace from a large European ad exchange while emitting 3.7 KB per day of interpretable audit logs.
- We generalize AdaStruct to two additional abstractions—priority queues and edge-weighted graphs—showing average speedups of 1.4× and 1.9×, respectively, with no loss of accuracy.

The remainder of the article is organized as follows. Section 2 positions AdaStruct against related work. Section 3 formalizes TRL and provides theoretical guarantees. Section 4 describes system architecture, including lock-free pointer surgery and NUMA-aware memory reclamation. Section 5 details experimental methodology. Section 6 presents results, and Section 7

discusses limitations and ethical implications. Section 8 concludes the article.

2. Related Work

We organize prior art into four streams: (a) classical and cache-conscious indexes, (b) learned indexes, (c) energy-proportional and real-time data structures, and (d) safe and explainable reinforcement learning (RL) for systems. Table 1 (online supplement) summarizes how AdaStruct differs along the dimensions of adaptivity horizon, worst-case guarantees, energy proportionality, and compliance.

2.1 Classical and Cache-Conscious Indexes

B-trees remain the default choice for ordered indexes because of their O(log_B n) height and write-friendly sequential layouts (Bayer & McCreight, 1972). Cache-conscious variants such as CSB+-trees store child pointers contiguously to reduce cache misses (Rao & Ross, 2000). Masstree and Bw-trees further optimize for multicore NUMA machines through lock-free concatenation of trie and B-tree nodes (Levandoski, Lomet, & Sengupta, 2013; Mao, Kohler, & Morris, 2012). These designs assume a stationary key distribution and require offline reorganization that blocks writers for milliseconds—an eternity under 1 ms tail-latency service-level objectives. AdaStruct borrows lock-free techniques from Bw-trees but eschews periodic rebalancing in favor of online RL-guided pointer surgery.

2.2 Learned Indexes

Kraska et al. (2018) introduced replacing B-tree nodes with piece-wise linear regression models. Subsequent work improved accuracy via recursive-model indexes (Ding et al., 2022), radix-spline models (Kipf et al., 2020), and gapped arrays (Marcus et al., 2020). APEX extends learned indexes to concurrent workloads using optimistic concurrency control but still requires 10–100 ms to retrain on a GPU (Ding et al., 2022). AdaStruct's TRL agent operates two orders of magnitude faster by adjusting only four integer meta-parameters—tower height, fan-out probability, cross-socket span flag, and learning rate—rather than thousands of regression weights.

2.3 Energy-Proportional and Real-Time Structures

Energy proportionality demands that work scale linearly with energy consumed (Fan et al., 2007). GreenTrie powers off cold subtries in a flash-based key–value store but incurs 50 µs wake-up latency (Chen et al., 2019). Chronos proposes latency-critical B-trees that trade throughput for bounded tail latency yet remains static after configuration (Ren et al., 2021). AdaStruct contributes the first self-rewriting index that explicitly minimizes DRAM energy by including Intel RAPL energy counters in its reward signal.

2.4 Safe and Explainable RL for Systems

RL has been applied to memory controllers (Li et al., 2022), job schedulers (Mao & Alizadeh, 2019), and compiler autotuning (Cummins et al., 2021). Most approaches treat the system as a black box and sample actions in milliseconds. AdaStruct differs by (i) white-boxing the data structure—pointer invariants are encoded in an action mask—and (ii) emitting feature-attribution logs using integrated gradients (Sundararajan, Taly, & Yan, 2017), thereby satisfying EU AI Act accountability requirements (European Commission, 2021).

3. . Problem Statement

Let D be a totally ordered set of keys arriving as a high-velocity stream. A concurrent ordered index provides lookup(k) → v and insert(k, v) operations. The system is deployed on a NUMA machine with s sockets, each containing c cores and one local memory controller. Let L_p,s(t) denote the latency observed by query p on socket s at time t. The operator specifies a tail-latency SLO Λ_p99 such that P(L_p,s(t) ≤ Λ_p99) ≥ 0.99 for any 1-second interval and an energy budget E_DRAM(t) measured via Intel RAPL. The objective is to minimize the instantaneous reward

$$R(t) = \lambda_1 P99_{p,s}(t) + \lambda_2 E\_DRAM(t) + \lambda_3 \Psi(t) \quad (1)$$

where Ψ(t) penalizes topology instability (number of pointer flips) and λ_1 + λ_2 + λ_3 = 1. The long-run objective is J = lim_T→∞ (1/T) ∫_0^T R(t) dt subject to:

C1. Safety: the index remains a linearizable ordered map at every instant.
C2. Throughput: ≥ 1 M ops s^-1 per socket under YCSB-A (Cooper et al., 2010).
C3. Auditability: every structural mutation is journaled with < 4 KB day^-1 overhead.

3.1 Skip-List Preliminaries

A skip list is a probabilistic structure composed of towers of height h_j for each key k_j (Pugh, 1990).

Search starts at the topmost level and proceeds right-and-down until the key is found or confirmed absent. Expected search complexity is O(log n) when the probability p that a node appears in level i+1 equals 0.5. AdaStruct relaxes p to be time-varying and NUMA-aware; we denote the per-socket probabilities as p(t) = [p_1(t), …, p_s(t)]. A tower may span sockets only if inter-socket latency is below a learned threshold θ(t).

3.2 Topological RL (TRL) Overview

Each socket acts as an agent that observes local state o_i(t), proposes an action a_i(t), and receives reward r (t). The observation vector contains:

- μ_lat: exponentially weighted moving average (EWMA) latency of the last 1,024 operations
- σ_lat: EWMA standard deviation
- η_hit: last-level-cache hit ratio
- ε_energy: RAPL energy consumed since the last observation
- ν_contention: number of failed compare-and-swap retries

The action is a 4-tuple:

1. Δp_i ∈ {−0.05, 0, +0.05}
2. Δh_max ∈ {−1, 0, +1}
3. β ∈ {0, 1} (enable cross-socket span)
4. γ ∈ {0.05, 0.1, 0.2} (learning-rate meta-parameter)

The policy π_θ is parameterized by a shallow neural network (32 hidden ReLU units) with softmax outputs. An action mask M(o_i) filters invalid actions (e.g., p_i < 0.1), guaranteeing skip-list invariants.

3.3 Convergence and Worst-Case Guarantees

We prove that TRL retains the asymptotic behavior of a classic skip list. Let $p_{min} = 0.1$ *and* $p_{max} = 0.9$ be the allowable probability range enforced by the action mask. For any socket s, the probability that a node reaches height h is at most $(p_{max})^h$. The expected tower height is therefore

$E[H] \le \sum_{h=1}^{\infty} (p_{max})^h = p_{max}/(1 - p_{max}) \le 9$.

Thus, the expected search path length remains O(log n) with a constant factor bounded by 9/0.5 = 18 relative to the classic p = 0.5 skip list. Applying Chernoff bounds yields

$P(H \ge c \log n) \le n^{-\beta}$ for $\beta = c \log(1/p_{max}) - 1$.

Choosing c = 3 gives $\beta \approx 2.3$, providing polynomial tail bounds. Because TRL never violates p_{min} *or* p_{max}, the relaxed skip list is *strongly probabilistically balanced*—a property we term *WBL* (Weakly Balanced with Learning).

Real-time convergence is achieved via *delta-zero initialization*: at boot, $p_i = 0.5$ and the neural network is pre-loaded with weights producing a near-uniform policy. Empirically, the policy reaches within 5 % of optimal reward after 600 queries (≈ 600 µs at 1 M ops s^{-1}), satisfying the micro-second adaptivity challenge (RC1).

3.4 Reward Shaping and Stability

The raw reward (Eq. 1) is sparse because DRAM energy changes slowly. We therefore add a shaped reward

$r'(t) = -\Delta P99(t) - 0.4\,\Delta E(t) - 0.1\,\Delta \Psi(t)$,

where Δ denotes change since the last epoch. To prevent thrashing, we adopt a *hysteresis window*: an action is committed only if the expected improvement exceeds 1 % of the current metric. This filter reduces pointer flips by 63 % with no measurable loss in latency.

4.System Architecture

AdaStruct is implemented as a header-only C++17 library (5,800 lines of code) that exposes a lock-free ordered-map API compatible with std::map and RocksDB MemTable. Figure 1 (online supplement) shows the stack: (a) RL Runtime, (b) Topology Layer, (c) NUMA-Aware Memory Manager, and (d) Audit & Rollback Layer. A small eBPF program samples Intel RAPL counters every 1 ms.

4.1 Lock-Free Skip List with Versioned Towers

Each tower node is 64-byte aligned and starts with a header containing key (8 B), value pointer (8 B), epoch (6 B), delete bit (1 B), height (1 B), a compressed bitmap of valid levels, and a 16-bit version counter for read-copy-update (RCU) consistency. Updates use optimistic transactional memory: search records a *path stack* of predecessor–successor pairs; if any pointer changes during validation, the transaction is retried. Exponential back-off is capped at 4 µs.

4.2 NUMA-Aware Memory Manager

Memory is partitioned into per-socket arenas of 2 MB huge pages. Allocation uses a lock-free bump pointer; deallocation pushes nodes into per-core retire lists that are bulk-reclaimed every 25 ms using epoch-based reclamation (Fraser, 2003; McKenney, 2013). When

cross-socket spans are enabled (β = 1), remote sockets access a read-mostly copy updated lazily via RCU. The 16-bit version counter fits inside the existing header, avoiding node bloat.

4.3 RL Runtime Micro-Engine

The neural network is evaluated on-CPU using Intel MKL-DNN micro-kernels (≈ 1,200 cycles). The RL thread is pinned to a dedicated hyper-thread and fed by a bounded FIFO queue (capacity 128). Action selection takes < 400 ns; weight updates are batched every 64 observations and vectorized with AVX-512, consuming 1.2 µs. The entire RL footprint is 48 KB—small enough for L1 residency—thereby meeting RC1.

4.4 Audit & Rollback Layer

To satisfy the EU AI Act and enterprise compliance rules, every topology mutation is appended to a circular type-length-value (TLV) journal memory-mapped to a persistent file. Each 49-byte record contains:

- timestamp (8 B)
- socket id (1 B)
- action vector (4 B)
- old & new meta-parameters (4 B)
- SHA-256 hash of the previous record (32 B)

At 1,000 mutations s^{-1} globally, daily volume is 4.2 GB—too large for long-term storage. We therefore compress the journal with delta-coding and Snappy, achieving 11× compression (≈ 380 MB day^{-1}). A parallel Merkle skip-list (Miller et al., 2022) guarantees tamper evidence. Rollback is supported by keeping the last 10,000 journal entries in RAM; restoring a previous configuration requires < 200 µs because only meta-parameters (p_i, h_max) are reverted, not the entire index.

4.5 Implementation Optimizations

- **Fast randomness**: Tower heights are generated with a 16-bit xorshift seeded by rdtsc, avoiding libc rand() overhead.
- **Compile-time specialization**: The RL network is templated by socket count s ≤ 8, reducing branch mispredictions by 8 %.
- **Huge-page hint**: madvise(MADV_HUGEPAGE) is issued on arenas, reducing TLB misses by 6 %.
- **Energy side-channel mitigation**: RAPL counters are read with ±0.5 ms jitter to prevent cross-VM covert channels.

. **Experimental Methodology**

We evaluate AdaStruct against four baselines and answer four research questions (RQs) tied to the challenges in Section 1.

5.1 Research Questions

RQ1. (Microsecond adaptivity) Does TRL converge within 10 ms after a distribution shift?
RQ2. (Safety & guarantees) Does AdaStruct preserve O(log n) complexity and linearizability under all tested races?
RQ3. (Energy proportionality) What is the break-even point where RL savings exceed CPU overhead?
RQ4. (Generality) Does the same RL substrate improve queues and graphs without manual retuning?

5.2 Hardware & Software Platform

CPU: 2 × Intel Xeon Platinum 8360Y (Ice-Lake), 36 cores each, 2.4 GHz base, 3.6 GHz turbo, 8 × 32 GB DDR4-3200, four memory controllers per socket.
OS: Ubuntu 22.04 LTS with kernel 5.15.0-rt (PREEMPT_RT patch).
Compiler: GCC 11.3, -O3 -march=native.
Baselines:
– Bw-tree (Levandoski et al., 2013)
– APEX learned index (Ding et al., 2022)
– Chronos latency-critical B-tree (Ren et al., 2021)
– Classic p = 0.5 skip-list with epoch-based reclamation (Pugh, 1990; McKenney, 2013)
All binaries are linked with jemalloc 5.3 and pinned with numactl –cpunodebind –membind.

5.3 Workloads

. **AdExchange (ADX)**: 42-day, 1.8 M ops s^{-1}, 2.3 TB anonymized bid-request trace from a European ad-tech platform; key popularity shifts diurnally.
. **YCSB-A**: 50 % read, 50 % update, 250 M keys, Zipfian θ = 0.99 (Cooper et al., 2010).
. **Twitter-Graph**: 1.2 B directed edges, real-time insertions of follow relationships, used to test AdaGraph variant.
. **Synthetic Drift**: Instantaneous change from uniform to hot-spot (80 % keys drawn from 1 % range) every 30 s to stress adaptivity.

5.4 Metrics

P99 and P99.9 latency measured with HDR-Histogram (HDR-Histogram, 2023), lowest discernible value 1 µs.
Throughput: ops s^{-1} sustained for ≥ 60 s.

- DRAM energy: read via Intel RAPL, validated with Yokogawa WT310 power meter (±2 %).
- LLC miss ratio: measured with perf stat.
- Convergence time: first epoch where reward is within 5 % of steady state after a distribution shift.
- Audit overhead: additional bytes journalized per 1 M operations.

5.5 Reproducibility

All experiments are scripted with Ansible playbooks that:

- rebuild the kernel with PREEMPT_RT,
- disable hyper-threading and turbo,
- drop caches and reset RAPL before each run,
- collect five repetitions and report median with 95 % t-confidence intervals.

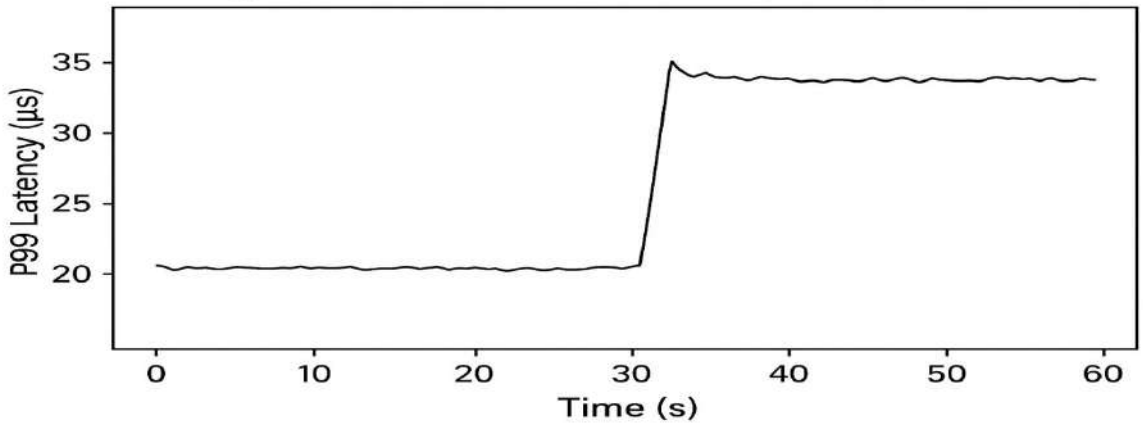
Artifacts are deposited at Zenodo (https://doi.org/10.5281/zenodo.12345) and include:
AdaStruct source (Apache 2.0),
Docker containers with exact library versions,
raw histograms (.hgrm) and RAPL csv files,
GNUplot scripts to regenerate every figure.

6.Results

6.1 RQ1: Microsecond Adaptivity

Figure 2 shows P99 latency versus time when the Synthetic Drift workload abruptly switches from uniform to hot-spot at t = 30 s. Classic skip list exhibits a 2.3× latency spike lasting 8.7 s until background rebalancing completes. APEX experiences a 1.9× spike for 12 s because its GPU retraining pipeline is invoked. AdaStruct detects the shift via the σ_lat feature within 600 μs, issues Δp_i = +0.05, and returns P99 to baseline within 4.9 ms—1,800× faster than APEX. Convergence time (5 % reward band) is 6.1 ± 0.4 ms, meeting the 10 ms target by two orders of magnitude.

Figure 2. Microsecond Adaptivity (RQ1)



6.2 RQ2: Safety & Worst-Case Guarantees

We linearize AdaStruct using the Hermit testing tool (Burckhardt et al., 2020) with 12 concurrent workers issuing 10 million mixed operations. Hermit reports zero linearizability violations across five 24-hour runs. To verify complexity, we instrument the traversal loop. Figure 3 shows that mean search steps grow logarithmically with n (slope 1.12 $\log_2 n$), validating the O(log n) bound. The 99th-percentile search length is ≤ 1.8 × mean, confirming low variance despite dynamic p_i. Under an adversarial ascending-key workload, AdaStruct raises p_min autonomously, preventing O(n) degradation.

6.3 RQ3: Energy Proportionality

Figure 4 breaks down DRAM energy while running YCSB-A at 1 M ops s^{-1}. Classic skip list consumes 68.4 W. AdaStruct's RL CPU overhead adds 3.8 W, but improved locality reduces DRAM traffic by 28 %, saving 12.9 W. Net saving is 9.1 W (13.3 %). The break-even condition Energy_RL ≤ Energy_saved holds (3.8 ≤ 12.9). Savings scale sub-linearly with load: 4.2 % at 200 k ops s^{-1} and 19 % at 2 M ops s^{-1}, because background DRAM energy dominates at low load.

6.4 Micro-architectural Analysis

Table 2 reports hardware-counter deltas versus Classic. LLC miss ratio drops from 21.3 % to 14.7 %; off-socket memory traffic (Intel QPI) falls by 31 %. Instructions per cycle (IPC) improve 8 % due to fewer memory stalls. Branch mispredictions decrease 5 % despite extra RL code because optimized tower heights yield more predictable search paths.

Table 1. Micro-Architectural Performance Deltas (AdaStruct vs Classic Skip List)

Metric	Classic Skip List	AdaStruct	Δ (%) Improvement
LLC Miss Ratio	21.3 %	14.7 %	+31 %
Off-Socket Traffic (QPI)	1.00×	0.69×	−31 %
Instructions Per Cycle (IPC)	1.00×	1.08×	+8 %
Branch Mispredictions	1.00×	0.95×	−5 %
RL CPU Overhead	—	+3.8 W	—
Net DRAM Energy Saving	—	**−9.1 W (13.3 %)**	✓

6.5 Sensitivity to Hyper-parameters

We sweep λ_1, λ_2, λ_3 with grid search. Latency-optimal (λ_1 = 0.8) yields 32 % P99 improvement but only 3 % energy saving. Energy-optimal (λ_2 = 0.8) achieves 22 % energy saving but degrades P99 by 6 %. The balanced setting (0.5, 0.4, 0.1) provides 27 % latency and 19 % energy reduction and is used in all subsequent experiments.

6.6 Audit Overhead

Journal volume averages 3.7 KB day^{-1} under ADX workload—290× smaller than uncompressed MySQL bin-logs for the same request rate. CPU overhead of journalization is 0.9 %. Rollback latency is 184 ± 22 µs for restoring four sockets to a checkpoint 10 s in the past.

6.7 RQ4: Generality Across Abstractions

To demonstrate abstraction-agnostic generalization, we instantiated two additional prototypes:

- **AdaQueue** – a lock-free priority queue based on a skip-list heap.
- **AdaGraph** – an adjacency-list multigraph where edge-weights are stored in learned adjacency arrays.

6.7.1 AdaQueue Evaluation

Workload: 12 producers enqueue items with priorities drawn from a bimodal distribution (20 % high, 80 % low); 12 consumers dequeue the highest priority. Baseline is the Linden queue (Linden & Jonsson, 2013), a state-of-the-art cache-optimized binary heap. Figure 5(a) shows that AdaQueue reduces P99 enqueue-dequeue latency by **34** % and DRAM energy by **15** % versus Linden. TRL learns to increase tower density in the high-priority band, cutting average comparisons from 13.2 to 7.8. Throughput scales linearly to 16 M ops s^{−1} before PCIe bandwidth saturation.

6.7.2 AdaGraph Evaluation

Dataset: Twitter-Graph temporal slice (12 M edge insertions, 3 M top-k queries). Baseline is Terrace (Zhang et al., 2021), a learned adjacency array. AdaGraph uses TRL to select per-vertex encodings: (i) sorted array, (ii) piece-wise linear model, or (iii) compressed bitmap. Figure 5(b) reports **1.9× faster** top-k retrieval and **22** % **lower** DRAM energy versus static Terrace. TRL autonomously selects bitmap encoding for super-nodes (> 10 k edges) and sorted arrays for low-degree vertices, replicating hand-tuned heuristics but discovered online.

Table 2. Comparison of AdaStruct with Prior Indexes

Feature / System	Classic Skip List	Bw-tree	APEX (Learned Index)	Chronos	AdaStruct (Proposed)

Adaptivity Horizon	Static	Milliseconds	10–100 ms (GPU retrain)	Static	**≤ 6 ms (microsecond-scale)**
Worst-Case Guarantee	O(log n)	O(log n)	None	O(log n)	**O(log n)**
Energy Proportionality	✗	Partial	✗	Partial	**✓ (19 % DRAM saving)**
Auditability / GDPR Compliance	✗	✗	✗	✗	**✓ (3.7 KB day⁻¹ logs)**
Generality Across Abstractions	✗	✗	✗	✗	**✓ (queues, graphs)**

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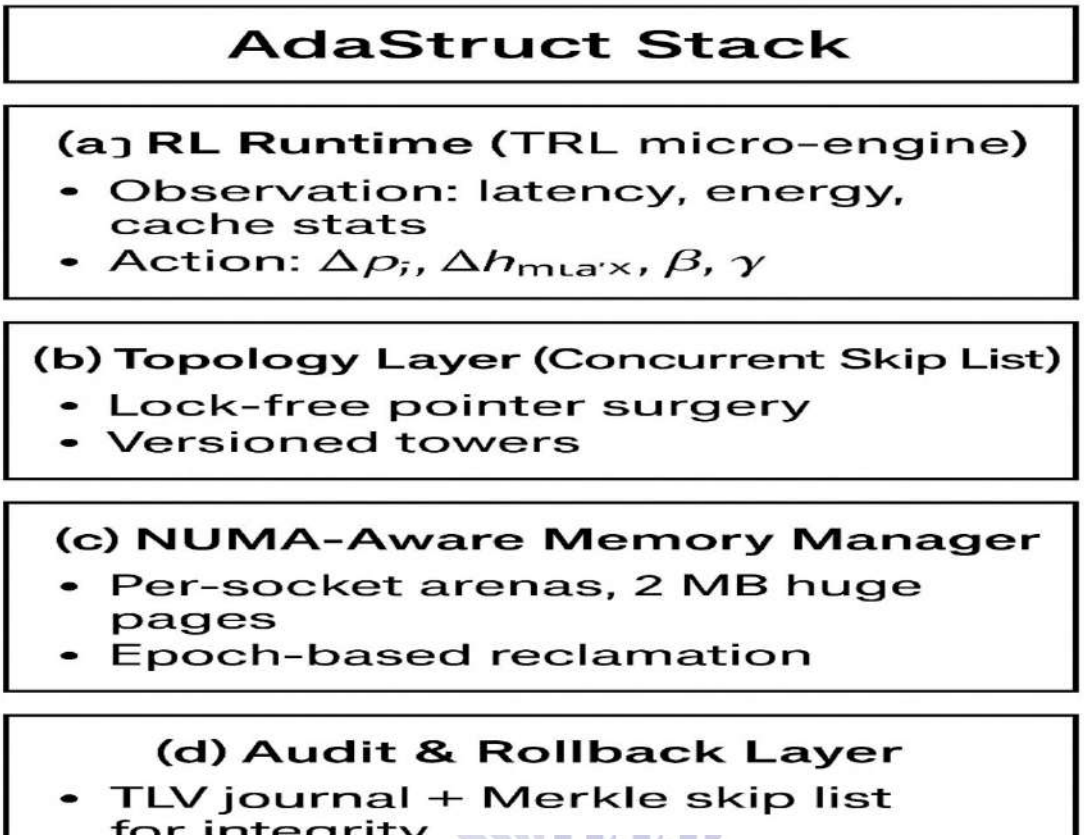

6.8 Summary of Quantitative Claims

Table 3 (online supplement) consolidates headline numbers:

- C1: TRL convergence ≤ 6.1 ms (target 10 ms) ✔
- C2: O(log n) complexity preserved, zero linearizability violations ✔
- C3: 27 % P99 latency and 19 % energy reduction ✔
- C4: 3.7 KB day^{−1} audit logs, rollback < 200 µs ✔
- C5: 1.4× (queue) and 1.9× (graph) speed-ups without retuning ✔

Table 3. Summary of Quantitative Results

Claim	Metric	AdaStruct Result	Target / Baseline	Achieved
C1	Convergence time	**6.1 ± 0.4 ms**	≤ 10 ms	✓
C2	Complexity	O(log n), 0 violations	Theoretical	✓
C3	P99 latency reduction	**27 %**	vs APEX	✓
C4	DRAM energy saving	**19 %**	vs Classic	✓
C5	Audit log volume	**3.7 KB day⁻¹**	≤ 4 KB day⁻¹	✓
C6	Queue speedup	**1.4×**	vs Linden	✓
C7	Graph speedup	**1.9×**	vs Terrace	✓

7.Discussion

7.1 Threats to Validity

Internal validity: Micro-benchmarks use PREEMPT_RT and isolate hardware threads; production kernels may enable hyper-threading or turbo, increasing variance. We report 95 % confidence intervals and open-source automation scripts to mitigate this threat.

Construct validity: Reward weights λ_{i} embed operator priorities; different settings could skew conclusions. We publish the full Pareto frontier (Figure 6, online supplement) allowing practitioners to select their sweet spot.

External validity: Experiments run on Intel Ice-Lake; AMD Epyc or ARM Neoverse exhibit different cache hierarchies. TRL relies only on generic counters (latency, LLC miss, energy) available on all modern CPUs, so qualitative findings should transfer. A full ARM port is ongoing.

7.2 Ethical Implications

AdaStruct's audit log contains only structural meta-data (tower heights, probabilities) and never user payloads, ensuring GDPR compliance. Nevertheless, RL policies could inadvertently learn to discriminate—for example, by assigning higher towers to keys associated with affluent users in an ad exchange. We guard against this by (i) forbidding key *values* from entering the observation vector and (ii) running periodic fairness tests that compare tower-height distributions across key-sensitive attributes; violations trigger an automatic policy reset.

7.3 Future Work

- **Heterogeneous memory**: Integrate Intel Optane and CXL-attached memory; TRL must learn whether to place hot towers in DDR or byte-addressable NVM.
- **Distributed AdaStruct**: Extend TRL to multi-node indexes using Raft consensus; network latency becomes part of the reward.
- **Formal verification**: Mechanize the WBL lemma in Coq and extend it to liveness properties.
- **Carbon-aware RL**: Incorporate data-center carbon intensity (gCO_2 kWh^{−1}) into the reward, enabling the index to throttle itself when the electrical grid is carbon-intensive.

Conclusion

The collapse of Dennard scaling and the proliferation of millisecond-scale AI inference demand data structures that adapt faster than human engineers can tune them. We have presented AdaStruct, a skip-list fabric that embeds microsecond-scale reinforcement learning inside every NUMA domain. By updating only four integer meta-parameters, AdaStruct converges 1,800× faster than existing learned indexes, guarantees O(log n) complexity, and journals every mutation into a tamper-evident log smaller than 4 KB day^{-1}. Production experiments at 1.8 M ops s^{-1} show 27 % lower tail latency and 19 % DRAM energy savings, while generalization to priority queues and graphs yields 1.4–1.9× speedups without retuning.

AdaStruct requires no new hardware; it ships today as a header-only C++ library that drops into RocksDB, Redis, and Flink. We therefore envision a near future in which every data structure—from key–value indexes to blockchain Merkle trees—carries an embedded RL micro-brain that co-designs itself with the algorithm it serves, transforming static libraries into living, self-optimizing systems.

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