

Exercise 100

Describe how to modify each of the linked list algorithms

- if object hash codes are not guaranteed to be unique.
- $\text{key} = x.\text{hashCode}()$
- $x.\text{hashCode()} == y.\text{hashCode}()$

Linked List L

- Set $S(L)$
- $L.\text{add}(x) = S(L) \cup \{x\}$
- $L.\text{remove}(x) = S(L) \setminus \{x\}$
- $L.\text{contains}(x) = x \in S(L)$

Add

- ⊗ "if (cur.key == key) return false" 修改为在 `pred.key <= key` and `key < curr.key` 范围内确定插入位置
- ⊗ 不需要判断新结点 hash 值是否等于 `cur.key`, 只需判断新结点 hash 值是否小于或大于等于 `cur.key`
- $L.add(x) = S(L)$ if $x \in S(L)$
 - $S(L)$ 不是多集 (multi-set)

Remove/Contains

- ✘ **remove() / contains()** 需要遍历链表直至**key**相等时结束
- ✘ **remove()** 应在新结点 hash值小于cur.key时pre、cur节点后移, 新结点hash值等于cur.key时cur节点后移, 新结点hash值大于cur.key时令pre.next=cur
 - $L.remove(x) = S(L) \setminus \{ y \mid y.hashCode() == x.hashCode() \}$
- ✘ **contains()** 不需要修改, 因为即使有多个hash值相同的结点, 该方法仍应返回true
 - $L.contains(x) = \exists y \in S(L), y.hashCode() == x.hashCode()$

Solution

- `while (curr .key < key)` 修改为 `while (curr .key < key || (curr .key == key && !curr.item.equals(item)))`
- 直接比较items, 如果items可相互比较 (即存在全序)

Exercise 118

- Explain why this cannot happen in the LockFreeList algorithm.
- A node with item x is logically but not yet physically removed by some thread,
 - T1: `remove(x)`
- then the same item x is added into the list by another thread,
 - T2: `add(x)`
- and finally a `contains()` call by a third thread traverses the list, finding the logically removed node, and returning false,
 - T3: `contains(x) = false`
- even though the linearization order of the `remove()` and `add()` implies that x is in the set.

Solution

- LockFreeList
- T1: |----r----| remove(x)
- T2: |----a----| add(x)
- T3: |----c----| contains(x) = false
- T3': |----c----| contains(x) = true
- The thread adding x the second time would physically remove the marked node containing x.

Not A Solution

- ☹因为contains() --> find() 会忽略所有marked的节点。
- ☹如果线性化的顺序是remove-->add-->contains, contains().find()会发现curr.key == key而不是停止在marked removed node with key == key。