

















































```
For each level:
- Find curNode s.t. curNode < newNode < nextNode and curNode->next=nextNode
- Set curNode->next to newNode if curNode->next == nextNode
// CAS fails if curNode->next has been marked
                 or nextNode is no longer next
Failure? Find curNode and nextNode again using curNode's next pointer
Repeated failure? Reset curNode
eg:
cur cur->next next
                                   new
5
                   10
set new->next to next
    cur->next next
                                                    10
cur
                                   new
                                          new->next
       -> 10
                                                      10
CAS(curnode->next, nextnode, newnode)
cur cur->next new new->next
                                       next
       ->
// curNode is marked for deletion? Fail.
// nextNode is no longer next? Fail.
[trougnouf@tp School]$ scrot
```

slInsert(slHead, key)

Terminal

Local pointers: curNode, newNode, nextNode













