

# IdMapper collision detection is id space aware 🐛

Merged

 tinwelint merged 1 commit into neo4j:2.2 from tinwelint:2.2-less-idmapper-collisions Apr 9, 2015

 Conversation 0

 Commits 1

 Files changed 4

+279 -48     



tinwelint commented Apr 9, 2015

Collaborator

There was a problem in the presence of multiple id spaces where many of the ids in each id spaces were the same. This is all fine since an id is unique within its id space only. The problem was that the collision detection code wasn't id space aware and so treated all these same ids as collisions and went through the hassle of going through the input and gathering up their actual ids (e.g. the String/Long input node ids) and keeping them all in memory. On top of that there is a temporary data structure which kept all ids per group as well, to be able to detect duplicates within the same id space. The code described above just wasn't supposed to handle that many collisions since the Encoder is built to produce collisions very rarely.

This commit changes that so it's only multiple ids within the same 'id space' that are treated as collisions and so should remove this overhead completely

## Labels

2.2

kernel

## Milestone

No milestone

## Assignee

No one assigned

## 1 participant





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 1 check passed

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