

AB's Mack III

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Move Δ Donation $\left\{ \begin{array}{l} + \text{ if father done} \\ - \text{ if son done} \end{array} \right.$

C: Done
C: Done
0: donation ≥ 0

Father in use \leftarrow in use $+\Delta$
son res \leftarrow res $+\Delta$
son chrg \leftarrow chrg $+\Delta$ } if resulting res \geq ~~res~~ in use

Steal

C: done
C: done
C: common ancestor
0: steal ≥ 0

done in use \leftarrow in use $+\Delta$ (if still \leq res)
done in use \leftarrow in use $-\Delta$

Destroy AB: current algorithm +
if in use $\neq 0$, add to father in use

- Known effects:
- 1) No more consistency check (in use $= 0$ at destruction no longer true)
 - 2) AB may disappear out from under disk (which then does what?)
 - 3) User can have operation ^{to be charged}
 - 4) User can't prevent A B to disk system

with current D.V implementation, steal impossible at that level
*(verification of common ancestor impossible)

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