

ExternalAppendOnlyMap

insert(Ki, Vi)

AppendOnlyMap

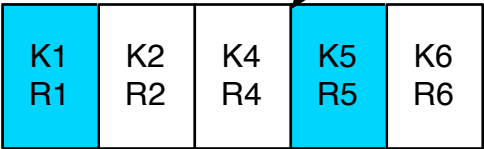


sortedMap

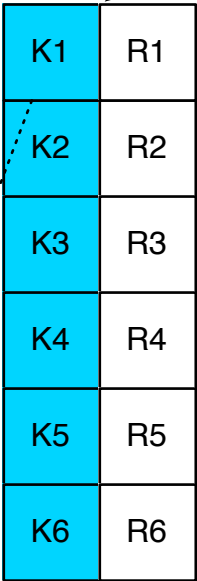


write buffer

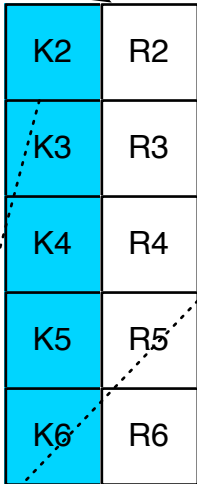
final sorted map



1st spill



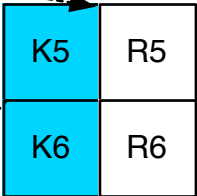
2nd spill



3rd spill



4th spill



spilledMap

destructiveSortedIterator

DiskMapIterator

