

**Point Location**

**Node Copying**

**- Strategy**

**Junhui DENG**

**deng@tsinghua.edu.cn**

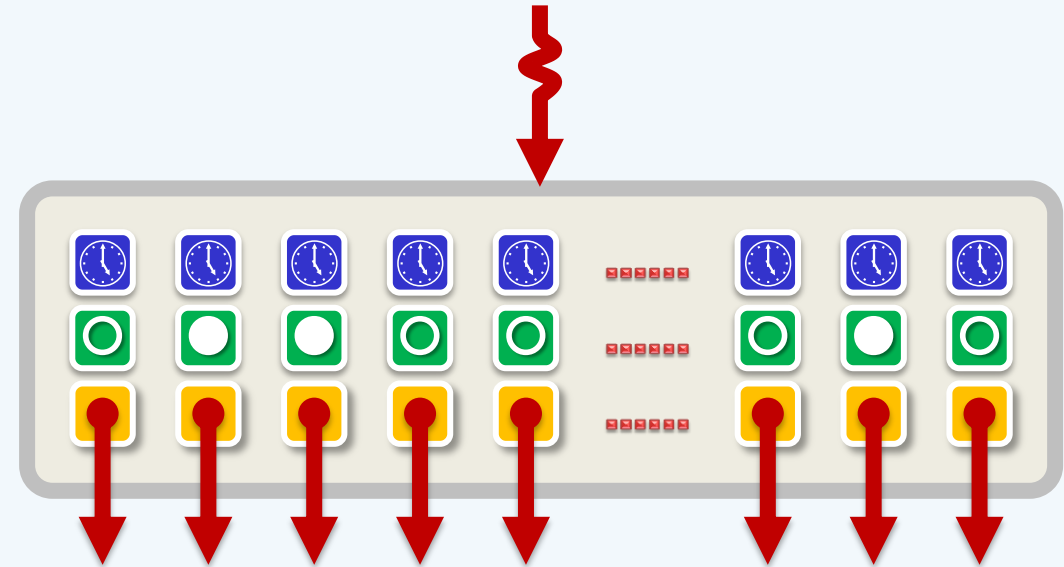
## Arbitrarily Fat

❖ Suppose, instead of copying nodes, we

implement our PPS by

allowing nodes to

become arbitrarily "fat"



## Time Stamp

❖ Each time we want to change a pointer, we store

- the new pointer in the node,

along with a time/slab stamp

indicating when (in which slab)

the change occurred, and

- a bit that indicates whether

the new pointer is a left/right one

