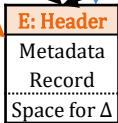
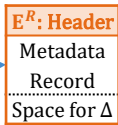
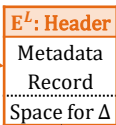


→ Physical pointer  
...→ Logical pointer

Mapping table
A
B
C
D
E
...



(4) Store new node

(1) Prepare new nodes  
(3) Update headers

(2) Lock old node  
(5) Perform split