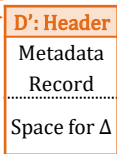


→ Physical pointer  
... Logical pointer

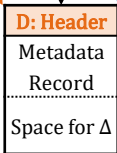
Mapping table
A
B
C
D
E
...

(1) Prepare new node

(3) Update header



(4) Store new node



(2) Lock old node

(5) Perform consolidation

