

Threads

memory

Core 0

Core1

Core2

Obj C

*i-mark : 0*

*r-mark : 0*

+ insert

Obj D

*i-mark : 1*

*r-mark : 0*

op : insert

Obj E

*i-mark : 1*

*r-mark : 0*

op : insert

...

T3

Tree lock

physical update

D

physical update

C

physical update

A

T4

read

read tree

Tree unlock

