

# Threads

# memory

Core 0

Core1

Core2

T0



T1

...

T2



T3

Tree lock

physical  
update

C

physical  
update

D

physical  
update

A

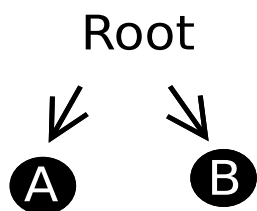
T4

read

read tree

Tree unlock

T0's



Core 0

empty

HEAD

empty

Core1

empty

empty

empty

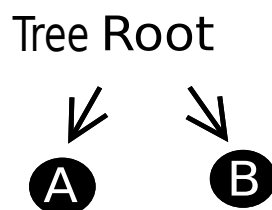
Core2

empty

empty

empty

T1's



Lock-free queue

HEAD

HEAD

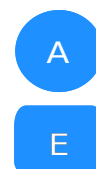
HEAD

Lock-free queue

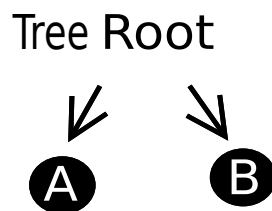
HEAD

Lock-free queue

HEAD



T3's



Lock-free queue

HEAD

HEAD

HEAD

Lock-free queue

HEAD

Lock-free queue

HEAD

