

Threads

memory

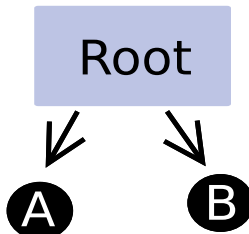
Core 0

Core1

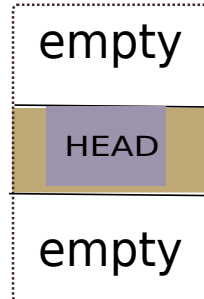
Core2

per-core hash table

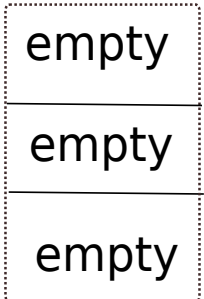
T0's



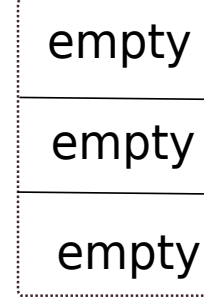
Core 0



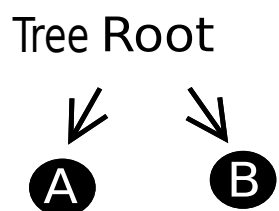
Core1



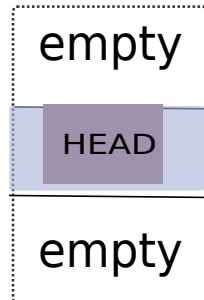
Core2



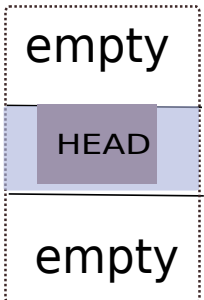
T1's



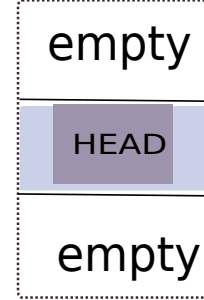
Core 0



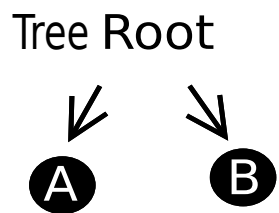
Core1



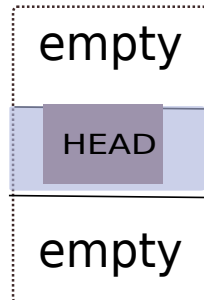
Core2



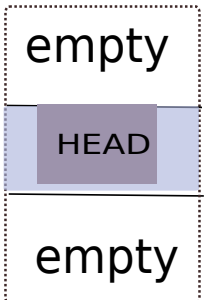
T3's



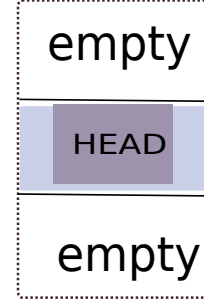
Core 0



Core1



Core2



T0



T1

...

T2



T3

Tree lock



T4

read



Tree unlock