

Threads

Cor0

Core1

Core2

insert

Obj D

i-mark : 1
r-mark : 0
op : insert

insert

Obj C

i-mark : 1
r-mark : 0
op : insert

insert

Obj E

i-mark : 1
r-mark : 0
op : insert

T1

remove

Obj C

i-mark : 0
r-mark : 0
op : insert

remove

Obj A

i-mark : 0
r-mark : 1
op : remove

T2

insert

Obj C

i-mark : 0
r-mark : 0
op : insert

T3

Tree lock
synchronize

physical
update

D

physical
update

A

T4

read

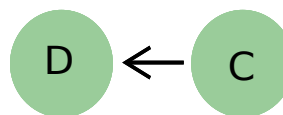
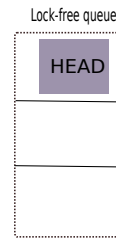
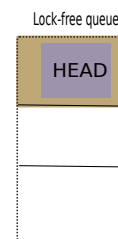
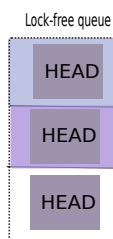
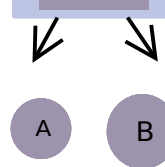
read tree

Tree unlock

memory

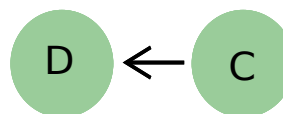
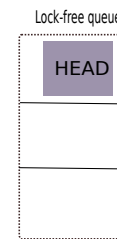
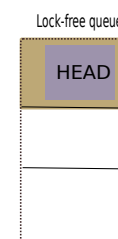
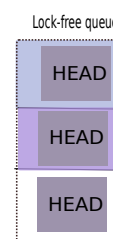
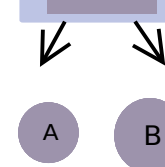
T1's

Tree
Root



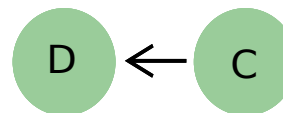
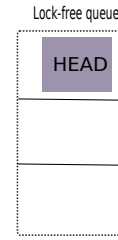
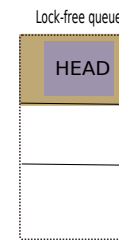
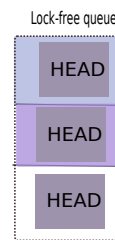
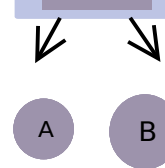
T1's

Tree
Root



T1's

Tree
Root



T1's

Tree
Root

