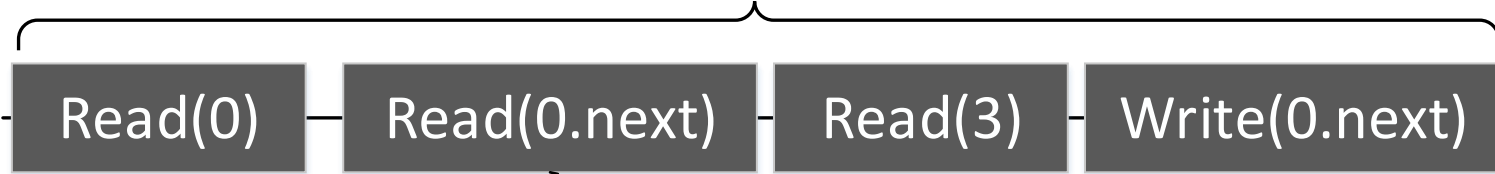


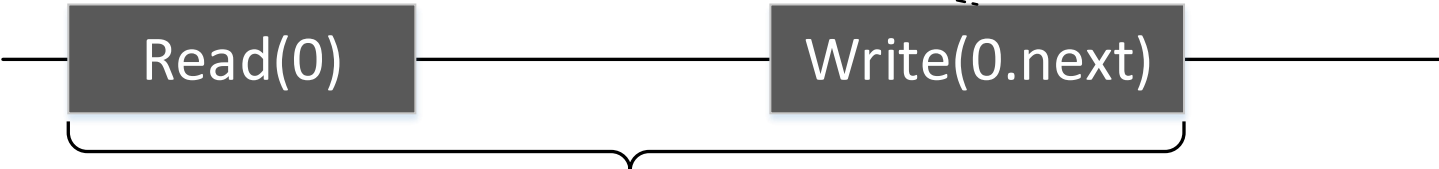


Insert(4)

Thread 1



Thread 2



Conflict

Insert(1)