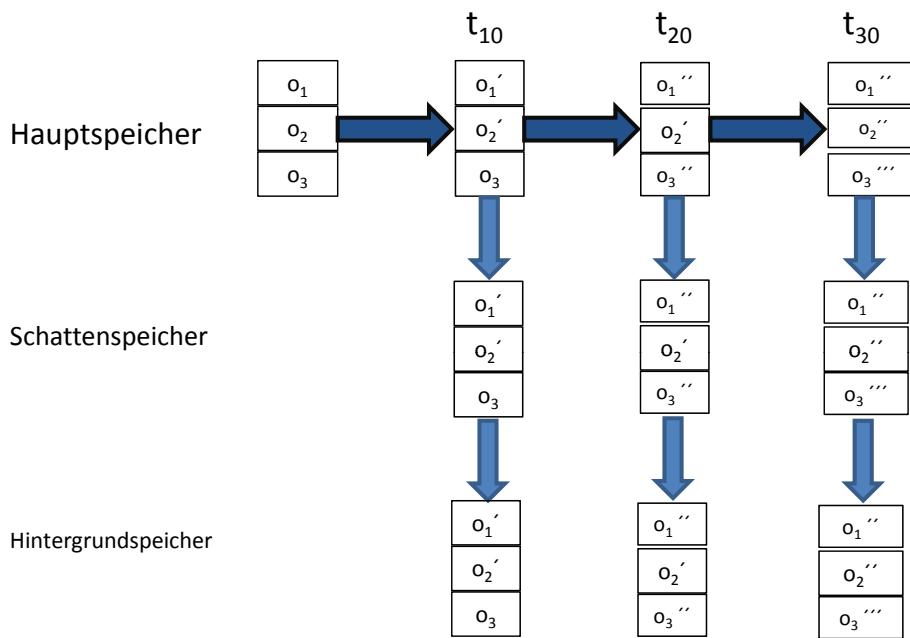
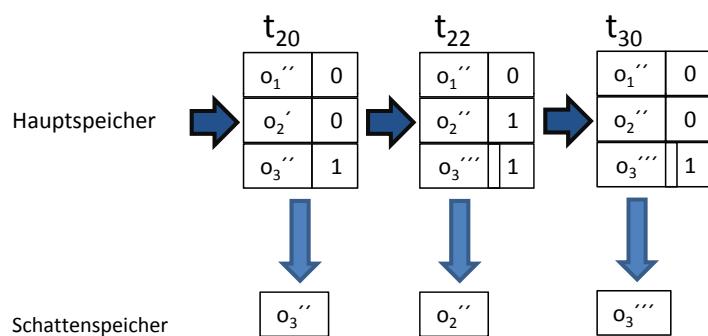
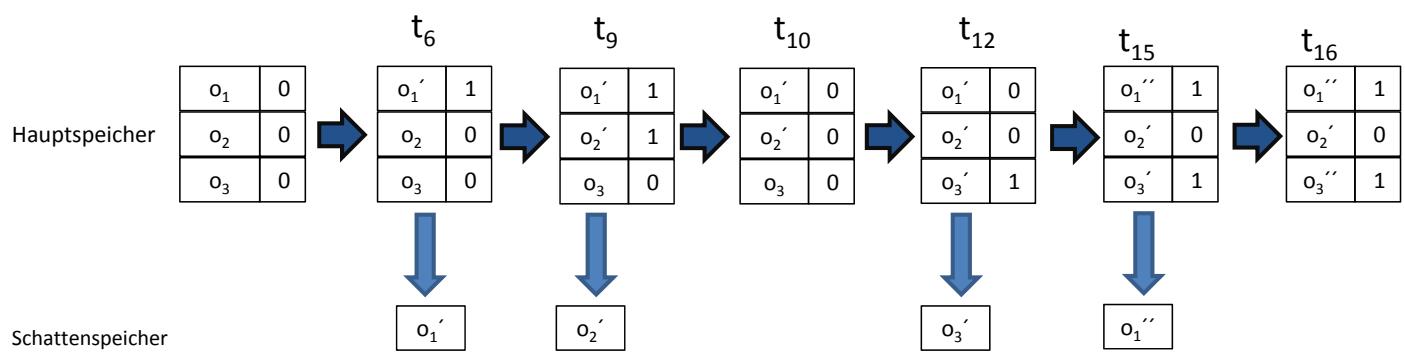


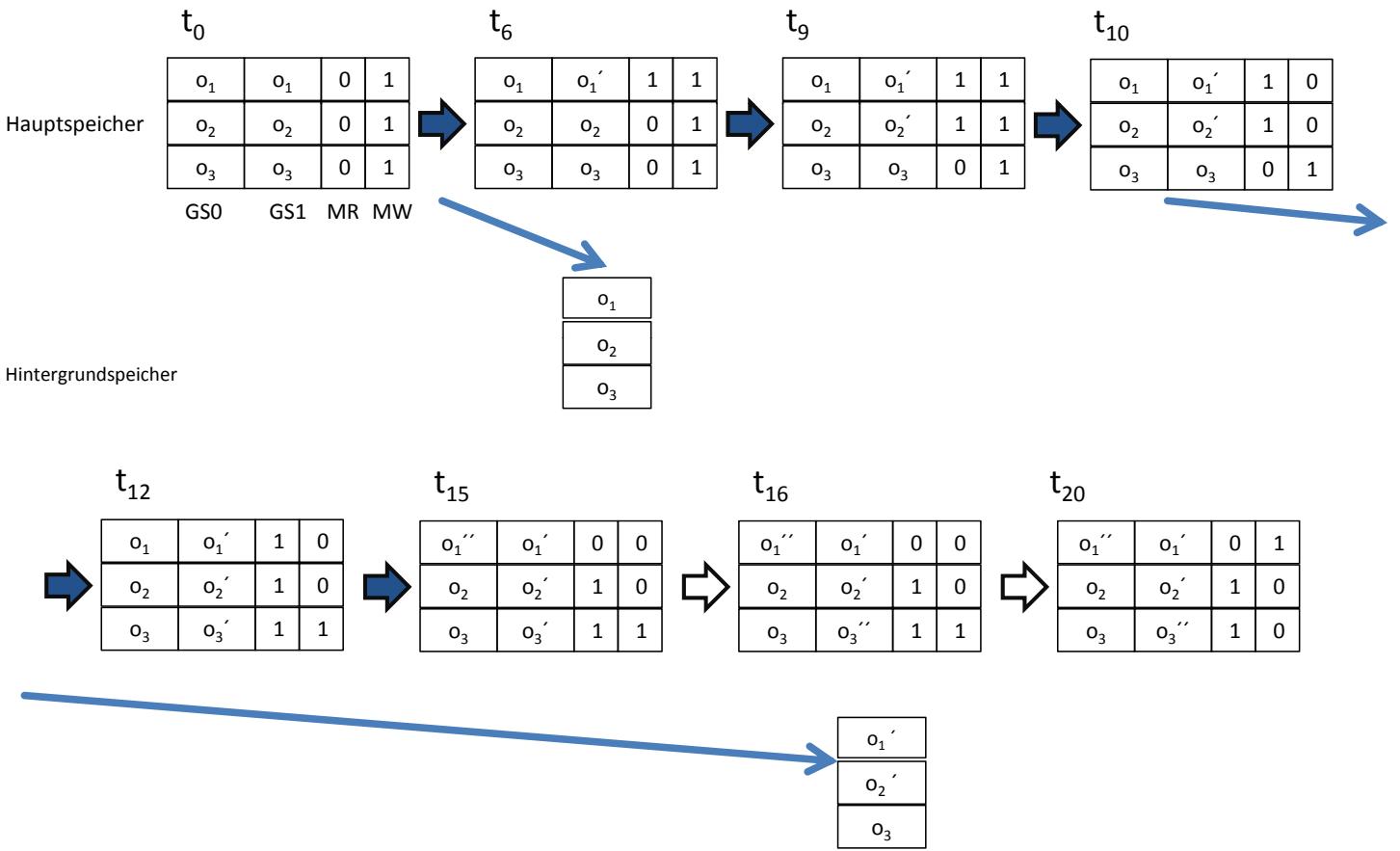
## Naive Snapshot



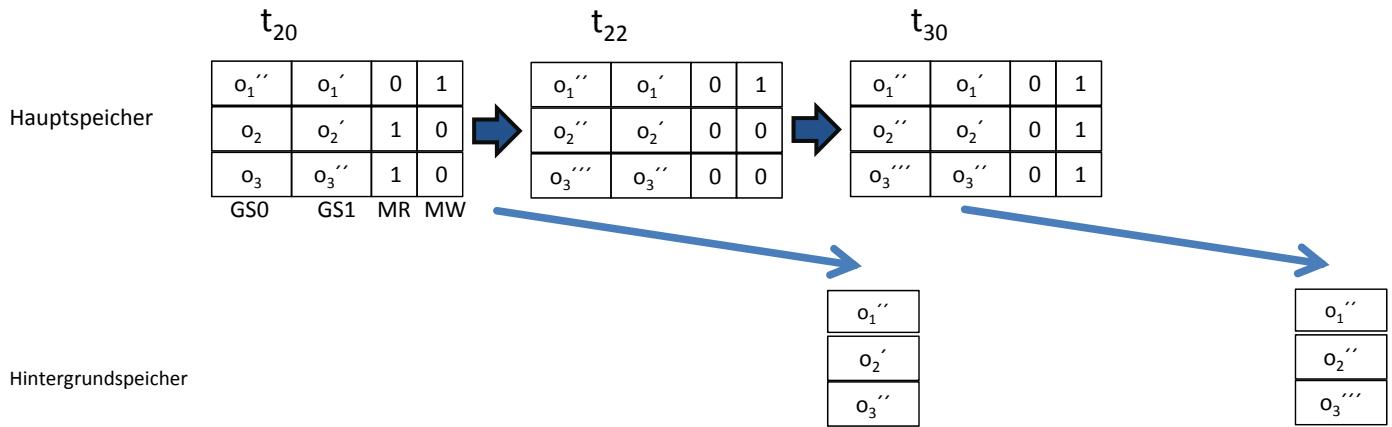
## Copy-on-Update



## Wait-Free ZigZag



## Wait-Free ZigZag (2)



### Wait-Free Ping Pong

$t_0$

$o_1$	0	-	1	$o_1$
$o_2$	0	-	1	$o_2$
$o_3$	0	-	1	$o_3$

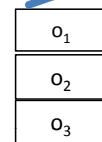
$t_6$

$o_1'$	1	$o_1'$	1	$o_1$
$o_2$	0	-	1	$o_2$
$o_3$	0	-	1	$o_3$

$t_9$

$o_1'$	1	$o_1'$	1	$o_1$
$o_2'$	1	$o_2'$	1	$o_2$
$o_3$	0	-	1	$o_3$

GS    odd    even



$t_{10}$

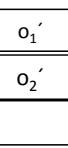
$o_1'$	1	$o_1'$	0	-
$o_2'$	1	$o_2'$	0	-
$o_3$	0	-	0	-

$t_{12}$

$o_1'$	1	$o_1'$	0	-
$o_2'$	1	$o_2'$	0	-
$o_3'$	0	-	1	$o_3'$

$t_{15}$

$o_1''$	1	$o_1'$	1	$o_1''$
$o_2'$	1	$o_2'$	0	-
$o_3'$	0	-	1	$o_3'$



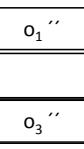
$t_{16}$

$o_1''$	1	$o_1'$	1	$o_1''$
$o_2'$	1	$o_2'$	0	-
$o_3''$	0	-	1	$o_3''$

$t_{20}$

$o_1''$	0	-	1	$o_1''$
$o_2'$	0	-	0	-
$o_3''$	0	-	1	$o_3''$

GS    odd    even



$t_{30}$

$o_1''$	0	-	0	-
$o_2''$	1	$o_2''$	0	-
$o_3'''$	1	$o_3'''$	0	-

