Move Donation + if father done
       - if son done

father in use ← in use + Δ
for rest ← rest + Δ
for change ← change + Δ

Steal

C: done
C: done
C: common ancestor
D: steal ≥ 0

done in use ← in use + Δ (if still ≤ rest)
done in use ← in use - Δ

Destroy AB & if in use ≠ 0, add to father in use

Known effects: 1) No more consistency check (in use = 0 at destruction no longer true)
2) AB may disappear out from under disk (which then does what?)
3) User can have operation
4) User can't present A B to disk system

with current D/V implementation, steal impossible at that level
* verification of common ancestors needed