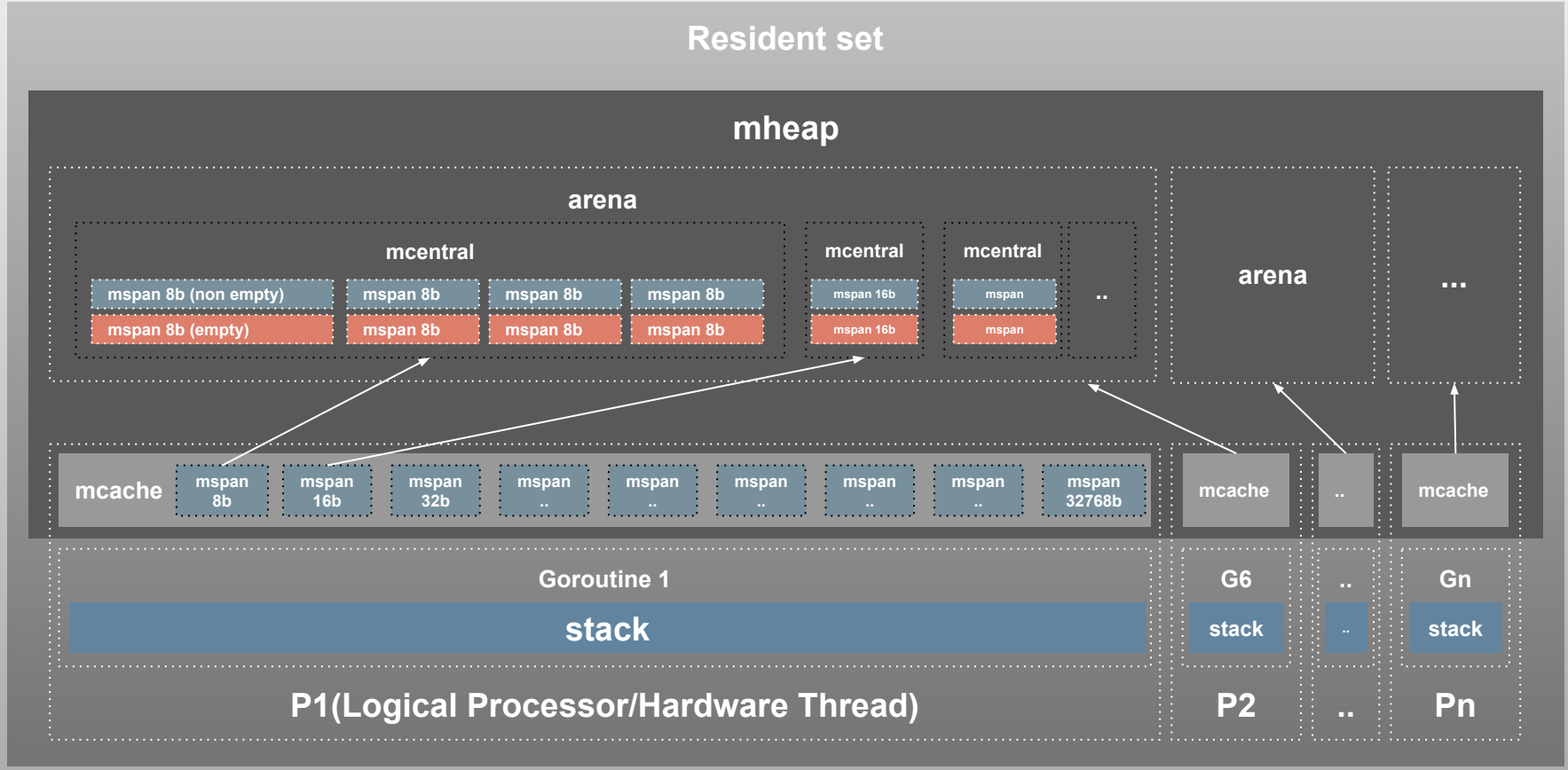
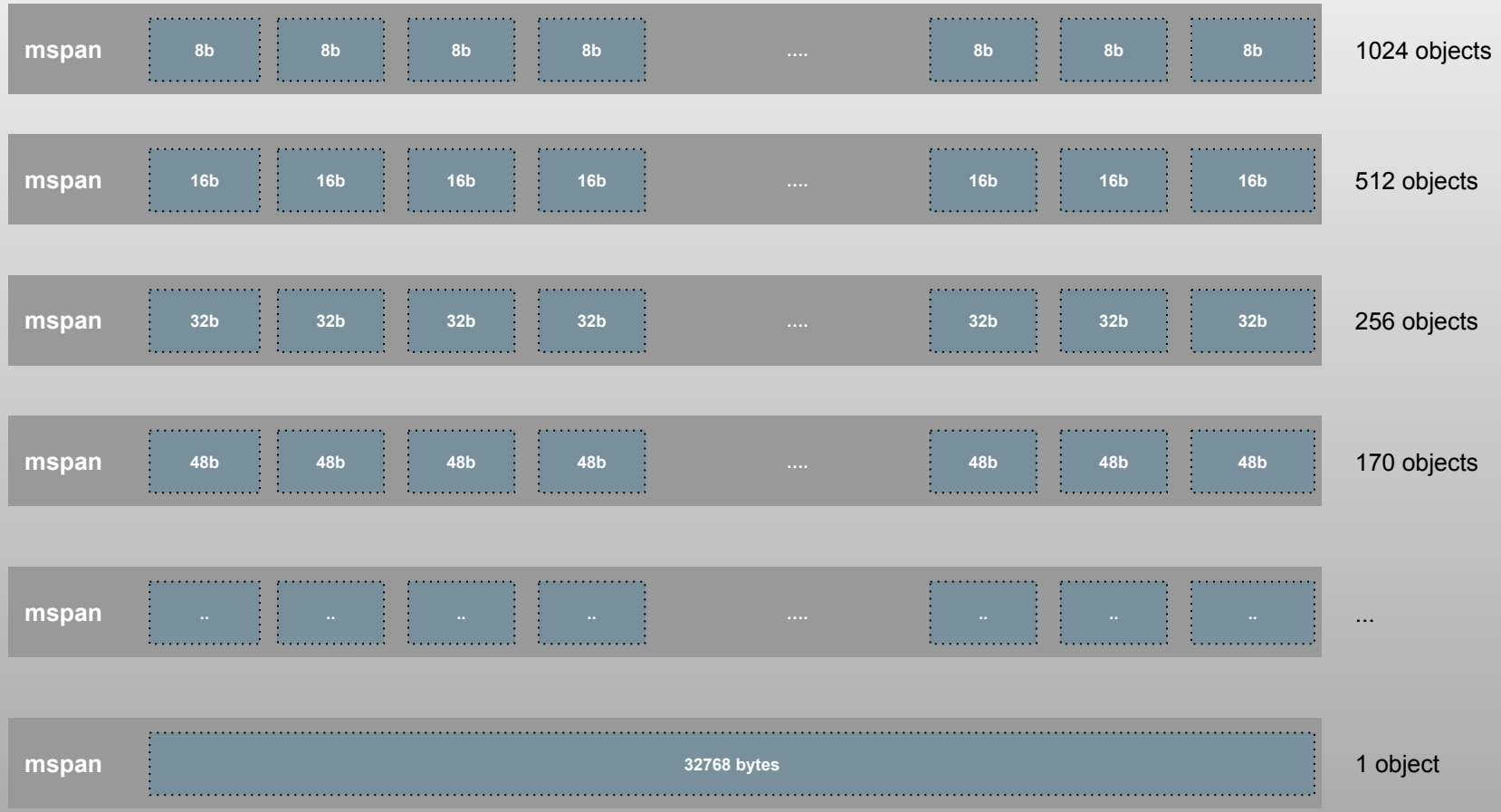
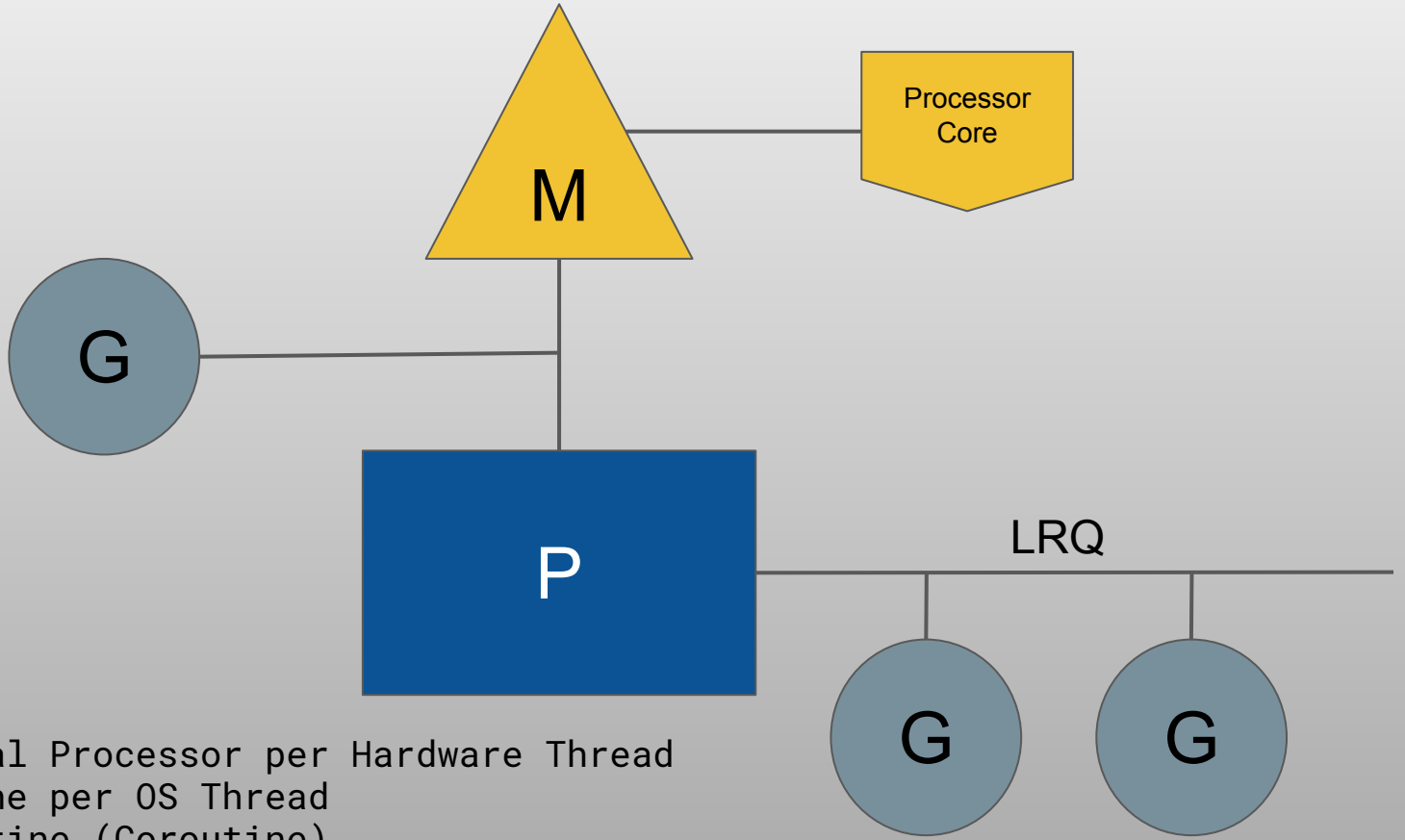
Process Virtual Memory



mspan


mspan
8b
8b
8b
8b
....
8b
8b
8b
1024 objects
mspan
16b
16b
16b
16b
....
16b
16b
16b
512 objects
mspan
32b
32b
32b
32b
....
32b
32b
32b
256 objects
mspan
48b
48b
48b
48b
....
48b
48b
48b
170 objects
mspan
..
..
..
..
....
..
..
..
...
mspan
32768 bytes
1 object

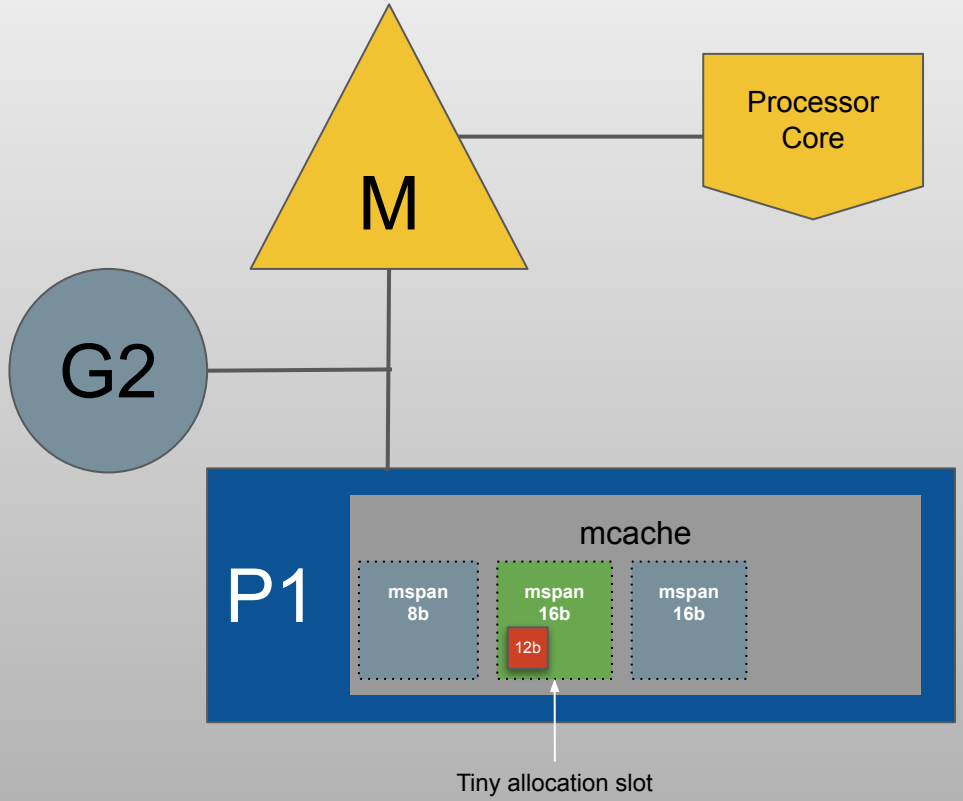
Go Scheduler

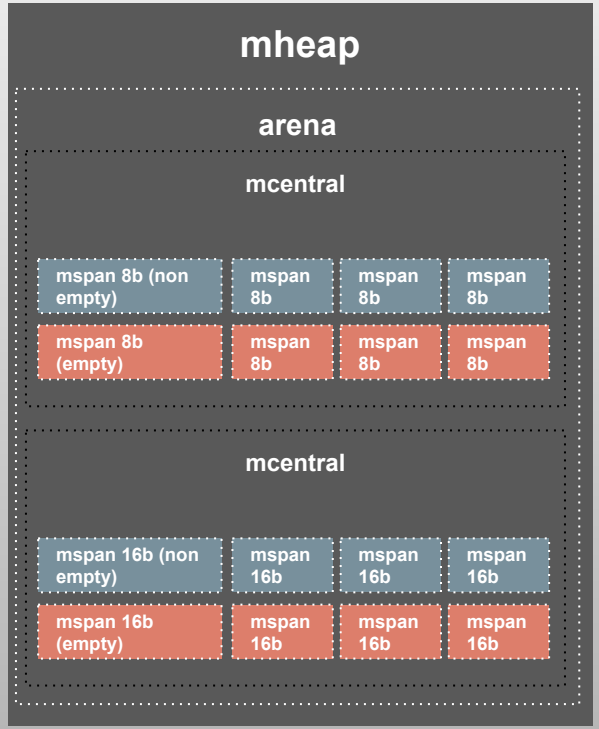


P = Logical Processor per Hardware Thread
M = Machine per OS Thread
G = Goroutine (Coroutine)
LRQ = Local Run Queue

Tiny allocation

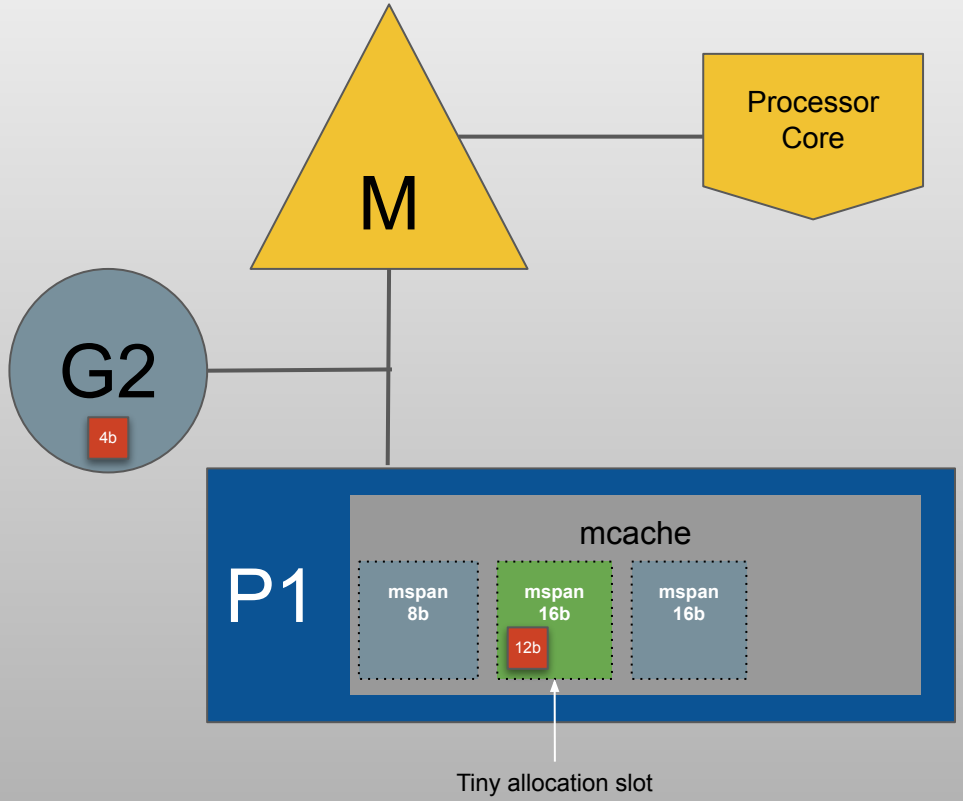
Tiny allocation

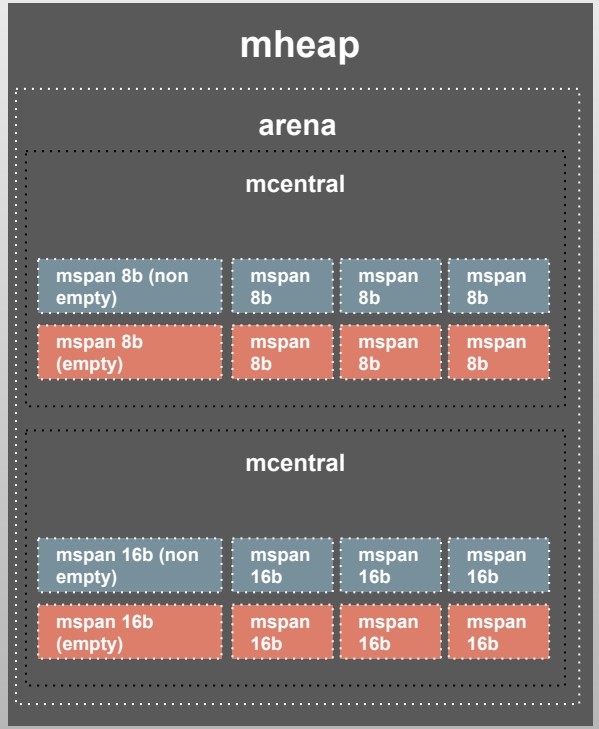





```
P = Logical Processor per Hardware Thread
M = Machine per OS Thread
G = Goroutine (Coroutine)
```

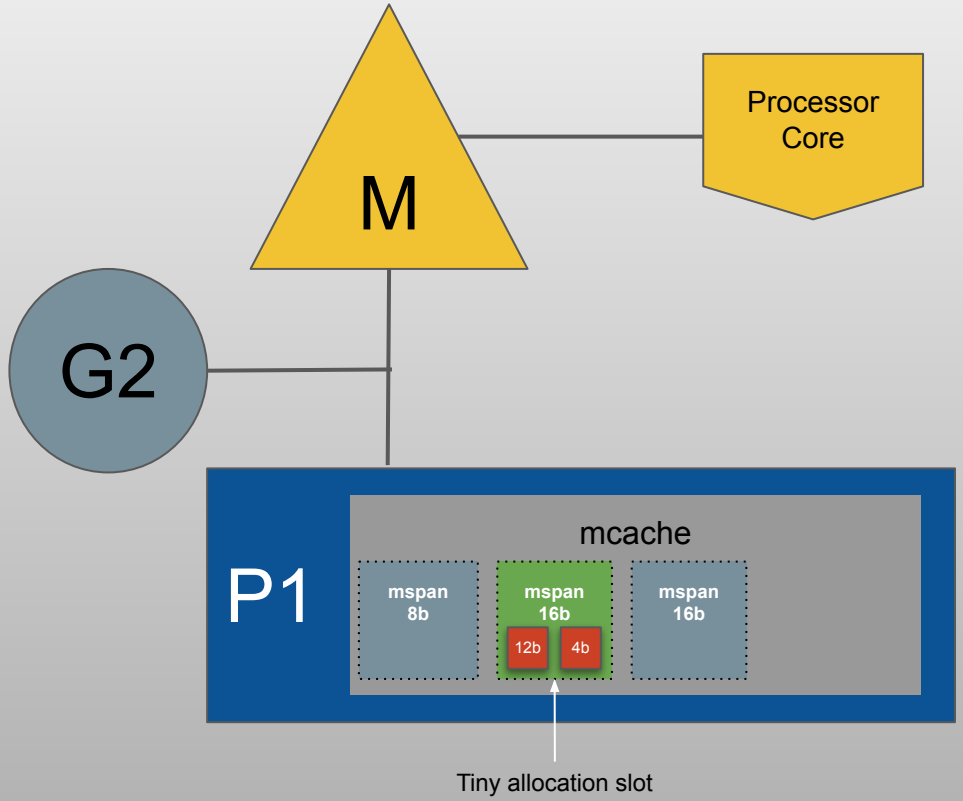
Tiny allocation

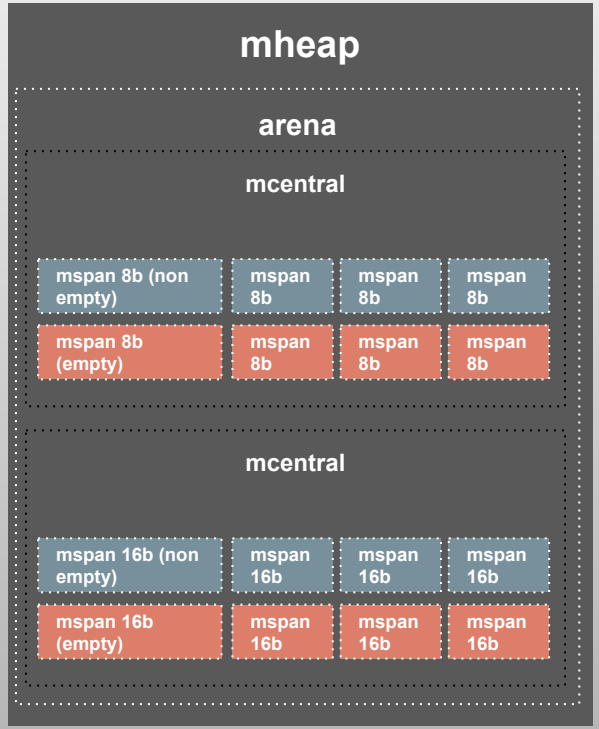





```
P = Logical Processor per Hardware Thread
M = Machine per OS Thread
G = Goroutine (Coroutine)
```

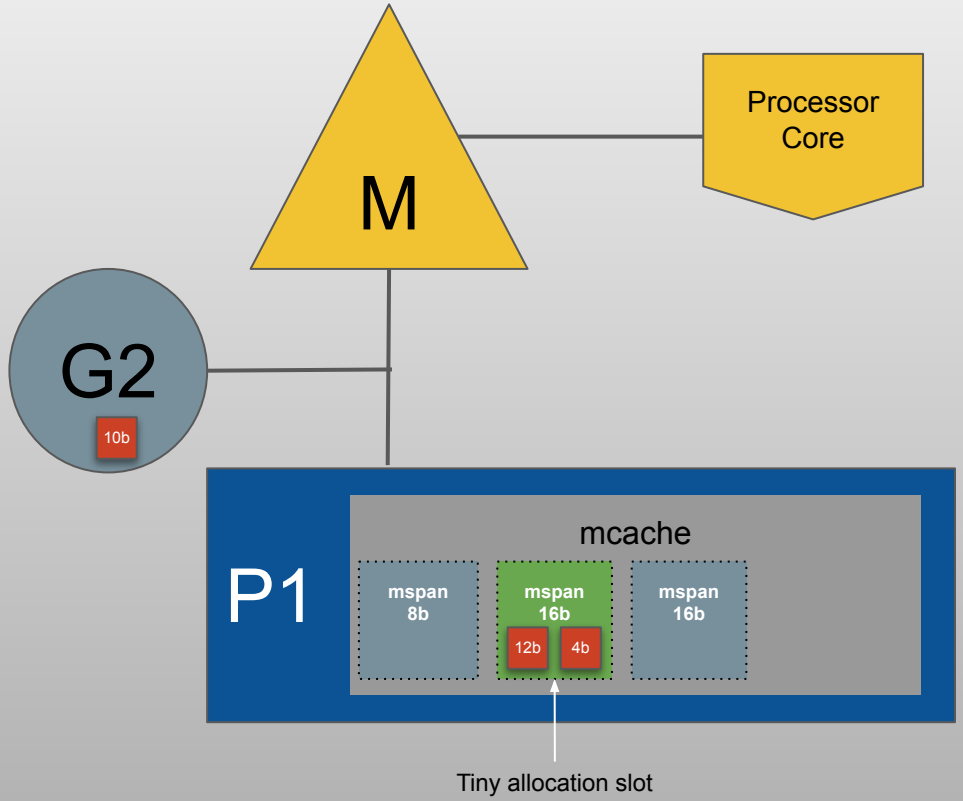
Tiny allocation

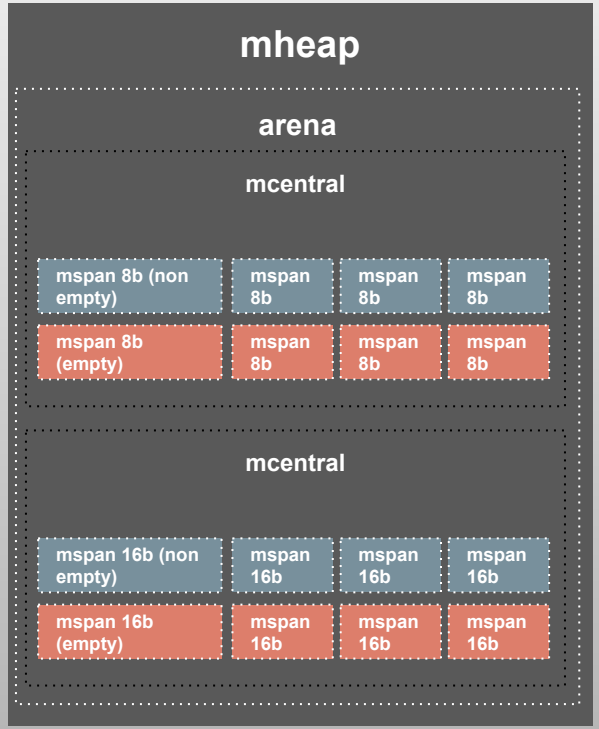





```
P = Logical Processor per Hardware Thread
M = Machine per OS Thread
G = Goroutine (Coroutine)
```

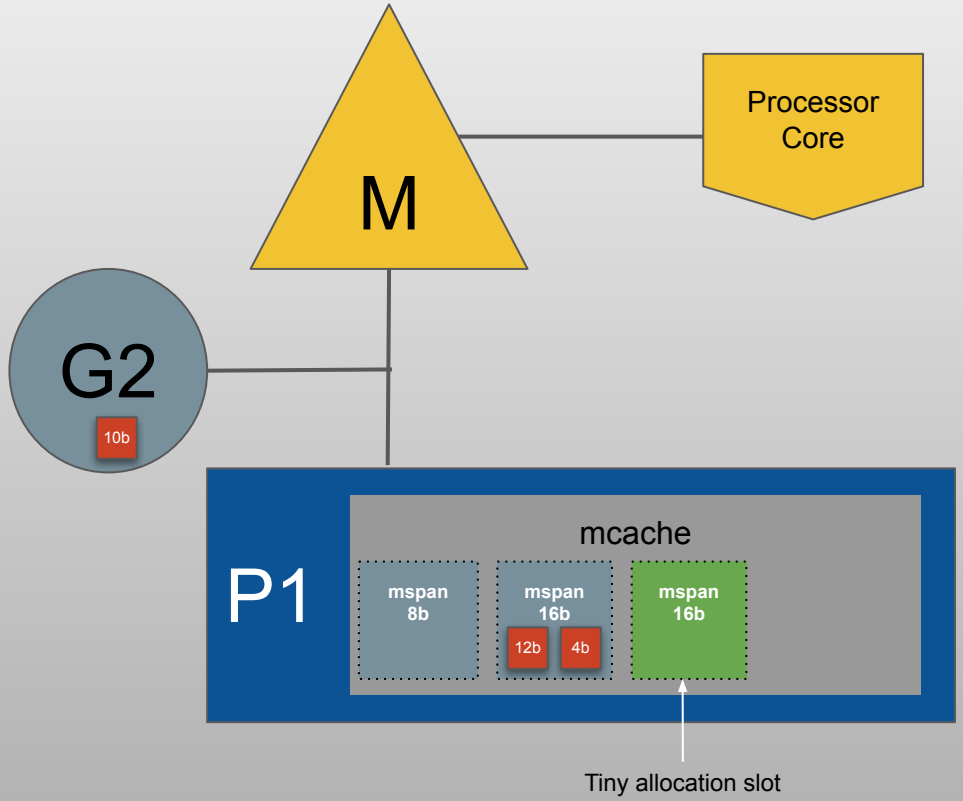
Tiny allocation

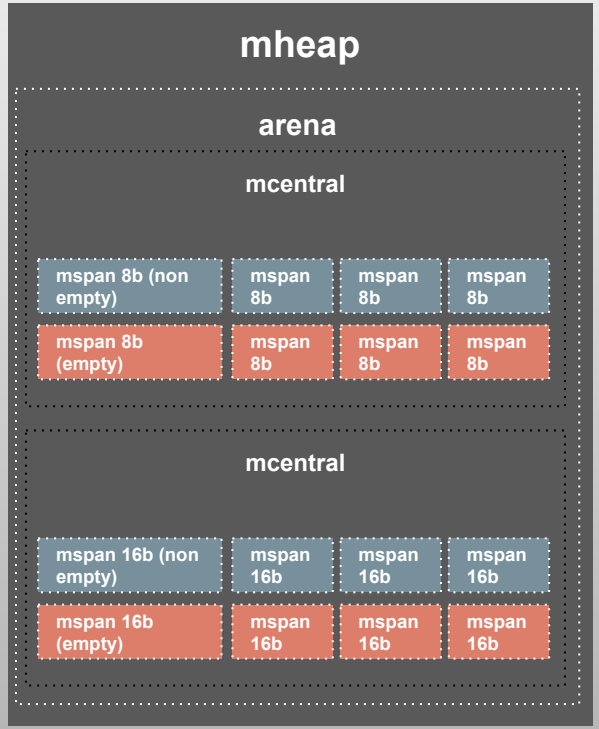





```
P = Logical Processor per Hardware Thread
M = Machine per OS Thread
G = Goroutine (Coroutine)
```

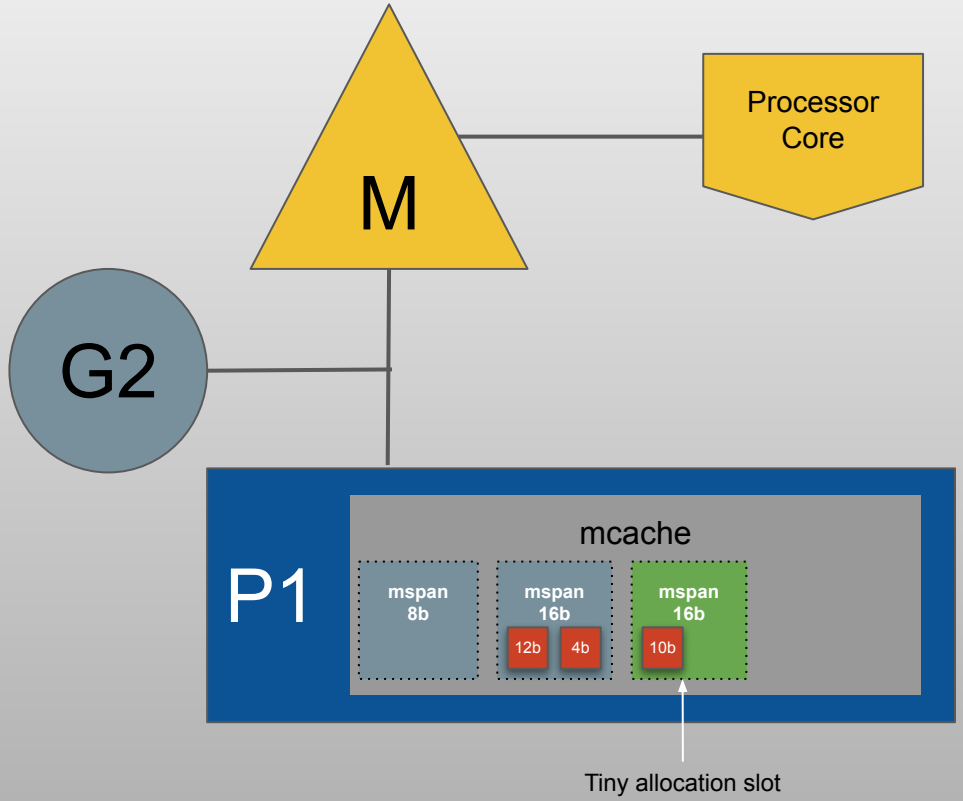
Tiny allocation

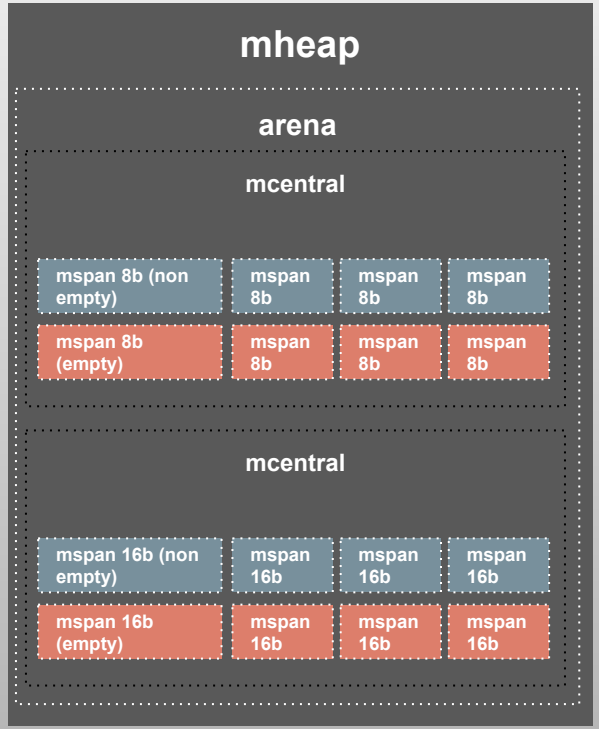





```
P = Logical Processor per Hardware Thread
M = Machine per OS Thread
G = Goroutine (Coroutine)
```

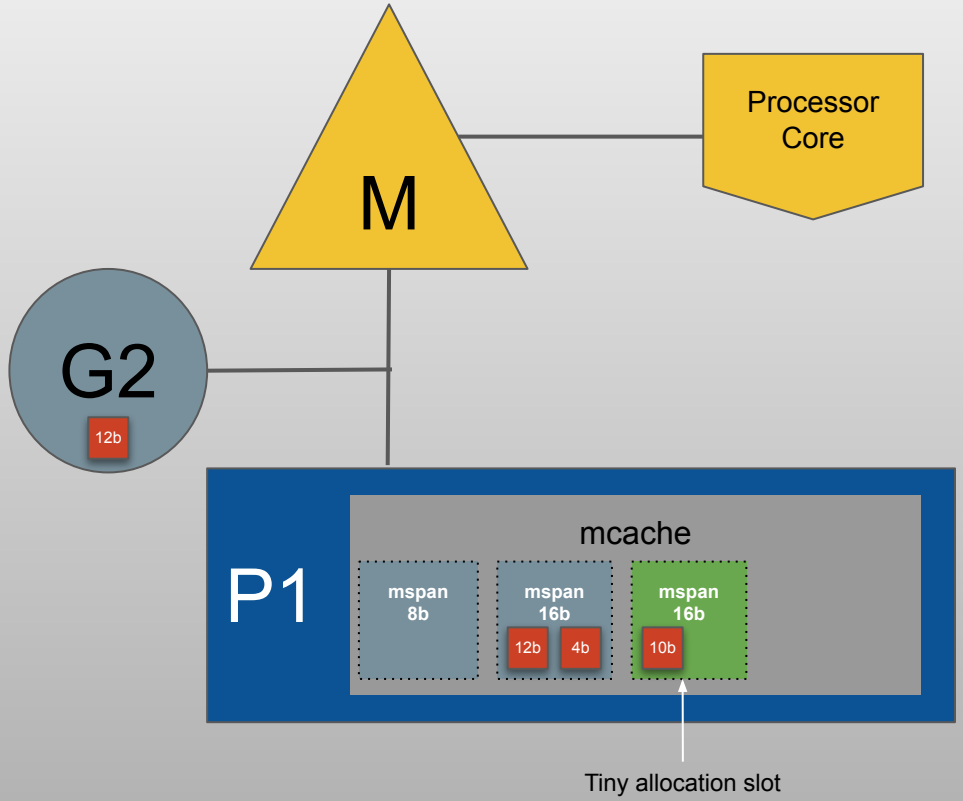
Tiny allocation

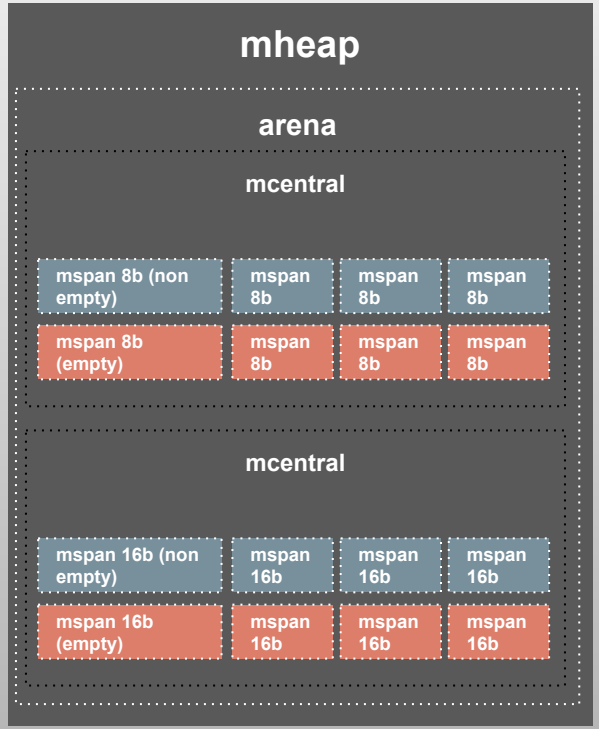





```
P = Logical Processor per Hardware Thread
M = Machine per OS Thread
G = Goroutine (Coroutine)
```

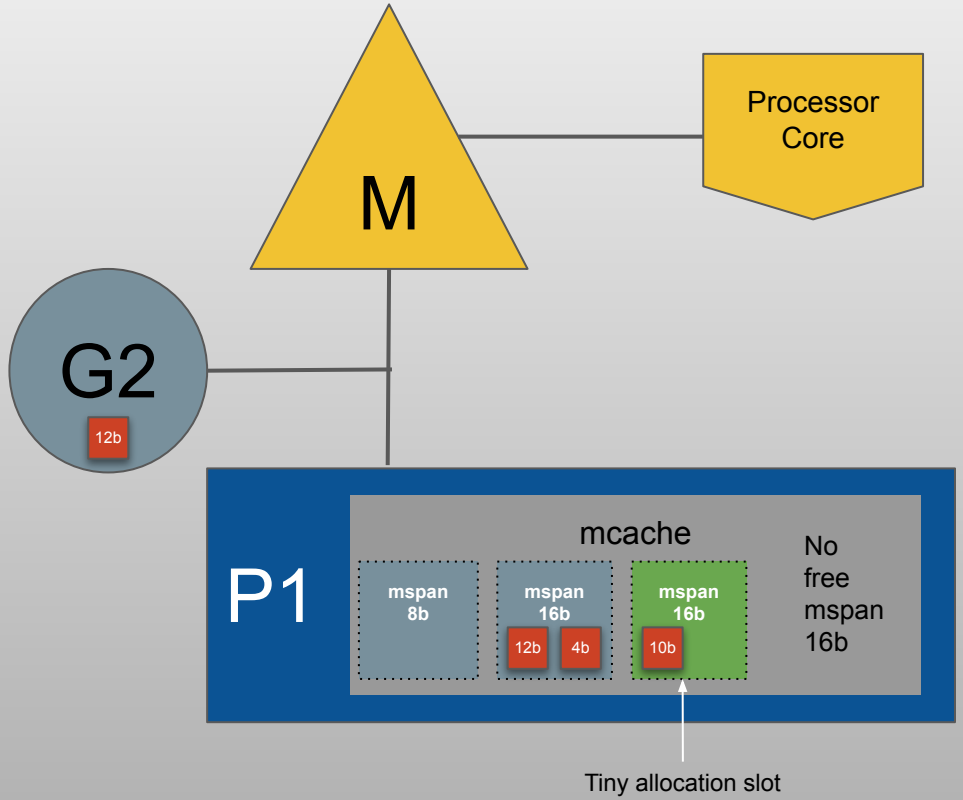
Tiny allocation

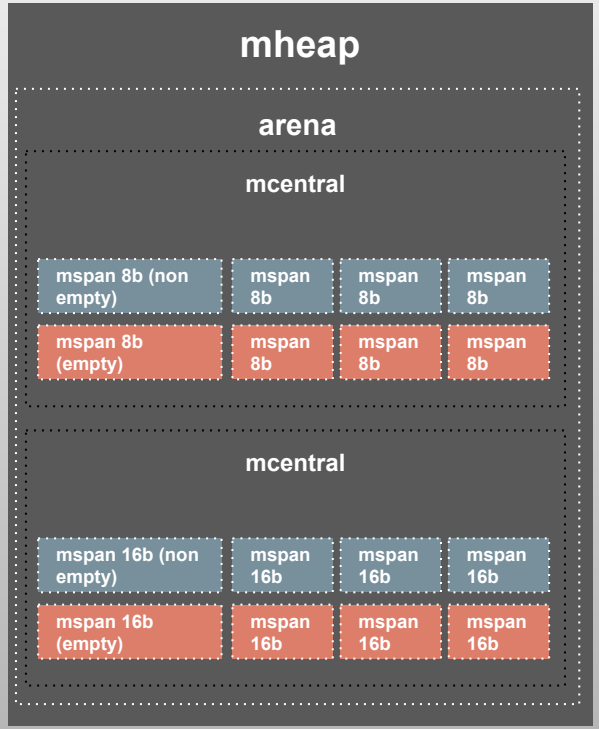





```
P = Logical Processor per Hardware Thread
M = Machine per OS Thread
G = Goroutine (Coroutine)
```

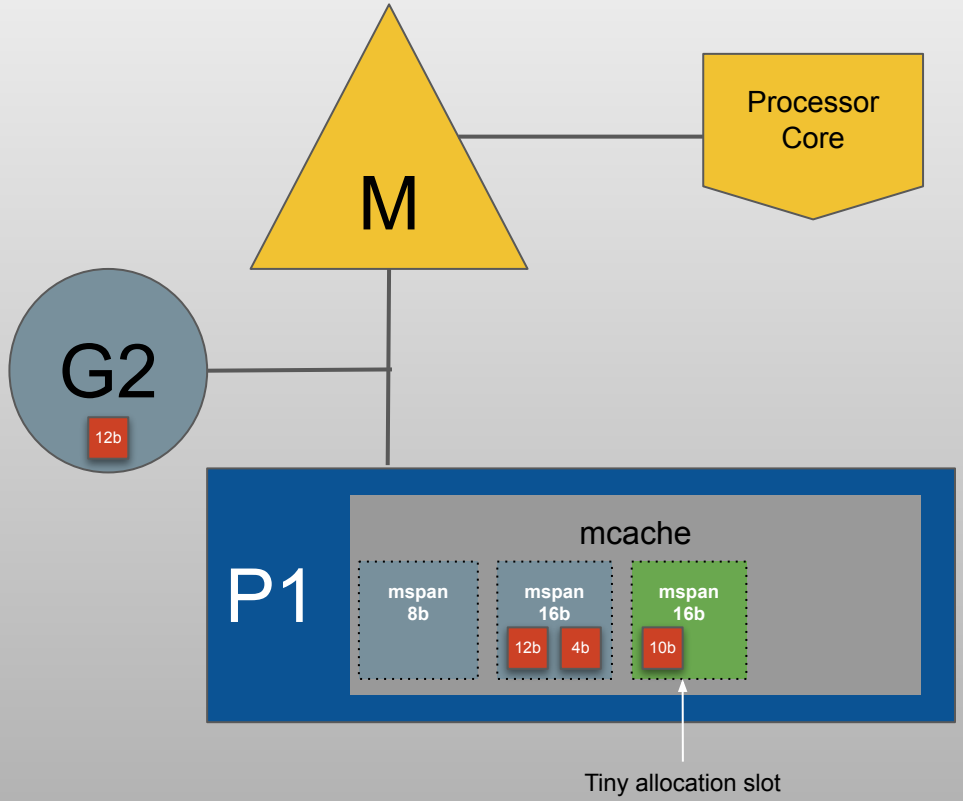
Tiny allocation

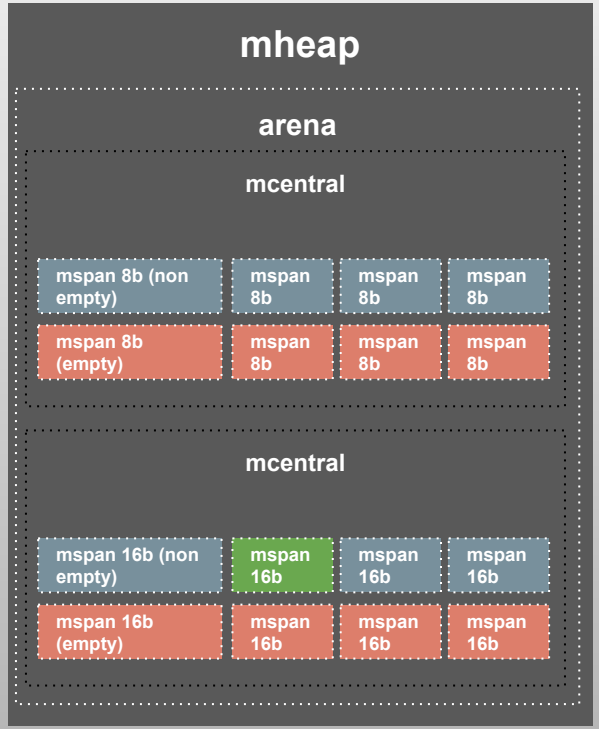





```
P = Logical Processor per Hardware Thread
M = Machine per OS Thread
G = Goroutine (Coroutine)
```

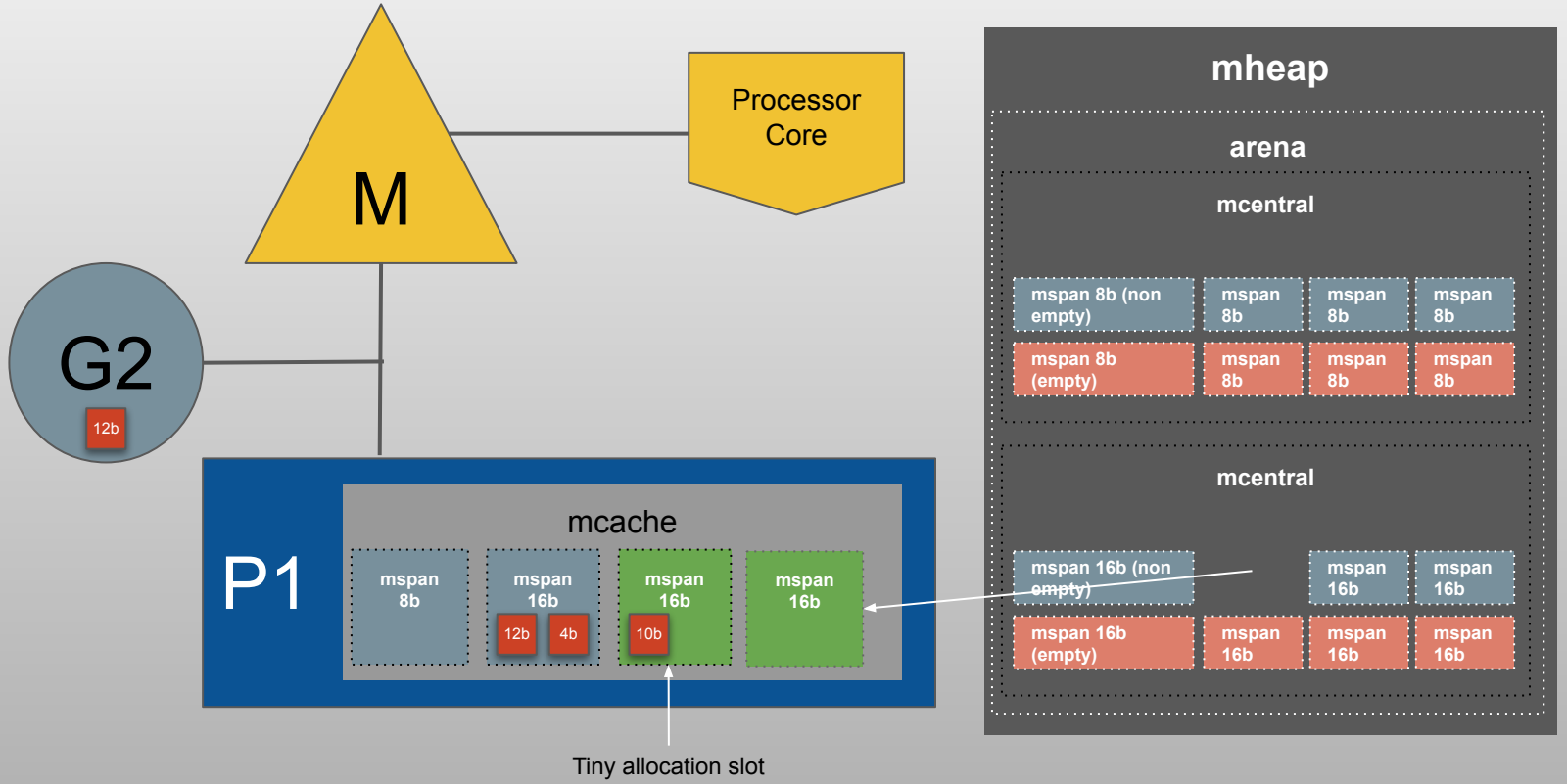
Tiny allocation





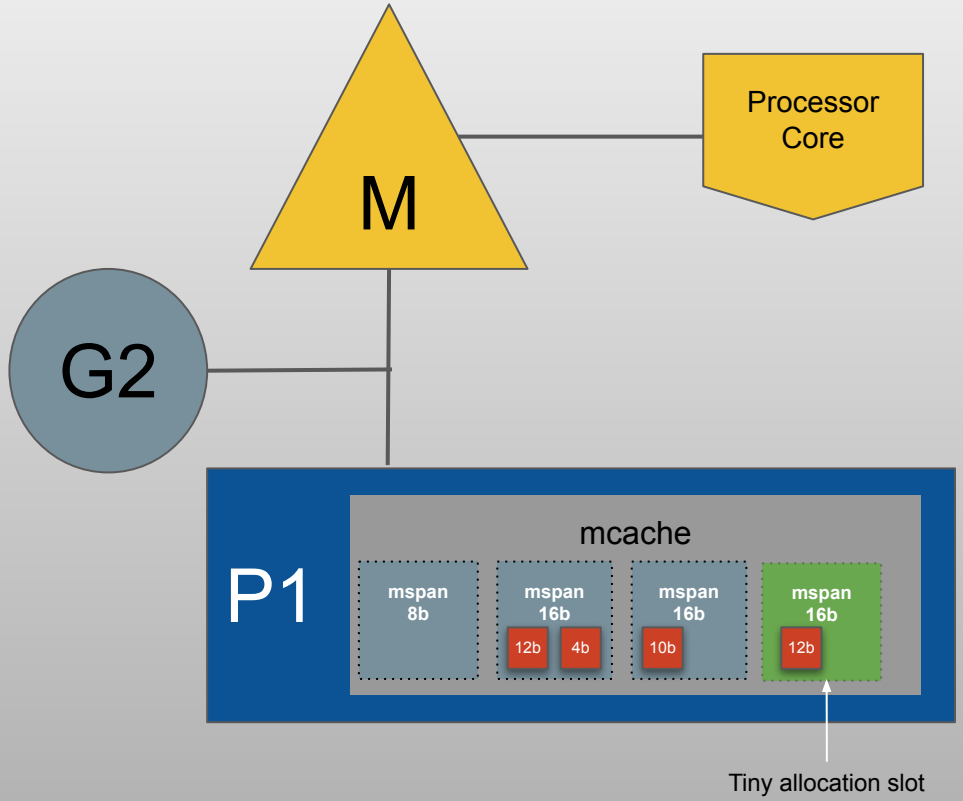

```
P = Logical Processor per Hardware Thread
M = Machine per OS Thread
G = Goroutine (Coroutine)
```

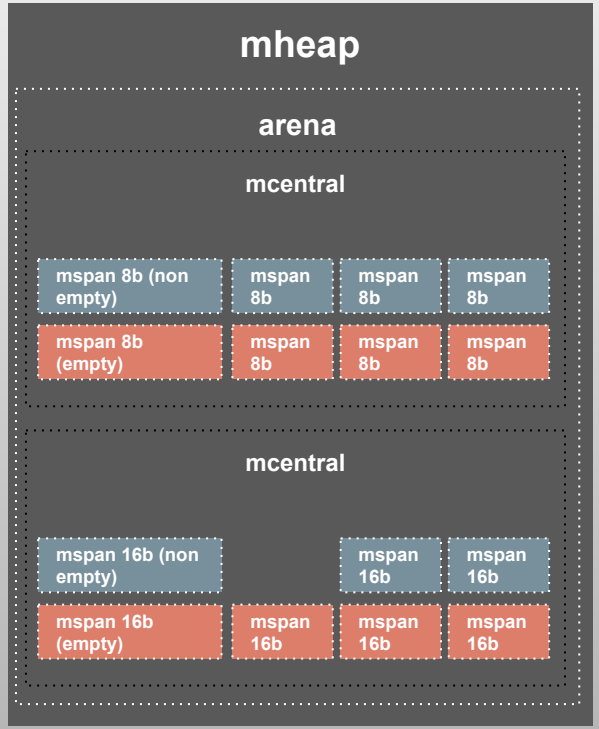
Tiny allocation



P = Logical Processor per Hardware Thread
M = Machine per OS Thread
G = Goroutine (Coroutine)

Tiny allocation

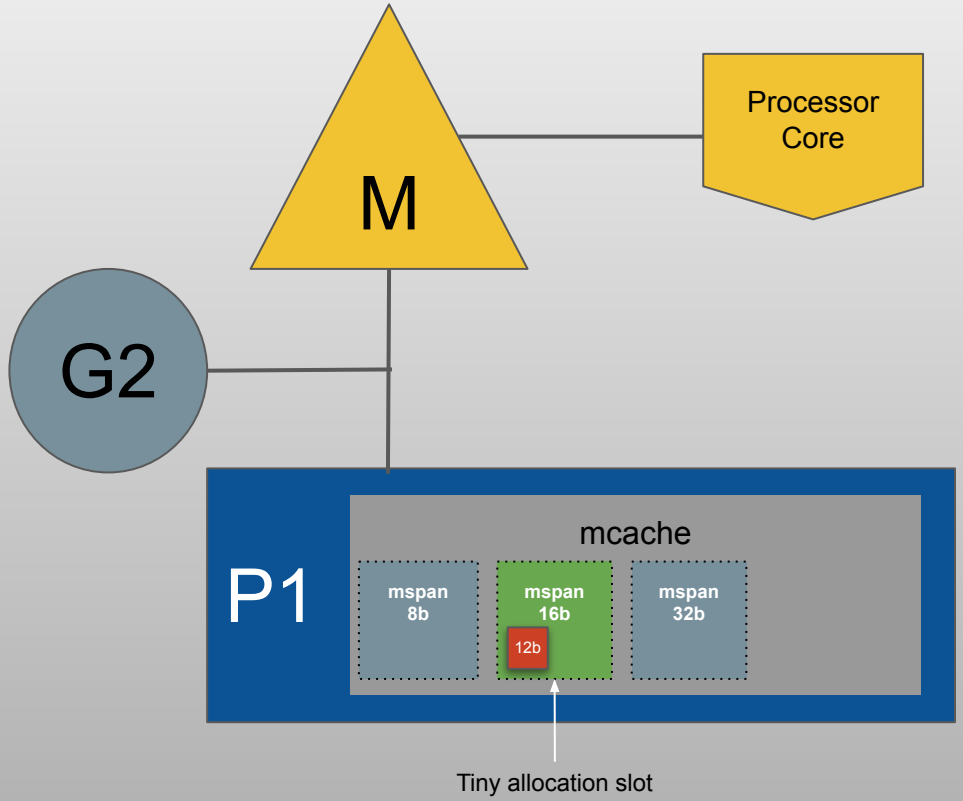


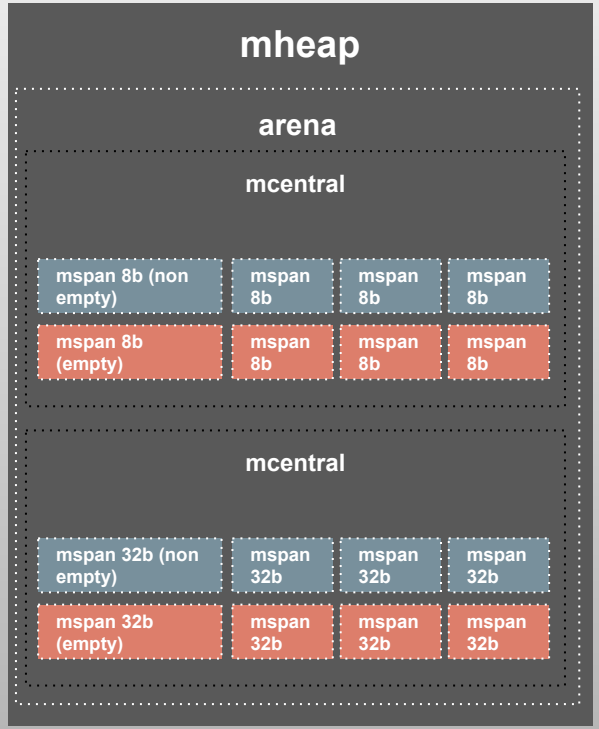



```
P = Logical Processor per Hardware Thread
M = Machine per OS Thread
G = Goroutine (Coroutine)
```

Small allocation

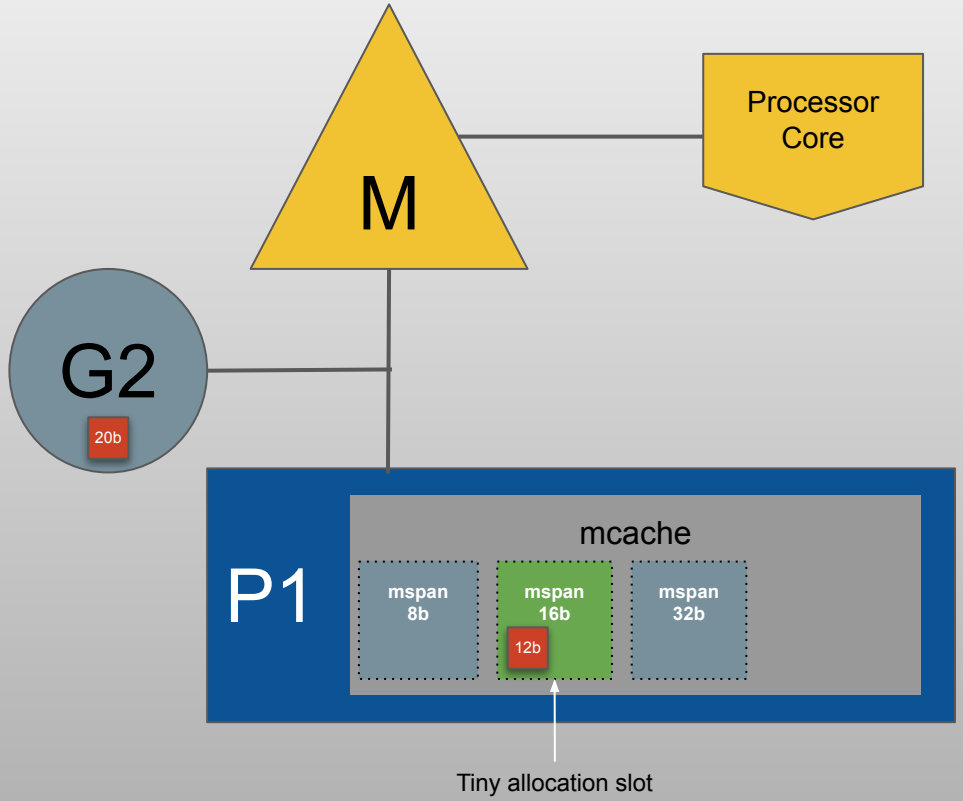
Small allocation

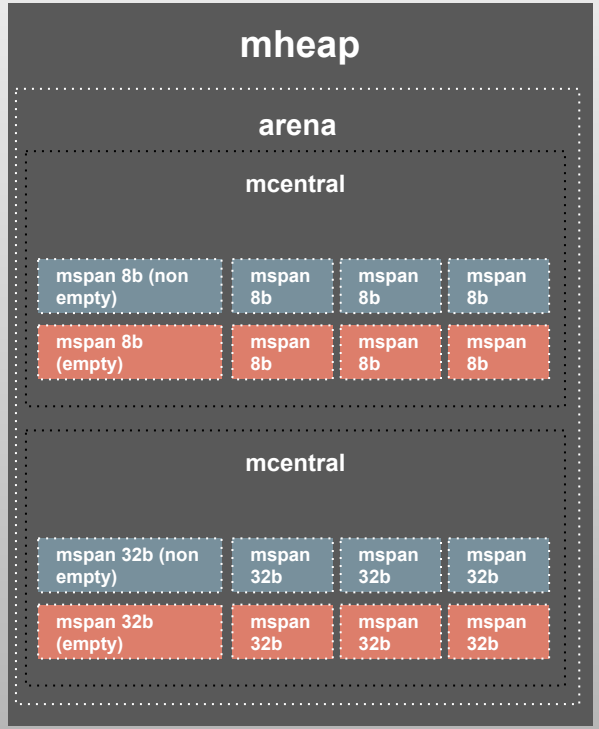





```
P = Logical Processor per Hardware Thread
M = Machine per OS Thread
G = Goroutine (Coroutine)
```

Small allocation






```
P = Logical Processor per Hardware Thread
M = Machine per OS Thread
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```
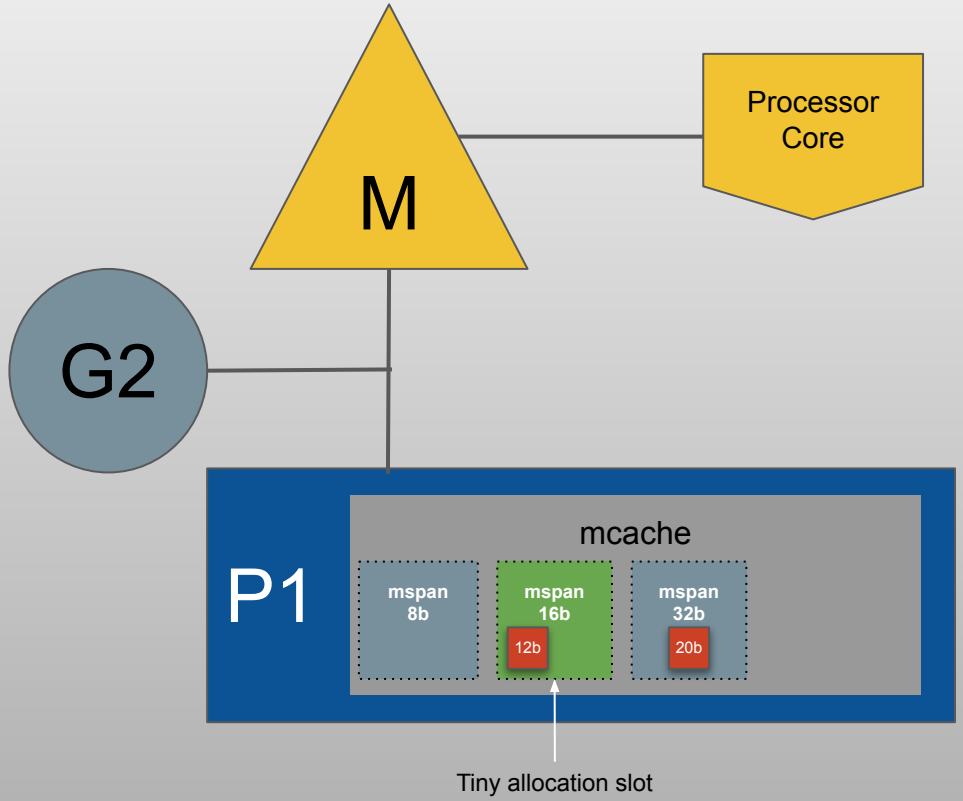
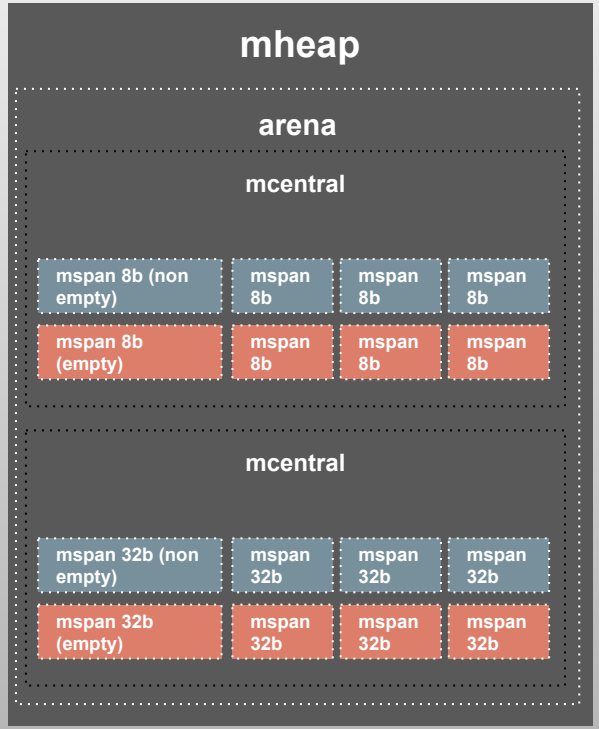
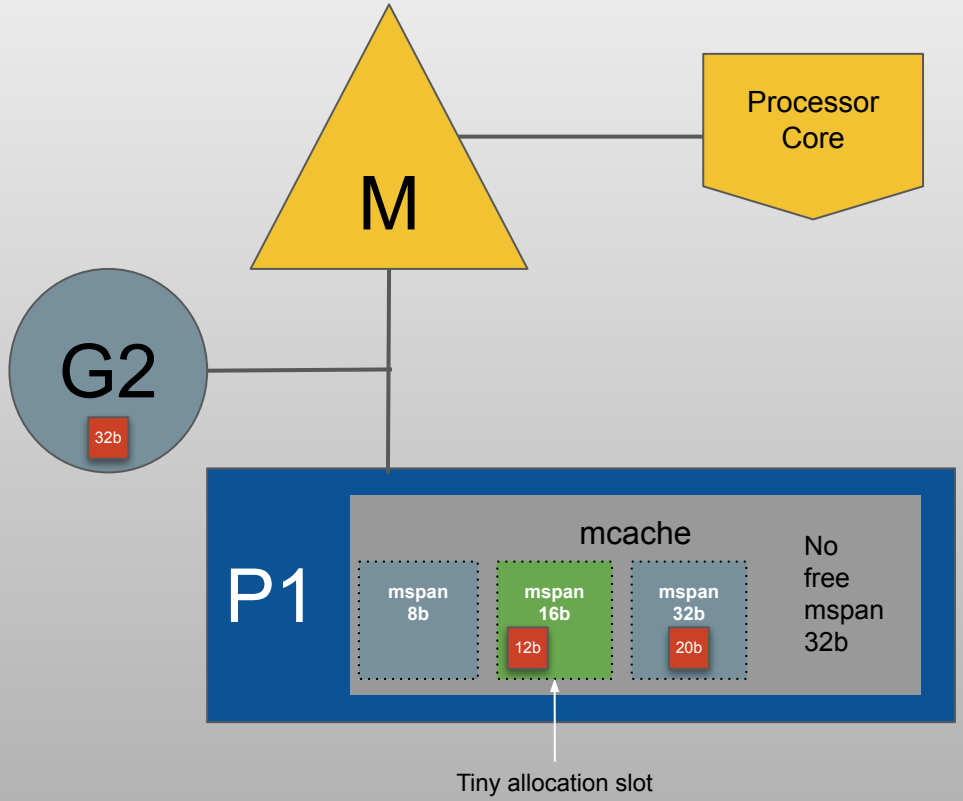

Small allocation

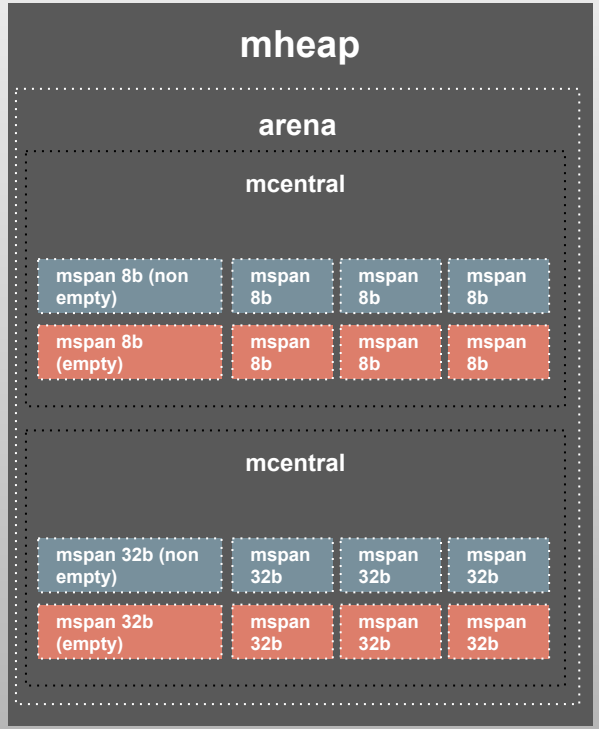





```
P = Logical Processor per Hardware Thread
M = Machine per OS Thread
G = Goroutine (Coroutine)
```

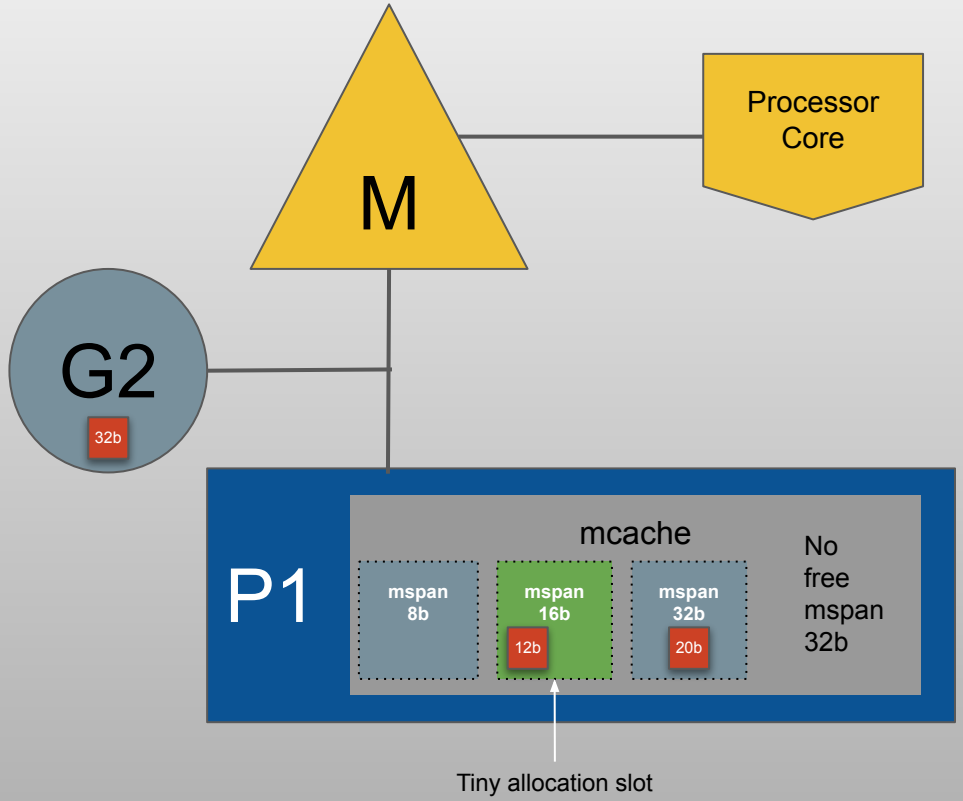
Small allocation

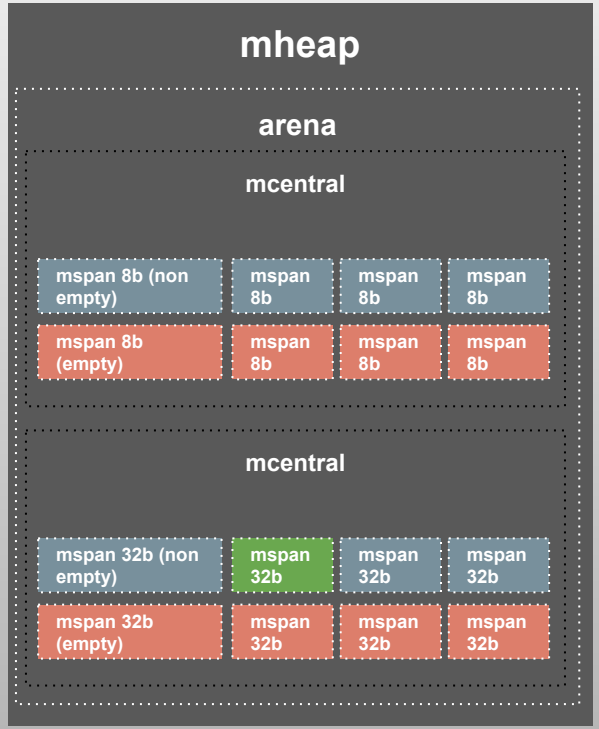





```
P = Logical Processor per Hardware Thread
M = Machine per OS Thread
G = Goroutine (Coroutine)
```

Small allocation






```
P = Logical Processor per Hardware Thread
M = Machine per OS Thread
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```
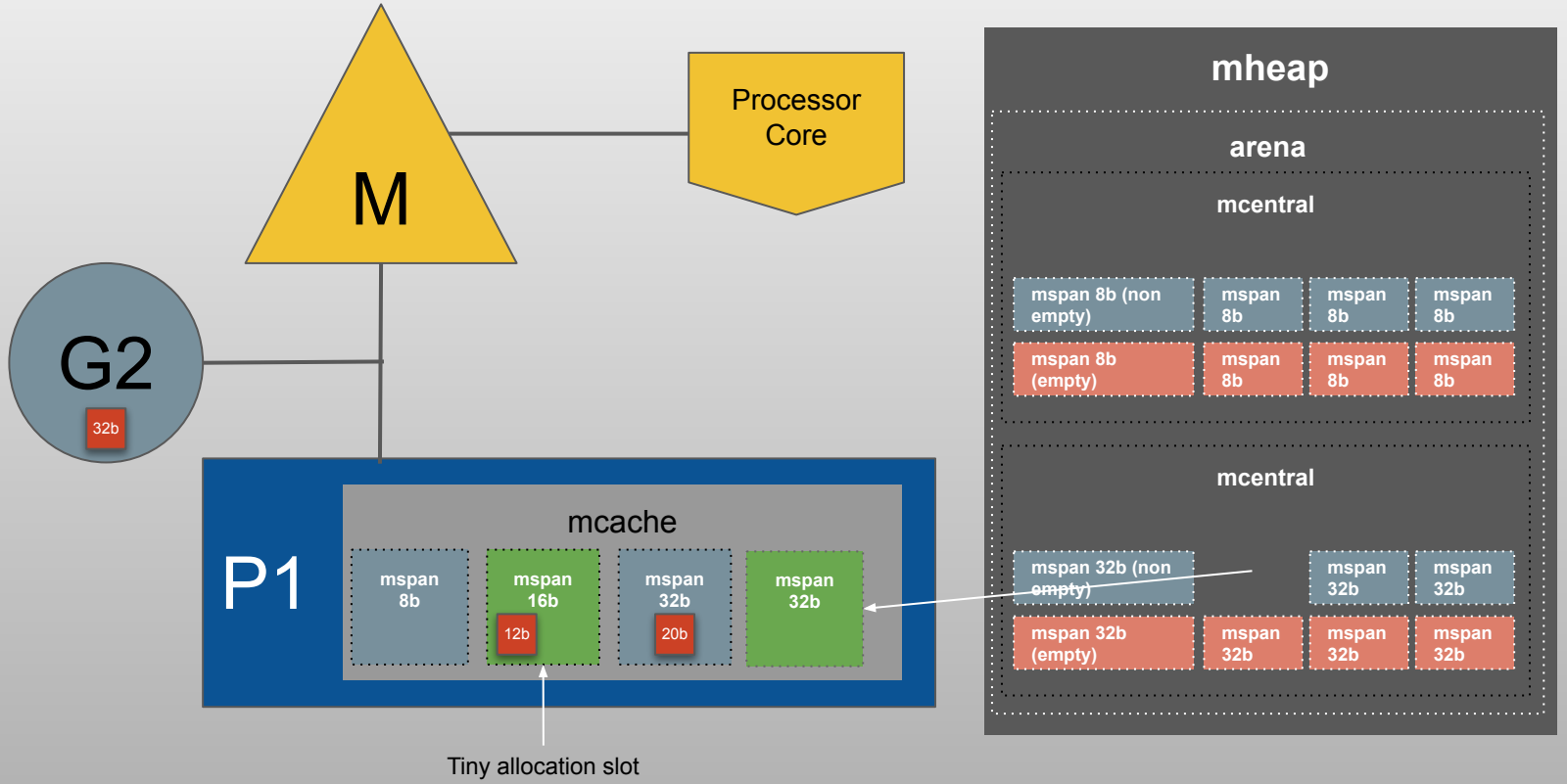
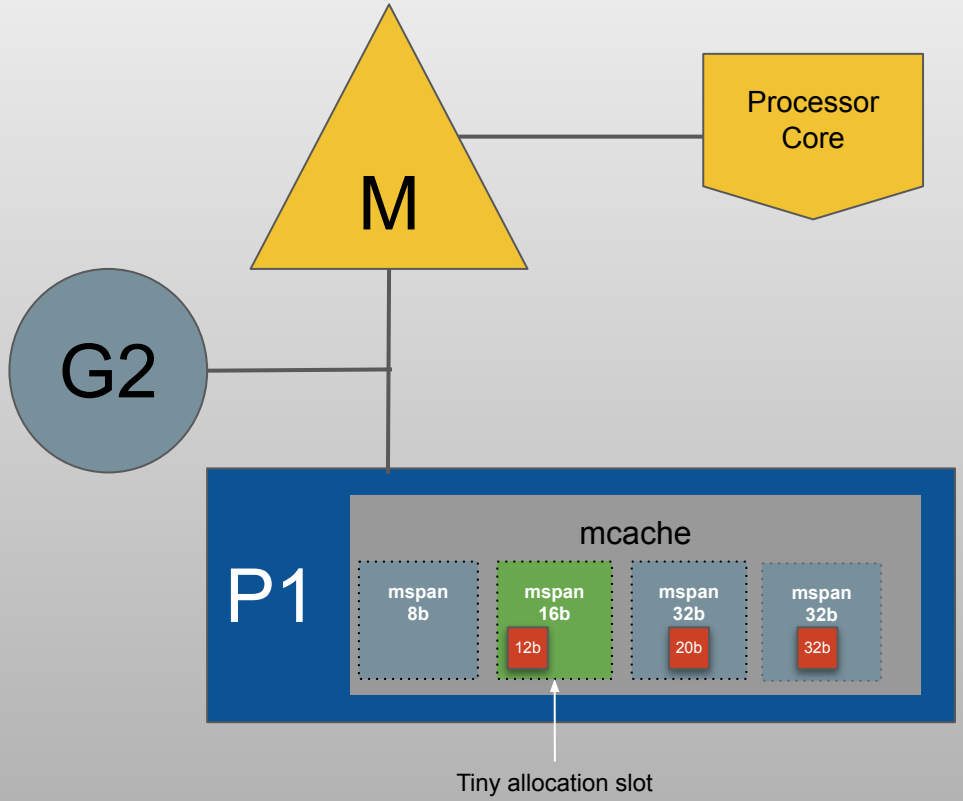
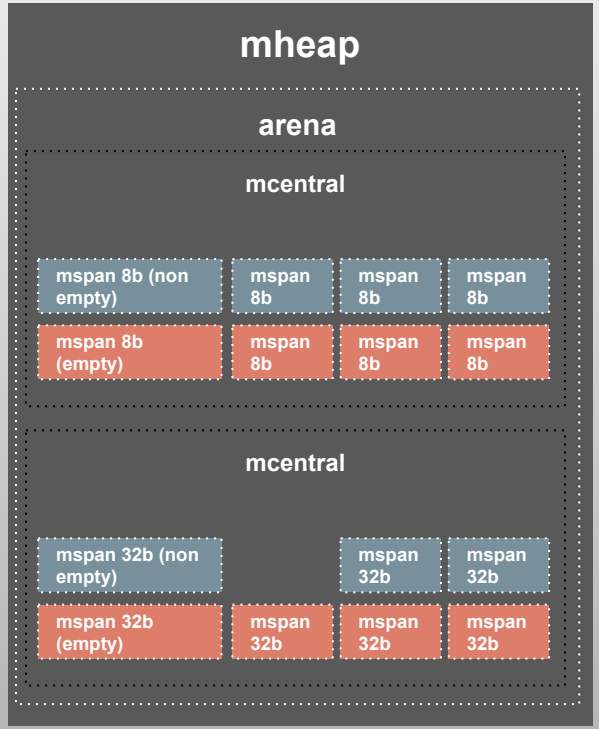

Small allocation




```
P = Logical Processor per Hardware Thread
M = Machine per OS Thread
G = Goroutine (Coroutine)
```

Small allocation

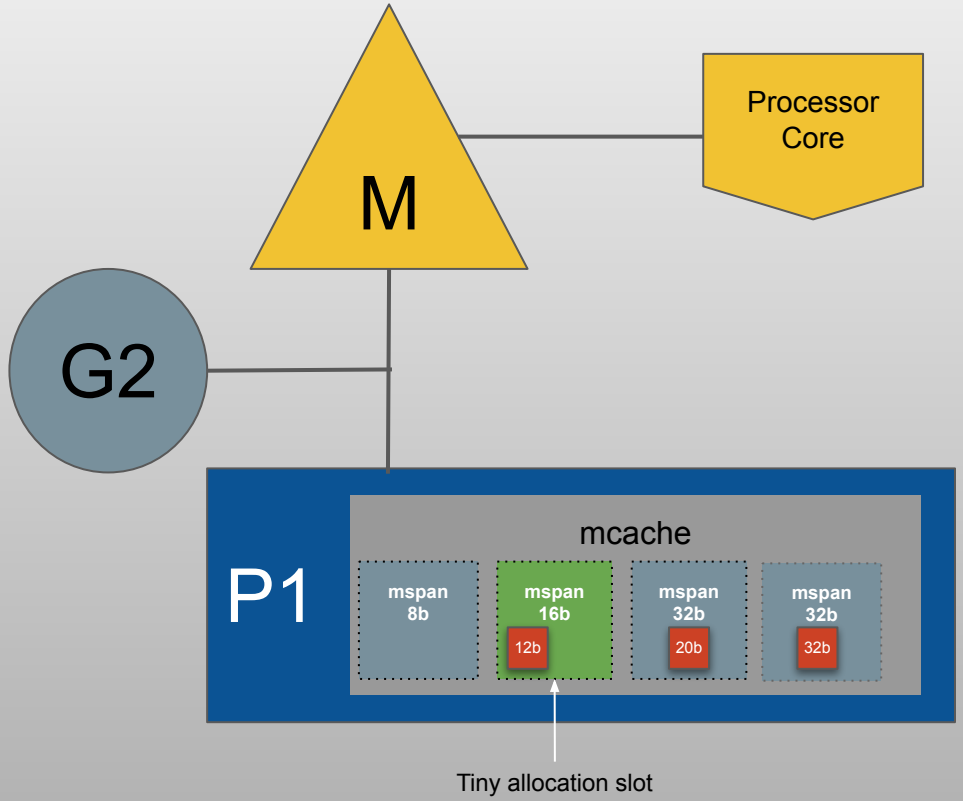


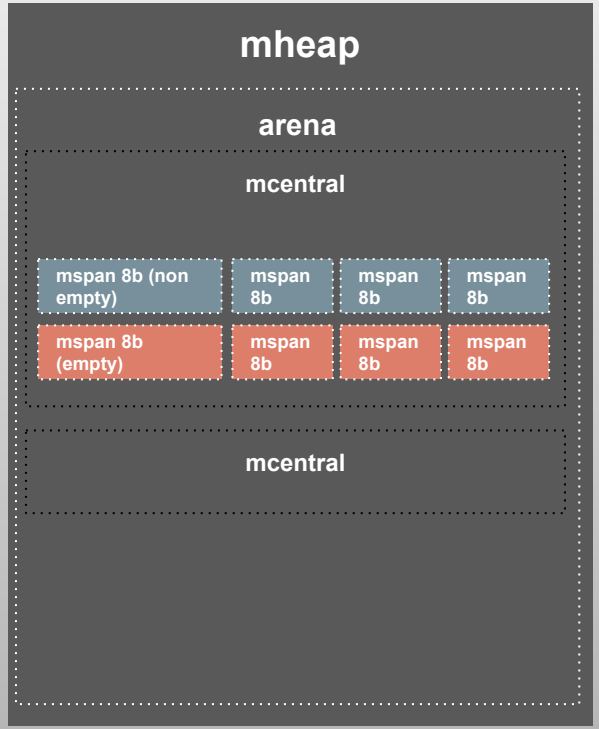



```
P = Logical Processor per Hardware Thread
M = Machine per OS Thread
G = Goroutine (Coroutine)
```

Large allocation

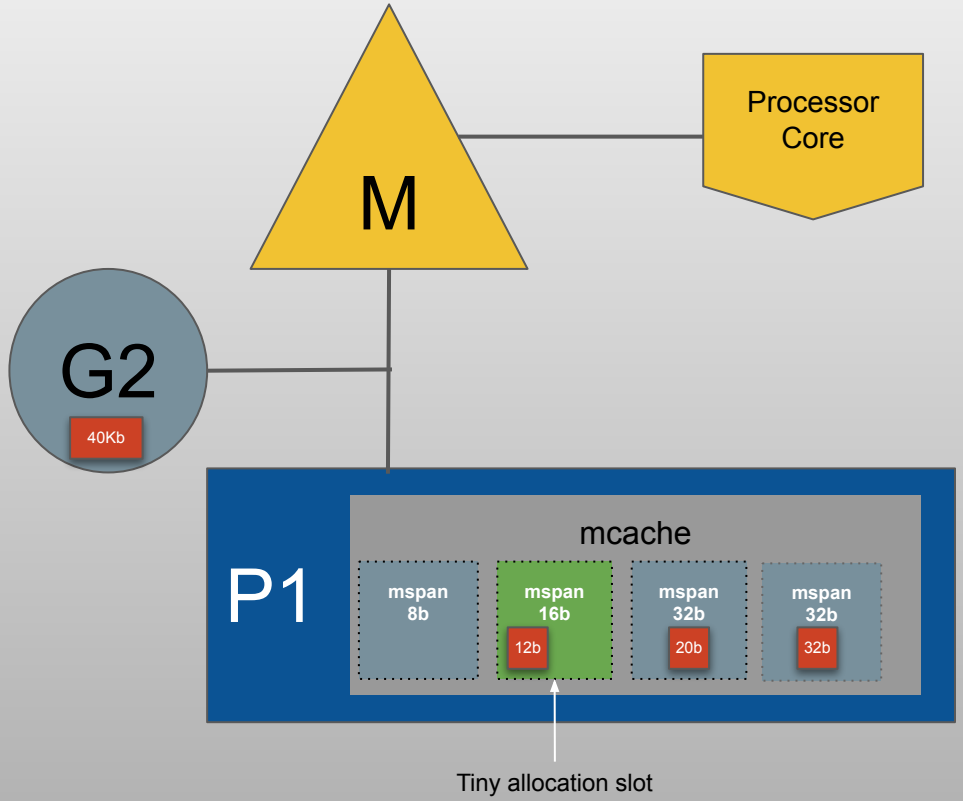
Large allocation

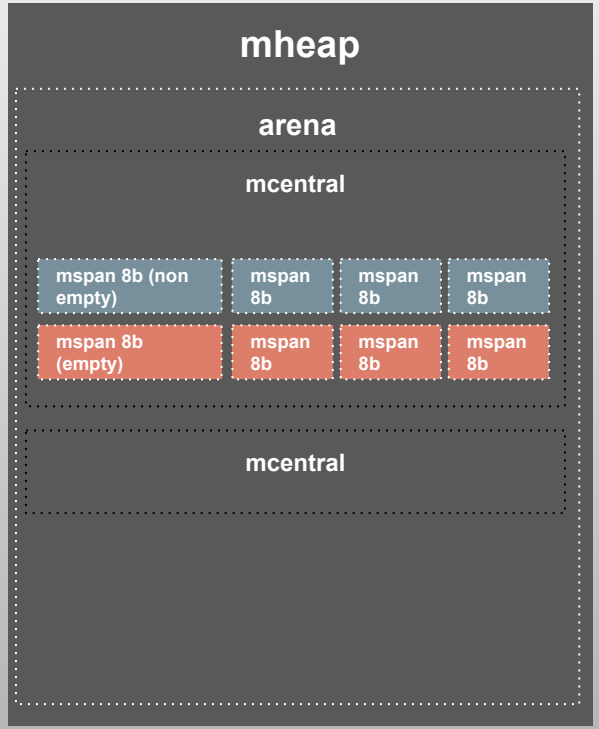





```
P = Logical Processor per Hardware Thread
M = Machine per OS Thread
G = Goroutine (Coroutine)
```

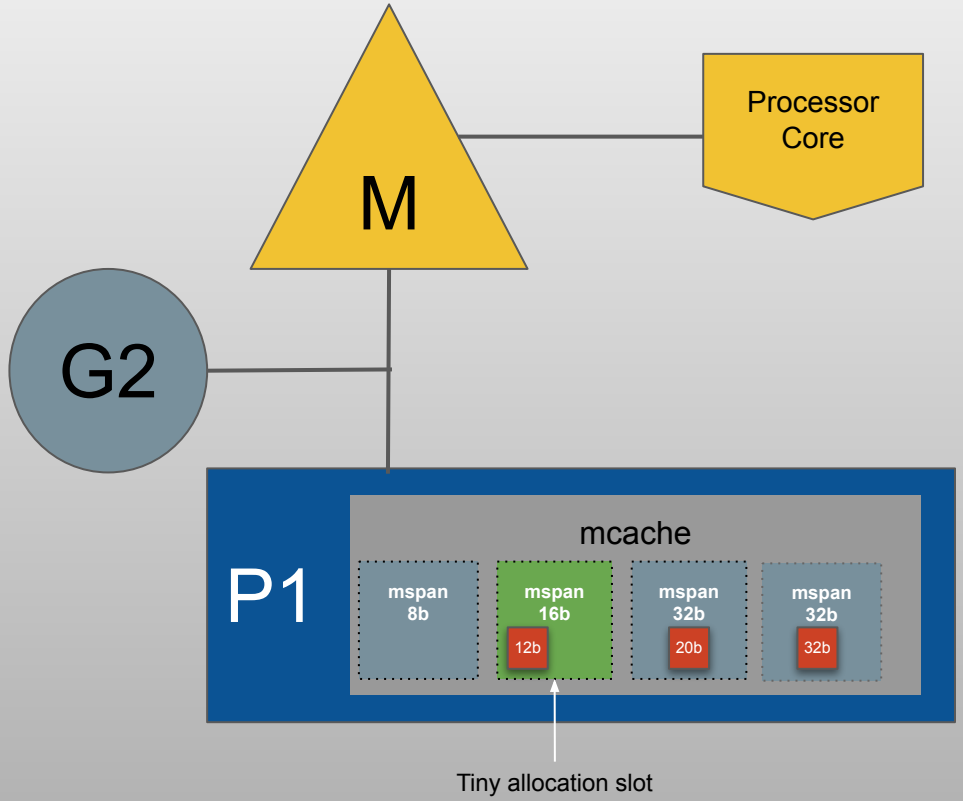
Large allocation

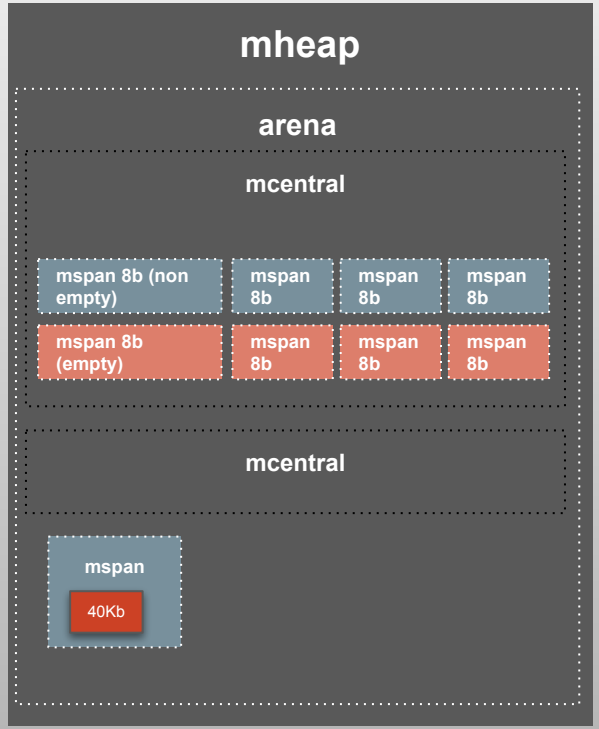





```
P = Logical Processor per Hardware Thread
M = Machine per OS Thread
G = Goroutine (Coroutine)
```

Large allocation






```
P = Logical Processor per Hardware Thread
M = Machine per OS Thread
G = Goroutine (Coroutine)
```