

# Minor GC (Scavenge)

1. Let us assume that there are already objects on the “to-space” when we start(Blocks 01 to 06 marked as used memory)
2. The process creates a new object(07)
3. V8 tries to get required memory from to-space, but there is no free space in there to accommodate our object and hence V8 triggers minor GC

## Minor GC



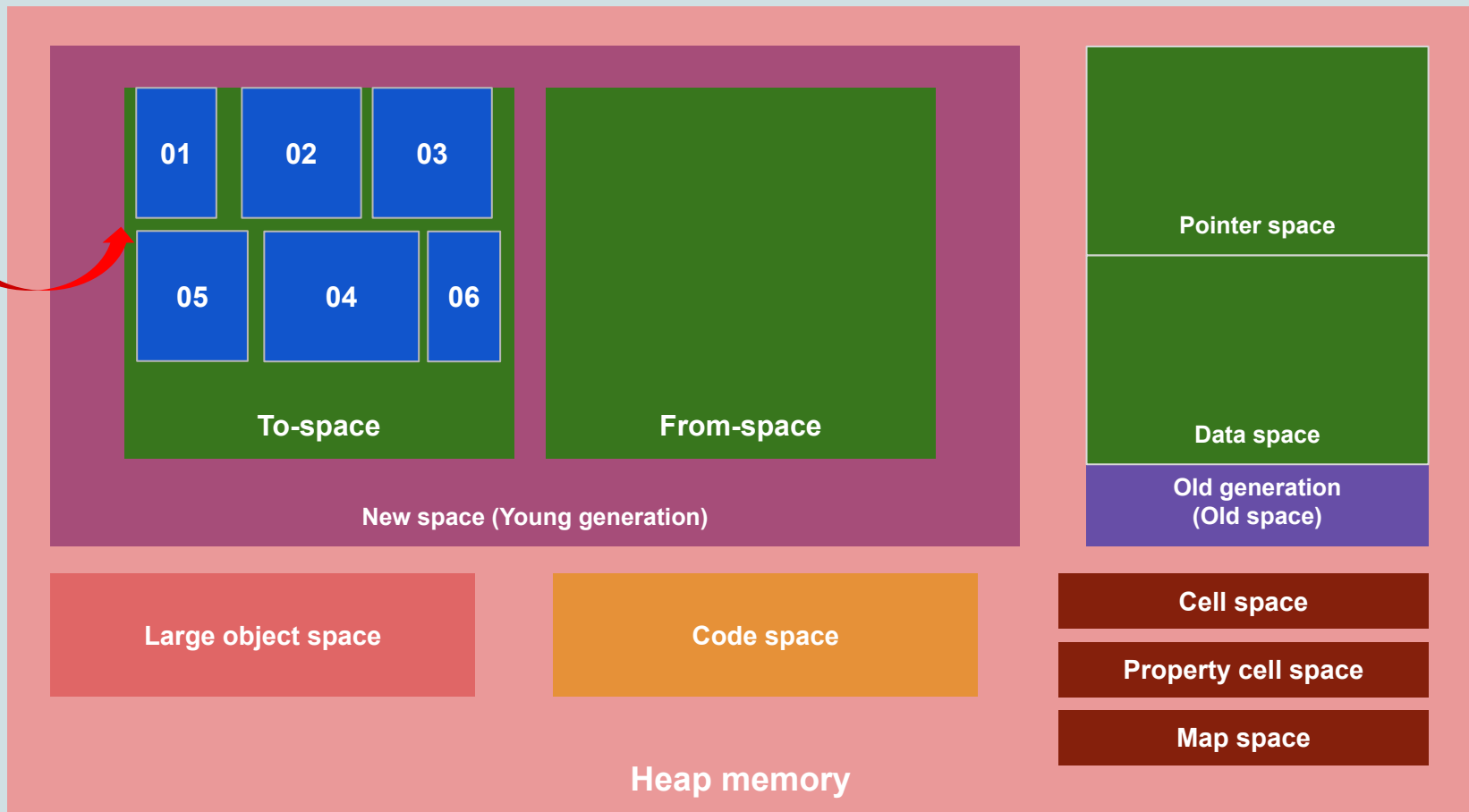
Orphan



Used memory



Free memory



## Minor GC



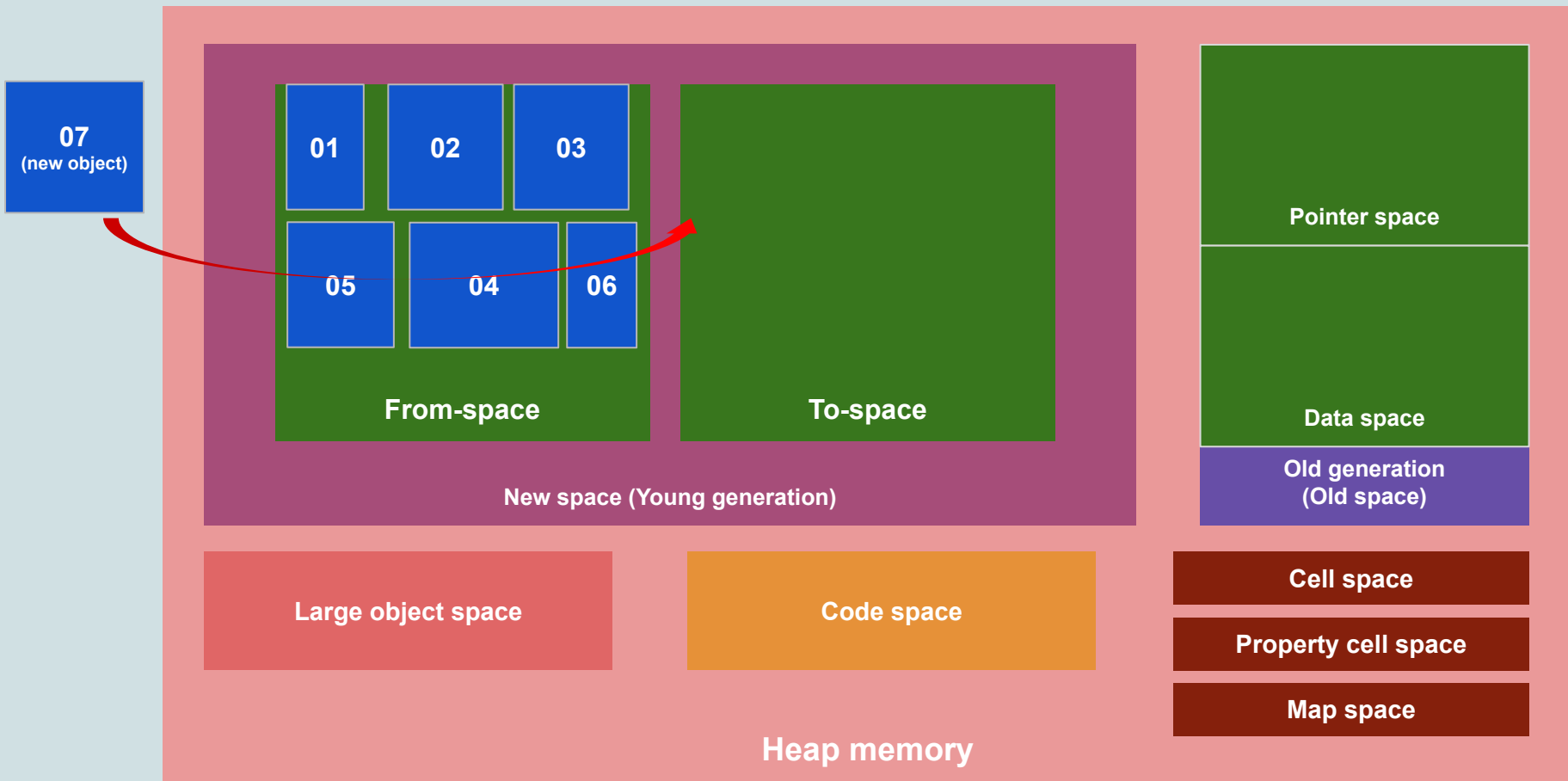
Orphan



Used memory



Free memory



## Minor GC



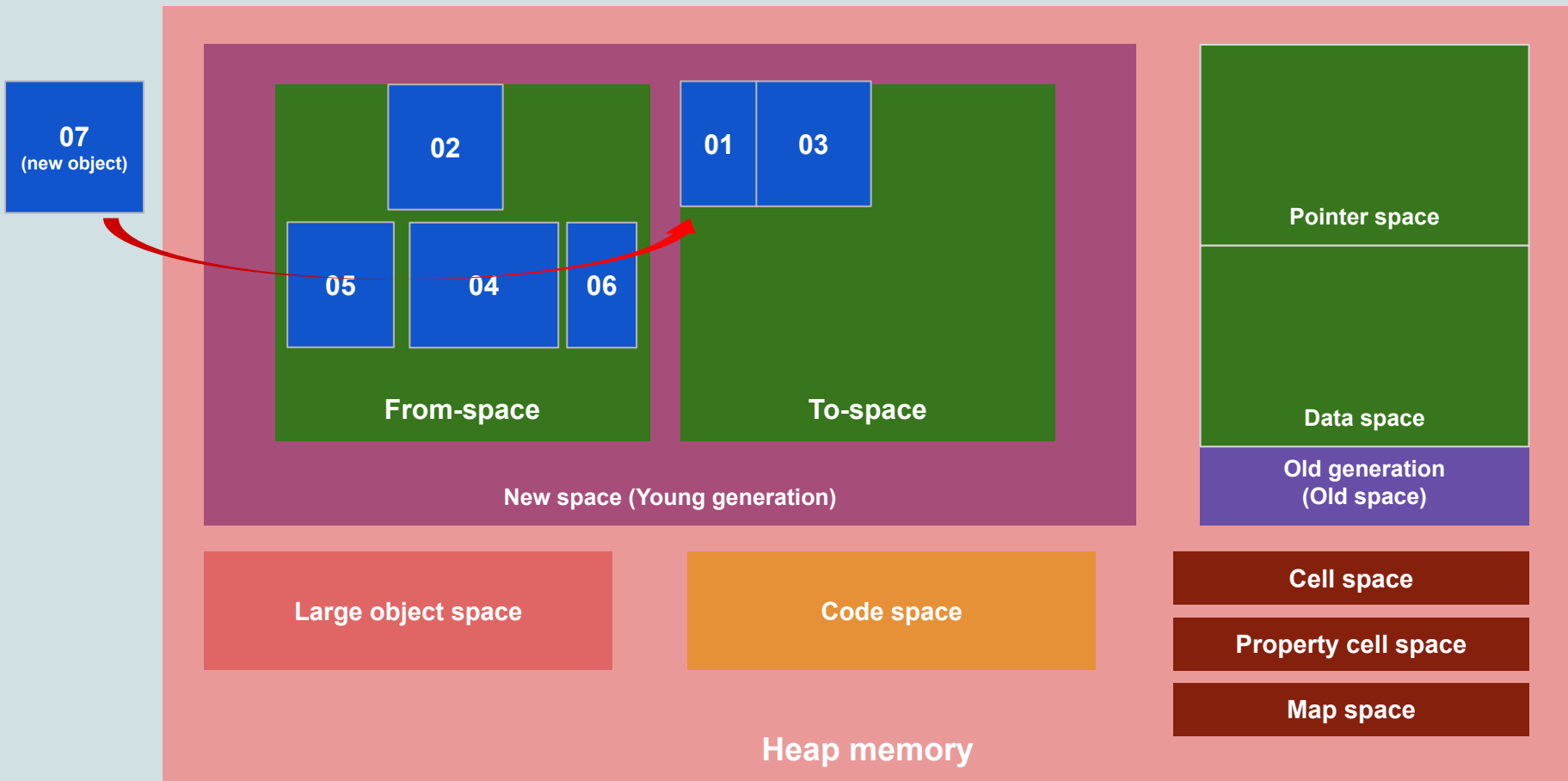
Orphan



Used memory



Free memory



## Minor GC



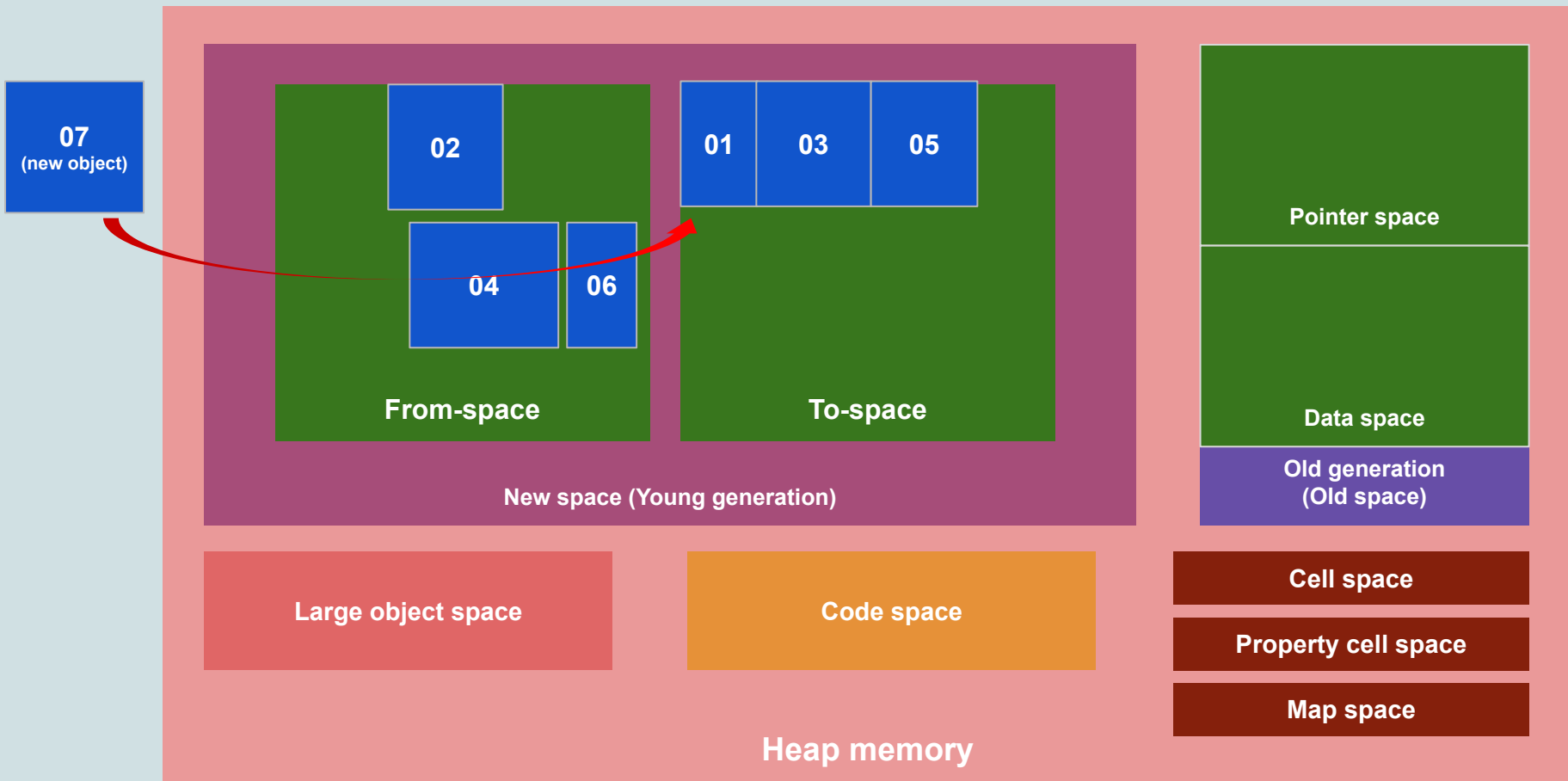
Orphan



Used memory



Free memory



## Minor GC



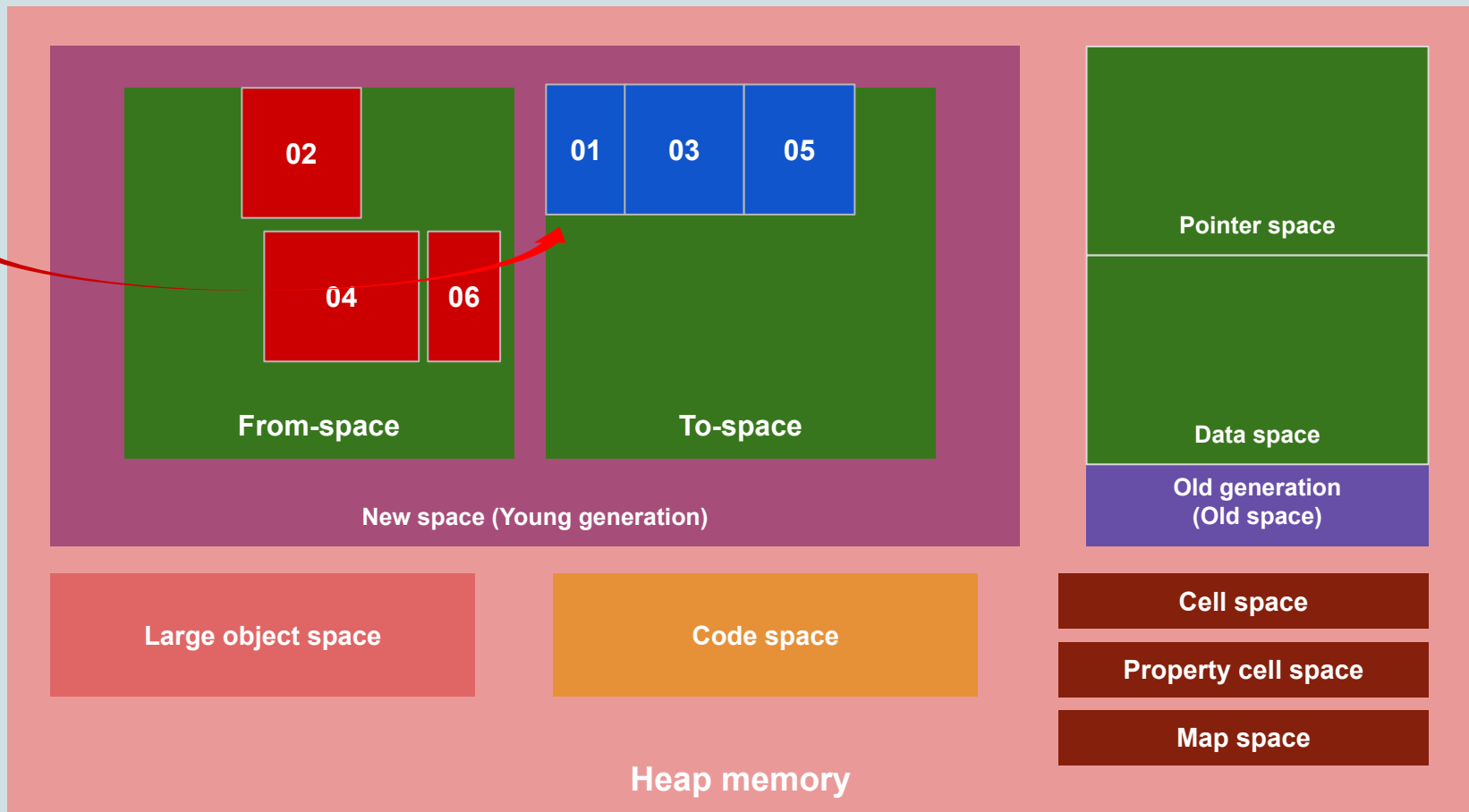
Orphan



Used memory



Free memory



## Minor GC



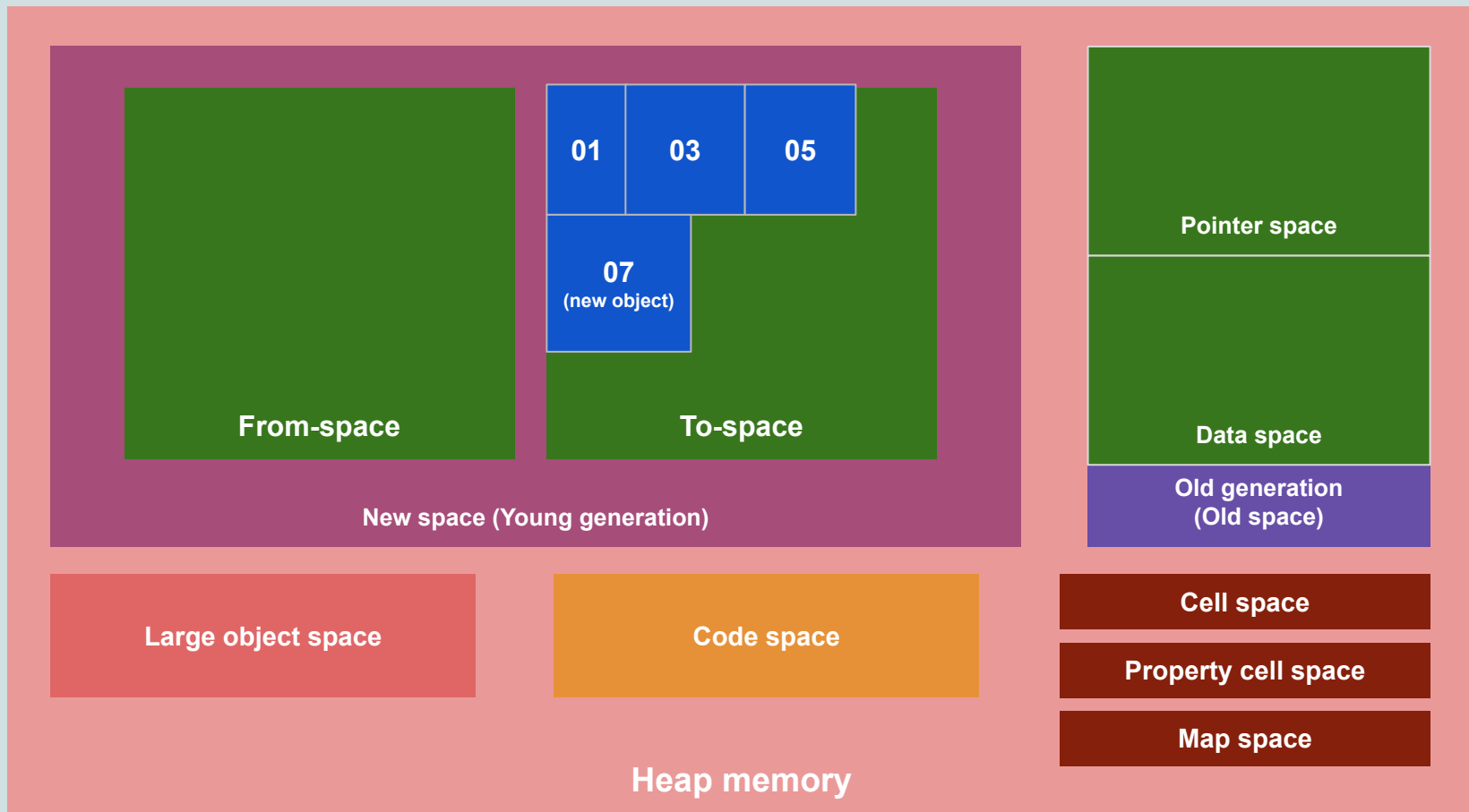
Orphan



Used memory



Free memory



# Second Minor GC

1. Let us assume that some time have passed and there are more objects on the “to-space” now(Blocks 07 to 09 marked as used memory)
2. The process creates a new object(10)
3. V8 tries to get required memory from to-space, but there is no free space in there to accommodate our object and hence V8 triggers second minor GC



## Minor GC



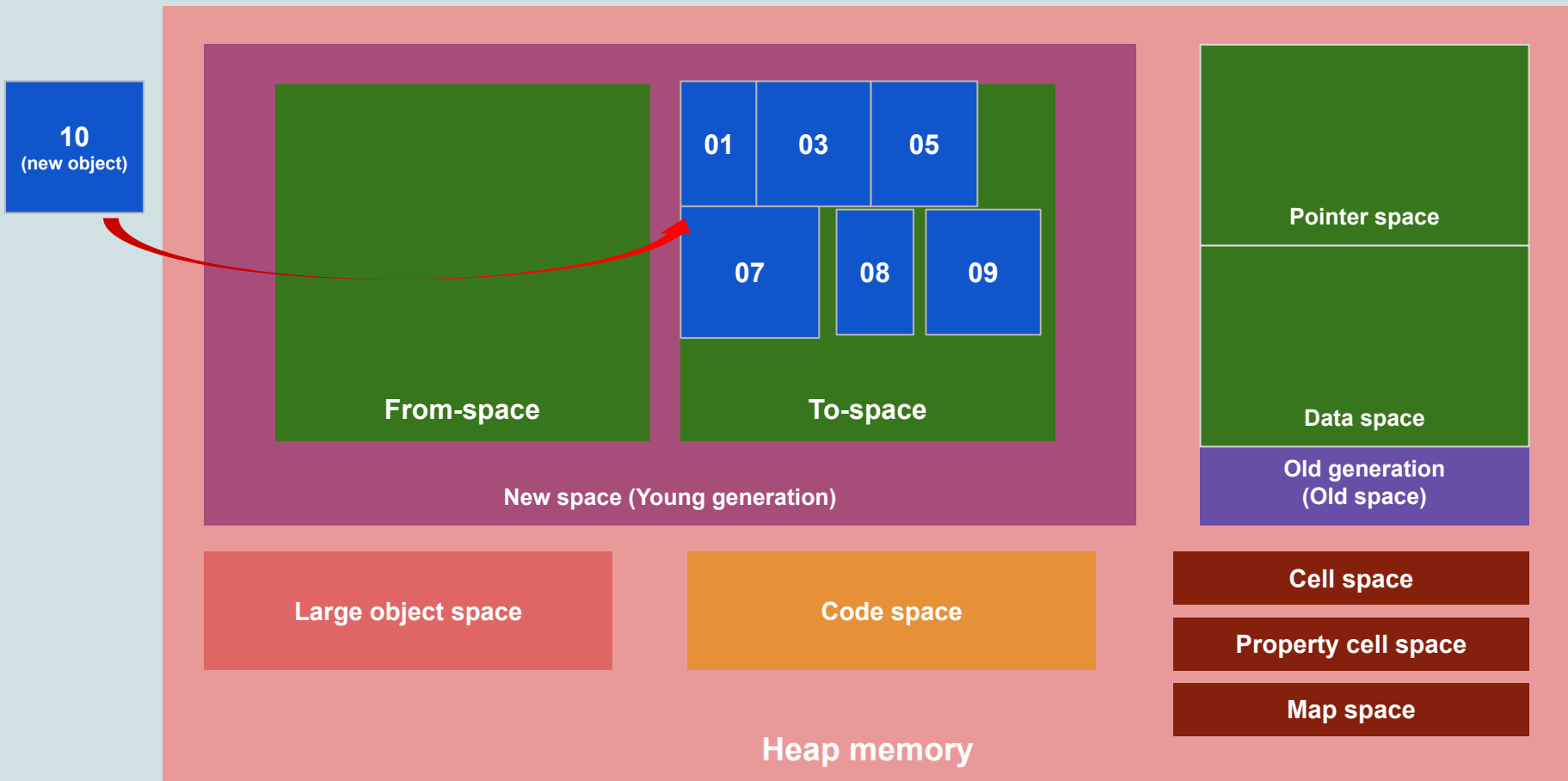
Orphan



Used memory



Free memory



## Minor GC



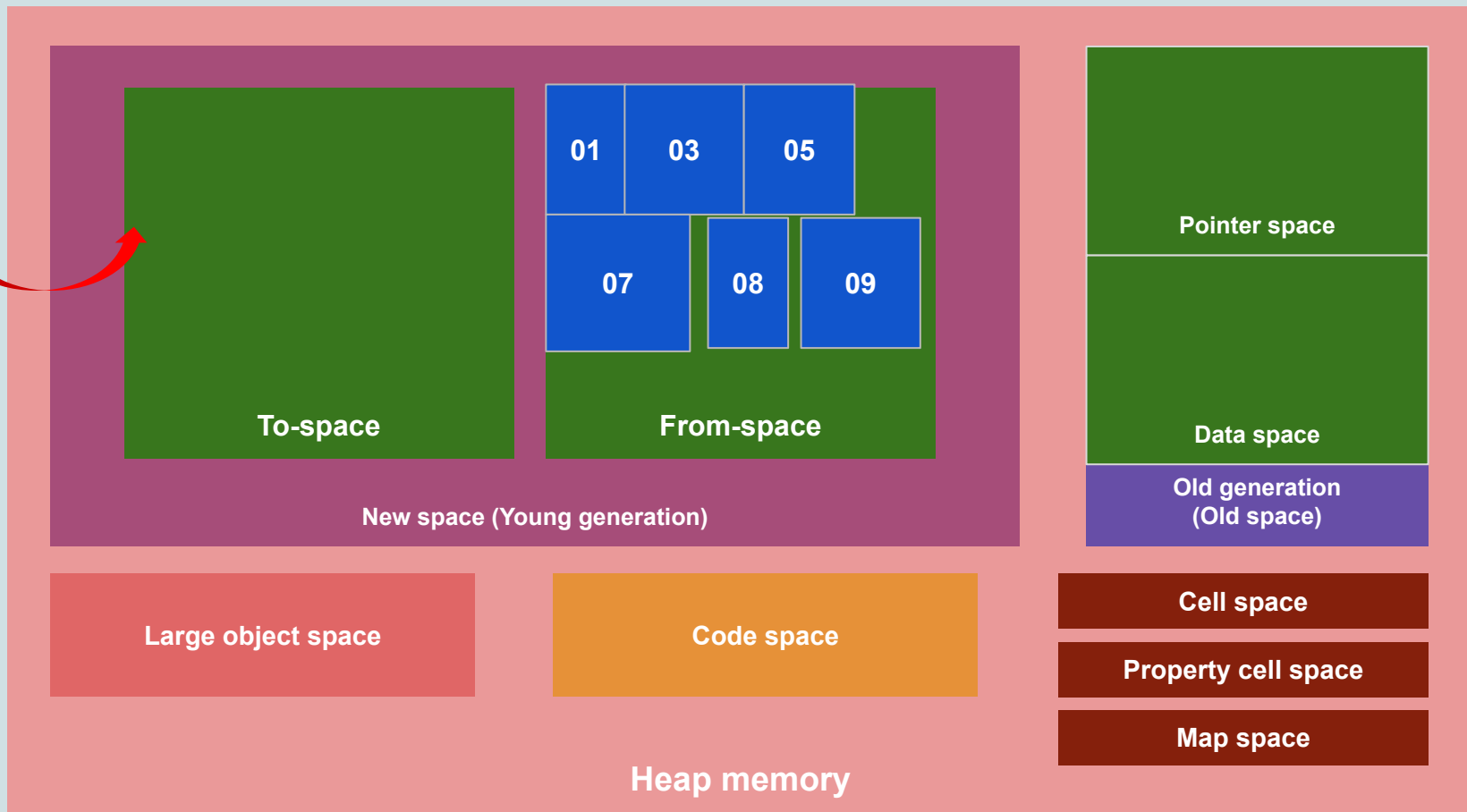
Orphan



Used memory



Free memory



## Minor GC



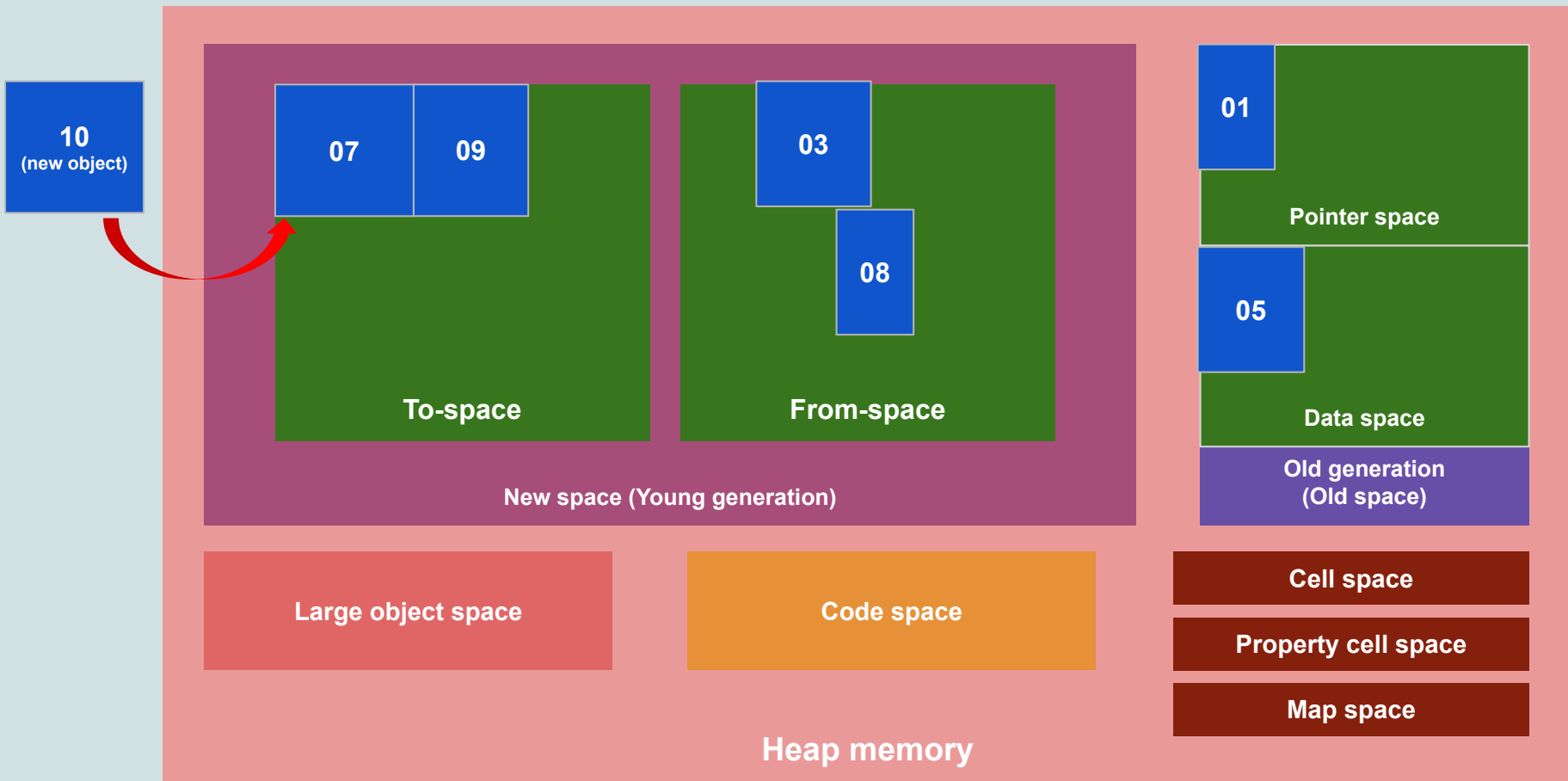
Orphan



Used memory



Free memory



## Minor GC



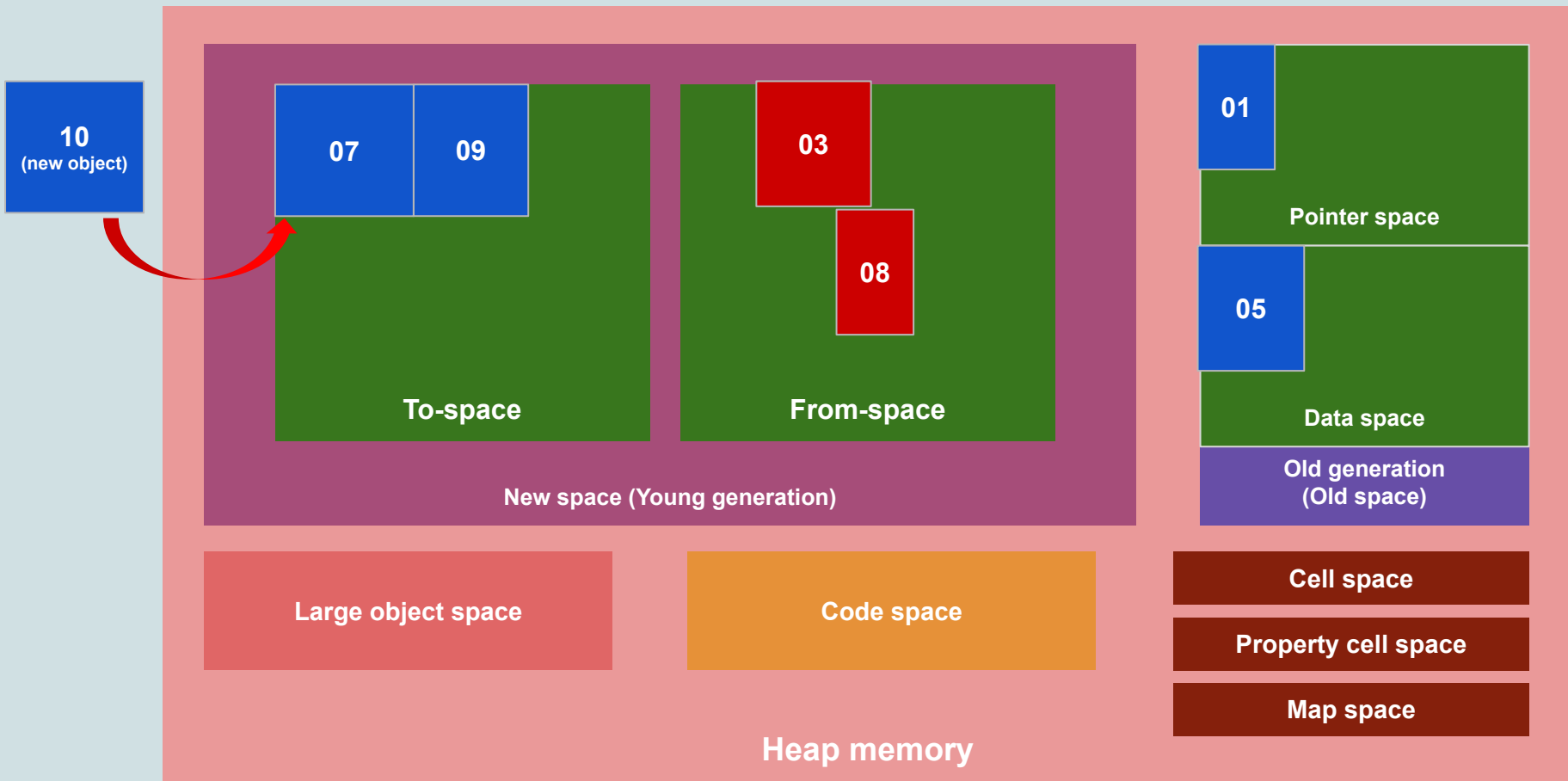
Orphan



Used memory



Free memory



## Minor GC



Orphan



Used memory



Free memory

