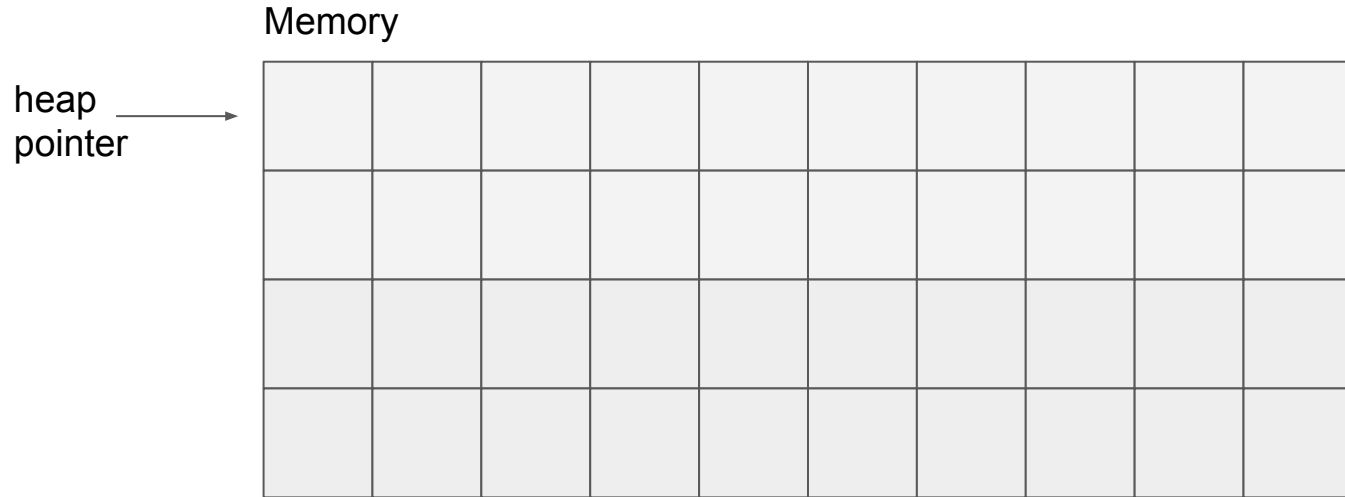
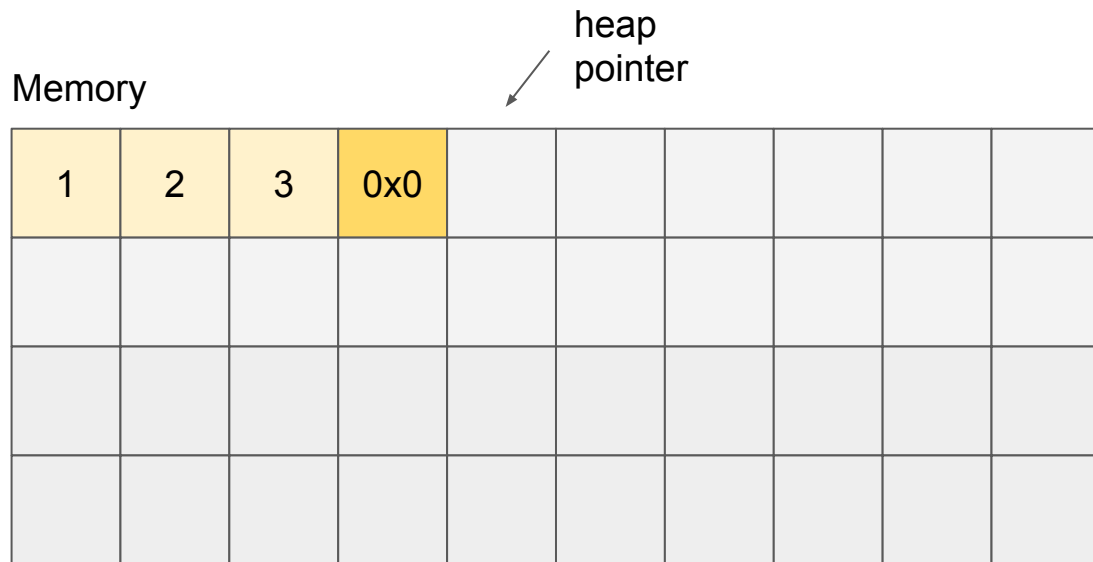


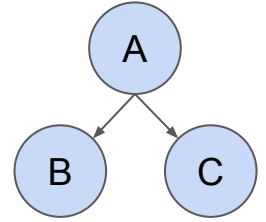
Initially empty heap



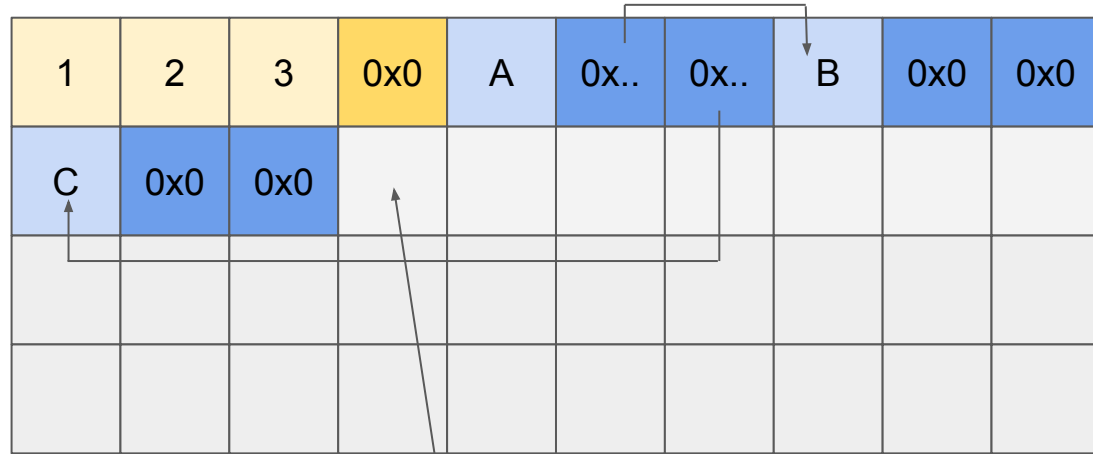
1. Allocate a list chunk



2. Allocate some binary tree chunks



Memory



heap
pointer

3. Allocate another list chunk

[illegible]