Basic Splitting-Pooling Example (64-bit)

Simple struct (a node perhaps)

```
FLAG (1B) VAL (4B) POINTER (8B)
```

In memory layout (high range in adjacent values)

```
... 0 100 0x77..0 1 108 0x77..4 0 93 0x77..C ...
```

After split-pool allocation (much lower range)

```
... 0 1 0 ... 0x77..0 0x77..4 0x77..C ... 100 108 93 ...
```

After **B+** ∆ compression (huge space savings)

```
... B0 +0 +1 +0 ... B0x77..0 +0x0 +0x4 +0xC ... B100 +0 +8 -7 ...
```