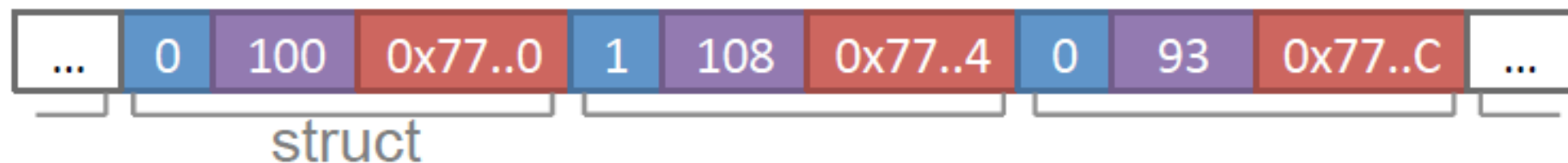


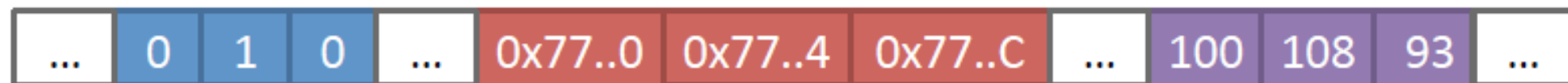
Simple struct (a **node** perhaps)



In memory layout (**high range in adjacent values**)



After split-pool allocation (**much lower range**)



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

