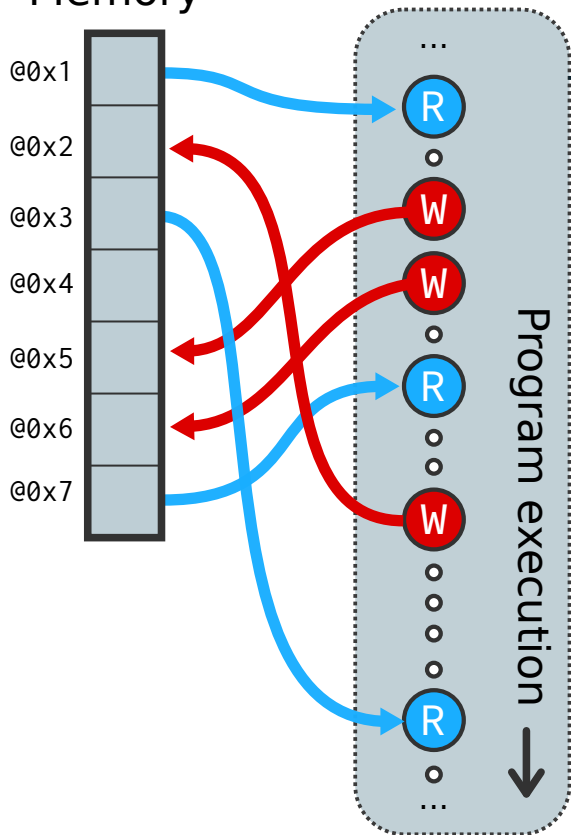


Memory



Valgrind

Layer	Value
Type	... R W W R W R ...
Interarrival	... 1 0 1 2 4 1 ...
Address	... 1 5 6 7 2 3 ...
Pattern	... - 4 1 1 2 1 ...
...	...