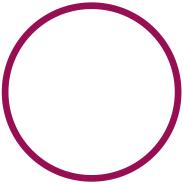


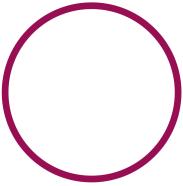


Race-safe Static Memory Assignment









Race-safe Static Memory Assignment

