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## The Long and Winding Road

We've gone from an allocation and garbage collection in .NET, right through object retention and promotion, and on to subsequent allocation of ephemeral segments. Beyond segments, we looked at how `VirtualAlloc` is used to create ephemeral segments, what `VirtualAlloc` actually does, and what it translates to. Finally, we've broken memory allocation down into its raw representation within the OS, and analyzed how huge Virtual Address Spaces are managed to give processes access to resources far in excess of their machine's physical memory limitations.