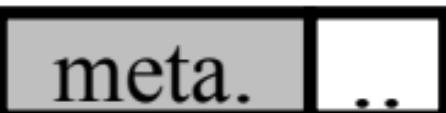


GPU threads



Buf. w. meta.



Tagged ptr.



①

②



custom allocator

alloc & return

Compiler
Instrumentation

③

④

deref.

update

tag

ext. inst.

meta.

check

