

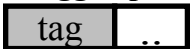
**GPU  
threads**



**Buf. w. meta.**



**Tagged ptr.**



custom  
allocator

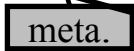
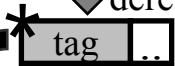
alloc & return



deref.



update



ext. inst.

check



Compiler  
Instrumentation