
Posted by [BlackEric](#) on Sun, 17 Jul 2022 09:49:43 GMT

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1. Internals of the POH

(Pinned Object Heap). Since this is a user facing feature (and there aren't that many of those in GC) I've been meaning to write about it but didn't get around till now. In this blog entry I'll explain the internals of it, partly because if you understand them it'll make it easier to reason about scenarios that I don't already cover; partly just because I know people who read my blog tend to

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