This is definitely something to investigate...

The working hypothesis is that you are allocating some really large blocks (>10MB) and in previous allocator, these were immediately unmapped back (and it was fast peak, so unnoticed while watching top), while the new allocator keeps them for reuse and system has not swapped them out yet. My experience is that the cuprit is usually a big StringStream.

We can test this. In HeapImp.h, there is HPAGE constant. This is the size of "master chunk" (in 4KB units) and also maximum size of block that allocator keeps for reuse. Try to change that to something smaller, like 256 and retest...

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