Looks like threads?

yield

one

two

next

then

resume

f_3

f_2

f_1
start thread \((f)\)

\[
\begin{cases}
\text{// need a stack!} \\
\text{sp = malloc(}N\text{);} \\
\text{tcb = " } (\text{tcbtype}) \text{"}
\end{cases}
\]
init TCB

- put TCB in ram
- init current position
- init all register fields
- init stack usage
- thread (beginning of thread)
my IC

unconnected, in context to the design

there are several effects of a TCE
Addg (Chord, t) \leftarrow movieTextPlus(t, s, f)

function stack(f)

TGB ← t

2ndStack ← s
\[ R_{\text{edges}} = \{ \text{edges of } \text{team} \} \]
\[ f(x) \rightarrow \text{function} \]

\[ \text{context} \rightarrow \text{parameter stack} \rightarrow \text{function call} \]

\[ \text{stack} \rightarrow \text{context} \]
Scheduler

1. A rung and definitions for TCB

2. Routines for Add, rotale...

3. yield
One can use.

Theme: Segmenting as thematic

- They execute the next thread "therefore leave the thread"

- Non-prescriptive raced topology
Never return

Suppose (", ku")
dummy for loop

Run C

Error

allocate int & c

f1

can be made

f2

function

f3

can be some

main