(READY) \rightarrow \text{ Prereq} \rightarrow \text{ Promthio} \rightarrow \text{ w/ Suppose &)}

\rightarrow \text{ Ready Flag (in concept)}

\rightarrow \text{ Multi-threaded &)

\rightarrow \text{ Multi-processor Scheduling}
high priority

Ready

low

owner

type

cpu usage

age (left)
- start very dark (3900)

- look

- French Commerce / Etat

[Some process of the some time]

[Schedule of the church of the]

Cosdradburg
Cウッド
ブロック
- 2
- 3

処理
- 1
- 2
- 3
- 4

瞬時連続

Pharmaceutical Research
Process Awave Round Robin.

\[ Q = p \cdot q \]

Round robin on threads of same process

\( \text{time quantum} \)

Threads

\[ P \rightarrow \text{threads} \]
Dynamic Programming

- Approach: dynamic programming
- Each process is addressed and
- Shares the same problem
- Subproblems are considered

Solve a simpler problem first
apologies to everyone

I must

1. Directive 2 (specifically)

The 1st level of

T hen off successfully
In the future, I propose smoking should be reduced or eliminated. If I were exercising on Cape, I might read for performance improvement.
of adverse scheduling scenarios.

(Or should we) Complementing

mother

Cluster Computing
Beyond multicore systems
- distributed memory single chip
  - non-cache coherent
- multi-chip computer
  - cluster/cloud

Grid

Data + Databases + simple apps
high performance computations (parallel)

Distributed Parallel Computer

IBM cell

Intel SCC
Find a opposite of cluster/loaded.
Disembodied Learning & Disembodied Learning System

2.2 II B2022 not exist

Abstraction of data vs. an example/Grind/chute

Personal System

Kern山路: A Disembodied Learning System

Wers as an intersectoral system...
In cooperation

Single system

Interconnection: in system looks like a

Monitored.

On-demand: each computer is separated
Remember:

\[ y_1 = \frac{1}{n} \]

- First measure
- Group scores
- z-score summary
- Update n

Update, can see.

Calendar, applications.
After local, I copy

No

Serve

Lot of

Copy

Under circuit

Service

- Lot of

- Office

- Office

- Office

(CP2P)

n2 [ ]

n3 [ ]

n2 [ ]

n3 [ ]

- Incoherence

- Updates

- Error

- Long delay

- Recall

- All previous case

- Reflection

- Re-draw, re-base (recursive capture)