Thin Wires

- Low bandwidth

- No memory sharing

- No accidental complexity due to memory sharing (e.g. thread safety is not an issue)

Time-Sharing

❖ Invented in 1950's, when CPUs were expensive

❖ Led to lots of accidental complexity (full preemption, etc.)

❖ Not relevant to IoT

❖ Not relevant to distributed programming.

❖ Deprecate time-sharing.