

# Deprecate Memory Sharing

- ❖ Concurrency is simpler without memory-sharing.



# Footnotes

- ❖ [1] Initialize also happens in JavaScript and other languages. Example: top-level “var x = 5;” definitions.
- ❖ [2] Event delivery “edge cases”: (a) Child Part Send()s output to output of enclosing Schematic. Dispatcher maps output pin of sender to output pin of schematic. (b) Schematic can route its own input pin to its own output pin. Dispatcher maps pins accordingly.
- ❖ [3] Unique Part & Wire names are “generated” by the transpiler. For example, a name can be the unique address / hash code of an item. In the bootstrap transpiler, we often used Strings for names (this is less efficient than using an address or a token).
- ❖ [4] “PU” means Processing Unit. The term “CPU” was invented in the 1950’s. In 2020 no processor needs to be Central by default, hence, we drop the “C”.