

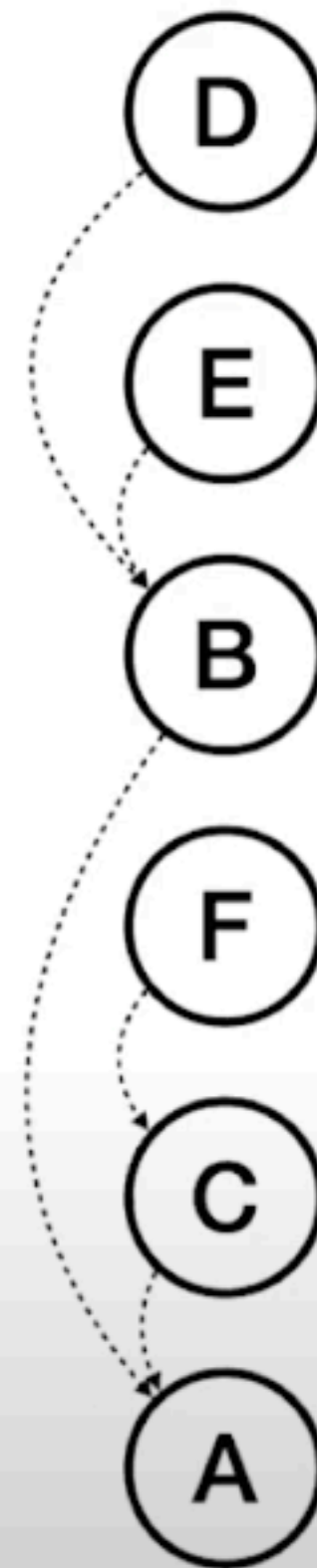
# 4. Multi-threading, CPUs and memory

**ADC<sup>20</sup>**  
AUDIO  
DEVELOPER  
CONFERENCE



Dave Rowland

Post-ordered DFS: 



Pre-ordered DFS: 

