



Huge overhead to queue every operation on a thread

Re-entrant functions should execute synchronously

```
|exec::task<void> set_first_name (std::string_view new_first)
if (std::this_thread::get_id() == get_scheduler().get_id())
   co_return person.set_first_name (new_first);
co_return co_await stdexec::then (stdexec::schedule (get_scheduler()),
                                  [this, =]
                                  { return person.set_first_name (new_first); });
```

Actors: Problems

- Huge overhead to queue every operation on a thread
- Re-entrant functions should execute synchronously

Run-time Data Race Detection