Automatic pipeline parallelism for event-loops.

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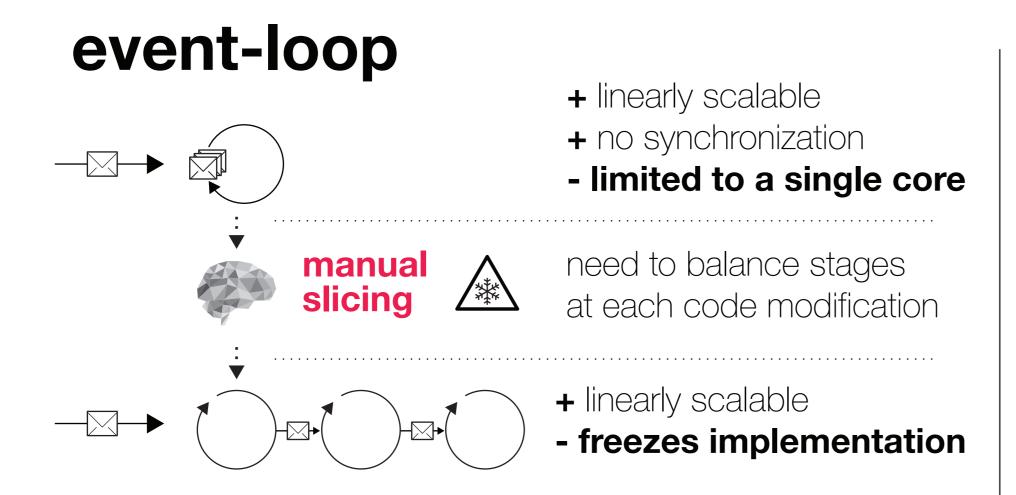
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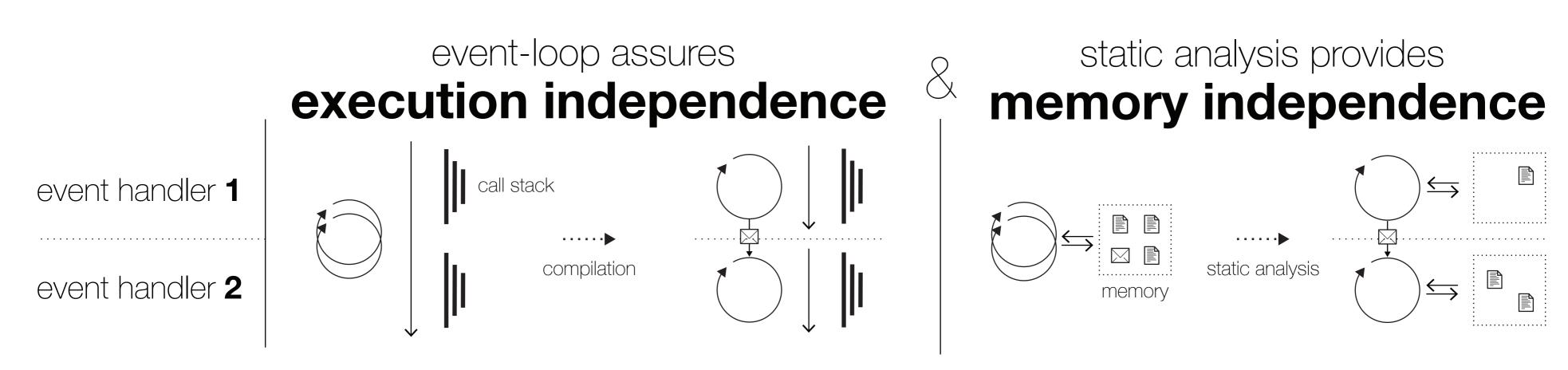


an event-loop is limited, and switching to pipeline parallelism freezes application evolution.

We propose to automate the slicing process at compile time

pipeline parallelism





compilation example

