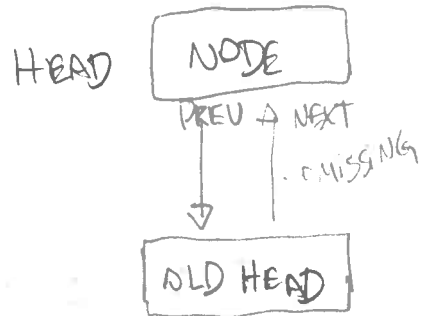
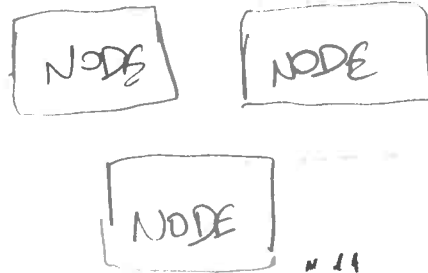


⇒ ALLOC (EVENT)

⇒ FREE (NODE)

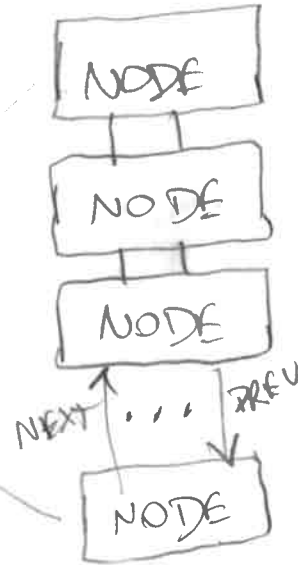


20 ALLOCS: → 30 ALLOCS



EVENTS
QUEUE

POOL
HEAD
TAIL



EVENTS QUEUE

QUEUE OF EVENT NODE

EVENT
PREV
NEXT
ALLOCATED

PUT
(ALLOC)



GET
(FREE)

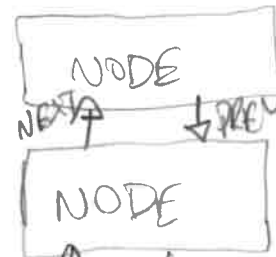
⇒ PUT (EVENT)

⇒ GET ()

⇒ PEEK HEAD()

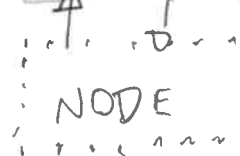
⇒ PEEK TAIL()

...
NODE T3
...



T1

T4



T2

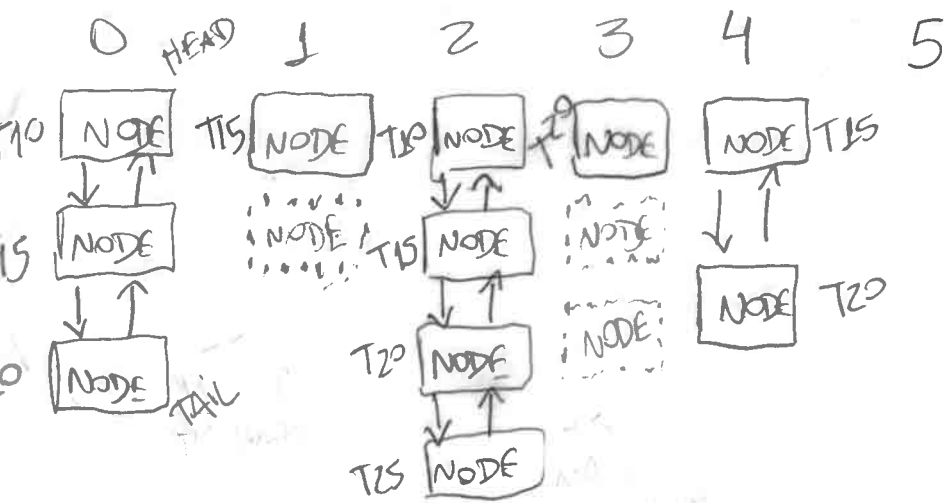
CPU QUEUE

→ INSERT BY TS()

TIMESTAMP MAJOR = ⊕ RPODENTE
MENOR = ⊕ ANTIGO

1 per CPU

IS UPDATED?

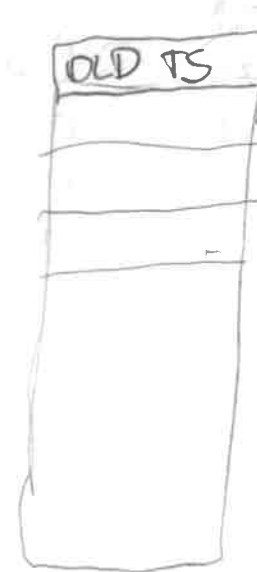


CPU EVENTS QUEUES

- START ()
- add Event ()
- send Events ()
- update Saved TimeStamps ()
- get Most DELAYING EVENT CPU QUEUE ()
- get MOST DELAYED LAST CPU EVENT TIME STAMP ()
- INIT EVENT SORTER ()
- START PIPE LINE ()

EVENTS CHRONO ORDER

↳ QUEUES OF CPU EVENTS



50 ms ;

