

**Source-to-source  
transformation**

**Immortal Threads**  
*Compiler Front End*

```
void _timer_isr_{  
    EVENT_SIGNAL(event);  
}  
  
immortal_thread(conv_thread, args){  
    int a[N]; int b[K];  
    int out[NK+1];  
  
    while (1){  
        WAIT_EXPIRES(event,5);  
        for(int i=0; i<NK+1; i++)  
            for(int j=0; j<K; j++)  
                out[i]+=a[i+j]*b[K-j-1];  
    }  
}
```

**Event Driven C Source**  
*in Multi-Threaded Fashion*

```
void _timer_isr_{  
    EVENT_SIGNAL(event);  
}  
  
immortal_thread(conv_thread, args){  
    _begin(conv_thread);  
    _def int a[N]; _def int b[K];  
    _def int out[NK+1];  
    while (1){  
        WAIT_EXPIRES(event,5);  
        _def int i; _WR(i,0);  
        for(;i<NK+1;){  
            _def int j; _WR(j,0);  
            for(;j<K;){  
                _WR_SELF(out[i],  
                    out[i]+a[i+j]*b[K-j-1]);  
                _WR_SELF(j,j+1);  
            }  
            _WR_SELF(i,i+1);  
        }  
    }  
    _end(conv_thread);  
}
```

**Target  
C Compiler**

**Target Image**

**Immortal Threads**  
*Library Source*

*Checkpoints  
Thread scheduling  
Event handling*

The programmer is **oblivious** to the intermittent execution.