Concurrency

1. Models
   1. C .. C++, C#, Java
      1. Thread
   2. JavaScript
      1. Single thread, asynchronous, non-blocking, event-loop, callback queue
   3. Erlang
      1. Lightweight, processes
2. Thread
   1. Share memory
   2. Different threads of execution
   3. Map user/application threads to kernel threads Timer interrupt
3. JS
   1. Heap
   2. Stack
   3. Web APIs
   4. Event loop
   5. Call-back queue
4. Erlang
   1. No shared memory 🡪 message passing
   2. Lightweight processes and scheduler