Async

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14:50

Event Loop → "|" Threads → ";" → shared memory threads

control loop is inverted

control loop is in the threads

Async ⟶ Async never blocks

→ inversion of control

→ minimum of pre-emption

→ blocking explicitly typed

Monad

→ programmable "let" binding

→ can be thought of as ";"

→ steals control flow from the runtime

⇒ queuing fixes interleaving but adds latency

⇒ effects are in some sense communication channels in programs.