

Coroutines

1 Thread

multiple

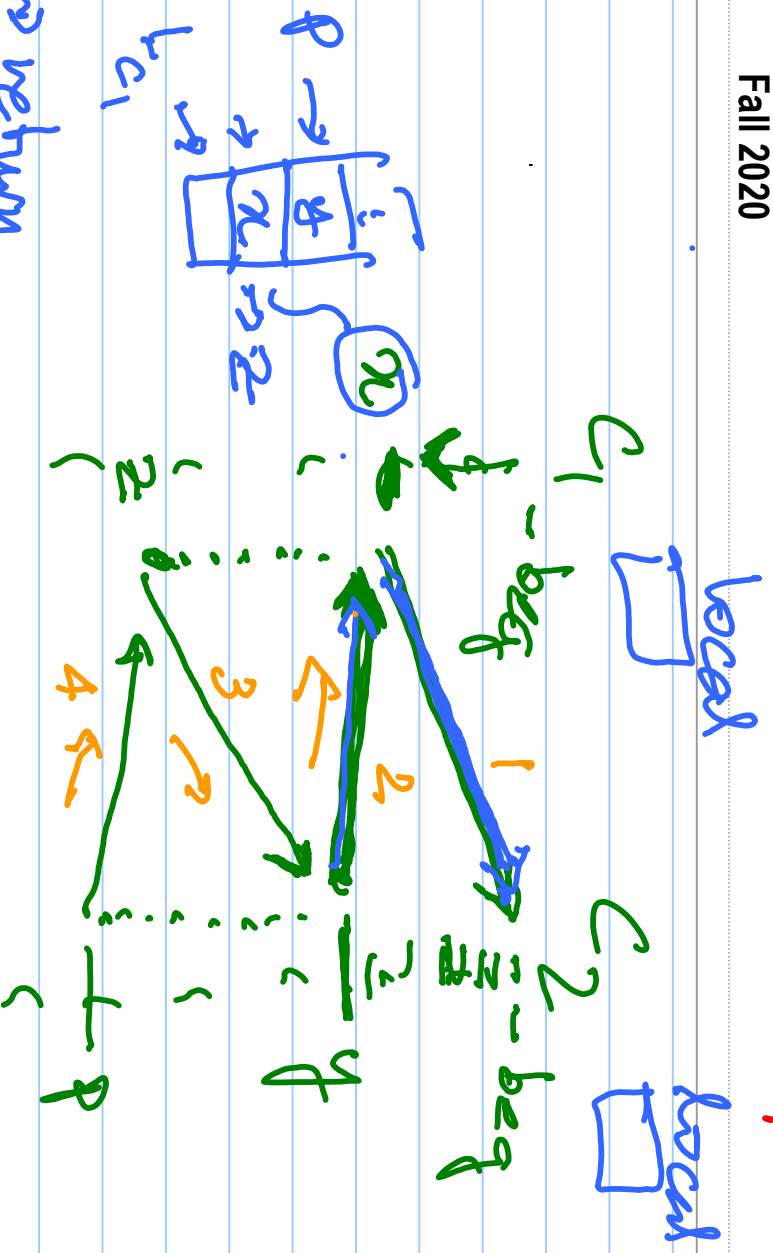
Coroutines

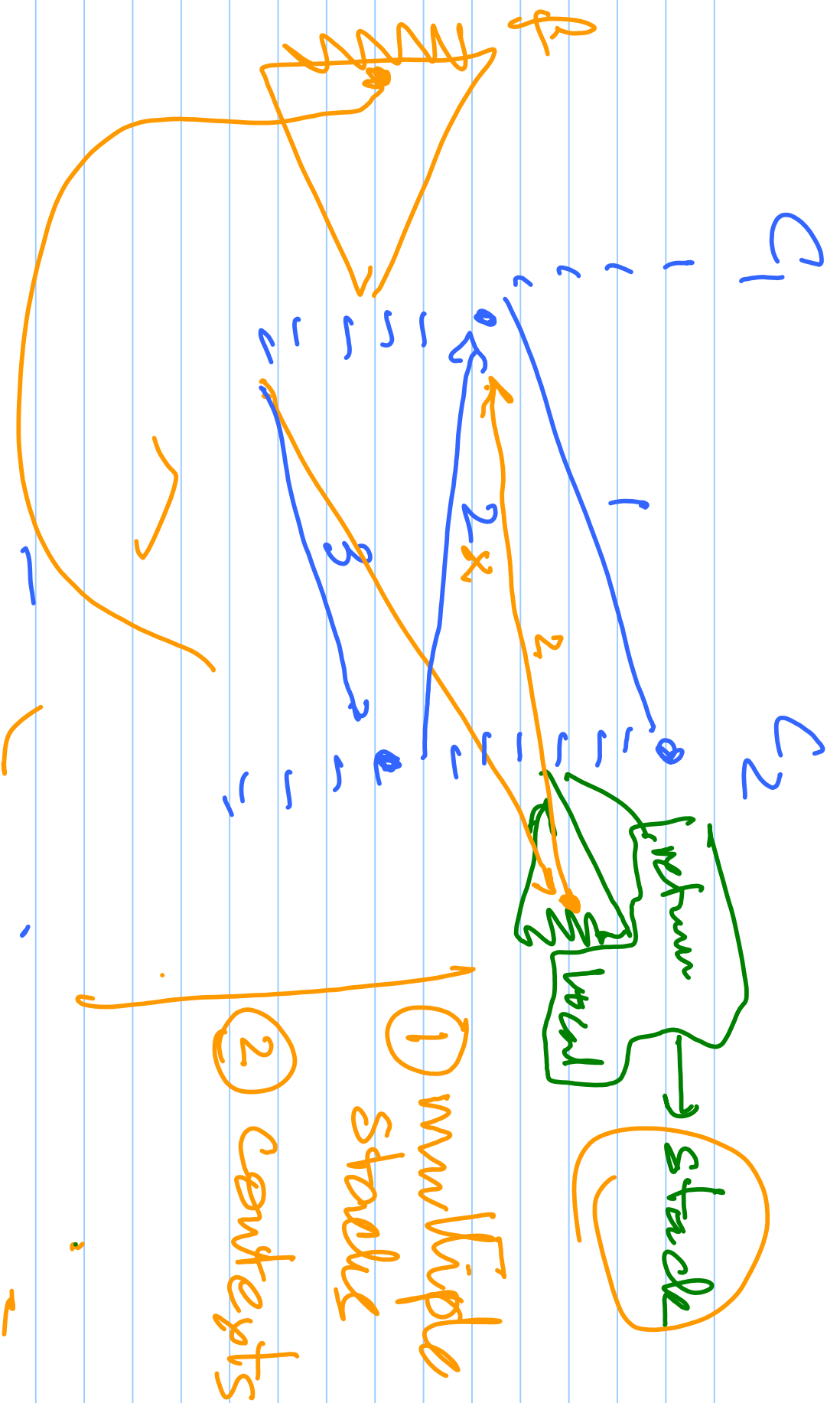
2

return
addr
local
variables

end

end





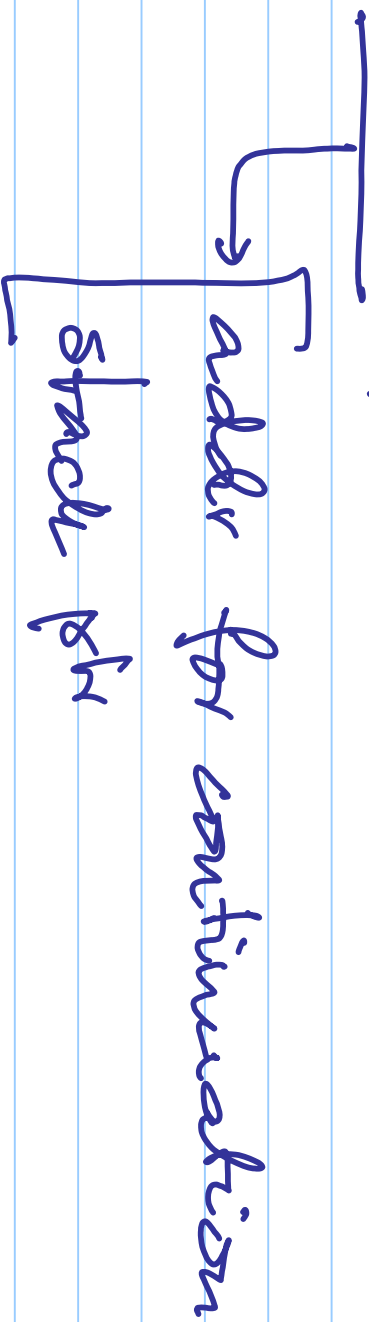
① multiple stacks

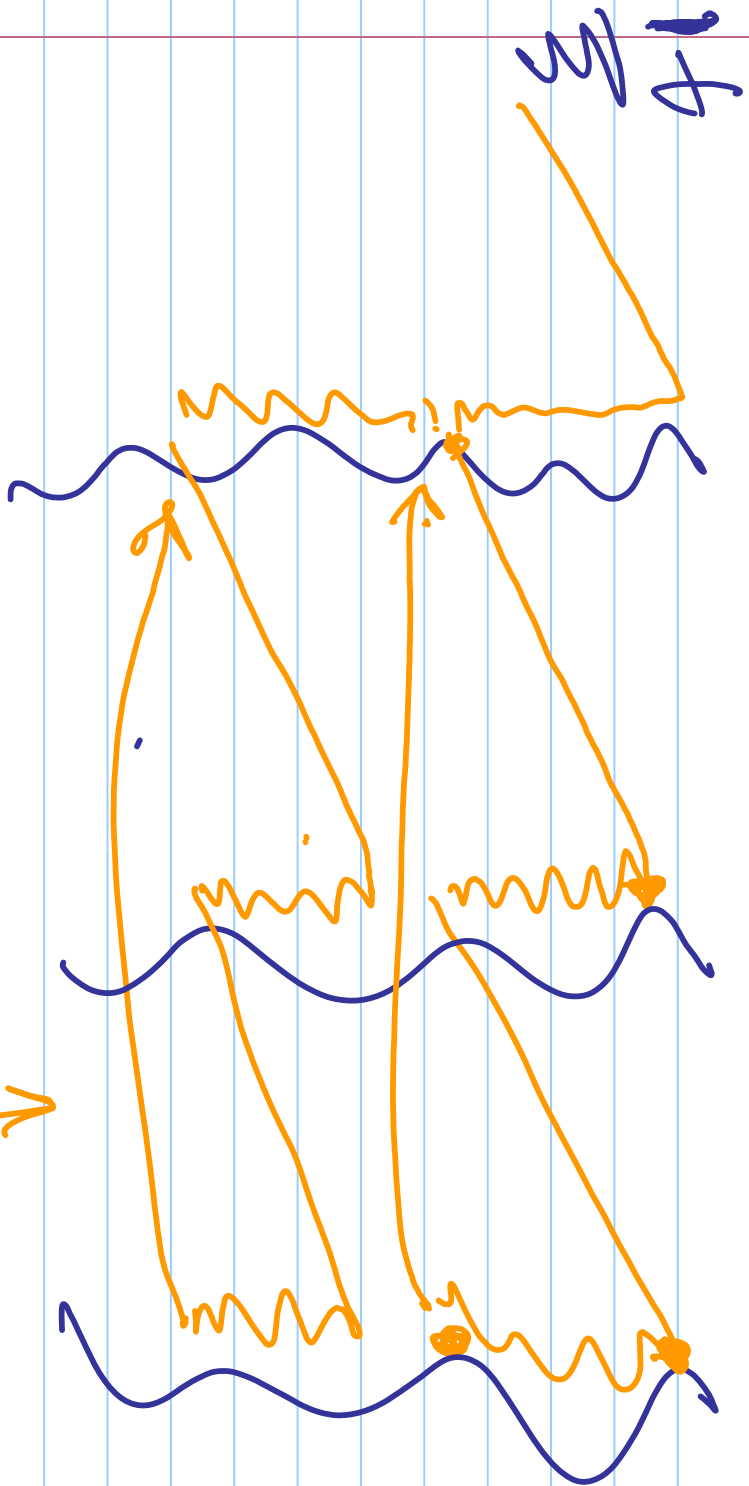
② contexts

Coroutines

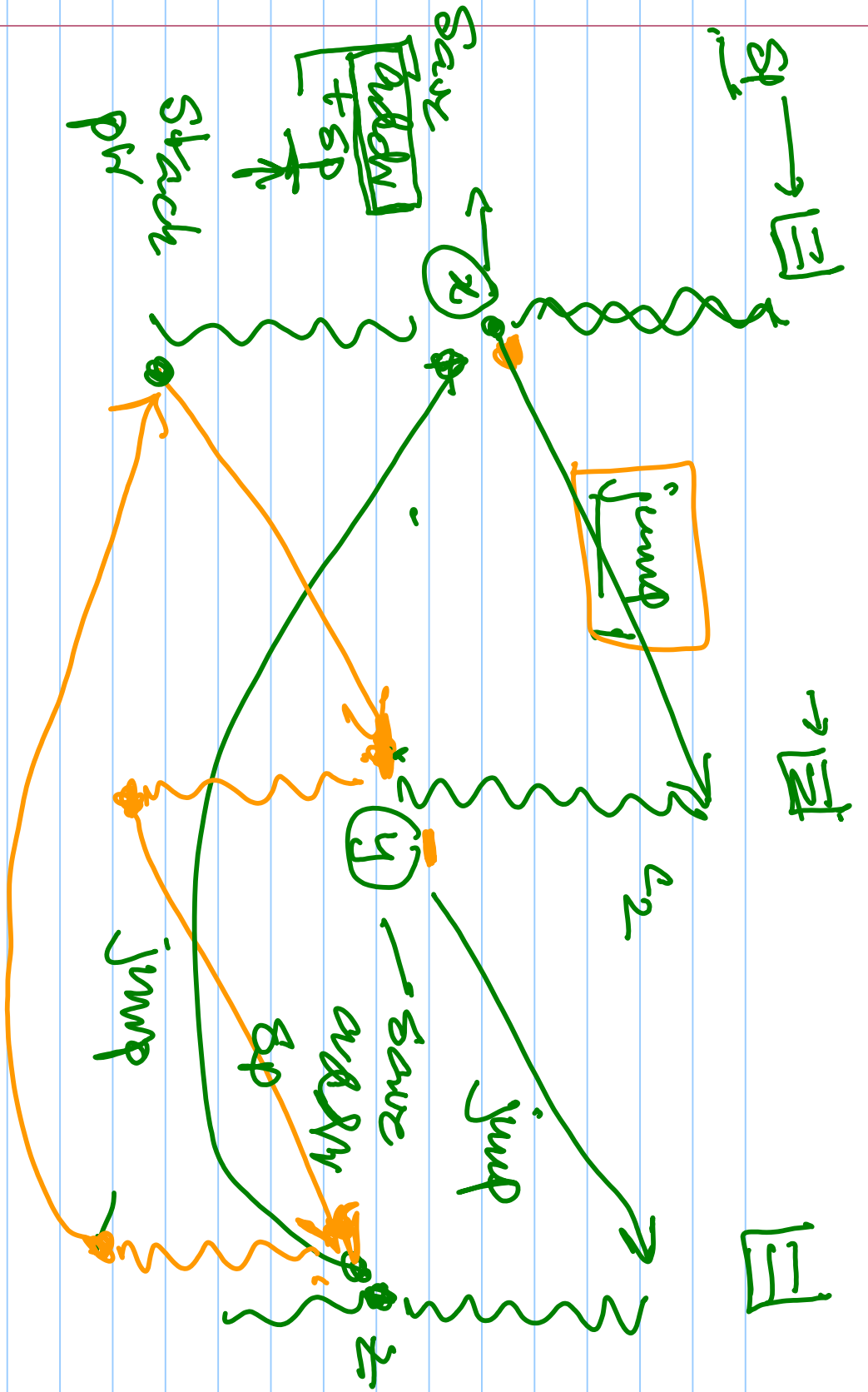
- one stack per coroutine

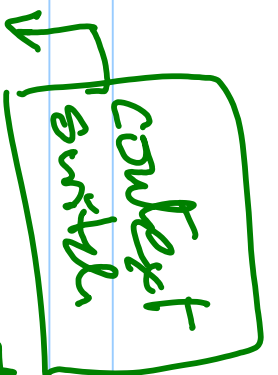
- one context per coroutine





→ multiple levels
from 1 level





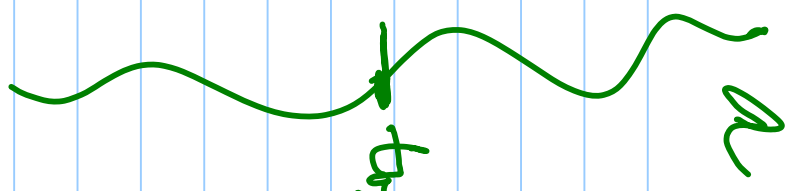
— transfer (from, to)

→ context from
which we
load SP
and the
dest addr
(pass into
PC)

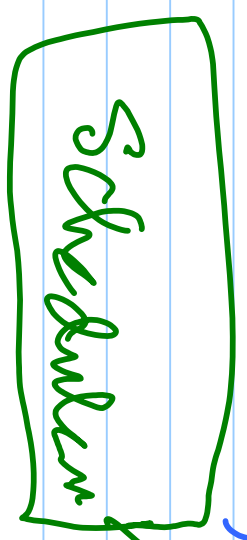
please note
where we
store addr
& stack
ptrs
Context

a
b
c

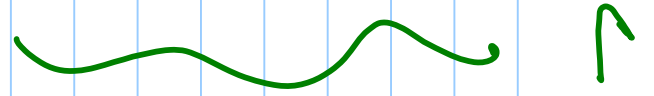
conflicts



Transfer (a,b)



a
b



transfer (from, to)

? resume

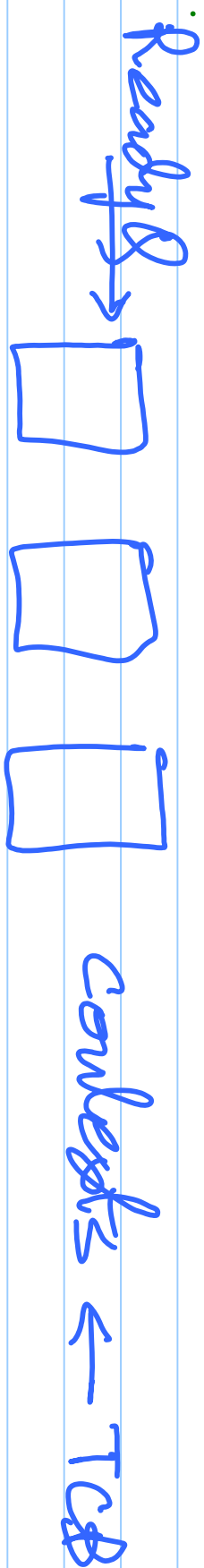
? continue

X

yield() ← no parameters

[The scheduler
finds from & to :]

Scheduler - data structure



main()

3 creates context for T_1

u_1 u_1 u_1 T_2

u_1 u_1 u_1

]} change them
up

T₁

yield()

scheduler routine

3. save current context

in TCB @ head of Q

• Rotate the Ready Q

• load the context from the top element of Q

- jump to it
return

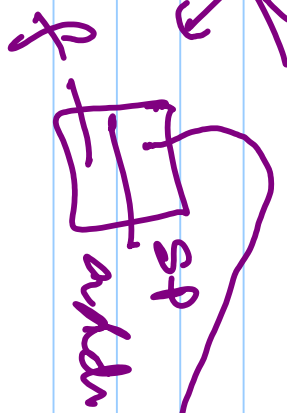
3

main()

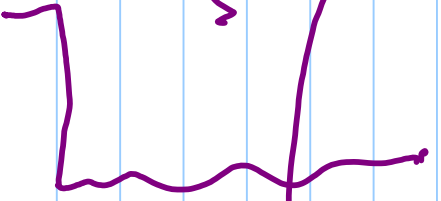
{ create a context }

f() { }
∞ loop

↳ stateful(f)

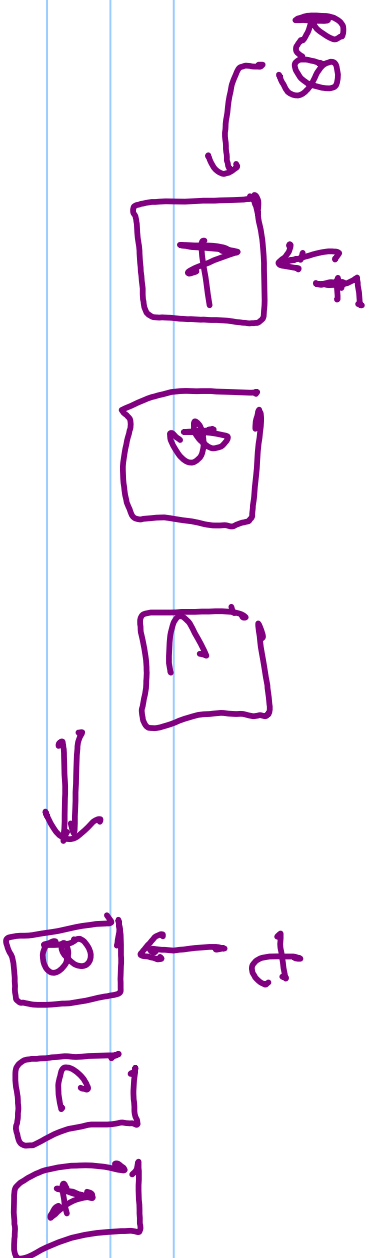


↳ allocate a stack



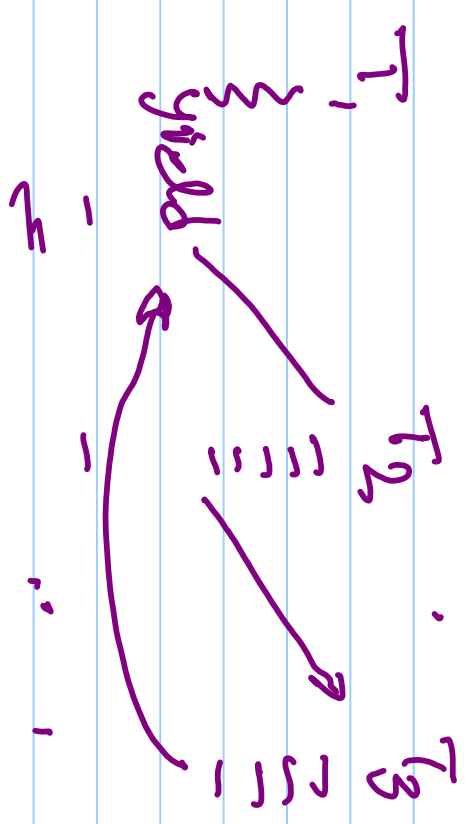
init the stack
create context for f
Add to Ready Q

}



$\text{yield}()$ → from = top of PQ
 rotate &
 to = top of PQ

swapcontext (from, to)



Start Thread (f_1) $\leftarrow t_1$

" $f_2 \leftarrow t_2$

" $f_3 \leftarrow t_3$

↓
Run _____ } create a parent
context / dummy

from = parent

$t_0 = \text{top of } S$

Swap (from, t_0)

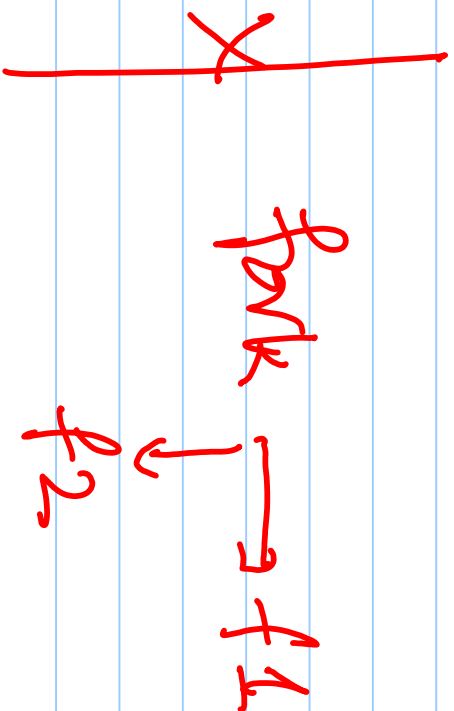
Run T_1 }
↓

```
f1() { ∞ loop print (xxx) }
```

```
f2() { ∞ loop print (yyy) }
```

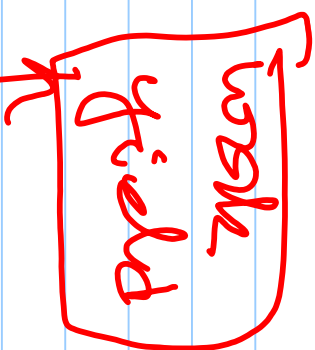
main

```
{ call f1  
  call f2  
}
```



→ f1() — ∞ loop ✓

→ f2() — ∞ loop



explicit

yield

✓

Add (R_{ptr}, i_{inc})

R_{ptr} (R_{ptr})

← Del (R_{ptr})

