

Time



Processor 1

⌈ p1.1

⌈ p2.1

⌈ p3.1

Processor 2

⌈ p1.2

⌈ p2.2

⌈ p3.2

Processor 3

⌈ p1.3

⌈ p2.3

⌈ p3.3

px.y = Thread y in process x