

LHCb use of `tbb::task`

- Different point of the phase space
 - small events, short algorithms/modules, limited time budget
 - one *task* per event
- We use TBB just because it's already a dependency
- A task scheduler that fits our needs would fit in a few 100s lines
- We recently moved away from `tbb::task` using `tbb::task_arena`
 - effort triggered by the deprecation of `tbb::task_scheduler_init`