0	Term	Definition
1	allocation edge	
2	asymetric CPU scheduling	
3	atomic instruction	
4	Banker's algorithm	
5	bounded buffer	
6	busy waiting	
7	circular wait	
8	classic synchronization problems	
9	Completely Fair Scheduler (CFS)	
10	concurrancy	
11	condition variables	
12	cooperative scheduler	
13	cpu burst	
14	CPU utilization	
15	critical section	
16	cycle in resource graph	
17	DAG	
18	deadlock	
19	deadlock avoidance	
20	deadlock detection	
21	deadlock prevention	
22	deadlock recovery	
23	deadlock state	
24	dining philosophers	
25	Earliest Deadline First (EDF)	
26	execution time	
27	First Come First Served (FCFS)	
28	fixed time	
29	hold and wait	
30	interleaved execution	
31	IO burst	
32	kernel threads	
33	load balancing	

34	load sharing	
35	migration (push, pull)	
36	monitors	
37	multi CPU scheduling	
38	multi level feedback queues	
39	multi level queues	
40	multi threaded	
41	mutex	
42	mutual exclusion	
43	necessary conditions for deadlock	
44	non-preemptive resource allocation	
45	non-safe state	
46	parallelism	
47	POSIX standard	
48	preemptive	
49	preemptive scheduler	
50	processor affinity (hard, soft)	
51	producer - consumer	
52	Proiority scheduling	
53	proportional time	
54	pthread library	
55	race condition	
56	reader - writer	
57	real time scheduling	
58	recource node	
59	reentrant	
60	request edge	
61	resource allocation graph	
62	resources - allocated	
63	resources - available	
64	resources - maximum usage	
65	response time	
66	Round Robin (RR)	
67	safe state	

68	scheduler throughput	
69	scheduling performance criteria	
70	semaphore (binary)	
71	semaphore (counting)	
72	Shortest Job First (SJF)	
73	spinlock	
74	starvation	
75	symetric CPU scheduling	
76	task vs data parallelism	
77	test-and-set	
78	thread	
79	thread pool	
80	thread scheduling	
81	time quantum	
82	time slice	
83	turnaround time	
84	unsafe state	
85	virtual runtime	
86	wait time	