CPU-bound process: process spends more time doing computations, few very long CPU bursts

Cooperating process: process can affect or be affected by the execution of another process.

Short term scheduler: selects from the ready queue which process should be executed next and allocates CPU.

Dispatch Latency: time it takes for the dispatcher to stop one process and start one another running.

Process Control Block (PCB): contains many pieces of information associated with a specific process including: process state, program counter, CPU registers…

Operating System: A program that acts as an intermediary between a user of a computer and the computer of the hardware

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Process: a program in execution, which forms the basis of all computation.

Interrupt Service Routing: Separate segment of code determine what action should be taken for each type of interrupt.

Interrupt Vector: table of pointers to addresses interrupt services routines for the various devices, stored in low memory.

Trap: is a software generated interrupt caused either by an error or a user request.

Caching: copying information into faster storage system.

Multiprogramming: Loading several processes in computer's main memory at the same time so, CPU always has one to execute for improving system efficiency.

System Calls: programming interface to the services provided by the OS, typically written in high level language and mostly accessed via a high level API.

Ready Queue: set of all process residing in main memory, ready and waiting to execute.

Swapping: the technique used by OS to manage memory. Swapping is operation of moving processes between main memory and disk.

Data Parallelism: distributes subsets of the same data across multiple cores, same operation on each.

Task Parallelism: distributes threads across cores, each thread performing unique operation.

OpenMP: is a set of compiler directives as well as an API for programs written in C, C++, or FORTRAN that provides support for parallel programming.

Context switch time: is overhead; the system does no useful work to user process while switching.

Critical Section: a section of code, common to n cooperating processes, in which the processes may be accessing common variables.

Trap: is a software generated interrupt caused either by an error or a user request.