

Message Passing

- ▶ Semaphores are too low level
- ▶ Monitors are not usable except in a few programming languages
- ▶ Neither monitor nor semaphore is suitable for distributed systems
- ▶ No conflicts, easier to implement

Message passing uses two primitives, `send` and `receive` system calls:

- `send(destination, &message);`
- `receive(source, &message);`