

Vocabulary

bandwidth	
latency	
bus	
platter	
cylinder	
track	
DMA	
system call	
multi-programming	
PCB	
code motion	
loop unrolling	
loop splitting	
instruction level parallelism	
register	
cache	
instruction control unit	
execution unit	
pipelining	
latency	
pipeline stall	
register spilling	

temporal locality	
spatial locality	
branch prediction	
superscalar processors	
Ahmdal's Law	
wall time	
process time	
interval time	
clock cycle time	
epoch	
AVL tree	
array offset	
array descriptor	
event driven programming	
callbacks	
socket	
DNS	
TCP	
IP	
fragmentation	
internal fragmentation	
external fragmentation	

first fit allocation	
best fit allocation	
garbage	
garbage collection	
mark & sweep	
ASCII	
UNICODE	
2's complement	
mantissa	
exponent	
normalization	
static library	
dynamic library	
tree	
graph	
directed graph	
arc	
node	
compilation	
linking	
row major order	
column major order	

Utilities

time	
gprof	
ps	
setenv	

Functions

dlopen	
dlsym	
gettimeofday	
getrusage	
select	
socket	
connect	
memcpy	
memset	
mcheck_pedantic	
fork	
execv	
wait	
pipe	