

CMSC 412 Vocabulary at Final

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- /proc
- ACID
- Belady's anomaly
- C-SCAN
- DMA
- FCFS
- LOOK
- MMU
- PCB
- RAID
- SCAN
- SSTF
- TLB
- affinity
- atomicity
- banker's algorithm
- batch processing
- best-fit allocation
- bit
- block device
- bottom-half interrupt service
- brk system call
- buddy allocator
- buffer
- buffer cache
- byte
- byzantine fault tolerance
- byzantine generals
- circular wait
- close system call
- condition variable
- consistency
- context switch
- copy-on-write
- core dump
- critical section
- deadlock, avoidance, detection, prevention
- device driver
- Diffie Hellman
- dining philosophers
- direct block
- directory (file system)
- dirent structure
- dirty bit
- disk mirroring
- disk striping
- dup2 system call
- durability
- effective UID
- exclusive lock
- exec system call
- exit system call
- external fragmentation
- file
- file descriptor
- file metadata
- file pointer
- first-fit allocation
- flow control
- fork system call
- four conditions of deadlock
- hard link
- hold-and-wait
- indirect block
- inode
- internal fragmentation
- interrupt coalescing
- interrupt-driven I/O

- ioctl system call
- isolation
- kernel modules
- Key distribution center
- kill system call
- Lamport clock
- locality
- log structured file system
- memory-mapped files
- microkernel
- monitors
- multilevel feedback queue scheduling
- munmap system call
- named pipes
- nonce
- open system call
- page cache
- page fault
- page frame
- paging
- paravirtualization
- passwd file
- physical address
- Peterson's solution
- pipe system call
- policy, mechanism separation
- popen library call
- priority inheritance
- priority inversion
- process
- process states
- producer / consumer
- programmed I/O
- protection
- quantum
- race condition
- random access
- read system call
- read lock
- reentrant
- replay (attack)
- roll-back
- salt
- scheduler activation
- schedulers (short, medium, long term)
- seek system call
- segmentation
- select system call
- semaphore
- sequential access
- serializable (in transactions)
- setjmp / longjmp functions
- setuid
- shared lock
- shell
- shm* system calls.
- slab allocator
- signal
- signal handler
- signal system call
- signature
- socket
- soft link
- spinlock
- stack frame
- sticky bit
- superblock
- system library call
- Tenex hack
- thrashing
- thread
- ticket granting ticket
- time quantum
- transaction abort
- transaction commit
- tsl, xchg instructions
- two-phase commit
- two-phase locking
- utilization
- virtual address
- virtual machine
- virtual memory manager
- virtualization
- wait system call

- waitpid system call
- word
- write lock
- write system call
- zombie