

Processamento Paralelo - III

Canto III

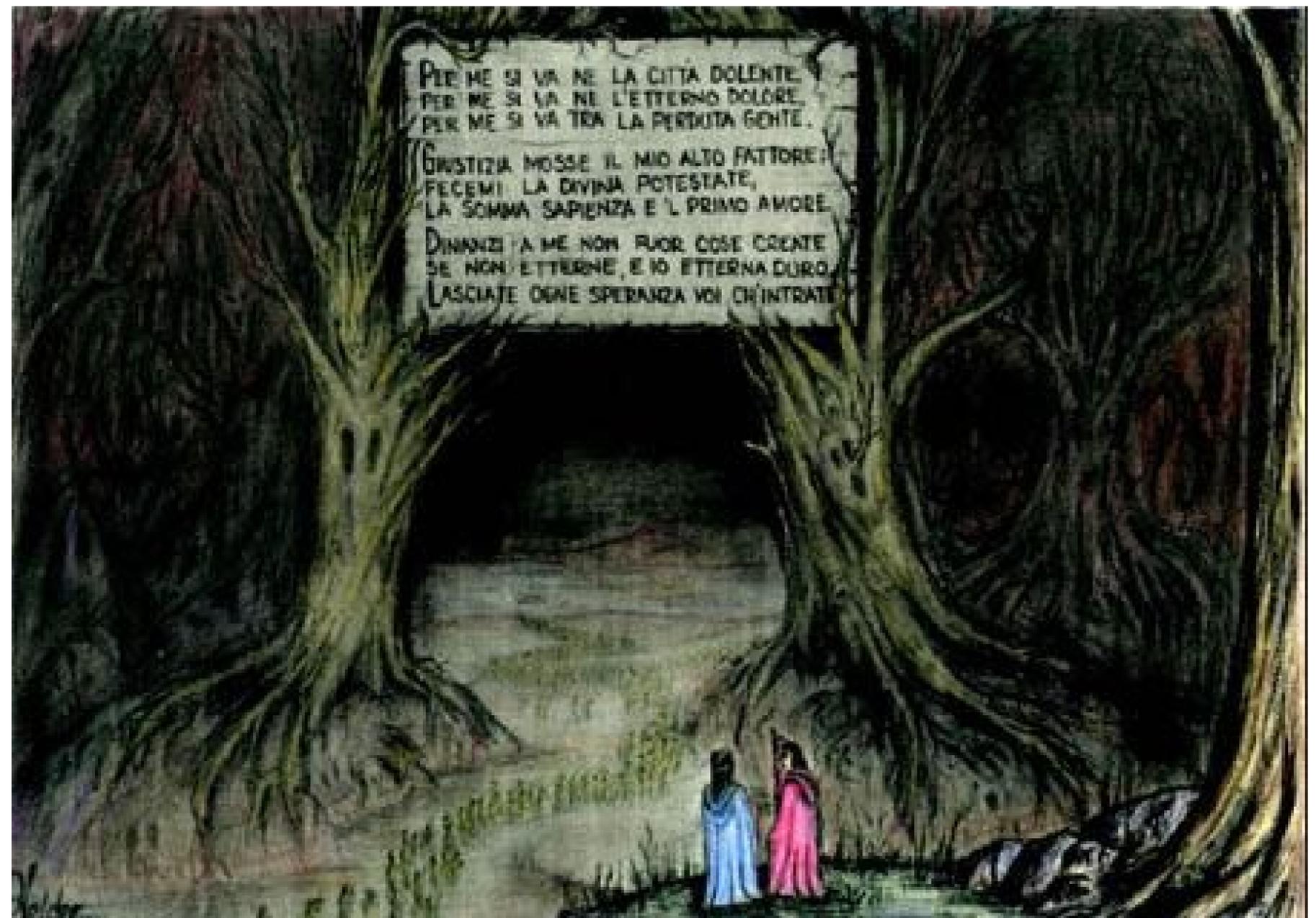
A porta do Inferno - Vestíbulo Rio Aqueronte - Caronte

POR MIM SE VAI À CIDADE DOLENTE,
POR MIM SE VAI À ETERNA DOR,
POR MIM SE VAI À PERDIDA GENTE.

JUSTIÇA MOVEU O MEU ALTO CRIADOR,
QUE ME FEZ COM O DIVINO PODER,
O SABER SUPREMO E O PRIMEIRO AMOR.

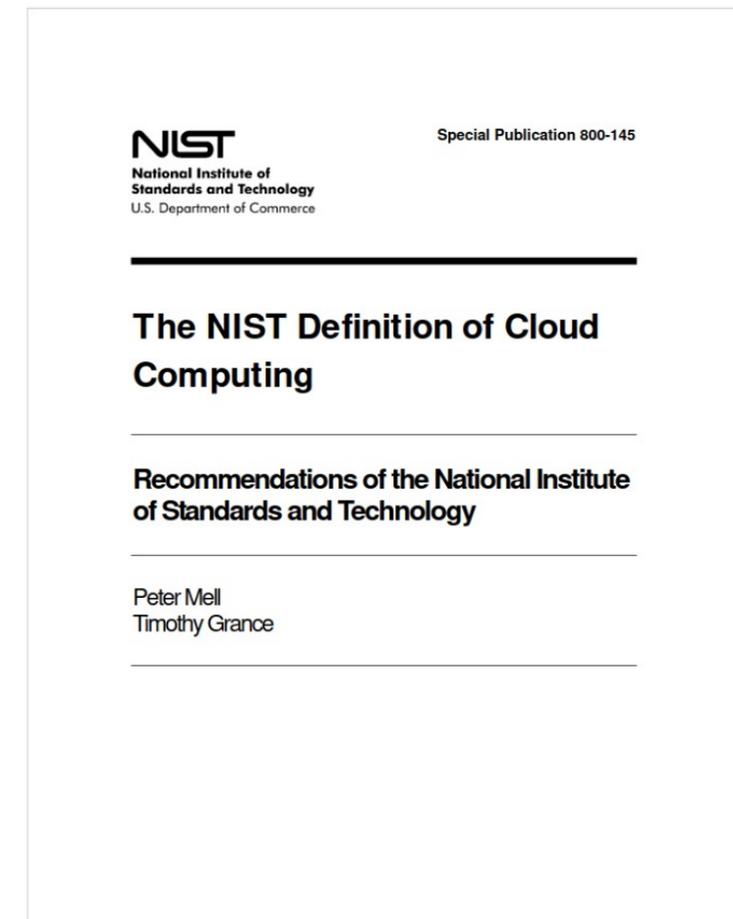
ANTES DE MIM COISA ALGUMA FOI CRIADA
EXCETO COISAS ETERNAS, E ETERNA EU
DURO.

DEIXAI TODA ESPERANÇA, VÓS QUE ENTRAIS!



Computação em Nuvem: definição

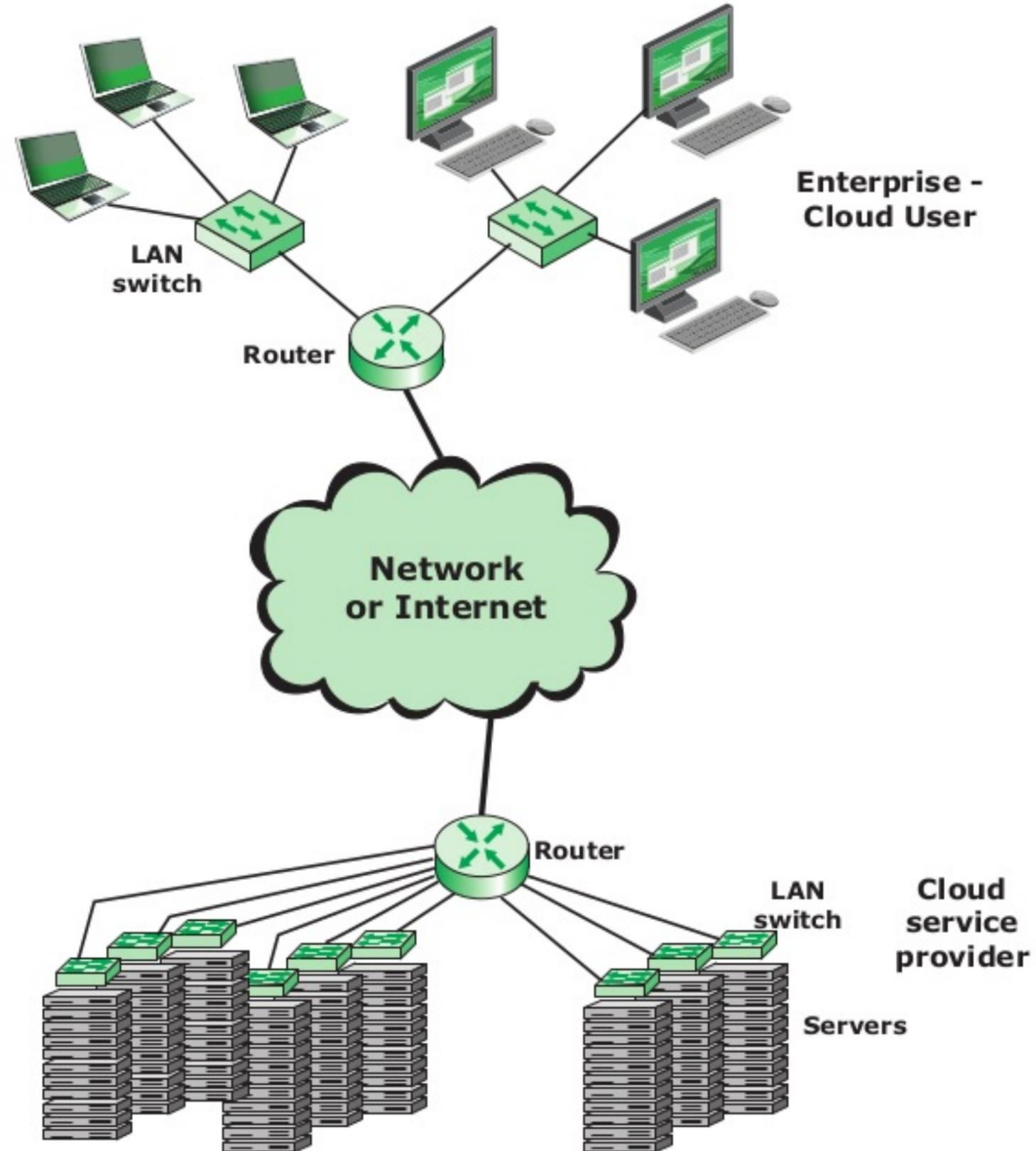
The screenshot shows the NIST CSRC website page for SP 800-145. The header includes the NIST logo, 'Information Technology Laboratory', and 'COMPUTER SECURITY RESOURCE CENTER'. A search bar is visible in the top right. The main content area features a green 'PUBLICATIONS' button, the title 'SP 800-145', and the main heading 'The NIST Definition of Cloud Computing'. Below the heading are social media icons for Facebook and Twitter. The 'Date Published' is listed as September 2011. The authors are Peter Mell (NIST) and Tim Grance (NIST). An abstract section follows, describing cloud computing as a model for enabling ubiquitous, convenient, on-demand network access to a shared pool of configurable computing resources. Below the abstract are 'Keywords' and 'Control Families' (currently none selected). On the right side, there is a 'DOCUMENTATION' section with links for 'Publication' (SP 800-145 DOI and Local Download), 'Supplemental Material' (SP 800-145 EPUB and Press Release), 'Related NIST Publications' (SP 500-325), and 'Document History' (09/28/11: SP 800-145 Final). A 'TOPICS' section at the bottom right lists 'Security and Privacy' and 'planning'.



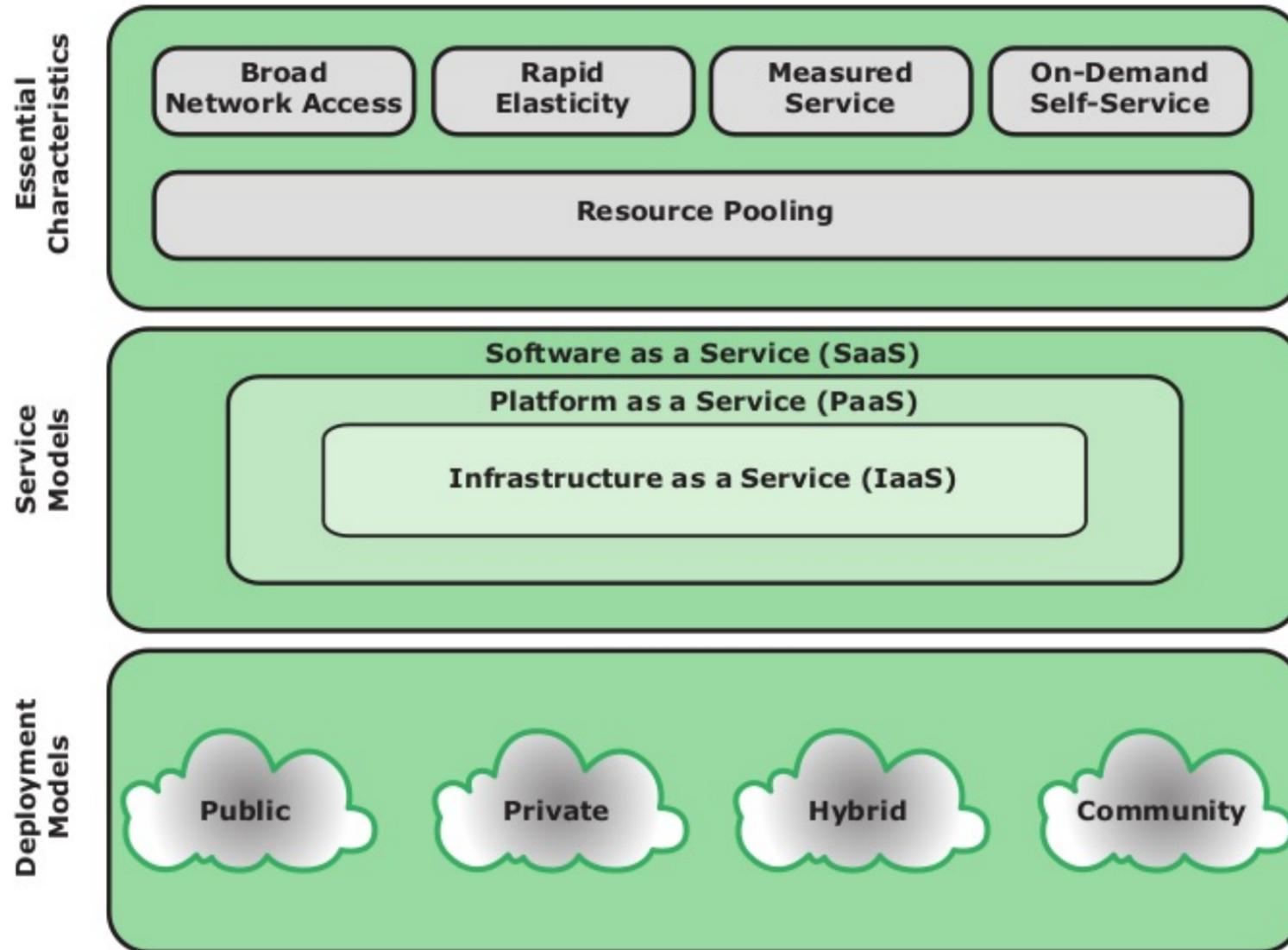
É um modelo para permitir acesso de rede onipresente, conveniente e sob demanda, a um conjunto de recursos de computação configuráveis (redes, servidores, armazenamento, aplicativos e serviços) que pode ser rapidamente provisionado e liberado com o mínimo esforço de gerenciamento ou interação com o provedor de serviços. Este modelo de nuvem é composto por cinco características essenciais, três modelos de serviço e quatro modelos de implementação.

<https://csrc.nist.gov/publications/detail/sp/800-145/final>

Computação em Nuvem: e o processamento paralelo?



Computação em Nuvem: definição

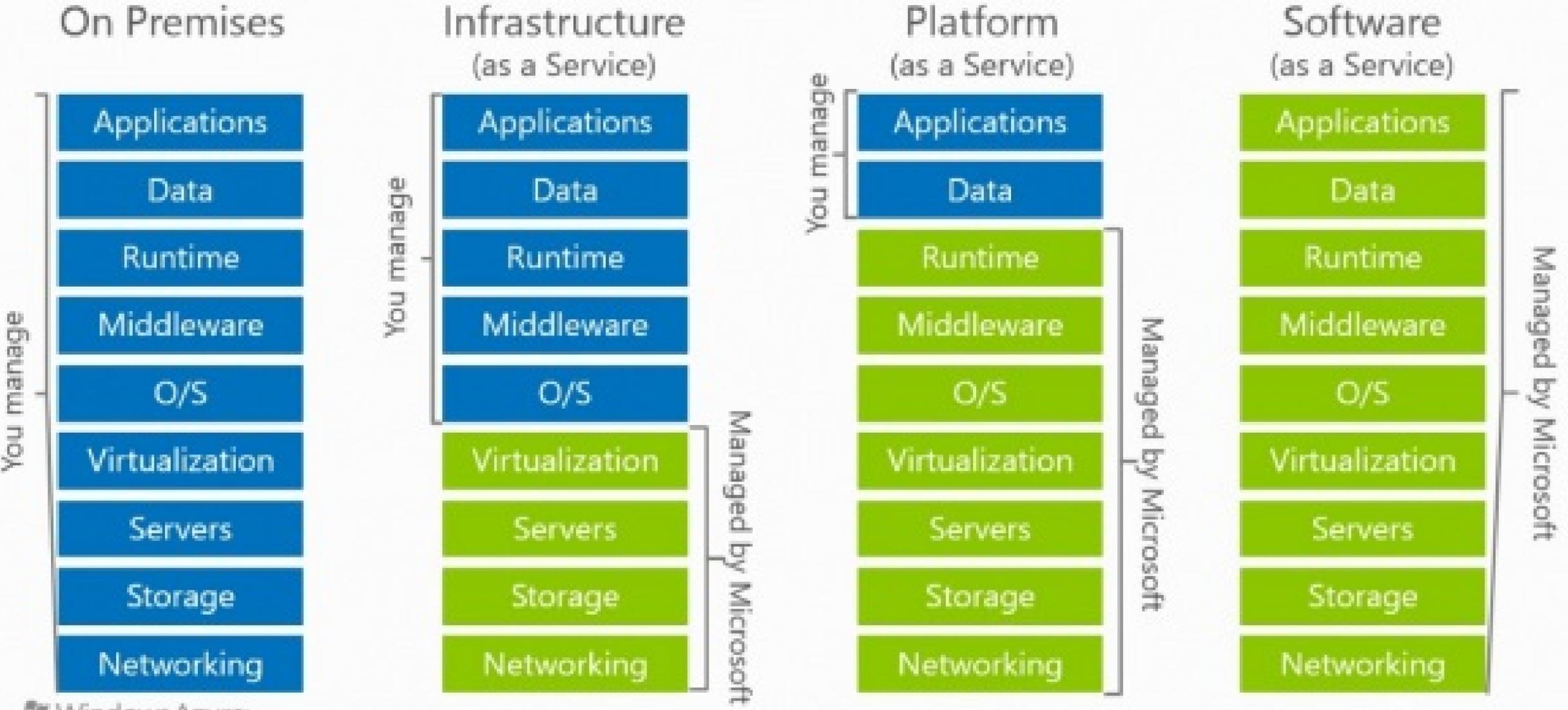


É um modelo para permitir acesso de rede onipresente, conveniente e sob demanda, a um conjunto de recursos de computação configuráveis (redes, servidores, armazenamento, aplicativos e serviços) que pode ser rapidamente provisionado e liberado com o mínimo esforço de gerenciamento ou interação com o provedor de serviços.

Este modelo de nuvem é composto por:

- **5 características essenciais:**
 - Acesso amplo à rede
 - Elasticidade rápida
 - Serviço mensurado
 - Auto-serviço sob demanda
 - Agrupamento de recursos
- **3 modelos de serviço:**
 - IaaS
 - PaaS
 - SaaS
- **4 modelos de implementação:**
 - Pública
 - Privada
 - Híbrida
 - Comunitária

Cloud Models



Windows Azure

- Novidades:**
- AlaaS
 - DaaS
 - ITaaS
 - RaaS (sim, existe...)

Computação em Nuvem: modelos de implementação

Modelos de implementação:

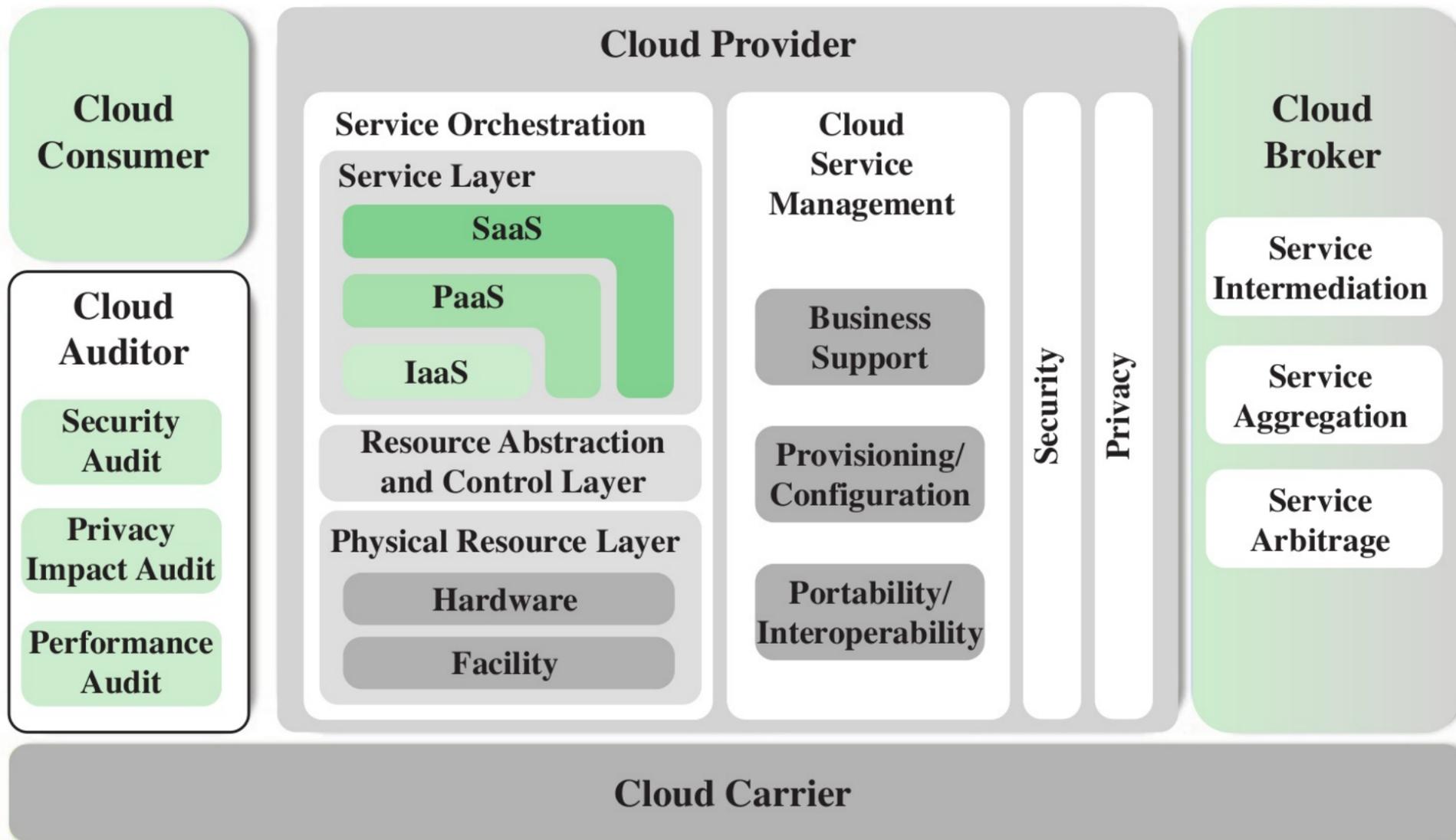
- Nuvem **PÚBLICA** (comercial):
É um serviço de nuvem VENDIDO por uma organização ao público em geral. Amazon, Azure, BMC...
- Nuvem **PRIVADA**:
É um serviço de nuvem PRIVADO que existe dentro de uma organização, para seu próprio uso. Geralmente motivado por questões de segurança.
- Nuvem **COMUNITÁRIA**:
Compartilha características das nuvens pública e privada. Não está disponível publicamente (como uma nuvem privada) mas quem tem acesso recebe recursos compartilhados entre as organizações independentes (como uma nuvem pública).
- Nuvem **HÍBRIDA**:
É uma composição de duas ou mais nuvens (pública, privada ou comunitária) que permanecem como entidades únicas separadas, mas acopladas por tecnologias que permitem a portabilidade de dados e aplicações.

 **Cloud Comparison**
Key benefits & drawbacks of cloud computing types

 Public Cloud	 Private Cloud	 Hybrid Cloud
No maintenance costs	Dedicated, secure	Policy-driven deployment
High scalability, flexibility	Regulation compliant	High scalability, flexibility
Reduced complexity	Customizable	Minimal security risks
Flexible pricing	High scalability	Workload diversity supports high reliability
Agile for innovation	Efficient	Improved security
Potential for high TCO	Expensive with high TCO	Potential for high TCO
Decreased security and availability	Minimal mobile access	Compatibility and integration
Minimal control	Limiting infrastructure	Added complexity

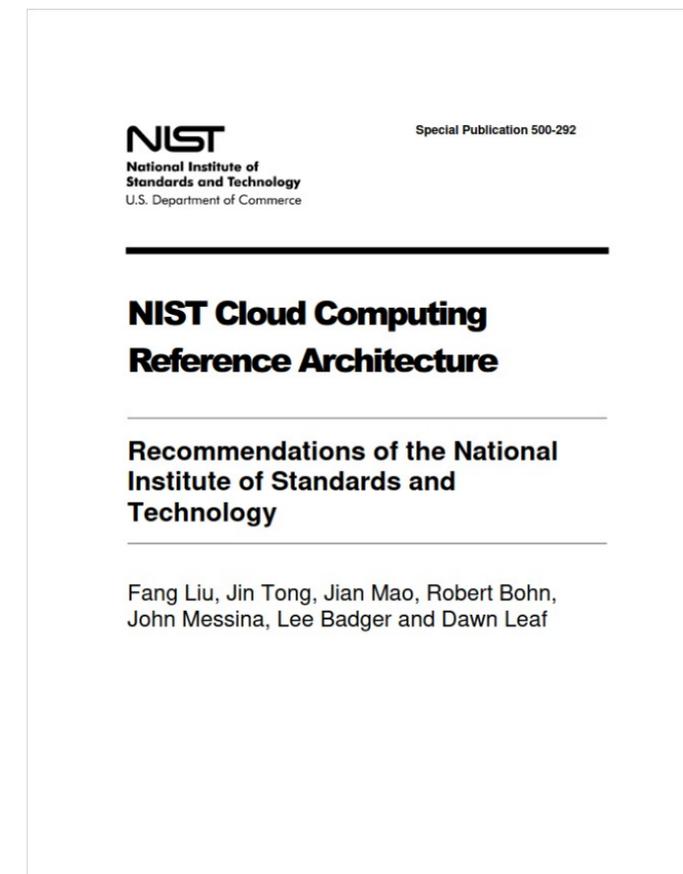
Benefits **Drawbacks**

Computação em Nuvem: arquitetura de referência



Atores (papéis/responsabilidades):

- Consumidor
- Provedor de nuvem
- Auditor de nuvem
- Agente de nuvem
- Operador de nuvem



<https://www.nist.gov/publications/nist-cloud-computing-reference-architecture>

Multithreading e CPUs Multicores

Medida do desempenho:

$$\text{IPS} = \text{clock} \times \text{IPC}$$

$$\text{IPS} = \text{sockets} \times \text{clock} \times \text{IPC}$$

Como melhorar o desempenho?

$$\text{IPS} = \text{sockets} \times \text{?} \times \text{clock} \times \text{IPC}$$

Multithreading e CPUs Multicores

Desempenho de processadores ao longo do tempo (MIPS):

Processor / System	MIPS	Year
UNIVAC I	0.002 MIPS at 2.25 MHz	1951
IBM 7030 ("Stretch")	1.200 MIPS at 3.30 MHz	1961
CDC 6600	10.00 MIPS at 10.00 MHz	1965
Intel 4004	0.092 MIPS at 0.740 MHz	
IBM System/370 Model 158	0.640 MIPS at 8.696 MHz	1972
Intel 8080	0.290 MIPS at 2.000 MHz	
Cray 1	160.0 MIPS at 80.00 MHz	1975
MOS Technology 6502	0.430 MIPS at 1.000 MHz	1975
Intel 8080A	0.435 MIPS at 3.000 MHz	
Zilog Z80	0.580 MIPS at 4.000 MHz	
Motorola 6802	0.500 MIPS at 1.000 MHz	1977
IBM System/370 Model 158-3	0.730 MIPS at 8.696 MHz	1977
VAX-11/780	1.000 MIPS at 5.000 MHz	1977
Motorola 6809	0.420 MIPS at 1.000 MHz	1978
Intel 8086	0.330 MIPS at 5.000 MHz	1978
Fujitsu MB8843	2.000 MIPS at 2.000 MHz	
Intel 8088	0.750 MIPS at 10.00 MHz	1979
Motorola 68000	1.400 MIPS at 8.000 MHz	1979
Zilog Z8001/Z8002	1.5 MIPS at 6 MHz	1979
Intel 8035/8039/8048	6 MIPS at 6 MHz	
Fujitsu MB8843/MB8844	6 MIPS at 6 MHz	
Zilog Z80/Z80H	1.16 MIPS at 8 MHz	

Multithreading e CPUs Multicores

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Multithreading e CPUs Multicores

Processor / System	MIPS	Year	Processor / System	MIPS	Year
Motorola 6802	1.79 MIPS at 3.58 MHz	1981	NEC V80	16.5 MIPS at 33 MHz	1989
Zilog Z8001/Z8002B	2.5 MIPS at 10 MHz	1981	Intel i860	25 MIPS at 25 MHz	1989
MOS Technology 6502	2.522 MIPS at 5.865 MHz	1981	Atari Hard Drivin' (7-processor)	33.573 MIPS at 50 MHz	1989
Intel 80286	1.28 MIPS at 12 MHz	1982	NEC SX-3 (4-processor)	680 MIPS at 400 MHz	1989
Motorola 68000	2.188 MIPS at 12.5 MHz	1982	ARM3	12 MIPS at 25 MHz	1989
Motorola 68010	2.407 MIPS at 12.5 MHz	1982	Motorola 68040	44 MIPS at 40 MHz	1990
NEC V20	4 MIPS at 8 MHz		Namco System 21 (Galaxian ³) (96-processor)	1,660.386 MIPS at 40 MHz	1990
LINKS-1 Computer Graphics System (257-processor)	642.5 MIPS at 10 MHz	1982	AMD Am386	9 MIPS at 40 MHz	1991
Texas Instruments TMS32010	5 MIPS at 20 MHz	1983	Intel i486DX	11.1 MIPS at 33 MHz	1991
NEC V30	5 MIPS at 10 MHz		Intel i860	50 MIPS at 50 MHz	1991
Motorola 68010	3.209 MIPS at 16.67 MHz	1984	Intel i486DX2	25.6 MIPS at 66 MHz	1992
Motorola 68020	4.848 MIPS at 16 MHz	1984	Alpha 21064	86 MIPS at 150 MHz	1992
Hitachi HD63705	2 MIPS at 2 MHz	1985	Alpha 21064	135 MIPS at 200 MHz	1993
Intel i386DX	2.15 MIPS at 16 MHz	1985	MIPS R4400	85 MIPS at 150 MHz	1993
Hitachi-Motorola 68HC000	3.5 MIPS at 20 MHz	1985	Gmicro/500	132 MIPS at 66 MHz	1993
Intel 8751	1 MIPS at 12 MHz	1985	IBM-Motorola PowerPC 601	157.7 MIPS at 80 MHz	1993
Sega System 16 (4-processor)	16.33 MIPS at 10 MHz	1985	SGI Onyx RealityEngine2 (36-processor)	2,640 MIPS at 150 MHz	1993
ARM2	4 MIPS at 8 MHz	1986	Namco Magic Edge Hornet Simulator (36-processor)	2,880 MIPS at 150 MHz	1993
Texas Instruments TMS34010	6 MIPS at 50 MHz	1986	ARM7	40 MIPS at 45 MHz	1994
NEC V70	6.6 MIPS at 20 MHz	1987	Intel DX4	70 MIPS at 100 MHz	1994
Motorola 68030	9 MIPS at 25 MHz	1987	Motorola 68060	110 MIPS at 75 MHz	1994
Gmicro/200	10 MIPS at 20 MHz	1987	Intel Pentium	188 MIPS at 100 MHz	1994
Texas Instruments TMS320C20	12.5 MIPS at 25 MHz	1987	Microchip PIC16F	5 MIPS at 20 MHz	1995
Analog Devices ADSP-2100	12.5 MIPS at 12.5 MHz	1987	IBM-Motorola PowerPC 603e	188 MIPS at 133 MHz	1995
Texas Instruments TMS320C25	25 MIPS at 50 MHz	1987	ARM 7500FE	35.9 MIPS at 40 MHz	1996
Motorola 68020	10 MIPS at 33 MHz	1988	IBM-Motorola PowerPC 603ev	423 MIPS at 300 MHz	1996
Motorola 68030	18 MIPS at 50 MHz	1988	Intel Pentium Pro	541 MIPS at 200 MHz	1996
Namco System 21 (10-processor)	73.927 MIPS at 25 MHz	1988	Hitachi SH-4	360 MIPS at 200 MHz	1997
Intel i386DX	4.3 MIPS at 33 MHz	1989	IBM-Motorola PowerPC 750	525 MIPS at 233 MHz	1997
Intel i486DX	8.7 MIPS at 25 MHz	1989	Zilog eZ80	80 MIPS at 50 MHz	1999

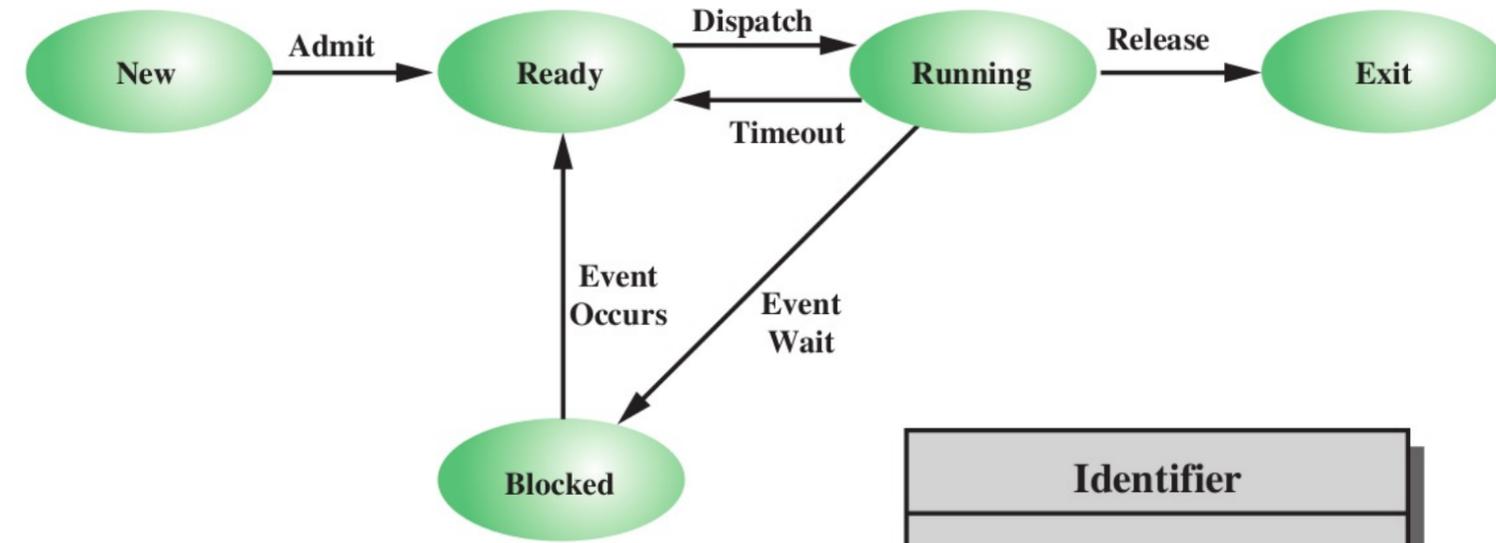
Multithreading e CPUs Multicores

Processor / System	MIPS	Year	Processor / System	MIPS	Year
Intel Pentium III	2,054 MIPS at 600 MHz	1999	ARM Cortex-M0	45 MIPS at 50 MHz	2009
Sega Naomi Multiboard (32-processor)	6,400 MIPS at 200 MHz	1999	ARM Cortex-A9 (2-core)	7,500 MIPS at 1.5 GHz	2009
Freescale MPC8272	760 MIPS at 400 MHz	2000	AMD Phenom II X4 940 Black Edition	42,820 MIPS at 3.0 GHz	2009
AMD Athlon	3,561 MIPS at 1.2 GHz	2000	AMD Phenom II X6 1100T	78,440 MIPS at 3.3 GHz	2010
Silicon Recognition ZISC 78	8,600 MIPS at 33 MHz	2000	Intel Core i7 Extreme Edition 980X (6-core)	147,600 MIPS at 3.33 GHz	2010
ARM11	515 MIPS at 412 MHz	2002	ARM Cortex A5	1,256 MIPS at 800 MHz	2011
AMD Athlon XP 2500+	7,527 MIPS at 1.83 GHz	2003	ARM Cortex A7	2,850 MIPS at 1.5 GHz	2011
Pentium 4 Extreme Edition	9,726 MIPS at 3.2 GHz	2003	Qualcomm Krait (Cortex A15-like, 2-core)	9,900 MIPS at 1.5 GHz	2011
Microchip PIC10F	1 MIPS at 4 MHz	2004	AMD E-350 (2-core)	10,000 MIPS at 1.6 GHz	2011
ARM Cortex-M3	125 MIPS at 100 MHz	2004	Nvidia Tegra 3 (Quad core Cortex-A9)	13,800 MIPS at 1.5 GHz	2011
Nios II	190 MIPS at 165 MHz	2004	Samsung Exynos 5250 (Cortex-A15-like 2-core)	14,000 MIPS at 2.0 GHz	2011
MIPS32 4KEc	356 MIPS at 233 MHz	2004	Intel Core i5-2500K (4-core)	83,000 MIPS at 3.3 GHz	2011
VIA C7	1,799 MIPS at 1.3 GHz	2005	Intel Core i7 875K	92,100 MIPS at 2.93 GHz	2011
ARM Cortex-A8	2,000 MIPS at 1.0 GHz	2005	AMD FX-8150 (8-core)	90,749 MIPS at 3.6 GHz	2011
AMD Athlon FX-57	12,000 MIPS at 2.8 GHz	2005	Intel Core i7 2600K	117,160 MIPS at 3.4 GHz	2011
AMD Athlon 64 3800+ X2 (2-core)	14,564 MIPS at 2.0 GHz	2005	Intel Core i7-3960X	176,170 MIPS at 3.3 GHz	2011
PowerPC G4 MPC7448	3,910 MIPS at 1.7 GHz	2005	AMD FX-8350	97,125 MIPS at 4.2 GHz	2012
ARM Cortex-R4	450 MIPS at 270 MHz	2006	AMD FX-9590	115,625 MIPS at 5.0 GHz	2012
MIPS32 24K	604 MIPS at 400 MHz	2006	Intel Core i7 3770K	106,924 MIPS at 3.9 GHz	2012
PS3 Cell BE (PPE only)	10,240 MIPS at 3.2 GHz	2006	Intel Core i7 4770K	133,740 MIPS at 3.9 GHz	2013
IBM Xenon CPU (3-core)	19,200 MIPS at 3.2 GHz	2005	Intel Core i7 5960X	298,190 MIPS at 3.5 GHz	2014
AMD Athlon FX-60 (2-core)	18,938 MIPS at 2.6 GHz	2006	Raspberry Pi 2	4,744 MIPS at 1.0 GHz	2014
Intel Core 2 Extreme X6800 (2-core)	27,079 MIPS at 2.93 GHz	2006	Intel Core i7 6950X	320,440 MIPS at 3.5 GHz	2016
Intel Core 2 Extreme QX6700 (4-core)	49,161 MIPS at 2.66 GHz	2006	ARM Cortex A73 (4-core)	71,120 MIPS at 2.8 GHz	2016
MIPS64 20Kc	1,370 MIPS at 600 MHz	2007	AMD Ryzen 7 1800X	304,510 MIPS at 3.7 GHz	2017
P.A. Semi PA6T-1682M	8,800 MIPS at 1.8 GHz	2007	Intel Core i7-8086K	221,720 MIPS at 5.0 GHz	2018
Qualcomm Scorpion (Cortex A8-like)	2,100 MIPS at 1 GHz	2008	Intel Core i9-9900K	412,090 MIPS at 4.7 GHz	2018
Intel Atom N270	3,846 MIPS at 1.6 GHz	2008	AMD Ryzen 9 3950X	749,070 MIPS at 4.6 GHz	2019
Intel Core 2 Extreme QX9770 (4-core)	59,455 MIPS at 3.2 GHz	2008	AMD Ryzen Threadripper 3990X	2,356,230 MIPS at 4.35 GHz	2020
Intel Core i7 920 (4-core)	82,300 MIPS at 2.93 GHz	2008			

O que são processos?

Processo:

- é um programa em execução, uma instância de um programa executando no computador
- pode ter a posse/controlar recursos do computador (registradores, memória, descritores, I/O, etc...)
- pode estar em diversos estados
- o SO mantém um "bloco de controle de processo" (PCB) para CADA processo



Processo em memória:

Pilha:

- Memória para alocação:
 - Dados de variáveis locais a sub-rotinas
 - Dados do endereço de retorno de uma sub-rotina.

Heap:

- Memória para alocação sob-demanda durante a execução
 - Alocação dinâmica

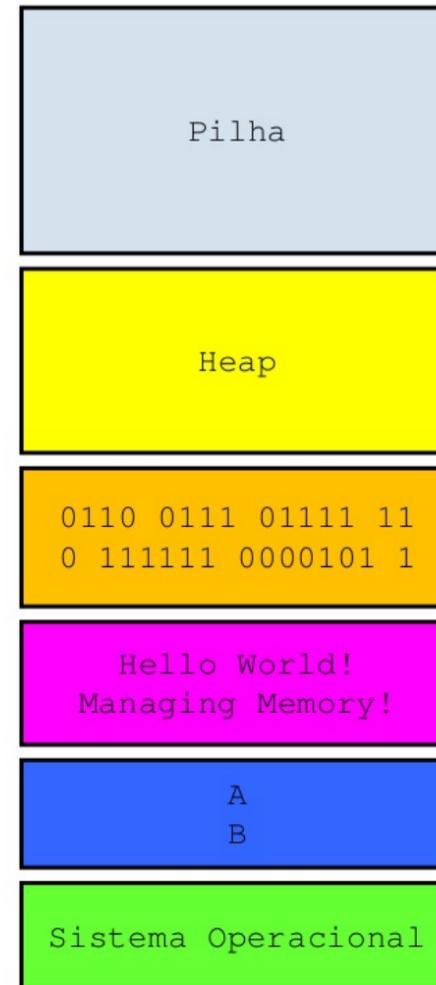
Código Objeto:

- Contém as instruções binárias do código executável do processo.

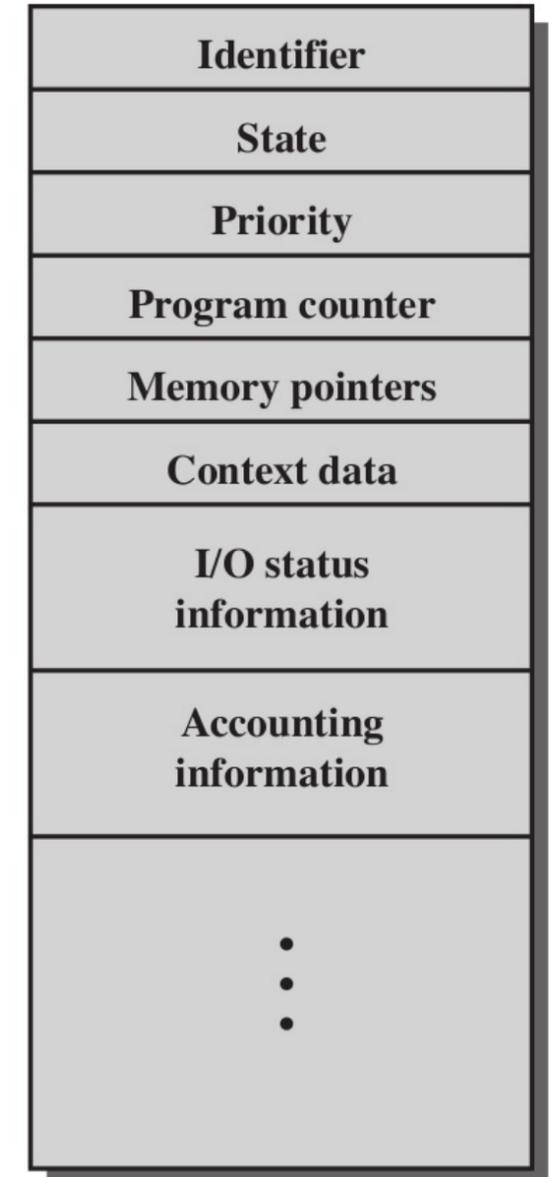
Dados:

- Espaço para as variáveis do processo, declaradas como globais no programa.

Área do usuário vs. área do sistema.

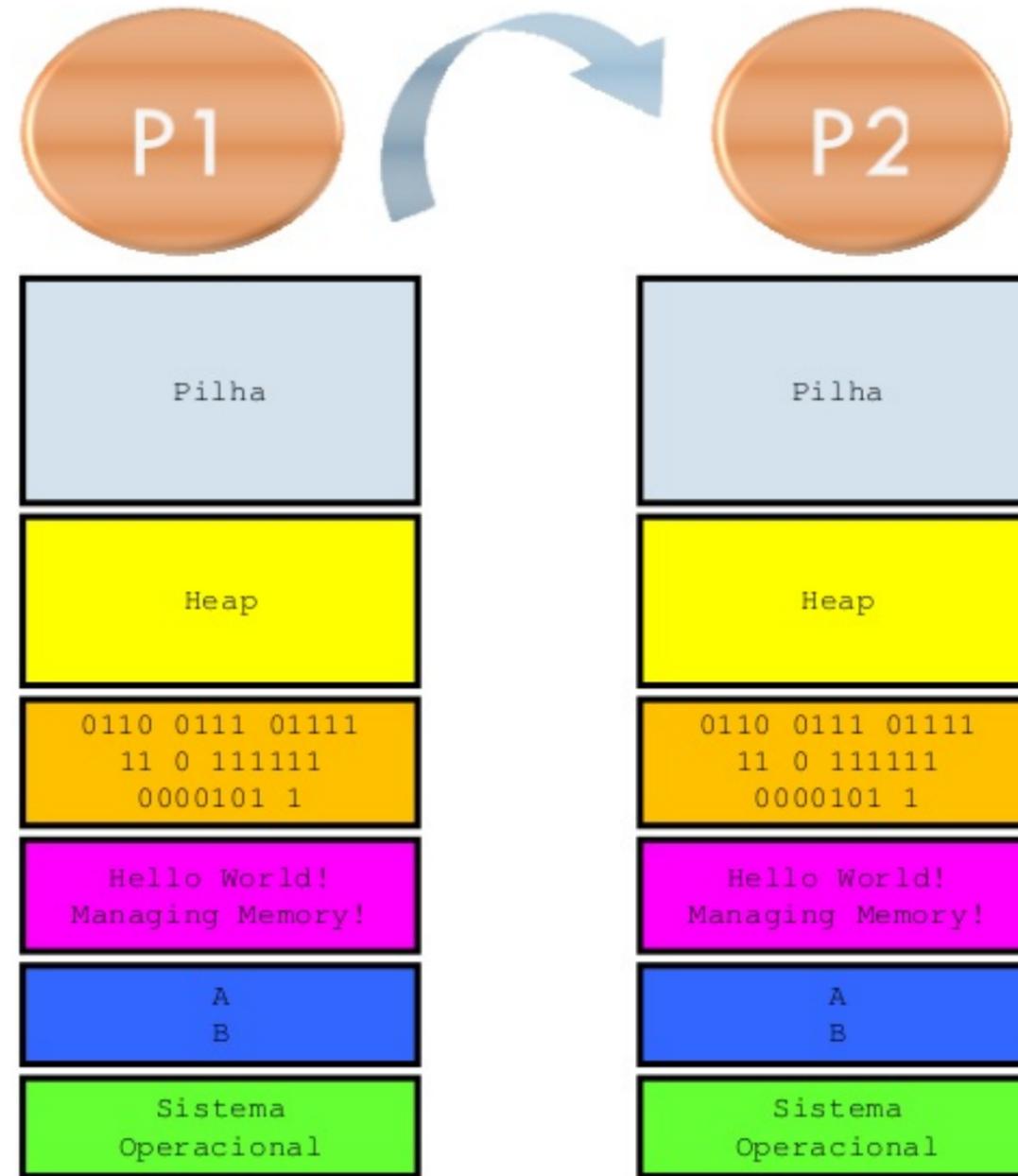


Espaço de Endereçamento



Troca de processos é custosa!

Identifier
State
Priority
Program counter
Memory pointers
Context data
I/O status information
Accounting information
• • •

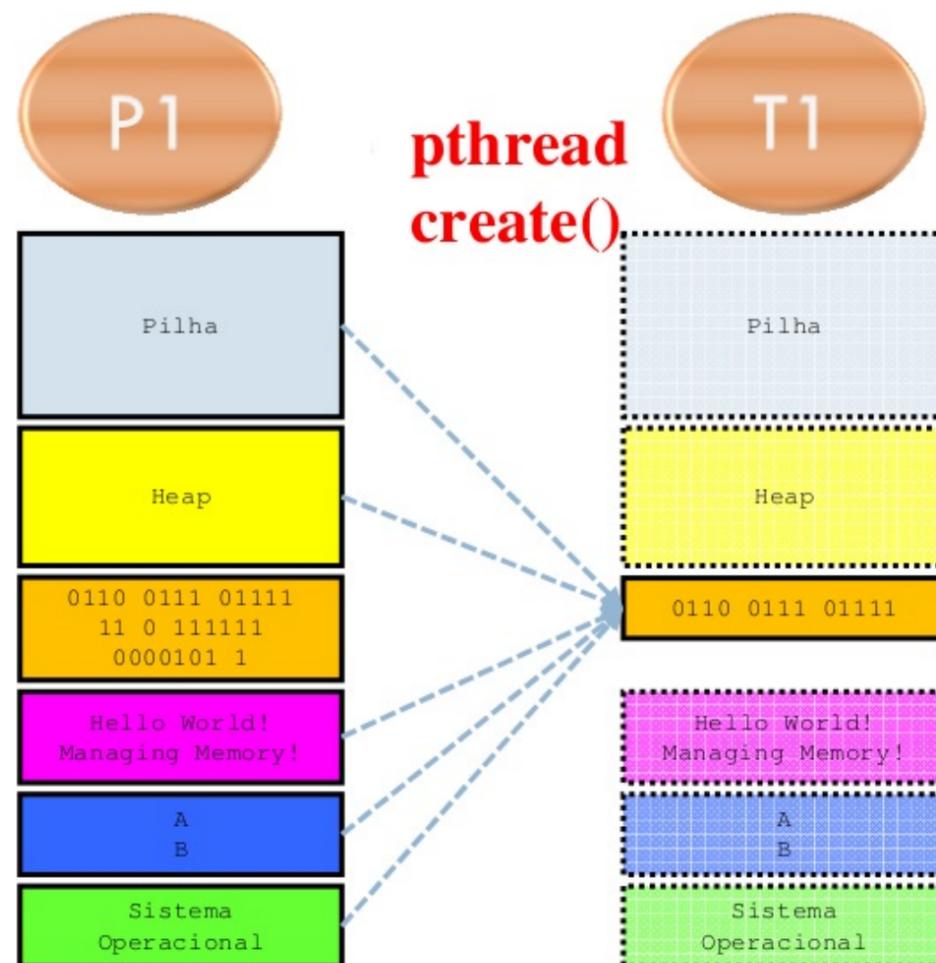


Identifier
State
Priority
Program counter
Memory pointers
Context data
I/O status information
Accounting information
• • •

O que são threads?

Thread:

- é uma unidade de trabalho dentro de um processo (seqüência independente de comandos do programa)
- compartilham recursos do processo
- idéia básica: associar mais de um fluxo de execução a um mesmo processo - paralelismo!
- o PCB passa a armazenar a lista de threads do processo



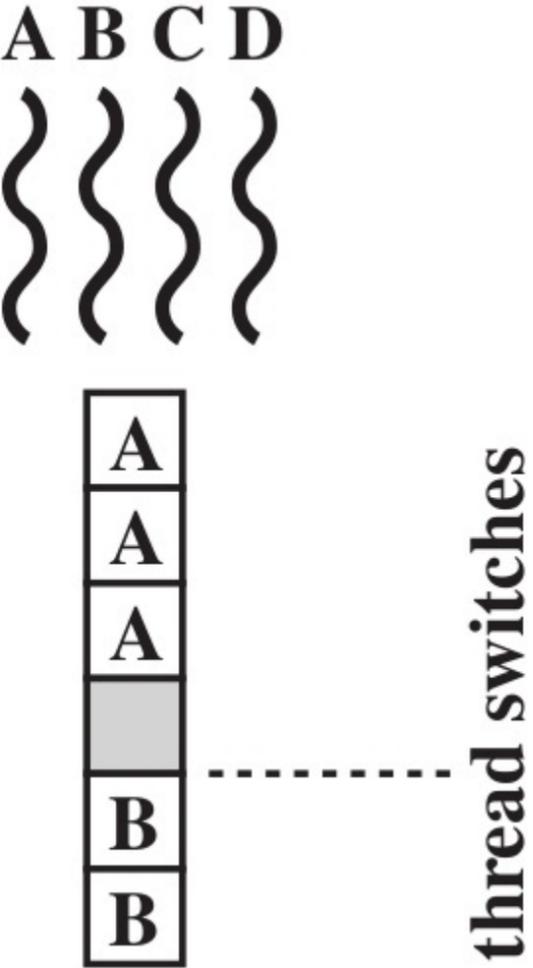
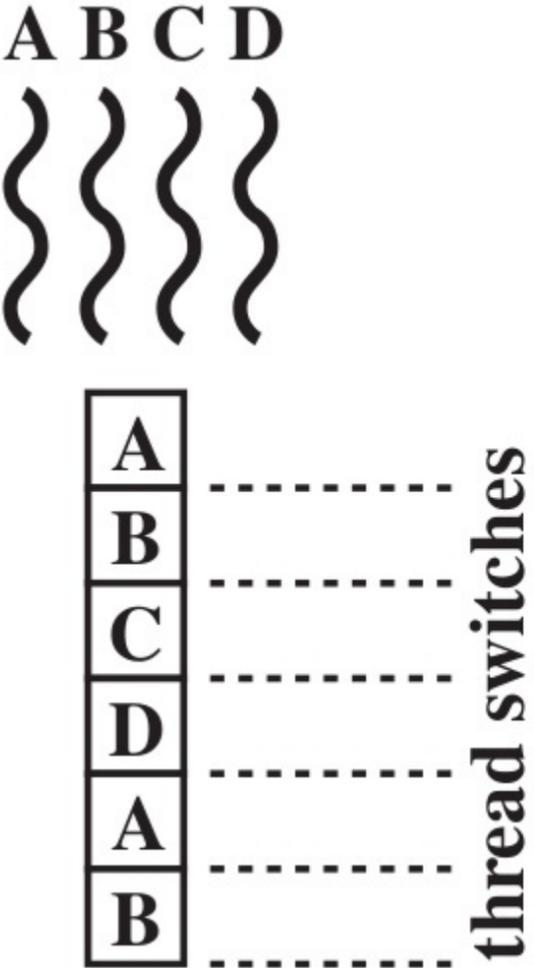
- são "leves"
- troca de threads é rápida
- se a CPU suportar, mais de uma thread pode executar ao mesmo tempo!

Multithreading: abordagens

- Escalar sem multithreading

- Multithreading escalar:

- intercalado
- bloqueado

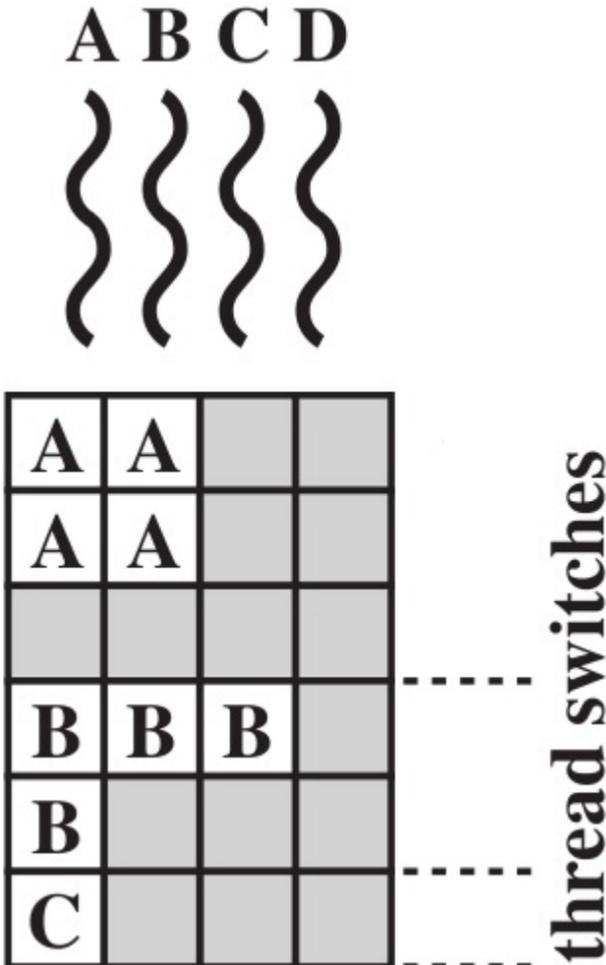
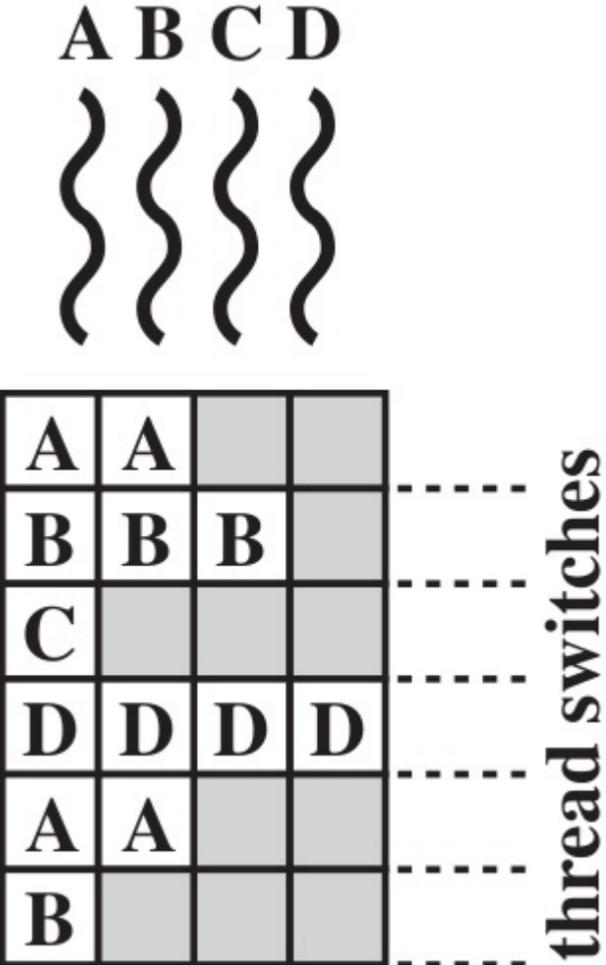
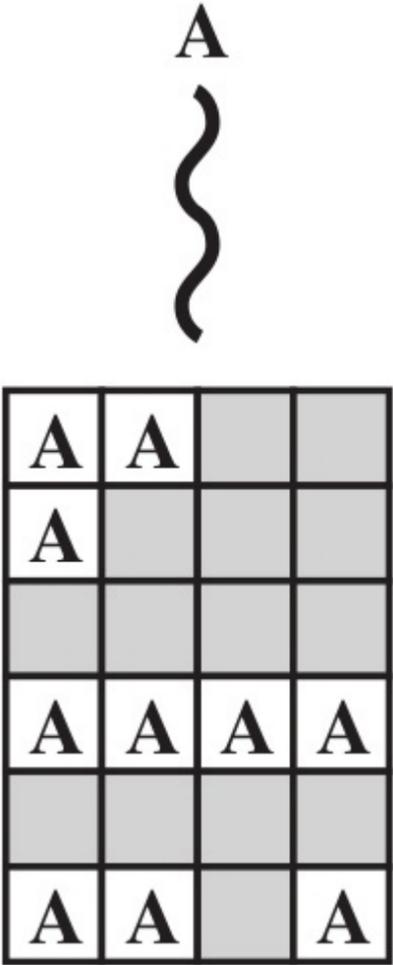


Multithreading: abordagens

- Superescalar sem multithreading:

- Multithreading superescalar:

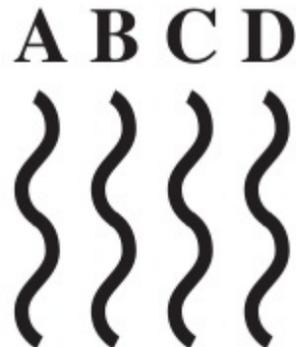
- intercalado
- bloqueado



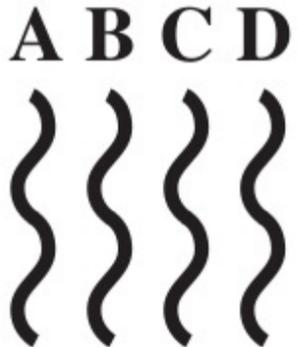
Multithreading: abordagens

- Multithreading simultâneo (SMT)

- Multicores

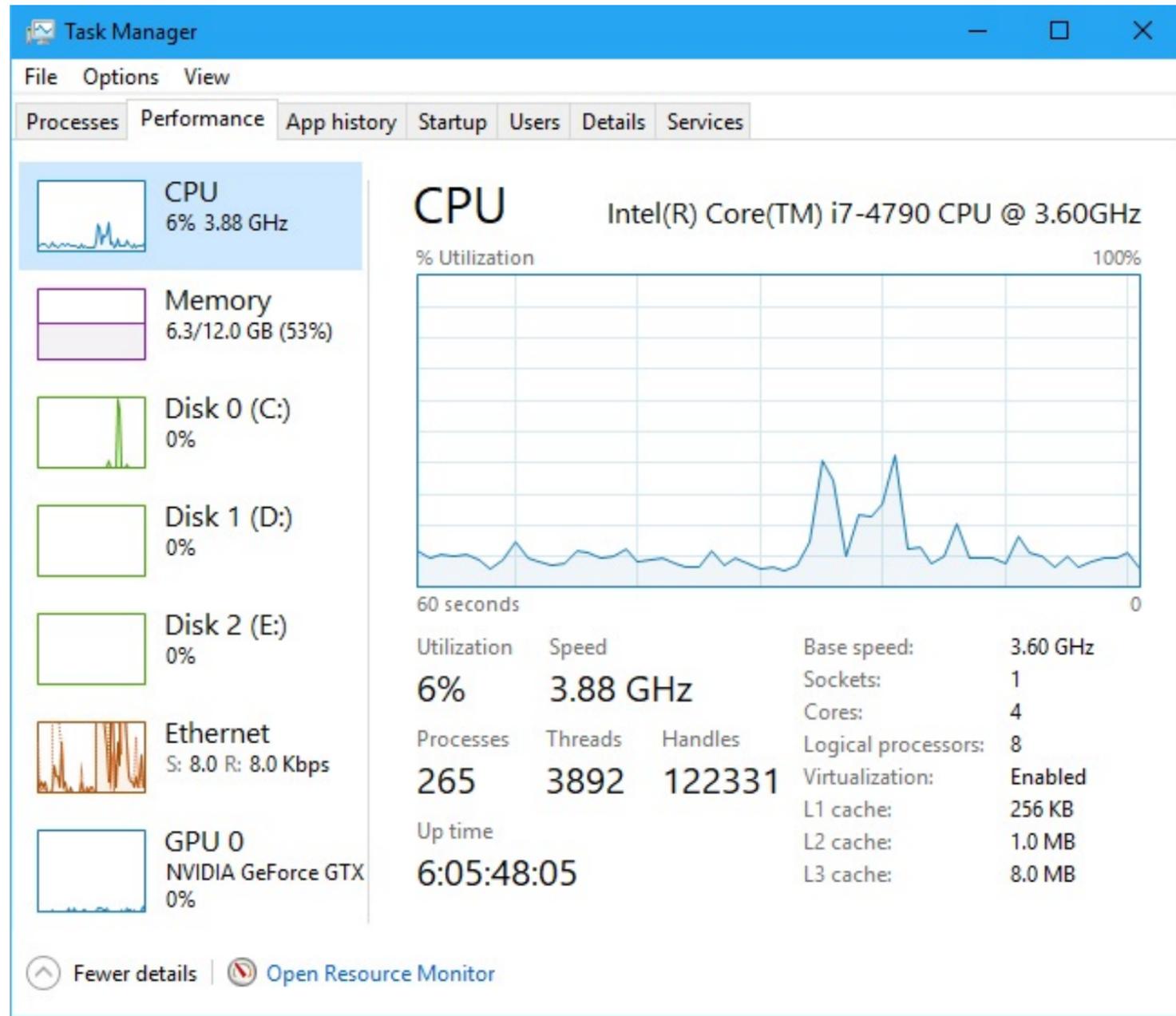


A	A	A	A	B	B	B	C
D	D	D	A	A	A	B	D
D	D	D	A	A	A	B	C
B	D	A	A	A	A	B	B
C	D	D	A	A	A	A	A
A	B	B	D	D	D	D	D



A	A	B	B	C				
A		B	B				D	D
		B					D	
A	A			C			D	D
		B	B	C	C		D	D
A	A	B		C	C		D	

"Visualização" de threads



Memória Física (MB)		Sistema	
Total	3036	Identificadores	25622
Em cache	1702	Threads	911
Disponível	1726	Processos	63
Livre	70	Tempo de Atividade	0:11:28:08
Memória Usada pelo Kernel (MB)		Confirmação (MB)	2101 / 6071
Paginada	264	Monitor de Recursos...	
Não paginada	67		

"Visualização" de threads

```
abrantesasf@abrantes-pc: ~  
File Edit View Search Terminal Help  
top - 16:41:30 up 3:59, 1 user, load average: 0,50, 0,49, 0,44  
Threads: 1801 total, 1 running, 1800 sleeping, 0 stopped, 0 zombie  
%Cpu(s): 1,9 us, 1,2 sy, 0,0 ni, 96,9 id, 0,0 wa, 0,0 hi, 0,1 si, 0,0 st  
MiB Mem : 64218,5 total, 54329,4 free, 4988,6 used, 4900,5 buff/cache  
MiB Swap: 8789,0 total, 8789,0 free, 0,0 used. 58337,8 avail Mem
```

PID	USER	PR	NI	VIRT	RES	SHR	S	%CPU	%MEM	TIME+	COMMAND
4331	root	20	0	7054536	220696	181528	S	2,6	0,3	5:25.34	Xorg
4984	abrante+	-6	0	5678084	23888	18464	S	2,3	0,0	8:08.41	alsa-sink-CA013
26897	abrante+	20	0	2636744	164172	107184	S	2,0	0,2	0:03.38	Isolated Web Co
27150	abrante+	20	0	964952	49944	39392	S	2,0	0,1	0:00.43	mate-terminal
4704	abrante+	20	0	1618444	186636	97436	S	1,3	0,3	1:42.92	caja
4711	abrante+	20	0	673644	57816	34248	S	1,3	0,1	1:43.32	wnck-applet
27255	abrante+	20	0	13820	5892	3252	R	1,3	0,0	0:00.47	top
26674	abrante+	20	0	2421604	108816	89760	S	1,0	0,2	0:01.39	Isolated Web Co
2425	root	20	0	81932	3760	3436	S	0,7	0,0	0:01.00	irqbalance
4350	root	20	0	7054536	220696	181528	S	0,7	0,3	0:24.36	InputThread
4332	root	-51	0	0	0	0	S	0,7	0,0	1:12.97	irq/50-nvidia
4684	abrante+	20	0	693828	40420	28424	S	0,7	0,1	1:31.19	marco
5148	abrante+	20	0	4959852	800300	297388	S	0,7	1,2	1:10.77	GLXVsyncThread
5168	abrante+	20	0	4959852	800300	297388	S	0,7	1,2	1:25.29	IPDL Background
26678	abrante+	20	0	2421604	108816	89760	S	0,7	0,2	0:00.62	IPC I/O Child
4699	abrante+	20	0	1639860	54576	35316	S	0,3	0,1	0:05.18	mate-panel
5123	abrante+	20	0	4959852	800300	297388	S	0,3	1,2	2:50.72	IPC I/O Parent
6641	abrante+	20	0	3125580	653724	108720	S	0,3	1,0	8:43.06	Isolated Web Co
8530	abrante+	20	0	2477040	135448	95140	S	0,3	0,2	0:10.47	Isolated Web Co
8621	abrante+	20	0	2649284	155820	106972	S	0,3	0,2	1:05.41	Isolated Web Co
26432	abrante+	20	0	2477704	147748	96368	S	0,3	0,2	0:02.17	Isolated Web Co
26999	abrante+	20	0	2410364	94576	80652	S	0,3	0,1	0:00.21	Isolated Web Co
1	root	20	0	168180	12000	8256	S	0,0	0,0	0:02.44	systemd
2	root	20	0	0	0	0	S	0,0	0,0	0:00.04	kthreadd
3	root	0	-20	0	0	0	I	0,0	0,0	0:00.00	rcu_gp
4	root	0	-20	0	0	0	I	0,0	0,0	0:00.00	rcu_par_gp
6	root	0	-20	0	0	0	I	0,0	0,0	0:00.00	kworker/0:0H-kblockd
9	root	0	-20	0	0	0	I	0,0	0,0	0:00.00	mm_percpu_wq
10	root	20	0	0	0	0	S	0,0	0,0	0:00.34	ksoftirqd/0
11	root	20	0	0	0	0	I	0,0	0,0	0:09.27	rcu_sched
12	root	rt	0	0	0	0	S	0,0	0,0	0:00.04	migration/0
13	root	-51	0	0	0	0	S	0,0	0,0	0:00.00	idle_inject/0
14	root	20	0	0	0	0	S	0,0	0,0	0:00.00	cpuhp/0
15	root	20	0	0	0	0	S	0,0	0,0	0:00.00	cpuhp/1

Referência e Leitura Adicional



Capítulo 17: Processamento Paralelo

- 17.4 Multithreading e chips multiprocessadores
- 17.7 Computação em nuvem