1) Why does asymmetric multiprocessing handle data sharing easier than symmetric multiprocessing?

2) What is the difference between soft affinity and hard affinity? Why is affinity important?

3) What is the difference between push migration and pull migration with respect to load balancing in a multiprocessing system?

4) What does multiple threads (at one time) per core take advantage of?

5)	What is the difference between soft and hard real time systems?
6)	Hard real time systems require the ability to do what?
7)	How do we evaluate scheduling algorithms?
8)	What is Little's Law?