Operating Systems

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Operating Sytems: Principles and Practice is a textbook for a first course in

undergraduate operating systems. In use at dozens of top tier universities, and written by two leading operating systems researchers with decades of experience successfully teaching complex topics to thousands of students, this textbook provides:

A path for students to understand high level concepts all the way down to working code.

作者介绍:

Tom Anderson is an award winning teacher at the University of Washington. He is also a leading researcher in operating systems, networks, and networked systems.

Mike Dahlin is an award winning teacher at the University of Texas at Austin. He is also a leading researcher in operating systems, distributed systems, and networked systems.

目录: Part 1: Kernels and Processes
We describe the essential steps needed to isolate programs to prevent buggy applications and computer viruses from crashing or taking control of your system.
Part 2: Concurrency
We provide a concrete methodology for writing correct concurrent programs that is in widespread use in industry, and we explain the mechanisms for context switching and synchronization from fundamental concepts down to assembly code.
Part 3: Memory Management
We explain both the theory and mechanisms behind 64-bit address space translation, demand paging, and virtual machines.
Part 4: Persistent Storage
We explain the technologies underlying modern extent-based, journaling, and versioning file systems.
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标签

操作系统

计算机

操作系統

OS

计算机科学

operationsystem

Programming

计算机系统

评论

两周的时间把这本书仔细读了一遍， 再做了点note，
真的是一本很完美的操作系统的书。
不仅仅讲了操作系统，更详细的讲了为什么操作系统这么设计schedule， cache, file system, virtual memory. 操作系统的设计模式illuminator, glue and referee可以用在很多的系统设计上，
可以说OS才是CS从入门到一个比较成熟的SDE的分水岭。

草草翻一遍后，发现对于那个并发写的真是太透彻了，但是其它的没啥印象了，哈哈，接触Linux内核东西后再看看这书

It is amazing how detailed but organized this book is. The book "The Design of the UNIX Operating System" can be a good followup.

很棒

来自 UW 的大牛 Thomas Anderson ，更加侧重 OS 的设计而非组成，个人觉得这本比 Tanenbaum 那本好多了。。

第二部分并发是全书亮点。

看过的所有OS教科书中把Race Condition, Synchronization和Deadlock讲的最清楚的一本

This is the best textbook I've ever read. No bullshit. All experiences and skills. Programmers who want to have an answer of "wtf am I doing here" should read this bible.

值得6颗星的书。

UCB cs162 official book!

史上最好的操作系统书籍 和andrew的现代操作系统比起来也毫不逊色
看了后有种醍醐灌顶的感觉

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书评

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