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systems and how they affect general application performance. Written from the programmer's perspective, this book strives to teach readers how understanding basic elements of computer systems and executing real practice can lead them to create better programs.

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Computer Systems: A Programmer's Perspective, 3/E (CS:APP3e) Overview. This book (CS:APP3e) is the third edition of a book that stems from the introductory computer systems course we developed at Carnegie Mellon University, starting in the Fall of 1998, called "Introduction to Computer Systems" (ICS). The presentation is based on the following principles, which aim to help the students become better programmers and to help prepare them for upper-level systems courses:

~~CS:APP3e, Bryant and O'Hallaron~~

Written from the programmer's perspective, this book strives to teach readers how understanding basic elements of computer systems and executing real practice can lead

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them to create better...

~~Computer Systems: A Programmer's Perspective - Randal E~~

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Spanning across computer science themes such as hardware architecture, the operating system, and systems software, the Third Edition serves as a comprehensive introduction to programming. This book strives to create programmers who understand all elements of computer systems and will be able to engage in any application of the field--from fixing faulty software, to writing more capable programs, to avoiding common flaws.

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This book explains the important and enduring concepts underlying all computer systems, and shows the concrete ways that these ideas affect the correctness, performance,

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and utility of application programs. The book's concrete and hands-on approach will help readers understand what is going on "under the hood" of a computer system. This book focuses on the key concepts of basic network programming, program structure and execution, running programs on a system, and interaction and communication between programs. For anyone interested in computer organization and architecture as well as computer systems.

For Computer Systems, Computer Organization and Architecture courses in CS, EE, and ECE departments. Few students studying computer science or computer engineering will ever have the opportunity to build a

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computer system. On the other hand, most students will be required to use and program computers on a near daily basis. Computer Systems: A Programmer's Perspective introduces the important and enduring concepts that underlie computer systems by showing how these ideas affect the correctness, performance, and utility of application programs. The text's hands-on approach (including a comprehensive set of labs) helps students understand the under-the-hood operation of a modern computer system and prepares them for future courses in systems topics such as compilers, computer architecture, operating systems, and networking.

This text introduces the important and enduring concepts

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that underlie computer systems by showing how these ideas affect the correctness, performance and utility of application programs.

"Computer systems: a programmer's perspective, Second edition, introduces the important and enduring concepts that underlie computer systems by showing how these ideas affect the correctness, performance, and utility of application programs. Other systems books, written from a builder's perspective, describe how to implement the hardware or some portion of the system software, such as the operating system, compiler, or network interface. This book is written from a programmer's perspective, describing how application programmers can use their knowledge of

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the entire system to write better programs. Changes in hardware technology and compilers over the past decade have informed this major revision of the 2003 edition"--P. [4] of cover.

"Computer systems: A Programmer ' s Perspective explains the underlying elements common among all computer systems and how they affect general application performance. Written from the programmer ' s perspective, this book strives to teach students how understanding basic elements of computer systems and executing real practice can lead them to create better programs."--Publisher's website.

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Introduction to Computing Systems: From bits & gates to C & beyond, now in its second edition, is designed to give students a better understanding of computing early in their college careers in order to give them a stronger foundation for later courses. The book is in two parts: (a) the underlying structure of a computer, and (b) programming in a high level language and programming methodology. To understand the computer, the authors introduce the LC-3 and provide the LC-3 Simulator to give students hands-on access for testing what they learn. To develop their understanding of programming and programming methodology, they use the C programming language. The book takes a "motivated" bottom-up approach, where the students first get exposed to the big picture and then start

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at the bottom and build their knowledge bottom-up. Within each smaller unit, the same motivated bottom-up approach is followed. Every step of the way, students learn new things, building on what they already know. The authors feel that this approach encourages deeper understanding and downplays the need for memorizing. Students develop a greater breadth of understanding, since they see how the various parts of the computer fit together.

Principles of Computer System Design is the first textbook to take a principles-based approach to the computer system design. It identifies, examines, and illustrates fundamental concepts in computer system design that are common across operating systems, networks, database systems,

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distributed systems, programming languages, software engineering, security, fault tolerance, and architecture. Through carefully analyzed case studies from each of these disciplines, it demonstrates how to apply these concepts to tackle practical system design problems. To support the focus on design, the text identifies and explains abstractions that have proven successful in practice such as remote procedure call, client/service organization, file systems, data integrity, consistency, and authenticated messages. Most computer systems are built using a handful of such abstractions. The text describes how these abstractions are implemented, demonstrates how they are used in different systems, and prepares the reader to apply them in future designs. The book is recommended for junior and senior

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undergraduate students in Operating Systems, Distributed Systems, Distributed Operating Systems and/or Computer Systems Design courses; and professional computer systems designers. Features: Concepts of computer system design guided by fundamental principles. Cross-cutting approach that identifies abstractions common to networking, operating systems, transaction systems, distributed systems, architecture, and software engineering. Case studies that make the abstractions real: naming (DNS and the URL); file systems (the UNIX file system); clients and services (NFS); virtualization (virtual machines); scheduling (disk arms); security (TLS). Numerous pseudocode fragments that provide concrete examples of abstract concepts. Extensive support. The authors and MIT OpenCourseWare

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provide on-line, free of charge, open educational resources, including additional chapters, course syllabi, board layouts and slides, lecture videos, and an archive of lecture schedules, class assignments, and design projects.

Gain the fundamentals of x86 64-bit assembly language programming and focus on the updated aspects of the x86 instruction set that are most relevant to application software development. This book covers topics including x86 64-bit programming and Advanced Vector Extensions (AVX) programming. The focus in this second edition is exclusively on 64-bit base programming architecture and AVX programming. Modern X86 Assembly Language Programming ' s structure and sample code are designed to

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help you quickly understand x86 assembly language programming and the computational capabilities of the x86 platform. After reading and using this book, you ' ll be able to code performance-enhancing functions and algorithms using x86 64-bit assembly language and the AVX, AVX2 and AVX-512 instruction set extensions. What You Will Learn Discover details of the x86 64-bit platform including its core architecture, data types, registers, memory addressing modes, and the basic instruction set Use the x86 64-bit instruction set to create performance-enhancing functions that are callable from a high-level language (C++) Employ x86 64-bit assembly language to efficiently manipulate common data types and programming constructs including integers, text strings, arrays, and structures Use the AVX

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instruction set to perform scalar floating-point arithmetic
Exploit the AVX, AVX2, and AVX-512 instruction sets to significantly accelerate the performance of computationally-intensive algorithms in problem domains such as image processing, computer graphics, mathematics, and statistics
Apply various coding strategies and techniques to optimally exploit the x86 64-bit, AVX, AVX2, and AVX-512 instruction sets for maximum possible performance
Who This Book Is For
Software developers who want to learn how to write code using x86 64-bit assembly language. It ' s also ideal for software developers who already have a basic understanding of x86 32-bit or 64-bit assembly language programming and are interested in learning how to exploit the SIMD capabilities of AVX, AVX2 and AVX-512.

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This text presents the formal concepts underlying Computer Science. It starts with a wide introduction to Logic with an emphasis on reasoning and proof, with chapters on Program Verification and Prolog. The treatment of computability with Automata and Formal Languages stands out in several ways: it emphasizes the algorithmic nature of the proofs and the reliance on simulations; it stresses the centrality of nondeterminism in generative models and the relationship to deterministic recognition models. The style is appropriate for both undergraduate and graduate classes.

Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as

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scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems

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you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

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