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"Presents the fundamentals of hardware technologies, assembly language, computer arithmetic, pipelining, memory hierarchies and I/O"--

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This book addresses issues concerning the engineering of system prod ucts that make use of computing technology. These systems may be prod ucts in their own right, for example a computer, or they may be the computerised control systems inside larger products, such as factory automation systems, transportation systems and vehicles, and personal appliances such as portable telephones. In using the term engineering the authors have in mind a development process that operates in an integrated sequence of steps, employing defined techniques that have some scientific basis. Furthermore we expect the operation of the stages to be subject to controls and standards that result in a product fit for its intended purpose, both in the hands of its users and as a business venture. Thus the process must take account of a wide range of requirements relating to function, cost, size, reliability and so on. It is more difficult to define the meaning of computing technology. These days this involves much more than computers and software. For example, many tasks that might be performed by software running in a general purpose computer can also be performed directly by the basic technology used to construct a computer, namely digital hardware. However, hardware need not always be digital; we live in an analogue world, hence analogue signals appear on the boundaries of our systems and it can sometimes be advantageous to allow them to penetrate further.

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, 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 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 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.

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