

## Table of Contents

- Preface
- I Background
- 1 Computer System Overview
- 2 Operating System Overview
- II Processes
- 3 Process Description and Control
- 4 Threads, SMP, and Microkernels
- 5 Concurrency, Mutual Exclusion, and Synchronization
- 6 Concurrency: Deadlock and Starvation
- III Memory
- 7 Memory Management
- 8 Virtual Memory
- IV Scheduling
- 9 Uniprocessor Scheduling
- 10 Multiprocessor and Real-Time Scheduling
- V Input/Output and Files
- 11 I/O Management and Disk Scheduling
- 12 File Management
- VI Distributed Systems
- 13 Distributed Processing, Client/Server, and Clusters
- 14 Distributed Process Management
- VII Security
- 15 Security
- Appendix A Queuing Analysis
- Appendix B Object-Oriented Design
- Appendix C Programming and Operating System Projects
- Appendix D OSP: An Environment for Operating System Projects
- Appendix E BACI: The Ben-Ari Concurrent Programming System
- Glossary
- References
- Index