

## Unix Systems For Modern Architectures Symmetric Multiprocessing And Caching For Kernel Programmers

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Unix Systems For Modern Architectures

Symmetric multiprocessing and cache memory systems are important cost-effective technologies for improving performance in today's state-of-the-art systems. Written for the UNIX kernel developer, this book provides a complete yet comprehensible explanation of the operation of caches and symmetric multiprocessors, how they work together, and the issues operating systems must address in order to run on the machines that incorporate them.

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Unix Systems for Modern Architectures: Symmetric Multiprocessing and Caching for Kernel Programmers. Any UNIX programmer using the latest workstations or super minicomputers from vendors such as Sun, Silicon Graphics (SGI), AT&T, Amdahl, IBM, Apple, Compaq, Mentor Graphics, and Thinking Machines needs this book to optimize his/her job performance.

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UNIX is an operating system that was originally developed in the 1960s by a group of employees of the AT&T Bell Labs, including Ken Thompson and Dennis Ritchie. In 1973 it was decided to rewrite the UNIX assembly code to the C programming language that was also developed by Thompson and Ritchie.

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A guide to modern UNIX systems - Daniël de Kok

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"This book UNIX Systems for Modern Architectures for the systems programmer covers almost everything you wanted to know about caches, multiprocessor systems, and cached multiprocessor systems, especially as related to UNIX."-Unix Review. 0201633388B04062001 Read more ...

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Unix is a family of multitasking, multiuser computer operating systems that derive from the original AT&T Unix, development starting in the 1970s at the Bell Labs research center by Ken Thompson, Dennis Ritchie, and others. Initially intended for use inside the Bell System, AT&T licensed Unix to outside parties in the late 1970s, leading to a variety of both academic and commercial Unix variants from vendors including University of California, Berkeley, Microsoft, Sun Microsystems, HP/HPE, and I

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Unix - Wikipedia

UNIX Systems for Modern Architectures: Symmetric Multiprocessing and Caching for Kernel Programmers by Curt Schimmel Any UNIX programmer using the latest workstations or super minicomputers from vendors such as Sun, Silicon Graphics (SGI), AT&T, Amdahl, IBM, Apple, Compaq, Mentor Graphics, and Thinking Machines needs this book to optimize his/her job performance.

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PAGE #1 : Unix Systems For Modern Architectures Symmetric Multiprocessing And Caching For Kernel Programmers By Stephenie Meyer - written for the unix kernel developer this book provides a complete yet

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At the time, microcomputers were 8-bit single-user, relatively simple machines running simple program-launcher operating systems like CP/M or MS-DOS, while minis were much more powerful systems that ran full multi-user, multitasking operating systems, such as VMS and Unix, and although the classical mini was a 16-bit computer, the emerging higher performance superminis were 32-bit.

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