

Operating System Principles (Prentice-Hall Series in Automatic Computation)

Per B. Hansen

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Understanding Programming Languages Cliff B. Jones, 2020-11-17 This book is about describing the meaning of programming languages. The author teaches the skill of writing semantic descriptions as an efficient way to understand the features of a language. While a compiler or an interpreter offers a form of formal description of a language, it is not something that can be used as a basis for reasoning about that language nor can it serve as a definition of a programming language itself since this must allow a range of implementations. By writing a formal semantics of a language, a designer can yield a far shorter description and tease out, analyse and record design choices. Early in the book, the author introduces a simple notation, a meta language used to record descriptions of the semantics of languages. In a practical approach, he considers dozens of issues that arise in current programming languages and the key techniques that must be mastered in order to write the required formal semantic descriptions. The book concludes with a discussion of the eight key challenges delimiting a language: concrete representation, delimiting the abstract content of a language, recording semantics, deterministic languages, operational semantics, non-determinism, context dependency, modelling sharing, modelling concurrency and modelling exits. The content is class tested and suitable for final year undergraduate and postgraduate courses. It is also suitable for any designer who wants to understand languages at a deep level. Most chapters offer projects, some of these quite advanced exercises that ask for complete descriptions of languages, and the book is supported throughout with pointers to further reading and resources. As a prerequisite, the reader should know at least one imperative high level language and have some knowledge of discrete mathematics, notation for logic and set theory.

Models, Algorithms, Logics and Tools Luca Aceto, Giorgio Bacci, Giovanni Bacci, Anna Ingólfssdóttir, Axel Legay, Radu Mardare, 2017-08-17 This Festschrift is published in honor of Kim Guldstrand Larsen, one of the earliest precursors of computer science in Denmark on the occasion of his 60th birthday. During the last three decades, Kim Guldstrand Larsen has given major contributions across a remarkably wide range of topics including real time concurrent and probabilistic models of computation, logic in computer science and model checking. Since 1995, he has been one of the prime movers behind the model checking tool for real time systems UPPAAL for which he was a co-recipient of the CAV Award in 2013. The Festschrift contains 32 papers that feature the broad range of Kim Guldstrand Larsen's research topics such as formal languages and automata theory, logic verification, model checking and testing, algorithmic game theory and mechanism design, semantics and reasoning, real time and distributed systems and modeling and simulation.

Multi-Microprocessor Systems for Real-Time Applications Gianni Conte, Dante del Corso, 2012-12-06 The continuous development of computer technology supported by the VLSI revolution stimulated the research in the field of multiprocessor systems. The main motivation for the migration of design efforts from conventional architectures towards multiprocessor ones is the possibility to obtain a significant processing power together with the improvement of price, performance, reliability and flexibility figures. Currently, such systems are moving from research

laboratories to real field applications Future technological advances and new generations of components are likely to further enhance this trend This book is intended to provide basic concepts and design methodologies for engineers and researchers involved in the development of multiprocessor systems and or of applications based on multiprocessor architectures In addition the book can be a source of material for computer architecture courses at graduate level A preliminary knowledge of computer architecture and logical design has been assumed in writing this book Not all the problems related with the development of multiprocessor systems are addressed in this book The covered range spans from the electrical and logical design problems to architectural issues to design methodologies for system software Subjects such as software development in a multiprocessor environment or loosely coupled multiprocessor systems are out of the scope of the book Since the basic elements processors and memories are now available as standard integrated circuits the key design problem is how to put them together in an efficient and reliable way

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Mechanical Engineering American Society of Mechanical Engineers, 1947 Applied Computation Theory Raymond Tzue-Yau Yeh, 1976 Background Analysis Design Modeling **History of Programming Languages II** Thomas J. Bergin, Richard G. Gibson, 1996 This comprehensive overview of programming languages their history current application and future direction is based on the proceedings of the second conference on the History of Programming Languages Its contents include a summary of the HOPL conferences plus sections addressing successful programming languages by some of the most prominent names in computing **NBS Special Publication**, 1973 Proceedings of WORDS ..., 2003 *A Synthesis of Manipulator Control Programs from Task-level Specifications* Russell Highsmith Taylor, Stanford University. Computer Science Department, 1976 *Library Journal*, 1970 *Computer Methods for Mathematical Computations* George Elmer Forsythe, Michael A. Malcolm, Cleve B. Moler, 1977 **Information Systems Methodology** European Cooperation in Informatics (Organization), 1978

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