

Nancy Lynch Distributed Algorithms Morgan Kaufmann

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Impossibility Results for Distributed Computing - Hagit Attiya 2014-05-01

To understand the power of distributed systems, it is necessary to understand their inherent limitations: what problems cannot be solved in particular systems, or without sufficient resources (such as time or space). This book presents key techniques for proving such impossibility results and applies them to a variety of different problems in a variety of different system models. Insights gained from these results are highlighted, aspects of a problem that make it difficult are isolated, features of an architecture that make it inadequate for solving certain problems efficiently are identified, and different system models are compared. Table of Contents: Acknowledgments / Introduction / Indistinguishability / Shifting and Scaling / Scenario Arguments / Information Theory Arguments / Covering Arguments / Valency Arguments / Combinatorial Arguments / Reductions and Simulations / Bibliography / Authors' Biographies

Quorum Systems - Marko Vukolić 2011-12-31

A quorum system is a collection of subsets of nodes, called quorums, with the property that each pair of quorums have a non-empty intersection. Quorum systems are the key mathematical abstraction for ensuring consistency in fault-tolerant and highly available distributed computing. Critical for many applications since the early days of distributed computing, quorum systems have evolved from simple majorities of a set of processes to complex hierarchical collections of sets, tailored for general adversarial structures. The initial non-empty intersection property has been refined many times to account for, e.g., stronger (Byzantine) adversarial model, latency considerations or better availability. This monograph is an overview of the evolution and refinement of quorum systems, with emphasis on their role in two fundamental applications: distributed read/write storage and consensus. Table of Contents: Introduction / Preliminaries / Classical Quorum Systems / Classical Quorum-Based Emulations / Byzantine Quorum Systems / Latency-efficient Quorum Systems / Probabilistic Quorum Systems

Transaction Processing - Jim Gray 1992-09-30

The key to client/server computing. Transaction processing techniques are deeply ingrained in the fields of databases and operating systems and are used to monitor, control and update information in modern computer systems. This book will show you how large, distributed, heterogeneous computer systems can be made to work reliably. Using transactions as a unifying conceptual framework, the authors show how to build high-performance distributed systems and high-availability applications with finite budgets and risk. The authors provide detailed explanations of why various problems occur as well as practical, usable techniques for their solution. Throughout the book, examples and techniques are drawn from the most successful commercial and research systems. Extensive use of compilable C code fragments demonstrates the many transaction processing algorithms presented in the book. The book will be valuable to anyone interested in implementing distributed systems or client/server architectures.

Distributed Computing Through Combinatorial Topology - Maurice Herlihy 2013-11-30

Distributed Computing Through Combinatorial Topology describes techniques for analyzing distributed algorithms based on award winning combinatorial topology research. The authors present a solid theoretical foundation relevant to many real systems reliant on parallelism with unpredictable delays, such as multicore microprocessors, wireless networks, distributed systems, and Internet protocols. Today, a new student or researcher must assemble a collection of scattered conference publications, which are typically

terse and commonly use different notations and terminologies. This book provides a self-contained explanation of the mathematics to readers with computer science backgrounds, as well as explaining computer science concepts to readers with backgrounds in applied mathematics. The first section presents mathematical notions and models, including message passing and shared-memory systems, failures, and timing models. The next section presents core concepts in two chapters each: first, proving a simple result that lends itself to examples and pictures that will build up readers' intuition; then generalizing the concept to prove a more sophisticated result. The overall result weaves together and develops the basic concepts of the field, presenting them in a gradual and intuitively appealing way. The book's final section discusses advanced topics typically found in a graduate-level course for those who wish to explore further. Named a 2013 Notable Computer Book for Computing Methodologies by Computing Reviews Gathers knowledge otherwise spread across research and conference papers using consistent notations and a standard approach to facilitate understanding Presents unique insights applicable to multiple computing fields, including multicore microprocessors, wireless networks, distributed systems, and Internet protocols Synthesizes and distills material into a simple, unified presentation with examples, illustrations, and exercises

Distributed Computing - Rachid Guerraoui 2004-12-27

This book constitutes the refereed proceedings of the 18th International Conference on Distributed Computing, DISC 2004, held in Amsterdam, The Netherlands, in October 2004. The 31 revised full papers presented together with an extended abstract of an invited lecture and an eulogy for Peter Ruzicka were carefully reviewed and selected from 142 submissions. The entire scope of current issues in distributed computing is addressed, ranging from foundational and theoretical topics to algorithms and systems issues to applications in various fields.

Algorithms -

Distributed Computing - Hagit Attiya 2004-03-25

* Comprehensive introduction to the fundamental results in the mathematical foundations of distributed computing * Accompanied by supporting material, such as lecture notes and solutions for selected exercises * Each chapter ends with bibliographical notes and a set of exercises * Covers the fundamental models, issues and techniques, and features some of the more advanced topics

Distributed Computing and Networking - Krishna Kant 2010-02-18

This book constitutes the refereed proceedings of the 11th International Conference on Distributed Computing and Networking, ICDCN 2010, held in Kolkata, India, during January 3-6, 2010. There were 169 submissions, 96 to the networking track and 73 to the distributed computing track. After review the committee selected 23 papers for the networking and 21 for the distributed computing track. The topics addressed are network protocol and applications, fault-tolerance and security, sensor networks, distributed algorithms and optimization, peer-to-peer networks and network tracing, parallel and distributed systems, wireless networks, applications and distributed systems, optical, cellular and mobile ad hoc networks, and theory of distributed systems.

Communication and Agreement Abstractions for Fault-tolerant Asynchronous Distributed Systems - Michel

Raynal 2010

Understanding distributed computing is not an easy task. This is due to the many facets of uncertainty one has to cope with and master in order to produce correct distributed software. Considering the uncertainty created by asynchrony and process crash failures in the context of message-passing systems, the book focuses on the main abstractions that one has to understand and master in order to be able to produce software with guaranteed properties. These fundamental abstractions are communication abstractions that allow the processes to communicate consistently (namely the register abstraction and the reliable broadcast abstraction), and the consensus agreement abstractions that allows them to cooperate despite failures. As they give a precise meaning to the words "communicate" and "agree" despite asynchrony and failures, these abstractions allow distributed programs to be designed with properties that can be stated and proved. Impossibility results are associated with these abstractions. Hence, in order to circumvent these impossibilities, the book relies on the failure detector approach, and, consequently, that approach to fault-tolerance is central to the book. Table of Contents: List of Figures / The Atomic Register Abstraction / Implementing an Atomic Register in a Crash-Prone Asynchronous System / The Uniform Reliable Broadcast Abstraction / Uniform Reliable Broadcast Abstraction Despite Unreliable Channels / The Consensus Abstraction / Consensus Algorithms for Asynchronous Systems Enriched with Various Failure Detectors / Constructing Failure Detectors

Introduction to Distributed Algorithms - Gerard Tel 2000-09-28

Introduction : distributed systems - The model - Communication protocols - Routing algorithms - Deadlock-free packet switching - Wave and traversal algorithms - Election algorithms - Termination detection - Anonymous networks - Snapshots - Sense of direction and orientation - Synchrony in networks - Fault tolerance in distributed systems - Fault tolerance in asynchronous systems - Fault tolerance in synchronous systems - Failure detection - Stabilization.

Elements of Distributed Computing - Vijay K. Garg 2002-05-23

A lucid and up-to-date introduction to the fundamentals of distributed computing systems As distributed systems become increasingly available, the need for a fundamental discussion of the subject has grown. Designed for first-year graduate students and advanced undergraduates as well as practicing computer engineers seeking a solid grounding in the subject, this well-organized text covers the fundamental concepts in distributed computing systems such as time, state, simultaneity, order, knowledge, failure, and agreement in distributed systems. Departing from the focus on shared memory and synchronous systems commonly taken by other texts, this is the first useful reference based on an asynchronous model of distributed computing, the most widely used in academia and industry. The emphasis of the book is on developing general mechanisms that can be applied to a variety of problems. Its examples-clocks, locks, cameras, sensors, controllers, slicers, and synchronizers-have been carefully chosen so that they are fundamental and yet useful in practical contexts. The text's advantages include: Emphasizes general mechanisms that can be applied to a variety of problems Uses a simple induction-based technique to prove correctness of all algorithms Includes a variety of exercises at the end of each chapter Contains material that has been extensively class tested Gives instructor flexibility in choosing appropriate balance between practice and theory of distributed computing

Concurrent Programming: Algorithms, Principles, and Foundations - Michel Raynal 2012-12-30

This book is devoted to the most difficult part of concurrent programming, namely synchronization concepts, techniques and principles when the cooperating entities are asynchronous, communicate through a shared memory, and may experience failures. Synchronization is no longer a set of tricks but, due to research results in recent decades, it relies today on sane scientific foundations as explained in this book. In this book the author explains synchronization and the implementation of concurrent objects, presenting in a uniform and comprehensive way the major theoretical and practical results of the past 30 years. Among the key features of the book are a new look at lock-based synchronization (mutual exclusion, semaphores, monitors, path expressions); an introduction to the atomicity consistency criterion and its properties and a specific chapter on transactional memory; an introduction to mutex-freedom and associated progress conditions such as obstruction-freedom and wait-freedom; a presentation of Lamport's hierarchy of safe, regular and atomic registers and associated wait-free constructions; a description of numerous wait-free

constructions of concurrent objects (queues, stacks, weak counters, snapshot objects, renaming objects, etc.); a presentation of the computability power of concurrent objects including the notions of universal construction, consensus number and the associated Herlihy's hierarchy; and a survey of failure detector-based constructions of consensus objects. The book is suitable for advanced undergraduate students and graduate students in computer science or computer engineering, graduate students in mathematics interested in the foundations of process synchronization, and practitioners and engineers who need to produce correct concurrent software. The reader should have a basic knowledge of algorithms and operating systems.

Java Data Mining: Strategy, Standard, and Practice - Mark F. Hornick 2010-07-26

Whether you are a software developer, systems architect, data analyst, or business analyst, if you want to take advantage of data mining in the development of advanced analytic applications, Java Data Mining, JDM, the new standard now implemented in core DBMS and data mining/analysis software, is a key solution component. This book is the essential guide to the usage of the JDM standard interface, written by contributors to the JDM standard. Data mining introduction - an overview of data mining and the problems it can address across industries; JDM's place in strategic solutions to data mining-related problems JDM essentials - concepts, design approach and design issues, with detailed code examples in Java; a Web Services interface to enable JDM functionality in an SOA environment; and illustration of JDM XML Schema for JDM objects JDM in practice - the use of JDM from vendor implementations and approaches to customer applications, integration, and usage; impact of data mining on IT infrastructure; a how-to guide for building applications that use the JDM API Free, downloadable KJDM source code referenced in the book available here

Principles of Eventual Consistency - Sebastian Burckhardt 2014-10-09

Provides the reader with tools for reasoning about consistency of protocols. The emphasis is on using basic mathematical techniques to describe a wide variety of consistency guarantees, and to define protocols with a level of precision that enables us to prove both positive results and negative results.

The Constitution of Algorithms - Florian Jatton 2021-04-27

A laboratory study that investigates how algorithms come into existence. Algorithms--often associated with the terms big data, machine learning, or artificial intelligence--underlie the technologies we use every day, and disputes over the consequences, actual or potential, of new algorithms arise regularly. In this book, Florian Jatton offers a new way to study computerized methods, providing an account of where algorithms come from and how they are constituted, investigating the practical activities by which algorithms are progressively assembled rather than what they may suggest or require once they are assembled.

Web Information Systems Engineering - WISE 2007 - Boualem Benatallah 2007-11-07

This book constitutes the proceedings of the 8th International Conference on Web Information Systems Engineering, WISE 2007, held in Nancy, France, in December 2007. The papers are organized in topical sections on querying, trust, caching and distribution, interfaces, events and information filtering, data extraction, transformation, and matching, ontologies, rewriting, routing, and personalisation, agents and mining, QOS and management, modeling, and topics.

Distributed Computing - Ajay D. Kshemkalyani 2011-03-03

Designing distributed computing systems is a complex process requiring a solid understanding of the design problems and the theoretical and practical aspects of their solutions. This comprehensive textbook covers the fundamental principles and models underlying the theory, algorithms and systems aspects of distributed computing. Broad and detailed coverage of the theory is balanced with practical systems-related issues such as mutual exclusion, deadlock detection, authentication, and failure recovery. Algorithms are carefully selected, lucidly presented, and described without complex proofs. Simple explanations and illustrations are used to elucidate the algorithms. Important emerging topics such as peer-to-peer networks and network security are also considered. With vital algorithms, numerous illustrations, examples and homework problems, this textbook is suitable for advanced undergraduate and graduate students of electrical and computer engineering and computer science. Practitioners in data networking and sensor networks will also find this a valuable resource. Additional resources are available online at www.cambridge.org/9780521876346.

The Theory of Timed I/O Automata - Kaynar Dilsun K. 2007-12-31

This monograph presents the timed input/output automaton (TIOA) modeling framework, a basic mathematical framework to support description and analysis of timed (computing) systems. Timed systems are systems in which desirable correctness or performance properties of the system depend on the timing of events, not just on the order of their occurrence. Timed systems are employed in a wide range of domains including communications, embedded systems, real-time operating systems, and automated control. Many applications involving timed systems have strong safety, reliability, and predictability requirements, which makes it important to have methods for systematic design of systems and rigorous analysis of timing-dependent behavior. An important feature of the TIOA framework is its support for decomposing timed system descriptions. In particular, the framework includes a notion of external behavior for a TIOA, which captures its discrete interactions with its environment. The framework also defines what it means for one TIOA to implement another, based on an inclusion relationship between their external behavior sets, and defines notions of simulations, which provide sufficient conditions for demonstrating implementation relationships. The framework includes a composition operation for TIOAs, which respects external behavior, and a notion of receptiveness, which implies that a TIOA does not block the passage of time.

Algorithmic Game Theory - Noam Nisan 2007-09-24

In recent years game theory has had a substantial impact on computer science, especially on Internet- and e-commerce-related issues. Algorithmic Game Theory, first published in 2007, develops the central ideas and results of this exciting area in a clear and succinct manner. More than 40 of the top researchers in this field have written chapters that go from the foundations to the state of the art. Basic chapters on algorithmic methods for equilibria, mechanism design and combinatorial auctions are followed by chapters on important game theory applications such as incentives and pricing, cost sharing, information markets and cryptography and security. This definitive work will set the tone of research for the next few years and beyond. Students, researchers, and practitioners alike need to learn more about these fascinating theoretical developments and their widespread practical application.

Fault-Tolerant Message-Passing Distributed Systems - Michel Raynal 2018-09-08

This book presents the most important fault-tolerant distributed programming abstractions and their associated distributed algorithms, in particular in terms of reliable communication and agreement, which lie at the heart of nearly all distributed applications. These programming abstractions, distributed objects or services, allow software designers and programmers to cope with asynchrony and the most important types of failures such as process crashes, message losses, and malicious behaviors of computing entities, widely known under the term "Byzantine fault-tolerance". The author introduces these notions in an incremental manner, starting from a clear specification, followed by algorithms which are first described intuitively and then proved correct. The book also presents impossibility results in classic distributed computing models, along with strategies, mainly failure detectors and randomization, that allow us to enrich these models. In this sense, the book constitutes an introduction to the science of distributed computing, with applications in all domains of distributed systems, such as cloud computing and blockchains. Each chapter comes with exercises and bibliographic notes to help the reader approach, understand, and master the fascinating field of fault-tolerant distributed computing.

Programming Distributed Computing Systems - Carlos A. Varela 2013-05-31

An introduction to fundamental theories of concurrent computation and associated programming languages for developing distributed and mobile computing systems. Starting from the premise that understanding the foundations of concurrent programming is key to developing distributed computing systems, this book first presents the fundamental theories of concurrent computing and then introduces the programming languages that help develop distributed computing systems at a high level of abstraction. The major theories of concurrent computation—including the π -calculus, the actor model, the join calculus, and mobile ambients—are explained with a focus on how they help design and reason about distributed and mobile computing systems. The book then presents programming languages that follow the theoretical models already described, including Pict, SALSA, and JoCaml. The parallel structure of the chapters in both part one (theory) and part two (practice) enable the reader not only to compare the different theories but also to

see clearly how a programming language supports a theoretical model. The book is unique in bridging the gap between the theory and the practice of programming distributed computing systems. It can be used as a textbook for graduate and advanced undergraduate students in computer science or as a reference for researchers in the area of programming technology for distributed computing. By presenting theory first, the book allows readers to focus on the essential components of concurrency, distribution, and mobility without getting bogged down in syntactic details of specific programming languages. Once the theory is understood, the practical part of implementing a system in an actual programming language becomes much easier.

Distributed Systems - Sukumar Ghosh 2014-07-14

Distributed Systems: An Algorithmic Approach, Second Edition provides a balanced and straightforward treatment of the underlying theory and practical applications of distributed computing. As in the previous version, the language is kept as unobscured as possible—clarity is given priority over mathematical formalism. This easily digestible text: Features significant updates that mirror the phenomenal growth of distributed systems Explores new topics related to peer-to-peer and social networks Includes fresh exercises, examples, and case studies Supplying a solid understanding of the key principles of distributed computing and their relationship to real-world applications, Distributed Systems: An Algorithmic Approach, Second Edition makes both an ideal textbook and a handy professional reference.

Distributed Algorithms - Wan Fokkink 2013-12-06

A comprehensive guide to distributed algorithms that emphasizes examples and exercises rather than mathematical argumentation. This book offers students and researchers a guide to distributed algorithms that emphasizes examples and exercises rather than the intricacies of mathematical models. It avoids mathematical argumentation, often a stumbling block for students, teaching algorithmic thought rather than proofs and logic. This approach allows the student to learn a large number of algorithms within a relatively short span of time. Algorithms are explained through brief, informal descriptions, illuminating examples, and practical exercises. The examples and exercises allow readers to understand algorithms intuitively and from different perspectives. Proof sketches, arguing the correctness of an algorithm or explaining the idea behind fundamental results, are also included. An appendix offers pseudocode descriptions of many algorithms. Distributed algorithms are performed by a collection of computers that send messages to each other or by multiple software threads that use the same shared memory. The algorithms presented in the book are for the most part "classics," selected because they shed light on the algorithmic design of distributed systems or on key issues in distributed computing and concurrent programming. Distributed Algorithms can be used in courses for upper-level undergraduates or graduate students in computer science, or as a reference for researchers in the field.

Introduction to Reliable and Secure Distributed Programming - Christian Cachin 2011-02-11

In modern computing a program is usually distributed among several processes. The fundamental challenge when developing reliable and secure distributed programs is to support the cooperation of processes required to execute a common task, even when some of these processes fail. Failures may range from crashes to adversarial attacks by malicious processes. Cachin, Guerraoui, and Rodrigues present an introductory description of fundamental distributed programming abstractions together with algorithms to implement them in distributed systems, where processes are subject to crashes and malicious attacks. The authors follow an incremental approach by first introducing basic abstractions in simple distributed environments, before moving to more sophisticated abstractions and more challenging environments. Each core chapter is devoted to one topic, covering reliable broadcast, shared memory, consensus, and extensions of consensus. For every topic, many exercises and their solutions enhance the understanding. This book represents the second edition of "Introduction to Reliable Distributed Programming". Its scope has been extended to include security against malicious actions by non-cooperating processes. This important domain has become widely known under the name "Byzantine fault-tolerance".

Parallel Iterative Algorithms - Jacques Mohcine Bahi 2007-11-28

Focusing on grid computing and asynchronism, Parallel Iterative Algorithms explores the theoretical and practical aspects of parallel numerical algorithms. Each chapter contains a theoretical discussion of the topic, an algorithmic section that fully details implementation examples and specific algorithms, and an

evaluation of the advantages and drawbacks of the algorithms. Several exercises also appear at the end of most chapters. The first two chapters introduce the general features of sequential iterative algorithms and their applications to numerical problems. The book then describes different kinds of parallel systems and parallel iterative algorithms. It goes on to address both linear and nonlinear parallel synchronous and asynchronous iterative algorithms for numerical computation, with an emphasis on the multisplitting approach. The final chapter discusses the features required for efficient implementation of asynchronous iterative algorithms. Providing the theoretical and practical knowledge needed to design and implement efficient parallel iterative algorithms, this book illustrates how to apply these algorithms to solve linear and nonlinear numerical problems in parallel environments, including local, distant, homogeneous, and heterogeneous clusters.

Peer-to-Peer Systems - Mass.) Iptps 200 (2002 Cambridge 2002-10-09

Presents a collection of papers from the First International Workshop on Peer-to-Peer Systems, covering such topics as structure overlay routing protocols, anonymous overlays, applications, and data management.

The Art of Multiprocessor Programming, Revised Reprint - Maurice Herlihy 2012-06-25

Revised and updated with improvements conceived in parallel programming courses, The Art of Multiprocessor Programming is an authoritative guide to multicore programming. It introduces a higher level set of software development skills than that needed for efficient single-core programming. This book provides comprehensive coverage of the new principles, algorithms, and tools necessary for effective multiprocessor programming. Students and professionals alike will benefit from thorough coverage of key multiprocessor programming issues. This revised edition incorporates much-demanded updates throughout the book, based on feedback and corrections reported from classrooms since 2008 Learn the fundamentals of programming multiple threads accessing shared memory Explore mainstream concurrent data structures and the key elements of their design, as well as synchronization techniques from simple locks to transactional memory systems Visit the companion site and download source code, example Java programs, and materials to support and enhance the learning experience

Distributed Systems - George Coulouris 1994

The new edition of this bestselling title on Distributed Systems has been thoroughly revised throughout to reflect the state of the art in this rapidly developing field. It emphasizes the principles used in the design and construction of distributed computer systems based on networks of workstations and server computers.

Formal Description Techniques IX - R. Gotzhein 2016-01-09

This book is the combined proceedings of the latest IFIP Formal Description Techniques (FDTs) and Protocol Specification, Testing and Verification (PSTV) series. It addresses FDTs applicable to communication protocols and distributed systems, with special emphasis on standardised FDTs. It features state-of-the-art in theory, application, tools and industrialisation of formal description.

Internet Programming Languages - Henri E. Bal 2003-06-29

This book is a collection of articles about the influence that the recent greater scope and availability of wide area networks is having on the semantics, design, and implementation of programming languages. The Internet has long provided a global computing infrastructure but, for most of its history, there has not been much interest in programming languages tailored specifically to that infrastructure. More recently, the Web has produced a widespread interest in global resources and, as a consequence, in global programmability. It is now commonplace to discuss how programs can be made to run effectively and securely over the Internet. The Internet has already revolutionized the distribution and access of information, and is in the process of transforming commerce and other areas of fundamental importance. In the field of programming languages, the Internet is having a deep revitalizing effect, by challenging many fundamental assumptions and requiring the development of new concepts, programming constructs, implementation techniques, and applications. This book is a snapshot of current research in this active area. The articles in this book were presented at the Workshop on Internet Programming Languages, which was held on May 13, 1998 at Loyola University, Chicago, USA. The papers submitted to the workshop were screened by the editors. After the workshop, the presented papers were refereed by an external reviewer and one of the editors, resulting in the current selection.

Principles of Computer System Design - Jerome H. Saltzer 2009-05-21

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.

Distributed Algorithms - Nancy Lynch 1996

In Distributed Algorithms, Nancy Lynch provides a blueprint for designing, implementing, and analyzing distributed algorithms. She directs her book at a wide audience, including students, programmers, system designers, and researchers. Distributed Algorithms contains the most significant algorithms and impossibility results in the area, all in a simple automata-theoretic setting. The algorithms are proved correct, and their complexity is analyzed according to precisely defined complexity measures. The problems covered include resource allocation, communication, consensus among distributed processes, data consistency, deadlock detection, leader election, global snapshots, and many others. The material is organized according to the system model--first by the timing model and then by the interprocess communication mechanism. The material on system models is isolated in separate chapters for easy reference. The presentation is completely rigorous, yet is intuitive enough for immediate comprehension. This book familiarizes readers with important problems, algorithms, and impossibility results in the area: readers can then recognize the problems when they arise in practice, apply the algorithms to solve them, and use the impossibility results to determine whether problems are unsolvable. The book also provides readers with the basic mathematical tools for designing new algorithms and proving new impossibility results. In addition, it teaches readers how to reason carefully about distributed algorithms--to model them formally, devise precise specifications for their required behavior, prove their correctness, and evaluate their performance with realistic measures.

Atomic Transactions - Nancy A. Lynch 1994

This book presents a framework for precise design and verification of distributed and concurrent systems that use atomic transactions as a high-level abstraction. The authors present the most useful algorithms for transaction processing in concurrent and distributed systems, and include a well-developed data processing case study.

Data-intensive Text Processing with MapReduce - Jimmy Lin 2010

Our world is being revolutionized by data-driven methods: access to large amounts of data has generated new insights and opened exciting new opportunities in commerce, science, and computing applications. Processing the enormous quantities of data necessary for these advances requires large clusters, making distributed computing paradigms more crucial than ever. MapReduce is a programming model for expressing distributed computations on massive datasets and an execution framework for large-scale data

processing on clusters of commodity servers. The programming model provides an easy-to-understand abstraction for designing scalable algorithms, while the execution framework transparently handles many system-level details, ranging from scheduling to synchronization to fault tolerance. This book focuses on MapReduce algorithm design, with an emphasis on text processing algorithms common in natural language processing, information retrieval, and machine learning. We introduce the notion of MapReduce design patterns, which represent general reusable solutions to commonly occurring problems across a variety of problem domains. This book not only intends to help the reader "think in MapReduce", but also discusses limitations of the programming model as well. This volume is a printed version of a work that appears in the Synthesis Digital Library of Engineering and Computer Science. Synthesis Lectures provide concise, original presentations of important research and development topics, published quickly, in digital and print formats. For more information visit www.morganclaypool.com

Encyclopedia of Cryptography and Security - Henk C.A. van Tilborg 2014-07-08

Expanded into two volumes, the Second Edition of Springer's Encyclopedia of Cryptography and Security brings the latest and most comprehensive coverage of the topic: Definitive information on cryptography and information security from highly regarded researchers Effective tool for professionals in many fields and researchers of all levels Extensive resource with more than 700 contributions in Second Edition 5643 references, more than twice the number of references that appear in the First Edition With over 300 new entries, appearing in an A-Z format, the Encyclopedia of Cryptography and Security provides easy, intuitive access to information on all aspects of cryptography and security. As a critical enhancement to the First Edition's base of 464 entries, the information in the Encyclopedia is relevant for researchers and professionals alike. Topics for this comprehensive reference were elected, written, and peer-reviewed by a pool of distinguished researchers in the field. The Second Edition's editorial board now includes 34 scholars, which was expanded from 18 members in the First Edition. Representing the work of researchers from over 30 countries, the Encyclopedia is broad in scope, covering everything from authentication and identification to quantum cryptography and web security. The text's practical style is instructional, yet fosters investigation. Each area presents concepts, designs, and specific implementations. The highly-structured essays in this work include synonyms, a definition and discussion of the topic, bibliographies, and links to related literature. Extensive cross-references to other entries within the Encyclopedia support efficient, user-friendly searches for immediate access to relevant information. Key concepts presented in the Encyclopedia of Cryptography and Security include: Authentication and identification; Block ciphers and stream ciphers; Computational issues; Copy protection; Cryptanalysis and security; Cryptographic protocols; Electronic payment and digital certificates; Elliptic curve cryptography; Factorization algorithms and primality tests; Hash functions and MACs; Historical systems; Identity-based cryptography; Implementation aspects for smart cards and standards; Key management; Multiparty computations like voting schemes; Public key cryptography; Quantum cryptography; Secret sharing schemes; Sequences; Web Security. Topics covered: Data Structures, Cryptography and Information Theory; Data Encryption; Coding and Information Theory; Appl.Mathematics/Computational Methods of Engineering; Applications of Mathematics; Complexity. This authoritative reference will be published in two formats: print and online. The online edition features hyperlinks to cross-references, in addition to significant research.

Database Modeling and Design - Toby J. Teorey 2011-02-10

Database Modeling and Design, Fifth Edition, focuses on techniques for database design in relational database systems. This extensively revised fifth edition features clear explanations, lots of terrific examples and an illustrative case, and practical advice, with design rules that are applicable to any SQL-based system. The common examples are based on real-life experiences and have been thoroughly class-tested. This book is immediately useful to anyone tasked with the creation of data models for the integration of large-scale enterprise data. It is ideal for a stand-alone data management course focused on logical database design, or a supplement to an introductory text for introductory database management. In-depth detail and plenty of real-world, practical examples throughout Loaded with design rules and illustrative case studies that are applicable to any SQL, UML, or XML-based system Immediately useful to anyone tasked with the creation of data models for the integration of large-scale enterprise data.

The Theory of Timed I/O Automata - Dilsun K. Kaynar 2010-12

This monograph presents the Timed Input/Output Automaton (TIOA) modeling framework, a basic mathematical framework to support description and analysis of timed (computing) systems. Timed systems are systems in which desirable correctness or performance properties of the system depend on the timing of events, not just on the order of their occurrence. Timed systems are employed in a wide range of domains including communications, embedded systems, real-time operating systems, and automated control. Many applications involving timed systems have strong safety, reliability, and predictability requirements, which make it important to have methods for systematic design of systems and rigorous analysis of timing-dependent behavior. The TIOA framework also supports description and analysis of timed distributed algorithms---distributed algorithms whose correctness and performance depend on the relative speeds of processors, accuracy of local clocks, or communication delay bounds. Such algorithms arise, for example, in traditional and wireless communications, networks of mobile devices, and shared-memory multiprocessors. The need to prove rigorous theoretical results about timed distributed algorithms makes it important to have a suitable mathematical foundation. An important feature of the TIOA framework is its support for decomposing timed system descriptions. In particular, the framework includes a notion of external behavior for a timed I/O automaton, which captures its discrete interactions with its environment. The framework also defines what it means for one TIOA to implement another, based on an inclusion relationship between their external behavior sets, and defines notions of simulations, which provide sufficient conditions for demonstrating implementation relationships. The framework includes a composition operation for TIOAs, which respects external behavior, and a notion of receptiveness, which implies that a TIOA does not block the passage of time. The TIOA framework also defines the notion of a property and what it means for a property to be a safety or a liveness property. It includes results that capture common proof methods for showing that automata satisfy properties. This volume is a printed version of a work that appears in Synthesis, the Digital Library of Engineering and Computer Science.

Synthesis Lectures provide concise, original presentations of important research and development topics, published quickly, in digital and print formats. For more information visit synthesis.morganclaypool.com

Job Scheduling Strategies for Parallel Processing - JSSPP 2000 2000-10-18

This book constitutes the thoroughly refereed post-workshop proceedings of the 6th International Workshop on Job Scheduling Strategies for Parallel Processing, JSSPP 2000, held in Cancun, Mexico in May 2000 as a satellite meeting of IPDPS 2000. The 12 revised full papers presented were carefully reviewed during an iterated evaluation process and present the state of the art in the area.

Distributed Algorithms - Nancy A. Lynch 1996-04-16

In Distributed Algorithms, Nancy Lynch provides a blueprint for designing, implementing, and analyzing distributed algorithms. She directs her book at a wide audience, including students, programmers, system designers, and researchers. Distributed Algorithms contains the most significant algorithms and impossibility results in the area, all in a simple automata-theoretic setting. The algorithms are proved correct, and their complexity is analyzed according to precisely defined complexity measures. The problems covered include resource allocation, communication, consensus among distributed processes, data consistency, deadlock detection, leader election, global snapshots, and many others. The material is organized according to the system model—first by the timing model and then by the interprocess communication mechanism. The material on system models is isolated in separate chapters for easy reference. The presentation is completely rigorous, yet is intuitive enough for immediate comprehension. This book familiarizes readers with important problems, algorithms, and impossibility results in the area: readers can then recognize the problems when they arise in practice, apply the algorithms to solve them, and use the impossibility results to determine whether problems are unsolvable. The book also provides readers with the basic mathematical tools for designing new algorithms and proving new impossibility results. In addition, it teaches readers how to reason carefully about distributed algorithms—to model them formally, devise precise specifications for their required behavior, prove their correctness, and evaluate their performance with realistic measures.

Principles of Transaction Processing - Philip A. Bernstein 2009-07-24

Principles of Transaction Processing is a comprehensive guide to developing applications, designing systems, and evaluating engineering products. The book provides detailed discussions of the internal

workings of transaction processing systems, and it discusses how these systems work and how best to utilize them. It covers the architecture of Web Application Servers and transactional communication paradigms. The book is divided into 11 chapters, which cover the following: Overview of transaction processing application and system structure Software abstractions found in transaction processing systems Architecture of multitier applications and the functions of transactional middleware and database servers Queued transaction processing and its internals, with IBM's Websphere MQ and Oracle's Stream AQ as examples Business process management and its mechanisms Description of the two-phase locking function, B-tree locking and multigranularity locking used in SQL database systems and nested transaction locking System recovery and its failures Two-phase commit protocol Comparison between the tradeoffs of replicating servers versus replication resources Transactional middleware products and standards Future

trends, such as cloud computing platforms, composing scalable systems using distributed computing components, the use of flash storage to replace disks and data streams from sensor devices as a source of transaction requests. The text meets the needs of systems professionals, such as IT application programmers who construct TP applications, application analysts, and product developers. The book will also be invaluable to students and novices in application programming. Complete revision of the classic "non mathematical" transaction processing reference for systems professionals. Updated to focus on the needs of transaction processing via the Internet-- the main focus of business data processing investments, via web application servers, SOA, and important new TP standards. Retains the practical, non-mathematical, but thorough conceptual basis of the first edition.