OS 参考文献一覧

加藤丈治

2018年6月

参考文献

- [1] Gert van Loo. BCM2836 ARM-local peripherals QA7 ARM Quad A7 core. RASPBERRY PI FOUNDATION, rev 3.4 edition, August 2014.
- [2] Broadcom Corporation. BCM2835 ARM Peripherals, February 2012.
- [3] Broadcom Corporation. VideoCore IV 3D Architecture Reference Guide, September 2013.
- [4] Arm Limited. $ARM^{\textcircled{R}}$ Cortex $^{\textcircled{R}}$ -A53 MPCore Processor Technical Reference Manual, r0p2 edition, February 2014.
- [5] Arm Limited. ARM® Architecture Reference Manual ARMv8, for ARMv8-A architecture profile, December 2017.
- [6] Arm Limited. ARM® Cortex®-A Series Programmer's Guide for ARMv8-A, 第 1.0 版, March 2015.
- [7] AArch64 Exception and Interrupt Handling, 0.1 edition, February 2017.
- [8] Arm Limited. Procedure Call Standard for the ARM® 64-bit Architecture(AArch64), 1.0 edition, May 2013.
- [9] Arm Limited. PrimeCell® Generic Interrupt Controller (PL390), r0p0 edition, November 2009.
- [10] Arm Limited. ARM® Generic Interrupt Controller Architecture version 2.0, July 2013.
- [11] Arm Limited. ARM® Generic Interrupt Controller Architecture Specification GIC architecture version 3.0 and version 4.0, July 2016.
- [12] Arm Limited. PrimeCell® UART (PL011), r1p4 edition, November 2005.
- [13] Arm Limited. ARM® Cortex®-A Series Programmer's Guide for ARMv8-A, 第 1.0 版, March 2015.
- [14] Arm Limited. ARMv8-A Address Translation, 1.0 edition, February 2017.
- [15] Arm Limited. Bare-metal Boot Code for ARMv8-A Processors, 1.0 edition, March 2017.
- [16] Intel Corporation. Intel® 64 and IA-32 Architectures Software Developer's Manual, December 2009.
- [17] The Santa Cruz Operation, Inc. System V Application Binary Interface, 4.1 edition, March 1997.
- [18] The Santa Cruz Operation, Inc. ELF-64 Object File Format, 1.5 draft 2 edition, May 1998.
- [19] Xinuos, Inc. System V Application Binary Interface, draft-10 edition, June 2013.
- [20] Arm Limited. ELF for the ARM^{\circledR} Architecture, 2.10 edition, November 2015.
- [21] Jan Hubicka, Andreas Jaeger, and Mark Mitchell. System V Application Binary Interface AMD64 Architecture Processor Supplement, draft version 0.90 edition, dec 2003.
- [22] Abraham Silberschatz, Greg Gagne, and Peter B. Galvin. *Operating System Concepts*. Wiley, 10 edition, January 2018.
- [23] William Stallings. Operating Systems: Internals and Design Principles (9th Edition). Pearson, 9 edition, March 2017.
- [24] Thomas Anderson and Michael Dahlin. Operating Systems: Principles and Practice. Recursive books, 2nd edition, 2014.
- [25] Andrew S Tanenbaum and Albert S Woodhull. Operating Systems Design and Implementation (Prentice Hall Software Series). Prentice Hall, 3 edition, December 2005.
- [26] Mamoru Maekawa, Arthur E Oldehoeft, and Rodney R Oldehoeft. Operation Systems: Advanced Concepts. Benjamin-Cummings Publishing Co., Inc., Redwood City, CA, USA, 1986.

参考文献 2

- [27] 前川守. オペレーティングシステム. 岩波講座 ソフトウェア科学, No. 6. 岩波書店, 1988.
- [28] 前川守. ソフトウェア実行/開発環境. 岩波講座 ソフトウェア科学, No. 7. 岩波書店, 1992.
- [29] Uresh Vahalia. UNIX Internals: The New Frontiers. Prentice Hall, 1 edition, October 1995.
- [30] Maurice J. Bach. Design of the UNIX Operating System (Prentice Hall Software Series). Prentice Hall, 1 edition, May 1986.
- [31] Curt Schimmel. UNIX Systems for Modern Architectures: Symmetric Multiprocessing and Caching for Kernel Programmers (Addison-Wesley Professional Computing Series). Addison-Wesley Professional, 1 edition, June 1994.
- [32] Berny Goodheart and James Cox. The Magic Garden Explained: The Internals of UNIX System V Release 4: an Open Systems Design. Prentice-Hall, Inc., Upper Saddle River, NJ, USA, 1994.
- [33] Steve D. Pate. UNIX Internals: A Practical Approach. Addison-Wesley, 1996.
- [34] John Lions. Lions' Commentary on Unix. PEER TO PEER COMMUNICATIONS, revised edition, 1996.
- [35] Marshall Kirk McKusick, Keith Bostic, Michael J. Karels, and John S. Quarterman. The Design and Implementation of the 4.4BSD Operating System. Addison Wesley Longman Publishing Co., Inc., Redwood City, CA, USA, 1996.
- [36] Marshall Kirk McKusick, George Neville-Neil, and Robert N.M. Watson. *The Design and Implementation of the FreeBSD Operating System*. Addison-Wesley Professional, 2nd edition, 2014.
- [37] Joseph Boykin, David Kirschen, Alan Langerman, and Susan LoVerso. Programming Under Mach. Addison-Wesley Professional, April 1993.
- [38] Mark E. Russinovich, David A. Solomon, and Alex Ionescu. インサイド Windows 第 6 版 上 (Microsoft Press). 日経 BP 社, October 2012.
- [39] Mark E. Russinovich, David A. Solomon, and Alex Ionescu. インサイド Windows 第 6 版 下 (Microsoft Press). 日経 BP 社, May 2013.
- [40] 鈴木治. 次世代 OS アーキテクチャ QNX オペレーティング・システムの世界「マイクロカーネル OS」と「ネットワーク分散処理」. 工学社, December 1994.
- [41] George Fankhauser, Christian Conrad, Eckart Zitzler, and Bernhard Plattner. *Topsy A Teachable Operating System*. Computer Engineering and Networks Laboratory, ETH Zurich, 2000.
- [42] Douglas Comer and Dennis Brylow. Embedded Xinu main page. http://xinu.mscs.mu.edu/Main_Page, 2013.
- [43] Douglas Comer. Operating System Design: The XINU Approach. Prentice-Hall, Inc., Upper Saddle River, NJ, USA, 1984.
- [44] Ben Pfaf. Pintos. Stanford University, 2004.
- [45] K. C. Wang. Design and Implementation of the MTX Operating System. Springer, 2015.
- [46] Russ Cox, Frans Kaashoek, and Robert Morris. xv6 a simple, Unix-like teaching operating system. Parallel and Distributed Operating Systems group at MIT CSAIL, 10 edition, aug 2017.
- [47] Doug Lea. A memory allocator. http://gee.cs.oswego.edu/dl/html/malloc.html. Accessed: 2018-06-20.
- [48] Dominic Giampaolo. Practical File System Design with the Be File System. Morgan Kaufmann Publishers Inc., San Francisco, CA, USA, 1st edition, 1998.
- [49] Steve D. Pate. UNIX Filesystems: Evolution, Design, and Implementation. Veritas. Wiley, 2003.
- [50] J.E. Cooling. Real-Time Operating Systems: Book 1 the Theory. No. 1 in The Engineering of Real-Time Embedded Systems Series. Independently Published, 2017.
- [51] K.C. Wang. Embedded and Real-Time Operating Systems. Springer International Publishing, 1 edition, 2017.
- [52] トロン協会. μITRON3.0 標準ハンドブック改訂新版. パーソナルメディア, 改訂新, July 1997.
- [53] トロン協会, 坂村健(編). μ ITRON4.0 標準ガイドブック. パーソナルメディア, November 2001.
- [54] 沢田勉, 権藤正樹, 永井正武. 実用 組込み OS 構築技法 情報通信を支える基礎技術 RTOS 入門. 共立出版,

参考文献 3

- November 2001.
- [55] 桑野雅彦. パソコンのレガシィ I/O 活用大全 割り込みと DMA からシリアル/パラレル・ポート、FDD/IDE インターフェースまで (ハードウェアデザインシリーズ). CQ 出版, July 2001.
- [56] David A. Patterson and John L. Hennessy. Computer Organization and Design, Fifth Edition: The Hardware/Software Interface. Morgan Kaufmann Publishers Inc., San Francisco, CA, USA, 5th edition, 2013.
- [57] John R. Levine. Linkers and Loaders. Morgan Kaufmann, 1 edition, October 1999.
- [58] Steve Chamberlain and Ian Lance Taylor. The GNU linker. Free Software Foundation, 2018.
- [59] Robert Sedgewick. Algorithms in C parts 1-4: fundamentals, data structures, sorting, searching (3. ed.). Addison-Wesley-Longman, 1998.
- [60] Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein. Introduction to Algorithms, Third Edition. The MIT Press, 3rd edition, 2009.
- [61] Donald E. Knuth. The Art of Computer Programming, Volume 1 (3rd Ed.): Fundamental Algorithms. Addison Wesley Longman Publishing Co., Inc., Redwood City, CA, USA, 3rd edition, 1997.
- [62] Steve Oualline. Practical C Programming (3rd Ed.). O'Reilly & Associates, Inc., Sebastopol, CA, USA, 1997.
- [63] Samuel P. Harbison and Guy L. Steele Jr. C: A Reference Manual. Prentice Hall, 5 edition, February 2002.