### Introducción a los sistemas operativos

* [DAH] — cap. 1: Introduction
* [ARP] — cap. 2: Introduction to Operating Systems
* [BRY2] — cap. 1: A Tour of Computer Systems
* Opcional: [KERR] — cap. 2: Fundamental concepts

### Kernel: userland vs kernelspace

* [DAH] — cap. 2: The kernel abstraction
* [KERR] — sec. 3.1: System calls
* [xv6] — cap. 1: Operating System Organization

### La abstracción de proceso

* [DAH] — cap. 2: The kernel abstraction
* [ARP] — cap. 4: The Abstraction: The Process
* [ARP] — cap. 5: Interlude: Process API
* Opcional: [KERR] — cap. 6: Processes

### Virtualización de memoria (introducción)

* [DAH] — cap. 8: Address Translation
* [ARP] — cap. 13: The Abstraction: Address Spaces
* [ARP] — cap. 15: Mechanism: Address Translation
* [ARP] — cap. 16: Segmentation
* [ARP] — cap. 18: Paging: Introduction
* [ARP] — cap. 19: Paging: Faster Translations (TLBs)

### Scheduling

* [DAH] — sec. 7.1: Scheduling
* [ARP] — cap. 7: Scheduling: Introduction
* [ARP] — cap. 8: Scheduling: The Multi-Level Feedback Queue
* [ARP] — cap. 10: Multiprocessor Scheduling
* Opcional: [IA-3A] — cap. 6: Interrupt and Excception Handling

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### Concurrencia

* [DAH] — cap. 4: Concurrency and Threads
* [ARP] — cap. 26: Concurrency: An Introduction
* [ARP] — cap. 27: Interlude: Thread API
* [ARP] — cap. 28: Locks
* [ARP] — cap. 32: Common Concurrency Problems

### Filesystems

* [DAH] — cap. 11: File Systems: Introduction and Overview
* [ARP] — cap. 39: Interlude: Files and Directories
* [ARP] — cap. 40: File System Implementation
* [KERR] — sec. 14.3 a 14.5: File Systems
* Opcional: [ARP] — cap. 36: I/O Devices
* Opcional: [KERR] — cap. 4: File I/O: The Universal I/O Model