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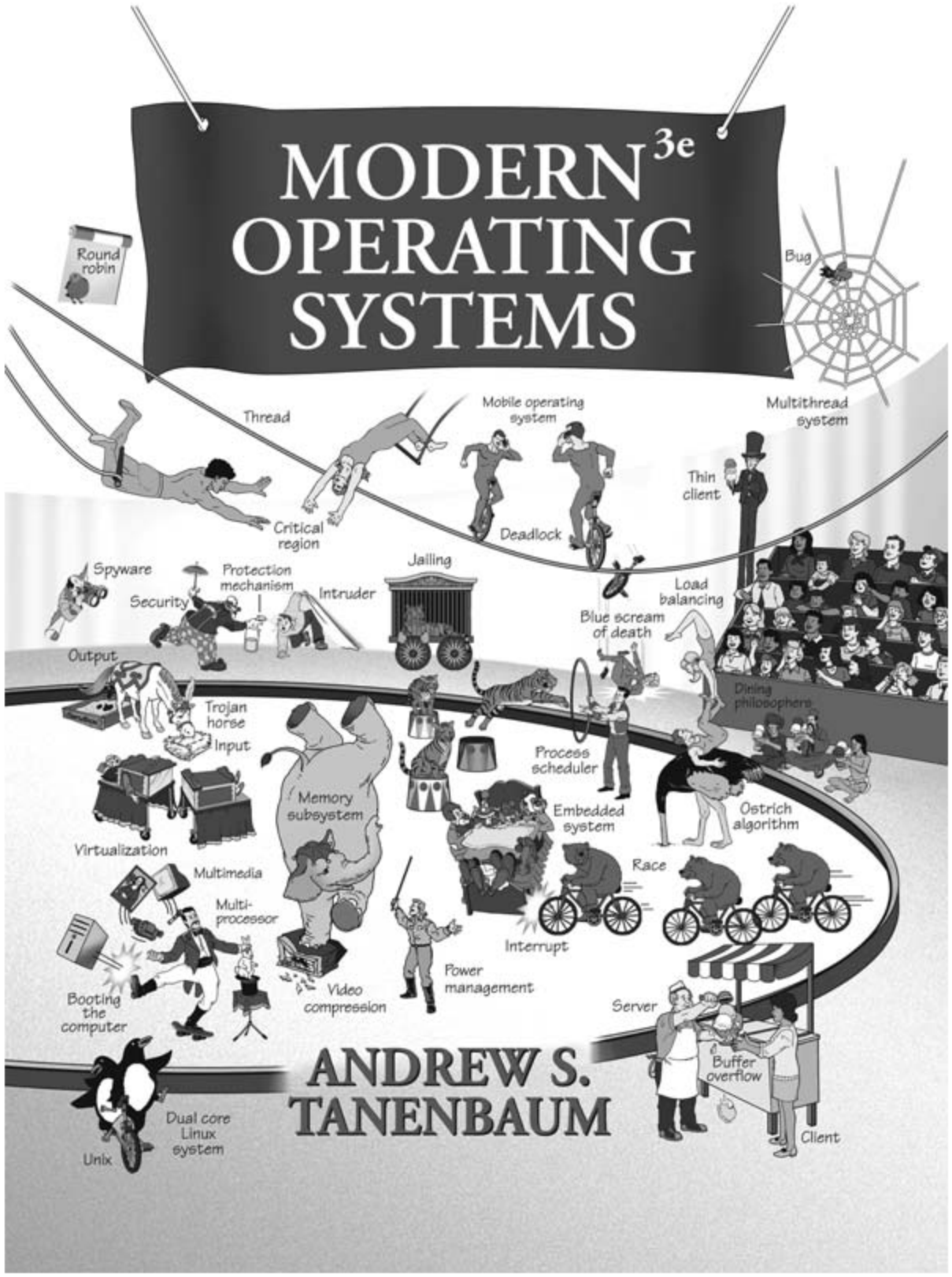
**Also by Andrew S. Tanenbaum**

## Modern Operating Systems, 3rd ed.

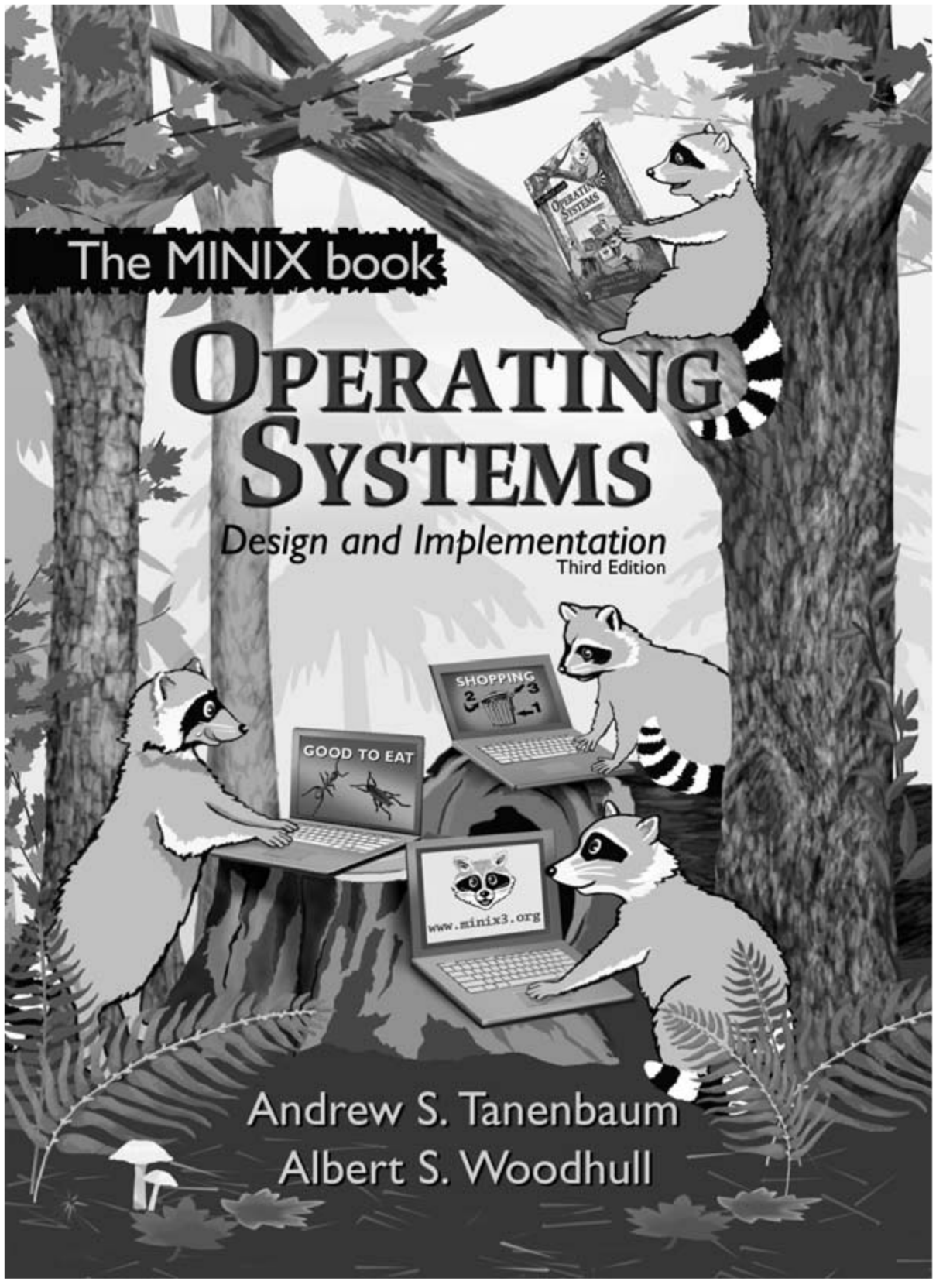
This worldwide best-seller incorporates the latest developments in operating systems. The book starts with chapters on the principles, including processes, memory management, file systems, I/O, and so on. Then it goes into three chapter-long case studies: Linux, Windows, and Symbian. Tanenbaum's experience as the designer of three operating systems (Amoeba, Globe, and MINIX) gives him a background few other authors can match, so the final chapter distills his long experience into advice for operating system designers.



**Also by Andrew S. Tanenbaum and Albert S. Woodhull**

## Operating Systems: Design and Implementation, 3rd ed.

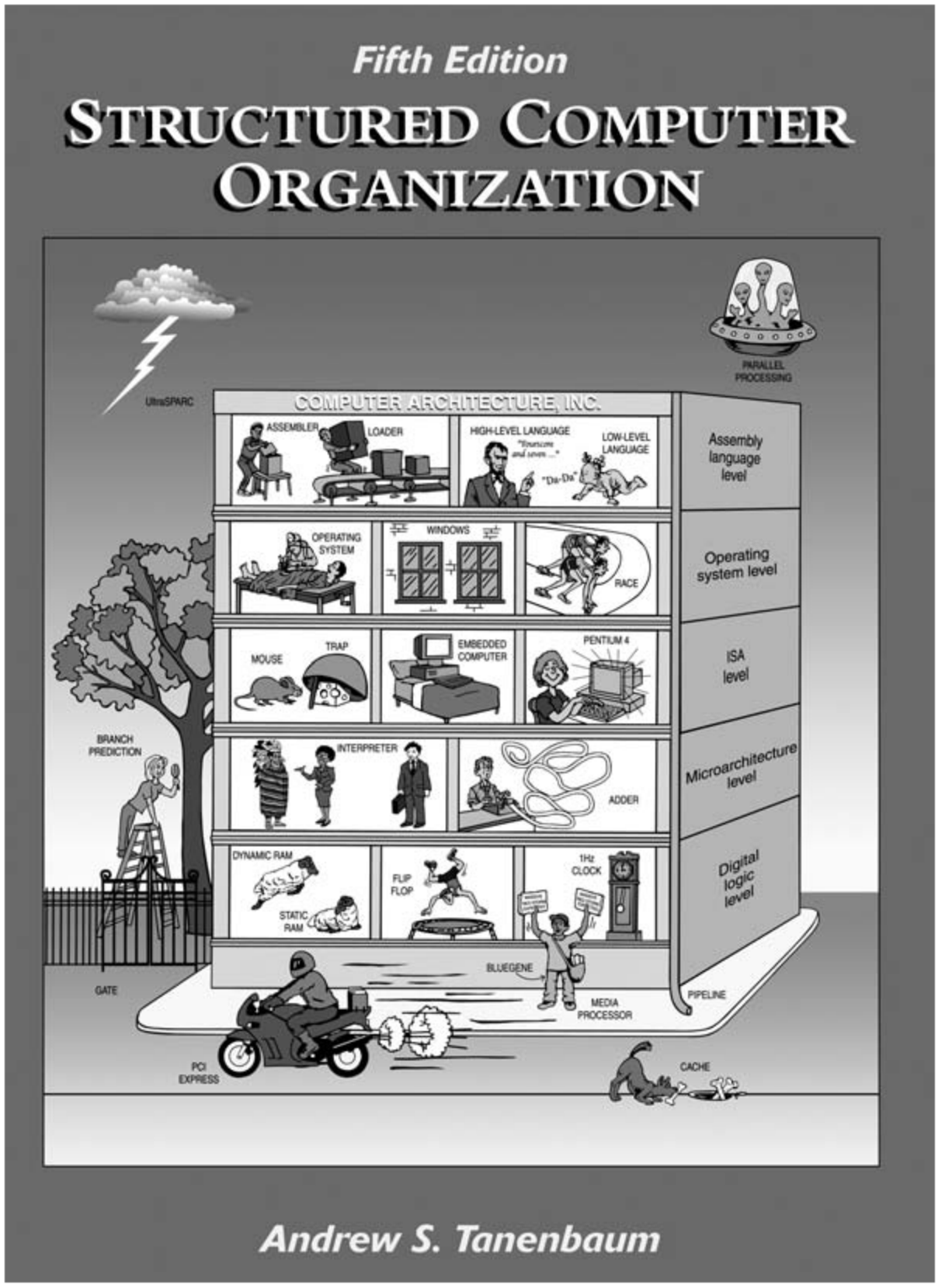
All other textbooks on operating systems are long on theory and short on practice. This one is different. In addition to the usual material on processes, memory management, file systems, I/O, and so on, it contains a CD-ROM with the source code (in C) of a small, but complete, POSIX-conformant operating system called MINIX 3 (see *www.minix3.org*). All the principles are illustrated by showing how they apply to MINIX 3. The reader can also compile, test, and experiment with MINIX 3, leading to in-depth knowledge of how an operating system really works.



**Also by Andrew S. Tanenbaum**

## Structured Computer Organization, 5th ed.

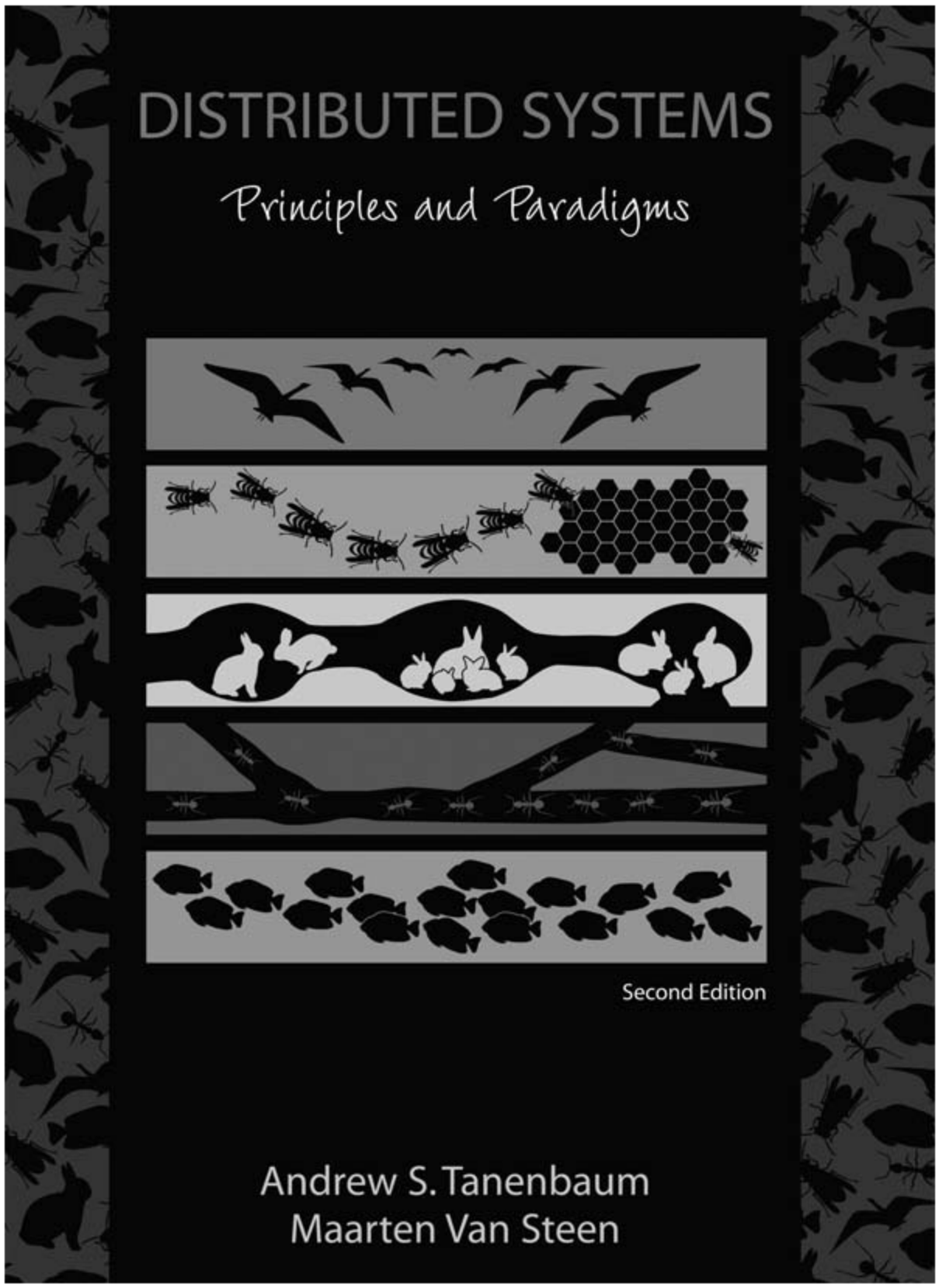
A computer can be structured as a hierarchy of levels, from the hardware up through the operating system. This book treats all of them, starting with how a transistor works and ending with operating system design. No previous experience with either hardware or software is needed to follow this book, however, as all the topics are self contained and explained in simple terms starting right at the beginning. The running examples used throughout the book range from the high-end UltraSPARC III, through the ever-popular x86 (Pentium) to the tiny Intel 8051 used in small embedded systems.



**Also by Andrew S. Tanenbaum and Maarten van Steen**

## Distributed Systems: Principles and Paradigms, 2nd ed.

Distributed systems are becoming ever-more important in the world and this book explains their principles and illustrates them with numerous examples. Among the topics covered are architectures, processes, communication, naming, synchronization, consistency, fault tolerance, and security. Examples are taken from distributed object-based, file, Web-based, and coordination-based systems.



## ABOUT THE AUTHORS

**Andrew S. Tanenbaum** has an S.B. degree from M.I.T. and a Ph.D. from the University of California at Berkeley. He is currently a Professor of Computer Science at the Vrije Universiteit where he has taught operating systems, networks, and related topics for over 30 years. His current research is on highly reliable operating systems although he has worked on compilers, distributed systems, security, and other topics over the years. These research projects have led to over 150 refereed papers in journals and conferences.

Prof. Tanenbaum has also (co)authored five books which have now appeared in 19 editions. The books have been translated into 21 languages, ranging from Basque to Thai and are used at universities all over the world. In all, there are 159 versions (language/edition combinations), which are listed at *www.cs.vu.nl/~ast/publications*.

Prof. Tanenbaum has also produced a considerable volume of software, including the Amsterdam Compiler Kit (a retargetable portable compiler), Amoeba (an early distributed system used on LANs), and Globe (a wide-area distributed system).

He is also the author of MINIX, a small UNIX clone initially intended for use in student programming labs. It was the direct inspiration for Linux and the platform on which Linux was initially developed. The current version of MINIX, called MINIX 3, is now focused on being an extremely reliable and secure operating system. Prof. Tanenbaum will consider his work done when no computer is equipped with a reset button and no living person has ever experienced a system crash. MINIX 3 is an on-going open-source project to which you are invited to contribute. Go to *www.minix3.org* to download a free copy and find out what is happening.

Tanenbaum is a Fellow of the ACM, a Fellow of the the IEEE, and a member of the Royal Netherlands Academy of Arts and Sciences. He has also won numerous scientific prizes, including:

- 2010 TAA McGuffey Award for Computer Science and Engineering books
- 2007 IEEE James H. Mulligan, Jr. Education Medal
- 2002 TAA Texty Award for Computer Science and Engineering books
- 1997 ACM/SIGCSE Award for Outstanding Contributions to Computer Science Education
- 1994 ACM Karl V. Karlstrom Outstanding Educator Award

His home page on the World Wide Web can be found at *http://www.cs.vu.nl/~ast/*.

**David J. Wetherall** is an Associate Professor of Computer Science and Engineering at the University of Washington in Seattle, and advisor to Intel Labs in Seattle. He hails from Australia, where he received his B.E. in electrical enginering from the University of Western Australia and his Ph.D. in computer science from M.I.T.

Prof. Wetherall has worked in the area of networking for the past two decades. His research is focused on network systems, especially wireless networks and mobile computing, the design of Internet protocols, and network measurement.

He received the ACM SIGCOMM Test-of-Time award for research that pioneered active networks, an architecture for rapidly introducing new network services. He received the IEEE William Bennett Prize for breakthroughs in Internet mapping. His research was recognized with an NSF CAREER award in 2002, and he became a Sloan Fellow in 2004.

As well as teaching networking, Prof. Wetherall participates in the networking research community. He has co-chaired the program committees of SIGCOMM, NSDI and MobiSys, and cofounded the ACM HotNets workshops. He has served on numerous program committees for networking conferences, and is an editor for ACM Computer Communication Review.

His home page on the World Wide Web can be found at *http://djw.cs.washington.edu*.