Reading Schedule for CIS 3207 [Approximate]

Operating Systems: Three Easy Pieces

Chapter

2 Introduction to Operating Systems
3 A Dialogue on Virtualization
4 The Abstraction: The Process
5 Interlude: Process API
6 Mechanism: Limited Direct Execution

Weeks 1 - 3

> Bryant & O'Hallaron
> Chap 1 Tour of Computer Systems
> Chapter 6 Memory Hierarchy
> Chap 8 Exceptional Control Flow
> Chap 10 System-Level I/O

7 Scheduling: Introduction
8 Scheduling: The Multi-Level Feedback Queue

Weeks 4 - 5

25 A Dialogue on Concurrency
26 Concurrency: An Introduction
27 Interlude: Thread API
28 Locks
30 Condition Variables
31 Semaphores
32 Common Concurrency Problems

Weeks 6 - 9

> Bryant & O'Hallaron
> Chap 11 Network Programming
> Chap 12 Concurrent Programming

12 A Dialogue on Memory Virtualization
13 The Abstraction: Address Spaces
14 Interlude: Memory API
15 Mechanism: Address Translation
16 Segmentation
17 Free-Space Management
18 Paging: Introduction
19 Paging: Faster Translations (TLBs)
20 Paging: Smaller Tables
21 Beyond Physical Memory: Mechanisms
22 Beyond Physical Memory: Policies
23 Complete Virtual Memory Systems

Weeks 10 - 13

35 A Dialogue on Persistence
39 Interlude: Files and Directories
40 File System Implementation
36 I/O Devices
37 Hard Disk Drives

Week 14 - 15