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Wolfgang Mauerer



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Operating Systems for Supercomputers and High Performance Computing Balazs Gerofi,Yutaka Ishikawa,Rolf Riesen,Robert W. Wisniewski,2019-10-15 Few works are as timely and critical to the advancement of high performance computing than is this new up to date treatise on leading edge directions of operating systems It is a first hand product of many of the leaders in this rapidly evolving field and possibly the most comprehensive This new and important book masterfully presents the major alternative concepts driving the future of operating system design for high performance computing In particular it describes the major advances of monolithic operating systems such as Linux and Unix that dominate the TOP500 list It also presents the state of the art in lightweight kernels that exhibit high efficiency and scalability at the loss of generality Finally this work looks forward to possibly the most promising strategy of a hybrid structure combining full service functionality with lightweight kernel operation With this it is likely that this new work will find its way on the shelves of almost everyone who is in any way engaged in the multi discipline of high performance computing From the foreword by Thomas Sterling

The British National Bibliography Arthur James Wells,2009 *Professional Linux Programming* Jon Masters,Richard Blum,2007-02-26 This book is broken into four primary sections addressing key topics that Linux programmers need to master Linux nuts and bolts the Linux kernel the Linux desktop and Linux for the Web Effective examples help get readers up to speed with building software on a Linux based system while using the tools and utilities that contribute to streamlining the software development process Discusses using emulation and virtualization technologies for kernel development and application testing Includes useful insights aimed at helping readers understand how their applications code fits in with the rest of the software stack Examines cross compilation dynamic device insertion and removal key Linux projects such as Project Utopia and the internationalization capabilities present in the GNOME desktop *Professional Linux Kernel Programming* Wrox,2002-11-01

Linux Journal ,2001 **American Book Publishing Record** ,2001 **Engineering Wireless-based Software Systems and Applications** Jerry Gao,2006 This comprehensive resource offers professionals detailed guidance on the engineering aspects of building software for wireless communications From design and architecture to security and testing the book shows how to overcome every engineering challenge encountered in successfully developing wireless software

Subject Guide to Books in Print ,2001 **Joyce in the Belly of the Big Truck; Workbook** Joyce A. Cascio,2005-05

Linux Kernel Programming Kaiwan N Billimoria,2021-03-19 Learn how to write high quality kernel module code solve

common Linux kernel programming issues and understand the fundamentals of Linux kernel internals

Key Features

Discover how to write kernel code using the Loadable Kernel Module framework Explore industry grade techniques to perform efficient memory allocation and data synchronization within the kernel Understand the essentials of key internals topics such as kernel architecture memory management CPU scheduling and kernel synchronization

Book Description

Linux Kernel Programming is a comprehensive introduction for those new to Linux kernel and module development This easy to follow guide will have you up and running with writing kernel code in next to no time This book uses the latest 5.4 Long Term Support LTS Linux kernel which will be maintained from November 2019 through to December 2025 By working with the 5.4 LTS kernel throughout the book you can be confident that your knowledge will continue to be valid for years to come You'll start the journey by learning how to build the kernel from the source Next you'll write your first kernel module using the powerful Loadable Kernel Module LKM framework The following chapters will cover key kernel internals topics including Linux kernel architecture memory management and CPU scheduling During the course of this book you'll delve into the fairly complex topic of concurrency within the kernel understand the issues it can cause and learn how they can be addressed with various locking technologies mutexes spinlocks atomic and refcount operators You'll also benefit from more advanced material on cache effects a primer on lock free techniques within the kernel deadlock avoidance with lockdep and kernel lock debugging techniques By the end of this kernel book you'll have a detailed understanding of the fundamentals of writing Linux kernel module code for real world projects and products

What you will learn

- Write high quality modular kernel code LKM framework for 5.x kernels
- Configure and build a kernel from source
- Explore the Linux kernel architecture
- Get to grips with key internals regarding memory management within the kernel
- Understand and work with various dynamic kernel memory alloc/dealloc APIs
- Discover key internals aspects regarding CPU scheduling within the kernel
- Gain an understanding of kernel concurrency issues
- Find out how to work with key kernel synchronization primitives

Who this book is for This book is for Linux programmers beginning to find their way with Linux kernel development If you're a Linux kernel and driver developer looking to overcome frequent and common kernel development issues or understand kernel internals you'll find plenty of useful information You'll need a solid foundation of Linux CLI and C programming before you can jump in

Beginning Linux?Programming Neil Matthew, Richard Stones, 2004-01-02 The book starts with the basics explaining how to compile and run your first program First each concept is explained to give you a solid understanding of the material Practical examples are then presented so you see how to apply the knowledge in real applications

Linux Kernel Programming Essentials

M.T. Holbrook, Build robust high performance drivers for hardware devices and ensure seamless integration with production Linux systems Linux kernel driver development requires understanding both hardware interfaces and kernel subsystem architecture This comprehensive guide takes you through the complete driver development lifecycle from initial hardware communication to production deployment and maintenance You'll start by understanding kernel

module basics and the driver model then progress to building character devices with proper file operations and ioctl interfaces The book covers block device drivers and I O scheduling network device drivers with NAPI integration and USB and PCI device enumeration You ll learn to manage DMA transfers handle cache coherency and implement efficient interrupt handling with deferred work As you advance you ll explore critical topics like kernel synchronization using spinlocks mutexes and RCU along with power management for runtime PM and system suspend resume The book demonstrates debugging with printk ftrace kgdb and performance profiling with perf Security chapters cover input validation capability systems and preventing common vulnerabilities Key Features Develop character block and network device drivers with detailed code examples and architectural explanations Master DMA operations interrupt handling power management and kernel synchronization primitives Deploy drivers to production with DKMS packaging monitoring infrastructure and kernel community patch submission What you will learn Build character block and network device drivers following kernel best practices Implement DMA transfers with proper cache coherency and scatter gather support Handle interrupts efficiently using top half bottom half processing and NAPI Apply kernel synchronization primitives to prevent race conditions and deadlocks Debug kernel code using ftrace kgdb perf and KASAN memory sanitizers Implement power management with runtime PM and system suspend resume callbacks Package drivers with DKMS and create distribution packages for Debian Ubuntu RHEL Submit patches to the Linux kernel following community coding standards Who this book is for This book is for systems programmers with C programming experience who want to develop Linux kernel drivers Embedded systems engineers working with custom hardware driver developers supporting new devices and performance engineers optimizing I O subsystems will find this guide valuable Familiarity with basic Linux system administration and understanding of computer architecture concepts like memory management and interrupts is expected No prior kernel development experience is required

Embedded Linux System Design and Development P. Raghavan,Amol Lad,Sriram Neelakandan,2005-12-21

Based upon the authors experience in designing and deploying an embedded Linux system with a variety of applications Embedded Linux System Design and Development contains a full embedded Linux system development roadmap for systems architects and software programmers Explaining the issues that arise out of the use of Linux in embedded systems the book facilitates movement to embedded Linux from traditional real time operating systems and describes the system design model containing embedded Linux This book delivers practical solutions for writing debugging and profiling applications and drivers in embedded Linux and for understanding Linux BSP architecture It enables you to understand various drivers such as serial I2C and USB gadgets uClinux architecture and its programming model and the embedded Linux graphics subsystem The text also promotes learning of methods to reduce system boot time optimize memory and storage and find memory leaks and corruption in applications This volume benefits IT managers in planning to choose an embedded Linux distribution and in creating a roadmap for OS transition It also describes the application of the Linux licensing model in commercial products

Linux Kernel Programming Kaiwan N. Billimoria,2024-02-29 Gain a solid practical understanding and sufficient theoretical insight into Linux kernel internals while learning to write high quality kernel module code and understanding the complexities of kernel synchronization Purchase of the print or Kindle book includes a free eBook in PDF format Key Features Discover how to write Linux kernel and module code for real world products on the 6.1 LTS kernel Implement industry grade techniques in real world scenarios for fast efficient memory allocation and data synchronization Understand and exploit kernel architecture CPU scheduling and kernel synchronization techniques Book DescriptionThe 2nd Edition of Linux Kernel Programming is an updated comprehensive guide for those new to Linux kernel development Built around the latest 6.1 Long Term Support LTS Linux kernel which is maintained until December 2026 this edition explores its key features and enhancements Additionally with the Civil Infrastructure Project extending support for the 6.1 Super LTS SLTS kernel until August 2033 this book will remain relevant for years to come You'll begin this exciting journey by learning how to build the kernel from source Step by step you will then learn how to write your first kernel module by leveraging the kernel's powerful Loadable Kernel Module LKM framework With this foundation you will delve into key kernel internals topics including Linux kernel architecture memory management and CPU task scheduling You'll finish with understanding the deep issues of concurrency and gain insight into how they can be addressed with various synchronization locking technologies for example mutexes spinlocks atomic refcount operators rw spinlocks and even lock free technologies such as per CPU and RCU By the end of this book you'll build a strong understanding of the fundamentals to writing the Linux kernel and kernel module code that can straight away be used in real world projects and products What you will learn Configure and build the 6.1 LTS kernel from source Write high quality modular kernel code LKM framework for 6.x kernels Explore modern Linux kernel architecture Get to grips with key internals details regarding memory management within the kernel Understand and work with various dynamic kernel memory alloc dealloc APIs Discover key internals aspects regarding CPU scheduling within the kernel including cgroups v2 Gain a deeper understanding of kernel concurrency issues Learn how to work with key kernel synchronization primitives Who this book is for This book is for beginner Linux programmers and developers looking to get started with the Linux kernel providing a knowledge base to understand required kernel internal topics and overcome frequent and common development issues A basic understanding of Linux CLI and C programming is assumed

Mastering the Art of Linux Kernel Programming: Unraveling the Secrets of Expert-Level Programming Steve Jones,2025-02-22 Mastering the Art of Linux Kernel Programming Unraveling the Secrets of Expert Level Programming is an indispensable resource for advanced programmers seeking to deepen their understanding of the Linux kernel This meticulously crafted guide demystifies the core architecture and processes that govern the backbone of numerous operating systems Through its detailed explorations the book unravels complex topics brilliantly bridging the gap between fundamental knowledge and cutting edge expertise in kernel programming Each chapter of this authoritative text delves into critical

aspects of kernel development from memory management and process scheduling to device drivers concurrency and security frameworks The book presents these concepts with clarity and precision complemented by practical examples and exercises that foster an intuitive learning experience In an ever evolving technological landscape this book ensures you are well equipped with the latest tools and techniques preparing you to tackle challenges in Linux kernel development environments confidently Whether you re developing high performance systems or contributing to open source kernel development Mastering the Art of Linux Kernel Programming serves as both an educational resource and a reference guide Its fact based professional approach provides readers with the comprehensive knowledge needed to optimize and innovate within the Linux ecosystem making this publication a valuable staple on the bookshelf of any seasoned developer Join the ranks of expert programmers who have unravelled the mysteries of the Linux kernel with this essential volume

LF320 Linux Kernel Internals and Debugging Linux Foundation,2010-04-29 Linux Kernel Internals and Debugging is designed to provide experienced programmers with a solid understanding of the Linux kernel Upon mastering this material you will have a basic understanding of the Linux architecture kernel algorithms hardware and memory management modularization techniques and debugging

Advanced Linux Programming CodeSourcery LLC,Mark L. Mitchell,Alex Samuel,Jeffrey Oldham,2001-06-11 This is the eBook version of the printed book If the print book includes a CD ROM this content is not included within the eBook version Advanced Linux Programming is divided into two parts The first covers generic UNIX system services but with a particular eye towards Linux specific information This portion of the book will be of use even to advanced programmers who have worked with other Linux systems since it will cover Linux specific details and differences For programmers without UNIX experience it will be even more valuable The second section covers material that is entirely Linux specific These are truly advanced topics and are the techniques that the gurus use to build great applications While this book will focus mostly on the Application Programming Interface API provided by the Linux kernel and the C library a preliminary introduction to the development tools available will allow all who purchase the book to make immediate use of Linux

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