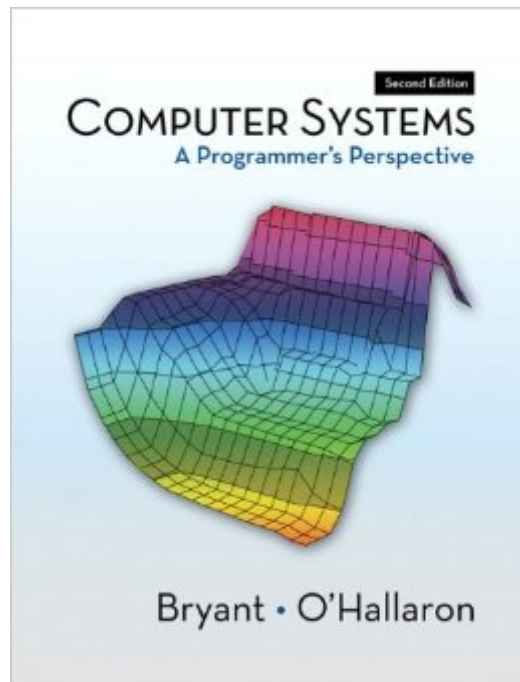


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# Computer Systems: A Programmer's Perspective (2nd Edition)



## Synopsis

For Computer Systems, Computer Organization and Architecture courses in CS, EE, and ECE departments. Few students studying computer science or computer engineering will ever have the opportunity to build a computer system. On the other hand, most students will be required to use and program computers on a near daily basis. Computer Systems: A Programmer's Perspective introduces the important and enduring concepts that underlie computer systems by showing how these ideas affect the correctness, performance, and utility of application programs. The text's hands-on approach (including a comprehensive set of labs) helps students understand the "under-the-hood" operation of a modern computer system and prepares them for future courses in systems topics such as compilers, computer architecture, operating systems, and networking. Visit the CSS:AP web page <http://csapp.cs.cmu.edu> for more information and resources.

## Book Information

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## Customer Reviews

Have it on my desk since I bought for my computer architecture course (Csci 2021, Univ. of Minnesota - Twin Cities). Such a cool book to learn how computer hardware and software \*really\* work together, and why finding that out, could make us a more valuable computer scientist/programmer. Also provides a great hand to get you ready for advanced classes like Operating Systems, Compilers. My favorite chapter in the book is about Caches. It's unbelievable to first find out how much cache really matter! Thanks Prof. Bryant and O'Hallaron. I think the first 7

chapters are what the most important to understand and grasp. Rest of the chapters are important too but they usually will overlap with other topics/classes like operating systems. Also, chapter 4 goes in more detail in processor architecture like pipelined CPU and will probably help more to the computer engineer; although computer scientists do learn a lot out of it and will help write code to exploit modern pipelined CPU's, like the deeply pipelined, Pentium 4. But I think the first 7 chapters are the ones, that sets this book aside from the others. You will need access to LINUX, as most of the discussions rotate around it like the virtual address space, assembly code - GAS and so on use the linux implementations. After reading, you will be able to convert decimal nos to binary and even floating point nos to binary format very easily.

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