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Autore	Burlingame Michael
Titolo	Lincoln's journalist [[electronic resource] ] : John Hay's anonymous writings for the press, 1860 - 1864
Pubbl/distr/stampa	Carbondale, : Southern Illinois University Press, 2006
ISBN	0-585-11288-6
Descrizione fisica	1 online resource (426 p.)
Altri autori (Persone)	BurlingameMichael <1941->
Disciplina	973.7/092 973.7092
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Lingua di pubblicazione	Inglese
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Nota di contenuto	Cover; Frontispiece; Book Title; Copyright Page; Contents; Acknowledgments; Introduction; 1. 1860; 2. 1861; 3. 1862; 4. 1863-1864; Notes; Index; Author Bio; Back Cover
Sommario/riassunto	Michael Burlingame presents anonymous and pseudonymous newspaper articles written by Lincoln's assistant personal secretary, John Hay, between 1860 and 1864. In the White House, Hay became the ultimate insider, the man who had the president's ear. ""Only an extremely small number of persons ever saw Abraham Lincoln both day and night in public as well as private settings from 1860 to 1864,"" notes Wayne C. Temple, chief deputy director, Illinois State Archives. ""And only one of them had the literary flair of John Milton Hay."" Burlingame takes great pains to establish auth

2. Record Nr.	UNINA9911019744903321
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Descrizione fisica	1 online resource (529 p.)
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Soggetti	Real-time data processing System design
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Nota di contenuto	REAL-TIME SYSTEMS DESIGN AND ANALYSIS; CONTENTS; Preface to the Third Edition; 1 Basic Real-Time Concepts; 1.1 Terminology; 1.1.1 Systems Concepts; 1.1.2 Real-Time Definitions; 1.1.3 Events and Determinism; 1.1.4 CPU Utilization; 1.2 Real-Time System Design Issues; 1.3 Example Real-Time Systems; 1.4 Common Misconceptions; 1.5 Brief History; 1.5.1 Theoretical Advances; 1.5.2 Early Systems; 1.5.3 Hardware Developments; 1.5.4 Early Software; 1.5.5 Commercial Operating System Support; 1.6 Exercises; 2 Hardware Considerations; 2.1 Basic Architecture; 2.2 Hardware Interfacing; 2.2.1 Latching 2.2.2 Edge versus Level Triggered 2.2.3 Tristate Logic; 2.2.4 Wait States; 2.2.5 Systems Interfaces and Buses; 2.3 Central Processing Unit; 2.3.1 Fetch and Execute Cycle; 2.3.2 Microcontrollers; 2.3.3 Instruction Forms; 2.3.4 Core Instructions; 2.3.5 Addressing Modes; 2.3.6 RISC versus CISC; 2.4 Memory; 2.4.1 Memory Access; 2.4.2 Memory

Technologies; 2.4.3 Memory Hierarchy; 2.4.4 Memory Organization; 2.5 Input/Output; 2.5.1 Programmed Input/Output; 2.5.2 Direct Memory Access; 2.5.3 Memory-Mapped Input/Output; 2.5.4 Interrupts; 2.6 Enhancing Performance; 2.6.1 Locality of Reference; 2.6.2 Cache 2.6.3 Pipelining 2.6.4 Coprocessors; 2.7 Other Special Devices; 2.7.1 Applications-Specific Integrated Circuits; 2.7.2 Programmable Array Logic/Programmable Logic Array; 2.7.3 Field-Programmable Gate Arrays; 2.7.4 Transducers; 2.7.5 Analog/Digital Converters; 2.7.6 Digital/Analog Converters; 2.8 Non-von-Neumann Architectures; 2.8.1 Parallel Systems; 2.8.2 Flynn's Taxonomy for Parallelism; 2.9 Exercises; 3 Real-Time Operating Systems; 3.1 Real-Time Kernels; 3.1.1 Pseudokernels; 3.1.2 Interrupt-Driven Systems; 3.1.3 Preemptive-Priority Systems; 3.1.4 Hybrid Systems 3.1.5 The Task-Control Block Model 3.2 Theoretical Foundations of Real-Time Operating Systems; 3.2.1 Process Scheduling; 3.2.2 Round-Robin Scheduling; 3.2.3 Cyclic Executives; 3.2.4 Fixed-Priority Scheduling-Rate-Monotonic Approach; 3.2.5 Dynamic-Priority Scheduling: Earliest-Deadline-First Approach; 3.3 Intertask Communication and Synchronization; 3.3.1 Buffering Data; 3.3.2 Time-Relative Buffering; 3.3.3 Ring Buffers; 3.3.4 Mailboxes; 3.3.5 Queues; 3.3.6 Critical Regions; 3.3.7 Semaphores; 3.3.8 Other Synchronization Mechanisms; 3.3.9 Deadlock; 3.3.10 Priority Inversion 3.4 Memory Management 3.4.1 Process Stack Management; 3.4.2 Run-Time Ring Buffer; 3.4.3 Maximum Stack Size; 3.4.4 Multiple-Stack Arrangements; 3.4.5 Memory Management in the Task-Control-Block Model; 3.4.6 Swapping; 3.4.7 Overlays; 3.4.8 Block or Page Management; 3.4.9 Replacement Algorithms; 3.4.10 Memory Locking; 3.4.11 Working Sets; 3.4.12 Real-Time Garbage Collection; 3.4.13 Contiguous File Systems; 3.4.14 Building versus Buying Real-Time Operating Systems; 3.4.15 Selecting Real-Time Kernels; 3.5 Case Study: POSIX; 3.5.1 Threads; 3.5.2 POSIX Mutexes and Condition Variables 3.5.3 POSIX Semaphores

## Sommario/riassunto

The leading guide to real-time systems design-revised and updated This third edition of Phillip Laplante's bestselling, practical guide to building real-time systems maintains its predecessors' unique holistic, systems-based approach devised to help engineers write problem-solving software. Dr. Laplante incorporates a survey of related technologies and their histories, complete with time-saving practical tips, hands-on instructions, C code, and insights into decreasing ramp-up times. Real-Time Systems Design and Analysis, Third Edition is essential for students and practicing sof