1.	Record Nr.	UNISA990002769180203316
	Autore	DIERCKX, Robert
	Titolo	L'ombre, le feu : roman : (récit involontaire, livre de l'attaque, de la colère et des exorcismes, situations, phosphènes) / Robert Dierckx ; suivi de Réflexions du premier et du deuxième degrés et réflexions désobligeantes
	Pubbl/distr/stampa	Paris, : Éditions Saint-Germain-des-Prés, 1979
	ISBN	2-243-00580-8
	Descrizione fisica	285 p. ; 21 cm
	Disciplina	843.914
	Collocazione	XV.4.A. 1179 XV.4.A. 1179a XV.4.A. 1179b
	Lingua di pubblicazione	Francese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia

2.	Record Nr.	UNISALENTO991003249179707536
	Autore	Smith, James E. (James Edward), 1950-
	Titolo	Virtual machines [electronic resource] : versatile platforms for systems and processes / James E. Smith, Ravi Nair
	Pubbl/distr/stampa	Amsterdam ; Boston : Morgan Kaufmann Publishers, 2005
	ISBN	9781558609105
		1558609105
	Descrizione fisica	xxii, 638 p. : ill. ; 24 cm.
	Altri autori (Persone)	Nair, Ravi.author
	Disciplina	005.4/3
	Soggetti	Virtual computer systems
		Computer architecture
		System design
		Systèmes virtuels (Informatique)
		Ordinateurs - Architecture
		Systèmes, Conception de
		Electronic books.
	Lingua di pubblicazione	Inglese
	Formato	Risorsa elettronica
	Livello bibliografico	Monografia
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	Foreword -- Preface -- Chapter 1: Introduction to Virtual Machines -- Chapter 2: Emulation: Interpretation and Binary Translation -- Chapter 3: Process Virtual Machines -- Chapter 4: Dynamic Binary Optimization -- Chapter 5: High-Level Language Virtual Machine Architecture -- Chapter 6: High-Level virtual Machine Implementation -- Chapter 7: Codesigned Virtual Machines -- Chapter 8: System Virtual Machines -- Chapter 9: Multiprocessor Virtualization -- Chapter 10: Emerging Applications -- Appendix A: Real Machines -- References.
	Sommario/riassunto	Virtual Machine technology applies the concept of virtualization to an entire machine, circumventing real machine compatibility constraints and hardware resource constraints to enable a higher degree of software portability and flexibility. Virtual machines are rapidly becoming an essential element in computer system design. They provide system security, flexibility, cross-platform compatibility, reliability, and resource efficiency. Designed to solve problems in combining and using major computer system components, virtual

machine technologies play a key role in many disciplines, including operating systems, programming languages, and computer architecture. For example, at the process level, virtualizing technologies support dynamic program translation and platform-independent network computing. At the system level, they support multiple operating system environments on the same hardware platform and in servers. Historically, individual virtual machine techniques have been developed within the specific disciplines that employ them (in some cases they arent even referred to as virtual machines), making it difficult to see their common underlying relationships in a cohesive way. In this text, Smith and Nair take a new approach by examining virtual machines as a unified discipline. Pulling together cross-cutting technologies allows virtual machine implementations to be studied and engineered in a well-structured manner. Topics include instruction set emulation, dynamic program translation and optimization, high level virtual machines (including Java and CLI), and system virtual machines for both single-user systems and servers. *Examines virtual machine technologies across the disciplines that use themoperating systems, programming languages and computer architecturedefining a new and unified discipline. *Reviewed by principle researchers at Microsoft, HP, and by other industry research groups. *Written by two authors who combine several decades of expertise in computer system research and development, both in academia and industry.