Distributed systems : principles and paradigms

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Abstrak

Virtually every computing system today is part of a distributed system. Programmers, developers, and engineers need to understand the underlying principles and paradigms as well as the real-world application of those principles. Now, internationally renowned expert Andrew S. Tanenbaum ? with colleague Martin van Steen ? presents a complete introduction that identifies the seven key principles of distributed systems, with extensive examples of each. Adds a completely new chapter on architecture to address the principle of organizing distributed systems. Provides extensive new material on peer-to-peer systems, grid computing and Web services, virtualization, and application-level multicasting. Updates material on clock synchronization, data-centric consistency, object-based distributed systems, and file systems and Web systems coordination. For all developers, software engineers, and architects who need an in-depth understanding of distributed systems.