

## Distributed System Tanenbaum Solution

This book explores the concepts and practice in distributed computing, and is designed to be useful in helping practitioners and corporate training keep up with software technology that pertains to a majority of all computers and their applications. A two-part approach presents the basic foundation for distributed computing and then expands on these topics to cover advanced distributed operating systems. It describes in detail every major aspect of the topics, and includes relevant examples of real operating systems to reinforce concepts and illustrate decisions that must be made by distributed system designers. Chapters include information on interprocess communication, memory management, concurrency control, and object-based operating systems. More advance material covers distributed process management, file systems, synchronization, and security. For developers and managers active in the client/server technology industry who want to update and enhance their knowledge base. The Internet of Things describes a world in which smart technologies enable objects with a network to communicate with each other and interface with humans effortlessly. This connected world of convenience and technology does not come without its drawbacks, as interconnectivity implies hackability. Security Solutions for Hyperconnectivity and the Internet of Things offers insights from cutting-edge research about the strategies and techniques that can be implemented to protect against cyber-attacks. Calling for revolutionary protection strategies to reassess security, this book is an essential resource for programmers, engineers, business professionals, researchers, and advanced students in relevant fields. Beyond Bitcoin and the world of cryptocurrencies, blockchain is an extraordinary technology

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that is revealing a surprising transformative power impacting all the industries. Blockchain requires a paradigm shift toward disintermediation and antifragility, which is today even more necessary for business and society. In this book, the reader will find a representation of the entire blockchain ecosystem from a pragmatic point of view that encompasses actual cases of organizations, companies, and communities that are already working hard to realize it. To understand an ecosystem so mutable and fragmented and not get lost in its complexity, it is essential to focus on the most crucial factor: the impact that these technologies can have on our lives in all the world. A new financial platform, a new way of distributing goods, a new approach to social media, a new market for fine art, a new kinds of governance (yes, also political) are some of the domains impacted by the blockchain that the book analyzes. This revolution is not happening only in Silicon Valley but in multiple hubs around the world, including New York, Zug, Shanghai, London, Hong Kong, Dubai, Singapore, Tallin, and more. Moreover, the Author covers the impact of blockchain on the world of work both for traditional companies that seek to incorporate the new technology in their business model and for native blockchain organizations and communities, which are driving the technology towards mass adoption.

Biomedical Diagnostics and Clinical Technologies: Applying High-Performance Cluster and Grid Computing disseminates knowledge regarding high performance computing for medical applications and bioinformatics. This critical reference source contains a valuable collection of cutting-edge research chapters for those working in the broad field of medical informatics and bioinformatics.

The agent metaphor and the agent-based approach to systems design constitute a promising

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new paradigm for building complex distributed systems. However, until now, the majority of the agent-based applications available have been built by researchers who specialize in agent-based computing and distributed artificial intelligence. If agent-based computing is to become anything more than a niche technology practiced by the few, then the base of people who can successfully apply the approach needs to be broadened dramatically. A major step in this broadening endeavor is the development of methodologies for agent-oriented software engineering accessible to and attractive for professional software engineers in their daily work. Against this background, this book presents one of the first coherent attempts to develop such a methodology for a broad class of agent-based systems. The author provides a clear introduction to the key issues in the field of agent-oriented software engineering.

For this third edition of *Distributed Systems*, the material has been thoroughly revised and extended, integrating principles and paradigms into nine chapters: 1. Introduction 2. Architectures 3. Processes 4. Communication 5. Naming 6. Coordination 7. Replication 8. Fault tolerance 9. Security A separation has been made between basic material and more specific subjects. The latter have been organized into boxed sections, which may be skipped on first reading. To assist in understanding the more algorithmic parts, example programs in Python have been included. The examples in the book leave out many details for readability, but the complete code is available through the book's Website, hosted at [www.distributed-systems.net](http://www.distributed-systems.net). A personalized digital copy of the book is available for free, as well as a printed version through Amazon.com.

This second edition of *Distributed Systems, Principles & Paradigms*, covers the principles, advanced concepts, and technologies of distributed systems in detail, including:

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communication, replication, fault tolerance, and security. Intended for use in a senior/graduate level distributed systems course or by professionals, this text systematically shows how distributed systems are designed and implemented in real systems.

- \* Comprehensive introduction to the fundamental results in the mathematical foundations of distributed computing
- \* Accompanied by supporting material, such as lecture notes and solutions for selected exercises
- \* Each chapter ends with bibliographical notes and a set of exercises
- \* Covers the fundamental models, issues and techniques, and features some of the more advanced topics

Modern Operating Systems, Fourth Edition, is intended for introductory courses in Operating Systems in Computer Science, Computer Engineering, and Electrical Engineering programs. It also serves as a useful reference for OS professionals. The widely anticipated revision of this worldwide best-seller incorporates the latest developments in operating systems (OS) technologies. The Fourth Edition includes up-to-date materials on relevant OS. Tanenbaum also provides information on current research based on his experience as an operating systems researcher. Modern Operating Systems, Third Edition was the recipient of the 2010 McGuffey Longevity Award. The McGuffey Longevity Award recognizes textbooks whose excellence has been demonstrated over time. <http://taaonline.net/index.html> Teaching and Learning Experience This program will provide a better teaching and learning experience—for you and your students. It will help:

- Provide Practical Detail on the Big Picture Concepts: A clear and entertaining writing style outlines the concepts every OS designer needs to master.
- Keep Your Course Current: This edition includes information on the latest OS technologies and developments
- Enhance Learning with Student and Instructor Resources: Students will gain

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hands-on experience using the simulation exercises and lab experiments.

This book constitutes the refereed proceedings of the 8th International Symposium on Stabilization, Safety, and Security of Distributed Systems, SSS 2006, held in Dallas, TX, USA in November 2006. The 36 revised full papers and 12 revised short papers presented together with the extended abstracts of 2 invited lectures address all aspects of self-stabilization, safety and security, recovery oriented systems and programming.

Middleware is everywhere. Ever since the advent of sockets and other virtual circuit abstractions, researchers have been looking for ways to incorporate high-value concepts into distributed systems platforms. Most distributed applications, especially Internet applications, are now programmed using such middleware platforms. Prior to 1998, there were several major conferences and workshops at which research into middleware was reported, including ICODP (International Conference on Open Distributed Processing), ICDP (International Conference on Distributed Platforms) and SDNE (Services in Distributed and Networked Environments). Middleware'98 was a synthesis of these three conferences. Middleware 2000 continued the excellent tradition of Middleware'98. It provided a single venue for reporting state-of-the-art results in the provision of distributed systems platforms. The focus of Middleware 2000 was the design, implementation, deployment, and evaluation of distributed systems platforms and architectures for future networked environments. Among the 70 initial submissions to Middleware 2000, 21 papers were selected for inclusion in the technical program of the conference. Every paper was reviewed by four members of the program committee. The papers were judged according to their originality, presentation quality, and relevance to the conference topics. The accepted papers cover various subjects such as

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caching, reflection, quality of service, and transactions.

Bachelor Thesis from the year 2007 in the subject Computer Science - Technical Computer Science, grade: 1,0, University of Applied Sciences Technikum Vienna (Informations- und Kommunikationssysteme), 29 entries in the bibliography, language: English, abstract: Clock synchronization is a necessary and critical part in most distributed systems. For many years NTP was the state-of-the-art way of synchronizing computer clocks distributed in space. However, as recent advances in miniaturization lead to the construction of smaller, more powerful and less power consuming computers, embedded devices, sensors and actuators, the need for more precise time synchronization grew. This work thus sets out to compare selected approaches to clock synchronization in distributed systems. The well known Global Positioning System is disseminating accurate time and frequency information from the International Institutes that keep the time, NTP can still do the same, but at different levels of accuracy as well as cost. Clock synchronization protocols like IEEE1588 or TTP and bus architectures like FlexRay evolved from the need to further propagate the timing information within small networks and therefore staying within the specified limits of preciseness. Structured Computer Organization, specifically written for undergraduate students, is a best-selling guide that provides an accessible introduction to computer hardware and architecture. This text will also serve as a useful resource for all computer professionals and engineers who need an overview or introduction to computer architecture. This book takes a modern structured, layered approach to understanding computer systems. It's highly accessible - and it's been thoroughly updated to reflect today's most critical new technologies and the latest developments in computer organization and architecture. Tanenbaum's renowned writing style

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and painstaking research make this one of the most accessible and accurate books available, maintaining the author's popular method of presenting a computer as a series of layers, each one built upon the ones below it, and understandable as a separate entity.

Appropriate for Computer Networking or Introduction to Networking courses at both the undergraduate and graduate level in Computer Science, Electrical Engineering, CIS, MIS, and Business Departments. Tanenbaum takes a structured approach to explaining how networks work from the inside out. He starts with an explanation of the physical layer of networking, computer hardware and transmission systems; then works his way up to network applications. Tanenbaum's in-depth application coverage includes email; the domain name system; the World Wide Web (both client- and server-side); and multimedia (including voice over IP, Internet radio video on demand, video conferencing, and streaming media.

For Introductory Courses in Operating Systems in Computer Science, Computer Engineering, and Electrical Engineering programs. The widely anticipated revision of this worldwide best-seller incorporates the latest developments in operating systems (OS) technologies. The Third Edition includes up-to-date materials on relevant OS such as Linux, Windows, and embedded real-time and multimedia systems. Tanenbaum also provides information on current research based on his experience as an operating systems researcher.

This book, presented in three volumes, examines environmental disciplines in relation to major players in contemporary science: Big Data, artificial intelligence and cloud computing. Today, there is a real sense of urgency regarding the evolution of computer technology, the ever-increasing volume of data, threats to our climate and the sustainable development of our planet. As such, we need to reduce technology just as much as we need to bridge the global

socio-economic gap between the North and South; between universal free access to data (open data) and free software (open source). In this book, we pay particular attention to certain environmental subjects, in order to enrich our understanding of cloud computing. These subjects are: erosion; urban air pollution and atmospheric pollution in Southeast Asia; melting permafrost (causing the accelerated release of soil organic carbon in the atmosphere); alert systems of environmental hazards (such as forest fires, prospective modeling of socio-spatial practices and land use); and web fountains of geographical data. Finally, this book asks the question: in order to find a pattern in the data, how do we move from a traditional computing model-based world to pure mathematical research? After thorough examination of this topic, we conclude that this goal is both transdisciplinary and achievable.

This book constitutes the refereed proceedings of the ACM/IFIP/USENIX 12th International Middleware Conference, held in Lisbon, Portugal, in December 2011. The 22 revised full papers presented together with 2 industry papers and an invited paper were carefully reviewed and selected from 125 submissions. The papers are organized in topical sections on social networks, storage and performance management, green computing and resource management, notification and streaming, replication and caching, security and interoperability, and run-time (re)configuration and inspection. Many applications follow the distributed computing paradigm, in which parts of the application are executed on different network-interconnected computers. The extension of these applications in terms of number of users or size has led to an unprecedented increase in the scale of the infrastructure that supports them. Large-Scale Distributed

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Computing and Applications: Models and Trends offers a coherent and realistic image of today's research results in large scale distributed systems, explains state-of-the-art technological solutions for the main issues regarding large scale distributed systems, and presents the benefits of using large scale distributed systems and the development process of scientific and commercial distributed applications.

### Advances in Computers

Welcome to Middleware'98 and to one of England's most beautiful regions. In recent years the distributed systems community has witnessed a growth in the number of conferences, leading to difficulties in tracking the literature and a consequent loss of awareness of work done by others in this important field. The aim of Middleware'98 is to synthesise many of the smaller workshops and conferences in this area, bringing together research communities which were becoming fragmented. The conference has been designed to maximise the experience for attendees. This is reflected in the choice of a resort venue (rather than a big city) to ensure a strong focus on interaction with other distributed systems researchers. The programme format incorporates a question-and-answer panel in each session, enabling significant issues to be discussed in the context of related papers and presentations. The invited speakers and tutorials are intended to not only inform the attendees, but also to stimulate discussion and debate.

Distributed Systems Principles and Paradigms Createspace Independent Publishing Platform

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Cyber security has become a topic of concern over the past decade as private industry, public administration, commerce, and communication have gained a greater online presence. As many individual and organizational activities continue to evolve in the digital sphere, new vulnerabilities arise. *Cyber Security and Threats: Concepts, Methodologies, Tools, and Applications* contains a compendium of the latest academic material on new methodologies and applications in the areas of digital security and threats. Including innovative studies on cloud security, online threat protection, and cryptography, this multi-volume book is an ideal source for IT specialists, administrators, researchers, and students interested in uncovering new ways to thwart cyber breaches and protect sensitive digital information.

A lucid and up-to-date introduction to the fundamentals of distributed computing systems As distributed systems become increasingly available, the need for a fundamental discussion of the subject has grown. Designed for first-year graduate students and advanced undergraduates as well as practicing computer engineers seeking a solid grounding in the subject, this well-organized text covers the fundamental concepts in distributed computing systems such as time, state, simultaneity, order, knowledge, failure, and agreement in distributed systems. Departing from the focus on shared memory and synchronous systems commonly taken by other texts, this is the first useful reference based on an asynchronous model of distributed computing, the most widely used in academia and industry. The emphasis

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of the book is on developing general mechanisms that can be applied to a variety of problems. Its examples-clocks, locks, cameras, sensors, controllers, slicers, and synchronizers-have been carefully chosen so that they are fundamental and yet useful in practical contexts. The text's advantages include: Emphasizes general mechanisms that can be applied to a variety of problems Uses a simple induction-based technique to prove correctness of all algorithms Includes a variety of exercises at the end of each chapter Contains material that has been extensively class tested Gives instructor flexibility in choosing appropriate balance between practice and theory of distributed computing

The last decade has seen a tremendous growth in the usage of the World Wide Web. The Web has grown so fast that it seems to be becoming an unusable and slow behemoth. Web caching is one way to tame and make this behemoth a friendly and useful giant. The key idea in Web caching is to cache frequently accessed content so that it may be used profitably later. This book focuses entirely on Web caching techniques. Much of the material in this book is very relevant for those interested in understanding the wide gamut of Web caching research. It will be helpful for those interested in making use of the power of the Web in a more profitable way. Audience and purpose of this book This book presents key concepts in Web caching and is meant to be suited for a wide variety of readers including advanced undergraduate and graduate students, programmers, network administrators, researchers, teachers,

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technologists and Internet Service Providers (ISPs).

This is a practical manual on operating systems, which describes a small UNIX-like operating system, demonstrating how it works and illustrating the principles underlying it. The relevant sections of the MINIX source code are described in detail, and the book has been revised to include updates in MINIX, which initially started as a v7 unix clone for a floppy-disk only 8088. It is now aimed at 386, 486 and pentium machines, and is based on the international posix standard instead of on v7. Versions of MINIX are now also available for the Macintosh and SPARC.

Distributed Systems: An Algorithmic Approach, Second Edition provides a balanced and straightforward treatment of the underlying theory and practical applications of distributed computing. As in the previous version, the language is kept as unobscured as possible—clarity is given priority over mathematical formalism. This easily digestible text: Features significant updates that mirror the phenomenal growth of distributed systems Explores new topics related to peer-to-peer and social networks Includes fresh exercises, examples, and case studies Supplying a solid understanding of the key principles of distributed computing and their relationship to real-world applications, Distributed Systems: An Algorithmic Approach, Second Edition makes both an ideal textbook and a handy

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professional reference.

Explains fault tolerance in clear terms, with concrete examples drawn from real-world settings Highly practical focus aimed at building "mission-critical" networked applications that remain secure

As distributed computer systems become more pervasive, so does the need for understanding how their operating systems are designed and implemented.

Andrew S. Tanenbaums Distributed Operating Systems fulfills this need.

Representing a revised and greatly expanded Part II of the best-selling Modern Operating Systems, it covers the material from the original book, including communication, synchronization, processes, and file systems, and adds new material on distributed shared memory, real-time distributed systems, fault-tolerant distributed systems, and ATM networks. It also contains four detailed case studies: Amoeba, Mach, Chorus, and OSF/DCE. Tanenbaums trademark writing provides readers with a thorough, concise treatment of distributed systems.

Distributed systems employed in critical infrastructures must fulfill dependability, timeliness, and performance specifications. Since these systems most often operate in an unpredictable environment, their design and maintenance require quantitative evaluation of deterministic and probabilistic timed models. This need

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gave birth to an abundant literature devoted to formal modeling languages combined with analytical and simulative solution techniques. The aim of the book is to provide an overview of techniques and methodologies dealing with such specific issues in the context of distributed systems and covering aspects such as performance evaluation, reliability/availability, energy efficiency, scalability, and sustainability. Specifically, techniques for checking and verifying if and how a distributed system satisfies the requirements, as well as how to properly evaluate non-functional aspects, or how to optimize the overall behavior of the system, are all discussed in the book. The scope has been selected to provide a thorough coverage on issues, models, and techniques relating to validation, evaluation and optimization of distributed systems. The key objective of this book is to help to bridge the gaps between modeling theory and the practice in distributed systems through specific examples.

"Today's society can no longer function without information technology. Essential infrastructure including the transportation system, banking, the entertainment industry, the health care system, government, the military and the education system can no longer survive without modern technology. This increasing dependence on information technology creates new opportunities for the benefit of society. However, it also opens an avenue that can be exploited for illicit

purposes. The stakes are high and many attacks go undetected or unreported. In addition to losses such as data or other forms of intellectual property, financial theft or the shut down of infrastructure, computer security attacks that target critical infrastructure such as nuclear power plants has the potential to cause human casualties on a massive and unprecedented scale. This book provides a discussion on a wide variety of viewpoints on some of the main challenges facing secure systems. This book will therefore be of major interest to all researchers in academia or industry with an interest in computer security. It is also relevant to graduate and advanced level undergraduate students who may want to explore the latest developments in the area of computer and information security."

USM 2000 is the third event in a series of international IFIP/GI conferences on Trends in Distributed Systems. Following the venues in Aachen, Germany (1996) and Hamburg, Germany (1998), this event in Munich considers the trend towards a Universal Service Market – USM 2000. The trend towards a universal service market has many origins, e.g., the integration of telecom and data communications, the deregulation efforts with respect to telco markets, the globalization of information, the virtualization of companies, the requirement of a short time-to-market, the advances in network technologies, the increasing acceptance of e-commerce, and the increase in mobility. This leads to new

business-to-business (B2B) and business-to-customer (B2C) environments that offer both challenges and opportunities to enterprises and end-users. There is the need for ubiquitous services, trading, brokering and information management, for service market and business models, and for flexible infrastructures for dynamic collaboration. Researchers, service vendors, and users must cooperate to set up the appropriate requirements for a universal service market and to find solutions with respect to supporting platforms, middleware, distributed applications, and management. The basis for these solutions is a common understanding of means for defining, creating, implementing, and deploying the service market. Then, service market makers, service aggregators, service auctioneers, ISP, ASP, BPO, and customers can freely interact in a dynamic, open, and universal market place.

The field of Knowledge and Systems Engineering (KSE) has experienced rapid development and inspired many applications in the world of information technology during the last decade. The KSE conference aims at providing an open international forum for presentation, discussion and exchange of the latest advances and challenges in research of the field. These proceedings contain papers presented at the Fifth International Conference on Knowledge and Systems Engineering (KSE 2013), which was held in Hanoi, Vietnam, during

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17–19 October, 2013. Besides the main track of contributed papers, which are compiled into the first volume, the conference also featured several special sessions focusing on specific topics of interest as well as included one workshop, of which the papers form the second volume of these proceedings. The book gathers a total of 68 papers describing recent advances and development on various topics including knowledge discovery and data mining, natural language processing, expert systems, intelligent decision making, computational biology, computational modeling, optimization algorithms, and industrial applications.

Introduction : distributed systems - The model - Communication protocols - Routing algorithms - Deadlock-free packet switching - Wave and traversal algorithms - Election algorithms - Termination detection - Anonymous networks - Snapshots - Sense of direction and orientation - Synchrony in networks - Fault tolerance in distributed systems - Fault tolerance in asynchronous systems - Fault tolerance in synchronous systems - Failure detection - Stabilization.

This book reflects the scientific program of the annual workshop on Graph-theoretic Concepts in Computer Science in 1987. The purpose of this conference is to be the "missing link" between theory and application of graphs in as many branches of computer science as a conference scheduled for three days without parallel sessions can permit. So the organizers of WG '87 addressed a selected group of people with a strong interest in theory and practice. The proceedings include latest results on "classical" graph-theoretic problems (including formal

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language theory applied to graphs) and how to apply those results to practical problems, e.g. data bases, layout of graph operating systems, software engineering, chemistry, and modelling with graphs.

The new edition of this bestselling title on Distributed Systems has been thoroughly revised throughout to reflect the state of the art in this rapidly developing field. It emphasizes the principles used in the design and construction of distributed computer systems based on networks of workstations and server computers.

No further information has been provided for this title.

Designing distributed computing systems is a complex process requiring a solid understanding of the design problems and the theoretical and practical aspects of their solutions. This comprehensive textbook covers the fundamental principles and models underlying the theory, algorithms and systems aspects of distributed computing. Broad and detailed coverage of the theory is balanced with practical systems-related issues such as mutual exclusion, deadlock detection, authentication, and failure recovery. Algorithms are carefully selected, lucidly presented, and described without complex proofs. Simple explanations and illustrations are used to elucidate the algorithms. Important emerging topics such as peer-to-peer networks and network security are also considered. With vital algorithms, numerous illustrations, examples and homework problems, this textbook is suitable for advanced undergraduate and graduate students of electrical and computer engineering and computer science. Practitioners in data networking and sensor networks will also find this a valuable resource. Additional resources are available online at [www.cambridge.org/9780521876346](http://www.cambridge.org/9780521876346).

Companies and institutions depend more than ever on the availability of their Information

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Technology, and most mission critical business processes are IT-based. Business Continuity is the ability to do business under any circumstances and is an essential requirement faced by modern companies. Both concepts - High Availability and Disaster Recovery - are realized by redundant systems. This book presents requirements, concepts, and realizations of redundant systems on all abstraction levels, and all given examples refer to UNIX and Linux Systems. How to solve security issues and problems arising in distributed systems. Security is one of the leading concerns in developing dependable distributed systems of today, since the integration of different components in a distributed manner creates new security problems and issues. Service oriented architectures, the Web, grid computing and virtualization – form the backbone of today's distributed systems. A lens to security issues in distributed systems is best provided via deeper exploration of security concerns and solutions in these technologies. Distributed Systems Security provides a holistic insight into current security issues, processes, and solutions, and maps out future directions in the context of today's distributed systems. This insight is elucidated by modeling of modern day distributed systems using a four-tier logical model –host layer, infrastructure layer, application layer, and service layer (bottom to top). The authors provide an in-depth coverage of security threats and issues across these tiers. Additionally the authors describe the approaches required for efficient security engineering, alongside exploring how existing solutions can be leveraged or enhanced to proactively meet the dynamic needs of security for the next-generation distributed systems. The practical issues thereof are reinforced via practical case studies. Distributed Systems Security: Presents an overview of distributed systems security issues, including threats, trends, standards and solutions. Discusses threats and vulnerabilities in different layers namely the host,

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infrastructure, application, and service layer to provide a holistic and practical, contemporary view of enterprise architectures. Provides practical insights into developing current-day distributed systems security using realistic case studies. This book will be of invaluable interest to software engineers, developers, network professionals and technical/enterprise architects working in the field of distributed systems security. Managers and CIOs, researchers and advanced students will also find this book insightful.

This book presents 15 tutorial lectures by leading researchers given at the 11th edition of the International School on Formal Methods for the Design of Computer, Communication and Software Systems, SFM 2011, held in Bertinoro, Italy, in June 2011. SFM 2011 was devoted to formal methods for eternal networked software systems and covered several topics including formal foundations for the inter-operability of software systems, application-layer and middleware-layer dynamic connector synthesis, interaction behavior monitoring and learning, and quality assurance of connected systems. The school was held in collaboration with the researchers of the EU-funded projects CONNECT and ETERNALS. The papers are organized into six parts: (i) architecture and interoperability, (ii) formal foundations for connectors, (iii) connector synthesis, (iv) learning and monitoring, (v) dependability assurance, and (vi) trustworthy eternal systems via evolving software.

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