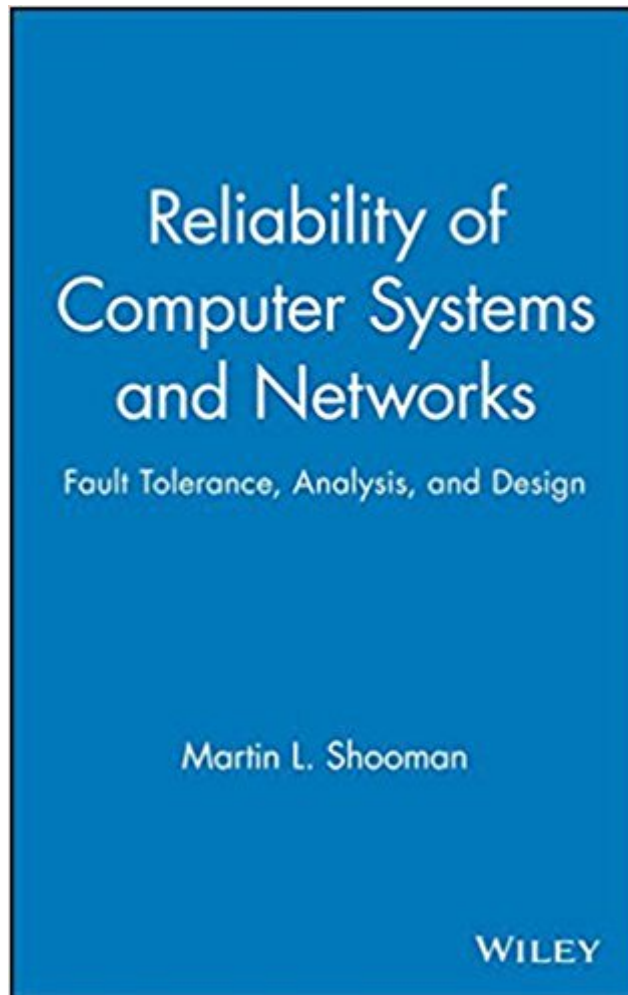


The book was found

Reliability Of Computer Systems And Networks: Fault Tolerance, Analysis, And Design



Synopsis

With computers becoming embedded as controllers in everything from network servers to the routing of subway schedules to NASA missions, there is a critical need to ensure that systems continue to function even when a component fails. In this book, bestselling author Martin Shooman draws on his expertise in reliability engineering and software engineering to provide a complete and authoritative look at fault tolerant computing. He clearly explains all fundamentals, including how to use redundant elements in system design to ensure the reliability of computer systems and networks. Market: Systems and Networking Engineers, Computer Programmers, IT Professionals.

Book Information

Hardcover: 560 pages

Publisher: Wiley-Interscience; 1st edition (December 15, 2001)

Language: English

ISBN-10: 0471293423

ISBN-13: 978-0471293422

Product Dimensions: 6.3 x 1.2 x 9.4 inches

Shipping Weight: 1.8 pounds (View shipping rates and policies)

Average Customer Review: 3.0 out of 5 starsÂ Â See all reviewsÂ (1 customer review)

Best Sellers Rank: #1,074,634 in Books (See Top 100 in Books) #37 inÂ Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Performance Optimization #305 inÂ Books > Engineering & Transportation > Engineering > Industrial, Manufacturing & Operational Systems > Quality Control #528 inÂ Books > Computers & Technology > Computer Science > Systems Analysis & Design

Customer Reviews

I was hoping to get more strategy for mitigating risk of system failure than was actually addressed. Overall, still useful, but is more targeted at networks than systems with embedded computers.

[Download to continue reading...](#)

Reliability of Computer Systems and Networks: Fault Tolerance, Analysis, and Design Software Fault Tolerance Techniques and Implementation (Artech House Computing Library) Wiring Home Networks: How to Plan, Design, and Install Home Computer, Video, Telephone, and Audio Systems Location Determination within Wireless Networks: Dynamic indoor/outdoor Localization Systems: Algorithm Design, Performance Analysis and Comparison Study Computer Networks, Fifth Edition:

A Systems Approach (The Morgan Kaufmann Series in Networking) Software Reliability Methods (Texts in Computer Science) Show Networks and Control Systems: Formerly "Control Systems for Live Entertainment" Designing High Availability Systems: DFSS and Classical Reliability Techniques with Practical Real Life Examples Site Reliability Engineering: How Google Runs Production Systems The Art of Computer Systems Performance Analysis: Techniques for Experimental Design, Measurement, Simulation, and Modeling High Definition: Zero Tolerance in Design and Production Dependable Computing for Critical Applications 5 (Dependable Computing and Fault-Tolerant Systems) Designing for Scalability with Erlang/OTP: Implement Robust, Fault-Tolerant Systems Deep Learning: Natural Language Processing in Python with Recursive Neural Networks: Recursive Neural (Tensor) Networks in Theano (Deep Learning and Natural Language Processing Book 3) Computer Organization and Design, Fifth Edition: The Hardware/Software Interface (The Morgan Kaufmann Series in Computer Architecture and Design) Computer Organization and Design: The Hardware/Software Interface (The Morgan Kaufmann Series in Computer Architecture and Design) Axiomatic Quality: Integrating Axiomatic Design with Six-Sigma, Reliability, and Quality Engineering Python: Python Programming For Beginners - The Comprehensive Guide To Python Programming: Computer Programming, Computer Language, Computer Science Python: Python Programming For Beginners - The Comprehensive Guide To Python Programming: Computer Programming, Computer Language, Computer Science (Machine Language) A-Life for Music: Music and Computer Models of Living Systems (Computer Music and Digital Audio Series)

[Dmca](#)