who could be interested in this?

anybody who ...

... wants to work with real-world scale computer systems

... would like to learn how to analyse and design operational and robust systems

... would like to understand more about the existing trade-off between theory, the real-world, traditions, and pragmatism in computer science

... would like to understand why concurrent systems are an essential basis for most contemporary devices and systems

who are these people? – introductions

This course will be given by

Uwe R Zimmer & Alistair Rendell

Your individual tutors are

Abigail Thomas, Alex Smith, Ian Mallett,
Michael Bennett, Robin More, Yaya Lu, Zara Kay

Text book for the course

Principles of Concurrent and Distributed Programming

M. Ben-Ari


Many algorithms and concepts for the course are in there – but not all!

References for specific aspects of the course are provided during the course and are found on our web-site.
4.1. Correctness under non-determinism in concurrent systems

1. Concurrency [3]
5. Scheduling [2]

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