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

Text book for the course

[Ben-Ari06]

M. Ben-Ari

Principles of Concurrent and Distributed Programming


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.

who are these people? — introductions

Uwe R. Zimmer & Charles Martin

Abigail (Abi) Thomas, Brent Schuetze, Calem Snowden, Chimmy Liang, David (Dave) Quarl, Johannes (Johnny) Schmelz, Joshua (Josh) Gilbert, Michael Bennett, Peter Buley, Richard McGinley, Timothy (Tim) Lee, Tommy Liu, William (Will) Cashman, Yaya Lu

Lectures:

2 x 1.5 hours per week — all the nice stuff

Laboratories:

2 hours per week — all the rough and action stuff

time slots: on our web-site-enrolment:

https://cs.anu.edu.au/streams/

(open since last Friday, more slots today)

Resources:

Introductory lectures and materials will be provided in class and on the course web-site.

Assessment (for discussion):

Exam at the end of the course (50%)

Plus one hurdle lab in week 4 (5%) plus two assignments (15% + 15%)

Also: Tutorials, quizzes, etc.

Resources:

Introductory lectures and collected on the course page

https://cs.anu.edu.au/courses/comps310/ ... as well as schedules, slides, resources, links to tutorials, etc.

enrolment: https://cs.anu.edu.au/streams/ (open since last Friday, more slots today)

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