Here’s the inside story on the new AS/400e series! IBM has extended the AS/400 into the world of electronic business (e-business) with a totally new generation of AS/400e systems and servers. The functions and capabilities of these new offerings uniquely position the AS/400e series for the next millennium. The first edition of Inside the AS/400 set a new standard for AS/400 books with a behind-the-scenes look at the AS/400’s design, architecture, and history - and at some of the people behind the scenes who created this remarkable system for you. This second edition continues the tradition with an insider’s look at the newest AS/400e series. Whether you are an executive looking for a high-level overview or a "bit-twiddling techie" who wants all the details, Dr. Frank G. Soltis, IBM’s AS/400 chief architect, demystifies this system, shedding light on how it came to be, how it can do the things it does, and what its future may hold. Included are detailed looks at the AS/400’s advanced application architecture, technology-independent machine interface, RISC hardware implementations, objects and object management, integrated database, security and authorization, single-level store - process management, I/O system, e-business computing capabilities, and future in the 21st century. Simply, Inside the AS/400, Second Edition, is written for those who want to learn more about all of the AS/400 systems from someone who knows. Is it magic, or just good design? After reading this book perhaps you will agree that it’s a little of both. As the original architect of the IBM System/38, Dr. Soltis created a revolutionary new computer architecture based on his Ph.D. dissertation research. The single-level addressability of that architecture, along with the technology-independent machine interface he proposed, led to a totally new breed of computers. Today’s AS/400 family of computers uses his architecture. Besides his system architecture work, Dr. Soltis has several technical and management positions at the IBM Development Laboratory in Rochester, Minnesota, involving compute ware and software development, strategic planning, and advanced technology programs. He is a frequent speaker at computer conferences throughout the world and is an award-winning author with several publications to his credit. He also holds more than 25 patents and published invention disclosures related to computer systems. During the past few years, he has participated in the definition of the PowerPC architecture and led the effort in Rochester to move the AS/400 to the 64-bit PowerPC RISC processors. He continues to define the direction for the AS/400 architecture in the future. In addition to his IBM responsibilities, Dr. Soltis is an Adjunct Professor in the Department of Electrical and Computer Engineering at the University of Minnesota, where he teaches classes on advanced computer architectures.

Book Information
As a former IBM developer for Enterprise Systems, I can detect/identify with some of the historical happenings. Be nice if there were more anecdotes. In a way, I'm sorry GSD wasn't spun off during the anti-trust era with a pile of cash and allowed to fulfill the dream. The author does point out one of the virtues of Rochester Development -- very few ideas and people can be traced back to the early days at MIT of Eniac and Multics. This branch of computer history and the AS/400 unique architecture need preservation! System/38 - AS/400 architecture is important because it gets incredible interactive performance out of low power hardware, and should be part of any architect or designer's education. The secret is that everyone shares everything -- addresses, data, programs -- in a huge space that persists forever. Players are vetted at two levels before being let onto the playground, and only one hardware check (against pointer corruption) is needed to guarantee security. Because it's all one space, there is never a context switch that will purge hardware caches or replace hardware tables. Switching between users is trivial and without the performance penalty paid in any Virtual Machine or multiple address space system. Because it's persistent, there is no garbage collection (though cleanup done at each boot can make restarting take a while). The programming cost for all this is double compilation using (some IBM controlled) tools designed for application programming, relational data base, transaction processing, client/server, and object orientated. Anything wanting intimacy with the hardware (think Diablo or WoW) is not a good program to get running on an AS/400!

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