

Synchronization Algorithms And Concurrent Programming

Concurrent Programming on Windows
Concurrency in .NET
Parallel and Concurrent Programming in Haskell
Learning Concurrent Programming in Scala
Parallel and Concurrent Programming in Haskell
Introduction to Concurrency in Programming Languages
Concurrent And/or Programs
Concurrent Patterns and Best Practices
Functional and Concurrent Programming
Concurrent Programming
The Origin of Concurrent Programming
Concurrent Programming
Parallel and High Performance Programming with Python: Unlock Parallel and Concurrent Programming in Python using Multithreading, CUDA, Pytorch, and Dask
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Matthew J. Sottile
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Gregory R. Andrews
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when you begin using multi threading throughout an application the importance of clean architecture and design is critical this places an emphasis on understanding not only the platform's capabilities but also emerging best practices joe does a great job interspersing best practices alongside theory throughout his book from the foreword by craig mundie chief research and strategy officer microsoft corporation author joe duffy has risen to the challenge of explaining how to write software that takes full advantage of concurrency and hardware parallelism in concurrent programming on windows he explains how to design implement and maintain large scale concurrent programs primarily using c and c for windows duffy aims to give application system and library developers the tools and techniques needed to write efficient safe code for multicore processors this is important not only for the kinds of problems where concurrency is inherent and easily exploitable such as server applications compute intensive image manipulation financial analysis simulations and ai algorithms but also for problems that can be speeded up using parallelism but require more effort such as math libraries sort routines report generation xml manipulation and stream processing algorithms

concurrent programming on windows has four major sections the first introduces concurrency at a high level followed by a section that focuses on the fundamental platform features inner workings and api details next there is a section that describes common patterns best practices algorithms and data structures that emerge while writing concurrent software the final section covers many of the common system wide architectural and process concerns of concurrent programming this is the only book you'll need in order to learn the best practices and common patterns for programming with concurrency on windows and net

summary concurrency in net teaches you how to build concurrent and scalable programs in net using the functional paradigm this intermediate level guide is aimed at developers architects and passionate computer programmers who are interested in writing code with improved speed and effectiveness by adopting a declarative and pain free programming style purchase of the print book includes a free ebook in pdf kindle and epub formats from manning publications about the technology unlock the incredible performance built into your multi processor machines concurrent applications run faster because they spread work across processor cores performing several tasks at the same time modern tools and techniques on the net platform including parallel linq functional programming asynchronous programming and the task parallel library offer powerful alternatives to traditional thread based concurrency about the book concurrency in net teaches you to write code that delivers the speed you need for performance sensitive applications featuring examples in both c and f this book guides you through concurrent and parallel designs that emphasize functional programming in theory and practice you'll start with the foundations of concurrency and master essential techniques and design practices to optimize code running on modern multiprocessor systems what's inside the most important concurrency abstractions employing the agent programming model implementing real time event stream processing executing unbounded asynchronous operations best concurrent practices and patterns that apply to all platforms about the reader for readers skilled with c or f about the book riccardo terrell is a seasoned software engineer and microsoft mvp who is passionate about functional programming he has over 20 years experience delivering cost effective technology solutions in a competitive business environment table of contents part 1 benefits of functional programming applicable to concurrent programs functional concurrency foundations functional programming techniques for concurrency functional data structures and immutability part 2 how to approach the different parts of a concurrent program the basics of processing big data data parallelism part 1 plinq and mapreduce data parallelism part 2 real time event streams functional reactive programming task based functional parallelism task asynchronicity for the win asynchronous functional programming in f functional combinators for fluent concurrent programming applying reactive programming everywhere with agents parallel workflow and agent programming with tpl dataflow part 3 modern patterns of concurrent programming applied recipes and design patterns for successful concurrent programming building a scalable mobile app with concurrent functional programming

if you have a working knowledge of haskell this hands on book shows you how to use the language's many apis and frameworks for writing both parallel and concurrent programs you'll learn how parallelism exploits multicore processors to speed up computation heavy programs and how concurrency enables you to write programs with threads for multiple interactions author simon marlow walks you through the process with lots of code examples that you can run experiment with and extend divided into separate sections on parallel and concurrent haskell this book also includes exercises to help you become familiar with the concepts presented express parallelism in haskell with the eval monad and evaluation

strategies parallelize ordinary haskell code with the par monad build parallel array based computations using the repa library use the accelerate library to run computations directly on the gpu work with basic interfaces for writing concurrent code build trees of threads for larger and more complex programs learn how to build high speed concurrent network servers write distributed programs that run on multiple machines in a network

this book is a must have tutorial for software developers aiming to write concurrent programs in scala or broaden their existing knowledge of concurrency this book is intended for scala programmers that have no prior knowledge about concurrent programming as well as those seeking to broaden their existing knowledge about concurrency basic knowledge of the scala programming language will be helpful readers with a solid knowledge in another programming language such as java should find this book easily accessible

if you have a working knowledge of haskell this hands on book shows you how to use the language u2019 s many apis and frameworks for writing both parallel and concurrent programs you u2019 ll learn how parallelism exploits multicore processors to speed up computation heavy programs and how concurrency enables you to write programs with threads for multiple interactions author simon marlow walks you through the process with lots of code examples that you can run experiment with and extend divided into separate sections on parallel and concurrent haskell this book also includes exercises to help you become familiar with the concepts presented express parallelism in haskell with the eval monad and evaluation strategies parallelize ordinary haskell code with the par monad build parallel array based computations using the repa library use the accelerate library to run computations directly on the gpu work with basic interfaces for writing concurrent code build trees of threads for larger and more complex programs learn how to build high speed concurrent network servers write distributed programs that run on multiple machines in a network

illustrating the effect of concurrency on programs written in familiar languages this text focuses on novel language abstractions that truly bring concurrency into the language and aid analysis and compilation tools in generating efficient correct programs it also explains the complexity involved in taking advantage of concurrency with regard to program correctness and performance the book describes the historical development of current programming languages and the common threads that exist among them it also contains several chapters on design patterns for parallel programming and includes quick reference guides to openmp erlang and cilk ancillary materials are available on the book s website

a definitive guide to mastering and implementing concurrency patterns in your applications key features build scalable apps with patterns in multithreading synchronization and functional programming explore the parallel programming and multithreading techniques to make the code run faster efficiently use the techniques outlined to build reliable applications book description selecting the correct concurrency architecture has a significant impact on the design and performance of your applications this book explains how to leverage the different characteristics of parallel architecture to make your code faster and more efficient to start with you ll understand the basic concurrency concepts and explore patterns around explicit locking lock free programming futures actors then you ll get insights into different concurrency models and parallel algorithms and put them to practice in different scenarios to realize your application s true potential we ll take you through multithreading design patterns such as master slave leader follower map reduce and monitor also helping you to learn hands on coding using these patterns once you ve grasped all of this you ll move on to solving

problems using synchronizer patterns you'll discover the rationale for these patterns in distributed parallel applications followed by studying how future composition immutability and the monadic flow help create more robust code toward the end of the book you'll learn about the actor paradigm and actor patterns the message passing concurrency paradigm what you will learn explore parallel architecture get acquainted with concurrency models internalize design themes by implementing multithreading patterns get insights into concurrent design patterns discover design principles behind many java threading abstractions work with functional concurrency patterns who this book is for this is a must have guide for developers who want to learn patterns to build scalable and high performing apps it's assumed that you already have a decent level of programming knowledge

leverage modern language constructs to write high quality code faster the functional and concurrent programming language features supported by modern languages can be challenging even for experienced developers these features may appear intimidating to oop programmers because of a misunderstanding of how they work programmers first need to become familiar with the abstract concepts that underlie these powerful features in functional and concurrent programming michel charpentier introduces a core set of programming language constructs that will help you be productive in a variety of programming languages now and in the future charpentier illustrates key concepts with numerous small focused code examples written in scala and with case studies that provide a thorough grounding in functional and concurrent programming skills these skills will carry from language to language including the most recent incarnations of java using these features will enable developers and programmers to write high quality code that is easier to understand debug optimize and evolve key topics covered include recursion and tail recursion pattern matching and algebraic datatypes persistent structures and immutability higher order functions and lambda expressions lazy evaluation and streams threads and thread pools atomicity and locking synchronization and thread safe objects lock free non blocking patterns futures promises and functional concurrent programming as a bonus the book includes a discussion of common typing strategies used in modern programming languages including type inference subtyping polymorphism type classes type bounds and type variance most of the code examples are in scala which includes many of the standard features of functional and concurrent programming however no prior knowledge of scala is assumed you should be familiar with concepts such as classes methods objects types variables loops and conditionals and have enough programming experience to not be distracted by simple matters of syntax

mathematics of computing parallelism

an essential reader containing 19 important papers on the invention and early development of concurrent programming and its relevance to computer science and computer engineering all of them are written by the pioneers in concurrent programming including brinch hansen himself and have introductions added that summarize the papers and put them in perspective the editor provides an overview chapter and neatly places all developments in perspective with chapter introductions and expository apparatus essential resource for graduates professionals and researchers in cs with an interest in concurrent programming principles a familiarity with operating system principles is assumed

this book is an accessible introduction to the theory and practice of concurrent programming and addresses problems of the sort where several simultaneous activities compete for limited resources exposition is supported by realistic examples techniques developed include locks

semaphores monitors and rendez vous three languages especially adapted to concurrent programming portal modula 2 ada are used throughout and their relative advantages and disadvantages discussed contains a program for a substantial problem the control of a digital clock and chronometer is developed in full detail in each of the three languages includes numerous examples

unleash the capabilities of python and its libraries for solving high performance computational problems key features explores parallel programming concepts and techniques for high performance computing covers parallel algorithms multiprocessing distributed computing and gpu programming provides practical use of popular python libraries tools like numpy pandas dask and tensorflow book description this book will teach you everything about the powerful techniques and applications of parallel computing from the basics of parallel programming to the cutting edge innovations shaping the future of computing the book starts with an introduction to parallel programming and the different types of parallelism including parallel programming with threads and processes the book then delves into asynchronous programming distributed python and gpu programming with python providing you with the tools you need to optimize your programs for distributed and high performance computing the book also covers a wide range of applications for parallel computing including data science artificial intelligence and other complex scientific simulations you will learn about the challenges and opportunities presented by parallel computing for these applications and how to overcome them by the end of the book you will have insights into the future of parallel computing the latest research and developments in the field and explore the exciting possibilities that lie ahead what you will learn build faster smarter and more efficient applications for data analysis machine learning and scientific computing implement parallel algorithms in python best practices for designing implementing and scaling parallel programs in python who is this book for this book is aimed at software developers who wish to take their careers to the next level by improving their skills and learning about concurrent and parallel programming it is also intended for python developers who aspire to write fast and efficient programs and for students who wish to learn the fundamentals of parallel computing and its practical uses table of contents 1 introduction to parallel programming 2 building multithreaded programs 3 working with multiprocessing and mpi4py library 4 asynchronous programming with asyncio 5 realizing parallelism with distributed systems 6 maximizing performance with gpu programming using cuda 7 embracing the parallel computing revolution 8 scaling your data science applications with dask 9 exploring the potential of ai with parallel computing 10 hands on applications of parallel computing

learn the basics of parallel programming in java to write more efficient performant code

software programming languages

concurrent constraint programming introduces a new and rich class of programming languages based on the notion of computing with partial information or constraints that synthesize and extend work on concurrent logic programming and that offer a promising approach for treating thorny issues in the semantics of concurrent nondeterministic programming languages saraswat develops an elegant and semantically tractable framework for computing with constraints emphasizing their importance for communication and control in concurrent programming languages he describes the basic paradigm illustrates its structure discusses various augmentations gives a simple implementation of a concrete language and specifies its connections with other formalisms in this framework concurrently executing

agents communicate by placing and checking constraints on shared variables in a common store the major form of concurrency control in the system is through the operations of atomic tell an agent may instantaneously place constraints only if they are consistent with constraints that have already been placed and blocking ask an agent must block when it checks a constraint that is not yet known to hold other operations at a finer granularity of atomicity are also presented saraswat introduces and develops the concurrent constraint family of programming languages based on these ideas shows how various constraint systems can naturally realize data structures common in computer science and presents a formal operational semantics for many languages in the concurrent constraint family in addition he provides a concrete realization of the paradigm on a sequential machine by presenting a compiler for the concurrent constraint language herbrand and demonstrates a number of constraint based concurrent programming techniques that lead to novel presentations of algorithms for many concurrent programming problems

this book deals with a major theme of the japanese fifth generation project which emphasizes logic programming parallelism and distributed systems it presents a collection of tutorials and research papers on a new programming and design methodology in which the system to be constructed is modeled as a collection of abstract entities called objects and concurrent messages passing among objects this methodology is particularly powerful in exploiting as well as harnessing the parallelism that is naturally found in problem domains the book includes several proposals for programming languages that support this methodology as well as the applications of object oriented concurrent programming to such diverse areas as artificial intelligence software engineering music synthesis office information systems and system programming it is the first compilation of research results in this rapidly emerging area contents concurrent programming using actors concurrent object oriented programming in act 1 modelling and programming in a concurrent object oriented language abcl 1 concurrent programming in concurrentsmalltalk orient84k an object oriented concurrent programming language for knowledge representation pool t a parallel object oriented programming language concurrent strategy execution in omega the formes system a musical application of object oriented concurrent programming distributed problem solving in abcl 1 the contributors are gul agha mit pierre america phillips research laboratory eindhoven giuseppe attardi delphi spa jean pierre briot ircam paris pierre cointe ircam paris carl hewitt mit yutaka ishikawa keio university henry lieberman mit etsuya shibayama tokyo institute of technology mario tokoro keio university yasuhiko yokote keio university and akinori yonezawa tokyo institute of technology object oriented concurrent programmingis included in the mit press series in artificial intelligence edited by patrick henry winston and michael brady

take a deeper dive into the key mechanisms for writing concurrent and parallel programs discover how to parallelize a sequential program

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