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Concurrency in Action **JAVA CONCURRENCY IN PRACTICE.**
[Transactional Information Systems](#) [The Theory and Practice of](#)
[Concurrency](#) **Mastering Concurrency Programming with Java**
8 Beyond Java *Java Threads and the Concurrency Utilities*
Concurrency in Go [Java 9 Concurrency Cookbook](#) **Effective**
Java Effective Enterprise Java *Understanding Concurrent*
Systems *Concurrency in C# Cookbook* [Mastering Functional](#)
[Programming](#) **Inside the Java Virtual Machine** **Functional**
Concurrency in . Net *Concurrent Patterns and Best Practices*
Models for Concurrency [Mastering Concurrency Programming](#)
[with Java 9](#) *Go in Practice* [The Art of Concurrency](#) **Concurrent**
Programming on Windows *Mastering Concurrency in Python*
Coordination Models and Languages **Java 7 Concurrency**
Cookbook [Concurrency](#) [The Art of Writing Efficient](#)
Programs [The Art of Multiprocessor Programming, Revised](#)
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Programs Nov 28 2019

The Art of Writing Efficient
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with performance improvement techniques such as concurrency, lock-free programming, atomic operations, parallelism, and memory management

Key Features Learn proven techniques from a heavyweight and recognized expert in C++ and high-performance computing

Understand the limitations of modern CPUs and their performance impact Find out how you can avoid writing inefficient code and get the best optimizations from the compiler

Learn the tradeoffs and costs of writing high-performance programs

Book Description The great free lunch of "performance taking care of itself" is over. Until recently, programs got faster by themselves as CPUs were upgraded, but that doesn't happen anymore. The clock frequency of new processors has almost peaked, and while new architectures provide small improvements to existing programs, this only helps slightly. To write efficient software, you now have to

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know how to program by making good use of the available computing resources, and this book will teach you how to do that. The Art of Efficient Programming covers all the major aspects of writing efficient programs, such as using CPU resources and memory efficiently, avoiding unnecessary computations, measuring performance, and how to put concurrency and multithreading to good use. You'll also learn about compiler optimizations and how to use the programming language (C++) more efficiently. Finally, you'll understand how design decisions impact performance. By the end of this book, you'll not only have enough knowledge of processors and compilers to write efficient programs, but you'll also be able to understand which techniques to use and what to measure while improving performance. At its core, this book is about learning how to learn. What you will learn

Discover how to use the hardware computing resources in your programs

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effectively Understand the relationship between memory order and memory barriers Familiarize yourself with the performance implications of different data structures and organizations Assess the performance impact of concurrent memory accessed and how to minimize it Discover when to use and when not to use lock-free programming techniques Explore different ways to improve the effectiveness of compiler optimizations Design APIs for concurrent data structures and high-performance data structures to avoid inefficiencies Who this book is for This book is for experienced developers and programmers who work on performance-critical projects and want to learn new techniques to improve the performance of their code. Programmers in algorithmic trading, gaming, bioinformatics, computational genomics, or computational fluid dynamics communities will get the most out of the examples in this book, but the

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techniques are fairly universal. Although this book uses the C++ language, the concepts demonstrated in the book can be easily transferred or applied to other compiled languages such as C, Java, Rust, Go, and more.

Concurrency Dec 30 2019 This book is a celebration of Leslie Lamport's work on concurrency, interwoven in four-and-a-half decades of an evolving industry: from the introduction of the first personal computer to an era when parallel and distributed multiprocessors are abundant. His works lay formal foundations for concurrent computations executed by interconnected computers. Some of the algorithms have become standard engineering practice for fault tolerant distributed computing - distributed systems that continue to function correctly despite failures of individual components. He also developed a substantial body of work on the formal specification and verification of concurrent systems, and has contributed

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to the development of automated tools applying these methods. Part I consists of technical chapters of the book and a biography. The technical chapters of this book present a retrospective on Lamport's original ideas from experts in the field. Through this lens, it portrays their long-lasting impact. The chapters cover timeless notions Lamport introduced: the Bakery algorithm, atomic shared registers and sequential consistency; causality and logical time; Byzantine Agreement; state machine replication and Paxos; temporal logic of actions (TLA). The professional biography tells of Lamport's career, providing the context in which his work arose and broke new grounds, and discusses LaTeX - perhaps Lamport's most influential contribution outside the field of concurrency. This chapter gives a voice to the people behind the achievements, notably Lamport himself, and additionally the colleagues around him, who inspired, collaborated, and helped him

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drive worldwide impact. Part II consists of a selection of Leslie Lamport's most influential papers. This book touches on a lifetime of contributions by Leslie Lamport to the field of concurrency and on the extensive influence he had on people working in the field. It will be of value to historians of science, and to researchers and students who work in the area of concurrency and who are interested to read about the work of one of the most influential researchers in this field.

Java Concurrency in

Practice Nov 01 2022 Provides information on building concurrent applications using Java.

Understanding Concurrent Systems Mar 13 2021 CSP notation has been used extensively for teaching and applying concurrency theory, ever since the publication of the text *Communicating Sequential Processes* by C.A.R. Hoare in 1985. Both a programming language and a specification language, the theory of CSP helps users to

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understand concurrent systems, and to decide whether a program meets its specification. As a member of the family of process algebras, the concepts of communication and interaction are presented in an algebraic style. An invaluable reference on the state of the art in CSP, *Understanding Concurrent Systems* also serves as a comprehensive introduction to the field, in addition to providing material for a number of more advanced courses. A first point of reference for anyone wanting to use CSP or learn about its theory, the book also introduces other views of concurrency, using CSP to model and explain these. The text is fully integrated with CSP-based tools such as FDR, and describes how to create new tools based on FDR. Most of the book relies on no theoretical background other than a basic knowledge of sets and sequences. Sophisticated mathematical arguments are avoided whenever possible.

Topics and features: presents a
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comprehensive introduction to CSP; discusses the latest advances in CSP, covering topics of operational semantics, denotational models, finite observation models and infinite-behaviour models, and algebraic semantics; explores the practical application of CSP, including timed modelling, discrete modelling, parameterised verifications and the state explosion problem, and advanced topics in the use of FDR; examines the ability of CSP to describe and enable reasoning about parallel systems modelled in other paradigms; covers a broad variety of concurrent systems, including combinatorial, timed, priority-based, mobile, shared variable, statecharts, buffered and asynchronous systems; contains exercises and case studies to support the text; supplies further tools and information at the associated website:

<http://www.comlab.ox.ac.uk/ucs/>. From undergraduate students of computer science in need of an introduction to the area, to researchers and

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practitioners desiring a more in-depth understanding of theory and practice of concurrent systems, this broad-ranging text/reference is essential reading for anyone interested in Hoare's CSP.

Java 9 Concurrency Cookbook

Jun 15 2021 Master the art of fast, effective Java development with the power of concurrent and parallel programming About This Book Get detailed coverage of important recipes on multi-threading and parallel programming This book takes a close look at the Java 9 APIs and their impact on concurrency See practical examples on thread safety, high-performance classes, safe sharing, and a whole lot more Who This Book Is For The book is for Java developers and programmers at an intermediate to advanced level. It will be especially useful for developers who want to take advantage of task-based recipes using Java 9's concurrent API to program thread-safe solutions. What You Will Learn Find out to manage

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the basic components of the Java Concurrency API Use synchronization mechanisms to avoid data race conditions and other problems of concurrent applications Separate the thread management from the rest of the application with the Executor framework Solve problems using a parallelized version of the divide and conquer paradigm with the Fork / Join framework Process massive data sets in an optimized way using streams and reactive streams See which data structures we can use in concurrent applications and how to use them Practice efficient techniques to test concurrent applications Get to know tips and tricks to design concurrent applications In Detail Writing concurrent and parallel programming applications is an integral skill for any Java programmer. Java 9 comes with a host of fantastic features, including significant performance improvements and new APIs. This book will take you through all the new APIs, showing you how to build parallel and multi-threaded

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applications. The book covers all the elements of the Java Concurrency API, with essential recipes that will help you take advantage of the exciting new capabilities. You will learn how to use parallel and reactive streams to process massive data sets. Next, you will move on to create streams and use all their intermediate and terminal operations to process big collections of data in a parallel and functional way. Further, you'll discover a whole range of recipes for almost everything, such as thread management, synchronization, executors, parallel and reactive streams, and many more. At the end of the book, you will learn how to obtain information about the status of some of the most useful components of the Java Concurrency API and how to test concurrent applications using different tools. Style and approach This recipe-based book will allow you to explore the exciting capabilities of concurrency in Java. After reading this book, you will be able to comfortably build

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parallel applications in Java 9. *Go in Practice* Jul 05 2020 Summary Go in Practice guides you through 70 real-world techniques in key areas like package management, microservice communication, and more. Following a cookbook-style Problem/Solution/Discussion format, this practical handbook builds on the foundational concepts of the Go language and introduces specific strategies you can use in your day-to-day applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Go may be the perfect systems language. Built with simplicity, concurrency, and modern applications in mind, Go provides the core tool set for rapidly building web, cloud, and systems applications. If you know a language like Java or C#, it's easy to get started with Go; the trick is finding the practical dirt-under-the-fingernails techniques that you need to build production-ready code.

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About the Book Go in Practice guides you through dozens of real-world techniques in key areas. Following a cookbook-style Problem/Solution/Discussion format, this practical handbook builds on the foundational concepts of the Go language and introduces specific strategies you can use in your day-to-day applications. You'll learn techniques for building web services, using Go in the cloud, testing and debugging, routing, network applications, and much more. After finishing this book, you will be ready to build sophisticated cloud-native Go applications. What's Inside Dozens of specific, practical Golang techniques Using Go for devops and cloudops Writing RESTful web services and microservices Practical web dev techniques About the Reader Written for experienced developers who have already started exploring Go and want to use it effectively in a production setting. About the Authors Matt Farina is a software architect at Deis. Matt Butcher is a Principal

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Engineer in the Advanced Technology Group at Hewlett Packard Enterprise. They are both authors, speakers, and regular open source contributors. Table of Contents PART 1 - BACKGROUND AND FUNDAMENTALS Getting into Go A solid foundation Concurrency in Go PART 2 - WELL-ROUNDED APPLICATIONS Handling errors and panic Debugging and testing PART 3 - AN INTERFACE FOR YOUR APPLICATIONS HTML and email template patterns Serving and receiving assets and forms Working with web services PART 4 - TAKING YOUR APPLICATIONS TO THE CLOUD Using the cloud Communication between cloud services Reflection and code generation

Java Threads Mar 25 2022 Explains how to use Java's portable platforms to program and use threads effectively and efficiently while avoiding common mistakes

**Functional Concurrency in .
Net** Nov 08 2020 Functional languages help developers

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support concurrency by encouraging immutable data structures that can be passed between threads without having to worry about a shared state, all while avoiding side effects. Concurrency in .NET teaches readers 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.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Beyond Java Sep 18 2021

Bruce Tate, author of the Jolt Award-winning *Better, Faster, Lighter Java* has an intriguing notion about the future of Java, and it's causing some agitation among Java developers. Bruce believes Java is abandoning its base, and conditions are ripe for an alternative to emerge. In *Beyond Java*, Bruce chronicles the rise of the most successful language of all time, and then lays out, in painstaking detail, the compromises the founders

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had to make to establish success. Then, he describes the characteristics of likely successors to Java. He builds to a rapid and heady climax, presenting alternative languages and frameworks with productivity and innovation unmatched in Java. He closes with an evaluation of the most popular and important programming languages, and their future role in a world beyond Java. If you agree with the book's premise--that Java's reign is coming to an end--then this book will help you start to build your skills accordingly. You can download some of the frameworks discussed and learn a few new languages. This book will teach you what a new language needs to succeed, so when things do change, you'll be more prepared. And even if you think Java is here to stay, you can use the best techniques from frameworks introduced in this book to improve what you're doing in Java today.

Transactional Information

Systems Dec 22 2021 This book
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describes the theory, algorithms, and practical implementation techniques behind transaction processing in information technology systems.

Java 7 Concurrency

Cookbook Jan 29 2020 "Java 7 Concurrency Cookbook" is a practical Cookbook packed with real-world solutions. Intermediate-advanced level Java developers will learn from task-based recipes to use Java's concurrent API to program thread safe solutions, If you are a Java developer who wants to take your knowledge of concurrent programming and multithreading further, as well as discover the new concurrency features of Java 7, then "Java 7 Concurrency Cookbook" is for you. You should already be comfortable with general Java development practices and a basic grasp of threads would be an advantage.

Java Generics and

Collections Sep 26 2019 This book, written by one of the designers of generics, is a thorough explanation of how to
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use generics, and particularly, the effect this facility has on the way developers use collections.

The Art of Concurrency Jun 03 2020 If you're looking to take full advantage of multi-core processors with concurrent programming, this practical book provides the knowledge and hands-on experience you need. The Art of Concurrency is one of the few resources to focus on implementing algorithms in the shared-memory model of multi-core processors, rather than just theoretical models or distributed-memory architectures. The book provides detailed explanations and usable samples to help you transform algorithms from serial to parallel code, along with advice and analysis for avoiding mistakes that programmers typically make when first attempting these computations. Written by an Intel engineer with over two decades of parallel and concurrent programming experience, this book will help you: Understand parallelism

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and concurrency Explore differences between programming for shared-memory and distributed-memory Learn guidelines for designing multithreaded applications, including testing and tuning Discover how to make best use of different threading libraries, including Windows threads, POSIX threads, OpenMP, and Intel Threading Building Blocks Explore how to implement concurrent algorithms that involve sorting, searching, graphs, and other practical computations The Art of Concurrency shows you how to keep algorithms scalable to take advantage of new processors with even more cores. For developing parallel code algorithms for concurrent programming, this book is a must.

Java" Puzzlers: Traps, Pitfalls, And Corner Cases Jun 23 2019
Mastering Concurrency in Python Apr 01 2020 Immerse yourself in the world of Python concurrency and tackle the most complex concurrent programming problems Key
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FeaturesExplore the core syntaxes, language features and modern patterns of concurrency in PythonUnderstand how to use concurrency to keep data consistent and applications responsiveUtilize application scaffolding to design highly-scalable programs Book Description Python is one of the most popular programming languages, with numerous libraries and frameworks that facilitate high-performance computing. Concurrency and parallelism in Python are essential when it comes to multiprocessing and multithreading; they behave differently, but their common aim is to reduce the execution time. This book serves as a comprehensive introduction to various advanced concepts in concurrent engineering and programming. Mastering Concurrency in Python starts by introducing the concepts and principles in concurrency, right from Amdahl's Law to multithreading programming, followed by elucidating multiprocessing programming,
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web scraping, and asynchronous I/O, together with common problems that engineers and programmers face in concurrent programming. Next, the book covers a number of advanced concepts in Python concurrency and how they interact with the Python ecosystem, including the Global Interpreter Lock (GIL). Finally, you'll learn how to solve real-world concurrency problems through examples. By the end of the book, you will have gained extensive theoretical knowledge of concurrency and the ways in which concurrency is supported by the Python language. What you will learn: Explore the concepts of concurrency in programming; Explore the core syntax and features that enable concurrency in Python; Understand the correct way to implement concurrency; Abstract methods to keep the data consistent in your program; Analyze problems commonly faced in concurrent programming; Use application

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scaffolding to design highly-scalable programs. Who this book is for: This book is for developers who wish to build high-performance applications and learn about single-core, multicore programming or distributed concurrency. Some experience with Python programming language is assumed.

Mastering Concurrency Programming with Java 9 Aug 06 2020 Master the principles to make applications robust, scalable and responsive. About This Book Implement concurrent applications using the Java 9 Concurrency API and its new components. Improve the performance of your applications and process more data at the same time, taking advantage of all of your resources. Construct real-world examples related to machine learning, data mining, natural language processing, and more. Who This Book Is For: This book is for competent Java developers who have basic understanding of concurrency, but knowledge of effective implementation of concurrent

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programs or usage of streams for making processes more efficient is not required What You Will Learn Master the principles that every concurrent application must follow See how to parallelize a sequential algorithm to obtain better performance without data inconsistencies and deadlocks Get the most from the Java Concurrency API components Separate the thread management from the rest of the application with the Executor component Execute phased-based tasks in an efficient way with the Phaser components Solve problems using a parallelized version of the divide and conquer paradigm with the Fork / Join framework Find out how to use parallel Streams and Reactive Streams Implement the “map and reduce” and “map and collect” programming models Control the concurrent data structures and synchronization mechanisms provided by the Java Concurrency API Implement efficient solutions for some actual problems such as data mining, machine

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learning, and more In Detail Concurrency programming allows several large tasks to be divided into smaller sub-tasks, which are further processed as individual tasks that run in parallel. Java 9 includes a comprehensive API with lots of ready-to-use components for easily implementing powerful concurrency applications, but with high flexibility so you can adapt these components to your needs. The book starts with a full description of the design principles of concurrent applications and explains how to parallelize a sequential algorithm. You will then be introduced to Threads and Runnable, which are an integral part of Java 9's concurrency API. You will see how to use all the components of the Java concurrency API, from the basics to the most advanced techniques, and will implement them in powerful real-world concurrency applications. The book ends with a detailed description of the tools and techniques you can use to test a concurrent Java application, along with a

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brief insight into other concurrency mechanisms in JVM. Style and approach This is a complete guide that implements real-world examples of algorithms related to machine learning, data mining, and natural language processing in client/server environments. All the examples are explained using a step-by-step approach.

Python in Practice Jul 29 2022 Winner of the 2014 Jolt Award for "Best Book" "Whether you are an experienced programmer or are starting your career, Python in Practice is full of valuable advice and example to help you improve your craft by thinking about problems from different perspectives, introducing tools, and detailing techniques to create more effective solutions." —Doug Hellmann, Senior Developer, DreamHost If you're an experienced Python programmer, Python in Practice will help you improve the quality, reliability, speed, maintainability, and usability of all your Python programs.

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Mark Summerfield focuses on four key themes: design patterns for coding elegance, faster processing through concurrency and compiled Python (Cython), high-level networking, and graphics. He identifies well-proven design patterns that are useful in Python, illuminates them with expert-quality code, and explains why some object-oriented design patterns are irrelevant to Python. He also explodes several counterproductive myths about Python programming—showing, for example, how Python can take full advantage of multicore hardware. All examples, including three complete case studies, have been tested with Python 3.3 (and, where possible, Python 3.2 and 3.1) and crafted to maintain compatibility with future Python 3.x versions. All code has been tested on Linux, and most code has also been tested on OS X and Windows. All code may be downloaded at www.qtrac.eu/pipbook.html. Coverage includes Leveraging

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Python's most effective
creational, structural, and
behavioral design patterns
Supporting concurrency with
Python's multiprocessing,
threading, and
concurrent.futures modules
Avoiding concurrency problems
using thread-safe queues and
futures rather than fragile
locks Simplifying networking
with high-level modules,
including xmlrpclib and RPyC
Accelerating Python code with
Cython, C-based Python
modules, profiling, and other
techniques Creating modern-
looking GUI applications with
Tkinter Leveraging today's
powerful graphics hardware
via the OpenGL API using
pyglet and PyOpenGL

Java Concurrency in Practice

Sep 30 2022 Threads are a
fundamental part of the Java
platform. As multicore
processors become the norm,
using concurrency effectively
becomes essential for building
high-performance applications.
Java SE 5 and 6 are a huge
step forward for the
development of concurrent
applications, with

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improvements to the Java
Virtual Machine to support
high-performance, highly
scalable concurrent classes and
a rich set of new concurrency
building blocks. In Java
Concurrency in Practice , the
creators of these new facilities
explain not only how they work
and how to use them, but also
the motivation and design
patterns behind them.

However, developing, testing,
and debugging multithreaded
programs can still be very
difficult; it is all too easy to
create concurrent programs
that appear to work, but fail
when it matters most: in
production, under heavy load.
Java Concurrency in Practice
arms readers with both the
theoretical underpinnings and
concrete techniques for
building reliable, scalable,
maintainable concurrent
applications. Rather than
simply offering an inventory of
concurrency APIs and
mechanisms, it provides design
rules, patterns, and mental
models that make it easier to
build concurrent programs that
are both correct and

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performant. This book covers:
Basic concepts of concurrency
and thread safety Techniques
for building and composing
thread-safe classes Using the
concurrency building blocks in
java.util.concurrent

Performance optimization dos
and don'ts Testing concurrent
programs Advanced topics
such as atomic variables,
nonblocking algorithms, and
the Java Memory Model

Inside the Java Virtual

Machine Dec 10 2020 A

manual on the Java 1.2 virtual
machine. This new edition
contains a new chapter
providing a tutorial on using
native methods with the JNI
(Java Native Interface)
specification. The CD-ROM
contains source code examples
from the book, interactive
illustrations, Java Development
Kit, and a resources Web site.

Erlang Programming Aug 25
2019 This book is an in-depth
introduction to Erlang, a
programming language ideal
for any situation where
concurrency, fault tolerance,
and fast response is essential.
Erlang is gaining widespread

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adoption with the advent of
multi-core processors and their
new scalable approach to
concurrency. With this guide
you'll learn how to write
complex concurrent programs
in Erlang, regardless of your
programming background or
experience. Written by leaders
of the international Erlang
community -- and based on
their training material -- Erlang
Programming focuses on the
language's syntax and
semantics, and explains pattern
matching, proper lists,
recursion, debugging,
networking, and concurrency.

This book helps you:

Understand the strengths of
Erlang and why its designers
included specific features
Learn the concepts behind
concurrency and Erlang's way
of handling it Write efficient
Erlang programs while keeping
code neat and readable
Discover how Erlang fills the
requirements for distributed
systems Add simple graphical
user interfaces with little effort
Learn Erlang's tracing
mechanisms for debugging
concurrent and distributed

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systems Use the built-in Mnesia database and other table storage features Erlang Programming provides exercises at the end of each chapter and simple examples throughout the book.

C++ Concurrency in Action
Feb 21 2022 Summary This bestseller has been updated and revised to cover all the latest changes to C++ 14 and 17! C++ Concurrency in Action, Second Edition teaches you everything you need to write robust and elegant multithreaded applications in C++17. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You choose C++ when your applications need to run fast. Well-designed concurrency makes them go even faster. C++ 17 delivers strong support for the multithreaded, multiprocessor programming required for fast graphic processing, machine learning, and other performance-sensitive tasks. This exceptional book unpacks the
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features, patterns, and best practices of production-grade C++ concurrency. About the Book C++ Concurrency in Action, Second Edition is the definitive guide to writing elegant multithreaded applications in C++. Updated for C++ 17, it carefully addresses every aspect of concurrent development, from starting new threads to designing fully functional multithreaded algorithms and data structures. Concurrency master Anthony Williams presents examples and practical tasks in every chapter, including insights that will delight even the most experienced developer. What's inside Full coverage of new C++ 17 features Starting and managing threads Synchronizing concurrent operations Designing concurrent code Debugging multithreaded applications About the Reader Written for intermediate C and C++ developers. No prior experience with concurrency required. About the Author Anthony Williams has been an
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active member of the BSI C++ Panel since 2001 and is the developer of the just::thread Pro extensions to the C++ 11 thread library. Table of Contents Hello, world of concurrency in C++! Managing threads Sharing data between threads Synchronizing concurrent operations The C++ memory model and operations on atomic types Designing lock-based concurrent data structures Designing lock-free concurrent data structures Designing concurrent code Advanced thread management Parallel algorithms Testing and debugging multithreaded applications

Concurrency in Go Jul 17 2021 Concurrency can be notoriously difficult to get right, but fortunately, the Go open source programming language makes working with concurrency tractable and even easy. If you're a developer familiar with Go, this practical book demonstrates best practices and patterns to help you incorporate concurrency into your systems. Author [Download Ebook Java Concurrency In Practice Read Pdf Free](#)

Katherine Cox-Buday takes you step-by-step through the process. You'll understand how Go chooses to model concurrency, what issues arise from this model, and how you can compose primitives within this model to solve problems. Learn the skills and tooling you need to confidently write and implement concurrent systems of any size. Understand how Go addresses fundamental problems that make concurrency difficult to do correctly Learn the key differences between concurrency and parallelism Dig into the syntax of Go's memory synchronization primitives Form patterns with these primitives to write maintainable concurrent code Compose patterns into a series of practices that enable you to write large, distributed systems that scale Learn the sophistication behind goroutines and how Go's runtime stitches everything together

Java Concurrency in Practice
Aug 30 2022

The Art of Multiprocessor
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Programming, Revised

Reprint Oct 27 2019 Revised and updated with improvements conceived in parallel programming courses, The Art of Multiprocessor Programming is an authoritative guide to multicore programming. It introduces a higher level set of software development skills than that needed for efficient single-core programming. This book provides comprehensive coverage of the new principles, algorithms, and tools necessary for effective multiprocessor programming. Students and professionals alike will benefit from thorough coverage of key multiprocessor programming issues. This revised edition incorporates much-demanded updates throughout the book, based on feedback and corrections reported from classrooms since 2008 Learn the fundamentals of programming multiple threads accessing shared memory Explore mainstream concurrent data structures and the key elements of their design, as well as

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synchronization techniques from simple locks to transactional memory systems Visit the companion site and download source code, example Java programs, and materials to support and enhance the learning experience

Learning Concurrent

Programming in Scala May 27

2022 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.

Programming Concurrency on the JVM Jun 27 2022 More

than ever, learning to program

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concurrency is critical to creating faster, responsive applications. Speedy and affordable multicore hardware is driving the demand for high-performing applications, and you can leverage the Java platform to bring these applications to life.

Concurrency on the Java platform has evolved, from the synchronization model of JDK to software transactional memory (STM) and actor-based concurrency. This book is the first to show you all these concurrency styles so you can compare and choose what works best for your applications. You'll learn the benefits of each of these models, when and how to use them, and what their limitations are. Through hands-on exercises, you'll learn how to avoid shared mutable state and how to write good, elegant, explicit synchronization-free programs so you can create easy and safe concurrent applications. The techniques you learn in this book will take you from dreading concurrency to mastering and enjoying it.

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Best of all, you can work with Java or a JVM language of your choice - Clojure, JRuby, Groovy, or Scala - to reap the growing power of multicore hardware. If you are a Java programmer, you'd need JDK 1.5 or later and the Akka 1.0 library. In addition, if you program in Scala, Clojure, Groovy or JRuby you'd need the latest version of your preferred language. Groovy programmers will also need GPar.

Effective Enterprise Java Apr 13 2021 "With this book, Ted Neward helps you make the leap from being a good Java enterprise developer to a great developer!" --John Crupi, Sun Distinguished Engineer coauthor, Core J2EE Patterns If you want to build better Java enterprise applications and work more efficiently, look no further. Inside, you will find an accessible guide to the nuances of Java 2 Platform, Enterprise Edition (J2EE) development. Learn how to: Use in-process or local storage to avoid the network, see item 44 Set lower isolation levels for better transactional throughput, see

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item 35 Use Web services for open integration, see item 22 Consider your lookup carefully, see item 16 Pre-generate content to minimize processing, see item 55 Utilize role-based authorization, see item 63 Be robust in the face of failure, see item 7 Employ independent JREs for side-by-side versioning, see item 69 Ted Neward provides you with 75 easily digestible tips that will help you master J2EE development on a systemic and architectural level. His panoramic look at the good, the bad, and the ugly aspects of J2EE development will address your most pressing concerns. Learn how to design your enterprise systems so they adapt to future demands. Improve the efficiency of your code without compromising its correctness. Discover how to implement sophisticated functionality that is not directly supported by the language or platform. After reading Effective Enterprise Java , you will know how to design and implement better, more scalable enterprise-scope Java

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software systems.

Effective Java May 15 2021 Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective Java™, Second Edition, brings together seventy-eight indispensable programmer’s rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several “items” presented in the form of a short, standalone essay that provides specific advice, insight into Java platform

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subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, *Effective Java™*, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

Concurrent Programming in

Java Apr 25 2022 Software -- Programming Languages.

Java Threads and the

Concurrency Utilities Aug 18

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2021 This concise book empowers all Java developers to master the complexity of the Java thread APIs and concurrency utilities. This knowledge aids the Java developer in writing correct and complex performing multithreaded applications. Java's thread APIs and concurrency utilities are among its most powerful and challenging APIs and language features. Java beginners typically find it very difficult to use these features to write correct multithreaded applications. *Threads and the Concurrency Utilities* helps all Java developers master and use these capabilities effectively. This book is divided into two parts of four chapters each. Part 1 focuses on the Thread APIs and Part 2 focuses on the concurrency utilities. In Part 1, you learn about Thread API basics and runnables, synchronization and volatility, waiting and notification, and the additional capabilities of thread groups, thread local variables, and the Timer Framework. In Part 2, you

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learn about concurrency utilities basics and executors, synchronizers, the Locking Framework, and the additional capabilities of concurrent collections, atomic variables, and the Fork/Join Framework. Each chapter ends with select exercises designed to challenge your grasp of the chapter's content. An appendix provides the answers to these exercises. A second appendix explores how threads are used by various standard class library APIs. Specifically, you learn about threads in the contexts of Swing, JavaFX, and Java 8's Streams API. What You Will Learn • How to do thread runnables, synchronization, volatility, waiting and notification, thread groups, thread local variables, and the Timer Framework • How to create multithreaded applications that work correctly. • What are concurrency utilities basics and executors • What are synchronizers, the Locking Framework, concurrent collections, atomic variables, and the Fork/Join Framework

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and how to use them • How to leverage the concurrency utilities to write more complex multithreaded applications and achieve greater performance • How to apply thread usage in Swing, JavaFX, and Java 8 Streams API contexts Audience The primary audience is Java beginners and the secondary audience is more advanced Java developers who have worked with the Thread APIs and the Concurrency Utilities. *Concurrent Patterns and Best Practices* Oct 08 2020 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

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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

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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 learnExplore 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 patternsWho 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.

[The Theory and Practice of Concurrency](#) Nov 20 2021 Since the introduction of Hoares' Communicating Sequential Processes notation, powerful new tools have transformed CSP into a practical way of describing industrial-sized problems. This book gives you the

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fundamental grasp of CSP concepts you'll need to take advantage of those tools. Part I provides a detailed foundation for working with CSP, using as little mathematics as possible. It introduces the ideas behind operational, denotational and algebraic models of CSP. Parts II and III go into greater detail about theory and practice. Topics include: parallel operators, hiding and renaming, piping and enslavement, buffers and communication, termination and sequencing, and semantic theory. Three detailed practical case studies are also presented. For anyone interested in modeling sequential processes.

Concurrent Programming on Windows May 03 2020

“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

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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,

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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.

JAVA CONCURRENCY IN PRACTICE. Jan 23 2022

Concurrency in C# Cookbook
Feb 09 2021 If you're one of the many developers uncertain about concurrent and multithreaded development, this practical cookbook will
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change your mind. With more than 75 code-rich recipes, author Stephen Cleary demonstrates parallel processing and asynchronous programming techniques, using libraries and language features in .NET 4.5 and C# 5.0. Concurrency is becoming more common in responsive and scalable application development, but it's been extremely difficult to code. The detailed solutions in this cookbook show you how modern tools raise the level of abstraction, making concurrency much easier than before. Complete with ready-to-use code and discussions about how and why the solution works, you get recipes for using: async and await for asynchronous operations Parallel programming with the Task Parallel Library The TPL Dataflow library for creating dataflow pipelines Capabilities that Reactive Extensions build on top of LINQ Unit testing with concurrent code Interop scenarios for combining concurrent approaches Immutable, threadsafe, and
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producer/consumer collections
Cancellation support in your
concurrent code Asynchronous-
friendly Object-Oriented
Programming Thread
synchronization for accessing
data

Models for Concurrency Sep
06 2020 Concurrent systems
are generally understood in
terms of behavioral notions.
Models for Concurrency
analyzes the subject in terms of
events and their temporal
relationship rather than on
global states. It presents a
comprehensive analysis of
model theory applied to
concurrent protocols, and
seeks to provide a theory of
concurrency that is both
intuitively appealing and
rigorously based on
mathematical foundations. The
book is divided into three main
sections. The first introduces
the required concepts from
model theory, details the
structures that are used to
model concurrency, gives an
in-depth description and
explanation of the semantics of
a simple language that allows
concurrent execution of
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sequential programs, and deals
with the question of resolving
executions into higher-level
and lower-level granularities.
The second and third sections
apply the theory developed to
practical examples, and an
exposition of the
producer/consumer problem
with details of two solutions is
given. The author also deals
with message passing, as
opposed to shared memory.
**Mastering Concurrency
Programming with Java 8**
Oct 20 2021 Master the
principles and techniques of
multithreaded programming
with the Java 8 Concurrency
API About This Book
Implement concurrent
applications using the Java 8
Concurrency API and its new
components Improve the
performance of your
applications or process more
data at the same time, taking
advantage of all of your
resources. Construct real-world
examples related to machine
learning, data mining, image
processing, and client/server
environments Who This Book Is
For If you are a competent Java
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developer with a good understanding of concurrency but have no knowledge of how to effectively implement concurrent programs or use streams to make processes more efficient, then this book is for you. What You Will Learn Design concurrent applications by converting a sequential algorithm into a concurrent one Discover how to avoid all the possible problems you can get in concurrent algorithms Use the Executor framework to manage concurrent tasks without creating threads Extend and modify Executors to adapt their behavior to your needs Solve problems using the divide and conquer technique and the Fork/Join framework Process massive data sets with parallel streams and Map/Reduce implementation Control data-race conditions using concurrent data structures and synchronization mechanisms Test and monitor concurrent applications In Detail Concurrency programming allows several large tasks to be divided into smaller sub-tasks, which are

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further processed as individual tasks that run in parallel. All the sub-tasks are combined together once the required results are achieved; they are then merged to get the final output. The whole process is very complex. This process goes from the design of concurrent algorithms to the testing phase where concurrent applications need extra attention. Java includes a comprehensive API with a lot of ready-to-use components to implement powerful concurrency applications in an easy way, but with a high flexibility to adapt these components to your needs. The book starts with a full description of design principles of concurrent applications and how to parallelize a sequential algorithm. We'll show you how to use all the components of the Java Concurrency API from basics to the most advanced techniques to implement them in powerful concurrency applications in Java. You will be using real-world examples of complex algorithms related to machine learning, data mining,

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natural language processing, image processing in client / server environments. Next, you will learn how to use the most important components of the Java 8 Concurrency API: the Executor framework to execute multiple tasks in your applications, the Phaser class to implement concurrent tasks divided into phases, and the Fork/Join framework to implement concurrent tasks that can be split into smaller problems (using the divide and conquer technique). Toward the end, we will cover the new inclusions in Java 8 API, the Map and Reduce model, and the Map and Collect model. The book will also teach you about the data structures and synchronization utilities to avoid data-race conditions and other critical problems. Finally, the book ends with a detailed description of the tools and techniques that you can use to test a Java concurrent application. Style and approach A complete guide implementing real-world examples with algorithms related to machine learning, data mining, and

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natural language processing in client/server environments. All the examples are explained in a step-by-step approach.

Coordination Models and Languages Mar 01 2020 This book constitutes the refereed proceedings of the 10th International Conference on Coordination Models and Languages, COORDINATION 2008, held in Oslo, Norway, in June 2008, as one of the federated conferences on Distributed Computing Techniques, DisCoTec 2008. The 21 revised full papers presented were carefully reviewed and selected from 61 submissions. The subject-matter is to explore the spectrum of languages, middleware, services, and algorithms that separate behavior from interaction, therefore increasing modularity, simplifying reasoning, and ultimately enhancing software development.

Android in Practice Jul 25 2019 Summary Android in Practice is a treasure trove of Android goodness, with over 90 tested, **Download Ebook
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ready-to-use techniques including complete end-to-end example applications and practical tips for real world mobile application developers. Written by real world Android developers, this book addresses the trickiest questions raised in forums and mailing lists. Using an easy-to-follow problem/solution/discussion format, it dives into important topics not covered in other Android books, like advanced drawing and graphics, testing and instrumentation, building and deploying applications, and using alternative languages. About the Book It's not hard to find the information you need to build your first Android app. Then what? If you want to build real apps, you will need some how-to advice, and that's what this book is about. Android in Practice is a rich source of Android tips, tricks, and best practices, covering over 90 clever and useful techniques that will make you a more effective Android developer. Techniques are presented in an easy-to-read

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problem/solution/discussion format. The book dives into important topics like multitasking and services, testing and instrumentation, building and deploying applications, and using alternative languages. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Techniques covering Android 1.x to 3.x Android for tablets Working with threads and concurrency Testing and building Using location awareness and GPS Styles and themes And much more! This book requires a working knowledge of Java, but no prior experience with Android is assumed. Source Code can be found at <https://code.google.com/p/android-in-practice/> Table of Contents PART 1 BACKGROUND AND FUNDAMENTALS Introducing Android Android application fundamentals Managing lifecycle and state PART 2 REAL WORLD RECIPES

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Getting the pixels perfect
Managing background tasks
with Services Threads and
concurrency Storing data
locally Sharing data between
apps HTTP networking and
web services Location is
everything Appeal to the
senses using multimedia 2D
and 3D drawing PART 3
BEYOND STANDARD
DEVELOPMENT Testing and
instrumentation Build
management Developing for

Android tablets
Mastering Functional
Programming Jan 11 2021 In
large projects, programmers
tend to get overwhelmed by
their complexity. It can be hard
to keep track of all the
interdependencies in the code-
base and how its state changes
on runtime. The solution to
these problems is Functional
Programming, a paradigm
specifically designed to deal
with the complexity of software
development. Mastering ...