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The Art of Multiprocessor Programming Description. The Art of Multiprocessor Programming, Second Edition, provides users with an authoritative guide to... About the Authors. Maurice Herlihy received an

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The Art of Multiprocessor Programming Version of 10 February 2009 In many places, inserted text is highlighted in red. Preface p. xx "all of which are useful in structuring concurrent applications." Chapter 1 p. 4 In Fig. 1.1, line 4 should say for (int j = (i * block) + 1; j <= (i + 1)* block; j++) { p. 11 p. 18

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Thispageintentionallyleftblank. The Art of Multiprocessor Programming MauriceHerlihy NirShavit AMSTERDAM •BOSTON HEIDELBERG •LONDON NEW YORK •OXFORD PARIS SAN DIEGO SAN FRANCISCO •SINGAPORE SYDNEY •TOKYO Morgan Kaufmann Publishers is an imprint of Elsevier.

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Description. Revised and updated with improvements conceived in parallel programming courses, The Art of

Multiprocessor... About the Authors. Maurice Herlihy received an A.B. in Mathematics from Harvard University, and a Ph.D. in Computer...

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Art of Multiprocessor Programming 12 Locks Not Composable Lock source Lock target Unlock source & target Methods cannot provide internal synchronization Objects must expose locking protocols to clients Clients must devise and follow protocols Abstraction broken! 13 Monitor Wait and Signal zzz Empty buffer

Art of Multiprocessor Programming -
Brown University
The Art of Multiprocessor
Programming. January 2008; DOI:
10.1145/1146381.1146382. Source;

DBLP; ... We consider various state-of-the-art x86 architectures: Intel Haswell, Xeon Phi, Ivy Bridge ...

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Excersises and code related to ' The Art of Multiprocessor Programming ' by Maurice Herlihy and Nir Shavit.

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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.

The Art of Multiprocessor Programming | Maurice Herlihy ...

The concepts are correct and the theory is good but I cannot accept someone to say is teachiong "The art of multiprocessor programming"in

Java. Java has very few problems in concurrency due to simplification. A much better book is " C++ Concurrency in Action", because C++ exposes low level problems in concurrency.

The Art of Multiprocessor Programming, Revised Reprint ...
The Art of Multiprocessor Programming is an outstanding text that will soon become a classic. I give a chapter by chapter review of it below. Practitioners that are already well versed in parallel programming can jump directly to Chapter 7, however, I would suggest at least skimming Chapters 2, 3 and 4.

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As the computer industry changes
from single-processor to
multiprocessor architectures, this
revolution requires a fundamental
change in how programs are written.
To leverage the performance and
power of multiprocessor programming,
also known as multicore programming,
you need to learn the new principles,
algorithms, and tools presented in this
book.

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Multiprocessor Programming is an
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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 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

The Art of Multiprocessor Programming, Second Edition, provides users with an authoritative guide to multicore programming. This updated edition introduces higher level software development skills relative to those needed for efficient single-core programming, and includes comprehensive coverage of the new principles, algorithms, and tools necessary for effective multiprocessor programming. The book is an ideal resource for students and professionals alike who will benefit from its thorough coverage of key multiprocessor programming issues. Features new exercises developed for instructors using the text, with more

algorithms, new examples, and other updates throughout the book Presents the fundamentals of programming multiple threads for accessing shared memory Explores mainstream concurrent data structures and the key elements of their design, as well as synchronization techniques, from simple locks to transactional memory systems

Here, one of the leading figures in the field provides a comprehensive survey of the subject, beginning with prepositional logic and concluding with concurrent programming. It is based on graduate courses taught at Cornell University and is designed for use as a

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graduate text. Professor Schneier emphasises the use of formal methods and assertional reasoning using notation and paradigms drawn from programming to drive the exposition, while exercises at the end of each chapter extend and illustrate the main themes covered. As a result, all those interested in studying concurrent computing will find this an invaluable approach to the subject.

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 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 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

Programming is now parallel programming. Much as structured programming revolutionized traditional serial programming decades ago, a new kind of structured programming, based on patterns, is relevant to parallel programming today. Parallel computing experts and industry

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insiders Michael McCool, Arch Robison, and James Reinders describe how to design and implement maintainable and efficient parallel algorithms using a pattern-based approach. They present both theory and practice, and give detailed concrete examples using multiple programming models. Examples are primarily given using two of the most popular and cutting edge programming models for parallel programming: Threading Building Blocks, and Cilk Plus. These architecture-independent models enable easy integration into existing applications, preserve investments in existing code, and speed the development of parallel applications. Examples from realistic contexts illustrate patterns and themes in parallel algorithm design that are widely applicable regardless of

implementation technology. The patterns-based approach offers structure and insight that developers can apply to a variety of parallel programming models Develops a composable, structured, scalable, and machine-independent approach to parallel computing Includes detailed examples in both Cilk Plus and the latest Threading Building Blocks, which support a wide variety of computers

This book is devoted to the most difficult part of concurrent programming, namely synchronization concepts, techniques and principles when the cooperating entities are asynchronous, communicate through a shared memory, and may experience failures. Synchronization is no longer a set of tricks but, due to research

results in recent decades, it relies today on sane scientific foundations as explained in this book. In this book the author explains synchronization and the implementation of concurrent objects, presenting in a uniform and comprehensive way the major theoretical and practical results of the past 30 years. Among the key features of the book are a new look at lock-based synchronization (mutual exclusion, semaphores, monitors, path expressions); an introduction to the atomicity consistency criterion and its properties and a specific chapter on transactional memory; an introduction to mutex-freedom and associated progress conditions such as obstruction-freedom and wait-freedom; a presentation of Lamport's hierarchy of safe, regular and atomic registers and associated wait-free

constructions; a description of numerous wait-free constructions of concurrent objects (queues, stacks, weak counters, snapshot objects, renaming objects, etc.); a presentation of the computability power of concurrent objects including the notions of universal construction, consensus number and the associated Herlihy's hierarchy; and a survey of failure detector-based constructions of consensus objects. The book is suitable for advanced undergraduate students and graduate students in computer science or computer engineering, graduate students in mathematics interested in the foundations of process synchronization, and practitioners and engineers who need to produce correct concurrent software. The reader should have a basic knowledge

of algorithms and operating systems.

Professional Multicore Programming: Design and Implementation for C++ Developers presents the basics of multicore programming in a simple, easy-to-understand manner so that you can easily apply the concepts to your everyday projects. Learn the fundamentals of programming for multiprocessor and multithreaded architecture, progress to multi-core programming and eventually become comfortable with programming techniques that otherwise can be difficult to understand. Anticipate the pitfalls and traps of concurrency programming and synchronization before you encounter them yourself by finding them outlined in this indispensable guide to multicore programming.

The Parallel Programming Guide for Every Software Developer From grids and clusters to next-generation game consoles, parallel computing is going mainstream. Innovations such as Hyper-Threading Technology, HyperTransport Technology, and multicore microprocessors from IBM, Intel, and Sun are accelerating the movement's growth. Only one thing is missing: programmers with the skills to meet the soaring demand for parallel software. That's where Patterns for Parallel Programming comes in. It's the first parallel programming guide written specifically to serve working software developers, not just computer scientists. The authors introduce a complete, highly accessible pattern language that will help any experienced developer "think

parallel"-and start writing effective parallel code almost immediately. Instead of formal theory, they deliver proven solutions to the challenges faced by parallel programmers, and pragmatic guidance for using today's parallel APIs in the real world. Coverage includes: Understanding the parallel computing landscape and the challenges faced by parallel developers Finding the concurrency in a software design problem and decomposing it into concurrent tasks Managing the use of data across tasks Creating an algorithm structure that effectively exploits the concurrency you've identified Connecting your algorithmic structures to the APIs needed to implement them Specific software constructs for implementing parallel programs Working with today's leading parallel programming

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environments: OpenMP, MPI, and Java Patterns have helped thousands of programmers master object-oriented development and other complex programming technologies. With this book, you will learn that they're the best way to master parallel programming too.

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