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Programming. Maurice Herlihy received an A.B. in Mathematics from Harvard University, and a Ph.D. in Computer...

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

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target Unlock source & target Methods  
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protocols Abstraction broken! 13 Monitor  
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Excercises and code related to ' The Art of  
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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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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,

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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

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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

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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

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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

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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.

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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



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