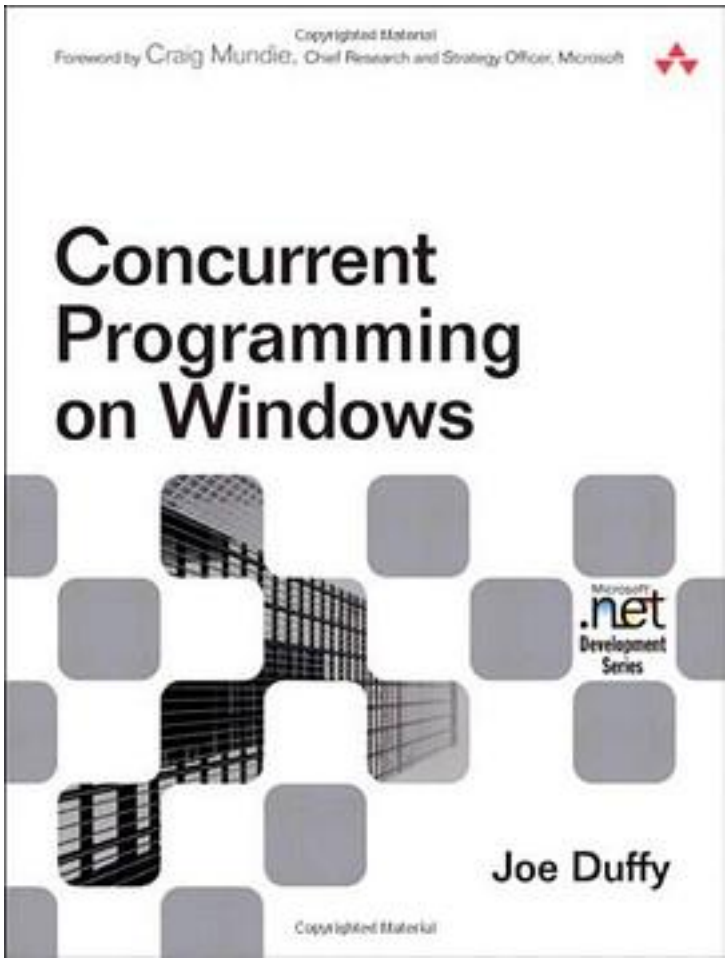
Concurrent Programming on Windows



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My aim with this book is to write the book people will buy to understand how to write concurrent programs on the Windows and .NET platforms. This is clearly of increasing importance due to multi-core. This includes a tutorial of the entire set of Windows and .NET APIs required to write concurrent programs. Interspersed among the tutorial are many difficult-to-discover internal details about how things work. Because so much of the threading and synchronization features of the platform are Windows-general, I try to focus on the general behavior first and the API details of native and managed code second.

That are also several practical parallelism algorithms and data structures used for illustration, and best practices and practical topics like debugging and performance. My goal is to treat readers to enough computer-sciency material so that they understand the rich history and evolution of concurrency, but to avoid too much formalism so that professional developers aren’ t overwhelmed with theory that isn't directly relevant to ordinary programming.

I’ ve structured the book into four major sections. The first, Concepts, introduces the reader to concurrency at a broad level without going too deep into any one topic. The next section, Mechanisms, focuses squarely on the fundamental platform features, inner workings, and API details. After that, the Algorithms section describes common patterns, best practices, algorithms, and data structures that emerge while writing concurrent software. The fourth and last section, Systems, covers many of the system-wide architectural and process concerns that frequently arise. There is a progression here. Concepts is first because it develops a basic understanding of concurrency in general. Understanding Algorithms would be difficult without a solid understanding of the Mechanisms, and similarly, building real Systems would be impossible without understanding the rest. The reverse is not true at all.

作者介绍:

http://www.bluebytesoftware.com/blog/PermaLink,guid,b22cda2c-606f-4259-a48d-fa04e692db92.aspx

http://www.bluebytesoftware.com/books/winconc/winconc_book_resources.html

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标签

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评论

PLINQ的项目参与者的作品，2008年的书，4年前了，但是内容并不过时...比上一本的少了不少的理论上的东西，WIN系列的书，用了许多和学界不同的词，但是其实你只要搞懂哪些词背后的学名，还是很好懂的

这绝对是一本开卷有益的书。空闲翻翻都能有不少新领会。

全面深入解析windows多线程的方方面面，覆盖Win32和.NET，全面超越《Win32多线程程序设计》。

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书评

原版的勘误列表，译者没有修正 第二章，作者给出了10个勘误列表 1. 原书P41，INC,EAX，这之间没有逗号，看看译文，逗号仍然在； 2. 原书P41，T2(0) => T2(E)，译者也没改，这会对读者造成多大的费解； 3. 原书P43， "static int a;" => "static int s_a;" ，翻译...

相信对这本书感兴趣的人，技术水平都不是很差，E文至少也是中等水平，所以推荐大家去看原版，中文版的翻译实在是不敢恭维，排版错误太多，正文内容也有相当多的内容值得推敲，译者并未对这本书采取很认真负责的态度，若是译者对这个领域不熟悉，那便是出版社的责任了，引进了这...

看到第五章而已，但已经基本肯定，这本书在Win32和.Net进程，线程，并发的概念和技术细节方面，已经全面凌驾于原侯捷翻译的《Win32多线程程序设计》逻辑严密，难度递增，跟第一印象一样，典型的教科书式书籍，理论体系和逻辑结构至上。头几章从同步基本概念到进程线程基...

我已经打算那么干了，实在是一本多年来一直期望的书。一直关注Joe Duffy的文章，也一直在期待这本书，看了果然没有让我失望。
很久没有看到这种让我兴奋异常的书了，当初CLR via C#也没有让我有这种感觉。

以下全引自《开源世界旅行手册》第 6 章 完全用 Gnu/Linux 工作的部分内容 版权 © 2008 Kardinal
微软的地位
微软的名声在欧洲和美国的大学里，特别是在计算机系里之坏，大家可能有所耳闻。我认识的 MIT，Stanford 的教授，贝尔实验室的专家，甚至一个欧洲小国的高中计算...

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