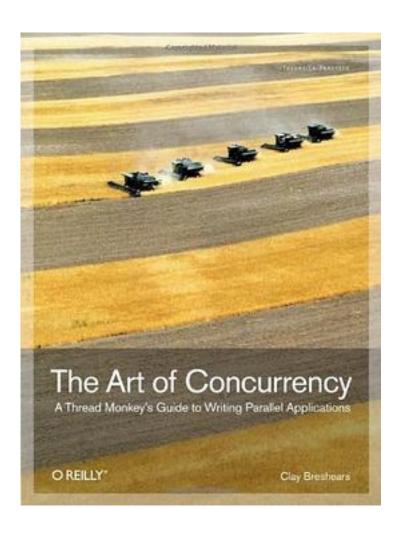
## The Art of Concurrency



## The Art of Concurrency 下载链接1

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出版者:O'Reilly Media

出版时间:2009-5-22

装帧:Paperback

isbn:9780596521530

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 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; and, 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.

## 作者介绍:

Clay Breshears博士,目前是一位课程设计师,主要从事多核与多线程方面的编程和培训。

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