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parallel

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He then
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identifies the
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aims of
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concurrent
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programming to
provide for
correctness and
fairness of
execution.
Chapter 3
describes the
notion of a

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section, and how
to implement it.
It does so
through four
different
attempts, each
improving on the
next, before
describing
Dekker's
algorithm.

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ples of
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the first edition
of Principles of
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Several
developments

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have made it
advisable to
write a new
edition.

Surprisingly,
the main reason
is not any
revolution in
the prin-ciples
of this subject.

While the
superficial
technology may
change, basic

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This module is
aimed at
introducing the
principles of
concurrency
theory (1, 2, 3)
and
demonstrating

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how these can be applied to design and implement distributed applications (4). Advanced concepts of Web services will be studied and placed in the perspective of these principles (5, 6). The

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following is an indicative list of topics: •

Message passing
primitives for

concurrency:
synchronous
versus

asynchronous
message passing,
the actor model.

**Theory and
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"Communicating
Sequential
Processes",
Hoare, Prentice
Hall Some links

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Wikipedia;
TOP500 list of
big computers

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concentrates on
principles and
theory,
providing an
excellent
background for

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win32 threads
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elsewhere. A
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reasoning about
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with problems,
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consists of
using
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constructs that
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this way.

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programming in
the Java
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language entails
using Java
programming
language
constructs to
this effect, as
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constructs that
are used to

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