

The Parallelism and Concurrency Landscape

Where Does Erlang Fit?

Seven Concurrency Models in Seven Weeks

When Threads Unravel



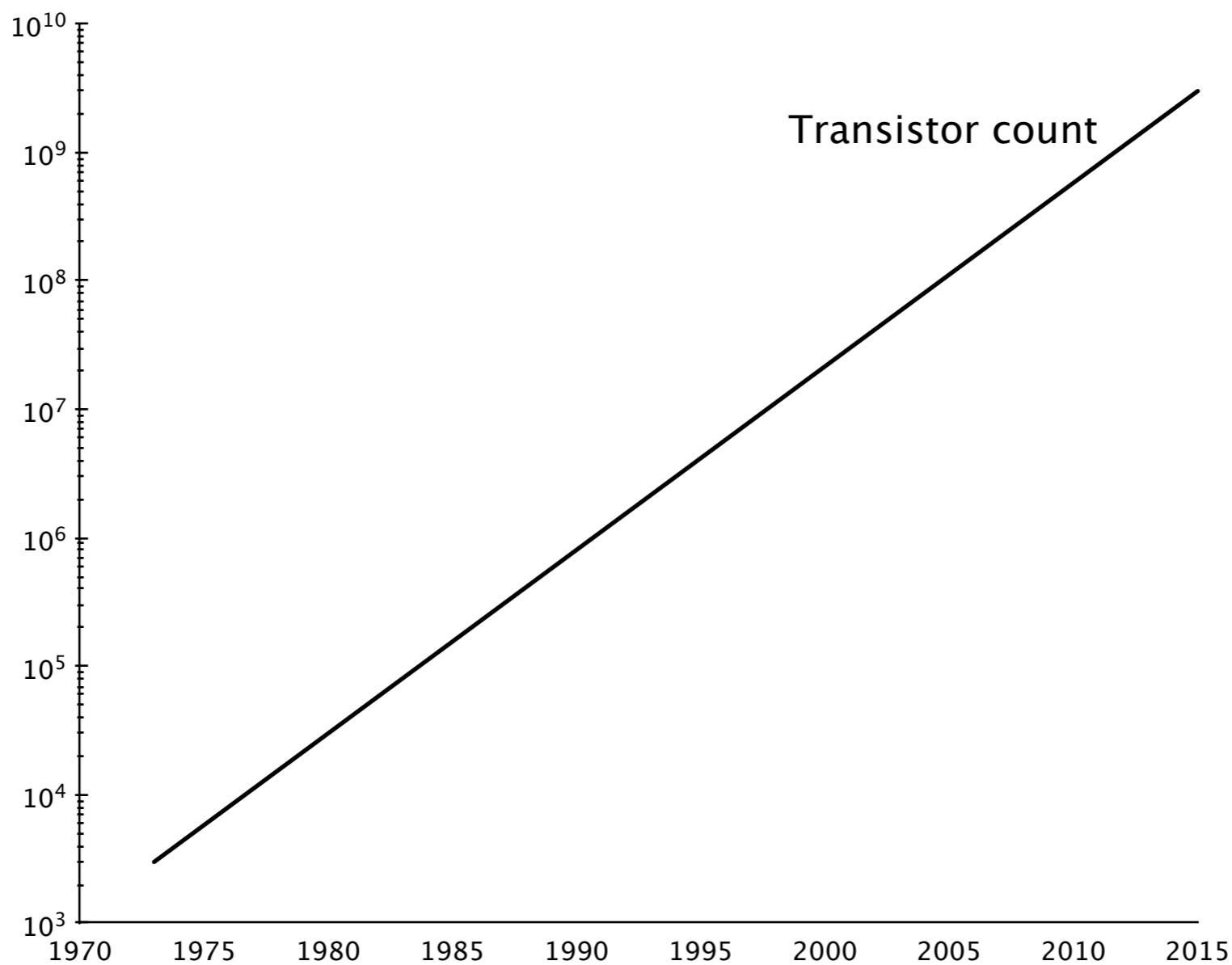
Paul Butcher

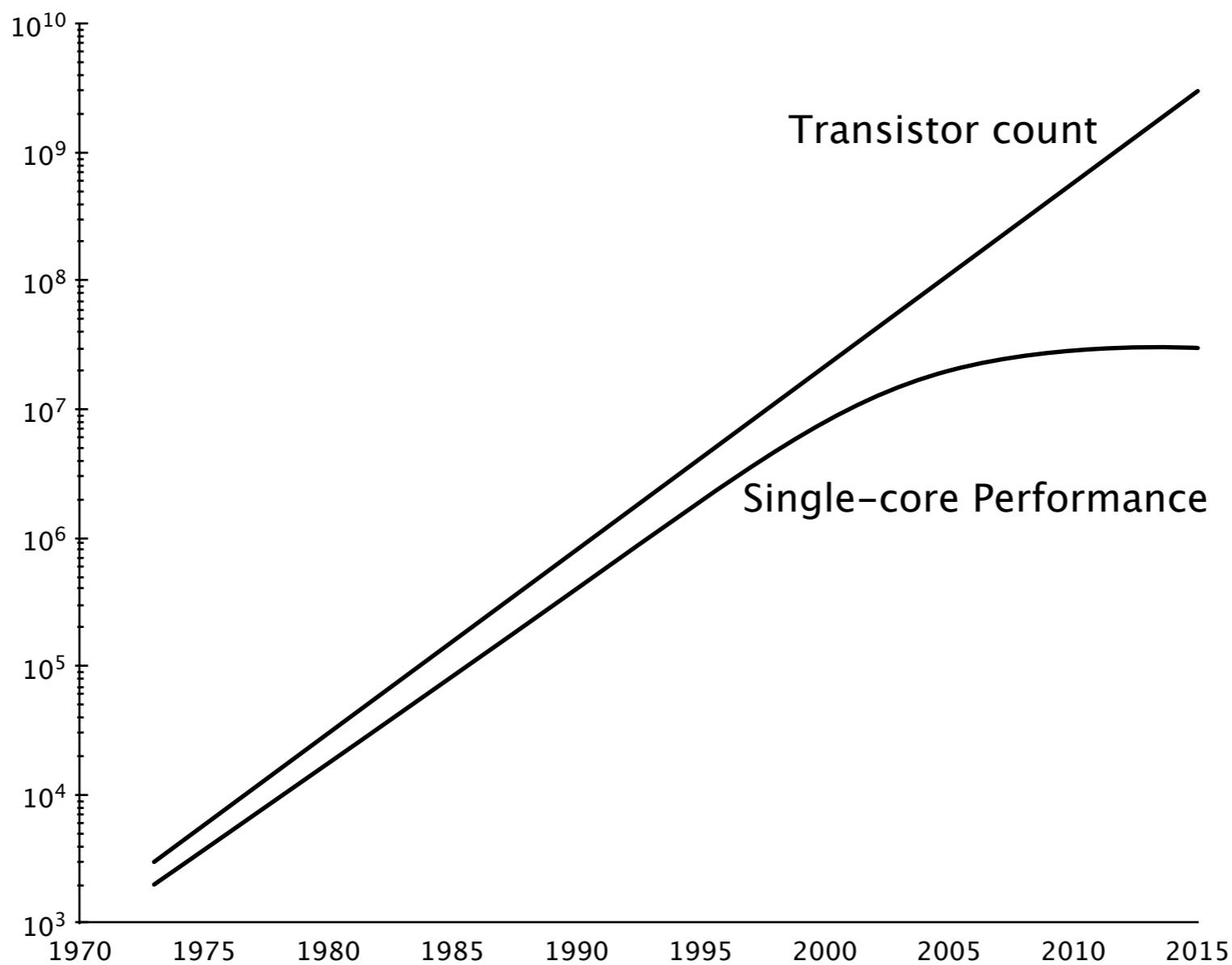
Series editor: Bruce A. Tate
Development editor: Jacquelyn Carter

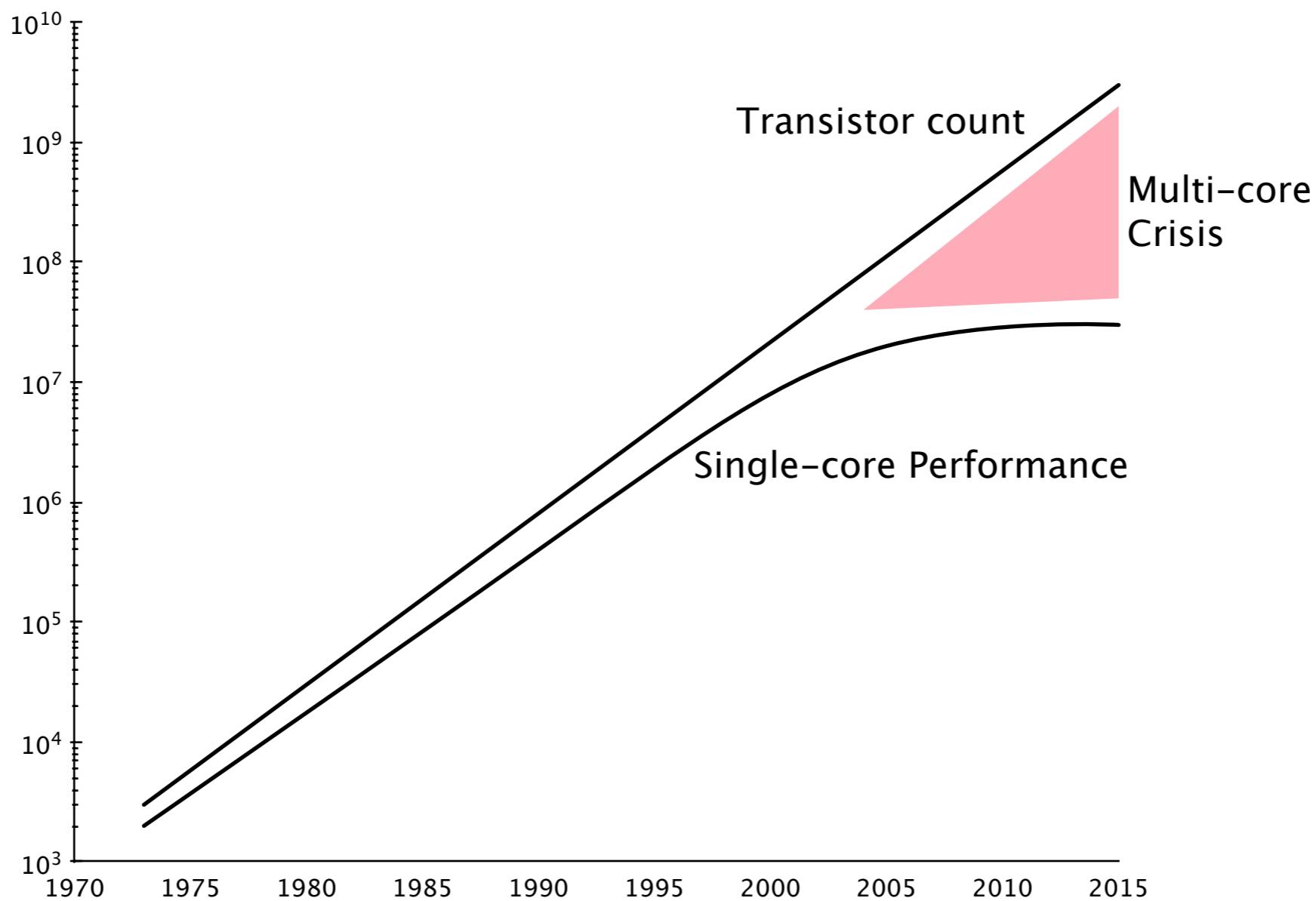
Parallelism > Multiple Cores

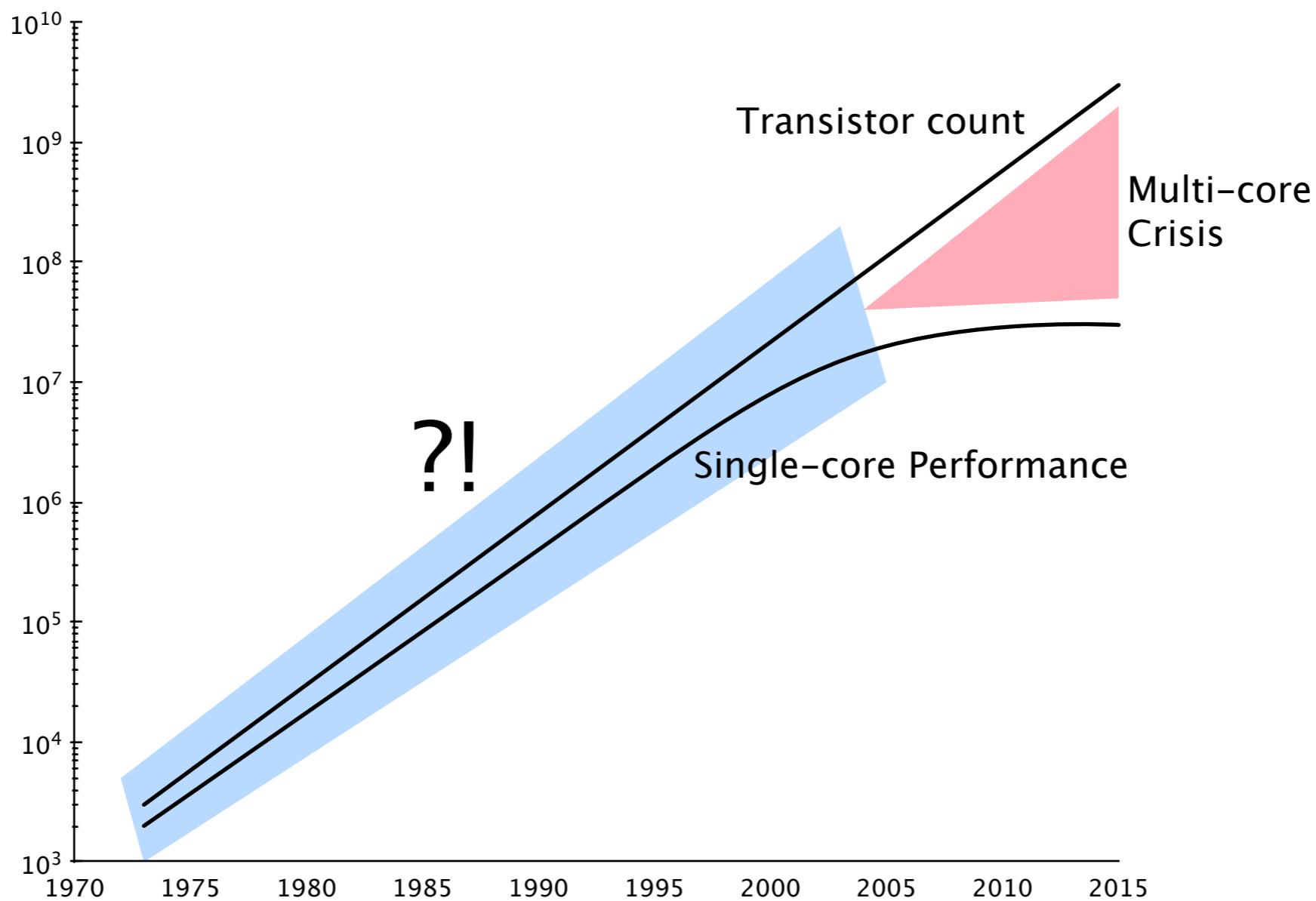
Parallel ≠ Concurrent

Concurrency > Actors

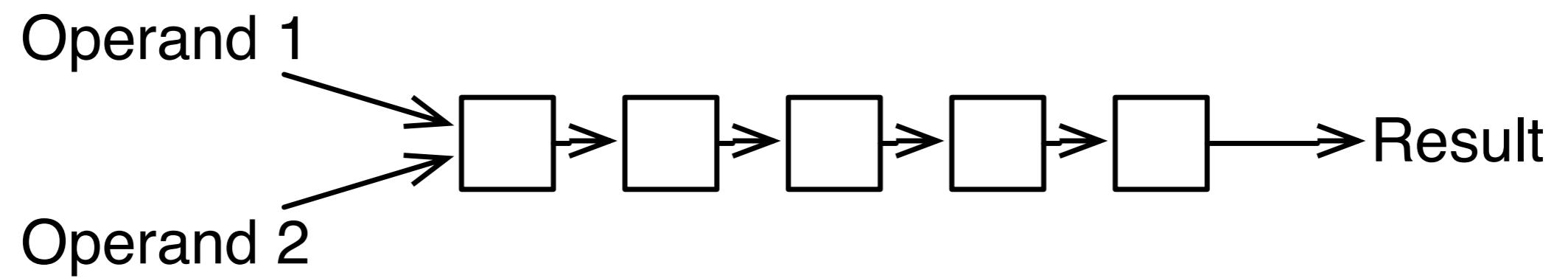


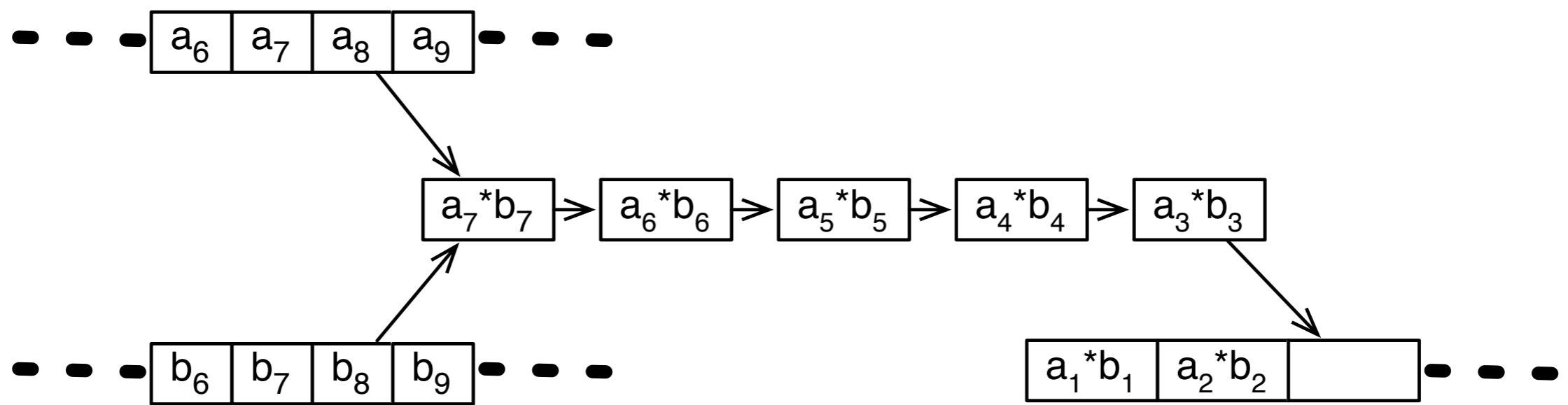


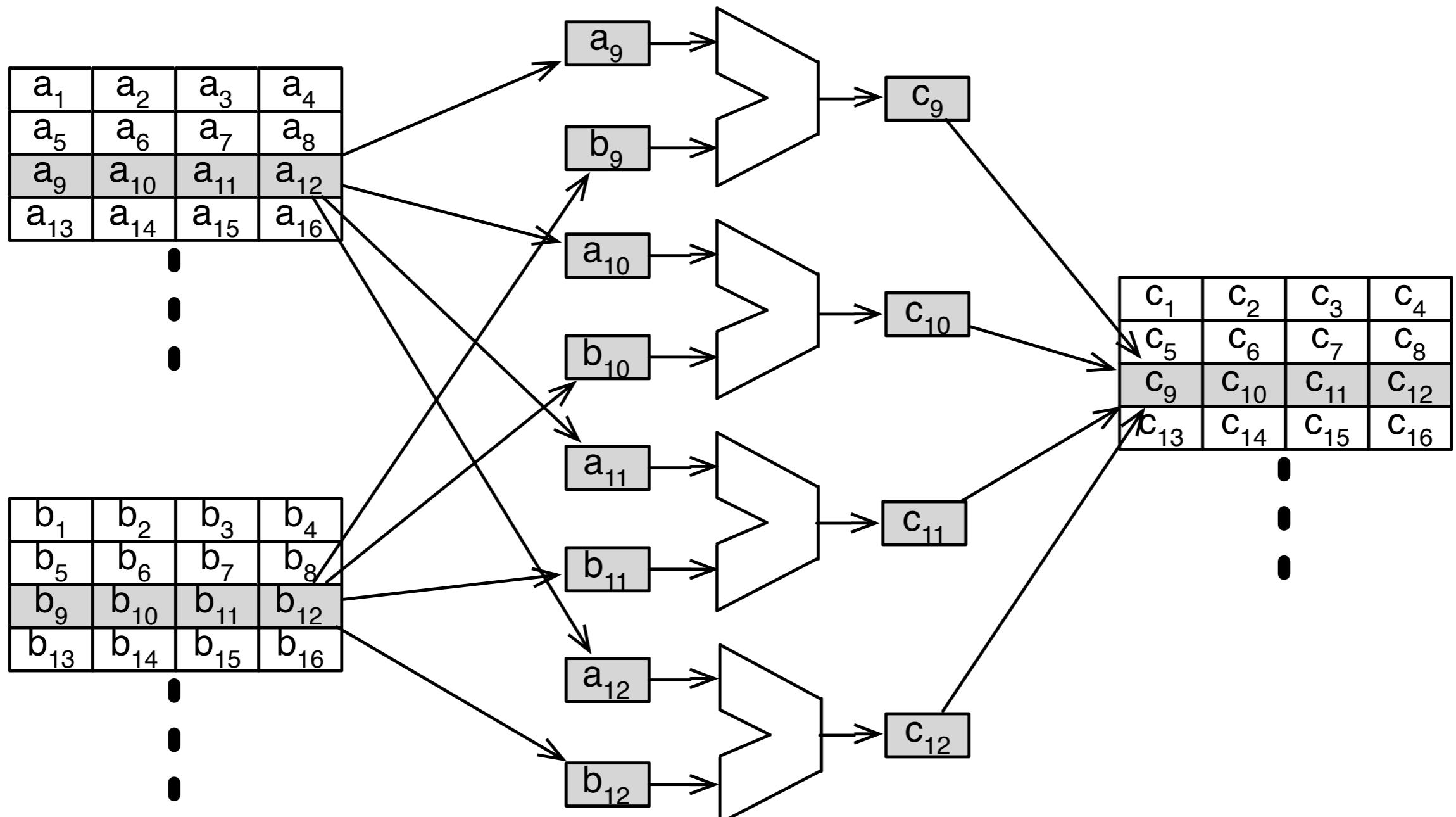


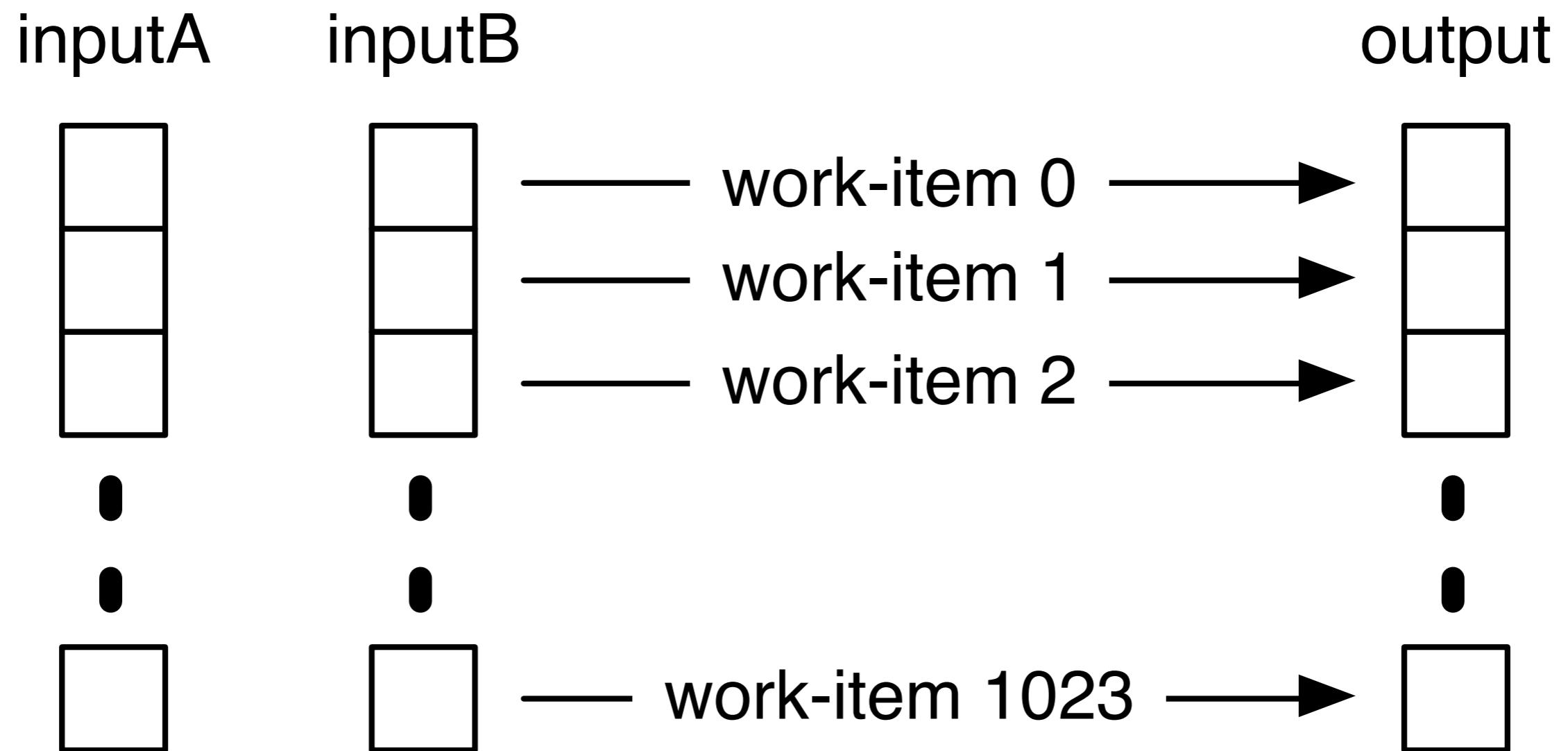


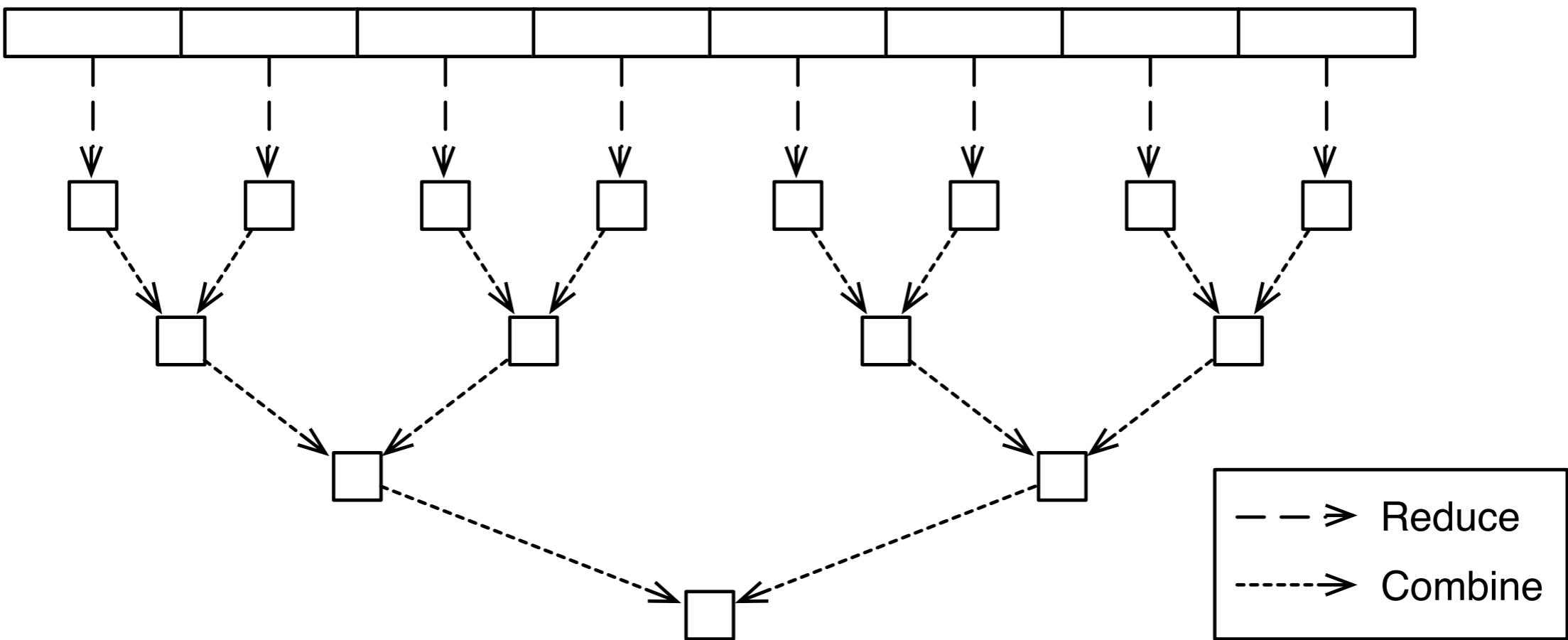
- Increasing clock speed
- Bit-level parallelism
- Instruction-level parallelism







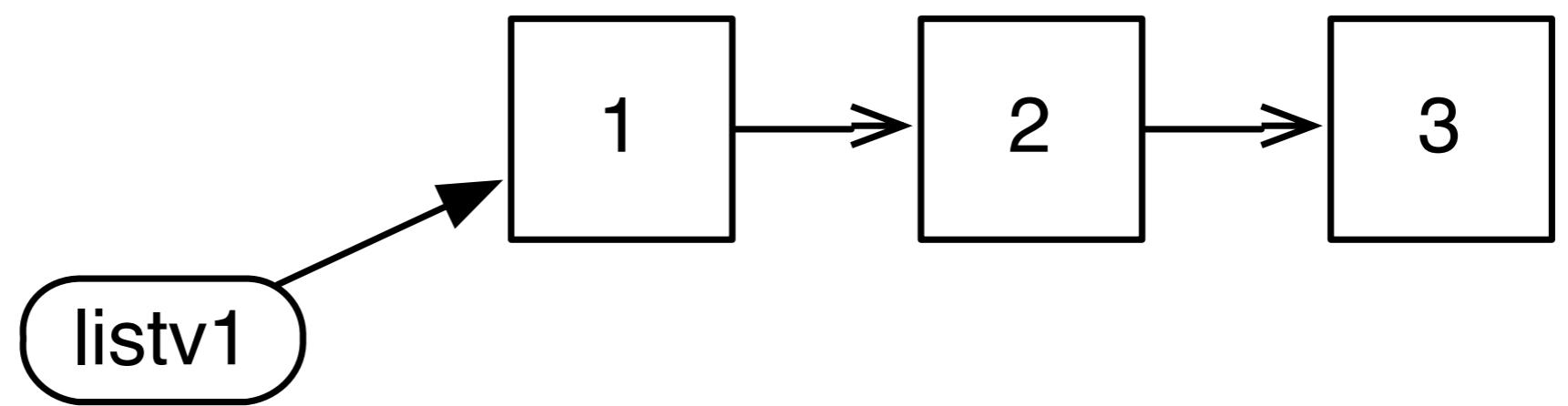


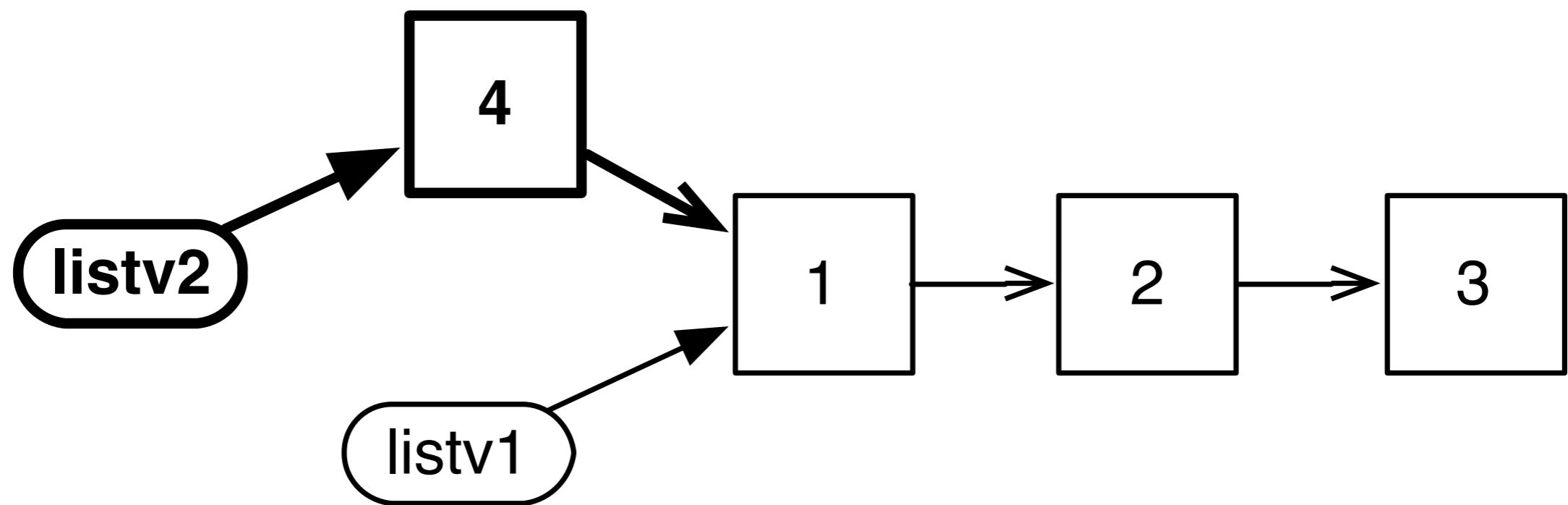


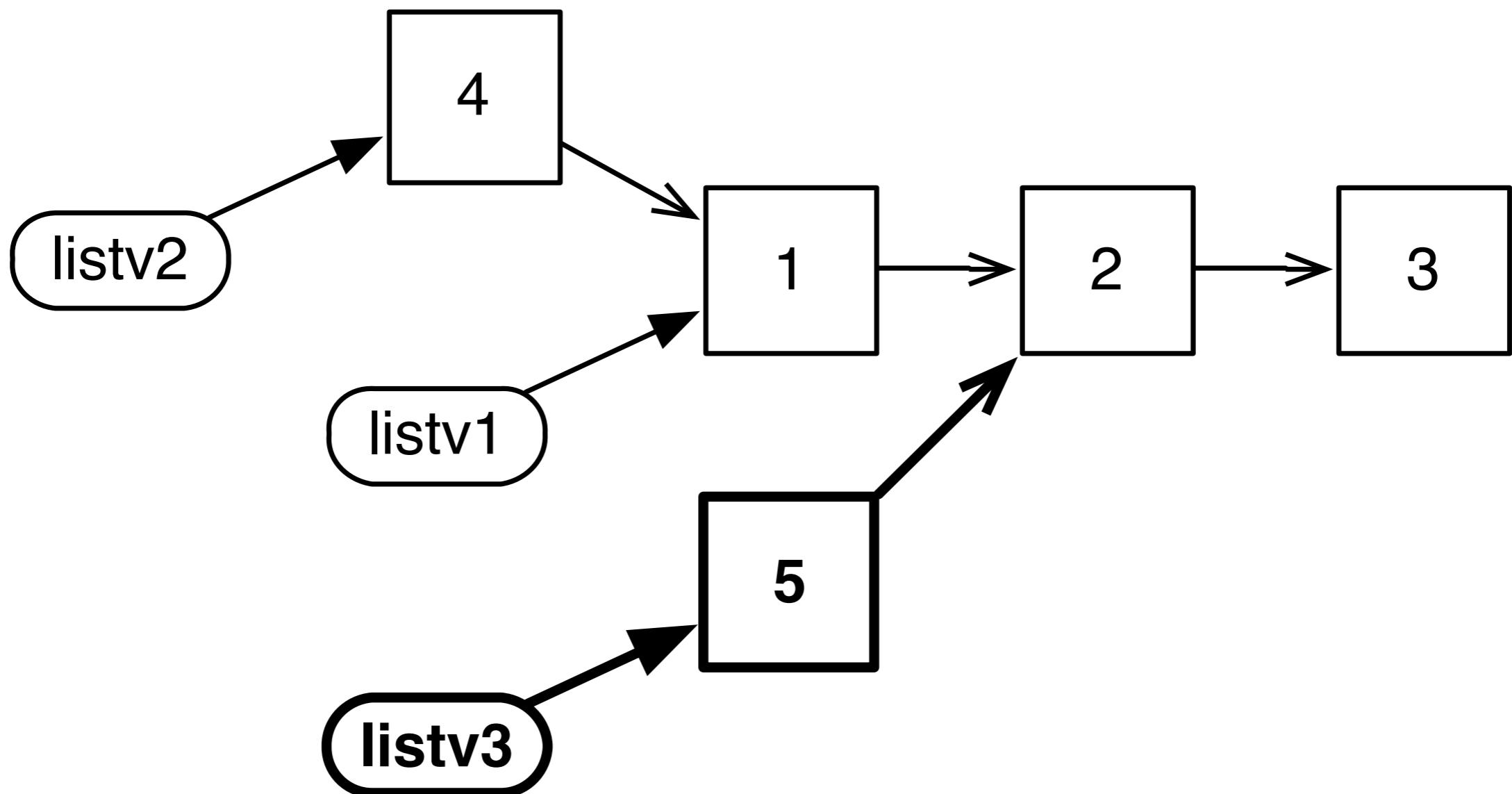
“Concurrency is about dealing with lots of things at once.
Parallelism is about doing lots of things at once.”

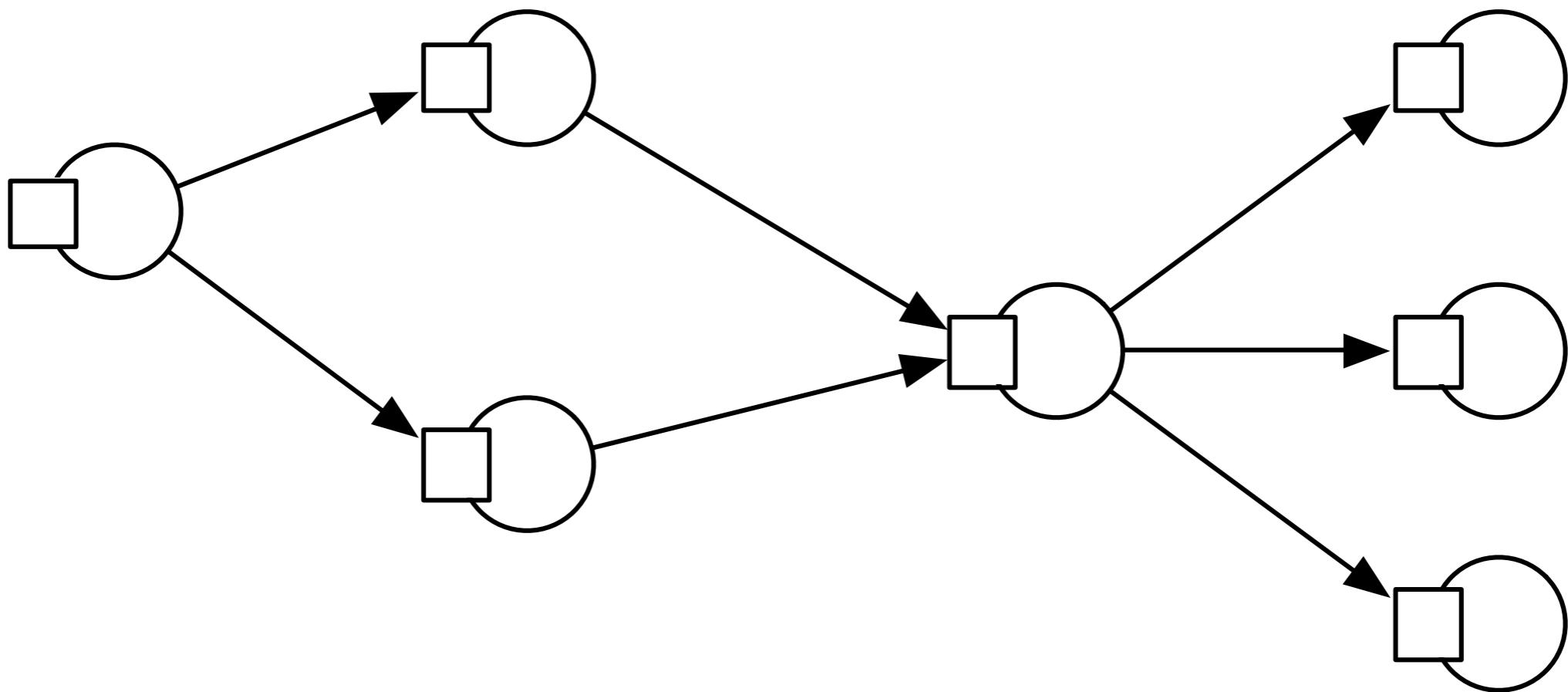
–Rob Pike

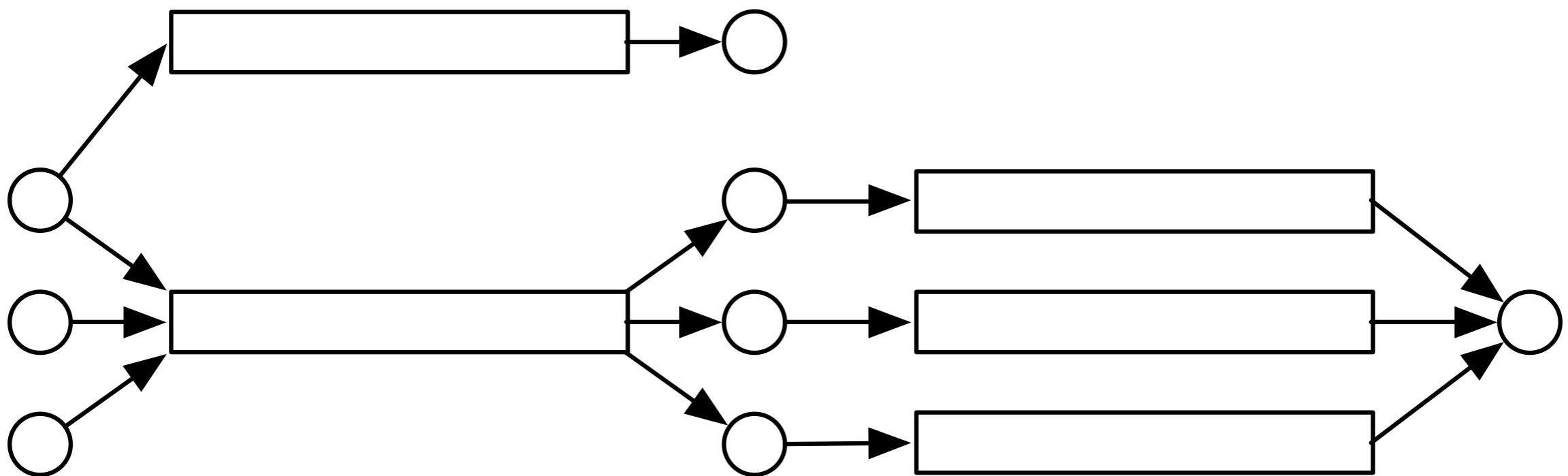
<http://concur.rspace.googlecode.com/hg/talk/concur.html>











2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

(remove< (factor? 2 ...) ...)

2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

(remove< (factor? 3 ...) ...)

3	5	7	9	11	13	15	17	19	21	23	25
---	---	---	---	----	----	----	----	----	----	----	----

(remove< (factor? 5 ...) ...)

5	7	11	13	17	19	23	25
---	---	----	----	----	----	----	----

Parallelism > Multiple Cores

Parallel ≠ Concurrent

Concurrency > Actors

Seven Concurrency Models in Seven Weeks

When Threads Unravel



Paul Butcher

Series editor: Bruce A. Tate
Development editor: Jacquelyn Carter