WORKING OUTLINE

Title: Parallel Programming with Visual C++: Design Patterns for Decomposition and Coordination on Multicore Architectures

Foreword

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Who This Book Is For

Why This Book is Pertinent Now

What You Need To Use This Code

How To Use This Book

Introduction

Parallelism with Control Dependencies Only

Parallelism with Control and Data Dependencies

Dynamic Task Parallelism and Asynchronous Agents

Supporting Material

What Is Not Covered

Goals

Acknowledgments

About the Authors

Chapter 1: Introduction

The Importance of Potential Parallelism

Decomposition, Coordination and Scalable Sharing

Understanding Tasks

Coordinating Tasks

Scalable Sharing of Data

Design Approaches

Sel	ecting	the	Right	Pattern
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A Word about Terminology

The Limits of Parallelism

A Few Tips

Exercises

For More Information

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The Basics

An Example

Variations

Breaking Out of Loops Early

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Exception Handling

Special Handling of Small Loop Bodies

Controlling the Degree of Parallelism

Using Task Local State in a Loop Body

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Step Size Other than One

Hidden Loop Body Dependencies

Small Loop Bodies with Few Iterations

Processor Oversubscription and Undersubscription

Duplicates in the Input Enumeration

Design Notes Adaptive Partitioning Adaptive Concurrency Related Patterns Exercises **Further Reading Chapter 3: Parallel Tasks** The Basics **An Example Variations Canceling a Task Handling Exceptions Waiting for the First Task to Complete Speculative Execution Creating Tasks with Custom Scheduling Anti-Patterns Variables Captured by Closures** Disposing a Resource Needed by a Task **Avoid Thread Abort Exercises Further Reading**

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Design Notes

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Exercises

Further Reading

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Exercises

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Appendix A: Concurrency Runtime and Scheduling

[Outline TBD]

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