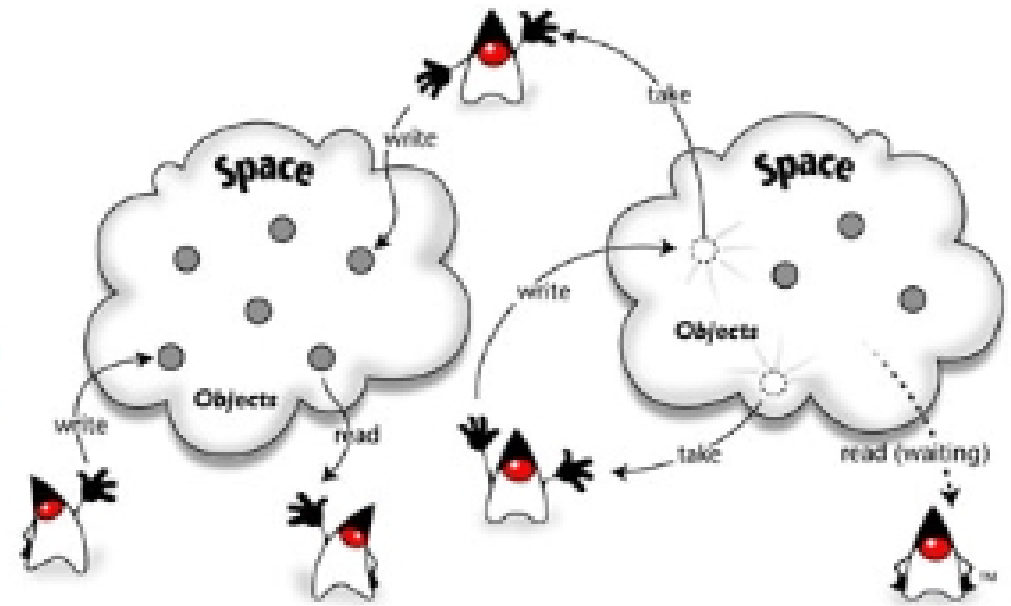


Lecture 22: Abstractions for Concurrency



When you have a world-wide tuple space, you'll be able to tune it in from any computer anywhere – or from any quasi-computer: any cell phone, any TV, any toaster.

David Gelernter's introduction to
JavaSpaces Principles, Patterns, and Practice.



Menu

- Form going around
 - Signup for Project Presentations
 - Vote for Next Lecture (no cheating!)
- Abstractions for Concurrency
 - Algol 68
 - Monitors
 - Linda and JavaSpaces

Last Time

- Concurrent programming is programming with partial ordering on time
- A concurrent programming language gives programmers mechanisms for expressing that partial order
- We can express many partial orders using the thread control primitives **fork** and **join** and locking primitives **protect**, **acquire** and **release**.