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Modern Asynchronous JavaScript
Managing Asynchronous Code
Learning ClojureScript
Instant Help for C# 6.0 Programmers
Asynchronous Control for Networked Systems
Design concurrent and asynchronous applications using the RxCpp library and Modern C++17
Eloquent JavaScript, 3rd Edition

COCHRAN KIERA

Computerworld IGI Global
This book sheds light on networked control systems; it describes different techniques for asynchronous control, moving away from the periodic actions of classical control, replacing them with state-based decisions and reducing the frequency with which communication between subsystems is required. The text focuses specially on event-based control. Split into two parts, Asynchronous Control for Networked Systems begins by addressing the problems of single-loop networked control systems, laying out various solutions which include two alternative model-based control schemes (anticipatory and predictive) and the use of H2/H∞ robust control to deal with network delays and packet losses. Results on self-triggering and send-on-delta sampling are presented to reduce the need for feedback in the loop. In Part II, the authors present solutions for distributed estimation and control. They deal first with reliable networks and then extend their results to scenarios in which delays and packet losses may occur. The novel results presented in Asynchronous Control for Networked Systems are transmitted in a concise and clear style supported by simulation and experimental examples. Some applications are also provided. Academic researchers and graduate students investigating control theory, control engineering and computer communications systems can use this monograph to learn how asynchronous control helps tackle the problems of networked systems in centralized and distributed schemes. Control practitioners at work in power systems, vehicle coordination and traffic networks will also find this book helpful in improving the performance of their systems.
Asynchronous Circuit Design IBM Redbooks
If you're one of the many developers uncertain about concurrent and multithreaded development, this practical cookbook will change your mind. With more than 75 code-rich recipes, author Stephen Cleary demonstrates parallel processing and asynchronous programming techniques, using libraries and language features in .NET 4.5 and C# 5.0. Concurrency is becoming more common in responsive and scalable application development, but it’s been extremely difficult to code. The detailed solutions in this cookbook show you how modern tools raise the level of abstraction, making concurrency much easier

than before. Complete with ready-to-use code and discussions about how and why the solution works, you get recipes for using: async and await for asynchronous operations Parallel programming with the Task Parallel Library The TPL Dataflow library for creating dataflow pipelines Capabilities that Reactive Extensions build on top of LINQ Unit testing with concurrent code Interop scenarios for combining concurrent approaches Immutable, threadsafe, and producer/consumer collections Cancellation support in your concurrent code Asynchronous-friendly Object-Oriented Programming Thread synchronization for accessing data

C# 6.0 Pocket Reference No Starch Press

This IBM® Redbooks® publication presents an overview of implementing N series SnapMirror Async technology, with step-by-step configuration examples and recommendations to assist the reader in designing an optimal SnapMirror solution. There are several approaches to increasing data availability in the face of hardware, software, or even site failures. Backups provide a way to recover lost data from an archival medium (tape or disk). Redundant hardware technologies also help mitigate the damage caused by hardware issues or failures. Mirroring provides a third mechanism to facilitate data availability and minimize downtime. SnapMirror offers a fast and flexible enterprise solution for mirroring or replicating data over local area, wide area, and Fibre Channel (FC) networks. SnapMirror can be a key component in implementing enterprise data protection strategies. If a disaster occurs at a source site, businesses can access mission-critical data from a replica on a remote N series storage system for uninterrupted operation.

Asynchronous Sequential Machine Design and Analysis Springer Science & Business Media

Written for computer professionals who have a basic understanding of communications, this book offers a broad overview of the emerging technologies of very high-speed data and voice communications. Covers the principles of high-speed networking; fiber optical technology and optical networks; local area networks; metropolitan area networks; high-speed packet switches; and high-speed cell switching. For computer professionals interested in the fields of data communications and voice networking.

Exploring Online Learning Through Synchronous and Asynchronous Instructional Methods Springer Science & Business Media

Asynchronous Sequential Machine Design and Analysis provides a lucid, in-depth treatment of asynchronous state machine design and analysis presented in two parts: Part I on the background fundamentals related to asynchronous sequential logic circuits generally, and Part II on self-timed systems, high-performance asynchronous programmable sequencers, and arbiters. Part I provides a detailed review of the background fundamentals for the design and analysis of asynchronous finite state machines (FSMs). Included are the basic models, use of fully documented state diagrams, and the design and characteristics of basic memory cells and Muller C-elements. Simple FSMs using C-elements illustrate the design process. The detection and elimination of timing defects in asynchronous FSMs are covered in detail. This is followed by the array algebraic approach to the design of single-transition-time machines and use of CAD software for that purpose, one-hot asynchronous FSMs, and pulse mode FSMs. Part I concludes with the analysis procedures for asynchronous state machines. Part II is concerned mainly with self-timed systems, programmable sequencers, and arbiters. It begins with a detailed treatment of externally asynchronous/internally clocked (or pausable) systems that are delay-insensitive and metastability-hardened. This is followed by defect-free cascadable asynchronous sequencers, and defect-free one-hot asynchronous programmable sequencers--their characteristics, design, and applications. Part II concludes with arbiter modules of various types, those with and without metastability protection, together with applications. Presented in the appendices are brief reviews covering mixed-logic gate symbology, Boolean algebra, and entered-variable K-map minimization. End-of-chapter problems and a glossary of terms, expressions, and abbreviations contribute to the reader's learning experience. Five productivity tools are made available specifically for use with this text and briefly discussed in the Preface. Table of Contents: I: Background Fundamentals for Design and Analysis of Asynchronous State Machines / Introduction and Background / Simple FSM Design and Initialization / Detection and Elimination of Timing Defects in Asynchronous FSMs / Design of Single Transition Time Machines / Design of One-Hot Asynchronous FSMs / Design of Pulse Mode FSMs / Analysis of Asynchronous FSMs / II: Self-Timed Systems/ Programmable Sequencers, and Arbiters / Externally Asynchronous/Internally Clocked Systems / Cascadable Asynchronous Programmable Sequencers (CAPS) and Time-Shared System Design / Asynchronous One-Hot Programmable Sequencer Systems / Arbiter Modules

PThreads Programming Async in C# 5.0Unleash the Power of Async

This book is the result of a long friendship, of a broad international co operation, and of a bold dream. It is the summary of work carried out by the authors, and several other wonderful people, during more than 15 years, across 3 continents, in the course of countless meetings, workshops and discus sions. It shows that neither language nor distance can be an obstacle to close scientific cooperation, when there is unity of goals and true collaboration. When we started, we had very different approaches to handling the mys terious, almost magical world of asynchronous circuits. Some were more theo retical, some were closer to physical reality, some were driven mostly by design needs. In the end, we all shared the same belief that true Electronic Design Automation research must be solidly grounded in formal models, practically minded to avoid excessive complexity, and tested "in the field" in the form of experimental tools. The results are this book, and the CAD tool petrify. The latter can be downloaded and tried by anybody bold (or desperate) enough to tread into the clockless (but not lawless) domain of small-scale asynchronicity. The URL is http://www.lsi. upc. esr j ordic/petrify. We believe that asynchronous circuits are a wonderful object, that aban dons some of the almost militaristic law and order that governs synchronous circuits, to improve in terms of simplicity, energy efficiency and performance.

Asynchronous Transfer Mode (ATM) Packt Publishing Ltd

Deep learning, as a recent AI technique, has proven itself efficient in solving many real-world problems. Deep learning algorithms are efficient, high performing, and an effective standard for solving these problems. In addition, with IoT, deep learning is in many emerging and developing domains of computer technology. Deep learning algorithms have brought a revolution in computer vision applications by introducing an efficient solution to several image processing-related problems that have long remained unresolved or moderately solved. Various significant IoT technologies in various industries, such as education, health, transportation, and security, combine IoT with deep learning for complex problem solving and the supported interaction between human beings and their surroundings. Examining the Impact of Deep Learning and IoT on Multi-Industry Applications provides insights on how deep learning, together with IoT, impacts various sectors such as healthcare, agriculture, cyber security, and social media analysis applications. The

chapters present solutions to various real-world problems using these methods from various researchers' points of view. While highlighting topics such as medical diagnosis, power consumption, livestock management, security, and social media analysis, this book is ideal for IT specialists, technologists, security analysts, medical practitioners, imaging specialists, diagnosticians, academicians, researchers, industrial experts, scientists, and undergraduate and postgraduate students who are working in the field of computer engineering, electronics, and electrical engineering.

Modern patterns of concurrent and parallel programming Springer Nature

With the advent of HTML5, front-end MVC, and Node.js, JavaScript is ubiquitous--and still messy. This book will give you a solid foundation for managing async tasks without losing your sanity in a tangle of callbacks. It's a fast-paced guide to the most essential techniques for dealing with async behavior, including PubSub, evented models, and Promises. With these tricks up your sleeve, you'll be better prepared to manage the complexity of large web apps and deliver responsive code. With Async JavaScript, you'll develop a deeper understanding of the JavaScript language. You'll start with a ground-up primer on the JavaScript event model--key to avoiding many of the most common mistakes JavaScripters make. From there you'll see tools and design patterns for turning that conceptual understanding into practical code. The concepts in the book are illustrated with runnable examples drawn from both the browser and the Node.js server framework, incorporating complementary libraries including jQuery, Backbone.js, and Async.js. You'll learn how to create dynamic web pages and highly concurrent servers by mastering the art of distributing events to where they need to be handled, rather than nesting callbacks within callbacks within callbacks. Async JavaScript will get you up and running with real web development quickly. By the time you've finished the Promises chapter, you'll be parallelizing Ajax requests or running animations in sequence. By the end of the book, you'll even know how to leverage Web Workers and AMD for JavaScript applications with cutting-edge performance. Most importantly, you'll have the knowledge you need to write async code with confidence. What You Need: Basic knowledge of JavaScript is recommended. If you feel that you're not up to speed, see the "Resources for Learning JavaScript" section in the preface.

Oxford University Press, USA

If you're writing one of several applications that call for asynchronous programming, this concise hands-on guide shows you how the async feature in C# 5.0 can make the process much simpler. Along with a clear introduction to asynchronous programming, you get an in-depth look at how the async feature works and why you might want to use it in your application. Written for experienced C# programmers—yet approachable for beginners—this book is packed with code examples that you can extend for your own projects. Write your own asynchronous code, and learn how async saves you from this messy chore Discover new performance possibilities in ASP.NET web server code Explore how async and WinRT work together in Windows 8 applications Learn the importance of the await keyword in async methods Understand which .NET thread is running your code—and at what points in the program Use the Task-based Asynchronous Pattern (TAP) to write asynchronous APIs in .NET Take advantage of parallel computing in modern machines Measure async code performance by comparing it with alternatives

A Systems Perspective Packt Publishing Ltd

When you need answers for programming with C# 6.0, this practical and tightly focused book tells you exactly what you need to know—without long introductions or bloated samples. Easy to browse, it's ideal as a quick reference or as a guide to get you rapidly up to speed if you already know Java, C++, or an earlier version of C#. Written by the author of C# 6.0 in a Nutshell, this book covers the entire C# 6.0 language, including: All of C#'s fundamentals Advanced topics such as operator overloading, type constraints, covariance and contravariance, iterators, nullable types, operator lifting, lambda expressions, and closures LINQ, starting with sequences, lazy execution and standard query operators, and finishing with a complete reference to query expressions Dynamic binding and asynchronous functions Unsafe code & pointers, custom attributes, preprocessor directives, and XML documentation

Principles of Asynchronous Circuit Design Prentice Hall

Principles of Asynchronous Circuit Design - A Systems Perspective addresses the need for an introductory text on asynchronous circuit design. Part I is an 8-chapter tutorial which addresses the most important issues for the beginner, including how to think about asynchronous systems. Part II is a 4-chapter introduction to Balsa, a freely-available synthesis system for asynchronous circuits which will enable the reader to get hands-on experience of designing high-level asynchronous systems. Part III offers a number of examples of state-of-the-art asynchronous systems to illustrate what can be built using asynchronous techniques. The examples range from a complete commercial smart card chip to complex microprocessors. The objective in writing this book has been to enable industrial designers with a background in conventional (clocked) design to be able to understand asynchronous design sufficiently to assess what it has to offer and whether it might be advantageous in their next design task.

Build More Responsive Apps with Less Code Apress

Exploring online learning through the lens of synchronous and asynchronous instructional methods can be beneficial to the online instructor and to the course designer. Understanding the underlying theoretical foundation is essential to justify both types of instructional pedagogies. Learning theory as it applies to online environments encompasses myriad techniques and practices. Edited by Dr. Cynthia Mary Sistek-Chandler, who was named the 2020 Higher Education Technology Leader Winner by EdTech Digest, Exploring Online Learning Through Synchronous and Asynchronous Instructional Methods is an essential scholarly book that provides relevant and detailed research on the applications of synchronous and asynchronous instructional pedagogies and discusses why they are critical to the design and implementation of contemporary online courses. Featuring an array of topics such as student engagement, adaptive learning, and online instruction, this book is ideal for online instructors, instructional designers, curriculum developers, course designers, academicians, administrators, e-learning professionals, researchers, and students.

Asynchronous Programming with Swift (Second Edition) "O'Reilly Media, Inc."

Build your high performance large scale concurrent system in a more flexible and efficient way than ever before with this first & only Swoole PHP book, with PHP 8 ready. Introduction Introducing a new execution model of PHP applications, how Swoole PHP works and the pitfalls of new developers coming into the Swoole PHP world. This book is also about the general concepts behind building a high concurrency and high-performance web system and how these concepts are implemented in Swoole PHP and how advanced PHP works. This book provides just enough Linux OS kernel knowledges with code samples helping you understand how async I/O, concurrency and coroutine works. When start learning or using a new framework, people always carry some assumption coming from the previous experience. Some of these

experiences are helpful to understand the new system, but some of these experiences may lead to the misunderstanding of the new system. This book introduces the pitfalls to avoid if you are an experienced PHP developer. This book is for the developers who have already know the basics about how a web system works such as PHP web application or application in the other programming languages such as Node.js, Golang or Java. After reading this book, you should be able to build a high concurrent Swoole PHP system with confidence.

Asynchronous Android Programming "O'Reilly Media, Inc." Pro Asynchronous Programming with .NET teaches the essential skill of asynchronous programming in .NET. It answers critical questions in .NET application development, such as: how do I keep my program responding at all times to keep my users happy? how do I make the most of the available hardware? how can I improve performance? In the modern world, users expect more and more from their applications and devices, and multi-core hardware has the potential to provide it. But it takes carefully crafted code to turn that potential into responsive, scalable applications. With Pro Asynchronous Programming with .NET you will: Meet the underlying model for asynchrony on Windows—threads. Learn how to perform long blocking operations away from your UI thread to keep your UI responsive, then weave the results back in as seamlessly as possible. Master the async/await model of asynchrony in .NET, which makes asynchronous programming simpler and more achievable than ever before. Solve common problems in parallel programming with modern async techniques. Get under the hood of your asynchronous code with debugging techniques and insights from Visual Studio and beyond. In the past asynchronous programming was seen as an advanced skill. It’s now a must for all modern developers. Pro Asynchronous Programming with .NET is your practical guide to using this important programming skill anywhere on the .NET platform. What you’ll learnHow threads make asynchrony possible in .NET The costs and benefits of different synchronization primitives How to make the most of the async and await keywords for easier management of asynchronous operations How to use an asynchronous model to scale processing across multiple cores The different demands of IO and CPU bound processing Debugging multithreaded code effectively Who this book is for Pro Asynchronous Programming with .NET is for the .NET developer who wants to get more out of the platform. It’s for the UI developer who finds their applications feel unresponsive. It’s for the server-side developer who is struggling to scale their systems. It’s for the developer who is being given more data to process and less time to do it in. Pro Asynchronous Programming with .NET is for people who want to solve problems but also understand how and why the solutions work. Table of Contents Chapter 1: Introduction to Asynchronous Programming Chapter 2: The Evolution of the .NET Asynchronous API Chapter 3: Tasks Chapter 4: Basic Thread Safety Chapter 5: Concurrent Data Structures and Primitives Chapter 6: Fast and Fluid: Building a Responsive UI Chapter 7: Async the .NET 4.5 Way – async and await Chapter 8: Everything is a Task Chapter 9: Server-side Async Chapter 10: Parallel Programming Chapter 11: Data Flow Constructs Chapter 12: Task scheduling Chapter 13: Debugging Async with Visual Studio Chapter 14: Debugging Async Beyond Visual Studio

Mastering Swoole PHP Razeware LLC

Completely revised and updated, this best-selling introduction to programming in JavaScript focuses on writing real applications. JavaScript lies at the heart of almost every modern web application, from social apps like Twitter to browser-based game frameworks like Phaser and Babylon. Though simple for beginners to pick up and play with, JavaScript is a flexible, complex language that you can use to build full-scale applications. This much anticipated and thoroughly revised third edition of Eloquent JavaScript dives deep into the JavaScript language to show you how to write beautiful, effective code. It has been updated to reflect the current state of Java¬Script and web browsers and includes brand-new material on features like class notation, arrow functions, iterators, async functions, template strings, and block scope. A host of new exercises have also been added to test your skills and keep you on track. As with previous editions, Haverbeke continues to teach through extensive examples and immerses you in code from the start, while exercises and full-chapter projects give you hands-on experience with writing your own programs. You start by learning the basic structure of the JavaScript language as well as control structures, functions, and data structures to help you write basic programs. Then you'll learn about error handling and bug fixing, modularity, and asynchronous programming before moving on to web browsers and how JavaScript is used to program them. As you build projects such as an artificial life simulation, a simple programming language, and a paint program, you'll learn how to: - Understand the essential elements of programming, including syntax, control, and data - Organize and clarify your code with object-oriented and functional programming techniques - Script the browser and make basic web applications - Use the DOM effectively to interact with browsers - Harness Node.js to build servers and utilities Isn't it time you became fluent in the language of the Web? * All source code is available online in an inter¬active sandbox, where you can edit the code, run it, and see its output instantly.

Pro Asynchronous Programming with .NET Morgan & Claypool Publishers

Summary Concurrency in .NET teaches you how to build concurrent and scalable programs in .NET using the functional paradigm. This intermediate-level guide is aimed at developers, architects, and passionate computer programmers who are interested in writing code with improved speed and effectiveness by adopting a declarative and pain-free programming style. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Unlock the incredible performance built into your multi-processor machines. Concurrent applications run faster because they spread work across processor cores, performing several tasks at the same time. Modern tools and techniques on the .NET platform, including parallel LINQ, functional programming, asynchronous programming, and the Task Parallel Library, offer powerful alternatives to traditional thread-based concurrency. About the Book Concurrency in .NET teaches you to write code that delivers the speed you need for performance-sensitive applications. Featuring examples in both C# and F#, this book guides you through concurrent and parallel designs that emphasize functional programming in theory and practice. You'll start with the foundations of concurrency and master essential techniques and design practices to optimize code running on modern multiprocessor systems. What's Inside The most important concurrency abstractions Employing the agent programming model Implementing real-time event-stream processing Executing unbounded asynchronous operations Best concurrent practices and patterns that apply to all platforms About the Reader For readers skilled with C# or F#. About the Book Riccardo Terrell is a seasoned software engineer and Microsoft MVP who is passionate about functional programming. He has over 20 years' experience delivering cost-effective technology solutions in a competitive business environment. Table of Contents PART 1 - Benefits of functional programming applicable to concurrent programs Functional concurrency

foundations Functional programming techniques for concurrency Functional data structures and immutability PART 2 - How to approach the different parts of a concurrent program The basics of processing big data: data parallelism, part 1 PLINQ and MapReduce: data parallelism, part 2 Real-time event streams: functional reactive programming Task-based functional parallelism Task asynchronicity for the win Asynchronous functional programming in F# Functional combinators for fluent concurrent programming Applying reactive programming everywhere with agents Parallel workflow and agent programming with TPL Dataflow PART 3 - Modern patterns of concurrent programming applied Recipes and design patterns for successful concurrent programming Building a scalable mobile app with concurrent functional programming

Concurrent Programming on Windows IGI Global

Learn how to implement the reactive programming paradigm with C++ and build asynchronous and concurrent applications Key Features Efficiently exploit concurrency and parallelism in your programs Use the Functional Reactive programming model to structure programs Understand reactive GUI programming to make your own applications using Qt Book Description Reactive programming is an effective way to build highly responsive applications with an easy-to-maintain code base. This book covers the essential functional reactive concepts that will help you build highly concurrent, event-driven, and asynchronous applications in a simpler and less error-prone way. C++ Reactive Programming begins with a discussion on how event processing was undertaken by different programming systems earlier. After a brisk introduction to modern C++ (C++17), you'll be taken through language-level concurrency and the lock-free programming model to set the stage for our foray into the Functional Programming model. Following this, you'll be introduced to RxCpp and its programming model. You'll be able to gain deep insights into the RxCpp library, which facilitates reactive programming. You'll learn how to deal with reactive programming using Qt/C++ (for the desktop) and C++ microservices for the Web. By the end of the book, you will be well versed with advanced reactive programming concepts in modern C++ (C++17). What you will learn Understand language-level concurrency in C++ Explore advanced C++ programming for the FRP Uncover the RxCpp library and its programming model Mix the FP and OOP constructs in C++ 17 to write well-structured programs Master reactive microservices in C++ Create custom operators for RxCpp Learn advanced stream processing and error handling Who this book is for If you're a C++ developer interested in using reactive programming to build asynchronous and concurrent applications, you'll find this book extremely useful. This book doesn't assume any previous knowledge of reactive programming.

Modelling, Specifications, and Tools Springer

Unlock the power of multi-core mobile devices to build responsive and reactive Android applications About This Book Construct scalable and performant applications to take advantage of multi-thread asynchronous techniques Explore the high-level Android asynchronous constructs available on the Android SDK Choose the most appropriate asynchronous technique to implement your next outstanding feature Who This Book Is For This book is for Android developers who want to learn how to build multithreaded and reliable Android applications using high-level and advanced asynchronous techniques and concepts. No prior knowledge of concurrent and asynchronous programming is required. This book will also be great for Java experts who are new to Android. Whether you are a beginner at Android development or a seasoned Android programmer, this book will guide you through the most basic and advanced asynchronous constructs used in Android programming. What You Will Learn Get familiar with the android process model and low-level concurrent constructs delivered by the Android SDK Use AsyncTask and loader framework to load data in the background, delivering progress results in the meantime Create services that interact with your activity without compromising the UI rendering Learn the working of Android concurrency on the Native Layer Interact with nearby devices over Bluetooth and WiFi communications channels Create and compose tasks with RxJava to execute complex asynchronous work in a predictable way Get accustomed to the use of the Android Loader construct to deliver up-to-date results In Detail Asynchronous programming has acquired immense importance in Android programming, especially when we want to make use of the number of independent processing units (cores) available on the most recent Android devices. With this guide in your hands you'll be able to bring the power of Asynchronous programming to your own projects, and make your Android apps more powerful than ever before! To start with, we will discuss the details of the Android Process model and the Java Low Level Concurrent Framework, delivered by Android SDK. We will also guide you through the high-level Android-specific constructs available on the SDK: Handler, AsyncTask, and Loader. Next, we will discuss the creation of IntentServices, Bound Services and External Services, which can run in the background even when the user is not interacting with it. You will also discover AlarmManager and JobScheduler APIs, which are used to schedule and defer work without sacrificing the battery life. In a more advanced phase, you will create background tasks that are able to execute CPU-intensive tasks in a native code-making use of the Android NDK. You will be then guided through the process of interacting with remote services asynchronously using the HTTP protocol or Google GCM Platform. Using the EventBus library, we will also show how to use the Publish-Subscribe software pattern to simplify communication between the different Android application components by decoupling the event producer from event consumer. Finally, we will introduce RxJava, a popular asynchronous Java framework used to compose work in a concise and reactive way. Asynchronous Android will help you to build well-behaved applications with smooth responsive user interfaces that delight the users with speedy results and data that's always fresh. Style and approach This easy-to-follow guide is full of code examples of real-world use cases. Each asynchronous topic is explained sequentially, from the most basic and low-level to the more advanced, using concise and effective language. Some lifecycle flows and concepts feature illustrations to help you understand the complex interactions between Android entities.

Power Programming with RPC "O'Reilly Media, Inc."

Computer Systems Organization -- Computer-Communication Networks.

Examining the Impact of Deep Learning and IoT on Multi-Industry Applications Packt Publishing Ltd

This text contributes to the field of sequential optimization for finite-state machines, introducing several new provably-optimal algorithms, presenting practical software implementations of each of these algorithms and introducing a complete new CAD package, called MINIMALIST. Real-world industrial designs are used as benchmark circuits throughout.