Opening Discussion

- Solutions to the IcP.
- Determining core count.
Parallel Data Structures

- BlockingQueue
- ConcurrentHashMap
- CountDownLatch
- CyclicBarrier
- Exchanger
- PriorityBlockingQueue
- Semaphore
- Scala provides some support for basic collections.
Locks

- More flexible than synchronized.
- Provides extra power when needed. Particularly for locking across method calls.
Atomics

- Data values with atomic access.
- Faster and easier than doing your own synchronization.
Our goal today is to play around with the code. We want to get some stuff running that uses parallelism and hopefully see it working.

- The Mandelbrot set example.
- Parallel sorting.
Next up is streams and networking. What questions do you have about multithreading?

My hope is to incorporate multithreading into many things we do. Let me know if you have suggestions.