

Audio Programming with Chuck

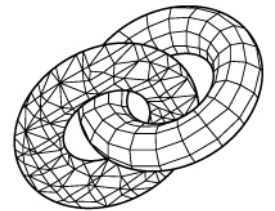
Session 6: Multi-Threading and Concurrency

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Mini-course Schedule

08/01/2019	Session 1: Basics: Sound, Waves, and ChuckK initiation
10/01/2019	Session 2: MIDI, ChuckK Libraries, and Arrays
15/01/2019	Session 3: Sound File Manipulation
17/01/2019	Session 4: Functions
22/01/2019	Session 5: Unit Generators and Physical Models
Today	Session 6: Multi-Threading and Concurrency
29/01/2019	Session 7: Classes and Object-Oriented Programming

Session 6: Multi-Threading and Concurrency

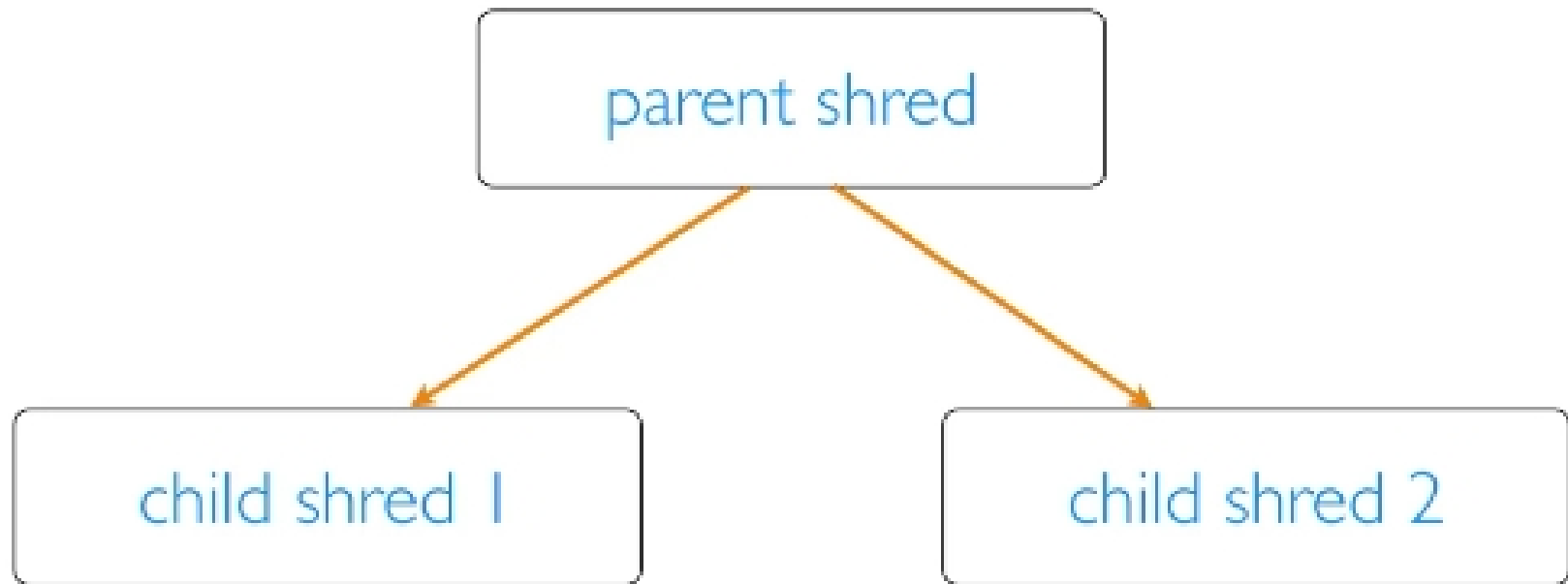
Shred: a strand / thread of logic

a shred is created by “sporking” functions!

```
spork ~ function();
```

Parent / Child shreds

Shreds



Shreds

working with **concurrency**

- **shred**: a ChuckK process; a thread of logic
- **spork** ~ a function to run it on a new shred
- shreds do not necessarily need to know about each other
 - only need to deal with time locally
- no limit on the number of shreds (spork away!)
- parent shreds must be kept alive to keep child shreds running