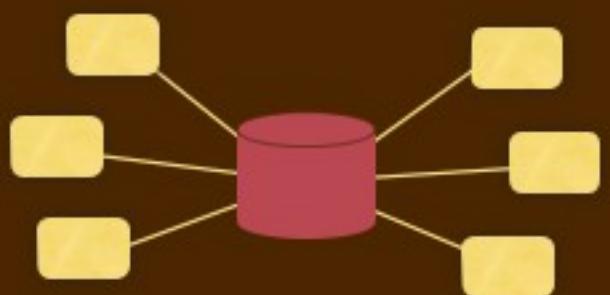


Synchronous
coordination
prevailed



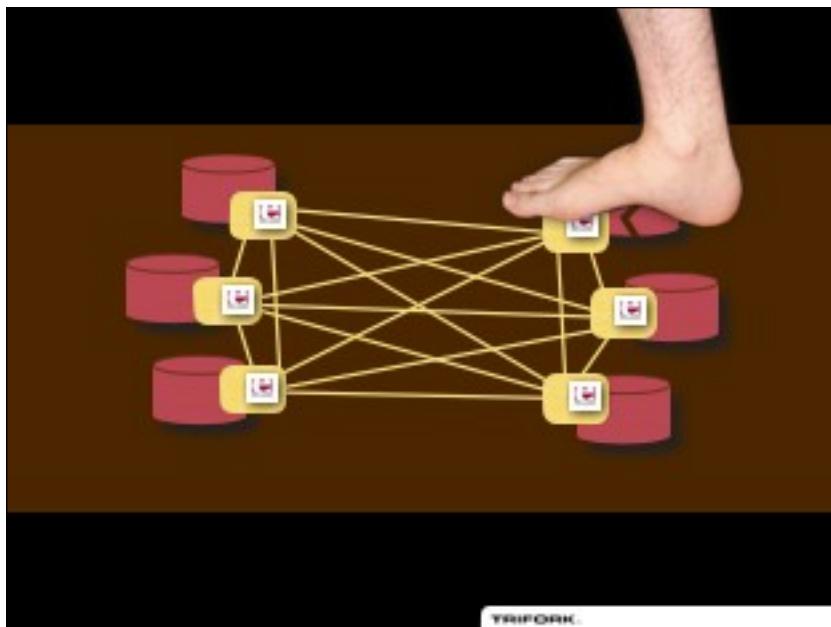
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Erlang's raison d'être

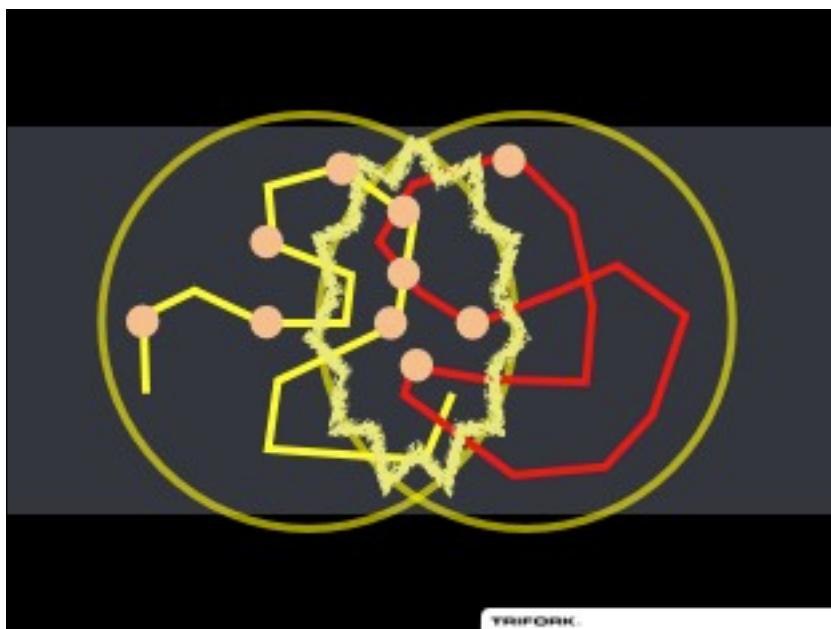
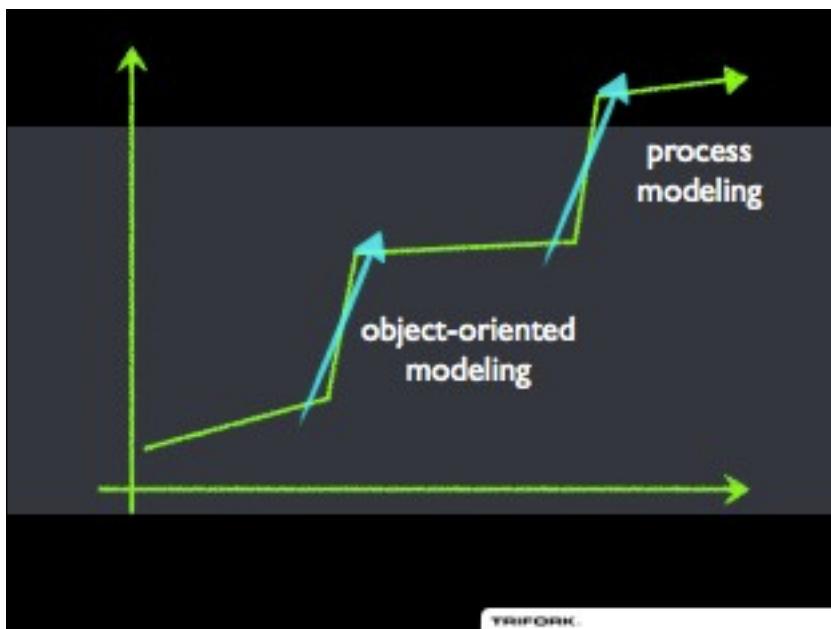
**Build reliable systems
in the presence of errors**

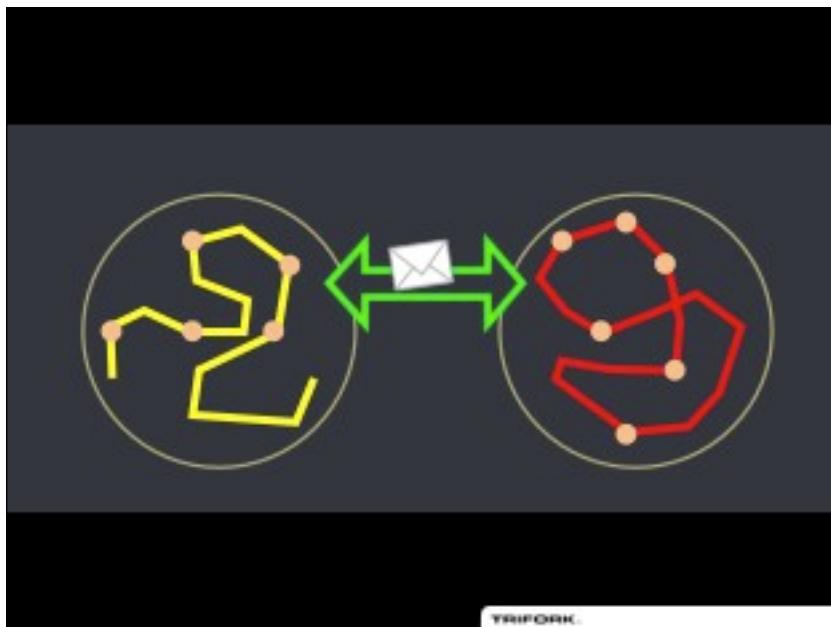
⇒ Isolation + Concurrency

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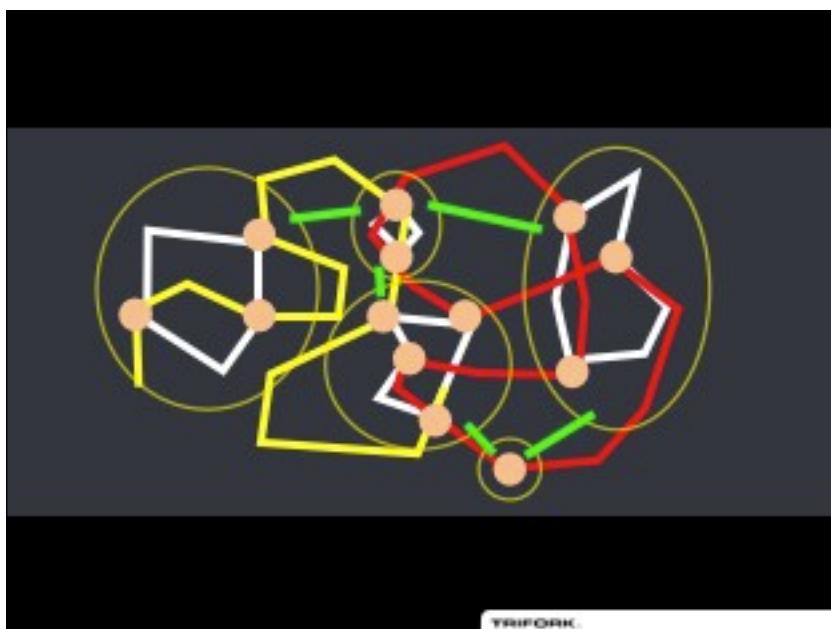
process modeling

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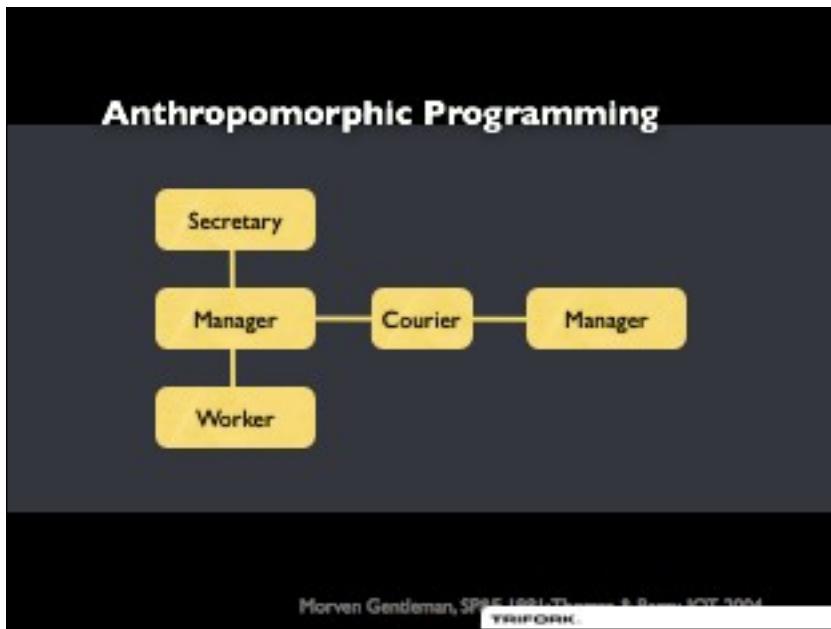




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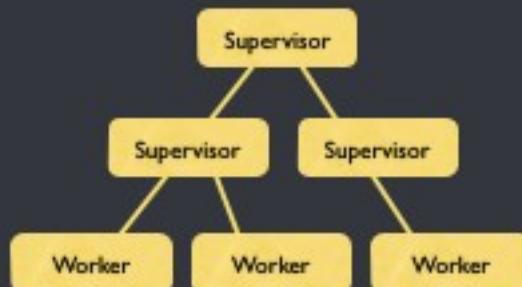


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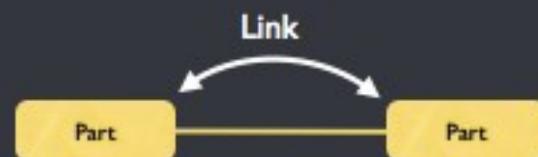
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Hierarchical Organizations



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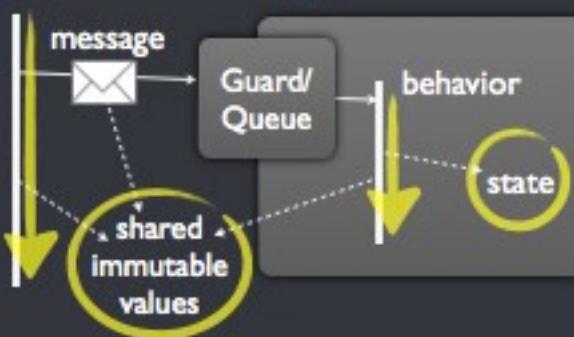
Process Aggregation



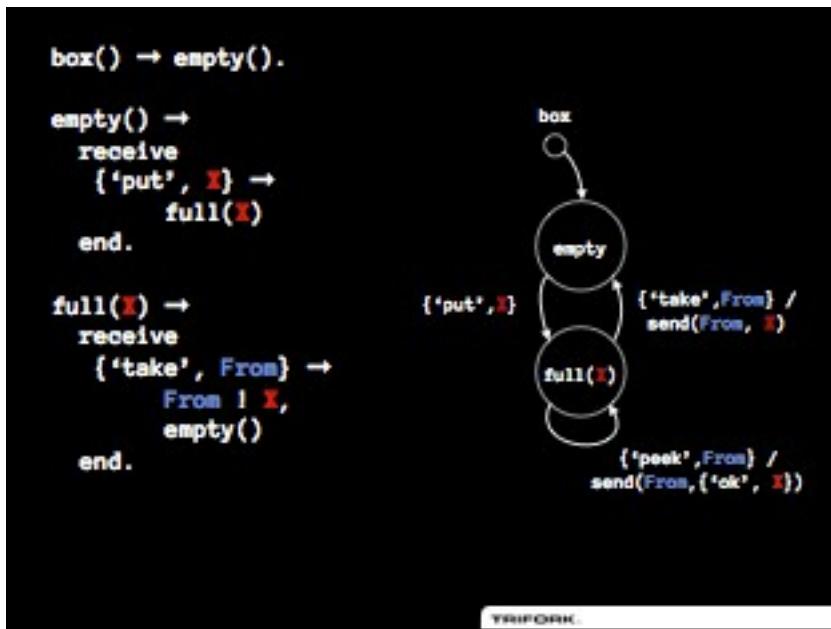
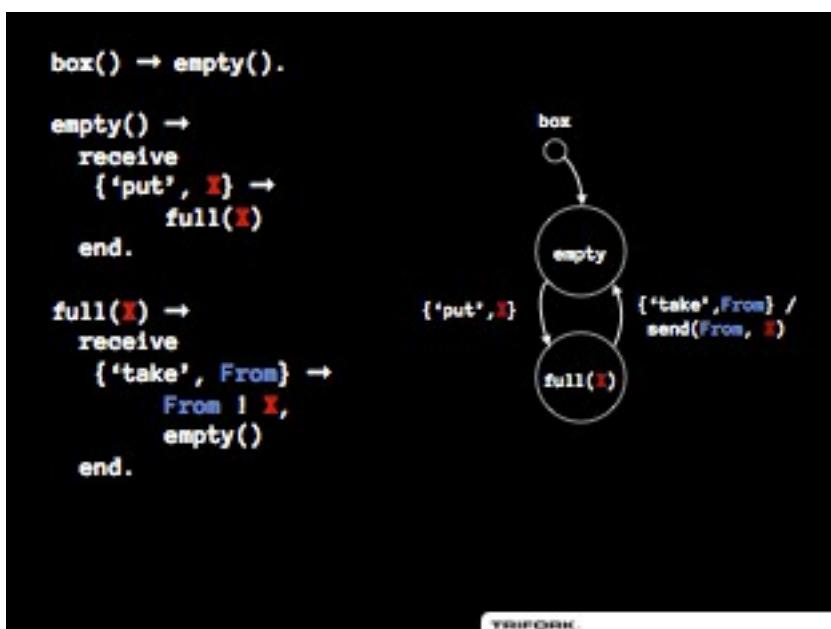
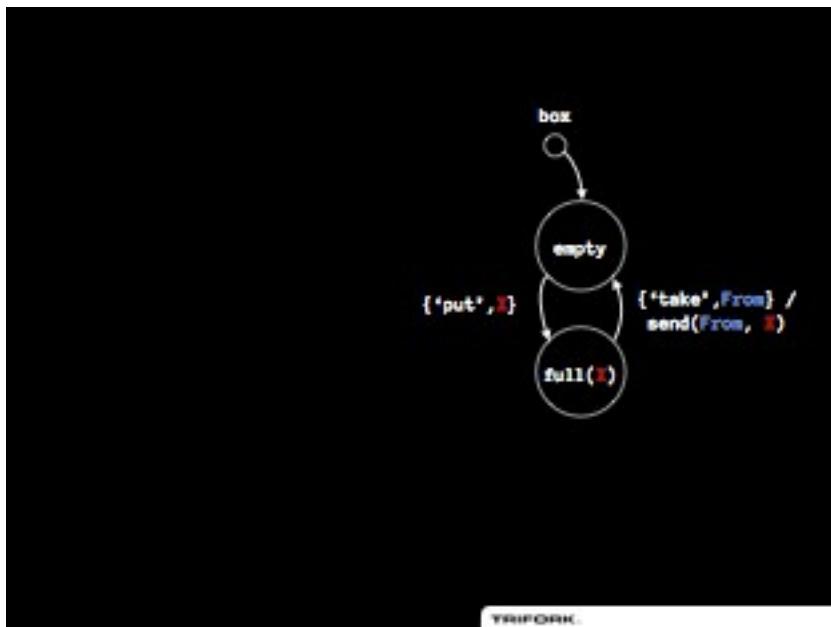
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client

actor



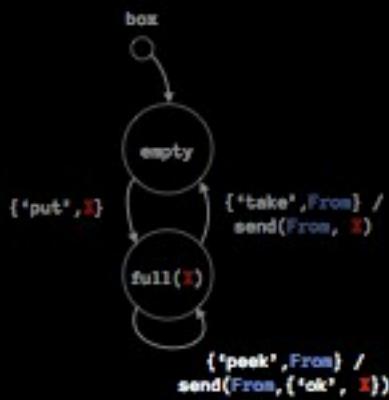
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```
box() -> empty().
```

```
empty() ->
  receive
    {'put', X} ->
      full(X)
  end.
```

```
full(X) ->
  receive
    {'take', From} ->
      From ! X,
      empty();
    {'peek', From} ->
      From ! {'ok', X},
      full(X)
  end.
```



TRIFORK

```
box() -> empty().
```

```
empty() ->
  receive
    {'put', X} ->
      full(X)
  end.
```



```
full(X) ->
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```

TRIFORK

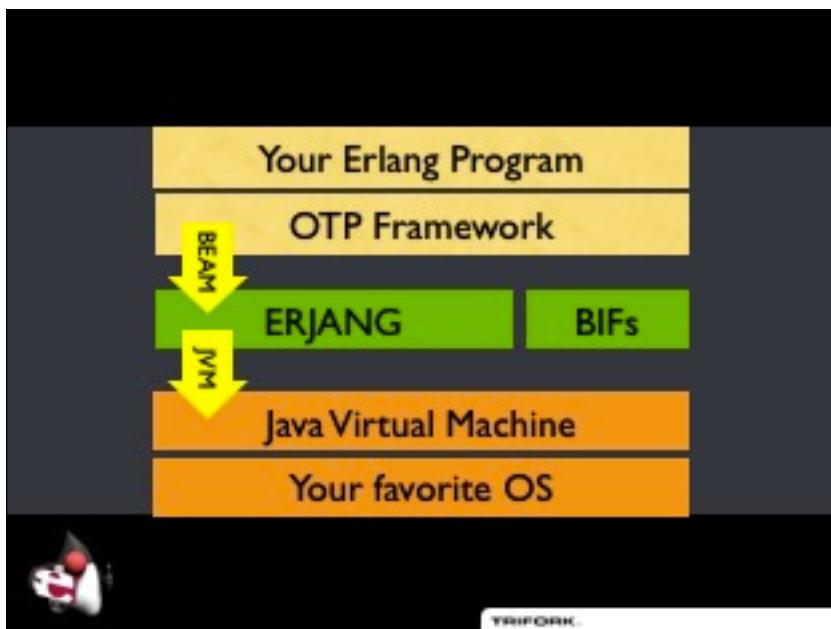
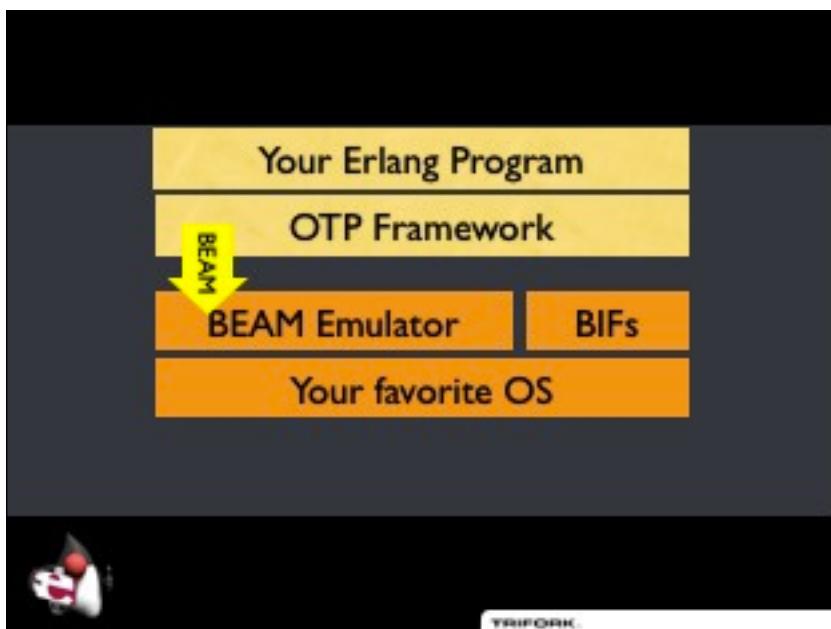
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box() -> empty().
```

```
empty() ->
  receive
    {'put', X} ->
      full(X)
  end.
```

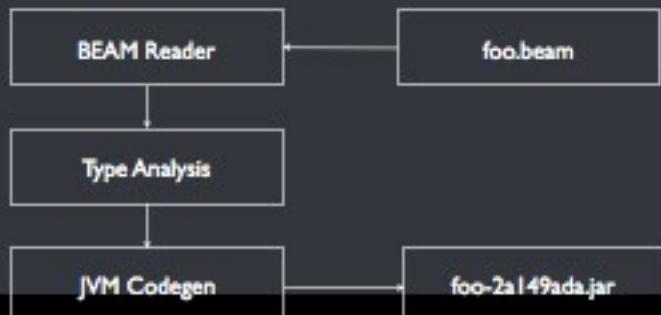


```
full(X) ->
  receive
    {'take', From} ->
      From ! X,
      empty();
    {'peek', From} ->
      From ! {'ok', X},
      full(X)
  end.
```

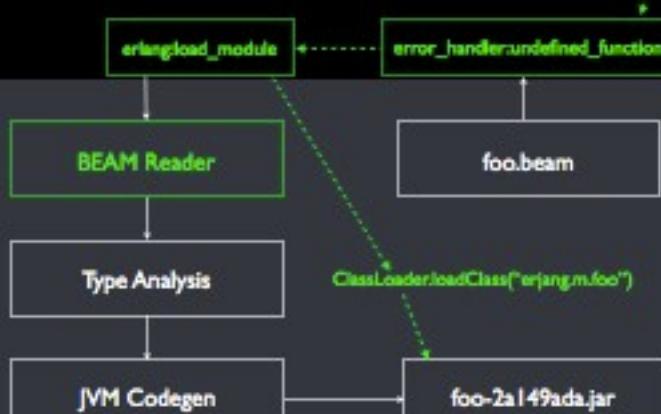
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Runtime Compiler



Runtime Compiler



Language Concepts

Erlang	Erjang
Process + Messaging	Coroutine + Mailbox [Kilim]
Tail Calls	Trampoline Encoding
State Encapsulation	Immutable / Persistent Data



Tail Calls

```
-module(bar).  
  
bat([H | T], T2) ->  
    bat(T, foo(H, T2));  
  
bat([], T2) -> T2.  
  
foo(H, T) ->  
    lists:reverse(H ++ T).
```



TRIFORK

The BEAM Code

```
{function, bat, {nargs,2}}.  
{label,264}.  
{test,is_nonempty_list,[else,265],[{x,0}]}.  
{get_list,{x,0},{x,0},{y,0}}.  
{call,2,foo}.  
{move,{x,0},{x,1}}.  
{move,{y,0},{x,0}}.  
{call_last,2,bat,1}.  
{label,265}.  
{test,is_nil,[else,263],[{x,0}]}.  
{move,{x,1},{x,0}}.  
return.  
{label,263}.  
{func_info,{atom,appmon_bar},{atom,bat},2}.
```



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```
public static EObject  
    bat__2(EProc eproc, EObject arg1, EObject arg2)  
{  
    ECons cons; EMil nil;  
    tail:  
    if((cons = arg1.test_nonempty_list()) != null) {  
        // extract list  
        EObject hd = cons.head();  
        EObject tl = cons.tail();  
        // call foo/2  
        EObject tmp = foo__2(eproc, hd, arg2);  
        // self-tail recursion  
        arg1 = tl;  
        arg2 = tmp;  
        goto tail;  
    } else if ((nil = arg1.test_nil()) != null) {  
        return arg2;  
    }  
    throw ERT.Bodyc_info(am_bar, on_bat, 2);  
}
```



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Erlang \Rightarrow JVM

```
-module(bar).  
  
bat([H | T], T2) ->  
    bat(T, foo(H, T2));  
  
bat([], T2) -> T2.  
  
foo(H, T) ->  
    lists:reverse(H ++ T).
```



TRIFORK

```
foo(H, T) ->  
    lists:reverse(H ++ T).
```

```
public static EObject  
    foo_2(EProc p, EObject H, EObject T)  
{  
    EObject r = foo_2$body(p,H,T);  
    while (r == TAIL_MARKER) {  
        r = p.tail.go();  
    }  
    return r;  
}
```



TRIFORK

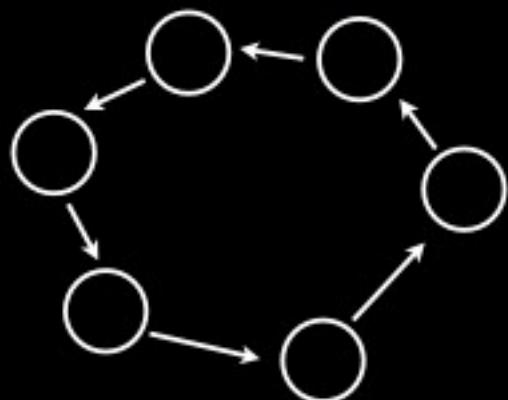
```
foo(H, T) ->  
    lists:reverse(H ++ T).
```

```
public static  
    EObject foo_2$body(EProc p, EObject H, EObject T)  
{  
    // Tmp = erlang:'++'(H,T)  
    EObject tmp = erlang_append_2.invoke(p,H,T);  
  
    // return lists:reverse(Tmp)  
    p.tail = lists_reverse_1;  
    p.arg1 = tmp;  
    return TAIL_MARKER;  
}
```



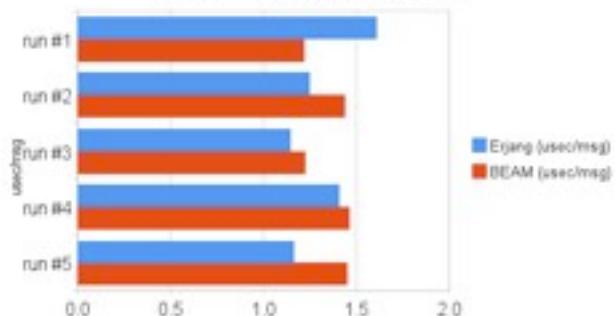
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The ring!



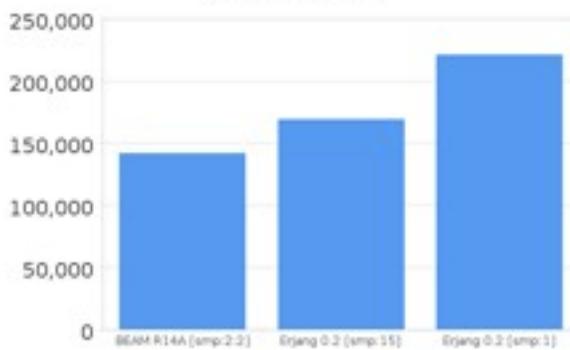
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10,000 process ring (10^8 messages)



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estone test suite



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Interfacing to Java

- Erlang's primitive operations "BIFs" are implemented in Java
- @BIF annotation makes a static-public method available from Erlang.
- Erlang port concept for "drivers"



Example BIF

```
// foo:bar(...) native Bodyction

package erjlang.m.foo;
class foo extends ENative {

    @BIF public static
    EObject bar(EProc proc, EObject arg1, arg2, ...) {

    }
}
```



Example BIF

```
@BIF public static EObject
spawn_link(EProc proc, EObject mod, EObject fun, EObject args)
throws Pausable {
    EAtom m = mod.testAtom();
    EAtom f = fun.testAtom();
    ESeq a = args.testSeq();
    if (m==null||f==null||a==null)
        throw ERT.badarg(mod, fun, args);
    EProc p2 = new EProc(proc.group_leader(), m, f, a);
    p2.link_to(proc);
    ERT.run(p2);
    return p2.self_handle();
}
```



Interfacing to Java

```
demo() ->
    Map = 'java.util.HashMap':new(),
    Map:put('x', "4"),
    Map:put(1, 'foo'),
    print(Map).

print([]) -> ok;
print([{Key,Val}|Tail]) ->
    io:format("key=~p, value=~p~n",
              [Key,Val]),
    print(Tail).
```



Interfacing to Java

```
java.util.Map      [{Key,Value}, ...]
                  | fun(Key) -> Value
java.util.List     [Elem0, Elem1, ...]
Object[]          [Elem0, Elem1, ...]
"foo"             "foo" (a.k.a. [97,98,99] )
java.lang.Runnable fun() -> value

fun(Op,Parms,Args) -> interface
```



The screenshot shows a side-by-side comparison of Erlang and Java code snippets. On the left, the Erlang code is:

```
demo() ->
    Map = 'java.util.HashMap':new(),
    Map:put('x', "4"),
    Map:put(1, 'foo'),
    print(Map).

print([]) -> ok;
print([{Key,Val}|Tail]) ->
    io:format("key=~p, value=~p~n",
              [Key,Val]),
    print(Tail).
```

On the right, the Java code is:

```
java.util.Map      [{Key,Value}, ...]
                  | fun(Key) -> Value
java.util.List     [Elem0, Elem1, ...]
Object[]          [Elem0, Elem1, ...]
"foo"             "foo" (a.k.a. [97,98,99] )
java.lang.Runnable fun() -> value

fun(Op,Parms,Args) -> interface
```

Below the code, there is a link to a blog post titled "Programming Erlang: Software for a Concurrent World" by Joe Armstrong. The blog post discusses the differences between Erlang and Java, highlighting Erlang's concurrency model and its benefits.

"The world *is* concurrent. ... I could not drive my car on the highway if I did not intuitively understand the notion of concurrency..." —Joe Armstrong



<https://www.youtube.com/watch?v=KXUyZMEZbc>

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