FRANCESCO CESARINI

presents

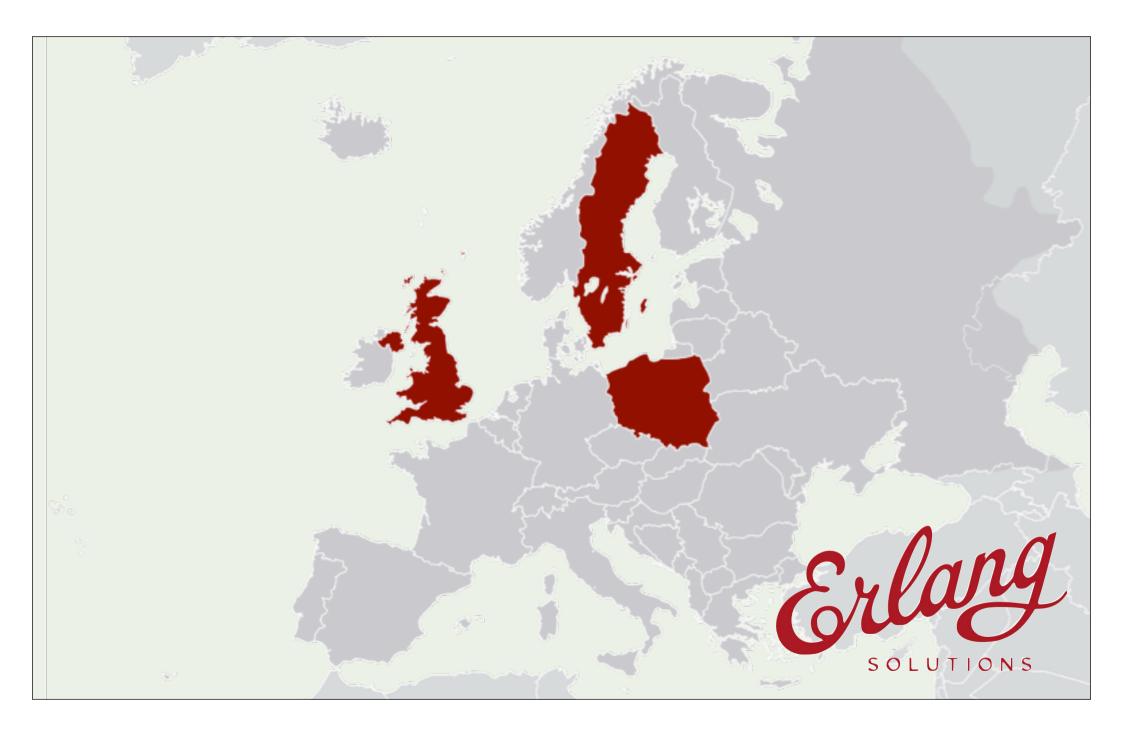
ERLANG/OTP

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WHAT IS **Scalability**?



WHAT IS (MASSIVE) CONCURRENCY?



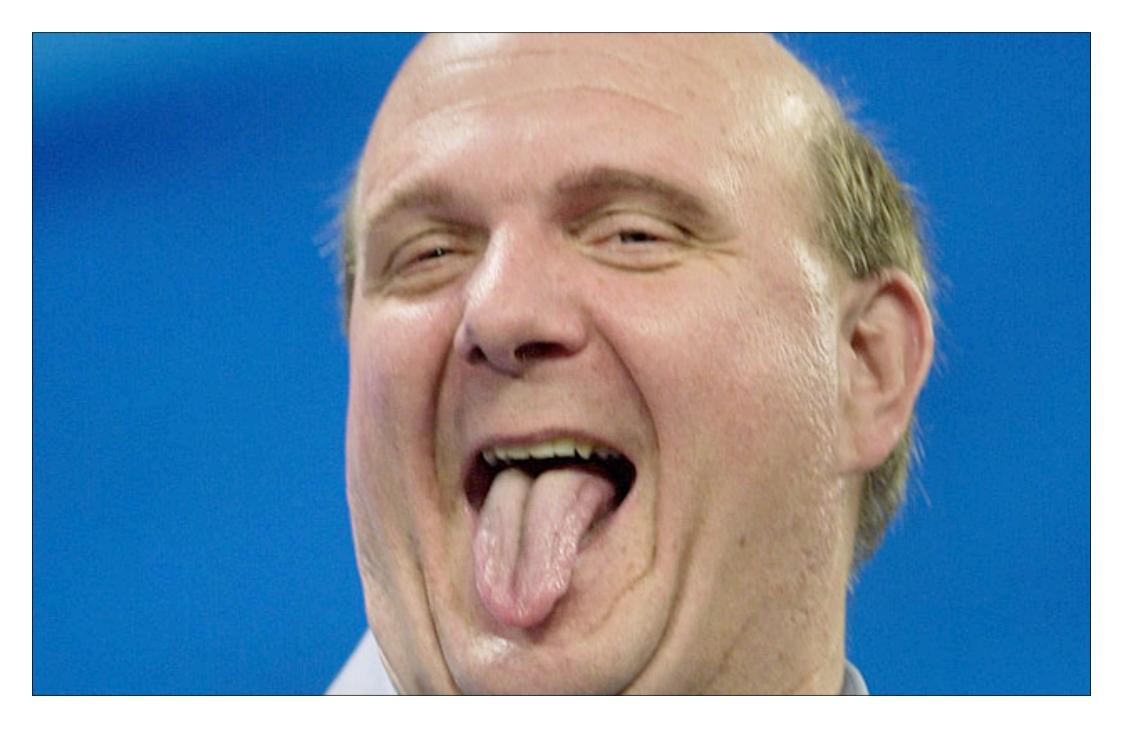
WHAT IS HIGH AVAILABILITY?



WHAT IS FAULT TOLERANCE?



WHAT IS DISTRIBUTION TRANSPARENCY?



Do you need a distributed system? Do you need a scalable system? Do you need a reliable system? Do you need a fault-tolerant system? Do you need a massively concurrent system? Do you need a distributed system? Do you need a scalable

YES, PLEASE!!!

system? Do you need a reliable system? Do you need a fault-tolerant system? Do distributed system? Do you need a scalable system? Do you need a reliable system? Do you need a fault-tolerant system? Do you need a massively



TO THE RESCUE

- OPEN SOURCE
- CONCURRENCY-ORIENTED
- LIGHTWEIGHT PROCESSES
- ASYNCHRONOUS MESSAGE PASSING
- SHARE-NOTHING MODEL
- PROCESS LINKING / MONITORING
- SUPERVISION TREES AND RECOVERY STRATEGIES
- TRANSPARENT DISTRIBUTION MODEL
- SOFT-REAL TIME
- LET-IT-FAIL PHILOSOPHY
- HOT-CODE UPGRADES

WELL, IN FACT YOU NEED MORE.

ERLANG IS JUST A PROGRAMMING LANGUAGE.

YOU NEED ARCHITECTURE PATTERNS. YOU NEED MIDDLEWARE. YOU NEED LIBRARIES. YOU NEED TOOLS.

YOU NEED **OTP.**



WHAT IS MIDDLEWARE?

I PATTERNS TOLERANCE STRIBUTION UPGRADES PACKAGING **DESIGN PATTERNS** FAULT TOLERANCE DISTRIBUTION PACKAGING

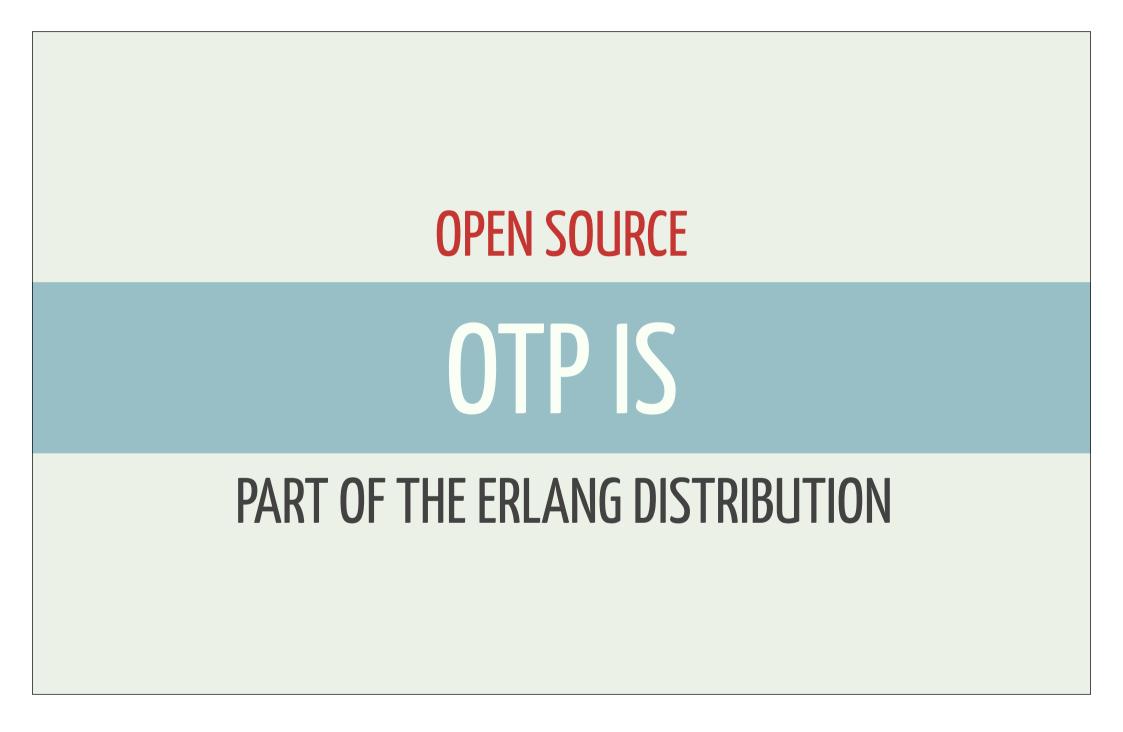


WHAT ARE **LIBRARIES**?



WHAT TOOLS?

DEVELOPMENT TEST FRAMEWORKS RELEASE & DEPLOYMENT DEBUGGING & MONITORING

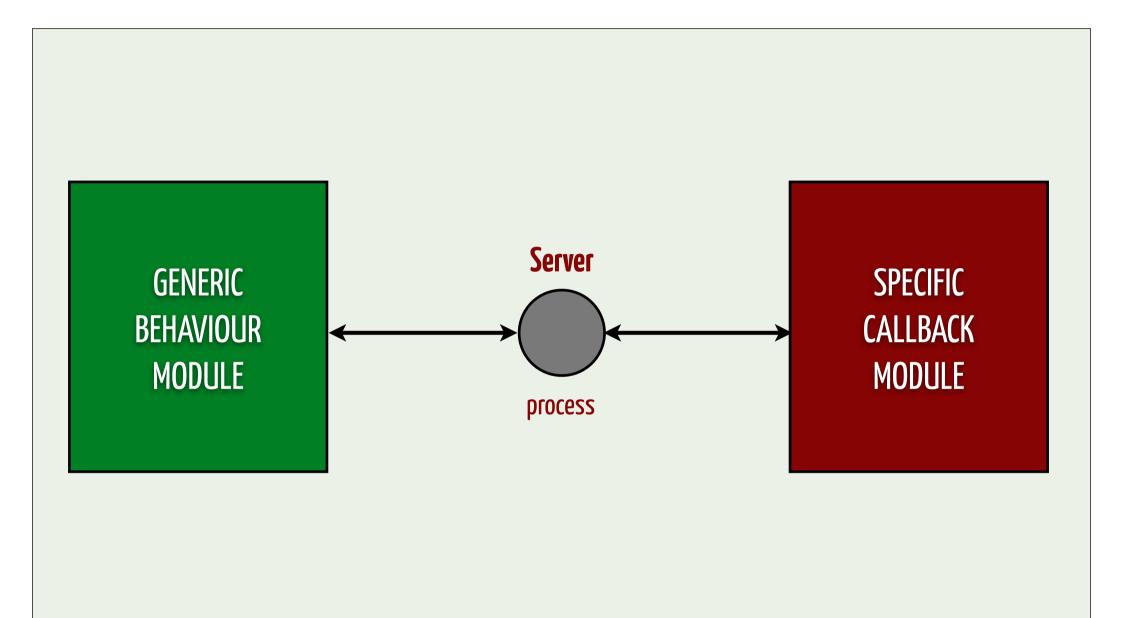


OTP

Less Code Less Bugs More Solid Code More Tested Code More Free Time

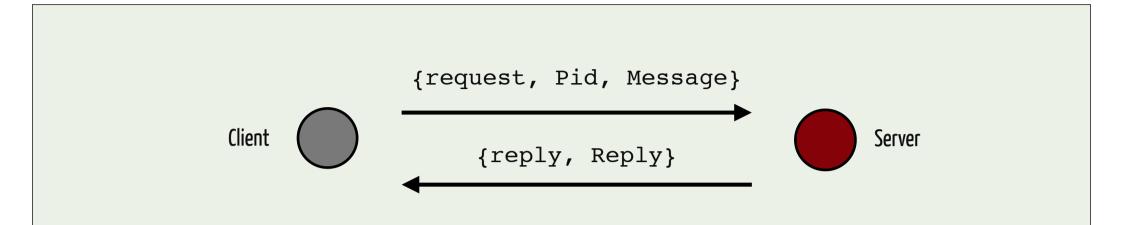
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BEHAVIOURS



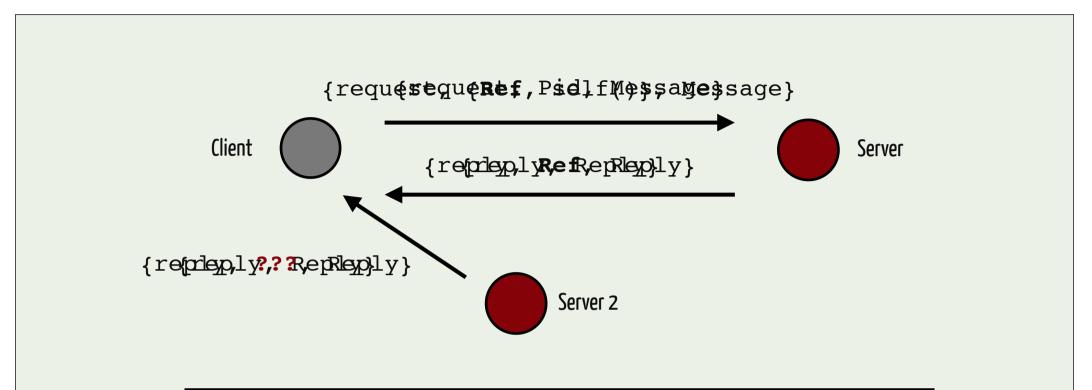
OTP

Less CodeServersLess BugsFinite State MachinesMore Solid CodeEvent HandlersMore Tested CodeSupervisorsMore Free TimeApplications

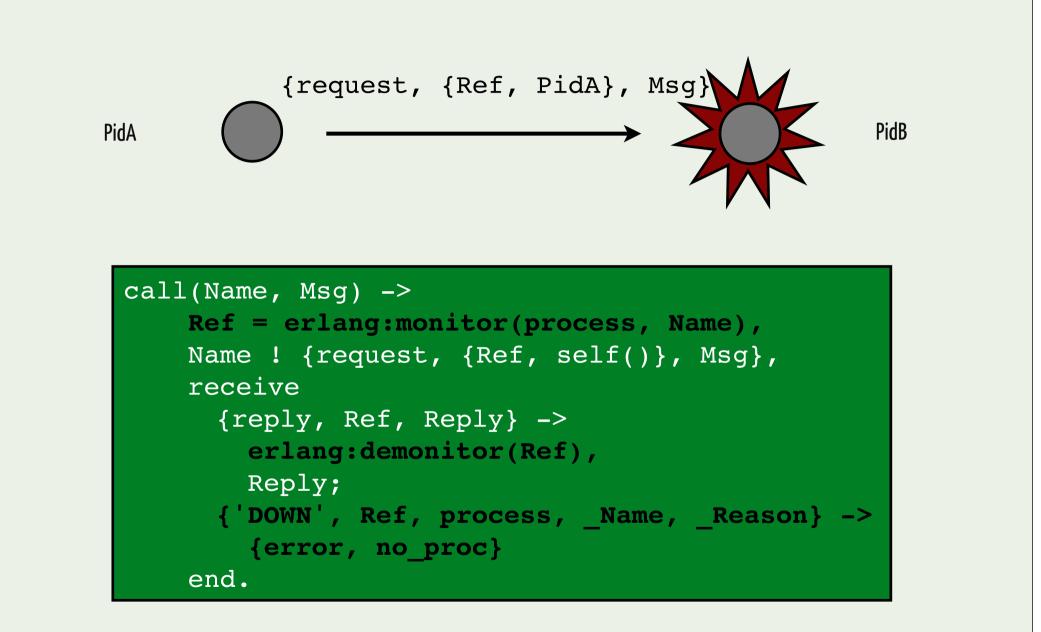


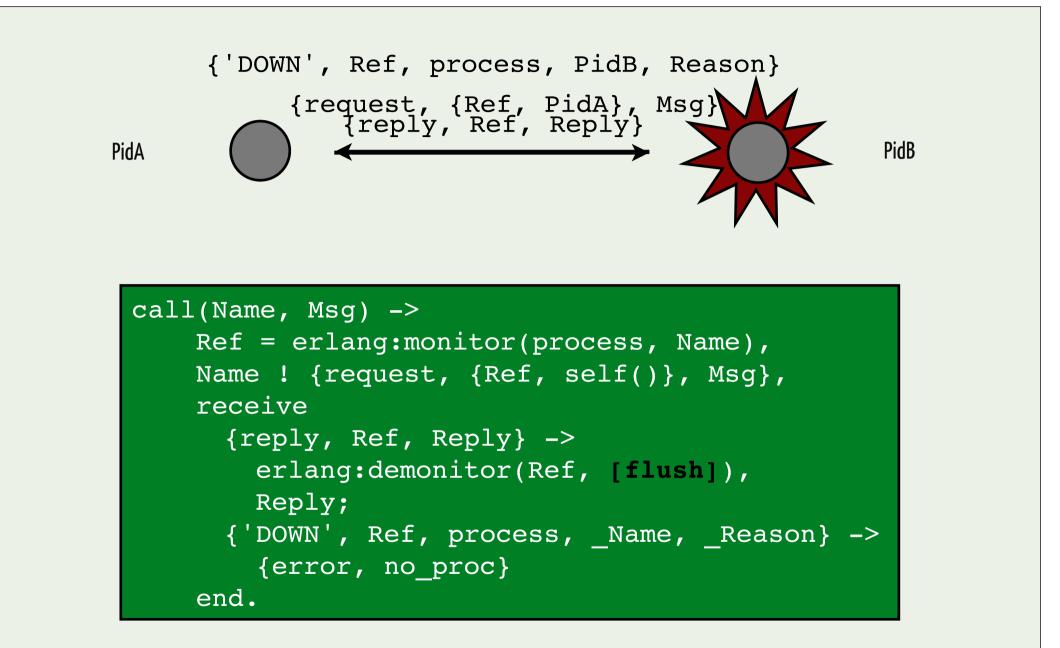
```
call(Name, Message) ->
  Name ! {request, self(), Message},
  receive
      {reply, Reply} -> Reply
   end.
```

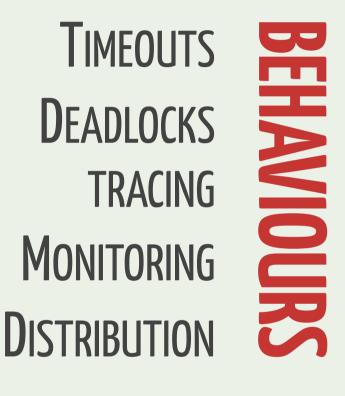
reply(Pid, Reply) ->
 Pid ! {reply, Reply}.



```
call(Name, Msg) ->
    Ref = make_ref(),
    Name ! {request, {Ref, self()}, Msg},
    receive {reply, Ref, Reply} -> Reply end.
reply({Ref, Pid}, Reply) ->
    Pid ! {reply, Ref, Reply}.
```









Let It Fai

 $convert(Day) \rightarrow$ case Day of monday -> 1; tuesday -> 2; wednesday -> 3; thursday -> 4; friday -> 5; saturday -> 6; sunday -> 7; Other \rightarrow {error, unknown_day}

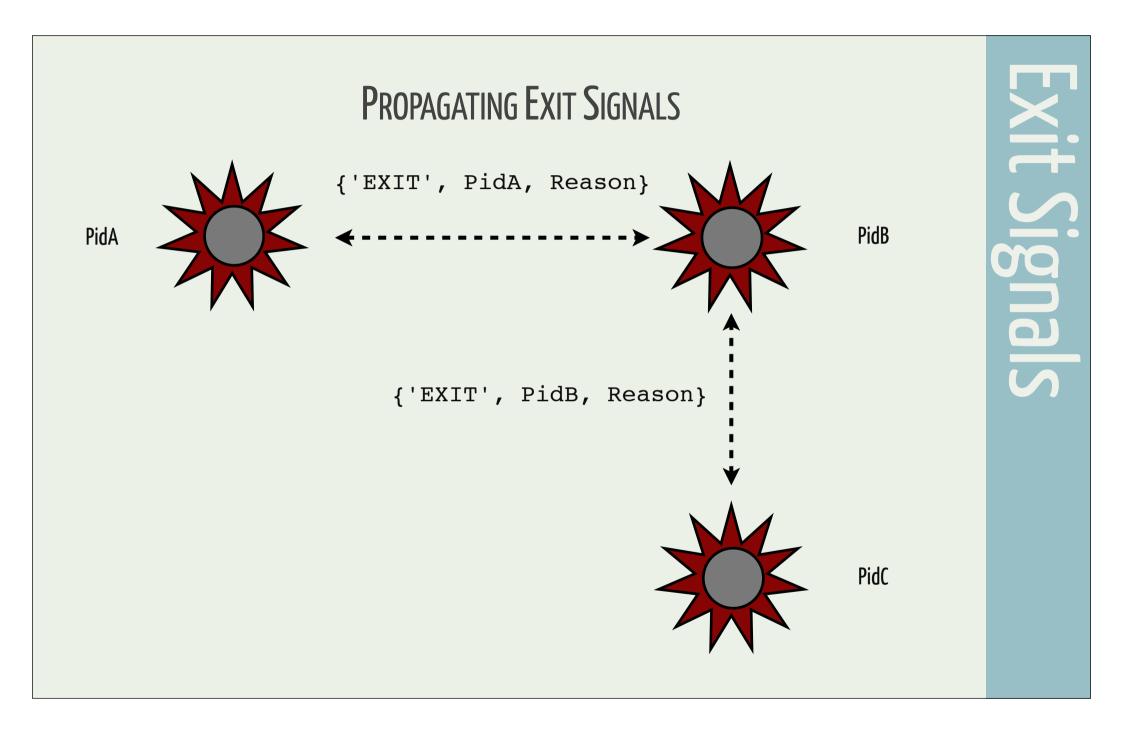
end.

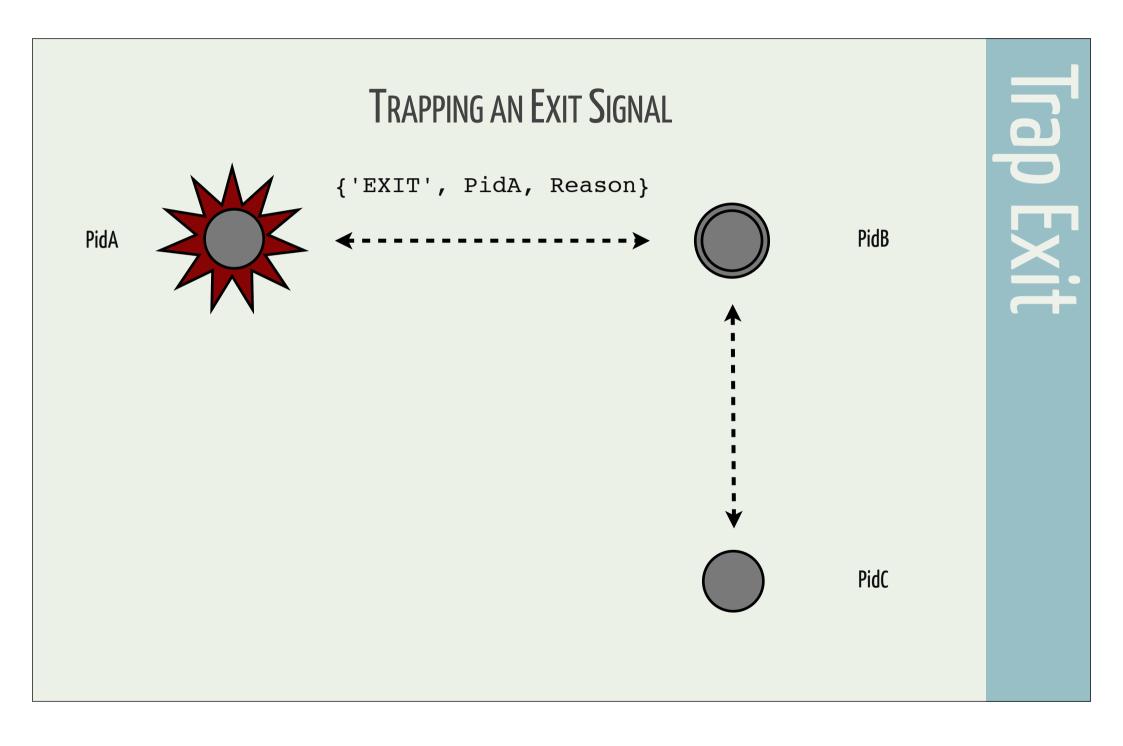
Let It Fail

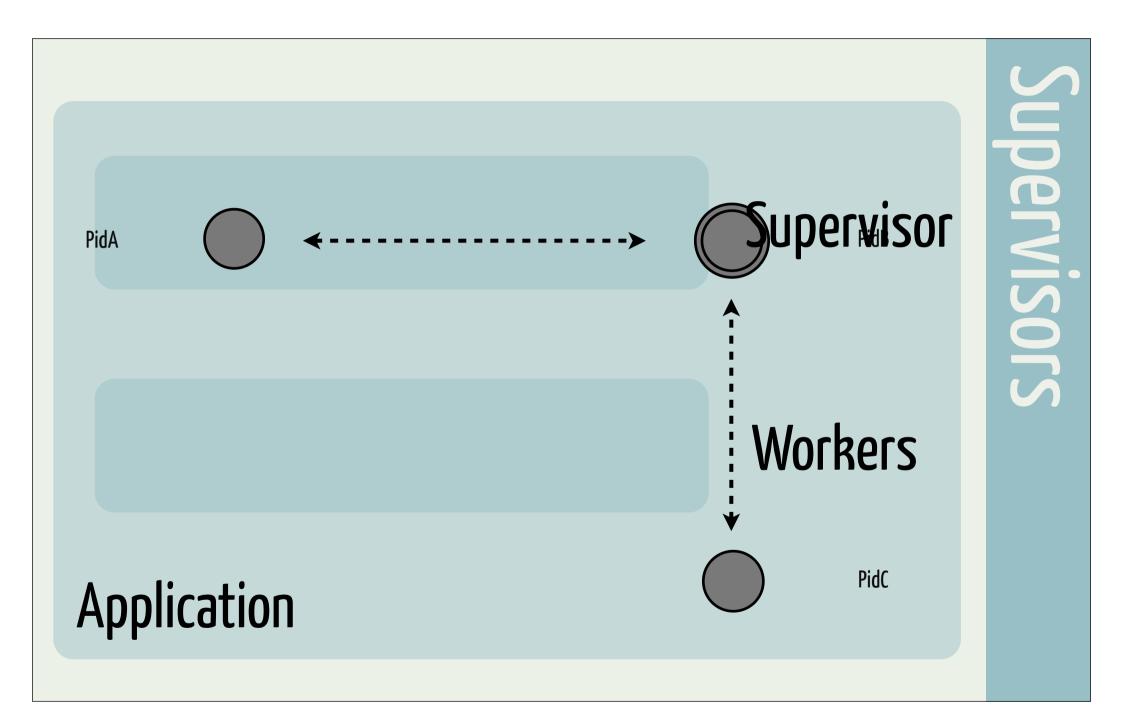
- convert(Day) ->
 case Day of
 - monday -> 1;
 - tuesday -> 2;
 - wednesday -> 3;
 - thursday -> 4;
 - friday -> 5;
 - saturday -> 6;
 - sunday -> 7

end.

ISOLATE THE ERROR!



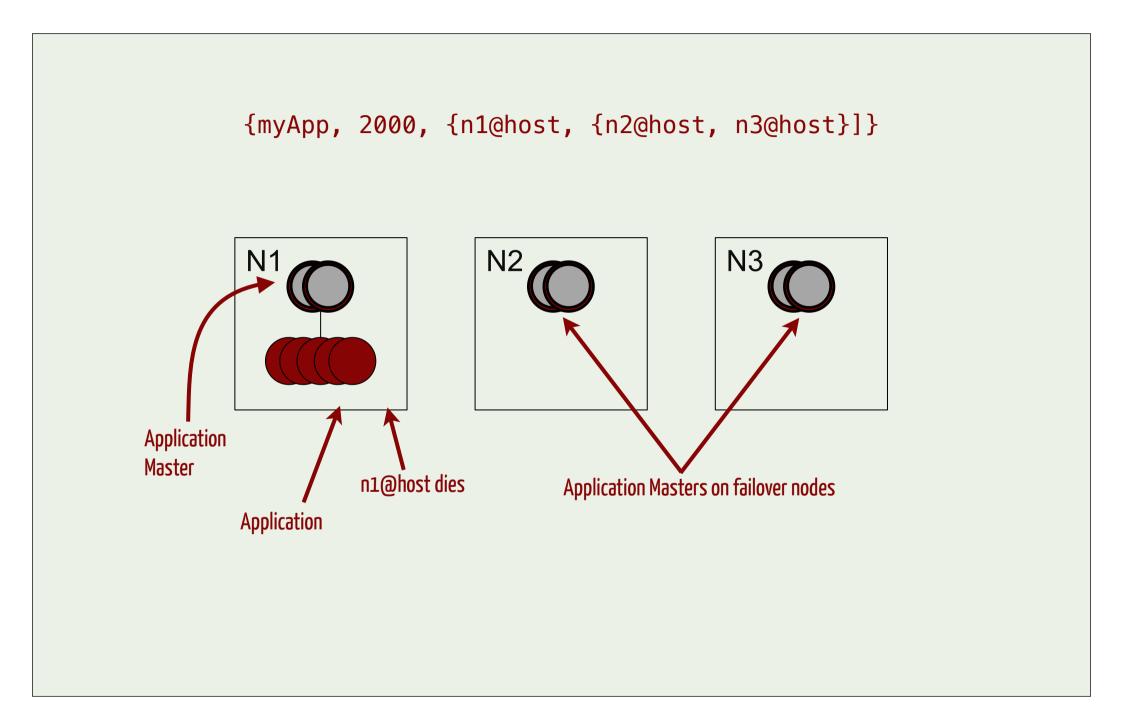


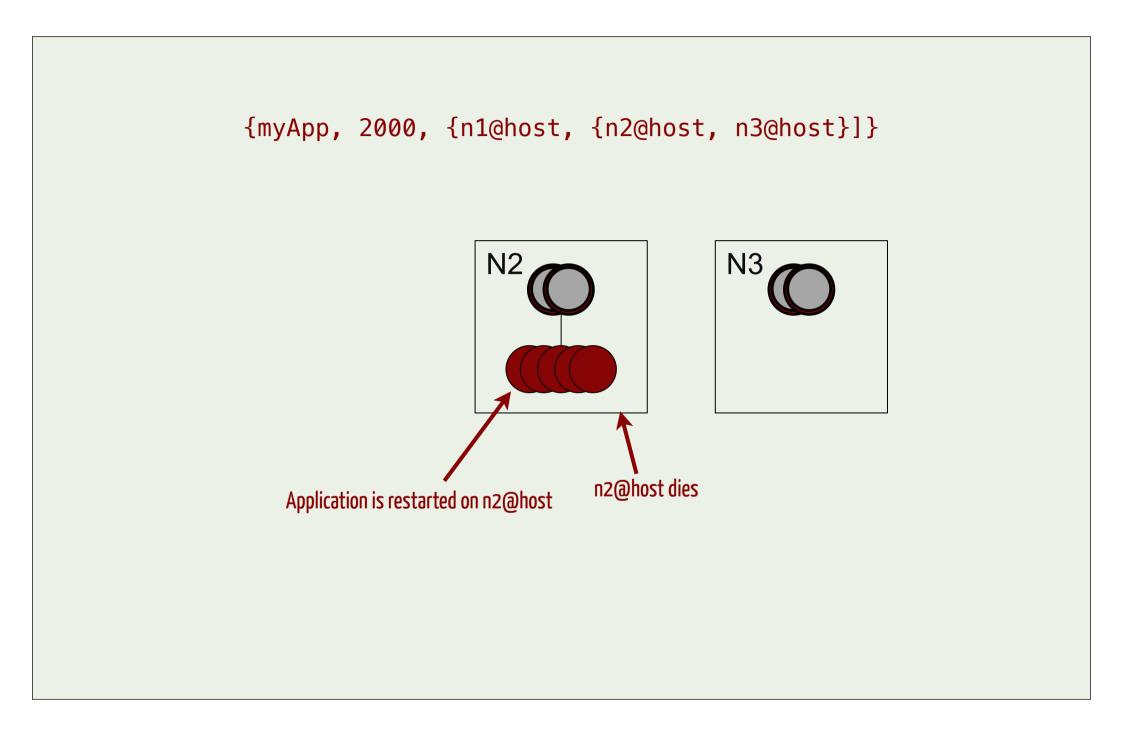


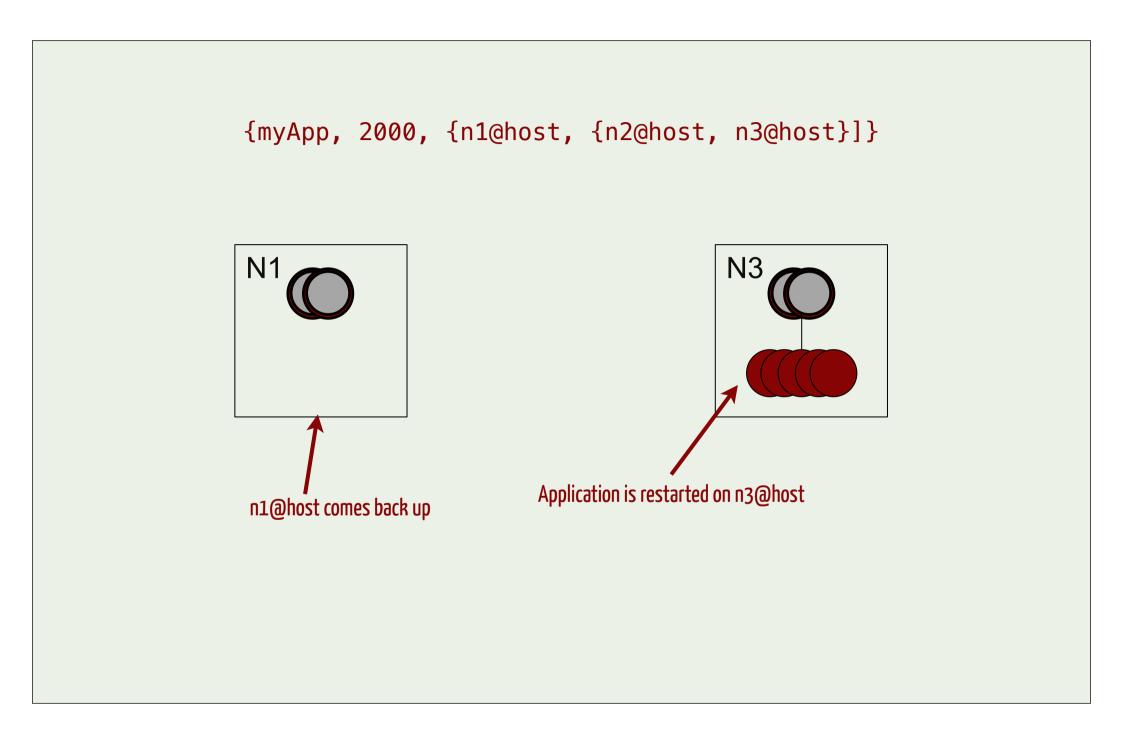


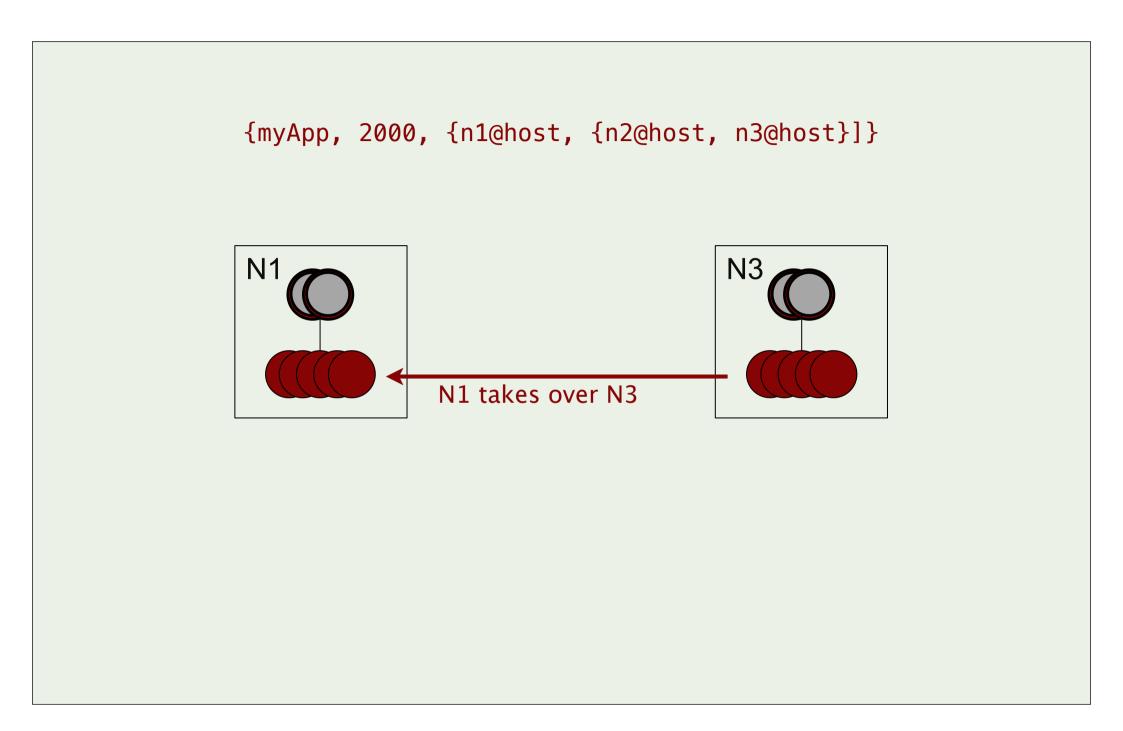
Releases

AUTOMATIC TAKEOVER AND FAILOVER



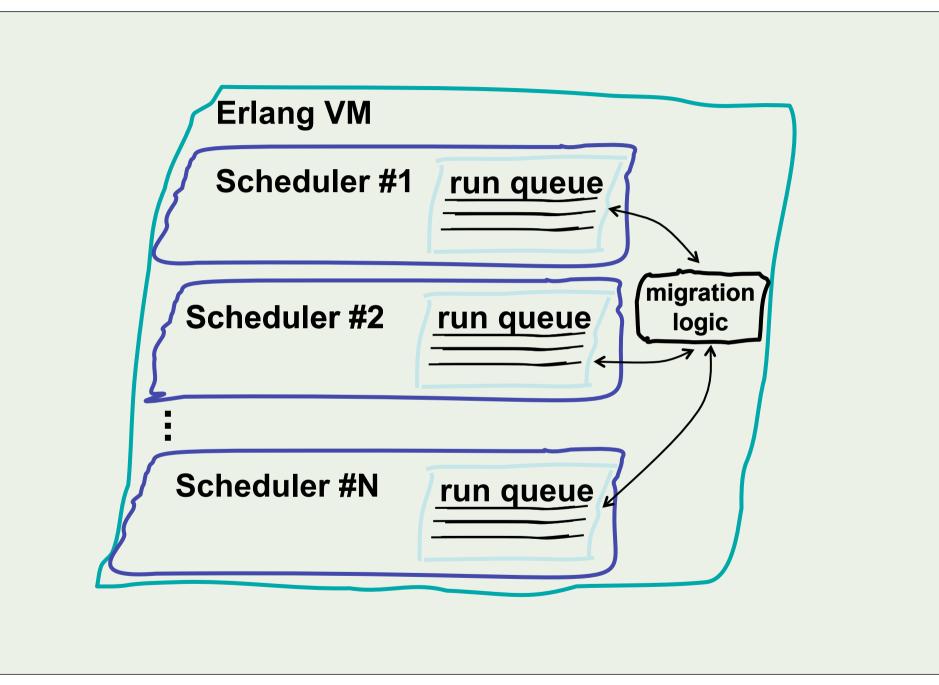






RELEASE STATEMENT OF AIMS

"To scale the radical concurrency-oriented programming paradigm to build reliable general-purpose software, such as serverbased systems, on massively parallel machines (10^5 cores)."



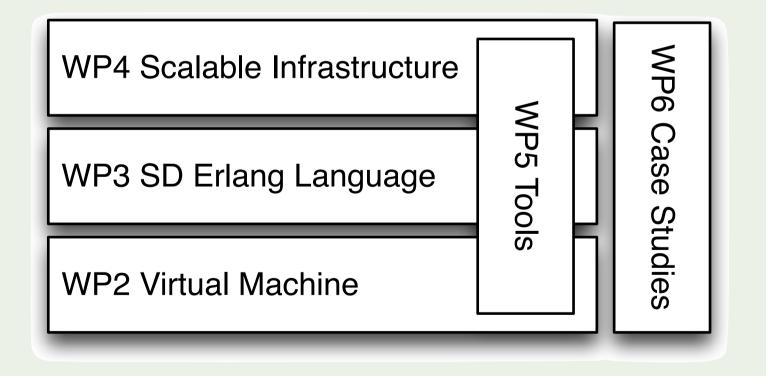






RELEASE

LIMITATIONS ARE PRESENT AT THREE LEVELS



INFRASTRUCTURE

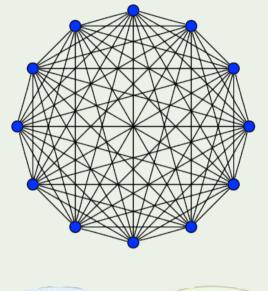
- PUSH THE RESPONSIBILITY FOR SCALABILITY FROM THE PROGRAMMER TO THE VM
- ANALYZE PERFORMANCE AND SCALABILITY
- **IDENTIFY BOTTLENECKS AND PRIORITIZE CHANGES AND EXTENSIONS**
- TACKLE WELL-KNOWN SCALABILITY ISSUES
 - ETS TABLES (SHARED GLOBAL DATA STRUCTURE)
 - MESSAGE PASSING, COPYING AND FREQUENTLY COMMUNICATING PROCESSES

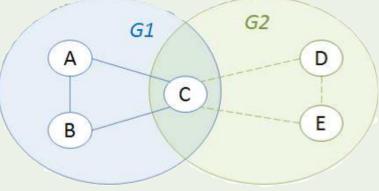
VM



INFRASTRUCTURE

- Two major issues
 - FULLY CONNECTED CLUSTERS
 - **EXPLICIT** PROCESS PLACEMENT
- SCALABLE DISTRIBUTED (SD) ERLANG
 - NODES GROUPING
 - NON-TRANSITIVE CONNECTIONS
 - **IMPLICIT PROCESS PLACEMENT**
 - PART OF THE **STANDARD** ERLANG**/OTP** PACKAGE
- **New concepts** introduced
 - LOCALITY, AFFINITY AND DISTANCE





INFRASTRUCTURE

Wombat 0&M

- MIDDLEWARE LAYER
- SET OF ERLANG APPLICATIONS
- CREATE AND MANAGE CLUSTERS OF (HETEROGENEOUS) ERLANG NODES
- API TO MONITOR AND CONTROL ERLANG DISTRIBUTED SYSTEMS
- EXISTING TRACING/LOGGING/DEBUGGING TOOLS PLUGGABLE
- **BROKER** LAYER BETWEEN USERS AND CLOUD PROVIDERS
- AUTO-SCALING





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USE ERLANG

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QUESTIONS?

@francescoC