



Concurrency Oriented Programming In a Modern World.

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Concurrency Oriented Programming

I WAS DOING
CONCURRENCY
THE RIGHT WAY
BEFORE IT WAS A
POPULAR HACKY
KLUDGE ON EVERY
OTHER LANGUAGE.



Joe Armstrong

Concurrency Oriented Programming

- The world is concurrent
- Things in the world don't share data
- Things communicate with messages
- Things fail

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Joe Armstrong's Tenets

**Let's create a Programming Language
which builds on these beliefs!**

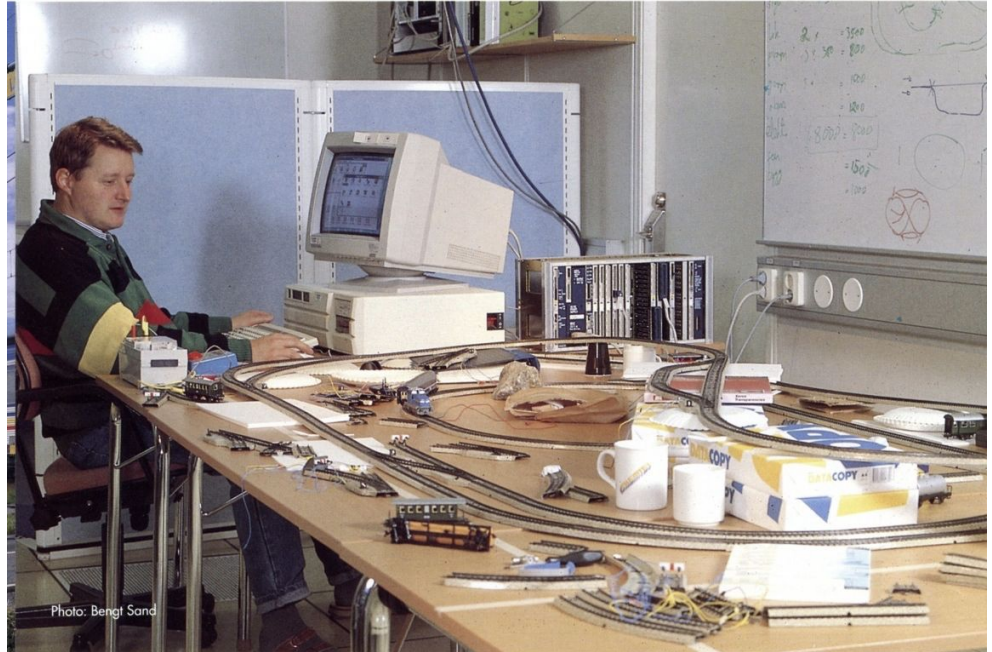


Hard at work developing Erlang

Robert Virding preparing the demo of a Märklin toy railway for the IT show.

They demonstrated a working toy railway with 2 trains on the same track, ATC and balises.

(October 1993)



The Main Ideas



pid1

```
pid1 = spawn(Mod, func, args)
```

The Main Ideas



pid1

```
defmodule Foo do
  def print_add(a, b), do: IO.puts(a + b)
end

pid1 = spawn(Foo, :print_add, [1, 2])
```

The Main Ideas



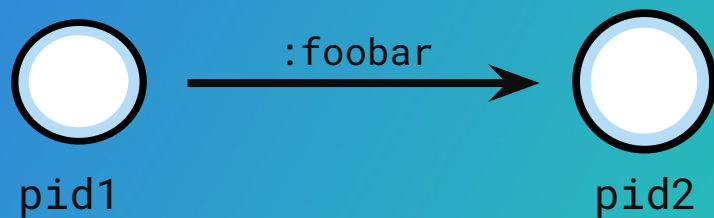
```
defmodule Foo do
  def print_add(a, b), do: IO.puts(a + b)
end

pid1 = spawn(Foo, :print_add, [1, 2])
```

```
defmodule Foo do
  def kaboom(a, b), do: a/b
end

pid1 = spawn(Foo, :kaboom, [1, 0])
```


The Main Ideas



```
send(pid2, :foobar)
```

The Main Ideas



:foobar
:start

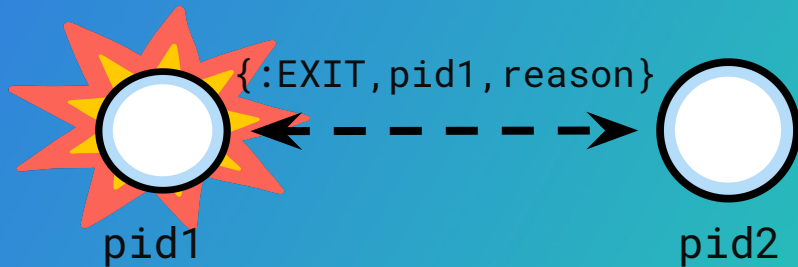
```
receive do
  :start    -> start_it()
  :stop     -> stop_it()
  {pid, :boot} -> boot(pid)
end
```

The Main Ideas



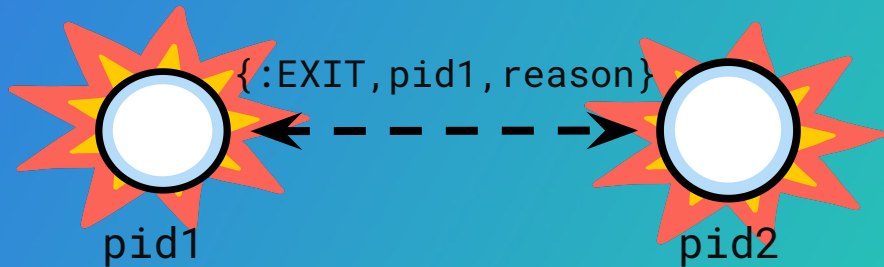
`Process.link(pid2)`

The Main Ideas



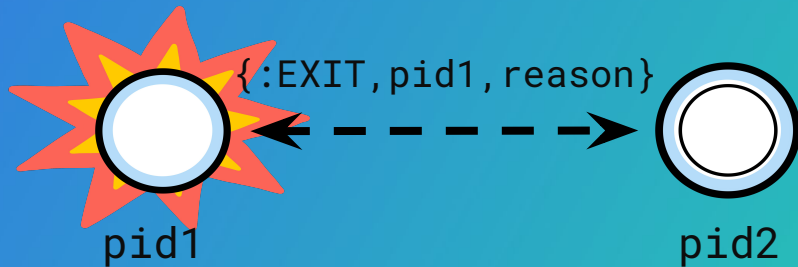
`Process.link(pid2)`

The Main Ideas



`Process.link(pid2)`

The Main Ideas

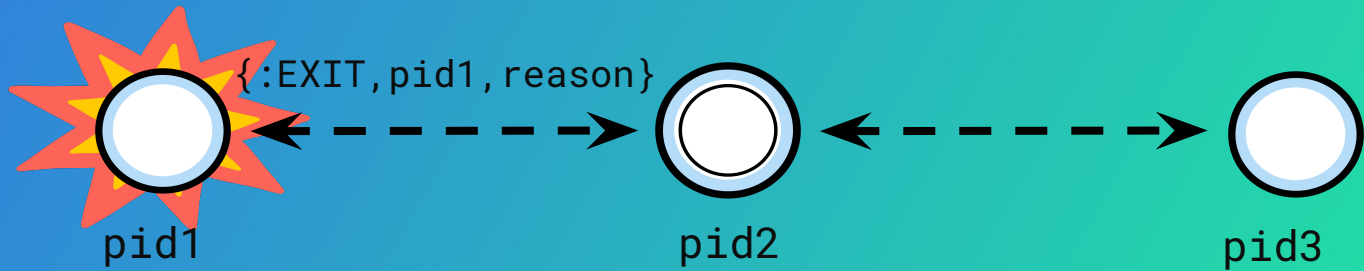


```
Process.flag(:trap_exit, true)
```



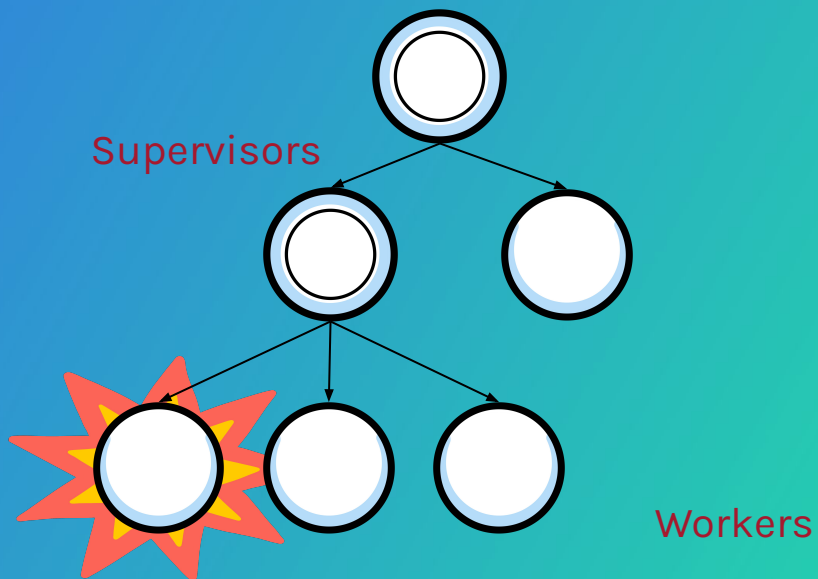
`{:EXIT, pid1, reason}`

The Main Ideas



```
Process.flag(:trap_exit, true)
```

The Main Ideas





“OOP to me means only messaging,
local retention and protection and
hiding of state-process, and extreme
LateBinding of all things.”

Alan Kay

**Why is this
relevant today?**

#TalkConcurrency Interviews & Panel

WITH SIR TONY HOARE, JOE ARMSTRONG, CARL HEWITT

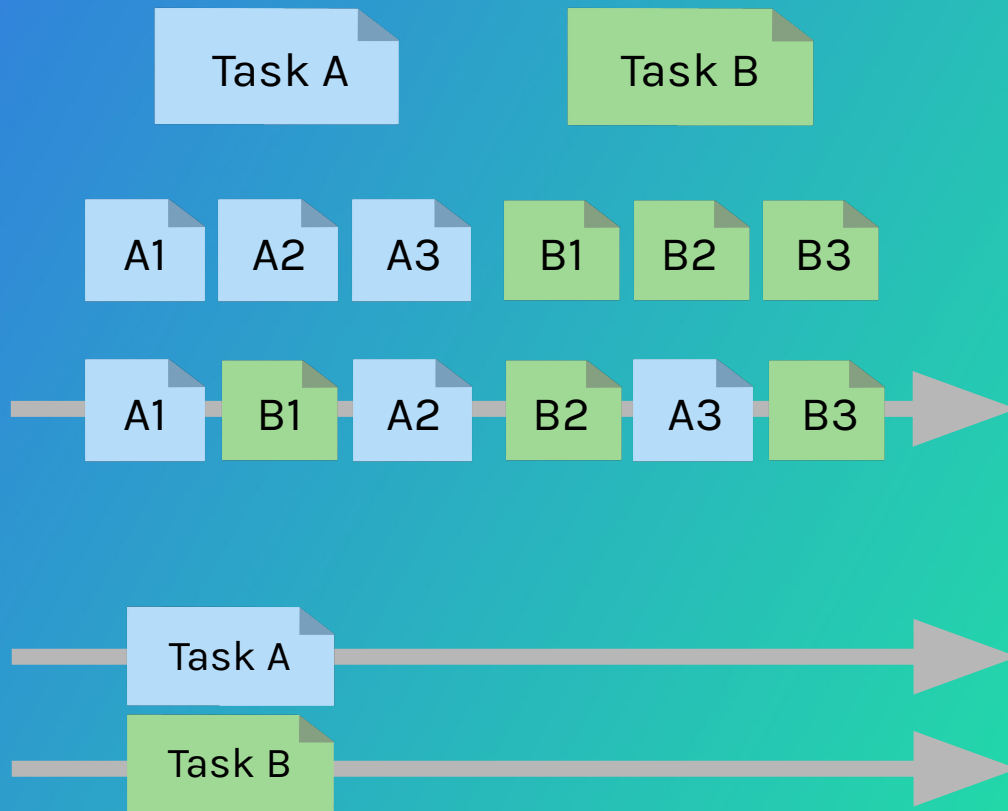


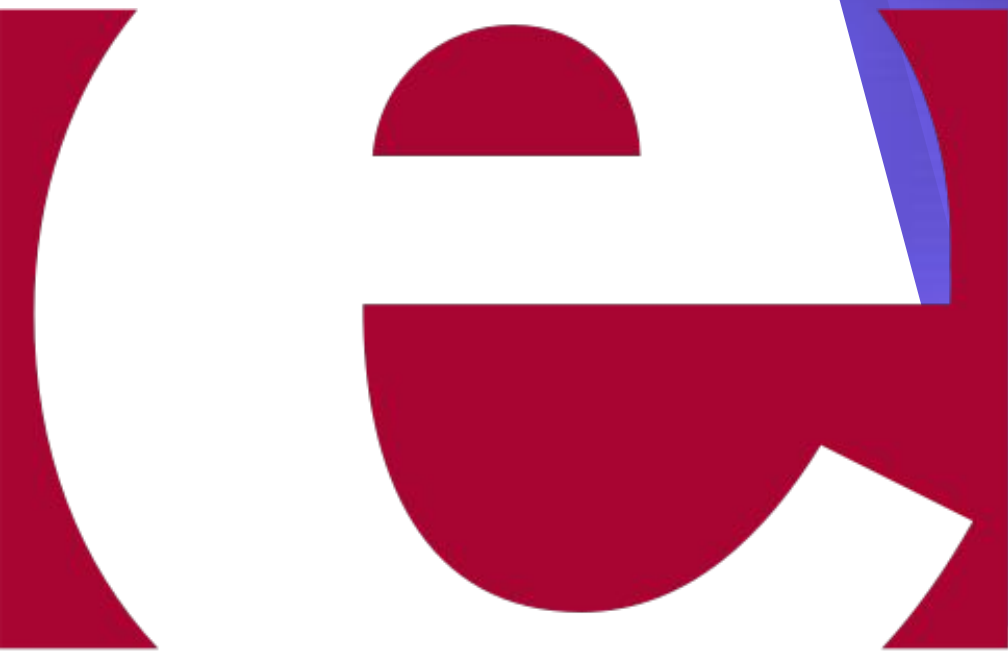


“Concurrency is about dealing with lots of things at once. Parallelism is about doing lots of things at once”

Rob Pike

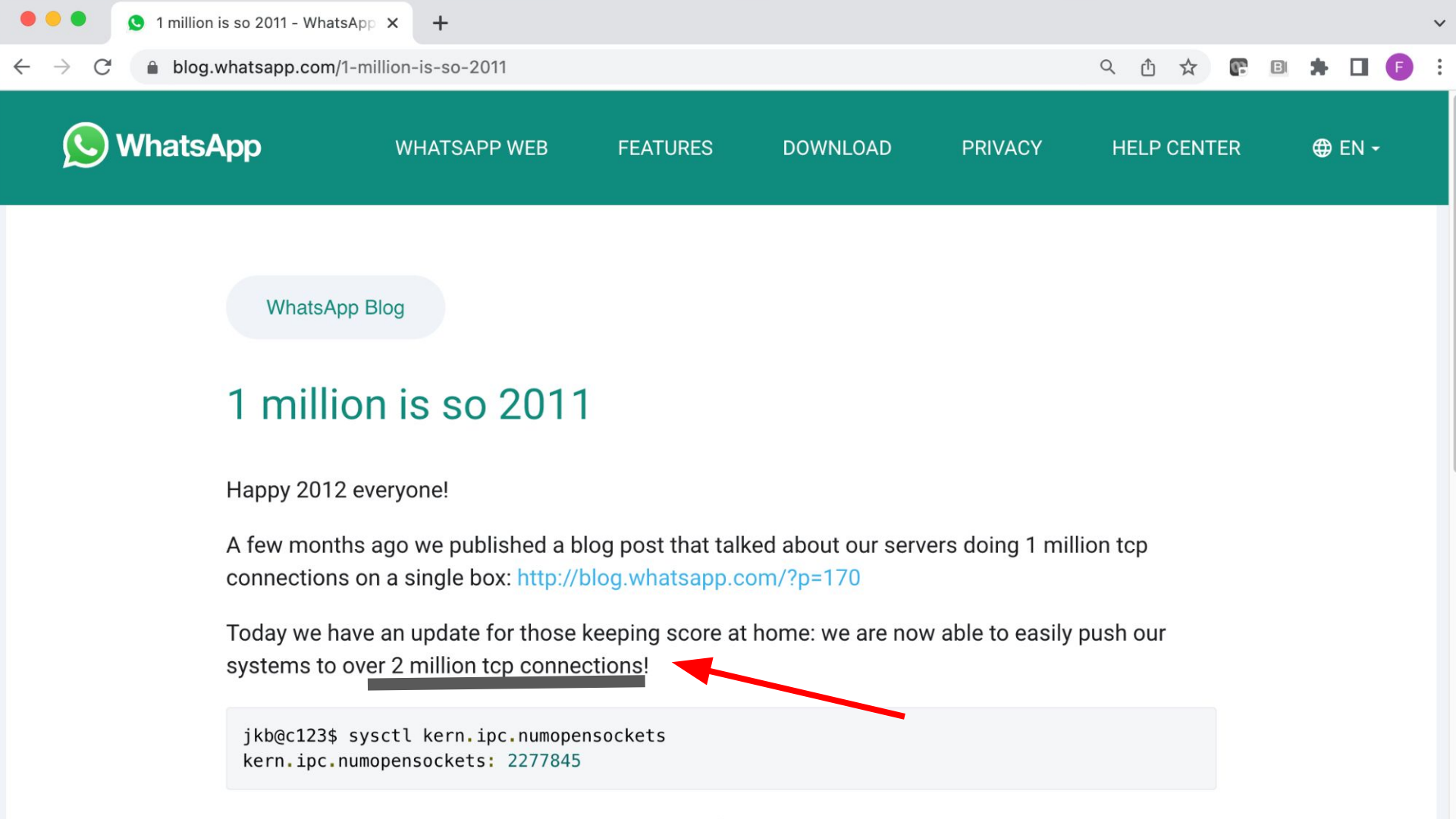
Concurrency vs Parallelism





ERLANG





WhatsApp Blog

1 million is so 2011

Happy 2012 everyone!

A few months ago we published a blog post that talked about our servers doing 1 million tcp connections on a single box: <http://blog.whatsapp.com/?p=170>

Today we have an update for those keeping score at home: we are now able to easily push our systems to over 2 million tcp connections!

```
jkb@c123$ sysctl kern.ipc.numopensockets
kern.ipc.numopensockets: 2277845
```



The Road to 2 Million Websocket Connections in Phoenix

Posted on November 3rd, 2015 by Gary Rennie

Search

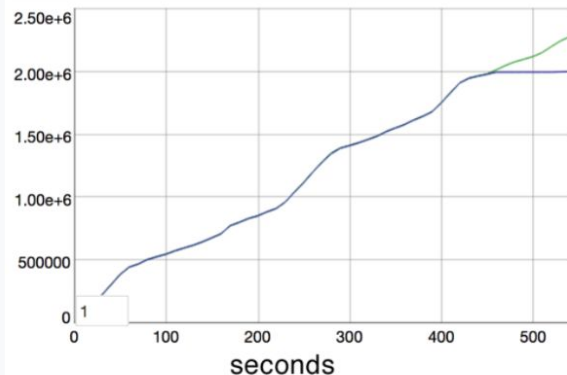
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Simultaneous Users

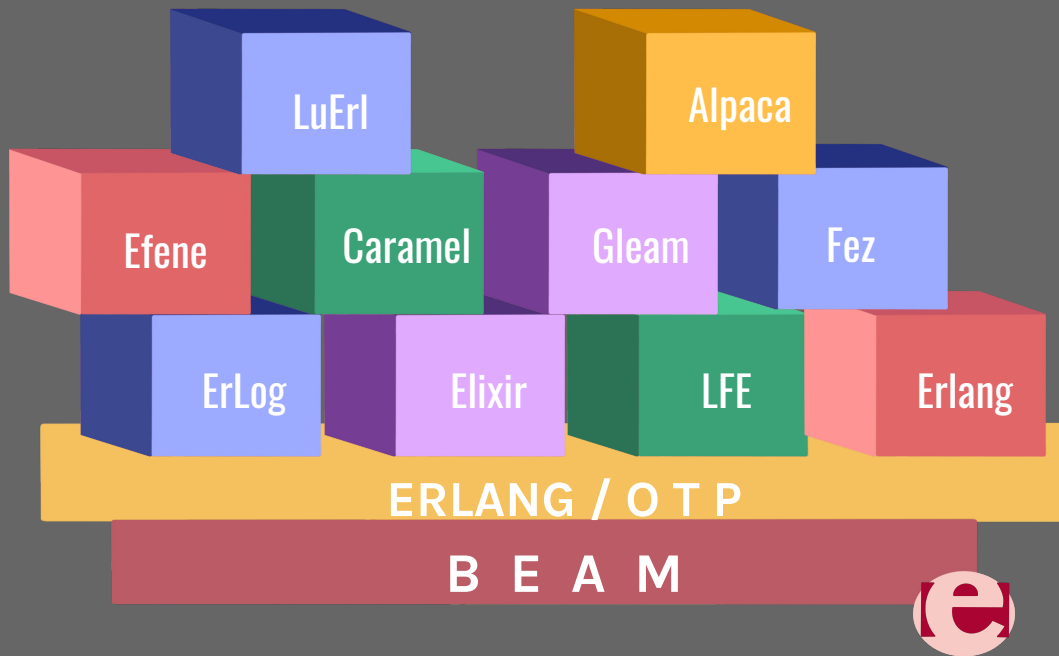


```
1700045
1763630
1999975
1999984

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10 [ 0.0%] 20 [ 0.0%] 30 [ 0.0%] 40 [ 0.0%]
Mem [|||||||83765/128906MB] Tasks: 22, 150 thr; 2 running
Swp [|||||||0/0MB] Load average: 5.98 5.45 3.98
Uptime: 5 days, 11:17:13
```


A Language Becomes an Ecosystem



Elixir

Functional Languages

ML, Miranda

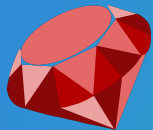
Concurrent Languages

SmallTalk, Ada,
Modula, Chill

Logical Languages

Prolog

E R L A N G



R U B Y



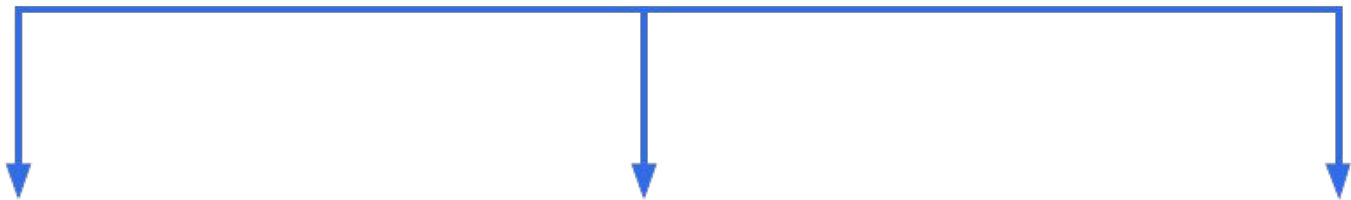
E L I X I R



C L O J U R E



kubernetes



Google Cloud Platform



Virding's First Rule of Programming

“Any sufficiently complicated concurrent program in another language contains an ad hoc informally-specified bug-ridden slow implementation of half of Erlang.

- Robert Virding



Questions?



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