



Erlang: Sequential & Concurrent

Part 1 – Sequential Erlang



Erlang Buzzwords

- Functional (strict)
- Single-assignment
- Dynamically typed
- Concurrent
- Distributed
- Message passing
- Soft real-time
- Fault tolerant
- No sharing
- Automatic memory management (GC)
- Virtual Machine (BEAM)
- Native code (HiPE)
- Dynamic code loading
- Hot-swapping code
- Multiprocessor support
- OTP (Open Telecom Platform) libraries
- Open source



Background

- Developed by Ericsson, Sweden
 - Experiments 1982-1986 with existing languages
 - Higher productivity, fewer errors
 - Suitable for writing (large) telecom applications
 - Must handle concurrency and error recovery
 - No good match - decided to make their own
 - 1986-1987: First experiments with own language
 - Erlang (after Danish mathematician A. K. Erlang)
 - 1988-1989: Internal use
 - 1990-1998: Erlang sold as a product by Ericsson
 - Open Source (MPL-based license) since 1998
 - Development still done by Ericsson



Erlang at Uppsala University

- High Performance Erlang (HiPE) research group
 - Native code compiler (SPARC, x86, x86_64, PowerPC, PowerPC-64, ARM)
 - Program analysis and optimization
 - Runtime system improvements
 - Language development and extensions
 - Programming and static analysis tools
- Most results from the HiPE project have been included in the official Erlang distribution



Hello, World!

```
%% File: hello.erl

-module(hello) .
-export([run/0]) .

run() -> io:format("Hello, World!\n") .
```

- '%' starts a comment
- '.' ends each declaration
- Every function must be in a module
 - One module per source file
 - Source file name is module name + ".erl"
- ':' used for calling functions in other modules



Running Erlang

```
$ erl
Erlang (BEAM) emulator version 5.5.1

Eshell V5.5.1 (abort with ^G)
1> 6*7.
42
2> halt().
$
```

- The Erlang VM emulator is called 'erl'
- The interactive shell lets you write any Erlang expressions and run them (must end with '.')
- The "1>", "2>", etc. is the shell input prompt
- The "halt()" function call exits the emulator



Compiling a module

```
$ erl
Erlang (BEAM) emulator version 5.5.1

Eshell V5.5.1 (abort with ^G)
1> c(hello) .
{ok,hello}
2>
```

- The "c(Module)" built-in shell function compiles a module and loads it into the system
 - If you change something and do "c(Module)" again, the new version of the module will replace the old
- There is also a standalone compiler called "erlc"
 - Running "erlc hello.erl" creates "hello.beam"
 - Can be used in a normal Makefile



Running a program

```
Eshell V5.5.1 (abort with ^G)
1> c(hello) .
{ok,hello}
2> hello:run() .
Hello, World!
ok
3>
```

- Compile all your modules
- Call the exported function that you want to run, using "module:function(...)."
- The final value is always printed in the shell
 - "ok" is the return value from io:format(...)

A recursive function

```
-module(factorial).  
-export([fac/1]).  
  
fac(N) when N > 0 ->  
    N * fac(N-1);  
fac(0) ->  
    1.
```

- Variables start with upper-case characters!
- ';' separates function clauses
- Variables are local to the function clause
- Pattern matching and guards to select clauses
- Run-time error if no clause matches (e.g., $N < 0$)
- Run-time error if N is not an integer

Tail recursion with accumulator

```
-module(factorial).  
-export([fac/1]).  
  
fac(N) -> fac(N, 1).  
  
fac(N, Product) when N > 0 ->  
    fac(N-1, Product*N);  
fac(0, Product) ->  
    Product.
```

- The *arity is part of the function name*: `fac/1`≠`fac/2`
- Non-exported functions are local to the module
- Function definitions cannot be nested (as in C)
- Last call optimization: the stack does not grow if the result is the value of another function call

Recursion over lists

```
-module(list).  
-export([last/1]).  
  
last([Element]) -> Element;  
last([_ | Rest]) -> last(Rest).
```

- Pattern matching selects components of the data
- “_” is a “don't care”-pattern (not a variable)
- “[Head|Tail]” is the syntax for a single list cell
- “[]” is the empty list (often called “nil”)
- “[X,Y,Z]” is a list with exactly three elements
- “[X,Y,Z|Tail]” has three or more elements

List recursion with accumulator

```
-module(list).  
-export([reverse/1]).  
  
reverse(List) -> reverse(List, []).  
  
reverse([Head|Tail], Acc) ->  
    reverse(Tail, [Head|Acc]);  
reverse([], Acc) ->  
    Acc.
```

- The same syntax is used to *construct lists*
- Strings are simply lists of Unicode characters
 - “Hello” = [`$H`, `$e`, `$l`, `$l`, `$o`] = [72,101,...]
 - “” = []



Numbers

```
12345
-9876
16#ffff
2#010101
$A
0.0
3.1415926
6.023e+23
```

- Arbitrary-size integers (but usually just one word)
- #-notation for base-N integers
- \$-notation for character codes (ISO-8859-1)
- Normal floating-point numbers (standard syntax)
 - cannot start with just a '.', as in e.g. C



Atoms

```
true           % boolean
false          % boolean
ok             % used as "void" value
hello_world
doNotUseCamelCaseInAtoms
'This is also an atom'
'foo@bar.baz'
```

- Must start with lower-case character or be quoted
- Single-quotes are used to create arbitrary atoms
- Similar to hashed strings
 - Use only one word of data (just like a small integer)
 - Constant-time equality test (e.g., in pattern matching)
 - At run-time: `atom_to_list(Atom)`, `list_to_atom(List)`



Tuples

```
{ }
{42}
{1,2,3,4}
{movie, "Yojimbo", 1961, "Kurosawa"}
{foo, {bar, X},
      {baz, Y},
      [1,2,3,4,5]}
```

- Tuples are the main data constructor in Erlang
- A tuple whose 1st element is an atom is called a *tagged tuple* - this is used like constructors in ML
 - Just a convention – but almost all code uses this
- The elements of a tuple can be any values
- At run-time: `tuple_to_list(Tup)`, `list_to_tuple(List)`



Other data types

- Functions
 - Anonymous and other
- Bit streams
 - Sequences of bits
 - `<<0,1,2,...,255>>`
- Process identifiers
 - Usually called 'Pids'
- References
 - Unique "cookies"
 - `R = make_ref()`
- No separate booleans
 - atoms `true/false`
- Erlang values in general are often called "terms"
- All terms are ordered and can be compared with `<`, `>`, `==`, `:=:`, etc.



Type tests and conversions

```

is_integer(X)
is_float(X)
is_number(X)
is_atom(X)
is_tuple(X)
is_pid(X)
is_reference(X)
is_function(X)
is_list(X) % [] or [_|_]

atom_to_list(A)
list_to_tuple(L)
binary_to_list(B)

term_to_binary(X)
binary_to_term(B)

```

- Note that `is_list` only looks at the first cell of the list, not the rest
- A list cell whose tail is not another list cell or an empty list is called an “improper list”.
 - Avoid creating them!
- Some conversion functions are just for debugging: avoid!
 - `pid_to_list(Pid)`



Built-in functions (BIFs)

```

length(List)
tuple_size(Tuple)
element(N, Tuple)
setelement(N, Tuple, Val)

abs(N)
round(N)
trunc(N)

throw(Term)
halt()

time()
date()
now()

self()
spawn(Function)
exit(Term)

```

- Implemented in C
- All the type tests and conversions are BIFs
- Most BIFs (not all) are in the module “erlang”
- Many common BIFs are auto-imported (recognized without writing “erlang:...”)
 - Operators (+, -, *, /, ...) are also really BIFs



Standard Libraries

- Application Libraries
 - kernel
 - erlang
 - code
 - file, filelib
 - inet
 - os
 - stdlib
 - lists
 - dict, ordict
 - sets, gb_sets
 - gb_trees
 - ets, dets
- Written in Erlang
- “Applications” are groups of modules
 - Libraries
 - Application programs
 - Servers/daemons
 - Tools
 - GUI system (gs, wx)



Expressions

```

%% the usual operators
(X + Y) / -Z * 10 - 1

%% boolean
X and not Y or (Z xor W)
(X andalso Y) orelse Z

%% bitwise operators
((X bor Y) band 15) bsl 2

%% comparisons
X /= Y      % not !=
X =< Y      % not <=

%% list operators
List1 ++ List2

```

- Boolean and/or/xor are *strict* (always evaluate both arguments)
- Use `andalso/orelse` for short-circuit evaluation
- “`:=`” for equality, not “`=`”
- We can always use parentheses when not absolutely certain about the precedence

Fun expressions

```
F1 = fun () -> 42 end
42 = F1()

F2 = fun (X) -> X + 1 end
42 = F2(41)

F3 = fun (X, Y) ->
    {X, Y, F1}
end

F4 = fun ({foo, X}, Y) ->
    X + Y;
    ({bar, X}, Y) ->
    X - Y;
    (_, Y) ->
    Y
end

F5 = fun f/3
F6 = fun mod:f/3
```

- Anonymous functions (lambda expressions)
 - Usually called “funs”
- Can have several clauses
- All variables in the patterns are *new*
 - *All variable bindings in the fun are local*
 - *Variables bound in the environment can be used in the fun-body*

Pattern matching with '='

```
Tuple = {foo, 42, "hello"},
{X, Y, Z} = Tuple,

List = [5, 5, 5, 4, 3, 2, 1],
[A, A | Rest] = List,

Struct = {foo, [5,6,7,8], {17, 42}},
{foo, [A|Tail], {N, Y}} = Struct
```

- Match failure causes runtime error (badmatch)
- Successful matching binds the variables
 - But only if they are not already bound to a value!
 - Previously bound variables can be used in patterns
 - A new variable can also be repeated in a pattern

Case switches

```
case List of
  [X|Xs] when X >= 0 ->
    X + f(Xs);
  [_X|Xs] ->
    f(Xs);
  [] ->
    0;
  ->
    throw(error)
end

%% boolean switch:
case Bool of
  true -> ...;
  false -> ...
end
```

- Any number of clauses
- Patterns and guards, just as in functions
- “;” separates clauses
- Use “_” as catch-all
- Variables may also begin with underscore
 - Signals “I don't intend to use this value”
 - Compiler won't warn if variable is not used

If switches and guard details

```
if
  X >= 0, X < 256 ->
    X + f(Xs);
  true ->
    f(Xs)
end
```

- Like a case switch without the patterns and the “when” keyword
- Use “true” as catch-all
- Guards are special
 - Comma-separated list
 - Only specific built-in functions (and all operators)
 - No side effects

List comprehensions

```
%% map
[f(X) || X <- List]

%% filter
[X || X <- Xs, X > 0]

%% quicksort example
qsort([P|Xs]) ->
  qsort([X || X <- Xs,
            X < P])
  ++ [P] % pivot element
  ++ qsort([X || X <- Xs,
              X >= P]);
qsort([]) ->
[].
```

- Left of the “||” is an *expression template*
- “Pattern <- List” is a *generator*
 - Elements are picked from the list in order
- The other expressions are *boolean filters*
- If there are multiple generators, you get all combinations of values

Bitstreams and comprehensions

- Bit stream pattern matching:

```
case <<8:4, 42:6>> of
  <<A:7/integer, B/bits>> -> {A,B}
end
```

```
case <<8:4, 42:6>> of
  <<A:3/integer, B:A/bits, C/bits>> -> {A,B,C}
end
```

- Bit stream comprehensions:

```
<< <<X:2>> || <<X:3>> <= Bits, X < 4 >>
```

- Of course, one can also write:

```
[ <<X:2>> || <<X:3>> <= Bits, X < 4 ]
```

Catching exceptions

```
try
  lookup(X)
catch
  not_found ->
    use_default(X);
  exit:Term ->
    handle_exit(Term)
end

%% with 'of' and 'after'
try lookup(X, File) of
  Y when Y > 0 -> f(Y);
  Y -> g(Y)
catch
  ...
after
  close_file(File)
end
```

- Three classes of exceptions
 - throw: user-defined
 - error: runtime errors
 - exit: end process
 - Only catch throw exceptions, normally (implicit if left out)
- Re-thrown if no catch-clause matches
- “after” part is always run (side effects only)

Old-style exception handling

```
Val = (catch lookup(X)),
case Val of
  not_found ->
    %% probably thrown
    use_default(X);
  {'EXIT', Term} ->
    handle_exit(Term);
  ->
    Val
end
```

- “catch Expr”
 - Value of “Expr” if no exception
 - Value x of “throw(X)” for a throw-exception
 - “{'EXIT', Term}” for other exceptions
- Hard to tell what happened (not safe)
- Mixes up errors/exits
- In lots of old code



Record syntax

```
-record(foo, {a=0, b}).

{foo, 0, 1} = #foo{b=1}

R = #foo{}
{foo, 0, undefined} = R

{foo, 0, 2} = R#foo{b=2}

{foo, 2, 1} = R#foo{b=1,
                  a=2}

0 = R#foo.a
undefined = R#foo.b

f(#foo{b=undefined}) -> 1;
f(#foo{a=A, b=B})
  when B > 0 -> A + B;
f(#foo{}) -> 0.
```

- Records are just a syntax for working with tagged tuples
- You don't have to remember element order and tuple size
- Good for internal work within a module
- Not so good in public interfaces (users must have same definition!)



Preprocessor

```
-include("defs.hrl").

-ifndef(PI).
-define(PI, 3.1415926).
-endif.

area(R) -> ?PI * (R*R).

-define(foo(X), {foo,X+1}).

{foo,2} = ?foo(1)

%% pre-defined macros
?MODULE
?LINE
```

- C-style token-level preprocessor
 - Runs after tokenizing, but before parsing
- Record definitions often put in header files, to be included
- Use macros mainly for constants
- Use functions instead of macros if you can (compiler can inline)



Type declarations

- Erlang has a notation for declaring types out of the “built-in” ones

```
-type fruit() :: 'apple' | 'banana' | 'orange'.
```

```
-type fruit_list() :: [fruit()].
```

```
-type atom_int_list() :: [atom() | integer()].
```

- These types can then be used to declare the type of record fields

```
-record(my_rec, {a = 0 :: integer(),
                 b      :: fruit(),
                 c = [] :: atom_int_list()}).
```



Spec declarations

- Types can also be used to declare the type of function arguments and return type

```
-spec price(fruit()) -> 8..10.
```

```
price(apple) -> 10;
price(banana) -> 9;
price(orange) -> 8.
```

- ... and they can be used to impose constraints that are not necessarily present in the code but reflect programmers' intentions

```
-spec my_app([atom()], [integer()]) -> atom_int_list().
```

```
my_app([], Is) -> Is;
my_app([A|As], Is) -> [A | my_app(As, Is)].
```



Dialyzer: A defect detection tool

- Uses static analysis to identify discrepancies in Erlang code bases
 - code points where something is wrong
 - often a bug
 - or in any case something that needs fixing
- Fully automatic
- Extremely easy to use
- Fast and scalable
- Sound for defect detection
 - “Dialyzer is never wrong”



Dialyzer

- Part of the Erlang/OTP distribution since 2007
- Detects
 - Definite type errors
 - API violations
 - Unreachable and dead code
 - Opacity violations
 - Concurrency errors
 - Data races (-Wrace_conditions)
- Experimental extensions with
 - Stronger type inference: type dependencies
 - Detection of message passing errors & deadlocks



How to use Dialyzer

- First build a PLT (needs to be done once)

```
> dialyzer --build_plt --apps erts kernel stdlib
```

- Once this finishes, analyze your application

```
> cd my_app
> erlc +debug_info -o ebin src/*.erl
> dialyzer ebin
```

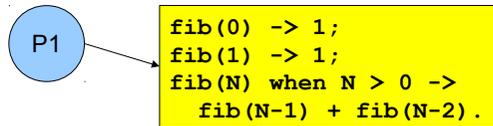
- If there are unknown functions, you may need to add more stuff to the PLT

```
> dialyzer --add_to_plt --apps mnesia inets
```



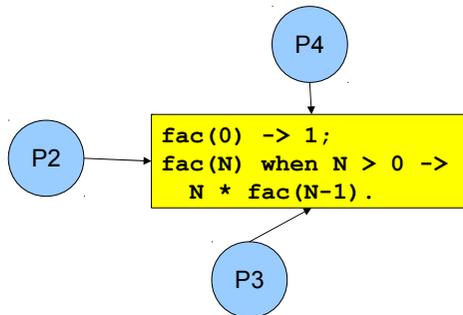
Erlang: Sequential & Concurrent

Part 2 – Concurrent and Distributed Erlang

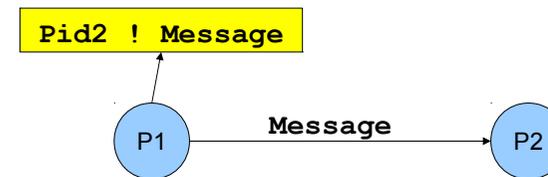


- Whenever an Erlang program is running, the code is executed by a *process*
- The process keeps track of the current program point, the values of variables, the call stack, etc.
- Each process has a unique *Process Identifier* (“*Pid*”), that can be used to identify the process
- *Processes are concurrent* (they can run in parallel)

- Erlang processes are implemented by the VM’s runtime system, not by operating system threads
- Multitasking is *preemptive* (the virtual machine does its own process switching and scheduling)
- Processes use very little memory, and switching between processes is very fast
- Erlang can handle large numbers of processes
 - Some applications use more than 100.000 processes
- On a multiprocessor/multicore machine, Erlang processes can be scheduled to run in parallel on separate CPUs/cores

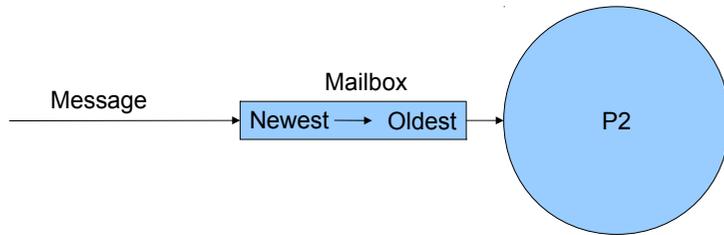


- Different processes may be reading the same program code at the same time
 - They have their own data, program point, and stack – only the text of the program is being shared (well, almost)
 - *The programmer does not have to think about other processes updating the variables*



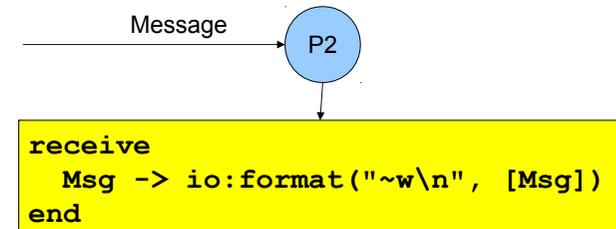
- “!” is the *send operator* (often called “bang!”)
 - The *Pid* of the receiver is used as the address
- Messages are sent *asynchronously*
 - The sender continues immediately
- Any value can be sent as a message

Message queues



- Each process has a *message queue* (mailbox)
 - Arriving messages are placed in the queue
 - *No size limit* – messages are kept until extracted
- A process *receives* a message when it extracts it from the mailbox
 - Does not have to take the first message in the queue

Receiving a message



- **receive**-expressions are similar to **case** switches
 - Patterns are used to match messages in the mailbox
 - Messages in the queue are tested in order
 - The first message that matches will be extracted
 - A variable-pattern will match the first message in the queue
 - Only one message can be extracted each time

Selective receive

```
receive
  {foo, X, Y} -> ...;
  {bar, X} when ... -> ...;
  ...
end
```

- Patterns and guards let a programmer control the priority with which messages will be handled
 - Any other messages will remain in the mailbox
- The **receive**-clauses are tried in order
 - If no clause matches, the next message is tried
- If *no* message in the mailbox matches, the process *suspends*, waiting for a new message

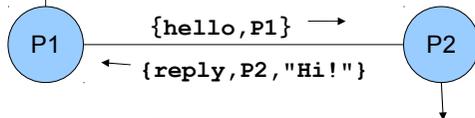
Receive with timeout

```
receive
  {foo, X, Y} -> ...;
  {bar, X} when ... -> ...
after 1000 ->
  ...           % handle timeout
end
```

- A **receive** expression can have an after-part
 - The timeout value is either an integer (milliseconds), or the atom '**infinity**' (wait forever)
 - 0 (zero) means “just check the mailbox, then continue”
- The process will wait until a matching message arrives, or the timeout limit is exceeded
- **Soft real-time**: approximate, no strict timing guarantees

Send and reply

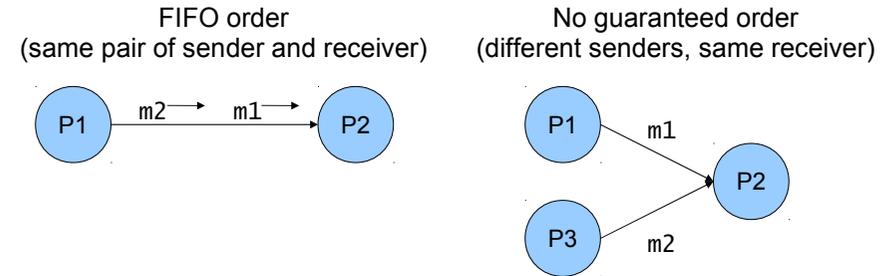
```
Pid ! {hello, self()},
receive
{reply, Pid, String} ->
io:put_chars(String)
end
```



```
receive
{hello, Sender} ->
Sender ! {reply, self(), "Hi!"}
end
```

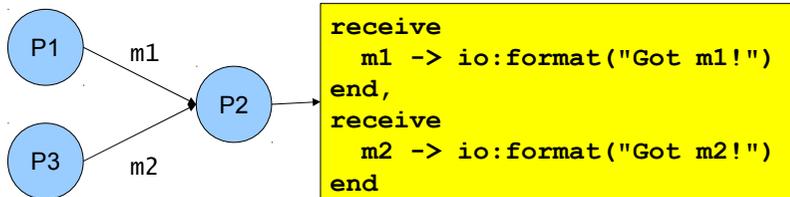
- Pids are often included in messages (`self()`), so the receiver can reply to the sender
 - If the reply includes the `Pid` of the second process, it is easier for the first process to recognize the reply

Message order



- Within a node, the only guaranteed message order is when both the sender and receiver are the same for both messages (First-In, First-Out)
 - In the left figure, `m1` will always arrive before `m2` in the message queue of `P2` (if `m1` is sent before `m2`)
 - In the right figure, the arrival order can vary

Selecting unordered messages



```
receive
m1 -> io:format("Got m1!")
end,
receive
m2 -> io:format("Got m2!")
end
```

- Using selective receive, we can choose which messages to accept, even if they arrive in a different order
- In this example, `P2` will always print "Got `m1`!" before "Got `m2`!", even if `m2` arrives before `m1`
 - `m2` will be ignored until `m1` has been received

Starting processes

- The '`spawn`' function creates a new process
- There are several versions of '`spawn`':
 - `spawn(fun() -> ... end)`
 - can also do `spawn(fun f/0)` or `spawn(fun m:f/0)`
 - `spawn(Module, Function, [Arg1, ..., ArgN])`
 - `Module:Function/N` must be an exported function
- The new process will run the specified function
- The `spawn` operation always returns immediately
 - The return value is the `Pid` of the new process
 - The "parent" always knows the `Pid` of the "child"
 - The child will not know its parent unless you tell it

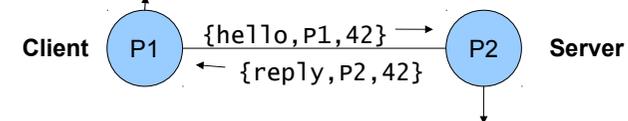
Process termination

- A process *terminates* when:
 - It finishes the function call that it started with
 - There is an exception that is not caught
 - The purpose of 'exit' exceptions is to terminate a process
 - “`exit(normal)`” is equivalent to finishing the initial call
- All messages sent to a terminated process will be thrown away, without any warning
 - No difference between throwing away and putting in mailbox just before process terminates
- The same process identifier will not be used again for a long time

A stateless server process

```
run() ->
  Pid = spawn(fun echo/0),

  Pid ! {hello, self(), 42},
  receive
    {reply, Pid, 42} ->
      Pid ! stop
  end.
```



```
echo() ->
  receive
    {hello, Sender, Value} ->
      Sender ! {reply, self(), Value},
      echo(); % loop!
  stop ->
    ok
  end.
```

A server process with state

```
server(State) ->
  receive
    {get, Sender} ->
      Sender ! {reply, self(), State},
      server(State);
    {set, Sender, Value} ->
      Sender ! {reply, self(), ok},
      server(Value); % loop with new state!
  stop ->
    ok
  end.
```

- The parameter variables of a server loop can be used to remember the current state
- Note: the recursive calls to `server()` are *tail calls* (last calls) – the loop does not use stack space
- A server like this can run forever

Hot code swapping

```
-module(server).
-export([start/0, loop/1]).

start() -> spawn(fun() -> loop(0) end).

loop(State) ->
  receive
    {get, Sender} ->
      ...
      server:loop(State);
    {set, Sender, Value} ->
      ...
      server:loop(Value);
  ...
```

- When we use “`module:function(...)`”, Erlang will always call the latest version of the module
 - If we recompile and reload the `server` module, the process will jump to the new code after handling the next message – we can fix bugs without restarting!

Hiding message details

```

get_request(ServerPid) ->
  ServerPid ! {get, self()}.

set_request(Value, ServerPid) ->
  ServerPid ! {set, self(), Value}.

wait_for_reply(ServerPid) ->
  receive
    {reply, ServerPid, Value} -> Value
  end.

stop_server(ServerPid) ->
  ServerPid ! stop.

```

- Using interface functions keeps the clients from knowing about the format of the messages
 - You may need to change the message format later
- It is the client who calls the `self()` function here

Registered processes

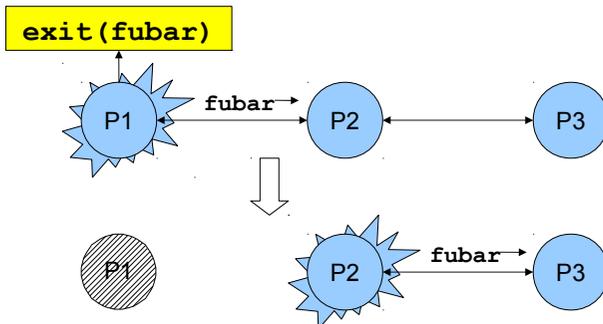
```

Pid = spawn(...),
register(my_server, Pid),
my_server ! {set, self(), 42},
42 = get_request(my_server),
Pid = whereis(my_server)

```

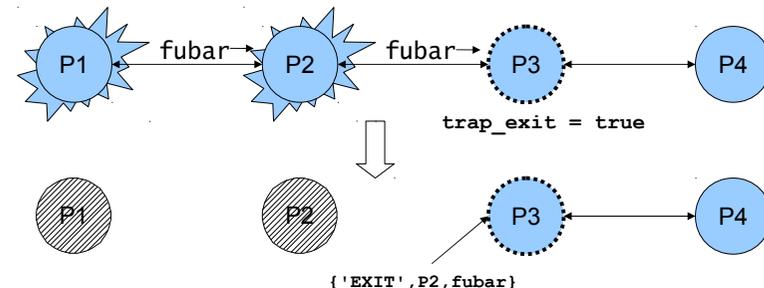
- A process can be registered under a name
 - the name can be any atom
- Any process can send a message to a registered process, or look up the Pid
- The Pid might change (if the process is restarted and re-registered), but the name stays the same

Links and exit signals



- Any two processes can be *linked*
 - Links are always bidirectional (two-way)
- When a process dies, an *exit signal* is sent to all linked processes, which are also killed
 - Normal exit does not kill other processes

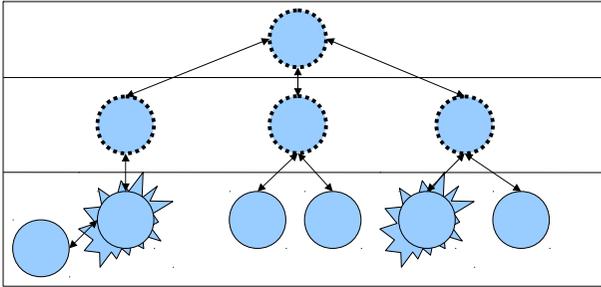
Trapping exit signals



- If a process sets its `trap_exit` flag, all signals will be caught and turned into normal messages
 - `process_flag(trap_exit, true)`
 - `{'EXIT', Pid, ErrorTerm}`
- This way, a process can watch other processes
 - 2-way links guarantee that sub-processes are dead



Robust systems through layers



- Each layer supervises the next layer and restarts the processes if they crash
- The top layers use well-tested, very reliable libraries (OTP) that practically never crash
- The bottom layers may be complicated and less reliable programs that can crash or hang



Distribution

```
[foo.bar.se] $ erl -name fred
Erlang (BEAM) emulator version 5.5.1

Eshell V5.5.1 (abort with ^G)
(fred@foo.bar.se)1> node().
'fred@foo.bar.se'
(fred@foo.bar.se)2>
```

- Running “erl” with the flag “-name xxx”
 - starts the Erlang network distribution system
 - makes the virtual machine emulator a “node”
 - the node name is the atom 'xxx@host.domain'
- Erlang nodes can communicate over the network
 - but first they must find each other
 - simple security based on secret cookies



Connecting nodes

```
(fred@foo.bar.se)2> net_adm:ping('barney@foo.bar.se').
pong
(fred@foo.bar.se)3> net_adm:ping('wilma@foo.bar.se').
pang
(fred@foo.bar.se)4>
```

- Nodes are connected the first time they try to communicate – after that, they stay in touch
 - A node can also supervise another node
- The function “net_adm:ping(Node)” is the easiest way to set up a connection between nodes
 - returns either “pong” or “pang” ☺
- We can also send a message to a registered process using “{Name,Node} ! Message”



Distribution is transparent

- One can send a Pid from one node to another
 - Pids are unique, even over different nodes
- We can send a message to *any* process through its Pid – even if the process is on another node
 - There is no difference (except that it takes more time to send messages over networks)
 - We don't have to know where processes are
 - We can make programs work on multiple computers with no changes at all in the code (no shared data)
- We can run several Erlang nodes (with different names) on the same computer – good for testing



Running remote processes

```
P = spawn('barney@foo.bar.se', Module, Function, ArgList),  
global:register_name(my_global_server, P),  
global:send(my_global_server, Message)
```

- We can use variants of the `spawn` function to start new processes directly on another node
- The module `'global'` contains functions for
 - registering and using named processes over the whole network of connected nodes
 - not same namespace as the local `"register(...)"`
 - must use `"global:send(...)"`, not `"!"`
 - setting global locks



Ports – talking to the outside

```
PortId = open_port({spawn, "command"}, [binary]),  
PortId ! {self(), {command, Data}}  
  
PortId ! {self(), close}
```

- Talks to an external (or linked-in) C program
- A port is connected to the process that opened it
- The port sends data to the process in messages
 - binary object
 - packet (list of bytes)
 - one line at a time (list of bytes/characters)
- A process can send data to the port



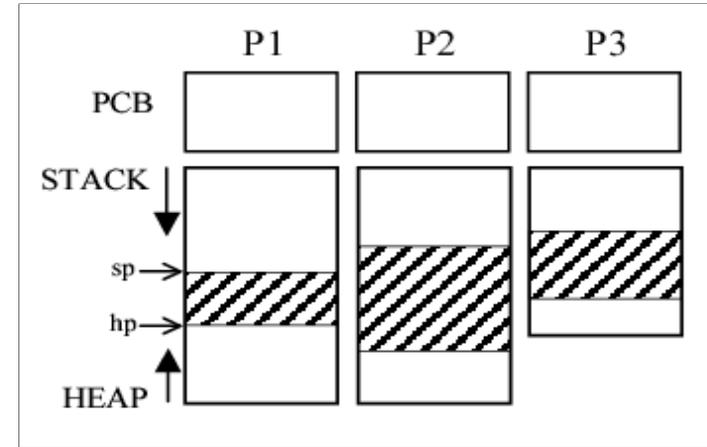
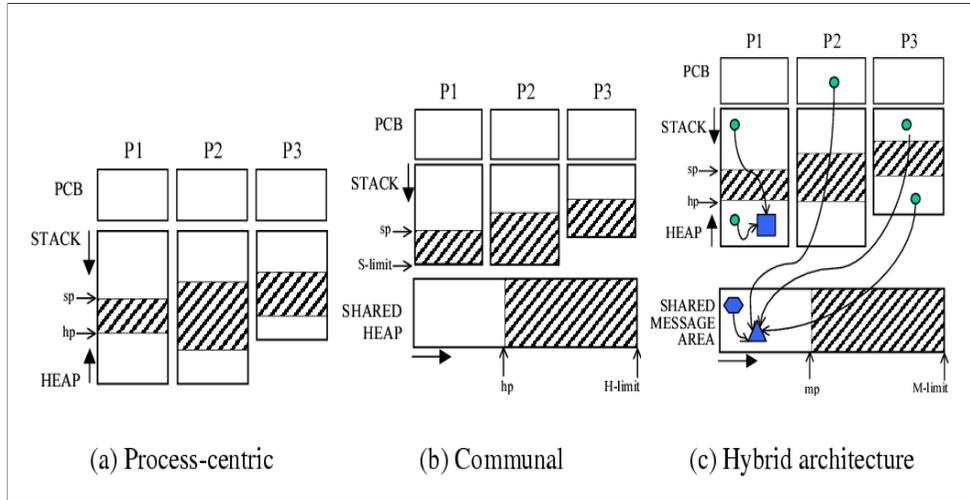
Erlang: Sequential & Concurrent

Part 3 – A Glimpse of Erlang's Implementation

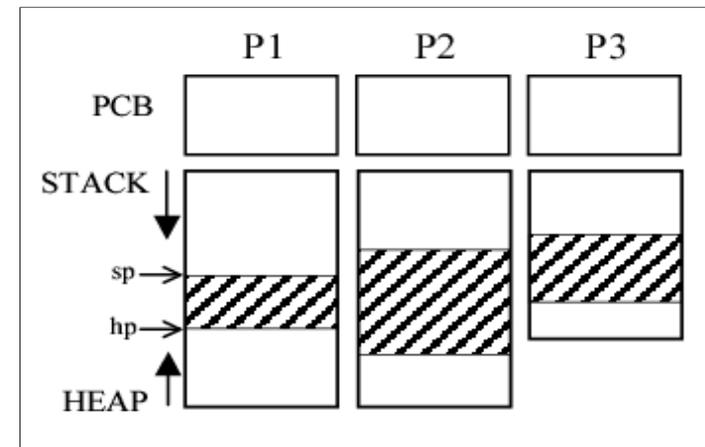


Erlang's Runtime System

- Handles the basic “built-in” things:
 - memory allocation
 - garbage collection
 - process creation
 - message passing
 - context switching
- Several possible ways of structuring
- Some trade-offs have been studied
 - mainly on single core machines!

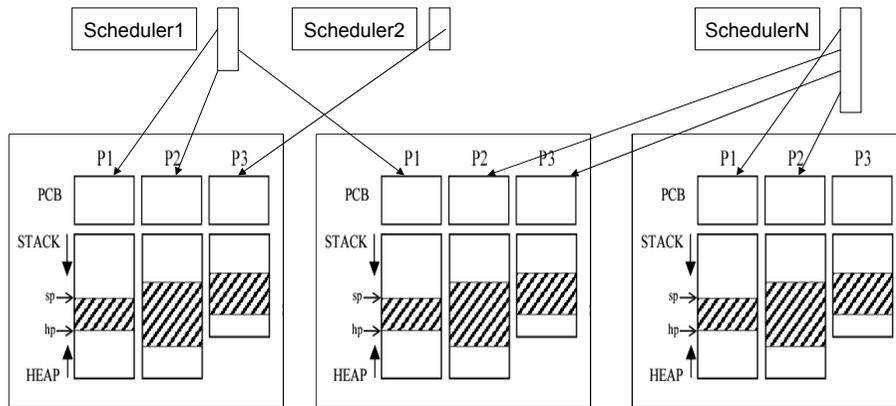


- Pros:
 - + Isolation and robustness
 - + Processes can be GC-ed independently
 - + Fast memory deallocation when a process terminates; processes used as regions/arenas
- Cons:
 - Messages always copied, even between processes on the same machine
 - Sending is $O(n)$ in the size of the message
 - Memory fragmentation high



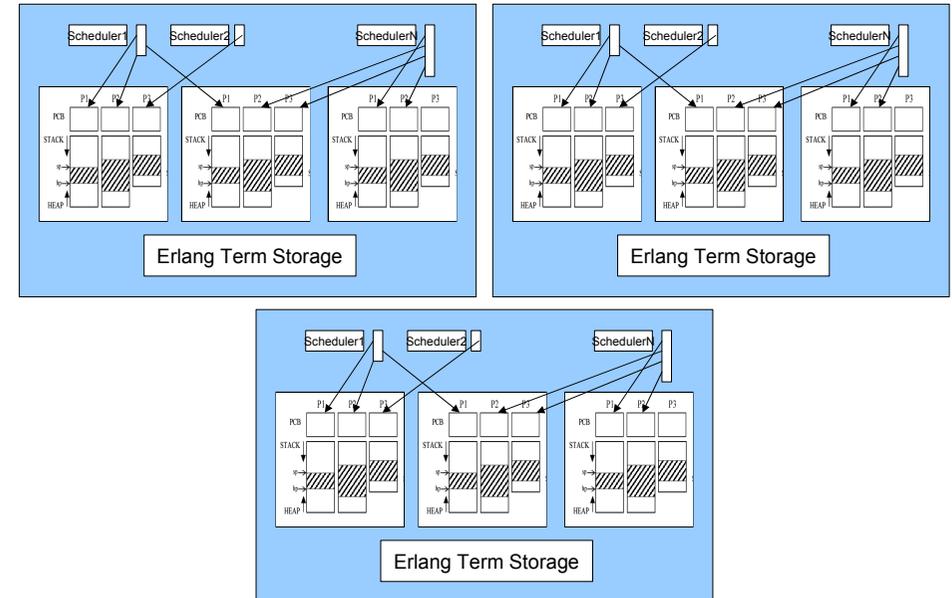
Global areas:
 • Atom table
 • Process registry

Erlang Term Storage



Global areas:
· Atom table
· Process registry

Erlang Term Storage



More information

Resources:

www.erlang.org

- Getting Started
- Erlang Reference Manual
- Library Documentation

Papers about Erlang and its implementation at:

<http://www.it.uu.se/research/group/hipe>

Information about Dialyzer at:

<http://www.it.uu.se/research/group/hipe/dialyzer/>

<http://dialyzer.softlab.ntua.gr>