

# Erlang *(and Python)*

*Lawrence Oluyede*

why do we bother?

*(thanks David!)*

It's about **concurrency**. It's about **distribution**. It's about **fault tolerance**. It's about **functional programming**. [...] It's about [...] a process I call **concurrency-oriented programming**.

*Joe Armstrong, Programming Erlang*

# Why not Erlang?

- Odd syntax
- Variables are immutable once given a value
- Functional programming

# Why Erlang?

- Odd syntax
- Variables are immutable once given a value
- Functional programming

# How does it look like? (I)

Erlang (BEAM) emulator version 5.6.5 [source] [smp:2] [async-threads:0] [hipe] [kernel-poll:false]

Eshell V5.6.5 (abort with ^G)

1> 1.

|

2> 123456789 \* 987654321.

121932631112635269

3> hello.

hello

4> X = 1234.

1234

5> X = a.

\*\* exception error: no match of right hand side value a

# How does it look like? (2)

1> Me = {person, {name, lawrence}, {age, 25}}.

{person,{name,lawrence},{age,25}}

2> Me.

{person,{name,lawrence},{age,25}}

3> {person, {name, Name}, {age, Age}} = Me.

{person,{name,lawrence},{age,25}}

4> Name.

lawrence

5> Age.

25

# How does it look like? (3)

```
1> "Lawrence".
```

```
"Lawrence"
```

```
2> [76, 97, 119, 114, 101, 110, 99, 101].
```

```
"Lawrence"
```

```
3> [1, 76, 97, 119, 114, 101, 110, 99, 101].
```

```
[1, 76, 97, 119, 114, 101, 110, 99, 101]
```



# How does it look like? (4)

6> [this, is, a, list, with, Me].

[this,is,a,list,with,{person,{name,lawrence},{age,25}}]

7> [1, 2, 3, 4, 5].

8> [H|T] = [1, 2, 3, 4, 5].

[1,2,3,4,5]

9> H.

|

10> T.

[2,3,4,5]

11> [2 \* X || X <- T].

12> lists:map(fun(X) -> 2 \* X end,T).

[4,6,8,10]

>>> T = [2, 3, 4, 5]

>>> [2 \* X for X in T]

[4, 6, 8, 10]

# How does it look like? (5)

```
-module(temp).  
-export([convert/1]).
```

```
f2c(F) ->  
    ((F - 32) * 5) / 9.
```

```
c2f(C) ->  
    (C * 9) / 5 + 32.
```

```
convert({c, N}) ->  
    {f, c2f(N)};
```

```
convert({f, N}) ->  
    {c, f2c(N)}.
```

# Concurrency

- Lightweight processes sharing **nothing**
- Primitives are basically `spawn()`, `!`, `receive`
- Erlang processes are not OS processes
- Processes are functions executed concurrently

# Concurrency example (part I)

```
-module(pingpong).
```

```
-export([start/1, ping/2, pong/0]).
```

```
pong() ->
```

```
    receive
```

```
        {ping, PingPid} ->
```

```
            io:format("Pong got ping~n", []),
```

```
            PingPid ! pong;
```

```
        die ->
```

```
            io:format("Pong HAS DIED!~n", []),
```

```
            exit(bye)
```

```
    end,
```

```
    pong().
```

# Concurrency example (part 2)

```
ping(0, PongPid) ->  
  PongPid ! die,  
  io:format("PING HAS DIED!~n", []);
```

```
ping(N, PongPid) ->  
  PongPid ! {ping, self()},  
  receive  
    pong -> io:format("Ping got pong~n", [])  
  end,  
  ping(N-1, PongPid).
```

```
start(N) ->  
  PongPid = spawn(?MODULE, pong, []),  
  spawn(?MODULE, ping, [N, PongPid]).
```

# Concurrency example (output)

```
$ erl
```

```
1> c(pingpong).
```

```
{ok,pingpong}
```

```
2> pingpong:start(3).
```

```
Pong got ping
```

```
<0.39.0>
```

```
Ping got pong
```

```
Pong got ping
```

```
Ping got pong
```

```
Pong got ping
```

```
Ping got pong
```

```
PING HAS DIED!
```

```
Pong HAS DIED!
```

```
3>
```

# Erlang <=> Python

- Linked-in drivers
- Ports
- Sockets
- HTTP
- Disco

# Linked-in drivers

- External program linked as as shared library
- Unsafe
- Lowest level possible



# Ports

- Two way byte-stream channel between the Erlang VM and an outside process
- `open_port(PortName, PortSettings) -> port()`
- Safe

# Sockets (server)

```
handle(Socket) ->
  receive
    {tcp, Socket, Bin} ->
      Received = binary_to_list(Bin),
      io:format("Received: ~p~n", [Received]),
      Response = "Hello, you!",
      gen_tcp:send(Socket, Response),
      handle(Socket);
    {tcp_closed, Socket} ->
      io:format("Socket closed~n")
  end.
```

# Sockets (client)

```
s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
s.connect(('localhost', 9999))
text = 'Hello, server!'
tosend = [struct.pack('!h', len(text)), text]
for msg in tosend:
    s.send(msg)
print "Client received: %s" % s.recv(1024)[2:] # discard length
s.close()
```

# HTTP

- Use MochiWeb for the server (<http://code.google.com/p/mochiweb/>)
- Easy to write JSON based web services
- urllib as the client + (simple)json

# Disco

- Map Reduce implementation for clusters
- Core in Erlang and everything else in Python
- Jobs are written in Python (pure) functions
- Used for full text indexing, data analysis, log parsing
- Can be used on Amazon EC2

# Who uses Erlang?

facebook.



“When in doubt create a new process”

– *Gabriele Lana*

# Who am I

Lawrence Oluyede, Developer @  
StatPro Italy

lawrence.oluyede@statpro.com

l.oluyede@gmail.com

http://twitter.com/lawrenceoluyede

http://www.linkedin.com/in/  
lawrenceoluyede

