

HARU CONFERENCE



ELIXIR를 이용한 분산시스템

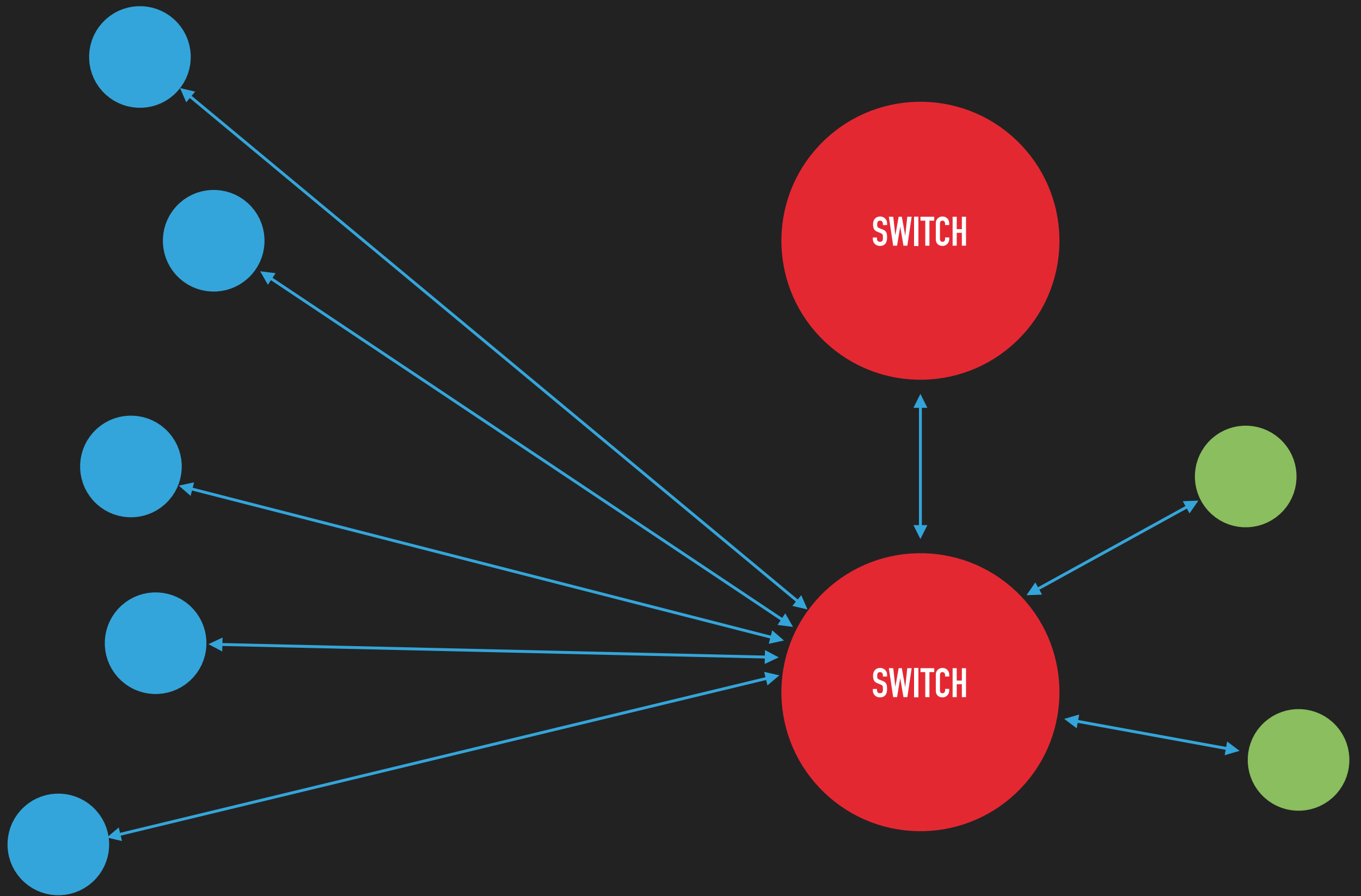
OVERVIEW

- ▶ Erlang/OTP
- ▶ Elixir
- ▶ Distributed systems
- ▶ Wrapping up

ERALNG/OTP



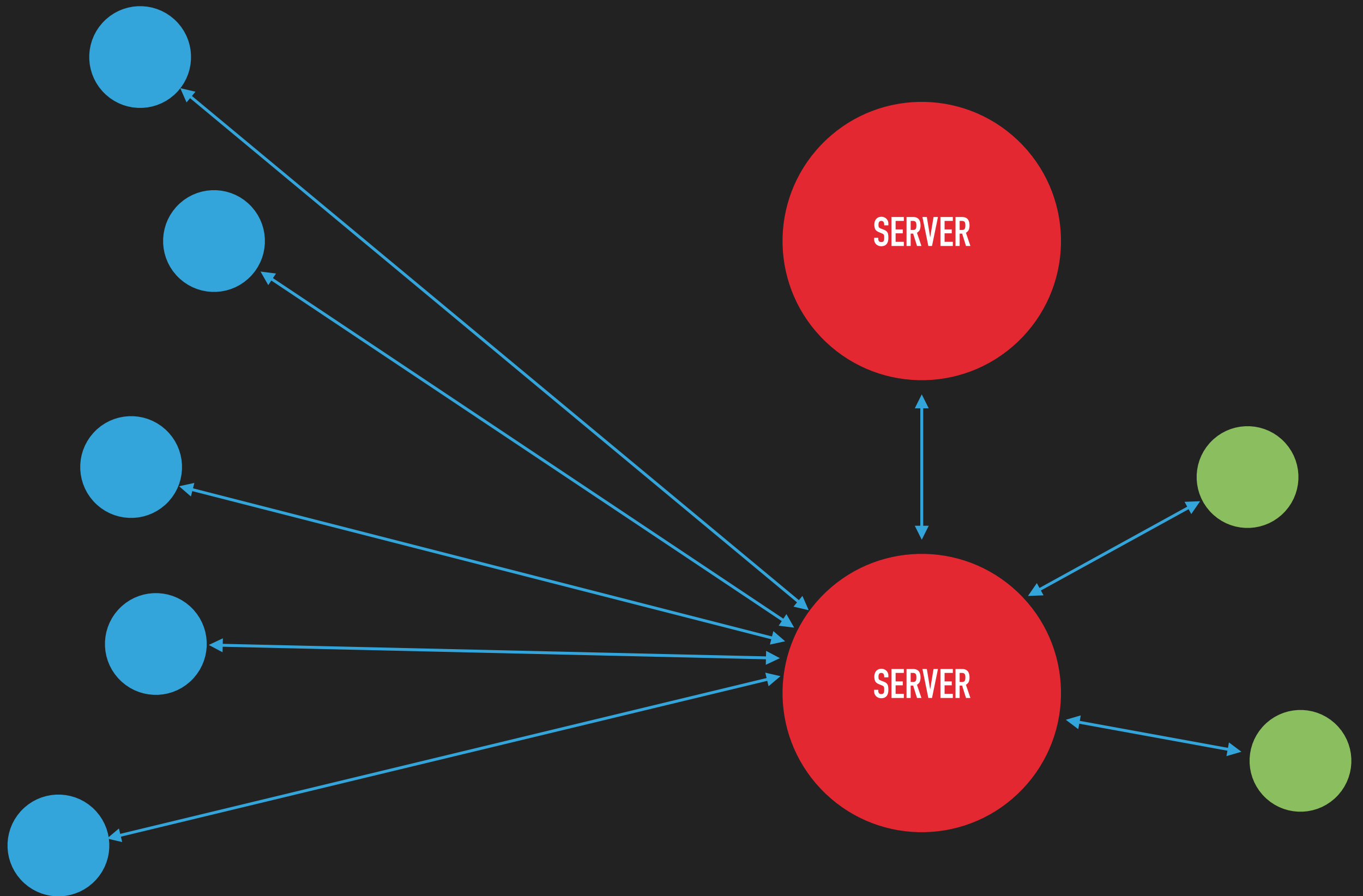




CONCURRENCY.

FAULT TOLERANCE.

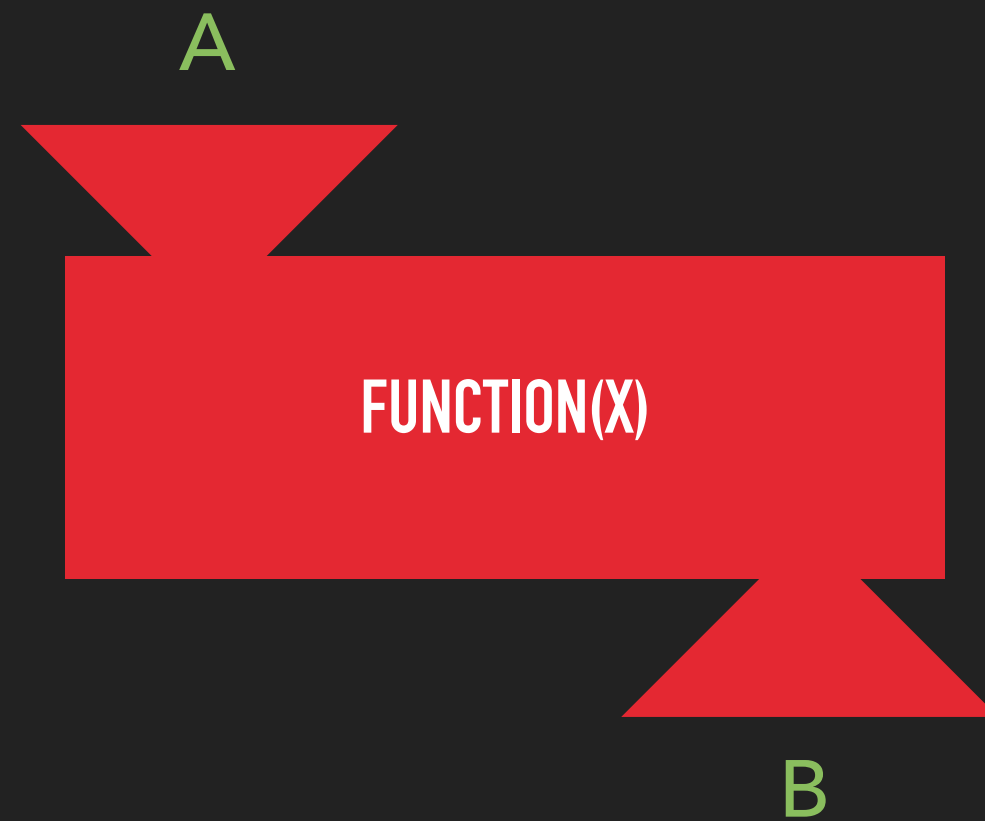
DISTRIBUTION.



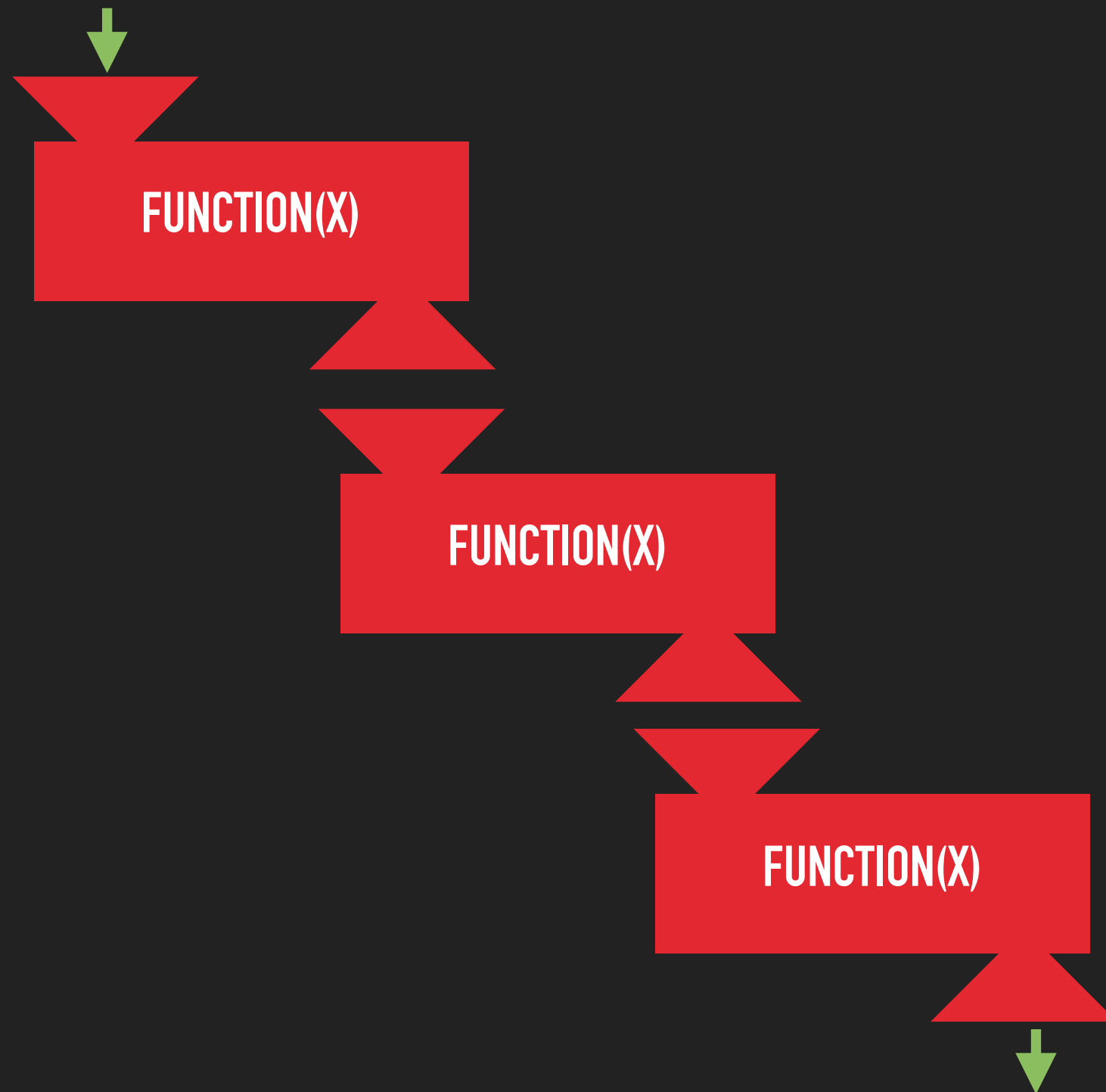
ERLANG/OTP

- ▶ Functional language
- ▶ Immutable variables
- ▶ Strong, dynamic typing
- ▶ Actor model
- ▶ OTP
 - ▶ Behavior

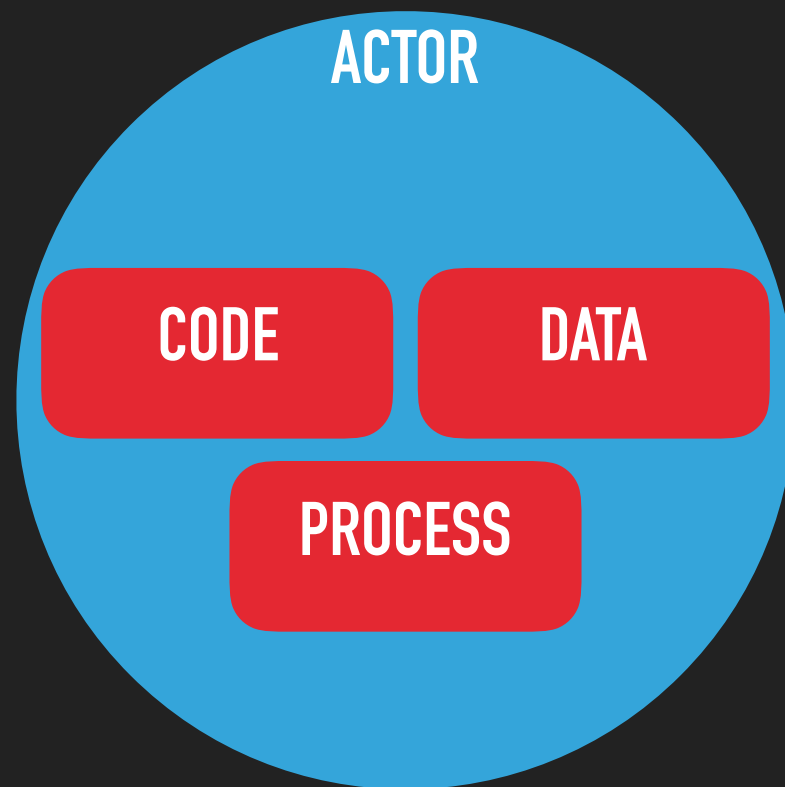
FUNCTIONAL LANGUAGE



FUNCTIONAL LANGUAGE

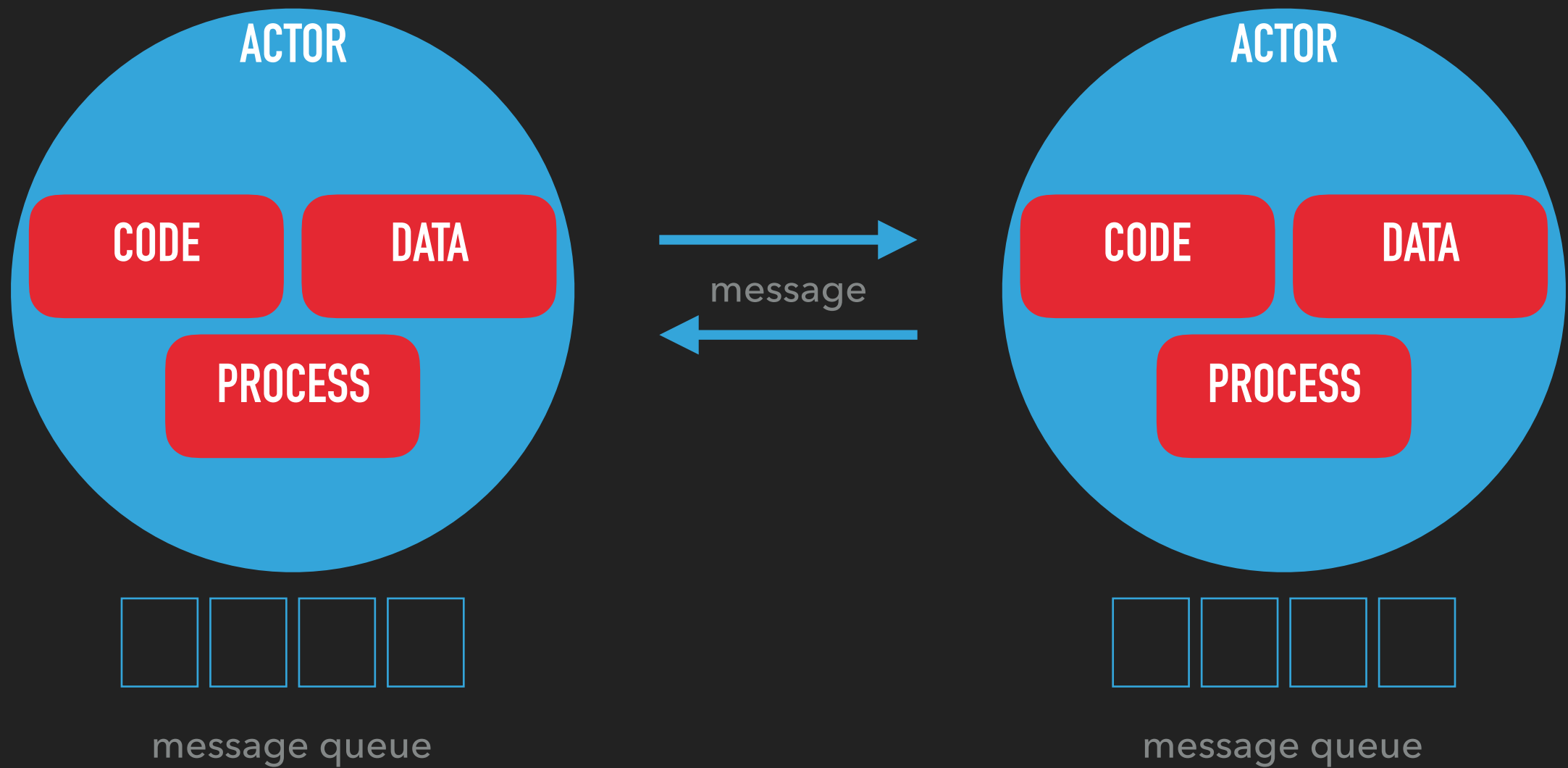


ACTOR MODEL

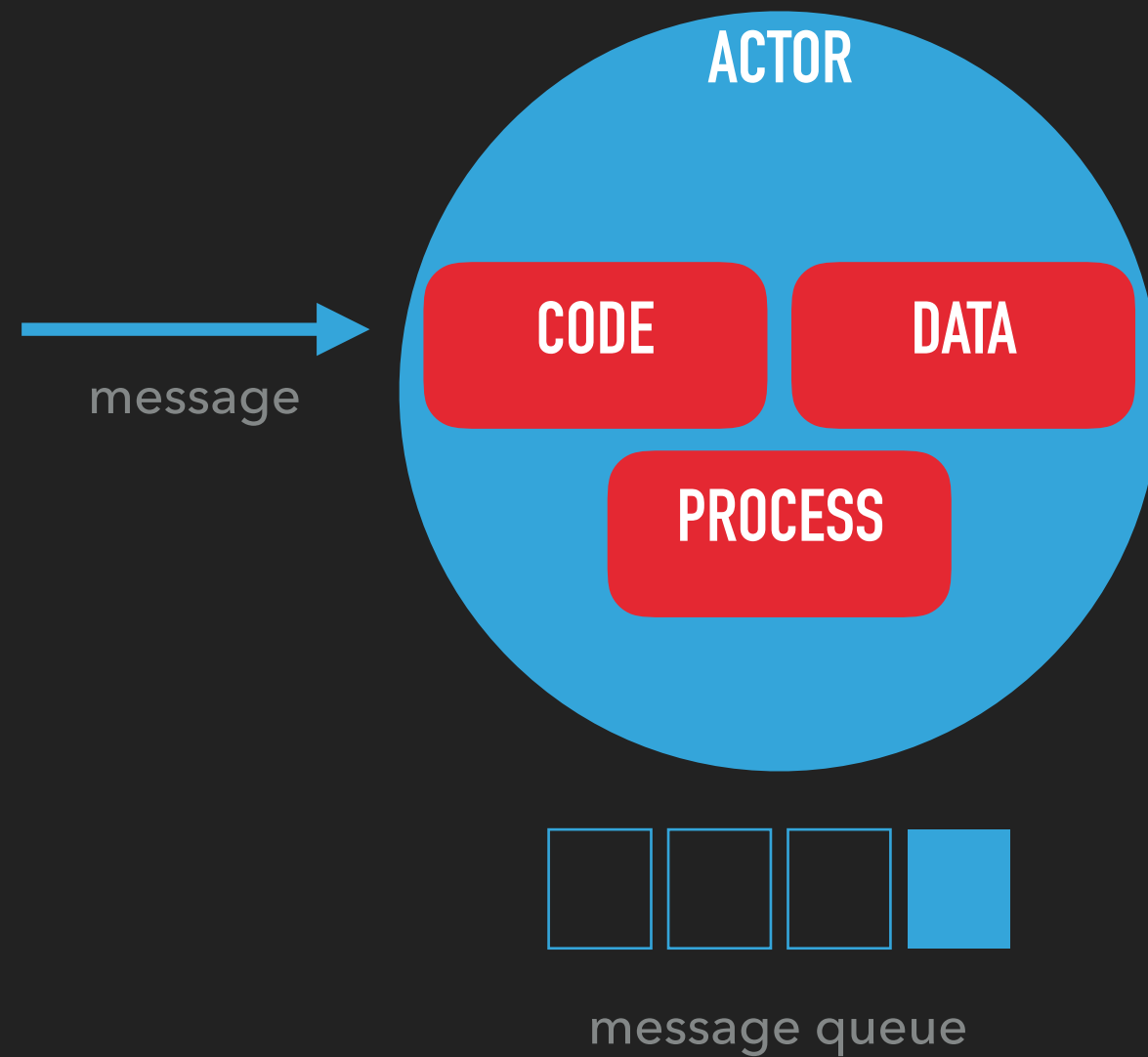


Actor = Lightweight Process + Data + Code

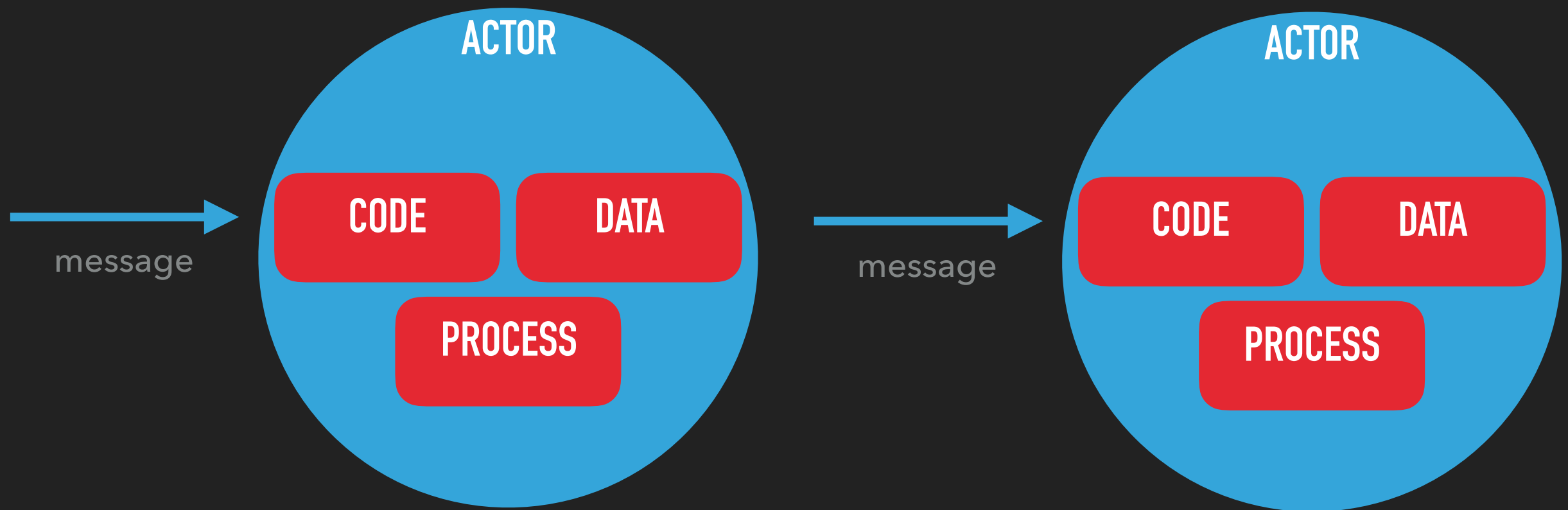
ACTOR MODEL



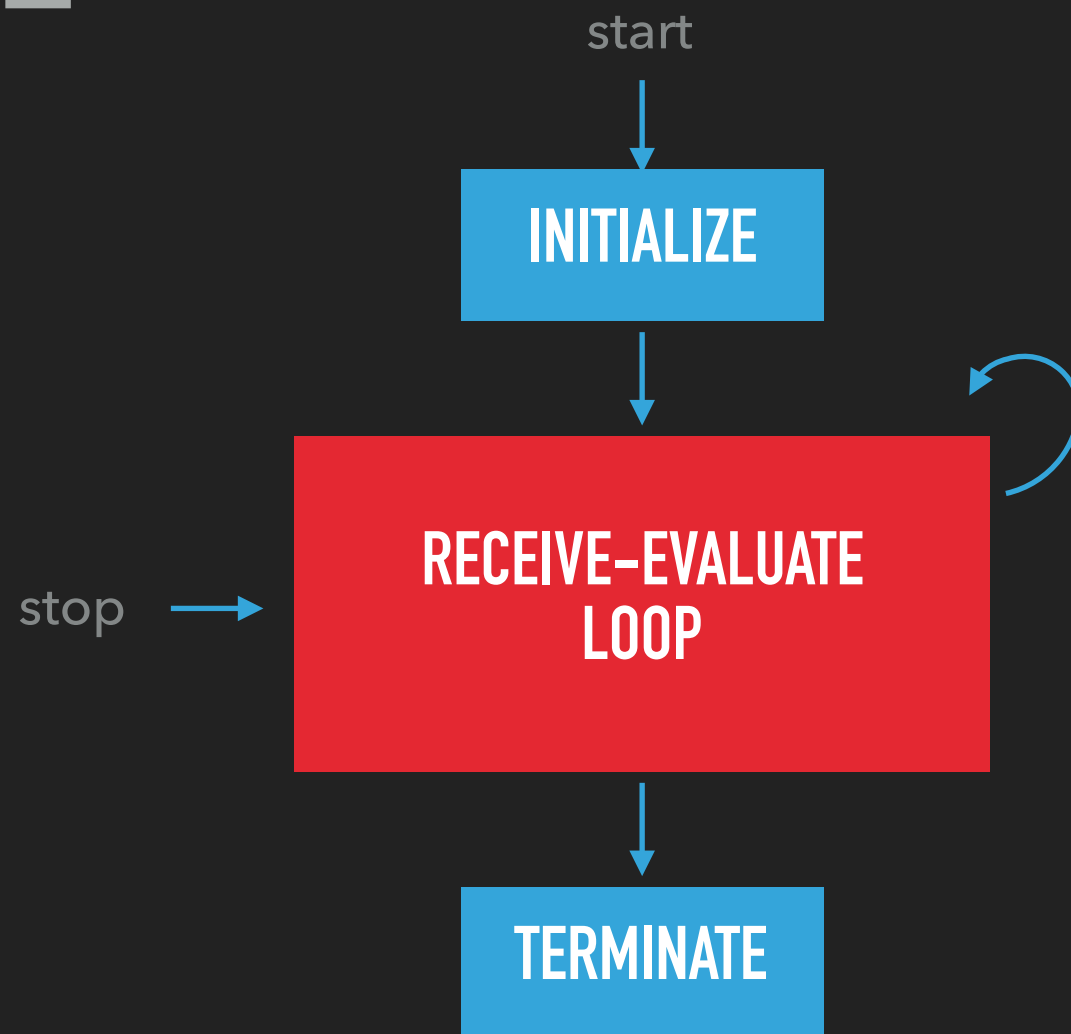
ACTOR MODEL



ACTOR MODEL

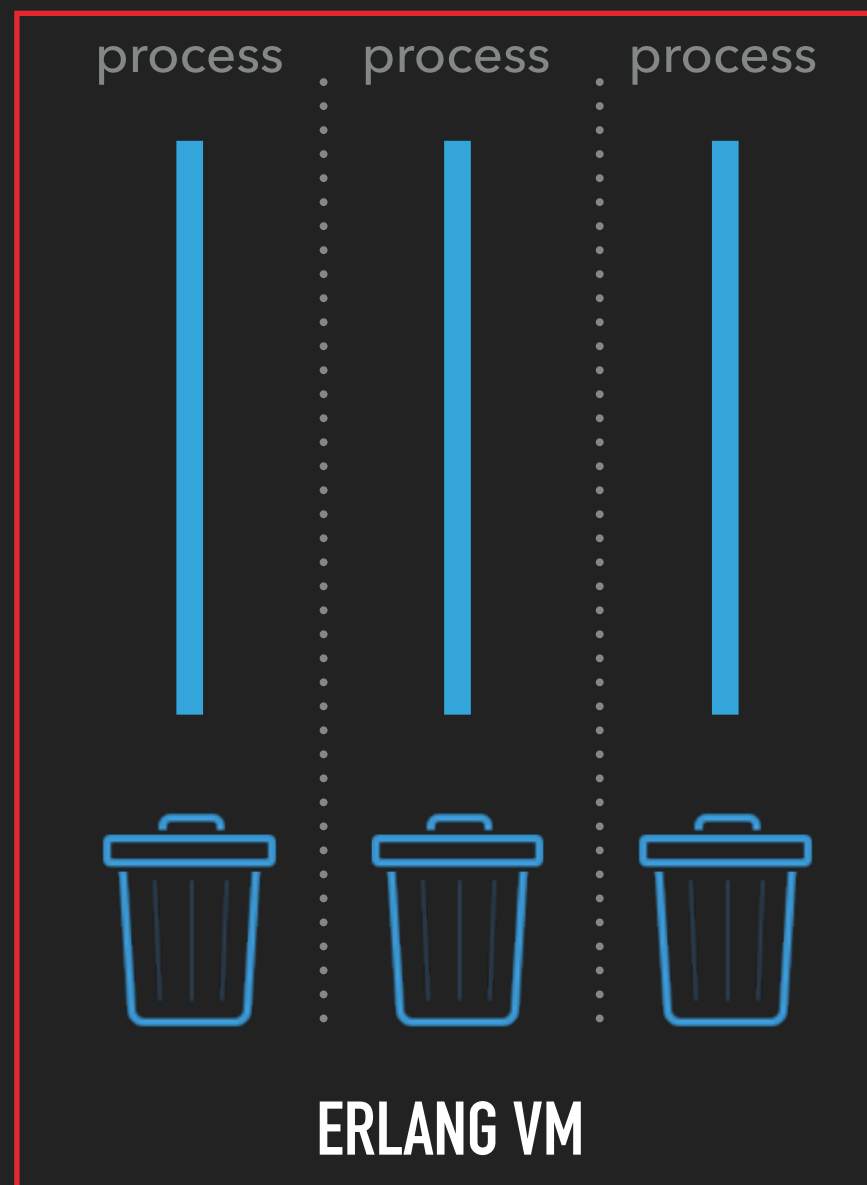


ACTOR MODEL LIFE CYCLE



ACTOR MODEL

GARBAGE COLLECTOR



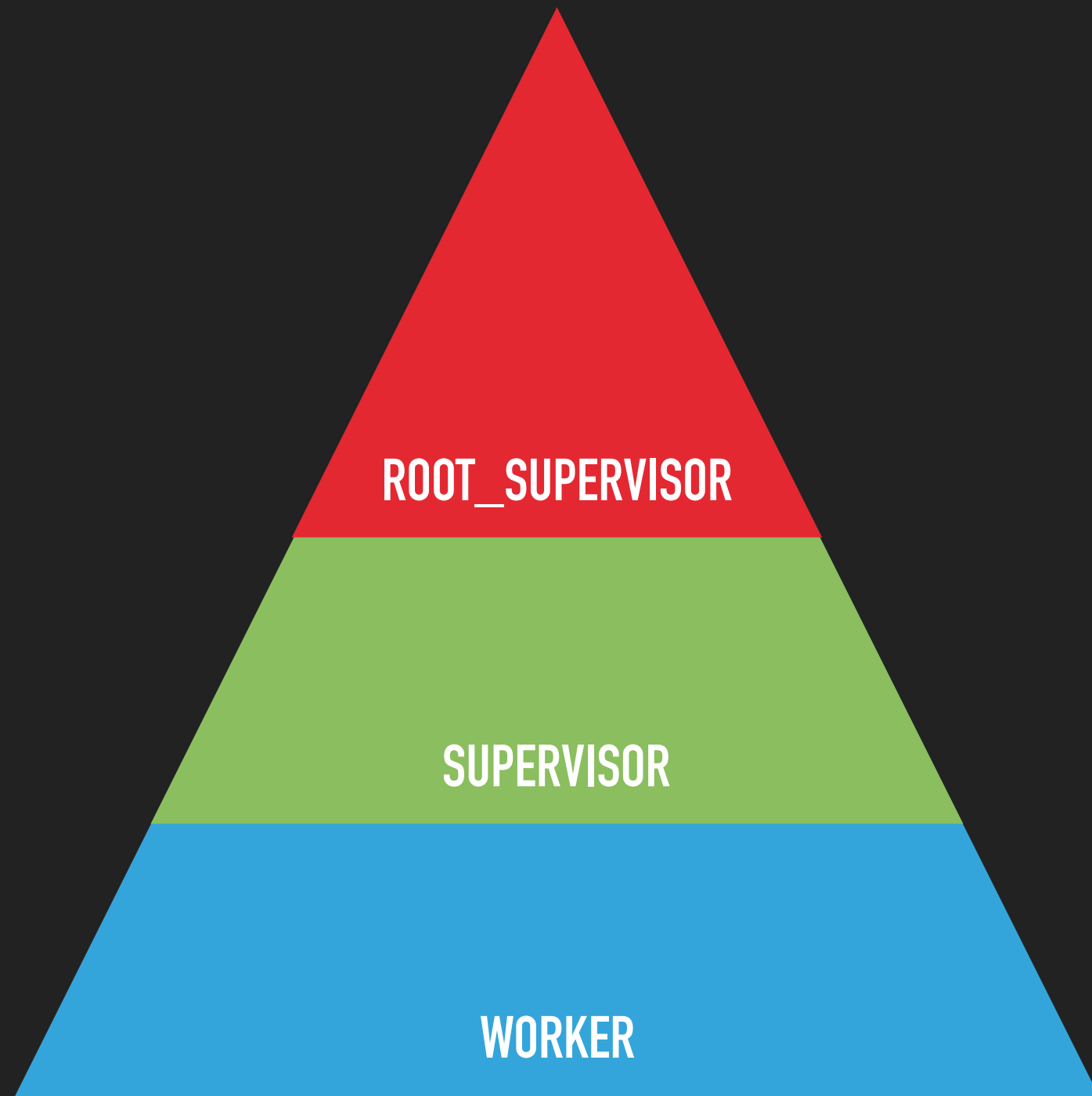
ACTOR MODEL



ACTOR MODEL



ACTOR MODEL



OTP-BEHAVIOR

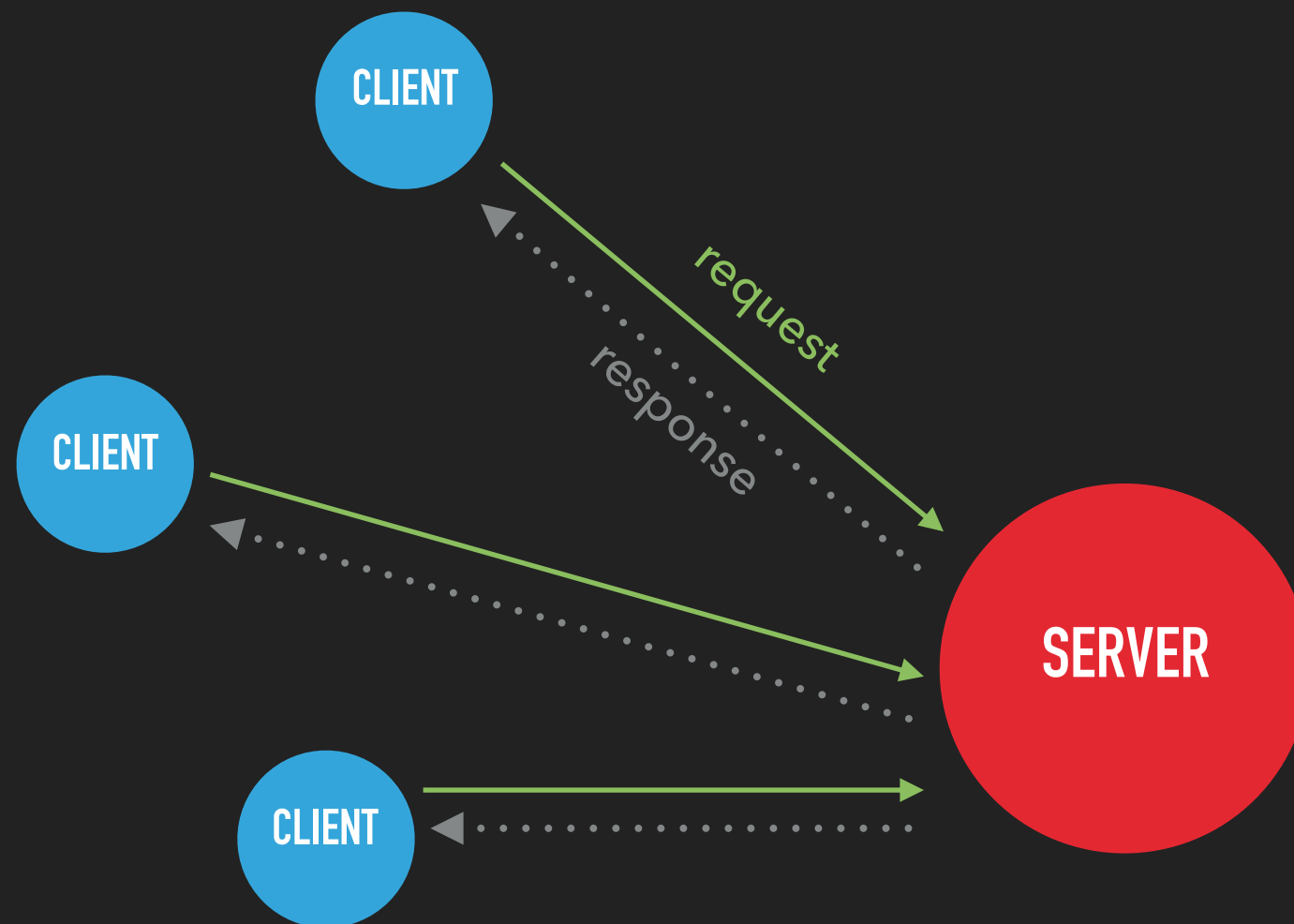
- ▶ GenServer
- ▶ Supervisor
- ▶ GenEvent
- ▶ GenFsm
- ▶ GenStateM

OTP-BEHAVIOR

- ▶ GenServer
- ▶ Supervisor
- ▶ GenEvent
- ▶ GenStateM

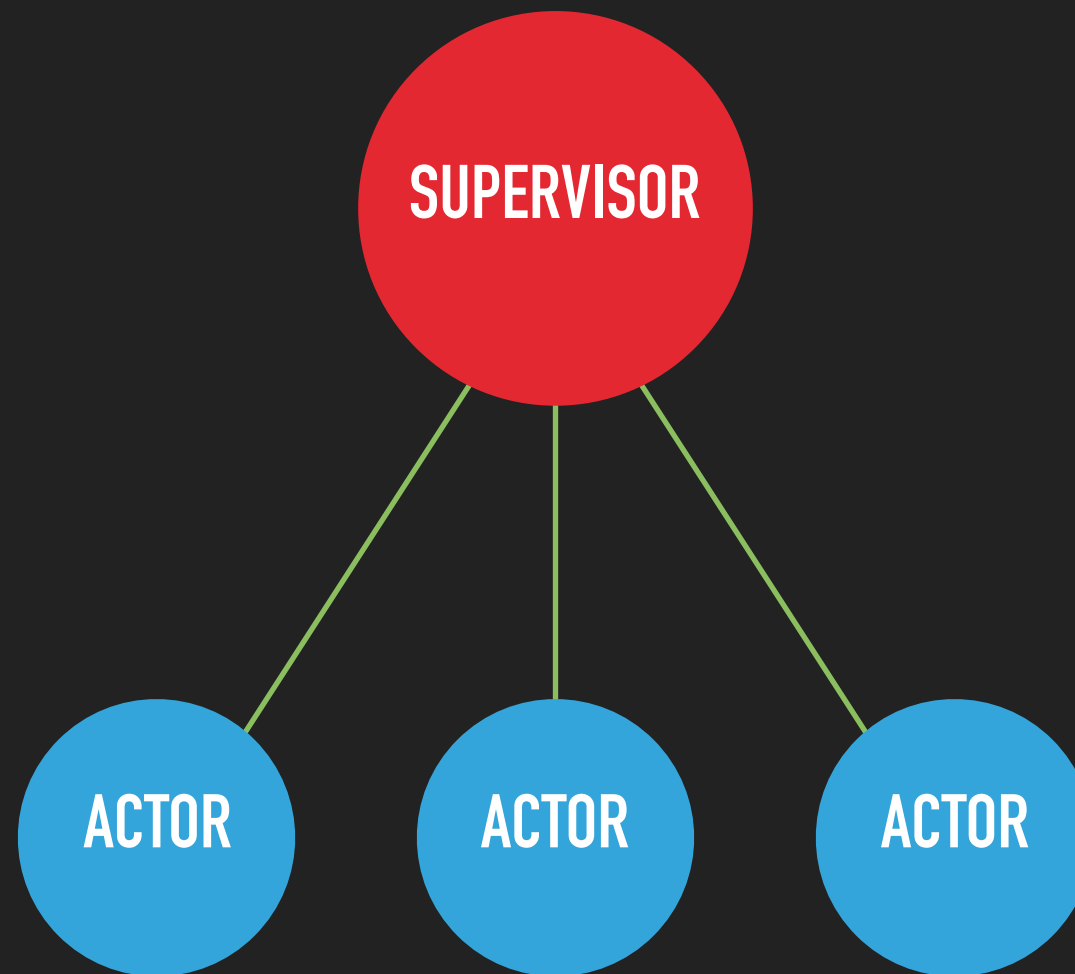
GENSERVER

GENERIC SERVER



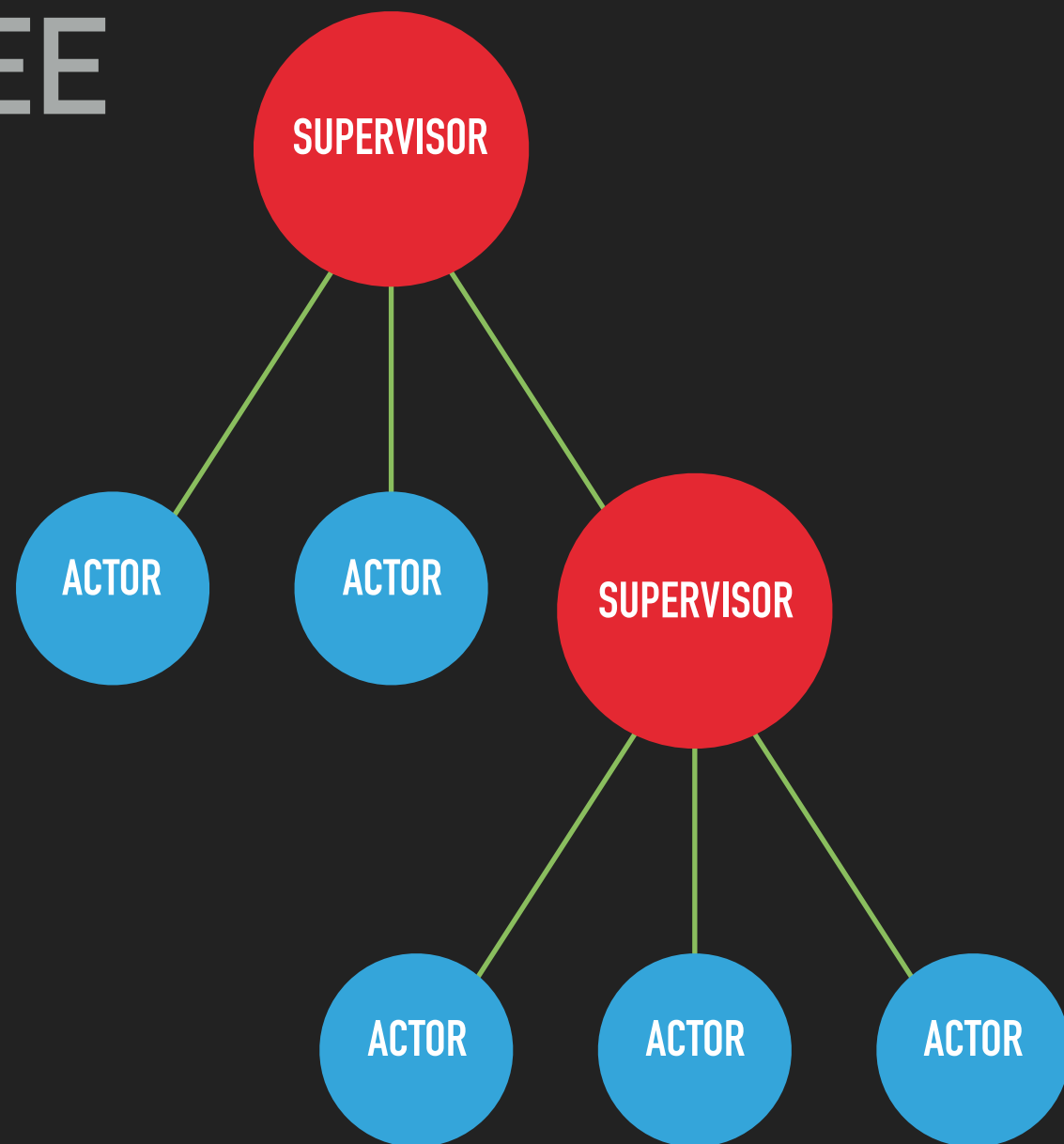
http://erlang.org/doc/design_principles/gen_server_concepts.html

SUPERVISOR



SUPERVISOR

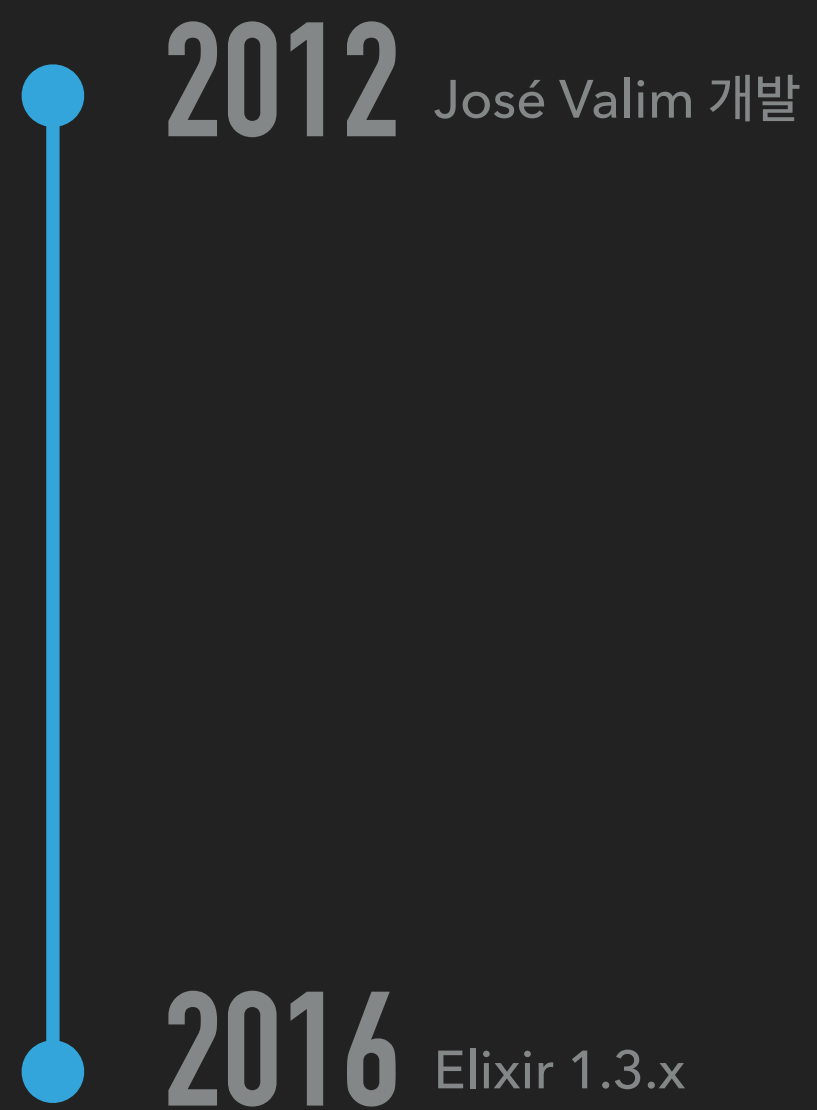
SUPERVISION TREE



“Erlang was designed for
writing concurrent programs
that run forever.”

A History of Erlang – Joe Armstrong

ELIXIR



ELIXIR

- ▶ Functional language
- ▶ Immutable variables
- ▶ Strong, dynamic typing
- ▶ Actor model

ELIXIR

ERLANG | ELIXIR

OTP

BEAM

ELIXIR

- ▶ Support tools
 - ▶ ExUnit - Unit test
 - ▶ Mix - Build tool
 - ▶ Standard library
 - ▶ Metaprogramming
- ▶ Ecosystem
 - ▶ Hex - Package management
 - ▶ Phoenix - Web framework

DISTRIBUTED SYSTEMS

“A distributed system is one in which the failure of a computer you didn't even know existed can render your own computer unusable”

Leslie Lamport

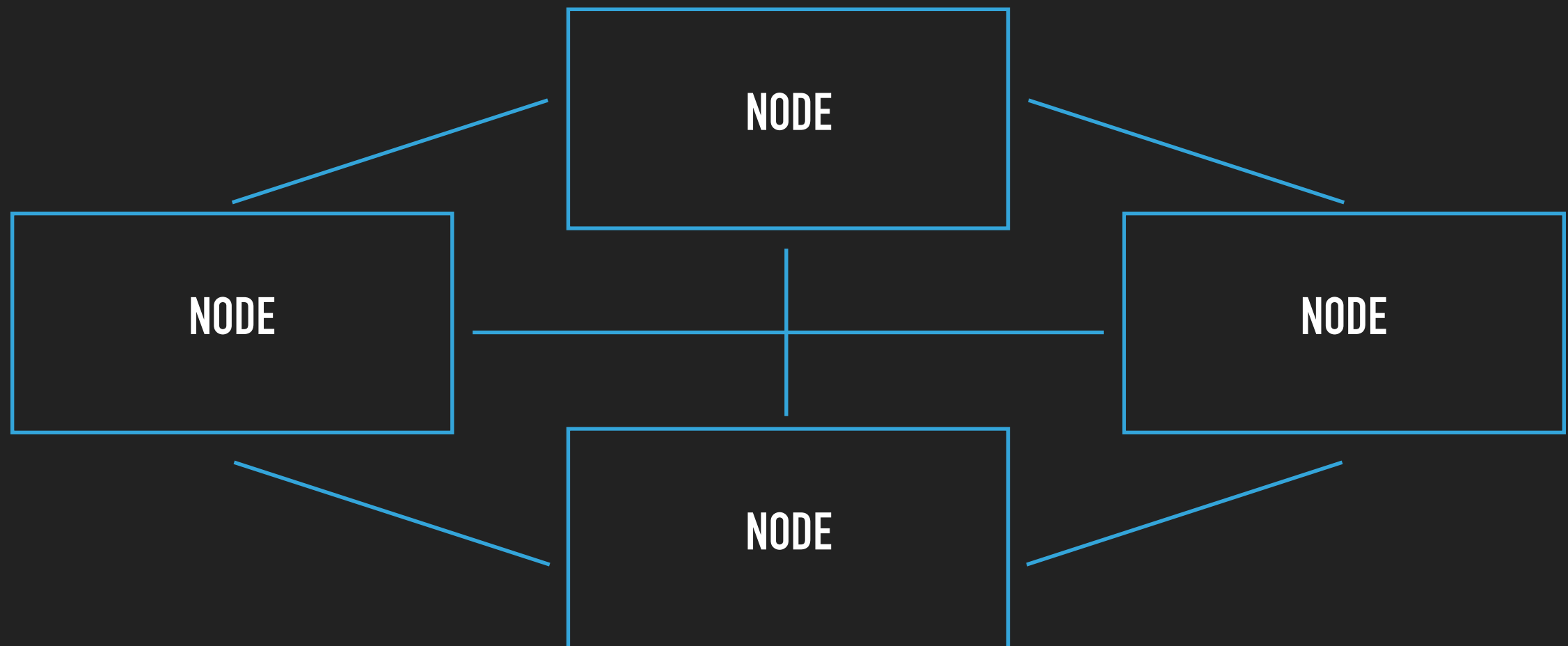
ERLANG CLUSTER

A distributed Erlang system consists of a number of Erlang runtime systems communicating with each other. Each such runtime system is called a **node**.

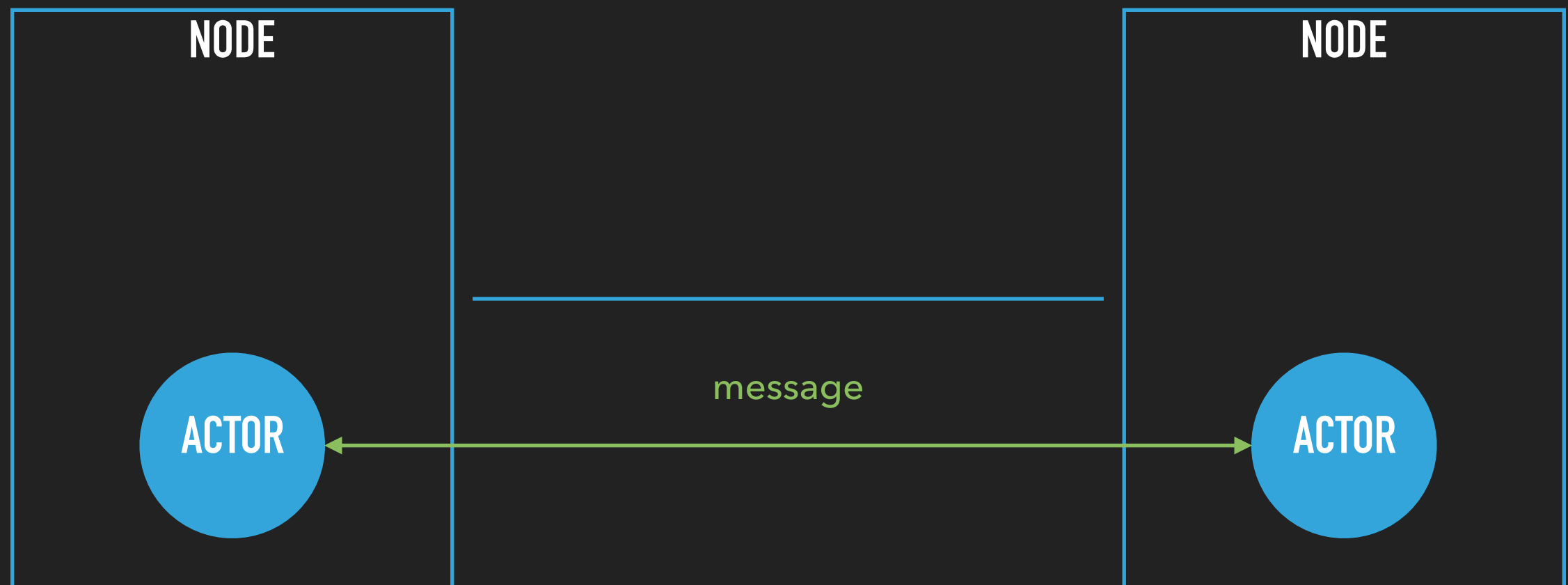


NODE

ERLANG CLUSTER



ERLANG CLUSTER



WHY DISTRIBUTED SYSTEMS?

WHY DISTRIBUTED SYSTEMS?

- ▶ Enhanced Performance
- ▶ Higher Availability

PERFORMANCE

- ▶ Latency
- ▶ Throughput
- ▶ Computing power

PERFORMANCE

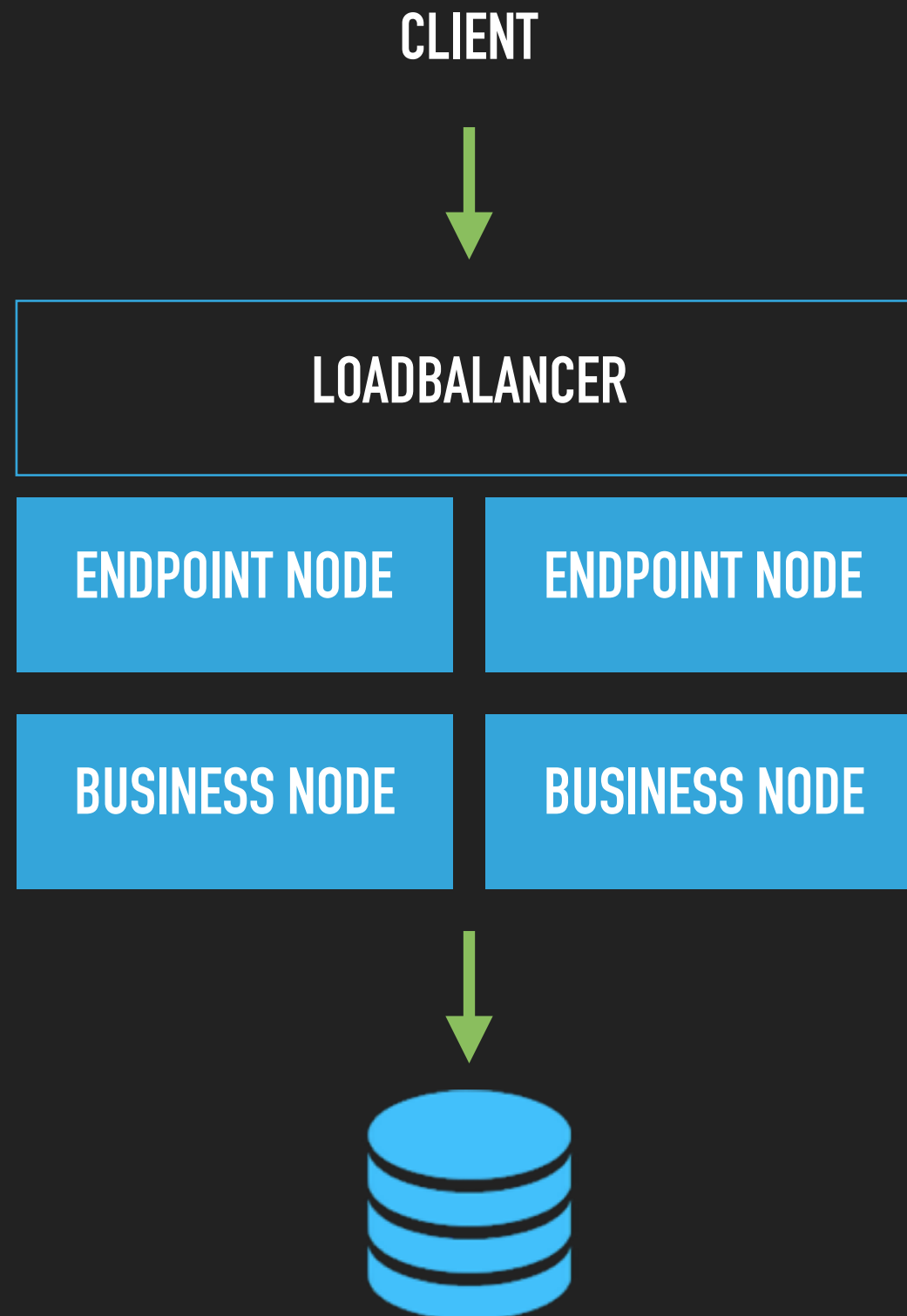
CLIENT



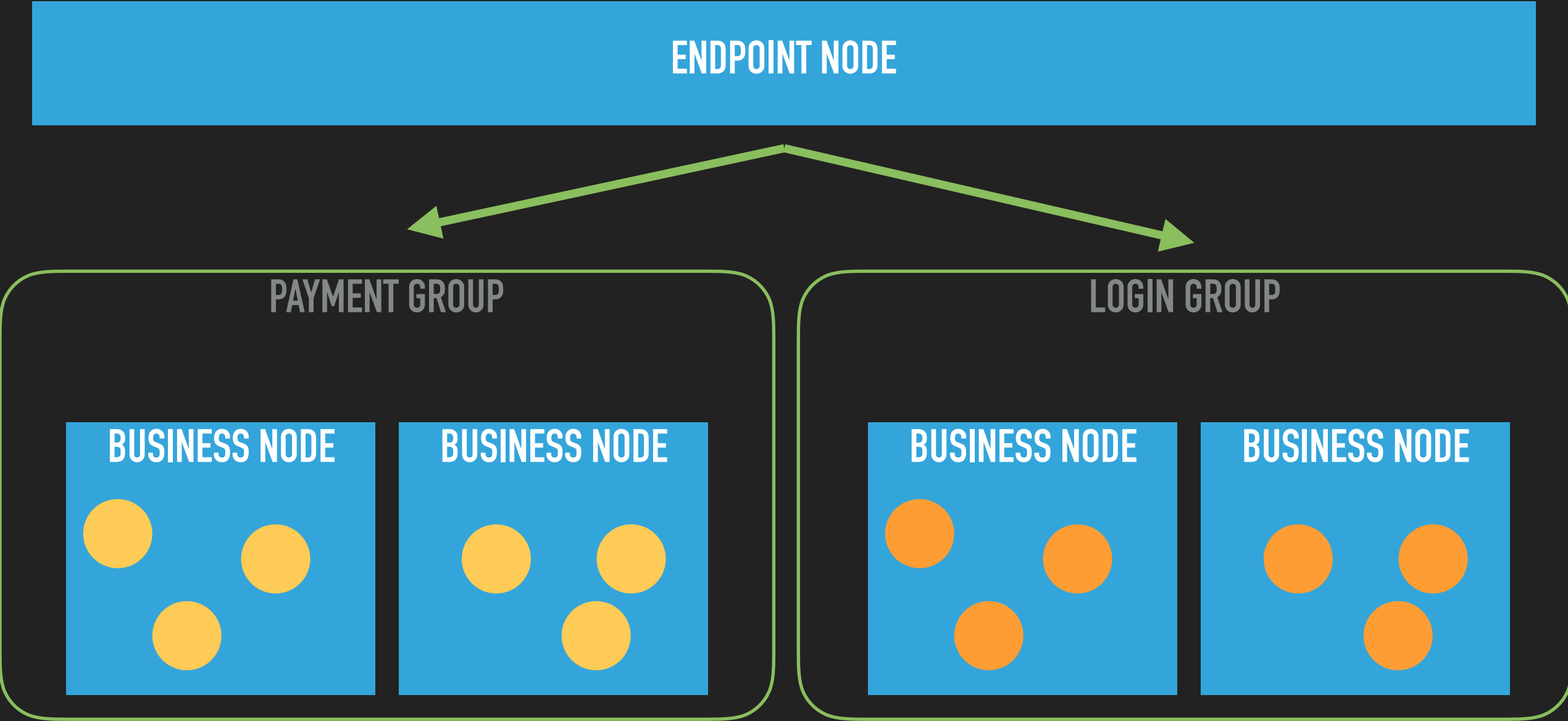
NODE



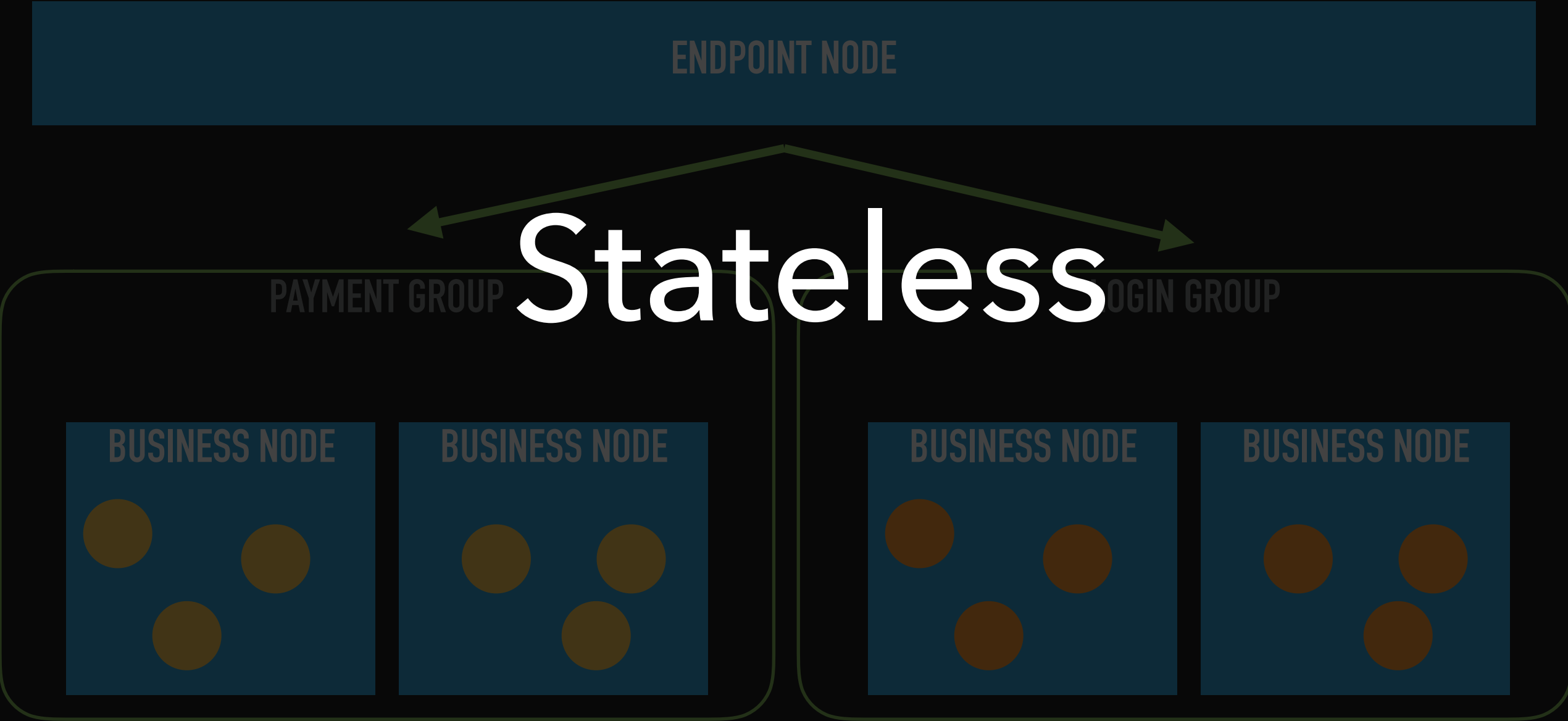
PERFORMANCE



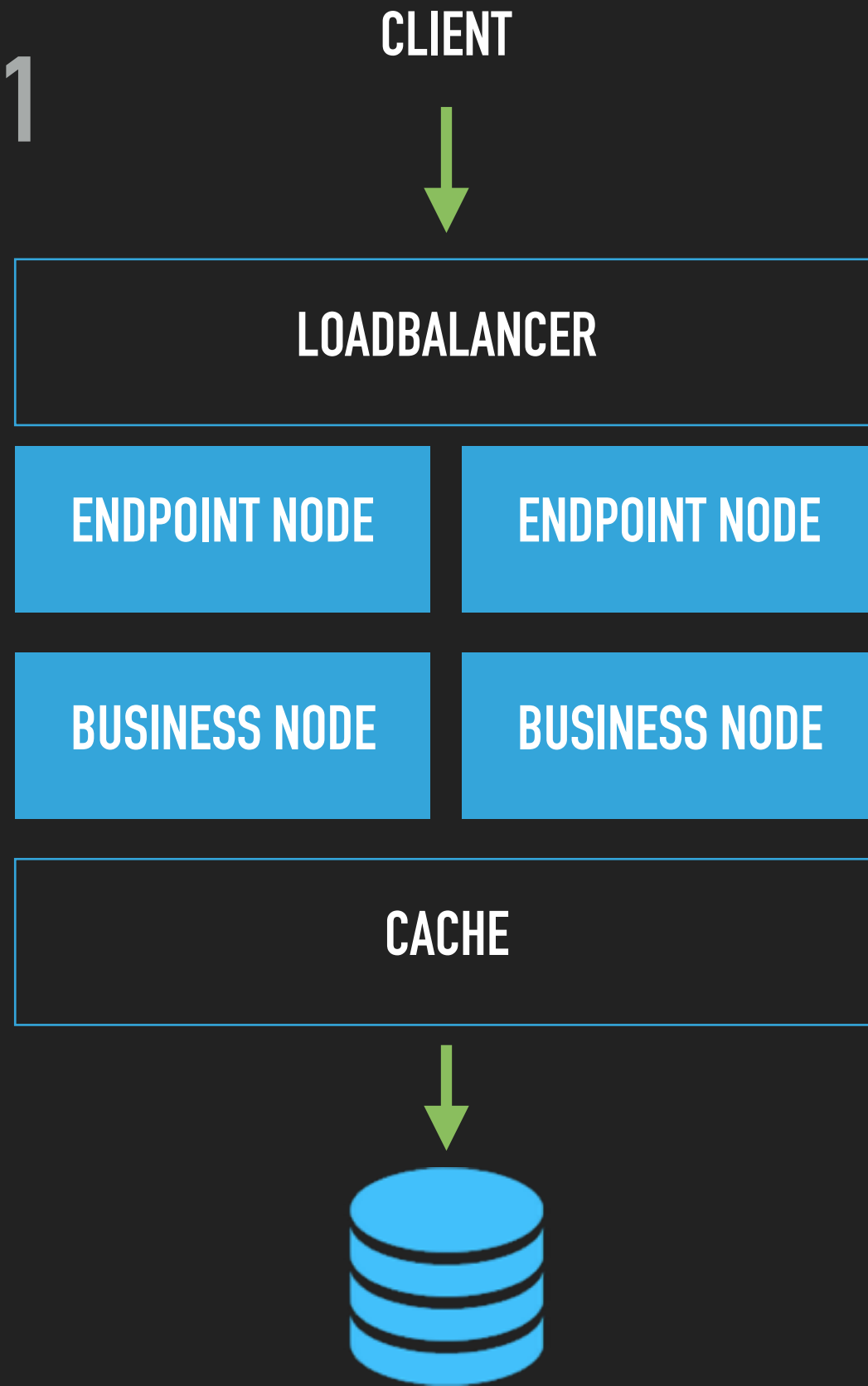
PERFORMANCE



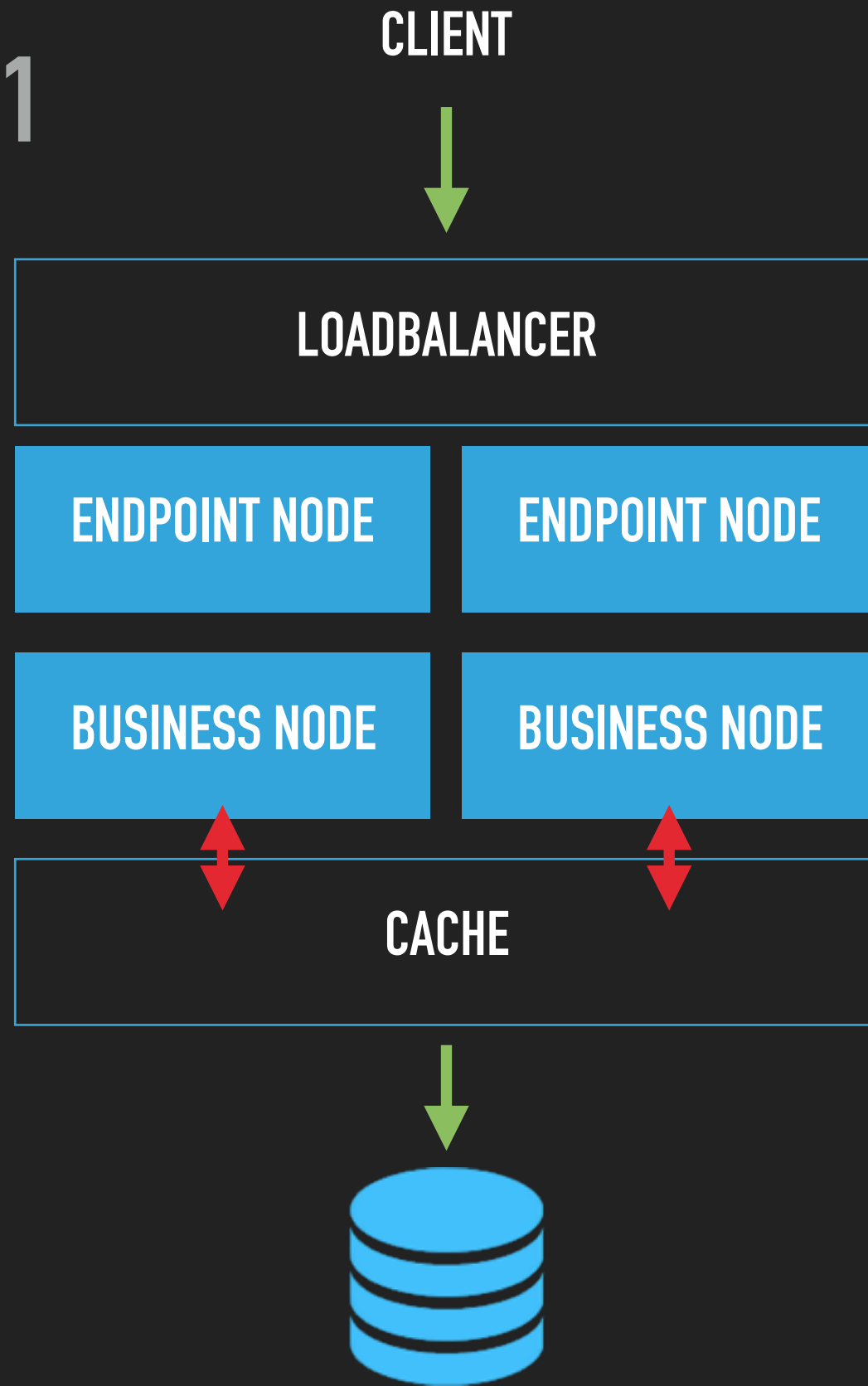
PERFORMANCE



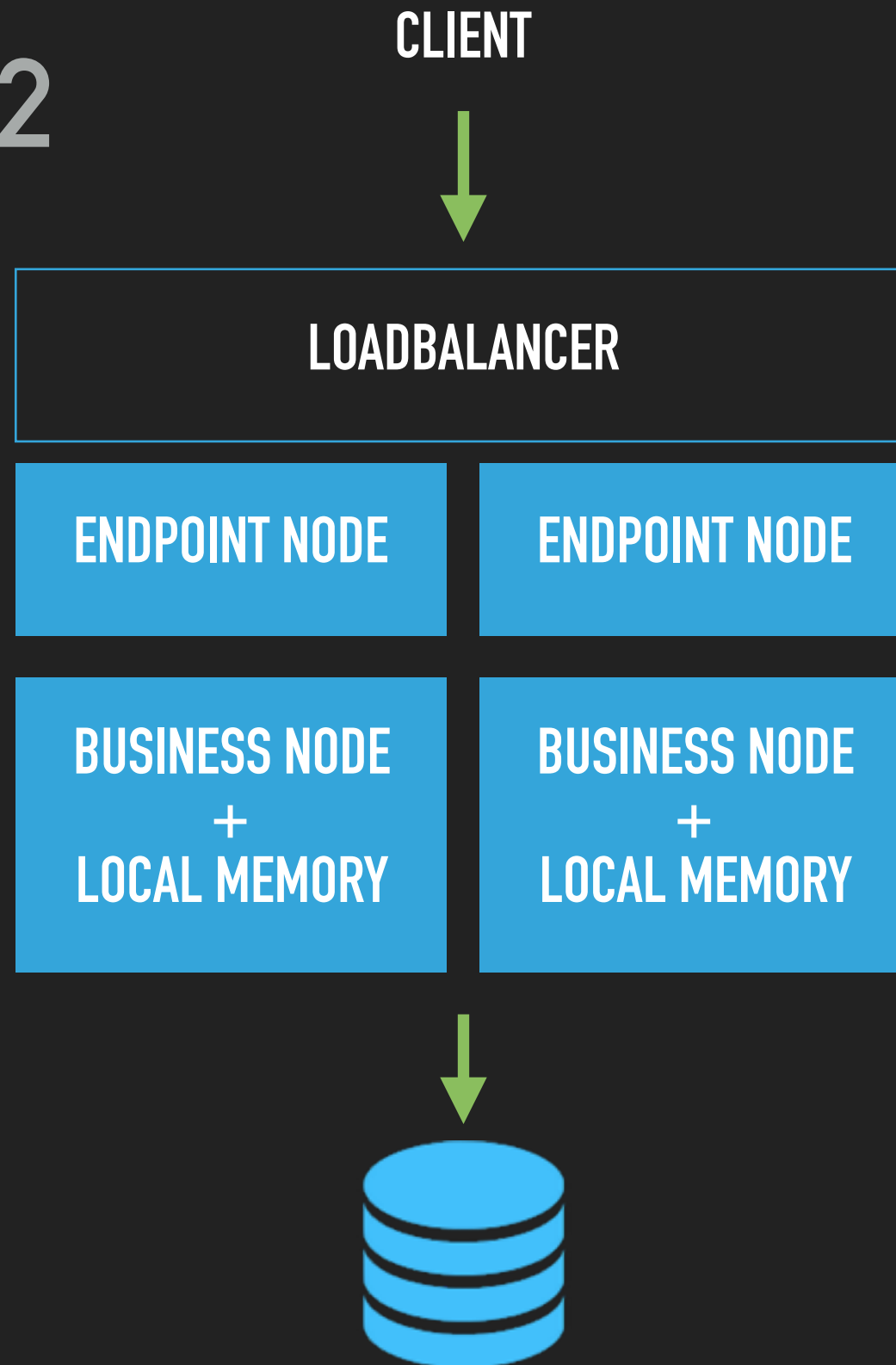
PERFORMANCE STATEFUL #1



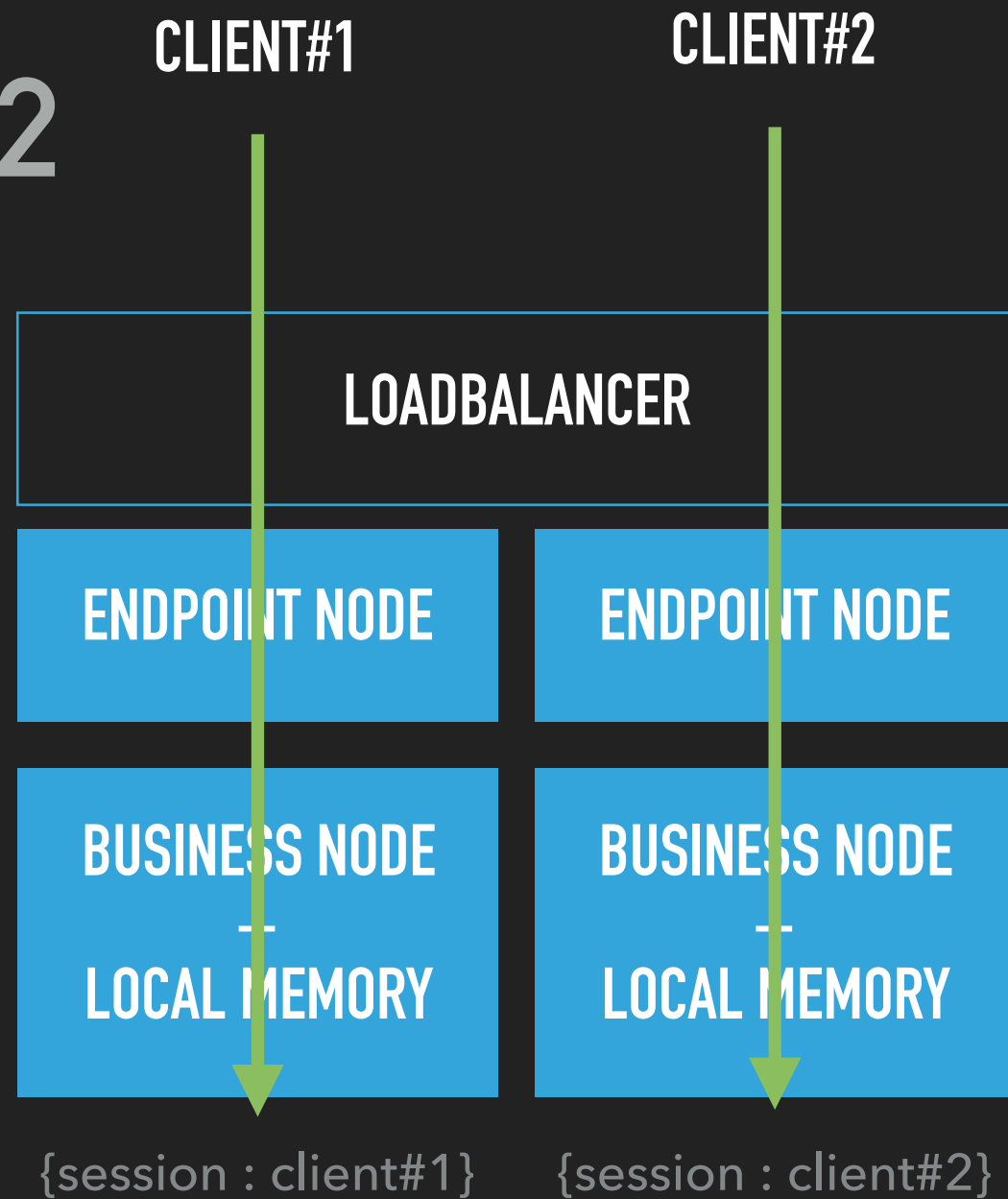
PERFORMANCE STATEFUL #1



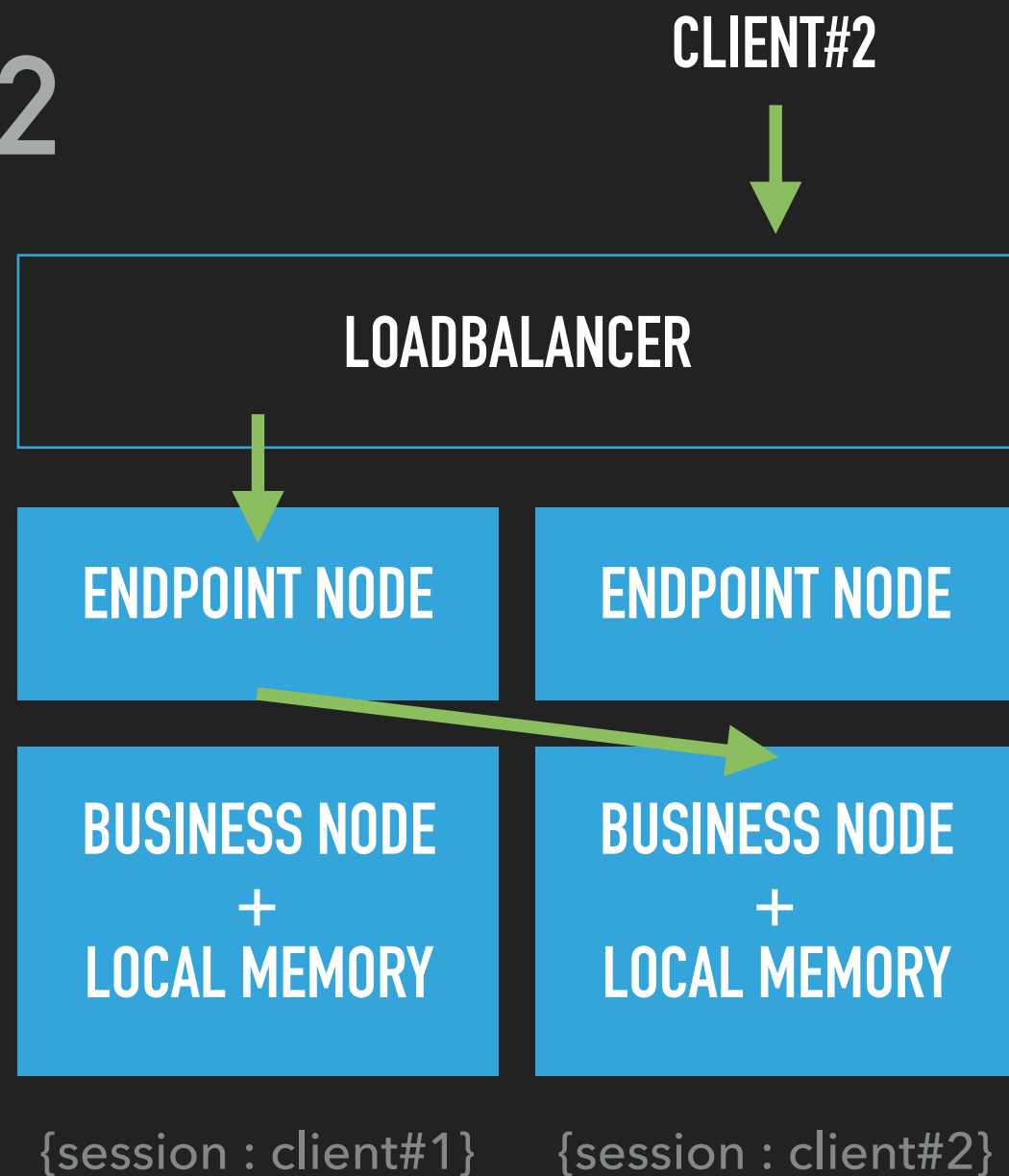
PERFORMANCE STATEFUL #2



PERFORMANCE STATEFUL #2



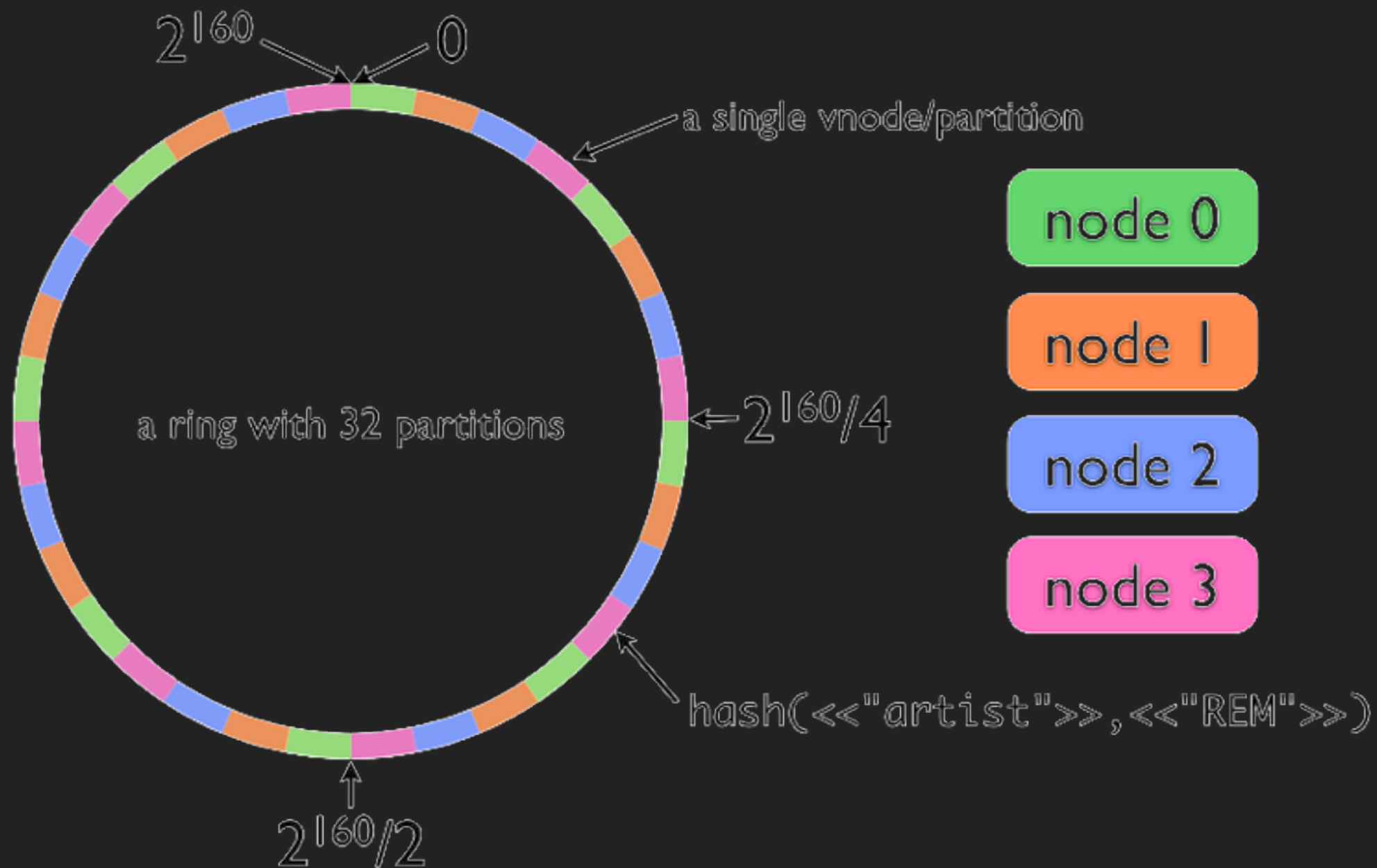
PERFORMANCE STATEFUL #2



PERFORMANCE STATEFUL #2

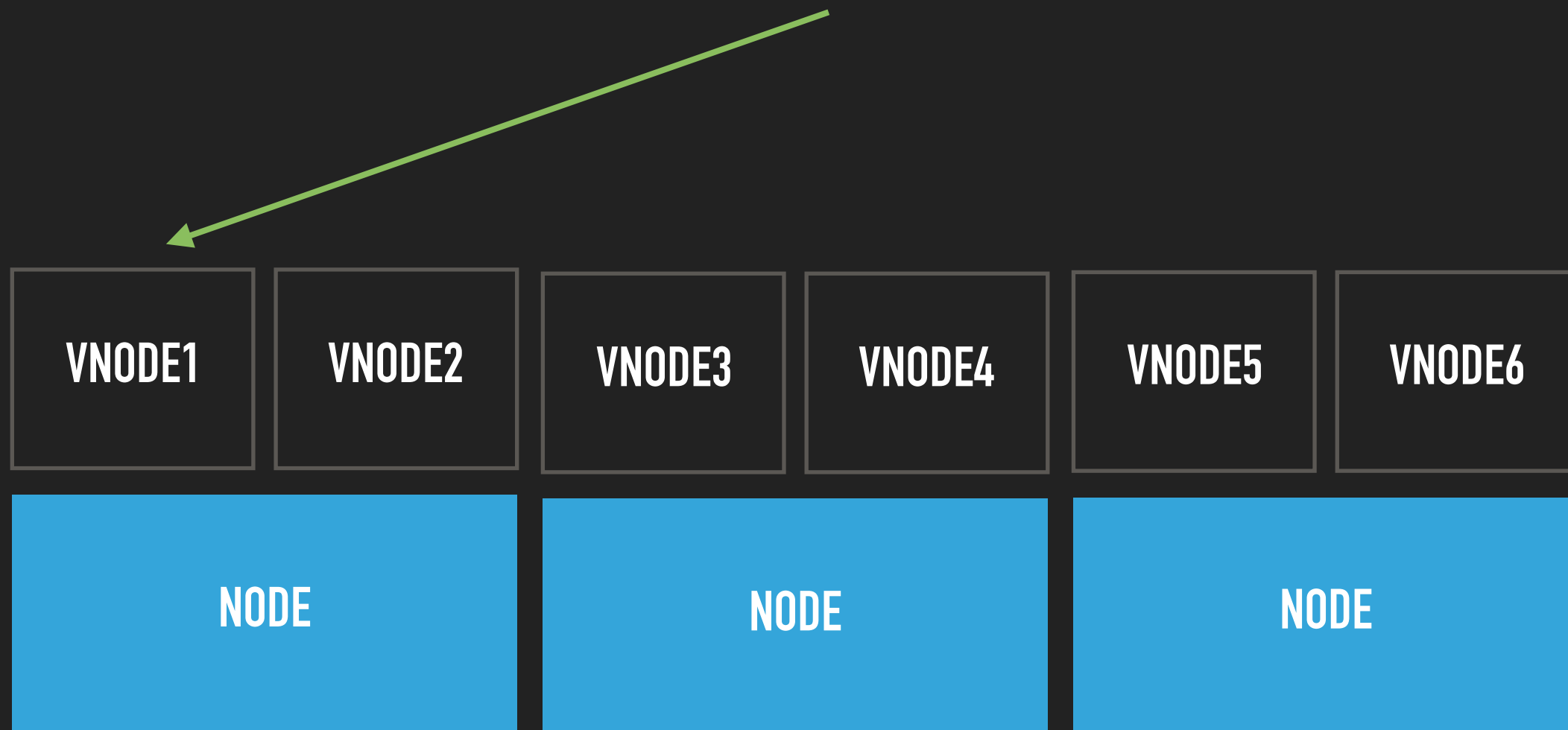
RIAK_CORE

PERFORMANCE STATEFUL #2

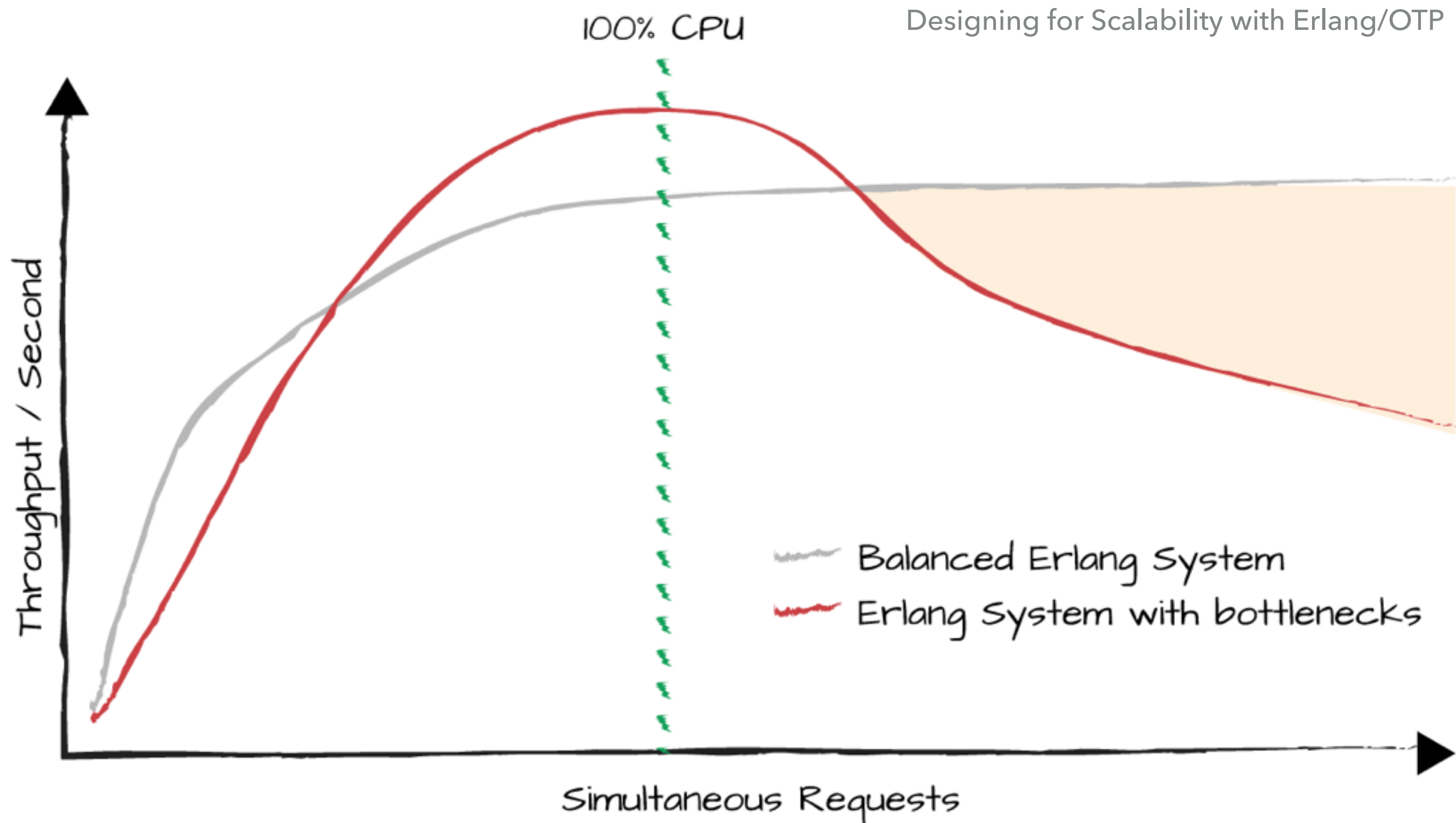


PERFORMANCE STATEFUL #2

$\text{hash}(\text{session_id}) = 1$



PERFORMANCE

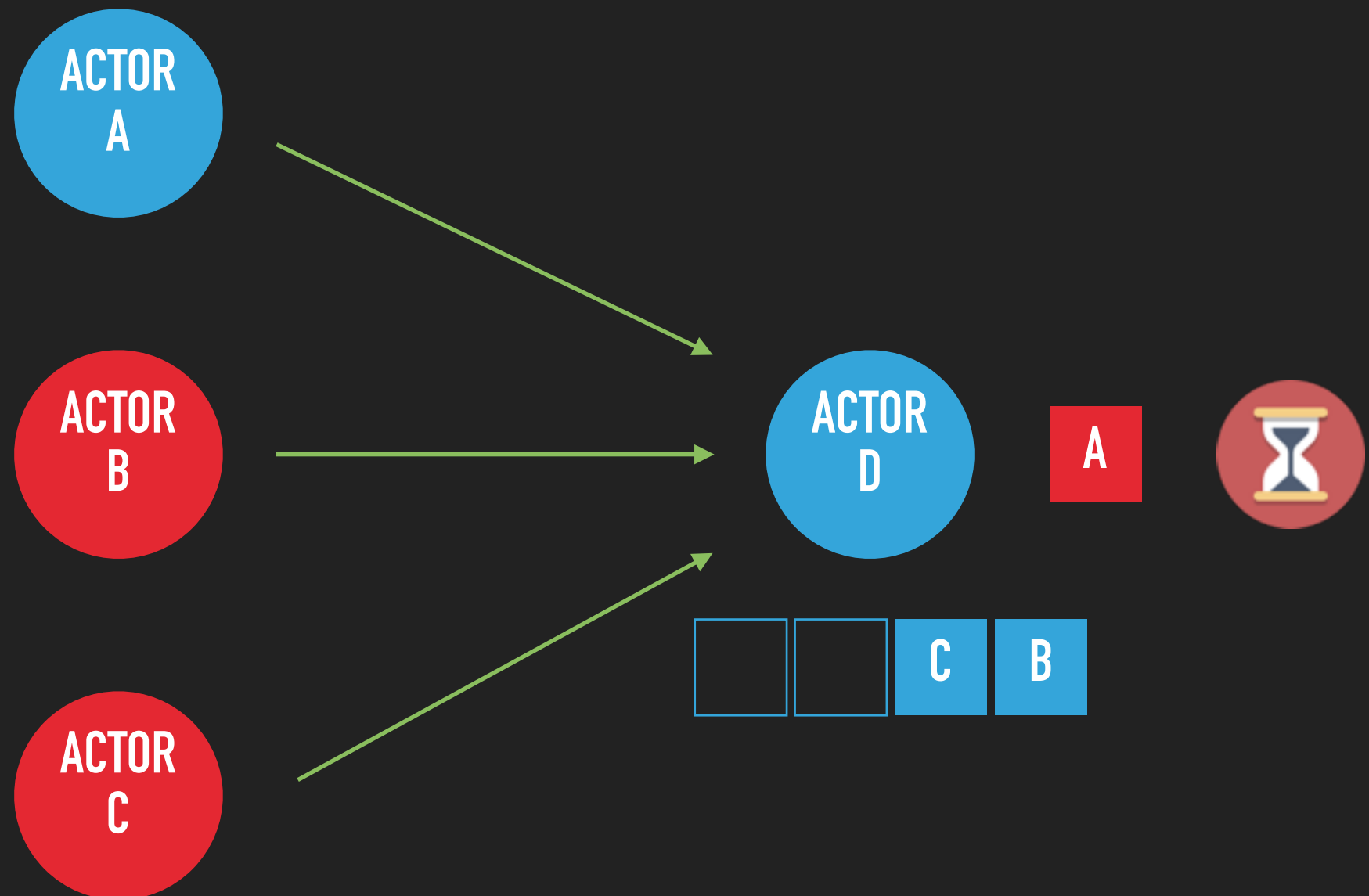


PERFORMANCE

SYNCHRONOUS CALLS

PERFORMANCE

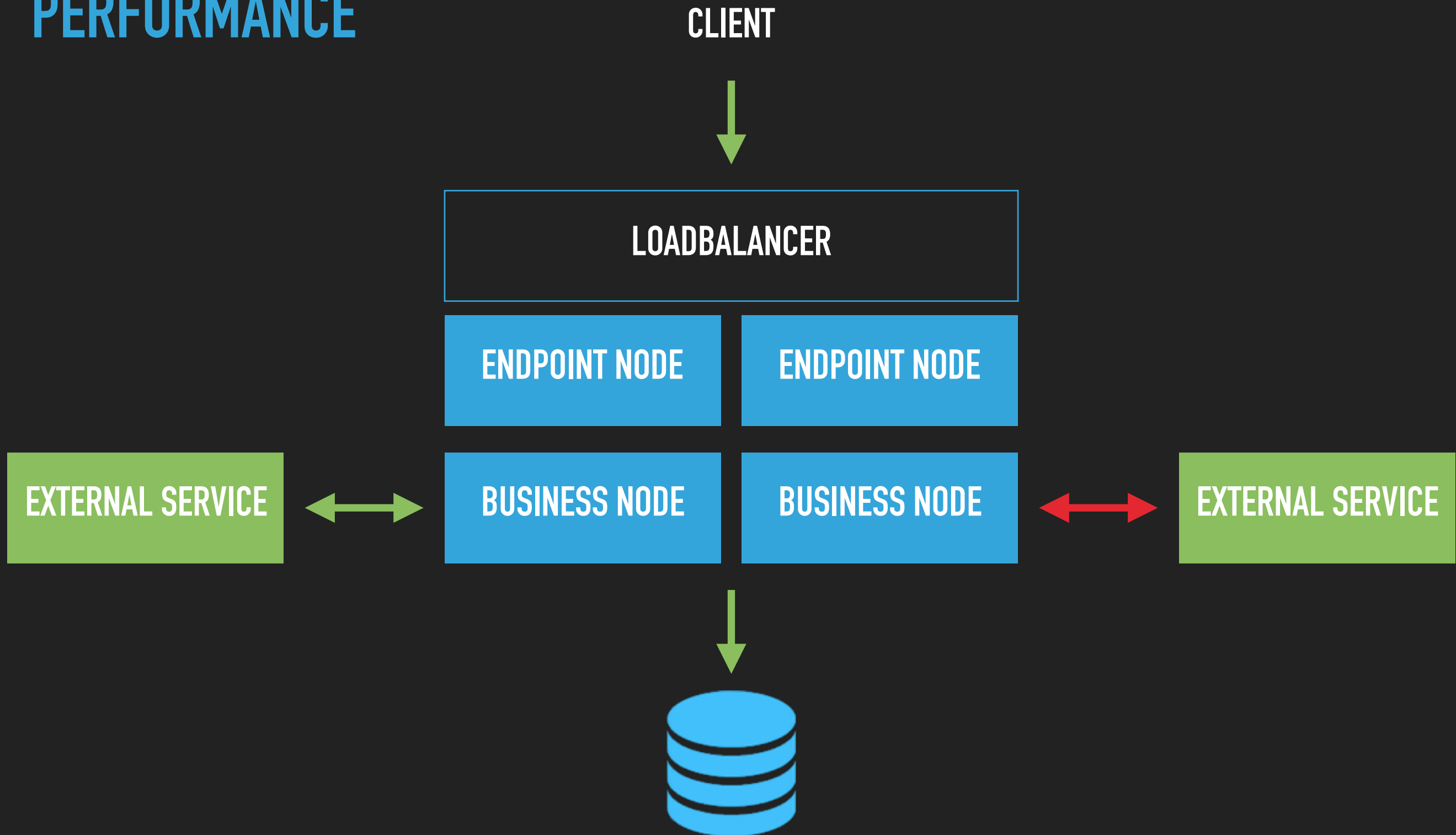
SYNCHRONOUS CALLS



PERFORMANCE

EXTERNAL SERVICE

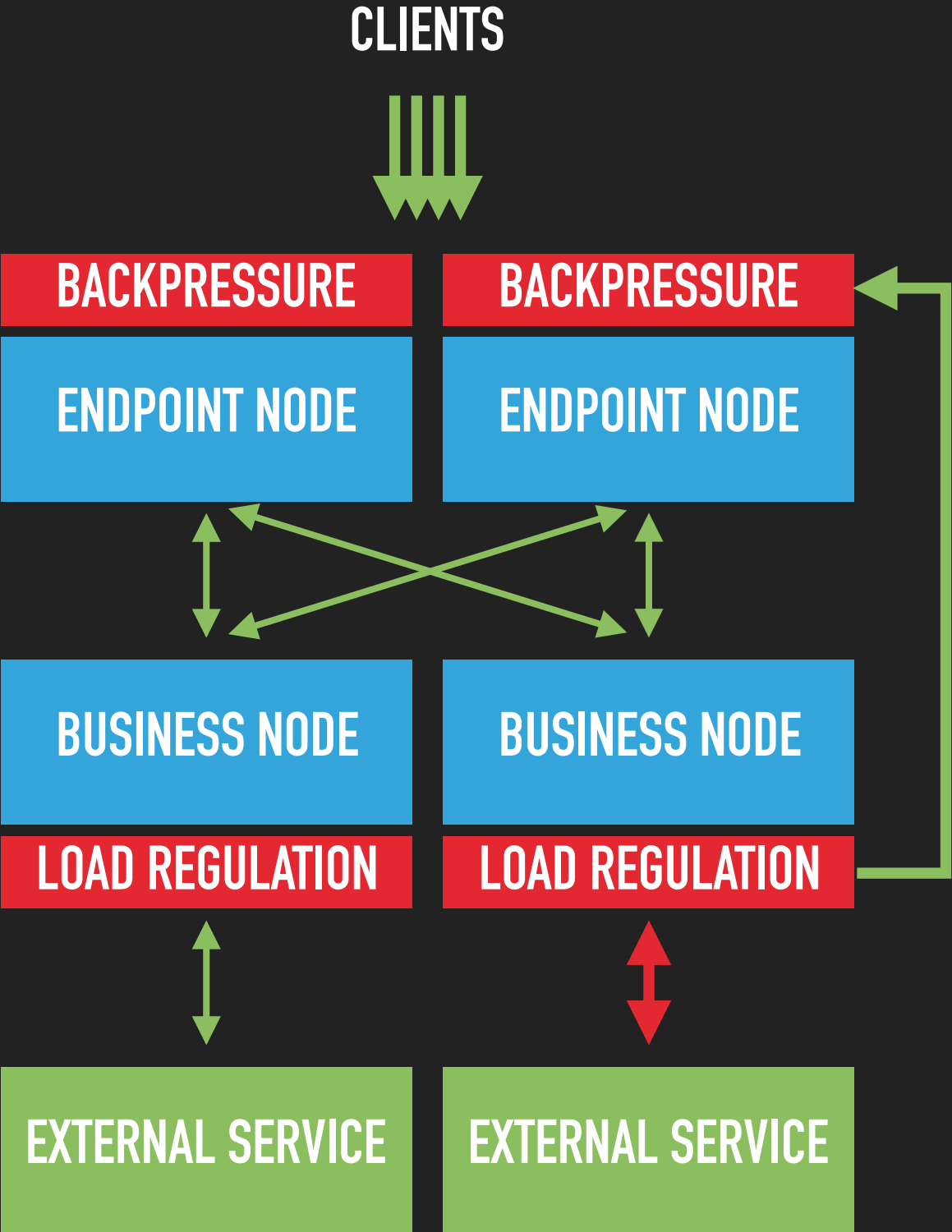
PERFORMANCE



PERFORMANCE

LOAD REGULATION AND BACKPRESSURE

PERFORMANCE

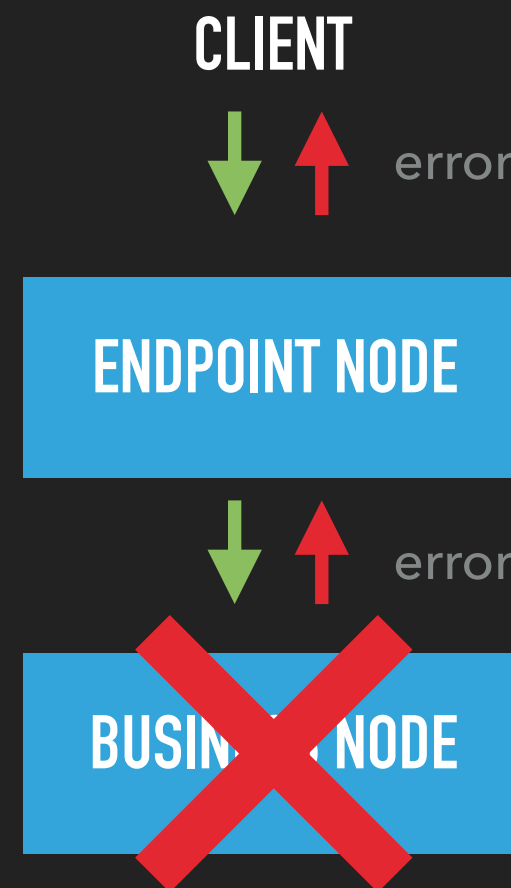
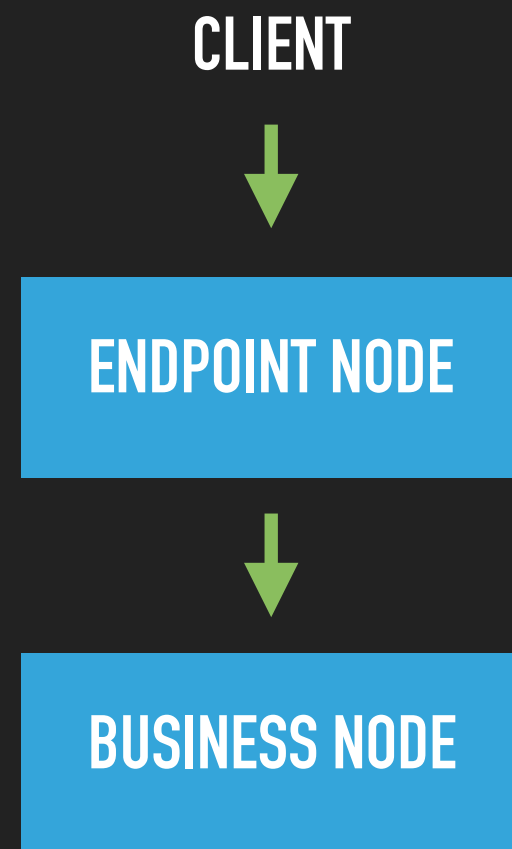


AVAILABILITY

- ▶ Fault Tolerance
- ▶ Resilience
- ▶ Reliability

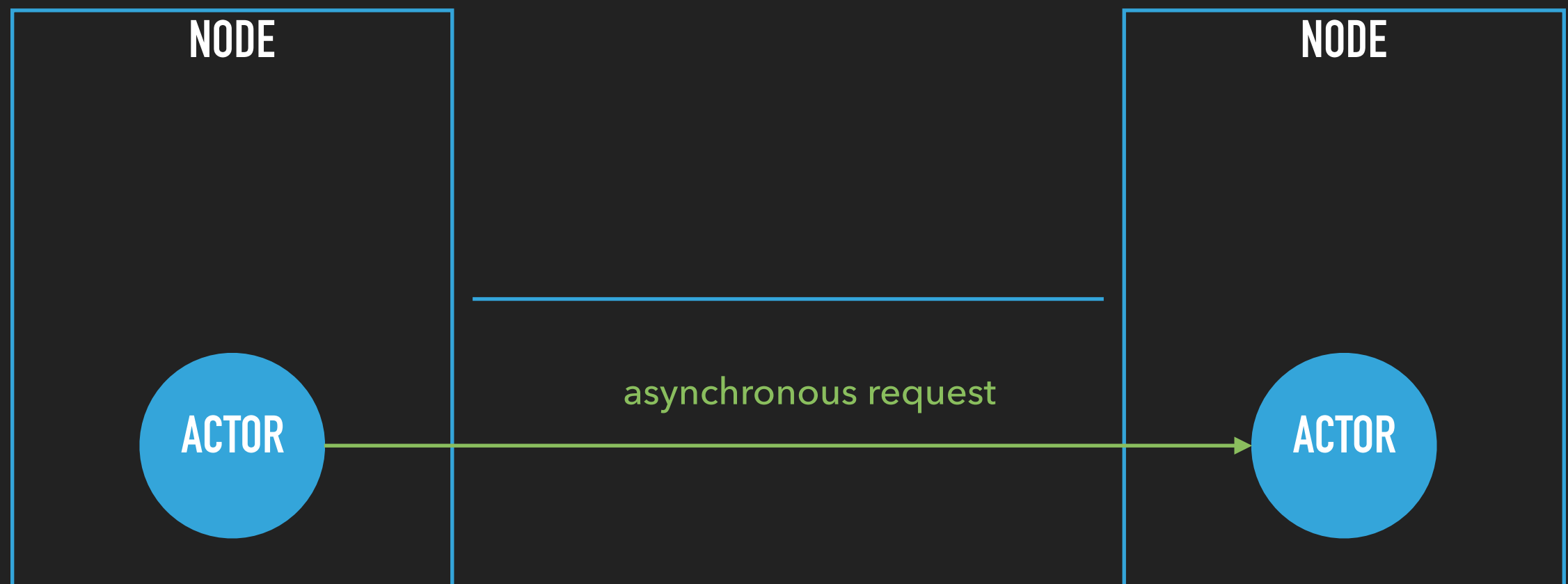
AVAILABILITY

FAULT TOLERANCE



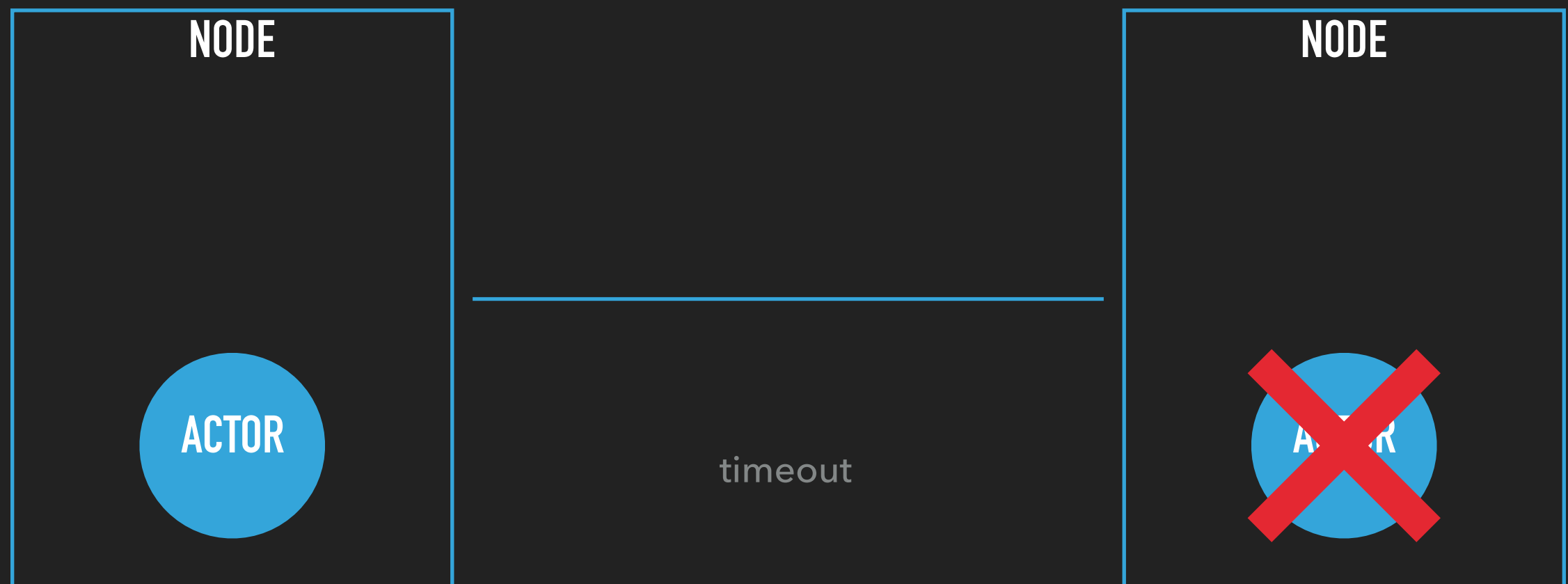
AVAILABILITY

FAULT TOLERANCE



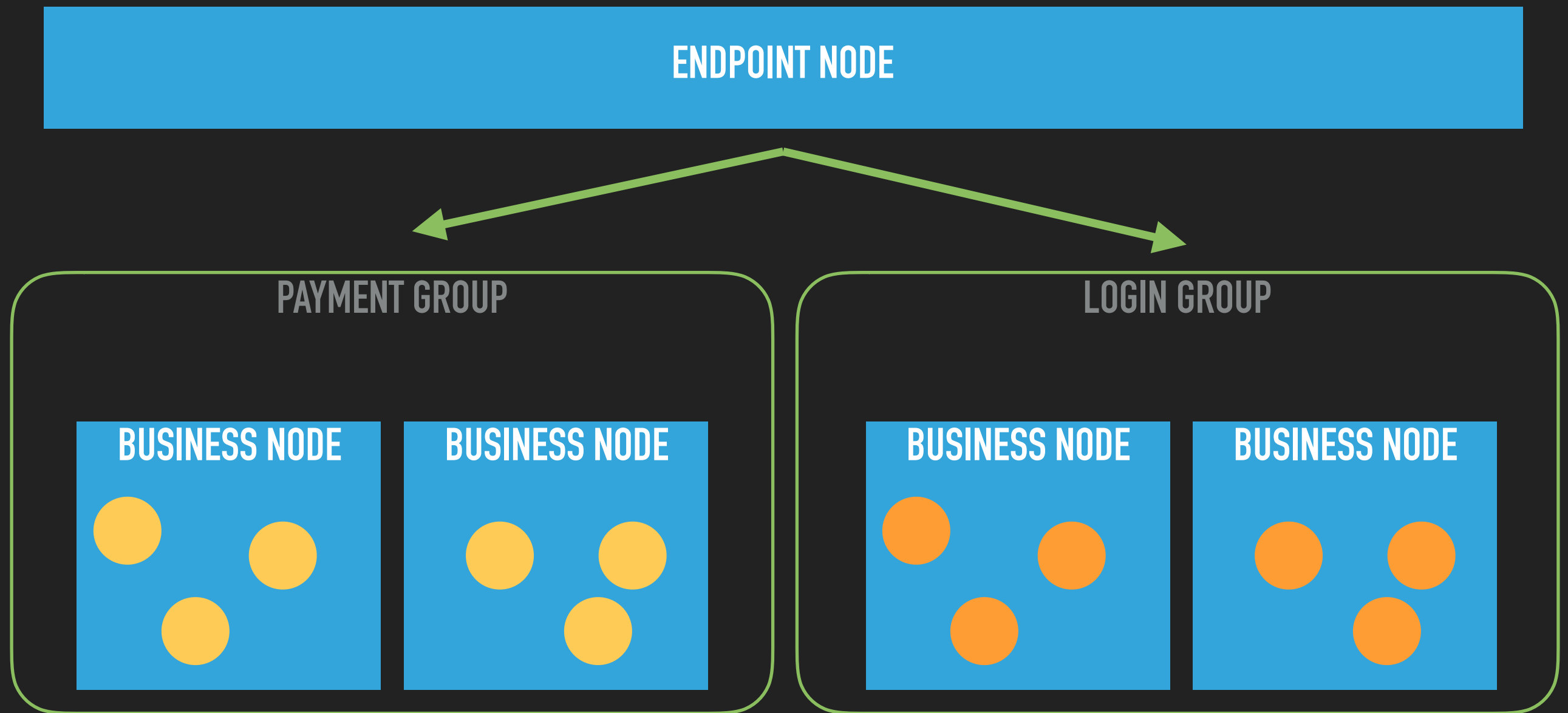
AVAILABILITY

FAULT TOLERANCE



AVAILABILITY

RESILIENCE - NODE



AVAILABILITY

RESILIENCE - NODE

ENDPOINT NODE

PAYMENT GROUP

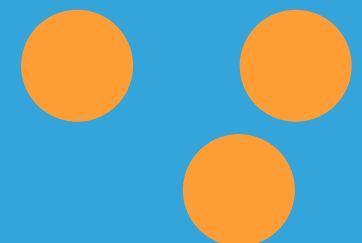
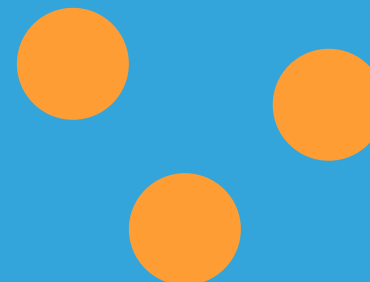
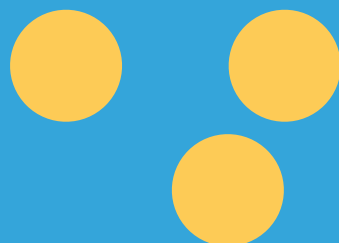
LOGIN GROUP

BUSINESS NODE

BUSINESS NODE

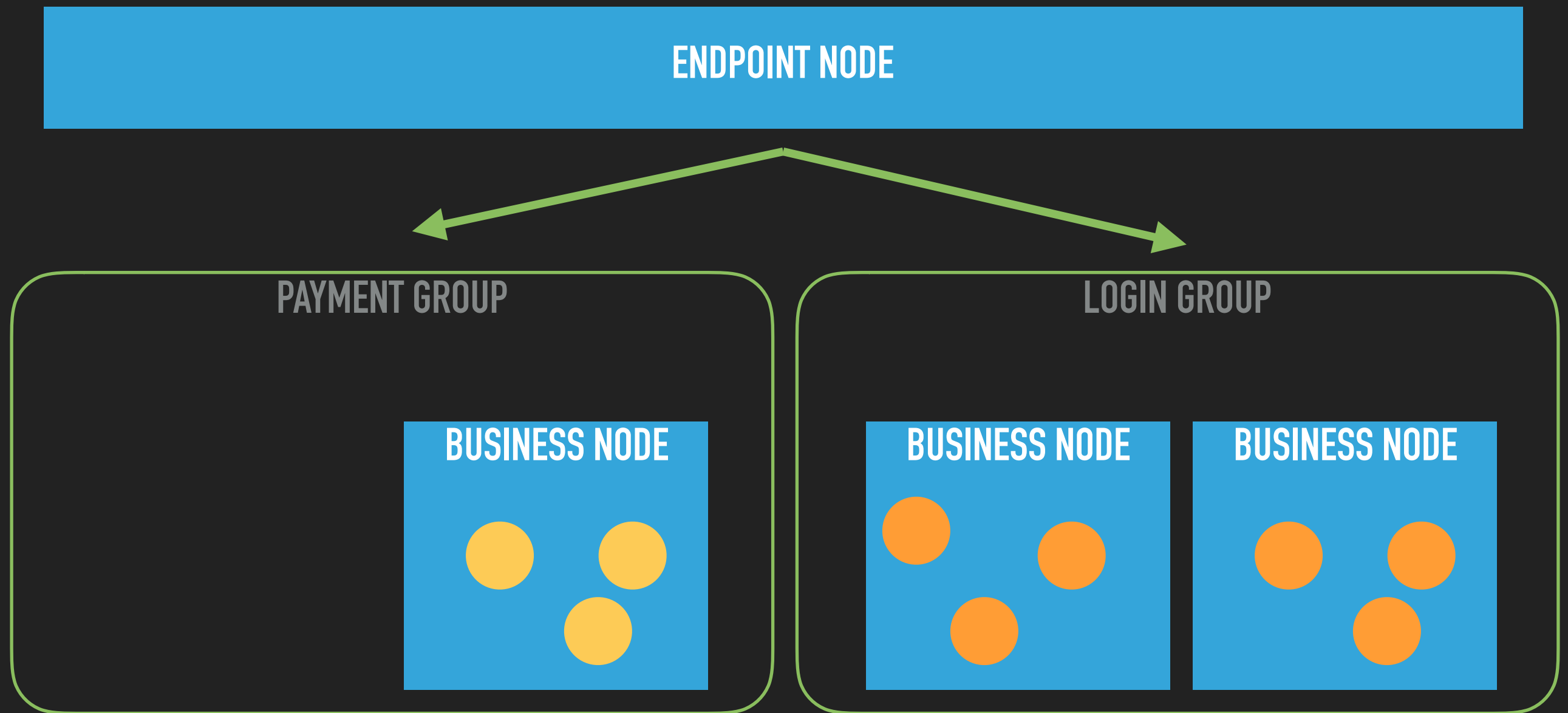
BUSINESS NODE

BUSINESS NODE



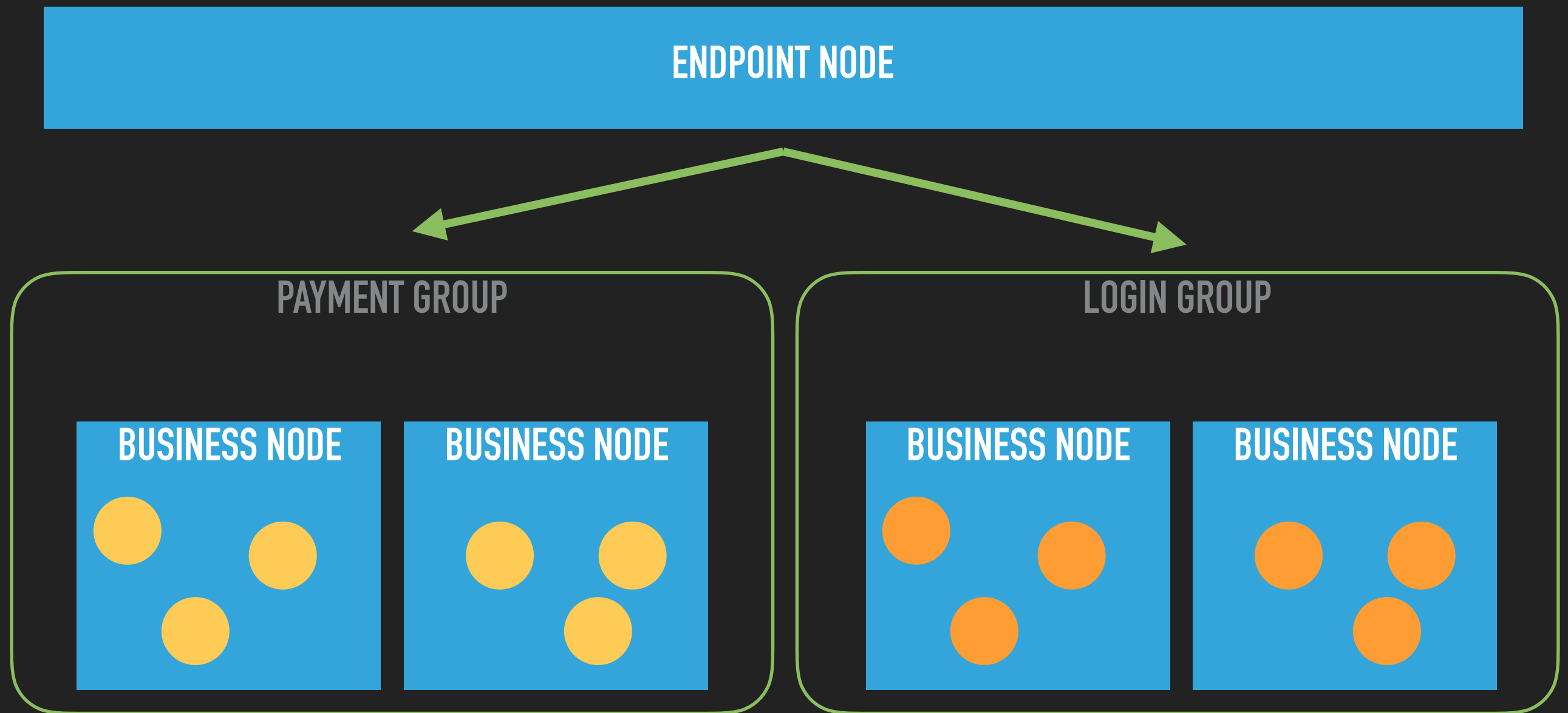
AVAILABILITY

RESILIENCE - NODE



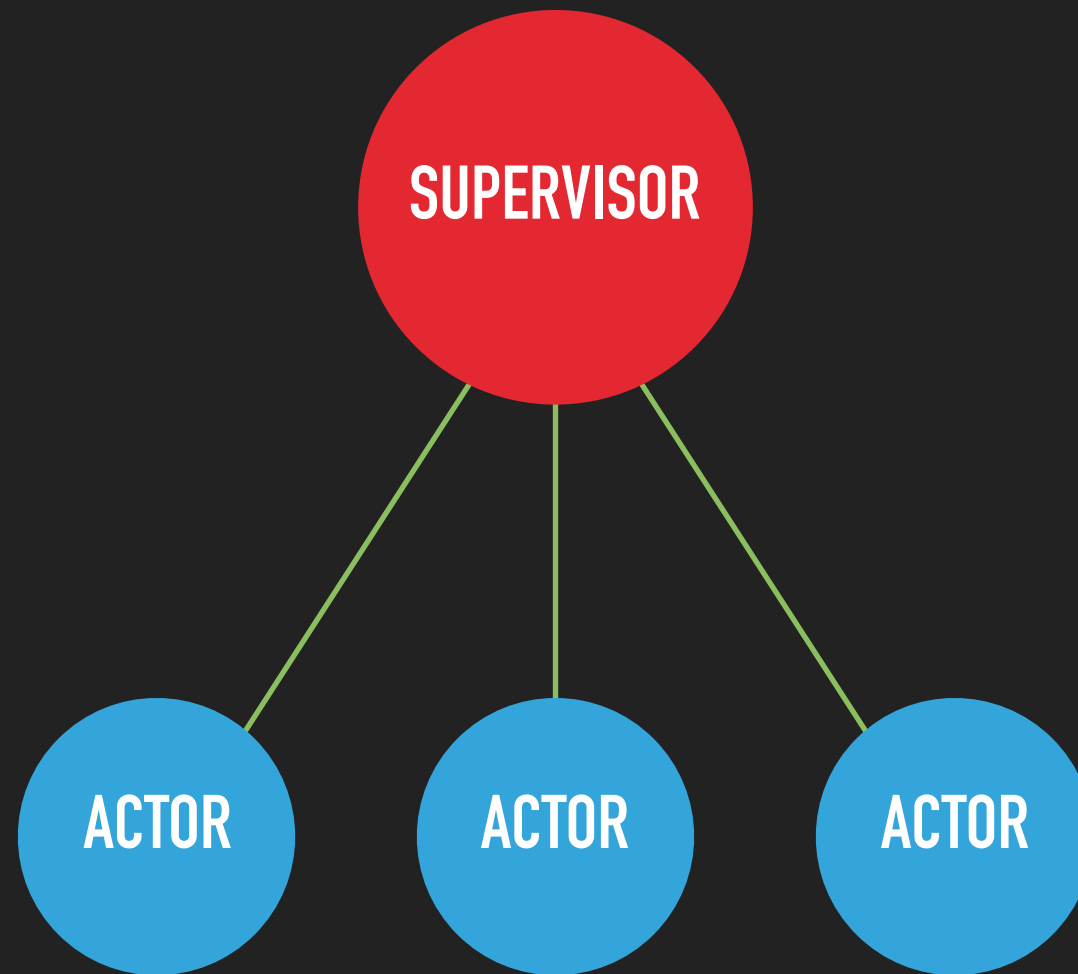
AVAILABILITY

RESILIENCE - NODE



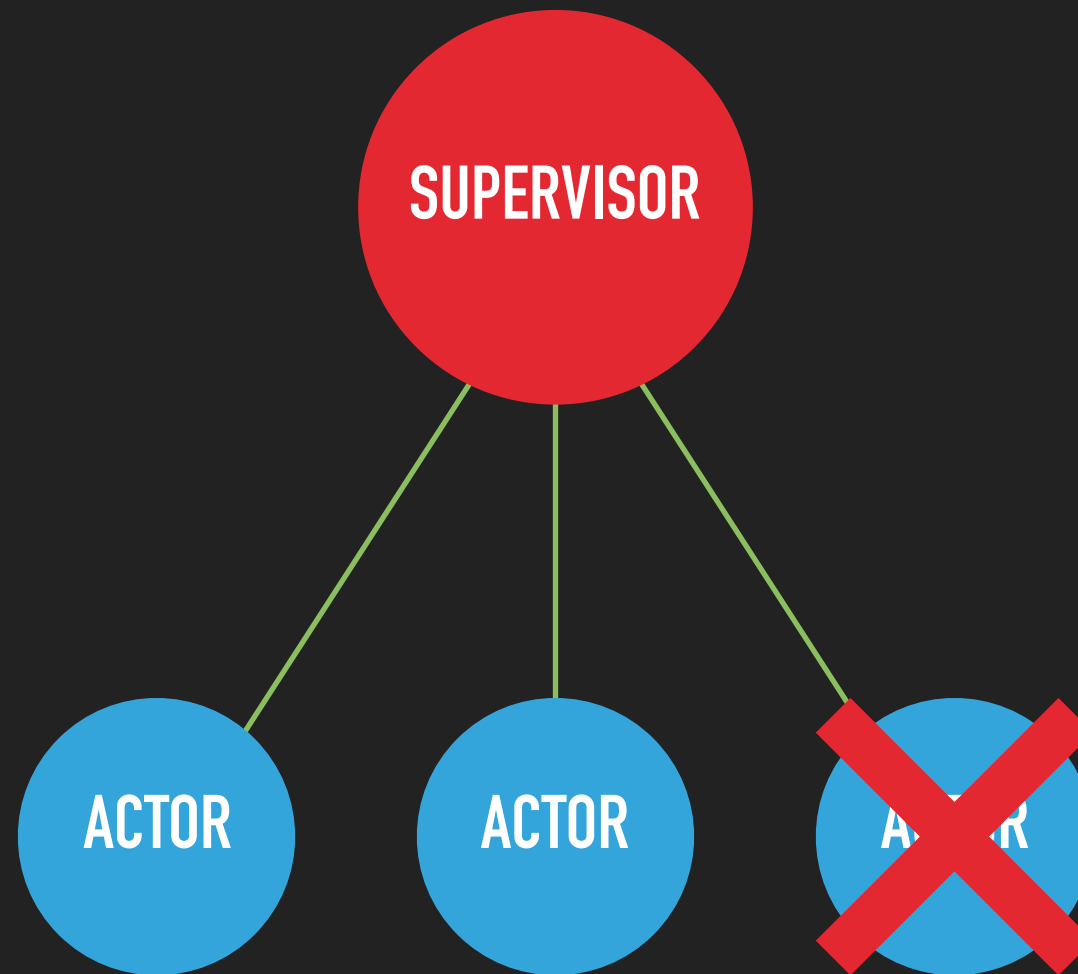
AVAILABILITY

RESILIENCE - ACTOR



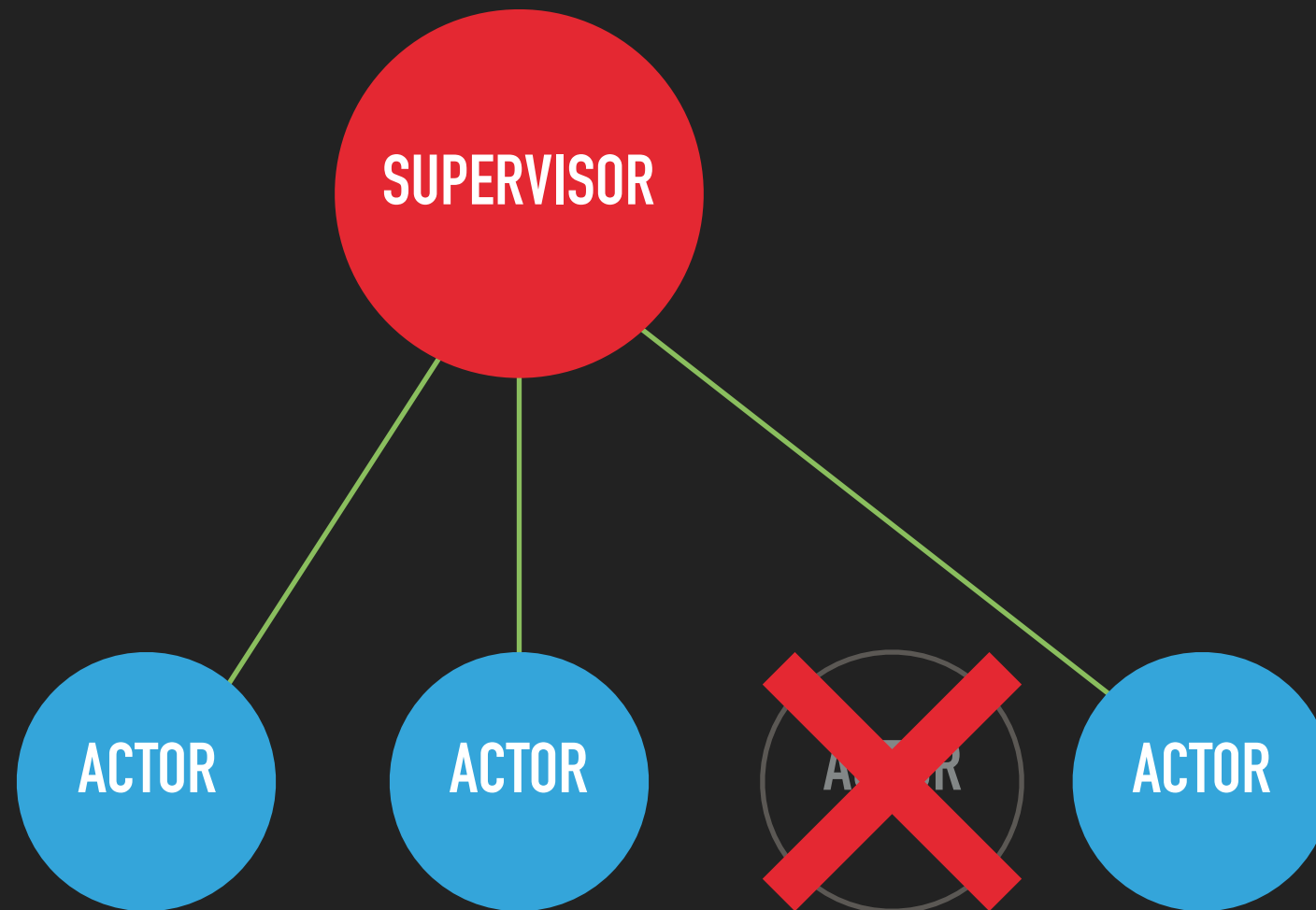
AVAILABILITY

RESILIENCE - ACTOR



AVAILABILITY

RESILIENCE - ACTOR



AVAILABILITY

RELIABILITY

CLIENT



ENDPOINT NODE



BUSINESS NODE

BUSINESS NODE

AVAILABILITY

RELIABILITY

CLIENT

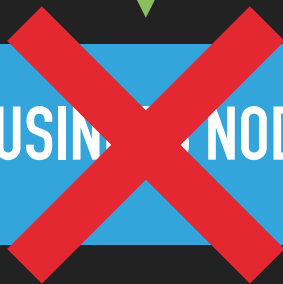


ENDPOINT NODE



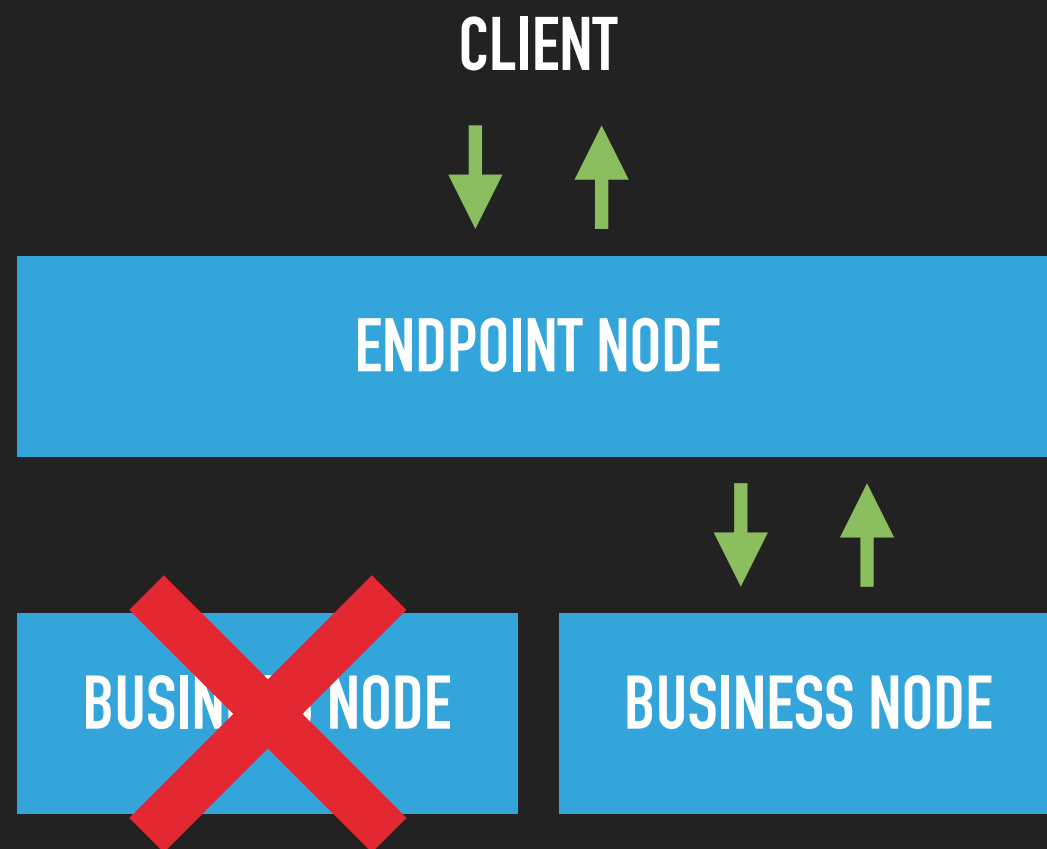
BUSINESS NODE

BUSINESS NODE



AVAILABILITY

RELIABILITY



WRAPPING UP

NO SILVER BULLET



O'REILLY

Designing for Scalability with Erlang/OTP

IMPLEMENTING ROBUST,
FAULT-TOLERANT SYSTEMS



Francesco Cesarini & Steve Vinoski

Designing for
Scalability with
Erlang/OTP

Programming Elixir 1.3

Functional

|> Concurrent

|> Pragmatic

|> Fun

Dave Thomas

Foreword by
José Valim,
Creator of Elixir



Programming Elixir 1.3

Erlang/Elixir Korea User Group

<https://www.facebook.com/groups/elixir.korea/>

REFERENCES

▶ Books

- ▶ Designing for Scalability with Erlang/OTP
- ▶ Programming Elixir 1.3 Reliability
- ▶ The_Little_Elixir_&_OTP_Guidebook

▶ Videos

- ▶ Experimenting with Superpowered Web Services: Phoenix on Riak_Core
<https://www.youtube.com/watch?v=sYYOLaJ-VDQ>
- ▶ Erlang Factory SF 2016 - Concurrency + Distribution = Scalability + Availability, a Journey Architecting Erlang Systems
https://www.youtube.com/watch?v=_IZMQMuphfo

THANK YOU...