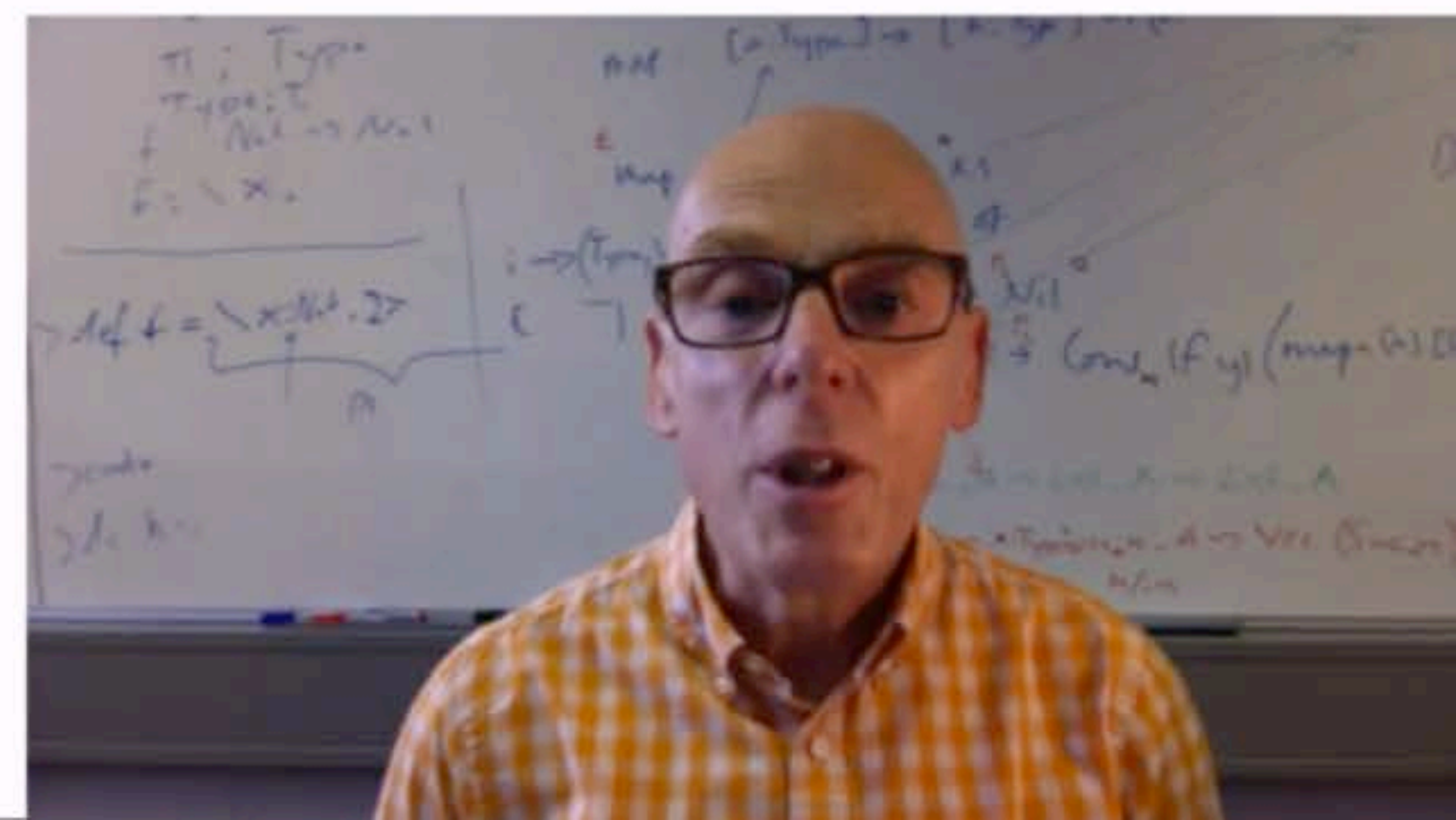
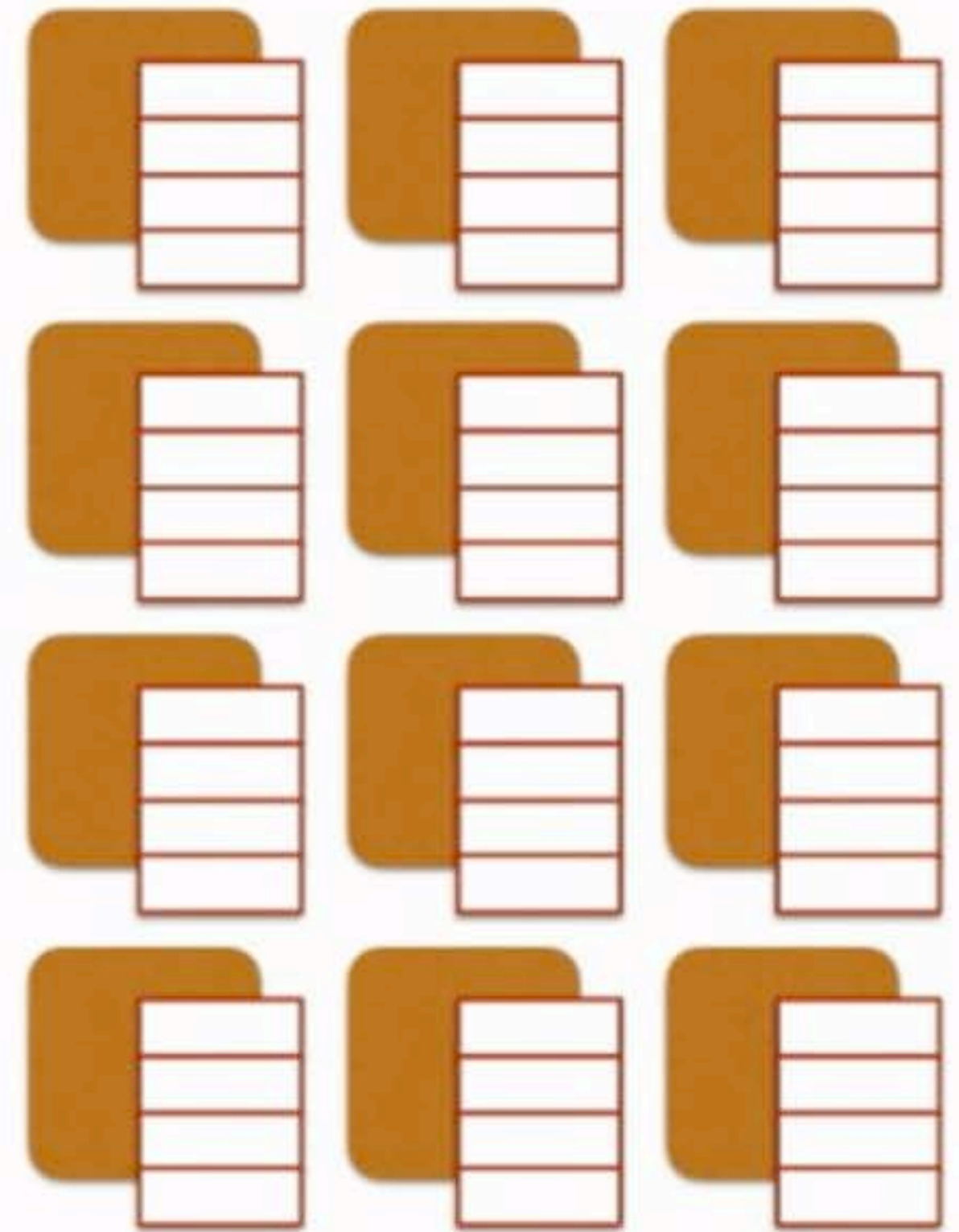


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Multicore Erlang

Each core has a separate run-queue.



Multicore Erlang

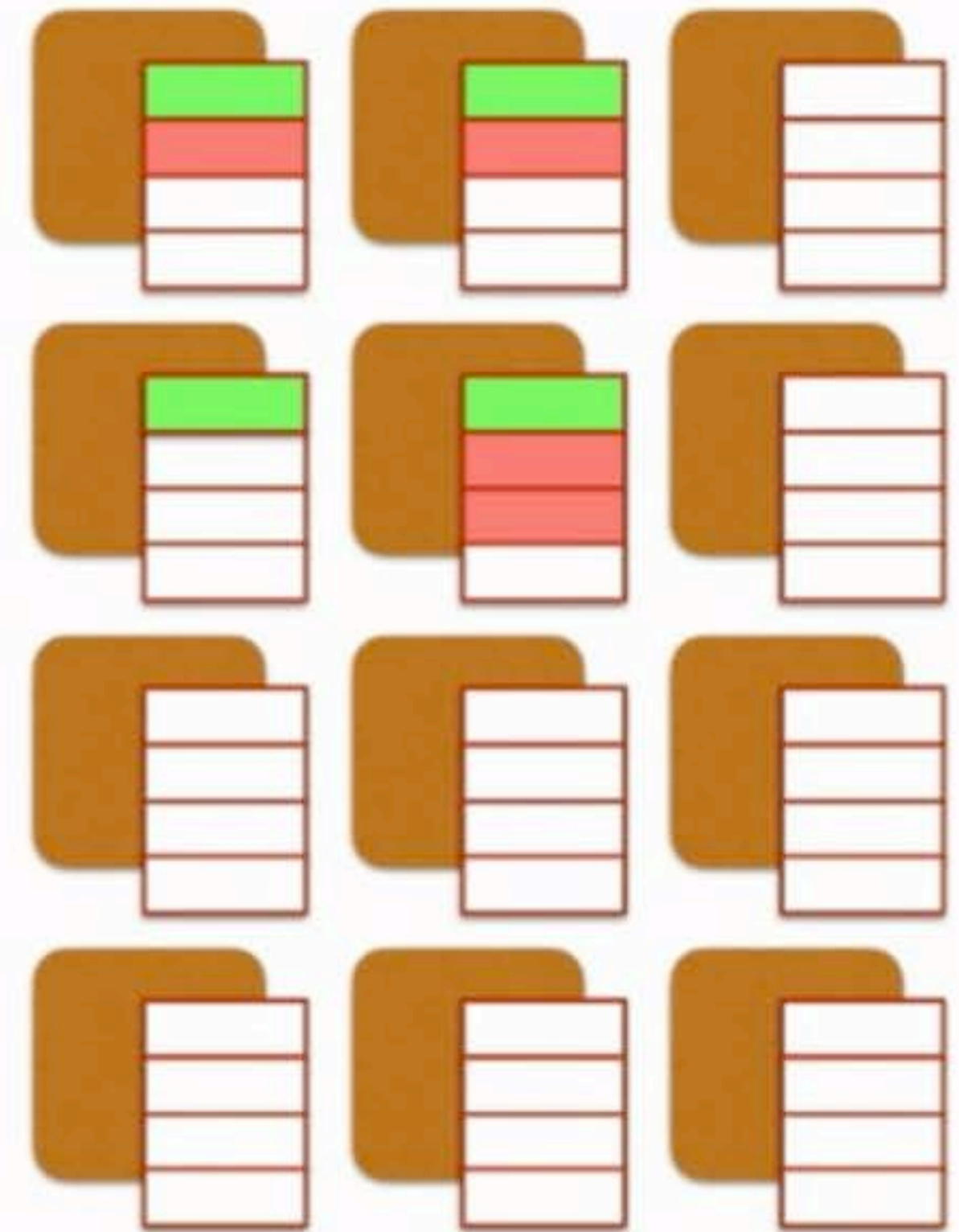
Each core has a separate run-queue.

Scheduling is per-core.

Processes spawned on the core that spawns them.

Processes move between cores by means of work stealing.

Garbage collection is per-process.



Scaling up with multicore

Multiple processes can be active simultaneously, one on each core.

Independent, sequential computations can be done in parallel.

Stateless services can be duplicated.

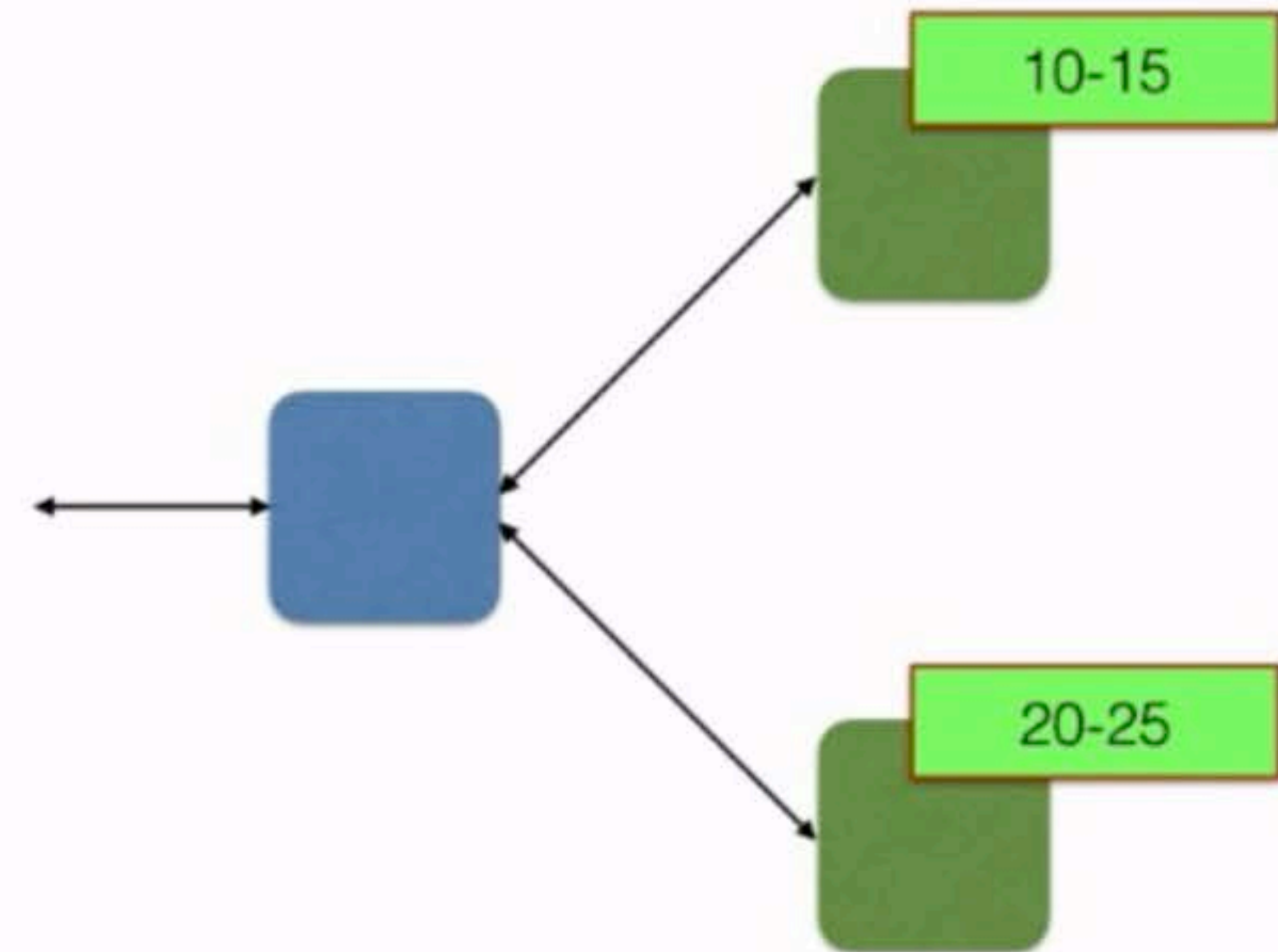
Some stateful services can be split or sharded.



Scaling up the frequency server

Front-end routes requests to servers 1 (10-15) and 2 (20-25) ... and replies to the client.

Front-end can track which servers have available frequencies ... and how many each.



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