

Methods for doing
scalable network IO

0. Introduction

(a simple & naive network ECHO script)

The problem: Scalable?
(network io concurency)

01. Naive script
refactored

02. Threads

Threads fail :(

8mb default per thread stack is limiting

03. Gevent

Gevent wins

but by how much?

Gevent is based on Greenlets

... about which we can talk later

04. Canonical select

poll too

05. Asyncore

typical reactor pattern

Conclusion:

discuss Erlang, Stackless, Go, Rust,
coroutines and the future