Tolerância a falhas via Supervisor trees

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2013 ~ 2014 - PHP
2015 ~ hoje - Elixir

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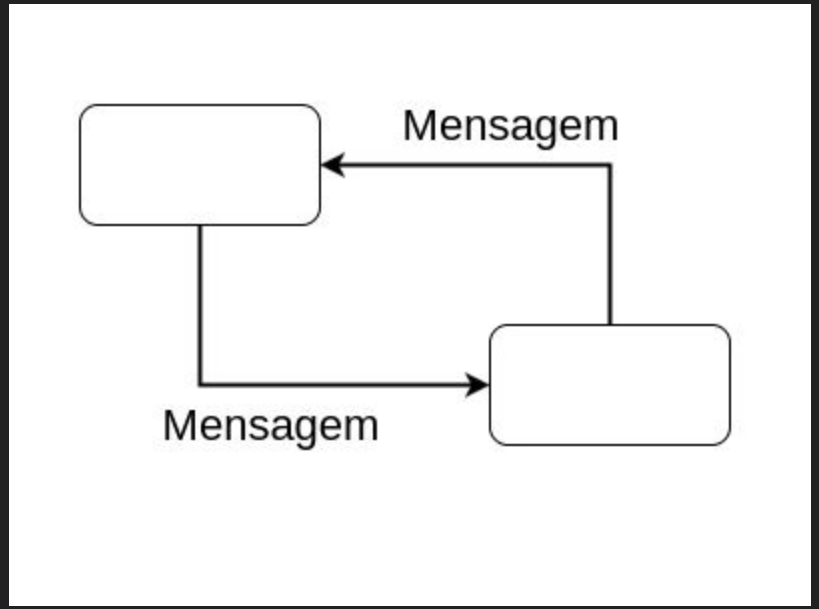
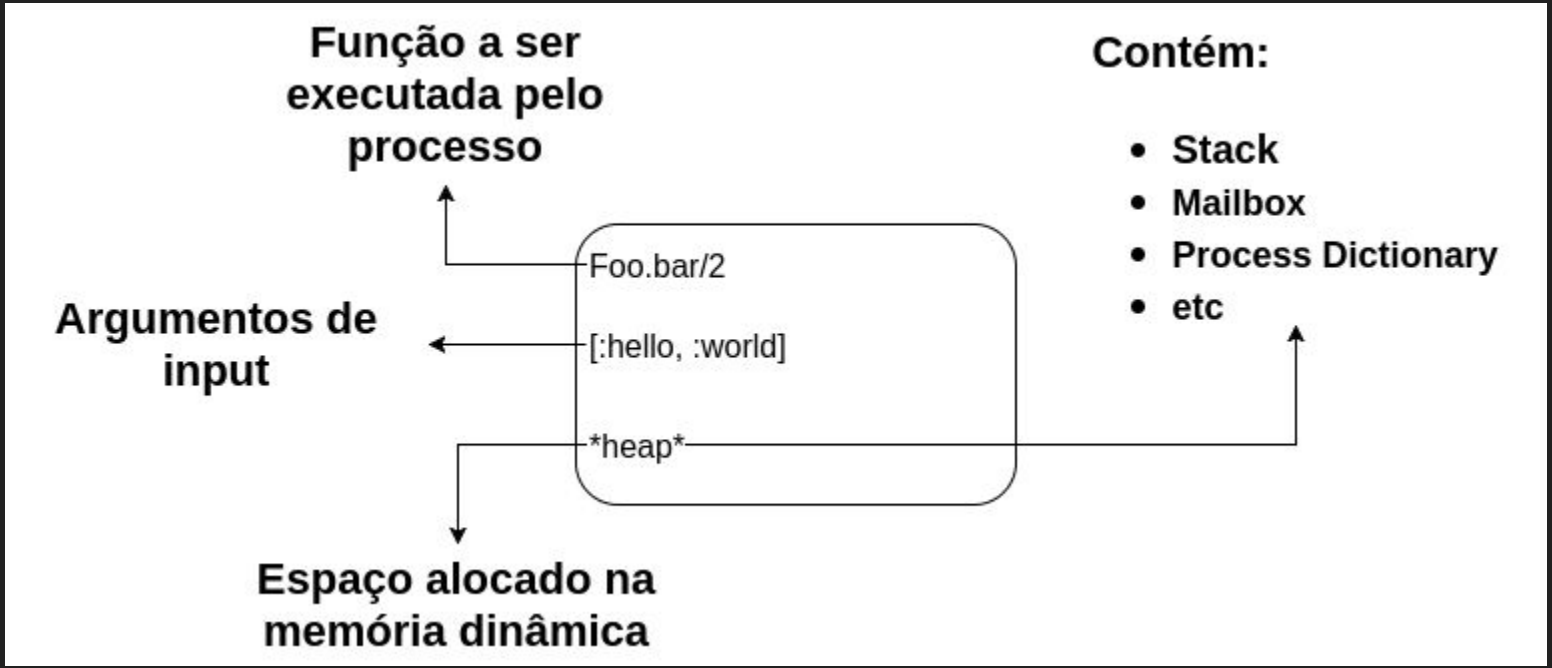
Tópicos

1. O que é um processo
2. Como funciona o scheduler da BEAM
3. Filosofia Erlang para erros
4. O que é um Supervisor
5. Estratégias com Supervisors

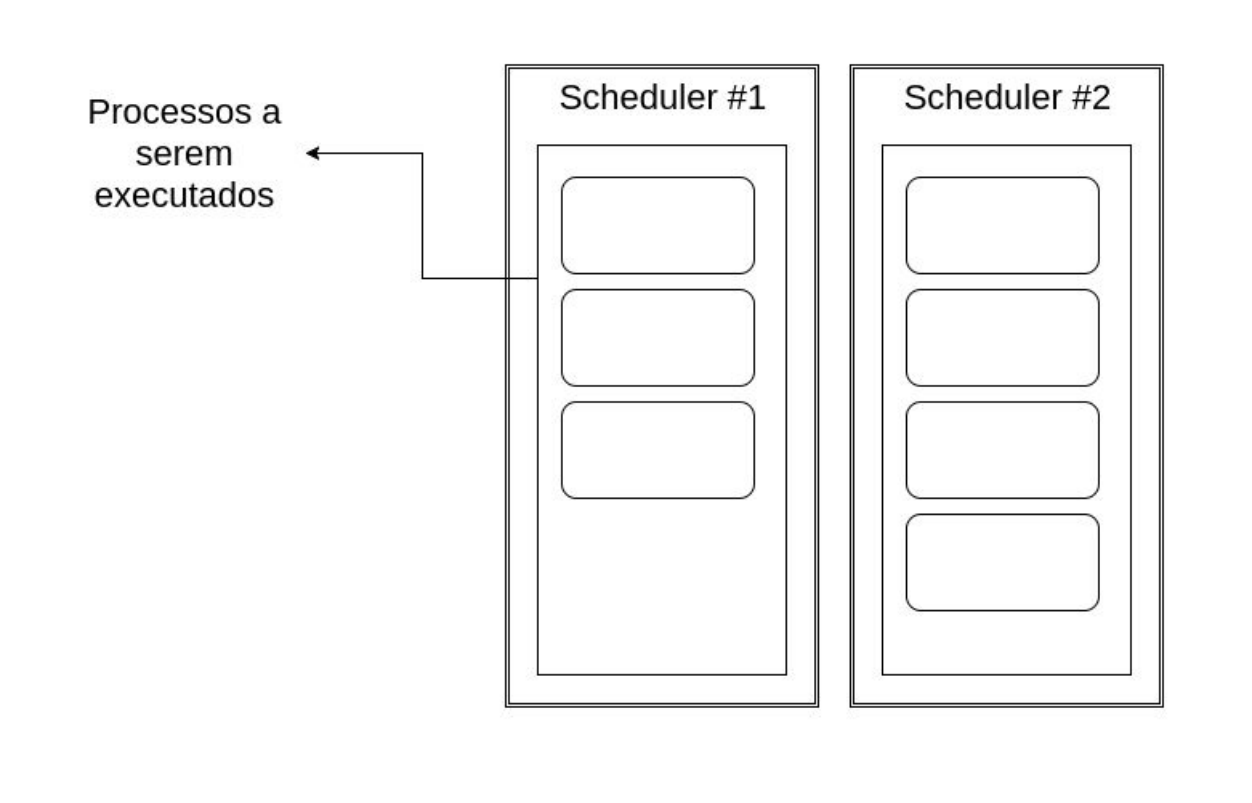
O que é um processo



A anatomia de um processo



Escalonamento de processos



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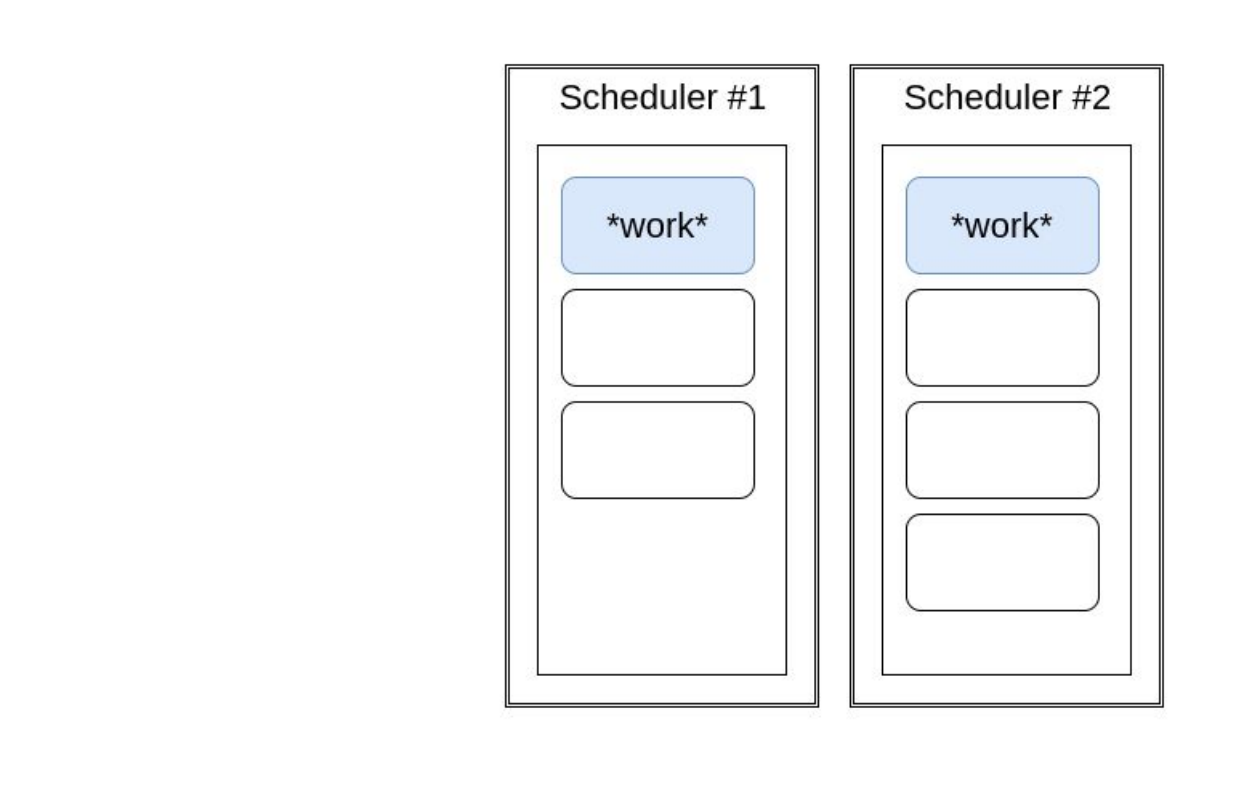

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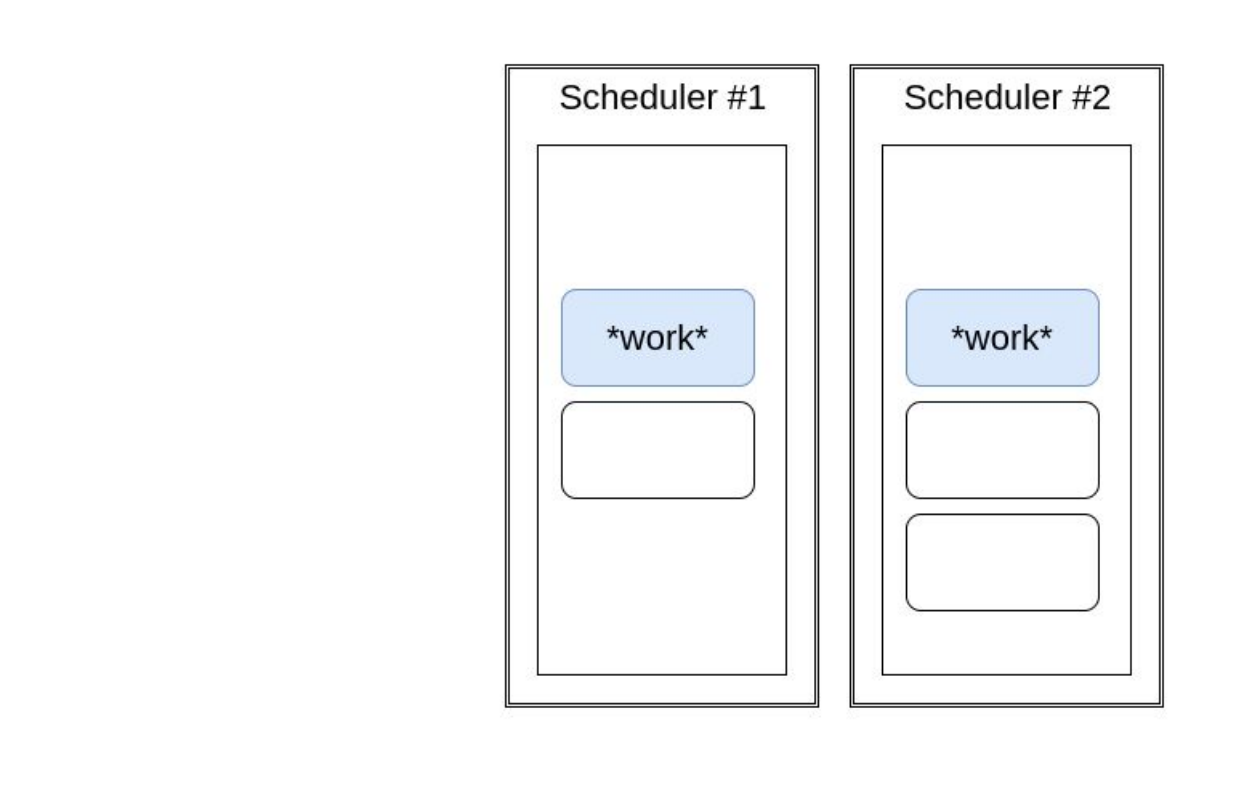

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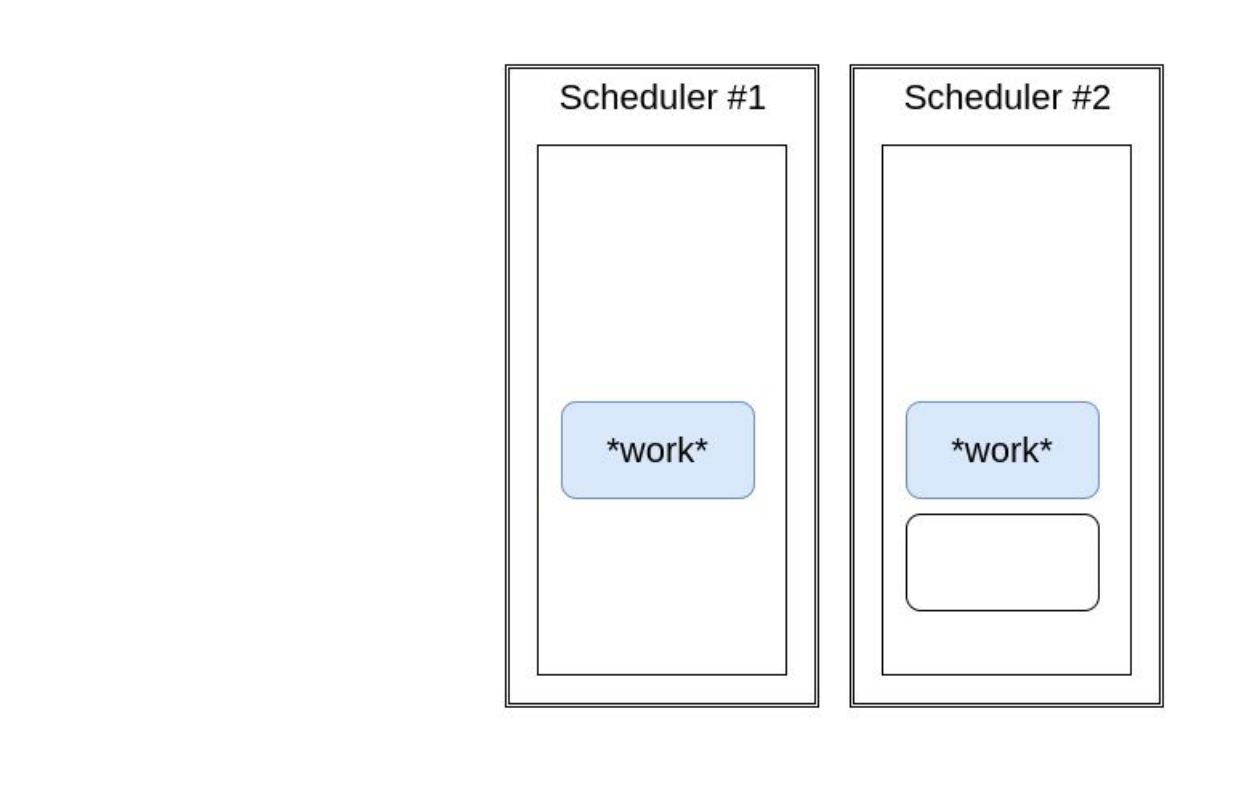

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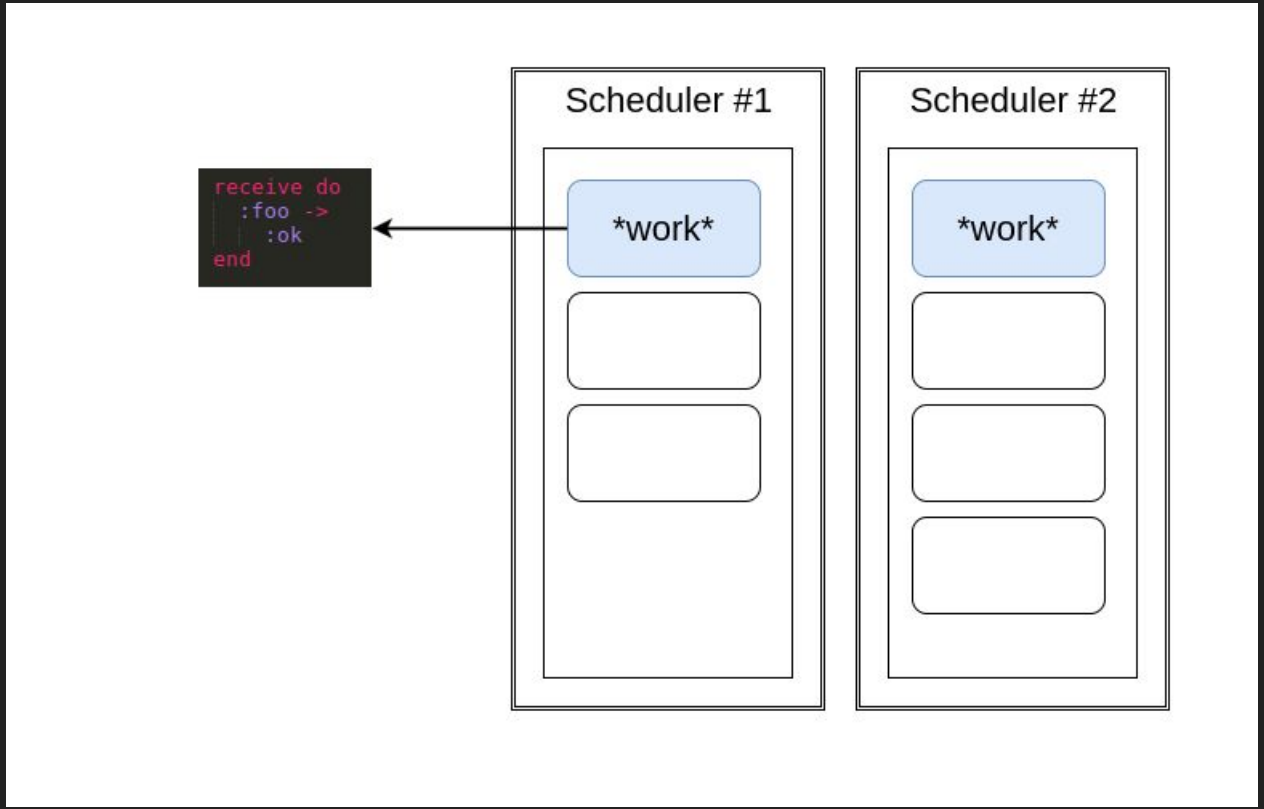

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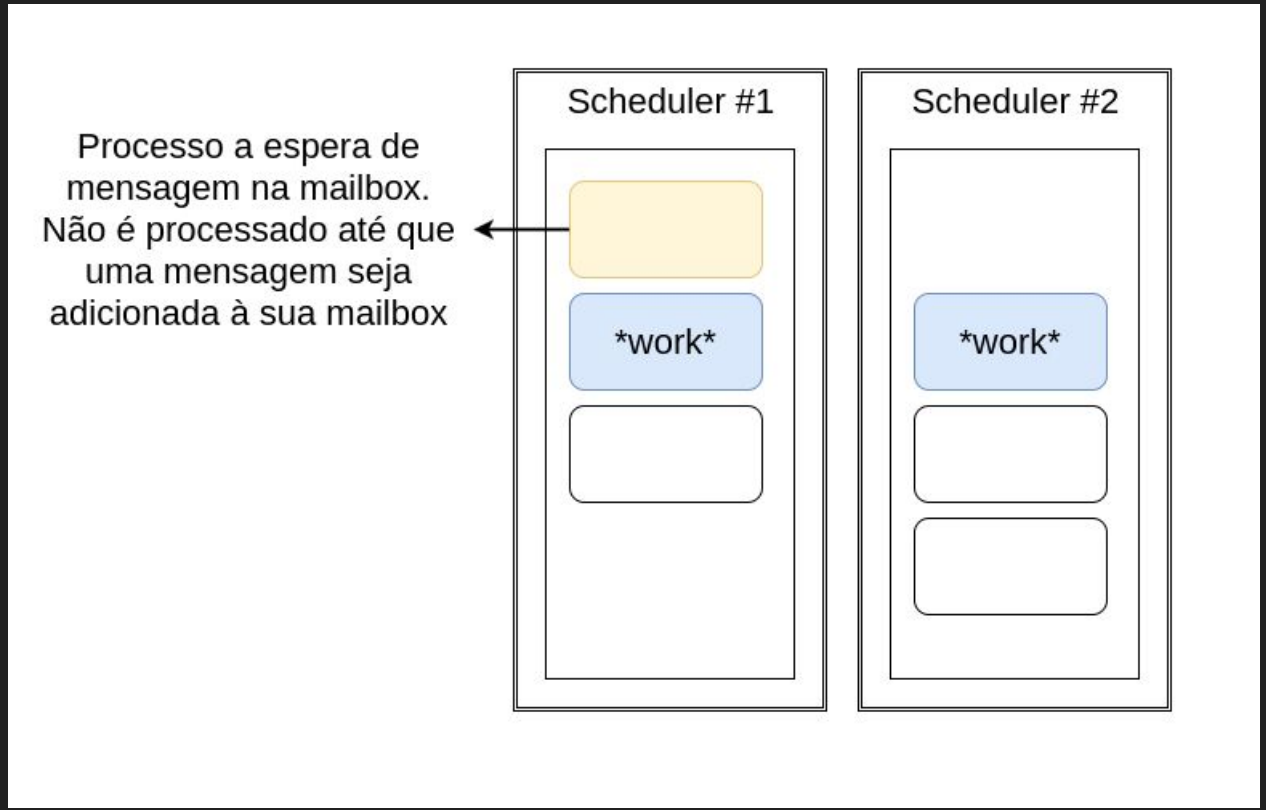

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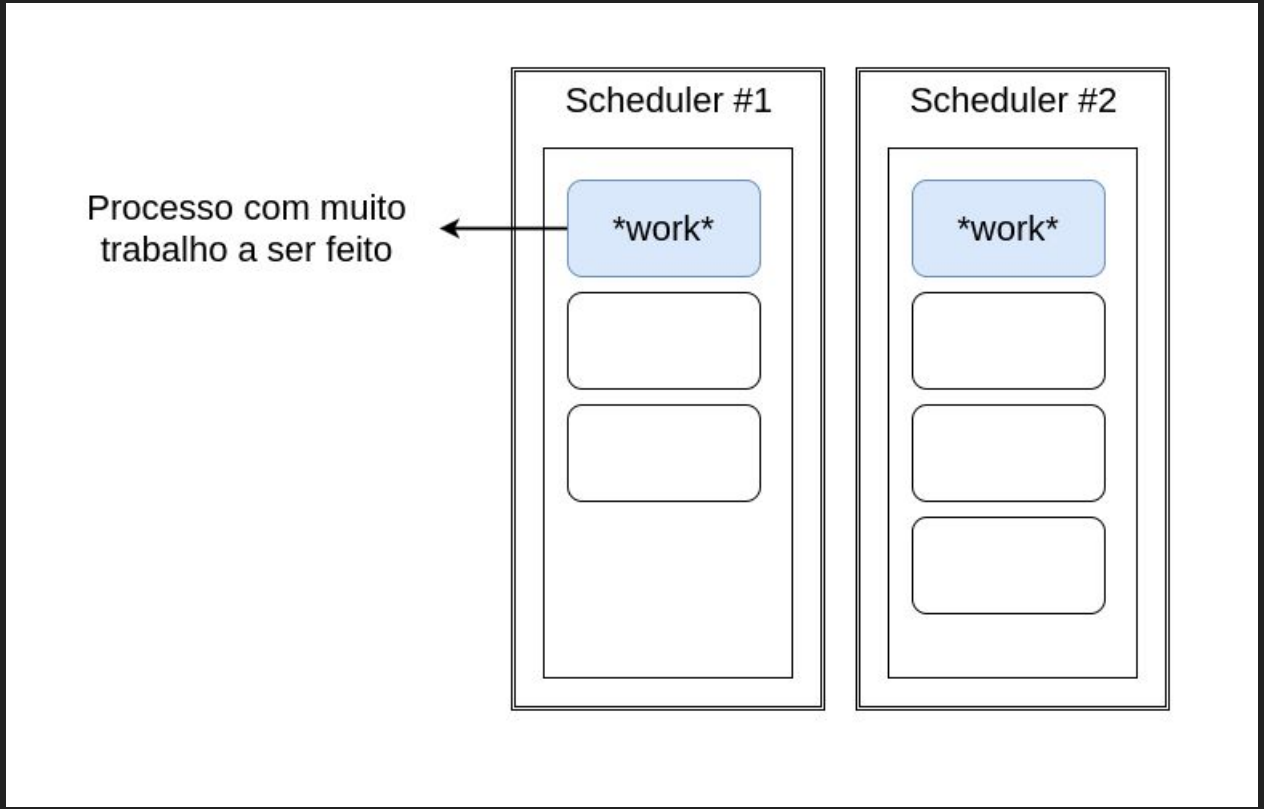

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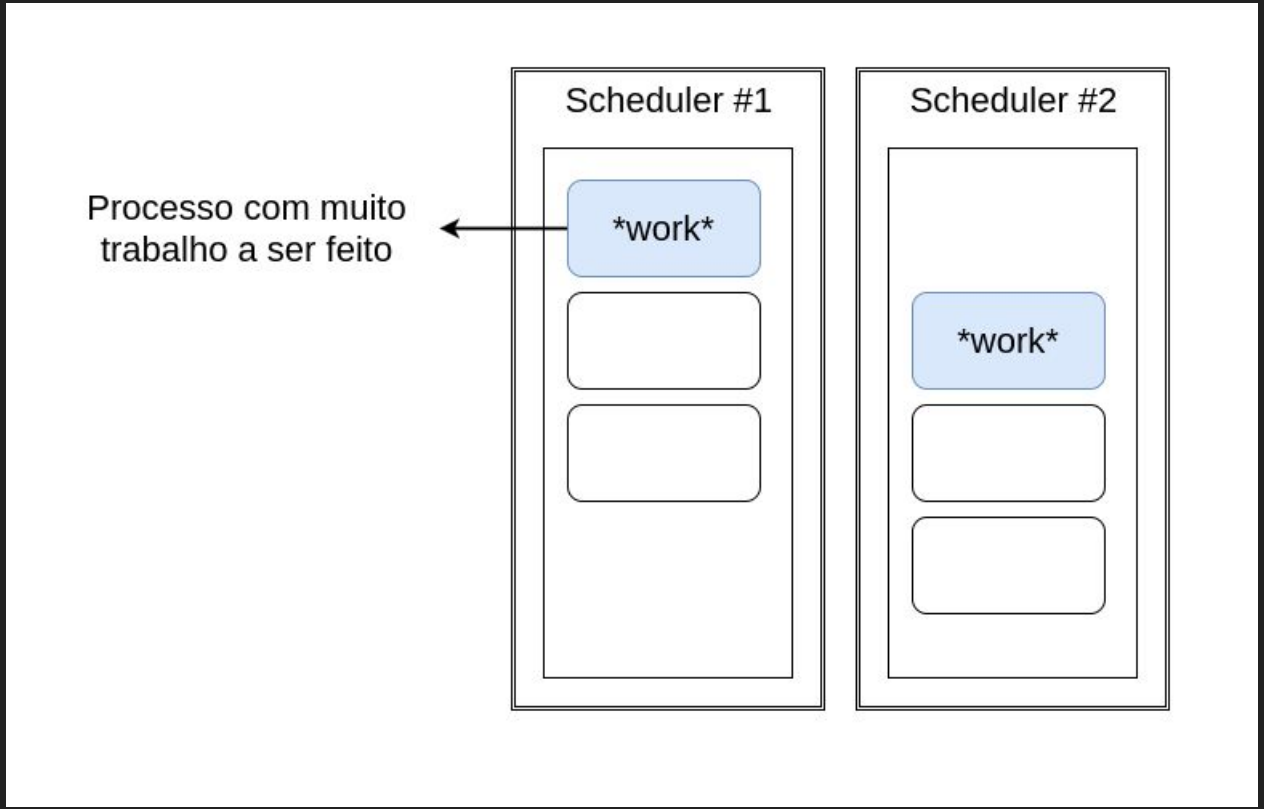

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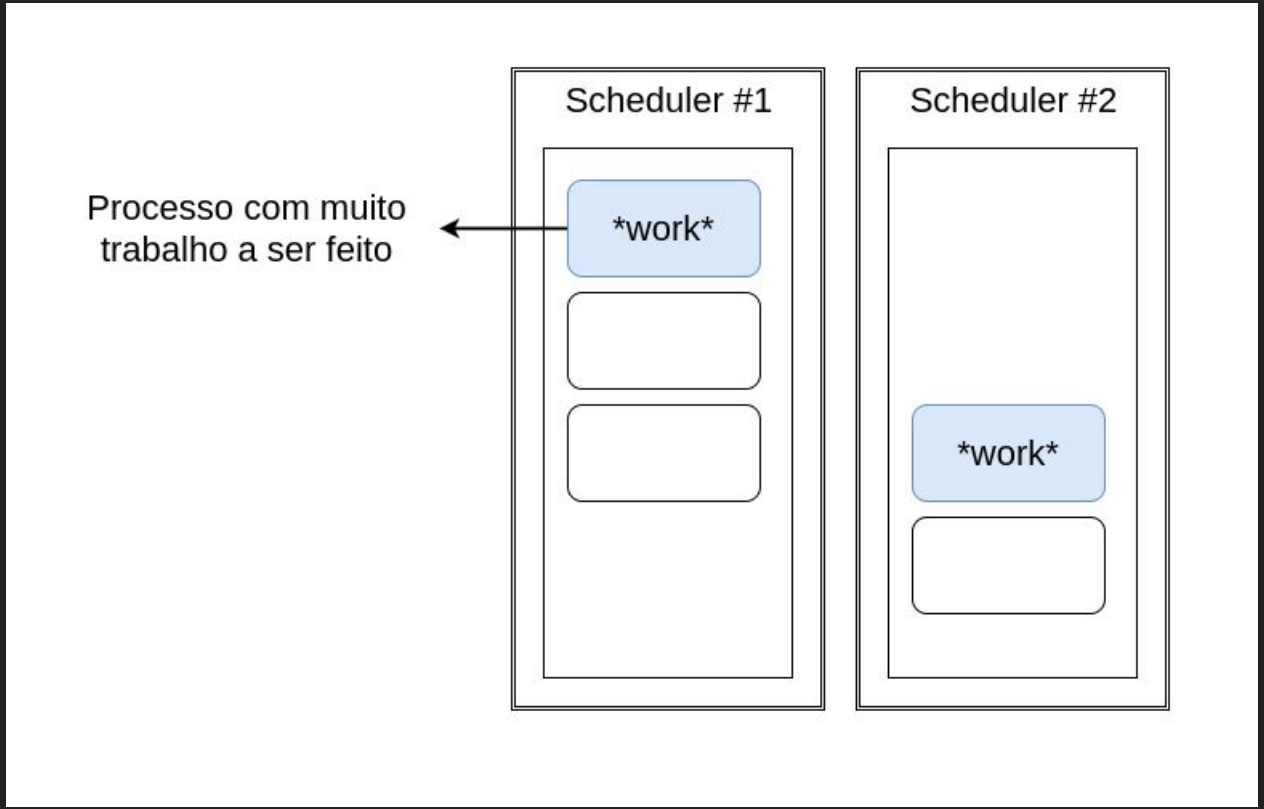

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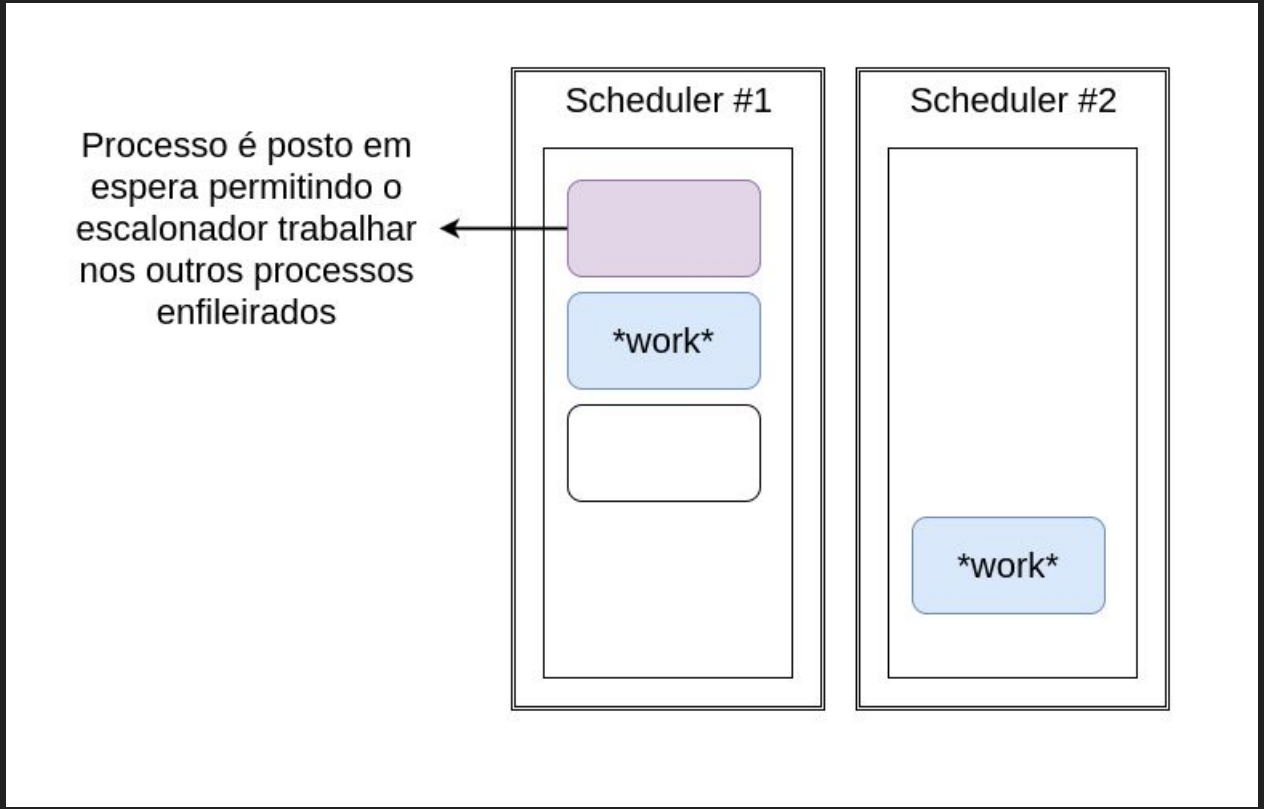

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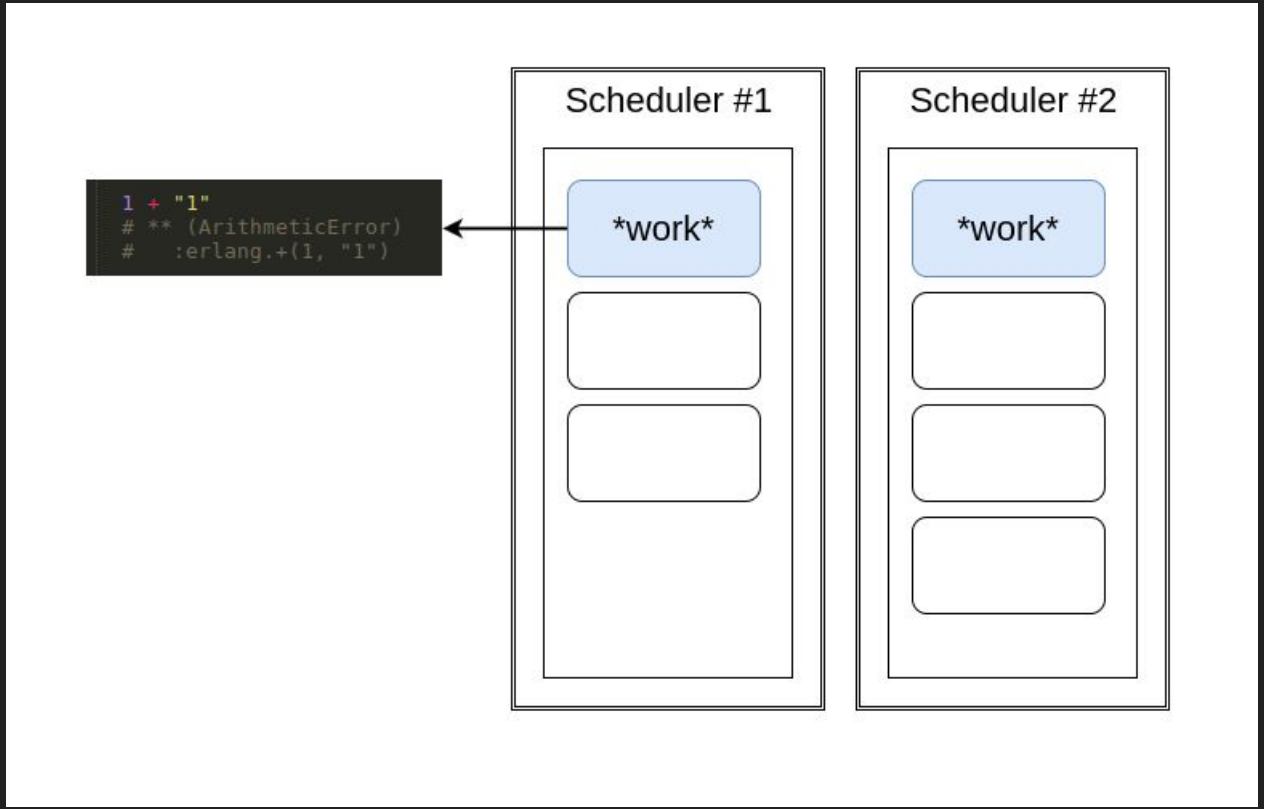

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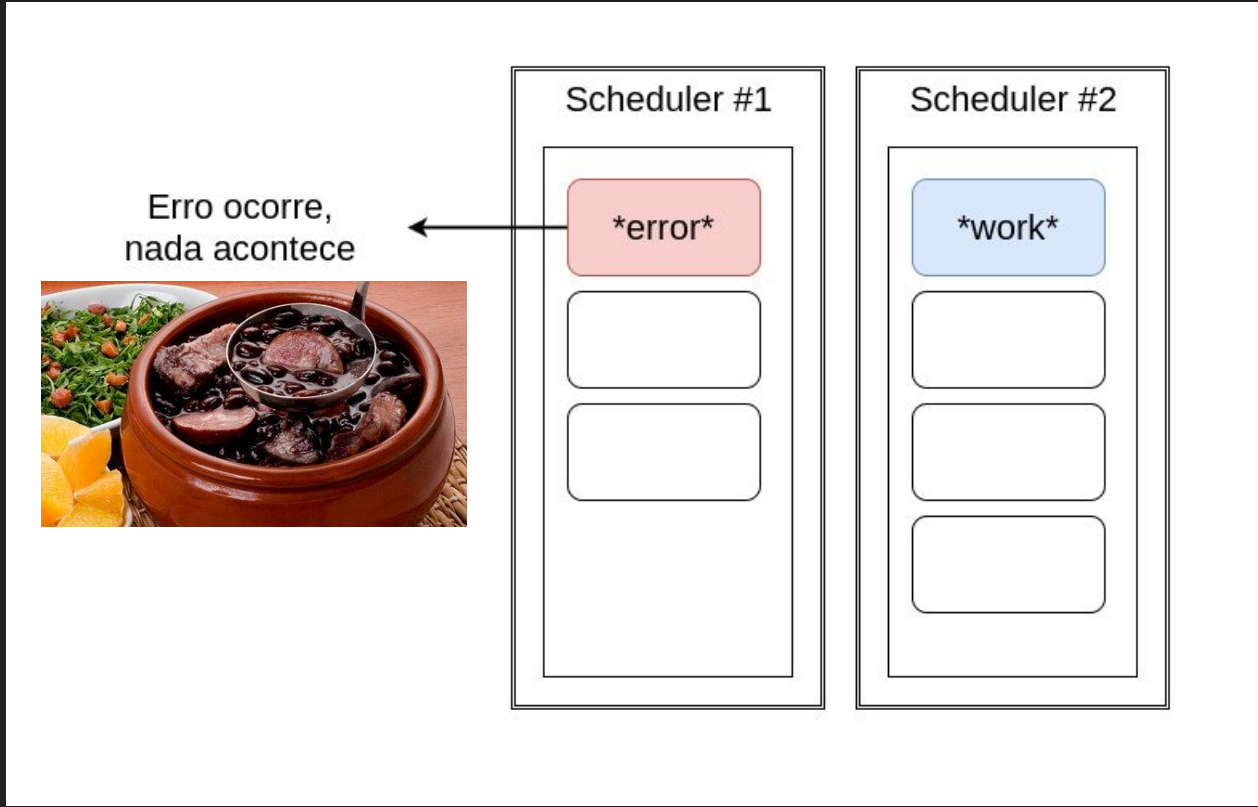

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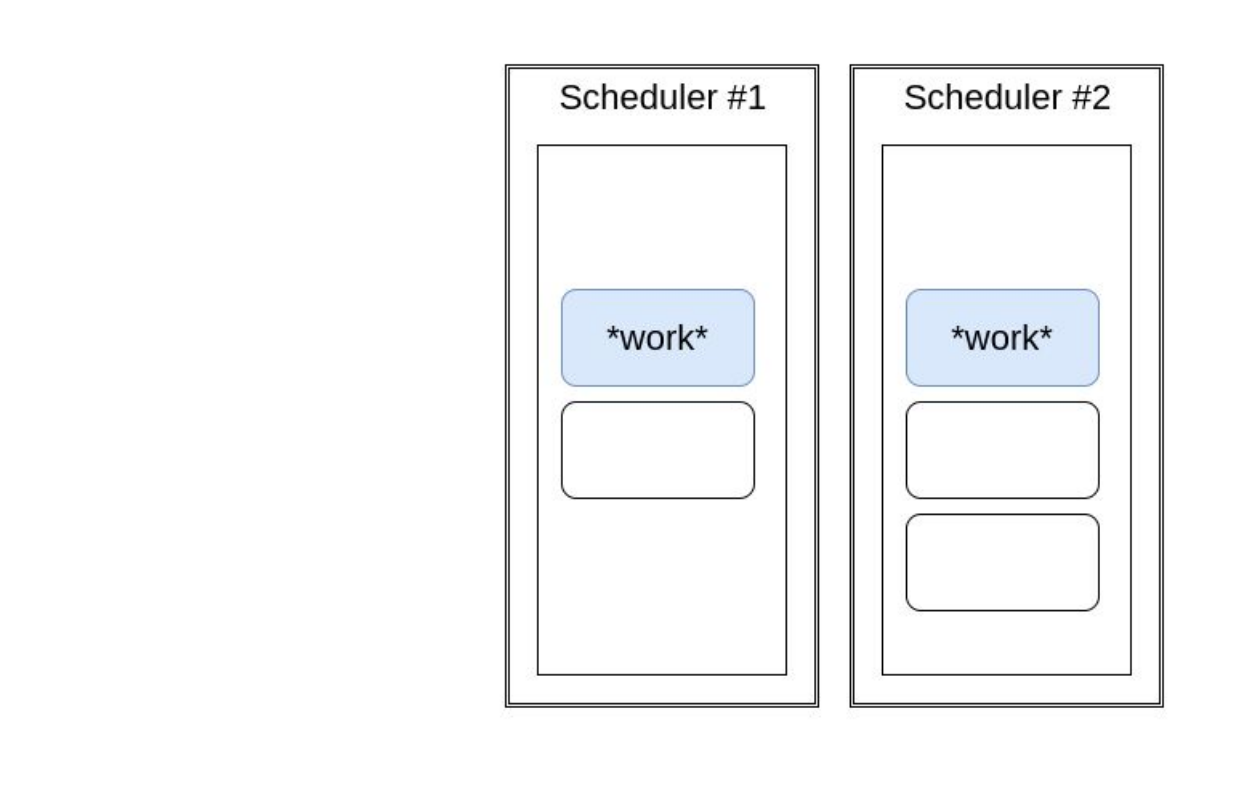
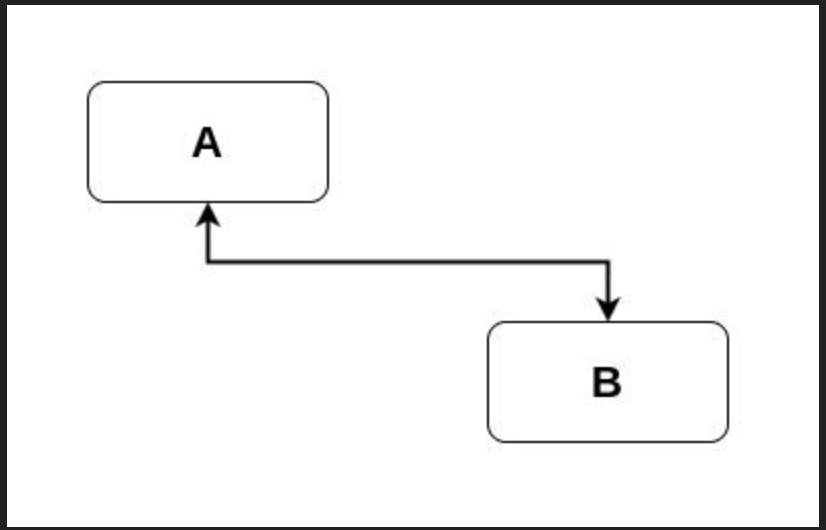


Process.link



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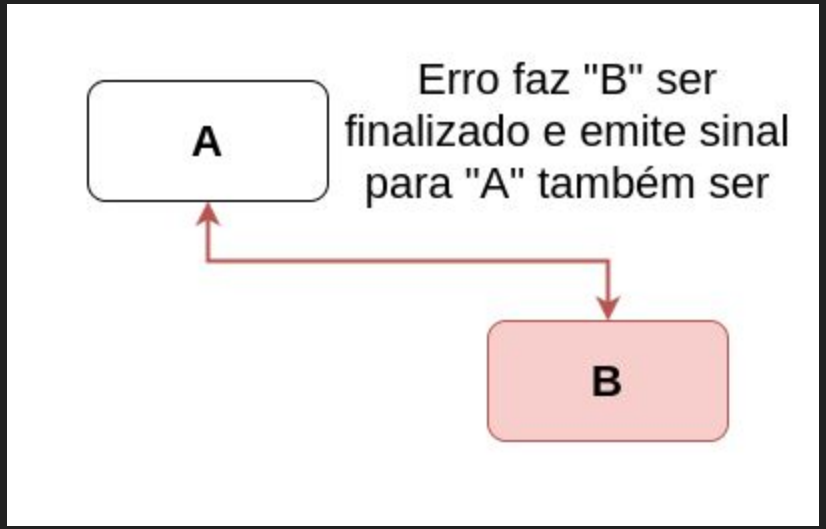
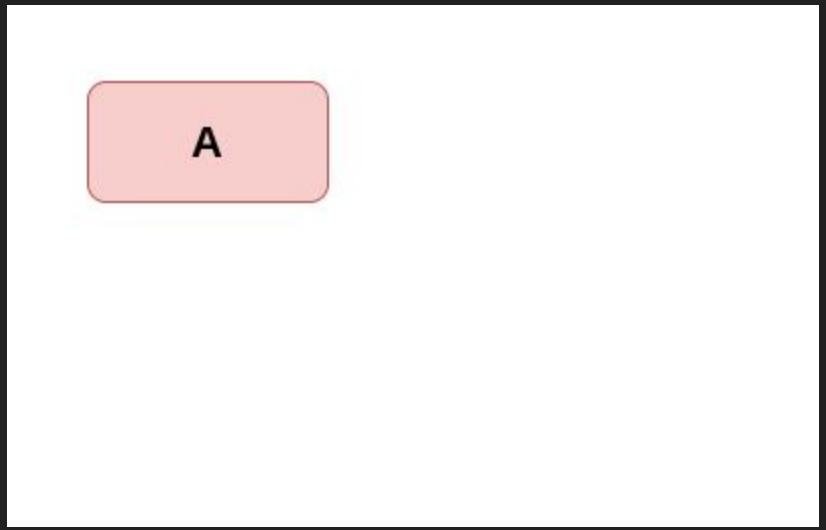
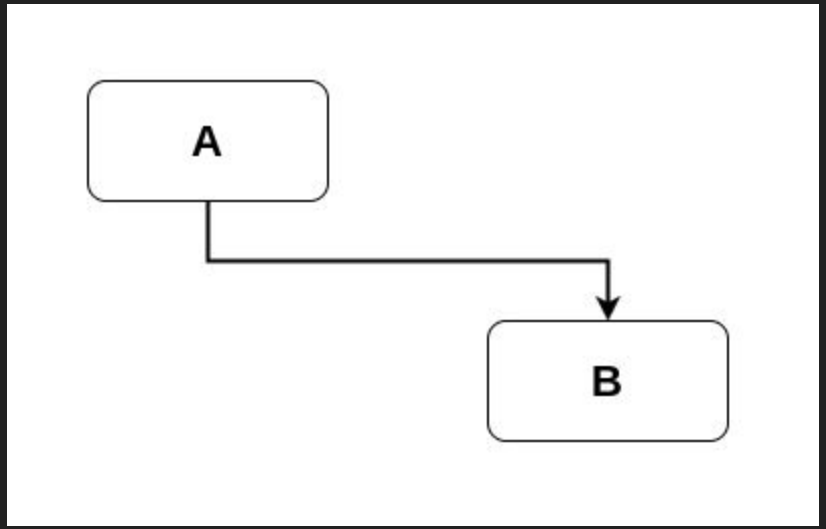


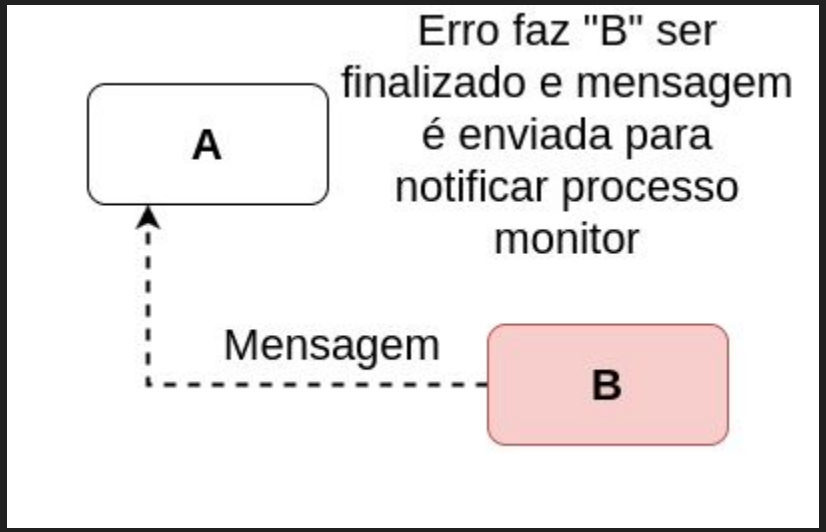
Process.link



Process.monitor



Process.monitor



A filosofia Erlang em error handling

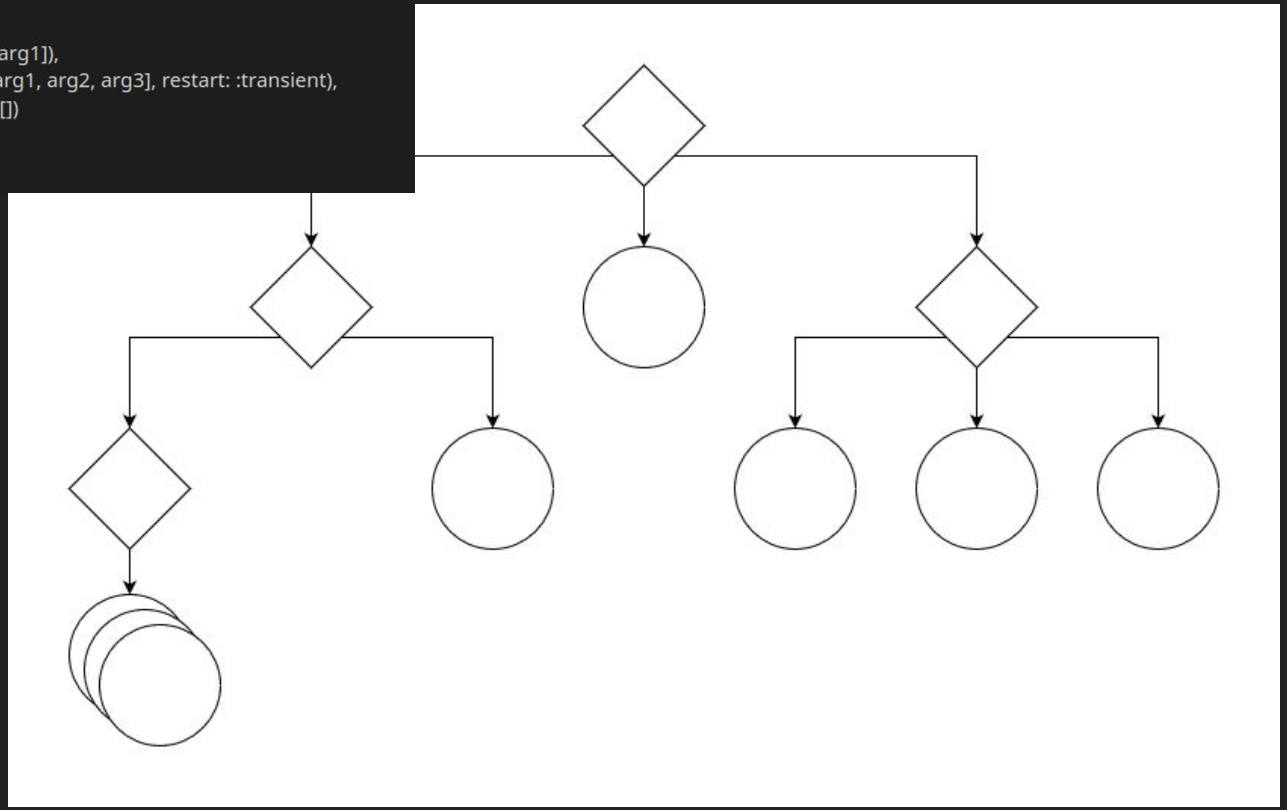
4.3 Error handling philosophy

Error handling in Erlang is radically different to error handing in most other programming languages. The Erlang philosophy for handling errors can be expressed in a number of slogans:

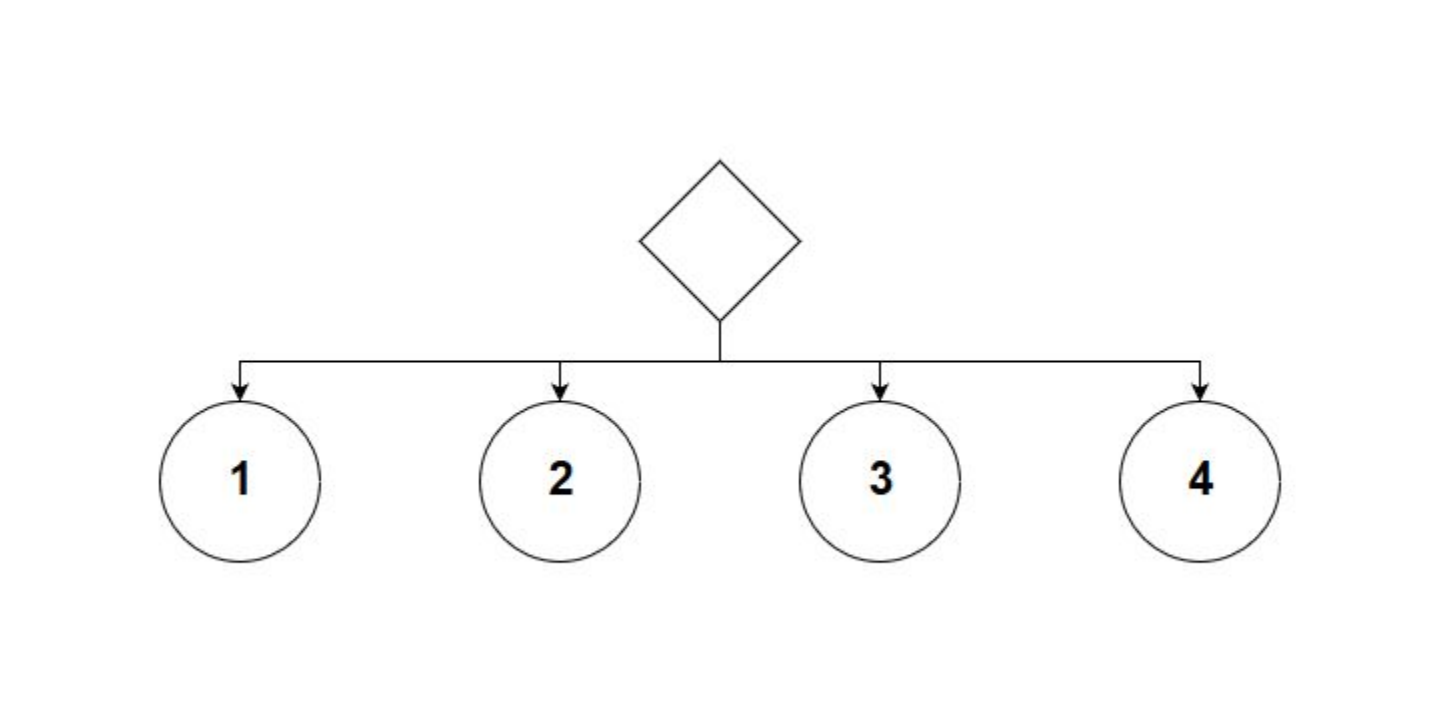
- Let some other process do the error recovery.
- If you can't do what you want to do, die.
- Let it crash.
- Do not program defensively.

O que é um Supervisor

```
children = [
  supervisor(First, [arg1]),
  worker(Second, [arg1, arg2, arg3], restart: :transient),
  supervisor(Third, [])
]
```



Estratégia “one for one”



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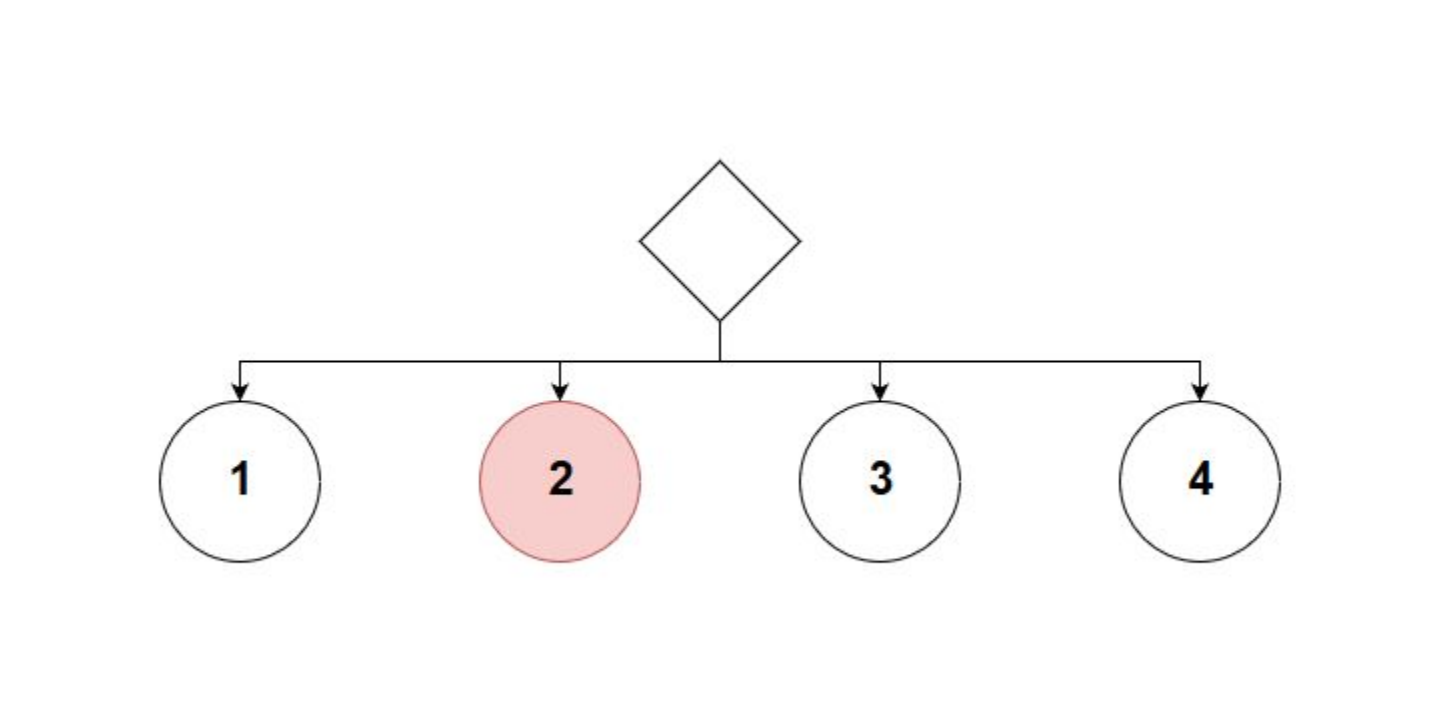

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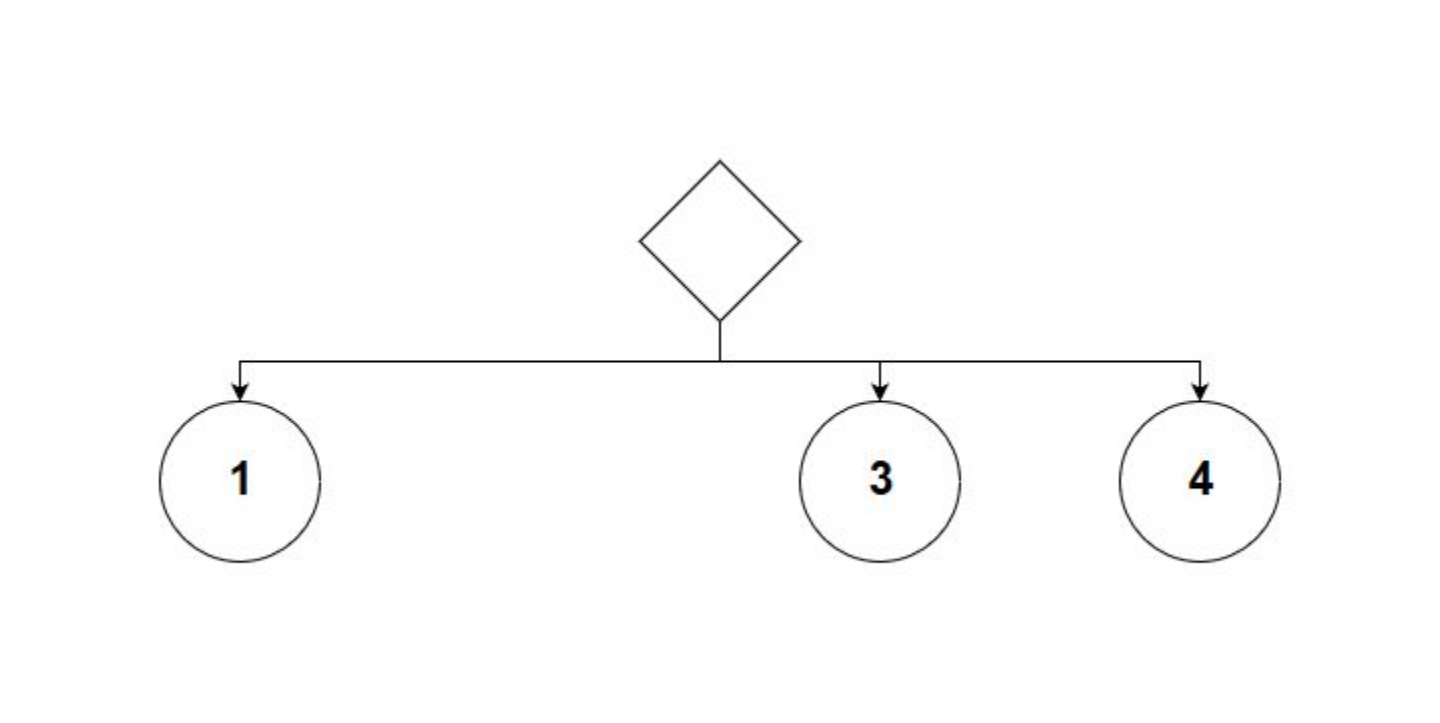

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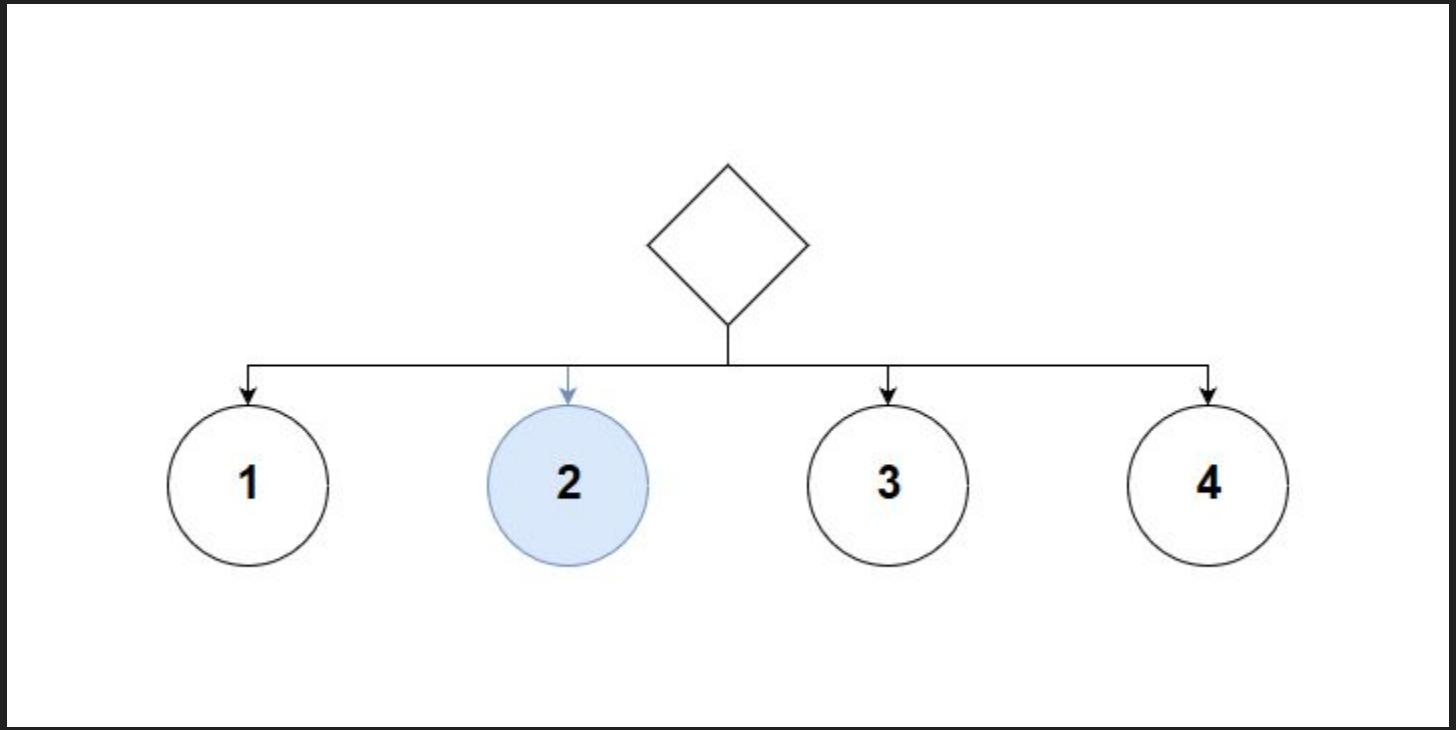
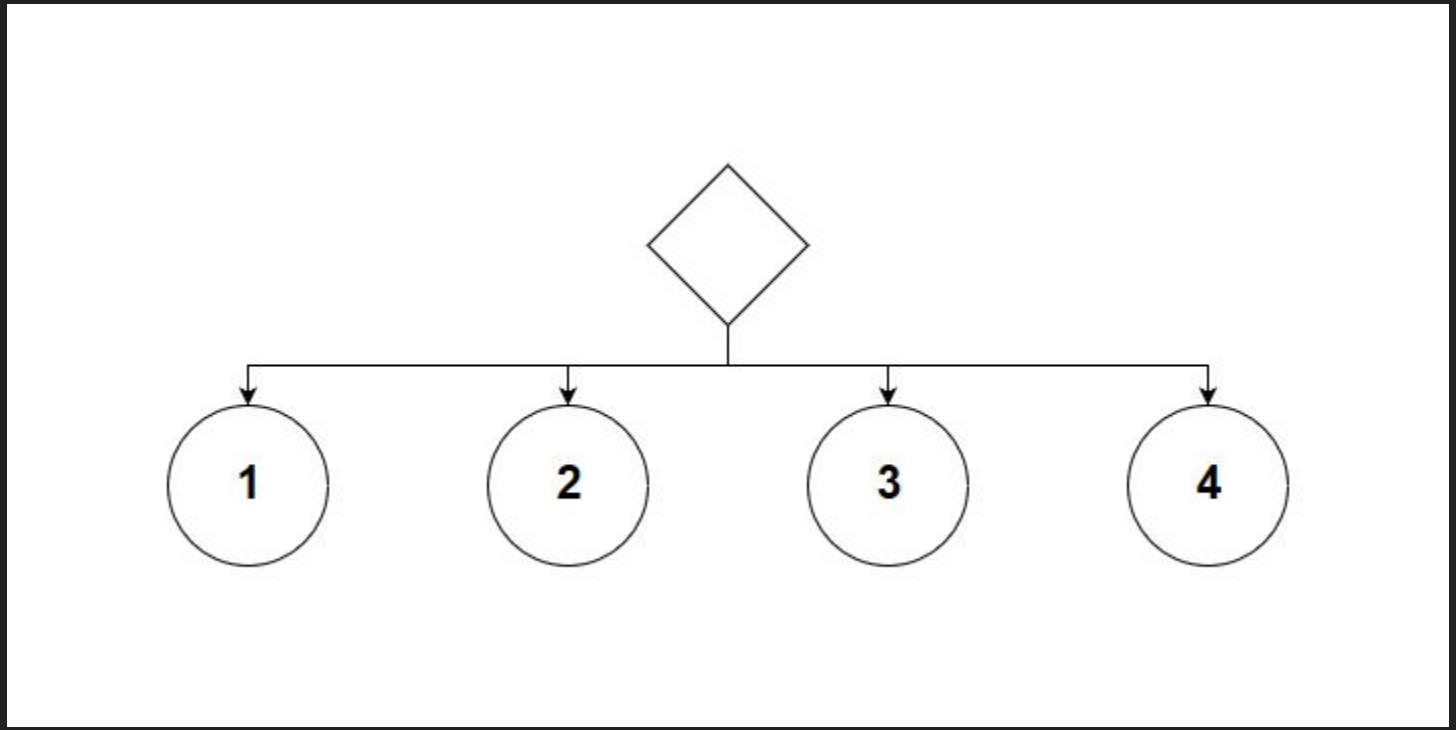


Estratégia “rest for one”



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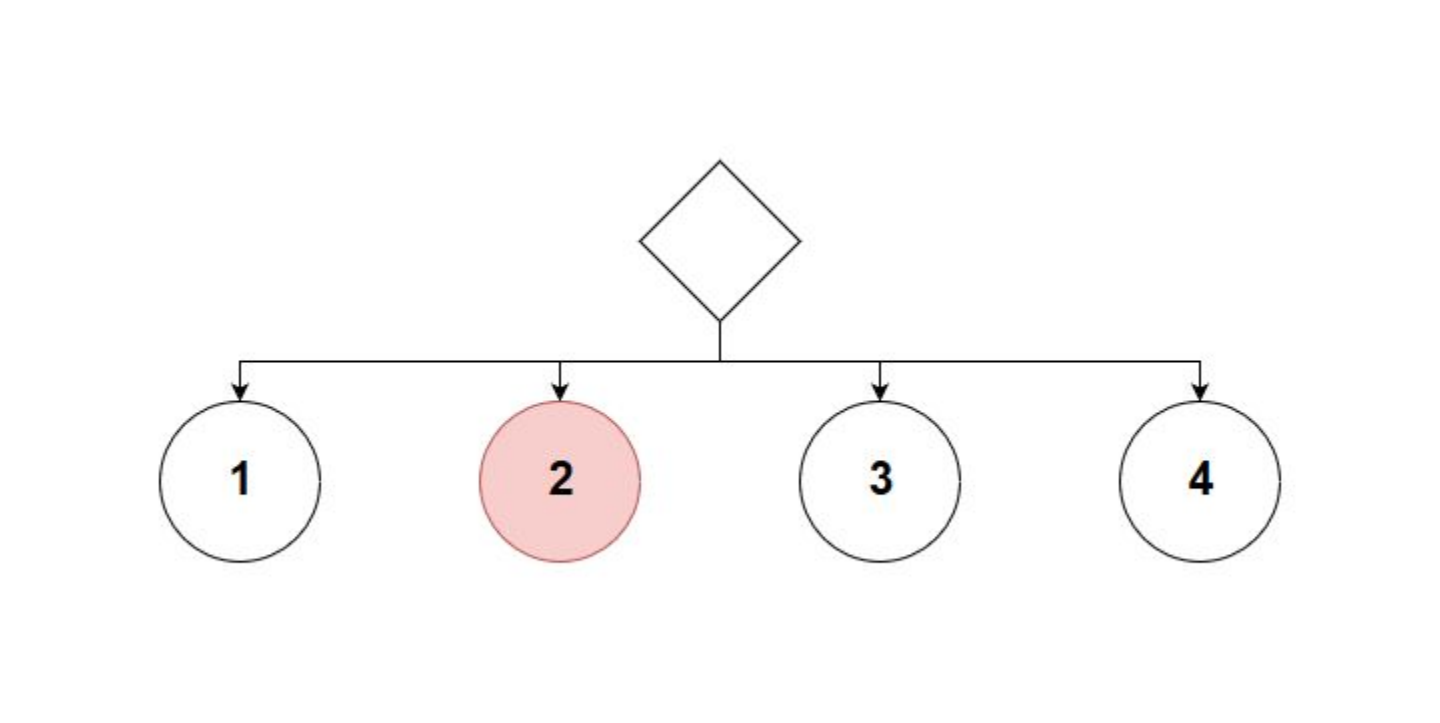

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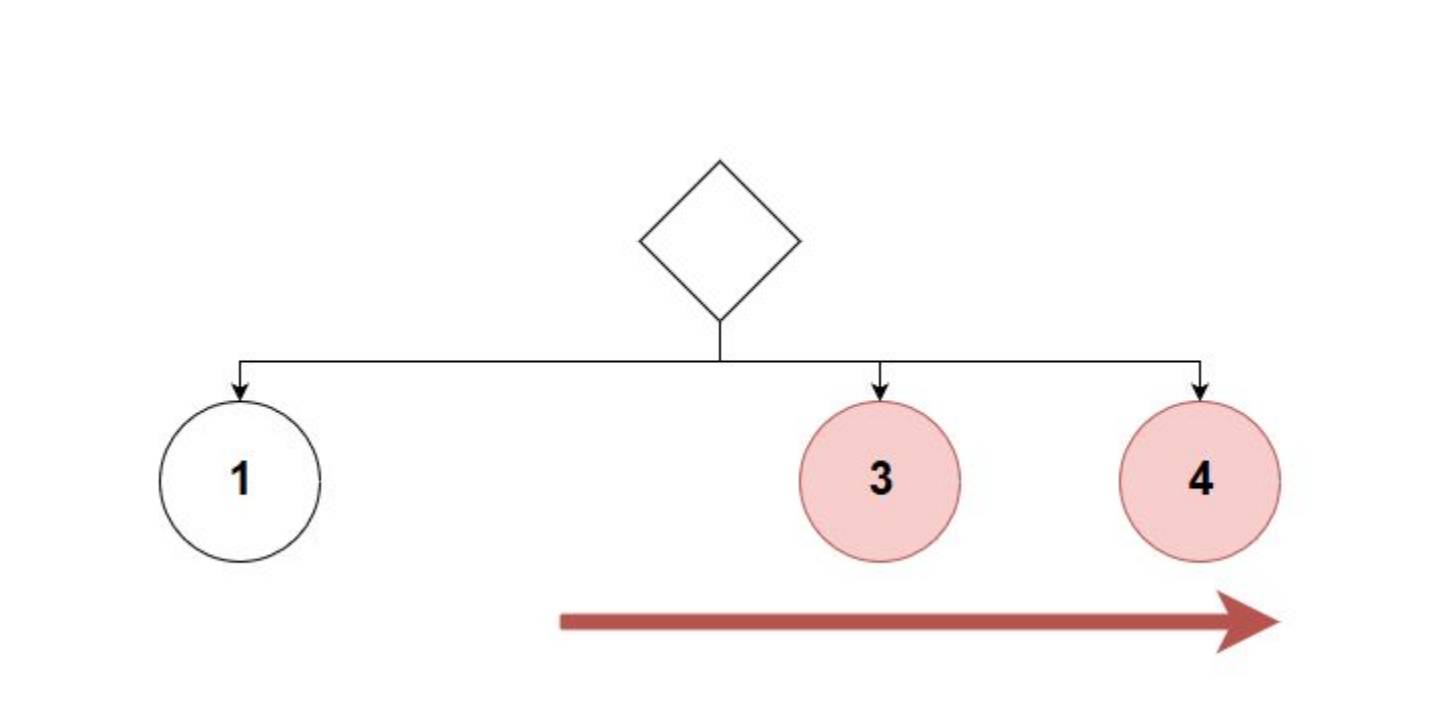

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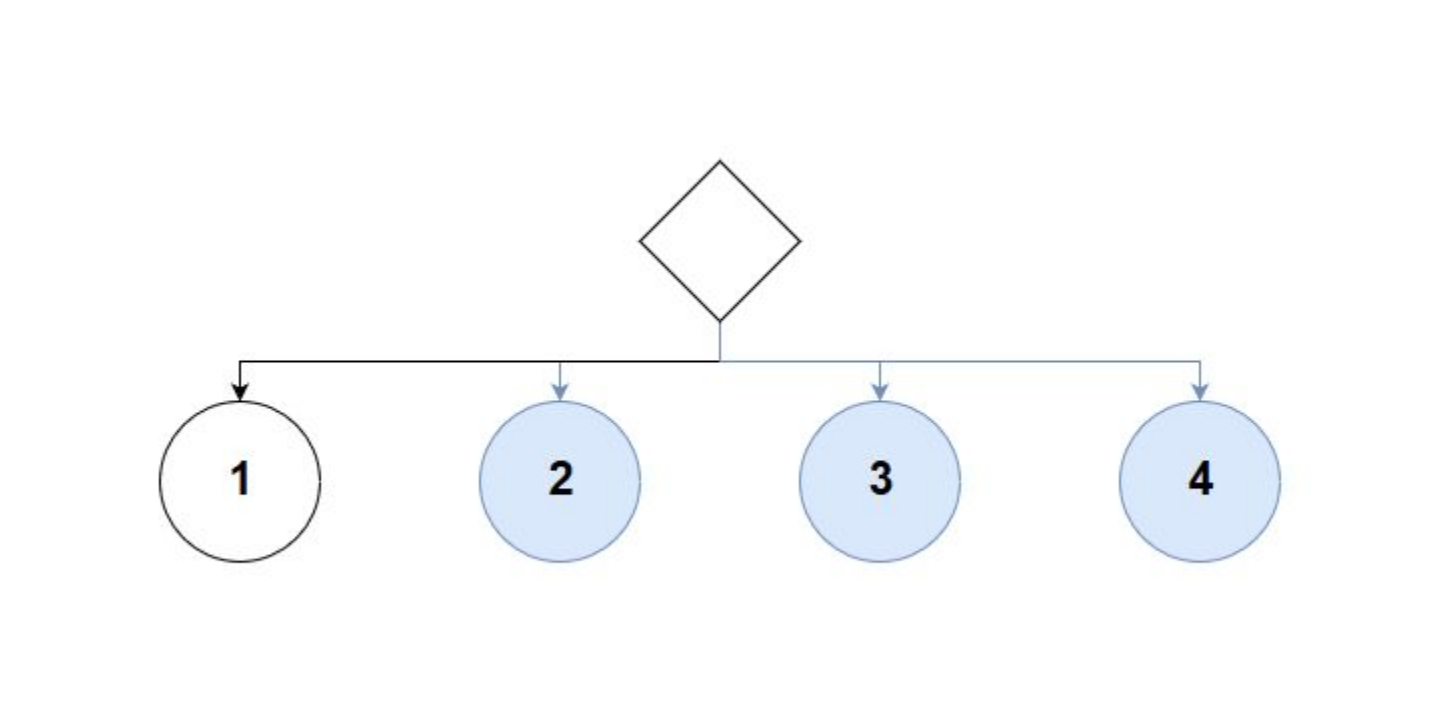
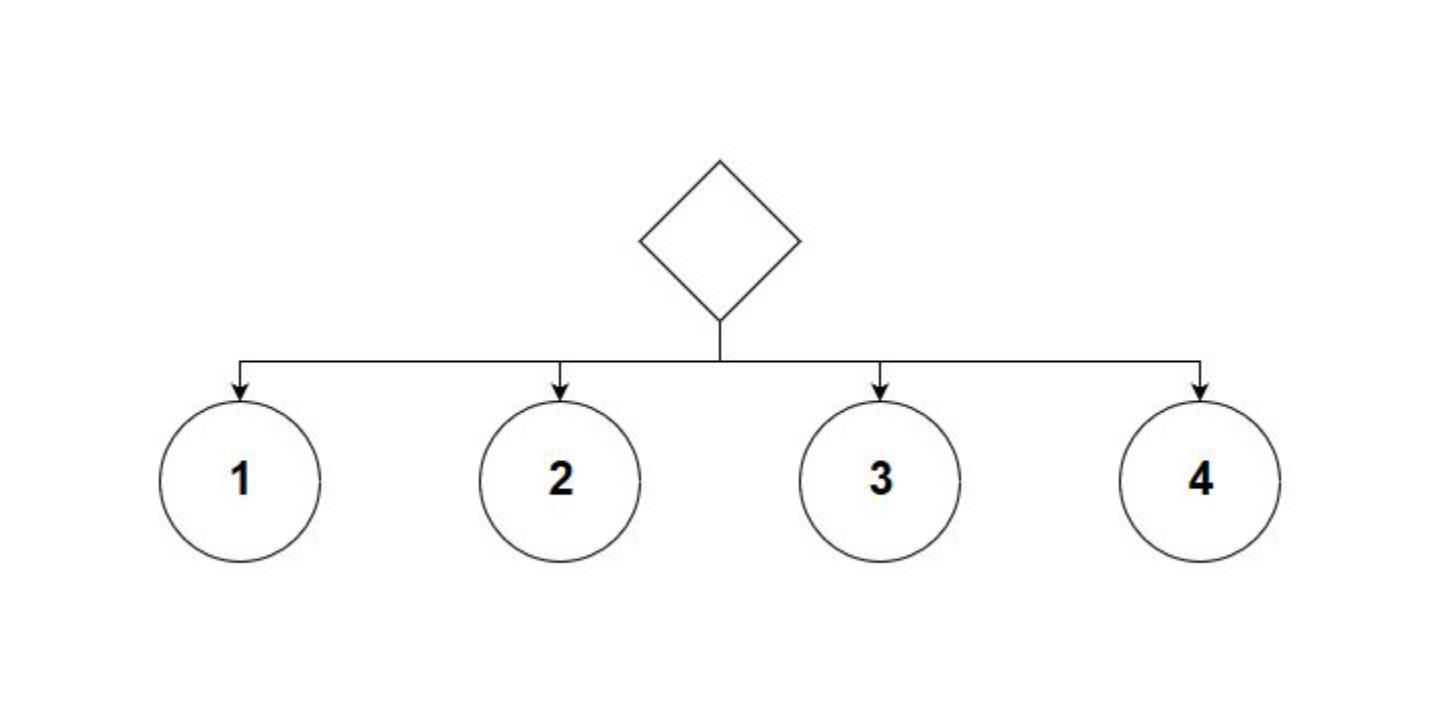


Estratégia “all for one”



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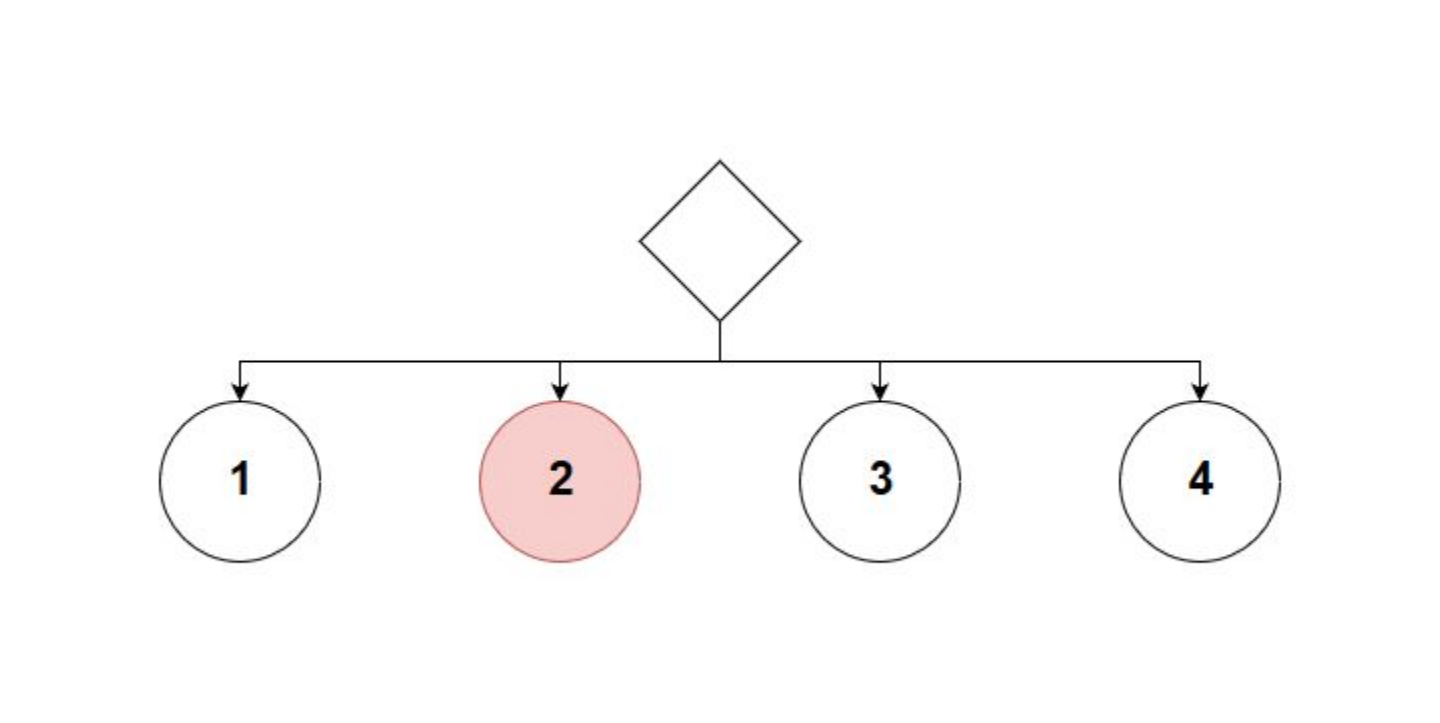

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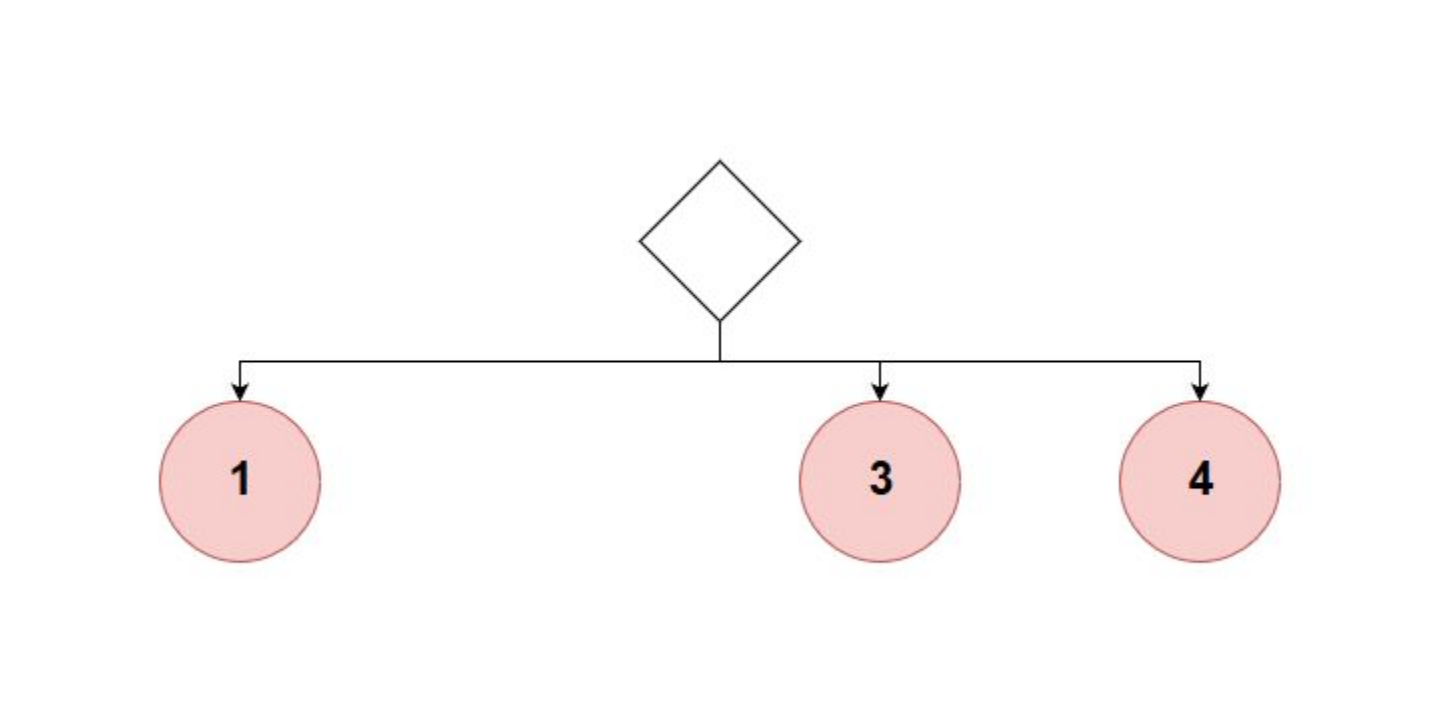

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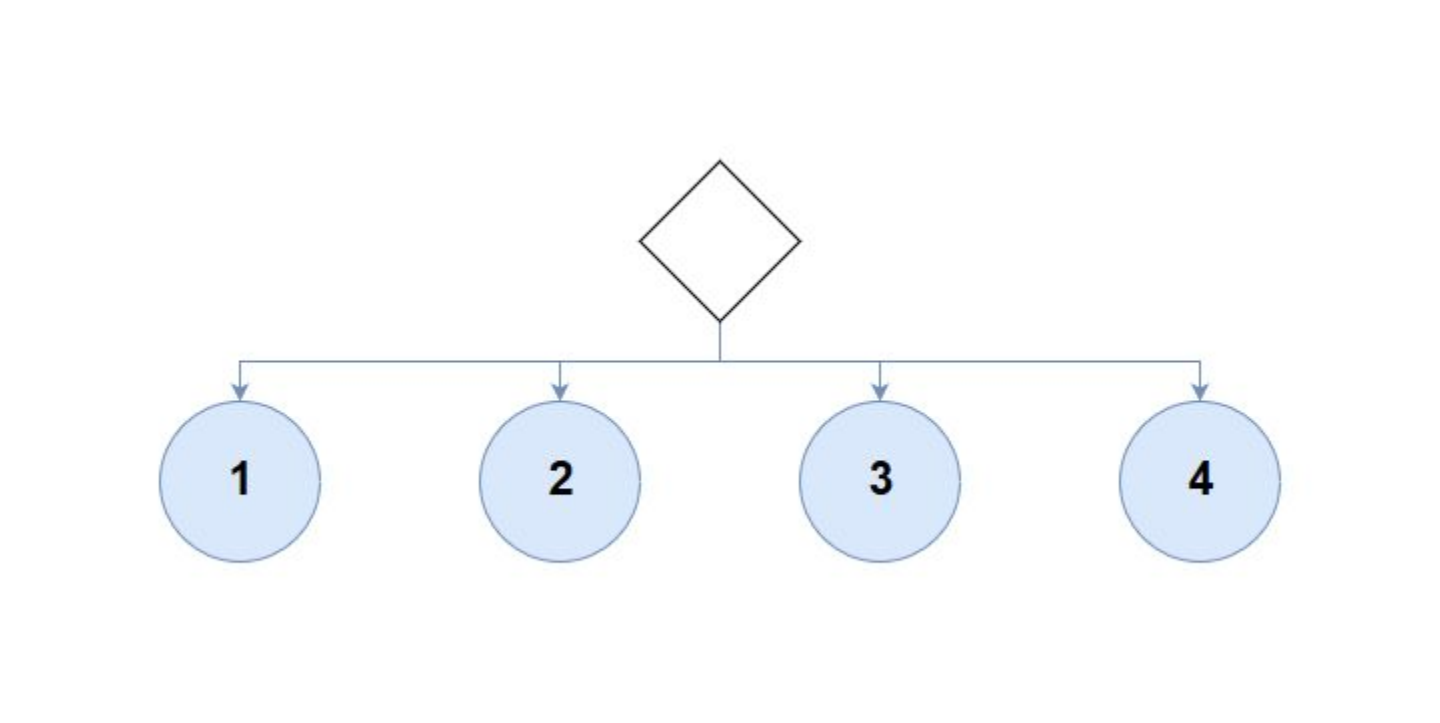
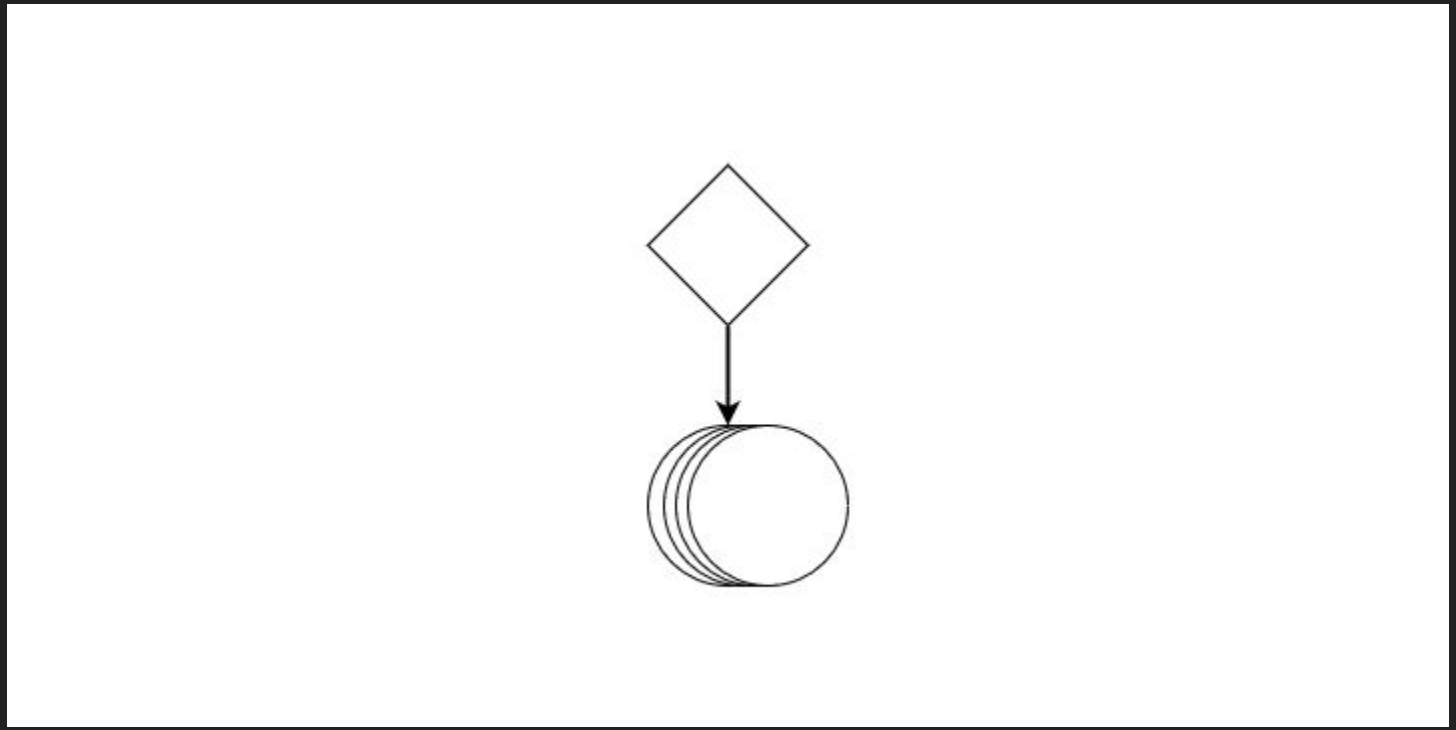


Estratégia “simple one for one”



Fim

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