OTP

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OTP

OTP = Open Telecom Platform

OTP is a fundamental library to Erlang's fault tolerance

Erlang and OTP are sometimes use synonymously

OTP is built on processes

Processes

Basic process operations:

- 1. spawn
- 2. send
- 3. receive
- 4. Process.monitor

Supervisor

Supervisor

- Handles fault tolerance
- Restarts crashed processes as specified
- Lots of configuration options not covered here

Restart Options

- :permanent (default)
- :transient
- :temporary

Permanent Always restart

Transient

Restart on error

Temporary Never restart

Supervisor Strategy

- :one_for_one (default)
- :one_for_all
- :rest_for_one
- :simple_one_for_one

One for One

Only restart the crashing process

One for All Restart all processes

All for One Only for Musketeers



Rest for One

Restart all processes started after the crashing process

Rest for One

Processes are started in order given.

Say a Supervisor starts 5 processes.

If process 3 crashes then processes 3, 4, and 5 are restarted.

If process 5 crashes then only process 5 is restarted.

Rest for One

- Good for when later processes depend on earlier processes.
- May be better to use nested supervisors to make the relationship explicit.
- Favor:one_for_one or:one_for_all.

Simple One for One

- Deprecated
- Similar to : one_for_one.
- Good for when children are added dynamically.
- Replaced by DynamicSupervisor

Child Spec

Child Spec

Provides info for Supervisor to start the process

Sample Child Spec

```
def child_spec(arg) do
    %{
        id: __MODULE__,
        start: {__MODULE__, :start_link, [arg]}
    }
end
```

Child Spec Options

- : id (required)
- :start (required)
- :restart
- :shutdown
- :type
- :modules

GenServer Child Spec

GenServer provides a default child_spec with

use GenServer

Override Child Spec

Any spec field can be overriden like this:

use GenServer, restart: transient

Built-in Supervisors

- Supervisor
- DynamicSupervisor
- Task.Supervisor

Module-based Supervisor

Module-based Supervisor

Typically use Supervisor at application level

Use Module-based Supervisors underneath that

Can also use Task. Supervisor and DynamicSupervisor.

Application Supervisor

```
defmodule MyApp.Application do
 use Application
 def start(_type, _args) do
   children = [
             # Same as {Child1, []}
     Child1,
     {Child2, [:hello]},
     Supervisor.child_spec({Child3, [:hello]}, id: OtherID, restart: :transient)
   opts = [strategy: :one_for_one, name: MyApp.Supervisor]
   Supervisor.start_link(children, opts)
 end
end
```

Module-based Supervisor

```
defmodule MyApp.Supervisor do
 # Automatically defines child_spec/1
 use Supervisor
 def start_link(init_arg) do
   Supervisor.start_link(__MODULE__, init_arg, name: __MODULE__)
 end
 @impl true
 def init(_init_arg) do
   children = [
     Child1, # Same as {Child1, []}
     {Child2, [:hello]},
     Supervisor.child_spec({Child3, [:hello]}, id: OtherID, restart: transient)
   Supervisor.init(children, strategy: :one_for_one)
 end
end
```

DynamicSupervisor

- Started with no children
- Often supervises many processes spawned from one child spec
- Only supports : one_for_one

Task.Supervisor

- DynamicSupervisor specifically for Task
- Use Task.Supervisor.async_nolink if you don't want a
 Task to be linked to the current process
- This is to avoid dangling processes

Genserver

GenServer

Short for "Generic Server"

A generic process that encapsulates behavior and state data

GenServer Alternatives

- Task
- Agent

Which Should I Use?

	Open Logic	Isolated Logic
Open State	Module	Task
Isolated State	Agent	GenServer

Module

output = Module.fun(input)

Task

```
{:ok, task} = Task.async(fn ->
    # Do something
end)

output = Task.yield(task)

output = Task.await(task)
```

Agent

```
{:ok, pid} = Agent.start_link(fn -> state end)
Agent.update(pid, fn x -> update(x) end)
output = Agent.get(pid, fn x -> extract(x) end)
```

GenServer

```
{:ok, pid} = GenServer.start_link(...)
GenServer.cast(pid, msg)

output = GenServer.call(pid, msg)
```

Demo

Questions?