

# TLDR

## The Language Described in this Report

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# Agenda

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Introduction

Concurrency

The Actor Model

Message Passing

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# Introduction



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# Introduction

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1. Modeling
2. Simulations
3. Real World Systems
4. Languages

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# Concurrency



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# The Actor Model

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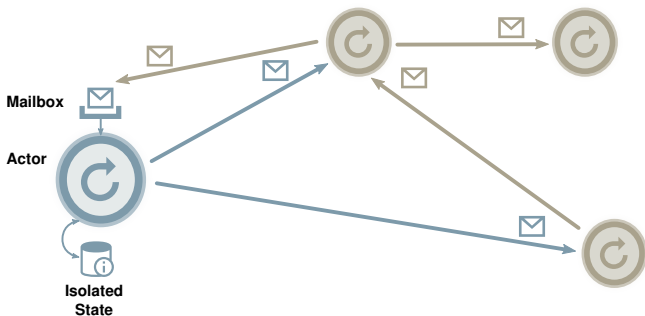
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1. State
2. Communication
  - 2.1 Reactive
  - 2.2 Mailbox



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# Message Passing

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1. Sending
  - 1.1 Blocking vs. Non-blocking
2. Receiving

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