

# Concurrent Programming with the Elixir Ecosystem

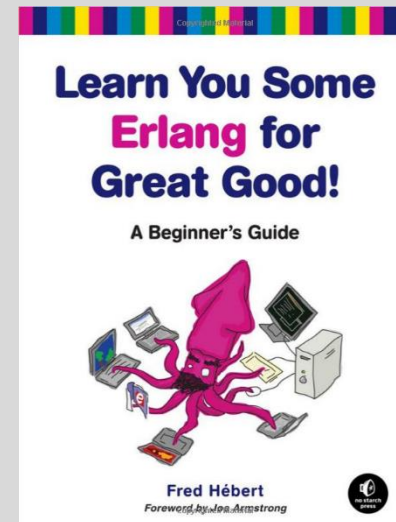
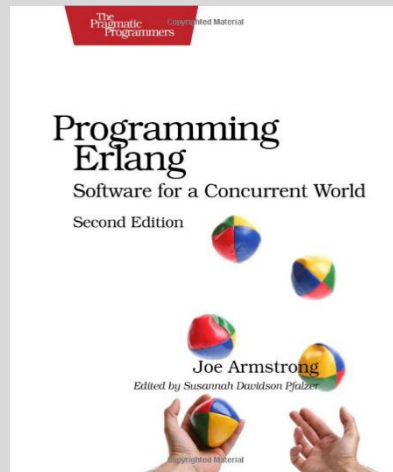
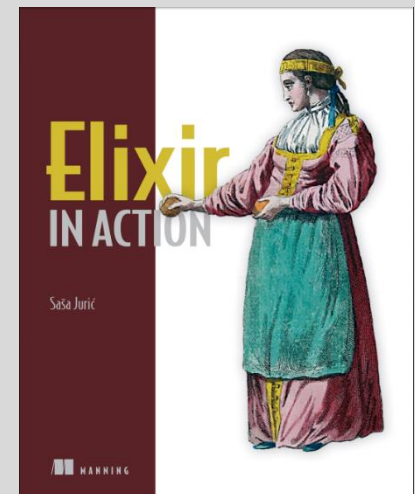
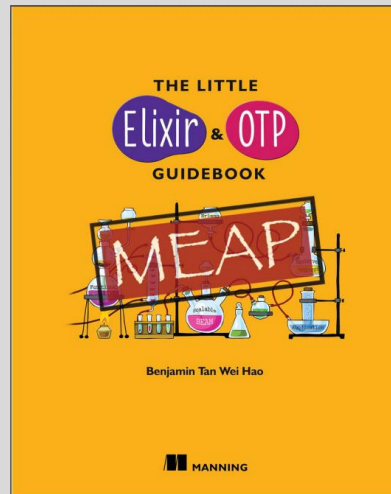
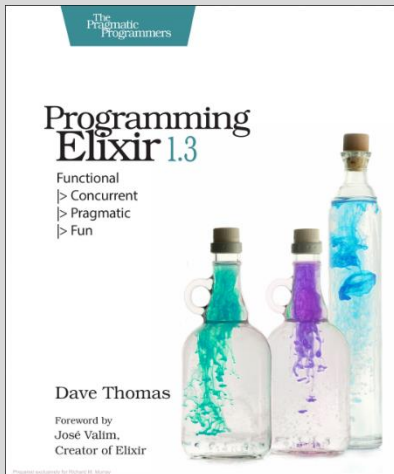
Dick Murray

8/31/2016

# Advertisement

- This talk will explore concurrent programming through examples using Elixir and the **Open Telecom Platform**. Functional programming has shown us the value of avoiding mutable state, and composing computing elements into pipelines that transform data. Add concurrent programming, and the result is an ecosystem in which our designs can flourish in a multi-core environment. We will examine several fundamental features including **process supervision** and the “**Let It Crash**” systems philosophy.

# This presentation uses material from these books



# Why Elixir... What about Scala

- Not a competition. Scala remains important.
  - See: <http://vschart.com/compare/elixir/vs/scala>
- Elixir is different: Functions/Concurrent, not *obviously* OO. Elixir is Rubyish, Scala is Javaish
- Some patterns disappear, some are new
- Elixir is Erlang Plus: Erlang is historically concurrent
- Lightweight processes built into BEAM
- Ecosystems for Scala and Elixir/Erlang

# Concept of Concurrency

- Is it possible to break a program/algorithm into order independent components?
- If so these components are said to be concurrent.
- If these concurrent components are executed out of order the result is the same.
- This allows parallel execution of the components in multi-processor and multi-core systems

# Actor Model

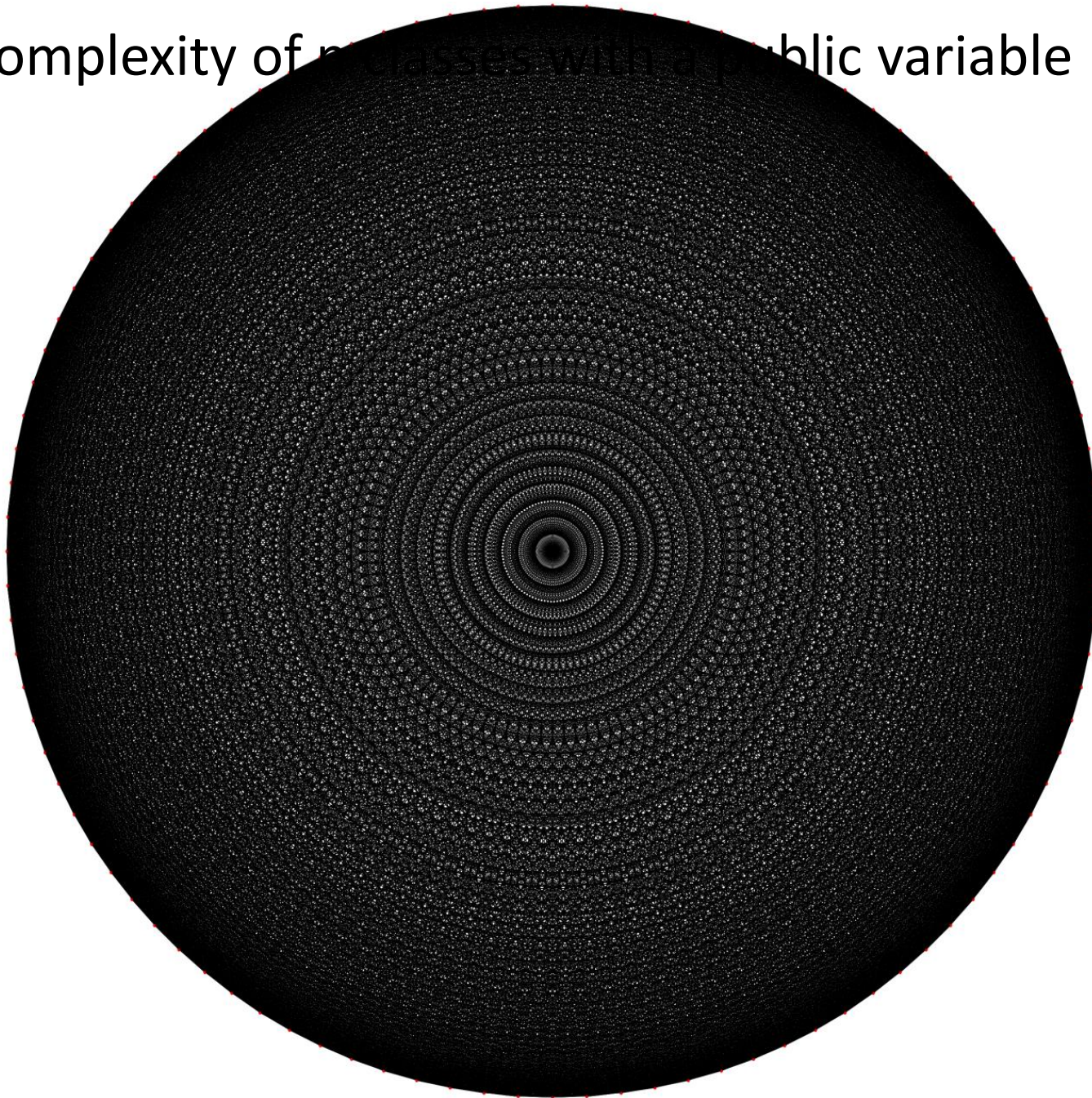
- Actors are processes that act as the universal primitives of concurrent computation.
- Actors may;
  - Send a message to an actor
  - Receive a message from an actor
  - Create other actors (spawn process)
  - Maintain internal state (i.e share nothing with other actors)
- Elixir/Erlang the actors are processes.
  - Convention refers to them as processes.

# Why Concurrency, Why Actors

- Coupling is a measure of how one part of a program can effect another part.
- In Java, a public class variable is an example of high coupling between the class and every other class.
- In this case, coupling may be mitigated by;
  - Private scope
  - Getters/setters
  - Variable set only by constructor



# Complexity of $n$ classes with a public variable





# Reducing Complexity

- Functional Programming Style
  - Immutability
  - Functions as first class components
- Concurrency
  - Independent processes
  - Explicit and observable process interaction

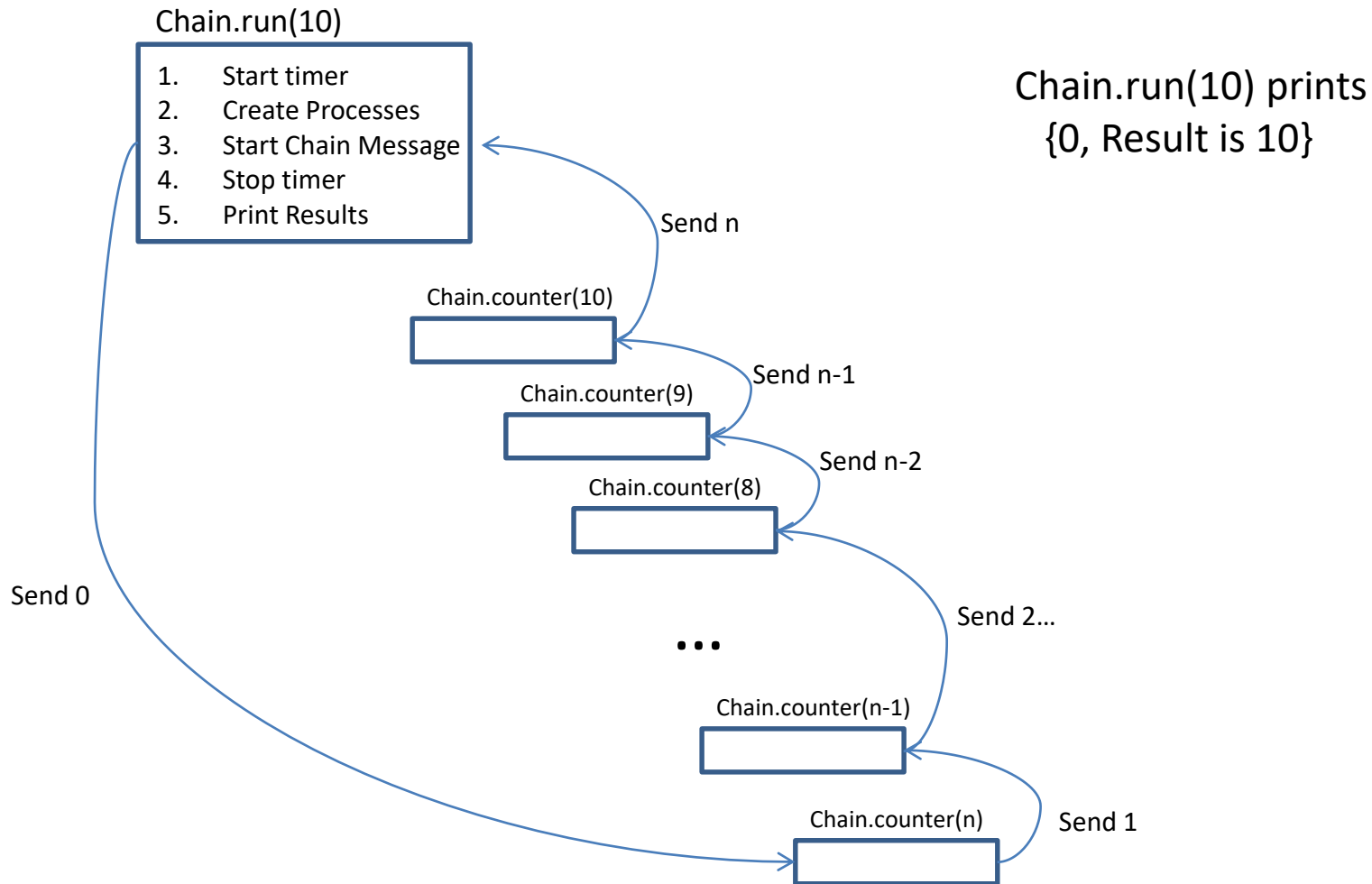
# Elixir Ecosystem

- Elixir
  - Elixirc: Elixir compiler
  - IEx: interactive Elixir (REPL)
  - MIX: Elixir project manager
  - EXUNIT: test framework
  - Phoenix web framework
- Erlang
  - Erlang language and libraries
  - BEAM: virtual machine with built-in concurrency
  - Observer
  - Release Manager

# Simple Concurrent Example

- Create a process that adds one to a counter and passes it to the next process in line
- Spawn  $n$  of these processes.
- Kickoff the “chain reaction” and see how long it takes

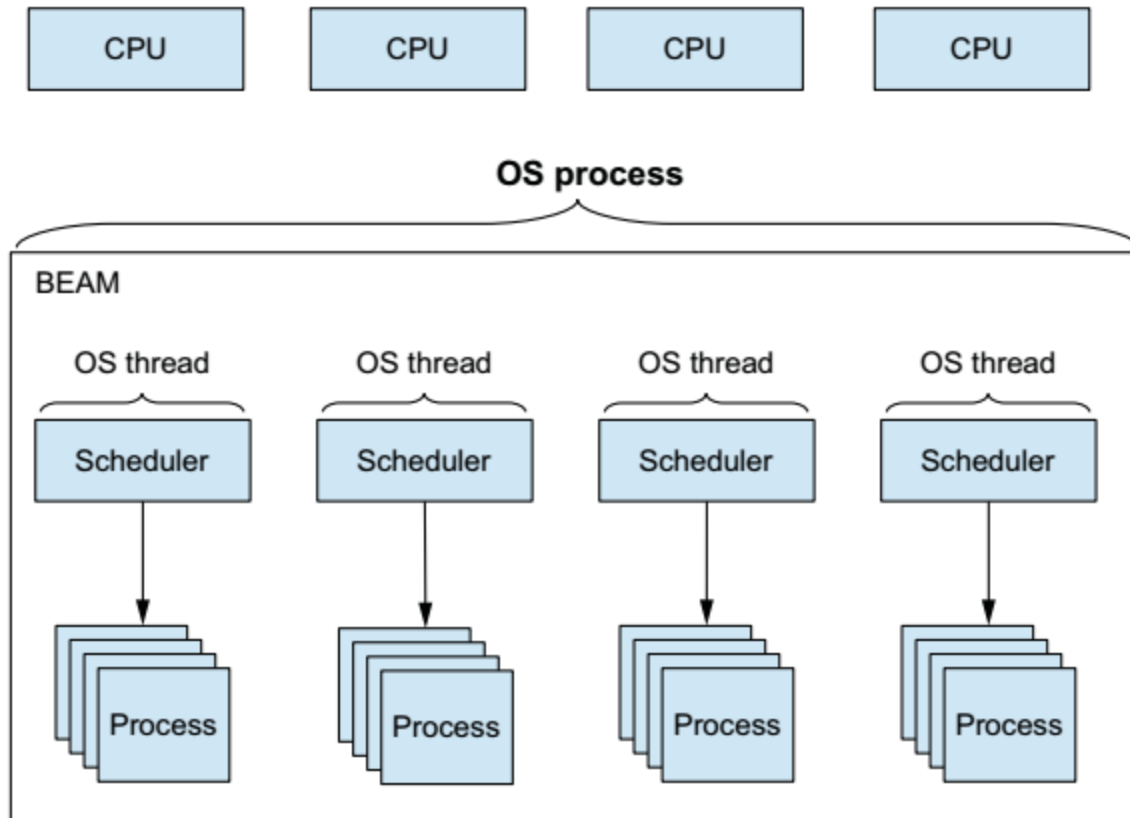
# Chain Module Diagram

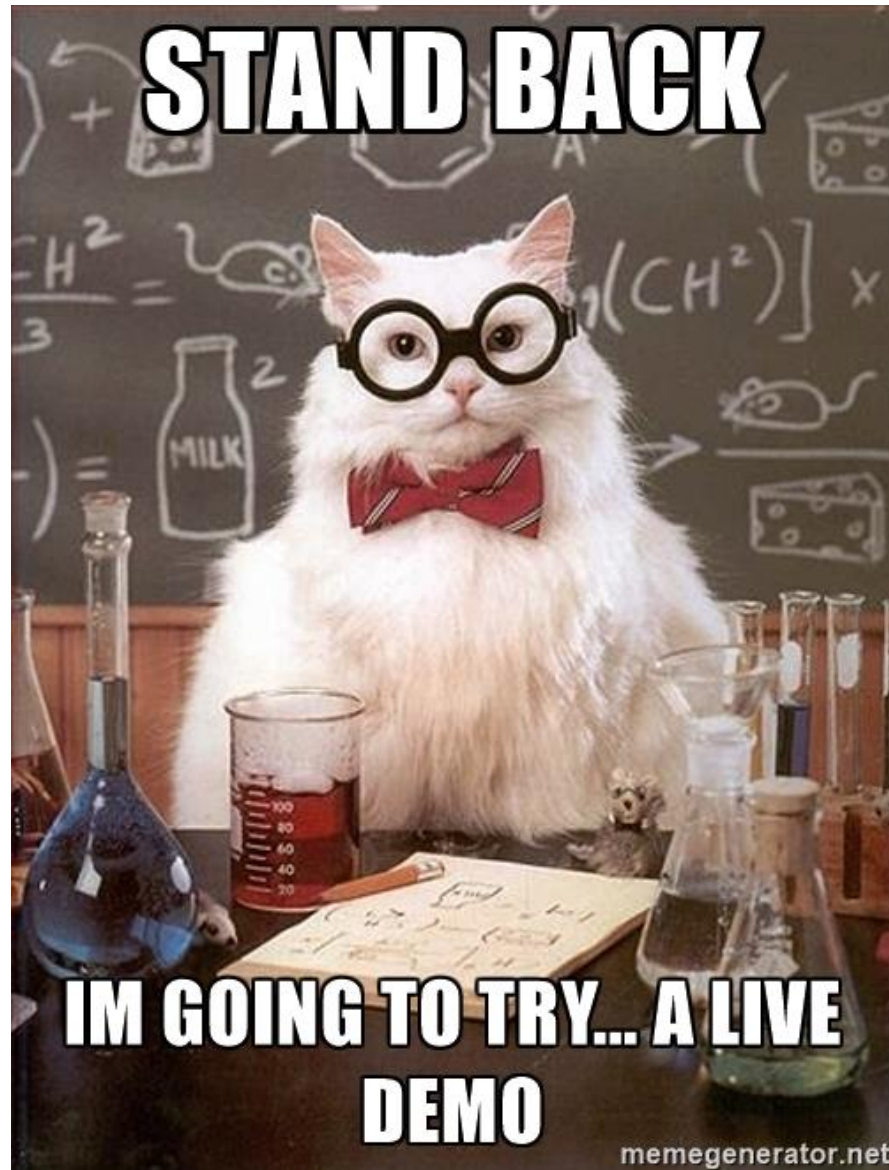


## spawn/chain.ex

```
Line 1 defmodule Chain do
-   def counter(next_pid) do
-       receive do
-           n ->
5           send next_pid, n + 1
-       end
-   end
-
-   def create_processes(n) do
10      last = Enum.reduce 1..n, self,
-          fn (_, send_to) ->
-              spawn(Chain, :counter, [send_to])
-          end
-
15      send last, 0    # start the count by sending a zero to the last process
-
-      receive do      # and wait for the result to come back to us
-          final_answer when is_integer(final_answer) ->
-              "Result is #{inspect(final_answer)}"
20      end
-   end
-
-   def run(n) do
-       IO.puts inspect :timer.tc(Chain, :create_processes, [n])
25      end
-   end
```

# BEAM Process Structure







# Concurrency: A Richer Example

[Weather](#)[Maps](#)[API](#)[Price](#)[Partners](#)[Stations](#)[News](#)[About](#)

## Current weather and forecasts in your city

### Weather in City of London, GB

 **23.9 °C**

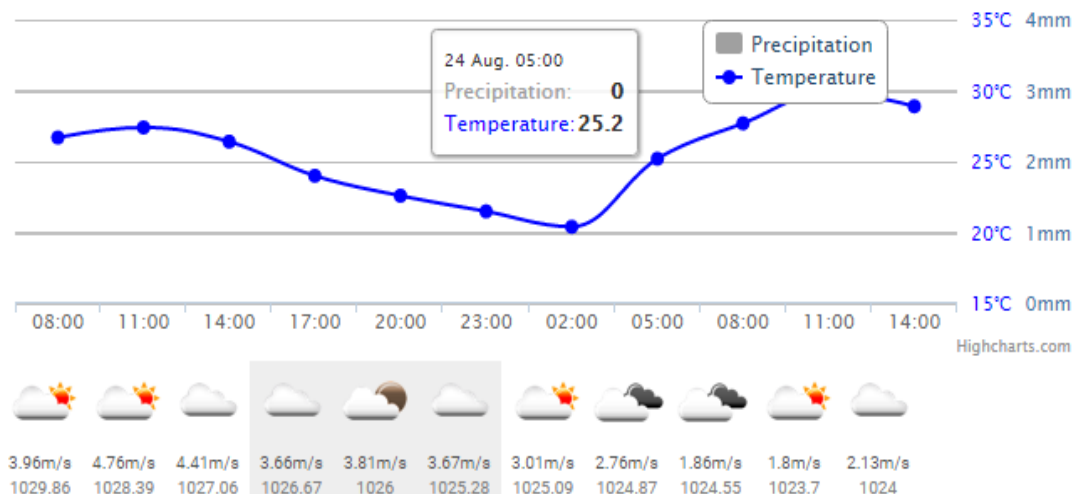
Clear

get at 2016.08.23 05:54

Wind	Light breeze 2.1 m/s East-southeast (120 )
Cloudiness	sky is clear
Pressure	1024 hpa
Humidity	38 %
Sunrise	1:0
Sunset	15:8

[Main](#)[Daily](#)[This day in history](#)[Satellite](#)

### Hourly weather forecast



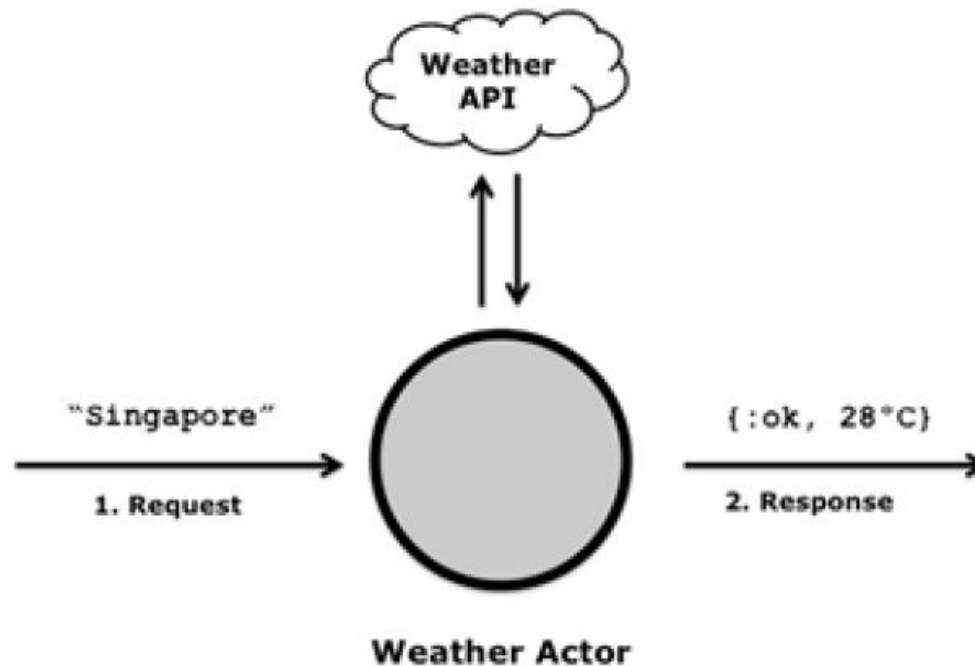
# Weather Site has API

[http://api.openweathermap.org/data/2.5/weather?  
q=Singapore&APPID=969038ec2b87be02c5f1e3f1344ee286](http://api.openweathermap.org/data/2.5/weather?q=Singapore&APPID=969038ec2b87be02c5f1e3f1344ee286)

Returned JSON snippet

```
- main: {  
  temp: 304.38,  
  humidity: 59,  
  pressure: 1004,  
  temp_min: 303.15,  
  temp_max: 305.93  
},  
- wind: {  
  speed: 3.08,  
  gust: 0,  
  deg: 310  
},  
- clouds: {  
  all: 8  
},  
dt: 1471946413,  
id: 1880252,  
name: "Singapore",  
cod: 200
```

# Write Elixir Code to Get Weather



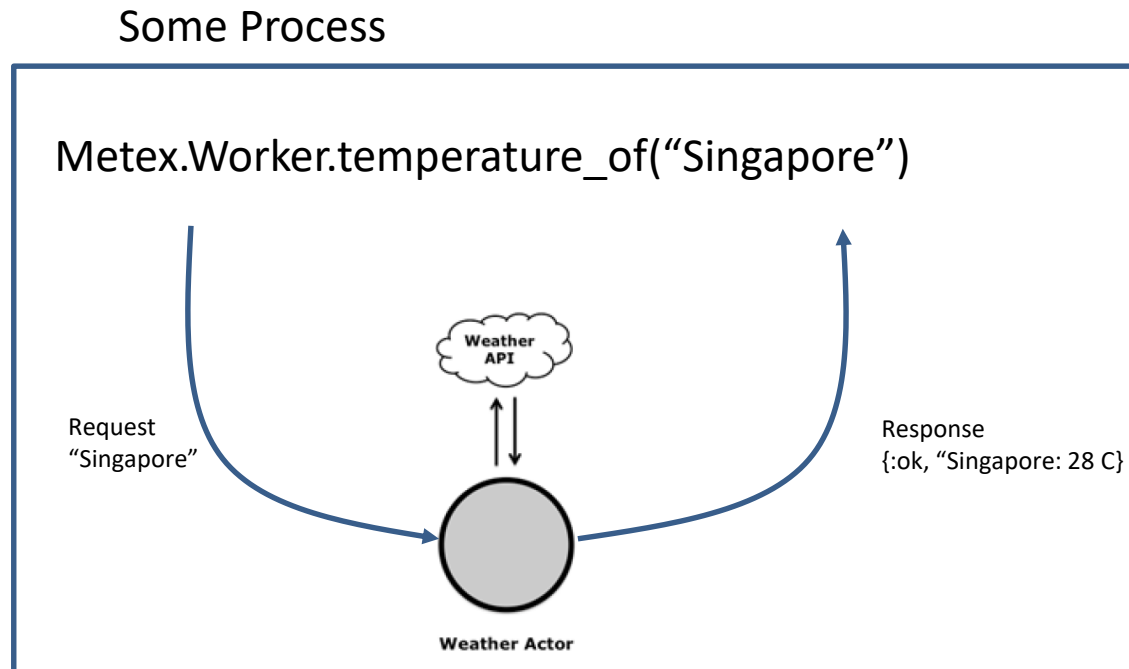
```

13 defp temperature_of(location) do
14   result = url_for(location) |> HTTPoison.get |> parse_response
15   case result do
16     {:ok, temp} ->
17       "#{location}: #{temp}°C"
18     :error ->
19       "#{location} not found"
20   end
21 end
22
23 defp url_for(location) do
24   location = URI.encode(location)
25   "http://api.openweathermap.org/data/2.5/weather?q=#{location}&appid=#{apikey}"
26 end
27
28 defp parse_response({:ok, %HTTPoison.Response{body: body, status_code: 200}}) do
29   body |> JSON.decode! |> compute_temperature
30 end
31
32 defp parse_response(_) do
33   :error
34 end
35
36 defp compute_temperature(json) do
37   try do
38     temp = (json["main"]["temp"] - 273.15) |> Float.round(1)
39     {:ok, temp}
40   rescue
41     _ -> :error
42   end
43 end
44
45 defp apikey do
46   "969038ec2b87be02c5f1e3f1344ee286"
47 end
48
49 end
50

```

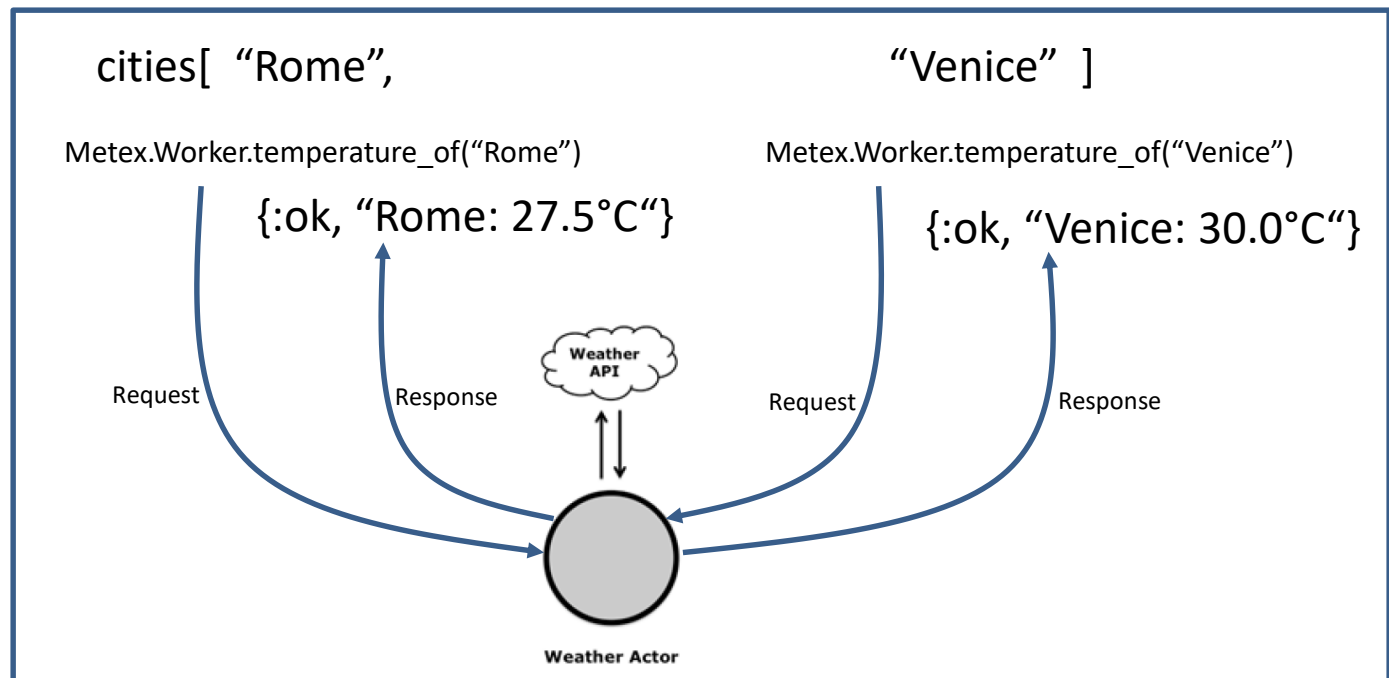
# Demo: Worker Task

- `Metex.Worker.temperature_of("Singapore")`
  - Get a single weather forecast



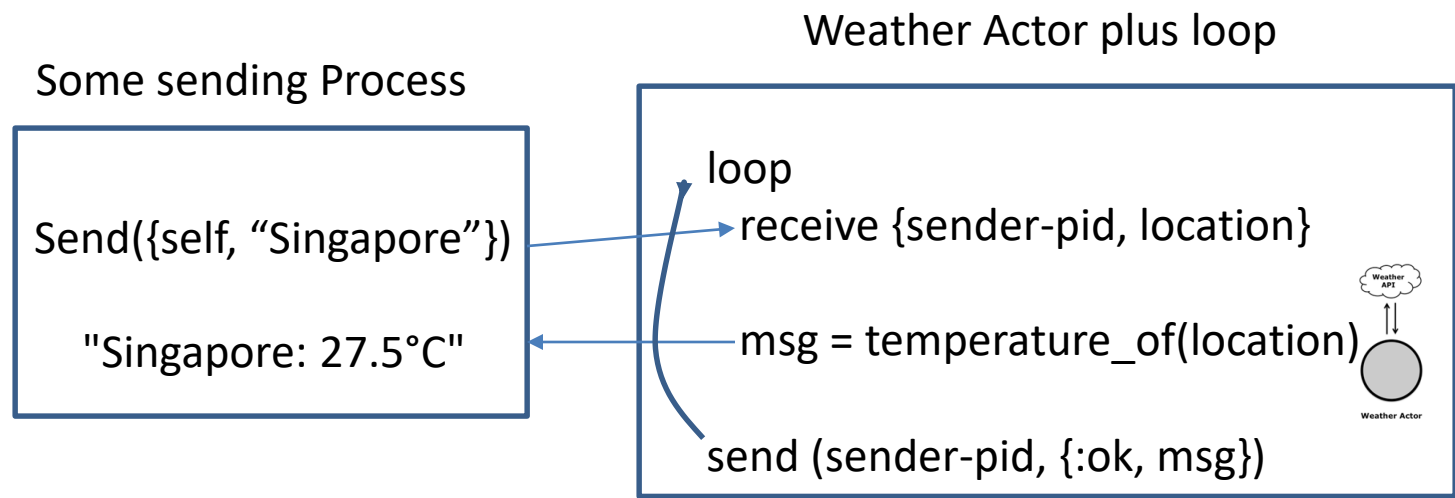
# Use map to submit multiple cities

- `cities = ["Rome","Venice"]`
- `cities |> Enum.map( (fn(city) -> Metex.Worker.temperature_of(city)  
end ))`
  - Get multiple weather forecasts one at a time from a function



# Make a Server process (actor)

- Make temperature\_of a process server
  - Add a loop
  - Spawn as a process





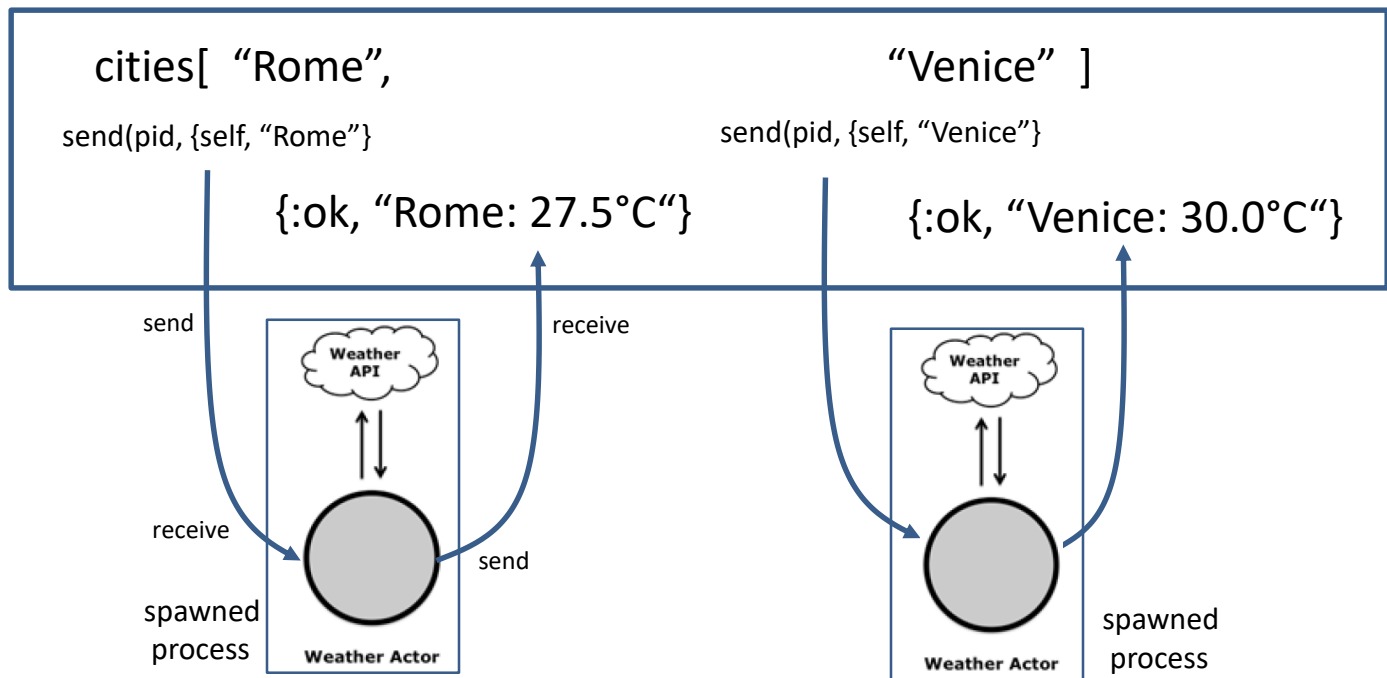
```

1  defmodule Metex.Worker do
2
3      def loop do
4          receive do
5              {sender_pid, location} ->
6                  send(sender_pid, {:ok, temperature_of(location)})
7              _ ->
8                  IO.puts "don't know how to process this message"
9          end
10         loop
11     end
12
13     def temperature_of(location) do
14         result = url_for(location) |> HTTPoison.get ||> parse_response
15
16         case result do
17             {:ok, temp} ->
18                 "#{location}: #{temp}°C"
19             :error ->
20                 "#{location} not found"
21         end
22     end
23
24     defp url_for(location) do
25         "http://api.openweathermap.org/data/2.5/weather?q=#{location}&APPID=#{apikey}"

```

# Demo: Loop task

- Start multiple workers and send each a message
  - `cities |> Enum.each(fn city -> pid = spawn(Metex.Worker, :loop, [])  
send(pid, {self, city}) end)`



# OTP: Easier Concurrency

- OTP defines systems in terms of hierarchies of applications which follow a small number of conventions called behaviors
- OTP behaviors
  - GenServer: A behavior module for implementing the server of a client-server relation.
  - GenEvent: Implements event handling
  - Supervisor: Implements supervision of other behavior modules
- We will work with GenServer and Supervisor

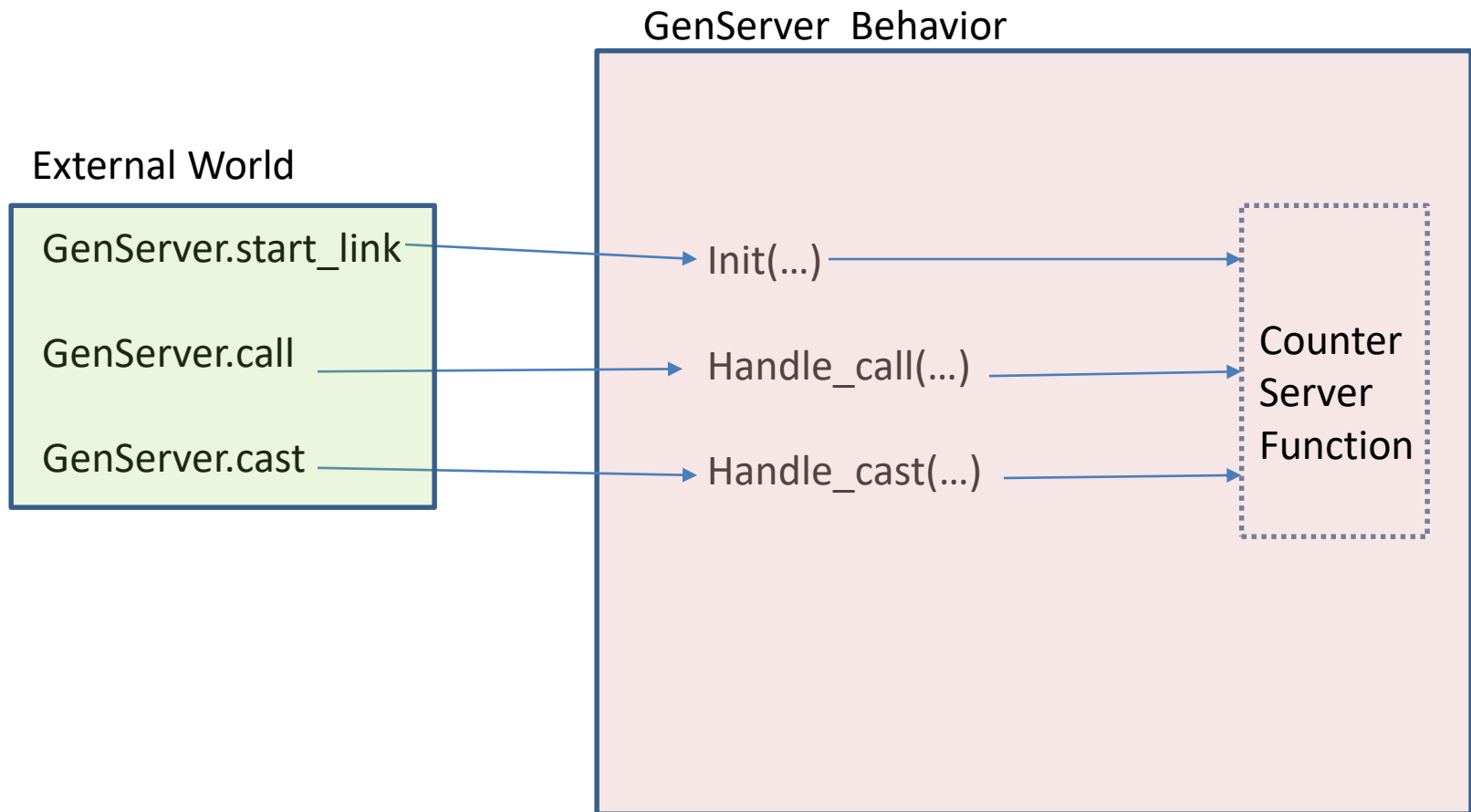
# GenServer...What is the Advantage

- Synchronous and asynchronous requests
- Different and growing number of message types.
- Replies are equally well handled
- State management (initial and on-going)
- Graceful termination
- Recognizable pattern (a la Ruby/Rails)
- Potential for higher level organization

# Counting Example using GenServer

- A server that returns the next integer
  - Initialize the count to n
  - Call for the next integer
  - Add delta to the count
- Tasks
  - Spawn the server
  - Handle `:next_number` message
  - Handle `:increment_number` message
  - Store state, return state

# GenServer Extensions to Counter Server



# GenServer behavior Example

```
1 defmodule Sequence.Server do
2   use GenServer
3
4   def handle_call(:next_number, _from, current_number) do
5     { :reply, current_number, current_number+1 }
6   end
7
8   def handle_cast({:increment_number, delta}, current_number) do
9     { :noreply, current_number + delta }
10  end
11 end
```



```
cmd: iex -S mix

C:\Users\Richard\Google Drive\Projects\ElixirProjects\otp-server\1\sequence>iex -S mix
Eshell V8.0 (abort with ^G)
Interactive Elixir (1.3.0) - press Ctrl+C to exit (type h() ENTER for help)
iex(1)> {:ok, pid} = GenServer.start_link(Sequence.Server, 100)
{:ok, #PID<0.100.0>}
iex(2)> GenServer.call(pid, :next_number)
100
iex(3)> GenServer.call(pid, :next_number)
101
iex(4)> GenServer.cast(pid, {:increment_number, 200})
:ok
iex(5)> GenServer.call(pid, :next_number)
302
iex(6)> GenServer.call(pid, :next_number)
303
iex(7)>
```

```
C:\WINDOWS\system32\cmd.exe - iex -S mix

C:\Users\Richard\Google Drive\Projects\ElixirProjects\otp-server\1\sequence>iex -S mix
Eshell V8.0 (abort with ^G)
Interactive Elixir (1.3.0) - press Ctrl+C to exit (type h() ENTER for help)
iex(1)> {:ok,pid} = GenServer.start_link(Sequence.Server, 100, [debug: [:trace]])
{:ok, #PID<0.100.0>}
iex(2)> GenServer.call(pid, :next_number)
*DBG* <0.100.0> got call next_number from <0.98.0>
*DBG* <0.100.0> sent 100 to <0.98.0>, new state 101
100
iex(3)> GenServer.call(pid, :next_number)
*DBG* <0.100.0> got call next_number from <0.98.0>
*DBG* <0.100.0> sent 101 to <0.98.0>, new state 102
101
iex(4)>
```

```

9  defmodule Sequence.Server do
10    use GenServer
11
12    #####
13    # External API
14
15    def start_link(current_number) do
16      GenServer.start_link(__MODULE__, current_number, name: __MODULE__)
17    end
18
19    def next_number do
20      GenServer.call __MODULE__, :next_number
21    end
22
23    def increment_number(delta) do
24      GenServer.cast __MODULE__, {:increment_number, delta}
25    end
26
27    #####
28    # GenServer implementation
29
30    def handle_call(:next_number, _from, current_number) do
31      { :reply, current_number, current_number+1 }
32    end
33
34    def handle_cast({:increment_number, delta}, current_number) do
35      { :noreply, current_number + delta }
36    end
37
38    def format_status(_reason, [ _pdict, state ]) do
39      [data: [{ 'State', "My current state is '#{inspect state}', and I'm happy" }]]
40    end
41  end

```

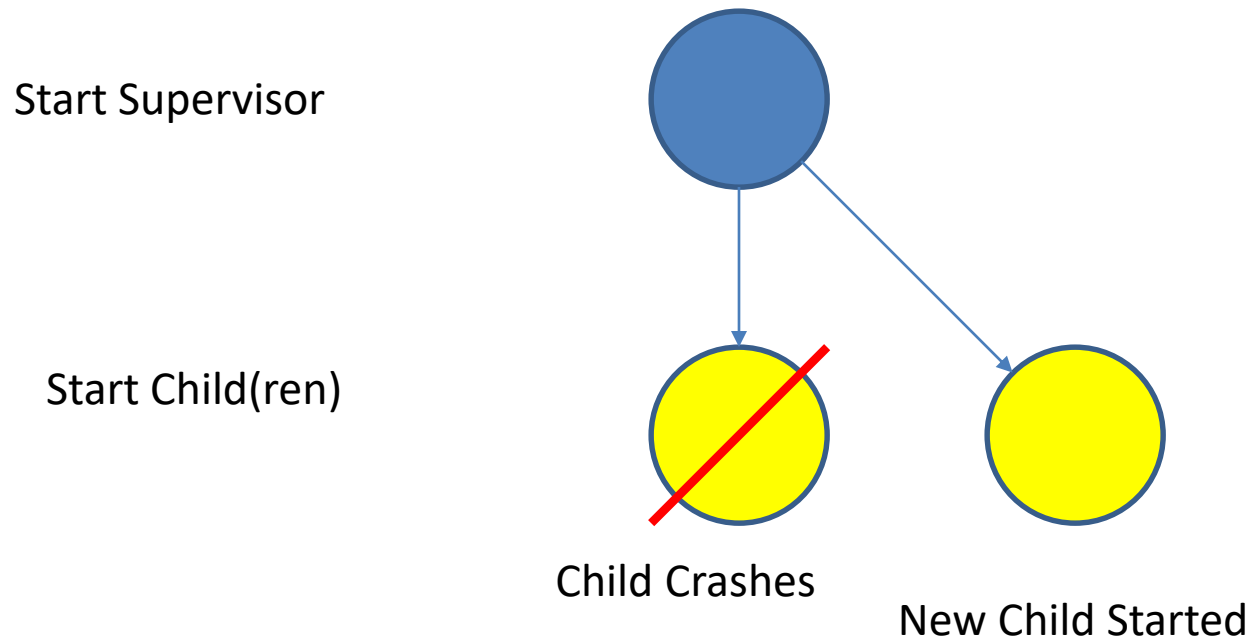
```
C:\WINDOWS\system32\cmd.exe - iex -S mix

C:\Users\Richard\Google Drive\Projects\ElixirProjects\otp-server\2\sequence>iex -S mix
Eshell V8.0 (abort with ^G)
Interactive Elixir (1.3.0) - press Ctrl+C to exit (type h() ENTER for help)
iex(1)> Sequence.Server.start_link 100
{:ok, #PID<0.100.0>}
iex(2)> Sequence.Server.next_number
100
iex(3)> Sequence.Server.next_number
101
iex(4)> Sequence.Server.increment_number 300
:ok
iex(5)> Sequence.Server.next_number
402
iex(6)>
```

# Intro Supervisor (let it crash)

- Supervisor processes manage other processes
- Uses Supervisor Behavior
  - Monitors a list of processes
  - Performs an action if a process fails

# Supervisor Operation



# Supervisor Code

```
9  defmodule Sequence do
10    use Application
11
12    def start(_type, _args) do
13      import Supervisor.Spec, warn: false
14
15      children = [
16        worker(Sequence.Server, [123])
17      ]
18
19      opts = [strategy: :one_for_one, name: Sequence.Supervisor]
20      {:ok, _pid} = Supervisor.start_link(children, opts)
21    end
22  end
23
```

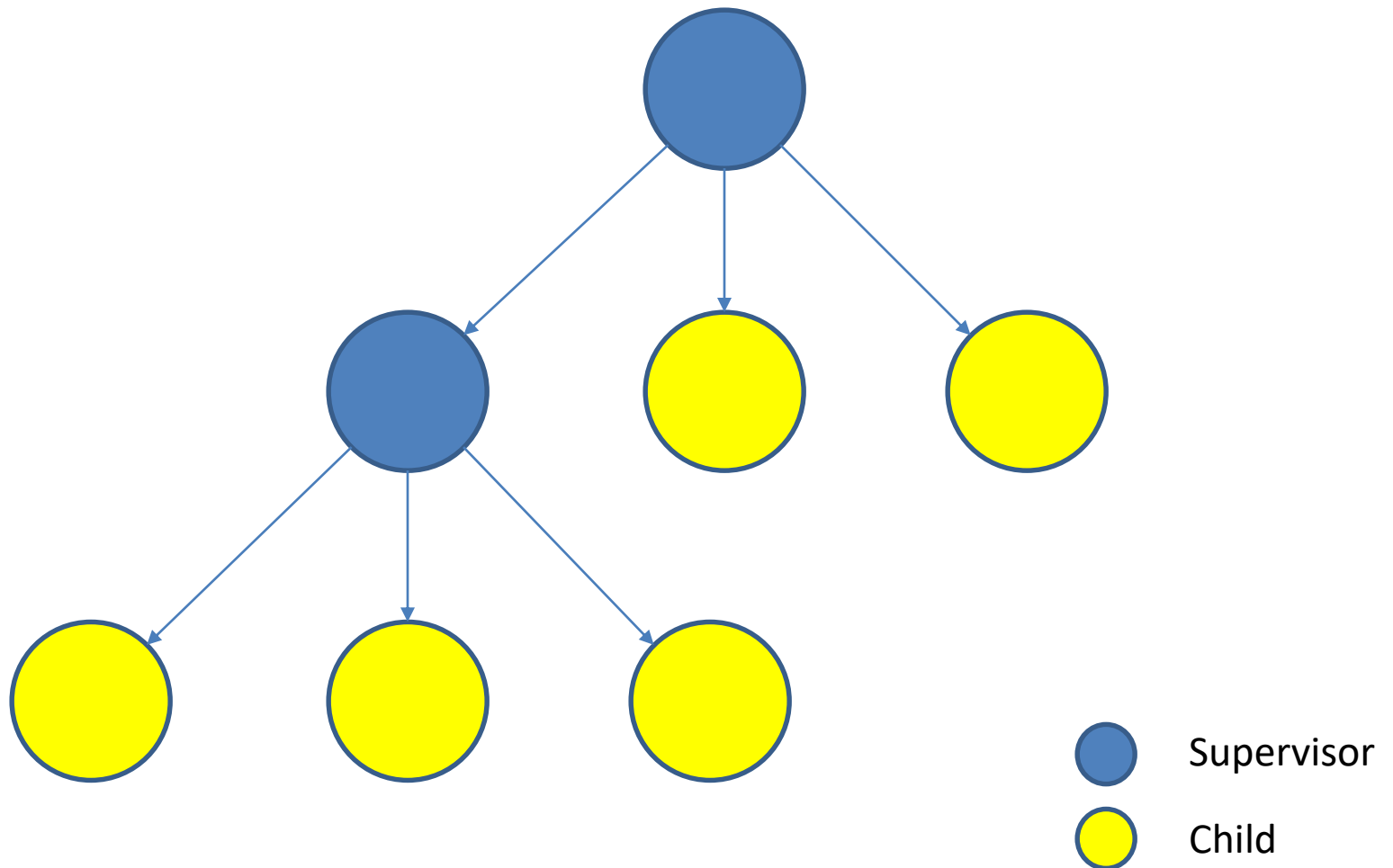
# Supervisor in Operation

```
C:\WINDOWS\system32\cmd.exe - iex -S mix

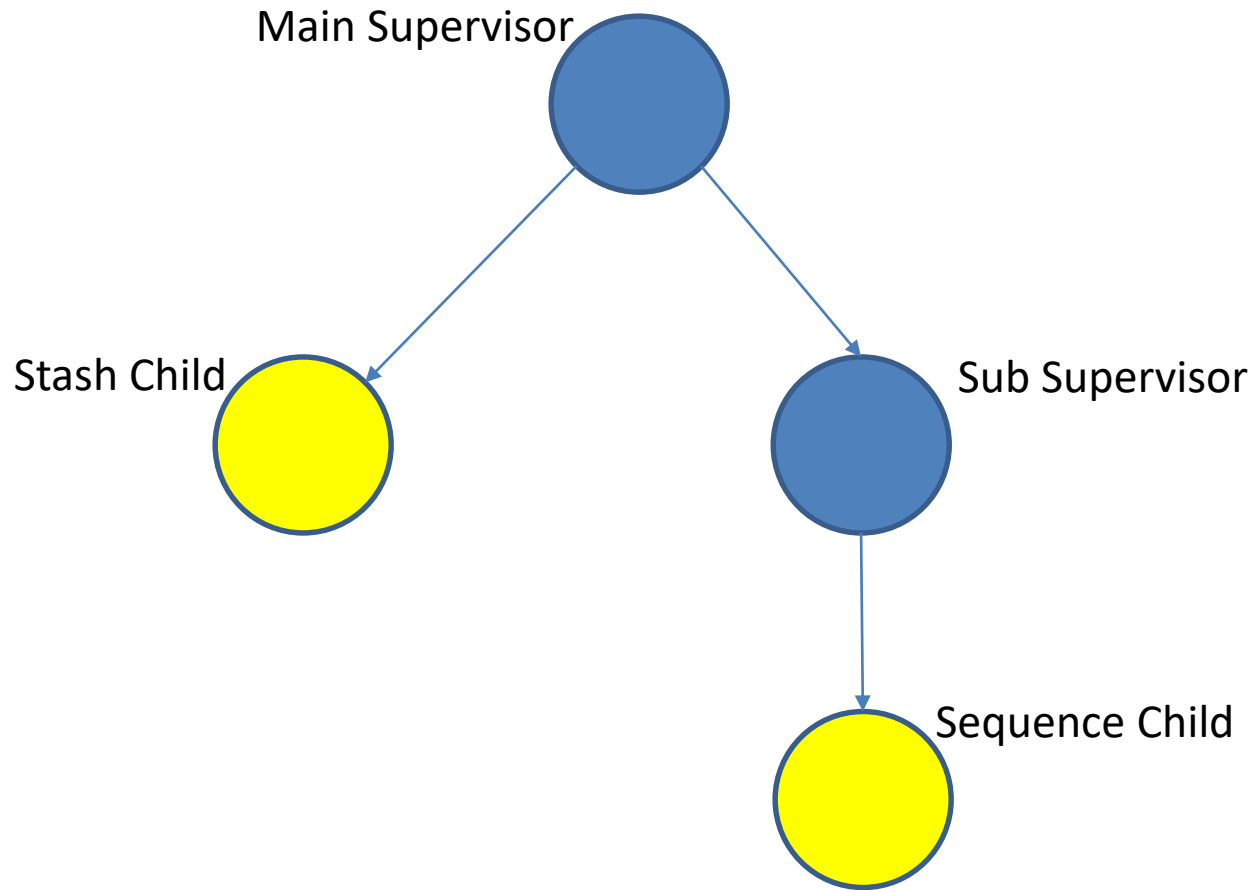
iex(1)> Sequence.Server.increment_number 3
:ok
iex(2)> Sequence.Server.next_number
126
iex(3)> Sequence.Server.increment_number "cat"
:ok
iex(4)>
09:48:49.723 [error] GenServer Sequence.Server terminating
** (ArithmeticError) bad argument in arithmetic expression
    (sequence) lib/sequence/server.ex:35: Sequence.Server.handle_cast/2
    (stdlib) gen_server.erl:601: :gen_server.try_dispatch/4
    (stdlib) gen_server.erl:667: :gen_server.handle_msg/5
    (stdlib) proc_lib.erl:247: :proc_lib.init_p_do_apply/3
Last message: {"$gen_cast", {:increment_number, "cat"}}
State: [data: [{:State, "My current state is '127', and I'm happy"}]]
iex(4)> Sequence.Server.next_number
123
iex(5)>
```



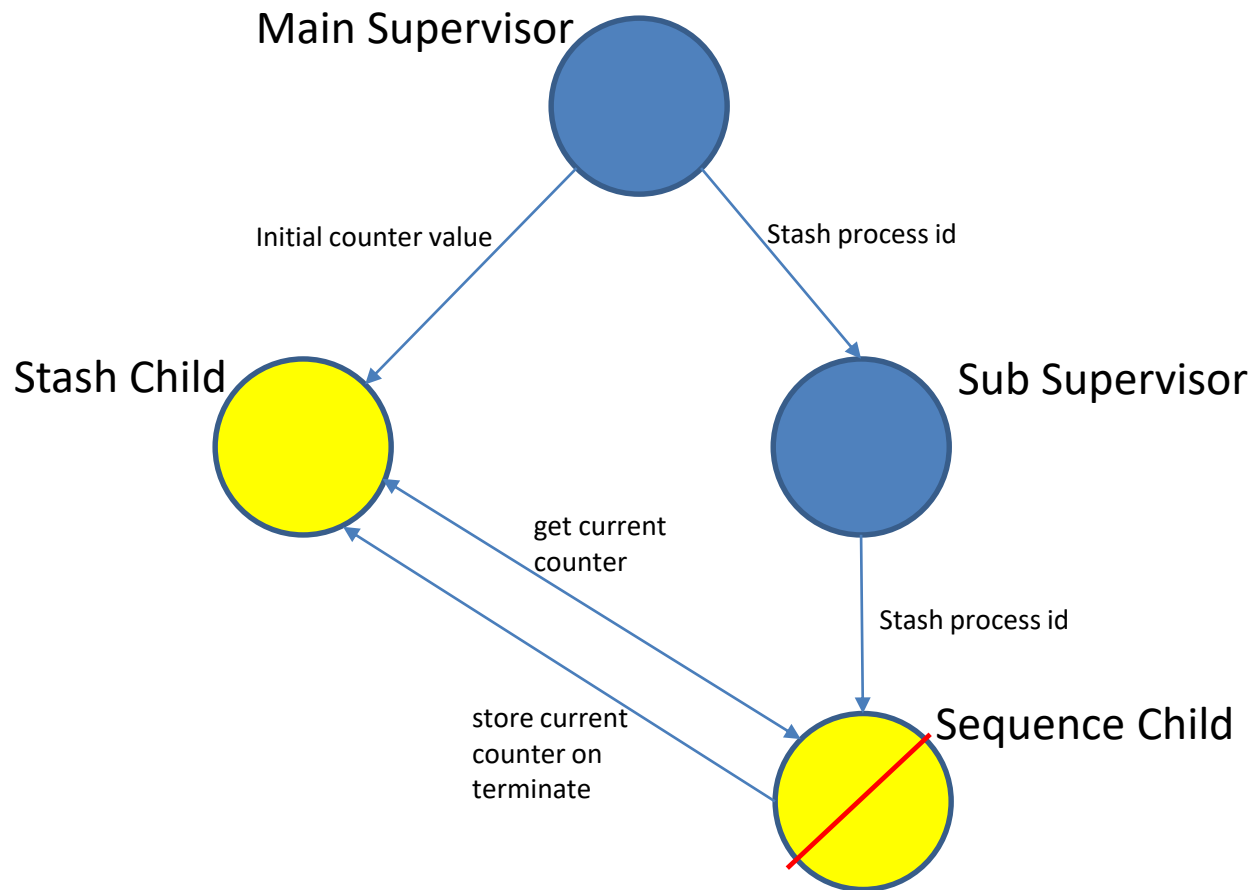
# Supervisor Hierarchy



# Retain Child State with a Second Child and Supervisor



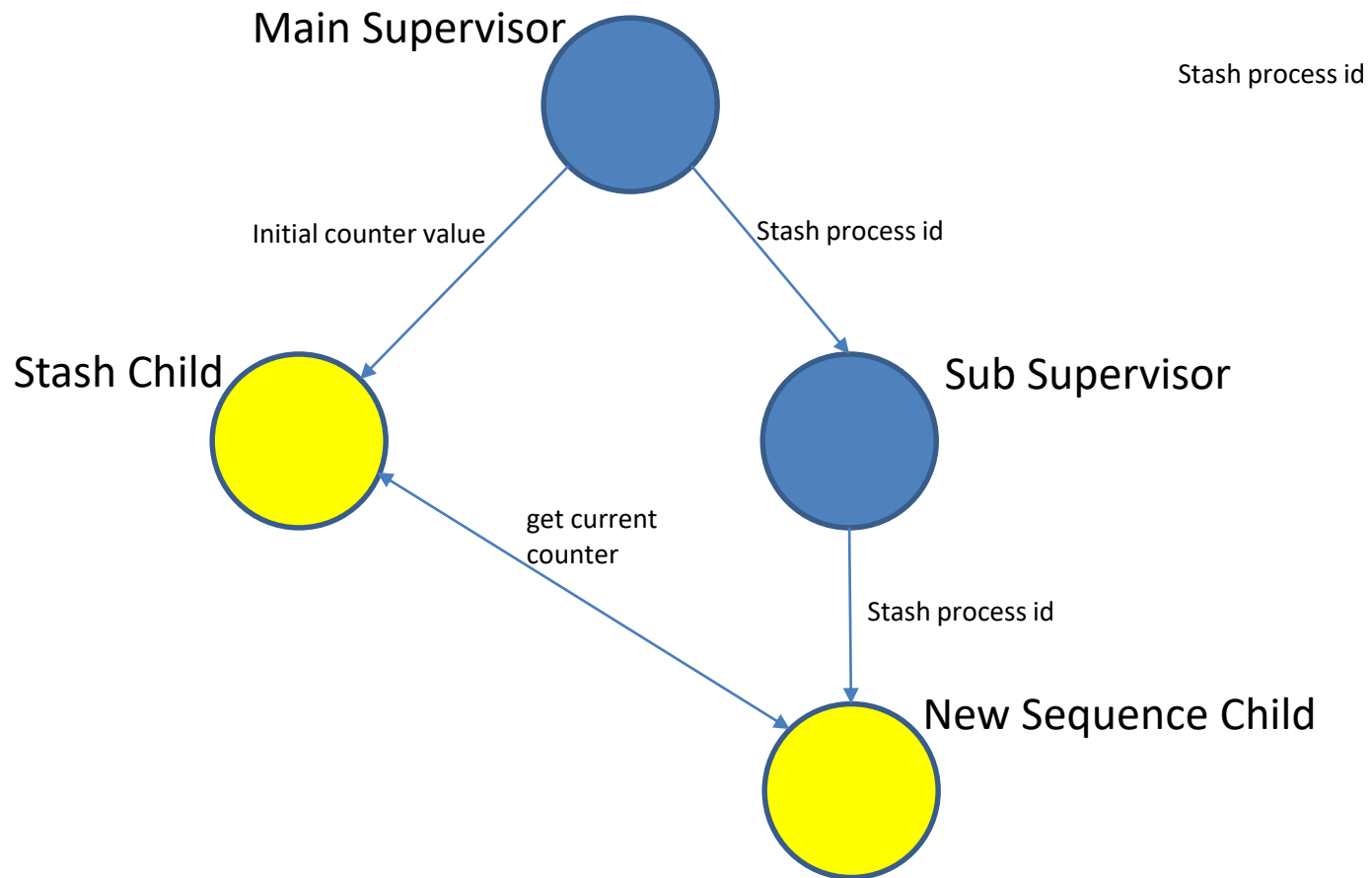
# Retain Child State with a Second Child and Supervisor



# Sequence Counter State Recovery Process

- Start Top Level Supervisor with counter value
  - Start Stash child with counter value
  - Start Sub Supervisor with Stash PID
- Sub Supervisor starts sequence child who gets counter value from stash.
- Sequence child records counter state as it fails.
- Sub Supervisor notices Sequence child has died. It creates a new Sequence child with Stash PID
- Newly created Sequence Child will pick up the current value of the counter from the Stash Child.

# Retain Child State with a Second Child and Supervisor



C:\WINDOWS\system32\cmd.exe - iex

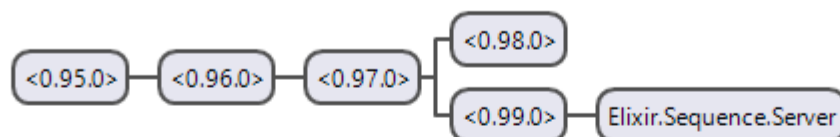
```
iex(5)> Sequence.Server
:ok
iex(6)>
==ERROR REPORT==== 27-Aug-2016:11:11:00
** Generic server 'Elixir.Sequence.Server' terminated
** Last message in was: {DOWN, 1, :normal, {Elixir.Sequence.Server, :init/1,
    [badarith,
     [{file, "lib/elixir/sequence_server.ex"},
      {line, 10}],
     {gen_server, terminate, 1},
     {gen_server, handle_info, 1},
     {proc_lib, init_proc, 2}}]}}
iex(6)> Sequence.Server
226
iex(7)>
```

nonode@nohost

File Trace Nodes Log Help

System Load Charts Memory Allocators Applications Processes Ports Table Viewer Trace Overview

elixir  
iex  
kernel  
mix  
sequence



nonode@nohost

File View Trace Nodes Log Help

System Load Charts Memory Allocators Applications Processes Ports Table Viewer Trace Overview

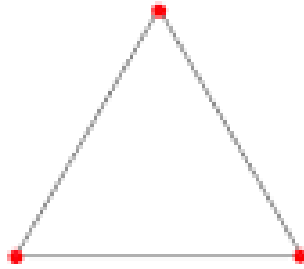
Pid	Name or Initial Func	Reds	Memory	MsgQ	Current Function
<0.100.0>	Elixir.Sequence.Server	0	2736	0	gen_server:loop
<0.99.0>	supervisor:Elixir.Sequence.SubSup...	0	2776	0	gen_server:loop
<0.98.0>	Elixir.Sequence.Stash:init/1	0	2736	0	gen_server:loop
<0.97.0>	supervisor:Elixir.Sequence.Supervi...	0	8840	0	gen_server:loop
<0.96.0>	application_master:start_it/4	0	2760	0	application_m
<0.95.0>	application_master:init/4	0	2776	0	application_m
<0.88.0>	Elixir.Mix.ProjectStack	0	24568	0	gen_server:loop
<0.87.0>	Elixir.Mix.TasksServer	0	11776	0	gen_server:loop
<0.86.0>	Elixir.Mix.State	0	8760	0	gen_server:loop
<0.85.0>	Elixir.Mix.Supervisor	0	5864	0	gen_server:loop
<0.84.0>	application_master:start_it/4	0	2688	0	application_m
<0.83.0>	application_master:init/4	0	5784	0	application_m
<0.68.0>	Elixir.IEx.Config	0	2736	0	gen_server:loop
<0.67.0>	Elixir.IEx.Supervisor	0	5784	0	gen_server:loop
<0.66.0>	application_master:start_it/4	0	2688	0	application_m
<0.65.0>	application_master:init/4	0	2776	0	application_m
<0.63.0>	elixir_code_server	0	6888	0	gen_server:loop
<0.62.0>	elixir_config	0	2736	0	gen_server:loop
<0.61.0>	elixir_sup	0	5824	0	gen_server:loop
<0.60.0>	erlang:apply/2	0	2720	0	io:execute_rec

# Summary

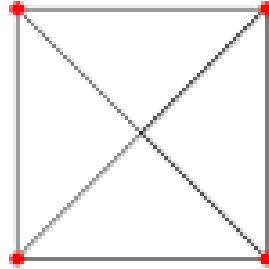
- Concurrency is a powerful tool to make use of multi-core hardware. But it must be designed... there is no free lunch
- Elixir/Erlang is a proven technology for handling all aspects of concurrency including robustness. (it is not the only technology, see Scala and AKKA)
- Concurrency should be in your tool kit, it will be a mainstream pattern in the future.



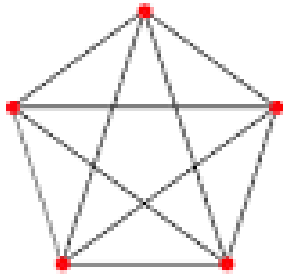
$K_2$



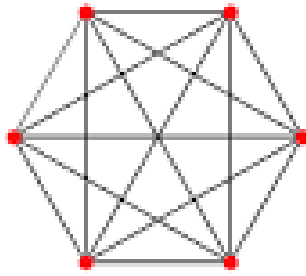
$K_3$



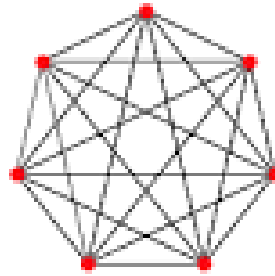
$K_4$



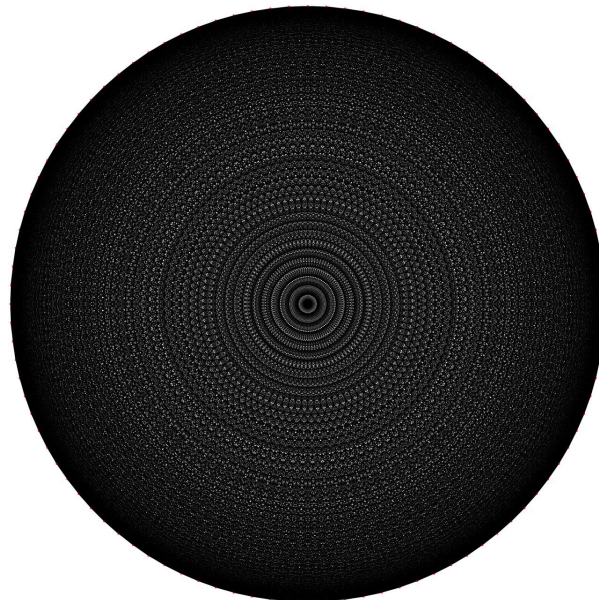
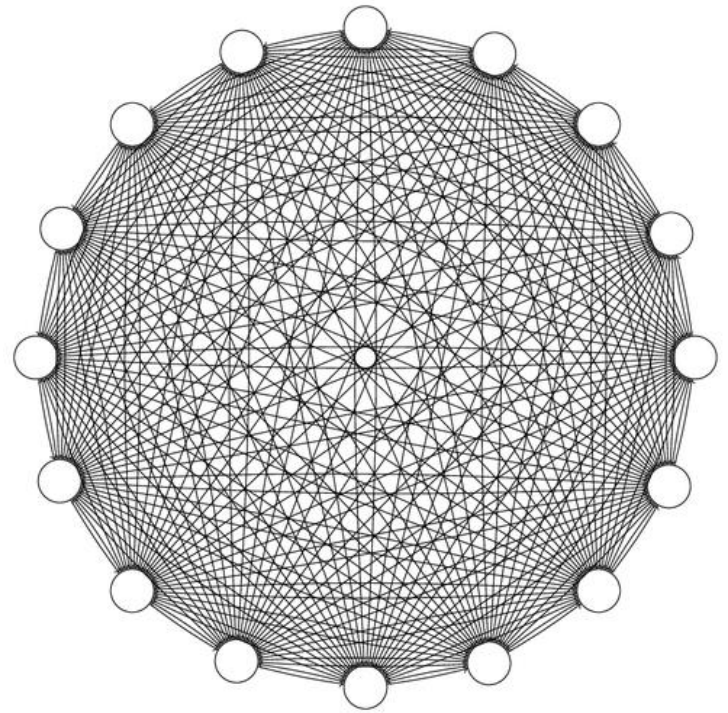
$K_5$



$K_6$



$K_7$





# What Makes Elixir/Erlang Different

- Not OO – Expand on this
- The good and the bad
- Need examples of how different
- Need examples of how good or bad
- Credit 1.3 and Little E

# Implementing Concurrent Programming

- OTP on BEAM rather than AKKA on JVM
- Tool demo here