

# My favorite Erlang Program<sup>1</sup>

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The other day I got a mail from Dean Galvin from Rowan University. Dean was doing an Erlang project so he asked “What example program would best exemplify Erlang”.

He wanted a small program, that would be suitable for a ten minute talk that would best show off the language. I thought for a while ... and quickly wrote my favorite program, it’s the “Universal server”.

## The Universal Server

Normally servers do something. An HTTP server responds to HTTP requests, an FTP server response to FTP requests and so on. But what about a *Universal Server*? Surely we can generalize the idea of a server and make a universal server, which we can later tell to become a specific server.

Here’s my universal server:

```
1 <The Universal Server 1>≡ (11)
  universal_server() ->
    <Wait for a “become F” message and become an F server 2>
  end.
```

Defines:

universal\_server, used in chunk 7.

2

```
2 <Wait for a “become F” message and become an F server 2>≡ (1)
  receive
    {become, F} ->
      F()
```

That was pretty easy. Once I have created a universal server, it just sits and waits for a {become, F} message and then it becomes an F server.

<sup>1</sup> This noweb version of the original blog post was translated, edited and annotated by [Eric Bailey](#).

Joe Armstrong. My favorite erlang program. <https://joearms.github.io/2013/11/21/My-favorite-erlang-program.html>, November 2013

<sup>2</sup> A universal server waits for a {become, F} message and then becomes an F server.

## The Factorial Server

A factorial server is a server which waits for an integer and sends back the factorial of an integer. This is mind-bogglingly simple:

```
3 <The Factorial Server 3>≡ (11)
    factorial_server() ->
        <Wait for an integer N and send back factorial(N) 4>,
        factorial_server()
    end.
```

<The factorial function 5>

Defines:

factorial\_server, used in chunk 8.

3

<sup>3</sup> A factorial server simply waits for an integer  $n$  and sends back  $n!$ .

```
4 <Wait for an integer N and send back factorial(N) 4>≡ (3)
    receive
        {From, N} ->
            From ! factorial(N)
```

Uses factorial 5.

4

<sup>4</sup> The Erlang definition of factorial/1 bears a striking resemblance to the recurrence relation:

```
5 <The factorial function 5>≡ (3)
    factorial(0) -> 1;
    factorial(N) -> N * factorial(N-1).
```

Defines:

factorial, used in chunk 4.

Now we're ready to rock and roll...

$$n! = \begin{cases} 1 & \text{if } n = 0, \\ (n-1)! \times n & \text{if } n > 0. \end{cases}$$

## Putting It All Together

I'll write a little function that creates a **universal server** and sends it a "become a **factorial server**" message. Then I'll send it an integer, wait for the response, and print the response:

```
6 <Putting It All Together 6>≡ (11)
    test() ->
        <Create a universal server 7>,
        <Send it a "become a factorial server" message 8>,
        <Send it an integer 9>
        <Wait for the response and print the response 10>
    end.
```

Defines:

test, used in chunk 11.

```

5
7  <Create a universal server 7>≡
    Pid = spawn(fun universal_server/0)
    Uses universal_server 1.
6
8  <Send it a "become a factorial server" message 8>≡
    Pid ! {become, fun factorial_server/0}
    Uses factorial_server 3.
7
9  <Send it an integer 9>≡
    Pid ! {self(), 50},
8
10 <Wait for the response and print the response 10>≡
    receive
        X ->
            io:format("~w~n", [X])

```

All these functions belong to the module fav1, which exports

test/0:

```

11 <fav1 11>≡
    -module(fav1).
    -export([test/0]).

```

<Putting It All Together 6>

<The Universal Server 1>

<The Factorial Server 3>

Uses test 6.

□

(6) <sup>5</sup> test/0 creates a universal server, binding its pid to Pid;

(6) <sup>6</sup> ... sends Pid a "become a factorial server" message;

(6) <sup>7</sup> ... sends Pid 50, thereby asking the newly-specialized factorial server to compute and respond with the value of 50!;

(6) <sup>8</sup> ... waits for the response and prints the response.

## Chunks

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## References

Joe Armstrong. My favorite erlang program. <https://joearms.github.io/2013/11/21/My-favorite-erlang-program.html>,  
 November 2013.