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# Programming Erlang Joe Armstrong

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#### **Note to readers: Concurrent programming in Erlang**

Erlang is a new programming language which was designed for programming concurrent, real-time, distributed fault-tolerant systems Programming techniques for programming concurrent real-time systems have, for many years, lagged behind those techniques ...

#### **Concurrency Oriented Programming in Erlang**

Joe Armstrong COP What is Erlang/OTP? Erlang = a new(ish) programming language OTP = a set of libraries (making an Erlang application OS) New way of developing distributed fault-tolerant applications (OTP) Battle tested in Ericsson and Nortel products AXD301, GPRS, SSL accelerator Biggest COPL used to earn money in the world

#### **Programming Erlang, Second Edition - WordPress.com**

Programming Erlang, Second Edition This second edition of Joe's seminal Programming Erlang is a welcome update, covering not only the core language and framework fundamentals but also key community projects such as rebar and cowboy Even experienced Erlang program-mers will find helpful tips and new insights throughout the book, and beginners

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**Programming Erlang, Second Edition**

Programming Erlang, Second Edition Software for a Concurrent World Joe Armstrong The Pragmatic Bookshelf Dallas, Texas • Raleigh, North Carolina

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**Concurrency Oriented Programming in Erlang**

Concurrency Oriented Programming in Erlang Joe Armstrong Distributed Systems Laboratory Swedish Institute of Computer Science joe@sics.se 17 February 2003 1 Introduction The starting point for this paper is the observation that the real world, the world in which we live and breath and are born in and die is concurrent Paradoxically,

**Erlang - People**

History • Built by Joe Armstrong and others • Initially at Ericsson • First built in 1986 on top of Prolog • Designed to help build concurrent, fault tolerant applications • Actually the design was solving a very concrete problem for telephony • Open sourced in 1998 along with OTP

**A History of Erlang - Chalmers**

A History of Erlang Joe Armstrong Ericsson AB joearmstrong@ericsson.com Abstract Erlang was designed for writing concurrent programs that “run forever

**Systems that never stop (and Erlang)**

Erlang Concurrent programming Functional programming Fault tolerance Concurrency Oriented programming Multicore Erlang! Very light-weight processes! Joe Armstrong No Mutable State! Mutable state needs locks! No mutable state = no locks = programmers bliss Multicore ready The rise of ...

**Parallel Programming in Erlang - Chalmers**

Parallel Programming in Erlang (PFP Lecture 10) John Hughes What is Erlang? Erlang Haskell - Types - Lazyness - Purity + Concurrency + Syntax If you know Haskell, Erlang is easy to learn! QuickSort again •Haskell a Concurrent World, Joe Armstrong, Pragmatic Bookshelf,

**Getting Erlang to talk to the outside world**

Getting Erlang to talk to the outside world Joe Armstrong Swedish Institute of Computer Science Box 1263 SE-164 29 Kista, Sweden joe@sics.se ABSTRACT How should Erlang talk to the outside world? - this question becomes interesting if we want to build distributed applica-tions where Erlang is one of a number of communicating components

**The world is parallel. Erlang programs model how we think ...**

Erlang programs model how we think and interact Joe Armstrong Programming Erlang Software for a Concurrent World Joe Armstrong The Pragmatic Bookshelf Raleigh, North Carolina Dallas, Texas Many of the designations used by manufacturers and sellers to distinguish their prod-

**Making reliable distributed systems in the presence of ...**

Some of the essential characteristics are satisfied in our programming language (Erlang), others are satisfied in library modules written in Erlang Together the language and libraries form a basis for building reliable sod-ware systems which function in an adequate manner even in the presence

of programming errors

### **Ex11 - An Erlang GUI Joe Armstrong joe@sics**

Ex11 - An Erlang GUI Joe Armstrong joe@sicsse 2 Why? No good GUIs for Erlang Erlang's message passing maps well onto X Protocol messages Windows/widgets are concurrent but this fact Programming model (solved) X11 model (almost solved), needs testing on non truecolor

### **Use a language that was designed for writing concurrent ...**

FU Berlin, Programming Erlang, WS 09/10 7 / 143 Introduction Resources Books This lecture is mostly based on Joe Armstrong's book There are other ones: - Francesco Cesarini and Simon Thompson "Erlang Programming" - Martin Logan, Eric Merrit and Robert Calco "Concurrent Programming with Erlang/OTP" FU Berlin, Programming Erlang

### **An Introduction to Erlang - GOTO Conference**

Programming Erlang Software for a Concurrent World by Joe Armstrong Erlang Programming A Concurrent Approach to Software Development by Francesco Cesarini & Simon Thompson Erlang and OTP in Action Large-scale software design with OTP by Richard Carlsson, Martin Logan & Eric Merrit

### **Programming Erlang: Software for a Concurrent World ...**

Joe Armstrong Programming Erlang: Software for a Concurrent World (Pragmatic Programmers) Joe Armstrong A multi-user game, web site, cloud application, or networked database can have thousands of users all interacting at the same time You need a powerful, industrial-strength tool ...