The Golden Trinity of Erlang How Something Simple Has Real Business Value

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Introduce The Golden Trinity of Erlang

Introduce The Golden Trinity of Erlang Show the business value of the simple concepts that makes Erlang great

Introduce The Golden Trinity of Erlang

Show the business value of the simple concepts that makes Erlang great

Spread the Erlang love

Some



Customers



















C Lavelle Energy



19,000,000,000 reasons to use Erlang

Some



Customers



19,000,000,000 reasons to use Erlang

University Relations



AGH

University of St Andrews



















Erlang History





short time-to-market



short time-to-market

on-the-fly upgrades



short time-to-market

on-the-fly upgrades

quality and reliability

and some other stuff...



productivity

on-the-fly upgrades

quality and reliability

and some other stuff...



productivity

no downtime

quality and reliability

and some other stuff...



productivity

no downtime

something that always work



no downtime

something that always work



money

something that always work



money

money



money

money

it's a rich mans world

If our basic tool, the language in which we design and code our programs, is also complicated, the language itself becomes part of the problem rather than part of its solution.

- C.A.R. Hoare

Low latency over throughput

Low latency over throughput

Stateful (in contrast to being stateless)

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Stateful (in contrast to being stateless)

Massively concurrent

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Distributed

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Non-stop operation

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Under load, Erlang programs

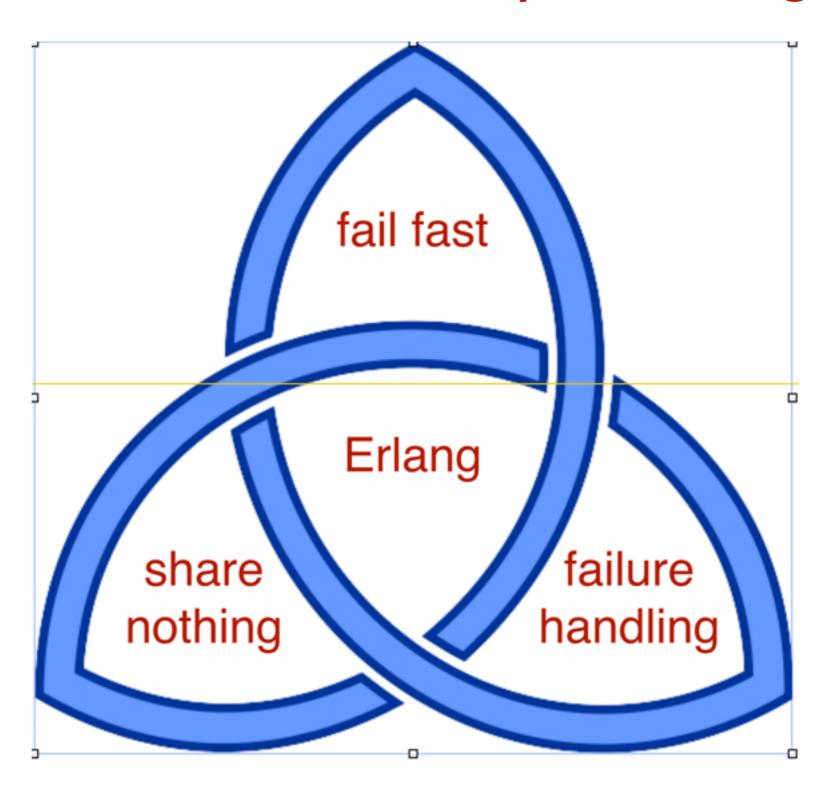
usually performs as well as

programs in other languages,

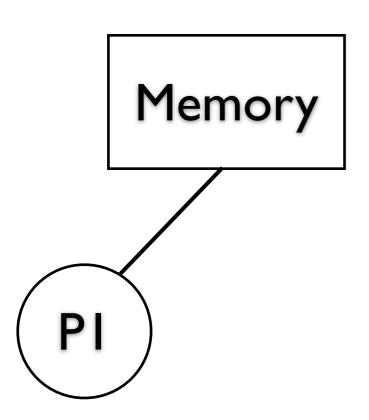
often way better.

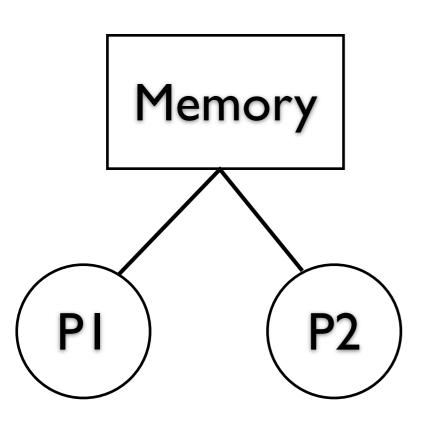
Jesper Louis Andersen

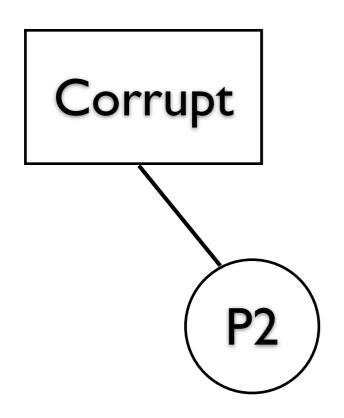
The Golden Trinity Of Erlang



Memory

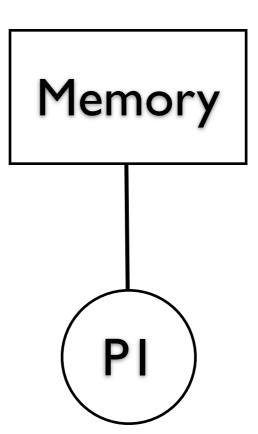


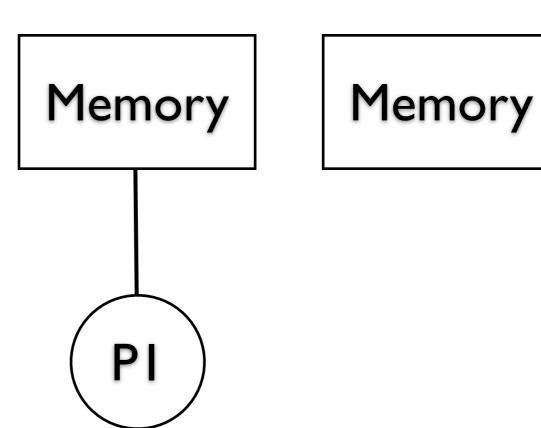


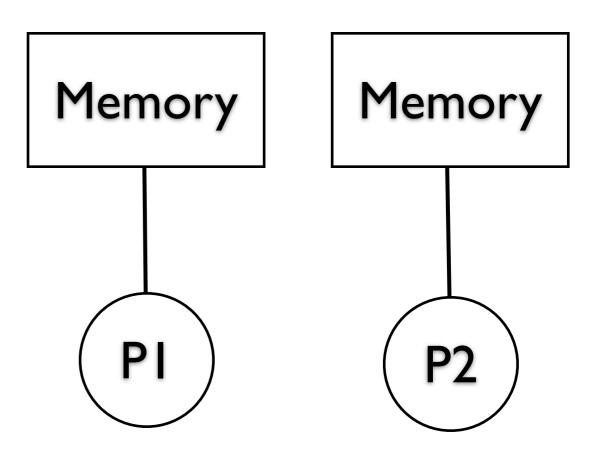


Corrupt

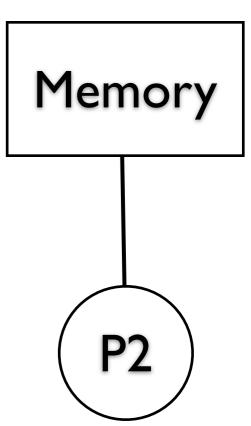
Memory

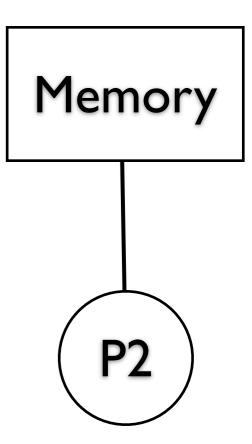






Corrupt





Anything that can go wrong, will go wrong

Murphy

Programming errors

Anything that can go wrong, will go wrong

Murphy

Programming errors
Disk failures

Anything that can go wrong, will go wrong

Murphy

Programming errors
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Network failures

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Most programming paradigmes are fault in-tolerant

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Erlang is fault tolerant by design

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Most programming paradigmes are fault in-tolerant ⇒ must deal with all errors or die

Erlang is fault tolerant by design

⇒ failures are embraced and managed

Let It Fail

Let It Fail

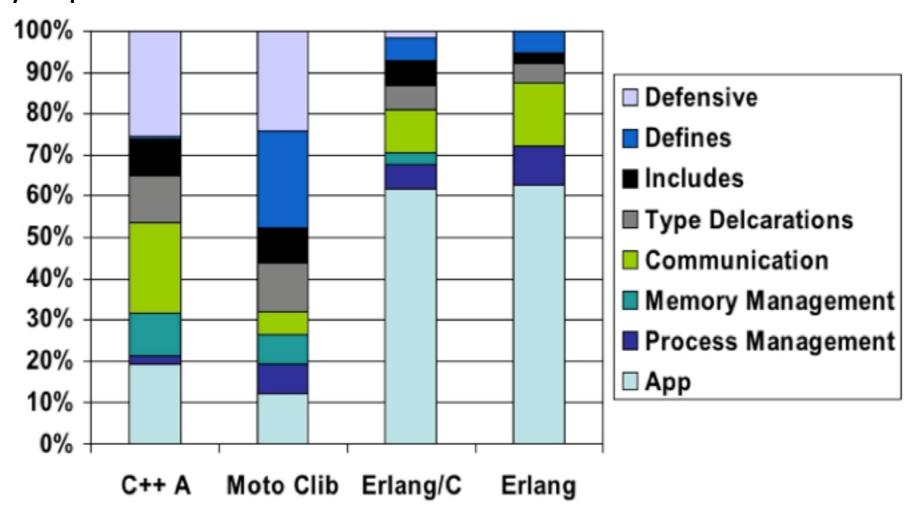
```
convert(monday) -> 1;
convert(tuesday) -> 2;
convert(wednesday) -> 3;
convert(thursday) -> 4;
convert(friday) -> 5;
convert(saturday) -> 6;
convert(sunday) -> 7.
```

Let It Fail

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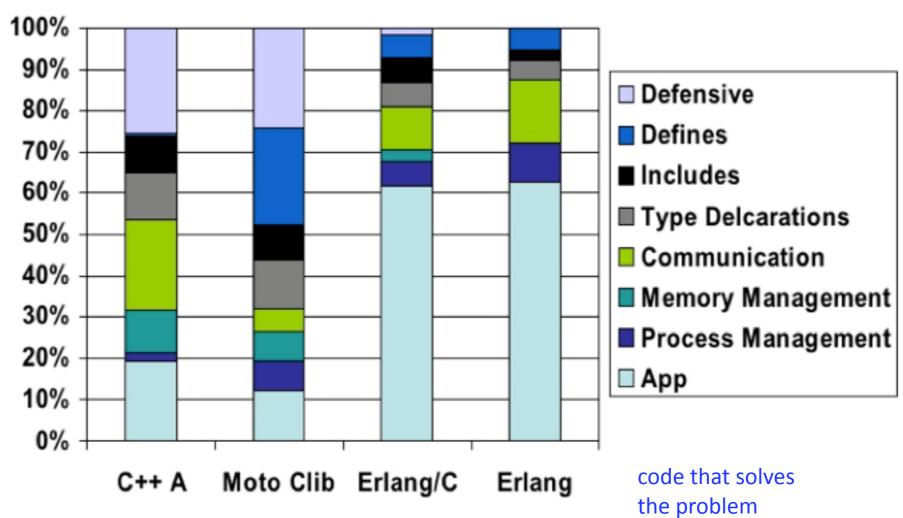
Erlang encourages agressive/offensive programming

Data Mobility component breakdown



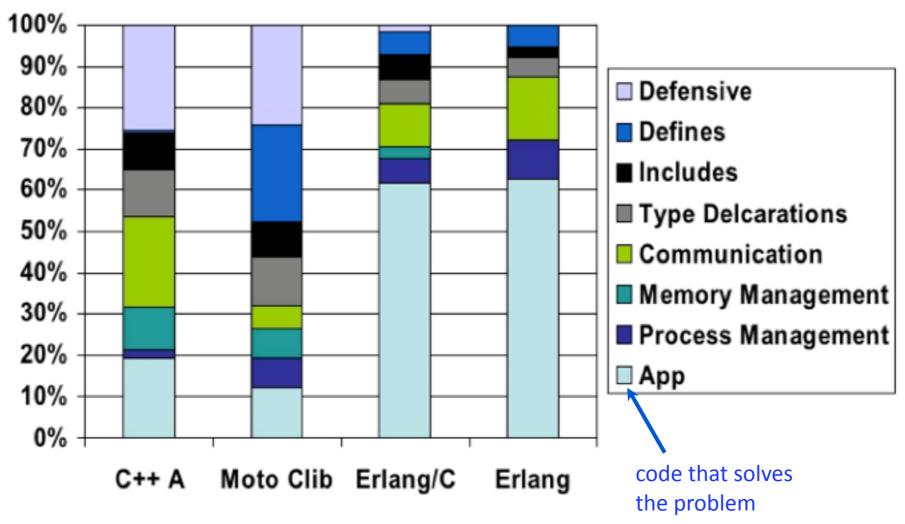
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Data Mobility component breakdown



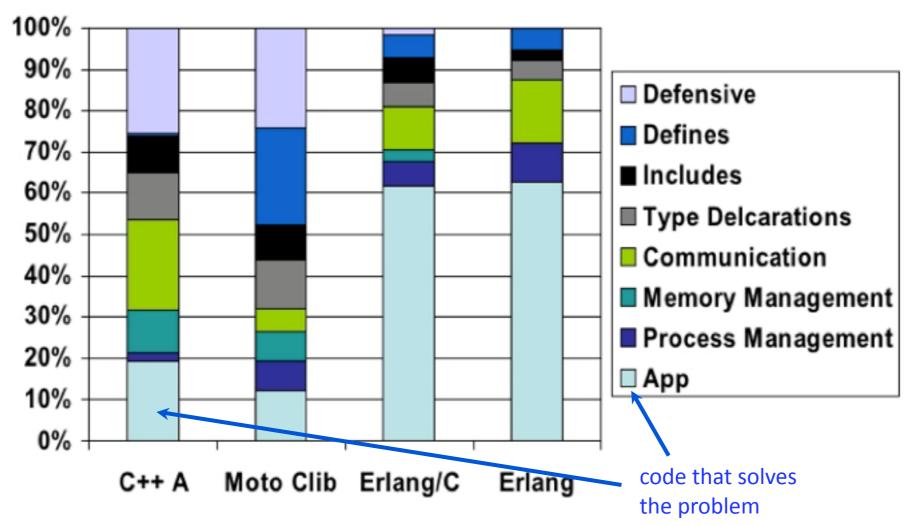
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Data Mobility component breakdown



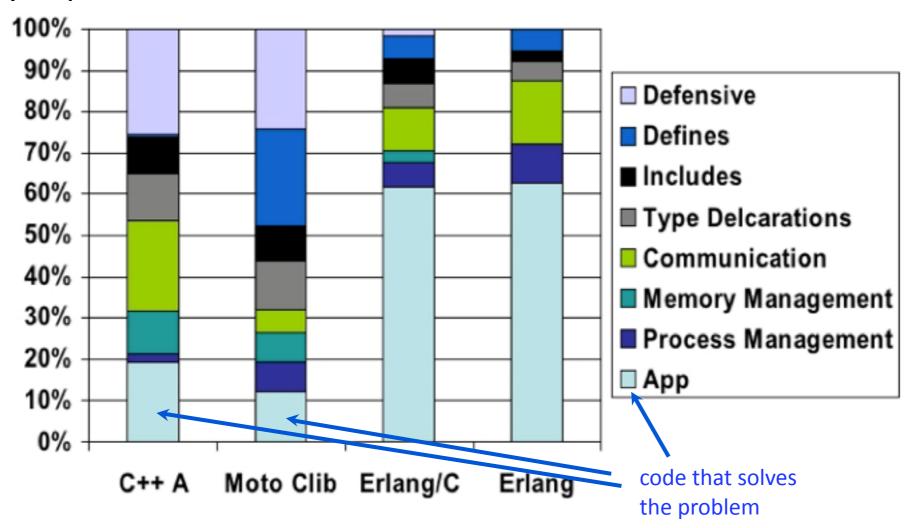
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Data Mobility component breakdown



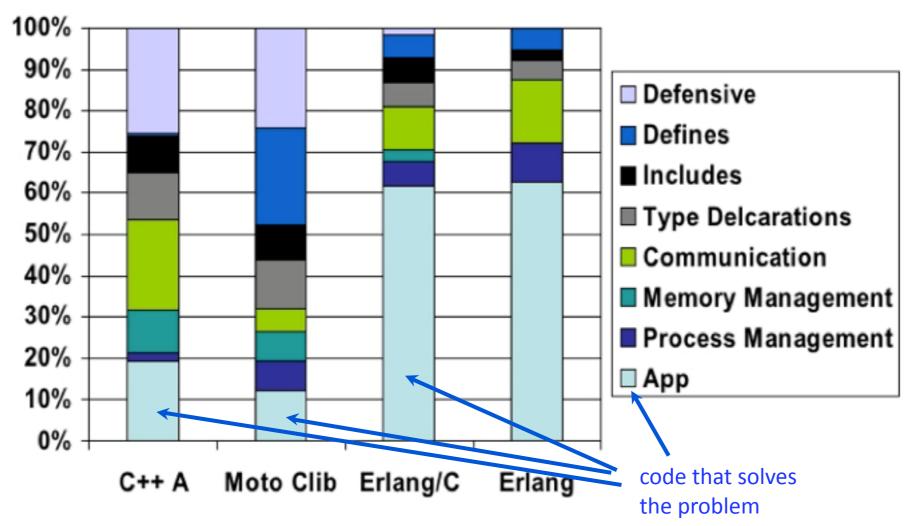
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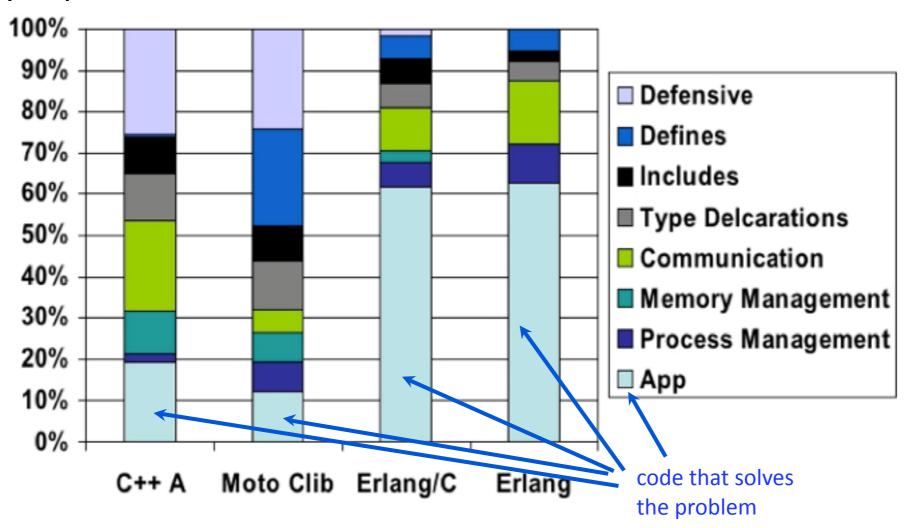
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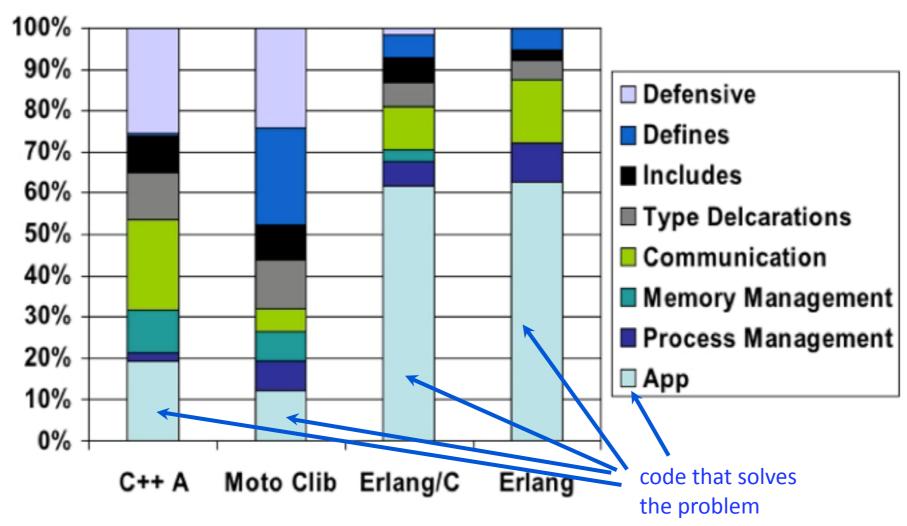
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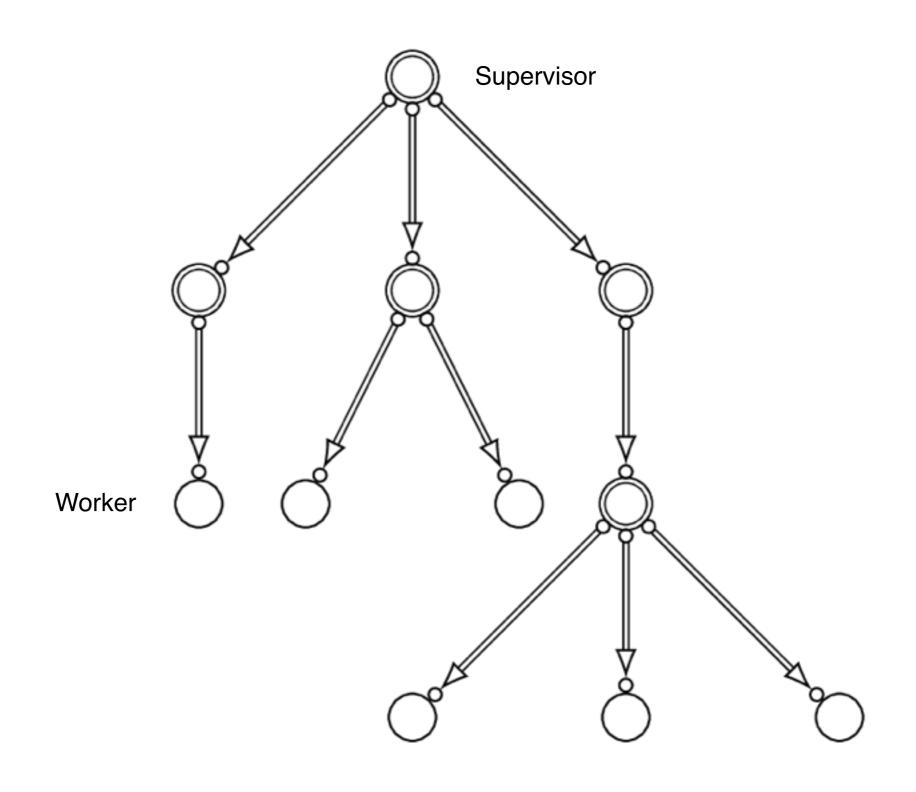
Data Mobility component breakdown



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Failure Handling with Supervisors



Only one process dies

Only one process dies isolation gives continuous service

Only one process dies

isolation gives continuous service

Everything is logged

Only one process dies isolation gives continuous service

Everything is logged you know what is wrong

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Corner cases can be fixed at leisure

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Product owner in charge!

Only one process dies isolation gives continuous service

Everything is logged you know what is wrong

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Not the software!

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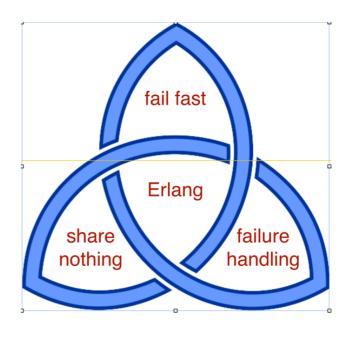
Everything is logged you know what is wrong

Software architecture that supports iterative development

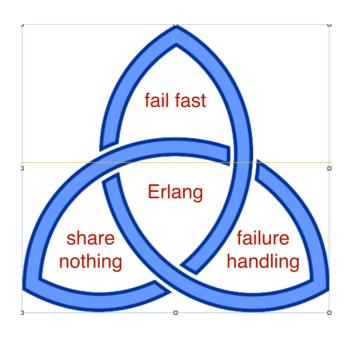
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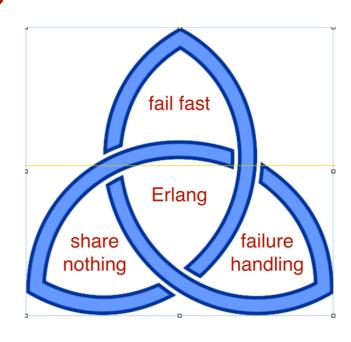
Not the software!



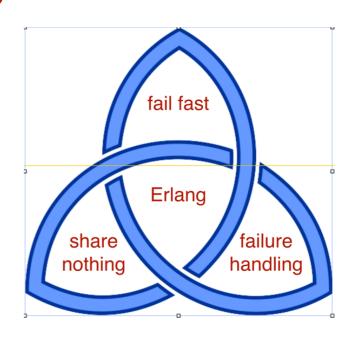
Understand the failure model



Understand the failure model Embrace failure!

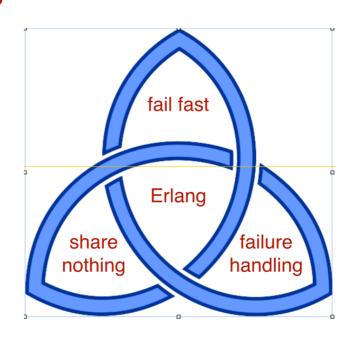


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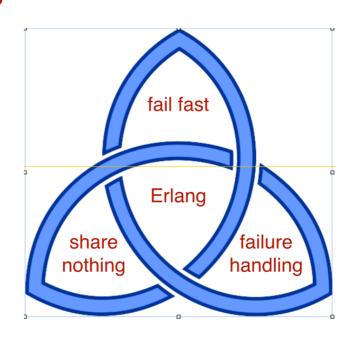
Use patterns to deliver business value

Understand the failure model Embrace failure!



Use patterns to deliver business value Stay in charge!

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