Programming Erlang

Software for a
Concurrent World

Joe Armstrong

Programming Erlang Software For A Concurrent World

Heike Wehrheim,Jordi Cabot

Programming Erlang Software For A Concurrent World:

Programming Erlang Joe Armstrong,2013-10-29 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 to handle the really hard problems inherent in parallel concurrent environments You need Erlang In this second edition of the bestselling Programming Erlang you ll learn how to write parallel programs that scale effortlessly on multicore systems Using Erlang you ll be surprised at how easy it becomes to deal with parallel problems and how much faster and more efficiently your programs run That s because Erlang uses sets of parallel processes not a single sequential process as found in most programming languages Joe Armstrong creator of Erlang introduces this powerful language in small steps giving you a complete overview of Erlang and how to use it in common scenarios You ll start with sequential programming move to parallel programming and handling errors in parallel programs and learn to work confidently with distributed programming and the standard Erlang Open Telecom Platform OTP frameworks You need no previous knowledge of functional or parallel programming The chapters are packed with hands on real world tutorial examples and insider tips and advice and finish with exercises for both beginning and advanced users The second edition has been extensively rewritten New to this edition are seven chapters covering the latest Erlang features maps the type system and the Dialyzer WebSockets programming idioms and a new stand alone execution environment You ll write programs that dynamically detect and correct errors and that can be upgraded without stopping the system There s also coverage of rebar the de facto Erlang build system and information on how to share and use Erlang projects on github illustrated with examples from cowboy and bitcask Erlang will change your view of the world and of how you program What You Need The Erlang OTP system Download it from erlang org

Concurrent Programming in ERLANG Joe Armstrong,1996 This bok employs a tutorial approach to guide the reader through the programming of real time and distributed fault tolerant systems Written by experts in the field this practically oriented bok shows how the use of ERLANG results in modular systems which are easy to specify design and test   **ECOOP - Object-Oriented Programming** Erik Ernst,2007-07-27 The21stEuropeanConferenceonObject OrientedProgramming ECOOP2007 was held in Berlin Germany on July 30 to August 3 2007 ECOOP is the most importantand inspiring forumin Europeandbeyond for researchers practiti ers and students working in that smorgasbord of topics and approaches known as object orientation This topic area was explored and challenged by excellent invited speakers two of which were the winners of this year s Dahl Nygaard award in the carefully refereed and selected technical papers on posters via demonstrations and in tutorials Each of the many workshops complemented this with a very interactive and dynamic treatment of more speci c topics nally panels allowed for loud and lively disagreement Yet it is one of ECOOP s specialqualities that this plethora ofactivities add upto a coherentandexciting whole rather than deteriorating into chaos The Program Committee received 161 submissions this year Only 135 of them were carried through the full review process because of a number of tractions and a

number of submissions of abstracts that were never followed by a full paper However the remaining papers were of very high quality and we accepted25 of them for publication Helping very goodpapers to be published is more useful than having an impressively low acceptance rate The papers were selected according to four groups of criteria whose priority depended on the paper relevance originality and signi cance precisionand correctness and p sentation and clarity Each paper had three four or ve reviews depending on how controversial it was **Programming Multi-Agent Systems** Mehdi Dastani,Jomi F. Hübner,Brain Logan,2013-05-29 This book constitutes the thoroughly refereed post conference proceedings of the 10th International Workshop on Programming Multi Agents Systems held in Valencia Spain in June 2012 The 10 revised full papers presented were carefully selected from 14 submissions covering a wide range of topics in multi agent system programming languages including language design and efficient implementation agent communication and robot programming I addition to these regular papers the volume includes six papers from the Multi Agent programming Contest 2012 MAPC **Concurrent Programming on Windows** Joe Duffy,2008-10-28 When you begin using multi threading throughout an application the importance of clean architecture and design is critical This places an emphasis on understanding not only the platform s capabilities but also emerging best practices Joe does a great job interspersing best practices alongside theory throughout his book From the Foreword by Craig Mundie Chief Research and Strategy Officer Microsoft Corporation Author Joe Duffy has risen to the challenge of explaining how to write software that takes full advantage of concurrency and hardware parallelism In Concurrent Programming on Windows he explains how to design implement and maintain large scale concurrent programs primarily using C and C for Windows Duffy aims to give application system and library developers the tools and techniques needed to write efficient safe code for multicore processors This is important not only for the kinds of problems where concurrency is inherent and easily exploitable such as server applications compute intensive image manipulation financial analysis simulations and AI algorithms but also for problems that can be speeded up using parallelism but require more effort such as math libraries sort routines report generation XML manipulation and stream processing algorithms Concurrent Programming on Windows has four major sections The first introduces concurrency at a high level followed by a section that focuses on the fundamental platform features inner workings and API details Next there is a section that describes common patterns best practices algorithms and data structures that emerge while writing concurrent software The final section covers many of the common system wide architectural and process concerns of concurrent programming This is the only book you ll need in order to learn the best practices and common patterns for programming with concurrency on Windows and NET **Masterkurs Parallele und Verteilte Systeme** Günther Bengel,Christian Baun,Marcel Kunze,Karl-Uwe Stucky,2015-05-20 Parallele Hardwarearchitekturen und ihre Betriebssysteme sowie das parallele Programmieren sind die Schwerpunkte des Buches Der Hardwareteil beschreibt alle relevanten Prozessorarchitekturen bis hin zum Google Cluster Im Rahmen der parallelen

Programmierung werden Client Server Modelle serviceorientierte Architekturen sowie Programmiermodelle f r unterschiedliche Speicherarchitekturen einschlie lich funktionaler Programmierung vorgestellt Eine ausf hrliche Erl uterung von Leistungsma en Parallelisierungstechniken und verteilten Algorithmen zeigt dem Programmierer die M glichkeiten aber auch die Grenzen der Verteilung auf Methoden der statischen und der dynamischen Rechenlastverteilung sind ebenso enthalten wie moderne Virtualisierungstechniken und Cluster Grid und Cloud Computing   Erlang and OTP in Action Eric Merritt,Martin Logan,Richard Carlsson,2010-11-15 Concurrent programming has become a required discipline for all programmers Multi core processors and the increasing demand for maximum performance and scalability in mission critical applications have renewed interest in functional languages like Erlang that are designed to handle concurrent programming Erlang and the OTP platform make it possible to deliver more robust applications that satisfy rigorous uptime and performance requirements Erlang and OTP in Action teaches you to apply Erlang s message passing model for concurrent programming a completely different way of tackling the problem of parallel programming from the more common multi threaded approach This book walks you through the practical considerations and steps of building systems in Erlang and integrating them with real world C C Java and NET applications Unlike other books on the market Erlang and OTP in Action offers a comprehensive view of how concurrency relates to SOA and web technologies This hands on guide is perfect for readers just learning Erlang or for those who want to apply their theoretical knowledge of this powerful language You ll delve into the Erlang language and OTP runtime by building several progressively more interesting real world distributed applications Once you are competent in the fundamentals of Erlang the book takes you on a deep dive into the process of designing complex software systems in Erlang Purchase of the print book comes with an offer of a free PDF ePub and Kindle eBook from Manning Also available is all code from the book   Deductive Software Verification: Future Perspectives Wolfgang Ahrendt,Bernhard Beckert,Richard Bubel,Reiner Hähnle,Mattias Ulbrich,2020-12-08 This book presents reflections on the occasion of 20 years on the KeY project that focuses on deductive software verification Since the inception of the KeY project two decades ago the area of deductive verification has evolved considerably Support for real world programming languages by deductive program verification tools has become prevalent This required to overcome significant theoretical and technical challenges to support advanced software engineering and programming concepts The community became more interconnected with a competitive but friendly and supportive environment We took the 20 year anniversary of KeY as an opportunity to invite researchers inside and outside of the project to contribute to a book capturing some state of the art developments in the field We received thirteen contributions from recognized experts of the field addressing the latest challenges The topics of the contributions range from tool development effciency and usability considerations to novel specification and verification methods This book should offer the reader an up to date impression of the current state of art in deductive verification and we hope inspire her to contribute to the field and to join forces We are looking forward to meeting

you at the next conference to listen to your research talks and the resulting fruitful discussions and collaborations

    <u>Coordination Models and Languages</u> Jean-Marie Jacquet,Mieke Massink,2017-06-06 This book constitutes the proceedings of the 19th International Conference on Coordination Models and Languages COORDINATION 2017 held in Neuch tel Switzerland in June 2017 as part of the 12th International Federated Conference on Distributed Computing Techniques DisCoTec 2017 The 13 full papers included in this volume were carefully reviewed and selected from 31 submissions The papers cover a wide range of topics and techniques related to system coordination including languages and tools types resource components and information flow verification **Fundamentals of Software Engineering** Mehdi Dastani,Marjan Sirjani,2017-10-10 This book constitutes the thoroughly refereed post conference proceedings of the 7th International Conference on Fundamentals of Software Engineering FSEN 2017 held in Tehran Iran in April 2017 The 16 full papers presented in this volume were carefully reviewed and selected from 49 submissions The topics of interest in FSEN span over all aspects of formal methods especially those related to advancing the application of formal methods in software industry and promoting their integration with practical engineering techniques *Leveraging Applications of Formal Methods, Verification and Validation. Specialized Techniques and Applications* Tiziana Margaria,Bernhard Steffen,2014-09-26 The two volume set LNCS 8802 and LNCS 8803 constitutes the refereed proceedings of the 6th International Symposium on Leveraging Applications of Formal Methods Verification and Validation ISoLA 2014 held in Imperial Corfu Greece in October 2014 The total of 67 full papers was carefully reviewed and selected for inclusion in the proceedings Featuring a track introduction to each section the papers are organized in topical sections named evolving critical systems rigorous engineering of autonomic ensembles automata learning formal methods and analysis in software product line engineering model based code generators and compilers engineering virtualized systems statistical model checking risk based testing medical cyber physical systems scientific workflows evaluation and reproducibility of program analysis processes and data integration in the networked healthcare semantic heterogeneity in the formal development of complex systems In addition part I contains a tutorial on automata learning in practice as well as the preliminary manifesto to the LNCS Transactions on the Foundations for Mastering Change with several position papers Part II contains information on the industrial track and the doctoral symposium and poster session *Formal Methods for Multicore Programming* Marco Bernardo,Einar Broch Johnsen,2015-05-06 This book presents 5 tutorial lectures given by leading researchers at the 15th edition of the International School on Formal Methods for the Design of Computer Communication and Software Systems SFM 2015 held in Bertinoro Italy in June 2015 SFM 2015 was devoted to multicore programming and covered topics such as concurrency and coordination mechanisms architecture and memory models and type systems **Testing Software and Systems** Alexandre Petrenko,Adenilso Simao,José Carlos Maldonado,2010-10-25 Annotation This book constitutes the refereed proceedings of the 22nd IFIP WG 6 1 International Conference on Testing Software and Systems ICTSS 2010 held in

Natal Brazil in November 2010 ICTSS 2010 is the merger of the 22nd IFIP International Conference on Testing of Communicating Systems TESTCOM and the 10th International Workshop on Formal Approaches to Testing of Software FATES The 16 revised full papers presented together with 2 invited presentations were carefully selected from 60 submissions The papers cover a wide range of topics in the field of testing of general software and systems such as test automation integration testing test case selection search based testing combinatorial testing inductive testing test architectures for large scale systems and end to end performance testing   *Fundamental Approaches to Software Engineering* Heike Wehrheim,Jordi Cabot,2020-04-20 This open access book constitutes the proceedings of the 23rd International Conference on Fundamental Approaches to Software Engineering FASE 2020 which took place in Dublin Ireland in April 2020 and was held as Part of the European Joint Conferences on Theory and Practice of Software ETAPS 2020 The 23 full papers 1 tool paper and 6 testing competition papers presented in this volume were carefully reviewed and selected from 81 submissions The papers cover topics such as requirements engineering software architectures specification software quality validation verification of functional and non functional properties model driven development and model transformation software processes security and software evolution   Coordination Models and Languages Dave Clarke,Gul Agha,2010-06 This book constitutes the refereed proceedings of the 12th International Conference on Coordination Models and Languages COORDINATION 2010 held in Amsterdam The Netherlands in June 2010 as one of the federated conferences on Distributed Computing Techniques DisCoTec 2010 The 12 revised full papers presented were carefully reviewed and selected from 28 submissions The papers cover a wide range of topics including the application of coordination in wireless systems multicore scheduling sensor networks event processing data flow networks and railway interlocking   **FM 2009: Formal Methods** Ana Cavalcanti,Dennis Dams,2009-11-04 th FM 2009 the 16 International Symposium on Formal Methods marked the 10th an versary of the First World Congress on Formal Methods that was held in 1999 in Toulouse France We wished to celebrate this by advertising and organizing FM 2009 as the Second World Congress in the FM series aiming to once again bring together the formal methods communities from all over the world The statistics displayed in the table on the next page include the number of countries represented by the Programme Committee members as well as of the authors of submitted and accepted papers Novel this year was a special track on tools and industrial applications Subm sions of papers on these topics were especially encouraged but not given any special treatment It was just as hard to get a special track paper accepted as any other paper What we did promote however was a discussion of how originality contri tion and soundness should be judged for these papers The following questions were used by our Programme Committee

Programming with Actors Alessandro Ricci,Philipp Haller,2018-09-06 The set of papers collected in this issue originated from the AGERE Workshop series the last edition was held in 2017 and concern the application of actor based approaches to mainstream application domains and the discussion of related issues The issue is divided into two parts The

first part concerns Web Programming Data Intensive Parallel Programming Mobile Computing Self Organizing Systems and the second part concerns Scheduling Debugging Communication and Coordination Monitoring   The D Programming Language Andrei Alexandrescu,2010-06-02 D is a programming language built to help programmers address the challenges of modern software development It does so by fostering modules interconnected through precise interfaces a federation of tightly integrated programming paradigms language enforced thread isolation modular type safety an efficient memory model and more The D Programming Language is an authoritative and comprehensive introduction to D Reflecting the author s signature style the writing is casual and conversational but never at the expense of focus and pre cision It covers all aspects of the language such as expressions statements types functions contracts and modules but it is much more than an enumeration of features Inside the book you will find In depth explanations with idiomatic examples for all language features How feature groups support major programming paradigms Rationale and best use advice for each major feature Discussion of cross cutting issues such as error handling contract programming and concurrency Tables figures and cheat sheets that serve as a handy quick reference for day to day problem solving with D Written for the working programmer The D Programming Language not only introduces the D language it presents a compendium of good practices and idioms to help both your coding with D and your coding in general   Active Object Languages: Current Research Trends Frank de Boer,Ferruccio Damiani,Reiner Hähnle,Einar Broch Johnsen,Eduard Kamburjan,2024-01-28 Active Objects are a programming paradigm that supports a non competitive data driven concurrency model This renders active object languages to be well suited for simulation data race free programming and formal verification Concepts from active objects made their way into languages such as Rust ABS Akka JavaScript and Go This is the first comprehensive state of art overview on the subject the invited contributions are written by experts in the areas of distributed systems formal methods and programming languages   **Applied Parallel and Scientific Computing** Kristján Jónasson,2012-02-16 The two volume set LNCS 7133 and LNCS 7134 constitutes the thoroughly refereed post conference proceedings of the 10th International Conference on Applied Parallel and Scientific Computing PARA 2010 held in Reykjav k Iceland in June 2010 These volumes contain three keynote lectures 29 revised papers and 45 minisymposia presentations arranged on the following topics cloud computing HPC algorithms HPC programming tools HPC in meteorology parallel numerical algorithms parallel computing in physics scientific computing tools HPC software engineering simulations of atomic scale systems tools and environments for accelerator based computational biomedicine GPU computing high performance computing interval methods real time access and processing of large data sets linear algebra algorithms and software for multicore and hybrid architectures in honor of Fred Gustavson on his 75th birthday memory and multicore issues in scientific computing theory and praxis multicore algorithms and implementations for application problems fast PDE solvers and a posteriori error estimates and scalable tools for high performance computing

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