Erlang concurrency

Concurrency mechanisms - processes

- Concurrent activities are called *processes*
- Erlang processes are implemented by the language system, not the OS
  - Very lightweight even compared to Java threads
- Processes are created with spawn/1

```
Pid = spawn(Function)
```

  - Function must be nullary (take 0 args)
- Or spawn/3

```
Pid = spawn(Module, Function, ArgList)
```

  - Args is a list; Function must take that many args

Concurrency mechanisms - mailboxes

- Every process has exactly one mailbox
- The mailbox contains messages. Messages simply are Erlang values.
- Messages in the mailbox are in arrival order
- Sending messages
  `Pid ! Msg`
- Note: `(Pid ! Msg) =:= Msg`
- Note also: sending is asynchronous – the sender does not wait for the receiver

Concurrency mechanisms – selective receive

```
receive
    Pattern1 [when Guard1] -> Exprs1;
    Pattern2 [when Guard2] -> Exprs2;
    …
[after
    Time -> ExprsT]
end
```

m3 m2 m1

Execution of receive

1. For each message, m, in the mailbox, attempt to match it to each of the patterns/guards of the receive operation
   - If a match succeeds, the result of receive is the result of evaluating the corresponding expression (the matched message is removed from the mailbox)
2. Otherwise, wait and as new messages arrive test them against the patterns/guards until one succeeds (and the result comes from evaluating the corresponding expression) or the timeout occurs (and the result comes from the timeout expression.

(Different, equivalent, explanation in the book.)

Erlang receive is powerful

- Many concurrent languages allow only the first message in the mailbox to be received
  - Erlang approach allows one mailbox to emulate many (perhaps at some cost in execution time)
  - Erlang approach allows application to decide on message priority without any special language mechanism
- Asynchronous paradigm is a good match for distribution and is relatively easy to implement
- Synchronous message passing is more powerful in some ways, but is not a good match for distributed systems

Lurking under the covers

- Synchronization
  - A processes mailbox is a shared data structure, updated by more than one process
- Visibility
  - Are values that are sent to mailboxes fully visible to receiving processes on modern memory architectures
- These are Erlang implementation questions, rather than questions for the Erlang programmer

Client-server

- ***Client*** **sends a** ***request*** **to server**
- ***Server*** **sends** ***response*** **to client**
- **Server usually services many clients**
  - **How does it know where to send the response message?**
  - ***Protocol*** **includes client's Pid as part of the request. Obtain using `self()`**
    - **A *protocol* is a set of rules for communicating**
- **Oops, and a client may use many servers or itself be a server**
  - **Protocol also includes the server's Pid in the response**

Client skeleton

```
Server ! {self(), Request},
receive
    {Server, Response} -> Response
end
```

Server skeleton

```
loop() ->
    receive {From, Request} ->
        From ! answer(self(), Request)
    end,
    loop().
answer(…) -> …
```

- Start the server with `Server = spawn(fun loop/0).`
- Note: a server, inherently, does only one thing at a time; it does synchronization
- Note: *stateless* server
- Note: tail recursion; placement of recursive call

Software Engineering

- Don't want every use of the server to look like our client skeleton – can we write it once?
- Who starts the server?
- Answers: include code for these things in the server's module

```
start() -> spawn(fun loop/0). % result is Server Pid
rpc(Server, Request) ->
    Server ! (self(), Request),
    receive
        (Server, Response) -> Response
    end.
```

- Note: maybe still troublesome that client deals in Server Pid rather than a Server object.

Timeouts

- Timeout alone (no patterns) -> sleep.
- Timeout 0
  - polling receive (don't do this);
  - mailbox flush
  - priority receive – take a particular kind of message out of order (receive processing matches each message to a pattern; timeout 0 allows to process by matching all patterns in turn to each message)
- Timeout infinity
  - Equivalent to no after clause, but allows computed infinite wait instead of static infinite wait

Registered Processes

- A perennial problem in client-server computing is “How do clients find the server?”
- Two possible answers:
  - Clients are told about the servers as parameters when the clients are started
    - Lots of parameters; startup order dependency
  - Clients use a *name service* to locate the servers
- Erlang answer: registered processes
  - `register(AnAtom, Pid)`
  - Can then send to the atom as if it were a Pid.
- Note: mutable global state!

atom! msg

Assignment

- due March 11 midnight
  - How to build a ring so that P0 sends to P1 to … to Pn-1 to P0
    - Use at most 2 static code bodies (P0 may be special) for the processes in the ring
    - Think first about what each process needs to do – what parameters does it require? Will each process spawn its successor or will they all be spawned by a main function then glued together?
    - If spawning all processes from a single point, construct the ring elegantly – ideas: use map or a list comprehension or …