DM8XX Proposal Talk Subject 8: Erlang

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April 29, 2009

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- a functional programming language with syntax reminiscent of Prolog

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- Variables can be bound to a value only once
- Strings are just lists of integers representing printable ascii-characters

Hello, world

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```
First an erlang module, hello.erl:
-module(hello).
-export([hello_world/0]).
hello_world() -> io:format("Hello,_world~n").
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First an erlang module, hello.erl:
-module (hello).
-export([hello_world/0]).
hello_world() -> io:format("Hello, _world~n").
Then we use it from the erlang shell:
1> c(hello). %% Compile the module hello
{ok, hello}
2> hello:hello_world(). %% Call the hello_world/0 function
Hello, world
ok
```

Shopping list

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Suppose we have a shopping list, comprised of tuples of the item we need ot buy and the amount we need ot buy of it:

```
\mathsf{Buy} \, = \, \boldsymbol{\big[}\, \big\{\,\mathsf{apples}\,\,, \,\, 5\big\}\,\,, \big\{\,\mathsf{newspaper}\,\,, \,\,\, 1\big\}\,\,, \big\{\,\mathsf{oranges}\,\,, \,\,\, 42\big\}\,\boldsymbol{\big]}\,\,.
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Suppose we have a shopping list, comprised of tuples of the item we need ot buy and the amount we need ot buy of it:

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Buy = [{apples, 5}, {newspaper, 1}, {oranges, 42}].
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We also have a mapping from an item to the price of a single unit of that item:

```
cost(apples) -> 3;
cost(newspaper) -> 15;
cost(oranges) -> 2.
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We can use this to compute the total price of the items we have to buy:

```
\mathsf{Total} = \mathsf{cost}(\mathsf{apples}) * 5 + \mathsf{cost}(\mathsf{newspaper}) * 1 + \mathsf{cost}(\mathsf{oranges})
```



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total([\{What, N\}|T]) \rightarrow cost(What) * N + total(T); \\ total([]) \rightarrow 0.
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```
 \begin{array}{lll} \mbox{total}(L) & -> \\ \mbox{sum}(\mbox{map}(\mbox{fun}(\{\mbox{What},\ N\}) & -> \mbox{cost}(\mbox{What}) \ * \ N \ \mbox{end} \ , \ L)) \, . \end{array}
```

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But it can be done shorter with functional programming tools map, and sum:

```
total(L) \rightarrow
sum(map(fun({What, N}) \rightarrow cost(What) * N end, L)).
```

If we use list comprehensions it can be done even shorter still:

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Since the PID of an Erlang light-weight process includes information on the node at which it is running, a PID is enough to send a message to a process on another computing node.

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- Compare speed on a single, multi-core computer
- Compare speed distributed to several computers
- Comparison of the code, which is easier to understand, which is easier to write?