

Programming Erlang Software For A Concurrent World

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Erlang is a programming language designed for building highly parallel, distributed, fault-tolerant systems. It has been used commercially for many years to build massive fault-tolerant systems which run for years with minimal failures. Erlang programs run seamlessly on multi-core computers.

Programming Erlang: Software for a Concurrent World by Joe ...
Erlang is a language developed to let mere mortals write, test, deploy, and debug fault-tolerant concurrent software. 1 Developed at the Swedish telecom company Ericsson in the late 1980s, it started as a platform for developing soft realtime software for managing phone switches. 2 It has since been open-sourced and ported to several common platforms, finding a natural fit not only in distributed Internet server applications, but also in graphical user interfaces and ordinary batch applications.

Erlang for Concurrent Programming - ACM Queue
Joe was the chief software architect of the project which produced the Erlang OTP system. He has worked as an entrepreneur in one of the first Erlang startups (Bluetail) and has worked for 30 years in industry and research. Joe currently works for Ericsson AB where Erlang is used to build highly-fault tolerant switching systems.

Programming Erlang (📖)
Programming Erlang: Software for a Concurrent World (Joe Armstrong) is a book about Erlang written by one of the original inventors, published in 2007. You can buy it on paper from Amazon and other online bookstores, or directly from the publisher. Learn You Some Erlang for Great Good!

Erlang Programming Language
Programming Erlang is an excellent resource for understanding how to program with Actors. It's not just for Erlang developers, but for anyone who wants to understand why Actors matters and why they are such an important tool in building reactive, scalable, resilient, and event-driven systems. Jonas Bonér

Programming Erlang, Second Edition - WordPress.com
Erlang is a general-purpose, concurrent, functional programming language, and a garbage-collected runtime system. The term Erlang is used interchangeably with Erlang/OTP, or Open Telecom Platform, which consists of the Erlang runtime system, several ready-to-use components mainly written in Erlang, and a set of design principles for Erlang programs. The Erlang runtime system is designed for systems with these traits: Distributed Fault-tolerant Soft real-time Highly available, non-stop applicatio

Erlang (programming language) - Wikipedia
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Programming Erlang: software for a concurrent world. [Joe Armstrong; Susannah Davidson Pfalzer] -- A multi-user game, web site, cloud application, or networked database can have thousands of users all interacting at the same time.

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Programming Erlang. Erlang solves one of the most pressing problems facing developers today: how to write reliable, concurrent, high-performance systems. It's used worldwide by companies who need to produce reliable, efficient, and scalable applications. Invest in learning Erlang now.

Programming Erlang by Joe Armstrong - Goodreads
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 used for programming sequential applications.

Note to readers: Concurrent programming in Erlang
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Erlang. Along with Robert Virding and Mike Williams in 1986, Armstrong developed Erlang, which was released as open source in 1998. Recognition Publications. 2007. Programming Erlang: Software for a Concurrent World. Pragmatic Bookshelf ISBN 978-1934356005. 2013. Programming Erlang: Software for a Concurrent World. Second edition.

Joe Armstrong (programmer) - Wikipedia
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