



Introduction to (sequential) Erlang

Chris Brown
(thanks to Tamas Kozsik, ELTE)
University of St Andrews

cmb21@st-andrews.ac.uk



A brief history of Erlang

- Created in 1986 and fully open-sourced in 1996
- Designed by Ericsson (“Ericsson Language”)
 - Joe Armstrong
 - Robert Virding
 - Mike Williams
- Telephony switching





What is Erlang?

- Functional language
- Strict
- Dynamically typed
- Garbage collected
- Designed for concurrency and distribution
 - “Lightweight” processes
 - (which are not really “lightweight”)
 - Actor Model
- Processing binary data
- Fault tolerance (i.e. failure recovery)
- Compiles to beam, runs in a VM
- Hot code swap



Terms

- Literals
 - `42` or `42.0`
- Atoms
 - `leaf`, `blue`, `ok`, `error`, `true`
- Functions
 - `fun(X) -> X+1 end`
- Lists
 - `[0, 1, 1, 2, 3, 5, 8, 13, 21]`
- Tuples
 - `{may, 10, 2014}`
- Records
 - `#date{month=may, day=10, year=2014}`
- Binaries
 - `<<0, 1, 1, 2, 3, 5, 8, 13, 21>>`
- Pids, ports, refs



Expressions

- Terms (literals, atoms, compound data)
- Variables
 - `X`, `Long_Variable_Name`
- Function/operator calls
 - `fib(N-1)+fib(N-2)`
- Data structures
 - `{may, Day, fib(18)-570}`
- Control structures
 - Branching (case and if)
 - Sending and receiving a message
 - Error handling

Functions



`increment (N) -> N+1.`



Case Statements

```
fib(N) ->  
  case N of  
    0 -> 0;  
    1 -> 1;  
    _ -> fib(N-1) + fib(N+2) .
```



Function clauses

```
fib(0) -> 0;
```

```
fib(1) -> 1;
```

```
fib(N) -> fib(N-1) - fib(N-2) .
```


Guards



```
fib(N)  when N < 2  -> N;
```

```
fib(N)  -> fib(N-1) + fib(N-2) .
```



If expressions

```
fib (N) ->  
  if  
    N < 2 -> N;  
    true  -> fib (N-1) + fib (N-2)  
  end.
```



Recursion

```
factorial(1) -> 1;  
factorial(N) -> N * factorial(N-1).
```

```
➤ factorial(3)  
  matches N = 3 in clause 2  
  == 3 * factorial(3 - 1)  
  == 3 * factorial(2)  
  matches N = 2 in clause 2  
  == 3 * (2 * factorial(2 - 1))  
  == 3 * (2 * factorial(1))  
  matches clause 1  
  == 3 * (2 * 1)  
  == 3 * 2  
  == 6
```

(from An Erlang Course, <http://www.erlang.org/course/course.html>)



Tail recursion

```
factorial(1) -> 1;  
factorial(N) -> N * factorial(N-1).
```

```
factorial(N) -> factorial_acc(N, 1).
```

```
factorial_acc(1, Acc) -> Acc;  
factorial_acc(N, Acc) ->  
    factorial_acc(N-1, Acc*N).
```



More tail recursion

```
prime(1) -> false;
```

```
prime(N) when N > 1 -> prime(N, 2).
```

```
% no proper divisors of N between M and sqrt(N)
```

```
prime(N, M) when M*M > N -> true;
```

```
prime(N, M) -> (N rem M /= 0) and also
```

```
prime(N, M+1).
```



Pattern matching

```
fib (N)  ->  
  case N of 0 -> 0;  
            1 -> 1;  
            _ -> fib (N-1) + fib (N-2)  
  end.
```

```
fib (0)  -> 0;  
fib (1)  -> 1;  
fib (N)  -> fib (N-1) + fib (N-2) .
```

Lists



```
[0, 1, 1, 2, 3, 5, 8, 13, 21]
```

```
[0 | [1, 1, 2, 3, 5, 8, 13, 21]]
```

```
[0 | [1 | [1 | [2 | [3 | [5 | [8 | [13 | [21 | []]]]]]]]]]]]
```

```
[0, 1, 1, 2, 3 | [5 | [8 | [13 | [21 | []]]]]]
```

```
[0, 1, 1, 2, 3 | [5, 8, 13, 21 ]]
```



Recursion over lists

- Linear data structure, just like in Haskell
- Head and tail [Head | Tail]
- Recursive structure

```
sum ( [] ) -> 0;
```

```
sum ( [Head|Tail] ) -> Head + sum (Tail) .
```


List comprehensions



```
primes(S) -> [N | | N<-S, prime(N)].
```



Higher-order functions

```
primes(S) -> [N || N<-S, prime(N)].
```

```
primes(S) -> filter(fun prime/1, S).
```

```
filter(Pred,List) ->  
  [ Item || Item <- List, Pred(Item) ].
```



“Lambda” functions

```
mul (Scalar, List) ->  
    map ( fun (Item) ->  
          Scalar*Item end,  
          List ).  
  
map ( fun (Item) ->Scalar*Item end, List )
```



Variable binding

- Formal parameters:

Example: `fib (N) -> ...`

Example: `sum ([Head|Tail]) -> ...`

- Generator in list comprehension:

`[... | Item <- List]`

- Syntax: `Pattern = Expression`

Example: `Primes = primes (List)`

Example: `[Head|Tail] = List`



Sequencing expressions

```
area({square, Side}) -> Side * Side;  
area({circle, Radius}) ->  
    % almost :-)  
    3 * Radius * Radius;  
area({triangle, A, B, C}) ->  
    S = (A + B + C) / 2,  
    math:sqrt(S * (S-A) * (S-B) * (S-C)).
```



Modules

- Place code into a .erl file
- Compile unit is a module

```
-module(mymath) .  
-export([fib/1,prime/1,pi/0]).  
-define(PI,3.14) .
```

```
pi() -> ?PI.
```

```
fib(N) when N<2 -> N;  
fib(N) -> fib(N-1) + fib(N-2) .
```

```
prime(1) -> false;  
prime(N) when N > 1 -> prime(N,2) .
```

```
prime(N,M) when M*M>N -> true;  
prime(N,M) -> (N rem M /= 0) andalso prime(N,M+1) .
```



The Erlang REPL

```
$ ls mymath.erl mymath.erl
```

```
$ erl
```

```
Erlang R16B (erts-5.10.1) [source] [smp:4:4]  
[async-threads:10] [hipe] [kernel-poll:false]
```

```
Eshell V5.10.1 (abort with ^G)
```

```
1> c(mymath).
```

```
{ok,mymath}
```

```
2> mymath:prime(1987).
```

```
true
```

```
3> q().
```

```
ok
```

```
4> $ ls mymath* mymath.beam mymath.erl
```



Thank you!

cmb21@st-andrews.ac.uk

@chrismarkbrown