

Functional Programming In Real Life

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CTO

Kreditor Europe AB

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Creative Payment Solutions

Introduction

- I will talk about **KREDITOR**, a company that bet it's future on **Erlang**, a functional programming language
- I will tell you what **KREDITOR** does, how we do it, why we do it this way, and whether it worked out or not... at least, so far.
- I will also tell you about **Erlang**, and **why** and **why not** to use it.



Kreditor Europe AB

- The business model:
 - Bring trust to Internet shopping.
 - Bring old style billing into the new IT-economy.
- Brief background:
 - Founded in **February 2005**.
 - With < \$100,000 in venture capital.
 - Live system in **March 2005**.
- The company vision:
 - “**Be the coolest company in Sweden.**”



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The Problem

- Internet shopping is a question of **trust**.
 - The **shop** has to **trust** the **customer** to get paid.
 - The **customer** has to **trust** the **shop** to send the right stuff.
- Many **customers** are **uncomfortable** using credit card over the Internet.
- Many banks are actually **worried about the security** of Internet **shops** handling credit card information.

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The Solution

- Bring in *a trusted party*, i.e., **KREDITOR**.
- Send an invoice with the goods to the **customer**.
- The **customer** pays after receiving the goods and takes no risk. The **customer** does **not** have to trust anyone.
- The **shop** is guaranteed (by contract) to get money from **KREDITOR**. The **shop** only have to trust **KREDITOR** with whom they have a written contract.

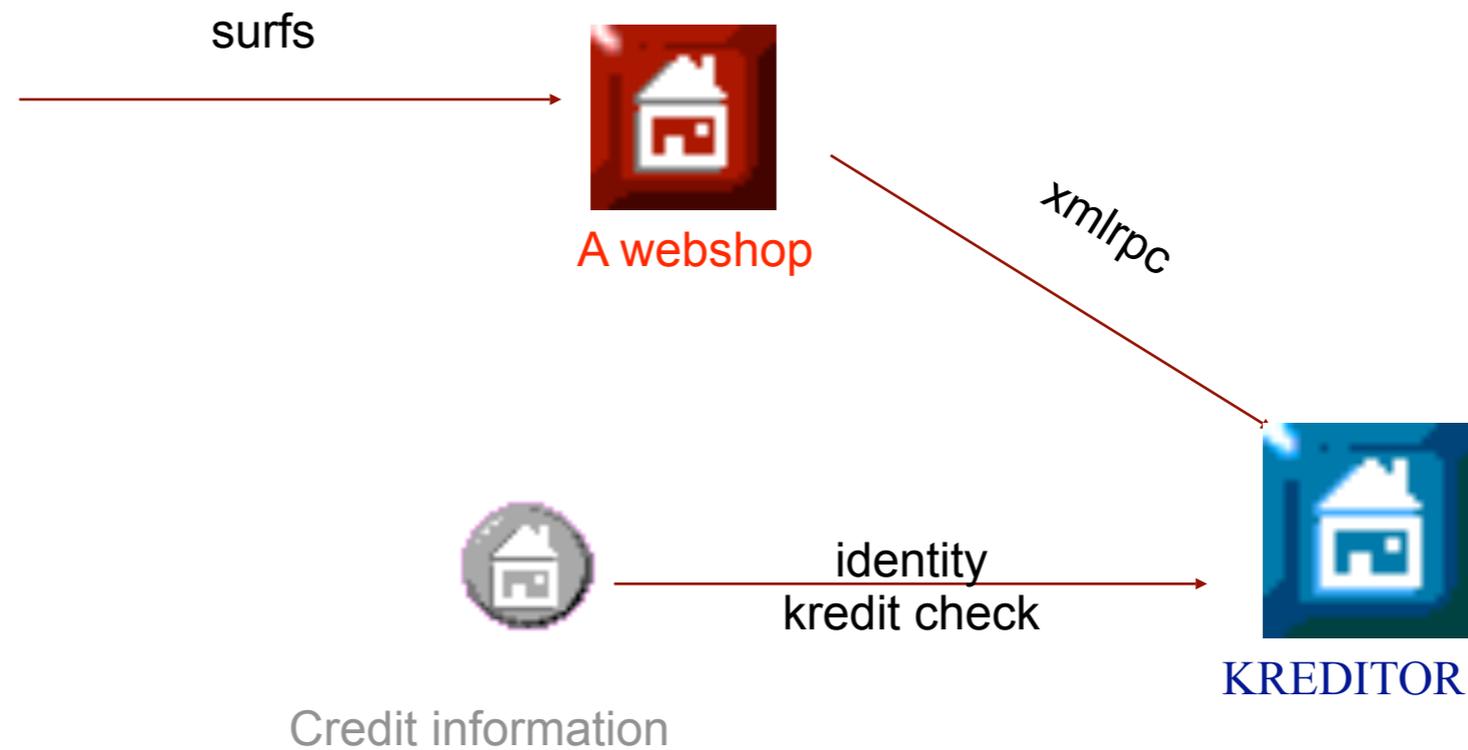
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The Implementation



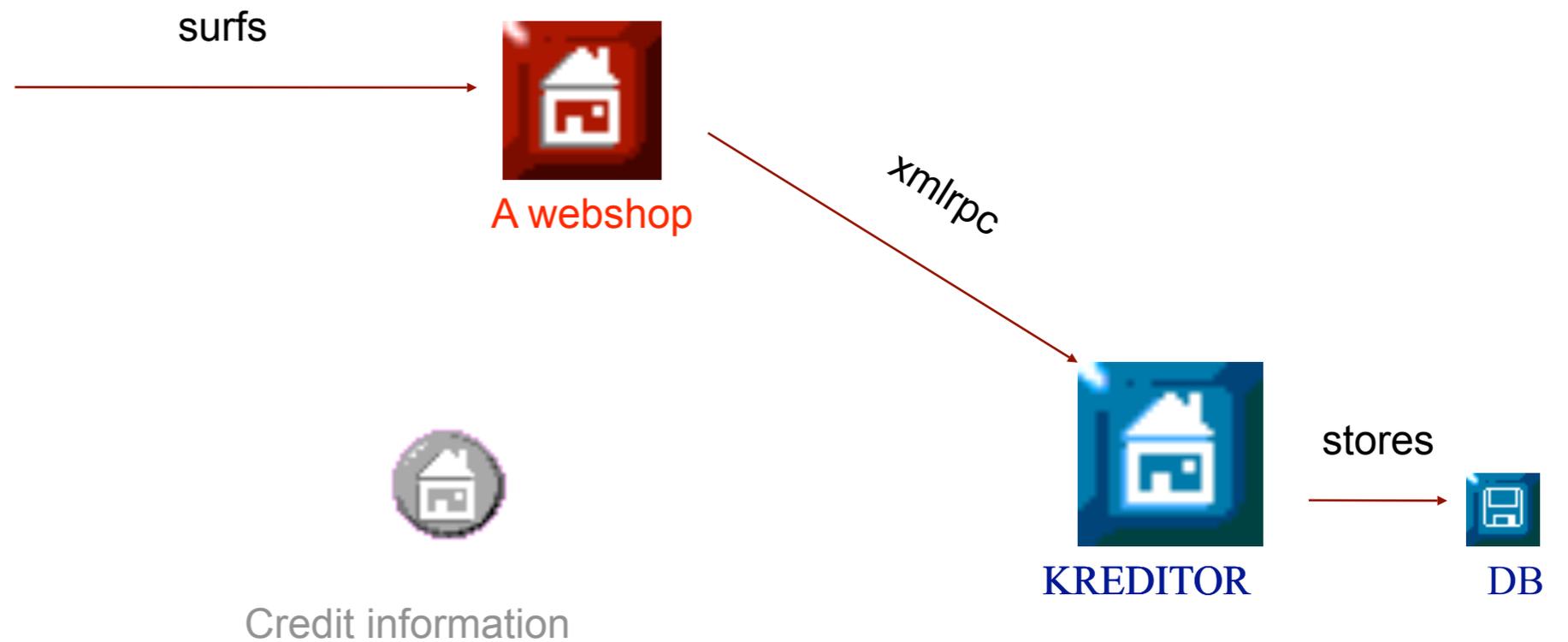
A customer



The Implementation



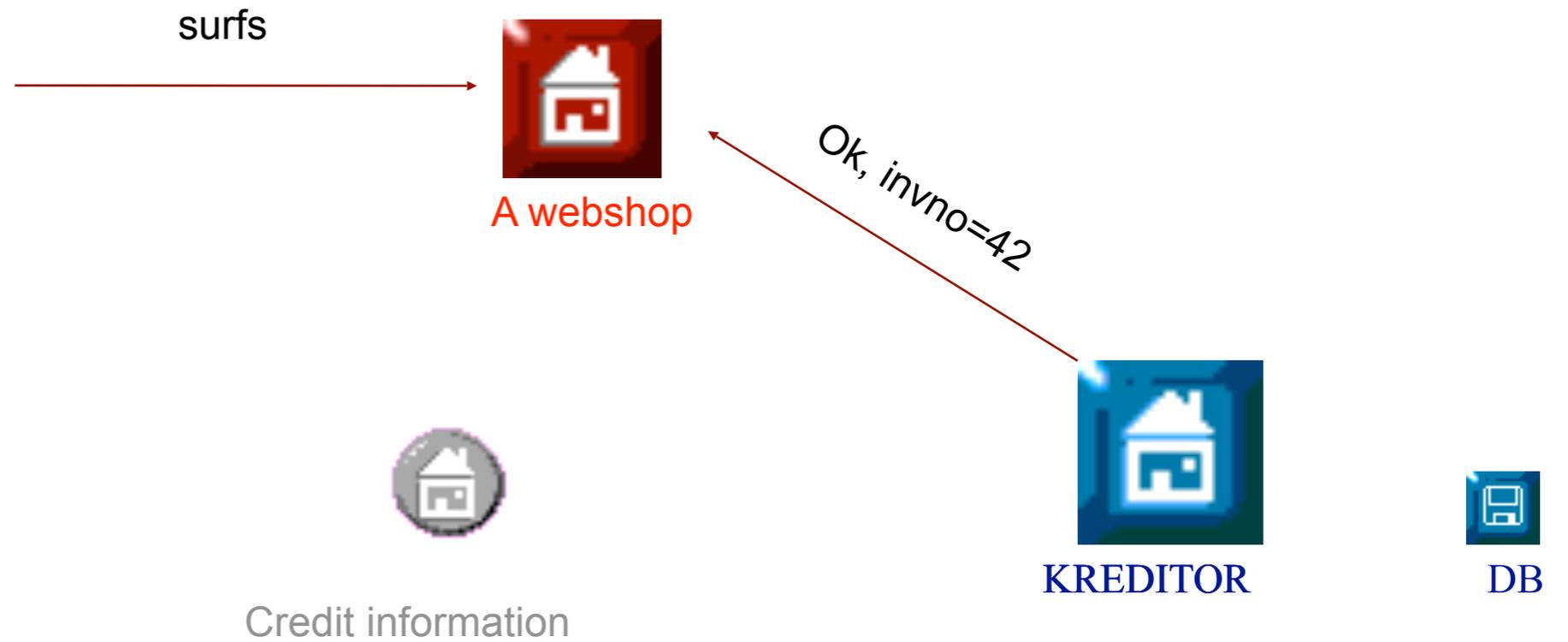
A customer



The Implementation



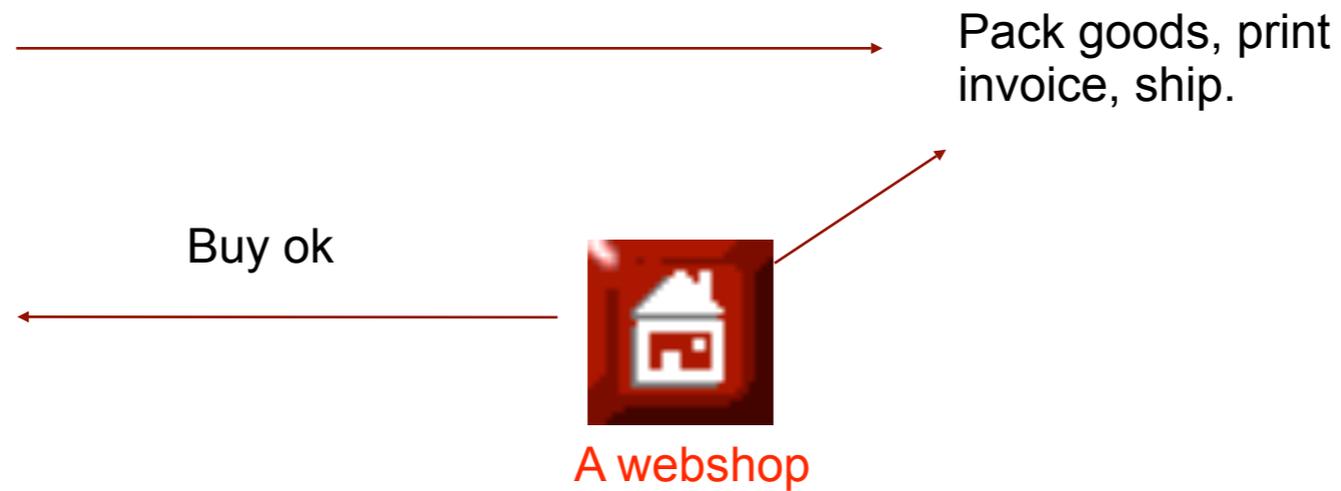
A customer



The Implementation



A customer



Credit information



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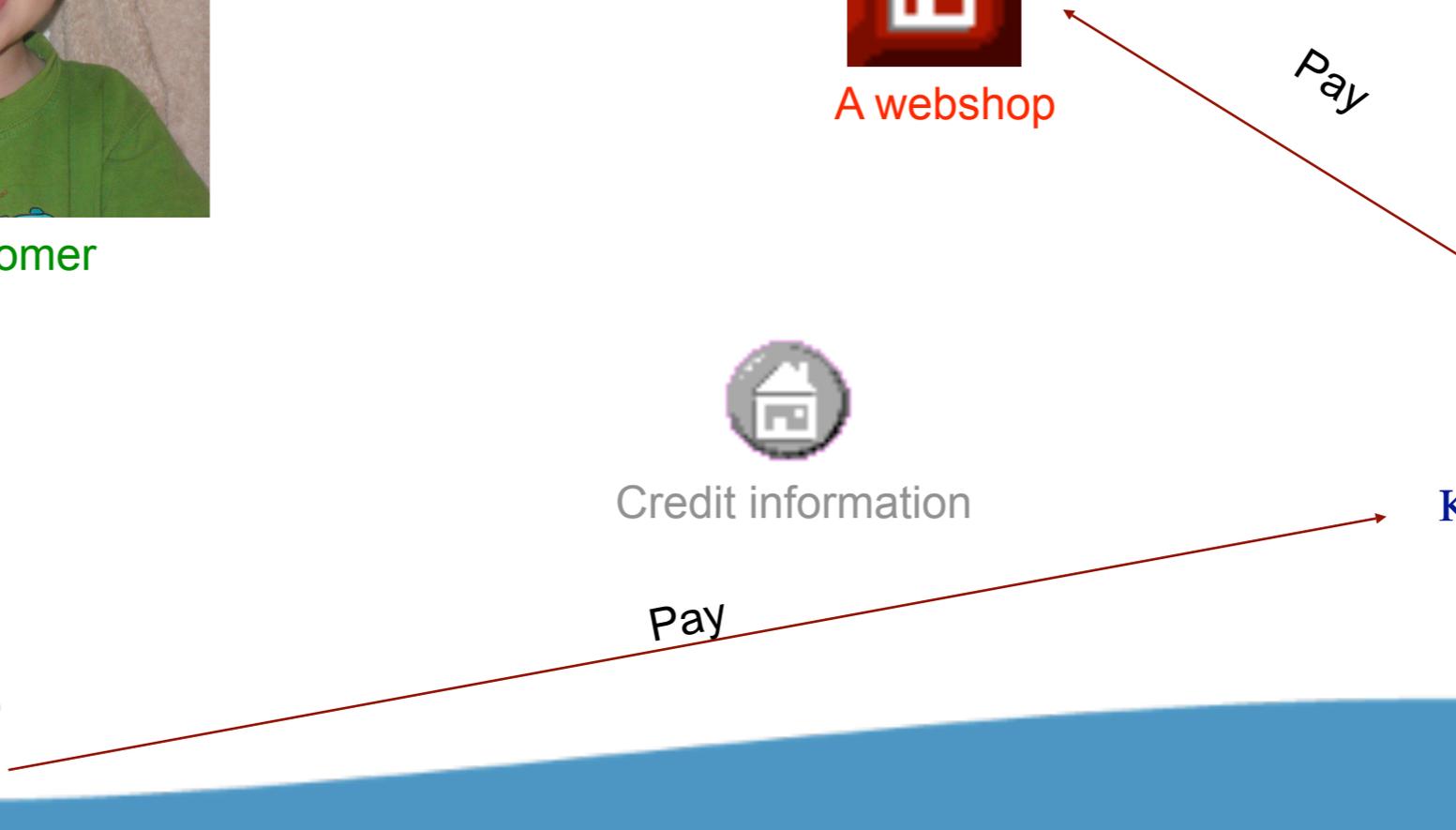
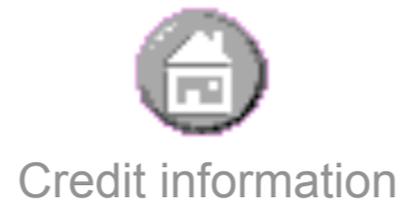
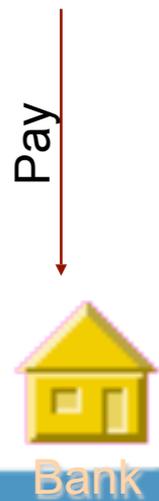


DB

The Implementation



A customer



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The Implementation



A customer



A webshop



Credit information



Print&mail



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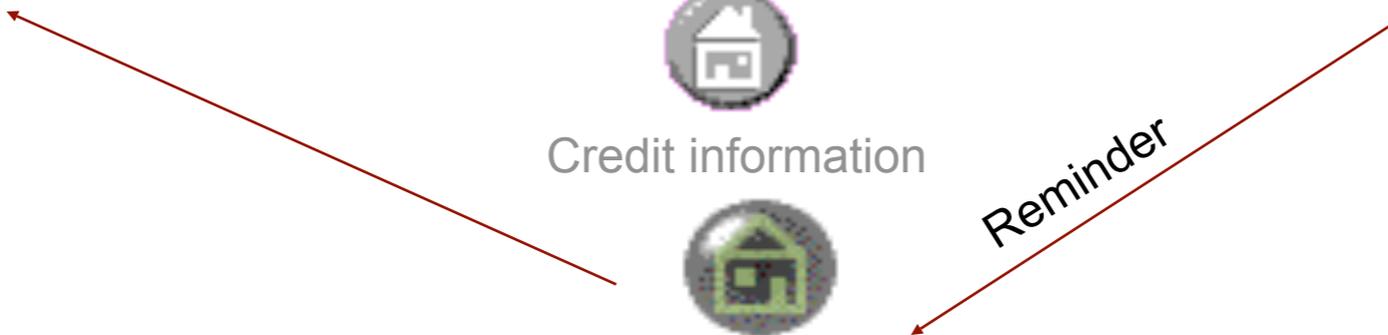


DB



Bank

Reminder



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Some details

- The system is built from scratch using LYME (Linux, Yaws, Mnesia, and **Erlang**).
- So far we operate in **Sweden** and **Finland**, and we sell to **Norway** and **Denmark**.
- We have a distributed system with multiple servers to provide a fault tolerant, high availability solution.
- We aim for less than 5 minutes down-time per year, in a setting where we introduce new features in the system every week.
- The problem fits **Erlang** really well.

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Why not use Erlang?

- The main reasons that I have heard of are:
 1. Politics – **Erlang** is not C/Java, company policy.
 2. One provider – Concern that **Ericsson** will stop supporting **Erlang**.
 3. Lack of programmers – **Erlang** is still not mainstream how can we ensure we get qualified staff?
- When starting a new company, 1 is (usually) not a problem.
- I can't see 2 happening, and **Erlang** is open source anyway.
- When setting up in Stockholm, 3 is not a problem.

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Erlang - Background

- Developed by the Computer Science Lab at Ericsson.
- Problem domain - Modern financial applications
 - High Availability
 - Highly concurrent
 - Real time
 - Distributed
 - Continuous operation
 - In service upgrades

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Erlang Design Goals*

- How can we build software systems that are as reliable as hardware systems.
- How can we make programming almost as easy as assembling hardware.

* This is my own reconstructed view of what the goal might have been, I was not in any way involved in the design of Erlang.

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Erlang - Insight

To make a fault-tolerant system you need at least **two** computers.

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Real - Insight

Actually,
to make a fault-
tolerant system you
really need at least
three
computers*.

* This is an insight about consensus algorithms shown by Leslie Lamport in "The Byzantine Generals Problem" (1982) and in more detail in "Lower Bounds for Asynchronous Consensus" (2004).

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Erlang - Background

- The Erlang designers realised “To do fault tolerant computing we need at least two isolated computers.”
- This lead to concurrent programming with pure message passing and no shared state.
 - Large number of (isolated) processes
 - Communication through message passing
 - No mutable state in processes
 - Pure functional programming

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Erlang - OTP

- A huge part of the success of **Erlang** comes from the standard library **OTP** (**Open Telecom Platform**).
- **OTP** extends the fault tolerance in **Erlang** by providing standard patterns (or behaviours in **Erlang** lingo) for building telco-grade systems.
 - Supervisors, with restart policies
 - Generic servers
 - Generic state machines
 - Logging

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The Erlang Advantage

- Easy to build fault-tolerant systems.
- Rapid development.
- Low-maintenance and easy upgrade.
- Ability to leverage multicore technology.
- Network programming is easy.
- Good way to get great programmers.

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Easy to Build Fault-tolerant Systems

- **Erlang** was designed from the ground up with the purpose of making it easy to develop fault-tolerant systems.
- **Erlang** was developed by **Ericsson** with the telecom market in mind.
- **Erlang** supports processes, distributed systems, advanced exception handling, and signals.
- **Erlang** comes with **OTP**-libraries (**Open Telecom Platform**), e.g. *supervisors* and *generic servers*.

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Rapid Development

- **Erlang** has a number of features to support rapid prototyping and fast development:
 - Automatic memory management.
 - Symbolic constants (atoms).
 - An interactive shell.
 - Dynamic typing.
 - Simple but powerful data types.
 - Higher order functions and list comprehensions.
 - Built in (distributed) database.

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Fast Development

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Low-maintenance and Easy Upgrade

- **Erlang** has a number of features that makes it easy to maintain and upgrade:
 - Hot code loading.
 - Distribution.
 - Interactive shell.
 - Simple module system.
 - No shared state.
 - Virtual machine.

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Ability to Leverage Multi Core

- The concept of processes is an integral part of **Erlang**.
- The Erlang Virtual machine (**BEAM**) has support for *symmetric multiprocessing*.
- No shared memory -- easier to program.
- As Joe Armstrong is found of saying:
“Each year your sequential programs will go slower.
Each year your concurrent programs will go faster.”

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Network Programming is Easy

- Distributed **Erlang** solves many network programming needs.
- Setting up a simple socket protocol is a breeze.
- The binary- (and now bit-) syntax makes parsing binary protocols easy.
- There are simple but powerful libraries for HTTP, XML, XML-RPC and SOAP.

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Good Way to Get Great Programmers

- **Nice paradox:**
The lack of **Erlang** programmers makes it easier for us to find great programmers.
- There are many great C and Java programmers, I'm sure, but they are hidden by hordes of mediocre programmers.
- Programmers who know a functional programming language are often **passionate** about programming.
- Passionate programmers makes **Great Programmers™**.

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Building a Scalable Fault-tolerant 24/7 System

- You need at least three of everything
- Start simple
- Only optimise when and where necessary
- Scale by adding nodes, make each node the same as all other nodes
- Monitor everything

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Erlang Downsides

- It is not mainstream*
 - There are not many third party libraries yet
 - Even if we can find great programmers it is hard to find enough programmers who know [Erlang](#) or who even want to use [Erlang](#).

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* A big advantage according to Paul Graham in "Beating the Averages".

Making Erlang More Mainstream

- I have a cunning plan.
- We set up an independent language ranking firm, paid by the **Erlang** community of course.
- They rank **Erlang** as an AAA language.
- Every manager faced with a language decision can then make the non-decision of choosing the tripel AAA language **Erlang**.

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Erlang is Gaining Popularity

- “Erlang for Concurrent Programming”, by Jim Larson, **Google**: “Designed for concurrency from the ground up, the Erlang language can be a valuable tool to help solve concurrent problems.”

(<http://www.acmqueue.com/modules.php?name=Content&pa=showpage&pid=556>)

- New **Facebook** Chat Feature Scales to 70 Million Users Using Erlang
(<http://highscalability.com/new-facebook-chat-feature-scales-70-million-users-using-erlang>)

- **Dr.Dobb's** 3/12: “It's Time to Get Good at Functional Programming”
“Erlang: A No-Compromises Approach”

(<http://www.ddj.com/development-tools/212201710;jsessionid=AGLEX11IQPUNQQSNDLRSKHSCJUNN2JVN?pgno=2>)



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When not to Use Erlang

- Don't try to build a stand-alone GUI.
 - Don't expect to do fancy text handling out of the box.
 - A fancy web-GUI is not easy to do yet.
 - Fast file crunching is not Erlangs forte.
- But **Erlang** can easily interface with other languages and applications, so use **Erlang** as the glue to write the robust server core, and plug in the missing parts.

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Did it work?

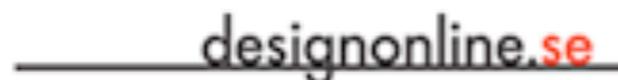
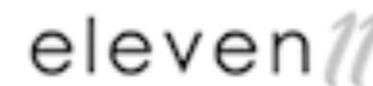
- **Erlang** has been a great help in providing rapid development with maintained high availability.
- **KREDITOR** has introduced new services several times per year.
- The system has never been down. Not even while upgrading the system hardware or moving the hosting to a new site.

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Some Customers

We have signed with over **2700** internet shops.
(Dustin, Ginza, Discshop, SIBA, Webhallen, Gymgrossisten)



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Did it work?

- The business model **has been sound.**

- Number of connected stores:

2004: 0, 2005: ~200, 2006: ~800, 2007: ~1700, 2008: ~2800

- Number of employees ~100.

- Turnover:

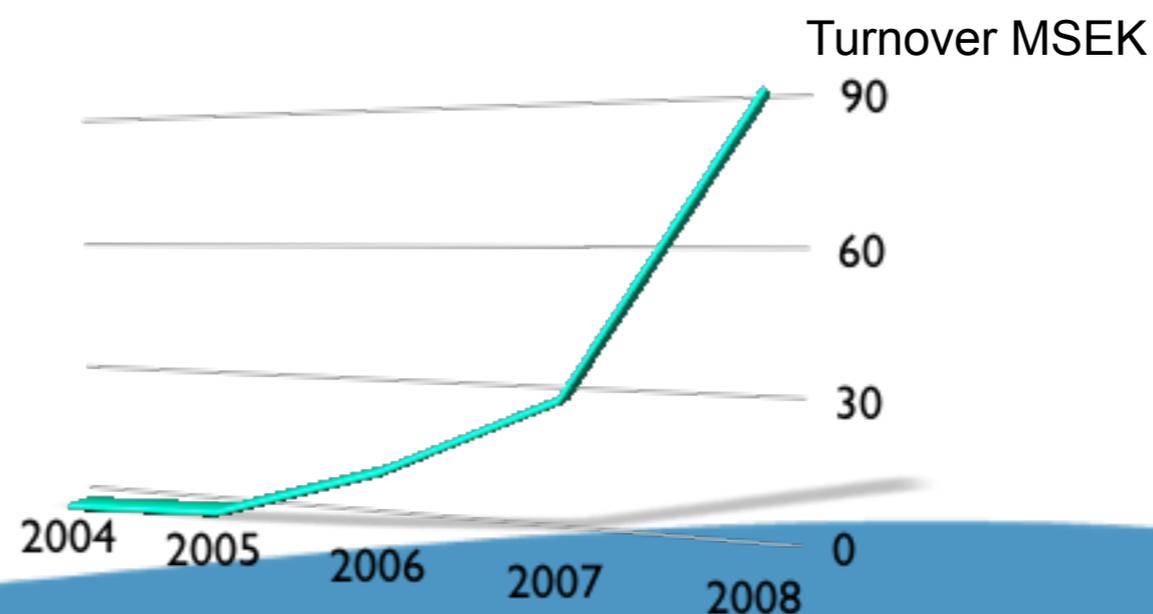
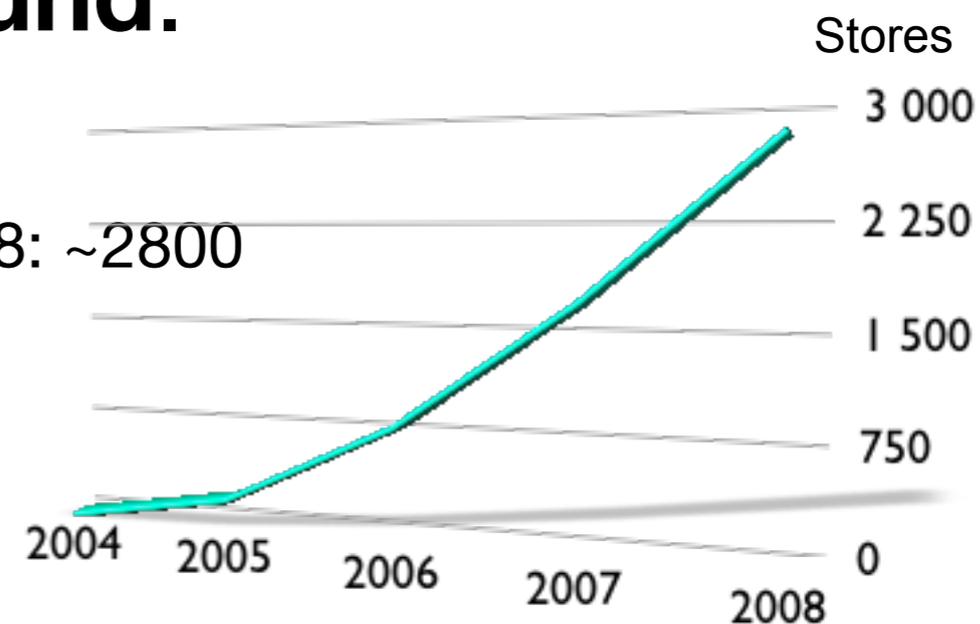
- 2004: ~0 SEK

- 2005: 1.5 million SEK

- 2006: 13.5 million SEK

- 2007: 35 million SEK

- 2008: 90 million SEK



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Conclusion

KREDITOR took a bet on **Erlang**,
and we are winning.

Questions?

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Added benefits

- The **customer** gets credit.
- The **customer** can pay using familiar methods.
- Returning goods is easy.
- **Better fraud detection.**
- **Advanced credit assessments.**
- **Easy to add similar features like *pre-pay, subscriptions and instalment plans.***

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