

# Beam.js

Erlang meets JavaScript

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JavaScript platform with **bi-directional**  
Erlang integration

# And JavaScript has something to offer, too

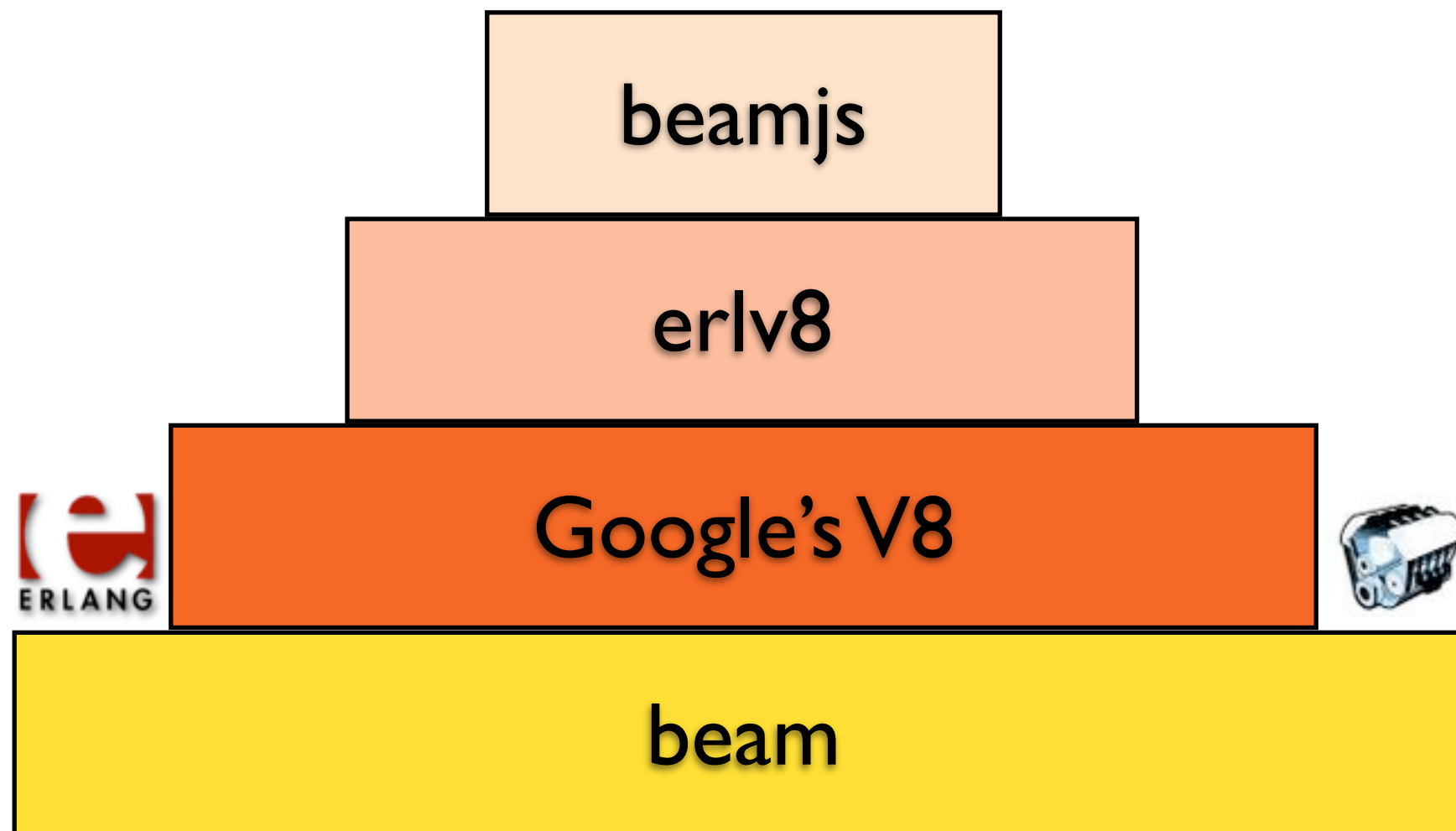
- Greater mindshare
- Cutting-edge webdev
- Lower entry barriers
- Fast implementations

**So lets be friends,  
alright?**

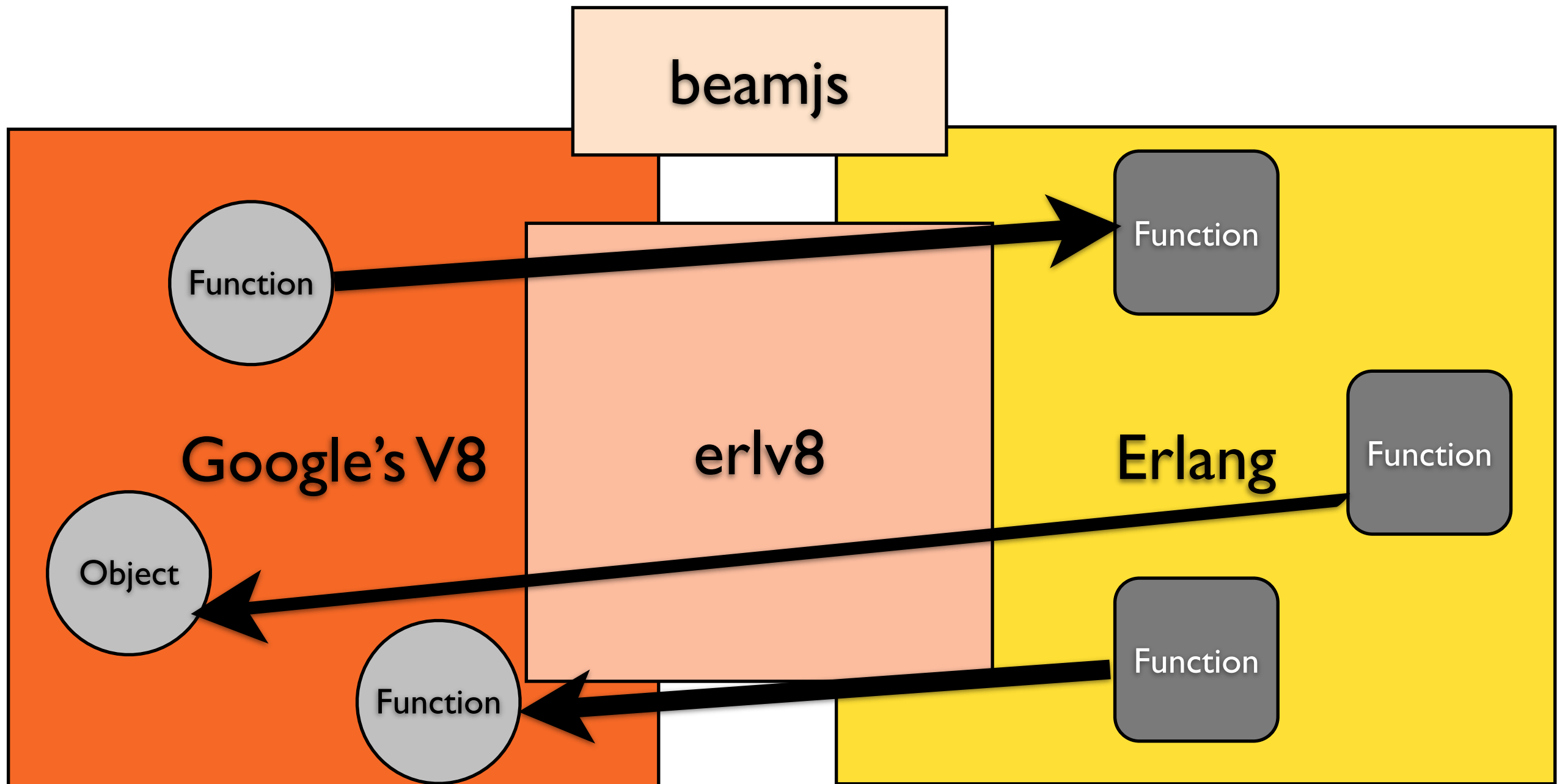
# Goals

- Don't replace Erlang with JavaScript
- Enable JavaScript to use Erlang's power
- Allow Erlang to introspect JavaScript objects

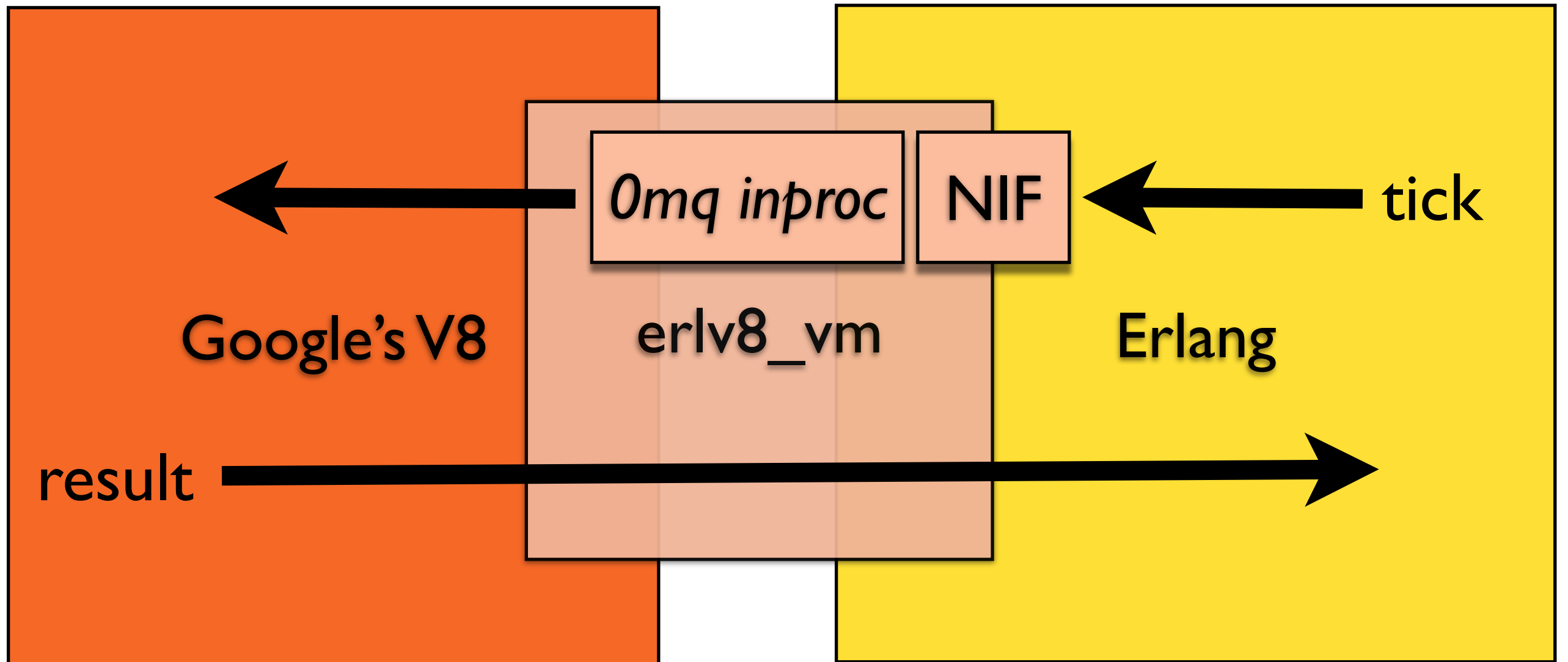
# What's inside?



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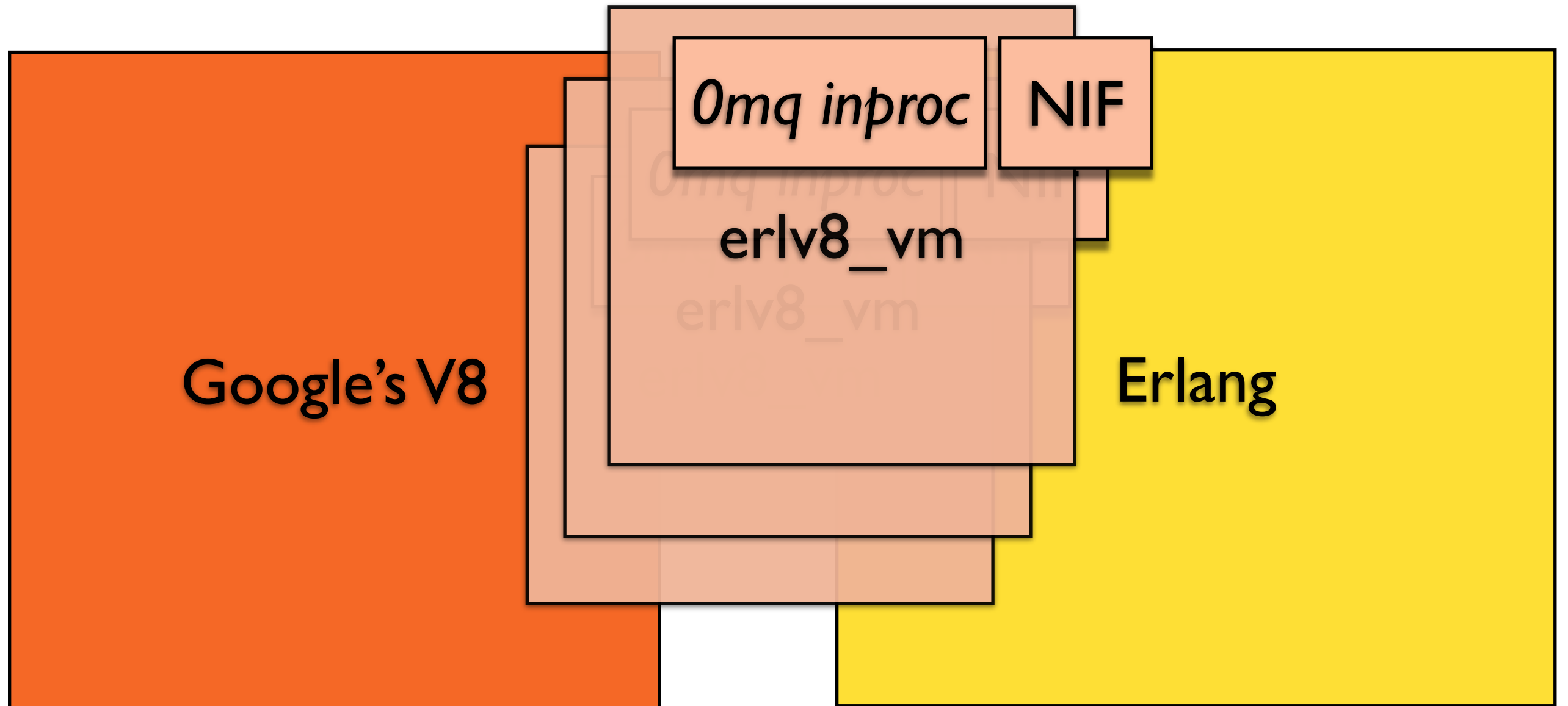


# Internal mechanics





# Internal mechanics



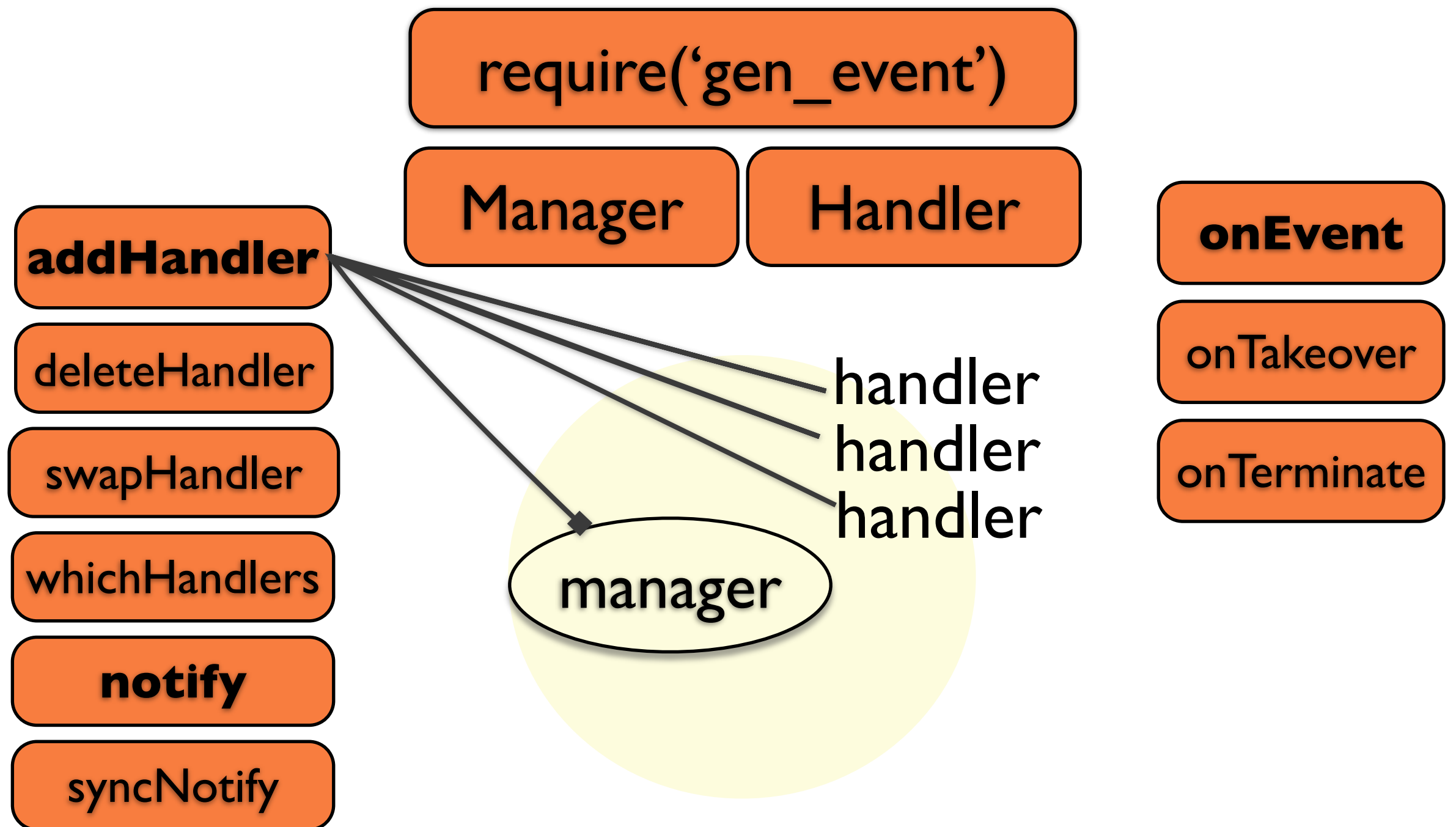
# Today

- PoC < **Early availability** < Mature
- > 70 followers on GitHub
- Example Erlang-powered libraries
  - messaging, dist
  - `gen_event` / EventEmitter

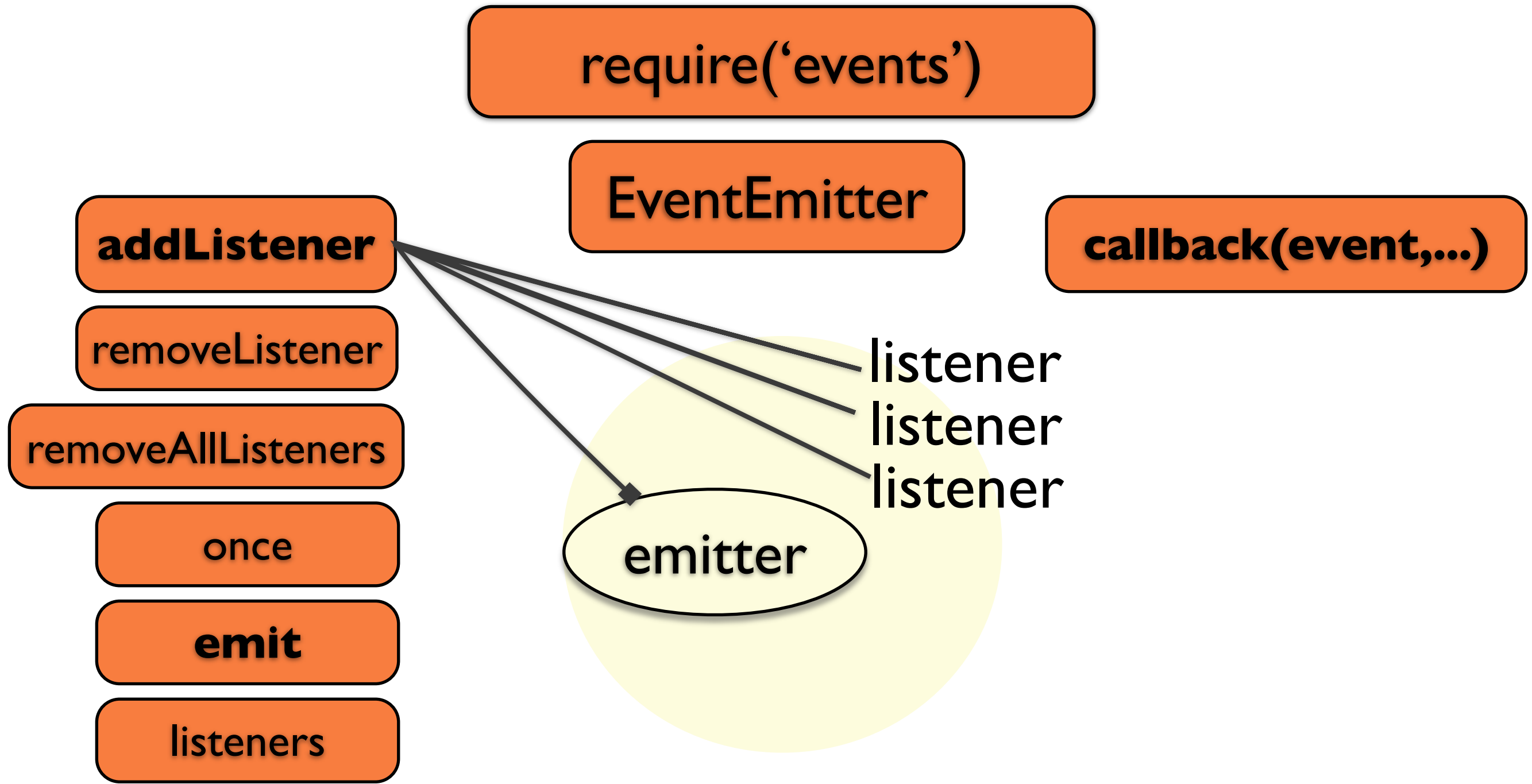
# Example: Events

- Erlang's state of the art: **gen\_event**
- JavaScript's state of the art: **EventEmitter**

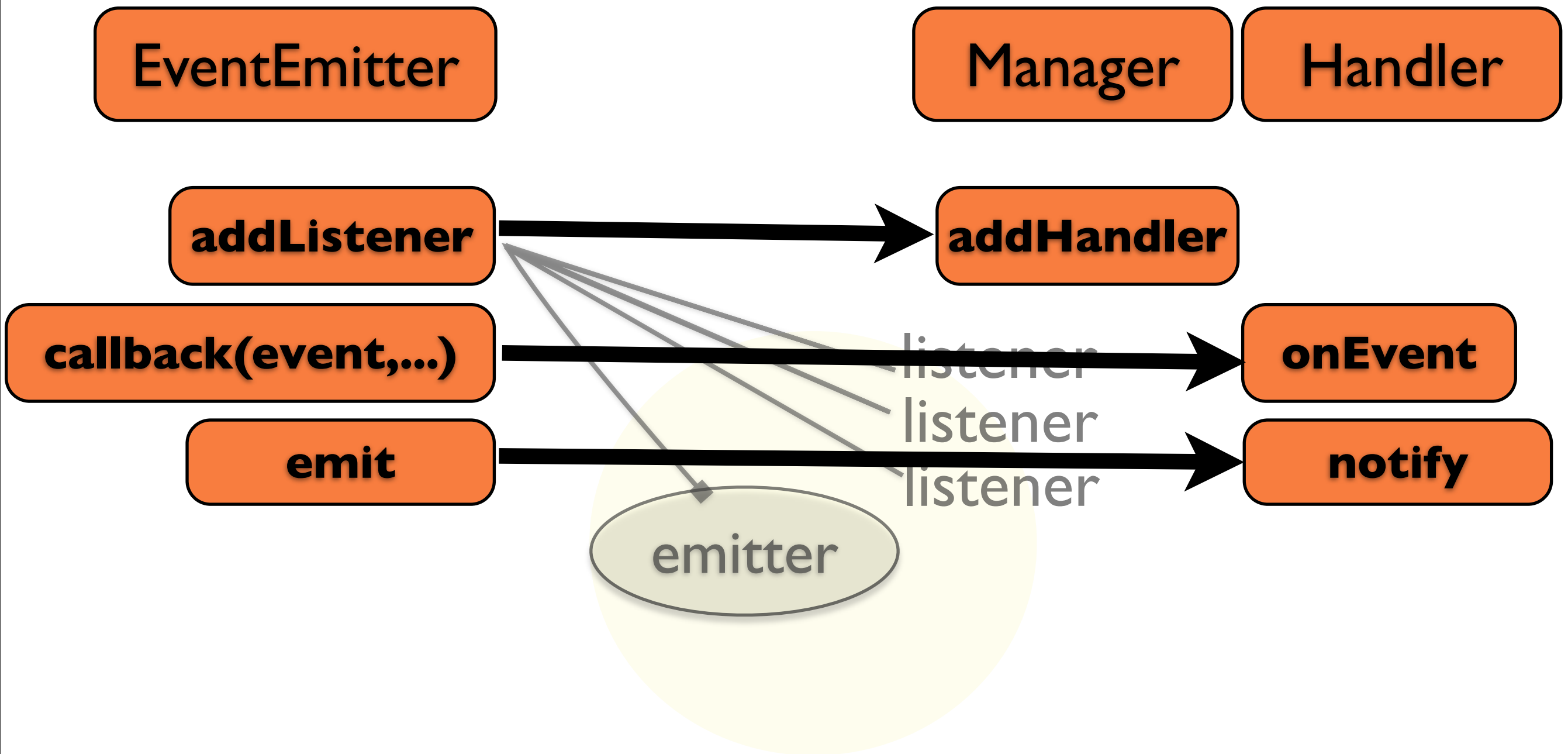
# Example: Events



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# Example: Events



# Example: Messaging

`require('messaging')`

`Mailbox(name, callback)`

`send(dest, message)`

`Mailbox(callback)`

`callback(message)`

**Dest ! Message**

# Messaging: “Client”

```
exports = function() {  
    new (require('dist').Node)  
('test2@slim').ping();  
  
    var msg = require('messaging');  
  
    msg.send({global: 'my name'}, 'test');  
  
    msg.send({global: 'my name'}, 'Hello Erlang  
Factory!');  
}
```



# Messaging: “Server”

```
exports = function() {  
    new (require('messaging').Mailbox)  
    ({global: 'my name'},  
     match(['test', function() { console.log  
('TEST'); }])).  
     match([match.var('msg'), function(m)  
{ console.log(m.msg); }])));  
}
```

# Example: Calling into Erlang

```
require('erlang').apply('io','format',['I am  
putting myself to the fullest possible use,  
which is all I think that any conscious entity  
can ever hope to do.~n']);
```

# Warts

- V8 is not thread safe (~~multicore goodness~~)
- No lightweight processes in V8
  - Limited preemptive scheduling
- erlv8 is not perfectly stable yet (fixable!)

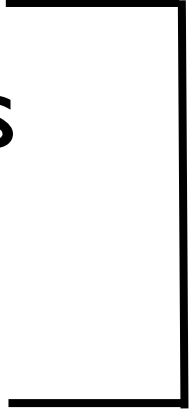
# Use

- High-level business logic units
  - map/reduce
  - Platform APIs
- Porting Node.js applications
- Battlefield-tested platform for JavaScript applications

# Future

- Improved C++ backend
- Better integration with V8 GC
- Stronger CommonJS adherence
- Full-blown node.js compatibility layer

# Other JavaScript bridges

- erlang\_js
  - emonk
- 
- SpiderMonkey
  - Limited introspection
  - Limited interoperability
  - Much simpler and stabler

# Thanks!

<http://beamjs.org/>

\$ agner build beamjs

[74,117,115,116,32,115,97,121,105,110,103,32,84,  
104,97,110,107,115,33,32,97,103,97,105,110,32,58,41]