Abstract

Erlang is a general-purpose concurrent, garbage-collected programming language and runtime system. The sequential subset of Erlang is a functional language, with strict evaluation, single assignment, and dynamic typing. It was designed by Ericsson to support distributed, fault-tolerant, soft-real-time, non-stop applications. It supports hot swapping, so that code can be changed without stopping a system. The first version was developed by Joe Armstrong in 1986. It was originally a proprietary language within Ericsson, but was released as open source in 1998. In this talk, a brief overview of Erlang language is depicted.