

Distributed programming with ruby

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Parallel programming

Then and Now

- Locks, Mutexes, Semaphores
 - Shared Memory
 - Synchronization
 - Threads/Processes
 - CopyOnWrite
- Share Nothing
 - Message Passing
 - Actors
 - Functional Programming
 - Lambda Calculus
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Actors

- Can be done in Ruby
 - <http://www.infoq.com/articles/actors-rubinius-interview>
 - www.revactor.org
 - Are good concept for parallel programming
 - Much better than locks, mutexes, synchronizations
 - Good for event driven programming
 - Have problems too
 - Require change of thinking
 - Can be nondeterministic
 - Can't guarantee ordering of messages
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Swarm

- Statistical analysis(or calculator) is your friend
- Ultimate workers?
- Bad clients
- Hostile clients
- Live updates

- Easy with Ruby?

