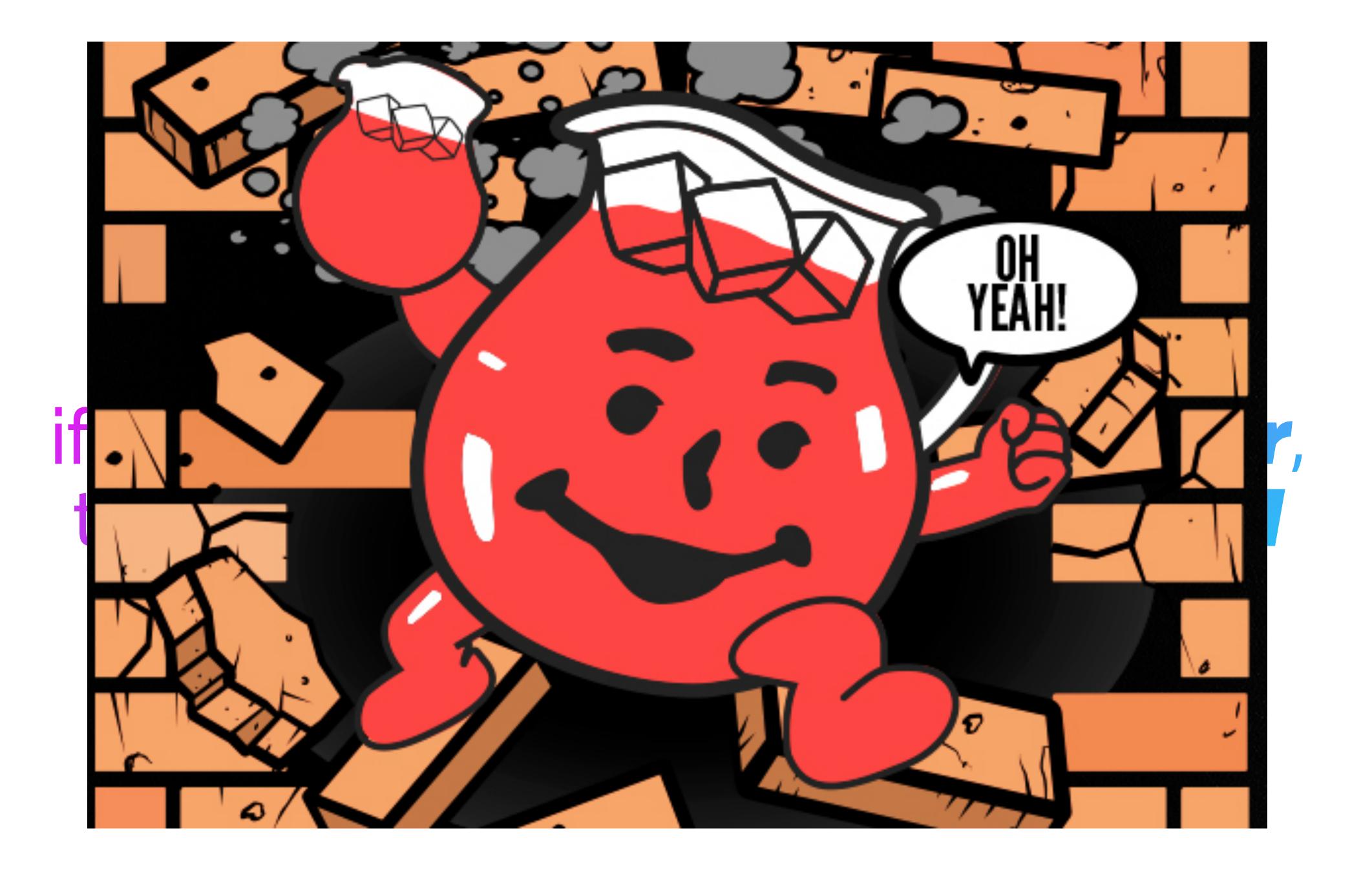
#### **The Jump to Hyperspace** / Light speed, antientropy, & moving past the cloud 🍝



I suppose it is tempting, if the only tool you have is a **hammer**, to treat everything as if it were a **nail** 

~Abraham Maslow



# [...] by **2025**, **75% of data** will be processed **outside** the traditional data centre or cloud

#### ~ Gartner (also Dell & IBM)

https://www.gartner.com/smarterwithgartner/what-edge-computing-means-for-infrastructure-and-operations-leaders

#### Brooklyn Zelenka @expede



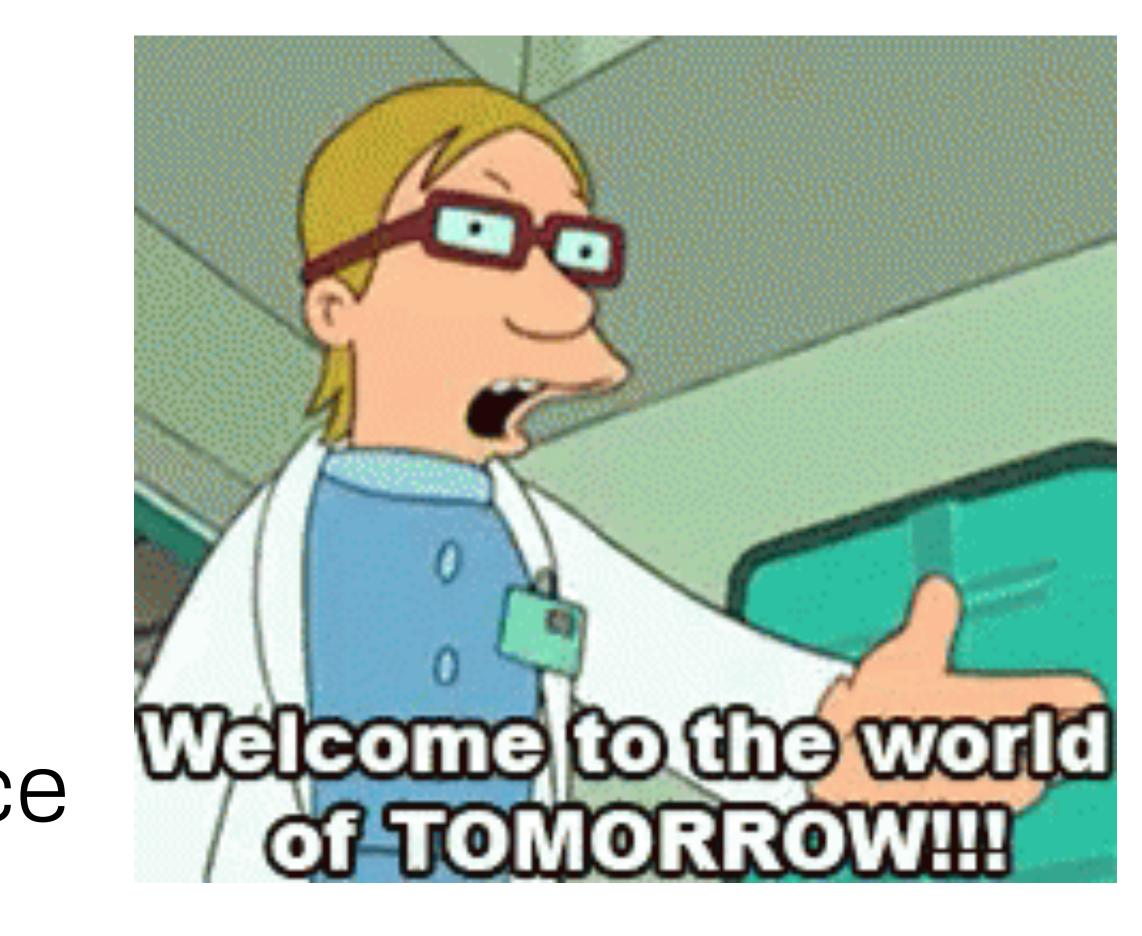
#### Brooklyn Zelenka @expede

- CTO at Fission
  - https://fission.codes, @FISSIONCodes
  - Infra & browser SDK for "edge apps"
  - Local-first, E2EE/EAR, distributed, passwordless
- Standards: DIF, UCAN, Ethereum, Multiformats, others
- Elixir: Witchcraft, Algae, Exceptional, &c



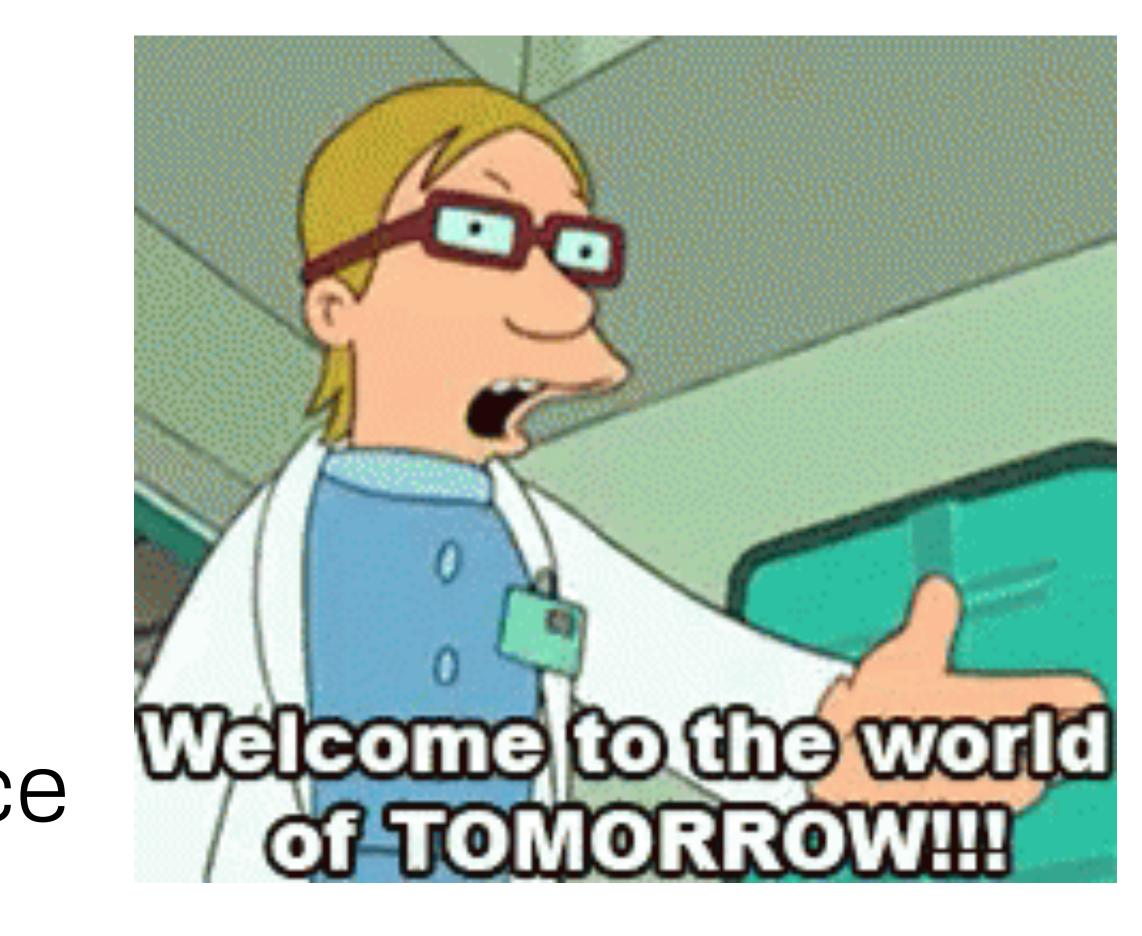


- R&D at Fission and others
- Future looking, emerging space
- Edge, web3, dweb
- Go "up a layer" from BEAM to the internet itself

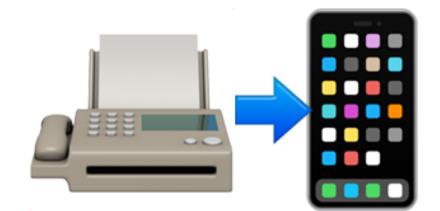




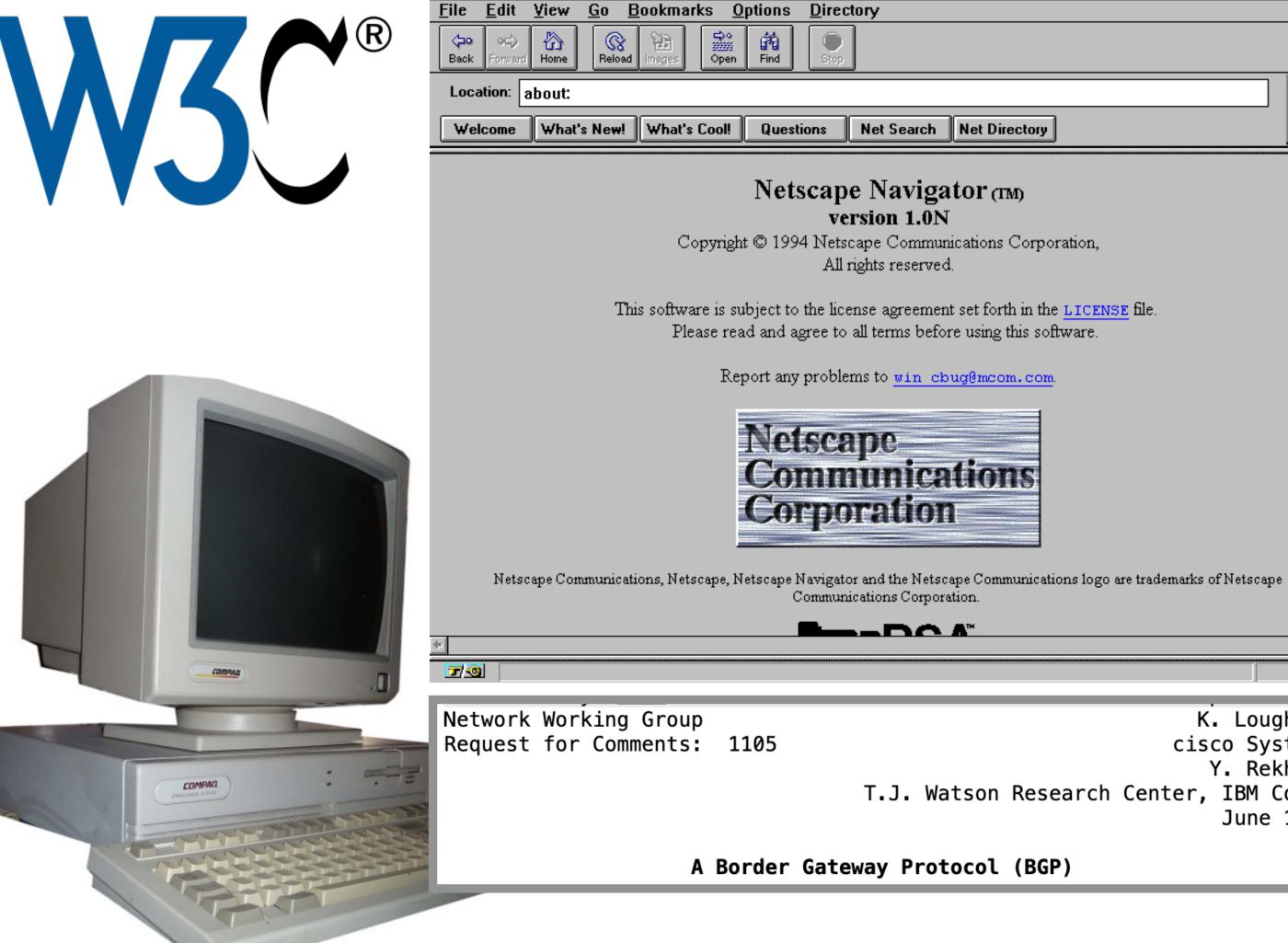
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### "Historical Reasons" How We Got Here



#### Motivation 🔂 **1994 Set the Tone**



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version 1.0N

▼ ‡

<u>H</u>elp

K. Lougheed cisco Systems Y. Rekhter T.J. Watson Research Center, IBM Corp. June 1989 NOKIA 2110

Some digital cellular phones are more digital than others.

For GSM data transmission with your portable computer, the Nokia 2110 is the only phone to offer you almost unlimited compatibility and trouble-free connections with automatic error correction. The Nokia Cellular Data Card connects your Nokia 2110 phone to your PC or

slot.

Macintosh via the PCMCIA If you don't have this slot, or if you use a small palmtop organizer, what you need is the Nokia Data Card Expander.

The Nokia 2110. The most compatible phone.























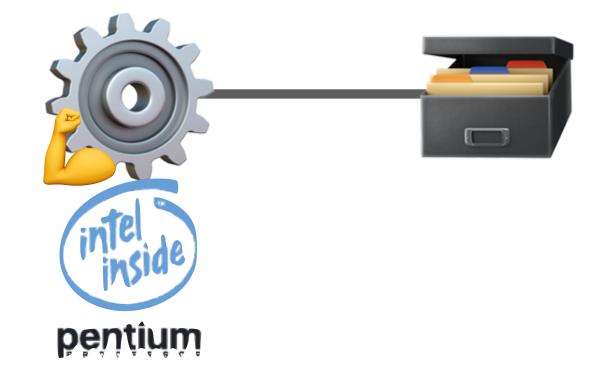












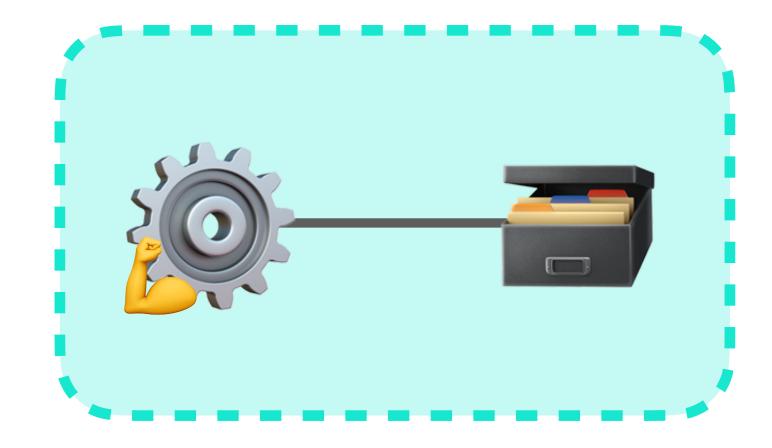










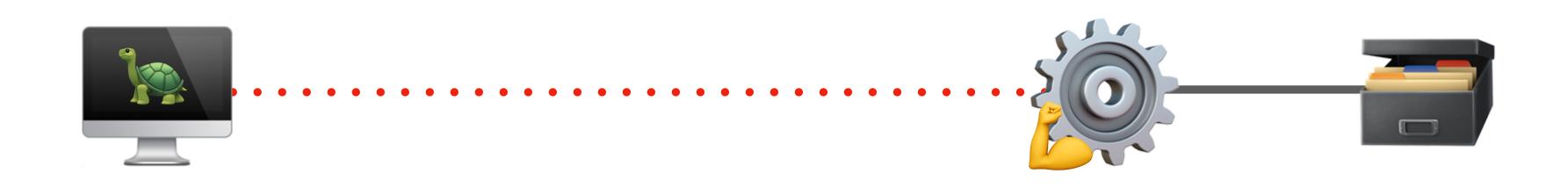


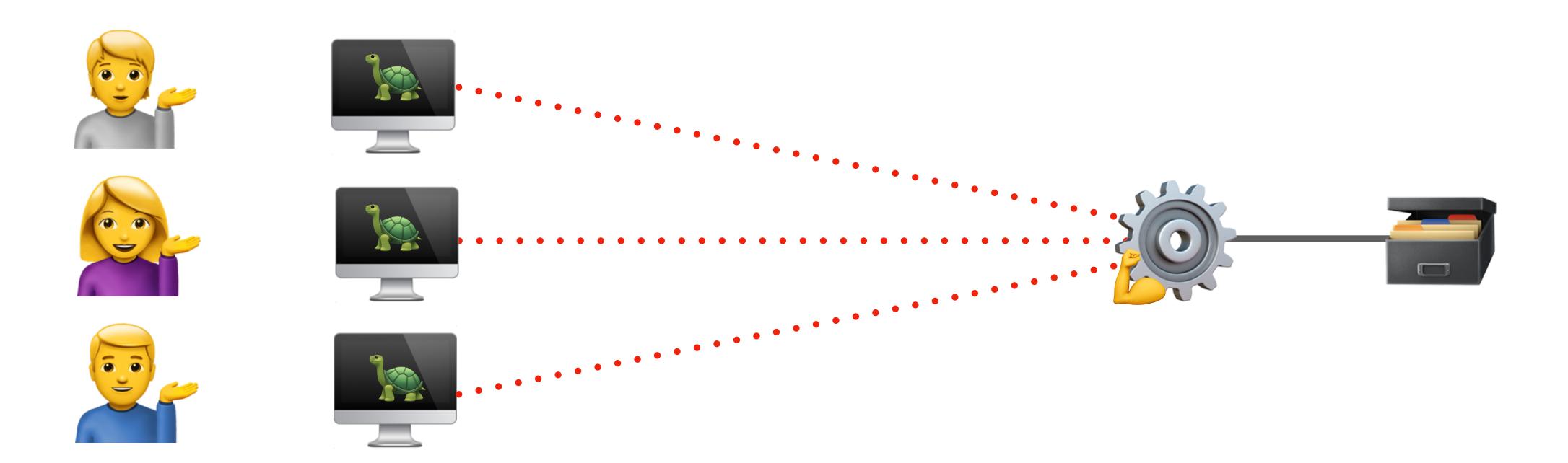


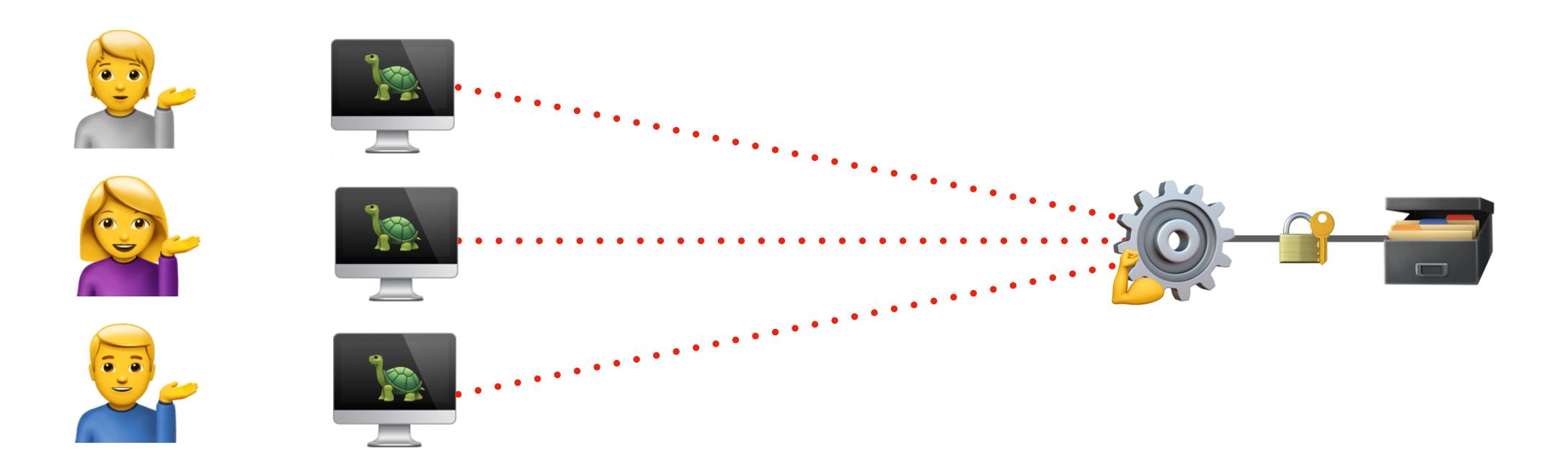






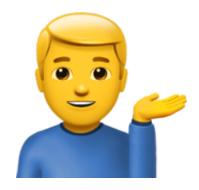


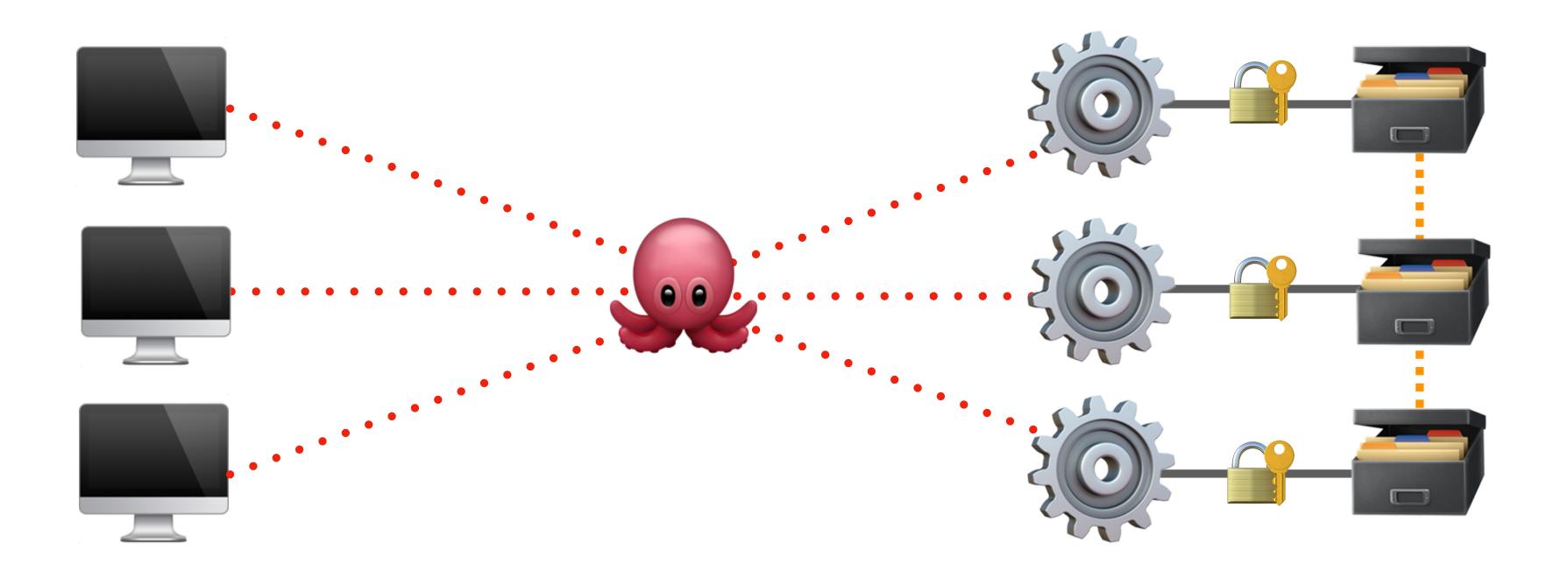






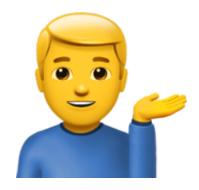


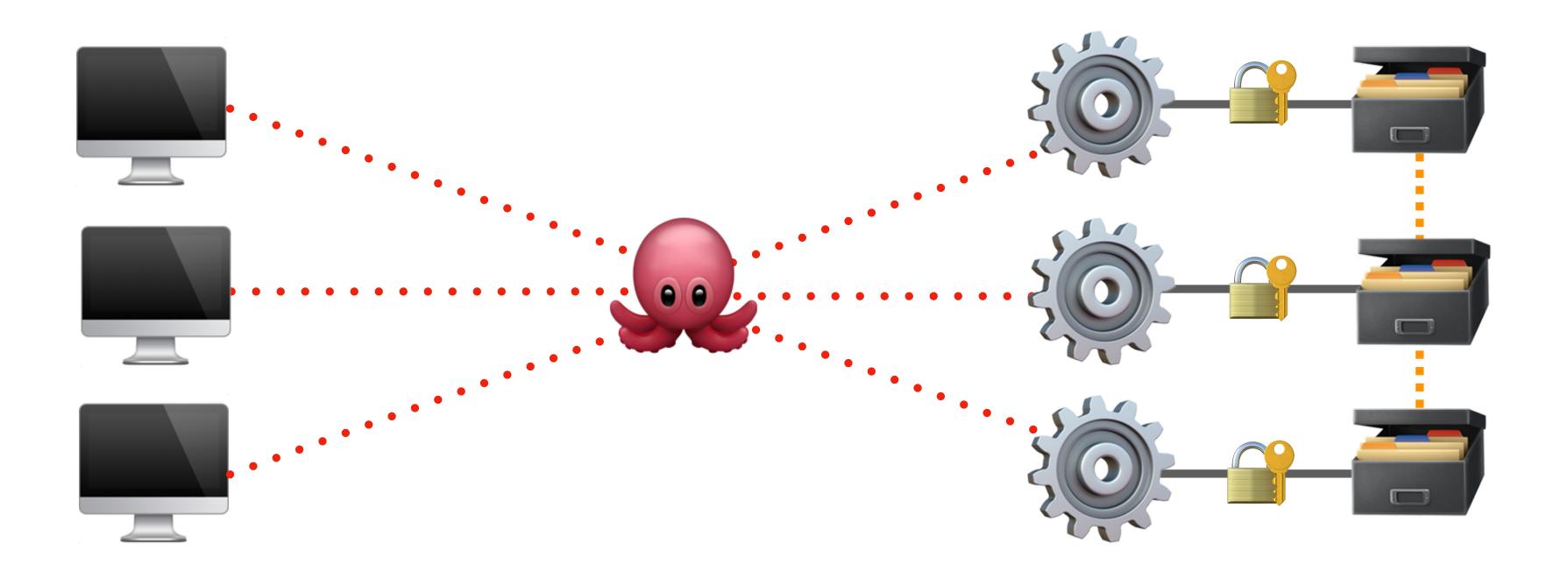






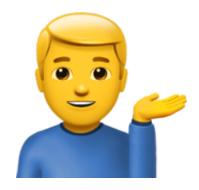


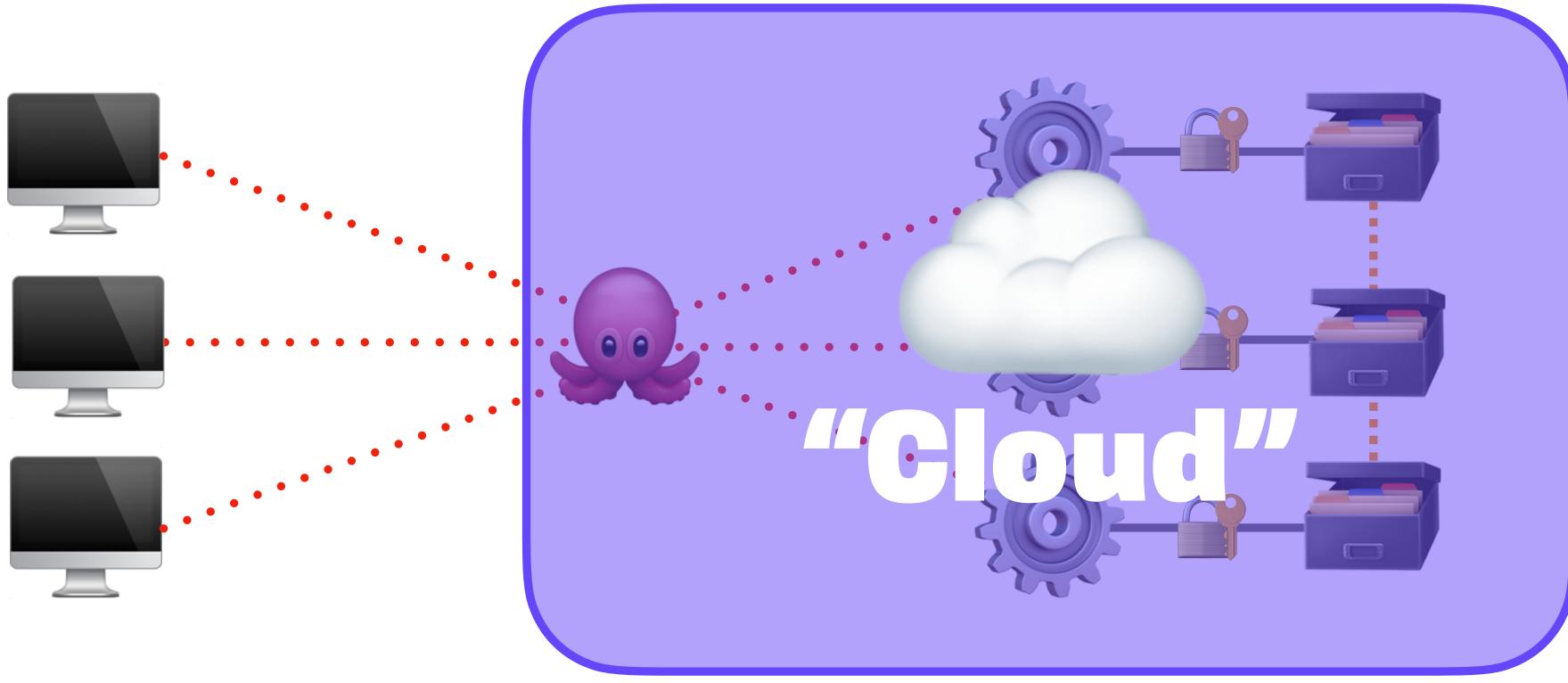




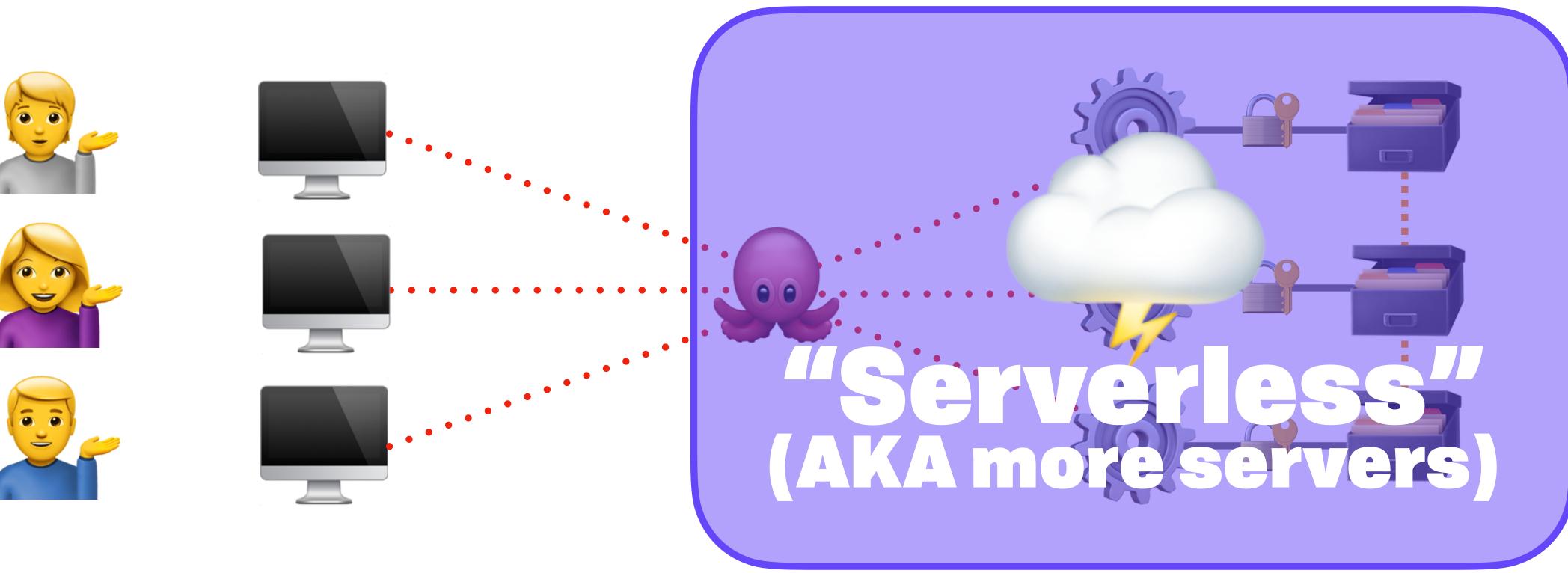














...and so it was for many years...







#### Motivation 💖 Natural Consequences



#### Motivation 🔂 Natural Consequences

Single source of truth ("the" database)



#### Motivation N Natural Consequences &

- Single source of truth ("the" database)
- Server-centric
  - "Full stack development"



- DevOps, Docker, k8s
- How to train enough engineers?



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### THENWELLSHIP YOUR MACHI





### Motivation 🔂 Natural Consequences

- Single source of truth ("the" database)
- Server-centric
  - "Full stack development"



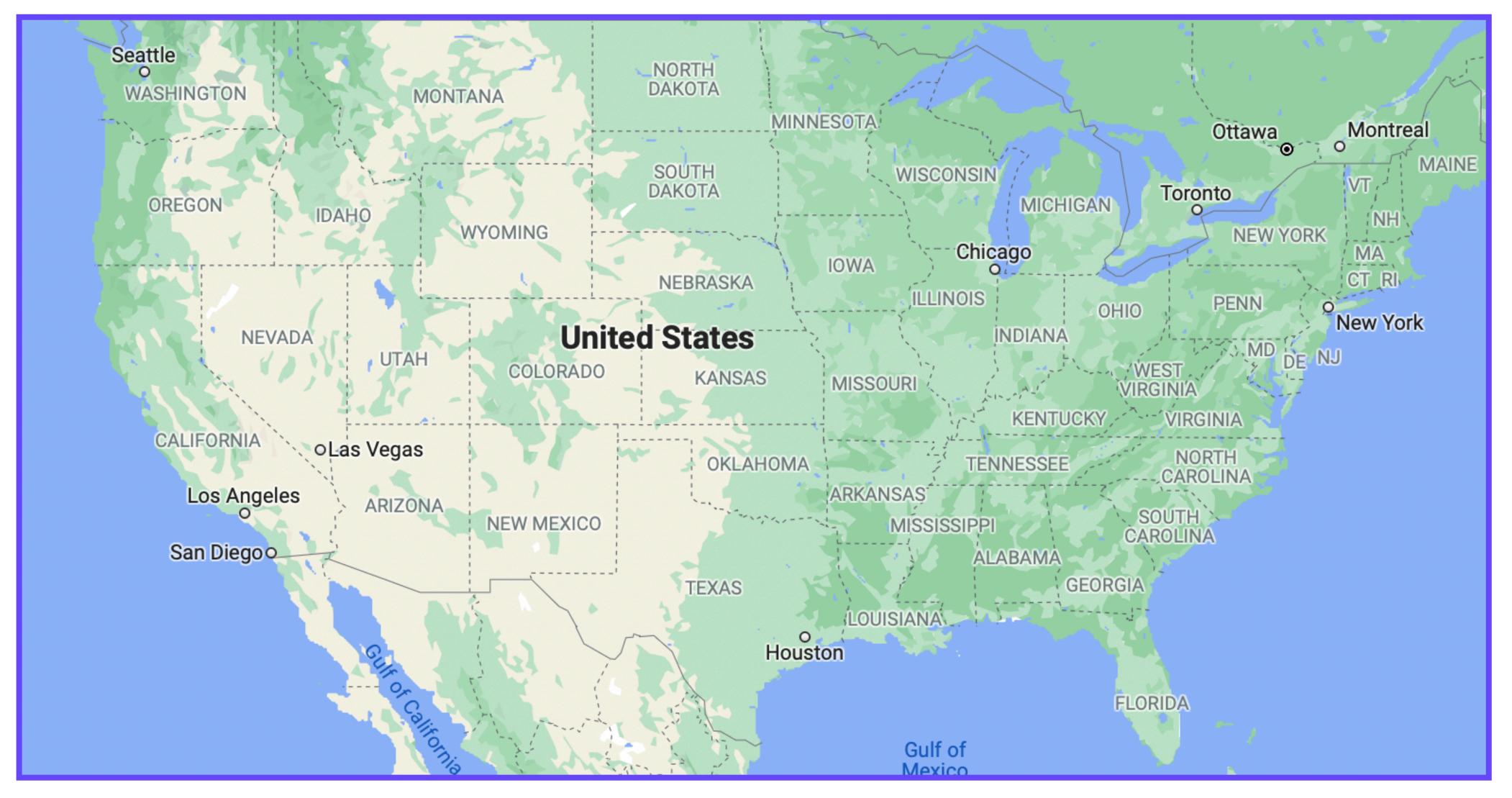
- DevOps, Docker, k8s
- How to train enough engineers?
- Infrastructure Hegemony
  - AWS (60%), GCP, Azure

### WELLSHIP YOUR MACHINE

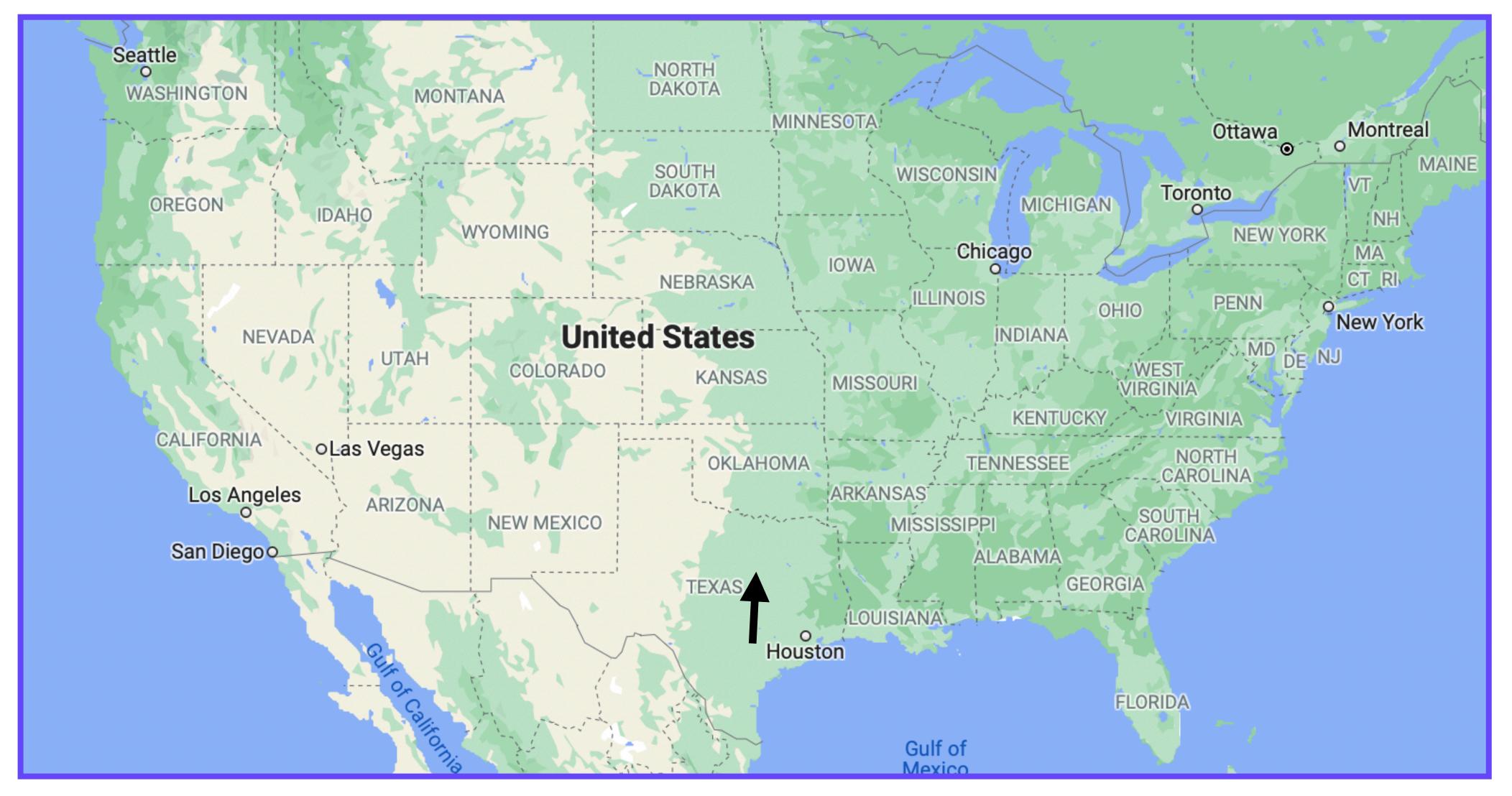
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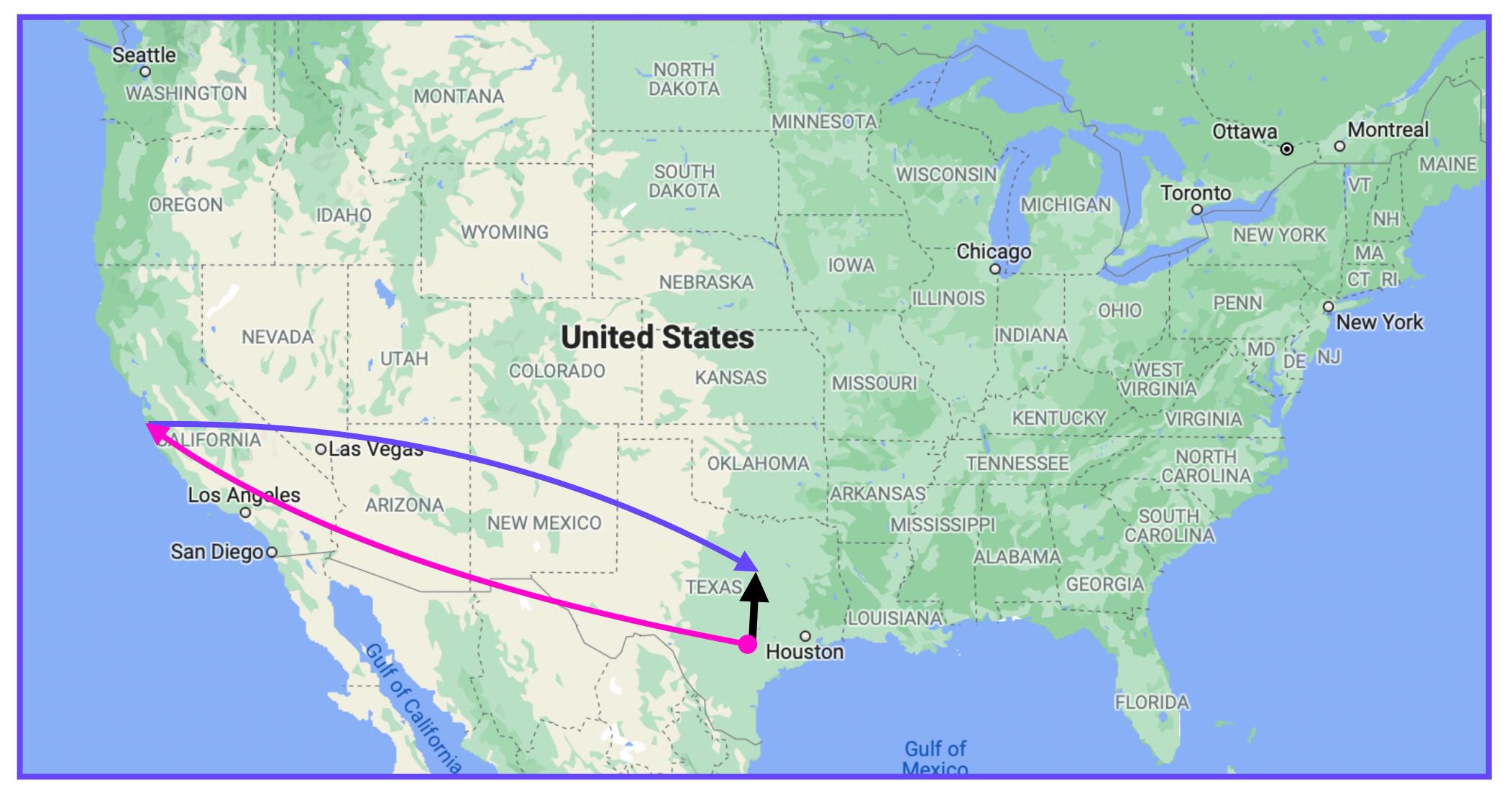




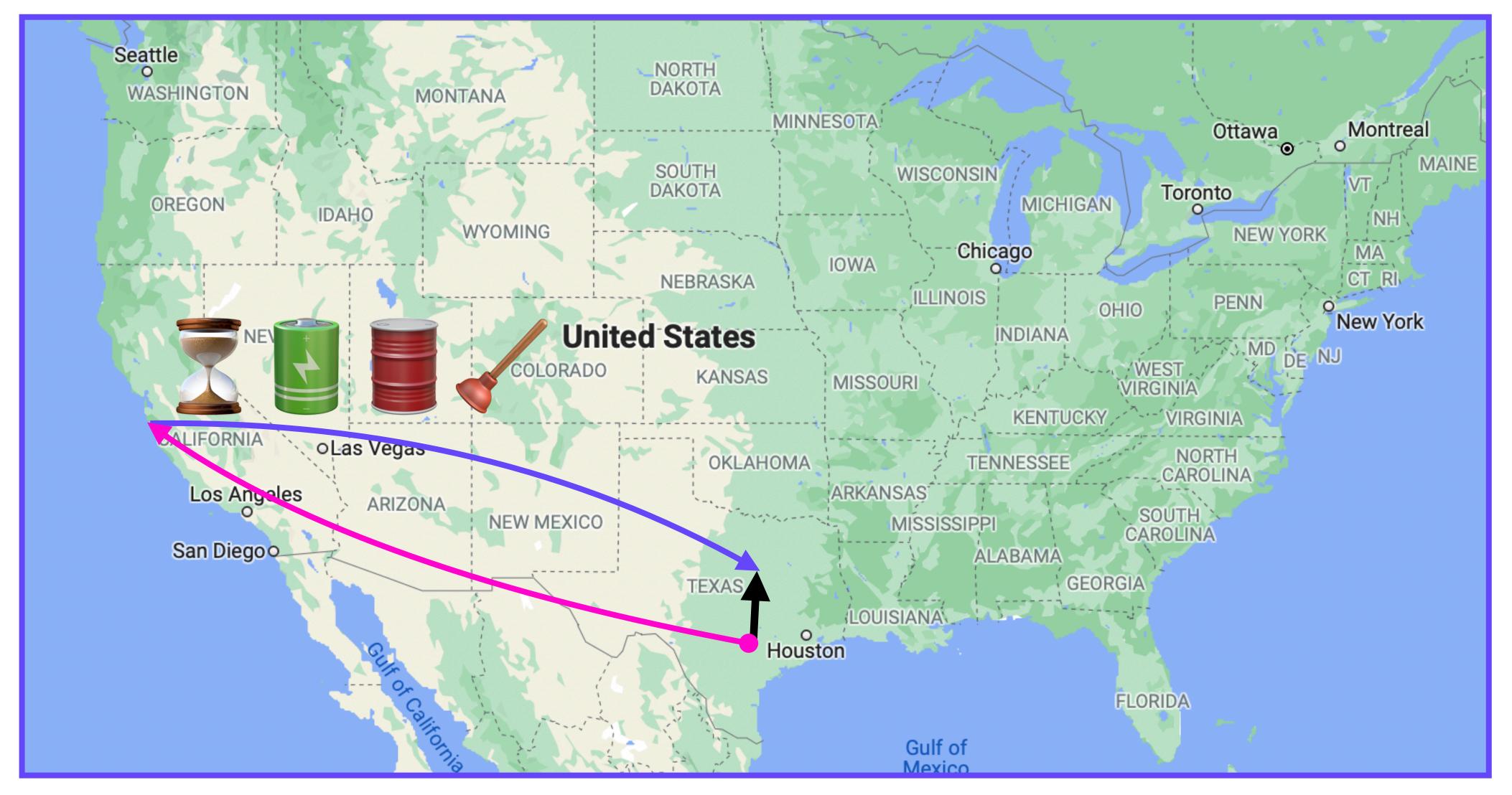








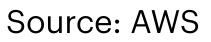


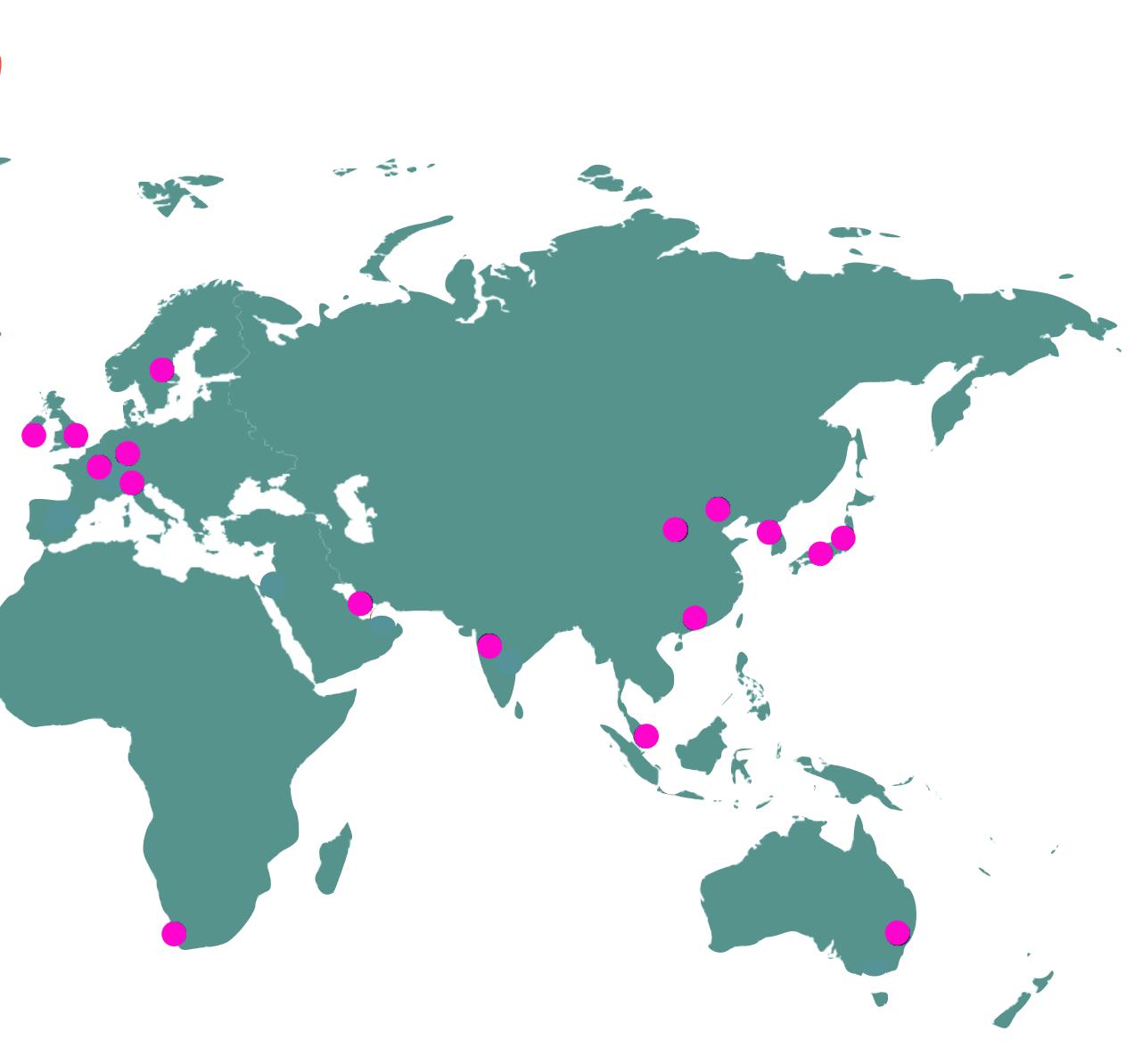


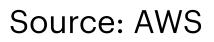


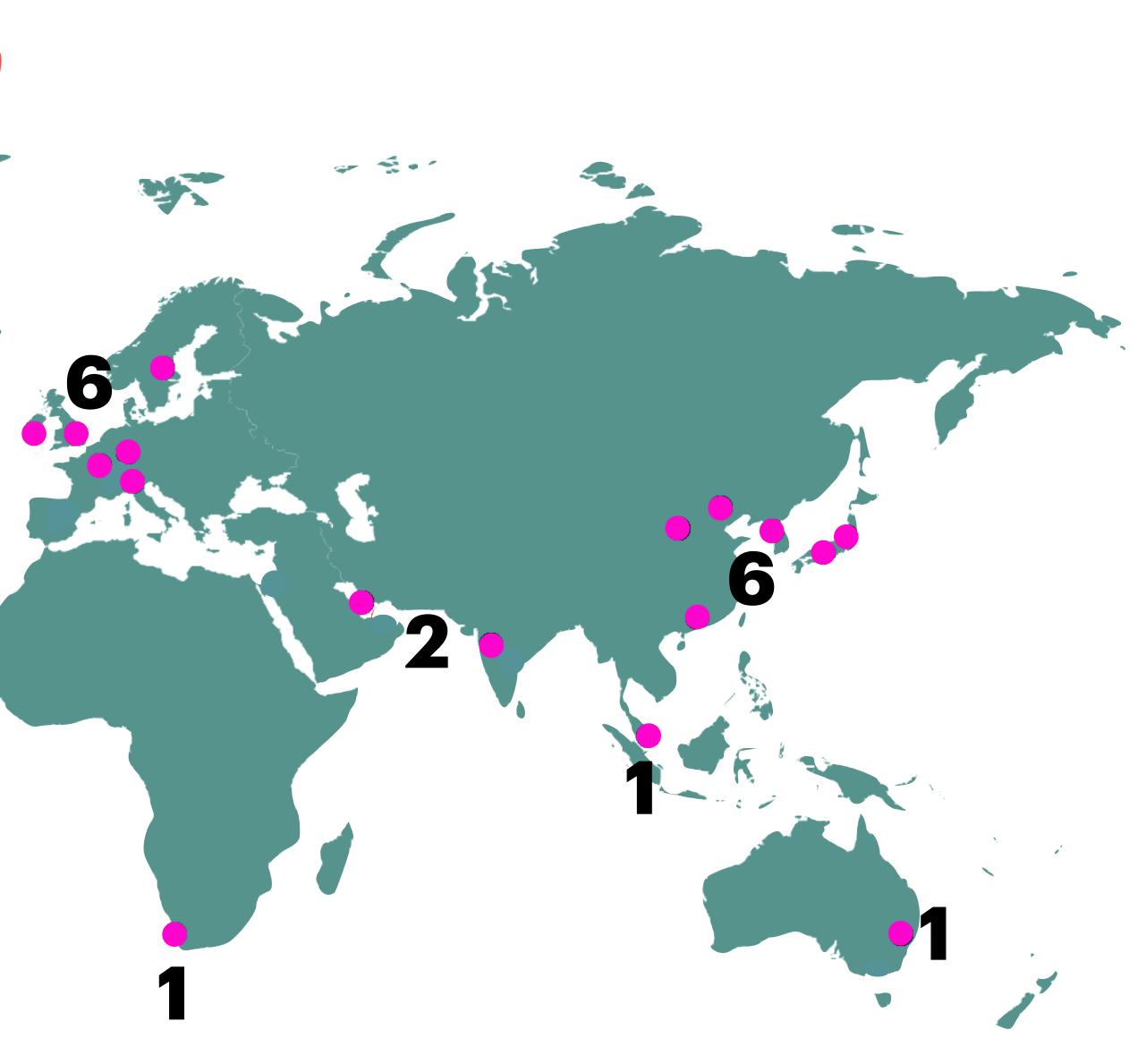
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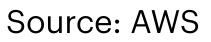


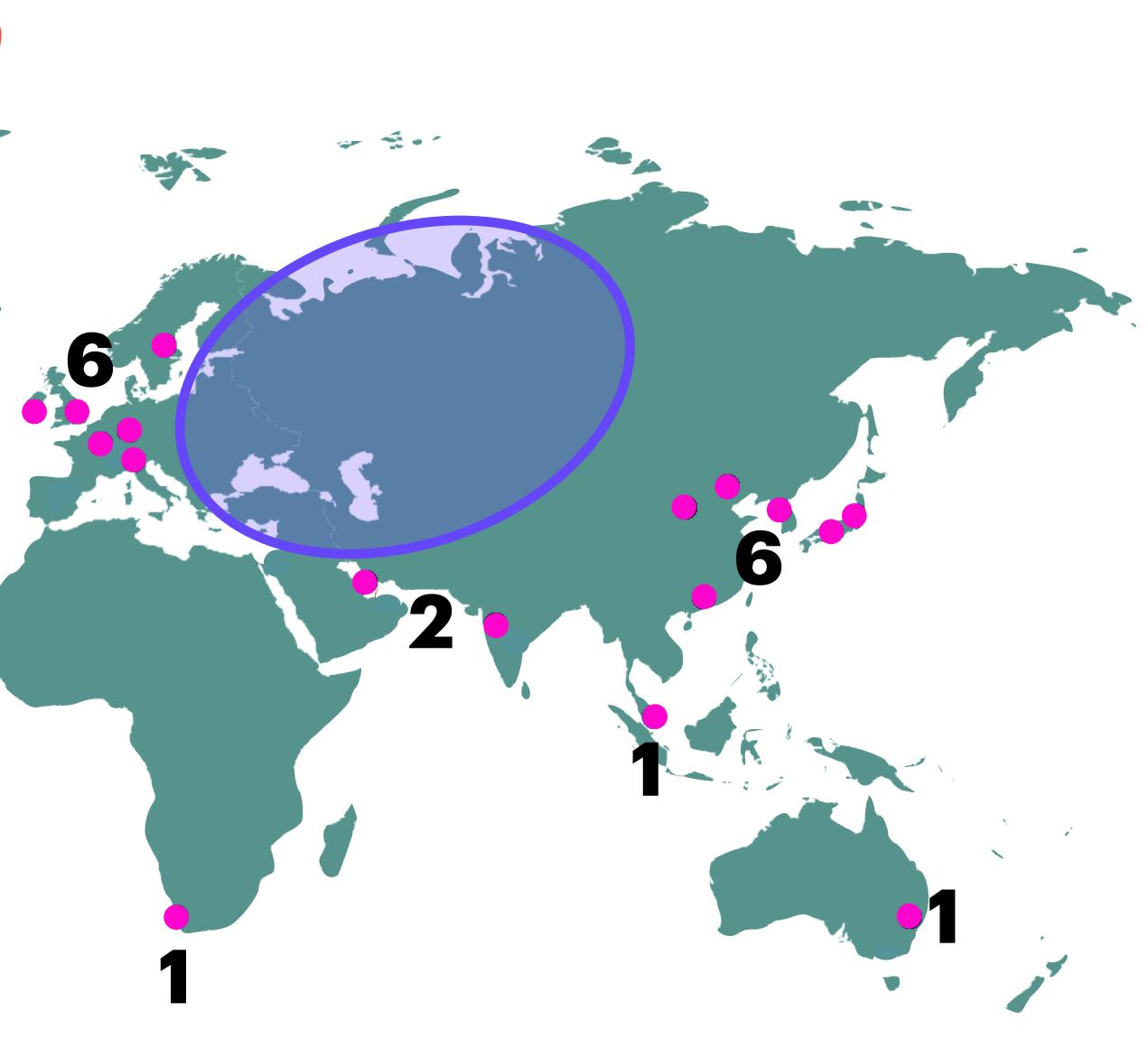


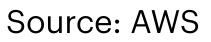


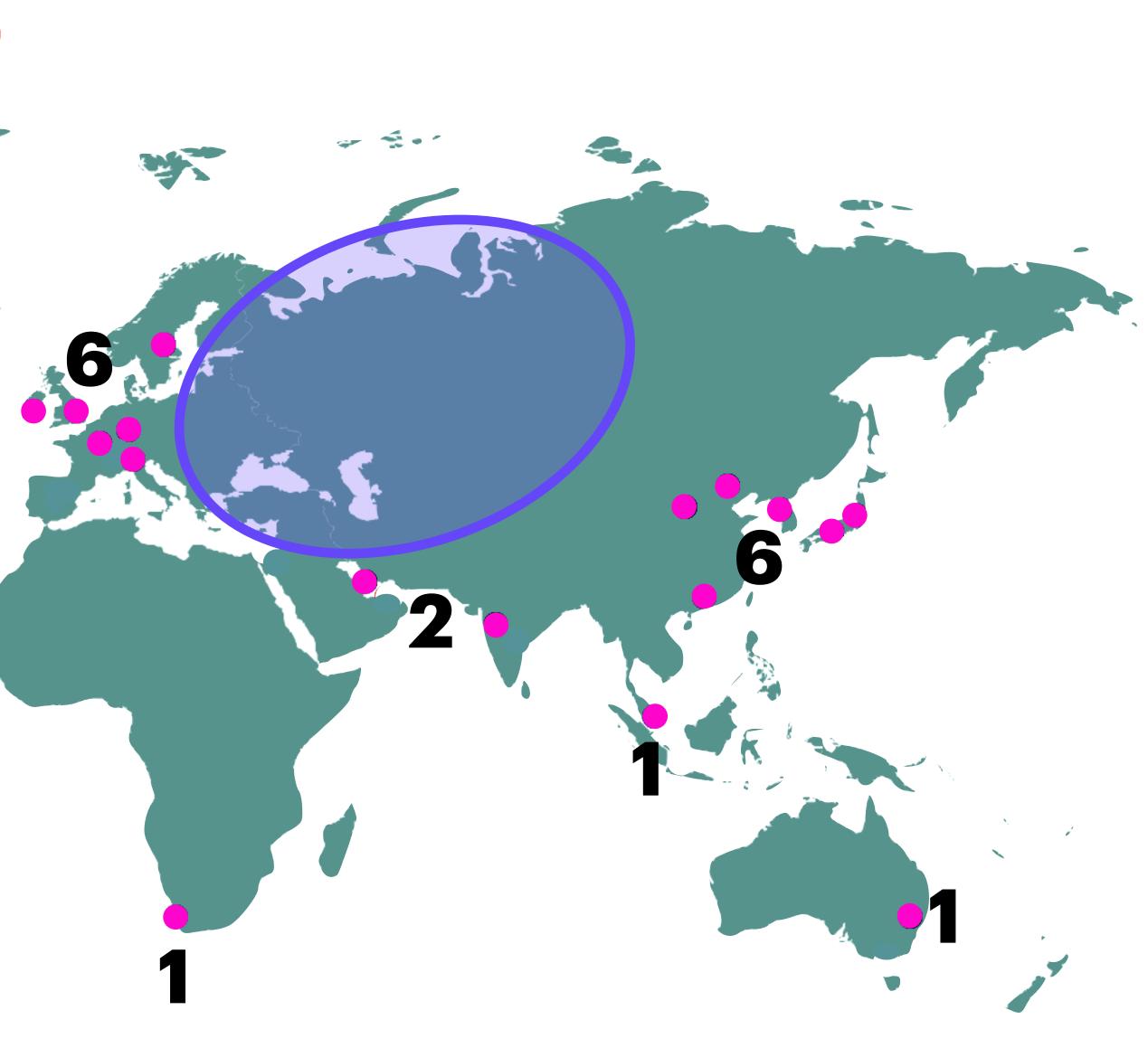


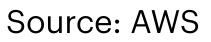


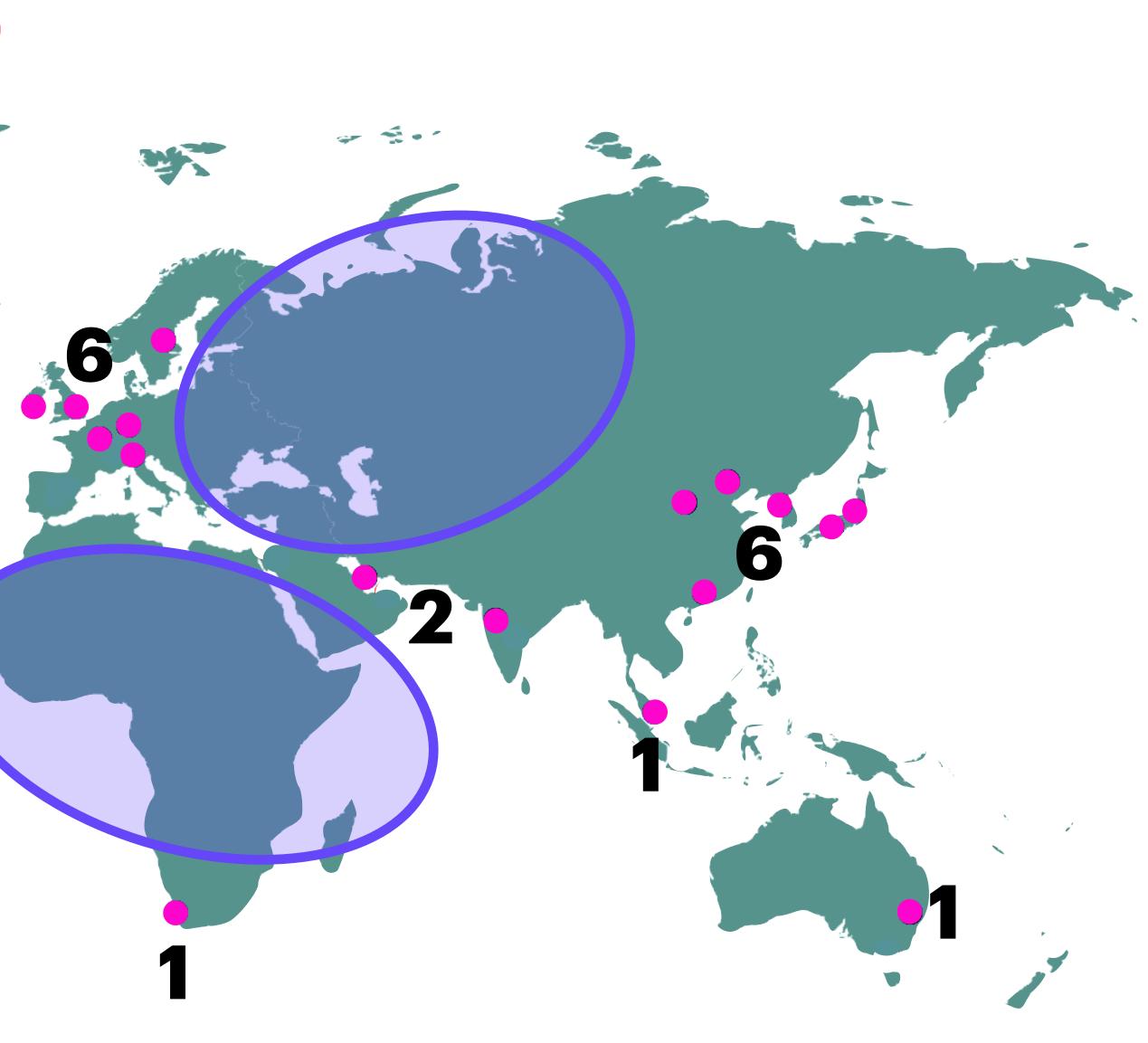


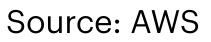


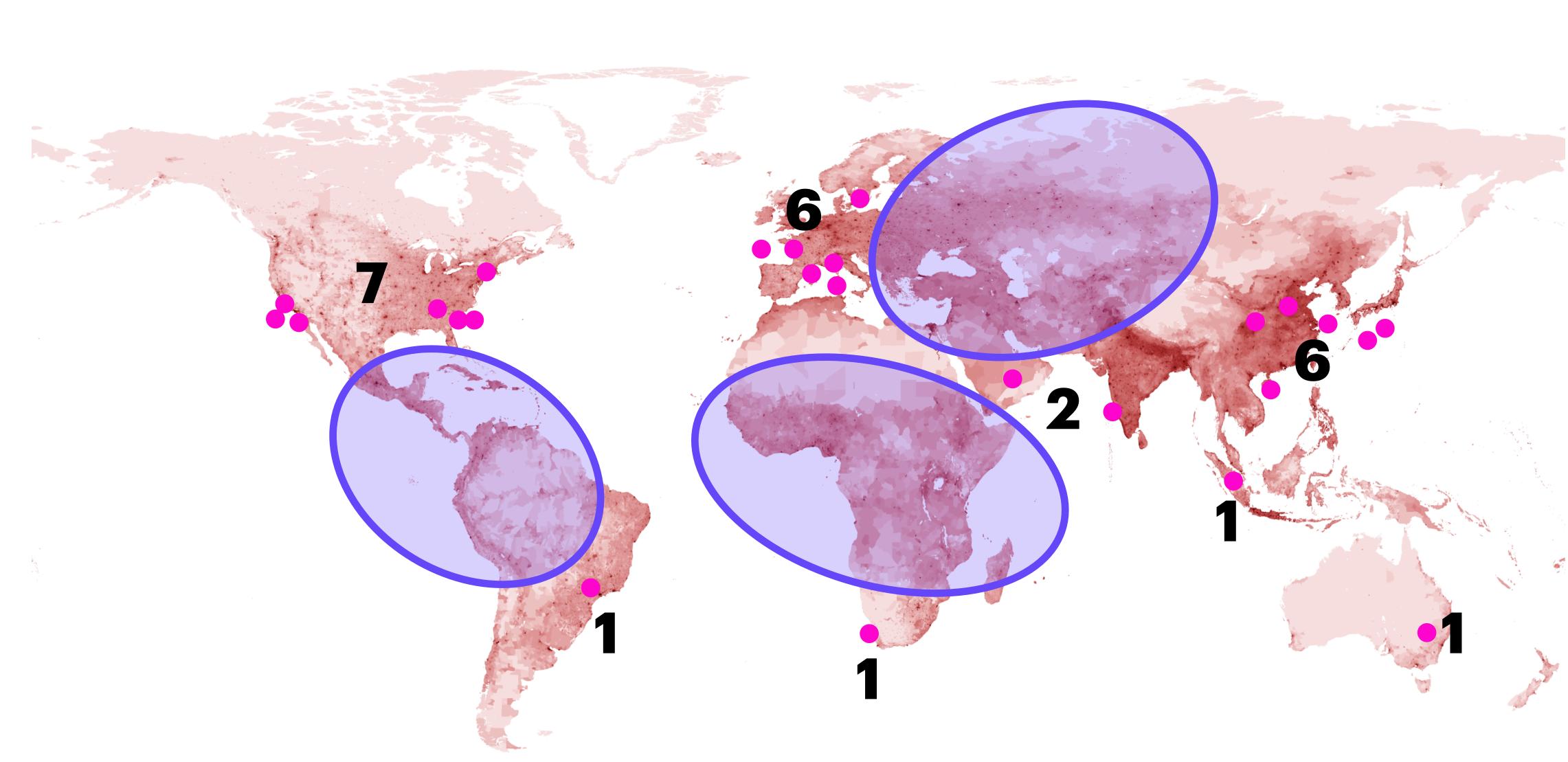


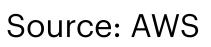


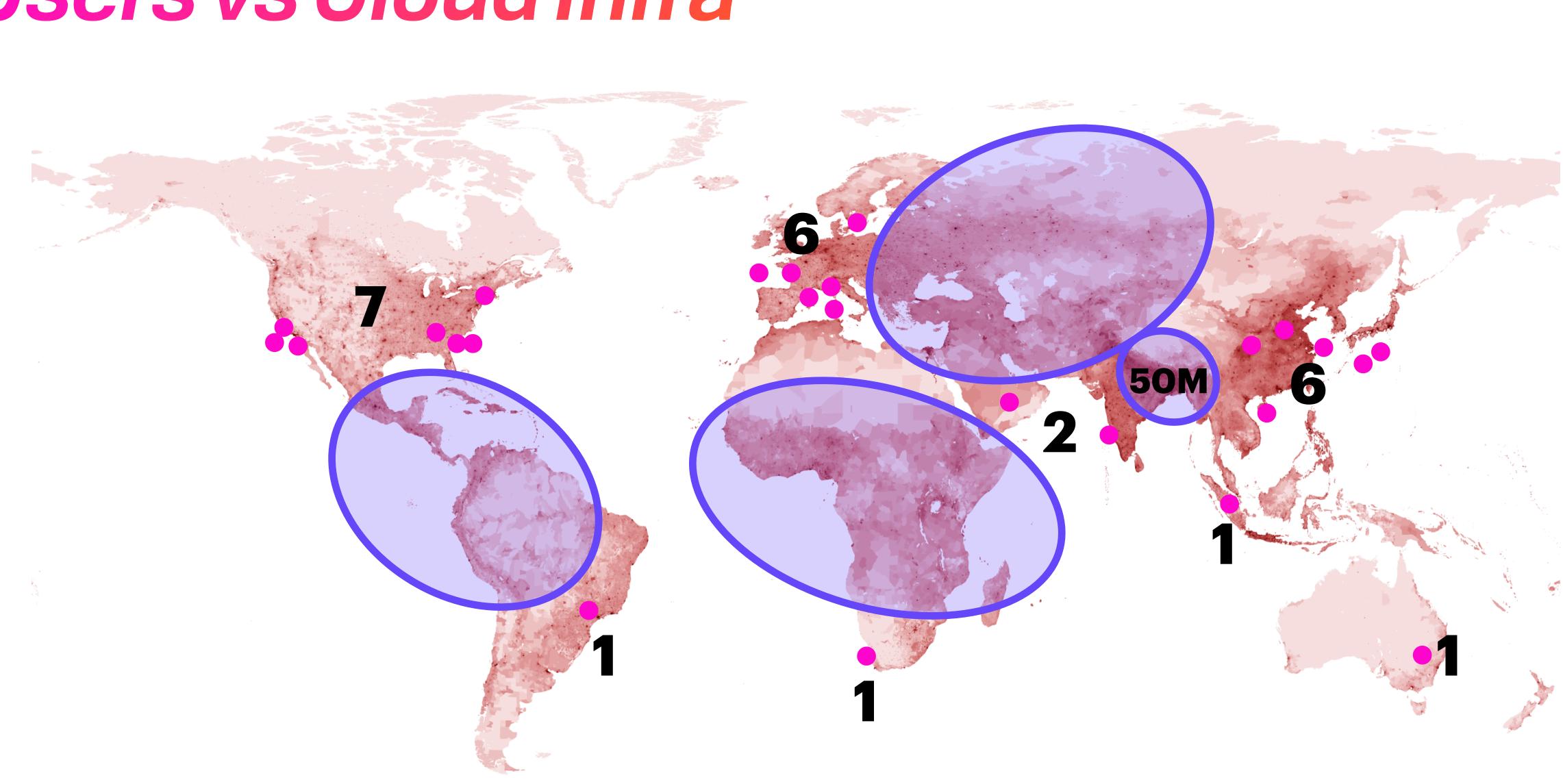


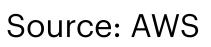




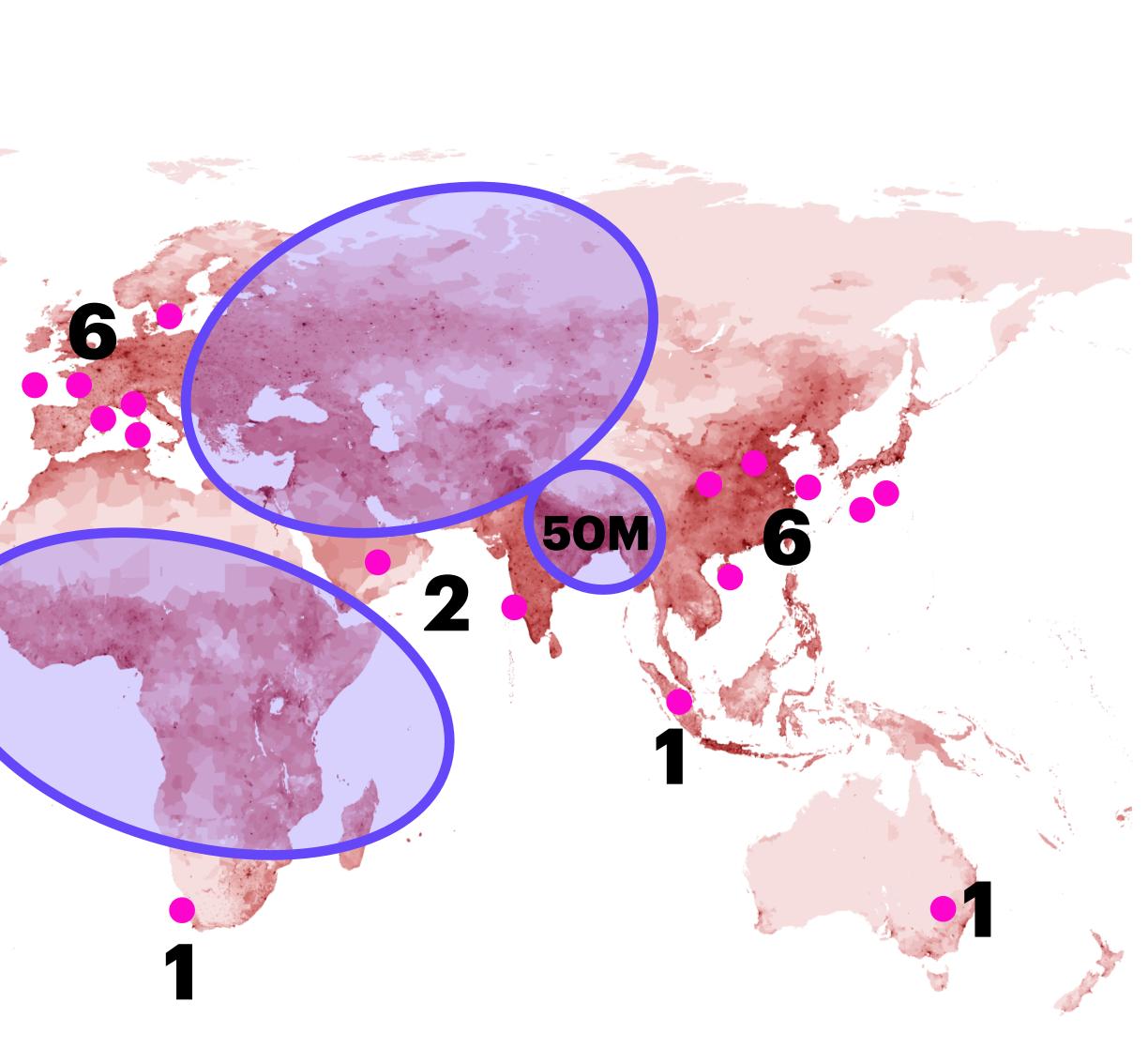


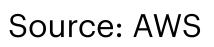




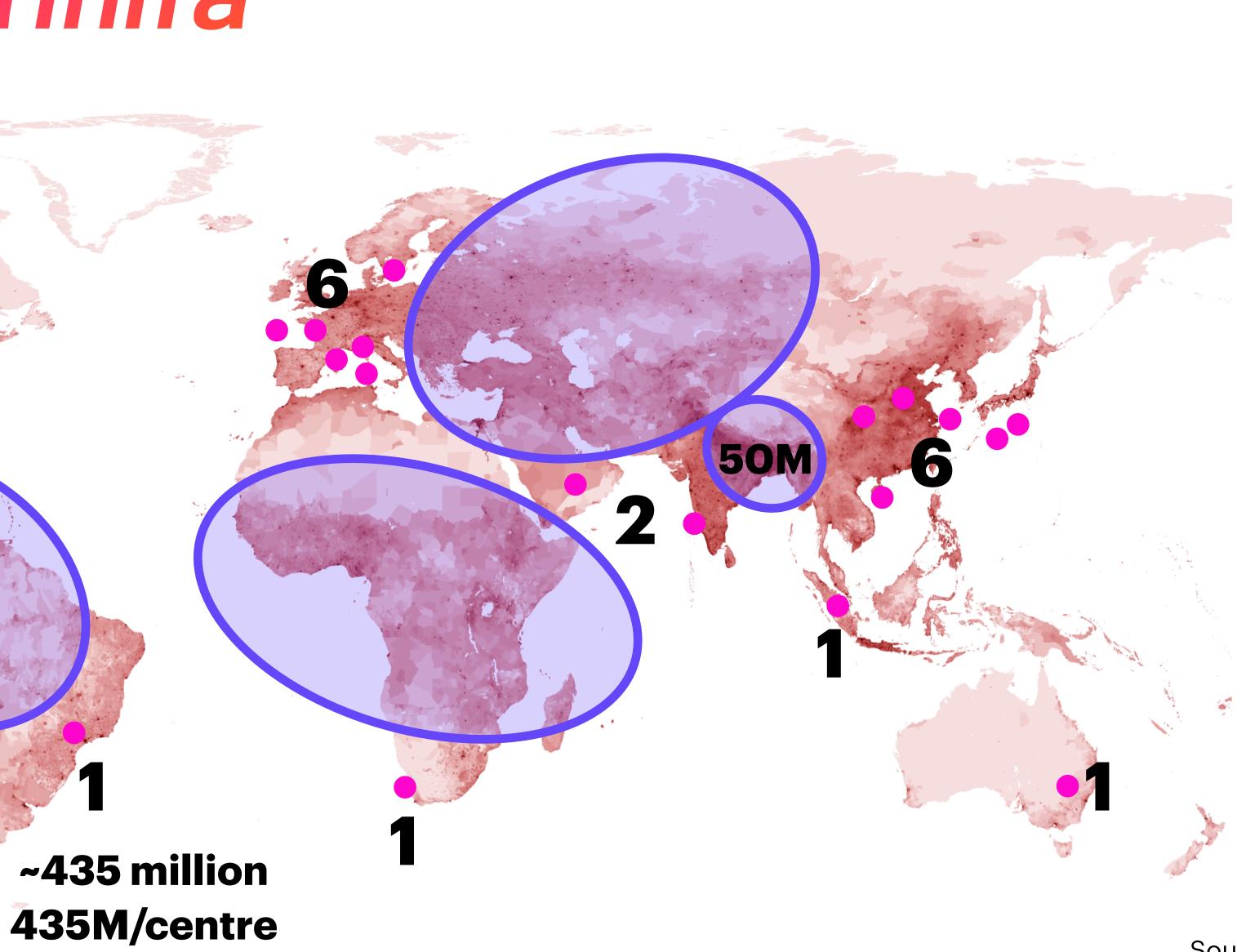


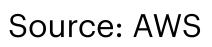
### **371 million 56M/centre**



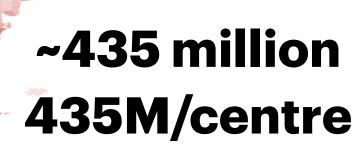


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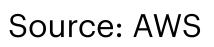


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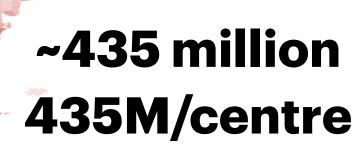


~1.4 billion 1400M/centre

**50M** 



### **371 million 56M/centre**



~1.4 billion 1400M/centre

**50M** 





## Video Killed the Radio Star A New Environment



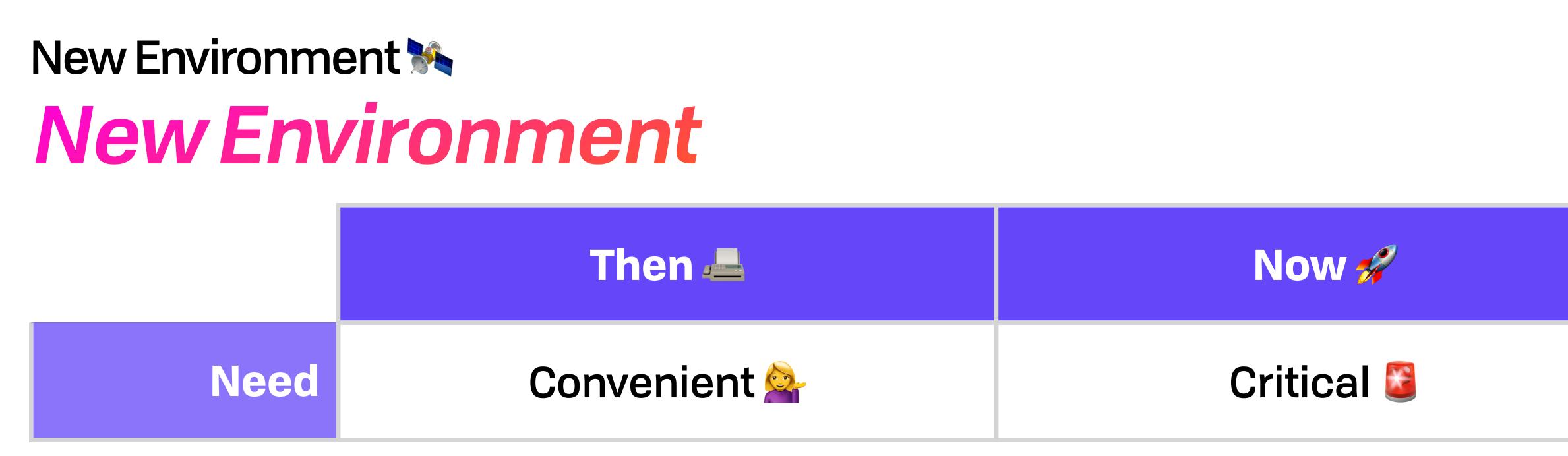
# New Environment SA

# New Environment San Average Science Sc

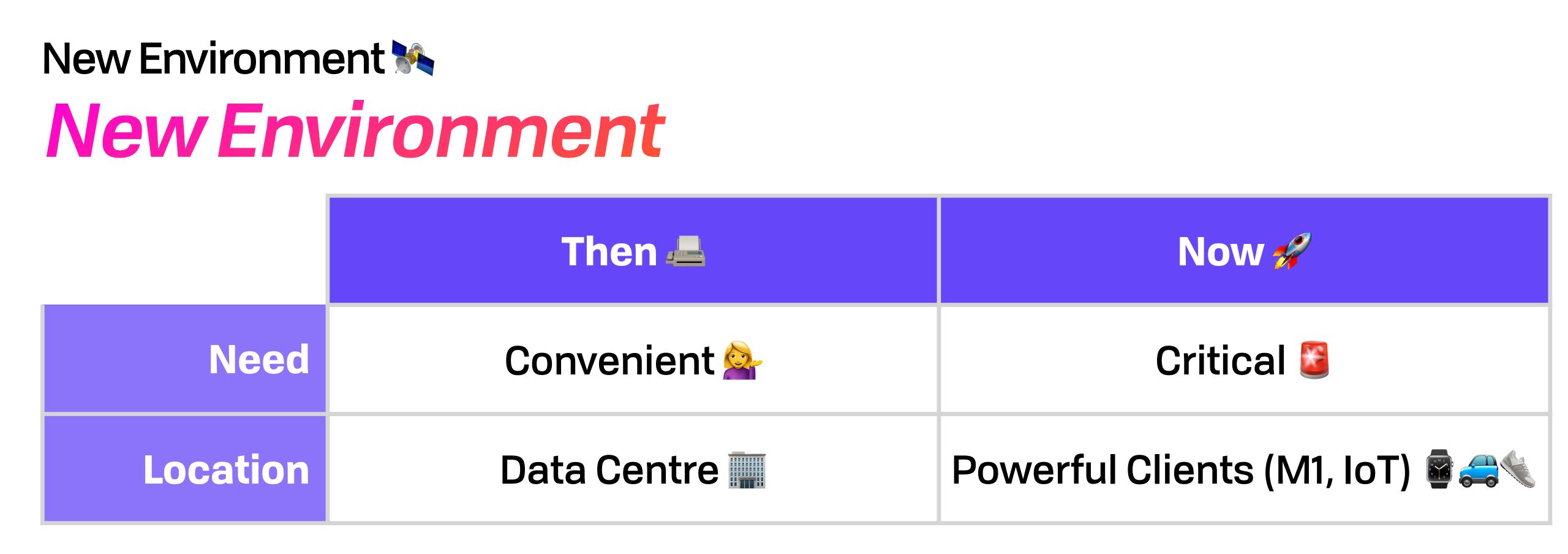


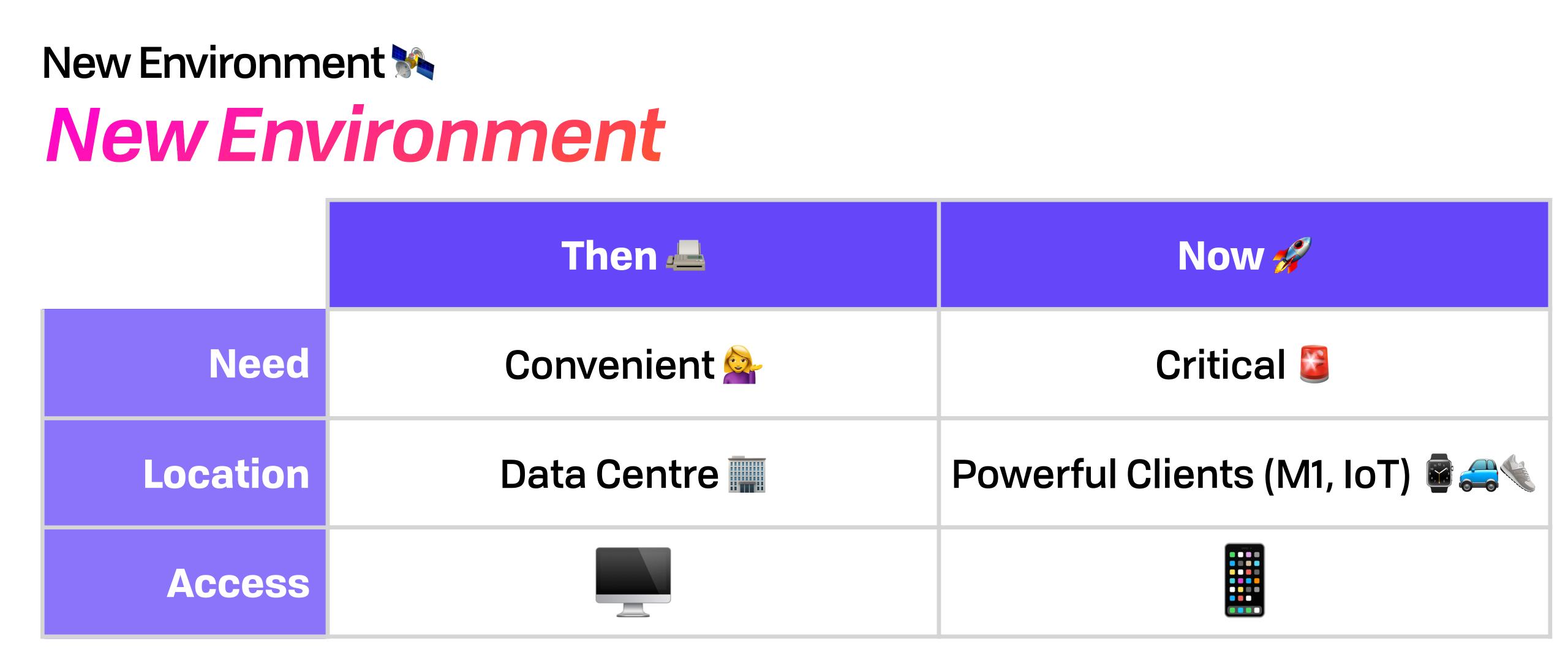


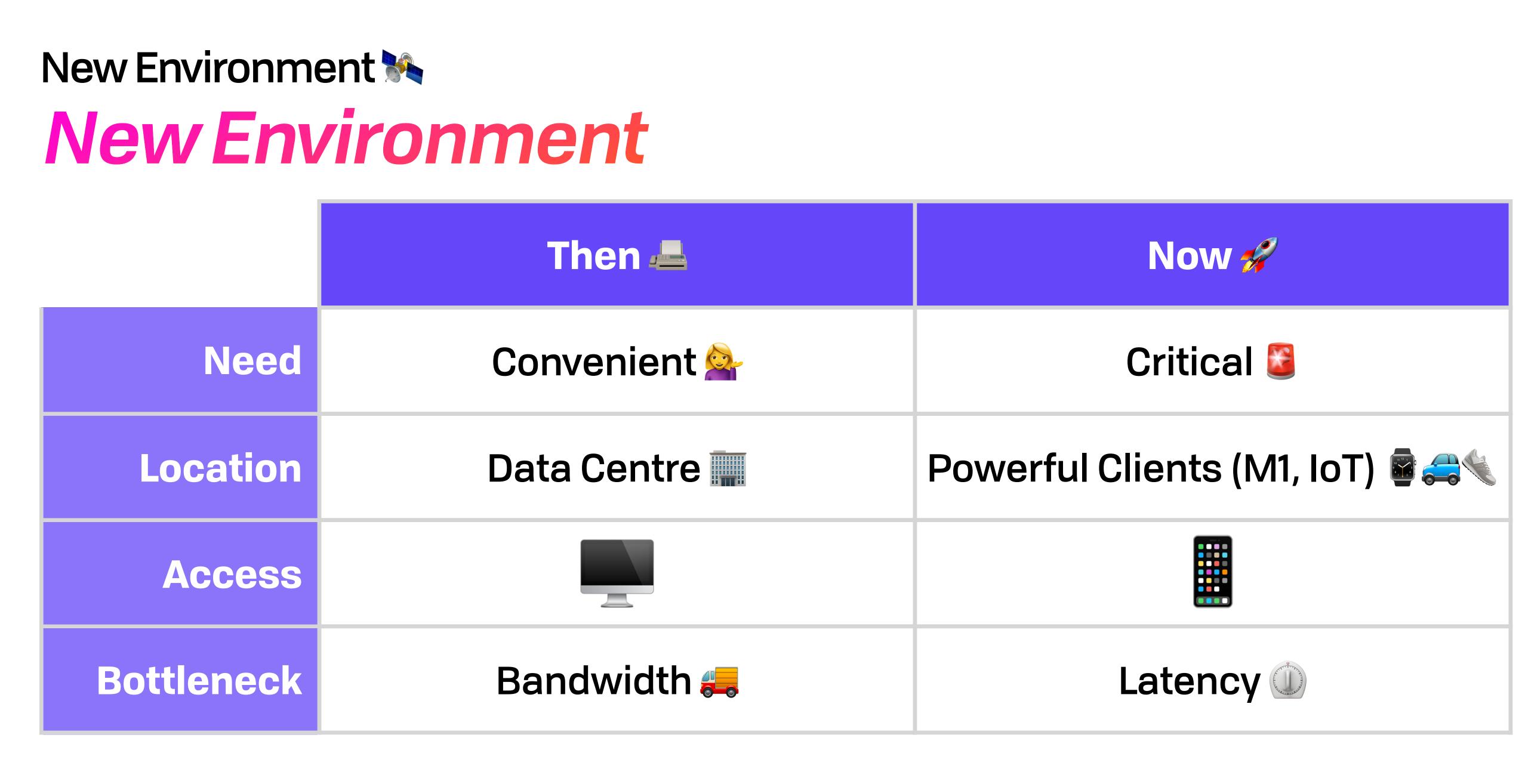


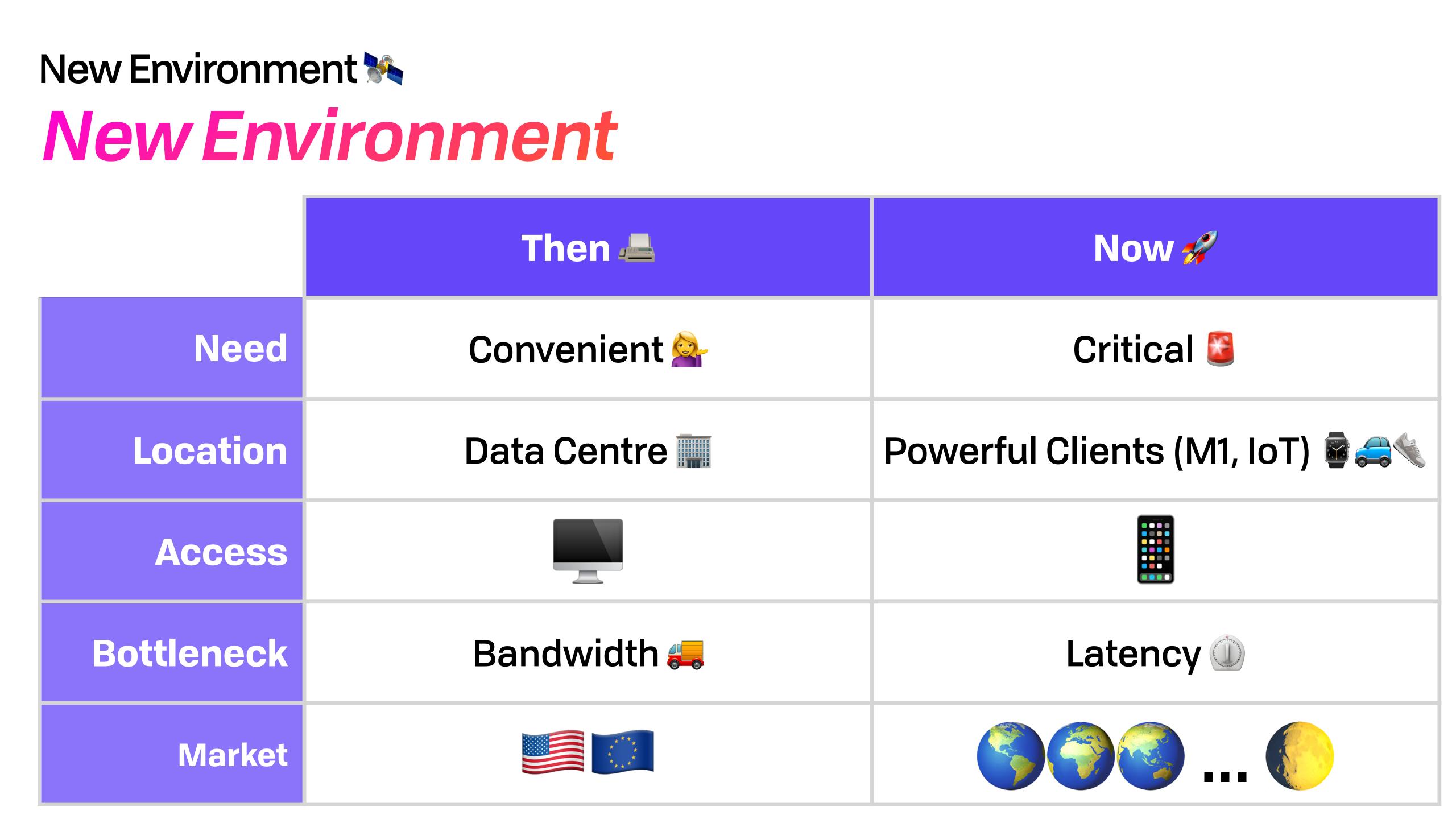








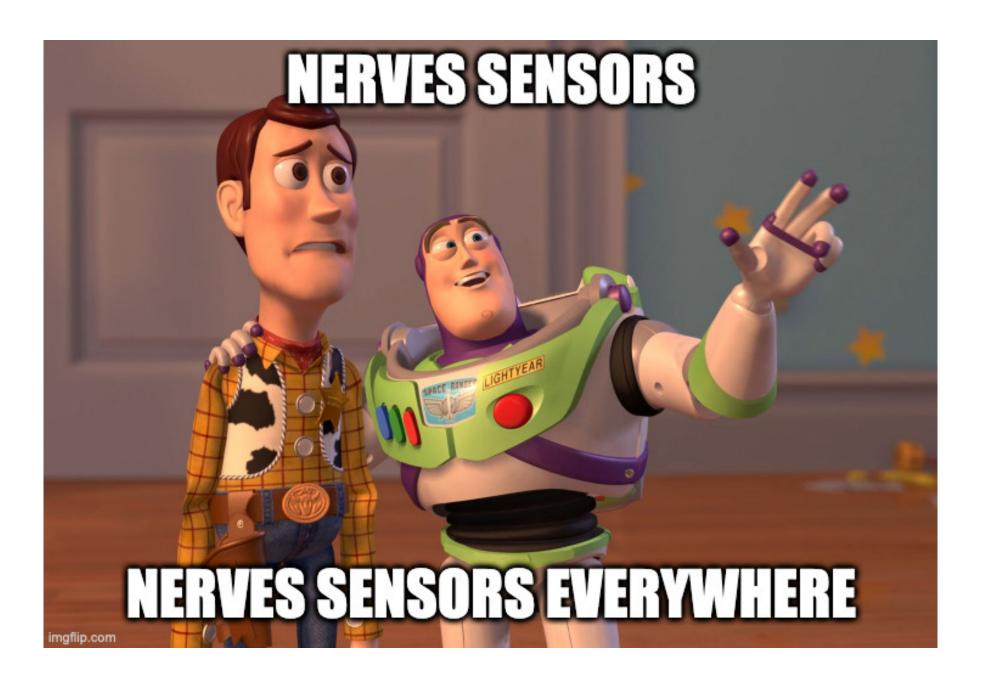




### High Volume Science Fiction -> Reality

- Remote surgery
- Extended reality
- Autonomous vehicles
- Location transparency
- Competitive cloud gaming
- Realtime manufacturing
- Continuous ML







### Literal brain surgery over 5G 3,000km ~ 1,900mi

~ a16z, "The End of Cloud Computing"

Sensor data explosion will kill the cloud. [...] existing infrastructure will not be able to handle the volumes or the rates

We are absolutely going to return to a peer-to-peer computing [...] not unlike distributed computing

> We are going to move to a world of data-centric programming.



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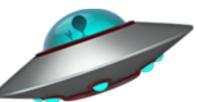
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We are going to move to a world of Mata-centric programming.





# The World is Changing Relativistic Computing





## The ship that made the Kessel Run in less than 12 parsecs

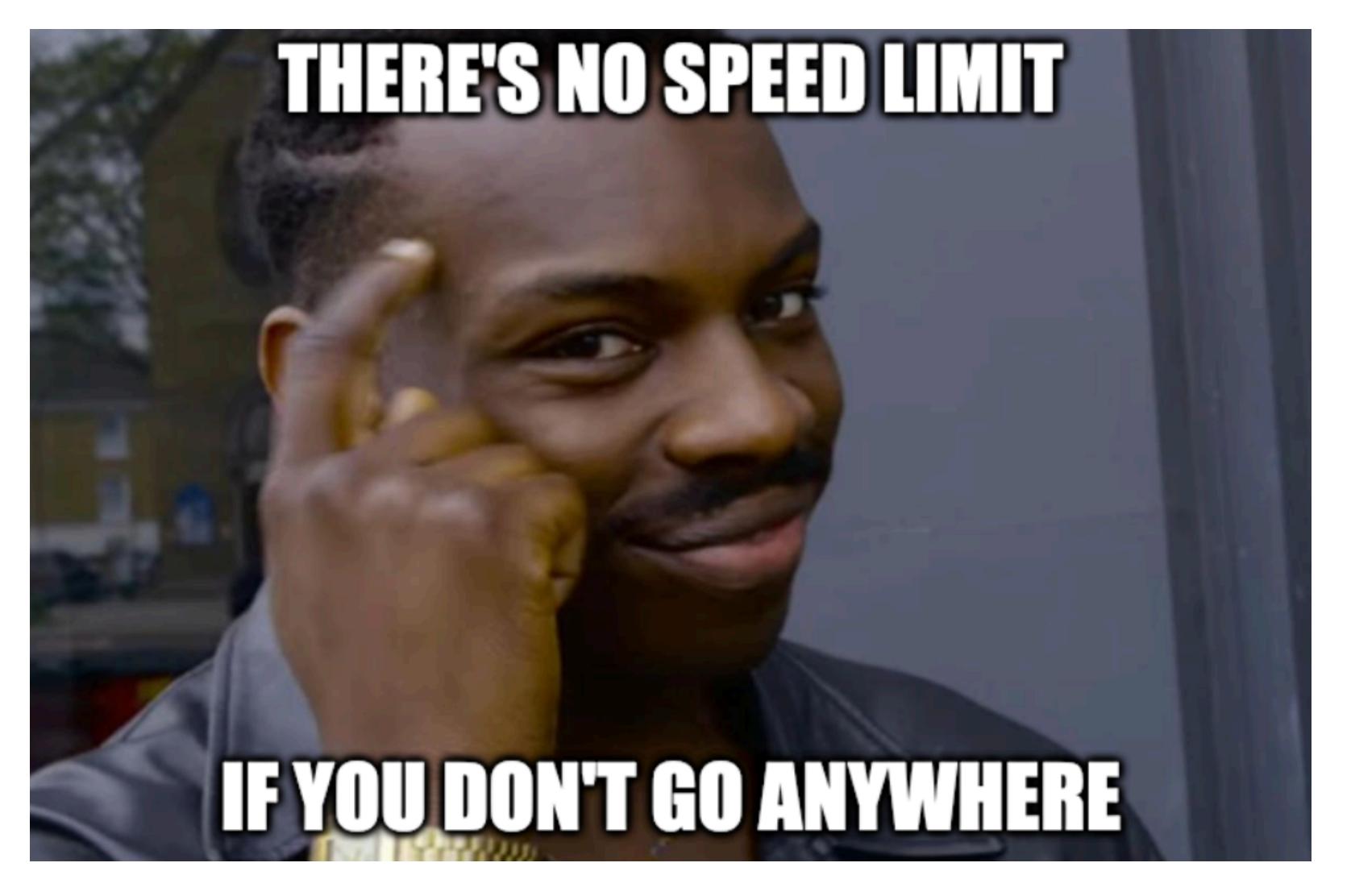
~ Han Solo

### NO, NO. HESGOTAPOINT

### The ship that made the Kessel Run in less than 12 parsecs

~ Han Solo

# New Environment **Noore's Law. But make it networked.**



#1 NEW YORK TIMES BEST-SELLING AUTHOR

### MICHAEL LEWIS

A WALL STREET REVOLT

FLASH BOYS



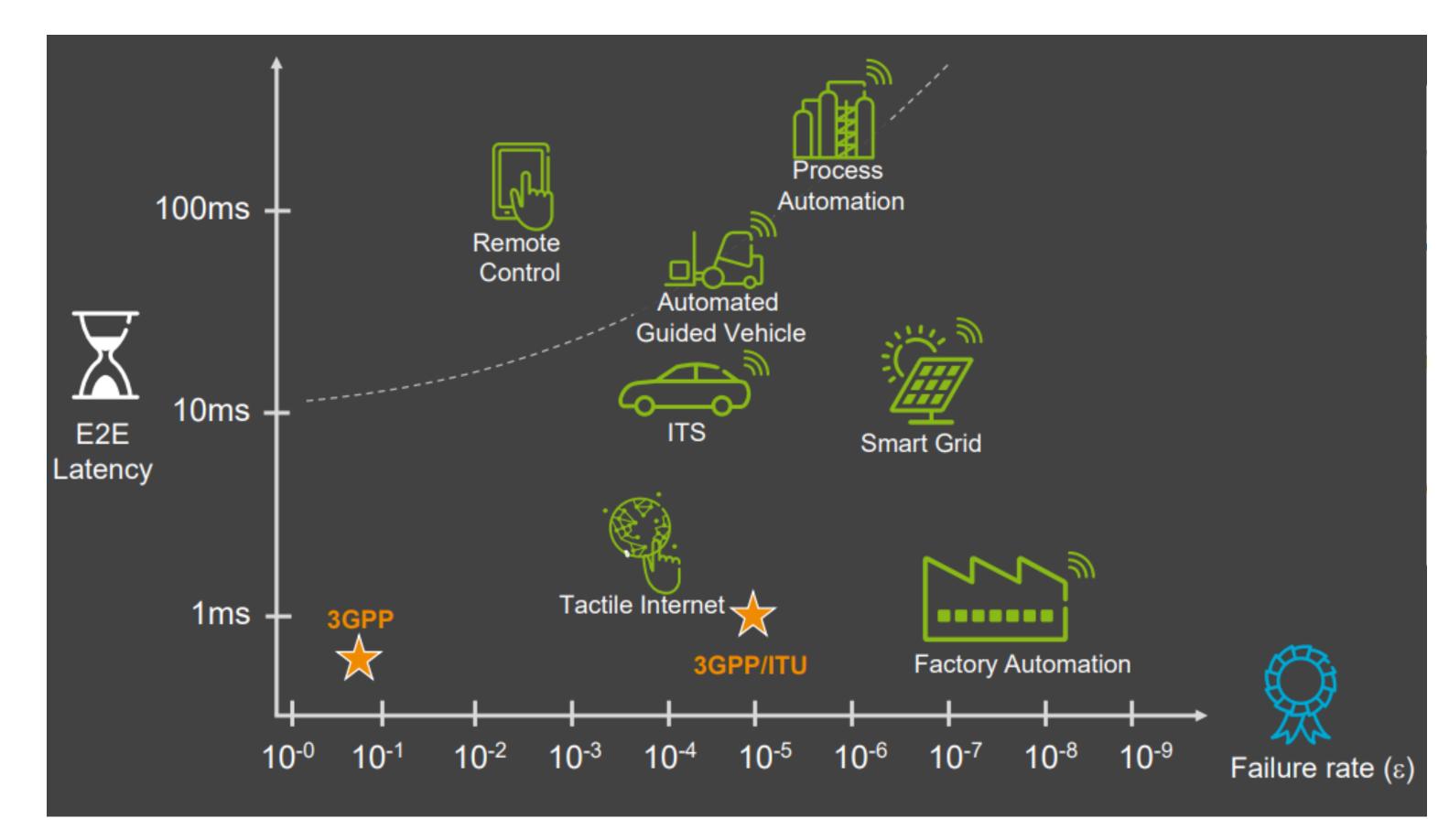
#### Low Latency Latency is a Physical Limit

- Bandwidth max not even close
- Speed of light causality
- Edge dominates < 40ms</li>
- Best at ~8ms
- 1ms applications exist
- "Ultra Reliable Low Latency"



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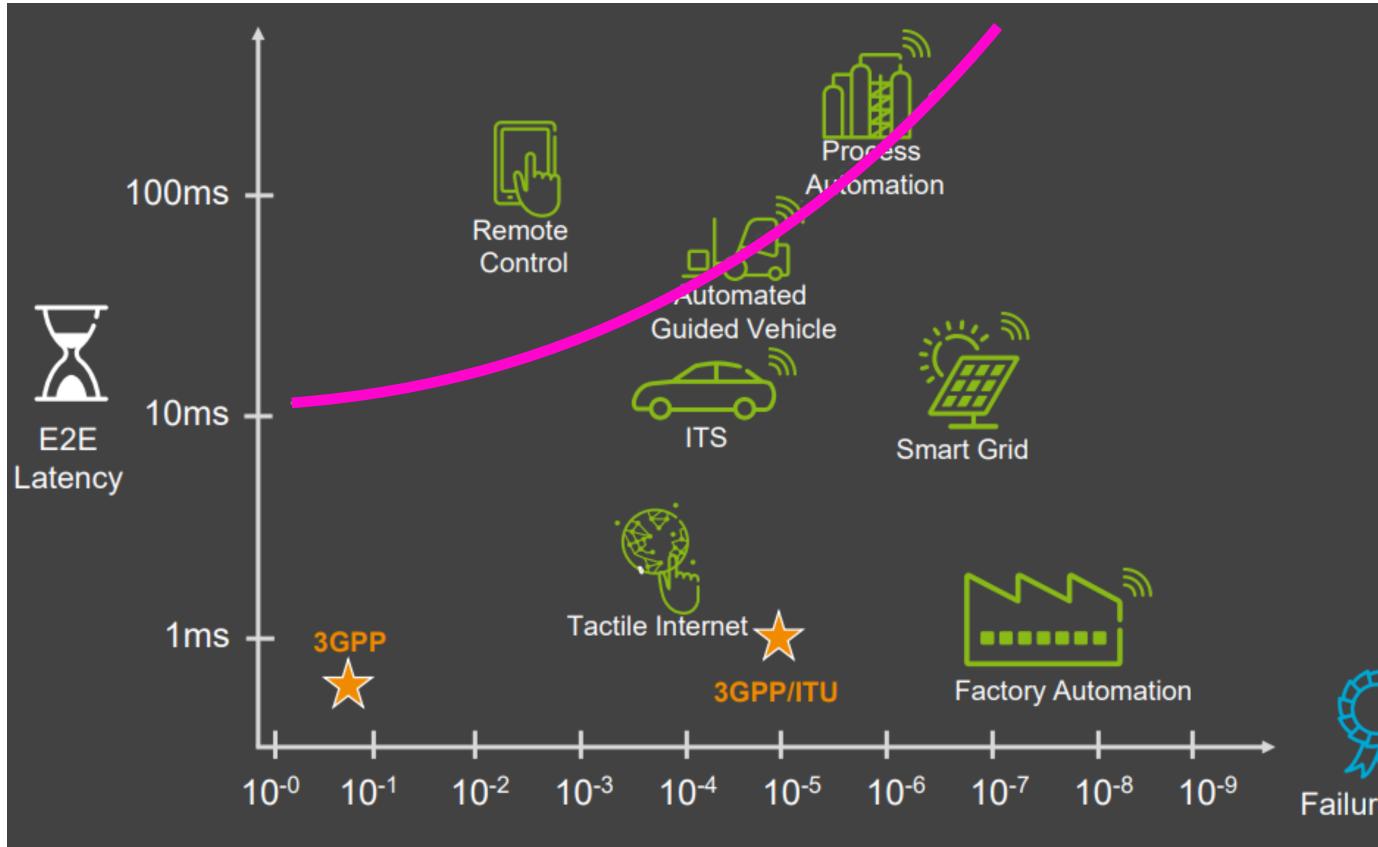


Source: Ericsson

http://cscn2017.ieee-cscn.org/files/2017/08/Janne\_Peisa\_Ericsson\_CSCN2017.pdf

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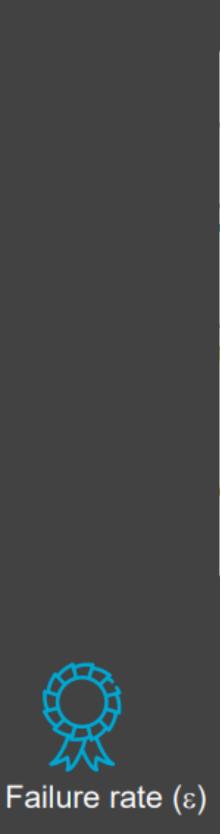
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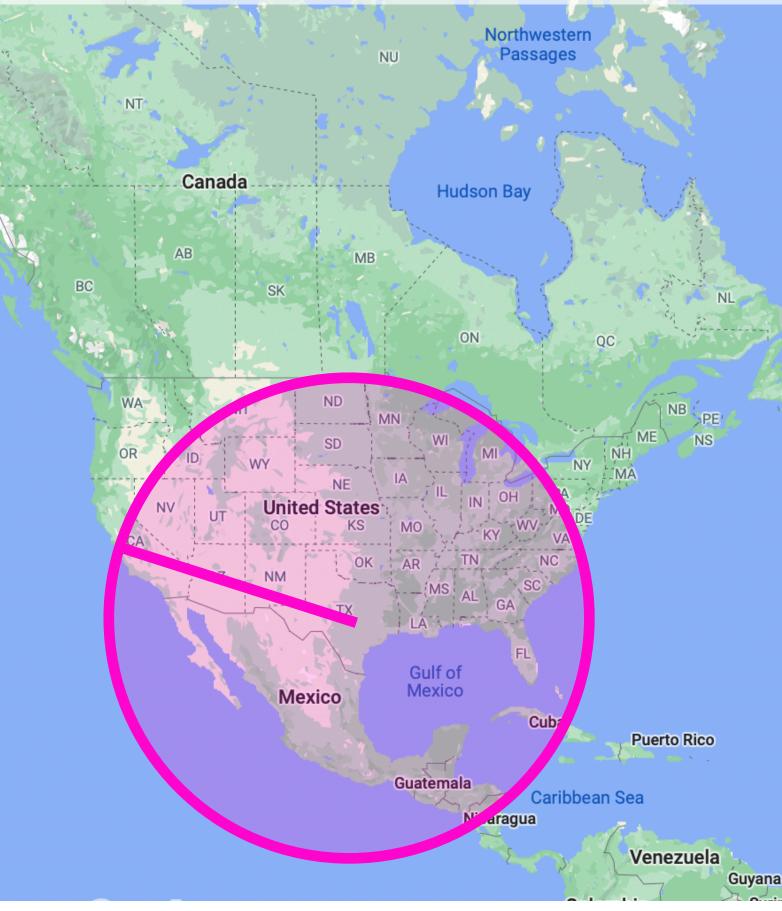
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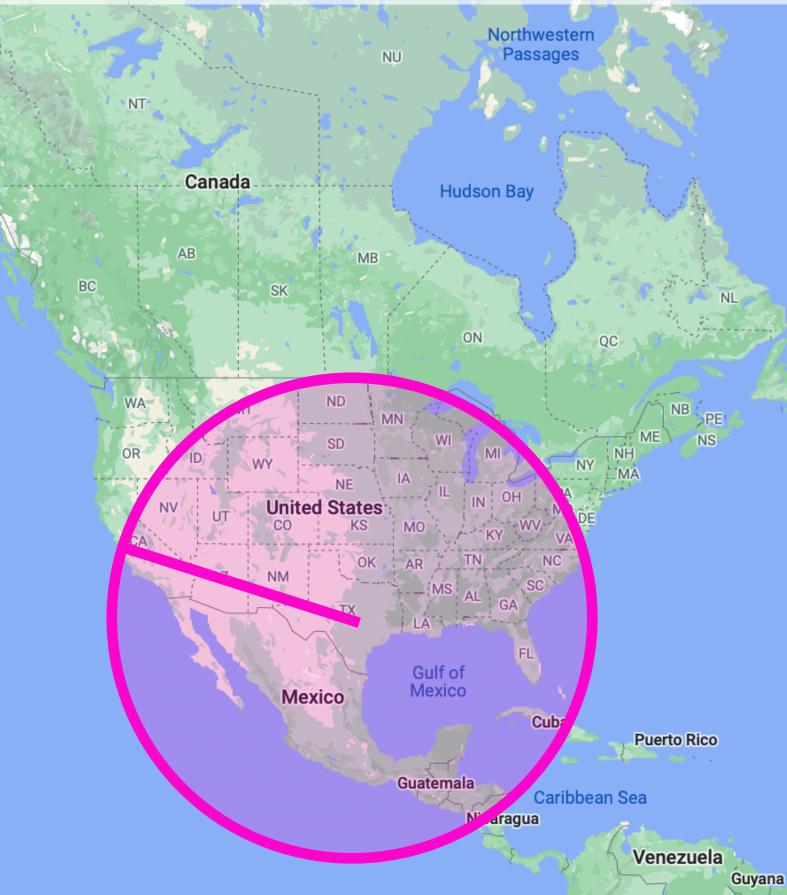


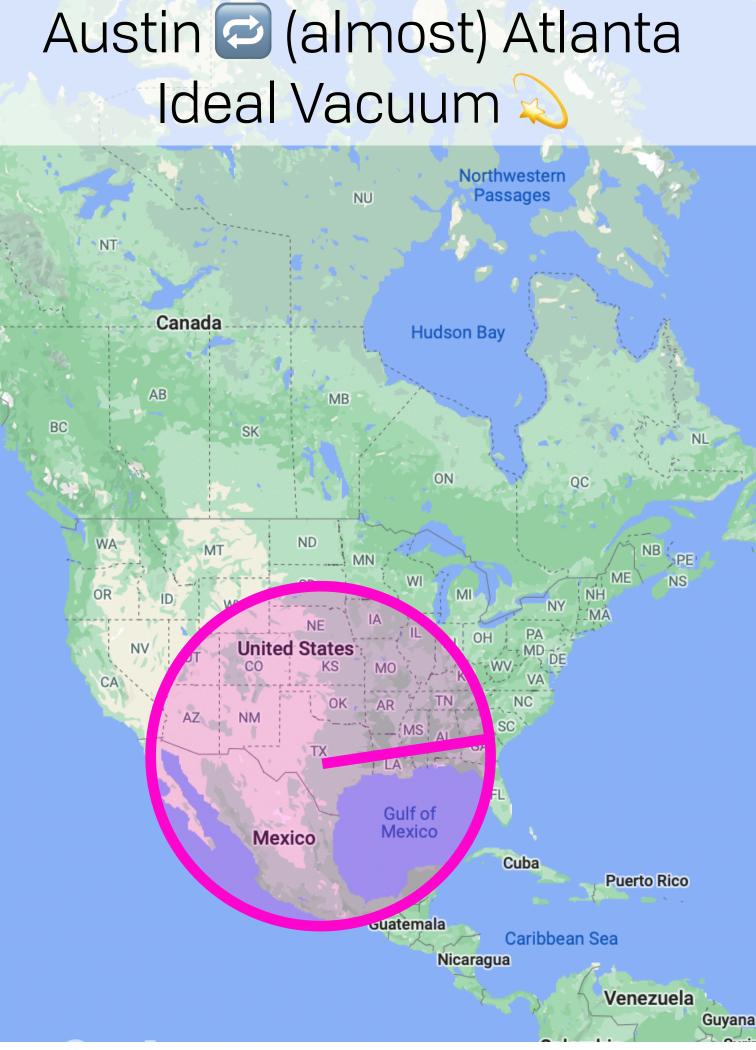
#### Austin 🖸 San Francisco Ideal Vacuum 💫



#### Low Latency 🍒 What 8ms Looks Like

#### Austin 🖸 San Francisco Ideal Vacuum 💫

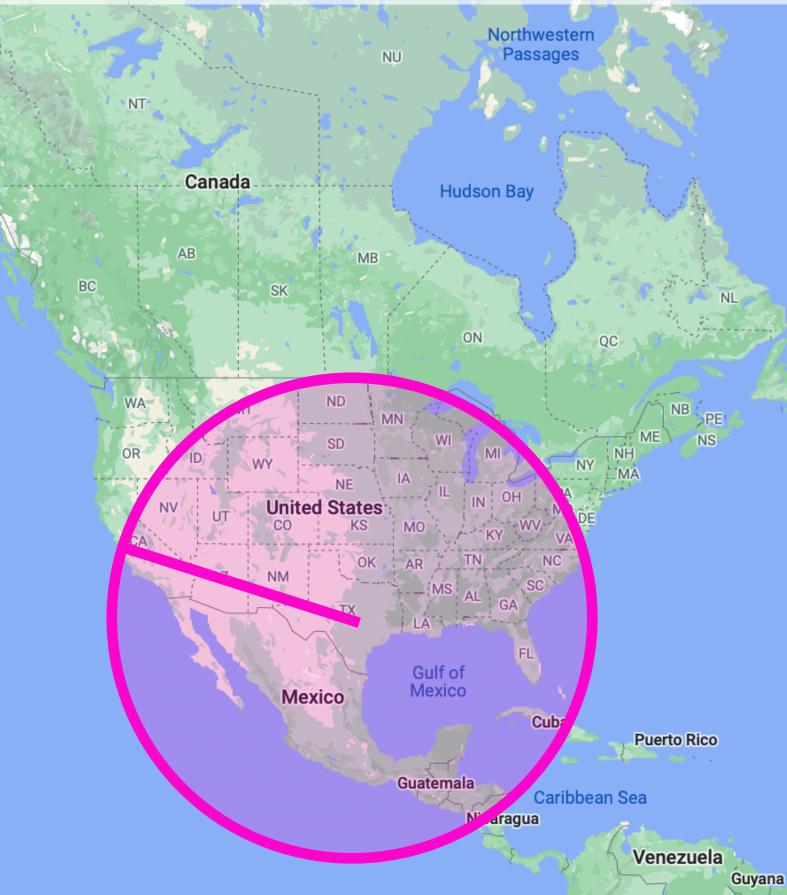


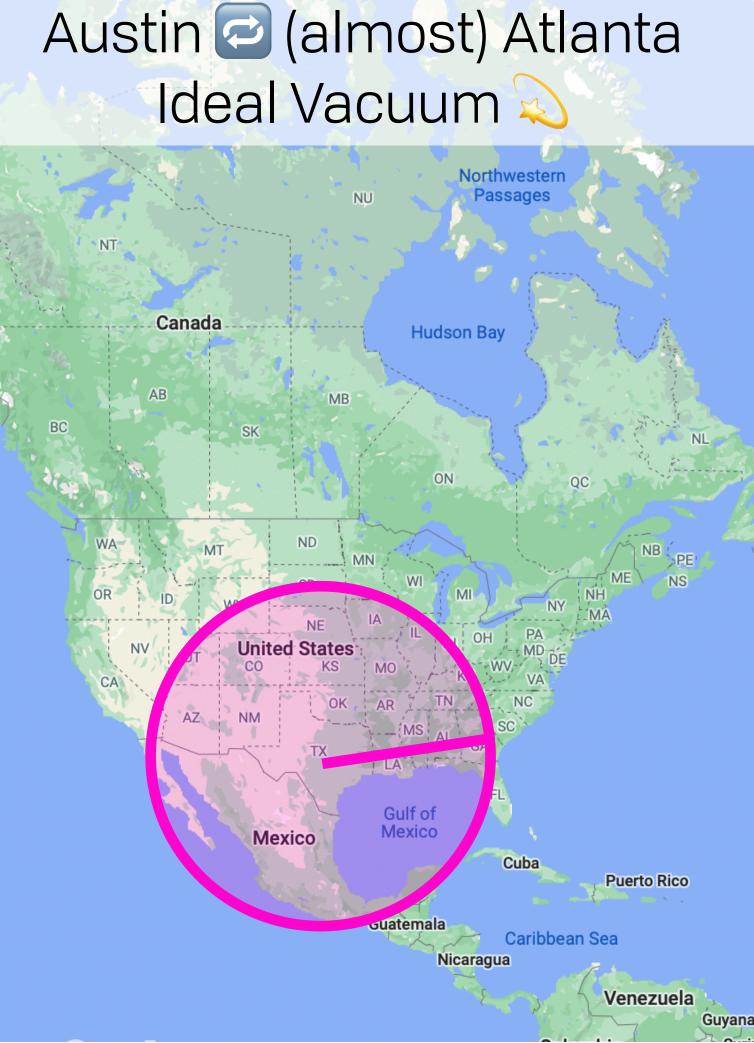




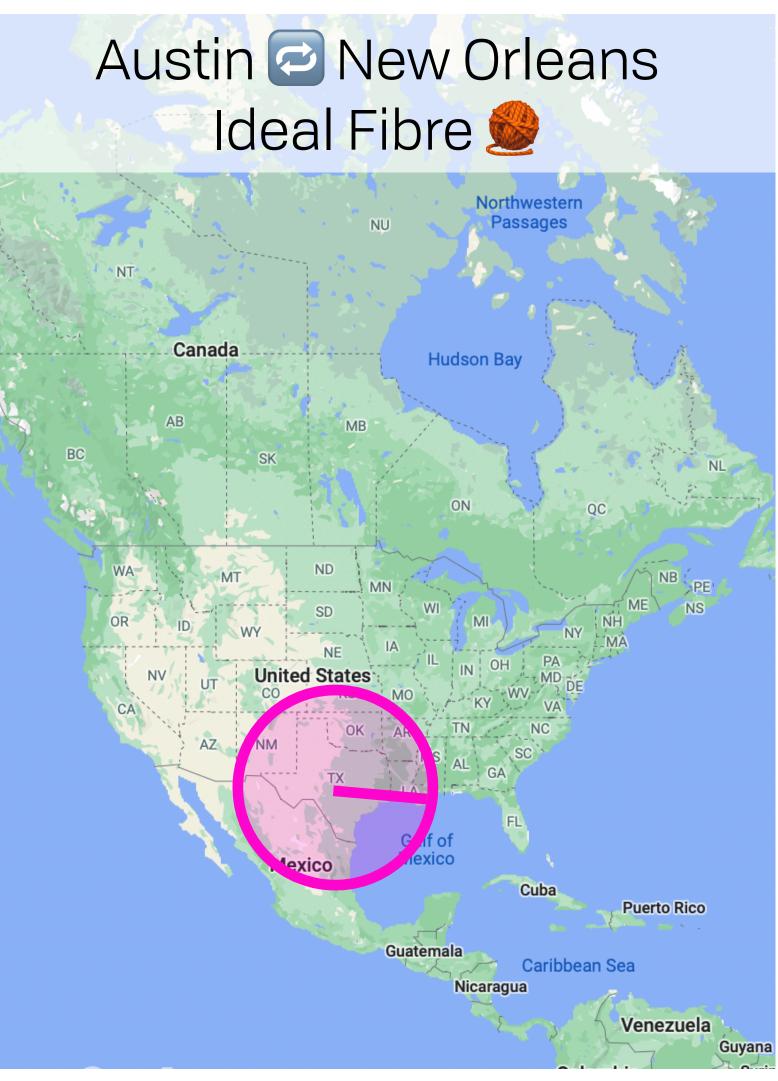
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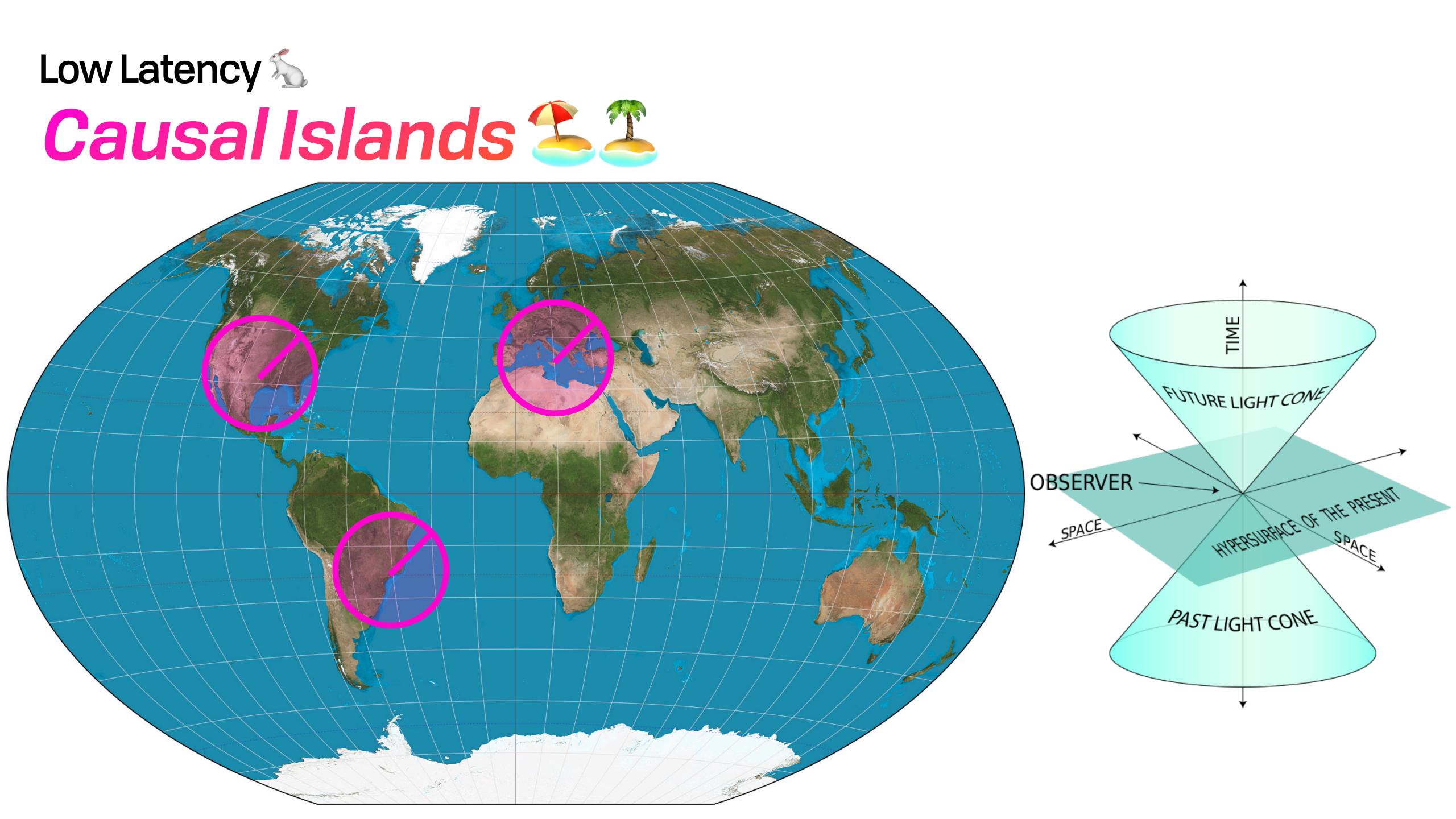


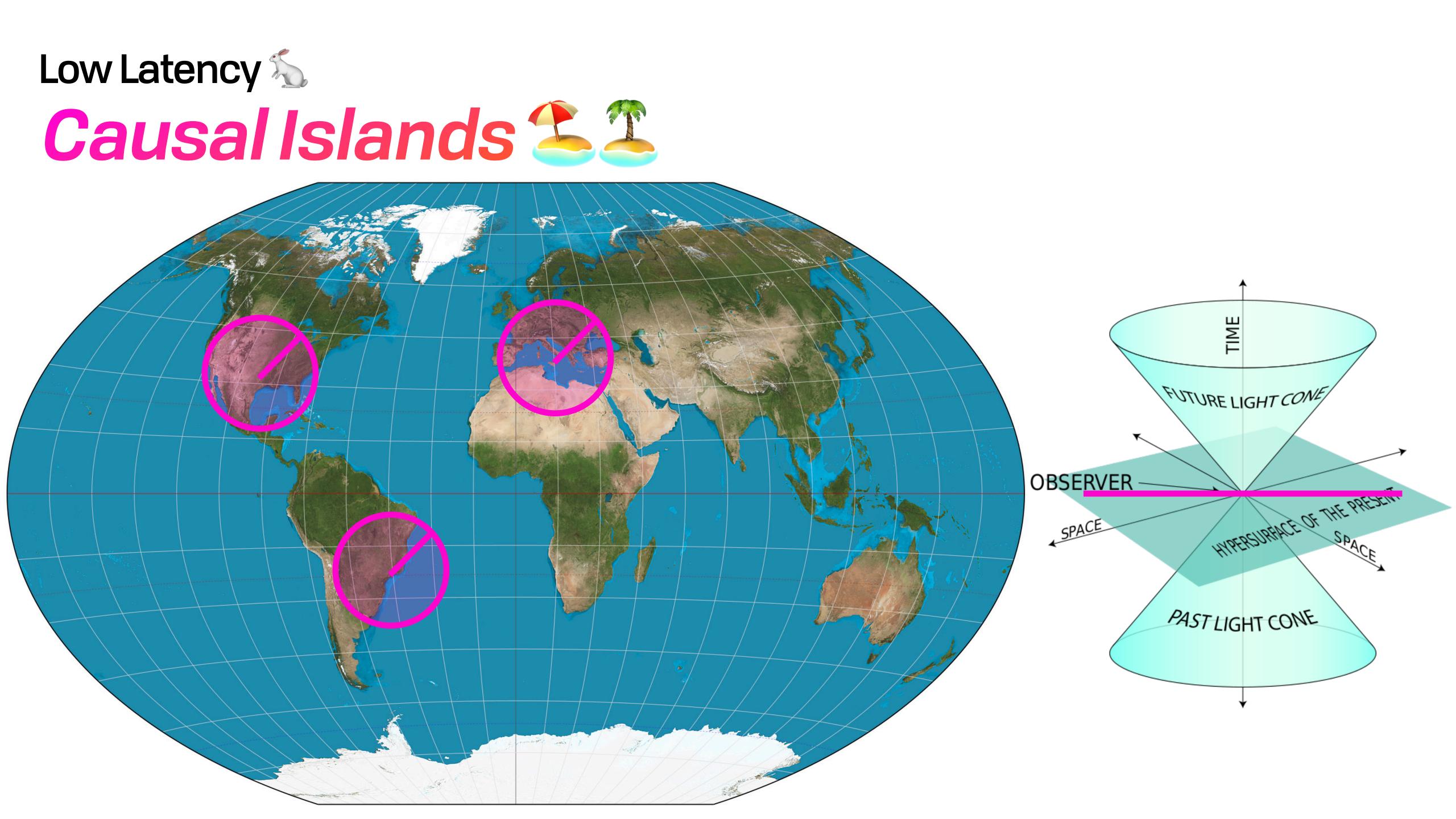
### Ideal Fibre 🧶





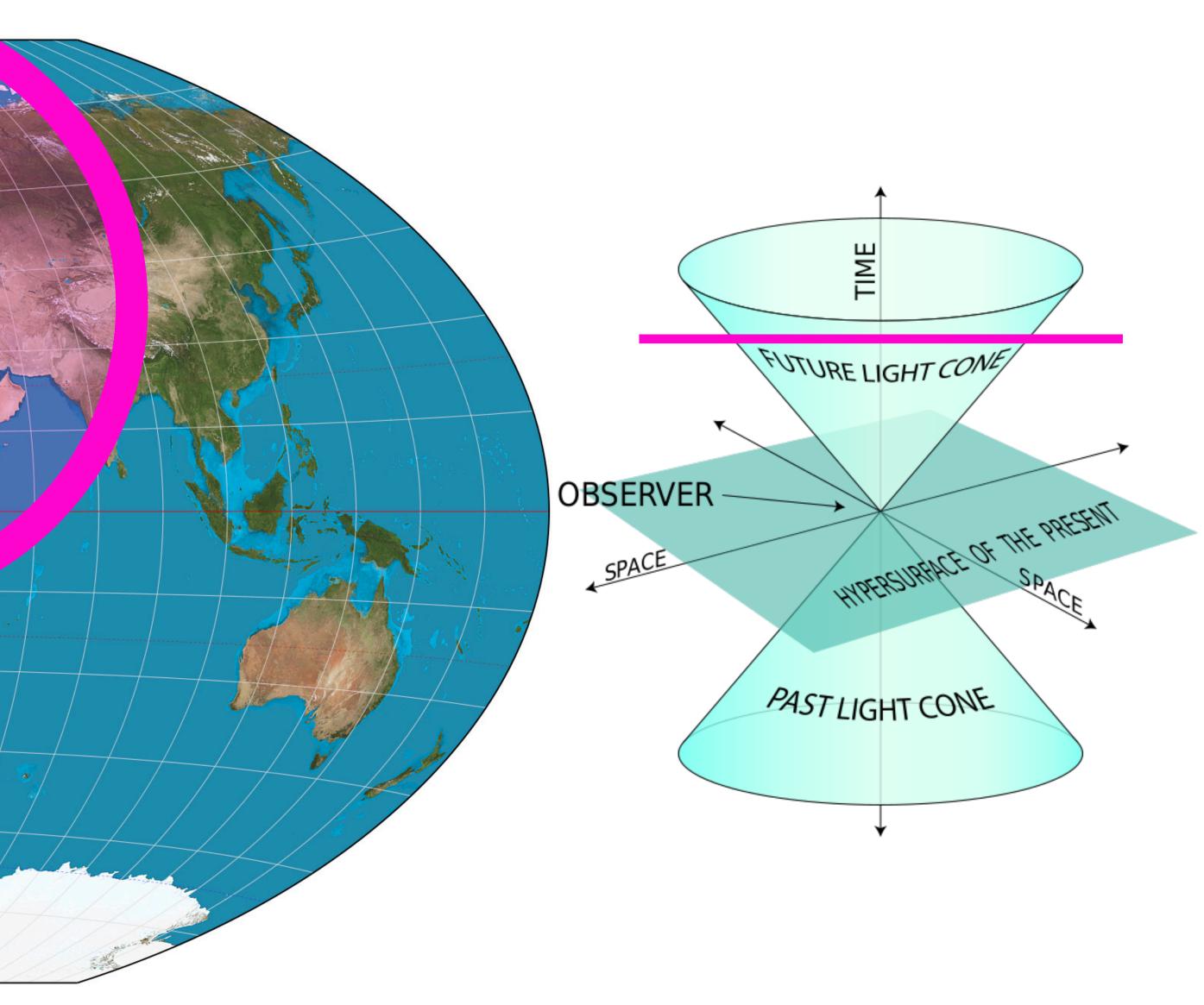






#### Low Latency 🔊 Causalisiands

construction in the second of the



#### New Environment **S** Friendly Neighbourhood Compute

New Environment 🐜 Friendly Neighbourhood Compute

- 5G networks & Starlink
  - Straight line point-to-point
  - PoP directly on the tower 1





New Environment M Friendly Neighbourhood Compute

- 5G networks & Starlink
  - Straight line point-to-point
  - PoP directly on the tower 1

- Walmart's Edge
  - 90% Americans < 10mi [16km]</li>





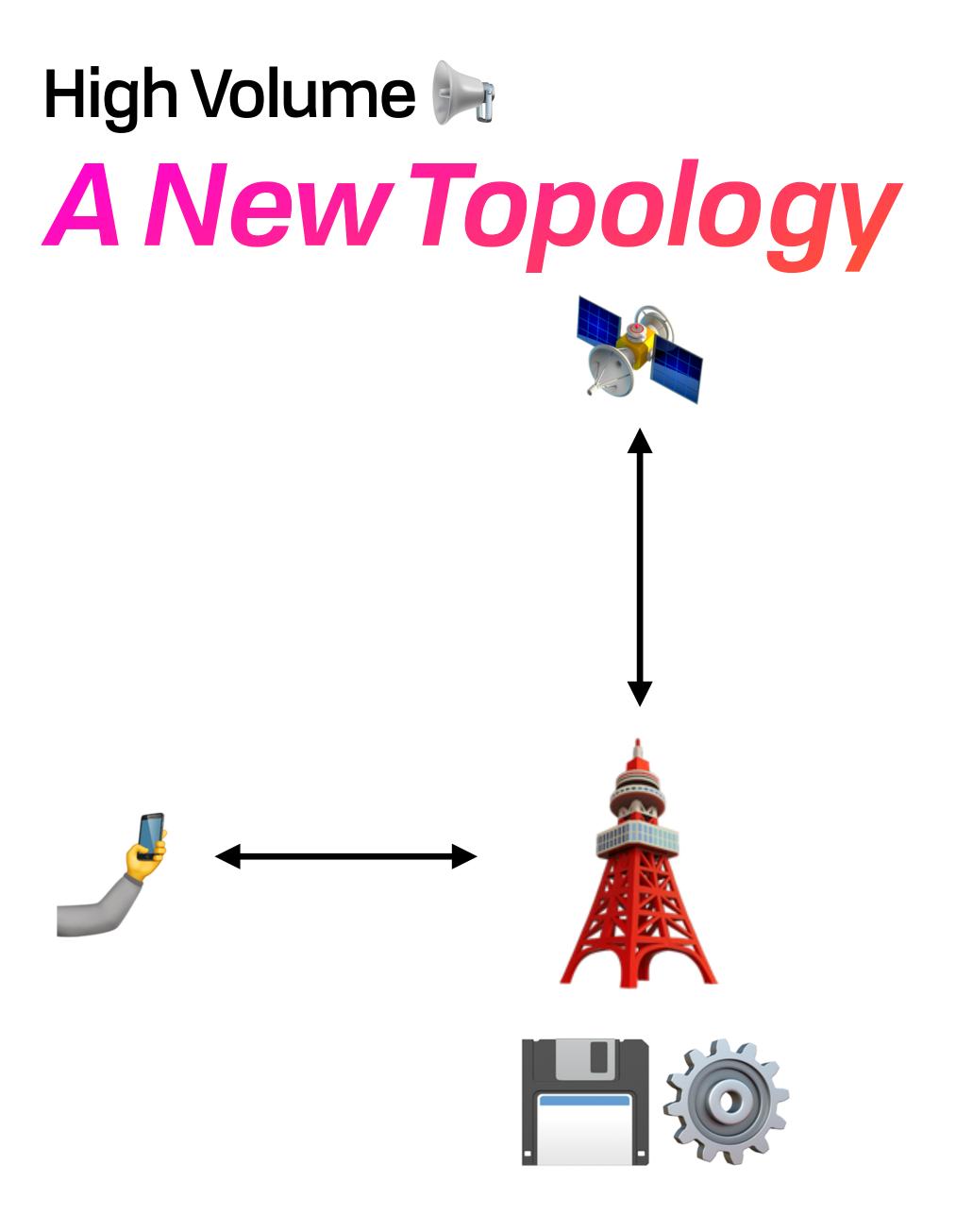
#### **STARLINK**

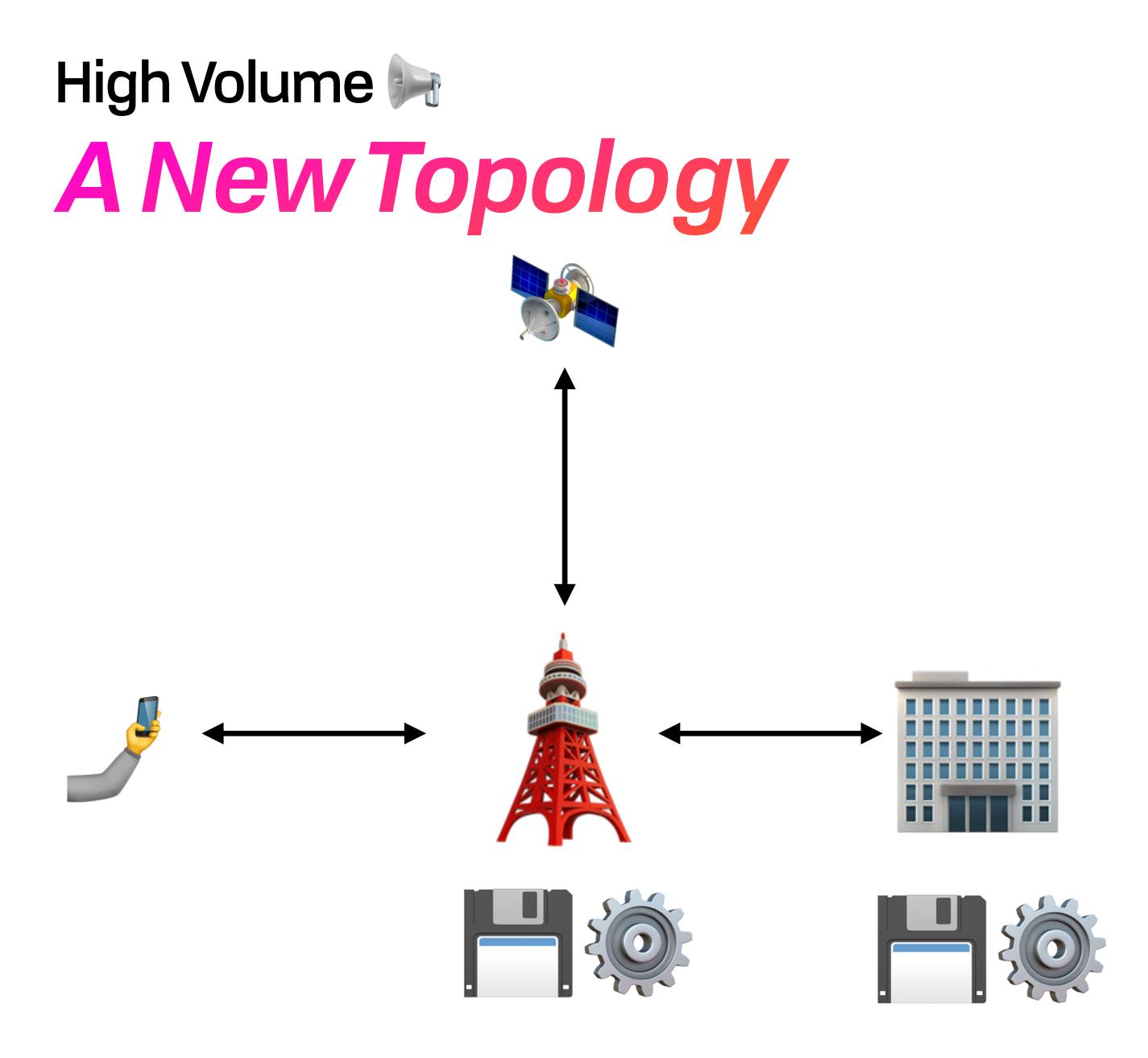


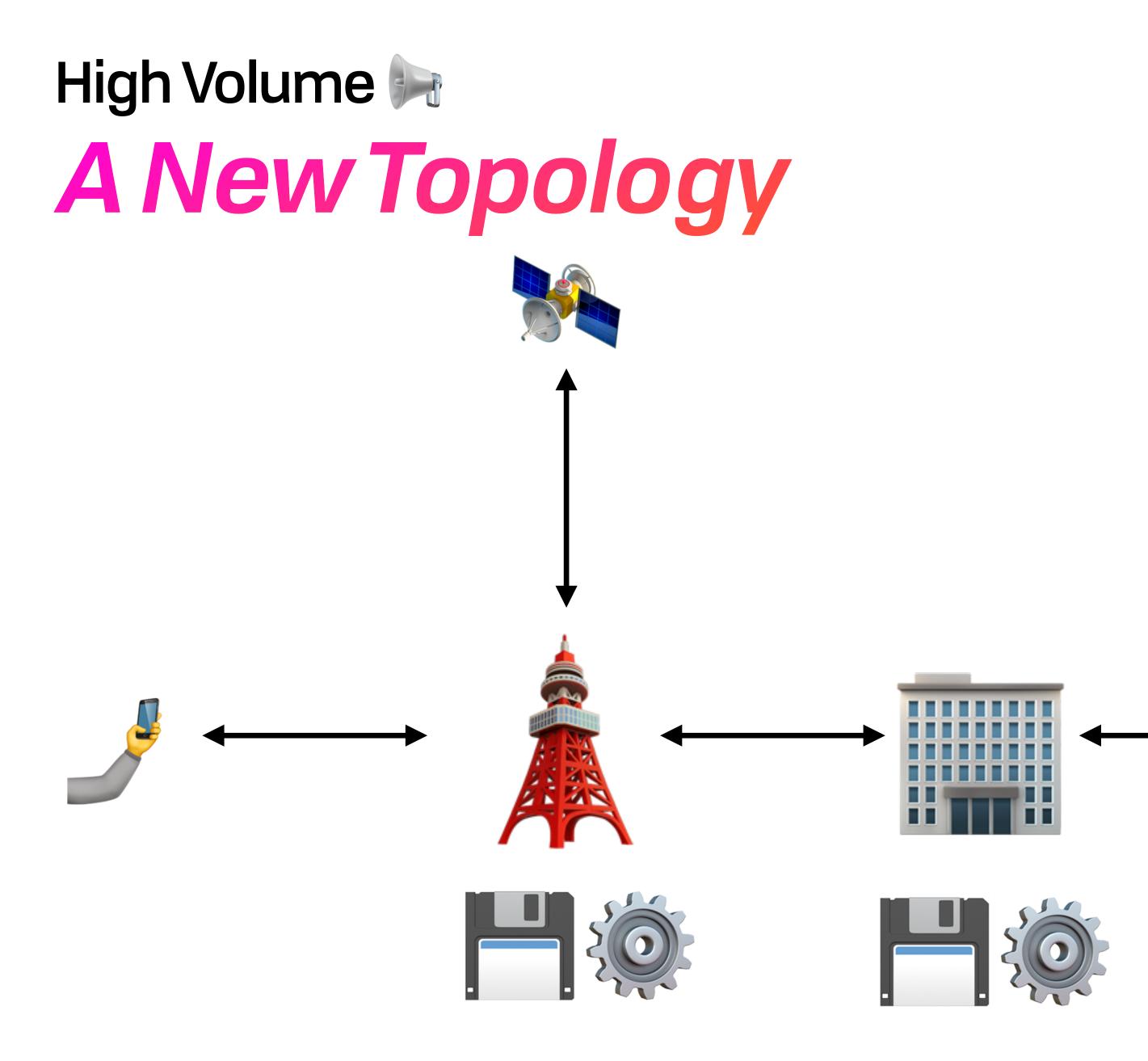
#### High Volume A New Topology

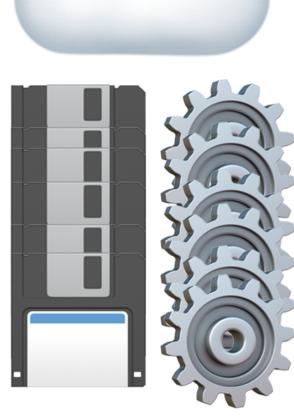
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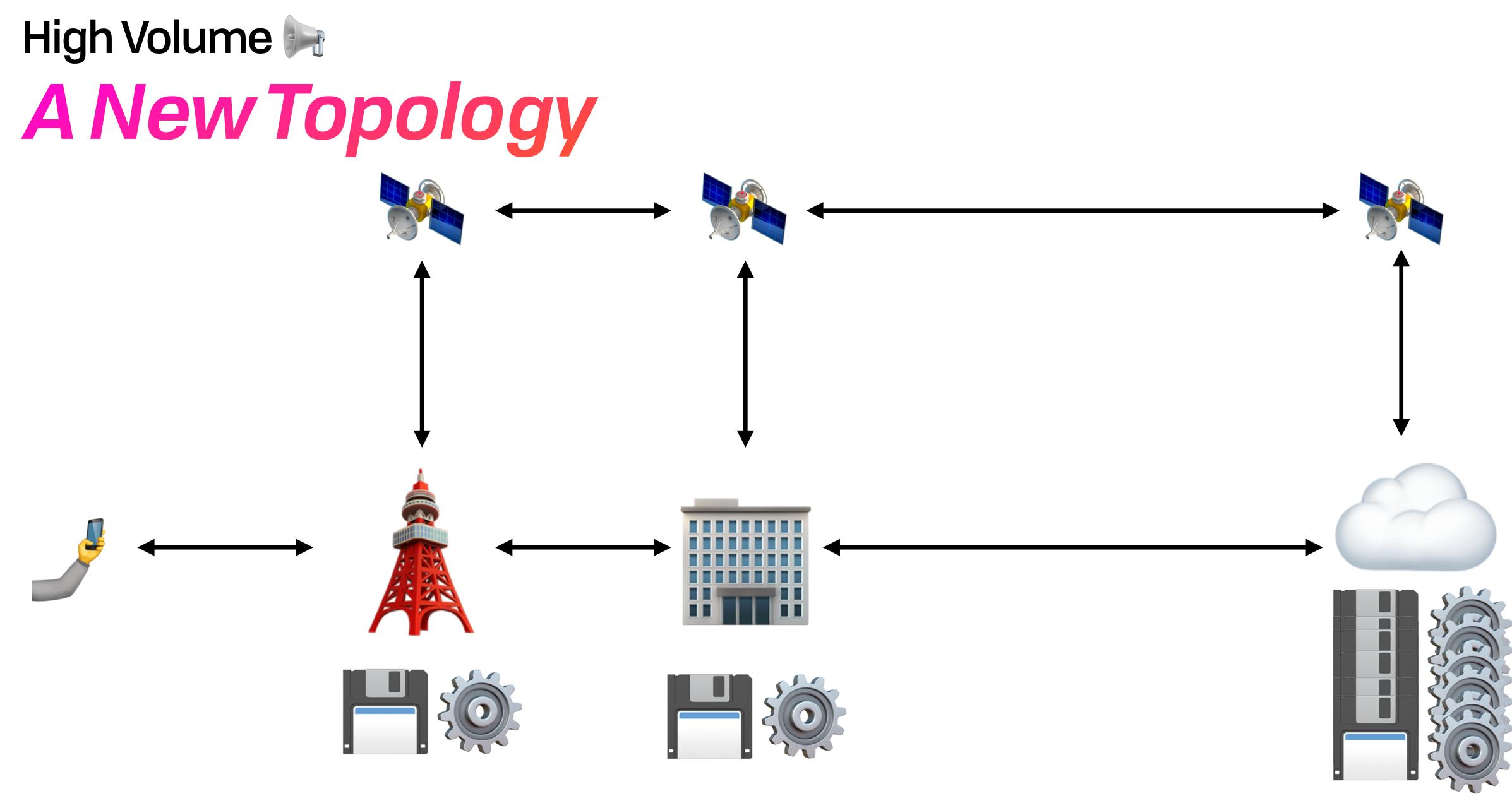




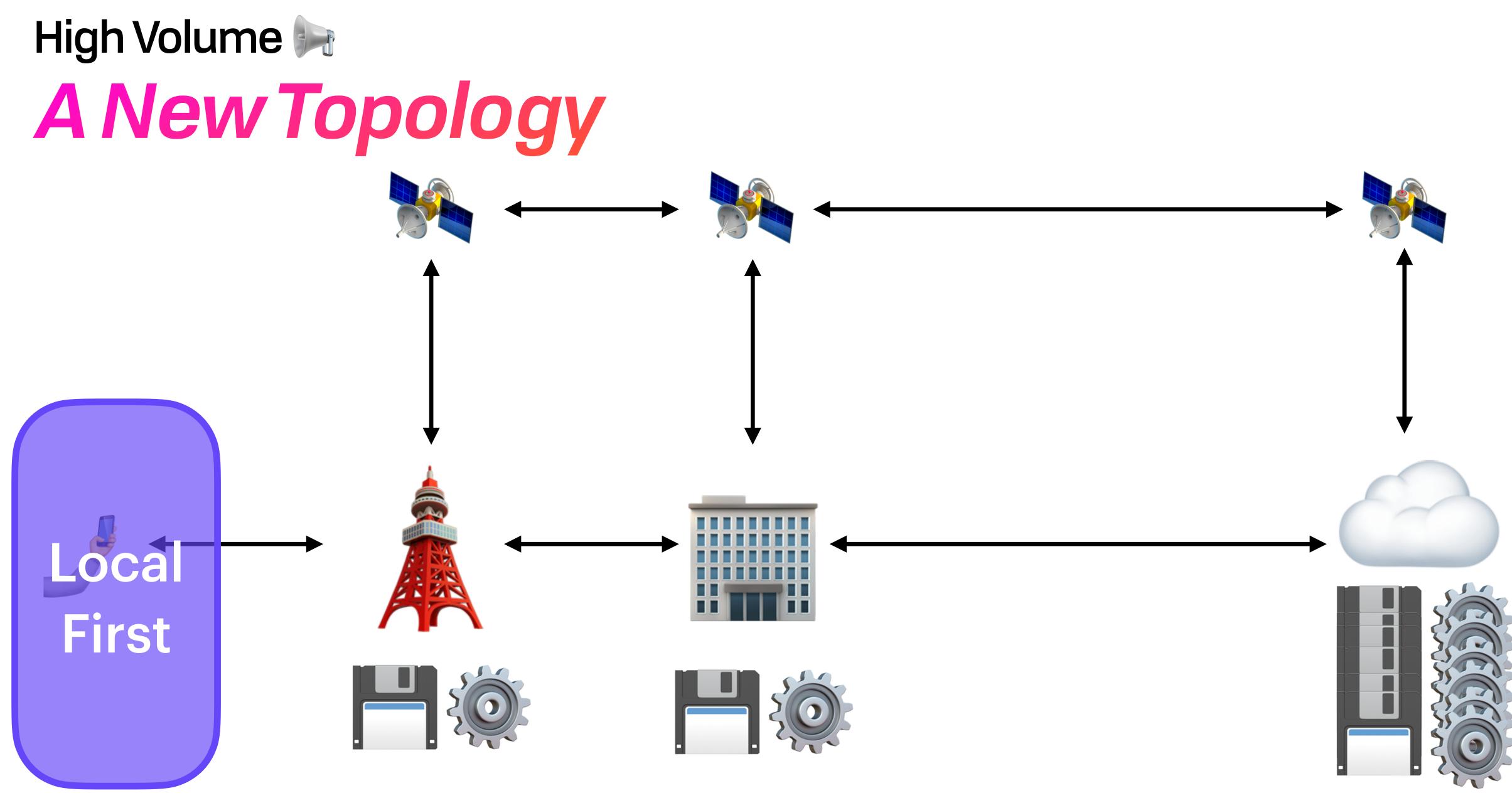




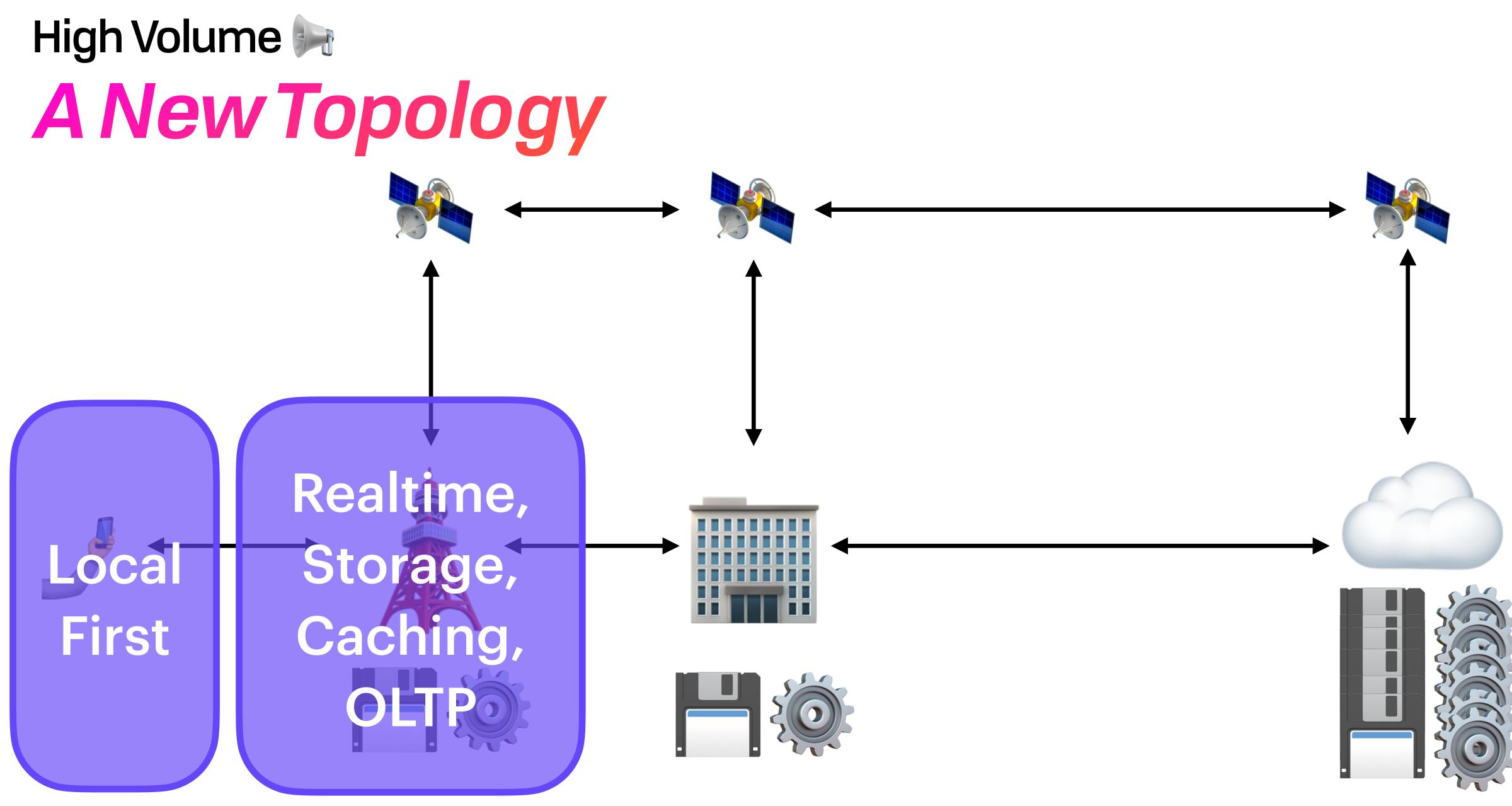




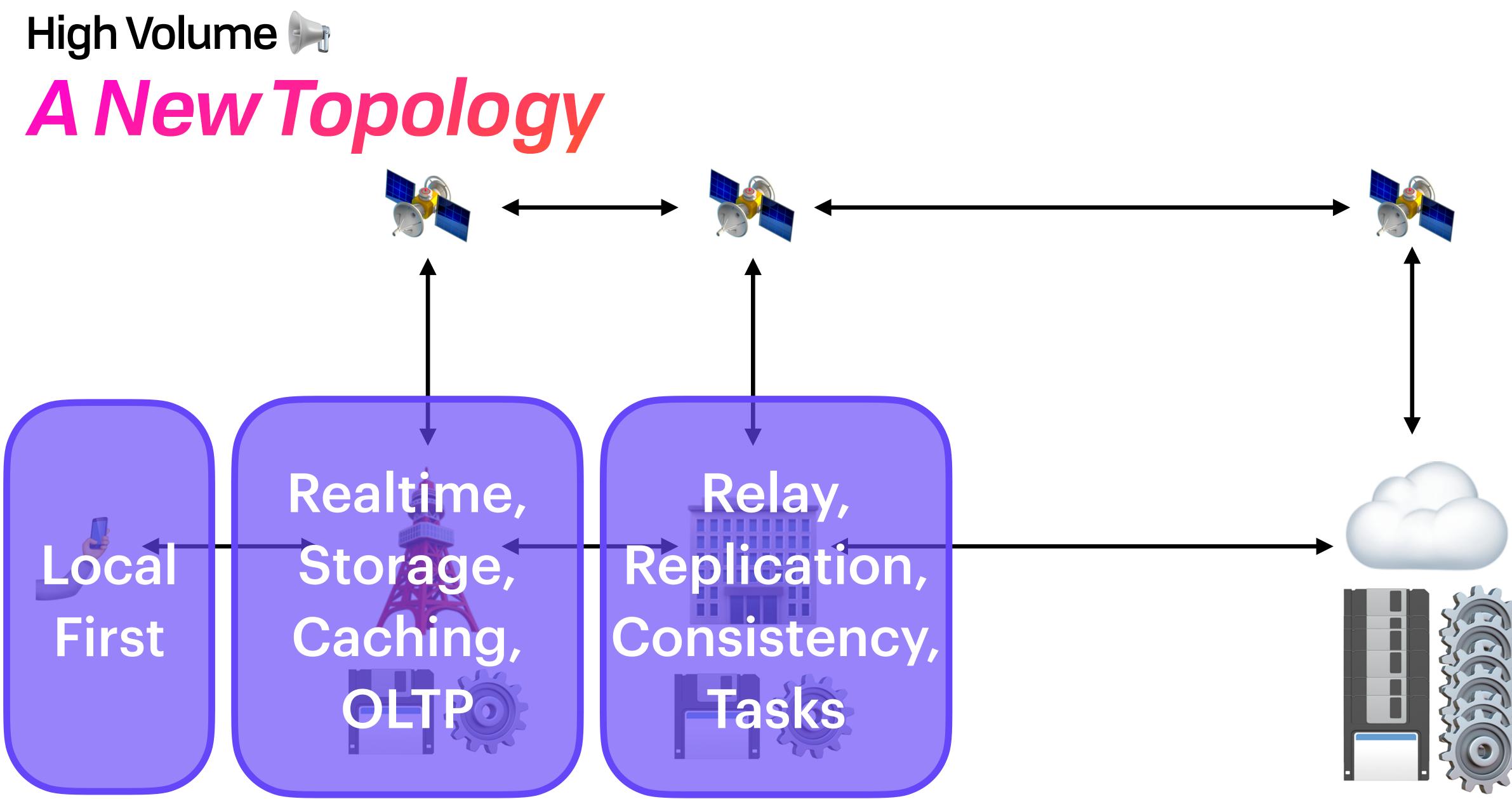




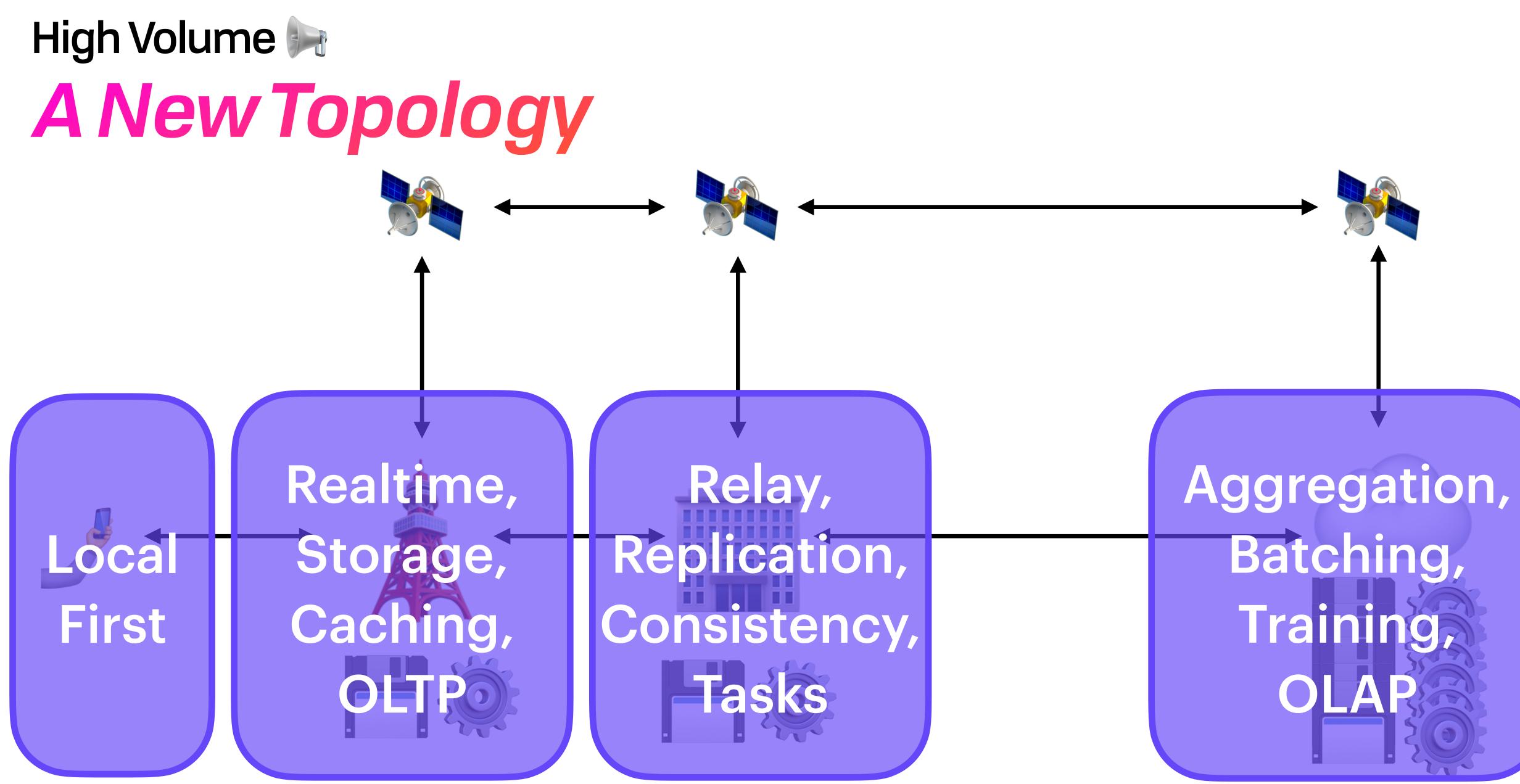




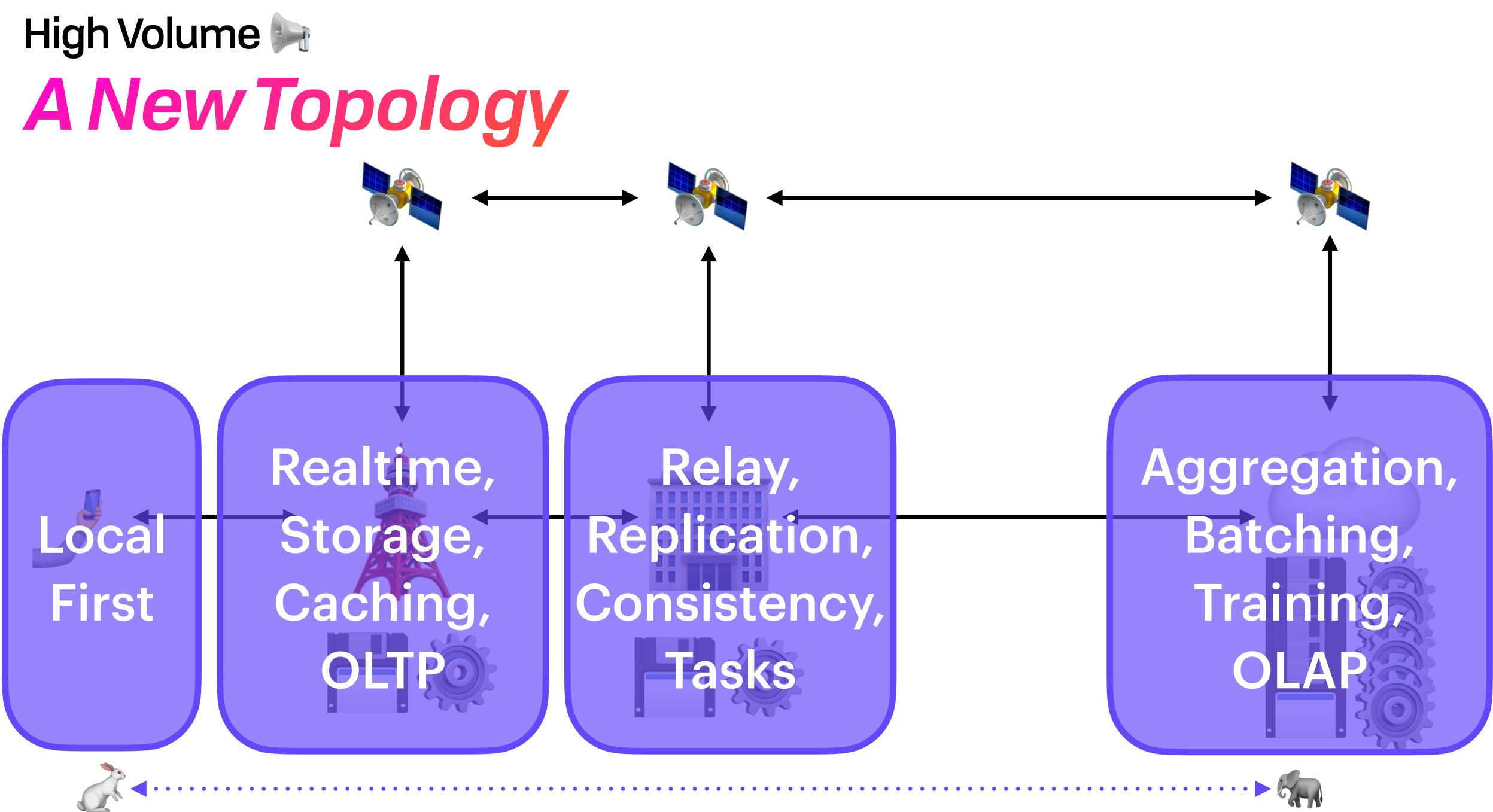


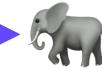












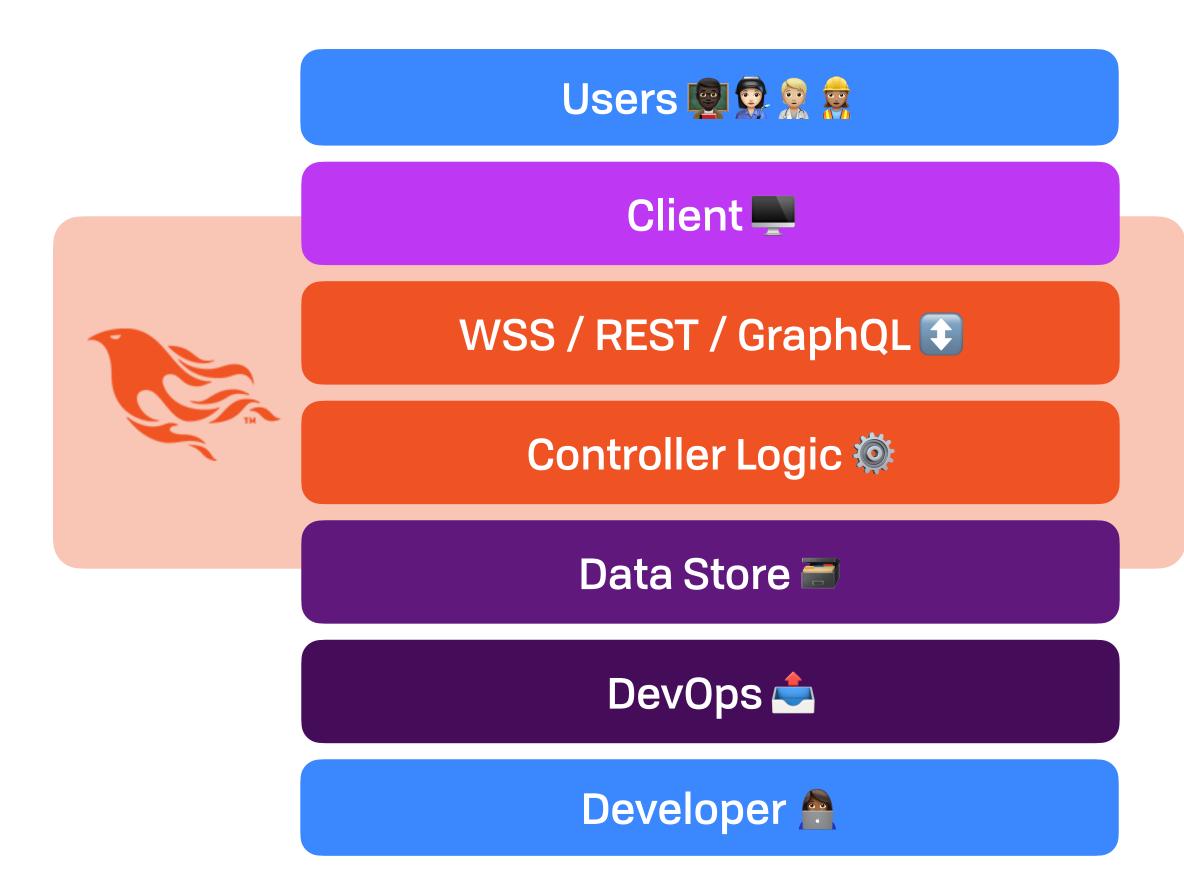
## Functional Programming On the Edge

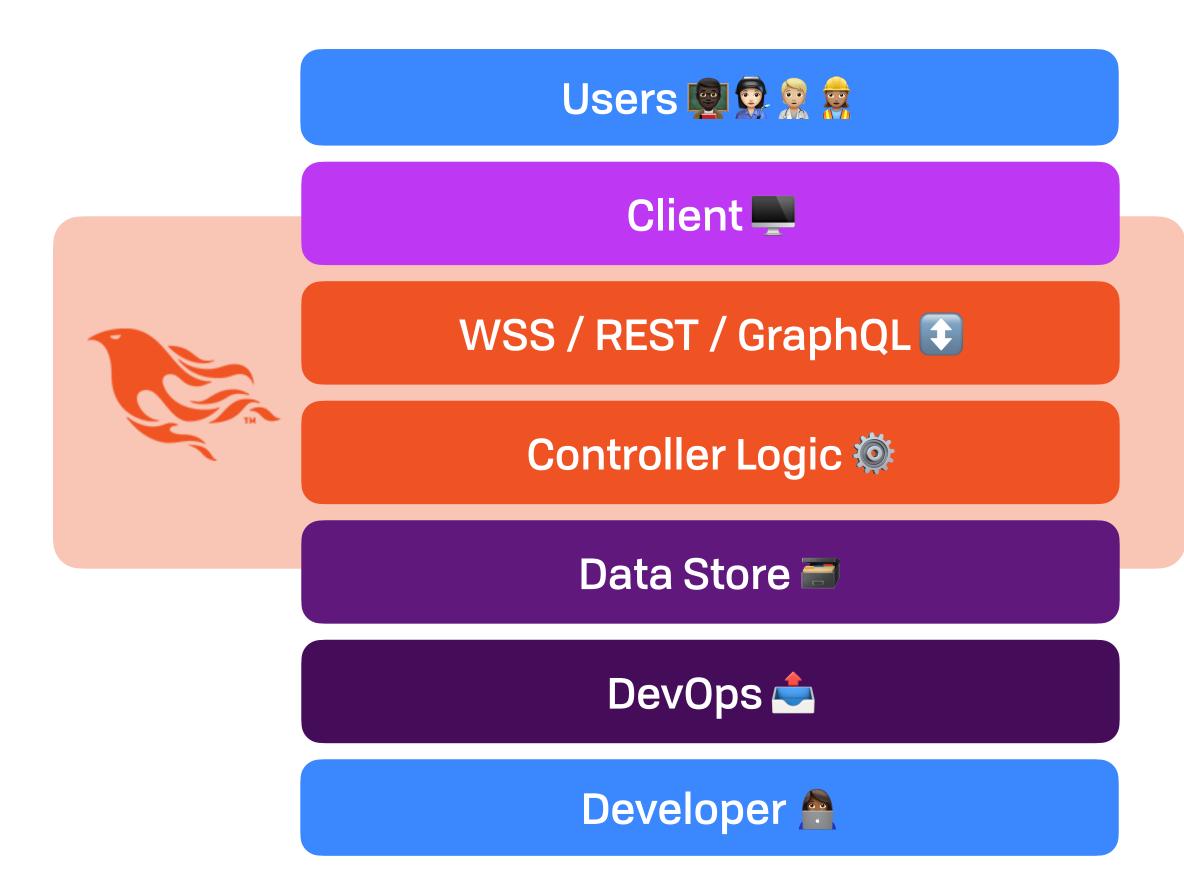
### Instead of [...] "which database would be best to hold presences?", we could ask "how can we best replicate data in a distributed system without the user having to worry about it?"

### With Elixir, you are empowered to tackle problems that in other platforms would feel impossible to solve

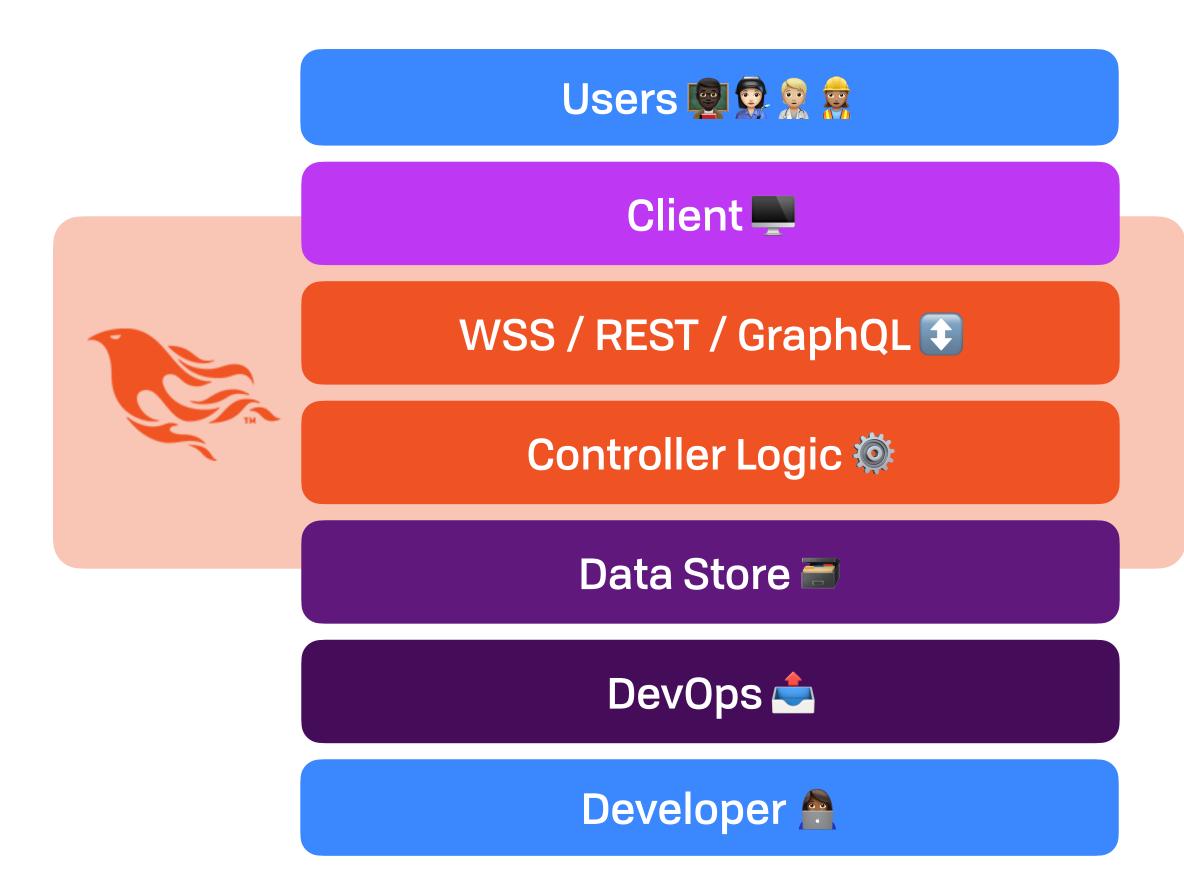
~ Chris McCord, What Makes Phoenix Presence Special

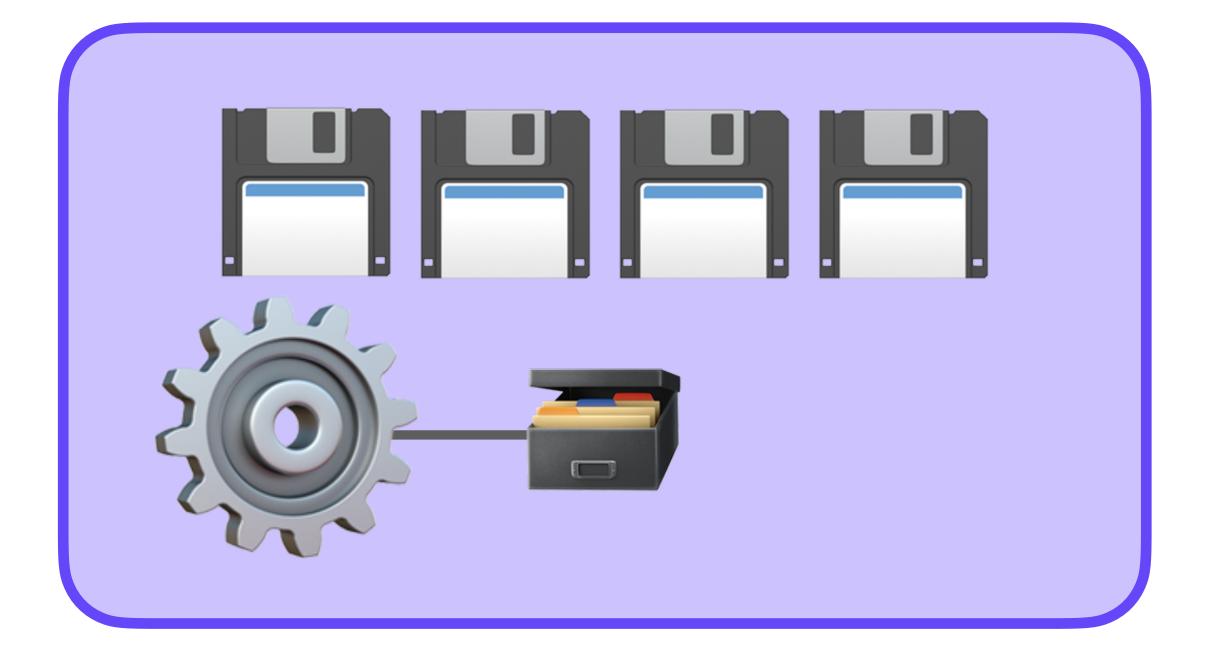




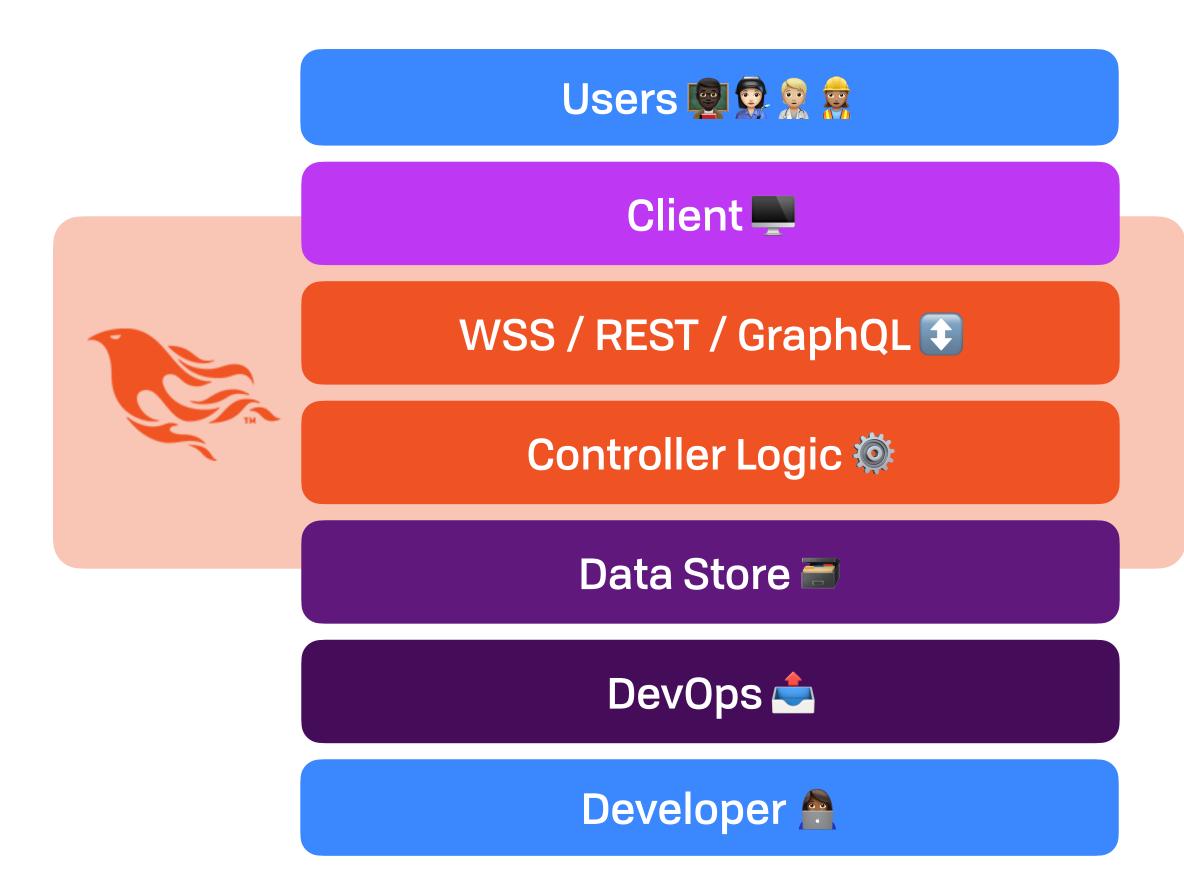


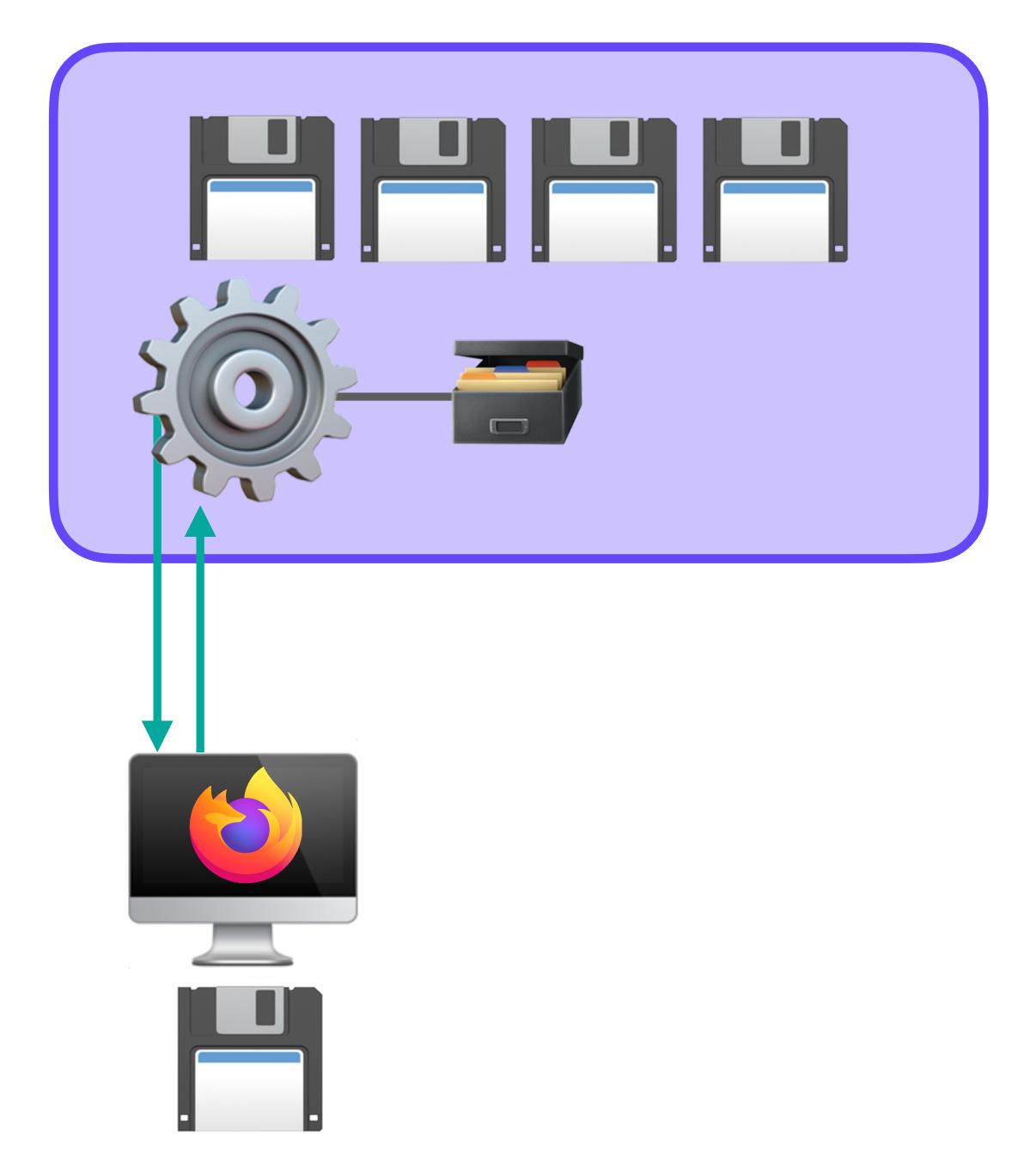


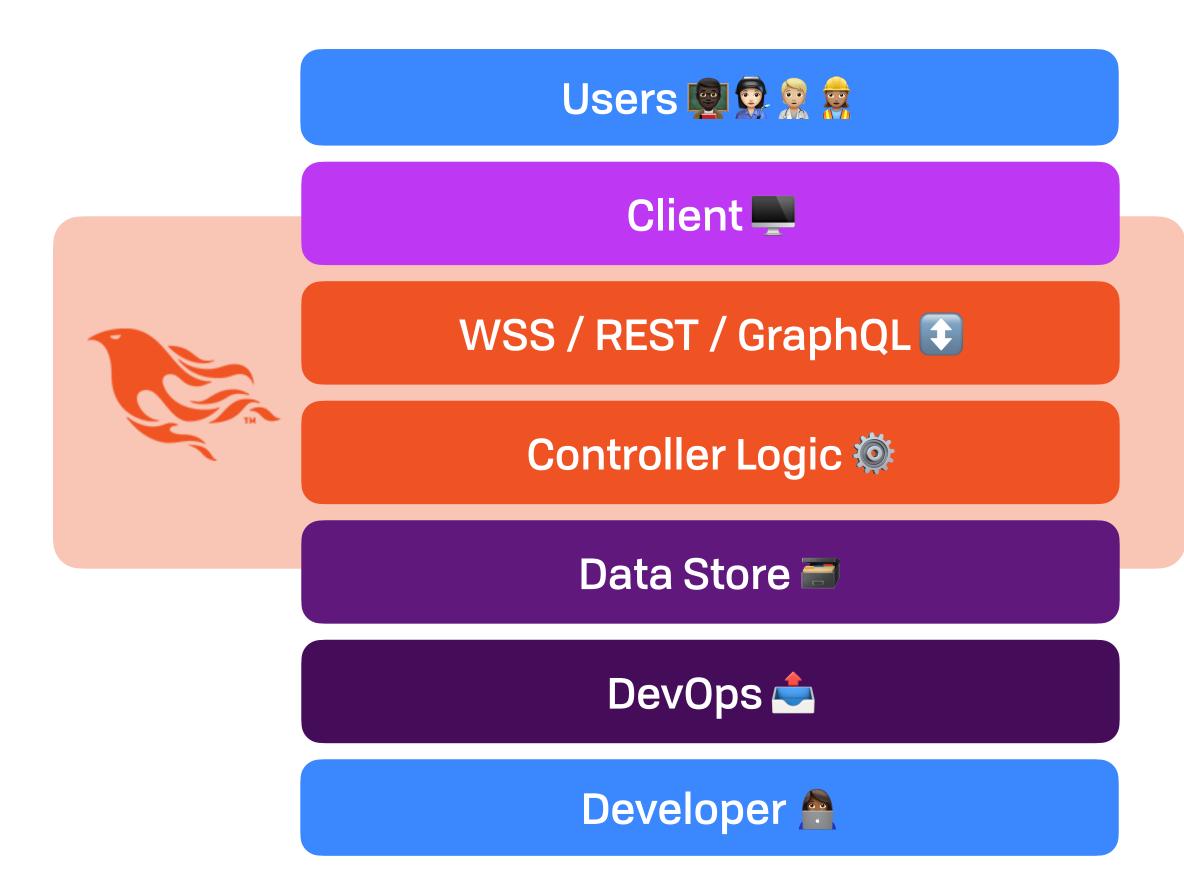


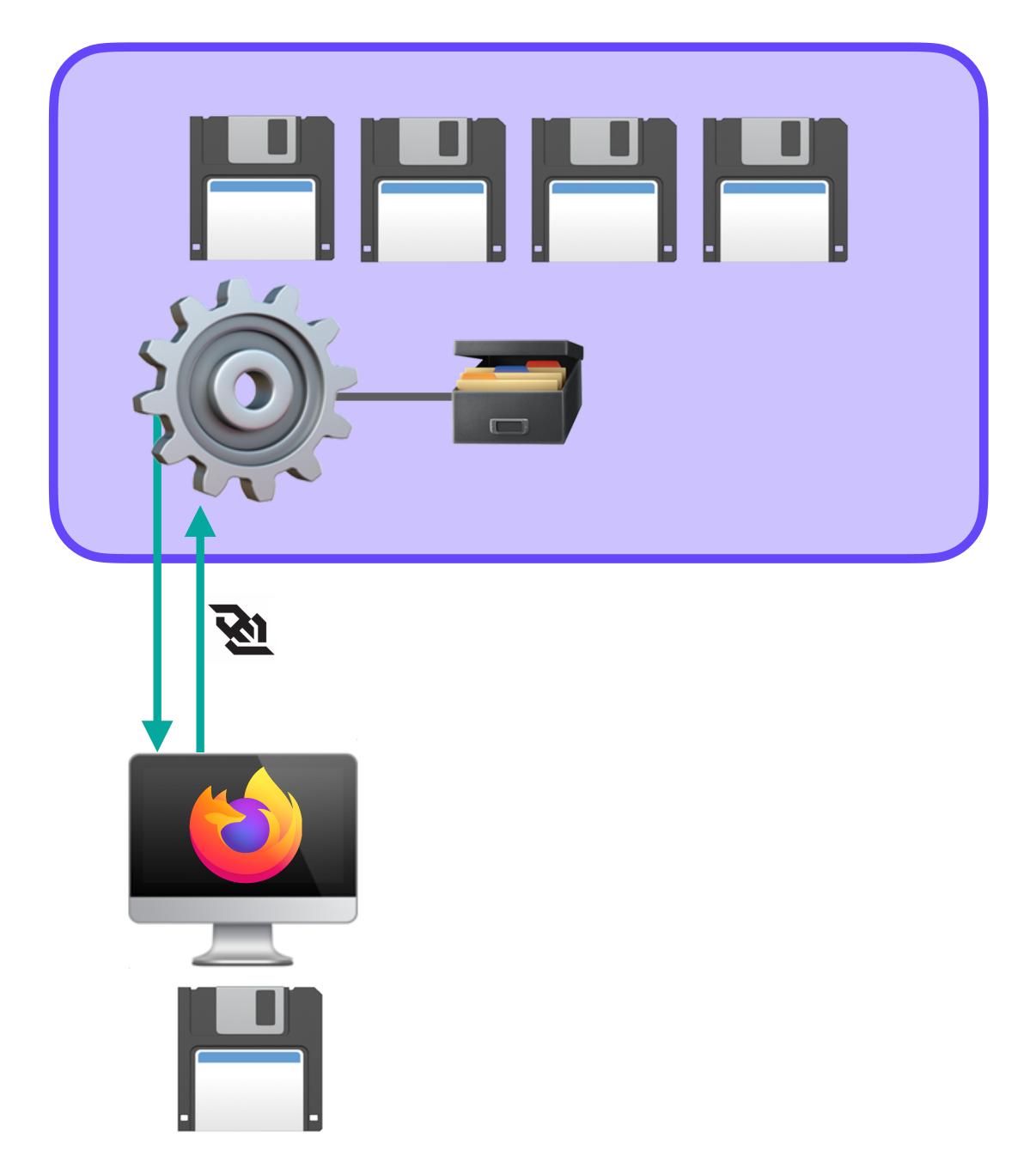


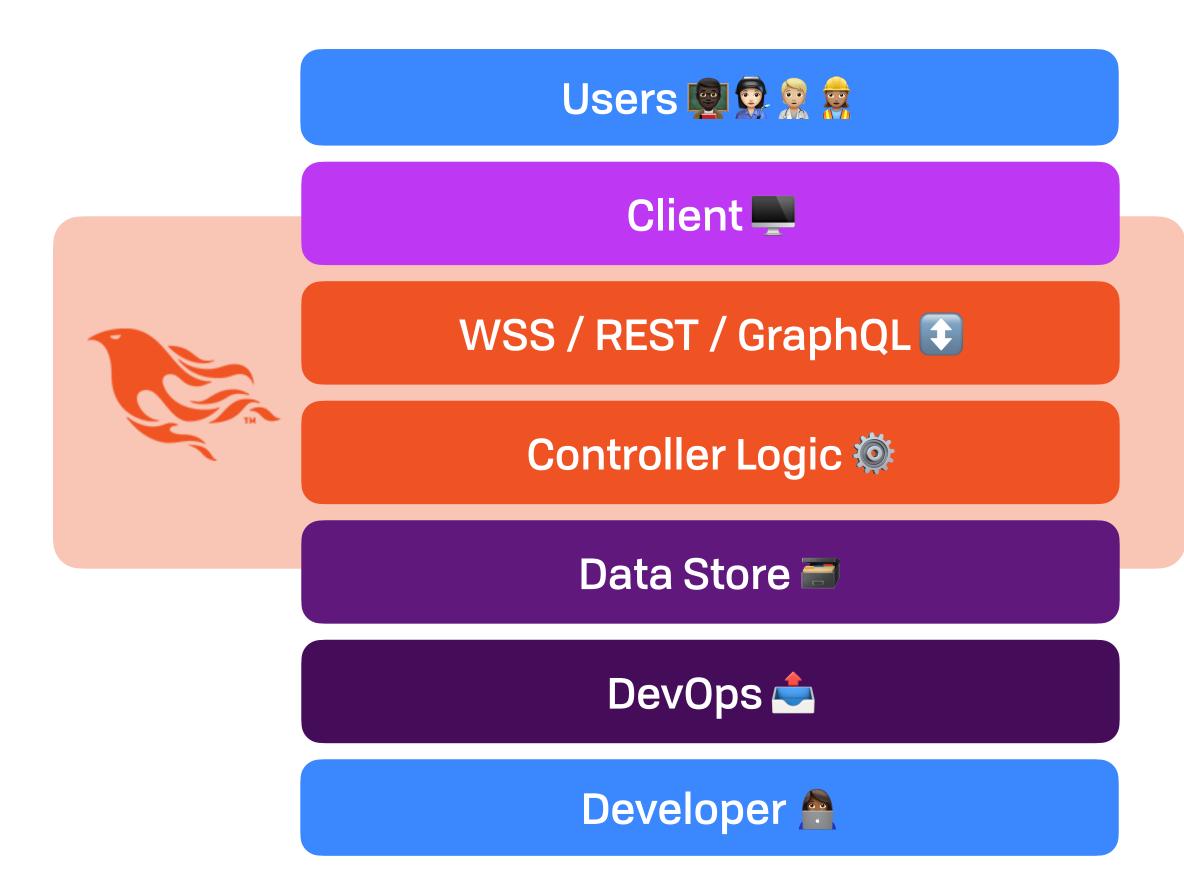


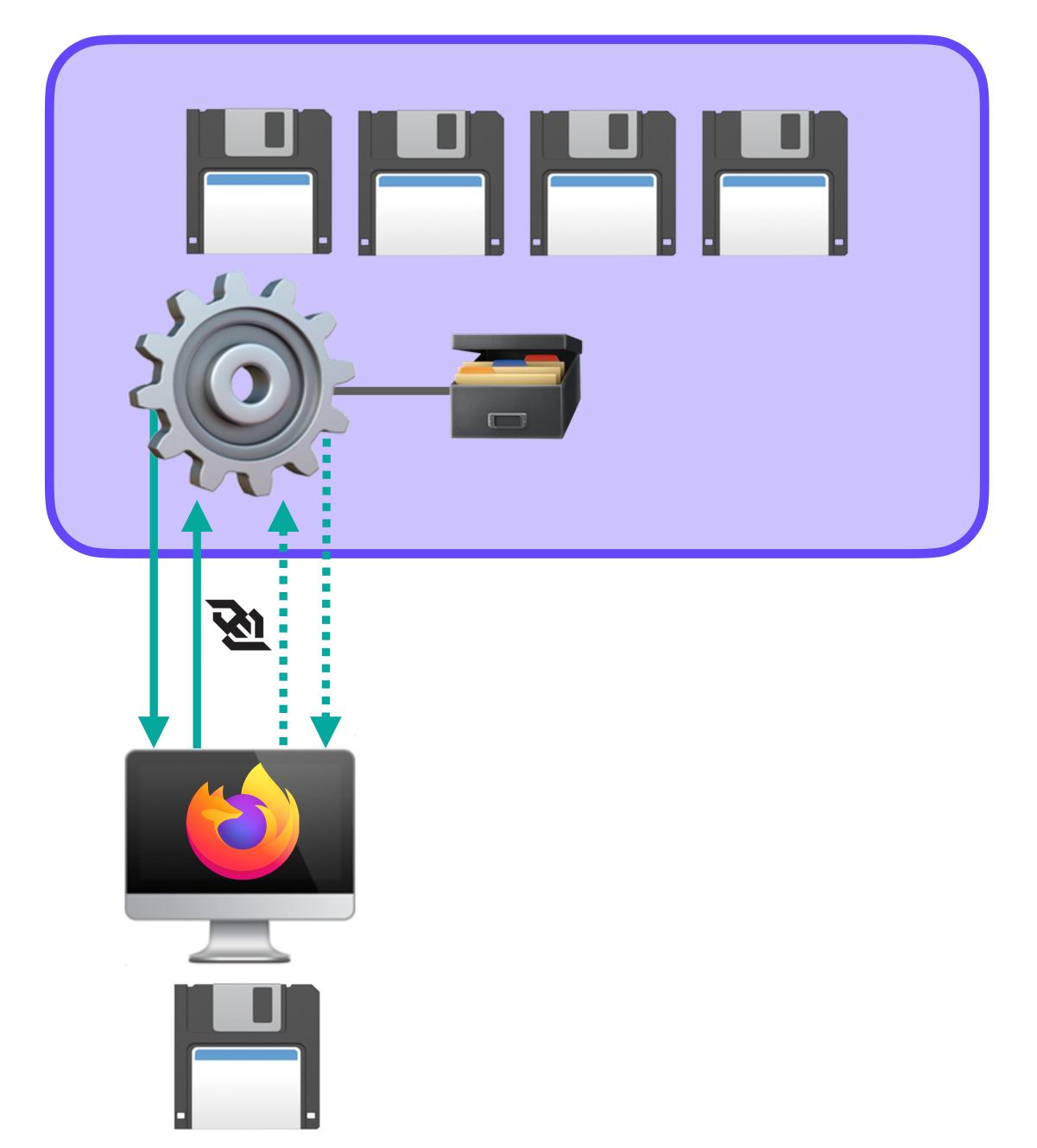


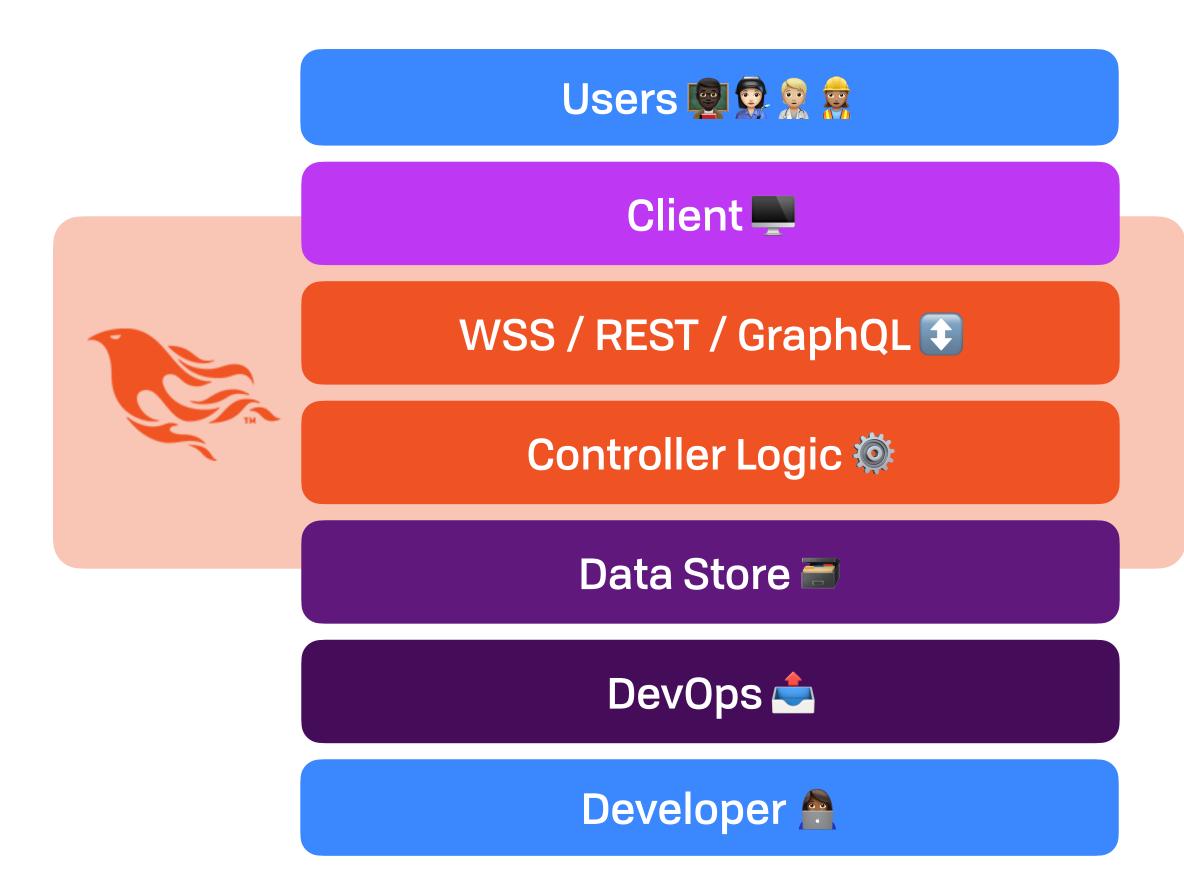


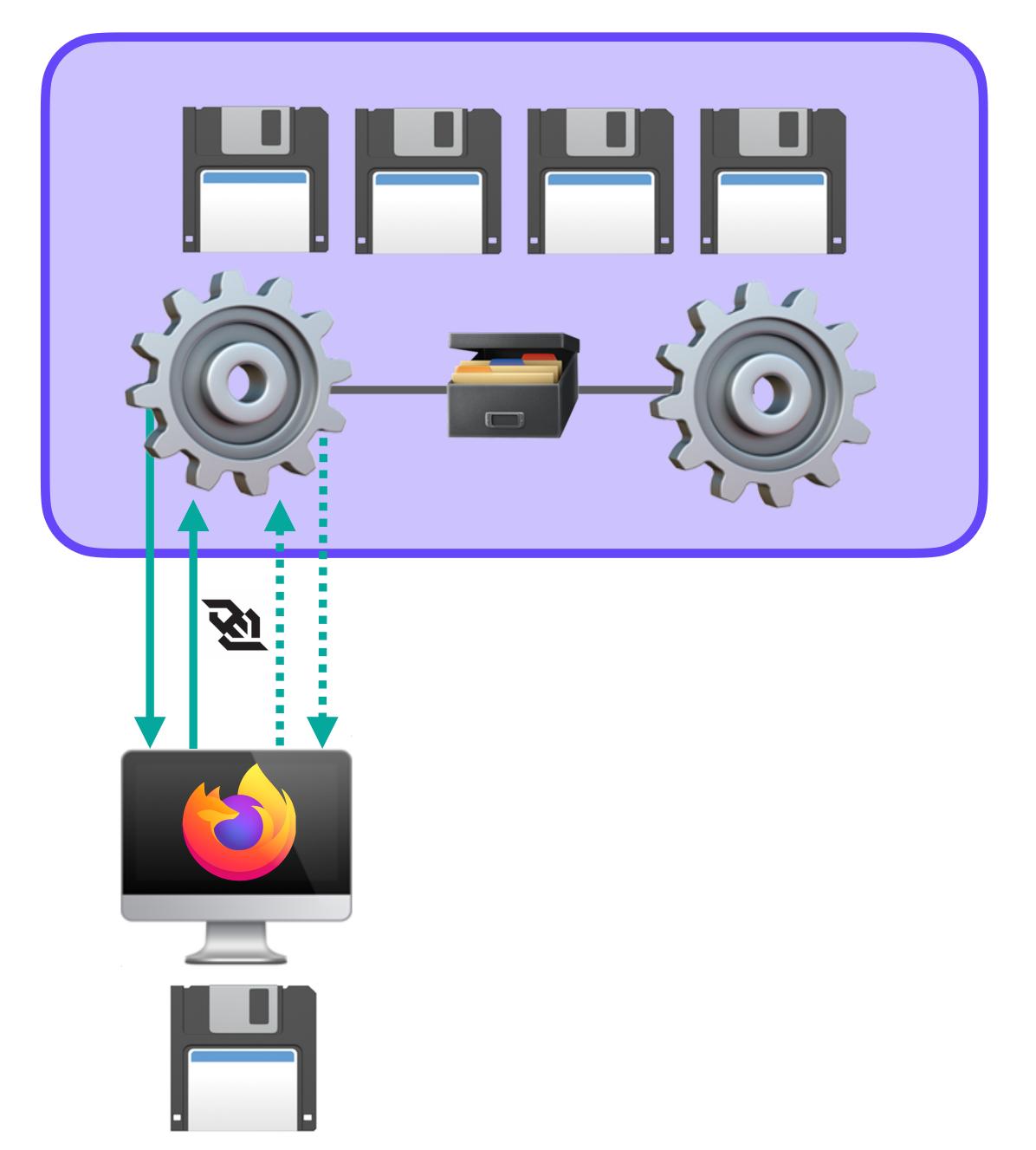


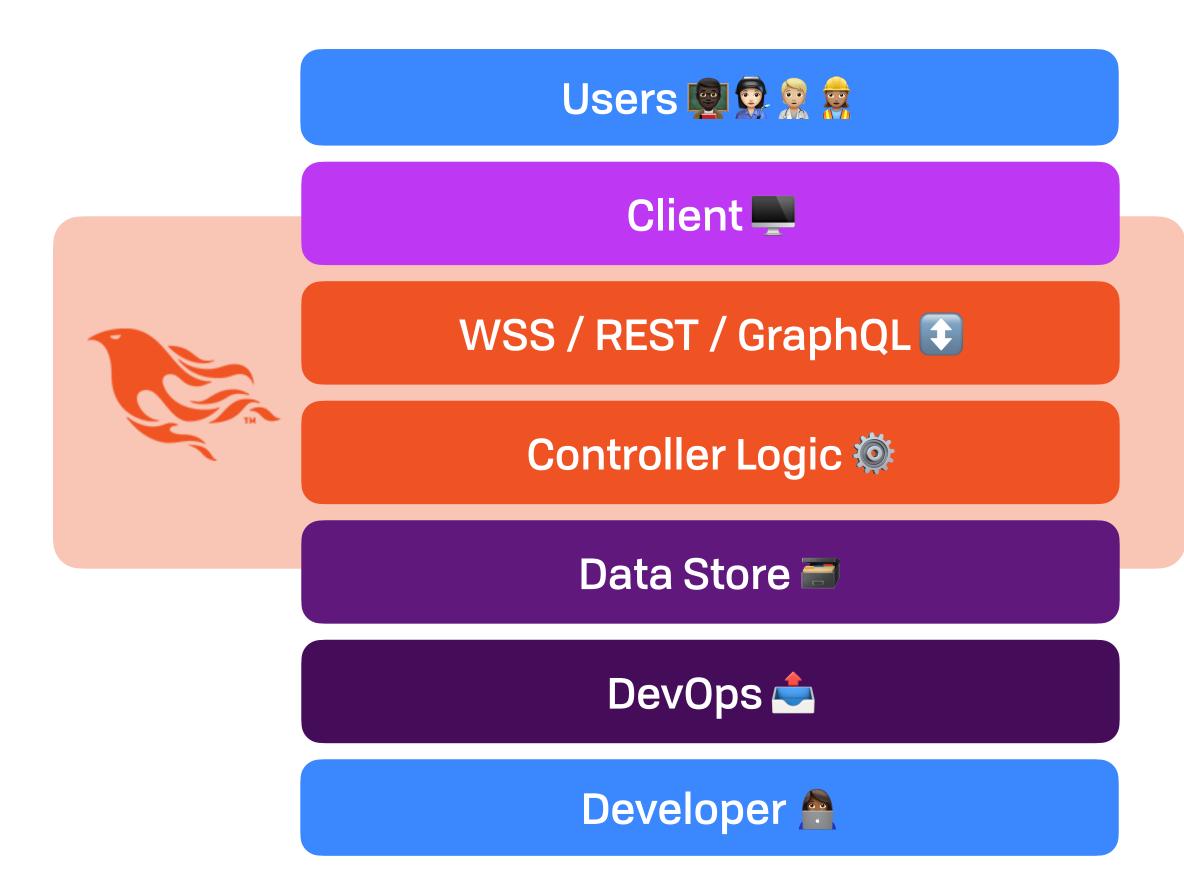


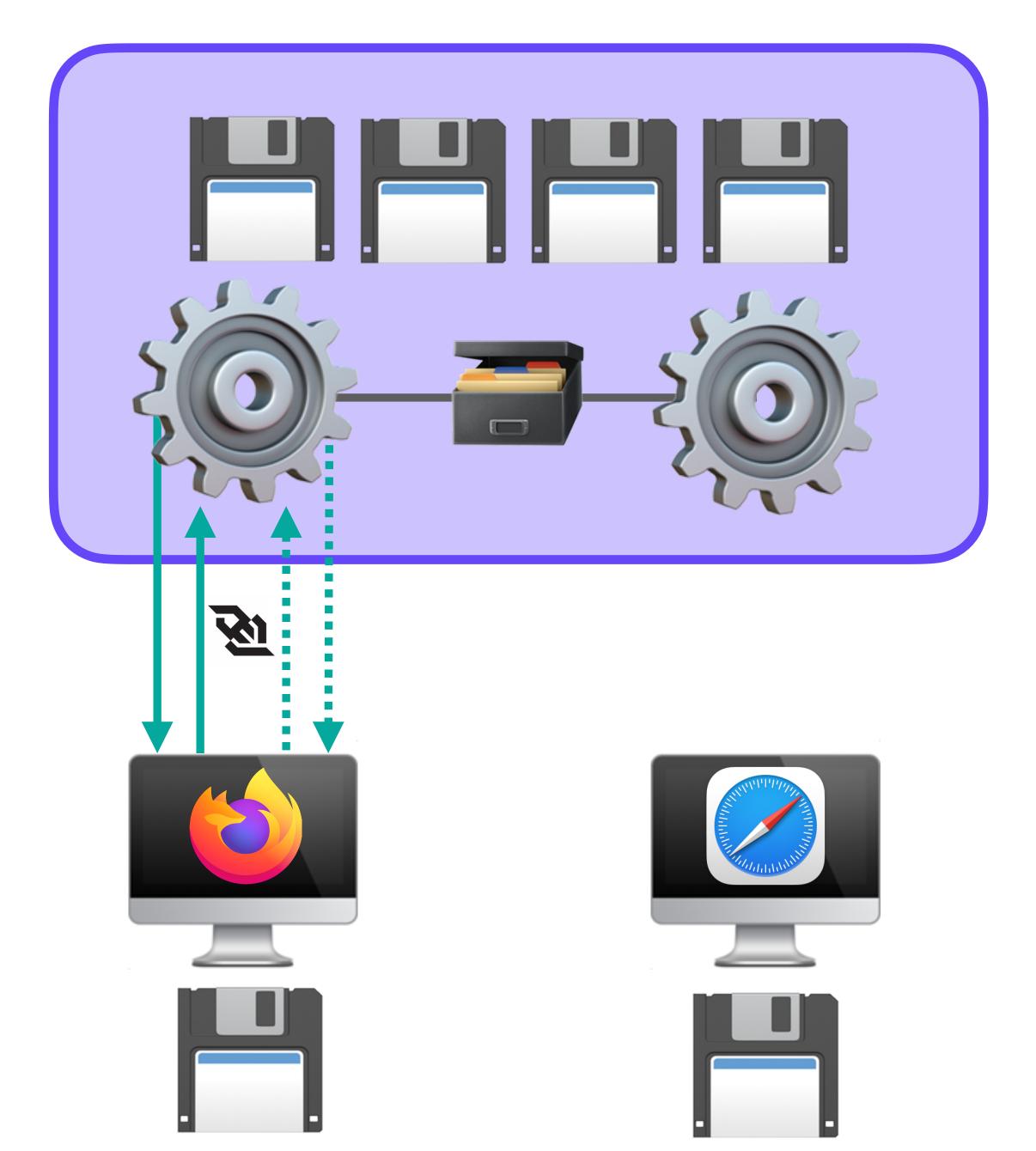


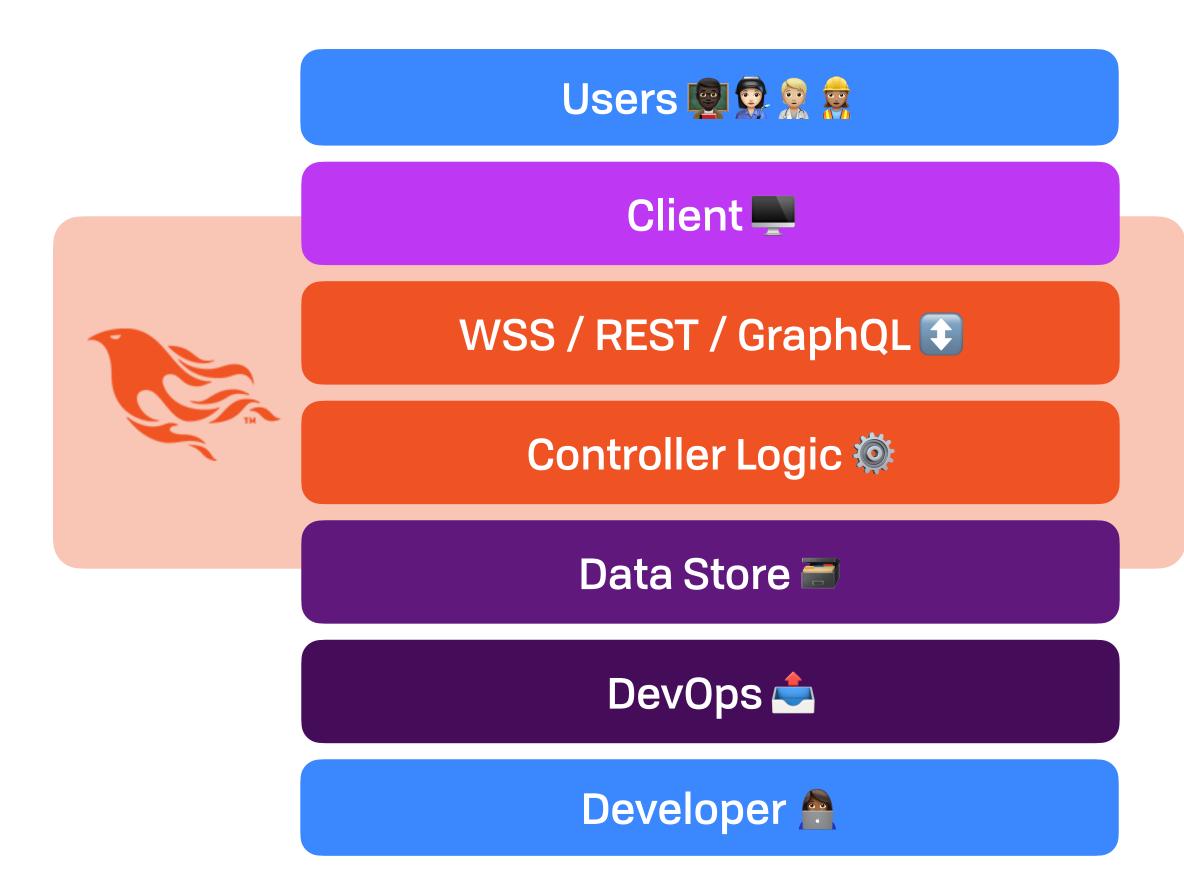


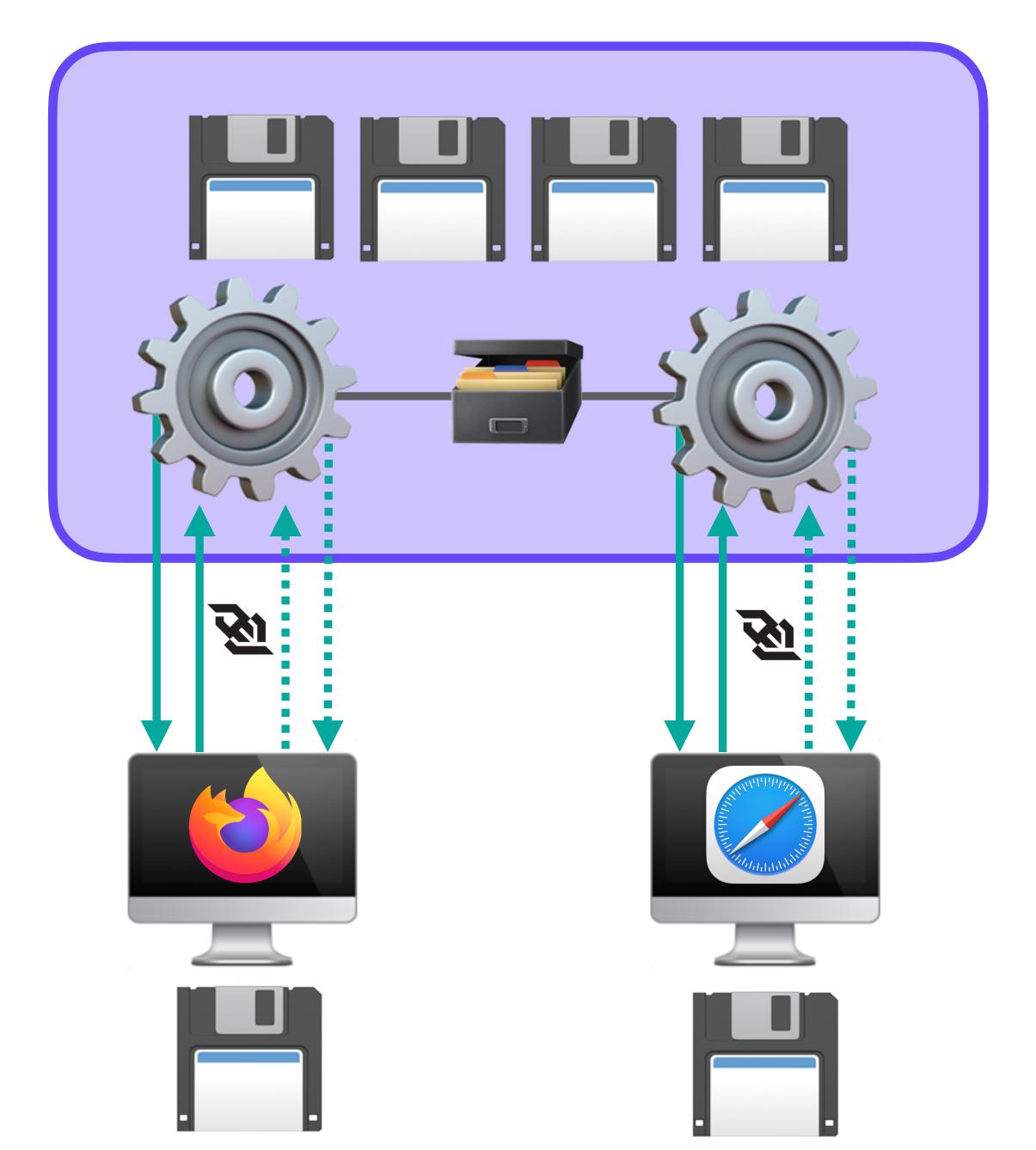


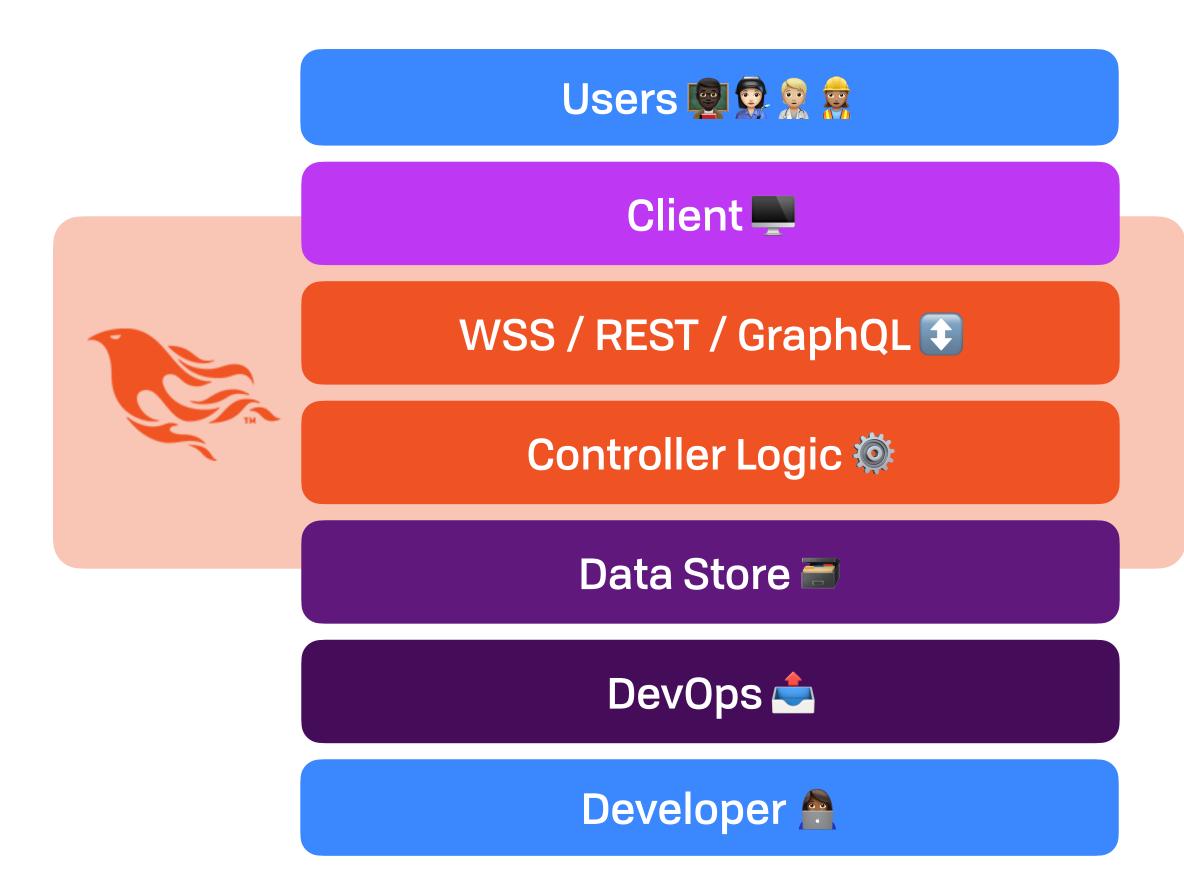


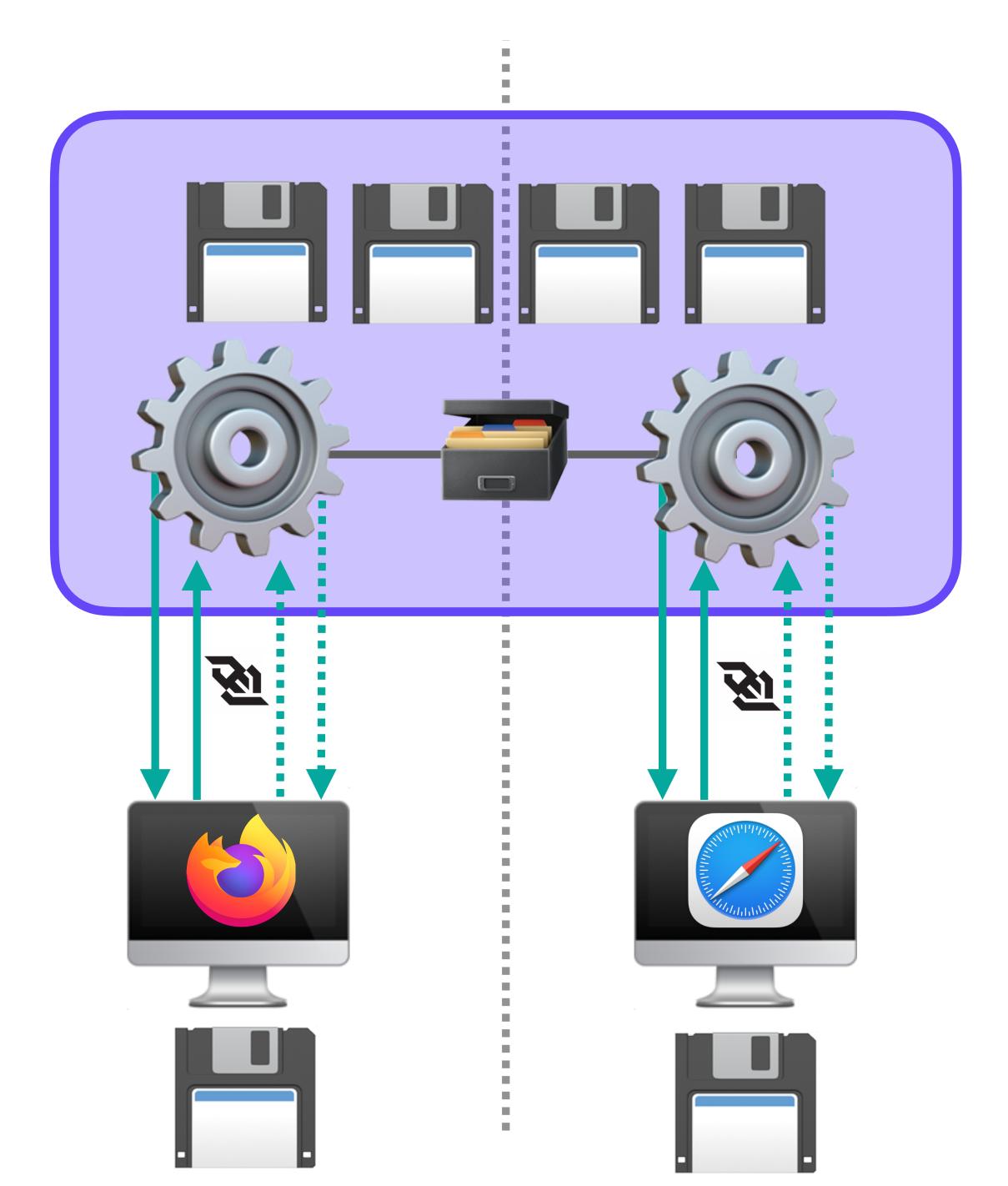




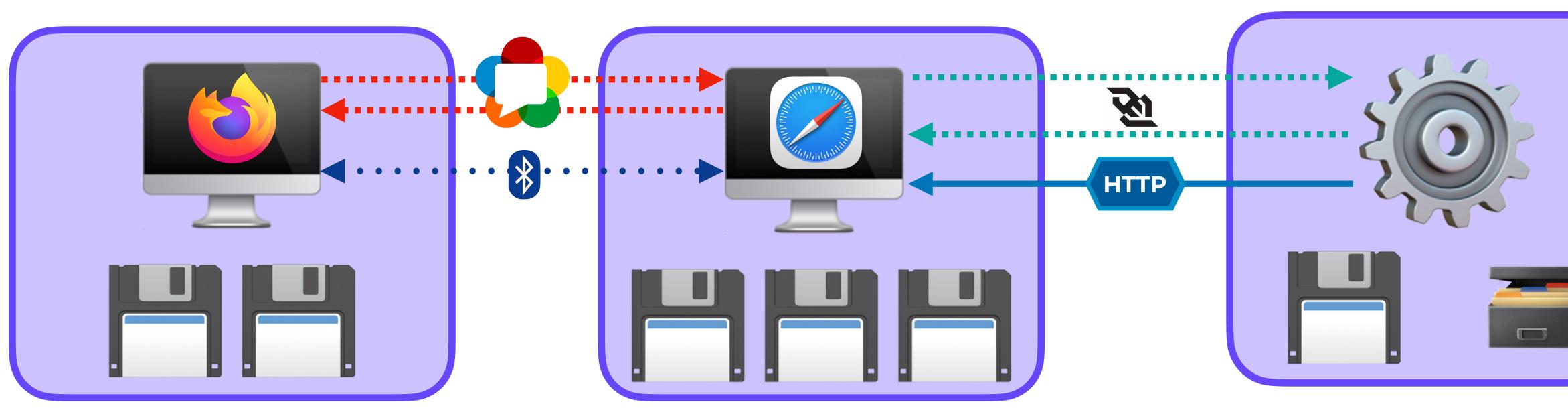








#### On the Edge 🎀 Phoenix Inside Out







### On the Edge M **MoDistributed MoProblems**



#### Casual islands

#### Local first

#### Replicate/run on any machine



#### Consequence

#### No single source of truth!

#### How to do coordination?

ACLs fail (for reads, many writes)



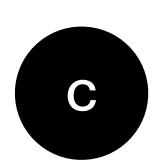


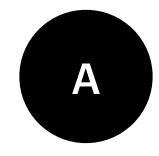


- If network partition, either:
  - Availability (A) Uptime!
  - Consistency (C)



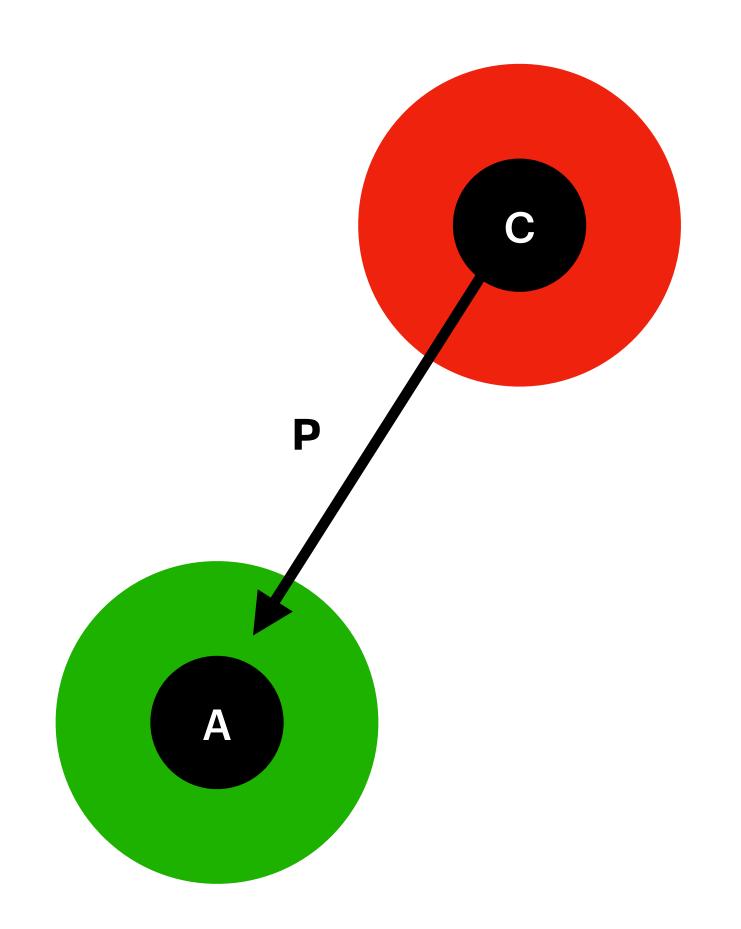
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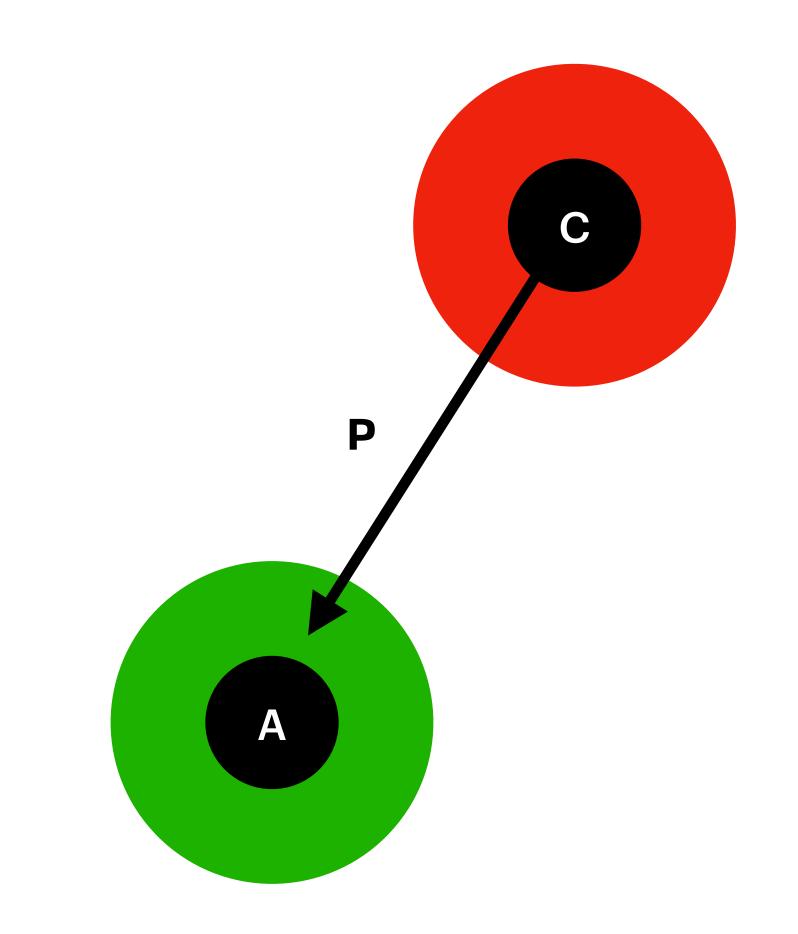




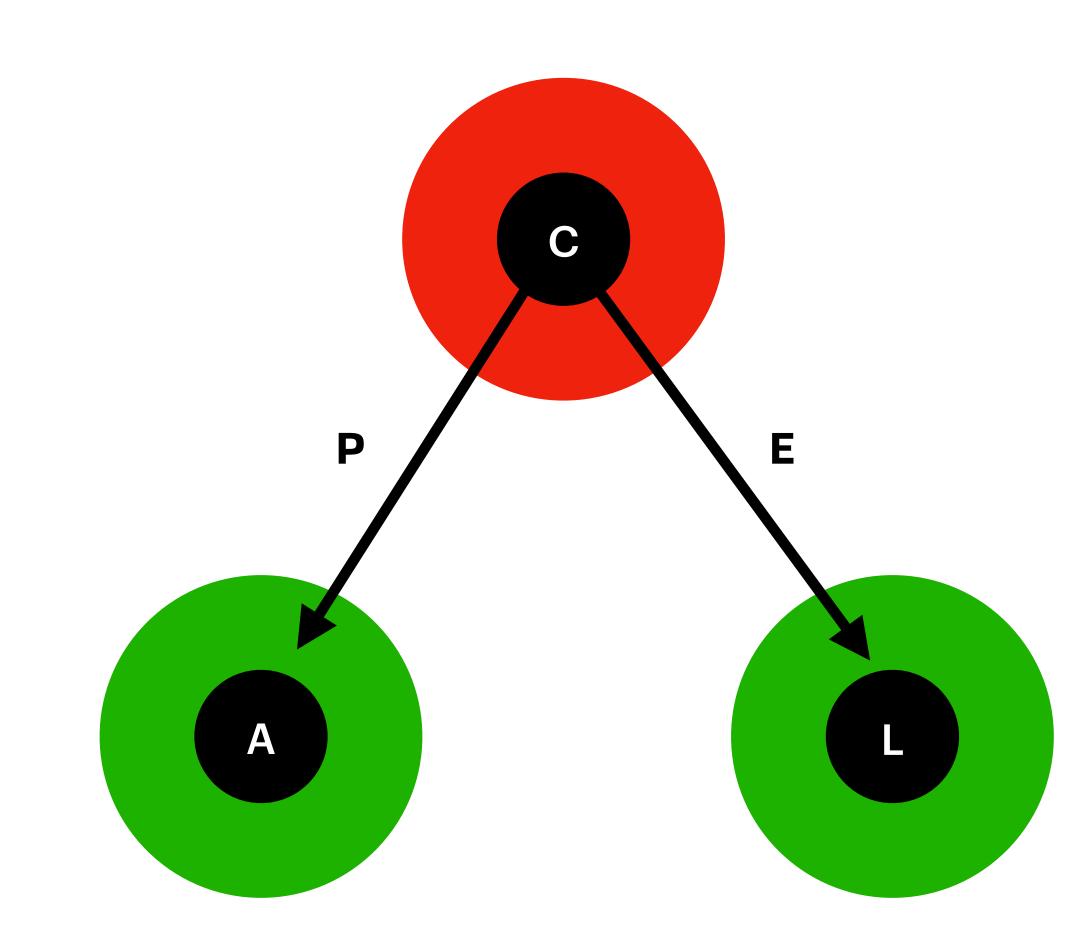
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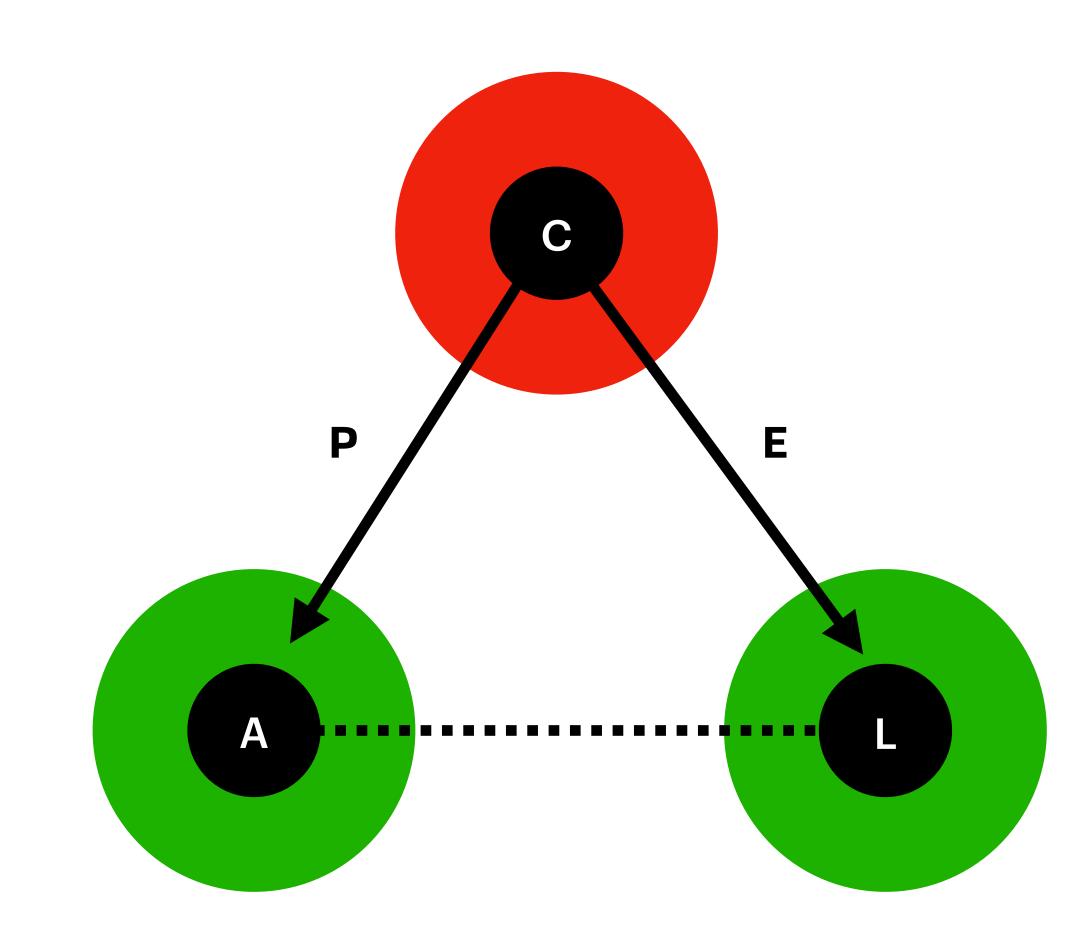
- If network partition, either:
  - Availability (A) Uptime!
  - Consistency (C)
- Else (E) running normally, either:
  - Latency (L) Speed!
  - Consistency (C)



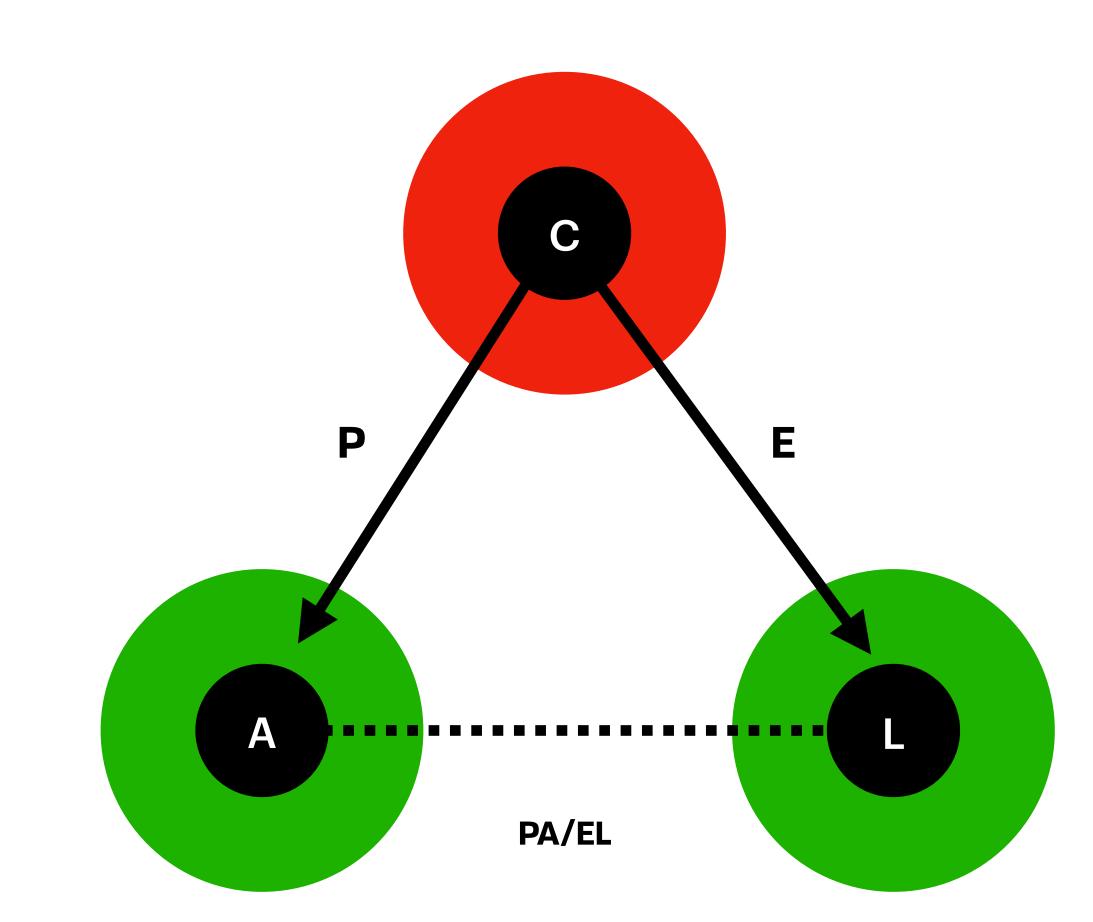
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## On the Edge 🕅 **New Assumptions, New Approach**

### On the Edge M New Assumptions, New Approach

- New assumptions  $\rightarrow$  new architecture  $\rightarrow$  new features
- Local-first  $\rightarrow$  network efficient
- Data can run anywhere  $\rightarrow$  commons networks

https://www.inkandswitch.com/local-first.html

#### Local-first software You own your data, in spite of the cloud

Cloud apps like Google Docs and Trello are popular because they enable realtime collaboration with colleagues, and they make it easy for us to access our work from all of our devices. However, by centralizing data storage on servers, cloud apps also take away ownership and agency from users. If a service shuts down, the software stops functioning, and data created with that software is lost.

In this article we propose "local-first software": a set of principles for software that anables both collaboration and aumorship for years. I agal first ideals in



Ink & Switch

**■** … ⊠ ☆

Martin Kleppmann Adam Wiggins Peter van Hardenberg Mark McGranaghan April 2019

### On the Edge M

### On the Edge M New Tools

- Conflict-free Replicated Data Type (CRDT) Software Transactional Memory (STM)
- Differential Datalog (DDlog)
- Merkleization (hash chaining)
- Cryptographic compute (MPC/FHE/NIZK)
- REST < bidirectional sync < relative data views</li>

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# Fixing The Leaky Pipes

### Fixing the Leaky Pipes *ACL Read & Vrite*

### Fixing the Leaky Pipes *Solution CL Read & Vrite*

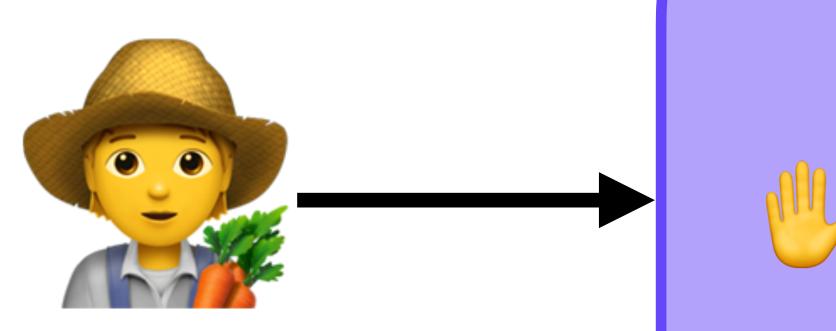


### Fixing the Leaky Pipes *Solution CL Read & Vrite*





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### Fixing the Leaky Pipes *ACL Read & Vrite*

Dear Kata,

Intelest. The not fond of status pusglarity or of

> They push may see the because the

> > ke care. Ise Apple









### Fixing the Leaky Pipes *ACL Read & Vrite*

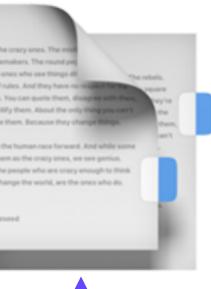
Dear Kata,

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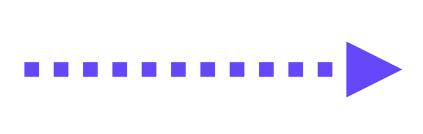
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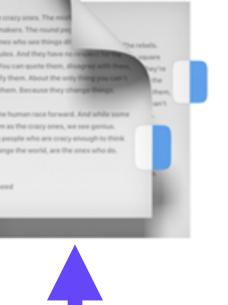


#### Fixing the Leaky Pipes *S* ACL Read & Write

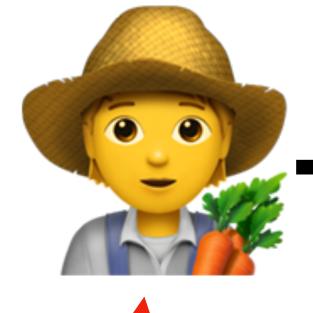






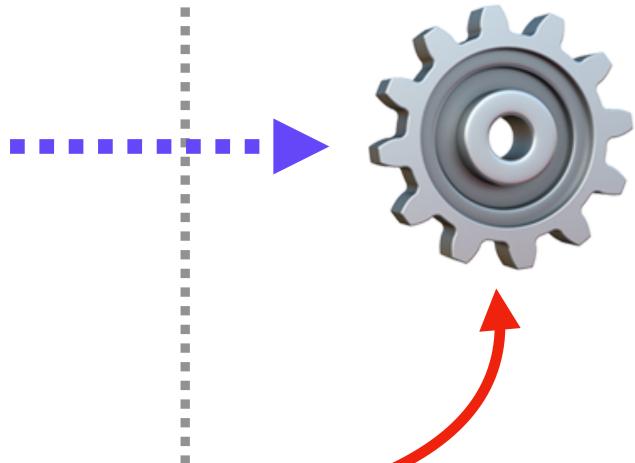


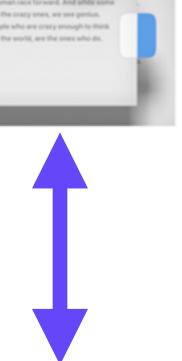
#### Fixing the Leaky Pipes *S* ACL Read & Write

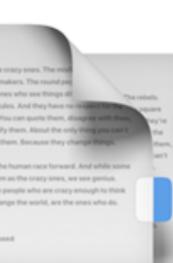




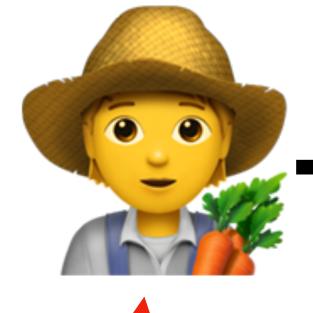
#### Not in control-



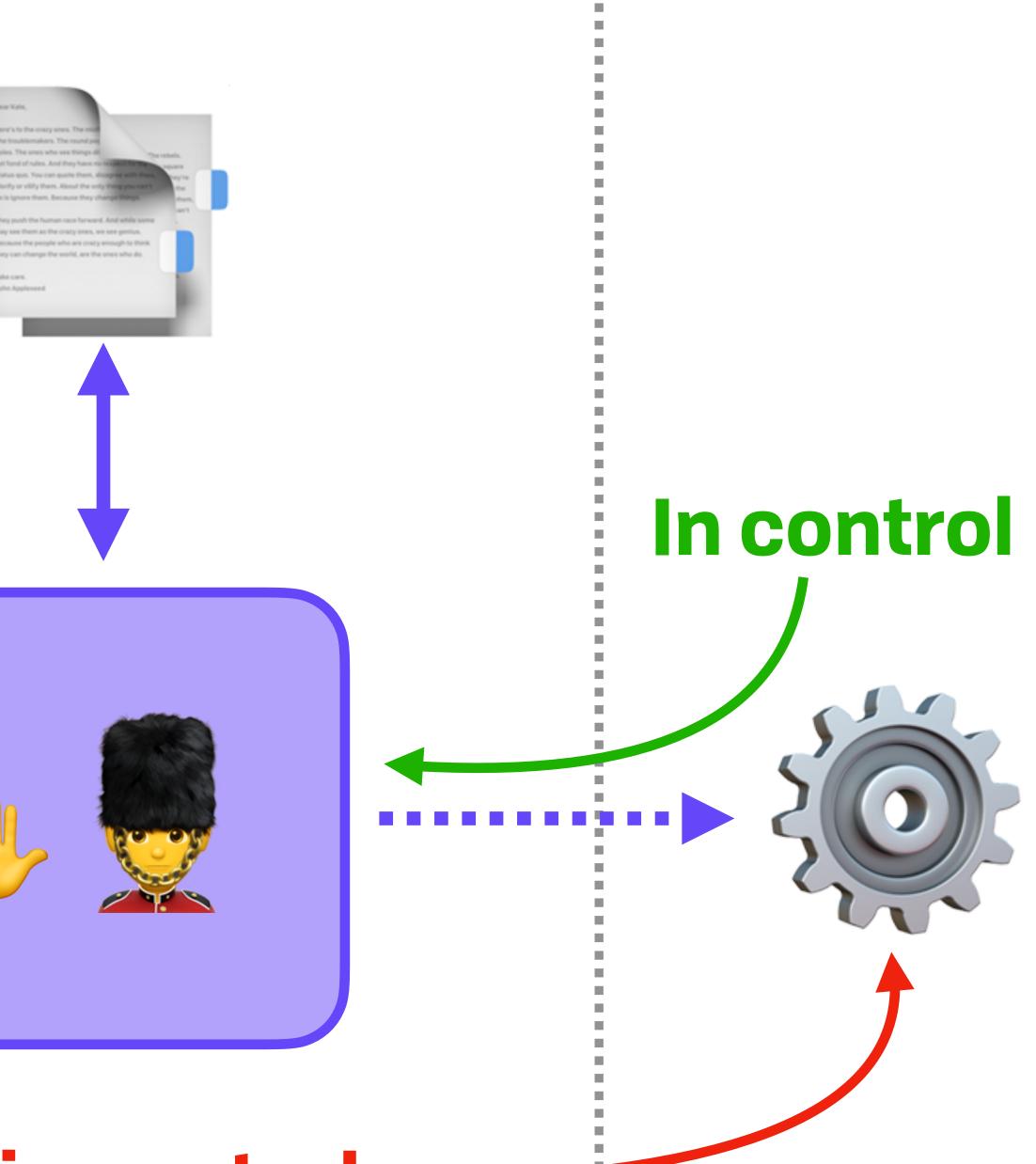




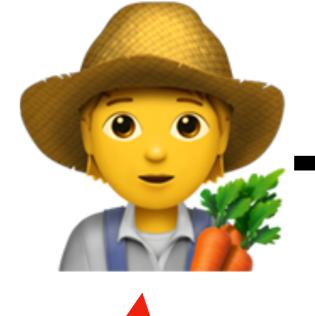
#### Fixing the Leaky Pipes *Solution* ACL Read & Write

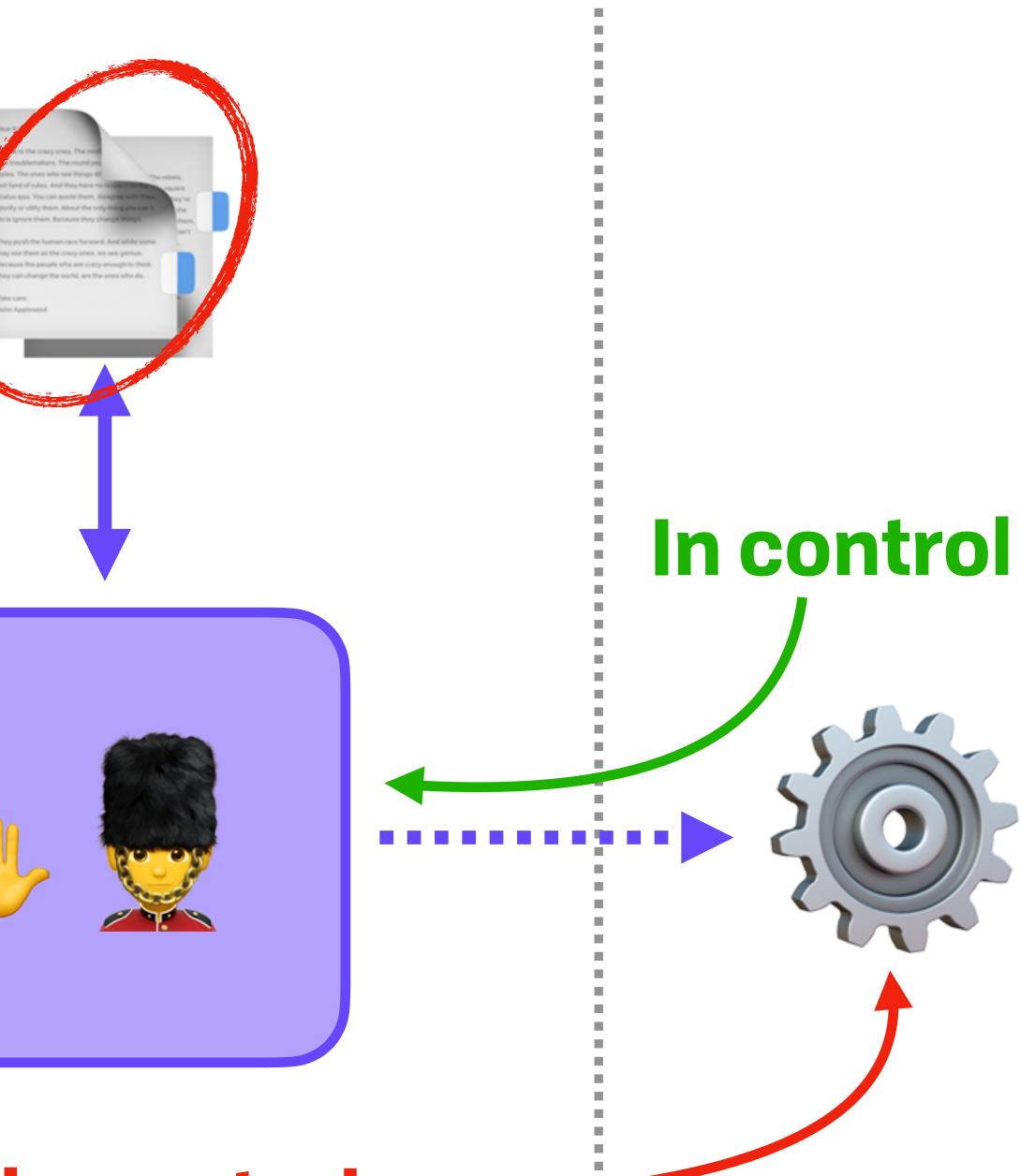






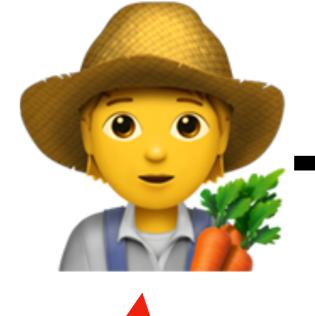
### Fixing the Leaky Pipes *ACL Read & Vrite*

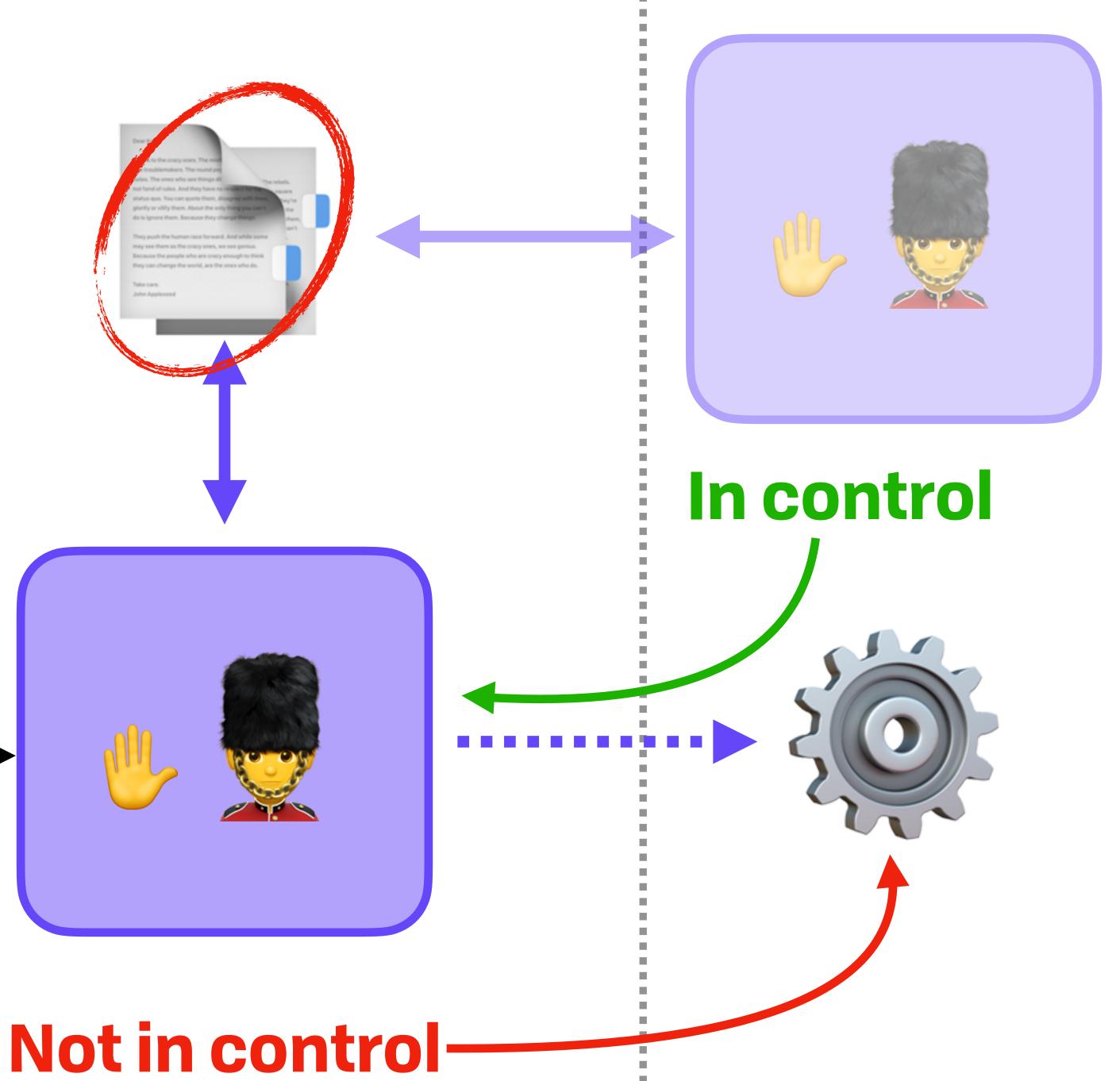




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### Fixing the Leaky Pipes *ACL Read & Vrite*





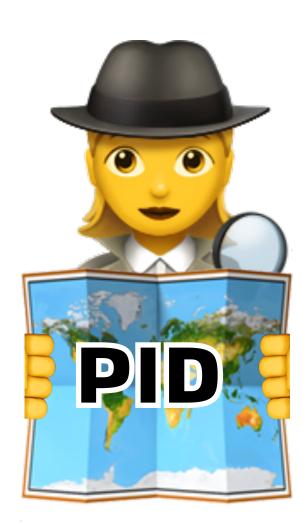
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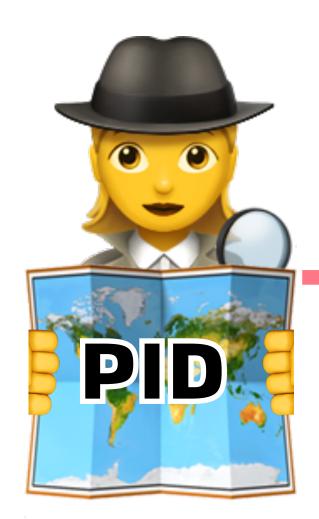






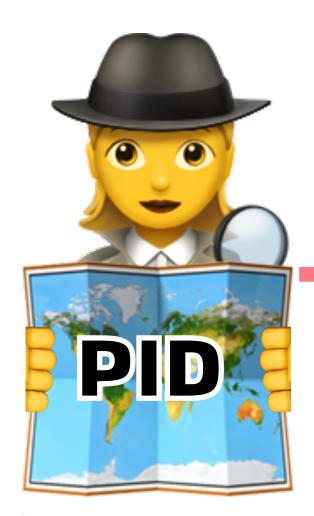






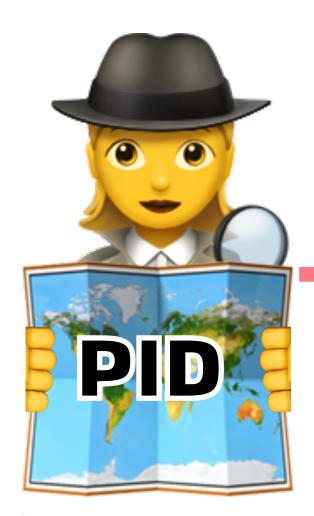








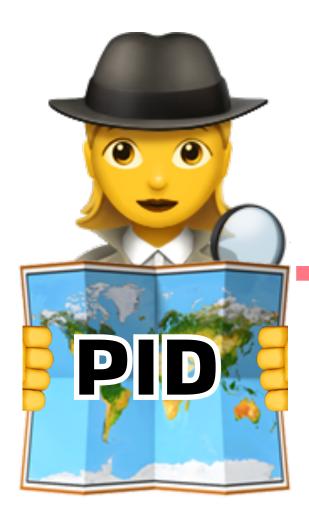








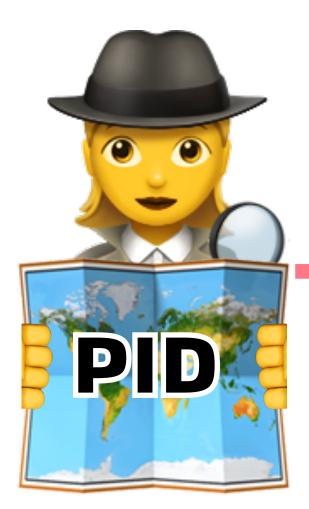






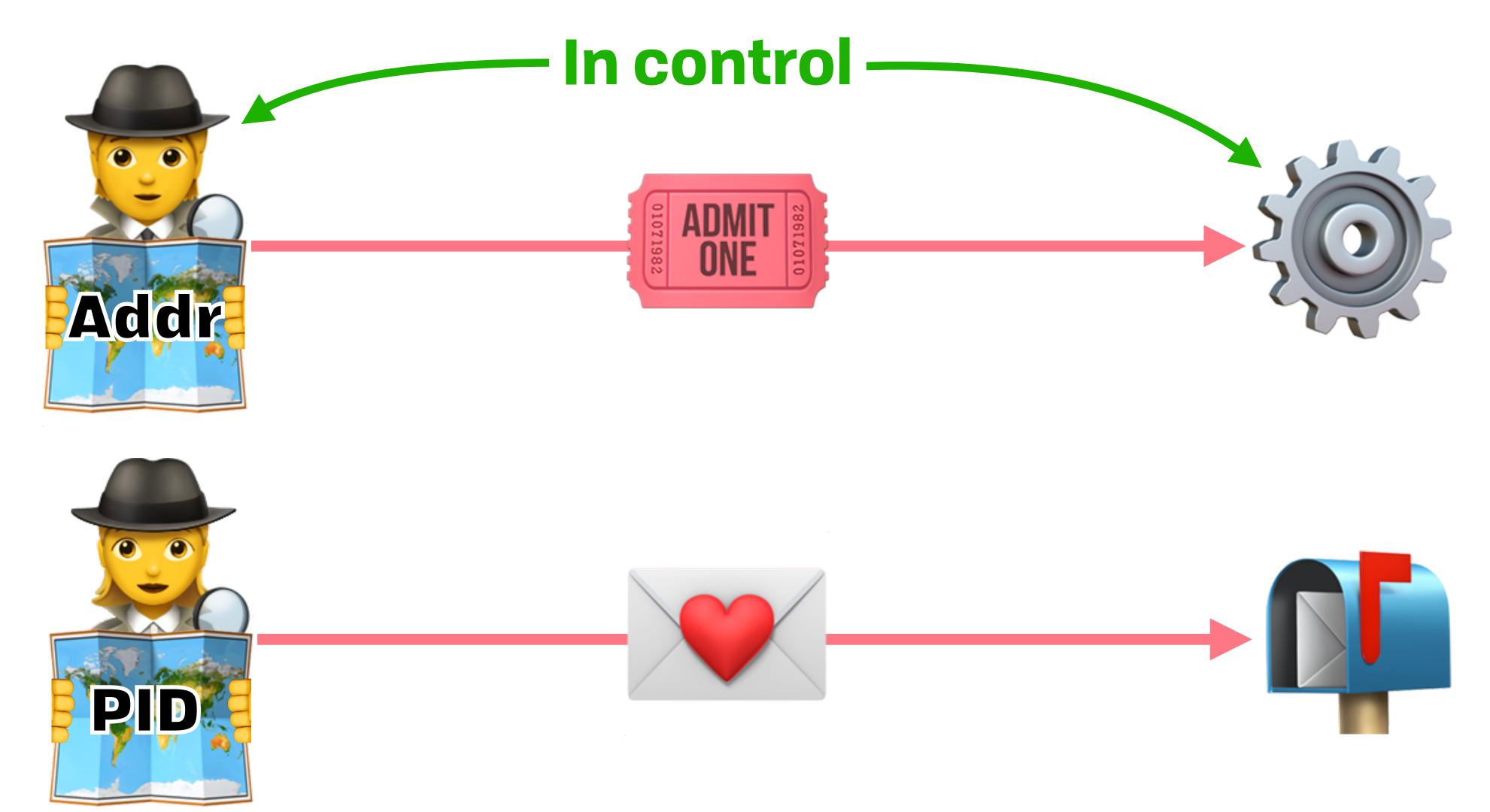


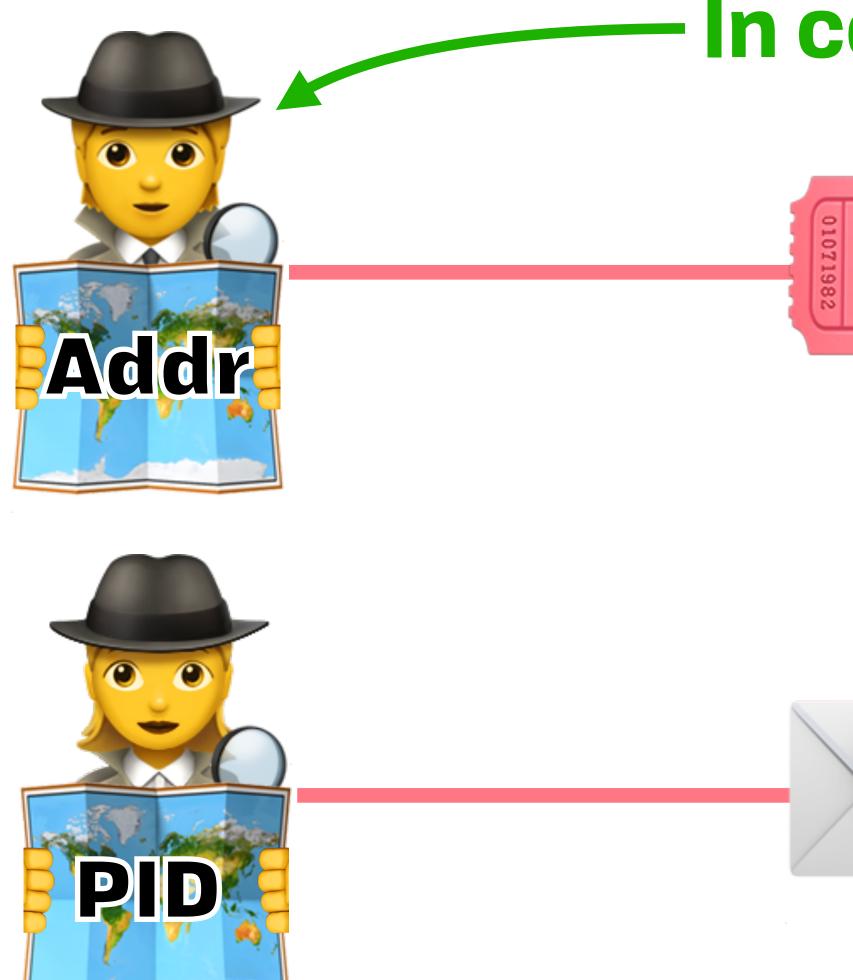






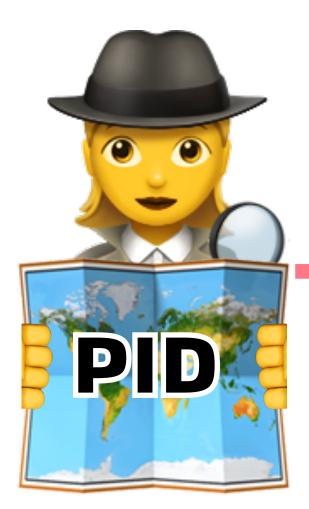






### **In control** ADMI ONE All req info .



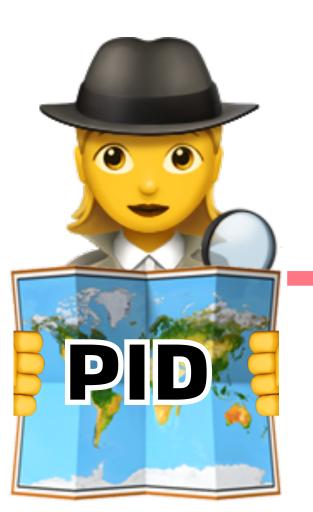


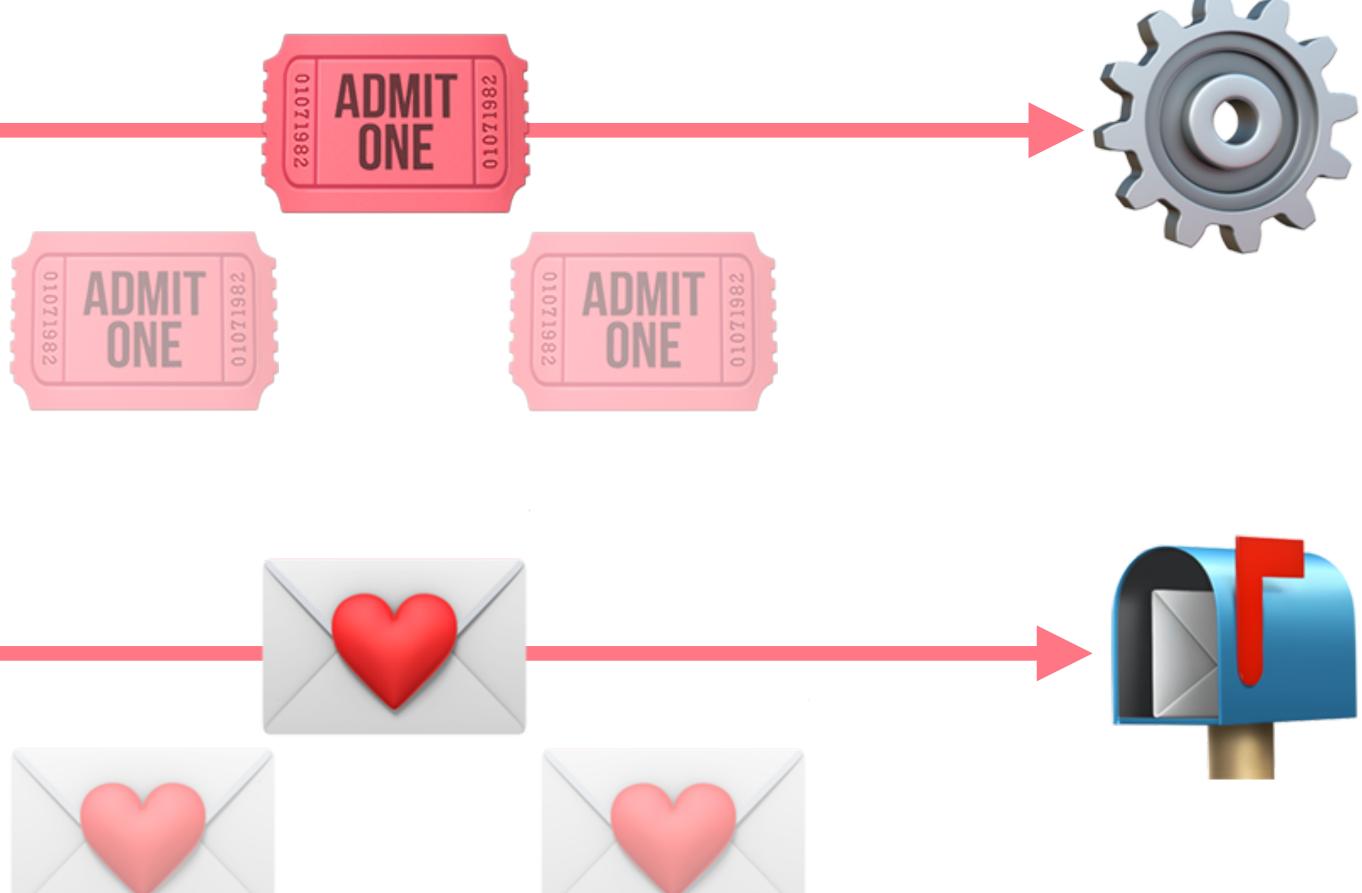




### Fixing the Leaky Pipes 🚿 **OCAP for Mutation**

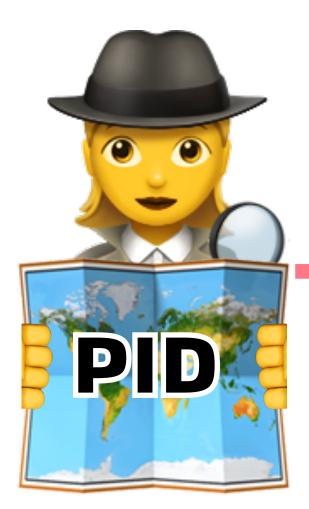








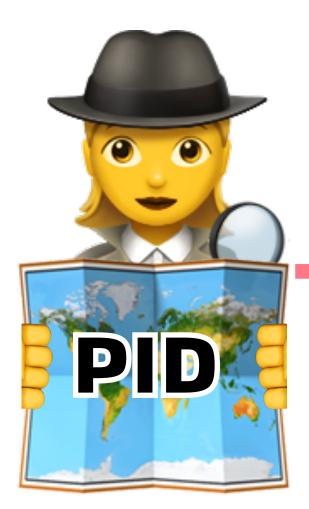


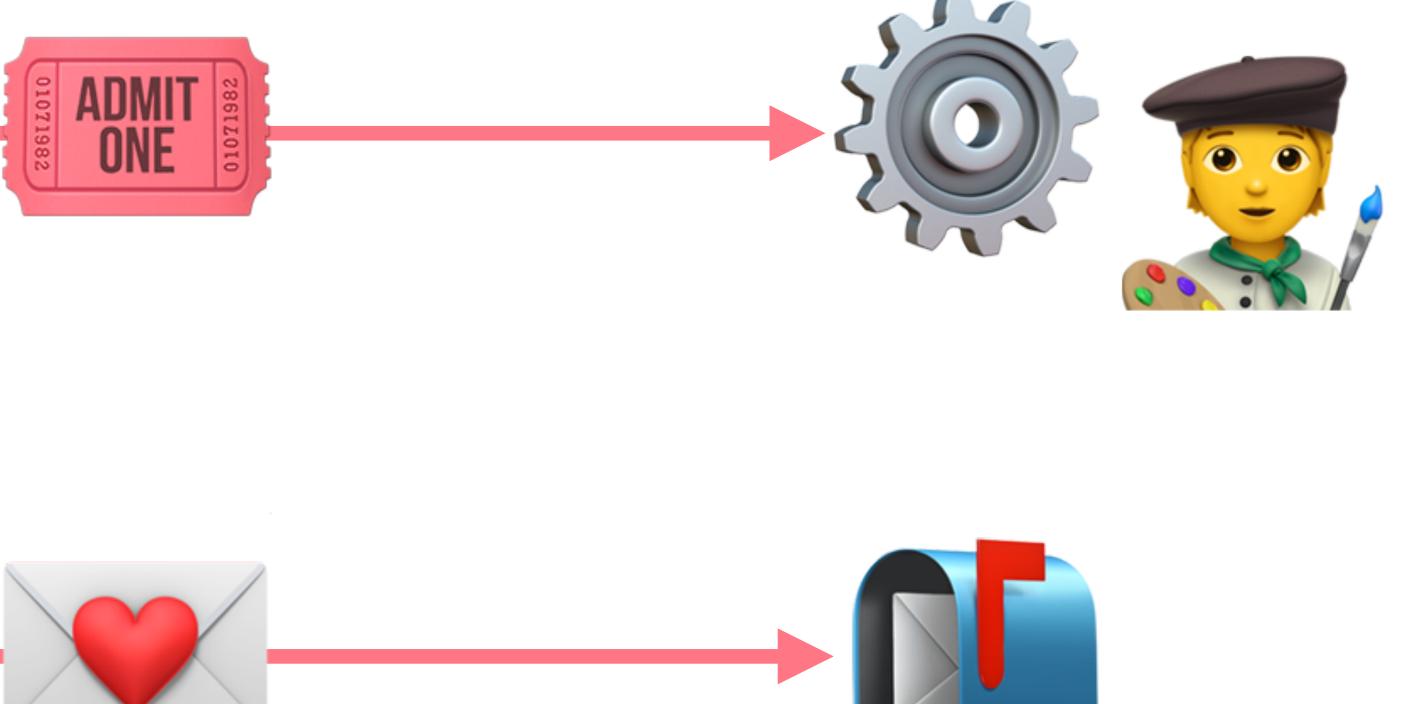




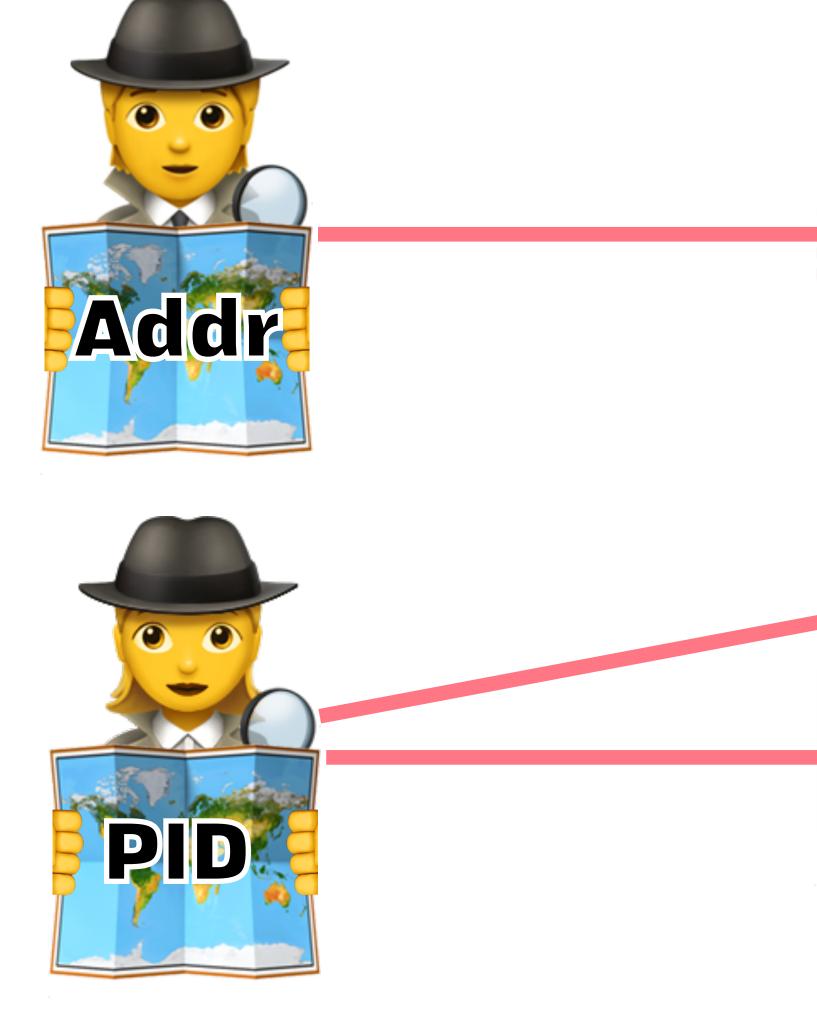


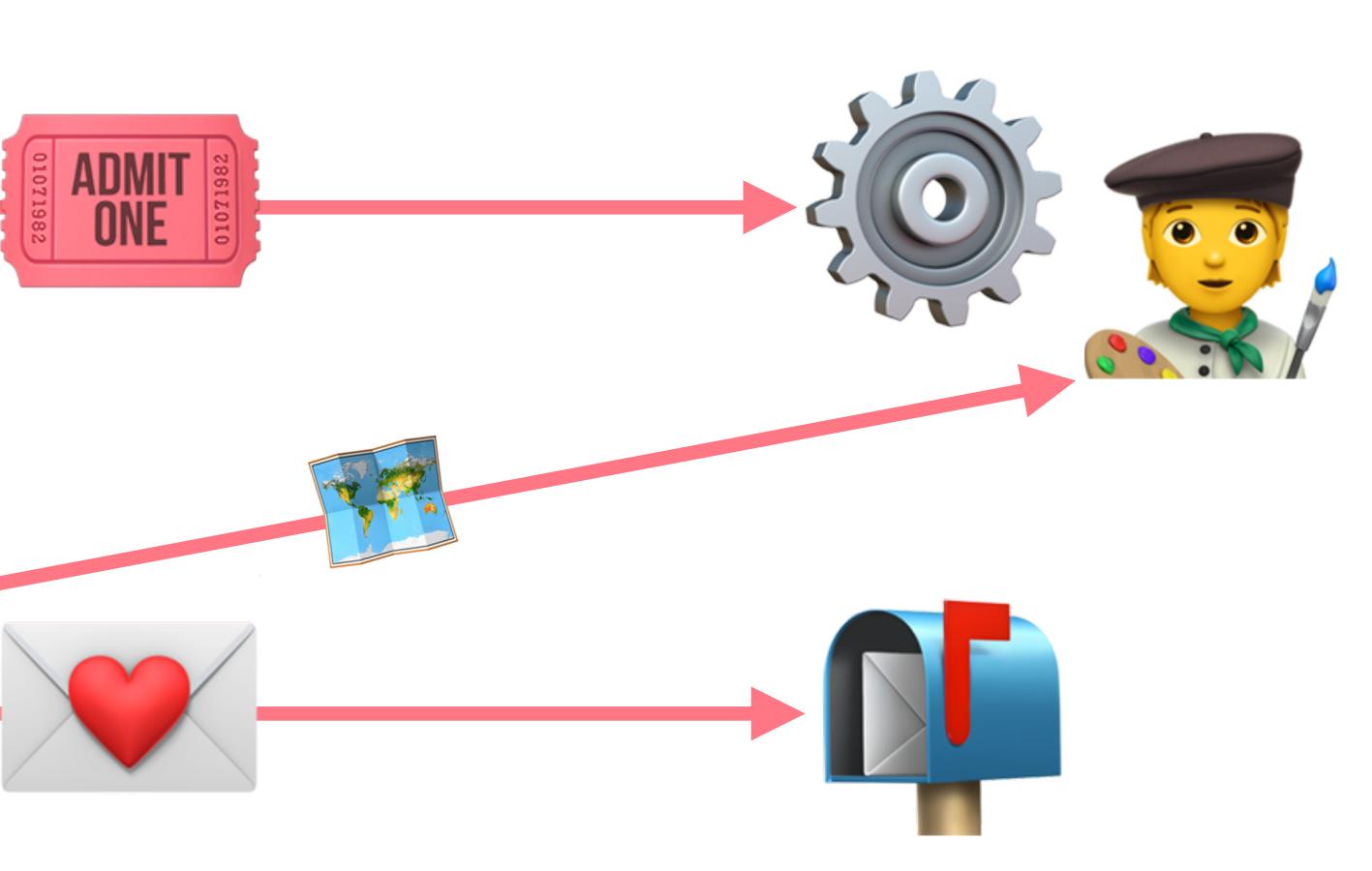


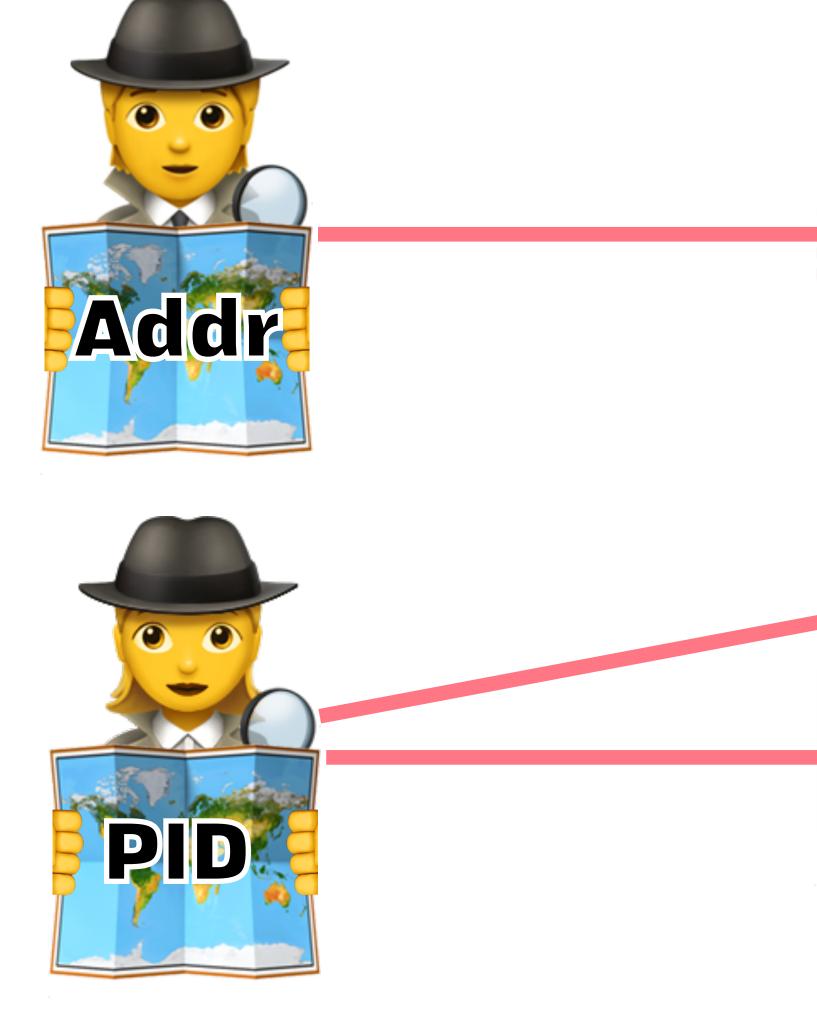


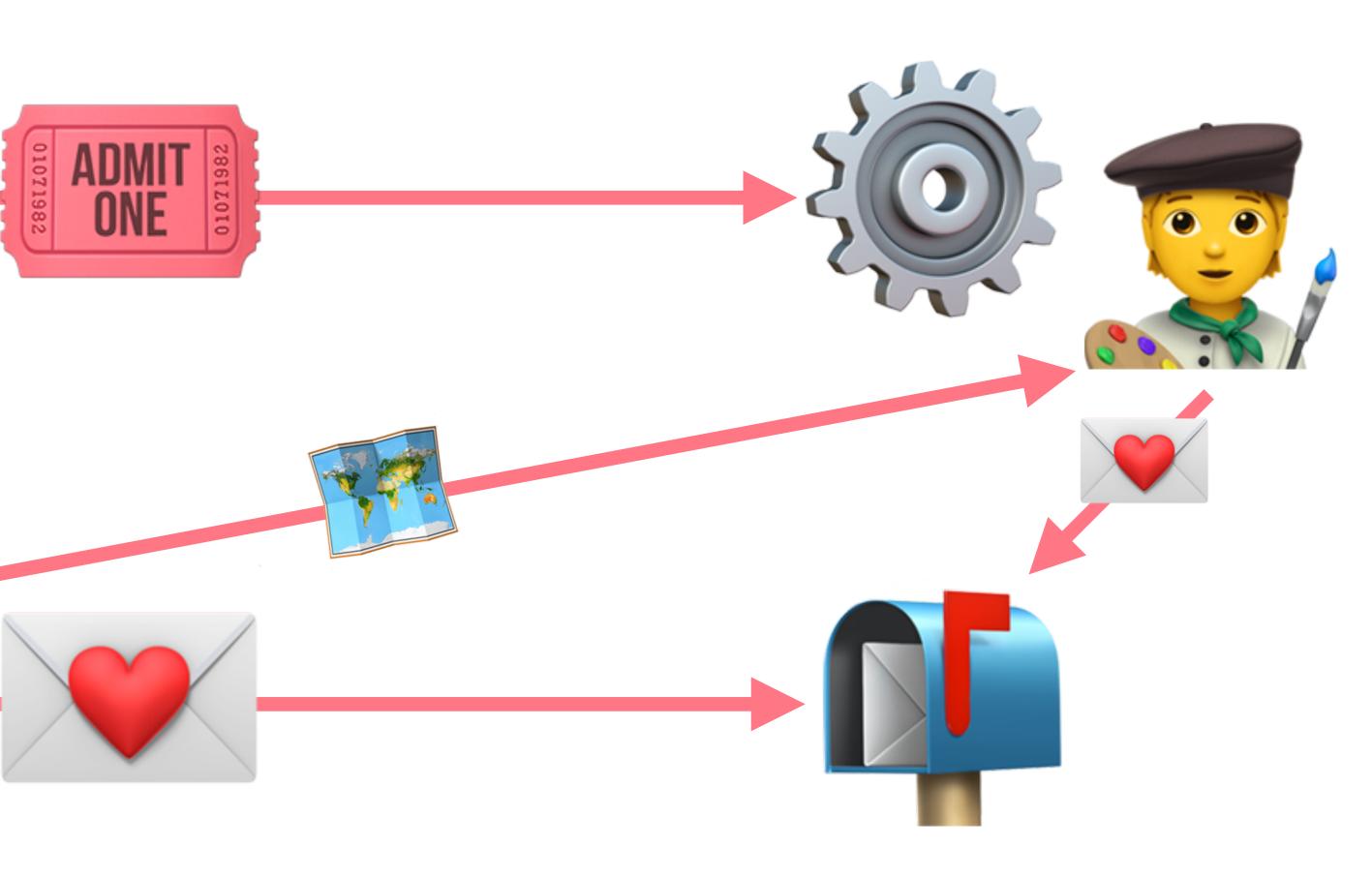


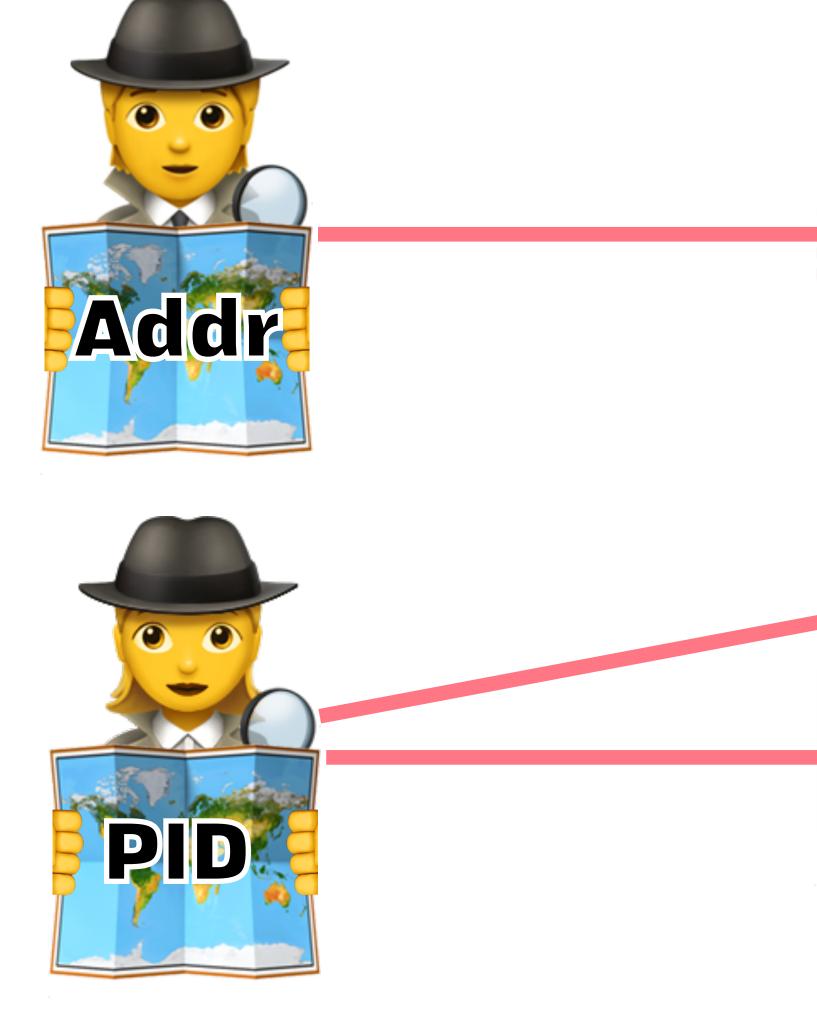
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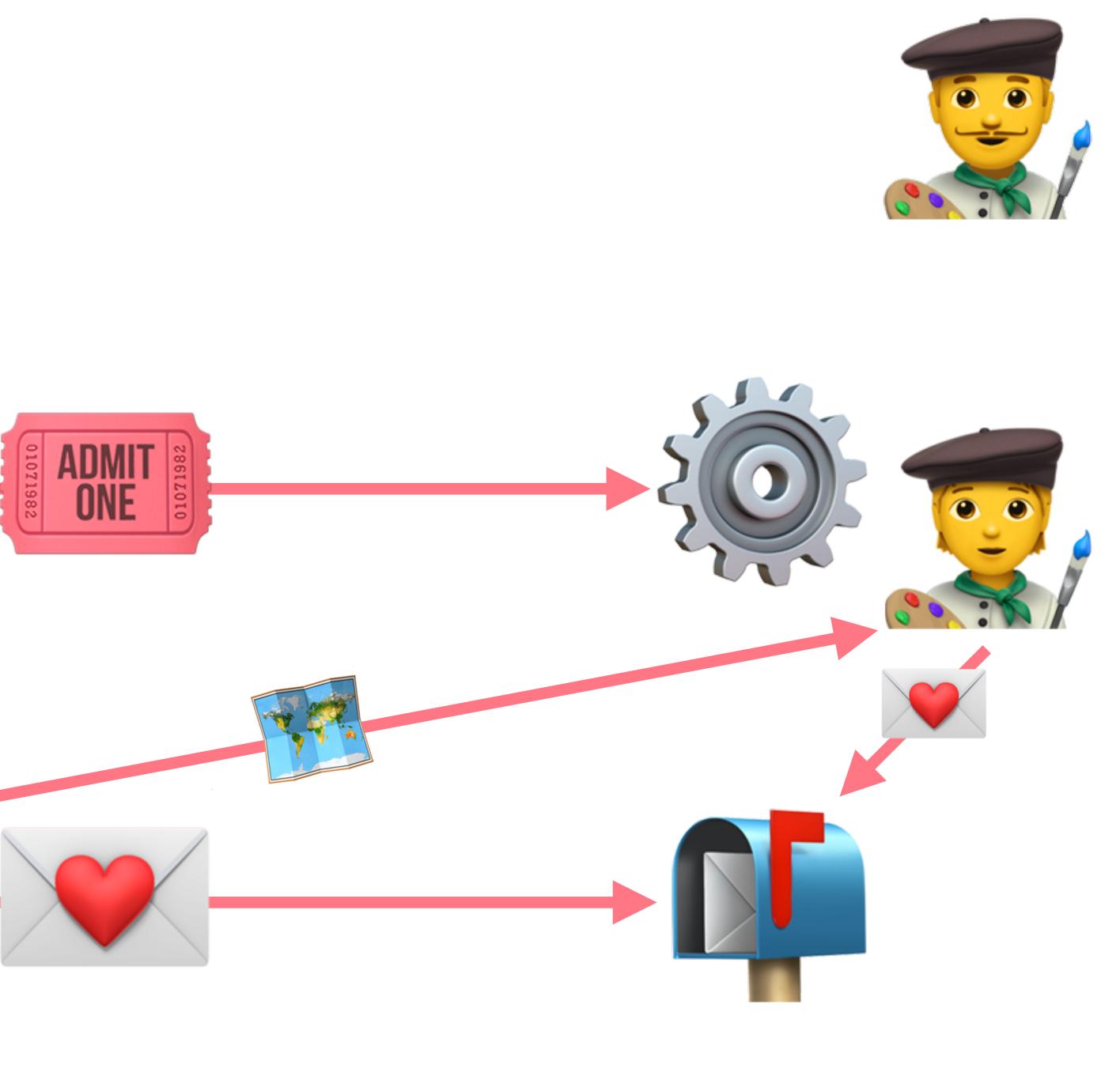




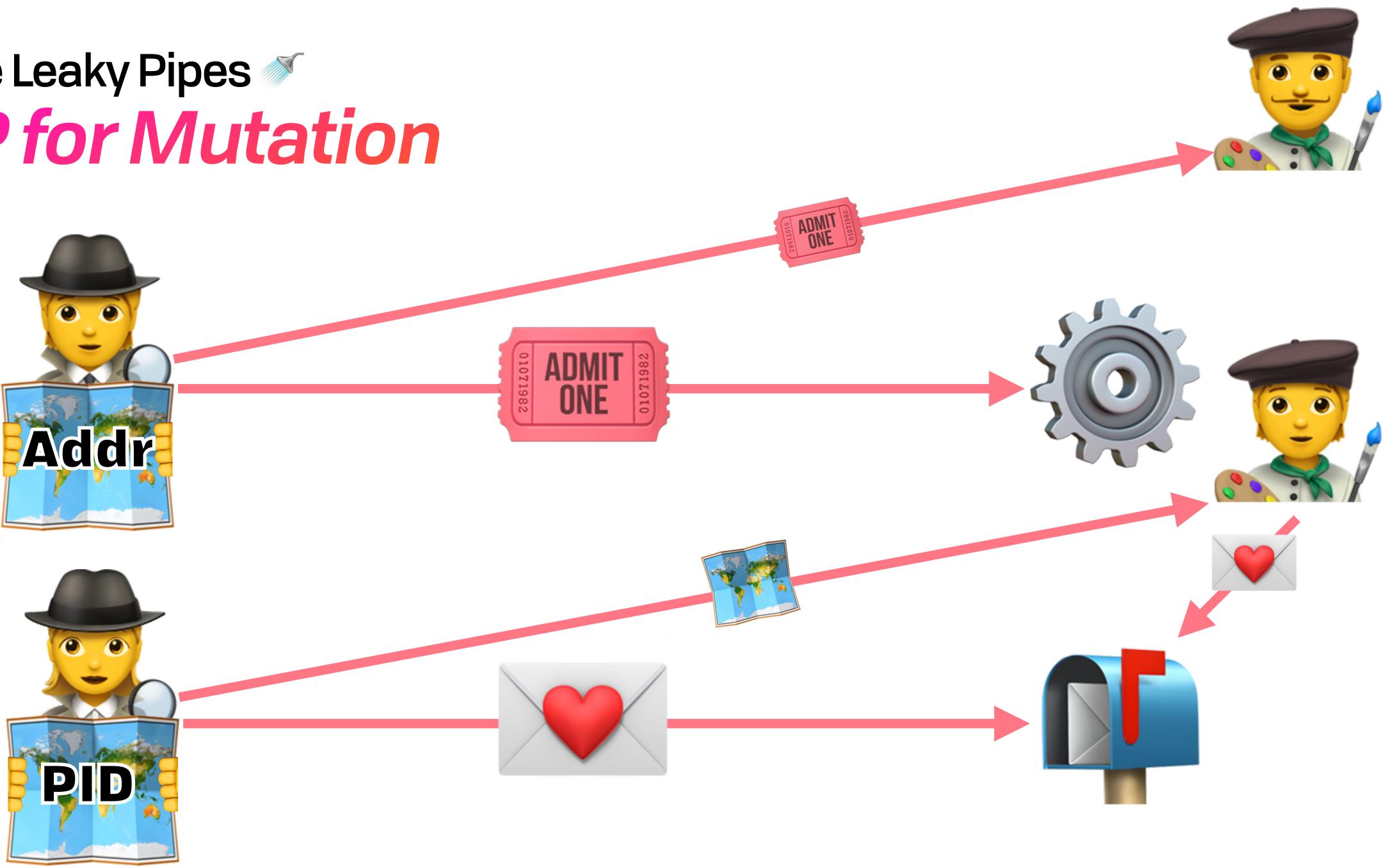




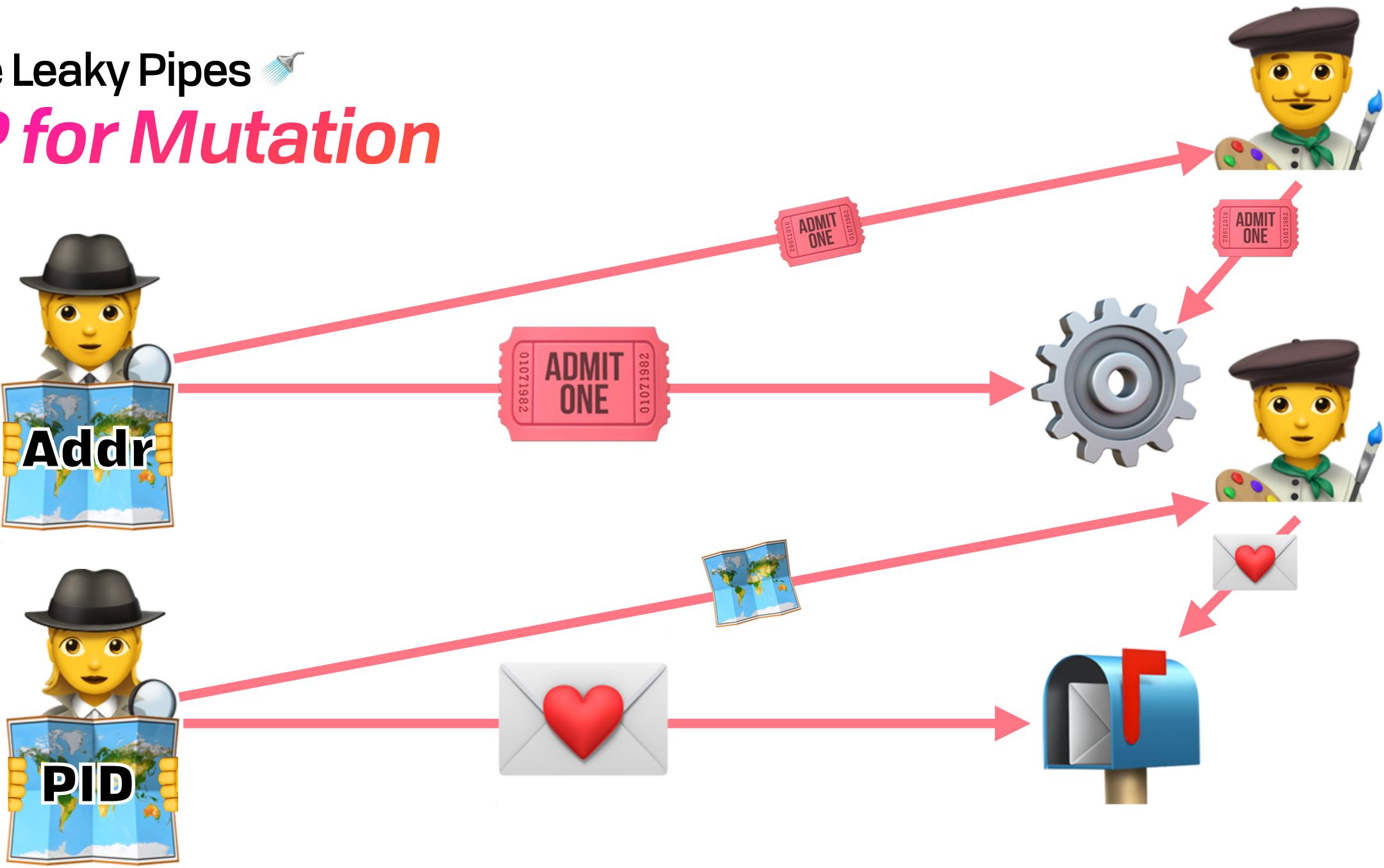




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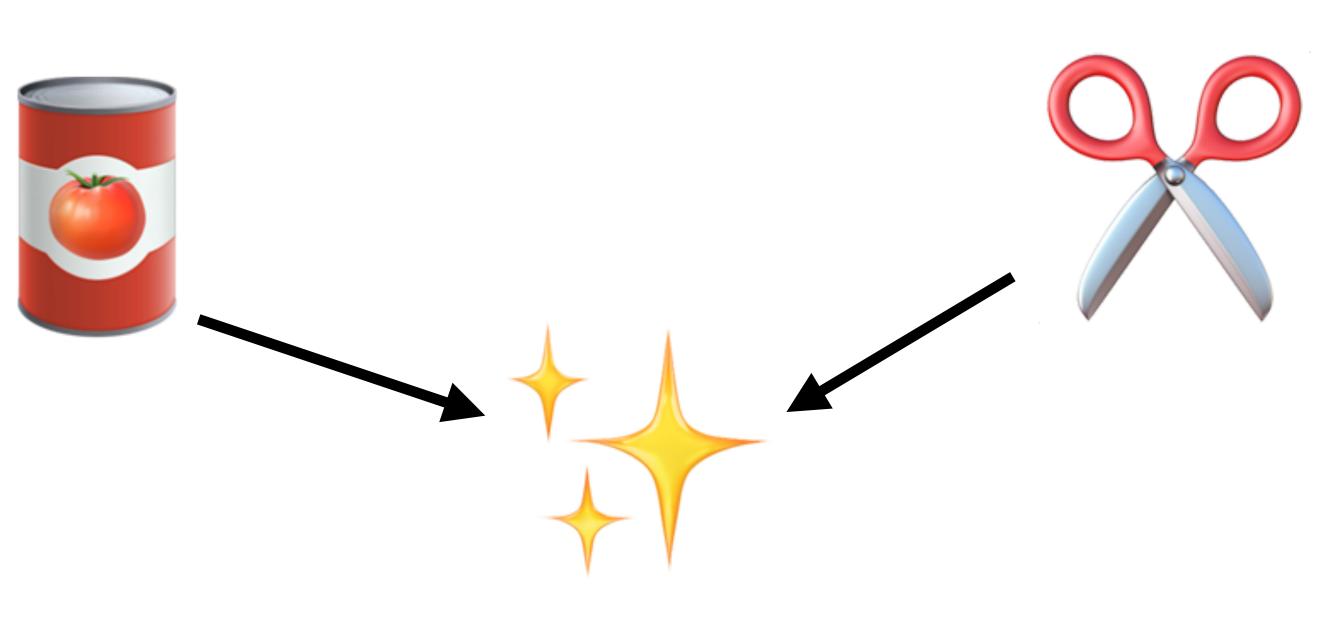
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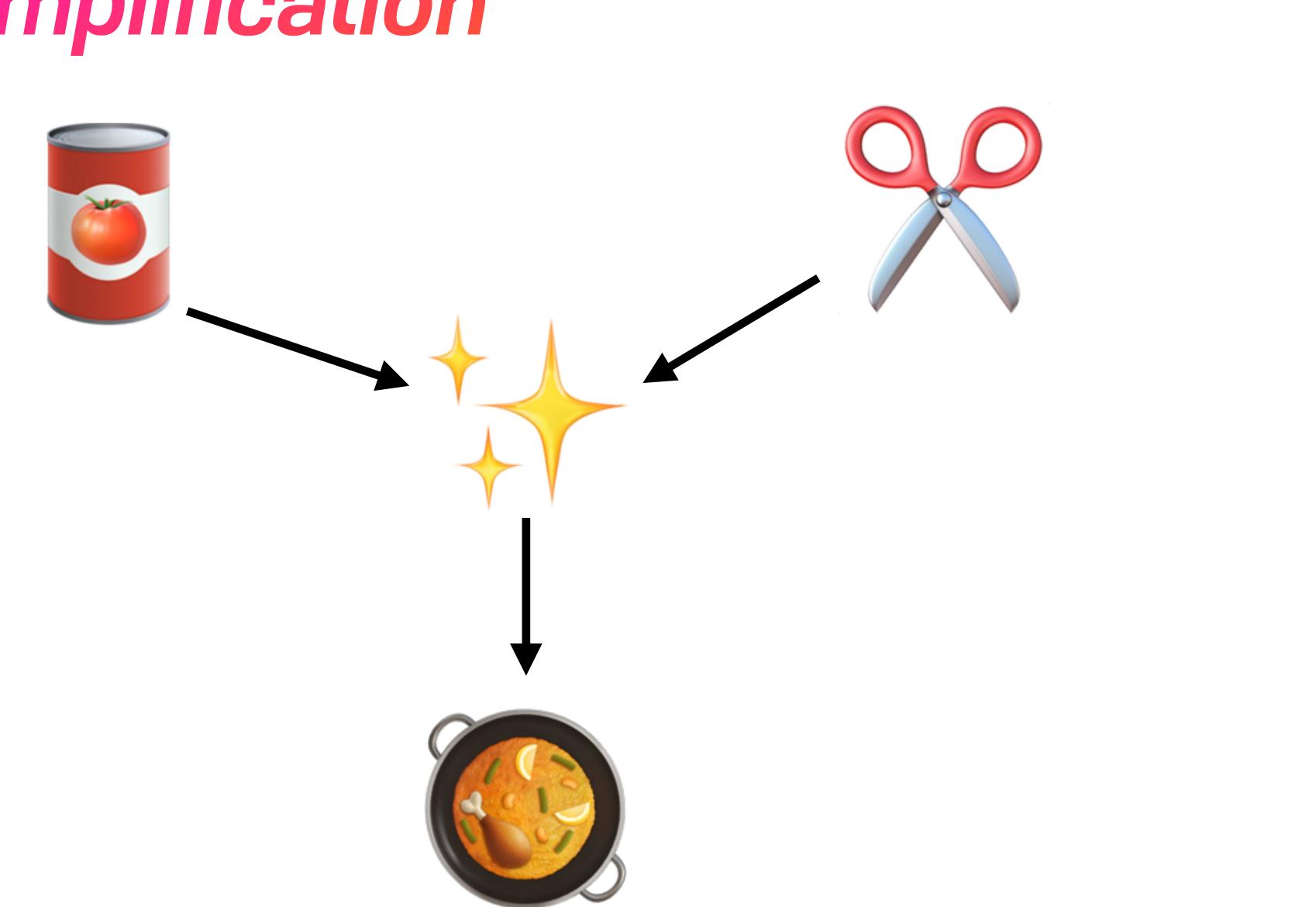
## Fixing the Leaky Pipes *Fixing the Leaky Pipes*

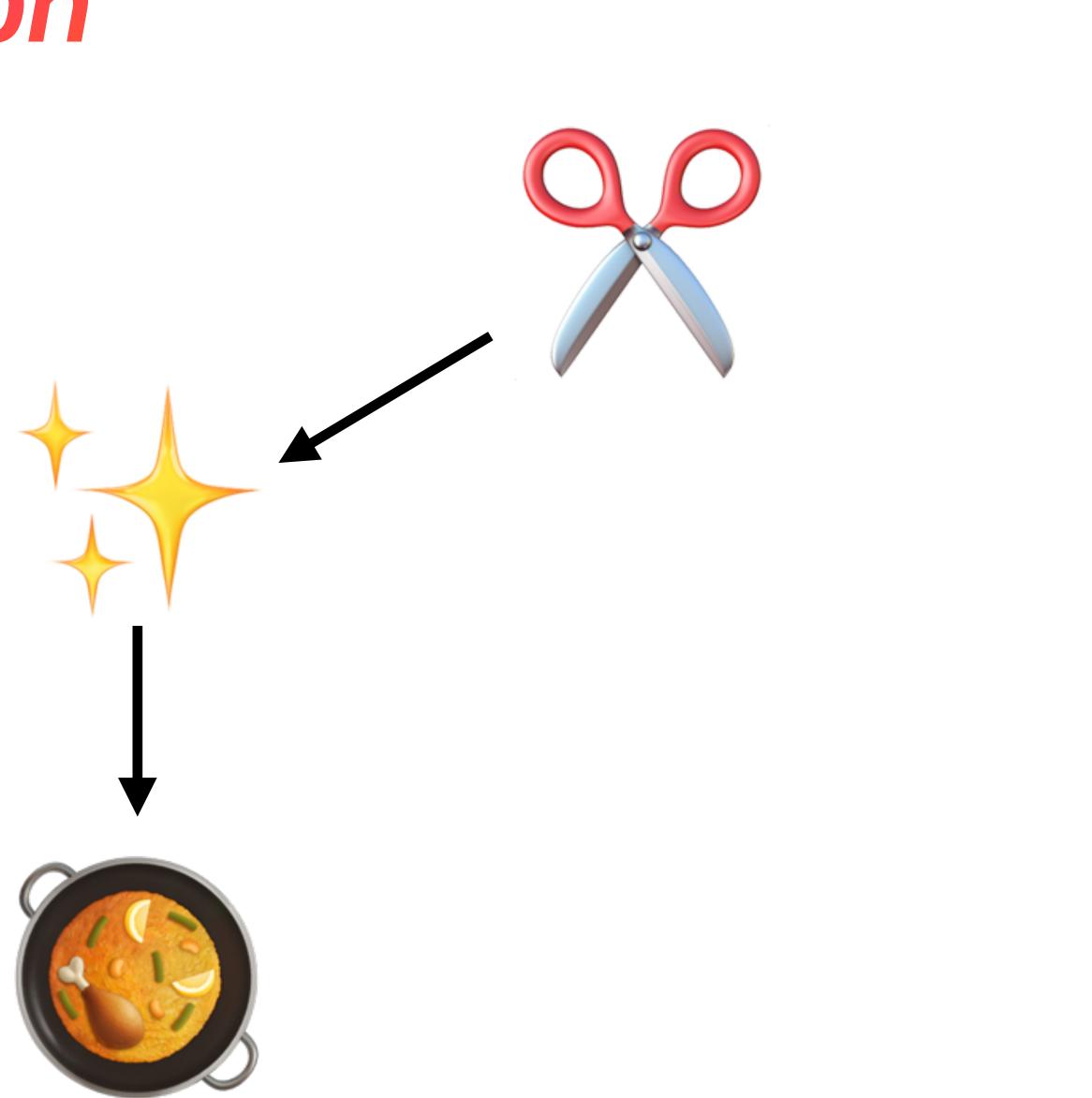






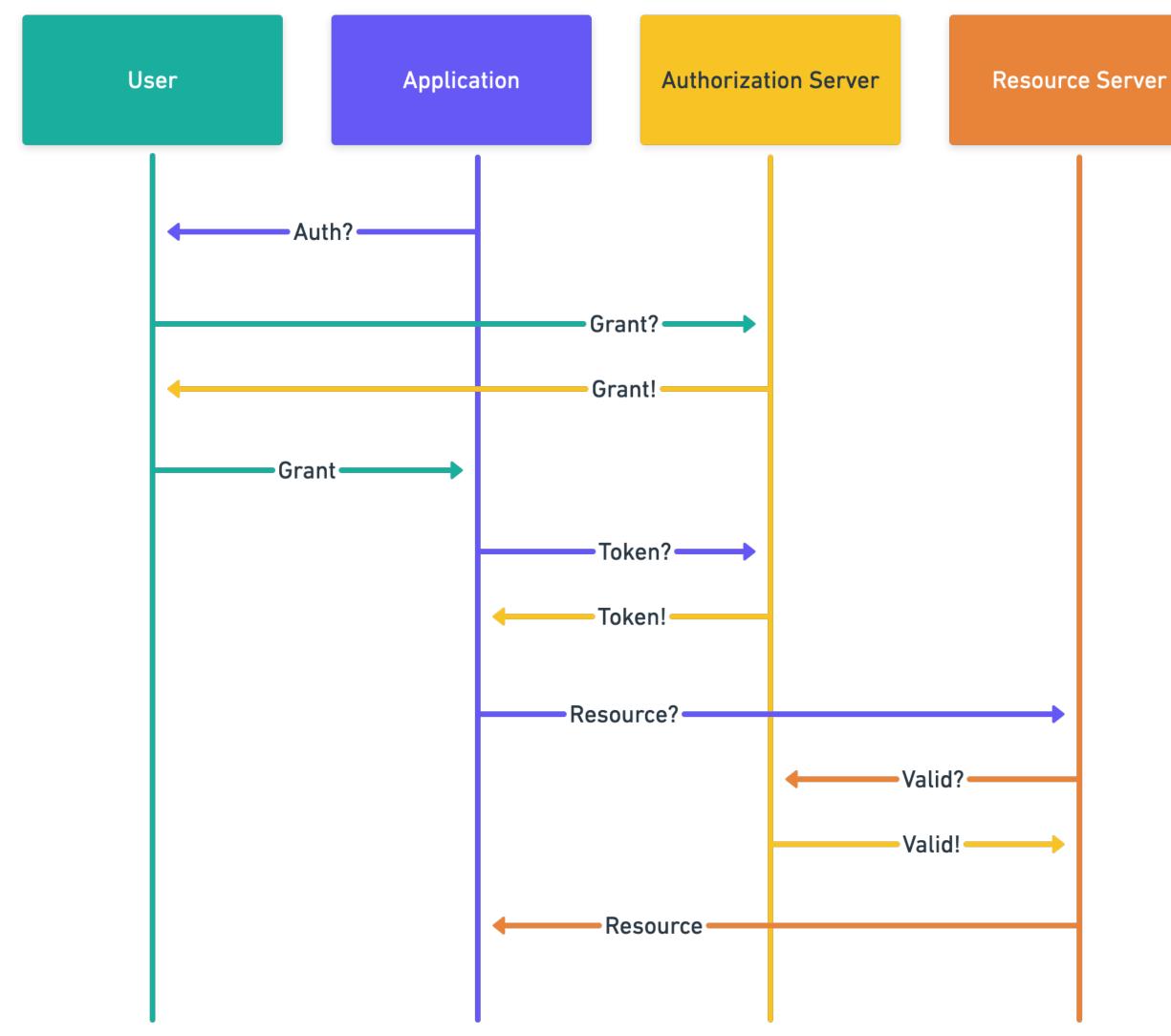
### Fixing the Leaky Pipes 🚿 **Rights Amplification**



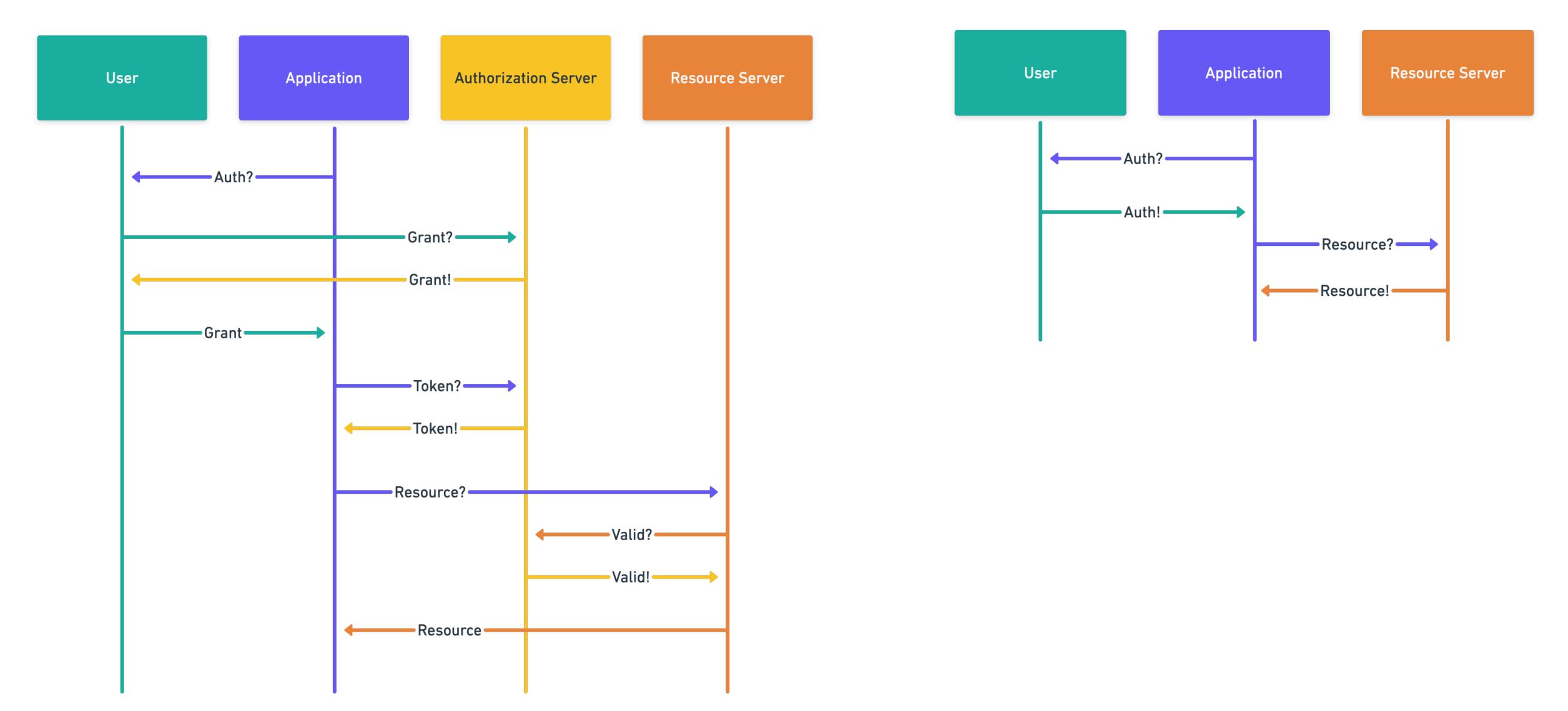


### Fixing the Leaky Pipes *Faster, Stronger, More Streamlined*

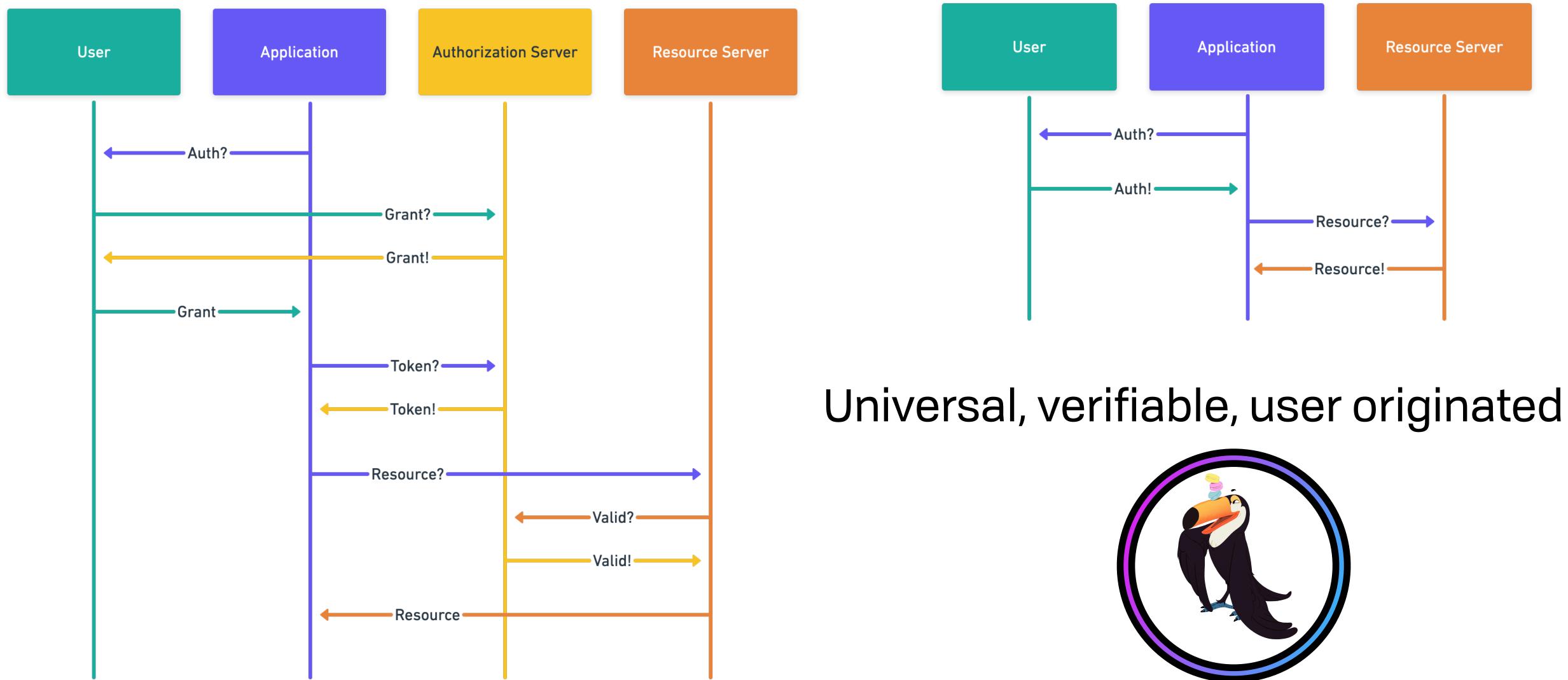
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## Fixing the Leaky Pipes *Faster, Stronger, More Streamlined*



### Fixing the Leaky Pipes *S* Faster, Stronger, More Streamlined



*JV/T++* 

```
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"att": [
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*JV/T++* 

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"iss":
"nbf": 1611204719,
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    "msg": "hello world"
"att": [
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*JV/T++* 

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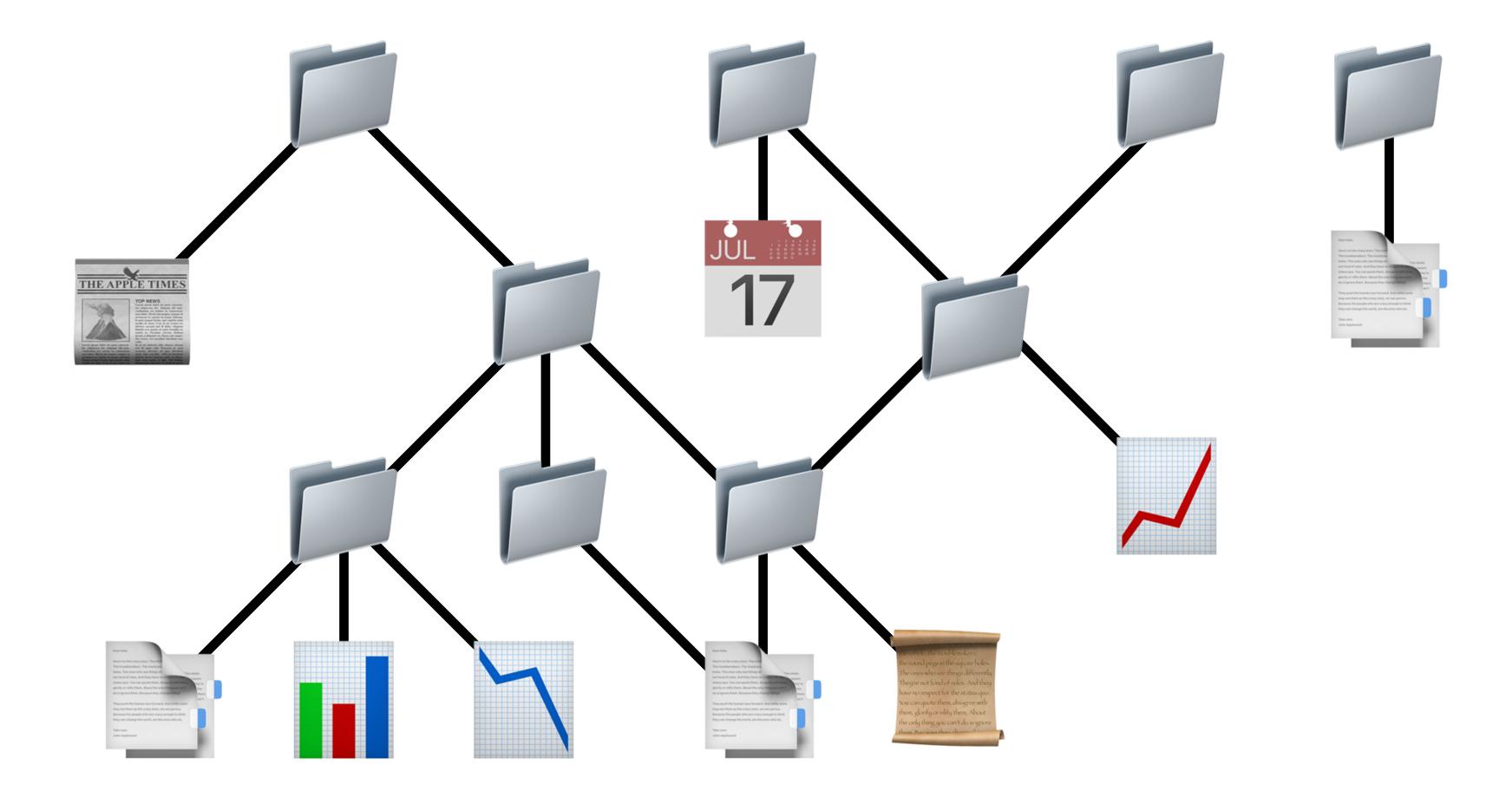
*JV/T++* 

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### Fixing the Leaky Pipes *S* Reading the Universal Dataspace



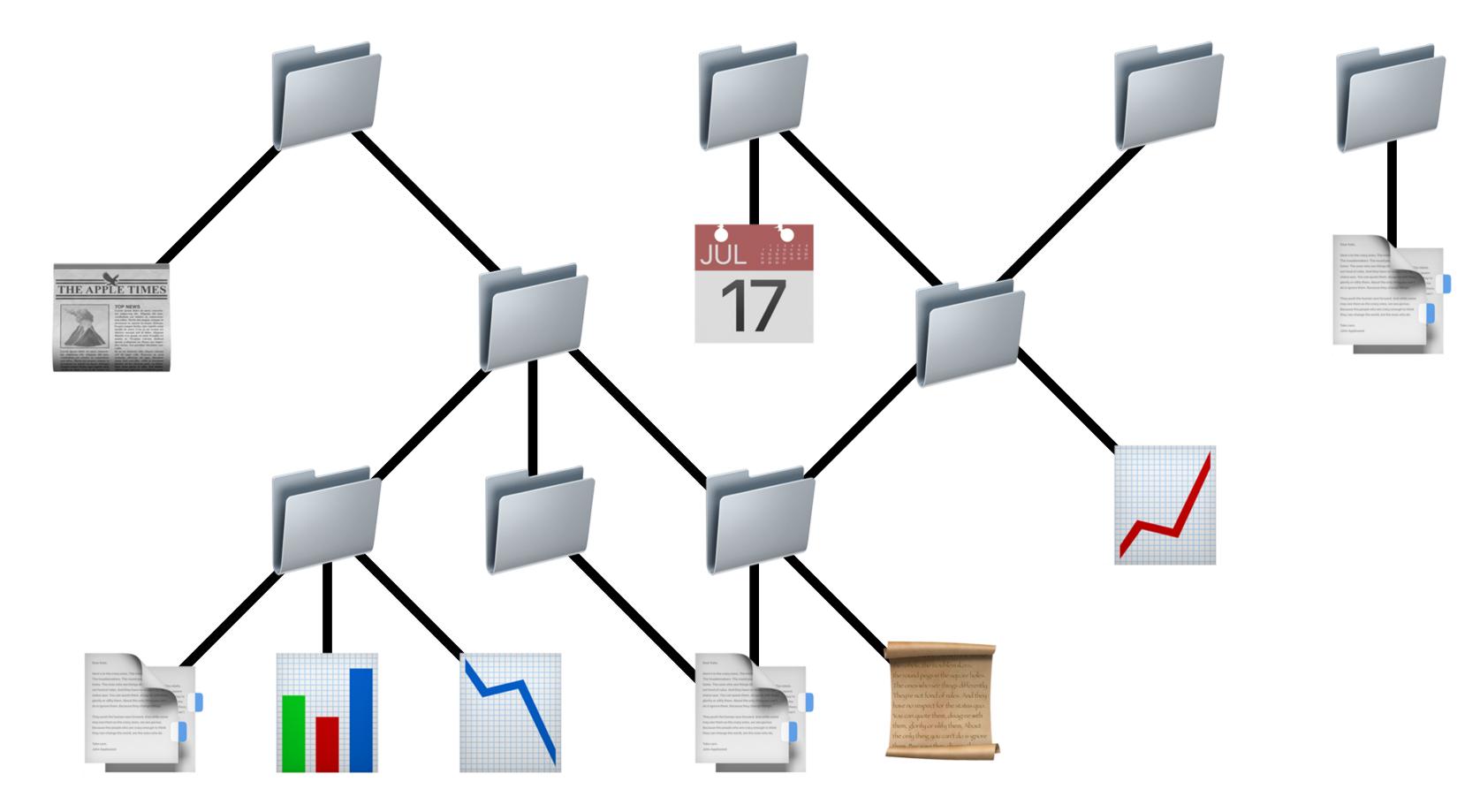
### Fixing the Leaky Pipes *S* Reading the Universal Dataspace

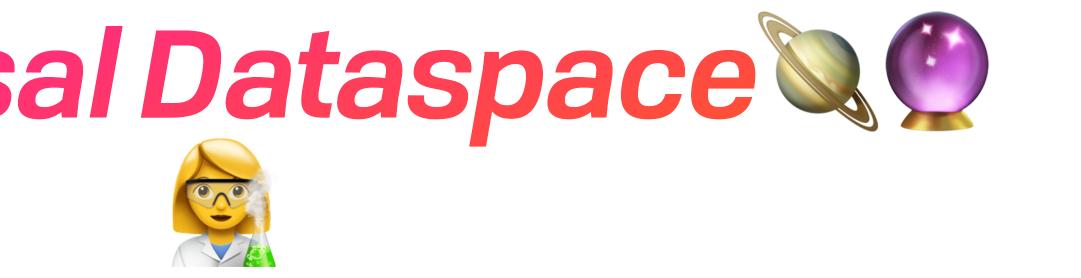




# Fixing the Leaky Pipes *M* Reading the Universal Dataspace ()

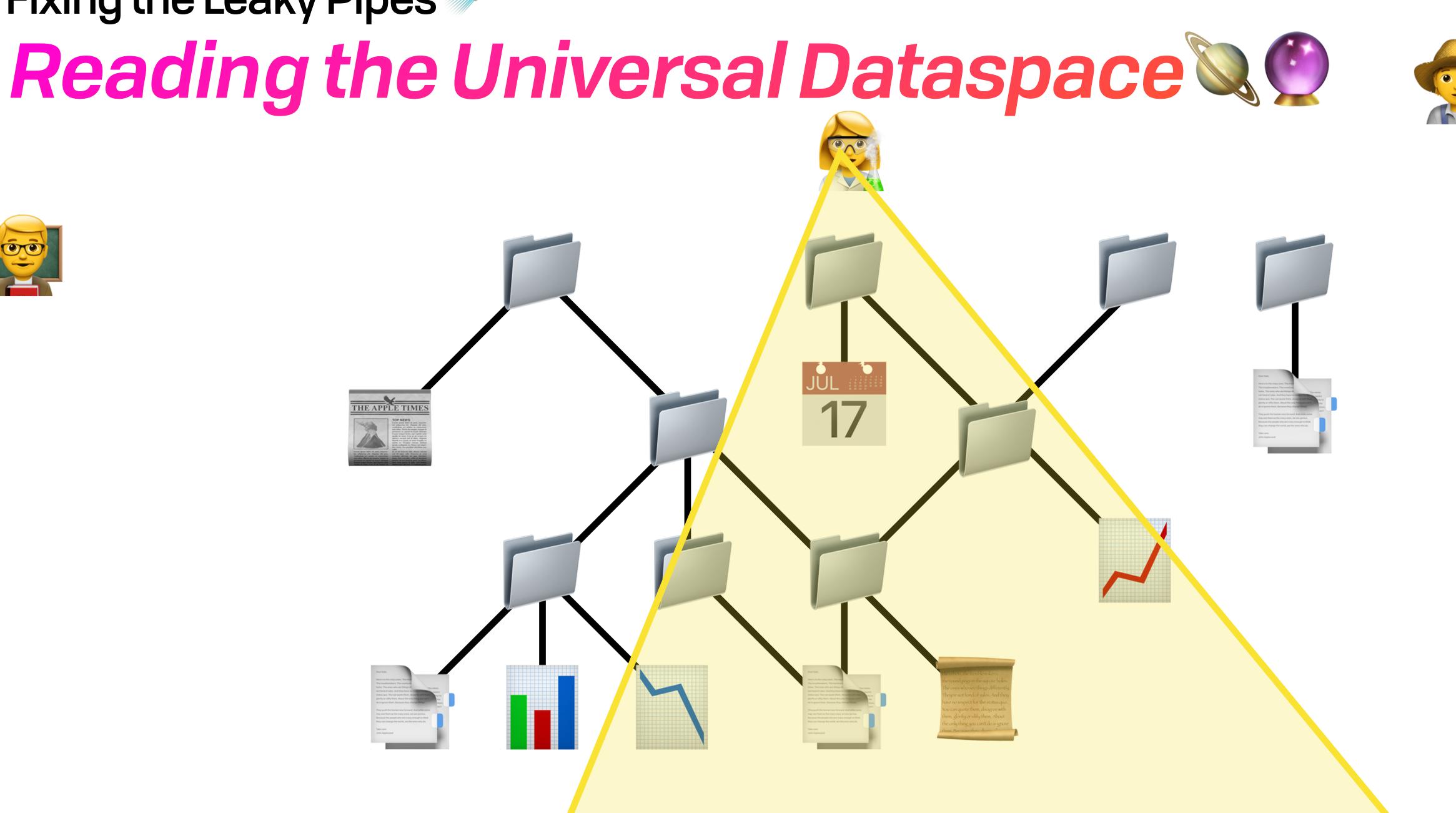




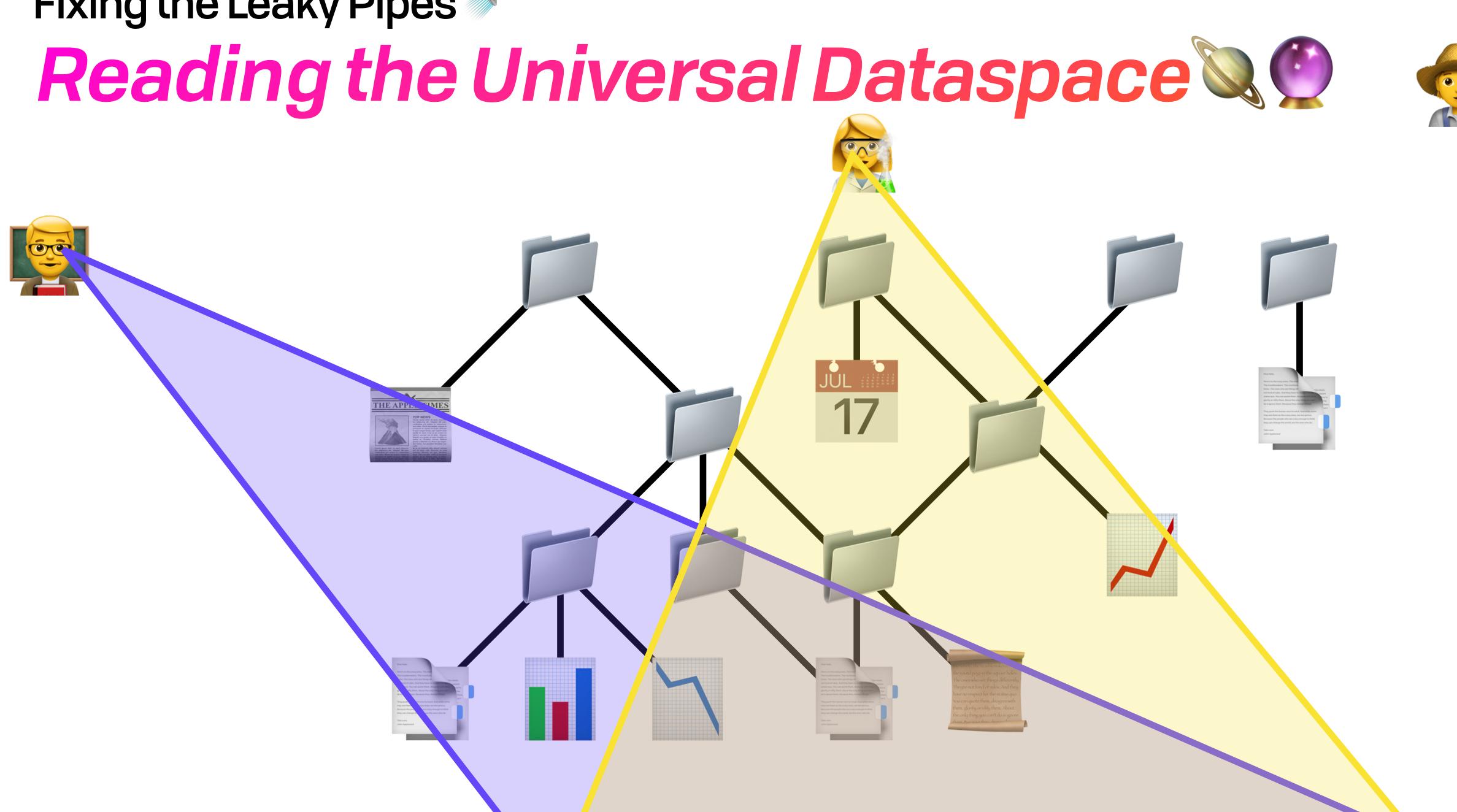




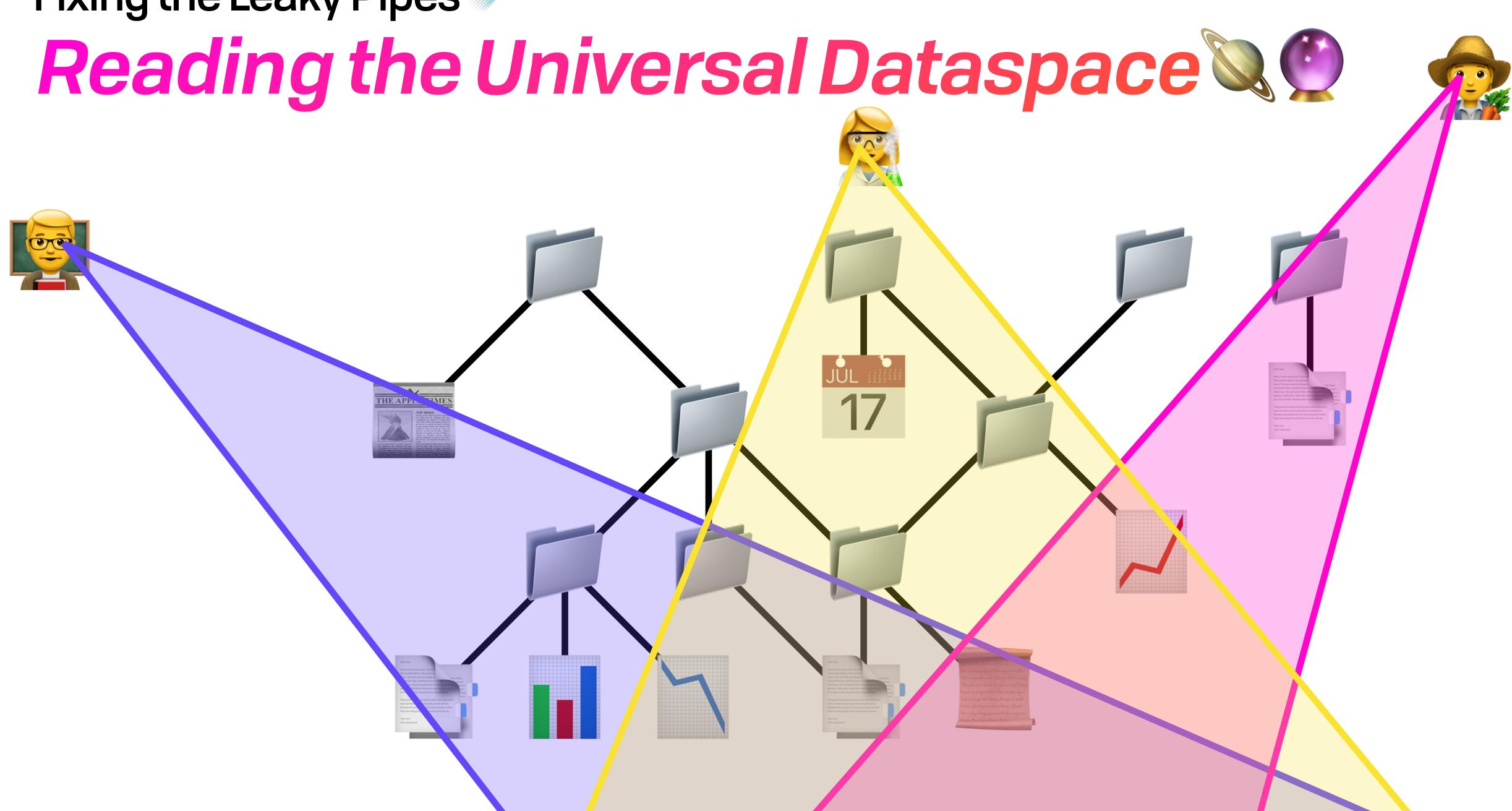












# It's all about that **Data, Data, Data**

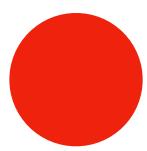
Rob Pike, 5 Rules of Programming

**Data dominates.** If you've chosen the right data structures and organized things well, the algorithms will almost always be self-evident.

Data structures, not algorithms, are central to programming.

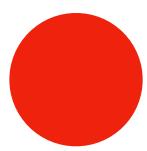




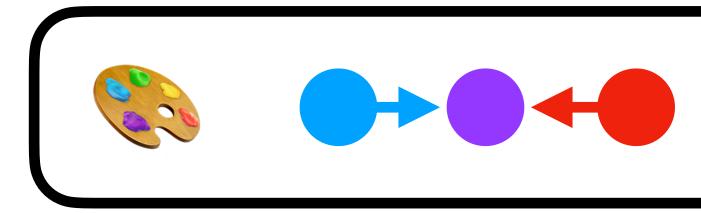




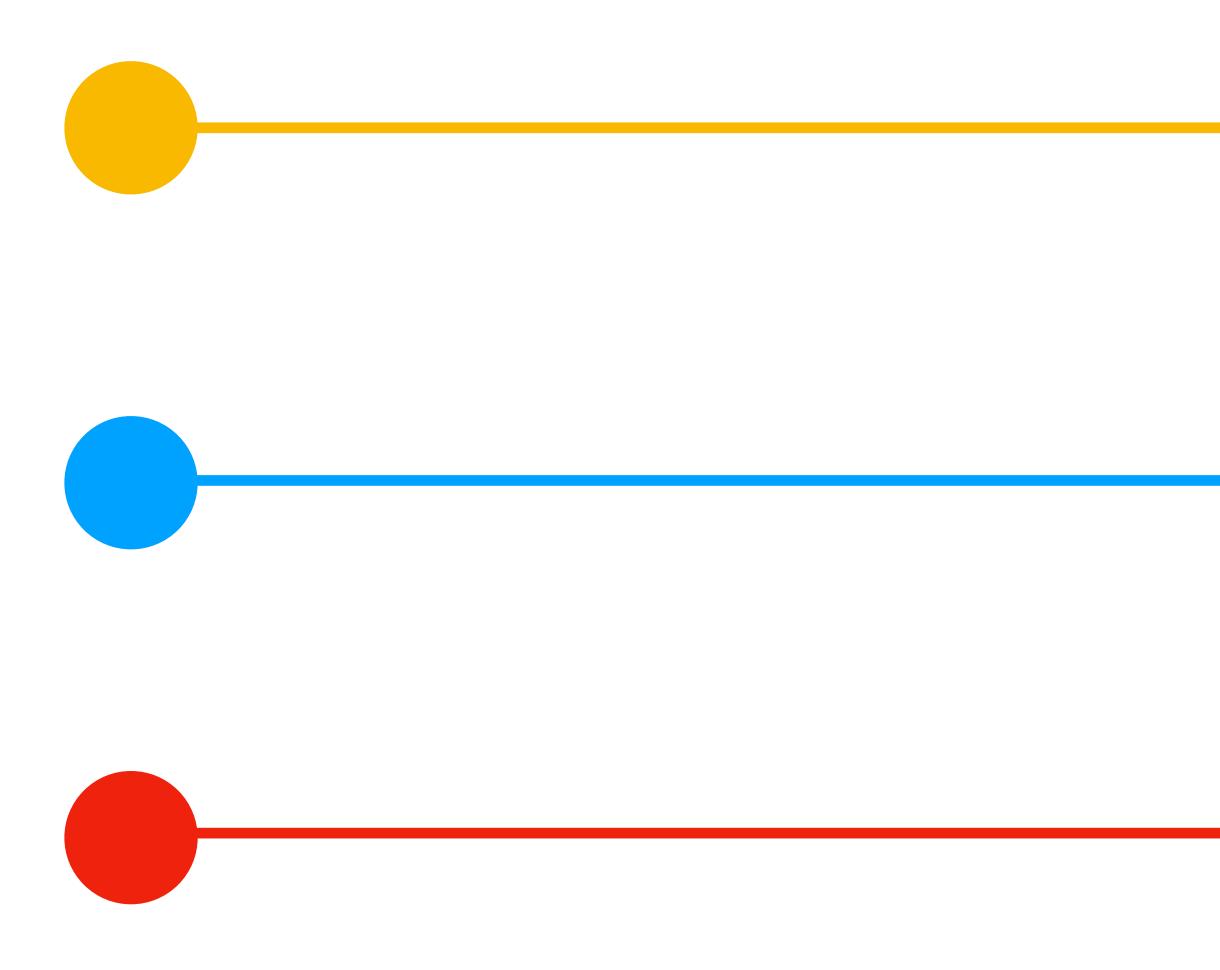




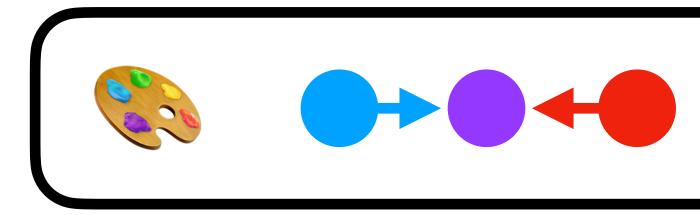




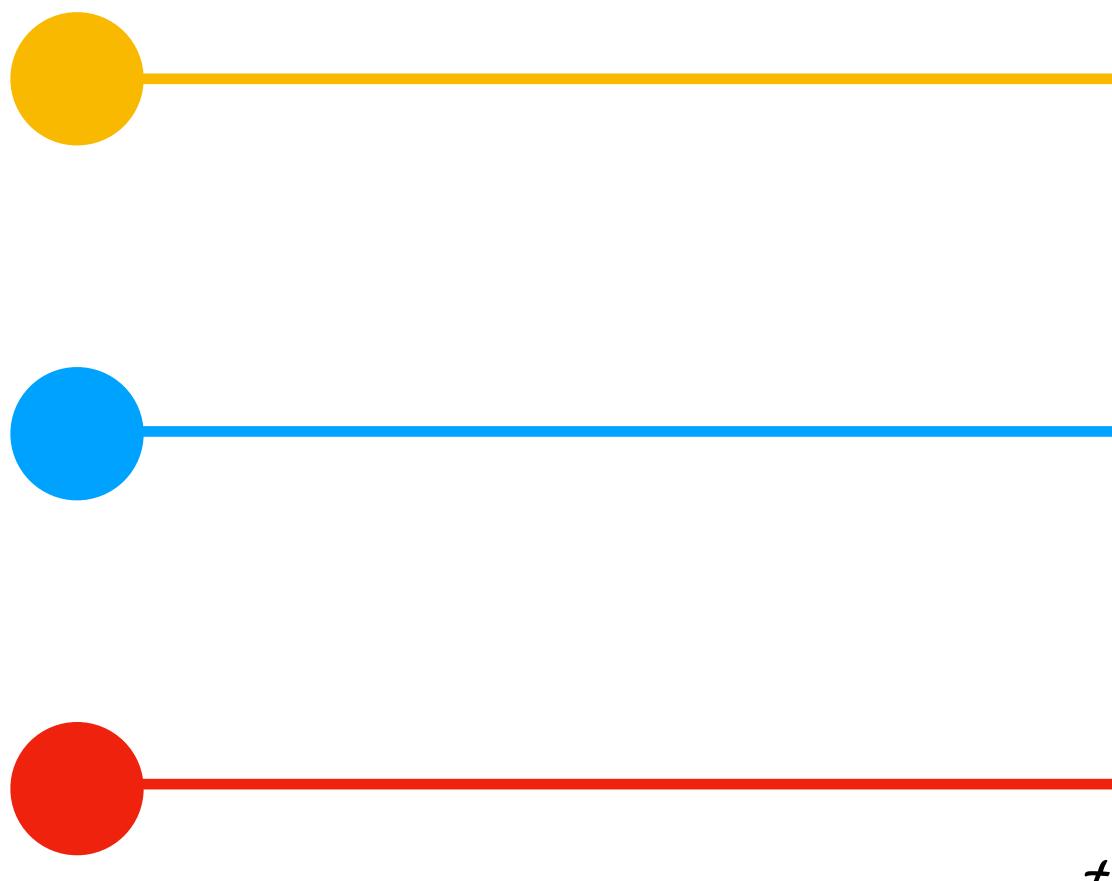




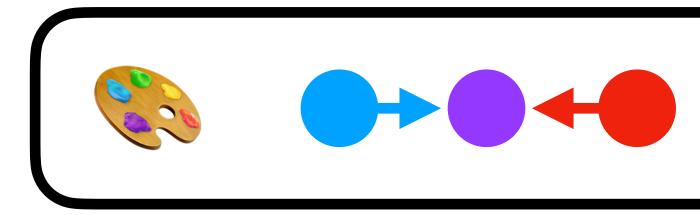




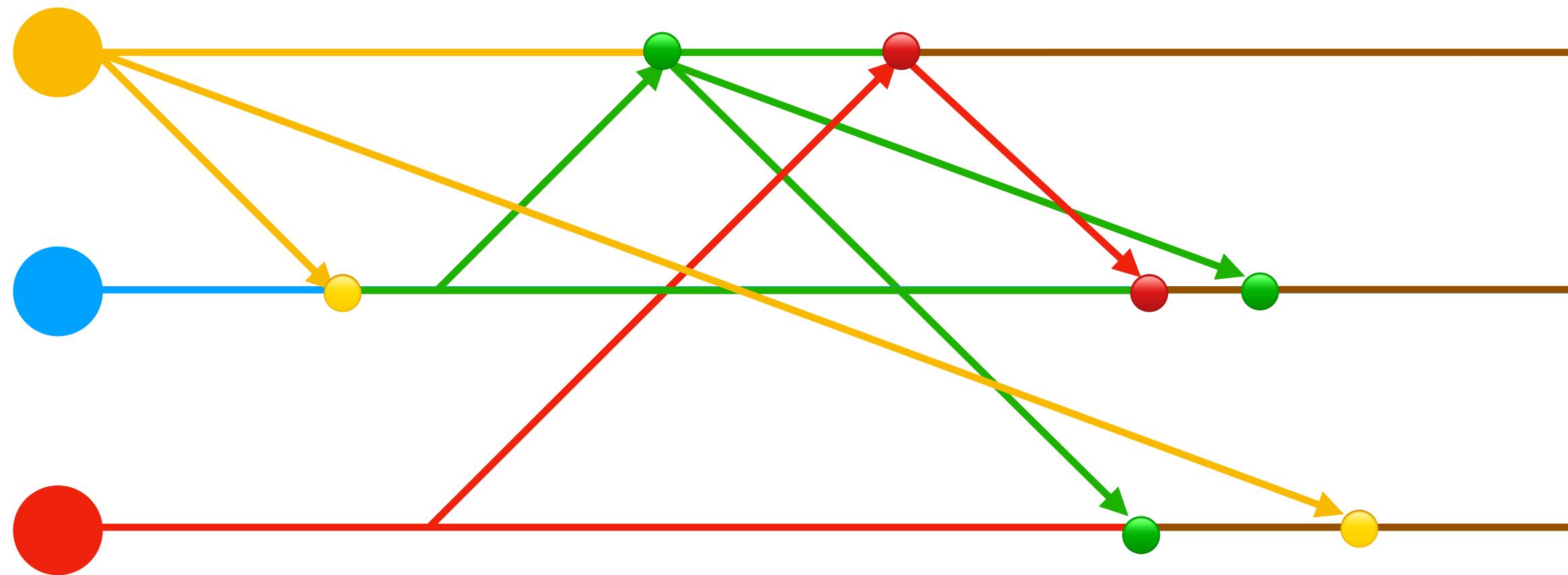






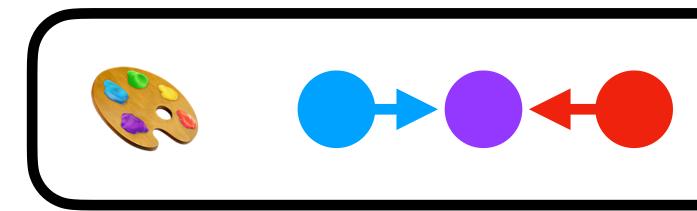




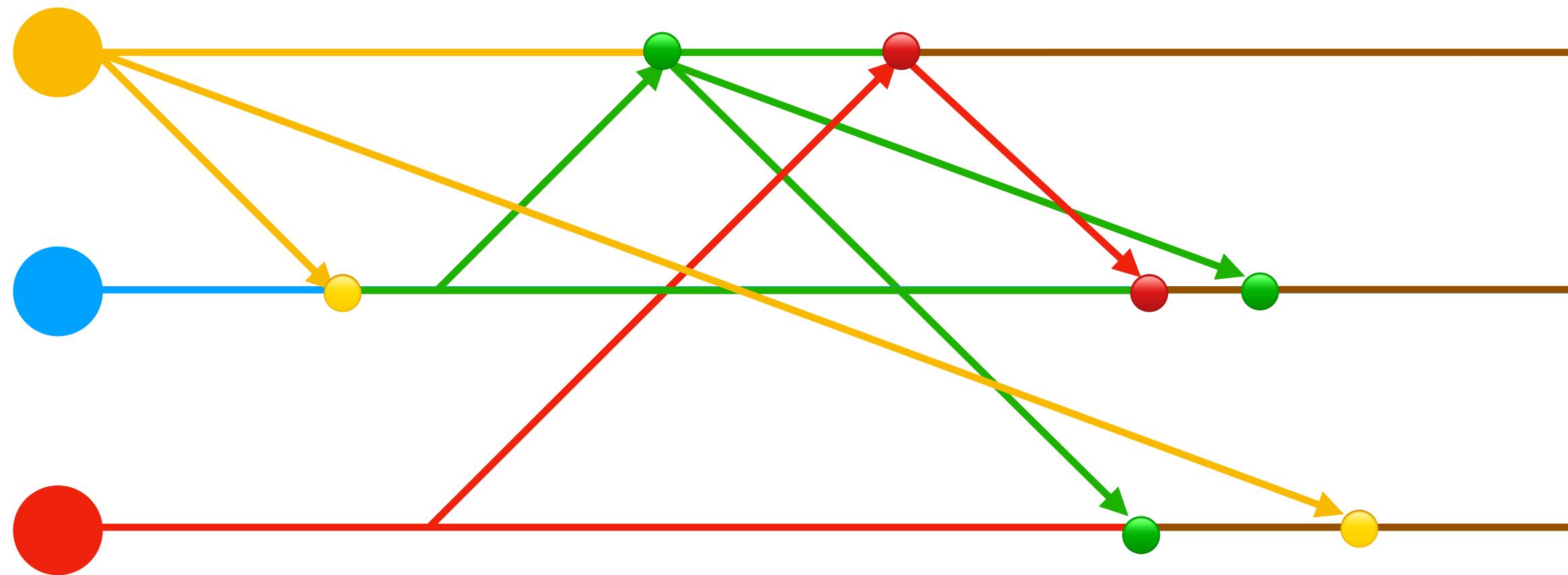


 $t \rightarrow$ 



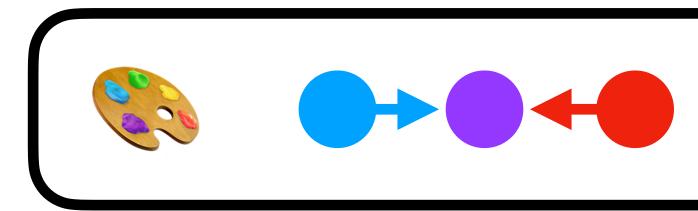




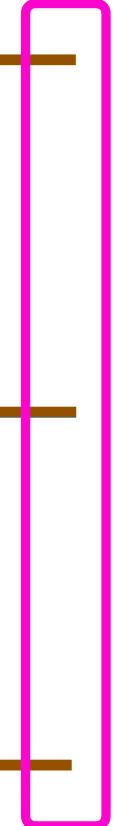


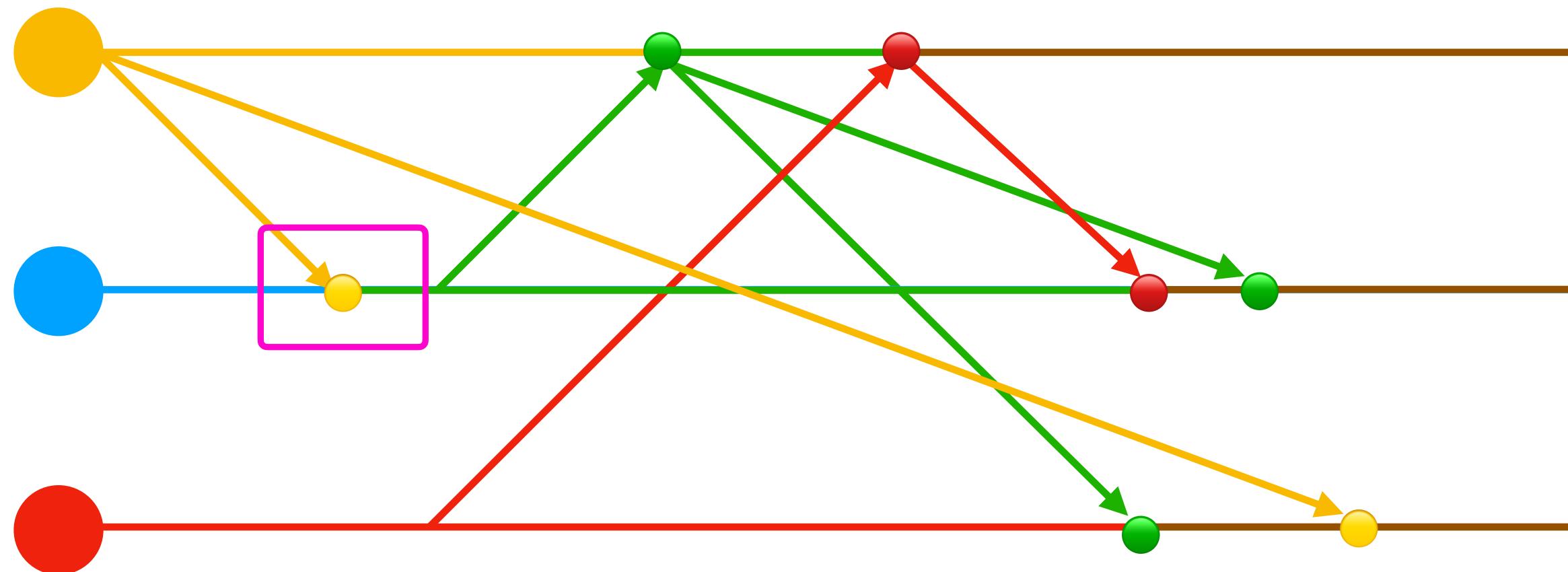
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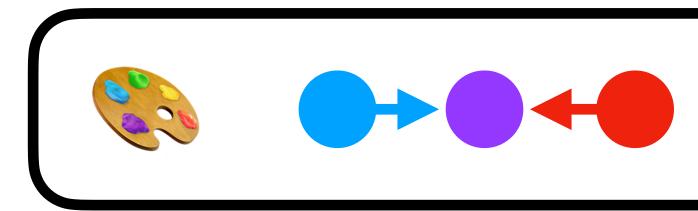




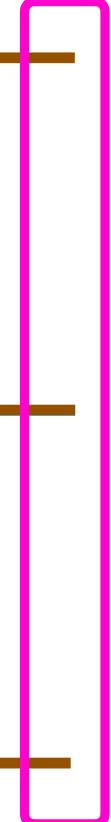


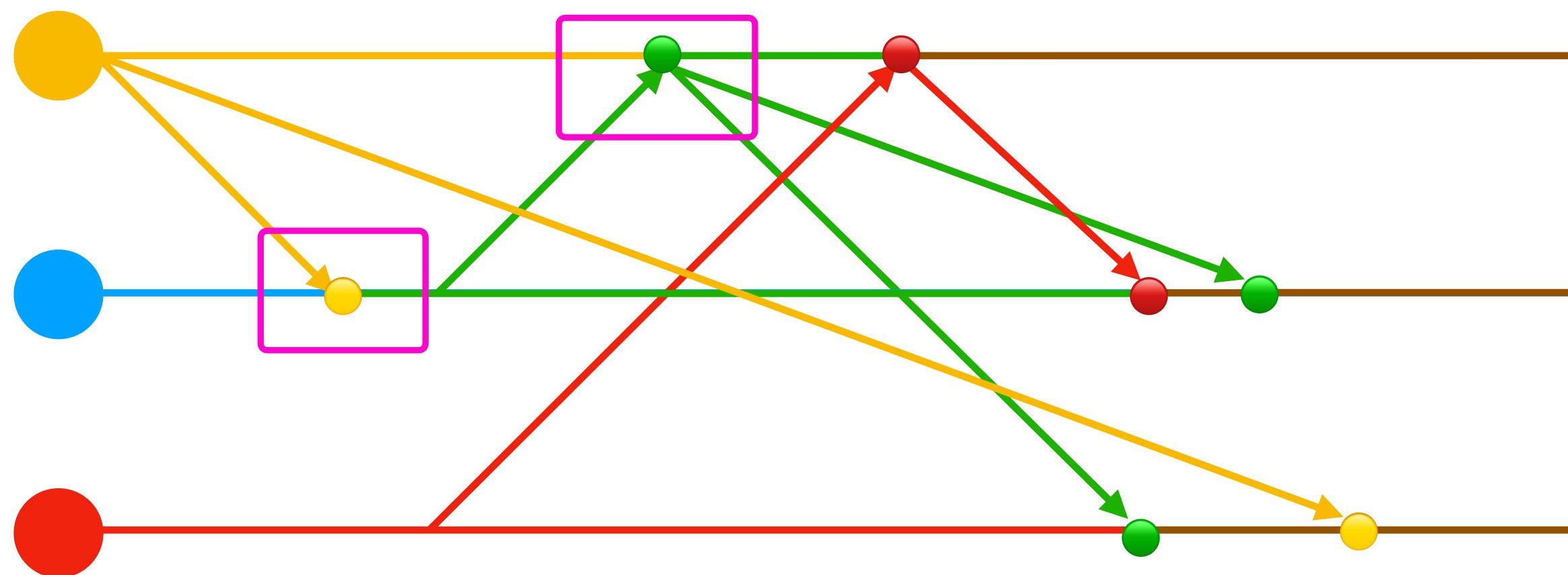




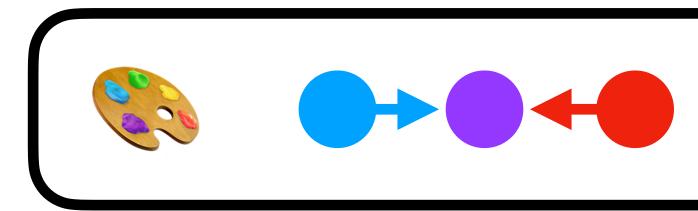




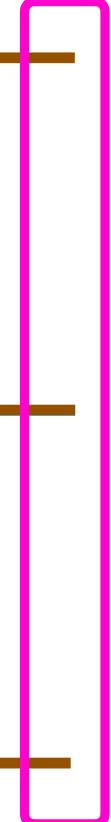


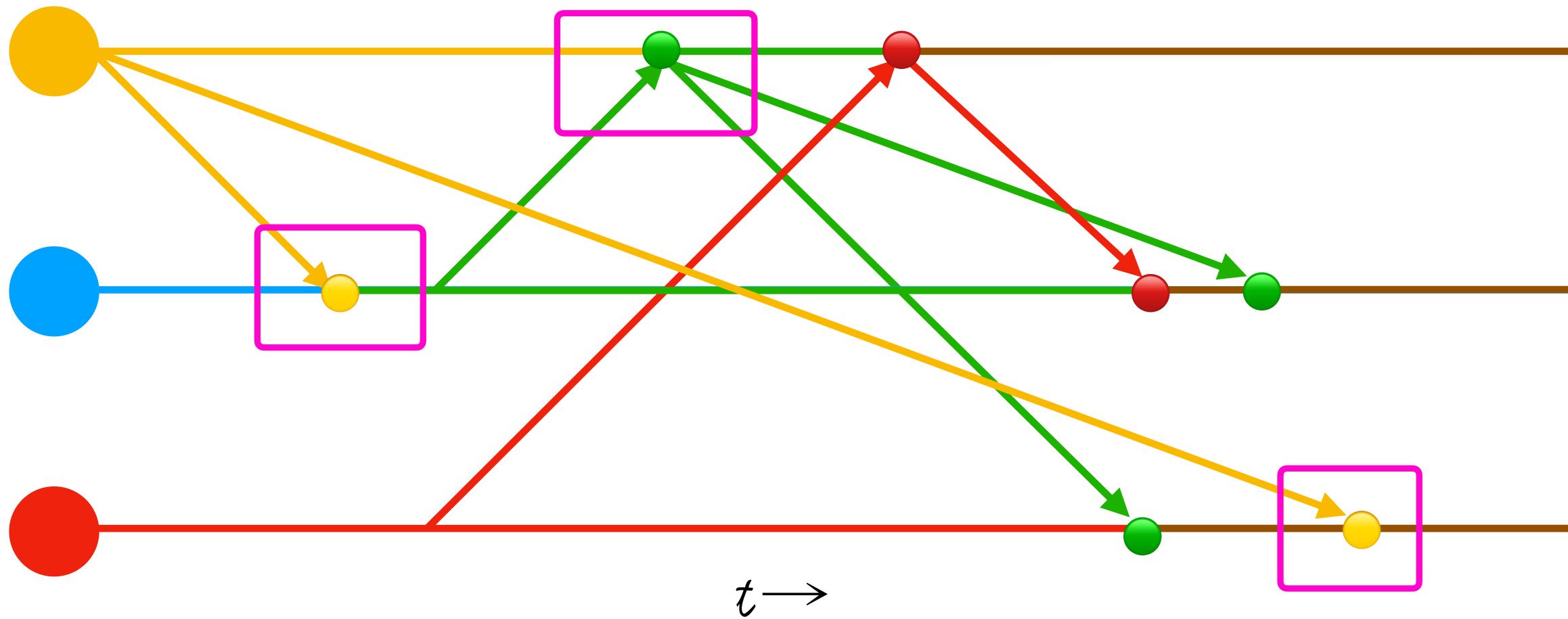




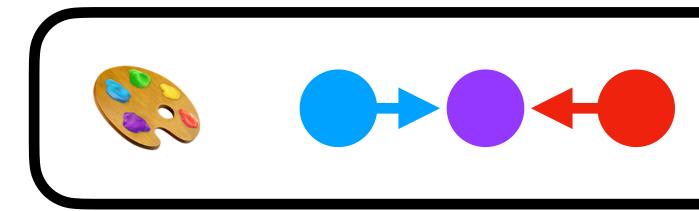




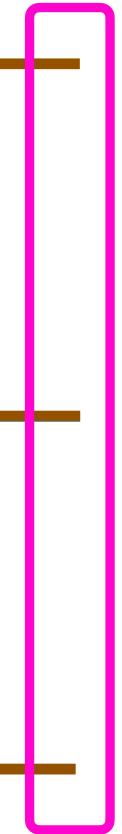


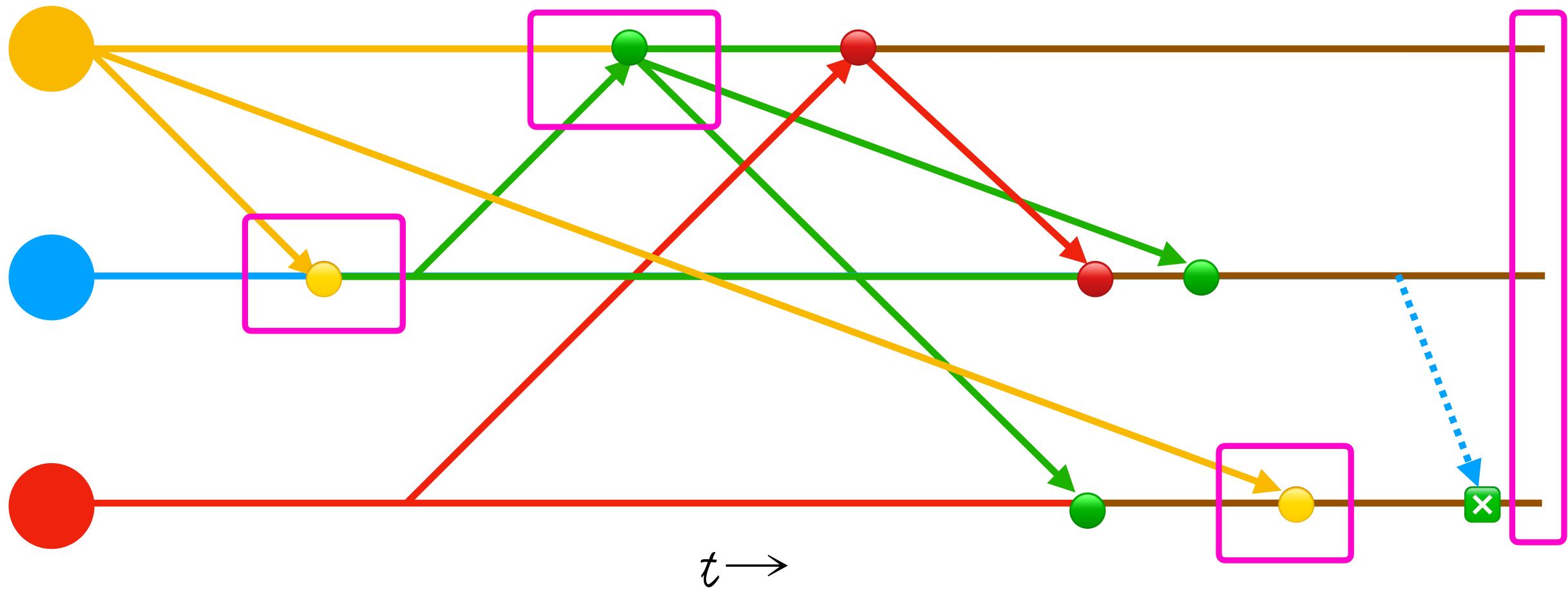




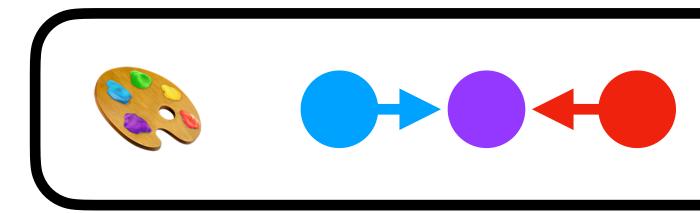










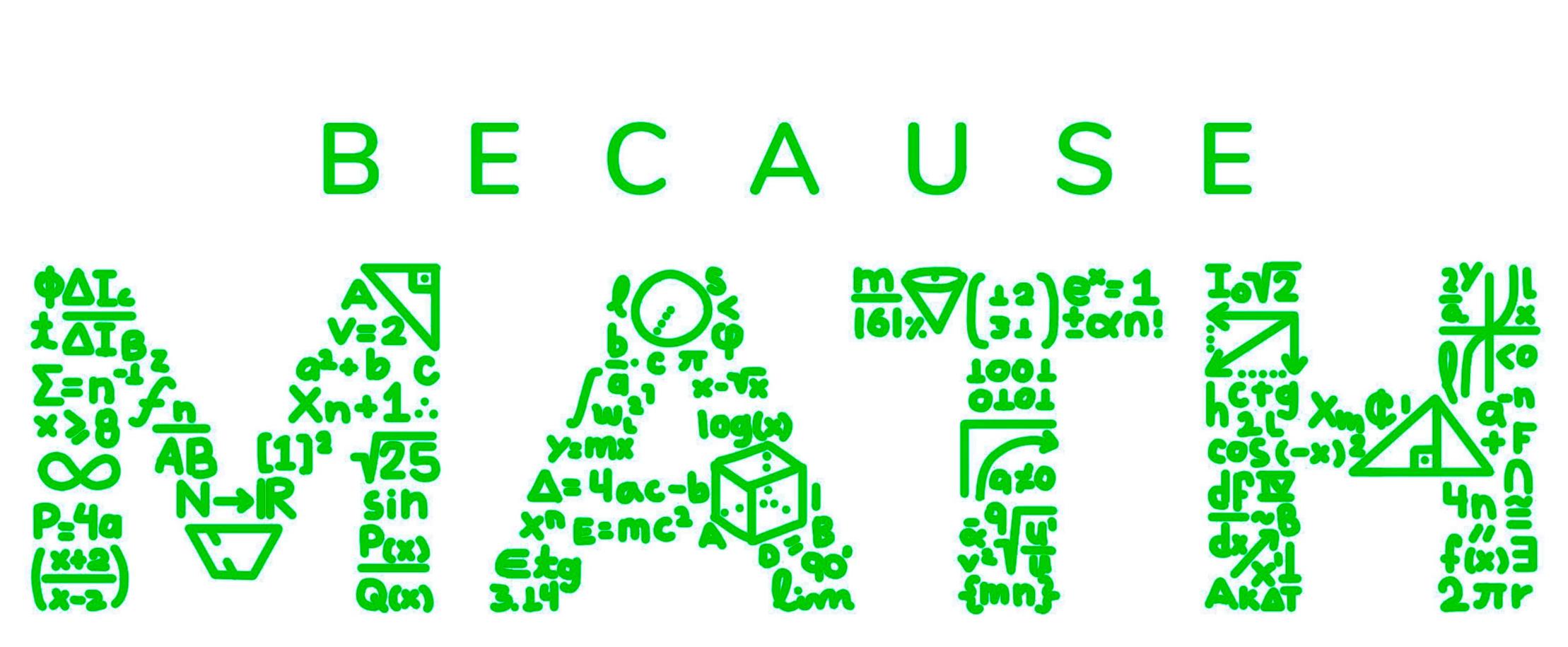




## It's All About that Data Entropy Isn't What It Used To Be



## It's All About that Data II Entropy Isn't What It Used To Be

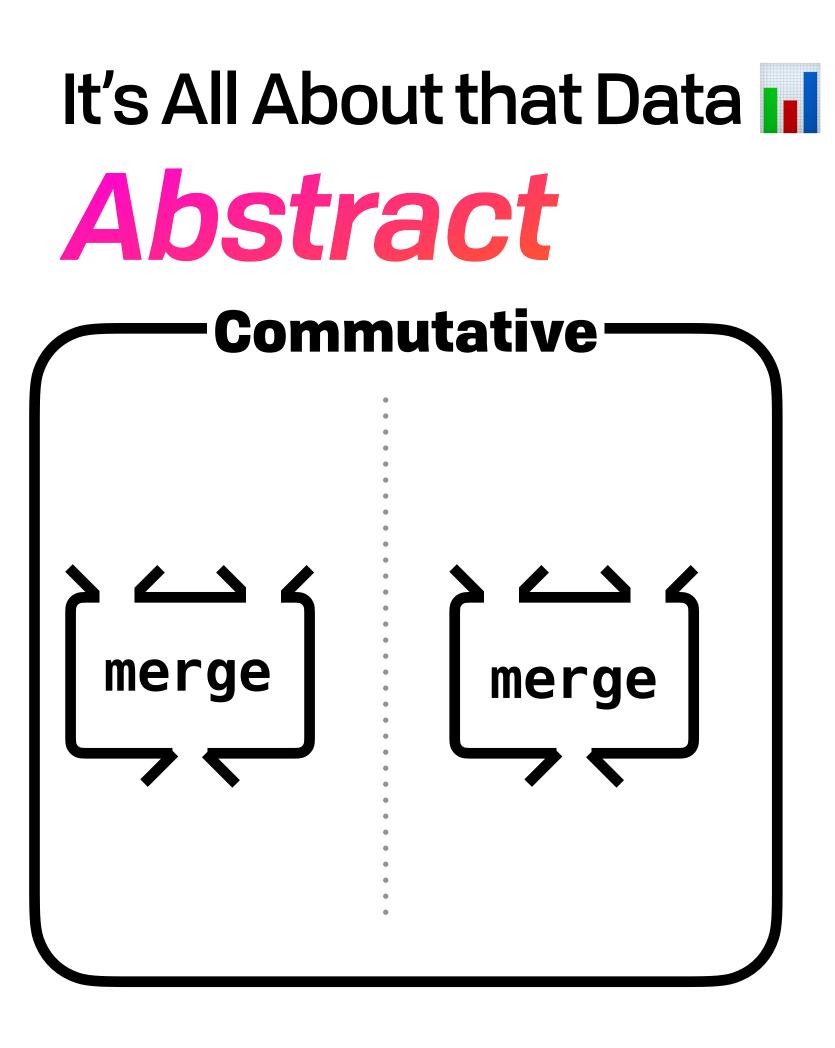


## It's All About that Data

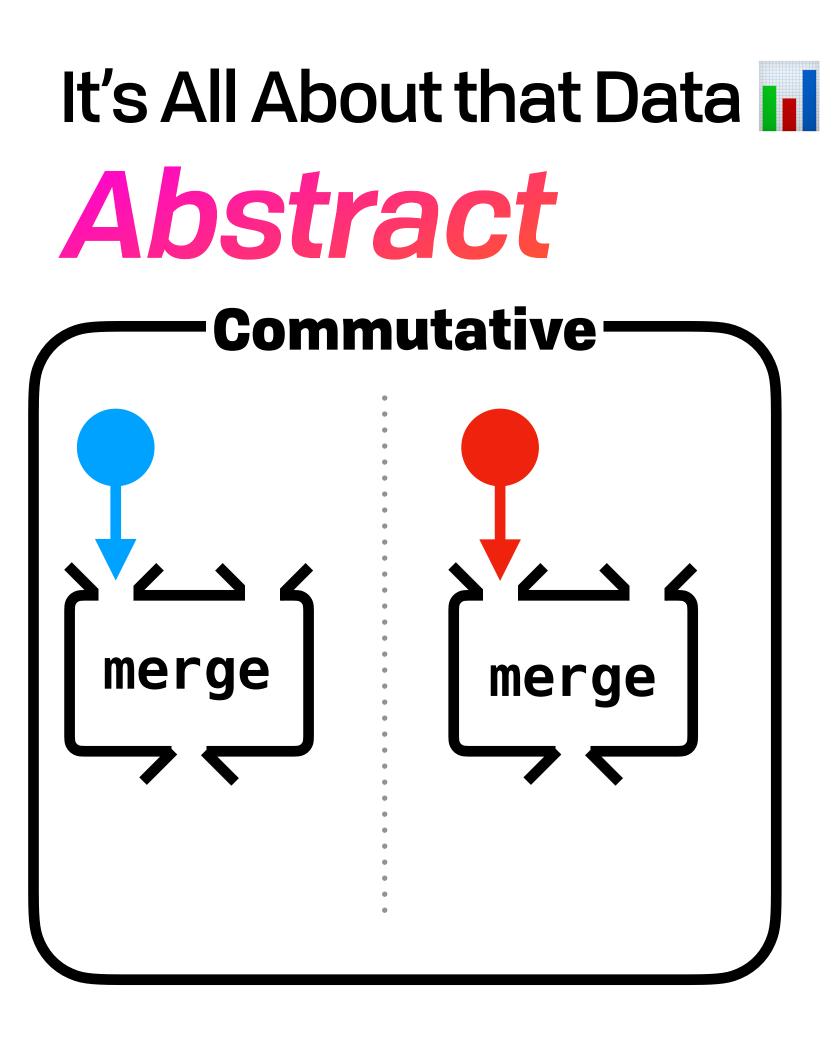
- Network agnostic
- Any number of replicas



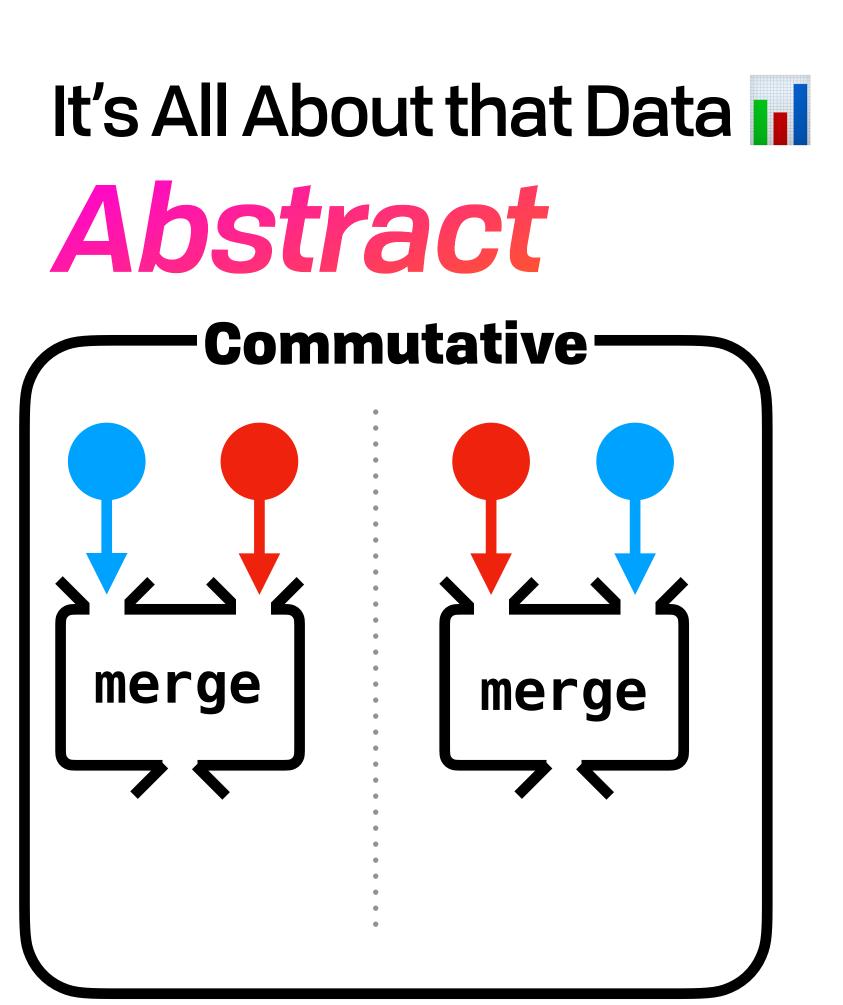
- Network agnostic
- Any number of replicas



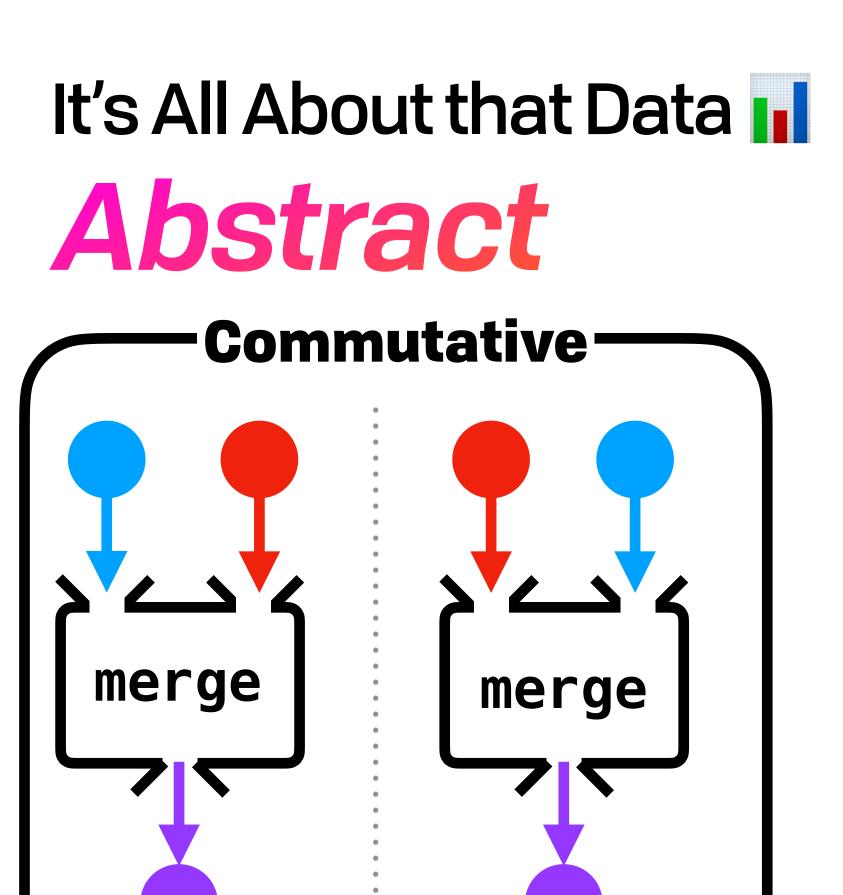
- Network agnostic
- Any number of replicas



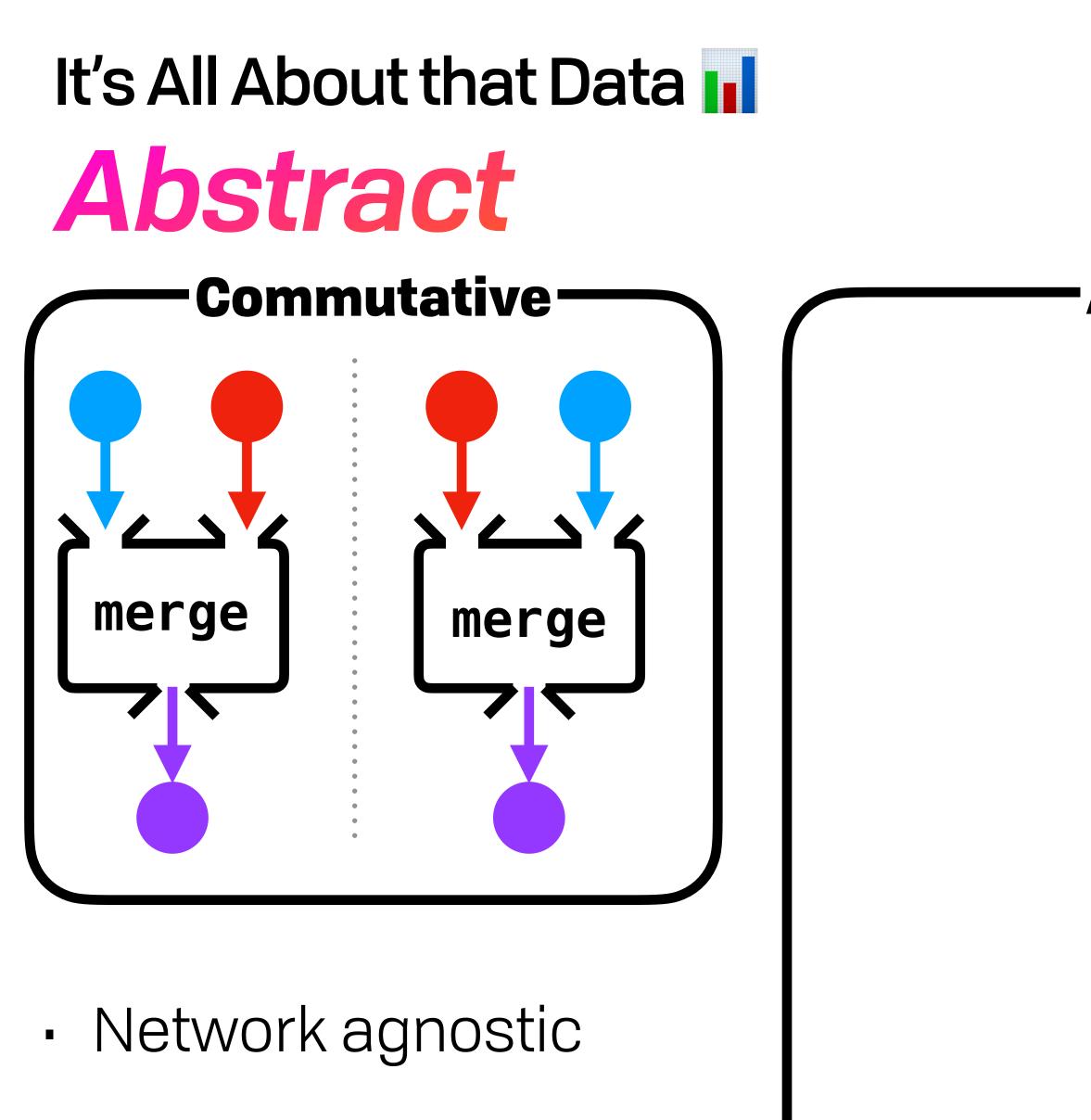
- Network agnostic
- Any number of replicas



- Network agnostic
- Any number of replicas

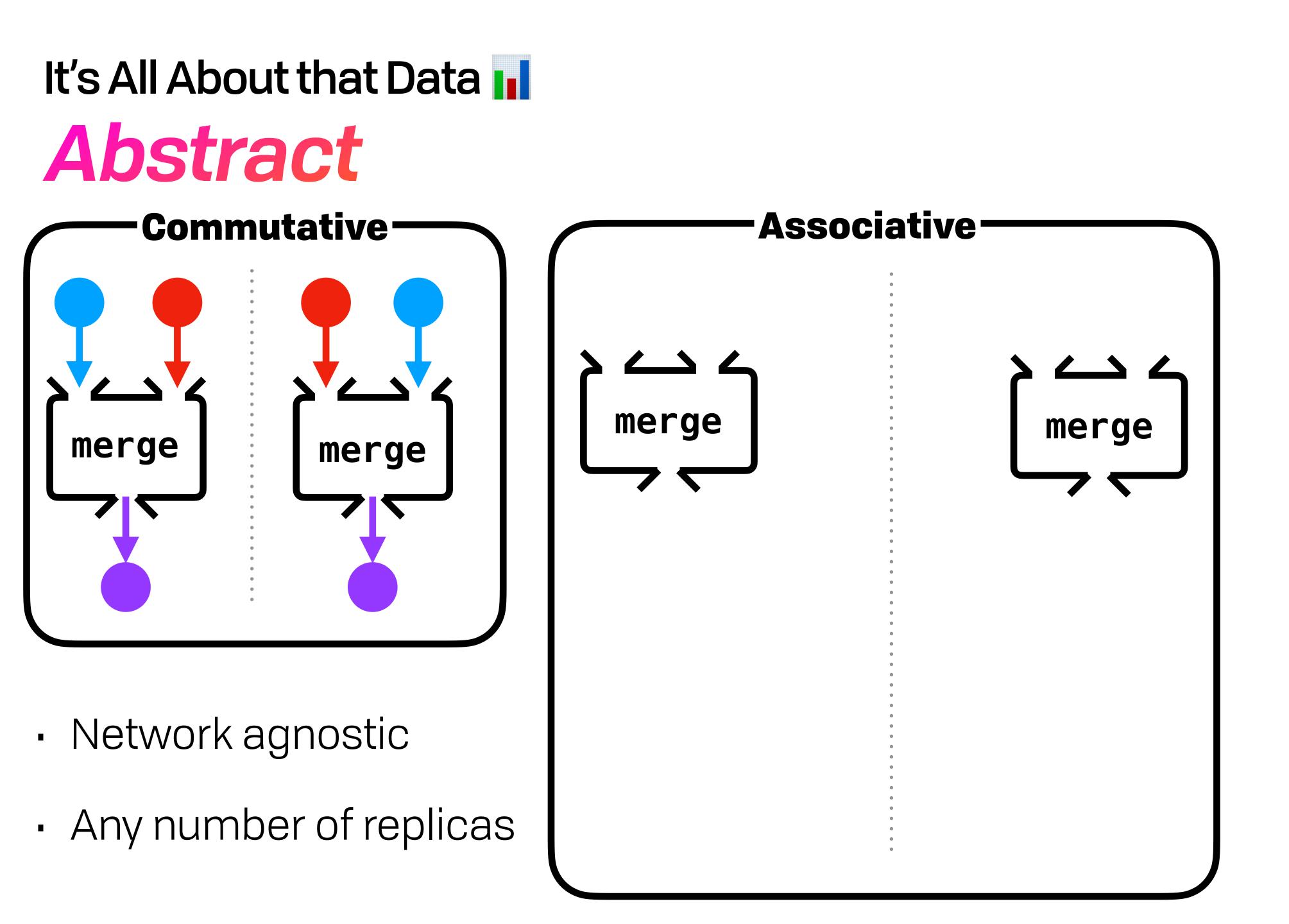


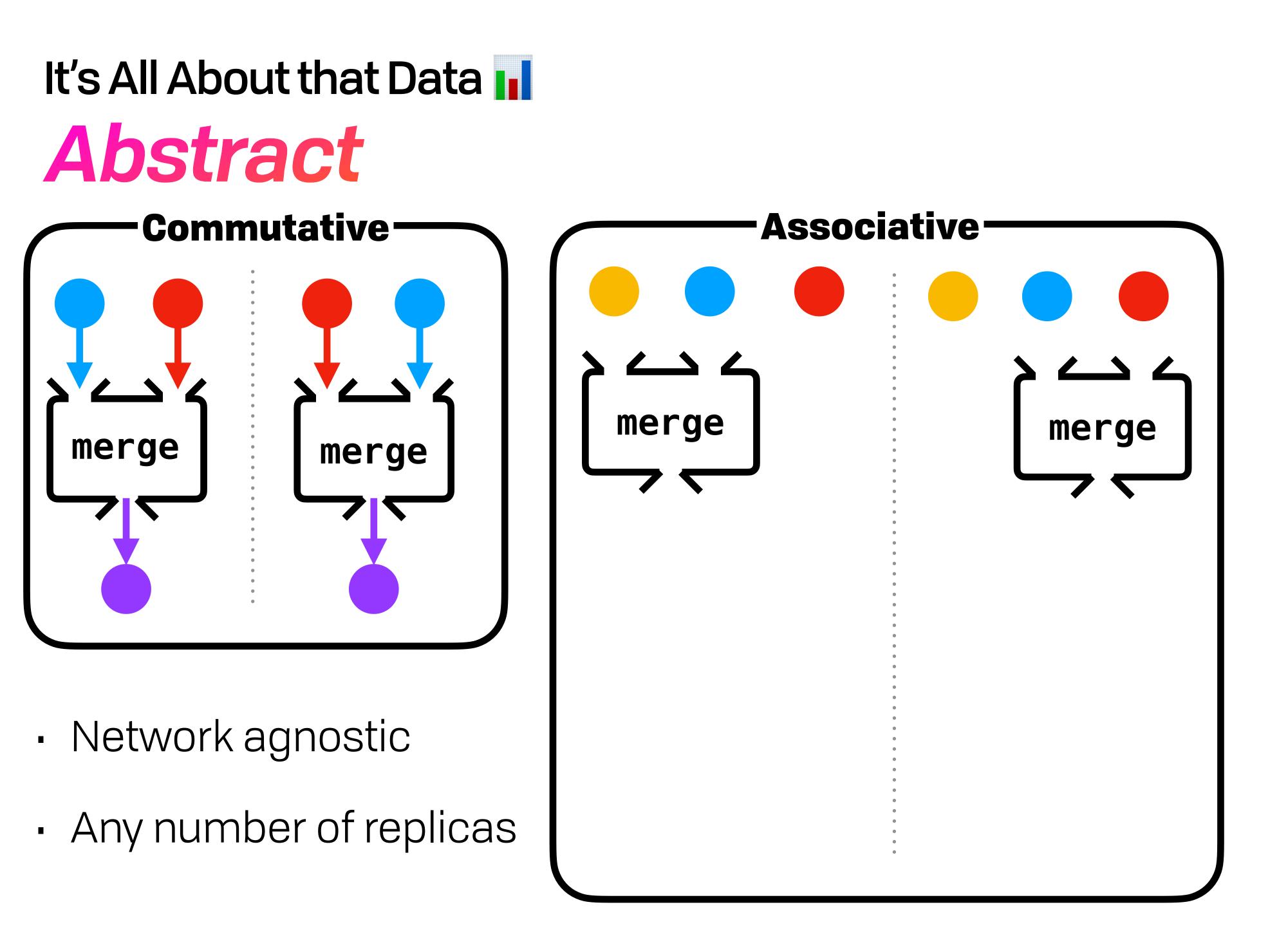
- Network agnostic
- Any number of replicas

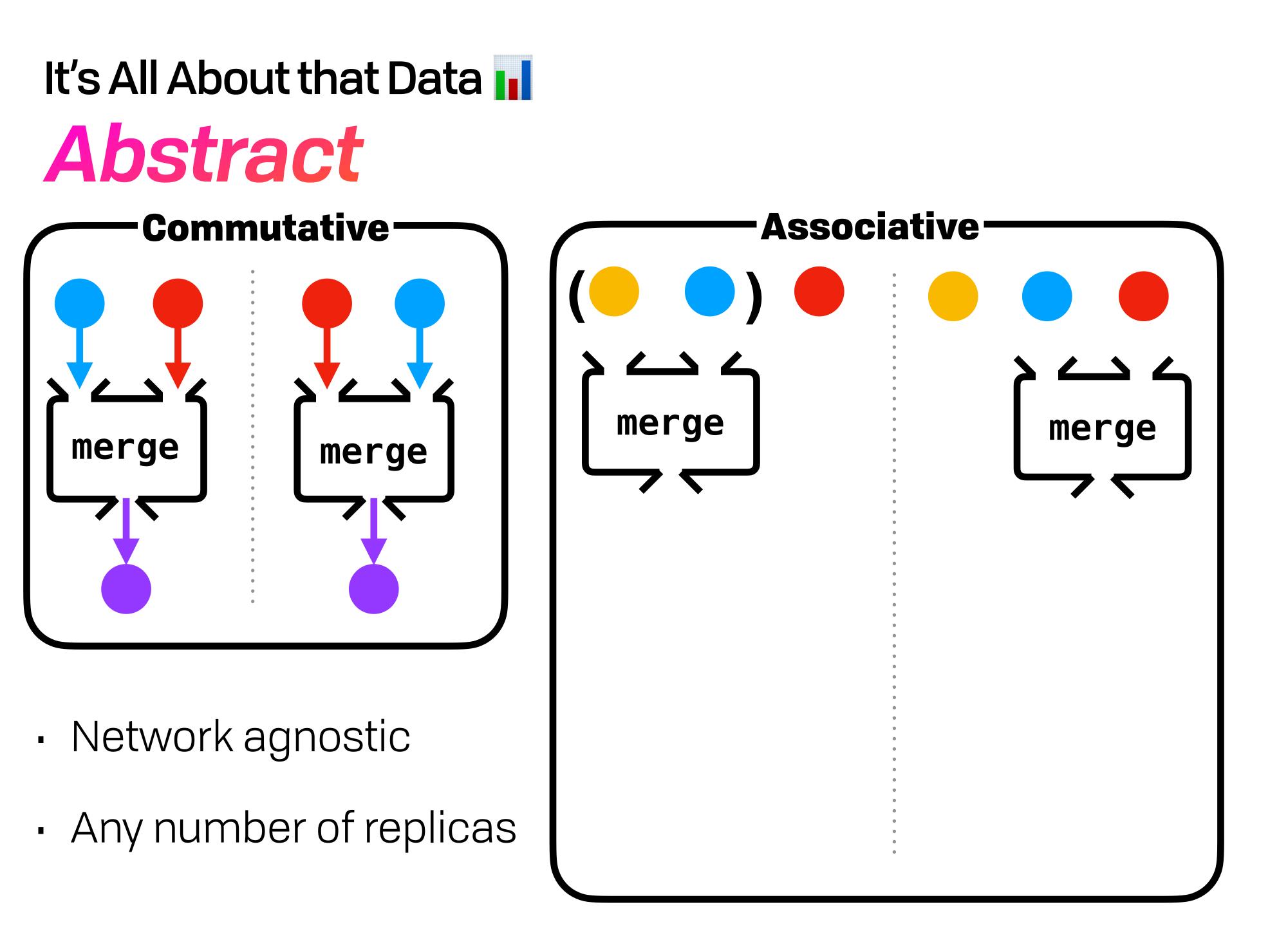


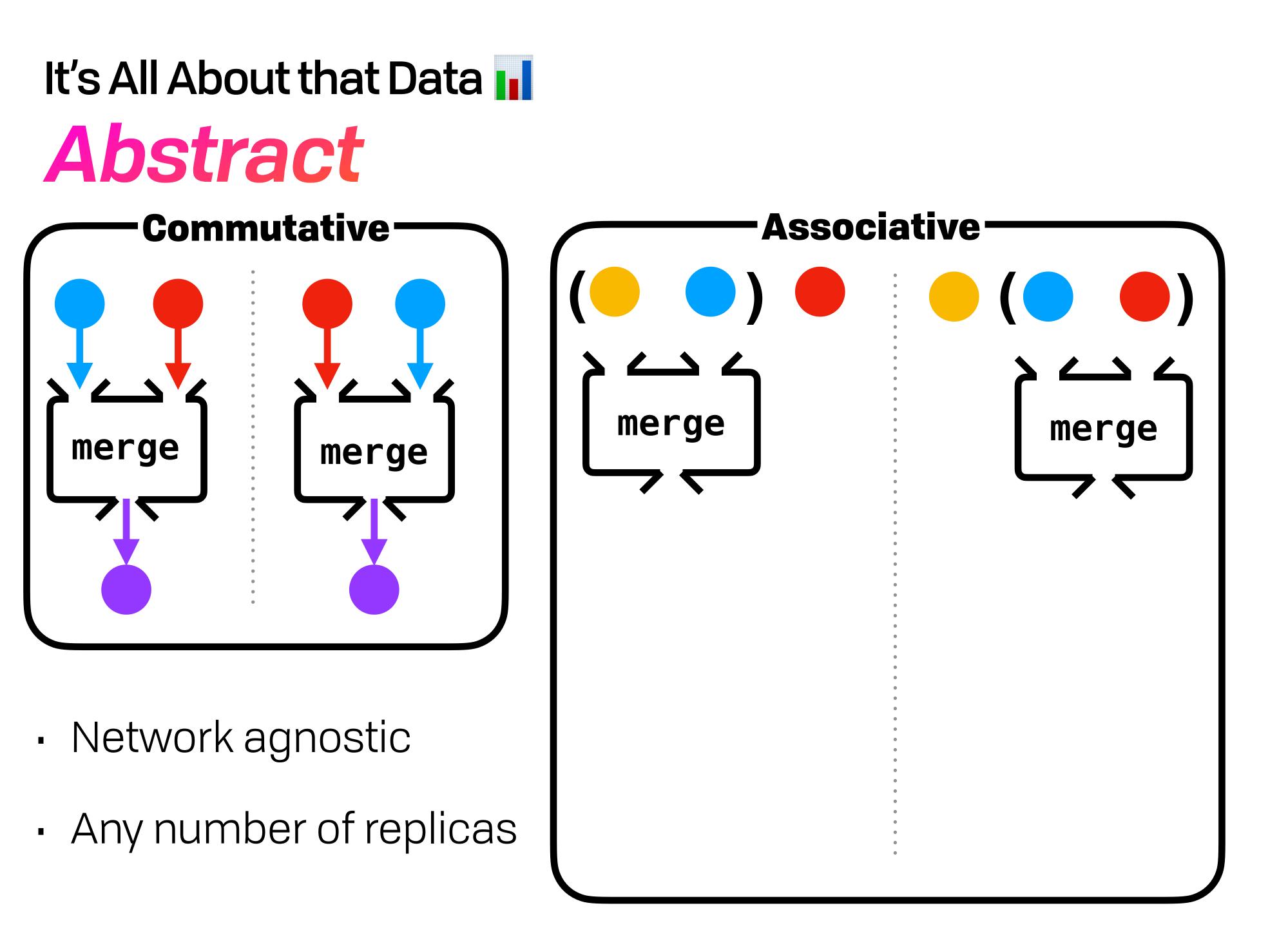
Any number of replicas

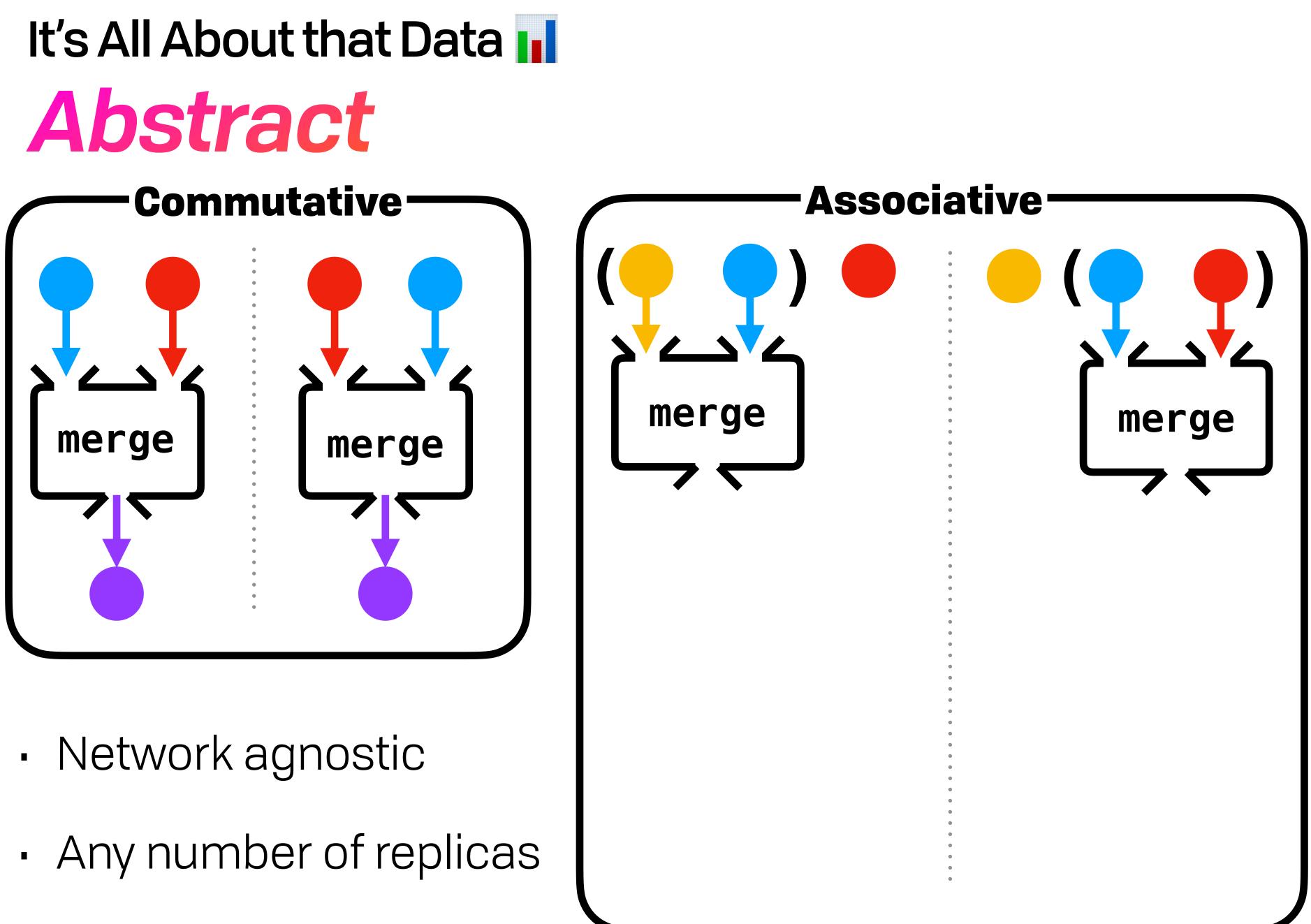
# Associative

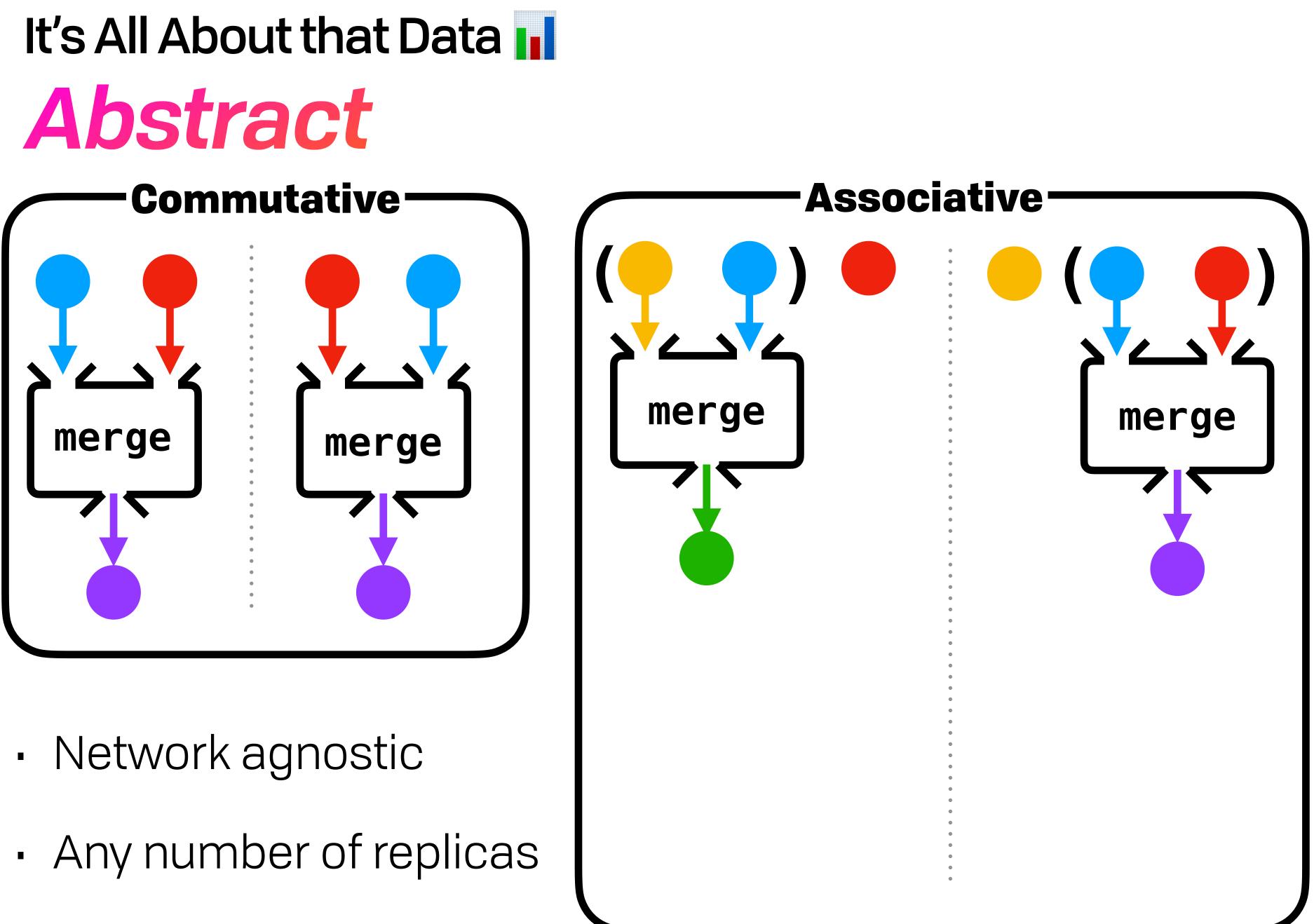


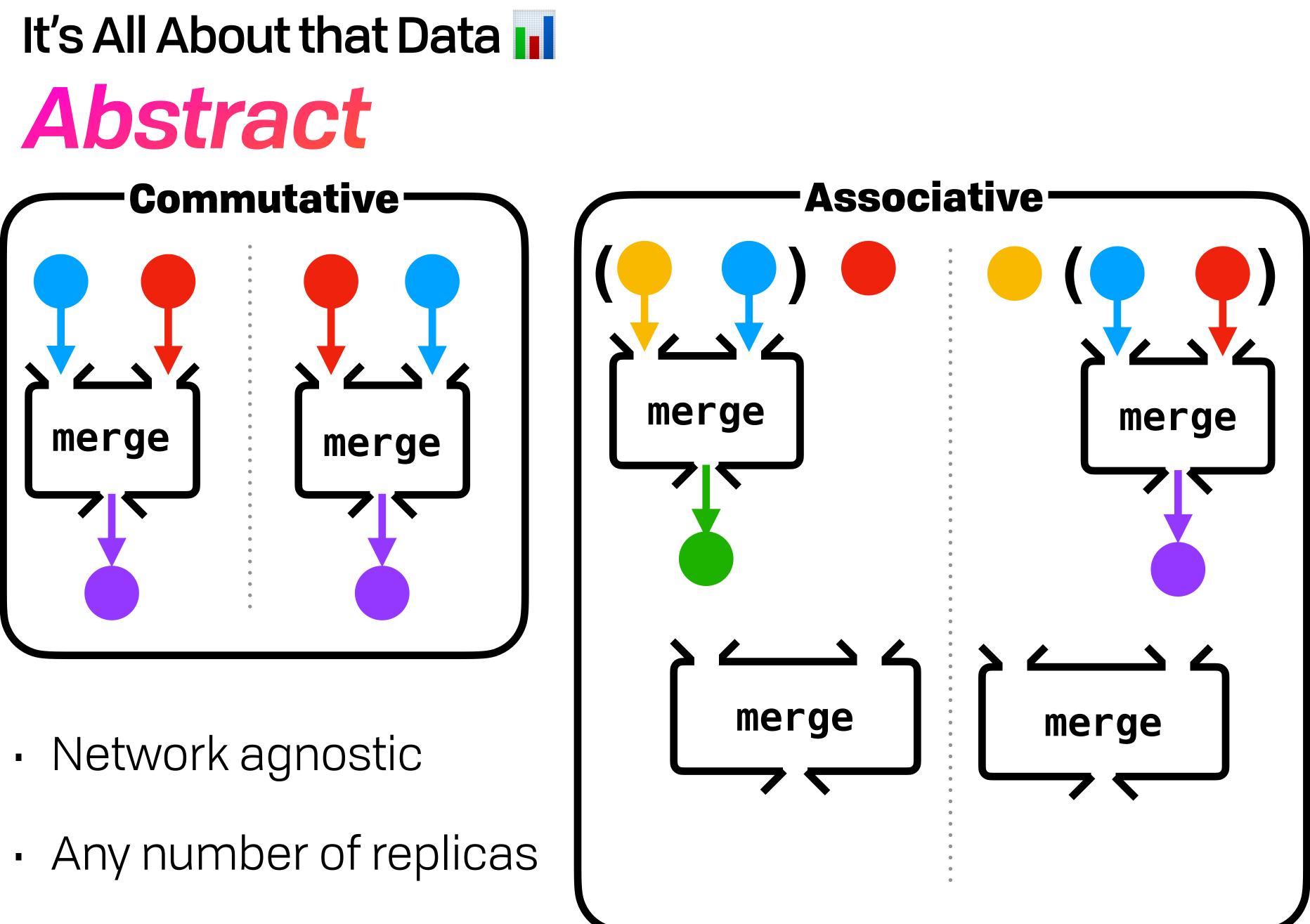


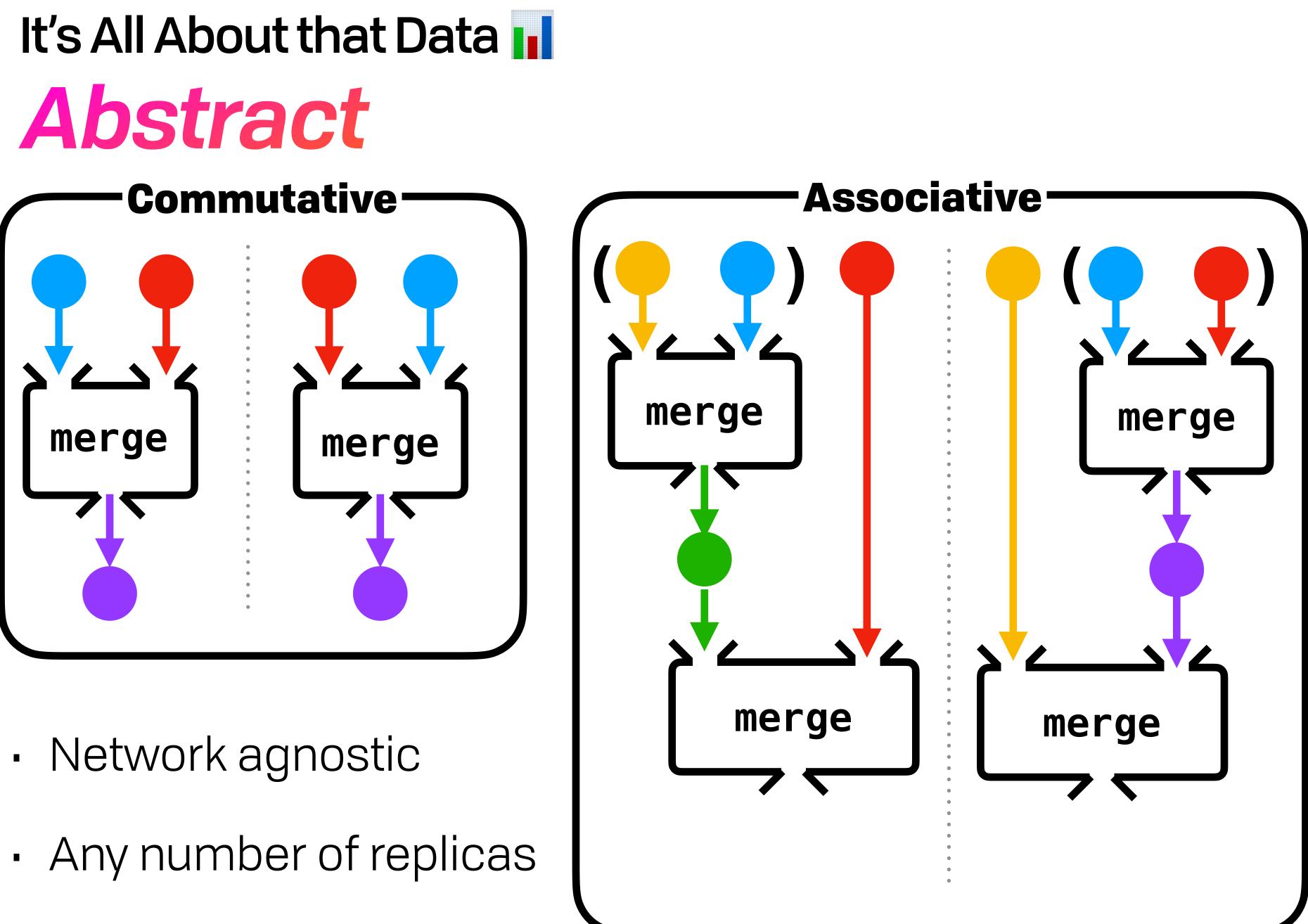


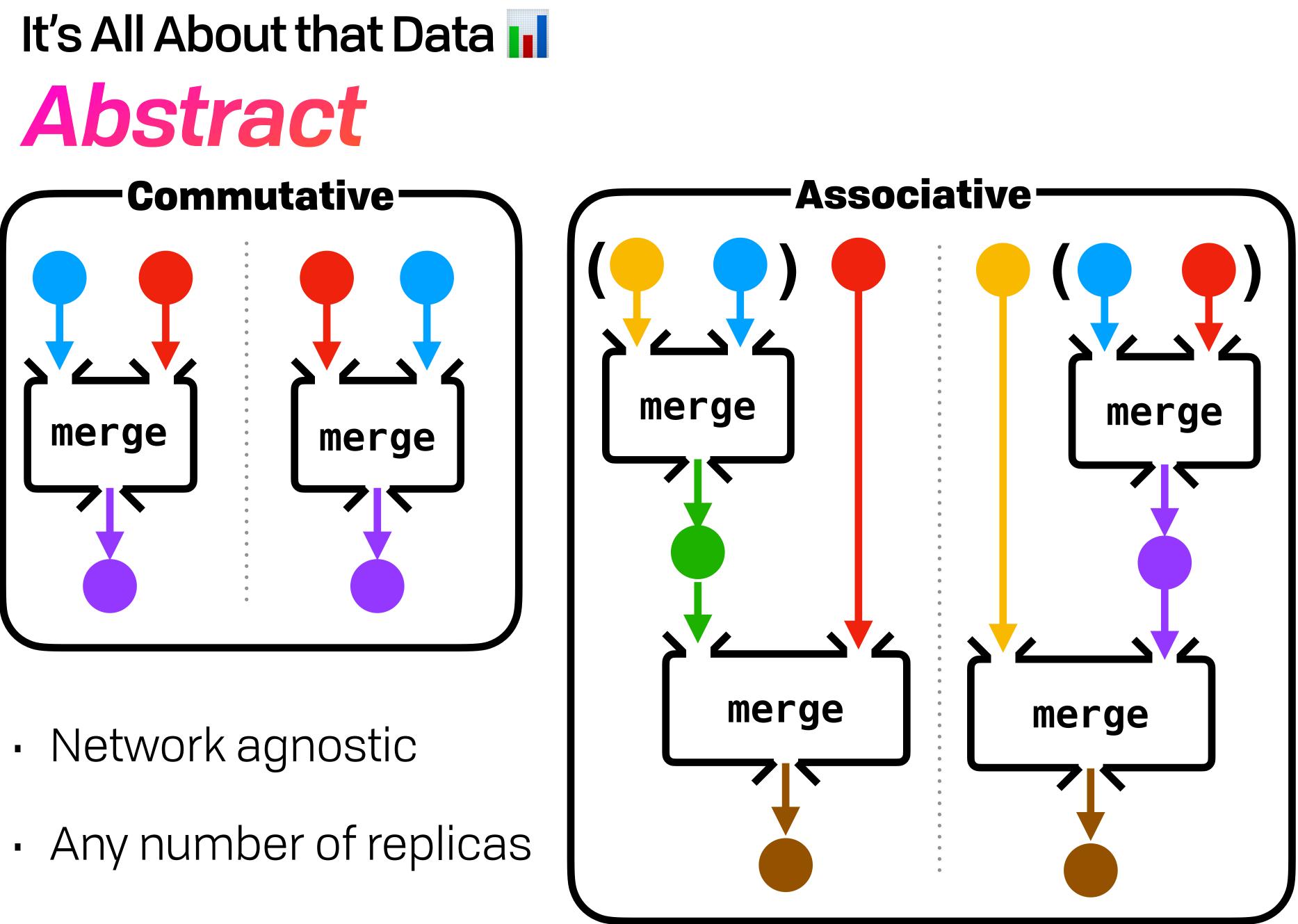


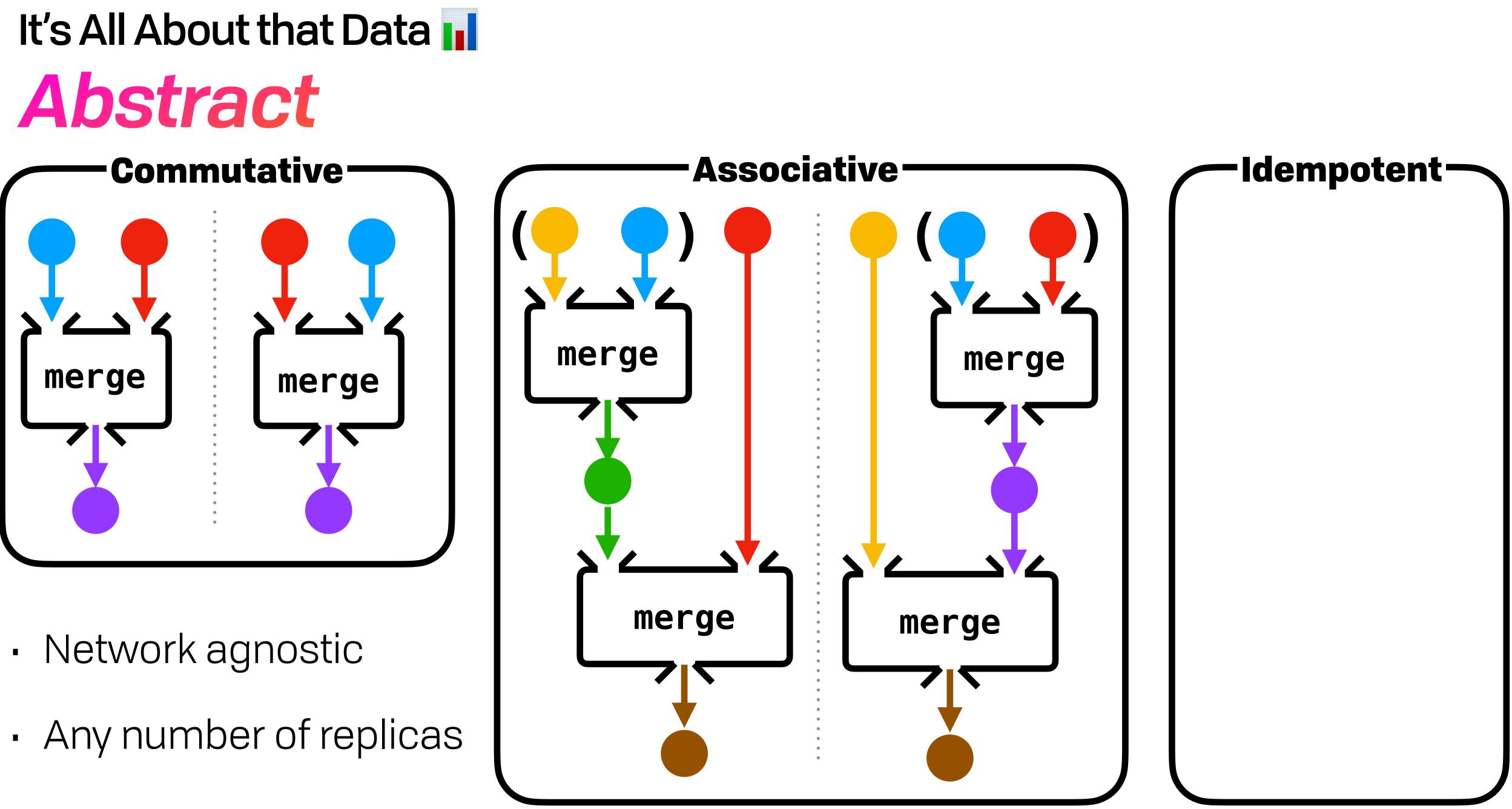


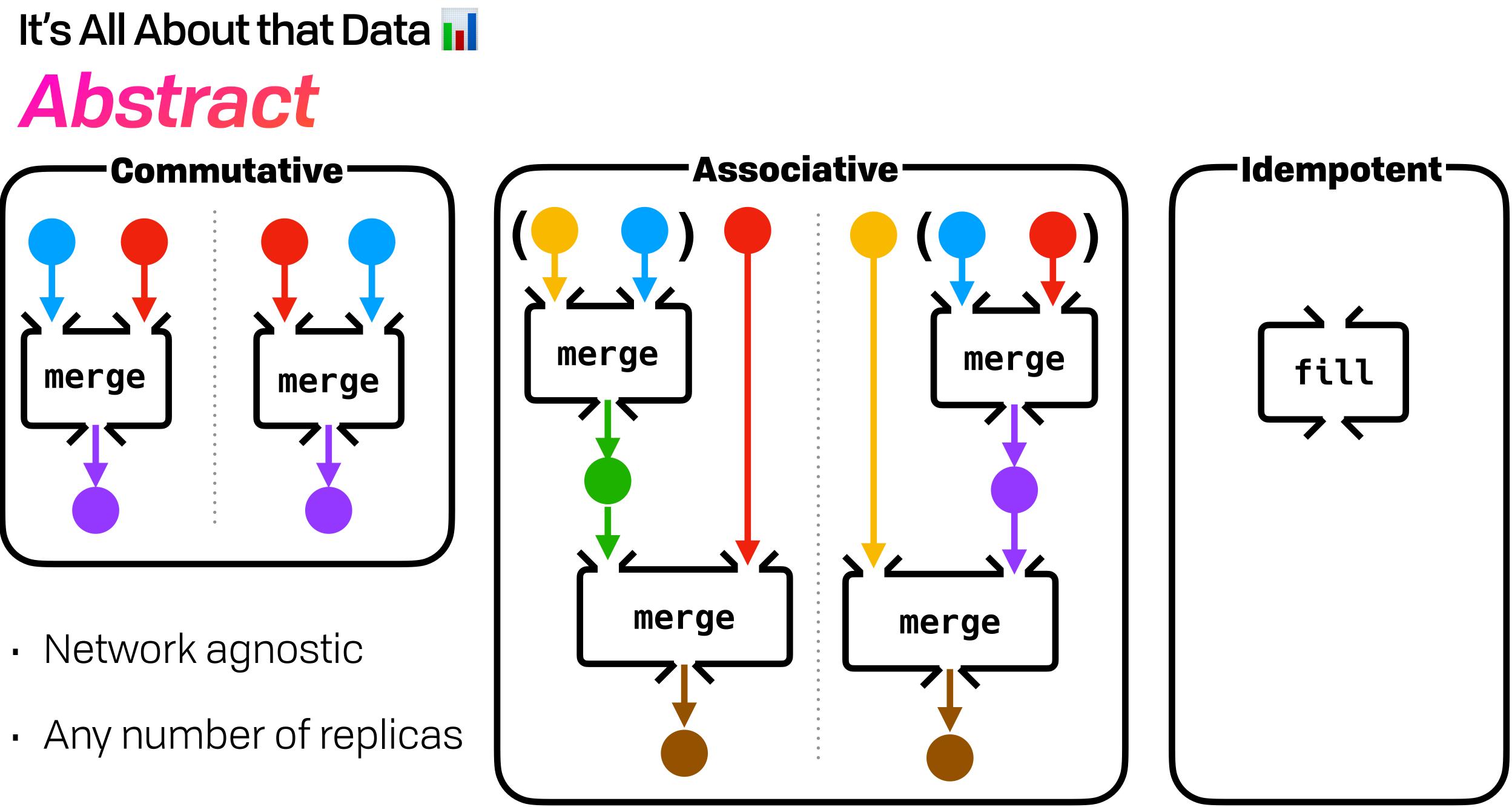


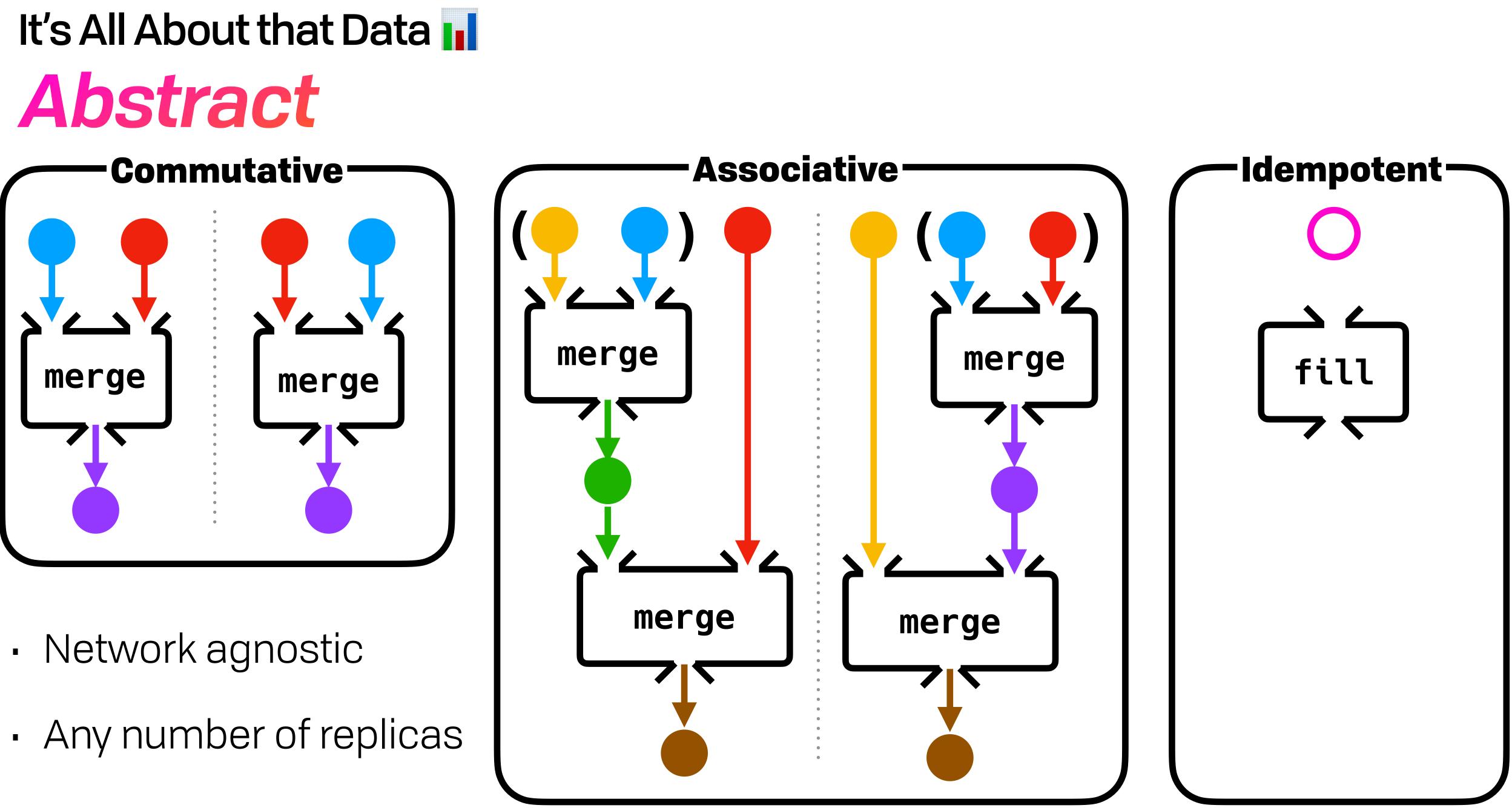


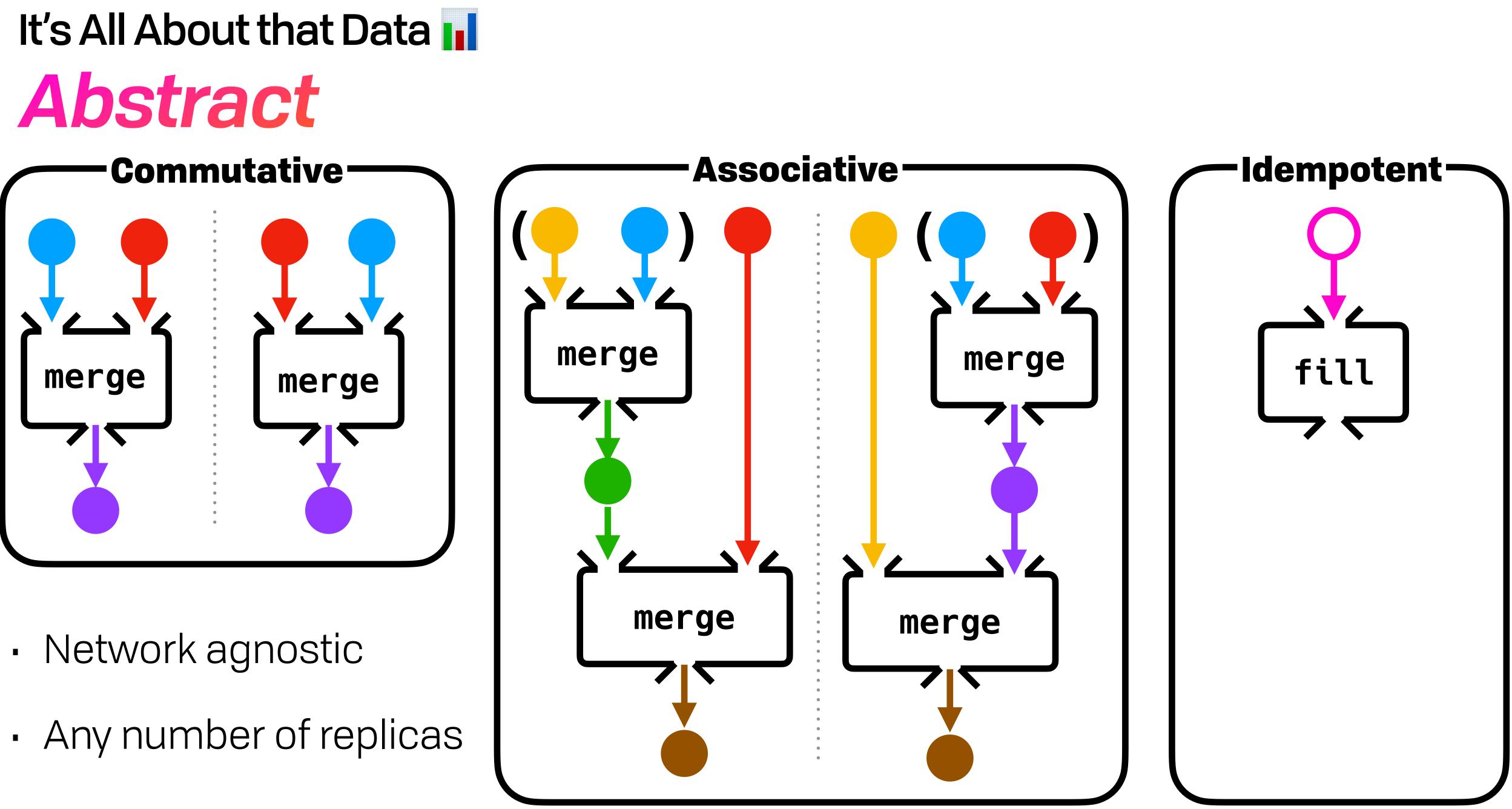


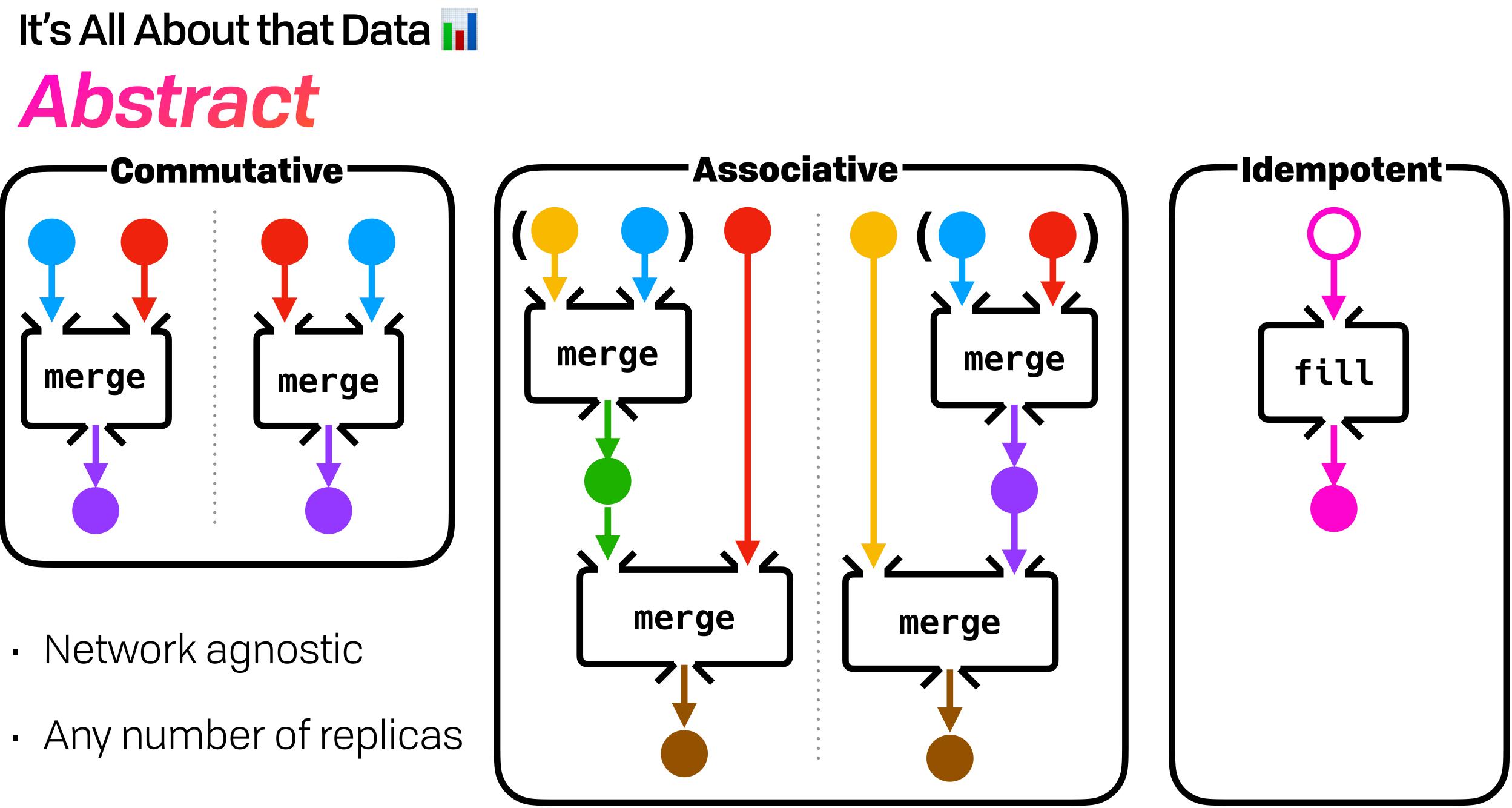


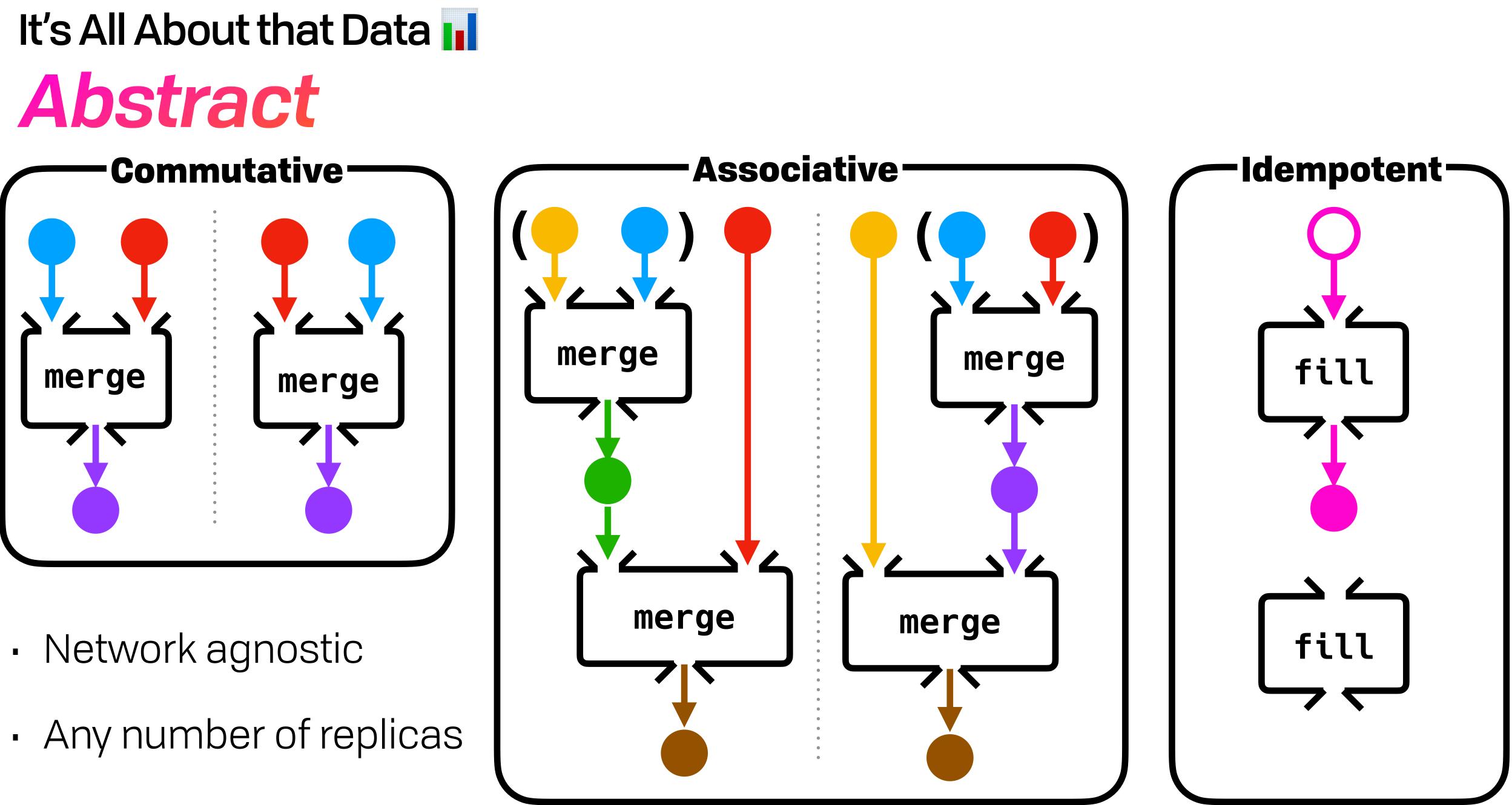


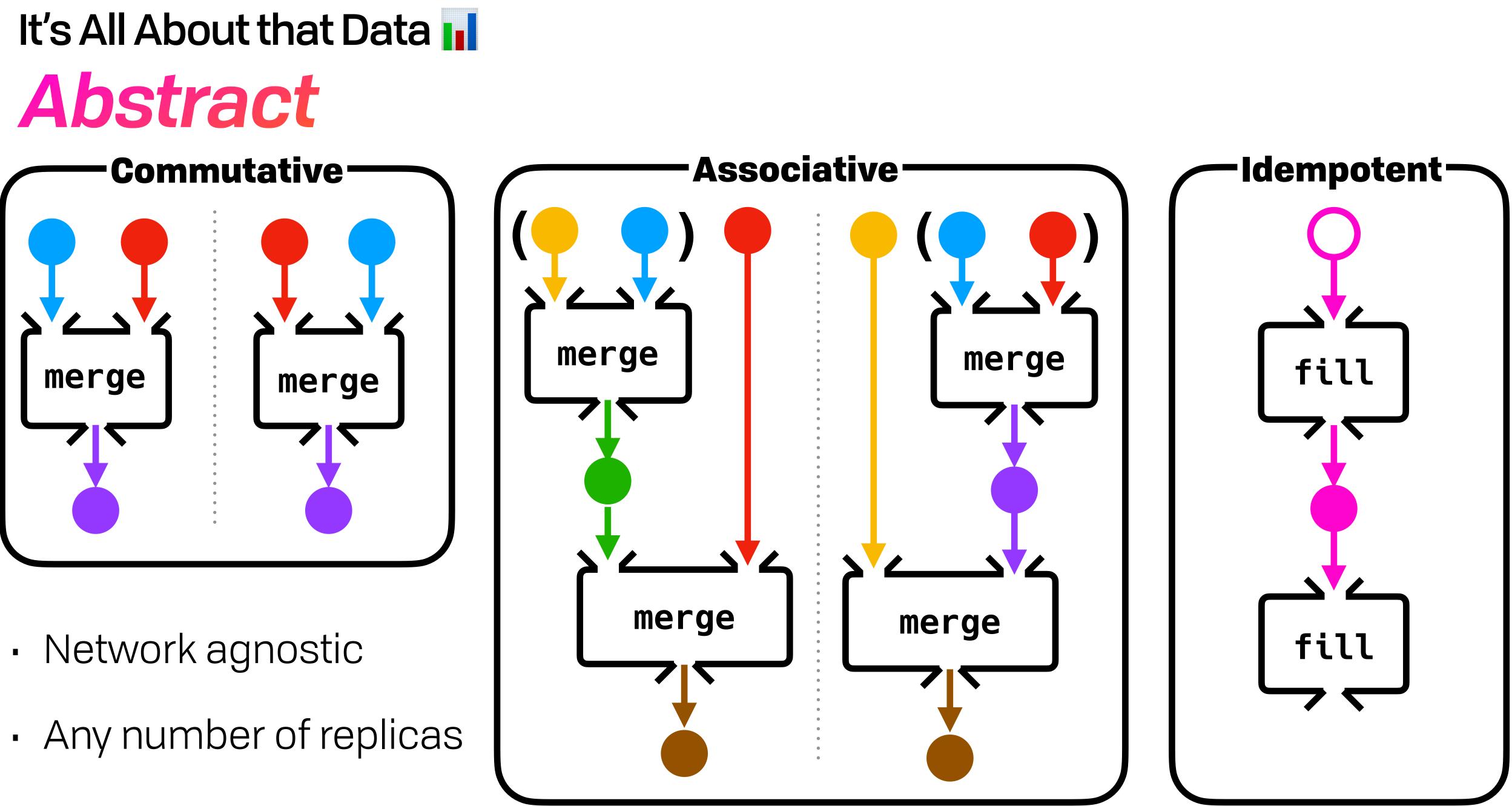


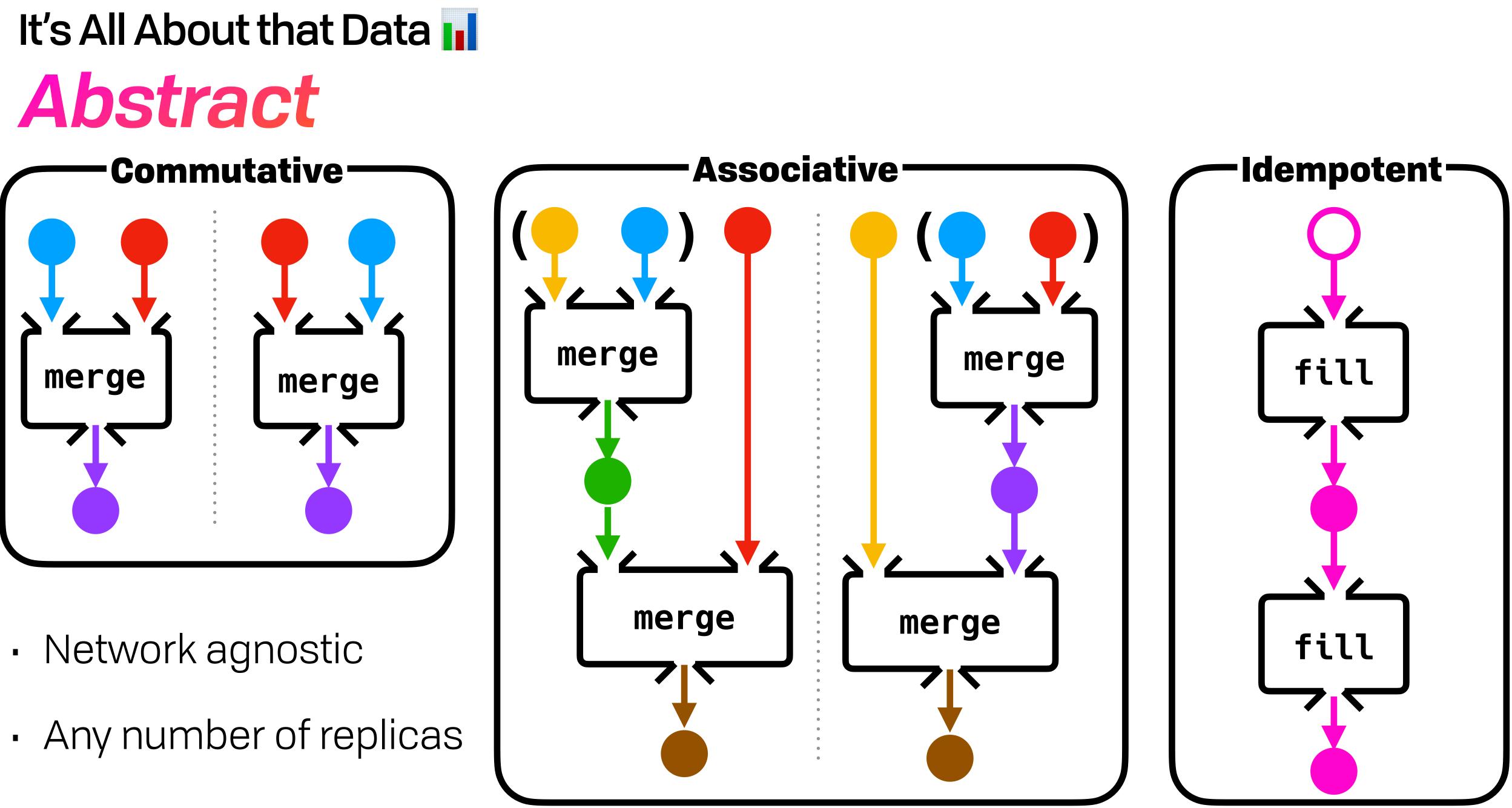


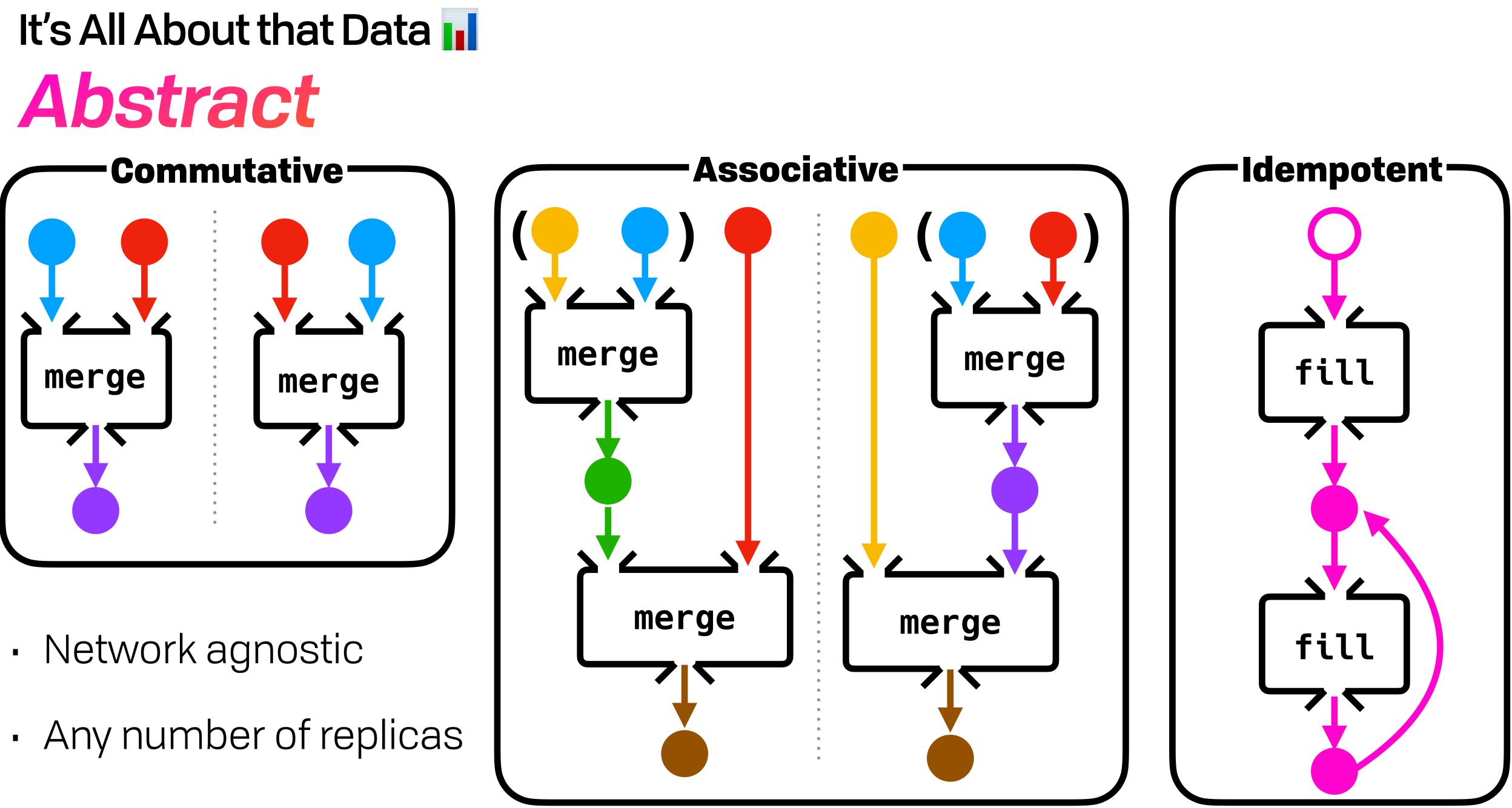




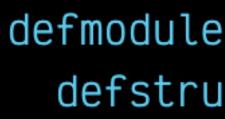








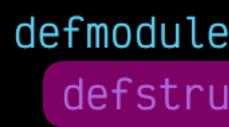
## It's All About that Data



#### defmodule PNCounter do defstruct [adds: MapSet.new(), removes: MapSet.new()]



# It's All About that Data



#### defstruct [adds: MapSet.new(), removes: MapSet.new()]



# It's All About that Data

defmodule PNCounter do
 defstruct [adds: MapSet.new(), removes: MapSet.new()]

def nonce() do
 big = Integer.pow(2, 256)
 Enum.random(0..big)
end



defmodule PNCounter do defstruct [adds: MapSet.new(), removes: MapSet.new()]

end

adds end

```
def nonce() do
  big = Integer.pow(2, 256)
 Enum.random(0..big)
```

```
> MapSet.difference(removes)
> MapSet.size()
```



defmodule PNCounter do defstruct [adds: MapSet.new(), removes: MapSet.new()]

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```
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  big = Integer.pow(2, 256)
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```
> MapSet.difference(removes)
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```



defmodule PNCounter do defstruct [adds: MapSet.new(), removes: MapSet.new()]

end

adds end

def insert(counter = %PNCounter{adds: adds}, nonce) do %{counter | adds: MapSet.put(adds, nonce)} end

```
def nonce() do
  big = Integer.pow(2, 256)
 Enum.random(0..big)
```

```
> MapSet.difference(removes)
> MapSet.size()
```



defmodule PNCounter do defstruct [adds: MapSet.new(), removes: MapSet.new()]

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```
def nonce() do
  big = Integer.pow(2, 256)
 Enum.random(0..big)
```

```
> MapSet.difference(removes)
> MapSet.size()
```



end

adds end

def insert(counter = %PNCounter{adds: adds}, nonce) do %{counter adds: MapSet.put(adds, nonce)} end

end end

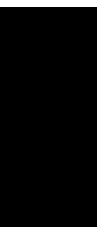
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defstruct [adds: MapSet.new(), removes: MapSet.new()]

```
def nonce() do
  big = Integer.pow(2, 256)
  Enum.random(0..big)
```

def count(%PNCounter{adds: adds, removes: removes}) do

```
> MapSet.difference(removes)
> MapSet.size()
```



end

adds end

def insert(counter = %PNCounter{adds: adds}, nonce) do %{counter adds: MapSet.put(adds, nonce)} end

end end

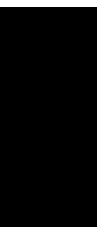
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  big = Integer.pow(2, 256)
  Enum.random(0..big)
```

def count(%PNCounter{adds: adds, removes: removes}) do

```
> MapSet.difference(removes)
> MapSet.size()
```



#### %PNCounter{}

- > PNCounter.insert(42)
- > PNCounter.insert(123)
- > PNCounter.insert(999\_999) # => 3
- > PNCounter.remove(999\_999) # => 2
- > PNCounter.count()

end

# => 0

# => 1

# => 2

adds end

def insert(counter = %PNCounter{adds: adds}, nonce) do %{counter adds: MapSet.put(adds, nonce)} end

end end

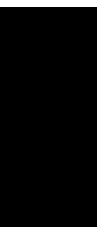
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```
def nonce() do
  big = Integer.pow(2, 256)
  Enum.random(0..big)
```

def count(%PNCounter{adds: adds, removes: removes}) do

```
> MapSet.difference(removes)
> MapSet.size()
```



| <pre>%PNCounter{}    &gt; PNCounter.insert(42)    &gt; PNCounter.insert(123)    &gt; PNCounter.insert(999_999)    &gt; PNCounter.remove(999_999)    &gt; PNCounter.count() # =&gt; 2</pre> |        |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| %PNCounter{}                                                                                                                                                                               | # => 0 |
| <pre>&gt; PNCounter.insert(123)</pre>                                                                                                                                                      | # => 1 |
| <pre>&gt; PNCounter.insert(123)</pre>                                                                                                                                                      | # => 1 |
| <pre>&gt; PNCounter.insert(123)</pre>                                                                                                                                                      | # => 1 |
| <pre>&gt; PNCounter.remove(999_999)</pre>                                                                                                                                                  | # => 1 |
| <pre>&gt; PNCounter.insert(42)</pre>                                                                                                                                                       | # => 2 |
|                                                                                                                                                                                            |        |
| <pre>&gt; PNCounter.insert(999_999)</pre>                                                                                                                                                  | # => 2 |

> PNCounter.count()

# => 2

end

adds end

def insert(counter = %PNCounter{adds: adds}, nonce) do %{counter adds: MapSet.put(adds, nonce)} end

end end

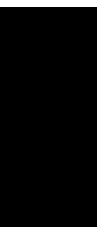
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defstruct [adds: MapSet.new(), removes: MapSet.new()]

```
def nonce() do
  big = Integer.pow(2, 256)
  Enum.random(0..big)
```

def count(%PNCounter{adds: adds, removes: removes}) do

```
> MapSet.difference(removes)
> MapSet.size()
```



| <pre>%PNCounter{}      &gt; PNCounter.insert(42)      &gt; PNCounter.insert(123)      &gt; PNCounter.insert(999_999)      &gt; PNCounter.remove(999_999)      &gt; PNCounter.count() # =&gt; 2</pre> | # => 0<br># => 1<br># => 2<br># => 3<br># => 2 |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------|
|                                                                                                                                                                                                      |                                                |
| %PNCounter{}                                                                                                                                                                                         | # => 0                                         |
| <pre>%PNCounter{}</pre>                                                                                                                                                                              | # => 0<br># => 1                               |
|                                                                                                                                                                                                      |                                                |
| <pre>&gt; PNCounter.insert(123)</pre>                                                                                                                                                                | # => 1                                         |
| <pre>&gt; PNCounter.insert(123) &gt; PNCounter.insert(123)</pre>                                                                                                                                     | # => 1<br># => 1<br># => 1                     |
| <pre> &gt; PNCounter.insert(123)  &gt; PNCounter.insert(123)  &gt; PNCounter.insert(123)</pre>                                                                                                       | # => 1<br># => 1<br># => 1                     |

- > PNCounter.insert(42)
- > PNCounter.count()

# => 2

end

adds end

def insert(counter = %PNCounter{adds: adds}, nonce) do %{counter adds: MapSet.put(adds, nonce)} end

end end

# => 2

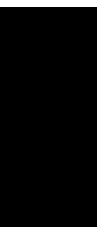
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```
> MapSet.difference(removes)
> MapSet.size()
```



| <pre>%PNCounter{}     &gt; PNCounter.insert(42)     &gt; PNCounter.insert(123)     &gt; PNCounter.insert(999_999)     &gt; PNCounter.remove(999_999)     &gt; PNCounter.count() # =&gt; 2</pre> |                                                |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------|
| %PNCounter{}                                                                                                                                                                                    | # => 0                                         |
| <pre>&gt; PNCounter.insert(123)</pre>                                                                                                                                                           | # => 1                                         |
|                                                                                                                                                                                                 |                                                |
| <pre>&gt; PNCounter.insert(123)</pre>                                                                                                                                                           | # => 1                                         |
| <pre>&gt; PNCounter.insert(123) &gt; PNCounter.insert(123)</pre>                                                                                                                                |                                                |
|                                                                                                                                                                                                 | # => 1<br># => 1                               |
| <pre>&gt; PNCounter.insert(123)</pre>                                                                                                                                                           | # => 1<br># => 1                               |
| <pre>&gt; PNCounter.insert(123) &gt; PNCounter.remove(999_999)</pre>                                                                                                                            | # => 1<br># => 1<br># => 1<br># => 1<br># => 2 |

- > PNCounter.insert(42)
- > PNCounter.count()

=> 2

#

end

adds end

def insert(counter = %PNCounter{adds: adds}, nonce) do %{counter adds: MapSet.put(adds, nonce)} end

end end

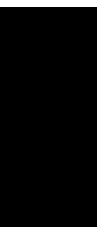
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defstruct [adds: MapSet.new(), removes: MapSet.new()]

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def count(%PNCounter{adds: adds, removes: removes}) do

```
> MapSet.difference(removes)
> MapSet.size()
```



# It's All About that Data II Syncing Tables Seems Inefficient

# It's All About that Data II Syncing Tables Seems Inefficient

| user_id | username | company | <pre>start_date</pre> | inserted_a |
|---------|----------|---------|-----------------------|------------|
| 1       | expede   | Fission | AUG-2019              | FEB-2020   |
| 2       | bmann    |         |                       | OCT-2020   |



# It's All About that Data II Syncing Tables Seems Inefficient

| user_id | username | company | <pre>start_date</pre> | inserted_a |
|---------|----------|---------|-----------------------|------------|
| 1       | expede   | Fission | AUG-2019              | FEB-2020   |
| 2       | bmann    |         |                       | OCT-2020   |

| kb_id | owner_id | mode     | switches | inserted_a |
|-------|----------|----------|----------|------------|
| 42    | 1        | Wireless | Blue     | JAN-2020   |

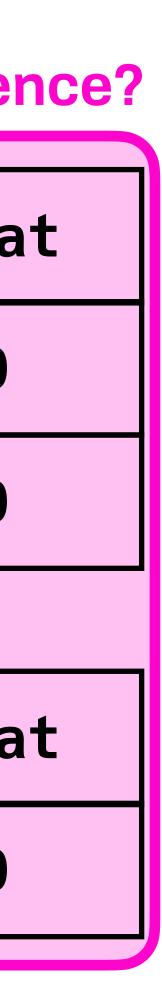




#### It's All About that Data Syncing Tables Seems Inefficient Who's clock? Meaningful or coincidence?

| user_id | username | company  | <pre>start_date</pre> | inserted_a |
|---------|----------|----------|-----------------------|------------|
| 1       | expede   | Fission  | AUG-2019              | FEB-2020   |
| 2       | bmann    |          |                       | OCT-2020   |
|         |          |          |                       |            |
| kb_id   | owner_id | mode     | switches              | inserted_a |
| 42      | 1        | Wireless | Blue                  | JAN-2020   |
|         |          |          |                       |            |

| user_id | username | company  | <pre>start_date</pre> | inserted_a |
|---------|----------|----------|-----------------------|------------|
| 1       | expede   | Fission  | AUG-2019              | FEB-2020   |
| 2       | bmann    |          |                       | OCT-2020   |
|         |          |          |                       |            |
| kb_id   | owner_id | mode     | switches              | inserted_a |
| 42      | 1        | Wireless | Blue                  | JAN-2020   |
|         |          |          |                       |            |

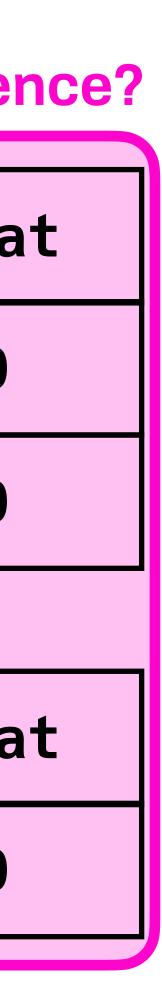


#### It's All About that Data Syncing Tables Seems Inefficient Who's clock? **?** Meaningful or coincidence?



| inserted_a | <pre>start_date</pre> | company  | username | user_id |  |
|------------|-----------------------|----------|----------|---------|--|
| FEB-2020   | AUG-2019              | Fission  | expede   | 1       |  |
| OCT-2020   |                       |          | bmann    | 2       |  |
|            |                       |          |          |         |  |
| inserted_a | switches              | mode     | owner_id | kb_id   |  |
| JAN-2020   | Blue                  | Wireless | 1        | 42      |  |
|            |                       |          |          |         |  |

| user_id | username | company  | <pre>start_date</pre> | inserted_a |
|---------|----------|----------|-----------------------|------------|
| 1       | expede   | Fission  | AUG-2019              | FEB-2020   |
| 2       | bmann    |          |                       | OCT-2020   |
|         |          |          |                       |            |
| kb_id   | owner_id | mode     | switches              | inserted_a |
| 42      | 1        | Wireless | Blue                  | JAN-2020   |
|         |          |          |                       |            |

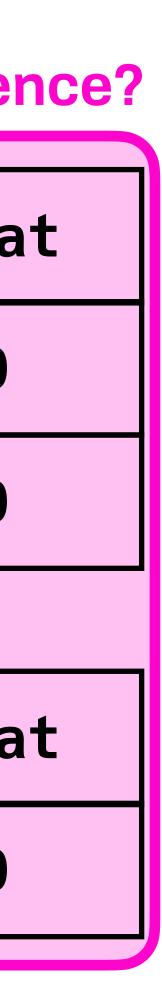


#### It's All About that Data Syncing Tables Seems Inefficient Who's clock? Meaningful or coincidence?



| user_id | username | company  | <pre>start_date</pre> | inserted_a |
|---------|----------|----------|-----------------------|------------|
| 1       | expede   | Fission  | AUG-2019              | FEB-2020   |
| 2       | bmann    |          |                       | OCT-2020   |
|         |          |          |                       |            |
| kb_id   | owner_id | mode     | switches              | inserted_a |
| 42      | 1        | Wireless | Blue                  | JAN-2020   |
|         |          |          |                       |            |

| user_id | username | company  | <pre>start_date</pre> | inserted_a |
|---------|----------|----------|-----------------------|------------|
| 1       | expede   | Fission  | AUG-2019              | FEB-2020   |
| 2       | bmann    |          |                       | OCT-2020   |
|         |          |          |                       |            |
| kb_id   | owner_id | mode     | switches              | inserted_a |
| 42      | 1        | Wireless | Blue                  | JAN-2020   |
|         |          |          |                       |            |

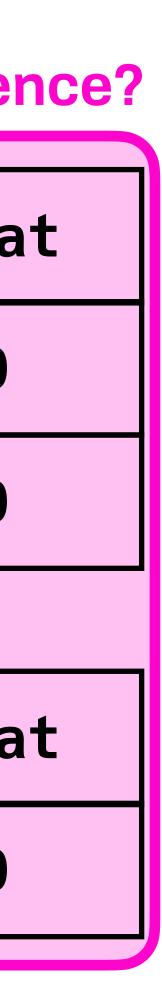


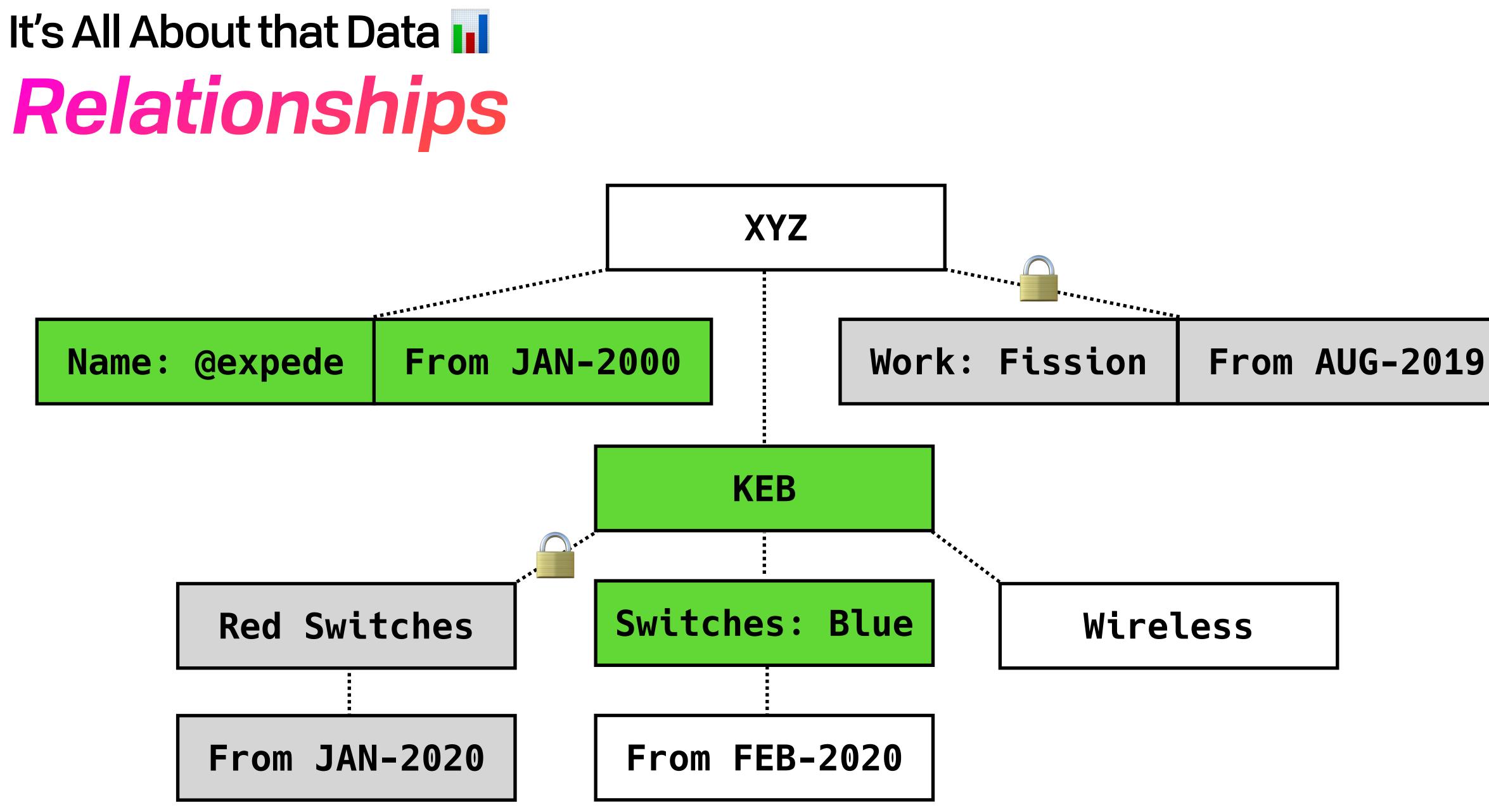
#### It's All About that Data Syncing Tables Seems Inefficient Who's clock? Meaningful or coincidence?



| user_id | username | company  | <pre>start_date</pre> | inserted_a |
|---------|----------|----------|-----------------------|------------|
| 1       | expede   | Fission  | AUG-2019              | FEB-2020   |
| 2       | bmann    |          |                       | OCT-2020   |
|         |          |          |                       |            |
| kb_id   | owner_id | mode     | switches              | inserted_a |
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|         |          |          |                       |            |

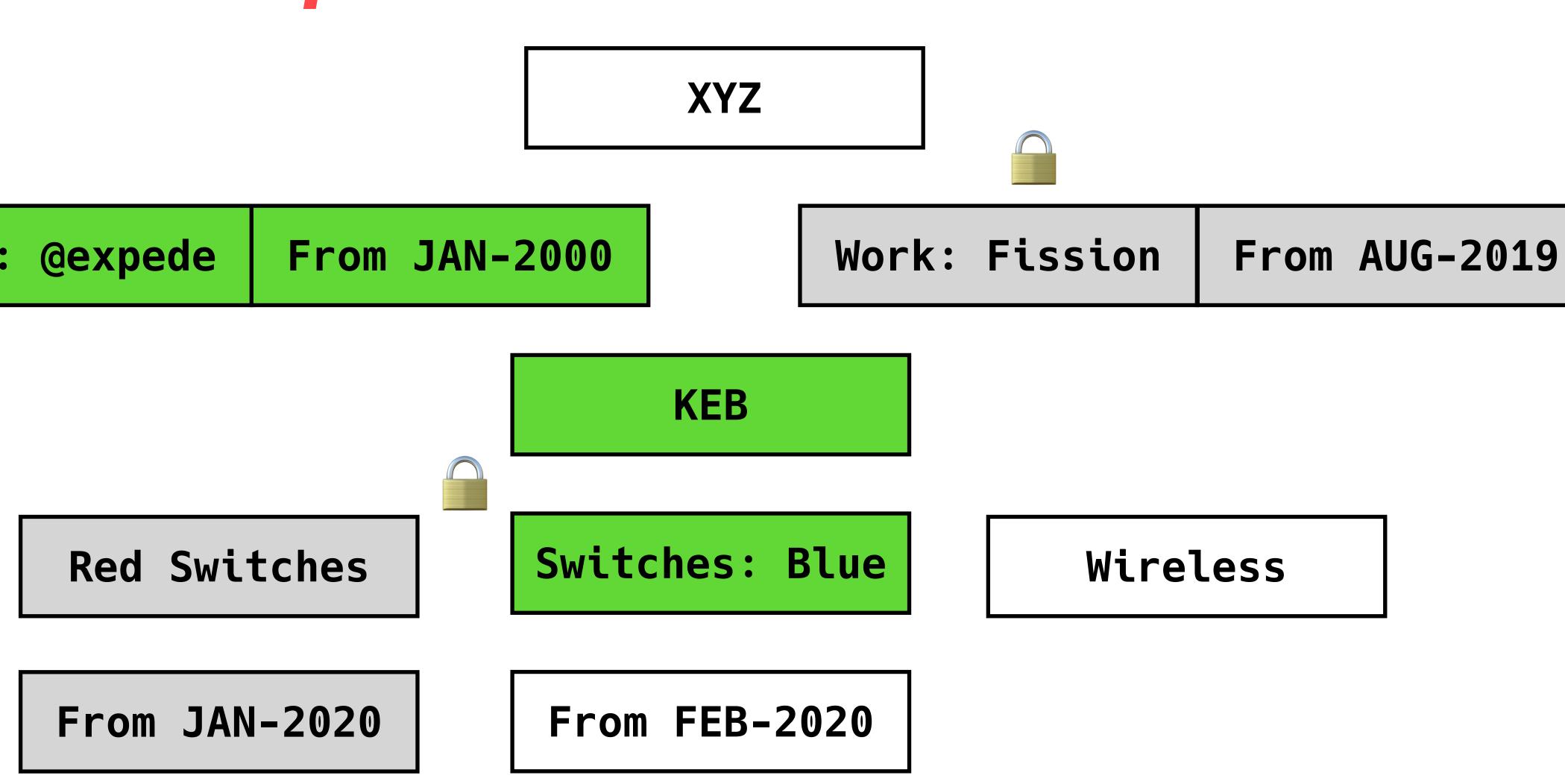
| user_id | username | company  | <pre>start_date</pre> | inserted_a |
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| 1       | expede   | Fission  | AUG-2019              | FEB-2020   |
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|         |          |          |                       |            |
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|         |          |          |                       |            |



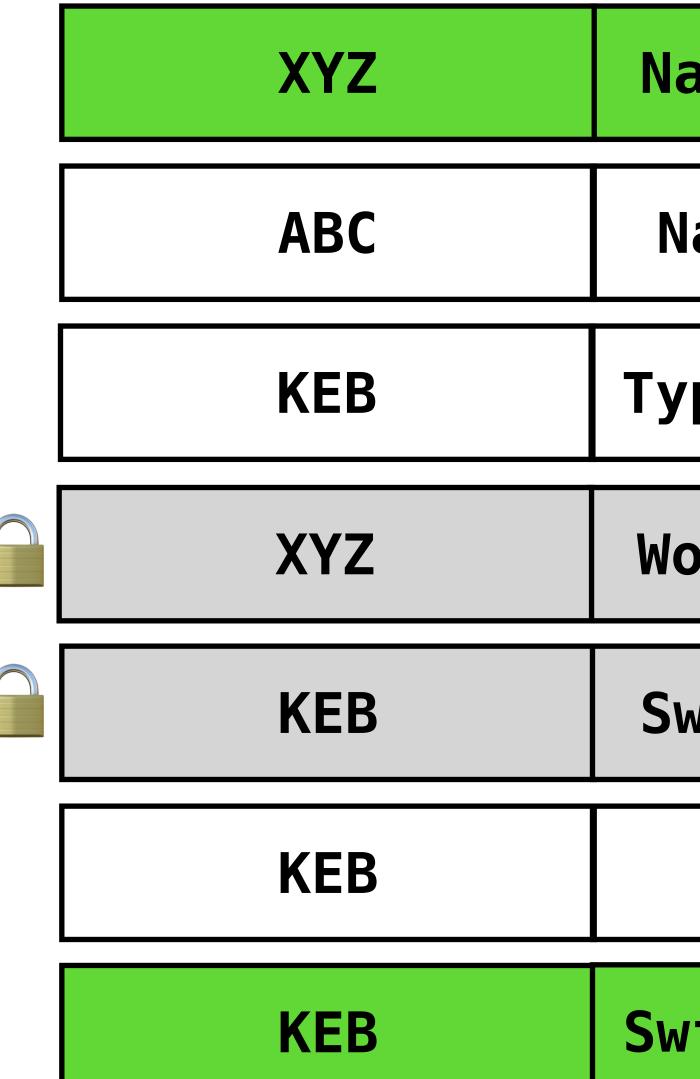


## It's All About that Data Relationships

Name: @expede



# It's All About that Data



| nlinear DBs      |               |  |  |
|------------------|---------------|--|--|
| ame: @expede     | From JAN-2000 |  |  |
| ame: @bmann      | From DEC-1999 |  |  |
| pe: Wireless     | Always        |  |  |
| ork: Fission     | From AUG-2019 |  |  |
| witches: Red     | From JAN-2020 |  |  |
| <b>Owner:XYZ</b> | From JAN-2020 |  |  |
| itches: Blue     | From FEB-2020 |  |  |

#### It's All About that Data A Sequel to SQL: Non XYZ Na ABC Ν **KEB** Ty Wo XYZ **KEB** Sw **KEB KEB** Sw

| nlinear DBs      |               |  |  |
|------------------|---------------|--|--|
| ame: @expede     | From JAN-2000 |  |  |
| ame: @bmann      | From DEC-1999 |  |  |
| pe: Wireless     | Always        |  |  |
| ork: Fission     | From AUG-2019 |  |  |
| witches: Red     | From JAN-2020 |  |  |
| <b>Owner:XYZ</b> | From JAN-2020 |  |  |
| itches: Blue     | From FEB-2020 |  |  |

#### It's All About that Data A Sequel to SQL: Non XYZ Na ABC Ν **KEB** Ту Wo XYZ **KEB** Sw **KEB KEB** Sw

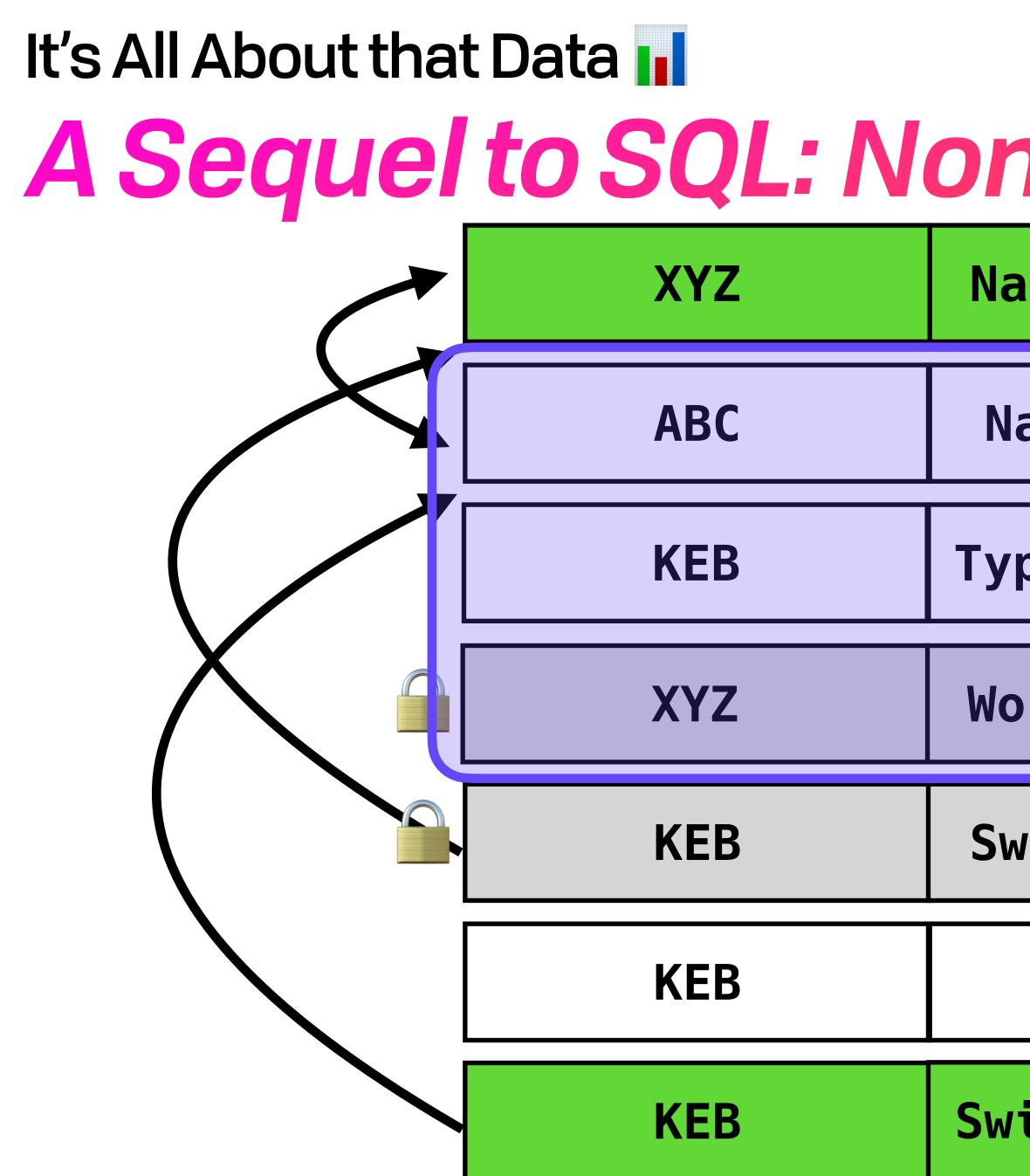
| nlinear DBs      |               |  |  |
|------------------|---------------|--|--|
| ame: @expede     | From JAN-2000 |  |  |
| ame: @bmann      | From DEC-1999 |  |  |
| pe: Wireless     | Always        |  |  |
| ork: Fission     | From AUG-2019 |  |  |
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| nlinear DBs      |               |  |  |
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| ame: @expede     | From JAN-2000 |  |  |
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| ork: Fission     | From AUG-2019 |  |  |
| witches: Red     | From JAN-2020 |  |  |
| <b>Owner:XYZ</b> | From JAN-2020 |  |  |
| itches: Blue     | From FEB-2020 |  |  |

#### It's All About that Data A Sequel to SQL: Nor XYZ Na ABC Ν **KEB** Ту XYZ Wc **KEB** Sv **KEB KEB** Sw

| nlinear DBs      |               |  |  |
|------------------|---------------|--|--|
| ame: @expede     | From JAN-2000 |  |  |
| lame: @bmann     | From DEC-1999 |  |  |
| pe: Wireless     | Always        |  |  |
| ork: Fission     | From AUG-2019 |  |  |
| witches: Red     | From JAN-2020 |  |  |
| <b>Owner:XYZ</b> | From JAN-2020 |  |  |
| vitches: Blue    | From FEB-2020 |  |  |



| nlinear DBs      |               |  |  |
|------------------|---------------|--|--|
| ame: @expede     | From JAN-2000 |  |  |
| lame: @bmann     | From DEC-1999 |  |  |
| pe: Wireless     | Always        |  |  |
| ork: Fission     | From AUG-2019 |  |  |
| witches: Red     | From JAN-2020 |  |  |
| <b>Owner:XYZ</b> | From JAN-2020 |  |  |
| vitches: Blue    | From FEB-2020 |  |  |

#### It's All About that Data A Sequel to SQL: Non XYZ Na ABC Ν **KEB** Ty XYZ Wo **KEB** Sh **KEB KEB S**W

| nlinear DBs      |               |  |  |
|------------------|---------------|--|--|
| ame: @expede     | From JAN-2000 |  |  |
| ame: @bmann      | From DEC-1999 |  |  |
| pe: Wireless     | Always        |  |  |
| ork: Fission     | From AUG-2019 |  |  |
| witches: Red     | From JAN-2020 |  |  |
| <b>Owner:XYZ</b> | From JAN-2020 |  |  |
| itches: Blue     | From FEB-2020 |  |  |

#### It's All About that Data A Sequel to SQL: Non XYZ Na ABC Ν **KEB** Ту XYZ Wo **KEB** Sv **KEB KEB** Sw

| nlinear DBs  |               |  |  |  |
|--------------|---------------|--|--|--|
| ame: @expede | From JAN-2000 |  |  |  |
| lame: @bmann | From DEC-1999 |  |  |  |
| pe: Wireless | Always        |  |  |  |
| ork: Fission | From AUG-2019 |  |  |  |
| witches: Red | From JAN-2020 |  |  |  |
| Owner:XYZ    | From JAN-2020 |  |  |  |
| itches: Blue | From FEB-2020 |  |  |  |

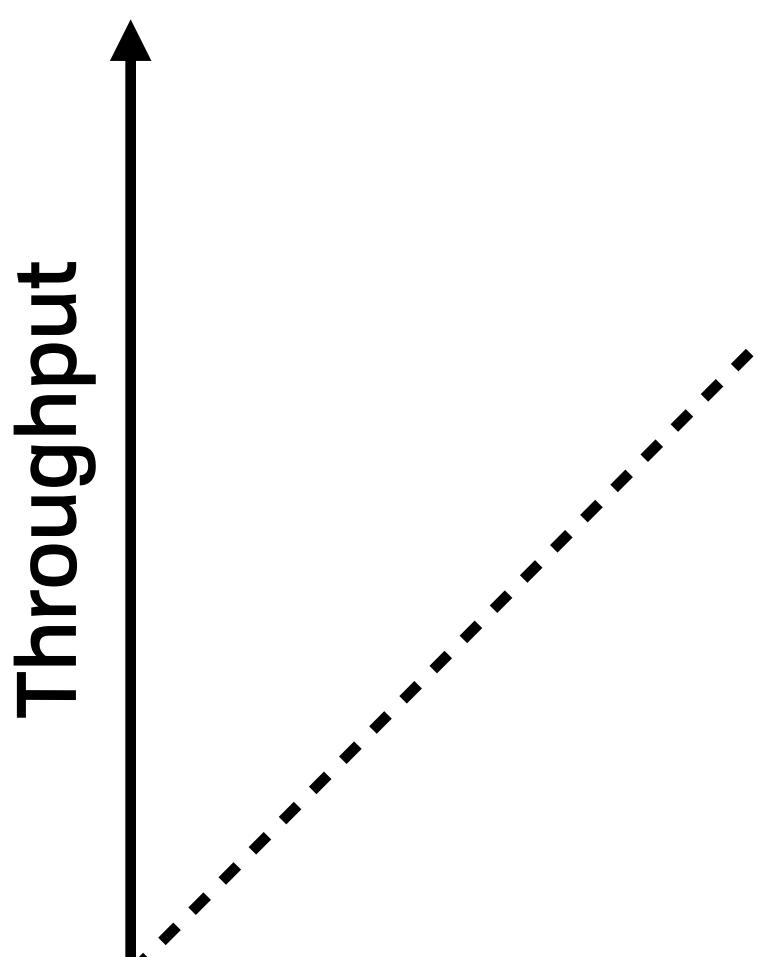
# Collaboration & Memoization & Effects at Scale (oh my!) Universal Compute

# Universal Compute 💥 **"With a Little Scale From My Friends"**

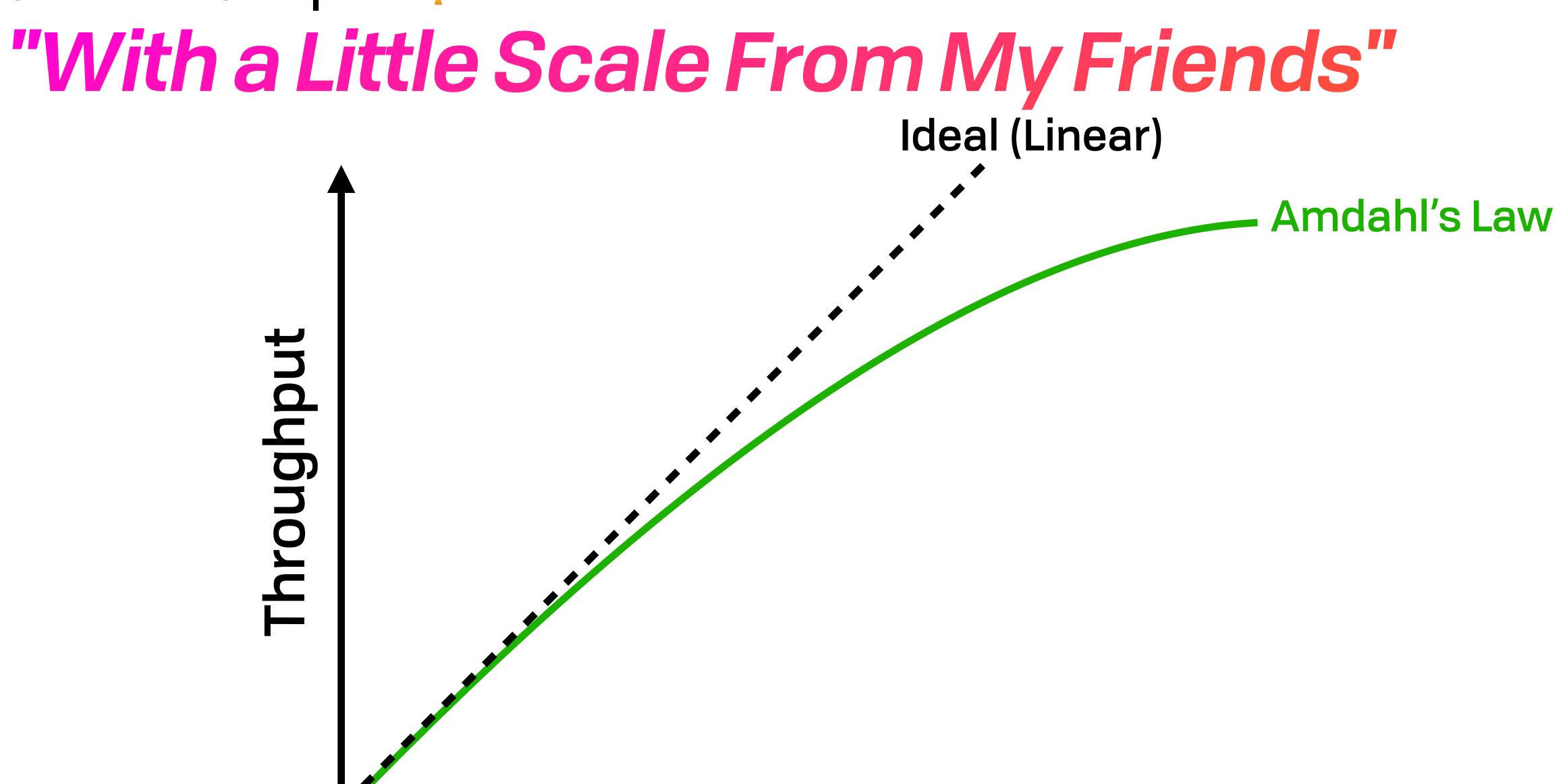
## Universal Compute 💥 "With a Little Scale From My Friends"

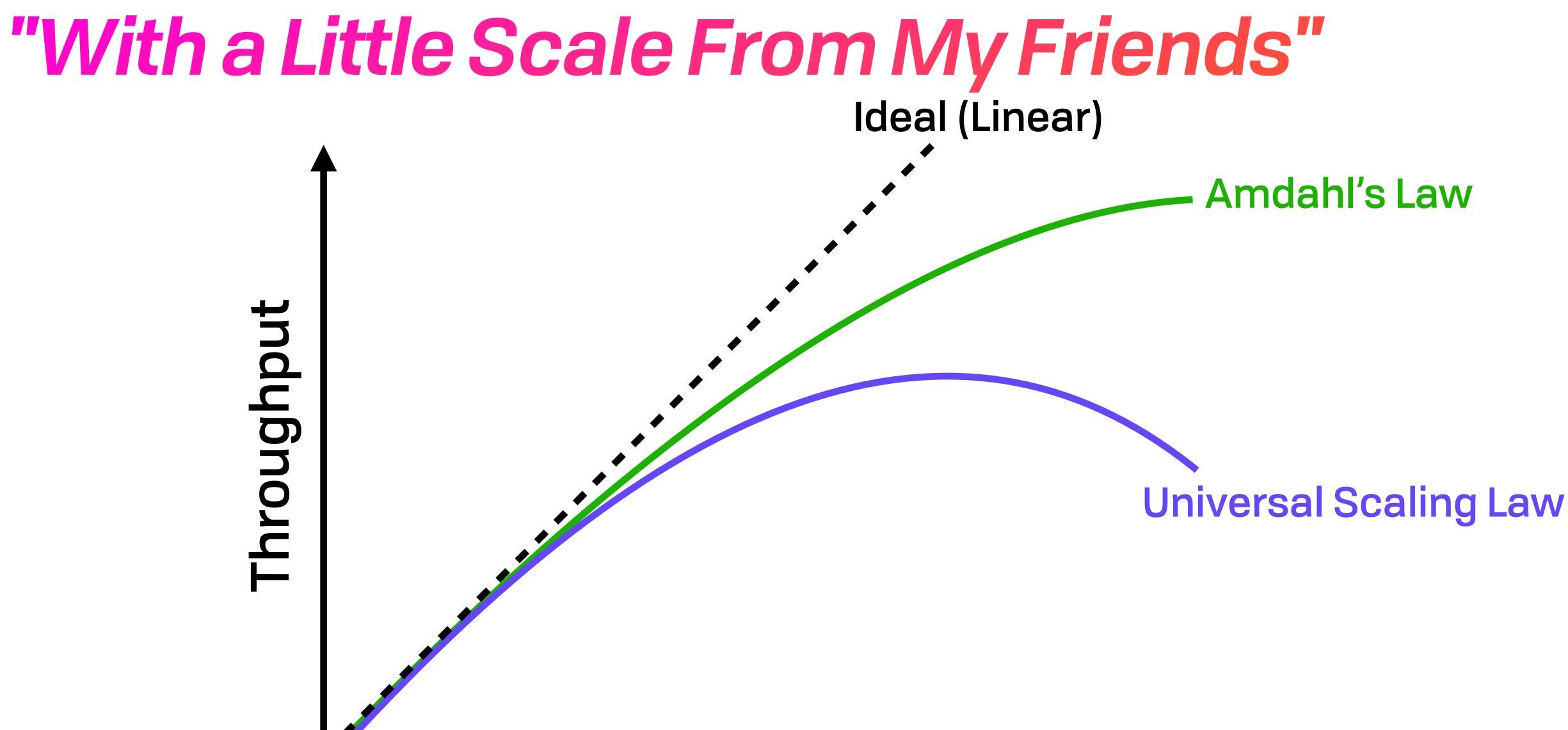
# Throughput

## Universal Compute 💥 "With a Little Scale From My Friends"



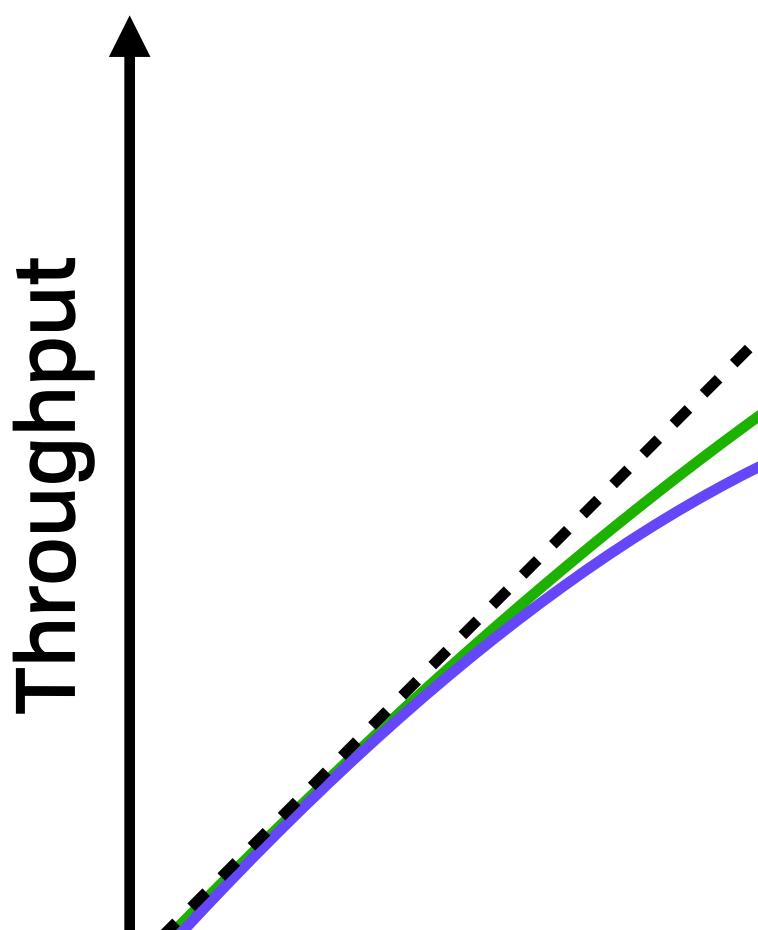








## Universal Compute 💥 "With a Little Scale From My Friends" Ideal (Linear) Amdahl's Law



## Parallelization

Incoherence, **Data Contention** 

#### **Universal Scaling Law**



## Universal Compute 💥 "With a Little Scale From My Friends" Ideal (Linear) **Global Adaptive** Amdahl's Law Memoization

# Throughput

## Parallelization

Incoherence, **Data Contention** 

## **Universal Scaling Law**





## Universal Compute 💥 The Compute Commons \*\*

Side Effect Stream

**Pure Effect Stream** 

**Pure Function Stream** 



## 

#### 

## 

#### Base Event Stream ———





## 

## 

## 





## Side Effect Stream - - - - -

#### Pure Effect Stream - - - - -

Pure Function Stream - - - - -



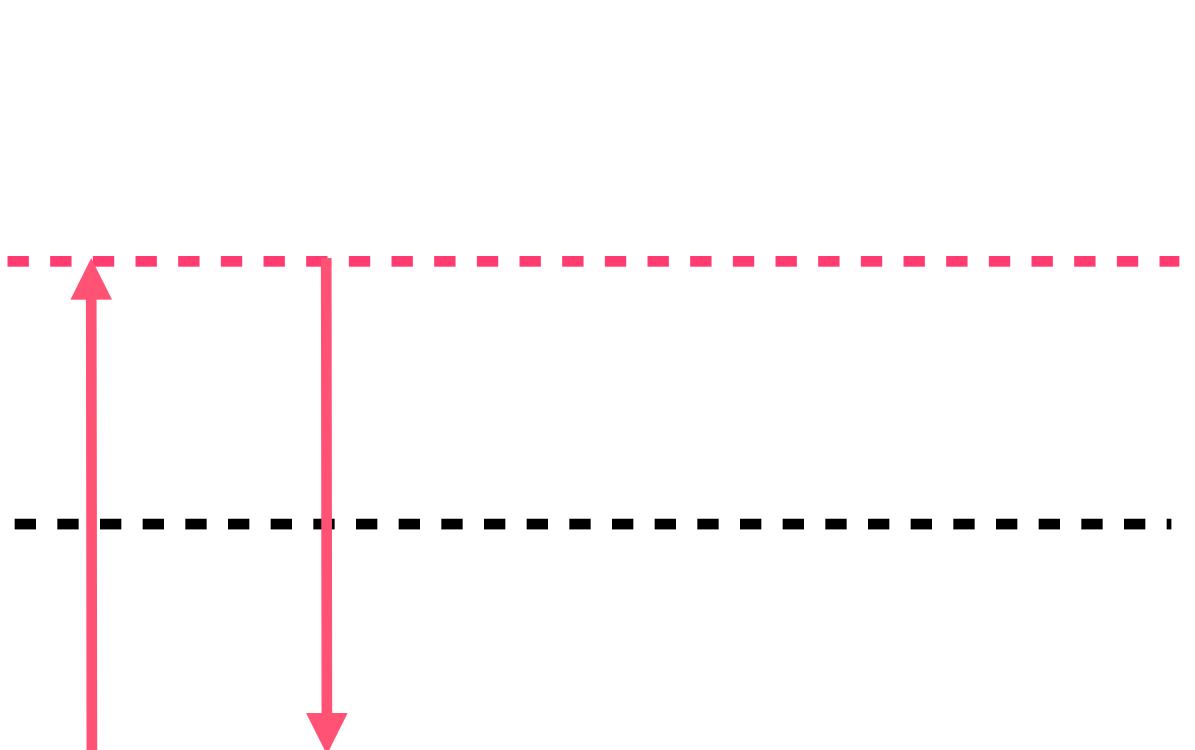


## Side Effect Stream

#### **Pure Effect Stream -**

**Pure Function Stream** -



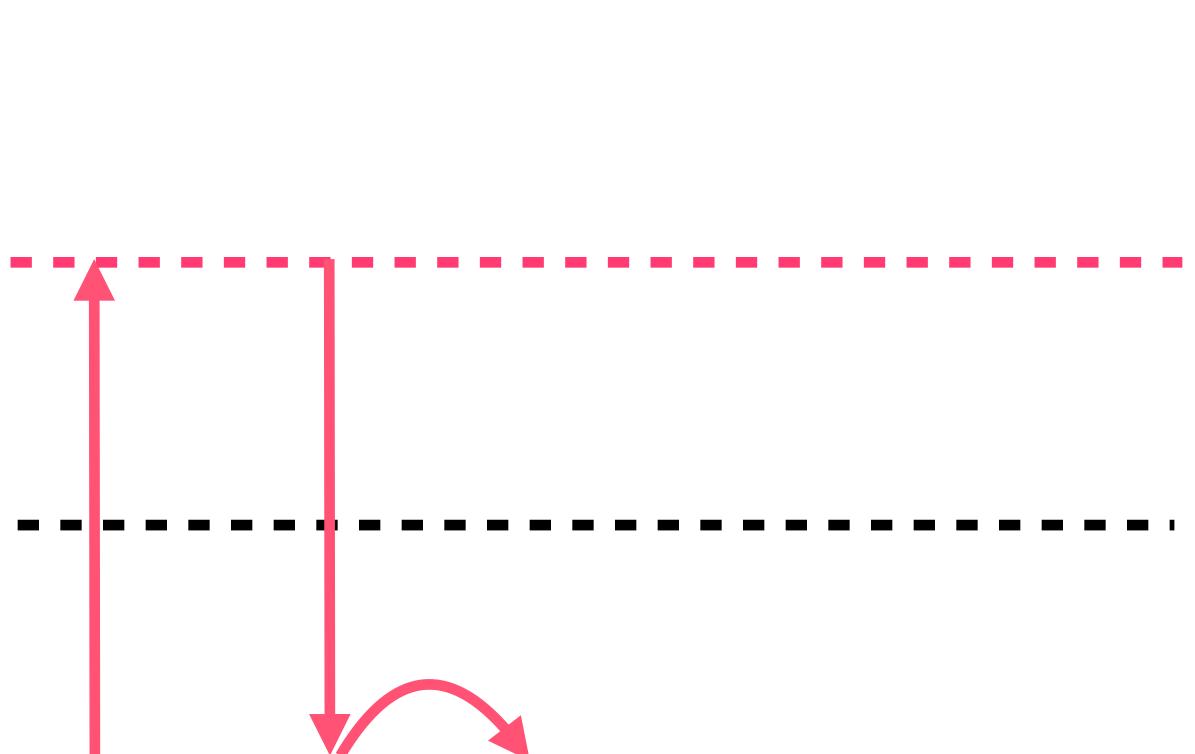


## Side Effect Stream

#### **Pure Effect Stream -**

**Pure Function Stream** -



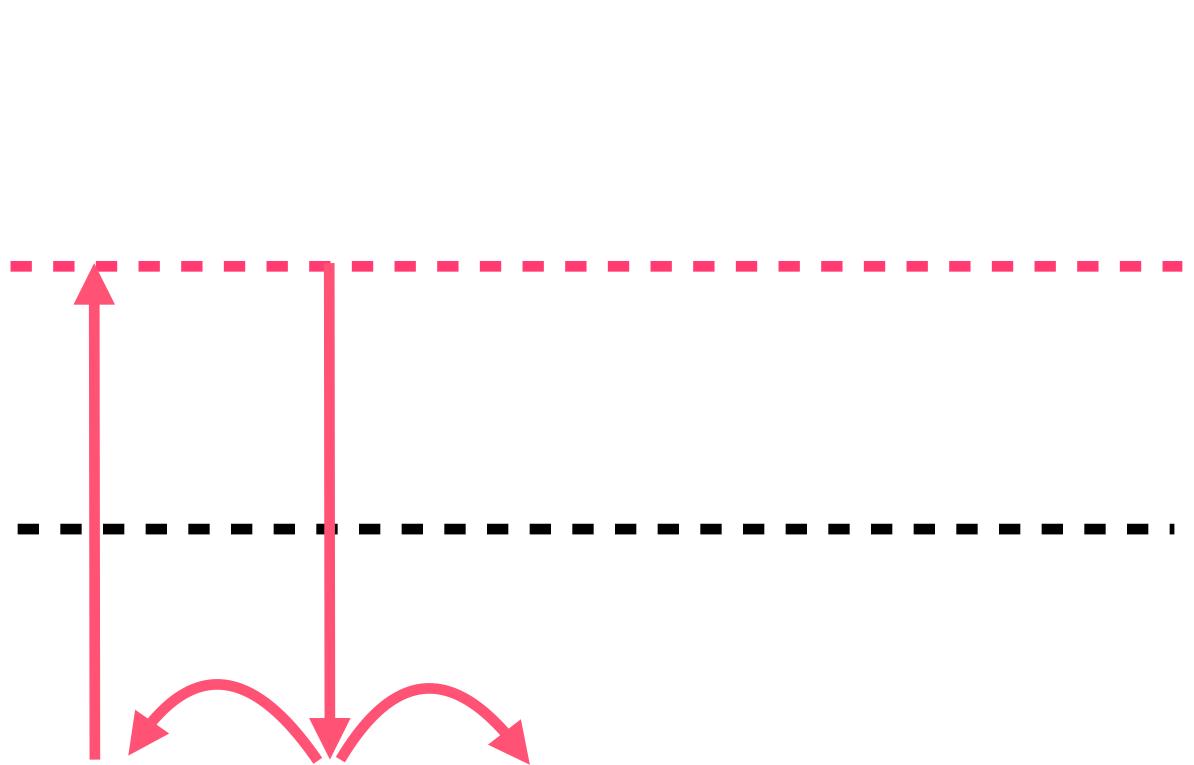


## Side Effect Stream

#### **Pure Effect Stream -**

**Pure Function Stream** -



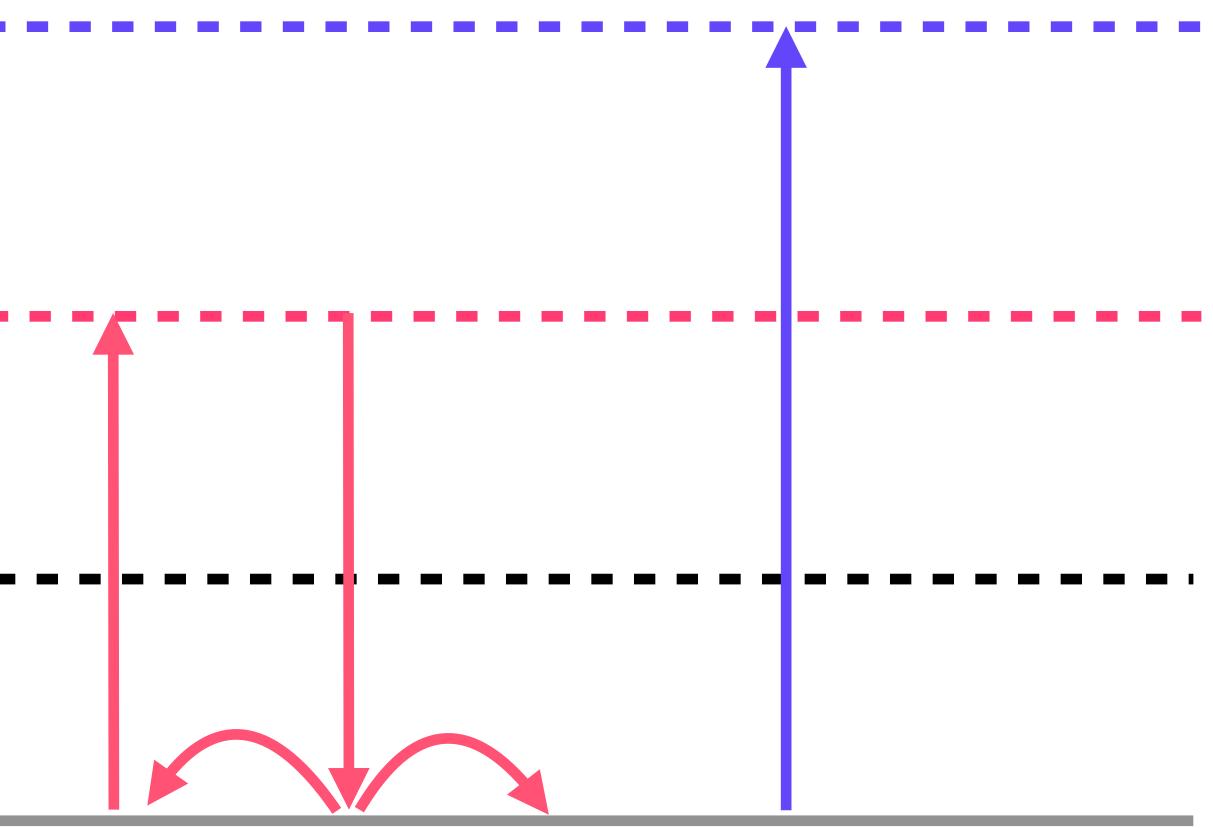


## Side Effect Stream

#### Pure Effect Stream -

**Pure Function Stream** 



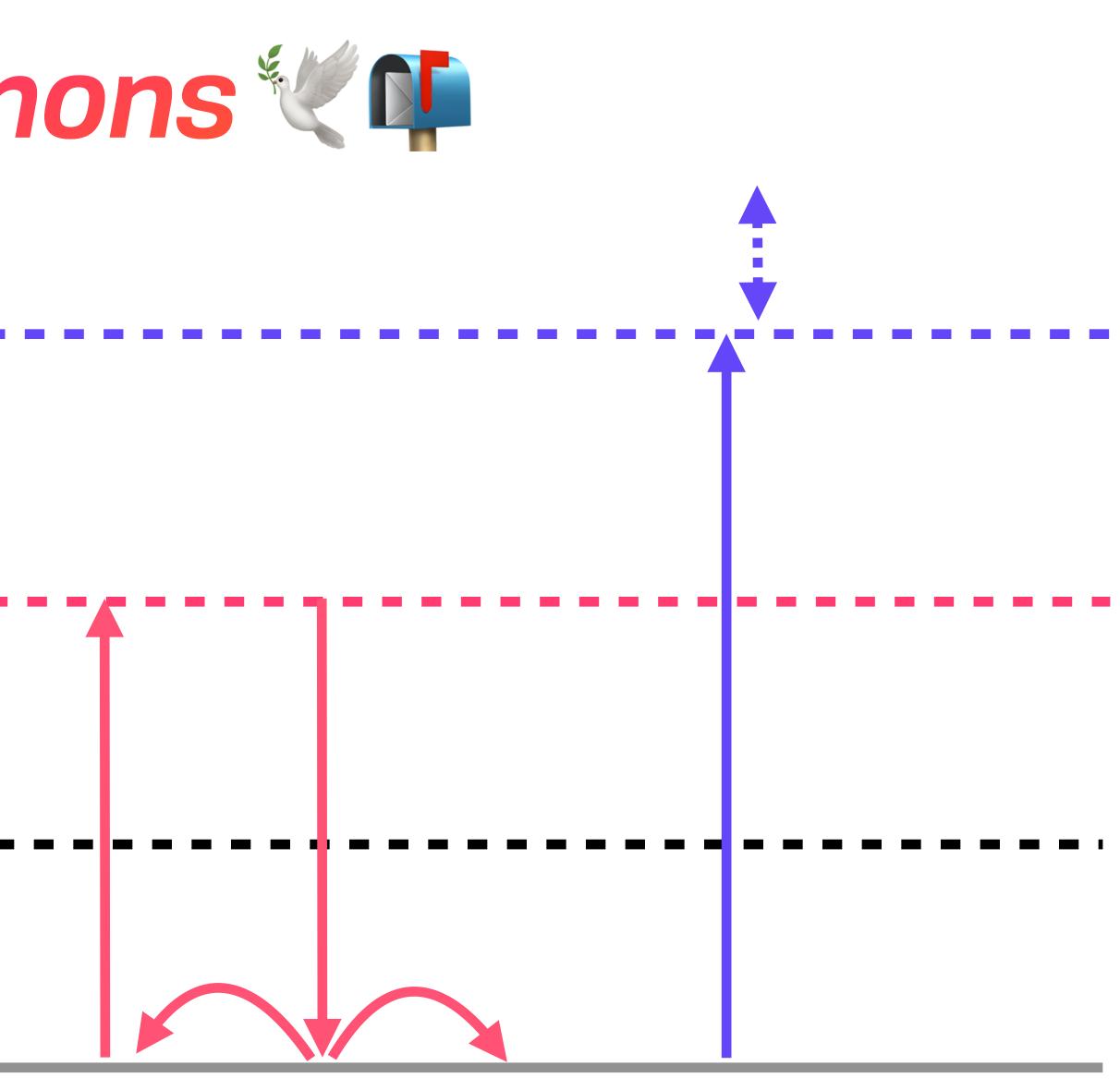


## 

#### 

**Pure Function Stream** -

Base Event Stream -

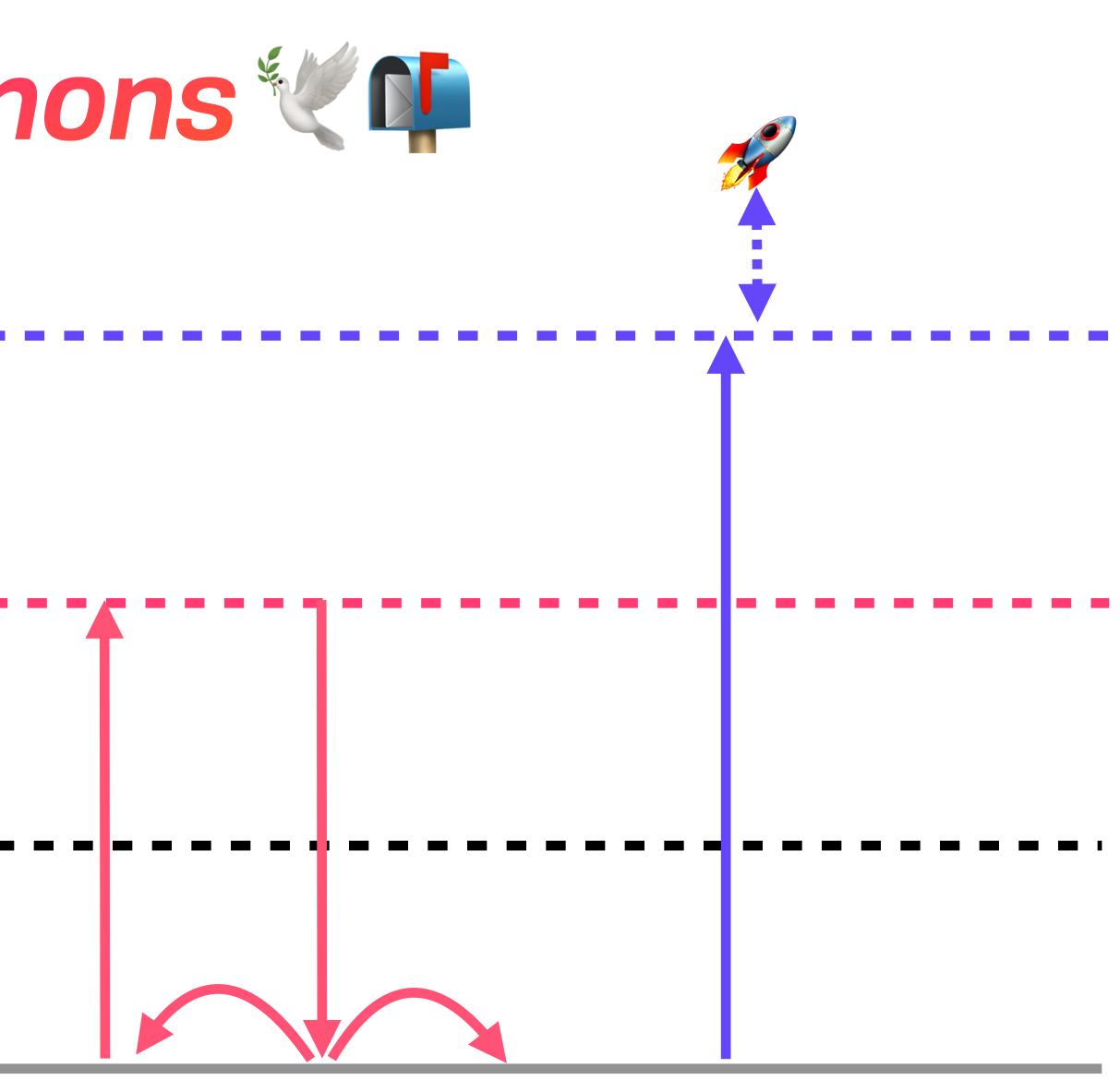


\_\_\_\_

## Side Effect Stream ------

#### 

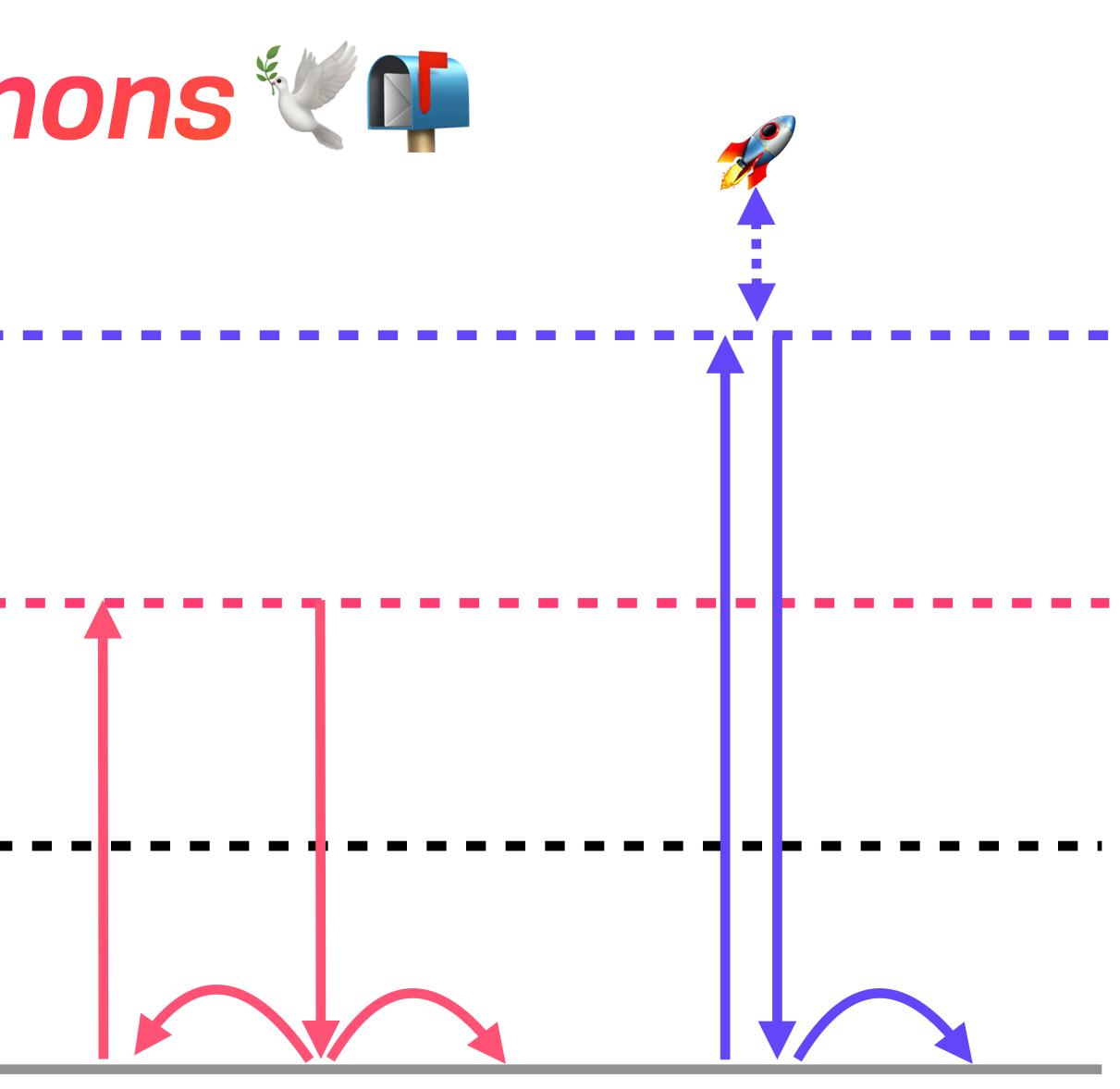
**Pure Function Stream** -



## Side Effect Stream ------

#### 

**Pure Function Stream** -





defmodule Effectful do use GenEffect.Runner

> def init(\_) do {:ok, bus} end

else end end end

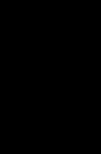
end

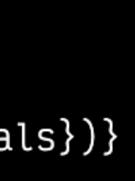
```
bus = EventBus.start_link()
```

```
def handle_effect({nonce, MyDB, :insert, payload}, _, bus) do
 if EventBus.contains?(nonce) do
   {:ok, :noop, bus}
```

```
case MyDB.insert(payload) do
  :oka \rightarrow {:ok, :done, bus}
  \{:error, msg\} \rightarrow \{:error, msg\}
```

```
def handle_external({:run, nonce, msg, credentials}, _, bus) do
  result = SocialMedia.post(msg, credentials)
  # `result` is now treated as pure
  {:ok, result, EventBus.push(stream, {:external, result, credentials})}
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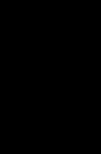
end

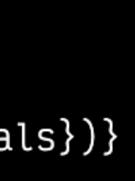
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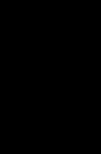
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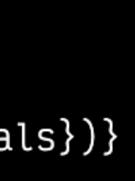
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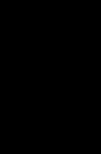
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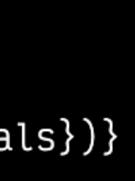
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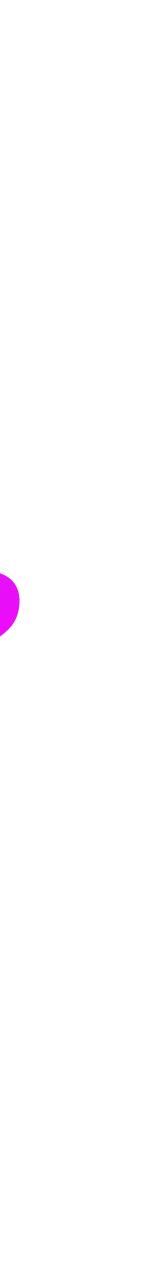
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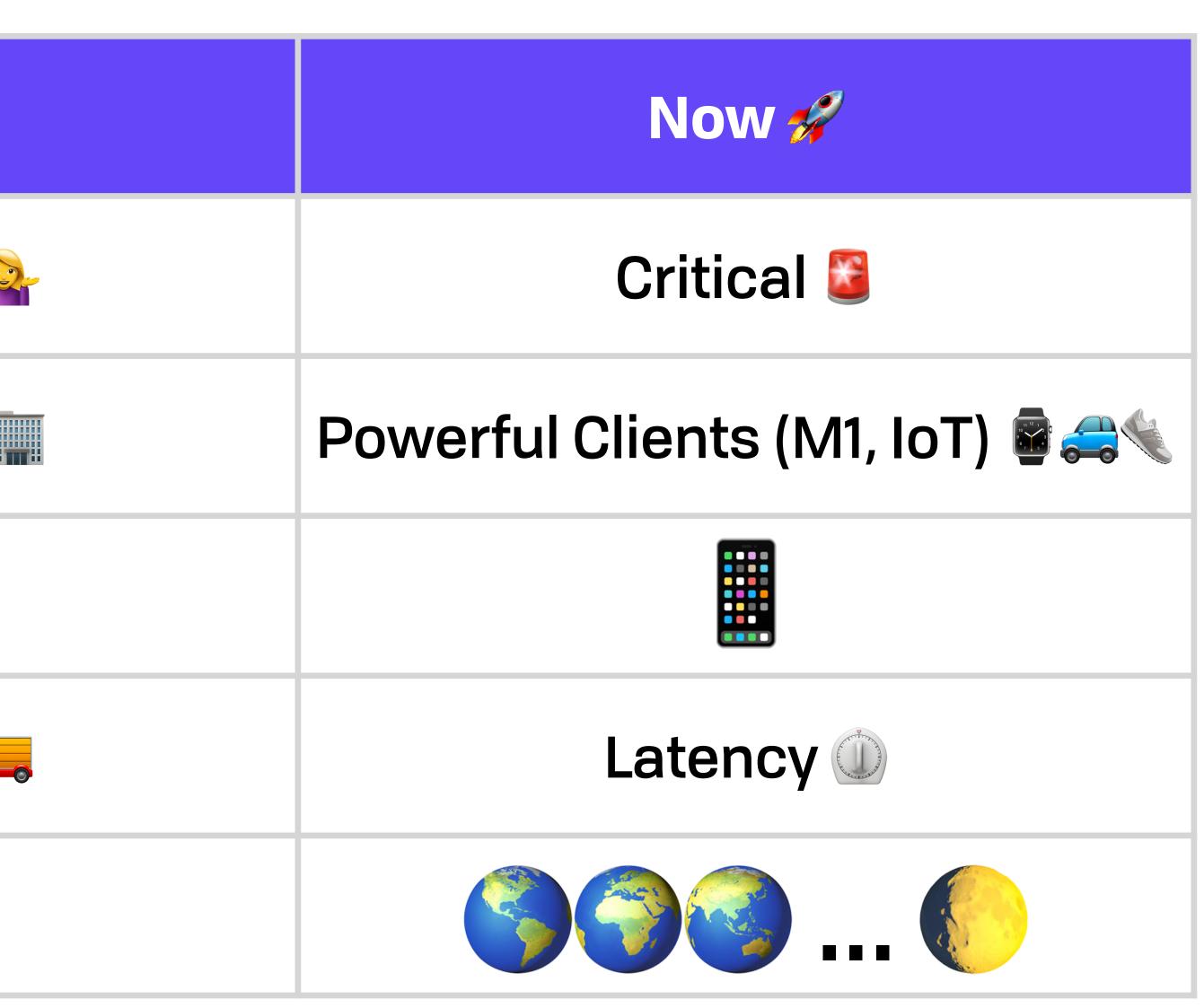
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## Where Do We Go From Here?

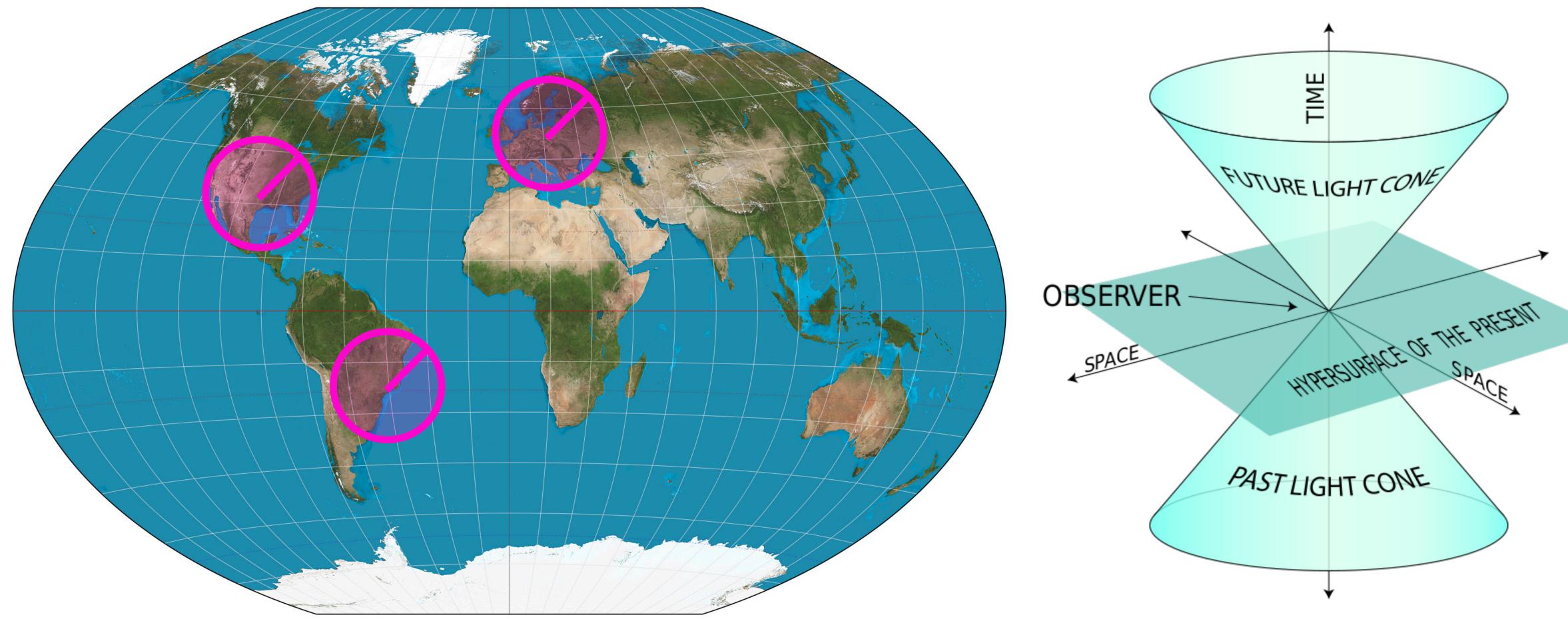


## Where Do We Go From Here? New Environment

|            | Then 🚣       |
|------------|--------------|
| Need       | Convenient 🆄 |
| Location   | Data Centre  |
| Access     |              |
| Bottleneck | Bandwidth 🛃  |
| Market     |              |



## Where Do We Go From Here? Relativistic Programming 💫







## **Embrace** the distributed nature of the internet:



## **Embrace** the distributed nature of the internet: Only replicate what you need to 1.



- **Embrace** the distributed nature of the internet:
- Only replicate what you need to 1.
- 2. Remember that data propagates relativistically



- **Embrace** the distributed nature of the internet:
- Only replicate what you need to 1
- 2. Remember that data propagates relativistically
- 3. Free yourself from intrinsic time



## LUDICROUS SPEED GO !!!

# **Thank You, ElixirConf**

brooklyn@fission.codes https://fission.codes github.com/expede @expede



## LUDICROUS SPEED GO !!!

# **Thank You, ElixirConf**

brooklyn@fission.codes https://fission.codes github.com/expede @expede





brooklyn@fission.codes https://fission.codes github.com/expede @expede

It's All About that Data **Mutable Pointers** 

- Single-source server/client
  - DNS: hostname  $\rightarrow$  IP address
  - PIDs: number  $\rightarrow$  address
- Focused: physical network
- Referential opacity (same PID, different data)

send(:example@42.123.45.6, :ping) %{node\_id => %{path => content}}



It's All About that Data Mutable Pointers

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PHYSICAL LOCATION M





It's All About that Data Mutable Pointers

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## It's All About that Data **Consistent Keys**

- Above virtual address
- Focused: data itself
  - Same for everyone & everywhere
  - Perfect for caching
- Immutable data++
  - Consistent pointers  $\rightarrow$  consistent data

### %{hash(content) => content}



## It's All About that Data **Consistent Keys**

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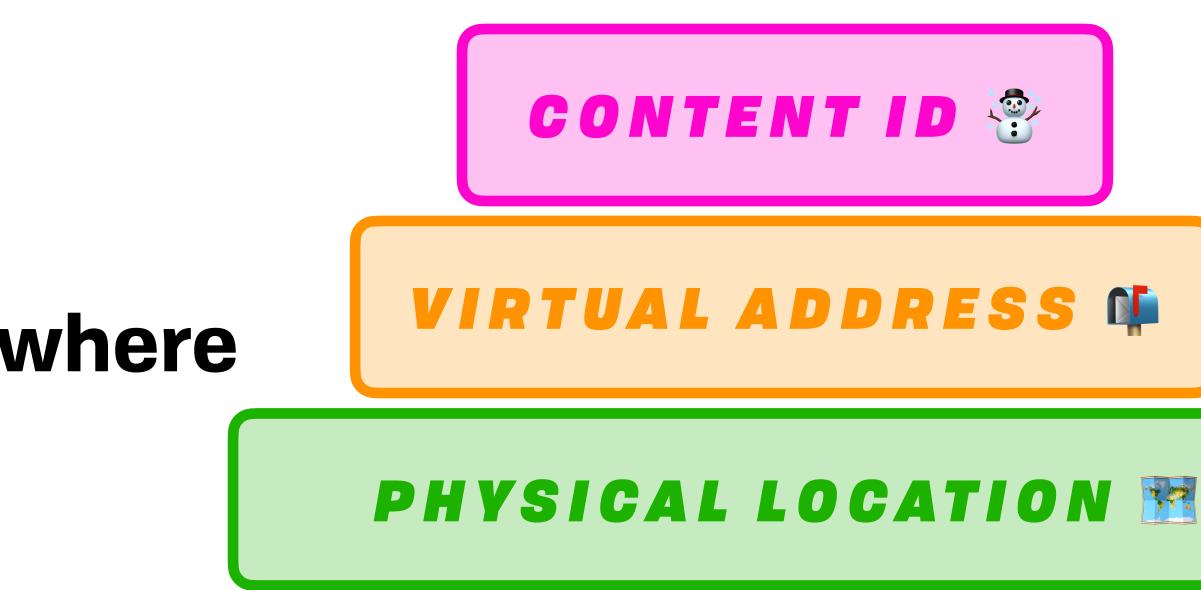




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## It's All About that Data Hash-Based Relationships



## It's All About that Data Hash-Based Relationships

```
{
  Qm123456...: {
    data: nil,
    links: [
      {name: "company", hash: Qmabc...}
      {name: "industry", hash: Qmzyx...}
```

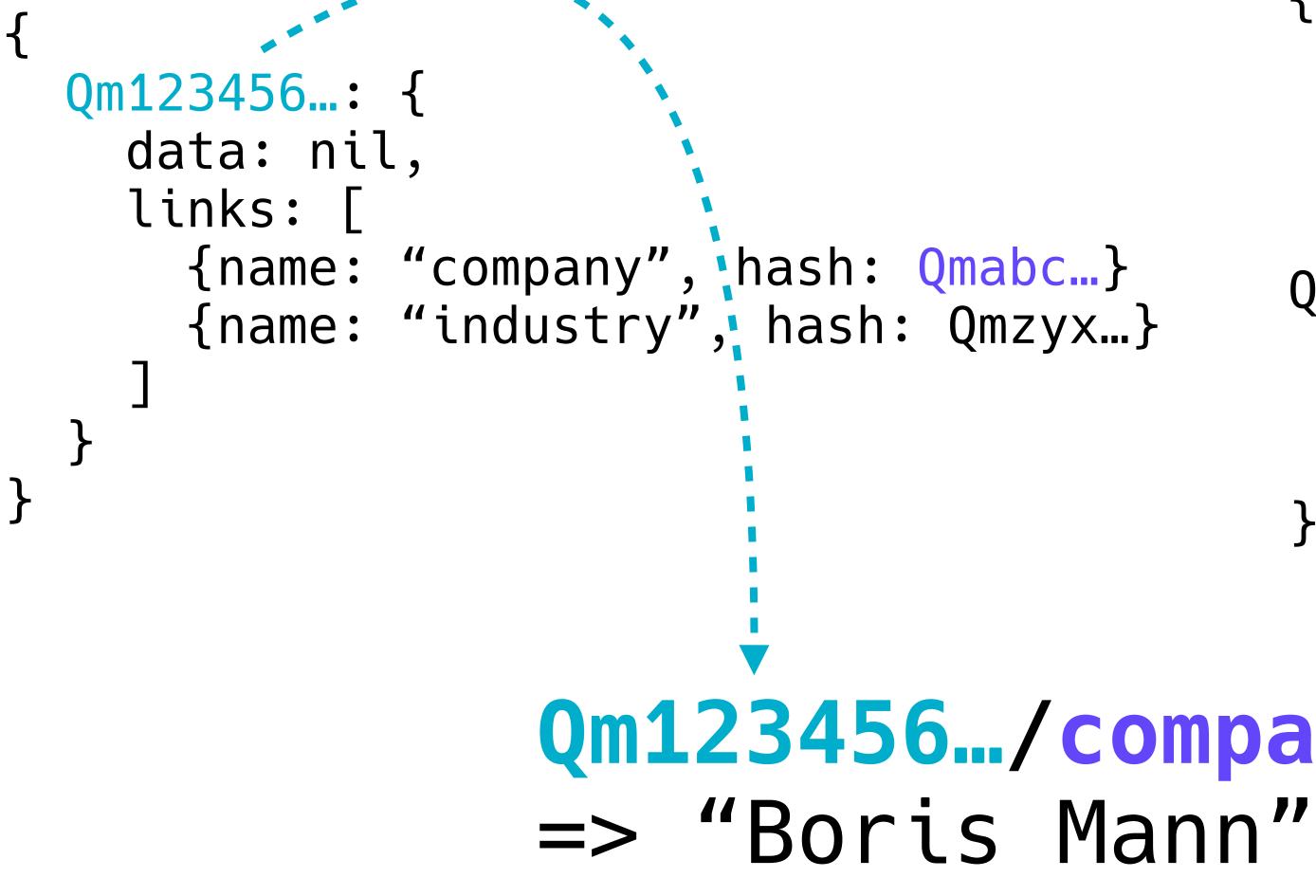


### **CID** ~ **Data PID**

```
Hash-Based Relationships
                                                 CID ~ Data PID
{
                                           Qmabcdef...: {
 Qm123456...: {
                                             data: "Fission",
   data: nil,
                                             links: [
   links: [
                                               {name: "city",
                                                               hash:
     {name: "company", hash: Qmabc...}
                                         Qm1gb...},
     {name: "industry", hash: Qmzyx...}
                                               {name: "about", hash: Qm0eN...}
```



## It's All About that Data Hash-Based Relationships



**CID** ~ **Data PID** Qmabcdef...: { data: "Fission", links: [ {name: "city", hash: Qm1gb...}, {name: "about", hash: Qm0eN...}

Qm123456.../company/about/ceo



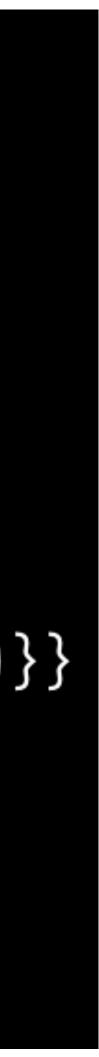
## It's All About that Data **Content IDs Are Easy**

defmodule ContentAddressed.Store do defstruct store: %{}

def get(%Store{store: store}, cid), do: Map.get(store, cid)

def set(%Store{store: store}, data}) do case ExCrypto.sha256(binary) do {:ok, cid} -> {:ok, %Store{store: Map.put(store, cid, binary)}} {:error, err} -> {:error, err} end end end





## Decentralized Systems // Different Clients ~ Schema Drift 🔍

Each client reads and writes a document in its native local schema

Source: Project Cambria, Ink & Switch https://www.inkandswitch.com/cambria.html



Each edge represents a lens between two schemas



## High Volume Evolving Toolbox



P2P



Cloud

Geographic Sync

Serverless

Local First

Offline

## On the Edge Why Elixir?

- Data-oriented, immutable
- Code-as-data Stata-as-code
- Shared-nothing architectures
- Easy concurrency, distributed systems
- Actor model  $\rightarrow$  OCAP
- Build up complexity from simple parts

applications we all write.

**Phoenix Presence** - has no single point of failure - has no single source of truth -[...] - self heals

~ Chris McCord, "What Makes Phoenix Presence Special"

## We have a system that applies cutting edge CS research to tackle day-to-day problems in the



- Ideal 40ms one-way
- SF Austin, Vancouver, London, Tokyo
- SF X Cape Town, Sidney, Rio de Janeiro



okyo neiro

> Credit: Keenan Crane http://www.cs.cmu.edu/~kmcrane/Projects/ModelRepository/





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okyo neiro

> Credit: Keenan Crane http://www.cs.cmu.edu/~kmcrane/Projects/ModelRepository/



# What does this all mean? **Consequence**



### Consequence 🥟 **Primary Progression Embrace** the distributed nature of the internet 1.

- 1. Embrace the distributed nature of the internet 🥪
- 2. Universal IDs (without coordination)

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- 2. Universal IDs (without coordination)
- 3. Direct access control

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- **Embrace** the distributed nature of the internet
- 2. Universal IDs (without coordination)
- 3. Direct access control
- 4. Cache friendliness
- 5. Relativistic databases
- Interoperable formats (across time & team) 6.

- **Embrace** the distributed nature of the internet
- 2. Universal IDs (without coordination)
- 3. Direct access control
- 4. Cache friendliness
- 5. Relativistic databases
- Interoperable formats (across time & team) 6.
- 7. Efficient replication

# It's All About that Data II *Minimal CRDT From Smaller Blocks*

# It's All About that Data II Minimal CRDT From Smaller Blocks

defprotocol AbelianMonoid do
 def empty(a)
 def append(a, b)
 def order(a, b)
end

defprotocol AbelianMonoid do
 def empty(a)
 def append(a, b)
 def order(a, b)
end

defimpl AbelianMondoid, for: Integer do
 def empty(\_), do: 0
 def append(a, b), do: a + b
 def order(a, b)
 cond
 a == b -> :eq
 a < b -> :lt
 a > b -> :gt
 end

end

defprotocol AbelianMonoid do
 def empty(a)
 def append(a, b)
 def order(a, b)
end

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 a == b -> :eq
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end

end

defimpl AbelianMonoid, for: List do
 def empty(\_), do: 0
 def append(xs, ys), do: Enum.sort(xs ++ ys)
 def order(xs, ys) do
 xs\_set = MapSet.new(xs)
 ys\_set = MapSet.new(ys)

### cond do

xs == ys -> :eq MapSet.subset?(xs\_set, ys\_set) -> :gt MapSet.subset?(ys\_set, xs\_set) -> :lt \_ -> :incomparable end



defprotocol AbelianMonoid do
 def empty(a)
 def append(a, b)
 def order(a, b)
end

defimpl AbelianMondoid, for: Integer do
 def empty(\_), do: 0
 def append(a, b), do: a + b
 def order(a, b)
 cond
 a == b -> :eq
 a < b -> :lt
 a > b -> :gt

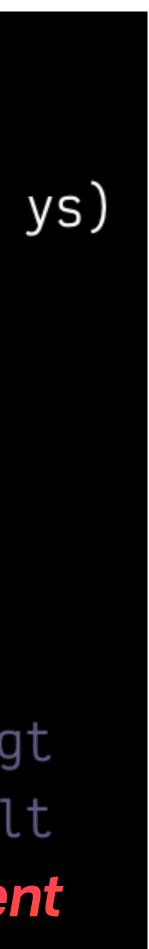
end

end

defimpl AbelianMonoid, for: List do
 def empty(\_), do: 0
 def append(xs, ys), do: Enum.sort(xs ++ ys)
 def order(xs, ys) do
 xs\_set = MapSet.new(xs)
 ys\_set = MapSet.new(ys)

### cond do

xs == ys -> :eq MapSet.subset?(xs\_set, ys\_set) -> :gt MapSet.subset?(ys\_set, xs\_set) -> :lt \_ -> :incomparable Sibling / Concurrent end





- Pure data-focus frees you!
- Clarify "real" dependencies on data
- Direct auth, OCAP

## Motivation N What Even Is a "Server"?

- 1. Multi-tenant auth gatekeeper
- 2. Uptime / resource availability
- 3. Out-of-band compute (e.g. batch tasks, cron, OLAP)



# Low Latency San Can't Go Faster, Make Shorter Trips

## Low Latency Can't Go Faster, Make Shorter Trips

### 1950s

Silicon Transistor



Transistor

### 1960s

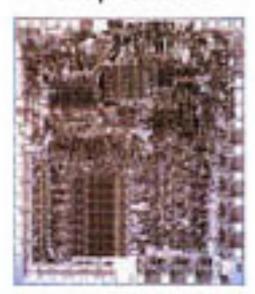
TTL Quad Gate



16 Transistors

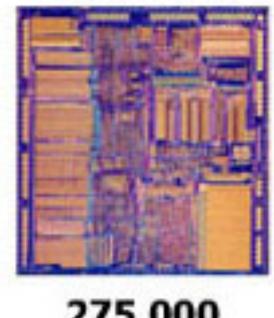
### 1970s

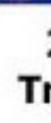
8-bit Microprocessor



4500 Transistors







Source: Computer History Museum

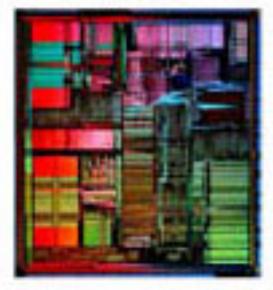
### 1980s

32-bit Microprocessor

275,000 Transistors

### 1990s

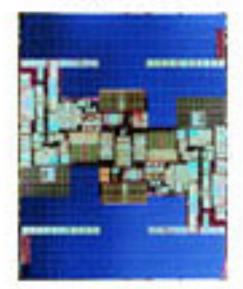
32-bit Microprocessor



3,100,000 Transistors

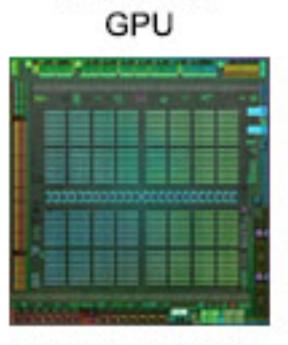
### 2000s

64-bit Microprocessor

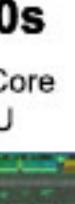


592,000,000 Transistors

2010s 3072-Core



8,000,000,000 Transistors



## Low Latency Can't Go Faster, Make Shorter Trips

## >10µm >10,000nm

### 1950s

Silicon Transistor



Transistor

### 1960s

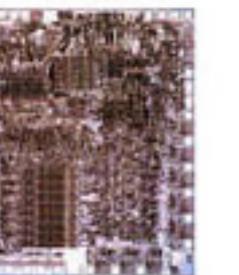
TTL Quad Gate



16 Transistors

### 1970s

8-bit Microprocessor



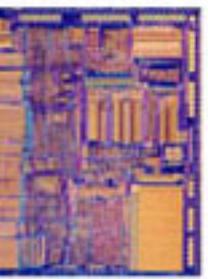




Source: Computer History Museum

### 1980s

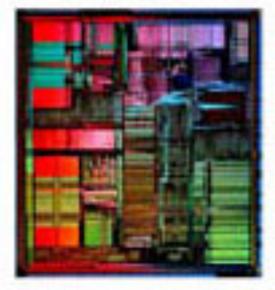
32-bit Microprocessor



275,000 Transistors

### 1990s

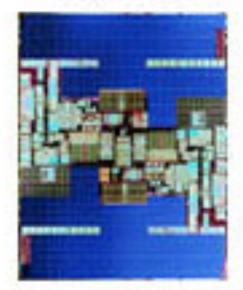
32-bit Microprocessor



3,100,000 Transistors

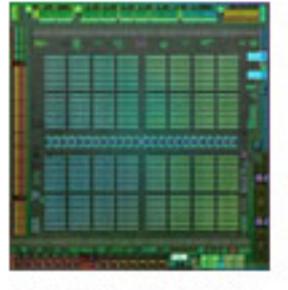
### 2000s

64-bit Microprocessor

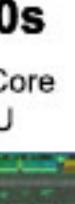


592,000,000 Transistors

2010s 3072-Core GPU



8,000,000,000 Transistors





## Low Latency Can't Go Faster, Make Shorter Trips

## >10µm >10,000nm

### 1950s

Silicon Transistor



Transistor

### 1960s

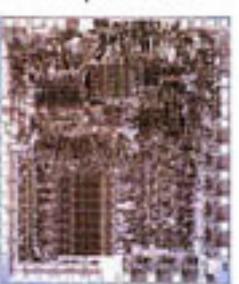
TTL Quad Gate



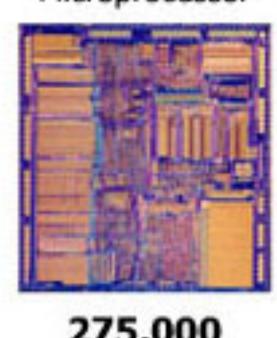
16 Transistors

### 1970s

8-bit Microprocessor



4500 Transistors



Source: Computer History Museum

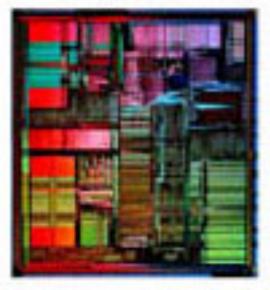
### 1980s

32-bit Microprocessor

275,000 Transistors

### 1990s

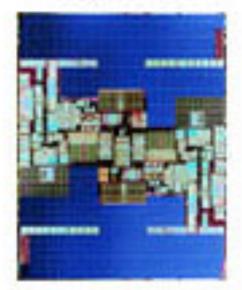
32-bit Microprocessor



3,100,000 Transistors

### 2000s

64-bit Microprocessor



592,000,000 Transistors

### 2010s

3072-Core GPU

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8,000,000,000 Transistors



