

Erlang Deployment Options:
How To Ship New Code Without Taking Your System Down

Martin Rehfeld, Wooga
@klickmich

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```
----- /// -----  
Prelude: Update by Restart  
----- /// -----
```

Update by Restart // what everybody does

- + Simple

- + Common

- + Works with all languages

- + Good tool support

- Program will lose (in-memory) state

- Update interrupts availability
(which needs to be prevented by adding
additional infrastructure like
load balancers)


```
----- /// -----  
Fugue: Hot Code Loading  
----- /// -----
```


process 

| runs in
v

old version m'

a() -> b().
b() ->
...
c() -> m:d().

current version m

-export([d/0]).
...
d() ->
...

Hot Code Loading // Erlang speciality

- + Still relatively simple
- + Preserves in-memory state
- + Application remains available during update
- Erlang specific
- Limited, beware of common pitfalls
- Not much out of the box tooling, but good support for rolling your own

----- /// -----
Finale: Release Upgrades
----- /// -----

Appup Features:

- * Change internal state
- * Handle module dependencies
- * Change a supervisor
- * Run arbitrary code during updates
- * Add, remove or restart an application
- * Change an application specification/
configuration

Release Upgrades: // Ghetto ;-)

- + All advantages of plain hot code loading
- + Covers much more edge cases
- A lot of work to prepare AND TEST upgrades
- You are using OTP behaviours, right?

Examples and Slides

<https://github.com/martinrehfeld/tkn-ef12014>

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