# **Actor Model**

What it means to me



# Agenda

- Actor Model actor, communication, address
- Confusing terms Server, Supervisor, Application

### Duck model

Persistent - 指的是一旦被创建它被保存下来,直到收到shutdown message才会销毁;对比thread还有future这点不一样。 Encapsulate - 唯一可以了解internal state的方法,是通过send actor a message。

# 什么是Actor Model?

A method of concurrency in which the universal primitive is an actor

A mathematical model to understanding concurrent computation.

To me, it's a conceptual tool for understanding how it works and comparing to other concurrent models.

It was inspired by physics;

Everything is an actor; in Elixir/erlang, process is actor.

Erlang does not appear to have been directly influenced by work on the Actor model.

Erlang is NOT an implementation of the Actor model.

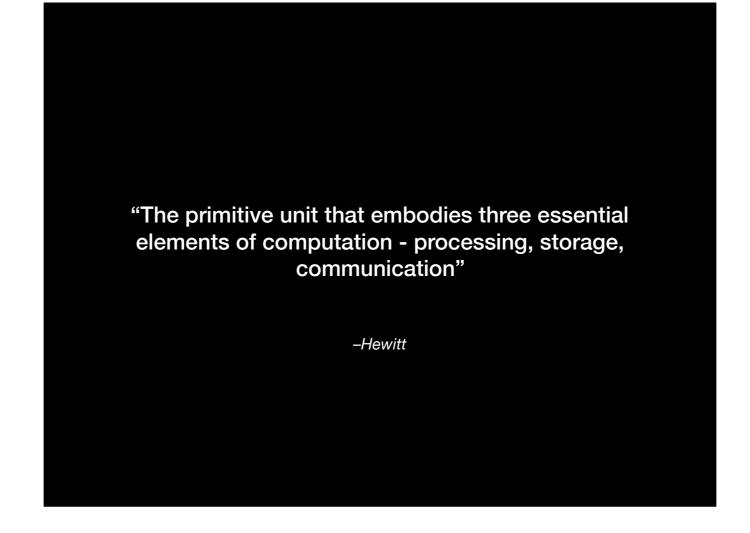
Actor <sup>角色</sup>



# 什么是Actor?

Actor是最小的组成单元,在Actor model中,任何事物都可以使用actor来代表

Everything is actors



Processes

Threads (system or green)

**Futures** 

Coroutines

**CSP** 

Petri nets

etc.

# Actor 特征

- Actors are persistent
- Encapsulate internal state
- Actors are asynchronous

Cited from [1]

Embody three things: Processing, storage, communication

Persistent - 指的是一旦被创建它被保存下来,直到收到shutdown message才会销毁;对比thread还有future这点不一样。

Encapsulate - 唯一可以了解internal state的方法,是通过send actor a message。

Asynchronous - Actor间的沟通是异步的

### What Actor Can Do

- Create more other actors
- Receive messages and in response:
  - Make local decisions
  - Perform arbitrary, side-effecting action
  - Send messages to the address it knows
  - Respond to the sender 0 or more times
- Process exactly one message at a time

Cited from [1]

What Actor can do - 公理,或者可以理解为游戏规则。

⚠: actor是对message被动响应的:

给自己发message, 然后改变内在状态;

Side effect例子: 日志

Concurrency does not occur inside process. There is a queue called mailbox inside each process.

Persistent - 指的是一旦被创建它被保存下来,直到收到shutdown message才会销毁;对比thread还有future这点不一样。

Encapsulate - 唯一可以了解internal state的方法,是通过send actor a message。

# Communication 特征

- No channel or intermediaries
- "Best effort" delivery
- At-most-once delivery
- Messages can take arbitrary long to be delivered
- No message ordering guarantees

Cited from [1]

Messages are all equal priority.

例子: 漂流瓶可能会100年后经辗转, 最终送到...

No ordering guarantees, but you can implement your own ordering. e.g. an actor/process acts as channel receiving message with order number.

### Address

- Identifies an Actor
- May also represent a proxy / forwarder to an Actor
- Contains location and transport information
- Location transparency

Cited from [1]

Address is right word for capability this point.

# More Confusing Terms Supervision Application Registry Process ETS subserver Task Agen: Generic Gendtage

- Server (别名: 框架), is a kind of process
- Supervisor (别名: 保姆), is a kind of process
- Component is a better name for Erlang application
- 1. Elixir server. Like Template design pattern; we can build on top of it fits into our own purpose. Why not separate the actual imp from the server code/abstraction??
- 2. Erlang approach to deal with fault-tolerance concern; Process Tree vs Supervision Tree
- 3. To enable auto start up, like main() in java;

Application 更多指的是在客户端运行的程序; erlang application更像可重用性的component,由一组processes一起解决某个关注的问题。 Application, has own state; code runs in own process. Library uses client's state; code runs in client process.

## References

- [1]: <a href="https://www.youtube.com/watch?v=IPTqcecwkJg">https://www.youtube.com/watch?v=IPTqcecwkJg</a>
- [2]: <a href="https://www.youtube.com/watch?v=7erJ1DV\_Tlo">https://www.youtube.com/watch?v=7erJ1DV\_Tlo</a>
- [3]: <a href="https://pragprog.com/book/pb7con/seven-concurrency-models-in-seven-weeks">https://pragprog.com/book/pb7con/seven-concurrency-models-in-seven-weeks</a>
- [4]: http://erlang.org/pipermail/erlang-questions/2014-June/079860.html