# COMEDY

акторы для гибкого масштабирования

### ВИКТОР ИСАЕВ

Team Lead проекта SAYMON

14-летний опыт разработки приложений на Java, C++ и JavaScript.

NodeJS занимается последние 3,5 года в рамках разработки бэкэнда платформы SAYMON.



## NodeJS однопоточный





### Варианты масштабирования

- > CLUSTER
- > PM2
- > COMEDY



### CLUSTER

```
var cluster = require('cluster');
var http = require('http');
var numCPUs = 4;
if (cluster.isMaster) {
    for (var i = 0; i < numCPUs; i++) {</pre>
        cluster.fork();
} else {
    http.createServer(function(req, res) {
        res.writeHead(200);
        res.end('process ' + process.pid);
    }).listen(8000);
}
```



### PM2

#### [joni] ~/keymetrics/PM2 \$ pm2 start app.js -i 4

[PM2] Process app.js launched

App name	id	mode	pid	status	restart	uptime	memory	watching
app app app app	0 1 2 3	cluster cluster cluster cluster	16660 16669 16692 16715	online	0 0	0s 0s 0s 0s	18.121 MB 20.359 MB 17.973 MB 18.125 MB	

Use `pm2 show <id|name>` to get more details about an app

[joni] ~/keymetrics/PM2 \$ pm2 scale app +3

[PM2] Scaling up application

[PM2] Scaling up application

[PM2] Scaling up application

App name	id	mode	pid	status	restart	uptime	memory	watching
app app app app app app	0 1 2 3 4 5 6	cluster cluster cluster cluster cluster cluster	16660 16669 16692 16715 16779 16786 16809	online online online online online online	0 0 0 0 0	12s 12s 12s 12s 0s 0s	18.379 MB 20.359 MB 18.488 MB 18.383 MB 20.125 MB 18.082 MB 20.289 MB	

Use `pm2 show <id|name>` to get more details about an app

[joni] ~/keymetrics/PM2 \$ pm2 scale app 2

[PM2] deleteProcessId process id 0

[PM2] deleteProcessId process id 1

[PM2] deleteProcessId process id 2

[PM2] deleteProcessId process id 3

[PM2] deleteProcessId process id 4

App name	id	mode	pid	status	restart	uptime	memory	watching
app app		cluster cluster				7s 7s	18.598 MB 20.543 MB	

Use `pm2 show <id|name>` to get more details about an app



### COMEDY

#### Код на JS

```
var actors = require('comedy');

/**
    * Actor definition class.
    */
class MyActor {
    sayHello(to) {
        console.log(Hello, ${to}!);
    }
}

actors()
    // Get a root actor reference.
    .rootActor()
    // Create a class-defined child actor.
    .then(rootActor => rootActor.createChild(MyActor))
    .then(myActor => {
        // Our actor is ready, we can send messages to it.
        myActor.send('sayHello', 'world');
    });
```

#### Конфиг файл

```
"MyActor": {
    "mode": "forked",
    "clusterSize": 3
}
```

#### Список процессов

```
$ ps ax | grep node

11031 ? Sl     0:00 node /tmp/simple-class.js

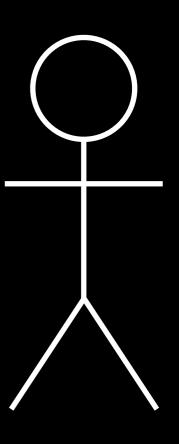
11041 ? Sl     0:00 node /tmp/node_modules/comedy/lib/forked-actor-worker.js MyActor

11046 ? Sl     0:00 node /tmp/node_modules/comedy/lib/forked-actor-worker.js MyActor

11048 ? Sl     0:00 node /tmp/node_modules/comedy/lib/forked-actor-worker.js MyActor
```

### **4TO TAKOE AKTOP?**

- > принимает сообщения
- > отправляет сообщения
- > порождает дочерние акторы





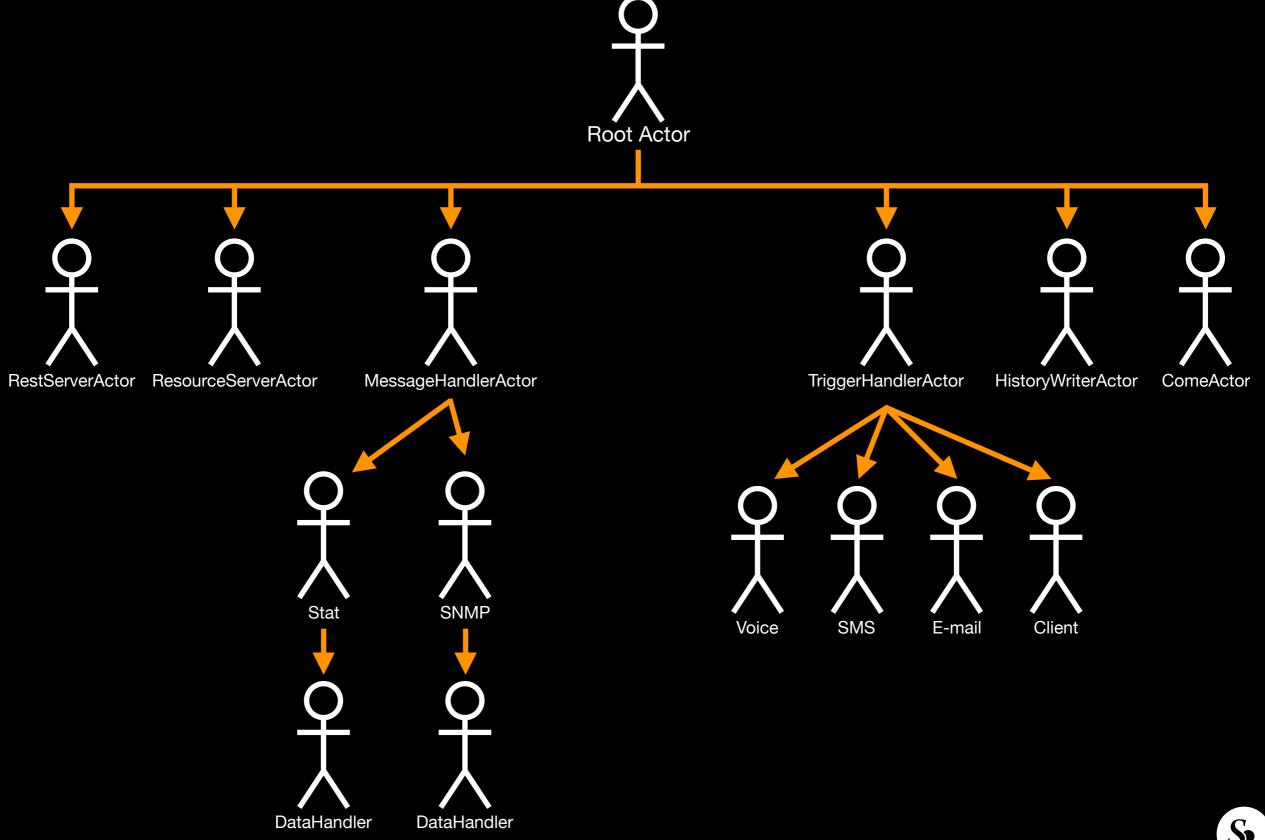
### МАСШТАБИРОВАНИЕ ЧЕРЕЗ АКТОРЫ

> Описать приложение в терминах акторов (иерархия)

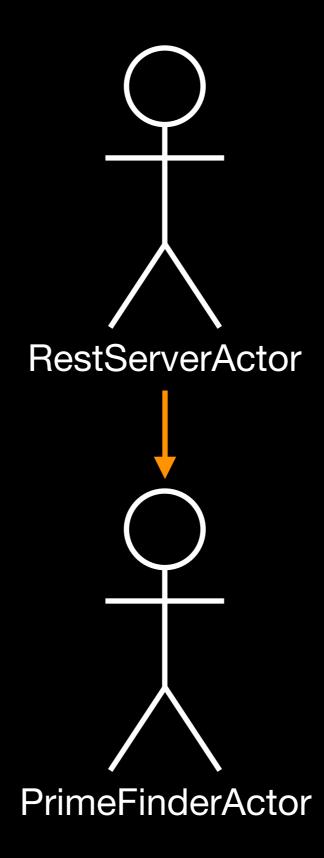
 Настроить акторы через конфигфайл



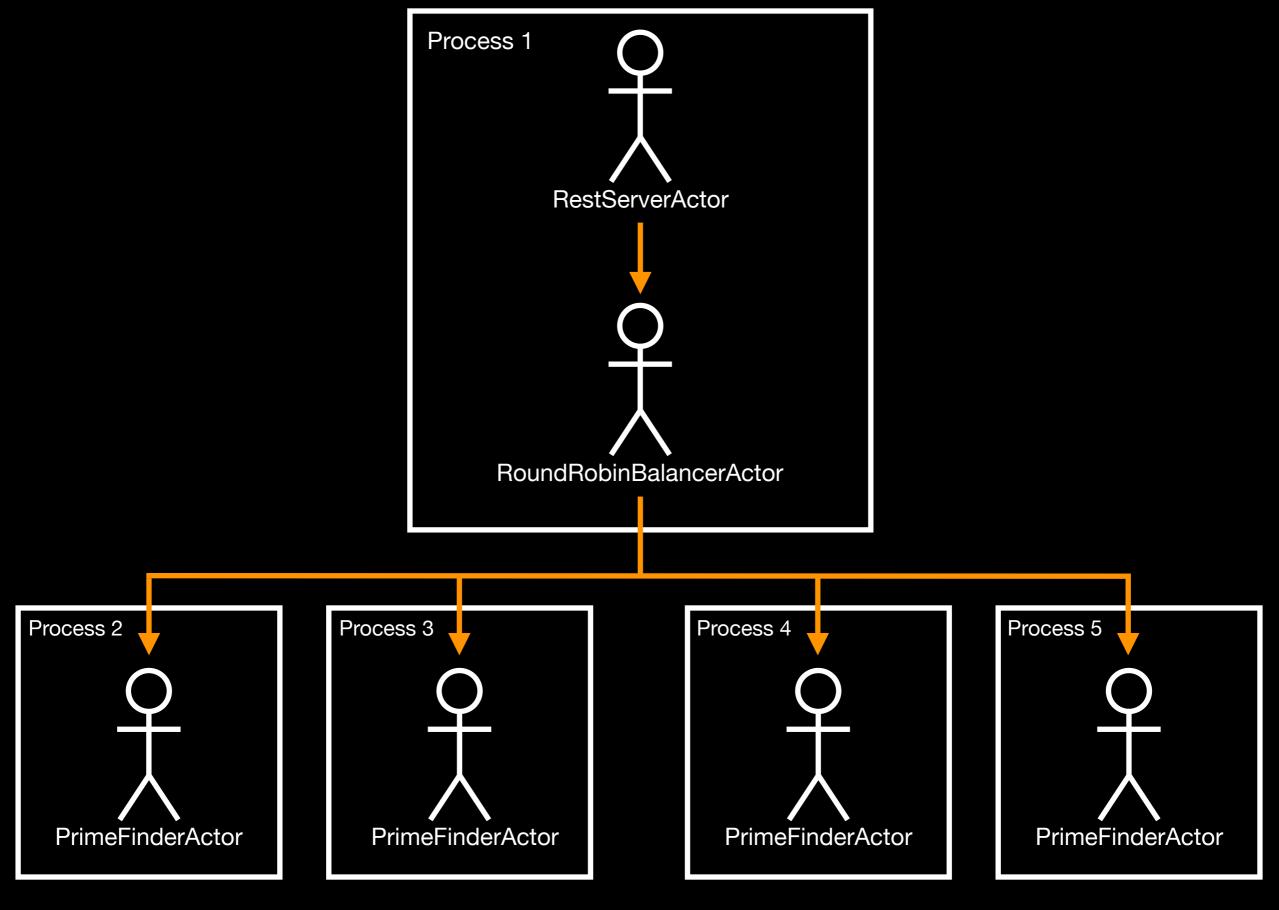
### ПРИМЕР ИЕРАРХИИ АКТОРОВ



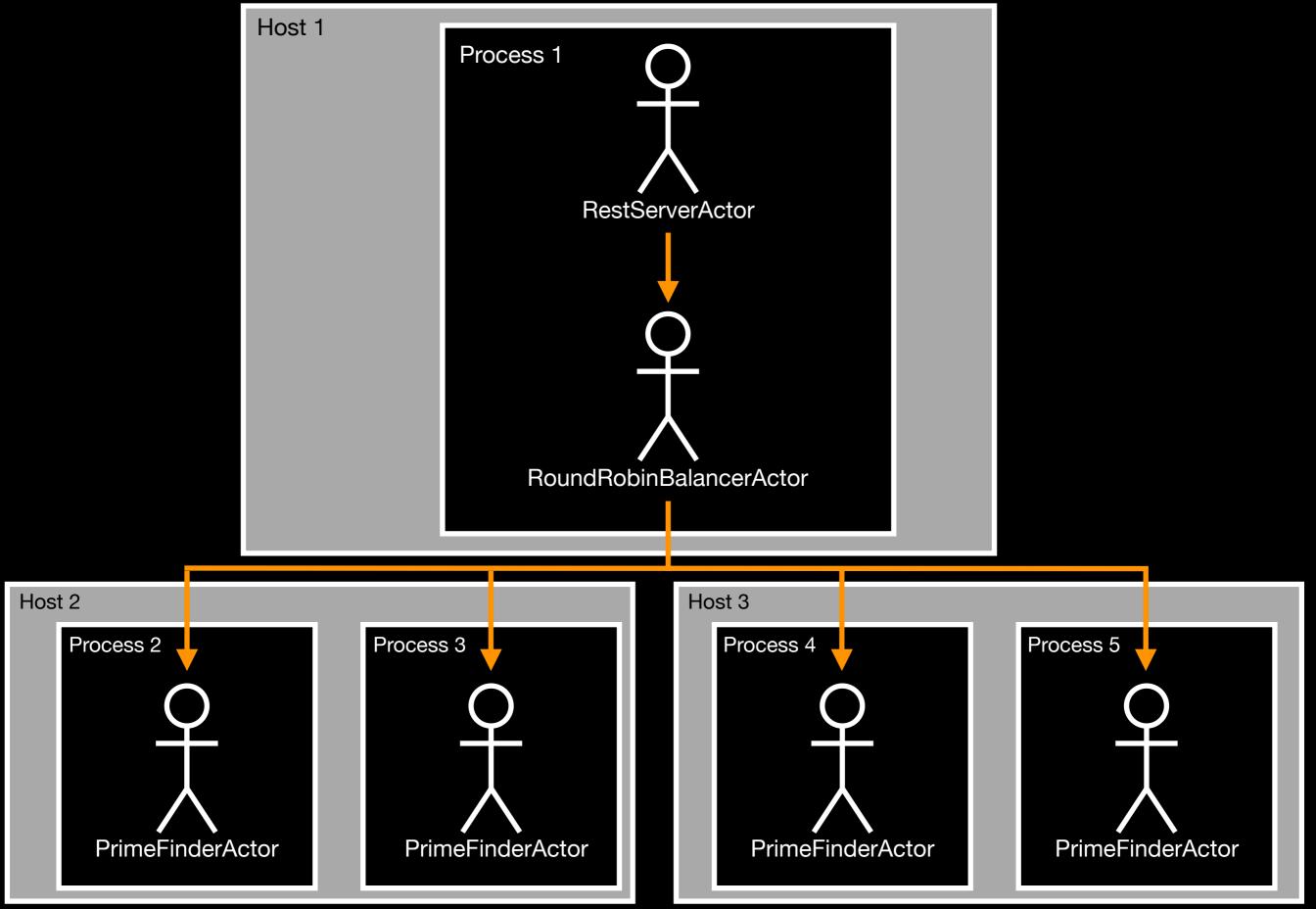














## ВИКТОР ИСАЕВ

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