

# Improving Actor Recovery Time with Snapshots

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# Overview



Understanding snapshots

Snapshot HOCON configuration

PlayerActorState class

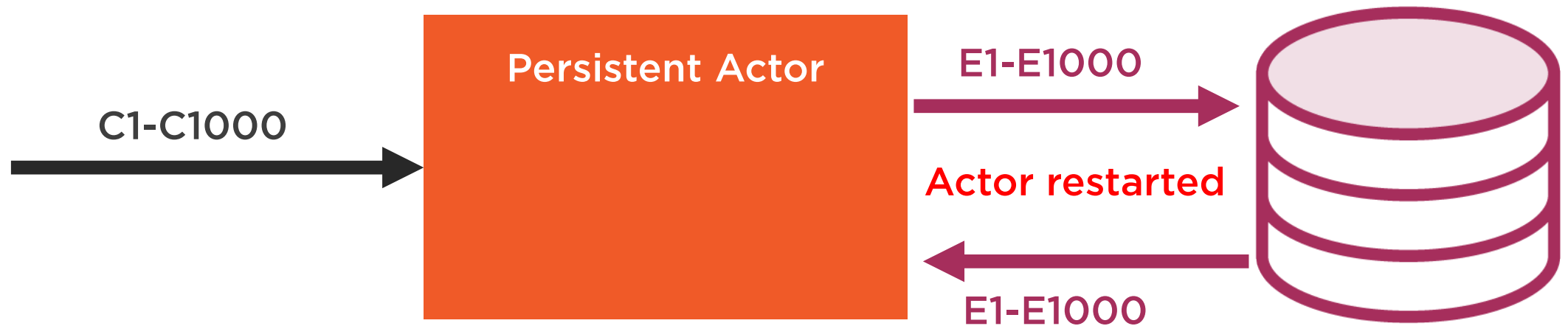
Saving snapshot after every 5 events

Retrieving snapshots & updating state

Replay journal events since snapshot creation



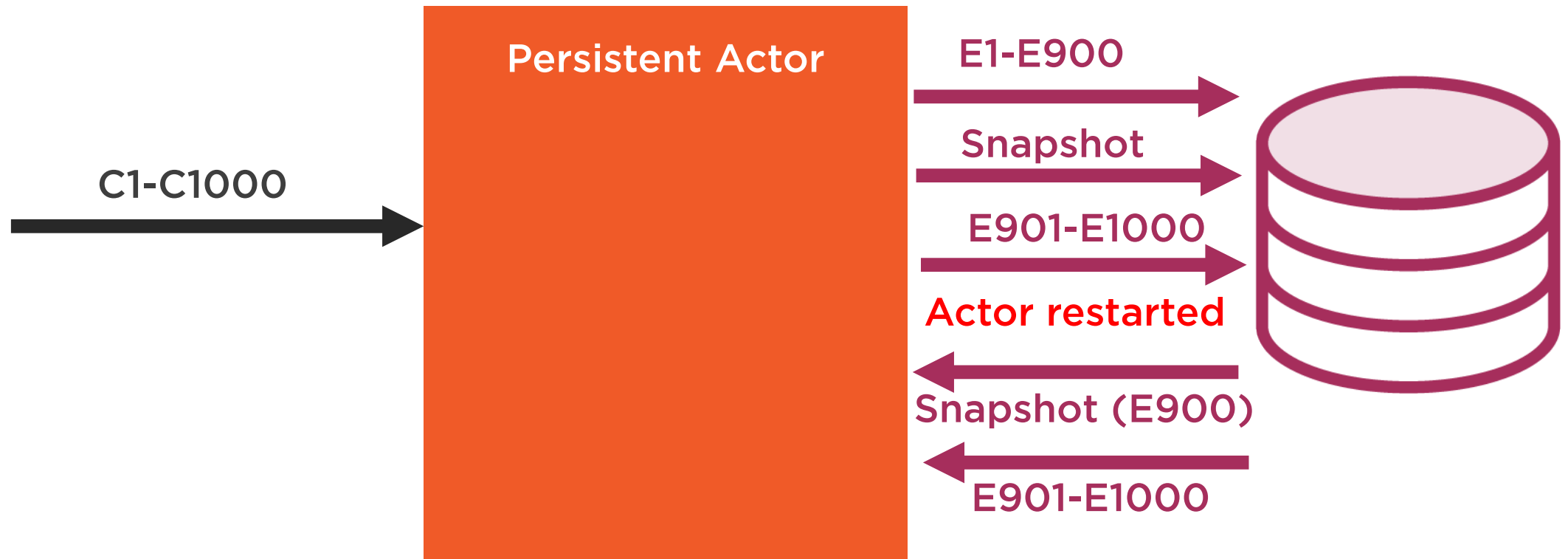
# Understanding Snapshots



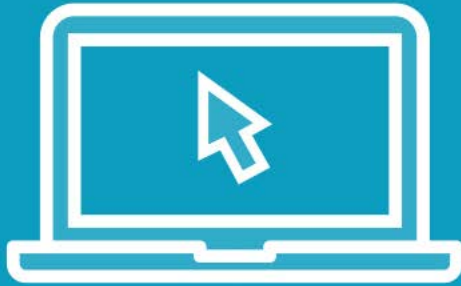
Database read time  
Network transmission time  
Actor event replay (CPU)



# Understanding Snapshots



# Demo



HOCON snapshot-store

PlayerActorState class for snapshot

Save snapshot after every 5 events

Recover<SnapshotOffer>(...)

Set actor state to retrieved snapshot

Replay journal events since snapshot creation



# Summary



Understanding snapshots

Improve actor recovery time

Replay fewer individual events

Snapshot HOCON configuration

PlayerActorState class

Saving snapshot after every 5 events

`SaveSnapshot(_state);`

Retrieving snapshots & updating state

`Recover<SnapshotOffer>(offer => ...)`

Replay journal events since snapshot creation



<http://getakka.net/>

