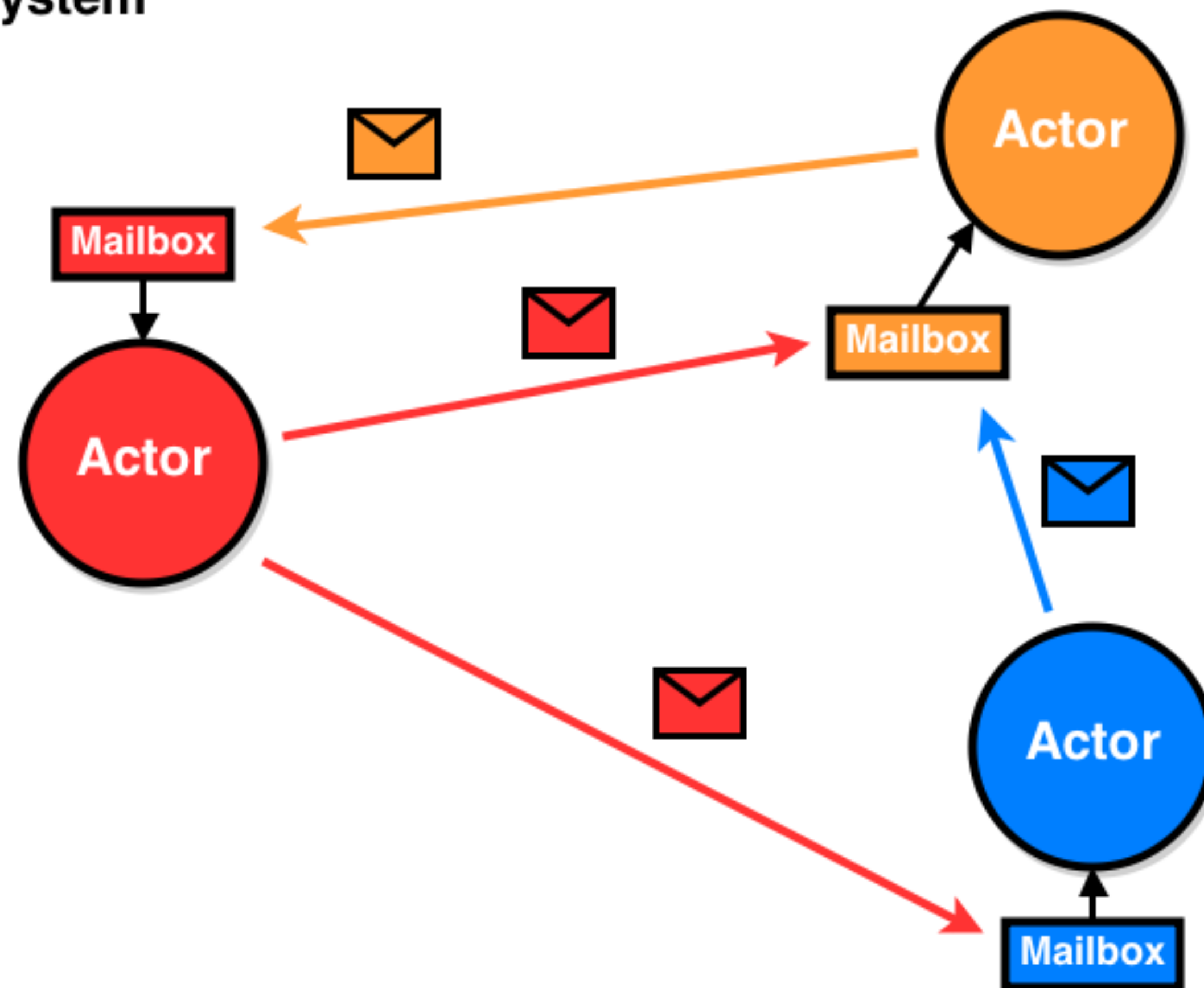




actor, persistence

What is Actor Model?

Actor System

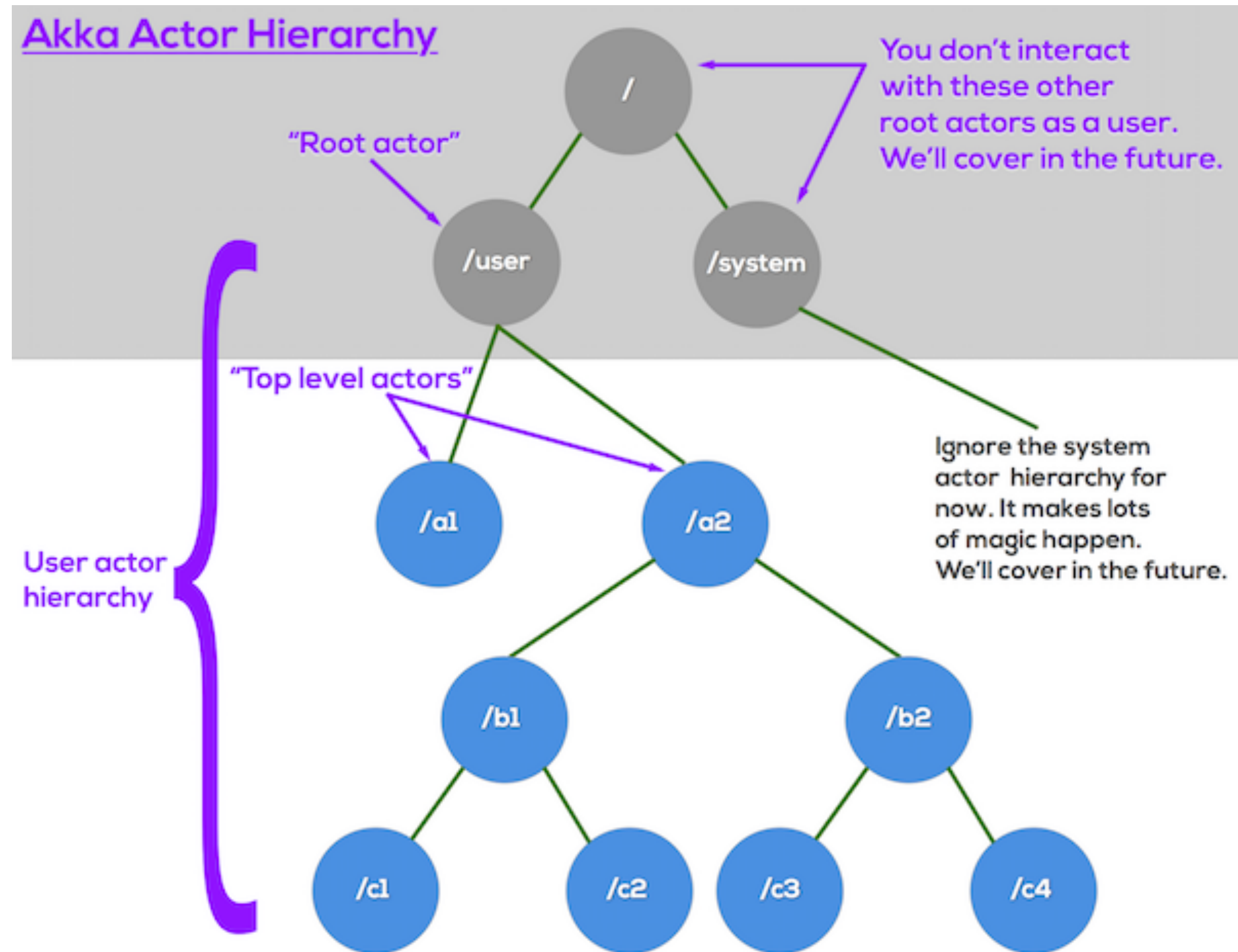


- Founded in 1973, Carl Hewitt
- Unit of Computation
- Single-threaded
- Encapsulates states and behavior
- “One Actor is no Actor”
they comes as system

Akka actor elements

- **ActorSystem** - group of actors with common configuration; entry point for creating or looking up actors
- **ActorRef** - immutable and serializable handle to an actor
- **Props** - configuration object to create an Actor
- **ActorPath** - unique path according to Actors tree

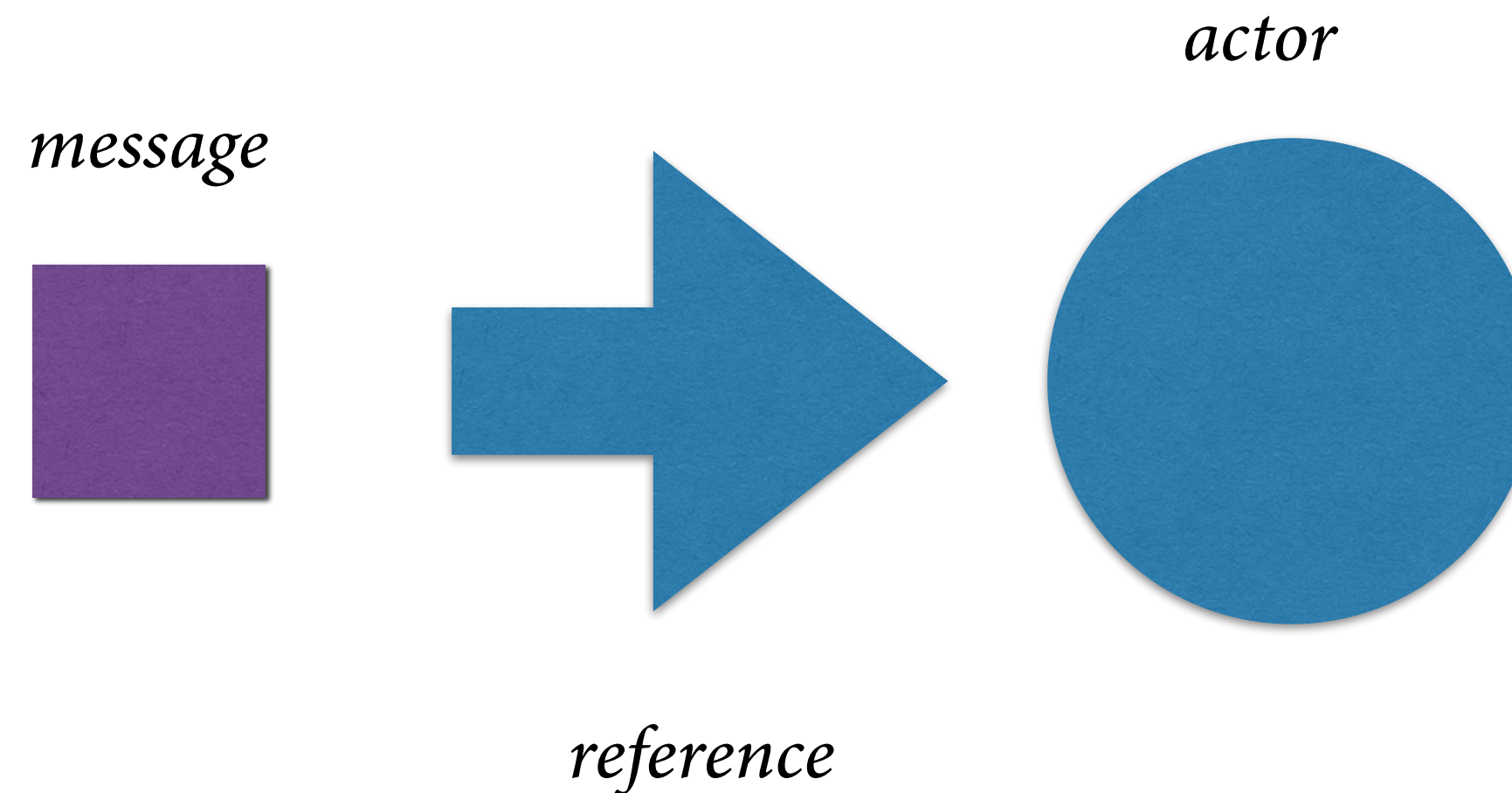
Actor System creates



An ActorSystem is a heavyweight structure that will allocate 1...N. Threads, so create one per logical application

ActorRef

- It is something you can use to send message only
- It hides real Actor implementation class

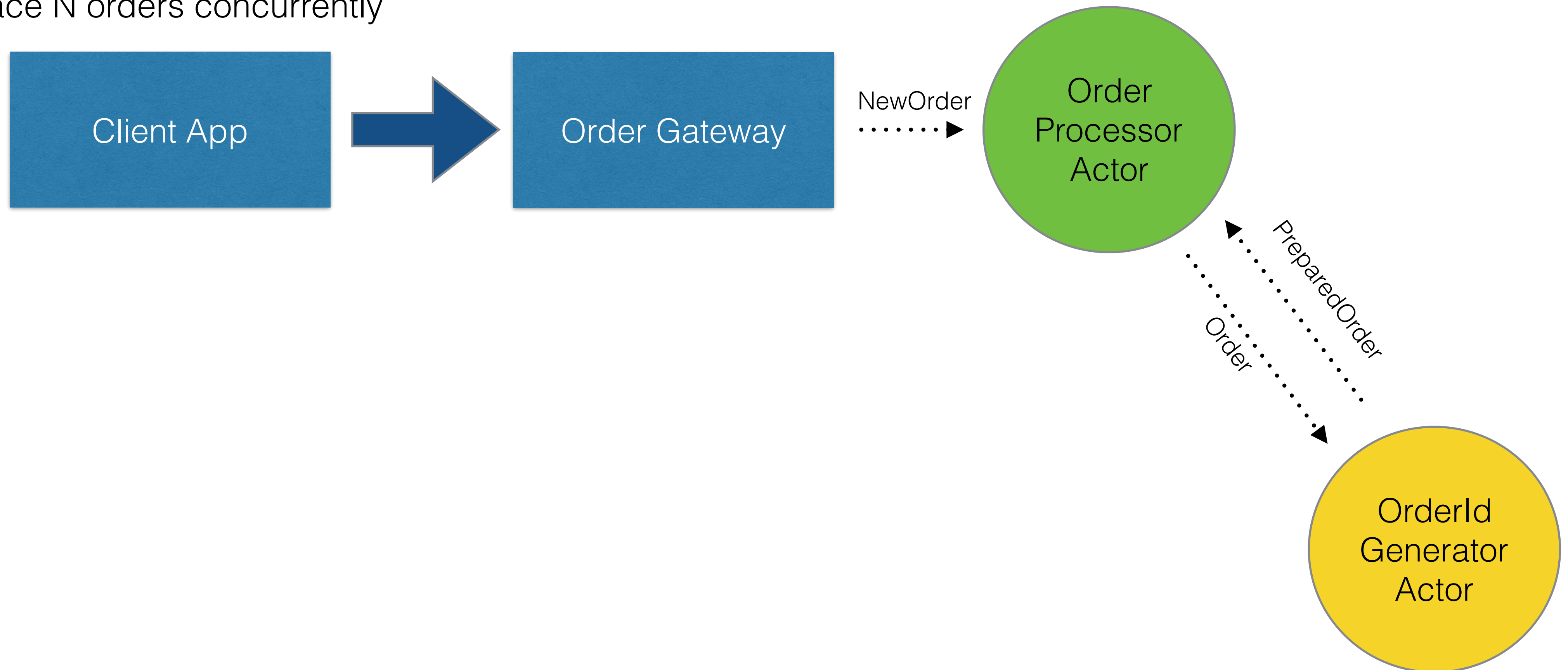


Sample App

1. Generate N Stock Exchange Orders
2. Send them to OrderProcessor Actor
3. Generate order id by another Actor and reply
4. Log prepared orders to database by OrderLogger actor
 - Generate random fail to trigger redelivery

Step 1

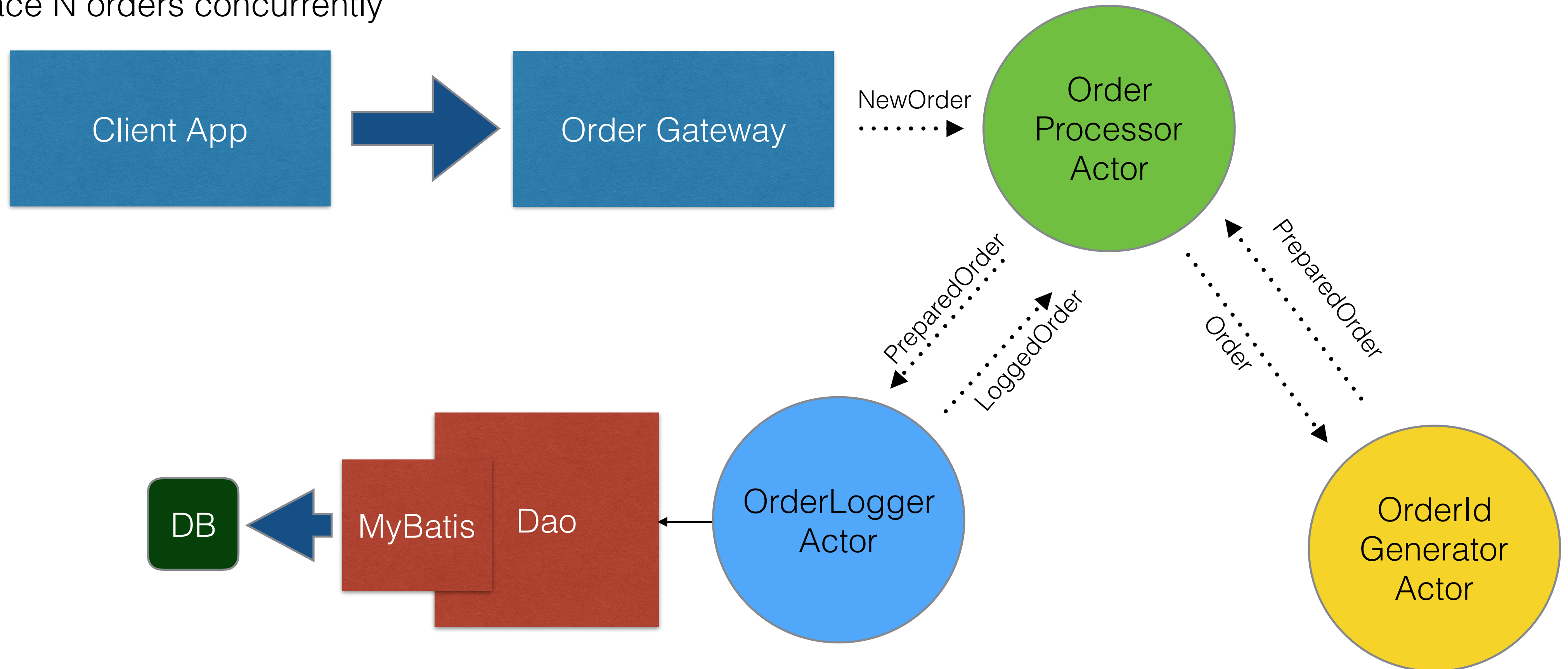
Place N orders concurrently



◀... async call

Step 2

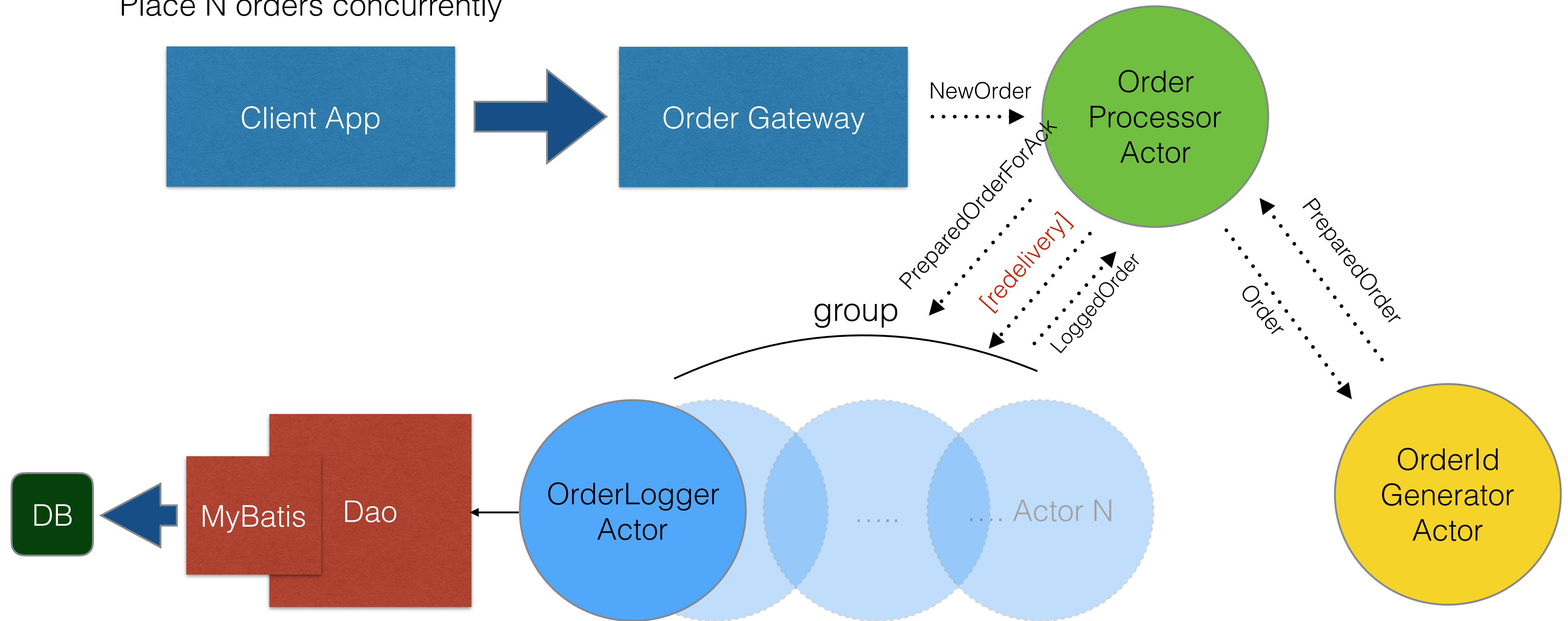
Place N orders concurrently



◀... async call

Step 3

Place N orders concurrently



Akka-Persistence

- Based on “Event-Sourcing”: Command, Events
- Pluggable journal/snapshot storage (LevelDB, Cassandra, MongoDB, others)
- Can recover starting giving sequence id
- Guarantee: no new command processed between “persist” and call of “handler”

```
"com.typesafe.akka" %% "akka-persistence" % "2.4.4"  
"org.iq80.leveldb" % "leveldb" % "0.7"  
"org.fusesource.leveldbjni" % "leveldbjni-all" % "1.8"
```

Summary

- Actor encapsulates state, behavior and has mailbox (queue)
- Class UntypedActor is a regular Actor on Java API
- Methods:
 - tell(), ask() <- to get Future<Reply>
 - self(), sender()
 - context() - select/create more actors, change state

Why Actors, Akka

By design

- Highly-scalable
- Loosely coupled
- Asynchronous, lock-free
- Routing, persistence, monitoring is in Akka OTB!

Thank you!

Questions?