#### Regulating Message Processing with Stashing



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#### Overview



Overview of message stashing

Example use cases

Akka.NET stashing API

Modified demo application

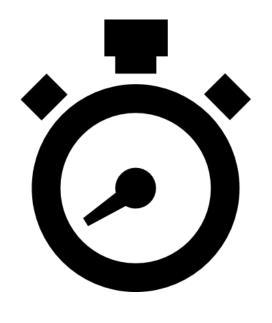
Adding a message stash

Periodically unstash messages

#### Message Stashing

An actor can stash away the message that it is currently processing if it either should not or cannot process the message at the present time. At a future point in time the stashed message can be retrieved and processed.

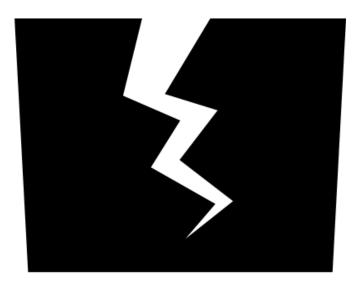
#### **Example Use Cases**



Responsiveness

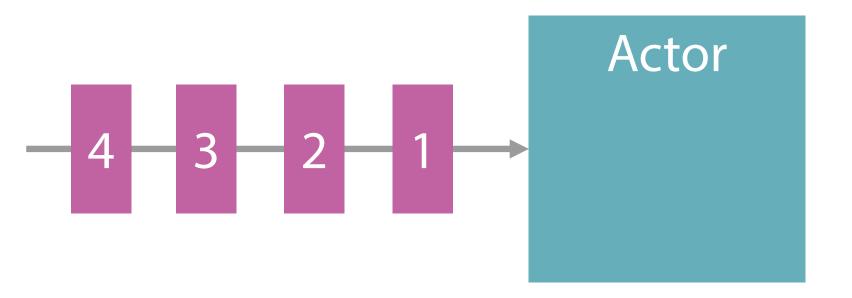


**Operating Costs** 

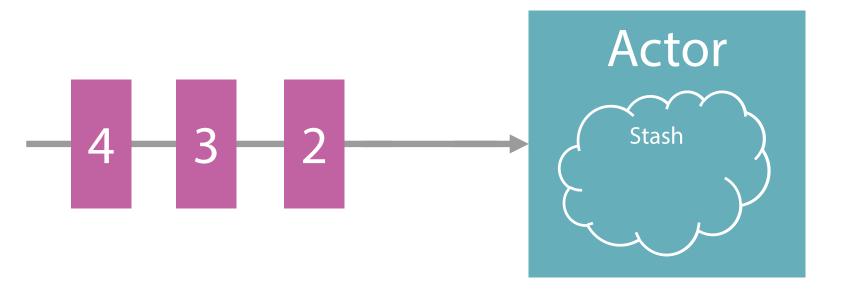


Resilience

#### Overview of Stashing



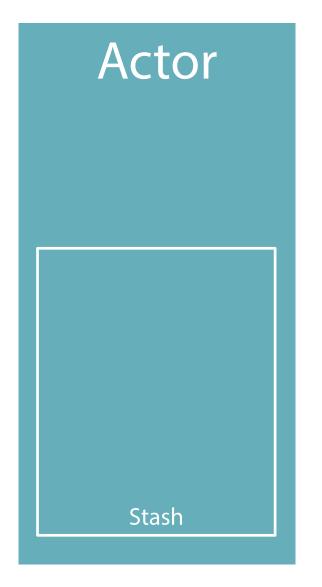
#### Overview of Stashing



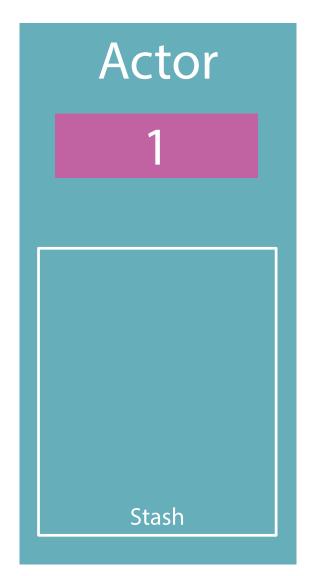
Multiple messages can be stored in the stash but the same message can only be stashed once

Stash() UnstashAll()

Mailbox



Mailbox



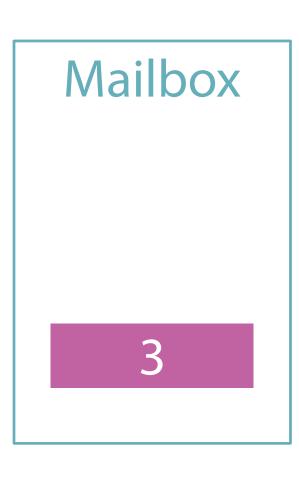
Stash()

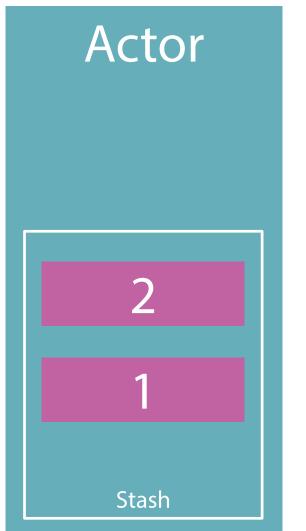
Mailbox

Actor Stash

Pushed on top of stack

Unstashed message jumps ahead of "normal" messages

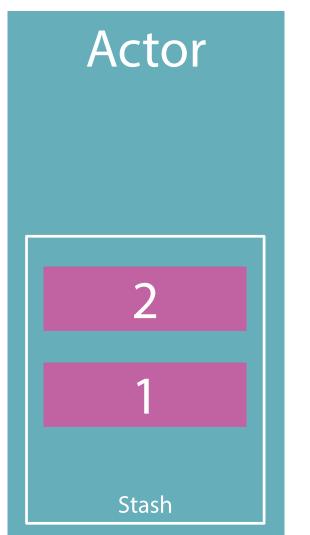




Unstash()

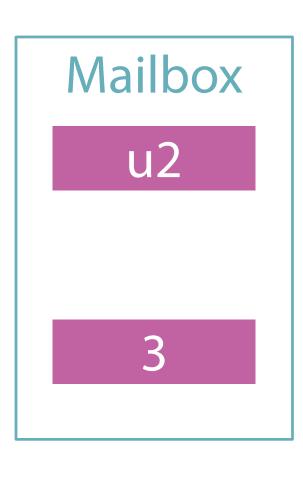
Original message ordering preserved

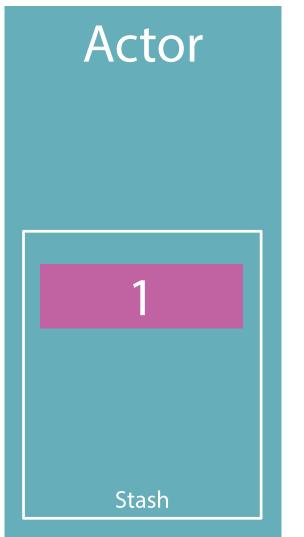
Mailbox



UnstashAll()

Before "normal" messages but after already unstashed





Unstash()

## Running with No Stash

Modified demo application
Run and observe delays



# Adding a Message Stash

Improve message throughput for low value messages during peak hours

Add stashing support

Stash high value messages during peak

Let low value be processed during peak



# Unstashing Messages

Periodically tell payment actor to unstash messages if not in peak time

ProcessStashedPaymentsMessage

Create a schedule

Handle ProcessStashedPayments

UnstashAll() if not in peak time



#### Summary



Overview of message stashing

Example use cases

Stash() Unstash() UnstashAll()

Modified demo application

**IWithUnboundedStash** 

public IStash Stash { get; set; }

Periodically check and unstash messages

#### Next:

Increasing Asynchronous Message Throughput