

# Distributed Actors

# Agenda

- Presentation
- From Local to Distributed
- Deconstructing Actor System

# Sample Project

- <https://github.com/franklefebvre/DistributedActors-FrenchKit.git>



# From Local to Distributed

# Distributed Actor Systems

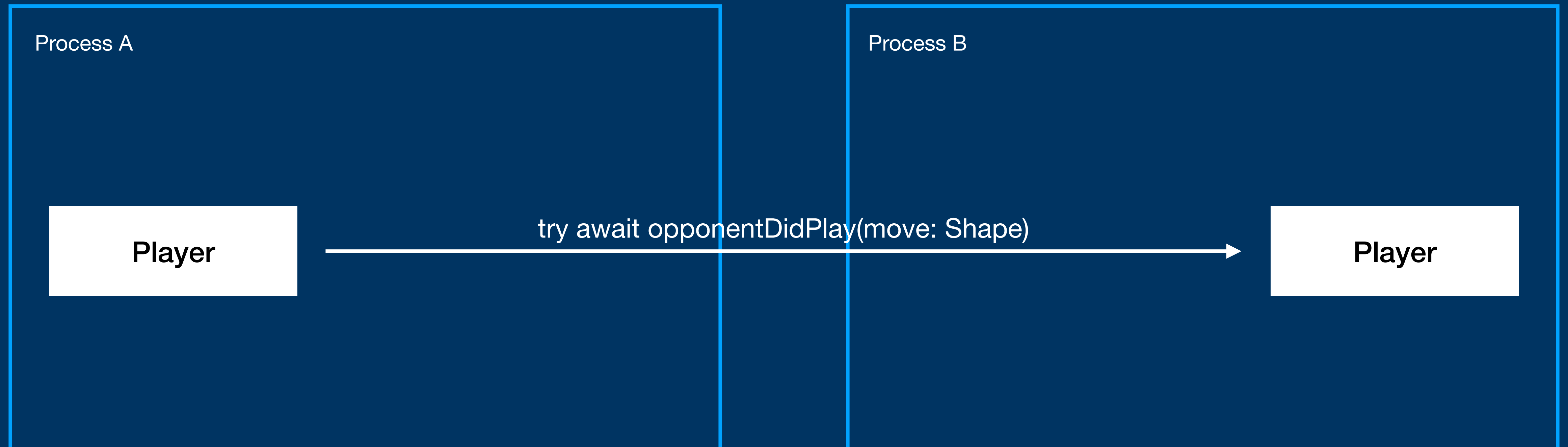
# Method call

## Local Actor



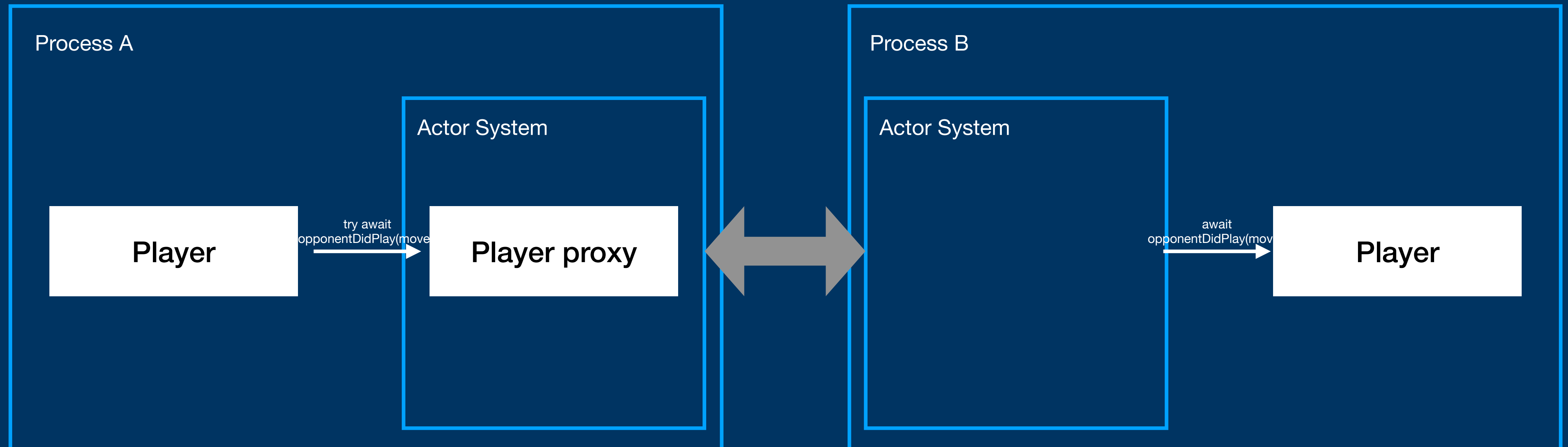
# Method call

## Distributed Actor



# Method call

## Distributed Actor



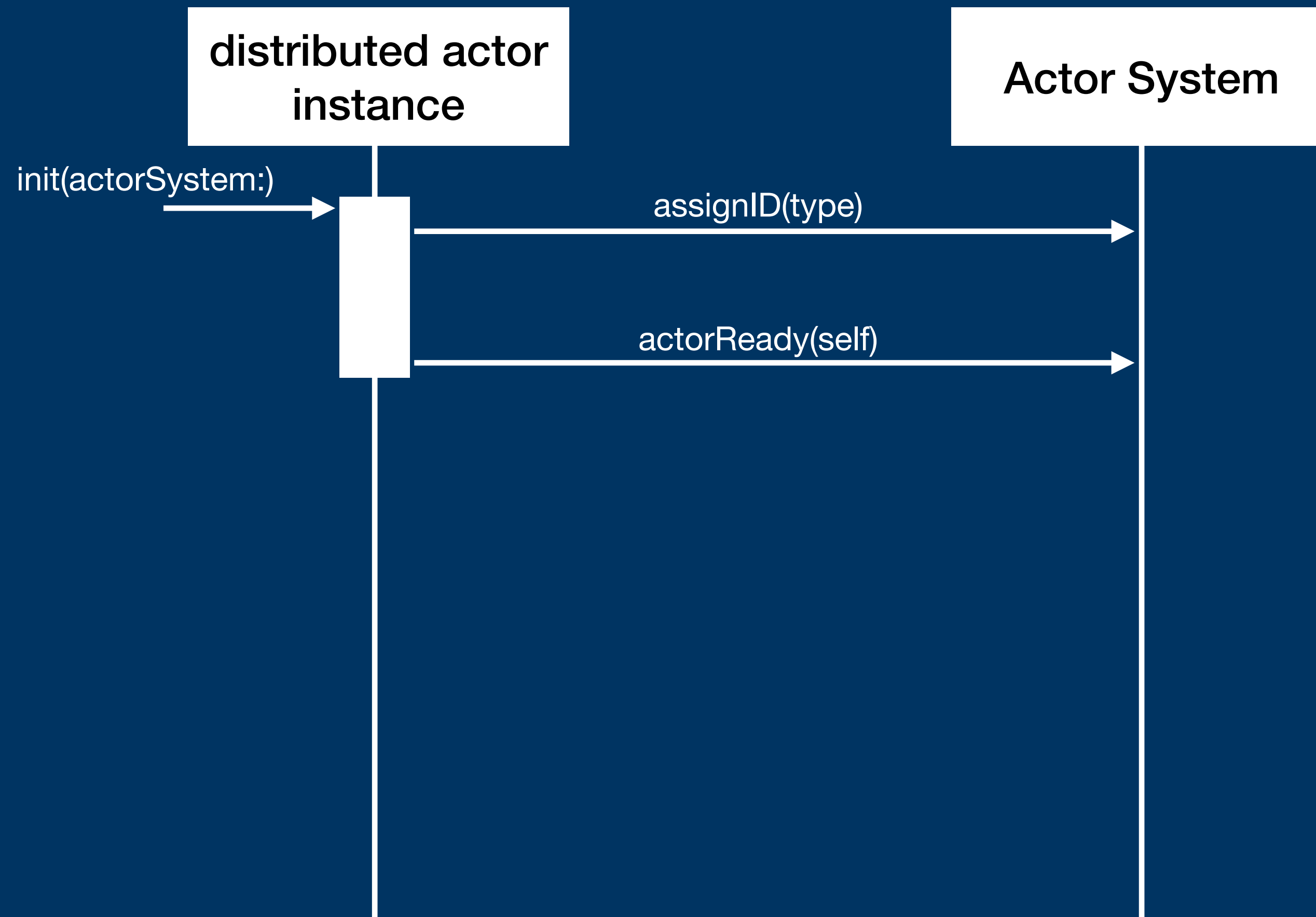


# Distributed Actor System

- Actor Identification
- Invocation encoding/decoding
- Transport

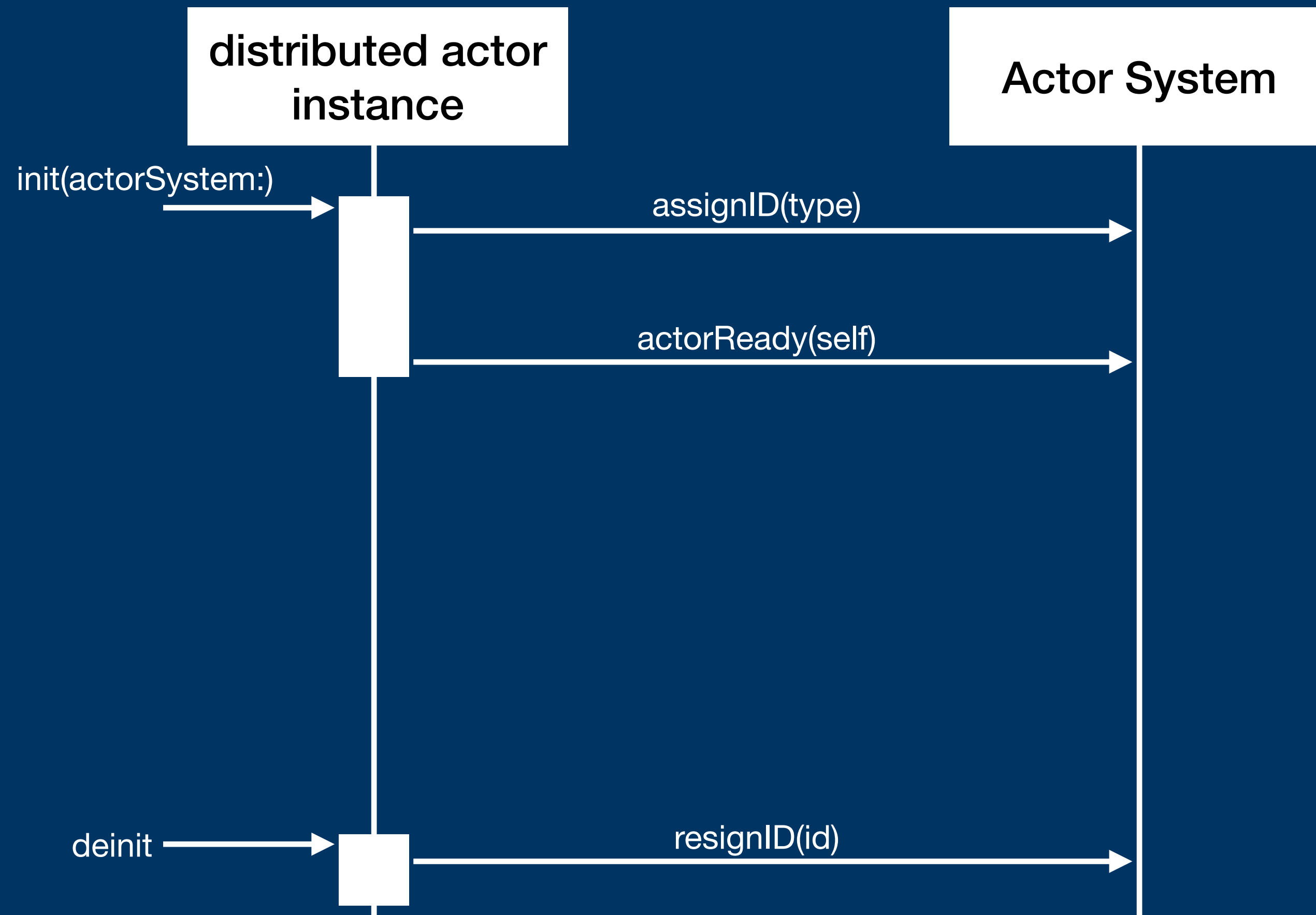
# Actor Identification

## ActorID



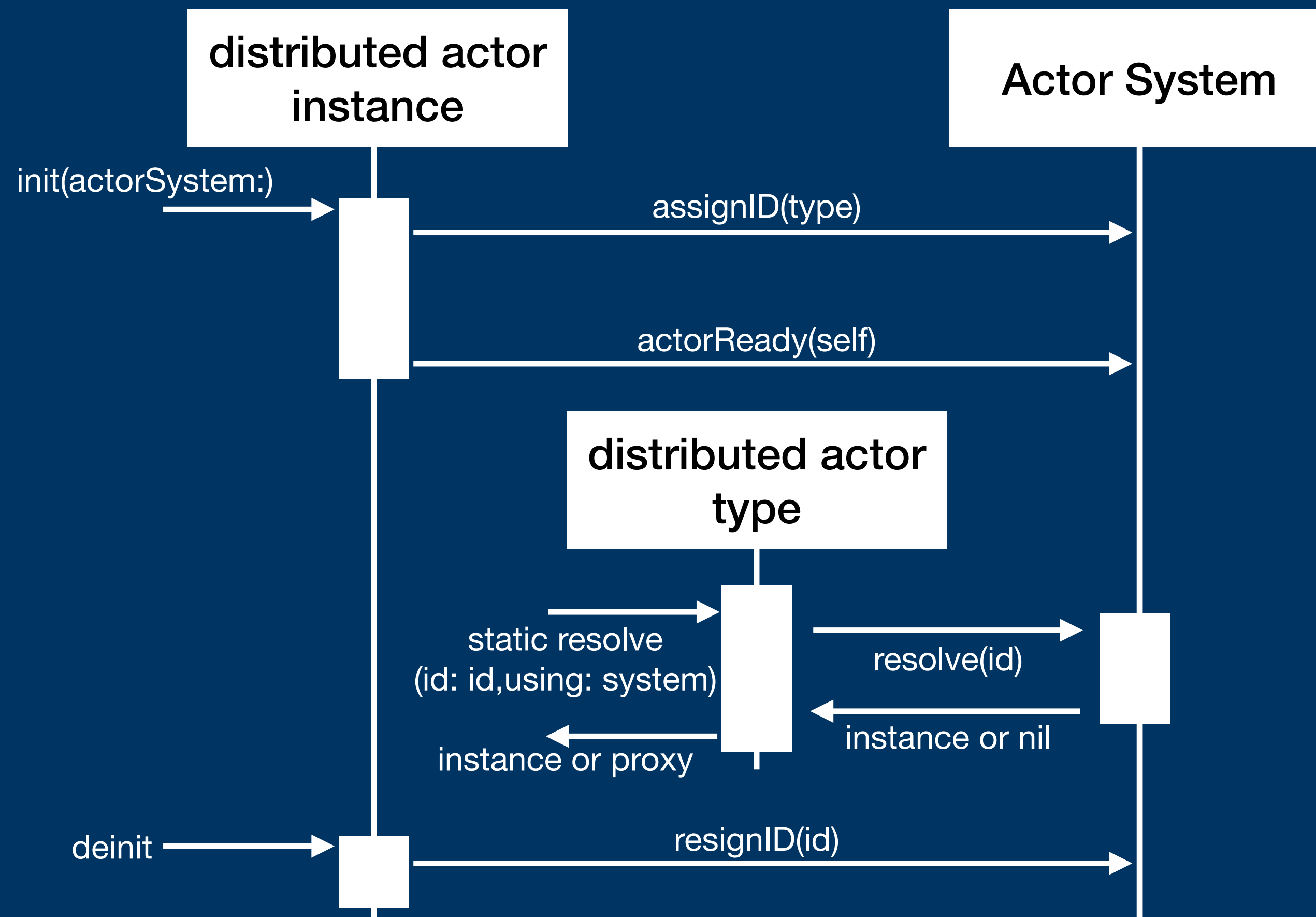
# Actor Identification

## ActorID



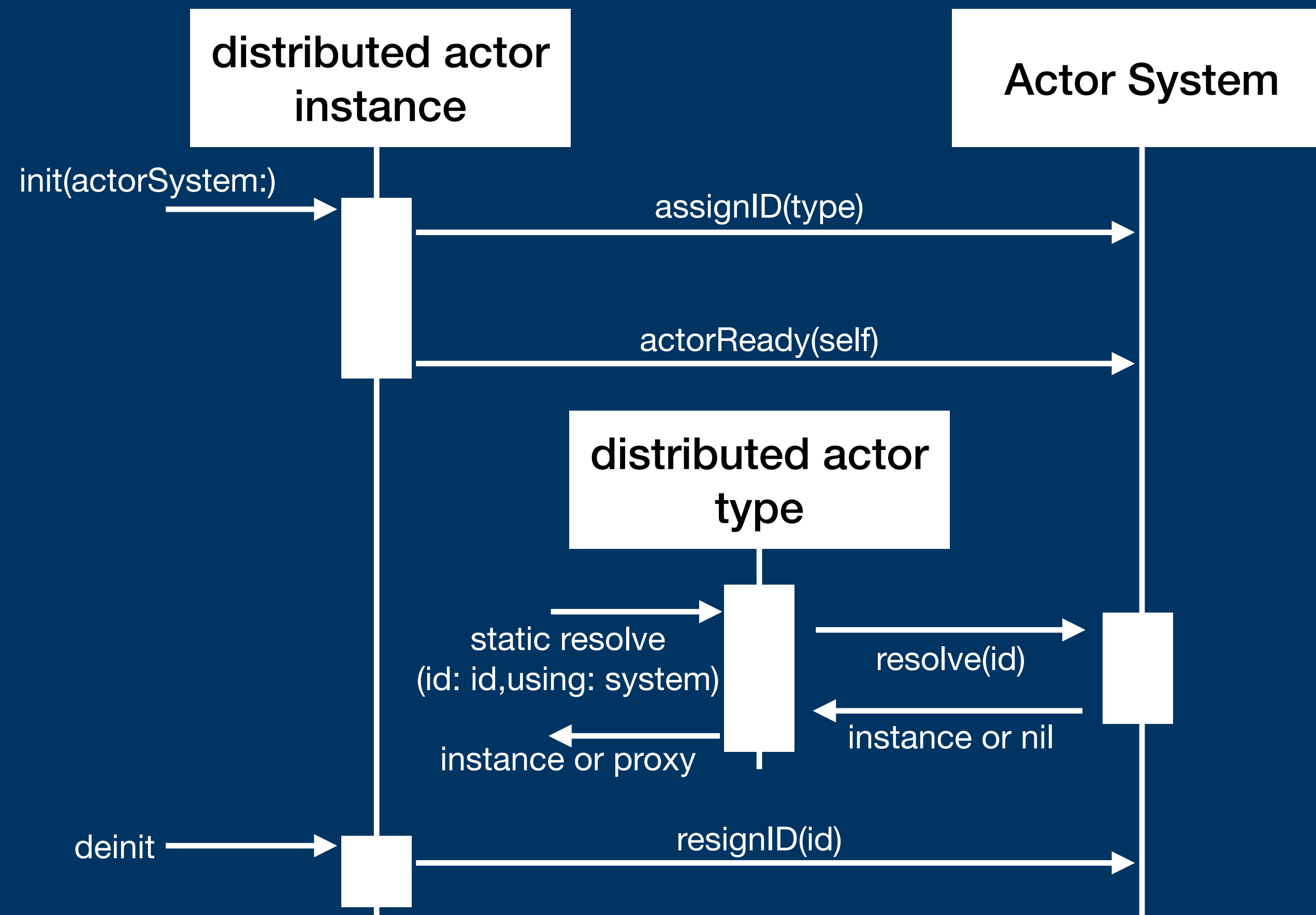
# Actor Identification

## ActorID



# Actor Identification

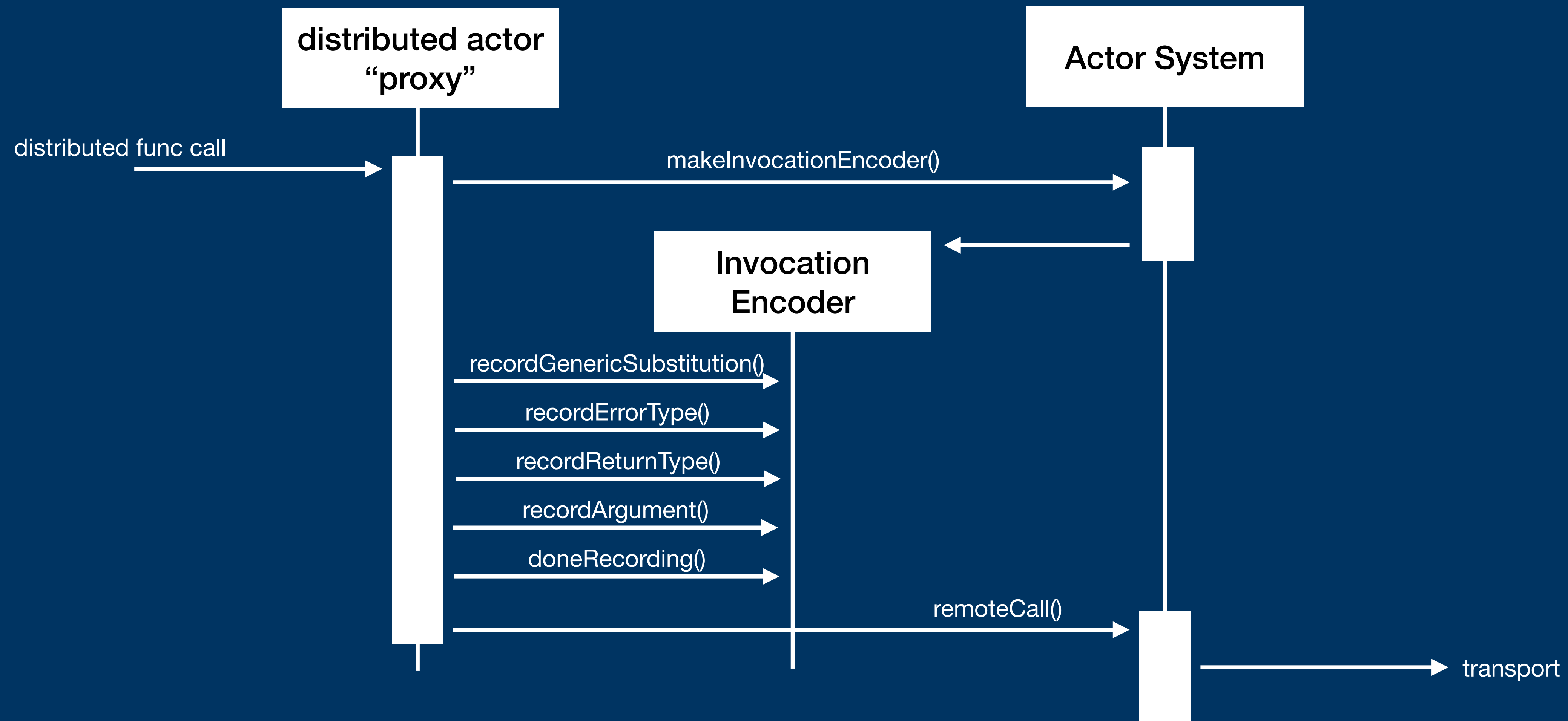
## ActorID



- Synthesized at init/deinit time
- Local-only
- Synchronous
- ActorID must be serializable

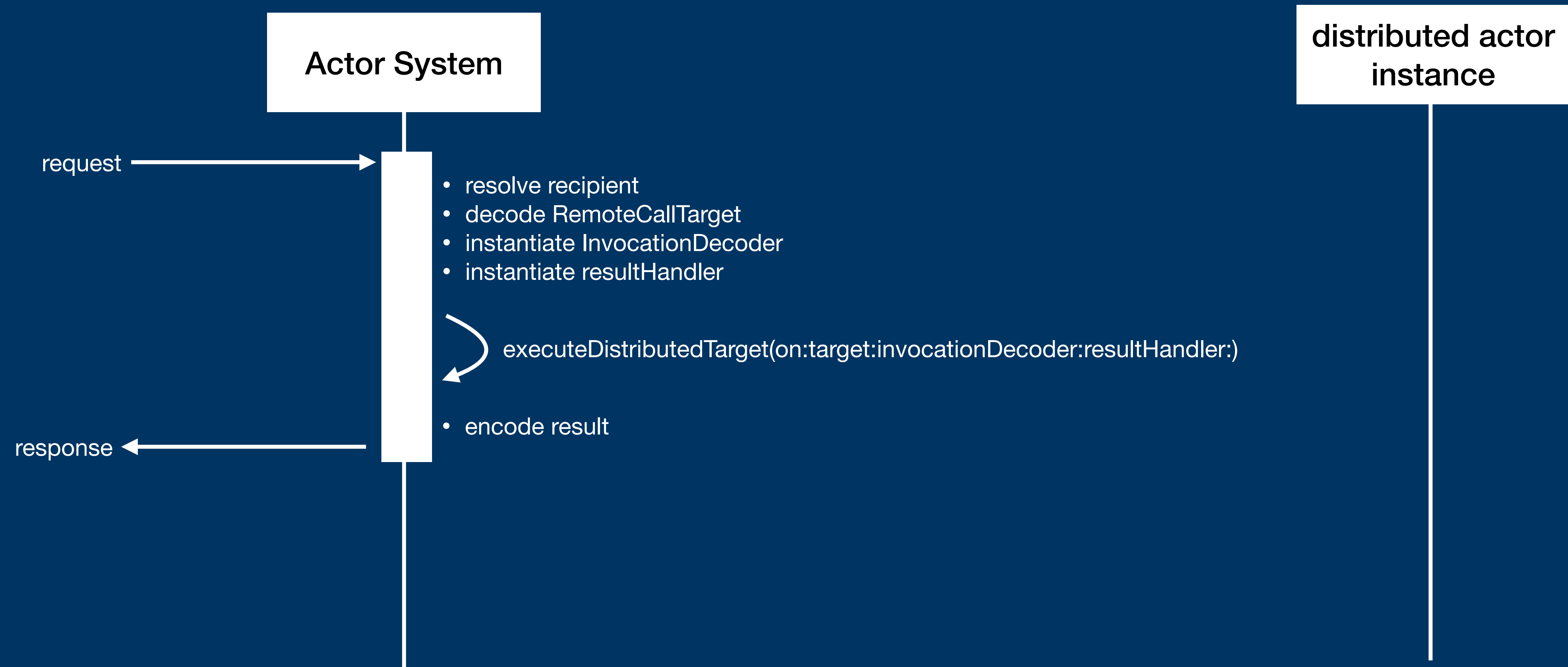
# Invocation (sender)

## InvocationEncoder



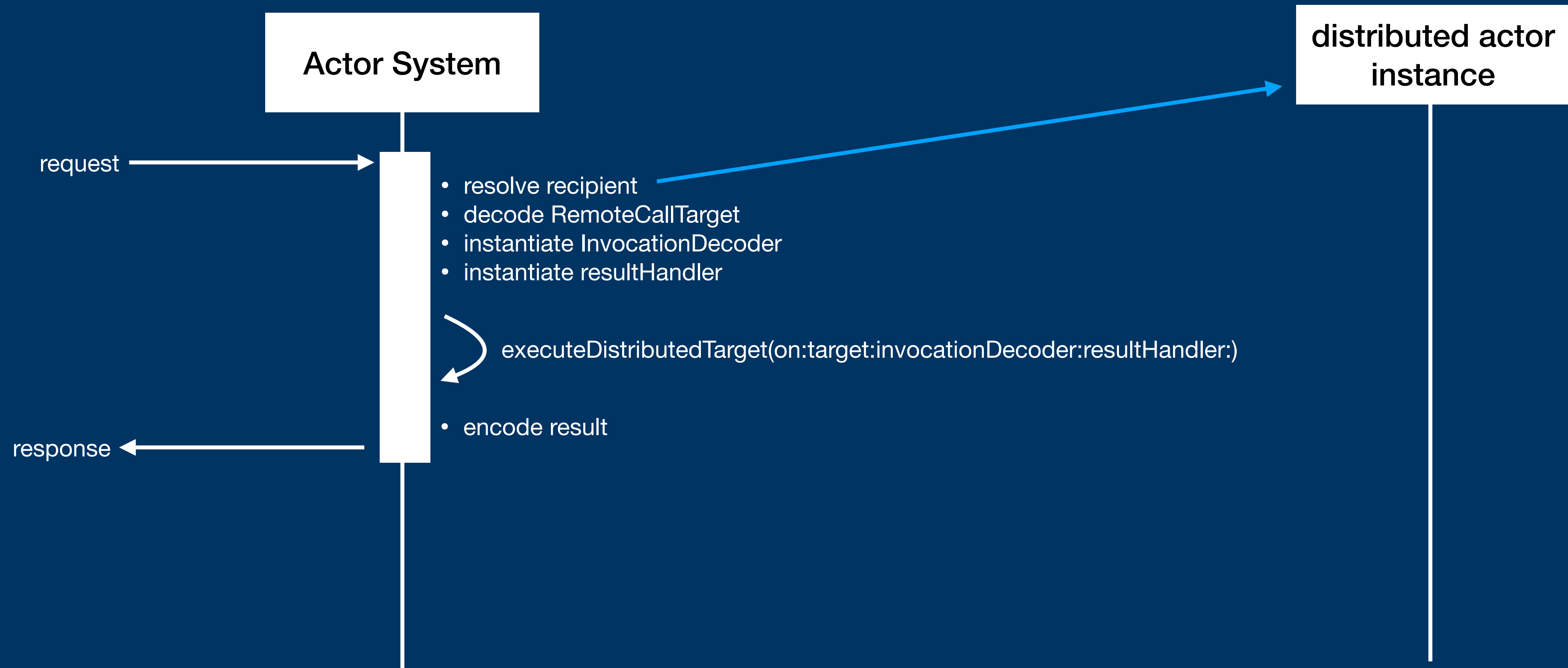
# Invocation (receiver)

## InvocationDecoder, ResultHandler



# Invocation (receiver)

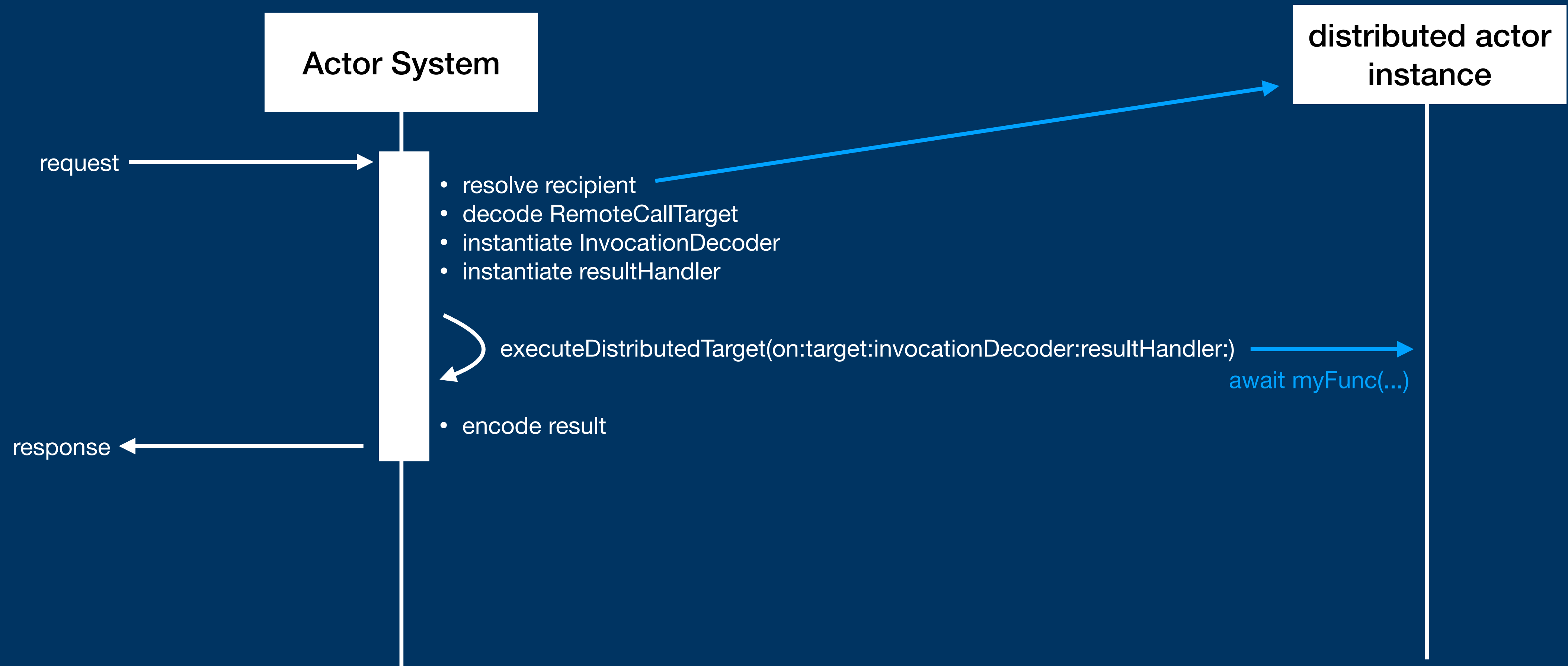
## InvocationDecoder, ResultHandler





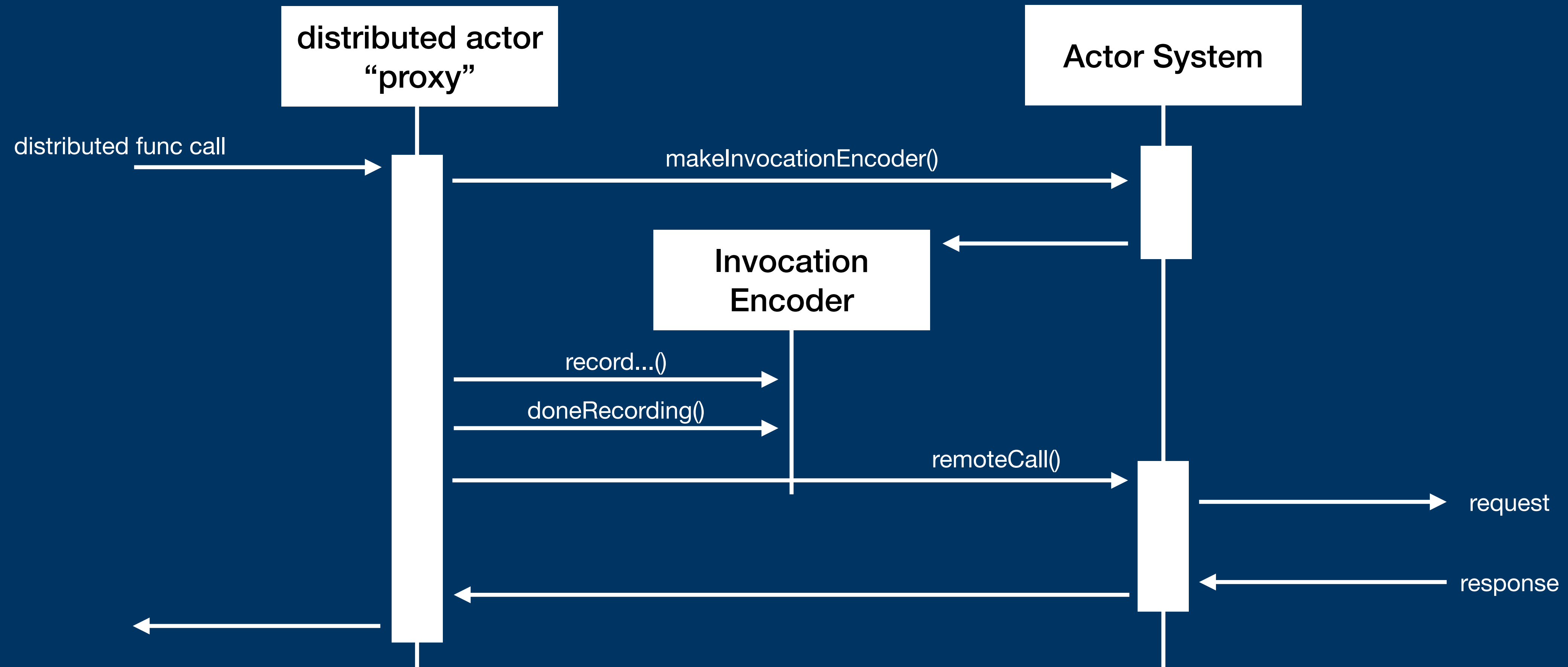
# Invocation (receiver)

## InvocationDecoder, ResultHandler



# Invocation (sender)

## Retrieving results



# Hands On