#### Vertx

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Goals

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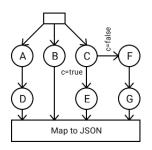
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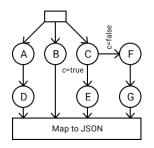
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    - Failures are just data

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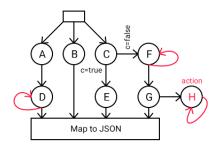
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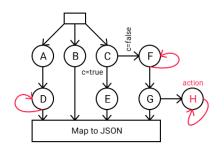
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• I'm still thinking of just one line of code

History

#### Actor Model (1973)

#### Actor Model of Computation: Scalable Robust Information Systems

**Carl Hewitt** 

This article is dedicated to Alonzo Church and Dana Scott.

The Actor Model is a mathematical theory that treats "Actors" as the universal primitives of digital computation.

Hypothesis: All physically possible computation can be directly implemented using Actors.

The model has been used both as a framework for a theoretical understanding of concurrency, and as the theoretical basis for several practical implementations of concurrent systems. The advent of massive concurrency through client-cloud computing and many-core computer architectures has galvanized interest in the Actor Model.

Message passing using types is the foundation of system communication:

Messages are the unit of communication<sup>1</sup>

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- Download Pharo and be blown away!

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- WhatsApp and WeChat are implemented in Erlang!

#### Influential people



Vertx

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- Dependency injection == Coupling
- Have a plan to handle complexity.

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- Message passing is the only way for verticles to interact

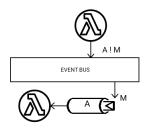
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- The more verticles the better

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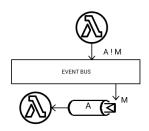
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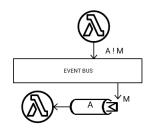
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- send and pray semantics. We send the message and pray that it arrives



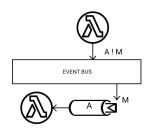
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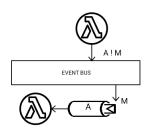
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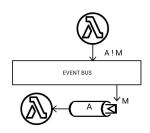
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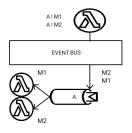
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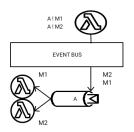
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- Verticles process ONE message at a time. Syncronization is implemented this way



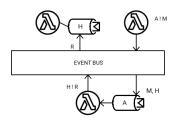
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- Instance that receives the message is chosen using a non-strict round-robin algorithm

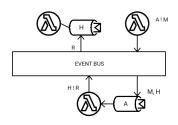
Imagine that a verticle sends a message to other verticle and has to process the response

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- Programmatically, it's just a handler
- but in practice it's just another verticle listening on a random address



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- Verticles that are created to do computation and die after that. Why do we need an address then?

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 imrafaelmerino/json-values is a better alternative: it's persistent and provides a better api

```
@Override
public JsObj transform(final JsObj obj) {
  return obj;
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- What about green threads and project Loom?

vertx-effect: where Vertx meet FP

```
import java.util.function.Supplier
import java.util.function.Function
import io.vertx.core.Future

public interface Val<0> extends Supplier<Future<0>> {...}

public interface λ<I,0> extends Function<I, Val<0>> {...}
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- Val is lazy. It describes an asyncronous effect
- The types I and O represent messages sent to the Event Bus
- If they are not supported by Vertx
  - Implement and register a MessageCodec for them

hands-on

- Michel Goossens, Frank Mittelbach, and Alexander Samarin. The LATEX Companion. Addison-Wesley, Reading, Massachusetts, 1993.
- Albert Einstein. Zur Elektrodynamik bewegter Körper. (German) [On the electrodynamics of moving bodies]. Annalen der Physik, 322(10):891–921, 1905.
- Knuth: Computers and Typesetting, http://www-cs-faculty.stanford.edu/~uno/abcde.html