

Play and Akka, under the hood

(with Kamon, of course!)

Presented by Ivan Topolnjak

Today's Agenda

- Get to know Kamon
 - What is it?
 - How does it look like?
- A word on Akka and Play
- See it in Action (with common problems):
 1. Blocking code in actions.
 2. Forget about compartmentalization.
 3. The lagging actor.
 4. Excessive logging.
 5. Use of `blocking` code blocks.
 6. Long garbage collection pauses.



Questions and
(hopefully) Answers

Kamon, what is it?



kamon

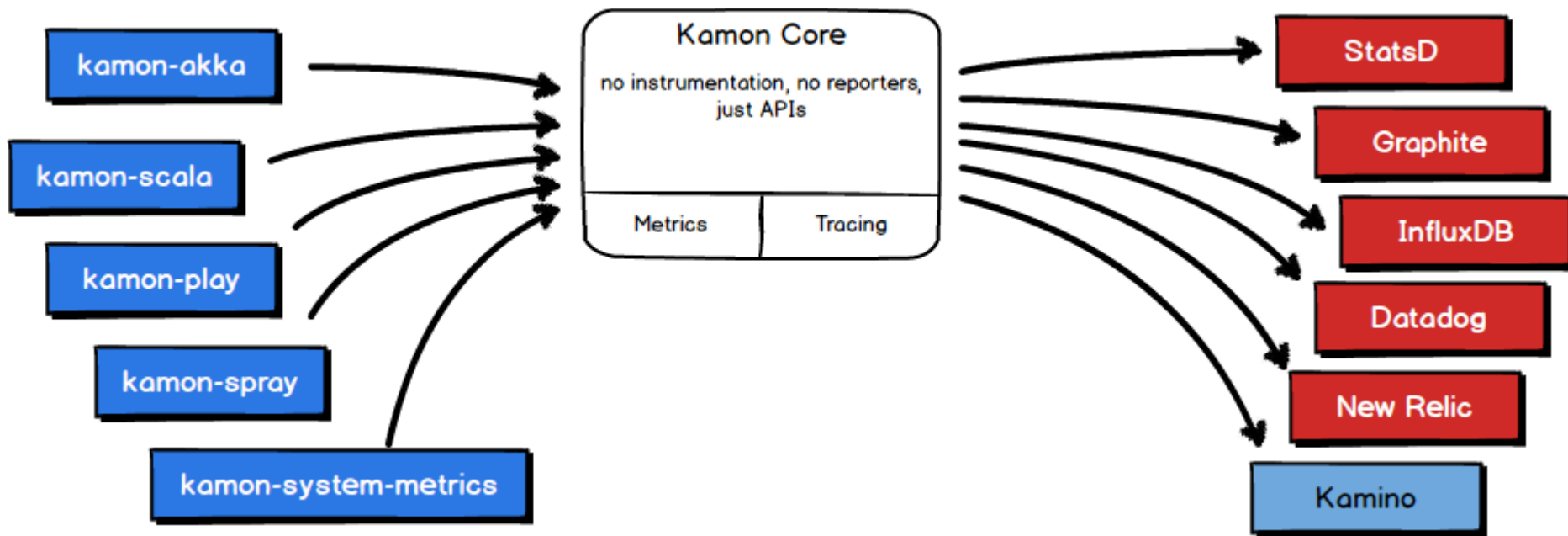
Open Source

More than 3 years of effort
Core with Metrics and Tracing
A lot of Integrations (17 + external)

Docs and info at <http://kamon.io/>

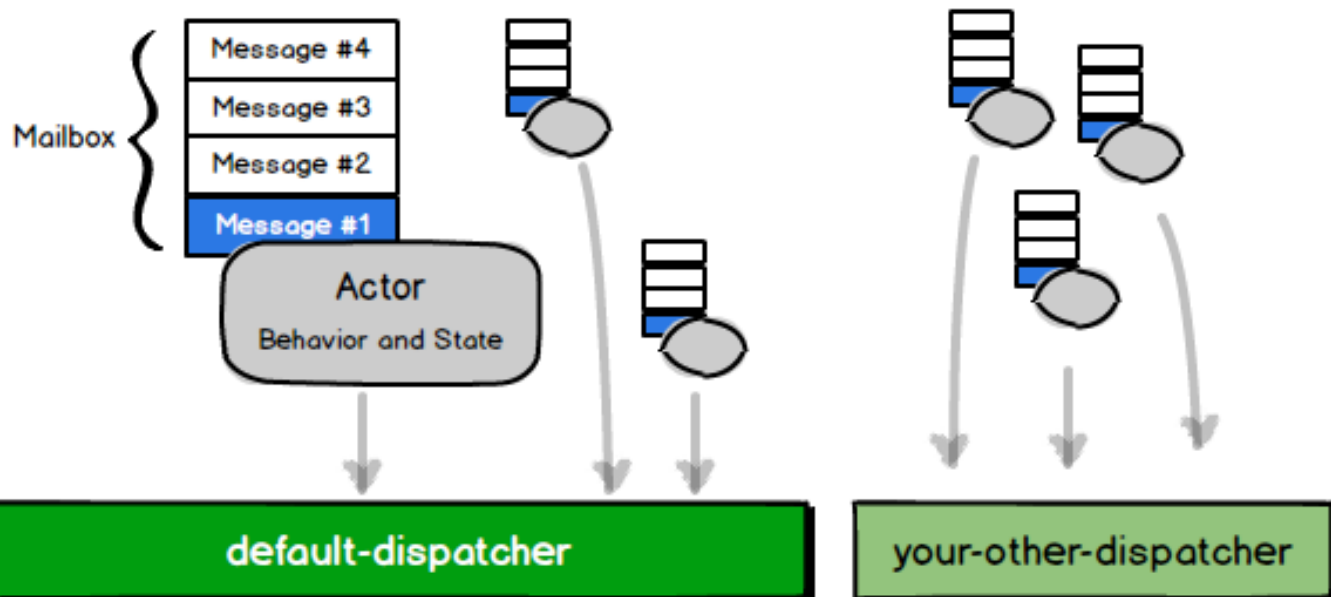
Why does it exist?
Raise your hand honestly.

How does it look like?



Akka

(A insanely simplified view)



The almighty JVM

Your Application

Play

(Another insanely simplified view)

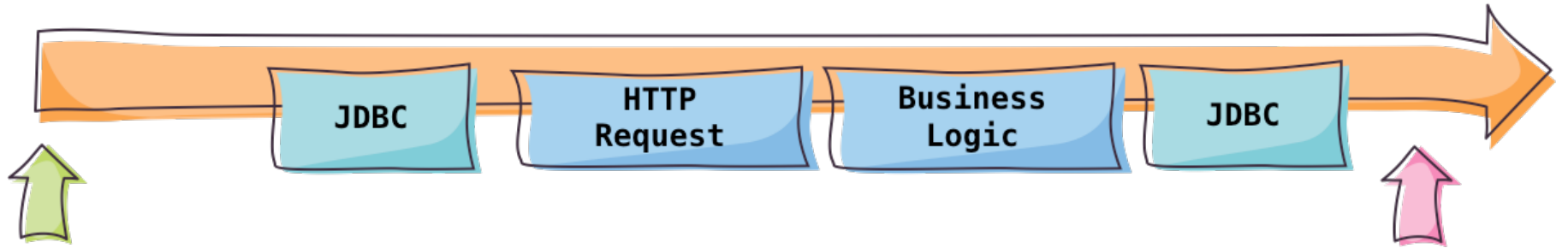
Play Framework APIs and Abstractions

Netty (soon akka-http as well)

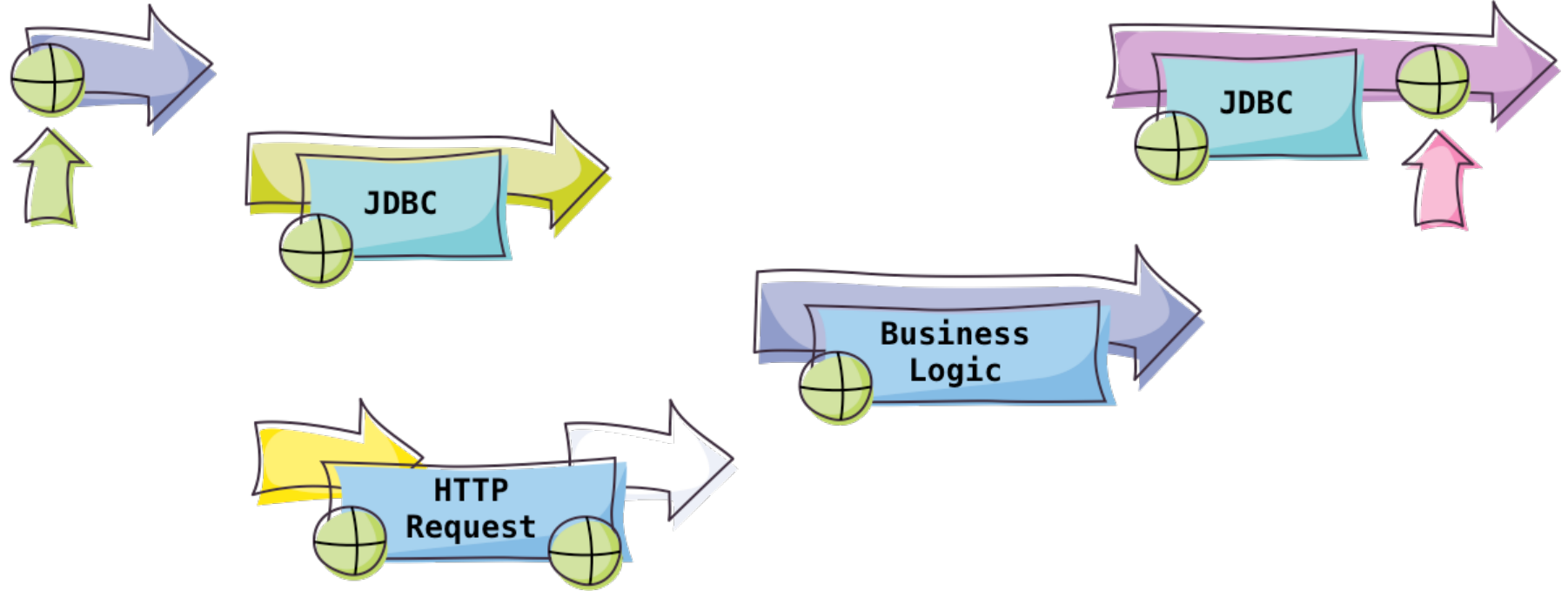
Akka

The almighty JVM

Traditional Thread Model



“Reactive” Thread Model



Let's see it in action

And, now that we are here...
(shameless plug alert)

Sign up for



kamino

<https://kamino.io>

Thanks for Coming!

Questions?