



POLITECNICO
MILANO 1863

Actor Model – Akka Evaluation Lab

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Rules

- Complete the README.md file with
 - Your group identifier
 - From the group registration document
 - Name of each group member
 - A 200-word (max) description of the message flows in your solution
 - What actor talks to what other actor using what message, when, ...
- Create and submit a single zip file with the entire code of your project
 - Name of the file: akka-groupXX.zip
 - XX is the group identifier from the group registration document
 - Submit by the user corresponding to the contact email specified in the group registration document

Preliminaries

- You are to create a simple **event-based communication system** using actors
- The system shall be composed of (at least) five actors
 - Two **worker** actors matching events against subscriptions
 - A **broker** actor coordinating the operation of **worker(s)**
 - A **subscriber** actor that issues subscriptions and receives notifications
 - A **publisher** actor that generates events

Preliminaries (1/2)

- The system shall use (at least) four types of messages
 - **SubscribeMsg** to issue subscriptions
 - **PublishMsg** to generate events
 - **NotificationMsg** to notify subscribers of events
 - **BatchMsg** to change the broker message policy

Brokers and Workers

- The **broker** splits the matching process between the two **worker** actors as follows
 - Splitting is based on a partitioning of the **key** attribute in the **Subscribe** message
 - Even keys go to one worker, odd keys go to the other
 - When a worker actor receives a **Publish** message for a topic it is not aware of, it fails
 - Handling the failure must ensure that the set of active subscriptions before the failure is retained
 - You can assume that **at most one subscriber exist for a given topic**

BatchMsg

- Whenever the broker receives a BatchMsg, it looks at the **isOn** attribute
 - If it is false, the broker shall immediately process every subsequent message it receives
 - If it is true, the broker shall buffer all event messages it receives since that time, and process them in a batch as soon as it receives another **BatchMsg** with **isOn** set to false
- You may begin solving this exercise without this feature, then you add it later on

Code

- In the assignment, you also find
 - A definition of the four basic message types
 - You are free to **extend** the message definitions, but you **cannot change** the existing code
 - You can of course define more message types, if needed
 - A **template** for a test main method
 - This is necessarily incomplete!!
 - It cannot run as it is!!
 - Uncomment the Java lines to test
 - It must run when you submit