

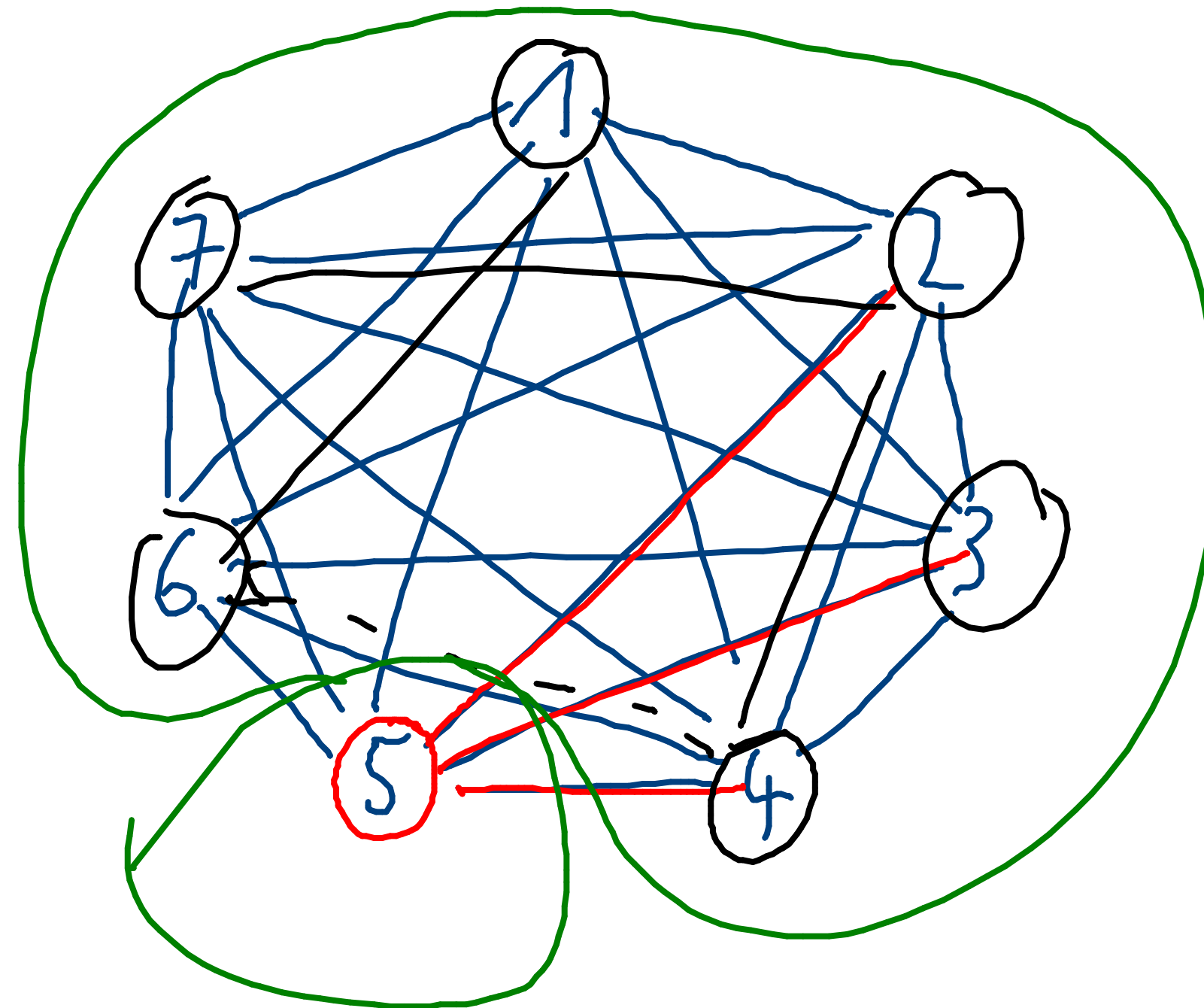
# Cluster needs Failure Detection

Consensus is unattainable if some members are unreachable.

Every node is monitored using heartbeats from several others.

A node unreachable from one other is considered unreachable for all.

Nodes can be removed to restore the cluster consensus.



# Cluster and DeathWatch

Actors on nodes which are removed from the cluster must be dead.

- ▶ allows clean-up of remote-deployed child actors
- ▶ decision must be taken consistently within the cluster
- ▶ once Terminated was delivered the actor cannot come back

Lifecycle monitoring is important for distributed fail-over:

- ▶ delivery of Terminated is guaranteed
- ▶ this is only possible because it can be synthesized when needed

# Applying it to ClusterWorker

```
val cluster = Cluster(context.system)
cluster.subscribe(self, classOf[ClusterEvent.MemberUp])
val main = cluster.selfAddress.copy(port = Some(2552))
cluster.join(main)

def receive = {
  case ClusterEvent.MemberUp(member) =>
    if (member.address == main) {
      val path = RootActorPath(main) / "user" / "app" / "receptionist"
      context.actorSelection(path) ! Identify("42")
    }
  case ActorIdentity("42", None)      => context.stop(self)
  case ActorIdentity("42", Some(ref)) => context.watch(ref)
  case Terminated(_)                => context.stop(self)
}
```