ÉCOLE POLYTECHNIQUE
FÉDÉRALE DE LAUSANNE

Persistent Actor State

Principles of Reactive Programming

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Persistent Actor State

Actors representing a stateful resource

- shall not lose important state due to (system) failure
- must persist state as needed
- must recover state at (re)start

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Two possibilities for persisting state:

- in-place updates
- persist changes in append-only fashion

Changes vs. Current State

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- Recovery of latest state in constant time.
- Data volume depends on number of records, not their change rate.

Benefits of persisting changes:

- History can be replayed, audited or restored.
- Some processing errors can be corrected retroactively.
- Additional insight can be gained on business processes.
- Writing an append-only stream optimizes IO bandwidth.
- Changes are immutable and can freely be replicated.

Snapshots

Immutable snapshots can be used to bound recovery time.

Persistence Primitive

- being persistent means “taking notes”

```
persist(MyEvent(...)) { event =>
  // now <event> is persisted
  doSomethingWith(event)
}
```

Event Example (1)

```scala
case class NewPost(text: String, id: Long)
case class BlogPosted(id: Long)
case class BlogNotPosted(id: Long, reason: String)

sealed trait Event
case class PostCreated(text: String) extends Event
case object QuotaReached extends Event

case class State(posts: Vector[String], disabled: Boolean) {
  def updated(e: Event): State = e match {
    case PostCreated(text) => copy(posts = posts :+ text)
    case QuotaReached      => copy(disabled = true)
  }
}
```

Event Example (2)

```
class UserProcessor extends PersistentActor {
  var state = State(Vector.empty, false)
  def receiveCommand = {
    case NewPost(text, id) =>
      if (state.disabled) sender() ! BlogNotPosted(id, ”quota reached”)
      else { persist(PostCreated(text)) { e =>
                   updateState(e)
                   sender() ! BlogPosted(id) }
             persist(QuotaReached)(updateState) }
  }
  def updateState(e: Event) { state = state.updated(e) }
  def receiveRecover = { case e: Event => updateState(e) }
}
```

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It is a trade-off between throughput and consistency.

Event Example (3)

```
case NewPost(text, id) =>
  if (!state.disabled) {
    val created = PostCreated(text)
    update(created)
    update(QuotaReached)
    persistAsync(created)(sender() ! BlogPosted(id))
    persistAsync(QuotaReached)(_ => ())
  } else sender() ! BlogNotPosted(id, ”quota reached”)
```

At-Least-Once Delivery (1)

- Guaranteeing delivery means retrying until successful
- Retries are the sender's responsibility
- The recipient needs to acknowledge receipt
- Lost receipts lead to duplicate deliveries $\Rightarrow$ *at-least-once*

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- Retrying means taking note that the message needs to be sent
- Acknowledgement means taking note of the receipt of the confirmation

At-Least-Once Delivery (2)

```scala
class UserProcessor(publisher: ActorPath)
    extends PersistentActor with AtLeastOnceDelivery {
  def receiveCommand = {
    case NewPost(text, id) =>
      persist(PostCreated(text)) { e =>
        deliver(publisher, PublishPost(text, _))
        sender() ! BlogPosted(id) }
  }
  def receiveRecover = {
    case PostCreated(text) => deliver(publisher, PublishPost(text, _))
  }
}
```

At-Least-Once Delivery (3)

```
class UserProcessor(publisher: ActorPath)
    extends PersistentActor with AtLeastOnceDelivery {
  def receiveCommand = {
    case NewPost(text, id) =>
      persist(PostCreated(text)) { e =>
        deliver(publisher, PublishPost(text, _))
        sender() ! BlogPosted(id) }
    case PostPublished(id) => confirmDelivery(id)
  def receiveRecover = {
    case PostCreated(text) => deliver(publisher, PublishPost(text, _))
    case PostPublished(id) => confirmDelivery(id)
  }
}
```

Exactly-Once Delivery (1)

- *At-least-once* delivery leads to duplicates at the receiver
- The receiver needs to remember what it has already done to avoid redoing it

Exactly-Once Delivery (2)

```scala
class Publisher extends PersistentActor {
  var expectedId = 0L
  def receiveCommand = {
    case PublishPost(text, id) =>
      if (id > expectedId) () // ignore, not yet ready for that
      else if (id < expectedId) sender() ! PostPublished(id)
      else persist(PostPublished(id)) { e =>
             sender() ! e
             // modify website
             expectedId += 1
           }
  }
  def receiveRecover = { case PostPublished(id) => expectedId = id + 1 }
}
```

When to Perform External Effects?

Performing the effect and persisting that it was done cannot be atomic.

- Perform it before persisting for at-least-once semantics.
- Perform it after persisting for at-most-once semantics.

This choice needs to be made based on the underlying business model.

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If processing is *idempotent* then using at-least-once semantics achieves *effectively exactly-once processing*.

Summary

- Actors persist facts that represent changes to their state.
- Events can be replicated and used to inform other components.
- Recovery replays past events to reconstruct state; snapshots reduce this cost.