#### exp.oCon 2025



### THE ACTOR MODEL

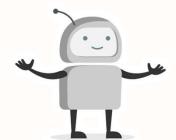


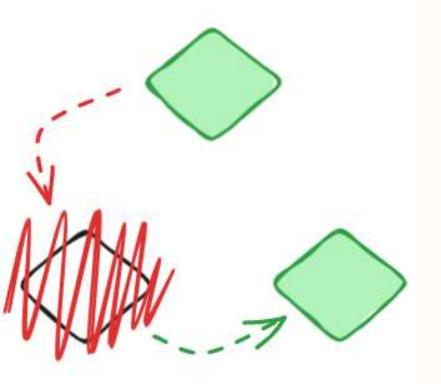
Fault Tolerant - Highly Concurrent - Distributed Applications

#### **AGENDA**

#### The Plan

- 1. Motivation
- 2. Branding
- 3. Definitions
- 4. Fault Tolerance
- 5. High Concurrency
- 6. Distributed Applications
- 7. Summary



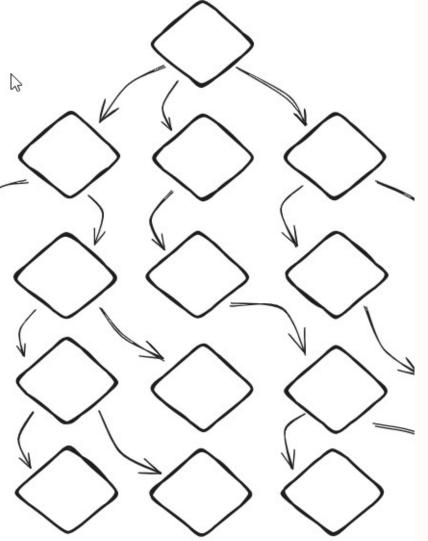


#### **MOTIVATION**

Fault Tolerance

Build fault tolerance into applications at a structural level



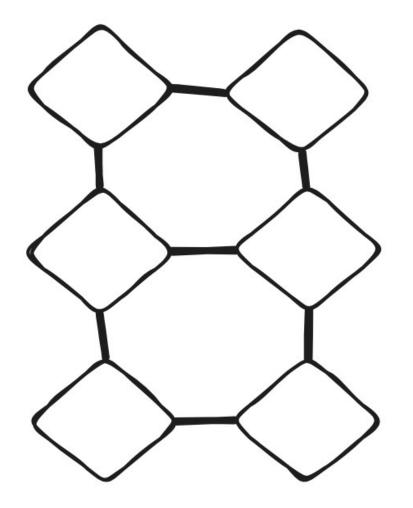


#### **MOTIVATION**

Massive Multithreading

Increase throughput with performant high concurrency





#### **MOTIVATION**

Distributed Applications

# Design applications that scale across nodes



#### **BRANDING**

Implementations of the Actor Model And Who's Using Akka?















SWIGGY

















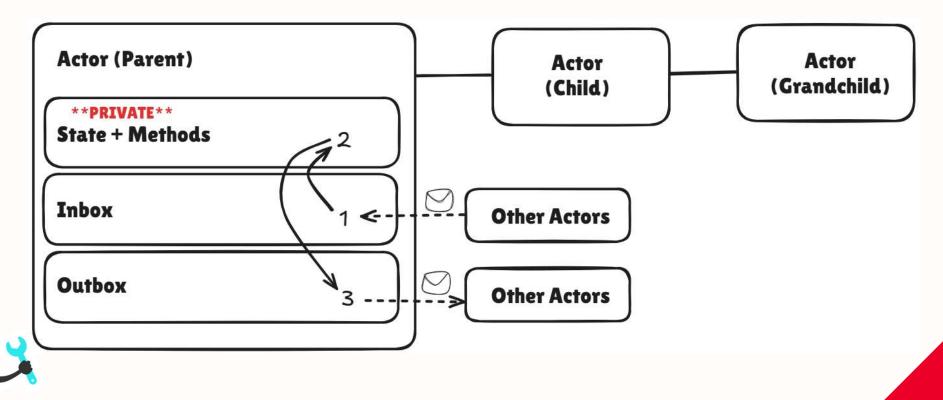






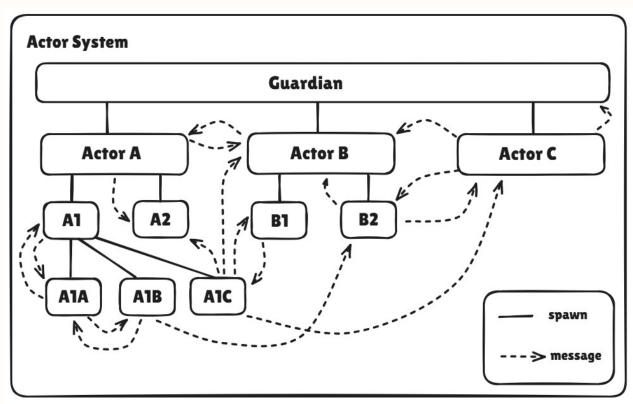
#### **ACTORS**

Anatomy of an Actor



#### THE ACTOR SYSTEM

Who's Managing the Actors?





(7)

**About Actors** 

Available Items:

UserSession Id: ee02f614-64b0-4d86-b51e-72a5f2ee9912

URL: http://localhost:12752/

#### **EXAMPLE - INVENTORY APP**

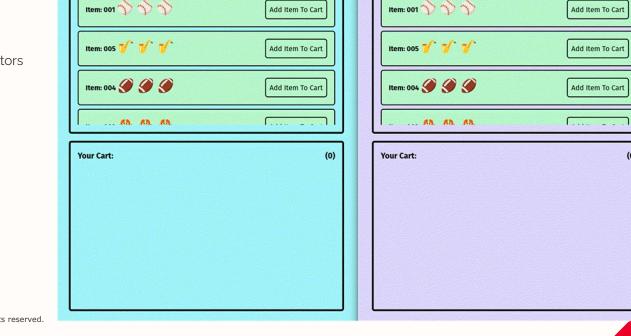
• Repo: gh/nathanielbellamy/aboutactors

Language: Scala 3.3.4

Build Tool: Maven

Akka Version: 2.10.2

• IDE: Intellij Idea

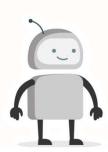


**About Actors** 

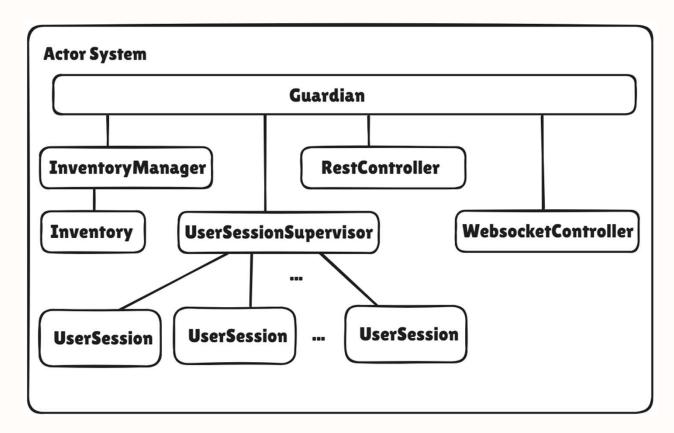
Available Items:

UserSession Id: b7cc9abb-38a9-4f57-b976-d275002f6c78

URL: http://localhost:12751/



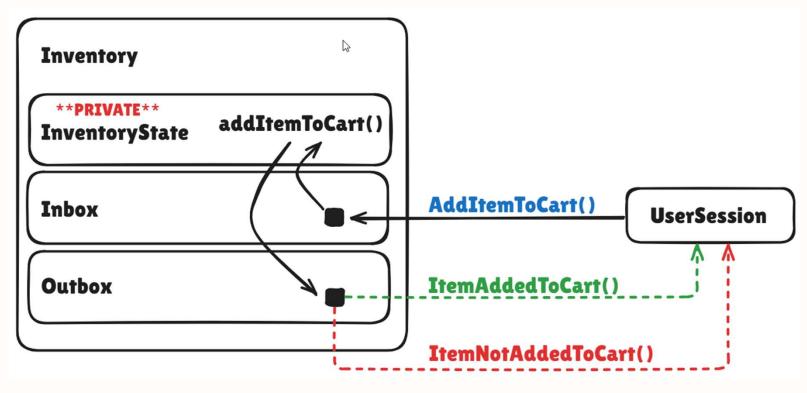
#### **EXAMPLE - INVENTORY APP**

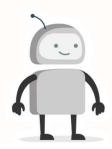




#### **ACTOR EXAMPLE**

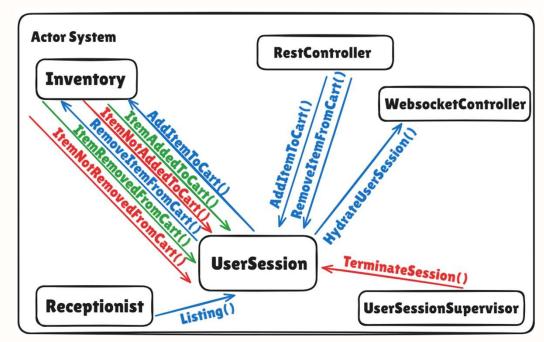
Adding An Item To User's Cart

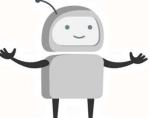




#### **MESSAGES**

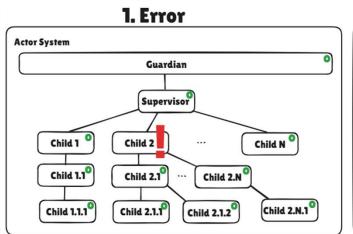
What about the messages themselves?

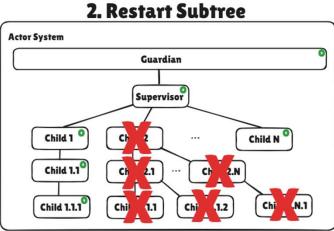


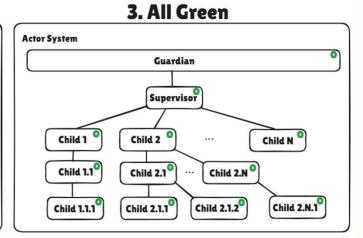


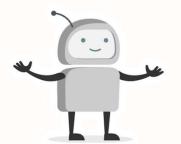
#### **FAULT TOLERANCE**

What happens when code fails?



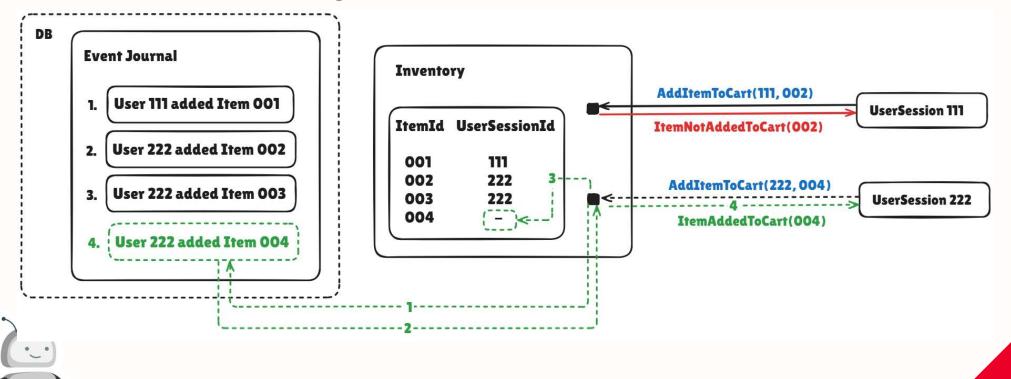




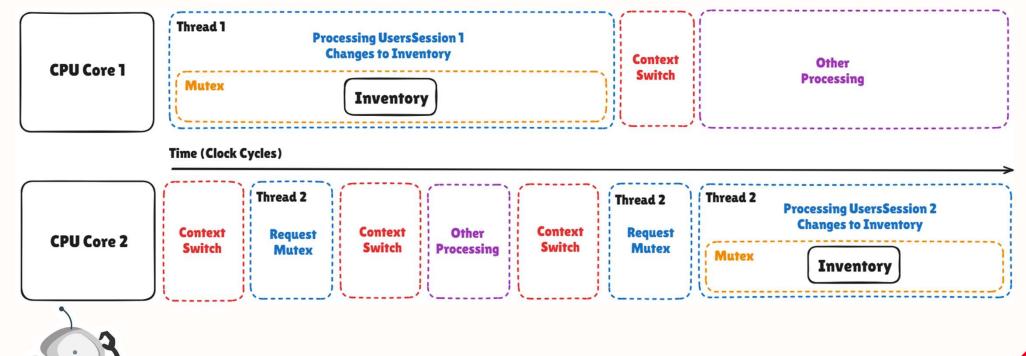


#### **FAULT TOLERANCE**

Persistent State Built From Messages



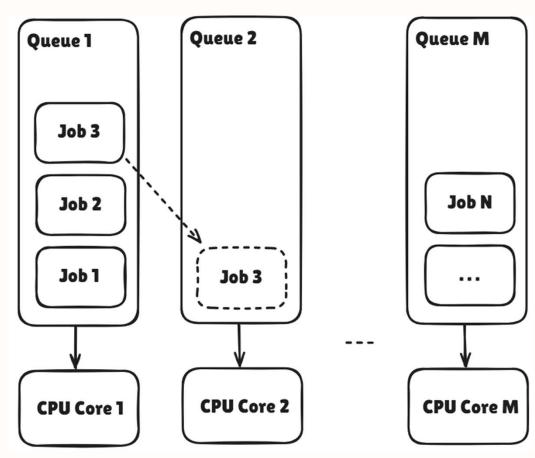
The Trouble With Locking (Non Actor Model)

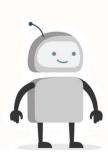


No Unnecessary Context Switching

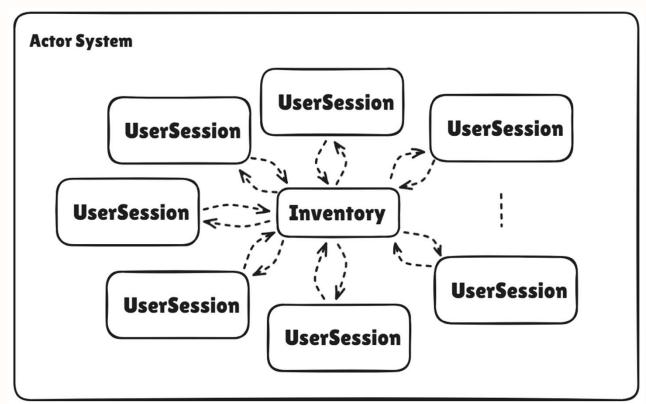
Inventory Actor/Thread Context Other **CPU Core 1 Processing Message Switch Processing** from UsersSession 1 Time (Clock Cycles) **Inventory Actor/Thread** Context **CPU Core 2** Other **Processing Message Switch Processing** from UsersSession 2

Lock Free Is The Way To Be



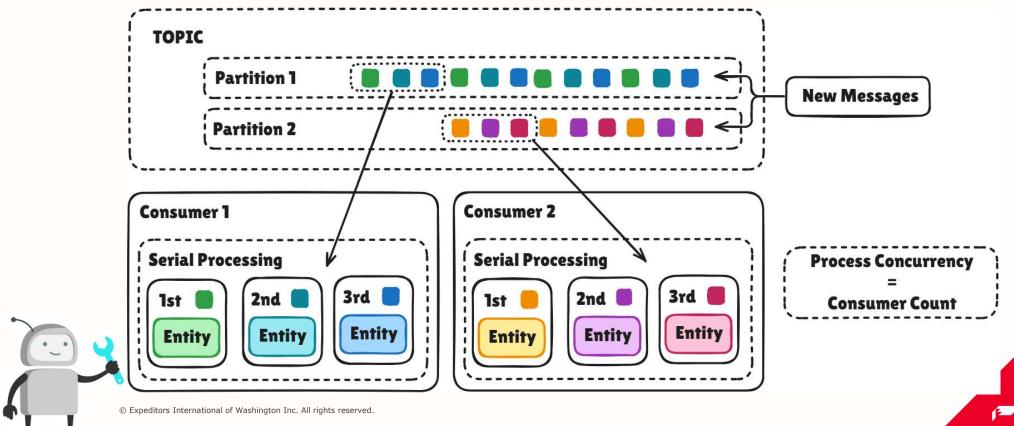


Wait, How Many Actors?

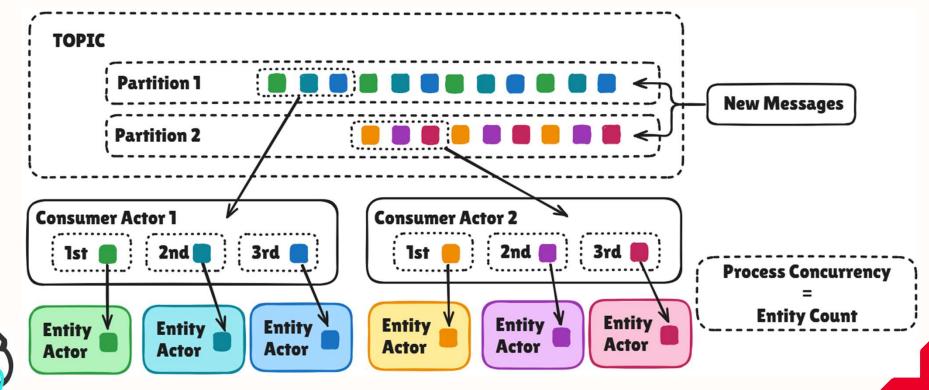




Limitations of Kafka + Spring

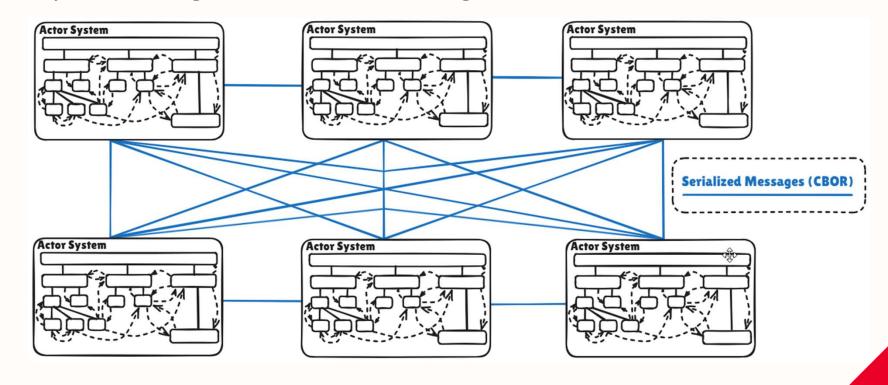


High Concurrency Processing With Kafka + Akka (Alpakka)



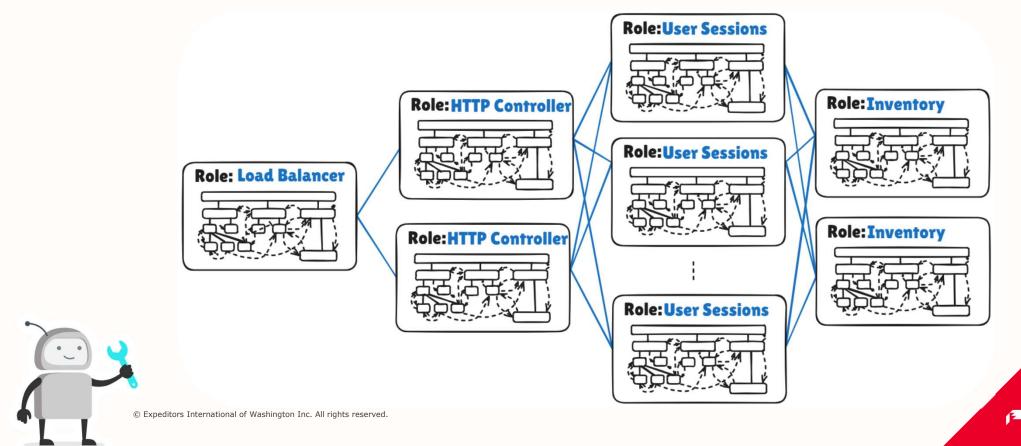
#### **DISTRIBUTED APPLICATIONS**

Multiple Actor Systems Working as One with Cluster Sharding



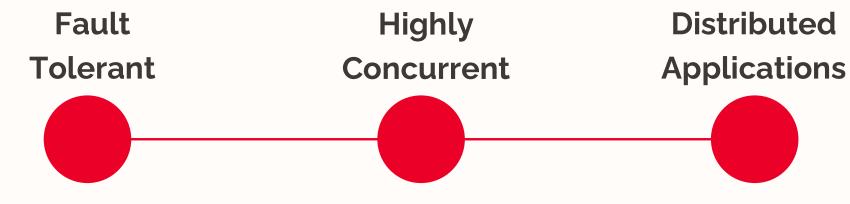
#### **DISTRIBUTED APPLICATIONS**

Roles and Fault Tolerance



#### **SUMMARY**

The Actor Model



- > Supervisor Pattern
- Compartmentalized Errors
- Persistence (Event Sourcing)
- > Threading W/O Locking
- > Efficient CPU Scheduling
- Processing Thread Per Entity
- > Cluster Sharding
- > Actor Migration
- Node Roles

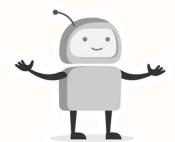


#### **THANK YOU!**



#### **ADDITIONAL RESOURCES**

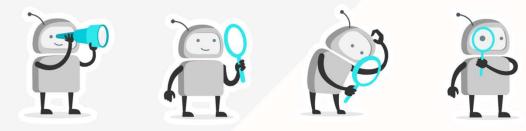
- 1. Akka Doc: doc.akka.io
- 2. Pekko Doc: pekko.apache.org/docs/pekko/current/typed/guide/introduction.html
- 3. Example Project: gh/nathanielbellamy/aboutactors
- 4. Diagrams w/ Excalidraw: excalidraw.com

















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