

Above the Clouds: Introducing Akka

Jonas Bonér
CTO Typesafe

Twitter: @jboner

<http://akka.io>

<http://typesafe.com>

The problem

It is way too hard to build:

1. correct highly concurrent systems
2. truly scalable systems
3. fault-tolerant systems that self-heals

...using “state-of-the-art” tools

Introducing **akka**



Vision

Simpler

— [Concurrency]

— [Scalability]

— [Fault-tolerance]

Vision

...with a single unified

———[Programming model

———[Runtime service

Manage system overload

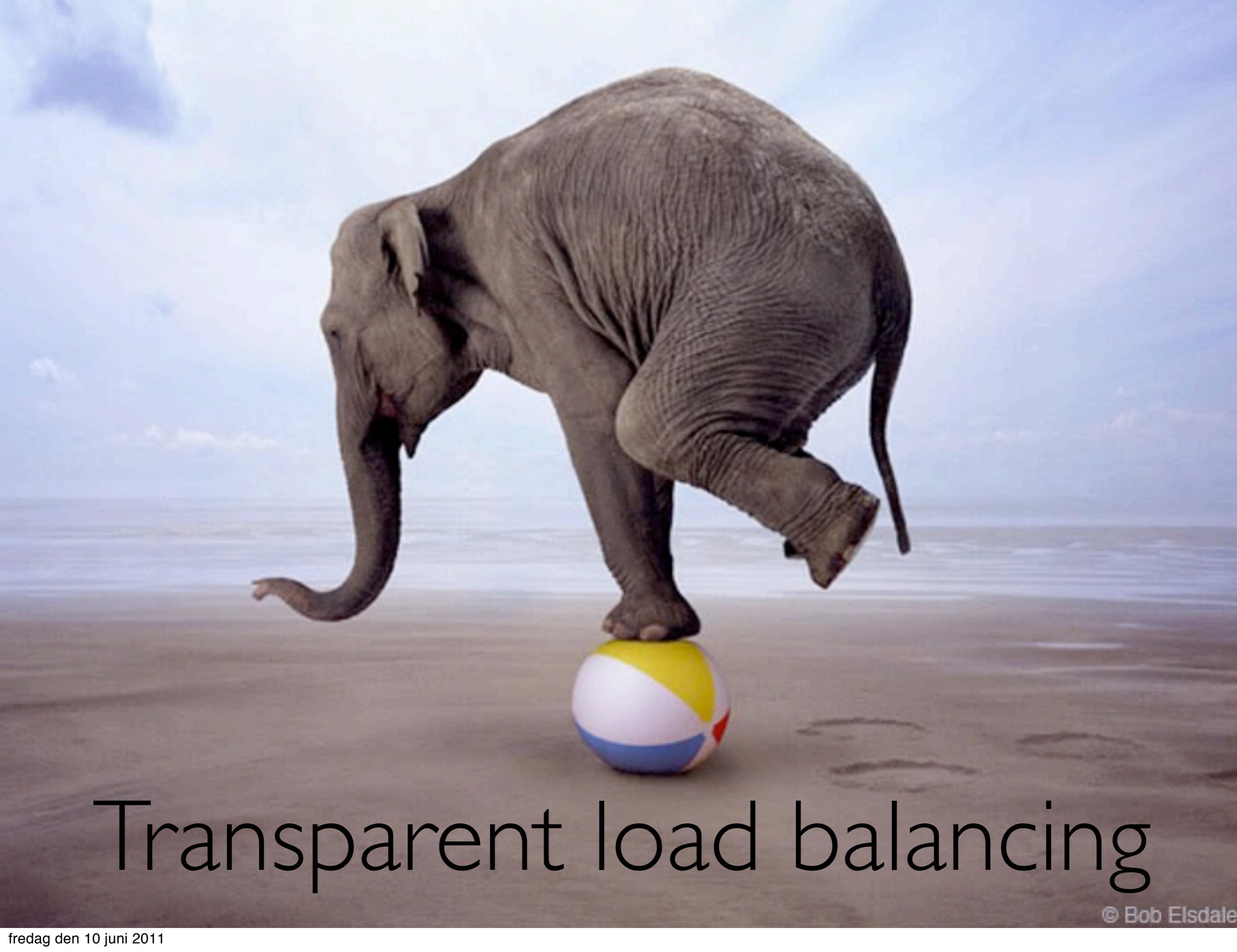


Scale up & Scale out



Replicate and distribute for fault-tolerance





Transparent load balancing

© Bob Elsdale

Heavily influenced by
Erlang OTP

Concurrency

Concurrency

- Actors

Concurrency

- Actors
- Transactional References & Data structures

Concurrency

- Actors
- Transactional References & Data structures
- Agents

Concurrency

- Actors
- Transactional References & Data structures
- Agents
- Dataflow Concurrency

Remoting

Remoting

- Erlang-style supervisor hierarchies

Remoting

- Erlang-style supervisor hierarchies
- Actor cluster replication

Remoting

- Erlang-style supervisor hierarchies
- Actor cluster replication
- Actor node migration upon failure

Fault-tolerance

Fault-tolerance

- Clustered Actors

Fault-tolerance

- Clustered Actors
- Data Grid

Fault-tolerance

- Clustered Actors
- Data Grid
- Compute Grid

WHERE IS AKKA USED?

SOME EXAMPLES:

FINANCE

- Stock trend Analysis & Simulation
- Event-driven messaging systems

BETTING & GAMING

- Massive multiplayer online gaming
- High throughput and transactional betting

TELECOM

- Streaming media network gateways

SIMULATION

- 2D/3D simulation engines

E-COMMERCE

- Batch processing
- Social media community sites

Akka Actors

one tool in the toolbox

Actors

```
case class Tick(value: Int)

class Counter extends Actor {
    var counter = 0

    def receive = {
        case Tick(value) =>
            counter += value
            println(counter)
    }
}
```

Create

```
val counter = actorOf[Counter]
```

counter is an ActorRef

Send: !

counter ! Tick(1)

fire-forget

Send: ?

```
// returns a future  
val future = actor ? message
```

```
future.await
```

```
val result = future.result
```

returns the Future directly

Reply

```
class SomeActor extends Actor {  
    def receive = {  
        case User(name) =>  
            // use reply  
            self.reply("Hi " + name)  
    }  
}
```

Future

```
val future1, future2, future3 =  
  Future.empty[String]
```

```
future1.onComplete(f => ...)  
future2.map(f => ...)  
future3.filter(f => ...)
```

```
future1.completeWithResult(...)  
future2.completeWithException(...)  
future3.completeWith(future2)
```

Future

```
val f1 = Futures.future(callable)
val f2 = Futures.reduce(futures)((x, y) => ...)
val f3 = Futures.fold(zero)(futures)((x, y) => ...)
```

HotSwap

```
self become {  
    // new message handler  
    case NewMessage =>  
        ...  
}
```

HotSwap

```
actor ! HotSwap {  
    // new message handler  
    case NewMessage =>  
        ...  
}
```

HotSwap

```
self.unbecome()
```

Set dispatcher

```
class MyActor extends Actor {  
    self.dispatcher =  
        Dispatchers.newPinnedDispatcher(self)  
  
    ...  
}  
  
actor.dispatcher = dispatcher // before started
```

Clustered Actors

Address

```
val actor = actorOf[MyActor]
```

Bind the actor to a virtual address

Address

```
val actor = actorOf[MyActor](“my-service”)
```

Bind the actor to a virtual address

Deployment configuration

```
akka {  
    actor {  
        deployment {  
            my-service {  
                router = "least-cpu"  
                clustered {  
                    replicas = 3  
                }  
            }  
        }  
    }  
}
```

Deployment

Deployment

- Actor address is virtual and decoupled from how it is deployed

Deployment

- Actor address is virtual and decoupled from how it is deployed
- If no deployment configuration exists then actor is deployed as local

Deployment

- Actor address is virtual and decoupled from how it is deployed
- If no deployment configuration exists then actor is deployed as local
- The same system can be configured as distributed without code change (even change at runtime)

Deployment

- Actor address is virtual and decoupled from how it is deployed
- If no deployment configuration exists then actor is deployed as local
- The same system can be configured as distributed without code change (even change at runtime)
- Write as local but deploy as distributed in the cloud without code change

Deployment

- Actor address is virtual and decoupled from how it is deployed
- If no deployment configuration exists then actor is deployed as local
- The same system can be configured as distributed without code change (even change at runtime)
- Write as local but deploy as distributed in the cloud without code change
- Allows runtime to dynamically and adaptively change topology

The runtime provides

The runtime provides

- Subscription-based cluster membership service

The runtime provides

- Subscription-based **cluster membership** service
- Highly available **cluster registry** for actors

The runtime provides

- Subscription-based cluster membership service
- Highly available cluster registry for actors
- Automatic cluster-wide deployment

The runtime provides

- Subscription-based cluster membership service
- Highly available cluster registry for actors
- Automatic cluster-wide deployment
- Automatic replication with fail-over upon node crash

The runtime provides

- Subscription-based cluster membership service
- Highly available cluster registry for actors
- Automatic cluster-wide deployment
- Automatic replication with fail-over upon node crash
- Transparent and user-configurable load-balancing

The runtime provides

- Subscription-based cluster membership service
- Highly available cluster registry for actors
- Automatic cluster-wide deployment
- Automatic replication with fail-over upon node crash
- Transparent and user-configurable load-balancing
- Transparent adaptive cluster rebalancing

The runtime provides

- Subscription-based cluster membership service
- Highly available cluster registry for actors
- Automatic cluster-wide deployment
- Automatic replication with fail-over upon node crash
- Transparent and user-configurable load-balancing
- Transparent adaptive cluster rebalancing
- Leader election

The runtime provides

- Subscription-based cluster membership service
- Highly available cluster registry for actors
- Automatic cluster-wide deployment
- Automatic replication with fail-over upon node crash
- Transparent and user-configurable load-balancing
- Transparent adaptive cluster rebalancing
- Leader election
- Durable mailboxes - guaranteed delivery

The runtime provides

- Subscription-based cluster membership service
- Highly available cluster registry for actors
- Automatic cluster-wide deployment
- Automatic replication with fail-over upon node crash
- Transparent and user-configurable load-balancing
- Transparent adaptive cluster rebalancing
- Leader election
- Durable mailboxes - guaranteed delivery
- Highly available centralized configuration service

The runtime provides

- Subscription-based cluster membership service
- Highly available cluster registry for actors
- Automatic cluster-wide deployment
- Automatic replication with fail-over upon node crash
- Transparent and user-configurable load-balancing
- Transparent adaptive cluster rebalancing
- Leader election
- Durable mailboxes - guaranteed delivery
- Highly available centralized configuration service
- ...and more

Clustering of Stateless Actor

Akka Node

Akka Node

```
val ping = actorOf[Ping]("ping")
val pong = actorOf[Pong]("pong")
```

```
ping ! Ball(pong)
```

Akka Node

```
val ping = actorOf[Ping]("ping")
val pong = actorOf[Pong]("pong")
```

```
ping ! Ball(pong)
```



Akka
Cluster Node

Ping

Pong

Akka
Cluster Node

Akka
Cluster Node

Akka
Cluster Node

Ping

Pong

Akka
Cluster Node

Ping

Pong

Akka
Cluster Node

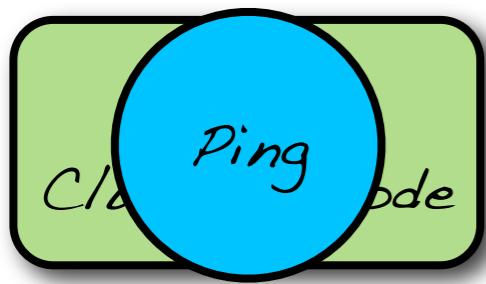
```
akka {  
    actor {  
        deployment {  
            ping {}  
            pong {  
                router = "round-robin"  
                clustered {  
                    replicas = 3  
                }  
            }  
        }  
    }  
}
```

Ping

Pong

Akka
Cluster Node

Akka
Cluster Node



Akka
Cluster Node

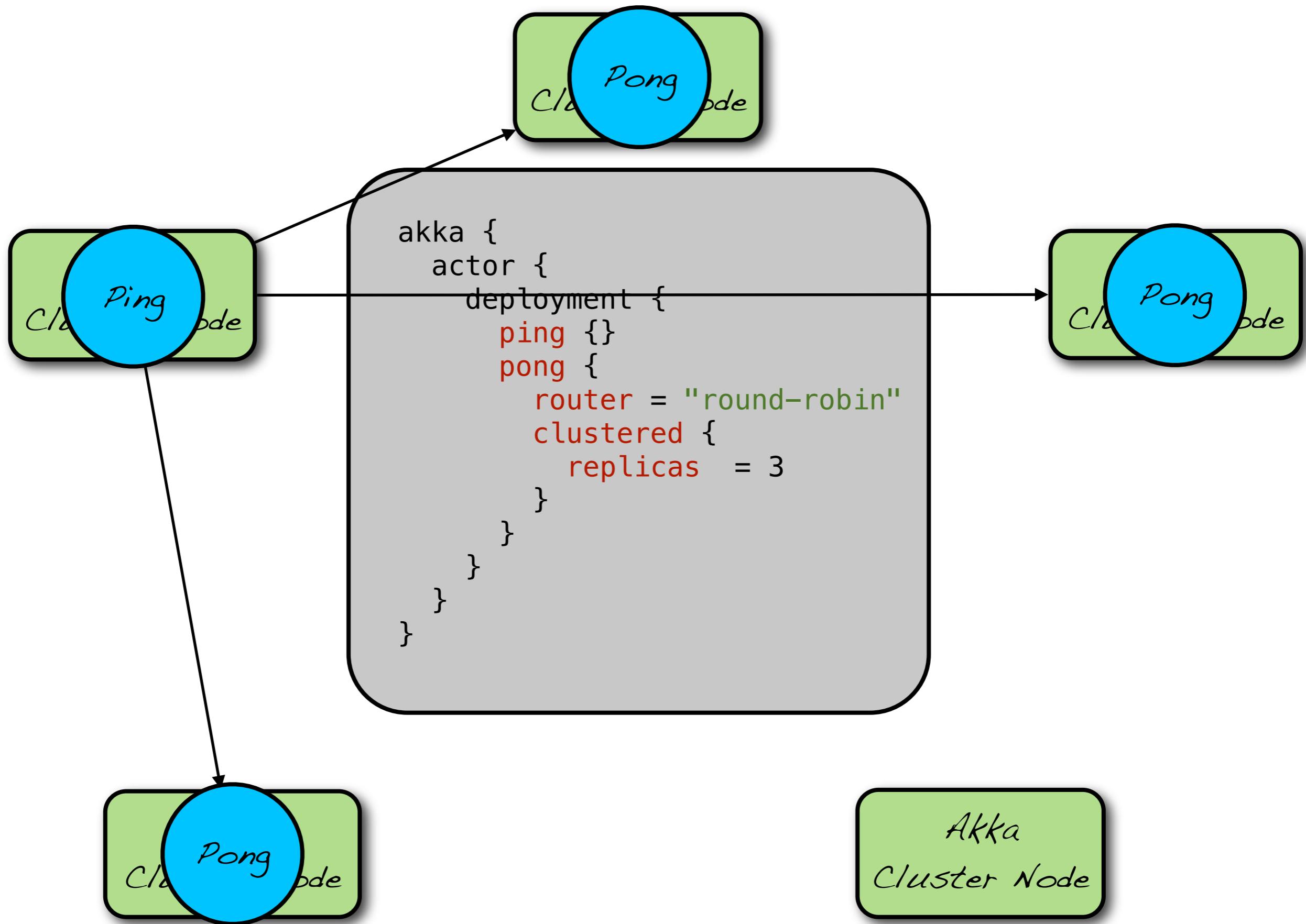
```
akka {  
    actor {  
        deployment {  
            ping {}  
            pong {  
                router = "round-robin"  
                clustered {  
                    replicas = 3  
                }  
            }  
        }  
    }  
}
```

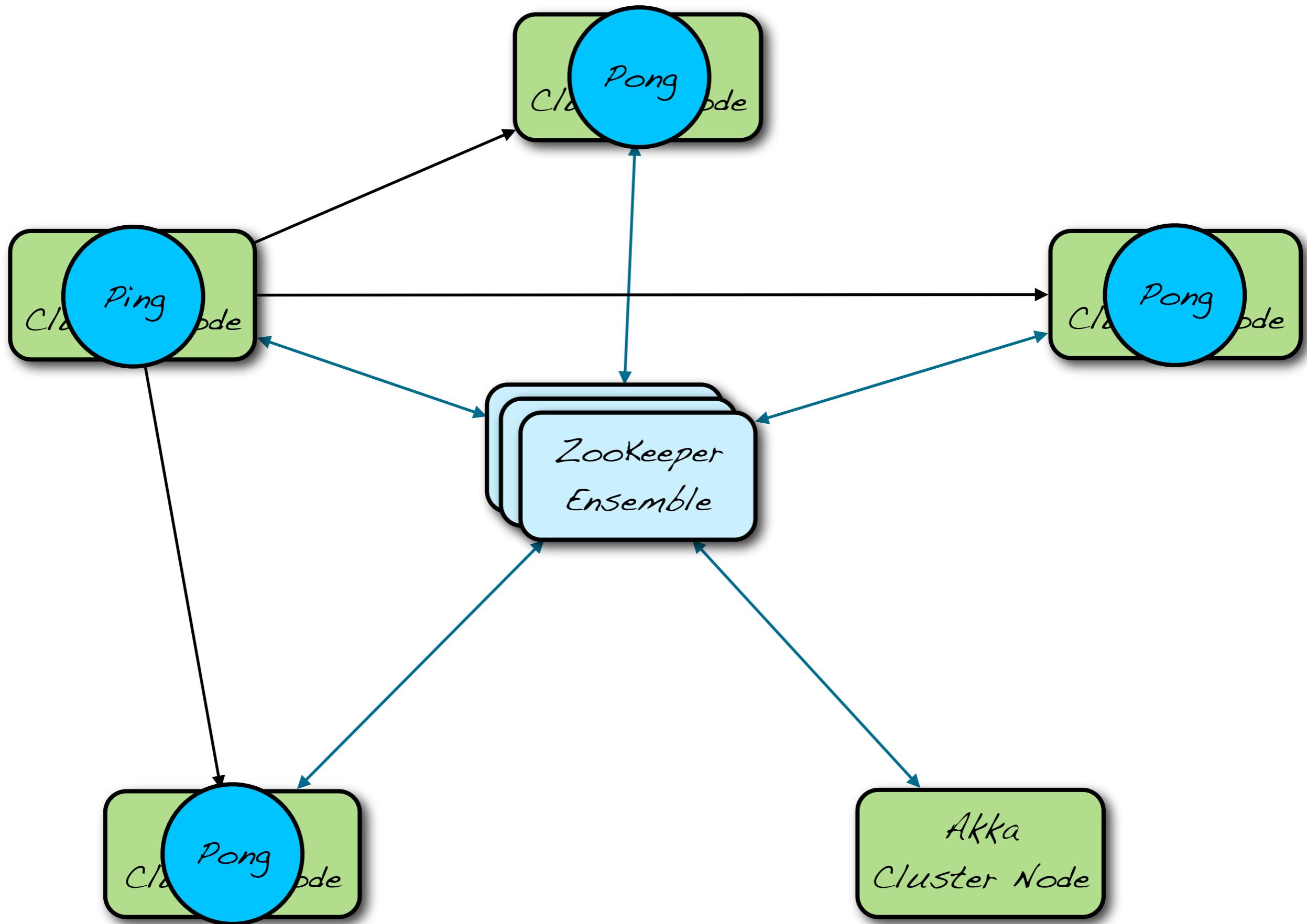


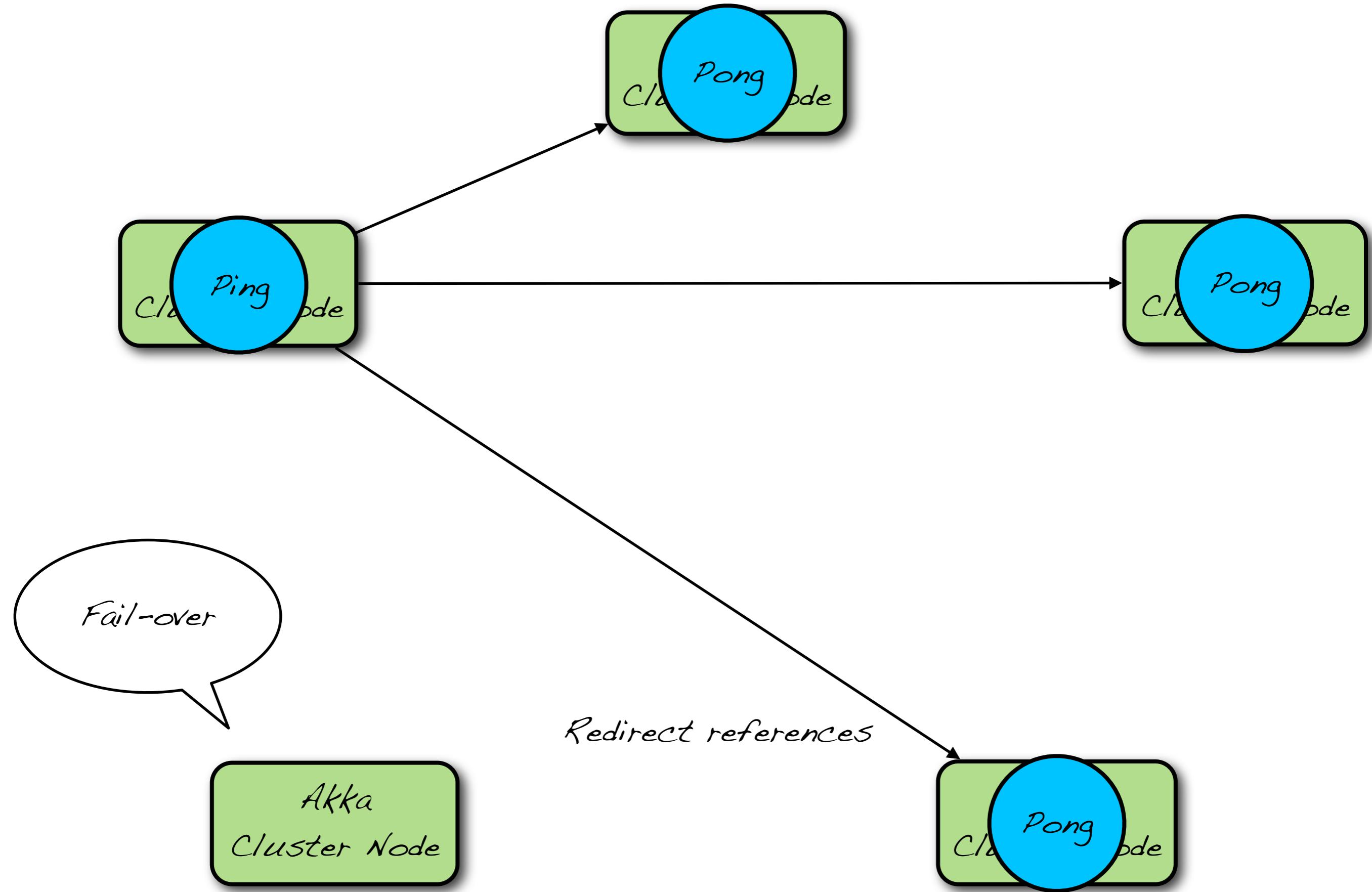
Akka
Cluster Node

Akka
Cluster Node

Akka
Cluster Node







Clustering of Stateful Actor

Replication



Transaction log

Deployment configuration

```
akka {  
    actor {  
        deployment {  
            carts {  
                clustered {  
                    home = "node:test-node-1"  
                    replication {  
                        storage = "transaction-log"  
                        strategy = "write-through"  
                    }  
                }  
            }  
        }  
    }  
}
```

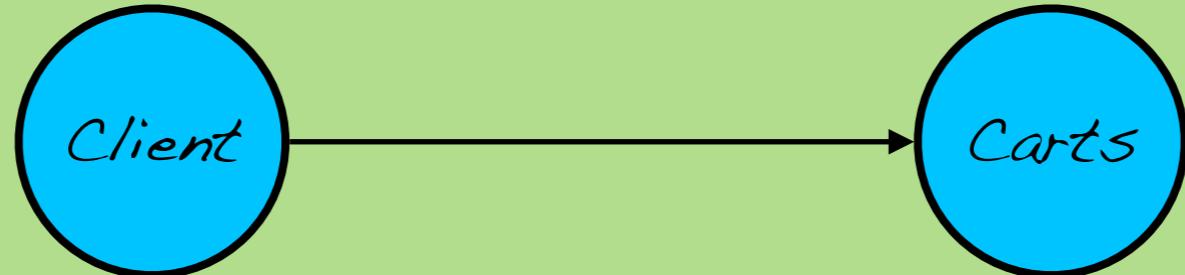
Akka Node

Akka Node

```
val carts = actorOf[CartRepository]("carts")
val client = actorOf[Pong]("client")
```

Akka Node

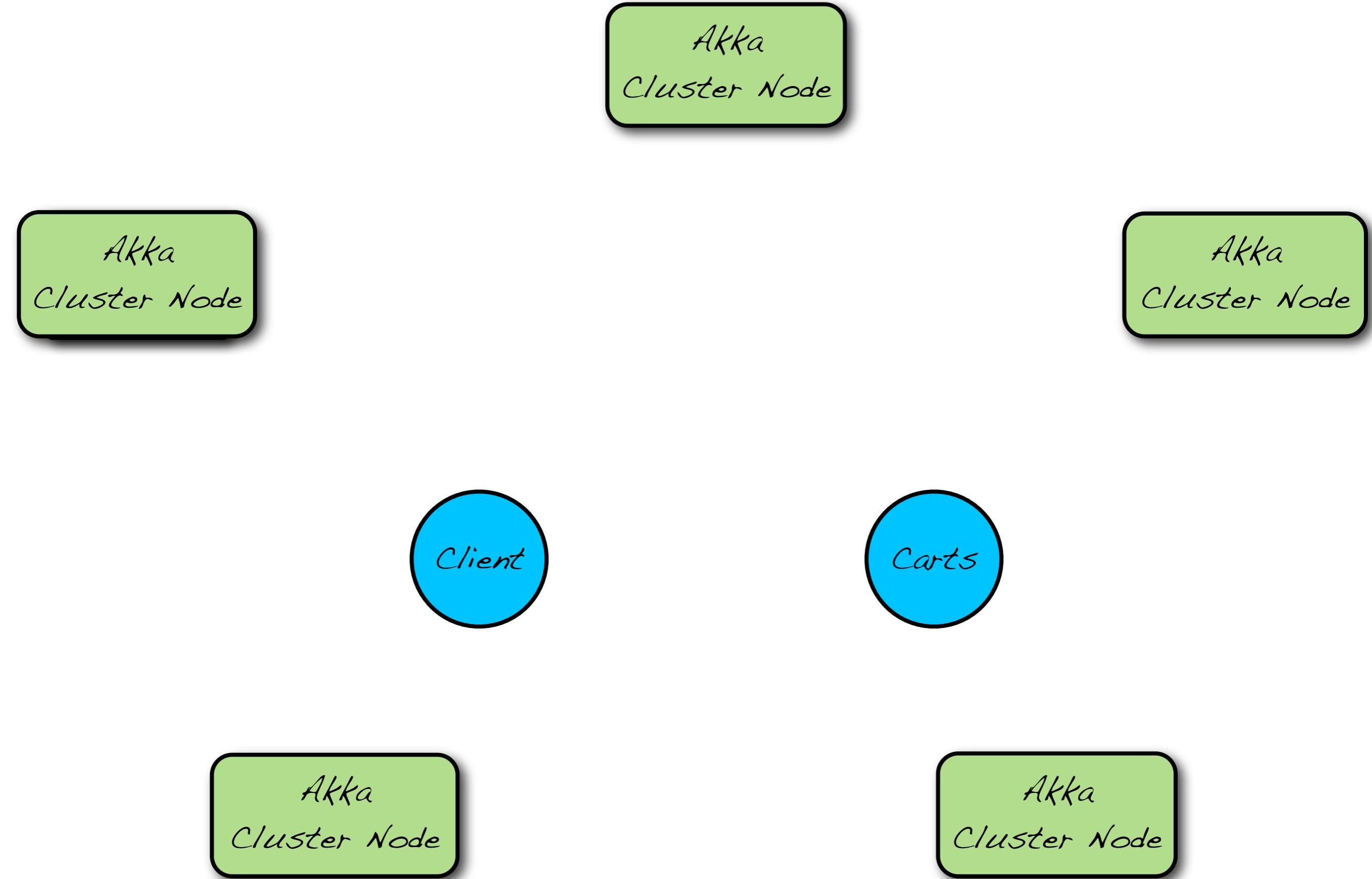
```
val carts = actorOf[CartRepository]("carts")
val client = actorOf[Pong]("client")
```

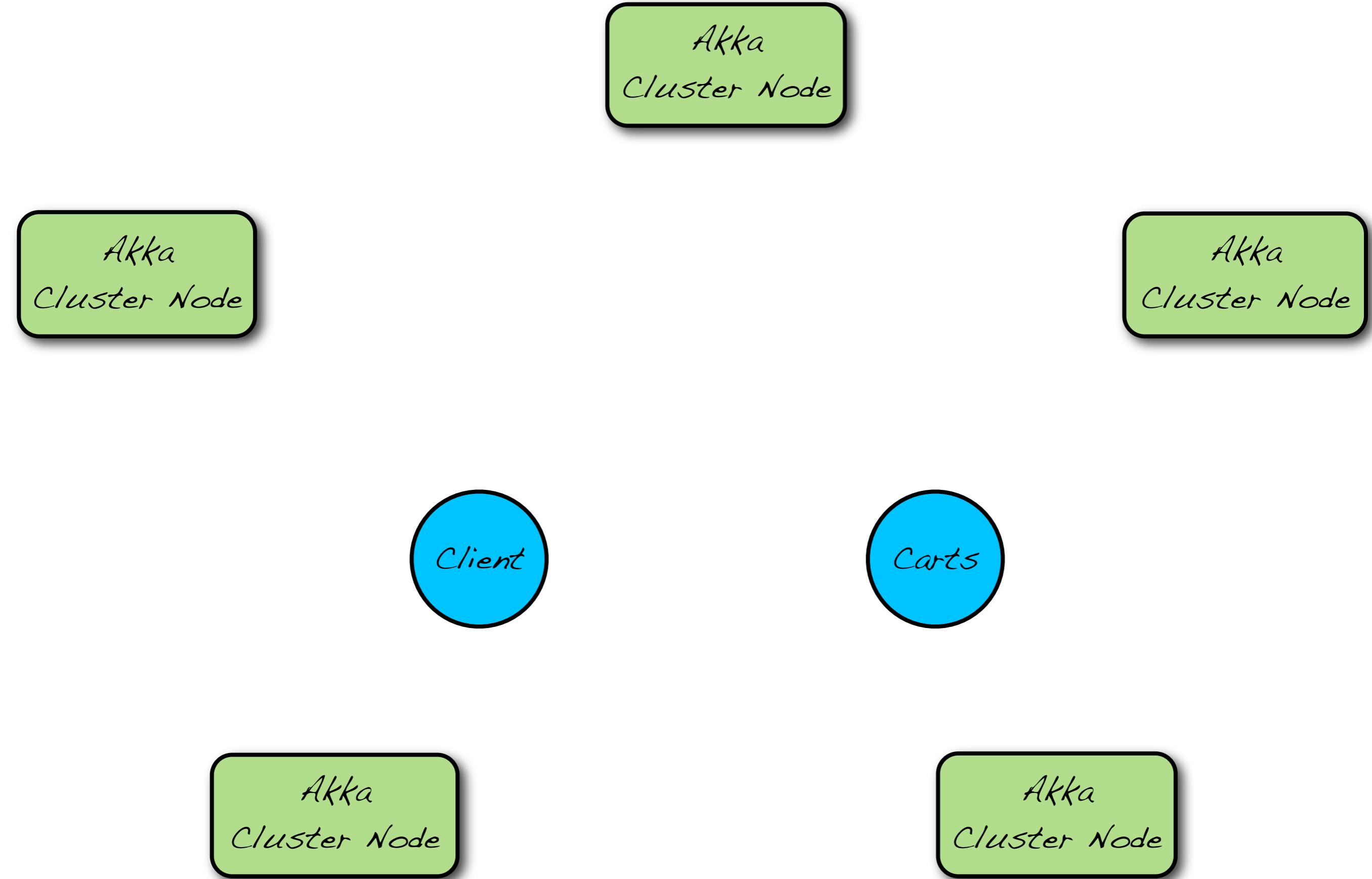


Akka
Cluster Node

Client

Carts





Akka
Cluster Node

Akka
Cluster Node

Akka
Cluster Node

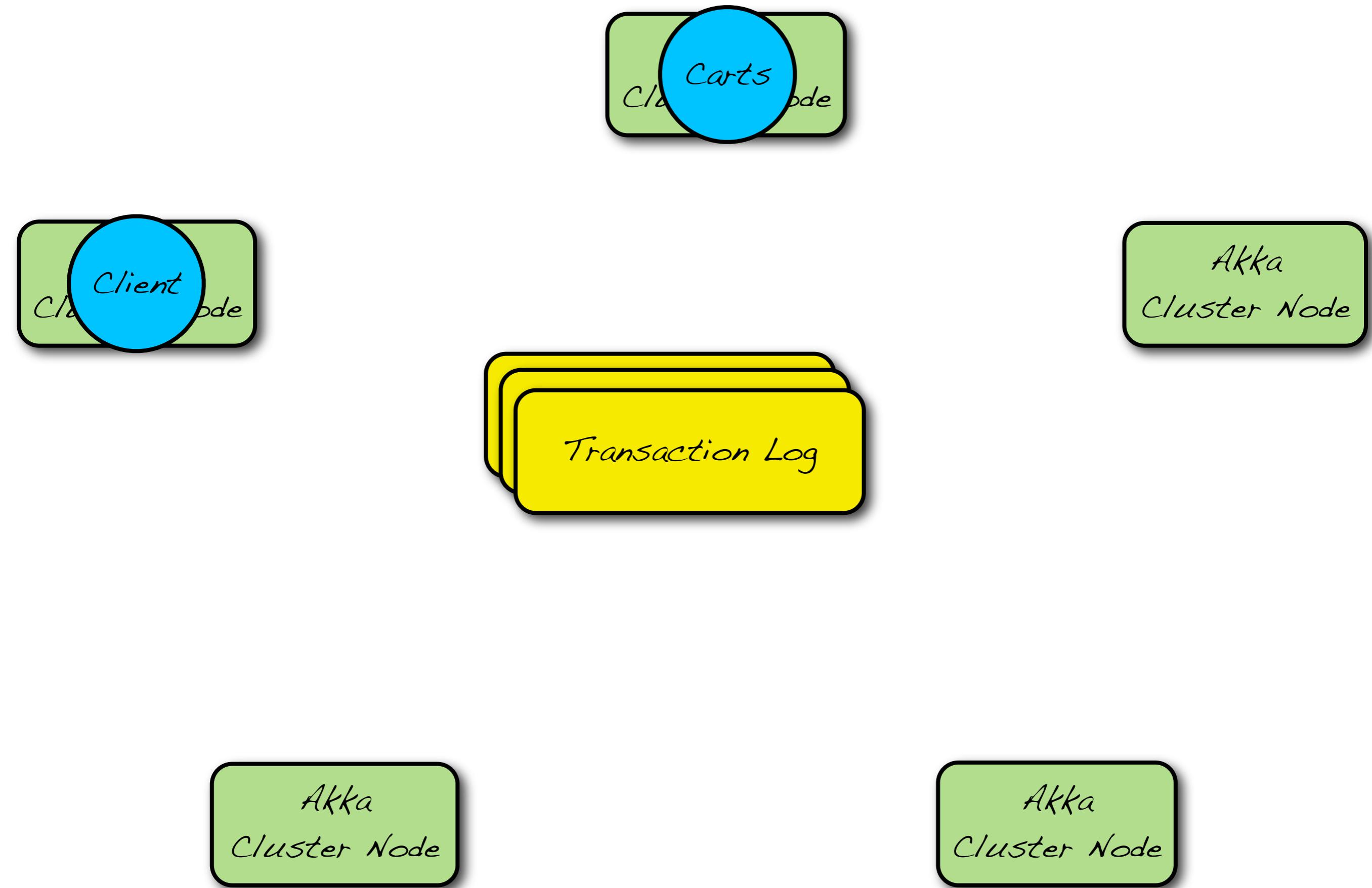
```
akka {  
    actor {  
        deployment {  
            carts {  
                clustered {  
                    replication {  
                        storage = "transaction-log"  
                        strategy = "write-through"  
                    }  
                }  
            }  
        }  
    }  
}
```

Client

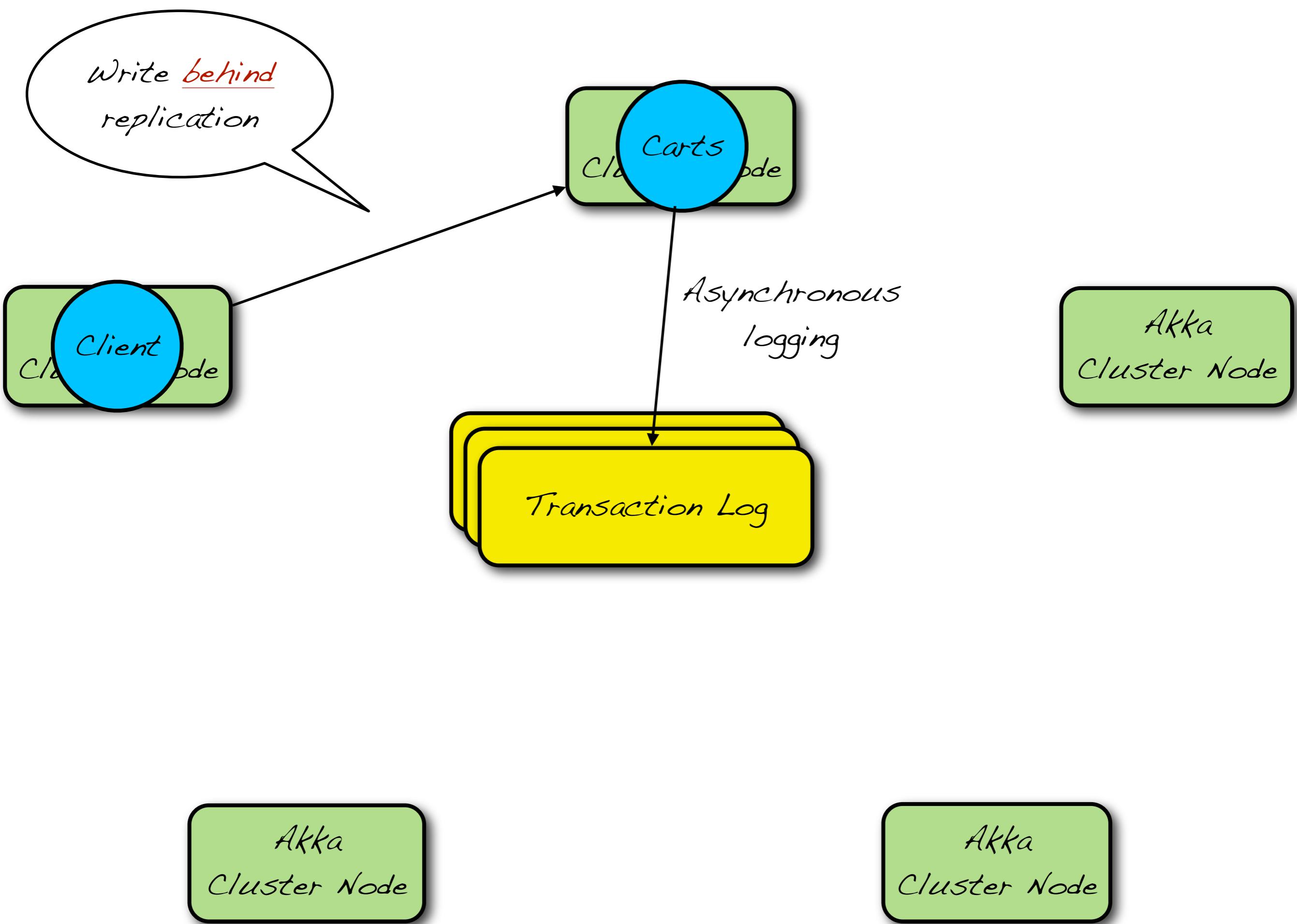
Carts

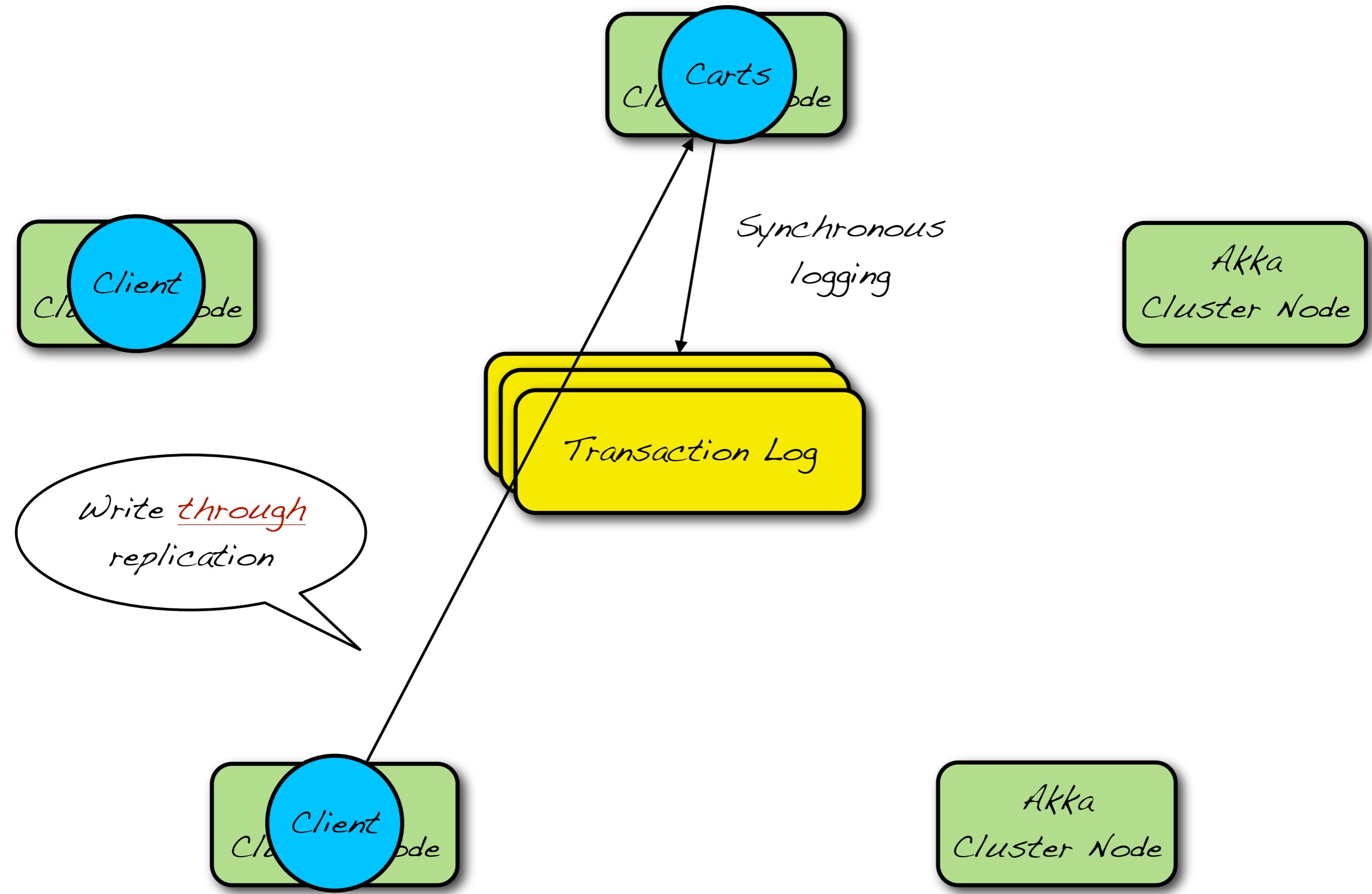
Akka
Cluster Node

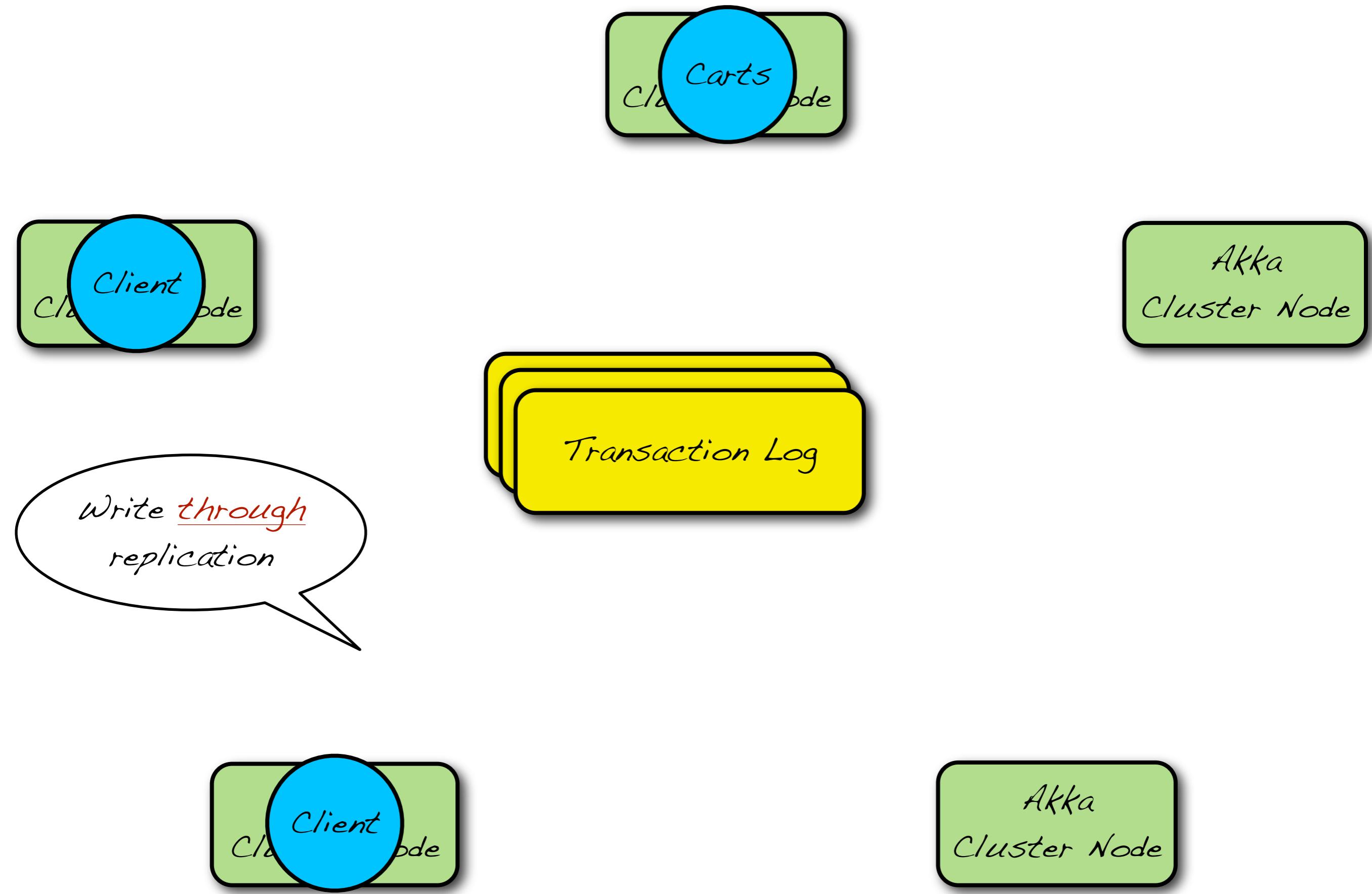
Akka
Cluster Node



*Write behind
replication*







Fail-over

Akka
Cluster Node

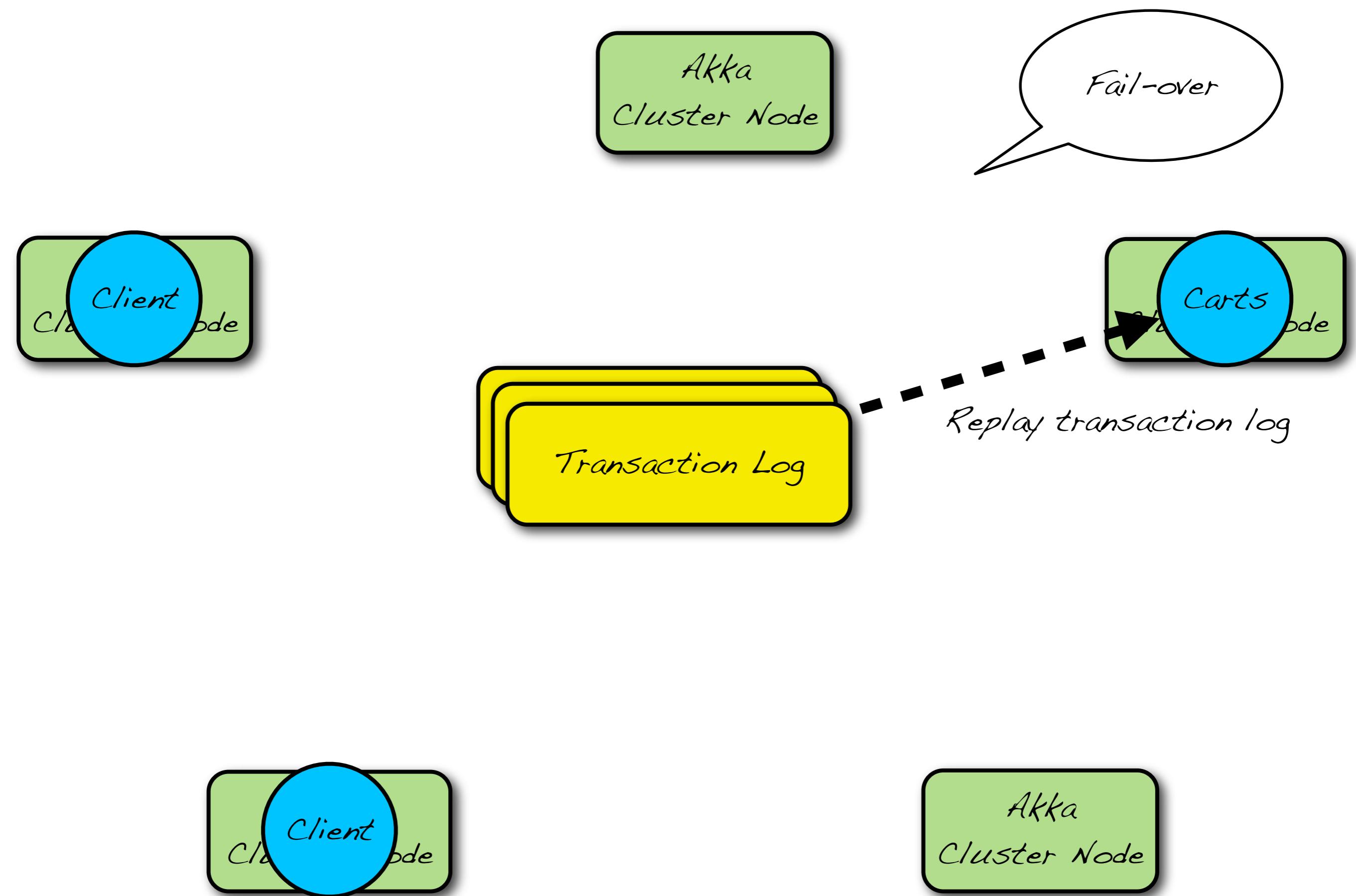
Client
Code

Carts
Code

Transaction Log

Client
Code

Akka
Cluster Node



Fail-over

Akka
Cluster Node

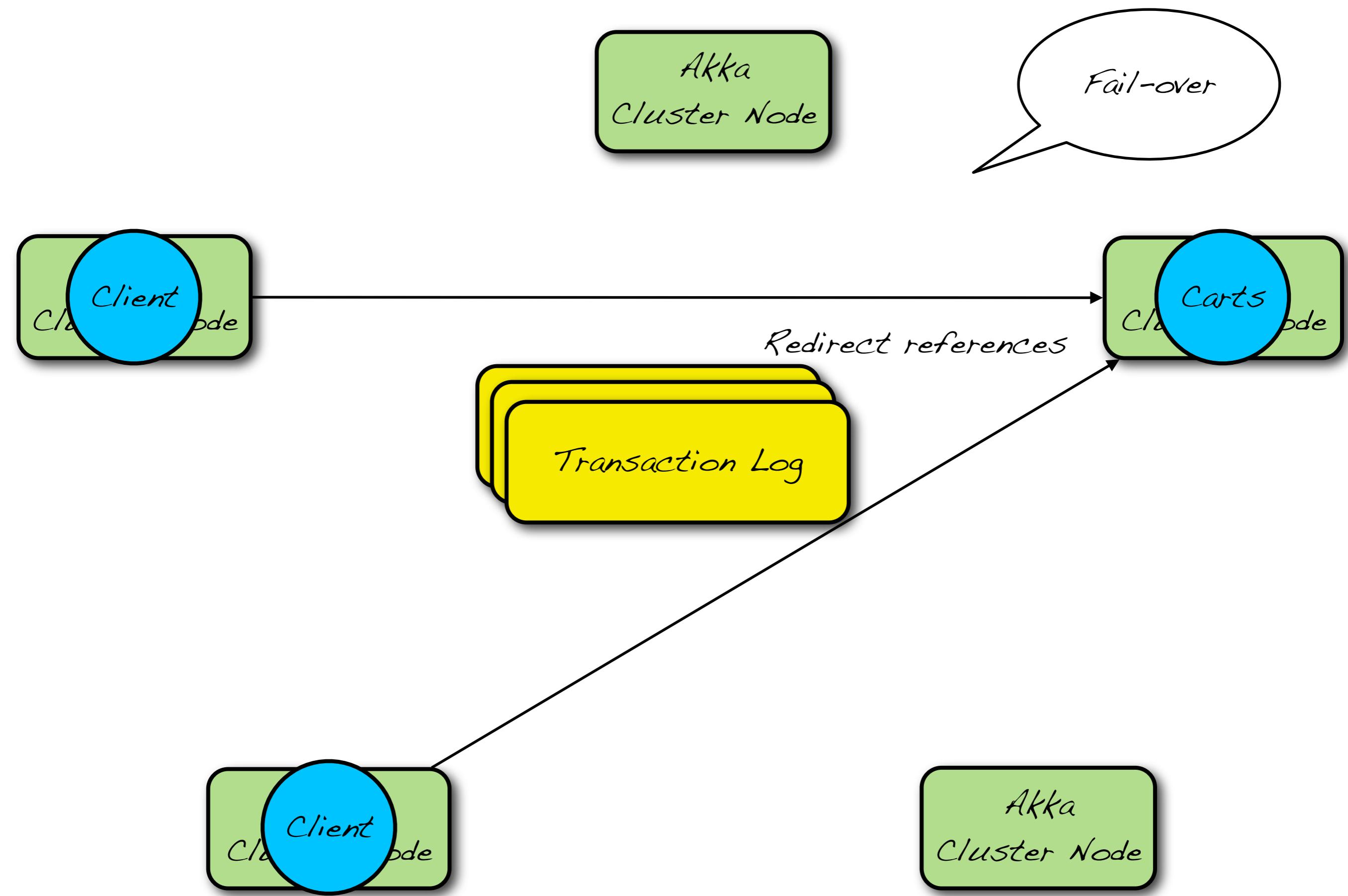
Client
Code

Carts
Code

Transaction Log

Client
Code

Akka
Cluster Node

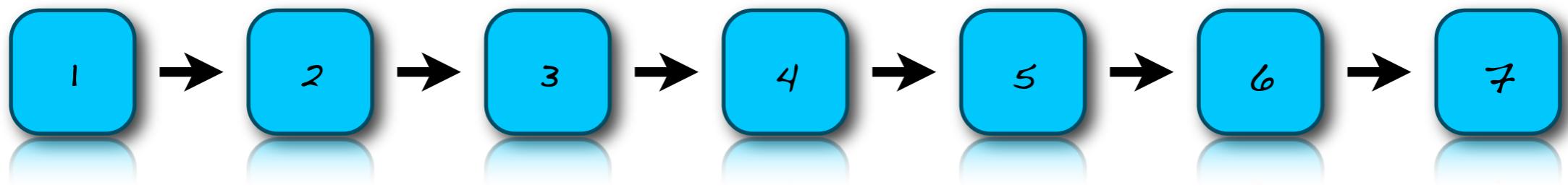


Transaction log

Replaying messages

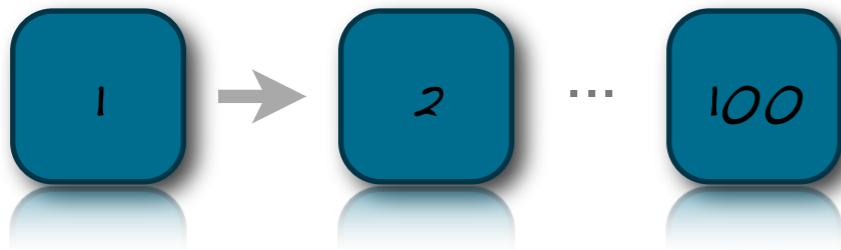
Transaction log

Replaying messages



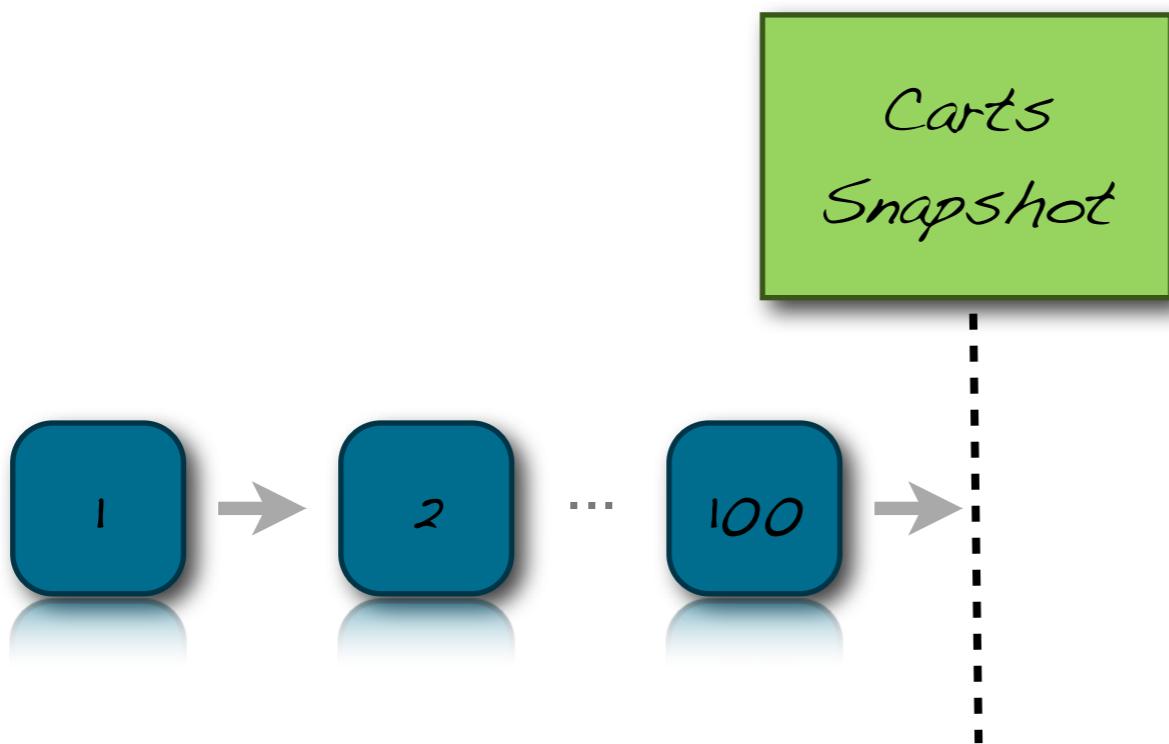
Transaction log

Rolling Snapshot



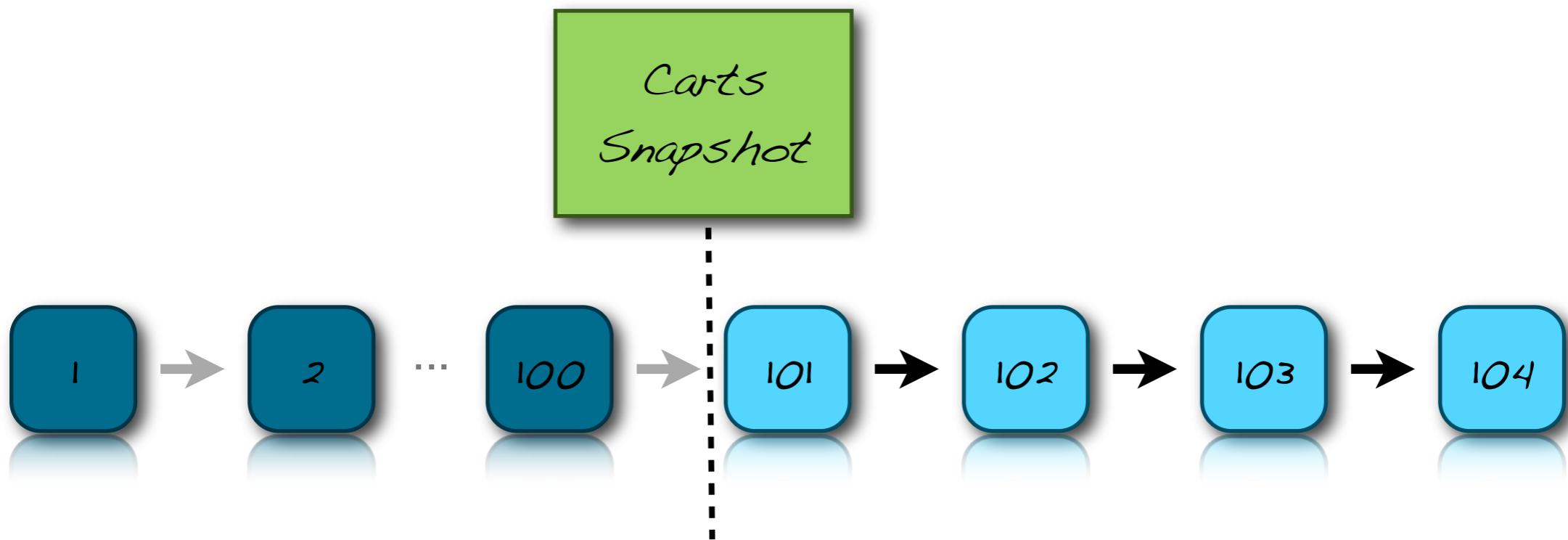
Transaction log

Rolling Snapshot



Transaction log

Rolling Snapshot



Replication

2

Data Grid

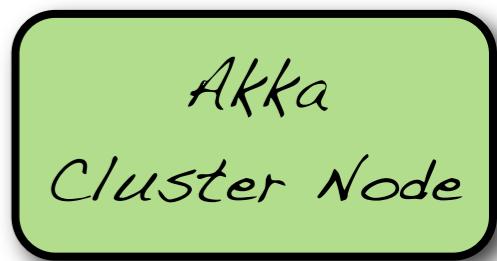
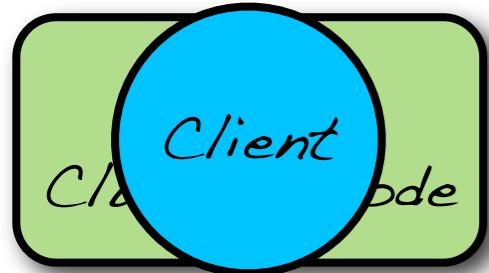
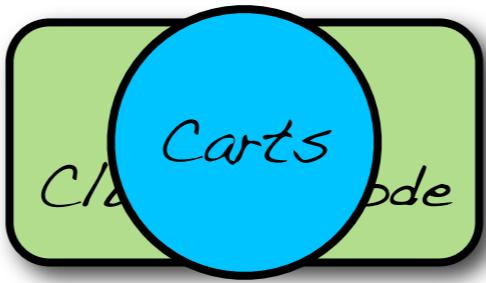
Data Grid

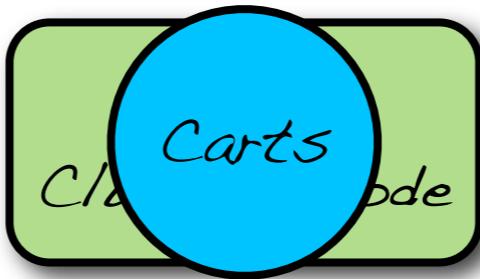
Actor state

- Stored in “external” Data Grid
- Transactional (distributed STM)
- Versioned
- Replicated
- Queries

Implementations

- Custom Akka Data Grid
- SPI for third-party Data Grids





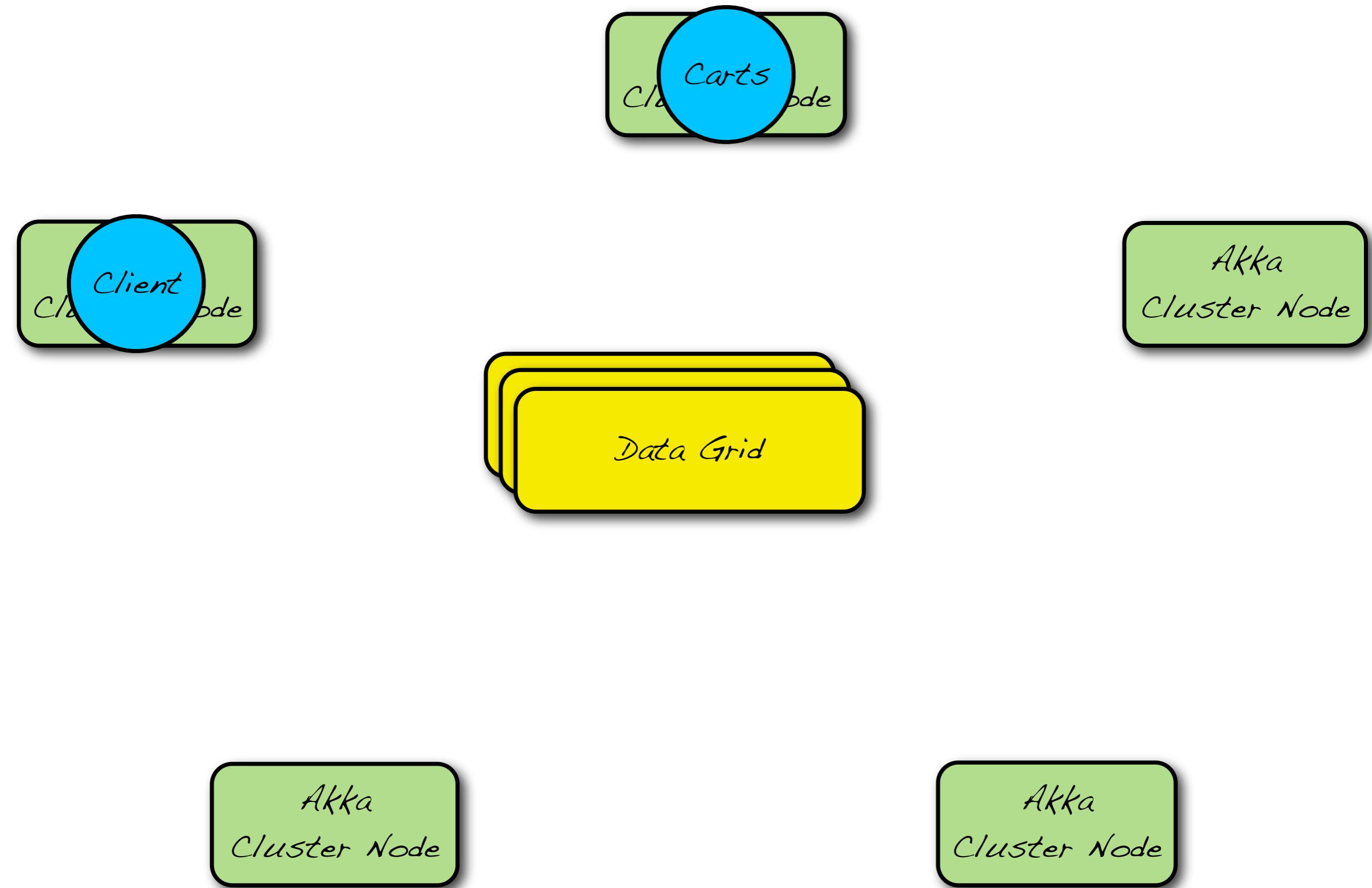
```
akka {  
    actor {  
        deployment {  
            carts {  
                clustered {  
                    replicas = 3  
                    replication {  
                        storage = "data-grid"  
                        strategy = "write-behind"  
                    }  
                }  
            }  
        }  
    }  
}
```

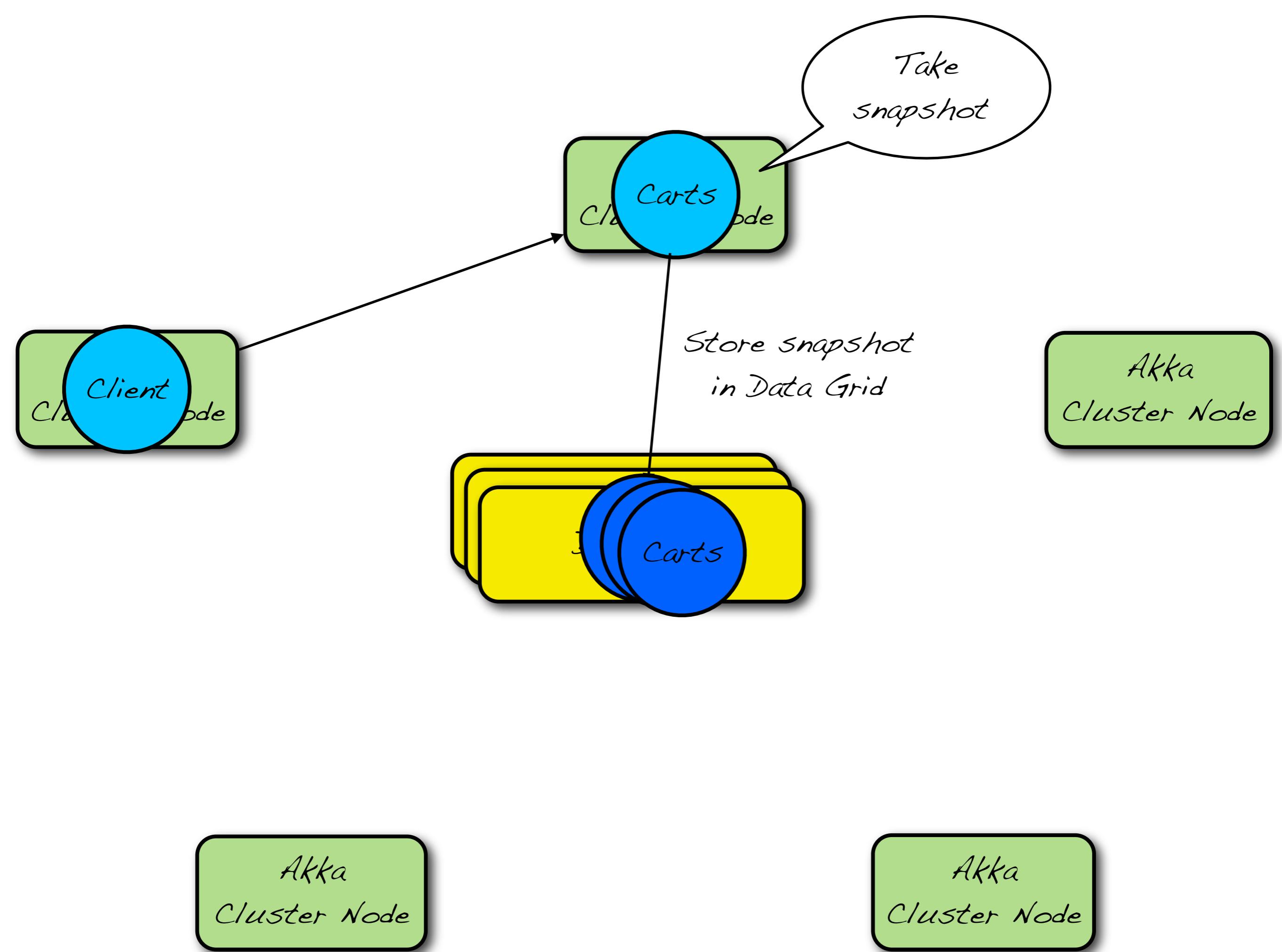
Akka
Cluster Node

Client
Node

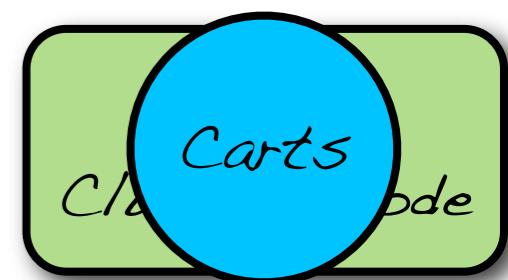
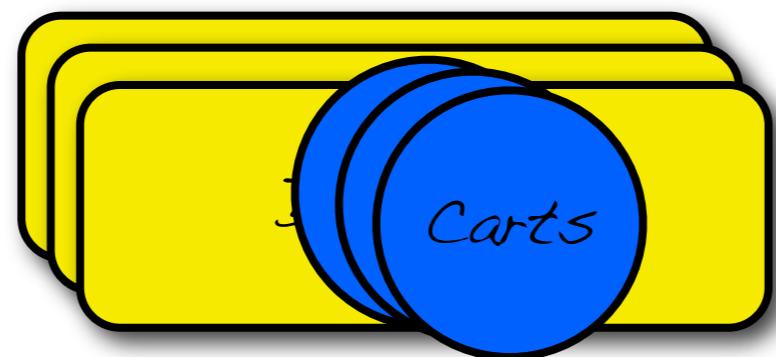
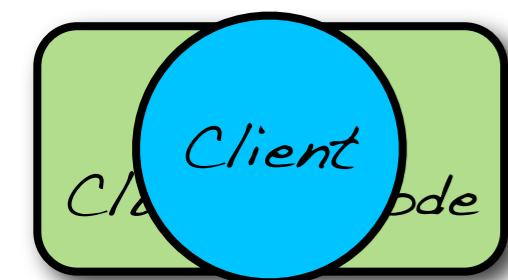
Akka
Cluster Node

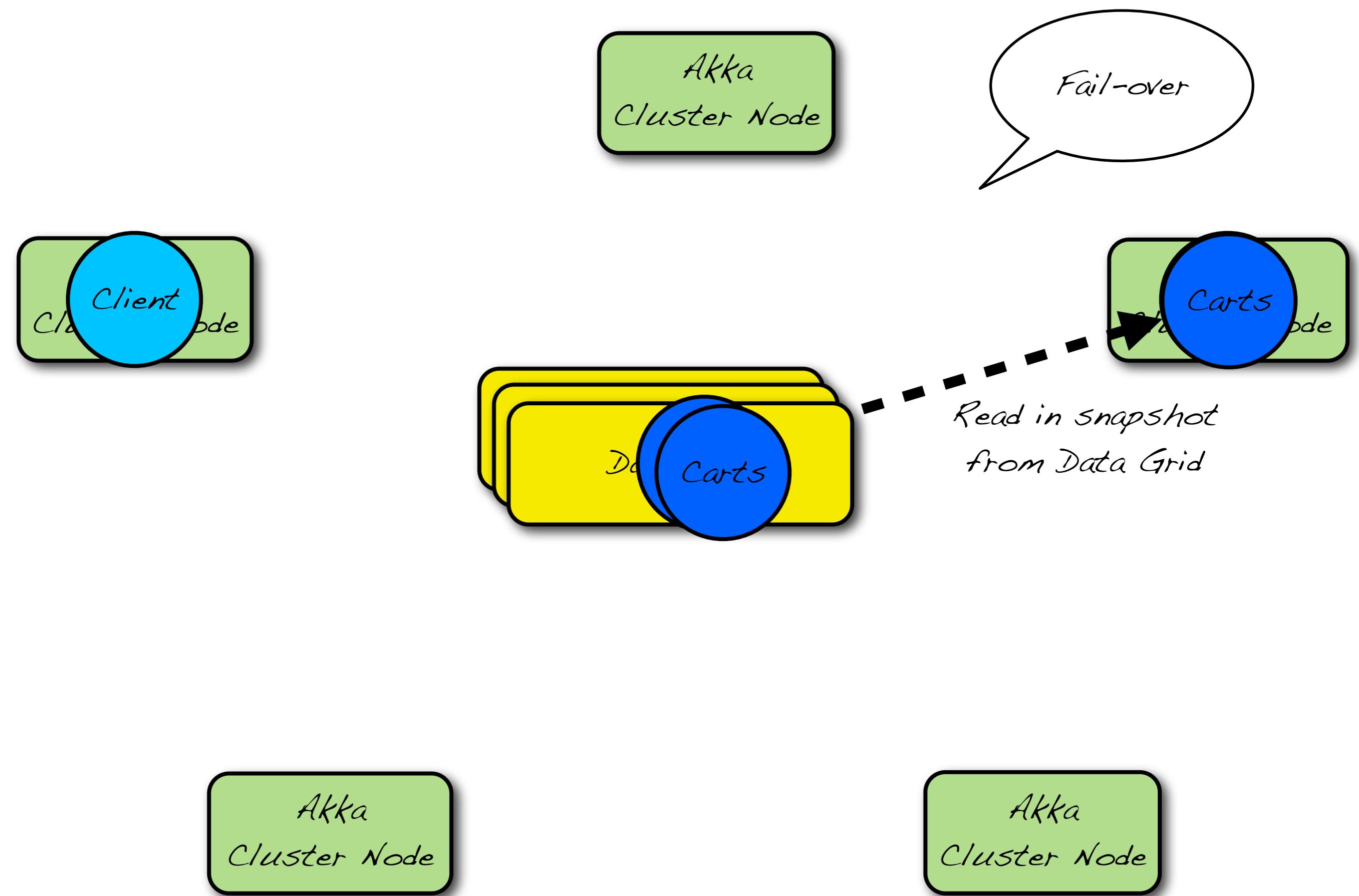
Akka
Cluster Node

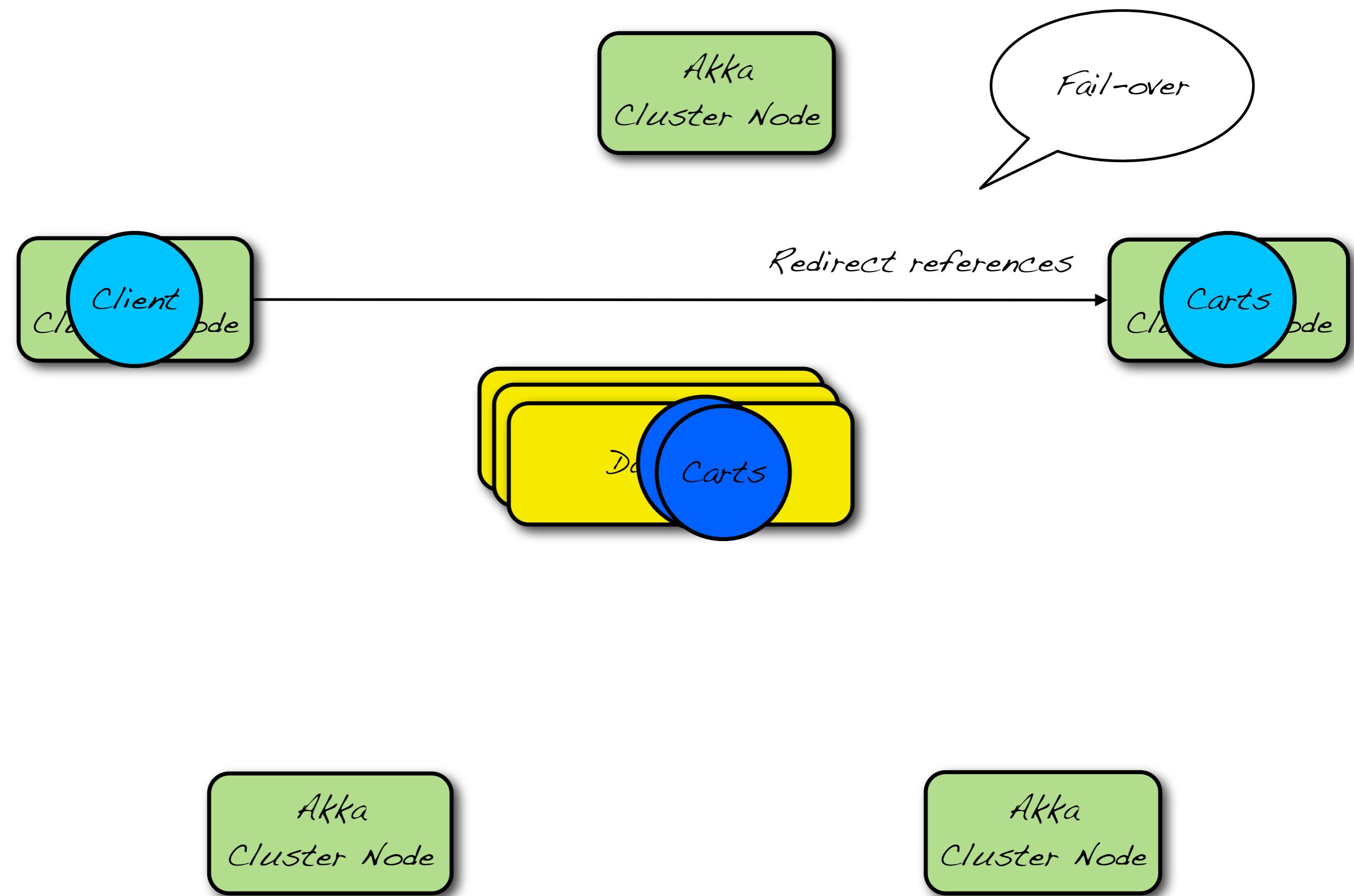




Fail-over







For power users: Cluster API

For power users: Cluster API

```
import Actor.cluster
```

For power users: Cluster API

```
import Actor.cluster  
cluster.start()
```

For power users: Cluster API

```
import Actor.cluster  
  
cluster.start()  
cluster.shutdown()
```

For power users: Cluster API

```
import Actor.cluster  
  
cluster.start()  
cluster.shutdown()  
  
cluster register (new ChangeListener {
```

For power users: Cluster API

```
import Actor.cluster  
  
cluster.start()  
cluster.shutdown()  
  
cluster register (new ChangeListener {  
    def nodeConnected(node: String, client: ClusterNode) { ... }
```

For power users: Cluster API

```
import Actor.cluster  
  
cluster.start()  
cluster.shutdown()  
  
cluster register (new ChangeListener {  
    def nodeConnected(node: String, client: ClusterNode) { ... }  
    ...  
}
```

For power users: Cluster API

```
import Actor.cluster

cluster.start()
cluster.shutdown()

cluster register (new ChangeListener {
  def nodeConnected(node: String, client: ClusterNode) { ... }
  ...
})
```

For power users: Cluster API

```
import Actor.cluster

cluster.start()
cluster.shutdown()

cluster register (new ChangeListener {
  def nodeConnected(node: String, client: ClusterNode) { ... }
  ...
})

cluster store actorRef
```

For power users: Cluster API

```
import Actor.cluster

cluster.start()
cluster.shutdown()

cluster register (new ChangeListener {
  def nodeConnected(node: String, client: ClusterNode) { ... }
  ...
})

cluster store actorRef
cluster remove actorAddress
```

For power users: Cluster API

```
import Actor.cluster

cluster.start()
cluster.shutdown()

cluster register (new ChangeListener {
  def nodeConnected(node: String, client: ClusterNode) { ... }
  ...
})

cluster store actorRef
cluster remove actorAddress

val actorRef = cluster use actorAddress
```

For power users: Cluster API

```
import Actor.cluster

cluster.start()
cluster.shutdown()

cluster register (new ChangeListener {
  def nodeConnected(node: String, client: ClusterNode) { ... }
  ...
})

cluster store actorRef
cluster remove actorAddress

val actorRef = cluster use actorAddress
val actorRef = cluster ref (actorAddress, router)
```

For power users: Cluster API

```
import Actor.cluster

cluster.start()
cluster.shutdown()

cluster register (new ChangeListener {
  def nodeConnected(node: String, client: ClusterNode) { ... }
  ...
})

cluster store actorRef
cluster remove actorAddress

val actorRef = cluster use actorAddress
val actorRef = cluster ref (actorAddress, router)

cluster migrate (fromNode, toNode, actorAddress)
```

For power users: Cluster API

```
import Actor.cluster

cluster.start()
cluster.shutdown()

cluster register (new ChangeListener {
  def nodeConnected(node: String, client: ClusterNode) { ... }
  ...
})

cluster store actorRef
cluster remove actorAddress

val actorRef = cluster use actorAddress
val actorRef = cluster ref (actorAddress, router)

cluster migrate (fromNode, toNode, actorAddress)

cluster send ((() => { ... }), nrReplicas) map (_.result)
```

Routers

- Direct
- Random
- Round robin
- Least CPU (soon)
- Least RAM (soon)
- Least messages (soon)
- Custom

Durable Mailboxes

- File-based
- Redis-based
- Beanstalk-based
- MongoDB-based
- ZooKeeper-based
- Cassandra-based (soon)
- AMQP-based (soon)
- JMS-based (soon)

Clustering of Akka 2.0
ETA mid fall

Learn more

<http://akka.io>

<http://typesafe.com>

E OF F

Let it crash
fault-tolerance

Linking

`link(actor)`
`unlink(actor)`

`startLink(actor)`
`spawnLink[MyActor]`

Fault handlers

```
AllForOneStrategy(  
    errors,  
    maxNrOfRetries,  
    withinTimeRange)
```

```
OneForOneStrategy(  
    errors,  
    maxNrOfRetries,  
    withinTimeRange)
```

Supervision

```
class Supervisor extends Actor {  
    faultHandler = AllForOneStrategy(  
        List(classOf[IllegalStateException])  
        5, 5000))  
  
    def receive = {  
        case Register(actor) => link(actor)  
    }  
}
```

Manage failure

```
class FaultTolerantService extends Actor {  
    ...  
    override def preRestart(reason: Throwable) = {  
        ... // clean up before restart  
    }  
    override def postRestart(reason: Throwable) = {  
        ... // init after restart  
    }  
}
```