



Development of concurrent and distributed programs with the Actor model and Akka



ugr

Universidad
de **Granada**

César Aguilera Padilla

Thematic CERN School of Computing
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Overview

- Motivation
- What is the Actor model?
- When can we use the actor model?
- What are its advantages and drawbacks?
- What is Akka?
- Conclusions

Motivation

- Writing concurrent and parallel programs is **tough**
- Programming with threads, locks, atomic transactions, etc... is error prone and lead us to write **code difficult to read, test and maintain**



Motivation II

- Outcome 1: panic to code multi-threaded programs
- Outcome 2: single threaded applications relying on external services (Databases, file systems...) in order to handle concurrency and/or asynchronous operations for them



Motivation III

- Is there an alternative to deal with threads, locks, semaphores and race conditions if we want to build concurrent/parallel applications?

Yes and Yes
BECAUSE YES IS MORE FUN THAN NO.



Actor model!

Actor model

- **Mathematical model of concurrent computation** proposed by Carl Hewitt in 1973
- It faces concurrent problems from a quite different perspective





Actor model II

- Actors → primitives for concurrency/parallelism
- Actors → Entities having a message queue and associated behavior → **And isolated state!!**
- Actors → Can exchange messages between each-other
- Actors → When an actor receives a message it can:
 - Send a finite number of messages to other actors
 - Create a finite number of new actors
 - Modify its interval behavior on receiving messages



Hasta la vista
threads!



Ciao
locks!

Actor model III

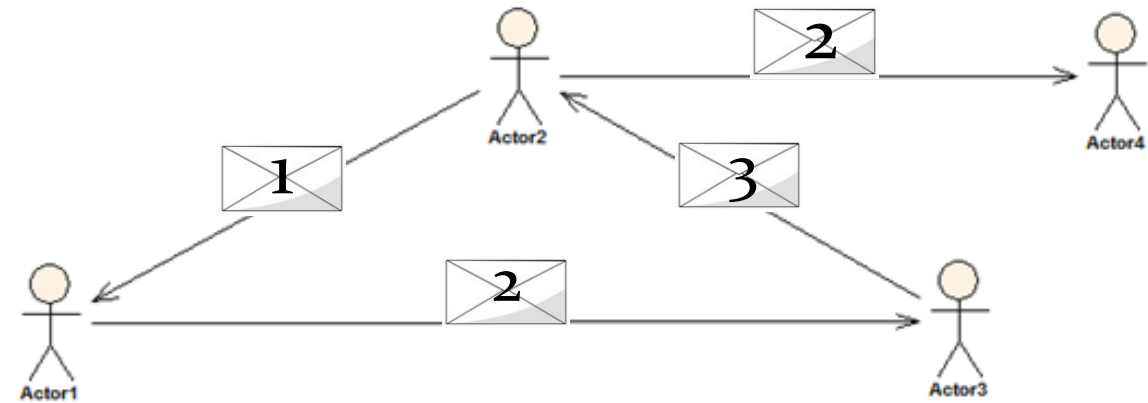
- Messages between actors are always sent asynchronously
- No requirement on order of message arrival
- Queuing and dequeuing of messages in an actor mailbox are atomic operations, **no race conditions anymore**

Goodbye
interlocks!



¿When can we use the actor model?

- When...
 - The problem to be solved can be decomposed into a set of independent tasks
 - The problem to be solved can be decomposed into a series of tasks linked by a clear flow
- In short words... **when the problem can be parallelized**



Remember
Amdahl's law





Advantages and Drawbacks

- Extends the benefits of object-oriented programming by splitting control flow and business logic
- Allows to decompose a system into interactive, autonomous and independent components that work asynchronously
- Sometimes creating actors may dramatically affect the system's responsiveness
- The decision of where to store and run the new actors requires to archive a series of records, so if it is not done well it can lead to performance penalties in highly distributed systems





What is Akka?

- Akka is an open-source framework for Java and Scala that simplifies building concurrent and distributed systems on the Java Virtual Machine
- Aimed to solve concurrent/parallel problems by using the actor model






Akka main features

- Provides simple and high-level abstractions for concurrency and parallelism
- Provides a high performant programming model based on events, asynchronous and non-blocking
- Allows to build hierarchical networks of actors, ideal for building fault-tolerant applications
- It allows to deploy networks of actors in different Java Virtual Machines and easily interconnect with each other
- It is purely designed to operate in distributed environments



Conclusions

- The actor model is (yet) another approach to develop concurrent and distributed applications
- Allows to easily model concurrent and distributed systems through high-level constructions → Actors
- Allows to create software systems based on **independent, interactive and autonomous components** that **interoperate asynchronously**
- Has several implementations, most famous is Akka but there is also an implementation for C++ 😊



References and interesting links

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