Lecture 20
The Actor Framework
Recall

• Concurrency
   Several operations may be in progress at the same time

• Parallelism
   Several operations may be executing simultaneously

• “Distributed-ness”
   Several machines may be working at the same time for the same application
So Far We Have Concentrated On:

- Concurrency in Java
  - Threads
  - Locks
  - Etc.
- Parallelism in Java
  - Performance tuning
  - Fork/Join
  - Etc.
- Focus has been on threaded applications running inside a *single process* (= single instance of JVM)
Recall Threads vs. Processes

• Threads
  – Independent control flows, stacks
  – Shared heap

• Processes
  – Independent flows, stacks
  – *Independent heaps*
Distributed Computing

• Distributed systems have multiple processes
  – No shared memory
  – So, no data races!
  – But, need explicit IPC (Inter-Process Communication) mechanisms

• In case of distributed computing, network communication is typically used
Some Distributed System Terminology

• Host
  Computer running in a distributed environment

• Port
  Communication channel used by hosts to exchange messages

• Network
  System consisting of hosts, equipment used to connect hosts

• IP address
  Internet Protocol address: number assigned to a host connected to the internet so that other hosts may communicate with it

• MAC address
  Media Access Control address: number assigned to a host on a local-area network (LAN) so that other hosts on LAN may communicate with it.
The Actors Model

• A system model supporting a multi-process programming paradigm
  – Model assumes no shared memory
  – No assumptions about distributed / non-distributed

• Systems consist of multiple *actors*
  – An actor is an independent sequential (“= single-threaded”) computation
  – Each actor has a “mailbox” from which it extracts messages that it then processes
  – Actors communicate by sending each other messages
An Actor System

Computation

Actor 1

recv

send

mailbox

Actor 2

Computation

Actor 3

Computation
General Actor Behavior

• Actors wait until there is a message in their mailbox
• They remove message from mailbox and process it
• Processing may involve sending of messages to other actors
• When processing is complete, they retrieve next message from mailbox and repeat
Message Passing

• Recall: actors communicate via message passing
• Different actor frameworks provide different guarantees about message delivery.
• Here are the ones we will use (conform to akka)
  – **Asynchronous**: senders do not know when messages are received
  – **At-most-once delivery**: every message sent is eventually received at most once (could be lost, but not duplicated)
  – **Locally FIFO**: messages sent by one actor directly to another are received in the order sent, lost messages excepted
Actor History

• Originally proposed by Carl Hewitt in 1970s as basic model of distributed computing
• Theory studied in 1980s / early 1990s by researchers
• Mid-1990s: first serious language implementation (Erlang, Ericsson)
  – Used in implementation of telephone switches
  – Key features: light-weight (more like tasks than threads), high degree of concurrency, resiliency in face of failure
• Mid-2000s: Scala language targeting JVM includes actors
• Late 2000s: akka open-source actor library for Scala, Java
akka Java Library

• Provides implementation of actor model for Java
• Key features
  – Basic actor framework
    • Special actor objects
    • Communication via message-passing methods
  – Lightweight
    • Actors resemble tasks more than threads
    • 300 bytes of overhead per actor
  – Location transparency
    • Actors programmed identically, whether local or remote host
    • Differences captured in configuration file
  – Fault tolerance via hierarchy
    • Actors arranged in parent/child hierarchy
    • Parents handle failures of children
Installing akka for Java

- akka libraries need to be downloaded, installed on Java build path
- Eclipse-based directions
  1. Download latest (2.4.2) Standalone Distribution of akka for Java from [http://akka.io/downloads/](http://akka.io/downloads/)
  2. Extract all files from the downloaded file akka_2.11-2.4.2.zip. This creates a directory akka-2.4.2
  3. For each project in Eclipse using akka, you need to add following from this directory to build path:
     - lib/scala-library-2.11.7.jar
     - lib/akka/akka-actor_2.11-2.4.2.jar
     - lib/akka/config-1.3.0.jar
  4. To add a file to project build path in Eclipse:
     - Right-click on project, then select Build Path → Add External Archives
     - Use resulting file dialog to locate above .jar files and add.
akka Documentation

• General: http://doc.akka.io/
  – There are links for the full documentation of Java version of akka
  – The “snapshot” documentation is also useful

• Javadoc:
  http://doc.akka.io/japi/akka/snapshot/
  This summarizes the classes and methods in the akka distribution
Basics of akka Java

• akka actors live in an **actor system**
  – Actor system provides actor execution (think “threads”), message-passing infrastructure
  – To create actors, you must first create an actor system
  – The relevant Java class: `ActorSystem`

• So, first line of Hello World `main()` method is:

```java
ActorSystem actorSystem = ActorSystem.create("Message_Printer");
```

  • “Message_Printer” is name of actor system (required)
  • akka actor system names must not have spaces or punctuation other than - or _!
Creating Actors in akka Java (1/4)

• Actors are objects (of course!)
• Objects are typically in a subclass of the akka library class `UntypedActor`

• **Step 1 in creating actors:** define class of actors
  – In Hello World example, the class of actors is `MessagePrinterActor`
  – Here is the relevant import / class declaration
    ```java
    import akka.actor.UntypedActor;
    ...
    public class MessagePrinterActor extends UntypedActor ...
    ```
Creating Actors in akka Java (2/4)

• **Step 2 in creating actors:** finish implementation of actor class
  – akka UntypedActor needs instance method
    ```java
default void onReceive(Object msg)
```
  – This method describes how a message object should be processed
• Hello World example
  ```java
@override
default void onReceive(Object msg) throws Exception {
    if (msg instanceof String) {
        System.out.printf("Message is: %s", msg);
    }
}
```
• Observations
  – Messages are objects!
  – Processing a message requires determining which class to which it belongs
  – More on messages later
Creating Actors in akka Java (3/4)

- In akka, actors can only be created in the context of an `ActorSystem`
  - Relevant instance method in `ActorSystem` is
    
    ```java
    ActorRef actorOf(Props p, String name);
    ```
  - Return type `ActorRef` is class of “references to actors” (more later on this notion)
  - String parameter is actor name (no spaces or non-alphanumeric characters other than -,_,!)
  - “Props”?

- In akka, actors have various configuration information
  - Type of mailbox data structure
  - How messages actually get delivered to mailbox (“dispatching”)
  - Etc.

- This information is encapsulated in a `Props` object for a given class of actors

- To create actors in a class, a `Props` object for the class must be constructed

- **Step 3 in creating actors**: create `Props` object for actors class.
  - This is done in the Hello World `main()` using a factory method in akka `Props` class
  - This builds `Props` object with reasonable defaults (unbounded queues for mailboxes, etc.)
  - Relevant Hello World code:

    ```java
    Props mpProps = Props.create(MessagePrinterActor.class);
    ```
Creating Actors in akka Java (4/4)

• **Step 4 in creating actors:** call `actorOf()` method in relevant `ActorSystem`

• In Hello World example:

  ```java
  ActorRef mpNode =
  actorSystem.actorOf(mpProps,
  "MP_Node");
  ```

  – This creates and launches a single actor in `actorSystem`

  – Actor is now ready to receive, process messages
Communicating with Actors

- Actors compute by processing messages
- To send a message to an actor, use `ActorRef` instance method `tell(Object msg, ActorRef sender)`
  - `tell()` takes message (payload) and sender as arguments
    - sender parameter allows return communication
    - If no return communication desired, specify null for sender field
  - `tell()` is often said to implement “fire and forget” communication
    - Method call returns as soon as message handed off to infrastructure
    - No waiting to see if recipient actually receives it
- In Hello World example:
  ```java
  mpNode.tell("Hello World", null);
  ```
Shutting Down an ActorSystem

• ActorSystem objects use worker threads internally to execute actors
• These threads must be killed off before an actor-based application can terminate
• This is done by shutting down the ActorSystem using instance method terminate()
• From Hello World example:
  ```java
  actorSystem.terminate();
  ```
Moving Information from ActorSystem to Java

• The `tell()` method permits messages to be sent to actors
  – In Hello World, this was how information was passed from “rest of Java” into actor
  – Actors can also send messages to each other inside an actor system

• How can actors communicate with outside world?
  Outside world (i.e. “rest of Java”) is not an actor, so `tell()` cannot be used!

• Solution: `Patterns.ask()`
Patterns.ask()

- **Patterns**: a class in akka supporting the creation of different communication patterns
- **ask()** is a static method in Patterns that supports “call-response” communication
  - **Header**
    ```scala
    public static scala.concurrent.Future<java.lang.Object> ask(ActorRef actor, Object msg, long timeoutMillis)
    ```
  - **Behavior**
    - `ask(actor, msg, timeout)` sends `msg` to `actor`, just like `tell()`
    - It returns a (Scala, not Java!) `Future` holding return message from `actor`
    - If return message not available by `timeout`, `AskTimeoutException` thrown
    - To get return message from `Future f`, need to do Scala equivalent of `f.get()`:
      ```scala
      Await.result(f, timeout.duration())
      ```
      - `Await` is Scala class of static blocking methods
      - `timeout` is object in Scala Timeout class; `duration()` is instance method for this class
  - **ask()** can be used between actors, or between a non-actor and an actor
ask() Example: ToAndFrom

• Goal: have simple “call-response” involving main(), actor
  – main() sends message to actor
  – Actor prints message, sends response
  – main() prints response

• Key classes
  – MessageAcknowledgerActor
  – ToAndFrom (has main())
public class MessageAcknowledgerActor extends UntypedActor {
    ...
    public void onReceive(Object msg) throws Exception {
        if (msg instanceof String) {
            ActorRef sender = getSender();
            String payload = (String)msg;
            System.out.printf("Message is: %s\n", payload);
            sender.tell(payload + " message received", sender);
        }
    }
}
getSender()?

- Instance method in UntypedActor
- Returns ActorRef for sender of current message being processed in onReceive()
  - The sender is the second parameter of the tell() method call corresponding to the current message
  - A more accurate characterization: rather than thinking of this as message sender (it may not be!) think of it as “Reply-To”, as in e-mail
Actor Communication

• Actor(Ref)s communicate by sending each other messages
• To send a message to recipient \( r \), a sender \( s \) needs to invoke \( r.tell() \)
• This means the sender needs to know \( r \)!
• Different ways to do this
  – Send a message to \( s \) containing \( r \) as payload
  – Send message to \( s \) with \( r \) as sender
  – In constructor associated with \( s \), include \( r \) as parameter
PingPong Example

• Goal: have actor system containing two actors that send message back and forth
  – One prints “Ping ... “ when it gets message
  – Other prints “Pong”

• They stop after a set number of exchanges
public class PongActor extends UntypedActor {

    @Override
    public void onReceive(Object msg) throws Exception {
        if (msg instanceof String) {
            String payload = (String)msg;
            if (payload.equals("stop")) { // Game over
                System.out.println(getSelf().path().name() + ": OK");
            } else if (payload.equals("start")) {
                System.out.println(getSelf().path().name() + ": Let's do it.");
                getSender().tell("go", getSelf());
            } else { // Next stroke
                System.out.println("Pong");
                getSender().tell("go", getSelf());
            }
        }
    }
}

- `getSelf()` obtains ActorRef that PongActor is associated with at run time
- `getSelf().path().name()` obtains name assigned to ActorRef at run time
public class PingActor extends UntypedActor {

    private int numHitsLeft;
    private ActorRef partner;

    public PingActor(int numHits) {
        this.numHitsLeft = numHits;
    }

    @Override
    public void onReceive(Object msg) throws Exception {
        if (msg instanceof ActorRef) {
            partner = (ActorRef) msg;
            System.out.println(getSelf().path().name() + " : Game on!");
            partner.tell("start", getSelf());
        } else if (msg instanceof String) {
            ...
        }
    }
}

- If msg is an ActorRef, this is assigned to the partner field
- This is how PingActor knows to whom to send messages!
PingPong.java

```java
public class PingPong {

    public static void main(String[] args) {
        ActorSystem actorSystem = ActorSystem.create("Ping_Pong");
        Props pingProps = Props.create(PingActor.class, 5);
        Props pongProps = Props.create(PongActor.class);
        ActorRef pingNode = actorSystem.actorOf(pingProps, "Ping_Node");
        ActorRef pongNode = actorSystem.actorOf(pongProps, "Pong_Node");
        pingNode.tell(pongNode, null);
        actorSystem.terminate();
    }
}
```

- In `pingProps` definition, the “5” is the argument to the PingActor constructor that will be used
- Note that `main()` is sending `pongNode` to `pingNode` to start system off!
Messages

• Messages are objects
• Valid classes of messages must match Serializable interface
  – Serializable objects can be converted into bytes
  – This is needed for actors to communicate over communication networks, which just transmit bytes
• They should also be immutable
  – Objects are properly constructed
  – Fields are private, final
  – State never changes