

Actors

What, Why, and How

What Is an Actor?

Actor Model

- ~ http://en.wikipedia.org/wiki/Actor_model
- ~ The Actor model is a mathematical model of concurrent computation that treats "actors" as the universal primitives of concurrent digital computation.

An Actor Is a Process

An Actor Can
Change It's Own
State

An Actor Can Create
Another Actor and
Get it's Address

An Actor Can Send a
Message To Any
Addresses It Knows

An Actor Can Wait
for a Specific
Message to Arrive in
it's Mailbox

Why Use Actors?

Isolation

- ~ Only an Actor can change it's own state, simplifying logic
- ~ Locking not required
- ~ Potential for race conditions reduced

Simple Control Flow

- ~ Each Actor's control flow is independent
- ~ Code can be written straight line or with simple loops

Message Passing

- ~ Easy to distribute
 - ~ Across cores
 - ~ Across UNIX process boundaries
 - ~ Across machines

Simplified Error Handling

- ~ Most exceptional conditions occur while waiting for a message
 - ~ Timeouts
 - ~ Network errors
- ~ Isolates error handling code
- ~ Makes it easier to build fault tolerant systems

How Could We Implement Actors?

A dissection of a prototype I built in Python
<http://bitbucket.org/fzzzy/python-actors/>

Existing Actor Systems

- ~ Erlang <http://erlang.org/>
- ~ Io <http://www.iolanguage.com/>
- ~ Python
 - ~ PARLEY <http://osl.cs.uiuc.edu/parley>
 - ~ Dramatis <http://pypi.python.org/pypi/dramatis>
 - ~ Candygram <http://candygram.sourceforge.net/>

I Built My Own ...for science!

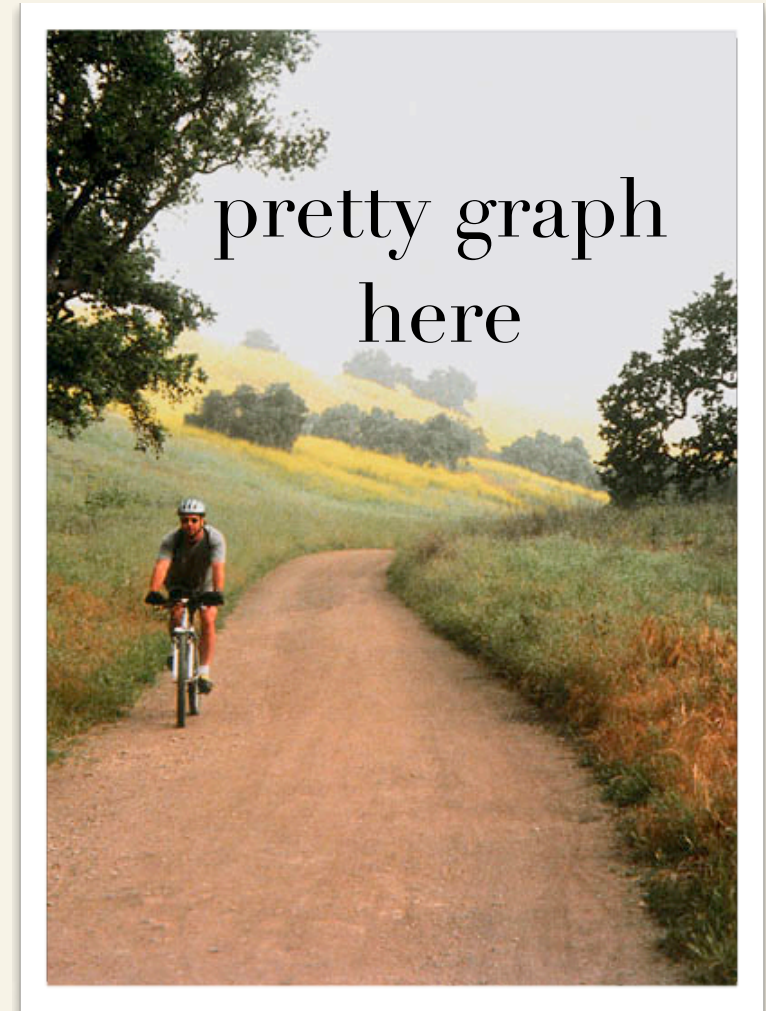
<http://bitbucket.org/fzzzy/python-actors>

What Did I Choose?

- ~ Green Threads for “Processes”
 - ~ Using eventlet
 - ~ Which uses greenlet
- ~ JSON for message serialization
 - ~ Used to copy messages between in-process actors
- ~ WSGI/HTTP for network protocol

Green Threads?

- ~ Why not:
 - ~ POSIX Threads
 - ~ OS Processes
- ~ Speed
- ~ Memory Usage



Spawning an Actor

code here

Message Copying

- ~ Messages are serialized into JSON
- ~ Messages to in-process actors are thus copied
 - ~ Preserves isolation
- ~ JSON is ready to go over the network

Sending a Message

code here

Pattern Matching

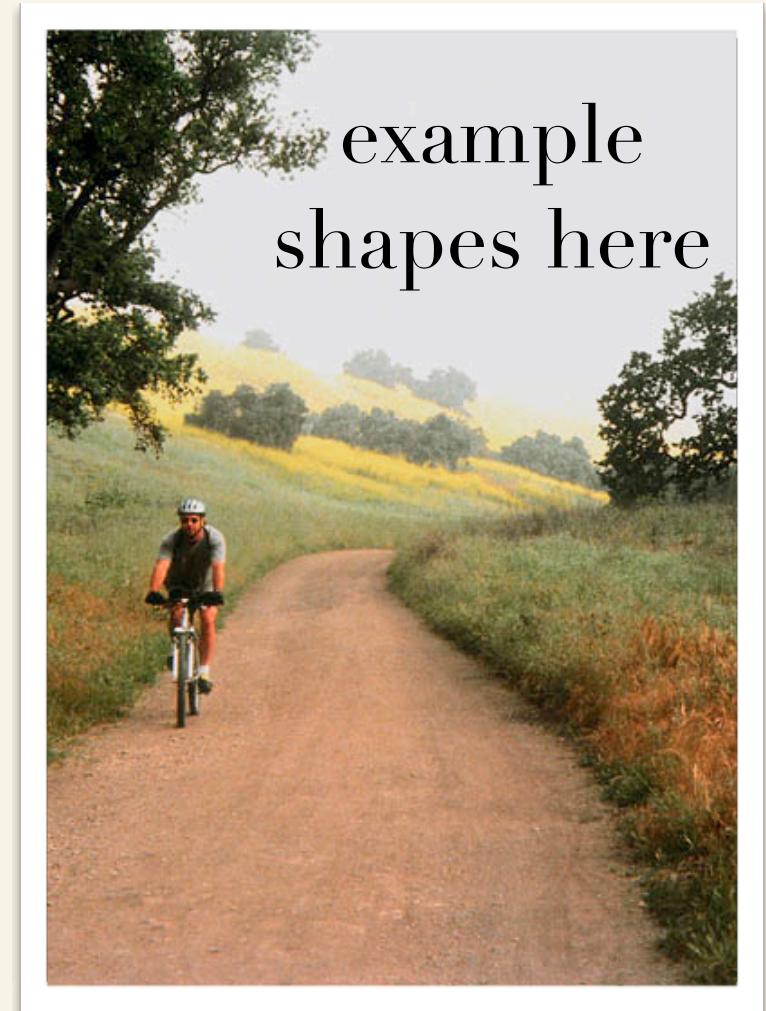
- ~ “An Actor Can Wait for a Specific Message to Arrive in it's Mailbox”
- ~ In Erlang this is called “Selective Receive”
- ~ Also known as “Pattern Matching”
- ~ Python doesn't have this
 - ~ My implementation is called “shaped”

Receiving a Message

code here

Possible Message Contents

- ~ dict
- ~ list
- ~ tuple
- ~ set
- ~ string
- ~ unicode
- ~ int
- ~ float



Network Protocol

- ~ I chose:
 - ~ HTTP
 - ~ wsgi application
 - ~ JSON
 - ~ REST

REST Interface

- ~ PUT spawns an actor
- ~ POST sends a message to actor
- ~ GET gets the current state of the actor
- ~ DELETE sends a Killed exception to the actor

Problem

Python modules contain global state

Module Global Problem

- ~ Possibility:
 - ~ Keep a unique copy of `sys.modules` for every actor
 - ~ Seal modules in wrapper objects to prevent modification
- ~ Reality:
 - ~ Just don't use global module state

Q & A

*Tell me what I don't know
about Actors and Python*