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Applied Akka Patterns

A HANDS-ON GUIDE TO DESIGNING
DISTRIBUTED APPLICATIONS



Michael Nash & Wade Waldron

Applied Akka Patterns A Hands On Guide To Designing Distributed Applications

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Applied Akka Patterns A Hands On Guide To Designing Distributed Applications:

Applied Akka Patterns Michael Nash, Wade Waldron, 2016-12-12 When it comes to big data processing we can no longer ignore concurrency or try to add it in after the fact Fortunately the solution is not a new paradigm of development but rather an old one With this hands on guide Java and Scala developers will learn how to embrace concurrent and distributed applications with the open source Akka toolkit You ll learn how to put the actor model and its associated patterns to immediate and practical use Throughout the book you ll deal with an analogous workforce problem how to schedule a group of people across a variety of projects while optimizing their time and skillsets This example will help you understand how Akka uses actors streams and other tools to stitch your application together Model software that reflects the real world with domain driven design Learn principles and practices for implementing individual actors Unlock the real potential of Akka with patterns for combining multiple actors Understand the consistency tradeoffs in a distributed system Use several Akka methods for isolating and dealing with failures Explore ways to build systems that support availability and scalability Tune your Akka application for performance with JVM tools and dispatchers *Applied Akka Patterns* Michael Nash. Wade Waldron, 2016

Designing Distributed Systems Brendan Burns, 2018-02-20 Without established design patterns to guide them developers have had to build distributed systems from scratch and most of these systems are very unique indeed Today the increasing use of containers has paved the way for core distributed system patterns and reusable containerized components This practical guide presents a collection of repeatable generic patterns to help make the development of reliable distributed systems far more approachable and efficient Author Brendan Burns Director of Engineering at Microsoft Azure demonstrates how you can adapt existing software design patterns for designing and building reliable distributed applications Systems engineers and application developers will learn how these long established patterns provide a common language and framework for dramatically increasing the quality of your system Understand how patterns and reusable components enable the rapid development of reliable distributed systems Use the side car adapter and ambassador patterns to split your application into a group of containers on a single machine Explore loosely coupled multi node distributed patterns for replication scaling and communication between the components Learn distributed system patterns for large scale batch data processing covering work queues event based processing and coordinated workflows **Learning Akka**

Jason Goodwin, 2015 Build fault tolerant concurrent and distributed applications with Akka About This Book Build networked applications that self heal Scale out your applications to handle more traffic faster An easy to follow guide with a number of examples to ensure you get the best start with Akka Who This Book Is For This book is intended for beginner to intermediate Java or Scala developers who want to build applications to serve the high scale user demands in computing today If you need your applications to handle the ever growing user bases and datasets with high performance demands then this book is for you Learning Akka will let you do more for your users with less code and less complexity by building and scaling your

networked applications with ease What You Will Learn Use Akka to overcome the challenges of concurrent programming Resolve the issues faced in distributed computing with the help of Akka Scale applications to serve a high number of concurrent users Make your system fault tolerant with self healing applications Provide a timely response to users with easy concurrency Reduce hardware costs by building more efficient multi user applications Maximise network efficiency by scaling it In Detail Software today has to work with more data more users more cores and more servers than ever Akka is a distributed computing toolkit that enables developers to build correct concurrent and distributed applications using Java and Scala with ease applications that scale across servers and respond to failure by self healing As well as simplifying development Akka enables multiple concurrency development patterns with particular support and architecture derived from Erlang s concept of actors lightweight concurrent entities Akka is written in Scala which has become the programming language of choice for development on the Akka platform Learning Akka aims to be a comprehensive walkthrough of Akka This book will take you on a journey through all the concepts of Akka that you need in order to get started with concurrent and distributed applications and even build your own Beginning with the concept of Actors the book will take you through concurrency in Akka Moving on to networked applications this book will explain the common pitfalls in these difficult problem areas while teaching you how to use Akka to overcome these problems with ease The book is an easy to follow example based guide that will strengthen your basic knowledge of Akka and aid you in applying the same to real world scenarios Style and approach An easy to follow example based guide that will take you through building several networked applications that work together while you are learning concurrent and distributed computing concepts Each topic is explained while showing you how to design with Akka and how it is used to overcome common problems in applications By showing Akka in context to the problems it will help you understand what the common problems are in distributed applications and how to overcome them

Reactive Programming with Scala and Akka Prasanna Kumar

Sathyanarayanan, Suraj Atreya, 2016-02-29 Harness reactive programming to build scalable and fault tolerant distributed systems using Scala and Akka About This Book Use the concepts of reactive programming to build distributed systems running on multiple nodes Get to grips with the full range of Akka features including the upcoming and cutting edge experimental modules A comprehensive coverage of the principles of FRP with real world use cases to solve scalability issues Who This Book Is For If you are a developer who is passionate about building fault tolerant scalable distributed applications using Scala and Akka then this book will give you a jump start You should be familiar with Scala but no prior knowledge of Akka and reactive programming is required What You Will Learn Explore functional programming using Scala Design an asynchronous non blocking shopping cart application using Futures Understand the Akka actor model and the relationship between actors and threads Use the Actor Supervision feature to build a fault tolerant and resilient application Create your own distributed system framework using an Akka cluster Take a look under the hood to gain perspective on the Akka engine

See a comprehensive case study of a key value store with concurrent reads and writes Model a finite state machine using state driven actors In Detail Today's web based applications need to scale quickly to tackle the demands of modern users Reactive programming is the solution developed to ensure the fault tolerant and robust scaling that is essential for professional applications Reactive programming in Scala and Akka provides a great platform to develop low latency resilient concurrent Internet scale applications on the Java Virtual Machine This comprehensive guide will help you get to grips with the concepts of reactive programming in order to build a robust distributed system in Scala and Akka Written in two parts you will first take a walkthrough of the reactive asynchronous and functional concepts in Scala before focusing on Akka and getting to grips with the details of real world use cases Begin with an introduction into functional reactive programming before moving on to writing asynchronous application with non blocking constructs in Scala Get familiar with the concept of actor based concurrency using Akka and features such as Akka remoting routing and persistence capabilities to build distributed applications Learn to scale applications using a multi node Akka cluster and unit test Akka actors and get to grips with state machines and how to implement state driven actors using Akka Finally put your skills to the test with a case study where you will concurrently and asynchronously store and retrieve data from a key value store By progressively working through the Akka concepts you will not only be able to write your own distributed system but also appreciate the hidden complexity within the Akka ecosystem Style and approach This comprehensive guide walks you through the basics of reactive programming in Scala and Akka explaining some of the most frequently used constructs to the most advanced features and taking you through building a full blown distributed system with the help of real world examples

Designing Distributed Systems Brendan Burns, 2024-12-04 Every distributed system strives for reliability performance and quality but building such a system is hard Establishing a set of design patterns enables software developers and system architects to use a common language to describe their systems and learn from the patterns and practices developed by others The popularity of containers and Kubernetes paves the way for core distributed system patterns and reusable containerized components This practical guide presents a collection of repeatable generic patterns to help guide the systems you build using common patterns and practices drawn from some of the highest performing distributed systems in use today These common patterns make the systems you build far more approachable and efficient even if you've never built a distributed system before Author Brendan Burns demonstrates how you can adapt existing software design patterns for designing and building reliable distributed applications Systems engineers and application developers will learn how these long established patterns provide a common language and framework for dramatically increasing the quality of your system This fully updated second edition includes new chapters on AI inference AI training and building robust systems for the real world Understand how patterns and reusable components enable the rapid development of reliable distributed systems Use the sidecar adapter and ambassador patterns to split your application into a group of containers on a single machine Explore loosely coupled

multinode distributed patterns for replication scaling and communication between components Learn distributed system patterns for large scale batch data processing covering work queues event based processing and coordinated workflows

Reactive Design Patterns Jamie Allen, 2017-02-21 Summary Reactive Design Patterns is a clearly written guide for building message driven distributed systems that are resilient responsive and elastic In this book you ll find patterns for messaging flow control resource management and concurrency along with practical issues like test friendly designs All patterns include concrete examples using Scala and Akka Foreword by Jonas Bon r Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Modern web applications serve potentially vast numbers of users and they need to keep working as servers fail and new ones come online users overwhelm limited resources and information is distributed globally A Reactive application adjusts to partial failures and varying loads remaining responsive in an ever changing distributed environment The secret is message driven architecture and design patterns to organize it About the Book Reactive Design Patterns presents the principles patterns and best practices of Reactive application design You ll learn how to keep one slow component from bogging down others with the Circuit Breaker pattern how to shepherd a many staged transaction to completion with the Saga pattern how to divide datasets by Sharding and more You ll even see how to keep your source code readable and the system testable despite many potential interactions and points of failure What s Inside The definitive guide to the Reactive Manifesto Patterns for flow control delimited consistency fault tolerance and much more Hard won lessons about what doesn t work Architectures that scale under tremendous load About the Reader Most examples use Scala Java and Akka Readers should be familiar with distributed systems About the Author Dr Roland Kuhn led the Akka team at Lightbend and coauthored the Reactive Manifesto Brian Hanafee and Jamie Allen are experienced distributed systems architects Table of Contents PART 1 INTRODUCTION Why Reactive A walk through of the Reactive Manifesto Tools of the trade PART 2 THE PHILOSOPHY IN A NUTSHELL Message passing Location transparency Divide and conquer Principled failure handling Delimited consistency Nondeterminism by need Message flow PART 3 PATTERNS Testing reactive applications Fault tolerance and recovery patterns Replication patterns Resource management patterns Message flow patterns Flow control patterns State management and persistence patterns *Reactive Messaging Patterns with the Actor Model* Vaughn Vernon, 2015-07-13 USE THE ACTOR MODEL TO BUILD SIMPLER SYSTEMS WITH BETTER PERFORMANCE AND SCALABILITY Enterprise software development has been much more difficult and failure prone than it needs to be Now veteran software engineer and author Vaughn Vernon offers an easier and more rewarding method to succeeding with Actor model Reactive Messaging Patterns with the Actor Model shows how the reactive enterprise approach Actor model Scala and Akka can help you overcome previous limits of performance and scalability and skillfully address even the most challenging non functional requirements Reflecting his own cutting edge work Vernon shows architects and developers how to translate the longtime promises of Actor model into

practical reality First he introduces the tenets of reactive software and shows how the message driven Actor model addresses all of them making it possible to build systems that are more responsive resilient and elastic Next he presents a practical Scala bootstrap tutorial a thorough introduction to Akka and Akka Cluster and a full chapter on maximizing performance and scalability with Scala and Akka Building on this foundation you ll learn to apply enterprise application and integration patterns to establish message channels and endpoints efficiently construct route and transform messages and build robust systems that are simpler and far more successful Coverage Includes How reactive architecture replaces complexity with simplicity throughout the core middle and edges The characteristics of actors and actor systems and how Akka makes them more powerful Building systems that perform at scale on one or many computing nodes Establishing channel mechanisms and choosing appropriate channels for each application and integration challenge Constructing messages to clearly convey a sender s intent in communicating with a receiver Implementing a Process Manager for your Domain Driven Designs Decoupling a message s source and destination and integrating appropriate business logic into its router Understanding the transformations a message may experience in applications and integrations Implementing persistent actors using Event Sourcing and reactive views using CQRS Find unique online training on Domain Driven Design Scala Akka and other software craftsmanship topics using the for comprehension website at forcomprehension.com

Designing Distributed Systems Brendan Burns,2024-12-04 Every distributed system strives for reliability performance and quality but building such a system is hard Establishing a set of design patterns enables software developers and system architects to use a common language to describe their systems and learn from the patterns and practices developed by others The popularity of containers and Kubernetes paves the way for core distributed system patterns and reusable containerized components This practical guide presents a collection of repeatable generic patterns to help guide the systems you build using common patterns and practices drawn from some of the highest performing distributed systems in use today These common patterns make the systems you build far more approachable and efficient even if you ve never built a distributed system before Author Brendan Burns demonstrates how you can adapt existing software design patterns for designing and building reliable distributed applications Systems engineers and application developers will learn how these long established patterns provide a common language and framework for dramatically increasing the quality of your system This fully updated second edition includes new chapters on AI inference AI training and building robust systems for the real world Understand how patterns and reusable components enable the rapid development of reliable distributed systems Use the sidecar adapter and ambassador patterns to split your application into a group of containers on a single machine Explore loosely coupled multinode distributed patterns for replication scaling and communication between components Learn distributed system patterns for large scale batch data processing covering work queues event based processing and coordinated workflows

Effective Akka Jamie Allen,2013-08-15 Avoid common mistakes when building distributed asynchronous high

performance software with the Akka toolkit and runtime With this concise guide author Jamie Allen provides a collection of best practices based on several years of using the actor model The book also includes examples of actor application types and two primary patterns of actor usage the Extra Pattern and Cameo Pattern Allen the Director of Consulting for Typesafe creator of Akka and the Scala programming language examines actors with a banking service use case throughout the book using examples shown in Akka and Scala If you have any experience with Akka this guide is essential Delve into domain driven and work distribution actor applications Understand why it s important to have actors do only one job Avoid thread blocking by allowing logic to be delegated to a Future Model interactions as simply as possible to avoid premature optimization Create well defined interactions and know exactly what failures can occur Learn why you should never treat actors as you would an ordinary class Keep track of what goes on in production by monitoring everything Tune Akka applications with the Typesafe Console

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