

<https://github.com/JuliaActors/Actors.jl>

# Actors.jl

- What are actors, where do they come from?
- How are they implemented in Julia?
- A quick demo, some first impressions!
- Why would you use them?

# What are Actors?

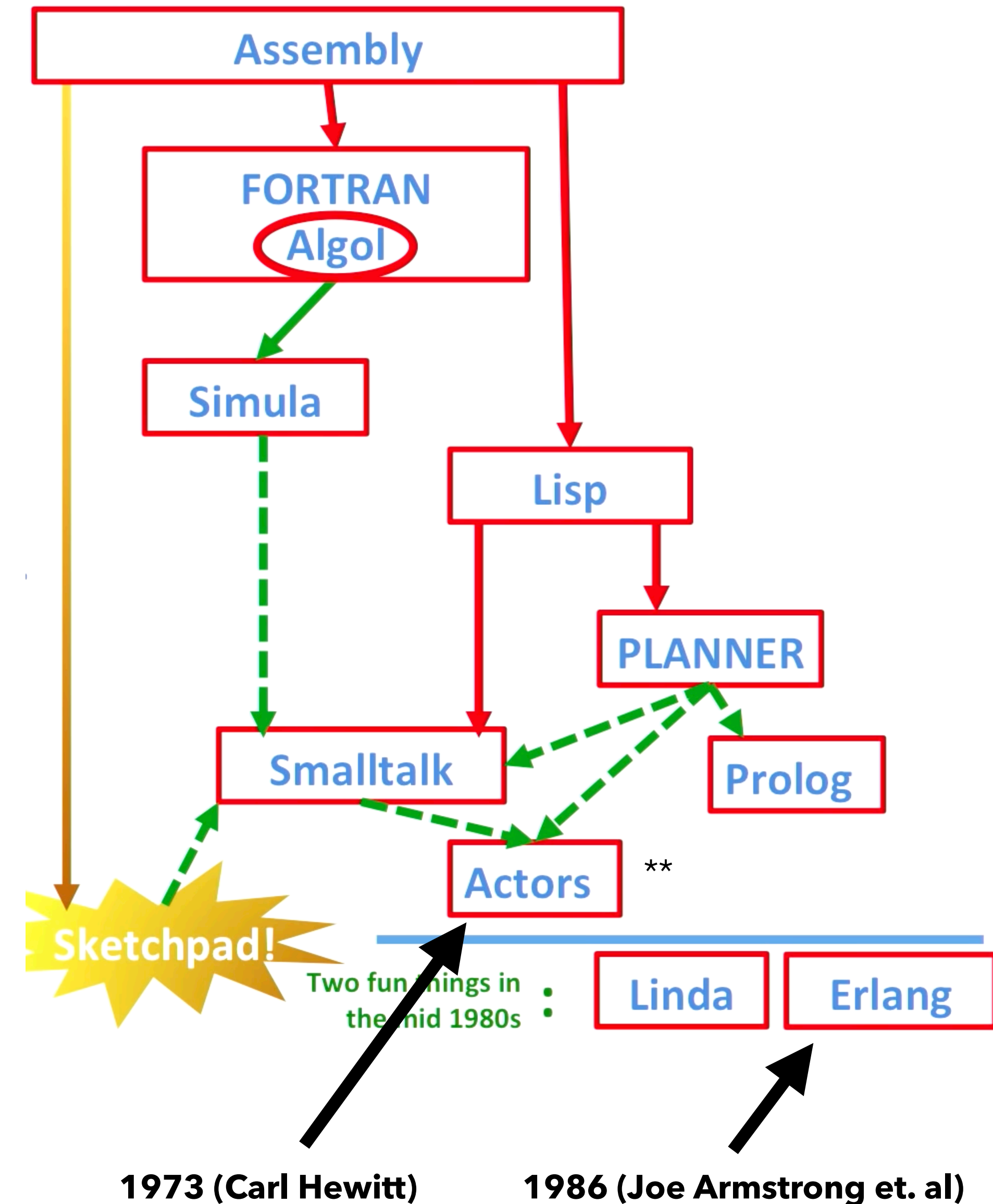
Where do they come from

Alan Kay \*:

- I thought of objects being like biological cells and/or individual computers on a network, only able to communicate with messages ...
- OOP to me means only messaging, local retention and protection and hiding of state-process, and extreme late-binding of all things.

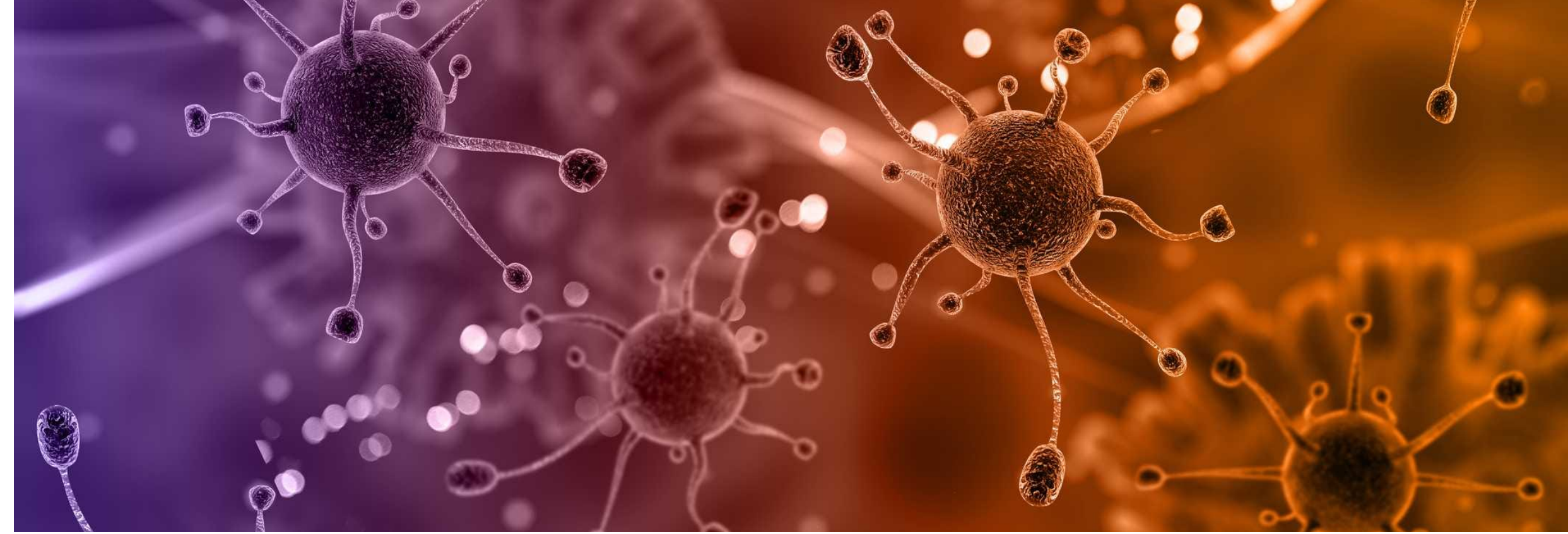
\* [http://www.purl.org/stefan\\_ram/pub/doc\\_kay\\_oop\\_de](http://www.purl.org/stefan_ram/pub/doc_kay_oop_de)

\*\* [Joe Armstrong & Alan Kay - Joe Armstrong interviews Alan Kay](#)



# The Actor Model

Carl Hewitt, 1973 ff



When an Actor receives a message, it can concurrently:

- send messages to ... addresses of Actors that it has;
- create new Actors;
- designate how to handle the next message it receives.\*

**and** actors ...

- come in systems ("one actor is no actor") and
- scale in universality, space and number!

**embody**  
**- processing,**  
**- storage,**  
**- communication\*\***

\* <https://hal.archives-ouvertes.fr/hal-01163534v7/document>

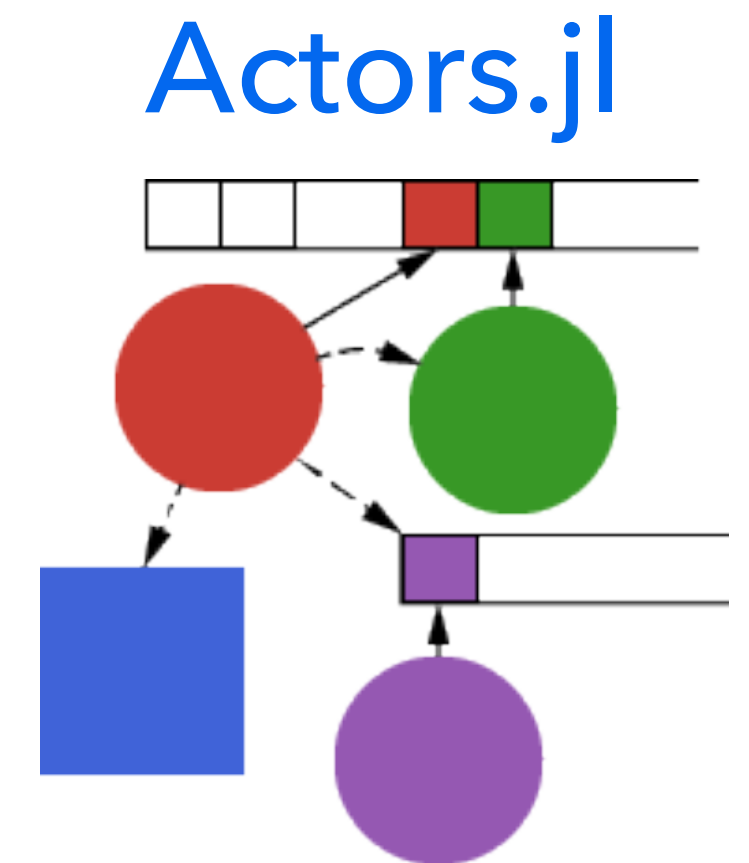
\*\* [Hewitt, Meijer and Szyperski: The Actor Model](#)

# Actors in Julia

complement Julia's concurrency features

An **Actors.jl** actor

- is a persistent `Task`, which
- is represented by a message `Channel`,
- serves a Julia `Function`, (as a mutable behavior),
- has state (behavior and acquaintances),
- executes asynchronously when it receives a message,
- follows a messaging protocol,
- has an Erlang (GenServer) like API,
- is lightweight.





# Julia with Actors.jl

Actors integrate with Tasks + Distributed

With **Actors.jl** right now you can

- provide services to parallel Tasks and worker processes,
- implement concurrent applications and
- build fault-tolerant systems (with supervisors and monitors ...),

They will (with some development) \*

- communicate with other actor languages and
- integrate into microservices.

\* see: <https://github.com/pbayer/erjulix>

