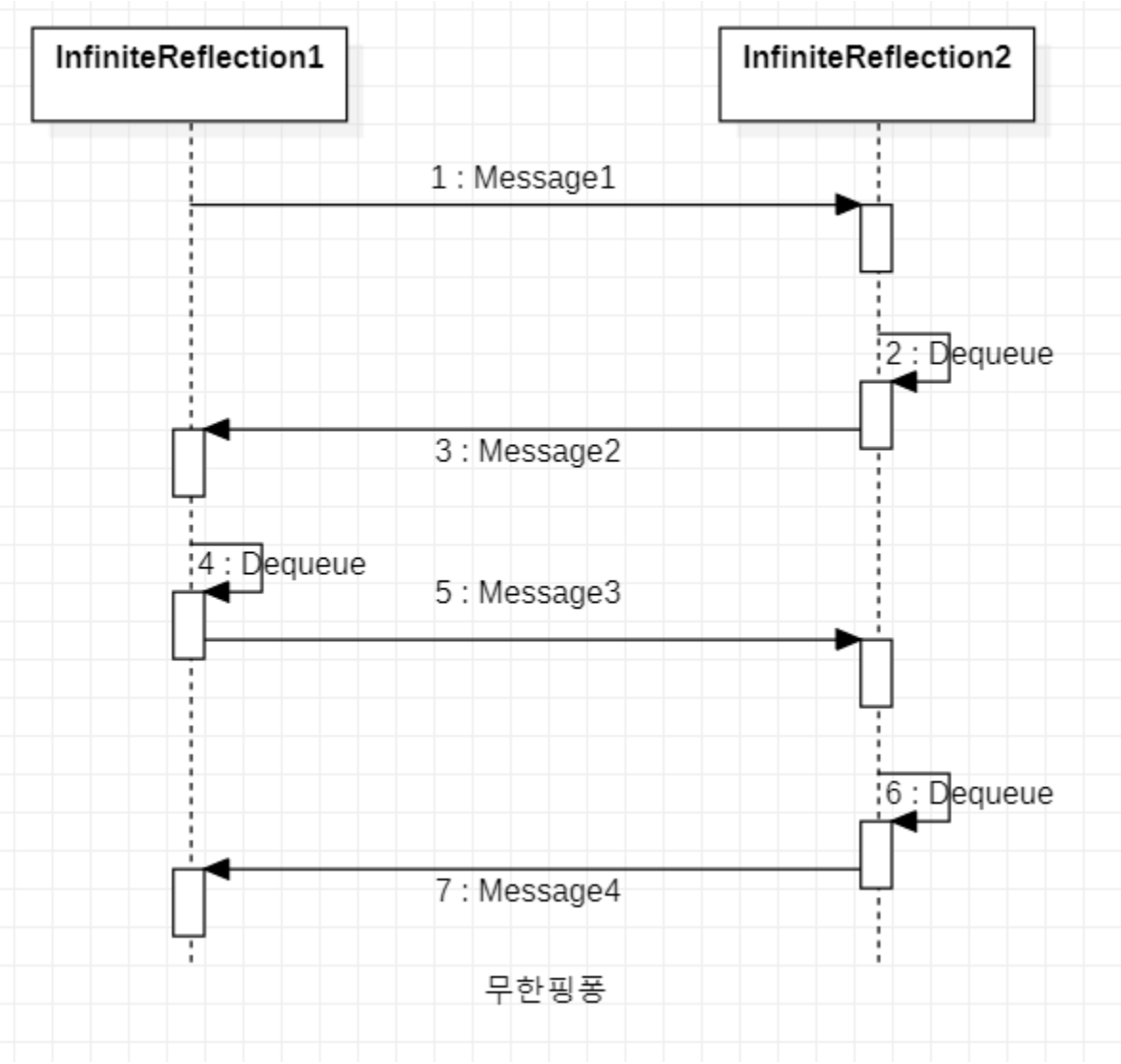
AKKA.net

, .




, .

- , .
- , .
- n , .

= (1) * ()

blocked URL

() ,

TPS .

```
using Akka.Actor;
using Akka.Event;
using Akka.Monitoring;

namespace AkkaDotBootApi.Actor
{
    public class InfiniteMessage
    {
        public string Message { get; set; }

        public uint Count { get; set; }
    }

    public class InfiniteReflectionActor : ReceiveActor
    {
        private IActorRef ReplyActor;

        private readonly ILoggingAdapter logger = Context.GetLogger();

        public InfiniteReflectionActor()
        {
            ReceiveAsync<IActorRef>(async actorRef =>
            {
                ReplyActor = actorRef;
            });

            ReceiveAsync<InfiniteMessage>(async infiniteMessage =>
            {
                Context.IncrementCounter("akka.infinite.metric");  // <--   ,   1.
                var reply = new InfiniteMessage
                {
                    Message = infiniteMessage.Message,
                    Count = ++infiniteMessage.Count
                };

                if(reply.Count % 50000 == 0)                                        // <--   5  .  TPS     .
                {
                    logger.Info($"Count:{reply.Count}");
                }

                ReplyActor.Tell(reply);                                                  //  1  .(   . - )
            });
        }

    }
}
```

```
            //
            //custom-dispatcher , custom-task-dispatcher , default-fork-join-dispatcher
            string disPacther = "default-fork-join-dispatcher";  //
            int pipongGroupCount = 1;   // , . ( 21)
            int ballCount = 6;          //

            //  ...
            for (int i=0; i < pipongGroupCount; i++)
            {
                string actorFirstName = "infiniteReflectionActorA" + i;
                string actorSecondName = "infiniteReflectionActorB" + i;

                //  Test Actor
                var infiniteReflectionActorA = AkkaLoad.RegisterActor(actorFirstName,
                    actorSystem.ActorOf(Props.Create(() => new InfiniteReflectionActor()).WithDispatcher
(disPacther),
                        actorFirstName));

                var infiniteReflectionActorB = AkkaLoad.RegisterActor(actorSecondName,
                    actorSystem.ActorOf(Props.Create(() => new InfiniteReflectionActor()).WithDispatcher
(disPacther),
                        actorSecondName));

                // ,
                infiniteReflectionActorA.Tell(infiniteReflectionActorB);
                infiniteReflectionActorB.Tell(infiniteReflectionActorA);

                               //
                for(int ballIdx=0; ballIdx< ballCount; ballIdx++)
                {
                    infiniteReflectionActorA.Tell(new InfiniteMessage()
                    {
                        Message = "A",
                        Count = 0
                    });
                }
            }
```

```
default-fork-join-dispatcher {
  type = ForkJoinDispatcher
  throughput = 100
  dedicated-thread-pool {
      thread-count = 8
      deadlock-timeout = 3s
      threadtype = background
  }
}

custom-dispatcher {
    type = Dispatcher
    throughput = 100
}

custom-task-dispatcher {
  type = TaskDispatcher
  throughput = 100
}
```

? TPL ? forkJoin .

, .

: https://getakka.net/articles/actors/dispatchers.html

## AKKA.net Datadog

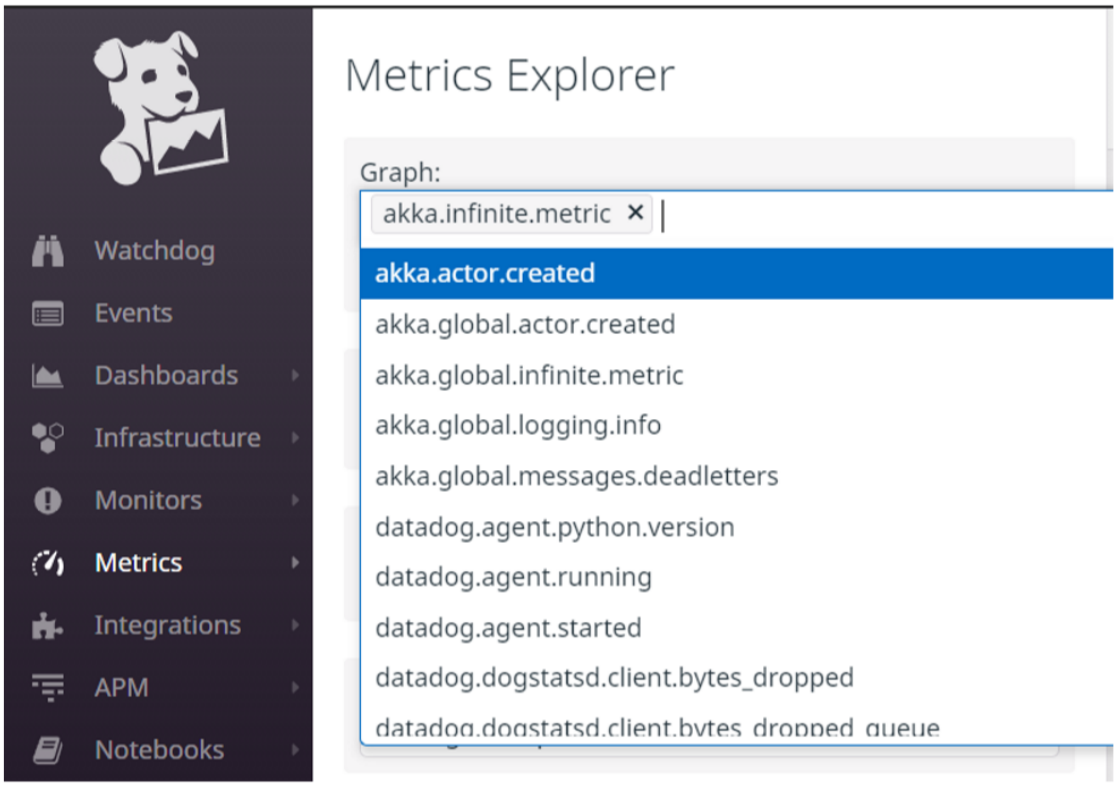
```
using Akka.Monitoring.Datadog;
using StatsdClient;
using Akka.Monitoring;

.........
            //
            var statsdConfig = new StatsdConfig
            {
                StatsdServerName = "127.0.0.1"
            };
            ActorMonitoringExtension.RegisterMonitor(actorSystem, new ActorDatadogMonitor(statsdConfig));
```

Datadog Agent , Actor

IncrementCounter .

: Real time performance counters



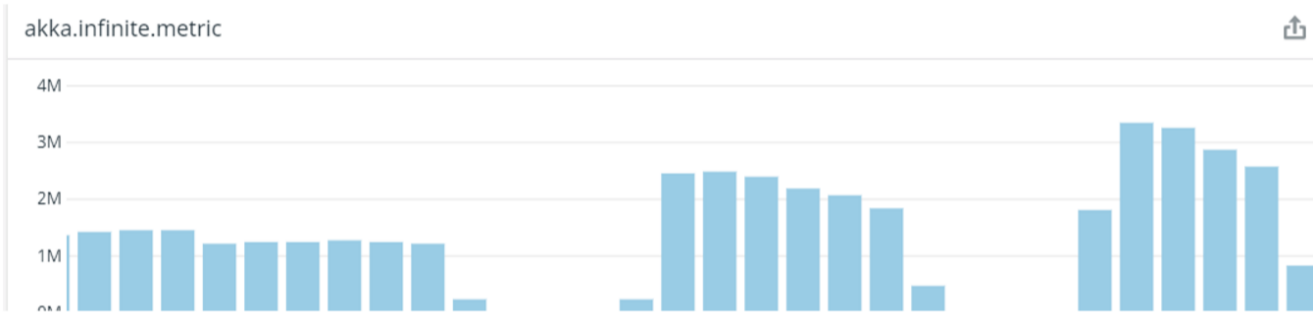

,

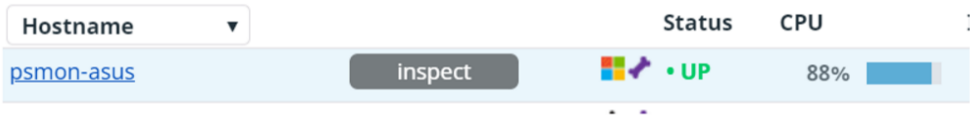
.

**TPS( 30.)**

,  .

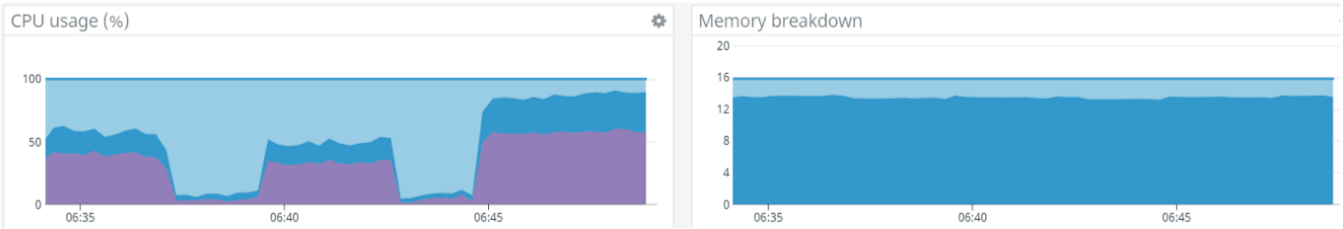
M =



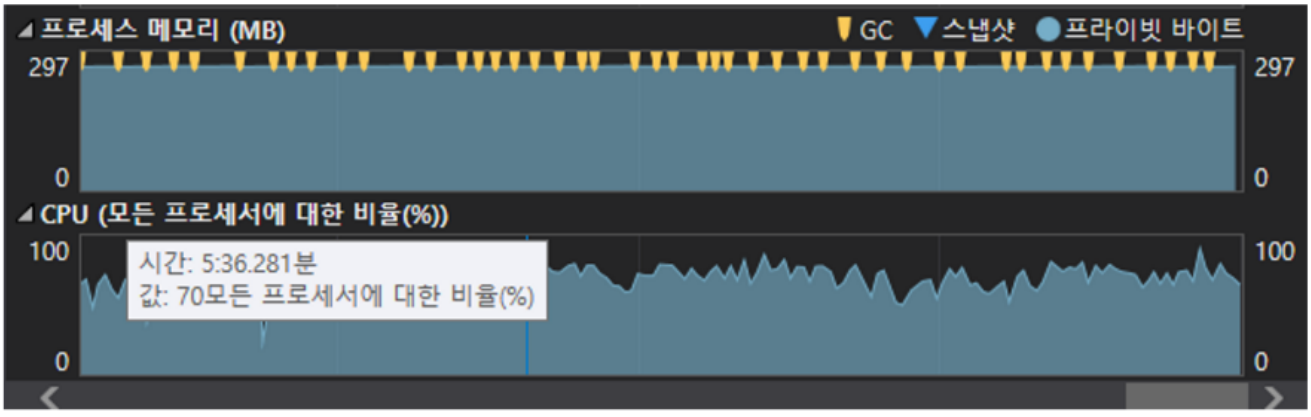




: 3 / 30 , 10/sec

## CPU

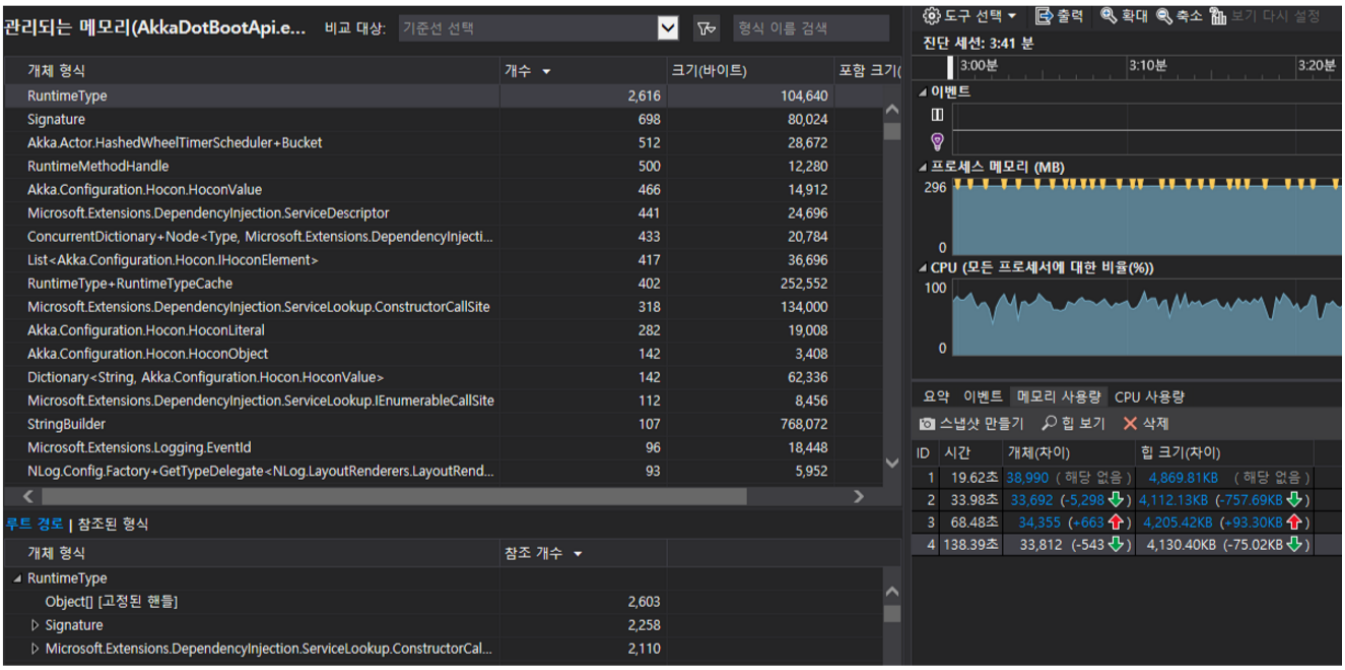



CPU .



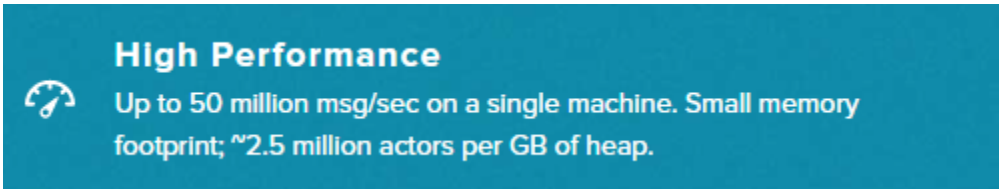

CPU , GC

GC .




- ?
- ?
- ?

- 10
- 4~6
- GC ,




5 .

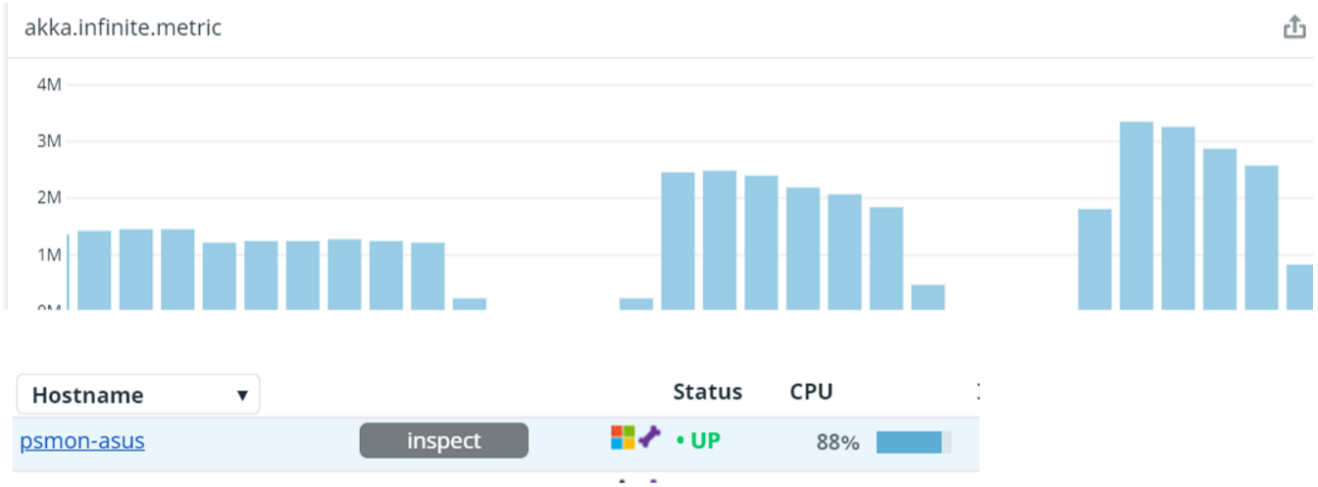
. ( , 10 . )

git : https://github.com/psmon/AkkaDotModule/blob/master/AkkaDotBootApi/Actor/InfiniteReflectionActor.cs

: 30

: M ( )

1 : : 2.17


akka.infinite.metric
4M
3M
2M
1M
Hostname
Status
CPU
psmon-asus
inspect
• UP
88%

2 : : 2.18


akka.global.infinite.metric
6M
4M
2M
0M
01:07
01:08
01:09
01:10
01:11
01:12
01:13
01:14
01:15
01:16
01:17
01:18
01:19
01:20