

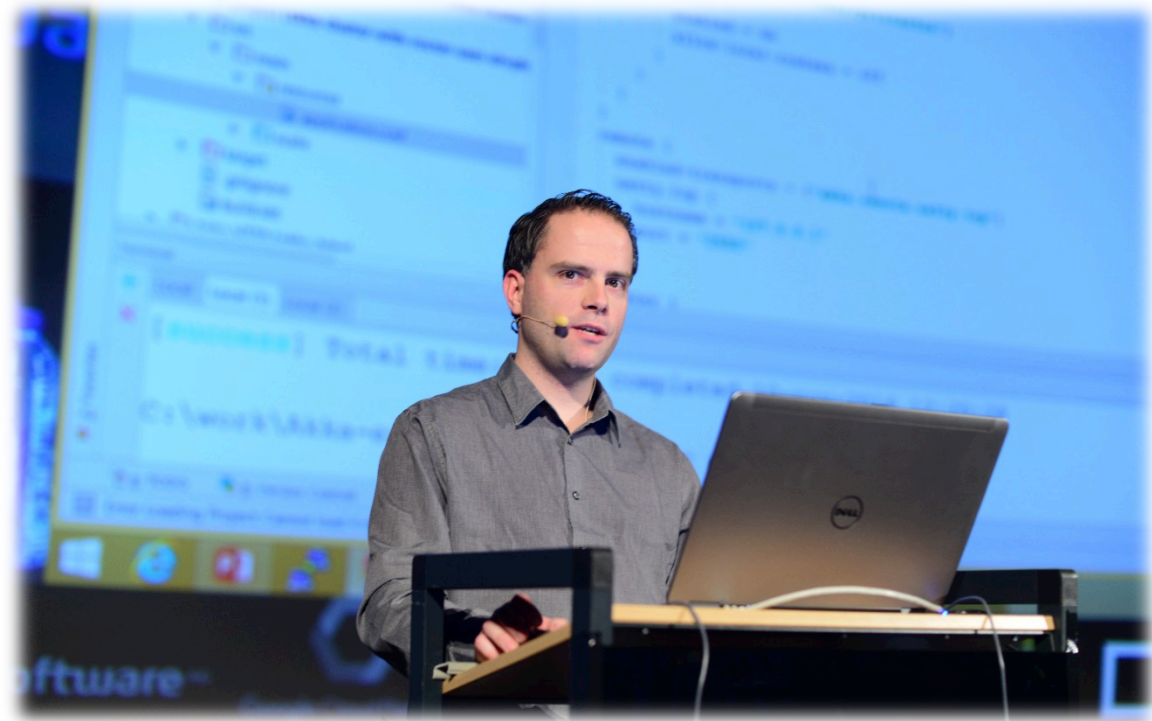
REST NO MORE

USING ACTORS FOR THE INTERNET OF (LEGO) TRAINS & RASPBERRY PI'S

Johan Janssen, Info Support @johanjanssen42

Disclaimer:
No Lego was harmed beyond
repair during the project.





JVM CON  .com

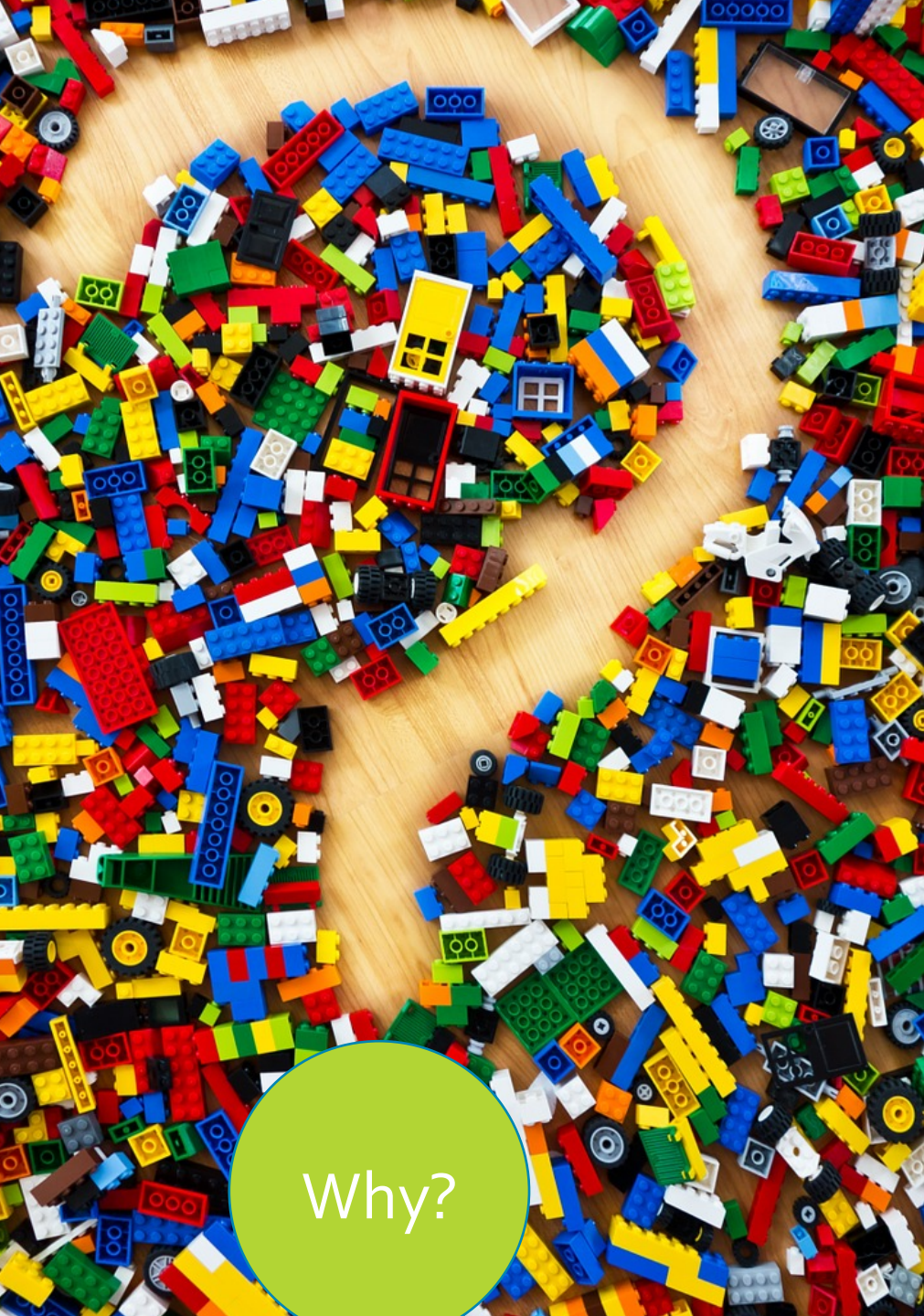


infoSupport
Solid Innovator

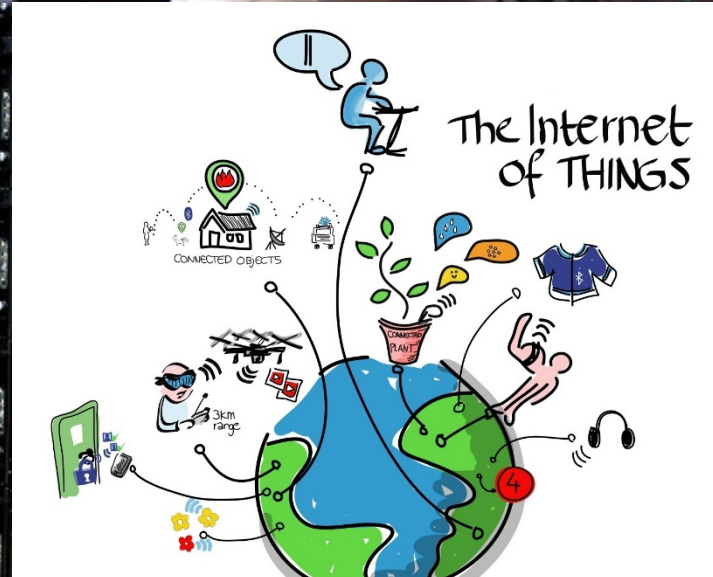
CONTENT

- Why?
- Getting started
- Architecture
- Actors
- Remote actors
- Shared protocol
- HTTP vs Actors
- Conclusion
- Challenges
- Questions

WHY?



Why?



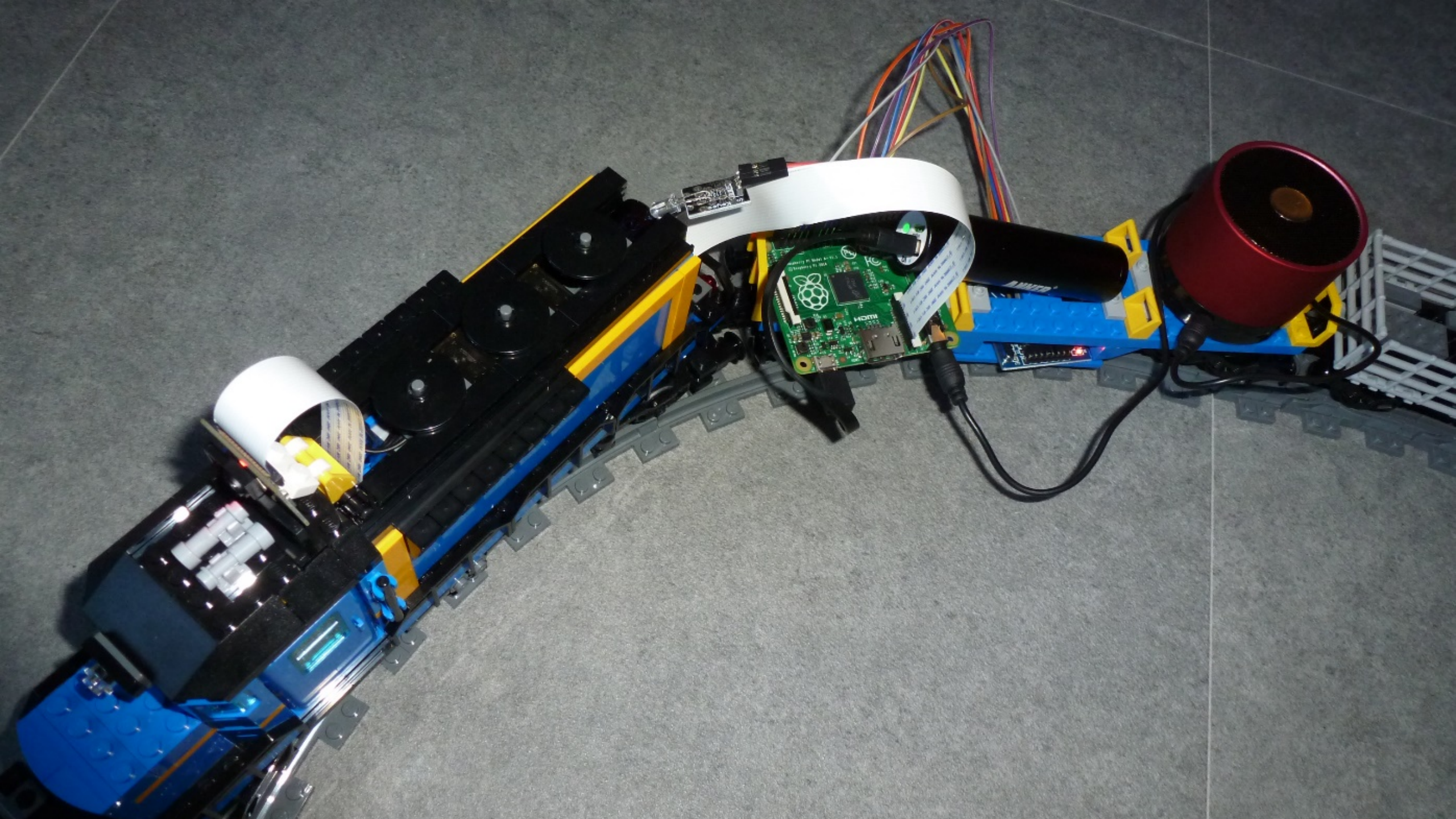


GETTING STARTED

MINIMAL INGREDIENTS FOR 1 TRAIN

ABOUT € 50

- Raspberry Pi A+ / Raspberry Pi Zero
- Wifi dongle
 - EDUP Ultra-Mini Nano USB 2.0 802.11n
- USB battery pack
 - Anker® 2. Gen Astro Mini 3200mAh
- Infrared transmitter
 - Keyes 38KHz IR Infrared Transmitter Module for Arduino



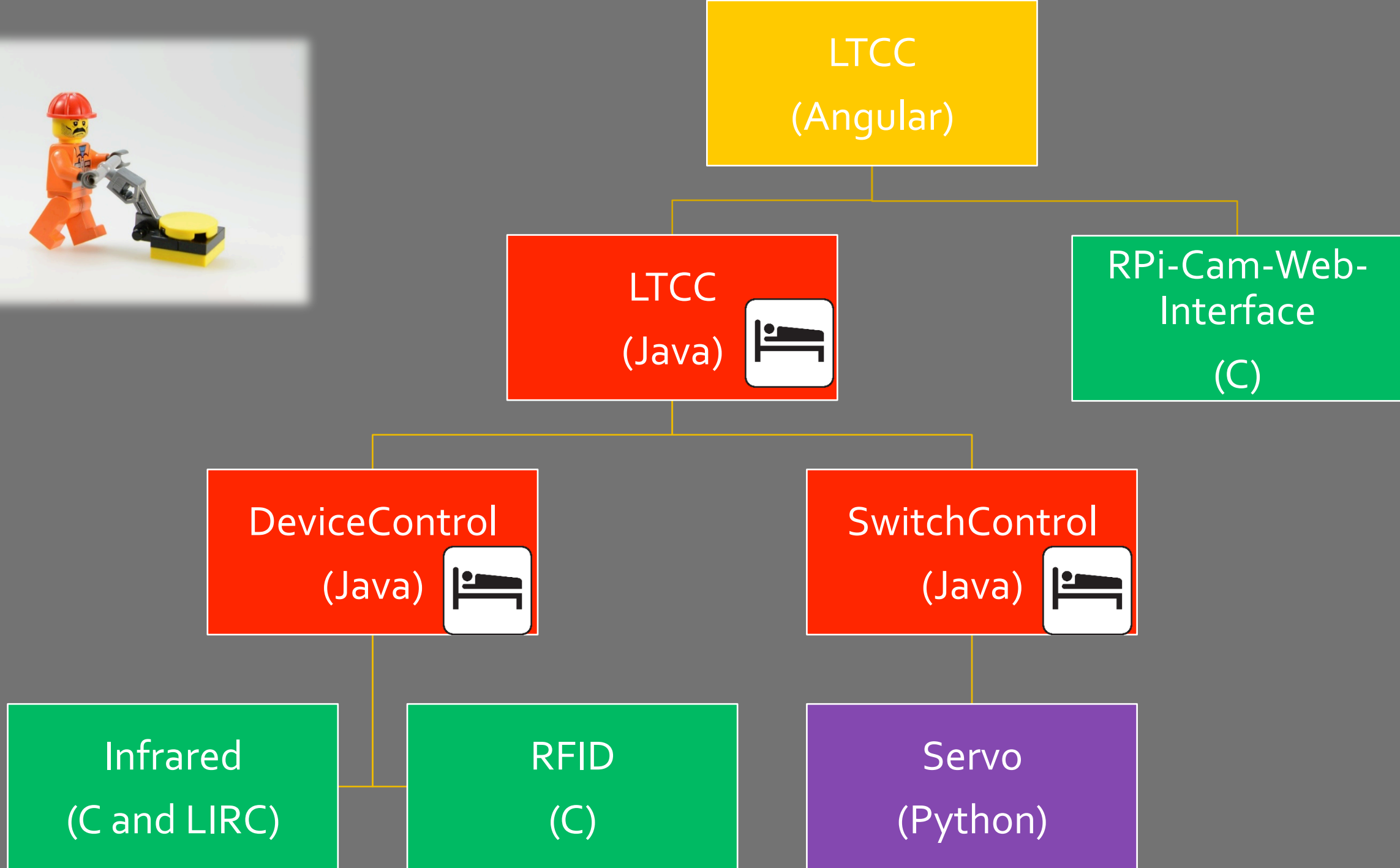
COMPARISON

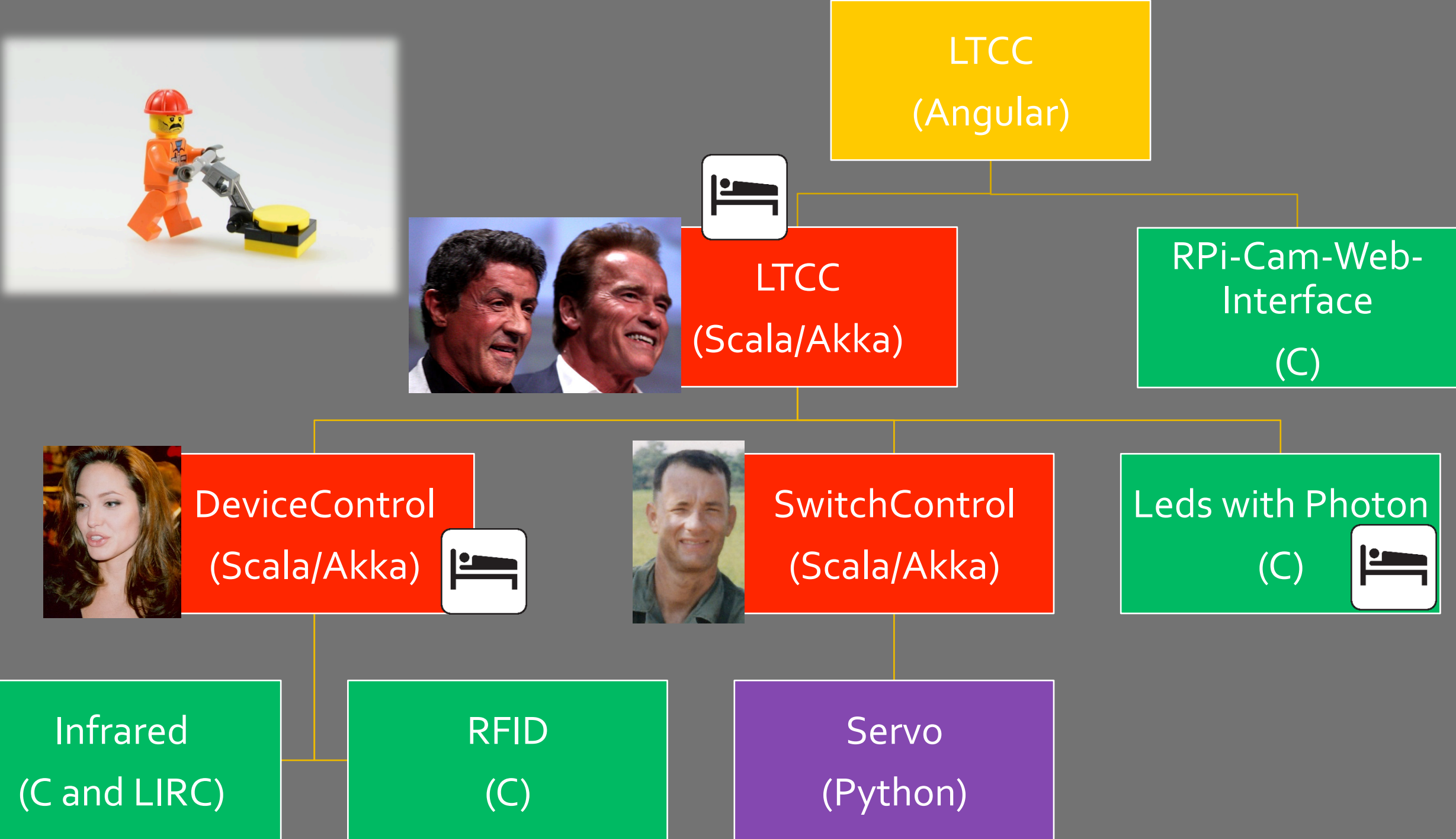
	Idle (mA)	Memory (MB)	CPU (Mhz)	Size (mm)
RPi A+	100	256	700	65 * 56
RPi Zero	100	512	1000	65 * 30
RPi B+	200	512	700	85 * 56
RPi 2 B	230	1024	4*900	85 * 56
Particle Photon	80-100	128KB	120	38 * 21

ARCHITECTURE



Architecture





SwitchControl (Pi)



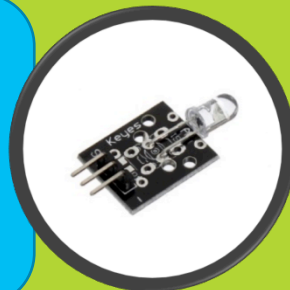
LTCC (Laptop / Pi)



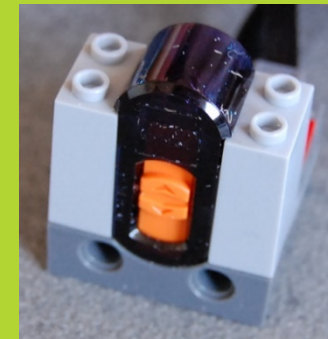
Camera (Pi)



Device
Control
(Pi)



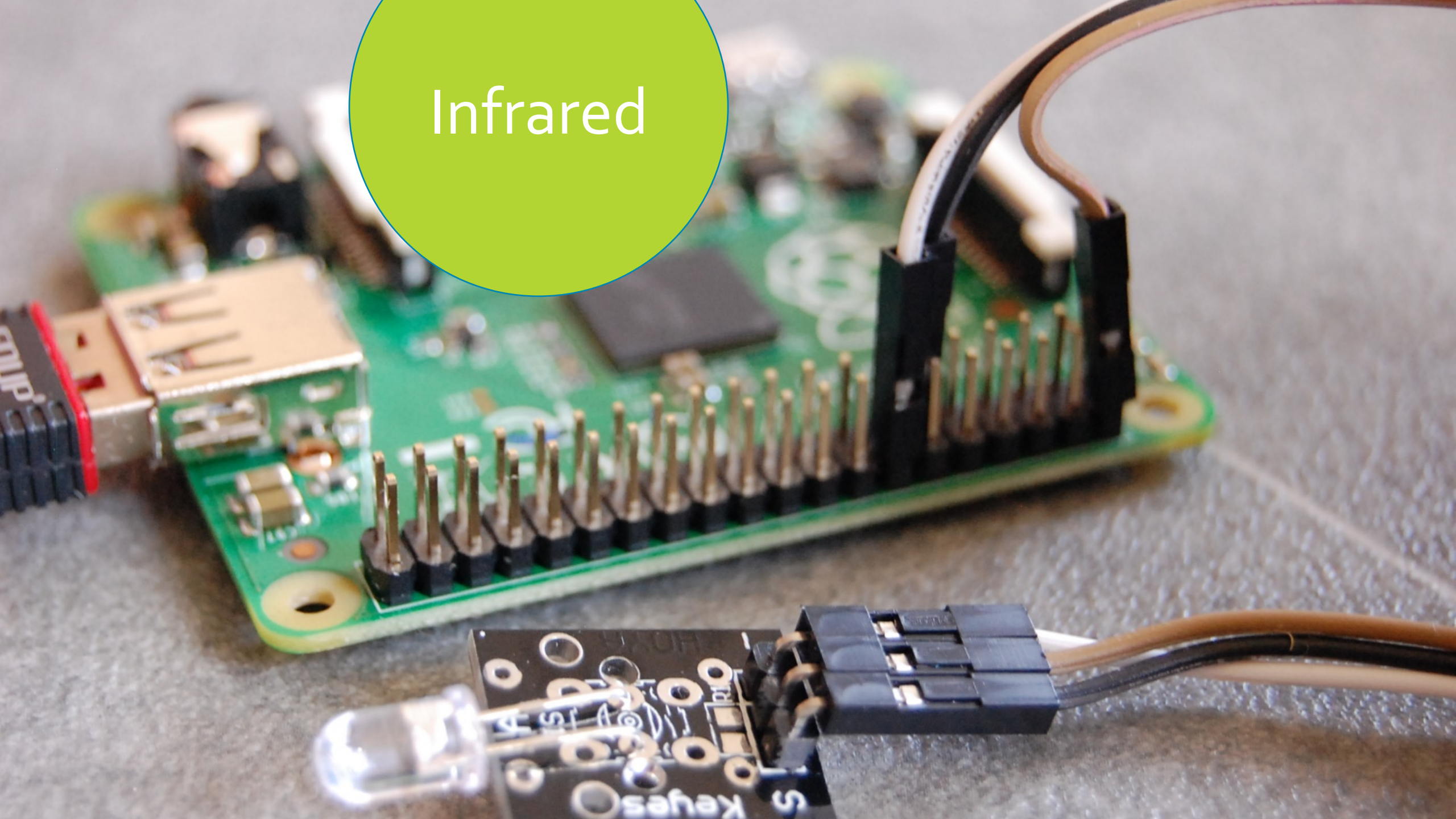
Lego Train





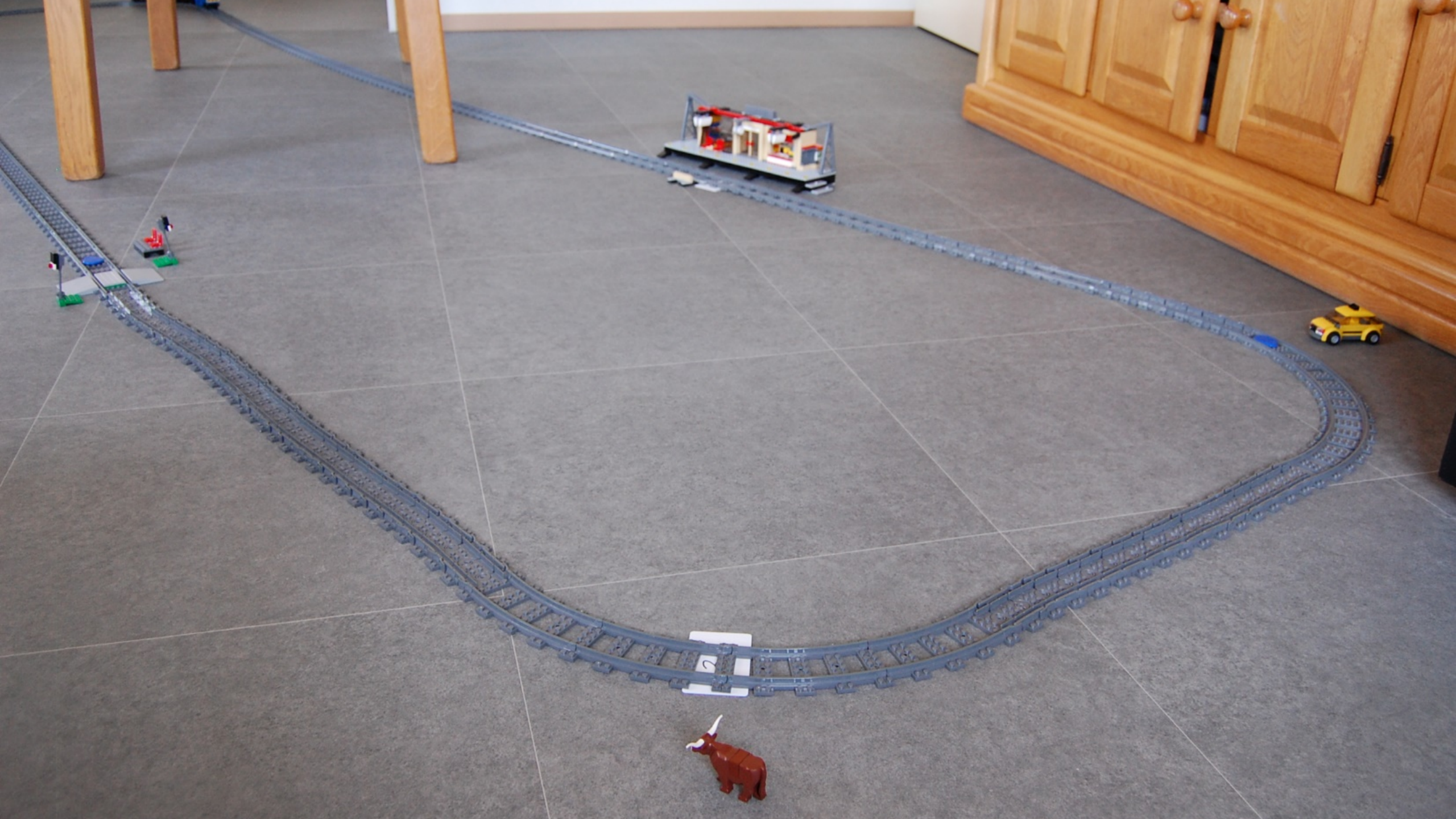
Original
controls

Infrared



Sound





A photograph of a LEGO train set on a grey carpeted floor. The train tracks curve from the foreground towards the background. Several LEGO train cars and figures are visible on the tracks. In the background, there is a window with a potted plant on the sill, a white radiator, and a wooden table with legs. A large green circle with a thin blue border is overlaid on the image, containing the word "Camera" in white text.

Camera



record video start

record image

timelapse start

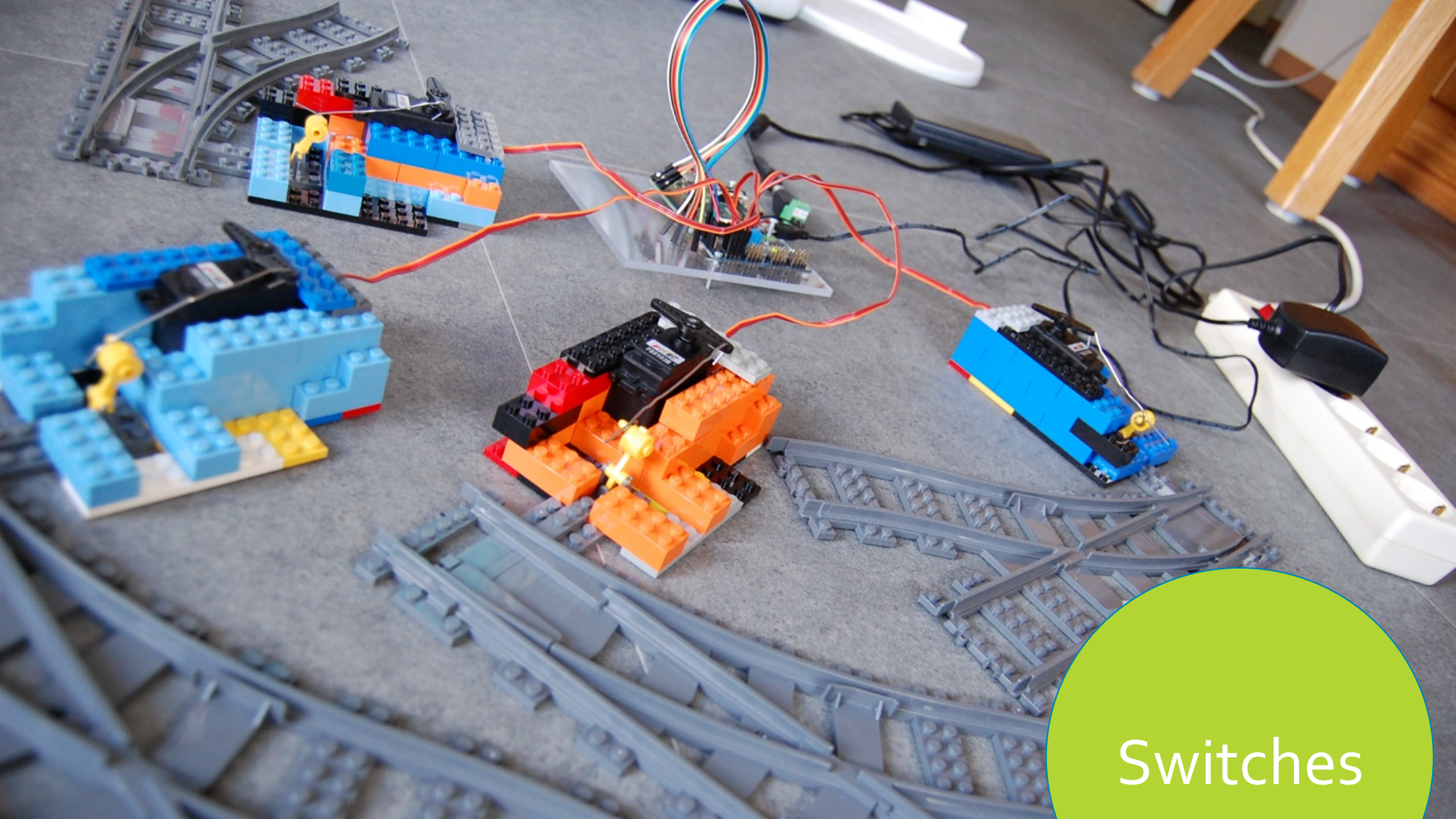
motion detection start

stop camera

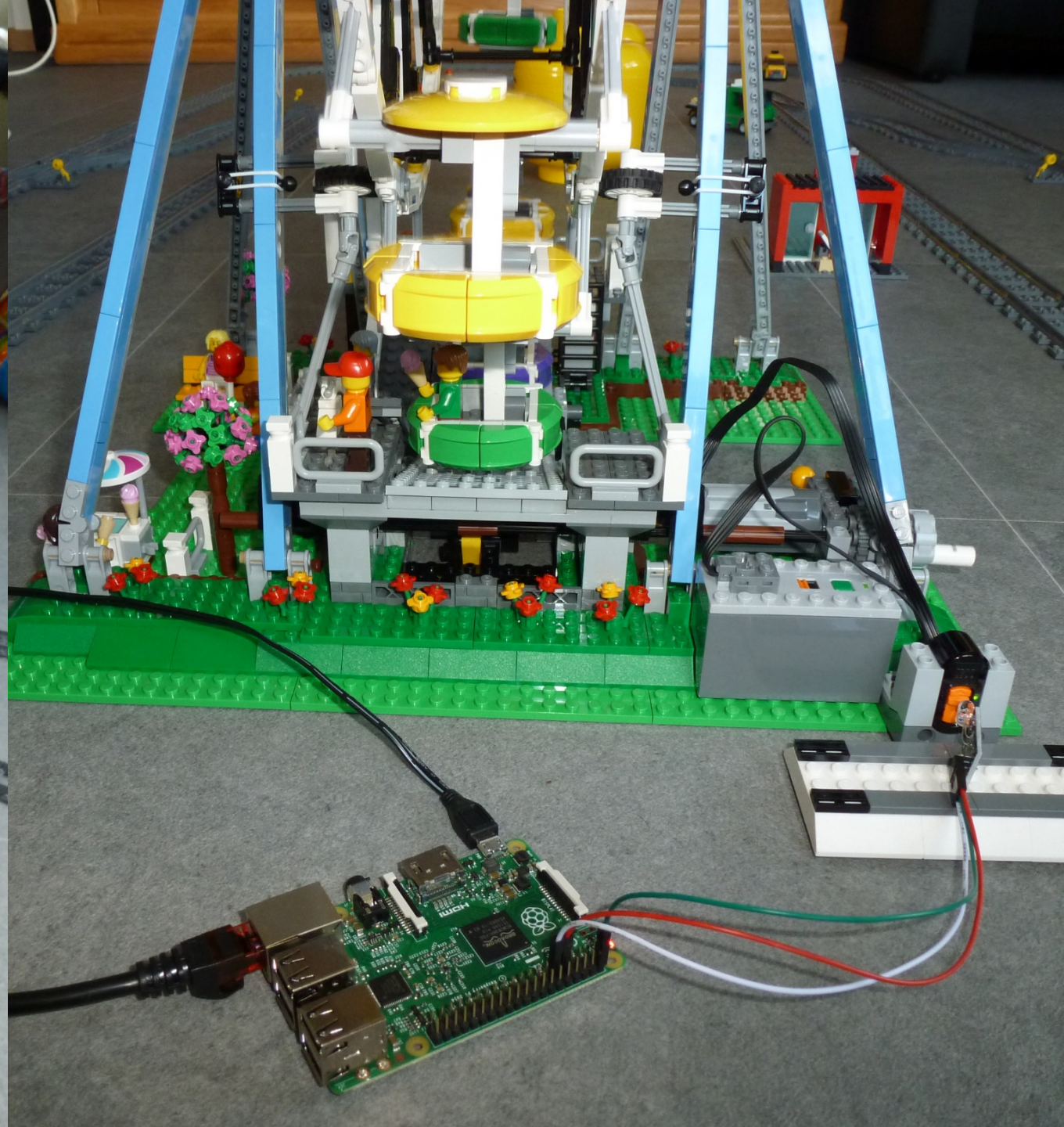
Download Videos and Images

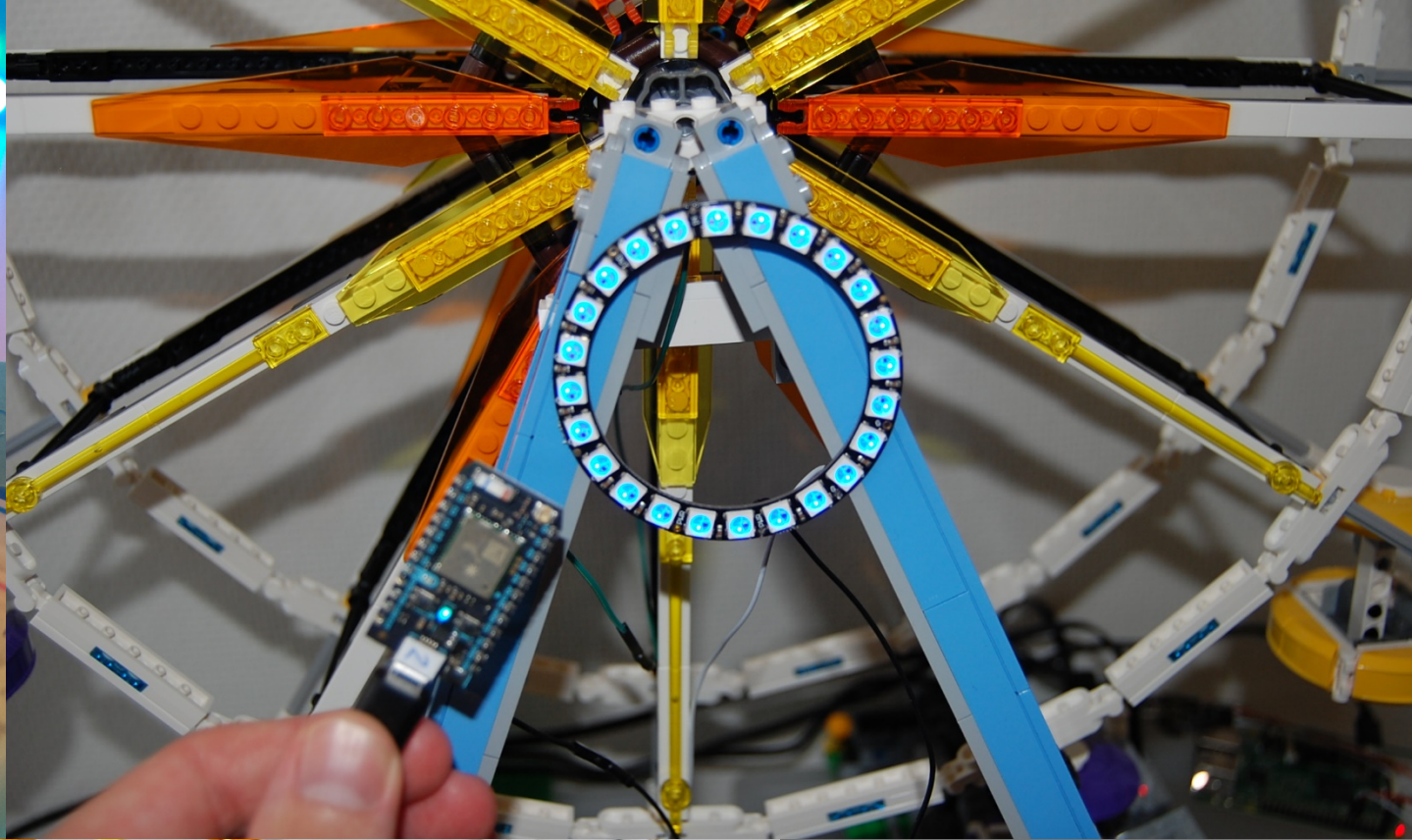
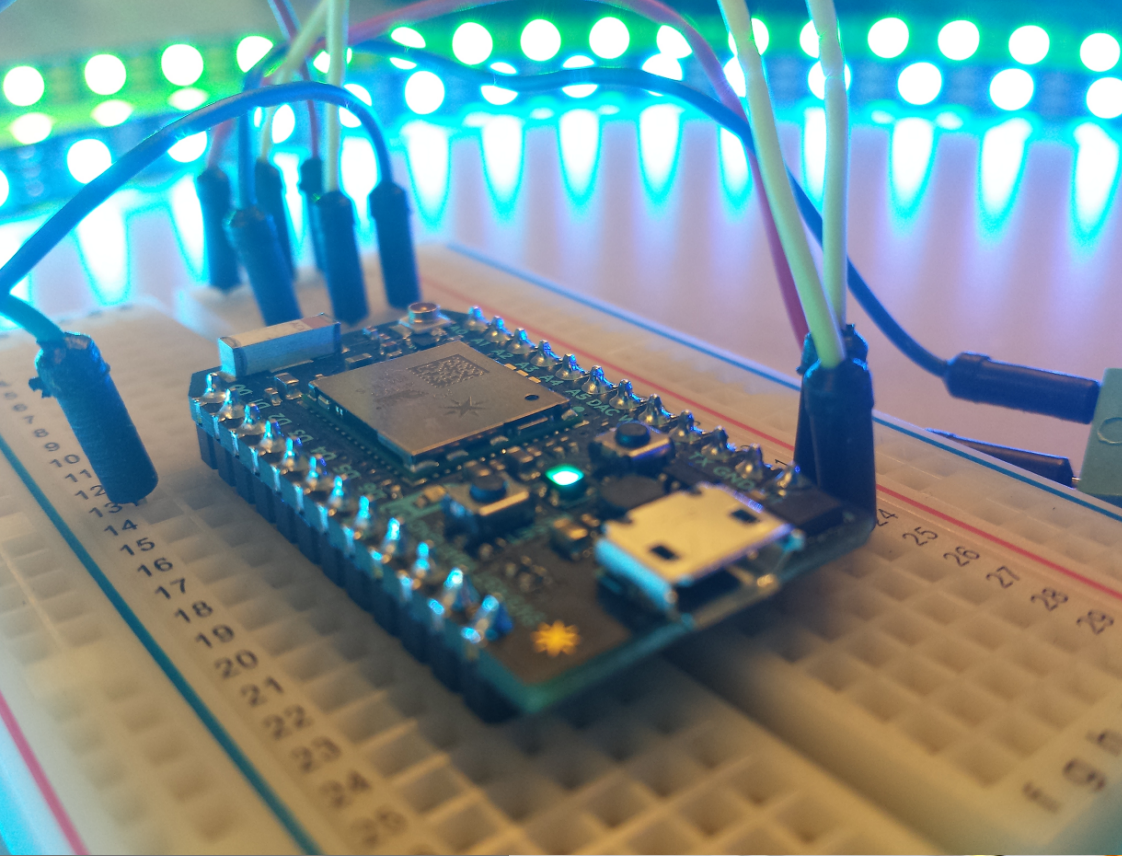
Settings

System



Switches







Particle Devices

 Photon

1 >

★ 4 >

cranky_banjo >

cranky_hoosier >

hunter_cranky ● >

zombie_penguin >

jim.ino

```
1 #include "application.h"
2 #include "neopixel/neopixel.h"
3
4 SYSTEM_MODE(AUTOMATIC);
5
6 // IMPORTANT: Set pixel COUNT, PIN and TYPE
7 #define PIXEL_PIN D0
8 #define PIXEL_COUNT 24
9 #define PIXEL_TYPE WS2812B
10
11 Adafruit_NeoPixel strip = Adafruit_NeoPixel(PIXEL_
12
13 uint16_t brightness = 100; // Niet gebruikt?
14 const uint32_t red = strip.Color(255,0,0);
15 const uint32_t green = strip.Color(0,255,0);
16 const uint32_t blue = strip.Color(0,0,255);
17
18 int direction = -1; //-1, 0 or 1
19 int offset = 0;
20 int speed = 1;
21
22 bool displayRainbow = false;
23 int rainbowDelay = 20;
24
25 /**
26  * Roep setSpeed aan met een waarde tussen -PIXEL
27  * Bijvoorbeeld:
28  * curl https://api.particle.io/v1/devices/<devi
29  *
```

LTCC APPLICATION

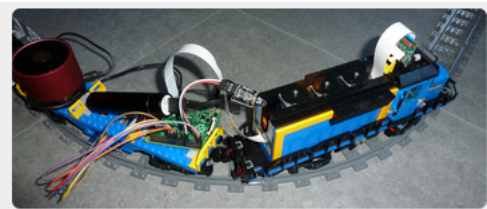
LTCC

Control trains

Auto Pilot

Overview cam

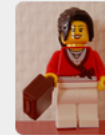
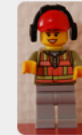
Cargo train cam



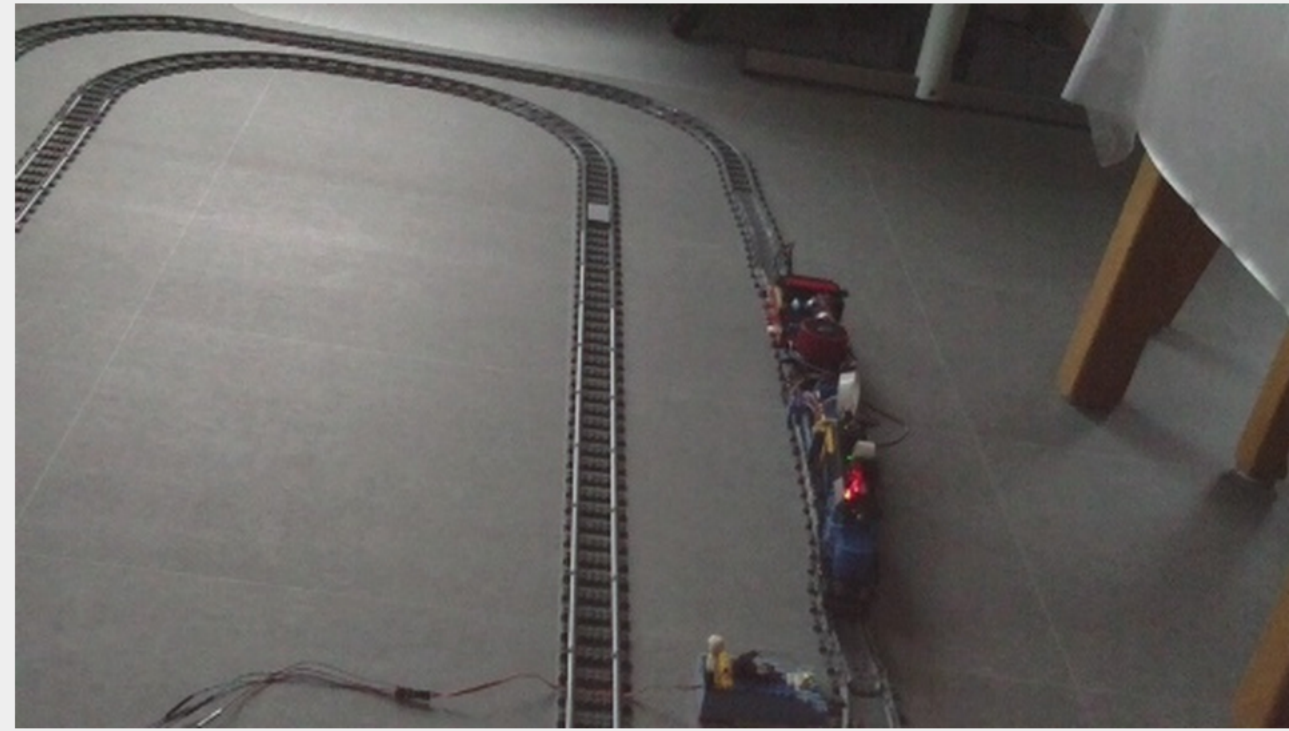
Speed 0



Speed 0



Station



ACTORS

AKKA ACTORS

```
class Worker extends Actor {  
  def receive = {  
    case x =>  
      println(x)  
  }  
}
```

```
val system = ActorSystem("ExampleActorSystem")
```

```
val workerActorRef = system.actorOf(Props[Worker])  
workerActorRef ! "Hello conference"
```


REMOTE ACTORS



AKKA REMOTE ACTOR CALL

```
val workerActorRef =  
system.actorOf(Props[Worker])
```

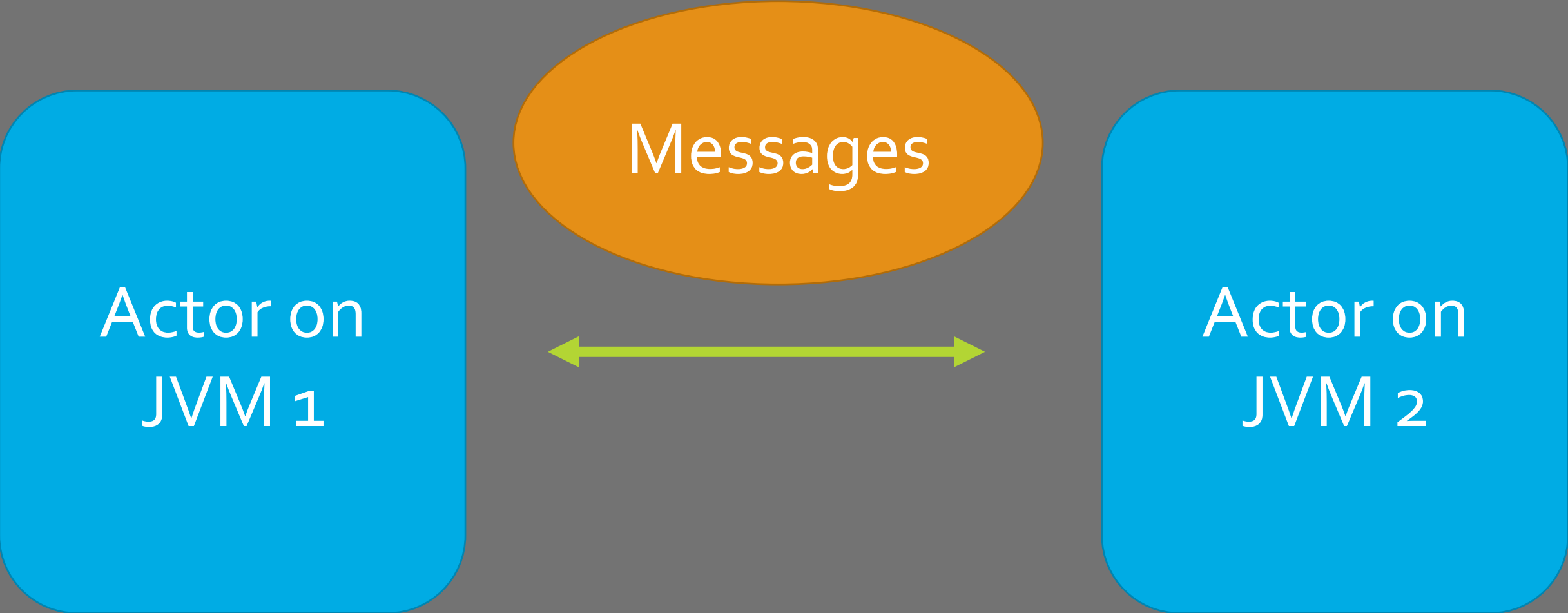


```
val workerActorRef =  
system.actorSelection("akka.tcp://  
ExampleActorSystem@127.0.0.1:9005  
/user/workerActor")
```

AKKA REMOTE ACTOR CONFIGURATION

```
akka {  
  actor {  
    provider = "akka.remote.RemoteActorRefProvider"  
  }  
  remote {  
    enabled-transport = ["akka.remote.netty.tcp"]  
    netty.tcp {  
      hostname = "127.0.0.1"  
      port = 9002  
    }  
  }  
}
```


SHARED PROTOCOL



Actor on
JVM ₁

The diagram illustrates a message-passing architecture between two Java Virtual Machines (JVMs). On the left, a blue rounded rectangle represents 'Actor on JVM 1'. On the right, a similar blue rounded rectangle represents 'Actor on JVM 2'. Between them, an orange oval labeled 'Messages' is positioned at the top. A green double-headed arrow connects the two actors, indicating bidirectional communication. The entire diagram is set against a dark gray background.

Messages

Actor on
JVM ₂

CONCRETE EXAMPLE

Actor on
laptop



Play
message

Musicservice
Actor on
Raspberry Pi

Server
application

Raspberry Pi
application

MessageProtocol

```
graph TD; A[Server application] --> C(MessageProtocol); B[Raspberry Pi application] --> C;
```

The diagram illustrates a central MessageProtocol component that receives input from two separate applications: a Server application and a Raspberry Pi application. The Server application and Raspberry Pi application are represented by blue rounded rectangles at the top, while the MessageProtocol is represented by an orange oval at the bottom. Green arrows point from each application box to the MessageProtocol oval, indicating a flow of data or communication.

EXAMPLE MESSAGE

```
object MusicServiceMessage {  
  case class Play(filename: String)  
  case class MusicList(filenamees: List[Song])  
}
```

MESSAGE USED BY APPLICATION

```
val actorRef = context.actorSelection(  
    "akka.tcp://[Actorsystem]@  
    [IP]:[port]/user/musicservice")  
  
actorRef !  
[packagename].MusicServiceMessage.Play(filename)
```


HTTP VS REMOTE ACTOR

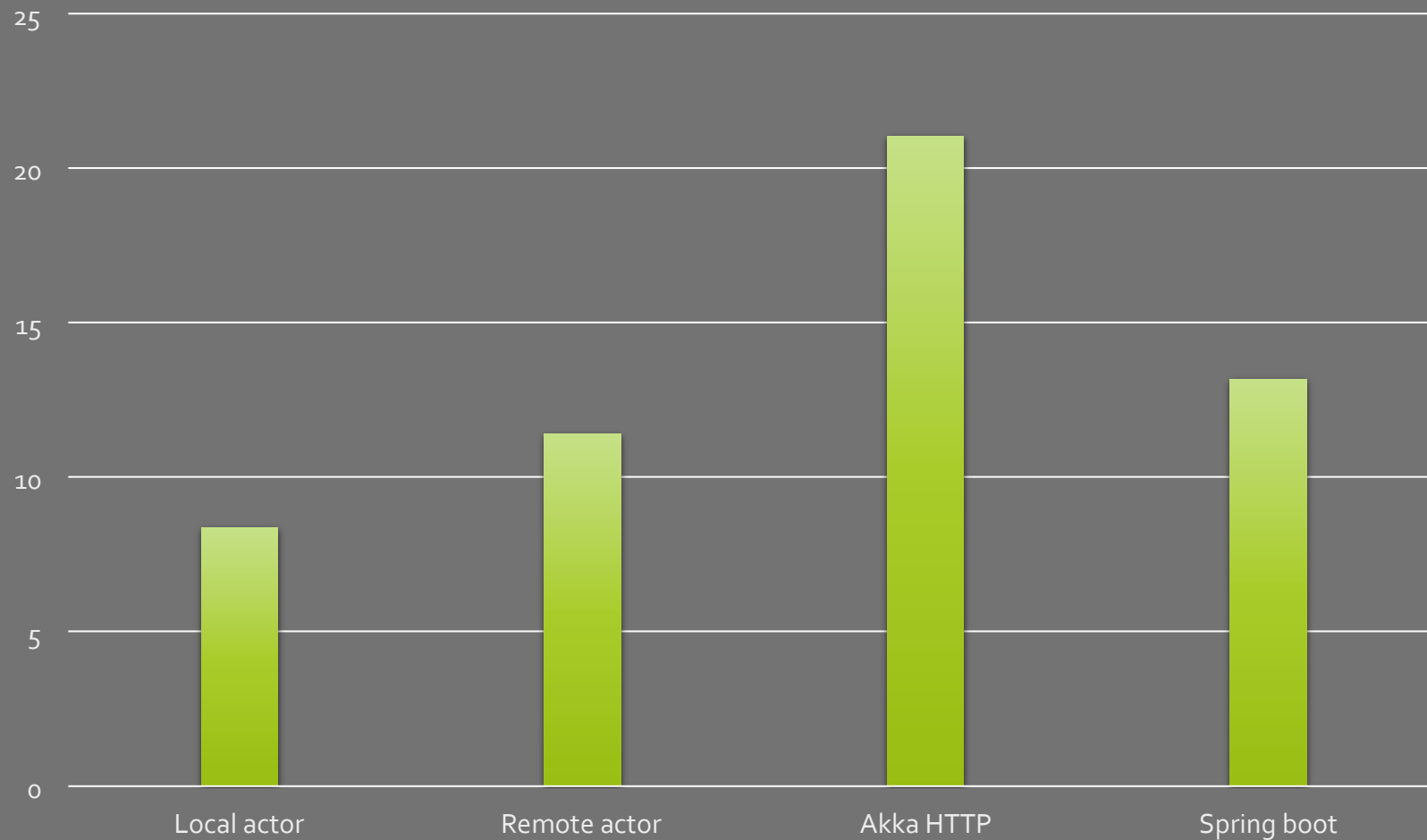
ADVANTAGES REMOTE ACTORS

- No converting to JSON/SOAP
- More natural programming
- Concurrent on default
- Built-in load balancer
- Built-in circuit breaker

ADVANTAGES HTTP

- Independent of technology
- Loosely coupled

FAT JAR (SBT ASSEMBLY) IN MB

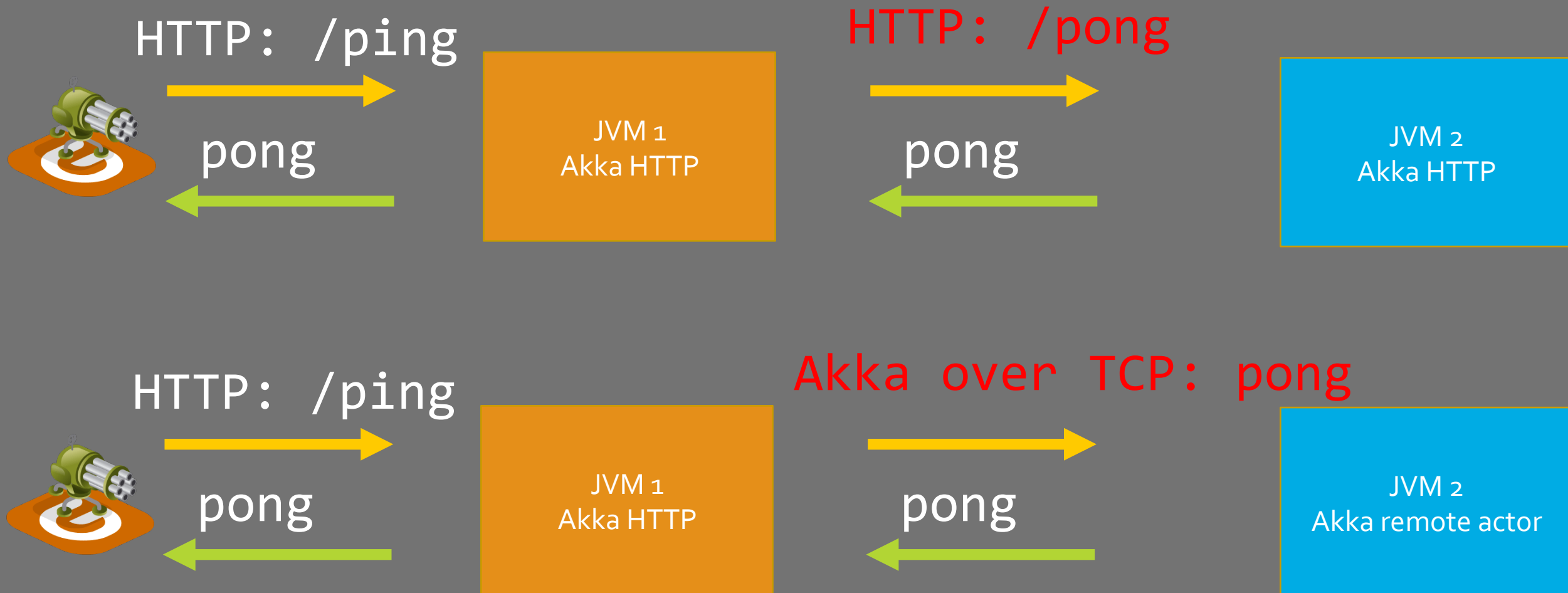


GATLING

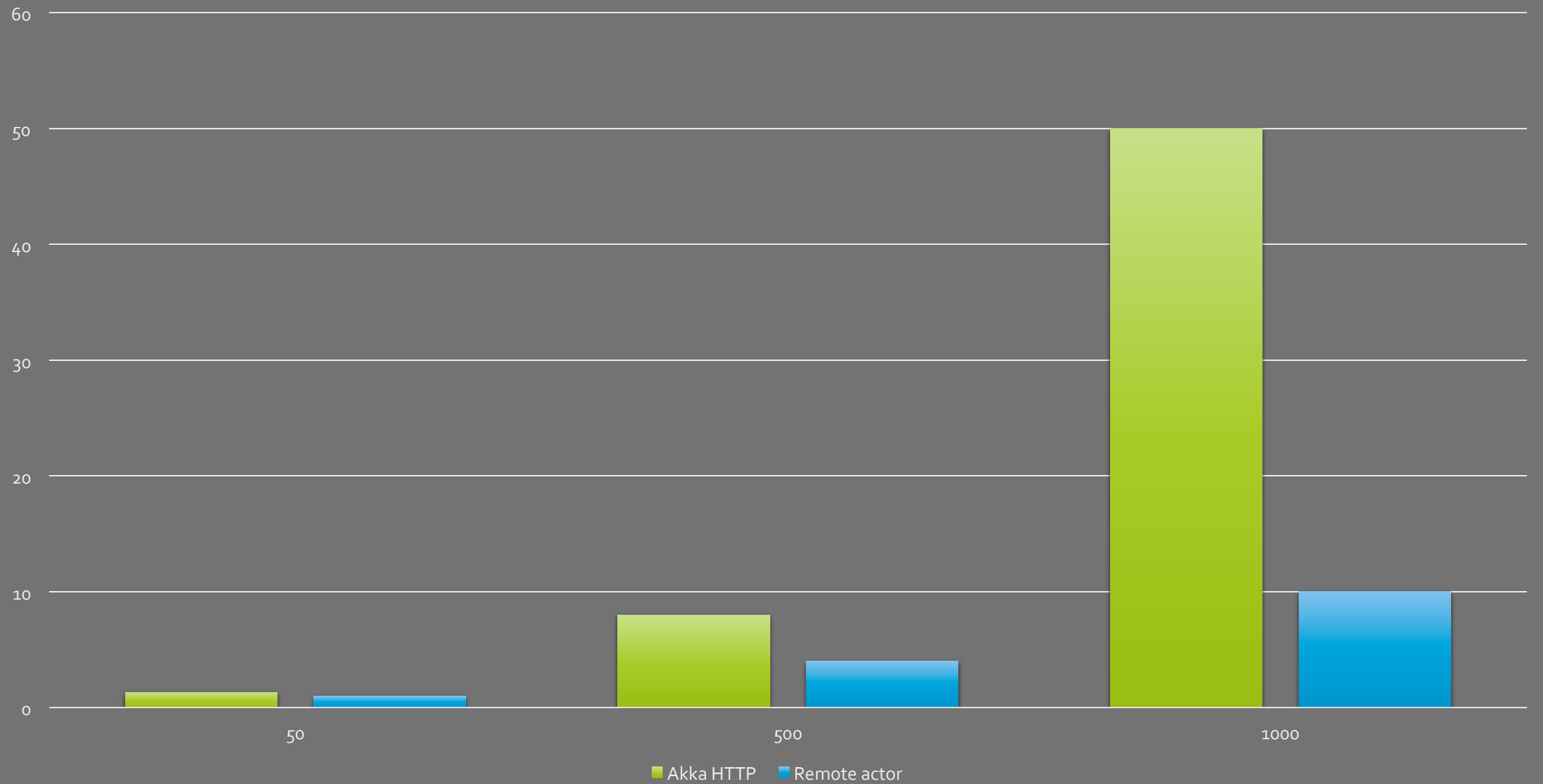


```
class ExampleSimulation extends Simulation {  
  val scn = scenario("My scenario").repeat(100) {  
    exec(  
      http("Ping")  
        .get("http://localhost:8080/ping")  
        .check(status.is(200))  
    ).pause(100 millisecond)  
  }  
  
  setUp(scn.inject(  
    rampUsers(1000) over (10 seconds) // Changing  
  ))  
}
```

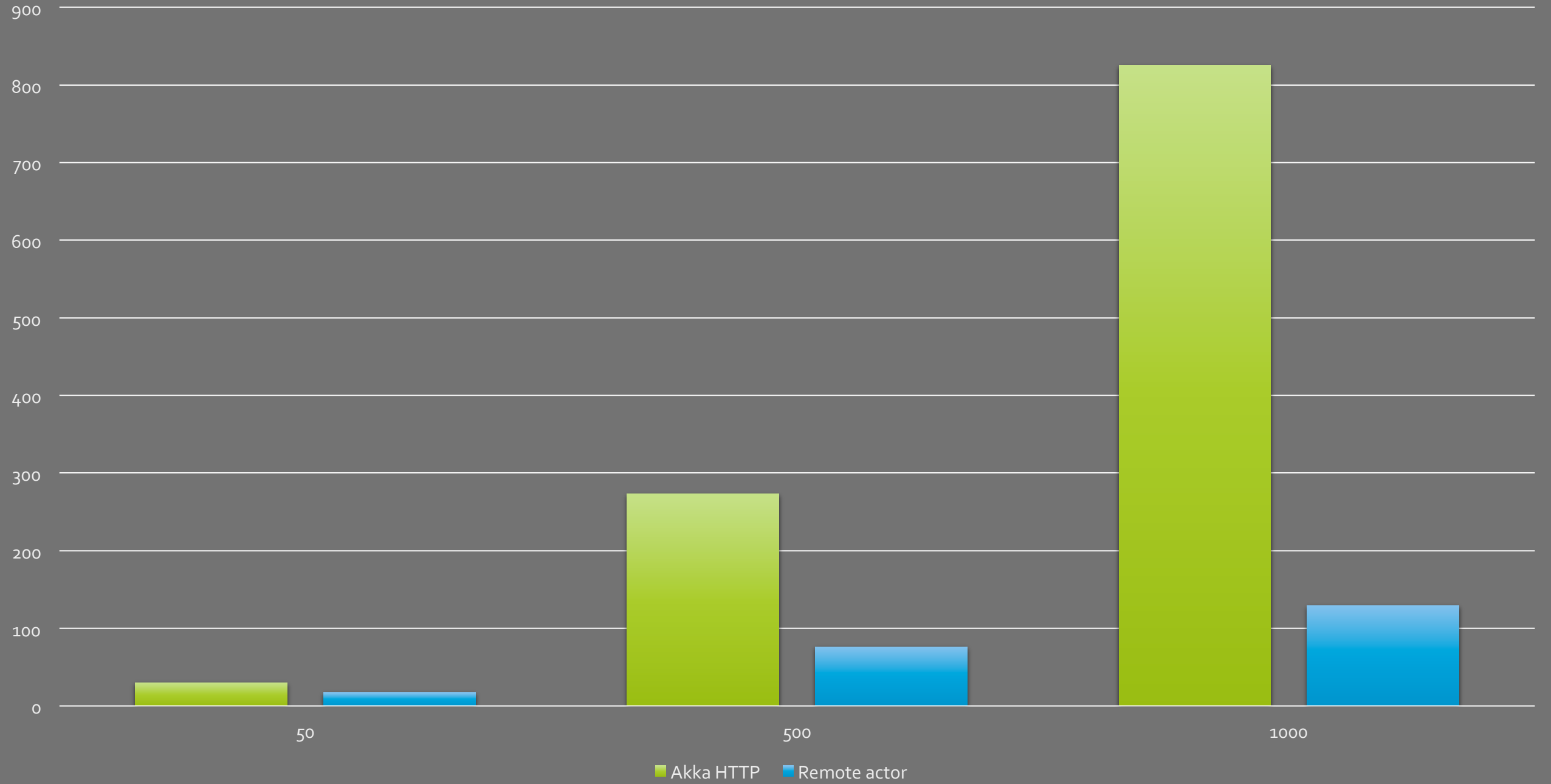

PERFORMANCE TEST SETUP



Mean response time (ms)



Max response time (ms)



GRADUATION STUDENT

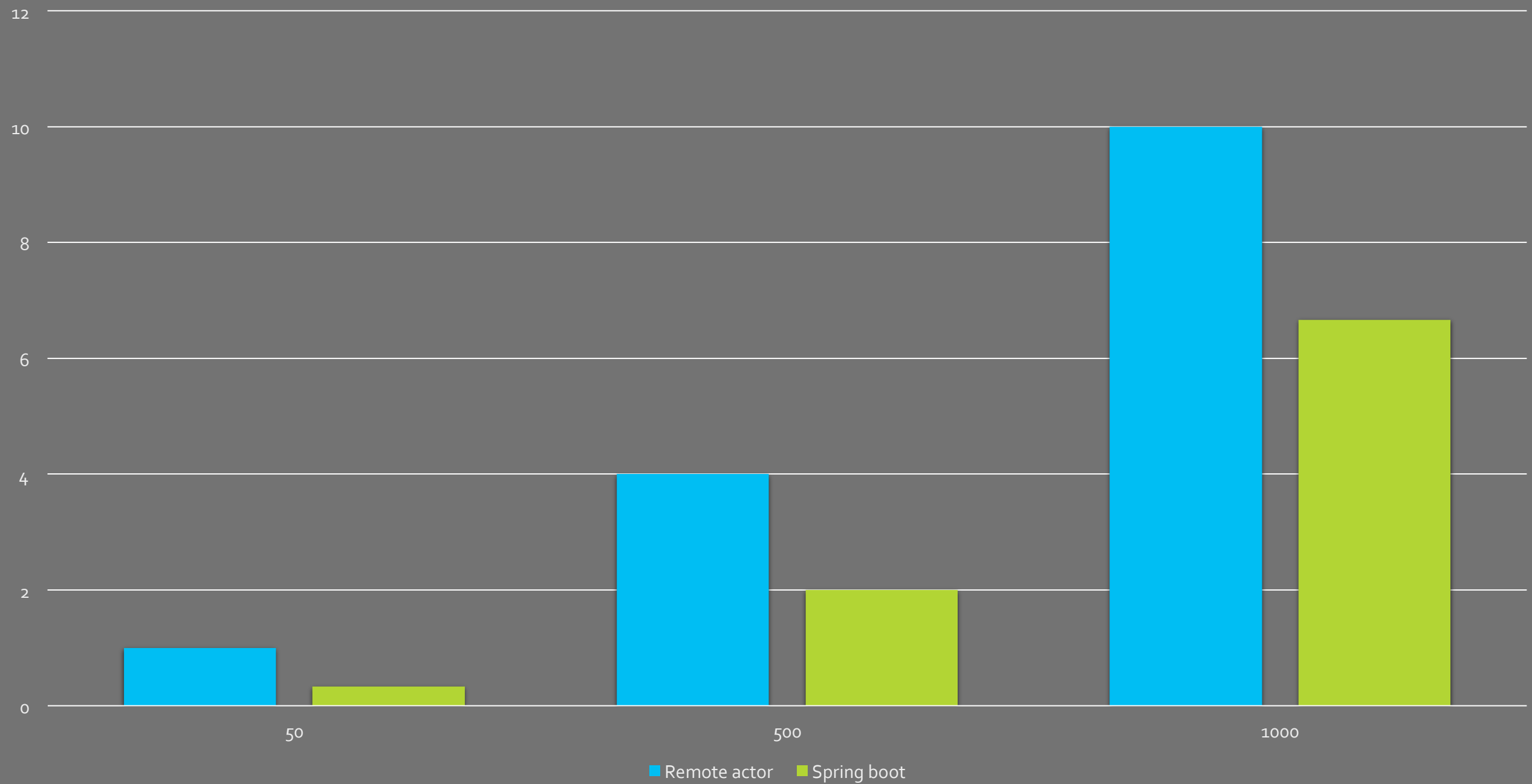
- REST could handle around 600 users
- Remote actors probably around 3300 users

REST is dead,
long live remote actors!

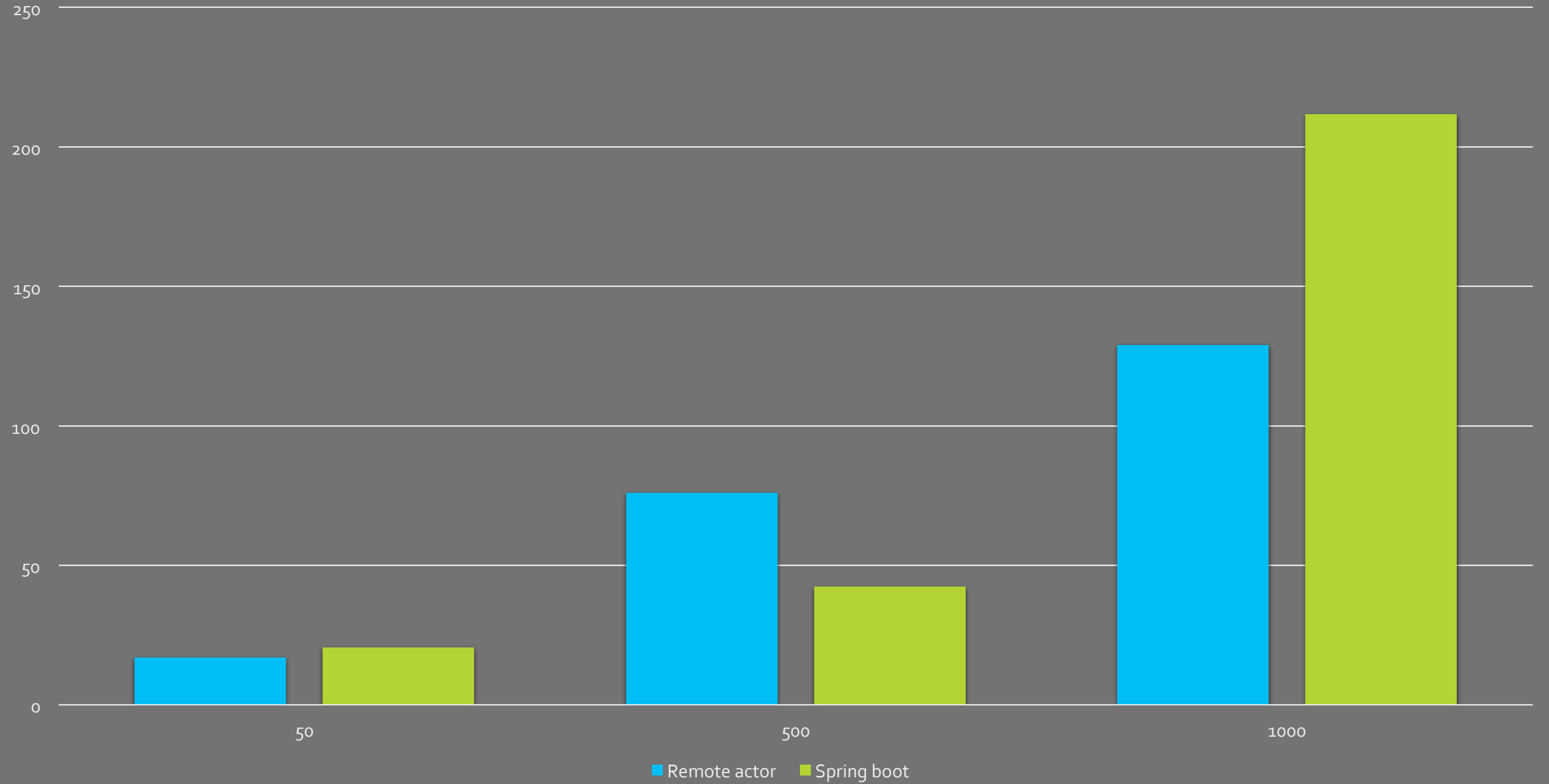
- Johan Janssen



Mean response time (ms)



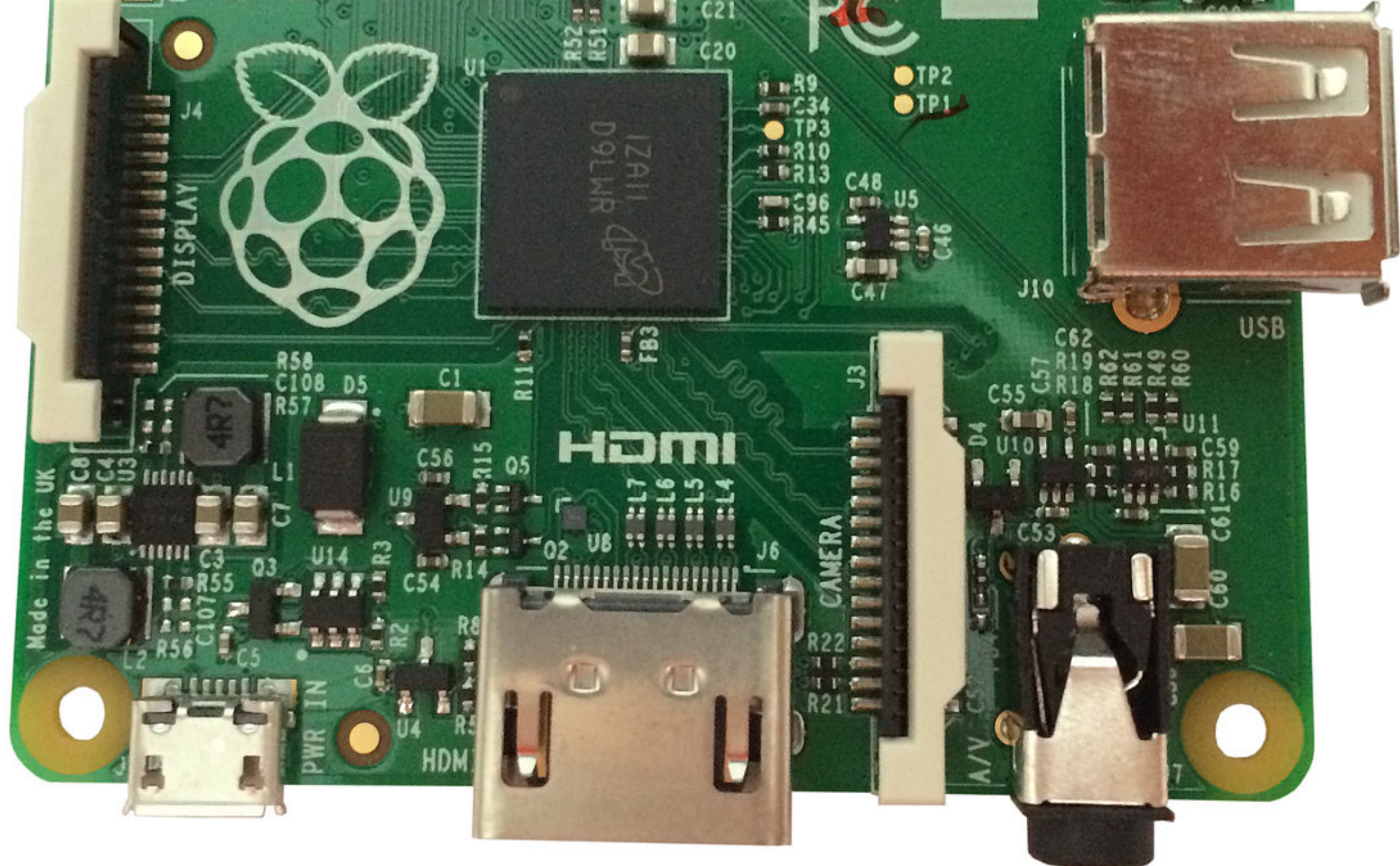
Max response time (ms)



Challenges









oing is for









1806 km

KUTAISI
GEORGIA

8900 km

OKA

DAEGU
KOREA

1921 km

7800 km

GYUMRI
ARMENIA

403 km

LUOYANG
CHINA

TURK

КОШИЦЕ
СЛОВАКИЯ

1096 km

БЪРНО
ЧЕХИЯ

1000 km

ПОЗНАН
ПОЛША

2435 km

САНКТ-ПЕТЕРБУРГ
РУСИЯ

5 km

МАКЕДОНИЈА

324 km



Jiří Sovák

politická ekonomie

VAČ CASU

JOSEF LEONARD

statistická ročenka Československé socialistické republiky

Dojčech: Hlasady matny

Boček

Ján Čaják Veele královny

R 3336

CVAL RYTÍŘSKÝCH KONÍ

VICHRIČE

SMEJCOVA

KEBY SOM MAL DIEVCA

Ian Ferko

DVĚ LÁSKY NA ZÁČÁTEK

OTTO MEINIC

PAINEN - MÁ PANENKA

PENTU RUČOU

FRANÇOIS / CESTA ZARUBANA

případ podvedené plavovlásky GARDN

D. HAMMETT VRAŽEDNÉ POVÍDK

KÁNA - VÁLKOU NARUŠENÍ

ERICH FROM

neouzština pro samouky

SLEČNA ZO SCUDERI





DO IT YOURSELF

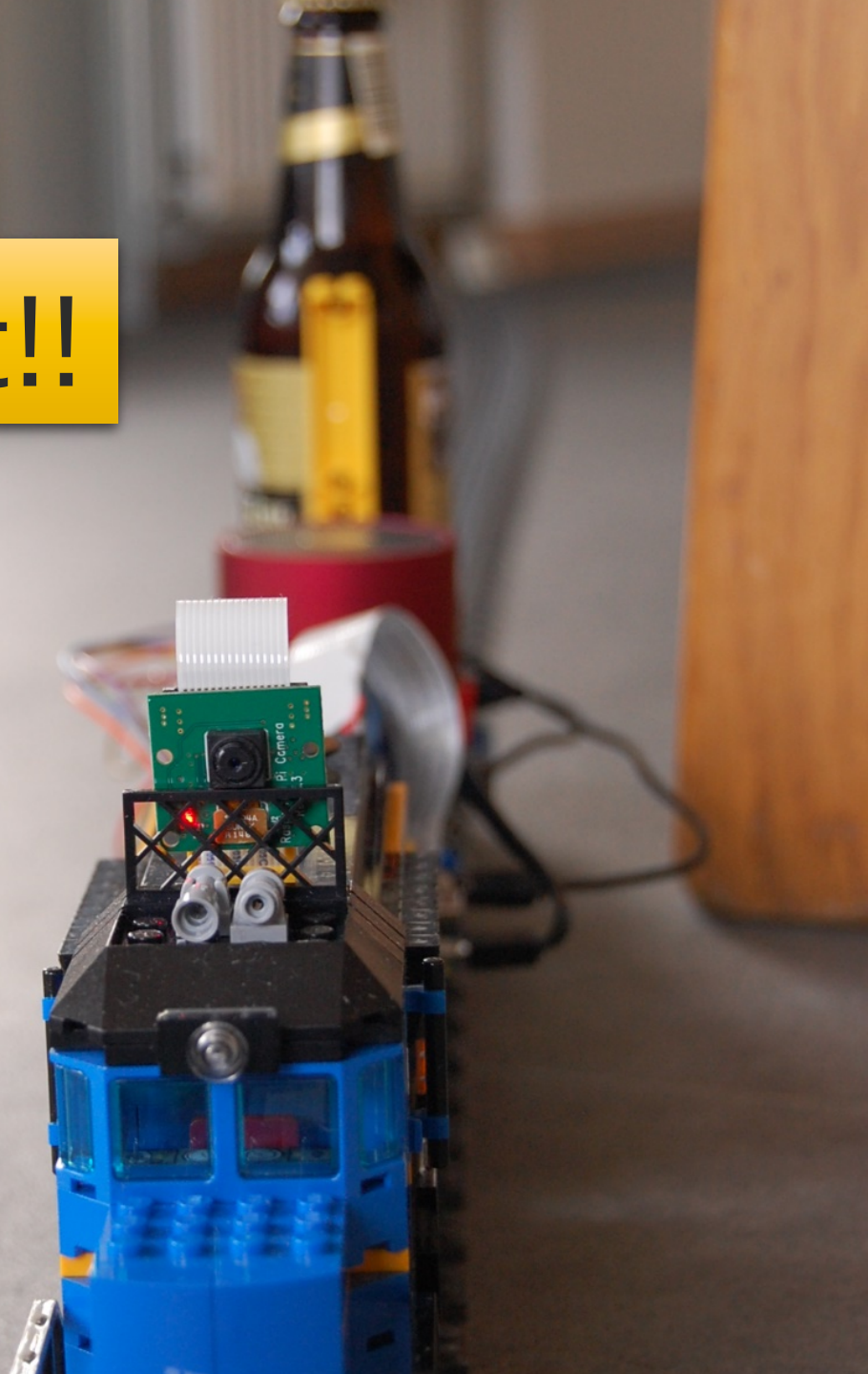
- <https://github.com/johanjanssen/>
 - LCC
 - LCCInstallScript



CONCLUSION



The best part!!



QUESTIONS?

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