



# Users and Developers Guide

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<http://scalaris.zib.de>

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# Contents

<b>1. Introduction</b>	<b>5</b>
1.1. Scalaris provides strong consistency and partition tolerance . . . . .	5
1.2. Scientific background . . . . .	6
<b>I. Users Guide</b>	<b>11</b>
<b>2. Download and Installation</b>	<b>12</b>
2.1. Requirements . . . . .	12
2.2. Download . . . . .	12
2.2.1. Development Branch . . . . .	12
2.2.2. Releases . . . . .	12
2.3. Build . . . . .	13
2.3.1. Linux . . . . .	13
2.3.2. Windows . . . . .	13
2.3.3. Java-API . . . . .	13
2.3.4. Python-API . . . . .	14
2.3.5. Ruby-API . . . . .	14
2.4. Installation . . . . .	14
2.5. Testing the Installation . . . . .	15
<b>3. Setting up Scalaris</b>	<b>16</b>
3.1. Runtime Configuration . . . . .	16
3.1.1. Logging . . . . .	16
3.2. Running Scalaris . . . . .	16
3.2.1. Running on a local machine . . . . .	17
3.2.2. Running distributed . . . . .	17
3.3. Custom startup using <code>scalarisctl</code> . . . . .	18
<b>4. Using the system</b>	<b>19</b>
4.1. Application Programming Interfaces (APIs) . . . . .	19
4.1.1. Supported Types . . . . .	20
4.1.2. Supported Operations . . . . .	21
4.1.3. JSON API . . . . .	27
4.1.4. Java API . . . . .	31
4.2. Command Line Interfaces . . . . .	32
4.2.1. Java command line interface . . . . .	32
4.2.2. Python command line interface . . . . .	32
4.2.3. Ruby command line interface . . . . .	33
4.3. Using Scalaris from Erlang . . . . .	33
4.3.1. Running a Scalaris Cluster . . . . .	33
4.3.2. Transaction . . . . .	37

<b>5. Testing the system</b>	<b>40</b>
5.1. Erlang unit tests . . . . .	40
5.2. Java unit tests . . . . .	40
5.3. Python2 unit tests . . . . .	41
5.4. Python3 unit tests . . . . .	43
5.5. Ruby unit tests . . . . .	43
5.6. Interoperability Tests . . . . .	44
<b>6. Troubleshooting</b>	<b>46</b>
6.1. Network . . . . .	46
6.2. Miscellaneous . . . . .	46
 <b>II. Developers Guide</b>	 <b>47</b>
<b>7. General Hints</b>	<b>48</b>
7.1. Coding Guidelines . . . . .	48
7.2. Testing Your Modifications and Extensions . . . . .	48
7.3. Help with Digging into the System . . . . .	48
<b>8. System Infrastructure</b>	<b>49</b>
8.1. Groups of Processes . . . . .	49
8.2. The Communication Layer <code>comm</code> . . . . .	49
8.3. The <code>gen_component</code> . . . . .	49
8.3.1. A basic <code>gen_component</code> including a message handler . . . . .	50
8.3.2. How to start a <code>gen_component</code> ? . . . . .	51
8.3.3. When does a <code>gen_component</code> terminate? . . . . .	52
8.3.4. How to determine whether a process is a <code>gen_component</code> ? . . . . .	52
8.3.5. What happens when unexpected events / messages arrive? . . . . .	52
8.3.6. What if my message handler generates an exception or crashes the process? . . . . .	53
8.3.7. Changing message handlers and implementing state dependent message re- sponsiveness as a state-machine . . . . .	53
8.3.8. Handling several messages atomically . . . . .	53
8.3.9. Halting and pausing a <code>gen_component</code> . . . . .	54
8.3.10. Integration with <code>pid_groups</code> : Redirecting messages to other <code>gen_components</code> . . . . .	54
8.3.11. Replying to ping messages . . . . .	54
8.3.12. The debugging interface of <code>gen_component</code> : Breakpoints and step-wise exe- cution . . . . .	54
8.3.13. Future use and planned extensions for <code>gen_component</code> . . . . .	57
8.4. The Process' Database ( <code>pdb</code> ) . . . . .	57
8.5. Failure Detectors ( <code>fd</code> ) . . . . .	57
8.6. Monitoring Statistics ( <code>monitor</code> , <code>rrd</code> ) . . . . .	58
8.7. Writing Unit Tests . . . . .	59
8.7.1. Plain Unit Tests . . . . .	59
8.7.2. Randomized Testing Using <code>tester</code> . . . . .	59
8.7.3. Randomized Testing Using <code>proto_sched</code> . . . . .	59
<b>9. Basic Structured Overlay</b>	<b>60</b>
9.1. Ring Maintenance . . . . .	60
9.2. T-Man . . . . .	60

9.3. Routing Tables . . . . .	60
9.3.1. The routing table process (rt_loop) . . . . .	65
9.3.2. Simple routing table (rt_simple) . . . . .	66
9.3.3. Chord routing table (rt_chord) . . . . .	70
9.4. Local Datastore . . . . .	75
9.5. Cyclon . . . . .	75
9.6. Vivaldi Coordinates . . . . .	75
9.7. Estimated Global Information (Gossiping) . . . . .	75
9.8. Load Balancing . . . . .	75
9.9. Broadcast Trees . . . . .	75
<b>10. Transactions in Scalaris</b>	<b>76</b>
10.1. The Paxos Module . . . . .	76
10.2. Transactions using Paxos Commit . . . . .	76
10.3. Applying the Tx-Modules to replicated DHTs . . . . .	76
<b>11. How a node joins the system</b>	<b>77</b>
11.1. Supervisor-tree of a Scalaris node . . . . .	78
11.2. Starting the sup_dht_node supervisor and general processes of a node . . . . .	79
11.3. Starting the sup_dht_node_core supervisor with a peer and some paxos processes . . . . .	79
11.4. Initializing a dht_node-process . . . . .	80
11.5. Actually joining the ring . . . . .	81
11.5.1. A single node joining an empty ring . . . . .	81
11.5.2. A single node joining an existing (non-empty) ring . . . . .	82
<b>12. How data is transferred (atomically)</b>	<b>91</b>
12.1. Sending data to the predecessor . . . . .	92
12.1.1. Protocol . . . . .	92
12.1.2. Callbacks . . . . .	92
12.2. Sending data to the successor . . . . .	93
12.2.1. Protocol . . . . .	93
12.2.2. Callbacks . . . . .	93
<b>13. Replica Repair</b>	<b>94</b>
13.1. Replica Reconciliation - rr_recon . . . . .	94
13.1.1. Trivial Replica Repair . . . . .	94
13.1.2. Replica Repair with Bloom Filters . . . . .	95
13.1.3. Replica Repair with Merkle Trees . . . . .	96
13.2. Resolve Replicas - rr_resolve . . . . .	97
13.2.1. Updating a list of keys - key_upd . . . . .	97
<b>14. Directory Structure of the Source Code</b>	<b>98</b>
<b>15. Java API</b>	<b>99</b>

# 1. Introduction

Scalaris is a scalable, transactional, distributed key-value store based on the principles of structured peer-to-peer overlay networks. It can be used as a flexible elastic data store backend to build scalable online services. Without system interruption it scales from a few PCs to thousands of servers. Servers can be added or removed on the fly without any service downtime.

Scalaris takes care of

<i>replication and fail-over</i>	for fault-tolerance
<i>self-management</i>	for low maintenance overhead
<i>automatic data partitioning</i>	for elasticity, load balancing and scalability
<i>strong consistency</i>	to ease development of applications on top of it, as inconsistencies have not to be dealt with
<i>transactions</i>	to support safe atomic updates of several data items at once

The Scalaris project was initiated and is mainly developed by [Zuse Institute Berlin](http://www.zuse-institute-berlin.de) (ZIB) and was partly funded by the EU projects Selfman, XtremOS, Contrail and 4CaaS. Additional information can be found at the project homepage (<http://scalaris.zib.de>) and the corresponding project web page at ZIB (<http://www.zib.de/en/das/projekte/projektdetails/article/scalaris.html>).

The conceptual architecture of Scalaris consists of four layers:



## 1.1. Scalaris provides strong consistency and partition tolerance

In distributed computing the so called CAP theorem says that there are three desirable properties for distributed systems, but one can only have any two of them.

**Strong Consistency.** Any read operation has to return the result of the latest write operation on the same data item.

**Availability.** Items can be read and modified at any time.

**Partition Tolerance.** The network on which the service is running may split into several partitions which cannot communicate with each other. Later on the networks may re-join again.

For example, a service is hosted on one machine in Seattle and one machine in Berlin. This service is partition tolerant if it can tolerate that all Internet connections over the Atlantic (and Pacific) are interrupted for a few hours and then get repaired.

The goal of Scalaris is to provide strong consistency and partition tolerance. We are willing to sacrifice availability to make sure that the stored data is always consistent. I.e. when you are running Scalaris with a replication degree of four and the network splits into two partitions – one partition with three replicas and one partition with one replica – you will be able to continue to use the service only in the larger partition. All requests in the smaller partition will time out or be retried until the two networks merge again. Note, most other key-value stores tend to sacrifice consistency, which may make it hard for the application developer to detect and handle appearing inconsistencies properly.

## 1.2. Scientific background

Scalaris is backed by tons of research. It implements both algorithms from the literature and our own research results and combines all of them to a practical overall system. Several aspects of Scalaris were analyzed or/and developed as part of bachelor, diploma, master or PhD theses.

### Scalaris in General

#### Publications of the Scalaris team

F. Schintke. *XtreemFS & Scalaris*. Science & Technology, pp. 54-55, 2013.

A. Reinefeld, F. Schintke, T. Schütt, S. Haridi. *A Scalable, Transactional Data Store for Future Internet Services*. Towards the Future Internet - A European Research Perspective, G. Tselentis et al. (Eds.) IOS Press, pp. 148-159, 2009.

Thorsten Schütt, Monika Moser, Stefan Plantikow, Florian Schintke, Alexander Reinefeld. *A Transactional Scalable Distributed Data Store*. 1st IEEE International Scalable Computing Challenge, co-located with CCGrid'08, 2008.

Thorsten Schütt, Florian Schintke, Alexander Reinefeld. *Scalaris: Reliable Transactional P2P Key/Value Store*. ACM SIGPLAN Erlang Workshop, 2008.

### Structured Overlay Networks and Routing

The general structure of Scalaris is modelled after Chord. The Chord paper [4] describes the ring structure, the routing algorithms, and basic ring maintenance.

The main routines of our Chord node are in `src/dht_node.erl` and the join protocol is implemented in `src/dht_node_join.erl` (see also Chap. 11 on page 77). Our implementation of the routing algorithms is described in more detail in Sect. 9.3 on page 60 and the actual implementation is in `src/rt_chord.erl`. We also implemented Flexible Routing Tables according to [6] which can be found in `src/rt_frthchord.erl` and `src/rt_gfrthchord.erl`.

## Publications of the Scalaris team

- Magnus Müller. *Flexible Routing Tables in a Distributed Key-Value Store*. Diploma thesis, HU-Berlin, 2013.
- Mikael Höggqvist. *Consistent Key-Based Routing in Decentralized and Reconfigurable Data Services*. Doctoral thesis, HU-Berlin, 2012.
- Philipp Borgers. *Erweiterung eines verteilten Key-Value-Stores (Riak) um einen räumlichen Index*. Bachelor thesis, FU-Berlin, 2012.
- Thorsten Schütt. *Range queries in distributed hash tables*. Doctoral thesis, 2010.
- Christian von Prollius. *Ein Peer-to-Peer System mit Bereichsabfragen in PlanetLab*. Diploma thesis, FU-Berlin, 2008.
- Jeroen Vlek. *Reducing latency: Log b routing for Chord<sup>#</sup>*. Bachelor thesis, Uni Amsterdam, 2008.
- Thorsten Schütt, Florian Schintke, Alexander Reinefeld. *Range Queries on structured overlay networks*. Computer Communications, 31(2), pp. 280-291, 2008.
- Thorsten Schütt, Florian Schintke, Alexander Reinefeld. *A Structured Overlay for Multi-dimensional Range Queries*. Euro-Par Conference, Luc Anne-Marie Kermarrec (Ed.)pp. 503-513, Vol.4641, LNCS, 2007.
- Alexander Reinefeld, Florian Schintke, Thorsten Schütt. *P2P Routing of Range Queries in Skewed Multidimensional Data Sets*. ZIB report ZR-07-23, 2007.
- Thorsten Schütt, Florian Schintke, Alexander Reinefeld. *Structured Overlay without Consistent Hashing*. Sixth Workshop on Global and Peer-to-Peer Computing (GP2PC'06) at Sixth IEEE International Symposium on Cluster Computing and the Grid (CCGrid 2006), 16-19 May 2006, Singapore, p. 8, 2006.
- Thorsten Schütt, Florian Schintke, Alexander Reinefeld. *Chord<sup>#</sup>: Structured Overlay Network for Non-Uniform Load-Distribution*. ZIB report ZR-05-40, 2005.

## Related work

- [6] Hiroya Nagao, Kazuyuki Shudo. *Flexible routing tables: Designing routing algorithms for overlays based on a total order on a routing table set*. In: Peer-to-Peer Computing, IEEE, 2011.
- P. Ganesan, B. Yang, H. Garcia-Molina. *One torus to rule them all: Multi-dimensional queries in P2P systems*. In: WebDB2004, 2004.
- Luc Onana Alima, Sameh El-Ansary, Per Brand and Seif Haridi. *DKS( $N, k, f$ ) A family of Low-Communication, Scalable and Fault-tolerant Infrastructures for P2P applications*. The 3rd International workshop on Global and P2P Computing on Large Scale Distributed Systems, (CCGRID 2003), May 2003.
- [4] Ion Stoica, Robert Morris, David Karger, M. Frans Kaashoek and Hari Balakrishnan. *Chord: A Scalable Peer-to-peer Lookup Service for Internet Applications*. ACM SIGCOMM 2001, San Deigo, CA, August 2001, pp. 149-160. [http://pdos.csail.mit.edu/papers/chord:sigcomm01/chord\\_sigcomm.pdf](http://pdos.csail.mit.edu/papers/chord:sigcomm01/chord_sigcomm.pdf)

## Transactions

The most interesting part is probably the transaction algorithms. The last description of the algorithms and background is in [7].

The implementation consists of the Paxos algorithm in `src/paxos` and the transaction algorithms itself in `src/transactions` (see also Chap. 10 on page 76).

## Publications of the Scalaris team

[7] Florian Schintke, Alexander Reinefeld, Seif Haridi, Thorsten Schütt. *Enhanced Paxos Commit for Transactions on DHTs*. CCGRID, pp. 448-454, 2010.

Florian Schintke. *Management verteilter Daten in Grid- und Peer-to-Peer-Systemen*. Doctoral thesis, HU-Berlin, 2010.

Monika Moser, Seif Haridi, Tallat Shafaat, Thorsten Schütt, Mikael Höggqvist, Alexander Reinefeld. *Transactional DHT Algorithms*. ZIB report ZR-09-34, 2009.

Stefan Plantikow, Alexander Reinefeld, Florian Schintke. *Transactions and Concurrency Control for Peer-to-Peer-Wikis*. In: Making Grids Work, Marco Danelutto, Paraskevi Fragopoulou, Vladimir Getov (Eds.)pp. 337-349, 2008.

B. Mejías, M. Höggqvist, P. Van Roy. *Visualizing Transactional Algorithms for DHTs*. IEEE P2P Conference, 2008.

Monika Moser, Seif Haridi. *Atomic Commitment in Transactional DHTs*. Proceedings of the CoreGRID Symposium, 2007.

S. Plantikow, A. Reinefeld, F. Schintke. *Distributed Wikis on Structured Overlays*. CoreGrid Workshop on Grid Programming Models, Grid and P2P System Architecture, Grid Systems, Tools and Environments, 2007.

S. Plantikow, A. Reinefeld, F. Schintke. *Transactions for Distributed Wikis on Structured Overlays*. DSOM, Alexander Clemm, Lisandro Granville, Rolf Stadler (Eds.)pp. 256-267, Vol.4785, LNCS, 2007.

Stefan Plantikow. *Transaktionen für verteilte Wikis auf strukturierten Overlay-Netzwerken*. Diploma thesis, HU-Berlin, 2007.

## Related work

Björn Kolbeck, Mikael Höggqvist, Jan Stender, Felix Hupfeld. *Please – Lease Coordination Without a Lock Server*. Intl. Parallel and Distributed Processing Symposium, pp. 978-988, 2011.

J. Gray, L. Lamport. *Consensus on transaction commit*. ACM Trans. Database Syst., 31(1):133–160, 2006.

L. Lamport. *Fast Paxos*. Distributed Computing, 19(2):79–103, 2006.

L. Lamport. *Paxos Made Simple*. SIGACT News, 32(4):51–58, December 2001.

L. Lamport. *The Part-Time Parliament*. ACM Trans. Comput. Syst., 16(2):133–169, 1998.

## Ring Maintenance

We changed the ring maintenance algorithm in Scalaris. It is not the standard Chord one, but a variation of T-Man [5]. It is supposed to fix the ring structure faster. In some situations, the standard Chord algorithm is not able to fix the ring structure while T-Man can still fix it. For node sampling, our implementation relies on Cyclon [8].

The T-Man implementation can be found in `src/rm_tman.erl` and the Cyclon implementation in `src/cyclon.erl`.

## Publications of the Scalaris team

Paolo Costa, Guillaume Pierre, Alexander Reinefeld, Thorsten Schütt, Maarten van Steen. *Sloppy Management of Structured P2P Services*. Proceedings of the 3<sup>rd</sup> International Workshop on Hot Topics in Autonomic Computing (HotAC III), co-located with IEEE ICAC’08, 2008.

## Related work



[5] Márk Jelasity, Alberto Montresor, Ozalp Babaoglu. *T-Man: Gossip-based fast overlay topology construction*. Computer Networks (CN) 53(13):2321-2339, 2009.

[8] Spyros Voulgaris, Daniela Gavidia, Maarten van Steen. *CYCLON: Inexpensive Membership Management for Unstructured P2P Overlays*. J. Network Syst. Manage. 13(2): 2005.

## Gossiping and Topology Inference

For some experiments, we implemented so called Vivaldi coordinates [2]. They can be used to estimate the network latency between arbitrary nodes.

The implementation can be found in `src/vivaldi.erl`.

For some algorithms, we use estimates of global information. These estimates are aggregated with the help of gossiping techniques [9].

The implementation can be found in `src/gossip.erl`.

### Publications of the Scalaris team

Jens V. Fischer. *A Gossiping Framework for Scalaris*. Bachelor thesis, FU-Berlin, 2014.

Marie Hoffmann. *Approximate Algorithms for Distributed Systems*. Master thesis, FU-Berlin, 2012.

Thorsten Schütt, Alexander Reinefeld, Florian Schintke, Marie Hoffmann. *Gossip-based Topology Inference for Efficient Overlay Mapping on Data Centers*. Peer-to-Peer Computing, pp. 147-150, 2009.

### Related work

[9] Márk Jelasity, Alberto Montresor, Ozalp Babaoglu. *Gossip-based aggregation in large dynamic networks*. ACM Trans. Comput. Syst. 23(3), 219-252 (2005).

[2] Frank Dabek, Russ Cox, Frans Kaahoe, Robert Morris. *Vivaldi: A Decentralized Network Coordinate System*. ACM SIGCOMM 2004.

## Load-Balancing

### Publications of the Scalaris team

Maximilian Michels. *Request-Based Load Balancing in Distributed Hash Tables*. Master thesis, FU-Berlin, 2014.

Mikael Höggqvist, Nico Kruber. *Passive/Active Load Balancing with Informed Node Placement in DHTs*. IWSOS, Thrasyvoulos Spyropoulos, Karin Hummel (Eds.)pp. 101-112, Vol.5918, Lecture Notes in Computer Science, 2009.

Nico Kruber. *DHT Load Balancing with Estimated Global Information*. Diploma thesis, HU-Berlin, 2009.

Mikael Höggqvist, Seif Haridi, Nico Kruber, Alexander Reinefeld, Thorsten Schütt. *Using Global Information for Load Balancing in DHTs*. Workshop on Decentralized Self Management for Grids, P2P, and User Communities, 2008.

Simon Rieche. *Lastbalancierung in Peer-to-Peer Systemen*. Diploma thesis, FU-Berlin, 2003.

### Related work

David R. Karger, Matthias Ruhl. *Simple efficient load-balancing algorithms for peer-to-peer systems*. Theory of Computing Systems, 39(6):787–804, November 2006.

Ashwin R. Bharambe, Mukesh Agrawal, Srinivasan Seshan. *Mercury: supporting scalable multi-attribute range queries*. SIGCOMM Comput. Commun. Rev., 34(4):353–366, 2004.

## Self-Management

### Publications of the Scalaris team

T. Schütt, A. Reinefeld, F. Schintke, C. Hennig. *Self-Adaptation in Large-Scale Systems*. Architectures and Languages for Self-Managing Distributed Systems (SelfMan@SASO), 2009.

P. Van Roy, S. Haridi, A. Reinefeld, J.-B. Stefani, R. Yap, T. Coupaye. *Self Management for Large-Scale Distributed Systems*. Formal Methods for Components and Objects 2007 (FMCO 2007), 2008.

P. Van Roy, A. Ghodsi, S. Haridi, J.-B. Stefani, T. Coupaye, A. Reinefeld, E. Winter, R. Yap. *Self Management of Large-Scale Distributed Systems by Combining Peer-to-Peer Networks and Components*, 2005.

## Other Topics

### Publications of the Scalaris team

#### Data Placement

M. Höggqvist, S. Plantikow. *Towards Explicit Data Placement in Scalable Key/Value Stores*. Architectures and Languages for Self-Managing Distributed Systems (SelfMan@SASO), 2009.

#### Consistency

Tallat Shafaat, Monika Moser, Ali Ghodsi, Thorsten Schütt, Seif Haridi, Alexander Reinefeld. *Key-Based Consistency and Availability in Structured Overlay Networks*. International ICST Conference on Scalable Information Systems, 2008.

Tallat Shafaat, Monika Moser, Ali Ghodsi, Thorsten Schütt, Alexander Reinefeld. *On Consistency of Data in Structured Overlay Networks*. Coregrid Integration Workshop, 2008.

#### Snapshots

Stefan Keidel. *Snapshots in Scalaris*. Diploma thesis, HU-Berlin, 2012.

#### Replication and Replica Repair

Maik Lange. *Redundanzverwaltung in konsistenten verteilten Datenbanken*. Diploma thesis, HU-Berlin, 2012.

Part I.

# Users Guide

## 2. Download and Installation

### 2.1. Requirements

For building and running Scalaris, some third-party software is required which is not included in the Scalaris sources:

- Erlang R13B01 or newer
- OpenSSL (required by Erlang's crypto module)
- GNU-like Make and autoconf (not required on Windows)

To build the Java API (and its command-line client) the following programs are also required:

- Java Development Kit 6
- Apache Ant

Before building the Java API, make sure that `JAVA_HOME` and `ANT_HOME` are set. `JAVA_HOME` has to point to a JDK installation, and `ANT_HOME` has to point to an Ant installation.

To build the Python API (and its command-line client) the following programs are also required:

- Python  $\geq$  2.6

### 2.2. Download

The sources can be obtained from <https://github.com/scalaris-team/scalaris>. RPM and DEB packages are available from <http://download.opensuse.org/repositories/home:/scalaris/> for various Linux distributions.

#### 2.2.1. Development Branch

You find the latest development version in the git repository:

```
git clone https://github.com/scalaris-team/scalaris.git scalaris
```

#### 2.2.2. Releases

Releases can be found under the 'Download' tab on the web-page.

## 2.3. Build

### 2.3.1. Linux

Scalaris uses autoconf for configuring the build environment and GNU Make for building the code.

```
%> ./configure
%> make
%> make docs
```

For more details read README in the main Scalaris checkout directory.

### 2.3.2. Windows

We are currently not supporting Scalaris on Windows. However, we have two small .bat files for building and running Scalaris nodes. It seems to work but we make no guarantees.

- Install Erlang  
<http://www.erlang.org/download.html>
- Install OpenSSL (for crypto module)  
<http://www.slproweb.com/products/Win32OpenSSL.html>
- Checkout Scalaris code from SVN
- adapt the path to your Erlang installation in build.bat
- start a cmd.exe
- go to the Scalaris directory
- run build.bat in the cmd window
- check that there were no errors during the compilation; warnings are fine
- go to the bin sub-directory
- adapt the path to your Erlang installation in firstnode.bat, joining\_node.bat
- run firstnode.bat or one of the other start scripts in the cmd window

build.bat will generate a Emakefile if there is none yet. On certain older Erlang versions, you will need to adapt the Emakefile. Please refer to the build.bat and configure.ac for the available configuration parameters and their meaning.

For the most recent description please see the FAQ at <http://scalaris.zib.de/faq.html>.

### 2.3.3. Java-API

The following commands will build the Java API for Scalaris:

```
%> make java
```

This will build scalaris.jar, which is the library for accessing the overlay network. Optionally, the documentation can be build:

```
%> cd java-api
%> ant doc
```

### 2.3.4. Python-API

The Python API for Python 2.\* (at least 2.6) is located in the `python-api` directory. Files for Python 3.\* can be created using `2to3` from the files in `python-api`. The following command will use `2to3` to convert the modules and place them in `python3-api`.

```
%> make python3
```

Both versions of python will compile required modules on demand when executing the scripts for the first time. However, pre-compiled modules can be created with:

```
%> make python
%> make python3
```

### 2.3.5. Ruby-API

The Ruby API for Ruby  $\geq 1.8$  is located in the `ruby-api` directory. Compilation is not necessary.

## 2.4. Installation

For simple tests, you do not need to install Scalaris. You can run it directly from the source directory. Note: `make install` will install Scalaris into `/usr/local` and place `scalarisctl` into `/usr/local/bin`, by default. But it is more convenient to build an RPM and install it. On openSUSE, for example, do the following:

```
export SCALARIS_GIT=https://raw.githubusercontent.com/scalaris-team/scalaris/master
for package in main bindings; do
    mkdir -p ${package}
    cd ${package}
    wget ${SCALARIS_GIT}/contrib/packages/${package}/checkout.sh
    ./checkout.sh
    cp * /usr/src/packages/SOURCES/
    rpmbuild -ba scalaris*.spec
    cd ..
done
```

If any additional packages are required in order to build an RPM, `rpmbuild` will print an error.

Your source and binary RPMs will be generated in `/usr/src/packages/SRPMS` and `RPMS`.

We build RPM and DEB packages for the newest stable Scalaris version as well as snapshots of the git master branch and provide them using the Open Build Service. The latest stable version is available at <http://download.opensuse.org/repositories/home:/scalaris/>. The latest git snapshot is available at <http://download.opensuse.org/repositories/home:/scalaris:/svn>.

For those distributions which provide a recent-enough Erlang version, we build the packages using their Erlang package and recommend using the same version that came with the distribution. In this case we do not provide Erlang packages in our repository.

Exceptions are made for (old) openSUSE-based and RHEL-based distributions:

- For older openSUSE or SLE distributions, we provide Erlang R14B04.
- For RHEL-based distributions (CentOS 5,6,7, RHEL 5,6,7) we included the Erlang package from the EPEL repository of RHEL 6 and RHEL 7, respectively.

## 2.5. Testing the Installation

After installing Scalaris you can check your installation and perform some basic tests using

```
%> scalarisctl checkinstallation
```

For further details on `scalarisctl` see [Section 3.3](#) on page 18.

## 3. Setting up Scalaris

### 3.1. Runtime Configuration

Scalaris reads two configuration files from the working directory: `bin/scalaris.cfg` (mandatory) and `bin/scalaris.local.cfg` (optional). The former defines default settings and is included in the release. The latter can be created by the user to alter settings. A sample file is provided as `bin/scalaris.local.cfg.example` and needs to be altered for a distributed setup (see Section 3.2.2 on page 17). A third way to alter the configuration of Scalaris, e.g. port numbers, is to use parameters for the `scalarisctl` script (ref. Section 3.3 on page 18). The following example changes the port to 14195 and the YAWS port to 8080:

```
%> ./bin/scalarisctl -p 14194 -y 8080
```

The configuration precedence is as follows:

1. configuration parameters of `scalarisctl`
2. `bin/scalaris.local.cfg`
3. `bin/scalaris.cfg`

#### 3.1.1. Logging

Scalaris uses the `log4erl` library (see `contrib/log4erl`) for logging status information and error messages. The log level can be configured in `bin/scalaris.cfg` for both the stdout and file logger. The default value is `warn`; only warnings, errors and severe problems are logged.

```
%% @doc Loglevel: debug < info < warn < error < fatal < none
{log_level, warn}.
{log_level_file, warn}.
```

In some cases, it might be necessary to get more complete logging information, e.g. for debugging. In Chapter 11 on page 77, we are explaining the startup process of Scalaris nodes in more detail, here the `info` level provides more detailed information.

```
%% @doc Loglevel: debug < info < warn < error < fatal < none
{log_level, info}.
{log_level_file, info}.
```

### 3.2. Running Scalaris

A Scalaris deployment can have a *management server* as well as *regular nodes*. The management server is optional and provides a global view on all nodes of a Scalaris deployment which contact this server, i.e. have its address specified in the `mgmt_server` configuration setting. A regular node is either the first node in a system or joins an existing system deployment.



### 3.2.1. Running on a local machine

Open at least two shells. In the first, inside the Scalaris directory, start the first node (`firstnode.bat` on Windows):

```
%> ./bin/firstnode.sh
```

This will start a new Scalaris deployment with a single node, including a management server. On success <http://localhost:8000> should point to the management interface page of the management server. The main page will show you the number of nodes currently in the system. A first Scalaris node should have started and the number should show 1 node. The main page will also allow you to store and retrieve key-value pairs but should not be used by applications to access Scalaris. See Section 4.1 on page 19 for application APIs.

In a second shell, you can now start a second Scalaris node. This will be a ‘regular node’:

```
%> ./bin/joining_node.sh
```

The second node will read the configuration file and use this information to contact a number of known nodes (set by the `known_hosts` configuration setting) and join the ring. It will also register itself with the management server. The number of nodes on the web page should have increased to two by now.

Optionally, a third and fourth node can be started on the same machine. In a third shell:

```
%> ./bin/joining_node.sh 2
```

In a fourth shell:

```
%> ./bin/joining_node.sh 3
```

This will add two further nodes to the deployment. The `./bin/joining_node.sh` script accepts a number as its parameter which will be added to the started node’s name, i.e. 1 will lead to a node named `node1`. The web pages at <http://localhost:8000> should show the additional nodes.

### 3.2.2. Running distributed

Scalaris can be installed on other machines in the same way as described in Section 2.4 on page 14. In the default configuration, nodes will look for the management server on 127.0.0.1 on port 14195. To run Scalaris distributed over several nodes, each node requires a `bin/scalaris.local.cfg` pointing to the node running the management server (if available) and containing a list of known nodes. Without a list of known nodes, a joining node will not know where to join.

In the following example, the `mgmt_server`’s location is defined as an IP address plus a TCP port and its Erlang-internal process name. If the deployment should not use a management server, replace the setting with an invalid address, e.g. `'null'`.

File `scalaris.local.cfg`:

```
2 % Insert the appropriate IP-addresses for your setup
3 % as comma separated integers:
4 % IP Address, Port, and label of the boot server
5 {mgmt_server, [{127,0,0,1}, 14195, mgmt_server]}.
6
7 % IP Address, Port, and label of a node which is already in the system
8 {known_hosts, [{127,0,0,1}, 14195, service_per_vm]}.
```

If you are starting the management server using `firstnode.sh`, it will listen on port 14195 and you only have to change the IP address in the configuration file. Otherwise the other nodes will not find the management server. Calling `./bin/joining_node.sh` on a remote machine will start the node and automatically contact the configured management server.

### 3.3. Custom startup using `scalarisctl`

On Linux you can also use the `scalarisctl` script to start a management server and ‘regular’ nodes directly.

```
%> ./bin/scalarisctl -h
```

```
usage: scalarisctl [options] <cmd>
options:
  -h                - print this help message
  -d                - daemonize
  --screen          - if daemonized, put an interactive session into screen
  -e <params>       - pass additional parameters to erl
  -n <name>         - Erlang process name (default 'node')
  -c <cookie>       - Erlang cookie to use (for distributed Erlang)
                     (default 'chocolate chip cookie')
  -p <port>         - TCP port for the Scalaris node
  -y <port>         - TCP port for the built-in webserver (YAWS)
  -k <key>          - join at the given key
  -j <list>         - join at the given list of keys
  -v                - verbose
  -l <dir>          - use this logdir base directory (will create a sub-folder
                     per node)
  --dist-erl-port <port>
                     - (single) port distributed erlang listens on
  --nodes-per-vm <number>
                     - number of Scalaris nodes to start inside the VM
  -t <stype>        - select start type: first|joining|quorum|recover|nostart|first_nostart
  -m                - start global Scalaris management server
<cmd>:
  checkinstallation
                     - test installation
  start             - start services (see -m and -t)
  stop              - stop a scalaris process defined by its name (see -n)
  restart           - restart a scalaris process by its name (see -n)

  list              - list locally running Erlang VMs
  debug             - connect to a running node via an Erlang shell
  dbg-check-ring <ring-size> <attempts>
                     - checks (up to) <attempts> times whether Scalaris has
                     <ring-size> nodes and the ring maintenance has settled
                     (requires a mgmt_server)
```

## 4. Using the system

Scalaris can be used with one of the provided command line interfaces or by using one of the APIs in a custom program. The following sections will describe the APIs in general, each API in more detail and the use of our command line interfaces.

### 4.1. Application Programming Interfaces (APIs)

Currently we offer the following APIs:

- an *Erlang API* running on the node Scalaris is run  
(functions can be called using remote connections with distributed Erlang)
- a *Java API* using Erlang's JInterface library  
(connections are established using distributed Erlang)
- a generic *JSON API*  
(offered by an integrated HTTP server running on each Scalaris node)
- a *Python API* for Python  $\geq 2.6$  using JSON to talk to Scalaris.
- a *Ruby API* for Ruby  $\geq 1.8$  using JSON to talk to Scalaris.

Each API contains methods for accessing functions from the three layers Scalaris is composed of. Table 4.1 shows the modules and classes of Erlang, Java, Python and Ruby and their mapping to these layers. Details about the supported operations and how to access them in each of the APIs are provided in Section 4.1.2 on page 21. A more detailed discussion about the generic JSON API including examples of JSON calls is shown in Section 4.1.3 on page 27.

	Erlang module	Java class in <code>de.zib.scalaris</code>	JSON file in <code>&lt;URL&gt;/api/</code>	Python / Ruby class in module <code>scalaris</code>
Transaction Layer	<code>api_tx</code>	<code>Transaction</code> , <code>TransactionSingleOp</code>	<code>tx.yaws</code>	<code>Transaction</code> , <code>TransactionSingleOp</code>
Replication Layer	<code>api_rdht</code>	<code>ReplicatedDHT</code>	<code>rdht.yaws</code>	<code>ReplicatedDHT</code>
P2P Layer	<code>api_dht</code>			
	<code>api_dht_raw</code>		<code>dht_raw.yaws</code>	
	<code>api_vm</code>	<code>ScalarisVM</code>		
	<code>api_monitor</code>	<code>Monitor</code>	<code>monitor.yaws</code>	

Table 4.1.: Layered API structure

	Erlang	Java	JSON	Python	Ruby
boolean	<code>boolean()</code>	<code>bool</code> , <code>Boolean</code>	<code>true</code> , <code>false</code>	<code>True</code> , <code>False</code>	<code>true</code> , <code>false</code>
integer	<code>integer()</code>	<code>int</code> , <code>Integer</code> <code>long</code> , <code>Long</code> <code>BigInteger</code>	<code>int</code>	<code>int</code>	<code>Fixnum</code> , <code>Bignum</code>
float	<code>float()</code>	<code>double</code> , <code>Double</code>	<code>int frac</code> <code>int exp</code> <code>int frac exp</code>	<code>float</code>	<code>Float</code>
string	<code>string()</code>	<code>String</code>	<code>string</code>	<code>str</code>	<code>String</code>
binary	<code>binary()</code>	<code>byte[]</code>	<code>string</code> (base64-encoded)	<code>bytearray</code>	<code>String</code>
list(type)	<code>[type()]</code>	<code>List&lt;Object&gt;</code>	<code>array</code>	<code>list</code>	<code>Array</code>
JSON	<code>json_obj()</code> *	<code>Map&lt;String, Object&gt;</code>	<code>object</code>	<code>dict</code>	<code>Hash</code>
custom	<code>any()</code>	<code>OtpErlangObject</code>	<code>/</code>	<code>/</code>	<code>/</code>

\*

```

json_obj() :: {struct, [Key::atom() | string(), Value::json_val()]}
json_val() :: string() | number() | json_obj() | {array, [any()]} | true | false | null

```

Table 4.2.: Types supported by the Sclaris APIs

#### 4.1.1. Supported Types

Different programming languages have different types. In order for our APIs to be compatible with each other, only a subset of the available types is officially supported.

Keys are always strings. In order to avoid problems with different encodings on different systems, we suggest to only use ASCII characters.

For *values* we distinguish between *native*, *composite* and *custom* types (refer to Table 4.2 for the mapping to the language-specific types of each API).

*Native* types are

- boolean values
- integer numbers
- floating point numbers
- strings and
- binary objects (a number of bytes).

*Composite* types are

- lists of the following elements:
  - native types (*except binary objects!*),
  - composite types
- objects in JavaScript Object Notation (JSON)<sup>1</sup>

*Custom* types include any Erlang term not covered by the previous types. Special care needs to be taken using custom types as they may not be accessible through every API or may be misinterpreted by an API. The use of them is discouraged.

<sup>1</sup>see <http://json.org/>

### 4.1.2. Supported Operations

Most operations are available to all APIs, but some (especially convenience methods) are API- or language-specific. The following paragraphs provide a brief overview of what is available to which API. For a full reference, see the documentation of the specific API.

#### Transaction Layer

**Read** Reads the value stored at a given key using quorum read.

```
Erlang    api_tx:read(Key)
Java:     TransactionSingleOp.read(Key)
JSON:     tx.yaws/read(Key)
Python:   TransactionSingleOp.read(Key)
Ruby:     TransactionSingleOp.read(Key)
```

**Write** Writes a value to a given key.

```
Erlang    api_tx:write(Key, Value)
Java:     TransactionSingleOp.write(Key, Value)
JSON:     tx.yaws/write(Key, Value)
Python:   TransactionSingleOp.write(Key, Value)
Ruby:     TransactionSingleOp.write(Key, Value)
```

**“Add to” & “Delete from” List Operations** For the list stored at a given key, first add all elements from a given list, then remove all elements from a second given list.

```
Erlang    api_tx:add_del_on_list(Key, ToAddList, ToRemoveList)
Java:     TransactionSingleOp.addDelOnList(Key, ToAddList, ToRemoveList)
JSON:     tx.yaws/add_del_on_list(Key, ToAddList, ToRemoveList)
Python:   TransactionSingleOp.add_del_on_list(Key, ToAddList, ToRemoveList)
Ruby:     TransactionSingleOp.add_del_on_list(Key, ToAddList, ToRemoveList)
```

**Add to a number** Adds a given number to the number stored at a given key.

```
Erlang    api_tx:add_on_nr(Key, ToAddNumber)
Java:     TransactionSingleOp.addOnNr(Key, ToAddNumber)
JSON:     tx.yaws/add_on_nr(Key, ToAddList, ToAddNumber)
Python:   TransactionSingleOp.add_on_nr(Key, ToAddNumber)
Ruby:     TransactionSingleOp.add_on_nr(Key, ToAddNumber)
```

**Atomic Test and Set** Writes the given (new) value to a key if the current value is equal to the given old value.

```
Erlang    api_tx:test_and_set(Key, OldValue, NewValue)
Java:     TransactionSingleOp.testAndSet(Key, OldValue, NewValue)
JSON:     tx.yaws/add_on_nr(Key, OldValue, NewValue)
Python:   TransactionSingleOp.test_and_set(Key, OldValue, NewValue)
Ruby:     TransactionSingleOp.test_and_set(Key, OldValue, NewValue)
```

**Bulk Operations** Executes multiple requests, i.e. operations, where each of them will be committed.

*Collecting requests and executing all of them in a single call yields better performance than executing all on their own.*

```
Erlang    api_tx:req_list_commit_each(RequestList)
Java:     TransactionSingleOp.req_list(RequestList)
JSON:     tx.yaws/req_list_commit_each(RequestList)
Python:   TransactionSingleOp.req_list(RequestList)
Ruby:     TransactionSingleOp.req_list(RequestList)
```

### Transaction Layer (with TLog)

**Read (with TLog)** Reads the value stored at a given key using quorum read as an additional part of a previous transaction or for starting a new one (*no auto-commit!*).

```
Erlang    api_tx:read(TLog, Key)
Java:     Transaction.read(Key)
JSON:     n/a - use req_list
Python:   Transaction.read(Key)
Ruby:     Transaction.read(Key)
```

**Write (with TLog)** Writes a value to a given key as an additional part of a previous transaction or for starting a new one (*no auto-commit!*).

```
Erlang    api_tx:write(TLog, Key, Value)
Java:     Transaction.write(Key, Value)
JSON:     n/a - use req_list
Python:   Transaction.write(Key, Value)
Ruby:     Transaction.write(Key, Value)
```

**“Add to” & “Delete from” List Operations (with TLog)** For the list stored at a given key, first add all elements from a given list, then remove all elements from a second given list as an additional part of a previous transaction or for starting a new one (*no auto-commit!*).

```
Erlang    api_tx:add_del_on_list(TLog, Key, ToAddList, ToRemoveList)
Java:     Transaction.addDelOnList(Key, ToAddList, ToRemoveList)
JSON:     n/a - use req_list
Python:   Transaction.add_del_on_list(Key, ToAddList, ToRemoveList)
Ruby:     Transaction.add_del_on_list(Key, ToAddList, ToRemoveList)
```

**Add to a number (with TLog)** Adds a given number to the number stored at a given key as an additional part of a previous transaction or for starting a new one (*no auto-commit!*).

```
Erlang    api_tx:add_on_nr(TLog, Key, ToAddNumber)
Java:     Transaction.addOnNr(Key, ToAddNumber)
JSON:     n/a - use req_list
Python:   Transaction.add_on_nr(Key, ToAddNumber)
Ruby:     Transaction.add_on_nr(Key, ToAddNumber)
```

**Atomic Test and Set (with TLog)** Writes the given (new) value to a key if the current value is equal to the given old value as an additional part of a previous transaction or for starting a new one (*no auto-commit!*).

```
Erlang  api_tx:test_and_set(TLog, Key, OldValue, NewValue)
Java:   Transaction.testAndSet(Key, OldValue, NewValue)
JSON:   tx.yaws/test_and_set(Key, OldValue, NewValue)
Python: Transaction.test_and_set(Key, OldValue, NewValue)
Ruby:   Transaction.test_and_set(Key, OldValue, NewValue)
```

**Bulk Operations (with TLog)** Executes multiple requests, i.e. operations, as an additional part of a previous transaction or for starting a new one (*no auto-commit!*). Only one commit request is allowed per call!

*Collecting requests and executing all of them in a single call yields better performance than executing all on their own.*

```
Erlang  api_tx:req_list(RequestList), api_tx:req_list(TLog, RequestList)
Java:   Transaction.req_list(RequestList)
JSON:   tx.yaws/req_list(RequestList), req_list(TLog, RequestList)
Python: Transaction.req_list(RequestList)
Ruby:   Transaction.req_list(RequestList)
```

## Replication Layer

**Delete** Tries to delete a value at a given key.

*Warning: This can only be done outside the transaction layer and is thus not absolutely safe. Refer to the following thread on the mailing list: [http://groups.google.com/group/scalaris/browse\\_thread/thread/ff1d9237e218799](http://groups.google.com/group/scalaris/browse_thread/thread/ff1d9237e218799).*

```
Erlang  api_rdht:delete(Key), api_rdht:delete(Key, Timeout)
Java:   ReplicatedDHT.delete(Key), ReplicatedDHT.delete(Key, Timeout)
JSON:   rdht.yaws/delete(Key), rdht.yaws/delete(Key, Timeout)
Python: ReplicatedDHT.delete(Key), ReplicatedDHT.delete(Key, Timeout)
Ruby:   ReplicatedDHT.delete(Key), ReplicatedDHT.delete(Key, Timeout)
```

**Get Replica Keys** Gets the (hashed) keys used for the replicas of a given (user) key (ref. Section [P2P Layer](#)).

```
Erlang  api_rdht:get_replica_keys(Key)
Java:   n/a
JSON:   n/a
Python: n/a
Ruby:   n/a
```

## P2P Layer

**Hash Key** Generates the hash of a given (user) key.

Erlang    `api_dht:hash_key(Key)`  
Java:    `n/a`  
JSON:    `n/a`  
Python:   `n/a`  
Ruby:    `n/a`

**Get Replica Keys**   Gets the (hashed) keys used for the replicas of a given (hashed) key.

Erlang    `api_dht_raw:get_replica_keys(HashedKey)`  
Java:    `n/a`  
JSON:    `n/a`  
Python:   `n/a`  
Ruby:    `n/a`

**Range Read**   Reads all Key-Value pairs in a given range of (hashed) keys.

Erlang    `api_dht_raw:range_read(StartHashedKey, EndHashedKey)`  
Java:    `n/a`  
JSON:    `dht_raw.yaws/range_read(StartHashedKey, EndHashedKey)`  
Python:   `n/a`  
Ruby:    `n/a`

## **P2P Layer (VM Management)**

**Get Scalaris Version**   Gets the version of Scalaris running in the requested Erlang VM.

Erlang    `api_vm:get_version()`  
Java:    `ScalarisVM.getVersion()`  
JSON:    `n/a`  
Python:   `n/a`  
Ruby:    `n/a`

**Get Node Info**   Gets various information about the requested Erlang VM and the running Scalaris code, e.g. Scalaris version, erlang version, memory use, uptime.

Erlang    `api_vm:get_info()`  
Java:    `ScalarisVM.getInfo()`  
JSON:    `n/a`  
Python:   `n/a`  
Ruby:    `n/a`

**Get Information about Different VMs**   Get connection info about other Erlang VMs running Scalaris nodes. Note: This info is provided by the cyclon service built into Scalaris.

Erlang    `api_vm:get_other_vms(MaxVMs)`  
Java:    `ScalarisVM.getOtherVMs(MaxVMs)`  
JSON:    `n/a`  
Python:   `n/a`  
Ruby:    `n/a`



**Get Number of Scalaris Nodes in the VM** Gets the number of Scalaris nodes running inside the Erlang VM.

```
Erlang    api_vm:number_of_nodes()
Java:     ScalarisVM.getNumberOfNodes()
JSON:     n/a
Python:   n/a
Ruby:     n/a
```

**Get Scalaris Nodes** Gets a list of Scalaris nodes running inside the Erlang VM.

```
Erlang    api_vm:get_nodes()
Java:     ScalarisVM.getNodes()
JSON:     n/a
Python:   n/a
Ruby:     n/a
```

**Add Scalaris Nodes** Starts additional Scalaris nodes inside the Erlang VM.

```
Erlang    api_vm:add_nodes(Number)
Java:     ScalarisVM.addNodes(Number)
JSON:     n/a
Python:   n/a
Ruby:     n/a
```

**Shutdown Scalaris Nodes** Gracefully kill some Scalaris nodes inside the Erlang VM. This will first move the data from the nodes to other nodes and then shut them down.

```
Erlang    api_vm:shutdown_node(Name),
           api_vm:shutdown_nodes(Count), api_vm:shutdown_nodes_by_name(Names)
Java:     ScalarisVM.shutdownNode(Name),
           ScalarisVM.shutdownNodes(Number), ScalarisVM.shutdownNodesByName(Names)
JSON:     n/a
Python:   n/a
Ruby:     n/a
```

**Kill Scalaris Nodes** Immediately kills some Scalaris nodes inside the Erlang VM.

```
Erlang    api_vm:kill_node(Name),
           api_vm:kill_nodes(Count), api_vm:kill_nodes_by_name(Names)
Java:     ScalarisVM.killNode(Name),
           ScalarisVM.killNodes(Number), ScalarisVM.killNodesByName(Names)
JSON:     n/a
Python:   n/a
Ruby:     n/a
```

**Shutdown the Erlang VM** Gracefully shuts down all Scalaris nodes in the Erlang VM and then exits.

```
Erlang    api_vm:shutdown_vm()
Java:     ScalarisVM.shutdownVM()
JSON:     n/a
Python:   n/a
Ruby:     n/a
```

**Kill the Erlang VM** Immediately kills all Scalaris nodes in the Erlang VM and then exits.

```
Erlang    api_vm:kill_vm()
Java:     ScalarisVM.killVM()
JSON:     n/a
Python:   n/a
Ruby:     n/a
```

## P2P Layer (Monitoring)

**Get Node Info** Gets some information about the node, e.g. Scalaris version, Erlang version, number of Scalaris nodes in the VM.

```
Erlang    api_monitor:get_node_info()
Java:     Monitor.getNodeInfo()
JSON:     monitor.yaws/get_node_info()
Python:   n/a
Ruby:     n/a
```

**Get Node Performance** Gets some performance information about the node, e.g. the average latency and standard deviation of transactional operations.

```
Erlang    api_monitor:get_node_performance()
Java:     Monitor.getNodePerformance()
JSON:     monitor.yaws/get_node_performance()
Python:   n/a
Ruby:     n/a
```

**Get Service Info** Gets some information about the whole Scalaris ring (may be estimated if no management server is used). Includes the overall load and the total number of nodes in the ring.

```
Erlang    api_monitor:get_service_info()
Java:     Monitor.getServiceInfo()
JSON:     monitor.yaws/get_service_info()
Python:   n/a
Ruby:     n/a
```

**Get Service Performance** Gets some performance information about the whole Scalaris ring, e.g. the average latency and standard deviation of transactional operations. Both are aggregated and may be estimates.

Erlang	<code>api_monitor:get_service_performance()</code>
Java:	<code>Monitor.getServicePerformance()</code>
JSON:	<code>monitor.yaws/get_service_performance()</code>
Python:	n/a
Ruby:	n/a

## Convenience Methods / Classes

**Connection Pool** Implements a thread-safe pool of connections to Scalaris instances. Can be instantiated with a fixed maximum number of connections. Connections are either taken from a pool of available connections or are created on demand. If finished, a connection can be put back into the pool.

Erlang	n/a
Java:	<code>ConnectionPool</code>
JSON:	n/a
Python:	<code>ConnectionPool</code>
Ruby:	n/a

**Connection Policies** Defines policies on how to select a node to connect to from a set of possible nodes and whether and how to automatically re-connect.

Erlang	n/a
Java:	<code>ConnectionPolicy</code>
JSON:	n/a
Python:	n/a
Ruby:	n/a

### 4.1.3. JSON API

Scalaris supports a JSON API for transactions. To minimize the necessary round trips between a client and Scalaris, it uses request lists, which contain all requests that can be done in parallel. The request list is then send to a Scalaris node with a POST message. The result contains a list of the results of the requests and - in case of a transaction - a TransLog. To add further requests to the transaction, the TransLog and another list of requests may be send to Scalaris. This process may be repeated as often as necessary. To finish the transaction, the request list can contain a 'commit' request as the last element, which triggers the validation phase of the transaction processing. Request lists are also supported for single read/write operations, i.e. every single operation is committed on its own.

The JSON-API can be accessed via the Scalaris-Web-Server running on port 8000 by default and pages under `<URL>/api/`. For backwards-compatibility the page `<URL>/jsonrpc.yaws` provides some functions otherwise provided by the different pages under `<URL>/api/` but beware that this may be removed in future. Other examples include <http://localhost:8000/api/tx.yaws>. See Table 4.1 on page 19 for a mapping of the layers to the different pages. Requests are issued by sending a JSON object with header `"Content-type"="application/json"` to this URL. The result will then be returned as a JSON object with the same content type. The following table shows how both objects look like:

## Request

```
{
  "jsonrpc": "2.0",
  "method": "<method>",
  "params": [<params>],
  "id": <number>
}
```

## Result

```
{
  "result": <result_object>,
  "id": <number>
}
```

The id in the request can be an arbitrary number which identifies the request and is returned in the result. The following operations (shown as `<method>(<params>)`) are currently supported (the given result is the `<result_object>` mentioned above):

generic, e.g. for testing - `<URL>/api/*.yaws`

- `nop(Value)` - no operation, result:

```
"ok"
```

single operations, e.g. `read/write - <URL>/api/tx.yaws`:

- `req_list_commit_each(<req_list_ce>)` - commit each request in the list, result:

```
{["status": "ok"} or {"status": "ok", "value": <json_value>} or
 {"status": "fail", "reason": "timeout" or "abort" or "not_found" or
   "not_a_list" or "not_a_number"} or
 {"status": "fail", "reason": "key_changed", "value": <json_value>}]}
```

- `read(<key>)` - read the value at key, result:

```
{"status": "ok", "value": <json_value>} or
{"status": "fail", "reason": "timeout" or "not_found"}
```

- `write(<key>, <json_value>)` - write value (inside `json_value`) to key, result:

```
{"status": "ok"} or
{"status": "fail", "reason": "timeout" or "abort"}
```

- `add_del_on_list(<key>, ToAdd, ToRemove)` - adding to / removing from a list (for the list at key adds all values in the ToAdd list and then removes all values in the ToRemove list; if there is no value at key, uses an empty list - both value lists are `[<value>]`), result:

```
{"status": "ok"} or
{"status": "fail", "reason": "timeout" or "abort" or "not_a_list"}
```

- `add_on_nr(<key>, <value>)` - adding to a number (adds value to the number at key - both values must be numbers), result:

```
{"status": "ok"} or
{"status": "fail", "reason": "timeout" or "abort" or "not_a_number"}
```

- `test_and_set(<key>, OldValue, NewValue)` - atomic test-and-set (write NewValue to key if the current value is OldValue - both values are `<json_value>`), result:

```
{"status": "ok"} or
{"status": "fail", "reason": "timeout" or "abort" or "not_found"} or
{"status": "fail", "reason": "key_changed", "value": <json_value>}
```

transactions - <URL>/api/tx.yaws:

- req\_list(<req\_list>) - process a list of requests, result:

```
{"tlog": <tlog>,
 "results": [{"status": "ok"} or {"status": "ok", "value": <json_value>} or
             {"status": "fail", "reason": "timeout" or "abort" or "not_found" or
             "not_a_list" or "not_a_number"} or
             {"status": "fail", "reason": "key_changed", "value": <json_value>}]}
```

- req\_list(<tlog>, <req\_list>) - process a list of requests with a previous translog, result:

```
{"tlog": <tlog>,
 "results": [{"status": "ok"} or {"status": "ok", "value": <json_value>} or
             {"status": "fail", "reason": "timeout" or "abort" or "not_found" or
             "not_a_list" or "not_a_number"} or
             {"status": "fail", "reason": "key_changed", "value": <json_value>}]}
```

replication layer functions - <URL>/api/rdht.yaws:

- delete(<key>) - delete the value at key, default timeout 2s, result:

```
{"ok": <number>, "results": ["ok" or "locks_set" or "undef"]} or
{"failure": "timeout", "ok": <number>, "results": ["ok" or "locks_set" or "undef"]}
```

- delete(<key>, Timeout) - delete the value at key with a timeout of Timeout Milliseconds, result:

```
{"ok": <number>, "results": ["ok" or "locks_set" or "undef"]} or
{"failure": "timeout", "ok": <number>, "results": ["ok" or "locks_set" or "undef"]}
```

raw DHT functions - <URL>/api/dht\_raw.yaws:

- range\_read(From, To) - read a range of (raw) keys, result:

```
{"status": "ok" or "timeout",
 "value": [{"key": <key>, "value": <json_value>, "version": <version>}]}
```

monitor - <URL>/api/monitor.yaws:

- get\_node\_info() - gets some information about the node, result:

```
{"status": "ok" or "timeout",
 "value": [{"scalaris_version": <version_string>,
            "erlang_version": <version_string>,
            "dht_nodes": <number>}]}
```

- get\_node\_performance() - gets some performance information about the node, result:

```
{"status": "ok" or "timeout",
 "value": [{"latency_avg": <perf_data>, "latency_stddev": <perf_data>}]}
```

- get\_service\_info() - gets some information about the Scalaris ring, result:

```
{"status": "ok" or "timeout",
 "value": [{"total_load": <number>, "nodes": <number>}]}
```

- get\_service\_performance() - gets some performance information about the Scalaris ring, result:

```
{
  "status": "ok" or "timeout",
  "value": [{ "latency_avg": <perf_data>, "latency_stddev": <perf_data> }]
}
```

Note:

```
<json_value> = { "type": "as_is" or "as_bin", "value": <value> }
<operation> = { "read": <key> } or { "write", {<key>: <json_value>} } or
               { "add_del_on_list": { "key": <key>, "add": [<value>], "del": [<value>]} } or
               { "add_on_nr": {<key>: <value>} } or
               { "test_and_set": { "key": <key>, "old": <json_value>, "new": <json_value>} }
<req_list_ce> = [<operation>]
<req_list> = [<operation> or { "commit", _ } ]
<perf_data> = {<number>: <perf_val>, ... }
```

The <value> inside <json\_value> is either a base64-encoded string representing a binary object (type = "as\_bin") or the value itself (type = "as\_is").

## JSON-Example

The following example illustrates the message flow:

### Client

Make a transaction, that sets two keys →

```
{
  "jsonrpc": "2.0",
  "method": "req_list",
  "params": [
    [ { "write": { "keyA": { "type": "as_is", "value": "valueA" } } },
      { "write": { "keyB": { "type": "as_is", "value": "valueB" } } },
      { "commit": "" } ]
  ],
  "id": 0
}
```

### Scalaris node

←

Scalaris sends results back

```
{
  "error": null,
  "result": {
    "results": [ { "status": "ok" }, { "status": "ok" }, { "status": "ok" } ],
    "tlog": <TLOG> // this is the translog for further operations!
  },
  "id": 0
}
```

In a second transaction: Read the two keys →

```
{
  "jsonrpc": "2.0",
  "method": "req_list",
  "params": [
    [ { "read": "keyA" },
      { "read": "keyB" } ]
  ],
  "id": 0
}
```

←

Scalaris sends results back

```
{
  "error": null,
  "result": {
    "results": [
      { "status": "ok", "value": { "type": "as_is", "value": "valueA" } },
      { "status": "ok", "value": { "type": "as_is", "value": "valueB" } }
    ],
    "tlog": <TLOG>
  },
  "id": 0
}
```

Calculate something with the read values →  
and make further requests, here a write  
and the commit for the whole transaction. Also include the latest translog we

```
{
  "jsonrpc": "2.0",
  "method": "req_list",
  "params": [
    <TLOG>,
    [ { "write": { "keyA": { "type": "as_is", "value": "valueA2" } } },
      { "commit": "" } ]
  ],
  "id": 0
}
```

←

Scalaris sends results back

```
{
  "error": null,
  "result": {
    "results": [ { "status": "ok" }, { "status": "ok" } ],
    "tlog": <TLOG>
  },
  "id": 0
}
```

Examples of how to use the JSON API are the Python and Ruby API which use JSON to communicate with Scalaris.

#### 4.1.4. Java API

The `scalaris.jar` provides a Java command line client as well as a library for Java programs to access Scalaris. The library provides several classes:

- `TransactionSingleOp` provides methods for reading and writing values.
- `Transaction` provides methods for reading and writing values in transactions.
- `ReplicatedDHT` provides low-level methods for accessing the replicated DHT of Scalaris.

For details regarding the API we refer the reader to the Javadoc:

```
%> cd java-api
%> ant doc
%> firefox doc/index.html
```

## 4.2. Command Line Interfaces

### 4.2.1. Java command line interface

As mentioned above, the `scalaris.jar` file contains a small command line interface client. For convenience, we provide a wrapper script called `scalaris` which sets up the Java environment:

```
%> ./java-api/scalaris --noconfig --help
```

```
../java-api/scalaris [script options] [options]
Script Options:
  --help, -h          print this message and scalaris help
  --noconfig          suppress sourcing of config files in $HOME/.scalaris/
                      and ${prefix}/etc/scalaris/
  --execdebug        print scalaris exec line generated by this
                      launch script
  --noerl            do not ask erlang for its (local) host name

usage: scalaris [Options]
  -h,--help          print this message
  -v,--verbose       print verbose information,
                      e.g. the properties read
                      gets the local host's name as
                      known to Java (for debugging
                      purposes)
  -lh,--localhost    run selected mini
                      benchmark(s) [1|...|18|all]
                      (default: all benchmarks, 500
                      operations, 10 threads per
                      Scalaris node)
  -b,--minibench <[ops]> <[tpn]> <[benchs]>
  -m,--monitor <node> print monitoring information
  -r,--read <key>     read an item
  -w,--write <key> <value> write an item
                      --test-and-set <key> <old> <new>
                      atomic test and set, i.e.
                      write <key> to <new> if the
                      current value is <old>
  -d,--delete <key> <[timeout]> delete an item (default
                      timeout: 2000ms)
                      WARNING: This function can
                      lead to inconsistent data
                      (e.g. deleted items can
                      re-appear). Also when
                      re-creating an item the
                      version before the delete can
                      re-appear.
  -jmx,--jmxservice <node> starts a service exposing
                      Scalaris monitoring values
                      via JMX
```

read, write, delete and similar operations can be used to read, write and delete from/to the overlay, respectively. The others provide debugging and testing functionality.

```
%> ./java-api/scalaris -write foo bar
write(foo, bar)
%> ./java-api/scalaris -read foo
read(foo) == bar
```

Per default, the `scalaris` script tries to connect to a management server at `localhost`. You can change the node it connects to (and further connection properties) by adapting the values defined in `java-api/scalaris.properties`.

### 4.2.2. Python command line interface



```
%> ./python-api/scalaris --help
```

```
usage: ../python-api/scalaris_client.py [Options]
-r,--read <key>
    read an item
-w,--write <key> <value>
    write an item
--test-and-set <key> <old_value> <new_value>
    atomic test and set, i.e. write <key> to
    <new_value> if the current value is <old_value>
-d,--delete <key> [<timeout>]
    delete an item (default timeout: 2000ms)
    WARNING: This function can lead to inconsistent
    data (e.g. deleted items can re-appear).
    Also if an item is re-created, the version
    before the delete can re-appear.
-h,--help
    print this message
-b,--minibench [<ops> [<threads_per_node> [<benchmarks>]]]
    run selected mini benchmark(s)
    [1|...|9|all] (default: all benchmarks, 500
    operations each, 10 threads per Scalaris node)
```

### 4.2.3. Ruby command line interface

```
%> ./ruby-api/scalaris --help
```

```
Usage: scalaris_client [options]
-r, --read KEY          read key KEY
-w, --write KEY,VALUE   write key KEY to VALUE
--test-and-set KEY,OLDVALUE,NEWVALUE
    write key KEY to NEWVALUE if the current value is OLDVALUE
--add-del-on-list KEY,TOADD,TOREMOVE
    add and remove elements from the value at key KEY
--add-on-nr KEY,VALUE   add VALUE to the value at key KEY
-h, --help             Show this message
```

## 4.3. Using Scalaris from Erlang

In this section, we will describe how to use Scalaris with two small examples. After having build Scalaris as described in 2, Scalaris can be run from the source directory directly.

### 4.3.1. Running a Scalaris Cluster

In this example, we will set up a simple Scalaris cluster consisting of up to five nodes running on a single computer.

**Adapt the configuration.** The first step is to adapt the configuration to your needs. We use the sample local configuration from 3.1, copy it to `bin/scalaris.local.cfg` and add a number of different known hosts. Note that the management server will run on the same port as the first node started in the example, hence we adapt its port as well.

```
{listen_ip, {127,0,0,1}}.
{mgmt_server, {{127,0,0,1},14195,mgmt_server}}.
{known_hosts, [{127,0,0,1},14195, service_per_vm},
               {{127,0,0,1},14196, service_per_vm},
               {{127,0,0,1},14197, service_per_vm},
               {{127,0,0,1},14198, service_per_vm}
               % Although we will be using 5 nodes later, only 4 are added as known nodes.
              ]}.
```

**Bootstrapping.** In a shell (from now on called S1), start the first node ("premier"):

```
./bin/scalarisctl -m -n premier@127.0.0.1 -p 14195 -y 8000 -s -f start
```

The `-m` and `-f` options instruct `scalarisctl` to start the management server and the first\_node (see Section 3.3 on page 18 for further details on `scalarisctl`). Note that the command above will produce some output about unknown nodes. This is expected, as some nodes defined in the configuration file above are not started yet.

After you run the above command and no further error occurred, you can query the locally available nodes using `scalarisctl`. Enter into a new shell (called MS):

```
./bin/scalarisctl list
epmd: up and running on port 4369 with data:
name premier at port 47235
```

Scalaris also contains a webserver. You can access it by pointing your browser to <http://127.0.0.1:8000> (or the respective IP address of the node). With the above example, you can see the first node ("premier") and its management role.

**Adding Nodes.** We will now add four additional nodes to the cluster. Use a new shell (S2 to S5) for each of the following commands. Each newly added node is a "real" Scalaris node and could run on another physical computer than the other nodes.

```
./bin/scalarisctl -n second@127.0.0.1 -p 14196 -y 8001 -s start
./bin/scalarisctl -n n3@127.0.0.1 -p 14197 -y 8002 -s start
./bin/scalarisctl -n n4@127.0.0.1 -p 14198 -y 8003 -s start
./bin/scalarisctl -n n5@127.0.0.1 -p 14199 -y 8004 -s start
```

Note that the last added nodes should not report a node as not reachable.

The management server should now report that the nodes have indeed joined Scalaris successfully. Query `scalarisctl`:

```
./bin/scalarisctl list
epmd: up and running on port 4369 with data:
name n5 at port 47801
name n4 at port 54614
name n3 at port 41710
name second at port 44329
name premier at port 44862
```

The actual output might differ, as the port numbers are assigned by the operating system.

Each node offers a web console. Point your browser to any url for <http://127.0.0.1:8001> to <http://127.0.0.1:8004>. Observe that all nodes claim the cluster ring to consist of 5 nodes.

The web interface of node premier differs from the other interfaces. This is due to the fact that the management server is running on this node, adding additional information to the web interface.

**Entering Data Using the Web Interface.** A node's web interface can be used to query and enter data into Scalaris. To try this, point your browser to <http://127.0.0.1:8000> (or any of the other nodes) and use the provided HTML form.

1. Lookup key hello. This will return `{fail,not_found}`
2. Add new keys k1 and k2 with values v1 and v2, respectively. Then, lookup that key on the current and one of the other nodes. This should return `{ok,"v1"}` and `{ok, "v2"}` on both nodes.
3. Update the key k1 by adding it on any node with value v1updated.
4. Update the key k2 by adding it on any node with value v2updated. Lookup the key again and you should receive `{ok, v2updated}`

**Simulating Node Failure.** To simulate a node failure, we will simply stop n4 using `scalarisctl`:

```
./bin/scalarisctl -n n4@127.0.0.1 stop
```

Other nodes will notice the crash of n4. By querying the available nodes in the shell MS again, you will now see only 4 nodes.

Although the node n4 left the system, the data in the system is still consistent. Try to query the keys you added above. You should receive the values for each.

We will start a new node with the name n4 again:

```
./bin/scalarisctl -n n4@127.0.0.1 -p 14198 -y 8003 -s start
```

The node list (again, query `scalarisctl` in shell MS) will report n4 as alive again. You can still lookup the keys from above and should also receive the same result for the queries.

After running the above, we went from a five-node cluster to a 4-node cluster and back to a five-node cluster without any data loss due to a leaving node. The system was not unavailable for users and would have served any user requests without violating the data consistency or availability.

**Controlling Scalaris Using the Erlang Shell.** The calls to `scalarisctl` above which started a new Scalaris node ended within an Erlang shell. Each of those shells can be used to control a local Scalaris node and issue queries to the distributed database. Enter shell S1 and hit <return> to see the Erlang shell prompt. Now, enter the following commands and check that the output is similar to the one provided here. You can stop the Erlang shell using `quit()` ., which then also stops the corresponding Scalaris node.

```
(premier@127.0.0.1)1> api_tx:read("k0").
{fail,not_found}


```
(premier@127.0.0.1)2> api_tx:read("k1").
{ok,"v1updated"}


```
(premier@127.0.0.1)3> api_tx:read("k2").
{ok,"v2updated"}


```
(premier@127.0.0.1)4> api_tx:read(<<"k1">>).
{ok,"v1updated"}


```
(premier@127.0.0.1)5> api_tx:read(<<"k2">>).
{ok,"v2updated"}


```
(premier@127.0.0.1)6> api_tx:write(<<"k3">>,<<"v3">>).
{ok}
```


```


```


```


```


```

```
(premier@127.0.0.1)7> api_tx:read(<<"k3">>).
{ok,<<"v3">>}


```

**Attaching a Client to Scalaris.** Now we will connect a true client to our 5 nodes Scalaris cluster. This client will not be a Scalaris node itself and thus represents a user application interacting with Scalaris.

We use a new shell to run an Erlang shell to do remote API calls to the server nodes.

```
erl -name client@127.0.0.1 -hidden -setcookie 'chocolate chip cookie'
```

The requests to Scalaris will be done using `rpc:call/4`. A production system would have some more sophisticated client side module, dispatching requests automatically to server nodes, for example.

```
(client@127.0.0.1)1> net_adm:ping('n3@127.0.0.1').
pong
(client@127.0.0.1)2> rpc:call('n3@127.0.0.1', api_tx, read, [<<"k0">>]).
{fail,not_found}
(client@127.0.0.1)3> rpc:call('n3@127.0.0.1', api_tx, read, [<<"k4">>]).
{ok,{1,2,3,four}}
(client@127.0.0.1)4> rpc:call('n4@127.0.0.1', api_tx, read, [<<"k4">>]).
{ok,{1,2,3,four}}
(client@127.0.0.1)5> rpc:call('n5@127.0.0.1', api_tx, write, [<<"num5">>,55]).
{ok}
(client@127.0.0.1)6> rpc:call('n3@127.0.0.1', api_tx, read, [<<"num5">>]).
{ok,55}
(client@127.0.0.1)7> rpc:call('n2@127.0.0.1', api_tx, add_on_nr, [<<"num5">>,2]).
{badrpc,nodedown}
(client@127.0.0.1)8> rpc:call('second@127.0.0.1', api_tx, add_on_nr, [<<"num5">>,2]).
{ok}
(client@127.0.0.1)9> rpc:call('n3@127.0.0.1', api_tx, read, [<<"num5">>]).
{ok,57}
(client@127.0.0.1)10> rpc:call('n4@127.0.0.1', api_tx, test_and_set, [<<"num5">>,57,59]).
{ok}
(client@127.0.0.1)11> rpc:call('n5@127.0.0.1', api_tx, read, [<<"num5">>]).
{ok,59}
(client@127.0.0.1)12> rpc:call('n4@127.0.0.1', api_tx, test_and_set, [<<"num5">>,57,55]).
{fail,{key_changed,59}}
(client@127.0.0.1)13> rpc:call('n3@127.0.0.1', api_tx, read, [<<"num5">>]).
{ok,59}
(client@127.0.0.1)14> rpc:call('n5@127.0.0.1', api_tx, test_and_set,
    [<<"k2">>,"v2updated",<<"v2updatedTWICE">>]).
{ok}
(client@127.0.0.1)15> rpc:call('n4@127.0.0.1', api_tx, read, [<<"k2">>]).
{ok,<<"v2updatedTWICE">>}
(client@127.0.0.1)16> rpc:call('n3@127.0.0.1', api_tx, add_on_nr, [<<"num5">>,-4]).
{ok}
(client@127.0.0.1)17> rpc:call('n4@127.0.0.1', api_tx, read, [<<"num5">>]).
{ok,55}
(client@127.0.0.1)18> q().
ok
```

To show that the above calls actually worked with Scalaris, connect another client to the cluster and read updates made by the first:

```
erl -name clientagain@127.0.0.1 -hidden -setcookie 'chocolate chip cookie'
```

```
(clientagain@127.0.0.1)1> net_adm:ping('n5@127.0.0.1').
pong
(clientagain@127.0.0.1)2> rpc:call('n4@127.0.0.1', api_tx, read, [<<"k0">>]).
{fail,not_found}
(clientagain@127.0.0.1)3> rpc:call('n4@127.0.0.1', api_tx, read, [<<"k1">>]).
{ok,"v1updated"}
(clientagain@127.0.0.1)4> rpc:call('n3@127.0.0.1', api_tx, read, [<<"k2">>]).
{ok,<<"v2updatedTWICE">>}
(clientagain@127.0.0.1)5> rpc:call('second@127.0.0.1', api_tx, read, [<<"num5">>]).
{ok,55}
```

**Shutting Down Scalaris.** Firstly, we list the available nodes using `scalarisctl` using the shell MS.

```
./bin/scalarisctl list
epmd: up and running on port 4369 with data:
name n4 at port 52504
name n5 at port 47801
name n3 at port 41710
name second at port 44329
name premier at port 44862
```

Secondly, we shut down each of the nodes:

```
./bin/scalarisctl -n second@127.0.0.1 stop
'second@127.0.0.1'
./bin/scalarisctl -n n3@127.0.0.1 stop
'n3@127.0.0.1'
./bin/scalarisctl -n n4@127.0.0.1 stop
'n4@127.0.0.1'
./bin/scalarisctl -n n5@127.0.0.1 stop
'n5@127.0.0.1'
```

Only the first node remains:

```
./bin/scalarisctl list
epmd: up and running on port 4369 with data:
name premier at port 44862

./bin/scalarisctl -n premier@127.0.0.1 stop
'premier@127.0.0.1'
./bin/scalarisctl list
epmd: up and running on port 4369 with data:
(nothing)
```

The Scalaris API offers more transactional operations than just single-key read and write. The next part of this section will describe how to build transaction logs for atomic operations and how Scalaris handles conflicts in concurrently running transactions. See the module `api_tx` for more functions to access the data layer of Scalaris.

### 4.3.2. Transaction

In this section, we will describe how to build transactions using `api_tx:req_list(Tlog, List)` on the client side.

The setup is similar to the five nodes cluster in the previous section. To simplify the example all API calls are typed inside the Erlang shells of nodes `n4` and `n5`.

Consider two concurrent transactions A and B. A is a long-running operation, whereas B is only a short transaction. In the example, A starts before B and B ends before A. B is "timely" nested in A and disturbs A.

**Single Read Operations.** We first issue two read operations on nodes n4, n5 to see that we are working on the same state for key k1:

```
(n4@127.0.0.1)10> api_tx:read(<<"k1">>).
{ok,<<"v1">>}
(n5@127.0.0.1)17> api_tx:read(<<"k1">>).
{ok,<<"v1">>}
```

**Create Transaction Logs and Add Operations.** Now, we create two transaction logs for the transactions and add the operations which are to be run atomically. A will be created on node n5, B on n4:

```
(n5@127.0.0.1)18> T5longA0 = api_tx:new_tlog().
[]
(n5@127.0.0.1)19> {T5longA1, R5longA1} = api_tx:req_list(T5longA0, [{read, <<"k1">>}]).
[{76,<<"k1">>,1,75,'$empty'},[{ok,<<"v1">>}]]
(n4@127.0.0.1)11> T4shortB0 = api_tx:new_tlog().
[]
(n4@127.0.0.1)12> {T4shortB1, R4shortB1} = api_tx:req_list(T4shortB0, [{read, <<"k1">>}]).
[{76,<<"k1">>,1,75,'$empty'},[{ok,<<"v1">>}]]
(n4@127.0.0.1)13> {T4shortB2, R4shortB2} = api_tx:req_list(T4shortB1,
                                                         [{write, <<"k1">>, <<"v1Bshort">>}]).
[{77,<<"k1">>,1,75, <<131,109,0,0,0,8,118,49,66,115,104,111,114,116>>}],
[{ok}]]
(n4@127.0.0.1)14> {T4shortB3, R4shortB3} = api_tx:req_list(T4shortB2, [{read, <<"k1">>}]).
[{77,<<"k1">>,1,75, <<131,109,0,0,0,8,118,49,66,115,104,111,114,116>>}],
[{ok,<<"v1Bshort">>}]]
```

To finish the transaction log for B, we add {commit}. This operation should return an ok:

```
(n4@127.0.0.1)15> {T4shortB4, R4shortB4} = api_tx:req_list(T4shortB3, [{commit}]).
[[],[{ok}]]
(n4@127.0.0.1)16> [R4shortB1,R4shortB2,R4shortB3,R4shortB4].
[{ok,<<"v1">>}],[{ok}],[{ok,<<"v1Bshort">>}],[{ok}]]
```

This concludes the creation of B. Now we will try to commit the long running transaction A after reading the key k1 again. This and further attempts to write the key will fail, as the transaction B wrote this key since A started.

```
(n5@127.0.0.1)20> {T5longA2, R5longA2} = api_tx:req_list(T5longA1, [{read, <<"k1">>}]).
[{76,<<"k1">>,2,{fail,abort},'empty'},
[{ok,<<"v1Bshort">>}]] % <-- SEE #### FAIL and ABORT ####
(n5@127.0.0.1)21> {T5longA3, R5longA3} = api_tx:req_list(T5longA2,
                                                         [{write, <<"k1">>, <<"v1Along">>}]).
[{76,<<"k1">>,2,{fail,abort},'empty'},[{ok}]]
(n5@127.0.0.1)22> {T5longA4, R5longA4} = api_tx:req_list(T5longA3, [{read, <<"k1">>}]).
[{76,<<"k1">>,2,{fail,abort},'empty'},
[{ok,<<"v1Bshort">>}]]
(n5@127.0.0.1)23> {T5longA5, R5longA5} = api_tx:req_list(T5longA4, [{commit}]).
[[],[{fail,abort,<<"k1">>}]] % <-- SEE #### FAIL and ABORT ####
(n4@127.0.0.1)17> api_tx:read(<<"k1">>).
{ok,<<"v1Bshort">>}
(n5@127.0.0.1)24> api_tx:read(<<"k1">>).
{ok,<<"v1Bshort">>}
```

As expected, the first coherent commit B constructed on n4 has won.

Note that in a real system, operations in `api_tx:req_list(Tlog, List)` should be grouped together with a trailing `{commit}` as far as possible. The individual separation of all reads, writes and commits was done here on purpose to study the transactional behaviour.

## 5. Testing the system

### 5.1. Erlang unit tests

There are some unit tests in the `test` directory which test `Scalaris` itself (the Erlang code). You can call them by running `make test` in the main directory. The results are stored in a local `index.html` file.

The tests are implemented with the `common-test` package from the Erlang system. For running the tests we rely on `run_test`, which is part of the `common-test` package, but (on `erlang < R14`) is not installed by default. `configure` will check whether `run_test` is available. If it is not installed, it will show a warning and a short description of how to install the missing file.

Note: for the unit tests, we are setting up and shutting down several overlay networks. During the shut down phase, the runtime environment will print extensive error messages. These error messages do not indicate that tests failed! Running the complete test suite takes about 10-20 minutes, depending on your machine.

If the test suite is interrupted before finishing, the results may not have been linked into the `index.html` file. They are however stored in the `ct_run.ct@...` directory.

### 5.2. Java unit tests

The Java unit tests can be run by executing `make java-test` in the main directory. This will start a `Scalaris` node with the default ports and test all functions of the Java API. A typical run will look like the following:

```
%> make java-test
[...]
tools.test:
[junit] Running de.zib.tools.PropertyLoaderTest
[junit] Testsuite: de.zib.tools.PropertyLoaderTest
[junit] Tests run: 3, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.017 sec
[junit] Tests run: 3, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.017 sec
[junit]
[junit] ----- Standard Output -----
[junit] Working Directory = <scalarisdir>/java-api/classes
[junit] -----
[...]
scalaris.test:
[junit] Running de.zib.scalaris.ConnectionTest
[junit] Testsuite: de.zib.scalaris.ConnectionTest
[junit] Tests run: 7, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.303 sec
[junit] Tests run: 7, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.303 sec
[junit]
[junit] Running de.zib.scalaris.DefaultConnectionPolicyTest
[junit] Testsuite: de.zib.scalaris.DefaultConnectionPolicyTest
[junit] Tests run: 12, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.309 sec
[junit] Tests run: 12, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.309 sec
[junit]
[junit] Running de.zib.scalaris.ErlangValueTest
[junit] Testsuite: de.zib.scalaris.ErlangValueTest
```



```

[junit] Tests run: 19, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 14.444 sec
[junit] Tests run: 19, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 14.444 sec
[junit]
[junit] Running de.zib.scalarish.MonitorTest
[junit] Testsuite: de.zib.scalarish.MonitorTest
[junit] Tests run: 10, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.064 sec
[junit] Tests run: 10, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.064 sec
[junit]
[junit] Running de.zib.scalarish.PeerNodeTest
[junit] Testsuite: de.zib.scalarish.PeerNodeTest
[junit] Tests run: 5, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.066 sec
[junit] Tests run: 5, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.066 sec
[junit]
[junit] Running de.zib.scalarish.ReplicatedDHTTest
[junit] Testsuite: de.zib.scalarish.ReplicatedDHTTest
[junit] Tests run: 6, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.723 sec
[junit] Tests run: 6, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.723 sec
[junit]
[junit] Running de.zib.scalarish.ScalarishTest
[junit] Testsuite: de.zib.scalarish.ScalarishTest
[junit] Tests run: 7, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.063 sec
[junit] Tests run: 7, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.063 sec
[junit]
[junit] Running de.zib.scalarish.ScalarishVMTest
[junit] Testsuite: de.zib.scalarish.ScalarishVMTest
[junit] Tests run: 42, Failures: 0, Errors: 0, Skipped: 2, Time elapsed: 0.699 sec
[junit] Tests run: 42, Failures: 0, Errors: 0, Skipped: 2, Time elapsed: 0.699 sec
[junit]
[junit] Testcase: testKillVM1(de.zib.scalarish.ScalarishVMTest):SKIPPED: we still need the Scalarish
[junit] Testcase: testShutdownVM1(de.zib.scalarish.ScalarishVMTest):SKIPPED: we still need the Scal
[junit] Running de.zib.scalarish.TransactionSingleOpTest
[junit] Testsuite: de.zib.scalarish.TransactionSingleOpTest
[junit] Tests run: 34, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 3.996 sec
[junit] Tests run: 34, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 3.996 sec
[junit]
[junit] Running de.zib.scalarish.TransactionTest
[junit] Testsuite: de.zib.scalarish.TransactionTest
[junit] Tests run: 30, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.803 sec
[junit] Tests run: 30, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.803 sec
[junit]

test:

BUILD SUCCESSFUL
Total time: 27 seconds
'jtest_boot@csr-pc40.zib.de'

```

## 5.3. Python2 unit tests

The Python unit tests can be run by executing `make python-test` in the main directory. This will start a Scalarish node with the default ports and test all functions of the Python API. A typical run will look like the following:

```

%> make python-test
[...]
testDelete1 (__main__.TestReplicatedDHT) ... ok
testDelete2 (__main__.TestReplicatedDHT) ... ok
testDelete_notExistingKey (__main__.TestReplicatedDHT) ... ok
testDoubleClose (__main__.TestReplicatedDHT) ... ok
testReplicatedDHT1 (__main__.TestReplicatedDHT) ... ok
testReplicatedDHT2 (__main__.TestReplicatedDHT) ... ok
testAddNodes0 (__main__.TestScalarishVM)
Test method for ScalarishVM.addNodes(0). ... ok
testAddNodes1 (__main__.TestScalarishVM)
Test method for ScalarishVM.addNodes(1). ... ok
testAddNodes3 (__main__.TestScalarishVM)

```

```

Test method for ScalarisVM.addNodes(3). ... ok
testAddNodes_NotConnected (__main__.TestScalarisVM)
Test method for ScalarisVM.addNodes() with a closed connection. ... ok
testDoubleClose (__main__.TestScalarisVM) ... ok
testGetInfo1 (__main__.TestScalarisVM)
Test method for ScalarisVM.getInfo(). ... ok
testGetInfo_NotConnected (__main__.TestScalarisVM)
Test method for ScalarisVM.getInfo() with a closed connection. ... ok
testGetNodes1 (__main__.TestScalarisVM)
Test method for ScalarisVM.getNodes(). ... ok
testGetNodes_NotConnected (__main__.TestScalarisVM)
Test method for ScalarisVM.getNodes() with a closed connection. ... ok
testGetNumberOfNodes1 (__main__.TestScalarisVM)
Test method for ScalarisVM.getVersion(). ... ok
testGetNumberOfNodes_NotConnected (__main__.TestScalarisVM)
Test method for ScalarisVM.getNumberOfNodes() with a closed connection. ... ok
testGetOtherVMs1 (__main__.TestScalarisVM)
Test method for ScalarisVM.getOtherVMs(1). ... ok
testGetOtherVMs2 (__main__.TestScalarisVM)
Test method for ScalarisVM.getOtherVMs(2). ... ok
testGetOtherVMs3 (__main__.TestScalarisVM)
Test method for ScalarisVM.getOtherVMs(3). ... ok
testGetOtherVMs_NotConnected (__main__.TestScalarisVM)
Test method for ScalarisVM.getOtherVMs() with a closed connection. ... ok
testGetVersion1 (__main__.TestScalarisVM)
Test method for ScalarisVM.getVersion(). ... ok
testGetVersion_NotConnected (__main__.TestScalarisVM)
Test method for ScalarisVM.getVersion() with a closed connection. ... ok
testKillNode1 (__main__.TestScalarisVM)
Test method for ScalarisVM.killNode(). ... ok
testKillNode_NotConnected (__main__.TestScalarisVM)
Test method for ScalarisVM.killNode() with a closed connection. ... ok
testKillNodes0 (__main__.TestScalarisVM)
Test method for ScalarisVM.killNodes(0). ... ok
testKillNodes1 (__main__.TestScalarisVM)
Test method for ScalarisVM.killNodes(1). ... ok
testKillNodes3 (__main__.TestScalarisVM)
Test method for ScalarisVM.killNodes(3). ... ok
testKillNodesByName0 (__main__.TestScalarisVM)
Test method for ScalarisVM.killNodesByName(0). ... ok
testKillNodesByName1 (__main__.TestScalarisVM)
Test method for ScalarisVM.killNodesByName(1). ... ok
testKillNodesByName3 (__main__.TestScalarisVM)
Test method for ScalarisVM.killNodesByName(3). ... ok
testKillNodesByName_NotConnected (__main__.TestScalarisVM)
Test method for ScalarisVM.killNodesByName() with a closed connection. ... ok
testKillNodes_NotConnected (__main__.TestScalarisVM)
Test method for ScalarisVM.killNodes() with a closed connection. ... ok
testScalarisVM1 (__main__.TestScalarisVM) ... ok
testScalarisVM2 (__main__.TestScalarisVM) ... ok
testShutdownNode1 (__main__.TestScalarisVM)
Test method for ScalarisVM.shutdownNode(). ... ok
testShutdownNode_NotConnected (__main__.TestScalarisVM)
Test method for ScalarisVM.shutdownNode() with a closed connection. ... ok
testShutdownNodes0 (__main__.TestScalarisVM)
Test method for ScalarisVM.shutdownNodes(0). ... ok
testShutdownNodes1 (__main__.TestScalarisVM)
Test method for ScalarisVM.shutdownNodes(1). ... ok
testShutdownNodes3 (__main__.TestScalarisVM)
Test method for ScalarisVM.shutdownNodes(3). ... ok
testShutdownNodesByName0 (__main__.TestScalarisVM)
Test method for ScalarisVM.shutdownNodesByName(0). ... ok
testShutdownNodesByName1 (__main__.TestScalarisVM)
Test method for ScalarisVM.shutdownNodesByName(1). ... ok
testShutdownNodesByName3 (__main__.TestScalarisVM)
Test method for ScalarisVM.shutdownNodesByName(3). ... ok
testShutdownNodesByName_NotConnected (__main__.TestScalarisVM)
Test method for ScalarisVM.shutdownNodesByName() with a closed connection. ... ok
testShutdownNodes_NotConnected (__main__.TestScalarisVM)
Test method for ScalarisVM.shutdownNodes() with a closed connection. ... ok
testAbort_Empty (__main__.TestTransaction) ... ok

```

```

testAbort_NotConnected (__main__.TestTransaction) ... ok
testCommit_Empty (__main__.TestTransaction) ... ok
testCommit_NotConnected (__main__.TestTransaction) ... ok
testDoubleClose (__main__.TestTransaction) ... ok
testRead_NotConnected (__main__.TestTransaction) ... ok
testRead_NotFound (__main__.TestTransaction) ... ok
testReqList1 (__main__.TestTransaction) ... ok
testReqList_Empty (__main__.TestTransaction) ... ok
testReqTooLarge (__main__.TestTransaction) ... ok
testTransaction1 (__main__.TestTransaction) ... ok
testTransaction3 (__main__.TestTransaction) ... ok
testVarious (__main__.TestTransaction) ... ok
testWriteList1 (__main__.TestTransaction) ... ok
testWriteString (__main__.TestTransaction) ... ok
testWriteString_NotConnected (__main__.TestTransaction) ... ok
testWriteString_NotFound (__main__.TestTransaction) ... ok
testDoubleClose (__main__.TestTransactionSingleOp) ... ok
testRead_NotConnected (__main__.TestTransactionSingleOp) ... ok
testRead_NotFound (__main__.TestTransactionSingleOp) ... ok
testReqList1 (__main__.TestTransactionSingleOp) ... ok
testReqList_Empty (__main__.TestTransactionSingleOp) ... ok
testReqTooLarge (__main__.TestTransactionSingleOp) ... ok
testTestAndSetList1 (__main__.TestTransactionSingleOp) ... ok
testTestAndSetList2 (__main__.TestTransactionSingleOp) ... ok
testTestAndSetList_NotConnected (__main__.TestTransactionSingleOp) ... ok
testTestAndSetList_NotFound (__main__.TestTransactionSingleOp) ... ok
testTestAndSetString1 (__main__.TestTransactionSingleOp) ... ok
testTestAndSetString2 (__main__.TestTransactionSingleOp) ... ok
testTestAndSetString_NotConnected (__main__.TestTransactionSingleOp) ... ok
testTestAndSetString_NotFound (__main__.TestTransactionSingleOp) ... ok
testTransactionSingleOp1 (__main__.TestTransactionSingleOp) ... ok
testTransactionSingleOp2 (__main__.TestTransactionSingleOp) ... ok
testWriteList1 (__main__.TestTransactionSingleOp) ... ok
testWriteList2 (__main__.TestTransactionSingleOp) ... ok
testWriteList_NotConnected (__main__.TestTransactionSingleOp) ... ok
testWriteString1 (__main__.TestTransactionSingleOp) ... ok
testWriteString2 (__main__.TestTransactionSingleOp) ... ok
testWriteString_NotConnected (__main__.TestTransactionSingleOp) ... ok
-----
Ran 84 tests in 3.565s

OK
'jtest_boot@csr-pc40.zib.de'

```

## 5.4. Python3 unit tests

The Python 3 tests are similar to the Python 2 tests above and can be run by executing `make python3-test`.

## 5.5. Ruby unit tests

The Ruby unit tests can be run by executing `make ruby-test` in the main directory. This will start a Scalaris node with the default ports and test all functions of the Ruby API. A typical run will look like the following:

```

%> make ruby-test
[...]
# Running tests:

TestReplicatedDHT#testDelete1 = 0.19 s = .
TestReplicatedDHT#testDelete2 = 0.29 s = .
TestReplicatedDHT#testDelete_notExistingKey = 0.05 s = .

```

```

TestReplicatedDHT#testDoubleClose = 0.00 s = .
TestReplicatedDHT#testReplicatedDHT1 = 0.00 s = .
TestReplicatedDHT#testReplicatedDHT2 = 0.00 s = .
TestTransaction#testAbort_Empty = 0.00 s = .
TestTransaction#testAbort_NotConnected = 0.00 s = .
TestTransaction#testCommit_Empty = 0.00 s = .
TestTransaction#testCommit_NotConnected = 0.00 s = .
TestTransaction#testDoubleClose = 0.00 s = .
TestTransaction#testRead_NotConnected = 0.00 s = .
TestTransaction#testRead_NotFound = 0.00 s = .
TestTransaction#testReqList1 = 0.02 s = .
TestTransaction#testReqList_Empty = 0.00 s = .
TestTransaction#testReqTooLarge = 0.38 s = .
TestTransaction#testTransaction1 = 0.00 s = .
TestTransaction#testTransaction3 = 0.00 s = .
TestTransaction#testVarious = 0.01 s = .
TestTransaction#testWriteList1 = 0.08 s = .
TestTransaction#testWriteString = 0.11 s = .
TestTransaction#testWriteString_NotConnected = 0.00 s = .
TestTransaction#testWriteString_NotFound = 0.00 s = .
TestTransactionSingleOp#testDoubleClose = 0.00 s = .
TestTransactionSingleOp#testRead_NotConnected = 0.00 s = .
TestTransactionSingleOp#testRead_NotFound = 0.00 s = .
TestTransactionSingleOp#testReqList1 = 0.03 s = .
TestTransactionSingleOp#testReqList_Empty = 0.00 s = .
TestTransactionSingleOp#testReqTooLarge = 0.38 s = .
TestTransactionSingleOp#testTestAndSetList1 = 0.07 s = .
TestTransactionSingleOp#testTestAndSetList2 = 0.05 s = .
TestTransactionSingleOp#testTestAndSetList_NotConnected = 0.00 s = .
TestTransactionSingleOp#testTestAndSetList_NotFound = 0.00 s = .
TestTransactionSingleOp#testTestAndSetString1 = 0.06 s = .
TestTransactionSingleOp#testTestAndSetString2 = 0.08 s = .
TestTransactionSingleOp#testTestAndSetString_NotConnected = 0.00 s = .
TestTransactionSingleOp#testTestAndSetString_NotFound = 0.00 s = .
TestTransactionSingleOp#testTransactionSingleOp1 = 0.00 s = .
TestTransactionSingleOp#testTransactionSingleOp2 = 0.00 s = .
TestTransactionSingleOp#testWriteList1 = 0.06 s = .
TestTransactionSingleOp#testWriteList2 = 0.02 s = .
TestTransactionSingleOp#testWriteList_NotConnected = 0.00 s = .
TestTransactionSingleOp#testWriteString1 = 0.08 s = .
TestTransactionSingleOp#testWriteString2 = 0.05 s = .
TestTransactionSingleOp#testWriteString_NotConnected = 0.00 s = .

Finished tests in 2.040348s, 22.0551 tests/s, 675.8650 assertions/s.

45 tests, 1379 assertions, 0 failures, 0 errors, 0 skips

ruby -v: ruby 2.1.3p242 (2014-09-19 revision 47630) [x86_64-linux-gnu]
'jtest_boot@csr-pc40.zib.de'

```

## 5.6. Interoperability Tests

In order to check whether the common types described in Section 4.1 on page 19 are fully supported by the APIs and yield to the appropriate types in another API, we implemented some interoperability tests. Two make targets exist:

- `make interop-test` verifies compliance in Java, Python2 and Ruby,
- `make interop3-test` verifies compliance in Java, Python2, Python3 and Ruby.

This will start a Scalaris node with the default ports, write test data using the mentioned APIs and let each API read the data it wrote itself as well as the data the other APIs wrote. On success it will print

```
%> make interop3-test  
[...]  
all tests successful
```

## 6. Troubleshooting

### 6.1. Network

Scalaris uses a couple of TCP ports for communication. It does not use UDP at the moment.

	HTTP Server	Inter-node communication
default (see <code>bin/scalaris.cfg</code> )	8000	14195–14198
first node ( <code>bin/firstnode.sh</code> )	8000	14195
joining node 1 ( <code>bin/joining_node.sh</code> )	8001	14196
other joining nodes ( <code>bin/joining_node.sh &lt;ID&gt;</code> )	8000 + <ID>	14195 + <ID>
standalone mgmt server ( <code>bin/mgmt-server.sh</code> )	7999	14194

Please make sure that at least 14195 and 14196 are not blocked by firewalls in order to be able to start at least one first and one joining node on each machine..

### 6.2. Miscellaneous

For up-to-date information about frequently asked questions and troubleshooting, please refer to our FAQs at <http://scalaris.zib.de/faq.html> and our mailing list at <http://groups.google.com/group/scalaris>.

# Part II.

## Developers Guide

## 7. General Hints

### 7.1. Coding Guidelines

- Keep the code short
- Use `gen_component` to implement additional processes
- Don't use `receive` by yourself (Exception: to implement single threaded user API calls (`cs_api`, `yaws_calls`, etc))
- Don't use `erlang:now/0`, `erlang:send_after/3`, `receive after` etc. in performance critical code, consider using `msg_delay` instead.
- Don't use `timer:tc/3` as it catches exceptions. Use `util:tc/3` instead.

### 7.2. Testing Your Modifications and Extensions

- Run the testsuites using `make test`
- Run the java api test using `make java-test` (Scalaris output will be printed if a test fails; if you want to see it during the tests, start a `bin/firstnode.sh` and run the tests by `cd java; ant test`)
- Run the Ruby client by starting Scalaris and running `cd contrib; ./jsonrpc.rb`

### 7.3. Help with Digging into the System

- use `ets:i/0,1` to get details on the local state of some processes
- consider changing `pdb.erl` to use `ets` instead of `erlang:put/get`
- Have a look at `strace -f -p PID` of beam process
- Get message statistics via the Web-interface
- enable/disable tracing for certain modules
- Trace messages using the `trace_mpath` module
- Use `etop` and look at the total memory size and atoms generated
- send processes `sleep` or `kill` messages to test certain behaviour (see `gen_component.erl`)
- use `admin:number_of_nodes()`.
- use `admin:check_ring()`.



## 8. System Infrastructure

### 8.1. Groups of Processes

- What is it? How to distinguish from Erlangs internal named processes?
- Joining a process group
- Why do we do this... (managing several independent nodes inside a single Erlang VM for testing)

### 8.2. The Communication Layer `comm`

- in general
- format of messages (tuples)
- use messages with cookies (server and client side)
- What is a message tag?

### 8.3. The `gen_component`

The generic component model implemented by `gen_component` allows to add some common functionality to all the components that build up the Scalaris system. It supports:

**event-handlers:** message handling with a similar syntax as used in [3].

**FIFO order of messages:** components cannot be inadvertently locked as we do not use selective receive statements in the code.

**sleep and halt:** for testing components can sleep or be halted.

**debugging, breakpoints, stepwise execution:** to debug components execution can be steered via breakpoints, step-wise execution and continuation based on arriving events and user defined component state conditions.

**basic profiling,**

**state dependent message handlers:** depending on its state, different message handlers can be used and switched during runtime. Thereby a kind of state-machine based message handling is supported.

**prepared for `pid_groups`:** allows to send events to named processes inside the same group as the actual component itself (`send_to_group_member`) when just holding a reference to any group member, and

**unit-testing of event-handlers:** as message handling is separated from the main loop of the component, the handling of individual messages and thereby performed state manipulation can easily be tested in unit-tests by directly calling message handlers.

In Scalaris all Erlang processes should be implemented as `gen_component`. The only exception are functions interfacing to the client, where a transition from asynchronous to synchronous request handling is necessary and that are executed in the context of a client's process or a process that behaves as a proxy for a client (`cs_api`).

### 8.3.1. A basic `gen_component` including a message handler

To implement a `gen_component`, the component has to provide the `gen_component` behaviour:

File `gen_component.erl`:

```

115 -ifdef(have_callback_support).
116 -callback init(Args::term()) -> user_state().
117 -else.
118 -spec behaviour_info(atom()) -> [{atom(), arity()}] | undefined.
119 behaviour_info(callbacks) ->
120     [
121         {init, 1} %% initialize component
122         %% note: can use arbitrary on-handler, but by default on/2 is used:
123         %% {on, 2} %% handle a single message
124         %% on(Msg, UserState) -> NewUserState | unknown_event | kill
125     ];
126 behaviour_info(_Other) -> undefined.
127 -endif.

```

This is illustrated by the following example:

File `msg_delay.erl`:

```

107 %% initialize: return initial state.
108 -spec init([]) -> state().
109 init([]) ->
110     ?TRACE("msg_delay:init for pid group ~p~n", [pid_groups:my_groupname()]),
111     %% For easier debugging, use a named table (generates an atom)
112     %% TableName = erlang:list_to_atom(pid_groups:my_groupname() ++ "_msg_delay"),
113     %% TimeTable = pdb:new(TableName, [set, protected, named_table]),
114     %% use random table name provided by ets to *not* generate an atom
115     TimeTable = pdb:new(?MODULE, [set]),
116     comm:send_local(self(), {msg_delay_periodic}),
117     _State = {TimeTable, _Round = 0}.
118
119 -spec on(message(), state()) -> state().
120 on({msg_delay_req, Seconds, Dest, Msg, Options} = _FullMsg,
121    {TimeTable, Counter} = State) ->
122    ?TRACE("msg_delay:on(~.0p, ~.0p)~n", [_FullMsg, State]),
123    Future = trunc(Counter + Seconds),
124    EMsg = case erlang:get(trace_mpath) of
125        undefined -> Msg;
126        PState -> trace_mpath:epidemic_reply_msg(PState, comm:this(), Dest, Msg)
127    end,
128    case pdb:get(Future, TimeTable) of
129        undefined ->
130            pdb:set({Future, [{Dest, EMsg, Options}]}, TimeTable);
131        {_, MsgQueue} ->
132            pdb:set({Future, [{Dest, EMsg, Options} | MsgQueue]}, TimeTable)
133    end,
134    State;
135
136 %% periodic trigger
137 on({msg_delay_periodic} = Trigger, {TimeTable, Counter} = _State) ->
138    ?TRACE("msg_delay:on(~.0p, ~.0p)~n", [Trigger, State]),
139    % triggers are not allowed to be infected!
140    ?DBG_ASSERT2(not trace_mpath:infected(), trigger_infected),
141    _ = case pdb:take(Counter, TimeTable) of
142        undefined -> ok;
143        {_, MsgQueue} ->

```

```

144     _ = [ case Msg of
145             {'$gen_component', trace_mpath, PState, _From, _To, OrigMsg} ->
146                 case element(2, PState) of %% element 2 is the logger
147                     {proto_sched, _} ->
148                         log:log("msg_delay: proto_sched not ready for delayed messages, so
149                             %% these messages should not be
150                             %% accepted to the database of
151                             %% msg_delay anyway, but instead
152                             %% should be immediately delivered
153                             %% to proto_sched for the 'delayed'
154                             %% messages pool (which is not
155                             %% implemented yet) (see send_local,
156                             %% send_local_as_client)
157                             %% erlang:throw(redirect_proto_sched_msgs_at_submission_please)
158                         ok;
159                     _ ->
160                         trace_mpath:start(PState),
161                         comm:send_local(Dest, OrigMsg, Options),
162                         trace_mpath:stop()
163                     end;
164                 _ ->
165                     ?DBG_ASSERT2(not trace_mpath:infected(), infected_with_uninfected_msg),
166                     comm:send_local(Dest, Msg, Options)
167             end || {Dest, Msg, Options} <- MsgQueue ]
168     end,
169     _ = comm:send_local_after(1000, self(), Trigger),
170     {TimeTable, Counter + 1};
171
172 on({web_debug_info, Requestor}, {TimeTable, Counter} = State) ->
173     KeyValueList =
174         [{"queued messages (in 0-10s, messages):", ""}] |
175         [begin
176             Future = trunc(Counter + Seconds),
177             Queue = case pdb:get(Future, TimeTable) of
178                 undefined -> none;
179                 {_, Q} -> Q
180             end,
181             {webhelpers:safe_html_string("~p", [Seconds]),
182              webhelpers:safe_html_string("~p", [Queue])}
183         end || Seconds <- lists:seq(0, 10)]],
184     comm:send_local(Requestor, {web_debug_info_reply, KeyValueList}),
185     State.

```

`your_gen_component:init/1` is called during start-up of a `gen_component` and should return the initial state to be used for this `gen_component`. Later, the current state of the component can be retrieved using `gen_component:get_state/1`.

To react on messages / events, a message handler is used. The default message handler is given to `gen_component:start_link/4` as well as `gen_component:start/4` or `gen_component:start/5`. It can be changed by calling `gen_component:change_handler/2` (see Section 8.3.7). When an event / message for the component arrives, this handler is called with the event itself and the current state of the component. In the handler, the state of the component may be adjusted depending upon the event. The handler itself may trigger new events / messages for itself or other components and has finally to return the updated state of the component or the atoms `unknown_event` or `kill`. It must neither call `receive` nor `timer:sleep/1` nor `erlang:exit/1`.

### 8.3.2. How to start a `gen_component`?

A `gen_component` can be started using one of:

```

gen_component:start(Module, Handler, Args, GenCOptions = [])
gen_component:start_link(Module, Handler, Args, GenCOptions = [])

```

Module: the name of the module your component is implemented in

Handler: the initial message handler

Args: List of parameters passed to `Module:init/1` for initialization

GenCOptions: optional parameter. List of options for `gen_component`

`{pid_groups_join_as, ProcessGroup, ProcessName}`: registers the new process with the given process group (also called instanceid) and name using `pid_groups`.

`{erlang_register, ProcessName}`: registers the process as a named Erlang process.

`{wait_for_init}`: wait for `Module:init/1` to return before returning to the caller.

These functions are compatible to the Erlang/OTP supervisors. They spawn a new process for the component which itself calls `Module:init/1` with the given Args to initialize the component. `Module:init/1` should return the initial state for your component. For each message sent to this component, the default message handler `Module:on(Message, State)` will be called, which should react on the message and return the updated state of your component.

`gen_component:start()` and `gen_component:start_link()` return the pid of the spawned process as `{ok, Pid}`.

### 8.3.3. When does a `gen_component` terminate?

A `gen_component` can be stopped using:

`gen_component:kill(Pid)` or by returning `kill` from the current message handler.

### 8.3.4. How to determine whether a process is a `gen_component`?

A `gen_component` can be detected by:

`gen_component:is_gen_component(Pid)`, which returns a boolean.

### 8.3.5. What happens when unexpected events / messages arrive?

Your message handler (default is `your_gen_component:on/2`) should return `unknown_event` in the final clause (`your_gen_component:on(_, _)`). `gen_component` then will nicely report on the unhandled message, the component's name, its state and currently active message handler, as shown in the following example:

```
# bin/boot.sh
[...]  
(boot@localhost)10> pid_groups ! {no_message}.  
{no_message}  
[error] unknown message: {no_message} in Module: pid_groups and  
handler on in State null  
(boot@localhost)11>
```

The `pid_groups` (see Section 8.1) is a `gen_component` which registers itself as named Erlang process with the `gen_component` option `erlang_register` and therefore can be addressed by its name in the Erlang shell. We send it a `{no_message}` and `gen_component` reports on the unhandled message. The `pid_groups` module itself continues to run and waits for further messages.

### 8.3.6. What if my message handler generates an exception or crashes the process?

`gen_component` catches exceptions generated by message handlers and reports them with a stack trace, the message, that generated the exception, and the current state of the component.

If a message handler terminates the process via `erlang:exit/1`, this is out of the responsibility scope of `gen_component`. As usual in Erlang, all linked processes will be informed. If for example `gen_component:start_link/2` or `/3` was used for starting the `gen_component`, the spawning process will be informed, which may be an Erlang supervisor process taking further actions.

### 8.3.7. Changing message handlers and implementing state dependent message responsiveness as a state-machine

Sometimes it is beneficial to handle messages depending on the state of a component. One possibility to express this is implementing different clauses depending on the state variable, another is introducing case clauses inside message handlers to distinguish between current states. Both approaches may become tedious, error prone, and may result in confusing source code.

Sometimes the use of several different message handlers for different states of the component leads to clearer arranged code, especially if the set of handled messages changes from state to state. For example, if we have a component with an initialization phase and a production phase afterwards, we can handle in the first message handler messages relevant during the initialization phase and simply queue all other requests for later processing using a common default clause.

When initialization is done, we handle the queued user requests and switch to the message handler for the production phase. The message handler for the initialization phase does not need to know about messages occurring during production phase and the message handler for the production phase does not need to care about messages used during initialization. Both handlers can be made independent and may be extended later on without any adjustments to the other.

One can also use this scheme to implement complex state-machines by changing the message handler from state to state.

To switch the message handler `gen_component:change_handler(State, new_handler)` is called as the last operation after a message in the active message handler was handled, so that the return value of `gen_component:change_handler/2` is propagated to `gen_component`. The new handler is given as an atom, which is the name of the 2-ary function in your component module to be called.

#### Starting with non-default message handler.

It is also possible to change the message handler right from the start in your `your_gen_component:init/1` to avoid the default message handler `your_gen_component:on/2`. Just create your initial state as usual and call `gen_component:change_handler(State, my_handler)` as the final call in your `your_gen_component:init/1`. We prepared `gen_component:change_handler/2` to return `State` itself, so this will work properly.

### 8.3.8. Handling several messages atomically

The message handler is called for each message separately. Such a single call is atomic, i.e. the component does not perform any other action until the called message handler finishes. Sometimes, it is necessary to execute two or more calls to the message handler atomically (without other

interleaving messages). For example if a message A contains another message B as payload, it may be necessary to handle A and B directly one after the other without interference of other messages. So, after handling A you want to call your message handler with B.

In most cases, you could just do so by calculating the new state as result of handling message A first and then calling the message handler with message B and the new state by yourself.

It is safer to use `gen_component:post_op(2)` in such cases: When *B* contains a special message, which is usually handled by the `gen_component` module itself (like `send_to_group_member`, `kill`, `sleep`), the direct call to the message handler would not achieve the expected result. By calling `gen_component:post_op(B, NewState)` to return the new state after handling message A, message B will be handled directly after the current message A.

### 8.3.9. Halting and pausing a `gen_component`

Using `gen_component:kill(Pid)` and `gen_component:sleep(Pid, Time)` components can be terminated or paused.

### 8.3.10. Integration with `pid_groups`: Redirecting messages to other `gen_components`

Each `gen_component` by itself is prepared to support `comm:send_to_group_member/3` which forwards messages inside a group of processes registered via `pid_groups` (see Section 8.1) by their name. So, if you hold a `Pid` of one member of a process group, you can send messages to other members of this group, if you know their registered Erlang name. You do not necessarily have to know their individual `Pid`.

*In consequence, no `gen_component` can individually handle messages of the form `{send_to_group_member, _, _}` as such messages are consumed by `gen_component` itself.*

### 8.3.11. Replying to ping messages

Each `gen_component` replies automatically to `{ping, Pid}` requests with a `{pong}` send to the given `Pid`. Such messages are generated, for example, by `vivaldi_latency` which is used by our `vivaldi` module.

*In consequence, no `gen_component` can individually handle messages of the form: `{ping, _}` as such messages are consumed by `gen_component` itself.*

### 8.3.12. The debugging interface of `gen_component`: Breakpoints and step-wise execution

We equipped `gen_component` with a debugging interface, which especially is beneficial, when testing the interplay between several `gen_components`. It supports breakpoints (bp) which can pause the `gen_component` depending on the arriving messages or depending on user defined conditions. If a breakpoint is reached, the execution can be continued step-wise (message by message) or until the next breakpoint is reached.

We use it in our unit tests to steer protocol interleavings and to perform tests using random protocol interleavings between several processes (see `paxos_SUITE`). It allows also to reproduce given protocol interleavings for better testing.

## Managing breakpoints.

Breakpoints are managed by the following functions:

`gen_component:bp_set(Pid, MsgTag, BPName)`: For the component running under `Pid` a breakpoint `BPName` is set. It is reached, when a message with a message tag `MsgTag` is next to be handled by the component (See `comm:get_msg_tag/1` and Section 8.2 for more information on message tags). The `BPName` is used as a reference for this breakpoint, for example to delete it later.

`gen_component:bp_set_cond(Pid, Cond, BPName)`: The same as `gen_component:bp_set/3` but a user defined condition implemented in `{Module, Function, Params = 2} = Cond` is checked by calling `Module:Function(Message, State)` to decide whether a breakpoint is reached or not. `Message` is the next message to be handled by the component and `State` is the current state of the component. `Module:Function/2` should return a boolean.

`gen_component:bp_del(Pid, BPName)`: The breakpoint `BPName` is deleted. If the component is in this breakpoint, it will not be released by this call. This has to be done separately by `gen_component:bp_cont/1`. But the deleted breakpoint will no longer be considered for newly entering a breakpoint.

`gen_component:bp_barrier(Pid)`: Delay all further handling of breakpoint requests until a breakpoint is actually entered.

*Note, that the following call sequence may not catch the breakpoint at all, as during the sleep the component not necessarily consumes a ping message and the set breakpoint 'sample\_bp' may already be deleted before a ping message arrives.*

```
gen_component:bp_set(Pid, ping, sample_bp),
timer:sleep(10),
gen_component:bp_del(Pid, sample_bp),
gen_component:bp_cont(Pid).
```

*To overcome this, `gen_component:bp_barrier/1` can be used:*

```
gen_component:bp_set(Pid, ping, sample_bp),
gen_component:bp_barrier(Pid),
%% After the bp_barrier request, following breakpoint requests
%% will not be handled before a breakpoint is actually entered.
%% The gen_component itself is still active and handles messages as usual
%% until it enters a breakpoint.
gen_component:bp_del(Pid, sample_bp),
% Delete the breakpoint after it was entered once (ensured by bp_barrier).
% Release the gen_component from the breakpoint and continue.
gen_component:bp_cont(Pid).
```

None of the calls in the sample listing above is blocking. It just schedules all the operations, including the `bp_barrier`, for the `gen_component` and immediately finishes. The actual events of entering and continuing the breakpoint in the `gen_component` happens independently later on, when the next ping message arrives.

## Managing execution.

The execution of a `gen_component` can be managed by the following functions:

`gen_component:bp_step(Pid)`: This is the only blocking breakpoint function. It waits until the `gen_component` is in a breakpoint and has handled a single message. It returns the module,



the active message handler, and the handled message as a tuple `{Module, On, Message}`. This function does not actually finish the breakpoint, but just lets a single message pass through. For further messages, no breakpoint condition has to be valid, the original breakpoint is still active. To leave a breakpoint, use `gen_component:bp_cont/1`.

`gen_component:bp_cont(Pid)`: Leaves a breakpoint. `gen_component` runs as usual until the next breakpoint is reached.

If no further breakpoints should be entered after continuation, you should delete the registered breakpoint using `gen_component:bp_del/2` before continuing the execution with `gen_component:bp_cont/1`. To ensure, that the breakpoint is entered at least once, `gen_component:bp_barrier/1` should be used before deleting the breakpoint (see the example above). Otherwise it could happen, that the delete request arrives at your `gen_component` before it was actually triggered. The following continuation request would then unintentional apply to an unrelated breakpoint that may be entered later on.

`gen_component:runnable(Pid)`: Returns whether a `gen_component` has messages to handle and is runnable. If you know, that a `gen_component` is in a breakpoint, you can use this to check, whether a `gen_component:bp_step/1` or `gen_component:bp_cont/1` is applicable to the component.

## Tracing handled messages – getting a message interleaving protocol.

We use the debugging interface of `gen_component` to test protocols with random interleaving. First we start all the components involved, set breakpoints on the initialization messages for a new Paxos consensus and then start a single Paxos instance on all of them. The outcome of the Paxos consensus is a `learner_decide` message. So, in `paxos_SUITE:step_until_decide/3` we look for runnable processes and select randomly one of them to perform a single step until the protocol finishes with a decision.

File `paxos_SUITE.erl`:

```

234 -spec prop_rnd_interleave(1..4, 4..16, {pos_integer(), pos_integer(), pos_integer()})
235     -> true.
236 prop_rnd_interleave(NumProposers, NumAcceptors, Seed) ->
237     ct:pal("Called with: paxos_SUITE:prop_rnd_interleave(~p, ~p, ~p).~n",
238         [NumProposers, NumAcceptors, Seed]),
239     Majority = NumAcceptors div 2 + 1,
240     {Proposers, Acceptors, Learners} =
241         make(NumProposers, NumAcceptors, 1, "rnd_interleave"),
242     %% set bp on all processes
243     _ = [ gen_component:bp_set(comm:make_local(X), ?proposer_initialize, bp)
244         || X <- Proposers ],
245     _ = [ gen_component:bp_set(comm:make_local(X), acceptor_initialize, bp)
246         || X <- Acceptors ],
247     _ = [ gen_component:bp_set(comm:make_local(X), learner_initialize, bp)
248         || X <- Learners ],
249     %% start paxos instances
250     _ = [ proposer:start_paxosid(X, paxidrndinterl, Acceptors,
251         proposal, Majority, NumProposers, Y)
252         || {X,Y} <- lists:zip(Proposers, lists:seq(1, NumProposers)) ],
253     _ = [ acceptor:start_paxosid(X, paxidrndinterl, Learners)
254         || X <- Acceptors ],
255     _ = [ learner:start_paxosid(X, paxidrndinterl, Majority,
256         comm:this(), cpaxidrndinterl)
257         || X <- Learners ],
258     %% randomly step through protocol
259     OldSeed = random:seed(Seed),
260     Steps = step_until_decide(Proposers ++ Acceptors ++ Learners, cpaxidrndinterl, 0),
261     ct:pal("Needed ~p steps~n", [Steps]),
262     _ = case OldSeed of

```



```

263         undefined -> ok;
264         _ -> random:seed(OldSeed)
265     end,
266     _ = [ gen_component:kill(comm:make_local(X))
267           || X <- lists:flatten([Proposers, Acceptors, Learners])],
268     true.
269
270 step_until_decide(Processes, PaxId, SumSteps) ->
271     %% io:format("Step ~p~n", [SumSteps]),
272     Runnable = [ X || X <- Processes, gen_component:runnable(comm:make_local(X)) ],
273     case Runnable of
274     [] ->
275         ct:pal("No runnable processes of ~p~n", [length(Processes)]),
276         timer:sleep(5), step_until_decide(Processes, PaxId, SumSteps);
277     _ ->
278         Num = random:uniform(length(Runnable)),
279         _ = gen_component:bp_step(comm:make_local(lists:nth(Num, Runnable))),
280         receive
281             {learner_decide, cpaxidrndinterl, _, _Res} = _Any ->
282                 %% io:format("Received ~p~n", [_Any]),
283                 SumSteps
284         after 0 -> step_until_decide(Processes, PaxId, SumSteps + 1)
285         end
286     end.

```

To get a message interleaving protocol, we either can output the results of each `gen_component:bp_step/1` call together with the `Pid` we selected for stepping, or alter the definition of the macro `TRACE_BP_STEPS` in `gen_component`, when we execute all `gen_components` locally in the same Erlang virtual machine.

File `gen_component.erl`:

```

41 %-define(TRACE_BP_STEPS(X,Y), io:format(X,Y)).      %% output on console
42 %-define(TRACE_BP_STEPS(X,Y), log:pal(X,Y)).        %% output even if called by unittest
43 %-define(TRACE_BP_STEPS(X,Y), io:format(user,X,Y)). %% clean output even if called by unittest
44 -define(TRACE_BP_STEPS(X,Y), ok).

```

### 8.3.13. Future use and planned extensions for `gen_component`

`gen_component` could be further extended. For example it could support hot-code upgrade or could be used to implement algorithms that have to be run across several components of *Scalaris* like snapshot algorithms or similar extensions.

## 8.4. The Process' Database (pdb)

- How to use it and how to switch from `erlang:put/set` to `ets` and implied limitations.

## 8.5. Failure Detectors (fd)

- uses Erlang monitors locally
- is independent of component load
- uses heartbeats between Erlang virtual machines
- uses a single proxy heartbeat server per Erlang virtual machine, which itself uses Erlang monitors to monitor locally

- uses dynamic timeouts to implement an eventually perfect failure detector.

## 8.6. Monitoring Statistics (monitor, rrd)

The `monitor` module offers several methods to gather meaningful statistics using the `rrd()` data type defined in `rrd`.

`rrd()` records work with time slots, i.e. a fixed slot length is given at creation and items which should be inserted will be either put into the current slot, or a new slot will be created. Each data item thus needs a time stamp associated with it. It must not be a real time, but can also be a virtual time stamp.

The `rrd` module thus offers two different APIs: one with transparent time handling, e.g. `rrd:create/3`, `rrd:add_now/2`, and one with manual time handling, e.g. `rrd:create/4`, `rrd:add/3`.

To allow different evaluations of the stored data, the following types of data are supported:

- `gauge`: only stores the newest value of a time slot, e.g. for thermometers,
- `counter`: sums up all values inside a time slot,
- `timing`: records time spans and stores values to easily calculate e.g. the sum, the standard deviation, the number of events, the min and max,
- `timing_with_hist`: similar to `timing` but also records a more detailed (approximated) histogram of the data,
- `event`: records each event (including its time stamp) inside a time slot in a list (this should be rarely used as the amount of data stored may be very big).
- `histogram, N`: records values in an approximative histogram of size `N`
- `histogram_rt, N, BaseKey`: histogram of size `N` which operates on the key space of the DHT. `BaseKey` is the key with the largest distance to all keys in the histogram.

The `monitor` offers functions to conveniently store and retrieve such values. It is also started as a process in each `dht_node` and `basic_services` group as well as inside each `clients_group`. This process ultimately stores the whole `rrd()` structure. There are three paradigms how values can be stored:

1. Values are gathered in the process that is generating the values. Inside this process, the `rrd()` is stored in the erlang dictionary. Whenever a new time slot is started, the values will be reported to the monitor process of the gathering process' group.
2. Values are gathered in the process that is generating the values. Inside this process, the `rrd()` is handled manually. After changing the `rrd()`, a manual check for reporting needs to be issued using `monitor:check_report/4`.
3. Values are immediately send to the monitor process where it undergoes the same procedures until it is finally stored and available to other processes. This is especially useful if the process generating the values does not live long or does not regularly create new data, e.g. the client.

The following example illustrates the first mode, i.e. gathering data in the generating process. It has been taken from the `cyclon` module which uses a `counter` data type:

```
% initialise the monitor with an empty rrd() using a 60s monitoring interval
monitor:proc_set_value(?MODULE, 'shuffle', rrd:create(60 * 1000000, 3, counter)),
% update the value by adding one
monitor:proc_set_value(?MODULE, 'shuffle', fun(Old) -> rrd:add_now(1, Old) end),
% check regularly whether to report the data to the monitor:
```

```
monitor:proc_check_timeslot(?MODULE, 'shuffle')
```

The first two parameters of `monitor:proc_set_value/3` define the name of a monitored value, the module's name and a unique key. The second can be either an `rrd()` or an update fun. The `monitor:proc_check_timeslot/3` function can be used if your module does not regularly create new data. In this case, the monitor process would not have the latest data for others to retrieve. This function forces a check and creates the new time slot if needed (thus reporting the data).

This is how forwarding works (taken from `api_tx`):

```
monitor:client_monitor_set_value(  
  ?MODULE, 'req_list',  
  fun(Old) ->  
    Old2 = case Old of  
              % 10s monitoring interval, only keep newest in the client process  
              undefined -> rrd:create(10 * 1000000, 1, {timing, ms});  
              _ -> Old  
            end,  
    rrd:add_now(TimeInUs / 1000, Old2)  
  end),
```

As in this case there is no safe way of initialising the value, it is more useful to provide an update fun to `monitor:client_monitor_set_value/3`. This function is only useful for the client processes as it reports to the monitor in the `clients_group` (recall that client processes do not belong to any group). All other processes should use `monitor:monitor_set_value/3` with the same semantics.

## 8.7. Writing Unit Tests

### 8.7.1. Plain Unit Tests

### 8.7.2. Randomized Testing Using `tester`

### 8.7.3. Randomized Testing Using `proto_sched`

## 9. Basic Structured Overlay

### 9.1. Ring Maintenance

### 9.2. T-Man

### 9.3. Routing Tables

Each node of the ring can perform searches in the overlay.

A search is done by a lookup in the overlay, but there are several other demands for communication between peers. Scalaris provides a general interface to route a message to the (other) peer, which is currently responsible for a given key.

File `api_dht_raw.erl`:

```
35 -spec unreliable_lookup(Key::?RT:key(), Msg::comm:message()) -> ok.
36 unreliable_lookup(Key, Msg) ->
37     comm:send_local(pid_groups:find_a(dht_node),
38                     {?lookup_aux, Key, 0, Msg}).
39
40 -spec unreliable_get_key(Key::?RT:key()) -> ok.
41 unreliable_get_key(Key) ->
42     unreliable_lookup(Key, {?get_key, comm:this(), noid, Key}).
43
44 -spec unreliable_get_key(CollectorPid::comm:mypid(),
45                         ReqId::{rdht_req_id, pos_integer()},
46                         Key::?RT:key()) -> ok.
47 unreliable_get_key(CollectorPid, ReqId, Key) ->
48     unreliable_lookup(Key, {?get_key, CollectorPid, ReqId, Key}).
```

The message `Msg` could be a `get_key` which retrieves content from the responsible node or a `get_node` message, which returns a pointer to the node.

All currently supported messages are listed in the file `dht_node.erl`.

The message routing is implemented in `dht_node_lookup.erl`

File `dht_node_lookup.erl`:

```
51 %% @doc Find the node responsible for Key and send him the message Msg.
52 -spec lookup_aux(State::dht_node_state:state(), Key::intervals:key(),
53                 Hops::non_neg_integer(), Msg::comm:message()) -> ok.
54 lookup_aux(State, Key, Hops, Msg) ->
55     case config:read(leases) of
56     true ->
57         lookup_aux_leases(State, Key, Hops, Msg);
58     - ->
59         lookup_aux_chord(State, Key, Hops, Msg)
60     end.
61
62 -spec lookup_aux_chord(State::dht_node_state:state(), Key::intervals:key(),
63                       Hops::non_neg_integer(), Msg::comm:message()) -> ok.
64 lookup_aux_chord(State, Key, Hops, Msg) ->
65     WrappedMsg = ?RT:wrap_message(Key, Msg, State, Hops),
```

```

66     case ?RT:next_hop(State, Key) of
67         {succ, P} -> % found node -> terminate
68             comm:send(P, {?lookup_fin, Key, ?HOPS_TO_DATA(Hops + 1), WrappedMsg}, [{shepherd, self()}]);
69         {other, P} ->
70             comm:send(P, {?lookup_aux, Key, Hops + 1, WrappedMsg}, [{shepherd, self()}])
71     end.
72
73 -spec lookup_aux_leases(State::dht_node_state:state(), Key::interval:key(),
74     Hops::non_neg_integer(), Msg::comm:message()) -> ok.
75 lookup_aux_leases(State, Key, Hops, Msg) ->
76     WrappedMsg = ?RT:wrap_message(Key, Msg, State, Hops),
77     case leases:is_responsible(State, Key) of
78         true ->
79             comm:send_local(dht_node_state:get(State, monitor_proc),
80                 {lookup_hops, Hops}),
81             DHTNode = pid_groups:find_a(dht_node),
82             %log:log("aux -> fin: ~p ~p~n", [self(), DHTNode]),
83             comm:send_local(DHTNode,
84                 {?lookup_fin, Key, ?HOPS_TO_DATA(Hops + 1), WrappedMsg});
85         maybe ->
86             DHTNode = pid_groups:find_a(dht_node),
87             %log:log("aux -> fin: ~p ~p~n", [self(), DHTNode]),
88             comm:send_local(DHTNode,
89                 {?lookup_fin, Key, ?HOPS_TO_DATA(Hops + 1), WrappedMsg});
90         false ->
91             MyRange = dht_node_state:get(State, my_range),
92             case intervals:in(Key, MyRange) of
93                 true ->
94                     % @doc we are here because leases and rm disagree
95                     % over responsibility. One cause for this case can
96                     % be join/sliding. Our successor still has the
97                     % lease for our range. But rm already believes
98                     % that we are responsible for our range. The
99                     % solution is to forward the lookup to our
100                     % successor instead of asking rt.
101                     Succ = node:pidX(dht_node_state:get(State, succ)),
102                     comm:send(Succ, {?lookup_aux, Key, Hops + 1, WrappedMsg}, [{shepherd, self()}]);
103                 false ->
104                     P = element(2, ?RT:next_hop(State, Key)),
105                     comm:send(P, {?lookup_aux, Key, Hops + 1, WrappedMsg}, [{shepherd, self()}])
106             end
107     end.
108
109 %% @doc Find the node responsible for Key and send him the message Msg.
110 -spec lookup_fin(State::dht_node_state:state(), Key::interval:key(),
111     Data::data(), Msg::comm:message()) -> dht_node_state:state().
112 lookup_fin(State, Key, Hops, Msg) ->
113     case config:read(leases) of
114         true ->
115             lookup_fin_leases(State, Key, Hops, Msg);
116         _ ->
117             lookup_fin_chord(State, Key, Hops, Msg)
118     end.
119
120 -spec lookup_fin_chord(State::dht_node_state:state(), Key::interval:key(),
121     Data::data(), Msg::comm:message()) -> dht_node_state:state().
122 lookup_fin_chord(State, Key, Data, Msg) ->
123     MsgFwd = dht_node_state:get(State, msg_fwd),
124     FwdList = [P || {I, P} <- MsgFwd, intervals:in(Key, I)],
125     Hops = ?HOPS_FROM_DATA(Data),
126     case FwdList of
127         [] ->
128             case dht_node_state:is_db_responsible__no_msg_fwd_check(Key, State) of
129                 true ->
130                     %comm:send_local(dht_node_state:get(State, monitor_proc),
131                         {lookup_hops, Hops}),
132                     %Unwrap = ?RT:unwrap_message(Msg, State),
133                     %gen_component:post_op(Unwrap, State);
134                     deliver(State, Msg, false, Hops);
135                 false ->
136                     % do not warn if

```

```

137         % a) received lookup_fin due to a msg_fwd while sliding and
138         % before the other node removed the message forward or
139         % b) our pred is not be aware of our ID change yet (after
140         % moving data to our successor) yet
141         SlidePred = dht_node_state:get(State, slide_pred),
142         SlideSucc = dht_node_state:get(State, slide_succ),
143         Neighbors = dht_node_state:get(State, neighbors),
144         InSlideIntervalFun =
145             fun(SlideOp) ->
146                 slide_op:is_slide(SlideOp) andalso
147                     slide_op:get_sendORreceive(SlideOp) == 'send' andalso
148                         intervals:in(Key, slide_op:get_interval(SlideOp))
149             end,
150         case lists:any(InSlideIntervalFun, [SlidePred, SlideSucc]) orelse
151             intervals:in(Key, nodelist:succ_range(Neighbors)) of
152             true -> ok;
153             false ->
154                 DBRange = dht_node_state:get(State, db_range),
155                 DBRange2 = [begin
156                     case intervals:is_continuous(Interval) of
157                     true -> {intervals:get_bounds(Interval), Id};
158                     _ -> {Interval, Id}
159                     end
160                     end || {Interval, Id} <- DBRange],
161                 log:log(warn,
162                     "[ ~.0p ] Routing is damaged (~p)!! Trying again...~n"
163                     " myrange:~p~n db_range:~p~n msgfwd:~p~n Key:~p~n"
164                     " pred: ~.4p~n node: ~.4p~n succ: ~.4p",
165                     [self(), Data, intervals:get_bounds(nodelist:node_range(Neighbors),
166                     DBRange2, MsgFwd, Key, nodelist:pred(Neighbors),
167                     nodelist:node(Neighbors), nodelist:succ(Neighbors))]
168                 end,
169                 lookup_aux(State, Key, Hops, Msg),
170                 State
171             end;
172         [Pid] -> comm:send(Pid, {?lookup_fin, Key, ?HOPS_TO_DATA(Hops + 1), Msg}),
173         State
174     end.
175
176 -spec lookup_fin_leases(State::dht_node_state:state(), Key::intervals:key(),
177     Data::data(), Msg::comm:message()) -> dht_node_state:state().
178 lookup_fin_leases(State, Key, Data, Msg) ->
179     Hops = ?HOPS_FROM_DATA(Data),
180     case leases:is_responsible(State, Key) of
181     true ->
182         deliver(State, Msg, true, Hops);
183     maybe ->
184         deliver(State, Msg, false, Hops);
185     false ->
186         log:log("lookup_fin fail: ~p", [self()]),
187         lookup_aux(State, Key, Hops, Msg),
188         State
189     end.

```

Each node is responsible for a certain key interval. The function `intervals:in/2` is used to decide, whether the key is between the current node and its successor. If that is the case, the final step is delivers a `lookup_fin` message to the local node. Otherwise, the message is forwarded to the next nearest known peer (listed in the routing table) determined by `?RT:next_hop/2`.

`rt_beh.erl` is a generic interface for routing tables. It can be compared to interfaces in Java. In Erlang interfaces can be defined using a so called 'behaviour'. The files `rt_simple` and `rt_chord` implement the behaviour 'rt\_beh'.

The macro `?RT` is used to select the current implementation of routing tables. It is defined in `include/scalaris.hrl`.

File `scalaris.hrl`:

```

25 %%The RT macro determines which kind of routingtable is used. Uncomment the
26 %%one that is desired.
27
28 %%Standard Chord routingtable
29 -define(RT, rt_chord).
30 % first valid key:
31 -define(MINUS_INFINITY, 0).
32 -define(MINUS_INFINITY_TYPE, 0).
33 % first invalid key:
34 -define(PLUS_INFINITY, 16#10000000000000000000000000000000).
35 -define(PLUS_INFINITY_TYPE, 16#10000000000000000000000000000000).
36
37 %%Simple routingtable
38 %-define(RT, rt_simple).
39
40 %% Flexible Routing Tables
41 %% Standard flexible routingtable
42 %-define(RT, rt_frtchord).
43 %% Grouped Flexible Routing Table
44 %-define(RT, rt_gfrtchord).

```

The functions, that have to be implemented for a routing mechanism are defined in the following file:

File `rt_beh.erl`:

```

29 -ifdef(have_callback_support).
30 -include("scalaris.hrl").
31 -include("client_types.hrl").
32 -type rt() :: term().
33 -type external_rt() :: term().
34 -type key() :: term().
35
36 -callback empty_ext(nodelist:neighborhood()) -> external_rt().
37 -callback init(nodelist:neighborhood()) -> rt().
38 -callback hash_key(client_key() | binary()) -> key().
39 -callback get_random_node_id() -> key().
40 -callback next_hop(dht_node_state:state(), key()) -> {succ | other, comm:mypid()}.
41
42 -callback init_stabilize(nodelist:neighborhood(), rt()) -> rt().
43 -callback update(OldRT::rt(), OldNeighbors::nodelist:neighborhood(),
44                 NewNeighbors::nodelist:neighborhood())
45                 -> {trigger_rebuild, rt()} | {ok, rt()}.
46 -callback filter_dead_node(rt(), DeadPid::comm:mypid(), Reason::fd:reason()) -> rt().
47
48 -callback to_pid_list(rt()) -> [comm:mypid()].
49 -callback get_size(rt() | external_rt()) -> non_neg_integer().
50 -callback get_replica_keys(key()) -> [key()].
51 -callback get_key_segment(key()) -> pos_integer().
52
53 -callback n() -> number().
54 -callback get_range(Begin::key(), End::key() | ?PLUS_INFINITY_TYPE) -> number().
55 -callback get_split_key(Begin::key(), End::key() | ?PLUS_INFINITY_TYPE,
56                         SplitFraction::{Num::number(), Denom::pos_integer()})
57                         -> key() | ?PLUS_INFINITY_TYPE.
58 -callback get_split_keys(Begin::key(), End::key() | ?PLUS_INFINITY_TYPE,
59                           Parts::pos_integer()) -> [key()].
60 -callback get_random_in_interval(intervals:simple_interval2()) -> key().
61
62 -callback dump(RT::rt()) -> KeyValueType::{[Index::string(), Node::string()]}.
63
64 -callback to_list(dht_node_state:state()) -> nodelist:sodelist().
65 -callback export_rt_to_dht_node(rt(), Neighbors::nodelist:neighborhood()) -> external_rt().
66 -callback handle_custom_message(comm:message(), rt_loop:state_active()) -> rt_loop:state_active() | u
67
68 -callback check(OldRT::rt(), NewRT::rt(), Neighbors::nodelist:neighborhood(),
69                 ReportToFD::boolean()) -> ok.
70 -callback check(OldRT::rt(), NewRT::rt(), OldNeighbors::nodelist:neighborhood(),
71                 NewNeighbors::nodelist:neighborhood(), ReportToFD::boolean()) -> ok.

```

```

72
73 -callback check_config() -> boolean().
74 -callback wrap_message(Key::key(), Msg::comm:message(), State::dht_node_state:state(), Hops::non_neg_
75 -callback unwrap_message(Msg::comm:message(), State::dht_node_state:state()) ->
76     comm:message().
77
78 -else.
79 -spec behaviour_info(atom()) -> [{atom(), arity()}] | undefined.
80 behaviour_info(callbacks) ->
81     [
82         % create a default routing table
83         {empty_ext, 1},
84         % initialize a routing table
85         {init, 1},
86         % mapping: key space -> identifier space
87         {hash_key, 1}, {get_random_node_id, 0},
88         % routing
89         {next_hop, 2},
90         % trigger for new stabilization round
91         {init_stabilize, 2},
92         % adapt RT to changed neighborhood
93         {update, 3},
94         % dead nodes filtering
95         {filter_dead_node, 3},
96         % statistics
97         {to_pid_list, 1}, {get_size, 1},
98         % gets all (replicated) keys for a given (hashed) key
99         % (for symmetric replication)
100        {get_replica_keys, 1},
101        % get the segment of the ring a key belongs to (1-4)
102        {get_key_segment, 1},
103        % address space size, range and split key
104        % (may all throw 'throw:not_supported' if unsupported by the RT)
105        {n, 0}, {get_range, 2}, {get_split_key, 3},
106        % get a random key wihtin the requested interval
107        {get_random_in_interval, 1},
108        % for debugging and web interface
109        {dump, 1},
110        % for bulkowner
111        {to_list, 1},
112        % convert from internal representation to version for dht_node
113        {export_rt_to_dht_node, 2},
114        % handle messages specific to a certain routing-table implementation
115        {handle_custom_message, 2},
116        % common methods
117        {check, 4}, {check, 5},
118        {check_config, 0},
119        % wrap and unwrap lookup messages
120        {wrap_message, 4},
121        {unwrap_message, 2}
122    ];
123 behaviour_info(_Other) ->
124     undefined.
125 -endif.

```

empty/1 gets a successor and generates an empty routing table for use inside the routing table implementation. The data structure of the routing table is undefined. It can be a list, a tree, a matrix ...

empty\_ext/1 similarly creates an empty external routing table for use by the dht\_node. This process might not need all the information a routing table implementation requires and can thus work with less data.

hash\_key/1 gets a key and maps it into the overlay's identifier space.

get\_random\_node\_id/0 returns a random node id from the overlay's identifier space. This is used for example when a new node joins the system.

next\_hop/2 gets a dht\_node's state (including the external routing table representation) and a key and returns the node, that should be contacted next when searching for the key, i.e. the



known node nearest to the id.

`init_stabilize/2` is called periodically to rebuild the routing table. The parameters are the identifier of the node, its successor and the old (internal) routing table state. This method may send messages to the `routing_table` process which need to be handled by the `handle_custom_message/handler` since they are implementation-specific.

`update/7` is called when the node's ID, predecessor and/or successor changes. It updates the (internal) routing table with the (new) information.

`filter_dead_node/2` is called by the failure detector and tells the routing table about dead nodes. This function gets the (internal) routing table and a node to remove from it. A new routing table state is returned.

`to_pid_list/1` get the PIDs of all (internal) routing table entries.

`get_size/1` get the (internal or external) routing table's size.

`get_replica_keys/1` Returns for a given (hashed) Key the (hashed) keys of its replicas. This used for implementing symmetric replication.

`n/0` gets the number of available keys. An implementation may throw `throw:not_supported` if the operation is unsupported by the routing table.

`dump/1` dump the (internal) routing table state for debugging, e.g. by using the web interface. Returns a list of `{Index, Node_as_String}` tuples which may just as well be empty.

`to_list/1` convert the (external) representation of the routing table inside a given `dht_node_state` to a sorted list of known nodes from the routing table, i.e. `first=succ`, `second=next` known node on the ring, ... This is used by bulk-operations to create a broadcast tree.

`export_rt_to_dht_node/2` convert the internal routing table state to an external state. Gets the internal state and the node's neighborhood for doing so.

`handle_custom_message/2` handle messages specific to the routing table implementation. `rt_loop` will forward unknown messages to this function.

`check/5`, `check/6` check for routing table changes and send an updated (external) routing table to the `dht_node` process.

`check_config/0` check that all required configuration parameters exist and satisfy certain restrictions.

`wrap_message/1` wraps a message send via a `dht_node_lookup:lookup_aux/4`.

`unwrap_message/2` unwraps a message send via `dht_node_lookup:lookup_aux/4` previously wrapped by `wrap_message/1`.

### 9.3.1. The routing table process (rt\_loop)

The `rt_loop` module implements the process for all routing tables. It processes messages and calls the appropriate methods in the specific routing table implementations.

File `rt_loop.erl`:

```

39 -opaque(state_active() :: {Neighbors      :: nodelist:neighborhood(),
40                               RTState      :: ?RT:rt()}).
41 -type(state_inactive() :: {inactive,
42                               MessageQueue :: msg_queue:msg_queue()}).
43 %% -type(state() :: state_active() | state_inactive()).

```

If initialized, the node's id, its predecessor, successor and the routing table state of the selected implementation (the macro `RT` refers to).

File `rt_loop.erl`:

```

161 % Message handler to manage the trigger
162 on_active({trigger_rt}, State) ->

```

```

163     msg_delay:send_trigger(get_base_interval(), {trigger_rt}),
164     gen_component:post_op({periodic_rt_rebuild}, State);
165
166 % Actual periodic rebuilding of the RT
167 on_active({periodic_rt_rebuild}, {Neighbors, OldRT}) ->
168     % start periodic stabilization
169     % log:log(debug, "[ RT ] stabilize"),
170     NewRT = ?RT:init_stabilize(Neighbors, OldRT),
171     ?RT:check(OldRT, NewRT, Neighbors, true),
172     {Neighbors, NewRT};

```

Periodically (see `pointer_base_stabilization_interval` config parameter) a trigger message is sent to the `rt_loop` process that starts the periodic stabilization implemented by each routing table.

File `rt_loop.erl`:

```

146 % update routing table with changed ID, pred and/or succ
147 on_active({update_rt, OldNeighbors, NewNeighbors}, {_Neighbors, OldRT}) ->
148     case ?RT:update(OldRT, OldNeighbors, NewNeighbors) of
149         {trigger_rebuild, NewRT} ->
150             ?RT:check(OldRT, NewRT, OldNeighbors, NewNeighbors, true),
151             % trigger immediate rebuild
152             gen_component:post_op({periodic_rt_rebuild}, {NewNeighbors, NewRT})
153         ;
154         {ok, NewRT} ->
155             ?RT:check(OldRT, NewRT, OldNeighbors, NewNeighbors, true),
156             {NewNeighbors, NewRT}
157     end;

```

Every time a node's neighborhood changes, the `dht_node` sends an `update_rt` message to the routing table which will call `?RT:update/7` that decides whether the routing table should be rebuild. If so, it will stop any waiting trigger and schedule an immediate (periodic) stabilization.

### 9.3.2. Simple routing table (`rt_simple`)

One implementation of a routing table is the `rt_simple`, which routes via the successor. Note that this is inefficient as it needs a linear number of hops to reach its goal. A more robust implementation, would use a successor list. This implementation is also not very efficient in the presence of churn.

#### Data types

First, the data structure of the routing table is defined:

File `rt_simple.erl`:

```

27 -type key() :: 0..16#FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF. % 128 bit numbers
28 -opaque rt() :: Succ::node:node_type().
29 -type external_rt() :: Succ::node:node_type(). %% @todo: make opaque
30 -type custom_message() :: none().

```

The routing table only consists of a node (the successor). Keys in the overlay are identified by integers  $\geq 0$ .

#### A simple `rm_beh` behaviour

File `rt_simple.erl`:

```
42 %% @doc Creates an "empty" routing table containing the successor.
43 -spec empty(nodelist:neighborhood()) -> rt().
44 empty(Neighbors) -> nodelist:succ(Neighbors).
```

File `rt_simple.erl`:

```
273 -spec empty_ext(nodelist:neighborhood()) -> external_rt().
274 empty_ext(Neighbors) -> empty(Neighbors).
```

The empty routing table (internal or external) consists of the successor.

File `rt_simple.erl`:

Keys are hashed using MD5 and have a length of 128 bits.

File `rt_simple.erl`:

```
60 %% @doc Generates a random node id, i.e. a random 128-bit number.
61 -spec get_random_node_id() -> key().
62 get_random_node_id() ->
63     case config:read(key_creator) of
64         random -> hash_key(randoms:getRandomString());
65         random_with_bit_mask ->
66             {Mask1, Mask2} = config:read(key_creator_bitmask),
67             (hash_key(randoms:getRandomString()) band Mask2) bor Mask1
68     end.
```

Random node id generation uses the helpers provided by the `randoms` module.

File `rt_simple.erl`:

```
278 %% @doc Returns the next hop to contact for a lookup.
279 -spec next_hop(dht_node_state:state(), key()) -> {succ | other, comm:mypid()}.
280 next_hop(State, Key) ->
281     Neighbors = dht_node_state:get(State, neighbors),
282     case intervals:in(Key, nodelist:succ_range(Neighbors)) of
283         true -> {succ, node:pidX(nodelist:succ(Neighbors))};
284         _ -> {other, node:pidX(nodelist:succ(Neighbors))}
285     end.
```

Next hop is always the successor.

File `rt_simple.erl`:

```
76 %% @doc Triggered by a new stabilization round, renews the routing table.
77 -spec init_stabilize(nodelist:neighborhood(), rt()) -> rt().
78 init_stabilize(Neighbors, _RT) -> empty(Neighbors).
```

`init_stabilize/2` resets its routing table to the current successor.

File `rt_simple.erl`:

```
82 %% @doc Updates the routing table due to a changed node ID, pred and/or succ.
83 -spec update(OldRT::rt(), OldNeighbors::nodelist:neighborhood(),
84             NewNeighbors::nodelist:neighborhood()) -> {ok, rt()}.
85 update(_OldRT, _OldNeighbors, NewNeighbors) ->
86     {ok, nodelist:succ(NewNeighbors)}.
```

`update/7` updates the routing table with the new successor.

File `rt_simple.erl`:

```
90 %% @doc Removes dead nodes from the routing table (rely on periodic
91 %%      stabilization here).
92 -spec filter_dead_node(rt(), DeadPid::comm:mypid(), Reason::fd:reason()) -> rt().
93 filter_dead_node(RT, _DeadPid, _Reason) -> RT.
```

`filter_dead_node/2` does nothing, as only the successor is listed in the routing table and that is reset periodically in `init_stabilize/2`.

File `rt_simple.erl`:

```
97 %% @doc Returns the pids of the routing table entries.
98 -spec to_pid_list(rt()) -> [comm:mypid()].
99 to_pid_list(Succ) -> [node:pidX(Succ)].
```

`to_pid_list/1` returns the pid of the successor.

File `rt_simple.erl`:

```
103 %% @doc Returns the size of the routing table.
104 -spec get_size(rt() | external_rt()) -> non_neg_integer().
105 get_size(_RT) -> 1.
```

The size of the routing table is always 1.

File `rt_simple.erl`:

```
193 %% @doc Returns the replicas of the given key.
194 -spec get_replica_keys(key()) -> [key()].
195 get_replica_keys(Key) ->
196     [Key,
197      Key bxor 16#40000000000000000000000000000000,
198      Key bxor 16#80000000000000000000000000000000,
199      Key bxor 16#C0000000000000000000000000000000
200     ].
```

This `get_replica_keys/1` implements symmetric replication.

File `rt_simple.erl`:

```
109 %% @doc Returns the size of the address space.
110 -spec n() -> 16#10000000000000000000000000000000.
111 n() -> 16#10000000000000000000000000000000.
```

There are  $2^{128}$  available keys.

File `rt_simple.erl`:

```
208 %% @doc Dumps the RT state for output in the web interface.
209 -spec dump(RT::rt()) -> KeyValueType::[{Index::string(), Node::string()}].
210 dump(Succ) -> [{"0", webhelpers:safe_html_string("~p", [Succ])}].
```

`dump/1` lists the successor.

File `rt_simple.erl`:

```
296 %% @doc Converts the (external) representation of the routing table to a list
297 %%      in the order of the fingers, i.e. first=succ, second=shortest finger,
298 %%      third=next longer finger,...
299 -spec to_list(dht_node_state:state()) -> nodelist:snodelist().
300 to_list(State) -> [dht_node_state:get(State, succ)].
```

to\_list/1 lists the successor from the external routing table state.

File rt\_simple.erl:

```
289 %% @doc Converts the internal RT to the external RT used by the dht_node. Both
290 %%     are the same here.
291 -spec export_rt_to_dht_node(rt(), Neighbors::nodelist:neighborhood()) -> external_rt().
292 export_rt_to_dht_node(RT, _Neighbors) -> RT.
```

export\_rt\_to\_dht\_node/2 states that the external routing table is the same as the internal table.

File rt\_simple.erl:

```
230 %% @doc There are no custom messages here.
231 -spec handle_custom_message
232       (custom_message() | any(), rt_loop:state_active()) -> unknown_event.
233 handle_custom_message(_Message, _State) -> unknown_event.
```

Custom messages could be send from a routing table process on one node to the routing table process on another node and are independent from any other implementation.

File rt\_simple.hrl:

```
237 %% @doc Notifies the dht_node and failure detector if the routing table changed.
238 %%     Provided for convenience (see check/5).
239 -spec check(OldRT::rt(), NewRT::rt(), Neighbors::nodelist:neighborhood(),
240           ReportToFD::boolean()) -> ok.
241 check(OldRT, NewRT, Neighbors, ReportToFD) ->
242     check(OldRT, NewRT, Neighbors, Neighbors, ReportToFD).
243
244 %% @doc Notifies the dht_node if the (external) routing table changed.
245 %%     Also updates the failure detector if ReportToFD is set.
246 %%     Note: the external routing table only changes the internal RT has
247 %%     changed.
248 -spec check(OldRT::rt(), NewRT::rt(), OldNeighbors::nodelist:neighborhood(),
249           NewNeighbors::nodelist:neighborhood(), ReportToFD::boolean()) -> ok.
250 check(OldRT, NewRT, _OldNeighbors, NewNeighbors, ReportToFD) ->
251     case OldRT == NewRT of
252         true -> ok;
253         _ ->
254             Pid = pid_groups:get_my(dht_node),
255             RT_ext = export_rt_to_dht_node(NewRT, NewNeighbors),
256             comm:send_local(Pid, {rt_update, RT_ext}),
257             % update failure detector:
258             case ReportToFD of
259                 true ->
260                     NewPids = to_pid_list(NewRT),
261                     OldPids = to_pid_list(OldRT),
262                     fd:update_subscriptions(self(), OldPids, NewPids);
263                 _ -> ok
264             end
265     end.
```

Checks whether the routing table changed and in this case sends the dht\_node an updated (external) routing table state. Optionally the failure detector is updated. This may not be necessary, e.g. if check is called after a crashed node has been reported by the failure detector (the failure detector already unsubscribes the node in this case).

File rt\_simple.hrl:

```
237 %% @doc Notifies the dht_node and failure detector if the routing table changed.
238 %%     Provided for convenience (see check/5).
239 -spec check(OldRT::rt(), NewRT::rt(), Neighbors::nodelist:neighborhood(),
240           ReportToFD::boolean()) -> ok.
241 check(OldRT, NewRT, Neighbors, ReportToFD) ->
242     check(OldRT, NewRT, Neighbors, Neighbors, ReportToFD).
```

```

243
244 %% @doc Notifies the dht_node if the (external) routing table changed.
245 %%      Also updates the failure detector if ReportToFD is set.
246 %%      Note: the external routing table only changes the internal RT has
247 %%      changed.
248 -spec check(OldRT::rt(), NewRT::rt(), OldNeighbors::nodelist:neighborhood(),
249           NewNeighbors::nodelist:neighborhood(), ReportToFD::boolean()) -> ok.
250 check(OldRT, NewRT, _OldNeighbors, NewNeighbors, ReportToFD) ->
251     case OldRT == NewRT of
252     true -> ok;
253     _ ->
254         Pid = pid_groups:get_my(dht_node),
255         RT_ext = export_rt_to_dht_node(NewRT, NewNeighbors),
256         comm:send_local(Pid, {rt_update, RT_ext}),
257         % update failure detector:
258         case ReportToFD of
259         true ->
260             NewPids = to_pid_list(NewRT),
261             OldPids = to_pid_list(OldRT),
262             fd:update_subscriptions(self(), OldPids, NewPids);
263         _ -> ok
264         end
265     end.

```

File `rt_simple.erl`:

```

304 %% @doc Wrap lookup messages. This is a noop in rt_simple.
305 -spec wrap_message(Key::key(), Msg::comm:message(), State::dht_node_state:state(),
306                  Hops::non_neg_integer()) -> comm:message().
307 wrap_message(_Key, Msg, _State, _Hops) -> Msg.

```

Wraps a message send via `dht_node_lookup:lookup/4` if needed. This routing algorithm does not need callbacks when finishing the lookup, so it does not need to wrap the message.

File `rt_simple.erl`:

```

311 %% @doc Unwrap lookup messages. This is a noop in rt_simple.
312 -spec unwrap_message(Msg::comm:message(), State::dht_node_state:state()) -> comm:message().
313 unwrap_message(Msg, _State) -> Msg.

```

Unwraps a message previously wrapped with `rt_simple:wrap_message/1`. As that function does not wrap messages, `rt_simple:unwrap_message/2` doesn't have to do anything as well.

### 9.3.3. Chord routing table (`rt_chord`)

The file `rt_chord.erl` implements Chord's routing.

#### Data types

File `rt_chord.erl`:

```

27 -type key() :: 0..16#FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF. % 128 bit numbers
28 -type index() :: {pos_integer(), non_neg_integer()}.
29 -opaque rt() :: gb_trees:tree(index(), Node::node:node_type()).
30 -type external_rt() :: gb_trees:tree(NodeId::key(), Node::node:node_type()). %% @todo: make opaque
31 -type custom_message() ::
32     {rt_get_node, Source_PID::comm:mypid(), Index::index()} |
33     {rt_get_node_response, Index::index(), Node::node:node_type()}.

```

The routing table is a `gb_tree`. Identifiers in the ring are integers. Note that in Erlang integer can be of arbitrary precision. For Chord, the identifiers are in  $[0, 2^{128})$ , i.e. 128-bit strings.

## The `rm_beh` behaviour for Chord (excerpt)

File `rt_chord.erl`:

```
51 %% @doc Creates an empty routing table.
52 -spec empty(nodelist:neighborhood()) -> rt().
53 empty(_Neighbors) -> gb_trees:empty().
```

File `rt_chord.erl`:

```
438 -spec empty_ext(nodelist:neighborhood()) -> external_rt().
439 empty_ext(_Neighbors) -> gb_trees:empty().
```

`empty/1` returns an empty `gb_tree`, same for `empty_ext/1`.

`rt_chord:hash_key/1`, `rt_chord:get_random_node_id/0`, `rt_chord:get_replica_keys/1` and `rt_chord:n/0` are implemented like their counterparts in `rt_simple.erl`.

File `rt_chord.erl`:

```
443 %% @doc Returns the next hop to contact for a lookup.
444 %%     If the routing table has less entries than the rt_size_use_neighbors
445 %%     config parameter, the neighborhood is also searched in order to find a
446 %%     proper next hop.
447 %%     Note, that this code will be called from the dht_node process and
448 %%     it will thus have an external_rt!
449 -spec next_hop(dht_node_state:state(), key()) -> {succ | other, comm:mypid()}.
450 next_hop(State, Id) ->
451     Neighbors = dht_node_state:get(State, neighbors),
452     case intervals:in(Id, nodelist:succ_range(Neighbors)) of
453     true ->
454         {succ, node:pidX(nodelist:succ(Neighbors))};
455     _ ->
456         % check routing table:
457         RT = dht_node_state:get(State, rt),
458         RTSize = get_size(RT),
459         NodeRT = case util:gb_trees_largest_smaller_than(Id, RT) of
460             {value, _Key, N} ->
461                 N;
462             nil when RTSize == 0 ->
463                 nodelist:succ(Neighbors);
464             nil -> % forward to largest finger
465                 {_Key, N} = gb_trees:largest(RT),
466                 N
467         end,
468         FinalNode =
469             case RTSize < config:read(rt_size_use_neighbors) of
470             false -> NodeRT;
471             _ ->
472                 % check neighborhood:
473                 nodelist:largest_smaller_than(Neighbors, Id, NodeRT)
474             end,
475         {other, node:pidX(FinalNode)}
476     end.
```

If the (external) routing table contains at least one item, the next hop is retrieved from the `gb_tree`. It will be the node with the largest id that is smaller than the id we are looking for. If the routing table is empty, the successor is chosen. However, if we haven't found the key in our routing table, the next hop will be our largest finger, i.e. entry.

File `rt_chord.erl`:

```
84 %% @doc Starts the stabilization routine.
85 -spec init_stabilize(nodelist:neighborhood(), rt()) -> rt().
86 init_stabilize(Neighbors, RT) ->
```

```

87 % calculate the longest finger
88 case first_index(Neighbors) of
89     null -> ok;
90     {Key, Index} ->
91         % trigger a lookup for Key
92         api_dht_raw:unreliable_lookup(
93             Key, {?send_to_group_member, routing_table,
94                 {rt_get_node, comm:this(), Index}})
95     end,
96     RT.

```

The routing table stabilization is triggered for the first index and then runs asynchronously, as we do not want to block the `rt_loop` to perform other request while recalculating the routing table.

We have to find the node responsible for the calculated finger and therefore perform a lookup for the node with a `rt_get_node` message, including a reference to ourselves as the reply-to address and the index to be set.

The lookup performs an overlay routing by passing the message until the responsible node is found. There, the message is delivered to the `routing_table` process. The remote node sends the requested information back directly. It includes a reference to itself in a `rt_get_node_response` message. Both messages are handled by `rt_chord:handle_custom_message/2`:

File `rt_chord.erl`:

```

368 %% @doc Chord reacts on 'rt_get_node_response' messages in response to its
369 %%      'rt_get_node' messages.
370 -spec handle_custom_message(custom_message(), rt_loop:state_active()) ->
371     rt_loop:state_active() | unknown_event.
372 handle_custom_message({rt_get_node, Source_PID, Index}, State) ->
373     MyNode = nodelist:node(rt_loop:get_neighb(State)),
374     comm:send(Source_PID, {rt_get_node_response, Index, MyNode}, ?SEND_OPTIONS),
375     State;
376 handle_custom_message({rt_get_node_response, Index, Node}, State) ->
377     OldRT = rt_loop:get_rt(State),
378     Neighbors = rt_loop:get_neighb(State),
379     case stabilize(Neighbors, OldRT, Index, Node) of
380         {NewRT, true} ->
381             check_do_update(OldRT, NewRT, rt_loop:get_neighb(State), true);
382         {NewRT, false} -> ok
383     end,
384     rt_loop:set_rt(State, NewRT);
385 handle_custom_message(_Message, _State) ->
386     unknown_event.

```

File `rt_chord.erl`:

```

226 %% @doc Updates one entry in the routing table and triggers the next update.
227 %%      Changed indicates whether a new node was inserted (the RT structure may
228 %%      change independently from this indicator!).
229 -spec stabilize(Neighbors::nodelist:neighborhood(), OldRT::rt(), Index::index(),
230     Node::node:node_type()) -> {NewRT::rt(), Changed::boolean()}.
231 stabilize(Neighbors, RT, Index, Node) ->
232     MyId = nodelist:nodeid(Neighbors),
233     Succ = nodelist:succ(Neighbors),
234     case (node:id(Succ) /= node:id(Node)) % reached succ?
235         andalso (not intervals:in( % there should be nothing shorter
236             node:id(Node), % than succ
237             nodelist:succ_range(Neighbors))) of
238         true ->
239             NextIndex = next_index(Index),
240             NextKey = calculateKey(MyId, NextIndex),
241             CurrentKey = calculateKey(MyId, Index),
242             case CurrentKey /= NextKey of
243                 true ->
244                     Msg = {rt_get_node, comm:this(), NextIndex},

```



```

245         api_dht_raw:unreliable_lookup(
246             NextKey, {?send_to_group_member, routing_table, Msg});
247         - -> ok
248     end,
249     Changed = (Index == first_index() orelse
250         (gb_trees:lookup(prev_index(Index), RT) /= {value, Node})),
251     {gb_trees:enter(Index, Node, RT), Changed};
252 - ->
253     {RT, false}
254 end.

```

stabilize/5 assigns the received routing table entry and triggers the routing table stabilization for the the next shorter entry using the same mechanisms as described above.

If the shortest finger is the successor, then filling the routing table is stopped, as no further new entries would occur. It is not necessary, that Index reaches 1 to make that happen. If less than  $2^{128}$  nodes participate in the system, it may happen earlier.

File rt\_chord.erl:

```

258 %% @doc Updates the routing table due to a changed node ID, pred and/or succ.
259 -spec update(OldRT::rt(), OldNeighbors::odelist:neighborhood(),
260     NewNeighbors::odelist:neighborhood())
261     -> {ok | trigger_rebuild, rt()}.
262 update(OldRT, OldNeighbors, NewNeighbors) ->
263     NewPred = oodelist:pred(NewNeighbors),
264     OldSucc = oodelist:succ(OldNeighbors),
265     NewSucc = oodelist:succ(NewNeighbors),
266     NewNodeId = oodelist:nodeid(NewNeighbors),
267     % only re-build if a new successor occurs or the new node ID is not between
268     % Pred and Succ any more (which should not happen since this must come from
269     % a slide!)
270     % -> if not rebuilding, update the node IDs though
271     case node:same_process(OldSucc, NewSucc) andalso
272         intervals:in(NewNodeId, node:mk_interval_between_nodes(NewPred, NewSucc)) of
273     true ->
274         NewRT = gb_trees:map(
275             fun(_K, N) ->
276                 case node:same_process(N, NewPred) of
277                     true ->
278                         node:newer(N, NewPred);
279                     false ->
280                         case node:same_process(N, NewSucc) of
281                             true -> node:newer(N, NewSucc);
282                             false -> N
283                         end
284                 end
285             end, OldRT),
286     {ok, NewRT};
287 false ->
288     % to be on the safe side ...
289     {trigger_rebuild, empty(NewNeighbors)}
290 end.

```

Tells the rt\_loop process to rebuild the routing table starting with an empty (internal) routing table state.

File rt\_chord.erl:

```

100 %% @doc Removes dead nodes from the routing table.
101 -spec filter_dead_node(rt(), DeadPid::comm:mypid(), Reason::fd:reason()) -> rt().
102 filter_dead_node(RT, DeadPid, _Reason) ->
103     DeadIndices = [Index || {Index, Node} <- gb_trees:to_list(RT),
104         node:same_process(Node, DeadPid)],
105     lists:foldl(fun(Index, Tree) -> gb_trees:delete(Index, Tree) end,
106         RT, DeadIndices).

```

filter\_dead\_node removes dead entries from the gb\_tree.

File rt\_chord.erl:

```
480 -spec export_rt_to_dht_node(rt(), Neighbors::nodelist:neighborhood()) -> external_rt().
481 export_rt_to_dht_node(RT, Neighbors) ->
482     Id = nodelist:nodeid(Neighbors),
483     Pred = nodelist:pred(Neighbors),
484     Succ = nodelist:succ(Neighbors),
485     % always include the pred and succ in the external representation
486     % note: we are subscribed at the RM for changes to these nodes
487     Tree = gb_trees:enter(node:id(Succ), Succ,
488         gb_trees:enter(node:id(Pred), Pred, gb_trees:empty())),
489     util:gb_trees_foldl(fun (_K, V, Acc) ->
490         % only store the ring id and the according node structure
491         case node:id(V) == Id of
492             true -> Acc;
493             false -> gb_trees:enter(node:id(V), V, Acc)
494         end
495     end, Tree, RT).
```

export\_rt\_to\_dht\_node converts the internal gb\_tree structure based on indices into the external representation optimised for look-ups, i.e. a gb\_tree with node ids and the nodes themselves.

File rt\_chord.hrl:

```
390 %% @doc Notifies the dht_node and failure detector if the routing table changed.
391 %% Provided for convenience (see check/5).
392 -spec check(OldRT::rt(), NewRT::rt(), Neighbors::nodelist:neighborhood(),
393     ReportToFD::boolean()) -> ok.
394 check(OldRT, OldRT, _Neighbors, _ReportToFD) ->
395     ok;
396 check(OldRT, NewRT, Neighbors, ReportToFD) ->
397     check_do_update(OldRT, NewRT, Neighbors, ReportToFD).
398
399 %% @doc Notifies the dht_node if the (external) routing table changed.
400 %% Also updates the failure detector if ReportToFD is set.
401 %% Note: the external routing table also changes if the Pred or Succ
402 %% change.
403 -spec check(OldRT::rt(), NewRT::rt(), OldNeighbors::nodelist:neighborhood(),
404     NewNeighbors::nodelist:neighborhood(), ReportToFD::boolean()) -> ok.
405 check(OldRT, NewRT, OldNeighbors, NewNeighbors, ReportToFD) ->
406     case nodelist:pred(OldNeighbors) == nodelist:pred(NewNeighbors) andalso
407         nodelist:succ(OldNeighbors) == nodelist:succ(NewNeighbors) andalso
408         OldRT == NewRT of
409         true -> ok;
410         _ -> check_do_update(OldRT, NewRT, NewNeighbors, ReportToFD)
411     end.
412
413 %% @doc Helper for check/4 and check/5.
414 -spec check_do_update(OldRT::rt(), NewRT::rt(), NewNeighbors::nodelist:neighborhood(),
415     ReportToFD::boolean()) -> ok.
416 check_do_update(OldRT, NewRT, NewNeighbors, ReportToFD) ->
417     Pid = pid_groups:get_my(dht_node),
418     RT_ext = export_rt_to_dht_node(NewRT, NewNeighbors),
419     case Pid of
420         failed -> ok;
421         _ -> comm:send_local(Pid, {rt_update, RT_ext})
422     end,
423     % update failure detector:
424     case ReportToFD of
425         true ->
426             NewPids = to_pid_list(NewRT),
427             OldPids = to_pid_list(OldRT),
428             fd:update_subscriptions(self(), OldPids, NewPids);
429         _ -> ok
430     end.
```

Checks whether the routing table changed and in this case sends the `dht_node` an updated (external) routing table state. Optionally the failure detector is updated. This may not be necessary, e.g. if `check` is called after a crashed node has been reported by the failure detector (the failure detector already unsubscribes the node in this case).

File `rt_chord.erl`:

```
509 %% @doc Wrap lookup messages. This is a noop in Chord.
510 -spec wrap_message(Key::key(), Msg::comm:message(), State::dht_node_state:state(),
511                   Hops::non_neg_integer()) -> comm:message().
512 wrap_message(_Key, Msg, _State, _Hops) -> Msg.
```

Wraps a message send via `dht_node_lookup:lookup/4` if needed. This routing algorithm does not need callbacks when finishing the lookup, so it does not need to wrap the message.

File `rt_chord.erl`:

```
516 %% @doc Unwrap lookup messages. This is a noop in Chord.
517 -spec unwrap_message(Msg::comm:message(), State::dht_node_state:state()) -> comm:message().
518 unwrap_message(Msg, _State) -> Msg.
```

Unwraps a message previously wrapped with `rt_chord:wrap_message/1`. As that function does not wrap messages, `rt_chord:unwrap_message/2` doesn't have to do anything as well.

## 9.4. Local Datastore

## 9.5. Cyclon

## 9.6. Vivaldi Coordinates

## 9.7. Estimated Global Information (Gossiping)

## 9.8. Load Balancing

## 9.9. Broadcast Trees

## 10. Transactions in Scalaris

### 10.1. The Paxos Module

### 10.2. Transactions using Paxos Commit

### 10.3. Applying the Tx-Modules to replicated DHTs

Introduces transaction processing on top of a Overlay

## 11. How a node joins the system

After starting a new Scalaris-System as described in Section 3.2.1 on page 17, ten additional local nodes can be started by typing `api_vm:add_nodes(10)` in the Erlang-Shell that is opened during startup <sup>1</sup>.

```
scalaris> ./bin/firstnode.sh
[...]
(firstnode@csr-pc9)1> api_vm:add_nodes(10)
```

In the following we will trace what this function does in order to add additional nodes to the system. The function `api_vm:add_nodes(pos_integer())` is defined as follows.

File `api_vm.erl`:

```
67 %% @doc Adds Number Scalaris nodes to this VM.
68 -spec add_nodes(non_neg_integer()) -> {[pid_groups:groupname()], [{error, term()}]}.
69 add_nodes(Number) when is_integer(Number) andalso Number >= 0 ->
70     Result = {Ok, _Failed} = admin:add_nodes(Number),
71     % at least wait for the successful nodes to have joined, i.e. left the join phases
72     util:wait_for(
73         fun() ->
74             DhtModule = config:read(dht_node),
75             NotReady = [Name || Name <- Ok,
76                             not DhtModule:is_alive(
77                                 gen_component:get_state(
78                                     pid_groups:pid_of(Name, dht_node))],
79             [] := NotReady
80     end),
81     Result.
```

It uses the `admin:add_nodes/1` function to actually add the given number of nodes and then waits for all nodes to successfully complete their join phases.

File `admin.erl`:

```
47 % @doc add new Scalaris nodes on the local node
48 -spec add_node_at_id(?RT:key()) -> pid_groups:groupname() | {error, term()}.
49 add_node_at_id(Id) ->
50     add_node([{{dht_node, id}, Id}, {skip_psv_lb}, {add_node}]).
51
52 -spec add_node([tuple()]) -> pid_groups:groupname() | {error, term()}.
53 add_node(Options) ->
54     DhtNodeId = randoms:getRandomString(),
55     Group = pid_groups:new("dht_node_"),
56     Desc = sup:supervisor_desc(
57         DhtNodeId, sup_dht_node, start_link,
58         [{Group,
59           [{my_sup_dht_node_id, DhtNodeId}, {add_node} | Options]}]),
60     Sup = erlang:whereis(main_sup),
61     case sup:start_sup_as_child([" +"], Sup, Desc) of
62         {ok, _Child, Group} ->
63             DhtNodePid = pid_groups:pid_of(Group, dht_node),
64             comm:send_local(DhtNodePid, {join, start}),
65             Group;
66         {error, already_present} -> add_node(Options); % try again, different Id
```

<sup>1</sup>Increase the log level to info to get more detailed startup logs. See Section 3.1.1 on page 16

```

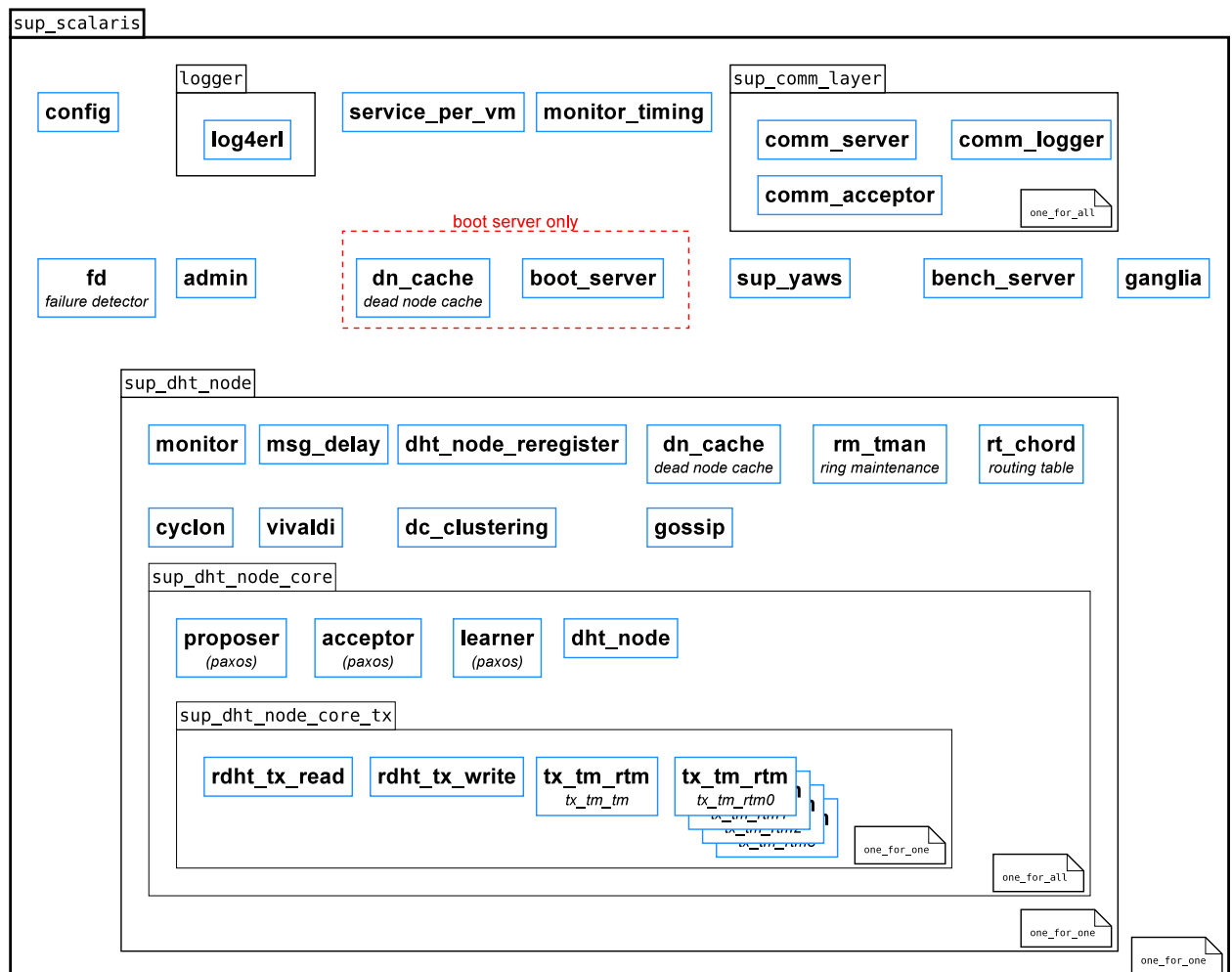
67     {error, {already_started, _}} -> add_node(Options); % try again, different Id
68     {error, _Error} = X          -> X
69     end.
70
71 -spec add_nodes(non_neg_integer()) -> {[pid_groups:groupname()], [{error, term()}]}.
72 add_nodes(0) -> {[[]], []};
73 add_nodes(Count) ->
74     Results = [add_node([]) || _X <- lists:seq(1, Count)],
75     lists:partition(fun(E) -> not is_tuple(E) end, Results).

```

The function `admin:add_nodes/1` calls `admin:add_node([])` `Count` times. This function starts a new child with the given options for the main supervisor `main_sup`. In particular, it sets a random ID that is passed to the new node as its suggested ID to join at. To actually perform the start, the function `sup_dht_node:start_link/1` is called by the Erlang supervisor mechanism. For more details on the OTP supervisor mechanism see Chapter 18 of the Erlang book [1] or the online documentation at <http://www.erlang.org/doc/man/supervisor.html>.

## 11.1. Supervisor-tree of a Scalaris node

When a new Erlang VM with a Scalaris node is started, a `sup_scalaris` supervisor is started that creates further workers and supervisors according to the following scheme (processes starting order: left to right, top to bottom):



When new nodes are started using `admin:add_node/1`, only new `sup_dht_node` supervisors are started.

## 11.2. Starting the `sup_dht_node` supervisor and general processes of a node

Starting supervisors is a two step process: a call to `supervisor:start_link/2,3`, e.g. from a custom supervisor's own `start_link` method, will start the supervisor process. It will then call `Module:init/1` to find out about the restart strategy, maximum restart frequency and child processes. Note that `supervisor:start_link/2,3` will not return until `Module:init/1` has returned and all child processes have been started.

Let's have a look at `sup_dht_node:init/1`, the 'DHT node supervisor'.

File `sup_dht_node.erl`:

```
43 -spec init([pid_groups:groupname(), [tuple()]])
44       -> {ok, {{one_for_one, MaxRetries::pos_integer(),
45                PeriodInSeconds::pos_integer()}, []}}.
46 init([DHTNodeGroup, _Options] = X) ->
47     pid_groups:join_as(DHTNodeGroup, ?MODULE),
48     supspec(X).
```

The return value of the `init/1` function specifies the child processes of the supervisor and how to start them. Here, we define a list of processes to be observed by a `one_for_one` supervisor. The processes are: `Monitor`, `Delayer`, `Reregister`, `DeadNodeCache`, `RingMaintenance`, `RoutingTable`, `Cyclon`, `Vivaldi`, `DC_Clustering`, `Gossip` and a `SupDHTNodeCore_AND` process in this order.

The term `{one_for_one, 10, 1}` specifies that the supervisor should try 10 times to restart each process before giving up. `one_for_one` supervision means, that if a single process stops, only that process is restarted. The other processes run independently.

When the `sup_dht_node:init/1` is finished the supervisor module starts all the defined processes by calling the functions that were defined in the returned list.

For a join of a new node, we are only interested in the starting of the `SupDHTNodeCore_AND` process here. At that point in time, all other defined processes are already started and running.

## 11.3. Starting the `sup_dht_node_core` supervisor with a peer and some paxos processes

Like any other supervisor the `sup_dht_node_core` supervisor calls its `sup_dht_node_core:init/1` function:

File `sup_dht_node_core.erl`:

```
42 -spec init([pid_groups:groupname(), Options::[tuple()]]) ->
43       {ok, {{one_for_all, MaxRetries::pos_integer(),
44                PeriodInSeconds::pos_integer(),
45                [ProcessDescr::supervisor:child_spec()]}},
46 init([DHTNodeGroup, _Options] = X) ->
47     pid_groups:join_as(DHTNodeGroup, ?MODULE),
48     supspec(X).
```

It defines five processes, that have to be observed using a `one_for_all`-supervisor, which means, that if one fails, all have to be restarted. The `dht_node` module implements the main component of a full Scalaris node which glues together all the other processes. Its `dht_node:start_link/2` function will get the following parameters: (a) the processes' group that is used with the `pid_groups` module and (b) a list of options for the `dht_node`. The process group name was calculated a bit earlier in the code. *Exercise: Try to find where.*

File `dht_node.erl`:

```
538 %% @doc spawns a scalaris node, called by the scalaris supervisor process
539 -spec start_link(pid_groups:groupname(), [tuple()]) -> {ok, pid()}.
540 start_link(DHTNodeGroup, Options) ->
541     gen_component:start_link(?MODULE, fun ?MODULE:on/2, Options,
542                               [{pid_groups_join_as, DHTNodeGroup, dht_node},
543                               {wait_for_init},
544                               {spawn_opts, [{fullsweep_after, 0},
545                                             {min_heap_size, 131071}]}]).
```

Like many other modules, the `dht_node` module implements the `gen_component` behaviour. This behaviour was developed by us to enable us to write code which is similar in syntax and semantics to the examples in [3]. Similar to the supervisor behaviour, a module implementing this behaviour has to provide an `init/1` function, but here it is used to initialize the state of the component. This function is described in the next section.

Note: `?MODULE` is a predefined Erlang macro, which expands to the module name, the code belongs to (here: `dht_node`).

## 11.4. Initializing a `dht_node`-process

File `dht_node.erl`:

```
490 %% @doc joins this node in the ring and calls the main loop
491 -spec init(Options::[tuple()])
492     -> dht_node_state:state() |
493     {'$gen_component', [{on_handler, Handler::gen_component:handler()}], State::dht_node_join:
494 init(Options) ->
495     {my_sup_dht_node_id, MySupDhtNode} = lists:keyfind(my_sup_dht_node_id, 1, Options),
496     erlang:put(my_sup_dht_node_id, MySupDhtNode),
497     % start trigger here to prevent infection when tracing e.g. node joins
498     % (otherwise the trigger would be started at the end of the join and thus
499     % be infected forever)
500     % NOTE: any trigger started here, needs an exception for queuing messages
501     %       in dht_node_join to prevent infection with msg_queue:send/1!
502     rm_loop:init_first(),
503     dht_node_move:send_trigger(),
504
505     Recover = config:read(start_type) ==> recover,
506     case {is_first(Options), config:read(leases), Recover, is_add_nodes(Options)} of
507     {_, true, true, false} ->
508         % we are recovering
509         dht_node_join_recover:join(Options);
510     {true, true, false, _} ->
511         msg_delay:send_trigger(1, {l_on_cseq, renew_leases}),
512         Id = l_on_cseq:id(intervals:all()),
513         TmpState = dht_node_join:join_as_first(Id, 0, Options),
514         %% we have to inject the first lease by hand, as otherwise
515         %% no routing will work.
516         l_on_cseq:add_first_lease_to_db(Id, TmpState);
517     {false, true, _, true} ->
518         msg_delay:send_trigger(1, {l_on_cseq, renew_leases}),
519         % get my ID (if set, otherwise chose a random ID):
520         Id = case lists:keyfind({dht_node, id}, 1, Options) of
```



```

521         {{dht_node, id}, IdX} -> IdX;
522         _ -> ?RT:get_random_node_id()
523     end,
524     dht_node_join:join_as_other(Id, 0, Options);
525 {IsFirst, _, _, _} ->
526     % get my ID (if set, otherwise chose a random ID):
527     Id = case lists:keyfind({dht_node, id}, 1, Options) of
528         {{dht_node, id}, IdX} -> IdX;
529         _ -> ?RT:get_random_node_id()
530     end,
531     if IsFirst -> dht_node_join:join_as_first(Id, 0, Options);
532     true -> dht_node_join:join_as_other(Id, 0, Options)
533     end
534 end.

```

The `gen_component` behaviour registers the `dht_node` in the process dictionary. Formerly, the process had to do this itself, but we moved this code into the behaviour. If an ID was given to `dht_node:init/1` function as a `{{dht_node, id}, KEY}` tuple, the given `Id` will be used. Otherwise a random key is generated. Depending on whether the node is the first inside a VM marked as first or not, the according function in `dht_node_join` is called. Also the pid of the node's supervisor is kept for future reference.

## 11.5. Actually joining the ring

After retrieving its identifier, the node starts the join protocol which processes the appropriate messages calling `dht_node_join:process_join_state(Message, State)`. On the existing node, join messages will be processed by `dht_node_join:process_join_msg(Message, State)`.

### 11.5.1. A single node joining an empty ring

File `dht_node_join.erl`:

```

107 -spec join_as_first(Id::?RT:key(), IdVersion::non_neg_integer(), Options::[tuple()])
108     -> dht_node_state:state().
109 join_as_first(Id, IdVersion, _Options) ->
110     log:log(info, "[ Node ~w ] joining as first: (~.0p, ~.0p)",
111         [self(), Id, IdVersion]),
112     Me = node:new(comm:this(), Id, IdVersion),
113     % join complete, State is the first "State"
114     finish_join(Me, Me, Me, db_dht:new(db_dht), msg_queue:new(), []).

```

If the ring is empty, the joining node will be the only node in the ring and will thus be responsible for the whole key space. It will trigger all known nodes to initialize the comm layer and then finish the join. `dht_node_join:finish_join/5` just creates a new state for a Scalaris node consisting of the given parameters (the node as itself, its predecessor and successor, an empty database and the queued messages that arrived during the join). It then activates all dependent processes and creates a routing table from this information.

The `dht_node_state:state()` type is defined in

File `dht_node_state.erl`:

```

82 -record(state, {rt           = ?required(state, rt)           :: ?RT:external_rt(),
83                rm_state     = ?required(state, rm_state)     :: rm_loop:state(),
84                join_time    = ?required(state, join_time)    :: erlang:timestamp(),
85                db           = ?required(state, db)           :: db_dht:db(),
86                tx_tp_db     = ?required(state, tx_tp_db)     :: any(),

```

```

87     proposer = ?required(state, proposer) :: pid(),
88     % slide with pred (must not overlap with 'slide with succ!'):
89     slide_pred = null :: slide_op:slide_op() | null,
90     % slide with succ (must not overlap with 'slide with pred!'):
91     slide_succ = null :: slide_op:slide_op() | null,
92     % additional range to respond to during a move:
93     db_range = [] :: [{intervals:interval(), slide_op:id()}],
94     monitor_proc = ?required(state, monitor_proc) :: pid(),
95     prbr_kv_db = ?required(state, prbr_kv_db) :: prbr:state(),
96     txid_db1 = ?required(state, txid_db1) :: prbr:state(),
97     txid_db2 = ?required(state, txid_db2) :: prbr:state(),
98     txid_db3 = ?required(state, txid_db3) :: prbr:state(),
99     txid_db4 = ?required(state, txid_db4) :: prbr:state(),
100    lease_db1 = ?required(state, lease_db1) :: prbr:state(),
101    lease_db2 = ?required(state, lease_db2) :: prbr:state(),
102    lease_db3 = ?required(state, lease_db3) :: prbr:state(),
103    lease_db4 = ?required(state, lease_db4) :: prbr:state(),
104    lease_list = ?required(state, lease_list) :: lease_list:lease_list(),
105    snapshot_state = null :: snapshot_state:snapshot_state() | null,
106    mr_state = ?required(state, mr_state) :: orddict:orddict(),
107    mr_master_state = ?required(state, mr_master_state) :: orddict:orddict()
108    }).
109    -opaque state() :: #state{}.

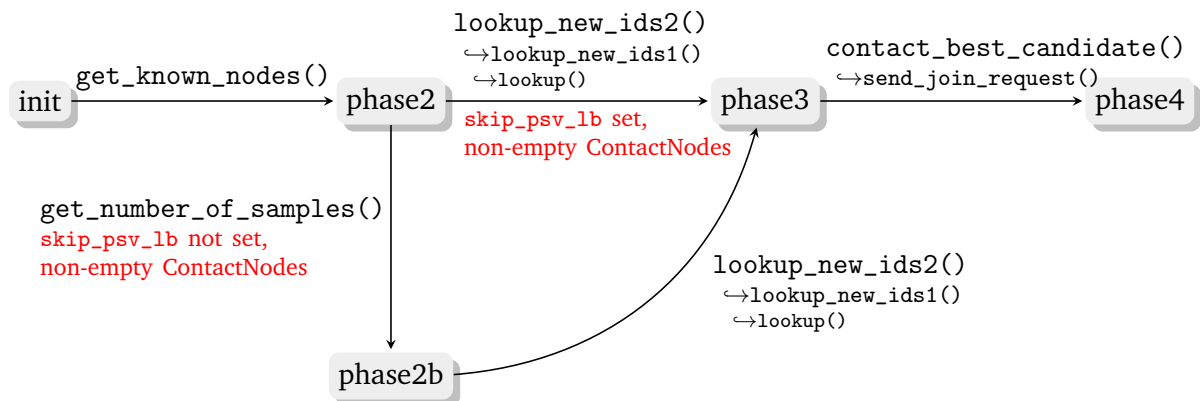
```

### 11.5.2. A single node joining an existing (non-empty) ring

If a node joins an existing ring, its join protocol will step through the following four phases:

- **phase2** finding nodes to contact with the help of the configured known\_hosts
- **phase2b** getting the number of Ids to sample (may be skipped)
- **phase3** lookup nodes responsible for all sampled Ids
- **phase4** joining a selected node and setting up item movements

The following figure shows a (non-exhaustive) overview of the transitions between the phases in the normal case. We will go through these step by step and discuss what happens if errors occur.



At first all nodes set in the known\_hosts configuration parameter are contacted. Their responses are then handled in phase 2. In order to separate the join state from the ordinary dht\_node state, the gen\_component is instructed to use the dht\_node:on\_join/2 message handler which delegates every message to dht\_node:join:process\_join\_state/2.

File dht\_node\_join.erl:

```

118 -spec join_as_other(Id::?RT:key(), IdVersion::non_neg_integer(), Options::[tuple()])
119     -> {'$gen_component', [{on_handler, Handler::gen_component:handler()}],
120         State::{:join, phase2(), msg_queue:msg_queue()} }.

```

```

121 join_as_other(Id, IdVersion, Options) ->
122     log:log(info,"[ Node ~w ] joining, trying ID: (~.0p, ~.0p)",
123         [self(), Id, IdVersion]),
124     JoinUUID = uid:get_pids_uid(),
125     gen_component:change_handler(
126         {join, {phase1, JoinUUID, Options, IdVersion, [], [Id], []},
127             msg_queue:new()},
128         fun ?MODULE:process_join_state/2).

```

## Phase 2 and 2b

Phase 2 collects all `dht_node` processes inside the contacted VMs. It therefore mainly processes `get_dht_nodes_response` messages and integrates all received nodes into the list of available connections. The next step depends on whether the `{skip_psv_lb}` option for skipping any passive load balancing algorithm has been given to the `dht_node` or not. If it is present, the node will only use the ID that has been initially passed to `dht_node_join:join_as_other/3`, issue a lookup for the responsible node and move to phase 3. Otherwise, the passive load balancing's `lb_psv_*:-get_number_of_samples/1` method will be called asking for the number of IDs to sample. Its answer will be processed in phase 2b.

`get_dht_nodes_response` messages arriving in phase 2b or later will be processed anyway and received `dht_node` processes will be integrated into the connections. These phases' operations will not be interrupted and nothing else is changed though.

File `dht_node_join.erl`:

```

164 % in phase 2 add the nodes and do lookups with them / get number of samples
165 process_join_state({get_dht_nodes_response, Nodes} = _Msg,
166     {join, JoinState, QueuedMessages})
167     when element(1, JoinState) == phase2 ->
168     ?TRACE_JOIN1(_Msg, JoinState),
169     JoinOptions = get_join_options(JoinState),
170     %% additional nodes required when firstnode jumps and he's the only known host
171     DhtNodes = Nodes ++ proplists:get_value(bootstrap_nodes, JoinOptions, []),
172     Connections = [{null, Node} || Node <- DhtNodes, Node /= comm:this()],
173     JoinState1 = add_connections(Connections, JoinState, back),
174     NewJoinState = phase2_next_step(JoinState1, Connections),
175     ?TRACE_JOIN_STATE(NewJoinState),
176     {join, NewJoinState, QueuedMessages};
177
178 % in all other phases, just add the provided nodes:
179 process_join_state({get_dht_nodes_response, Nodes} = _Msg,
180     {join, JoinState, QueuedMessages})
181     when element(1, JoinState) == phase2b orelse
182         element(1, JoinState) == phase3 orelse
183         element(1, JoinState) == phase4 ->
184     ?TRACE_JOIN1(_Msg, JoinState),
185     Connections = [{null, Node} || Node <- Nodes, Node /= comm:this()],
186     JoinState1 = add_connections(Connections, JoinState, back),
187     ?TRACE_JOIN_STATE(JoinState1),
188     {join, JoinState1, QueuedMessages};

```

Phase 2b will handle `get_number_of_samples` messages from the passive load balance algorithm. Once received, new (unique) IDs will be sampled randomly so that the total number of join candidates (selected IDs together with fully processed candidates from further phases) is at least as high as the given number of samples. Afterwards, lookups will be created for all previous IDs as well as the new ones and the node will move to phase 3.

File `dht_node_join.erl`:

```

214 % note: although this message was send in phase2b, also accept message in

```

```

215 % phase2, e.g. messages arriving from previous calls
216 process_join_state({join, get_number_of_samples, Samples, Conn} = _Msg,
217                   {join, JoinState, QueuedMessages})
218   when element(1, JoinState) == phase2 orelse
219     element(1, JoinState) == phase2b ->
220     ?TRACE_JOIN1(_Msg, JoinState),
221     % prefer node that send get_number_of_samples as first contact node
222     JoinState1 = reset_connection(Conn, JoinState),
223     % (re-)issue lookups for all existing IDs and
224     % create additional samples, if required
225     NewJoinState = lookup_new_ids2(Samples, JoinState1),
226     ?TRACE_JOIN_STATE(NewJoinState),
227     {join, NewJoinState, QueuedMessages};
228
229 % ignore message arriving in other phases:
230 process_join_state({join, get_number_of_samples, _Samples, Conn} = _Msg,
231                   {join, JoinState, QueuedMessages}) ->
232   ?TRACE_JOIN1(_Msg, JoinState),
233   NewJoinState = reset_connection(Conn, JoinState),
234   ?TRACE_JOIN_STATE(NewJoinState),
235   {join, NewJoinState, QueuedMessages};

```

Lookups will make Scalaris find the node currently responsible for a given ID and send a request to simulate a join to this node, i.e. a `get_candidate` message. Note that during such an operation, the joining node would become the existing node's predecessor. The simulation will be delegated to the passive load balance algorithm the joining node requested, as set by the `join_lb_psv` configuration parameter.

File `dht_node_join.erl`:

```

571 process_join_msg({join, get_candidate, Source_PID, Key, LbPsv, Conn} = _Msg, State) ->
572   ?TRACE1(_Msg, State),
573   call_lb_psv(LbPsv, create_join, [State, Key, Source_PID, Conn]);

```

### Phase 3

The result of the simulation will be send in a `get_candidate_response` message and will be processed in phase 3 of the joining node. It will be integrated into the list of processed candidates. If there are no more IDs left to process, the best among them will be contacted. Otherwise further `get_candidate_response` messages will be awaited. Such messages will also be processed in the other phases where the candidate will be simply added to the list.

File `dht_node_join.erl`:

```

267 process_join_state({join, get_candidate_response, OrigJoinId, Candidate, Conn} = _Msg,
268                   {join, JoinState, QueuedMessages})
269   when element(1, JoinState) == phase3 ->
270     ?TRACE_JOIN1(_Msg, JoinState),
271     JoinState0 = reset_connection(Conn, JoinState),
272     JoinState1 = remove_join_id(OrigJoinId, JoinState0),
273     JoinState2 = integrate_candidate(Candidate, JoinState1, front),
274     NewJoinState =
275       case get_join_ids(JoinState2) of
276         [] -> % no more join ids to look up -> join with the best:
277           contact_best_candidate(JoinState2);
278         [_|_] -> % still some unprocessed join ids -> wait
279           JoinState2
280       end,
281     ?TRACE_JOIN_STATE(NewJoinState),
282     {join, NewJoinState, QueuedMessages};
283
284 % In phase 2 or 2b, also add the candidate but do not continue.
285 % In phase 4, add the candidate to the end of the candidates as they are sorted

```

```

286 % and the join with the first has already started (use this candidate as backup
287 % if the join fails). Do not start a new join.
288 process_join_state({join, get_candidate_response, OrigJoinId, Candidate, Conn} = _Msg,
289                   {join, JoinState, QueuedMessages})
290   when element(1, JoinState) == phase2 orelse
291       element(1, JoinState) == phase2b orelse
292       element(1, JoinState) == phase4 ->
293       ?TRACE_JOIN1(_Msg, JoinState),
294       JoinState0 = reset_connection(Conn, JoinState),
295       JoinState1 = remove_join_id(OrigJoinId, JoinState0),
296       JoinState2 = case get_phase(JoinState1) of
297                     phase4 -> integrate_candidate(Candidate, JoinState1, back);
298                     _      -> integrate_candidate(Candidate, JoinState1, front)
299                     end,
300       ?TRACE_JOIN_STATE(JoinState2),
301       {join, JoinState2, QueuedMessages};

```

If `dht_node_join:contact_best_candidate/1` is called and candidates are available (there should be at this stage!), it will sort the candidates by using the passive load balance algorithm, send a `join_request` message and continue with phase 4.

File `dht_node_join.erl`:

```

873 %% @doc Contacts the best candidate among all stored candidates and sends a
874 %%      join_request (Timeouts = 0).
875 -spec contact_best_candidate(JoinState::phase_2_4())
876       -> phase2() | phase2b() | phase4().
877 contact_best_candidate(JoinState) ->
878     JoinState1 = sort_candidates(JoinState),
879     send_join_request(JoinState1, 0).

```

File `dht_node_join.erl`:

```

883 %% @doc Sends a join request to the first candidate. Timeouts is the number of
884 %%      join_request_timeout messages previously received.
885 %%      PreCond: the id has been set to the ID to join at and has been updated
886 %%              in JoinState.
887 -spec send_join_request(JoinState::phase_2_4(), Timeouts::non_neg_integer())
888       -> phase2() | phase2b() | phase4().
889 send_join_request(JoinState, Timeouts) ->
890     case get_candidates(JoinState) of
891     [] -> % no candidates -> start over (can happen, e.g. when join candidates are busy):
892         start_over(JoinState);
893     [BestCand | _] ->
894         Id = node_details:get(lb_op:get(BestCand, n1_new), new_key),
895         IdVersion = get_id_version(JoinState),
896         NewSucc = node_details:get(lb_op:get(BestCand, n1succ_new), node),
897         Me = node:new(comm:this(), Id, IdVersion),
898         CandId = lb_op:get(BestCand, id),
899         MyMTE = case dht_node_move:use_incremental_slides() of
900                   true -> dht_node_move:get_max_transport_entries();
901                   false -> unknown
902                   end,
903         Msg = {join, join_request, Me, CandId, MyMTE},
904         ?TRACE_SEND(node:pidX(NewSucc), Msg),
905         comm:send(node:pidX(NewSucc), Msg),
906         msg_delay:send_local(
907             get_join_request_timeout() div 1000, self(),
908             {join, join_request_timeout, Timeouts, CandId, get_join_uuid(JoinState)}),
909         set_phase(phase4, JoinState)
910     end.

```

The `join_request` message will be received by the existing node which will set up a slide operation with the new node. If it is not responsible for the key (anymore), it will deny the request and reply with a `{join, join_response, not_responsible, Node}` message. If it is responsible for the ID

and is not participating in a slide with its current predecessor, it will set up a slide with the joining node:

File `dht_node_join.erl`:

```
577 process_join_msg({join, join_request, NewPred, CandId, MaxTransportEntries} = _Msg, State)
578   when (not is_atom(NewPred)) -> % avoid confusion with not_responsible message
579     ?TRACE1(_Msg, State),
580     TargetId = node:id(NewPred),
581     JoinType = {join, 'send'},
582     MyNode = dht_node_state:get(State, node),
583     Command = dht_node_move:check_setup_slide_not_found(
584       State, JoinType, MyNode, NewPred, TargetId),
585     case Command of
586       {ok, JoinType} ->
587         MoveFullId = uid:get_global_uid(),
588         State1 = dht_node_move:exec_setup_slide_not_found(
589           Command, State, MoveFullId, NewPred, TargetId, join,
590           MaxTransportEntries, null, nomsg, {none}, false),
591         % set up slide, now send join_response:
592         MyOldPred = dht_node_state:get(State1, pred),
593         % no need to tell the ring maintenance -> the other node will trigger an update
594         % also this is better in case the other node dies during the join
595         %% rm_loop:notify_new_pred(comm:this(), NewPred),
596         SlideOp = dht_node_state:get(State1, slide_pred),
597         Msg = {join, join_response, MyNode, MyOldPred, MoveFullId, CandId,
598           slide_op:get_target_id(SlideOp), slide_op:get_next_op(SlideOp)},
599         dht_node_move:send(node:pidX(NewPred), Msg, MoveFullId),
600         State1;
601       {abort, ongoing_slide, JoinType} ->
602         ?TRACE("[ ~.0p ]\n rejecting join_request from ~.0p due to a running slide~n",
603           [self(), NewPred]),
604         ?TRACE_SEND(node:pidX(NewPred), {join, join_response, busy, CandId}),
605         comm:send(node:pidX(NewPred), {join, join_response, busy, CandId}),
606         State;
607       {abort, _Reason, JoinType} -> % all other errors:
608         ?TRACE("~p", [Command]),
609         ?TRACE_SEND(node:pidX(NewPred),
610           {join, join_response, not_responsible, CandId}),
611         comm:send(node:pidX(NewPred),
612           {join, join_response, not_responsible, CandId}),
613         State
614     end;
```

## Phase 4

The joining node will receive the `join_response` message in phase 4 of the join protocol. If everything is ok, it will notify its ring maintenance process that it enters the ring, start all required processes and join the slide operation set up by the existing node in order to receive some of its data.

If the join candidate's node is not responsible for the candidate's ID anymore or the candidate's ID already exists, the next candidate is contacted until no further candidates are available and the join protocol starts over using `dht_node_join:start_over/1`.

Note that the `join_response` message will actually be processed in any phase. Therefore, if messages arrive late, the join can be processed immediately and the rest of the join protocol does not need to be executed again.

File `dht_node_join.erl`:

```
340 process_join_state({join, join_response, Reason, CandId} = _Msg,
341   {join, JoinState, QueuedMessages} = State)
342   when element(1, JoinState) == phase4 andalso
```

```

343     (Reason == not_responsible orelse Reason == busy) ->
344     ?TRACE_JOIN1(_Msg, JoinState),
345     % the node we contacted is not responsible for the selected key anymore
346     % -> try the next candidate, if the message is related to the current candidate
347     case get_candidates(JoinState) of
348     [] -> % no candidates -> should not happen in phase4!
349         log:log(error, "[ Node ~w ] empty candidate list in join phase 4, "
350             "starting over", [self()]),
351         NewJoinState = start_over(JoinState),
352         ?TRACE_JOIN_STATE(NewJoinState),
353         {join, NewJoinState, QueuedMessages};
354     [Candidate | _Rest] ->
355         case lb_op:get(Candidate, id) == CandId of
356         false -> State; % unrelated/old message
357         _ ->
358             if Reason == not_responsible ->
359                 log:log(info,
360                     "[ Node ~w ] node contacted for join is not "
361                     "responsible for the selected ID (anymore), "
362                     "trying next candidate",
363                     [self()]);
364                 Reason == busy ->
365                     log:log(info,
366                         "[ Node ~w ] node contacted for join is busy, "
367                         "trying next candidate",
368                         [self()])
369             end,
370             NewJoinState = try_next_candidate(JoinState),
371             ?TRACE_JOIN_STATE(NewJoinState),
372             {join, NewJoinState, QueuedMessages}
373         end
374     end;
375
376 % in other phases remove the candidate from the list (if it still exists):
377 process_join_state({join, join_response, Reason, CandId} = _Msg,
378     {join, JoinState, QueuedMessages})
379     when (Reason == not_responsible orelse Reason == busy) ->
380     ?TRACE_JOIN1(_Msg, JoinState),
381     {join, remove_candidate(CandId, JoinState), QueuedMessages};
382
383 % note: accept (delayed) join_response messages in any phase
384 process_join_state({join, join_response, Succ, Pred, MoveId, CandId, TargetId, NextOp} = _Msg,
385     {join, JoinState, QueuedMessages} = State) ->
386     ?TRACE_JOIN1(_Msg, JoinState),
387     % only act on related messages, i.e. messages from the current candidate
388     Phase = get_phase(JoinState),
389     State1 = case get_candidates(JoinState) of
390     [] when Phase == phase4 ->
391         % no candidates -> should not happen in phase4!
392         log:log(error, "[ Node ~w ] empty candidate list in join phase 4, "
393             "starting over", [self()]),
394         reject_join_response(Succ, Pred, MoveId, CandId),
395         NewJoinState = start_over(JoinState),
396         ?TRACE_JOIN_STATE(NewJoinState),
397         {join, NewJoinState, QueuedMessages};
398     [] ->
399         % in all other phases, ignore the delayed join_response if no
400         % candidates exist
401         reject_join_response(Succ, Pred, MoveId, CandId),
402         State;
403     [Candidate | _Rest] ->
404         CandidateNode = node_details:get(lb_op:get(Candidate, n1succ_new), node),
405         CandidateNodeSame = node:same_process(CandidateNode, Succ),
406         case lb_op:get(Candidate, id) == CandId of
407         false ->
408             % ignore old/unrelated message
409             log:log(warn, "[ Node ~w ] ignoring old or unrelated "
410                 "join_response message", [self()]),
411             reject_join_response(Succ, Pred, MoveId, CandId),
412             State;
413         _ when not CandidateNodeSame ->

```



```

414         % id is correct but the node is not (should never happen!)
415         log:log(error, "[ Node ~w ] got join_response but the node "
416             "changed, trying next candidate", [self()]),
417         reject_join_response(Succ, Pred, MoveId, CandId),
418         NewJoinState = try_next_candidate(JoinState),
419         ?TRACE_JOIN_STATE(NewJoinState),
420         {join, NewJoinState, QueuedMessages};
421     ->
422     MyId = TargetId,
423     MyIdVersion = get_id_version(JoinState),
424     case MyId ==: node:id(Succ) orelse MyId ==: node:id(Pred) of
425     true ->
426         log:log(warn, "[ Node ~w ] chosen ID already exists, "
427             "trying next candidate", [self()]),
428         reject_join_response(Succ, Pred, MoveId, CandId),
429         % note: can not keep Id, even if skip_psv_lb is set
430         JoinState1 = remove_candidate_front(JoinState),
431         NewJoinState = contact_best_candidate(JoinState1),
432         ?TRACE_JOIN_STATE(NewJoinState),
433         {join, NewJoinState, QueuedMessages};
434     ->
435     ?TRACE("[ ~.0p ]~n joined MyId:~.0p, MyIdVersion:~.0p~n "
436         "Succ: ~.0p~n Pred: ~.0p~n",
437         [self(), MyId, MyIdVersion, Succ, Pred]),
438     Me = node:new(comm:this(), MyId, MyIdVersion),
439     log:log(info, "[ Node ~w ] joined between ~w and ~w",
440         [self(), Pred, Succ]),
441     rm_loop:notify_new_succ(node:pidX(Pred), Me),
442     rm_loop:notify_new_pred(node:pidX(Succ), Me),
443
444     JoinOptions = get_join_options(JoinState),
445
446     finish_join_and_slide(Me, Pred, Succ, db_dht:new(db_dht),
447         QueuedMessages, MoveId, NextOp, JoinOptions)
448
449     end
450 end,
451 State1;

```

#### File dht\_node\_join.erl:

```

945 %% @doc Finishes the join and sends all queued messages.
946 -spec finish_join(Me::node:node_type(), Pred::node:node_type(),
947     Succ::node:node_type(), DB::db_dht:db(),
948     QueuedMessages::msg_queue:msg_queue(),
949     JoinOptions::tuple())
950     -> dht_node_state:state().
951 finish_join(Me, Pred, Succ, DB, QueuedMessages, JoinOptions) ->
952     %% get old rt loop subscription table (if available)
953     MoveState = proplists:get_value(move_state, JoinOptions, []),
954     OldSubscrTable = proplists:get_value(subscr_table, MoveState, null),
955     RMState = rm_loop:init(Me, Pred, Succ, OldSubscrTable),
956     Neighbors = rm_loop:get_neighbors(RMState),
957     % wait for the ring maintenance to initialize and tell us its table ID
958     rt_loop:activate(Neighbors),
959     if MoveState ==: [] ->
960         dc_clustering:activate(),
961         gossip:activate(Neighbors);
962     true -> ok
963 end,
964 dht_node_reregister:activate(),
965 msg_queue:send(QueuedMessages),
966 NewRT_ext = ?RT:empty_ext(Neighbors),
967 service_per_vm:register_dht_node(node:pidX(Me)),
968 dht_node_state:new(NewRT_ext, RMState, DB).
969
970 -spec reject_join_response(Succ::node:node_type(), Pred::node:node_type(),
971     MoveFullId::slide_op:id(), CandId::lb_op:id()) -> ok.
972 reject_join_response(Succ, _Pred, MoveId, _CandId) ->
973     % similar to dht_node_move:abort_slide/9 - keep message in sync!

```



```

974     Msg = {move, slide_abort, pred, MoveId, ongoing_slide},
975     ?TRACE_SEND(node:pidX(Succ), Msg),
976     dht_node_move:send_no_slide(node:pidX(Succ), Msg, 0).
977
978     %% @doc Finishes the join by setting up a slide operation to get the data from
979     %% the other node and sends all queued messages.
980     -spec finish_join_and_slide(Me::node:node_type(), Pred::node:node_type(),
981                               Succ::node:node_type(), DB::db_dht:db(),
982                               QueuedMessages::msg_queue:msg_queue(),
983                               MoveId::slide_op:id(), NextOp::slide_op:next_op(),
984                               JoinOptions::tuple())
985     -> {'$gen_component', [{on_handler, Handler::gen_component:handler()}],
986         State::dht_node_state:state()}.
987     finish_join_and_slide(Me, Pred, Succ, DB, QueuedMessages, MoveId, NextOp, JoinOptions) ->
988     State = finish_join(Me, Pred, Succ, DB, QueuedMessages, JoinOptions),
989     {SourcePid, Tag} =
990     case lists:keyfind(jump, 1, JoinOptions) of
991     {jump, JumpTag, Pid} -> {Pid, JumpTag};
992     _ -> {null, join}
993     end,
994     State1 = dht_node_move:exec_setup_slide_not_found(
995         {ok, {join, 'rcv'}}, State, MoveId, Succ, node:id(Me), Tag,
996         unknown, SourcePid, nomsg, NextOp, false),
997     gen_component:change_handler(State1, fun dht_node:on/2).

```

The macro `?RT` maps to the configured routing algorithm. It is defined in `include/scalaris.hrl`. For further details on the routing see Chapter 9.3 on page 60.

## Timeouts and other errors

The following table summarizes the timeout messages send during the join protocol on the joining node. It shows in which of the phases each of the messages is processed and describes (in short) what actions are taken. All of these messages are influenced by their respective config parameters, e.g. `join_timeout` parameter in the config files defines an overall timeout for the whole join operation. If it takes longer than `join_timeout` ms, a `{join, timeout}` will be send and processed as given in this table.

	known_hosts_ _timeout	get_number_of_ _samples_ _timeout	lookup_ _timeout	join_request_ _timeout	timeout
<b>phase2</b>	get known nodes from configured VMs	ignore	ignore	ignore	
<b>phase2b</b>	ignore	remove contact node, re-start join → phase 2 or 2b	ignore	ignore	
<b>phase3</b>	ignore	ignore	remove contact node, lookup remaining IDs → phase 2 or 3	ignore	
<b>phase3b</b>	ignore	ignore	ignore	ignore	re-start join → phase 2 or 2b
<b>phase4</b>	ignore	ignore	ignore	timeouts < 3? <sup>2</sup> → contact candidate otherwise: remove candidate no candidates left? → phase 2 or 2b otherwise: → contact next one → phase 3b or 4	

On the existing node, there is only one timeout message which is part of the join protocol: the `join_response_timeout`. It will be send when a slide operation is set up and if the timeout hits before the next message exchange, it will increase the slide operation's number of timeouts. The slide will be aborted if at least `join_response_timeouts` timeouts have been received. This parameter is set in the config file.

#### Misc. (all phases)

Note that join-related messages arriving in other phases than those handling them will be ignored. Any other messages during a `dht_node`'s join will be queued and re-send when the join is complete.

<sup>2</sup>set by the `join_request_timeouts` config parameter

## 12. How data is transferred (atomically)

A data transfer from a node to one of its (two) neighbours is also called a *slide*. A slide operation is defined in the `slide_op` module, the protocol is mainly implemented in `dht_node_move`. Parts of the slide are dependent on the ring maintenance implementation and are split off into modules implementing the `slide_beh` behaviour.

Though the protocols are mainly symmetric, we distinguish between sending data to the predecessor and sending data to the successor, respectively. In the following protocol visualisations, arrows denote message exchanges, pseudo-code for operations that are being executed is put at the side of each time bar. Functions in green are those implemented in the `slide_beh` behaviour, if annotated with an arrow pointing to itself, this callback is asynchronous. During the protocol, the slide operation goes through several phases which are shown in black boxes.

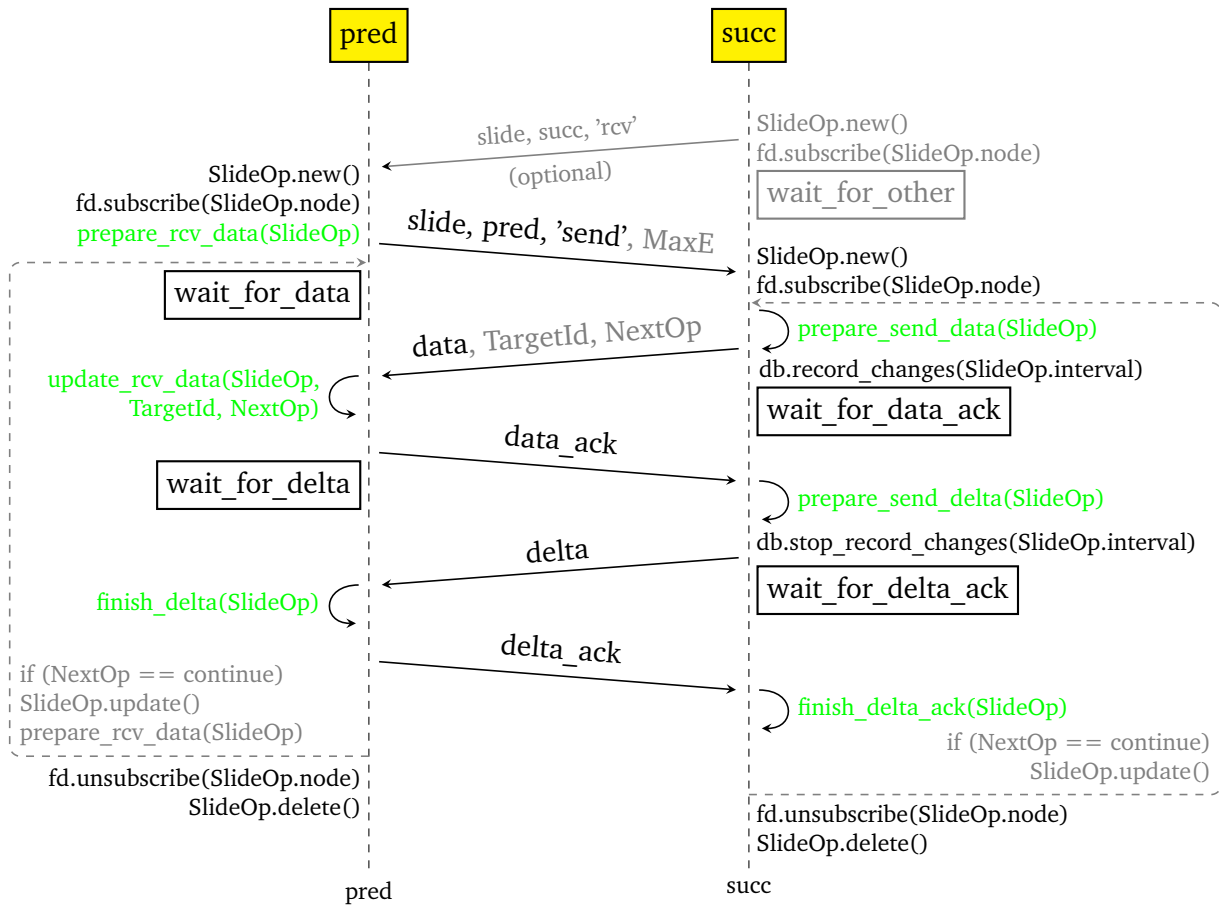
In general, a slide consists of three steps:

1. set up slide
2. send data & start recording changes, i.e. delta
3. send delta & transfer responsibility

The latter two may be repeated to execute incremental slides which further reduce periods of unavailability. During this period, no node is responsible for the range to transfer and messages are thus delayed until the receiving node gains responsibility.

## 12.1. Sending data to the predecessor

### 12.1.1. Protocol

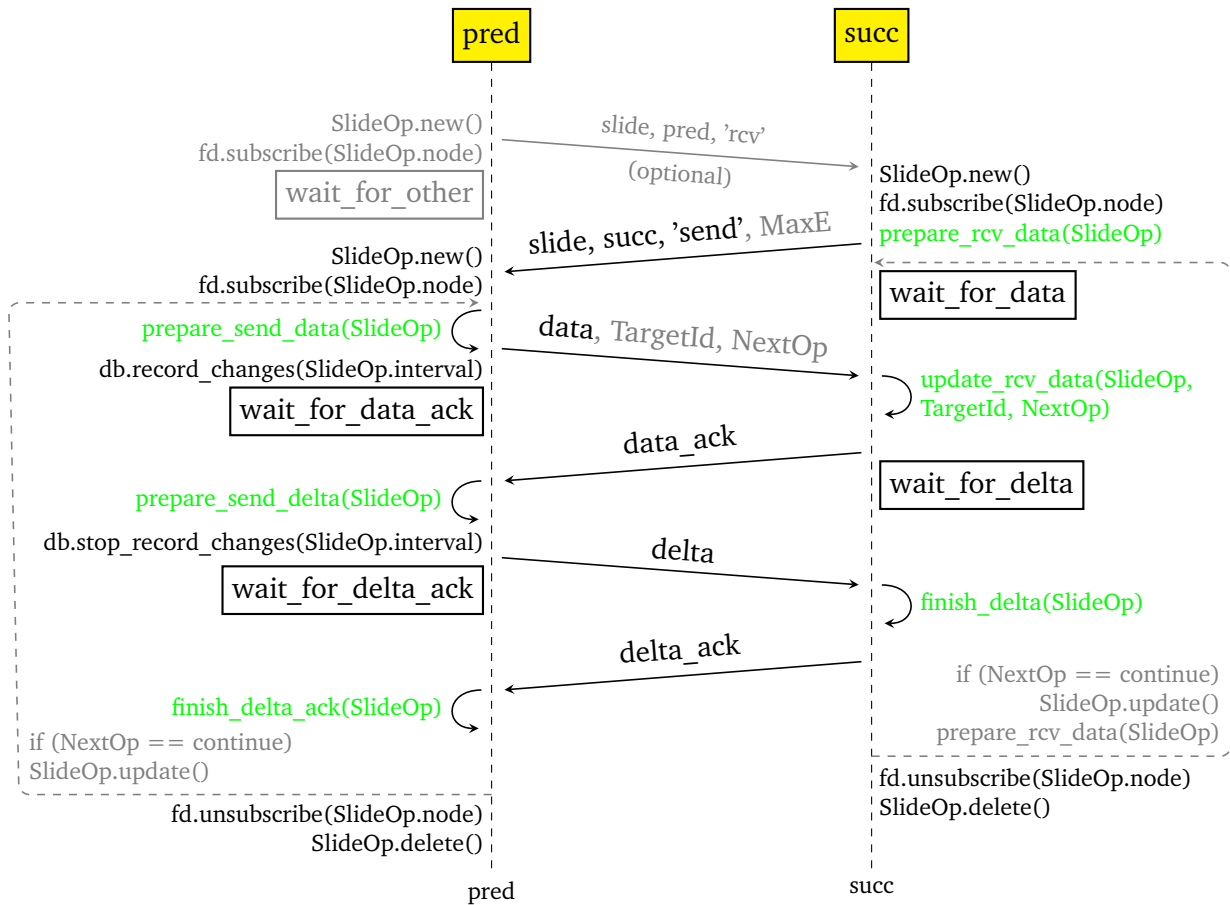


### 12.1.2. Callbacks

	slide_chord	slide_leases
← <b>prepare_rcv_data</b>	<i>nothing to do</i>	<i>nothing to do</i>
→ <b>prepare_send_data</b>	add DB range	<i>nothing to do</i>
← <b>update_rcv_data</b>	set MSG forward, change my ID	<i>nothing to do</i>
→ <b>prepare_send_delta</b>	wait until pred up-to-date, then: remove DB range	split own lease into two ranges, locally disable lease sent to pred
← <b>finish_delta</b>	remove MSG forward	<i>nothing to do</i>
→ <b>finish_delta_ack</b>	<i>nothing to do</i>	hand over the lease to pred, notify pred of owner change

## 12.2. Sending data to the successor

### 12.2.1. Protocol



### 12.2.2. Callbacks

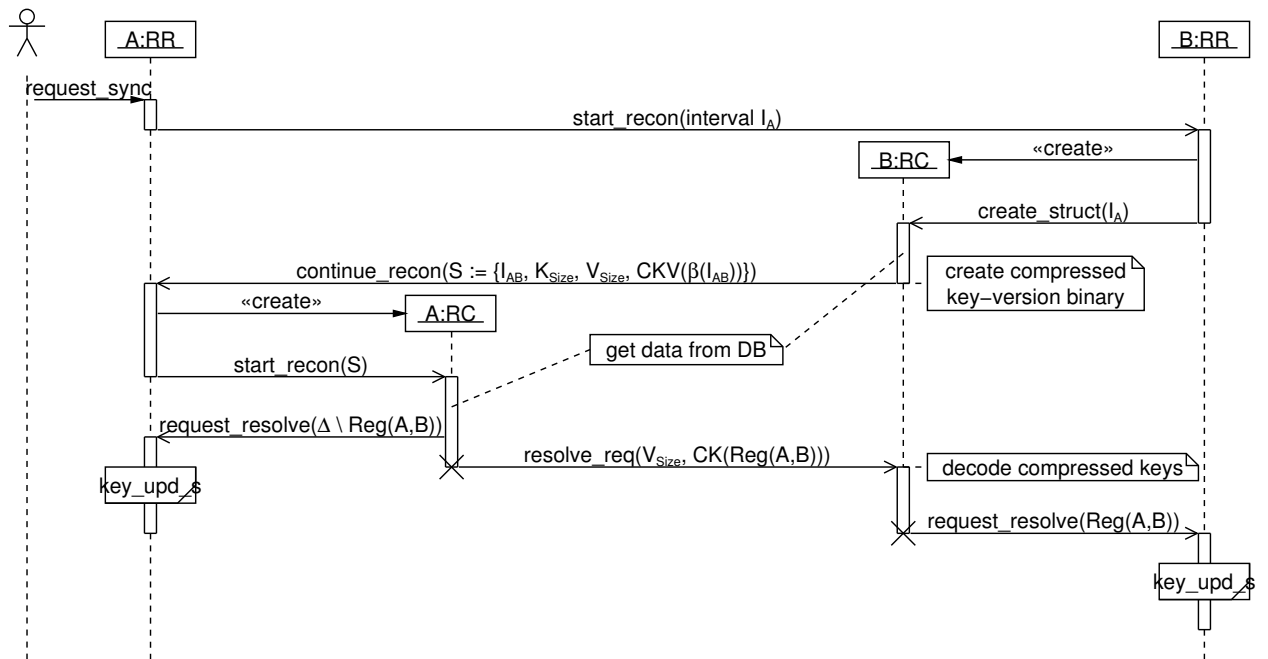
	slide_chord	slide_leases
→ <b>prepare_rcv_data</b>	set MSG forward	<i>nothing to do</i>
← <b>prepare_send_data</b>	add DB range, change my ID	<i>nothing to do</i>
→ <b>update_rcv_data</b>	<i>nothing to do</i>	<i>nothing to do</i>
← <b>prepare_send_delta</b>	remove DB range	split own lease into two ranges, locally disable lease sent to succ
→ <b>finish_delta</b>	remove MSG forward, add DB range, wait until pred up-to-date then: remove DB range	<i>nothing to do</i>
← <b>finish_delta_ack</b>	<i>nothing to do</i>	hand over the lease to succ, notify succ of owner change

# 13. Replica Repair

## 13.1. Replica Reconciliation - rr\_recon

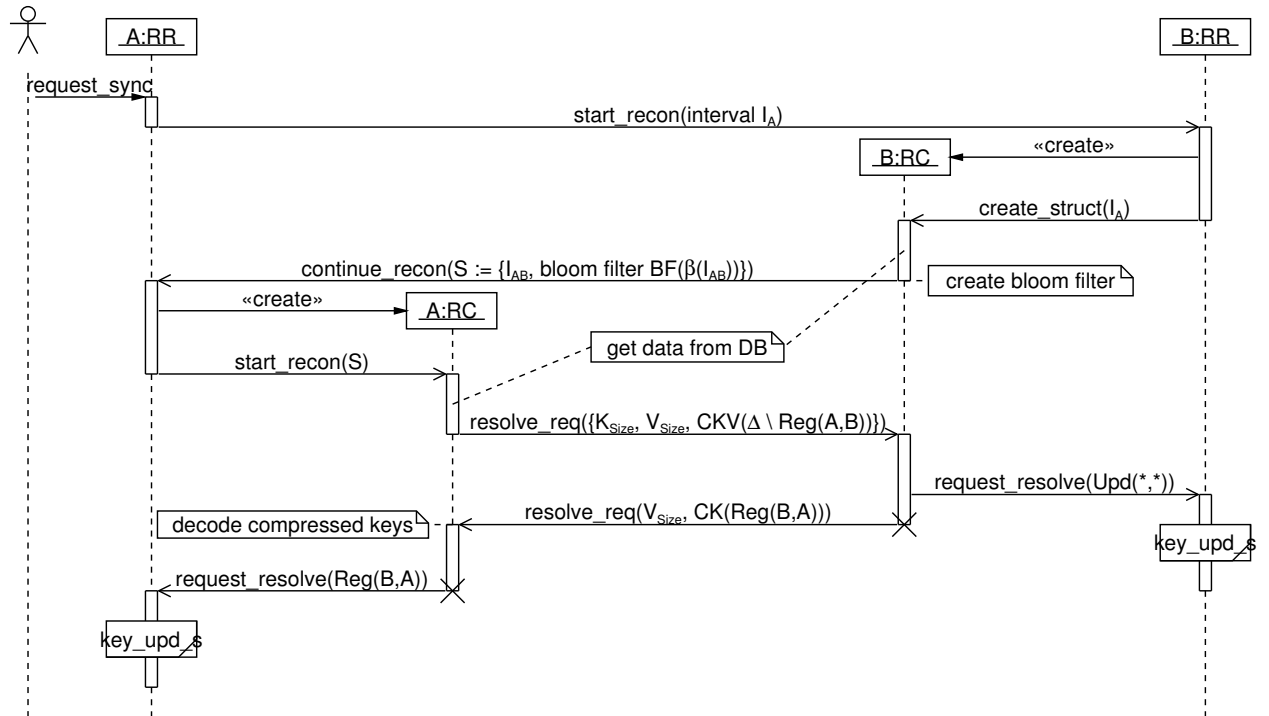
### 13.1.1. Trivial Replica Repair

#### Protocol



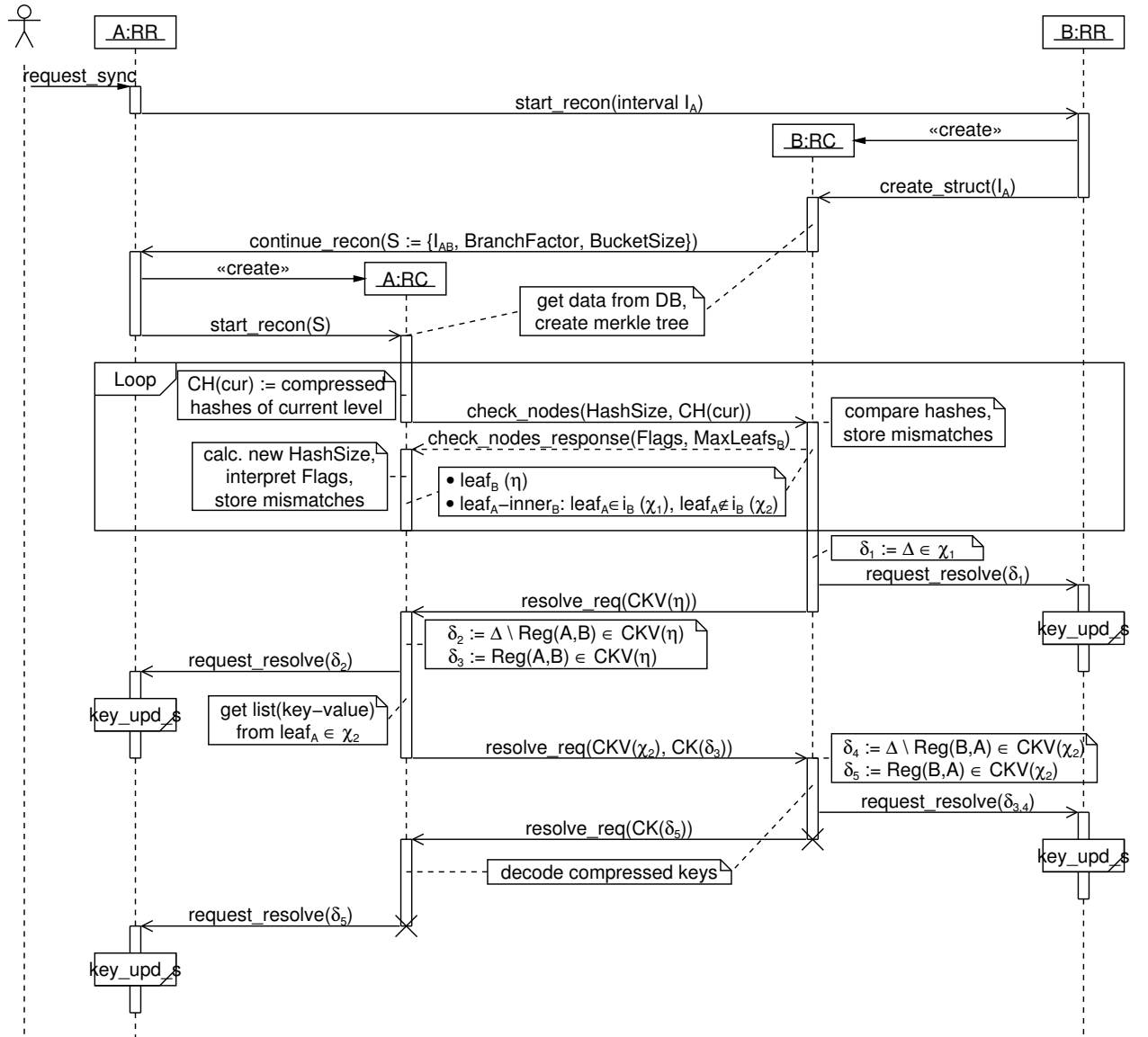
### 13.1.2. Replica Repair with Bloom Filters

#### Protocol



### 13.1.3. Replica Repair with Merkle Trees

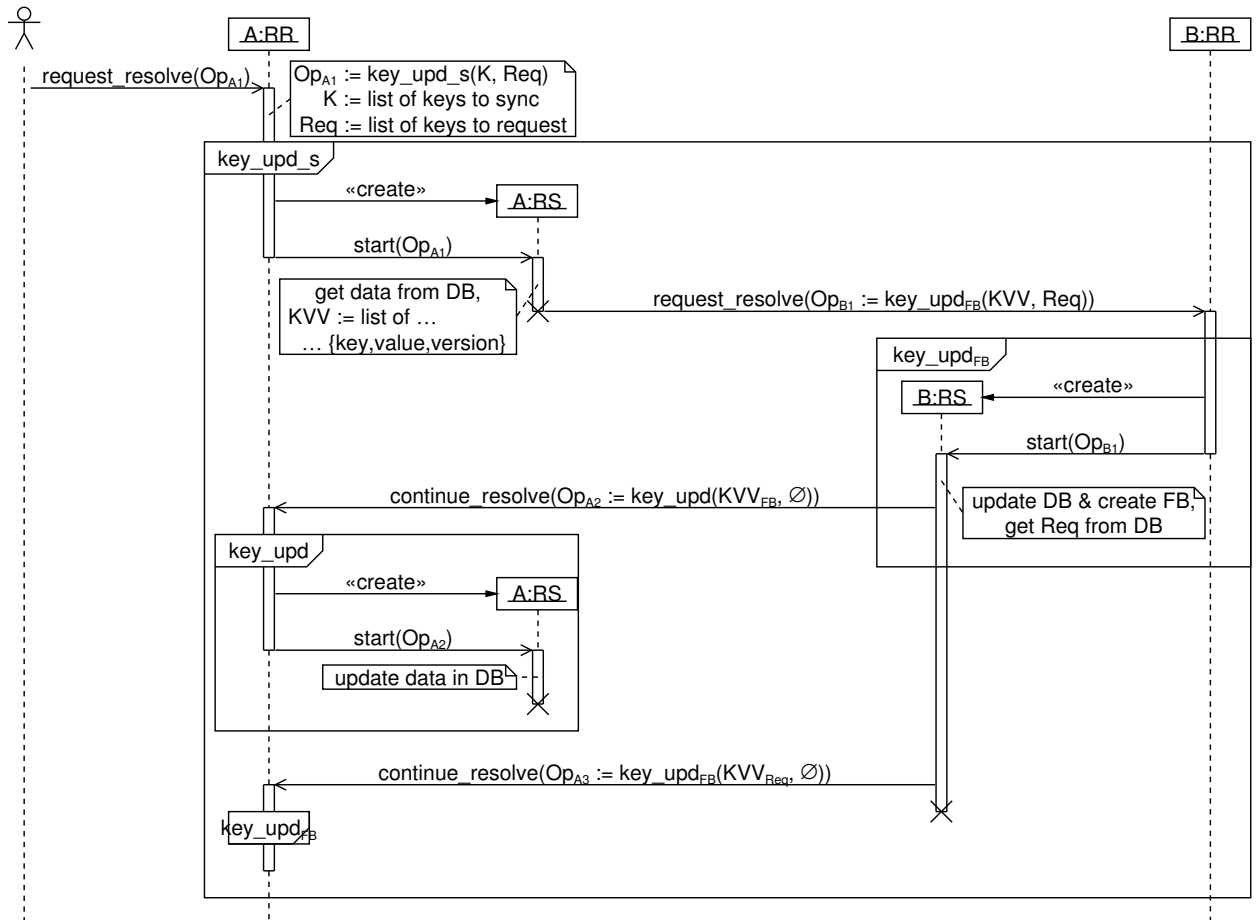
#### Protocol





## 13.2. Resolve Replicas - rr\_resolve

### 13.2.1. Updating a list of keys - key\_upd



## 14. Directory Structure of the Source Code

The directory tree of Scalaris is structured as follows:

bin	contains shell scripts needed to work with Scalaris (e.g. start the management server, start a node, ...)
contrib	necessary third party packages (yaws and log4erl)
doc	generated Erlang documentation
docroot	root directory of the node's webserver
ebin	the compiled Erlang code (beam files)
java-api	a Java API to Scalaris
python-api	a Python 2 API to Scalaris
python3-api	a Python 3 API to Scalaris
ruby-api	a Ruby API to Scalaris
log	log files
src	contains the Scalaris source code
include	contains macros for the source code
test	unit tests for Scalaris
user-dev-guide	contains the sources for this document

## 15. Java API

For the Java API documentation, we refer the reader to the documentation generated by javadoc or doxygen. The following commands create the documentation:

```
%> cd java-api  
%> ant doc  
%> doxygen
```

The documentation can then be found in `java-api/doc/index.html` (javadoc) and `java-api/doc-doxygen/html/index.html` (doxygen).

The API is divided into four classes:

- `de.zib.scalariz.Transaction` for (multiple) operations inside a transaction
- `de.zib.scalariz.TransactionSingleOp` for single transactional operations
- `de.zib.scalariz.ReplicatedDHT` for non-transactional (inconsistent) access to the replicated DHT items, e.g. deleting items

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# Index

?RT  
  next\_hop, 62  
  update, 66

admin  
  add\_node, 78, 79  
  add\_nodes, 77, 78

api\_tx, 59

api\_vm  
  add\_nodes, 77

comm, 3, 49, 49  
  get\_msg\_tag, 55  
  send\_to\_group\_member, 54

cs\_api, 50

cyclon, 24, 58

dht\_node, 64–66, 69, 75, 80, 83  
  init, 81  
  on\_join, 82

dht\_node\_join, 81  
  contact\_best\_candidate, 85, 85  
  finish\_join, 81, 88  
  finish\_join\_and\_slide, 88  
  join\_as\_other, 83  
  process\_join\_msg, 81  
  process\_join\_state, 81, 82  
  send\_join\_request, 85  
  start\_over, 86

dht\_node\_move, 91

dht\_node\_state  
  state, 81

erlang  
  exit, 51, 53  
  now, 48  
  send\_after, 48

ets  
  i, 48

fd, 57

gen\_component, 3, 48, 49, 49–57  
  bp\_barrier, 55, 56  
  bp\_cont, 55, 56  
  bp\_del, 55, 56  
  bp\_set, 55  
  bp\_set\_cond, 55  
  bp\_step, 55–57  
  change\_handler, 51, 53, 53  
  get\_state, 51  
  is\_gen\_component, 52  
  kill, 52, 54  
  post\_op, 54  
  runnable, 56  
  sleep, 54  
  start, 51, 52  
  start\_link, 51–53

intervals  
  in, 62

lb\_psv\_\*  
  get\_number\_of\_samples, 83

monitor, 58, 58  
  check\_report, 58  
  client\_monitor\_set\_value, 59  
  monitor\_set\_value, 59  
  proc\_check\_timeslot, 59  
  proc\_set\_value, 59

msg\_delay, 48

paxos\_SUITE, 54  
  step\_until\_decide, 56

pdb, 57

pid\_groups, 3, 49, 49, 52, 54, 80

randoms, 67

rm\_beh, 66, 71

routing\_table, 72

rr\_recon, 4, 94

rr\_resolve, 4, 97

rrd, 58, 58  
  add, 58  
  add\_now, 58  
  create, 58

rt\_beh, 60

- check, 65
- check\_config, 65
- dump, 65
- empty, 64
- empty\_ext, 64
- export\_rt\_to\_dht\_node, 65
- filter\_dead\_node, 65
- get\_random\_node\_id, 64
- get\_replica\_keys, 65
- get\_size, 65
- handle\_custom\_message, 65
- hash\_key, 64
- init\_stabilize, 65
- n, 65
- next\_hop, 64
- to\_list, 65
- to\_pid\_list, 65
- unwrap\_message, 65
- update, 65
- wrap\_message, 65
- rt\_chord, 70
  - empty, 71
  - empty\_ext, 71
  - export\_rt\_to\_dht\_node, 74
  - filter\_dead\_node, 73
  - get\_random\_node\_id, 71
  - get\_replica\_keys, 71
  - handle\_custom\_message, 72, 72
  - hash\_key, 71
  - init\_stabilize, 71
  - n, 71
  - next\_hop, 71
  - stabilize, 72
  - unwrap\_message, 75
  - update, 73
  - wrap\_message, 75
- rt\_loop, 65, 65, 73
- rt\_simple, 66
  - dump, 68
  - empty, 66
  - empty\_ext, 67
  - export\_rt\_to\_dht\_node, 69
  - filter\_dead\_node, 67
  - get\_random\_node\_id, 67
  - get\_replica\_keys, 68
  - get\_size, 68
  - handle\_custom\_message, 69
  - hash\_key, 67
  - init\_stabilize, 67
  - n, 68
  - next\_hop, 67
  - to\_list, 68
  - to\_pid\_list, 68
  - unwrap\_message, 70
  - update, 67
  - wrap\_message, 70
- slide\_beh, 91
- slide\_op, 91
- sup\_dht\_node
  - init, 79
  - start\_link, 78
- sup\_dht\_node\_core, 79
- sup\_scalaris, 78
- supervisor
  - start\_link, 79
- timer
  - sleep, 51
  - tc, 48
- trace\_mpath, 48
- util
  - tc, 48
- vivaldi, 54
- vivaldi\_latency, 54
- your\_gen\_component
  - init, 51, 53
  - on, 52, 53