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Design: The server package is responsible for processing all incoming http requests, and routing them to the appropriate handlers. We have four handler packages: resourceGetterService (for GET requests for resources), resourceDeleterService (for DELETE requests on resources), resourceCreatorService (for PUT and POST requests on resources), and resourcePatcherService (for PATCH requests). In addition, the auth package provides the server with an authentication mechanism via bearer tokens, ensuring only logged-in users can access the database. Once a request has been processed and forwarded to the correct handling package, it is dispatched to a Database struct (defined in package db), that then determines whether the request is to a top-level document, or to a child document/collection. If it is the latter, it finds the top-level document, implemented by the document package, and forwards the request. From there, the document is responsible for operations on collections of children. The validation package is used by both the resourceCreatorService and document to validate the creation and editing of documents. The subscriptionManager package contains functionality for both adding and notifying subscribers to documents and collections; it is injected into databases, documents, and collections, so that each can manage and process subscription requests. The patch package's sole responsibility is to perform patches on json objects; it is injected into documents into main so that they can patch their children. The concurrentSkiplist package implements a concurrent skiplist with lazy synchronization, and this is used throughout OwlDB as a performant way to store documents, collections, databases, authentication tokens, and active subscriptions. index_utils is solely to define the Pair[K,V] and updateCheck types, which are necessary for our skiplist implementation.

Concurrency: At the core of our concurrency handling is a concurrent skiplist that uses lazy synchronization with atomics to ensure safe creation, modification, retrieval, and deletion of databases, documents, and collections. Our databases hold documents within skiplists, and our documents contain skiplists that contain zero or more collections, which themselves contain skiplists of documents, ensuring concurrent synchronization. We also leveraged skiplists in our implementation of subscriptions and authentication, mapping unique IDs to subscribers in document and collection subscription managers, and mapping tokens to active users respectively.

In addition, we leveraged unbuffered channels to facilitate safe passing of SSEs from the server to the client, enabling our database to handle concurrent subscription requests.

Design: We leveraged the following design principles in our design:

1. Single Responsibility Principle: we leveraged the single responsibility principle by developing packages that had a single responsibility. To use an example, our auth and patch packages' sole functionality are to authenticate users and to perform patches on json objects respectively; they have no other utility and are exposed to other packages that need them via interface that is injected in main.
2. Interface segregation principle: we leveraged this mainly in our four packages for resource creation, getting, deleting, and patching. We originally had the server contain a giant interface with the methods of all four in one, but decided to split them up, as neither's functionality depended on each other, and doing so enabled easier testing.
3. Dependency inversion: Many of our packages rely on a concurrent associative array mapping keys to values for their operations (see the diagram). Thus, we decoupled our implementation from it's behavior within these packages via interfaces, which are instantiated and injected as needed in main, ensuring loose coupling between the concurrentSkiplist package and all other packages reliant on a concurrent skiplist.

