AntidoteClient_Wrapper

Antidote Features

- Supports high-level replicated data types (counters, sets, maps)
- Multiple servers in geo-distributed locations
- Fully-replicated data centers in the network core
- Relation between updates to different objects

Antidote Working

- Data is shared among the servers using consistent hashing and organized in a ring
- Read/Write Transaction
  - Server hosting a copy of the data
  - Multiple objects
    - Contact servers that have access by the transaction
  - Master-less design
- Replication of updates
  - Cure protocol
  - Asynchronous replication
- API is there for connecting to an Antidote instance and accessing data
- Connection is initiated to the Data center using its **Address** and **Port**
- Object can be crated and updates by the client using **Counter**
- BObj identifies the object
- Object is identified by its **Key** and **Bucket**

AntidoteClient_Wrapper

(Assumptions on the initial phase, can be changed as the project moves forward)

- Acts as a bridge between Docker and YCSB
- Input
  - From: **Docker module**
  - The Address and port
- Output
  - To: **YCSB module**
  - Data Type
  - Transaction