# 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