

Fedora Object Locking

Asger Askov Blekinge
Fedora Committer
State and University Library, Denmark

Fedora Object Locking

- Allowing multiple fedora webapps to access the same object store
- Really simple
- Seems to be a requirement for multiheaded Fedora
- Code at <https://github.com/blekinge/fedora-objectlocking>

What is the use?

- If we get multiheaded fedora working we can do mass processing like
 - Fedora object store on a Hadoop File System
 - One fedora head on each data node
 - In that scenario, the webapp part of Fedora will not be needed.
 - Fedora will become a library for parsing objects from disk

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- Some shared state between the webapps, use a database or Hazelcast
- 2 new locking functions (lock and unlock) – 64 lines of code
- A decorator to disallow access to locked objects – 36 lines of code

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- Add the new rest methods – 3 lines in some `jaxrs.xml`
- Add the decorator – 3 lines in `fedora.fcfg`
- Add the jar file to the fedora webapp classpath