

MuCache源码剖析

An example of microservice(Movie)

Services(app)

example:

1. `service(app): [key]`
 - (methods)
 - endpoint1
 - ro_endpoint2
 - (call other services' endpoint...)
 - [service_id]-endpoint
1. `cast_info: ['cast_id']`
 - store_cast_info
 - ro_read_cast_infos
2. `compose_review: ['review']`
 - compose_review
 - 9-store_review
 - 6-upload_movie_review
 - 12-upload_user_review
3. `frontend: ['ComposeRequest']`
 - compose
 - 11-login
 - 10-get_unique_id
 - 11-ro_get_user_id
 - 4-ro_get_movie_id
 - 2-compose_review
4. `movie_id: ['title']`
 - register_movie_id
 - ro_get_movie_id
5. `movie_info: ['movie_id']`
 - upload_movie_info
 - store_movie_info
 - ro_read_movie_info
6. `movie_reviews: ['movie_id']`
 - upload_movie_review
 - ro_read_movie_reviews
 - 9-ro_read_reviews
7. `page: ['movie_id']`
 - ro_read_page

- 5-ro_read_movie_info
 - 1-ro_read_cast_infos
 - 8-ro_read_plot
 - 6-ro_read_movie_reviews
- 8. `plot`: ['plot_id']
 - write_plot
 - ro_read_plot
- 9. `review_storage`: ['review_ids']
 - store_review
 - ro_read_reviews
- 10. `unique_id`: ['req_id']
 - get_unique_id
- 11. `user`: ['username', 'password']
 - register_user
 - login
 - ro_get_user_id
- 12. `user_reviews`: ['user_id']
 - upload_user_review
 - ro_read_user_reviews
 - 9-ro_read_reviews

通信方式

- ZeroMQ (between wrappers and the cache manager)
 - fullReq -> WQ(channel)
 - fullReq["type"] = "S/E/I/IC/SC"
 - fullReq["inner"] = request
- Http (between cache managers)

Cache Manager(CM)

- Cache
 - 关键参数ca的定义: `ca = cm.CallArgs(wrappers.HashCallArgs(app, method, buf))`
 - CacheGet: 通过ca索引获取缓存结果
 - CacheSet: 键值对 (key为ca)
 - CacheRemoveCalls: 删除一系列calls对应的键值对
 - CacheSaveCalls: 保存一系列键值对{ca: ReturnVal}
- cm
 - 所有参数都转化为String类型
 - TypeStartRequest = "S"
 - TypeEndRequest = "E"
 - TypeInvRequest = "I"
 - TypeInvCallsRequest = "IC"
 - TypeSaveCallsRequest = "SC"
- conn: ZeroMQ、http通信
- deser: 各种数据类型的转换和处理

- **state**
 - type HistoryItem interface {

IsCallArgSet() bool

IsWriteKey() bool

IsInvCall() bool

}
 - state
 - history []HistoryItem (Contains a sequence of started calls and key writes)
 - keyDeps expirable.LRU[cm.Key, CallsAndCallers]
 - callDeps expirable.LRU[cm.CallArgs, CallsAndCallers]
- **server**
 - sendSaveToCaller
 - request: CallArgsList + ReturnVals
 - caller
 - sendInvsToCallers: saved (Dict map[cm.ServiceName]map[cm.CallArgs]struct{})
 - **process: 处理5种操作**
 - StartRequest: 将call加入history切片 (保证顺序性)
 - EndRequest: 先检查isvalid
 - valid: 发送Save信号 + 存储keyDeps/callDeps
 - invalid: 不处理
 - InvalidateKeyRequest: 先检查是从哪里收到的inv message
 - 从其他的CM: 将invKey加入history (IsWriteKey()) + 从keyDeps中删除 (如果存在, 则通知其他的caller)
 - 有切片且不是从其他切片的CM获得的消息: 获取所有neighbours, 然后向他们发送inv message
 - InvalidateCallsRequest: 将invCalls加入history (IsInvCall()) + 从callDeps中删除 (如果存在, 则通知其他的caller) + 从cache中删除键值对
 - SaveCallsRequest: 给cache发送save message, 存储ca对应的键值对

Wrapper

- Context
 - "caller"
 - "RID" (Call_Id)
 - "read-only"
 - "call-args"
- Deps
 - 表示一个结构体{Call_Id: idDeps}
 - idDeps 是一个 sync.Map 类型的变量 (其中key类型为cm.Key / cm.CallArgs, value字段为空结构体)
- Wrapper
 - PreReqStart: 对callid初始化deps, 将callArgs构造成指定格式发送到WQ(work queue)
 - PreRead: 写入新的依赖, deps.AddKeyDep(callId, key)
 - PreWrite: 将key构造成invalid request发送到WQ

- PostWrite: 与PreWrite重复, 完全一样
- PreReqEnd: 构造endReq := cm.EndRequest{CallArgs: callArgs, KeyDeps: keyDeps, CallDeps: callDeps, Caller: currServiceName, ReturnVal: retVal}
- PreCall: 拓展了PreRead, 在cache中查找key-value
- ROWrapper / NonROWrapper: 泛型函数, 包装了具体的method函数

State

- Write to DB
 - SetState: 单个写入
 - SetBulkState: 批量写入
- Read from DB
 - GetState: 单个读取
 - GetBulkState: 批量读取

Invoke

- SaveArgs结构体 -> SavingQueue
 - Ca (cm.CallArgs)
 - RetVal (cm.ReturnVal)
- performRequest: 发送request并获取回复信息, 解析后存入Cache (通过SavingQueue)
- Invoke: 如果cache命中则直接返回请求结果; 如果未命中再调用performRequest发送请求