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# Skeletal socket transport

Merged zhenlineo merged 4 commits into neo4j:2.3 from jakewins:2.3-socket-transport Apr 14, 2015

Conversation 5 Commits 4 Files changed 66

+2,513 -1,935



jakewins commented Apr 7, 2015

Collaborator

Does not yet support the actual message protocol, this is the module skeleton and a proposal for version negotiation.

Choosing a version needs to be highly flexible for future protocol changes. This PR lets the client propose up to four supported protocol versions, in order of preference, and the server then chooses the first one it supports (or tells the client none will work):

```
Client: <connect>
Client: 0 0 0 2 0 0 0 1 0 0 0 0 0 0 0 0 // I support version '2' and '1', and prefer '2'
Server: 0 0 0 1 // Version '1' will have to do
<begin versioned messaging>
```

This is done outside the scope of PackStream (allowing it to change cross versions), the messaging protocol and the (yet-to-be-created) framing protocol.

The number of proposed versions is bounded to 4 (if the client wants to try more it can simply send a new version proposal, having it be fixed-width lowers complexity), each version is a 4-byte unsigned integer, bounding the number of protocol versions we can have to 4 294 967 295, which is a very large number and should be ample time for Elon Musk to sort all this 'computer' stuff out for us.

See SocketSessionIT for examples of negotiating protocol version.

jakewins added some commits Apr 2, 2015

Skeleton of Socket transport ...

9782d06

Make packstream I/O pluggable

72c97b5



zhenlineo commented on community/ndp/transport-socket/pom.xml in 9782d06 Apr 9, 2015

Collaborator

This version is different from the existing one in parent pom: 3.6.3.Final. Is it done on purpose?



lutovich commented on community/ndp/transport-socket/pom.xml in 9782d06 Apr 9, 2015

Collaborator

I think versions of all dependencies and plugins should be removed from this pom and inherited from parent



jakewins commented Apr 10, 2015

Collaborator

@zhenlineo that is on purpose, yes. Netty 4 adds buffer pooling, before that it allocates a massive amount of buffers as traffic arrives and departs. Netty 4 is built in a way where it can co-exist with Netty 3, so I figured this would be a good first module to move to Netty 4, and we can shift Com and Cluster over one at a time afterwards.

@lutovich +1, I'll modify this to have all the versions pulled out of the parent

Labels

2.3

Milestone

No milestone

Assignee

No one assigned

5 participants





**zhenlineo** commented on 72c97b5 Apr 10, 2015

Collaborator

This (Make packstream I/O pluggable) commit indicates it is not a good idea to duplicate packstream in two places to me.



**zhenlineo** commented on an outdated diff Apr 10, 2015

Show outdated diff



**zhenlineo** commented Apr 10, 2015

Collaborator

Also your code format freestyle is a bit different from ours. Please formatting :)



**nigelsmall** commented on an outdated diff Apr 10, 2015

Show outdated diff



**chrisvest** added the **2.3** label Apr 11, 2015



**jakewins** added some commits Apr 7, 2015



**Implement messaging over chunked transport on socket.** ...

a233be2



**Remove HTTP transport, swap for socket transport**

38f470a



**zhenlineo** merged commit **d1cf3a9** into **neo4j:2.3** Apr 14, 2015  
1 check passed

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