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# 1.1 Development Cycle



## Redirection Notice

This page should redirect to [\[1.2.0 Release Notes\]](#).

# Creating and Deleting Indexes



## Redirection Notice

This page should redirect to [Indexes](#).

# Diagnostic Tools



## Redirection Notice

This page should redirect to [Monitoring and Diagnostics](#).

# Django and MongoDB



## Redirection Notice

This page should redirect to [Python Language Center](#).

# Monitoring



## Redirection Notice

This page should redirect to [Monitoring and Diagnostics](#).

# Older Downloads



## Redirection Notice

This page should redirect to [Downloads](#).

# PyMongo and mod\_wsgi



## Redirection Notice

This page should redirect to [Python Language Center](#).

# Python Tutorial



## Redirection Notice

This page should redirect to [Python Language Center](#).

# Recommended Production Architectures



## Redirection Notice

This page should redirect to [Production Notes](#).

## Shard v0.7

Simple auto-sharding suitable for things such as file attachment chunks.

Easy addition and removal of nodes from live systems.

## v0.8 Details

### Existing Core Functionality

- Basic Mongo database functionality: inserts, deletes, queries, indexing.
- Master / Slave Replication
- Replica Pairs
- Server-side javascript code execution

### New to v0.8

- Drivers for Java, C++, Python, Ruby.
- db shell utility
- (Very) basic security
- \$or
- Clean up logging
- Performance test baseline
- getlasterror
- Large capped collections
- Bug fixes (compound index keys, etc.)
- Import/Export utility
- Allow any \_id that is unique, and verify uniqueness

### Wanted, but may not make it

- AMI's
- Unlock eval()?
- Better disk full handling
- better replica pair negotiation logic (for robustness)

## v0.9 Details

v0.9 adds stability and bug fixes over v0.8.

The biggest addition to v0.9 is a completely new and improved query optimizer.

## v1.0 Details

## v1.5 Details

## v2.0 Details

## Building SpiderMonkey



### Redirection Notice

This page should redirect to [Building Spider Monkey](#).

## Documentation



### Redirection Notice

This page should redirect to [Home](#).

## Dot Notation



### Redirection Notice

This page should redirect to [Dot Notation \(Reaching into Objects\)](#).

## Dot Notation

**Redirection Notice**

This page should redirect to [Dot Notation \(Reaching into Objects\)](#).

## Getting the Software

Placeholder - \$\$\$ TODO

## Language Support

**Redirection Notice**

This page should redirect to [Drivers](#).

## Mongo Administration Guide

**Redirection Notice**

This page should redirect to [Admin Zone](#).

## Working with Mongo Objects and Classes in Ruby

**Redirection Notice**

This page should redirect to [Ruby Language Center](#).

## MongoDB Language Support

**Redirection Notice**

This page should redirect to [Language Support](#).

## Community Info

**Redirection Notice**

This page should redirect to [Community](#).



# Internals

## Cursors

### Tailable Cursors

See *p/db/dbclient.h* for example of how, on the client side, to support tailable cursors.

Set

```
Option_CursorTailable = 2
```

in the `queryOptions` `int` field to indicate you want a tailable cursor.

If you get back no results when you query the cursor, keep the cursor live if `cursorid` is still nonzero. Then, you can issue future `getMore` requests for the cursor.

If a `getMore` request has the `resultFlag` `ResultFlag_CursorNotFound` set, the cursor is not longer valid. It should be marked as "dead" on the client side.

```
ResultFlag_CursorNotFound = 1
```

See the [Queries and Cursors](#) section of the [Mongo Developers' Guide](#) for more information about cursors.

## See Also

- The [Queries and Cursors](#) section of the [Mongo Developers' Guide](#) for more information about cursors

# TreeNavigation

# Old Pages

## Storing Data



### Redirection Notice

This page should redirect to [Inserting](#).

## Indexes in Mongo

**Redirection Notice**

This page should redirect to [Indexes](#).

## HowTo

**Redirection Notice**

This page should redirect to [Developer FAQ](#).

## Searching and Retrieving

**Redirection Notice**

This page should redirect to [Querying](#).

## Locking

**Redirection Notice**

This page should redirect to [Atomic Operations](#).

## Mongo Developers' Guide

**Redirection Notice**

This page should redirect to [Manual](#).

## Locking in Mongo

**Redirection Notice**

This page should redirect to [Developer FAQ](#).

## Mongo Database Administration

**Redirection Notice**

This page should redirect to [Admin Zone](#).

## Mongo Concepts and Terminology

**Redirection Notice**

This page should redirect to [Manual](#).

## MongoDB - A Developer's Tour

**Redirection Notice**

This page should redirect to [Manual](#).

## Updates

**Redirection Notice**

This page should redirect to [Updating](#).

## Structuring Data for Mongo

**Redirection Notice**

This page should redirect to [Inserting](#).

## Design Overview

**Redirection Notice**

This page should redirect to [Developer Zone](#).

## Document-Oriented Datastore

**Redirection Notice**

This page should redirect to [Databases](#).

## Why so many "Connection Accepted" messages logged?

**Redirection Notice**

This page should redirect to [Developer FAQ](#).

## Why are my datafiles so large?

**Redirection Notice**

This page should redirect to [Developer FAQ](#).

## Storing Files

**Redirection Notice**

This page should redirect to [GridFS](#).

## Introduction - How Mongo Works

**Redirection Notice**

This page should redirect to [Developer Zone](#).

## Optimizing Mongo Performance

**Redirection Notice**

This page should redirect to [Optimization](#).

## Mongo Usage Basics

**Redirection Notice**

This page should redirect to [Tutorial](#).

## Server-Side Processing

**Redirection Notice**

This page should redirect to [Server-side Code Execution](#).

# Home

Apr22 [NYC Training](#) | Apr30 [MongoSF](#) | May24-25 [MI Training](#) | [more events](#)

---

**Combining the best features of JSON databases, key-value stores, and RDBMSes.**

MongoDB (from "humongous") is a scalable, high-performance, open source, dynamic-schema, document-oriented database. Written in C++, MongoDB features:

- Document-oriented storage (the power and flexibility of [JSON-like](#) data schemas)
- Dynamic [queries](#)
- Full [index](#) support, including secondary indexes, inner-objects, embedded arrays, [geospatial](#)
- [Query profiling](#)
- Fast, [in-place updates](#)
- Efficient storage of binary data [large objects](#) (e.g. photos and videos)
- [Replication](#) and fail-over support
- [Auto-sharding](#) for cloud-level scalability
- [MapReduce](#) for complex aggregation
- [Commercial Support, Training, and Consulting](#)

MongoDB bridges the gap between key-value stores (which are fast and highly scalable) and traditional RDBMS systems. Many companies are using MongoDB [in production](#) today.

### Quick Links

- [Downloads](#)
- [Follow @mongodb on Twitter](#)
- [Use Cases | Philosophy](#)
- [Hosting Center](#)
- [Drivers](#)
- [Source Code](#)
- [Blog | Articles](#)
- [Tutorial | Try MongoDB in the Browser](#)
- [Licensing | Example Snippets | BugDB \(Jira\)](#)

### Support

- Support forums: [mongodb-user](#) | [more...](#)
- IRC: [irc.freenode.net/#mongodb](#)
- Commercial support: [10gen](#)
- Training: [10gen](#)

### Languages and Drivers

- [C](#) | [C++](#) | [C# & .NET](#) | [ColdFusion](#) | [Erlang](#) | [Factor](#) | [Java](#) | [Javascript](#) | [PHP](#) | [Python](#) | [Ruby](#) | [Perl](#) | [More...](#)

## Quickstart



For an even quicker start go to <http://try.mongodb.org/>

- [Unix](#)
  - [Setup](#)
    - [OS X 32-bit](#)
    - [OS X 64-bit](#)
    - [Linux 32-bit](#)
    - [Linux 64-bit](#)
  - [Running](#)
- [Windows](#)
  - [Setup](#)
    - [32-bit](#)
    - [64-bit](#)
  - [Making Sure It Works](#)
- [See Also](#)

Getting started with MongoDB is easy. For a longer description, please see [Getting Started](#).

### Unix

The following instructions assume a modern \*NIX distribution.

If you are running an old version of Linux and the database doesn't start, try the "legacy static" version on the [Downloads](#) page.

Ubuntu and Debian users can now install nightly snapshots via apt. See [Ubuntu and Debian packages](#) for details.

### Setup

## OS X 32-bit

```
# make default directory for data
$ mkdir -p /data/db

# using curl, get the pre-built distro
$ curl -O http://downloads.mongodb.org/osx/mongodb-osx-i386-latest.tgz

# unpack
$ tar xzf mongodb-osx-i386-latest.tgz
```

## OS X 64-bit

```
# make default directory for data
$ mkdir -p /data/db

# using curl, get the pre-built distro
$ curl -O http://downloads.mongodb.org/osx/mongodb-osx-x86_64-latest.tgz

# unpack
$ tar xzf mongodb-osx-x86_64-latest.tgz
```

## Linux 32-bit

```
# make default directory for data
$ mkdir -p /data/db

# using curl, get the pre-built distro
$ curl -O http://downloads.mongodb.org/linux/mongodb-linux-i686-latest.tgz

# unpack
$ tar xzf mongodb-linux-i686-latest.tgz
```

## Linux 64-bit

```
# make default directory for data
$ mkdir -p /data/db

# using curl, get the pre-built distro
$ curl -O http://downloads.mongodb.org/linux/mongodb-linux-x86_64-latest.tgz

# unpack
$ tar xzf mongodb-linux-x86_64-latest.tgz
```

## Running

```
# run the database in the background - better would be to run in a separate terminal window if testing
./mongodb-xxxxxxx/bin/mongod &
# run the mongo shell. by default it connects to localhost:
./mongodb-xxxxxxx/bin/mongo
> db.foo.save( { a : 1 } )
> db.foo.find()
```

For more information about the shell, see the [shell reference guide](#).

To get started in your language, check out a [driver tutorial](#).

## Windows

## Setup

**32-bit**

Create a the folders `data` and `db` such that `C:\data\db` exists. This is the default location for database files.

**Download** and extract the 32-bit .zip.

**64-bit**

Create a the folders `data` and `db` such that `C:\data\db` exists. This is the default location for database files.

**Download** and extract the 64-bit .zip.

## Making Sure It Works

Start a command line and run:

```
mongodb-xxxxxxx\bin\mongod.exe
```

Start another command line and run the Mongo shell (mongo.exe, not mongod.exe):

```
mongodb-xxxxxxx\bin\mongo.exe
> db.foo.save( { a : 1 } )
> db.foo.find()
```

For more information about the shell, see the [shell reference guide](#).

To get started in your language, check out a [driver tutorial](#).

## See Also

- Starting and Stopping the Database

## Downloads

## MongoDB Downloads

[illegible]

1.5.x nightly	os x 10.5+ os x 10.4	download	download * legacy-static	download * legacy-static	download	download	download	download	tgz zip	Daily
<b>Archived Releases</b>	list	list	list	list	list	list	list	list	list	

- See [Version Numbers](#)
- The linux legacy-static builds are only recommended for older systems. If you try to run and get a floating point exception, try the legacy-static builds. Otherwise you should use the regular ones.
- Currently the mongod server must run on little-endian cpu (intel) so if you are using a ppc os x, mongod will not work.
- See <http://buildbot.mongodb.org/waterfall> for details of builds and completion times.

## Included in Distributions

- The MongoDB database server
- The MongoDB shell
- Backup and restore tools
- Import and export tools
- GridFS tool
- The MongoDB C++ client

## Drivers

Information on how to separately download or install the drivers and tools can be found on the [Drivers](#) page.

Language	Packages	Source	API Reference
Python	bundles	<a href="#">github</a>	<a href="#">api</a>
PHP	pecl	<a href="#">github</a>	<a href="#">api</a>
Ruby	gemcutter	<a href="#">github</a>	<a href="#">api</a>
Java	jar	<a href="#">github</a>	<a href="#">api</a>
Perl	cpan	<a href="#">github</a>	<a href="#">api</a>
C++	included in database	<a href="#">github</a>	<a href="#">api</a>

See [Drivers](#) for more information and other languages.

## Source Code

[Source code](#) for MongoDB and all drivers

## Packages

MongoDB is included in several different package managers:

- For [MacPorts](#), see the **mongodb** and **mongodb-devel** packages.
- For [FreeBSD](#), see the **mongodb** and **mongodb-devel** packages.
- For [Homebrew](#), see the **mongodb** formula.
- For [ArchLinux](#), see the **mongodb** package in the AUR.

## Documentation

[Pre-Exported](#)

You can export yourself: [HTML](#), [PDF](#), or [XML](#).

## Logos

MongoDB logos are available for download as attachments on this page.

## Powered By MongoDB Badges

We've made badges in beige, brown, blue and green for use on your sites that are powered by MongoDB. They are available below and in multiple sizes as [attachments](#) on this page.





## Training

If you're just getting started with MongoDB, consider registering for an upcoming [training course](#).

## 1.0 Changelist

Wrote MongoDB. See [documentation](#).

## 1.2.x Release Notes

### New Features

- More indexes per collection
- Faster index creation
- Map/Reduce
- Stored JavaScript functions
- Configurable fsync time
- Several small features and fixes

### DB Upgrade Required

There are some changes that will require doing an upgrade if your previous version is  $\leq 1.0.x$ . If you're already using a version  $\geq 1.1.x$  then these changes aren't required. There are 2 ways to do it:

- `--upgrade`
  - stop your mongod process
  - run `./mongod --upgrade`
  - start mongod again
- use a slave
  - start a slave on a different port and data directory
  - when its synced, shut down the master, and start the new slave on the regular port.

Ask in the forums or IRC for more help.

### Replication Changes

- There have been minor changes in replication. If you are upgrading a master/slave setup from  $\leq 1.1.2$  you have to update the slave first.

### mongoimport

- `mongoimportjson` has been removed and is replaced with `mongoimport` that can do json/csv/tsv

### field filter changing

- We've changed the semantics of the field filter a little bit. Previously only objects with those fields would be returned. Now the field filter only changes the output, not which objects are returned. If you need that behavior, you can use `$exists`

### other notes

<http://www.mongodb.org/display/DOCS/1.1+Development+Cycle>

## 1.4 Release Notes

We're pleased to announce the 1.4 release of MongoDB. 1.4 is a drop in replacement for 1.2. To upgrade you just need to shutdown mongod, then restart with the new binaries. (Users upgrading from release 1.0 should review the [1.2 release notes](#), in particular the instructions for upgrading the DB format.)

Release 1.4 includes the following improvements over release 1.2:

### **Core server enhancements**

- [concurrency](#) improvements
- indexing memory improvements
- [background index creation](#)
- better detection of regular expressions so the index can be used in more cases

### **Replication & Sharding**

- better handling for restarting slaves offline for a while
- fast new slaves from snapshots (`--fastsync`)
- configurable slave delay (`--slavedelay`)
- replication handles clock skew on master
- `$inc` replication fixes
- sharding alpha 3 - notably 2 phase commit on config servers

### **Deployment & production**

- configure `"slow threshold"` for profiling
- ability to do `fsync + lock` for backing up raw files
- option for separate directory per db (`--directoryperdb`)
- `http://localhost:28017/_status` to get `serverStatus` via http
- REST interface is off by default for security (`--rest` to enable)
- can rotate logs with a db command, `logRotate`
- enhancements to `serverStatus` command (`db.serverStatus()`) - counters and `replication lag` stats
- new `mongostat` tool

### **Query language improvements**

- `$all` with regex
- `$not`
- partial matching of array elements `$elemMatch`
- `$` operator for updating arrays
- `$addToSet`
- `$unset`
- `$pull` supports object matching
- `$set` with array indices

### **Geo**

- [2d geospatial search](#)
- geo `$center` and `$box` searches

## **Ubuntu and Debian packages**

10gen has begun publishing apt-gettable packages for Debian and Ubuntu releases. As of 5 March, we publish 3 distinct packages, named "mongodb-stable", "mongodb-unstable", "mongodb-snapshot", corresponding to our latest stable release, our latest development release, and the most recent git checkout at the time of building. Each of these packages conflicts with the others, and with the "mongodb" package in Debian/Ubuntu.

The packaging is still a work-in-progress, so we invite Debian and Ubuntu users to try them out and let us know how the packaging might be improved.

To use the packages, add a line to your `/etc/apt/sources.list`, then `'aptitude update'` and one of `'aptitude install mongodb-stable'`, `'aptitude install mongodb-unstable'` or `'aptitude install mongodb-snapshot'`.

For Ubuntu Lucid (10.4) (built using a prerelease installation)

deb <http://downloads.mongodb.org/distros/ubuntu> 10.4 10gen

for Ubuntu Karmic (9.10)

deb <http://downloads.mongodb.org/distros/ubuntu> 9.10 10gen

for Ubuntu Jaunty (9.4)

deb <http://downloads.mongodb.org/distros/ubuntu> 9.4 10gen

for Debian Lenny (5.0)

deb <http://downloads.mongodb.org/distros/debian> 5.0 10gen

These packages are snapshots of our git master branch, and we plan to update them frequently, so package version numbers will be of the form YYYYMMDD; when reporting issues with these packages, please include the package version in your report.

The public gpg key used for signing these packages follows.

To configure these packages beyond the defaults, have a look at `/etc/mongodb.conf`, and/or the initialization script, (`/etc/init.d/mongodb` on older, non-Upstart systems, `/etc/init/mongodb.conf` on Upstart systems). Most mongodb operational settings are in `/etc/mongodb.conf`; a few other settings are in the initialization script. Note that if you customize the `userid` in the initialization script or the `dbpath` or `logpath` settings in `/etc/mongodb.conf`, you must ensure that the directories and files you use are writable by the `userid` you run the server as.

Packages for other distros coming soon!

```
-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: GnuPG v1.4.10 (Darwin)

mQENBEtsQe8BCACm5G0/ei0IxyjVEp6EEtbEbWKlQ4dKaONtiCODwB8di+L8tIUd
Ra5QYxeyV90C+dqdh34o79enXtT6idHfYYqDdob2/kAPE6vFi4sLmrWIVGCRY++7
RPclZuezPm1sxG1TRAYEsW0VZUE9ofdoQ8x1UZDyn2BSjG8OCT2e4orRglpHgzw2
n3hnWqJNuJS4jxcRJ0xIO49THIGUtqBfF8bQoZw8C3Wg/R6pGghUfNjpa6uF9KAH
gnqrC0swZl/vwIJt9fnvAlzkqLrssYtKH0rMdn5n4g5tJLqY5q/NruHMq2rhoy3r
4MC1w8GTbP7qR83wAyaLJ7xACOKqx3SrDFJABEBAAG0I1JpY2hhcmQgS3JldXRl
ciA8cm1jaGFyZEAXMGdlbi5jb20+iQE4BBMBAGAiBQJLbEHvAhsDBgsJCAcDAGYV
CAIJCgsEFgIDAQIeAQIXgAAKCRcey+xGfwzrEGXbB/4nrmf/2rEnztRelmup3duI
eepzEtwlcv3uHg2oZXGS6S7o5Fsk+amngaWelWKfkSw5La7aH5vL4tKFKUfuaME1
avInDIU/0IEs8jLrdSWq60lHowLQcxAhqNPdaGONDtHw56Qhs0Ba8GA6329vLWgZ
ODnXweiNSCDrv3xbIN6IjPyO5AoUkxmJfD0mVtp3u5Ar7kfIw7ieGGxokaHewNL
Xzqcp9rPiUR6dFw2uRvDdVRxXFUPlgVugaHKytm15JpHmQfyzQiMdYXnIz0oofJO
WM/PYliw+QJZ2M7PnfbtJTeADXiC/EoOAJDRggh533SjhiCaT6FdPMMk6rCZ5cgl
uQENBEtsQe8BCADLNPtJZVSL2i6H9X19YK4CpEqsjiUGISMB1cDT311WFSnhfuMs
GL9xYRb8dlbyeJFFOyHNkIBmH5ekCvGrfs6qJYpcUQZZcWSjEMqBYQV5cw1efd0B
ek64jfvrsLz8+YhKzn+NI8O3nyGvpEEWvOhN4hNjwkDhYbXLvAlsagabnSMf+Htf
3lgCGYa2gLiNIqNKWCsEVAan/Er6KS39WANGXi6ih0yJReBiU8WR6Qh2ylMi2xKw
yHnTosBwXp0hqALua7n4AEGCXS/qn+vUz/hcIbt+eUNy45qoZcTT3dzSWGfJgknh
RFMIuPiej7/WY4Ugzes5NG02ecDkDkpJvrSNABEBAAGJAR8EGAECaAkFAktsQe8C
GwwACgkQnsvsRn8M6xABeggAlNkqbqa12LlbgaCgnGGdCiuXB3F6/VFmSQdUKpts
EuqWH6rSp30r67PupzneX++ouh+9WD5O7gJ0kP3VQJpmXjT/QnN5ANjI4kAtRZUW
qCXlX0xVAeXHL5oiKz0NM23Xc2rNAYfBQY8+SUYrKBa1NBq5m68g8oogX8QD5u2F
x+6C+QK9G2EBDD/NWgkKN3GOxpQ5DTdPHI5/fjwYFs11eIaQjjiyJwAifxB/1+w0
VCHe2LDVpRXY5uBtef2guhVYisKY6n5wNDaQpBmA8w17it5Yp8ge0HMM1A+aZ+6
L6MsuHbG2OYDZgAk8ekhvyd0y/pAhZpNuQ82MMGBmcueSA==
=74Cu
-----END PGP PUBLIC KEY BLOCK-----
```

## Version Numbers

MongoDB uses the **Odd-numbered versions for development releases**.

There are 3 numbers in a MongoDB version: A.B.C

- A is the major version. This will rarely change and signify very large changes
- B is the release number. This will include many changes including features and things that possible break backwards compatibility. Even Bs will be stable branches, and odd Bs will be development.
- C is the revision number and will be used for bugs and security issues.

For example:

- 1.0.0 : first GA release
- 1.0.x : bug fixes to 1.0.x - highly recommended to upgrade, very little risk
- 1.1.x : development release. this will include new features that are not full finished, and works in progress. Some things may be different than 1.0
- 1.2.x : second GA release. this will be the culmination of the 1.1.x release.

# Getting Started

Getting started with MongoDB is easy:

- [Download Mongo](#)
- [Install the Software](#)
  - [Create a Directory for Data](#)
  - [Installation Layout](#)
- [Running Mongo](#)
- [Learn About MongoDB](#)

## Download Mongo

MongoDB is available either in pre-built distribution for Linux, OS X and Windows, or via [source](#). You can find the available pre-built distributions of MongoDB on the [Downloads](#) page.

Once you have the binary downloaded, either unzip or untar the distribution. For the purposes of this document, we'll call that the "mongo home directory".

## Install the Software

Installation of MongoDB is easy. Once you've downloaded the software and unpacked the distribution into the MongoDB home directory, you'll need to create a directory for MongoDB to store its data files.

### Create a Directory for Data

By default, MongoDB will store data in `/data/db` on Unix-like systems (e.g. Linux and OS X), and in `c:\data\db` in Windows. MongoDB will not create these directories, so please create them. They'll need to have read, write and directory creation permissions for Mongo to perform all of its usual operations. You can also specify a different directory with the `--dbpath` flag.

You may also choose to get one of the many [drivers or other tools](#) to work with MongoDB, although the included [mongo shell](#) is enough to start experimenting.

### Installation Layout

Once installed, you should see the following general structure.

```
|-- bin
|   |-- mongo                (the database shell)
|   |-- mongod               (the core database server)
|   |-- mongos               (auto-sharding process)
|   |-- mongodump             (dump/export utility)
|   |-- mongorestore          (restore/import utility)
|-- include                   (c++ driver include files)
|   |-- mongo
|       |-- client
|       |-- db
|       |-- grid
|       |-- util
|-- lib
|-- lib64
```

## Running Mongo

Running the database is as easy as starting the server. On Linux, and assuming you are in the MongoDB home directory, just type

```
$ bin/mongod
```

which will start the database. For further information on running MongoDB, please see [Mongo Administration Guide](#)

For command line help:

```
bin/mongod --help
```

To run the [shell](#) :

```
bin/mongo [--help]
```

## Learn About MongoDB

Once you have MongoDB installed and running, review the [tutorial](#).

## Drivers

MongoDB currently has client support for the following programming languages:

### ***mongodb.org Supported***

- [C](#)
- [C++](#)
- [Java](#)
- [Javascript](#)
- [Perl](#)
- [PHP](#)
- [Python](#)
- [Ruby](#)

### ***Community Supported***

- [REST](#)
- [C# and .NET](#)
- [Clojure](#)
- [ColdFusion](#)
  - [Blog post: Part 1 | Part 2 | Part 3](#)
- [Erlang](#)
  - [emongo](#) - An Erlang MongoDB driver that emphasizes speed and stability. "The most emo of drivers."
  - [Erlmongo](#) - an almost complete MongoDB driver implementation in Erlang
- [Factor](#)
  - <http://github.com/slavapestov/factor/tree/master/extra/mongodb/>
- [Fantom](#)
  - <http://bitbucket.org/liamstask/fantomongo/wiki/Home>
- [F#](#)
  - <http://gist.github.com/218388>
- [Go](#)
  - [gomongo](#)
- [Groovy](#)
  - [See JVM Languages](#)
- [Haskell](#)
  - <http://hackage.haskell.org/package/mongoDB>
- [JavaScript](#)
  - A CommonJS JavaScript wrapper of the Mongo Java library (<http://github.com/mrclash/narwhal-mongodb>)
- [PHP](#)
  - [Asynchronous PHP driver using libevent](#)
- [PLT Scheme](#)
  - <http://planet.plt-scheme.org/display.ss?package=mongodb.plt&owner=jaymccarthy>
- [PowerShell](#)
  - [Blog post](#)
- [Ruby](#)
  - [MongoMapper](#)
  - [RMongo](#) - another Ruby driver for MongoDB
- [Scala](#)
  - [See JVM Languages](#)

### ***Get Involved, Write a Driver!***

- [Writing Drivers and Tools](#)

## C Sharp Language Center

### C#

- [mongodb-csharp driver at github](#)
- [simple-mongodb driver](#)

## Community Blog Posts

- [Experimenting with MongoDB from C#](#)
- [Using MongoDB from C#](#)
- [Introduction to MongoDB for .NET](#)
- [Using Json.NET and Castle Dynamic Proxy with MongoDB](#)
- [A List of C# MongoDB Tools](#)

## Tools

- [MongoDB.Emitter Document Wrapper](#)
- [log4net appender](#)

## Support

- <http://groups.google.com/group/mongodb-csharp>
- <http://groups.google.com/group/mongodb-user>
- IRC: #mongodb on freenode

## See Also

- [C++ Language Center](#)
- [F# Example](#)

## Driver Syntax Table

The wiki generally gives examples in JavaScript, so this chart can be used to convert those examples to any language.

JavaScript	Python	PHP	Ruby
<code>[]</code>	<code>[]</code>	<code>array()</code>	<code>[]</code>
<code>{}</code>	<code>{}</code>	<code>MongoEmptyObj</code>	<code>{}</code>
<code>{x: 1}</code>	<code>{"x": 1}</code>	<code>array('x' =&gt; 1)</code>	<code>{'x' =&gt; 1}</code>
<code>connect("www.example.net")</code>	<code>Connection("www.example.net")</code>	<code>new Mongo("www.example.net")</code>	<code>Mongo.new("www.example.net")</code>
<code>cursor.next()</code>	<code>cursor.next()</code>	<code>\$cursor-&gt;getNext()</code>	<code>cursor.next_object()</code>
<code>cursor.hasNext()</code>	<code>*</code>	<code>\$cursor-&gt;hasNext()</code>	<code>*</code>
<code>collection.findOne()</code>	<code>collection.find_one()</code>	<code>\$collection-&gt;findOne()</code>	<code>collection.find_one()</code>
<code>db.eval()</code>	<code>db.eval()</code>	<code>\$db-&gt;execute()</code>	<code>db.eval()</code>

\* does not exist in that language

## Javascript Language Center

MongoDB can be

- Used by clients written in Javascript;
- Uses Javascript internally server-side for certain options such as map/reduce;
- Has a shell that is based on Javascript for administrative purposes.

## SpiderMonkey

The MongoDB shell extends SpiderMonkey. See the [MongoDB shell documentation](#).

## V8 and node.js

- <http://github.com/orlandov/node-mongodb>
- <http://github.com/christkv/node-mongodb-native>
- <http://github.com/erh/mongo-v8-driver/tree/master>

## Server-Side Javascript

Javascript may be executed in the MongoDB server processes for various functions such as query enhancement and map/reduce processing. See [Server-side Code Execution](#).

## JVM Languages

There are many wrappers for the [Java](#) driver for other JVM Languages.

- Clojure
  - <http://github.com/somnium/congomongo>
- Groovy
  - Blog post: [Groovy Tutorial for MongoDB](#)
  - Blog post: [MongoDB made more Groovy](#)
- Scala
  - <http://wiki.github.com/eltimn/scamongo/>
  - [mongo-scala-driver](#) is a thin wrapper around mongo-java-driver to make working with MongoDB more Scala-like.
    - [Wiki](#)
    - [Mailing list](#)

## Python Language Center



### Redirection Notice

This page should redirect to <http://api.mongodb.org/python>.

## PHP Language Center

### Installing the PHP Driver

**\*NIX**

Run:

```
sudo pecl install mongo
```

See the [installation docs](#) for configuration information and OS-specific installation instructions.

### Windows

Download [one of the binaries](#) and place it on your extension path. For more information, see the Windows section of the [installation docs](#).

### Using the PHP Driver

To get started, see the [Tutorial](#). Also check out the [API Documentation](#).

## GUIs

### Opricot

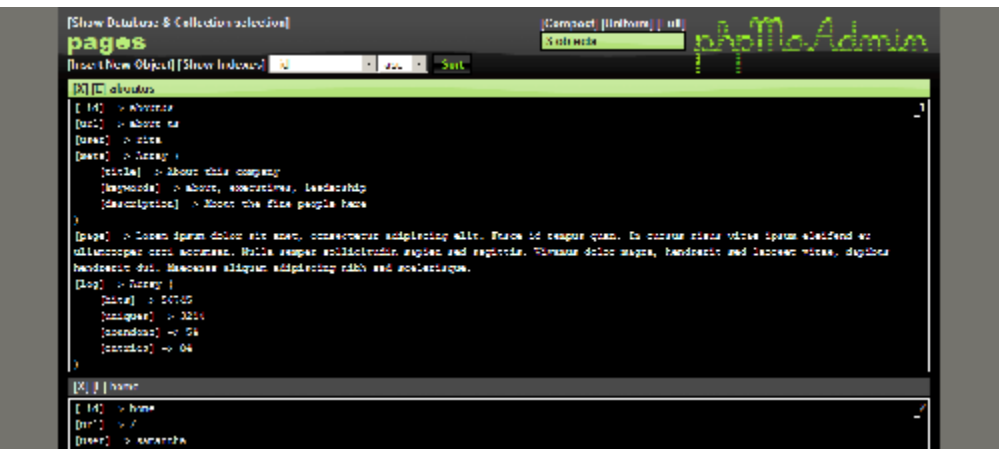
[Opricot](#) is a hybrid GUI/CLI/Scripting web frontend implemented in PHP to manage your MongoDB servers and databases. Use as a point-and-click adventure for basic tasks, utilize scripting for automated processing or repetitive things.

Opricot combines the following components to create a fully featured administration tool:

- An interactive console that allows you to either work with the database through the UI, or by using custom Javascript.

- [illegible]

PHPMoAdmin is a MongoDB administration tool for PHP built on a stripped-down version of the Vork high-performance framework.



## CakePHP



- MongoDB [datasource](#) for CakePHP. There's also an [introductory blog post](#) on using it with Mongo.

## Drupal

- [MongoDB Integration](#) - Views (query builder) backend, a watchdog implementation (logging), and field storage.

## Kohana Framework

- [Mango](#) at github  
An ActiveRecord-like library for PHP, for the [Kohana PHP Framework](#).  
See also [PHP Language Center#MongoDb PHP ODM](#) further down.

## Lithium

Lithium supports Mongo out-of-the-box.

- [Tutorial](#) on creating a blog backend.

## Log4php

- [A log4php appender for MongoDB](#)

## Memcached

- [MongoNode](#)  
PHP script that replicates MongoDB objects to Memcached.

## Symfony 2

- [Symfony 2 Logger](#)  
A centralized logger for Symfony applications. See [the blog post](#).
- [sfMongoSessionStorage](#) - manages session storage via MongoDB with symfony.
- [sfStoragePerformancePlugin](#) - This plugin contains some extra storage engines (MongoDB and Memcached) that are currently missing from the Symfony (>= 1.2) core.

## Vork



[Vork](#), the high-performance enterprise framework for PHP natively supports MongoDB as either a primary datasource or used in conjunction with an RDBMS. Designed for scalability & Green-IT, Vork serves more traffic with fewer servers and can be configured to operate without any disk-IO.

Vork provides a full MVC stack that outputs semantically-correct XHTML 1.1, complies with Section 508 Accessibility guidelines & Zend-Framework coding-standards, has SEO-friendly URLs, employs CSS-reset for cross-browser display consistency and is written in well-documented object-oriented E\_STRICT PHP5 code.

An extensive set of tools are built into Vork for ecommerce (cc-processing, SSL, PayPal, AdSense, shipment tracking, QR-codes), Google Maps, translation & internationalization, Wiki, Amazon Web Services, Social-Networking (Twitter, Meetup, ShareThis, YouTube, Flickr) and much more.

## Zend Framework

- [Shanty Mongo](#) is a prototype mongodb adapter for the Zend Framework. It's intention is to make working with mongodb documents as natural and as simple as possible. In particular allowing embeded documents to also have custom document classes.
- [ZF Cache Backend](#)  
A ZF Cache Backend for MongoDB. It support tags and auto-cleaning.
- There is a [Zend\\_Nosql\\_Mongo component proposal](#).

## Stand-Alone Tools

### ActiveMongo

[ActiveMongo](#) is a really simple ActiveRecord for MongoDB in PHP.

There's a nice introduction to get you started at <http://crodas.org/activemongo.php>.

### MapReduce API

A MapReduce abstraction layer. See the [blog post](#).

- [MongoDB-MapReduce-PHP](#) at github

### MongoDb PHP ODM

[MongoDb PHP ODM](#) is a simple object wrapper for the Mongo PHP driver classes which makes using Mongo in your PHP application more like ORM, but without the suck. It is designed for use with Kohana 3 but will also integrate easily with any PHP application with almost no additional effort.

### Mongodloid

A nice library on top of the PHP driver that allows you to make more natural queries (`$query->query('a == 13 AND b >= 8 && c % 3 == 4')`), abstracts away annoying \$-syntax, and provides getters and setters.

- [Project Page](#)
- [Downloads](#)
- [Documentation](#)

### Morph

A high level PHP library for MongoDB. Morph comprises a suite of objects and object primitives that are designed to make working with MongoDB in PHP a breeze.

- [Morph](#) at code.google.com

### simplemongophp

Very simple layer for using data objects see [blog post](#)

- [simplemongophp](#) at github

## Installing the PHP Driver



#### Redirection Notice

This page should redirect to <http://www.php.net/manual/en/mongo.installation.php>.

## PHP - Storing Files and Big Data



#### Redirection Notice

This page should redirect to <http://www.php.net/manual/en/class.mongogridfs.php>.

## Troubleshooting the PHP Driver



#### Redirection Notice

This page should redirect to <http://www.php.net/manual/en/mongo.trouble.php>.

## Ruby Language Center

This is an overview of the available tools and suggested practices for using Ruby with MongoDB. Those wishing to skip to more detailed discussion should check out the [Ruby Driver Tutorial](#), [Getting started with Rails](#) or [Rails 3](#), and [MongoDB Data Modeling and Rails](#). There are also a number of good [external resources](#) worth checking out.

- [Ruby Driver](#)
  - [Installing / Upgrading](#)
  - [C Extension](#)
- [Object Mappers](#)
- [Notable Projects](#)

## Ruby Driver



Install the C extension for any performance-critical applications.

The **MongoDB Ruby driver** is the 10gen-supported driver for MongoDB. It's written in pure Ruby, with a recommended C extension for speed. The driver is optimized for simplicity. It can be used on its own, but it also serves as the basis for [various object-mapping libraries](#).

- [Tutorial](#)
- [Ruby Driver README](#)
- [API Documentation](#)
- [Source Code](#)

### Installing / Upgrading

The ruby driver is hosted at [Rubygems.org](http://Rubygems.org). Before installing the driver, make sure you're using the latest version of rubygems (currently 1.3.6):

```
$ gem update --system
```

Then install the gems:

```
$ gem install mongo
```

To stay on the bleeding edge, check out the latest source from github:

```
$ git clone git://github.com/mongodb/mongo-ruby-driver.git
$ cd mongo-ruby-driver/
```

Then, install the driver from there:

```
$ rake gem:install
```

### C Extension

There's a separate gem containing optional, but recommended, C extensions that significantly increase driver performance. To use the extensions just install the **mongo\_ext** gem:

```
$ gem install mongo_ext
```

Or, to install from source:

```
$ rake gem:install_extensions
```

As long it's in Ruby's load path, `mongo_ext` will be loaded automatically when you require `mongo`. To learn more about the Ruby driver, see the [Ruby Tutorial](#).

### Object Mappers

If you need validations, associations, and other high-level data modeling functions, consider using one of the [available object mappers](#). Many of these exist in the Ruby ecosystem; here we host a [list of the most popular ones](#).

### Notable Projects

Tools for working with MongoDB in Ruby are being developed daily. A partial list can be found in the [Projects and Libraries](#) section of our [external resources page](#).

If you're working on a project that you'd like to have included, let us know.

# Ruby Tutorial

This tutorial gives many common examples of using MongoDB with the Ruby driver. If you're looking for information on data modeling, see [MongoDB Data Modeling and Rails](#). Links to the various object mappers are listed on our [object mappers page](#).

Interested in GridFS? Checkout [GridFS in Ruby](#).

As always, the [latest source](#) for the Ruby driver can be found on [github](#).

- [Installation](#)
- [A Quick Tour](#)
  - [Using the RubyGem](#)
  - [Making a Connection](#)
  - [Listing All Databases](#)
  - [Dropping a Database](#)
  - [Authentication \(Optional\)](#)
  - [Getting a List Of Collections](#)
  - [Getting a Collection](#)
  - [Inserting a Document](#)
  - [Finding the First Document In a Collection using `find\_one\(\)`](#)
  - [Adding Multiple Documents](#)
  - [Counting Documents in a Collection](#)
  - [Using a Cursor to get all of the Documents](#)
  - [Getting a Single Document with a Query](#)
  - [Getting a Set of Documents With a Query](#)
  - [Querying with Regular Expressions](#)
  - [Creating An Index](#)
  - [Getting a List of Indexes on a Collection](#)
  - [Database Administration](#)
- [See Also](#)

## Installation

The mongo-ruby-driver gem is served through [Rubygems.org](#). To install, make sure you have the latest version of rubygems.

```
gem update --system
```

Next, install the mongo and mongo\_ext rubygems:

```
gem install mongo
gem install mongo_ext
```

After installing, you may want to look at the [examples](#) directory included in the source distribution. These examples walk through some of the basics of using the Ruby driver.

The full API documentation can be viewed [here](#).

## A Quick Tour

### Using the RubyGem

All of the code here assumes that you have already executed the following Ruby code:

```
require 'rubygems' # not necessary for Ruby 1.9
require 'mongo'
```

### Making a Connection

An `Mongo::Connection` instance represents a connection to MongoDB. You use a `Connection` instance to obtain an `Mongo::DB` instance, which represents a named database. The database doesn't have to exist - if it doesn't, MongoDB will create it for you.

You can optionally specify the MongoDB server address and port when connecting. The following example shows three ways to connect to the database "mydb" on the local machine:

```
db = Mongo::Connection.new.db("mydb")
db = Mongo::Connection.new("localhost").db("mydb")
db = Mongo::Connection.new("localhost", 27017).db("mydb")
```

At this point, the `db` object will be a connection to a MongoDB server for the specified database. Each DB instance uses a separate socket connection to the server.

If you're trying to connect to a replica pair, see [Replica Pairs in Ruby](#).

### Listing All Databases

```
m = Mongo::Connection.new # (optional host/port args)
m.database_names.each { |name| puts name }
m.database_info.each { |info| puts info.inspect }
```

### Dropping a Database

```
m.drop_database('database_name')
```

### Authentication (Optional)

MongoDB can be run in a secure mode where access to databases is controlled through name and password authentication. When run in this mode, any client application must provide a name and password before doing any operations. In the Ruby driver, you simply do the following with the connected mongo object:

```
auth = db.authenticate(my_user_name, my_password)
```

If the name and password are valid for the database, `auth` will be `true`. Otherwise, it will be `false`. You should look at the MongoDB log for further information if available.

### Getting a List Of Collections

Each database has zero or more collections. You can retrieve a list of them from the `db` (and print out any that are there):

```
db.collection_names.each { |name| puts name }
```

and assuming that there are two collections, `name` and `address`, in the database, you would see

```
name
address
```

as the output.

### Getting a Collection

You can get a collection to use using the `collection` method:

```
coll = db.collection("testCollection")
```

This is aliased to the `[]` method:

```
coll = db["testCollection"]
```

Once you have this collection object, you can now do things like insert data, query for data, etc.

### Inserting a Document

Once you have the collection object, you can insert documents into the collection. For example, lets make a little document that in JSON would be represented as

```
{
  "name" : "MongoDB",
  "type" : "database",
  "count" : 1,
  "info" : {
    x : 203,
    y : 102
  }
}
```

Notice that the above has an "inner" document embedded within it. To do this, we can use a Hash or the driver's OrderedHash (which preserves key order) to create the document (including the inner document), and then just simply insert it into the collection using the `insert()` method.

```
doc = {"name" => "MongoDB", "type" => "database", "count" => 1,
      "info" => {"x" => 203, "y" => '102'}}
coll.insert(doc)
```

### Finding the First Document In a Collection using `find_one()`

To show that the document we inserted in the previous step is there, we can do a simple `find_one()` operation to get the first document in the collection. This method returns a single document (rather than the `Cursor` that the `find()` operation returns), and it's useful for things where there only is one document, or you are only interested in the first. You don't have to deal with the cursor.

```
my_doc = coll.find_one()
puts my_doc.inspect
```

and you should see:

```
{"_id"=>#<Mongo::ObjectID:0x118576c ...>, "name"=>"MongoDB", "info"=>{"x"=>203, "y"=>102}, "type"=>
"database", "count"=>1}
```

Note the `_id` element has been added automatically by MongoDB to your document. Remember, MongoDB reserves element names that start with `_` for internal use.

### Adding Multiple Documents

In order to do more interesting things with queries, let's add multiple simple documents to the collection. These documents will just be

```
{
  "i" : value
}
```

and we can do this fairly easily:

```
100.times { |i| coll.insert("i" => i) }
```

Notice that we can insert documents of different "shapes" into the same collection. These records are in the same collection as the complex record we inserted above. This aspect is what we mean when we say that MongoDB is "schema-free".

### Counting Documents in a Collection

Now that we've inserted 101 documents (the 100 we did in the loop, plus the first one), we can check to see if we have them all using the `count()` method.

```
puts coll.count()
```

and it should print 101.

## Using a Cursor to get all of the Documents

In order to get all the documents in the collection, we will use the `find()` method. The `find()` method returns a `Cursor` object which allows us to iterate over the set of documents that matched our query. The Ruby driver's `Cursor` is enumerable. So to query all of the documents and print them out:

```
coll.find().each { |row| puts row.inspect }
```

and that should print all 101 documents in the collection.

## Getting a Single Document with a Query

We can create a *query* hash to pass to the `find()` method to get a subset of the documents in our collection. For example, if we wanted to find the document for which the value of the "i" field is 71, we would do the following ;

```
coll.find("i" => 71).each { |row| puts row.inspect }
```

and it should just print just one document:

```
{"_id"=>#<Mongo::ObjectID:0x117de90 ...>, "i"=>71}
```

## Getting a Set of Documents With a Query

We can use the query to get a set of documents from our collection. For example, if we wanted to get all documents where "i" > 50, we could write:

```
coll.find("i" => {"$gt" => 50}).each { |row| puts row }
```

which should print the documents where  $i > 50$ . We could also get a range, say  $20 < i \leq 30$ :

```
coll.find("i" => {"$gt" => 20, "$lte" => 30}).each { |row| puts row }
```

## Querying with Regular Expressions

Regular expressions can be used to query MongoDB. To find all names that begin with 'a':

```
coll.find({"name" => /^a/})
```

You can also construct a regular expression dynamically. To match a given search string:

```
search_string = params['search']

# Constructor syntax
coll.find({"name" => Regexp.new(search_string)})

# Literal syntax
coll.find({"name" => /#{search_string}/})
```

Although MongoDB isn't vulnerable to anything like SQL-injection, it may be worth checking the search string for anything malicious.

## Creating An Index

MongoDB supports indexes, and they are very easy to add on a collection. To create an index, you specify an index name and an array of field names to be indexed, or a single field name. The following creates an ascending index on the "i" field:

```
# create_index assumes ascending order; see method docs
# for details
coll.create_index("i")
```

To specify complex indexes or a descending index you need to use a slightly more complex syntax - the index specifier must be an Array of [field name, direction] pairs. Directions should be specified as `Mongo::ASCENDING` or `Mongo::DESCENDING`:

```
# explicit "ascending"
coll.create_index(["i", ASCENDING])
```

### Getting a List of Indexes on a Collection

You can get a list of the indexes on a collection using `coll.index_information()`.

### Database Administration

A database can have one of three profiling levels: off (`:off`), slow queries only (`:slow_only`), or all (`:all`). To see the database level:

```
puts db.profiling_level # => off (the symbol :off printed as a string)
db.profiling_level = :slow_only
```

Validating a collection will return an interesting hash if all is well or raise an exception if there is a problem.

```
p db.validate_collection('coll_name')
```

### See Also

- [Ruby Driver RDoc](#)
- [MongoDB Manual](#)

## Replica Pairs in Ruby

Here follow a few considerations for those using the [Ruby driver](#) with MongoDB and replica pairing.

- [Setup](#)
- [Connection Failures](#)
- [Recovery](#)
- [Testing](#)
- [Further Reading](#)

### Setup

First, make sure that you've correctly paired two `mongod` instances. If you want to do this on the same machine for testing, make sure you've created two data directories. The init commands are as follows:

```
./mongod --pairwith localhost:27018 --dbpath /data/left --port 27017
./mongod --pairwith localhost:27017 --dbpath /data/right --port 27018
```

When you instantiate a Ruby connection, you'll have to make sure that the driver knows about both instances:

```
@connection = Connection.new({:left => ['localhost', 27017],
                              :right => ['localhost', 27018]})
```

### Connection Failures

Imagine that our master node goes offline. How will the driver respond?

At first, the driver will try to send operations to what was the master node. These operations will fail, and the driver will raise a **ConnectionFailure** exception. It then becomes the client's responsibility to decide how to handle this.



If the client decides to retry, it's not guaranteed that the former slave will have been promoted to master yet, so it's still possible that the driver will raise another **ConnectionFailure**. However, once the former slave has become master, typically within a few seconds, subsequent operations will succeed.

## Recovery

Driver users may wish to wrap their database calls with failure recovery code. Here's one possibility:

```
# Ensure retry upon failure
def rescue_connection_failure(max_retries=5)
  success = false
  retries = 0
  while !success
    begin
      yield
      success = true
    rescue Mongo::ConnectionFailure => ex
      retries += 1
      raise ex if retries >= max_retries
      sleep(1)
    end
  end
end

# Wrapping a call to #count()
rescue_connection_failure do
  @db.collection('users').count()
end
```

Of course, the proper way to handle connection failures will always depend on the individual application. We encourage object-mapper and application developers to publish any promising results.

## Testing

The Ruby driver ( $\geq 0.17.2$ ) includes some unit tests for verifying proper replica pair behavior. They reside in **tests/replica**. You can run them individually with the following rake tasks:

```
rake test:pair_count
rake test:pair_insert
rake test:pair_query
```

Make sure you have a replica pair running locally before trying to run these tests.

## Further Reading

- [Replica Pairs](#)
- [Pairing Internals](#)

## GridFS in Ruby

GridFS, which stands for "Grid File Store," is a specification for storing large files in MongoDB. It works by dividing a file into manageable chunks and storing each of those chunks as a separate document. GridFS requires two collections to achieve this: one collection stores each file's metadata (e.g., name, size, etc.) and another stores the chunks themselves. If you're interested in more details, check out the [GridFS Specification](#).

Prior to version 0.19, the MongoDB Ruby driver implemented GridFS using the `GridFS::GridStore` class. This class has been deprecated in favor of two new classes: `Grid` and `GridFileSystem`. These classes have a much simpler interface, and the rewrite has resulted in a significant speed improvement. **Reads are over twice as fast, and write speed has been increased fourfold.** 0.19 is thus a worthwhile upgrade.

- [The Grid class](#)
  - [Saving files](#)
  - [File metadata](#)
  - [Safe mode](#)
  - [Deleting files](#)
- [The GridFileSystem class](#)
  - [Saving files](#)

- [Deleting files](#)
- [Metadata and safe mode](#)
- [Advanced Users](#)

## The Grid class

The [Grid class](#) represents the core GridFS implementation. Grid gives you a simple file store, keyed on a unique ID. This means that duplicate filenames aren't a problem. To use the Grid class, first make sure you have a database, and then instantiate a Grid:

```
@db = Mongo::Connection.new.db('social_site')

@grid = Grid.new(@db)
```

## Saving files

Once you have a Grid object, you can start saving data to it. The data can be either a string or an IO-like object that responds to a `#read` method:

```
# Saving string data
id = @grid.put("here's some string / binary data")

# Saving IO data and including the optional filename
image = File.open("me.jpg")
id2 = @grid.put(image, :filename => "me.jpg")
```

`Grid#put` returns an object id, which you can use to retrieve the file:

```
# Get the string we saved
file = @grid.get(id)

# Get the file we saved
image = @grid.get(id2)
```

## File metadata

There are accessors for the various file attributes:

```
image.filename
# => "me.jpg"

image.content_type
# => "image/jpeg"

image.file_length
# => 502357

image.upload_date
# => Mon Mar 01 16:18:30 UTC 2010

# Read all the image's data at once
image.read

# Read the first 100k bytes of the image
image.read(100 * 1024)
```

When putting a file, you can set many of these attributes and write arbitrary metadata:

```
# Saving IO data
file = File.open("me.jpg")
id2 = @grid.put(file,
  :filename => "my-avatar.jpg",
  :content_type => "application/jpg",
  :_id => 'a-unique-id-to-use-in-lieu-of-a-random-one',
  :chunk_size => 100 * 1024,
  :metadata => {'description' => "taken after a game of ultimate"})
```

### Safe mode

A kind of safe mode is built into the GridFS specification. When you save a file, an MD5 hash is created on the server. If you save the file in safe mode, an MD5 will be created on the client for comparison with the server version. If the two hashes don't match, an exception will be raised.

```
image = File.open("me.jpg")
id2 = @grid.put(image, "my-avatar.jpg", :safe => true)
```

### Deleting files

Deleting a file is as simple as providing the id:

```
@grid.delete(id2)
```

### The GridFileSystem class

[GridFileSystem](#) is a light emulation of a file system and therefore has a couple of unique properties. The first is that filenames are assumed to be unique. The second, a consequence of the first, is that files are versioned. To see what this means, let's create a GridFileSystem instance:

### Saving files

```
@db = Mongo::Connection.new.db("social_site")
@fs = GridFileSystem.new(@db)
```

Now suppose we want to save the file 'me.jpg.' This is easily done using a filesystem-like API:

```
image = File.open("me.jpg")
@fs.open("me.jpg", "w") do |f|
  f.write image
end
```

We can then retrieve the file by filename:

```
image = @fs.open("me.jpg", "r") { |f| f.read }
```

No problems there. But what if we need to replace the file? That too is straightforward:

```
image = File.open("me-dancing.jpg")
@fs.open("me.jpg", "w") do |f|
  f.write image
end
```

But a couple things need to be kept in mind. First is that the original 'me.jpg' will be available until the new 'me.jpg' saves. From then on, calls to the #open method will always return the most recently saved version of a file. But, and this the second point, old versions of the file won't be deleted. So if you're going to be rewriting files often, you could end up with a lot of old versions piling up. One solution to this is to use the :delete\_old options when writing a file:

```
image = File.open("me-dancing.jpg")
@fs.open("me.jpg", "w", :delete_old => true) do |f|
  f.write image
end
```

This will delete all but the latest version of the file.

### Deleting files

When you delete a file by name, you delete all versions of that file:

```
@fs.delete("me.jpg")
```

### Metadata and safe mode

All of the options for storing metadata and saving in safe mode are available for the GridFileSystem class:

```
image = File.open("me.jpg")
@fs.open('my-avatar.jpg', w,
  :content_type => "application/jpg",
  :metadata      => {'description' => "taken on 3/1/2010 after a game of ultimate"},
  :_id           => 'a-unique-id-to-use-instead-of-the-automatically-generated-one',
  :safe          => true) { |f| f.write image }
```

### Advanced Users

Astute code readers will notice that the Grid and GridFileSystem classes are merely thin wrappers around an underlying [GridIO class](#). This means that it's easy to customize the GridFS implementation presented here; just use GridIO for all the low-level work, and build the API you need in an external manager class similar to Grid or GridFileSystem.

## Rails - Getting Started

Using Rails 3? See [Rails 3 - Getting Started](#)

This tutorial describes how to set up a simple Rails application with MongoDB, using MongoMapper as an object mapper. We assume you're using Rails versions prior to 3.0.

- [Configuration](#)
- [Testing](#)
- [Coding](#)

### Using a Rails Template

All of the configuration steps listed below, and more, are encapsulated in [this Rails template \(raw version\)](#), based on a [similar one by Ben Scofield](#). You can create your project with the template as follows:

```
rails project_name -m "http://gist.github.com/gists/219223.txt"
```

Be sure to replace **project\_name** with the name of your project.

If you want to set up your project manually, read on.

### Configuration

1. We need to tell MongoMapper which database we'll be using. Save the following to **config/initializers/database.rb**:

```
MongoMapper.database = "db_name-#{Rails.env}"
```

Replace **db\_name** with whatever name you want to give the database. The **Rails.env** variable will ensure that a different database is used for each environment.

2. If you're using Passenger, add this code to **config/initializers/database.rb**.

```
if defined?(PhusionPassenger)
  PhusionPassenger.on_event(:starting_worker_process) do |forked|
    MongoMapper.connection.connect_to_master if forked
  end
end
```

3. Clean out **config/database.yml**. This file should be blank, as we're not connecting to the database in the traditional way.

4. Remove ActiveRecord from environment.rb.

```
config.frameworks -= [:active_record]
```

5. Add MongoMapper to the environment. This can be done by opening **config/environment.rb** and adding the line:

```
config.gem 'mongo_mapper'
```

Once you've done this, you can install the gem in the project by running:

```
rake gems:install
rake gems:unpack
```

## Testing

It's important to keep in mind that with MongoDB, we cannot wrap test cases in transactions. One possible work-around is to invoke a **teardown** method after each test case to clear out the database.

To automate this, I've found it effective to modify **ActiveSupport::TestCase** with the code below.

```
# Drop all columns after each test case.
def teardown
  MongoMapper.database.collections.each do |coll|
    coll.remove
  end
end

# Make sure that each test case has a teardown
# method to clear the db after each test.
def inherited(base)
  base.define_method :teardown do
    super
  end
end
```

This way, all test classes will automatically invoke the teardown method. In the example above, the teardown method clears each collection. We might also choose to drop each collection or drop the database as a whole, but this would be considerably more expensive and is only necessary if our tests manipulate indexes.

Usually, this code is added in **test/test\_helper.rb**. See [the aforementioned rails template](#) for specifics.

## Coding

If you've followed the foregoing steps (or if you've created your Rails with the provided template), then you're ready to start coding. For help on that, you can read about [modeling your domain in Rails](#).

## Rails 3 - Getting Started

It's not difficult to use MongoDB with Rails 3. Most of it comes down to making sure that you're not loading ActiveRecord and understanding how to use [Bundler](#), the new Ruby dependency manager.

- [Install the Rails 3 Pre-release](#)
- [Configure your application](#)
- [Bundle and Initialize](#)
  - [Bundling](#)
  - [Initializing](#)
- [ActiveModel Compatibility](#)
- [Conclusion](#)
- [See also](#)

### ***Install the Rails 3 Pre-release***

If you haven't done so already, install the Rails 3 pre-release. This requires installing the dependencies manually and then installing the Rails 3 pre-release gem:

```
# Use sudo if your setup requires it
gem install tzinfo builder i18n memcache-client rack \
  rake rack-test rack-mount erubis mail text-format \
  thor bundler

gem install rails --prerelease
```

### ***Configure your application***

The important thing here is to avoid loading ActiveRecord. One way to do this is with the `--skip-activerecord` switch. So you'd create your app skeleton like so:

```
rails my_app --skip-activerecord
```

Alternatively, if you've already created your app (or just want to know what this actually does), have a look at `config/application.rb` and change the first lines from this:

```
require "rails/all"
```

to this:

```
require "action_controller/railtie"
require "action_mailer/railtie"
require "active_resource/railtie"
require "rails/test_unit/railtie"
```

It's also important to make sure that the reference to `active_record` in the generator block is commented out:

```
# Configure generators values. Many other options are available, be sure to check the documentation.
# config.generators do |g|
#   g.orm :active_record
#   g.template_engine :erb
#   g.test_framework :test_unit, :fixture => true
# end
```

As of this writing, it's commented out by default, so you probably won't have to change anything here.

### ***Bundle and Initialize***

The final step involves bundling any gems you'll need and then creating an initializer for connecting to the database.

## Bundling

Edit Gemfile, located in the Rails root directory. By default, our Gemfile will only load Rails:

```
gem "rails", "3.0.0.beta"
```

Normally, using MongoDB will simply mean adding whichever [OM framework](#) you want to work with, as these will require the "mongo" gem by default.

```
# Edit this Gemfile to bundle your application's dependencies.

source 'http://gemcutter.org'

gem "rails", "3.0.0.beta"
gem "mongo_mapper"
```

However, there's currently an issue with loading mongo\_ext, as the current gemspec isn't compatible with the way Bundler works. We'll be fixing that soon; just pay attention to [this issue](#).

In the meantime, you can use the following work-around:

```
# Edit this Gemfile to bundle your application's dependencies.

require 'rubygems'
require 'mongo'
source 'http://gemcutter.org'

gem "rails", "3.0.0.beta"
gem "mongo_mapper"
```

Requiring rubygems and mongo before running the gem command will ensure that mongo\_ext is loaded. If you'd rather not load rubygems, just make sure that both mongo and mongo\_ext are in your load path when you require mongo.

Once you've configured your Gemfile, run the bundle installer:

```
bundle install
```

## Initializing

Last item is to create an initializer to connect to MongoDB. Create a Ruby file in config/initializers. You can give it any name you want; here we'll call it config/initializers/mongo.rb:

```
MongoMapper.connection = Mongo::Connection.new('localhost', 27017)
MongoMapper.database = "#myapp-#{Rails.env}"

if defined?(PhusionPassenger)
  PhusionPassenger.on_event(:starting_worker_process) do |forked|
    MongoMapper.connection.connect_to_master if forked
  end
end
```

## ActiveModel Compatibility

ActiveModel is a series of interfaces designed to make any object-mapping library compatible with the various helper methods across the Rails stack. To see the status of ActiveModel integration on the various object mappers, see our [object mappers page](#).

Briefly, Mongoid supports ActiveRecord via a prerelease branch. MongoMapper will be adding support in the near future. In the meantime, use the [MongoMapper Rails 3 Branch](#).

## Conclusion

That should be all. You can now start creating models based on whichever OM you've installed.

Note that this document is a work in progress. If you have any helpful comments, please add them below.

## See also

- [Rails 3 App skeleton with MongoMapper](#)
- [Rails 3 Release Notes](#)

## MongoDB Data Modeling and Rails

This tutorial discusses the development of a web application on Rails and MongoDB. MongoMapper will serve as our object mapper. The goal is to provide some insight into the design choices required for building on MongoDB. To that end, we'll be constructing a simple but non-trivial social news application. The [source code](#) for **newsmonger** is available on github for those wishing to dive right in.

- [Modeling Stories](#)
  - [Caching to Avoid N+1](#)
  - [A Note on Denormalization](#)
  - [Fields as arrays](#)
  - [Atomic Updates](#)
- [Modeling Comments](#)
  - [Linear, Embedded Comments](#)
  - [Nested, Embedded Comments](#)
  - [Comment collections](#)
- [Unfinished business](#)

Assuming you've configured your application to work with MongoMapper, let's start thinking about the data model.

### Modeling Stories

A news application relies on stories at its core, so we'll start with a Story model:

```
class Story
  include MongoMapper::Document

  key :title,      String
  key :url,        String
  key :slug,       String
  key :voters,     Array
  key :votes,      Integer, :default => 0
  key :relevance,  Integer, :default => 0

  # Cached values.
  key :comment_count, Integer, :default => 0
  key :username,      String

  # Note this: ids are of class ObjectId.
  key :user_id,       ObjectId
  timestamps!

  # Relationships.
  belongs_to :user

  # Validations.
  validates_presence_of :title, :url, :user_id
end
```

Obviously, a story needs a title, url, and user\_id, and should belong to a user. These are self-explanatory.

### Caching to Avoid N+1

When we display our list of stories, we'll need to show the name of the user who posted the story. If we were using a relational database, we could perform a join on users and stores, and get all our objects in a single query. But MongoDB does not support joins and so, at times, requires



bit of denormalization. Here, this means caching the 'username' attribute.

### A Note on Denormalization

Relational purists may be feeling uneasy already, as if we were violating some universal law. But let's bear in mind that MongoDB collections are not equivalent to relational tables; each serves a unique design objective. A normalized table provides an atomic, isolated chunk of data. A document, however, more closely represents an object as a whole. In the case of a social news site, it can be argued that a username is intrinsic to the story being posted.

What about updates to the username? It's true that such updates will be expensive; happily, in this case, they'll be rare. The read savings achieved in denormalizing will surely outweigh the costs of the occasional update. Alas, this is not hard and fast rule: ultimately, developers must evaluate their applications for the appropriate level of normalization.

### Fields as arrays

With a relational database, even trivial relationships are blown out into multiple tables. Consider the votes a story receives. We need a way of recording which users have voted on which stories. The standard way of handling this would involve creating a table, 'votes', with each row referencing user\_id and story\_id.

With a document database, it makes more sense to store those votes as an array of user ids, as we do here with the 'voters' key.

For fast lookups, we can create an index on this field. In the MongoDB shell:

```
db.stories.ensureIndex('voters');
```

Or, using Mongomapper, we can specify the index in **config/initializers/database.rb**:

```
Story.ensure_index(['voters', 1])
Mongomapper.ensure_indexes!
```

To find all the stories voted on by a given user:

```
Story.all(:conditions => {:voters => @user.id})
```

### Atomic Updates

Storing the voters array in the Story class also allows us to take advantage of atomic updates. What this means here is that, when a user votes on a story, we can

1. ensure that the voter hasn't voted yet, and, if not,
2. increment the number of votes and
3. add the new voter to the array.

MongoDB's query and update features allows us to perform all three actions in a single operation. Here's what that would look like from the shell:

```
// Assume that story_id and user_id represent real story and user ids.
db.stories.update({'_id': story_id, voters: {'$ne': user_id}},
  {'$inc': {votes: 1}, '$push': {voters: user_id}});
```

What this says is "get me a story with the given id whose voters array does not contain the given user id and, if you find such a story, perform two atomic updates: first, increment votes by 1 and then push the user id onto the voters array."

This operation highly efficient; it's also reliable. The one caveat is that, because update operations are "fire and forget," you won't get a response from the server. But in most cases, this should be a non-issue.

A Mongomapper implementation of the same update would look like this:

```
def self.upvote(story_id, user_id)
  collection.update({'_id' => story_id, 'voters' => {'$ne' => user_id}},
    {'$inc' => {'votes' => 1}, '$push' => {'voters' => user_id}})
end
```

## Modeling Comments

In a relational database, comments are usually given their own table, related by foreign key to some parent table. This approach is occasionally necessary in MongoDB; however, it's always best to try to embed first, as this will achieve greater query efficiency.

### Linear, Embedded Comments

Linear, non-threaded comments should be embedded. Here are the most basic Mongomapper classes to implement such a structure:

```
class Story
  include Mongomapper::Document
  many :comments
end
```

```
class Comment
  include Mongomapper::EmbeddedDocument
  key :body, String

  belongs_to :story
end
```

If we were using the Ruby driver alone, we could save our structure like so:

```
@stories = @db.collection('stories')
@document = { :title => "MongoDB on Rails",
              :comments => [{ :body => "Revelatory! Loved it!",
                             :username => "Matz"
                           }
                        ]
            }
@stories.save(@document)
```

Essentially, comments are represented as an array of objects within a story document. This simple structure should be used for any one-to-many relationship where the many items are linear.

### Nested, Embedded Comments

But what if we're building threaded comments? An admittedly more complicated problem, two solutions will be presented here. The first is to represent the tree structure in the nesting of the comments themselves. This might be achieved using the Ruby driver as follows:

```
@stories = @db.collection('stories')
@document = { :title => "MongoDB on Rails",
              :comments => [{ :body => "Revelatory! Loved it!",
                             :username => "Matz",
                             :comments => [{ :body => "Agreed.",
                                              :username => "rubydev29"
                                            }
                                           ]
                           }
                        ]
            }
@stories.save(@document)
```

Representing this structure using Mongomapper would be tricky, requiring a number of custom mods.

But this structure has a number of benefits. The nesting is captured in the document itself (this is, in fact, [how Business Insider represents comments](#)). And this schema is highly performant, since we can get the story, and all of its comments, in a single query, with no application-side processing for constructing the tree.

One drawback is that alternative views of the comment tree require some significant reorganizing.

### Comment collections

We can also represent comments as their own collection. Relative to the other options, this incurs a small performance penalty while granting us the greatest flexibility. The tree structure can be represented by storing the unique path for each leaf (see [Mathias's original post](#) on the idea).

Here are the relevant sections of this model:

```
class Comment
  include Mongomapper::Document

  key :body,           String
  key :depth,          Integer, :default => 0
  key :path,           String, :default => ""

  # Note: we're intentionally storing parent_id as a string
  key :parent_id,      String
  key :story_id,       ObjectId
  timestamps!

  # Relationships.
  belongs_to :story

  # Callbacks.
  after_create :set_path

  private

  # Store the comment's path.
  def set_path
    unless self.parent_id.blank?
      parent      = Comment.find(self.parent_id)
      self.story_id = parent.story_id
      self.depth   = parent.depth + 1
      self.path    = parent.path + ":" + parent.id
    end
    save
  end
end
```

The path ends up being a string of object ids. This makes it easier to display our comments nested, with each level in order of karma or votes. If we specify an index on `story_id`, `path`, and `votes`, the database can handle half the work of getting our comments in nested, sorted order.

The rest of the work can be accomplished with a couple grouping methods, which can be found in [the newsmonger source code](#).

It goes without saying that modeling comments in their own collection also facilitates various site-wide aggregations, including displaying the latest, grouping by user, etc.

### ***Unfinished business***

Document-oriented data modeling is still young. The fact is, many more applications will need to be built on the document model before we can say anything definitive about best practices. So the foregoing should be taken as suggestions, only. As you discover new patterns, we encourage you to document them, and feel free to let us know about what works (and what doesn't).

Developers working on object mappers and the like are encouraged to implement the best document patterns in their code, and to be wary of recreating relational database models in their apps.

## **Object Mappers for Ruby and MongoDB**

Although it's possible to use the Ruby driver by itself, sometimes you want validations, associations, and many of the other conveniences provided by ActiveRecord. Here, then, is a list of the most popular object mappers available for working with Ruby and MongoDB.

- [Recommendations](#)
- [Libraries](#)
  - [MongoMapper](#)
  - [Mongoid](#)
  - [MongoRecord](#)
  - [MongoDoc](#)
  - [MongoModel](#)

### ***Recommendations***

Just for the record, 10gen doesn't recommend any one object mapper over the others. What we do advise is that you get to know how the database itself works. This is best accomplished by playing with the shell and experimenting with the Ruby driver (or any of the other drivers, for that matter).

Once you understand how MongoDB works, you'll be in a good position to choose the object mapper that best suits your needs. Certainly so long as you pick an OM that's used in production and is actively developed, you really can't make a bad choice.

## ***Libraries***

### **MongoMapper**

John Nunemaker's OM. **Used in production** and actively-developed. ActiveRecord support forthcoming.

#### **Installation:**

- `gem install mongo_mapper`

#### **Source:**

- [mongo\\_mapper](#) on github

#### **Documentation:**

- [MongoMapper on google groups](#)
- [#mongomapper](#) on freenode.

#### **Articles:**

- [Getting Started with MongoMapper](#)
- [MongoMapper and Rails](#)
- [More MongoMapper Awesomeness.](#)

### **Mongoid**

Durran Jordan's OM. **Used in production** and actively-developed. Supports ActiveRecord and Rails 3.

#### **Installation:**

- `gem install mongoid`

#### **Source:**

- [mongoid](#) on github

#### **Documentation:**

- Docs at [mongoid.org](#)

### **MongoRecord**

10gen's original OM.

#### **Notes:**

MongoRecord is an ActiveRecord-like OM, and the first of its kind developed for MongoDB. Favored by a contingent of developers for its simplicity, MongoRecord currently receives a lot of love from Nate Wiger.

#### **Installation:**

- `gem install mongo_record`

#### **Source:**

- [mongo-record](#) on github

### **MongoDoc**

Les Hill's OM. Currently **alpha** but actively-developed.

#### **Notes:**

MongoDoc is optimized for speed and simplicity. Originally built as a BSON library that worked like Ruby's JSON gem, MongoDoc has grown into its own OM.

#### **Installation:**

- `gem install mongodoc`

**Source:**

- [mongodoc](#) on github

**MongoModel**

Sam Pohlenz's OM. Actively-developed.

**Notes:**

An OM with emphasis on ActiveRecord compatibility.

**Installation:**

- `gem install mongomodel`

**Source:**

- [mongomodel](#) on github

## Ruby External Resources

There are a number of good resources appearing all over the web for learning about MongoDB and Ruby. A useful selection is listed below. If you know of others, do let us know.

- [Screencasts](#)
- [Presentations](#)
- [Articles](#)
- [Projects](#)
- [Libraries](#)

***Screencasts***[Introduction to MongoDB - Part I](#)

An introduction to MongoDB via the MongoDB shell.

[Introduction to MongoDB - Part II](#)

In this screencast, Joon You teaches how to use the Ruby driver to build a simple Sinatra app.

[Introduction to MongoDB - Part III](#)

For the final screencast in the series, Joon You introduces MongoMapper and Rails.

[RailsCasts: MongoDB & MongoMapper](#)

Ryan Bates' RailsCast introducing MongoDB and MongoMapper.

***Presentations***[Introduction to MongoDB \(Video\)](#)

Mike Dirolf's introduction to MongoDB at Pivotal Labs, SF.

[MongoDB: A Ruby Document Store that doesn't rhyme with 'Ouch' \(Slides\)](#)

Wynn Netherland's introduction to MongoDB with some comparisons to CouchDB.

[MongoDB \(is\) for Rubyists \(Slides\)](#)

Kyle Banker's presentation on why MongoDB is for Rubyists (and all human-oriented programmers).

[Introduction to Mongoid and MongoDB \(Video\)](#)

Durran Jordan discusses Mongoid, MongoDB, and how HashRocket uses these tools in production.

***Articles***[Why I Think Mongo is to Databases What Rails was to Frameworks](#)[What if a key-value store mated with a relational database system?](#)

John Nunemaker's articles on MongoDB.

A series of articles on aggregation with MongoDB and Ruby:

1. [Part I: Introduction of Aggregation in MongoDB](#)
2. [Part II: MongoDB Grouping Elaborated](#)
3. [Part III: Introduction to Map-Reduce in MongoDB](#)

***Projects***

### [Mongo Queue](#)

An extensible thread safe job/message queueing system that uses mongodb as the persistent storage engine.

### [Mongo Admin](#)

A Rails plugin for browsing and managing MongoDB data. See the [live demo](#).

### [Sinatra Resource](#)

Resource Oriented Architecture (REST) for Sinatra and MongoMapper.

### [Shorty](#)

A URL-shortener written with Sinatra and the MongoDB Ruby driver.

### [NewsMonger](#)

A simple social news application demonstrating MongoMapper and Rails.

### [Data Catalog API](#)

From [Sunlight Labs](#), a non-trivial application using MongoMapper and Sinatra.

### [Watchtower](#)

An example application using Mustache, MongoDB, and Sinatra.

### [Shapado](#)

A question and answer site similar to Stack Overflow. Live version at [shapado.com](#).

## ***Libraries***

### [ActiveExpando](#)

An extension to ActiveRecord to allow the storage of arbitrary attributes in MongoDB.

### [ActsAsTree \(MongoMapper\)](#)

ActsAsTree implementation for MongoMapper.

### [Machinist adapter \(MongoMapper\)](#)

Machinist adapter using MongoMapper.

### [Mongo-Delegate](#)

A delegation library for experimenting with production data without altering it. A quite useful pattern.

### [Remarkable Matchers \(MongoMapper\)](#)

Testing / Matchers library using MongoMapper.

### [OpenIdAuthentication, supporting MongoDB as the datastore](#)

Brandon Keepers' fork of OpenIdAuthentication supporting MongoDB.

### [MongoTree \(MongoRecord\)](#)

MongoTree adds parent / child relationships to MongoRecord.

### [Merb\\_MongoMapper](#)

a plugin for the Merb framework for supporting MongoMapper models.

### [Mongolytics \(MongoMapper\)](#)

A web analytics tool.

### [Rack-GridFS](#)

A Rack middleware component that creates HTTP endpoints for files stored in GridFS.

## **Frequently Asked Questions - Ruby**

This is a list of frequently asked questions about using Ruby with MongoDB. If you have a question you'd like to have answered here, please add it in the comments.

- [Can I run \[insert command name here\] from the Ruby driver?](#)
- [Does the Ruby driver support an EXPLAIN command?](#)
- [I see that BSON supports a symbol type. Does this mean that I can store Ruby symbols in MongoDB?](#)
- [Why can't I access random elements within a cursor?](#)

Can I run [insert command name here] from the Ruby driver?

Yes. You can run any of the [available database commands](#) from the driver using the DB#command method. The only trick is to use an OrderedHash when specifying the command. For example, here's how you'd run an asynchronous fsync from the driver:

```
# This command is run on the admin database.
@db = Mongo::Connection.new.db('admin')

# Build the command.
cmd = OrderedHash.new
cmd['fsync'] = 1
cmd['async'] = true

# Run it.
@db.command(cmd)
```

It's important to keep in mind that some commands, like `fsync`, must be run on the `admin` database, while other commands can be run on any database. If you're having trouble, check the [command reference](#) to make sure you're using the command correctly.

Does the Ruby driver support an EXPLAIN command?

Yes. `explain` is, technically speaking, an option sent to a query that tells MongoDB to return an explain plan rather than the query's results. You can use `explain` by constructing a query and calling `explain` at the end:

```
@collection = @db['users']
result = @collection.find({:name => "jones"}).explain
```

The resulting explain plan might look something like this:

```
{ "cursor"=>"BtreeCursor name_1",
  "startKey"=>{ "name"=>"Jones" },
  "endKey"=>{ "name"=>"Jones" },
  "nscanned"=>1.0,
  "n"=>1,
  "millis"=>0,
  "oldPlan"=>{ "cursor"=>"BtreeCursor name_1",
    "startKey"=>{ "name"=>"Jones" },
    "endKey"=>{ "name"=>"Jones" }
  },
  "allPlans"=>[ { "cursor"=>"BtreeCursor name_1",
    "startKey"=>{ "name"=>"Jones" },
    "endKey"=>{ "name"=>"Jones" } } ]
}
```

Because this collection has an index on the "name" field, the query uses that index, only having to scan a single record. "n" is the number of records the query will return. "millis" is the time the query takes, in milliseconds. "oldPlan" indicates that the query optimizer has already seen this kind of query and has, therefore, saved an efficient query plan. "allPlans" shows all the plans considered for this query.

I see that BSON supports a symbol type. Does this mean that I can store Ruby symbols in MongoDB?

You can store Ruby symbols in MongoDB, but only as values. BSON specifies that document keys must be strings. So, for instance, you can do this:

```
@collection = @db['test']

boat_id = @collection.save({:vehicle => :boat})
car_id = @collection.save({"vehicle" => "car"})

@collection.find_one('_id' => boat_id)
{"_id" => ObjectId('4bb372a8238d3b5c8c000001'), "vehicle" => :boat}

@collection.find_one('_id' => car_id)
{"_id" => ObjectId('4bb372a8238d3b5c8c000002'), "vehicle" => "car"}
```

Notice that the symbol values are returned as expected, but that symbol keys are treated as strings.

Why can't I access random elements within a cursor?

MongoDB cursors are designed for sequentially iterating over a result set, and all the drivers, including the Ruby driver, stick closely to this directive. Internally, a Ruby cursor fetches results in batches by running a MongoDB `getmore` operation. The results are buffered for efficient iteration on the client-side.

What this means is that a cursor is nothing more than a device for returning a result set on a query that's been initiated on the server. Cursors are not containers for result sets. If we allow a cursor to be randomly accessed, then we run into issues regarding the freshness of the data. For instance, if I iterate over a cursor and then want to retrieve the cursor's first element, should a stored copy be returned, or should the cursor re-run the query? If we returned a stored copy, it may not be fresh. And if the the query is re-run, then we're technically dealing with a new cursor.

To avoid those issues, we're saying that anyone who needs a flexible access to the results of a query should store those results in an array and then access the data as needed.

## Java Language Center

- [Tutorial](#)
- [API Documentation](#)
- [Downloads](#)

### *Specific Topics*

- [Concurrency](#)
- [Saving Objects](#)
- [Data Types](#)

### *3rd Party Tools*

- [log4j appender](#)
- [pojo to MongoDB](#)
- [Experimental JDBC driver](#)

### *Wrappers for other JVM Languages*

- [Clojure, Groovy, Scala...](#)

If there is a project missing here, just add a comment or email the list and we'll add it.

## Java Driver Concurrency

The Java MongoDB driver is thread safe. If you are using in a web serving environment, for example, you should create a single Mongo instance, and you can use it in every request. The Mongo object maintains an internal pool of connections to the database (default pool size of 10).

However, if you want to ensure complete consistency in a "session" (maybe an http request), you probably want the driver to use the same socket for that session (which isn't necessarily the case since Mongo instances have built-in connection pooling). This is only necessary for a write heavy environment, where you might read data that you wrote.

To do that, you would do something like:

```
DB db...;
db.requestStart();

code...

db.requestDone();
```

## Java - Saving Objects UsingDBObject

The Java driver provides a DBObject interface to save custom objects to the database.

For example, suppose one had a class called Tweet that they wanted to save:



```
public class Tweet implements DBOBJECT {  
    /* ... */  
}
```

Then you can say:

```
Tweet myTweet = new Tweet();  
myTweet.put("user", userId);  
myTweet.put("message", msg);  
myTweet.put("date", new Date());  
  
collection.insert(myTweet);
```

When a document is retrieved from the database, it is automatically converted to a DBOBJECT. To convert it to an instance of your class, use `DBCollection.setObjectClass()`:

```
collection.setObjectClass(Tweet);  
  
Tweet myTweet = (Tweet)collection.findOne();
```

## Java Tutorial

- [Introduction](#)
- [A Quick Tour](#)
  - [Making A Connection](#)
  - [Authentication \(Optional\)](#)
  - [Getting A List Of Collections](#)
  - [Getting A Collection](#)
  - [Inserting a Document](#)
  - [Finding the First Document In A Collection using `findOne\(\)`](#)
  - [Adding Multiple Documents](#)
  - [Counting Documents in A Collection](#)
  - [Using a Cursor to Get All the Documents](#)
  - [Getting A Single Document with A Query](#)
  - [Getting A Set of Documents With a Query](#)
  - [Creating An Index](#)
  - [Getting a List of Indexes on a Collection](#)
- [Quick Tour of the Administrative Functions](#)
  - [Getting A List of Databases](#)
  - [Dropping A Database](#)

### ***Introduction***

This page is a brief overview of working with the MongoDB Java Driver.

For more information about the Java API, please refer to the [online API Documentation for Java Driver](#)

### ***A Quick Tour***

Using the Java driver is very simple. First, be sure to include the driver jar `mongo.jar` in your classpath. The following code snippets come from the `examples/QuickTour.java` example code found in the driver.

#### ***Making A Connection***

To make a connection to a MongoDB, you need to have at the minimum, the name of a database to connect to. The database doesn't have to exist - if it doesn't, MongoDB will create it for you.

Additionally, you can specify the server address and port when connecting. The following example shows three ways to connect to the database `mydb` on the local machine :

```
import com.mongodb.Mongo;
import com.mongodb.DB;
import com.mongodb.DBCollection;
import com.mongodb.BasicDBObject;
import com.mongodb.DBObject;
import com.mongodb.DBCursor;

Mongo m = new Mongo();
Mongo m = new Mongo( "localhost" );
Mongo m = new Mongo( "localhost" , 27017 );

DB db = m.getDB( "mydb" );
```

At this point, the `db` object will be a connection to a MongoDB server for the specified database. With it, you can do further operations.

Note: The `Mongo` object instance actually represents a pool of connections to the database; you will only need one object of class `Mongo` even with multiple threads. See the [concurrency](#) doc page for more information.

### Authentication (Optional)

MongoDB can be run in a [secure mode](#) where access to databases is controlled through name and password authentication. When run in this mode, any client application must provide a name and password before doing any operations. In the Java driver, you simply do the following with the connected mongo object :

```
boolean auth = db.authenticate(myUserName, myPassword);
```

If the name and password are valid for the database, `auth` will be `true`. Otherwise, it will be `false`. You should look at the MongoDB log for further information if available.

Most users run MongoDB without authentication in a trusted environment.

### Getting A List Of Collections

Each database has zero or more collections. You can retrieve a list of them from the `db` (and print out any that are there) :

```
Set<String> colls = db.getCollectionNames();

for (String s : colls) {
    System.out.println(s);
}
```

and assuming that there are two collections, `name` and `address`, in the database, you would see

```
name
address
```

as the output.

### Getting A Collection

To get a collection to use, just specify the name of the collection to the `getCollection(String collectionName)` method:

```
DBCollection coll = db.getCollection("testCollection")
```

Once you have this collection object, you can now do things like insert data, query for data, etc

### Inserting a Document

Once you have the collection object, you can insert documents into the collection. For example, lets make a little document that in JSON would be represented as

```
{
  "name" : "MongoDB",
  "type" : "database",
  "count" : 1,
  "info" : {
    x : 203,
    y : 102
  }
}
```

Notice that the above has an "inner" document embedded within it. To do this, we can use the [BasicDBObject](#) class to create the document (including the inner document), and then just simply insert it into the collection using the `insert()` method.

```
BasicDBObject doc = new BasicDBObject();

doc.put("name", "MongoDB");
doc.put("type", "database");
doc.put("count", 1);

BasicDBObject info = new BasicDBObject();

info.put("x", 203);
info.put("y", 102);

doc.put("info", info);

coll.insert(doc);
```

#### ***Finding the First Document In A Collection using `findOne()`***

To show that the document we inserted in the previous step is there, we can do a simple `findOne()` operation to get the first document in the collection. This method returns a single document (rather than the `DBCursor` that the `find()` operation returns), and it's useful for things where there only is one document, or you are only interested in the first. You don't have to deal with the cursor.

```
DBObject myDoc = coll.findOne();
System.out.println(myDoc);
```

and you should see

```
{ "_id" : "49902cde5162504500b45c2c" , "name" : "MongoDB" , "type" : "database" , "count" : 1 , "info" : { "x" : 203 , "y" : 102} , "_ns" : "testCollection" }
```

Note the `_id` and `_ns` elements have been added automatically by MongoDB to your document. Remember, MongoDB reserves element names that start with `_` for internal use.

#### ***Adding Multiple Documents***

In order to do more interesting things with queries, let's add multiple simple documents to the collection. These documents will just be

```
{
  "i" : value
}
```

and we can do this fairly efficiently in a loop

```
for (int i=0; i < 100; i++) {
  coll.insert(new BasicDBObject().append("i", i));
}
```

Notice that we can insert documents of different "shapes" into the same collection. This aspect is what we mean when we say that MongoDB is

"schema-free"

### Counting Documents in A Collection

Now that we've inserted 101 documents (the 100 we did in the loop, plus the first one), we can check to see if we have them all using the `getCount()` method.

```
System.out.println(coll.getCount());
```

and it should print 101.

### Using a Cursor to Get All the Documents

In order to get all the documents in the collection, we will use the `find()` method. The `find()` method returns a `DBCursor` object which allows us to iterate over the set of documents that matched our query. So to query all of the documents and print them out :

```
DBCursor cur = coll.find();

while(cur.hasNext()) {
    System.out.println(cur.next());
}
```

and that should print all 101 documents in the collection.

### Getting A Single Document with A Query

We can create a *query* to pass to the `find()` method to get a subset of the documents in our collection. For example, if we wanted to find the document for which the value of the "i" field is 71, we would do the following :

```
BasicDBObject query = new BasicDBObject();

query.put("i", 71);

cur = coll.find(query);

while(cur.hasNext()) {
    System.out.println(cur.next());
}
```

and it should just print just one document

```
{ "_id" : "49903677516250c1008d624e" , "i" : 71 , "_ns" : "testCollection" }
```

### Getting A Set of Documents With a Query

We can use the query to get a set of documents from our collection. For example, if we wanted to get all documents where "i" > 50, we could write :

```
query = new BasicDBObject();

query.put("i", new BasicDBObject("$gt", 50)); // e.g. find all where i > 50

cur = coll.find(query);

while(cur.hasNext()) {
    System.out.println(cur.next());
}
```

which should print the documents where  $i > 50$ . We could also get a range, say  $20 < i \leq 30$  :

```

query = new BasicDBObject();

query.put("i", new BasicDBObject("$gt", 20).append("$lte", 30)); // i.e. 20 < i <= 30

cur = coll.find(query);

while(cur.hasNext()) {
    System.out.println(cur.next());
}

```

### Creating An Index

MongoDB supports indexes, and they are very easy to add on a collection. To create an index, you just specify the field that should be indexed, and specify if you want the index to be ascending (1) or descending (-1). The following creates an ascending index on the "i" field :

```

coll.createIndex(new BasicDBObject("i", 1)); // create index on "i", ascending

```

### Getting a List of Indexes on a Collection

You can get a list of the indexes on a collection :

```

List<DBObject> list = coll.getIndexInfo();

for (DBObject o : list) {
    System.out.println(o);
}

```

and you should see something like

```

{ "name" : "i_1" , "ns" : "mydb.testCollection" , "key" : { "i" : 1 } , "_ns" : "system.indexes"}

```

## Quick Tour of the Administrative Functions

### Getting A List of Databases

You can get a list of the available databases:

```

Mongo m = new Mongo();

for (String s : m.getDatabaseNames()) {
    System.out.println(s);
}

```

### Dropping A Database

You can drop a database by name using the Mongo object:

```

m.dropDatabase("my_new_db");

```

## Java Types

### Object Ids

`com.mongodb.ObjectId` is used to autogenerate unique ids.

```
ObjectId id = new ObjectId();
ObjectId copy = new ObjectId(id);
```

### Regular Expressions

The Java driver uses `java.util.regex.Pattern` for regular expressions.

```
Pattern john = Pattern.compile("joh?n", CASE_INSENSITIVE);
BasicDBObject query = new BasicDBObject("name", john);

// finds all people with "name" matching /joh?n/i
DBCursor cursor = collection.find(query);
```

### Dates/Times

The `java.util.Date` class is used for dates.

```
Date now = new Date();
BasicDBObject time = new BasicDBObject("ts", now);

collection.save(time);
```

### Database References

`com.mongodb.DBRef` can be used to save database references.

```
DBRef addressRef = new DBRef(db, "foo.bar", address_id);
DBObject address = addressRef.fetch();

DBObject person = BasicDBObjectBuilder.start()
    .add("name", "Fred")
    .add("address", addressRef)
    .get();
collection.save(person);

DBObject fred = collection.findOne();
// address reference is returned as a DBObject, not a DBRef
DBObject addressObj = (DBObject)fred.get("address");
```

### Binary Data

An array of bytes (`byte[]`) can be used for binary data.

## C++ Language Center

A C++ driver is available for communicating with the MongoDB. As the database is written in C++, the driver actually uses some core MongoDB code -- this is the same driver that the database uses itself for replication.

The driver has been compiled successfully on Linux, OS X, Windows, and Solaris.

- [API Documentation](#)
- [C++ Tutorial](#)
- HOWTO
  - [Connecting](#)
  - [Tailable Cursors](#)
- [Mongo Database and C++ Driver Source Code](#) (at github). See the client subdirectory for client driver related files.

### Additional Notes

- The [Building](#) documentation covers compiling the entire database, but some of the notes there may be helpful for compiling client applications too.
- There is also a pure [C driver](#) for MongoDB. For true C++ apps we recommend using the C++ driver.

## C++ Tutorial

- [Installing the Driver Library and Headers](#)
  - [Unix](#)
    - [From Source](#)
    - [From Distribution](#)
  - [Windows](#)
- [Compiling](#)
- [Writing Client Code](#)
  - [Connecting](#)
  - [BSON](#)
  - [Inserting](#)
  - [Querying](#)
  - [Indexing](#)
  - [Sorting](#)
  - [Updating](#)
- [Further Reading](#)

This document is an introduction to usage of the MongoDB database from a C++ program.

First, install Mongo -- see [Getting Started](#) for details.

Next, you may wish to take a look at the [Developer's Tour](#) guide for a language independent look at how to use MongoDB. Also, we suggest some basic familiarity with the [mongo shell](#) -- the shell is one's primary database administration tool and is useful for manually inspecting the contents of a database after your C++ program runs.

### Installing the Driver Library and Headers

A good source for general information about setting up a MongoDB development environment on various operating systems is the [building](#) page.

#### **Unix**

##### **From Source**

For Unix, the Mongo driver library is `libmongoclient.a`.

When installing from source, use `scons install` to install the libraries. By default library and header files are installed in `/usr/local`. You can use `--prefix` to change the install path: `scons --prefix /opt/mongo install`.

##### **From Distribution**

The normal db distribution includes the C++ driver. You can just unzip wherever you like.

#### **Windows**

The MongoDB Windows binary packages include a file `lib/mongoclient.lib`. Include this library in your client project.

For more information on [Boost](#) setup see the [Building for Windows](#) page.

#### **Compiling**

The C++ drivers requires the [boost libraries](#) to compile. Be sure boost is on your include and lib paths.

#### **Writing Client Code**

Note: for brevity, the examples below are simply inline code. In a real application one will define classes for each database object typically.

#### **Connecting**

Let's make a `tutorial.cpp` file that connects to the database (see `client/examples/tutorial.cpp` for full text of the examples below):

```

#include <iostream>
#include "client/dbclient.h"

using namespace mongo;

void run() {
    DBClientConnection c;
    c.connect("localhost");
}

int main() {
    try {
        run();
        cout << "connected ok" << endl;
    } catch( DBException &e ) {
        cout << "caught " << e.what() << endl;
    }
    return 0;
}

```

If you are using gcc on Linux or OS X, you would compile with something like this, depending on location of your include files and libraries:

```

$ g++ tutorial.cpp -lmongoclient -lboost_thread-mt -lboost_filesystem -o tutorial
$ ./tutorial
connected ok
$

```



depending on your boost version you might need to link against the *boost\_system* library as well: **-lboost\_system**. Also, you may need to append "-mt" to boost\_filesystem.

## BSON

The Mongo database stores data in **BSON** format. BSON is a binary object format that is JSON-like in terms of the data which can be stored (some extensions exist, for example, a Date datatype).

To save data in the database we must create objects of class **BSONObj**. The components of a **BSONObj** are represented as **BSONElement** objects. We use **BSONObjBuilder** to make BSON objects, and **BSONObjIterator** to enumerate BSON objects.

Let's now create a BSON "person" object which contains name and age. We might invoke:

```

BSONObjBuilder b;
b.append("name", "Joe");
b.append("age", 33);
BSONObj p = b.obj();

```

We can also create objects with a stream-oriented syntax:

```

BSONObjBuilder b;
b << "name" << "Joe" << "age" << 33;
BSONObj p = b.obj();

```

The macro **BSON** lets us be even more compact:

```

BSONObj p = BSON( "name" << "Joe" << "age" << 33 );

```

Use the **GENOID** helper to add an object id to your object. The server will add an **\_id** automatically if it is not included explicitly.

```

BSONObj p = BSON( GENOID << "name" << "Joe" << "age" << 33 );
// result is: { _id : ..., name : "Joe", age : 33 }

```



GENOID should be at the beginning of the generated object.

## Inserting

We now save our person object in a persons collection in the database:

```
c.insert("tutorial.persons", p);
```

The first parameter to insert is the namespace. tutorial is the database and persons is the collection name.

## Querying

Let's now fetch all objects from the persons collection, and display them. We'll also show here how to use count().

```
cout << "count:" << c.count("tutorial.persons") << endl;

auto_ptr<DBClientCursor> cursor = c.query("tutorial.persons", emptyObj);
while( cursor->more() )
    cout << cursor->next().toString() << endl;
```

emptyObj is the empty BSON object -- we use it to represent {} which indicates an empty query pattern (an empty query is a query for all objects).

We use BSONObj::toString() above to print out information about each object retrieved. BSONObj::toString is a diagnostic function which prints an abbreviated JSON string representation of the object. For full JSON output, use BSONObj::jsonString.

Let's now write a function which prints out the name (only) of all persons in the collection whose age is a given value:

```
void printIfAge(DBClientConnection&c, int age) {
    auto_ptr<DBClientCursor> cursor = c.query("tutorial.persons", QUERY( "age" << age ) );
    while( cursor->more() ) {
        BSONObj p = cursor->next();
        cout << p.getStringField("name") << endl;
    }
}
```

getStringField() is a helper that assumes the "name" field is of type string. To manipulate an element in a more generic fashion we can retrieve the particular BSONElement from the enclosing object:

```
BSONElement name = p["name"];
// or:
//BSONElement name = p.getField("name");
```

See the api docs, and jsobj.h, for more information.

Our query above, written as JSON, is of the form

```
{ age : <agevalue> }
```

Queries are BSON objects of a particular format -- in fact, we could have used the BSON() macro above instead of QUERY(). See class Query in dbclient.h for more information on Query objects, and the Sorting section below.

In the mongo shell (which uses javascript), we could invoke:

```
use tutorial;
db.persons.find( { age : 33 } );
```

## Indexing

Let's suppose we want to have an index on age so that our queries are fast. We would use:

```
c.ensureIndex( "tutorial.persons", fromjson( "{age:1}" ) );
```

The ensureIndex method checks if the index exists; if it does not, it is created. ensureIndex is intelligent and does not repeat transmissions to the server; thus it is safe to call it many times in your code, for example, adjacent to every insert operation.

In the above example we use a new function, [fromjson](#). fromjson converts a JSON string to a BSONObj. This is sometimes a convenient way to specify BSON. Alternatively we could have written:

```
c.ensureIndex( "tutorial.persons", BSON( "age" << 1 ) );
```

## Sorting

Let's now make the results from printfAge sorted alphabetically by name. To do this, we change the query statement from:

```
auto_ptr<DBClientCursor> cursor = c.query( "tutorial.persons", QUERY( "age" << age ) );
```

to

```
to auto_ptr<DBClientCursor> cursor = c.query( "tutorial.persons", QUERY( "age" << age ).sort( "name" ) );
```

Here we have used Query::sort() to add a modifier to our query expression for sorting.

## Updating

Use the update() method to perform a [database update](#) . For example the following update in the [mongo shell](#) :

```
> use tutorial
> db.persons.update( { name : 'Joe', age : 33 }, { $inc : { visits : 1 } } )
```

is equivalent to the following C++ code:

```
db.update( "tutorial.persons" ,
          BSON( "name" << "Joe" << "age" << 33 ),
          BSON( "$inc" << BSON( "visits" << 1 ) ) );
```

## Further Reading

This overview just touches on the basics of using Mongo from C++. There are many more capabilities. For further exploration:

- See the language-independent [Developer's Tour](#);
- Experiment with the [mongo shell](#);
- Review the [doxygen API docs](#);
- See [connecting pooling](#) information in the API docs;
- See [GridFS file storage](#) information in the API docs;
- See the HOWTO pages under the [C++ Language Center](#)
- Consider getting involved to make the product (either C++ driver, tools, or the database itself) better!

## Connecting

The C++ driver includes several classes for managing collections under the parent class [DBClientInterface](#).

In general, you will want to instantiate either a [DBClientConnection](#) object, or a [DBClientPaired](#) object. DBClientConnection is our normal connection class for a connection to a single MongoDB database server (or shard manager). We use DBClientPaired to connect to database [replica pairs](#).

## Perl Language Center

- [Installing](#)
  - [CPAN](#)
  - [Manual \(Non-CPAN\) Installation](#)
  - [Big-Endian Systems](#)
- [Next Steps](#)
- [Other MongoDB Perl Tools](#)
  - [MojoX::Session::Store::MongoDB](#)



Start a MongoDB server instance (`mongod`) before installing so that the tests will pass. Some tests may be skipped if you are not running a recent version of the database (`>= 1.1.3`).

## Installing

### CPAN

```
$ sudo cpan MongoDB
```

The Perl driver is available through CPAN as the package [MongoDB](#). It should build cleanly on \*NIX and Windows (via [Strawberry Perl](#)).

### Manual (Non-CPAN) Installation

If you would like to try the latest code or are contributing to the Perl driver, it is available at [Github](#). There is also [documentation](#) generated after every commit.

You can see if it's a good time to grab the bleeding edge code by seeing if the [build is green](#).

To build the driver, run:

```
$ perl Makefile.PL
$ make
$ make test # make sure mongod is running, first
$ sudo make install
```

Please note that the tests will not pass without a `mongod` process running.

### Big-Endian Systems

The driver will work on big-endian machines, but the database will not. The tests assume that `mongod` will be running on localhost unless `%ENV{MONGODB}` is set. So, to run the tests, start the database on a little-endian machine (at, say, "example.com") and then run the tests with:

```
MONGODB=example.com make test
```

A few tests that require a database server on "localhost" will be skipped.

### Next Steps

There is a tutorial and API documentation on [CPAN](#).

If you're interested in contributing to the Perl driver, check out [Contributing to the Perl Driver](#).

### Other MongoDB Perl Tools

[MojoX::Session::Store::MongoDB](#)

[MojoX::Session::Store::MongoDB](#) is a store for [MojoX::Session](#) that stores a session in a MongoDB database. Created by Ask Bjørn Hansen.

## Contributing to the Perl Driver

The easiest way to contribute is to file bugs and feature requests on [Jira](#).

If you would like to help code the driver, read on...

### ***Finding Something to Help With***

#### ***Fixing Bugs***

You can choose a bug on [Jira](#) and fix it. Make a comment that you're working on it, to avoid overlap.

#### ***Writing Tests***

The driver could use a lot more tests. We would be grateful for any and all tests people would like to write.

#### ***Adding Features***

If you think a feature is missing from the driver, you're probably right. Check on IRC or the mailing list, then go ahead and create a Jira case and add the feature. The Perl driver was a bit neglected for a while (although it's now getting a lot of TLC) so it's missing a lot of things that the other drivers have. You can look through their APIs for ideas.

### ***Contribution Guildlines***

The best way to make changes is to create an account on [Github], fork the [driver](#), make your improvements, and submit a merge request.

To make sure your changes are approved and speed things along:

- Write tests. Lots of tests.
- Document your code.
- Write POD, when applicable.

Bonus (for C programmers, particularly):

- Make sure your change works on Perl 5.8, 5.10, Windows, Mac, Linux, etc.

### ***Code Layout***

The important files:

```
| perl_mongo.c # serialization/deserialization
| mongo_link.c # connecting to, sending to, and receiving from the database
- lib
  - MongoDB
    | Connection.pm # connection, queries, inserts... everything comes through here
    | Database.pm
    | Collection.pm
    | Cursor.pm
    | OID.pm
    | GridFS.pm
  - GridFS
    | File.pm
- xs
  | Mongo.xs
  | Connection.xs
  | Cursor.xs
  | OID.xs
```

## **Perl Tutorial**



#### **Redirection Notice**

This page should redirect to <http://search.cpan.org/dist/MongoDB/lib/MongoDB/Tutorial.pod>.

## **Online API Documentation**

MongoDB API and driver documentation is available online. It is updated daily.

- [Java Driver API Documentation](#)
- [C++ Driver API Documentation](#)
- [Python Driver API Documentation](#)
- [Ruby Driver API Documentation](#)
- [PHP Driver API Documentation](#)

## Developer Zone

- [Tutorial](#)
- [Shell](#)
- [Manual](#)
  - [Databases](#)
  - [Collections](#)
  - [Indexes](#)
  - [Data Types and Conventions](#)
  - [GridFS](#)
  - [Inserting](#)
  - [Updating](#)
  - [Querying](#)
  - [Removing](#)
  - [Optimization](#)
- [Developer FAQ](#)

If you have a comment or question about anything, please contact us through IRC ([freenode.net#mongodb](#)) or the [mailing list](#), rather than leaving a comment at the bottom of a page. It is easier for us to respond to you through those channels.

## Introduction

MongoDB is a collection-oriented, schema-free document database.

By *collection-oriented*, we mean that data is grouped into sets that are called 'collections'. Each collection has a unique name in the database, and can contain an unlimited number of documents. Collections are analogous to tables in a RDBMS, except that they don't have any defined schema.

By *schema-free*, we mean that the database doesn't need to know anything about the structure of the documents that you store in a collection. In fact, you can store documents with different structure in the same collection if you so choose.

By *document*, we mean that we store data that is a structured collection of key-value pairs, where keys are strings, and values are any of a rich set of data types, including arrays and documents. We call this data format "**BSON**" for "Binary Serialized dOcument Notation."

## MongoDB Operational Overview

MongoDB is a server process that runs on Linux, Windows and OS X. It can be run both as a 32 or 64-bit application. We recommend running in 64-bit mode, since Mongo is limited to a total data size of about 2GB for all databases in 32-bit mode.

The MongoDB process listens on port 27017 by default (note that this can be set at start time - please see [Command Line Parameters](#) for more information).

Clients connect to the MongoDB process, optionally authenticate themselves if security is turned on, and perform a sequence of actions, such as inserts, queries and updates.

MongoDB stores its data in files (default location is `/data/db/`), and uses memory mapped files for data management for efficiency.

MongoDB can also be configured for [automatic data replication](#) , as well as [automatic fail-over](#) .

For more information on MongoDB administration, please see [Mongo Administration Guide](#).

## MongoDB Functionality

As a developer, MongoDB drivers offer a rich range of operations:

- **Queries:** Search for documents based on either query objects or SQL-like "where predicates". Queries can be sorted, have limited return sizes, can skip parts of the return document set, and can also return partial documents.
- **Inserts and Updates :** Insert new documents, update existing documents.
- **Index Management :** Create indexes on one or more keys in a document, including substructure, deleted indexes, etc
- **General commands :** Any MongoDB operation can be managed via DB Commands over the regular socket.

# Tutorial

- [Getting the Database](#)
- [Getting A Database Connection](#)
- [Inserting Data into A Collection](#)
- [Accessing Data From a Query](#)
- [Specifying What the Query Returns](#)
- [findOne\(\) - Syntactic Sugar](#)
- [Limiting the Result Set via limit\(\)](#)
- [More Help](#)
- [What Next](#)

## Getting the Database

Download the database, unpack it, and start the mongod process:

```
$ bin/mongod
```

By default MongoDB will store data files in `/data/db/` (or `c:\data\db`) on all systems. This convention is used throughout the documentation. You can use a different directory by specifying the `--dbpath` argument:

```
$ bin/mongod --dbpath /path/to/my/data/dir
```

## Getting A Database Connection

Let's now try manipulating the database with the database shell. (Note we could perform similar operations from any programming language using an appropriate [driver](#). The shell is convenient for interactive use.)

Start the MongoDB JavaScript shell with:

```
$ bin/mongo
```

(By default the shell connects to an assumed database on localhost.) You then see:

```
MongoDB shell version: 0.9.8
url: test
connecting to: test
type "help" for help
>
```

"connecting to:" tells you the name of the database the shell is using. To switch databases, type:

```
> use mydb
```

To see a list of handy commands, type `help`.



### Tip for Developers with Experience in Other Databases

You may notice, in the examples below, that we never create a database or collection. MongoDB does not require that you do so. As soon as you insert something, MongoDB creates the underlying collection and database. If you query a collection that does not exist, Mongo treats it as an empty collection.

Switching to a database with the `use` command won't immediately create the database - the database is created lazily the first time data is inserted. This means that if you `use` a database for the first time it won't show up in the list provided by ``show dbs`` until data is inserted.

## Inserting Data into A Collection

Let's create a test collection and insert some data into it. We will create two objects, `j` and `t`, and then save them in the collection *things*.

In the following examples, '>' indicates commands typed at the shell prompt.

```
> j = { name: "mongo" };
{ "name" : "mongo" }
> t = { x : 3 };
{ "x" : 3 }
> db.things.save(j);
> db.things.save(t);
> db.things.find();
in cursor for : DBQuery: example.things ->
{ "name" : "mongo" , "_id" : ObjectId("497cf60751712cf7758fbdbb")}
{ "x" : 3 , "_id" : ObjectId("497cf61651712cf7758fbdbe")}
>
```

A few things to note :

- We did not predefine the collection. The database creates it automatically on the first insert.
- The documents we store can have any "structure" - in fact in this example, the documents have no common data elements at all. In practice, one usually stores documents of the same structure within collections. However, this flexibility means that schema migration and augmentation are very easy in practice - rarely will you need to write scripts which perform "alter table" type operations.
- Upon being inserted into the database, objects are assigned an object ID (if they do not already have one) in the field `_id`.
- When you run the above example, your ObjectID values will be different.

Let's add some more records to this collection:

```
> for( var i = 1; i < 10; i++ ) db.things.save( { x:4, j:i } );
> db.things.find();
in cursor for : DBQuery: example.things ->
{ "name" : "mongo" , "_id" : ObjectId("497cf60751712cf7758fbdbb")}
{ "x" : 3 , "_id" : ObjectId("497cf61651712cf7758fbdbe")}
{ "x" : 4 , "j" : 1 , "_id" : ObjectId("497cf87151712cf7758fbdbd")}
{ "x" : 4 , "j" : 2 , "_id" : ObjectId("497cf87151712cf7758fbdbe")}
{ "x" : 4 , "j" : 3 , "_id" : ObjectId("497cf87151712cf7758fbdbf")}
{ "x" : 4 , "j" : 4 , "_id" : ObjectId("497cf87151712cf7758fbdc0")}
{ "x" : 4 , "j" : 5 , "_id" : ObjectId("497cf87151712cf7758fbdc1")}
{ "x" : 4 , "j" : 6 , "_id" : ObjectId("497cf87151712cf7758fbdc2")}
{ "x" : 4 , "j" : 7 , "_id" : ObjectId("497cf87151712cf7758fbdc3")}
{ "x" : 4 , "j" : 8 , "_id" : ObjectId("497cf87151712cf7758fbdc4")}
has more
```

Note that not all documents were shown - the shell limits the number to 10 when automatically iterating a cursor. Since we already had 2 documents in the collection, we only see the first 8 of the newly-inserted documents.

If we want to return the next set of results, there's the `it` shortcut. Continuing from the code above:

```
{ "x" : 4 , "j" : 7 , "_id" : ObjectId("497cf87151712cf7758fbdc3")}
{ "x" : 4 , "j" : 8 , "_id" : ObjectId("497cf87151712cf7758fbdc4")}
has more
> it
{ "x" : 4 , "j" : 9 , "_id" : ObjectId("497cf87151712cf7758fbdc5")}
{ "x" : 4 , "j" : 10 , "_id" : ObjectId("497cf87151712cf7758fbdc6")}
```

Technically, `find()` returns a cursor object. But in the cases above, we haven't assigned that cursor to a variable. So, the shell automatically iterates over the cursor, giving us an initial result set, and allowing us to continue iterating with the `it` command.

But we can also work with the cursor directly; just how that's done is discussed in the next section.

## Accessing Data From a Query

Before we discuss queries in any depth, let's talk about how to work with the results of a query - a cursor object. We'll use the simple `find()` query method, which returns everything in a collection, and talk about how to create specific queries later on.

In order to see all the elements in the collection when using the `mongo shell`, we need to explicitly use the cursor returned from the `find()` operation.

Let's repeat the same query, but this time use the cursor that `find()` returns, and iterate over it in a while loop :

```

> var cursor = db.things.find();
> while (cursor.hasNext()) { print(tojson(cursor.next())); }
{"name" : "mongo" , "_id" : ObjectId("497cf60751712cf7758fbdbb")}
{"x" : 3 , "_id" : ObjectId("497cf61651712cf7758fbdbc")}
{"x" : 4 , "j" : 1 , "_id" : ObjectId("497cf87151712cf7758fbdbd")}
{"x" : 4 , "j" : 2 , "_id" : ObjectId("497cf87151712cf7758fbdbe")}
{"x" : 4 , "j" : 3 , "_id" : ObjectId("497cf87151712cf7758fbdbf")}
{"x" : 4 , "j" : 4 , "_id" : ObjectId("497cf87151712cf7758fbdc0")}
{"x" : 4 , "j" : 5 , "_id" : ObjectId("497cf87151712cf7758fbdc1")}
{"x" : 4 , "j" : 6 , "_id" : ObjectId("497cf87151712cf7758fbdc2")}
{"x" : 4 , "j" : 7 , "_id" : ObjectId("497cf87151712cf7758fbdc3")}
{"x" : 4 , "j" : 8 , "_id" : ObjectId("497cf87151712cf7758fbdc4")}
{"x" : 4 , "j" : 9 , "_id" : ObjectId("497cf87151712cf7758fbdc5")}
>

```

The above example shows cursor-style iteration. The `hasNext()` function tells if there are any more documents to return, and the `next()` function returns the next document. We also used the built-in `tojson()` method to render the document in a pretty JSON-style format.

When working in the JavaScript [shell](#), we can also use the functional features of the language, and just call `forEach` on the cursor. Repeating the example above, but using `forEach()` directly on the cursor rather than the while loop:

```

> db.things.find().forEach( function(x) { print(tojson(x)); });
{"name" : "mongo" , "_id" : ObjectId("497cf60751712cf7758fbdbb")}
{"x" : 3 , "_id" : ObjectId("497cf61651712cf7758fbdbc")}
{"x" : 4 , "j" : 1 , "_id" : ObjectId("497cf87151712cf7758fbdbd")}
{"x" : 4 , "j" : 2 , "_id" : ObjectId("497cf87151712cf7758fbdbe")}
{"x" : 4 , "j" : 3 , "_id" : ObjectId("497cf87151712cf7758fbdbf")}
{"x" : 4 , "j" : 4 , "_id" : ObjectId("497cf87151712cf7758fbdc0")}
{"x" : 4 , "j" : 5 , "_id" : ObjectId("497cf87151712cf7758fbdc1")}
{"x" : 4 , "j" : 6 , "_id" : ObjectId("497cf87151712cf7758fbdc2")}
{"x" : 4 , "j" : 7 , "_id" : ObjectId("497cf87151712cf7758fbdc3")}
{"x" : 4 , "j" : 8 , "_id" : ObjectId("497cf87151712cf7758fbdc4")}
{"x" : 4 , "j" : 9 , "_id" : ObjectId("497cf87151712cf7758fbdc5")}
>

```

In the case of a `forEach()` we must define a function that is called for each document in the cursor.

In the [mongo shell](#), you can also treat cursors like an array :

```

> var cursor = db.things.find();
> print (tojson(cursor[4]));
{"x" : 4 , "j" : 3 , "_id" : ObjectId("497cf87151712cf7758fbdbf")}

```

When using a cursor this way, note that all values up to the highest accessed (`cursor[4]` above) are loaded into RAM at the same time. This is inappropriate for large result sets, as you will run out of memory. Cursors should be used as an iterator with any query which returns a large number of elements.

In addition to array-style access to a cursor, you may also convert the cursor to a true array:

```

> var arr = db.things.find().toArray();
> arr[5];
{"x" : 4 , "j" : 4 , "_id" : ObjectId("497cf87151712cf7758fbdc0")}

```

Please note that these array features are specific to [mongo - The Interactive Shell](#), and not offered by all drivers.

MongoDB cursors are not snapshots - operations performed by you or other users on the collection being queried between the first and last call to `next()` of your cursor *may or may not* be returned by the cursor. Use explicit locking to perform a snapshotted query.

## Specifying What the Query Returns

Now that we know how to work with the cursor objects that are returned from queries, lets now focus on how to tailor queries to return specific things.

In general, the way to do this is to create "query documents", which are documents that indicate the pattern of keys and values that are to be



matched.

These are easier to demonstrate than explain. In the following examples, we'll give example SQL queries, and demonstrate how to represent the same query using MongoDB via the [mongo shell](#). This way of specifying queries is fundamental to MongoDB, so you'll find the same general facility in any driver or language.

#### SELECT \* FROM things WHERE name="mongo"

```
> db.things.find({name:"mongo"}).forEach(function(x) { print(tojson(x)); });
{"name" : "mongo" , "_id" : ObjectId("497cf60751712cf7758fbdbb")}
>
```

#### SELECT \* FROM things WHERE x=4

```
> db.things.find({x:4}).forEach(function(x) { print(tojson(x)); });
{"x" : 4 , "j" : 1 , "_id" : ObjectId("497cf87151712cf7758fbdbd")}
{"x" : 4 , "j" : 2 , "_id" : ObjectId("497cf87151712cf7758fbdbe")}
{"x" : 4 , "j" : 3 , "_id" : ObjectId("497cf87151712cf7758fbdbf")}
{"x" : 4 , "j" : 4 , "_id" : ObjectId("497cf87151712cf7758fbdc0")}
{"x" : 4 , "j" : 5 , "_id" : ObjectId("497cf87151712cf7758fbdc1")}
{"x" : 4 , "j" : 6 , "_id" : ObjectId("497cf87151712cf7758fbdc2")}
{"x" : 4 , "j" : 7 , "_id" : ObjectId("497cf87151712cf7758fbdc3")}
{"x" : 4 , "j" : 8 , "_id" : ObjectId("497cf87151712cf7758fbdc4")}
{"x" : 4 , "j" : 9 , "_id" : ObjectId("497cf87151712cf7758fbdc5")}
>
```

The query expression is an document itself. A query document of the form { a:A, b:B, ... } means "where a==A and b==B and ...". More information on query capabilities may be found in the [Queries and Cursors](#) section of the [Mongo Developers' Guide](#).

MongoDB also lets you return "partial documents" - documents that have only a subset of the elements of the document stored in the database. To do this, you add a second argument to the `find()` query, supplying a document that lists the elements to be returned.

To illustrate, lets repeat the last example `find({x:4})` with an additional argument that limits the returned document to just the "j" elements:

#### SELECT j FROM things WHERE x=4

```
> db.things.find({x:4}, {j:true}).forEach(function(x) { print(tojson(x)); });
{"j" : 1 , "_id" : ObjectId("497cf87151712cf7758fbdbd")}
{"j" : 2 , "_id" : ObjectId("497cf87151712cf7758fbdbe")}
{"j" : 3 , "_id" : ObjectId("497cf87151712cf7758fbdbf")}
{"j" : 4 , "_id" : ObjectId("497cf87151712cf7758fbdc0")}
{"j" : 5 , "_id" : ObjectId("497cf87151712cf7758fbdc1")}
{"j" : 6 , "_id" : ObjectId("497cf87151712cf7758fbdc2")}
{"j" : 7 , "_id" : ObjectId("497cf87151712cf7758fbdc3")}
{"j" : 8 , "_id" : ObjectId("497cf87151712cf7758fbdc4")}
{"j" : 9 , "_id" : ObjectId("497cf87151712cf7758fbdc5")}
>
```

Note that the "\_id" field is always returned.

### findOne() - Syntactic Sugar

For convenience, the [mongo shell](#) (and other drivers) lets you avoid the programming overhead of dealing with the cursor, and just lets you retrieve one document via the `findOne()` function. `findOne()` takes all the same parameters of the `find()` function, but instead of returning a cursor, it will return either the first document returned from the database, or null if no document is found that matches the specified query.

As an example, lets retrieve the one document with `name=='mongo'`. There are many ways to do it, including just calling `next()` on the cursor (after checking for null, of course), or treating the cursor as an array and accessing the 0th element.

However, the `findOne()` method is both convenient and efficient:

```
> var mongo = db.things.findOne({name:"mongo"});
> print(tojson(mongo));
{"name" : "mongo" , "_id" : ObjectId("497cf60751712cf7758fbdbb")}
>
```

This is more efficient because the client requests a single object from the database, so less work is done by the database and the network. This is the equivalent of `find({name:"mongo"}).limit(1)`.

## Limiting the Result Set via `limit()`

You may limit the size of a query's result set by specifying a maximum number of results to be returned via the `limit()` method.

This is highly recommended for performance reasons, as it limits the work the database does, and limits the amount of data returned over the network. For example:

```
> db.things.find().limit(3);
in cursor for : DBQuery: example.things ->
{ "name" : "mongo" , "_id" : ObjectId("497cf60751712cf7758fbdbb")}
{ "x" : 3 , "_id" : ObjectId("497cf61651712cf7758fbdbc")}
{ "x" : 4 , "j" : 1 , "_id" : ObjectId("497cf87151712cf7758fbdbd")}
>
```

## More Help

In addition to the general "help" command, you can call `help` on `db` and `db.whatever` to see a summary of methods available.

If you are curious about what a function is doing, you can type it without the `{{{}}}`s and the shell will print the source, for example:

```
> db.foo.insert
function (obj, _allow_dot) {
  if (!obj) {
    throw "no object passed to insert!";
  }
  if (!_allow_dot) {
    this._validateForStorage(obj);
  }
  return this._mongo.insert(this._fullName, obj);
}
```

`mongo` is a full JavaScript shell, so any JavaScript function, syntax, or class can be used in the shell. In addition, MongoDB defines some of its own classes and globals (e.g., `db`). You can see the full API at <http://api.mongodb.org/js/>.

## What Next

After completing this tutorial the next step to learning MongoDB is to dive into the [manual](#) for more details.

# Manual

This is the MongoDB manual. Except where otherwise noted, all examples are in JavaScript for use with the `mongo` shell. There is a table available giving the equivalent syntax for each of the drivers.

- [Connections](#)
- [Databases](#)
  - [Commands](#)
    - [Clone Database](#)
    - [fsync Command](#)
    - [Index-Related Commands](#)
    - [Last Error Commands](#)
    - [Viewing and Terminating Current Operation](#)
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  - [Using a Large Number of Collections](#)
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  - [Object IDs](#)
  - [Database References](#)
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- Indexes
  - Geospatial Indexing
  - Indexing as a Background Operation
  - Multikeys
  - Indexing Advice and FAQ
- Inserting
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- Optimization
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  - min and max Query Specifiers
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  - Server-side Code Execution
  - Sorting and Natural Order
  - Aggregation
- Removing
- Updating
  - Atomic Operations
  - findandmodify Command
  - Updating Data in Mongo
- MapReduce
- Data Processing Manual

## Connections

MongoDB is a database server: it runs in the foreground or background and waits for connections from the user. Thus, when you start MongoDB, you will see something like:

```
~/ $ ./mongod
#
# some logging output
#
Tue Mar  9 11:15:43 waiting for connections on port 27017
Tue Mar  9 11:15:43 web admin interface listening on port 28017
```

It will stop printing output at this point but it hasn't frozen, it is merely waiting for connections on port 27017. Once you connect and start sending commands, it will continue to log what it's doing. You can use any of the MongoDB [drivers](#) or [Mongo shell](#) to connect to the database.

You *cannot* connect to MongoDB by going to <http://localhost:27017> in your web browser. The database *cannot* be accessed via HTTP on port 27017.

### Standard Connection Format



The uri scheme described on this page is not yet supported by all of the drivers. Refer to a specific driver's documentation to see how much (if any) of the standard connection uri is supported. All drivers support an alternative method of specifying connections if this format is not supported.

```
mongodb://[username:password@]host1[:port1][,host2[:port2],...[,hostN[:portN]]][/database]
```

- `mongodb://` is a required prefix to identify that this is a string in the standard connection format.
- `username:password@` are optional. If given, the driver will attempt to login to a database after connecting to a database server.
- `host1` is the only required part of the URI. It identifies a server address to connect to.
- `:portX` is optional and defaults to `:27017` if not provided.
- `/database` is the name of the database to login to and thus is only relevant if the `username:password@` syntax is used. If not specified the "admin" database will be used by default.

As many hosts as necessary may be specified (for connecting to replica pairs/sets).

## Examples

Connect to a database server running locally on the default port:

```
mongodb://localhost
```

Connect and login to the admin database as user "fred" with password "foobar":

```
mongodb://fred:foobar@localhost
```

Connect and login to the "baz" database as user "fred" with password "foobar":

```
mongodb://fred:foobar@localhost/baz
```

Connect to a replica pair, with one server on example1.com and another server on example2.com:

```
mongodb://example1.com:27017,example2.com:27017
```

Connect to a replica set with three servers running on localhost (on ports 27017, 27018, and 27019):

```
mongodb://localhost,localhost:27018,localhost:27019
```

## Databases

Each MongoDB server can support multiple *databases*. Each database is independent, and the data for each database is stored separately, for security and ease of management.

A database consists of one or more *collections*, the *documents* (objects) in those collections, and an optional set of security credentials for controlling access.

- [Commands](#)
  - [Clone Database](#)
  - [fsync Command](#)
  - [Index-Related Commands](#)
  - [Last Error Commands](#)
  - [Viewing and Terminating Current Operation](#)
  - [Validate Command](#)
  - [getLastError](#)
  - [List of Database Commands](#)
- [Mongo Metadata](#)

## Commands

### Introduction

The Mongo database has a concept of a *database command*. Database commands are ways to ask the database to perform special operations, or to request information about its current operational status.

- [Introduction](#)
- [Privileged Commands](#)
- [Getting Help Info for a Command](#)
- [More Command Documentation](#)

- [List of Database Commands](#)

A command is sent to the database as a query to a special collection namespace called `$cmd`. The database will return a single document with the command results - use `findOne()` for that if your driver has it.

The general command syntax is:

```
db.$cmd.findOne( { <commandname>: <value> [, options] } );
```

The shell provides a helper function for this:

```
db.runCommand( { <commandname>: <value> [, options] } );
```

For example, to check our database's current profile level setting, we can invoke:

```
> db.runCommand({profile:-1});
{
  "was" : 0.0 ,
  "ok"  : 1.0
}
```

For many db commands, some drivers implement wrapper methods are implemented to make usage easier. For example, the [mongo shell](#) offers

```
> db.getProfilingLevel()
0.0
```

Let's look at what this method is doing:

```
> print( db.getProfilingLevel )
function () {
  var res = this._dbCommand({profile:-1});
  return res ? res.was : null;
}

> print( db._dbCommand )
function (cmdObj) {
  return this.$cmd.findOne(cmdObj);
}
```

Many commands have helper functions - see your driver's documentation for more information.

### Privileged Commands

Certain operations are for the database administrator only. These privileged operations may only be performed on the special database named `admin`.

```
> use admin;
> db.runCommand("shutdown"); // shut down the database
```

If the `db` variable is not set to 'admin', you can use `_adminCommand` to switch to the right database automatically (and just for that operation):

```
> db._adminCommand("shutdown");
```

(For this particular command there is also a shell helper function, `db.shutdownServer`.)

### Getting Help Info for a Command

Use `commandHelp` in shell to get help info for a command:

```
> db.commandHelp("datasize")
help for: datasize example: { datasize:"blog.posts", keyPattern:{x:1}, min:{x:10}, max:{x:55} }
NOTE: This command may take awhile to run
```

(Help is not yet available for some commands.)

### More Command Documentation

- [Clone Database](#)
- [fsync Command](#)
- [Index-Related Commands](#)
- [Last Error Commands](#)
- [Viewing and Terminating Current Operation](#)
- [Validate Command](#)
- [getLastError](#)
- [List of Database Commands](#)

### Clone Database

MongoDB includes commands for copying a database from one server to another.

```
// copy an entire database from one name on one server to another
// name on another server. omit <from_hostname> to copy from one
// name to another on the same server.
db.copyDatabase(<from_dbname>, <to_dbname>, <from_hostname>);
// if you must authenticate with the source database
db.copyDatabase(<from_dbname>, <to_dbname>, <from_hostname>, <username>, <password>);
// in "command" syntax (runnable from any driver):
db.runCommand( { copydb : 1, fromdb : ..., todb : ..., fromhost : ... } );
// command syntax for authenticating with the source:
n = db.runCommand( { copydbgetnonce : 1, fromhost: ... } );
db.runCommand( { copydb : 1, fromhost: ..., fromdb: ..., todb: ..., username: ..., nonce: n.nonce,
key: <hash of username, nonce, password > } );

// clone the current database (implied by 'db') from another host
var fromhost = ...;
print("about to get a copy of database " + db + " from " + fromhost);
db.cloneDatabase(fromhost);
// in "command" syntax (runnable from any driver):
db.runCommand( { clone : fromhost } );
```

### fsync Command

- [Basics](#)
- [Lock, Snapshot and Unlock](#)
- [See Also](#)



Version 1.3.1 and higher

The fsync command allows us to flush all pending writes to datafiles. More importantly, it also provides a lock option that makes backups easier.

#### Basics

The fsync command forces the database to flush all datafiles:

```
> use admin
> db.runCommand({fsync:1});
```

By default the command returns after synchronizing. To return immediately use:

```
> db.runCommand({fsync:1,async:true});
```

To fsync on a regular basis, use the `--syncdelay` command line option (see `mongod --help` output). By default a full flush is forced every 60 seconds.

### **Lock, Snapshot and Unlock**

The `fsync` command supports a `lock` option that allows one to safely snapshot the database's datafiles. While locked, all write operations are blocked, although read operations are still allowed. After snapshotting, use the `unlock` command to unlock the database and allow locks again. Example:

```
> use admin
switched to db admin
> db.runCommand({fsync:1,lock:1})
{
  "info" : "now locked against writes",
  "ok" : 1
}
> db.currentOp()
{
  "inprog" : [
  ],
  "fsyncLock" : 1
}

> // do some work here: for example, snapshot datafiles...

> db.$cmd.sys.unlock.findOne();
{ "ok" : 1, "info" : "unlock requested" }
> // unlock is now requested. it may take a moment to take effect.
> db.currentOp()
{ "inprog" : [ ] }
```

### **See Also**

- [Backups](#)

## **Index-Related Commands**

### **Create Index**

`ensureIndex()` is the helper function for this. Its implementation creates an index by adding its info to the `system.indexes` table.

```
> db.myCollection.ensureIndex(<keypattern>);
> // same as:
> db.system.indexes.insert({ name: "name", ns: "namespaceToIndex",
  key: <keypattern> });
```

Note: Once you've inserted the index, all subsequent document inserts for the given collection will be indexed, as will all pre-existing documents in the collection. If you have a large collection, this can take a significant amount of time and will block other operations. However, beginning with version 1.3.2, you can specify that indexing happen in the background. See the [background indexing docs](#) for details.

You can query `system.indexes` to see all indexes for a table `foo`:

```
>db.system.indexes.find( { ns: "foo" } );
```

In some drivers, `ensureIndex()` remembers if it has recently been called, and foregoes the insert operation in that case. Even if this is not the case, `ensureIndex()` is a cheap operation, so it may be invoked often to ensure that an index exists.

### **Dropping an Index**

From the shell:

```
db.mycollection.dropIndex(<name_or_pattern>)
db.mycollection.dropIndexes()

// example:
t.dropIndex( { name : 1 } );
```

From a driver (raw command object form; many drivers have helpers):

```
{ deleteIndexes: <collection_name>, index: <index_name> }
// "*" for <index_name> will drop all indexes except _id
```

### ***Index Namespace***

Each index has a namespace of its own for the btree buckets. The namespace is:

```
<collectionnamespace>.$<indexname>
```

This is an internal namespace that cannot be queried directly.

### **Last Error Commands**

Since MongoDB doesn't wait for a response by default when writing to the database, a couple commands exist for ensuring that these operations have succeeded. These commands can be invoked automatically with many of the drivers when saving and updating in "safe" mode. But what's really happening is that a special command called `getLastError` is being invoked. Here, we explain how this works.

- `getLastError`
  - [getLastError and the Drivers](#)
  - [getLastError Use Cases](#)
  - [getLastError from the MongoDB Shell](#)
  - [getLastError with fsync](#)
- `getPrevError`

#### **`getLastError`**

The `getLastError` command checks for an error on the last database operation for this connection. Since it's a command, there are a few ways to invoke it:

```
> db.$cmd.findOne({getLastError:1})
```

Or

```
> db.runCommand("getLastError")
```

Or you can use the helper:

```
> db.getLastError()
```

For more about commands, see the [command documentation](#).

#### ***getLastError and the Drivers***

The drivers support `getLastError` in the command form and also automatically via "safe" mode. If you're using Python, for example, you automatically call `getLastError` on insert as follows:

```
collection.save({ "name": "MongoDB" }, safe=True)
```

If the save doesn't succeed, an exception will be raised. For more on "safe" mode, see your driver's documentation.



## ***getLastError Use Cases***

getLastError is primarily useful for write operations (although it is set after a command or query too). Write operations by default do not have a return code: this saves the client from waiting for client/server turnarounds during write operations. One can always call getLastError if one wants a return code.

If you're writing data to MongoDB on multiple connections, then it can sometimes be important to call getLastError on one connection to be certain that the data has been committed to the database. For instance, if you're writing to connection #1 and want those writes to be reflected in reads from connection #2, you can assure this by calling getLastError after writing to connection #1.

Note: The special [mongo wire protocol](#) killCursors operation does not support getLastError. (This is really only of significant to [driver developers](#).)

## ***getLastError from the MongoDB Shell***

The database shell performs a resetError() before each read/eval/print loop command evaluation - and automatically prints the error, if one occurred, after each evaluation. Thus, after an error, at the shell prompt db.getLastError() will return null. However, if called before returning to the prompt, the result is as one would expect:

```
> try { db.foo.findOne() } catch(e) { print("prevErr:" + tojson(db.getPrevError())); print("lastErr:" + tojson(db.getLastError())); }
prevErr:{"err" : "unauthorized" , "nPrev" : 1 , "ok" : 1}
lastErr:"unauthorized"
```

## ***getLastError with fsync***

Include the fsync option to force the database to fsync all files before returning (v1.3+):

```
> db.runCommand({getLastError:1,fsync:true})
{ "err" : null, "n" : 0, "fsyncFiles" : 2, "ok" : 1 }
```

## ***getPrevError***

Note: getPrevError may be deprecated in the future.

When performing bulk write operations, resetError() and getPrevError() can be an efficient way to check for success of the operation. For example if we are inserting 1,000 objects in a collection, checking the return code 1,000 times over the network is slow. Instead one might do something like this:

```
db.resetError();
for( loop 1000 times... )
  db.foo.save(something...);
if( db.getPrevError().err )
  print("didn't work!");
```

## **Viewing and Terminating Current Operation**

- [View Current Operation\(s\) in Progress](#)
- [Terminate \(Kill\) an Operation in Progress](#)

### **View Current Operation(s) in Progress**

```
> db.currentOp();
> // same as: db.$cmd.sys.inprog.findOne()
{ inprog: [ { "opid" : 18 , "op" : "query" , "ns" : "mydb.votes" ,
              "query" : "{ score : 1.0 }" , "inLock" : 1 }
            ]
}
```

Fields:

- opid - an incrementing operation number. Use with killOp().
- op - the operation type (query, update, etc.)
- ns - namespace for the operation (database + collection name)
- query - the query spec, if operation is a query

NOTE: currentOp's output format varies from version 1.0 and version 1.1 of MongoDB. The format above is for 1.1 and higher.

You can also do

```
db.$cmd.sys.inprog.find()
```

or this version which prints all connections

```
db.$cmd.sys.inprog.find( { $all : 1 } )
```

### Terminate (Kill) an Operation in Progress

```
// <= v1.2
> db.killOp()
> // same as: db.$cmd.sys.killOp.findOne()
{ "info" : "no op in progress/not locked" }

// v>= 1.3
> db.killOp(1234/*opid*/)
> // same as: db.$cmd.sys.killOp.findOne({op:1234})
```

### Validate Command

Use this command to check that a collection is valid (not corrupt) and to get various statistics.

This command scans the entire collection and its indexes and will be very slow on large datasets.

From the mongo shell:

```
> db.foo.validate()
{ "ns" : "test.foo" , "result" : "
validate
  details: 08D03C9C ofs:963c9c
  firstExtent:0:156800 ns:test.foo
  lastExtent:0:156800 ns:test.foo
  # extents:1
  datasize?:144 nrecords?:3 lastExtentSize:2816
  padding:1
  first extent:
    loc:0:156800 xnext:null xprev:null
    ns:test.foo
    size:2816 firstRecord:0:1568b0 lastRecord:0:156930
  3 objects found, nobj:3
  192 bytes data w/headers
  144 bytes data w/out/headers
  deletedList: 00000001000000000000
  deleted: n: 1 size: 2448
  nIndexes:1
    test.foo.$x_1 keys:3
" , "ok" : 1 , "valid" : true , "lastExtentSize" : 2816 }
```

From a driver one might invoke the driver's equivalent of:

```
> db.$cmd.findOne({validate:"foo" } );
```

validate takes an optional scandata parameter which skips the scan of the base collection (but still scans indexes).

```
> db.$cmd.findOne({validate:"foo" , scandata:true});
```

### getLastError



### Redirection Notice

This page should redirect to [Last Error Commands](#) in about 3 seconds.

Most drivers, and the db shell, support a `getLastError` capability. This lets one check the error code on the last operation.

Database [commands](#), as well as queries, have a direct return code.

`getLastError` is primarily useful for write operations (although it is set after a command or query too). Write operations by default do not have a return code: this saves the client from waiting for client/server turnarounds during write operations. One can always call `getLastError` if one wants a return code.

```
> db.runCommand("getLastError")
> db.getLastError()
```

Note: The special [mongo wire protocol](#) `killCursors` operation does not support `getLastError`. (This is really only of significant to [driver developers](#).)

### getPrevError

*Note: `getPrevError` may be deprecated in the future.*

When performing bulk write operations, `resetError()` and `getPrevError()` can be an efficient way to check for success of the operation. For example if we are inserting 1,000 objects in a collection, checking the return code 1,000 times over the network is slow. Instead one might do something like this:

```
db.resetError();
for( loop 1000 times... )
    db.foo.save(something...);
if( db.getPrevError().err )
    print("didn't work!");
```

### Last Error in the Shell

The database shell performs a `resetError()` before each `read/eval/print` loop command evaluation - and automatically prints the error, if one occurred, after each evaluation. Thus, after an error, at the shell prompt `db.getLastError()` will return null. However, if called before returning to the prompt, the result is as one would expect:

```
> try { db.foo.findOne() } catch(e) { print("preverr:" + toJson(db.getPrevError())); print("lasterr:"
+ toJson(db.getLastError()));}
preverr:{ "err" : "unauthorized" , "nPrev" : 1 , "ok" : 1 }
lasterr:"unauthorized"
```

### FSync with GetLastError

Include the `fsync` option to force the database to `fsync` all files before returning (v1.3+):

```
> db.runCommand({getLastError:1,fsync:true})
{ "err" : null, "n" : 0, "fsyncFiles" : 2, "ok" : 1 }
```

### List of Database Commands

See the [Commands](#) page for details on how to invoke a command.

- Requires Auth - requires authentication
- Admin Only - if "Yes" this command is [privileged](#) - must be run against the admin database
- Slave Okay - can be run on a replication [slave](#) db server

Command	Requires Auth	Admin Only	Slave Okay	Description
---------	---------------	------------	------------	-------------

<pre>{assertinfo : 1}</pre>	No	No	Yes	Info on any assertions thrown: <pre>{dbasserted : boolean,   asserted : boolean,   assert : string,   assertw : string,   assertmsg : string,   assertuser : string,   ok : 1}</pre>
<pre>{buildinfo : 1}</pre>	No	Yes	Yes	Returns: <pre>{version : dbVersion, gitVersion :   gitCommitId, sysInfo : osInfo, ok :   1}</pre>
<pre>{ clone : from_host }</pre>	Yes	No	No	Copy the current database from another host to here. <a href="#">DocPage</a>
<pre>{collstats : collection_name}</pre>	No	No	No	Gets statistics about a collection.
<pre>{ copydb : 1, fromdb : ...,   todb : ..., fromhost : ...,   username: ..., nonce: ...,   key: ... }</pre>	Yes	Yes	No	Copy a database, potentially from another host. The username, nonce, and key arguments are only required if the source database needs authentication. <a href="#">DocPage</a>
<pre>{ copydbgetnonce : 1,   fromhost : ... }</pre>	Yes	Yes	No	Get a nonce for a subsequent call to copydb using a secure source database. <a href="#">DocPage</a>
<pre>{ create : name, capped :   boolean, size : N[, max : N] }</pre>	No	No	No	Creates a collection
<pre>{dbstats:1}</pre>	No	No	Yes	Display stats on the database. Invoke via db.stats() in the mongo shell.
<pre>{deleteIndexes : coll_name,   index : index_name}</pre>	No	No	?	Deletes one or all (if index_name is "") indexes.

<pre>{distinct : collection_name, key : key_name [, query : a_query ] }</pre>	No	No	Yes	Finds all <b>distinct</b> values for a given key.
<pre>{drop : collection_name}</pre>	No	No	No	Drops a collection.
<pre>{dropDatabase : 1}</pre>	No	No	No	Drops this database. <pre>{ok : 1}</pre>
<pre>{filemd5 : object_id, root : file_root}</pre>	No	No	Yes	Finds the MD5 hash of a GridFS file. <code>file_root</code> is the prefix of the files and chunks collections. For example, with the default <code>fs.files</code> and <code>fs.chunks</code> collections, it would be "fs".
<pre>{forceerror : 1}</pre>	No	No	Yes	Forces a database error. <pre>{assertion : "forced error", errmsg : "db assertion failure", ok : 0}</pre>
<pre>{ fsync : 1[, async : true] }</pre>	No	Yes	Yes	<pre>{numFiles : N, ok : 1}</pre>
<pre>{getlasterror : 1}</pre>	No	No	Yes	Returns if there was an error on the previous database operation. <a href="#">DocPage</a> <pre>{err : error, n : numberOfErrors, ok : 1}</pre>
<pre>{getoptime : 1}</pre>	No	No	Yes	<pre>{optime : Timestamp, ok : 1}</pre>
<pre>{getpreerror : 1}</pre>	No	No	Yes	Returns when the last database error occurred. <pre>{err : error, n : numberOfErrors, nPrev : numberOfOperationsAgo, ok : 1}</pre>
<pre>{nIndexesWas : N, ok : 1}</pre>	No	No	No	<pre>{nIndexesWas : N, msg : "all indexes deleted for collection", ns : namespace, "ok" : 1}</pre>

<code>{ismaster : 1}</code>	No	No	Yes	Used with <a href="#">replica pairs</a> .
<code>{listDatabases : 1}</code>	No	Yes	Yes	Returns a list of database names and sizes.
<code>{diagLogging : &lt;n&gt;}</code>	No	Yes	Yes	Generate a diagnostic log file for replay of operations.
<code>{profile : integer}</code>	No	No	Yes	If passed -1, gets the profiling level, if passed 0-2, sets the profiling level.  <code>{was : previousLevel, ok : 1}</code>
<code>{queryTraceLevel : N}</code>	No	Yes	Yes	<code>{ok : 1}</code>
<code>{repairDatabase : 1, preserveClonedFilesOnFailure : <b>boolean</b>, backupOriginalFiles : <b>boolean</b>}</code>	No	No	Yes	Repairs/compacts this database.  <code>{ok : 1}</code>
<code>{reseterror : 1}</code>	No	No	Yes	Clears previous database errors. Returns:  <code>{ok : 1}</code>
<code>{serverStatus : 1[, , repl : N ]}</code>	No	No	Yes	uptime/lock info/memory info - since 1.1.2 N: <ul style="list-style-type: none"> <li>• 0 - none</li> <li>• 1 - local (doesn't have to connect to other server)</li> <li>• 2 - remote (has to check with the master)</li> </ul>
<code>{shutdown : 1}</code>	Yes	Yes	Yes	Shuts down the database server. Returns nothing. <a href="#">DocPage</a>
<code>{logRotate : 1}</code>	Yes	Yes	Yes	Rotate logs if using --logpath <a href="#">DocPage</a>

## Mongo Metadata

The system. namespaces in Mongo are special and contain database system information. System collections include:

- `system.namespaces` lists all namespaces.
- `system.indexes` lists all indexes.
- Additional namespace / index metadata exists in the database.ns files, and is opaque.
- `system.profile` stores database profiling information.
- `system.users` lists users who may access the database.

- `local.sources` stores replica slave configuration data and state.
- Information on the structure of a stored object is stored within the object itself. See [BSON](#).

There are several restrictions on manipulation of objects in the system collections. Inserting in `system.indexes` adds an index, but otherwise that table is immutable (the special drop index command updates it for you). `system.users` is modifiable. `system.profile` is droppable.

Note: `$` is a reserved character. Do not use it in namespace names or within field names. Internal collections for indexes use the `$` character in their names. These collection store b-tree bucket data and are not in BSON format (thus direct querying is not possible).

## Collections

MongoDB collections are essentially named groupings of documents. You can think of them as roughly equivalent to relational database tables.

### Details

A MongoDB collection is a collection of [BSON](#) documents. These documents are usually have the same structure, but this is not a requirement since MongoDB is a *schema-free* database. You may store a heterogeneous set of documents within a collection, as you do not need predefine the collection's "columns" or fields.

A collection is created when the first document is inserted.

Collection names should begin with letters or an underscore and may include numbers; `$` is reserved. Collections can be organized in namespaces; these are named groups of collections defined using a dot notation. For example, you could define collections `blog.posts` and `blog.authors`, both reside under "blog". Note that this is simply an organizational mechanism for the user -- the collection namespace is flat from the database's perspective.

Programmatically, we access these collections using the dot notation. For example, using the [mongo shell](#):

```
if( db.blog.posts.findOne() )
  print( "blog.posts exists and is not empty." );
```

See also:

- [Capped Collections](#)
- [Using a Large Number of Collections](#)

## Capped Collections

Capped collections are fixed sized collections that have a very high performance auto-LRU age-out feature (age out is based on insertion order).

In addition, capped collections automatically, with high performance, maintain insertion order for the objects in the collection; this is very powerful for certain use cases such as logging.

### Creating a Fixed Size (capped) Collection

Unlike a standard collection, you must explicitly create a capped collection, specifying a collection size in bytes. The collection's data space is then preallocated. Note that the size specified includes database headers.

```
db.createCollection( "mycoll", {capped:true, size:100000} )
```

### Usage and Restrictions

- You may insert new objects in the capped collection.
- You may update the existing objects in the collection. However, the objects must not grow in size. If they do, the update will fail. (There are some possible workarounds which involve pre-padding objects; contact us in the support forums for more information, if help is needed.)
- The database does not allow deleting objects from a capped collection. Use the `drop()` method to remove all rows from the collection. Note: After the drop you must explicitly recreate the collection.
- Maximum size for a capped collection is currently 1e9 bytes on a thirty-two bit machine. The maximum size of a capped collection on a sixty-four bit machine is constrained only by system resources.

### Behavior

- Once the space is fully utilized, newly added objects will replace the oldest objects in the collection.
- If you perform a `find()` on the collection with no ordering specified, the objects will always be returned in insertion order. Reverse order is always retrievable with `find().sort({$natural:-1})`.

## Applications

- **Logging.** Capped collections are the preferred logging mechanism for Mongo. Mongo does not use log "files." Rather, log events are stored in the database. Capped collections provide a high-performance means for storing these objects in the database. Inserting objects in an unindexed capped collection will be close to the speed of logging to a filesystem. Additionally, with the built-in LRU mechanism, you are not at risk of using excessive disk space for the logging.
- **Caching.** If you wish to cache a small number of objects in the database, perhaps cached computations of information, the capped tables provide a convenient mechanism for this. Note that for this application you will likely use an index on the capped table as there will be more reads than writes.
- **Auto Archiving.** If you know you want data to automatically "roll out" over time as it ages, a capped collection can be an easier way to support than writing manual archival cron scripts.

## Recommendations

- For maximum performance, do not create indexes on a capped collection. If the collection will be written to much more than it is read from, it is better to have no indexes. Note that you may create indexes on a capped collection; however, you are then moving from "log speed" inserts to "database speed" inserts -- that is, it will still be quite fast by database standards.
- Use [natural ordering](#) to retrieve the most recently inserted elements from the collection efficiently. This is (somewhat) analogous to tail on a log file.

## Capping the Number of Objects

You may also cap the number of objects in the collection. Once the limit is reached, items roll out on a least recently inserted basis.

To cap on number of objects, specify a `max:` parameter on the `createCollection()` call.

**Note:** When specifying a cap on the number of objects, you must also cap on size. Be sure to leave enough room for your chosen number of objects or items will roll out faster than expected. You can use the `validate()` utility method to see how much space an existing collection uses, and from that estimate your size needs.

```
db.createCollection("mycoll", {capped:true, size:100000, max:100});
db.mycoll.validate();
```

**Tip:** When programming, a handy way to store the most recently generated version of an object can be a collection capped with `max=1`.

## Preallocating space for a normal collection

The `createCollection` command may be used for non capped collections as well. For example:

```
db.createCollection("mycoll", {size:10000000});
db.createCollection("mycoll", {size:10000000, autoIndexId:false});
```

Explicitly creating a non capped collection via `createCollection` allows parameters of the new collection to be specified. For example, specification of a collection size causes the corresponding amount of disk space to be preallocated for use by the collection. The `autoIndexId` field may be set to true or false to explicitly enable or disable automatic creation of a unique key index on the `_id` object field. By default, such an index is created for non capped collections but is not created for capped collections.



An index is not automatically created on `_id` for capped collections by default

## See Also

- The [Sorting and Natural Order](#) section of this Guide

## Using a Large Number of Collections

A technique one can use with MongoDB in certain situations is to have several collections to store information instead of a single collection. By doing this, certain repeating data no longer needs to be stored in every object, and an index on that key may be eliminated. More importantly for performance (depending on the problem), the data is then clustered by the grouping specified.

For example, suppose we are logging objects/documents to the database, and want to have M logs: perhaps a dev log, a debug log, an ops log, etc. We could store them all in one collection 'logs' containing objects like:



```
{ log : 'dev', ts : ..., info : ... }
```

However, if the number of logs is not too high, it might be better to have a collection per log. We could have a 'logs.dev' collection, a 'logs.debug' collection, 'logs.ops', etc.:

```
// logs.dev:  
{ ts : ..., info : ... }
```

Of course, this only makes sense if we do not need to query for items from multiple logs at the same time.

Generally, having a large number of collections has no significant performance penalty, and results in very good performance.

### Limits

By default MongoDB has a limit of approximately 24,000 *namespaces* per database. Each collection counts as a namespace, as does each index. Thus if every collection had one index, we can create up to 12,000 collections. Use the `--nssize` parameter to set a higher limit.

Be aware that there is a certain minimum overhead per collection -- a few KB. Further, any index will require at least 8KB of data space as the b-tree page size is 8KB.

#### --nssize

If more collections are required, run `mongod` with the `--nssize` parameter specified. This will make the `<database>.ns` file larger and support more collections. Note that `--nssize` sets the size used for newly created `.ns` files -- if you have an existing database and wish to resize, after running the db with `--nssize`, run the `db.repairDatabase()` command from the shell to adjust the size.

Maximum `.ns` file size is 2GB.

## Data Types and Conventions

### MongoDB (BSON) Data Types

Mongo uses special data types in addition to the basic JSON types of string, integer, boolean, double, null, array, and object. These types include date, [object id](#), binary data, regular expression, and code. Each driver implements these types in language-specific ways, see your [driver's documentation](#) for details.

See [BSON](#) for a full list of database types.

### Internationalization

- See [Internationalized strings](#)

### Database References

- See [Database References](#) and [Schema Design](#)

### Internationalized Strings

MongoDB supports UTF-8 for strings in stored objects and queries. (Specifically, [BSON](#) strings are UTF-8.)

Generally, drivers for each programming language convert from the language's string format of choice to UTF-8 when serializing and deserializing BSON. For example, the Java driver converts Java Unicode strings to UTF-8 on serialization.

In most cases this means you can effectively store most international characters in MongoDB strings. A few notes:

- MongoDB regex queries support UTF-8 in the regex string.
- Currently, `sort()` on a string uses `strcmp`: sort order will be reasonable but not fully international correct. Future versions of MongoDB may support full UTF-8 sort ordering.

### Object IDs

Documents in MongoDB are required to have a key, `_id`, which uniquely identifies them.

- [Document IDs: \\_id](#)
- [The BSON ObjectId Datatype](#)

- [BSON ObjectId Specification](#)
- [Document Timestamps](#)

## Document IDs: `_id`

Every MongoDB document has an `_id` field as its first attribute. This value usually a BSON ObjectId. Such an id must be unique for each member of a collection; this is enforced if the collection has an index on `_id`, which is the case by default.

If a user tries to insert a document without providing an `id`, the database will automatically generate an `_object id` and store it the `_id` field.

Users are welcome to use their own conventions for creating ids; the `_id` value may be of any type so long as it is a unique.

## The BSON ObjectId Datatype

Although `_id` values can be of any type, a special BSON datatype is provided for object ids. This type is a 12-byte binary value designed to have a reasonably high probability of being unique when allocated. All of the officially-supported MongoDB drivers use this type by default for `_id` values. Also, the Mongo database itself uses this type when assigning `_id` values on inserts where no `_id` value is present.

In the MongoDB shell, `ObjectId()` may be used to create ObjectIds. `ObjectId(string)` creates an object ID from the specified hex string.

```
> x={ name: "joe" }
{ name : "joe" }
> db.people.save(x)
{ name : "joe" , _id : ObjectId( "47cc67093475061e3d95369d" ) }
> x
{ name : "joe" , _id : ObjectId( "47cc67093475061e3d95369d" ) }
> db.people.findOne( { _id: ObjectId( "47cc67093475061e3d95369d" ) } )
{ _id : ObjectId( "47cc67093475061e3d95369d" ) , name : "joe" }
> db.people.findOne( { _id: new ObjectId( "47cc67093475061e3d95369d" ) } )
{ _id : ObjectId( "47cc67093475061e3d95369d" ) , name : "joe" }
```

## BSON ObjectId Specification

A BSON ObjectId is a 12-byte value consisting of a 4-byte timestamp, a 3-byte machine id, a 2-byte process id, and a 3-byte counter. Here's the schema:

0	1	2	3	4	5	6	7	8	9	10	11
time	machine			pid	inc						

## Document Timestamps

One useful consequence of this specification is that it provides documents with a creation timestamp for free. All of the drivers implement methods for extracting these timestamps; see the relevant api docs for details.

## Database References

- [Simple Manual References](#)
- [DBRef](#)
- [DBRef in Different Languages / Drivers](#)
  - [C#](#)
  - [C++](#)
  - [Java](#)
  - [Javascript \(mongo shell\)](#)
  - [PHP](#)
  - [Python](#)
  - [Ruby](#)
- [See Also](#)

As MongoDB is non-relational (no joins), references ("foreign keys") between documents are generally resolved client-side by additional queries to the server. Two conventions are common for references in MongoDB: first simple manual references, and second, the DBRef standard, which many drivers support explicitly.

Note: Often embedding of objects eliminates the need for references, but sometimes references are still appropriate.

## Simple Manual References

Generally, manually coded references work just fine. We simply store the value that is present in `_id` in some other document in the database. For example:

```

> p = db.postings.findOne();
{
  "_id" : ObjectId("4b866f08234ae01d21d89604"),
  "author" : "jim",
  "title" : "Brewing Methods"
}
> // get more info on author
> db.users.findOne( { _id : p.author } )
{ "_id" : "jim", "email" : "jim@gmail.com" }

```

## DBRef

DBRef is a more formal specification for creating references between documents. DBRefs (generally) include a collection name as well as an object id. Most developers only use DBRefs if the collection can change from one document to the next. If your referenced collection will always be the same, the manual references outlined above are more efficient.

A DBRef is a reference from one document (object) to another within a database. A database reference is a standard embedded (JSON/BSON) object: we are defining a convention, not a special type. By having a standard way to represent, drivers and data frameworks can add helper methods which manipulate the references in standard ways.

DBRef's have the advantage of allowing optional automatic **client-side** dereferencing with some drivers, although more features may be added later. In many cases, you can just get away with storing the `_id` as a reference then dereferencing manually as detailed in the "Simple Manual References" section above.

Syntax for a DBRef reference value is

```
{ $ref : <collname>, $id : <idvalue>[, $db : <dbname>] }
```

where `<collname>` is the collection name referenced (without the database name), and `<idvalue>` is the value of the `_id` field for the object referenced. `$db` is optional (currently unsupported by many of the drivers) and allows for references to documents in other databases (specified by `<dbname>`).



The ordering for DBRefs does matter, fields must be in the order specified above.

The old [BSON](#) DBRef datatype is deprecated.

## DBRef in Different Languages / Drivers

### C#

Use the DBRef class. It takes the collection name and `_id` as parameters to the constructor. Then you can use the `FollowReference` method on the Database class to get the referenced document.

### C++

The C++ driver does not yet provide a facility for automatically traversing DBRefs. However one can do it manually of course.

### Java

Java supports DB references using the [DBRef class](#).

### Javascript (mongo shell)

Example:

```

> x = { name : 'Biology' }
{ "name" : "Biology" }
> db.courses.save(x)
> x
{ "name" : "Biology", "_id" : ObjectId("4b0552b0f0da7d1eb6f126a1") }
> stu = { name : 'Joe', classes : [ new DBRef('courses', x._id) ] }
// or we could write:
// stu = { name : 'Joe', classes : [ { $ref: 'courses', $id: x._id } ] }
> db.students.save(stu)
> stu
{
  "name" : "Joe",
  "classes" : [
    {
      "$ref" : "courses",
      "$id" : ObjectId("4b0552b0f0da7d1eb6f126a1")
    }
  ],
  "_id" : ObjectId("4b0552e4f0da7d1eb6f126a2")
}
> stu.classes[0]
{ "$ref" : "courses", "$id" : ObjectId("4b0552b0f0da7d1eb6f126a1") }
> stu.classes[0].fetch()
{ "_id" : ObjectId("4b0552b0f0da7d1eb6f126a1"), "name" : "Biology" }
>

```

## PHP

PHP supports DB references with the [MongoDBRef](#) class, as well as creation and dereferencing methods at the database ([MongoDB::createDBRef](#) and [MongoDB::getDBRef](#)) and collection ([MongoCollection::createDBRef](#) and [MongoCollection::getDBRef](#)) levels.

## Python

To create a DB reference in python use the [pymongo.dbref.DBRef](#) class. You can also use the [dereference](#) method on Database instances to make dereferencing easier.

Python also supports auto-ref and auto-deref - check out the [auto\\_reference](#) example.

## Ruby

Ruby also supports DB references using the [DBRef](#) class and a [dereference](#) method on DB instances. For example:

```

@db = Connection.new.db("blog")
@user = @db["users"].save({:name => "Smith"})
@post = @db["posts"].save({:title => "Hello World", :user_id => @user.id})
@ref = DBRef.new("users", @post.user_id)
assert_equal @user, @db.dereference(@ref)

```

## See Also

- [Schema Design](#)

## GridFS

GridFS is a specification for storing large files in MongoDB.

The database supports native storage of binary data within [BSON](#) objects. However, BSON objects in MongoDB are limited to 4MB in size. Further, even if unlimited, for gigabyte datasets we would want to be able to perform range operations -- such as fetching only the first N bytes of a file.

To facilitate this, a standard is specified for the chunking of files. Each file has a metadata object in a files collection, and one or more chunk objects in a chunks collection. Details of how this is stored can be found in the [GridFS Specification](#); however, you do not really need to read that, instead, just look at the GridFS API in each language's client driver, and also the GridFS tools.

## Language Support

Most drivers include GridFS implementations; for languages not listed below, check the driver's API documentation. (If a language does not include support, see the [GridFS specification](#) -- implementing a handler is usually quite easy.)

- [C++](#)
- [Java](#)
- [PHP](#)
  - [A PHP GridFS Blog Article](#)
- [Python](#)
- [Ruby](#)

## Command Line Tools

Command line tools are available to write and read GridFS files from and to the local filesystem.

## Indexes

Indexes enhance query performance, often dramatically. It's important to think about the kinds of queries your application will need so that you can define relevant indexes. Once that's done, actually creating the indexes in MongoDB is relatively easy.

Indexes in MongoDB are conceptually similar to those in RDBMSes like MySQL. You will want an index in MongoDB in the same sort of situations where you would have wanted an index in MySQL.

- [Basics](#)
  - [Default Indexes](#)
  - [Embedded Keys](#)
  - [Documents as Keys](#)
  - [Arrays](#)
- [Compound Keys Indexes](#)
- [Unique Indexes](#)
  - [Missing Keys](#)
  - [Duplicate Values](#)
- [Background Index Building](#)
- [Dropping Indexes](#)
- [ReIndex](#)
- [Additional Notes on Indexes](#)
  - [Index Performance](#)
  - [Using `sort\(\)` without an Index](#)
- [Geospatial](#)

## Basics

An index is a data structure that collects information about the values of the specified fields in the documents of a collection. This data structure is used by Mongo's query optimizer to quickly sort through and order the documents in a collection. Formally speaking, these indexes are implemented as "B-Tree" indexes.

In [the shell](#), you can create an index by calling the `ensureIndex()` function, and providing a document that specifies one or more keys to index. Referring back to our *examples* database from [Mongo Usage Basics](#), we can index on the 'j' field as follows:

```
db.things.ensureIndex({j:1});
```

The `ensureIndex()` function only creates the index if it does not exist.

Once a collection is indexed on a key, random access on query expressions which match the specified key are fast. Without the index, MongoDB has to go through each document checking the value of specified key in the query:

```
db.things.find({j : 2}); // fast - uses index
db.things.find({x : 3}); // slow - has to check all because 'x' isn't indexed
```

## Default Indexes

An index is always created on `_id`. This index is special and cannot be deleted. The `_id` index enforces uniqueness for its keys.

## Embedded Keys

With MongoDB you can even index on a key inside of an embedded document. For example:

```
db.things.ensureIndex({"address.city": 1})
```

### Documents as Keys

Indexed fields may be of any type, including documents:

```
db.factories.insert( { name: "xyz", metro: { city: "New York", state: "NY" } } );
db.factories.ensureIndex( { metro : 1 } );
// this query can use the above index:
db.factories.find( { metro: { city: "New York", state: "NY" } } );
```

An alternative to documents as keys is to create a compound index such as:

```
db.factories.ensureIndex( { "metro.city" : 1, "metro.state" : 1 } );
// these queries can use the above index:
db.factories.find( { "metro.city" : "New York", "metro.state" : "NY" } );
db.factories.find( { "metro.city" : "New York" } );
db.factories.find().sort( { "metro.city" : 1, "metro.state" : 1 } );
db.factories.find().sort( { "metro.city" : 1 } )
```

There are pros and cons to the two approaches. When using the entire (sub-)document as a key, compare order is predefined and is ascending key order in the order the keys occur in the [BSON](#) document. With compound indexes reaching in, you can mix ascending and descending keys, and the query optimizer will then be able to use the index for queries on solely the first key(s) in the index too.

### Arrays

When a document's stored value for a index field is an array, MongoDB indexes each element of the array. See the [Multikeys](#) page for more information.

### Compound Keys Indexes

In addition to single-key basic indexes, MongoDB also supports multi-key "compound" indexes. Just like basic indexes, you use the `ensureIndex()` function in [the shell](#) to create the index, but instead of specifying only a single key, you can specify several :

```
db.things.ensureIndex({j:1, name:-1});
```

When creating an index, the number associated with a key specifies the direction of the index, so it should always be 1 (ascending) or -1 (descending). Direction doesn't matter for single key indexes or for random access retrieval but is important if you are doing sorts or range queries on compound indexes.

If you have a compound index on multiple fields, you can use it to query on the beginning subset of fields. So if you have an index on

```
a,b,c
```

you can use it query on

```
a
```

```
a,b
```

```
a,b,c
```

### Unique Indexes

MongoDB supports unique indexes, which guarantee that no documents are inserted whose values for the indexed keys match those of an existing document. To create an index that guarantees that no two documents have the same values for both `firstname` and `lastname` you

would do:

```
db.things.ensureIndex({firstname: 1, lastname: 1}, {unique: true});
```

### Missing Keys

When a document is saved to a collection with unique indexes, any missing indexed keys will be inserted with null values. Thus, it won't be possible to insert multiple documents missing the same indexed key.

```
db.things.ensureIndex({firstname: 1}, {unique: true});
db.things.save({lastname: "Smith"});

// Next operation will fail because of the unique index on firstname.
db.things.save({lastname: "Jones"});
```

### Duplicate Values

A unique index cannot be created on a key that has duplicate values. If you would like to create the index anyway, keeping the first document the database indexes and deleting all subsequent documents that have duplicate values, add the `dropDups` option.

```
db.things.ensureIndex({firstname : 1}, {unique : true, dropDups : true})
```

### Background Index Building

By default, building an index blocks other database operations. v1.3.2 and higher has a [background index build option](#) .

### Dropping Indexes

To delete all indexes on the specified collection:

```
db.collection.dropIndexes();
```

To delete a single index:

```
db.collection.dropIndex({x: 1, y: -1})
```

Running directly as a command without helper:

```
// note: command was "deleteIndexes", not "dropIndexes", before MongoDB v1.3.2
// remove index with key pattern {y:1} from collection foo
db.runCommand({dropIndexes:'foo', index : {y:1}})
// remove all indexes:
db.runCommand({dropIndexes:'foo', index : '*'})
```

### ReIndex

The `reIndex` command will rebuild all indexes for a collection.

```
db.myCollection.reIndex()
// same as:
db.runCommand( { reIndex : 'myCollection' } )
```

Usually this is unnecessary. You may wish to do this if the size of your collection has changed dramatically or the disk space used by indexes seems oddly large.

Repair database recreates all indexes in the database.

### Additional Notes on Indexes

- MongoDB indexes (and string equality tests in general) are case sensitive.
- When you [update](#) an object, if the object fits in its previous allocation area, only those indexes whose keys have changed are updated. This improves performance. Note that if the object has grown and must move, all index keys must then update, which is slower.
- Index information is kept in the `system.indexes` collection, run `db.system.indexes.find()` to see example data.

### Index Performance

Indexes make retrieval by a key, including ordered sequential retrieval, very fast. Updates by key are faster too as MongoDB can find the document to update very quickly.

However, keep in mind that each index created adds a certain amount of overhead for inserts and deletes. In addition to writing data to the base collection, keys must then be added to the B-Tree indexes. Thus, indexes are best for collections where the number of reads is much greater than the number of writes. For collections which are write-intensive, indexes, in some cases, may be counterproductive. Most collections are read-intensive, so indexes are a good thing in most situations.

### Using `sort()` without an Index

You may use `sort()` to return data in order without an index if the data set to be returned is small (less than four megabytes). For these cases it is best to use `limit()` and `sort()` together.

### Geospatial

- See [Geospatial Indexing](#) page.

## Geospatial Indexing

- [Creating the Index](#)
- [Querying](#)
- [Compound Indexes](#)
- [geoNear Command](#)
- [Bounds Queries](#)
- [The Earth is Round but Maps are Flat](#)
- [Sharded Environments](#)
- [Implementation](#)



v1.3.3+

MongoDB supports two-dimensional geospatial indexes. It is designed with location-based queries in mind, such as "find me the closest N items to my location." It can also efficiently filter on additional criteria, such as "find me the closest N museums to my location."

In order to use the index, you need to have a field in your object that is either a sub-object or array where the first 2 elements are x,y coordinates (or y,x - just be consistent). Some examples:

```
{ loc : [ 50 , 30 ] }
{ loc : { x : 50 , y : 30 } }
{ loc : { foo : 50 , y : 30 } }
{ loc : { lat : 40.739037, long: 73.992964 } }
```

### Creating the Index

```
db.places.ensureIndex( { loc : "2d" } )
```

By default, the index assumes you are indexing latitude/longitude and is thus configured for a [-180..180] value range.

If you are indexing something else, you can specify some options:

```
db.places.ensureIndex( { loc : "2d" } , { min : -500 , max : 500 } )
```

that will scale the index to store values between -500 and 500. Currently geo indexing is limited to indexing squares with no "wrapping" at the outer boundaries. You cannot insert values on the boundaries, for example, using the code above, the point ( -500 , -500 ) could not be inserted.

### Querying



The index can be used for exact matches:

```
db.places.find( { loc : [50,50] } )
```

Of course, that is not very interesting. More important is a query to find points near another point, but not necessarily matching exactly:

```
db.places.find( { loc : { $near : [50,50] } } )
```

The above query finds the closest points to (50,50) and returns them sorted by distance (there is no need for an additional sort parameter). Use `limit()` to specify a maximum number of points to return (a default limit of 100 applies if unspecified):

```
db.places.find( { loc : { $near : [50,50] } } ).limit(20)
```

### Compound Indexes

MongoDB geospatial indexes optionally support specification of secondary key values. If you are commonly going to be querying on both a location and other attributes at the same time, add the other attributes to the index. The other attributes are annotated within the index to make filtering faster. For example:

```
db.places.ensureIndex( { location : "2d" , category : 1 } );  
db.places.find( { location : { $near : [50,50] }, category : 'coffee' } );
```

### geoNear Command

While the `find()` syntax above is typically preferred, MongoDB also has a `geoNear` command which performs a similar function. The `geoNear` command has the added benefit of returning the distance of each item from the specified point in the results, as well as some diagnostics for troubleshooting.

```

> db.runCommand( { geoNear : "places" , near : [50,50], num : 10 } );
> db.runCommand({geoNear:"asdf", near:[50,50]})
{
  "ns" : "test.places",
  "near" : "1100110000001111110000001111110000001111110000001111",
  "results" : [
    {
      "dis" : 69.29646421910687,
      "obj" : {
        "_id" : ObjectId("4b8bd6b93b83c574d8760280"),
        "y" : [
          1,
          1
        ],
        "category" : "Coffee"
      }
    },
    {
      "dis" : 69.29646421910687,
      "obj" : {
        "_id" : ObjectId("4b8bd6b03b83c574d876027f"),
        "y" : [
          1,
          1
        ]
      }
    }
  ],
  "stats" : {
    "time" : 0,
    "btreelocs" : 1,
    "btreelocs" : 1,
    "nscanned" : 2,
    "nscanned" : 2,
    "objectsLoaded" : 2,
    "objectsLoaded" : 2,
    "avgDistance" : 69.29646421910687
  },
  "ok" : 1
}

```

The above command will return the 10 closest items to (50,50). (The `loc` field is automatically determined by checking for a 2d index on the collection.)

If you want to add an additional filter, you can do so:

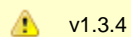
```

> db.runCommand( { geoNear : "places" , near : [ 50 , 50 ], num : 10,
... query : { type : "museum" } } );

```

`query` can be any regular mongo query.

### Bounds Queries



v1.3.4

`$within` can be used instead of `$near` to find items within a shape. At the moment, `$box` (rectangles) and `$center` (circles) are supported.

To query for all points within a rectangle, you must specify the lower-left and upper-right corners:

```

> box = [[40, 40], [60, 60]]
> db.places.find( {"loc" : { "$within" : { "$box" : box }}})

```

A circle is specified by a center point and radius:

```
> center = [50, 50]
> radius = 10
> db.places.find({"loc" : {"$within" : {"$center" : [center, radius]}}})
```

### The Earth is Round but Maps are Flat

The current implementation assumes an idealized model of a flat earth, meaning that an arcdegree of latitude (y) and longitude (x) represent the same distance everywhere. This is only true at the equator where they are both about equal to 69 miles or 111km. However, at the 10gen offices at {x:-74, y:40.74} one arcdegree of longitude is about 52 miles or 83 km (latitude is unchanged). This means that something 1 mile to the north would seem closer than something 1 mile to the east.

### Sharded Environments

Support for geospatial in sharded collections is coming; please watch this ticket: <http://jira.mongodb.org/browse/SHARDING-83>.

In the meantime sharded clusters can use geospatial indexes for unsharded collections within the cluster.

### Implementation

The current implementation encodes geographic hash codes atop standard MongoDB b-trees. Results of \$near queries are exact. The problem with geohashing is that prefix lookups don't give you exact results, especially around bit flip areas. MongoDB solves this by doing a grid by grid search after the initial prefix scan. This guarantees performance remains very high while providing correct results.

## Indexing as a Background Operation

By default the `ensureIndex()` operation is blocking, and will stop other operations on the database from proceeding until completed. However, in v1.3.2+, a background indexing option is available.

To build an index in the background, add `background:true` to your index options. Examples:

```
> db.things.ensureIndex({x:1}, {background:true});
> db.things.ensureIndex({name:1}, {background:true, unique:true,
... dropDups:true});
```

With background mode enabled, other operations, including writes, will not be obstructed during index creation. The index is not used for queries until the build is complete.

Although the operation is 'background' in the sense that other operations may run concurrently, the command will not return to the shell prompt until completely finished. To do other operations at the same time, open a separate mongo `shell` instance.

Please note that background mode building uses an incremental approach to building the index which is slower than the default foreground mode: time to build the index will be greater.

While the build progresses, it is possible to see that the operation is still in progress with the `db.currentOp()` command (will be shown as an insert to system.indexes). You may also use `db.killOp()` to terminate the build process.

While the build progresses, the index is visible in system.indexes, but it is not used for queries until building completes.

### Notes

- Only one index build at a time is permitted per collection.
- Some administrative operations, such as `repairDatabase`, are disallowed while a background indexing job is in progress.
- v1.3.2 : alpha (of this feature)
- v1.3.3 : beta
- v1.4 : production

## Multikeys

MongoDB provides an interesting "multikey" feature that can automatically index arrays of an object's values. A good example is tagging. Suppose you have an article tagged with some category names:

```
$ dbshell
> db.articles.save( { name: "Warm Weather", author: "Steve",
                      tags: ['weather', 'hot', 'record', 'april'] } )
> db.articles.find()
{"name" : "Warm Weather" , "author" : "Steve" ,
 "tags" : ["weather","hot","record","april"]} , "_id" : "497ce4051ca9ca6d3efca323"}
```

We can easily perform a query looking for a particular value in the `tags` array:

```
> db.articles.find( { tags: 'april' } )
{"name" : "Warm Weather" , "author" : "Steve" ,
 "tags" : ["weather","hot","record","april"]} , "_id" : "497ce4051ca9ca6d3efca323"}
```

Further, we can index on the `tags` array. Creating an index on an array element indexes results in the database indexing each element of the array:

```
> db.articles.ensureIndex( { tags : 1 } )
true
> db.articles.find( { tags: 'april' } )
{"name" : "Warm Weather" , "author" : "Steve" ,
 "tags" : ["weather","hot","record","april"]} , "_id" : "497ce4051ca9ca6d3efca323" }
> db.articles.find( { tags: 'april' } ).explain()
{"cursor" : "BtreeCursor tags_1" , "startKey" : {"tags" : "april"} ,
 "endKey" : {"tags" : "april"} , "nscanned" : 1 , "n" : 1 , "millis" : 0 }
```

### ***Embedded object fields in an array***

Additionally the same technique can be used for fields in embedded objects:

```
> db.posts.find( { "comments.author" : "julie" } )
{"title" : "How the west was won" ,
 "comments" : [{"text" : "great!" , "author" : "sam"},
               {"text" : "ok" , "author" : "julie"}],
 "_id" : "497ce79f1ca9ca6d3efca325"}
```

### ***Querying on all values in a given set***

By using the `$all` query option, a set of values may be supplied each of which must be present in a matching object field. For example:

```
> db.articles.find( { tags: { $all: [ 'april', 'record' ] } } )
{"name" : "Warm Weather" , "author" : "Steve" ,
 "tags" : ["weather","hot","record","april"]} , "_id" : "497ce4051ca9ca6d3efca323" }
> db.articles.find( { tags: { $all: [ 'april', 'june' ] } } )
> // no matches
```

### **See Also**

- The [Multikeys](#) section of the Full Text Search in Mongo document for information about this feature.

## **Indexing Advice and FAQ**

We get a lot of questions about indexing. Here we provide answers to a number of these. There are a couple of points to keep in mind, though. First, indexes in MongoDB work quite similarly to indexes in MySQL, and thus many of the techniques for building efficient indexes in MySQL apply to MongoDB.

Second, and even more importantly, know that advice on indexing can only take you so far. The best indexes for your application should always be based on a number of important factors, including the kinds of queries you expect, the ratio of reads to writes, and even the amount of free

memory on your system. This means that the best strategy for designing indexes will always be to profile a variety of index configurations with data sets similar to the ones you'll be running in production, and see which perform best. There's no substitute for good empirical analyses.

- Indexing Strategies
  - Create indexes to match your queries.
  - One index per query.
  - Make sure your indexes can fit in RAM.
  - Be careful about single-key indexes with low selectivity.
  - Use `explain`.
  - Pay attention to the read/write ratio of your application.
- FAQ
  - I've started building an index, and the database has stopped responding. What's going on? What do I do?
  - I'm using `$ne` or `$nin` in a query, and while it uses the index, it's still slow. What's happening?

## Indexing Strategies

Here are some general principles for building smart indexes.

Create indexes to match your queries.

If you only query on a single key, then a single-key index will do. For instance, maybe you're searching for a blog post's slug:

```
db.posts.find({ slug : 'state-of-mongodb-2010' })
```

In this case, a unique index on a single key is best:

```
db.ensureIndex({ slug: 1 }, {unique: true});
```

However, it's common to query on multiple keys and to sort the results. For these situations, compound indexes are best. Here's an example for querying the latest comments with a 'mongodb' tag:

```
db.comments.find({ tags : 'mongodb'}).sort({ created_at : -1 });
```

And here's the proper index:

```
db.comments.ensureIndex({tags : 1, created_at : -1});
```

Note that if we wanted to sort by `created_at` ascending, this index would be less effective.

One index per query.

It's sometimes thought that queries on multiple keys can use multiple indexes; this is not the case with MongoDB (or with MySQL, for that matter). If you have a query that selects on multiple keys, and you want that query to use an index efficiently, then a compound-key index is necessary.

Make sure your indexes can fit in RAM.

The shell provides a command for returning the total index size on a given collection:

```
db.comments.totalIndexSize();
65443
```

If your queries seem sluggish, you should verify that your indexes are small enough to fit in RAM. For instance, if you're running on 4GB RAM and you have 3GB of indexes, then your indexes probably aren't fitting in RAM. You may need to add RAM and/or verify that all the indexes you've created are actually being used.

Be careful about single-key indexes with low selectivity.

Suppose you have a field called 'status' where the possible values are 'new' and 'processeed'. If you add an index on 'status' then you've created a low-selectivity index, meaning that the index isn't going to be very helpful in locating records and might just be taking up space.

A better strategy, depending on your queries, of course, would be to create a compound index that includes the low-selectivity field. For instance, you could have a compound-key index on 'status' and 'created\_at.'

Another option, again depending on your use case, might be to use separate collections, one for each status. As with all the advice here,

experimentation and benchmarks will help you choose the best approach.

Use `explain`.

MongoDB includes an `explain` command for determining how your queries are being processed and, in particular, whether they're using an index. `explain` can be used from the drivers and also from the shell:

```
db.comments.find({ tags : 'mongodb' }).sort({ created_at : -1 }).explain();
```

This will return lots of useful information, including the number of items scanned, the time the query takes to process in milliseconds, which indexes the query optimizer tried, and the index ultimately used.

If you've never used `explain`, now's the time to start.

Pay attention to the read/write ratio of your application.

This is important because, whenever you add an index, you add overhead to all insert, update, and delete operations on the given collection. If you're application is read-heavy, as are most web applications, the additional indexes are usually a good thing. But if your application is write-heavy, then be careful when creating new indexes, since each additional index will impose a small write-performance penalty.

In general, **don't be cavalier about adding indexes**. Indexes should be added to complement your queries. Always have a good reason for adding a new index, and make sure you've benchmarked alternative strategies.

## FAQ

I've started building an index, and the database has stopped responding. What's going on? What do I do?

Building an index can be an IO-intensive operation, especially if you have a large collection. This is true on any database system that supports secondary indexes, including MySQL. If you'll need to build an index on a large collection in the future, you'll probably want to consider building the index in the background, a feature available beginning with 1.3.2. See the [docs on background indexing](#) for more info.

As for the long-building index, you only have a few options. You can either wait for the index to finish building or kill the current operation (see `killOp()`). If you choose the latter, the partial index will be deleted.

I'm using `$ne` or `$nin` in a query, and while it uses the index, it's still slow. What's happening?

The problem with `$ne` and `$nin` is that much of an index will match queries like these. If you need to use `$nin`, it's often best to make sure that an additional, more selective criterion is part of the query.

## Inserting

When we insert data into MongoDB, that data will always be in document-form. Documents are data structure analogous to JSON, Python dictionaries, and Ruby hashes, to take just a few examples. Here, we discuss more about document-orientation and describe how to insert data into MongoDB.

- [Document-Orientation](#)
- [JSON](#)
- [Mongo-Friendly Schema](#)
  - [Store Example](#)

### Document-Orientation

When we describe MongoDB as "document-oriented", we mean it's in the class of databases for which the primary storage unit is a collection - possibly structured - of data, most likely as key/value pairs.

Some examples of document formats are [JSON](#), XML, and simple sets of key/value pairs.

The documents stored in Mongo DB are JSON-like. To be efficient, the database uses a format called [BSON](#) which is a binary representation of this data. The goal is a format that is both compact and reasonably fast to scan.

Client drivers serialize data to BSON, then transmit the data over the wire to the db. Data is stored on disk in BSON format. Thus, on a retrieval, the database does very little translation to send an object out, allowing high efficiency. The client driver unserialized a received BSON object to its native language format.

### JSON

For example the following "document" can be stored in Mongo DB:

```
{ author: 'joe',
  created : new Date('03-28-2009'),
  title : 'Yet another blog post',
  text : 'Here is the text...',
  tags : [ 'example', 'joe' ],
  comments : [ { author: 'jim', comment: 'I disagree' },
               { author: 'nancy', comment: 'Good post' } ]
}
```

This document is a blog post, so we can store in a "posts" collection using the shell:

```
> doc = { author : 'joe', created : new Date('03-28-2009'), ... }
> db.posts.insert(doc);
```

MongoDB understands the internals of BSON objects -- not only can it store them, it can query on internal fields and index keys based upon them. For example the query

```
> db.posts.find( { "comments.author" : "jim" } )
```

is possible and means "find any blog post where at least one comment subobject has author == 'jim'".

### ***Mongo-Friendly Schema***

Mongo can be used in many ways, and one's first instincts when using it are probably going to be similar to how one would write an application with a relational database. While this works pretty well, it doesn't harness the real power of Mongo. Mongo is designed for and works best with a rich object model.

#### **Store Example**

If you're building a simple online store that sells products with a relational database, you might have a schema like:

```
item
  title
  price
  sku
  item_features
    sku
    feature_name
    feature_value
```

You would probably normalize it like this because different items would have different features, and you wouldn't want a table with all possible features. You could model this the same way in mongo, but it would be much more efficient to do

```
item : {
  "title" : <title> ,
  "price" : <price> ,
  "sku"   : <sku> ,
  "features" : {
    "optical zoom" : <value> ,
    ...
  }
}
```

This does a few nice things

- you can load an entire item with 1 dbquery
- all the data for an item is on the same place on disk, so its only 1 seek to load it all

Now, at first glance there might seem to be some issues, but we've got them covered.

- you might want to insert or update a single feature. mongo lets you operate on embedded files like:

```
db.items.update( { sku : 123 } , { "$set" : { "features.zoom" : "5" } } )
```

- Does adding a feature requires moving the entire object on disk? No. mongo has a padding heuristic that adapts to your data so it will leave some empty space for the object to grow. This will prevent indexes from being changed, etc.

## Legal Key Names

Key names in inserted documents are limited as follows:

- The '\$' character must not be the first character in the key name.
- The '.' character must not appear anywhere in the key name.

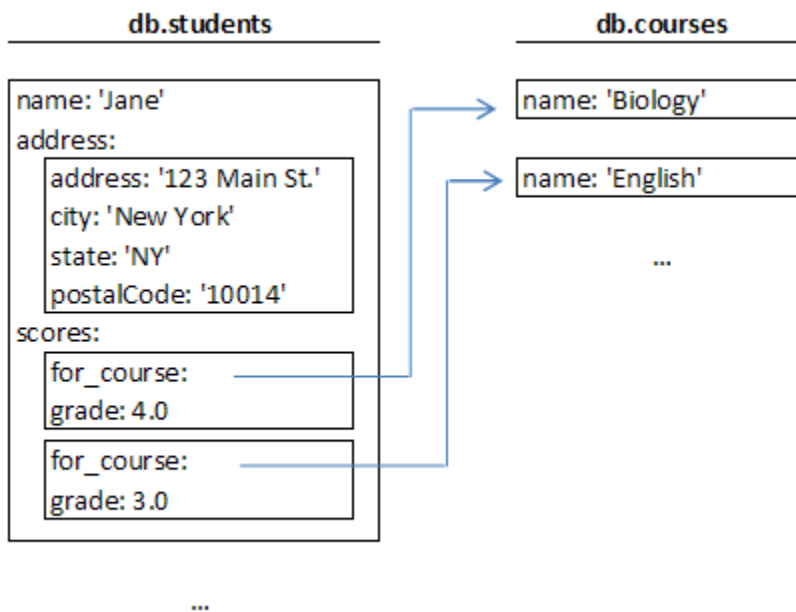
## Schema Design

- [Introduction](#)
- [Embed vs. Reference](#)
- [Use Cases](#)
- [Index Selection](#)
- [How Many Collections?](#)
- [See Also](#)

### Introduction

With Mongo, you do less "normalization" than you would perform designing a relational schema because there are no server-side "joins". Generally, you will want one database collection for each of your top level objects.

You do not want a collection for every "class" - instead, embed objects. For example, in the diagram below, we have two collections, students and courses. The student documents embed address documents and the "score" documents, which have references to the courses.



Compare this with a relational schema, where you would almost certainly put the scores in a separate table, and have a foreign-key relationship back to the students.

### Embed vs. Reference

The key question in Mongo schema design is "does this object merit its own collection, or rather should it embed in objects in other collections?" In relational databases, each sub-item of interest typically becomes a separate table (unless denormalizing for performance). In Mongo, this is not recommended - embedding objects is much more efficient. Data is then colocated on disk; client-server turnarounds to the database are eliminated. So in general the question to ask is, "why would I not want to embed this object?"

So why are references slow? Let's consider our students example. If we have a student object and perform:



```
print( student.address.city );
```

This operation will always be fast as address is an embedded object, and is always in RAM if student is in RAM. However for

```
print( student.scores[0].for_course.name );
```

if this is the first access to scores[0], the shell or your driver must execute the query

```
// pseudocode for driver or framework, not user code

student.scores[0].for_course = db.courses.findOne({_id:_course_id_to_find_});
```

Thus, each reference traversal is a query to the database. Typically, the collection in question is indexed on `_id`. The query will then be reasonably fast. However, even if all data is in RAM, there is a certain latency given the client/server communication from appserver to database. In general, expect 1ms of time for such a query on a ram cache hit. Thus if we were iterating 1,000 students, looking up one reference per student would be quite slow - over 1 second to perform even if cached. However, if we only need to look up a single item, the time is on the order of 1ms, and completely acceptable for a web page load. (Note that if already in db cache, pulling the 1,000 students might actually take much less than 1 second, as the results return from the database in large batches.)

Some general rules on when to embed, and when to reference:

- "First class" objects, that are at top level, typically have their own collection.
- Line item detail objects typically are embedded.
- Objects which follow an object modelling "contains" relationship should generally be embedded.
- Many to many relationships are generally by reference.
- Collections with only a few objects may safely exist as separate collections, as the whole collection is quickly cached in application server memory.
- Embedded objects are harder to reference than "top level" objects in collections, as you cannot have a DBRef to an embedded object (at least not yet).
- It is more difficult to get a system-level view for embedded objects. For example, it would be easier to query the top 100 scores across all students if Scores were not embedded.
- If the amount of data to embed is huge (many megabytes), you may read the limit on size of a single object.
- If performance is an issue, embed.

### Use Cases

Let's consider a few use cases now.

#### 1. Customer / Order / Order Line-Item

- `orders` should be a collection. `customers` a collection. line-items should be an array of line-items embedded in the `order` object.

#### 1. Blogging system.

- `posts` should be a collection. `post author` might be a separate collection, or simply a field within posts if only an email address. `comments` should be embedded objects within a post for performance.

### Index Selection

A second aspect of schema design is index selection. As a general rule, *where you want an index in a relational database, you want an index in Mongo.*

- The `_id` field is automatically indexed.
- Fields upon which keys are looked up should be indexed.
- Sort fields generally should be indexed.

The MongoDB profiling facility provides useful information for where an index should be added that is missing.

Note that adding an index slows writes to a collection, but not reads. Use lots of indexes for collections with a high read : write ratio (assuming one does not mind the storage overage). For collections with more writes than reads, indexes are very expensive.

### How Many Collections?

As Mongo collections are polymorphic, one could have a collection `objects` and put everything in it! This approach is taken by some object databases. For performance reasons, we do not recommend this approach. Data within a Mongo collection tends to be contiguous on disk. Thus, table scans of the collection are possible, and efficient. Collections are very important for high throughput batch processing.

## See Also

- [DBRef](#)
- [Trees in MongoDB](#)
- [MongoDB Data Modeling and Rails](#)  
Next: *Advanced Queries*

## Trees in MongoDB

- [Patterns](#)
  - [Full Tree in Single Document](#)
  - [Parent Links](#)
  - [Child Links](#)
  - [Array of Ancestors](#)
  - [Materialized Paths \(Full Path in Each Node\)](#)
  - [acts\\_as\\_nested\\_set](#)
- [See Also](#)

The best way to store a tree usually depends on the operations you want to perform; see below for some different options. In practice, most developers find that one of the "Full Tree in Single Document", "Parent Links", and "Array of Ancestors" patterns works best.

### Patterns

#### Full Tree in Single Document

```
{
  comments: [
    {by: "mathias", text: "...", replies: []}
    {by: "eliot", text: "...", replies: [
      {by: "mike", text: "...", replies: []}
    ]}
  ]
}
```

#### Pros:

- Single document to fetch per page
- One location on disk for whole tree
- You can see full structure easily

#### Cons:

- Hard to search
- Hard to get back partial results
- Can get unwieldy if you need a huge tree (there is a 4MB per doc limit)

#### Parent Links

Storing all nodes in a single collection, with each node having the id of its parent, is a simple solution. The biggest problem with this approach is getting an entire subtree requires several query turnarounds to the database (or use of [db.eval](#)).

```
> t = db.treel;

> t.find()
{ "_id" : 1 }
{ "_id" : 2, "parent" : 1 }
{ "_id" : 3, "parent" : 1 }
{ "_id" : 4, "parent" : 2 }
{ "_id" : 5, "parent" : 4 }
{ "_id" : 6, "parent" : 4 }

> // find children of node 4
> t.ensureIndex({parent:1})
> t.find( {parent : 4 } )
{ "_id" : 5, "parent" : 4 }
{ "_id" : 6, "parent" : 4 }
```

#### Child Links

Another option is storing the ids of all of a node's children within each node's document. This approach is fairly limiting, although ok if no operations on entire subtrees are necessary. It may also be good for storing graphs where a node has multiple parents.

```
> t = db.tree2
> t.find()
{ "_id" : 1, "children" : [ 2, 3 ] }
{ "_id" : 2 }
{ "_id" : 3, "children" : [ 4 ] }
{ "_id" : 4 }

> // find immediate children of node 3
> t.findOne({_id:3}).children
[ 4 ]

> // find immediate parent of node 3
> t.ensureIndex({children:1})
> t.find({children:3})
{ "_id" : 1, "children" : [ 2, 3 ] }
```

### Array of Ancestors

Here we store all the ancestors of a node in an array. This makes a query like "get all descendents of x" fast and easy.

```
> t = db.mytree;

> t.find()
{ "_id" : "a" }
{ "_id" : "b", "ancestors" : [ "a" ], "parent" : "a" }
{ "_id" : "c", "ancestors" : [ "a", "b" ], "parent" : "b" }
{ "_id" : "d", "ancestors" : [ "a", "b" ], "parent" : "b" }
{ "_id" : "e", "ancestors" : [ "a" ], "parent" : "a" }
{ "_id" : "f", "ancestors" : [ "a", "e" ], "parent" : "e" }
{ "_id" : "g", "ancestors" : [ "a", "b", "d" ], "parent" : "d" }

> t.ensureIndex( { ancestors : 1 } )

> // find all descendents of b:
> t.find( { ancestors : 'b' } )
{ "_id" : "c", "ancestors" : [ "a", "b" ], "parent" : "b" }
{ "_id" : "d", "ancestors" : [ "a", "b" ], "parent" : "b" }
{ "_id" : "g", "ancestors" : [ "a", "b", "d" ], "parent" : "d" }

> // get all ancestors of f:
> anc = db.mytree.findOne({_id:'f'}).ancestors
[ "a", "e" ]
> db.mytree.find( { _id : { $in : anc } } )
{ "_id" : "a" }
{ "_id" : "e", "ancestors" : [ "a" ], "parent" : "a" }
```

ensureIndex and MongoDB's [multikey](#) feature makes the above queries efficient.

In addition to the ancestors array, we also stored the direct parent in the node to make it easy to find the node's immediate parent when that is necessary.

### Materialized Paths (Full Path in Each Node)

[Materialized paths](#) make certain query options on trees easy. We store the full path to the location of a document in the tree within each node. Usually the "array of ancestors" approach above works just as well, and is easier as one doesn't have to deal with string building, regular expressions, and escaping of characters. (Theoretically, materialized paths will be *slightly* faster.)

The best way to do this with MongoDB is to store the path as a string and then use regex queries. Simple regex expressions beginning with "^" can be efficiently executed. As the path is a string, you will need to pick a delimiter character -- we use ',' below. For example:

```

> t = db.tree
test.tree

> // get entire tree -- we use sort() to make the order nice
> t.find().sort({path:1})
{ "_id" : "a", "path" : "a," }
{ "_id" : "b", "path" : "a,b," }
{ "_id" : "c", "path" : "a,b,c," }
{ "_id" : "d", "path" : "a,b,d," }
{ "_id" : "g", "path" : "a,b,g," }
{ "_id" : "e", "path" : "a,e," }
{ "_id" : "f", "path" : "a,e,f," }
{ "_id" : "g", "path" : "a,b,g," }

> t.ensureIndex( {path:1} )

> // find the node 'b' and all its descendents:
> t.find( { path : /^a,b,/ } )
{ "_id" : "b", "path" : "a,b," }
{ "_id" : "c", "path" : "a,b,c," }
{ "_id" : "d", "path" : "a,b,d," }
{ "_id" : "g", "path" : "a,b,g," }

// or if its path not already known:
> b = t.findOne( { _id : "b" } )
{ "_id" : "b", "path" : "a,b," }
> t.find( { path : new RegExp("^" + b.path) } )
{ "_id" : "b", "path" : "a,b," }
{ "_id" : "c", "path" : "a,b,c," }
{ "_id" : "d", "path" : "a,b,d," }
{ "_id" : "g", "path" : "a,b,g," }

```

Ruby example: <http://github.com/banker/newsmonger/blob/master/app/models/comment.rb>

#### acts\_as\_nested\_set

See <http://api.rubyonrails.org/classes/ActiveRecord/Acts/NestedSet/ClassMethods.html>

This pattern is best for datasets that rarely change as modifications can require changes to many documents.

#### See Also

- Sean Cribbs [blog post](#) (source of several ideas on this page).

## Optimization

- [Optimizing A Simple Example](#)
  - [Optimization #1: Create an index](#)
  - [Optimization #2: Limit results](#)
  - [Optimization #3: Select only relevant fields](#)
- [Using the Profiler](#)
- [Optimizing Statements that Use count\(\)](#)
- [Increment Operations](#)
- [Circular Fixed Size Collections](#)
- [Server Side Code Execution](#)
- [Explain](#)
- [Hint](#)
- [See Also](#)

### Optimizing A Simple Example

This section describes proper techniques for optimizing database performance.

Let's consider an example. Suppose our task is to display the front page of a blog - we wish to display headlines of the 10 most recent posts. Let's assume the posts have a timestamp field `ts`.

The simplest thing we could write might be:

```
articles = db.posts.find().sort({ts:-1}); // get blog posts in reverse time order

for (var i=0; i< 10; i++) {
    print(articles[i].getSummary());
}
```

### **Optimization #1: Create an index**

Our first optimization should be to create an index on the key that is being used for the sorting:

```
db.posts.ensureIndex({ts:1});
```

With an index, the database is able to sort based on index information, rather than having to check each document in the collection directly. This is much faster.

### **Optimization #2: Limit results**

MongoDB cursors return results in groups of documents that we'll call 'chunks'. The chunk returned might contain more than 10 objects - in some cases, much more. These extra objects are a waste of network transmission and resources both on the app server and the database.

As we know how many results we want, and that we do not want all the results, we can use the `limit()` method for our second optimization.

```
articles = db.posts.find().sort({ts:-1}).limit(10); // 10 results maximum
```

Now, we'll only get 10 results returned to client.

### **Optimization #3: Select only relevant fields**

The blog post object may be very large, with the post text and comments embedded. Much better performance will be achieved by selecting only the fields we need:

```
articles = db.posts.find({}, {ts:1,title:1,author:1,abstract:1}).sort({ts:-1}).limit(10);
articles.forEach( function(post) { print(post.getSummary()); } );
```

The above code assumes that the `getSummary()` method only references the fields listed in the `find()` method.

Note if you fetch only select fields, you have a partial object. An object in that form cannot be updated back to the database:

```
a_post = db.posts.findOne({}, Post.summaryFields);
a_post.x = 3;
db.posts.save(a_post); // error, exception thrown
```

## **Using the Profiler**

MongoDB includes a database profiler which shows performance characteristics of each operation against the database. Using the profiler you can find queries (and write operations) which are slower than they should be; use this information, for example, to determine when an index is needed. See the [Performance Tuning] section of the [Mongo Developers' Guide](#) for more information.

### **Optimizing Statements that Use count()**

To speed operations that rely on `count()`, create an index on the field involved in the count query expression.

```
db.posts.ensureIndex({author:1});
db.posts.find({author:"george"}).count();
```

## **Increment Operations**

MongoDB supports simple object field increment operations; basically, this is an operation indicating "increment this field in this document at the server". This can be much faster than fetching the document, updating the field, and then saving it back to the server and are particularly useful for implementing real time counters. See the [Updates](#) section of the [Mongo Developers' Guide](#) for more information.

## Circular Fixed Size Collections

MongoDB provides a special circular collection type that is pre-allocated at a specific size. These collections keep the items within well-ordered even without an index, and provide very high-speed writes and reads to the collection. Originally designed for keeping log files - log events are stored in the database in a circular fixed size collection - there are many uses for this feature. See the [Capped Collections](#) section of the [Mongo Developers' Guide](#) for more information.

## Server Side Code Execution

Occasionally, for maximal performance, you may wish to perform an operation in process on the database server to eliminate client/server network turnarounds. These operations are covered in the [Server-Side Processing](#) section of the [Mongo Developers' Guide](#).

## Explain

A great way to get more information on the performance of your database queries is to use the `$explain` feature. This will display "explain plan" type info about a query from the database.

When using the [mongo - The Interactive Shell](#), you can find out this "explain plan" via the `explain()` function called on a cursor. The result will be a document that contains the "explain plan".

```
db.collection.find(query).explain();
```

provides information such as the following:

```
{
  "cursor" : "BasicCursor",
  "nscanned" : 57594.0,
  "n" : 3.0 ,
  "millis" : 108.0
}
```

This will tell you the type of cursor used (`BtreeCursor` is another type), the number of records the DB had to examine as part of this query, the number of records returned by the query, and the time in milliseconds the query took to execute.

## Hint

While the mongo query optimizer often performs very well, explicit "hints" can be used to force mongo to use a specified index, potentially improving performance in some situations. When you have a collection indexed and are querying on multiple fields (and some of those fields are indexed), pass the index as a hint to the query. You can do this in two different ways. You may either set it per query, or set it for the entire collection.

To set the hint for a particular query, call the `hint()` function on the cursor before accessing any data, and specify a document with the key to be used in the query:

```
db.collection.find({user:u, foo:d}).hint({user:1});
```



### Be sure to Index

For the above hints to work, you need to have run `ensureIndex()` to index the collection on the user field.

To force the query optimizer to not use indexes (do a table scan), use:

```
> db.collection.find().hint({$natural:1})
```

## See Also

- [Optimizing Storage of Small Objects](#)
- [Query Optimizer](#)
- [currentOp\(\)](#)
- [Sorting and Natural Order](#)

## Optimizing Storage of Small Objects

MongoDB records have a certain amount of overhead per object (BSON document) in a collection. This overhead is normally insignificant, but if your objects are tiny (just a few bytes, maybe one or two fields) it would not be. Below are some suggestions on how to optimize storage efficiently in such situations.

### Using the `_id` Field Explicitly

Mongo automatically adds an object ID to each document and sets it to a unique value. Additionally this field is indexed. For tiny objects this takes up significant space.

The best way to optimize for this is to use `_id` explicitly. Take one of your fields which is unique for the collection and store its values in `_id`. By doing so, you have explicitly provided IDs. This will effectively eliminate the creation of a separate `_id` field. If your previously separate field was indexed, this eliminates an extra index too.

### Using Small Field Names

Consider a record

```
{ last_name : "Smith", best_score: 3.9 }
```

The strings "last\_name" and "best\_score" will be stored in each object's BSON. Using shorter strings would save space:

```
{ lname : "Smith", score : 3.9 }
```

Would save 9 bytes per document. This of course reduces expressiveness to the programmer and is not recommended unless you have a collection where this is of significant concern.

Field names are not stored in indexes as indexes have a predefined structure. Thus, shortening field names will not help the size of indexes. In general it is not necessary to use short field names.

### Combining Objects

Fundamentally, there is a certain amount of overhead per document in MongoDB. One technique is combining objects. In some cases you may be able to embed objects in other objects, perhaps as arrays of objects. If your objects are tiny this may work well, but will only make sense for certain use cases.

## Query Optimizer

The MongoDB query optimizer generates query plans for each query submitted by a client. These plans are executed to return results. Thus, MongoDB supports ad hoc queries much like say, MySQL.

The database uses an interesting approach to query optimization though. Traditional approaches (which tend to be cost-based and statistical) are not used, as these approaches have a couple of problems.

First, the optimizer might consistently pick a bad query plan. For example, there might be correlations in the data of which the optimizer is unaware. In a situation like this, the developer might use a query hint.

Also with the traditional approach, query plans can change in production with negative results. No one thinks rolling out new code without testing is a good idea. Yet often in a production system a query plan can change as the statistics in the database change on the underlying data. The query plan in effect may be a plan that never was invoked in QA. If it is slower than it should be, the application could experience an outage.

The Mongo query optimizer is different. It is not cost based -- it does not model the cost of various queries. Instead, the optimizer simply tries different query plans and learn which ones work well. Of course, when the system tries a really bad plan, it may take an extremely long time to run. To solve this, *when testing new plans, MongoDB executes multiple query plans in parallel*. As soon as one finishes, it terminates the other executions, and the system has learned which plan is good. This works particularly well given the system is non-relational, which makes the space of possible query plans much smaller (as there are no joins).

Sometimes a plan which was working well can work poorly -- for example if the data in the database has changed, or if the parameter values to the query are different. In this case, if the query seems to be taking longer than usual, the database will once again run the query in parallel to try different plans.

This approach adds a little overhead, but has the advantage of being much better at worst-case performance.

### See Also

- [MongoDB hint\(\) and explain\(\) operators](#)

# Querying

One of MongoDB's best capabilities is its support for dynamic (ad hoc) queries. Systems that support dynamic queries don't require any special indexing to find data; users can find data using any criteria. For relational databases, dynamic queries are the norm. If you're moving to MongoDB from a relational databases, you'll find that many SQL queries translate easily to MongoDB's document-based query language.

- [Query Expression Objects](#)
- [Query Options](#)
  - [Field Selection](#)
  - [Sorting](#)
  - [Skip and Limit](#)
- [Cursors](#)
- [See Also](#)

## Query Expression Objects

MongoDB supports a number of [query objects](#) for fetching data. Queries are expressed as BSON documents which indicate a query pattern. For example, suppose we're using the MongoDB shell and want to return every document in the `users` collection. Our query would look like this:

```
db.users.find({})
```

In this case, our selector is an empty document, which matches every document in the collection. Here's a more selective example:

```
db.users.find({'last_name': 'Smith'})
```

Here our selector will match every document where the `last_name` attribute is 'Smith.'

MongoDB support a wide array of possible document selectors. For more examples, see the [MongoDB Tutorial](#) or the section on [Advanced Queries](#). If you're working with MongoDB from a language driver, see the driver docs:

## Query Options

### Field Selection

In addition to the query expression, MongoDB queries can take some additional arguments. For example, it's possible to request only certain fields be returned. If we just wanted the social security numbers of users with the last name of 'Smith,' then from the shell we could issue this query:

```
// retrieve ssn field for documents where last_name == 'Smith':
db.users.find({'last_name': 'Smith'}, {'ssn': 1});

// retrieve all fields *except* the thumbnail field, for all documents:
db.users.find({}, {'thumbnail': 0});
```

Note the `_id` field is always returned even when not explicitly requested.

### Sorting

MongoDB queries can return sorted results. To return all documents and sort by last name in ascending order, we'd query like so:

```
db.users.find({}).sort({'last_name': 1});
```

### Skip and Limit

MongoDB also supports **skip** and **limit** for easy paging. Here we skip the first 20 last names, and limit our result set to 10:

```
db.users.find({}, {}, 10, 20);
```

## Cursors



Database queries, performed with the `find()` method, technically work by returning a *cursor*. [Cursors](#) are then used to iteratively retrieve all the documents returned by the query. For example, we can iterate over a cursor in the [mongo shell](#) like this:

```
> var cur = db.example.find();
> cur.forEach( function(x) { print(tojson(x))});
{"n" : 1 , "_id" : "497ce96f395f2f052a494fd4"}
{"n" : 2 , "_id" : "497ce971395f2f052a494fd5"}
{"n" : 3 , "_id" : "497ce973395f2f052a494fd6"}
>
```

## See Also

- [Queries and Cursors](#)
- [Advanced Queries](#)
- [Query Optimizer](#)

## Advanced Queries

- [Introduction](#)
- [Retrieving a Subset of Fields](#)
- [Conditional Operators : <, <=, >, >=](#)
- [Conditional Operator : \\$ne](#)
- [Conditional Operator : \\$in](#)
- [Conditional Operator : \\$nin](#)
- [Conditional Operator : \\$mod](#)
- [Conditional Operator: \\$all](#)
- [Conditional Operator : \\$size](#)
- [Conditional Operator : \\$exists](#)
- [Conditional Operator : \\$type](#)
- [Regular Expressions](#)
- [Value in an Array](#)
- [Conditional Operator: \\$elemMatch](#)
- [Value in an Embedded Object](#)
- [Meta operator: \\$not](#)
- [Javascript Expressions and \\$where](#)
- [sort\(\)](#)
- [limit\(\)](#)
- [skip\(\)](#)
- [snapshot\(\)](#)
- [count\(\)](#)
- [group\(\)](#)
- [See Also](#)

## Introduction

MongoDB offers a rich query environment with lots of features. This page lists some of those features.

Queries in MongoDB are represented as JSON-style objects, very much like the documents we actually store in the database. For example:

```
// i.e., select * from things where x=3 and y="foo"
db.things.find( { x : 3, y : "foo" } );
```

Note that any of the operators on this page can be combined in the same query document. For example, to find all document where `j` is not equal to 3 and `k` is greater than 10, you'd query like so:

```
db.things.find({j: {$ne: 3}, k: {$gt: 10} });
```

## Retrieving a Subset of Fields

By default on a find operation, the entire document/object is returned. However we may also request that only certain fields are returned. Note that the `_id` field is always returned automatically.

```
// select z from things where x=3
db.things.find( { x : 3 }, { z : 1 } );
```

You can also remove specific fields that you know will be large:

```
// get all posts about mongodb without comments
db.posts.find( { tags : 'mongodb' }, { comments : 0 } );
```

### Conditional Operators : <, <=, >, >=

Use these special forms for greater than and less than comparisons in queries, since they have to be represented in the query document:

```
db.collection.find( { "field" : { $gt: value } } ); // greater than : field > value
db.collection.find( { "field" : { $lt: value } } ); // less than : field < value
db.collection.find( { "field" : { $gte: value } } ); // greater than or equal to : field >= value
db.collection.find( { "field" : { $lte: value } } ); // less than or equal to : field <= value
```

For example:

```
db.things.find( { j : { $lt: 3 } } );
db.things.find( { j : { $gte: 4 } } );
```

You can also combine these operators to specify ranges:

```
db.collection.find( { "field" : { $gt: value1, $lt: value2 } } ); // value1 < field < value
```

### Conditional Operator : \$ne

Use \$ne for "not equals".

```
db.things.find( { x : { $ne : 3 } } );
```

### Conditional Operator : \$in

The \$in operator is analogous to the SQL IN modifier, allowing you to specify an array of possible matches.

```
db.collection.find( { "field" : { $in : array } } );
```

Let's consider a couple of examples. From our *things* collection, we could choose to get a subset of documents based upon the value of the 'j' key:

```
db.things.find( { j: { $in: [2,4,6] } } );
```

Suppose the collection *updates* is a list of social network style news items; we want to see the 10 most recent updates from our friends. We might invoke:

```
db.updates.ensureIndex( { ts : 1 } ); // ts == timestamp
var myFriends = myUserObject.friends; // let's assume this gives us an array of DBRef's of my friends
var latestUpdatesForMe = db.updates.find( { user : { $in : myFriends } } ).sort( { ts : -1 } )
    .limit(10);
```

### Conditional Operator : \$nin

The \$nin operator is similar to \$in except that it selects objects for which the specified field does not have any value in the specified array. For example

```
db.things.find( { j: { $nin: [2,4,6] } } );
```

would match {j:1,b:2} but not {j:2,c:9}.

### Conditional Operator : \$mod

The \$mod operator allows you to do fast modulo queries to replace a common case for where clauses. For example, the following \$where query:

```
db.things.find( "this.a % 10 == 1"
```

can be replaced by:

```
db.things.find( { a : { $mod : [ 10 , 1 ] } } )
```

### Conditional Operator: \$all

The \$all operator is similar to \$in, but instead of matching any value in the specified array all values in the array must be matched. For example, the object

```
{ a: [ 1, 2, 3 ] }
```

would be matched by

```
db.things.find( { a: { $all: [ 2, 3 ] } } );
```

but not

```
db.things.find( { a: { $all: [ 2, 3, 4 ] } } );
```

### Conditional Operator : \$size

The \$size operator matches any array with the specified number of elements. The following example would match the object {a: [ "foo" ]}, since that array has just one element:

```
db.things.find( { a : { $size: 1 } } );
```

You cannot use \$size to find a range of sizes (for example: arrays with more than 1 element). If you need to query for a range, create an extra size field that you increment when you add elements.

### Conditional Operator : \$exists

Check for existence (or lack thereof) of a field.

```
db.things.find( { a : { $exists : true } } ); // return object if a is present  
db.things.find( { a : { $exists : false } } ); // return if a is missing
```

### Conditional Operator : \$type

The \$type operator matches values based on their bson type.

```
db.things.find( { a : { $type : 2 } } ); // matches if a is a string  
db.things.find( { a : { $type : 16 } } ); // matches if a is an int
```

### Regular Expressions

You may use regexes in database query expressions:

```
db.customers.find( { name : /acme.*corp/i } );
```

For simple prefix queries (also called rooted regexps) like `/^prefix/`, the database will use an index when available and appropriate (much like most SQL databases that use indexes for a `LIKE 'prefix%'` expression). This only works if you don't have `i` (case-insensitivity) in the flags.



#### New in 1.3.3

The database now converts very simple prefix queries to range queries. While `/^a/`, `/^a./`, and `/^a.$/` are all equivalent, the conversion will only happen for the first, so that is the format you should use. Even on older versions the first format is faster than the other two, just less so.

### Value in an Array

To look for the value "red" in an array field `colors`:

```
db.things.find( { colors : "red" } );
```

That is, when "colors" is inspected, if it is an array, each value in the array is checked. This technique [may be mixed](#) with the embedded object technique below.

### Conditional Operator: \$elemMatch

Version 1.3.1 and higher.

Use `$elemMatch` to check if an element in an array matches the specified match expression.

```
> t.find( { x : { $elemMatch : { a : 1, b : { $gt : 1 } } } } )
{ "_id" : ObjectId("4b578330033400000000aa9"),
  "x" : [ { "a" : 1, "b" : 3 }, 7, { "b" : 99 }, { "a" : 11 } ]
}
```

Note that a single array element must match all the criteria specified; thus, the following query is semantically different in that each criteria can match a different element in the `x` array:

```
> t.find( { "x.a" : 1, "x.b" : { $gt : 1 } } )
```

See the [dot notation](#) page for more.

### Value in an Embedded Object

For example, to look `author.name=="joe"` in a `postings` collection with embedded author objects:

```
db.postings.find( { "author.name" : "joe" } );
```

See the [dot notation](#) page for more.

### Meta operator: \$not

Version 1.3.3 and higher.

The `$not` meta operator can be used to negate the check performed by a standard operator. For example:

```
db.customers.find( { name : { $not : /acme.*corp/i } } );
```

```
db.things.find( { a : { $not : { $mod : [ 10 , 1 ] } } } );
```

### Javascript Expressions and \$where

In addition to the structured query syntax shown so far, you may specify query expressions as Javascript. To do so, pass a string containing a Javascript expression to `find()`, or assign such a string to the query object member `$where`. The database will evaluate this expression for each object scanned. When the result is true, the object is returned in the query results.

For example, the following statements all do the same thing:

```
db.myCollection.find( { a : { $gt: 3 } } );
db.myCollection.find( { $where: "this.a > 3" } );
db.myCollection.find("this.a > 3");
f = function() { return this.a > 3; } db.myCollection.find(f);
```

JavaScript executes more slowly than the native operators listed on this page, but is very flexible. See the [server-side processing](#) page for more information.

### sort()

sort() is analogous to the ORDER BY statement in SQL - it requests that items be returned in a particular order. We pass sort() a key pattern which indicates the desired order for the result.

```
db.myCollection.find().sort( { ts : -1 } ); // sort by ts, descending order
```

sort() may be combined with the limit() function. In fact, if you do not have a relevant index for the specified key pattern, limit() is recommended as there is a limit on the size of sorted results when an index is not used.

### limit()

limit() is analogous to the LIMIT statement in MySQL: it specifies a maximum number of results to return. For best performance, use limit() whenever possible. Otherwise, the database may return more objects than are required for processing.

```
db.students.find().limit(10).forEach( function(student) { print(student.name + "<p>"); } );
```

### skip()

The skip() expression allows one to specify at which object the database should begin returning results. This is often useful for implementing "paging". Here's an example of how it might be used in a JavaScript application:

```
function printStudents(pageNumber, nPerPage) {
  print("Page: " + pageNumber);
  db.students.find().skip((pageNumber-1)*nPerPage).limit(nPerPage).forEach( function(student) {
    print(student.name + "<p>");
  } );
}
```

### snapshot()

Indicates use of snapshot mode for the query. Snapshot mode assures no duplicates are returned, or objects missed, which were present at both the start and end of the query's execution (even if the object were updated). If an object is new during the query, or deleted during the query, it may or may not be returned, even with snapshot mode.

Note that short query responses (less than 1MB) are always effectively snapshotted.

Currently, snapshot mode may not be used with sorting or explicit hints.

### count()

The count() method returns the number of objects matching the query specified. It is specially optimized to perform the count in the MongoDB server, rather than on the client side for speed and efficiency:

```
nstudents = db.students.find({'address.state' : 'CA'}).count();
```

Note that you can achieve the same result with the following, but the following is slow and inefficient as it requires all documents to be put into memory on the client, and then counted. Don't do this:

```
nstudents = db.students.find({'address.state' : 'CA'}).toArray().length; // VERY BAD: slow and uses excess memor
```

On a query using skip() and limit(), count ignores these parameters by default. Use count(true) to have it consider the skip and limit values in the

calculation.

```
n = db.students.find().skip(20).limit(10).count(true);
```

`group()`

The `group()` method is analogous to GROUP BY in SQL. `group()` is more flexible, actually, allowing the specification of arbitrary reduction operations. See the [Aggregation](#) section of the [Mongo Developers' Guide](#) for more information.

**See Also**

\* [Optimizing Queries](#) (including `explain()` and `hint()`)

## Dot Notation (Reaching into Objects)

- [Dot Notation vs. Subobjects](#)
- [Array Element by Position](#)
- [Matching with \\$elemMatch](#)

MongoDB is designed to store JSON-style objects. The database understands the structure of these objects and can reach into them to evaluate query expressions.

Let's suppose we have some objects of the form:

```
> db.persons.findOne()  
{ name: "Joe", address: { city: "San Francisco", state: "CA" },  
  likes: [ 'scuba', 'math', 'literature' ] }
```

Querying on a top-level field is straightforward enough using Mongo's JSON-style query objects:

```
> db.persons.find( { name : "Joe" } )
```

But what about when we need to reach into embedded objects and arrays? This involves a bit different way of thinking about queries than one would do in a traditional relational DBMS. To reach into embedded objects, we use a "dot notation":

```
> db.persons.find( { "address.state" : "CA" } )
```

Reaching into arrays is implicit: if the field being queried is an array, the database automatically assumes the caller intends to look for a value within the array:

```
> db.persons.find( { likes : "math" } )
```

We can mix these styles too, as in this more complex example:

```
> db.blogposts.findOne()  
{ title : "My First Post", author: "Jane",  
  comments : [{ by: "Abe", text: "First" },  
               { by: "Ada", text: "Good post" } ]  
}  
> db.blogposts.find( { "comments.by" : "Ada" } )
```

We can also create indexes of keys on these fields:

```
db.persons.ensureIndex( { "address.state" : 1 } );  
db.blogposts.ensureIndex( { "comments.by" : 1 } );
```

### **Dot Notation vs. Subobjects**

Suppose there is an author id, as well as name. To store the author field, we can use an object:

```
> db.blog.save({ title : "My First Post", author: {name : "Jane", id : 1}})
```

If we want to find any authors named Jane, we use the notation above:

```
> db.blog.findOne({"author.name" : "Jane"})
```

To match only objects with these exact keys and values, we use an object:

```
db.blog.findOne({"author" : { "name" : "Jane", "id" : 1}})
```

Note that

```
db.blog.findOne({"author" : { "name" : "Jane" }})
```

will not match, as subobjects have to match exactly (it would match an object with one field: { "name" : "Jane"}).

### **Array Element by Position**

Array elements also may be accessed by specific array position:

```
// i.e. comments[0].by == "Abe"
> db.blogposts.find( { "comments.0.by" : "Abe" } )
```

(The above examples use the mongo shell's Javascript syntax. The same operations can be done in any language for which Mongo has a driver available.)

### **Matching with \$elemMatch**

Using the \$elemMatch query operator (mongod >= 1.3.1), you can match an entire document within an array. This is best illustrated with an example. Suppose you have the following two documents in your collection:

```
// Document 1
{ "foo" : [
  {
    "shape" : "square",
    "color" : "blue",
    "thick" : false
  },
  {
    "shape" : "circle",
    "color" : "red",
    "thick" : true
  }
] }

// Document 2
{ "foo" : [
  {
    "shape" : "square",
    "color" : "red",
    "thick" : true
  },
  {
    "shape" : "circle",
    "color" : "blue",
    "thick" : false
  }
] }
```

You want to query for a red square, and so you write the following:

```
db.foo.find({ "foo.shape": "square", "foo.color": "red" })
```

The problem with this query is that it will match the first document. In other words, the standard query syntax won't restrict itself to a single document within the `foo` array. As mentioned above subobjects have to match exactly, so

```
db.foo.find({foo: { "shape": "square", "color": "red" } } )
```

won't help either (you'd need to define whether you want a thick red square or not).

To match an entire document within the `foo` array, you need to use `$elemMatch`. To properly query for a red square, you'd use `$elemMatch` like so:

```
db.foo.find({foo: { "$elemMatch": {shape: "square", color: "red", thick: true}}})
```

Note that `$elemMatch` needs to match against an entire object.

The query will return the second document, which contains the red square you're looking for.

## Full Text Search in Mongo

- [Introduction](#)
- [Multikeys \(Indexing Values in an Array\)](#)
- [Text Search](#)
- [Comparison to Full Text Search Engines](#)
- [Real World Examples](#)

### Introduction

Mongo provides some functionality that is useful for text search and tagging.

### Multikeys (Indexing Values in an Array)

The Mongo multikey feature can automatically index arrays of values. Tagging is a good example of where this feature is useful. Suppose you have an article object/document which is tagged with some category names:

```
obj = {
  name: "Apollo",
  text: "Some text about Apollo moon landings",
  tags: [ "moon", "apollo", "spaceflight" ]
}
```

and that this object is stored in `db.articles`. The command

```
db.articles.ensureIndex( { tags: 1 } );
```

will index all the tags on the document, and create index entries for "moon", "apollo" and "spaceflight" for that document.

You may then query on these items in the usual way:

```
> print(db.articles.findOne( { tags: "apollo" } ).name);
Apollo
```

The database creates an index entry for each item in the array. Note an array with many elements (hundreds or thousands) can make inserts very expensive. (Although for the example above, alternate implementations are equally expensive.)

### Text Search



It is fairly easy to implement basic full text search using multikeys. What we recommend is having a field that has all of the keywords in it, something like:

```
{ title : "this is fun" ,  
  _keywords : [ "this" , "is" , "fun" ]  
}
```

Your code must split the title above into the keywords before saving. Note that this code (which is not part of Mongo DB) could do stemming, etc. too. (Perhaps someone in the community would like to write a standard module that does this...)

### Comparison to Full Text Search Engines

MongoDB has interesting functionality that makes certain search functions easy. That said, it is not a dedicated full text search engine.

For example, dedicated engines provide the following capabilities:

- built-in text stemming
- ranking of queries matching various numbers of terms (can be done with MongoDB, but requires user supplied code to do so)
- bulk index building

Bulk index building makes building indexes fast, but has the downside of not being realtime. MongoDB is particularly well suited for problems where the search should be done in realtime. Traditional tools are often not good for this use case.

### Real World Examples

[The Business Insider](#) web site uses MongoDB for its blog search function in production.

[Mark Watson's opinions on Java, Ruby, Lisp, AI, and the Semantic Web](#) - A recipe example in Ruby.

## min and max Query Specifiers

The `min()` and `max()` functions may be used in conjunction with an index to constrain query matches to those having index keys between the min and max keys specified. The `min()` and `max()` functions may be used individually or in conjunction. The index to be used may be specified with a `hint()` or one may be inferred from pattern of the keys passed to `min()` and/or `max()`.

```
db.f.find().min({name:"barry"}).max({name:"larry"}).hint({name:1});  
db.f.find().min({name:"barry"}).max({name:"larry"});  
db.f.find().min({last_name:"smith",first_name:"john"});
```

If you're using the standard query syntax, you must distinguish between the `$min` and `$max` keys and the query selector itself. See here:

```
db.f.find({$min: {name:"barry"}, $max: {name:"larry"}, $query:{}});
```

The `min()` value is included in the range and the `max()` value is excluded.

Normally, it is much preferred to use `$gte` and `$lt` rather than to use min and max, as min and max require a corresponding index. Min and max are primarily useful for compound keys: it is difficult to express the last\_name/first\_name example above without this feature (it can be done using `$where`).

min and max exist primarily to support the mongos (sharding) process.

## OR operations in query expressions

Query objects in Mongo by default AND expressions together. Mongo currently does not include an OR operator for such queries, however there are ways to express such queries.

<http://jira.mongodb.org/browse/SERVER-205>

### \$in

The `$in` operator indicates a "where value in ..." expression. For expressions of the form `x == a OR x == b`, this can be represented as

```
{ x : { $in : [ a, b ] } }
```

## **\$where**

We can provide arbitrary Javascript expressions to the server via the \$where operator. This provides a means to perform OR operations. For example in the mongo shell one might invoke:

```
db.mycollection.find( { $where : function() { return this.a == 3 || this.b == 4; } } );
```

The following syntax is briefer and also works; however, if additional structured query components are present, you will need the \$where form:

```
db.mycollection.find( function() { return this.a == 3 || this.b == 4; } );
```

## **See Also**

[Advanced Queries](#)

## **Queries and Cursors**

Queries to MongoDB return a cursor, which can be iterated to retrieve results. The exact way to query will vary with language driver. Details below focus on queries from the [MongoDB shell](#) (i.e. the mongo process).

The shell `find()` method returns a cursor object which we can then iterate to retrieve specific documents from the result. We use `hasNext()` and `next()` methods for this purpose.

```
for( var c = db.parts.find(); c.hasNext(); ) {  
    print( c.next() );  
}
```

Additionally in the shell, `forEach()` may be used with a cursor:

```
db.users.find().forEach( function(u) { print("user: " + u.name); } );
```

## **Array Mode in the Shell**

Note that in some languages, like JavaScript, the driver supports an "array mode". Please check your driver documentation for specifics.

In the db shell, to use the cursor in array mode, use array index `[]` operations and the `length` property.

Array mode will load all data into RAM up to the highest index requested. Thus it should **not** be used for any query which can return very large amounts of data: you will run out of memory on the client.

You may also call `toArray()` on a cursor. `toArray()` will load all objects queries into RAM.

## **Getting a Single Item**

The shell `findOne()` method fetches a single item. Null is returned if no item is found.

`findOne()` is equivalent in functionality to:

```
function findOne(coll, query) {  
    var cursor = coll.find(query).limit(1);  
    return cursor.hasNext() ? cursor.next() : null;  
}
```

**Tip:** If you only need one row back and multiple match, `findOne()` is efficient, as it performs the `limit()` operation, which limits the objects returned from the database to one.

## **Querying Embedded Objects**

To find an exact match of an entire embedded object, simply query for that object:

```
db.order.find( { shipping: { carrier: "usps" } } );
```

The above query will work if { carrier: "usps" } is an exact match for the entire contained shipping object. If you wish to match any sub-object with shipping.carrier == "usps", use this syntax:

```
db.order.find( { "shipping.carrier" : "usps" } );
```

See the [dot notation](#) docs for more information.

### Greater Than / Less Than

```
db.myCollection.find( { a : { $gt : 3 } } );  
db.myCollection.find( { a : { $gte : 3 } } );  
db.myCollection.find( { a : { $lt : 3 } } );  
db.myCollection.find( { a : { $lte : 3 } } ); // a <= 3
```

### Latent Cursors and Snapshotting

A latent cursor has (in addition to an initial access) a latent access that occurs after an intervening write operation on the database collection (i.e., an insert, update, or delete). Under most circumstances, the database supports these operations.

Conceptually, a cursor has a current position. If you delete the item at the current position, the cursor automatically skips its current position forward to the next item.

Mongo DB cursors do not provide a snapshot: if other write operations occur during the life of your cursor, it is unspecified if your application will see the results of those operations or not. See the [snapshot](#) docs for more information.

### Auditing allocated cursors

Information on allocated cursors may be obtained using the {cursorInfo:1} command.

```
db.runCommand( {cursorInfo:1} )
```

### See Also

- [Advanced Queries](#)
- [Multikeys](#) in the [HowTo](#)

### Tailable Cursors

MongoDB has a feature known as tailable cursors which are similar to the Unix "tail -f" command.

Tailable means the cursor is not closed once all data is retrieved. Rather, the cursor marks the last known object's position and you can resume using the cursor later, from where that object was located, provided more data is available.

Like all "latent cursors", the cursor may become invalid at any point -- for example if the last object returned is deleted. Thus, you should be prepared to requery if the cursor is dead. You can determine if a cursor is dead by checking its id. An id of zero indicates a dead cursor.

In addition, the cursor may be dead upon creation if the initial query returns no matches. In this case a requery is required to create a persistent tailable cursor.

Tailable cursors are only allowed on capped collections and can only return objects in [natural order](#).



If the field you wish to "tail" is indexed, simply requerying for "field > value" is already quite efficient. Tailable will be slightly faster in situations such as that. However, if the field is not indexed, tailable provides a huge improvement in performance.

Mongo replication uses this feature to follow the end of the master server's replication op log collection -- the tailable feature eliminates the need to create an index for the oplog at the master, which would slow log writes.

C++ example:

```

#include "client/dbclient.h"
#include "util/goodies.h"

using namespace mongo;

/* "tail" the namespace, outputting elements as they are added.
   For this to work _id values should be increasing when items are
   added.
*/
void tail(DBClientBase& conn, const char *ns) {
    BSONElement lastId = minKey.firstElement();
    Query query = Query().sort("_id");
    while( 1 ) {
        auto_ptr<DBClientCursor> c =
            conn.query(ns, query, 0, 0, 0, Option_CursorTailable);
        while( 1 ) {
            if( !c->more() ) {
                if( c->isDead() ) {
                    // we need to requery
                    break;
                }
                sleepsecs(1); // all data (so far) exhausted, wait for more
            }

            BSONObj o = c->next();
            lastId = o["_id"];
            cout << o.toString() << endl;
        }

        // prepare to requery
        query = QUERY( "_id" << GT << lastId ).sort("_id");
    }
}

```

## Server-side Code Execution

- Introduction
- `$where` Clauses and Functions in Queries
  - Restrictions
- Using `db.eval()`
  - Examples
- Storing functions server-side
- Map/Reduce
- Notes on Concurrency

### Introduction

Mongo supports the execution of code inside the database process.

### `$where` Clauses and Functions in Queries

In addition to the regular document-style query specification for `find()` operations, you can also express the query either as a string containing a SQL-style WHERE predicate clause, or a full JavaScript function.

When using this mode of query, the database will call your function, or evaluate your predicate clause, for each object in the collection.

In the case of the string, you must represent the object as "this" (see example below). In the case of a full JavaScript function, you use the normal JavaScript function syntax.

The following four statements in [mongo - The Interactive Shell](#) are equivalent:

```

db.myCollection.find( { a : { $gt: 3 } } );
db.myCollection.find( { $where: "this.a > 3" });
db.myCollection.find( "this.a > 3" );
db.myCollection.find( { $where: function() { return this.a > 3; }});

```

The first statement is the preferred form. It will be at least slightly faster to execute because the query optimizer can easily interpret that query and

choose an index to use.

You may mix data-style find conditions and a function. This can be advantageous for performance because the data-style expression will be evaluated first, and if not matched, no further evaluation is required. Additionally, the database can then consider using an index for that condition's field. To mix forms, pass your evaluation function as the `$where` field of the query object. For example:

```
db.myCollection.find( { active: true, $where: function() { return obj.credits - obj.debits < 0; } } );
```

You may mix data-style find conditions and a function. This can be advantageous for performance because the data-style expression will be evaluated first, and if not matched, no further evaluation is required. Additionally, the database can then consider using an index for that condition's field. For example:

```
db.myCollection.find( { active: true, $where: "this.credits - this.debits < 0" } );
```

### Restrictions

Do not write to the collection being inspected from the `$where` expression.

### Using `db.eval()`

`db.eval()` is used to evaluate a function (written in JavaScript) at the database server.

This is useful if you need to touch a lot of data lightly. In that scenario, network transfer of the data could be a bottleneck.

`db.eval()` returns the return value of the function that was invoked at the server. If invocation fails an exception is thrown.

For a trivial example, we can get the server to add 3 to 3:

```
> db.eval( function() { return 3+3; } );
6
>
```

Let's consider an example where we wish to erase a given field, `foo`, in every single document in a collection. A naive client-side approach would be something like

```
function my_erase() {
  db.things.find().forEach( function(obj) {
    delete obj.foo;
    db.things.save(obj);
  } );
}

my_erase();
```

Calling `my_erase()` on the client will require the entire contents of the collection to be transmitted from server to client and back again.

Instead, we can pass the function to `eval()`, and it will be called in the runtime environment of the server. On the server, the `db` variable is set to the current database:

```
db.eval(my_erase);
```

### Examples

```
> myfunc = function(x){ return x; };

> db.eval( myfunc, {k:"asdf"} );
{ k : "asdf" }

> db.eval( myfunc, "asdf" );
"asdf"

> db.eval( function(x){ return x; }, 2 );
2.0
```

If an error occurs on the evaluation (say, a null pointer exception at the server), an exception will be thrown of the form:

```
{ dbEvalException: { errno : -3.0 , errmsg : "invoke failed" , ok : 0.0 } }
```

Example of using `eval()` to do equivalent of the Mongo `count()` function:

```
function mycount(collection) {  
  return db.eval( function(){return db[collection].find({},{_id:ObjectId()}).length();} );  
}
```

Example of using `db.eval()` for doing an atomic increment, plus some calculations:

```
function inc( name , howMuch ){  
  return db.eval(  
    function(){  
      var t = db.things.findOne( { name : name } );  
      t = t || { name : name , num : 0 , total : 0 , avg : 0 };  
      t.num++;  
      t.total += howMuch;  
      t.avg = t.total / t.num;  
      db.things.save( t );  
      return t;  
    }  
  );  
}  
  
db.things.remove( {} );  
print( tojson( inc( "eliot" , 2 ) ) );  
print( tojson( inc( "eliot" , 3 ) ) );
```

### Storing functions server-side



in version 1.1.1 and above

There is a special system collection called `system.js` that can store JavaScript function to be re-used. To store a function, you would do:

```
db.system.js.save( { _id : "foo" , value : function( x , y ){ return x + y; } } );
```

`_id` is the name of the function, and is unique per database.

Once you do that, you can use `foo` from any JavaScript context (`db.eval`, `$where`, `map/reduce`)

See <http://github.com/mongodb/mongo/tree/master/jstests/storefunc.js> for a full example

### Map/Reduce

MongoDB supports Javascript-based map/reduce operations on the server. See the [map/reduce documentation](#) for more information.

### Notes on Concurrency

`eval()` blocks the entire mongod process while running. Thus, its operations are atomic but prevent other operations from processing.

When more concurrency is needed consider using map/reduce instead of `eval()`.

## Sorting and Natural Order

"Natural order" is defined as the database's native ordering of objects in a collection.

When executing a `find()` with no parameters, the database returns objects in forward natural order.

For standard tables, natural order is not particularly useful because, although the order is often close to insertion order, it is not *guaranteed* to be.

However, for [Capped Collections](#), natural order is guaranteed to be the insertion order. This can be very useful.

In general, the natural order feature is a very efficient way to store and retrieve data in insertion order (much faster than say, indexing on a timestamp field). But remember, the collection must be capped for this to work.

In addition to forward natural order, items may be retrieved in reverse natural order. For example, to return the 50 most recently inserted items (ordered most recent to less recent) from a capped collection, you would invoke:

```
> c=db.cappedCollection.find().sort({$natural:-1}).limit(50)
```

Sorting can also be done on arbitrary keys in any collection. For example, this sorts by 'name' ascending, then 'age' descending:

```
> c=db.collection.find().sort({name : 1, age : -1})
```

### See Also

- The [Capped Collections](#) section of this Guide
- [Advanced Queries](#)
- The starting point for all [Home](#)

## Aggregation

Mongo includes utility functions which provide server-side `count`, `distinct`, and `group by` operations. More advanced aggregate functions can be crafted using [MapReduce](#).

- [Count](#)
- [Distinct](#)
- [Group](#)
  - [Examples](#)
  - [Using Group from Various Languages](#)
- [Map/Reduce](#)
- [See Also](#)

### Count

`count()` returns the number of objects in a collection or matching a query. If a document selector is provided, only the number of matching documents will be returned.

`size()` is like `count()` but takes into consideration any `limit()` or `skip()` specified for the query.

```
db.collection.count(selector);
```

For example:

```
print( "# of objects: " + db.mycollection.count() );
print( db.mycollection.count( {active:true} ) );
```

`count` is faster if an index exists for the condition in the selector. For example, to make the count on `active` fast, invoke

```
db.mycollection.ensureIndex( {active:1} );
```

### Distinct

The `distinct` command returns a list of distinct values for the given `key` across a collection.

Command is of the form:

```
{ distinct : <collection_name>, key : <key>[, query : <query>] }
```

although many drivers have a helper function for `distinct`.

```

> db.addresses.insert({"zip-code": 10010})
> db.addresses.insert({"zip-code": 10010})
> db.addresses.insert({"zip-code": 99701})

> // shell helper:
> db.addresses.distinct("zip-code");
[ 10010, 99701 ]

> // running as a command manually:
> db.runCommand( { distinct: 'addresses', key: 'zip-code' } )
{ "values" : [ 10010, 99701 ], "ok" : 1 }

```

distinct may also reference a nested key:

```

> db.comments.save({"user": {"points": 25}})
> db.comments.save({"user": {"points": 31}})
> db.comments.save({"user": {"points": 25}})

> db.comments.distinct("user.points");
[ 25, 31 ]

```

You can add an optional query parameter to distinct as well

```

> db.address.distinct( "zip-code" , { age : 30 } )

```

Note: the distinct command results are returned as a single BSON object. If the results could be large (> 4 megabytes), use map/reduce instead.

## Group

Note: currently one must use map/reduce instead of group() in sharded MongoDB configurations.

group returns an array of grouped items. The command is similar to SQL's group by. The SQL statement

```

select a,b,sum(c) csum from coll where active=1 group by a,b

```

corresponds to the following in MongoDB:

```

db.coll.group(
  {key: { a:true, b:true },
   cond: { active:1 },
   reduce: function(obj,prev) { prev.csum += obj.c; },
   initial: { csum: 0 }
  });

```

Note: the result is returned as a single BSON object and for this reason must be fairly small – less than 10,000 keys, else you will get an exception. For larger grouping operations without limits, please use [map/reduce](#).

group takes a single object parameter containing the following fields:

- *key*: Fields to group by.
- *reduce*: The reduce function aggregates (reduces) the objects iterated. Typical operations of a reduce function include summing and counting. *reduce* takes two arguments: the current document being iterated over and the aggregation counter object. In the example above, these arguments are named *obj* and *prev*.
- *initial*: initial value of the aggregation counter object.
- *keyf*: An optional function returning a "key object" to be used as the grouping key. Use this instead of *key* to specify a key that is not an existing member of the object (or, to access embedded members). Set in lieu of *key*.
- *cond*: An optional condition that must be true for a row to be considered. This is essentially a *find()* query expression object. If null, the reduce function will run against all rows in the collection.
- *finalize*: An optional function to be run on each item in the result set just before the item is returned. Can either modify the item (e.g., add an average field given a count and a total) or return a replacement object (returning a new object with just *\_id* and average fields). See *jstests/group3.js* for examples.

To order the grouped data, simply sort it client-side upon return. The following example is an implementation of *count()* using *group()*.



```
function gcount(collection, condition) {
  var res =
    db[collection].group(
      { key: {},
        initial: {count: 0},
        reduce: function(obj,prev){ prev.count++;},
        cond: condition } );
  // group() returns an array of grouped items. here, there will be a single
  // item, as key is {}.
  return res[0] ? res[0].count : 0;
}
```

## Examples

The examples assume data like this:

```
{ domain: "www.mongodb.org"
, invoked_at: {d:"2009-11-03", t:"17:14:05"}
, response_time: 0.05
, http_action: "GET /display/DOCS/Aggregation"
}
```

Show me stats for each http\_action in November 2009:

```
db.test.group(
  { cond: {"invoked_at.d": {$gt: "2009-11", $lt: "2009-12"}}
  , key: {http_action: true}
  , initial: {count: 0, total_time:0}
  , reduce: function(doc, out){ out.count++; out.total_time+=doc.response_time }
  , finalize: function(out){ out.avg_time = out.total_time / out.count }
  } );

[
  {
    "http_action" : "GET /display/DOCS/Aggregation",
    "count" : 1,
    "total_time" : 0.05,
    "avg_time" : 0.05
  }
]
```

Show me stats for each domain for each day in November 2009:

```
db.test.group(
  { cond: {"invoked_at.d": {$gt: "2009-11", $lt: "2009-12"}}
  , key: {domain: true, invoked_at.d: true}
  , initial: {count: 0, total_time:0}
  , reduce: function(doc, out){ out.count++; out.total_time+=doc.response_time }
  , finalize: function(out){ out.avg_time = out.total_time / out.count }
  } );

[
  {
    "http_action" : "GET /display/DOCS/Aggregation",
    "count" : 1,
    "total_time" : 0.05,
    "avg_time" : 0.05
  }
]
```

## Using Group from Various Languages

Some language drivers provide a group helper function. For those that don't, one can manually issue the db command for group. Here's an

example using the Mongo shell syntax:

```
> db.foo.find()
{ "_id" : ObjectId( "4a92af2db3d09cb83d985f6f" ) , "x" : 1 }
{ "_id" : ObjectId( "4a92af2fb3d09cb83d985f70" ) , "x" : 3 }
{ "_id" : ObjectId( "4a92afdab3d09cb83d985f71" ) , "x" : 3 }

> db.$cmd.findOne({group:{ns:"foo"
,cond:{},key:{x:1},initial:{count:0},$reduce:function(obj,prev){prev.count++;}}}
{"retval" : [{ "x" : 1 , "count" : 1 }, { "x" : 3 , "count" : 2 } ] , "count" : 3 , "keys" : 2 , "ok" : 1 }
```

If you use the database command with `keyf` (instead of `key`) it must be prefixed with a `$`. For example:

```
db.$cmd.findOne({group : {
... ns : "foo",
... $keyf : function(doc) { return {"x" : doc.x}; },
... initial : {count : 0},
... $reduce : function(obj,prev) { prev.count++; }}})
```

## Map/Reduce

MongoDB provides a [MapReduce](#) facility for more advanced aggregation needs. CouchDB users: please note that basic queries in MongoDB do not use map/reduce.

### See Also

- [jstests/eval2.js](#) for an example of `group()` usage
- [Advanced Queries](#)

## Removing

### Removing Objects from a Collection

To remove objects from a collection, use the `remove()` function in the [mongo shell](#). (Other drivers offer a similar function, but may call the function "delete". Please check your [driver's documentation](#) ).

`remove()` is like `find()` in that it takes a JSON-style query document as an argument to select which documents are removed. If you call `remove()` without a document argument, or with an empty document `{}`, it will remove all documents in the collection. Some examples :

```
db.things.remove({}); // removes all
db.things.remove({n:1}); // removes all where n == 1
```

If you have a document in memory and wish to delete it, the most efficient method is to specify the item's document `_id` value as a criteria:

```
db.things.remove({_id: myobject._id});
```

You may be tempted to simply pass the document you wish to delete as the selector, and this will work, but it's inefficient.



#### References

If a document is deleted, any existing [references](#) to the document will still exist in the database. These references will return null when evaluated.

### Concurrency and Remove

v1.3+ supports concurrent operations while a remove runs. If a simultaneous update (on the same collection) grows an object which matched the remove criteria, the updated object may not be removed (as the operations are happening at approximately the same time, this may not even be surprising). In situations where this is undesirable, pass `{ $atomic : true }` in your filter expression:

```
db.videos.remove( { rating : { $lt : 3.0 }, $atomic : true } )
```

The remove operation is then completely atomic – however, it will also block other operations while executing.

## Updating

MongoDB supports atomic, in-place updates as well as more traditional updates for replacing an entire document.

- [Update](#)
- [save\(\) in the mongo shell](#)
- [Modifier Operations](#)
  - [\\$inc](#)
  - [\\$set](#)
  - [\\$unset](#)
  - [\\$push](#)
  - [\\$pushAll](#)
  - [\\$addToSet](#)
  - [\\$pop](#)
  - [\\$pull](#)
  - [\\$pullAll](#)
- [The \\$ positional operator](#)
- [Upserts with Modifiers](#)
- [Pushing a Unique Value](#)
- [Checking the Outcome of an Update Request](#)
- [A Note About Padding](#)
- [See Also](#)

### Update

Here's the MongoDB shell syntax for `update()`:

```
db.collection.update( criteria, objNew, upsert, multi )
```

Arguments:

- *criteria* - query which selects the record to update;
- *objNew* - updated object or \$ operators (e.g., \$inc) which manipulate the object
- *upsert* - if this should be an "upsert"; that is, if the record does not exist, insert it
- *multi* - if all documents matching *criteria* should be updated (the default is to only update the first document found)

### save() in the mongo shell

The `save()` command in the [mongo shell](#) provides a shorthand syntax to perform a single object update with upsert:

```
// x is some JSON style object
db.mycollection.save(x); // updates if exists; inserts if new
```

`save()` does an upsert if `x` has an `_id` field and an insert if it does not. Thus, normally, you will not need to explicitly request upserts, just use `save()`.

Upsert means "update if present; insert if missing".

```
myColl.update( { name: "Joe" }, { name: "Joe", age: 20 }, true );
```

### Modifier Operations

Modifier operations are highly-efficient and useful when updating existing values; for instance, they're great for incrementing a number.

So, while a conventional implementation does work:

```
var j=myColl.findOne( { name: "Joe" } );
j.n++;
myColl.save(j);
```

a modifier update has the advantages of avoiding the latency involved in querying and returning the object. The modifier update also features operation **atomicity** and very little network data transfer.

To perform an atomic update, simply specify any of the special update operators (which always start with a '\$' character) with a relevant update document:

```
db.people.update( { name:"Joe" }, { $inc: { n : 1 } } );
```

The preceding example says, "Find the first document where 'name' is 'Joe' and then increment 'n' by one."



While not shown in the examples, most modifier operators will accept multiple field/value pairs when one wishes to modify multiple fields. For example, the following operation would set x to 1 and y to 2:

```
{ $set : { x : 1 , y : 2 } }
```

#### **\$inc**

```
{ $inc : { field : value } }
```

increments *field* by the number *value* if *field* is present in the object, otherwise sets *field* to the number *value*.

#### **\$set**

```
{ $set : { field : value } }
```

sets *field* to *value*. All datatypes are supported with *\$set*.

#### **\$unset**

```
{ $unset : { field : 1 } }
```

Deletes a given field. v1.3+

#### **\$push**

```
{ $push : { field : value } }
```

appends *value* to *field*, if *field* is an existing array, otherwise sets *field* to the array [*value*] if *field* is not present. If *field* is present but is not an array, an error condition is raised.

#### **\$pushAll**

```
{ $pushAll : { field : value_array } }
```

appends each value in *value\_array* to *field*, if *field* is an existing array, otherwise sets *field* to the array *value\_array* if *field* is not present. If *field* is present but is not an array, an error condition is raised.

#### **\$addToSet**

```
{ $addToSet : { field : value } }
```

Adds value to the array only if its not in the array already.

To add many values update

```
{ $addToSet : { a : { $each : [ 3 , 5 , 6 ] } } }
```

### \$pop

```
{ $pop : { field : 1 } }
```

removes the last element in an array (ADDED in 1.1)

```
{ $pop : { field : -1 } }
```

removes the first element in an array (ADDED in 1.1) |

### \$pull

```
{ $pull : { field : _value } }
```

removes all occurrences of *value* from *field*, if *field* is an array. If *field* is present but is not an array, an error condition is raised.

### \$pullAll

```
{ $pullAll : { field : value_array } }
```

removes all occurrences of each value in *value\_array* from *field*, if *field* is an array. If *field* is present but is not an array, an error condition is raised.

## The \$ positional operator

Version 1.3.4+ only.

The \$ operator (by itself) means "position of the matched array item in the query". Use this to find an array member and then manipulate it. For example:

```
> t.find()
{ "_id" : ObjectId("4b97e62bf1d8c7152c9ccb74"), "title" : "ABC",
  "comments" : [ { "by" : "joe", "votes" : 3 }, { "by" : "jane", "votes" : 7 } ] }

> t.update( { 'comments.by' : 'joe' }, { $inc : { 'comments.$.votes' : 1 }, false, true )

> t.find()
{ "_id" : ObjectId("4b97e62bf1d8c7152c9ccb74"), "title" : "ABC",
  "comments" : [ { "by" : "joe", "votes" : 4 }, { "by" : "jane", "votes" : 7 } ] }
```

Currently the \$ operator only applies to the **first** matched item in the query. For example:

```
> t.find();
{ "_id" : ObjectId("4b9e4a1fc583falc76198319"), "x" : [ 1, 2, 3, 2 ] }
> t.update({x: 2}, { $inc : { 'x.$' : 1 }, false, true );
> t.find();
{ "_id" : ObjectId("4b9e4a1fc583falc76198319"), "x" : [ 1, 3, 3, 2 ] }
```

## Upserts with Modifiers

You may use upsert with a modifier operation. In such a case, the modifiers will be applied to the update *criteria* member and the resulting object will be inserted. The following upsert example may insert the object {name:"Joe",x:1,y:1}.

```
db.people.update( { name:"Joe" }, { $inc: { x:1, y:1 } }, true );
```

There are some restrictions. A modifier may not reference the `_id` field, and two modifiers within an update may not reference the same field, for example the following is not allowed:

```
db.people.update( { name:"Joe" }, { $inc: { x: 1 }, $set: { x: 5 } } );
```

### Pushing a Unique Value

To add a value to an array only if not already present:

Starting in 1.3.3, you can do

```
update( { _id:'joe' }, { "$addToSet": { tags : "baseball" } } );
```

For older versions, add `$ne` : <value> to your query expression:

```
update( { _id:'joe', tags: { "$ne": "baseball" } },  
        { "$push": { tags : "baseball" } } );
```

### Checking the Outcome of an Update Request

As described above, a non-upsert update may or may not modify an existing object. An upsert will either modify an existing object or insert a new object. The client may determine if its most recent message on a connection updated an existing object by subsequently issuing a `getLastError` command ( `db.runCommand( "getLastError" )` ). If the result of the `getLastError` command contains an `updatedExisting` field, the last message on the connection was an update request. If the `updatedExisting` field's value is true, that update request caused an existing object to be updated; if `updatedExisting` is false, no existing object was updated.

### A Note About Padding

When you update an object in MongoDB, the update occurs in-place if the object has not grown in size. This is good for insert performance if the collection has many indexes.

Mongo also adaptively learns if objects in a collection tend to grow, and if they do, it adds some padding to prevent excessive movements.

### See Also

- [findandmodify Command](#)
- [Atomic Operations](#)

### Atomic Operations

- [Modifier operations](#)
- ["Update if Current"](#)
- ["Insert if Not Present"](#)
- [Find and Modify \(or Remove\)](#)
- [Updating Multiple Objects Atomically](#)

MongoDB's philosophy towards atomic operations is quite different from traditional databases. Mongo DB does not support traditional locking for a number of reasons:

- First, in sharded environments, distributed locks could be expensive and slow. Mongo DB's goal is to be lightweight and fast.
- We dislike the concept of deadlocks. We want the system to be simple and predictable without these sort of surprises.
- We want Mongo DB to work well for realtime problems. If an operation may execute which locks large amounts of data, it might stop some small light queries for an extended period of time. (We don't claim Mongo DB is perfect yet in regards to being "real-time", but we certainly think locking would make it even harder.)

That said, we clearly need ways to atomically update documents in the database. We will look at a few here now.

### Modifier operations

The Mongo DB update command supports several **modifiers**, all of which atomically update an element in a document. They include:

- \$set - set a particular value
- \$unset - set a particular value (since 1.3.0)
- \$inc - increment a particular value by a certain amount
- \$push - append a value to an array
- \$pushAll - append several values to an array
- \$pull - remove a value(s) from an existing array
- \$pullAll - remove several value(s) from an existing array

These modifiers are convenient ways to perform certain operations atomically.

### "Update if Current"

Another strategy for atomic updates is "Update if Current". For this we

1. Fetch the object.
2. Modify the object locally.
3. Send an update request that says "update the object to this new value if it still matches its old value".

Should the operation fail, we might then want to try again from step 1.

For example, suppose we wish to fetch one object from inventory. We want to see that an object is available, and if it is, deduct it from the inventory. The following code demonstrates this using mongo shell syntax (similar functions may be done in any language):

```
> t=db.inventory
> s = t.findOne({sku:'abc'})
{ "_id" : "49df4d3c9664d32c73ea865a" , "sku" : "abc" , "qty" : 30 }
> qty_old = s.qty;
> --s.qty;
> t.update({_id:s._id, qty:qty_old}, s); db.$cmd.findOne({getlasterror:1});
{"err" : , "updatedExisting" : true , "n" : 1 , "ok" : 1} // it worked
```

For the above example, we likely don't care the exact sku quantity as long as it is at least as great as the number to deduct. Thus the following code is better, although less general -- we can get away with this as we are using a predefined modifier operation (\$inc). For more general updates, the "update if current" approach shown above is recommended.

```
> t.update({sku:"abc",qty:{$gt:0}}, { $inc : { qty : -1 } } ) ; db.$cmd.findOne({getlasterror:1})
{"err" : , "updatedExisting" : true , "n" : 1 , "ok" : 1} // it worked
> t.update({sku:"abcz",qty:{$gt:0}}, { $inc : { qty : -1 } } ) ; db.$cmd.findOne({getlasterror:1})
{"err" : , "updatedExisting" : false , "n" : 0 , "ok" : 1} // did not work
```

### "Insert if Not Present"

Another optimistic concurrency scenario involves inserting a value when not already there. When we have a unique index constraint for the criteria, we can do this. The following example shows how to insert monotonically increasing \_id values into a collection using optimistic concurrency:

```
function insertObject(o) {
  x = db.myCollection;
  while( 1 ) {
    // determine next _id value to try
    var c = x.find({},{_id:1}).sort({_id:-1}).limit(1);
    var i = c.hasNext() ? c.next()._id + 1 : 1;
    o._id = i;
    x.insert(o);
    var err = db.getLastErrorObj();
    if( err && err.code ) {
      if( err.code == 11000 /* dup key */ )
        continue;
      else
        print("unexpected error inserting data: " + toJson(err));
    }
    break;
  }
}
```

## Find and Modify (or Remove)

See the [findandmodify Command documentation](#) for more information.

### Updating Multiple Objects Atomically

Generally, Mongo DB does not support updating several documents atomically in one operation. However, you can nest objects making them effectively one document for atomicity purposes. The `db.eval()` statement provides a way to automatically perform several operations at once; however, its use for this is not recommended as this `eval()` atomicity will not be supported for certain cases in sharded environments.

## findandmodify Command

### Find and Modify (or Remove)



v1.3.0 and higher

MongoDB 1.3+ supports a "find, modify, and return" command. This command can be used to atomically modify a document and return it. Note that the document returned will not include the modifications made on the update. The command includes sort option which is useful when storing queue-like data.

The general form is

```
db.runCommand( { findandmodify : <collection>,  
                <options> } )
```

The MongoDB shell includes a helper method, `findAndModify()`, for executing the command. Some drivers provide helpers also.

Let's take the example of fetching the highest priority job that hasn't been grabbed yet and atomically marking it as grabbed:

```
job = db.jobs.findAndModify({  
  query: {inprogress:false},  
  sort:{priority:-1},  
  update: {$set: {inprogress: true, started: new Date()}}  
});
```

You could also simply remove the object to be returned, but be careful. If the client crashes before processing the job, the document will be lost forever.

```
job = db.jobs.findAndModify({sort:{priority:-1}, remove:true});
```

See the [tests](#) for more examples.

At least one of the update or remove parameters is required; the other arguments are optional.

Argument	Description	Default
query	a filter for the query	{}
sort	if multiple docs match, choose the first one in the specified sort order as the object to manipulate	{}
remove	set to a true to remove the object before returning	N/A
update	a <a href="#">modifier object</a>	N/A
new	set to true if you want to return the modified object rather than the original. Ignored for remove.	false

If your driver doesn't yet provide a helper function for this command, run the command directly with something like this:

```
job = db.runCommand({ findandmodify : "jobs",  
                    sort : { priority : -1 },  
                    remove : true  
                }).value;
```



## See Also

- [Atomic Operations](#)

## Updating Data in Mongo

- [Updating a Document in the mongo Shell with save\(\)](#)
- [Embedding Documents Directly in Documents](#)
- [Database References](#)

### Updating a Document in the mongo Shell with save()

As shown in the previous section, the `save()` method may be used to save a new document to a collection. We can also use `save()` to update an existing document in a collection.

Continuing with the *example* database from the last section, lets add new information to the document `{name: "mongo"}` that already is in the collection.

```
> var mongo = db.things.findOne({name: "mongo"});
> print(tojson(mongo));
{ "_id" : "497dab624ee47b3a675d2d9c" , "name" : "mongo" }
> mongo.type = "database";
database
> db.things.save(mongo);
> db.things.findOne({name: "mongo"});
{ "_id" : "497dab624ee47b3a675d2d9c" , "name" : "mongo" , "type" : "database" }
>
```

This was a simple example, adding a string valued element to the existing document. When we called `save()`, the method saw that the document already had an `"_id"` field, so it simply performed an update on the document.

In the next two sections, we'll show how to embed documents within documents (there are actually two different ways), as well as show how to query for documents based on values of embedded documents.

### Embedding Documents Directly in Documents

As another example of updating an existing document, lets embed a document within an existing document in the collection. We'll keep working with the original `{name: "mongo"}` document for simplicity.

```
> var mongo = db.things.findOne({name: "mongo"});
> print(tojson(mongo));
{ "_id" : "497da93d4ee47b3a675d2d9b" , "name" : "mongo" , "type" : "database" }
> mongo.data = { a:1, b:2};
{ "a" : 1 , "b" : 2 }
> db.things.save(mongo);
> db.things.findOne({name: "mongo"});
{ "_id" : "497da93d4ee47b3a675d2d9b" , "name" : "mongo" , "type" : "database" , "data" : { "a" : 1 , "b" : 2 } }
>
```

As you can see, we added new data to the mongo document, adding `{a:1, b:2}` under the key `"data"`.

Note that the value of `"data"` is a document itself - it is embedded in the parent mongo document. With [BSON](#), you may nest and embed documents to any level. You can also query on embedded document fields, as shown here:

```
> db.things.findOne({ "data.a" : 1});
{ "_id" : "497da93d4ee47b3a675d2d9b" , "name" : "mongo" , "data" : { "a" : 1 , "b" : 2 } }
> db.things.findOne({ "data.a" : 2});
>
```

Note that the second `findOne()` doesn't return anything, because there are no documents that match.

### Database References

Alternatively, a document can reference other documents which are not embedded via a *database reference*, which is analogous to a foreign key

in a relational database. A database reference (or "DBRef" for short), is a reference implemented according to the [Database References](#). Most drivers support helpers for creating DBRefs. Some also support additional functionality, like dereference helpers and auto-referencing. See specific driver documentation for examples / more information

In the previous section we saw that the statement

```
obj_a.x = obj_b;
```

Lets repeat the above example, but create a document and place in a different collection, say *otherthings*, and embed that as a reference in our favorite "mongo" object under the key "otherdata":

```
// first, save a new doc in the 'otherthings' collection

> var other = { s : "other thing", n : 1 };
> db.otherthings.save(other);
> db.otherthings.find();
{ "_id" : "497dbcb36b27d59a708e89a4" , "s" : "other thing" , "n" : 1 }

// now get our mongo object, and add the 'other' doc as 'otherthings'

> var mongo = db.things.findOne();
> print(tojson(mongo));
{ "_id" : "497dab624ee47b3a675d2d9c" , "name" : "mongo" , "type" : "database" , "data" : { "a" : 1 , "b" : 2 } }
> mongo.otherthings = new DBRef( 'otherthings' , other._id );
{ "s" : "other thing" , "n" : 1 , "_id" : "497dbcb36b27d59a708e89a4" }
> db.things.save(mongo);
> db.things.findOne().otherthings.fetch();
{ "_id" : "497dab624ee47b3a675d2d9c" , "name" : "mongo" , "type" : "database" , "data" : { "a" : 1 , "b" : 2 } , "otherthings" : { "_id" : "497dbcb36b27d59a708e89a4" , "s" : "other thing" , "n" : 1 } }

// now, lets modify our 'other' document, save it again, and see that when the dbshell
// gets our mongo object and prints it, if follows the dbref and we have the new value

> other.n = 2;
2
> db.otherthings.save(other);
> db.otherthings.find();
{ "_id" : "497dbcb36b27d59a708e89a4" , "s" : "other thing" , "n" : 2 }
> db.things.findOne().otherthings.fetch();
{ "_id" : "497dab624ee47b3a675d2d9c" , "name" : "mongo" , "type" : "database" , "data" : { "a" : 1 , "b" : 2 } , "otherthings" : { "_id" : "497dbcb36b27d59a708e89a4" , "s" : "other thing" , "n" : 2 } }
>
```

## MapReduce

Map/reduce in MongoDB is useful for batch manipulation of data and aggregation operations. It is similar in spirit to using something like Hadoop with all input coming from a collection and output going to a collection. Often, in a situation where you would have used GROUP BY in SQL, map/reduce is the right tool in MongoDB.



Indexing and standard queries in MongoDB are separate from map/reduce. If you have used CouchDB in the past, note this is a big difference: MongoDB is more like MySQL for basic querying and indexing. See the [queries](#) and [indexing](#) documentation for those operations.

- [Overview](#)
  - [Map Function](#)
  - [Reduce Function](#)
  - [Finalize Function](#)
- [Sharded Environments](#)
- [Examples](#)
  - [Shell Example 1](#)
  - [Shell Example 2](#)
  - [More Examples](#)
  - [Note on Permanent Collections](#)
- [See Also](#)

## Overview



Version 1.1.1 and above

`map/reduce` is invoked via a database [command](#). The database creates a temporary collection to hold output of the operation. The collection is cleaned up when the client connection closes, or when explicitly dropped. Alternatively, one can specify a permanent output collection name. `map` and `reduce` functions are written in JavaScript and execute on the server.

Command syntax:

```
db.runCommand(
  { mapreduce : <collection>,
    map : <mapfunction>,
    reduce : <reducefunction>
    [, query : <query filter object>]
    [, sort : <sort the query. useful for optimization>]
    [, limit : <number of objects to return from collection>]
    [, out : <output-collection name>]
    [, keeptemp : <true|false>]
    [, finalize : <finalizefunction>]
    [, scope : <object where fields go into javascript global scope >]
    [, verbose : true]
  }
);
```

- `keeptemp` - if true, the generated collection is not treated as temporary. Defaults to false. When `out` is specified, the collection is automatically made permanent.
- `finalize` - function to apply to all the results when finished
- `verbose` - provide statistics on job execution time
- `scope` - can pass in variables that can be access from `map/reduce/finalize` [example mr5](#)

Result:

```
{ result : <collection_name>,
  counts : {
    input : <number of objects scanned>,
    emit : <number of times emit was called>,
    output : <number of items in output collection>
  },
  timeMillis : <job_time>,
  ok : <1_if_ok>,
  [, err : <errmsg_if_error>]
}
```

A command helper is available in the MongoDB [shell](#) :

```
db.collection.mapReduce(mapfunction,reducefunction[,options]);
```

`map`, `reduce`, and `finalize` functions are written in JavaScript.

### Map Function

The `map` function references the variable `this` to inspect the current object under consideration. A `map` function must call `emit(key,value)` at least once, but may be invoked any number of times, as may be appropriate.

```
function map(void) -> void
```

### Reduce Function

The `reduce` function receives a key and an array of values. To use, reduce the received values, and return a result.

```
function reduce(key, value_array) -> value
```

The MapReduce engine may invoke reduce functions iteratively; thus, these functions must be idempotent. That is, the following must hold for your reduce function:

```
for all k,vals : reduce( k, [reduce(k,vals)] ) == reduce(k,vals)
```

If you need to perform an operation only once, use a finalize function.

Note: Currently, the return value from a reduce function cannot be an array (it's typically an object or a number).

### ***Finalize Function***

A `finalize` function may be run after reduction. Such a function is optional and is not necessary for many map/reduce cases. The `finalize` function takes a key and a value, and returns a finalized value.

```
function finalize(key, value) -> final_value
```

### **Sharded Environments**

In sharded environments, data processing of map/reduce operations runs in parallel on all shards.

### **Examples**

#### ***Shell Example 1***

The following example assumes we have an `events` collection with objects of the form:

```
{ time : <time>, user_id : <userid>, type : <type>, ... }
```

We then use MapReduce to extract all users who have had at least one event of type "sale":

```
> m = function() { emit(this.user_id, 1); }
> r = function(k,vals) { return 1; }
> res = db.events.mapReduce(m, r, { query : {type:'sale'} });
> db[res.result].find().limit(2)
{ "_id" : 8321073716060 , "value" : 1 }
{ "_id" : 7921232311289 , "value" : 1 }
```

If we also wanted to output the number of times the user had experienced the event in question, we could modify the reduce function like so:

```
> r = function(k,vals) {
...   var sum=0;
...   for(var i in vals) sum += vals[i];
...   return sum;
... }
```

Note, here, that we cannot simply return `vals.length`, as the reduce may be called multiple times.

#### ***Shell Example 2***

```

$ ./mongo
> db.things.insert( { _id : 1, tags : ['dog', 'cat'] } );
> db.things.insert( { _id : 2, tags : ['cat'] } );
> db.things.insert( { _id : 3, tags : ['mouse', 'cat', 'dog'] } );
> db.things.insert( { _id : 4, tags : [] } );

> // map function
> m = function(){
...   this.tags.forEach(
...     function(z){
...       emit( z , { count : 1 } );
...     }
...   );
...};

> // reduce function
> r = function( key , values ){
...   var total = 0;
...   for ( var i=0; i<values.length; i++ )
...     total += values[i].count;
...   return { count : total };
...};

> res = db.things.mapReduce(m,r);
> res
{"timeMillis.emit" : 9 , "result" : "mr.things.1254430454.3" ,
 "numObjects" : 4 , "timeMillis" : 9 , "errmsg" : "" , "ok" : 0}

> db[res.result].find()
{"_id" : "cat" , "value" : {"count" : 3}}
{"_id" : "dog" , "value" : {"count" : 2}}
{"_id" : "mouse" , "value" : {"count" : 1}}

> db[res.result].drop()

```

### More Examples

- [example mr1](#)
- Finalize example: [example mr2](#)

### Note on Permanent Collections

Even when a permanent collection name is specified, a temporary collection name will be used during processing. At map/reduce completion, the temporary collection will be renamed to the permanent name atomically. Thus, one can perform a map/reduce job periodically with the same target collection name without worrying about a temporary state of incomplete data. This is very useful when generating statistical output collections on a regular basis.

### See Also

- [Aggregation](#)

## Data Processing Manual

DRAFT - TO BE COMPLETED.

This guide provides instructions for using MongoDB batch data processing oriented features including [map/reduce](#).

By "data processing", we generally mean operations performed on large sets of data, rather than small interactive operations.

### Import

One can always write a program to load data of course, but the [mongoimport](#) utility also works for some situations. mongoimport supports importing from json, csv, and tsv formats.

A common usage pattern would be to use mongoimport to load data in a relatively raw format and then use a server-side script ([db.eval\(\)](#) or [map/reduce](#)) to reduce the data to a more clean format.

## See Also

- [Import/Export Tools](#)
- [Server-Side Code Execution](#)
- [Map/Reduce](#)

# mongo - The Interactive Shell

## MongoDB Interactive Shell

The MongoDB [distribution](#) includes `bin/mongo`, the MongoDB interactive shell. This utility is a JavaScript shell that allows you to issue commands to MongoDB from the command line.

The shell is useful for:

- inspecting a database's contents
- testing queries
- creating indices
- other administrative functions.

When you see sample code in this wiki and it looks like JavaScript, assume it is a shell example.

## More Information

- [Shell Overview](#)
- [Shell Reference](#)
- [Shell API](#)

## Overview - The MongoDB Interactive Shell

### Starting the Shell

The interactive shell is included in the standard MongoDB distribution. To start the shell, go into the root directory of the distribution and type

```
./bin/mongo
```

It might be useful to add `mongo_distribution_root/bin` to your `PATH` so you can just type `mongo` from anywhere.

If you start with no parameters, it connects to a database named "test" running on your local machine on the default port (27017). You can see the db to which you are connecting by typing `db`:

```
./mongo
type "help" for help
> db
test
```

You can pass `mongo` an optional argument specifying the address, port and even the database to initially connect to:

<code>./mongo foo</code>	connects to the <code>foo</code> database on your local machine
<code>./mongo 192.168.13.7/foo</code>	connects to the <code>foo</code> database on 192.168.13.7
<code>./mongo dbserver.mydomain.com/foo</code>	connects to the <code>foo</code> database on dbserver.mydomain.com
<code>./mongo 192.168.13.7:9999/foo</code>	connects to the <code>foo</code> database on 192.168.13.7 on port 9999

### Connecting

If you have not connected via the command line, you can use the following commands:

```
conn = new Mongo(host);
db = conn.getDB(dbname);
db.auth(username,password);
```

where `host` is a string that contains either the name or address of the machine you want to connect to (e.g. "192.168.13.7") or the machine and port (e.g. "192.168.13.7:9999"). Note that `host` is an optional argument, and can be omitted if you want to connect to the database instance running on your local machine. (e.g. `conn = new Mongo()`)

## Basics Commands

The following are three basic commands that provide information about the available databases, and collections in a given database.

<code>show dbs</code>	displays all the databases on the server you are connected to
<code>use db_name</code>	switches to <code>db_name</code> on the same server
<code>show collections</code>	displays a list of all the collections in the current database

## Querying

`mongo` uses a JavaScript API to interact with the database. Because `mongo` is also a complete JavaScript shell, `db` is the variable that is the current database connection.

To query a collection, you simply specify the collection name as a property of the `db` object, and then call the `find()` method. For example:

```
db.foo.find();
```

This will display the first 10 objects from the `foo` collection.

## Inserting Data

In order to insert data into the database, you can simply create a JavaScript object, and call the `save()` method. For example, to save an object { name: "sara" } in a collection called `foo`, type:

```
db.foo.save( { name : "sara" } );
```

Note that MongoDB will implicitly create any collection that doesn't already exist.

## Modifying Data

Let's say you want to change someone's address. You can do this using the following `mongo` commands:

```
person = db.people.findOne( { name : "sara" } );
person.city = "New York";
db.people.save( person );
```

## Deleting Data

<code>db.foo.drop()</code>	drop the entire <code>foo</code> collection
<code>db.foo.remove()</code>	remove all objects from the collection
<code>db.foo.remove( { name : "sara" } )</code>	remove objects from the collection where <code>name</code> is <code>sara</code>

## Indexes

<code>db.foo.getIndexKeys()</code>	get all fields that have indexes on them
<code>db.foo.ensureIndex( { _field_ : 1 } )</code>	create an index on <code>field</code> if it doesn't exist

## Line Continuation

If a line contains open '(' or '{' characters, the shell will request more input before evaluating:

```
> function f() {  
... x = 1;  
... }  
>
```

You can press Ctrl-C to escape from "..." mode and terminate line entry.

## See Also

- [MongoDB Shell Reference](#)

## dbshell Reference

### Special Command Helpers

Non-javascript convenience macros:

show dbs	Print a list of all databases on this server
use dbname	Set the db variable to represent usage of <i>dbname</i> on the server
show collections	Print a list of all collections for current database
show users	Print a list of users for current database
show profile	Print most recent profiling operations that took >= 1ms

### Basic Shell Javascript Operations

db	The variable that references the current database object / connection. Already defined for you in your instance.
db.auth(user,pass)	Authenticate with the database (if running in secure mode).
coll = db.collection	Access a specific <i>collection</i> within the database.
cursor = coll.find();	Find all objects in the collection. See <a href="#">queries</a> .
coll.remove(objpattern);	Remove matching objects from the collection. <i>objpattern</i> is an object specifying fields to match. E.g.: coll.remove( { name: "Joe" } );
coll.save(object);	Save an object in the collection, or update if already there. If your object has a presave method, that method will be called before the object is saved to the db (before both updates and inserts)
coll.insert(object);	Insert object in collection. No check is made (i.e., no upsert) that the object is not already present in the collection.
coll.update(...)	Update an object in a collection. See the <a href="#">Updating</a> documentation; update() has many options.
coll.ensureIndex( { name : 1 } )	Creates an index on <i>tab.name</i> . Does nothing if index already exists.
coll.update(...)	
coll.drop()	Drops the collection <i>coll</i>
db.getSisterDB(name)	Return a reference to another database using this same connection. Usage example: db.getSisterDB('production').getCollectionNames()

### Queries

coll.find()	Find all.
-------------	-----------



<code>it</code>	Continue iterating the last cursor returned from <code>find()</code> .
<code>coll.find(criteria);</code>	Find objects matching <i>criteria</i> in the collection. E.g.: <code>coll.find( { name: "Joe" } );</code>
<code>coll.findOne(criteria);</code>	Find and return a single object. Returns null if not found. If you want only one object returned, this is more efficient than just <code>find()</code> as <code>limit(1)</code> is implied. You may use regular expressions if the element type is a string, number, or date: <code>coll.find( { name: /joe/i } );</code>
<code>coll.find(criteria, fields);</code>	Get just specific fields from the object. E.g.: <code>coll.find( {}, {name:true} );</code>
<code>coll.find().sort({field:1[, field:1]});</code>	Return results in the specified order (field ASC). Use -1 for DESC.
<code>coll.find(criteria).sort({ field : 1 } )</code>	Return the objects matching <i>criteria</i> , sorted by <i>field</i> .
<code>coll.find( ... ).limit(n)</code>	Limit result to <i>n</i> rows. Highly recommended if you need only a certain number of rows for best performance.
<code>coll.find( ... ).skip(n)</code>	Skip <i>n</i> results.
<code>coll.count()</code>	Returns total number of objects in the collection.
<code>coll.find( ... ).count()</code>	Returns the total number of objects that match the query. Note that the number ignores limit and skip; for example if 100 records match but the limit is 10, <code>count()</code> will return 100. This will be faster than iterating yourself, but still take time.

More information: see [queries](#).

### Error Checking

<code>db.getLastError()</code>	Returns error from the last operation.
<code>db.getPrevError()</code>	Returns error from previous operations.
<code>db.resetError()</code>	Clear error memory.

### Administrative Command Helpers

<code>db.cloneDatabase(fromhost)</code>	Clone the current database from the other host specified. fromhost database must be in noauth mode.
<code>db.copyDatabase(fromdb, todb, fromhost)</code>	Copy fromhost/fromdb to todb on this server. fromhost must be in noauth mode.
<code>db.repairDatabase()</code>	Repair and compact the current database. This operation can be very slow on large databases.
<code>db.addUser(user,pwd)</code>	Add user to current database.
<code>db.getCollectionNames()</code>	get list of all collections.
<code>db.dropDatabase()</code>	Drops the current database.

### Miscellaneous

<code>c = connect(" &lt;host&gt;:&lt;port&gt;/&lt;dbname&gt;")</code>	Open a new database connection. One may have multiple connections within a single shell, however, automatic <code>getLastError</code> reporting by the shell is done for the 'db' variable only. See <a href="#">here</a> for an example of <code>connect()</code> .
<code>Object.bsonsize(db.foo.findOne())</code>	prints the bson size of a db object (mongo version 1.3 and greater)
<code>db.foo.findOne().bsonsize()</code>	prints the bson size of a db object (mongo versions predating 1.3)

For a full list of functions, see the [shell API](#).

# Developer FAQ

- [How do I copy all objects from one database collection to another?](#)
- [If you remove an object attribute is it deleted from the store?](#)
- [Are null values allowed?](#)
- [Does an update fsync to disk immediately?](#)
- [How do I do transactions/locking?](#)
- [How do I do equivalent of SELECT count \\* and GROUP BY?](#)
- [What are so many "Connection Accepted" messages logged?](#)
- [Why are my data files so large?](#)
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- [How does concurrency work?](#)
- [What is the Compare Order for BSON Types?](#)

## How do I copy all objects from one database collection to another?

See below. The code below may be ran server-side for high performance with the `eval()` method.

```
db.myoriginal.find().forEach( function(x){db.mycopy.save(x)} );
```

## If you remove an object attribute is it deleted from the store?

Yes, you remove the attribute and then `re-save()` the object.

## Are null values allowed?

For members of an object, yes. You cannot add null to a database collection though as null isn't an object. You can add {}, though.

## Does an update fsync to disk immediately?

No, writes to disk are lazy. A write may hit disk a couple of seconds later. For example, if the database receives a thousand increments to an object within one second, it will only be flushed to disk once.

## How do I do transactions/locking?

MongoDB does not use traditional locking or complex transactions with rollback, as it is designed to be lightweight and fast and predictable in its performance. It can be thought of as analogous to the MySQL MyISAM autocommit model. By keeping transaction support extremely simple, performance is enhanced, especially in a system that may run across many servers.

The system provides alternative models for atomically making updates that are sufficient for many common use cases. See the wiki page [Atomic Operations](#) for detailed information.

## How do I do equivalent of SELECT count \* and GROUP BY?

See [aggregation](#).

## What are so many "Connection Accepted" messages logged?

If you see a tremendous number of connection accepted messages in the mongod log, that means clients are repeatedly connecting and disconnected. This works, but is inefficient.

With CGI this is normal. If you find the speed acceptable for your purposes, run mongod with `--quiet` to suppress these messages in the log. If you need better performance, which to a solution where connections are pooled -- such as an Apache module.

## Why are my data files so large?

You may notice that for a given set of data the MongoDB datafiles in `/data/db` are larger than the data set inserted into the database. There are several reasons for this.

### **Preallocation**

Each datafile is preallocated to a given size. (This is done to prevent file system fragmentation, among other reasons.) The first file for a database is `<dbname>.0`, then `<dbname>.1`, etc. `<dbname>.0` will be 64MB, `<dbname>.1` 128MB, etc., up to 2GB. Once the files reach 2GB in

size, each successive file is also 2GB.

Thus if the last datafile present is say, 1GB, that file might be 90% empty if it was recently reached.

Additionally, on Unix, mongod will preallocate an additional datafile in the background and do background initialization of this file. These files are prefilled with zero bytes. This initialization can take up to a minute (less on a fast disk subsystem) for larger datafiles; without prefilling in the background this could result in significant delays when a new file must be repopulated.

You can disable preallocation with the `--noprealloc` option to the server. This flag is nice for tests with small datasets where you drop the db after each test. It shouldn't be used on production servers.

For large databases (hundreds of GB or more) this is of no significant consequence as the unallocated space is small.

### **Deleted Space**

MongoDB maintains deleted lists of space within the datafiles when objects or collections are deleted. This space is reused but never freed to the operating system.

To compact this space, run `db.repairDatabase()` from the mongo shell (note this operation will block and is slow).

When testing and investigating the size of datafiles, if your data is just test data, use `db.dropDatabase()` to clear all datafiles and start fresh.

### **Checking Size of a Collection**

Use the `validate` command to check the size of a collection -- that is from the shell run:

```
> db.<collectionname>.validate();

> // these are faster:
> db.<collectionname>.dataSize(); // just data size for collection
> db.<collectionname>.storageSize(); // allocation size including unused space
> db.<collectionname>.totalSize(); // data + index
> db.<collectionname>.totalIndexSize(); // index data size
```

This command returns info on the collection data but note there is also data allocated for associated indexes. These can be checked with `validate` too, if one looks up the index's namespace name in the `system.namespaces` collection. For example:

```
> db.system.namespaces.find()
{ "name" : "test.foo" }
{ "name" : "test.system.indexes" }
{ "name" : "test.foo.$_id_" }
> > db.foo.$_id_.validate()
{ "ns" : "test.foo.$_id_" , "result" : "
validate
  details: 0xb3590b68 ofs:83fb68
  firstExtent:0:8100 ns:test.foo.$_id_
  lastExtent:0:8100 ns:test.foo.$_id_
  # extents:1
  dataSize?:8192 nrecords?:1 lastExtentSize:131072
  padding:1
  first extent:
    loc:0:8100 xnext:null xprev:null
    ns:test.foo.$_id_
    size:131072 firstRecord:0:81b0 lastRecord:0:81b0
  1 objects found, nobj:1
  8208 bytes data w/headers
  8192 bytes data w/out/headers
  deletedList: 0000000000001000000
  deleted: n: 1 size: 122688
  nIndexes:0
  , "ok" : 1 , "valid" : true , "lastExtentSize" : 131072}
```

## **Do I Have to Worry About SQL Injection?**

Generally, with MongoDB we are not building queries from strings, so traditional [SQL Injection](#) attacks are not a problem. More details and some nuances are covered below.

MongoDB queries are represented as **BSON** objects. Typically the programming language gives a convenient way to build these objects that is injection free. For example in C++ one would write:

```
BSONObj my_query = BSON( "name" << a_name );
auto_ptr<DBClientCursor> cursor = c.query( "tutorial.persons", my_query );
```

my\_query then will have a value such as { name : "Joe" }. If my\_query contained special characters such as ", :, {, etc., nothing bad happens, they are just part of the string.

## JavaScript

Some care is appropriate when using server-side Javascript. For example when using the **\$where** statement in a query, do not concatenate user supplied data to build Javascript code; this would be analogous to a SQL injection vulnerability. Fortunately, most queries in MongoDB can be expressed without Javascript. Also, we can mix the two modes. It's a good idea to make all the user-supplied fields go straight to a BSON field, and have your Javascript code be static and passed in the \$where field.

If you need to pass user-supplied values into a \$where clause, a good approach is to escape them using the CodeWScope mechanism. By setting the user values as variables in the scope document you will avoid the need to have them eval'ed on the server-side.

If you need to use db.eval() with user supplied values, you can either use a CodeWScope or you can supply extra arguments to your function. Something like: db.eval(function(userVal){...}, user\_value); This will ensure that user\_value gets sent as data rather than code.

## User-Generated Keys

Sometimes it is useful to build a BSON object where the key is user-provided. In these situations, keys will need to have substitutions for the reserved \$ and . characters. If you are unsure what characters to use, the Unicode full width equivalents aren't a bad choice: U+FF04 ( ) and U+FF0E ( ).

For example:

```
BSONObj my_object = BSON( a_key << a_name );
```

The user may have supplied a \$ value within a\_key. my\_object could be { \$where : "things" }. Here we can look at a few cases:

- Inserting. Inserting into the the database will do no harm. We are not executing this object as a query, we are inserting the data in the database.  
Note: properly written MongoDB client drivers check for reserved characters in keys on inserts.
- Update. update(query, obj) allows \$ operators in the obj field. \$where is not supported in update. Some operators are possible that manipulate the single document only -- thus, the keys should be escaped as mentioned above if reserved characters are possible.
- Querying. Generally this is not a problem as for { x : user\_obj }, dollar signs are not top level and have no effect. In theory one might let the user build a query completely themselves and provide it to the database. In that case checking for \$ characters in keynames is important. That however would be a highly unusual case.

One way to handle user-generated keys is to always put them in sub-objects. Then they are never at top level (where \$operators live) anyway.

## See Also

- [http://groups.google.com/group/mongodb-user/browse\\_thread/thread/b4ef57912cbf09d7](http://groups.google.com/group/mongodb-user/browse_thread/thread/b4ef57912cbf09d7)

## How does concurrency work?

- [mongos](#)
- [mongod](#)
  - [v1.0-v1.2 Concurrency](#)
  - [Viewing Operations in Progress](#)
  - [Read/Write Lock](#)
  - [Operations](#)
  - [On Javascript](#)
  - [Multicore](#)

### **mongos**

For [sharded](#) environments, mongos can perform any number of operations concurrently. This results in downstream operations to mongod instances. Execution of operations at each mongod is independent; that is, one mongod does not block another.

### **mongod**

The original mongod architecture is concurrency friendly; however, some work with respect to granular locking and latching is not yet done. This means that some operations can block others. This is particular true in versions < 1.3. Version 1.3+ has improvements to concurrency, although future work will make things even better.

### **v1.0-v1.2 Concurrency**

In these versions of mongod, most operations prevent concurrent execution of other operations. In many circumstances, this worked reasonably as most operations can be executed very quickly.

The following operations do have concurrent support in v1.2 and below:

1. `db.currentOp()` and `db.killOp()` commands
2. map/reduce
3. queries returning large amounts of data do interleave with other operations (but does block when scanning data that is not returned)

The rest of this document focuses on concurrency for v1.3+.

### **Viewing Operations in Progress**

Use `db.currentOp()` to view operations in progress, and `db.killOp()` to terminate an operation.

You can also see operations in progress from the administrative [Http Interface](#).

### **Read/Write Lock**

mongod uses a read/write lock for many operations. Any number of concurrent read operations are allowed, but typically only one write operation (although some write operations *yield* and in the future more concurrency will be added). The write lock acquisition is greedy: a pending write lock acquisition will prevent further read lock acquisitions until fulfilled.

### **Operations**

Operation	Lock type	Notes
OP_QUERY (query )	Acquires read lock	see also: <a href="#">SERVER-517</a>
OP_GETMORE (get more from <a href="#">cursor</a> )	Acquires read lock	
OP_INSERT ( <a href="#">insert</a> )	Acquires write lock	Inserts are normally fast and short-lived operations
OP_DELETE ( <a href="#">remove</a> )	Acquires write lock	Yields while running to allow other operations to interleave.
OP_UPDATE ( <a href="#">update</a> )	Acquires write lock	Will yield for interleave in the future: <a href="#">SERVER-516</a>
<a href="#">map/reduce</a>	At times locked	Allows substantial concurrent operation.
<a href="#">create index</a>	See notes	Batch build acquires write lock. But a <a href="#">background build option</a> is available.
<a href="#">db.eval()</a>	Acquires write lock	
<a href="#">getLastError</a> command	Non-blocking	
<a href="#">ismaster</a> command	Non-blocking	
<a href="#">serverStatus</a> command	Non-blocking	

### **On Javascript**

Only one thread in the mongod process executes Javascript at a time (other database operations are often possible concurrent with this).

### **Multicore**

With read operations, it is easy for mongod 1.3+ to saturate all cores. However, because of the read/write lock above, write operations will not yet fully utilize all cores. This will be improved in the future.

## **What is the Compare Order for BSON Types?**

MongoDB allows objects in the same collection which have values which may differ in type. When comparing values from different types, a convention is utilized as to which value is less than the other. This (somewhat arbitrary but well defined) ordering is listed below.

Note that some types are treated as equivalent for comparison purposes -- specifically numeric types which undergo conversion before comparison.

See also the [BSON specification](#).

- Null
- Numbers (ints, longs, doubles)
- Symbol, String
- Object
- Array
- BinData
- ObjectId
- Boolean
- Date, Timestamp
- Regular Expression

Example (using the mongo shell):

```
> t = db.mycoll;
> t.insert({x:3});
> t.insert( {x : 2.9} );
> t.insert( {x : new Date()} );
> t.insert( {x : true } )
> t.find().sort({x:1})
{ "_id" : ObjectId("4b03155dce8de6586fb002c7"), "x" : 2.9 }
{ "_id" : ObjectId("4b03154cce8de6586fb002c6"), "x" : 3 }
{ "_id" : ObjectId("4b031566ce8de6586fb002c9"), "x" : true }
{ "_id" : ObjectId("4b031563ce8de6586fb002c8"), "x" : "Tue Nov 17 2009 16:28:03 GMT-0500 (EST)" }
```

### MinKey and MaxKey

In addition to the above types MongoDB internally uses a special type for MinKey and MaxKey which are less than, and greater than all other possible BSON element values, respectively.

#### From the mongo Javascript Shell

For example we can continue our example from above adding two objects which have x key values of MinKey and MaxKey respectively:

```
> t.insert( { x : MaxKey } )
> t.insert( { x : MinKey } )
> t.find().sort({x:1})
{ "_id" : ObjectId("4b04094b7c65b846e2090112"), "x" : { $minKey : 1 } }
{ "_id" : ObjectId("4b03155dce8de6586fb002c7"), "x" : 2.9 }
{ "_id" : ObjectId("4b03154cce8de6586fb002c6"), "x" : 3 }
{ "_id" : ObjectId("4b031566ce8de6586fb002c9"), "x" : true }
{ "_id" : ObjectId("4b031563ce8de6586fb002c8"), "x" : "Tue Nov 17 2009 16:28:03 GMT-0500 (EST)" }
{ "_id" : ObjectId("4b0409487c65b846e2090111"), "x" : { $maxKey : 1 } }
```

#### From C++

See also the [Tailable Cursors](#) page for an example of using MinKey from C++. See also minKey and maxKey definitions in [jsobj.h](#).

## Admin Zone

- [Admin UIs](#)
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- [Hosting Center](#)
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- [DBA Operations from the Shell](#)
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- [Architecture and Components](#)
- [Backups](#)
- [Troubleshooting](#)
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## Community Admin-Related Articles

- [boxedice.com](#) - notes from a production deployment
- [Survey of Admin UIs for MongoDB](#)
- [MongoDB Nagios Check](#)
- [MongoDB Cacti Graphs](#)

## See Also

- [Commands](#) in Developer Zone

## Admin UIs

Several administrative user interfaces are available for MongoDB. [Tim Daft's blog](#) has a good summary of the tools.

## Starting and Stopping Mongo

- [Starting Mongo](#)
  - [Default Data Directory, Default Port](#)
  - [Alternate Data Directory, Default Port](#)
  - [Alternate Port](#)
  - [Running as a Daemon](#)
- [Stopping Mongo](#)
  - [Control-C](#)
  - [Sending shutdownServer\(\) message from the mongo shell](#)
  - [Sending a Unix INT or TERM signal](#)
- [Memory Usage](#)

Mongo is run as a standard program from the command line. Please see [Command Line Parameters](#) for more information on those options.

Here are some common use cases for starting mongo

The following examples assume that you are in the directory where the Mongo executable is, and the Mongo executable is called `mongod`.

### Starting Mongo

#### *Default Data Directory, Default Port*

To start Mongo in default mode, where data will be stored in the `/data/db` directory (or `c:\data\db` on Windows), and listening on port 27017, just type

```
$ ./mongod
```

#### *Alternate Data Directory, Default Port*

To specify a directory for Mongo to store files, use the `--dbpath` option:

```
$ ./mongod --dbpath /var/lib/mongodb/
```

Note that you must create the directory and set its permissions appropriately ahead of time -- Mongo will not create the directory if it doesn't exist.

#### *Alternate Port*

You can specify a different port for Mongo to listen on for connections from clients using the `--port` option

```
$ ./mongod --port 12345
```

This is useful if you want to run more than one instance of Mongo on a machine (e.g., for running a master-slave pair).

### ***Running as a Daemon***

Note: these options are only available in MongoDB version 1.1 and later.

This will fork the Mongo server and redirect its output to a logfile. As with `--dbpath`, you must create the log path yourself, Mongo will not create parent directories for you.

```
$ ./mongod --fork --logpath /var/log/mongodb.log --logappend
```

## **Stopping Mongo**

### ***Control-C***

If you have Mongo running in the foreground in a terminal, you can simply "Ctrl-C" the process. This will cause Mongo to do a clean exit, flushing and closing its data files. Note that it will wait until all ongoing operations are complete.

### ***Sending shutdownServer() message from the mongo shell***

The shell can request that the server terminate.

```
$ ./mongo
> db.shutdownServer()
```

This command only works from localhost, or, if one is authenticated.

From a driver (where the helper function may not exist), one can run the command

```
{ "shutdown" : 1 }
```

### ***Sending a Unix INT or TERM signal***

You can cleanly stop `mongod` using a SIGINT or SIGTERM signal on Unix-like systems. Either `^C`, `kill -2 PID`, or `kill -15 PID` will work.

Please note that sending a KILL signal `kill -9` will probably cause damage as `mongod` will not be able to cleanly exit. (In such a scenario, run the `repairDatabase` command.)

## **Memory Usage**

Mongo uses memory mapped files to access data, which results in large numbers being displayed in tools like `top` for the `mongod` process. This is not a concern, and is normal when using memory-mapped files. Basically, the size of mapped data is shown in the virtual size parameter, and resident bytes shows how much data is being [cached](#) in RAM.

You can get a feel for the "inherent" memory footprint of Mongo by starting it fresh, with no connections, with an empty `/data/db` directory and looking at the resident bytes. (Running with `--nojni` option will result in even lower core memory usage.)

## **Logging**

MongoDB outputs some important information to stdout while its running. There are a number of things you can do to control this

### **h3 Command Line Options**

- `--quiet` - less verbose output
- `-v+` - more verbose output
- `--logpath <file>` output to file instead of stdout
  - if you use `logpath`, you can rotate the logs by either running the `logRotate` command (1.3.4+) or sending `SIGUSR1`



```
> db.runCommand("logRotate");
```

## Command Line Parameters

MongoDB can be configured via command line parameters in addition to [File Based Configuration](#). You can see the currently supported set of command line options by running the database with `-h [ --help ]` as a single parameter:

```
$ ./mongod -h
```

Information on usage of these parameters can be found in [Starting and Stopping Mongo](#).

The following list of options is not complete; for the complete list see the usage information as described above.

### Basic Options

<code>-h   --help</code>	Shows all options
<code>-f   --config &lt;file&gt;</code>	Specify a <a href="#">configuration file</a> to use
<code>--port &lt;portno&gt;</code>	Specifies the port number on which Mongo will listen for client connections. Default is 27017
<code>--bind_ip &lt;ip&gt;</code>	Specifies a single IP that the database server will listen for
<code>--dbpath &lt;path&gt;</code>	Specifies the directory for datafiles. Default is <code>/data/db</code> or <code>c:\data\db</code>
<code>--directoryperdb</code>	Specify use of an alternative directory structure, in which files for each database are kept in a unique directory. (since 1.3.2)
<code>--quiet</code>	Reduces amount of log output
<code>--logpath &lt;file&gt;</code>	File to write logs to (instead of stdout). You can rotate the logs by sending SIGUSR1 to the server.
<code>--logappend</code>	Append to existing log file, instead of overwriting
<code>--repairpath &lt;path&gt;</code>	Root path for temporary files created during database repair. Default is <code>dbpath</code> value.
<code>--fork</code>	Fork the server process
<code>--cpu</code>	Enables periodic logging of CPU utilization and I/O wait
<code>--noauth</code>	Turns off security. This is currently the default
<code>--auth</code>	Turn on security
<code>-v[v[v[v[v]]]]   --verbose</code>	Verbose logging output ( <code>-vvvvv</code> is most verbose, <code>-v == --verbose</code> )
<code>--objcheck</code>	Inspect all client data for validity on receipt (useful for developing drivers)
<code>--quota</code>	Enable db quota management
<code>--diaglog &lt;n&gt;</code>	Set oplogging level where <code>n</code> is 0=off (default) 1=W 2=R 3=both 7=W+some reads
<code>--nocursors</code>	Diagnostic/debugging option
<code>--nohints</code>	Ignore query hints
<code>--nohttpinterface</code>	Disable the HTTP interface (localhost:27018)
<code>--noscripting</code>	Turns off server-side scripting. This will result in greatly limited functionality
<code>--notablesan</code>	Turns off table scans. Any query that would do a table scan fails
<code>--noprealloc</code>	Disable data file preallocation
<code>--nssize &lt;MB&gt;</code>	Specifies <code>.ns</code> file size for new databases
<code>--sysinfo</code>	Print system info as detected by Mongo and exit

--upgrade	Upgrade database files to new format if necessary (required when upgrading from <= 1.0 to 1.1+)
-----------	---

### Replication Options

--master	Designate this server as a master in a master-slave setup
--slave	Designate this server as a slave in a master-slave setup
--source <server:port>	Specify the source (master) for a slave instance
--only <db>	Slave only: specify a single database to replicate
--pairwith <server:port>	Address of a server to pair with
--arbiter <server:port>	Address of arbiter server
--autoresync	Automatically resync if slave data is stale
--oplogSize <MB>	Custom size for replication operation log
--opIdMem <bytes>	Size limit for in-memory storage of op ids

## File Based Configuration

In addition to accepting [Command Line Parameters](#), MongoDB can also be configured using a configuration file. A configuration file to use can be specified using the `-f` or `--config` command line options. The following example configuration file demonstrates the syntax to use:

```
# This is an example config file for MongoDB.

dbpath = /var/lib/mongodb
bind_ip = 127.0.0.1
noauth = true # use 'true' for options that don't take an argument
```

### Notes

- Lines starting with octothorpes (#) are comments
- Options are case sensitive
- The syntax is assignment of a value to an option name
- All command line options are accepted

## Hosting Center

### Setup Instructions

- [Amazon EC2](#)
- [Joyent](#)
- [Linode](#)
- [Webfaction](#)

### Hosted MongoDB

- [MongoHQ](#) provides cloud-style hosted MongoDB instances

### One-Click Installation

- [Dreamhost](#) offers instant configuration and deployment of MongoDB

### Other

- [EngineYard](#) supports MongoDB on its private cloud.
- [LOCUM Hosting House](#) is a project-oriented shared hosting and VDS. MongoDB is available for all customers as a part of their subscription plan.

## Amazon EC2

- [Instance Types](#)
- [Linux](#)
- [EC2 TCP Port Management](#)
- [EBS Snapshotting](#)

MongoDB runs well on [Amazon EC2](#) . This page includes some notes in this regard.

### **Instance Types**

MongoDB works on most EC2 types including Linux and Windows. We recommend you use a 64 bit instance as this is [required for all databases of significant size](#) .

### **Linux**

One can download a binary or build from source. Generally it is easier to download a binary. We can download and run the binary without being root. For example on 64 bit Linux:

```
[~]$ curl -O http://downloads.mongodb.org/linux/mongodb-linux-x86_64-1.0.1.tgz
[~]$ tar -xzf mongodb-linux-x86_64-1.0.1.tgz
[~]$ cd mongodb-linux-x86_64-1.0.1/bin
[bin]$ ./mongod --version
```


Before running the database one should decide where to put datafiles. Run `df -h` to see volumes. On some images /mnt will be the many locally attached storage volume. Alternatively you may want to use [Elastic Block Store](#) which will have a different mount point. Regardless, create a directory in the desired location and then run the database:

```
mkdir /mnt/db
./mongod --fork --logpath ~/mongod.log --dbpath /mnt/db/
```

### **EC2 TCP Port Management**

By default the database will now be listening on port 27017. The web administrative UI will be on port 28017.

### **EBS Snapshotting**

 v1.3.1+

If your datafiles are on an EBS volume, you can snapshot them for backups. Use the `fsync lock` command to lock the database to prevent writes. Then, snapshot the volume. Then use the `unlock` command to allow writes to the database again. See the [fsync documentation](#) for more information.

This method may also be used with slave databases.

## Joyent

The [prebuilt](#) MongoDB Solaris 64 binaries work with Joyent accelerators.

Some newer gcc libraries are required to run -- see sample setup session below.

```

$ # assuming a 64 bit accelerator
$ /usr/bin/isainfo -kv
64-bit amd64 kernel modules

$ # get mongodb
$ # note this is 'latest' you may want a different version
$ curl -O http://downloads.mongodb.org/sunos5/mongodb-sunos5-x86_64-latest.tgz
$ gzip -d mongodb-sunos5-x86_64-latest.tgz
$ tar -xf mongodb-sunos5-x86_64-latest.tar
$ mv "mongodb-sunos5-x86_64-2009-10-26" mongo

$ cd mongo

$ # get extra libraries we need (else you will get a libstdc++.so.6 dependency issue)
$ curl -O http://downloads.mongodb.org.s3.amazonaws.com/sunos5/mongo-extra-64.tgz
$ gzip -d mongo-extra-64.tgz
$ tar -xf mongo-extra-64.tar
$ # just as an example - you will really probably want to put these somewhere better:
$ export LD_LIBRARY_PATH=mongo-extra-64
$ bin/mongod --help

```

## Import Export Tools

- [mongoimport](#)
- [mongoexport](#)
- [mongodump](#)
- [mongorestore](#)

### mongoimport

This utility takes a single file that contains 1 JSON/CSV/TSV string per line and inserts it. You have to specify a database and a collection.

```

options:
  --help                produce help message
  -v [ --verbose ]      be more verbose (include multiple times for more
                        verbosity e.g. -vvvvv)
  -h [ --host ] arg     mongo host to connect to ("left,right" for pairs)
  -d [ --db ] arg       database to use
  -c [ --collection ] arg collection to use (some commands)
  -u [ --username ] arg username
  -p [ --password ] arg password
  --dbpath arg          directly access mongod data files in the given path,
                        instead of connecting to a mongod instance - needs to
                        lock the data directory, so cannot be used if a
                        mongod is currently accessing the same path
  --directoryperdb      if dbpath specified, each db is in a separate
                        directory
  -f [ --fields ] arg   comma separated list of field names e.g. -f name,age
  --fieldFile arg       file with fields names - 1 per line
  --ignoreBlanks        if given, empty fields in csv and tsv will be ignored
  --type arg            type of file to import. default: json (json,csv,tsv)
  --file arg            file to import from; if not specified stdin is used
  --drop               drop collection first
  --headerline          CSV,TSV only - use first line as headers

```

### mongoexport

This utility takes a collection and exports to either JSON or CSV. You can specify a filter for the query, or a list of fields to output.

If you want to output CSV, you have to specify the fields in the order you want them.

Example

```

options:
--help                produce help message
-v [ --verbose ]      be more verbose (include multiple times for more
                      verbosity e.g. -vvvvv)
-h [ --host ] arg     mongo host to connect to ("left,right" for pairs)
-d [ --db ] arg       database to use
-c [ --collection ] arg collection to use (some commands)
-u [ --username ] arg  username
-p [ --password ] arg  password
--dbpath arg          directly access mongod data files in the given path,
                      instead of connecting to a mongod instance - needs to
                      lock the data directory, so cannot be used if a
                      mongod is currently accessing the same path
--directoryperdb      if dbpath specified, each db is in a separate
                      directory
-q [ --query ] arg    query filter, as a JSON string
-f [ --fields ] arg   comma separated list of field names e.g. -f name,age
--csv                 export to csv instead of json
-o [ --out ] arg      output file; if not specified, stdout is used

```

## mongodump

This takes a database and outputs it in a binary representation. This is mostly used for doing hot backups of a database.

```

options:
--help                produce help message
-v [ --verbose ]      be more verbose (include multiple times for more
                      verbosity e.g. -vvvvv)
-h [ --host ] arg     mongo host to connect to ("left,right" for pairs)
-d [ --db ] arg       database to use
-c [ --collection ] arg collection to use (some commands)
-u [ --username ] arg  username
-p [ --password ] arg  password
--dbpath arg          directly access mongod data files in the given path,
                      instead of connecting to a mongod instance - needs
                      to lock the data directory, so cannot be used if a
                      mongod is currently accessing the same path
--directoryperdb      if dbpath specified, each db is in a separate
                      directory
-o [ --out ] arg      output directory (=dump)

```

## mongoexport

This takes the output from mongodump and restores it.

```
usage: ./mongorestore [options] [directory or filename to restore from]
options:
  --help                produce help message
  -v [ --verbose ]      be more verbose (include multiple times for more
                        verbosity e.g. -vvvvv)
  -h [ --host ] arg     mongo host to connect to ("left,right" for pairs)
  -d [ --db ] arg       database to use
  -c [ --collection ] arg collection to use (some commands)
  -u [ --username ] arg  username
  -p [ --password ] arg  password
  --dbpath arg           directly access mongod data files in the given path,
                        instead of connecting to a mongod instance - needs to
                        lock the data directory, so cannot be used if a
                        mongod is currently accessing the same path
  --directoryperdb      if dbpath specified, each db is in a separate
                        directory
  --drop                drop each collection before import
  --objcheck            validate object before inserting
```

## GridFS Tools

### File Tools

mongofiles is a tool for manipulating [GridFS](#) from the command line.

Example:

```
$ ./mongofiles list
connected to: 127.0.0.1

$ ./mongofiles put libmongoclient.a
connected to: 127.0.0.1
done!

$ ./mongofiles list
connected to: 127.0.0.1
libmongoclient.a 12000964

$ cd /tmp/

$ ~/work/mon/mongofiles get libmongoclient.a

$ ~/work/mongo/mongofiles get libmongoclient.a
connected to: 127.0.0.1
done write to: libmongoclient.a

$ md5 libmongoclient.a
MD5 (libmongoclient.a) = 23a52d361cfa7bad98099c5bad50dc41

$ md5 ~/work/mongo/libmongoclient.a
MD5 (/Users/erh/work/mongo/libmongoclient.a) = 23a52d361cfa7bad98099c5bad50dc41
```

## Monitoring and Diagnostics

- [Query Profiler](#)
- [Http Console](#)
- [mongostat Utility](#)
- [db.serverStatus\(\)](#) from mongo shell
- [Database Record/Replay](#)
- [Scout Plugin](#)

- [mongosniff Utility](#)

## Query Profiler

Use the [Database Profiler](#) to analyze slow queries.

## Http Console

The mongod process includes a simple diagnostic screen at <http://localhost:28017/>. See the [Http Interface](#) docs for more information.

## mongostat Utility

- [mongostat](#)

## db.serverStatus() from mongo shell

```
> db.stats()
> db.serverStatus()
> db.foo.find().explain()
> help
> db.help()
> db.foo.help()
```

## Database Record/Replay

Recording database operations, and replaying them later, is sometimes a good way to reproduce certain problems in a controlled environment.

To enable logging:

```
db._adminCommand( { diagLogging : 1 } )
```

To disable:

```
db._adminCommand( { diagLogging : 0 } )
```

Values for diagLogging:

- 0 off. Also flushes any pending data to the file.
- 1 log writes
- 2 log reads
- 3 log both

Note: if you log reads, it will record the findOnes above and if you replay them, that will have an effect!

Output is written to diaglog.bin\_ in the /data/db/ directory (unless --dbpath is specified).

To replay the logged events:

```
nc 'database_server_ip' 27017 < 'somelog.bin' | hexdump -c
```

## Scout Plugin

- [http://scoutapp.com/plugin\\_urls/291-mongodb-slow-queries](http://scoutapp.com/plugin_urls/291-mongodb-slow-queries)

## mongosniff Utility

- [mongosniff](#)

## Http Interface

- [HTTP Console Page](#)
- [HTTP Console Security](#)

- Simple REST Interface
  - JSON in the simple REST interface
- See Also

## HTTP Console Page

MongoDB provides a simple http interface listing information of interest to administrators. This interface may be accessed at the port with numeric value 1000 more than the configured mongod port; the default port for the http interface is 28017. To access the http interface an administrator may, for example, point a browser to <http://localhost:28017> if mongod is running with the default port on the local machine.

The screenshot shows a web browser window with the address bar displaying `http://192.168.58.129:28017/`. The page title is **mongodb dmt61:27017**. The content area displays the following information:

```

db version v1.3.4-, pfile version 4.5
git hash: ba903dcd09d94b6283ee661a6a4a6c351a91b7c5
sys info: Linux dmt61 2.6.22.9-91.fc7 #1 SMP Thu Sep 27 23:10:59 EDT 2007 i686 BOOST_LIB_VERSION=1_33_1

dbwritelocked: 0 (initial)
uptime:      38 seconds

assertions:

replInfo:

Clients:

```

Thread	OpId	Active	LockType	Waiting	SecsRunning	Op	NameSpace	Query	client
initandlisten	0		0			2004	local.oplog.\$main	{ name: /^local.temp./ }	0.0.0.0:0
snapshotthread	0		0			0			0.0.0.0:0
websvr	12		0			2004	admin.system.users	{ }	0.0.0.0:0

```

time to get dblock: 0ms
# databases: 2
Cursors byLoc.size(): 0

replication
master: 1
slave: 0
initialSyncCompleted: 0

DBTOP (occurrences|percent of elapsed)

```

NS	total	Reads	Writes	Queries	GetMores	Inserts	Updates	Removes
GLOBAL	0 0.00%	0 0.00%	0 0.00%	0 0.00%	0 0.00%	0 0.00%	0 0.00%	0 0.00%

```

elapsed(ms) % write locked
4001      0%
4000      0%
4000      0%
4000      0%
4000      0%

```

Here is a description of the informational elements of the http interface:

element	description
db version	database version information
git hash	database version developer tag
sys info	mongod compilation environment
dblocked	indicates whether the primary mongod mutex is held
uptime	time since this mongod instance was started
assertions	any software assertions that have been raised by this mongod instance
replInfo	information about replication configuration
currentOp	most recent client request
# databases	number of databases that have been accessed by this mongod instance
curclient	last database accessed by this mongod instance
Cursors	describes outstanding client cursors



master	whether this mongod instance has been designated a master
slave	whether this mongod instance has been designated a slave
initialSyncCompleted	whether this slave or repl pair node has completed an initial clone of the mongod instance it is replicating
DBTOP	Displays the total time the mongod instance has devoted to each listed collection, as well as the percentage of available time devoted to each listed collection recently and the number of reads, writes, and total calls made recently
dt	Timing information about the primary mongod mutex

## HTTP Console Security

If security is configured for a mongod instance, authentication is required for a client to access the http interface from another machine.

## Simple REST Interface

The mongod process includes a simple read-only REST interface for convenience. For full REST capabilities we recommend using an external tool such as [Sleepy.Mongoose](#).

Note: in v1.3.4+ of MongoDB, this interface is disabled by default. Use `--rest` on the command line to enable.

To get the contents of a collection (note the trailing slash):

```
http://127.0.0.1:28017/databaseName/collectionName/
```

To add a limit:

```
http://127.0.0.1:28017/databaseName/collectionName/?limit=-10
```

To skip:

```
http://127.0.0.1:28017/databaseName/collectionName/?skip=5
```

To query for {a : 1}:

```
http://127.0.0.1:28017/databaseName/collectionName/?filter_a=1
```

Separate conditions with an &:

```
http://127.0.0.1:28017/databaseName/collectionName/?filter_a=1&limit=-10
```

## JSON in the simple REST interface

The simple ReST interface uses strict JSON (as opposed to the shell, which uses Dates, regular expressions, etc.). To display non-JSON types, the web interface wraps them in objects and uses the key for the type. For example:

```
# ObjectId just become strings
"_id" : "4a8acf6e7fbadc242de5b4f3"

# dates
"date" : { "$date" : 1250609897802 }

# regular expressions
"match" : { "$regex" : "foo", "$options" : "ig" }
```

The code type has not been implemented yet and causes the DB to crash if you try to display it in the browser.

See [Mongo Extended JSON](#) for details.

## See Also

- [Diagnostic Tools](#)

## mongostat

Use the mongostat utility to quickly view statistics on a running mongod instance.



Starting in 1.3.3

```
[dwight@dm1 p]$ ./mongostat --help
options:
--help          produce help message
-v [ --verbose ] be more verbose (include multiple times for more
                  verbosity e.g. -vvvvv)
-h [ --host ] arg mongo host to connect to ("left,right" for pairs)
-d [ --db ] arg  database to use
-c [ --collection ] arg collection to use (some commands)
-u [ --username ] arg username
-p [ --password ] arg password
[dwight@dm1 p]$ ./mongostat
connected to: 127.0.0.1
insert/s query/s update/s delete/s getmore/s command/s mapped vsize res % locked % idx miss
0 0 0 0 0 1 0 68 3 0 0 0
0 0 0 0 0 1 0 68 3 0 0 0
0 0 0 0 0 1 0 68 3 0 0 0
0 0 0 0 0 1 0 68 3 0 0 0
0 0 0 0 0 1 0 68 3 0 0 0
0 0 0 0 0 1 0 68 3 0 0 0
0 0 0 0 0 1 0 68 3 0 0 0
0 0 0 0 0 1 0 68 3 0 0 0
[dwight@dm1 p]$
```

## mongosniff

Unix releases of MongoDB include a utility called mongosniff. This utility is to MongoDB what tcpdump is to TCP/IP; that is, fairly low level and for complex situations. The tool is quite useful for authors of driver tools.

```
$ ./mongosniff --help
Usage: mongosniff [--help] [--forward host:port] [--source (NET <interface> | FILE <filename>)]
[<port0> <port1> ...]
--forward      Forward all parsed request messages to mongod instance at
                specified host:port
--source       Source of traffic to sniff, either a network interface or a
                file containing perviously captured packets, in pcap format.
                If no source is specified, mongosniff will attempt to sniff
                from one of the machine's network interfaces.
<port0>...    These parameters are used to filter sniffing. By default,
                only port 27017 is sniffed.
--help        Print this help message.
```

### Building

mongosniff is including in the binaries for Unix distributions. The MongoDB SConstruct only builds mongosniff if libpcap is installed.

```
sudo yum install libpcap-devel
scons mongosniff
```

# DBA Operations from the Shell

This page lists common DBA-class operations that one might perform from the [MongoDB shell](#).

Note one may also create .js scripts to run in the shell for administrative purposes.

```
help                show help
show dbs            show database names
show collections    show collections in current database
show users          show users in current database
show profile        show most recent system.profile entries with time >= 1ms
use <db name>       set curent database to <db name>

db.addUser (username, password)
db.removeUser(username)

db.cloneDatabase(fromhost)
db.copyDatabase(fromdb, todb, fromhost)
db.createCollection(name, { size : ..., capped : ..., max : ... } )

db.getName()
db.dropDatabase()
db.printCollectionStats()

db.currentOp() displays the current operation in the db
db.killOp() kills the current operation in the db

db.getProfilingLevel()
db.setProfilingLevel(level) 0=off 1=slow 2=all

db.getReplicationInfo()
db.printReplicationInfo()
db.printSlaveReplicationInfo()
db.repairDatabase()

db.version() current version of the server

db.shutdownServer()
```

Commands for manipulating and inspecting a collection:

```

db.foo.drop() drop the collection
db.foo.dropIndex(name)
db.foo.dropIndexes()
db.foo.getIndexes()
db.foo.ensureIndex(keypattern,options) - options object has these possible
                                         fields: name, unique, dropDups

db.foo.find( [query] , [fields])          - first parameter is an optional
                                         query filter. second parameter
                                         is optional
                                         set of fields to return.
                                         e.g. db.foo.find(
                                             { x : 77 } ,
                                             { name : 1 , x : 1 } )

db.foo.find(...).count()
db.foo.find(...).limit(n)
db.foo.find(...).skip(n)
db.foo.find(...).sort(...)
db.foo.findOne([query])

db.foo.getDB() get DB object associated with collection

db.foo.count()
db.foo.group( { key : ..., initial: ..., reduce : ...[, cond: ...] } )

db.foo.renameCollection( newName ) renames the collection

db.foo.stats()
db.foo.dataSize()
db.foo.storageSize() - includes free space allocated to this collection
db.foo.totalIndexSize() - size in bytes of all the indexes
db.foo.totalSize() - storage allocated for all data and indexes
db.foo.validate() (slow)

db.foo.insert(obj)
db.foo.update(query, object[, upsert_bool])
db.foo.save(obj)
db.foo.remove(query)                      - remove objects matching query
                                         remove({}) will remove all

```

## Database Profiler

Mongo includes a profiling tool to analyze the performance of database operations.

See also the [currentOp](#) command.

### Enabling Profiling

To enable profiling, from the `mongo` shell invoke:

```

> db.setProfilingLevel(2);
{ "was" : 0 , "ok" : 1 }
> db.getProfilingLevel()
2

```

Profiling levels are:

- 0 - off
- 1 - log slow operations (>100ms)
- 2 - log all operations

Starting in 1.3.0, you can also enable on the command line, `--profile=1`

### Viewing

Profiling data is recorded in the database's `system.profile` collection. Query that collection to see the results.

```
> db.system.profile.find()
{"ts" : "Thu Jan 29 2009 15:19:32 GMT-0500 (EST)" , "info" : "query test.$cmd ntoreturn:1 reslen:66
nscanned:0 <br>query: { profile: 2 } nreturned:1 bytes:50" , "millis" : 0}
...
```

To see output without `$cmd` (command) operations, invoke:

```
db.system.profile.find( function() { return this.info.indexOf('$cmd')<0; } )
```

To view operations for a particular collection:

```
> db.system.profile.find( { info: /test.foo/ } )
{"ts" : "Thu Jan 29 2009 15:19:40 GMT-0500 (EST)" , "info" : "insert test.foo" , "millis" : 0}
{"ts" : "Thu Jan 29 2009 15:19:42 GMT-0500 (EST)" , "info" : "insert test.foo" , "millis" : 0}
{"ts" : "Thu Jan 29 2009 15:19:45 GMT-0500 (EST)" , "info" : "query test.foo ntoreturn:0 reslen:102
nscanned:2 <br>query: { } nreturned:2 bytes:86" , "millis" : 0}
{"ts" : "Thu Jan 29 2009 15:21:17 GMT-0500 (EST)" , "info" : "query test.foo ntoreturn:0 reslen:36
nscanned:2 <br>query: { $not: { x: 2 } } nreturned:0 bytes:20" , "millis" : 0}
{"ts" : "Thu Jan 29 2009 15:21:27 GMT-0500 (EST)" , "info" : "query test.foo ntoreturn:0 exception
bytes:53" , "millis" : 88}
```

To view operations slower than a certain number of milliseconds:

```
> db.system.profile.find( { millis : { $gt : 5 } } )
{"ts" : "Thu Jan 29 2009 15:21:27 GMT-0500 (EST)" , "info" : "query test.foo ntoreturn:0 exception
bytes:53" , "millis" : 88}
```

To see newest information first:

```
db.system.profile.find().sort({$natural:-1})
```

The mongo shell includes a helper to see the most recent 5 profiled events that took at least 1ms to execute. Type `show profile` at the command prompt to use this feature.

## Understanding the Output

The output reports the following values:

- `ts` Timestamp of the profiled operation.
- `millis` Time, in milliseconds, to perform the operation.
- `info` Details on the operation.
  - `query` A database query operation. The query info field includes several additional terms:
    - `ntoreturn` Number of objects the client requested for return from a query. For example, `findOne()` sets `ntoreturn` to 1. `limit()` sets the appropriate limit. Zero indicates no limit.
    - `query` Details of the query spec.
    - `nscanned` Number of objects scanned in executing the operation.
    - `reslen` Query result length in bytes.
    - `nreturned` Number of objects returned from query.
  - `update` A database update operation. `save()` calls generate either an update or insert operation.
    - `fastmod` Indicates a fast modify operation. See [Updates](#). These operations are normally quite fast.
    - `fastmodinsert` - indicates a fast modify operation that performed an upsert.
    - `upsert` Indicates on upsert performed.
    - `moved` Indicates the update moved the object on disk (not updated in place). This is slower than an in place update, and normally occurs when an object grows.
  - `insert` A database insert.
  - `getmore` For large queries, the database initially returns partial information. `getmore` indicates a call to retrieve further information.

## Optimizing Query Performance

- If `nscanned` is much higher than `nreturned`, the database is scanning many objects to find the target objects. Consider creating an

index to improve this.

- `reslen` A large number of bytes returned (hundreds of kilobytes or more) causes slow performance. Consider passing `<code>find()</code>` a second parameter of the member names you require.

**Note:** There is a cost for each index you create. The index causes disk writes on each insert and some updates to the collection. If a rare query, it may be better to let the query be "slow" and not create an index. When a query is common relative to the number of saves to the collection, you will want to create the index.

## Optimizing Update Performance

- Examine the `nscanned` info field. If it is a very large value, the database is scanning a large number of objects to find the object to update. Consider creating an index if updates are a high-frequency operation.
- Use fast modify operations when possible (and usually with these, an index). See [Updates](#).

## Profiler Performance

When enabled, profiling affects performance, although not severely.

Profile data is stored in the database's `system.profile` collection, which is a [Capped Collection](#). By default it is set to a very small size and thus only includes recent operations.

## Configuring "Slow"

Since 1.3.0 there are 2 ways to configure "slow"

- `--slowms` on the command line when starting `mongod` (or file config)
- `db.setProfilingLevel( level , slowms )`

```
db.setProfilingLevel( 1 , 10 );
```

will log all queries over 10ms to `system.profile`

## See Also

- [Optimization](#)
- [explain\(\)](#)
- [Viewing and Terminating Current Operation](#)

# Sharding

MongoDB includes an auto-sharding module ("mongos"). Auto-sharding allows one to build a large horizontally scalable database cluster that can incorporate additional machines dynamically.

Alpha 2 of sharding is now available (sharding alpha 2 is part of MongoDB 1.1+). Please see the [Limitations](#) page for alpha restrictions.

Please note: the documentation below is for alpha 2; certain commands have changed since alpha 1. Please be sure you are using MongoDB v1.1 or higher.

- [Introduction and Overview](#)
- [Restrictions and Limits](#)
- [Operational](#)
  - [Configuring](#)
  - [Administrative](#)
  - [Failover Information](#)
- [FAQ](#)
- [Internals](#)

## Sharding FAQ

- [Where do unsharded collections go if sharding is enabled for a database?](#)
- [When will data be on more than one shard?](#)
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Where do unsharded collections go if sharding is enabled for a database?

In alpha 2 unsharded data goes to the "primary" for the database specified (query config.databases to see details). Future versions will parcel out unsharded collections to different shards (that is, a collection could be on any shard, but will be on only a single shard if unsharded).

When will data be on more than one shard?

MongoDB sharding is range based. So all the objects in a collection get put into a chunk. Only when there is more than 1 chunk is there an option for multiple shards to get data. Right now, the chunk size is 50mb, so you need at least 50mb for a migration to occur.

What happens if I try to update a document on a chunk that is being migrated?

The update will go through immediately on the old shard, and then the change will be replicated to the new shard before ownership transfers.

What if a shard is down or slow and I do a query?

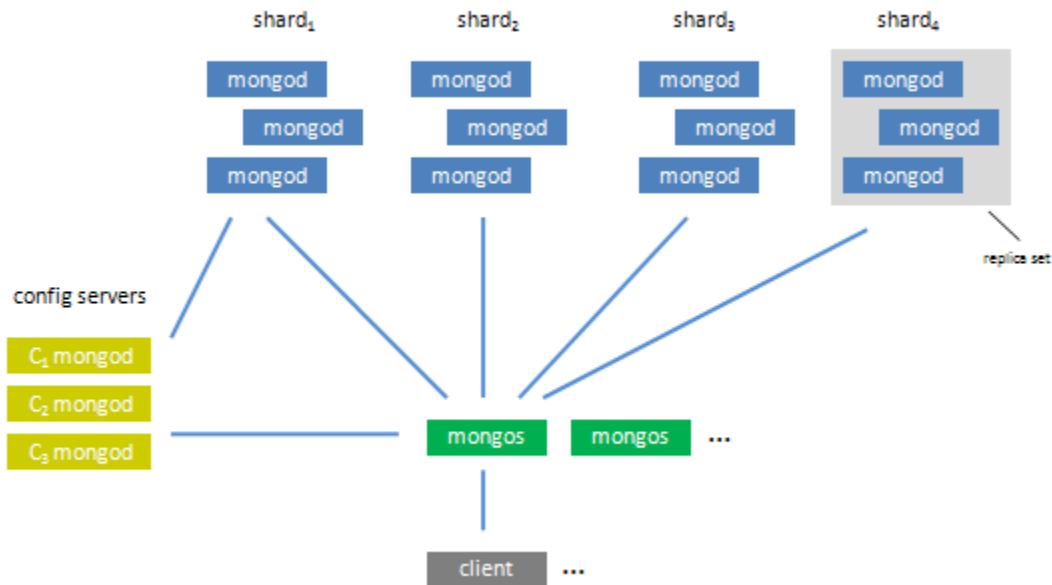
If a shard is down, the query will return an error. If a shard is responding slowly, mongos will wait for it. You won't get partial results.

## Sharding Introduction

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MongoDB includes auto-sharding support as part of the system. This document provides an architectural overview of sharding and how it can be used.

Be sure to see the [limitations](#) document for limitations of Alpha release of sharding.



A MongoDB cluster consists of a number of *shards* (which consist of *mongod* instances), *mongos* routing processes, one or more *config servers*, and *clients* which use the cluster.

### Shards

Each shard consists of one or more servers and stores data using *mongod* processes (*mongod* is the core MongoDB database process).

Typically one uses multiple servers per shard to ensure availability. The set of servers/*mongod* process within the shard comprise a *replica set*.

**Note:** Replica sets are a new version of MongoDB replication which is coming soon ([SERVER-557](#)). In the meantime, you can use sharding with a single *mongod* instance per shard. For higher availability and redundancy in the meantime, use one or more slaves for each shard's *mongod* master.

Data is partitioned by collection in an order preserving manner, with ranges assigned to particular shards. This allows us to perform range queries by shard key efficiently. This is analogous to elements of the Google [BigTable](#) design.

**Chunks**

A chunk is a contiguous range of data (documents) from a particular collection. (collection, minKey, maxKey) describes a chunk, where the shard key K of a given document meets the condition minKey >= K > maxKey.

Chunks grow to a maximum size, for example 100MB. Once enough documents are in a chunk to reach that approximate size, the chunk *splits* into two new chunks. When a particular shard has excess data, chunks will then *migrate* to other shards in the system. Likewise, chunks migrate when one adds additional servers (shards).

**Config Servers**

The config server(s) store the cluster's metadata, which includes basic information on each shard and server, and chunk information.

Chunk information is the main data stored by the config servers. Each config server has a complete copy of all chunk information. Two phase commit is used to ensure consistency of the configuration data among the config servers.

**mongos Process**

The `mongos` process can be thought of as a routing and coordination process that makes the various components of the cluster look like a single system. `mongos` has no persistent state, and can run on any server desired (some might choose to run it on the shard servers themselves, but one could also run it elsewhere such as on the client servers).

`mongos` fetches metadata from the config server(s) to get started. Then, when receiving a client request, it routes the request to the appropriate server(s) and compiles a result to send back to the client.

A given system can have any number of `mongos` instances. Each instance requires some RAM for metadata storage, otherwise there is no limitation as there is no coordination between `mongos` instances (all coordination is from a single `mongos` to the shard servers and config servers; in addition, shard servers speak to one another and to the config servers).

**Shard Keys**

To partition a collection, we specify a shard key pattern. This pattern is similar to the key pattern used to define an index: it names one or more fields that will be the key upon which we distribute data. Some example shard key patterns:

```
{ name : 1 }
{ _id : 1 }
{ lastname : 1, firstname : 1 }
{ tag : 1, timestamp : -1 }
```

MongoDB partitioning is order-preserving: adjacent data by shard key tends to be on the same server (in the same chunk). The config database stores chunk information such as:

collection	minkey	maxkey	location
users	{ name : 'Miller' }	{ name : 'Nessman' }	shard <sub>2</sub>
users	{ name : 'Nessman' }	{ name : 'Ogden' }	shard <sub>4</sub>
...			

Note that shard key values should be *granular*: in the above example, we should not have say, 1 million people all with the same name. Otherwise a chunk becomes too large and cannot split. In a case like that, use a compound shard key, and add an additional field which provides further discrimination of the values.

**Operation Types**

On a sharded system we have two styles of operations: *global* and *targeted*.

For targeted operations, `mongos` communicates with a very small number of shards -- often a single shard. These operations are very efficient.

Global operations involve the `mongos` process reaching out to all (or most) shards in the system.

The following table shows various operations and their type. For the examples below, assume a shard key of { x : 1 }.

Operation	Type	Comments
-----------	------	----------





mongos process on each app server (server 7). There is some potential benefit to running it at the app server as the communications between appserver and mongos are then over the localhost interface.

#### See Also

- [Configuring](#)

## Configuring Sharding

#### Start the relevant processes.

- Run mongod on the shard servers. Use the `--shardsvr` command line parameter. For replica pairs, use the `--pairwith` command line option. (To get started with a simple test we recommend just running a single mongod process per shard without failure.)
- Run mongod on the config server(s) with the `--configsvr` command line parameter. If the config servers are running on a shared machine other processes, assign it to separate a separate dbpath (`--dbpath` command line parameter).
- Run mongos on the servers of your choice. Specify `--configdb` parameter to indicate location of the config database(s).

#### Configure Sharding from the Shell

You may want to automate or record your steps below in a .js file for replay in the shell anytime needed.

To run these commands, connect to a mongos that was started above, and run all configuration commands through it. Note: you must use the special admin database for these commands. Also, even though you're running through a mongos, data is stored in the config server, so these commands are only run once for the lifetime of the cluster.

```
./mongo <mongos-hostname>:<mongos-port>/admin
> db
admin
>
```

#### Adding a Shard

Each shard consist of either two servers (a replica pair) or a single mongod server instance. (Alpha 2 supports single-server shards only.) To add a shard:

```
> db.runCommand( { addshard : "<serverhostname>[:<port>]" } );
{ "ok" : 1 , "added" : ... }
```

Add pairs by comma separating two server[:port] names in the addshard command (alpha 3 and beyond).

There is an optional "maxSize" parameter that lets you tell the system how much disk space to use on that shard. If you do not specify that, it will just use the entire disk.

To see existing shards:

```
> db.runCommand( { listshards : 1 } );
```

#### Enabling for a Database

We must enable sharding for a database -- otherwise data for the database is stored entirely on one shard.

```
> db.runCommand( { enablesharding : "<dbname>" } );
```

Once enabled, mongos will place different collections for the database on different shards. However, unless the collection is sharded (see below), all data from one collection will be located on a single shard.

#### Sharding a Collection

Use the shardcollection command to shard a collection. An index is automatically created for the specified key.

```
> db.runCommand( { shardcollection : "<namespace>",
                    key : <shardkeypatternobject>
                  } )
```

For example, to shard the `GridFS` chunks collection (which is a great candidate as this can get very large) on the test database one would invoke:

```
> db.runCommand( { shardcollection : "test.fs.chunks", key : { _id : 1 } } )
{"ok" : 1}
```

You can also make your shard key unique:

```
db.runCommand( { shardcollection : "test.users" , key : { email : 1 } , unique : true } );
```

## Examples

- [A sample configuration session](#)
- The following example shows how to run a simple shared setup on a single machine for testing purposes:
  - <http://github.com/mongodb/mongo-snippets/blob/master/sharding/first.js>.

## See Also

- [Administration](#)
- [TCP Port Numbers](#)

## A Sample Configuration Session

The following example uses two shards (one server each), one config db, and one mongos process, all running on a single test server.

```
$ mkdir /data/db/a
$ mkdir /data/db/b
$ mkdir /data/db/config
$ ./mongod --shardsvr --dbpath /data/db/a --port 10000 > /tmp/sharda.log &
$ cat /tmp/sharda.log
$ ./mongod --shardsvr --dbpath /data/db/b --port 10001 > /tmp/shardb.log &
$ cat /tmp/shardb.log
$ ./mongod --configsvr --dbpath /data/db/config --port 20000 > /tmp/configdb.log &
$ cat /tmp/configdb.log
$ ./mongos --configdb localhost:20000 > /tmp/mongos.log &
$ cat /tmp/mongos.log

$ # we connect to mongos process
$ ./mongo
MongoDB shell version: 1.1.0-
url: test
connecting to: test
type "help" for help
> use admin
switched to db admin
> db.runCommand( { addshard : "localhost:10000", allowLocal : true } )
{"ok" : 1 , "added" : "localhost:10000"}
> db.runCommand( { addshard : "localhost:10001", allowLocal : true } )
{"ok" : 1 , "added" : "localhost:10001"}

> config = connect("localhost:20000")
> config = config.getSisterDB("config")

> test = db.getSisterDB("test")
test

> db.runCommand( { enablesharding : "test" } )
{"ok" : 1}
> db.runCommand( { shardcollection : "test.people", key : {name : 1} } )
{"ok" : 1}

> db.runCommand({listshards:1})
{"servers" : [{ "_id" : ObjectId( "4a9d40c981ba1487ccfaa634" ) , "host" : "localhost:10000"},
               { "_id" : ObjectId( "4a9d40df81ba1487ccfaa635" ) , "host" : "localhost:10001"}] ,
  "ok" : 1}
>
```

# Sharding Administration

See also [Configuring](#).

```
> // test if we are speaking to a mongos process or
> // straight to a mongod process
> db.$cmd.findOne({isdbgrid:1});

> // mongos returns { ismaster: 0.0, msg: "isdbgrid" }
> db.$cmd.findOne({ismaster:1});
```

## List Existing Shards

```
> db.runCommand( { listshards : 1 } )
{ "servers" :
  [ { "_id" : ObjectId( "4a9d40c981ba1487ccfaa634" ) ,
    "host" : "localhost:10000" },
    { "_id" : ObjectId( "4a9d40df81ba1487ccfaa635" ) ,
    "host" : "localhost:10001" }
  ],
  "ok" : 1
}
```

## List Which Databases are Sharded

Here we query the config database (through mongos – your shell connection is connected to a mongos and it connects to the config database automatically).

```
> config = db.getSisterDB("config")
> config.system.namespaces.find()
```

## See full sharding setup

```
> printShardingStatus( db.getSisterDB( "config" ) );
```

## Moving a chunk manually

has to be run on admin db

```
db.runCommand( { movechunk : <full ns> , find : <something in the chunk> , to : <shard name> } )
```

example:

```
db.runCommand( { movechunk : "test.blog.posts" , find : { title : "The Cool Post" } , to :
"192.168.1.2" } )
```

## More

```
> db.runCommand({netstat:1})
implementation pending...
```

# Sharding and Failover

## Failure of a mongod process within a shard (PLANNED)

If a member of a replica set in a shard is down, read and write operations are still permitted. Replica sets functionality is pending: [SERVER-557](#) .

### ***Failure of all mongod processes within a shard***

If all replicas within a shard are down, the data within that shard is (at least temporarily) unavailable. Queries which can be resolved at other shards continue to work properly. Queries that require the down shard will return an error.

### ***Failure of a config server***

When one of the config servers is down, split and migrate operations do not happen. Other aspects of the system including conventional reads and writes continue properly. It is important that the down config server be repaired by the administrator in a reasonable period of time (say, 1 day) so that shards do not become unbalanced due to lack of migrates (which may or may not happen in practice). Note if repairing the down config server will be difficult, it could simply be retired and removed from the cluster; another can be added back later.

## **Sharding Limits**

### **Sharding Alpha 2 (MongoDB v1.1)**

- Work is still underway on replication/failover. For Alpha 2, please use a single mongod master per shard (and manual slaves if desired). Replica sets, which are intended for use with sharding, are coming: [SERVER-557](#) .
- [group\(\)](#) is not supported in alpha 2. In generally, we recommend using the [map/reduce facility](#) in sharded environments.
- Sharding must be ran in trusted security mode, without explicit [security](#).

### **Shard Keys**

- Shard keys are immutable in the current version.
- Compound shard keys are not yet supported, but will be in the future.

### **Differences from Unsharded Configurations**

Sharded databases behave differently in certain circumstances from a standalone, single-server mongod instance.

[\\$where](#)

[\\$where](#) works with sharding. However do not reference the db object from the [\\$where](#) function (one normally does not do this anyway).

[db.eval](#)

[db.eval\(\)](#) may not be used with sharded collections. However, you may use [db.eval\(\)](#) if the evaluation function accesses unsharded collections within your database. Use [map/reduce](#) in sharded environments.

[getPrevError](#)

[getPrevError](#) is unsupported for sharded databases, and may remain so in future releases (TBD).

[Unique Indexes](#)

For a sharded collection, you may only (optionally) specify a unique constraint on the shard key. Other secondary indexes work (via a [global operation](#)) as long as no unique constraint is specified.

[Counts](#)

Count is supported with sharding; however, a "count all in collection" will not be instantaneous for a sharded collection as it is for an unsharded collection.

### **Scale Limits**

Goal is support of systems of up to 1,000 shards. Testing for Alpha 2 will be limited to clusters with a modest number of shards (e.g., 20). More information will be reported here later on any scaling limitations which are encountered.

MongoDB sharding supports two [styles of operations](#) -- targeted and global. On giant systems, global operations will be of less applicability.

## **Replication**

- [Security](#)
- [Diagnostics](#)
  - [From the shell](#)
  - [Http Interface](#)

- [Options](#)
  - [Slave Delay](#)
- [See Also](#)

The Mongo database supports replication of data between servers.

The replication is an enhanced master-slave configuration: that is, only one server is active for writes (the master) at a given time. The primary goal of replication is failover and redundancy.

Mongo supports two forms of replication: simple master-slave configurations, and additionally a replica pair concept. Please see the following pages for more details:

- [Master-Slave Replication](#)
- [Replica Pairs](#)
- Limited [Master-Master Replication](#)

## Security

When security is enabled, one must configure a user account for the local database that exists on both servers.

The slave-side of a replication connection first looks for a user `repl` in `local.system.users`. If present, that user is used to authenticate against the local database on the source side of the connection. If `repl` user does not exist, the first user object in `local.system.users` is tried.

The `local` database works like the `admin` database: an account for `local` has access to the entire server.

## Diagnostics

### *From the shell*

Check master status from the mongo shell with:

```
// inspects contents of local.oplog.$main on master and reports status:
db.printReplicationInfo()
```

Check slave status from the mongo shell with:

```
// inspects contents of local.sources on the slave and reports status:
db.printSlaveReplicationInfo()
```

(Note you can evaluate the above functions without the parenthesis above to see their javascript source and a bit on the internals.)

As of 1.3.2, you can do this on the slave

```
db._adminCommand( { serverStatus : 1 , repl : N } )
```

`N` is the level of diagnostic information and can have the following values:

- 0 - none
- 1 - local (doesn't have to connect to other server)
- 2 - remote (has to check with the master)

### *Http Interface*

The administrative [Http Interface](#) (at [port 28017](#)) provides some basic status information on either a master or slave mongod process.

```
replInfo: repl: sleep 2sec before next pass
replication
master: 0
slave: 1
initialSyncCompleted: 1
```

## Options

## Slave Delay

Sometimes its beneficial to have a slave that is purposefully many hours behind to prevent human error. In MongoDB 1.3.3+, you can specify this with the `--slavedelay` mongod command line option:

```
--slavedelay arg      specify delay (in seconds) to be used when applying
                      master ops to slave
```

## See Also

- [Production Notes on Halted Replication](#)

## Master Slave

### Setup of a Manual Master/Slave Configuration

To configure an instance of Mongo to be a master database in a master-slave configuration, you'll need to start two instances of the database, one in *master* mode, and the other in *slave* mode.



#### Data Storage

The following examples explicitly specify the location of the data files on the command line. This is unnecessary if you are running the master and slave on separate machines, but in the interest of the readers who are going try this setup on a single node, they are supplied in the interest of safety.

```
$ bin/mongod --master [--dbpath /data/masterdb/]
```

As a result, the master server process will create a `local.oplog.$main` collection. This is the "transaction log" which queues operations which will be applied at the slave.

To configure an instance of Mongo to be a slave database in a master-slave configuration:

```
$ bin/mongod --slave --source <masterhostname>[:<port>] [--dbpath /data/slavedb/]
```

Details of the source server are then stored in the slave's `local.sources` collection. Instead of specifying the `--source` parameter, one can add an object to `local.sources` which specifies information about the master server:

```
$ bin/mongo <slavehostname>/local
> db.sources.find(); // confirms the collection is empty.  then:
> db.sources.insert( { host: <masterhostname> } );
```

- *host*: *masterhostname* is the IP address or FQDN of the master database machine. Append *:port* to the server hostname if you wish to run on a nonstandard port number.
- *only*: *databaseName* (optional) if specified, indicates that only the specified database should replicate. NOTE: A bug with *only* is fixed in v1.2.4+.

A slave can pull from multiple upstream masters. In such a situation add multiple configuration objects to the `local.sources` collection. See the [One Slave Two Masters](#) doc page.

A server can be slave and a master at same time.

A slave may become out of sync with a master if it falls far behind the data updates available from that master, or if the slave is terminated and then restarted some time later when relevant updates are no longer available from the master. If a slave becomes out of sync, replication will terminate and operator intervention is required by default if replication is to be restarted. An operator may restart replication using the `{resync:1}` command. Alternatively, the command line option `--autoresync` causes a slave to restart replication automatically (after ten second pause) if it becomes out of sync. If the `--autoresync` option is specified, the slave will not attempt an automatic resync more than once in a ten minute period.

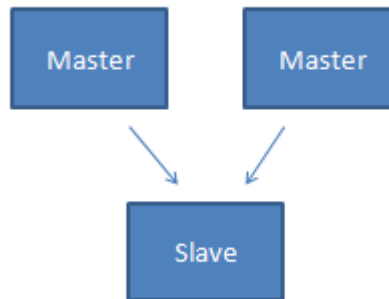
The `--oplogSize` command line option may be specified (along with `--master`) to configure the amount of disk space in megabytes which will be allocated for storing updates to be made available to slave nodes. If the `--oplogSize` option is not specified, the amount of disk space for storing updates will be 5% of available disk space (with a minimum of 1GB) for 64bit machines, or 50MB for 32bit machines.

## Security

Example security configuration when security is enabled:

```
$ dbshell <slavehostname>/admin -u <existingadminusername> -p<adminpassword>
> use local
> db.addUser('repl', <replpassword>);
^c
$ dbshell <masterhostname>/admin -u <existingadminusername> -p<adminpassword>
> use local
> db.addUser('repl', <replpassword>);
```

## One Slave Two Masters



This document shows an example session with one slave pulling data from two different masters. A couple notes:

- Each master host has a different hostname (hostname:port).
- Pulling the same database from two different databases can have unexpected results. This can be done in certainly limited ways, as the data will tend to be merged, but there are some edge cases: for example the two masters should have exactly the same set of collections or else some may not show up. Generally, this is not recommended.
- Slaving a replica pair is unfortunately not currently supported – see [SERVER-30](#).



```

$ mkdir /data/1
$ mkdir /data/2
$ mkdir /data/3
$ ./mongod --port 27020 --dbpath /data/1 --master &
$ ./mongod --port 27021 --dbpath /data/2 --master &
$ ./mongod --port 27022 --dbpath /data/3 --slave &

$ # add some data to masters
$ ./mongo localhost:27020
> use db1
> db.foo.insert({x:1})
> db.foo.insert({x:2})
^C
$ # master 2
$ ./mongo localhost:27021
> use db2
> db.foo.insert({x:999, note:"in db2"})
^C

$ # configure slave
$ ./mongo localhost:27022
> use local
> db.sources.insert({host:"localhost:27020"})
> db.sources.insert({host:"localhost:27021"})
> db.sources.find()
{ "_id" : ObjectId("4b8ecfac0cb095ca52b62949"), "host" : "localhost:27020" }
{ "_id" : ObjectId("4b8ecfc30cb095ca52b6294a"), "host" : "localhost:27021" }

> // wait a little, still connected to slave

> use db1
> db.foo.count()
2
> use db2
> db.foo.find()
{ "_id" : ObjectId("4b8ed00a1d42d47b3afa3c47"), "x" : 999, "note" : "in db2" }
> db.printSlaveReplicationInfo()
source:      localhost:27020
syncedTo:    Wed Mar 03 2010 16:04:35 GMT-0500 (EST)
             = 2717secs ago (0.75hrs)
source:      localhost:27021
syncedTo:    Wed Mar 03 2010 16:09:31 GMT-0500 (EST)
             = 2421secs ago (0.67hrs)

>

```

## Replica Pairs

- [Setup of Replica Pairs](#)
- [Consistency](#)
- [Security](#)
- [Replacing a Replica Pair Server](#)
- [Querying the slave](#)
- [What is and when should you use an arbiter?](#)
- [Working with an existing \(non-paired\) database](#)
- [See Also](#)

### Setup of Replica Pairs

Mongo supports a concept of *replica pairs*. These databases automatically coordinate which is the master and which is the slave at a given point in time.

At startup, the databases will negotiate which is master and which is slave. Upon an outage of one database server, the other will automatically take over and become master from that point on. In the event of another failure in the future, master status would transfer back to the other server. The databases manage this themselves internally.

**Note:** Generally, start with empty /data/db directories for each pair member when creating and running the pair for the first time. See section on Existing Databases below for more information.

To start a pair of databases in this mode, run each as follows:

```
$ ./mongod --pairwith <remoteserver> --arbiter <arbiterserver>
```

where

- *remoteserver* is the hostname of the other server in the pair. Append *:port* to the server hostname if you wish to run on a nonstandard port number.
- *arbiterserver* is the hostname (and optional port number) of an *arbiter*. An arbiter is a Mongo database server that helps negotiate which member of the pair is master at a given point in time. Run the arbiter on a third machine; it is a "tie-breaker" effectively in determining which server is master when the members of the pair cannot contact each other. You may also run with no arbiter by not including the `--arbiter` option. In that case, both servers will assume master status if the network partitions.

One can manually check which database is currently the master:

```
$ ./mongo
> db.$cmd.findOne({ismaster:1});
{ "ismaster" : 0.0 , "remote" : "192.168.58.1:30001" , "ok" : 1.0 }
```

(Note: When security is on, *remote* is only returned if the connection is authenticated for the *admin* database.)

However, Mongo drivers with replica pair support normally manage this process for you.

## Consistency

Members of a pair are only eventually consistent on a failover. If machine L of the pair was master and fails, its last couple seconds of operations may not have made it to R - R will not have those operations applied to its dataset until L recovers later.

## Security

Example security configuration when security is enabled:

```
$ ./mongo <lefthost>/admin -u <adminusername> -p<adminpassword>
> use local
> db.addUser('repl', <replpassword>);
^c
$ ./mongo <righthost>/admin -u <adminusername> -p<adminpassword>
> use local
> db.addUser('repl', <replpassword>);
```

## Replacing a Replica Pair Server

When one of the servers in a Mongo replica pair set fails, should it come back online, the system recovers automatically. However, should a machine completely fail, it will need to be replaced, and its replacement will begin with no data. The following procedure explains how to replace one of the machines in a pair.

Let's assume nodes (*n1*, *n2*) is the old pair and that *n2* dies. We want to switch to (*n1*, *n3*).

1. If possible, assure the dead *n2* is offline and will not come back online: otherwise it may try communicating with its old pair partner.
2. We need to tell *n1* to pair with *n3* instead of *n2*. We do this with a `replacepeer` command. Be sure to check for a successful return value from this operation.

```
n1> ./mongo n1/admin
> db.$cmd.findOne({replacepeer:1});
{
  "info" : "adjust local.sources hostname; db restart now required" ,
  "ok" : 1.0
}
```

At this point, *n1* is still running but is reset to not be confused when it begins talking to *n3* in the future. The server is still up although replication is now disabled.

3. Restart *n1* with the right command line to talk to *n3*

```
n1> ./mongod --pairwith n3 --arbiter <arbiterserver>
```

4. Start n3 paired with n1.

```
n3> ./mongod --pairwith n1 --arbiter <arbiterserver>
```

Note that n3 will not accept any operations as "master" until fully synced with n1, and that this may take some time if there is a substantial amount of data on n1.

## Querying the slave

You can query the slave if you set the slave ok flag. In the shell:

```
db.getMongo().setSlaveOk()
```

## What is and when should you use an arbiter?

The arbiter is used in some situations to determine which side of a pair is master. In the event of a network partition (left and right are both up, but can't communicate) whoever can talk to the arbiter becomes master.

If your left and right server are on the same switch, an arbiter isn't necessary. If you're running on the same ec2 availability zone, probably not needed as well. But if you've got left and right on different ec2 availability zones, then an arbiter should be used.

## Working with an existing (non-paired) database

Care must be taken when enabling a pair for the first time if you have existing datafiles you wish to use that were created from a singleton database. Follow the following procedure to start the pair. Below, we call the two servers "left" and "right".

- assure no mongod processes are running on both servers
- we assume the data files to be kept are on server left. Check that there is no local.\* datafiles in left's /data/db (--dbpath) directory. If there are, remove them.
- check that there are no datafiles at all on right's /data/db directory
- start the left process with the appropriate command line including --pairwith argument
- start the right process with the appropriate paired command line

If both left and right servers have datafiles in their dbpath directories at pair initiation, errors will occur. Further, you do not want a local database (which contains replication metadata) during initiation of a new pair.

## See Also

- [Replica Pairs in Ruby](#)

## Master Master Replication

Mongo does not support full master-master replication. However, for certain restricted use cases master-master can be used. Generally, we recommend one does not use the database in a master-master mode.

Master-master usages is eventually consistent.

To configure master-master, simply run both databases with both the --master and --slave parameters. For example, to set up this configuration on a single machine as a test one might run:

```
$ nohup mongod --dbpath /data1/db --port 27017 --master --slave --source localhost:27018 > /tmp/dblog1
&
$ nohup mongod --dbpath /data2/db --port 27018 --master --slave --source localhost:27017 > /tmp/dblog2
&
```

This mode is safe for:

- insert operation
- delete operations by \_id;
- any query

Master-master should not be used if:

- concurrent updates of single object may occur (including \$inc and other updates)

A sample test session on a single computer follows:

```
$ # terminal 1, we run a mongod on default db port (27017)
$ ./mongod --slave --master --source localhost:10000

$ # terminal 2, we run a mongod on port 10000
$ ./mongod --slave --master --dbpath /data/slave --port 10000 --source localhost

$ # terminal 3, we run the shell here
$ ./mongo
> // 'db' is now connected to localhost:27017/test
> z = connect("localhost:10000/test")
> // 'z' is now connected to localhost:10000/test db

> db.foo.insert({x:7});
> z.foo.find()
{ "_id" : ObjectId( "4ab917d7c50e4c10591ce3b6" ) , "x" : 7 }
> db.foo.find()
{ "_id" : ObjectId( "4ab917d7c50e4c10591ce3b6" ) , "x" : 7 }

> db.foo.insert({x:8})
> db.foo.find()
{ "_id" : ObjectId( "4ab917d7c50e4c10591ce3b6" ) , "x" : 7 }
{ "_id" : ObjectId( "4ab9182a938798896fd8a906" ) , "x" : 8 }
> z.foo.find()
{ "_id" : ObjectId( "4ab917d7c50e4c10591ce3b6" ) , "x" : 7 }
{ "_id" : ObjectId( "4ab9182a938798896fd8a906" ) , "x" : 8 }

> z.foo.save({x:9})
> z.foo.find()
{ "_id" : ObjectId( "4ab917d7c50e4c10591ce3b6" ) , "x" : 7 }
{ "_id" : ObjectId( "4ab9182a938798896fd8a906" ) , "x" : 8 }
{ "_id" : ObjectId( "4ab9188ac50e4c10591ce3b7" ) , "x" : 9 }
> db.foo.find()
{ "_id" : ObjectId( "4ab917d7c50e4c10591ce3b6" ) , "x" : 7 }
{ "_id" : ObjectId( "4ab9182a938798896fd8a906" ) , "x" : 8 }
{ "_id" : ObjectId( "4ab9188ac50e4c10591ce3b7" ) , "x" : 9 }

> z.foo.remove({x:8})
> db.foo.find()
{ "_id" : ObjectId( "4ab917d7c50e4c10591ce3b6" ) , "x" : 7 }
{ "_id" : ObjectId( "4ab9188ac50e4c10591ce3b7" ) , "x" : 9 }
> z.foo.find()
{ "_id" : ObjectId( "4ab917d7c50e4c10591ce3b6" ) , "x" : 7 }
{ "_id" : ObjectId( "4ab9188ac50e4c10591ce3b7" ) , "x" : 9 }

> db.foo.drop()
{ "nIndexesWas" : 1 , "msg" : "all indexes deleted for collection" , "ns" : "test.foo" , "ok" : 1 }
> db.foo.find()
> z.foo.find()
>
```

## Production Notes

- Architecture
  - Production Options
  - Backups
- Recommended System Settings
- TCP Port Numbers
- Tips
- See Also

## Architecture

## Production Options

- [Master Slave](#)
  - 1 master, N slaves - have to handle failover manually
- [Replica Pairs](#)
  - 2 servers, 1 is always master, auto-failover

## Backups

- [Import Export Tools](#)

## Recommended System Settings

- turn off atime
- set file descriptor limit to 4+k

## TCP Port Numbers

Default TCP port numbers for MongoDB processes:

- standalone mongod – 27017
- mongos – 27017
- shard server (mongod --shardsvr) – 27018
- config server (mongod --configsvr) – 27019
- web stats page for mongod – add 1000 to port number

## Tips

- [Handling Halted Replication](#)

## See Also

- [Starting and Stopping the Database](#)

## Halted Replication

If you're running mongod with master-slave replication, there are certain scenarios where the slave will halt replication because it hasn't kept up with the master's oplog.

The first is when a slave is prevented from replicating for an extended period of time, due perhaps to a network partition or the killing of the slave process itself. The best solution in this case is to resync the slave. To do this, open the mongo shell and point it at the slave:

```
$ mongo <slave_host_and_port>
```

Then run the resync command:

```
> use admin
> db.runCommand({resync: 1})
```

## Increasing the OpLog Size

Since the oplog is a capped collection, it's allocated to a fixed size; this means that as more data is entered, the collection will loop around and overwrite itself instead of growing beyond its pre-allocated size. If the slave can't keep up with this process, then replication will be halted. The solution is to increase the size of the master's oplog. There are a couple of ways to do this, depending on how big your oplog will be and how much downtime you can stand. But first you need to figure out how big an oplog you need.

### Figuring out the OpLog size

If the current oplog size is wrong, how do you figure out what's right? The goal is not to let the oplog age out in the time it takes to clone the database. The first step is to print the replication info. On the master node, run this command:

```
> db.printReplicationInfo();
```

You'll see output like this:

```
configured oplog size: 1048.576MB
log length start to end: 7200secs (2hrs)
oplog first event time: Wed Mar 03 2010 16:20:39 GMT-0500 (EST)
oplog last event time: Wed Mar 03 2010 18:20:39 GMT-0500 (EST)
now: Wed Mar 03 2010 18:40:34 GMT-0500 (EST)
```

This indicates that you're adding data to the database at a rate of 524MB/hr. If an initial clone takes 10 hours, then the oplog should be at least 5240MB, so something closer to 8GB would make for a safe bet.

### Changing the Oplog Size

The standard way of changing the oplog size involves stopping the `mongod` master, deleting the `local.*` oplog datafiles, and then restarting with the oplog size you need, measured in MB:

```
$ # Stop mongod - killall mongod or kill -2 or ctrl-c) - then:
$ rm /data/db/local.*
$ mongod --oplog=8038 --master
```

This works, but might be a problem if you need a large oplog (say, > 10GB), since the time it takes `mongod` to pre-allocate the oplog files may mean too much downtime. If this is the case, read on.

### Manually Allocating OpLog Files

An alternative approach is to create the oplog files manually before shutting down `mongod`. Suppose you need an 20GB oplog; here's how you'd go about creating the files:

1. Create a temporary directory, `/tmp/local`.
2. You'll be creating ten 2GB datafiles. Here's a shell script for doing just that:

```
cd /tmp/local
for i in {0..9}
do
echo $i
head -c 2146435072 /dev/zero > local.$i
done
```

Note that the datafiles aren't exactly 2GB due to MongoDB's max int size.

3. Shut down the `mongod` master (kill -2) and then replace the oplog files:

```
$ mv /data/db/local.* /safe/place
$ mv /tmp/local/* /data/db/
```

4. Restart the master with the new oplog size:

```
$ mongod --master --oplogSize=20000
```

5. Finally, resync the slave. This can be done by shutting down the slave, deleting all its datafiles, and restarting it.

**See Also**

- [Replication](#)

## Security and Authentication

### Running Without Security (Trusted Environment)

One valid way to run the Mongo database is in a trusted environment, with no security and authentication. This is the default option and is recommended. Of course, in such a configuration, one must be sure only trusted machines can access database TCP ports.

The current revision of sharding requires trusted (nonsecure) mode.

### Mongo Security

The current version of Mongo supports only very basic security. One authenticates a username and password in the context of a particular database. Once authenticated, a normal user has full read and write access to the database in question while a read only user only has read access.

The admin database is special. In addition to several commands that are administrative being possible only on admin, authentication on admin gives one read and write access to all databases on the server. Effectively, admin access means root access to the server process.

Run the database (mongod process) with the `--auth` option to enable security. You **must** have added a user to the admin db before starting the server with `--auth`.

### Configuring Authentication and Security

Authentication is stored in each database's `system.users` collection. For example, on a database `projectx`, `projectx.system.users` will contain user information.

We should first configure an administrator user for the entire db server process. This user is stored under the special admin database.

If no users are configured in `admin.system.users`, one may access the database from the localhost interface without authenticating. Thus, from the server running the database (and thus on localhost), run the database shell and configure an administrative user:

```
$ ./mongo
> use admin
> db.addUser( "theadmin", "anadminpassword" )
```

We now have a user created for database admin. Note that if we have not previously authenticated, we now must if we wish to perform further operations, as there is a user in `admin.system.users`.

```
> db.auth( "theadmin", "anadminpassword" )
```

We can view existing users for the database with the command:

```
> db.system.users.find()
```

Now, let's configure a "regular" user for another database.

```
> use projectx
> db.addUser( "joe", "passwordForJoe" )
```

Finally, let's add a readonly user. (only supported in 1.3.2+)

```
> use projectx
> db.addUser( "guest", "passwordForGuest", true )
```

### Changing Passwords

The shell `addUser` command may also be used to update a password: if the user already exists, the password simply updates.

Many Mongo drivers provide a helper function equivalent to the db shell's `addUser` method.

## Deleting Users

To delete a user:

```
db.system.users.remove( { user: username } )
```

## Architecture and Components

MongoDB has two primary components to the database server. The first is the `mongod` process which is the core database server. In many cases, `mongod` may be used as a self-contained system similar to how one would use `mysqld` on a server. Separate `mongod` instances on different machines (and data centers) can replicate from one to another.

Another MongoDB process, `mongos`, facilitates auto-sharding. `mongos` can be thought of as a "database router" to make a cluster of `mongod` processes appear as a single database. See the [sharding](#) documentation for more information.

## Database Caching

With relational databases, object caching is usually a separate facility (such as `memcached`), which makes sense as even a RAM page cache hit is a fairly expensive operation with a relational database (joins may be required, and the data must be transformed into an object representation). Further, `memcached` type solutions are more scaleable than a relational database.

Mongo eliminates the need (in some cases) for a separate object caching layer. Queries that result in file system RAM cache hits are very fast as the object's representation in the database is very close to its representation in application memory. Also, the MongoDB can scale to any level and provides an object cache and database integrated together, which is very helpful as there is no risk of retrieving stale data from the cache. In addition, the complex queries a full DBMS provides are also possible.

## Backups

- [Fsync, Write Lock and Backup](#)
- [Shutdown and Backup](#)
- [Exports](#)
- [Slave Backup](#)

Several strategies exist for backing up MongoDB databases. A word of warning: it's not safe to back up the `mongod` data files (by default in `/data/db/`) while the database is running and writes are occurring; such a backup may turn out to be corrupt. See the `fsync` option below for a way around that.

### Fsync, Write Lock and Backup

MongoDB v1.3.1 and higher supports an [fsync and lock command](#) with which we can flush writes, lock the database to prevent writing, and then backup the datafiles.

While in this locked mode, all writes will block. If this is a problem consider one of the other methods below.

### Shutdown and Backup

A simple approach is just to stop the database, back up the data files, and resume. This is safe but of course requires downtime.

### Exports

The [mongodump](#) utility may be used to dump an entire database, even when the database is running and active. The dump can then be restored later if needed.

### Slave Backup

Another good technique for backups is replication to a slave database. The slave polls master continuously and thus always has a nearly-up-to-date copy of master.

We then have several options for backing up the slave:

1. Fsync, write lock, and backup the slave.
2. Shut it down, backup, and restart.
3. Export from the slave.



For methods 1 and 2, after the backup the slave will resume replication, applying any changes made to master in the meantime.

Using a slave is advantageous because we then always have backup database machine ready in case master fails (failover). But a slave also gives us the chance to back up the full data set without affecting the performance of the master database.

## How to do Snapshotted Queries in the Mongo Database



This document refers to query snapshots. For backup snapshots of the database's datafiles, [see the fsync lock page](#).

For performance reasons, MongoDB does not currently support true point-in-time snapshotting of collections. (This may change in the future.) However, some functionality is available which is detailed below.

### Cursors

A MongoDB query returns data as well as a cursor ID for additional lookups, should more data exist. Drivers lazily perform a "getMore" operation as needed on the cursor to get more data. Cursors may have latent getMore accesses that occurs after an intervening write operation on the database collection (i.e., an insert, update, or delete).

Conceptually, a cursor has a current position. If you delete the item at the current position, the cursor automatically skips its current position forward to the next item.

Mongo DB cursors do not provide a snapshot: if other write operations occur during the life of your cursor, it is unspecified if your application will see the results of those operations. In fact, it is even possible (although unlikely) to see the same object returned twice if the object were updated and grew in size (and thus moved in the datafile). To assure no update duplications, use snapshot() mode (see below).

### Snapshot Mode

snapshot() mode assures that objects which update during the lifetime of a query are returned once and only once. This is most important when doing a find-and-update loop that changes the size of documents that are returned (\$inc does not change size).

```
> // mongo shell example
> var cursor = db.myCollection.find({country:'uk'}).snapshot();
```

Even with snapshot mode, items inserted or deleted during the query may or may not be returned; that is, this mode is not a true point-in-time snapshot (currently).

Note that a true point-in-time snapshot occurs for short query responses (less than 1MB).

Because snapshot mode traverses the \_id index, it may not be used with sorting or explicit hints. It also cannot use any other index for the query.

You can get the same effect as snapshot by using any unique index on a field(s) that will not be modified (probably best to use explicit hint() too). If you want to use a non-unique index (such as creation time), you can make it unique by appending \_id to the index at creation time.

### See Also

- The [Advanced Queries](#) section of [MongoDB - A Developer's Tour](#)

## Troubleshooting

- [Too Many Open Files](#)
- [mongod process "disappeared"](#)
- [See Also](#)

### mongod process "disappeared"

Scenario here is the log ending suddenly with no error or shutdown messages logged.

On Unix, check /var/log/messages:

```
$ grep mongod /var/log/messages
$ grep score /var/log/messages
```

## See Also

- [Diagnostic Tools](#)

## Too Many Open Files

If you receive the error too many open files in the mongod log, there are a couple of possible reasons for this.

First, to check what file descriptors are in use, run `lsuf` (some variations shown below):

```
lsuf | grep mongod
lsuf | grep mongod | grep TCP
lsuf | grep mongod | grep data | wc
```

If most lines include "TCP", there are many open connections from client sockets. If most lines include the name of your data directory, the open files are mostly datafiles.

### *ulimit*

If the numbers from `lsuf` look reasonable, check your `ulimit` settings. The default for file handles (often 1024) might be too low for production usage. Run `ulimit -a` (or `limit -a` depending on shell) to check.

### *High TCP Connection Count*

If `lsuf` shows a large number of open TCP sockets, it could be that one or more clients is opening too many connections to the database. Check that your client apps are using connection pooling.

## Durability and Repair

- [Repairing a Database](#)
- [Thoughts on Durability](#)
  - [Tradeoffs](#)
- [See Also](#)

Relational database systems achieve durability, in part, by writing all updates to a [transaction log](#). However, transaction logging incurs a performance penalty, so MongoDB takes an alternate approach to durability: [replication](#).

Because MongoDB forgoes transaction logging, it's possible to lose data on a hardware or process crash (or `kill -9`). Data can be lost when writes have occurred recently and haven't yet been synced to disk. If a database file becomes corrupted, it will be necessary to repair the database.



Since 1.1.4, the `--syncdelay` option controls how often changes are flushed to disk (the default is 60 seconds). If replication is not being used, then it may be desirable to reduce this default.

### Repairing a Database

In the event of a crash, we recommend running a repair - analogous to running [fsck](#). If a slave crashes, one option is just to re-slave and start from scratch which will likely be just as fast.

From the command line `mongod --repair`

From the shell:

```
> db.repairDatabase();
```

Analogous to running [fsck](#) on the file system, this command will repair the database.

To check the condition of any particular collection, there's a validation command that returns a lot of useful information. For example, here we validate the `users` collection:

```

> db.users.validate();
{
  "ns" : "test.users",
  "result" : " validate
details: 0x1243dbbdc ofs:740bdc
firstExtent:0:178b00 ns:test.users
lastExtent:0:178b00 ns:test.users
# extents:1
datasize?:44 nrecords?:1 lastExtentSize:8192
padding:1
first extent:
  loc:0:178b00 xnext:null xprev:null
  nsdiag:test.users
  size:8192 firstRecord:0:178bb0 lastRecord:0:178bb0
1 objects found, nobj:1
60 bytes data w/headers
44 bytes data wout/headers
deletedList: 00000000100000000000
deleted: n: 1 size: 7956
nIndexes:2
  test.users.$_id_ keys:1
  test.users.$username_1 keys:1 ",
  "ok" : 1,
  "valid" : true,
  "lastExtentSize" : 8192
}

```

During a repair operation, mongod must store temporary files to disk. By default, mongod creates temporary directories under the dbpath for this purpose. Alternatively, the --repairpath command line option can be used to specify a base directory for temporary repair files.

## Thoughts on Durability

If you question the idea of forgoing transaction logging, keep in mind that this idea is not unique to MongoDB. For example, MySQL's MyISAM storage engine also dispenses with transaction logging.

The [philosophy](#) behind MongoDB is that different styles of databases should be used for different problems. MongoDB attempts to provide high performance at some reduction of features. Of course, some problems require greater durability: we would not recommend using it for a bond trading system. However, for many problems, particularly with scaling web site infrastructure, MongoDB works quite well in practice (see our growing list of [production deployments](#)).

## Tradeoffs

Full durability comes at a significant cost to write performance. For this reason, modern hard drives have hardware buffering of writes turned on by default. What's more, many traditional RDBMS solutions simply perform an fsync-style flush when flushing the transaction log. This is reasonably fast but incomplete -- on Linux for example, fsync() may return before the data is permanently stored when the drive has write caching enabled. (Disabling the write cache on the drive could result in a huge drop in performance).

What all this means is that even the most durable systems are susceptible to corruption and data loss in certain situations. Some research is underway with MongoDB on durability schemes that maintain very high performance. Those desiring greater durability are free to configure the --syncdelay option mentioned above and are encouraged to employ some forms of replication.

## See Also

- <http://blog.mongodb.org/post/381927266/what-about-durability>
- [fsync Command](#)

## Contributors

- [C++ Coding Style](#)
- [Project Ideas](#)
- [UI](#)
- [Source Code](#)
- [Building](#)
- [Database Internals](#)
- [Writing Drivers and Tools](#)
- [Contributing to the Documentation](#)

## C++ Coding Style



not totally obeyed yet

camelCase

### **brackets**

```
if ( 0 ) {  
}
```

### **class members**

```
class Foo {  
    int _bar;  
};
```

### **templates**

```
set<int> s;
```

### **assertions**

There are several different types of assertions used in the MongoDB code. In brief:

- `assert` should be used for internal assertions.
- `assert` is an internal assertion with a message.
- `uassert` is used for a user error

Both `assert` and `uassert` take error codes, so that all errors have codes associated with them. These [error codes](#) are assigned randomly, so there aren't segments that have meaning. `scons` checks for duplicates, but if you want the next available code you can run:

```
python buildscripts/errorcodes.py
```

## Project Ideas

If you're interested in getting involved in the MongoDB community (or the open source community in general) a great way to do so is by starting or contributing to a MongoDB related project. Here we've listed some project ideas for you to get started on. For some of these ideas projects are already underway, and for others nothing (that we know of) has been started yet.

### **A GUI**

One feature that is often requested for MongoDB is a GUI, much like CouchDB's `futon` or `phpMyAdmin`. There are a couple of projects working on this sort of thing that are worth checking out:

<http://github.com/sbellity/futon4mongo>  
<http://www.mongodb.org/display/DOCS/Http+Interface>  
<http://www.mongohq.com>

We've also started to [spec out](#) the features that a tool like this should provide.

### **Try Mongo!**

It would be neat to have a web version of the MongoDB Shell that allowed users to interact with a real MongoDB instance (for doing the tutorial, etc). A project that does something similar (using a basic MongoDB emulator) is [here](#):

<http://github.com/banker/mongulator>

## Real-time Full Text Search Integration

It would be interesting to try to nicely integrate a search backend like Xapian, Lucene or Sphinx with MongoDB. One idea would be to use MongoDB's oplog (which is used for master-slave replication) to keep the search engine up to date.

## GridFS FUSE

There is a project working towards creating a FUSE filesystem on top of GridFS - something like this would create a bunch of interesting potential uses for MongoDB and GridFS:

<http://github.com/mikejs/gridfs-fuse>

## GridFS Web Server Modules

There are a couple of modules for different web servers designed to allow serving content directly from GridFS:

Nginx: <http://github.com/mdirolf/nginx-gridfs>

Lighttpd: <http://bitbucket.org/bwmcadams/lighttpd-gridfs>

## Framework Adaptors

Working towards adding MongoDB support to major web frameworks is a great project, and work has been started on this for a variety of different frameworks (please use google to find out if work has already been started for your favorite framework).

## Logging and Session Adaptors

MongoDB works great for storing logs and session information. There are a couple of projects working on supporting this use case directly.

Logging:

Zend: <http://raphaelstolt.blogspot.com/2009/09/logging-to-mongodb-and-accessing-log.html>

Python: <http://github.com/andreisavu/mongodb-log>

Rails: [http://github.com/peburrows/mongo\\_db\\_logger](http://github.com/peburrows/mongo_db_logger)

Sessions:

web.py: <http://github.com/whilefalse/webpy-mongodb-sessions>

Beaker: [http://pypi.python.org/pypi/mongodb\\_beaker](http://pypi.python.org/pypi/mongodb_beaker)

## Package Managers

Add support for installing MongoDB with your favorite package manager and let us know!

## Locale-aware collation / sorting

MongoDB doesn't yet know how to sort query results in a locale-sensitive way. If you can think up a good way to do it and implement it, we'd like to know!

## Drivers

If you use an esoteric/new/awesome programming language write a driver to support MongoDB! Again, check google to see what people have started for various languages.

Some that might be nice:

- Scheme (probably starting with PLT)
- GNU R
- Visual Basic
- lua
- Lisp (e.g, Common Lisp)
- Delphi
- Falcon

## Write a killer app that uses MongoDB as the persistence layer!

## UI

Spec/requirements for a future MongoDB admin UI.

- list databases
  - repair, drop, clone?
- collections
  - validate(), datasize, indexsize, clone/copy
- indexes
- queries - explain() output
- security: view users, adjust
- see replication status of slave and master
- sharding
- system.profile viewer ; enable disable profiling
- curop / killop support

## Source Code

All source for MongoDB, it's drivers, and tools is open source and hosted at [Github](#) .

- [Mongo Database](#) (includes C++ driver)
- [Python Driver](#)
- [PHP Driver](#)
- [Ruby Driver](#)
- [Java Driver](#)
- [Perl Driver](#)

(Additionally, community drivers and tools also exist and will be found in other places.)

### See Also

- [Building](#)

## Building

This section provides instructions on setting up your environment to write Mongo drivers or other infrastructure code. For specific instructions, go to the document that corresponds to your setup.

Note: see the [Downloads](#) page for prebuilt binaries!

Sub-sections of this section:

- [Building for FreeBSD](#)
- [Building for Linux](#)
- [Building for OS X](#)
- [Building for Solaris](#)
- [Building for Windows](#)
  - [Boost 1.41.0 Visual Studio 2010 Binary](#)
- [Building Spider Monkey](#)

### See Also

- The main [Database Internals](#) page
- [Building with V8](#)

## Building for FreeBSD

On FreeBSD 8.0 and later, there is a mongodb port you can use.

For FreeBSD <= 7.2:

1. Get the database source: <http://www.github.com/mongodb/mongo>.
2. Update your ports tree: `sudo portsnap fetch && portsnap extract` (the packages that come by default on 7.2 and older are too old, you'll get weird errors when you try to run the database)
3. Install SpiderMonkey: `cd /usr/ports/lang/spidermonkey && make && make install`
4. Install scons: `cd /usr/ports/devel/scons && make && make install`
5. Install boost: `cd /usr/ports/devel/boost-all && make && make install` (it will pop up an X "GUI", select PYTHON)
6. Install libexecinfo: `cd /usr/ports/devel/libexecinfo && make && make install`
7. Change to the database source directory
8. `scons .`

## Building for Linux

- [General Instructions](#)
- [Special Notes about Spider Monkey](#)
- [Package Requirements](#)
  - [Fedora](#)
    - [Fedora 8 or 10](#)
    - [Ubuntu](#)
    - [Ubuntu 8.04](#)
    - [Ubuntu 9.04 and 9.10](#)
- [See Also](#)

### General Instructions

1. Install Dependencies - see platform specific below
2. get source

```
git clone git://github.com/mongodb/mongo.git
```

3. build

```
scons all
```

4. install

```
scons --prefix=/opt/mongo install
```

### Special Notes about Spider Monkey

Most pre-built spider monkey binaries don't have UTF8 compiled in. Additionally, ubuntu has a weird version of spider monkey that doesn't support everything we use. If you get any warnings during compile time or runtime, we highly recommend building spider monkey from source. See [Building Spider Monkey](#) for more information.

We currently support spider monkey 1.6 and 1.7, although there is some degradation with 1.6, so we recommend using 1.7. We have not yet tested 1.8, but will once it is officially released.

### Package Requirements

#### *Fedora*

##### Fedora 8 or 10

```
sudo yum -y install git tcsh scons gcc-c++ glibc-devel
sudo yum -y install boost-devel pcre-devel js-devel readline-devel
#for release builds:
sudo yum -y install boost-devel-static readline-static ncurses-static
```

#### Ubuntu

See spider monkey note above.

##### Ubuntu 8.04

```
apt-get -y install tcsh git-core scons g++
apt-get -y install libpcre++-dev libboost-dev libreadline-dev xulrunner-1.9-dev
apt-get -y install libboost-program-options-dev libboost-thread-dev libboost-filesystem-dev
libboost-date-time-dev
```

##### Ubuntu 9.04 and 9.10

```
apt-get -y install tcsh git-core scons g++
apt-get -y install libpcre++-dev libboost-dev libreadline-dev xulrunner-1.9.1-dev
```

## See Also

- The [Building](#) page for setup information for other operating systems
- The main [Database Internals](#) page

## Building for OS X

- [Upgrading to Snow Leopard](#)
- [Setup](#)
  - [Package Manager Setup \(32bit\)](#)
  - [Manual Setup](#)
    - [Install Apple developer tools](#)
    - [Install libraries \(32bit option\)](#)
    - [Install libraries \(64bit option\)](#)
- [Compiling](#)
- [XCode](#)
- [See Also](#)

To set up your OS X computer for MongoDB development:

### Upgrading to Snow Leopard

If you have installed Snow Leopard, the builds will be 64 bit -- so if moving from a previous OS release, a bit more setup may be required than one might first expect.

1. [Install XCode](#) tools for Snow Leopard.
2. [Install MacPorts](#) (snow leopard version). If you have MacPorts installed previously, we've had the most success by running `rm -rf /opt/local` first.
3. Update/install packages: `sudo port install boost pcre`.
4. Update/install SpiderMonkey with `sudo port install spidermonkey`. (If this fails, see the note on #2 above.)

### Setup

1. Install git.  
You'll want git (you may already have it). If not, download the source and run `./configure; make; sudo make install`
2. Install gcc.  
gcc version 4.0.1 (from XCode Tools install) works, but you will receive compiler warnings. The easiest way to upgrade gcc is to install the iPhone SDK.

### Package Manager Setup (32bit)

1. Install libraries (using macports)

```
port install boost pcre++ spidermonkey
```

### Manual Setup

#### Install Apple developer tools

#### Install libraries (32bit option)

1. Download boost {{boost 1.37.0 [http://downloads.sourceforge.net/boost/boost\\_1\\_37\\_0.tar.gz](http://downloads.sourceforge.net/boost/boost_1_37_0.tar.gz)}}Apply the following patch:



```

diff -u -r a/configure b/configure
--- a/configure 2009-01-26 14:10:42.000000000 -0500
+++ b/configure 2009-01-26 10:21:29.000000000 -0500
@@ -9,9 +9,9 @@

  BJAM=" "
  TOOLSET=" "
  -BJAM_CONFIG=" "
  +BJAM_CONFIG="--layout=system"
  BUILD=" "
  PREFIX=/usr/local
  EPREFIX=
diff -u -r a/tools/build/v2/tools/darwin.jam b/tools/build/v2/tools/darwin.jam
--- a/tools/build/v2/tools/darwin.jam 2009-01-26 14:22:08.000000000 -0500
+++ b/tools/build/v2/tools/darwin.jam 2009-01-26 10:22:08.000000000 -0500
@@ -367,5 +367,5 @@

  actions link.dll bind LIBRARIES
  {
  -   "${CONFIG_COMMAND}" -dynamiclib -Wl,-single_module -install_name "${(<:B)(<:S)}" -L
  "${LINKPATH}" -o "${(<)}" "${(>)}" "${LIBRARIES}" -l$(FINDLIBS-SA) -l$(FINDLIBS-ST)
  $(FRAMEWORK_PATH) -framework${(&)}$(FRAMEWORK:D=:S=) $(OPTIONS) $(USER_OPTIONS)
  +   "${CONFIG_COMMAND}" -dynamiclib -Wl,-single_module -install_name
  "/usr/local/lib/${(<:B)(<:S)}" -L"${LINKPATH}" -o "${(<)}" "${(>)}" "${LIBRARIES}" -l$(FINDLIBS-SA)
  -l$(FINDLIBS-ST) $(FRAMEWORK_PATH) -framework${(&)}$(FRAMEWORK:D=:S=) $(OPTIONS) $(USER_OPTIONS)
  }

```

then,

```
./configure; make; sudo make install
```

2. Install pcre <http://www.pcre.org/> (must enable UTF8)

```
./configure --enable-utf8 --enable-unicode-properties --with-match-limit=200000
--with-match-limit-recursion=4000; make; sudo make install
```

3. Install c++ unit test framework <http://unittest.red-bean.com/> (optional)

```
./configure; make; sudo make install
```

### Install libraries (64bit option)

(The 64bit libraries will be installed in /usr/64/{include,lib}.)

1. Download SpiderMonkey: <ftp://ftp.mozilla.org/pub/mozilla.org/js/js-1.7.0.tar.gz>

Apply the following patch:

```

diff -u -r js/src/config/Darwin.mk js-1.7.0/src/config/Darwin.mk
--- js/src/config/Darwin.mk 2007-02-05 11:24:49.000000000 -0500
+++ js-1.7.0/src/config/Darwin.mk 2009-05-11 10:18:37.000000000 -0400
@@ -43,7 +43,7 @@
 # Just ripped from Linux config
 #

-CC = cc
+CC = cc -m64
CCC = g++
CFLAGS += -Wall -Wno-format
OS_CFLAGS = -DXP_UNIX -DSVR4 -DSYSV -D_BSD_SOURCE -DPOSIX_SOURCE -DDARWIN
@@ -56,9 +56,9 @@
#.c.o:
#      $(CC) -c -MD $*.d $(CFLAGS) $<

-CPU_ARCH = $(shell uname -m)
+CPU_ARCH = "X86_64"
+ifeq (86,$(findstring 86,$(CPU_ARCH)))
-CPU_ARCH = x86
+CPU_ARCH = x86_64
OS_CFLAGS+= -DX86_LINUX
endif
GFX_ARCH = x
@@ -81,3 +81,14 @@
# Don't allow Makefile.ref to use libmath
NO_LIBM = 1

+ifeq ($(CPU_ARCH),x86_64)
+# Use VA_COPY() standard macro on x86-64
+# FIXME: better use it everywhere
+OS_CFLAGS += -DHAVE_VA_COPY -DVA_COPY=va_copy
+endif
+
+ifeq ($(CPU_ARCH),x86_64)
+# We need PIC code for shared libraries
+# FIXME: better patch rules.mk & fdlibm/Makefile*
+OS_CFLAGS += -DPIC -fPIC
+endif

```

compile and install

```

cd src
make -f Makefile.ref
sudo JS_DIST=/usr/64 make -f Makefile.ref export

```

remove the dynamic library

```

sudo rm /usr/64/lib64/libjs.dylib

```

# Download boost {{boost 1.37.0 [http://downloads.sourceforge.net/boost/boost\\_1\\_37\\_0.tar.gz](http://downloads.sourceforge.net/boost/boost_1_37_0.tar.gz)}}Apply the following patch:

```
diff -u -r a/configure b/configure
--- a/configure 2009-01-26 14:10:42.000000000 -0500
+++ b/configure 2009-01-26 10:21:29.000000000 -0500
@@ -9,9 +9,9 @@

  BJAM=" "
  TOOLSET=" "
-BJAM_CONFIG=" "
+BJAM_CONFIG="architecture=x86 address-model=64 --layout=system"
  BUILD=" "
-PREFIX=/usr/local
+PREFIX=/usr/64
  EPREFIX=
  LIBDIR=
  INCLUDEDIR=
diff -u -r a/tools/build/v2/tools/darwin.jam b/tools/build/v2/tools/darwin.jam
--- a/tools/build/v2/tools/darwin.jam 2009-01-26 14:22:08.000000000 -0500
+++ b/tools/build/v2/tools/darwin.jam 2009-01-26 10:22:08.000000000 -0500
@@ -367,5 +367,5 @@

  actions link.dll bind LIBRARIES
  {
-    "$({CONFIG_COMMAND})" -dynamiclib -Wl,-single_module -install_name "$(<:B)$(<:S)" -L"$({LINKPATH})"
-o "$(<)" "$(>)" "$({LIBRARIES})" -l$({FINDLIBS-SA}) -l$({FINDLIBS-ST}) $({FRAMEWORK_PATH})
-framework$(_)$({FRAMEWORK:D=:S=}) $({OPTIONS}) $({USER_OPTIONS})
+    "$({CONFIG_COMMAND})" -dynamiclib -Wl,-single_module -install_name "/usr/64/lib/$(<:B)$(<:S)" -L
"$({LINKPATH})" -o "$(<)" "$(>)" "$({LIBRARIES})" -l$({FINDLIBS-SA}) -l$({FINDLIBS-ST}) $({FRAMEWORK_PATH})
-framework$(_)$({FRAMEWORK:D=:S=}) $({OPTIONS}) $({USER_OPTIONS})
  }
}
```

then,

```
./configure; make; sudo make install
```

# Install pcre <http://www.pcre.org/> (must enable UTF8)

```
CFLAGS="-m64" CXXFLAGS="-m64" LDFLAGS="-m64" ./configure --enable-utf8 --with-match-limit=200000
--with-match-limit-recursion=4000 --enable-unicode-properties --prefix /usr/64; make; sudo make
install
```

1. Install unit test framework <http://unittest.red-bean.com/> (optional)

```
CFLAGS="-m64" CXXFLAGS="-m64" LDFLAGS="-m64" ./configure --prefix /usr/64; make; sudo make
install
```

## Compiling

To compile 32bit, just run

```
scons
```

To compile 64bit on 10.5 (64 is default on 10.6), run

```
scons --64
```

## XCode

You can open the project with:

```
$ open mongo.xcodeproj/
```

You need to add an executable target.:

1. In the mongo project window, go to the **Executables**, right click and choose **Add->NewCustomExecutable**.
2. Name it db. Path is `./db/db`.  
It will appear under **Executables**".
3. Double-click on it.
4. Under **general**, set the working directory to the project directory.
5. Under **arguments**, add `run`.
6. Go to **general prefs (cmd .)**, go to **debugging** and turn off `lazy load`.  
(Seems to be an issue that prevents breakpoints from working in debugger?)

### See Also

- The [Building](#) page for setup information for other environments
- The main [Database Internals](#) page
- The starting point for all [Home](#)

## Building for Solaris

MongoDB server currently supports little endian Solaris operation. (Although most drivers – not the database server – work on both.)

Community: Help us make this rough page better please! (And support for big endian...)

### Prerequisites:

- g++ 4.x (SUNWgcc)
- scons (need to install from source)
- spider monkey [Building Spider Monkey](#)
- pcre (SUNWpcre)
- boost (need to install from source)

### See Also

- [Joyent](#)

## Building for Windows

- [Prerequisites and Setup](#)
- [Visual Studio](#)
- [Building with SCons](#)
  - [Building in the Visual Studio IDE](#)
    - [Preprocessor Defines](#)
  - [Visual Studio 2010 \(beta 2\)](#)
- [Troubleshooting](#)

MongoDB can be compiled for Windows (32 and 64 bit) using Visual C++. [SCons](#) is used as the make mechanism, although a `.vcproj/.sln` is also included in the project for convenience when making changes and debugging.

There are several dependencies exist which are listed below; you may find it easier to simply [download a pre-built binary](#).

### Prerequisites and Setup

- Install [Git](#)
  - Then: `git clone git://github.com/mongodb/mongo.git` ([more info](#))
- Install [SCons](#) :
  - First install Python: <http://www.python.org/download/releases/2.6.4/>
  - Then SCons itself: <http://sourceforge.net/projects/scons/files/scons/1.2.0/scons-1.2.0.win32.exe/download>
  - Add the python scripts directory (e.g., `C:\Python26\Scripts`) to your PATH
- Install [Visual C++ Express](#) or Visual Studio 2008.
- Install Boost
  - 32-bit: <http://www.boostpro.com/products/free> install the prebuilt libraries for Boost version 1.35.0 (or higher - generally newer is better). During installation, for release builds choose static multithread libraries for installation. The Debug

version of the project uses the DLL libraries; choose all multithread libraries if you plan to do development. From the BoostPro installer, be sure to select all relevant libraries that mongodb uses -- for example, you need Filesystem, Regex, Threads, and ProgramOptions (and perhaps others).

- 64-bit: you must use boost 1.39 or higher. compile boost: `bjam variant=debug,release link=static threading=multi address-model=64 runtime-link=static`
- If boost headers are not found when compiling, add the boost home location in Tools.Options.Projects&Solutions.VC++ Directories.Include; for example, "c:\program files\boost\boost\_1\_39".
- If boost libs are not found when linking, add the boost lib location in Tools.Options.Projects&Solutions.VC++ Directories.Libraries; for example, "c:\program files\boost\boost\_1\_39\lib".

- Build a SpiderMonkey js engine library (js.lib) – details [here](#)

## Visual Studio

Mongo can be compiled on Windows with Visual Studio 2008. The Visual Studio debugger is actually a very nice way to perform debugging.

Note: After installing Visual Studio, you may want to go to **Control Panel->Services** and disable SQL Server Express, as we won't be using that.

Note: we have not tried building with VS 2005.

## Building with SCons

The SConstruct file from the MongoDB project is the preferred way to perform production builds. Run scons in the mongo project directory to build.

When using SCons you may want the Visual C++ files to be on your path; one way to do that is use Tools...Visual Studio Command Prompt to get a prompt from Visual Studio.

To build mongod:

- scons

To build the C++ client driver library:

- scons mongoclient.lib

To build all end use components:

- scons all

To build all components including components including unit tests:

- scons .

## Building in the Visual Studio IDE

Open the solution for Mongo. There are two options:

1. db/db.sln.
2. msvc/mongo.sln. Community supported solution file that is more comprehensive, but may not be up to date.

## Preprocessor Defines

These will be set for the vcproj already, but just so you know:

- `_CRT_SECURE_NO_WARNINGS` - suppressed warnings on Visual Studio
- `HAVE_CONFIG_H` - for PCRE on Windows

Note: If you receive "error building program database" or other errors building, try installing the Visual Studio 2008 Service Pack 1.

## Visual Studio 2010 (beta 2)

The project now includes a Visual Studio 2010 solution file -- db/db\_10.sln (as well as .vcxproj files).

Boost 1.41.0 compiles with Visual Studio 2010 -- you will want that version of boost. [A prebuilt boost binary may be found here.](#)

## Troubleshooting

- **Can't find jstypes.h when compiling.** This file is generated when building SpiderMonkey. See the [Building SpiderMonkey](#) page for more info.
- **Can't find / run cl.exe when building with scons.** See troubleshooting note on the [Building SpiderMonkey](#) page.

## Boost 1.41.0 Visual Studio 2010 Binary

The following is a prebuilt [boost](#) binary (libraries) for Visual Studio 2010 [beta 2](#).

The MongoDB vcxproj files assume this package is unzipped under c:\Program Files\boost\boost\_1\_41\_0\.

- [http://downloads.mongodb.org/misc/boost\\_1\\_41\\_0\\_binary\\_vs10beta2.zipx](http://downloads.mongodb.org/misc/boost_1_41_0_binary_vs10beta2.zipx)

Note: we're not boost build gurus please let us know if there are things wrong with the build.

See also the prebuilt boost binaries at <http://www.boostpro.com/download>.

## Building Spider Monkey

- [Building js.lib - Unix](#)
  - [Download](#)
  - [Build](#)
  - [Install](#)
- [Building js.lib - Windows](#)
  - [Prebuilt](#)
  - [Download](#)
  - [Build](#)
  - [Troubleshooting scon](#)
- [See Also](#)

MongoDB uses [SpiderMonkey](#) for server-side Javascript execution. The mongod project requires a file js.lib when linking. This page details how to build js.lib.

Note: V8 Javascript support is under development.

### Building js.lib - Unix

#### Download

```
curl -O ftp://ftp.mozilla.org/pub/mozilla.org/js/js-1.7.0.tar.gz
tar zxvf js-1.7.0.tar.gz
```

#### Build

```
cd js/src
export CFLAGS="-DJS_C_STRINGS_ARE_UTF8"
make -f Makefile.ref
```

SpiderMonkey does not use UTF-8 by default, so we enable before building.

An experimental SConstruct build file is available [here](#).

#### Install

```
JS_DIST=/usr make -f Makefile.ref export
```

By default, the mongo scon project expects spidermonkey to be located at ../js/.

### Building js.lib - Windows

#### Prebuilt

For convenience when compiling MongoDB on Windows, a [prebuilt SpiderMonkey library](#) and headers for Win32 is attached to this document (this file may or may not work depending on your compile settings and compiler version). Alternatively, follow the steps below.

#### Download

From an [msysgit](#) or cygwin shell, run:

```
curl -O ftp://ftp.mozilla.org/pub/mozilla.org/js/js-1.7.0.tar.gz
tar zxvf js-1.7.0.tar.gz
```

## Build

cd js/src

```
export CFLAGS="-DJS_C_STRINGS_ARE_UTF8"
make -f Makefile.ref
```

If `cl.exe` is not found, launch Tools...Visual Studio Command Prompt from inside Visual Studio -- your path should then be correct for make.

If you do not have a suitable make utility installed, you may prefer to build using scons. An [experimental SConstruct file](#) to build the `js.lib` is available in the [mongodb/snippets](#) project. For example:

```
cd
git clone git://github.com/mongodb/mongo-snippets.git
cp mongo-snippets/jslib-sconstruct js/src/SConstruct
cd js/src
scons
```

## Troubleshooting scons

Note that scons does not use your PATH to find Visual Studio. If you get an error running `cl.exe`, try changing the following line in the `msvc.py` scons source file from:

```
MVSdir = os.getenv('ProgramFiles') + r'\Microsoft Visual Studio 8'
```

to

```
MVSdir = os.getenv('ProgramFiles') + r'\Microsoft Visual Studio ' + version
```

## See Also

- [Building MongoDB](#)

# Database Internals

This section provides information for developers who want to write drivers or tools for MongoDB, \ contribute code to the MongoDB codebase itself, and for those who are just curious how it works internally.

Sub-sections of this section:

- [Caching](#)
- [Cursors](#)
- [Sharding Internals](#)
  - [Moving Chunks](#)
  - [Sharding Commands](#)
  - [Sharding Design](#)
  - [Sharding Use Cases](#)
  - [Shard Ownership](#)
  - [Splitting Shards](#)
- [Error Codes](#)
- [Internal Commands](#)
- [Replication Internals](#)
- [Smoke Tests](#)
- [Pairing Internals](#)

## Caching

### ***MongoMemMapped\_RecStore Storage Engine***

This is the current default storage engine for MongoDB, and it uses memory-mapped files for all disk I/O. Using this strategy, the operating system's virtual memory manager is in charge of caching. This has several implications:

- There is no redundancy between file system cache and database cache: they are one and the same.
- MongoDB can use all free memory on the server for cache space automatically without any configuration of a cache size.
- Virtual memory size and resident size will appear to be very large for the mongod process. This is benign: virtual memory space will be just larger than the size of the datafiles open and mapped; resident size will vary depending on the amount of memory not used by other processes on the machine.
- Caching behavior (such as LRU'ing out of pages, and laziness of page writes) is controlled by the operating system: quality of the VMM implementation will vary by OS.

### ***CachedBasicRecStore (alternative) Storage Engine***

An alternative storage engine (CachedBasicRecStore), which does not use memory-mapped files, is under development. This engine is more traditional in design with its own page cache. With this store the database has more control over the exact timing of reads and writes, and of the cache LRU strategy.

Generally, the memory-mapped store works quite well. The alternative store will be useful in cases where an operating system's virtual memory manager is behaving suboptimally.

## **Cursors**



### **Redirection Notice**

This page should redirect to [Internals](#).

## **Sharding Internals**

This section includes internal implementation details for MongoDB auto sharding. See also the [main sharding documentation](#).

Note: some internals docs could be out of date -- if you see that let us know so we can fix.

### ***Internals***

- [Moving Chunks](#)
- [Sharding Commands](#)
- [Sharding Design](#)
- [Sharding Use Cases](#)
- [Shard Ownership](#)
- [Splitting Shards](#)

### ***Unit Tests***

```
./mongo --nodb jstests/sharding/*.js
```

## **Moving Chunks**

- inc version
- try to set on from
- if set is successful, have it "locked"
- start transfer
- finish transfer
- commit result

max version for a shard is MAX( chunks on shard )

this poses slight problem when moving last chunk off of a shard, so add a special marker

## **Sharding Commands**

All of these commands need to be run on the admin database when connected to mongos.

### ***db management***



- `db.runCommand( { addserver : "localhost:30001" } )`
- `db.runCommand( { movePrimary : "foo" , to : "localhost:30001" } )`

### partition/sharding management

- `db.runCommand( { partition : "foo" } );` - this turns on partitioning for a db.
  - you have to turn on partitioning to be able to have different collections on different servers, or to use sharding
- `db.runCommand( { shard : "foo.users" , key : { name : 1 } } )`

### db commands relevant to the mongoshard process

- `db.$cmd.findOne({isdbgrid:1})` - use to test if you are speaking to a dbgrid process or straight to a mongo db.
- `db.$cmd.findOne({ismaster:1})` - normally used to check which member of a replica pair is currently master. dbgrid returns { ismaster: 0.0, msg: "isdbgrid" }
- `db.$cmd.findOne({netstat:1})` - check on health of connections between dbgrid and the various db processes

## Sharding Design

### concepts

- *config database* - the top level database that stores information about servers and where things live.
- *shard*. this can be either a single server or a replica pair.
- *database* - one top level namespace. a database can be partitioned or not
- *chunk* - a region of data from a particular collection. A chunk can be thought of as (*collectionname,fieldname,lowvalue,highvalue*). The range is inclusive on the low end and exclusive on the high end, *i.e.*, [lowvalue,highvalue).

### components and database collections

- config database
- config.servers - this contains all of the servers that the system has. These are logical servers. So for a replica pair, the entry would be *192.168.0.10,192.168.0.11*
- config.databases - all of the databases known to the system. This contains the *primary* server for a database, and information about whether its partitioned or not.
  - config.shards - a list of all database *shards*. Each shard is a db pair, each of which runs a db process.
  - config.homes - specifies which shard is *home* for a given client db.
- shard databases
  - *client.system.chunklocations* - the home shard for a given client db contains a *client.system.chunklocations* collection. this collection lists where to find particular chunks; that is, it maps chunk->shard.
- mongos process
  - "routes" request to proper db's, and performs merges. can have a couple per system, or can have 1 per client server.
  - gets chunk locations from the client db's home shard. load lazily to avoid using too much mem.
    - chunk information is cached by mongos. This information can be stale at a mongos (it is always up to date at the owning shard; you cannot migrate an item if the owning shard is down). If so, the shard contacted will tell us so and we can then retry to the proper location.

### db operations

- moveprimary - move a database's primary server
- migrate - migrate a chunk from one machine to another.
  - lock and migrate
  - shard db's coordinate with home shard to atomically pass over ownership of the chunk (two phase commit)
- split - split a chunk that is growing too large into pieces. as the two new chunks are on the same machine after the split, this is really just a metadata update and very fast.
- reconfiguration operations
  - add shard - dbgrid processes should lazy load information on a new (unknown) shard when encountered.
  - retire shard - in background gradually migrate all chunks off

### minimizing lock time

If a chunk is migrating and is 50MB, that might take 5-10 seconds which is too long for the chunk to be locked.

We could perform the migrate much like Cloner works, where we copy the objects and then apply all operations that happened during copying. This way lock time is minimal.

## Sharding Use Cases

What specific use cases do we want to address with db partitioning (and other techniques) that are challenging to scale? List here for discussion.

- video site (e.g., youtube) (also, GridFS scale-up)
  - seems straightforward: partition by video
  - for related videos feature, see search below
- social networking (e.g., facebook)
  - this can be quite hard to partition, because it is difficult to cluster people.
- very high RPS sites with small datasets
  - N replicas, instead of partitioning, might help here
    - replicas only work if the dataset is really small as we are using/wasting the same RAM on each replica. thus, partitioning might help us with ram cache efficiency even if entire data set fits on one or two drives.
- twitter
- search & tagging

## Log Processing

Use cases related to map-reduce like things.

- massive sort
- top N queries per day
- compare data from two nonadjacent time periods

## Shard Ownership

By shard ownership we mean which server owns a particular key range.

Early draft/thoughts will change:

### Contract

- the master copy of the ownership information is in the config database
- mongos instances have cached info on which server owns a shard. this information may be stale.
- mongod instances have definitive information on who owns a shard (atomic with the config db) when they know about a shards ownership

### mongod

The mongod processes maintain a cache of shards the mongod instance owns:

```
map<ShardKey,state> ownership
```

State values are as follows:

- missing - no element in the map means no information available. In such a situation we should query the config database to get the state.
- 1 - this instance owns the shard
- 0 - this instance does not own the shard (indicates we queried the config database and found another owner, and remembered that fact)

### Initial Assignment of a region to a node.

This is trivial: add the configuration to the config db. As the ShardKey is new, no nodes have any cached information.

### Splitting a Key Range

The mongod instance A which owns the range R breaks it into R1,R2 which are still owned by it. It updates the config db. We take care to handle the config db crashing or being unreachable on the split:

```
lock(R) on A
update the config db -- ideally atomically perhaps with eval(). await return code.
ownership[R].erase
unlock(R) on A
```

After the above the cache has no information on the R,R1,R2 ownerships, and will requery configdb on the next request. If the config db crashed and failed to apply the operation, we are still consistent.

**Migrate ownership of keyrange R from server A->B. We assume here that B is the coordinator of the job:**

```

B copies range from A
lock(R) on A and B
  B copies any additional operations from A (fast)
  clear ownership maps for R on A and B. B waits for a response from A on this operation.
  B then updates the ownership data in the config db. (Perhaps even fsyncing.) await return code.
unlock(R) on B
  delete R on A (cleanup)
unlock (R) on A

```

We clear the ownership maps first. That way, if the config db update fails, nothing bad happens, IF mongos filters data upon receipt for being in the correct ranges (or in its query parameters).

R stays locked on A for the cleanup work, but as that shard no longer owns the range, this is not an issue even if slow. It stays locked for that operation in case the shard were to quickly migrate back.

### Migrating Empty Shards

Typically we migrate a shard after a split. After certain split scenarios, a shard may be empty but we want to migrate it.

## Splitting Shards

For chunk [lowbound,highbound)->shard, there are two types of splits we can perform. In one case, we split the range s.t. both new chunks have about the same number of values, in another, we split the range but one of the new chunk is empty.

When at least one bound is MinKey or MaxKey, we choose a split strategy s.t. all existing values remain in one chunk. For example:

```

chunk [MinKey, MaxKey) values { 1,5,9,12 }
  becomes
chunk [MinKey, 13) values { 1,5,9,12 }
chunk [13, MaxKey) values { }

whereas

chunk [0 , 15) values { 1,5,9,12 }
  becomes
chunk [0, 9) values { 1,5 }
chunk [9, 15) values { 9,12 }

```

This approach is more efficient when items are added in key order.

## Error Codes

Error Code	Description	Comments
E10003	failing update: objects in a capped ns cannot grow	
E11000	duplicate key error	_id values must be unique in a collection
E11001	duplicate key on update	
E12000	idxNo fails	an internal error
E12001	can't sort with \$snapshot	the \$snapshot feature does not support sorting yet
E12010 - E12012	can't \$inc/\$set an indexed field	

## Internal Commands

Most [commands](#) have helper functions and do not require the `$cmd.findOne()` syntax. These are primarily internal and administrative.

```

> db.$cmd.findOne({assertinfo:1})
{
  "dbasserted" : false , // boolean: db asserted
  "asserted" : false , // boolean: db asserted or a user assert have happend
  "assert" : "" , // regular assert
  "assertw" : "" , // "warning" assert
  "assertmsg" : "" , // assert with a message in the db log
  "assertuser" : "" , // user assert - benign, generally a request that was not meaningful
  "ok" : 1.0
}

> db.$cmd.findOne({serverStatus:1})
{
  "uptime" : 6 ,
  "globalLock" : {
    "totalTime" : 6765166 ,
    "lockTime" : 2131 ,
    "ratio" : 0.00031499596610046226
  } ,
  "mem" : {
    "resident" : 3 ,
    "virtual" : 111 ,
    "mapped" : 32
  } ,
  "ok" : 1
}

> admindb.$cmd.findOne({replacepeer:1})
{
  "info" : "adjust local.sources hostname; db restart now required" ,
  "ok" : 1.0
}

// close all databases. a subsequent request will reopen a db.
> admindb.$cmd.findOne({closeAllDatabases:1});

```

## Replication Internals

On the *master* mongod instance, the `local` database will contain a collection, `oplog.$main`, which stores a high-level transaction log. The transaction log essentially describes all actions performed by the user, such as "insert this object into this collection." Note that the oplog is not a low-level redo log, so it does not record operations on the byte/disk level.

The *slave* mongod instance polls the `oplog.$main` collection from *master*. The actual query looks like this:

```
local.oplog.$main.find({ ts: { $gte: 'last_op_processed_time' } }).sort({$natural:1});
```

where 'local' is the master instance's `local` database. `oplog.$main` collection is a [capped collection](#), allowing the oldest data to be aged out automatically.

See the [Replication](#) section of the [Mongo Developers' Guide](#) for more information.

### OpTime

An OpTime is a 64-bit timestamp that we use to timestamp operations. These are stored as Javascript `Date` datatypes but are *not* JavaScript `Date` objects. Implementation details can be found in the `OpTime` class in *repl.h*.

### Applying OpTime Operations

Operations from the oplog are applied on the slave by reexecuting the operation. Naturally, the log includes write operations only.

Note that inserts are transformed into upserts to ensure consistency on repeated operations. For example, if the slave crashes, we won't know

exactly which operations have been applied. So if we're left with operations 1, 2, 3, 4, and 5, and if we then apply 1, 2, 3, 2, 3, 4, 5, we should achieve the same results. This repeatability property is also used for the initial cloning of the replica.

## Tailing

After applying operations, we want to wait a moment and then poll again for new data with our `$gte` operation. We want this operation to be fast, quickly skipping past old data we have already processed. However, we do not want to build an index on `ts`, as indexing can be somewhat expensive, and the oplog is write-heavy. Instead, we use a table scan in [natural] order, but use a [tailable cursor](#) to "remember" our position. Thus, we only scan once, and then when we poll again, we know where to begin.

## Initiation

To create a new replica, we do the following:

```
t = now();
cloneDatabase();
end = now();
applyOperations(t..end);
```

`cloneDatabase` effectively exports/imports all the data in the database. Note the actual "image" we will get may or may not include data modifications in the time range (`t..end`). Thus, we apply all logged operations from that range when the cloning is complete. Because of our repeatability property, this is safe.

See class `Cloner` for more information.

## Smoke Tests

```
// run basic c++ unit tests:
scons smoke

// run all unit tests (slow)
// NOTE This scons target starts a mongod instance needed by some tests.
scons smokeAll

// to run basic jstests
// first start mongod, then:
scons smokeJs
```

Full list of scons targets for running smoke tests:

`smoke`, `smokePerf`, `smokeClient`, `mongosTest`, `smokeJs`, `smokeClone`, `smokeRepl`, `smokeDisk`, `smokeSharding`, `smokeJsPerf`, `smokeQuota`, `smokeTool`

Note that before running `smokeClient`, `smokeJs`, `smokeJsPerf`, or `smokeQuota` a `mongod` instance must first be started.

## Pairing Internals

### *Policy for reconciling divergent oplogs*

In a paired environment, a situation may arise in which each member of a pair has logged operations as master that have not been applied to the other server. In such a situation, the following procedure will be used to ensure consistency between the two servers:

1. The new master will scan through its own oplog from the point at which it last applied an operation from its peer's oplog to the end. It will create a set *C* of object ids for which changes were made. It will create a set *M* of object ids for which only modifier changes were made. The values of *C* and *M* will be updated as client operations are applied to the new master.
2. The new master will iterate through its peer's oplog, applying only operations that will not affect an object having an id in *C*.
3. For any operation in the peer's oplog that may not be applied due to the constraint in the previous step, if the id of the object in question is in *M*, the value of the whole object on the new master is logged to the new master's oplog.
4. The new slave applies all operations from the new master's oplog.

## Writing Drivers and Tools

- [mongosniff](#)

## Driver Testing Tools

### Object IDs

- `driverOIDTest` for testing `toString`

```
> db.runCommand( { "driverOIDTest" : new ObjectId() } )
{
  "oid" : ObjectId("4b8991f221752a6e61a88267"),
  "str" : "4b8991f221752a6e61a88267",
  "ok" : 1
}
```

## Overview - Writing Drivers and Tools

This section contains information for developers that are working with the low-level protocols of Mongo - people who are writing drivers and higher-level tools.

Documents of particular interest :

<a href="#">BSON</a> [bsonspec.org]	Description of the BSON binary document format. Fundamental to how Mongo and it's client software works.
<a href="#">Mongo Wire Protocol</a>	Specification for the basic socket communications protocol used between Mongo and clients.
<a href="#">Mongo Driver Requirements</a>	Description of what functionality is expected from a Mongo Driver
<a href="#">GridFS Specification</a>	Specification of GridFS - a convention for storing large objects in Mongo
<a href="#">Mongo Extended JSON</a>	Description of the extended JSON protocol for the REST-ful interface (ongoing development)

Additionally we recommend driver authors take a look at [existing driver source code](#) as an example.

## Mongo Driver Requirements

This is a high-level list of features that a driver for MongoDB might provide. We attempt to group those features by priority. This list should be taken with a grain of salt, and probably used more for inspiration than as law that must be adhered to. A great way to learn about implementing a driver is by reading the source code of any of the existing [drivers](#), especially the ones listed as "mongodb.org supported".

### High priority

- [BSON](#) serialization/deserialization
- full cursor support (e.g. support `OP_GET_MORE` operation)
- close exhausted cursors via `OP_KILL_CURSORS`
- support for running [database commands](#)
- handle query errors
- convert all strings to UTF-8 (part of proper support for BSON)
- `hint`, `explain`, `count`, `$where`
- database profiling: `set/get` profiling level, `get` profiling info
- advanced connection management (replica pairs, slave okay)
- automatic reconnection

### Medium priority

- validate a collection in a database
- buffer pooling
- Tailable cursor support

A driver should be able to connect to a single server. By default this must be `localhost:27017`, and must also allow the server to be specified by hostname and port.

```
Mongo m = new Mongo(); // go to localhost, default port
```

```
Mongo m = new Mongo(String host, int port);
```

How the driver does this is up to the driver - make it idiomatic. However, a driver should make it explicit and clear what is going on.

#### Pair Mode Connection

A driver must be able to support "Pair Mode" configurations, where two mongod servers are specified, and configured for hot-failover.

The driver should determine which of the pair is the current master, and send all operations to that server. In the event of an error, either socket error or a "not a master" error, the driver must restart the determination process. It must not assume the other server in the pair is now the master.

```
ServerPair sp = new ServerPair(INETAddr...);  
Mongo m = new Mongo(sp)
```

A driver may optionally allow a driver to connect deliberately to the "non-master" in the pair, for debugging, admin or operational purposes.

```
ServerPair sp = new ServerPair(INETAddr...);  
sp.setTarget(ServerPair.SHADOW_MASTER);  
Mongo m = new Mongo(sp);
```

#### 1. Cluster Mode Connect to master in master-slave cluster

```
ServerCluster sc = new ServerCluster(INETAddr...); // again, give one and discover?  
Mongo m = new Mongo(sc);
```

#### ## Connect to slave in read-only mode in master-slave cluster

```
ServerCluster sc = new ServerCluster(INETAddr...); // again, give one and discover?  
sc.setTarget(...)  
Mongo m = new Mongo(sc);  
  
or maybe make it like *Default/Simple* w/ a flag?
```

Other than that, we need a way to get a DB object :

```
Mongo m = new Mongo();  
  
DB db = m.getDB(name);
```

And a list of db names (useful for tools...) :

```
List<String> getDBNameList();
```

#### Database Object

Simple operations on a database object :

```

/**
 * get name of database
 */
String dbName = db.getName();

/**
 * Get a list of all the collection names in this database
 */
List<String> cols = db.getCollectionNames();

/**
 * get a collection object. Can optionally create it if it
 * doesn't exist, or just be strict. (XJDM has strictness as an option)
 */
Collection coll = db.getCollection(string);

/**
 * Create a collection w/ optional options. Can fault
 * if the collection exists, or can just return it if it already does
 */
Collection coll = db.createCollection( string);
Collection coll = db.createCollection( string, options);

/**
 * Drop a collection by its name or by collection object.
 * Driver could invalidate any outstanding Collection objects
 * for that collection, or just hope for the best.
 */
boolean b = db.dropCollection(name);
boolean b = db.dropCollection(Collection);

/**
 * Execute a command on the database, returning the
 * BSON doc with the results
 */
Document d = db.executeCommand(command);

/**
 * Close the [logical] database
 */
void db.close();

/**
 * Erase / drop an entire database
 */
bool dropDatabase(dbname)

```

## Database Administration

These methods have to do with database metadata: profiling levels and collection validation. Each admin object is associated with a database. These methods could either be built into the Database class or provided in a separate Admin class whose instances are only available from a database instance.



```

/* get an admin object from a database object. */
Admin admin = db.getAdmin();

/**
 * Get profiling level. Returns one of the strings "off", "slowOnly", or
 * "all". Note that the database returns an integer. This method could
 * return an int or an enum instead --- in Ruby, for example, we return
 * symbols.
 */
String profilingLevel = admin.getProfilingLevel();

/**
 * Set profiling level. Takes whatever getProfilingLevel() returns.
 */
admin.setProfilingLevel("off");

/**
 * Retrieves the database's profiling info.
 */
Document profilingInfo = admin.getProfilingInfo();

/**
 * Returns true if collection is valid; raises an exception if not.
 */
boolean admin.validateCollection(collectionName);

```

## Collection Basic Ops

```

/**
 * full query capabilities - limit, skip, returned fields, sort, etc
 */
Cursor      find(...);

void        insert(...) // insert one or more objects into the collection, local variants on args
void        remove(query) // remove objects that match the query
void        modify(selector, modifier) // modify all objects that match selector w/ modifier object
void        replace(selector, object) // replace first object that match selector w/ specified
object
void        repsert(selector, object) // replace first object that matches, or insert **upsert w/
modifier makes no logical sense*
long        getCount();
long        getCount(query);

```

## Index Operations

```

void        createIndex( index_info)
void        dropIndex(name)
void        dropIndexes()
List<info>  getIndexInformation()

```

## Misc Operations

```

document    explain(query)
options     getOptions();
string      getName();
void        close();

```

## Cursor Object

```

document    getNextDocument()
iterator    getIterator() // again, local to language
bool        hasMore()
void        close()

```

## Spec, Notes and Suggestions for Mongo Drivers

Assume that the [BSON](#) objects returned from the database may be up to 4MB. This size may change over time but for now the limit is 4MB per object. We recommend you test your driver with 4MB objects.

### See Also

- [Driver Requirements](#)
- [BSON](#)
- The main [Database Internals](#) page

## Feature Checklist for Mongo Drivers

### Functionality Checklist

This section lists tasks the driver author might handle.

#### Essential

- [BSON](#) serialization/deserialization
- Basic operations: query, save, update, remove, ensureIndex, findOne, limit, sort
- Fetch more data from a cursor when necessary (dbGetMore)
- Sending of [KillCursors](#) operation when use of a cursor has completed (ideally for efficiently these are sent in batches)
- Convert all strings to utf8
- [Authentication](#)

#### Recommended

- automatic doc\_id generation (important when using replication)
- Database `$cmd` support and helpers
- Detect { `$err: ...` } response from a db query and handle appropriately --see [Error Handling in Mongo Drivers](#)
- Automatically use the proper half of a db server [replica pair](#)
- `ensureIndex` commands should be cached to prevent excessive communication with the database. (Or, the driver user should be informed that `ensureIndex` is not a lightweight operation for the particular driver.)
- Support for objects up to 4MB in size

#### More Recommended

- [lasterror](#) helper functions
- `count()` helper function
- `$where` clause
- `eval()`
- File chunking
- [hint](#) fields
- [explain](#) helper
- Automatic `_id` index creation (maybe the db should just do this???)

#### More Optional

- `addUser`, `logout` helpers
- Allow client user to specify [Option\\_SlaveOk](#) for a query
- [Tailable cursor](#) support
- In/out buffer pooling (if implementing in a garbage collected languages)

#### More Optional

- [connection pooling]
- Automatic reconnect on connection failure
- [DBRef](#) Support:
  - Ability to generate easily
  - Automatic traversal

## See Also

- The [DOCS:Driver and Integration Center] for information about the latest drivers
- The [top page] for this section
- The main [Database Internals](#) page
- The starting point for all [Home](#)

## Conventions for Mongo Drivers

### Interface Conventions

It is desirable to keep driver interfaces consistent when possible. Of course, idioms vary by language, and when they do adaptation is appropriate. However, when the idiom is the same, keeping the interfaces consistent across drivers is desirable.

### Terminology

In general, use these terms when naming identifiers. Adapt the names to the normal "punctuation" style of your language -- `foo_bar` in C might be `fooBar` in Java.

- *database* - what does this mean?
- *collection*
- *index*

## Mongo Wire Protocol

- [Introduction](#)
- [Messages Types and Formats](#)
  - [Standard Message Header](#)
  - [Request Opcodes](#)
- [Client Request Messages](#)
  - [OP\\_UPDATE](#)
  - [OP\\_INSERT](#)
  - [OP\\_QUERY](#)
  - [OP\\_GETMORE](#)
  - [OP\\_DELETE](#)
  - [OP\\_KILL\\_CURSORS](#)
  - [OP\\_MSG](#)
- [Database Response Messages](#)
  - [OP\\_REPLY](#)

### Introduction

The Mongo Wire Protocol is a simple socket-based, request-response style protocol. Clients communicate with the database server through a regular TCP/IP socket.



#### Default Socket Port

The default port is 27017, but this is configurable and will vary.

Clients should connect to the database with a regular TCP/IP socket. Currently, there is no connection handshake.



To describe the message structure, a C-like `struct` is used. The types used in this document (`cstring`, `int32`, etc.) are the same as those defined in the [BSON specification](#). The standard message header is typed as `MsgHeader`. Integer constants are in capitals (e.g. `ZERO` for the integer value of 0).

In the case where more than one of something is possible (like in a [OP\\_INSERT](#) or [OP\\_KILL\\_CURSORS](#)), we again use the notation from the [BSON specification](#) (e.g. `int64*`). This simply indicates that one or more of the specified type can be written to the socket, one after another.



#### Byte Ordering

Note that like BSON documents, all data in the mongo wire protocol is little-endian.

## Messages Types and Formats

### [TableOfContents](#)

There are two types of messages, client requests and database responses, each having a slightly different structure.

#### Standard Message Header

In general, each message consists of a standard message header followed by request-specific data. The standard message header is structured as follows :

```
struct {
    int32    messageLength; // total message size, including the 4 bytes of length
    int32    requestID;     // client or database-generated identifier for this message
    int32    responseTo;    // requestID from the original request (used in responses from db)
    int32    opCode;        // request type - see table below
}
```

**messageLength** : This is the total size of the message in bytes. This total includes the 4 bytes that holds the message length.

**requestID** : This is a client or database-generated identifier that uniquely identifies this message. For the case of client-generated messages (e.g. [CONTRIB:OP\\_QUERY](#) and [CONTRIB:OP\\_GET\\_MORE](#)), it will be returned in the `responseTo` field of the [CONTRIB:OP\\_REPLY](#) message. Along with the `responseTo` field in responses, clients can use this to associate query responses with the originating query.

**responseTo** : In the case of a message from the database, this will be the requestID taken from the [CONTRIB:OP\\_QUERY](#) or [CONTRIB:OP\\_GET\\_MORE](#) messages from the client. Along with the `requestID` field in queries, clients can use this to associate query responses with the originating query.

**opCode** : Type of message. See the table below in the next section.

#### Request Opcodes

### [TableOfContents](#)

The following are the currently supported opcodes :

Opcode Name	opCode value	Comment
OP_REPLY	1	Reply to a client request. responseTo is set
OP_MSG	1000	generic msg command followed by a string
OP_UPDATE	2001	update document
OP_INSERT	2002	insert new document
RESERVED	2003	formerly used for OP_GET_BY_OID
OP_QUERY	2004	query a collection
OP_GET_MORE	2005	Get more data from a query. See Cursors
OP_DELETE	2006	Delete documents
OP_KILL_CURSORS	2007	Tell database client is done with a cursor

## Client Request Messages

### [TableOfContents](#)

Clients can send all messages except for [CONTRIB:OP\\_REPLY](#). This is reserved for use by the database.

Note that only the [CONTRIB:OP\\_QUERY](#) and [CONTRIB:OP\\_GET\\_MORE](#) messages result in a response from the database. There will be no response sent for any other message.

You can determine if a message was successful with a \$\$\$ TODO get last error command.

#### OP\_UPDATE

The `OP_UPDATE` message is used to update a document in a collection. The format of a `OP_UPDATE` message is

```

struct {
    MsgHeader header;           // standard message header
    int32    ZERO;             // 0 - reserved for future use
    cstring  fullCollectionName; // "dbname.collectionname"
    int32    flags;             // bit vector. see below
    document selector;          // the query to select the document
    document update;            // specification of the update to perform
}

```

**fullCollectionName** : The full collection name. The full collection name is the concatenation of the database name with the collection name, using a "." for the concatenation. For example, for the database "foo" and the collection "bar", the full collection name is "foo.bar".

**flags** :

bit num	name	description
0	Upsert	If set, the database will insert the supplied object into the collection if no matching document is found.
1	MultiUpdate	If set, the database will update all matching objects in the collection. Otherwise only updates first matching doc.
2-31	Reserved	Must be set to 0.

**selector** : BSON document that specifies the query for selection of the document to update.

**update** : BSON document that specifies the update to be performed. For information on specifying updates see the documentation on [Updating](#).

There is no response to an OP\_UPDATE message.

## OP\_INSERT

The OP\_INSERT message is used to insert one or more documents into a collection. The format of the OP\_INSERT message is

```

struct {
    MsgHeader header;           // standard message header
    int32    ZERO;             // 0 - reserved for future use
    cstring  fullCollectionName; // "dbname.collectionname"
    document* documents;        // one or more documents to insert into the collection
}

```

**fullCollectionName** : The full collection name. The full collection name is the concatenation of the database name with the collection name, using a "." for the concatenation. For example, for the database "foo" and the collection "bar", the full collection name is "foo.bar".

**documents** : One or more documents to insert into the collection. If there are more than one, they are written to the socket in sequence, one after another.

There is no response to an OP\_UPDATE message.

## OP\_QUERY

The OP\_QUERY message is used to query the database for documents in a collection. The format of the OP\_QUERY message is :

```

struct {
    MsgHeader header;           // standard message header
    int32    opts;              // query options. See below for details.
    cstring  fullCollectionName; // "dbname.collectionname"
    int32    numberToSkip;       // number of documents to skip when returning results
    int32    numberToReturn;     // number of documents to return in the first OP_REPLY
    document query ;             // query object. See below for details.
    [ document returnFieldSelector; ] // OPTIONAL : selector indicating the fields to return. See below for details.
}

```

**opts** : query options

- None: 0
- Tailable cursor: 2
- Slave OK: 4

- Oplog replay: 8 (internal replication use only - drivers should not implement)
- No cursor timeout : 16

**fullCollectionName** : The full collection name. The full collection name is the concatenation of the database name with the collection name, using a "." for the concatenation. For example, for the database "foo" and the collection "bar", the full collection name is "foo.bar".

**numberToSkip** : Sets the number of documents to omit - starting from the first document in the resulting dataset - when returning the result of the query.

**numberToReturn** : Limits the number of documents in the **first** **CONTRIB:OP\_REPLY** message to the query. However, the database will still establish a cursor and return the **cursorID** to the client if there are more results than **numberToReturn**. If the client driver offers 'limit' functionality (like the SQL **LIMIT** keyword), then it is up to the client driver to ensure that no more than the specified number of document are returned to the calling application. If **numberToReturn** is 0, the db will used the default return size. If the number is negative, then the database will return that number and close the cursor. No futher results for that query can be fetched. If **numberToReturn** is 1 the server will treat it as -1 (closing the cursor automatically).

**query** : BSON document that represents the query. The query will contain one or more elements, all of which must match for a document to be included in the result set. Please see \$\$\$ TODO QUERY for more information.

**returnFieldsSelector** : OPTIONAL BSON document that limits the fields in the returned documents. The **returnFieldsSelector** contains one or more elements, each of which is the name of a field that should be returned, and and the integer value 1. In JSON notation, a **returnFieldsSelector** to limit to the fields "a", "b" and "c" would be :

```
{ a : 1, b : 1, c : 1 }
```

The database will respond to an **OP\_QUERY** message with an **CONTRIB:OP\_REPLY** message.

## OP\_GETMORE

The **OP\_GETMORE** message is used to query the database for documents in a collection. The format of the **OP\_GETMORE** message is :

```
struct {
    MsgHeader header;           // standard message header
    int32    ZERO;             // 0 - reserved for future use
    cstring  fullCollectionName; // "dbname.collectionname"
    int32    numberToReturn;    // number of documents to return
    int64    cursorID;          // cursorID from the OP_REPLY
}
```

**fullCollectionName** : The full collection name. The full collection name is the concatenation of the database name with the collection name, using a "." for the concatenation. For example, for the database "foo" and the collection "bar", the full collection name is "foo.bar".

**numberToReturn** : Limits the number of documents in the **first** **CONTRIB:OP\_REPLY** message to the query. However, the database will still establish a cursor and return the **cursorID** to the client if there are more results than **numberToReturn**. If the client driver offers 'limit' functionality (like the SQL **LIMIT** keyword), then it is up to the client driver to ensure that no more than the specified number of document are returned to the calling application. If **numberToReturn** is 0, the db will used the default return size.

**cursorID** : Cursor identifier that came in the **CONTRIB:OP\_REPLY**. This must be the value that came from the database.

The database will respond to an **OP\_GETMORE** message with an **CONTRIB:OP\_REPLY** message.

## OP\_DELETE

The **OP\_DELETE** message is used to remove one or more messages from a collection. The format of the **OP\_DELETE** message is :

```
struct {
    MsgHeader header;           // standard message header
    int32    ZERO;             // 0 - reserved for future use
    cstring  fullCollectionName; // "dbname.collectionname"
    int32    flags;             // bit vector - see below for details.
    document selector;          // query object. See below for details.
}
```

**fullCollectionName** : The full collection name. The full collection name is the concatenation of the database name with the collection name, using a "." for the concatenation. For example, for the database "foo" and the collection "bar", the full collection name is "foo.bar".

**flags** :

bit num	name	description
0	SingleRemove	If set, the database will remove only the first matching document in the collection. Otherwise all matching documents will be removed.
1-31	Reserved	Must be set to 0.

**selector** : BSON document that represent the query used to select the documents to be removed. The selector will contain one or more elements, all of which must match for a document to be removed from the collection. Please see \$\$\$ TODO QUERY for more information.

There is no reponse to an OP\_DELETE message.

## OP\_KILL\_CURSORS

The OP\_KILL\_CURSORS message is used to close an active cursor in the database. This is necessary to ensure that database resources are reclaimed at the end of the query. The format of the OP\_KILL\_CURSORS message is :

```
struct {
    MsgHeader header;           // standard message header
    int32    ZERO;              // 0 - reserved for future use
    int32    numberOfCursorIDs; // number of cursorIDs in message
    int64*   cursorIDs;         // sequence of cursorIDs to close
}
```

**numberOfCursorIDs** : The number of cursors that are in the message.

**cursorIDs** : "array" of cursor IDs to be closed. If there are more than one, they are written to the socket in sequence, one after another.

Note that if a cursor is read until exhausted (read until OP\_QUERY or OP\_GETMORE returns zero for the cursor id), there is no need to kill the cursor.

## OP\_MSG

Deprecated. OP\_MSG sends a diagnostic message to the database. The database sends back a fixed response. The format is

```
struct {
    MsgHeader header; // standard message header
    cstring  message; // message for the database
}
```

Drivers do not need to implement OP\_MSG.

## Database Response Messages

### TableOfContents

## OP\_REPLY

The OP\_REPLY message is sent by the database in response to an CONTRIB:OP\_QUERY or CONTRIB:OP\_GET\_MORE message. The format of an OP\_REPLY message is :

```
struct {
    MsgHeader header;           // standard message header
    int32    responseFlag;      // normally zero, non-zero on query failure
    int64    cursorID;          // id of the cursor created for this query response
    int32    startingFrom;      // indicates where in the cursor this reply is starting
    int32    numberReturned;    // number of documents in the reply
    document* documents;        // documents
}
```

**responseFlag** : Flag that indicates status of the query. Normally 0, a non-zero value is used to indicate a failed query or information about the cursor generated.

**cursorID** : The cursorID that this OP\_REPLY is a part of. In the event that the result set of the query fits into one OP\_REPLY message, cursorID will be 0. This cursorID must be used in any CONTRIB:OP\_GET\_MORE messages used to get more data, and also must be closed by the client when no longer needed via a CONTRIB:OP\_KILL\_CURSORS message.

# BSON

- [bsonspec.org](http://bsonspec.org)
- [BSON and MongoDB](#)
- [Language-Specific Examples](#)
  - [C](#)
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## [bsonspec.org](http://bsonspec.org)

BSON is a binary-encoded serialization of JSON-like documents. BSON is designed to be lightweight, traversable, and efficient. BSON, like JSON, supports the embedding of objects and arrays within other objects and arrays. See [bsonspec.org](http://bsonspec.org) for the spec and more information in general.

## ***BSON and MongoDB***

MongoDB uses [BSON](#) as the data storage and network transfer format for "documents".

BSON at first seems BLOB-like, but there exists an important difference: the Mongo database understands BSON internals. This means that MongoDB can "reach inside" BSON objects, even nested ones. Among other things, this allows MongoDB to build indexes and match objects against query expressions on both top-level and nested BSON keys.

See also: the [BSON blog post](#).

## ***Language-Specific Examples***

We often map from a language's "dictionary" type – which may be its native objects – to BSON. The mapping is particularly natural in dynamically typed languages:

```
JavaScript: { "foo" : "bar" }
Perl: { "foo" => "bar" }
PHP: array( "foo" => "bar" )
Python: { "foo" : "bar" }
Ruby: { "foo" => "bar" }
Java:DBObject obj = new BasicDBObject( "foo", "bar" );
```

## **C**

See <http://github.com/mongodb/mongo-c-driver/blob/master/src/bson.h>

## **C++**

```
BSONObj p = BSON( "name" << "Joe" << "age" << 33 );
cout << p.toString() << endl;
cout << p["age"].number() << endl;
```

See the BSON section of the [C++ Tutorial](#) for more information.

## **Java**



```
BasicDBObject doc = new BasicDBObject();
doc.put("name", "MongoDB");
doc.put("type", "database");
doc.put("count", 1);
BasicDBObject info = new BasicDBObject();
info.put("x", 203);
info.put("y", 102);
doc.put("info", info);
coll.insert(doc);
```

## PHP

The PHP driver includes `bson_encode` and `bson_decode` functions. `bson_encode` takes any PHP type and serializes it, returning a string of bytes:

```
$bson = bson_encode(null);
$bson = bson_encode(true);
$bson = bson_encode(4);
$bson = bson_encode("hello, world");
$bson = bson_encode(array("foo" => "bar"));
$bson = bson_encode(new MongoDBDate());
```

Mongo-specific objects (`MongoId`, `MongoDate`, `MongoRegex`, `MongoCode`) will be encoded in their respective BSON formats. For other objects, it will create a BSON representation with the key/value pairs you would get by running `for ($object as $key => $value)`.

`bson_decode` takes a string representing a BSON object and parses it into an associative array.

## Python

```
>>> from pymongo.bson import BSON
>>> bson_string = BSON.from_dict({"hello": "world"})
>>> bson_string
'\x16\x00\x00\x00\x02hello\x00\x06\x00\x00\x00world\x00\x00'
>>> bson_string.to_dict()
{'hello': 'world'}
```

PyMongo also supports "ordered dictionaries" through the `pymongo.son` module. The `BSON` class can handle `SON` instances using the same methods you would use for regular dictionaries.

## Ruby

```
irb(main):013:0> require 'rubygems'
irb(main):014:0> require 'mongo'
irb(main):015:0> document = {:title => 'Intro', :date => Time.now, :tags => ['MongoDB', 'databases', 'nosql']}
=> {:tags=>["MongoDB", "databases", "nosql"], :date=>Sat Dec 19 10:56:28 -0800 2009, :title=>"Intro"}
irb(main):016:0> sdoc = BSON.serialize(document)
=> #<ByteBuffer:0x101372880 @double_pack_order="E", @cursor=92, @int_pack_order="V", @buf=
"\000\000\000\000\004tags\0002\000\000\000\0020\000\b\000\000\000MongoDB\000\0021"
"\000\n\000\000\000databases\000\0022\000\006\000\000\000\000nosql\000\000\000tdate\000"
"XEL\250%\001\000\000\002title\000\006\000\000\000Intro\000\000", @order=:little_endian>
irb(main):017:0> BSON.deserialize(sdoc)
=> {"tags"=>["MongoDB", "databases", "nosql"], "date"=>Sat Dec 19 18:56:28 UTC 2009, "title"=>"Intro"}
irb(main):018:0>
```

The `BSON` class also supports ordered hashes. Simply construct your documents using the `OrderedHash` class, also found in the MongoDB Ruby Driver. Examples with all of the supported BSON types can be found in the [BSON unit tests](#).

## MongoDB Document Types

MongoDB uses BSON documents for three things:

1. Data storage (user documents). These are the regular JSON-like objects the database stores for us. These BSON documents are sent

to the database via the INSERT operation. User documents have limitations on the "element name" space due to the usage of special characters in the JSON-like query language.

- a. A user document element name cannot begin with "\$".
- b. A user document element name cannot have a "." in the name.
- c. The element name "\_id" is reserved for use as a primary key id, but you can store anything that is unique in that field.

The database expects that drivers will prevent users from creating documents that violate these constraints.

2. Query "Selector" Documents : Query documents (or selectors) are BSON documents that are used in QUERY, DELETE and UPDATE operations. They are used by these operations to match against documents. Selector objects have no limitations on the "element name" space, as they must be able to supply special "marker" elements, like "\$where" and the special "command" operations.
3. "Modifier" Documents : Documents that contain 'modifier actions' that modify user documents in the case of an update (see [Updating](#)).

## Mongo Extended JSON

Mongo's REST interface supports storage and retrieval of JSON documents. Special representations are used for BSON types that do not have obvious JSON mappings, and multiple representations are allowed for some such types. The REST interface supports three different modes for document output { Strict, JS, TenGen }, which serve to control the representations used. Mongo can of course understand all of these representations in REST input.

- **Strict** mode produces output conforming to the JSON spec <http://www.json.org>.
- **JS** mode uses some Javascript types to represent certain BSON types.
- **TenGen** mode uses some Javascript types and some 10gen specific types to represent certain BSON types.

The following BSON types are represented using special conventions:

Type	Strict	JS	TenGen	Explanation
data_binary	<pre>{ "\$binary" :   "&lt;bindata&gt;" , "\$type" :   "&lt;t&gt;" }</pre>	<pre>{ "\$binary" :   "&lt;bindata&gt;" , "\$type" : "&lt;t&gt;" }</pre>	<pre>{ "\$binary" :   "&lt;bindata&gt;" , "\$type" : "&lt;t&gt;" }</pre>	<bindata> is the base64 representation of a binary string. <t> is the hexadecimal representation of a single byte indicating the data type.
data_date	<pre>{ "\$date" :   "&lt;date&gt;" }</pre>	<pre>Date( &lt;date&gt; )</pre>	<pre>Date( &lt;date&gt; )</pre>	<date> is the JSON representation of a 64 bit unsigned integer for milliseconds since epoch.

data_regex	<pre>{ "\$regex" : "&lt;sRegex&gt;" , "\$options" : "&lt;sOptions&gt;" }</pre>	<pre>/&lt;jRegex&gt;/&lt;jOptions&gt;</pre>	<pre>/&lt;jRegex&gt;/&lt;jOptions&gt;</pre>	<p>&lt;sRegex&gt; is a string of valid JSON characters.  &lt;jRegex&gt; is a string that may contain valid JSON characters and unescaped '"' characters, but may not contain unescaped '/' characters.  &lt;sOptions&gt; is a string containing letters of the alphabet.  &lt;jOptions&gt; is a string that may contain only the characters 'g', 'i', and 'm'.  Because the JS and TenGen representation support a limited range of options, any nonconforming options will be dropped when converting to this representation.</p>
data_oid	<pre>{ "\$oid" : "&lt;id&gt;" }</pre>	<pre>{ "\$oid" : "&lt;id&gt;" }</pre>	<pre>ObjectId( "&lt;id&gt;" )</pre>	<p>&lt;id&gt; is a 24 character hexadecimal string. Note that these representation require a data_oid value to have an associated field name "_id".</p>
data_ref	<pre>{ "\$ref" : "&lt;name&gt;", "\$id" : "&lt;id&gt;" }</pre>	<pre>{ "\$ref" : "&lt;name&gt;" , "\$id" : "&lt;id&gt;" }</pre>	<pre>Dbref( "&lt;name&gt;" , "&lt;id&gt;" )</pre>	<p>&lt;name&gt; is a string of valid JSON characters.  &lt;id&gt; is a 24 character hexadecimal string.</p>

## GridFS Specification

- Introduction
- Specification
  - Storage Collections
    - files
    - chunks
  - Indexing

### Introduction

GridFS is a storage specification for large objects in MongoDB. GridFS takes large objects and stores them as chunks of data as well as metadata. This document specifies the requirements of a GridFS implementation.

Normally, you need not worry about the details of the format -- for information on how to use GridFS, see [Storing Files](#).

## Specification

### Storage Collections

GridFS uses two collections to store data :

- `files` contains the object metadata
- `chunks` contains the binary chunks with some additional accounting information

These are "subcollections" on a "root collection". By default this is `fs` so for a GridFS store, the collection would be considered to be `fs`, with the two parts `fs.files` and `fs.chunks`.

The root collection is allowed to vary, to provide for the ability for a user to segment large objects into subsets. For example, one might partition objects by type, such as `pdf`, `contracts`, `{videos}`, etc.

However, `fs` is the default root collection for GridFS, and must be supported by any GridFS implementation in a way that it doesn't have to be specified to perform GridFS operations. For example:

```
/*
 * default root collection usage - must be supported
 */
GridFS myFS = new GridFS(myDatabase);           // returns a default GridFS (e.g. "fs" root
collection)
myFS.storeFile(new File("/tmp/largething.mpg")); // saves the file into the "fs" GridFS store

/*
 * specified root collection usage - optional
 */

GridFS myContracts = new GridFS(myDatabase, "contracts"); // returns a GridFS where
"contracts" is root
myFS.retrieveFile("smithco", new File("/tmp/smithco_20090105.pdf")); // retrieves object whose
filename is "smithco"
```

Note that the above API is for demonstration purposes only - this spec does not (at this time) recommend any API. See individual driver documentation for API specifics.

`files`

The structure of the object metadata document is as follows :

```
{
  "_id" : <unspecified>,           // unique ID for this file
  "filename" : data_string,         // human name for the file
  "contentType" : data_string,      // valid mime type for the object
  "length" : data_number,           // size of the file in bytes
  "chunkSize" : data_number,        // size of each of the chunks. Default is 256k
  "uploadDate" : data_date,         // date when object first stored
  "aliases" : data_array of data_string, // optional array of alias strings
  "metadata" : data_object,         // anything the user wants to store
  "md5" : data_string               // result of running the "filemd5" command on this file's
chunks
}
```

Note that the `_id` field can be of any type at the discretion of the spec implementor.

`chunks`

The structure of the chunk document is as follows :

```
{
  "_id" : <unspecified>,           // object id of the chunk in the _chunks collection
  "files_id" : <unspecified>,       // _id value of the owning {{files}} collection entry
  "n" : data_number,                // "chunk number" - chunks are numbered in order, starting
  with 0
  "data" : data_binary (type 0x02), // binary data for chunk
}
```

Notes:

- The `_id` is whatever type you choose
- The `files_id` must contain the value of the `_id` field for the "owning" files collection entry

### Indexing

GridFS implementations should create an index on

```
{ files_id:1, n:1 }
```

in the `chunks` collection, and should count on being able to retrieve chunks efficiently via

```
db.fs.chunks.find({file_id: myFileID}).orderBy({n:1});
```

## Implementing Authentication in a Driver

The current version of Mongo supports only very basic authentication. One authenticates a username and password in the context of a particular database. Once authenticated, the user has full read and write access to the database in question.

The `admin` database is special. In addition to several commands that are administrative being possible only on `admin`, authentication on `admin` gives one read and write access to all databases on the server. Effectively, `admin` access means root access to the db.

Note on a single socket we may authenticate for any number of databases, and as different users. This authentication persists for the life of the database connection (barring a `logout` command).

### The Authentication Process

Authentication is a two step process. First the driver runs a `getnonce` command to get a nonce for use in the subsequent authentication. We can view a sample `getnonce` invocation from `dbshell`:

```
> db.$cmd.findOne({getnonce:1})
{ "nonce":"7268c504683936e1" , "ok":1 }
```

The nonce returned is a hex String.

The next step is to run an `authenticate` command for the database on which to authenticate. The `authenticate` command has the form:

```
{ authenticate : 1, user : username, nonce : nonce, key : digest }
```

where

- `username` is a username in the database's `system.users` collection;
- `nonce` is the nonce returned from a previous `getnonce` command;
- `digest` is the hex encoding of a MD5 message digest which is the MD5 hash of the concatenation of (`nonce`, `username`, `password_digest`), where `password_digest` is the user's password value in the `pwd` field of the associated user object in the database's `system.users` collection. `pwd` is the hex encoding of MD5( `username` + `":"` + `password_text`).

`Authenticate` will return an object containing

```
{ ok : 1 }
```

when successful.

Details of why an authentication command failed may be found in the Mongo server's log files.

The following code from the Mongo Javascript driver provides an example implementation:

```
DB.prototype.addUser = function( username , pass ){
    var c = this.getCollection( "system.users" );

    var u = c.findOne( { user : username } ) || { user : username };
    u.pwd = hex_md5( username + ":mongo:" + pass );
    print( tojson( u ) );

    c.save( u );
}

DB.prototype.auth = function( username , pass ){
    var n = this.runCommand( { getnonce : 1 } );

    var a = this.runCommand(
        {
            authenticate : 1 ,
            user : username ,
            nonce : n.nonce ,
            key : hex_md5( n.nonce + username + hex_md5( username + ":mongo:" + pass ) )
        }
    );

    return a.ok;
}
```

## Logout

Drivers may optionally implement the logout command which deauthorizes usage for the specified database for this connection. Note other databases may still be authorized.

Alternatively, close the socket to deauthorize.

```
> db.$cmd.findOne({logout:1})
{
  "ok" : 1.0
}
```

## Replica Pairs and Authentication

For drivers that support replica pairs, extra care with replication is required.

When switching from one server in a pair to another (on a failover situation), you must reauthenticate. Clients will likely want to cache authentication from the user so that the client can reauthenticate with the new server when appropriate.

Be careful also with operations such as Logout - if you log out from only half a pair, that could be an issue.

Authenticating with a server in slave mode is allowed.

## See Also

- [Security and Authentication](#)

## Notes on Pooling for Mongo Drivers

Note that with the db write operations can be sent asynchronously or synchronously (the latter indicating a getlasterror request after the write).

When asynchronous, one must be careful to continue using the same connection (socket). This ensures that the next operation will not begin until after the write completes.

## Pooling and Authentication

An individual socket connection to the database has associated authentication state. Thus, if you pool connections, you probably want a separate pool for each authentication case (db + username).

## Pseudo-code

The following pseudo-code illustrates our recommended approach to implementing connection pooling in a driver's connection class. This handles authentication, grouping operations from a single "request" onto the same socket, and a couple of other gotchas:

```
class Connection:
    init(pool_size, addresses, auto_start_requests):
        this.pool_size = pool_size
        this.addresses = addresses
        this.auto_start_requests = auto_start_requests
        this.thread_map = {}
        this.locks = Lock[pool_size]
        this.sockets = Socket[pool_size]
        this.socket_auth = String[pool_size][]
        this.auth = {}

        this.find_master()

    find_master():
        for address in this.addresses:
            if address.is_master():
                this.master = address

    pick_and_acquire_socket():
        choices = random permutation of [0, ..., this.pool_size - 1]

        choices.sort(order: ascending,
                     value: size of preimage of choice under this.thread_map)

        for choice in choices:
            if this.locks[choice].non_blocking_acquire():
                return choice

        sock = choices[0]
        this.locks[sock].blocking_acquire()
        return sock

    get_socket():
        if this.thread_map[current_thread] >= 0:
            sock_number = this.thread_map[current_thread]
            this.locks[sock_number].blocking_acquire()
        else:
            sock_number = this.pick_and_lock_socket()
            if this.auto_start_requests or current_thread in this.thread_map:
                this.thread_map[current_thread] = sock_number

        if not this.sockets[sock_number]:
            this.sockets[sock_number] = Socket(this.master)

        return sock_number

    send_message_without_response(message):
        sock_number = this.get_socket()
        this.check_auth()
        this.sockets[sock_number].send(message)
        this.locks[sock_number].release()

    send_message_with_response(message):
        sock_number = this.get_socket()
        this.check_auth()
        this.sockets[sock_number].send(message)
        result = this.sockets[sock_number].receive()
        this.locks[sock_number].release()
        return result
```

```
# start_request is only needed if auto_start_requests is False
start_request():
    this.thread_map[current_thread] = -1

end_request():
    delete this.thread_map[current_thread]

authenticate(database, username, password):
    # TODO should probably make sure that these credentials are valid,
    # otherwise errors are going to be delayed until first op.
    this.auth[database] = (username, password)

logout(database):
    delete this.auth[database]

check_auth(sock_number):
    for db in this.socket_auth[sock_number]:
        if db not in this.auth.keys():
            this.sockets[sock_number].send(logout_message)
            this.socket_auth[sock_number].remove(db)
    for db in this.auth.keys():
        if db not in this.socket_auth[sock_number]:
            this.sockets[sock_number].send(authenticate_message)
            this.socket_auth[sock_number].append(db)

# somewhere we need to do error checking - if you get not master then everything
# in this.sockets gets closed and set to null and we call find_master() again.
```



```
# we also need to reset the socket_auth information - nothing is authorized yet
# on the new master.
```

## See Also

- The [DOCS:Driver and Integration Center] for information about the latest drivers
- The [top page] for this section
- The main [Database Internals](#) page
- The starting point for all [Home](#)

## Error Handling in Mongo Drivers

If an error occurs on a query (or getMore operation), Mongo returns an error object instead of user data.

The error object has a first field guaranteed to have the reserved key `$err`. For example:

```
{ $err : "some error message" }
```

The `$err` value can be of any type but is usually a string.

Drivers typically check for this return code explicitly and take action rather than returning the object to the user. The query results flags include a set bit when `$err` is returned.

```
/* db response format

Query or GetMore: // see struct QueryResult
int resultFlags;
    int64 cursorID;
    int startingFrom;
    int nReturned;
    list of marshalled JSObjects;

*/

struct QueryResult : public MsgData {
    enum {
        ResultFlag_CursorNotFound = 1, /* returned, with zero results, when getMore is called but the
        cursor id is not valid at the server. */
        ResultFlag_ErrSet = 2           /* { $err : ... } is being returned */
    };
    ...
};
```

## See Also

- The [DOCS:Driver and Integration Center] for information about the latest drivers
- The [top page] for this section
- The main [Database Internals](#) page
- The starting point for all [Home](#)

## Contributing to the Documentation

Qualified volunteers are welcome to assist in editing the wiki documentation. Contact us for more information.

## Mongo Documentation Style Guide

This page provides information for everyone adding to the Mongo documentation on Confluence. It covers:

- [General Notes on Writing Style](#)
- Guide to Confluence markup for specific situations
- Some general notes about doc production

## General Notes on Writing Style

### ***Voice***

Active voice is almost always preferred to passive voice.

To make this work, however, you may find yourself anthropomorphizing components of the system - that is, treating the driver or the database as an agent that actually does something. ("The dbms writes the new record to the collection" is better than "the new record is written to the database", but some purists may argue that the dbms doesn't do anything - it's just code that directs the actions of the processor - but then someone else says "yes, but does the processor really do anything?" and so on and on.) It is simpler and more economical to write as if these components are actually doing things, although you as the infrastructure developers might have to stop and think about which component is actually performing the action you are describing.

### ***Tense***

Technical writers in general prefer to keep descriptions of processes in the present tense: "The dbms writes the new collection to disk" rather than "the dbms will write the new collection to disk." You save a few words that way.

## MongoDB Terminology

It would be good to spell out precise definitions of technical words and phrases you are likely to use often, like the following:

- Mongo
- database (do you want "a Mongo database"? Or a Mongo database instance?)
- dbms (I have't seen this term often - is it correct to talk about "the Mongo DBMS"?)
- Document
- Record
- Transaction (I stopped myself from using this term because my understanding is the Mongo doesn't support "transactions" in the sense of operations that are logged and can be rolled back - is this right?)

These are just a few I noted while I was editing. More should be added. It would be good to define these terms clearly among yourselves, and then post the definitions for outsiders.

### **Markup for terms**

It's important to be consistent in the way you treat words that refer to certain types of objects. The following table lists the types you will deal with most often, describes how they should look, and (to cut to the chase) gives you the Confluence markup that will achieve that appearance.

Type	Appearance	Markup
Object name (the type of "object" that "object-oriented programming" deals with)	monospace	<code>{{ term }}</code>
short code fragment inline	monospace	<code>{{ term }}</code>
file path/name, extension	italic	<i>_term_</i>
programming command, statement or expression	monospace	<code>{{ term }}</code>
variable or "replaceable item"	monospace italic	<i><code>_term_</code></i>
Placeholders in paths, directories, or other text that would be italic anyway	angle brackets around <item>	<item>
GUI element (menus menu items, buttons	bold	<b>*term*</b>
First instance of a technical term	italic	<i>_term_</i>
tag (in HTML or XML, for example)	monospace	<code>{{ term }}</code>
Extended code sample	code block	<pre>{code} program code {code}</pre>

In specifying these, I have relied on the O'Reilly Style Guide, which is at:

<http://oreilly.com/oreilly/author/stylesheet.html>

This guide is a good reference for situations not covered here.

I should mention that for the names of GUI objects I followed the specification in the Microsoft Guide to Technical Publications.

### ***Other Confluence markup***

If you are editing a page using Confluence's RTF editor, you don't have to worry about markup. Even if you are editing markup directly, Confluence displays a guide on the right that shows you most of the markup you will need.

## References and Links

Confluence also provides you with a nice little utility that allows you to insert a link to another Confluence page by searching for the page by title or by text and choosing it from a list. Confluence handles the linking markup. You can even use it for external URLs.

The one thing this mechanism does NOT handle is links to specific locations within a wiki page. Here is what you have to know if you want to insert these kinds of links:

- Every heading you put in a Confluence page ("h2.Title", "h3.OtherTitle", etc.) becomes an accessible "anchor" for linking.
- You can also insert an anchor anywhere else in the page by inserting "{anchor\:anchormame}" where *\_anchormame* is the unique name you will use in the link.
- To insert a link to one of these anchors, you must go into wiki markup and add the anchor name preceded by a "#". Example: if the page *MyPage* contains a heading or an ad-hoc anchor named *GoHere*, the link to that anchor from within the same page would look like `[ #GoHere ]`, and a link to that anchor from a different page would look like `[ MyPage#GoHere ]`. (See the sidebar for information about adding other text to the body of the link.)

## Special Characters

- You will often need to insert code samples that contain curly braces. As Dwight has pointed out, Confluence gets confused by this unless you "escape" them by preceding them with a backslash, thusly:

```
\{ \}
```

You must do the same for "[", "]", "\_" and some others.

Within a {code} block you don't have to worry about this. If you are inserting code fragments inline using {{ and }}, however, you still need to escape these characters. Further notes about this:

- If you are enclosing a complex code expression with {{ and }}, do NOT leave a space between the last character of the expression and the }}. This confuses Confluence.
- Confluence also gets confused (at least sometimes) if you use {{ and }}, to enclose a code sample that includes escaped curly brackets.

## About MongoDB's Confluence wiki

Confluence has this idea of "spaces". Each person has a private space, and there are also group spaces as well.

The MongoDB Confluence wiki has three group spaces defined currently:

- Mongo Documentation - The publicly accessible area for most Mongo documentation
  - Contributor - Looks like, the publicly accessible space for information for "Contributors"
  - Private - a space open to MongoDB developers, but not to the public at large.
- As I said in my email on Friday, all of the (relevant) info from the old wiki now lives in the "Mongo Documentation"

## Standard elements of Wiki pages

You shouldn't have to spend a lot of time worrying about this kind of thing, but I do have just a few suggestions:

- Since these wiki pages are (or can be) arranged hierarchically, you may have "landing pages" that do little more than list their child pages. I think Confluence actually adds a list of children automatically, but it only goes down to the next hierarchical level. To insert a hierarchical list of a page's children, all you have to do is insert the following Confluence "macro":

```
{children:all=true}
```

See the Confluence documentation for more options and switches for this macro.

- For pages with actual text, I tried to follow these guidelines:
  - For top-level headings, I used "h2" not "h1"
  - I never began a page with a heading. I figured the title of the page served as one.
  - I always tried to include a "See Also" section that listed links to other Mongo docs.
  - I usually tried to include a link to the "Talk to us about Mongo" page.

# Community

## For everyone...

### ***User Mailing List***

The [user list](#) is for general questions about using, configuring and running MongoDB and the associated tools and drivers. The list is open to everyone.

### ***IRC chat***

<irc://irc.freenode.net/#mongodb>

### ***Blog***

<http://blog.mongodb.org/>

### ***Bugtracker***

File, track, and vote on bugs and feature requests. There is [issue tracking](#) for MongoDB and all supported drivers

### ***Announcement Mailing List***

<http://groups.google.com/group/mongodb-announce> - for release announcement and important bug fixes.

### ***Store***

Visit our [Cafepress](#) store for Mongo-related swag.

## For database or driver developers...

### ***Database Developer List***

[This list](#) is for people developing drivers, tools or who are contributing to the MongoDB codebase itself.

### ***Source***

The source code for the database and drivers is available at [GitHub](#).

## Community Tools

### ***Memcached***

[MongoNode](#) - PHP script that replicates Memcached data to MongoDB.

## MongoDB Commercial Services Providers

Note: if you provide consultative or support services for MongoDB and wish to be listed here, just let us know.

- [Support](#)
- [Training](#)
- [Hosting](#)
- [Consulting](#)
  - [Squeejee](#)
  - [Hashrocket](#)
  - [LightCube Solutions](#)
  - [10gen](#)

### **Support**

10gen offers [commercial MongoDB support](#) services.

### **Training**

10gen offers [MongoDB training](#), with upcoming sessions in [San Francisco](#) and [New York City](#). Custom training programs are available as well.

## Hosting

See the MongoDB [Hosting Center](#) .

## Consulting

### ***Squeejee***

[Squeejee](#) builds web applications on top of MongoDB with multiple sites already in production.

### ***Hashrocket***

[Hashrocket](#) is a full-service design and development firm that builds [successful web businesses](#). Hashrocket continually creates and follows [best practices](#) and surround themselves with [passionate and talented craftsmen](#) to ensure the best results for you and your business.

### ***LightCube Solutions***

[LightCube Solutions](#) provides PHP development and consulting services, as well as a lightweight PHP framework designed for MongoDB called 'photon'

### ***10gen***

[10gen](#) offers advisory services for MongoDB application design, development, and production operation. 10gen's services are typically advisory in nature with the goal of building higher in-house expertise on MongoDB for the client.

## User Feedback

"I just have to get my head around that mongodb is really \_this\_ good"  
-muckster, #mongodb

"Guys at Redmond should get a long course from you about what is the software development and support 😊 "  
-kunthar@gmail.com, mongodb-user list

"#mongoDB keep me up all night. I think I have found the 'perfect' storage for my app 😊 "  
-elpargo, Twitter

"Maybe we can relax with couchdb but with mongodb we are completely in dreams"  
-namlook, #mongodb

"Dude, you guys are legends!"  
-Stii, mongodb-user list

"Times I've been wowed using MongoDB this week: 7."  
-tpitale, Twitter

## Community Blog Posts

[Why I Think Mongo is to Databases what Rails was to Frameworks](#)  
-John Nunemaker

[MongoDB a Light in the Darkness...](#)  
-EngineYard

[Introducing MongoDB](#)  
-Linux Magazine

[NoSQL in the Real World](#)  
-CNET

[Boxed Ice - Choosing a non-relational database; why we migrated from MySQL to MongoDB](#)

[The Other Blog - The Holy Grail of the Funky Data Model](#)  
-Tom Smith

[GIS Solved - Populating a MongoDB with POIs](#)  
-Samuel

## Community Presentations

[How Python, TurboGears, and MongoDB are Transforming SourceForge.net](#)  
Rick Copeland at PyCon 2010

### MongoDB

Adrian Madrid at Mountain West Ruby Conference 2009, [video](#)

[MongoDB - Ruby friendly document storage that doesn't rhyme with ouch](#)  
Wynn Netherland at Dallas.rb Ruby Group, [slides](#)

### MongoDB

junemaker at Grand Rapids RUG, [slides](#)

[Developing Joomla! 1.5 Extensions, Explained](#) (slide 37)  
Mitch Pirtle at Joomla!Day New England 2009, [slides](#)

[Drop Acid](#) (slide 31) ([video](#))  
Bob Ippolito at Pycon 2009

[Python and Non-SQL Databases](#) (in French, slide 21)  
Benoit Chesneau at Pycon France 2009, [slides](#)

Massimiliano Dessì at the Spring Framework Italian User Group

- [MongoDB](#) (in Italian)
- [MongoDB and Scala](#) (in Italian)

[Presentations and Screencasts at Learnivore](#)

Frequently-updated set of presentations and screencasts on MongoDB.

## Benchmarking

We keep track of user benchmarks on the [Benchmarks](#) page.

## About

- [Philosophy](#)
- [Use Cases](#)
- [Production Deployments](#)
- [Mongo-Based Applications](#)
- [Events](#)
- [Roadmap](#)
- [Articles](#)
- [Benchmarks](#)
- [FAQ](#)
- [Product Comparisons](#)
- [Licensing](#)
- [Books](#)

## Philosophy

### Design Philosophy

- Databases are specializing - the "one size fits all" approach no longer applies.
- By reducing transactional semantics the db provides, one can still solve an interesting set of problems where performance is very important, and horizontal scaling then becomes easier.
- The (JSON) document data model is easy to code to, easy to manage (schemaless), and yields excellent performance by grouping relevant data together internally.
- A non-relational approach is the best path to database solutions which scale horizontally to many machines.
- While there is an opportunity to relax certain capabilities for better performance, there is also a need for deeper functionality than that provided by pure key/value stores.
- Database technology should run anywhere, being available

both for running on your own servers or VMs, and also as a cloud pay-for-what-you-use service.

## Use Cases

See also the [Production Deployments](#) page for a discussion of how companies like Disqus, EA, Github, SourceForge, etc. use MongoDB.

### Use Case Articles

- [Using MongoDB for Real-time Analytics](#)
- [Using MongoDB for Logging](#)
- [Full Text Search in Mongo](#)

### Well Suited

- Operational data store of a web site. MongoDB is very good at real-time inserts, updates, and queries. Scalability and replication are provided which are necessary functions for large web sites' real-time data stores. Specific web use case examples:
  - content management
  - comment storage, management, voting
  - real time page view counters
  - user registration, profile, session data
- Caching. With its potential for high performance, MongoDB works well as a caching tier in an information infrastructure. The persistent backing of Mongo's cache assures that on a system restart the downstream data tier is not overwhelmed with cache population activity.
- "High volume, low value data". Problems where a traditional DBMS might be too expensive for the data in question. In many cases developers would traditionally write custom code to a filesystem instead using flat files or other methodologies.
- Problems requiring high scalability. Mongo is well suited to problems where the database must comprise tens or hundreds of servers. Map/Reduce engine integration is planned in the Mongo roadmap.
- Storage of program objects and JSON data (and equivalent). Mongo's [BSON](#) data format makes it very easy to store and retrieve data in a document-style / "schemaless" format. Addition of new properties to existing objects is easy and does not require blocking "ALTER TABLE" style operations.

### Less Well Suited

- Highly transactional systems, such as banking systems and accounting. MongoDB, like most "NoSQL" solutions, provides lightweight transactionality: atomicity around single documents only. Applications with highly complex transactions are more suited to a traditional RDBMS.
- Traditional Business Intelligence. Data warehouses are more suited to new, problem-specific BI databases. However note that MongoDB can work very well for several reporting and analytics problems where data is pre-distilled or aggregated in runtime -- but classic, business intelligence is not a sweet spot.
- Problems requiring SQL.

## Use Case - Session Objects

MongoDB is a good tool for storing HTTP session objects.

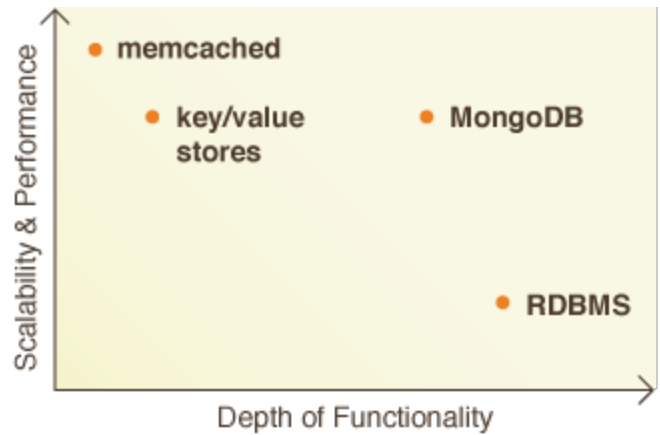
One implementation model is to have a sessions collection, and store the session object's `_id` value in a browser cookie.

With its update-in-place design and general optimization to make updates fast, the database is efficient at receiving an update to the session object on every single app server page view.

### Aging Out Old Sessions

The best way to age out old sessions is to use the auto-LRU facility of [capped collections](#). The one complication is that objects in capped collections may not grow beyond their initial allocation size. To handle this, we can "pre-pad" the objects to some maximum size on initial addition, and then on further updates we are fine if we do not go above the limit. The following mongo shell javascript example demonstrates padding.

(Note: a clean padding mechanism should be added to the db so the steps below are not necessary.)











```
> db.createCollection('sessions', { capped: true, size : 1000000 } )
{"ok" : 1}
> p = "";
> for( x = 0; x < 100; x++ ) p += 'x';
> s1 = { info: 'example', _padding : p };
{"info" : "example" , "_padding" :
"xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx"}
}
> db.sessions.save(s1)
> s1
{"info" : "example" , "_padding" :
"xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx"}
, "_id" : ObjectId( "4aafb74a5761d147677233b0") }
















> // when updating later
> s1 = db.sessions.find( { _id : ObjectId( "4aafb74a5761d147677233b0") } )
{"_id" : ObjectId( "4aafb74a5761d147677233b0") , "info" : "example" , "_padding" :
"xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx"}
}
> delete s._padding;
true
> s.x = 3; // add a new field
3
> db.sessions.save(s);
> s
{"_id" : ObjectId( "4aafb5a25761d147677233af") , "info" : "example" , "x" : 3}
```







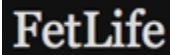








## Production Deployments






*If you're using MongoDB in production, we'd love to list you here! Email [meghan@10gen.com](mailto:meghan@10gen.com).*

Company	Use Case
	MongoDB is now used for back-end storage on the <a href="#">SourceForge</a> front pages, project pages, and download pages for all projects. See <a href="#">Compound Thinking</a> , the <a href="#">SourceForge blog</a> , and <a href="#">The Bitsource</a> for details.
	<a href="#">GitHub</a> , the social coding site, is using MongoDB for an internal reporting application.
	MongoDB is being used for the game feeds component. It caches game data from different sources which gets served to <a href="#">ea.com</a> , <a href="#">rupture.com</a> and the EA download manager.
	<a href="#">The New York Times</a> is using MongoDB in a form-building application for photo submissions.
	<a href="#">Disqus</a> is an innovative blog-commenting system.
	BoxedIce's server monitoring solution - <a href="#">Server Density</a> - stores 600 million+ documents in MongoDB. BoxedIce blog posts: <ul style="list-style-type: none"> <li>• <a href="#">Why we migrated from mysql to mongodb</a></li> <li>• <a href="#">Notes from a production deployment</a></li> </ul>
	<a href="#">MongoHQ</a> provides a hosting platform for MongoDB and also uses MongoDB as the back-end for its service. Our <a href="#">hosting centers</a> page provides more information about MongoHQ and other MongoDB hosting options.
	<a href="#">Justin.tv</a> is the easy, fun, and fast way to share live video online. MongoDB powers Justin.tv's internal analytics tools for virality, user retention, and general usage stats that out-of-the-box solutions can't provide. Read more about Justin.tv's <a href="#">broadcasting architecture</a> .



	<p><a href="#">The Business Insider</a> has been using MongoDB since the beginning of 2008. All of the site's data, including posts, comments, and even the images, are stored on MongoDB. <a href="#">Read more...</a></p>
	<p><a href="#">Hot Potato</a> is a social tool that organizes conversations around events. See Hot Potato's presentation about using Scala and MongoDB at the <a href="#">New York Tech Talks Meetup</a>.</p>
	<p><a href="#">PhoneTag</a> is a service that automatically transcribes voicemail to text and delivers it in real-time via e-mail and SMS. PhoneTag stores the metadata and transcriptions for every voicemail it process in MongoDB.</p>
	<p><a href="#">Hashrocket</a> is an expert web design and development group. Hashrocket built <a href="#">PharmMD</a>, a fully-featured Medication Management application in Ruby on Rails. The system contains functionality for identifying and resolving drug-related problems for millions of patients.</p>
	<p><a href="#">Chartbeat</a> is a revolutionary real-time analytics service that enables people to understand emergent behaviour in real-time and exploit or mitigate it. Chartbeat stores all historical analytics data in MongoDB.</p>
	<p>The Mozilla open-source <a href="#">Ubiquity Herd</a> project uses MongoDB for back-end storage. Source code is available on <a href="#">bitbucket</a>.</p>
	<p><a href="#">Gilt Groupe</a> is an invitation only luxury shopping site.</p>
	<p><a href="#">Pitchfork</a> is using MongoDB for their year-end readers survey and internal analytics.</p>
	<p>Floxee, a web toolkit for creating <a href="#">Twitter</a> directories, leverages MongoDB for back-end storage. The award-winning <a href="#">TweetCongress</a> is powered by Floxee.</p>
	<p><a href="#">Sailthru</a> is an email service provider that uses MongoDB for click-stream analysis and reporting.</p>
	<p><a href="#">Silentale</a> keeps track of your contacts and conversations from multiple platforms and allows you to search and access them from anywhere. Silentale is using MongoDB as the back-end for indexing and searching on millions of stored messages of different types. More details on Silentale can be found in this <a href="#">TechCrunch</a> article.</p>
	<p><a href="#">MyPunchbowl.com</a> is a start to finish party planning site that uses MongoDB for tracking user behavior and datamining.</p>
	<p><a href="#">Defensio</a> is a comment-spam blocker that uses MongoDB for back-end storage.</p>
	<p><a href="#">TweetSaver</a> is a web service for backing up, searching, and tagging your tweets. TweetSaver uses MongoDB for back-end storage.</p>
	<p><a href="#">Bloom Digital</a>'s AdGear platform is a next-generation ad platform. MongoDB is used for back-end reporting storage for AdGear.</p>

	<p><b>KLATU Networks</b> designs, develops and markets asset monitoring solutions which helps companies manage risk, reduce operating costs and streamline operations through proactive management of the status, condition, and location of cold storage assets and other mission critical equipment. KLATU uses MongoDB to store temperature, location, and other measurement data for large wireless sensor networks. KLATU chose MongoDB over competitors for scalability and query capabilities.</p>
	<p>Almost all data for <b>MusicNation</b>, including user information, images, and music videos, are stored in MongoDB.</p>
	<p><b>Shopwiki</b> uses Mongo as a data store for its shopping search engine, where they commit all the data generated, such as custom analytics. Mongo's performance is such that ShopWiki uses it in cases where MySQL would just not be practical. ShopWiki is also using it as a storage engine for all R&amp;D and data-mining efforts where MongoDB's document oriented architecture offers maximum flexibility.</p>
	<p><b>songkick</b> lets you track your favorite artists so you never miss a gig again.</p>
	<p><b>Detexify</b> is a cool application to find LaTeX symbols easily. It uses MongoDB for back-end storage. Check out the <a href="#">blog post</a> for more on why Detexfy is using MongoDB.</p>
	<p><a href="http://sluggy.com/">http://sluggy.com/</a> is built on MongoDB, mongodb_beaker, and <b>MongoKit</b>.</p>
	<p><b>StyleSignal</b> is using MongoDB to store opinions from social media, blogs, forums and other sources to use in their sentiment analysis system, Zeitgeist.</p>
	<p><b>FetLife</b> is the biggest kinky/bdsm social network, with over 250k users and serving 80M pageviews / month. FetLife uses MongoDB as backing storage for the activity feed. (Warning: FetLife is NSFW)</p>
	<p><b>@trackmeet</b> helps you take notes with twitter, and is built on MongoDB</p>
	<p><b>eFlyover</b> leverages the Google Earth Browser Plugin and MongoDB to provide interactive flyover tours of over two thousand golf courses worldwide.</p>
	<p><b>Shapado</b> is a multi-topic question and answer site in the style of Stack Overflow. Shapado is written in Rails and uses MongoDB for back-end storage.</p>
	<p><b>Sifino</b> enables students to help each other with their studies. Students can share notes, course summaries, and old exams, and can also ask and respond to questions about particular courses.</p>
	<p><b>GameChanger</b> provides mobile apps that replace pencil-and-paper scorekeeping and online tools that distribute real-time game updates for amateur sports.</p>
	<p><b>solimap</b> is a map-based ad listings site that uses MongoDB for storage.</p>
	<p><b>MyBankTracker iPhone App</b> uses MongoDB for the iPhone app's back-end server.</p>
	<p><b>BillMonitor</b> uses MongoDB to store all user data, including large amounts of billing information. This is used by the live site and also by BillMonitor's internal data analysis tools.</p>
	<p><b>Tubricator</b> allows you to create easy to remember links to YouTube videos. It's built on MongoDB and Django.</p>

	<a href="#">Mu.ly</a> uses MongoDB for user registration and as a backend server for its iPhone Push notification service. MongoDB is mu.ly's Main backend database and absolute mission critical for mu.ly.
	<a href="#">Avinu</a> is a Content Management System (CMS) built on the Vork enterprise framework and powered by MongoDB.
	<a href="#">edelight</a> is a social shopping portal for product recommendations.
	<a href="#">Topsy</a> is a search engine powered by Tweets that uses Mongo for realtime log processing and analysis.
	<a href="#">Codepeek</a> is using MongoDB and GridFS for storing pastes.

## See also

- [MongoDB Apps](#)
- [Use Cases](#)
- [User Feedback](#)

## Mongo-Based Applications

*Please list applications that leverage MongoDB here. If you're using MongoDB for your application, we'd love to list you here! Email [meghan@10gen.com](mailto:meghan@10gen.com).*

## See Also

- [Production Deployments](#) - Companies and Sites using MongoDB
- [Hosting Center](#)

## Applications Using MongoDB

### CMS

#### [HarmonyApp](#)

Harmony is a powerful web-based platform for creating and managing websites. It helps connect developers with content editors, for unprecedented flexibility and simplicity.

#### [c5t](#)

Content-management using TurboGears and Mongo

## Events

- [MongoSF April 30th](#)
- [MongoDB Training](#)
- [10gen Weekly "Office Hours"](#)
- [Conferences and Meetups](#)
- [Recent Events and Presentations](#)

## MongoSF April 30th

Friday April 30  
San Francisco, CA  
[Register mongosf.eventbrite.com](http://mongosf.eventbrite.com)

MongoSF is a full-day, in-depth, multi-track conference exploring development with the non-relational, document-oriented database MongoDB. The conference features sessions on database internals, schema design, GridFS, replication, sharding, and more.

In addition to these topics, attendees can learn about MongoDB in the real world through a series of presentations about production deployments at [Justin.tv](http://Justin.tv), [Boxed Ice](#), [Punchbowl Software](#), and [Harmony App](#).

Small, hands-on, language-specific development workshops will take place alongside the presentation tracks.

In addition to several of the MongoDB developers from 10gen, confirmed speakers include [John Nunemaker](#) (CTO, Ordered List), Emmett Shear (CTO, Justin.tv), Les Hill (Software Adventurer, Hashrocket), and [James Williams](#) (Software Engineer, BT/Rabbit), among others.

## MongoDB Training

[Practical MongoDB Training](#)  
Kyle Banker, Software Engineer, 10gen  
New York, NY  
Thursday, April 22

[MongoDB Workshop at NoSQL EU](#)  
Mathias Stearn, Software Engineer, 10gen  
London, UK  
Thursday, April 22

[MongoDB Workshop at Frozen Rails](#)  
Mike Dirolf, Software Engineer, 10gen  
Helsinki, Finland  
May 6, 2010

[Gettin' Tough with MongoDB](#)  
Kyle Banker and John Nunemaker  
CityFlats Hotel, Holland, Michigan  
May 24-25, 2010

[Practical MongoDB Training](#)  
Kyle Banker, Software Engineer, 10gen  
New York, NY  
Thursday, June 17

## 10gen Weekly "Office Hours"

[10gen](#) holds weekly open "office hours" with whiteboarding, hack sessions, etc., in NYC. Come over to 10gen headquarters to meet the MongoDB team.

Wednesdays, 4pm - 6:30pm ET  
17 West 18th Street - 8th Floor  
Between 5th & 6th Ave  
New York, NY

On the west coast? Stop by the Epicenter Cafe in San Francisco on Mondays to meet 10gen Software Engineer Aaron Staple. Ask questions, hack, have some coffee. Look for a laptop with a "Powered by MongoDB" sticker.

Mondays 4pm - 6pm PT  
[Epicenter Cafe](#)  
764 Harrison St  
Between 4th St & Lapu St  
San Francisco, CA

## Conferences and Meetups

[Indexing with MongoDB](#)  
Aaron Staple, Software Engineer, 10gen  
Webinar  
Tuesday April 6, 2010

[MongoDB: The Way and its Power](#)  
Kyle Banker, Software Engineer, 10gen

RubyNation  
Friday April 9 & Saturday April 10  
Reston, VA

#### [Introduction to MongoDB](#)

Mike Dirolf, Software Engineer, 10gen  
Emerging Technologies for the Enterprise Conference  
Philadelphia, PA  
Friday, April 9

#### [MongoDB: The New "M" in your LAMP Stack](#)

Richard Kreuter, Software Engineer, 10gen  
Texas Linux Fest  
Austin, TX  
Saturday, April 10

#### [Dropping ACID with MongoDB](#)

Kristina Chodorow, Software Engineer, 10gen  
San Francisco MySQL Meetup  
San Francisco, CA  
Monday, April 12

#### [MongoDB](#)

Seth Edwards  
London Ruby Users Group  
London, UK  
Wednesday April 14

#### [MongoDB](#)

Richard Kreuter, Software Engineer, 10gen  
Southern CT Open Source Users Group  
New Haven, CT  
Sunday April 18

#### [They're called databases, not dataacids](#)

Richard Kreuter, Software Engineer, 10gen  
New York Linux Users Group (NYLUG)  
New York, NY  
Wednesday, April 21

#### [NoSQL: The Shift to a Non-relational World](#)

Nosh Petigara, Director of Product Strategy, 10gen  
Great Indian Developer Summit  
Bangalore, India  
April 20-23

#### [NoSQL EU](#)

Mathias Stearn, Software Engineer, 10gen  
London, UK  
April 20-21

#### [Schema Design with MongoDB](#)

Kyle Banker, Software Engineer, 10gen  
Webinar  
Tuesday April 27, 2010

#### [Introduction to MongoDB](#)

Mike Dirolf, Software Engineer, 10gen  
Frozen Rails  
Helsinki, Finland  
Friday, May 7

#### [The Future of Content Technologies](#)

Scaling Web Applications with NonSQL Databases: Business Insider Case Study  
Ian White, Lead Developer, Business Insider  
Gilbane Conference  
San Francisco, CA  
Thursday, May 20

#### [NoSQL-Channeling the Data Explosion](#)

Dwight Merriman, CEO, 10gen  
[Inside MongoDB: the Internals of an Open-Source Database](#)  
Mike Dirolf, Software Engineer, 10gen  
Gluecon  
Denver, CO

Wednesday May 26 & Thursday May 27  
*Use the discount code "10gendisc" when registering to receive 10% off!*

#### [Joomla and MongoDB](#)

Mitch Pirtle, Spacemonkey Labs  
J and Beyond, the International Joomla Conference  
May 30 - June 1  
Weisbaden, Germany

## Recent Events and Presentations

#### Hot Potato and MongoDB

##### [New York Tech Talks Meetup](#)

Justin Shaffer and Lincoln Hochberg  
New York, NY  
Tuesday March 30  
[Video](#)

#### [MongoDB Day](#)

Geek Austin Data Series  
Austin, TX  
Saturday March 27

#### [Mongo Scale!](#)

Kristina Chodorow, Software Engineer, 10gen  
Webcast  
Friday March 26

#### [Yahoo! Open Hack Day Brasil 2010](#)

Cesar Rodas  
Saturday March 20

#### [NoSQL, no Join, noRDBMS: Understanding Cloud Data](#)

Dwight Merriman, CEO, 10gen  
Cloud Connect  
Santa Clara, CA  
Monday March 15

#### [MongoDB Rules](#)

Kyle Banker, Software Engineer, 10gen  
Mountain West Ruby Conference  
Salt Lake City, UT  
Thursday March 11 & Friday March 12  
[Slides](#)

#### [MongoDB: huMONGOus Data at SourceForge](#)

Mark Ramm, Web Developer, SourceForge  
QCon London  
Thursday March 11  
[Slides](#)

#### [NoSQL Live Boston](#)

Boston, MA  
Thursday March 11  
[Recap with slides and MP3](#)

#### MongoDB: How it Works

Mike Dirolf, Software Engineer, 10gen  
Monday March 8, 12:30 PM Eastern Time  
[Slides](#)

#### MongoDB & Mongoid

Durran Jordan, Hashrocket  
RubyJax  
February 23, 2010  
[Video](#)

#### Intro to MongoDB

Alex Sharp, Founder / Lead Software Architect, FrothLogic  
LA WebDev Meetup  
February 23, 2010  
[Slides](#)

How Python, TurboGears, and MongoDB are Transforming SourceForge.net

Rick Copeland, SourceForge.net  
PyCon - Atlanta, GA  
February 21, 2010  
[Slides](#)











































Introduction to MongoDB  
Kristina Chodorow, Software Engineer, 10gen  
FOSDEM - Brussels, Belgium  
February 7, 2010  
[Video](#) | [Slides](#) | [Photos](#)

MongoDB Isn't Water  
Kyle Banker, Software Engineer, 10gen  
Chicago Ruby  
February 2, 2010  
[Video](#) | [Slides](#) | [Photos](#)










*If you're interested in having someone present MongoDB at your conference or meetup, or if you would like to list your MongoDB event on this page, contact megan at 10gen dot com.*

## Roadmap

### 1.4 - 2010 Q1

(14 issues)										
Type	Key	Summary	Assignee	Reporter	Priority	Status	Resolution	Created	Updated	Due
	SERVER-813	Add radius to \$near	Eliot Horowitz	pitchfork media, inc		 Resolved	Fixed	Mar 23, 2010	Apr 01, 2010	
	SERVER-811	Sort \$within:\$center, \$within:\$box results by distance	Eliot Horowitz	pitchfork media, inc		 Open	Unresolved	Mar 23, 2010	Mar 23, 2010	
	SERVER-775	What if create something like CouchDB views with low cost of developing ?	Eliot Horowitz	Kostyantyn Voz		 Open	Unresolved	Mar 17, 2010	Mar 17, 2010	
	SERVER-656	ismaster command should be readonly	aaron	Dwight Merriman		 Closed	Fixed	Feb 23, 2010	Mar 02, 2010	
	SERVER-648	access control	Eliot Horowitz	Mark Waschkowski		 Open	Unresolved	Feb 19, 2010	Feb 19, 2010	
	SERVER-631	add \$ tilde operator for dynamic index entry	Eliot Horowitz	Dwight Merriman		 Closed	Fixed	Feb 12, 2010	Mar 22, 2010	
	SERVER-534	Official RPMs	Richard Kreuter	Gregg Lind		 Open	Unresolved	Jan 12, 2010	Mar 24, 2010	
	SERVER-479	global read/write lock	Dwight Merriman	Eliot Horowitz		 Closed	Fixed	Dec 12, 2009	Jan 05, 2010	
	SERVER-464	background index creation	Dwight Merriman	Eliot Horowitz		 Closed	Fixed	Dec 09, 2009	Mar 09, 2010	
	SERVER-459	Find and Modify command	Mathias Stearn	Mathias Stearn		 Closed	Fixed	Dec 04, 2009	Jan 05, 2010	
	SERVER-446	finish v8 engine	aaron	Eliot Horowitz		 Closed	Fixed	Nov 29, 2009	Feb 12, 2010	
	SERVER-323	improved concurrency: read/write lock - yielding ops	Eliot Horowitz	Eliot Horowitz		 Closed	Fixed	Sep 30, 2009	Mar 22, 2010	
	SERVER-134	\$unset (was: \$unset and \$rename)	Mathias Stearn	Kristina Chodorow		 Closed	Fixed	Jul 08, 2009	Jan 05, 2010	
	SERVER-91	2d spatial indexing	Eliot Horowitz	Eliot Horowitz		 Closed	Fixed	Jun 03, 2009	Mar 02, 2010	

## 1.6 - 2010 Q2

(3 issues)										
Type	Key	Summary	Assignee	Reporter	Priority	Status	Resolution	Created	Updated	Due
	SERVER-785	Support Filtered (Partial) Indexes	Eliot Horowitz	Scott Hernandez		 Open	Unresolved	Mar 18, 2010	Mar 18, 2010	
	SERVER-380	full-text search	Eliot Horowitz	Raj Kadam		 Open	Unresolved	Oct 21, 2009	Dec 07, 2009	
	SERVER-332	use boost asio for network layer	Eliot Horowitz	Eliot Horowitz		 Open	Unresolved	Oct 02, 2009	Dec 07, 2009	

## Articles

See also the [User Feedback](#) page for community presentations, blog posts, and more.

### Best of the MongoDB Blog

- [What is the Right Data Model?](#) - (for non-relational databases)
- [Why Schemaless is Good](#)
- [The Importance of Predictability of Performance](#)
- [Capped Collections](#) - one of MongoDB's coolest features
- [Using MongoDB for Real-time Analytics](#)
- [Using MongoDB for Logging](#)
- <http://blog.mongodb.org/tagged/best-of>

### Articles / Key Doc Pages

- [On Atomic Operations](#)
- [Reaching into Objects](#) - how to do sophisticated query operations on nested JSON-style objects
- [Schema Design](#)
- [Full Text Search in Mongo](#)
- [MongoDB Production Deployments](#)

### Videos

- [MongoDB for Rubyists](#) (February 2010 Chicago Ruby Meetup)
- [Introduction to MongoDB](#) (FOSDEM February 2010)
- [NY MySql Meetup - NoSQL, Scaling, MongoDB](#)
- [Teach Me To Code - Introduction to MongoDB](#)
- [DCVIE](#)

## Benchmarks

If you've done a benchmark, we'd love to hear about it! Let us know at [kristina at 10gen dot com](mailto:kristina@10gen.com).

March 9, 2010 - [Speed test between django\\_mongokit and postgresql\\_psycopg2](#) benchmarks creating, editing, and deleting.

February 15, 2010 - [Benchmarking Tornado's Sessions](#) flatfile, Memcached, MySQL, Redis, and MongoDB compared.

January 23, 2010 - [Inserts](#) and [queries](#) against MySQL, CouchDB, and Memcached.

May 10, 2009 - [MongoDB vs. CouchDB vs. Tokyo Cabinet](#)

July 2, 2009 - [MongoDB vs. MySQL](#)

September 25, 2009 - [MongoDB inserts using Java](#).

August 11, 2009 - [MySQL vs. MongoDB vs. Tokyo Tyrant vs. CouchDB](#) inserts and queries using PHP.

August 23, 2009 - MySQL vs. MongoDB in PHP: [Part 1 \(inserts\)](#), [Part 2 \(queries\)](#), against InnoDB with and without the query log and MyISAM.

November 9, 2009 - MySQL vs. MongoDB in PHP and Ruby inserts ([original Russian](#), [English translation](#))

Disclaimer: these benchmarks were created by third parties not affiliated with MongoDB. MongoDB does not guarantee in any way the correctness, thoroughness, or repeatability of these benchmarks.



# FAQ

See also the [Developer FAQ](#) for deeper / more minute techie FAQ's.

- [What kind of database is the Mongo database?](#)
- [What languages can I use to work with the Mongo database?](#)
- [Does it support SQL?](#)
- [Is caching handled by the database?](#)
- [What language is MongoDB written in?](#)
- [What are the 32-bit limitations?](#)

## *What kind of database is the Mongo database?*

MongoDB is an document-oriented DBMS. Think of it as MySQL but JSON (actually, [BSON](#) ) as the data model, not relational. There are no joins. If you have used object-relational mapping layers before in your programs, you will find the Mongo interface similar to use, but faster, more powerful, and less work to set up.

## *What languages can I use to work with the Mongo database?*

Lots! See the [drivers](#) page.

## *Does it support SQL?*

No, but MongoDB does support ad hoc queries via a JSON-style query language. See the [Tour](#) and [Advanced Queries](#) pages for more information on how one performs operations.

## *Is caching handled by the database?*

For simple queries (with an index) Mongo should be fast enough that you can query the database directly without needing the equivalent of memcached. The goal is for Mongo to be an alternative to an `ORM/memcached/mysql` stack. Some MongoDB users do like to mix it with memcached though.

## *What language is MongoDB written in?*

The database is written in C++. Drivers are usually written in their respective languages, although some use C extensions for speed.

## *What are the 32-bit limitations?*

MongoDB uses memory-mapped files. When running on a 32-bit operating system, the total storage size for the server (data, indexes, everything) is 2gb. If you are running on a 64-bit os, there is virtually no limit to storage size. See [the blog post](#) for more information.

# Product Comparisons

## Interop Demo (Product Comparisons)

### *Interop 2009 MongoDB Demo*

Code: <http://github.com/mdirolf/simple-messaging-service/tree/master>

## MongoDB, CouchDB, MySQL Compare Grid

pending...

	CouchDB	MongoDB	MySQL
Data Model	Document-Oriented ( <a href="#">JSON</a> )	Document-Oriented ( <a href="#">BSON</a> )	Relational
Data Types	string,number,boolean,array,object	string, int, double, boolean, date, bytearray, object, array, others	<a href="#">link</a>
Large Objects (Files)	Yes (attachments)	Yes ( <a href="#">GridFS</a> )	no???

Replication	Master-master (with developer supplied conflict resolution)	Master-slave	Master-slave
Object(row) Storage	One large repository	Collection based	Table based
Query Method	Map/reduce of javascript functions to lazily build an index per query	Dynamic; object-based query language	Dynamic; SQL
Secondary Indexes	Yes	Yes	Yes
Atomicity	Single document	Single document	Yes - advanced
Interface	REST	Native drivers	Native drivers
Server-side batch data manipulation	?	Map/Reduce, server-side javascript	Yes (SQL)
Written in	Erlang	C++	C
Concurrency Control	MVCC	Update in Place	

### See Also

- [Comparing Mongo DB and Couch DB](#)

## Comparing Mongo DB and Couch DB

We are getting a lot of questions "how are mongo db and couch different?" It's a good question: both are document-oriented databases with schemaless JSON-style object data storage. Both products have their place -- we are big believers that databases are specializing and "one size fits all" no longer applies.

We are not CouchDB gurus so please let us know in the [forums](#) if we have something wrong.

### MVCC

One big difference is that CouchDB is [MVCC](#) based, and MongoDB is more of a traditional update-in-place store. MVCC is very good for certain classes of problems: problems which need intense versioning; problems with offline databases that resync later; problems where you want a large amount of master-master replication happening. Along with MVCC comes some work too: first, the database must be compacted periodically, if there are many updates. Second, when conflicts occur on transactions, they must be handled by the programmer manually (unless the db also does conventional locking -- although then master-master replication is likely lost).

MongoDB updates an object in-place when possible. Problems require high update rates of objects are a great fit; compaction is not necessary. Mongo's replication works great but, without the MVCC model, it is more oriented towards master/slave and auto failover configurations than to complex master-master setups. With MongoDB you should see high write performance, especially for updates.

### Horizontal Scalability

One fundamental difference is that a number of Couch users use replication as a way to scale. With Mongo, we tend to think of replication as a way to gain reliability/failover rather than scalability. Mongo uses (auto) sharding as our path to scalability (sharding is in alpha). In this sense MongoDB is more like Google BigTable. (We hear that Couch might one day add partitioning too.)

### Query Expression

Couch uses a clever index building scheme to generate indexes which support particular queries. There is an elegance to the approach, although one must predeclare these structures for each query one wants to execute. One can think of them as materialized views.

Mongo uses traditional dynamic queries. As with, say, MySQL, we can do queries where an index does not exist, or where an index is helpful but only partially so. Mongo includes a query optimizer which makes these determinations. We find this is very nice for inspecting the data administratively, and this method is also good when we *don't* want an index: such as insert-intensive collections. When an index corresponds perfectly to the query, the Couch and Mongo approaches are then conceptually similar. We find expressing queries as JSON-style objects in MongoDB to be quick and painless though

### Atomicity

Both MongoDB and CouchDB support [concurrent modifications of single documents](#). Both forego complex transactions involving large numbers of objects.

## Durability

The products take different approaches to durability. CouchDB is a "crash-only" design where the db can terminate at any time and remain consistent. MongoDB take a different approach to durability. On a machine crash, one then would run a `repairDatabase()` operation when starting up again (similar to MyISAM). MongoDB recommends using replication -- either LAN or WAN -- for true durability as a given server could permanently be dead. To summarize: CouchDB is better at durability when using a single server with no replication.

## Map Reduce

Both CouchDB and MongoDB support map/reduce operations. For CouchDB map/reduce is inherent to the building of all views. With MongoDB, map/reduce is only for data processing jobs but not for traditional queries.

## Javascript

Both CouchDB and MongoDB make use of Javascript. CouchDB uses Javascript extensively including in the building of [views](#).

MongoDB supports the use of Javascript but more as an adjunct. In MongoDB, query expressions are typically expressed as JSON-style query objects; however one may also specify a [javascript expression](#) as part of the query. MongoDB also supports [running arbitrary javascript functions server-side](#) and uses javascript for [map/reduce](#) operations.

## REST

Couch uses REST as its interface to the database. With its focus on performance, MongoDB relies on language-specific database drivers for access to the database over a proprietary binary protocol. Of course, one could add a REST interface atop an existing MongoDB driver at any time -- that would be a very nice community project. Some early stage REST implementations exist for MongoDB.

## Performance

Philosophically, Mongo is very oriented toward performance, at the expense of features that would impede performance. We see Mongo DB being useful for many problems where databases have not been used in the past because databases are too "heavy". Features that give MongoDB good performance are:

- client driver per language: native socket protocol for client/server interface (not REST)
- use of memory mapped files for data storage
- collection-oriented storage (objects from the same collection are stored contiguously)
- update-in-place (not MVCC)
- written in C++

## Use Cases

It may be helpful to look at some particular problems and consider how we could solve them.

- if we were building Lotus Notes, we would use Couch as its programmer versioning reconciliation/MVCC model fits perfectly. Any problem where data is offline for hours then back online would fit this. In general, if we need several eventually consistent master-master replica databases, geographically distributed, often offline, we would use Couch.
- if we had very high performance requirements we would use Mongo. For example, web site user profile object storage and caching of data from other sources.
- if we were building a system with very critical transactions, such as financial transactions, we would not use MongoDB for those transactions -- although we might in hybrid for other data elements of the system. For something like this we would likely choose a traditional RDBMS.
- for a problem with very high update rates, we would use Mongo as it is good at that. For example, [updating real time analytics counters](#) for a web sites (pages views, visits, etc.)

Generally, we find MongoDB to be a very good fit for building web infrastructure.

## Licensing



If you are using a vanilla MongoDB server from either source or binary packages you have **NO** obligations. You can ignore the rest of this page.

All of the MongoDB software is open source, under a variety of licenses. The following is a list of components and licenses:

- MongoDB : [GNU AGPL v3.0](#)
- mongodb.org Supported Drivers : [Apache License v2.0](#) (third parties have created drivers too; licenses will vary there)
- Documentation : [Creative Commons](#)

From our [blog post](#) on the AGPL:

*Our goal with using AGPL is to preserve the concept of copyleft with MongoDB. With traditional GPL, copyleft was associated with the concept of distribution of software. The problem is that nowadays, distribution of software is rare: things tend to run in the cloud. AGPL fixes this "loophole" in GPL by saying that if you use the software over a network, you are bound by the copyleft. Other than that, the license is virtually the same as GPL v3.*

*Note however that it is **never** required that applications using mongo be published. The copyleft applies only to the mongod and mongos database programs. This is why Mongo DB drivers are all licensed under an Apache license. Your application, even though it talks to the database, is a separate program and "work".*

If you intend to modify the server and distribute or provide access to your modified version you are required to release the full source code for the modified MongoDB server. To reiterate, you **only** need to provide the source for the MongoDB server and not your application (assuming you use the provided interfaces rather than linking directly against the server).

A few example cases of when you'd be required to provide your changes to MongoDB to external users:

Case	Required
Hosting company providing access MongoDB servers	yes
Public-facing website using MongoDB for content	yes
Internal use website using MongoDB	no
Internal analysis of log files from a web site	no

Regardless of whether you are *required* to release your changes we request that you do. The preferred way to do this is via a [github](#) fork. Then we are likely to include your changes so everyone can benefit.

## Books

Several MongoDB books are scheduled for release in 2010 and available to pre-order. Please check this page for updates.

*The Definitive Guide to MongoDB: The NoSQL Database for Cloud and Desktop Computing*

Peter Membrey

Apress

[Pre-Order](#)

*MongoDB for Web Development*

Mitch Pirtle

Addison-Wesley

[Pre-Order](#)

*MongoDB: The Definitive Guide*

Kristina Chodorow and Mike Dirolf

O'Reilly

## International Documentation



Most documentation for MongoDB is currently written in English. We are looking for volunteers to contribute documentation in other languages. If you're interested in contributing to documentation in another language please email [mike at 10gen dot com](mailto:mike@10gen.com)

### Language Homepages





-  [Deutsche](#)
-  [Español](#)
-  [Français](#)
-  [Italiano](#)
-  [Português](#)
- 
- 

# Documentation Index











## Space Index

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<a href="#">R ... 12</a>	<a href="#">S ... 26</a>	<a href="#">T ... 7</a>	<a href="#">U ... 9</a>	<a href="#">V ... 10</a>
<a href="#">X ... 0</a>	<a href="#">Y ... 0</a>	<a href="#">Z ... 0</a>	<a href="#">!@#\$ ... 0</a>	



### 0-9

-  [1.0 Changelist](#)  
Wrote MongoDB. See documentation
-  [1.1 Development Cycle](#)
-  [1.2.x Release Notes](#)  
New Features More indexes per collection Faster index creation Map/Reduce Stored JavaScript functions Configurable fsync time Several small features and fixes DB Upgrade Required There are some changes that will require doing an upgrade ...
-  [1.4 Release Notes](#)  
We're pleased to announce the 1.4 release of MongoDB. 1.4 is a drop in replacement for 1.2. To upgrade you just need to shutdown mongod, then restart with the new binaries. (Users upgrading from release 1.0 should review the 1.2 release notes 1.2.x ...


### A

-  [A Sample Configuration Session](#)  
following example uses two sharded processes, all running on a single thread /data/db/config ...
-  [About](#)
-  [Admin UIs](#)  
Several administrative user interfaces <http://blog.timgourley.com/post/4> summary of the tools
-  [Admin Zone](#)  
Community AdminRelated Article <http://blog.boxedice.com/2010/02> Admin UIs for MongoDB <http://blog.timgourley.com/post/4> Nagios Check <http://tag1consulting.com> ...
-  [Advanced Queries](#)  
Introduction MongoDB offers a rich set of some of those features. Queries select much like the documents we actually select ...
-  [Aggregation](#)  
Mongo includes utility functions for aggregation operations. More advanced operations <http://www.mongodb.org/display/Category/Aggregation> of objects ...
-  [Amazon EC2](#)  
MongoDB runs well on Amazon EC2. This page includes some notes in this regard including Linux and Windows.&#x2013;
-  [Architecture and Components](#)  
MongoDB has two primary components: the mongod process which is the core server used as a self-contained system &#x2013;
-  [Articles](#)  
See also the User Feedback Discussion Group posts, and more. Best of the Month <http://blog.mongodb.org/post/142> databases) Why Schemaless is (Not) ...
-  [Atomic Operations](#)  
MongoDB's philosophy towards atomicity in databases. MongoDB does not support First, in sharded environments, distributed MongoDB's ...

### B

-  [Backups](#)  
Several strategies exist for backing up MongoDB databases. A word of warning: it's not safe to back up the mongod data files (by default in /data/db/) while the database is running and writes are occurring; such a backup may turn out to be corrupt. ...
-  [Benchmarks](#)  
If you've done a benchmark, we'd love to hear about it! Let us know at kristina at 10gen

### C

-  [C Sharp Language Center](#)  
C# mongodbcssharp driver at github <http://code.google.com/p/mongocsharp/> simplemongodb driver <http://code.google.com/p/simplemongodb/> Experimenting with MongoDB from C# <http://odetocode.com/Blogs/scott/> Using ...

dot com. March 9, 2010 Speed test between djangomongokit and postgresqlpsycpg2  
<http://www.peterbe.com/plog/speedtestbetweenjangomongokitandpostgresqlpsycpg2>  
benchmarks creating, editing, and deleting ...



#### Books

Several MongoDB books are scheduled for release in 2010 and available to preorder. Please check this page for updates. The Definitive Guide to MongoDB: The NoSQL Database for Cloud and Desktop Computing Peter Membrey Apress PreOrder  
<http://apress.com/book/view/9781430230519> MongoDB for Web ...



#### Boost 1.41.0 Visual Studio 2010 Binary

following is a prebuilt boost <http://www.boost.org/> binary (libraries) for Visual Studio 2010 beta 2. The MongoDB vcxproj files assume this package is unzipped under c:\Program Files\boost\boost1410\ <http://downloads.mongodb.org/misc/boost1410binaryvs10beta2.zipx>  
Note: we're not boost ...



#### BSON

[bsonspec.org](http://www.bsonspec.org/) <http://www.bsonspec.org/> BSON is a bin-ary-en-coded seri-al-iz-a-tion of JSON-like documents. BSON is designed to be lightweight, traversable, and efficient. BSON, like JSON, supports the embedding of objects and arrays within other objects ...



#### Building

section provides instructions on setting up your environment to write Mongo drivers or other infrastructure code. For specific instructions, go to the document that corresponds to your setup. Note: see the Downloads DOCS:Downloads page for prebuilt binaries! Subsections of this section ...



#### Building for FreeBSD

FreeBSD 8.0 and later, there is a mongodb port you can use. For FreeBSD <= 7.2: # Get the database source: <http://www.github.com/mongodb/mongo>. # Update your ports tree: {{sudo portsnap fetch && portsnap extract}} (the packages that come by default on 7.2 ...



#### Building for Linux

General Instructions # Install Dependencies see platform specific below # get source git clone [git://github.com/mongodb/mongo.git](http://github.com/mongodb/mongo.git) # build scons all # install scons prefix=/opt/mongo install Special Notes about Spider Monkey ...



#### Building for OS X

set up your OS X computer for MongoDB development: Upgrading to Snow Leopard If you have installed Snow Leopard, the builds will be 64 bit \ so if moving from a previous OS release, a bit more setup may be required ...



#### Building for Solaris

MongoDB server currently supports little endian Solaris operation. (Although most drivers not the database server work on both.) Community: Help us make this rough page better please! (And support for big endian...) Prerequisites: g ...



#### Building for Windows

MongoDB can be compiled for Windows (32 and 64 bit) using Visual C. SCons <http://www.scons.org/> is used as the make mechanism, although a .vcproj/.sln is also included in the project for convenience when making changes and debugging. There are several dependencies ...



#### Building Spider Monkey

MongoDB uses SpiderMonkey <http://www.mozilla.org/js/spidermonkey/> for serverside Javascript execution. The mongod project requires a file js.lib when linking. This page details how to build js.lib. Note: V8 <http://code.google.com/p/v8/> Javascript support is under ...



#### Building SpiderMonkey



#### C++ Coding Style

totally obeyed yet camelCase braces; assertions There are several details: {{assert}} should be used for



#### C++ Language Center

C\ driver is available for community written in C, the driver actually uses that the database uses itself for Linux, OS X ...



#### C++ Tutorial

document is an introduction to us install Mongo \ see Getting Started to take a look at the Developer's



#### Caching

MongoMemMappedRecStore Stores MongoDB, and it uses memory mapping operating system's virtual memory implications: There is no redundancy



#### Capped Collections

Capped collections are fixed size ageout feature (age out is based automatically, with high performance collection; this is very powerful ...



#### Clone Database

MongoDB includes commands for an entire database from one name <fromhostname> to copy from or



#### Collections

MongoDB collections are essentially as roughly equivalent to relational collection of BSON BSON documents structure, but this is not a requirement



#### Command Line Parameters

MongoDB can be configured via configuration. You can see the command the database with {{\h \help \}} ...



#### Commands

Introduction The MongoDB commands are ways to ask the database information about its current operation sent to the database as a query



#### Community

everyone... User Mailing List The for general questions about using tools and drivers. The list is open Blog [http](http://) ...



#### Community Info



#### Community Tools

Memcached MongoDBNode <http://code.google.com/p/phpdaem> PHP script that replicates Memcached



#### Comparing MongoDB and CouchDB

We are getting a lot of questions good question: both are document data storage. Both products are specializing ...










#### Configuring Sharding

Start the relevant processes. Run command line parameter. For replication option. (To get started



#### Connecting




C\ driver includes several classes: DBClientInterface <http://api.mongodb.org/cplusplus> will want to instantiate either a DBClient or DBClientPaired <http://api.mongodb.org/cplusplus>

-  [Connections](#)  
MongoDB is a database server: i  
connections from the user. Thus,  
./mongod # # some logging outpi
-  [Contributing to the Documentation](#)  
Qualified volunteers are welcome  
more information
-  [Contributing to the Perl Driver](#)  
easiest way to contribute is to file  
http://jira.mongodb.org/browse/P  
Finding Something to Help With I
-  [Contributors](#)  
10gen Contributor Agreement htt
-  [Conventions for Mongo Drivers](#)  
Interface Conventions It is desira  
course, idioms vary by language,  
when the idiom is the same, keep  
Terminology In general, use ...
-  [Creating and Deleting Indexes](#)
-  [Cursors](#)















## D

-  [Data Processing Manual](#)  
DRAFT TO BE COMPLETED. This guide provides instructions for using MongoDB batch data  
processing oriented features including map/reduce DOCS:MapReduce. By "data processing",  
we generally mean operations performed on large sets of data, rather than small ...
-  [Data Types and Conventions](#)  
MongoDB (BSON) Data Types Mongo uses special data types in addition to the basic JSON  
types of string, integer, boolean, double, null, array, and object. These types include date,  
object id Object IDs, binary data, regular ...
-  [Database Internals](#)  
section provides information for developers who want to write drivers or tools for MongoDB, \  
contribute code to the MongoDB codebase itself, and for those who are just curious how it  
works internally. Subsections of this section
-  [Database Profiler](#)  
Mongo includes a profiling tool to analyze the performance of database operations. See also  
the currentOp DOCS:Viewing and Terminating Current Operation command. Enabling Profiling  
To enable profiling, from the {{mongo}} shell invoke: > db.setProfilingLevel(2); >  
db.getProfilingLevel() 2 Profiling ...
-  [Database References](#)  
MongoDB is nonrelational (no joins), references ("foreign keys") between documents are  
generally resolved clientside by additional queries to the server. Two conventions are common  
for references in MongoDB: first simple manual references, and second, the DBRef standard,  
which many drivers support ...
-  [Databases](#)  
Each MongoDB server can support multiple databases. Each database is independent, and  
the data for each database is stored separately, for security and ease of management. A  
database consists of one or more collections, the documents (objects) in those collections, and  
an optional set ...
-  [DBA Operations from the Shell](#)  
page lists common DBAclass operations that one might perform from the MongoDB shell  
DOCS:mongo The Interactive Shell. Note one may also create .js scripts to run in the shell for  
administrative purposes. help show help show ...
-  [dbshell Reference](#)  
Special Command Helpers Nonjavascript convenience macros: {{show dbs}} Print a list of all  
databases on this server {{use dbname{}}} Set the db variable to represent usage of dbname  
on the server {{show collections}} Print a list of all collections for current database ...
-  [Design Overview](#)
-  [Developer FAQ](#)  
How do I copy all objects from one database collection to another? See below. The code below  
may be ran serverside for high performance with the eval() method.  
db.myoriginal.find().forEach( function(x) ); If you remove an object ...
-  [Developer Zone](#)  
Tutorial Shell mongo The Interactive Shell Manual Databases Collections Indexes Data Types  
and Conventions GridFS Inserting Updating Querying Removing Optimization Developer FAQ  
If you have a comment or question about anything, please contact us through ...







## E

-  [Error Codes](#)  
Error Code \ Description \ Comr  
cannot grow E11000 duplicate ke  
E11001 duplicate key on update
-  [Error Handling in Mongo Drivers](#)  
an error occurs on a query (or ge  
user data. The error object has a  
example: The {{ \$err }} value can t
-  [Events](#)  
MongoSF April 30th Friday April  
http://mongosf.eventbrite.com/ M  
exploring development with the n  
conference features sessions on










	<a href="#">Diagnostic Tools</a>
	<a href="#">Django and MongoDB</a>
	<a href="#">Do I Have to Worry About SQL Injection?</a> Generally, with MongoDB we are not building queries from strings, so traditional SQL Injection attacks are not a problem. More details and some nuances are covered below. MongoDB queries are represented as BSON objects. Typically the programming ...
	<a href="#">Document-Oriented Datastore</a>
	<a href="#">Documentation</a>
	<a href="#">Documentation Index</a>
	<a href="#">Dot Notation</a>
	<a href="#">Dot Notation</a>
	<a href="#">Dot Notation (Reaching into Objects)</a> MongoDB is designed for store JSONstyle objects.&nbsp; The database understands the structure of these objects and can reach into them to evaluate query expressions. Let's suppose we have some objects of the form: > db.persons.findOne() { name: "Joe", address: , likes: 'scuba', 'math' ...
	<a href="#">Downloads</a> MongoDB Downloads Version OS X 32 bit OS X 64 bit Linux 32 bit Linux 64 bit Windows 32 bit Windows 64bit Solaris i86pc Solaris 64 Source Date Change Log ...
	<a href="#">Driver Syntax Table</a> wiki generally gives examples in JavaScript, so this chart can be used to convert those examples to any language. JavaScript Python PHP Ruby Java C\ Perl \ \ \ {{array()}} \ \ {{BasicDBList}} BSONObj \ \ {} {} {{MongoEmptyObj}} {} {{BasicDBObject}} BSONObj {} \ \ {{array('x' => 1 ...
	<a href="#">Driver Testing Tools</a> Object IDs driverOIDTest for testing toString > db.runCommand
	<a href="#">Drivers</a> MongoDB currently has client support for the following programming languages: mongodb.org Supported C http://github.com/mongodb/mongocdriver C\ C Language Center Java Java Language Center Javascript Javascript Language Center Perl Perl Language ...
	<a href="#">Durability and Repair</a> Relational database systems achieve durability, in part, by writing all updates to a transaction log http://en.wikipedia.org/wiki/Transactionlog. However, transaction logging incurs a performance penalty, so MongoDB takes an alternate approach to durability: replication http ...

## F

	<a href="#">FAQ</a> See also the Developer FAQ for deeper / more minute techie FAQ's. What kind of database is the Mongo database? MongoDB is an documentoriented DBMS. Think of it as MySQL but JSON (actually, BSON DOCS:BSON ) as the data model, not relational. There are no joins.&nbsp; ...
	<a href="#">Feature Checklist for Mongo Drivers</a> Functionality Checklist This section lists tasks the driver author might handle. Essential BSON serialization/deserialization Basic operations: {{query}}, {{save}}, {{update}}, {{remove}}, {{ensureIndex}}, {{findOne}}, {{limit}}, {{sort}} Fetch more data from a cursor when necessary ...
	<a href="#">File Based Configuration</a> in addition to accepting command line parameters, MongoDB can also be configured using a configuration file. A configuration file to use can be specified using the {{f}} or {{\config}} command line options. The following example configuration file demonstrates the syntax to use ...
	<a href="#">findandmodify Command</a> Find and Modify (or Remove) v1.3.0 and higher MongoDB 1.3\ supports a "find, modify, and return" command.&nbsp; This command can be used to atomically modify a document and return it. Note that the document returned will not include the modifications made on the update. The command includes sort ...
	<a href="#">Frequently Asked Questions - Ruby</a> list of frequently asked questions about using Ruby with MongoDB. If you have a question you'd like to have answered here, please add it in the comments. Can I run \insert command name here\ from the Ruby driver? Yes ...
	<a href="#">fsync Command</a> Version 1.3.1 and higher The fsync command allows us to flush all pending writes to datafiles.&nbsp; More importantly, it also provides a lock option that makes backups easier. Basics The fsync command forces the database to flush all datafiles ...

## G

	<a href="#">Geospatial Indexing</a> v1.3.3\ MongoDB supports twodi locationbased queries in mind, st also efficiently filter on additional location ...
	<a href="#">getLastError</a> Most drivers, and the db shell, su the error code on the last operati queries, have a direct return cod
	<a href="#">Getting Started</a> Getting started with MongoDB is prebuilt distribution for Linux, OS You can find the available prebu
	<a href="#">Getting the Software</a> Placeholder \$\$\$ TODO
	<a href="#">GridFS</a> GridFS is a specification for stori storage of binary data within BSC in MongoDB are limited to 4MB ii
	<a href="#">GridFS in Ruby</a> GridFS, which stands for "Grid Fi MongoDB. It works by dividing a chunks as a separate document. collection stores ...
	<a href="#">GridFS Specification</a> Introduction GridFS is a storage :





## Full Text Search in Mongo

Introduction Mongo provides some functionality that is useful for text search and tagging. Multikeys (Indexing Values in an Array) The Mongo multikey feature can automatically index arrays of values. Tagging is a good example of where this feature is useful. Suppose you ...

## H



### Halted Replication

you're running mongod with masterslave replication, there are certain scenarios where the slave will halt replication because it hasn't kept up with the master's oplog. The first is when a slave is prevented from replicating for an extended period of time, due perhaps to a network ...



### Home

Apr22 NYC Training <http://www.10gen.com/training> Apr30 MongoSF <http://www.10gen.com/eventmongosf10apr30> May2425 MI Training <http://ideafoundry.info/mongodb> more events DOCS:Events Combining the best features of JSON databases, keyvalue stores, and RDBMSes. MongoDB (from ...



### Hosting Center

Setup Instructions Amazon EC2 DOCS:Amazon EC2 Joyent DOCS:Joyent Linode <http://library.linode.com/databases/mongodb/> Webfaction <http://docs.webfaction.com/software/mongodb.html> Hosted MongoDB MongoHQ <http://mongohq.com/> provides cloudstyle hosted MongoDB instances ...



### How does concurrency work?

mongos For sharded DOCS:Sharding environments, mongos can perform any number of operations concurrently. This results in downstream operations to mongod instances. Execution of operations at each mongod is independent; that is, one mongod does not block another. mongod The original mongod ...



### How to do Snapshotted Queries in the Mongo Database

document refers to query snapshots. For backup snapshots of the database's datafiles, see the fsync lock page fsync Command. For performance reasons, MongoDB does not currently support true pointintime snapshotting of collections.&nbsp;(This may change in the future.)&nbsp;However ...



### HowTo



### Http Interface

HTTP Console Page MongoDB provides a simple http interface listing information of interest to administrators. This interface may be accessed at the port with numeric value 1000 more than the configured mongod port; the default port for the http interface is 28017. To access ...

large objects and stores them as specifies the requirements of a G the details of the format \\ for info



### GridFS Tools

File Tools `{{mongofiles}}` is a tool command line. Example: `$ ./mon libmongoclient.a connected to: 1: libmongoclient.a 12000964 $ cd`

## I



Implementing Authentication in a Dri current version of Mongo support a username and password in the authenticated, the user has full re `{{admin}}` database is special ...



### Import Export Tools

mongoimport This utility takes a : and inserts it. You have to specif message v verbose be more vert



### Index-Related Commands

Create Index `{{ensureIndex()}}` is index by adding its info to the `{{s: db.myCollection.ensureIndex(<ki Note: Once you've inserted the ir collection ...`



### Indexes

Indexes enhance query performe kinds of queries your application that's done, actually creating the MongoDB ...



### Indexes in Mongo



### Indexing Advice and FAQ

We get a lot of questions about ir There are a couple of points to ki similarly to indexes in MySQL, ar indexes ...



### Indexing as a Background Operation

default the `{{ensureIndex()}}` Inde the database from proceeding ur option is available. To build an index options. Examples ...



### Inserting

When we insert data into Mongol are data structure analogous to J few examples. Here, we discuss insert ...



### Installing the PHP Driver



### Internal Commands

Most commands Commands hav `{{$cmd.findOne()}}` syntax. These `db.$cmd.findOne( ) > db.$cmd.fir > admindb.$cmd.findOne( ) // clo`



### Internals

Cursors Tailable Cursors See p/c support tailable cursors. Set Opti indicate you want a tailable cursc



### International Documentation

Most documentation for MongoD volunteers to contribute documer contributing to documentation in Language Homepages !cn.png!



### Internationalized Strings

MongoDB supports UTF8 for stri BSON DOCS:BSON strings are l convert from the language's strin deserializing BSON ...



### Interop Demo (Product Comparisons

## J



### Java - Saving Objects Using DBObj

Java driver provides a DBObj interface to save custom objects to the database. For example, suppose one had a class called Tweet that they wanted to save: public class Tweet implements DBObj Then you can say: Tweet myTweet = new Tweet ...



### Java Driver Concurrency

Java MongoDB driver is thread safe. If you are using in a web serving environment, for example, you should create a single Mongo instance, and you can use it in every request.&nbsp; The Mongo object maintains an internal pool of connections ...



### Java Language Center

Tutorial Java Tutorial API Documentation <http://api.mongodb.org/java/index.html> Downloads <http://github.com/mongodb/mongojavadriv> Specific Topics Concurrency Java Driver Concurrency Saving Objects Java Saving Objects Using DBObj Data Types ...



### Java Tutorial

Introduction This page is a brief overview of working with the MongoDB Java Driver. For more information about the Java API, please refer to the online API Documentation for Java Driver <http://api.mongodb.org/java/index.html> A Quick Tour Using the Java driver is very ...



### Java Types

Object Ids {{com.mongodb.ObjectId}} <http://api.mongodb.org/java/0.11/com/mongodb/ObjectId.html> is used to autogenerate unique ids. ObjectId id = new ObjectId(); ObjectId copy = new ObjectId(id); Regular Expressions The Java driver uses {{java.util.regex.Pattern}} <http://java.sun.com> ...



### Javascript Language Center

MongoDB can be Used by clients written in Javascript; Uses Javascript internally serverside for certain options such as map/reduce; Has a shell that is based on Javascript for administrative purposes. SpiderMonkey The MongoDB shell extends SpiderMonkey.&nbsp; See the MongoDB shell documentation ...



### Joyent

prebuilt DOCS:Downloads MongoDB Solaris 64 binaries work with Joyent accelerators.&nbsp; Some newer gcc libraries are required to run \ see sample setup session below. \$ # assuming a 64 bit accelerator \$ /usr/bin/isainfo kv ...



### JVM Languages

many wrappers for the Java Java Language Center driver for other JVM Languages. Clojure <http://github.com/somnium/cogomongo> Groovy Blog post: Groovy Tutorial for MongoDB <http://asrijaaffar.blogspot.com/2009/08/groovytutorialformongodb.html> Blog post: MongoDB made more ...

## K

## L



### Language Support



### Last Error Commands

Since MongoDB doesn't wait for a response by default when writing to the database, a couple commands exist for ensuring that these operations have succeeded. These commands can be invoked automatically with many of the drivers when saving and updating in "safe" mode. But what's really happening ...



### Legal Key Names

Key names in inserted documents are limited as follows: The '\$' character must not be the first character in the key name. The '.' character must not appear anywhere in the key name



### Licensing

you are using a vanilla MongoDB server from either source or binary packages you have NO obligations. You can ignore the rest of this page. All of the MongoDB software is open source, under a variety of licenses. The following is a list of components and licenses ...



### List of Database Commands

See the Commands page for details on how to invoke a command. Requires Auth requires authentication Admin Only if "Yes" this command is privileged Commands#Privileged Commands \ must be run against the admin database Slave Okay can be run on a replication slave ...



### Locking



### Locking in Mongo



### Logging

MongoDB outputs some important information to stdout while its running. There are a number of things you can do to control this h3 Command Line Options quiet less verbose output v more verbose output logpath <file> output ...

## M



### Manual

MongoDB manual.&nbsp; Except use with the mongo shell mongo Table available giving the equiva



### MapReduce

Map/reduce in MongoDB is usefu operations. It is similar in spirit to collection and output going to a c ...



### Master Master Replication

Mongo does not support full mas use cases mastermaster can be the database in a mastermaster i configure ...



### Master Slave

Setup of a Manual Master/Slave master database in a masterslav database, one in master mode, a explicitly specify the location ...



### min and max Query Specifiers

min()}} and {{max()}} functions m matches to those having index k and {{max()}} functions may be u may ...



### mongo - The Interactive Shell


MongoDB Interactive Shell The MongoDB interactive shell. The commands to MongoDB from the database's contents testing queries


 [Mongo Administration Guide](#)


 [Mongo Concepts and Terminology](#)


 [Mongo Database Administration](#)

 [Mongo Developers' Guide](#)


 [Mongo Documentation Style Guide](#)  
This page provides information for everyone. It covers: #General Notes on Writing Situations Some general notes at the Active ...


 [Mongo Driver Requirements](#)  
This is a high-level list of features that a driver should support. These features are listed by priority. This list is more for inspiration than as law.

 [Mongo Extended JSON](#)  
Mongo's REST interface supports multiple representations. These representations are used for BSON. Multiple representations are allowed. There are three different modes for documents.


 [Mongo Metadata](#)  
The MongoDB system namespaces in MongoDB contain information about the system. The system collection namespaces. The system.indexes collection exists in the database.ns files, and


 [Mongo Usage Basics](#)

 [Mongo Wire Protocol](#)  
Introduction The MongoDB Wire Protocol is a protocol. Clients communicate with the database with a regular TCP/IP. The default port is 27017, but this can be changed.

 [Mongo-Based Applications](#)  
Please list applications that leverage MongoDB. If you have an application, we'd love to list you! Production Deployments Comparison Applications ...


 [MongoDB - A Developer's Tour](#)

 [MongoDB Commercial Services Provider](#)  
Note: if you provide consultative services, please let us know. Support 10gen. <http://www.10gen.com/services>. <http://www.10gen.com> ...

 [MongoDB Data Modeling and Rails](#)  
This tutorial discusses the development of a Rails application. MongoDBMapper will serve as our choice. This is the design choices required for constructing a simple but nontrivial application.


 [MongoDB Language Support](#)




















 [MongoDB, CouchDB, MySQL Comparison](#)  
pending... CouchDB \ MongoDB <http://www.json.org/> \ Documentation <http://blog.mongodb.org/post/114> string,number,boolean,array,object

 [mongosniff](#)  
Unix releases of MongoDB include what tcpdump is to TCP/IP; that is, quite useful for authors of driver implementations. ...

 [mongostat](#)  
Use the mongostat utility to quickly monitor MongoDB 1.3.3! [!mongostat.png](#)

 [Monitoring](#)

 [Monitoring and Diagnostics](#)

	<p>Query Profiler Use the Database mongod process includes a simple Http Interface docs for more information from ...</p> <p> <a href="#">Moving Chunks</a> increment version try to set on from if successful commit result max version for a successful when moving last chunk off of a successful</p> <p> <a href="#">Multikeys</a> MongoDB provides an interesting example of an object's values. A good example of some category names: \$ dbshell</p>
<p><b>N</b></p> <p> <a href="#">Notes on Pooling for Mongo Drivers</a> Note that with the db write operations can be sent asynchronously or synchronously (the latter indicating a getLastError request after the write). When asynchronous, one must be careful to continue using the same connection (socket). This ensures that the next operation will not begin until after ...</p>	<p><b>O</b></p> <p> <a href="#">Object IDs</a> Documents in MongoDB are required to have a unique Document ID: _id Every MongoDB document has a value usually a BSON ObjectId</p> <p> <a href="#">Object Mappers for Ruby and MongoDB</a> Although it's possible to use the MongoMapper library for associations, and many of the other object mapping libraries, a list of the most popular object mapping libraries Recommendations Just for the record</p> <p> <a href="#">Old Pages</a></p> <p> <a href="#">Older Downloads</a></p> <p> <a href="#">One Slave Two Masters</a> mms.png align=center! This document describes how to pull data from two different masters. (hostname:port). Pulling the same data from two different masters.</p> <p> <a href="#">Online API Documentation</a> MongoDB API and driver documentation API Documentation http://api.mongodb.org/cplusplus http://api.mongodb.org/python/Releases</p> <p> <a href="#">Optimization</a> Optimizing A Simple Example The database performance. Let's consider a page of a blog we wish to display</p> <p> <a href="#">Optimizing Mongo Performance</a></p> <p> <a href="#">Optimizing Storage of Small Objects</a> MongoDB records have a certain size (document) in a collection. They are tiny (just a few bytes, maybe 100 bytes)</p> <p> <a href="#">OR operations in query expressions</a> Query objects in MongoDB by default do not include an OR operator for subqueries. http://jira.mongodb.org/browse/... "where value in ..." expression.&amp;#38;</p> <p> <a href="#">Overview - The MongoDB Interactive Shell</a> Starting the Shell The interactive shell, go into the root directory useful to add {{{mongodbistributing ...</p> <p> <a href="#">Overview - Writing Drivers and Tools</a> This section contains information for c programmers. Mongo people who are writing drivers are interested : BSON bsonspec.org Dealing with BSON Fundamental to how MongoDB works</p>
<p><b>P</b></p> <p> <a href="#">Pairing Internals</a> Policy for reconciling divergent oplogs In a paired environment, a situation may arise in which each member of a pair has logged operations as master that have not been applied to the other server. In such a situation, the following procedure will be used to ensure consistency between the two ...</p> <p> <a href="#">Perl Language Center</a></p>	<p><b>Q</b></p> <p> <a href="#">Queries and Cursors</a> Queries to MongoDB return a cursor. The way to query will vary with language. MongoDB shell DOCS:mongo Threading</p> <p> <a href="#">Query Optimizer</a></p>

Start a MongoDB server instance ({{mongodb}}) before installing so that the tests will pass. Some tests may be skipped if you are not running a recent version of the database (>= 1.1.3). Installing CPAN \$ sudo cpan MongoDB The Perl driver is available through CPAN ...



#### Perl Tutorial



#### Philosophy

Design Philosophy !featuresPerformance.png align=right! Databases are specializing the "one size fits all" approach no longer applies. By reducing transactional semantics the db provides, one can still solve an interesting set of problems where performance is very ...



#### PHP - Storing Files and Big Data



#### PHP Language Center

Installing the PHP Driver NIX Run: sudo pecl install mongo See the installation docs <http://www.php.net/manual/en/mongo.installation.php> for configuration information and OSspecific installation instructions. Windows Download one of the binaries <http://github.com/mongodb/mongophpdriver> ...



#### Product Comparisons



#### Production Deployments

you're using MongoDB in production, we'd love to list you here!&nbsp; Email [meghan@10gen.com](mailto:meghan@10gen.com). <DIV mcestyle="textalign:center;margin:0" style="margin: 0pt; textalign:center;">Company</DIV> Use Case !logosourceforge.png align=center ...



#### Production Notes

Architecture Production Options Master Slave 1 master, N slaves have to handle failover manually Replica Pairs 2 servers, 1 is always master, autofailover Backups Import Export Tools Recommended System Settings turn off ...



#### Project Ideas

you're interested in getting involved in the MongoDB community (or the open source community in general) a great way to do so is by starting or contributing to a MongoDB related project. Here we've listed some project ideas for you to get started on. For some of these ideas ...



#### PyMongo and mod\_wsgi



#### Python Language Center



#### Python Tutorial

MongoDB query optimizer gener: client.&nbsp; These plans are ex queries much like say, MySQL. T



#### Querying

One of MongoDB's best capabilit that support dynamic queries dor data using any criteria. For relativ



#### Quickstart

an even quicker start go to [## R](http://easy.&nbsp; For a longer descrip instructions assume a modern \N</a></p></div><div data-bbox=)



#### Rails - Getting Started

Using Rails 3? See Rails 3 Getting Started This tutorial describes how to set up a simple Rails application with MongoDB, using MongoMapper as an object mapper. We assume you're using Rails versions prior to 3.0 ...



#### Rails 3 - Getting Started

difficult to use MongoDB with Rails 3. Most of it comes down to making sure that you're not loading ActiveRecord and understanding how to use Bundler <http://github.com/carlhuda/bundler/blob/master/README.markdown>, the new Ruby dependency manager. Install the Rails ...



#### Recommended Production Architectures



#### Removing

Removing Objects from a Collection To remove objects from a collection, use the {{remove()}} function in the mongo shell mongo The Interactive Shell. (Other drivers offer a similar function, but may call the function "delete". Please check your driver's documentation ...



#### Replica Pairs

Setup of Replica Pairs Mongo supports a concept of replica pairs. These databases automatically coordinate which is the master and which is the slave at a given point in time. At startup, the databases will negotiate which is master and which is slave. Upon an outage of one database ...



#### Replica Pairs in Ruby

Here follow a few considerations for those using the Ruby driver Ruby Tutorial with MongoDB and replica pairing. Setup First, make sure that you've correctly paired two {{mongodb}} instances. If you want to do this on the same machine for testing, make ...



#### Replication

Mongo database supports replication of data between servers. The replication is an enhanced masterslave configuration: that is, only one server is active for writes (the master) at a given time. The primary goal of replication is failover and redundancy. Mongo supports two forms of replication ...



#### Replication Internals

master mongod instance, the {{local}} database will contain a collection, {{oplog.\$main}}, which stores a highlevel transaction log. The transaction log essentially describes all actions performed by the user, such as "insert this object into this collection." Note that the oplog is not

## S



#### Schema Design

Introduction With Mongo, you do relational schema because there database collection for each of y



#### Searching and Retrieving



#### Security and Authentication

Running Without Security (Truste is in a trusted environment, with i option and is recommended.&nb; only trusted machines can acces



#### Server-side Code Execution

Introduction Mongo supports the Clauses and Functions in Querie specification for {{find()}} operatic containing a SQLstyle WHERE p



#### Server-Side Processing



#### Shard Ownership

shard ownership we mean which will change: Contract the master mongos instances have cached i



#### Shard v0.7

Simple autosharding suitable for removal of nodes from live system



#### Sharding

MongoDB includes an autoshard build a large horizontally scalable dynamically. Alpha 2 of sharding



#### Sharding Administration

See also Configuring DOCS:Con process or > // straight to a mong db.\$cmd.findOne( ); List Existing Which Databases ...

a lowlevel redo log ...



### Roadmap

1.4 2010 Q1 1.6 2010 Q2



### Ruby External Resources

number of good resources appearing all over the web for learning about MongoDB and Ruby. A useful selection is listed below. If you know of others, do let us know. Screencasts Introduction to MongoDB Part I <http://www.teachmetocode.com/screencasts> ...



### Ruby Language Center

an overview of the available tools and suggested practices for using Ruby with MongoDB. Those wishing to skip to more detailed discussion should check out the Ruby Driver Tutorial Ruby Tutorial, Getting started with Rails Rails Getting Started Rails ...



### Ruby Tutorial

tutorial gives many common examples of using MongoDB with the Ruby driver. If you're looking for information on data modeling, see MongoDB Data Modeling and Rails. Links to the various object mappers are listed on our object mappers page <http://www.mongodb.org> ...



### Sharding and Failover

Failure of a mongod process with shard is down, read and write op is pending: SERVER557 <http://jir.mongodb.org> ...



### Sharding Commands

All of these commands need to be db management db.runCommand db.runCommand( \ ); this turns on able to have different collections



### Sharding Design

concepts config database \ the tc where things live. shard. this can top level namespace. a database



### Sharding FAQ

Where do unsharded collections unsharded data goes to the "primary" (see details). Future versions will be, a collection could ...



### Sharding Internals

section includes internal implementation also the main sharding document out of date \ if you see that let us



### Sharding Introduction

MongoDB includes autosharding provides an architectural overview limitations Sharding Limits document !sharding.PNG align=center ...



### Sharding Limits

Sharding Alpha 2 (MongoDB v1.0 Alpha 2, please use a single mongod desired).&nbsp;Replica sets, when



### Sharding Use Cases

What specific use cases do we want that are challenging to scale? List GridFS scaleup) seems straightforward



### Smoke Tests

run basic unit tests: scons smoketests starts a mongod instance needed first start mongod, then: scons ...



### Sorting and Natural Order

Natural order" is defined as the document executing a {{find()}} with no parameters. For standard tables, natural order is often close to insertion order ..



### Source Code

All source for MongoDB, it's drive <http://github.com/mongodb>. MongoDB <http://github.com/mongodb/mongo> <http://github.com/mongodb/mongo>



### Spec, Notes and Suggestions for MongoDB

Assume that the BSON docs: 4MB. This size may change over time recommend you test your driver ...



### Splitting Shards

chunk \lowbound,highbound)>shard one case, we split the range s.t. if in another, we split the range but



### Starting and Stopping MongoDB

Mongo is run as a standard program Parameters for more information starting mongo The following examples Mongo ...



### Storing Data



### Storing Files



### Structuring Data for MongoDB



## T



### Tailable Cursors

MongoDB has a feature known as tailable cursors which are similar to the Unix "tail -f" command. Tailable means the cursor is not closed once all data is retrieved. Rather, the cursor marks the last known object's position and you can resume ...



### Too Many Open Files

you receive the error too many open files in the mongod log, there are a couple of possible reasons for this. First, to check what file descriptors are in use, run lsof (some variations shown below): lsof grep mongod lsof grep mongod ...



### TreeNavigation



### Trees in MongoDB

best way to store a tree usually depends on the operations you want to perform; see below for some different options.&nbsp; In practice, most developers find that one of the "Full Tree in Single Document", "Parent Links", and "Array of Ancestors" patterns ...



### Troubleshooting

mongod process "disappeared" Scenario here is the log ending suddenly with no error or shutdown messages logged. On Unix, check /var/log/messages: \$ grep mongod /var/log/messages \$ grep score /var/log/messages See Also Diagnostic ...



### Troubleshooting the PHP Driver



### Tutorial

Getting the Database Download Downloads the database, unpack it, and start the mongod process: \$ bin/mongod By default MongoDB will store data files in {{/data/db/}} (or {{c:\data\db\}}) on all systems. This convention is used throughout the documentation. You can use ...

## U



### Ubuntu and Debian packages

10gen has begun publishing apt packages. As of 5 March, we publish 3 distros: "mongodbunstable", "mongodbstable", and "mongodblatest" latest development release ...



### UI

Spec/requirements for a future MongoDB UI: collections.validate(), dataSize, index security: view users, adjust see r



### Updates



### Updating

MongoDB supports atomic, in-place replacing an entire document. Update: {{db.collection.update( criteria, update, which selects the record ...



### Updating Data in MongoDB

Updating a Document in the MongoDB: the {{save()}} method may be used to use {{save()}} to update an existing database from ...



### Use Case - Session Objects

MongoDB is a good tool for storing sessions. It has a sessions collection, and with its update-in-place design and efficient ...



### Use Cases

See also the Production Deployment discussion of how companies like Google use Case Articles Using MongoDB: http://blog.mongodb.org/post/171



### User Feedback

I just have to get my head around MongoDB. #mongodb "Guys at Redmond start development and support :) " &nl



Using a Large Number of Collections: technique one can use with MongoDB to store information instead of a single file no longer needs to be stored in e

## V



### v0.8 Details

Existing Core Functionality Basic Mongo database functionality: inserts, deletes, queries, indexing. Master / Slave Replication Replica Pairs Serverside javascript code execution New to v0.8 Drivers for Java, C, Python, Ruby. db shell utility ...



### v0.9 Details

v0.9 adds stability and bug fixes over v0.8. The biggest addition to v0.9 is a completely new and improved query optimizer



### v1.0 Details



### v1.5 Details



### v2.0 Details



### Validate Command

Use this command to check that a collection is valid (not corrupt) and to get various statistics. This command scans the entire collection and its indexes and will be very slow on large datasets. From the {{mongo}} shell: > db.foo.validate() From a driver one might invoke the driver's equivalent ...



### Version Numbers

MongoDB uses the Odd-numbered versions for development releases. http://en.wikipedia.org/wiki/Software\_versioning#Odd-numbered\_versions\_for\_development\_releases. There are 3 numbers in a MongoDB version: A.B.C A is the major version. This will rarely change and signify very large changes B is the release number. This will include many changes ...



### Viewing and Terminating Current Operation

View Current Operation(s) in Progress > db.currentOp(); > // same as: db.\$cmd.sys.inprog.findOne() { inprog: { "opid" : 18 , "op" : "query" , "ns" : "mydb.votes" ,

## W



### What is the Compare Order for BSON

MongoDB allows objects in the BSON type. When comparing values, which value is less than the other?



### Why are my datafiles so large?



### Why so many "Connection Accepted



### Working with Mongo Objects and Collections



### Writing Drivers and Tools

mongosniff

"query" : " ", "inLock" : 1 } } Fields: opid an incrementing operation number.&nbsp; Use with killOp(). op the operation type ...	
X	Y
Z	!@#\$