#### rhizome /rī'zōm"/

#### noun

1. A horizontal underground stem of some plants that sends out roots and shoots from its nodes.

2. A so-called "image of thought" that apprehends multiplicities. See Rhizome (philosophy).

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#### Currently I work for the LAPD (prompting not included)

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- is a database where the schema is defined by the web frontend
- highly interconnected model also defined by the web frontend
- this presentation focuses on that use case

## **E ApptiveGrid**

Which database is deployed the most?

#### Which database is deployed the most?



# SQLite



## SQLite The good part



SQLite The good part

It's a library!



## SQLite The bad part



## SQLite The bad part

#### Is SQL bad?



#### Entities are not objects!

O R M

#### objects

#### entities

#### Entities are not objects!

O R M

#### objects

polymorphism

#### entities

an object-oriented database in pure pharo/smalltalk

#### Soil





#### Soil - Clusters

self class classLayout with: serializer

#### Soil - Serializer

- **Object>>#soilBasicSerialize: serializer** 
  - soilBasicSerialize: self
- String>>#soilBasicSerialize: serializer
  - serializer nextPutString: self

- object-oriented database in pure pharo/smalltalk
- serializer uses either class layout or specific format
- stores partitioned graphs/clusters
- supports SkipList/BTree indexes

### Soil

"But it can only store data on single machine!"











### the goal: distributed soil

- avoid central components
- utilize all disks for I/O performance
- enable horizontal scaling for resilience and performance



#### replicate: aTransactionLog

url := '/logs' asZnUrl / aTransactionLog id asString.

self nodes do: [ :node self httpClient url: (url copy host: node ipAddress); entity: (ZnByteArrayEntity bytes: aTransactionLog soilSerialize); put

### Replication





#### replicate: aTransactionLog

url := '/logs' asZnUrl / aTransactionLog id asString.

self nodes do: [ :node self httpClient url: (url copy host: node ipAddress); entity: (ZnByteArrayEntity bytes: aTransactionLog soilSerialize); put

### Replication

#### what happens if

### Replication

#### n > r

#### what happens if

number of nodes (machines)

### Replication

#### n > r

### what happens if

number of nodes (machines)

### Replication

n > r

replication factor (number of copies)

#### database discovery

#### which nodes have data for user id 1234?

id	
node1:1234	
node2:1234	
node3:1234	
node4:1234	
node5:1234	

build identifier node plus key to look up

#### hash with any non-cryptographic hash algorithm



hash	
46245C9D	
26AEB165	
499151F7	
6D116468	
A3938A63	



sort hash ascending (or descending)

hash	
26AEB165	
46245C9D	
499151F7	
6D116468	
A3938A63	



take first <replication factor> items

#### image collaboration

- image discovery
- image assignment
- image state
- heart beating (!)

### gossip protocols

- peer-to-peer communication that is based on the way epidemics spread
- avoids the m:n connection problem
- uses constant bandwidth
- dissemination works quite fast (covid proved that)
- heart beating (!)



#### demo

#### How to test all of this?

### fallacies of distributed computing

- 1. The network is reliable
- 2. Latency is zero
- 3. Bandwidth is infinite
- 4. The network is secure
- 5. Topology doesn't change
- 6. There is one administrator
- 7. Transport cost is zero
- 8. The network is homogeneous



# DEVS **DISCRETE EVENT** SIMULATION

#### **Discrete Event System Specification**

- port of SmallDEVS
- is a timed event system

• is a modular and hierarchical formalism for modeling and analyzing general systems



## thank you!

#### Keep your question for the end of the tutorial



## **E ApptiveGrid**

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