Infrastructure - Bug #7523

D1Client no longer updates stale NodeList

2015-12-07 21:50 - Rob Nahf

Status: In Progress Start date: 2015-12-10

Priority: Normal Due date:

Assignee: Rob Nahf % Done: 30%

Category: d1_libclient_java Estimated time: 0.00 hour

Target version: CLJ-2.0.0

Milestone: None Story Points:

Product Version: *

Description

In V1, it did (through CNode instances) every 2 minutes. In V2 there is no such mechanism.

Subtasks:

Task # 7536: fix D1Client so that it refreshes the nodelist if MN not found

Task # 7537: add nodelist refreshes to NodeLocator classes

New

Task # 7538: look at nodeFactory in how it builds mock CNodes

New

Related issues:

Related to Infrastructure - Bug #7515: Synchronization uses stale nodelist wh... Closed 2015-12-07

Associated revisions

Revision 17178 - 2015-12-10 16:46 - Rob Nahf

refs #7523: added logic to refresh the NodeLocator if getMN(NodeRef) doesn't find the requested member node. Throttled refresh 5 seconds. Unit test using mock objects ran into problems, but committing an integration test (that tests the feature) annotated with @lgnore.

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History

#1 - 2015-12-07 21:50 - Rob Nahf

- Related to Bug #7515: Synchronization uses stale nodelist when establishing new MN client connections added

#2 - 2015-12-10 16:59 - Rob Nahf

- Status changed from New to In Progress
- % Done changed from 0 to 30

The unit test with mock objects is not working, but an integration-style test works, and has been committed, although commented out. There is a weakness in the NodeLocator class hierarchy that doesn't work well with InMemoryCNodes, because a CNode is used to call CN.listNodes, but is then replaced with a new CNode for the CN.

This should be looked at later.

#3 - 2016-04-19 22:27 - Rob Nahf

HTTP/1.1 style caching is implemented for both listNodes and listFormats, so the need for client-side caching is not as critical, but still useful.

2024-03-13 1/1