

About me

姓名：刘奇

微博：@goroutine

The most things i did

```
if err != nil {  
    return err  
}
```

The most things i did

reduce allocations

object pool

buf reuse

defer

SetFinalizer

Reuse goroutine

Cpu related

Reduce syscall

No SetReadDeadline

No SetWriteDeadline

Pipeline

Parallel

Distributed components

coordinator (gonna talk about)

storage

rpc

message queue

cache

.....

Distributed components

coordinator, 糾結么

zookeeper

etcd

how to use etcd like zookeeper :)

zookeeper vs etcd

起因以及一些差异

not gonna cover every details

zookeeper vs etcd

起因:

reborndb是一个分布式redis集群框架

支持透明切换引擎

为了同时支持zookeeper和etcd

zookeeper vs etcd

zookeeper: session

etcd: stateless

zookeeper vs etcd

文件和目录的差异

zookeeper: 目录可以带value

etcd: 目录就是纯粹的目录

zookeeper vs etcd

临时节点

zookeeper: 直接创建

etcd: 自己去更新ttl, 用goroutine不断
去更新

如果watch了临时节点: 这样又会不断
产生新的事件

zookeeper vs etcd

zookeeper: getwatch

etcd: watch after index ?

how to choose index?

what if index is far from current raft

index?

out of date

zookeeper vs etcd

RebornDB的getwatch实现

让client持有状态

zookeeper vs etcd

RebornDB临时节点实现

Create with TTL

Update TTL

Filter TTL update event when do
watch

etcd

```
type etcdImpl struct {  
    sync.Mutex  
  
    .....  
  
    indexMap map[string]uint64 //path-->index  
}
```

etcd to zookeeper event

```
switch resp.Action {  
    case "set":      e.Type = zk.EventNodeDataChanged  
    case "delete":  e.Type = zk.EventNodeDeleted  
    case "update":  e.Type = zk.EventNodeDataChanged  
    case "create":  e.Type = zk.EventNodeCreated  
    case "expire":  e.Type = zk.EventNotWatching  
}
```


About Counter

Need it everywhere

About Testing

It's hard to do test in distributed
system

Monkey test
Searching.....

About RPC

太多的轮子了

希望有一个一统天下

grpc

Thanks