

# A. Abbreviations

AAL	ATM Adaption Layer
ACF	Active Collections Framework
API	Application Programming Interface
CORBA	Common Object Request Brokerage Architecture
DCE	Distributed Computing Environment
DHT	Distributed Hash Table
DKS	Distributed K-ary Search
DOLR	Decentralized Object Location and Routing
DOM	Distributed Object Memory
DSM	Distributed Shared Memory
J2SE	Java 2 Standard Edition
JCF	Java Collections Framework
JDBC	Java DataBase Connectivity
JDO	Java Data Objects
JVM	Java Virtual Machine
RMI	Java Remote Method Invocation
RPC	Remote Procedure Call
SQL	Structured Query Language
STL	Standard Template Library
SVM	Shared Virtual Memory
UDP	User Datagram Protocol
XML	eXtensible Markup Language

# B. Class Diagrams on other Collection Frameworks

Note that classes and method has been excluded from these images when deemed irrelevant for our presentation to save some space. Some .NET constructs does not map well to UML constructs, e.g. properties has with a few exceptions been modelled as operations. Types, especially in C++, have been somewhat simplified and adapted to more Java like conventions for greater consistency.

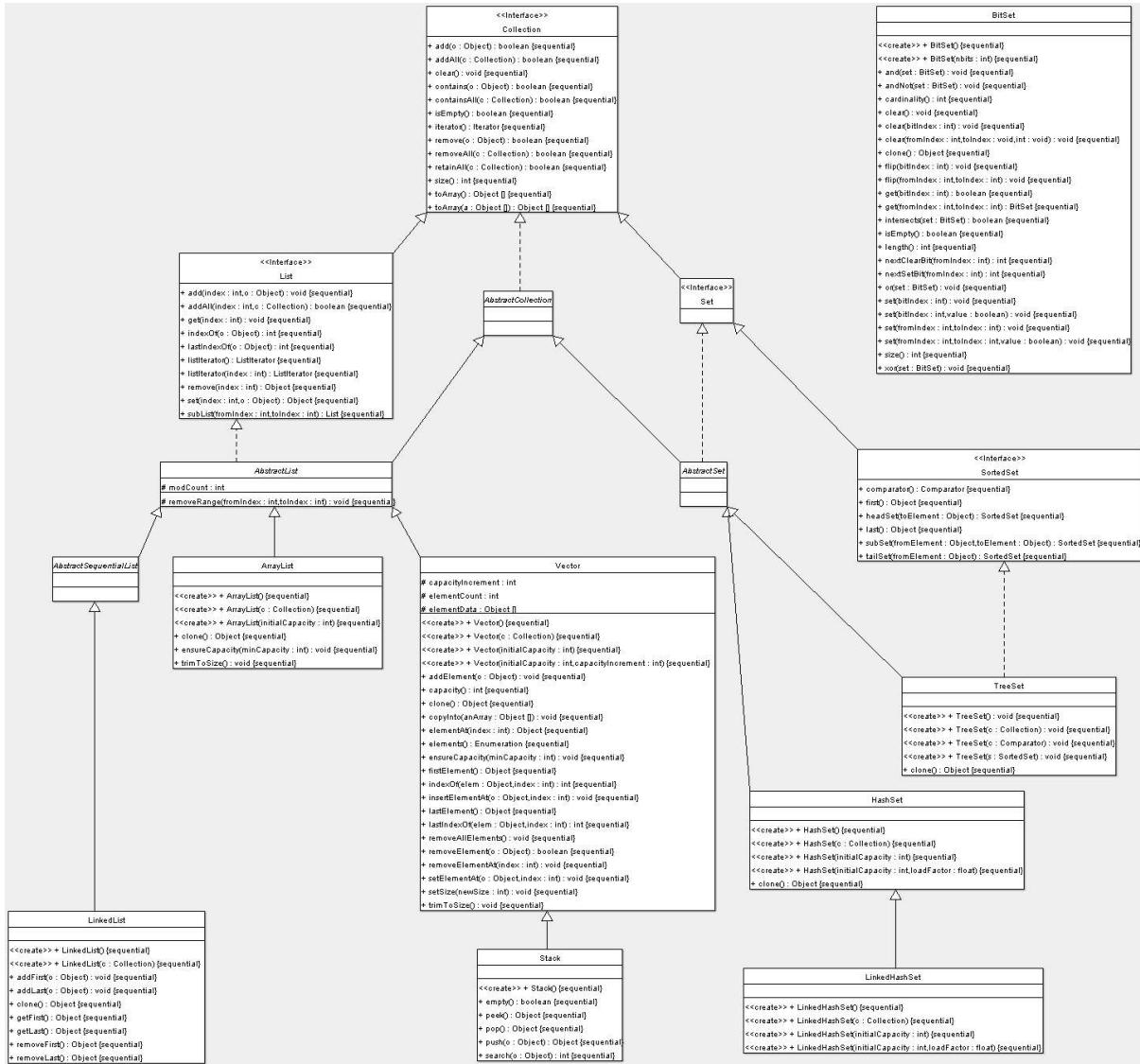


Figure 33 Sun's Java 1.4 collection classes descending from Collection, and BitSet

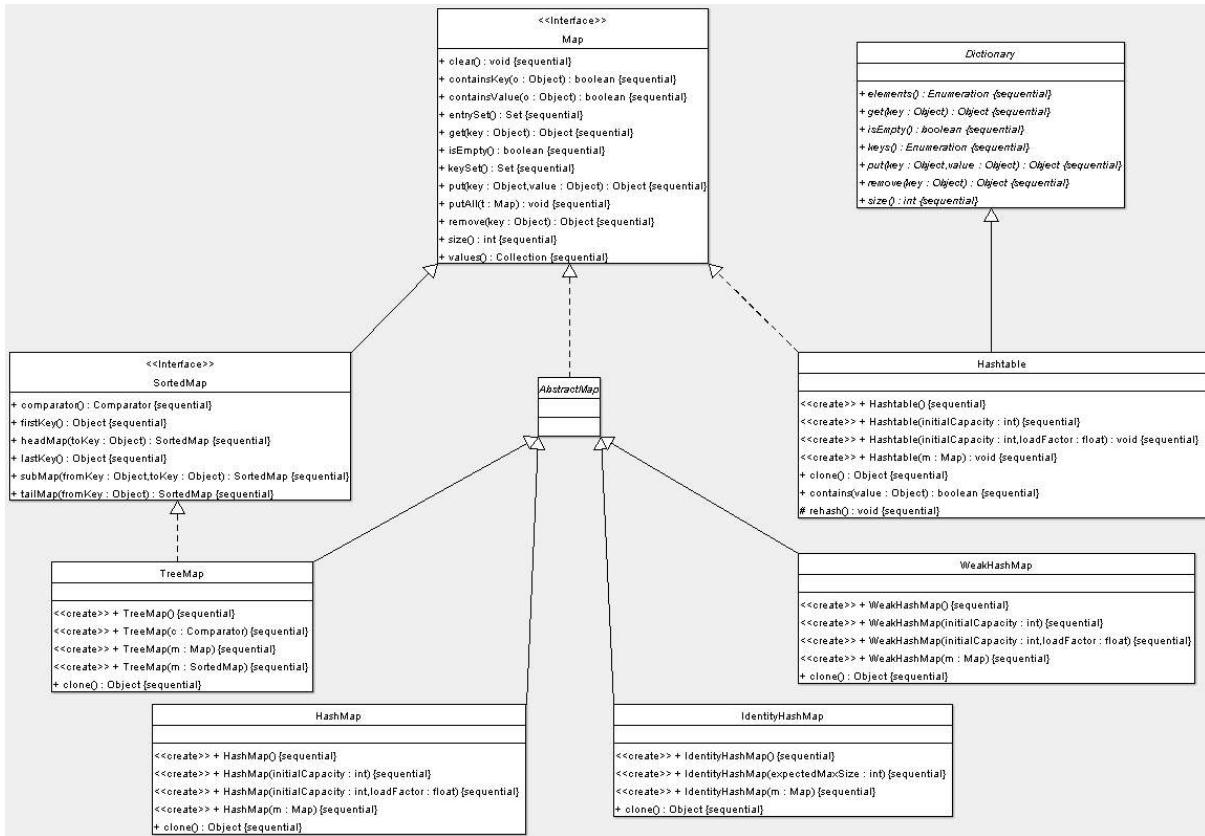


Figure 34 Sun's Java 1.4 collection classes descending from Map



Figure 35 STL relation classes



Figure 36 STL ordered bag classes

Figure 37 STL  
compositional  
adaptors

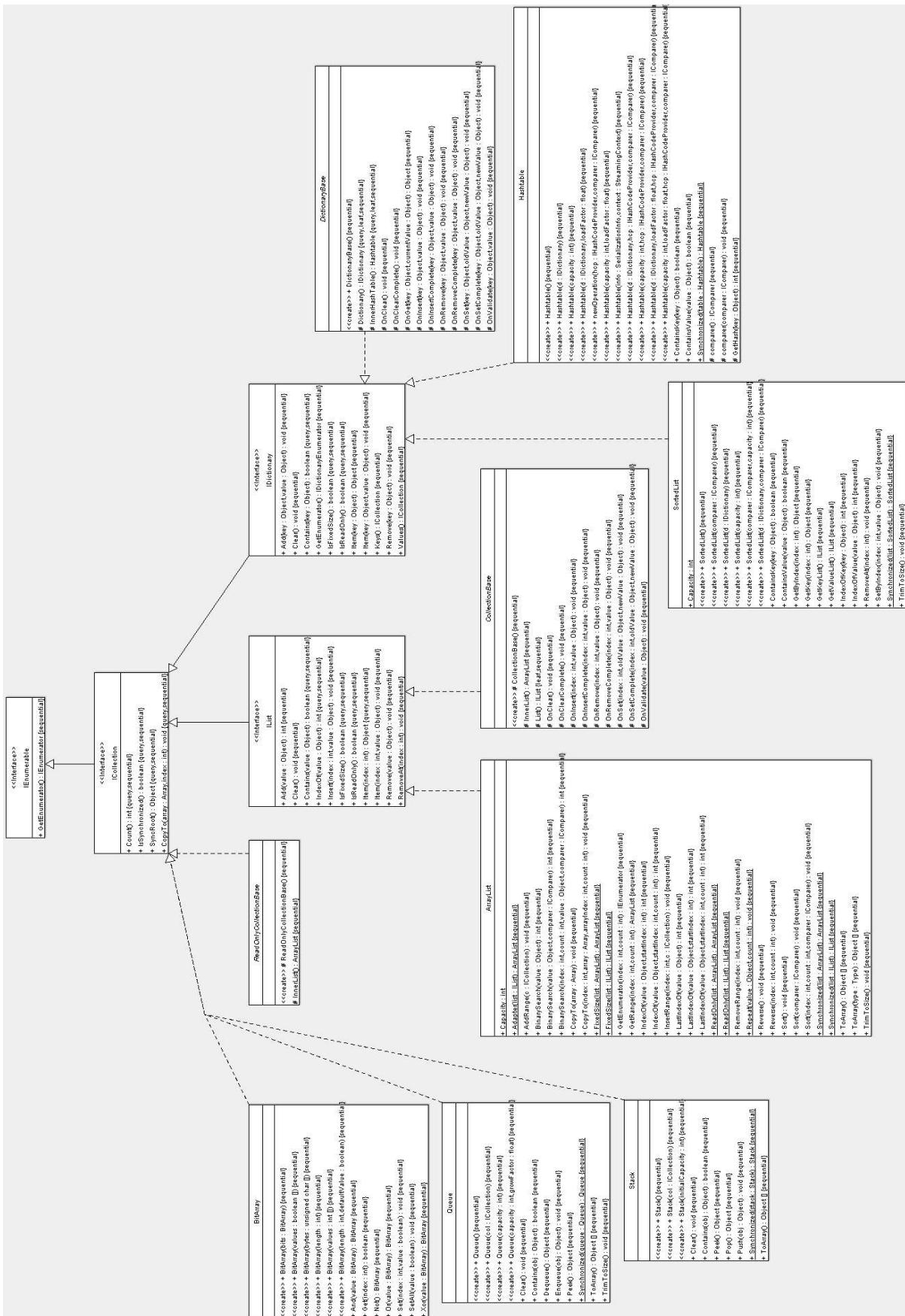


Figure 39 Microsoft's regular .Net collection classes

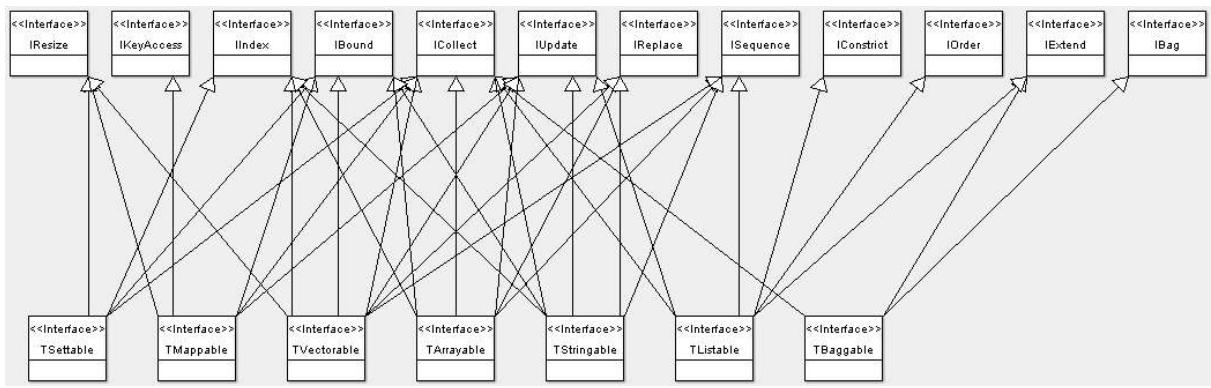


Figure 40 Mirza's interface hierarchy

# C. Object Framework API

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**[se.kth.p2p.pjo](#)**

## Interface GlobalObject

### All Superinterfaces:

Serializable

### All Known Subinterfaces:

GlobalCollection , GlobalIterator , GlobalList , GlobalListIterator , GlobalMap ,  
GlobalSet

### All Known Implementing Classes:

GlobalAggregateList , GlobalArrayList , GlobalDecoupledListIterator ,  
GlobalFakeCollection , GlobalFakeIterator , GlobalFakeList ,  
GlobalFakeListIterator , GlobalFakeSet , GlobalHashMap

**public interface GlobalObject**

extends Serializable

The interface all distributed control objects will implement. It provides access to control functions common amongst all distributed objects.

All control objects must be serializable, but this does not mean that the semantic object must or even should move with it, since any other class must be able to hold a reference to a control object and they might still want to be serializable.

## Method Summary

boolean	<code><b>equals</b>(Object obj)</code>
boolean	<code><b>getDoLocal</b>()</code> Queries this control object to see if it is allowed to call the semantic object without interacting with the replication object.
NetworkingObject	<code><b>getNetworkingObject</b>()</code> Returns the NetworkingObject this object uses to communicate with its environment.
ReplicationObject	<code><b>getReplicationObject</b>()</code> Returns the ReplicationObject governing the distribution of this global object.
Object	<code><b>getSemanticObject</b>()</code> Gets the semantic object pointer from the control object.

	<code>int hashCode()</code>
InvocationResult	<code>invoke(String name, Object [] args)</code> Up-call method for replication objects to invoke methods on the semantic object.
	<code>void setDoLocal(boolean value)</code> Informs this control object of whether if it can invoke methods on the local semantic object without consulting with the replication object.
	<code>void setSemanticObject(Object value)</code> Up-call from the replication object to set the semantic object pointer in the control object.

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**[se.kth.p2p.pjo](#)**

## Interface NetworkingObject

All Superinterfaces:

Serializable

All Known Implementing Classes:

P2PNetworkingObject

**[public interface NetworkingObject](#)**

extends Serializable

This is the basic interface that NetworkingObjects must implement.

NetworkingObjects must be serializable, since these are integral parts of GlobalObjects and they must be serializable.

## Method Summary

NetworkAddress	<code>getNetworkAddress()</code> Returns the NetworkAddress of this global object, ie its globally unique name.
NetworkAddress	<code>getNode()</code> Returns the id of the node we're currently running on.
ReplicationObject	<code>getReplicationObject()</code> Returns the ReplicationObject this NetworkingObject is connected to.
	<code>void messageReceived(NetworkAddress address, ReplicationMessage message)</code>

	Call-back for the object manager to notify the network object that a message has been received directed to it.
NetworkAddress	<code>registerObject()</code> Obtains a unique id and names this object.
	<code>void registerObject( NetworkAddress id)</code> Names this object the given identifier.
	<code>void sendMessage( NetworkAddress addr, ReplicationMessage message )</code> Sends an invoke message
	<code>void setNetworkAddress( NetworkAddress address )</code> This is a call-back method for an object manager.
	<code>void setReplicationObject( ReplicationObject obj )</code> Sets the ReplicationObject of this NetworkingObject.

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**se.kth.p2p.pjo**

## Interface ReplicationMessage

All Superinterfaces:

Message , Serializable

All Known Implementing Classes:

RemoteInvoke , RemoteInvokeResponse

[public interface ReplicationMessage](#)

extends Message

An interface for Messages sent between ReplicationObjects. Such Messages will be used to create different replication protocols (with a much wider meaning than just that semantic objects are copied back and forth across the network).

## Method Summary

NetworkAddress	<code>getObjectId()</code> Returns the identifier of the object this message concerns.
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## Interface ReplicationObject

All Superinterfaces:

Serializable

All Known Implementing Classes:

RPCReplicationObject

[public interface ReplicationObject](#)

extends Serializable

The interface all replication objects must implement. A replication object implements some replication protocol for the purpose of maintaining the appearance that the local representatives of a global object really just are views on a single logical object.

### Method Summary

<code>NetworkAddress</code>	<code>created()</code> Call this function to notify the ReplicationObject after a new GlobalObject has been created and everything else initialized.
<code>void</code>	<code>created(NetworkAddress id)</code> Call this function to notify the ReplicationObject after a new GlobalObject has been created and everything else initialized.
<code>GlobalObject</code>	<code>getControlObject()</code> XXX This is a debugging function.
<code>InvocationResult</code>	<code>invoke(String name, Object [] params)</code> An implementation of this method is responsible for deciding whether to invoke the method locally, somehow synchronize with other hosts and then invoke the method locally or to invoke the method remotely.
<code>void</code>	<code>messageReceived(NetworkAddress sender, ReplicationMessage message)</code> Up-call method intended for NetworkingObjects.
<code>void</code>	<code>setNetworkingObject(NetworkingObject obj)</code> Sets the NetworkingObject of this ReplicationObject.

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```
java.lang.Object └ se.kth.p2p.pjo.InvocationResult
```

## All Implemented Interfaces:

Serializable

---

**public abstract class InvocationResult**

---

extends Object

implements Serializable

A class representing the result of a method invocation. You should not create instances of this class directly but rather use a public static method, like booleanResult, intResult, etc. It is serializable if the contained return value is serializable, which is always true for primitive types, should always be true for Exceptions and generally up to the programmer if needed and appropriate for objects in general.

Results can be either of primitive type, Object type or exceptions. The receiver of the result is assumed to know which type to expect, with the exception that an exception might have occurred, and thus it is a runtime exception condition to access the result with the wrong get-method.

### See Also:

Serialized Form

---

## Method Summary

static InvocationResult	<b>booleanResult(boolean result)</b> Returns an InvocationResult representing a boolean return.
boolean	<b>booleanValue()</b> Returns the value of this Result.
static InvocationResult	<b>doubleResult(double result)</b> Returns an InvocationResult representing a double return.
double	<b>doubleValue()</b> Returns the value of this Result.
static InvocationResult	<b>exceptionResult(Throwable result)</b> Returns an InvocationResult representing an exception return.
static InvocationResult	<b>intResult(int result)</b> Returns an InvocationResult representing an int return.
int	<b>intValue()</b> Returns the value of this Result.
boolean	<b>isException()</b> Checks if this result is an exception result.
static	<b>longResult(long result)</b>

<code>InvocationResult</code>	Returns an InvocationResult representing a long return.
<code>long longValue()</code>	Returns the value of this Result.
<code>static InvocationResult objectResult(Object result)</code>	Returns an InvocationResult representing an Object return.
<code>Object objectValue()</code>	Returns the value of this Result.
<code>static InvocationResult voidResult()</code>	Returns an InvocationResult representing a void return.
<code>void voidValue()</code>	Returns the value of this Result.

## Methods inherited from class java.lang.Object

`clone` , `equals` , `finalize` , `getClass` , `hashCode` , `notify` , `notifyAll` , `toString` , `wait` , `wait` , `wait`

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[se.kth.p2p.pjo](#)

## Class ObjectManager

`java.lang.Object` └ `se.kth.p2p.pjo.ObjectManager`

---

[public final class ObjectManager](#)

extends Object

**See Also:**

`getManager()`

---

## Method Summary

<code>void deregisterObject(NetworkAddress id)</code>	Deregisters a GlobalObject registered with this ObjectManager.
<code>Collection&lt;GlobalObject&gt; getLocalObjects()</code>	Returns a Collection containing the GlobalObjects that currently exist on this node.
<code>static ObjectManager getManager()</code>	Returns a reference to an ObjectManager

	<code>void registerObject(NetworkAddress id, NetworkingObject obj)</code> Registers a GlobalObject with a specific name.
	<code>void registerObject(NetworkingObject obj)</code> Registers a GlobalObject globally.
<code>GlobalObject</code>	<code>resolve(NetworkAddress id, NetworkingObject fallback, boolean global)</code> Returns the GlobalObject with the given id, or <code>null</code> if it cannot find the object.
<code>NetworkingObject</code>	<code>resolveNetworkingObject(NetworkAddress id, NetworkingObject fallback, boolean global)</code> Returns the NetworkingObject of the GlobalObject with the given id, or <code>null</code> if it cannot find the object.
	<code>void start(NetworkAddress node, Runnable runnable)</code> Sends a Runnable to a node within the network and executes it there.
	<code>void start(Runnable runnable)</code> Sends a Runnable to some node within the network and executes it there.
	<code>void startLocal(Runnable runnable)</code> Executes a Runnable locally.

## Methods inherited from class java.lang.Object

`clone` , `equals` , `finalize` , `getClass` , `hashCode` , `notify` , `notifyAll` , `toString` , `wait` , `wait` , `wait`

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**[se.kth.p2p.pjo](#)**

## Class P2PNetworkingObject

`java.lang.Object` └ `se.kth.p2p.pjo.P2PNetworkingObject`

### All Implemented Interfaces:

`NetworkingObject` , `Serializable`

---

**`public class P2PNetworkingObject`**

---

extends `Object`

implements `NetworkingObject`

A `NetworkingObject` that interfaces with `ObjectManager` and an `OverlayNetwork` to forfill its duties.

### See Also:

`ObjectManager` , `OverlayNetwork` , `Serialized Form`

## Constructor Summary

`P2PNetworkingObject()`

A constructor.

## Method Summary

<code>NetworkAddress</code>	<code>getNetworkAddress()</code> Returns the <code>NetworkAddress</code> of this global object, ie its globally unique name.
<code>NetworkAddress</code>	<code>getNode()</code> Returns the id of the node we're currently running on.
<code>ReplicationObject</code>	<code>getReplicationObject()</code> Returns the <code>ReplicationObject</code> this <code>NetworkingObject</code> is connected to.
<code>void</code>	<code>messageReceived(NetworkAddress addr, ReplicationMessage message)</code> Call-back for the object manager to notify the network object that a message has been received directed to it.
<code>NetworkAddress</code>	<code>registerObject()</code> Obtains a unique id and names this object.
<code>void</code>	<code>registerObject(NetworkAddress id)</code> Names this object the given identifier.
<code>void</code>	<code>sendMessage(NetworkAddress addr, ReplicationMessage message)</code> Sends an invoke message
<code>void</code>	<code>setNetworkAddress(NetworkAddress address)</code> This is a call-back method for an object manager.
<code>void</code>	<code>setReplicationObject(ReplicationObject obj)</code> Sets the <code>ReplicationObject</code> of this <code>NetworkingObject</code> .
<code>String</code>	<code>toString()</code> Returns a String representation of this object.

### Methods inherited from class `java.lang.Object`

`clone` , `equals` , `finalize` , `getClass` , `hashCode` , `notify` , `notifyAll` , `wait` , `wait` , `wait`

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## se.kth.p2p.pjo

# Class RPCReplicationObject

```
java.lang.Object └ se.kth.p2p.pjo.RPCReplicationObject
```

### All Implemented Interfaces:

ReplicationObject , Serializable

---

**public class RPCReplicationObject**

---

extends Object

implements ReplicationObject

A replication object that only uses remote procedure calls. The semantic object thus never leaves the node it was created on, which might be necessary for object communicating with special hardware or using other special resources or desirable for exceptionally big objects. At the same time it offers no protection if the node goes down, then the object would (at best) be inaccessible until the node comes up again or (at worst) all references to it are invalidated and the node creates a new logical object when it comes up again (or not).

### See Also:

Serialized Form

---

## Field Summary

<code>protected</code> <code>WaiterServant</code>	<b>servant</b> The handler of blocking threads waiting for responses from the network.
--	---

---

## Constructor Summary

<code>RPCReplicationObject(GlobalObject obj)</code>	
A constructor.	

---

## Method Summary

<code>NetworkAddress</code>	<b>created()</b> Call this function to notify the ReplicationObject after a new GlobalObject has been created and everything else initialized.
<code>void</code>	<b>created(NetworkAddress id)</b> Call this function to notify the ReplicationObject after a new GlobalObject has been created and everything else initialized.
<code>GlobalObject</code>	<b>getControlObject()</b> XXX This is a debugging function.

<b>InvocationResult</b>	<pre><b>invoke</b>(String name, Object [] args)</pre> <p>An implementation of this method is responsible for deciding whether to invoke the method locally, somehow synchronize with other hosts and then invoke the method locally or to invoke the method remotely.</p>
	<pre><b>void messageReceived</b>(NetworkAddress sender, ReplicationMessage message)</pre> <p>Up-call method intended for NetworkingObjects.</p>
<b>protected void</b>	<pre><b>result</b>(RemoteInvokeResponse response)</pre> <p>Handles a RemoteInvokeResponse passed to messageReceived.</p>
	<pre><b>void setNetworkingObject</b>(NetworkingObject obj)</pre> <p>Sets the NetworkingObject of this ReplicationObject.</p>
<b>String</b>	<pre><b>toString</b>()</pre> <p>Returns a String representation of this object.</p>

#### Methods inherited from class java.lang.Object

<pre>clone , equals , finalize , getClass , hashCode , notify , notifyAll , wait , wait , wait</pre>
--

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**se.kth.p2p.util**

## Interface GlobalCollection

### All Superinterfaces:

GlobalObject , Serializable

### All Known Subinterfaces:

GlobalList , GlobalSet

### All Known Implementing Classes:

GlobalAggregateList , GlobalArrayList , GlobalFakeCollection , GlobalFakeList ,  
GlobalFakeSet

### public interface GlobalCollection

extends GlobalObject

An interface for GlobalObjects containing collections of objects.

Note that it would often be a bad idea to put a global object in a collection and a better idea to put the name of the global object in the collection and use  
`ObjectManager.resolve(se.kth.p2p.NetworkAddress,  
se.kth.p2p.pjo.NetworkingObject, boolean).`

Unless otherwise noted all methods behaves as in `Collection`. Note specifically that this includes unchecked exceptions.

### See Also:

[Collection](#)

### Method Summary

boolean	<b>add</b> (Object o)	See <code>Collection.add(java.lang.Object)</code> .
boolean	<b>addAll</b> (Collection c)	See <code>Collection.addAll(java.util.Collection)</code> .
void	<b>clear</b> ()	See <code>Collection.clear()</code> .
boolean	<b>contains</b> (Object o)	See <code>Collection.contains(java.lang.Object)</code>
boolean	<b>containsAll</b> (Collection c)	

	See Collection.containsAll(java.util.Collection).
boolean <b>equals</b> (Object o)	Throws UnsupportedOperationException.
int <b>hashCode</b> ( )	Throws UnsupportedOperationException.
boolean <b>isEmpty</b> ( )	See Collection.isEmpty().
GlobalIterator <b>iterator</b> ( )	See Collection.iterator().
boolean <b>remove</b> (Object o)	See Collection.remove(java.lang.Object).
boolean <b>removeAll</b> (Collection c)	See Collection.removeAll(java.util.Collection).
boolean <b>retainAll</b> (Collection c)	See Collection.retainAll(java.util.Collection).
int <b>size</b> ( )	See Collection.size().
Object [] <b>toArray</b> ( )	See Collection.toArray().
Object [] <b>toArray</b> (Object [] a)	Returns an array containing all of the elements in this collection; the runtime type of the returned array is that of the specified array.

### Methods inherited from interface se.kth.p2p.pjo. GlobalObject

getDoLocal , getNetworkingObject , getReplicationObject , getSemanticObject , invoke , setDoLocal , setSemanticObject

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**[se.kth.p2p.util](#)**

## Interface GlobalList

All Superinterfaces:

GlobalCollection , GlobalObject , Serializable

All Known Implementing Classes:

GlobalAggregateList , GlobalArrayList , GlobalFakeList

---

**[public interface GlobalList](#)**

---

extends GlobalCollection

An interface for GlobalObjects containing an ordered sequence of Objects.

Unless otherwise noted all methods behaves as in `List`. Note specifically that this includes unchecked exceptions.

**See Also:**

`List`

## Method Summary

<code>void add(int index, Object element)</code>	See <code>List.add(int, Object)</code> .
<code>boolean add(Object o)</code>	See <code>List.add(Object)</code> .
<code>boolean addAll(Collection c)</code>	See <code>List.addAll(Collection)</code> .
<code>boolean addAll(int index, Collection c)</code>	See <code>List.addAll(int, Collection)</code> .
<code>void clear()</code>	See <code>List.clear()</code> .
<code>boolean contains(Object o)</code>	See <code>List.contains(java.lang.Object)</code> .
<code>boolean containsAll( Collection c)</code>	See <code>List.containsAll(java.util.Collection)</code> .
<code>boolean equals(Object o)</code>	Throws <code>UnsupportedOperationException</code> .
<code>Object get(int index)</code>	See <code>List.get(int)</code> .
<code>int hashCode()</code>	Throws <code>UnsupportedOperationException</code> .
<code>int indexOf(Object o)</code>	See <code>List.indexOf(java.lang.Object)</code> .
<code>boolean isEmpty()</code>	See <code>List.isEmpty()</code> .
<code>GlobalIterator iterator()</code>	See <code>List.iterator()</code> .
<code>int lastIndexOf(Object o)</code>	See <code>List.lastIndexOf(java.lang.Object)</code> .
<code>GlobalListIterator listIterator()</code>	

	See <code>List.listIterator()</code> .
<code>GlobalListIterator</code>	<code>listIterator(int index)</code> See <code>List.listIterator(int)</code> .
<code>Object</code>	<code>remove(int index)</code> See <code>List.remove(int)</code> .
<code>boolean</code>	<code>remove(Object o)</code> See <code>List.remove(Object)</code> .
<code>boolean</code>	<code>removeAll(Collection c)</code> See <code>List.removeAll(java.util.Collection)</code> .
<code>boolean</code>	<code>retainAll(Collection c)</code> See <code>List.retainAll(java.util.Collection)</code> .
<code>Object</code>	<code>set(int index, Object element)</code> See <code>List.set(int, java.lang.Object)</code> .
<code>int</code>	<code>size()</code> See <code>List.size()</code> .
<code>GlobalList</code>	<code>subList(int fromIndex, int toIndex)</code> See <code>List.subList(int, int)</code> .
<code>Object []</code>	<code>toArray()</code> Returns an array containing all elements in this list.
<code>Object []</code>	<code>toArray(Object [] a)</code> Returns an array containing all elements in this list.

## Methods inherited from interface se.kth.p2p.pjo. GlobalObject

`getDoLocal` , `getNetworkingObject` , `getReplicationObject` , `getSemanticObject` ,  
`invoke` , `setDoLocal` , `setSemanticObject`

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**[se.kth.p2p.util](#)**

## Interface GlobalMap

All Superinterfaces:

`GlobalObject` , `Serializable`

All Known Implementing Classes:

`GlobalHashMap`

---

**[public interface GlobalMap](#)**

extends `GlobalObject`

An interface for global objects that contains a mapping from a set of objects to other objects.

Unless otherwise noted all methods behaves as in `Map`. Note specifically that this includes unchecked exceptions. Note also that the `entrySet()` call is missing since it is currently believed that implementing it will always be less efficient than using the `keySet()`, `get()` calls to iterate the mapping.

**See Also:**

`Map`

## Method Summary

	<code>void clear()</code> See <code>Map.clear()</code> .
	<code>boolean containsKey(Object key)</code> See <code>Map.containsKey(java.lang.Object)</code> .
	<code>boolean containsValue(Object value)</code> See <code>Map.containsValue(java.lang.Object)</code> .
	<code>boolean equals(Object o)</code> Throws <code>UnsupportedOperationException</code> .
	<code>Object get(Object key)</code> See <code>Map.get(java.lang.Object)</code> .
	<code>int hashCode()</code> Throws <code>UnsupportedOperationException</code> .
	<code>boolean isEmpty()</code> See <code>Map.isEmpty()</code> .
<code>GlobalSet</code>	<code>keySet()</code> See <code>Map.keySet()</code> .
<code>Object</code>	<code>put(Object key, Object value)</code> See <code>Map.put(java.lang.Object, java.lang.Object)</code> .
	<code>void putAll(Map t)</code> See <code>Map.putAll(java.util.Map)</code> .
<code>Object</code>	<code>remove(Object key)</code> See <code>Map.remove(java.lang.Object)</code> .
	<code>int size()</code> See <code>Map.size()</code> .
<code>GlobalCollection</code>	<code>values()</code> See <code>Map.values()</code> .

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## Interface GlobalSet

### All Superinterfaces:

GlobalCollection , GlobalObject , Serializable

### All Known Implementing Classes:

GlobalFakeSet

[public interface GlobalSet](#)

extends GlobalCollection

An interface for GlobalObjects containing sets of objects. A set is a collection without duplicates.

Note: Great care must be exercised if mutable objects are used as set elements. The behavior of a set is not specified if the value of an object is changed in a manner that affects equals comparisons while the object is an element in the set. A special case of this prohibition is that it is not permissible for a set to contain itself as an element.

Unless otherwise noted all methods behaves as in `Set`. Note specifically that this includes unchecked exceptions.

### See Also:

[Set](#)

## Method Summary

boolean	<b>add</b> (Object o) See <code>Set.add(java.lang.Object)</code> .
boolean	<b>addAll</b> (Collection c) See <code>Set.addAll(java.util.Collection)</code> .
void	<b>clear</b> () See <code>Set.clear()</code> .
boolean	<b>contains</b> (Object o) See <code>Set.contains(java.lang.Object)</code> .
boolean	<b>containsAll</b> (Collection c) See <code>Set.containsAll(java.util.Collection)</code> .
boolean	<b>equals</b> (Object o) Throws <code>UnsupportedOperationException</code> .
int	<b>hashCode</b> () Throws <code>UnsupportedOperationException</code> .
boolean	<b>isEmpty</b> ()

	See <code>Set.isEmpty()</code> .
<code>GlobalIterator</code>	<code>iterator()</code> See <code>Set.iterator()</code> .
<code>boolean</code>	<code>remove(Object o)</code> See <code>Set.remove(java.lang.Object)</code> .
<code>boolean</code>	<code>removeAll(Collection c)</code> See <code>Set.removeAll(java.util.Collection)</code> .
<code>boolean</code>	<code>retainAll(Collection c)</code> See <code>Set.retainAll(java.util.Collection)</code> .
<code>int</code>	<code>size()</code> See <code>Set.size()</code> .
<code>Object []</code>	<code>toArray()</code> Returns an array containing all of the elements in this set.
<code>Object []</code>	<code>toArray(Object [] a)</code> Returns an array containing all of the elements in this set; the runtime type of the returned array is that of the specified array.

## Methods inherited from interface se.kth.p2p.pjo. GlobalObject

`getDoLocal` , `getNetworkingObject` , `getReplicationObject` , `getSemanticObject` ,  
`invoke` , `setDoLocal` , `setSemanticObject`

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## [se.kth.p2p.util](#)

# Interface GlobalIterator

### All Superinterfaces:

`GlobalObject` , `Serializable`

### All Known Subinterfaces:

`GlobalListIterator`

### All Known Implementing Classes:

`GlobalDecoupledListIterator` , `GlobalFakeIterator` , `GlobalFakeListIterator`

---

## [public interface GlobalIterator](#)

extends `GlobalObject`

An iterator over a collection. This is a direct parallel to `Iterator` although adapted for `GlobalObjects` by adding the possible `RemoteException`.

Unless otherwise noted all methods behaves as in `Iterator`. Note specifically that this includes unchecked exceptions.

**See Also:**

`Iterator`

---

## Method Summary

<code>boolean hasNext()</code>	See <code>Iterator.hasNext()</code> .
<code>object next()</code>	See <code>Iterator.next()</code> .
<code>void remove()</code>	See <code>Iterator.remove()</code> .

## Methods inherited from interface se.kth.p2p.pjo. GlobalObject

`equals` , `getDoLocal` , `getNetworkingObject` , `getReplicationObject` ,  
`getSemanticObject` , `hashCode` , `invoke` , `setDoLocal` , `setSemanticObject`

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## Interface GlobalListIterator

**All Superinterfaces:**

`GlobalIterator` , `GlobalObject` , `Serializable`

**All Known Implementing Classes:**

`GlobalDecoupledListIterator` , `GlobalFakeListIterator`

---

### [public interface GlobalListIterator](#)

extends `GlobalIterator`

An interface for global list iterators. Global list iterators are global iterators that iterate a list and can iterate it in both directions and perhaps also invoke some more methods on it.

Unless otherwise noted all methods behaves as in `ListIterator`. Note specifically that this includes unchecked exceptions.

**See Also:**

`ListIterator`

## Method Summary

void	<b>add(Object o)</b> See ListIterator.add(java.lang.Object).
boolean	<b>hasNext()</b> See ListIterator.hasNext().
boolean	<b>hasPrevious()</b> See ListIterator.hasPrevious().
Object	<b>next()</b> See ListIterator.next().
int	<b>nextIndex()</b> See ListIterator.nextInt().
Object	<b>previous()</b> See ListIterator.previous().
int	<b>previousIndex()</b> See ListIterator.previousIndex().
void	<b>remove()</b> See ListIterator.remove().
void	<b>set(Object o)</b> See ListIterator.set(java.lang.Object).

## Methods inherited from interface se.kth.p2p.pjo. GlobalObject

equals , getDoLocal , getNetworkingObject , getReplicationObject ,  
getSemanticObject , hashCode , invoke , setDoLocal , setSemanticObject

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**Class GlobalAggregateList**

java.lang.Object L [se.kth.p2p.util.GlobalAggregateList](#)

**All Implemented Interfaces:**

GlobalCollection , GlobalList , GlobalObject , Serializable

[public class GlobalAggregateList](#)

extends Object

implements GlobalList

A `GlobalList` that is made up of the concatenation of other `GlobalLists`. It thus doesn't contain any objects directly, but references to other lists that contain the objects.

This class defines the special operation `append(se.kth.p2p.util.GlobalList)` that lets you append a copy of another list to the end of this list. This lets you build lists that are distributed over multiple nodes, while maintaining clear ownership of the different objects and providing intuitive operational semantics for those used to the Java Collections Framework. In this implementation only `GlobalArrayList` lists can be appended.

**See Also:**

Serialized Form

---

## Constructor Summary

<code>GlobalAggregateList()</code>	
A constructor.	
<code>GlobalAggregateList( NetworkAddress addr )</code>	
A constructor that allows explicitly naming the object.	

## Method Summary

<code>void add(int index, Object element)</code> See <code>List.add(int, Object)</code> .
<code>boolean add(Object o)</code> See <code>List.add(Object)</code> .
<code>boolean addAll(Collection c)</code> See <code>List.addAll(Collection)</code> .
<code>boolean addAll(int index, Collection c)</code> See <code>List.addAll(int, Collection)</code> .
<code>void append( GlobalList list )</code> Appends a clone of <code>list</code> to the end of this list.
<code>void clear()</code> See <code>List.clear()</code> .
<code>boolean contains(Object elem)</code> See <code>List.contains(java.lang.Object)</code> .
<code>boolean containsAll(Collection c)</code> See <code>List.containsAll(java.util.Collection)</code> .
<code>boolean equals(Object obj)</code> Throws <code>UnsupportedOperationException</code> .

Object	<code>get(int index)</code> See <code>List.get(int)</code> .
boolean	<code>getDoLocal()</code> Queries this control object to see if it is allowed to call the semantic object without interacting with the replication object.
NetworkingObject	<code>getNetworkingObject()</code> Returns the NetworkingObject this object uses to communicate with its environment.
ReplicationObject	<code>getReplicationObject()</code> Returns the ReplicationObject governing the distribution of this global object.
Object	<code>getSemanticObject()</code> Gets the semantic object pointer from the control object.
int	<code>hashCode()</code> Throws <code>UnsupportedOperationException</code> .
int	<code>indexOf(Object elem)</code> See <code>List.indexOf(java.lang.Object)</code> .
InvocationResult	<code>invoke(String name, Object [] args)</code> Up-call method for replication objects to invoke methods on the semantic object.
boolean	<code>isEmpty()</code> See <code>List.isEmpty()</code> .
GlobalIterator	<code>iterator()</code> See <code>List.iterator()</code> .
int	<code>lastIndexOf(Object elem)</code> See <code>List.lastIndexOf(java.lang.Object)</code> .
GlobalListIterator	<code>listIterator()</code> See <code>List.listIterator()</code> .
GlobalListIterator	<code>listIterator(int index)</code> See <code>List.listIterator(int)</code> .
Object	<code>remove(int index)</code> See <code>List.remove(int)</code> .
boolean	<code>remove(Object o)</code> See <code>List.remove(Object)</code> .
boolean	<code>removeAll(Collection c)</code> See <code>List.removeAll(java.util.Collection)</code> .
boolean	<code>retainAll(Collection c)</code> See <code>List.retainAll(java.util.Collection)</code> .
Object	<code>set(int index, Object element)</code> See <code>List.set(int, java.lang.Object)</code> .

	<code>void setDoLocal(boolean val)</code> Informs this control object of whether if it can invoke methods on the local semantic object without consulting with the replication object.
	<code>void setSemanticObject(Object obj)</code> Up-call from the replication object to set the semantic object pointer in the control object.
	<code>int size()</code> See <code>List.size()</code> .
GlobalList	<code>subList(int fromIndex, int toIndex)</code> See <code>List.subList(int, int)</code> .
Object []	<code>toArray()</code> Returns an array containing all elements in this list.
Object []	<code>toArray(Object [] a)</code> Returns an array containing all elements in this list.
String	<code>toString()</code> Returns a String description of this object.

## Methods inherited from class java.lang.Object

`clone` , `finalize` , `getClass` , `notify` , `notifyAll` , `wait` , `wait` , `wait`

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## Class GlobalArrayList

`java.lang.Object` └ `se.kth.p2p.util.GlobalArrayList`

### All Implemented Interfaces:

`Cloneable` , `GlobalCollection` , `GlobalList` , `GlobalObject` , `Serializable`

---

[public final class GlobalArrayList](#)

extends `Object`

implements `Cloneable` , `GlobalList`

A `GlobalObject` wrapping an `ArrayList`.

**See Also:**

[Serialized Form](#)

## Constructor Summary

`GlobalArrayList()`

A constructor.

`GlobalArrayList(NetworkAddress address)`

A constructor.

## Method Summary

`void add(int index, Object element)`

See `List.add(int, Object)`.

`boolean add(Object o)`

See `List.add(Object)`.

`boolean addAll(Collection c)`

See `List.addAll(Collection)`.

`boolean addAll(int index, Collection c)`

See `List.addAll(int, Collection)`.

`void clear()`

See `List.clear()`.

`Object clone()`

Clones this `GlobalArrayList`, ie creates a new `GlobalArrayList` with a new unique name and a shallow copy of the backing `ArrayList`.

`boolean contains(Object elem)`

See `List.contains(java.lang.Object)`.

`boolean containsAll(Collection c)`

See `List.containsAll(java.util.Collection)`.

`void ensureCapacity(int minCapacity)`

Increases the capacity of this `GlobalArrayList` instance, if necessary, to ensure that it can hold at least the number of elements specified by the minimum capacity argument.

`boolean equals(Object obj)`

Throws `UnsupportedOperationException`.

`Object get(int index)`

See `List.get(int)`.

`boolean getDoLocal()`

Queries this control object to see if it is allowed to call the semantic object without interacting with the replication object.

`NetworkingObject getNetworkingObject()`

	Returns the NetworkingObject this object uses to communicate with its environment.
ReplicationObject	<b>getReplicationObject()</b> Returns the ReplicationObject governing the distribution of this global object.
Object	<b>getSemanticObject()</b> Gets the semantic object pointer from the control object.
	<b>hashCode()</b> Throws UnsupportedOperationException.
	<b>indexOf(Object elem)</b> See List.indexOf(java.lang.Object).
InvocationResult	<b>invoke(String name, Object [] args)</b> Up-call method for replication objects to invoke methods on the semantic object.
	<b>isEmpty()</b> See List.isEmpty().
GlobalIterator	<b>iterator()</b> See List.iterator().
	<b>lastIndexOf(Object elem)</b> See List.lastIndexOf(java.lang.Object).
GlobalListIterator	<b>listIterator()</b> See List.listIterator().
GlobalListIterator	<b>listIterator(int index)</b> See List.listIterator(int).
Object	<b>remove(int index)</b> See List.remove(int).
boolean	<b>remove(Object o)</b> See List.remove(Object).
boolean	<b>removeAll(Collection c)</b> See List.removeAll(java.util.Collection).
boolean	<b>retainAll(Collection c)</b> See List.retainAll(java.util.Collection).
Object	<b>set(int index, Object element)</b> See List.set(int, java.lang.Object).
void	<b>setDoLocal(boolean val)</b> Informs this control object of whether if it can invoke methods on the local semantic object without consulting with the replication object.
void	<b>setSemanticObject(Object obj)</b> Up-call from the replication object to set the semantic object pointer in the control object.

	<code>int size()</code> See <code>List.size()</code> .
<code>GlobalList</code>	<code>subList(int fromIndex, int toIndex)</code> See <code>List.subList(int, int)</code> .
<code>Object []</code>	<code>toArray()</code> Returns an array containing all elements in this list.
<code>Object []</code>	<code>toArray(Object [] a)</code> Returns an array containing all elements in this list.
<code>String</code>	<code>toString()</code> Returns a String description of this object.
<code>void</code>	<code>trimToSize()</code> Trims the capacity of this <code>GlobalArrayList</code> instance to be the list's current size.

## Methods inherited from class java.lang.Object

`finalize` , `getClass` , `notify` , `notifyAll` , `wait` , `wait` , `wait`

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**[se.kth.p2p.util](#)**

## Class GlobalHashMap

`java.lang.Object` └ `se.kth.p2p.util.GlobalHashMap`

### All Implemented Interfaces:

`GlobalMap` , `GlobalObject` , `Serializable`

**`public class GlobalHashMap`**

extends `Object`

implements `GlobalMap`

A wrapper around a `HashMap`. This wrapper publishes most of the methods exposed by `HashMap` as a global object.

### See Also:

`HashMap`, `Serialized Form`

## Constructor Summary

<code>GlobalHashMap()</code>	A constructor.	
<code>GlobalHashMap(NetworkAddress address)</code>	A constructor that explicitly names the new object.	

## Method Summary

	<code>void clear()</code> See <code>Map.clear()</code> .
	<code>boolean containsKey(Object key)</code> See <code>Map.containsKey(java.lang.Object)</code> .
	<code>boolean containsValue(Object value)</code> See <code>Map.containsValue(java.lang.Object)</code> .
	<code>boolean equals(Object obj)</code> Throws <code>UnsupportedOperationException</code> .
	<code>Object get(Object key)</code> See <code>Map.get(java.lang.Object)</code> .
	<code>boolean getDoLocal()</code> Queries this control object to see if it is allowed to call the semantic object without interacting with the replication object.
<code>NetworkingObject</code>	<code>getNetworkingObject()</code> Returns the <code>NetworkingObject</code> this object uses to communicate with its environment.
<code>ReplicationObject</code>	<code>getReplicationObject()</code> Returns the <code>ReplicationObject</code> governing the distribution of this global object.
<code>Object</code>	<code>getSemanticObject()</code> Gets the semantic object pointer from the control object.
	<code>int hashCode()</code> Throws <code>UnsupportedOperationException</code> .
<code>InvocationResult</code>	<code>invoke(String name, Object [] args)</code> Up-call method for replication objects to invoke methods on the semantic object.
	<code>boolean isEmpty()</code> See <code>Map.isEmpty()</code> .
<code>GlobalSet</code>	<code>keySet()</code> See <code>Map.keySet()</code> .
<code>Object</code>	<code>put(Object key, Object value)</code> See <code>Map.put(java.lang.Object, java.lang.Object)</code> .
	<code>void putAll(Map m)</code>

	See <code>Map.putAll(java.util.Map)</code> .
<code>Object</code>	<code>remove(Object key)</code> See <code>Map.remove(java.lang.Object)</code> .
	<code>void setDoLocal(boolean val)</code> Informs this control object of whether if it can invoke methods on the local semantic object without consulting with the replication object.
	<code>void setSemanticObject(Object obj)</code> Up-call from the replication object to set the semantic object pointer in the control object.
	<code>int size()</code> See <code>Map.size()</code> .
<code>String</code>	<code>toString()</code> Returns a String description of this object.
<code>GlobalCollection</code>	<code>values()</code> See <code>Map.values()</code> .

#### Methods inherited from class `java.lang.Object`

`clone` , `finalize` , `getClass` , `notify` , `notifyAll` , `wait` , `wait` , `wait`

## E. Tables

Table 7 add-append trace data

Collection size	Nodes	Avg T <sub>total</sub> (ms)	Avg T <sub>add</sub> (ms)	Append time (1-T <sub>add</sub> /T <sub>total</sub> )
660000	1	2105		
740000	1	3400		
	2	4529	4016	11%
	4	3320	2098	37%
	8	4058	1076	73%
820000	1	4700		
	2	4540	4102	10%
	4	3350	2219	34%
	8	3730	1273	66%
900000	1	4662		
	2	5677	4739	17%
	4	5514	2304	58%
	8	3692	1310	65%
980000	1	9151		
	2	5977	4989	17%
	4	4358	2628	40%
	8	4018	1324	67%