

```
{
  "_id": "dch",
  "_rev": "3-814a704a7e0c8d77c4fcbbde8b7bb744",
  "founder": [
    "http://jsonified.com/",
    "http://thecouchfirm.com/"
  ],
  "from": "New Zealand",
  "mails": [
    "dch@apache.org",
    "dch@jsonified.com"
  ],
  "name": "Dave Cottlehuber",
  "passions": [
    "Telemark Skiing",
    "CouchDB Fanatic"
  ],
  "twitter": "@dch_-"
}
```



Ground Computing

- ✦ Tomorrow's problems will not be solved by "The Cloud"
- ✦ Building zero latency services
- ✦ In a time of unreliable networks
- ✦ With intermittent or even no connectivity
- ✦ On mobile & embedded devices
- ✦ Not just cloud & hosted services



Apache CouchDB

“Time to Relax”

- Native JSON-based document store
- Exposed over HTTP(S) API
- Built-in sync and doc conflict management
- MVCC-based snapshots of DB used for replication & indexes
- Indexes are implemented as map/reduce views over MVCC snapshot again
 - - continuous updates streamable between nodes & clients
 - - built in Erlang/OTP + JavaScript, some C sprinkled in (ICU, Snappy compression)
 - - alternative implementations focus on clustering, distribution, privacy, portability ...



Why Port?

- P2P layer for CouchDB looks like a good fit
- Opens up Replication & Storage opportunities
- Use CouchDB as data store for PPSPP apps
- Fun!
- source: [git://github.com/jsonified/swirl](https://github.com/jsonified/swirl)
- UDP translation layer **
- Native erlang layer *
- Dictionaries for options **
- Binary types for heavy data lifting
- Wrapped in scalable application layer *
- CouchDB as data store
- Hopefully it will scale & distribute well

Why PPSPP for CouchDB?

- P2P is part of CouchDB's community and culture
- ***P2P approach at both database & doc level offers a different set of tradeoffs than we can do today***
- CouchDB's database and view snapshots are similar to PPSPP root hash
- CouchDB's streaming _changes feed is like PPSPP live streaming
- as a possible secure alternative replication engine and db storage
- HTTP has inefficiencies
 - roundtrip overhead
 - TCP itself on mobile and LFN links
 - binary data requires annoying workarounds
 - hub architecture
 - security as an add-on
- Bit Torrent isn't right fit
 - always-on is not the future
 - no update support
 - managing trusted nodes & updates not straightforward



Why Erlang/OTP for PPSPP?

- ✦ Dynamically typed functional language from Ericsson
- ✦ Concurrency without mutexes, threads, locks, or headaches
- ✦ Underlying BEAM VM is designed for **scalable low-latency distributed systems**
- ✦ Ideal for low-level protocols both within a trusted network & without
- ✦ OTP libraries provide a superb robust & well tested platform
- ✦ Property-based testing & live tracing/debugging across VMs
- ✦ Just for kicks of implementing something from scratch :D

In Practice

```
(swerl@akai)7> swerl_app:start().
swerl: PPSPP release d-06
peer: listening on udp 7777
swerl: peer on 7777 registered as swerl_7777
<0.954.0>
peer: recv udp from 127.0.0.1:51722
dgram: recv on channel 0x00000000
parser: valid message type handshake
dgram: parse ok on channel 0x00000000
peer: recv udp from 127.0.0.1:53790
dgram: recv on channel 0x00000000
parser: valid message type handshake
dgram: parse ok on channel 0x00000000
peer: recv udp from 127.0.0.1:63326
...
```

And runs happily on multiple instances:

```
(swerl@akai)12> swerl_app:start(swerl, 7779).
swerl: PPSPP release d-06
peer: listening on udp 7779
swerl: peer on 7779 registered as swerl_7779
<0.16434.0>
(swerl@akai)13> swerl_app:start(swerl, 7778).
swerl: PPSPP release d-06
peer: listening on udp 7778
swerl: peer on 7778 registered as swerl_7778
<0.16444.0>
(swerl@akai)14>
```

Typical Recursive Parser

```
unpack(Transport, <<Channel:?PPSPP_CHANNEL_SIZE, Maybe_Messages/binary>> ) ->
  ?DEBUG_DGRAM_RECV(Channel),
  {ok, Parsed_Messages} = ppspp_message:unpack(Maybe_Messages),
  ?DEBUG_DGRAM_PARSE_OK(Channel),
  Datagram = orddict:store(messages, Parsed_Messages,
    orddict:store(channel, Channel, Transport)),
  {ok, Datagram}.

%% ... in another module far, far away...

ppspp_message:unpack(Maybe_Messages) when is_binary(Maybe_Messages) ->
  unpack(Maybe_Messages, []).

%% if the binary is empty, all messages were parsed successfully
unpack(<<>>, Parsed_Messages) ->
  {ok, lists:reverse(Parsed_Messages)};
%% otherwise try to unpack another valid message, peeling off and parsing
%% recursively the remainder, accumulating valid (parsed) messages.
%% A failure anywhere in a message ultimately causes the entire datagram
%% to be rejected.
unpack(<<Maybe_Message_Type:?PPSPP_MESSAGE_SIZE, Rest/binary>>, Parsed_Messages) ->
  {ok, Type} = validate_message_type(Maybe_Message_Type),
  [{Type, Parsed_Message}, Maybe_More_Messages] = parse(Type, Rest),
  unpack(Maybe_More_Messages, [Parsed_Message | Parsed_Messages]);
unpack(_Maybe_Messages, _Rest) -> {error, ppspp_invalid_message}.
```


PPSPP Options round trip

```
handshake_options(packed) -> Cat_hash = chairman_miaow_hash(),
<< ?PPSPP_VERSION, 1, %% ppspp version
    ?PPSPP_MINIMUM_VERSION, 1, %% ppspp max version
    ?PPSPP_SWARM_ID_LENGTH, 20:?WORD, %% swarm id length (160 bits)
    Cat_hash/binary, %% the merkle hash requested
    ?PPSPP_INTEGRITY_CHECK_METHOD, 1, %% optional integrity check method
    ?PPSPP_MERKLE_HASH_FUNCTION, 0, %% merkle please
    ?PPSPP_CHUNK_ADDRESSING_METHOD, 2, %% chunk addressing method 2
    ?PPSPP_END_OPTION >>; %% end options

handshake_options(unpacked) ->
    [{ppspp_chunking_method, ppspp_32bit_chunks},
     {ppspp_content_integrity_check_method, ppspp_merkle_hash_tree},
     {ppspp_merkle_hash_function, ppspp_sha1},
     {ppspp_minimum_version, 1},
     {ppspp_swarm_id, chairman_miaow_hash()},
     {ppspp_version, 1}].

dgram0() ->
    Msg0 = msg0(),
    << ?PPSPP_UNKNOWN_CHANNEL, Msg0/binary >>.

msg0() -> Type = ?HANDSHAKE,
    Channel = random_channel(),
    Options = handshake_options(packed),
    << Type/binary, %% handshake
    Channel/binary, %% initiator peer channel
    Options/binary >>.
```

Credits

- ✦ Chairman Miaow <http://obeythekitty.blogspot.de/>
- ✦ Where's the balloon? <http://cheezburger.com/6050984448>
- ✦ Yoda cat http://dodger.uselessopinions.com/stuff/images/cat_yoda.jpg
- ✦