

Arvados - Feature #5391

[SDK] Go KeepClient offers a "read block" API that recovers from transmission errors by attempting alternate servers.

03/06/2015 01:54 PM - Peter Amstutz

Status:	New	Start date:	
Priority:	Normal	Due date:	
Assigned To:		% Done:	0%
Category:	SDKs	Estimated time:	0.00 hour
Target version:	Arvados Future Sprints		
Description			
<p>As an optimization, the Go keep client uses HashCheckingReader which computes the hash incrementally and only reports an error when the entire reader has been consumed. If the 1st server has a corrupt block, but a 2nd server has a valid block (or something else goes wrong while reading from the 1st server), it will fail to find the valid block on the second server, because the block reader has already been returned to the caller.</p> <p>The API should be adjusted to provide a safer default behavior as well the existing streaming mode.</p>			

History

#1 - 03/06/2015 01:59 PM - Peter Amstutz

- Description updated
- Category set to SDKs

#2 - 03/06/2015 09:03 PM - Tom Clegg

- Tracker changed from Bug to Feature
- Subject changed from [SDK] Go KeepClient will not try a different keep server on block hash mismatch to [SDK] Go KeepClient offers a "read block" API that recovers from transmission errors by attempting alternate servers.
- Description updated

#3 - 03/06/2015 09:04 PM - Tom Clegg

- Target version changed from Bug Triage to Arvados Future Sprints