

Project Final Presentation :

Settings Manager & Internal Trigger

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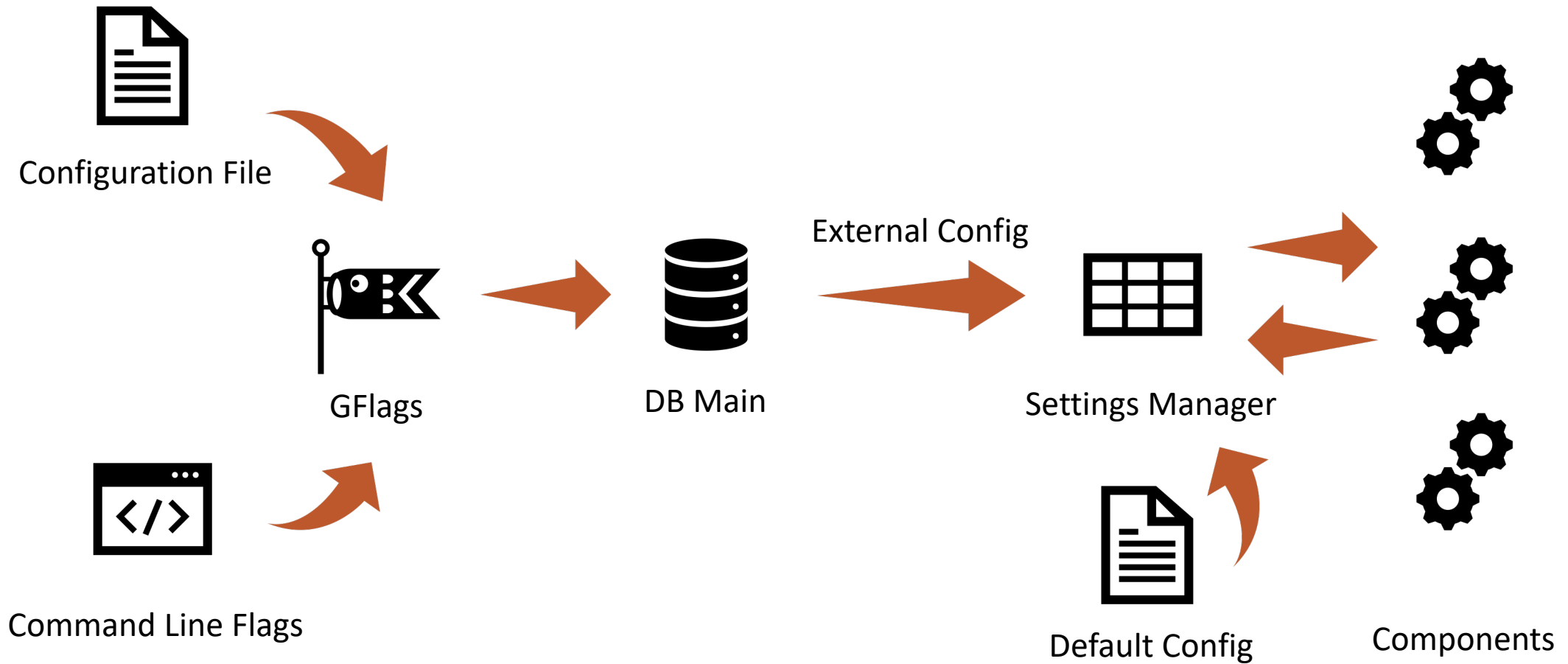
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Project Goals

- **125% (Done):**
 - Implemented initialization of configuration knobs, standardized APIs, basic callback triggers, etc.
 - Implemented several static setting knobs, e.g. port number; Implement basic compile-time check.
 - Implemented several tunable setting knobs, e.g. **the buffer pool size limit**. Support identifying whether a knob is tunable or not.
 - **Implemented action context that stores the information of a tuning action. Finished the callback framework.**
 - **Implemented the first version of DB main object and bootstrapping logic.**

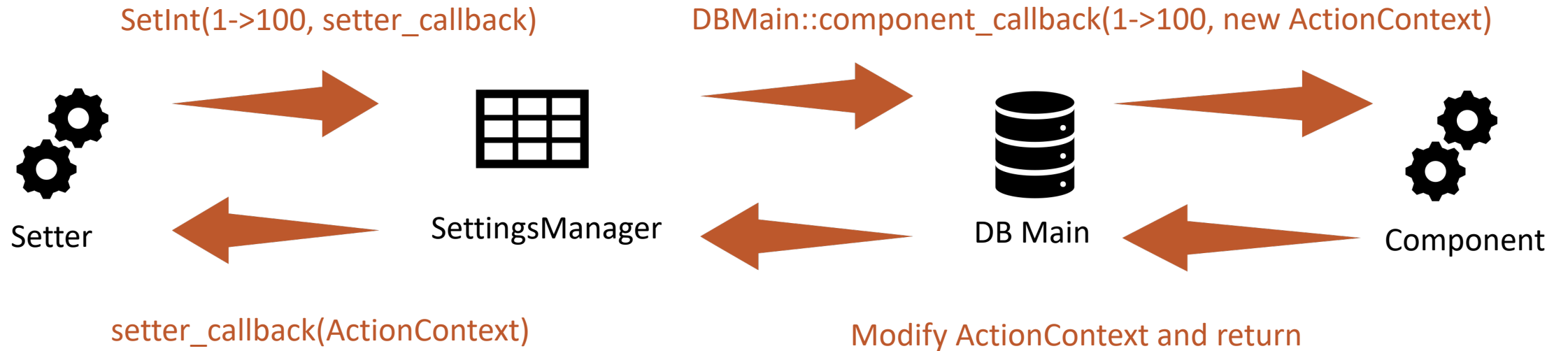
System Bootstrap



System Bootstrap

- Now it is easy to add custom parameters in tests.
- Instead of “--my_new_param=something” , you can make a map and pass it to DB Main/SettingsManager.
- `map[Param::my_new_param] = ParamInfo("something");`
- This makes testing easier.

Callback Flow



Macros

- Settings only need to be defined once by users with macros.
 - Macros are expanded in different places
 - Gflags
 - Parameter enumeration class
 - SettingsManager
- **Easy to use, Easy to read.**

```
SETTING_int(  
    port,  
    'Terrier port (default: 15721)',  
    15721,  
    1024,  
    65535,  
    false,  
    MainDatabase::EmptyCallback  
)
```

Documented Macro Expansions

- Macro expansions in the Settings Manager is magical.
- So we tell the reader what is going on when we use magic.

```
/*  
 * Populate gflag values to param map.  
 * This will expand to a list of code like:  
 * param_map.emplace(  
 *     terrier::settings::Param::port,  
 *     terrier::settings::ParamInfo(port, terrier::type::TransientValueFactory::GetInteger(FLAGS_port),  
 *                                     "Terrier port (default: 15721)",  
 *                                     terrier::type::TransientValueFactory::GetInteger(15721), is_mutable));  
 */  
  
#define __SETTING_POPULATE__           // NOLINT  
#include "settings/settings_common.h"  // NOLINT  
#include "settings/settings_defs.h"   // NOLINT  
#undef __SETTING_POPULATE__           // NOLINT
```

Testing and Evaluation

- **Unit Test:**

- Check the consistency of settings manager and pg_settings table
- Check if the callbacks are correctly called when changing a parameter
- Check if the callbacks set ActionContexts correctly
- Check type integrity and constraints enforcement (immutable parameters, min/max bounds...)

Future work

- **Get rid of the physical pg_settings table**
 - There is no such table in Postgresql...
- **More strict compile time check**
 - Whether the parameter is mutable
 - Whether the user called correct setter (int/decimal/string...)
 - May need more macro expansions.

Thank you!
