

# Soil

**a fresh look on object oriented databases**

# Soil - the sequel of last year's talk

**There's no magic...**

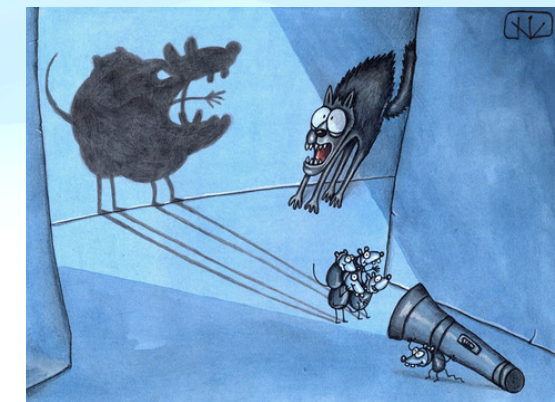
... until you talk about databases

Norbert Hartl ESUG 2022

## Soil

What it needs to be an OO database?

- ACID transaction (with MVCC)
- Regional file locking (row-level locking)
- serialization/materialization
- A b-tree implementation for indexing
- 100% smalltalk



## ***Database***

*The acceptance of failure in developing cheap and fast non-volatile memory*

"You don't want to send your data to a program. What you want is to send a little program to your data."

D. Henrichs , ESUG 2016 Prague

"Norbert,  
Before you go off and invent a data base , you might take a look at GemStone  
and RemoteServiceReplication[1] ..."

D. Henrichs on pharo-dev mailing list Aug. 2022

How people think a database should be



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How I think a database should be



## What it is right now

- 3 packages
  - Soil-File
  - Soil-Serializer
  - Soil-Core
- 99 classes
- 6064 lines of code



## What it can do now

- ACID transactions (almost)
- MVCC (multi version concurrency control)
- Binary search indexes (skip list, BTree)
- Journal based committing

demo time

## What it should do later

- standalone serializer
- multi-index collections
- geo-, fulltext-, *younameit*-index
- query planning