



C++ Developers Guide

rasdaman version 9.4

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Preface

Overview

This guide provides information about how to use the rasdaman database system (in short: rasdaman). The booklet explains usage of raslib, the rasdaman API, through its C++ binding.

Follow the instructions in this guide as you develop your application which makes use of rasdaman services. Explanations detail how, from within a C++ program, to create databases, collections, and instances; how to retrieve from databases; how to manipulate and delete instances within databases; how to influence physical storage parameters; how to do transaction handling and other administrative tasks.

The rasdaman interfaces are available on different operating system platforms. Although there are some differences in the way rasdaman appears in these different versions, the functionality is the same.

Audience

The information in this manual is intended primarily for application developers and for database administrators.

Rasdaman Documentation Set

This manual should be read in conjunction with the complete rasdaman documentation set which this guide is part of. The documentation set in its completeness covers all important information needed to work with the rasdaman system, such as programming and query access to databases, guidance to utilities such as the graphical-interactive query tool *rView*, and release notes.

In particular, current restrictions, known bugs, and workarounds are listed in the Release Notes. All documents, therefore, always have to be considered in conjunction with the Release Notes.

The rasdaman Documentation Set consists of the following documents:

- Installation and Administration Guide
- Query Language Guide
- C++ Developer's Guide
- Java Developer's Guide
- raswct Developer's Guide
- rView Guide

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1 Introduction

1.1 Multidimensional Data

In principle, any natural phenomenon becomes spatio-temporal array data of some specific dimensionality once it is sampled and quantised for storage and manipulation in a computer system; additionally, a variety of artificial sources such as simulators, image renderers, and data warehouse population tools generate array data. The common characteristic they all share is that a large set of large multidimensional arrays has to be maintained. We call such arrays *multidimensional discrete data* (or short: *MDD*), expressing the variety of dimensions and separating them from the conceptually different multidimensional vectorial data appearing in geo databases.

rasdaman is a domain-independent database management system (DBMS) which supports multidimensional arrays of any size and dimension and over freely definable cell types. Versatile interfaces allow rapid application deployment while a set of cutting-edge intelligent op-

timization techniques in the rasdaman server ensures fast, efficient access to large data sets, particularly in networked environments.

1.2 rasdaman Overall Architecture

The rasdaman client/server DBMS has been designed using internationally approved standards wherever possible. The system follows a two-tier client/server architecture with query processing completely done in the server. Internally and invisible to the application, arrays are decomposed into smaller units which are maintained in a conventional DBMS, for our purposes called the *base DBMS*.

On the other hand, the base DBMS usually will hold alphanumeric data (such as metadata) besides the array data. rasdaman offers means to establish references between arrays and alphanumeric data in both directions.

Hence, all multidimensional data go into the same physical database as the alphanumeric data, thereby considerably easing database maintenance (consistency, backup, etc.).

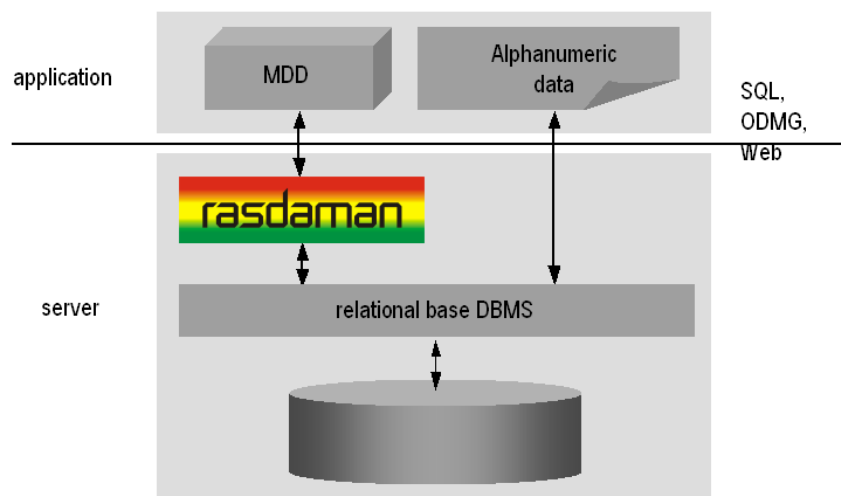


Figure 1 Embedding of rasdaman in IT infrastructure

Further information on this topic is available in the other components of the rasdaman documentation set.

1.3 Further Reading

n.n.: *rasdaman Query Language Guide*, rasdaman GmbH.

S.J. Cannan: *SQL The Standard Handbook*, McGraw-Hill Book Company, London, 1993.

R.G.G. Cattell: *The Object Database Standard: ODMG 2.0*, Morgan Kaufmann Publishers, California, 1997.

B. Stroustrup: *C++ Programming Language*, Addison-Wesley, 1997.

2 Terminology

This section gives an overview of the concepts underlying rasdaman and raster databases. For details on the operational semantics of the model the reader is strongly encouraged to study the *rasdaman Query Language Guide*.

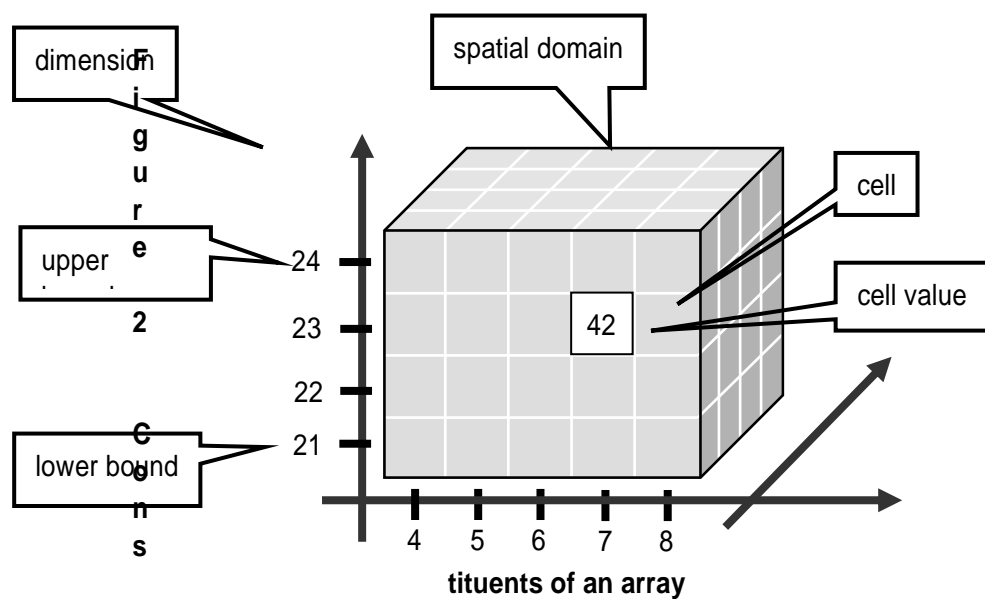
2.1 An Intuitive Definition

An array is a set of elements which are ordered in space. The space considered here is discretized, i.e., only integer coordinates are admitted. The number of integers needed to identify a particular position in this space is called the *dimension* (sometimes also referred to as *dimensionality*). Each array element, which is referred to as *cell*, is positioned in space through its *coordinates*.

A cell can contain a single value (such as an intensity value in case of grayscale images) or a composite value (such as integer triples for the red, green, and blue component of a color image). All cells share the

same structure which is referred to as the *array cell type* or *array base type*.

Implicitly a neighbourhood is defined among cells through their coordinates: incrementing or decrementing any component of a coordinate will lead to another point in space. However, not all points of this (infinite) space will actually house a cell. For each dimension, there is a *lower* and *upper bound*, and only within these limits array cells are allowed; we call this area the *spatial domain* of an array. In the end, arrays look like multidimensional rectangles with limits parallel to the coordinate axes. The database developer defines both spatial domain and cell type in the *array type definition*. Not all bounds have to be fixed during type definition time, though: It is possible to leave bounds open so that the array can dynamically grow and shrink over its lifetime.



Synonyms for the term array are *multidimensional arrays*, *multidimensional data*, *MDD*. They are used interchangeably in the rasdaman documentation.

In rasdaman databases, arrays are grouped into collections. All elements of a collection share the same array type definition. Collections form the basis for array handling, just as tables do in relational database technology.

2.2 A Technical Definition

Programmers who are familiar with the concept of arrays in programming languages maybe prefer this more technical definition:

An array is a mapping from integer coordinates, the spatial domain, to some data type, the cell type. An array's spatial domain, which is always finite, is described by a pair of lower bounds and upper bounds for each

dimension, resp. Arrays, therefore, always cover a finite, axis-parallel subset of Euclidean space.

Cell types can be any of the base types and composite types defined in the ODMG standard and known, for example from C/C++. In fact, every admissible C/C++ type is admissible in the rasdaman type system, too.

In rasdaman, arrays are strictly typed wrt. spatial domain and cell type. Type checking is done at query evaluation time; it can be disabled selectively for any lower and upper bound of an array, thereby allowing for arrays whose spatial domain varies over the array lifetime.

3 Application Examples

The following sections contain three examples of using the rasdaman API. Every example contains a code fragment including variable declarations and definitions, database open/close and transaction begin/commit statements. The numbers at the beginning of the code lines are used as references in the explaining text. Code segments which are in more than one example are explained where they occur first. For more clarity, error handling was omitted.

As raslib heavily makes use of templates, some platform specifics have to be considered when compiling and linking application programs. These are collected in Section 6.

For details on the operational semantics of the rasdaman data model the reader is strongly encouraged to study the *rasdaman Query Language Guide*.

3.1 Basic Application Program Structure

Operation sequence

In order to access data in a database, variables have to be first defined and initialized, the database has to be opened and a transaction started. In the end, the transaction has to be committed and the database closed. Hence, an application basically consists of the following components (sample C++ code interspersed as far as rasdaman access is concerned):

- Declaration and definition of database and transaction variables and other data like images or image sets

```
r_Database    database;  
r_Transaction transaction;
```

- Set the server name using the default port 7001.

```
database.set_servername( "ServerName" );
```

- Set user identification.

```
database.set_useridentification( "me", "myPassword" );
```

- Open the database.

```
database.open( "DatabaseName" );
```

- Begin the transaction.

```
transaction.begin();
```

- Work with the database.

- Commit the transaction.

```
transaction.commit();
```

- Close the database.

```
database.close();
```

Synchronous query execution

When a query is sent to the rasdaman server it will be executed in completeness – a running query cannot be aborted¹. Care should be taken therefore not to start queries requiring resources beyond the capability of the server hardware and software environment, as the rasdaman service may be blocked for an indefinite time period.

¹ This has nothing to do with transactions – after each completion of a query, the embracing transaction can be aborted indeed.

3.2 Insertion of MDD

The following example creates a new MDD set with the name `ULongSet` and inserts two images into this set. The first image is initialized with zero, and the second one by way of some assumed initialization function.

```
(1)  r_Database      database;
      r_Transaction transaction;
      r_Mininterval domain;
      r_Ref< r_Marray<r_ULong> >          image;
      r_Ref< r_Set< r_Ref< r_Marray<r_ULong> > > > image_set;

(2)  database.set_servername( "MyServer" );
      database.set_useridentification( "me", "myPassword" );

(3)  database.open( "MyDatabase" );

(4)  transaction.begin();

(5)  image_set = new( &database, "ULongSet" )
          r_Set< r_Ref< r_Marray<r_ULong> > > >;

(6)  database.set_object_name(*image_set, "MyCollection");

(7)  domain = r_Mininterval(2) << r_Sinterval( 1, 91 )
          << r_Sinterval( 1, 91 );

(8)  image = new( &database, "ULongImage" )
          r_Marray<r_ULong>( domain, 0ul );

(9)  image_set->insert_element( image );

(10) image = new( &database, "ULongImage" )
        r_Marray<r_ULong>( domain, &initWithCoordinates );

(11) image_set->insert_element( image );

(12) transaction.commit();

(13) database.close();
```

Explanations

- (1) The variable declaration part includes one instance of type `r_Database` to represent the database and one instance of type `r_Transaction` to serve for the transaction handling. The domain of type `r_Mininterval` is used for specifying the spatial domain of the images. In order to hold a persistent image, `image` has to be declared as an `r_Ref` pointer on the `r_Marray` structure. The same applies for `image_set` which is an `r_Ref` to the set of images.
- (2) Server name and password are set (see Section 4.4.1).
- (3) An open message with the database name is sent to the database object.
- (4) The transaction is opened using the transaction object.

- (5) Memory for the image set is allocated using the new operator of class `r_Object`. As additional arguments, the new operator gets the database object in which it is to be inserted and the type name which was created in the database using the RasDL processor (see *Query Language Guide*, Section 4).
- (6) To give a name to the set for later retrieval, a `set_object_name` message is sent to the database object.
- (7) The spatial domain `domain` of the first is initialized with `[1:91,1:91]`. For doing so, a temporary two-dimensional object of type `r_Mininterval` is filled with `r_Sintervals` specifying lower and upper bounds per dimension and then gets assigned to `domain`.
- (8) Memory for a persistent object of type `r_Marray` is allocated using the new operator of `r_Ref`. Again, the new operator gets the current database and the type name of the MDD object (insertion of types is described in the *Query Language Guide*, Section 4). The constructor of `r_Marray` gets the value zero which is used for initializing the whole MDD.
- (9) The image created in (7) is now inserted into the set. From now on, the persistent object is accessible via the collection.
- (10) The second image is created with a function pointer as second argument for the `r_Marray` constructor. The function must be of type `r_ULong (*initFunction)(const r_Point& pt)`. The function is invoked for each cell of the MDD with the current coordinates of the cell passed as the `pt` argument. The result value of type `r_ULong` is taken for the initial value of the cell.
- (11) The image created in (9) is inserted into the set.
- (12) The transaction is committed. At this time, the image set is created in the database and the images are inserted. The data is made persistent and becomes visible to other transactions. The transient memory used to store the image on client side is freed and pointers to these objects (`image_set` and `image`) become invalid.
- (13) The last statement closes and disconnects the database.

For completeness, the following code segment describes the function used for initializing each cell of an MDD with the coordinates `x+256*y`:

```
r_ULong initWithCoordinates( const r_Point& pt )
{
    r_ULong value = pt[0] + pt[1] * 0x100;
    return value;
}
```


3.3 Lookup of an MDD set by its name

This example demonstrates retrieval of a set containing MDD objects as elements and iteration through the retrieved result set using `raslib`.

```

r_Database    database;
r_Transaction transaction;
r_Ref< r_Set< r_Ref< r_GMarray > > > image_set;
r_Ref< r_GMarray >          image;

(1) r_Iterator< r_Ref< r_GMarray > >      iter;

    database.set_servername( "ServerName" );
    database.set_useridentification( "me", "myPassword" );
    database.open( "DatabaseName" );

(2) transaction.begin( r_Transaction::read_only );

(3) image_set = database.lookup_object("CollectionName");

(4) iter = image_set->create_iterator();

(5) for(iter.reset();iter.not_done(); iter++ )
    {

(6)     image = (*iter);
        // work with the image
        // for example print its spatial domain

(7)     cout << image->spatial_domain() << endl;
    }

(8) transaction.commit();
    database.close();

```

Explanations

- (1) An iteration variable named `iterator` is defined. It needs the element type of the collection being iterated as template argument.
- (2) A read-only transaction is started for the retrieval query. Read-only transactions should be used whenever possible, i.e., when no update operations occur within this transaction, in order to have maximal performance.
- (3) The set is retrieved by sending a `lookup_object` message with the set name to the database object. At this moment, just a set of object identifiers is sent back to the client.
- (4) The statement creates an iteration variable pointing to the first element of the set.
- (5) A simple `for` loop is used for iterating through the collection.
- (6) An element of the collection, which is an `r_Ref` pointer to the MDD object, can be accessed by dereferencing the iteration variable `iter`.

- (7) The image itself is retrieved from the server when the r_Ref pointer is dereferenced for the first time.
- (8) The query result is valid only until transaction end.

3.4 Invocation of RasML statements

This example shows the creation and invocation of RasML queries using the raslib classes:

```
(1) r_Mininterval select_domain = r_Mininterval("[0:4,0:4]");
    r_Mininterval where_domain = r_Mininterval("[8:9,8:9]");
    char    collection_name[] = "CollectionName";
    r_ULong threshold_value    = 10;

    r_Database          database;
    r_Transaction       transaction;
    r_Set< r_Ref< r_GMarray > > image_set;
    r_Ref< r_GMarray >    image;
    r_Iterator< r_Ref< r_GMarray > > iter;

    database.set_servername( "ServerName" );
    database.set_useridentification( "me", "myPassword" );
    database.open( "DatabaseName" );

(2) transaction.begin( r_Transaction::read_only );

(3) r_OQL_Query query( "select a$1 from $2 as a where \
                       some_cells( a$3 > $4 )" );

(4) query << select_domain << collection_name
      << where_domain << threshold_value;

(5) r_oql_execute( query, image_set );

    iter = image_set.create_iterator();

    for( iter.reset(); iter.not_done(); iter++ )
    {
        image = (*iter);
        // work with the image
    }

    transaction.commit();

    database.close();
```

Explanations

- (1) Two domains, a collection name, and a threshold value are defined to use them at creation stage of the RasML query.
- (2) A read-only transaction is started for the retrieval query. Read-only transactions should be used whenever possible, i.e., when no

update operations occur within this transaction, in order to have maximal performance.

- (3) The query object of type `r_OQL_Query` is created and initialized with the parameterized query string.
- (4) The query parameters are filled using stream operators on the query object. First, the domain of type `r_MinInterval` for the select part is applied, then the collection name, the domain for the where clause, and the threshold value are inserted. The resulting query string looks like follows:

```
select a[0:4,0:4]
from   CollectionName as a
where  some_cells( a[8:9,8:9] > 10 )
```

- (5) Finally, the query is executed using the global function `r_oql_execute`. The query result is returned in the call-by-reference parameter `image_set`. As query results are transient, the data of the whole result is sent to the client at this point.

4 Raslib Classes

4.1 Overview

The raslib classes represent the rasdaman programming interface. It relies on the ODMG standard with some extensions supporting a smooth integration of the rasdaman-specific array structures into the conventional C++ programming model.

raslib classes are categorized in

- *Type Classes* providing type information for MDD objects,
- *Object Classes* for handling persistent MDD objects,
- *System Classes* for general tasks such as session maintenance and database querying,
- *Schema Access Classes* to get runtime type information,
- *Storage Layout Classes* for handling the storage structure, and
- *Error Classes* for error handling.

4.2 Type Classes

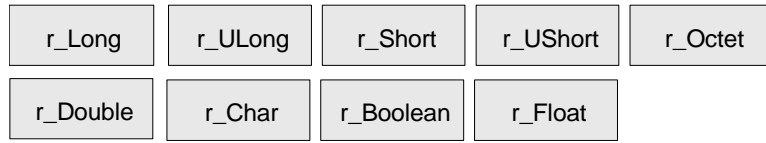


Figure 3: Primitive Types

The types `r_Long`, `r_ULong`, `r_Short`, `r_UShort`, `r_Octet`, `r_Char`, `r_Boolean`, `r_Float`, and `r_Double` are atomic, serving as base types for MDD objects. Composite types built from atomic (primitive) or other complex (structured) types are built using the record (struct) constructor.

Complex numbers, while by nature equivalent to a record structure `{float re,im;}`, are provided as a built-in type. Type `complex` implements complex numbers on single-precision float components while `complexd` implements double-precision.

Null values, i.e., values of cells which have not been assigned a value yet, always are the numerical zero value of the corresponding type. This extends in the obvious way to composite cells.

RasDL	C++ binding	Length	Description
Octet	<code>r_Octet</code>	8 bit	signed integer
Char	<code>r_Char</code>	8 bit	unsigned integer
Short	<code>r_Short</code>	16 bit	signed integer
unsigned short	<code>r_Ushort</code>	16 bit	unsigned integer
Long	<code>r_Long</code>	32 bit	signed integer
unsigned long	<code>r_ULong</code>	32 bit	unsigned integer
Float	<code>r_Float</code>	32 bit	single precision floating point
Double	<code>r_Double</code>	64 bit	double precision floating point
Boolean	<code>r_Boolean</code>	1 bit ²	true (nonzero value) false (zero value)
complex	<code>r_Complex</code>	64 bit	Single precision complex number
complexd	<code>r_Complexd</code>	128 bit	Double precision complex number

² memory usage is one byte per pixel

4.3 Object Classes

Object Classes are used for the data exchange with the database. They consist of classes able to generate and handle persistent arrays, i.e., arrays stored in a database, intervals, multidimensional intervals, multidimensional points, and scalar data which can either be atomic (primitive) or complex (structured). Figure 4 below shows the object classes provided by rasdaman.

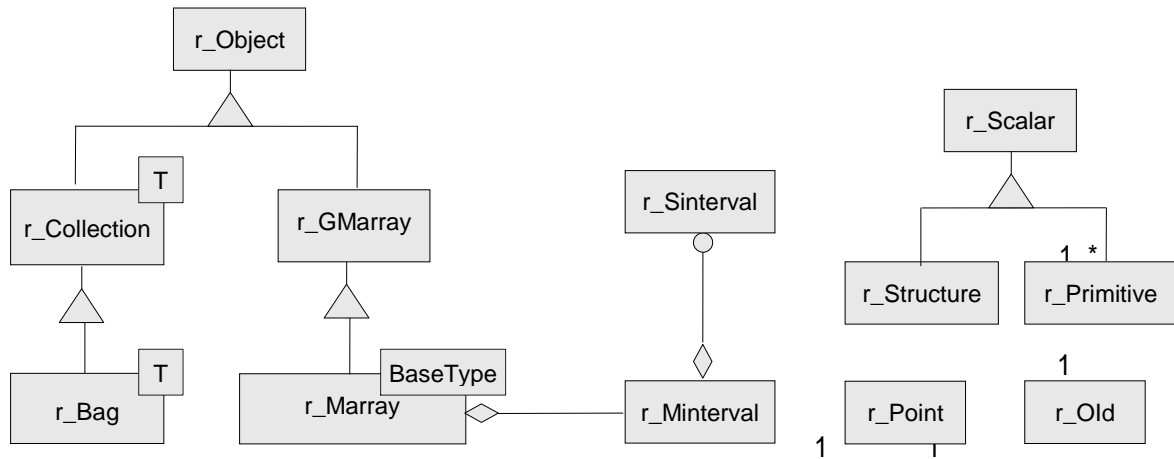


Figure 4: Object Classes

4.3.1 Class r_Point

Class `r_Point` handles multidimensional points.

Example

```
r_Point pointname( 5, 4 );
```

4.3.2 Class r_Sinterval

Class `r_Sinterval` represents a one-dimensional interval with lower and upper bound. Both bounds can either be fixed or variable (indicated by an asterisk '*'). Operations on intervals are defined following conventional interval arithmetics.

Example

```
r_Sinterval(100L, 200L) specifies the interval [100:200].
```

4.3.3 Class r_Mininterval

The spatial domain of an MDD is represented by an object of class `r_Mininterval` ("multidimensional interval"). It specifies lower and upper bound of the point set for each dimension of an MDD. Internally, the class is implemented through an array of intervals of type `r_Sinterval`.

Example

```
r_Mininterval intervalname("[0:100, 0:300]");
```

The object generated by the above expression yields the following output:

```
intervalname.dimension()    →    2
intervalname[0].low()      →    0
intervalname[0].high()     →   100
```

4.3.4 Class `r_OId`

This handles object identifiers. Every array has a unique object identifier it can be addressed with.

4.3.5 Class `r_Object`

`r_Object` is an abstract class. Instances can only be generated from the non abstract classes inheriting from this class, that is `r_Set`, `r_GMarray` and `r_Marray<T>`. All these subclasses are capable of having persistent as well as transient instances and therefore are called persistent capable classes.

Objects of these classes can be generated using the overloaded `new` operator:

- (1) `void* operator new(size_t size)`
- (2) `void* operator new(size_t size, r_Database *database, const char* type_name = 0)`
- (3) `void* operator new(size_t size, const char* type_name)`

(1) is used to create transient objects. The only argument is the size of the new object.

(2) To generate persistent instances one also has to specify the database the object is to be inserted in.

(3) is the new operator for transient objects carrying type information.

Calling the `delete` operator

```
void operator delete( void* obj_ptr)
```

removes the object from memory and, in case it is a persistent object, from the database.

4.3.6 Classes `r_Marray<T>` and `r_GMarray`

The template class `r_Marray<T>` represents an MDD object over cell type `T`. Class `r_GMarray` is more generic in that it is able to represent MDD objects of any base type. This is necessary, firstly, for having a generic class for query results where the base type is not known at compile time and, secondly, for usage in the API where the final base types are not known in advance either.

The template class `r_Marray<T>` for specific base types inherits from `r_GMarray`; the constructor `r_Marray<T>(r_GMarray&)` is provided for easy transformation to cell type safe m-arrays where the base type is known at compile time. Operations for accessing single cells are only available for `r_Marray<T>`.

4.3.7 Class `r_Collection`

`r_Collection` is an abstract class. It is the basic class of a collection. Possible subclasses are `r_Set`, `r_Bag` and `r_List`. The protected members `isOrdered` and `allowsDuplicates` are not initialized here, they have to be initialized in the respective subclasses. The method

```
virtual void insert_element ( const T& element, int
no_modification = 0 )
```

inserts an element into the collection. If `no_modification` is set, the `mark_modified()` method of `r_Object` is not invoked and, therefore, a modification will not be recognized at the transaction commit point.

4.3.8 Class `r_Set`

The class implements a set container. It inherits most of the functionality from `r_Collection`. The set can not have any duplicates and it is not ordered. The method

```
virtual void insert_element ( const T& element, int
no_modification = 0 )
```

inserts an element into the collection. If `no_modification` is set, the `mark_modified()` method of `r_Object` is not invoked and, therefore, a modification will not be recognized at the commit point.

4.3.9 Classes `r_Scalar`, `r_Primitive` and `r_Structured`

The subclasses of `r_Scalar` are used to represent query results of the primitive types `r_Boolean`, `r_Char`, `r_Octet`, `r_Short`, `r_UShort`, `r_Long`, `r_ULong`, `r_Float`, `r_Double` and types composed of the primitive ones.

Class `r_Primitive` supports type-safe value access methods. `r_Structure` allows to access its elements by the subscript operator `[]`.

Examples

The following line shows access to an unsigned short value:

```
r_Primitive primitive;
...
r_UShort value = primitive.get_ushort();
```

A structured value consisting of three long values can be accessed as follows:

```
r_Structure structuredValue;
...
for( int i=0; i<structuredValue.count_elements(); i++ )
```



```

{
    value = ((r_Primitive&)structuredValue[i]).get_long();
    ...
}

```

4.4 System Classes



Figure 5: System Classes

4.4.1 Class `r_Database`

Class `r_Database` allows to open and close connections to a specific database. The database name and the address of a running server manager must be indicated. Further optional parameters are

- port number (default: 7001),
- access mode (read/write or read-only; by default: read-only),
- login (default: "rasquest")
- password (default: "rasquest").

A database object must be instantiated and opened before starting any transaction on the database, and closed after ending these transactions (with a commit or abort).

Which Server to Contact?

Note that the server/port to be indicated must address the rasdaman server *manager* (not a particular rasdaman server); if in doubt, consult your system administrator.

Example

```

r_Database database;
database.set_servername( "Server Name" );
database.set_useridentification( "login name", "passwd" );
database.open( "Database Name" );
...
database.close( );

```

Storage Format

The `r_Database` class also allows to set the storage format, both for storage in MDD objects in the server and for their transfer between client and server. See Section 4.6.9 for details.

4.4.2 Class `r_Transaction`

To use a transaction, an object of type `r_Transaction` has to be instantiated. Transactions can be started either in read/write or read-only mode, committed, aborted, and checkpointed. It is important to note that all access, creation, modification, and deletion of persistent objects must be done within a transaction. In order to achieve maximal performance, read-only transactions should be used whenever possible, i.e., when no update operations occur within this transaction. Right now, only one transaction can be active at a time and no checkpointing is supported.

```
r_Transaction transaction;
transaction.begin( );
...
transaction.commit( );
```

4.4.3 Classes `r_Ref<T>` and `r_Ref_Any`

An instance of template class `r_Ref<T>` is a reference to an instance of type `T` and is used to reference persistent sets (`r_Set<T>`) and MDD objects (`r_GMarray` and `r_Marray<T>`). It behaves like a normal C++ pointer but is capable of managing persistent data of type `T` within a transaction. In case the `r_Ref<T>` pointer is dereferenced (using the operator `->`) and the object it is pointing to is not in the client memory yet, it is retrieved from the server.

The class `r_Ref_Any` is defined to support a reference to any type. Its primary purpose is to handle generic references and allow conversions of `r_Ref<T>` in the type hierarchy. A `r_Ref_Any` object can be used as an intermediary between any two types `r_Ref<X>` and `r_Ref<Y>` where `X` and `Y` are different types. A `r_Ref<T>` can always be converted to a `r_Ref_Any`; there is a function to perform the conversion in the `r_Ref<T>` template. Each `r_Ref<T>` class has a constructor and assignment operator that takes a reference to a `r_Ref_Any`.

4.4.4 Class `r_Iterator<T>`

The template class `r_Iterator<T>` defines the generic behavior for iteration. An object of this class can be used within a `for` loop for iterating through a collection of MDD objects. All iterators use a consistent protocol for sequentially returning each element from the collection over which the iteration is defined. When an iterator is constructed, it is either initialized with another iterator or is set to null. When an iterator is constructed via the method `r_Collection<T>::create_iterator()`, the iterator is initialized to point to the first element, if there is one.

4.4.5 Class `r_OQL_Query` and the freestanding function `r_oql_execute()`

A query statement is represented through an object of class `r_OQL_Query` (see Section 3.4). The `r_OQL_Query` constructor gets a query string which optionally can be parametrized. In this case, `$i` indicates the `i`-th parameter. The `$i` do not have to appear in a strict order – for example, `$3` may appear before `$2` in the statement.

The overloaded stream operator inserts the corresponding parameter values into the query, at the same time preserving their respective types. The query object expects parameters in the sequence of \$1, \$2, and so on. If any of the \$i is not followed by a parameter at the point `r_oql_execute()` is called, an `r_Error` exception object of kind `r_Error_QueryParameterCountInvalid` will be thrown.

A query is executed against an open database through invocation of the freestanding function `r_oql_execute()`. This overloaded function exists in three variants:

```
void r_oql_execute( r_OQL_Query & query )
void r_oql_execute( r_OQL_Query & query,
                   r_Set<r_Ref<r_GMarray>> & result_set )
void r_oql_execute( r_OQL_Query & query,
                   r_Set<r_Ref<r_Any>> & result_set )
```

The first version is used for `insert`, `update`, and `delete` statements where no result is passed back. The second version is used for `select` statements where an MDD is returned; in this case, the second parameter receives the query result. The third case is for general query results which may also contain non-MDD return values, e.g., resulting from `select oid(...)` or `select sdom(...)` statements. This version will also be used when the result type of a query is not known in advance (i.e., at compile time). In this case, an `r_Ref_Any` object is returned, and the application is responsible for decoding the proper type. In support of this, `r_Ref_Any` objects contain their type information (see Section 4.5.15).

In all cases, the `result_set` parameter does not have to be initialised, and any previous contents is discarded by `r_oql_execute()`.

Once a query has been executed via `r_oql_execute()`, the arguments associated with the \$i parameters are cleared and new arguments must be supplied.

Example

The following code fragment creates a query string with two parameters \$1 and \$2.

```
r_OQL_Query query1( "select a$1 from $2 as a" );
```

Now two query parameters are generated:

```
r_Minterval    select_domain = r_Minterval( 2 )
                                     << r_Sinterval( 100L, 199L )
                                     << r_Sinterval( 0L, 149L );
char           collection_name[] = "mr";
```

Next, the parameters are attached to the query using the stream operator:

```
query1 << select_domain << collection_name;
```

The resulting query string is

```
"select a[ 100:199, 0:149 ] from mr as a"
```

Example

The following code shows how to attach an MDD object to an insert query:

```
(1) r_Marray<r_Char> mddObject(...);
(2) r_OQL_Query query("insert into mr1 values $1");
(3) query << mddObject;
```

Explanation:

- (1) A transient MDD named `mdd` is created.
- (2) The query object of type `r_OQL_Query` is initialized with an insert query statement including a placeholder `$1`.
- (3) The MDD object is attached to the parameter `$1` of the query.

4.5 Schema Access Classes

The rasdaman Schema Access Classes enable the user to determine the type of a query result at runtime.

The following Schema Access Classes are provided:

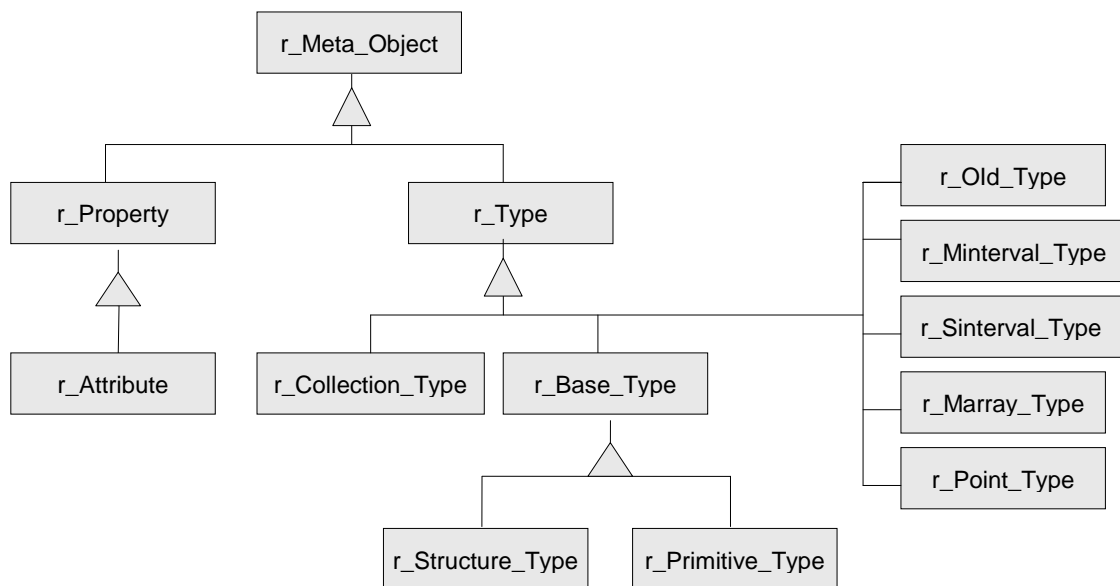


Figure 6: Schema Access Classes

4.5.1 Class `r_Meta_Object`

Instances of class `r_Meta_Object` are used to describe elements of type information. The class holds a name standing for the type name of its instances.

4.5.2 Class `r_Type`

`r_Type` is an abstract base class for all type descriptions. It provides runtime type information through the method `type_id()` which returns a value of type `r_Type_Id`. It is an identifier of the following list:

BOOL, OCTET, CHAR, SHORT, USHORT, LONG, ULONG, FLOAT, DOUBLE, STRUCTURETYPE, MARRAYTYPE, COLLECTIONTYPE, SINTERVALTYPE, MINTERVALTYPE, POINTTYPE, OIDTYPE

4.5.3 Class `r_Collection_Type`

The class represents the type of a collection object. The type of the collection elements can be determined using method `element_type()`.

4.5.4 Class `r_Base_Type`

`r_Base_Type` is an abstract base class for all type descriptions allowed as MDD base types which can either be primitive or structured types. The method `size()` delivers the size of a type instance in bytes.

4.5.5 Class `r_Primitive_Type`

This class represents all primitive types in the ODMG-conformant representation of the rasdaman type system.

4.5.6 Class `r_Structure_Type`

This class represents all user defined structured types in the ODMG-conformant representation of the rasdaman type system. They are returned using the method `print_status()`. Members are described by `r_Attribute` instances and represent the state or the structure. They can be accessed using an iterator of type `attribute_iterator`. Structures do not have object identity.

4.5.7 Class `r_Property`

This class is an abstract base class for all elements describing the state of an application-defined type. Right now, the only subclass is `r_Attribute`.

4.5.8 Class `r_Attribute`

An instance of `r_Attribute` describes an object or a literal. An attribute has a name and a type. The name is returned by the inherited method `r_Meta_Object::name()`. The type description of an attribute can be obtained using the inherited method `r_Property::type_of()`. The method `offset()` gives back the byte offset of the corresponding data area within a structure. If the attribute is not defined within a structure, the offset is zero.

Example

The structure

```
struct
{
    char red;
    char green;
    char blue;
};
```

has three attributes. The name of the third one, for example, is `blue`, its type is `char` and its offset 2.

4.5.9 Class `r_Mininterval_Type`

The class represents the type of an `r_Mininterval` object.

4.5.10 Class `r_Sinterval_Type`

The class represents the type of an `r_Sinterval` object.

4.5.11 Class `r_Point_Type`

The class represents the type of an `r_Point` object.

4.5.12 Class `r_Marray_Type`

The class represents the type of an `r_Marray` object. The base type of the MDD object can be determined using the method `base_type()`.

4.5.13 Class `r_Oid_Type`

The class represents the type of an `r_Oid` object. The only meaningful comparison operations are equality and inequality of two OIDs.

4.5.14 Entry Points of the Type Schema

The type information can be accessed using one of the following methods:

```
const r_Type*      r_Object::get_type_schema()
const r_Base_Type* r_GMarray::get_base_type_schema()
const r_Type*      r_Collection::get_element_type_schema()
```

4.5.15 Example: Dynamic Type Information of a Query Result

In a query, new structures can be created which are not already defined in the database schema. For example, the following query forces the server to introduce an array type based on a 2-component cell structure:

```
select { img.red, img.green }
from   rgb as img
```

Regardless of a result object's type being a database type or created on the fly, the type information can be accessed using the previously introduced type functions. The following – incomplete – code piece prints out the type information associated with the MDD objects of a query result.

```

r_Bag< r_Ref_Any > result_set;
// ...query preparation...
r_oql_execute( query_object, result_set );
r_Iterator< r_Ref_Any > iter = result_set.create_iterator();
for( iter.reset(); iter.not_done(); iter++, i++ )
{
    switch( result_set.get_element_type_schema()->type_id() )
    {
        case r_Type::MARRAYTYPE:
            r_Ref<r_GMarray>(*iter)->print_status( cout );
            break;
        case r_Type::POINTTYPE:
            r_Ref<r_Point>(*iter)->print_status( cout );
            break;
        // etc.
    }
}

```

Note that a result set may contain structures other than MDD, e.g., when a spatial domain or some aggregate scalar is specified in the select clause!

Example

The query

```

select sdom( a ) [0].lo
from   mr as a

```

returns a set of integer values.

4.6 Storage Layout Classes

A specialized storage structure for MDD objects is used in secondary storage, which is designed to provide fast access to persistent MDD objects for the most typical operations on such objects. This storage structure is configurable so that it is possible to set the different parameters (*storage options*) that define it. The storage options for an MDD object should be set depending on the access characteristics expected for that object. The current version allows to configure *tiling* (i.e., the subdivision algorithm used for the MDD objects) and *storage format* (i.e., the way how MDD tiles are encoded and compressed in the database and how MDD objects are compressed for client/server transfer).

Tiling is the subdivision of the MDD object into multidimensional blocks (*tiles*) of the same dimensionality as the MDD object. A *tile* is a multidimensional subarray of an MDD object. Tiling enables fast access to parts of an MDD, since only the tiles intersected by an access are retrieved by rasdaman. Tiling may be done in different ways, resulting in tiles with different formats and sizes. For example, tiles in a two dimensional image may be squares or rectangles with different sizes.

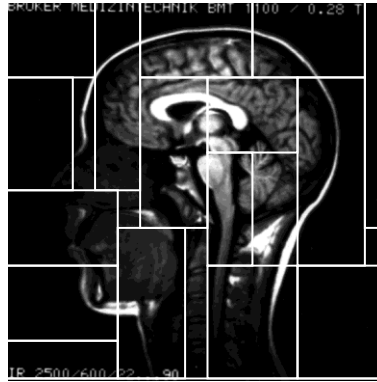


Figure 7: Tiling of a 2-D image.

In rasdaman, tiling is done according to a *tiling scheme*. Different tiling schemes allow the user to specify the subdivision of the domain in different ways. The choice of the tiling scheme and tiling parameters for an MDD object should be based on the most common type of access to the MDD object. The following tiling schemes are provided: *aligned*, *default*, *directional*, *areas of interest* and *statistical* tiling. All tiling schemes take into account the tile size parameter, which defines the maximum size in characters for individual tiles of the MDD object.

Aligned tiling divides the object into blocks which are aligned and have the same specified format. Default tiling is the tiling scheme used in case no specific tiling scheme is specified for an MDD object. It is a multidimensional block with sizes of equal lengths along all the directions of the domain. In directional tiling, the MDD object is divided into blocks defined by a partition of the domain of the MDD along different directions of the domain. This subdivision is appropriate for objects which are accessed through selection of linear ranges along only part of the directions of the domain.

The storage format indicates how tiles of an object are stored in the database. This addresses both encoding and compression. Some encoding always has to be chosen; for compression, various alternatives are available, ranging from uncompressed storage over losslessly compressed to lossy compressed data.

An overview of the storage layout classes is given in the following figure:

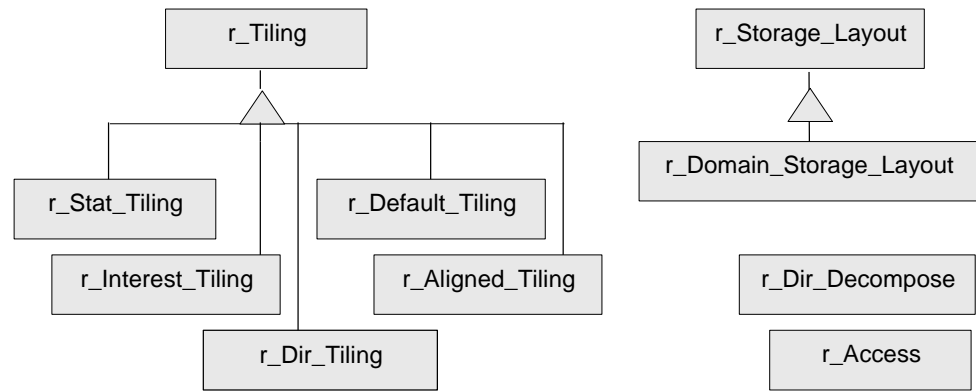


Figure 8: Storage Layout Classes

4.6.1 Class `r_Storage_Layout` and `r_Domain_Storage_Layout`

The classes of the `r_Storage_Layout` hierarchy are used to express the storage options for `r_Marray` objects. If an `r_Storage_Layout` object is passed to the `r_Marray` constructor, the options specified in it determine the structure of the object in persistent storage, otherwise, the default storage layout is used. It is important to note, however, that the `notiling` option of the client, activated by an environment variable, overrides the storage layout tiling options specified through `r_Storage_Layout`. If the `rasdaman` client is running with the option `notiling`, no tiling is done, independently of the storage layout chosen.

For more advanced control of consistency between storage options and MDD objects, different subclasses of `r_Storage_Layout` are defined. The `r_Domain_Storage_Layout` class is used for MDD objects with specified domains. When passed to the MDD constructor, the domain provided to it as a parameter is checked against that of the MDD object and an error is generated if there is incompatibility. This design also insures compatibility between tiling schemes and storage layouts.

4.6.2 Class `r_Tiling`

Storage layout classes allow setting of the tiling option through instances of `r_Tiling` classes. When an `r_Marray` object is made persistent, in the `rasdaman` client the object is divided into blocks according to the tiling chosen for the object. These tiles are sent to the server and stored to constitute the MDD object. An index is built to access the tiles belonging to the MDD object.

Each derived class of `r_Tiling` implements a different decomposition method or tiling scheme. The following tiling classes are provided:

```
r_Aligned_Tiling  
r_Default_Tiling  
r_Dir_Tiling  
r_Interest_Tiling  
r_Stat_Tiling.
```

All these tiling schemes evaluate the tile size parameter `tile_size` which is the size of a tile in bytes. The default tile size is that specified for the `rasdaman` client.

Next, these tiling subclasses will be explained.

4.6.3 Class `r_Aligned_Tiling`

Aligned tiling is the regular tiling of an MDD object. Parameters provided are the tile format and tile size. The tile format specifies the sizes of a block along the different directions of the domain. These are interpreted as relative sizes. For example, if a `[0:0,0:1]` tile format is specified and a tile with exactly that format would have a size much smaller than the given tile size, that tile is stretched proportionally along all directions, so that the final tiles are twice as long in the second direction as in the first and have a size as close as possible to the tile size. An open interval (indicated by an asterisk "*", see documentation for `r_Sinterval` and `r_Minterval`) along one of the directions specifies a direction of preferential access. Tiles will be made as long as possible in that direction.

4.6.4 Class `r_Default_Tiling`

This class specifies the default tiling scheme. It corresponds to tiling into blocks with the same length along each of the directions. The length is calculated based on the tile size, so that tile sizes are as close as possible to the given `tile_size` parameter.

4.6.5 Class `r_Dir_Tiling`

`r_Dir_Tiling` implements non-regular decomposition along specific directions of an MDD object. This tiling scheme allows a non-regular subdivision of the space. The user has to give the number of dimensions of the space and the decomposition wanted for each dimension.

4.6.6 Class `r_Dir-Decompose`

The `r_Dir-Decompose` class is used to specify a decomposition along one direction, i.e., dimension. The resulting tiling structure consists of a non-uniform grid where each grid line goes completely through the MDD and the distance between parallel gridlines is arbitrary.

An array of `r_Dir_Decompose` objects, with one element for each direction, must be provided.

Example

To specify tiling restrictions on the first two dimensions of a three-dimensional MDD object, the following code would apply:

```
r_Dir_Decompose decomp[3];
decomp[0] << 0 << 20 << 40 << 50;
decomp[1] << 0 << 15 << 20 << 50 << 60;
r_Dir_Tiling Tiling3DMDD( 3, decomp, ts );
```

`ts` in the last line specifies the tile size. The first and last elements put into the `r_Dir_Decompose` object must be the origin and limit of that dimension or a cross-section of the domain will occur (as if the elements outside the specification wouldn't mind). In this code example the first dimension is going from 0 to 50 and the second one from 0 to 60.

4.6.7 Class `r_Interest_Tiling` and `Dlist`

The class `r_Interest_Tiling` implements the *areas of interest tiling* algorithm. The user specifies which areas are of interest (areas which are accessed very often) and tiling is performed accordingly, in order to optimize access to those areas. `Dlist` is a double-linked list, which is used to specify a set of areas of interest to the `r_Interest_Tiling` objects.

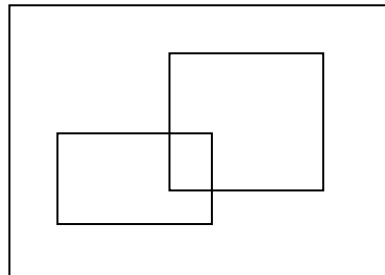


Figure 9: 2-D MDD object with two areas of interest

Example:

If the areas `[10:20, 50:60]` and `[18:50, 65:70]` are of interest in the `[0:1000,0:1000]` domain, the following code does specification:

```
{
    ...
    r_Mininterval domain( "[0:1000,0:1000] ");
    r_Mininterval interest1( "[10:20,50:60] ");
    r_Mininterval interest2( "[18:50,65:70] ");
    DList< r_Mininterval > interest_areas;

    interest_areas.insert_element( interest1 );
    interest_areas.insert_element( interest2 );
    r_Interest_Tiling( interest_areas );
}
```

```

    ...
}

```

In addition to the list of areas of interest, two further parameters can be passed to the constructor, which are default arguments of the constructor :

```

r_Interest_Tiling( DList<r_Mininterval>& ias,
                  TileSize_Limit strat = SUB_TILING,
                  unsigned long ts=RMInit::tileSize)

```

`ts` specifies the tile size to be used, whereas `strat` is the tile size limitation strategy. The *areas of interest* algorithm splits the multi-dimensional array into tiles aligned with the areas of interest so that future accesses to those areas result in no cells outside the area being loaded from disk. In order to perform this, the algorithm first calculates a maximum partition of the space using the *directional tiling* algorithm. Since this is suboptimal and the resulting tiles might have sizes greater than `tileSize` it then performs further merges or subtiling, depending on the tile size limitation strategy. The supported options for it are the following:

- `NO_LIMIT`: The blocks generated can have any size.
- `REGROUP`: Only when performing grouping/merging of tiles, the size of the resulting tile of two merges is checked against `tileSize`. If it is larger, they are not merged. Tiles larger than `tileSize` may exist (for instance, if the user specifies an interest area with a size larger than `tileSize`).
- `SUB_TILING`: In this strategy, regrouping is done regardless of the size of the generated tiles. After all the blocks are created, sub-tiling is performed on those whose size is larger than the tile size.
- `REGROUP_AND_SUBTILING`: This combines the last two strategies. When merging blocks, tiles larger than `tileSize` are never created and, when the final tiles are all created, sub-tiling is performed on those whose size is larger than `tileSize`.

4.6.8 Class `r_Stat_Tiling` and `r_Access`

These classes support *statistic tiling* and specification of access patterns, respectively. *Statistic tiling* splits MDD objects based on the access patterns passed to it as a parameter. It actually detects areas of interest out of a set of accesses and then performs tiling by using the *areas of interest* tiling algorithm. In order to determine the areas of interest, the algorithm performs a check of overlapping accesses to reduce accesses which correspond to the same area of interest to one single area of interest. In this step, the criteria used to reduce a set of accesses to a single area of interest is that if a group of accesses are near up to a given threshold, then they correspond to a single area of interest which is the minimum interval covering the accesses.

The *statistic tiling* algorithm then eliminates some of the areas of interest. It performs a check of the number of times each of the detected areas was accessed. Those which were accessed less than a given threshold are

eliminated (they are accessed too few times to be considered areas of interest).

Three parameters are passed in the constructor of the `r_Stat_Tiling` class:

```
r_Stat_Tiling( unsigned int border_th = DEF_BORDER_THR,
              double interesting_th = DEF_INTERESTING_THR,
              unsigned long ts = RMInit::tileSize )
```

`border_th` is the border threshold for considering two access patterns to be the same, `interesting_th` is the interesting threshold, i.e., the percentage of accesses that must take place so that an area is considered being of interest when performing tiling and also `ts`, the tile size.

A call to `update_stat_information()` should be made prior to performing tiling, so that the statistic information about the accesses to the object can be updated and the tiling operation prepared.

```
void r_Stat_r_Access::update_stat_information(
    DList< r_Access > & stat_info )
```

This method inputs the statistic information into the class and calculates the new interest areas that will be used to perform tiling on the object. `r_Stat_Tiling` contains a list with the statistical information. This list is updated by the method. At the end, the list will contain the filtered and updated accesses count. This information can be used again as input to the method, or it can be stored for later usage.

The class `r_Access` represents an access pattern to a certain object. `r_Stat_Tiling` receives a list of these objects so that an appropriate tiling can be defined. The `r_Access` constructor

```
r_Access( const r_Minterval& region,
          unsigned long accesses = 1 )
```

takes as parameter the interval and the number of times the MDD subarray with domain `region` was accessed.

4.6.9 Class `r_Convertor` and Subclasses

The storage format indicator specifies the compression method used to compress / decompress tiles written to / retrieved from the database.

The transfer format indicator specifies the compression method used to compress/decompress tiles when transferred between client and server.

By default storage and transfer format is `r_Array` which means encoding in the server's main memory format, without any compression. The `r_Database` function `set_transfer_format()` allows to change transfer format and compression, for both directions uniformly:

```
void set_transfer_format( r_Data_Format format,
                        const char *formatParams=NULL )
```

The storage format in the server for MDD objects newly created by the client and its currently open transaction is set through `set_storage_format()`:

```
void set_storage_format( r_Data_Format format,
                       const char *formatParams=NULL)
```

Both functions understand these parameters, defined in the enumeration type `enum r_Data_Format` in module `raslib`, see Table 1.

Table 1: Storage and transfer formats and their parameters

Compression type	Enumeration constant	Description
“direct” storage	<code>r_Array</code>	no compression, row-major memory representation
Data exchange format	<code>r_TIFF</code>	TIFF format (2-D images, non-compressing)
	<code>r_JPEG</code>	JPEG format (2-D, lossy compression; <i>not recommended!</i>)
	<code>r_HDF</code>	HDF format (n-D, non-compressing)
	<code>r_PNG</code>	PNG format (2-D images, lossless compression)
	<code>r_BMP</code>	BMP format (2-D images, non-compressing)
	<code>r_VFF</code>	VFF format (3-D data, non-compressing)
	<code>r_PPM</code>	PPM format (2-D binary/gray/colour images, lossless)
	<code>R_TOR</code>	TOR format (used for 2-D geo laser scan images, non-compressing)
	<code>R_DEM</code>	ASCII format for 2-D digital elevation data (non-compressing)
Dedicated compression formats (lossy if not indicated otherwise)	<code>R_Auto_Compression</code>	automatic compression (lossless)
	<code>R_Zlib</code>	ZLIB compression (lossless)
	<code>R_RLE</code>	RLE compression (lossless)
	<code>R_Wavelet_Haar</code>	Haar Wavelet compression

	<code>r_Wavelet_Daubechies</code>	Daubechies 4-tap Wavelet compression
	<code>r_Sep_Zlib</code>	ZLIB compression, compress base types separately (lossless)
	<code>r_Sep_RLE</code>	RLE compression, compress base types separately (lossless)
	<code>r_Wavelet_Daub</code>	Daubechies n-tap Wavelet compression, n=6, 8, ..., 18, 20
	<code>r_Wavelet_Least</code>	Least asymmetric n-tap Wavelet comp., n=8, 10, ..., 18, 20
	<code>r_Wavelet_Coiflet</code>	Coiflet n-tap Wavelet compression, n=6, 12, 18, 24, 30
	<code>r_Wavelet_Qhaar</code>	Lossy Haar Wavelet compression

Recommendations

- If space is not an issue, use `r_Array` storage for optimal performance.
- If compression is desired, use `r_RLE` for relatively homogeneous data, `r_Zlib` in general. `R_Sep_Zlib` and `r_sep_RLE` give an advantage in the compression rate whenever the cell type has a larger number (say, 3 and above) of cell components. All these compress lossless, i.e. a compressed object inserted into the database will look the same after extraction.
- Use lossy compression only if you are sure that database users can live with information being filtered out of the original data.
- Almost all of the above formats have further parameters which allow fine tuning. They are passed in a string as comma-separated “name=value” pairs. See the `r_Convertor` class HTML documentation for the admissible names and values.
- Moreover, a white paper is available from rasdaman GmbH if you really want to go into the gory details.

Warning

From the “dedicated compression formats” listed above, only the RLE, SepRLE, Zlib, and SepZlib algorithms are fully released. The wavelet algorithms are provided as beta versions only, using them for non-experimental purposes is *not recommended* in the current version.

4.7 Error Classes

Figure 10 gives an overview on the rasdaman classes used to report on error situations:

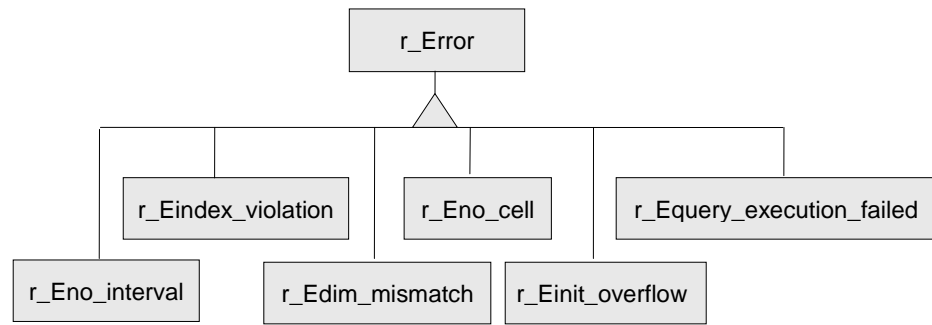


Figure 10: rasdaman Error Classes

4.7.1 Class `r_Error`

This class implements the relevant part of the ODMG C++ binding's `r_Error` class. It extends exception handling through deriving special classes for MDD specific errors. An error object consists of

- an error number which serves to uniquely identify the error,
- an error kind,
- an error text which verbally describes the error.

The error number, hence, serves as an index to a generic textual description of the error.

Error texts are loaded from the text file `errtxts` located in `$RMANHOME/bin` using the initialisation function `initTextTable()`. This mechanism allows the system administrator to translate error messages into target languages other than English.

If no error number is specified, the error kind will be used as error text.

The error description is received calling the member function `what()`.

Further information on error messages can be found in *Error Messages*.

Example

The following code fragment shows a typical try-catch block printing any potential error reported by rasdaman.

```

try
{
    // rasdaman access
}
catch( r_Error& errorObj )
{
    cout << errorObj.what() << endl;
}
    
```

4.7.2 Class `r_Eno_interval`

This class represents an error object saying that the result is not an interval.

4.7.3 Class `r_Eindex_violation`

`r_Eindex_violation` represents an error object saying that the specified index is not within the bounds of the MDD object. In case the spatial domain of object `a` is `[0:199]` and the user asks for `a[300]` an error message of this class is raised.

4.7.4 Class `r_Edim_mismatch`

This class represents an error object saying that the dimensionalities of two objects do not match.

4.7.5 Class `r_Eno_cell`

`r_Eno_cell` represents an error object saying that the result is no cell. This happens f.e. if the cast operator for casting to the base type of class `r_Marray` is invoked on an object which is not 'zero-dimensional'.

4.7.6 Class `r_Einit_overflow`

This class represents an error object saying that an initialization overflow occurred. This happens, e.g., if the stream operator is invoked more often than the object has dimensions.

4.7.7 Class `r_Equery_execution_failed`

The class is used for errors occurring through query execution. In most cases, the position which caused the error can be fixed. This position is specified by line number, column number, and the token which is involved. Additionally, the class is generic concerning the error type. Different error types can be specified by stating the error number.

Example

The following code segment shows possible error handling after query execution:

```
try
{
    // execute a rasdaman query
}
catch( r_Equery_execution_failed& errorObj )
{
    cout << errorObj.what() << endl;

    cout << "Line No   " << errorObj.get_lineno();
    cout << "Column No " << errorObj.get_columnno();
    cout << "Token      " << errorObj.get_token();
}
```

5 Linking MDD with Other Data

5.1 Sessions

Applications always maintain raster data and descriptive alphanumeric data. The latter often are called metadata – a term we adopt for the purpose of this discussion. Actually, all over the world a lot of effort already has been put into metadata modelling, and many database structures and metadata applications have been developed successfully. rasdaman does not reinvent the wheel: metadata remain unchanged in their (relational or object-oriented) database; they are not touched by rasdaman, but remain under the sole control of the underlying conventional DBMS (in the rasdaman documentation also referred to as “base DBMS”).

Therefore, to work simultaneously with rasdaman and metadata, an application has to open both a rasdaman database and the database containing the metadata, and it must begin separate transactions in both databases.

Opening of database in rasdaman and the metadata DBMS are completely independent from each other, likewise are transactions in both systems. They can be nested or interleaved in any way.

In order to embed MDD objects and MDD collections in underlying databases, object identifiers and collection names may be used. These constitute references to rasdaman objects (which are stored in the base DBMS).

5.2 Collection Names

MDD collections in rasdaman must be named. This name can then be used by an application as a reference to the MDD collection. The most typical usage of these collection names is their storage in a base DBMS object or tuple in order to reference an MDD collection which is related to the object or tuple.

5.3 Object Identifiers

Each MDD object is uniquely identified in rasdaman by an object identifier. Object identifiers are implemented by the `r_OId` class. A globally unique object identifier has three components describing

- the system where it was created (system name),
- the database (base name) and
- the local object ID within the database.

The object identifier of a rasdaman object is returned by:

```
r_OId& r_Object::get_oid( )
```

The object identifier may be used as a reference in an underlying database.

To be used as a reference in the underlying database the object identifier of a rasdaman object is stored as a member in an object of the underlying database. This is illustrated by the following example:

```
class SatelliteImage
{
    private:
        Date acquisitionDate;
        Location acquisitionLoc;

        // local reference to rasdaman MDD object:
        double imageRasOid;
        ...
    ...
}
```

The member variable `imageRasOid` has to be translated into a rasdaman object identifier. This translation is done by the `r_OId` constructor:

```
r_OId::r_OId( const char* )
```

The string representation for a specific object identifier is returned by:

```
const char* r_OId::get_string_representation( )
```

Of course, alternatively the object identifier could be stored in its string representation.

6 Compilation and Linkage of Client Programs

6.1 Compilation

C++ applications using rasdaman have to include the header file `rasdaman.hh` which resides in `$RMANHOME/include`. Technically, `rasdaman.hh` includes further header files taken from the subdirectories of `$RMANHOME/include`.

The class library makes intensive use of templates. As templates are handled differently by the various compilers, individual measures have to be taken. To this end, the header files are instrumented to recognise the variable `OSTYPE` indicating the system platform. For example, setting `OSTYPE` to `linux-gnu` (case-sensitive!) indicates a Linux/Gnu environment, whereas the value `solaris` indicates a SUN/ Solaris platform. You should contact your dealer to find out which platforms are supported.

While in the deliverable sources (including the Makefiles provided) platform issues are dealt with, it nevertheless is important to understand

the particularities. Therefore, some considerations follow next. If in doubt, you may want to contact the hotline.

Gnu

With the Gnu C++ compiler, the good way to handle templates is by early template instantiation using the compile flag `-DEARLY_TEMPLATE`. A template instantiation source file, `template_inst.hh`, is provided in the `$(RMANHOME)/include/raslib` directory; if the `OSTYPE` variable is set to `linux-gnu`, then this instantiation file will be included automatically.

Microsoft

With the Microsoft Visual C++ compiler, situation is similar as with Gnu above: it also needs early template instantiation.

Solaris

With the SUN-provided C++ compiler under Solaris, template instantiation at compile time is done by looking at the `.cc` files in the `$(RMANHOME)/include` subdirectories.

6.2 Linkage

For the linkage of an executable several libraries are needed. Those delivered with rasdaman are located in the `$(RMANHOME)/lib` directory.

One common problem are the dynamic libraries needed, such as `libXmu.so`. Usually there are different versions around. The version needed by a rasdaman application can be found out with the Unix `ldd` command which, for example, states:

```
libtiff.so.3 => /usr/lib/libtiff.so.3 (0x4001b000)
libstdc++-libc6.1-2.so.3 => not found
libXmu.so.6 => /usr/X11R6/lib/libXmu.so.6 (0x4005e000)
libXt.so.6 => /usr/X11R6/lib/libXt.so.6 (0x40071000)
libX11.so.6 => /usr/X11R6/lib/libX11.so.6 (0x400bc000)
libz.so.1 => /usr/lib/libz.so.1 (0x40160000)
libm.so.6 => /lib/libm.so.6 (0x4016f000)
libc.so.6 => /lib/libc.so.6 (0x4018c000)
libjpeg.so.62 => /usr/lib/libjpeg.so.62 (0x40281000)
libSM.so.6 => /usr/X11R6/lib/libSM.so.6 (0x402a0000)
libICE.so.6 => /usr/X11R6/lib/libICE.so.6 (0x402ab000)
libXext.so.6 => /usr/X11R6/lib/libXext.so.6 (0x402c2000)
/lib/ld-linux.so.2 => /lib/ld-linux.so.2 (0x40000000)
```

As can be seen in the second line, `libstdc++-libc6.1-2.so.3` cannot be found whereas all other references to dynamic libraries can be resolved. Sometimes a straightforward link to an older version helps, such as

```
ln -s libstdc++-libc6.1-2.so.2 \  
    $RMANHOME/lib/libstdc++-libc6.1-2.so.3
```

Obviously very much care should be taken when fooling the system like this, and it is certainly not the recommended way.

Another common problem is to put the libraries into the right order in the link command, and which of them have to be linked twice to resolve all referenced symbols.

Some working examples can be found in the Makefiles of the delivered examples.

6.3 Client Environment Parameters

To allow for easier application steering, raslib evaluates the environment parameter `RMANCLIENTOPT` at program start-up. This variable can contain options similar to command line option syntax.

If contradicting options are set (e.g., `-tiling` and `-notiling`), then the last occurrence wins.

Options Known

<code>-timeout t</code>	set server communication timeout to <i>t</i> seconds (default: 3600)
<code>-notimeout</code>	disable timeout, wait forever if necessary
<code>-tilesize s</code>	set tile size to <i>s</i> bytes (default: 100000)
<code>-notiling</code>	disable client-side tiling
<code>-l logfile</code>	set log stream to <i>logfile</i> (default: <code>./client.log</code>)

Example

The following shell dialog shows how an environment is set before invoking a rasdaman client. Settings done are: use timeout of 5 seconds, write log output to `/dev/null`.

```
tcsh> export RMANCLIENTOPT="-timeout 5 -l /dev/null"  
tcsh> rview
```

6.4 The Example Programs

An example program is delivered in `$RMANHOME/examples/c++`. This query program sends a rasql query to the rasdaman server and prints the result retrieved.

The code is documented and produces ample screen output, so it should be self explanatory. The programs are built by invoking `make` in the corresponding subdirectory.

Note

Before the test programs can be used, a database has to be created and schema information has to be imported.

```
rasdl --basename db -c
rasdl --basename db -r odl/basictypes.odl -i
```

Further information on the `rasdl` processor can be found in the *Query Language Guide*, Section 4.

6.5 Copyright Note

raslib contains code for password encoding based on MD5, located in the C++ library `$(RMANHOME)/lib/libcrypto.a`. This library must be linked to rasdaman applications in order to make them work.

Provision of this code is done in accordance with the GNU *Library General Public License* (see www.gnu.org).

6.6 Legal Note

Note that under some legislations usage and/or distribution of cryptography code may be prohibited by law. If you have obtained the above-mentioned library in or from a region under such a legislation, whatever you do with it is fully under your own responsibility. Please inform rasdaman GmbH about the source where you have it obtained from so that we can take action against the violator.

7 HTML Documentation

All classes are described extensively in a set of HTML files shipped with the software. Starting point into the whole documentation is `$RMANHOME/doc/index.html`. Follow the “raslib” link to enter the description of the C++ interface.

The documentation can be viewed with any Web browser. Only graphical traversal between classes requires Java enabled; however, all links are available in textual form, too.

Top-level entry to the documentation shows the alphabetical listing of definitions, classes and functions; alternatively the class hierarchy display can be selected. Every class name is linked to the related class documentation. The subclass / superclass relations are indicated as indentation levels in the class list. Clicking a class name expands into the full class documentation consisting of three components.

First, there is the class inheritance hierarchy, including links to the direct subclasses and superclasses. The second part gives a short description of all class components, some of which have additional links to a more detailed documentation in the third part of the page. In this third part there is a detailed description of what the class does. Every time a class is used

inside method declarations as either a parameter or return value, a link to the documentation of this class is provided.