

HRegionInterface, Java method and proto method mappings

Proto Messages

Proto messages and service are defined in the attached proto files.

Java and Proto Method Mapping

Java	Proto
HRegionInfo getRegionInfo(final byte [] regionName)	getRegionInfo(GetRegionInfoRequestProto) returns(GetRegionInfoResponseProto)
void flushRegion(byte[] regionName) void flushRegion(byte[] regionName, long ifOlderThanTS) void flushRegion(HRegionInfo regionInfo)	flushRegion(FlushRegionRequestProto) returns(FlushRegionResponseProto)
long getLastFlushTime(byte[] regionName)	getLastFlushTime(GetLastFlushTimeRequestProto) returns(GetLastFlushTimeResponseProto)
List<String> getStoreFileList(byte[] regionName, byte[] columnFamily) List<String> getStoreFileList(byte[] regionName, byte[][] columnFamilies) List<String> getStoreFileList(byte[] regionName)	getStoreFileList(GetStoreFileListRequestProto) returns(GetStoreFileListResponseProto)
Result getClosestRowBefore(final byte [] regionName, final byte [] row, final byte [] family) Result get(byte [] regionName, Get get) boolean exists(byte [] regionName, Get get)	get(GetRequestProto) returns(GetResponseProto)
void put(final byte [] regionName, final Put put) int put(final byte[] regionName, final List<Put> puts) boolean checkAndPut(....r, final byte [] value, final Put put) boolean checkAndPut(....,final WritableByteArrayComparable comparator, final Put put)	put(PutRequestProto) returns(PutResponseProto)
void delete(final byte[] regionName, final Delete delete) int delete(final byte[] regionName, final List<Delete> deletes) boolean checkAndDelete(...., final byte [] value, final Delete delete) boolean checkAndDelete(...., final WritableByteArrayComparable comparator, final Delete delete)	delete(DeleteRequestProto) returns(DeleteResponseProto) <i>Should we combine put and delete to one method? Their signatures are kind of the same.</i>
long incrementColumnValue(...., byte [] qualifier, long amount, boolean writeToWAL) Result append(byte[] regionName, Append append) Result increment(byte[] regionName, Increment increment)	mutate(MutateRequestProto) returns(MutateResponseProto)
void mutateRow(byte[] regionName, RowMutations rm)	<i>For multiple puts or deletes, the new put/delete can support as long as there are no mixed puts and deletes. Do we have to support mixed puts and deletes in RPC? Can we separate them in HBaseClient?</i>
<R> MultiResponse multi(MultiAction<R> multi)	<i>This one is too complicated. I think we should not put this in RPC. We can separate them in HBaseClient and call corresponding puts/deletes/gets?</i>
long openScanner(final byte [] regionName, final Scan scan)	openScanner(OpenScannerRequestProto) returns(OpenScannerResponseProto)
Result next(long scannerId) Result [] next(long scannerId, int numberOfRows)	fetchFromScanner(FetchFromScannerRequestProto) returns(FetchFromScannerResponseProto)

void close(long scannerId)	closeScanner(CloseScannerRequestProto) returns(CloseScannerResponseProto)
long lockRow(final byte [] regionName, final byte [] row)	lockRow(LockRowRequestProto) returns(LockResponseProto)
void unlockRow(final byte [] regionName, final long lockId)	unlockRow(UnlockRowRequestProto) returns(UnlockResponseProto)
List<HRegionInfo> getOnlineRegions()	getOnlineRegion(GetOnlineRegionRequestProto) returns(GetOnlineRegionResponseProto)
HServerInfo getHServerInfo()	<i>deprecated</i>
boolean bulkLoadHFiles(List<Pair<byte[], String>> familyPaths, byte[] regionName)	bulkLoadHFile(BulkLoadHFileRequestProto) returns(BulkLoadHFileResponseProto)
RegionOpeningState openRegion(final HRegionInfo region) RegionOpeningState openRegion(HRegionInfo region, int versionOfOfflineNode) void openRegions(final List<HRegionInfo> regions)	openRegion(OpenRegionRequestProto) returns(OpenRegionResponseProto)
boolean closeRegion(final HRegionInfo region) boolean closeRegion(final HRegionInfo region, final int versionOfClosingNode) boolean closeRegion(final HRegionInfo region, final boolean zk)	closeRegion(CloseRegionRequestProto) returns(CloseRegionResponseProto)
boolean closeRegion(byte[] encodedRegionName, final boolean zk)	closeRegionByEncodedName(CloseRegionByEncodedNameRequestProto) returns(CloseRegionByEncodedNameResponseProto)
void splitRegion(HRegionInfo regionInfo) void splitRegion(HRegionInfo regionInfo, byte[] splitPoint)	splitRegion(SplitRegionRequestProto) returns(SplitRegionResponseProto)
void compactRegion(HRegionInfo regionInfo, boolean major)	compactRegion(CompactRegionRequestProto) returns(CompactRegionResponseProto)
void replicateLogEntries(HLog.Entry[] entries)	replicateLogEntry(ReplicateLogEntryRequestProto) returns(ReplicateLogEntryResponseProto)
ExecResult execCoprocessor(byte[] regionName, Exec call)	execCoprocessor(ExecCoprocessorRequestProto) returns(ExecCoprocessorResponseProto)
List<BlockCacheColumnFamilySummary> getBlockCacheColumnFamilySummaries()	getBlockCacheSummary(GetBlockCacheSummaryRequestProto) returns(GetBlockCacheSummaryResponseProto)
byte[][] rollHLogWriter()	rollLogWriter(RollLogWriterRequestProto) returns(RollLogWriterResponseProto)
void stop(String why)	stopServer(StopServerRequestProto) returns(StopServerResponseProto)